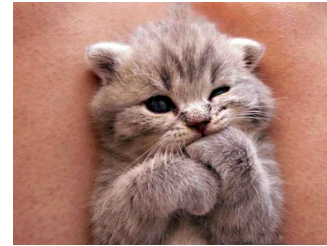
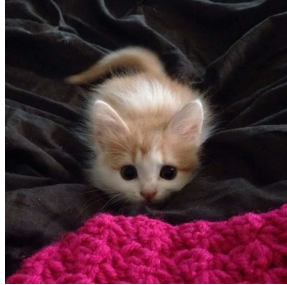


So Who Won:  
Dynamic Max Discovery with  
the Crowd

Assma Boughoula

# Motivation

Which kitten is **cutest**?



Which dog is **largest**?

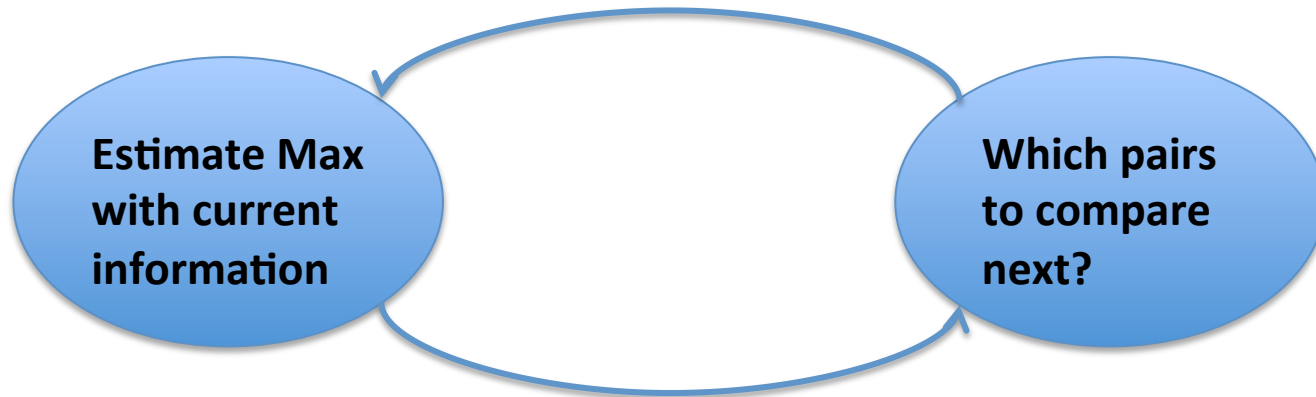


# Problem Statement

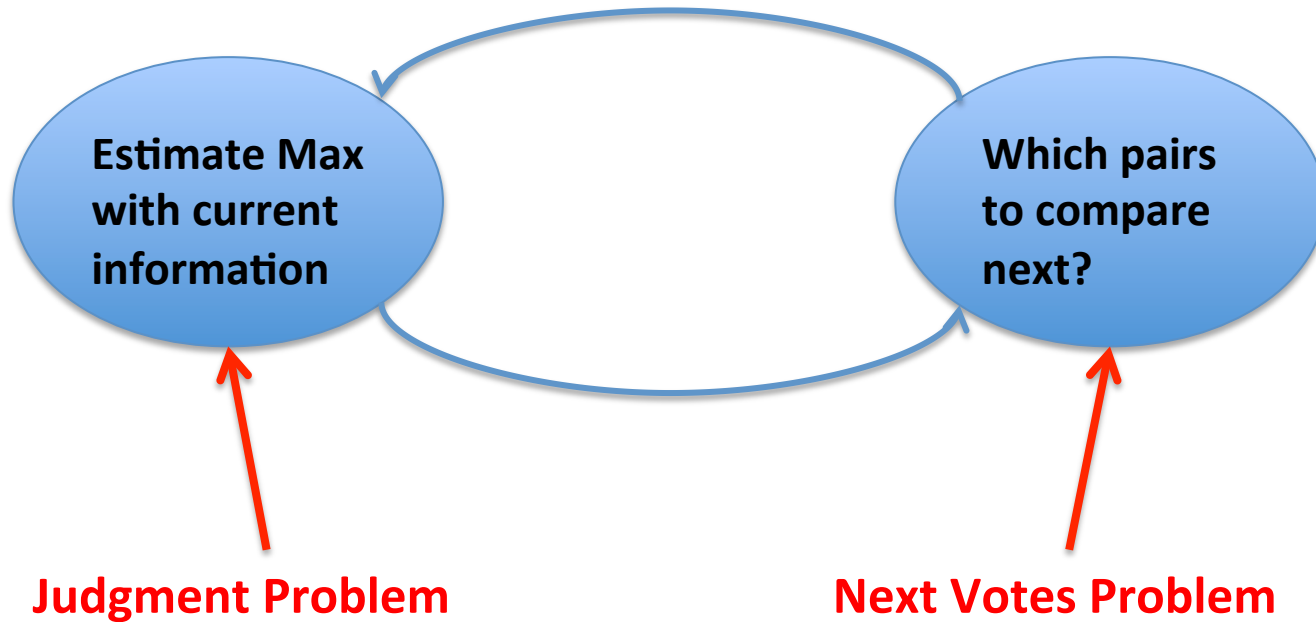
- Set  $O$  of  $n$  objects  $\{o_1, \dots, o_n\}$
- Each  $o_i$  has quality  $c_i$
- $\pi$  : permutation or ranking of  $O$
- If  $\pi(i) < \pi(j)$  then  $o_i$  is ranked higher than  $o_j$  and  $c_i > c_j$
- $W$  :  $n \times n$  matrix of votes from workers
- Assumptions:
  - $c_i \neq c_j$  for all  $i \neq j$
  - Workers can only compare a pair of objects
- **Goal**: arrive at the correct permutation  $\pi$  quickly and efficiently

