Part VIII

Discussion of the projects' results. Conclusions

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Tutorial schedule

Introduction:
30 min

Part I: 30 min
Crowdsourcing for SDC

Coffee break:
15 min

Part II: 35 min
Key components

Part III: 10 min
Intro to crowd platform

Part IV: 60 min
Data labeling demos for SDC

Lunch break:
60 min

Part V: 20 min
Brainstorming pipeline

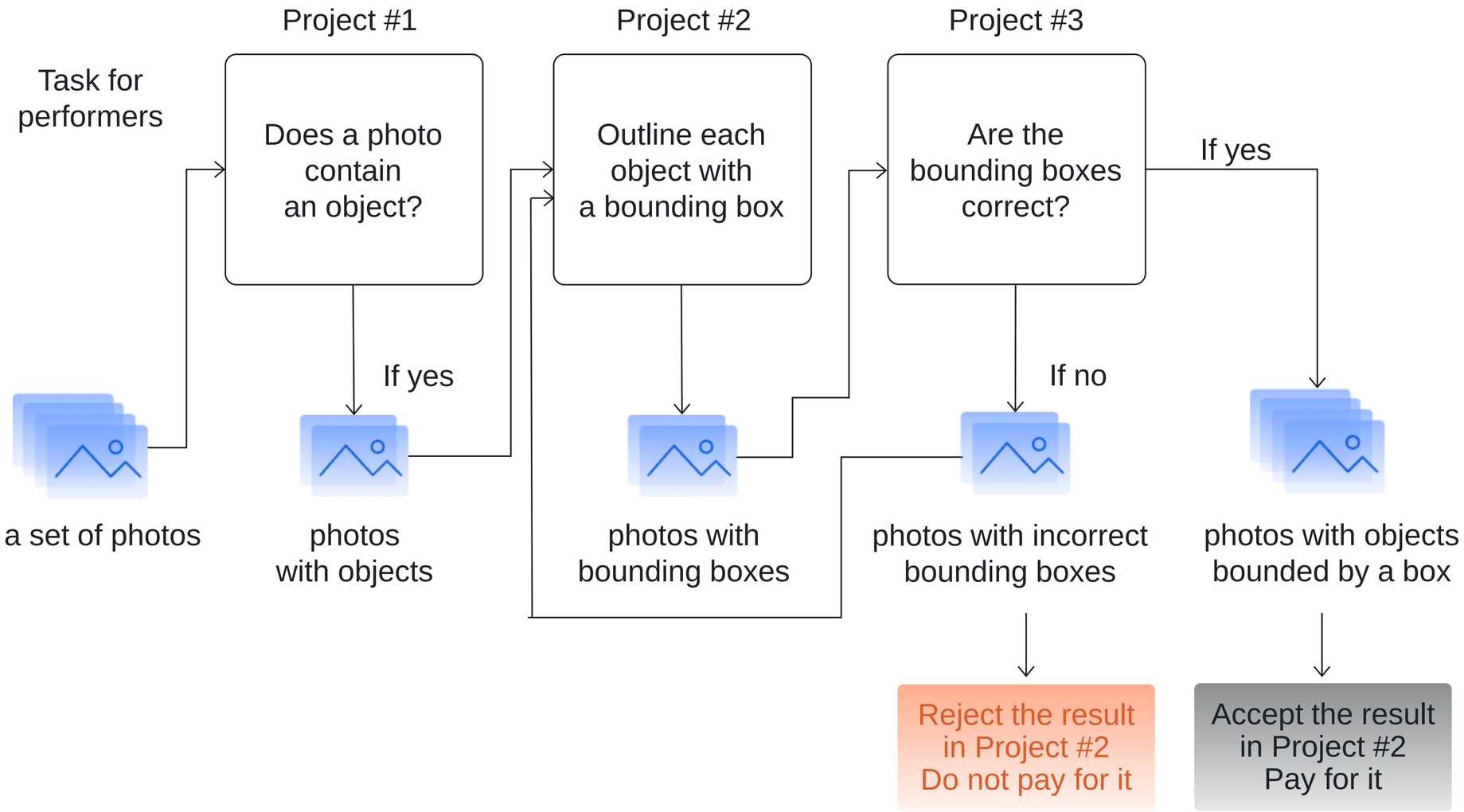
Part VI: 90 min
Set & Run Projects cont.

