

# Deploying and maintaining AI in a socio-technical system

Aaron Halfaker

Wikimedia Research



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# Aaron Halfaker

Principal Research Scientist,  
Wikimedia Foundation

*Think big. Measure what you can. Build better technologies.*



## About me

Hi. I'm [Aaron Halfaker](#). I'm a scientist. See [projects](#) and [publications](#) below. I've been a Wikipedian since 2008. I mostly build tools and run studies, but I make edits where I can. In 2011, I started working with the Wikimedia Foundation as a [research scientist](#). This is

## My work

My job is to build understanding about and support for the socio-technical fabric of the Wikimedia movement. I tend to focus on our computer mediated spaces (Wikipedia, Commons, Wikidata, Wikisource, etc.) and quality dynamics (patrolling, curation,

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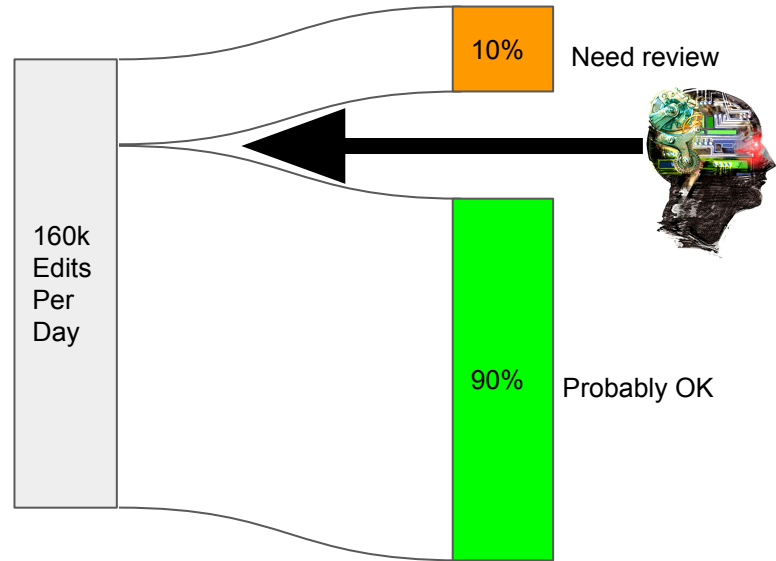
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# Outline

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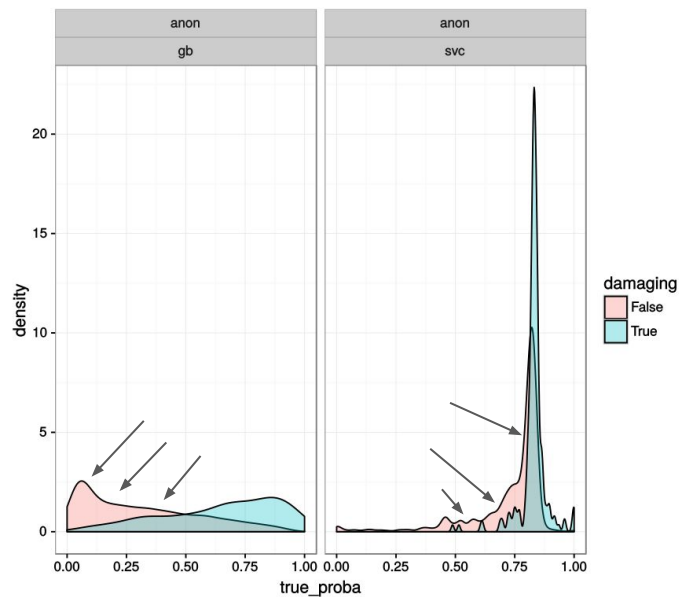
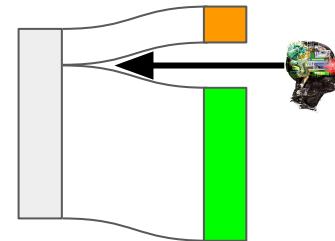
## 1. ORES' vision: Efficiency and innovation



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2. The social dangers of AI realized!

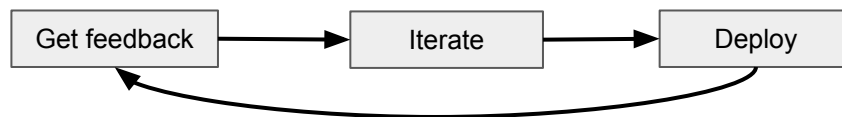
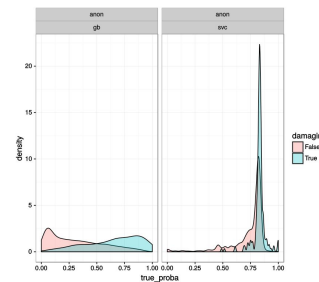
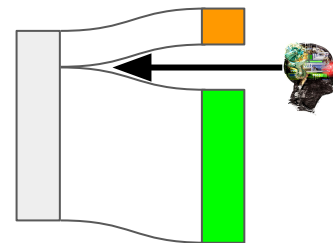


# Outline

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3. Intuitive evaluation -- AKA, how about we ask the humans?



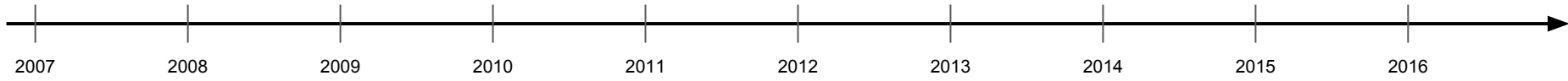


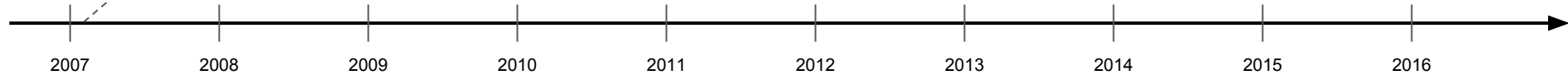
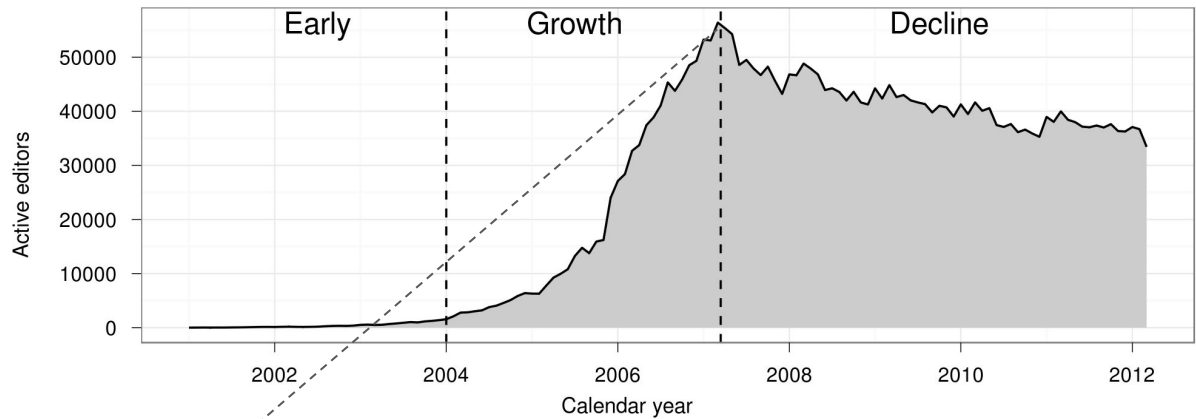
# Part 1: ORES' vision

What's ORES?

~~What's ORES?~~

**Why is ORES?**





## A Jury of Your Peers: Quality, Experience and Ownership in Wikipedia

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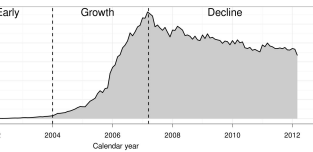
### ABSTRACT

Wikipedia is a highly successful example of what mass collaboration in an informal peer review system can accomplish. In this paper, we examine the role that the quality of the contributions, the experience of the contributors and the ownership of the content play in the decisions over which contributions become part of Wikipedia and which ones are rejected by the community. We introduce and justify a versatile metric for automatically measuring the quality of a contribution. We find little evidence that experience helps contributors avoid rejection. In fact, as they gain experience, contributors are even more likely to have their work rejected. We also find strong evidence of ownership behaviors in practice despite the fact that ownership of content is discouraged within Wikipedia.

experience of these teams of volunteers and by their feelings of ownership.

One of the key components of Wikipedia is the review process through which contributions are rejected or accepted. This process is informal and, to an outside, appears disorganized, with its reliance on watchlists and Internet Relay Chat channels. However, the review process is robust and effective in practice: 87% of vandalism contributions are repaired within one view and 70% within ten views [15].

Many other systems use peer review, though usually in a more structured manner. For instance, conferences typically have three peers of the authors read each submitted article to decide whether it should be accepted or rejected. Similar peer review systems include NSF grant panels and arts competitions. The goal of these review processes is to



## The Singularity is Not Near: Slowing Growth of Wikipedia

Bongwon Suh, Gregorio Convertino, Ed H. Chi, Peter Pirolli  
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+1 (650)812-4805  
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### ABSTRACT

Prior research on Wikipedia has characterized the growth in content and editors as being fundamentally exponential in nature, extrapolating current trends into the future. We show that recent editing activity suggests that Wikipedia growth has slowed, and perhaps plateaued, indicating that it may have come against its limits to growth. We measure growth, population shifts, and patterns of editor and administrative activities, contrasting these against past results where possible. Both the rate of page growth and editor growth has declined. As growth has declined, there are indicators of increased coordination and overhead costs, exclusion of newcomers, and resistance to new edits. We discuss some possible explanations for these new developments in Wikipedia including decreased opportunities for sharing existing knowledge and increased bureaucratic inertia on the socio-technical system itself.

suggested that Wikipedia shows such exponential growth and that growth is mainly spurred by exponential growth in contributing editors [2].

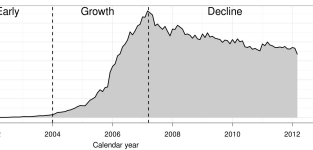
The existing trends of exponential growth in digital technologies were the basis for Kurzweil's [11] argument that biological evolution and technological evolution follow a law of accelerating returns (i.e., exponential or even super-exponential growth). This led to the notion of the "Singularity", a point in the near future when technological change becomes "so rapid and profound that it represents a rupture in the fabric of human history." We argue that Wikipedia, one of the world's largest knowledge aggregators, does indeed mirror the growth of natural populations, but, following Darwin [7], we suggest that this growth becomes increasingly constrained and limited, and under those conditions there will be increased evidence of competition and dominance. In this paper, we present data that challenges the notion that











**The Rise and Decline of an Open Collaboration System: How Wikipedia's Reaction to Popularity Is Causing Its Decline**

Aaron Halfaker<sup>1</sup>, R. Stuart Geiger<sup>2</sup>, Jonathan T. Morgan<sup>1</sup>, and John Riedl<sup>3</sup>

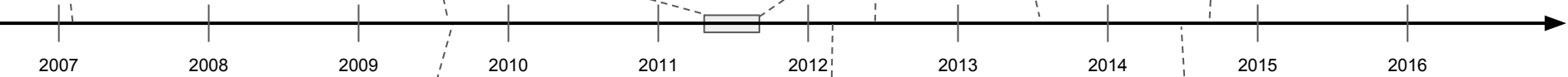
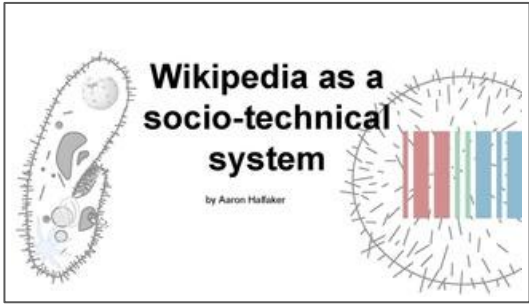
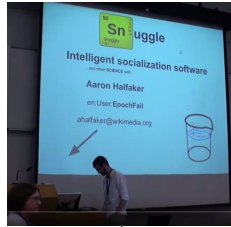
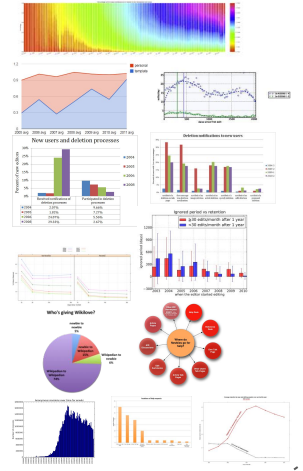
**Abstract**  
Open collaboration systems, such as Wikipedia, need to maintain a pool of volunteer contributors to remain relevant. Wikipedia was created through a tremendous number of contributions by the millions of FreeBrowsers. Wikipedia's current success has driven the

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**A Jury of Your Peers: Quality, Experience and Ownership in Wikipedia**

Aaron Halfaker<sup>1</sup>, Jonathan T. Morgan<sup>1</sup>, Robert Kraut<sup>2</sup>, Aniket Kettur<sup>3</sup>, John Riedl<sup>3</sup>  
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**ABSTRACT**  
Wikipedia is a highly successful example of what some call 'collaboration in an internet peer review system' (see overview). In this paper, we examine the role that the quality of the contributions, the experience of the contributors and the ownership of the content play in the decline over which a collaboration is in peril. We introduce and justify a wide variety of automatically measuring the quality of a contribution. We find little evidence that experience helps contributions avoid repetition. In fact, we find quite the opposite: contributions from users more likely to have their work accepted. We also find strong evidence of ownership-related bias in the review process. We find that ownership of content is associated with Wikipedia.



