



Managing General and Individual Knowledge in Crowd Mining Applications

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Motivation

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General knowledge:

- General truth, objective data, not associated with an individual
- *E.g., geographical locations*
- Can be found in a **knowledge base** or an ontology

Individual knowledge:

- Related to the **habits and opinions** of an individual
- *E.g., travel recommendations*
- We can **ask people** about it

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- General truth, objective data, not associated with an individual
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When missing in the knowledge base, we can ask the crowd!

Individual knowledge:

- Related to the **habits and opinions** of an individual
- *E.g., travel recommendations*
- We can **ask people** about it

Crowd answers can be recoded in a knowledge base

Crowd Mining: Crowdsourcing in an Open World

Given an ontology of general knowledge and a mining task

- Incrementally explore relevant patterns

```
{Ball_Game playAt Central_Park}
```

- Generate (closed and open) questions to the crowd about them

How often do you **play ball games** at **Central Park**?

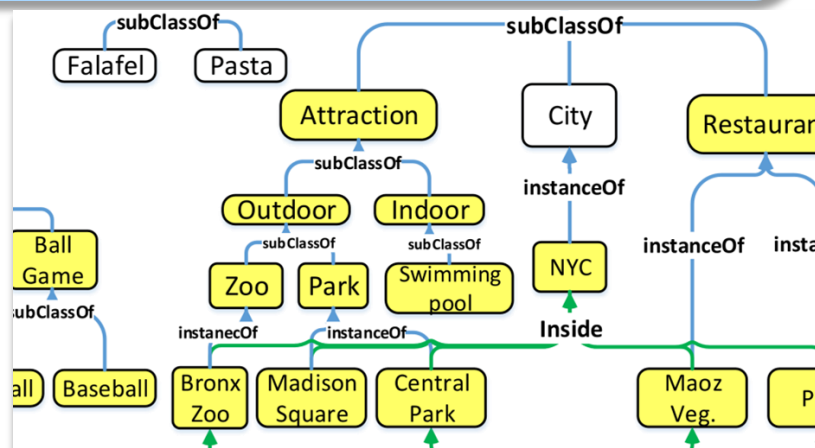
Which ball games do you **play** at **Central Park**?
What else do you do at **Central Park**?

- Evaluate the significance of the patterns and discover related ones

Pattern score = 0.6

```
{Baseball playAt Central_Park.  
Permit getAt "www.permits.org"}
```

- Produce a concise output that summarizes the findings



Crowd Mining Framework Design

We design a general architecture which outlines the **components** of a crowd mining framework and the **interaction** between them

Challenges:

Compiling user requests into a **declarative query language**

Deciding **which questions** to generate to the crowd next

How to **aggregate** crowd answers?

Personalization and crowd member selection

Updating and managing the knowledge base

Combining the crowd answers with knowledge base data

The type of processed data (general versus individual) must be taken into account

