

# Task Routing for Prediction Tasks

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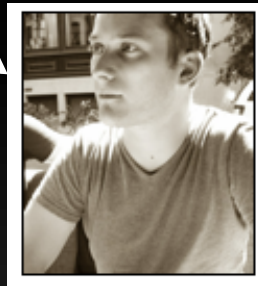
How do I prove  
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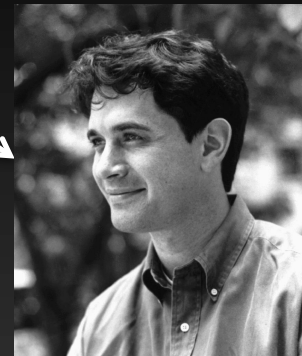
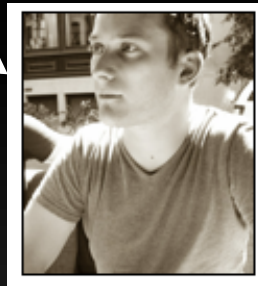
You need to reduce  
it to something...



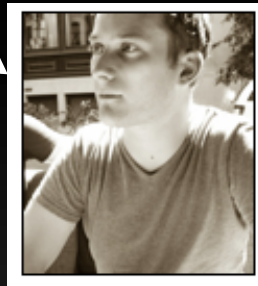
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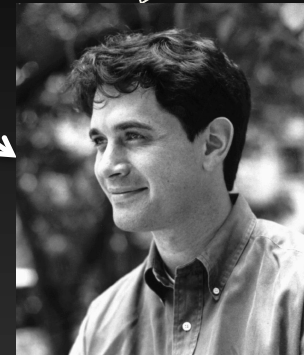
try Michael.  
He might know.