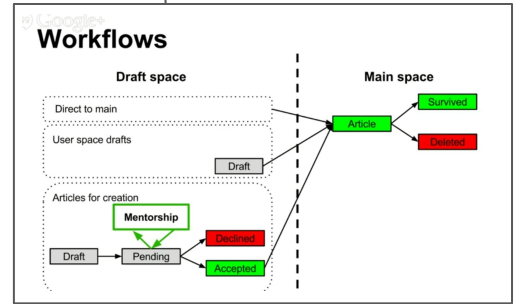
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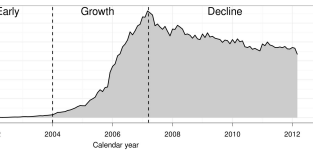
Bongwon Suh, Gregorio Convertino, Ed H. Chi, Peter Pinter  
 Palo Alto Research Center, 3201 Coyote Hill Road, Palo Alto, CA, 94304  
 {suh, convertino, edchi, pinter}@parc.com

**ABSTRACT**  
Prior research on Wikipedia has characterized the growth in content and editors in large, fundamentally unbounded, as being exponential growth over time. In this paper, we use a growing volume of evidence to suggest that Wikipedia growth has slowed and perhaps plateaued. We identify that a small fraction of users, in particular, are the most active and productive. We analyze the growth of articles and administrators and find that the growth of articles has slowed and that the growth of administrators has slowed. We discuss the implications of our findings for the growth of Wikipedia and the implications for the design of other open collaboration systems. We provide evidence for these two observations in Wikipedia through formal experiments for identifying existing bottlenecks and through a detailed historical view on the macro-level system.

Welcome to the **teahouse**

A friendly place to help new editors become accustomed to Wikipedia culture, ask questions, and develop community relationships.





### A Jury of Your Peers: Quality, Experience and Ownership in Wikipedia

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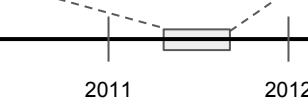
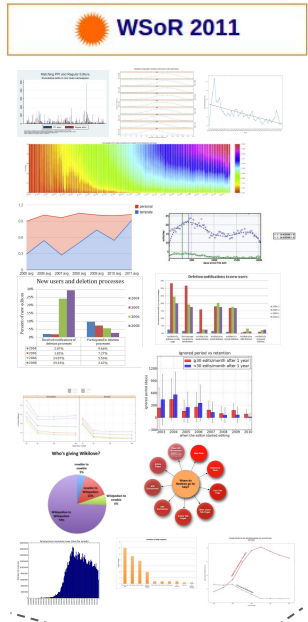
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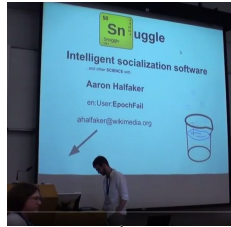


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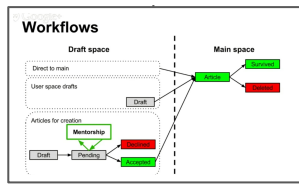
### Wikipedia as a socio-technical system

by Aaron Halfaker

# ORES

## The people's classifier service

### Towards an open model for algorithmic infrastructure




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# References

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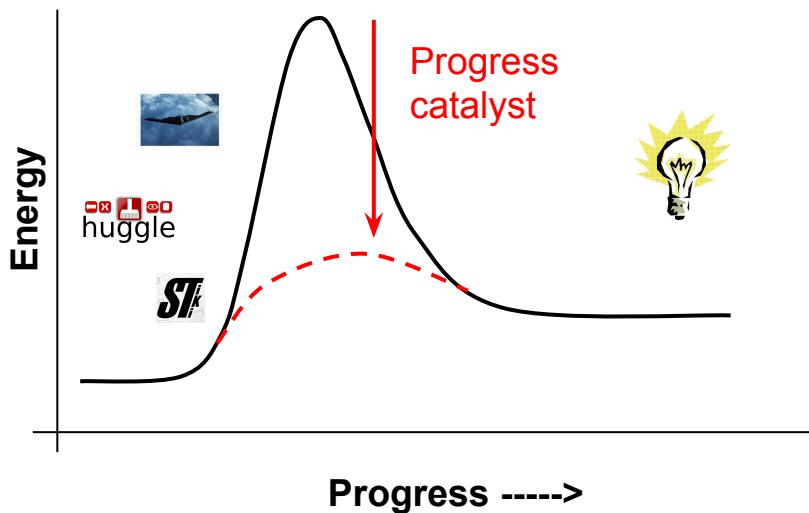


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# Why is ORES?

- Wikipedia has socio-technical problems with newbies.
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- ORES is an attempt to address both at the same time.

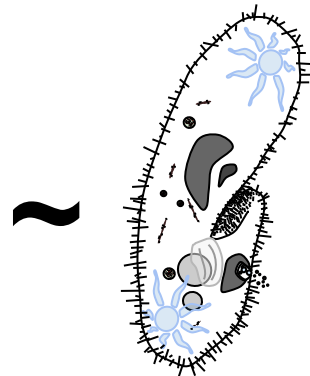


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System with specialized  
sub-systems



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What is ORES?

# The machine classifier



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# The machine classifier

is\_anon  
chrs\_added  
chrs\_removed  
cust\_comment  
repeated\_chrs  
longest\_token  
badwords\_added

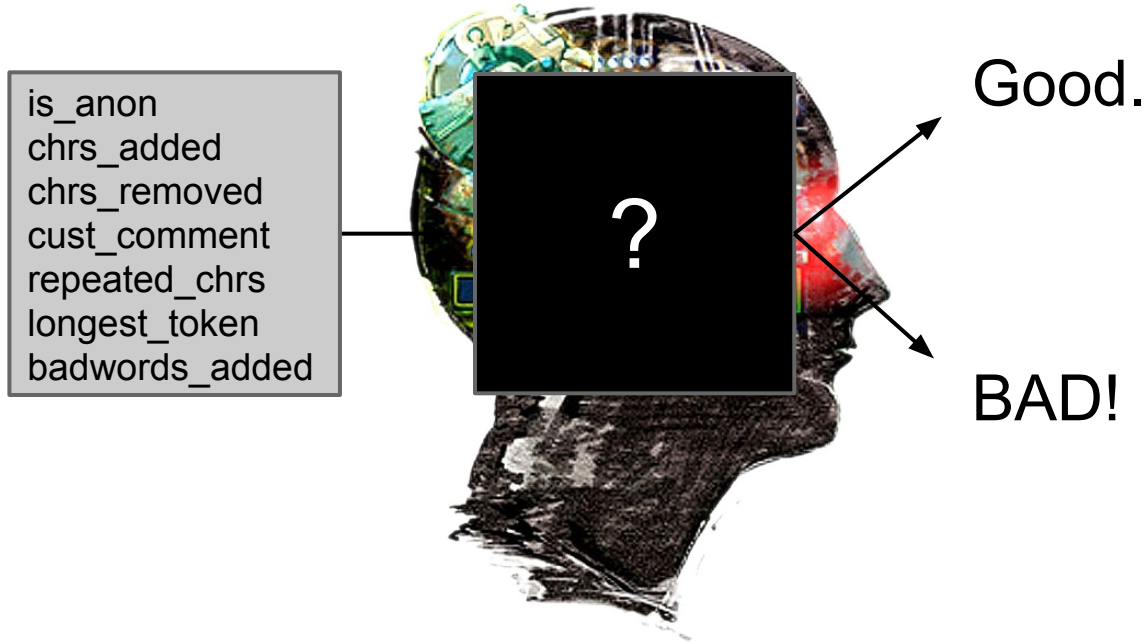


# The machine classifier

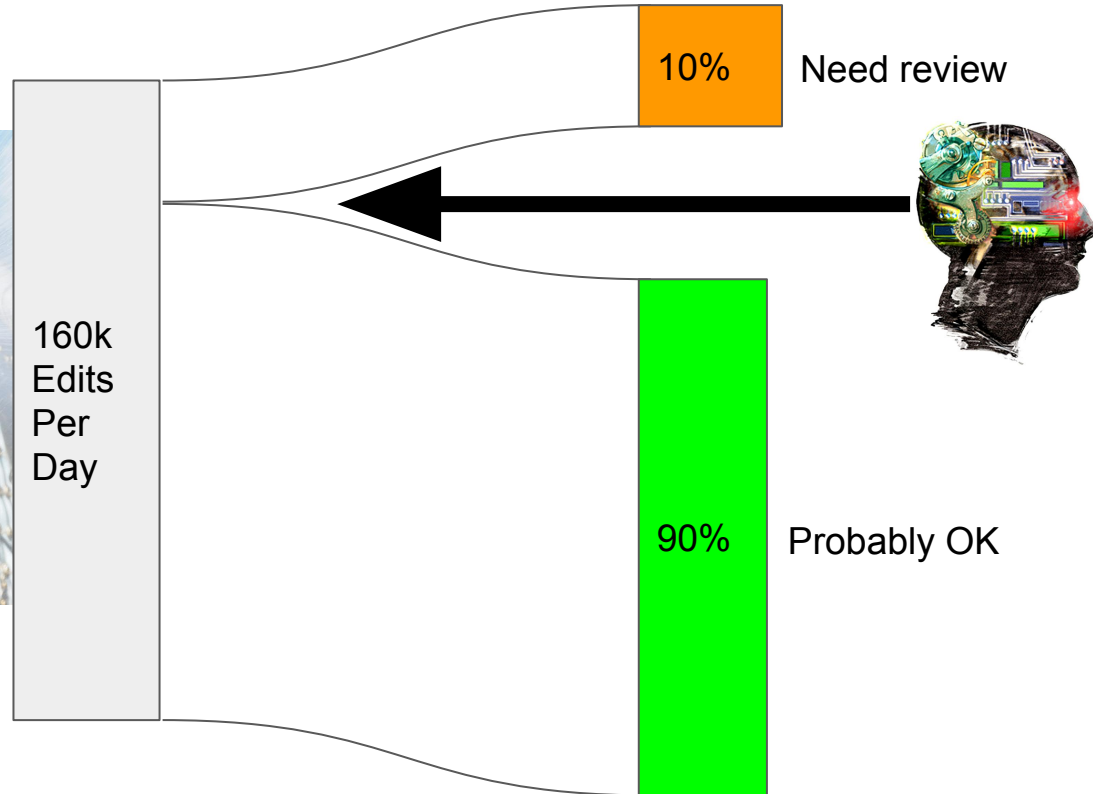
is\_anon  
chrs\_added  
chrs\_removed  
cust\_comment  
repeated\_chrs  
longest\_token  
badwords\_added



# The machine classifier



# Counter vandalism

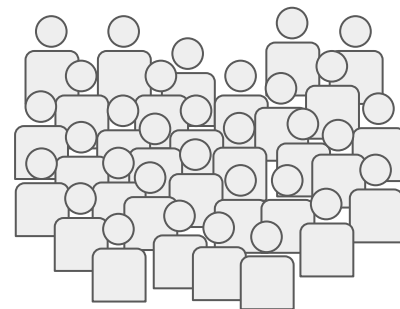




**Without ORES:** Reviewing 160k edits per day...

267 Hours

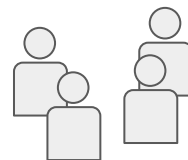
(33 people \* 8 hours)



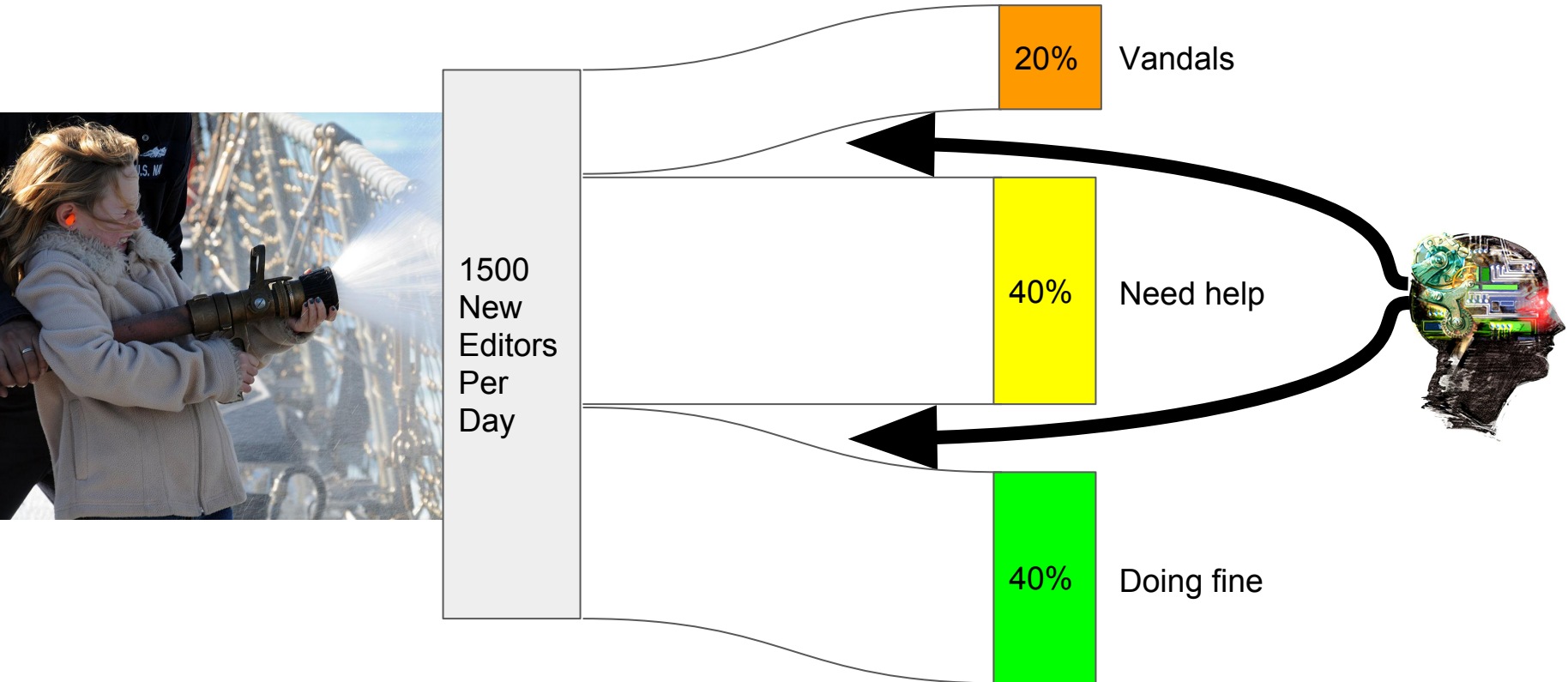
**With ORES:** Reviewing 16k edits per day...

