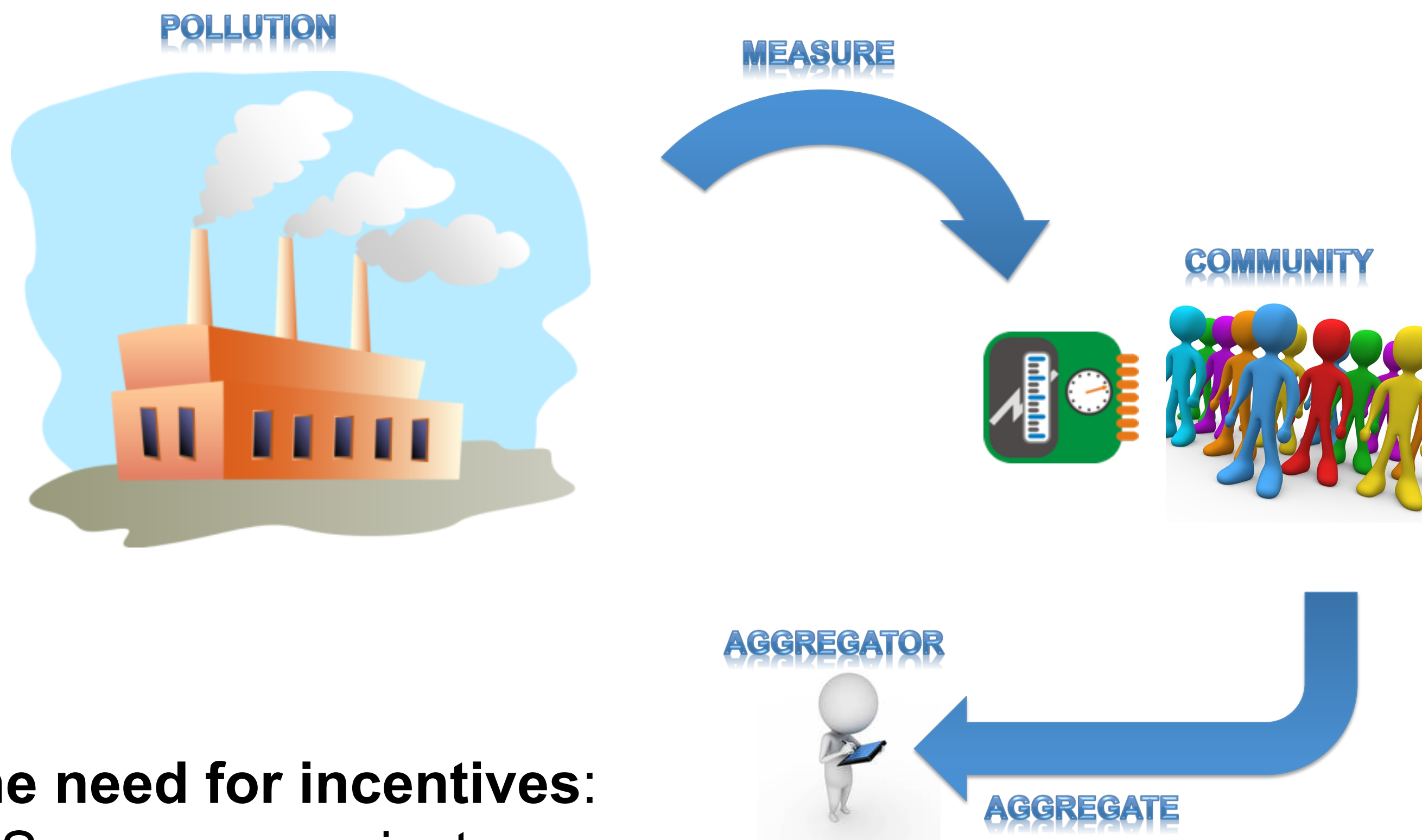


# Incentive Schemes for Community Sensing

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EPFL

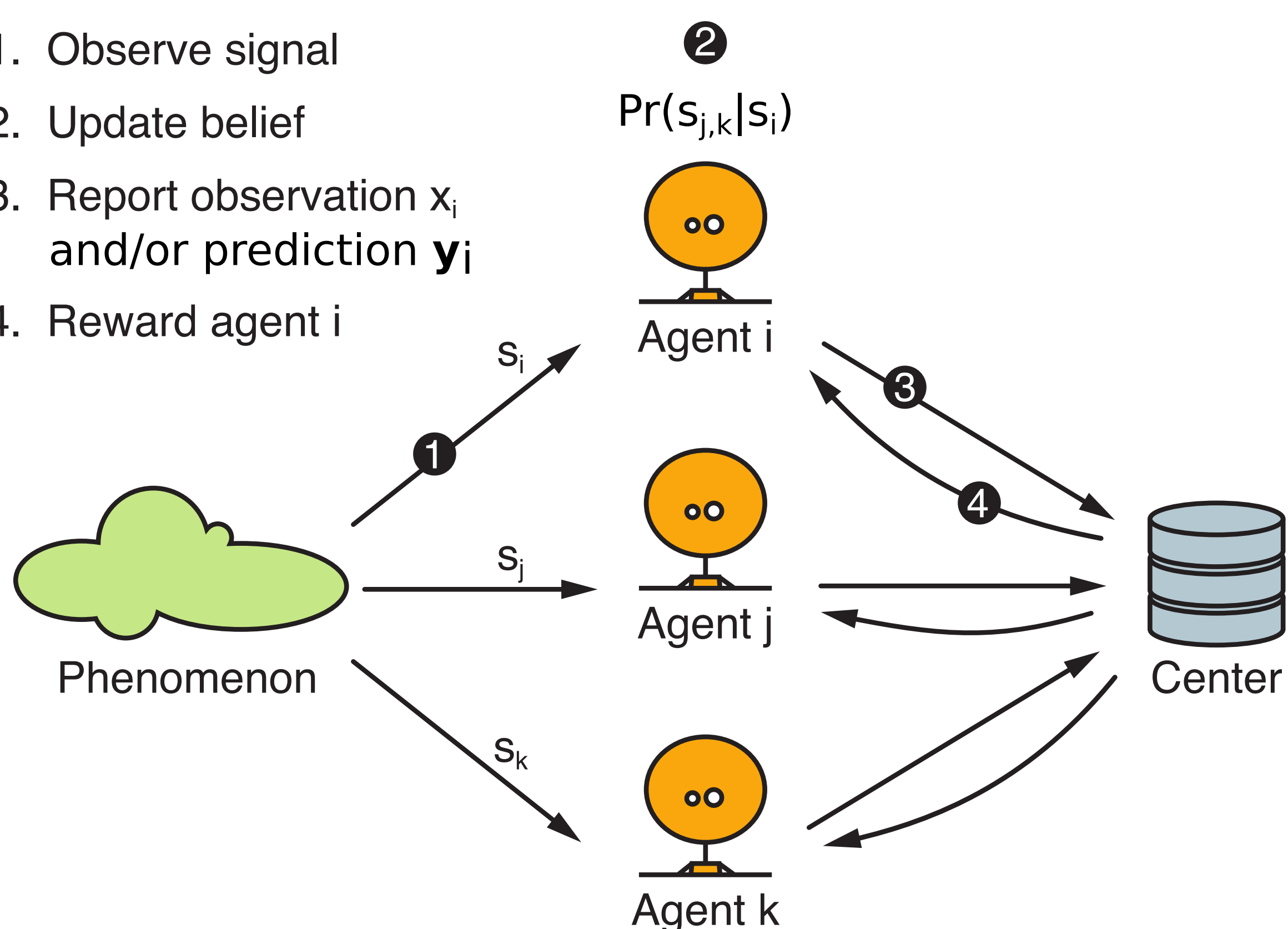


## The need for incentives:

- Sensors are private
- Sensing is costly
- Discourage random reporting

## The setting

1. Observe signal
2. Update belief
3. Report observation  $x_i$  and/or prediction  $y_i$
4. Reward agent  $i$



## The scenario for an agent $i$ :

- **Observe a certain phenomenon**
- **Receive a private signal  $S_i = s_i$**
- **Update the belief  $Pr(S_j | S_i = s_i)$  regarding what some other agent  $j$  has observed**
- **Provide the center with an information report  $x_i$  that corresponds to the observation  $S_i = s_i$**
- **Provide the center with a prediction report  $y_i$  that corresponds to the belief  $Pr(S_j | S_i = s_i)$**
- **Receive a reward from the center**
- **Goal: maximize the expected reward (score).**

**We have proved that a truthful mechanism cannot be based solely on information reports!**

## Related Work

- *A Bayesian Truth Serum for Subjective Data*, D. Prelec, 2004.
- *A Robust Bayesian Truth Serum for Small Populations*, J. Witkowski, D. C. Parkes, 2012.
- *A Robust Bayesian Truth Serum for Non-binary Signals*, G. Radanovic, B. Faltings, 2013.
- *Incentives for Truthful Information Elicitation of Continuous Signals*, G. Radanovic, B. Faltings, 2014.

