

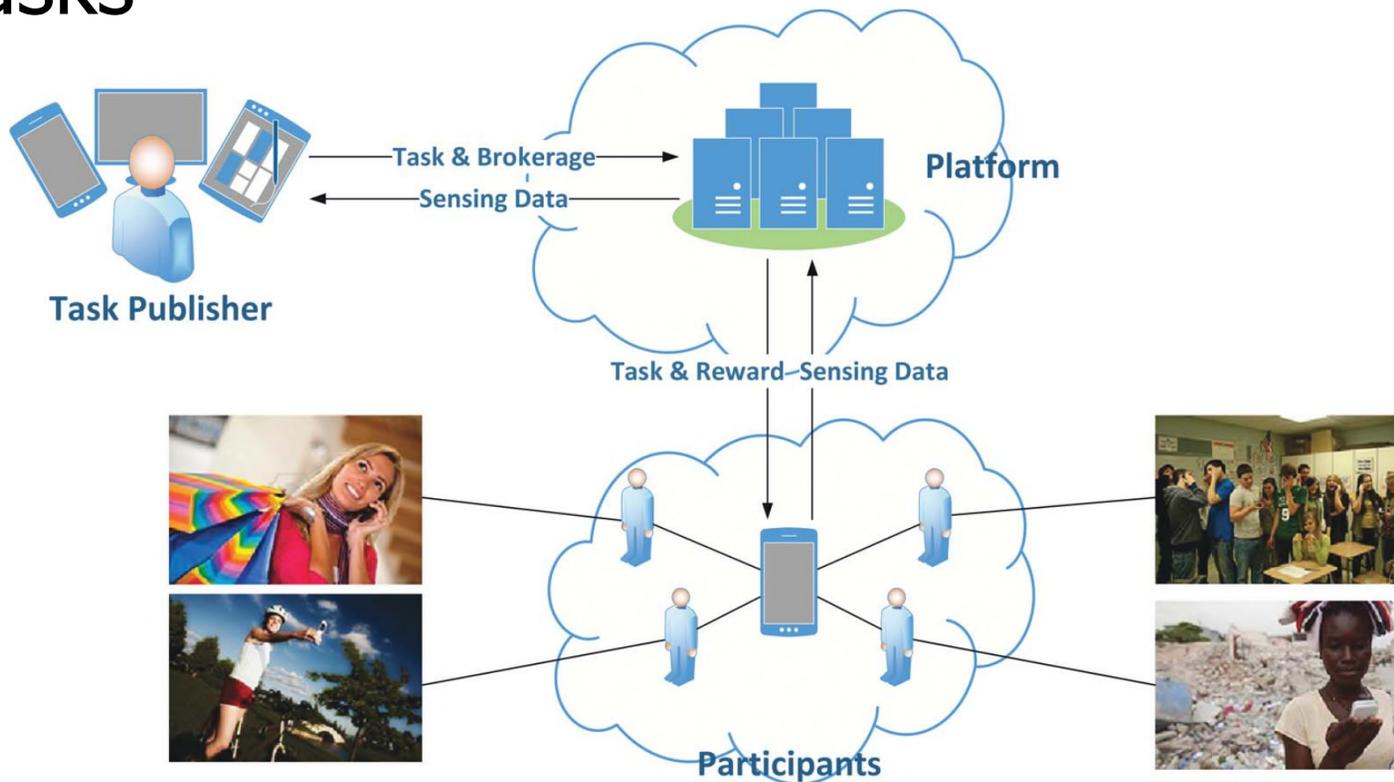
# Incentives

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How to Ensure Participation

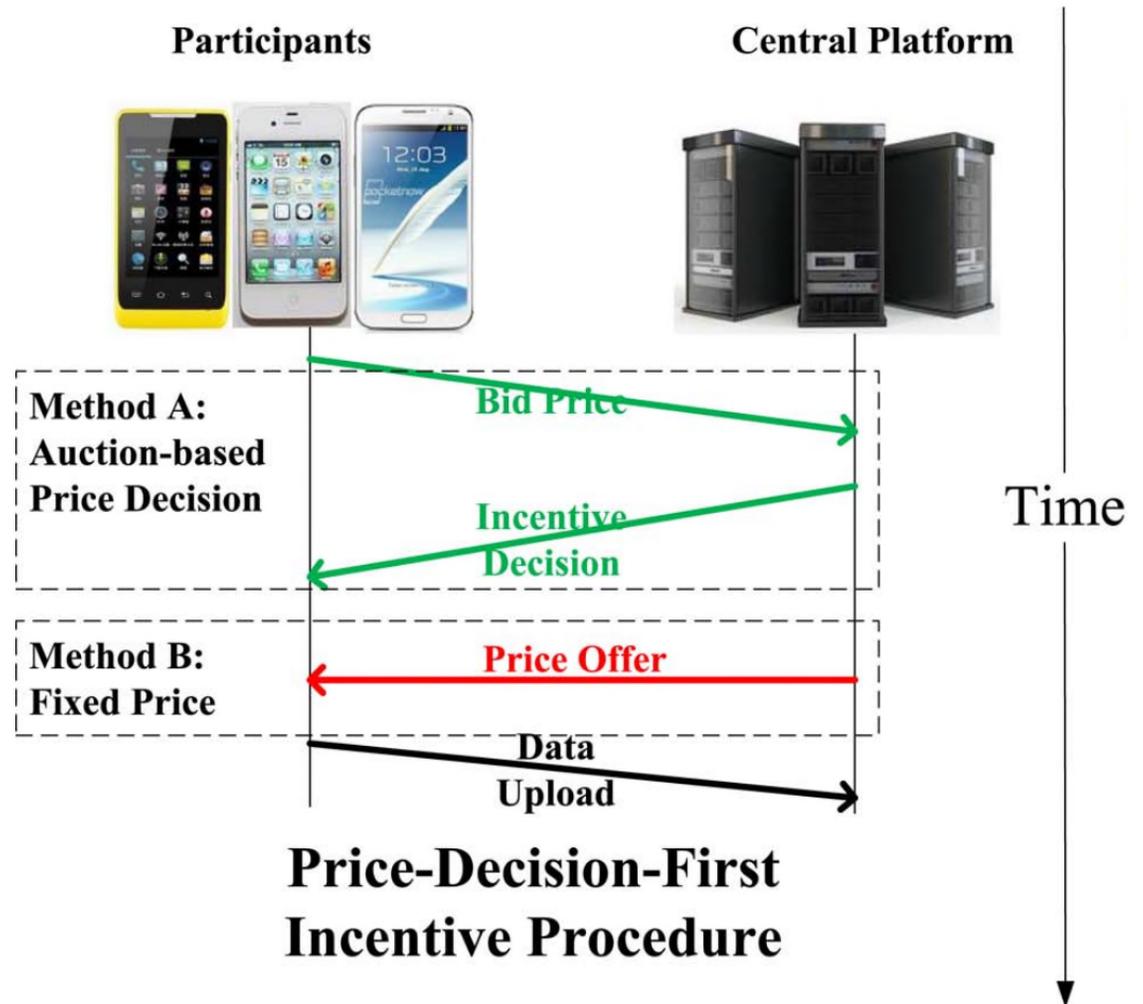
# The Participatory Sensing Model

- Platform (aggregator), participants, and tasks



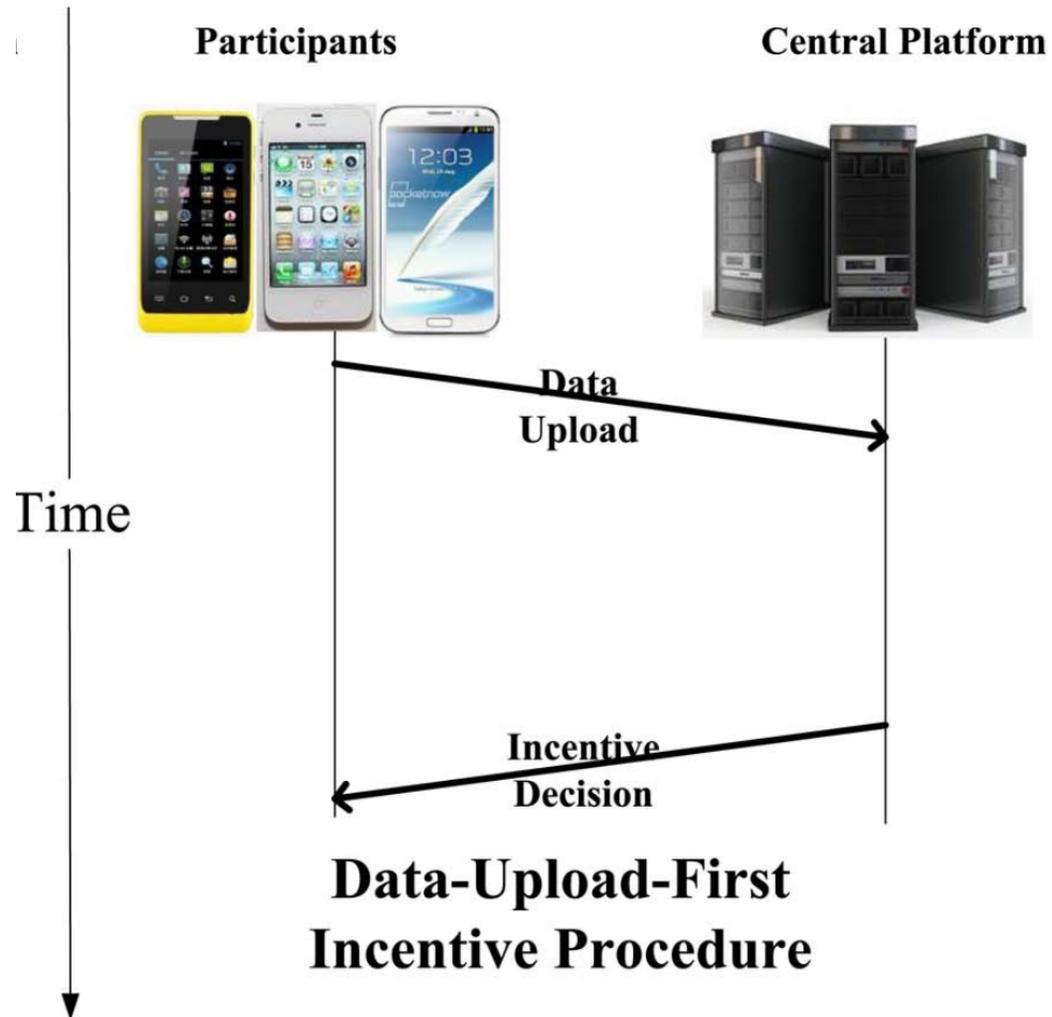
# Incentive Negotiation Mechanisms

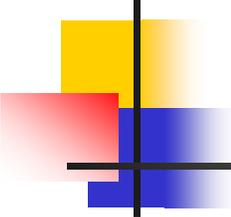
- Price-first



# Incentive Negotiation Mechanisms

- Data-first





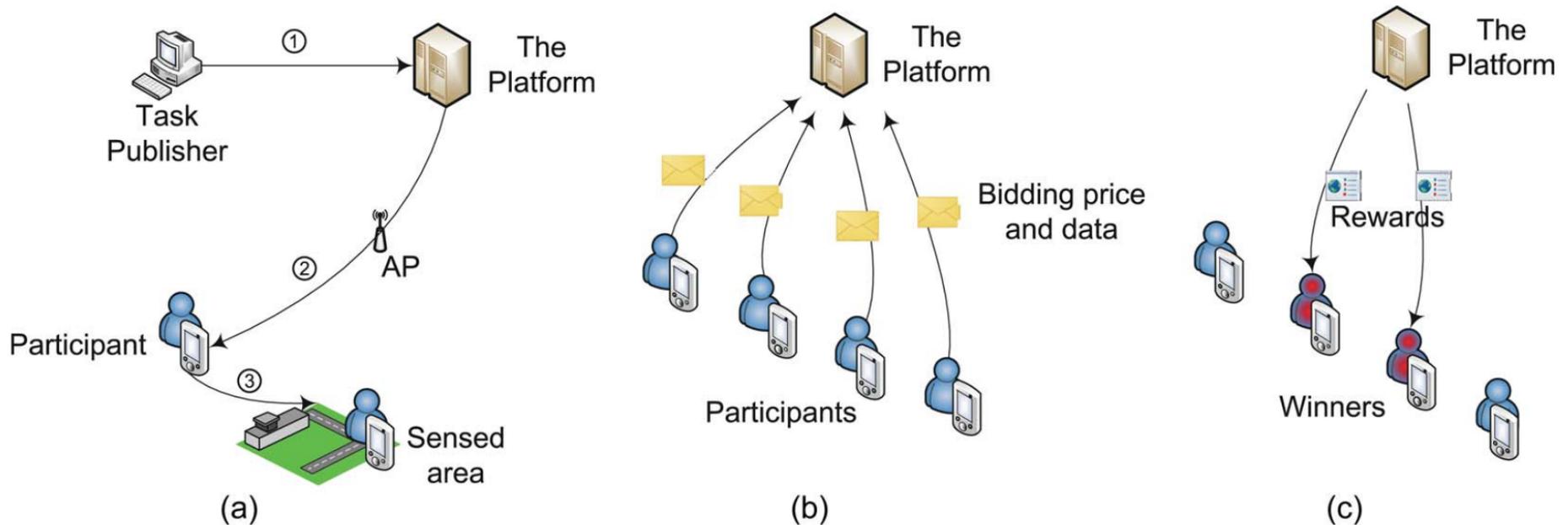