# Framework

- Two sub-problems



# Framework

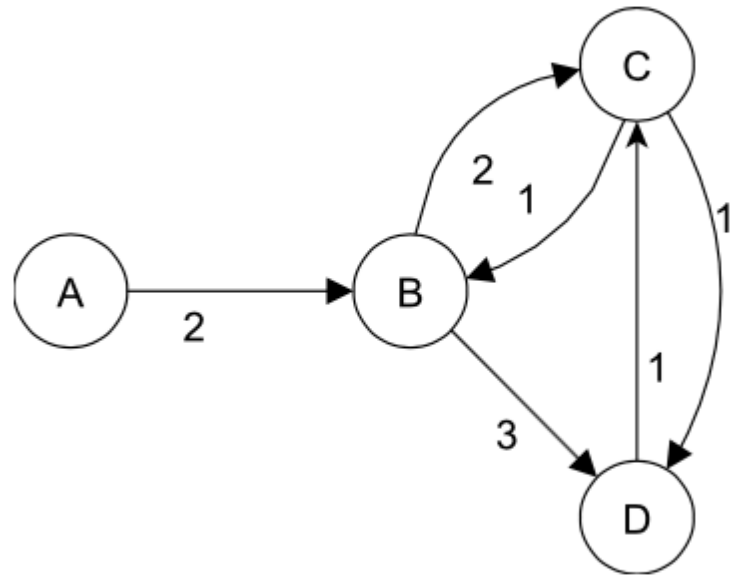


# Outline

- Judgment Problem
  - Maximum Likelihood (ML) baseline
  - Heuristic Strategies
    - Indegree
    - Local
    - PageRank
    - Iterative
- Next Votes Problem
  - Maximum Likelihood (ML) baseline
  - Heuristic Vote Selection Strategies
    - Paired
    - Max
    - Greedy
    - Round Robin

# Judgment Problem

$$W = \begin{matrix} & \begin{matrix} \mathbf{A} & \mathbf{B} & \mathbf{C} & \mathbf{D} \end{matrix} \\ \begin{matrix} \mathbf{A} \\ \mathbf{B} \\ \mathbf{C} \\ \mathbf{D} \end{matrix} & \begin{pmatrix} 0 & 2 & 0 & 0 \\ 0 & 0 & 2 & 3 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \end{matrix}$$



# Judgment Problem

## Maximum Likelihood

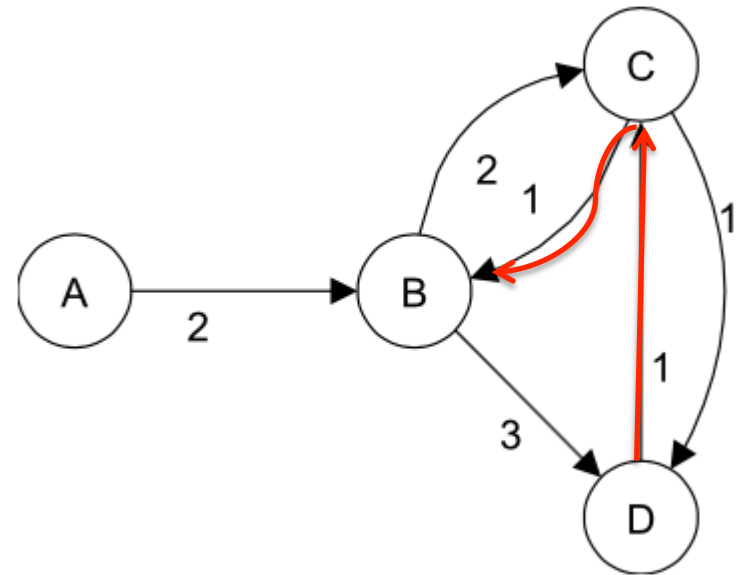
- Average worker accuracy  $p$  is known
- Calculate  $P(\pi_d | W)$  for each permutation  $\pi_d$
- Choose most probable permutation  
In example:  $(D, C, B, A)$   $(C, D, B, A)$
- There are  $n!$  possible permutations!!!  
Exhaustive, inefficient



