



Laboratoire Informatique Robotique Microélectronique Montpellier

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GAMES WITH A PURPOSE AND CROWDSOURCING



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LIRMM - www.lirmm.fr



Laboratoire Informatique Robotique Microélectronique Montpellier

Attached to Montpellier University and the French National Center for Scientific Research (CNRS). Its activity develops through three scientific research departments (Informatics, Microelectronics, Robotics) and 19 teams.

TEXTE team : Exploration et exploitation de données textuelles – 11 people

Syntax, Textual Semantic, Lexical Semantics, Algebric Models, Vector Models, Dialog Models

50' speech – 10' demo – several hours questions

What are GWAPs?

- Games (meant to be funny, addictive, pleasant...)
- Designed for
 - Data acquisition
 - Problem solving
- Oubbed collective intelligence
- Core assumption

A large number of ordinary people is more efficient than a small number of specialists

Amazon Mechanical Turk?



- Online crowdsourcing, Microworking
- Legal issues
 - Piece work is not legal in many countries
- Ethical issues
 - Some people try to live from their work for AMT
- Quality issues:
 - Very poor quality (people maximize number of microtasks done)
 - Requires effort and money to check data
 - Not so economical in the end after all...
- see « Amazon Mechanical Turk: Gold Mine or Coal Mine? » by Karen Fort, Gilles Adda, K. Bretonnel Cohen





Phylo



Nightjar

There is one nightjar hidden in every photo, touch it as soon as you see it

Start playing

2000

give up

11/06/2017

Some GWAPs in Medecine

Malaria Spot



Some GWAPs in Arts

Artigo





Artiste Giovanni de Fonduli Titre Johannes der Täufer Lieu Turin / Privatsammlung Datation 1470/1480 Score 30

Mots-clés déjà donnes STATUE HOMME SCULPTURE LIVREE BARBE

R

Some GWAPs in NLP

Wordrobe

word play what) Irobe you mean	Welcome play	e natalice games	/ Accoun	t / Sign out about	
🚨 Otl	Ders Questions left until drawer is completed: 8				0	
The tape did not show the killing, and has not been authenticated. The diplomat was kidnapped off a Baghdad street on Saturday as he stopped to buy a newspaper. Meanwhile, Iraqi <i>police</i> say twin car <i>bombs</i> have killed at least 13 <i>people</i> and wounded nearly 30 others south of Baghdad in the town of Mashruh.						
O	1) police					
0	2) bombs					
۲	3) people					
0	Not in the text					
Place your	bet: low		answ	ver	skip	

Some GWAPs in NLP

Zombilingo



GWAPs... some properties

- A good player ⇔ good data
- Seware of various biases
- O Difficult to be funny AND efficient

 In general, short life span (many gwaps are dead before long)

Often the expected results are overestimated

CONTEXT OF THE JEUXDEMOTS PROJECT

SEMANTIC ANALYSIS OF TEXTS WITH PROPAGATION ALGORITHMS ON/WITH A LEXICO-SEMANTIC NETWORK



A KNOWLEDGE (DATA)BASE, A GRAPH WITH WORDS, SENSES/USAGES/RELATIONS

ACQUISITION OF LEXICAL, TERMINOLOGICAL, ONTOLOGICAL INFORMATION ...

• What for ?

- applications needing lexical, common sens and specialized field knowledge
 - Report analysis in medical imaging (Imaios)
 - Offer/demand matching in tourism (Bedycasa)
 - Debate management (SucceedTogether)
 - Class factorization in software eng. (Orange, Berger Levrault)

• How ?

Automatically (extracting for corpora) ?
 knowledge is not always explicitly present in texts
 not exclusively, not totally – a lot of implicit knowledge

 By hand? Long – (too) costly – normative – static data

... AS A LEXICAL NETWORK

Nodes

Terms, textual segment, NP

Usages, concepts

Various symbolic informations

Relations

Typed

Directed

Weighted



free idea associations

hypernyms – hyponymes – part-of – whole– mater/substance ...

synonymes – antonyms– locutions – magn/antimagn ...

agent - patients – instruments – locations– causes/consequences – telic role– temporal values...

