

## Crowdsourcing for Big Data Analytics



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#### **Crowdsourcing for data analytics**

- Part I: Crowdsourcing for data analytics (Hisashi Kashima)
- Part II: Crowdsourcing for datafication (Satoshi Oyama)
- Part III: Crowdsourcing for analysis (Yukino Baba)
- Part IV: Future direction (Yukino Baba)

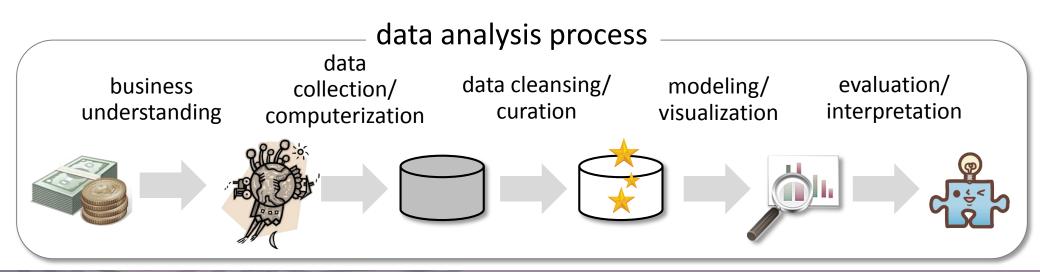
Tutorial slides are found at

# http://goo.gl/Amif93

### **Part I: Crowdsourcing for data analytics**

### Big challenge in big data analytics: Manpower bottleneck

- Automatic data analysis techniques (e.g. machine learning) are often considered as main components of data analytics
- Data analysis is heavily labor intensive
  - Manual processing dominates a large portion of data analysis process
  - 1990s-2000s: introduction of data mining techniques and data analysis process standards (e.g., CRISP-DM)



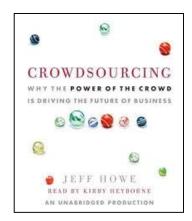
### Big shortage of data scientists: Implies labor intensity of data analysis

- "By 2015, 4.4 million IT jobs globally will be created to support big data", but "only one-third of the IT jobs will be filled"
   Peter Sondergaard (Senior VP at Gartner)
- "Data Scientist: The Sexiest Job of the 21st Century"
  Thomas H. Davenport and D.J. Patil, Harvard Business Review
- These statements imply the labor intensity of data analysis



### Rise of crowdsourcing: On-demand access to massive on-line labor

- Crowdsourcing: Outsourcing human-intelligence tasks to a large group of unspecified people via Internet
  - ⇔ "outsourcing" offers tasks to specified contractors
- Advantage of crowdsourcing:
  - -Volume: Access to a massive amount of human intellects
  - -Quality: "wisdom of crowds"



Howe, J. Crowdsourcing. 2004

#### Two types of crowdsourcing: Explicit crowdsourcing and implicit crowdsourcing

- **1**. Explicit crowdsourcing: directly asks for contributions
  - -Marketplace (e.g., Amazon Mechanical Turk)
  - -Volunteer (e.g., citizen science such as Galaxy Zoo)
- Implicit crowdsourcing: embeds tasks into other forms in order to motivate worker participations
  - -Unavoidable tasks (e.g., reCAPTCHA)
  - -Games with purposes (e.g., ESP game)

#### Crowdsourcing marketplace: Online labor markets for explicit crowdsourcing

- Crowdsourcing marketplaces:
  Web services for connecting requesters with workers
  - Advantages for requesters: Access to on-demand workforce
  - Advantages for workers: New work style unbound by time or place
- Emergence of online crowd-labor marketplaces
  - Mechanical Turk, oDesk, Clickworker, ...



### Amazon Mechanical Turk: World-biggest microtask crowdsourcing marketplace

- amazonmechanical turk Since established in 2005, a de-facto standard of crowdsourcing marketplace in computer science
  - 0.5 million workers from 190 countries (in 2011)
  - can access human intelligence on-demand
- Automatic creation of tasks through API



Task types in crowdsourcing marketplaces: Simple, structured tasks to complex, unstructured tasks Very easy tasks: Image labeling, entity resolution, format checking... Microtasks: Popular in Output format: Yes/No computer Easy tasks: Restaurant reviews, web service tests, ... science Output format: Multiple-choice or short sentences Tasks requiring some expertise: Logo design, report writing, ... P X **Output format: Images or sentences** 

Complex tasks requiring high level of expertise: Web/software developments, professional work, ...