# Judgment Problem

## Kemeny permutation:

- Minimizes number of edges  $i-j$  that don't respect ranking.
- $(D, C, B, A)$

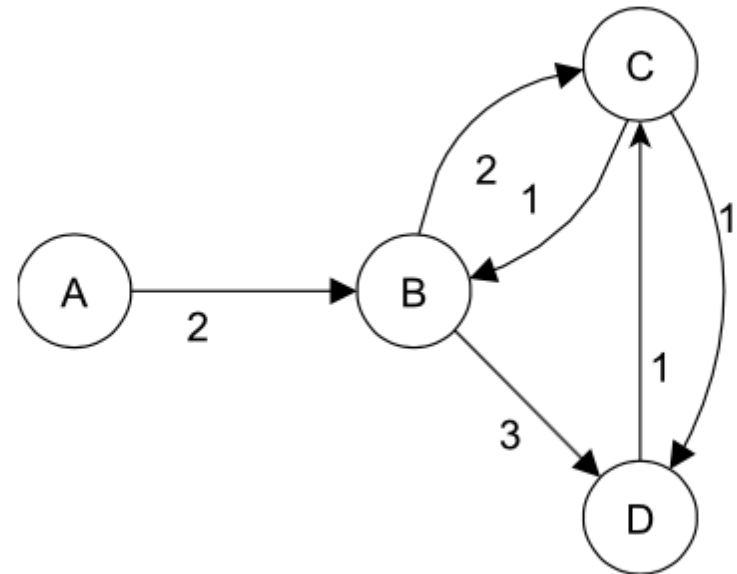


# Judgment Problem

## Indegree Strategy

- For each node  $i$ , look at all neighbors  $j$ :
- Calculate score:  
$$s(i) = P(i < j \mid w_{ij}, w_{ji})$$
- Choose  $\max s(i)$

Only considers  
neighbors, not whole  $W$



# Judgment Problem

## Local Strategy

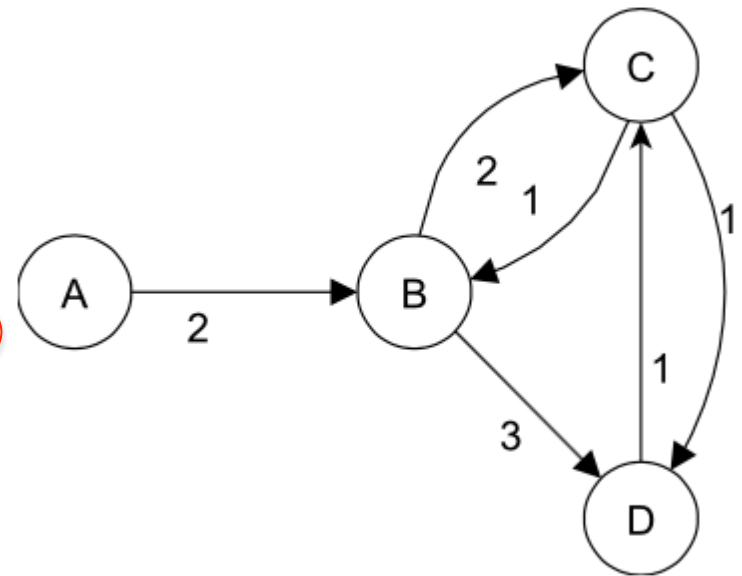
- Considers “neighbors of neighbors”

- $wins(i) = \sum_j w_{ji}$   $losses(i) = \sum_j w_{ij}$

- $s(i) = wins(i) - losses(i) + \sum_{j:c_i > c_j} wins(j) - \sum_{j:c_i < c_j} losses(j)$

