

Contents

List of Contributors	xiii
Preface	xv
1 An Overview	1
<i>Maxine Eskénazi</i>	
1.1 Origins of Crowdsourcing	2
1.2 Operational Definition of Crowdsourcing	3
1.3 Functional Definition of Crowdsourcing	3
1.4 Some Issues	4
1.5 Some Terminology	6
1.6 Acknowledgments	6
References	6
2 The Basics	8
<i>Maxine Eskénazi</i>	
2.1 An Overview of the Literature on Crowdsourcing for Speech Processing	8
2.1.1 <i>Evolution of the Use of Crowdsourcing for Speech</i>	9
2.1.2 <i>Geographic Locations of Crowdsourcing for Speech</i>	10
2.1.3 <i>Specific Areas of Research</i>	12
2.2 Alternative Solutions	14
2.3 Some Ready-Made Platforms for Crowdsourcing	15
2.4 Making Task Creation Easier	17
2.5 Getting Down to Brass Tacks	17
2.5.1 <i>Hearing and Being Heard over the Web</i>	18
2.5.2 <i>Prequalification</i>	20
2.5.3 <i>Native Language of the Workers</i>	21
2.5.4 <i>Payment</i>	22
2.5.5 <i>Choice of Platform in the Literature</i>	25
2.5.6 <i>The Complexity of the Task</i>	27
2.6 Quality Control	29

2.6.1	<i>Was That Worker a Bot?</i>	29
2.6.2	<i>Quality Control in the Literature</i>	29
2.7	Judging the Quality of the Literature	32
2.8	Some Quick Tips	33
2.9	Acknowledgments	33
	References	33
	Further reading	35
3	Collecting Speech from Crowds	37
	<i>Ian McGraw</i>	
3.1	A Short History of Speech Collection	38
3.1.1	<i>Speech Corpora</i>	38
3.1.2	<i>Spoken Language Systems</i>	40
3.1.3	<i>User-Configured Recording Environments</i>	41
3.2	Technology for Web-Based Audio Collection	43
3.2.1	<i>Silverlight</i>	44
3.2.2	<i>Java</i>	45
3.2.3	<i>Flash</i>	46
3.2.4	<i>HTML and JavaScript</i>	48
3.3	Example: WAMI Recorder	49
3.3.1	<i>The JavaScript API</i>	49
3.3.2	<i>Audio Formats</i>	51
3.4	Example: The WAMI Server	52
3.4.1	<i>PHP Script</i>	52
3.4.2	<i>Google App Engine</i>	54
3.4.3	<i>Server Configuration Details</i>	57
3.5	Example: Speech Collection on Amazon Mechanical Turk	59
3.5.1	<i>Server Setup</i>	60
3.5.2	<i>Deploying to Amazon Mechanical Turk</i>	61
3.5.3	<i>The Command-Line Interface</i>	64
3.6	Using the Platform Purely for Payment	65
3.7	Advanced Methods of Crowdsourced Audio Collection	67
3.7.1	<i>Collecting Dialog Interactions</i>	67
3.7.2	<i>Human Computation</i>	68
3.8	Summary	69
3.9	Acknowledgments	69
	References	70
4	Crowdsourcing for Speech Transcription	72
	<i>Gabriel Parent</i>	
4.1	Introduction	72
4.1.1	<i>Terminology</i>	72
4.2	Transcribing Speech	73
4.2.1	<i>The Need for Speech Transcription</i>	74
4.2.2	<i>Quantifying Speech Transcription</i>	75

4.2.3	<i>Brief History</i>	78
4.2.4	<i>Is Crowdsourcing Well Suited to My Needs?</i>	79
4.3	Preparing the Data	80
4.3.1	<i>Preparing the Audio Clips</i>	80
4.3.2	<i>Preprocessing the Data with a Speech Recognizer</i>	81
4.3.3	<i>Creating a Gold-Standard Dataset</i>	82
4.4	Setting Up the Task	83
4.4.1	<i>Creating Your Task with the Platform Template Editor</i>	83
4.4.2	<i>Creating Your Task on Your Own Server</i>	85
4.4.3	<i>Instruction Design</i>	87
4.4.4	<i>Know the Workers</i>	89
4.4.5	<i>Game Interface</i>	91
4.5	Submitting the Open Call	91
4.5.1	<i>Payment</i>	92
4.5.2	<i>Number of Distinct Judgments</i>	93
4.6	Quality Control	95
4.6.1	<i>Normalization</i>	95
4.6.2	<i>Unsupervised Filters</i>	96
4.6.3	<i>Supervised Filters</i>	99
4.6.4	<i>Aggregation Techniques</i>	100
4.6.5	<i>Quality Control Using Multiple Passes</i>	101
4.7	Conclusion	102
4.8	Acknowledgments	103
	References	103
5	How to Control and Utilize Crowd-Collected Speech	106
	<i>Ian McGraw and Joseph Polifroni</i>	
5.1	Read Speech	107
5.1.1	<i>Collection Procedure</i>	107
5.1.2	<i>Corpus Overview</i>	108
5.2	Multimodal Dialog Interactions	111
5.2.1	<i>System Design</i>	111
5.2.2	<i>Scenario Creation</i>	111
5.2.3	<i>Data Collection</i>	112
5.2.4	<i>Data Transcription</i>	115
5.2.5	<i>Data Analysis</i>	118
5.3	Games for Speech Collection	120
5.4	Quizlet	121
5.5	Voice Race	123
5.5.1	<i>Self-Transcribed Data</i>	124
5.5.2	<i>Simplified Crowdsourced Transcription</i>	124
5.5.3	<i>Data Analysis</i>	125
5.5.4	<i>Human Transcription</i>	126
5.5.5	<i>Automatic Transcription</i>	127
5.5.6	<i>Self-Supervised Acoustic Model Adaptation</i>	127