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LEXICAL ACQUISITION WITH GWAPS GAME WITH A PURPOSE

Jerx de mots

HYPOTHESIS :

FOR THE DEVELOPER, DATA ACQUISITION THROUGH GWAP IS FREE • FAST • EFFICIENT • PROVIDES NON-NEGOCIATED ANSWERS

AND FOR PLAYERS THE GAME WILL/MUST BE EXCITING • REWARDING • ADDICTIVE

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JDM PLAY EXAMPLE



Réponses données par kaput : petit • agaçant • taquin • pétulant • espiègle • enfant • gobelin • gnome • farfadet • tourmenter • esprit follet • Bretagne • être fantastique • lutiner • petit

Réponses données par egaillat : grelot • oreille • habit • Schtroumpfs • malicieux • nez • créature légendaire • taquin • oreilles • elfe fée • forêt • nuton • Puck • Père Noël • espiègle • mythologie • légende • vert • esprit follet • bonnet • créature • conte • être imaginaire • gnome • chapeau • petit • troll • korrigan • farfadet

HOMOLOGUE

petit · taquin · espiègle · gnome · farfadet · esprit follet



🖒 J'aime 🚦 Soyez le premier de vos amis à indiquer que vous aimez ça.



PLAYER ACTIVITY REGULATION

Filtering - matching of player pairs

- Iterated Minimal Consensus (weighting)
- Minimizing noise, maximizing *recall* (long tail)

Features

- Word pseudo-randomly selected
- Other player(s) unknown during play
- Asynchronous games

Points

• more if relation is weak

less if relation is strong

THINKING LIKE WE THINK THE OTHER PLAYER THINKS AND BEING ORIGINAL

PLAYER DILEMNA

QUANTITATIVE EVALUATION

- > 1 400 000 terms + many word forms in the network
- > 85 000 000 lexical relations

> 1 340 000 terms with at least one outgoing relation (A \rightarrow B) > 990 000 terms with at least one incoming relation (A \leftarrow B)

- > 25 000 refined terms and > 69 000 usages
- > 26 000 labelled as polysemous (coverage 98 %)
- > 840 000 inhibitory (negative) relations

never ending learning process new words, NP, refinements... new relations

QUALITATIVE EVALUATION WITH COUNTER-GAMES Indirect approaches : Totaki – a guessing game/ AskIt – a question game/ ...

Player

- Totaki : {clues} => term
 - = clue giver (+ optional relation type)
 - Totaki = guesser

(lexical network + learning + short term memory)

- Looking for quasi intersection in the lexical network
- Hypothesis : if the target term is found \rightarrow the network is properly built/informed for this term

			1200	Après 4 indices, il s'agit sûrement de :		
Apr	rès 4 indice(s), je suis perdu, c	lésolé je donne ma langue au cha	+	coth	urne	
Il s'agissait de gare de triage Ok				C'est la bonne réponse ! si ce n'est pas ça vous pouvez proposer un nouvel indice		
(taites attent	ion aux acents et aux majuscui	ES/MINUSCULES SUPTOUT SI C EST UN		Vos indices	Mes propositions	
	Vos indices	Mes propositions		théâtre antiquité montante	clown lieu cothurne	
	chemin de fer voie de garage wagon wagon de marchandise	rail sous-station électrique transport ferroviaire				

REVERSED TABOU – FREQUENT TERMS

Can we find terms from the clue? With the 500 riddles of the original game : AKI 494 – humans : 398

Humans 79,6 %

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RESULTS FOR OPEN VOCABULARY

Données Totaki (25153 données de taille 251)

Totaki ~ 80 % Tests over 25 000 games where terms are chosen by players

Humans ~ 43 %

Tests over 300 terms on which players made some guesses (controled env.)

imot

7

Counter games

Counter games

A POLARITY GAME

34

HII!