Output format: System, codes, documents

10

### reCAPTCHA: A "Turing test" distinguishing humans and machines

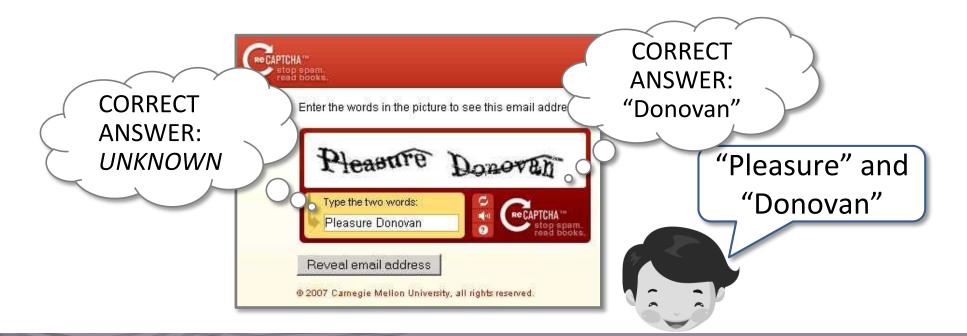
- System shows two text images to a user and asks to read both
- Character recognition is difficult for computers but easy for humans, only human can pass the test



11

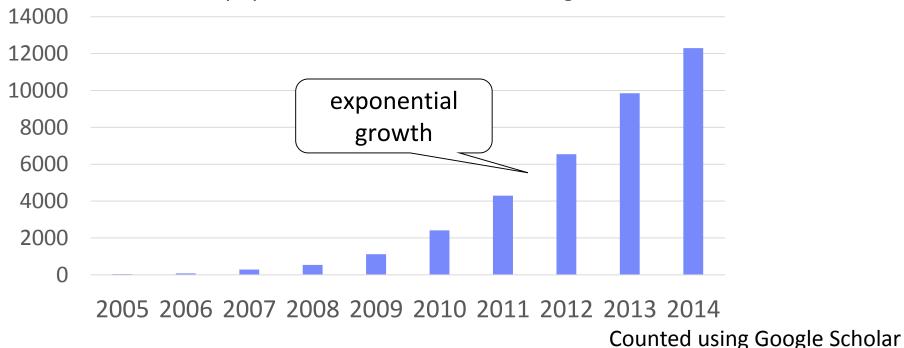
### Implicit crowdsourcing of reCAPTCHA: Use system logs for document digitization

- The system knows the correct answer of only one of the two words
- The other is a word that OCR systems fail to recognize
  - Users are forced to help document digitization



### Trend in academic research: Exponential growth of crowdsourcing research

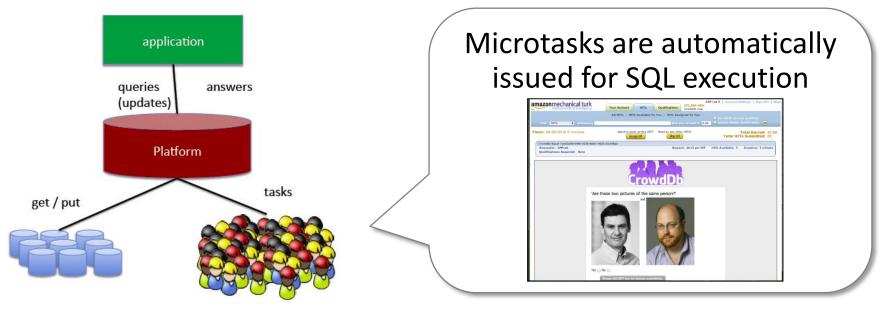
- 2005: Amazon Mechanical Turk was launched
- 2006: "crowdsourcing" and "human computation" were advocated
- 2013: 1st conference on human computation and crowdsourcing (HCOMP)



#papers related to crowdsourcing

#### Crowdsourcing in computer science: Popular use in NLP, CV, HCI, DB, IR, ML/DM, ...

- NLP: text understanding, annotation, language translation
- CV: image understanding, annotation, detection
- DB/IR: data generation/integration, search, evaluation
- ML/DM: data collection/annotation



Franklin *et al*. CrowdDB: Answering Queries with Crowdsourcing. *VLDB* 2011.

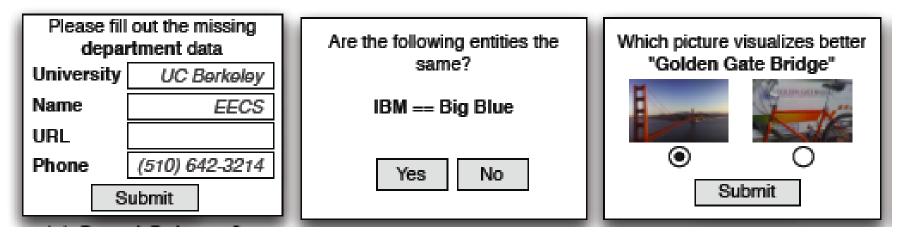
14

### Example of crowdsourcing in DB research: Data generation and comparison

- CrowdDB uses crowdsourcing for
- 1. Data generation
- 2. Data comparison:

