



# Collaborative Human Computing

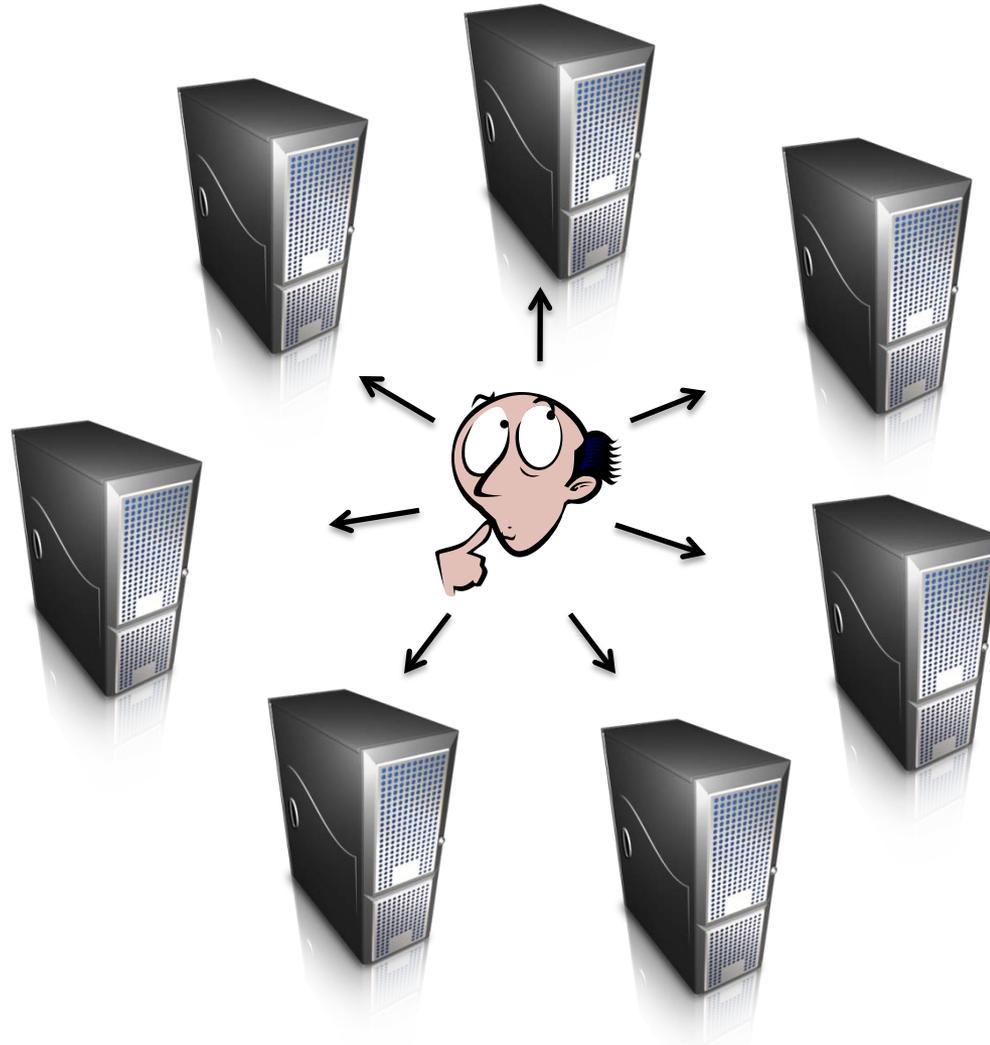
Zack Zhu

March 31, 2010

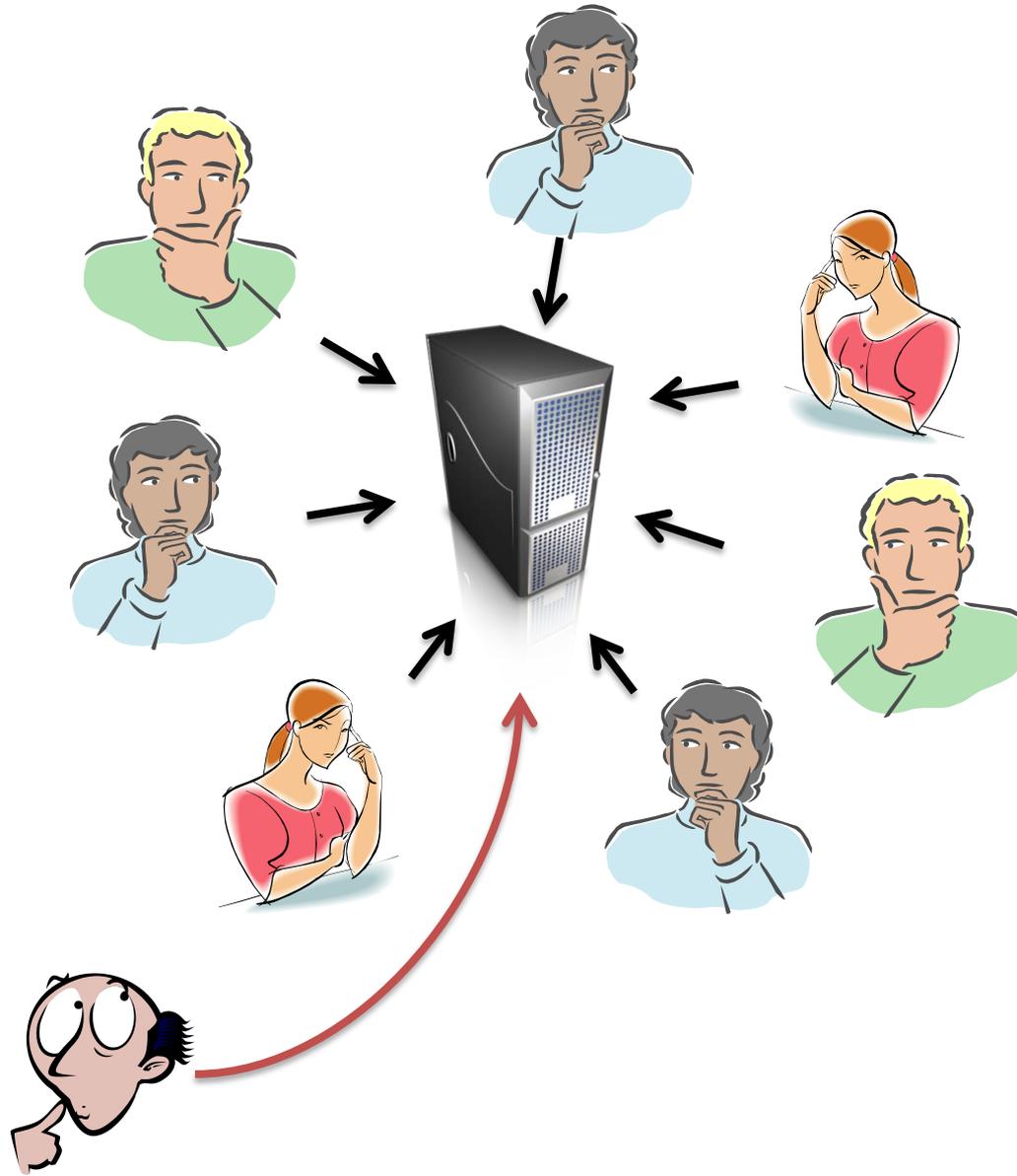
Seminar for Distributed Computing



# Distributed Computing...



...redefined: Distributed Thinking