27 Hours

(4 people \* 8 hours)



# Newcomer socialization



\* New editors = "Newly registered users who have saved at least one edit"

## Future work:

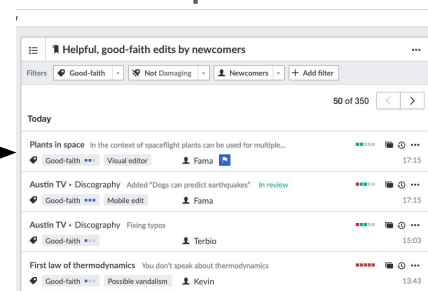
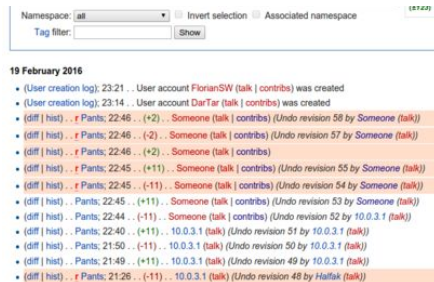
Make estimates for the amount of time spent socializing a newcomer...

Some day, ORES will make everything easier...



# Getting there

- Production level web service @ <https://ores.wikimedia.org>
- Basic counter-vandalism support ([ORES review tool](#)) deployed on 6 wikis & active projects with the WMF Collaboration Team and with tool Developers



- 20 wikis and 4 prediction models
  - reverted?
  - good-faith?
  - damaging?
  - wp10 assessment?

<https://commons.wikimedia.org/wiki/File:PEO-monster.svg>



# Part 2: The social dangers of AI realized

## “Subjective algorithms”

"algorithms, often aided by big data, now make decisions in subjective realms where there is **no right decision**, and no anchor with which to judge outcomes."

Tufekci, Z. (2015). Algorithms in our Midst: Information, Power and Choice when Software is Everywhere. CSCW (pp. 1918-1918). ACM.



# “Subjective algorithms”

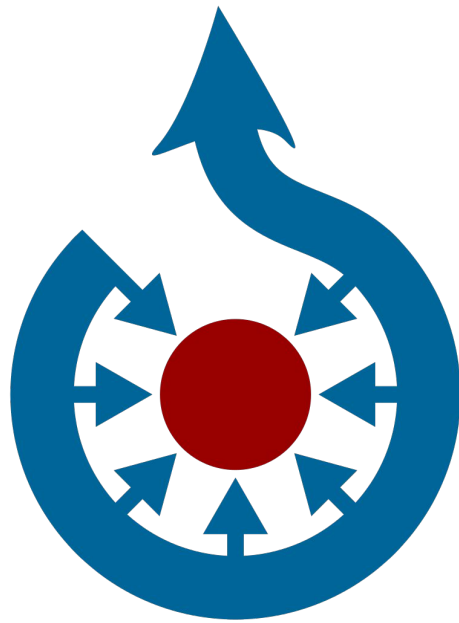
"algorithms, often aided by big data, now make decisions in subjective realms where there is **no right decision**, and no anchor with which to judge outcomes."

Tufekci, Z. (2015). Algorithms in our Midst: Information, Power and Choice when Software is Everywhere. CSCW (pp. 1918-1918). ACM.

What is good? relevant?  
important? desirable? valuable?







Who is allowed to participate? Who gets labeled “bad-faith”?

What types of contributions will be labeled “damaging”?

is\_anon  
chrs\_added  
chrs\_removed  
cust\_comment  
repeated\_chrs  
longest\_token  
badwords\_added



Good.

**BAD!**

is\_anon  
chrs\_added  
chrs\_removed  
cust\_comment  
repeated\_chrs  
longest\_token  
badwords\_added



High quality

Low quality

is\_anon  
chrs\_added  
chrs\_removed  
cust\_comment  
repeated\_chrs  
longest\_token  
badwords\_added



Harassment

Civil

Please exercise *extreme caution* to avoid encoding racism or other biases into an AI scheme. [...] [Wnt \(talk\)](#) 12:58, 20 February 2015 (UTC)

From [Wikipedia:Wikipedia\\_Signpost/2015-02-18/Special\\_report](https://en.wikipedia.org/wiki/Wikipedia:Signpost/2015-02-18/Special_report)

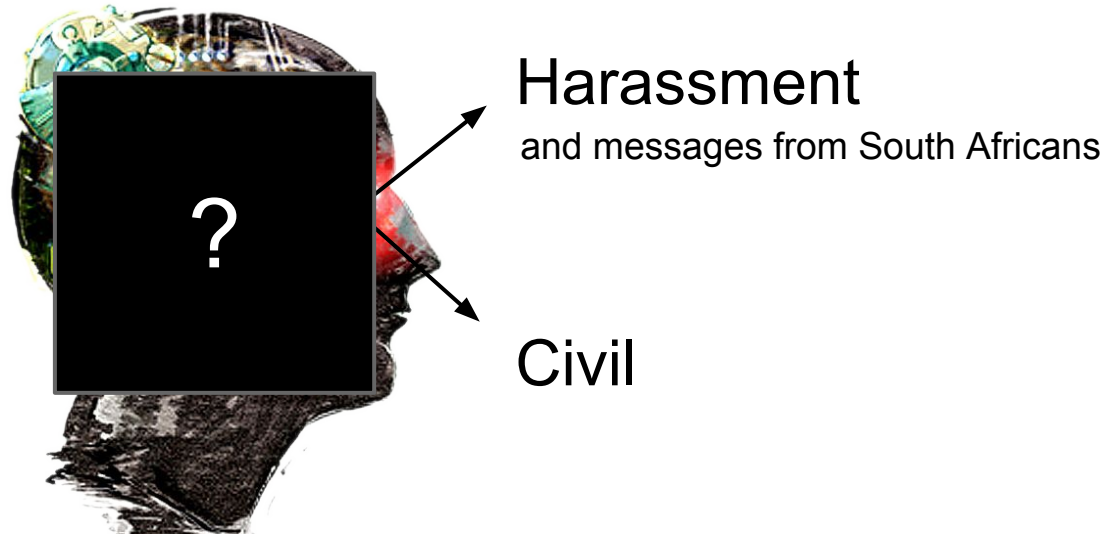
Please exercise *extreme caution* to avoid encoding racism or other biases into an AI scheme. [...] **Wnt (talk)** 12:58, 20 February 2015 (UTC)

From [Wikipedia:Wikipedia\\_Signpost/2015-02-18/Special\\_report](https://en.wikipedia.org/wiki/Wikipedia:Signpost/2015-02-18/Special_report)



Please exercise *extreme caution* to avoid encoding racism or other biases into an AI scheme. [...] [Wnt \(talk\)](#) 12:58, 20 February 2015 (UTC)

From [Wikipedia:Wikipedia Signpost/2015-02-18/Special\\_report](https://en.wikipedia.org/wiki/Wikipedia:Signpost/2015-02-18/Special_report)



# Two stories

is\_anon  
chrs\_added  
chrs\_removed  
cust\_comment  
repeated\_chrs  
longest\_token  
badwords\_added



Good edit

Damaging edit



# Two stories



# The Italian “ha”

Literally: Not a laughing matter

# :m:Talk:ORES#Checklist for itwiki setup.

- Correzioni verbo avere: false positives related to italian verb "have" (why?)  
--Rotpunkt (talk) 12:17, 23 November 2015 (UTC)

## :it:Progetto:Patrolling/ORES

### Correzioni verbo avere [ [modifica wikitesto](#) ]

- [Speciale:Diff/76758000](#) (98%) correzione da minuscolo a maiuscolo del verbo avere, dopo inserimento del punto, da parte di un registrato
- [Speciale:Diff/75006952](#) (100%) correzione verbo avere da parte di un IP
- [Speciale:Diff/73011992](#) (97%) correzione verbo avere da parte di un utente registrato
- [Speciale:Diff/75589352](#) (97%) correzione verbo avere da parte di un utente registrato
- [Speciale:Diff/76784148](#) (95%) correzione con modifica da maiuscolo a minuscolo del verbo "ha", da parte di un utente registrato
- [Speciale:Diff/76793663](#) (89%) modifica che coinvolge il verbo avere, da parte di un IP
- [Speciale:Diff/76797177](#) (95%) modifica che coinvolge il verbo avere, da parte di un IP
- [Speciale:Diff/76806685](#) (98%) modifica che coinvolge il verbo avere, da parte di un IP
- [Speciale:Diff/76805417](#) (98%) modifica che coinvolge il verbo avere, da parte di un IP
- [Speciale:Diff/76781896](#) (90%) modifica che coinvolge il verbo avere, da parte di un IP
- [Speciale:Diff/76781249](#) (92%) modifiche alla forma della frase, tra cui il maiuscolo con il verbo avere, da parte di un IP
- [Speciale:Diff/76826639](#) (98%) modifica che coinvolge il verbo avere, da parte di un IP
- [Speciale:Diff/76831709](#) (100%) modifica che coinvolge il verbo avere, da parte di un IP

...  
informals\_added  
badwords\_added  
...



Good edit

Damaging edit



Badwords: Curse words, racial slurs and other offensive terminology

Informals: Casual speak that would be welcome on a talk page, but not within an article.



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For example "hello" or "hahaha".



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Informals: Casual speak that would be welcome on a talk page, but not within an article.

For example "hello" or "hahaha".

[revscoring/languages/english.py#L163](#)

```
160 r"don'?t", r"dum+b*(y|ies|er|est)?(ass)?",
161 r"d+?u+?d+?e+?\w*",
162 r"good[-_]?bye",
163 r"h+[aiou]+(h+[aeiou]*)*",
164 r"mw?[au]+h+[aiou]+(h+[aeiou]*)*",
165 r"h+[e]+(h+[aeiou]*)+",
166 r"hel+?o+", r"h(aa+?|e+?)y+?",
167 r"h+?m+?"
```

[revscoring/languages/tests/test\\_english.py#L103](#)

```
100 "dumb", "dummy", "dumbest", "dummies",
101 "dad", "daddy", "dada",
102 "goodbye", "good-bye",
103 "hi", "hihi", "ha", "haha", "hehe", "ho",
104 "mwuhahaha",
105 "hello", "helo", "hellloooo",
106 "hey", "heeeey", "haay",
107 "hm", "hmmm", "hhhhmmm",
```



[revscoring/languages/english.py#L163](#)

```
160 r"don'?t", r"dumb*(y|ies|er|est)?(ass)?",
161 r"d+?u+?d+?e+?\w*",
162 r"good[-_]?bye",
163 r"h+[aiou]+(h+[aeiou]*)*",
164 r"mw?[au]+h+[aiou]+(h+[aeiou]*)*",
165 r"h+[e]+(h+[aeiou]*)+",
166 r"hel+?o+", r"h(aa+?|e+?)y+?",
167 r"h+?m+?"
```

[revscoring/languages/tests/test\\_english.py#L103](#)

```
100 "dumb", "dummy", "dumbest", "dummies",
101 "dad", "daddy", "dada",
102 "goodbye", "good-bye",
103 "hi", "hihi", "ha", "haha", "hehe", "ho",
104 "mwuhahaha",
105 "hello", "helo", "hellloooo",
106 "hey", "heeeey", "haay",
107 "hm", "hmmm", "hhhhmmm",
```

“Ha” is laughing in English, but “Ha” is **not** laughing in Italian!

Hi [Rotpunkt](#). Sorry for the long wait. We've been doing a lot of infrastructural work around [ORES](#), so I wasn't able to look at this as quickly as I'd hoped. ... So, I've been experimenting with different modeling strategies. It seems that we can get a little bit better statistical "fitness" with a [en:gradient boosting](#) (GB) model than the old linear [en:support vector machine](#) (SVM) model. Here's the new scores that I get for these three edits:

- [it:Special:Diff/77186648](#) (67.6%)
- [it:Special:Diff/77186644](#) (75.7%)
- [it:Special:Diff/77173988](#) (36.9%)

... <snip> ...