15

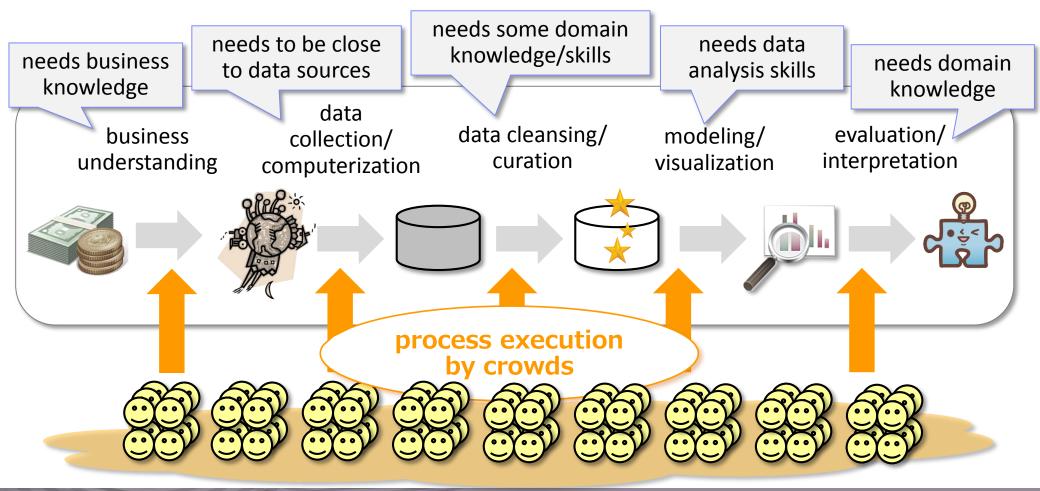
- Identity test of two data instances
- Sorting data instances



Franklin *et al.* CrowdDB: Answering Queries with Crowdsourcing. *VLDB* 2011.

### Crowdsourcing for data analytics: Crowdsourced execution of data analysis process

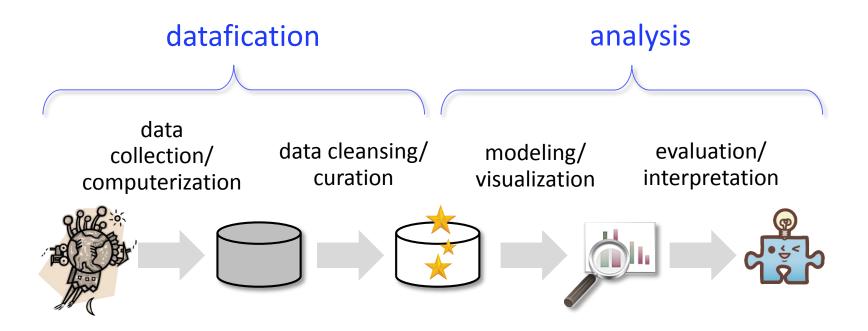
 Use the power of crowds with various knowledge/skills to execute the labor-intensive data analysis process



### Crowdsourcing usages in data analysis: Datafication and analysis

17

- Data analysis process is divided into two parts:
  - **1**. Datafication: data collection, data cleansing, annotation, ...
  - 2. Analysis: data modeling, visualization, evaluation, ...

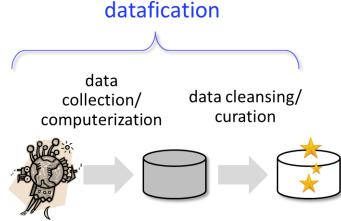


### Crowdsourcing for datafication: Microtasks for data collection, annotation, and cleansing

- Microtasks for data annotation and cleaning
  - -Suited for simple human-intelligence tasks:
    - Image labeling, speech recognition, ...
  - -Small payment for a small piece of work

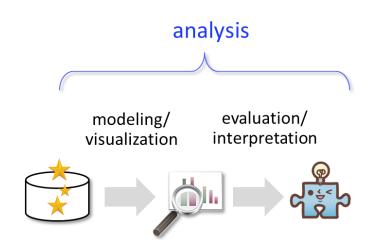
18

Large-scale datasets can be processed with reasonable costs



### Crowdsourcing for analysis: Competitions, peer reviewing, ...

- Competitions for data modeling
  - -Suited for creative/complex tasks:
    - Design, software development, analysis, ...
  - -Winner-takes-all payment
    - A few high-quality results can be obtained
- Peer reviewing for assessing results



#### Technical issues: Incentive design and quality control

- Incentive design
  - -Crowdsourcing workers are not necessarily well-motivated
  - -Gamification and reward optimization
- Quality control
  - Crowd-workers have different skills and motivations, and sometimes they are malicious
  - -Quality of crowdsourcing results is uneven
  - -Statistical quality control methods

#### Following parts...: Crowdsourced datafication and analysis