Coffee break:
15 min

Part VII: 60 min
Theory on aggregation, IRL and pricing

Part VIII: 15 min
Results & Conclusions

Reminder: we implemented the pipeline



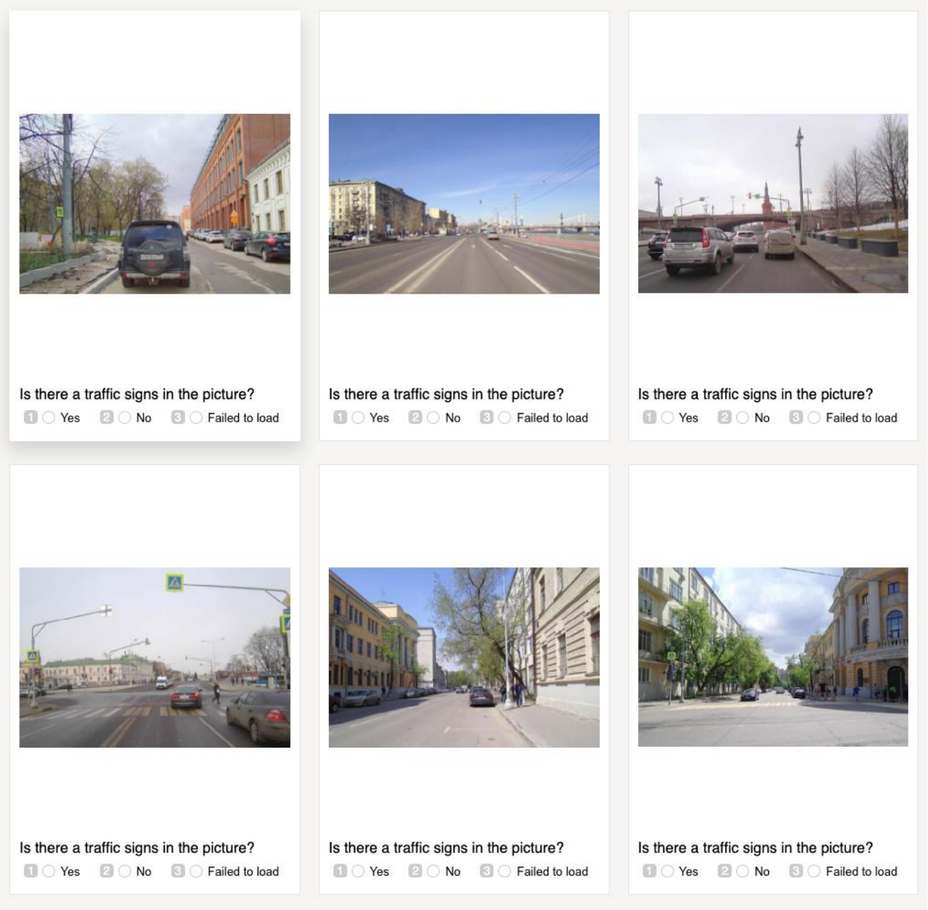
Project #1: Filter out photos without objects

Task

- Does a photo contain objects of desired type?

Our results:

- 100 photos evaluated
- Within 4 min on real performers
- Cost: $0.3 + Toloka fee



Project #2: Outlining objects with rectangles

Task

- Outline each object of desired type with a bounding box

Our results:

- 67 photos processed
- Within 5.5 min on real performers
- Cost: $0.67 + Toloka fee

Project #3: Accept correct bounding boxes

Task

- Are the objects of desired type outlined with bounding boxes correctly?

Our results:

- 90 photos evaluated
- Within 5 min on real performers
- Cost: $0.36 + Toloka fee

Statistics over the whole pipeline

- 100 photos processed to highlight desired objects
- Within 14.5 min on real performers
- Total cost: $1.33 + Toloka fee
- Quality of the final result (via manual assessment):
  - Recall: 90% (measured on results of Project #1)
  - Precision: 86% (measured on results of Project #2)