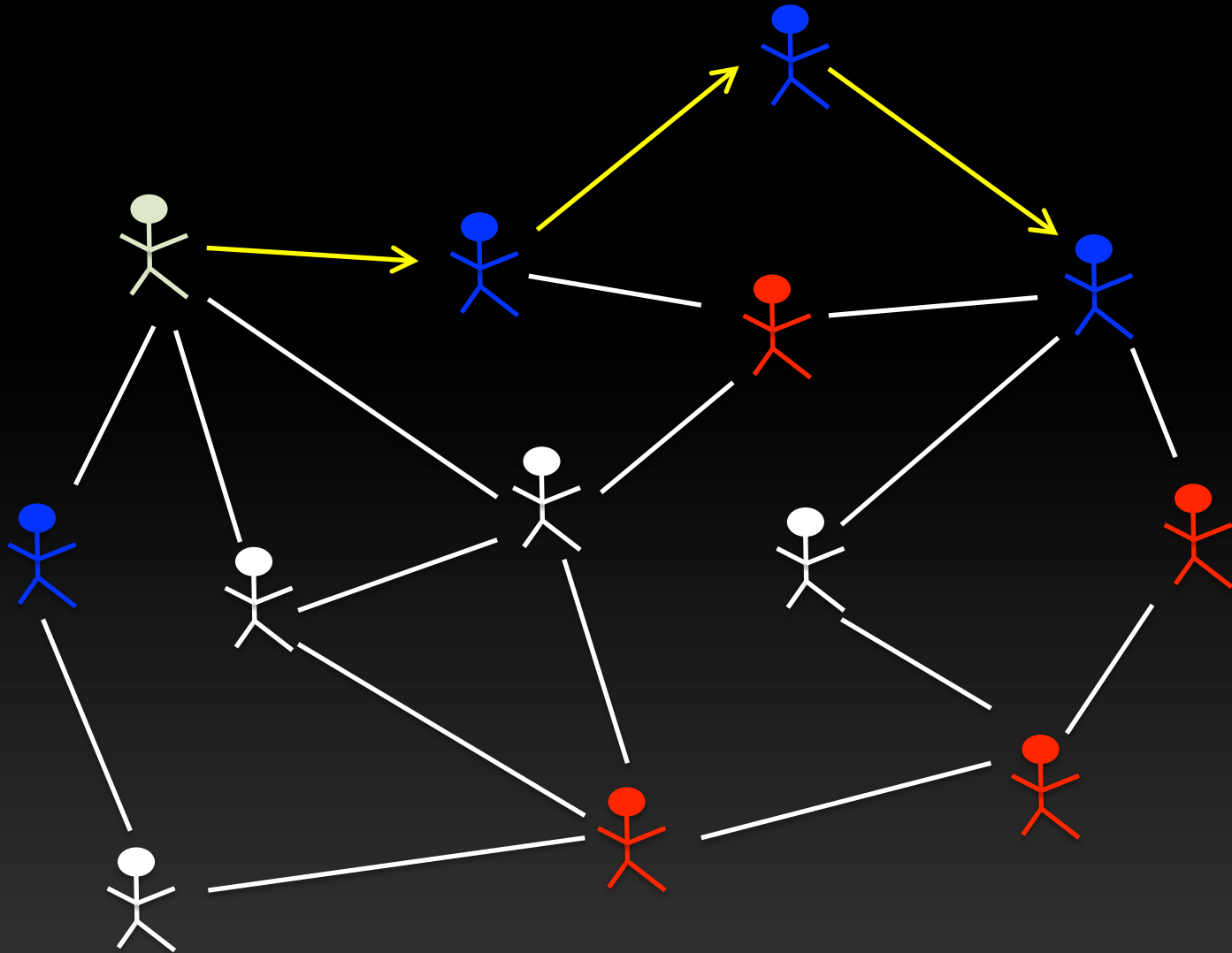
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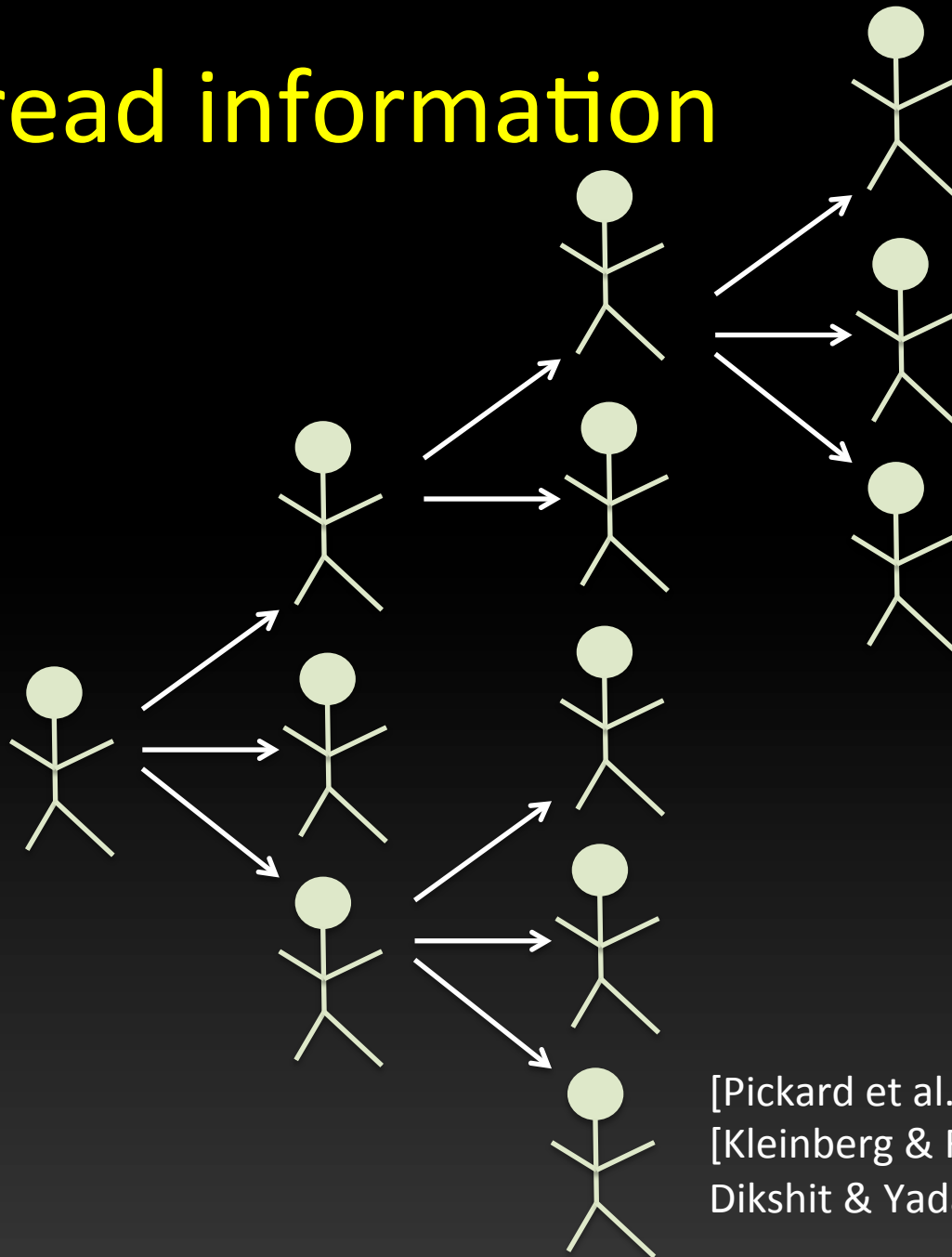
sometimes when you  
can't prove A or B, you  
need to prove C.