**Reward**

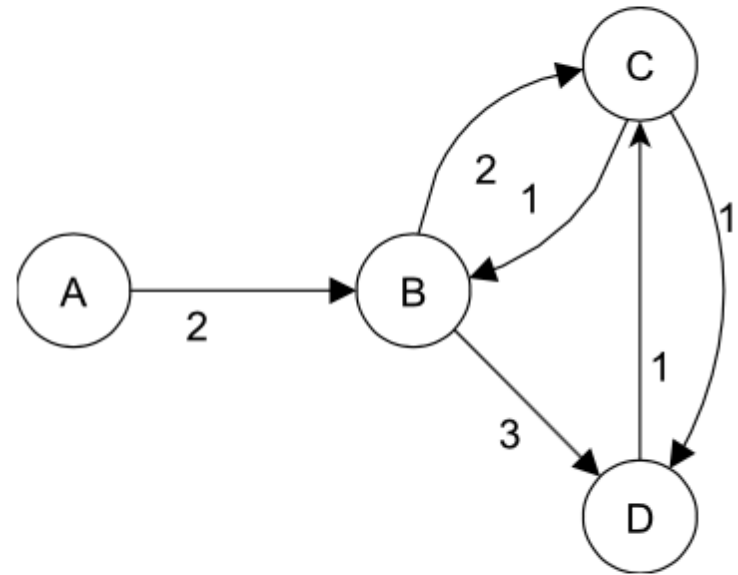
**Penalty**



# Judgment Problem

## PageRank Strategy

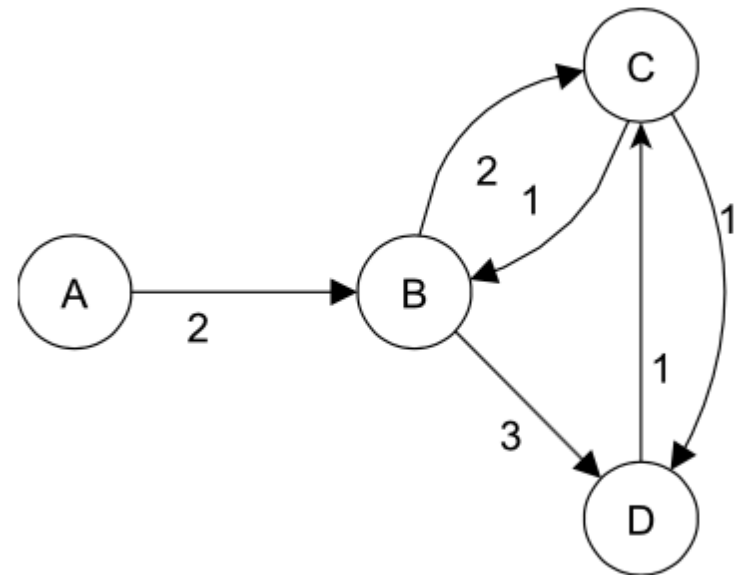
- Considers whole graph
- $S(i) = \text{PageRank}(i)$
- $Pr_{t+1}(i)$   
 $= \sum_j w_{ji} pr_t(j) / \text{outdeg}(j)$
- $Pr_0(i) = 1/n$



# Judgment Problem

## Iterative Strategy

- $dif(i) = wins(i) - losses(i)$
- Eliminate lower half of objects according to  $dif(i)$  scores
- Repeat with remaining objects



# Judgment Problem

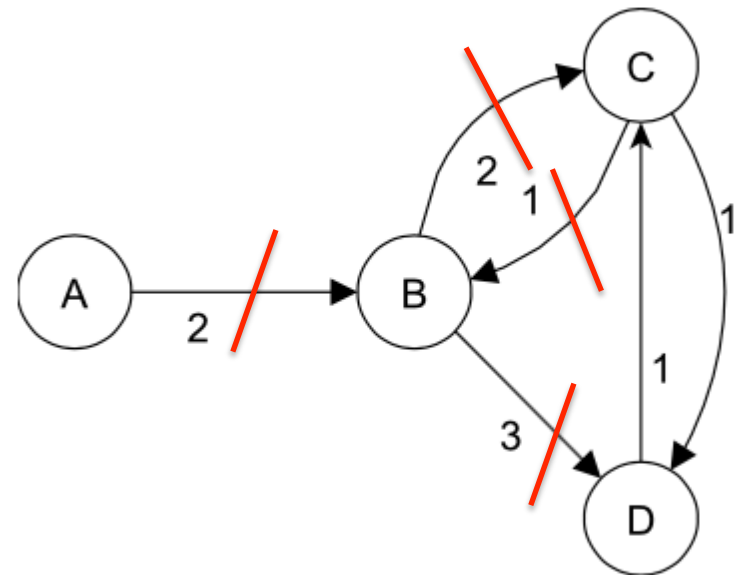
## Iterative Strategy

Iter1:

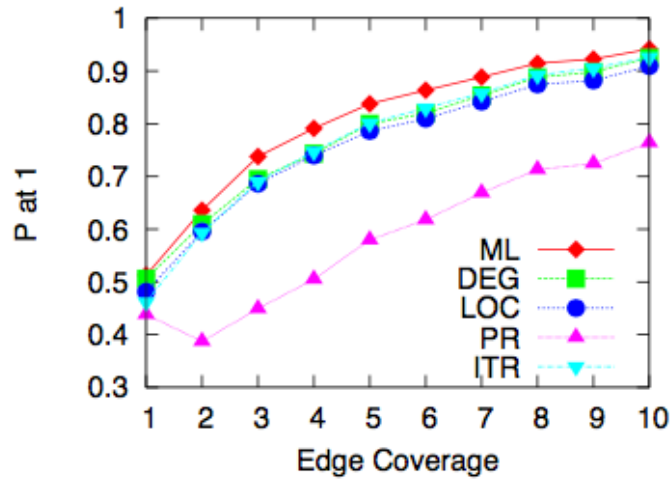
$\text{dif}(A)=-2$ ,  $\text{dif}(B)=-4$ ,  
 $\text{dif}(C)=1$ ,  $\text{dif}(D)=3$

Iter2:

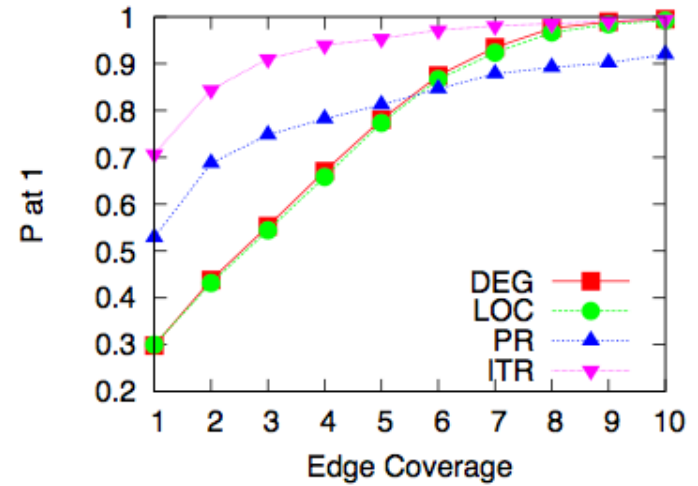
$\text{dif}(C)=0$ ,  $\text{dif}(D)=0$



# Judgment Problem

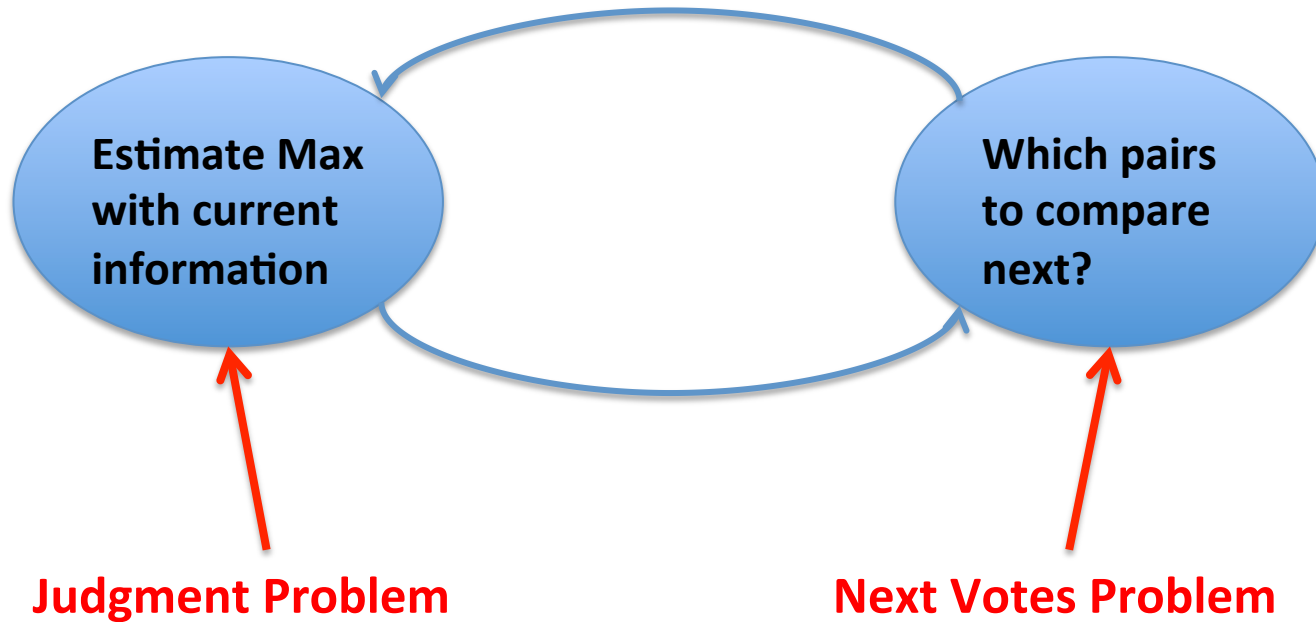


p=0.75



p=0.95

# Framework





# Next Votes Problem

Some Notation...

- Budget  $b = \#$  votes to be requested
- Potential vote  $\{o_i, o_j\}$
- $Q = \{\{o_i, o_j\}, \dots\}$  possible multiset of  $b$  votes
- Answer tuple  $(\{o_i, o_j\}, o_x)$
- Answer multiset  $a = \{(\{o_i, o_j\}, o_x), \dots\}$
- $2^b$  possible answer multisets for each  $Q$  !!!
- $a \wedge W$  : updated  $W$  matrix

# Next Votes Problem

## Maximum Likelihood

- Look for  $Q$  such that  $a \wedge W$  increases our confidence when estimating the max the most.
- Choose  $Q$  that maximizes:  
$$\sum_a \max_i P(i \text{ is max}, a \wedge W)$$
- Assumes average worker accuracy  $p$  known