@Halfak Nice job, thanks from itwiki! --[Rotpunkt](#) ([talk](#)) 15:58, 25 March 2016 (UTC)



# **Anonymous editors**

# Anonymous editors

Maniphest > T118982

✓ hewiki "reverted" model weights strongly against anons

✓ Closed, Resolved Public

Maniphest > T129624

✓ Investigate nlwiki 'reverted' model seems broken (always ~0.89 for anonymous edits)

✓ Closed, Resolved Public

Otherwise, anons seemed to dominate false-positive reports from every wiki

**... maybe anons are really  
bad.**

**... maybe anons are really  
bad.**

- Generally, anon edits are **twice** as likely to be vandalism

**... maybe anons are really bad.**

- Generally, anon edits are **twice** as likely to be vandalism
- **90%** of anonymous edits are good



[https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is\\_anon=false](https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is_anon=false)

[https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is\\_anon=false](https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is_anon=false)

```
{"prediction": false,  
  "probability": {"false": 0.656,  
                 "true": 0.344}}
```

[https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is\\_anon=false](https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is_anon=false)

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{"prediction": false,  
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```
{"prediction": false,  
  "probability": {"false": 0.541,  
                 "true": 0.459}}
```

[https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is\\_anon=false](https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is_anon=false)

```
{"prediction": false,  
  "probability": {"false": 0.656,  
                 "true": 0.344}}
```

[https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is\\_anon=true](https://ores.wmflabs.org/v2/scores/enwiki/damaging/642345235?feature.revision.user.is_anon=true)

```
{"prediction": false,  
  "probability": {"false": 0.541,  
                 "true": 0.459}}
```

Just by being “anon”, we score this edit 11.5% more likely to be damaging to the article.

# Modeling strategies

[https://en.wikipedia.org/wiki/Support\\_vector\\_machine#Linear\\_SVM](https://en.wikipedia.org/wiki/Support_vector_machine#Linear_SVM)

Linear SVM [ edit ]

We are given a training dataset of  $n$  points of the form

$$(\vec{x}_1, y_1), \dots, (\vec{x}_n, y_n)$$

where the  $y_i$  are either 1 or  $-1$ , each indicating the class to which the point  $\vec{x}_i$  belongs. Each  $\vec{x}_i$  is a  $p$ -dimensional *real* vector. We want to find the "maximum-margin hyperplane" that divides the group of points  $\vec{x}_i$  for which  $y_i = 1$  from the group of points for which  $y_i = -1$ , which is defined so that the distance between the hyperplane and the nearest point  $\vec{x}_i$  from either group is maximized.

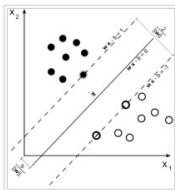
Any hyperplane can be written as the set of points  $\vec{x}$  satisfying

$$\vec{w} \cdot \vec{x} + b = 0,$$

where  $\vec{w}$  is the (not necessarily normalized) *normal vector* to the hyperplane. The parameter  $\frac{b}{\|\vec{w}\|}$  determines the offset of the hyperplane from the origin along the normal vector  $\vec{w}$ .

**Hard-margin** [ edit ]

If the training data are *linearly separable*, we can select two parallel hyperplanes that separate the two classes of data, so that the distance between them is as large as possible. The region bounded by these two hyperplanes is called the "margin", and the maximum-margin hyperplane is the hyperplane that lies halfway between them. These hyperplanes can be described by the equations



[https://en.wikipedia.org/wiki/Gradient\\_boosting](https://en.wikipedia.org/wiki/Gradient_boosting)

## Gradient boosting

A C-class article from Wikipedia, the free encyclopedia

**Gradient boosting** is a *machine learning* technique for *regression* and *classification* problems, which produces a prediction model in the form of an *ensemble* of weak prediction models, typically *decision trees*. It builds the model in a stage-wise fashion like other *boosting* methods do, and it generalizes them by allowing optimization of an arbitrary *differentiable loss function*.

The idea of gradient boosting originated in the observation by [Leo Breiman](#)<sup>[1]</sup> that boosting can be interpreted as an optimization algorithm on a suitable cost function. Explicit regression gradient boosting algorithms were subsequently developed by [Jerome H. Friedman](#)<sup>[2][3]</sup> simultaneously with the more general functional gradient boosting perspective of Llew Mason, Jonathan Baxter, Peter Bartlett and Marcus Frean.<sup>[4][5]</sup> The latter two papers introduced the abstract view of boosting algorithms as iterative *functional gradient descent* algorithms. That is, algorithms that optimize a cost *function* over function space by iteratively choosing a function (weak hypothesis) that points in the negative gradient direction. This functional gradient view of boosting has led to the development of boosting algorithms in many areas of machine learning and statistics beyond regression and classification.

# User classes

## Anon editor

```
{"feature.revision.user.is_anon": true,
 "feature...seconds_since_registration": 0,
 "feature.revision.user.has_advanced_rights": false,
 "feature.revision.user.is_admin": false,
 "feature.revision.user.is_bot": false,
 "feature.revision.user.is_curator": false}
```


## New editor (2h since registration)

```
{"feature.revision.user.is_anon": false,
 "feature...seconds_since_registration": 18000,
 "feature.revision.user.has_advanced_rights": false,
 "feature.revision.user.is_admin": false,
 "feature.revision.user.is_bot": false,
 "feature.revision.user.is_curator": false}
```

## User:EpochFail (8 years since registration)