Today

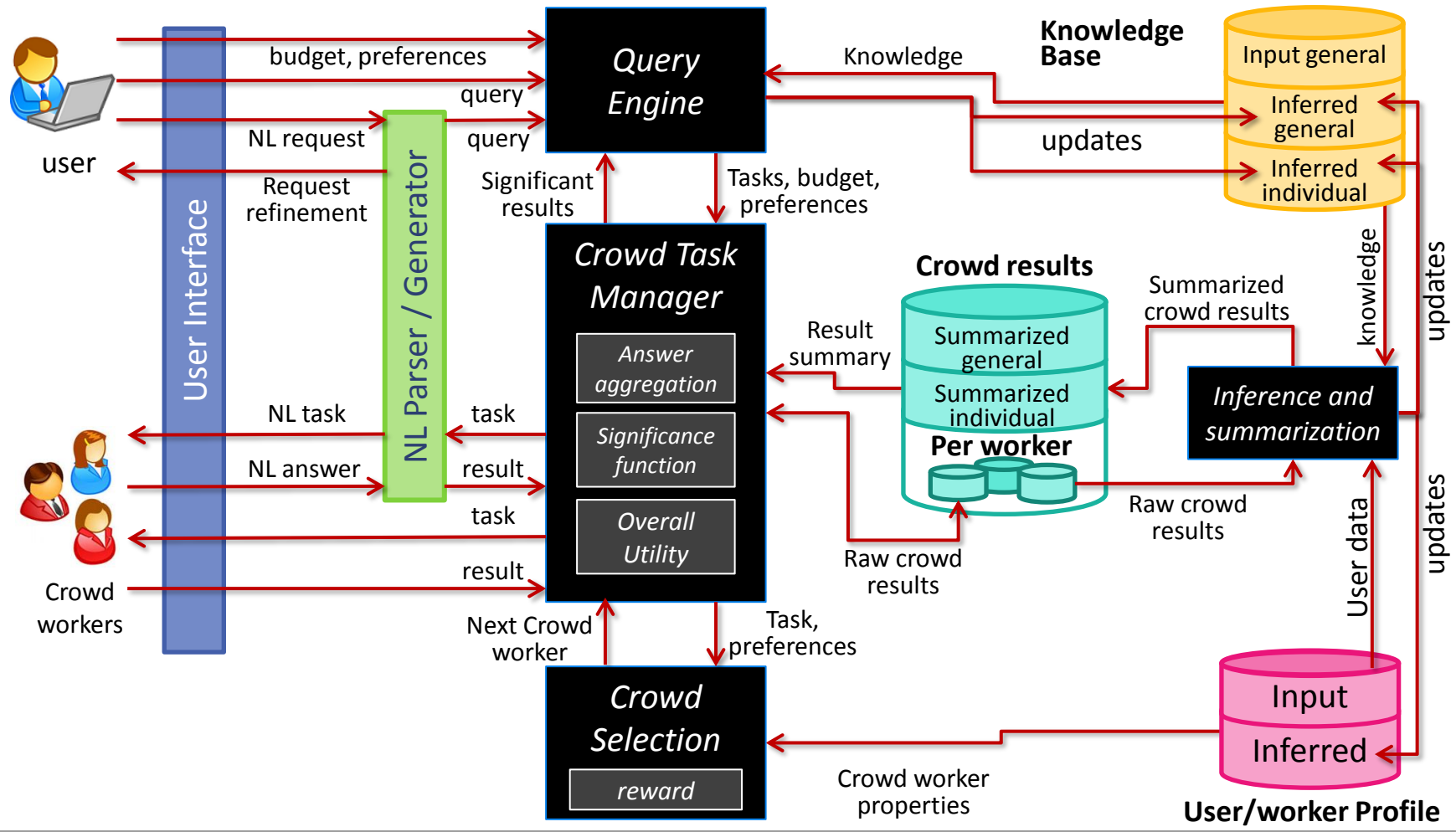
Motivation

Framework Architecture

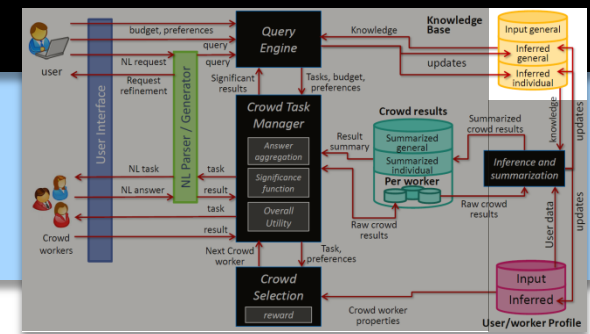
Zoom-in on components

Examples via the OASSIS system

The Architecture



Knowledge Repository

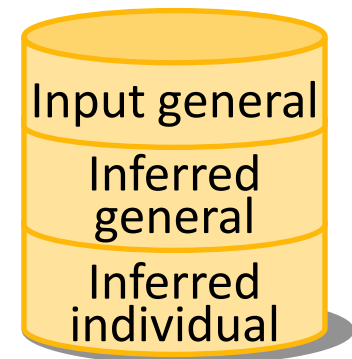


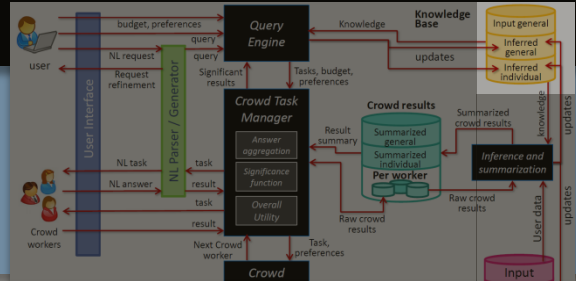
Different types of knowledge:

- A general knowledge base is **input** to the system

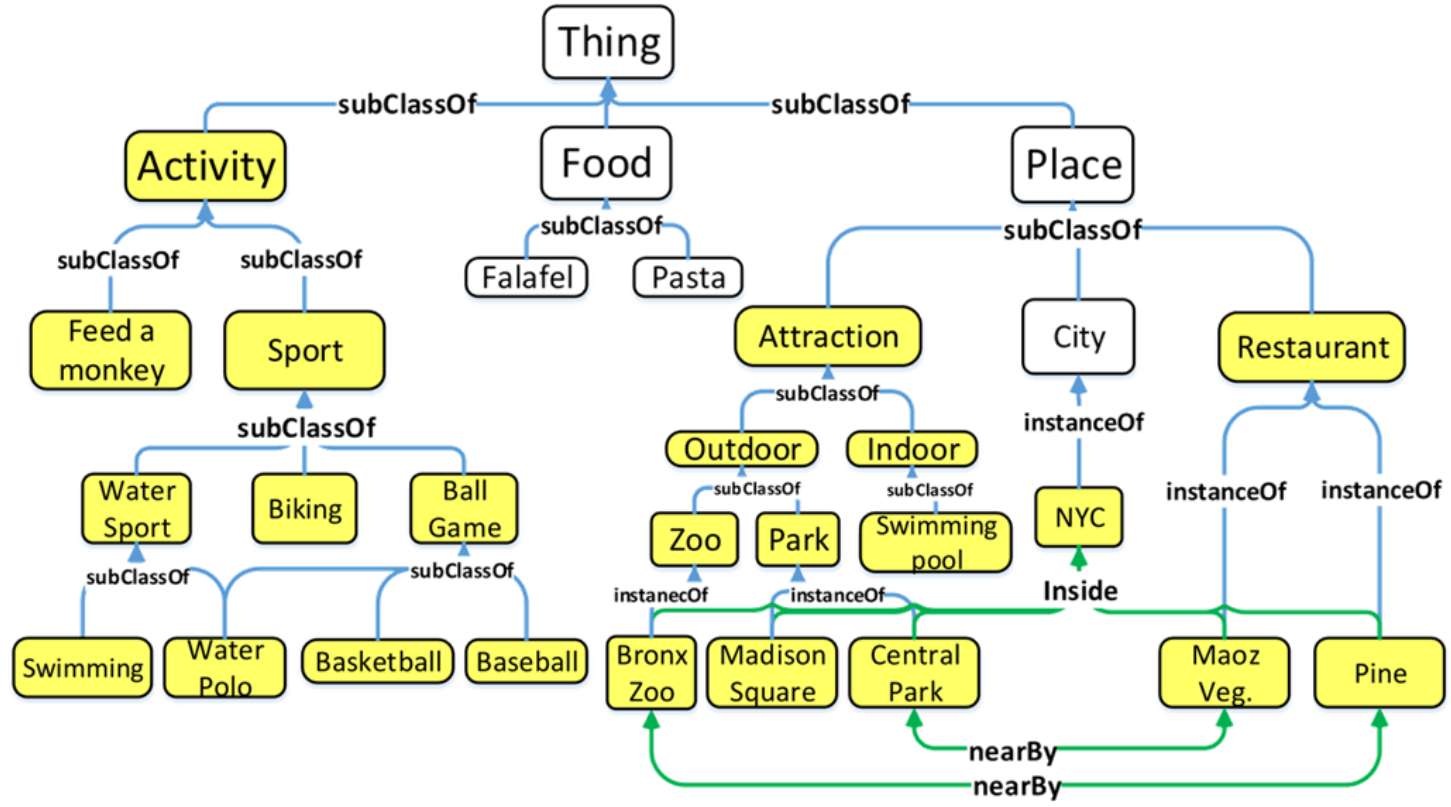


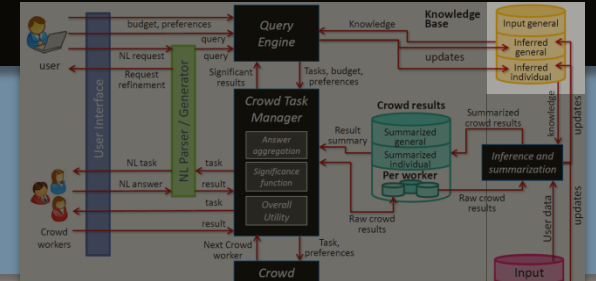
- Knowledge **inferred** in previous query evaluation
 - **General knowledge** – completes the knowledge base
May be annotated with **trust/error probability**
 - **Individual knowledge** – more volatile
may be annotated with **user properties**