# Next Votes Problem

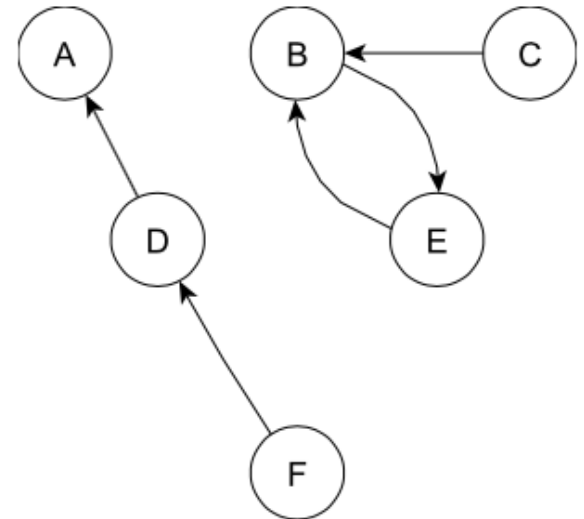
## Paired Vote Selection

- Order objects by score  $s(i)$  from judgment problem

**b = 2**

**Q = (A,B), (E,D)**

**(A, B, E, D, C, F)**



# Next Votes Problem

## Max Vote Selection

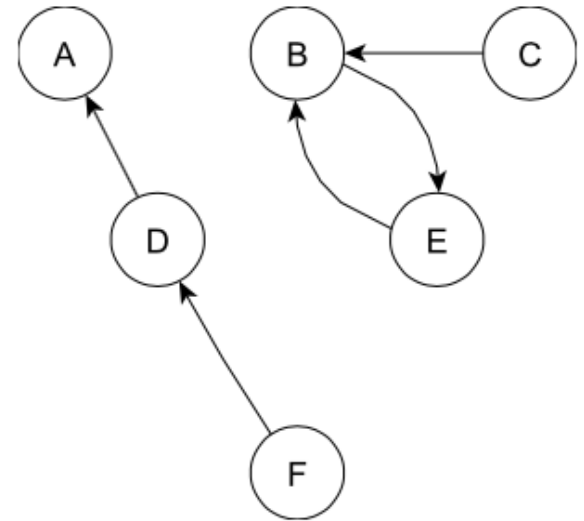
- Compare with current max

**b = 2**

**Q = (A,B), (A,E)**



**(A, B, E, D, C, F)**



# Next Votes Problem

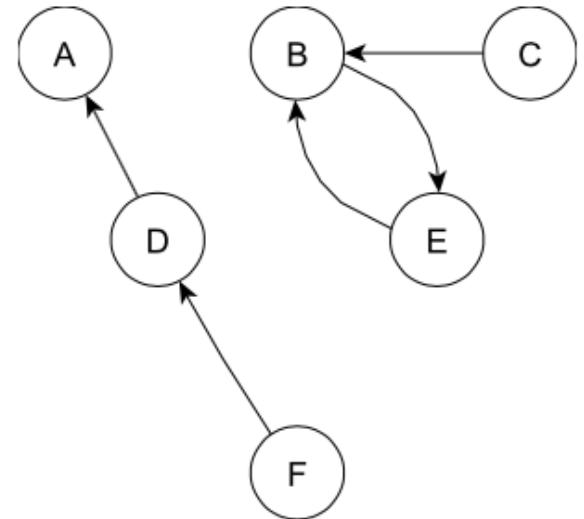
## Greedy Vote Selection

- Sort objects by  $s(i)$