```
{"feature.revision.user.is_anon": false,
 "feature...seconds_since_registration": 257995021,
 "feature.revision.user.has_advanced_rights": false,
 "feature.revision.user.is_admin": false,
 "feature.revision.user.is_bot": false,
 "feature.revision.user.is_curator": false}
```

**Wiki-Labels** is a [human computation](#) service for Wikipedia. In order perform difficult analyses and train intelligent wiki-tools (e.g. for [detecting vandalism](#) and [assessing the quality of articles](#)), we need [labeled data](#) and lots of it. Wiki-Labels is a tool that makes it easy to collaboratively label wiki artifacts (like revisions) quickly and easily.

- [Documentation](#)
- [github repo](#) 

## Campaigns

- Edit Quality -- 2014 10k sample

2015-05-02 (10/10)	review
2015-05-02 (0/10)	<a href="#">open</a>

[request workset](#)

+ Edit Type -- 2015 january sample

[fullscreen](#)

Workset

Damaging? [Yes](#) [No](#) Good faith? [Yes](#) [No](#) [Save](#)

**Thomas S. Hinde**


Diff for revision [648970723](#)

*"Lots of details - question the purpose of some material, does not seem significant"*

Line 31:

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**Wiki-Labels** is a [human computation](#) service for Wikipedia. In order perform difficult analyses and train intelligent wiki-tools (e.g. for [detecting vandalism](#) and [assessing the quality of articles](#)), we need [labeled data](#) and lots of it. Wiki-Labels is a tool that makes it easy to collaboratively label wiki artifacts (like revisions) quickly and easily.

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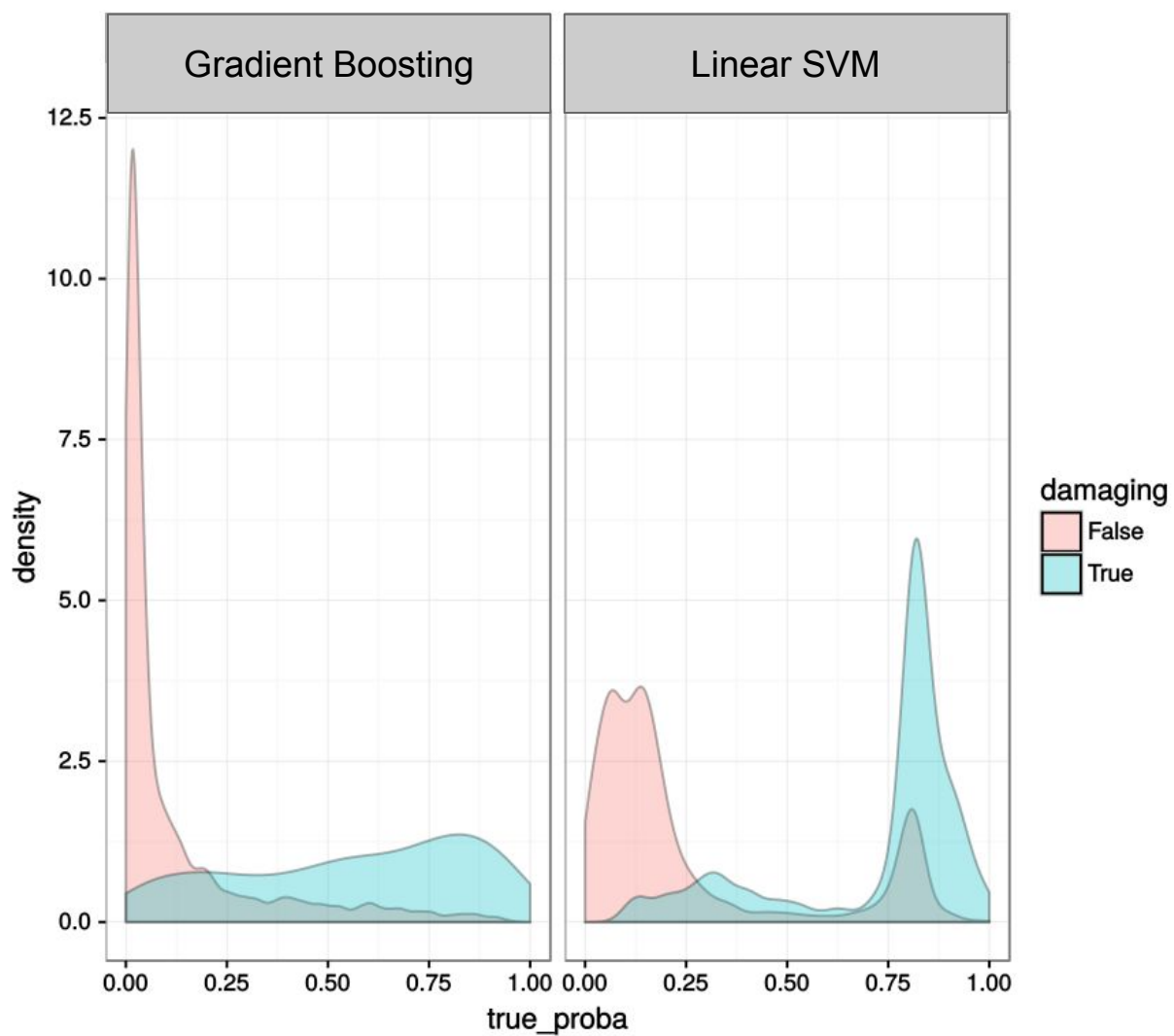
**Thomas S. Hinde**

Diff for revision [648970723](#)

*"Lots of details - question the purpose of some material, does not seem significant"*

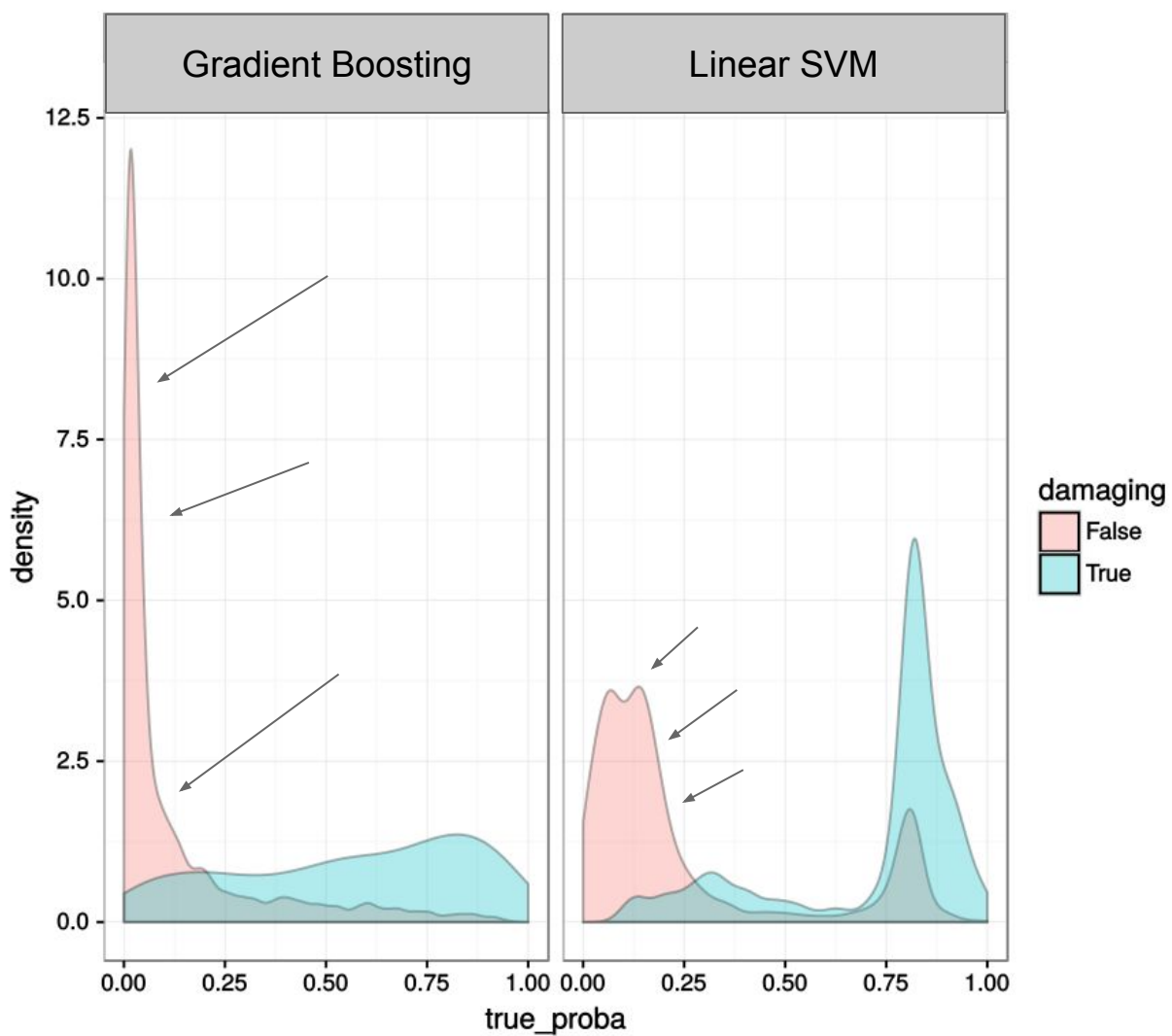
Line 31: Line 31:

# Natural user class

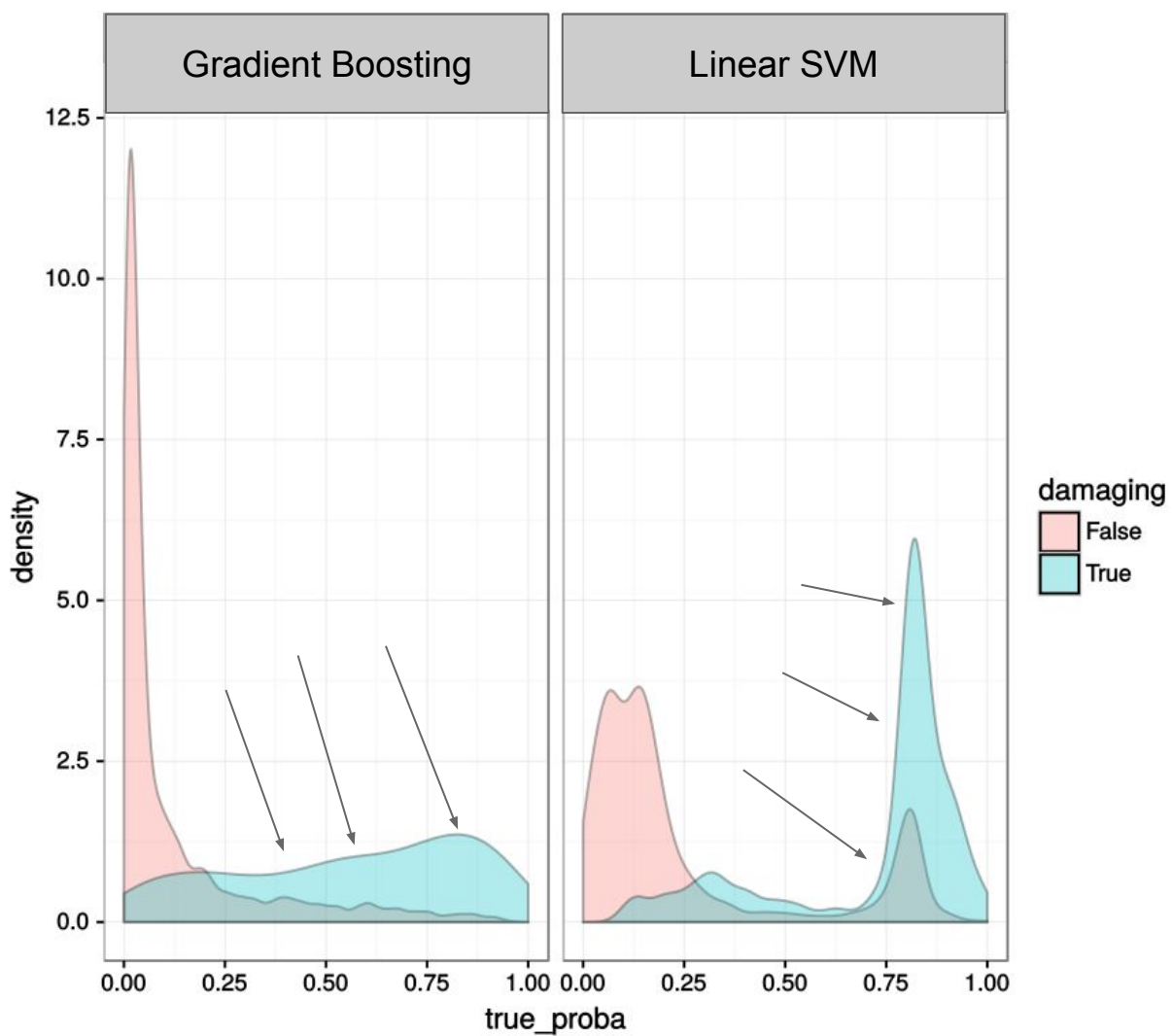




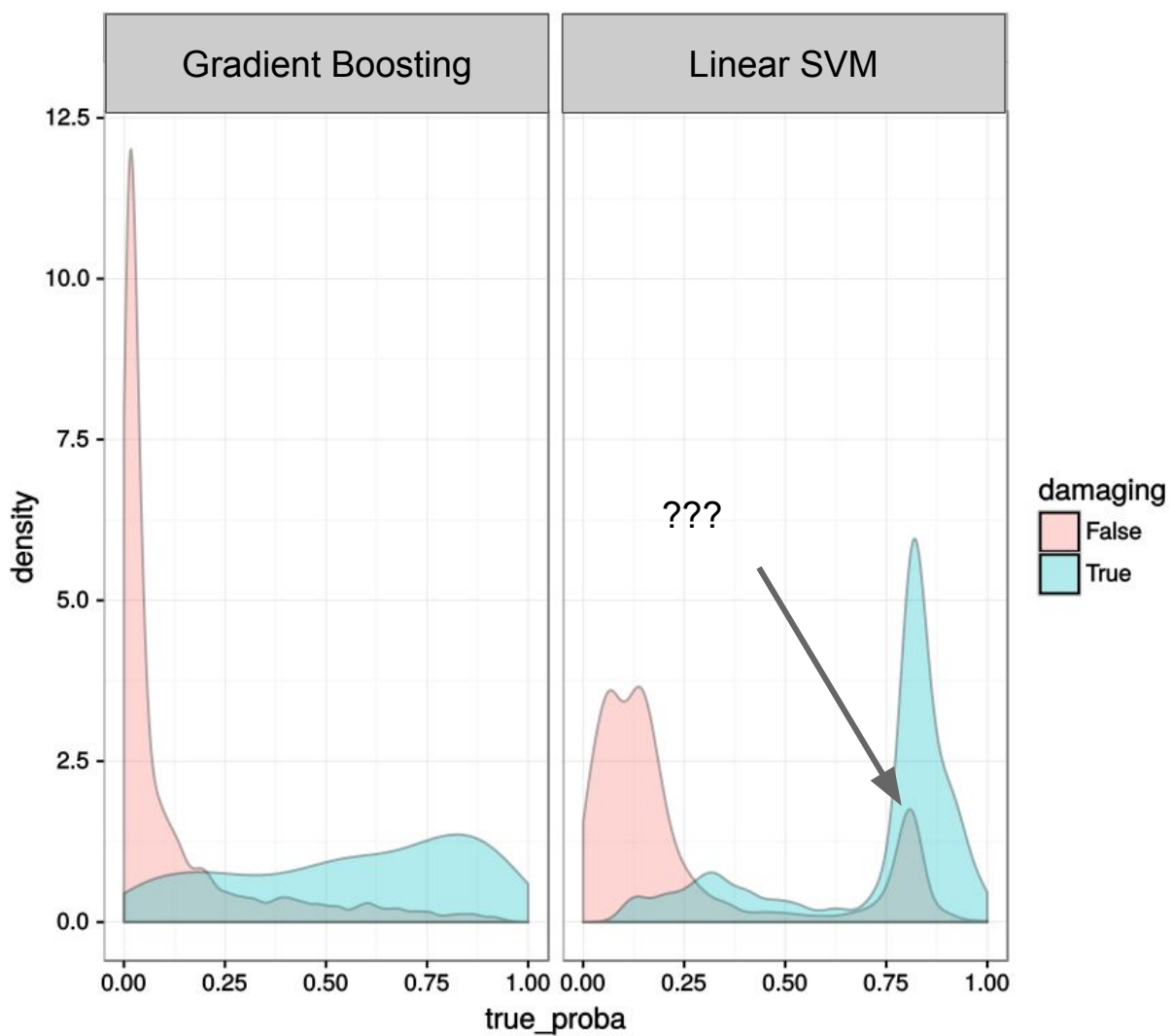
# Natural user class



# Natural user class

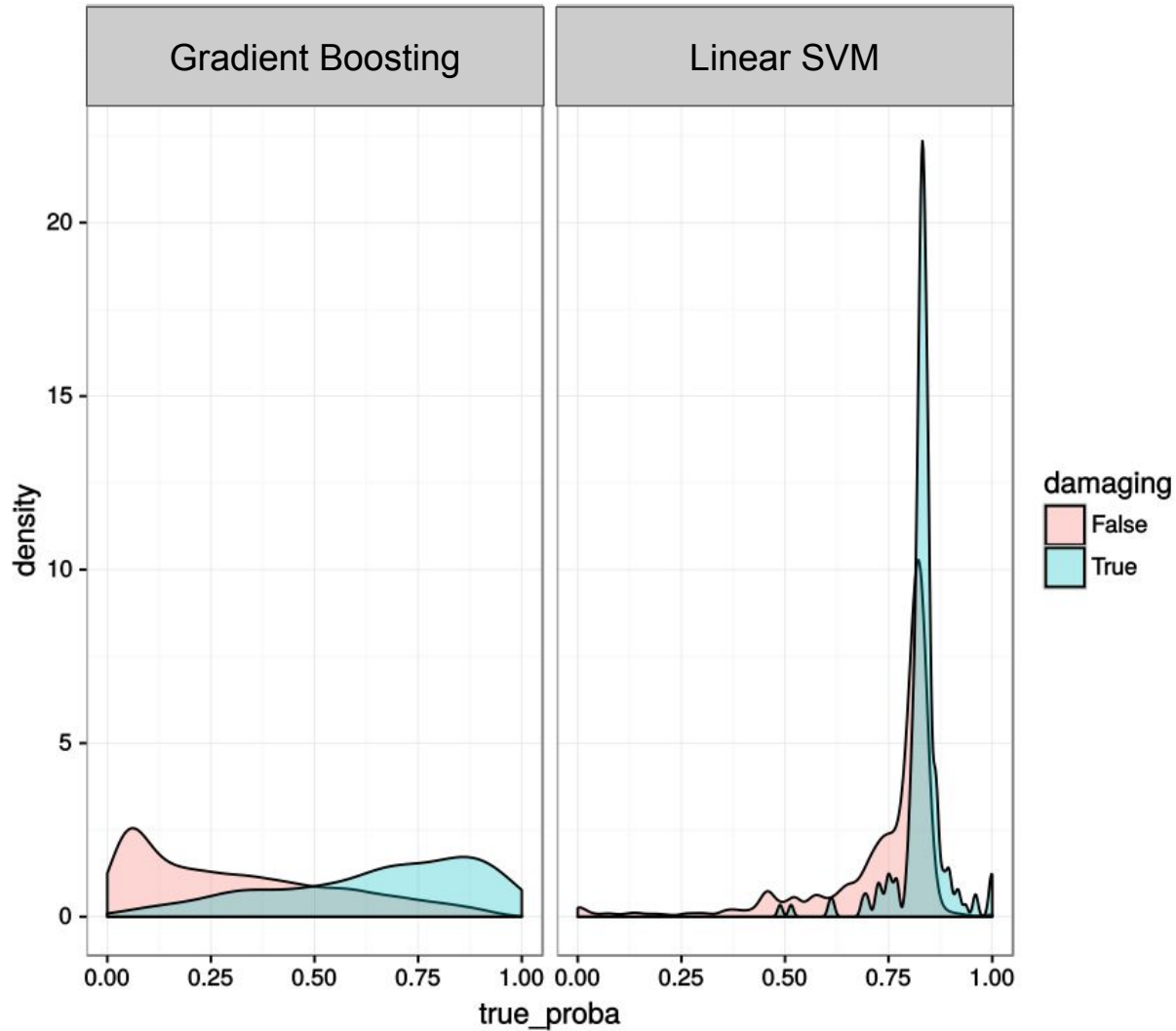


# Natural user class

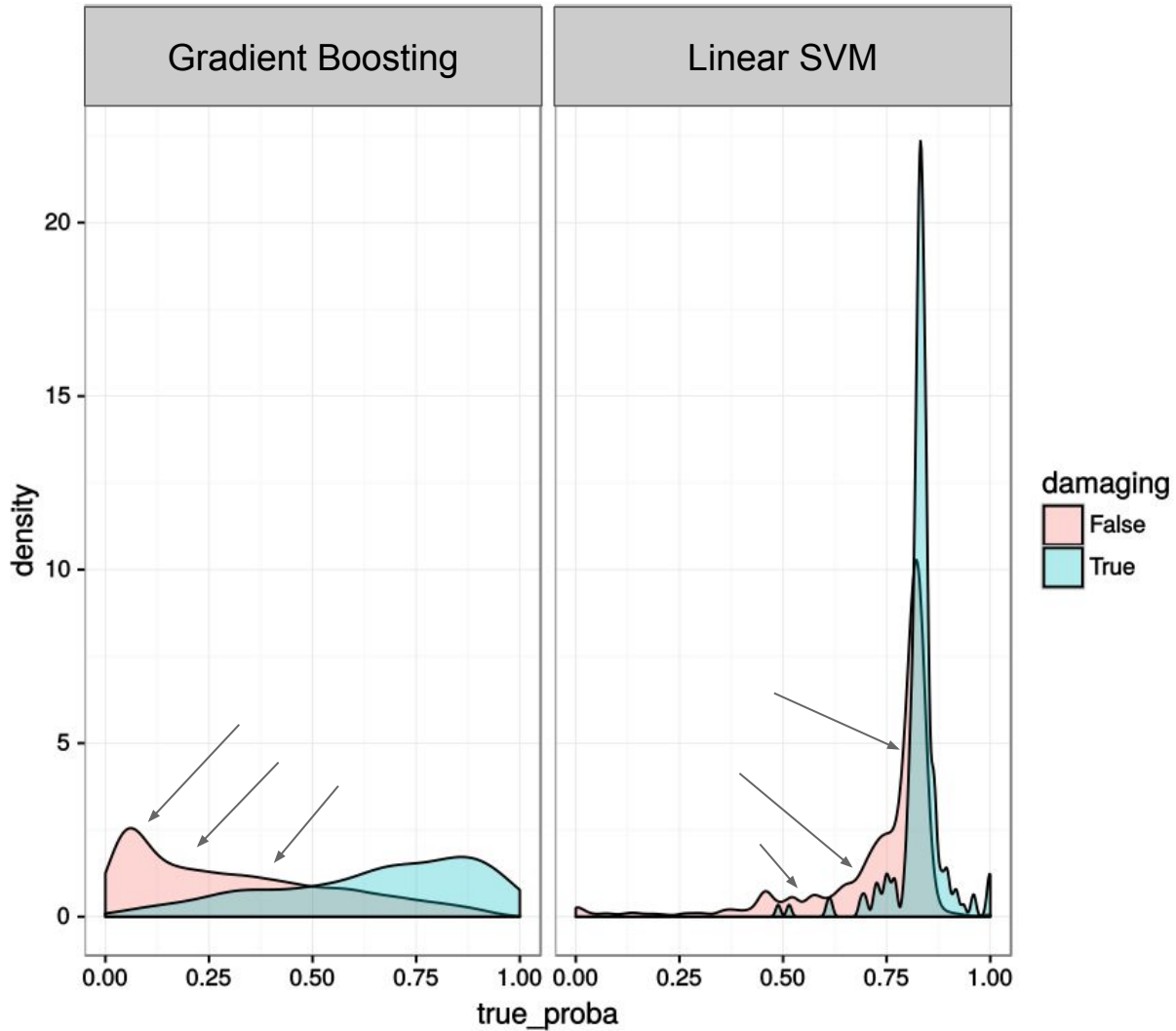


**OK. What if every edit was anon?**

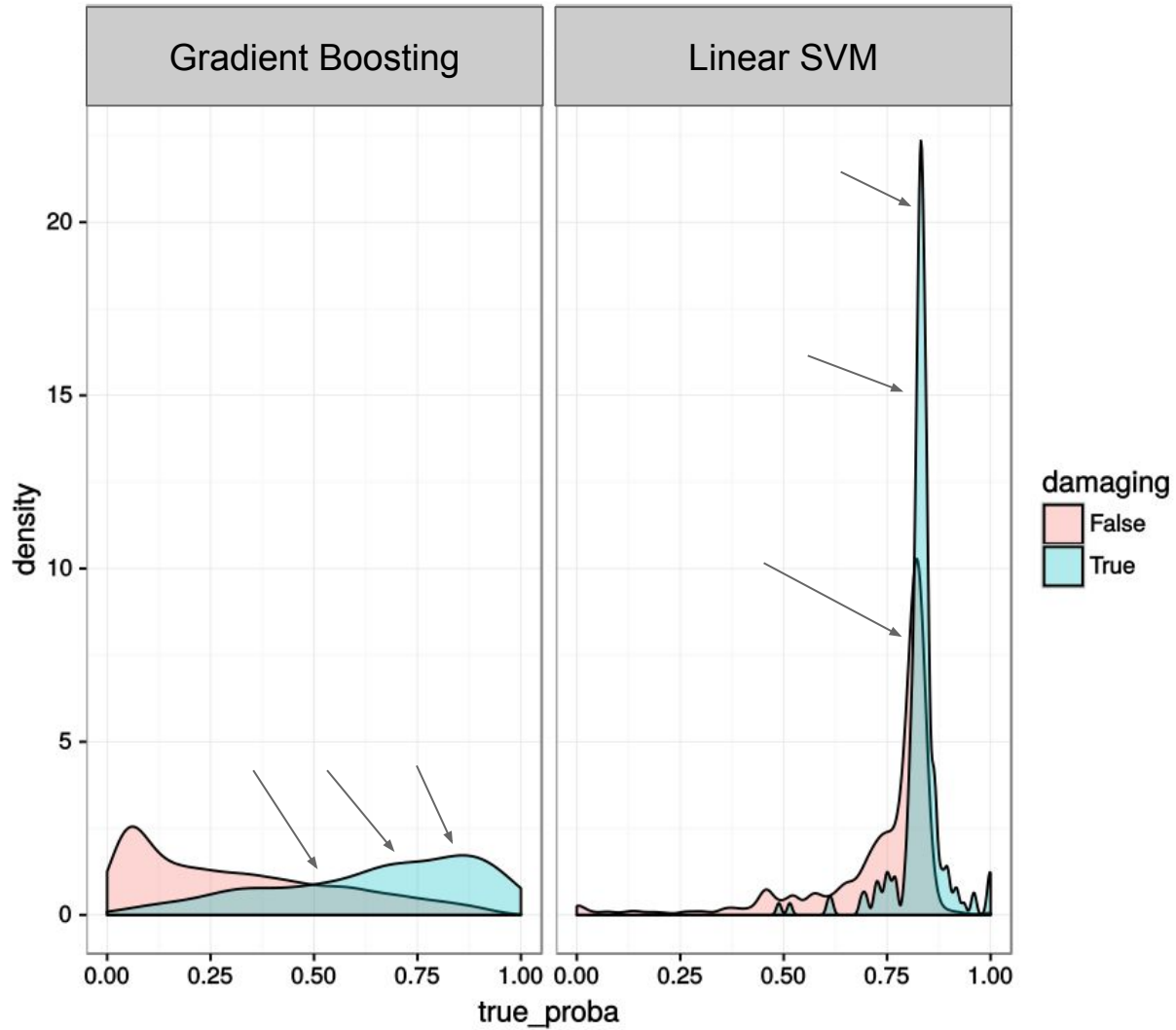
# Anon user class



# Anon user class



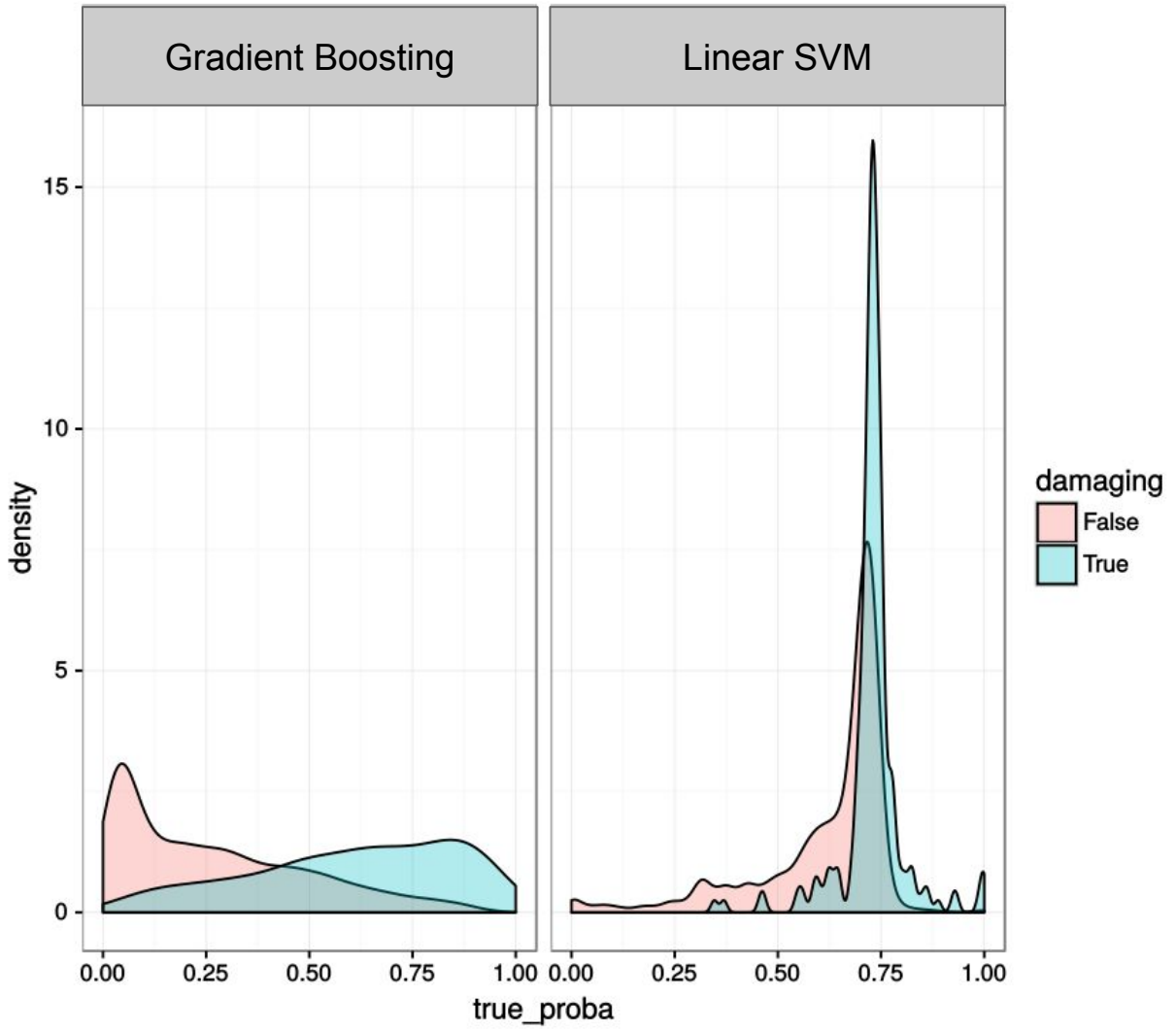
# Anon user class



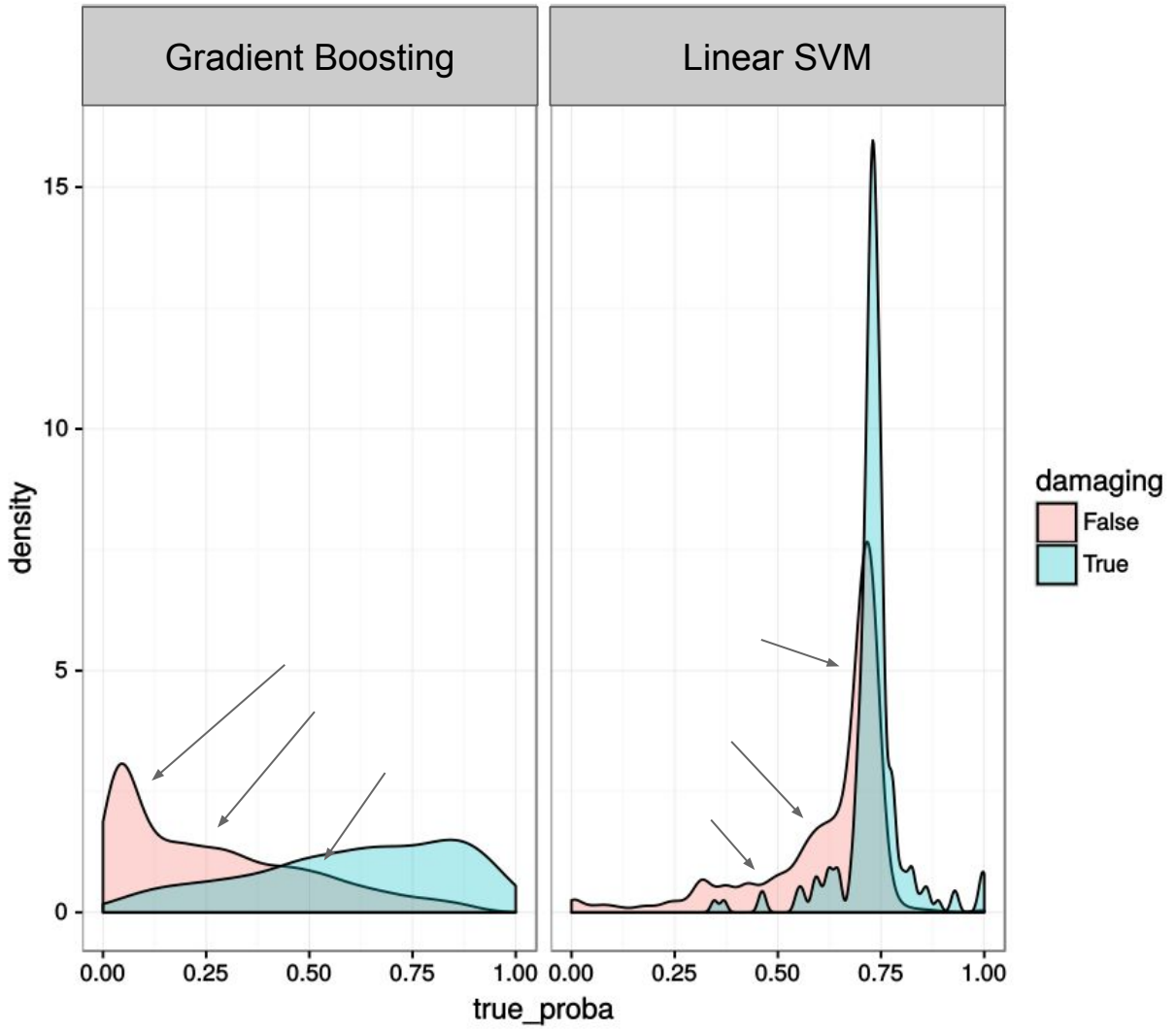
**What if every edit were from a  
newcomer?**



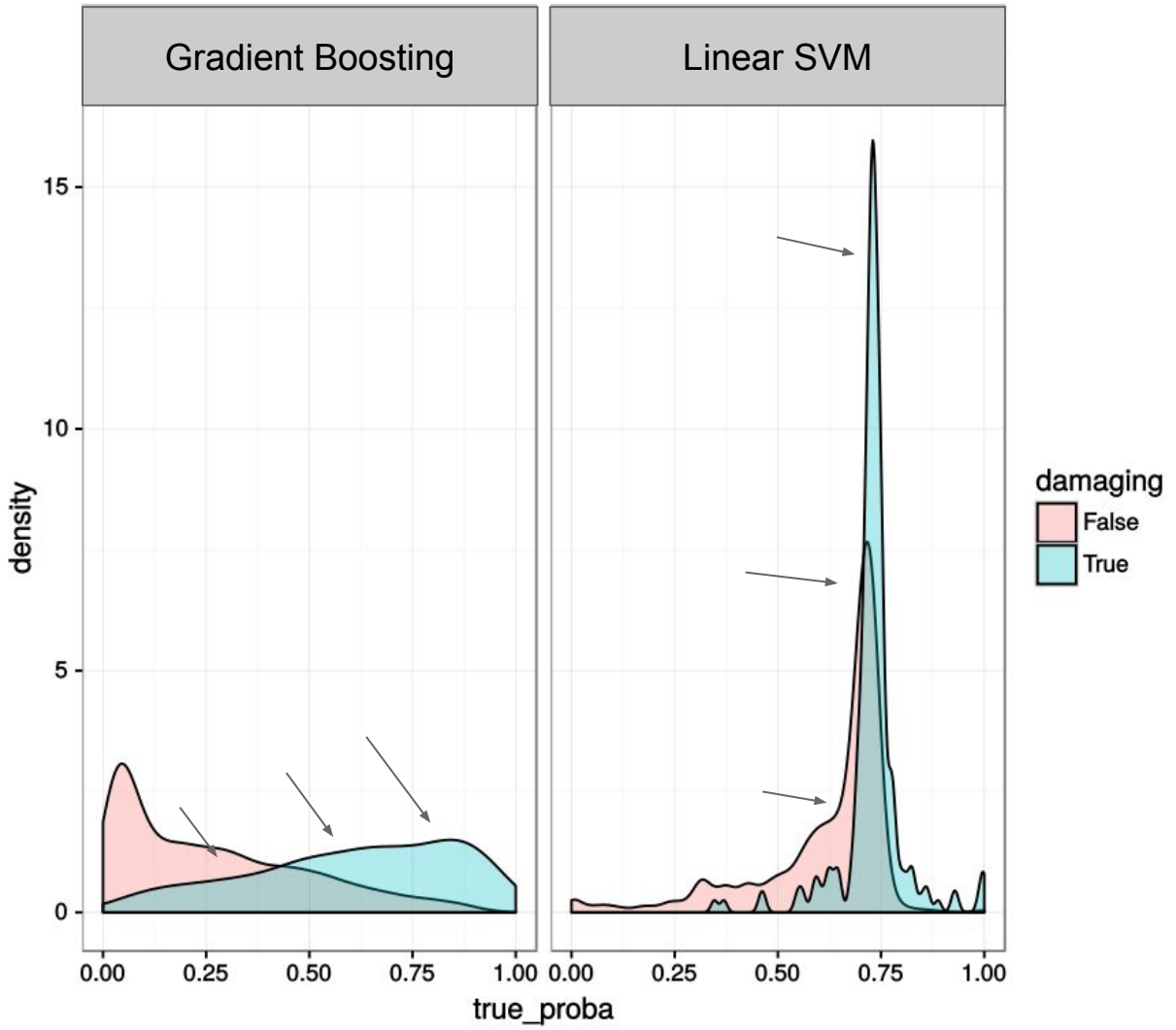
# Newbie user class



# Newbie user class

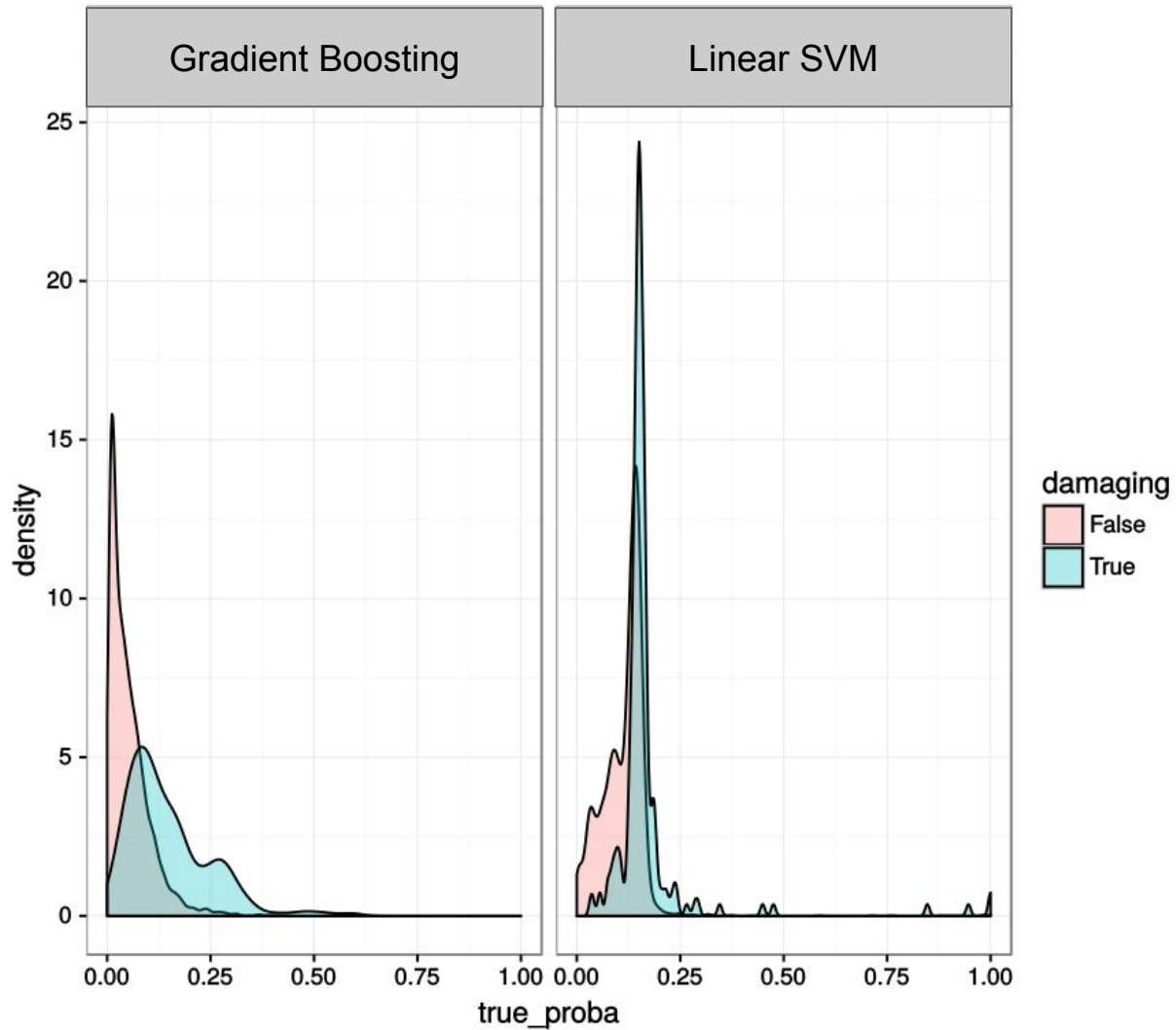