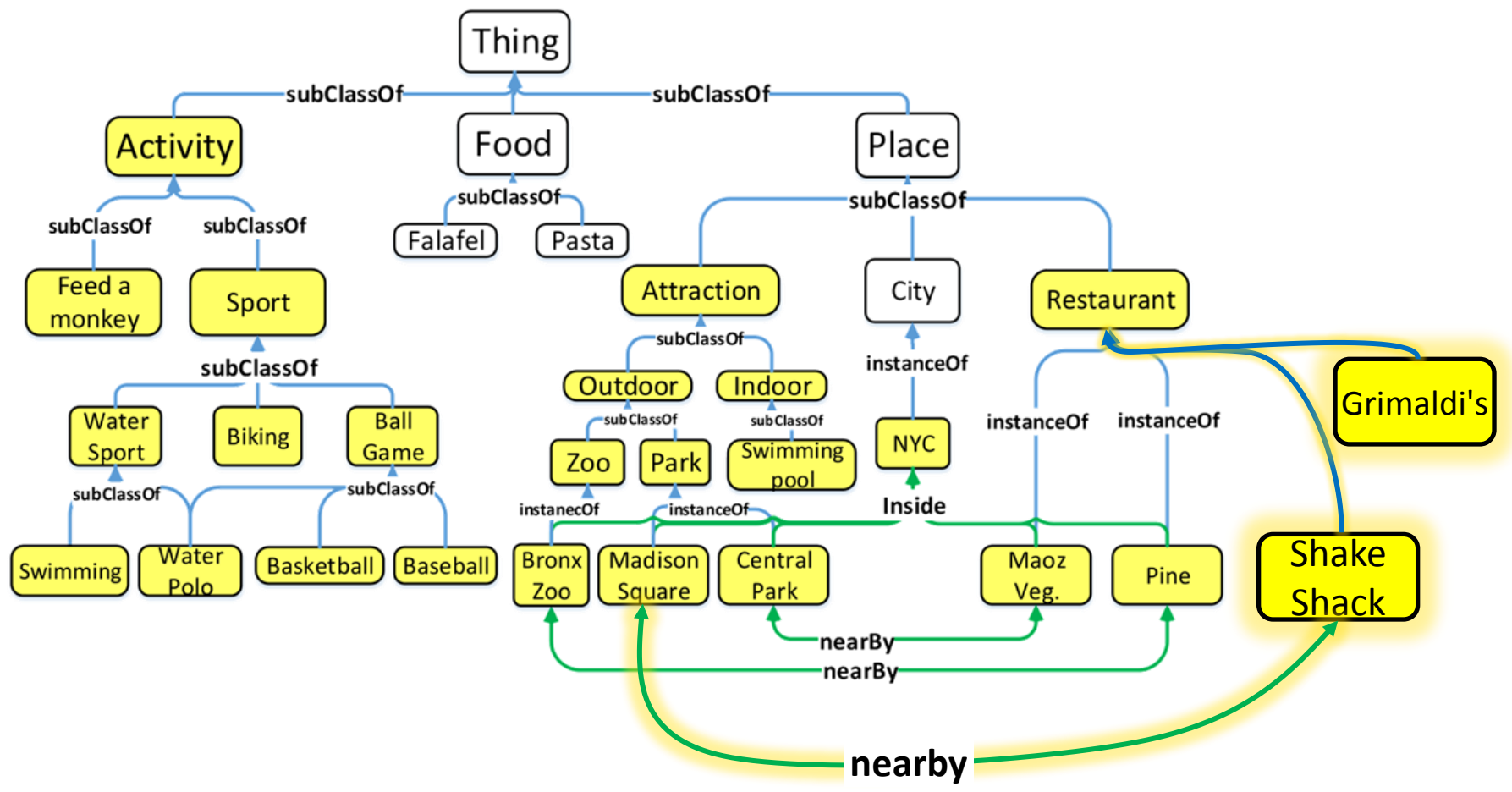


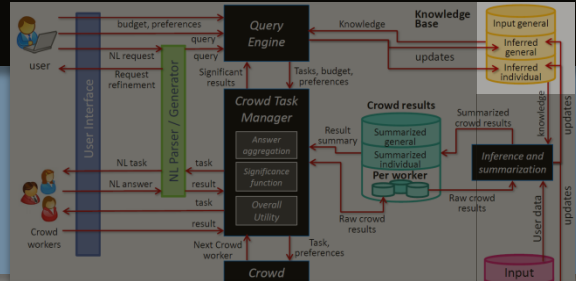
Knowledge Repository



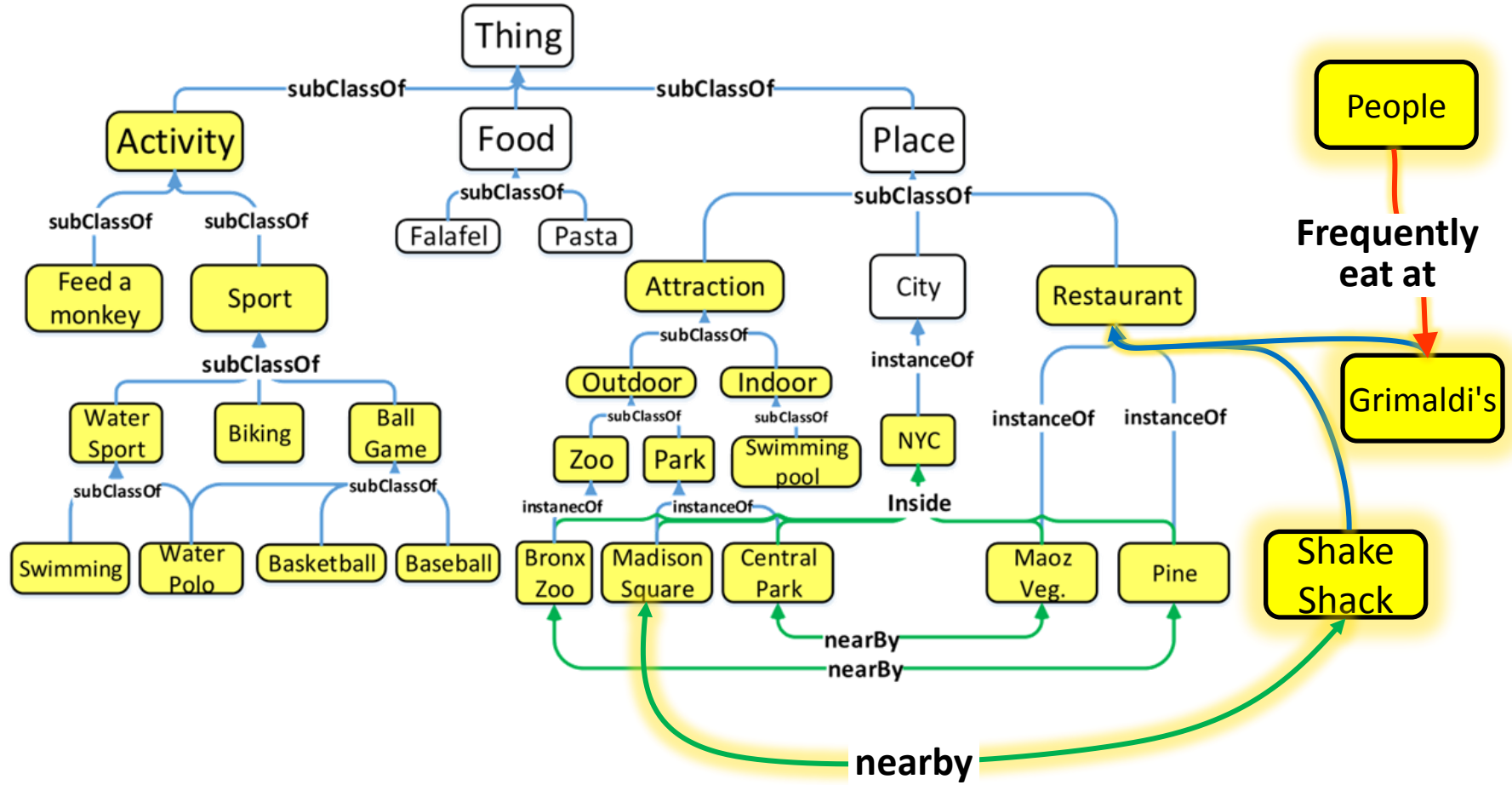


Knowledge Repository

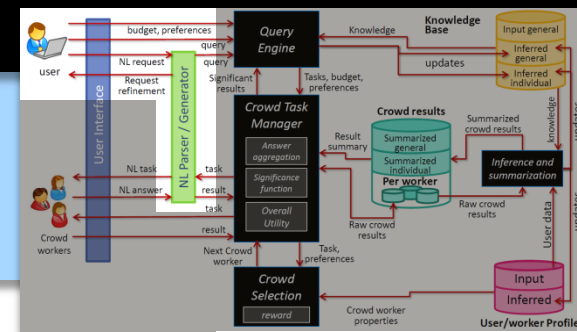




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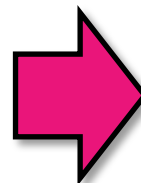


Enters the user...



- The user query should be formulated in a formal language
 E.g., OASSIS-QL is a SPARQL-based query language for crowd mining
 [A. et al. SIGMOD'14]

Find popular combinations of an activity in a child-friendly attraction at NYC and a restaurant nearby (plus relevant advice)



```

SELECT VARIABLES
WHERE
    {$w subclassOf* Attraction
    $x instanceOf $w.
    $x inside NYC.
    $y subclassOf* Activity.
    $z instanceOf Restaurant.
    $z nearby $x}

SATISFYING
    {$y+ doAt $x.
    [] eatAt $z.
    MORE}
WITH SUPPORT = 0.03
    
```

Natural language interface



CONTRIBUTE STATISTICS FEEDBACK HELP

Hello Ann!

Start a New Query

[Go to Advanced Mode](#)

Question Text:

Find popular combinations of an activity in a child-friendly attraction in NYC and a restaurant nearby

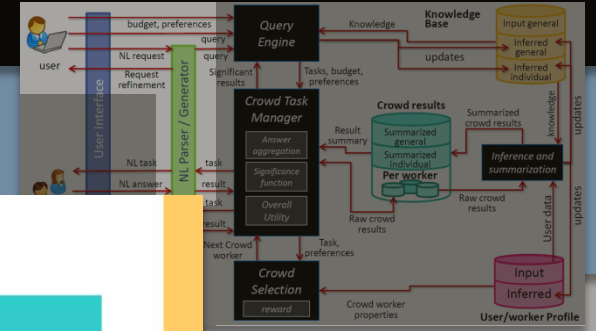
This is your final query. You can edit it here or continue to the execution.

```
SELECT VARIABLES
WHERE
  {$w subClassOf* Attraction.
  $x instanceOf $w.
  $x inside NYC.
  $x hasLabel "child-friendly".
  $y subClassOf* Activity .
```

Ask a new question

Start Mining!

(plus relevant advice)



Natural language crowd mining

```

SELECT VARIABLES
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Natural language interface