# “Crowdsourcing”

Human Resource = \$\$\$\$\$!!

Internet

+

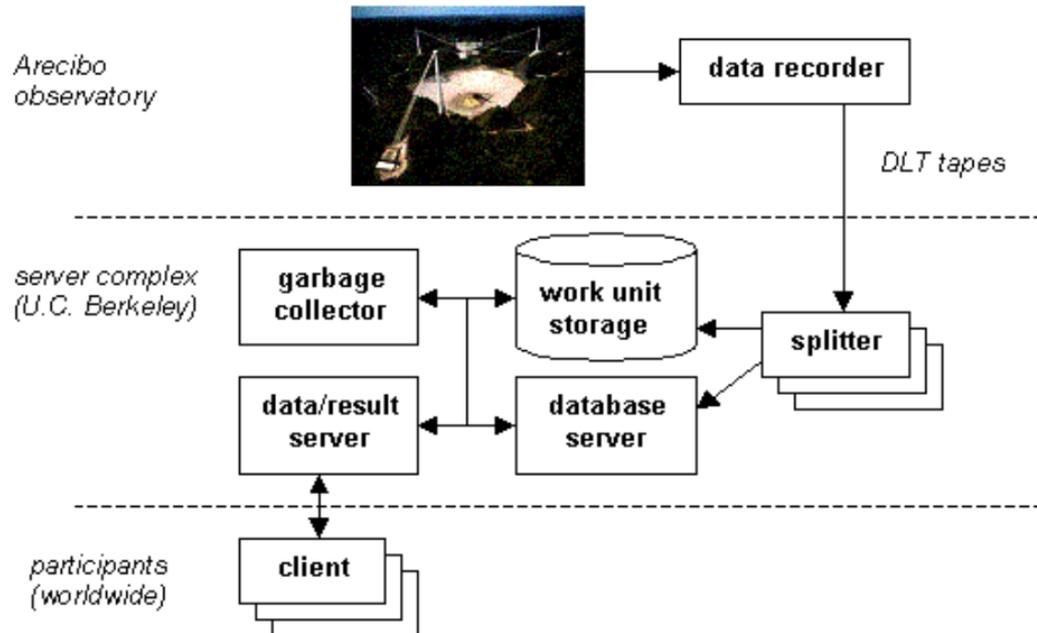
Web 2.0



# Crowdsourcing



- Search for Extraterrestrial Intelligence
- Earliest project utilizing the idea (launched in May 1999)
- Voluntary distributed computing