- $s(i) \times s(j)$  for each pair  $(i,j)$
- Select  $b$  pairs with highest  $s(i) \times s(j)$

**(A, B, E, D, C, F)**

**S=(1,1,0,0,-1,-1)**

**((A,B),(A,E),(A,D),(B,E)...)**



# Next Votes Problem

## Complete (Round Robin) Vote Selection

- $K$  = size of tournament

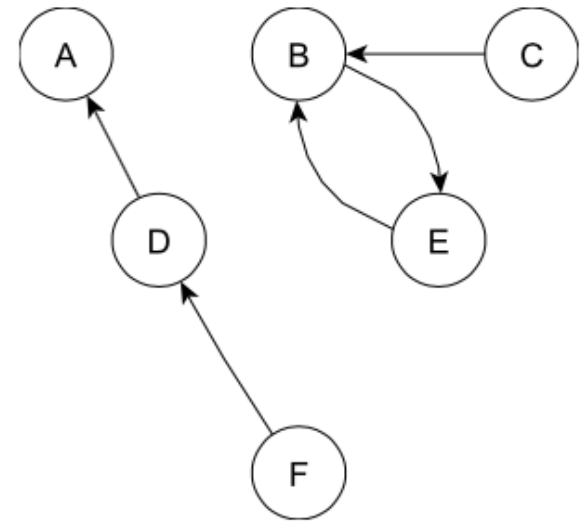
$b=6$

$K=3$

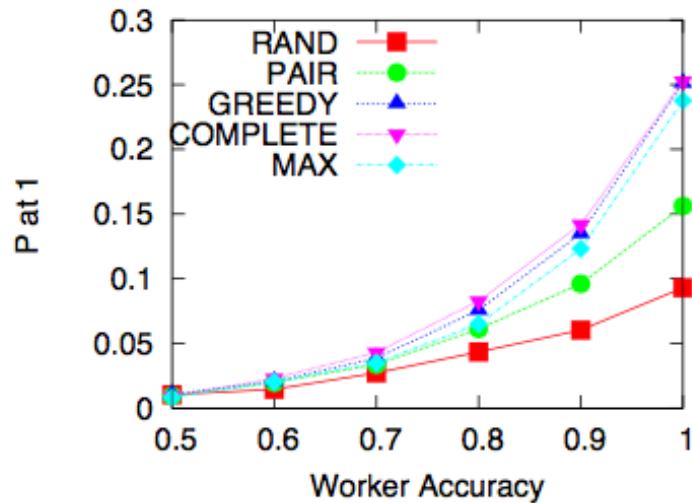
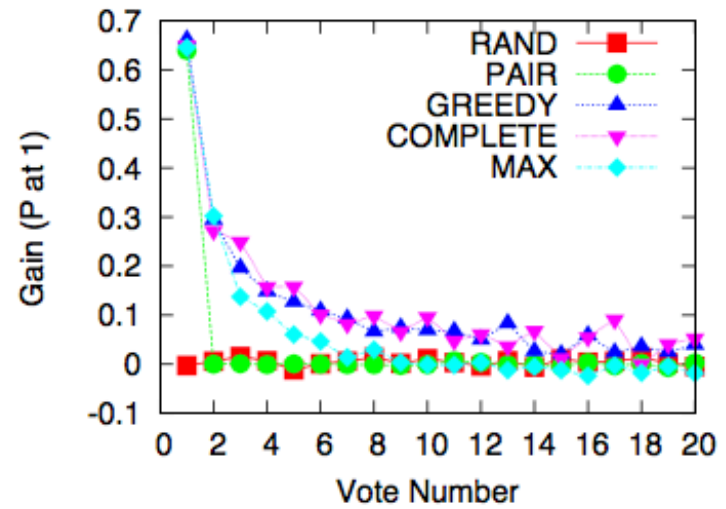
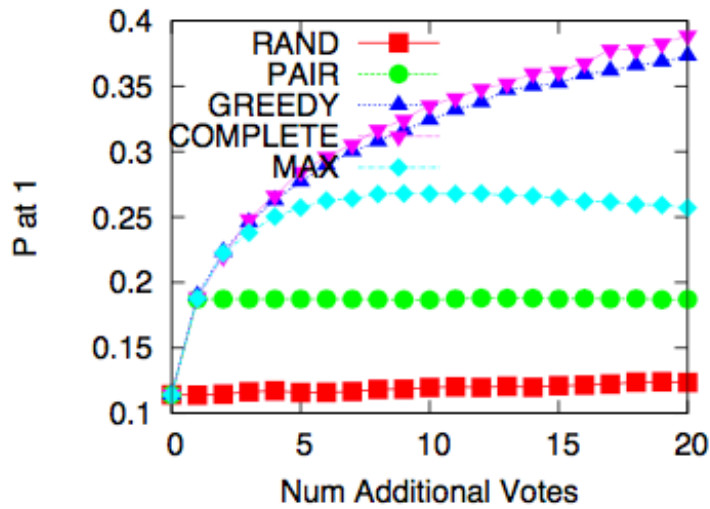
**(A, B, E, D, C, F)**