OASSIS Ontology Assisted Crowd Mining | **QUERY BUILDER**

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Start a New Query [Go to Advanced Mode](#)

Question Text:

Find popular combination in NYC and a restaurant

Graphic UI

This is your final query. You

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OASSIS Ontology Assisted Crowd Mining | **QUERY BUILDER**

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Start a New Query [Go to Advanced Mode](#)

tourist attraction +

Entity: tourist attraction

Relation: visit at

Property: Child-Friendly

nearBy

restaurant +

Entity: restaurant

Relation: restaurant chain

Property: restaurant

inside

city +

Entity: New York City

Relation:

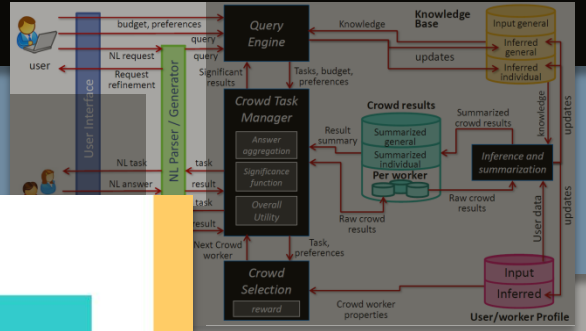
Property:

Popularity Level: Medium

Answers per Question: 4

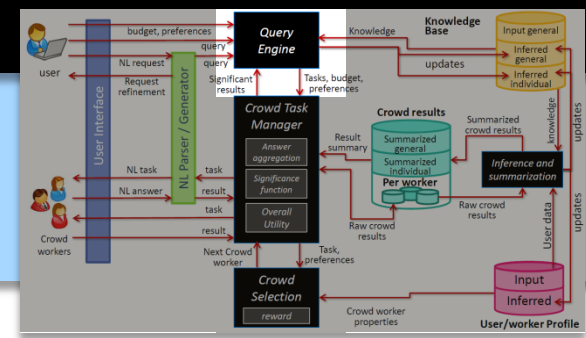
[View Query](#) [Start Mining!](#)

language



(plus relevant advice)

Query Engine



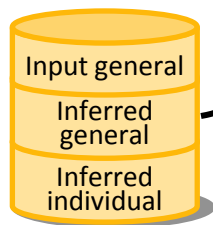
- Efficiently executes the query plan
 - By querying the knowledge base (standard)
 - And generating questions/tasks to the crowd

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{ $x instanceof Attraction.
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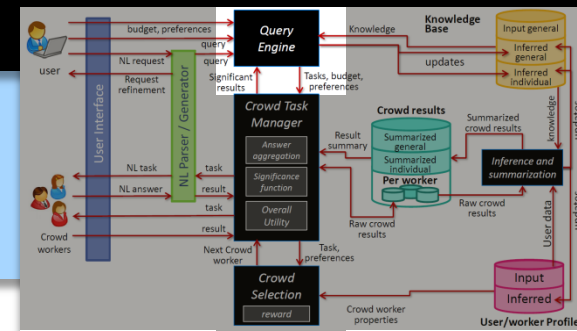
```
{ $y doAt $x }
```

\$x = Central_Park
\$y = Baseball

Crowd task:
isSignificant({Baseball doAt Central_Park})
Budget: \$0.5
User preferences: ...



Query Engine

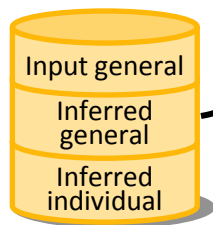


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```
$x = Central_Park
$y = Baseball
```