5.6	Voice Scatter	129
5.6.1	<i>Corpus Overview</i>	130
5.6.2	<i>Crowdsourced Transcription</i>	131
5.6.3	<i>Filtering for Accurate Hypotheses</i>	132
5.6.4	<i>Self-Supervised Acoustic Model Adaptation</i>	133
5.7	Summary	135
5.8	Acknowledgments	135
	References	136
6	Crowdsourcing in Speech Perception	137
	<i>Martin Cooke, Jon Barker, and Maria Luisa Garcia Lecumberri</i>	
6.1	Introduction	137
6.2	Previous Use of Crowdsourcing in Speech and Hearing	138
6.3	Challenges	140
6.3.1	<i>Control of the Environment</i>	140
6.3.2	<i>Participants</i>	141
6.3.3	<i>Stimuli</i>	144
6.4	Tasks	145
6.4.1	<i>Speech Intelligibility, Quality and Naturalness</i>	145
6.4.2	<i>Accent Evaluation</i>	146
6.4.3	<i>Perceptual Salience and Listener Acuity</i>	147
6.4.4	<i>Phonological Systems</i>	147
6.5	BigListen: A Case Study in the Use of Crowdsourcing to Identify Words in Noise	149
6.5.1	<i>The Problem</i>	149
6.5.2	<i>Speech and Noise Tokens</i>	150
6.5.3	<i>The Client-Side Experience</i>	150
6.5.4	<i>Technical Architecture</i>	151
6.5.5	<i>Respondents</i>	153
6.5.6	<i>Analysis of Responses</i>	158
6.5.7	<i>Lessons from the BigListen Crowdsourcing Test</i>	166
6.6	Issues for Further Exploration	167
6.7	Conclusions	169
	References	169
7	Crowdsourced Assessment of Speech Synthesis	173
	<i>Sabine Buchholz, Javier Latorre, and Kayoko Yanagisawa</i>	
7.1	Introduction	173
7.2	Human Assessment of TTS	174
7.3	Crowdsourcing for TTS: What Worked and What Did Not	177
7.3.1	<i>Related Work: Crowdsourced Listening Tests</i>	177
7.3.2	<i>Problem and Solutions: Audio on the Web</i>	178
7.3.3	<i>Problem and Solution: Test of Significance</i>	180
7.3.4	<i>What Assessment Types Worked</i>	183
7.3.5	<i>What Did Not Work</i>	186

7.3.6	<i>Problem and Solutions: Recruiting Native Speakers of Various Languages</i>	190
7.3.7	<i>Conclusion</i>	193
7.4	Related Work: Detecting and Preventing Spamming	193
7.5	Our Experiences: Detecting and Preventing Spamming	195
7.5.1	<i>Optional Playback Interface</i>	196
7.5.2	<i>Investigating the Metrics Further: Mandatory Playback Interface</i>	201
7.5.3	<i>The Prosecutor's Fallacy</i>	210
7.6	Conclusions and Discussion	212
	References	214
8	Crowdsourcing for Spoken Dialog System Evaluation	217
	<i>Zhaojun Yang, Gina-Anne Levow, and Helen Meng</i>	
8.1	Introduction	217
8.2	Prior Work on Crowdsourcing: Dialog and Speech Assessment	220
8.2.1	<i>Prior Work on Crowdsourcing for Dialog Systems</i>	220
8.2.2	<i>Prior Work on Crowdsourcing for Speech Assessment</i>	220
8.3	Prior Work in SDS Evaluation	221
8.3.1	<i>Subjective User Judgments</i>	221
8.3.2	<i>Interaction Metrics</i>	222
8.3.3	<i>PARADISE Framework</i>	223
8.3.4	<i>Alternative Approach to Crowdsourcing for SDS Evaluation</i>	224
8.4	Experimental Corpus and Automatic Dialog Classification	225
8.5	Collecting User Judgments on Spoken Dialogs with Crowdsourcing	226
8.5.1	<i>Tasks for Dialog Evaluation</i>	227
8.5.2	<i>Tasks for Interannotator Agreement</i>	229
8.5.3	<i>Approval of Ratings</i>	229
8.6	Collected Data and Analysis	230
8.6.1	<i>Approval Rates and Comments from Workers</i>	230
8.6.2	<i>Consistency between Automatic Dialog Classification and Manual Ratings</i>	231
8.6.3	<i>Interannotator Agreement among Workers</i>	233
8.6.4	<i>Interannotator Agreement on the Let's Go! System</i>	235
8.6.5	<i>Consistency between Expert and Nonexpert Annotations</i>	236
8.7	Conclusions and Future Work	238
8.8	Acknowledgments	238
	References	239
9	Interfaces for Crowdsourcing Platforms	241
	<i>Christoph Draxler</i>	
9.1	Introduction	241
9.2	Technology	242
9.2.1	<i>TinyTask Web Page</i>	242
9.2.2	<i>World Wide Web</i>	242
9.2.3	<i>Hypertext Transfer Protocol</i>	243