# A Data Market

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- What factors affect “data price”?

# Reverse Auction-based Approaches

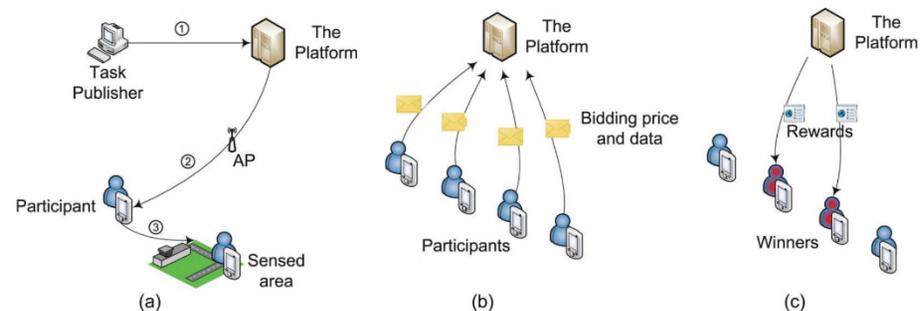
- Users send bids. Platform selects winners.

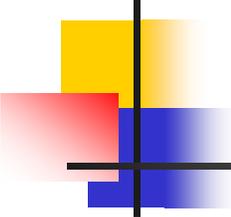


- Problems with this mechanism?

# Reverse Auction-based Approaches

- Users send bids. Platform selects winners.
  - Retention: Participants with a higher data price will “starve” (and might stop participating).
  - Truthfulness: Does the mechanism ensure that bidding your actual cost produces profit?