## Bayesian Truth Serums

Structure of the score:

$$\text{Score} = \text{Information Score} + \text{Prediction Score}$$

BTS scores:

- (Original) BTS
- Robust BTS
- Multi-valued BTS

Properties:

- The scores are decomposable
  - Require additional restrictions on the BTS setting
- Do not allow continuous signals

## Divergence based BTS

Approach:

- Use a non-decomposable payment scheme
- Punish agents whose information reports are similar, but have significantly different prediction reports

Discrete domain

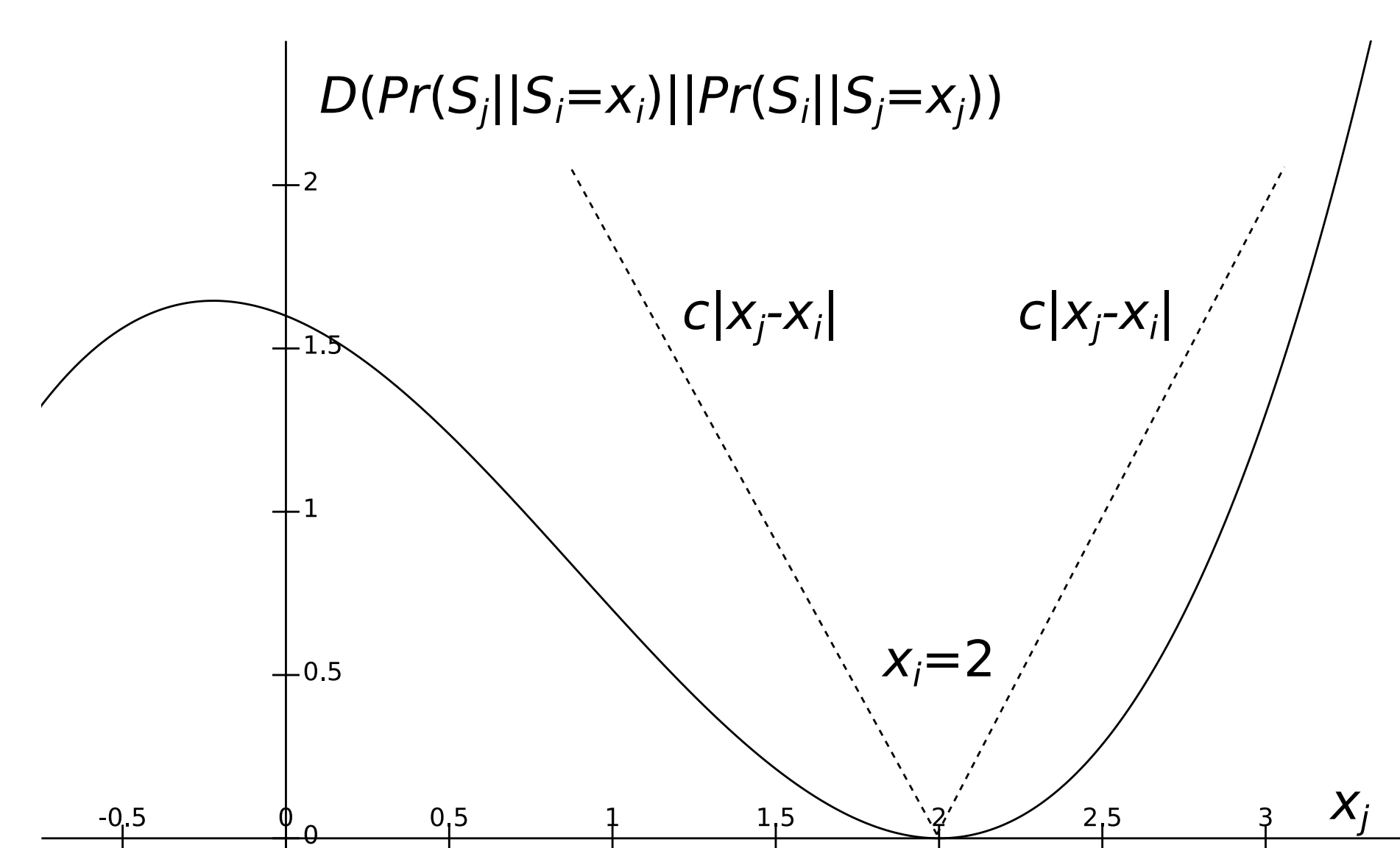
$$\text{score} = -\mathbf{1}_{x_{\text{peer}} = x_{\text{agent}} \wedge D(y_{\text{agent}} \| y_{\text{peer}}) > \Theta} + R(y_{\text{agent}}, x_{\text{peer}})$$

where  $\mathbf{1}$  is an indicator variable,  $D$  is a divergence function,  $R$  is a proper scoring rule, and  $\Theta$  is a parameter of the mechanism.

Continuous domain

$$\text{score} = -\mathbf{1}_{x_{\text{peer}} \in \Delta_x^{\text{agent}} \wedge D(y_{\text{agent}} \| y_{\text{peer}}) > \delta \cdot \Theta} + R(y_{\text{agent}}, x_{\text{peer}})$$

where  $\delta$  is a random number in  $(0, 1)$  and  $\Delta_x^{\text{agent}}$  is an interval of size  $\delta$  around  $x_{\text{agent}}$  value. Parameter  $\Theta$  should be big enough:



**Divergence based BTS mechanism can be transformed into a non-parametric mechanism!**