# task routing over social networks

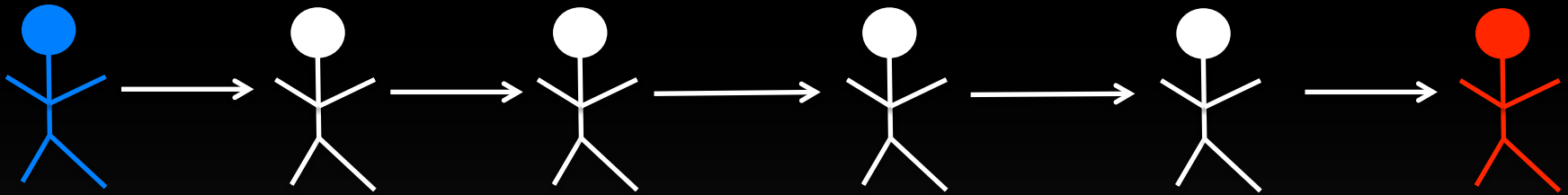


# spread information



[Pickard et al., '10; Emek et al., '11]  
[Kleinberg & Raghavan, '05; Arcaute et al., '07;  
Dikshit & Yadati, '09]

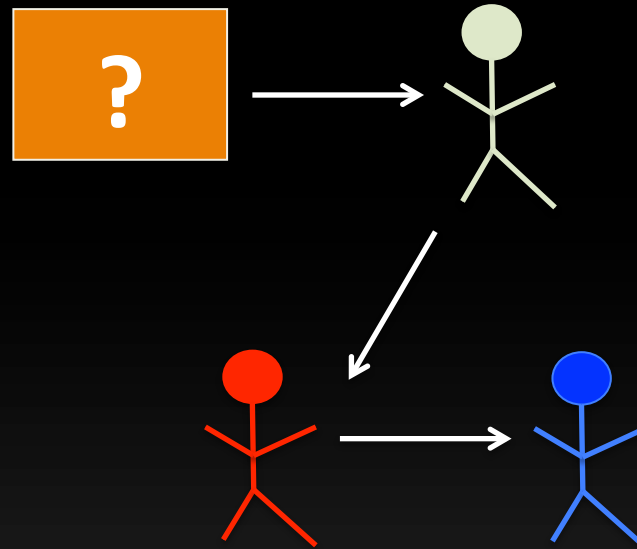
# locate a target



[Travers & Milgram '69; Watts et al., '02; Dodds et al., '03; Kleinberg '06]



# this talk: **engaging experts**



# task routing for prediction tasks

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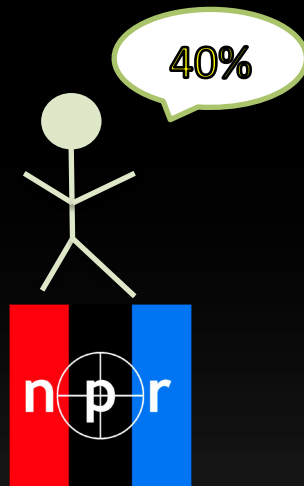
- ✧ will Obama win in 2012?
- ✧ will it rain in Valencia next week?
- ✧ will the Thunder win the NBA championships?

# task routing for prediction tasks

Will Obama  
win in 2012?