Crowd task:

```
isSignificant({Baseball doAt Central_Park})
```

Crowd task:

```
specify($z, {Baseball doAt Central_Park.
  [] eatAt $z})
```

Budget: \$0.6

Crowd Task Manager

- Distributes tasks to crowd members
- Aggregates and analyzes the answers
- Dynamically decides what to ask next

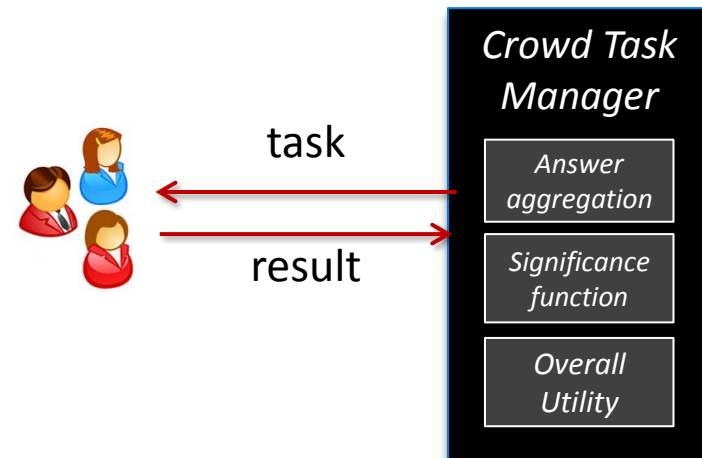
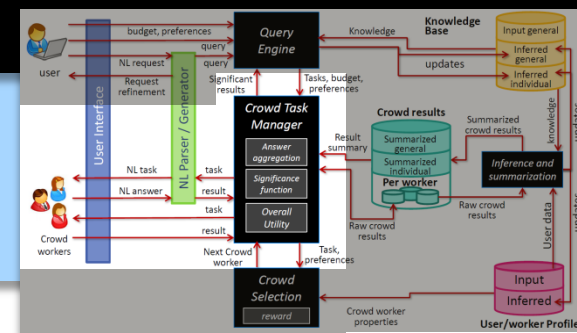
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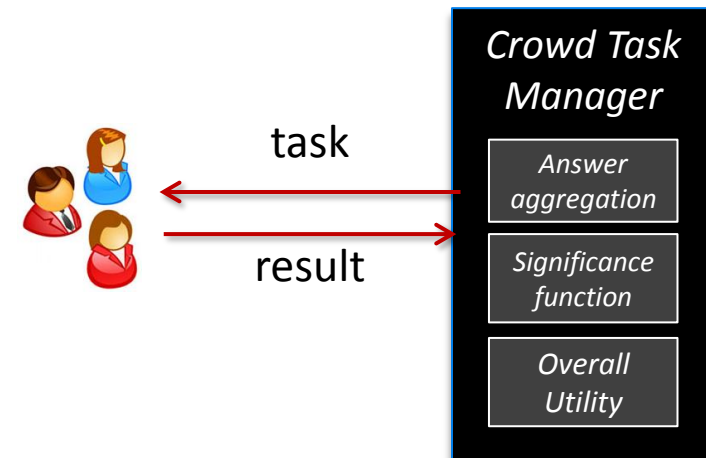
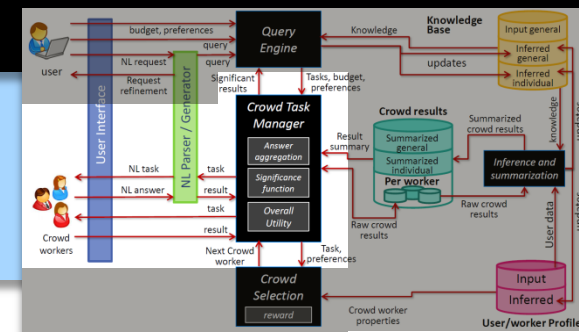
User preferences: ...

“How often do you play baseball at Central Park?”