Distributed Thinking

+

Crowdsourcing



**Collaborative Human Computing**

# Collaborative Human Computing





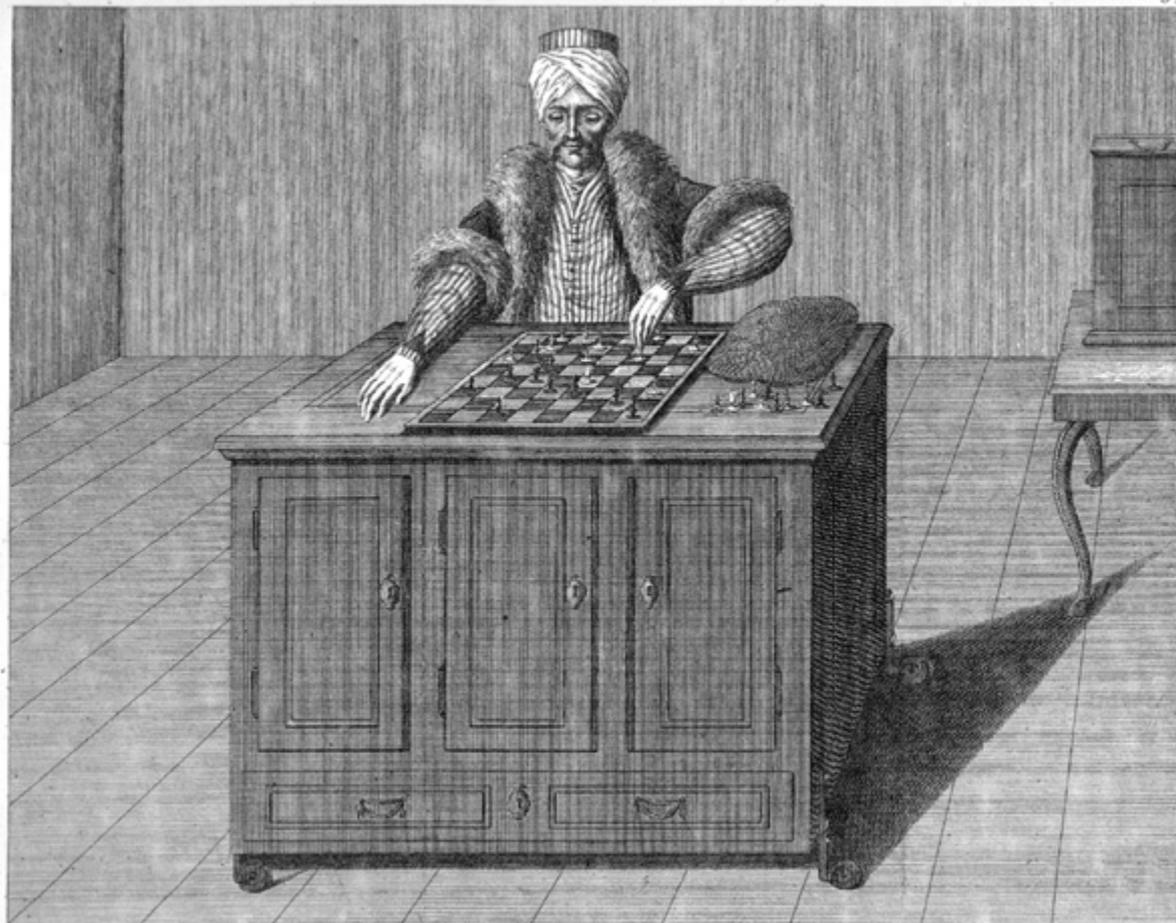
- Crowdsourced R&D





- Why it works:
  - Solver Diversity
  - Workforce Mentality
  - Vetted Input



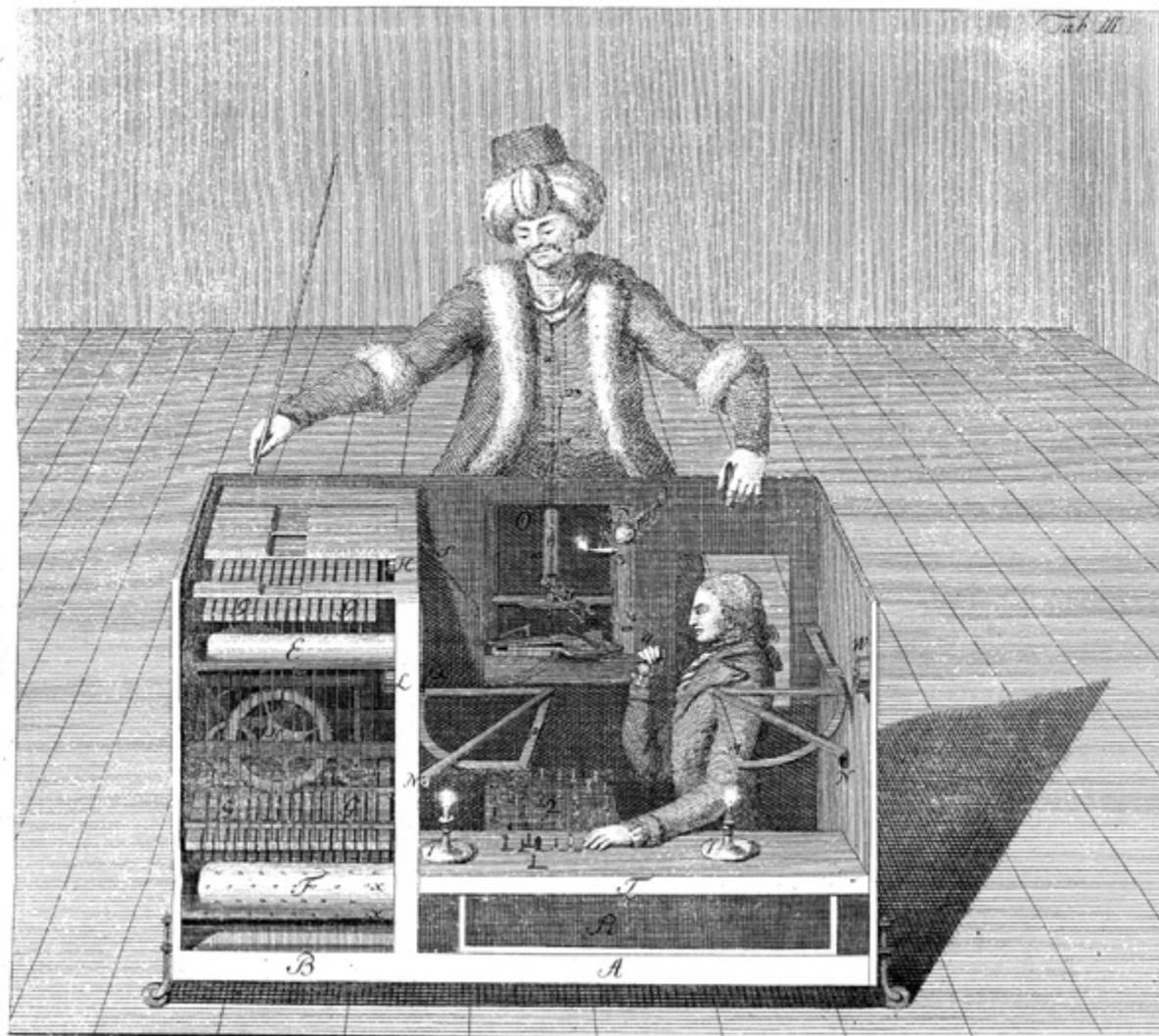


W. de Kempelen del.

Cher à Meckel excudit, Basilea.

P. G. Pütz, sc.

Der Schachspieler im Spiele begriffen. Le Joueur d'Échecs tel qu'on le voit pendant le jeu.



## Human Intelligence Tasks (HIT)



**Virtual Sweatshop????**

- Relatively trivial for users
- Difficult to automate
- Low payout: \$0.01-\$5/HIT

For example:

- Image tagging
- Write a review (movies, CDs)
- Rank a series of pictures



**How about harnessing the power of masses for  
FREE and Get Paid?**



## Slashdot Poll x

### How Smart Are You?

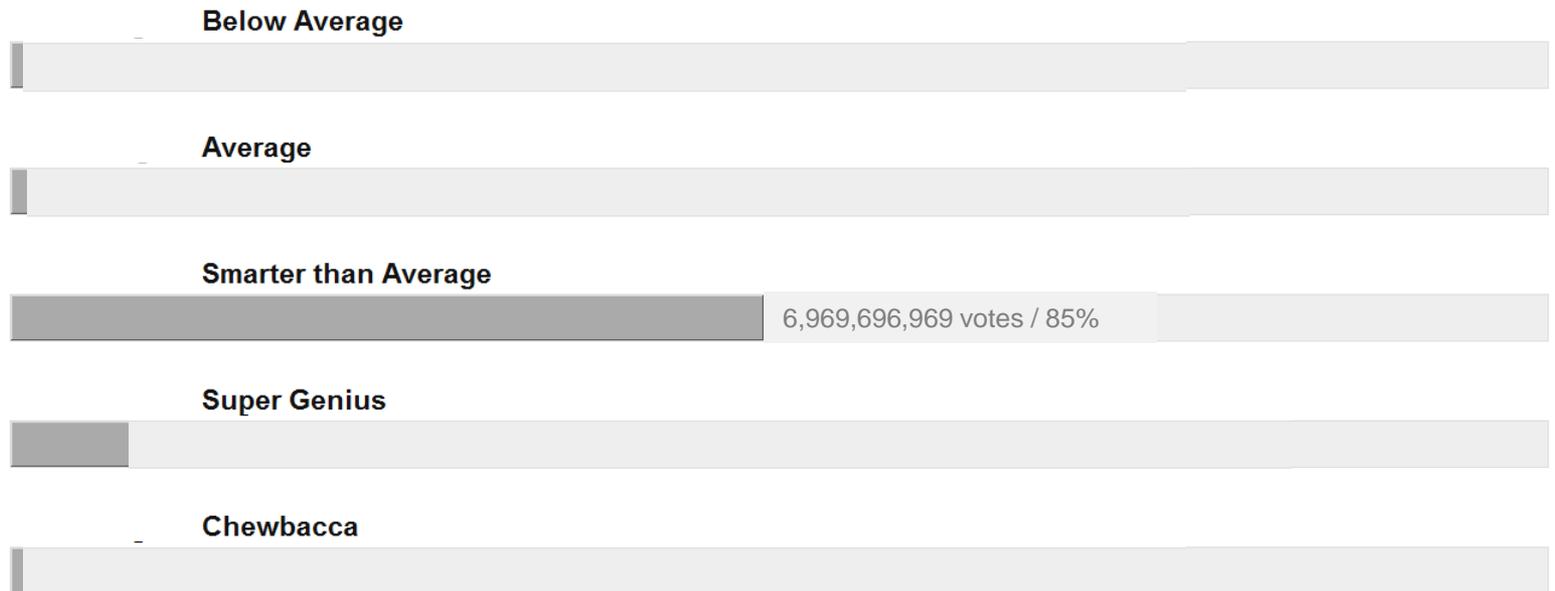
- Below Average
- Average
- Smarter than Average
- Super Genius
- Chewbacca

[ [Results](#) | [Polls](#) ]

Comments:**78** | Votes:**2985**

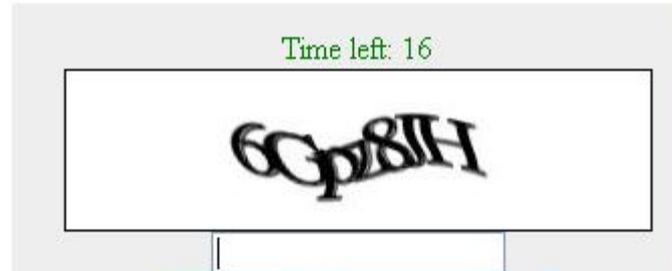
## How Smart Are You?

Displaying poll results.





**To see the next picture...**



**Lesson:** Give the crowd something they need...

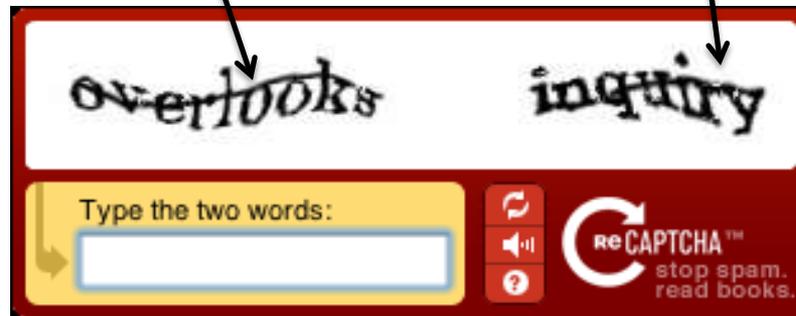


- Initiative to digitize typeset text
  - Today: OCR fails to recognize 20% of scanned text
- How?
  1. Scanned page
  2. Decipher with 2 independent OCR programs
  3. List suspicious words (no consensus)
  4. Distort and send out as reCaptcha



Control Word  
(known from previous  
reCaptchas)