Est-ce que vous aimez l'idée de

aller chez le dentiste

A POLARITY GAME

aller chez le dentiste votre réponse précédente était non comme 92% des personnes

Est-ce que vous aimez l'idée de

aloès du Cap

immediate replay \rightarrow addiction

CANDIDATE SELECTION THROUGH A PROPAGATION ALGORITHM (pseudo random walk in the network)

Infinite iteration of

 Random selection of a term T having a positive or a negative polarity (or both)

50% proposing T
 50% proposing one neighbor of T in the network

Seed with: bien = 1 positive vote

mal = 1 negative vote

SOME RESULTS

657,843 polarized terms

- 551,871 positive polarity 655,003 neutral polarity 366,913 negative polarity
- Total number of votes = 146,080,950
 - 70,698,908 positive votes (48.4 %)
 - 51,185,949 neutral votes (35 %)
 - 24,196,093 negative votes (16.6 %)
- mean of 220 votes per entry (beware! power law)

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l	14	ιu	10	uu	una	

Nom Informations diverses wiki pôlarité 🐼 🐼

Associations d'idées is fracture is e tibia = jambe is e fracture (lésion) = plâtre is e traumatisme is e fracture spiroïde = lésion = os (squelette) = os is e médecine is = lésion physique = ostéosynthèse = blessure sportive = traumatisme (physique) = accident is = blessure is e plâtre (médecine) = douleur (physique) = lésion osseuse = fracture du plateau tibial = fracture de Segond = clou centro-médullaire = fissure (médecine) = douleur is e fracture ouverte = chute is e jambe (membre) = blessé = blessure (lésion physique) = traumatologie = orthopédie = fracture du is fracture du is e traumatologie = orthopédie = médecine is e lésion physique = fracture (lésion) = lésion = lésion osseuse

Est accompagné par 🔊 fracture du péroné 🛛 fracture de la fibula Thèmes/domaines Médecine (science) = médecine > = traumatologie = orthopédie = radiologie Génériques H > fracture (lésion) = fracture > = lésion osseuse [1] = lésion physique = lésion [1] = * fracture (sociologie) Symptôme(s) Symptô (médecine, technique) = scanner (médecine) > = radiographie (cliché) = radiographie > Plus intense que fracture du tibia > fracture double = double fracture Moins intense que fracture du tibia > foulure = entorse > Locutions/termes composés C tibia = fracture > = fracture du = fracture (lésion) Caractéristiques de fracture du tibia 212 fermée = ouverte [] = grave > = non déplacée [] = spiroïde = douloureuse (souffrance) = complexe (compliqué) = diaphysaire = comminutive [1] = douloureuse > [1] = complexe > [1] = * hépatique > A quoi fracture du tibia peut-il s'opposer/combattre ? [>] marche (mouvement) = marche > Lieux incluant/contenant fracture du tibia ? > tibia = jambe (membre) = jambe > [1] = corps > [1] = * bras > Que peut faire fracture du tibia ? (agent) faire souffrir = faire mal > Que peut-on faire à/de fracture du tibia ? (patient) réduire = visualiser = radiographier = plâtrer = opérer > = opérer (chirurgie) = diagnostiquer Causes associées à fracture du tibia >21 ski (sport) = ski ≥ = se blesser = se battre = sport ≥ = sport (activité physique) = traumatisme (physique) = traumatisme > = tomber > = glisser > = coup (choc) = accident de ski = accident de moto = accident de la route = accident > = activité physique = blessure sportive = coup > = chute > = choc > = Sport Conséquences associées à fracture du tibia 20 radio 🎽 radio graphie 🖉 soin 🖉 soin (acte médical) 🛛 plâtre (médecine) 🖷 plâtre > = broche (médecine) = douleur (physique) = immobilité = marcher avec des béquilles = broche > Sentiments/émotions associés à fracture du tibia 522 fatalité = contrariété = amertume (tristesse) = malchance = ennui > = ennui

(contrariété) = mécontentement = tracas = souffrance = rage ▷ = dépit = découragement = consternation = colère = calamité = culpabilité = dépendance (assujettissement) = abattement ▷ = déception = douleur ▷ = amertume ▷ = horrible

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Rôles agentifs fracture du tibia 🔊 se faire = provoquer = occasionner

