

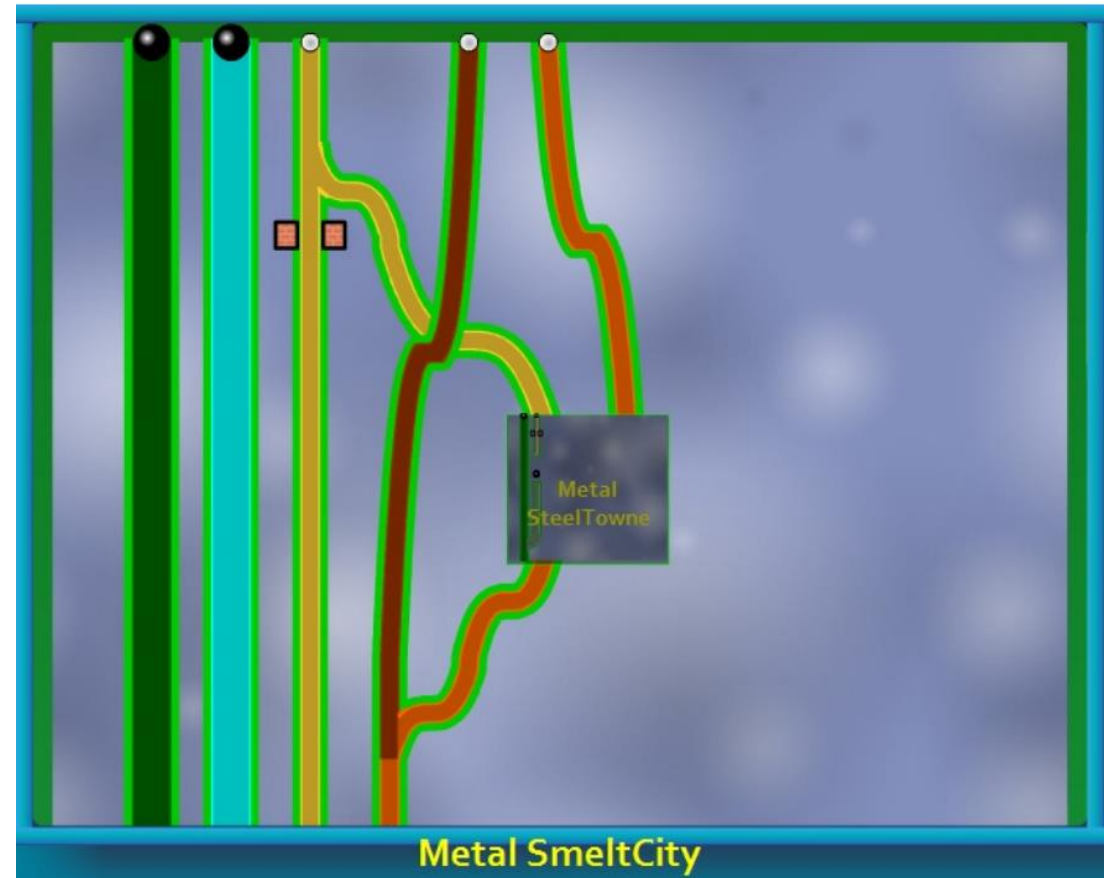
Visual Verification

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Motivation

- Program verification is expensive, requires specialized labor
- Previous success in crowdsourced work from games (Foldit)
- “Pipe Jam” and other games already exist for program verification
 - Many skins for this game exist – “Traffic Jam”, “Paradox”, etc.
- Need to be scaled up to work with many users/large programs



Approach

- Need to scale up the basic idea to a game that can be played by a large number of players
- Current game works for small programs, but difficulty could grow rapidly as program size increases
 - Idea: Encourage programmers to annotate critical “pipes” between largely decoupled parts of code
 - Then the individual parts can be solved separately, possibly by different players
 - Alternatively, could try to crowd-source these annotations – but would be hard without access to the source code
- Big Challenge: Make the game appealing enough that users will actually solve the puzzles!