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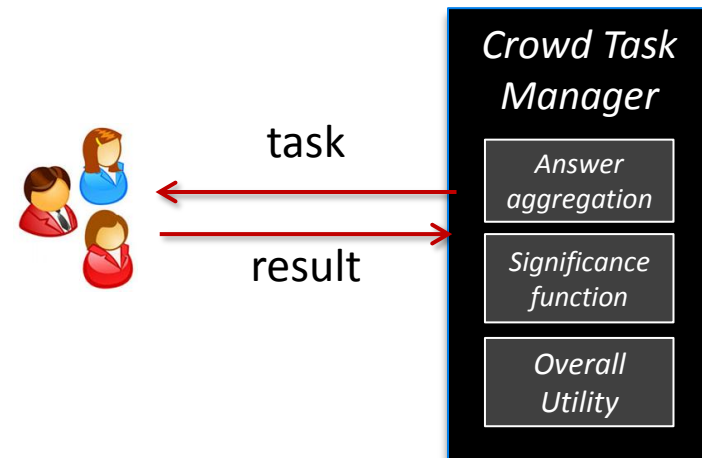
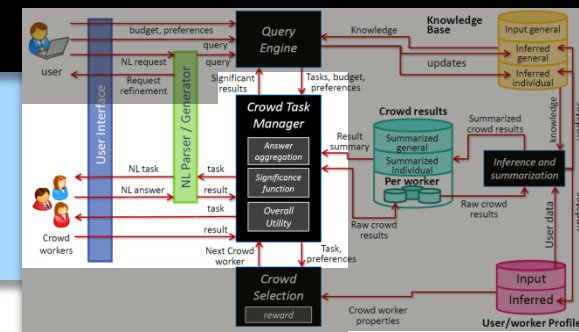
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Answer 1: never (score=0)

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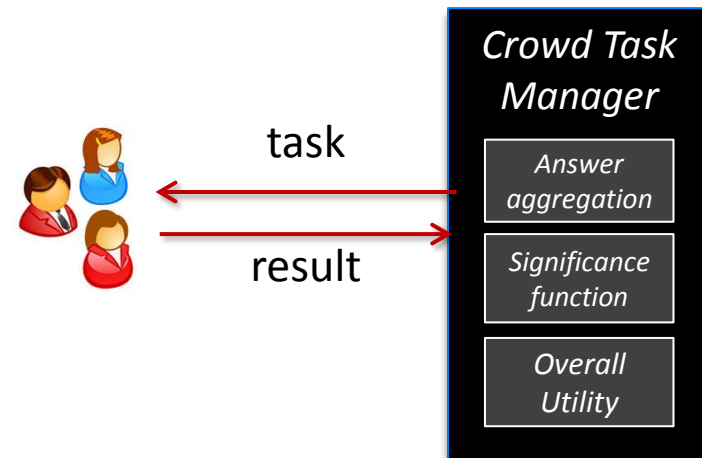
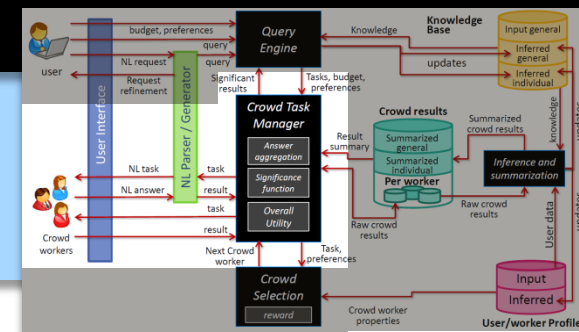
“How often do you play baseball at Central Park?”

Answer 1: never (score=0)

Answer 2: once a week (score=1/7)

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Crowd task:

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 User preferences: ...

“How often do you play baseball at Central Park?”

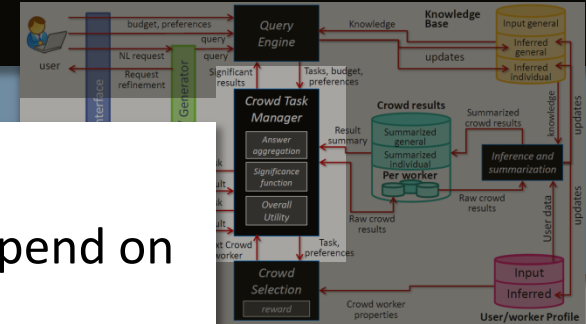
Answer 1: never (score=0)

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Aggregation: estimated mean M

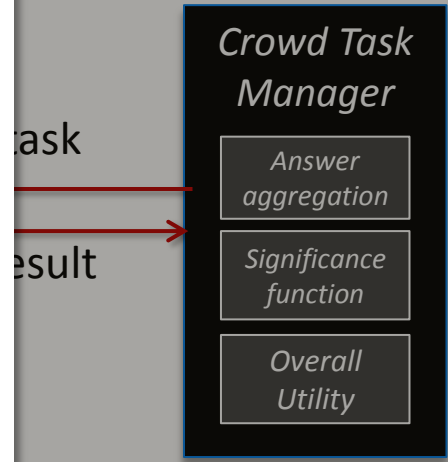
Significance: $\Pr(M \geq \Theta) \geq 0.5$

Overall utility: next question expected to reduce error probability by 0.1



Aggregation, significance and utility choices depend on the type of data collected from the crowd.