Informations diverses wiki polarité 🚱 🚱
Associations d'idées Image: Associations d'idées Image: Associations d'idées Image: Associations d'idées Associations d'idées Image: Associations d'idées
Est accompagné par Difracture du péroné = fracture de la fibula
Thèmes/domaines Dédecine (science) = médecine > = traumatologie = orthopédie = radiologie
Génériques H 🛐 fracture (lésion) = fracture ⊳ = lésion osseuse [↓] = lésion physique = lésion [↓] = * fracture (sociologie)
Symptôme(s) Diagnostique(s) scanner (médecine, technique) = scanner (médecine) ⇒ = radiographie (cliché) = radiographie ⇒
Plus intense que <i>fracture du tibia</i> 🔊 fracture double = double fracture Moins intense que <i>fracture du tibia</i> 🔊 foulure = entorse >
Locutions/termes composés < tibia = fracture > = fracture du = fracture (lésion)
Caractéristiques de fracture du tibia > fermée = ouverte [↓] = grave ▷ = non déplacée [↓] = spiroïde = douloureuse (souffrance) = complexe (compliqué) = diaphysaire = comminutive [↓] = douloureuse ▷ [↓] = complexe ▷ [↓] = * hépatique ▷ A quoi fracture du tibia peut-il s'opposer/combattre ? > marche (mouvement) = marche ▷
Lieux incluant/contenant fracture du tibia ? > tibia = jambe (membre) = jambe ⊳ [↓] = corps ⊳ [↓] = * bras ⊳

fort he lexical network

A navigation tool

Sentiments/émotions associés à fracture du tibia ≥26 colère = fatalité = amertume (tristesse) = contrariété = malchance = ennui (contrariété) = ennui ▷ = mécontentement = rage ▷ = triste (malheureux) = tracas = souffrance = dépit = peur = découragement = consternation = calamité = angoisse (médecine) = amertume ▷ = culpabilité = douleur ▷ = déception = dépendance (assujettissement) = douleur (physique) = abattement ▷ = horrible

CONSOLIDATION AND CHECKING WITH INFERENCES - DEDUCTION

From the most general toward the most specific

Logical and statistical blocking because of polysemy - for example:

- livre > lecture
- livre > monnaie
- livre > masse

* Bible *is-a* livre & livre *carac* convertible => Bible *carac* convertible

CONSOLIDATION AND CHECKING USING INFERENCES – INDUCTION AND ABDUCTION

The 3 inference types = detector

- of error in premises (1%)
- of exceptions (< 1%)
- of missing refinements (3%)
- of irrelevant correct relations (3%)

From specific to general

imitation of examples

About 93 % of the infered relations are correct and relevant

COMBINED TO CO-OCCURRENCES

 Co-occurrences provide some filtering of what could be interresting

LION

savane • zoo • savane (Afrique) •
Afrique • cage • cirque • jungle •
ménagerie • réserve naturelle • forêt
brousse • cirque (clown) • Kenya •
parc • Thoiry • parc (parc naturel) •
cage (prison, zoo) • continent africain
marais • continent

what's specific?

≥24 000 termes raffinés et > 66 000 usages

- o grippe --r-raff_sem--> grippe>virus

- grippe --r-raff_sem--> grippe>maladie
- avocat --r-raff sem--> avocat>justice
- avocat --r-raff_sem--> avocat>fruit
- For polysemy and word usages

gloses

what's specific?

Decision tree, example with frégate

 --r-raff_sem--> frégate>navire
 --r-raff_sem--> frégate>navire>moderne
 --r-raff_sem--> frégate>navire>ancien

 --r-raff sem--> frégate>oiseau

Navire de guerre ancien ou moderne.

...

(Navigation) (Marine) (Militaire) Navire de guerre qui n'avait qu'une seule batterie couverte et qui portait de vingt à soixante bouches à feu. [...]

(Marine) (Militaire) Navire de guerre (moderne) de taille moyenne, capable d'assurer plusieurs types de missions. [...]

(Ornithologie) Oiseau de mer palmipède, d'une très grande envergure, et qui saisit à la poissons dont il se nourrit. [...]