**$S=(1,1,0,0,-1,-1)$**

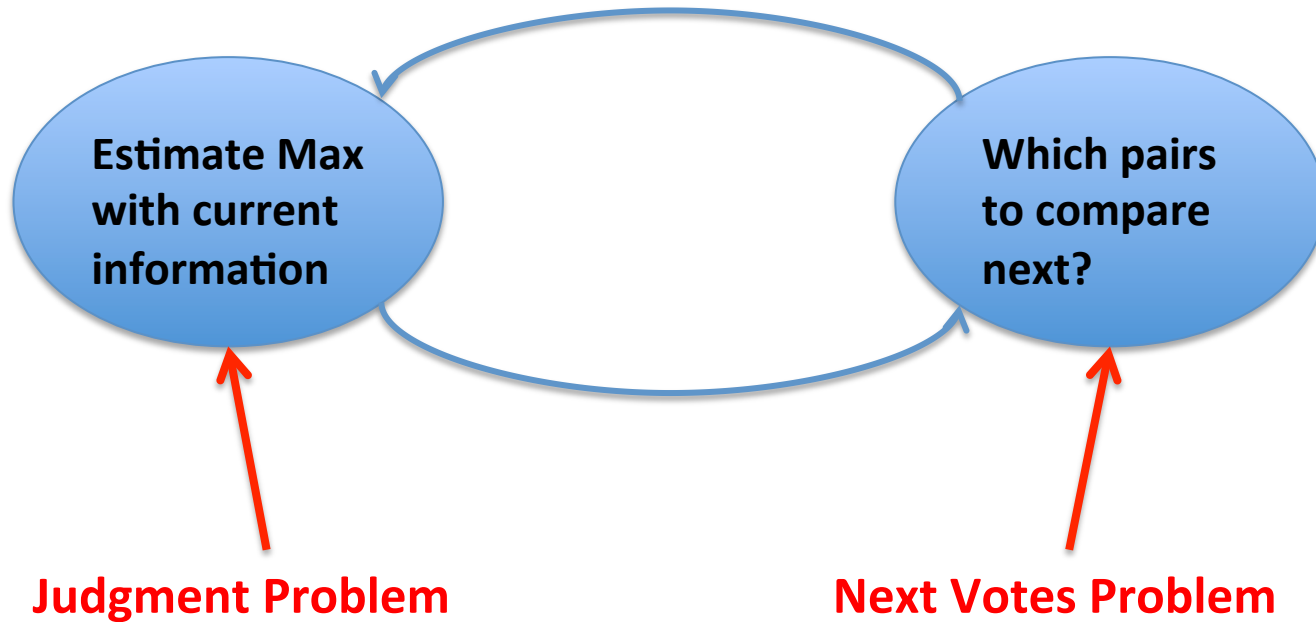
**$((A,B),(A,E),(B,E),(A,D),(B,D),(E,D))$**



# Next Votes Problem



# Recap





# Recap

- Judgment Problem
  - Maximum Likelihood (ML) baseline
  - Heuristic Strategies
    - Indegree
    - Local
    - **PageRank**
    - **Iterative**
- Next Votes Problem
  - Maximum Likelihood (ML) baseline
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    - Max
    - **Greedy**
    - **Round Robin**