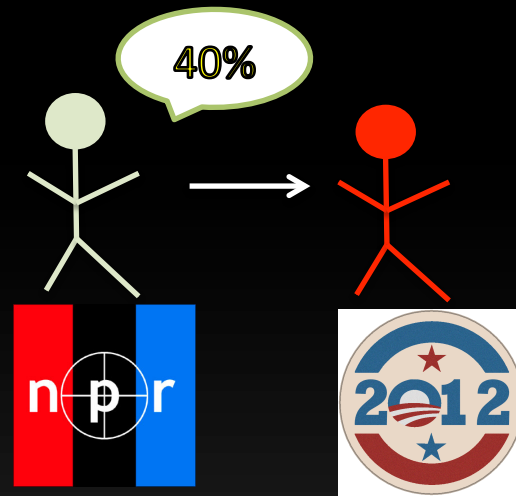
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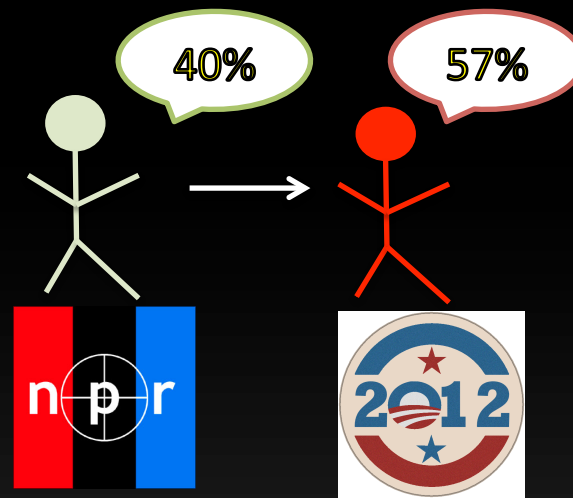
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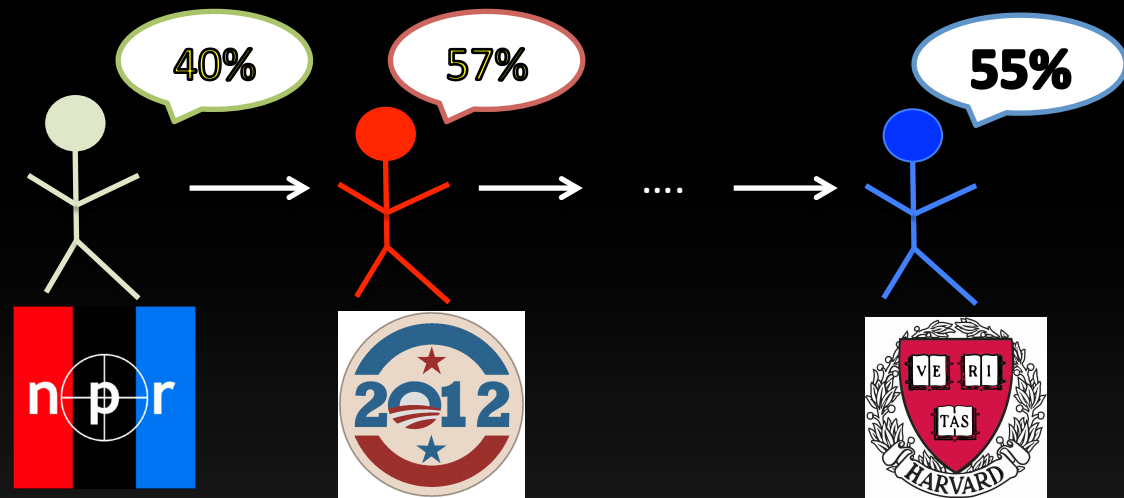
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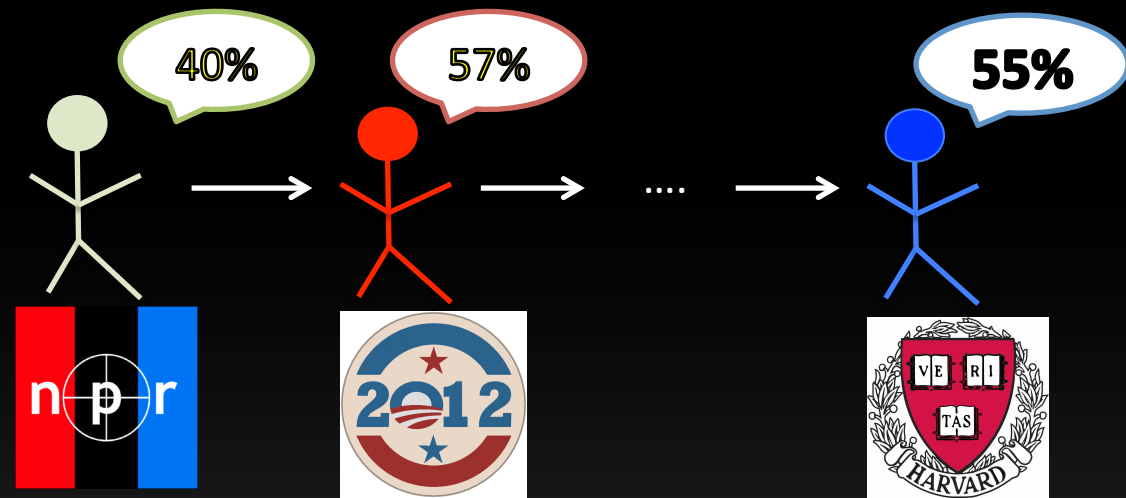
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# task routing for prediction tasks