9.2.4	<i>Hypertext Markup Language</i>	244
9.2.5	<i>Cascading Style Sheets</i>	246
9.2.6	<i>JavaScript</i>	246
9.2.7	<i>JavaScript Object Notation</i>	248
9.2.8	<i>Extensible Markup Language</i>	248
9.2.9	<i>Asynchronous JavaScript and XML</i>	249
9.2.10	<i>Flash</i>	250
9.2.11	<i>SOAP and REST</i>	251
9.2.12	<i>Section Summary</i>	252
9.3	Crowdsourcing Platforms	253
9.3.1	<i>Crowdsourcing Platform Workflow</i>	253
9.3.2	<i>Amazon Mechanical Turk</i>	256
9.3.3	<i>CrowdFlower</i>	259
9.3.4	<i>Clickworker</i>	259
9.3.5	<i>WikiSpeech</i>	260
9.4	Interfaces to Crowdsourcing Platforms	261
9.4.1	<i>Implementing Tasks Using a GUI on the CrowdFlower Platform</i>	262
9.4.2	<i>Implementing Tasks Using the Command-Line Interface in MTurk</i>	264
9.4.3	<i>Implementing a Task Using a RESTful Web Service in Clickworker</i>	270
9.4.4	<i>Defining Tasks via Configuration Files in WikiSpeech</i>	270
9.5	Summary	278
	References	278
10	Crowdsourcing for Industrial Spoken Dialog Systems	280
	<i>David Suendermann and Roberto Pieraccini</i>	
10.1	Introduction	280
10.1.1	<i>Industry's Willful Ignorance</i>	280
10.1.2	<i>Crowdsourcing in Industrial Speech Applications</i>	281
10.1.3	<i>Public versus Private Crowd</i>	282
10.2	Architecture	283
10.3	Transcription	287
10.4	Semantic Annotation	290
10.5	Subjective Evaluation of Spoken Dialog Systems	296
10.6	Conclusion	300
	References	300
11	Economic and Ethical Background of Crowdsourcing for Speech	303
	<i>Gilles Adda, Joseph J. Mariani, Laurent Besacier, and Hadrien Gelas</i>	
11.1	Introduction	303
11.2	The Crowdsourcing Fauna	304
11.2.1	<i>The Crowdsourcing Services Landscape</i>	304
11.2.2	<i>Who Are the Workers?</i>	306
11.2.3	<i>Ethics and Economics in Crowdsourcing: How to Proceed?</i>	307
11.3	Economic and Ethical Issues	307
11.3.1	<i>What Are the Problems for the Workers?</i>	309

11.3.2	<i>Crowdsourcing and Labor Laws</i>	310
11.3.3	<i>Which Economic Model Is Sustainable for Crowdsourcing?</i>	314
11.4	Under-Resourced Languages: A Case Study	316
11.4.1	<i>Under-Resourced Languages Definition and Issues</i>	317
11.4.2	<i>Collecting Annotated Speech for African Languages</i> <i>Using Crowdsourcing</i>	317
11.4.3	<i>Experiment Description</i>	317
11.4.4	<i>Results</i>	318
11.4.5	<i>Discussion and Lessons Learned</i>	321
11.5	Toward Ethically Produced Language Resources	322
11.5.1	<i>Defining a Fair Compensation for Work Done</i>	323
11.5.2	<i>Impact of Crowdsourcing on the Ecology of Linguistic Resources</i>	326
11.5.3	<i>Defining an Ethical Framework: Some Solutions</i>	326
11.6	Conclusion	330
	Disclaimer	331
	References	331
	Index	335