# Newbie user class

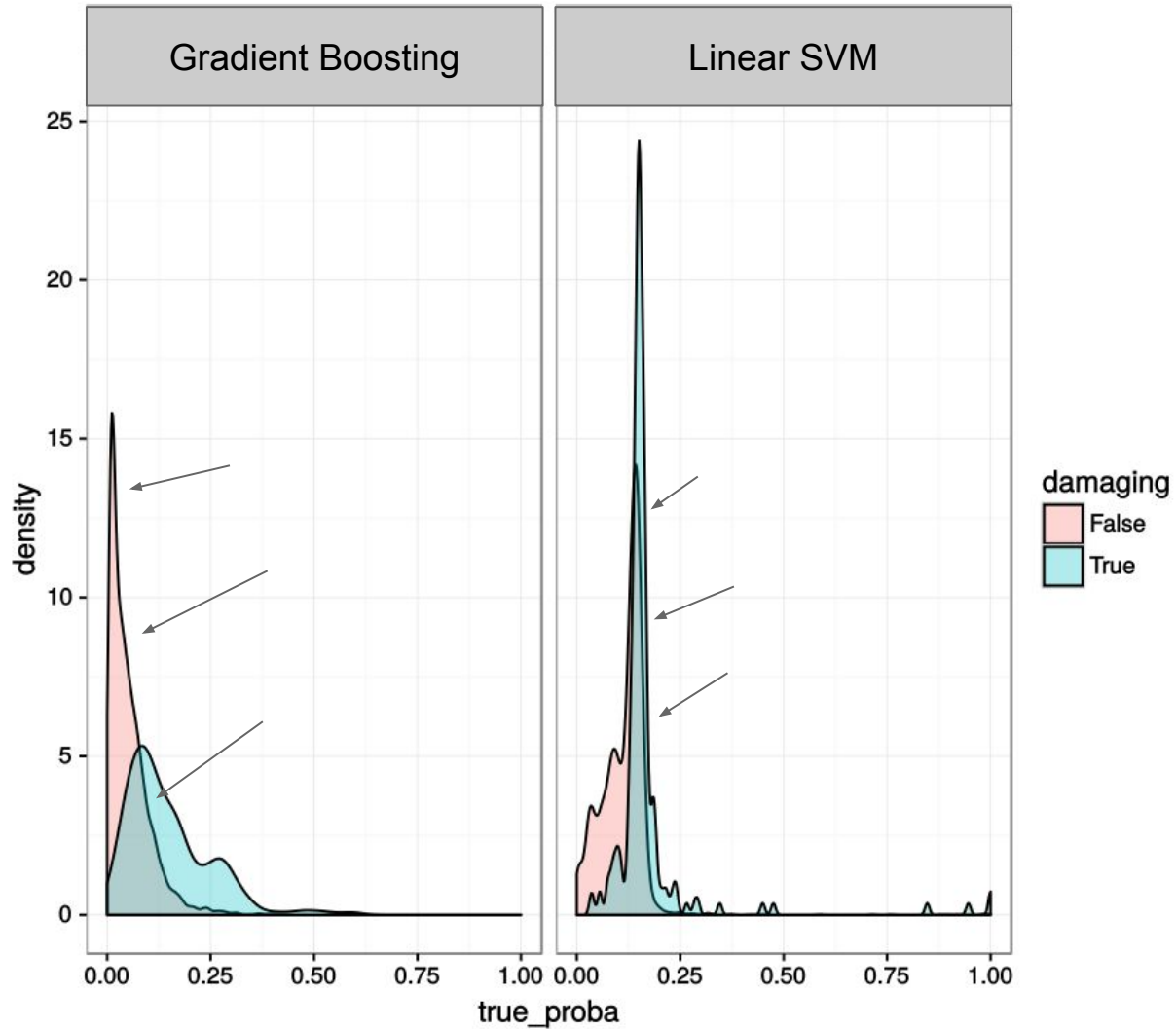


**What if I (EpochFail) saved all the edits?**

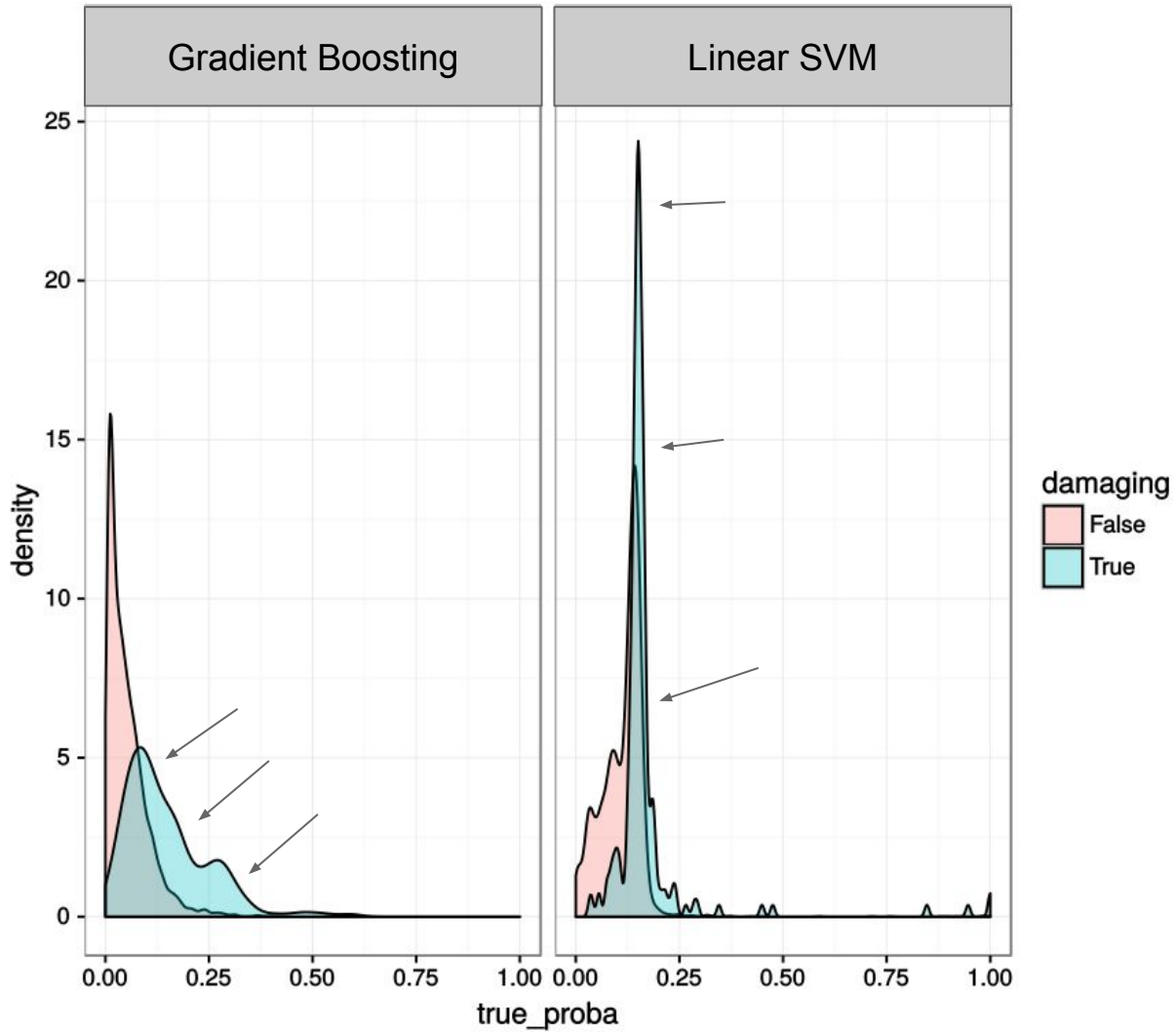
# EpochFail user class



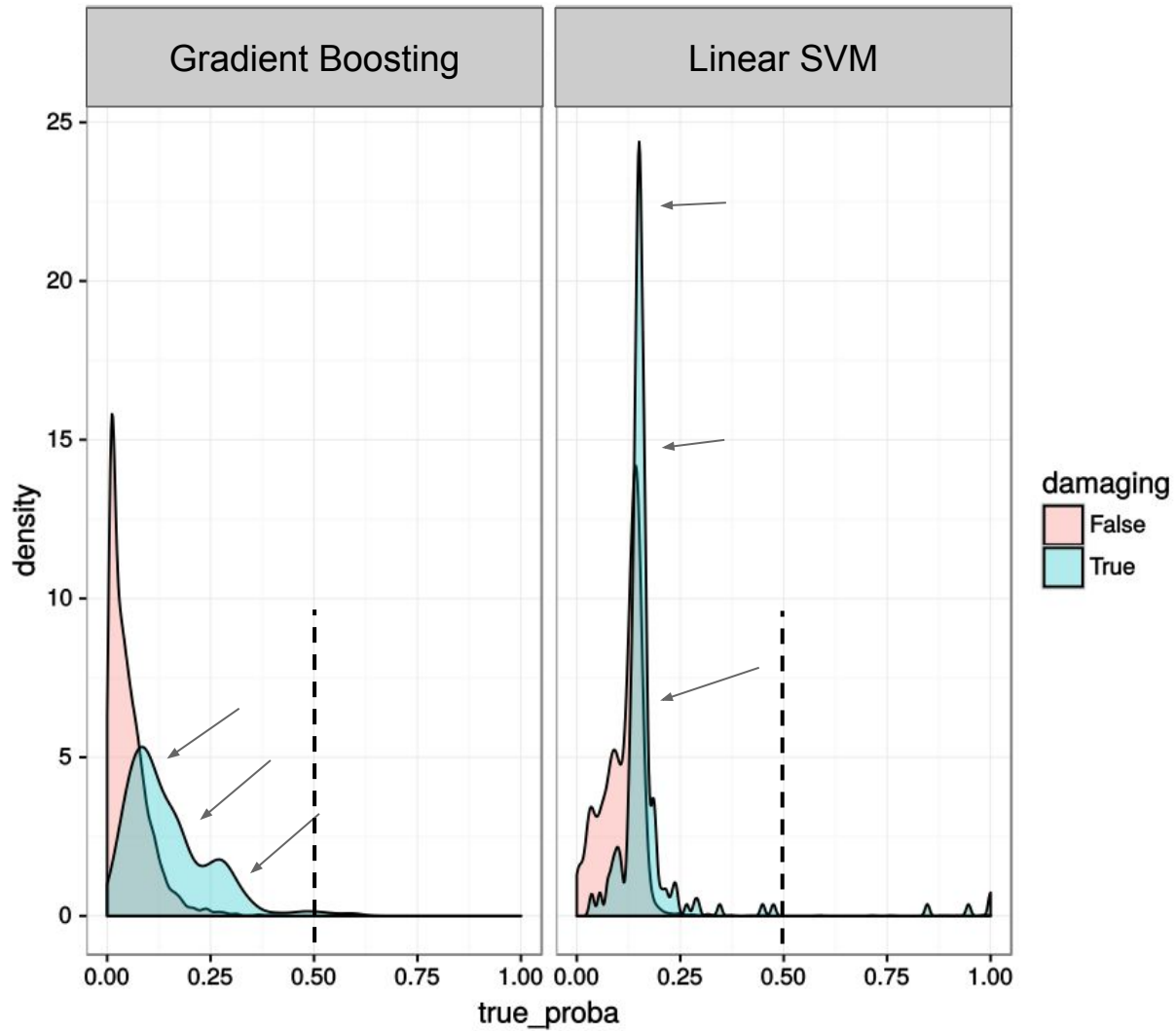
# EpochFail user class



# EpochFail user class



# EpochFail user class





**Mwahahaha!**

**Dec. 2015:**

- Gradient boosting deployed

## **Dec. 2015:**

- Gradient boosting deployed

## **Still needs work:**

- Bias against anons/newcomers lessened, but not gone
- New sources of signal
  - HashingVectorization
  - Probabilistic Context-free Grammars

# **Part 3: A call to action**

How about we ask the humans?

# Evaluation of AI

# Evaluation of AI

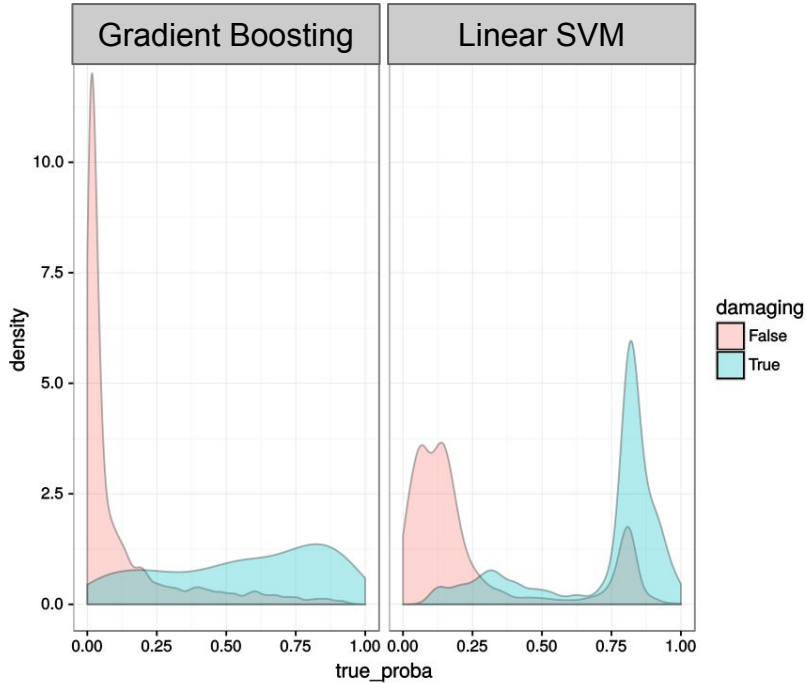
- Historically, focused on quantitative metrics:
  - Accuracy, Precision, Recall
  - F-score
  - ROC-AUC
  - PR-AUC
  - Etc.

# Evaluation of AI

- Historically, focused on quantitative metrics:
  - Accuracy, Precision, Recall
  - F-score
  - ROC-AUC
  - PR-AUC
  - Etc.

“How well does my classifier work in general?”

# Evaluation of AI

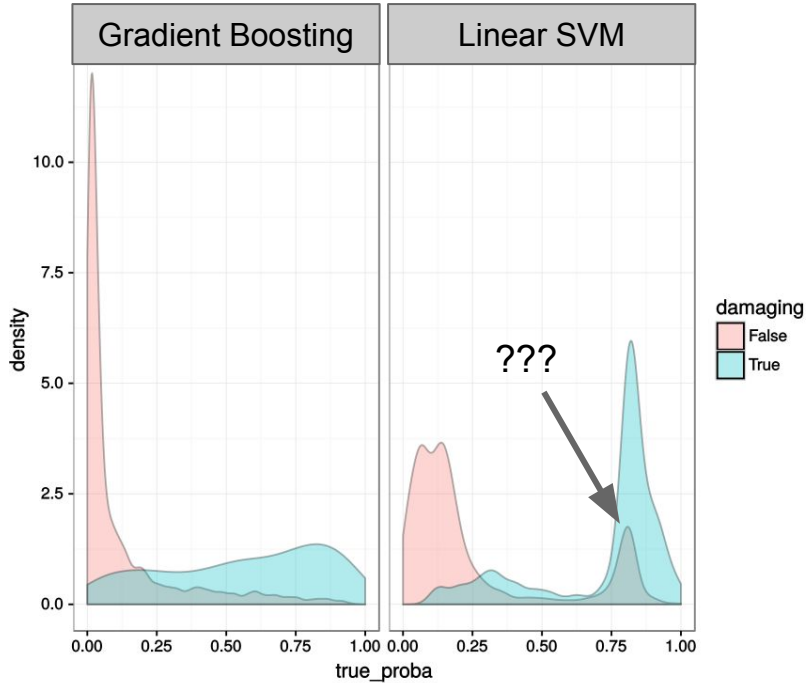


Both work pretty good in general...

“How well does my classifier work in general?”



# Evaluation of AI



Both work pretty good in general...

“Does my classifier behave strangely sometimes?”

