Exploration Session 2: Human Computation

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(based on slides by Roy McElmurry)

The Situation

 $\text{GMail}^{\text{\tiny{M}}}$

- I am a spammer
- I want to send millions of spam emails
- I want to seem legitimate
- Several web services offer "legit" free email accounts
- I'll create many of these accounts

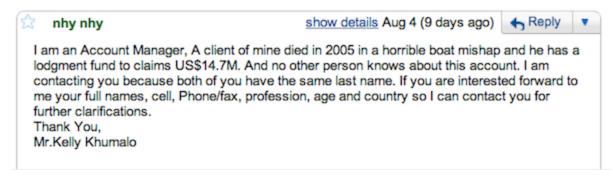




The Problem

- Spammers want many email addresses
 - Use computers to automate signing up
- Email providers (Google, Microsoft, Yahoo) want real people, not spam accounts
- How to prevent computers from signing up?

THANK YOU!/



Possible Solutions

- What are most computers bad at?
 - Image recognition
 - Context recognition
 - Natural language processing
 - Character recognition

Character Recognition

- 1. Clear background noise
- 2. Chop text into blocks, each one a character
- 3. Classify the character in each region
- Computers aren't very good at this yet

CAPTCHA

- "Completely Automated Public Turing test to tell Computers and Humans Apart"
 - Distort a random string randomly
- Term from Carnegie Mellon University in 2000
- You can pass, a computer can't





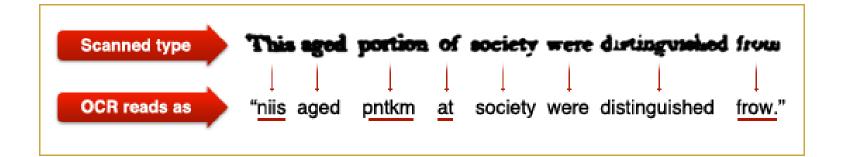


Humans are also good at wasting time

- 9 billion human-hours of solitaire in 2003
- Empire State Building build in 7 million humanhours
- Panama Canal built in 20 million human-hours
- What if we could harness wasted human power?

reCAPTCHA

- Luis von Ahn
 - When people identify a CAPTCHA, they do useful work
 - Don't waste that work
- Computers can't recognize some text with modern technology
- Use humans to do that work





Human Computation

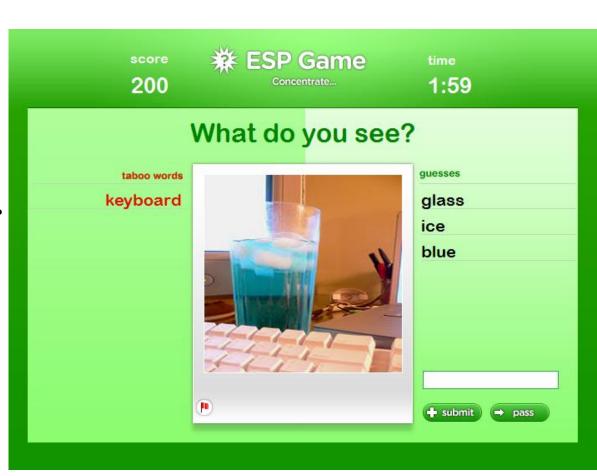
- Outsourcing some computations to people
- Balance cost of computation with cost of labor
- Helps solve otherwise unsolvable problems
- (Even spammers are learning: CAPTCHA sweat shops)

Another Idea: Games

- People like to play online games
- What if we could come up with a useful game?
- Luis von Ahn: "games with a purpose"

ESP Game

- Multiplayer
- Labeling images
- Taboo words for more variety
- Verify over many trials
- Acquired by Google to improve image search quality



GWAP

- ESP Game
 - Image labeling
- Tag-a-tune
 - Identify/label music
- Verbosity
 - Acquire common-sense knowledge
- Squigl
 - Trace an object within an image

FoldIt

- Game developed at UW in part by Zoran Popović
- Solve protein-folding problems from chemistry and biology
- Point system encourages minimizing free energy of a protein
- In multiple cases, folded proteins from the game beat biochemist predictions

Amazon Mechanical Turk amazon mechanical Turk



- People in need of human power come up with tasks
- People can complete these tasks for a specified price
- Affordable results for researchers
- "Artificial artificial intelligence"