Unrecognized Word

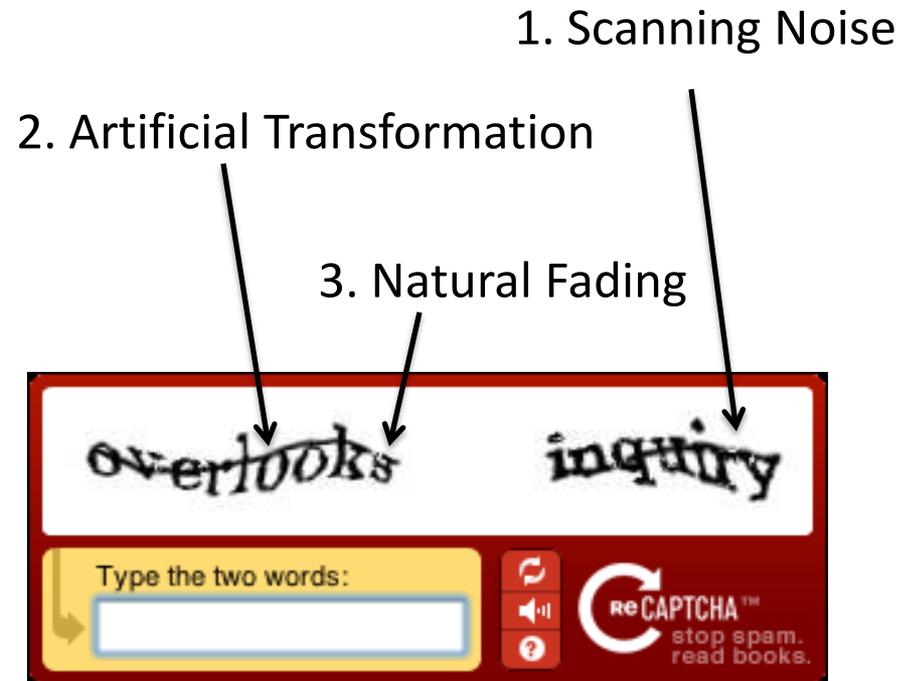


6. Enter unrecognized word into database  
(consensus established between  $n$  people)



## Is it secure?

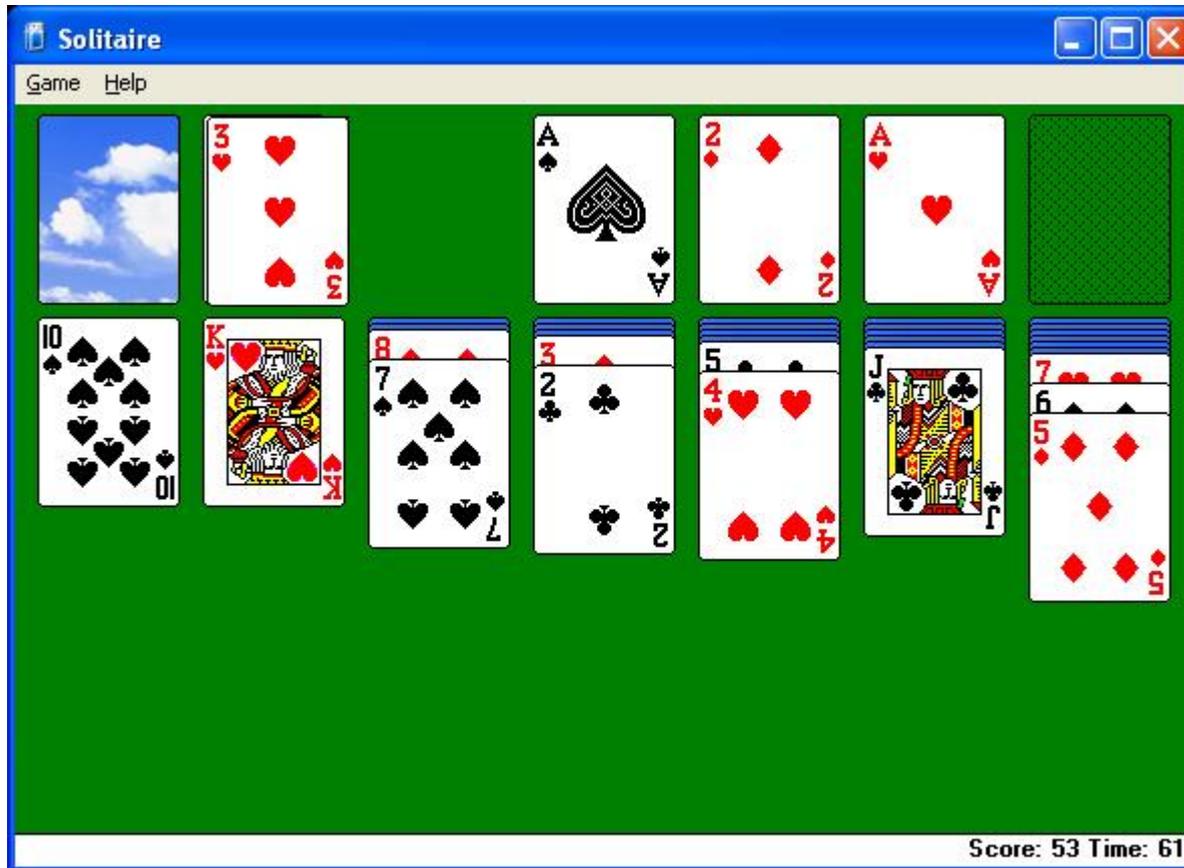
- More secure than conventional Captchas
  - Anti-captcha algorithms
  - 100% Successful in failing anti-captcha algorithms
  - Computer-generated Captcha 90% successful





## Is it successful?

- Accuracy of 99.1%
  - Human: 99%
  - Standard OCR: 83.5%
- 440 Million words deciphered in the 1<sup>st</sup> year (~17,600 books)
- 35 Million words/day (March, 2009)



**9 BILLION human-hours/year**



## ESP Game

Concentrate...