  - “Winner” takes all. Others lose time and effort.
  - Ignores data quality

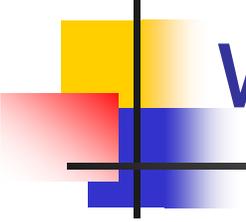




# Reverse Auction-based Approaches

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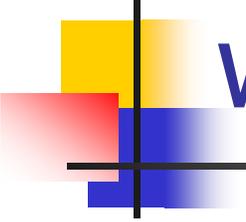
- Users send bids. Platform selects winners.
  - Retention: Participants with a higher data price will “starve” (and might stop participating).
    - Give virtual credit for losing. Subtract virtual credit from bid price (RADP-VPC)
  - Truthfulness: Does the mechanism ensure that bidding your actual cost produces profit?
    - Give participant highest price that could win auction (MSensing)
  - “Winner” takes all. Others lose time and effort.
    - Reward top-K for participation
  - Ignores data quality
    - Multi-attribute auction



# What if Bids Arrive Dynamically with Short “Deadlines”?

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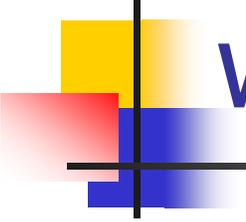
- Dilemma: Buy now or wait for more bids?
  - When do you know that you found the “best price” when the price distribution is unknown?