- For **individual** data, the aggregated answer should account for **diverse opinions**
 - e.g., statistical modeling
- For **general** data the aggregated answer should reflect **the truth**
 - e.g., weighing by expertise, outlier filtering



“How often do you play baseball at Central Park?”

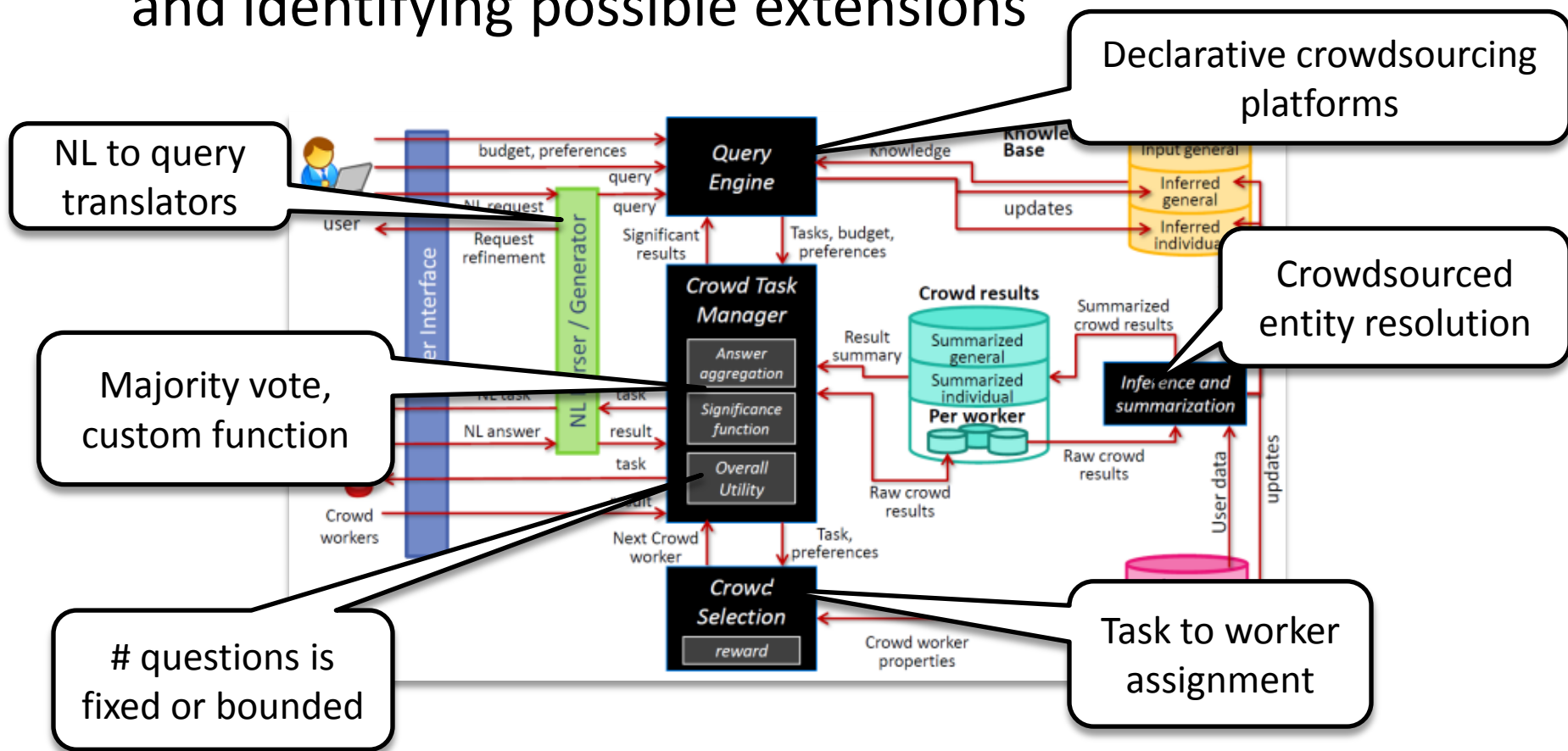
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Other crowdsourcing systems

Can be put in terms of the architecture for comparing and identifying possible extensions



In Conclusion

- Crowd mining allows users to ask queries that mix **general** and **individual** data needs, and use **multiple sources** to obtain relevant answers
- Our **generic architecture** outlines the components required for such complex reasoning
- Other crowdsourcing systems share a part of these components, possibly with alternative implementations
- This analysis highlights challenges for future work

Thank you

The screenshot shows the Amazon Mechanical Turk interface. At the top left is the logo "amazonmechanical turk" with "beta" and "Artificial Artificial Intelligence" below it. To the right are three buttons: "Your Account", "HITS", and "Qualifications". Below these is a navigation bar with "All HITS | HITS Available To You | HITS Assign". A search bar contains "Find HITS" with a dropdown arrow, followed by "containing" and a text input field, and "that pay". The main content area contains the text "Please choose the most relevant answer below." and "The talk you have just heard has been:". Below this are three radio button options: "Exceedingly interesting", "Important and inspiring", and "Way too short!".

amazonmechanical turk
beta Artificial Artificial Intelligence

Your Account HITS Qualifications

All HITS | HITS Available To You | HITS Assign

Find HITS containing that pay

Please choose the most relevant answer below.

The talk you have just heard has been:

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