### How to Play

- 1 You and a partner see the same image.



- 2 Each of you must guess what words your partner is typing.

make a new  
Tree

Got it, Let's Play!

View Top Scores



## Image Tagging

score 0

 **ESP Game**  
Concentrate...

time 2:10

**BONUS!**  
5,000 PTS →

**What do you see?**

**taboo words**  
dance



**guesses**  
woman  
ocean  
beach

 submit  pass



- Is it fun?
  - 15 million agreements (tags) from 75,000 players
  - 200,000 **regular** players
  - Many people play >20 hours a week
  - Playing streaks of >15 hours



- Why?
  - Sense of connection with your partner



- Bush
- President
- Man
- **Yuck**

“...the two of you are bringing your minds together in ways lovers would envy.”

# Single Player Version?

- Record moves of players with time stamps
- Play pre-recorded moves
- ESN Game
  - Moves recorded (Player A):  
(0:02) goddess; (0:03) ziyi  
(0:04) thoughtful; (0:08) hot



Taboo Words	Time	Player 1	Bot (Player A)
Woman	0:01	<i>ziyi</i>	
Beautiful	0:02	asian	goddess
Gorgeous	0:03	model	<i>ziyi</i>

# ...0 Player?



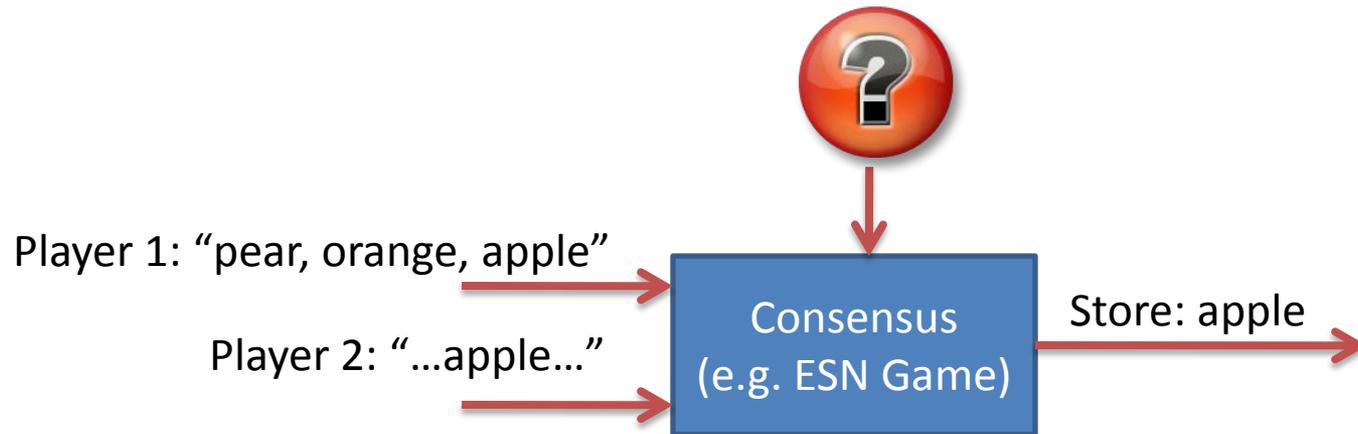
## Moves recorded

Bot 1: (0:02) goddess; (0:04) face; (0:08) hot **(0:14) flowers**

Bot 2: **(0:01) flowers**; (0:02) model; (0:03) asian; (0:09) girl

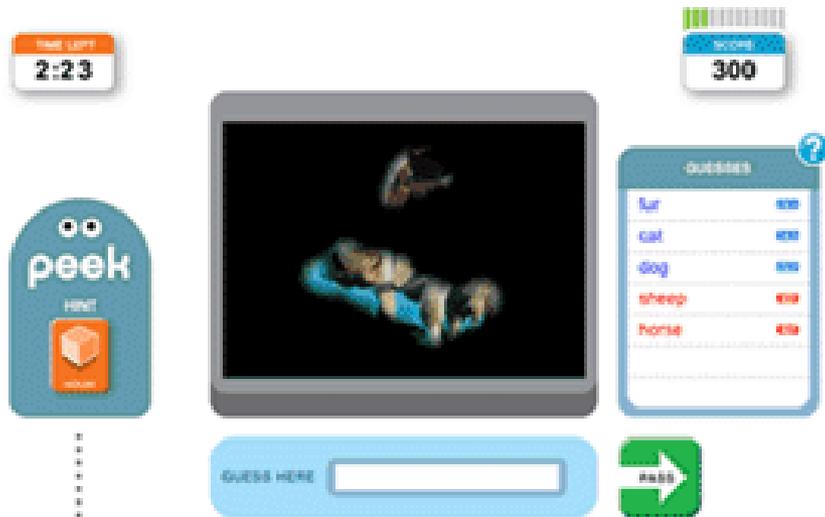
# Generalization

- Game  $\leftrightarrow$  algorithm: Input-Output
- Symmetric/Parallel:  
 $n$  player completing the same task