Automobile du constructeur Renault.

```
(Argot polytechnicien) (Désuet) Bicorne. [...]
```

```
(Sexualité) Jeune homosexuel, giton. [...]
```

WSD = selecting proper refinements Activation algorithm through relations with other terms

NEGATIVE RELATIONS

Allow to represent

> 270 000 negative relations in the lexical network

 \bigcirc

- exceptions
 - autruche --r-agent-1<0--> voler
- Inductive inferences potentially relevant, but wrong
 - ver de terre --r-agent-1<0--> mordre
- contrastive informations between refinements
 - avocat>fruit --r-agent-1<0--> plaider
 - avocat>justice --r-has-part<0--> noyau>fruit

Negative relations can be used as inhibition in WSD

> 370 000 inhibitory

relations in the

lexical network

INHIBITORY RELATIONS

A term linked to a refinement inhibites its co-refinements if not linked

chat (félin)

<-- r_inhib --

siamois (Siam) • siamois (jumeaux) • sphynx (sphinx) •
coussinet (chemin de fer) • minou (affection) • coussinet (mécanique) • coussinet (architecture) • minou (sexe de la femme) • coussinet (coussin) • persan (Perse)

Negative relations can be used as inhibition in WSD based on a thematic approach

Reification of a relation with new associated informations

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Another reification form

lion --r_agent-1 -> dévorer

> 3366 aggregated forms in the lexical network

lion [agent] dévorer
-- r_patient -> gazelle, zèbre

(lion [agent] dévorer) [patient] gazelle

- -- r_action lieu -> savane
- -- r_manner -> férocement

CONCEPTUAL INFORMATIONS

_INFO-COUNTABLE-NO _INFO-COUNTABLE-YES

_INFO-SEM-ACTION _INFO-SEM-CARAC

_INFO-SEM-COLOR-RELATED _INFO-SEM-EMOTION-RELATED

_INFO-SEM-IMAGINARY _INFO-SEM-LIVING-BEING _INFO-SEM-NAMED-ENTITY _INFO-SEM-ORGA _INFO-SEM-PLACE ABSTRACT ANATOMICAL GEO HUMAN

_INFO-SEM-PROPERTY-NAME _INFO-SEM-QUANTIFIER _INFO-SEM-SET _INFO-SEM-SUBST

_INFO-SEM-THING ...-ABSTR ...- ARTEFACT ...- CONCRETE ...- NATURAL

_INFO-SEM-PERS _INFO-SEM-PERS- _INFO-SEM-TIME _INFO-SEM-EVENT FEM _INFO-SEM-PERS-MASC

APPLICATIONS

- Analysis of medical imaging reports (Imaios)
- => Indexation = weighted term list
- On a specific domain medicine-radiology-anatomy (weigthing TFIDF or Okapi)
 - F1-score = 70%
 - With augmentation (syn, generic, cause, consequence, etc.) => F1-score = 75%
 - Adding general domain => + 12 %
 - Refinement selection => +7%
 - With inhibition => +3%

FIRST GENERAL CONCLUSIONS

Lexical resources

- If not too specialized
- Can be built with native speakers
- As many as you can, but a dozen can be enough... if motivated

Not expensive – reliable 'coz collected data are redundant

MORE JDM CONCLUSIONS

Since sept. 2007 (~ 10 years)

- > 85 millions relations between over 1 400 000 terms and around 100 relation types
- annotated relations (relevant, possible, not relevant)
 - \rightarrow the largest network of this type
 - \rightarrow already used for research and by some companies
- Evaluation
 - Collation of various points of view negociated (diko) or not (games)
 - Implicit relations (not present in texts) are captured by instruction forcing (players are invited to be explicit)

principles are globally validated for lexical networks

- Relevant for general knowledge but also for specific domains (great surprise!)
- With GWAP (JDM, Askit, Likelt, ...) but also with contributions (Diko)
- In general, virtuous circle is difficult to identify

playing well $\leftarrow \rightarrow$ producing proper data

Jeux et intelligence collective

résolution de problèmes et acquisition de données sur le Web

Mathieu Lafourcade Nathalie Le Brun et Alain Joubert

EVEN MORE CONCLUSIONS

Some ethical aspects

- many involved players (some with more than 2000 hrs of play)
- no memory in the lexical network of who has made what (only temporary storage of games still to be retrieved)
- players are anonymous (login + pwd + email)
- Iess than 1% troll / vandalism corrected as soon as discovered

• The data are made by the crowd... ... and should return to the crowd

 \rightarrow Freely available

eux ce mots

JEUXDEMOTS.ORG

DEMONSTRATIONS QUESTIONS

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