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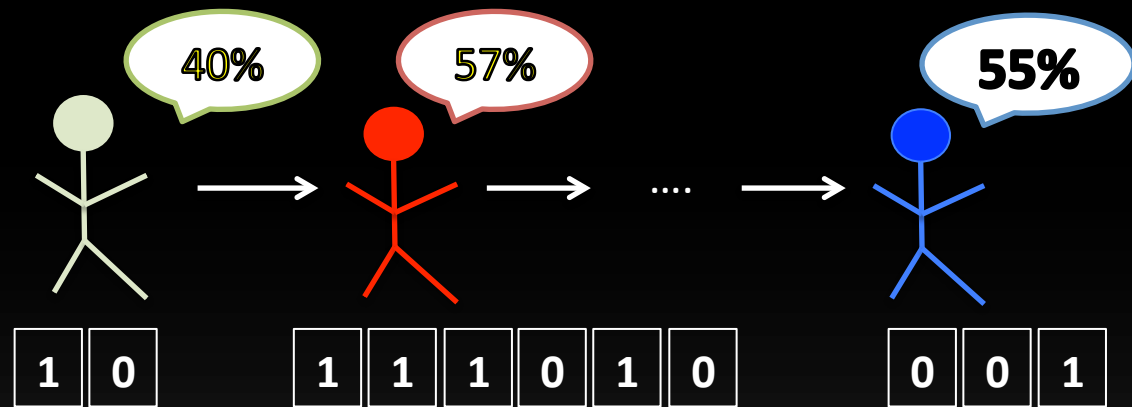


Design incentives such that in equilibrium:

- ✧ people report honestly
- ✧ people make good routing decisions

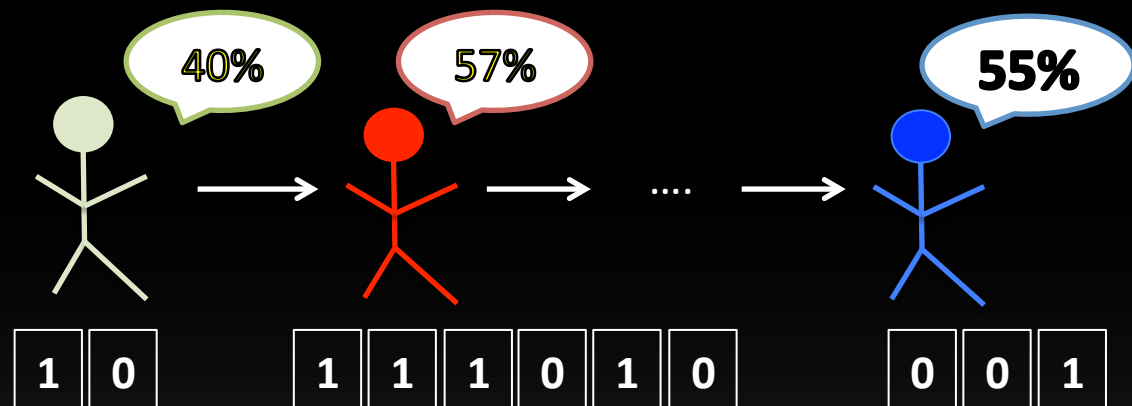
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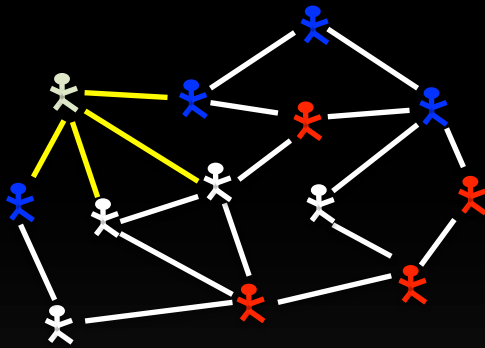
# task routing for prediction tasks

Will Obama  
win in 2012?