# Peekaboom

**PEEK** : GUESS WHAT YOUR PARTNER IS REVEALING



HINTS HELP YOU GUESS

PASS FOR DIFFICULT IMAGES

**BOOM** : REVEAL PARTS OF THE IMAGE TO YOUR PARTNER



GIVE HINTS IF NECESSARY

TELL YOUR PARTNER IF A GUESS IS **HOT** OR **COLD**

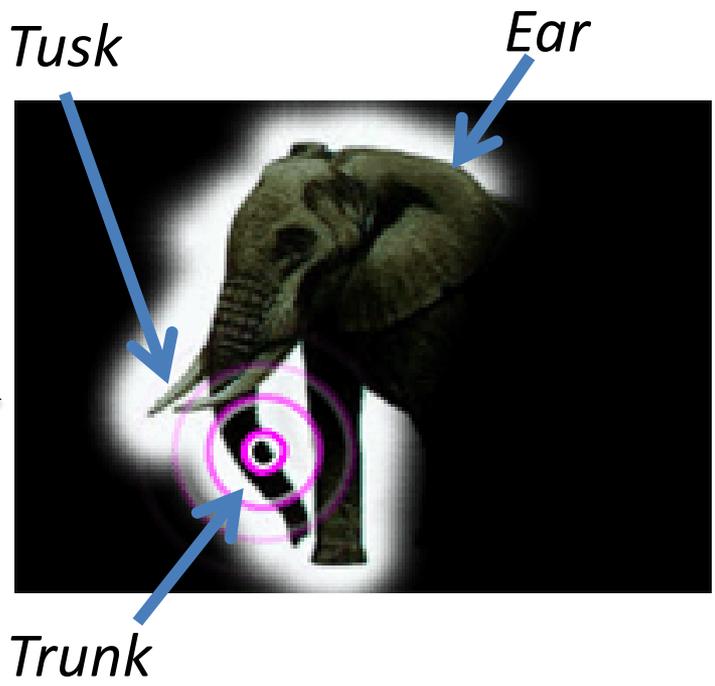


# Peekaboom

Trunk/Tusk/Ear



User-Created Pings



# Peekaboom

## Hints:

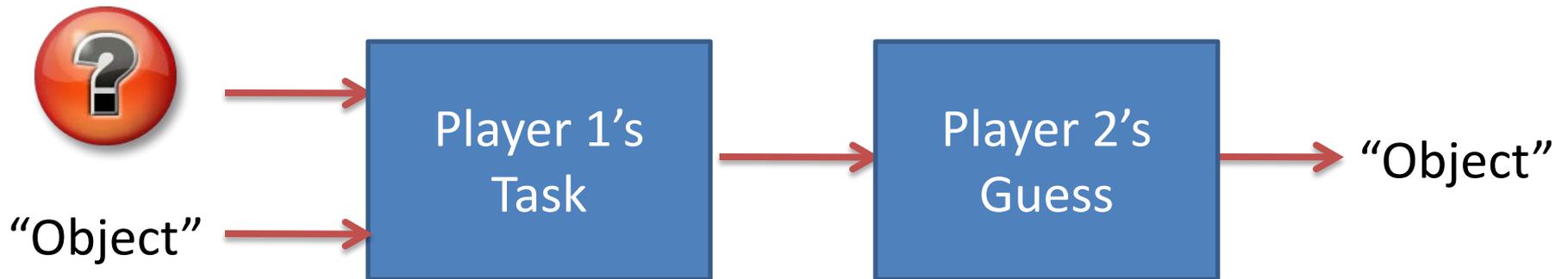




# Generalization

Asymmetric/Sequential:

Player 1's output fed to Player 2's input





# Security Measures

Pretty standard ...

- Player queue
- IP Check (location proximity)

# Security Measures

More interesting...

- Test image/behaviour matching
- Aggregated consensus
- reCaptcha the gwap games?

# References

- L. von Ahn, M. Blum (2006). Peekaboom: A game for locating objects in images. In *ACM CHI*.
- L. von Ahn, B. Maurer, C. McMillen, D. Abraham, and M. Blum. “reCAPTCHA: Human-Based Character Recognition via Web Security Measures.” *Science*, September 2008.
- J. Howe. “The Rise of Crowd Surfing”, *Wired*, June 2006.
- D. P. Anderson , J. Cobb , E. Korpela , M. Lebofsky , D. Werthimer, “SETI@home: an experiment in public-resource computing,” *Communications of the ACM*, v.45 n.11, p.56-61, November 2002 .
- *gwap*, <http://www.gwap.com>
- *Amazon Mechanical Turk*, <https://www.mturk.com/mturk/welcome>
- *Google Tech Talk*, <http://www.cs.cmu.edu/~biglou/>



# Discussion

- Net productivity?
- Declining popularity with time, repackagable?
- ...your input?