Afterparty: upgrade your pipeline

To obtain more comprehensive data

- Use Polygons instead of Bounding boxes
- Highlight more object types

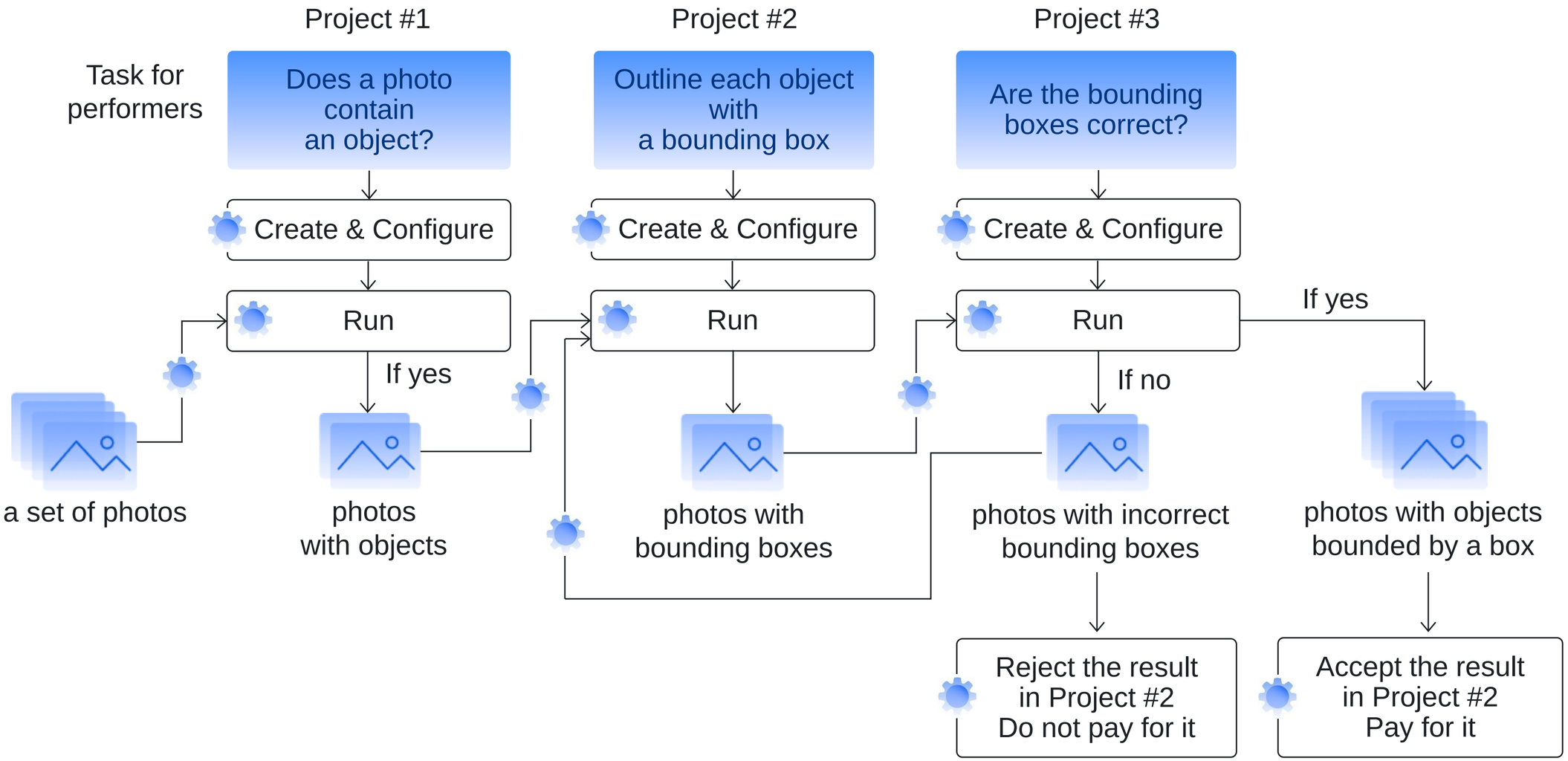
To reduce costs

- Use incremental relabeling aka Dynamic overlap

To improve quality

- Use dynamic pricing
- Add more Golden Sets and hints
- Experiment with aggregation methods
- Add training for workers

API of Toloka



API of Toloka

Allows you to automate all steps of our pipeline

- Discover at: https://yandex.com/dev/toloka/

Crowdsource all types of data

Search Relevance

Moderation

Generation of content

Computer vision

Speech Technologies

References: Aggregation

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