- ✧ players observe conditionally independent bits of signal based on true state
- ✧ Bayesian model; assume common prior and known signal distribution

incentives

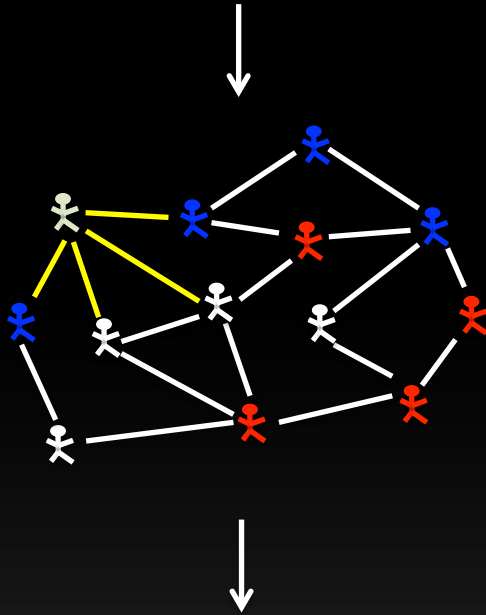


local knowledge of  
others' expertise



report honestly,  
route effectively

incentives



## Local common knowledge

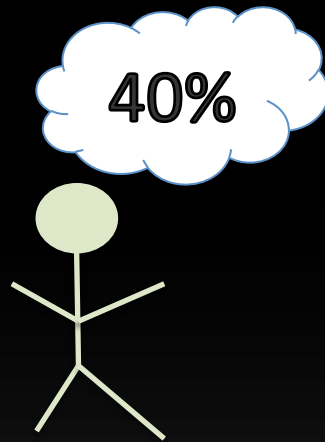
everyone knows how many bits of information people within  $m$ -hops hold, and this is common knowledge.

report honestly,  
route effectively

# strictly proper scoring rules

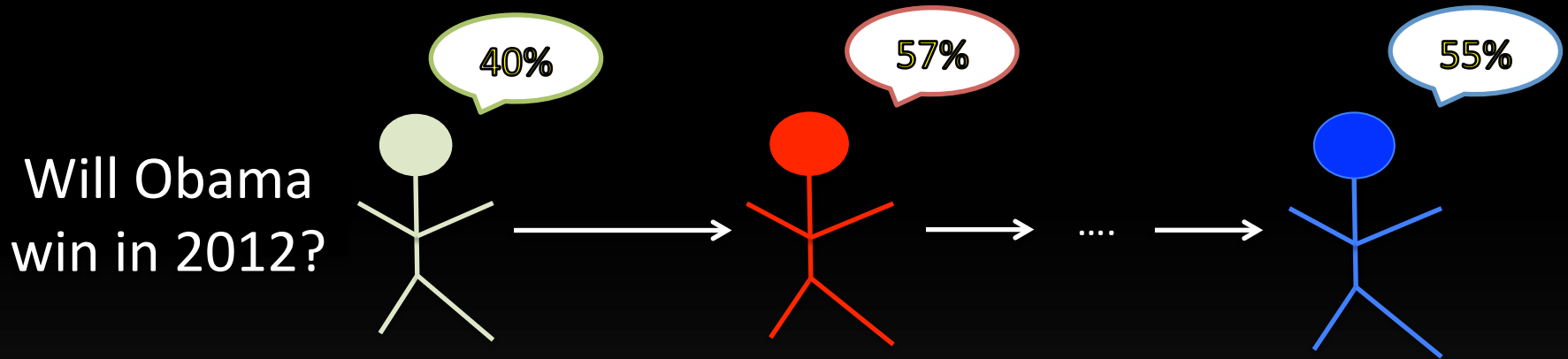
[Good '52, Winkler '69, Savage '71]

Will Obama  
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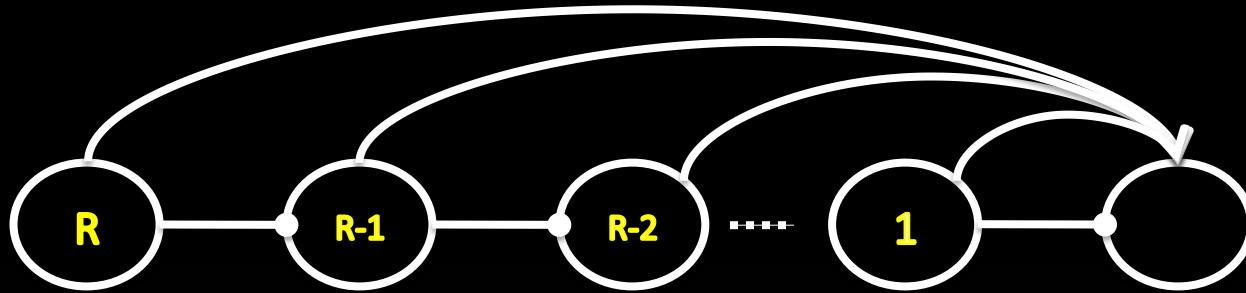


$$S(q) = \begin{cases} 1 - (1 - q)^2 & \text{if win} \\ 1 - q^2 & \text{if lose} \end{cases}$$

