

# **CrowdPlanr: Planning Made Easy with Crowd**

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### Goal

Crowd-sourcing can be used effectively to solve problems that are difficult for computers.

## An example of a problem

Prepare a schedule for a vacation trip

Input:

Dates, budget, location, interests

CrowdPlanr uses the power of the crowd to solve a problem of planning a sequence of actions, when the goal is hard to formalize.

# Model presentation

We assume that we have a set of possible items **S**.

All possible sequences of items from **S** are presented as a tree (order is important!).



#### Desired output:

A detailed schedule of what to do and when on your vacation

<u>Goal:</u> Enjoy your vacation the most!

Example input:

I am in Brisbane for an ICDE'13 conference. In my spare time I would like to explore the city. What should I do?

#### Possible output:

City Hall  $\rightarrow$  Treasury Building  $\rightarrow$  Customs House  $\rightarrow$  City Botanic Gardens  $\rightarrow$ Brisbane Arcade  $\rightarrow$  South Bank Parklands  $\rightarrow$  Wheel of Brisbane  $\rightarrow$  Streets Beach

## Algorithm

- For every path calculate a potential min and max scores
- Continue asking questions until the top-1 path is known for sure (it's potential minimum score will be higher than all other potential maximum scores)

Represents an end of a path

Score can be calculated for every path

$$p = (u_1, u_2, ..., u_n)$$
  
score(p) =  $\prod_{i=2}^{n} \frac{c(u_i)}{d(u_{i-1})}$ 

We shall return a path with a highest score

# Challenges

- The tree of all the plans is exponential in the length of a plan
- Most of the plans are irrelevant (will have very low score)
- Asking questions is expensive (in time and possibly money)

- Allow an error of up to  $\boldsymbol{\epsilon}$  in the score
- Ask the next question on:
  - A path with the highest potential maximum score (a highest node of this path)

## **Benefits**

 $\bigotimes_{\epsilon} \frac{1}{\epsilon}$ -optimal algorithm (in instance optimality sense)

 $\bigotimes$  Every deterministic algorithm is at most  $\frac{1}{\epsilon}$ -optimal



## **Experimental Results**