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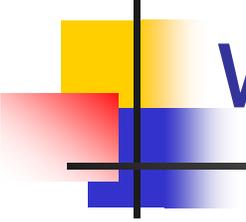
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  - Answer: Look at the first N bids to compute a threshold (e.g., 90<sup>th</sup> percentile) then select the first future bidder to improve on it.



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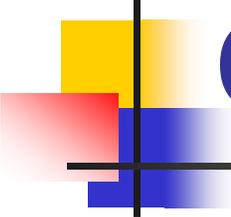
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- Problems?



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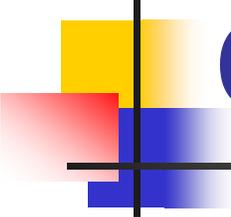
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- Problems:
  - First N bidders get nothing
  - Memoryless: Could use results of previous tasks



# Other Selection Considerations?

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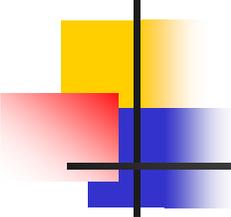
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# Other Selection Considerations?

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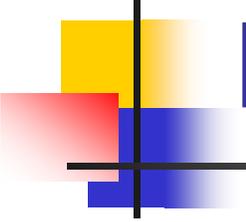
- Besides cost bids, what else would you consider in participant selection?
  - Data quality
  - Distance from point-of-interest
  - Reputation/reliability
  - Agreement with other data
  - Effort/size



# Recruitment incentives

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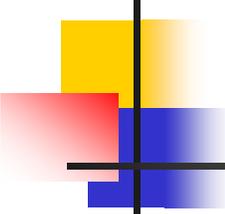
- Participants are paid for their data and (a fraction of) data of those they recruited



# Experiment: Finding 10 Red Balloons in the Continental US

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- You have \$40,000 and about 4,000 volunteers. How to incentivize them to find 10 red balloons placed in arbitrary locations in the continental US?

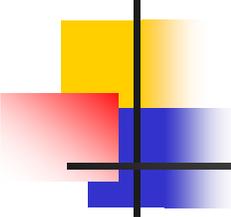


# Experiment: Finding 10 Red Balloons in the Continental US

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- Winning team (MIT):
  - Completed the competition in (less than) 9 hours
  - Incentives: \$4,000 to each of the 10 balloons.
    - \$2,000 per balloon to the first person to send in the correct balloon coordinates.
    - \$1,000 was pledged to whoever told the balloon-finder about MIT's reward.
    - \$500 to whoever told that teller about the reward.
    - \$250 to whoever told that taller, and so on.

In this way, volunteers were both motivated to recruit others and to keep an eye out for the targets.



# Truth Incentives

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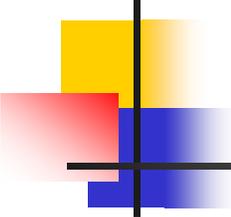
- TruCentive: Participatory platform for sharing parking availability:
  - If you advertise a free parking spot and someone “buys” it, they pay you a reward  $D$
  - If someone confirms having successfully parked there, you get extra credit,  $X$
  - If they were not able to park successfully, they get a refund,  $R$
  - If they parked, they can later “sell” their slot for credit.
- How to set up the different credits and to discourage people from gaming the system?

# Gamification

## Example: Paragliding

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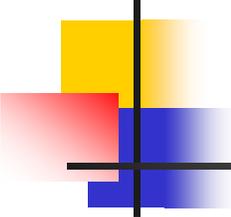
- Paragliders used to collect atmospheric data
- Navigation devices recorded flight GPS data and other sensory measurements
- Paragliders were ranked based on way points they visited (and noted for visiting never-previously-visited waypoints)
- “Competition” among paragliders (for fun) resulted in more data collection and better coverage



# Intrinsic Incentives

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- Fitbit/activity monitoring, weight-loss, etc.
- Idea:
  - Allow users to set milestones and measure their progress towards them to keep them motivated



# Incentive Schemes

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## Incentives for Participatory Sensing

Monetary Incentives

Non-monetary Incentives

Competence/  
Ranking

Comparison

Credit

Intrinsic  
incentive