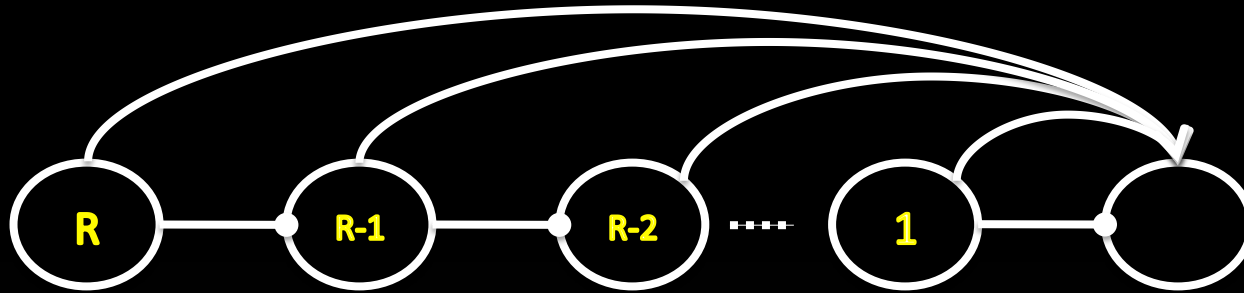
# routing scoring rules



$$S(q_i) + S(q_{i+k})$$

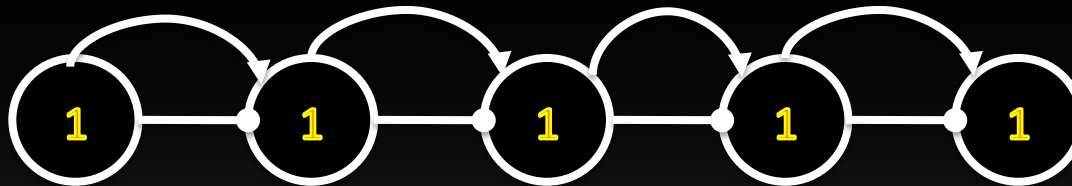




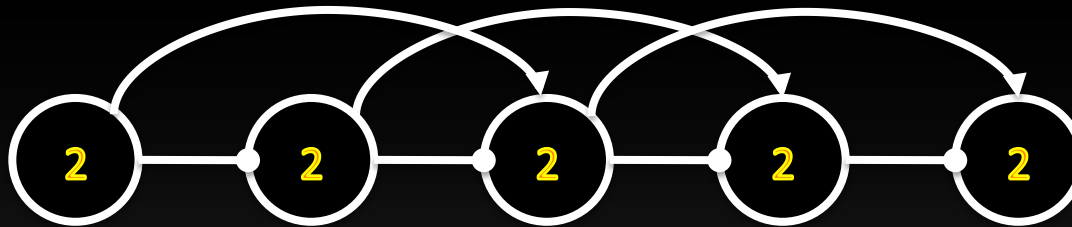


✧ people may only know others' expertise within a local neighborhood.

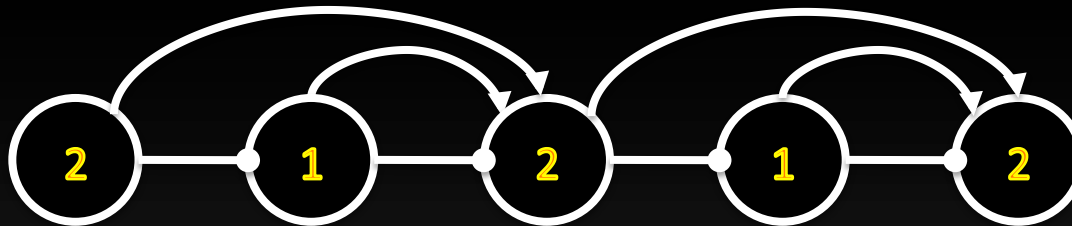
# myopic routing rule



2-2-2-2



2-1-2-1



# local routing scoring rules

**Definition:** Routing scoring rules for which each player's routing payment depends only on information within  $m$ -hops.