# Step 1:

“

ORES is an experimental technology. We encourage you to take advantage of it but also to be skeptical of the predictions made. It's a tool to support you – it can't replace you. **Please reach out to us with your questions and concerns.**

”

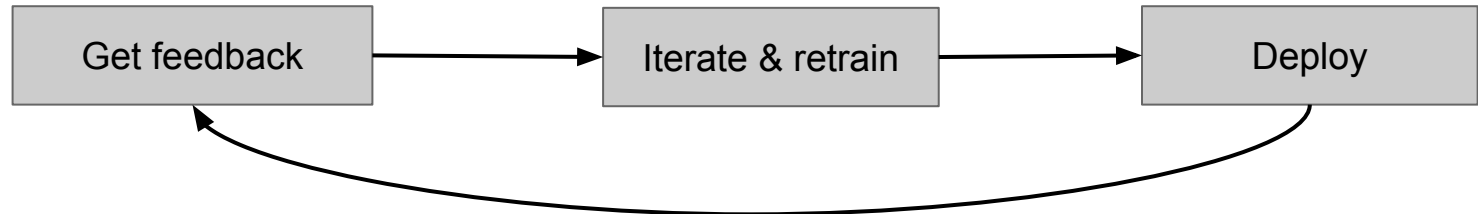
# Step 1:

“

ORES is an experimental technology. We encourage you to take advantage of it but also to be skeptical of the predictions made. It's a tool to support you – it can't replace you. **Please reach out to us with your questions and concerns.**

”

# Step 2:



## **Insight:**

“Despite the black-box nature of AI, humans are really good at noticing patterns and trends.”



[https://commons.wikimedia.org/wiki/File:Bill\\_Gates\\_mugshot.png](https://commons.wikimedia.org/wiki/File:Bill_Gates_mugshot.png)



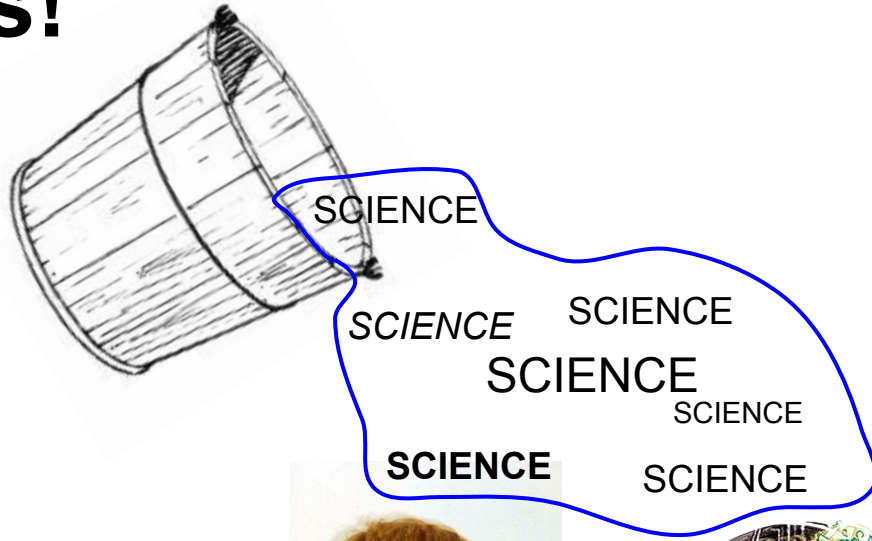


Human evaluation of AI's bias should be part of standard practice for AI designers working in social contexts.





# Thanks!



## Props to my collaborators

- User:Ladsgroup
- User:Aetilley
- Sabya
- User:Rotpunkt
- User:Eran

**Aaron Halfaker**

[ahalfaker@wikimedia.org](mailto:ahalfaker@wikimedia.org)

[enwp.org/User:EpochFail](https://enwp.org/User:EpochFail)

<https://twitter.com/halfak>