## Theorem

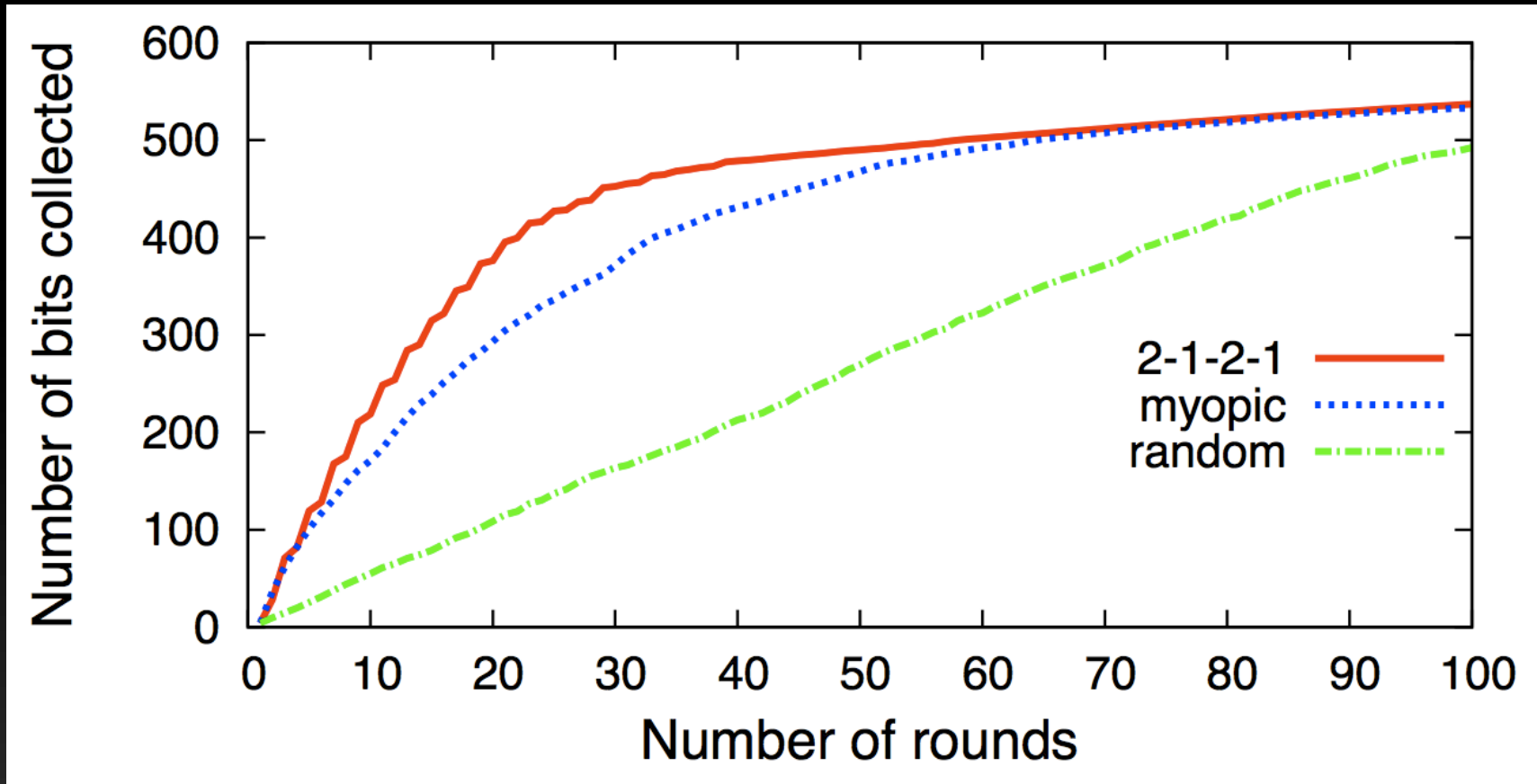
Local routing scoring rules induce equilibrium in which players report honestly and route based on local information.

## Theorem

Local routing scoring rules induce equilibrium in which players report honestly and route based on local information.

**Local routing scoring rules are the only routing scoring rules with this property.**

# benefit of local routing scoring rules




[graphs generated using the Watts-Strogatz model, with  $\beta = 0.1$ ,  $n = 100$ ,  $d = 10$ ]



# Conclusion

- Routing scoring rules incentivize contributions via solving and routing
- Local routing scoring rules explicitly enable equilibrium behavior for which agents' inference is tractable
- Numerous future work at task and organization level

# thank you

Questions,  me,  
Comments [hq@eecs.harvard.edu](mailto:hq@eecs.harvard.edu)