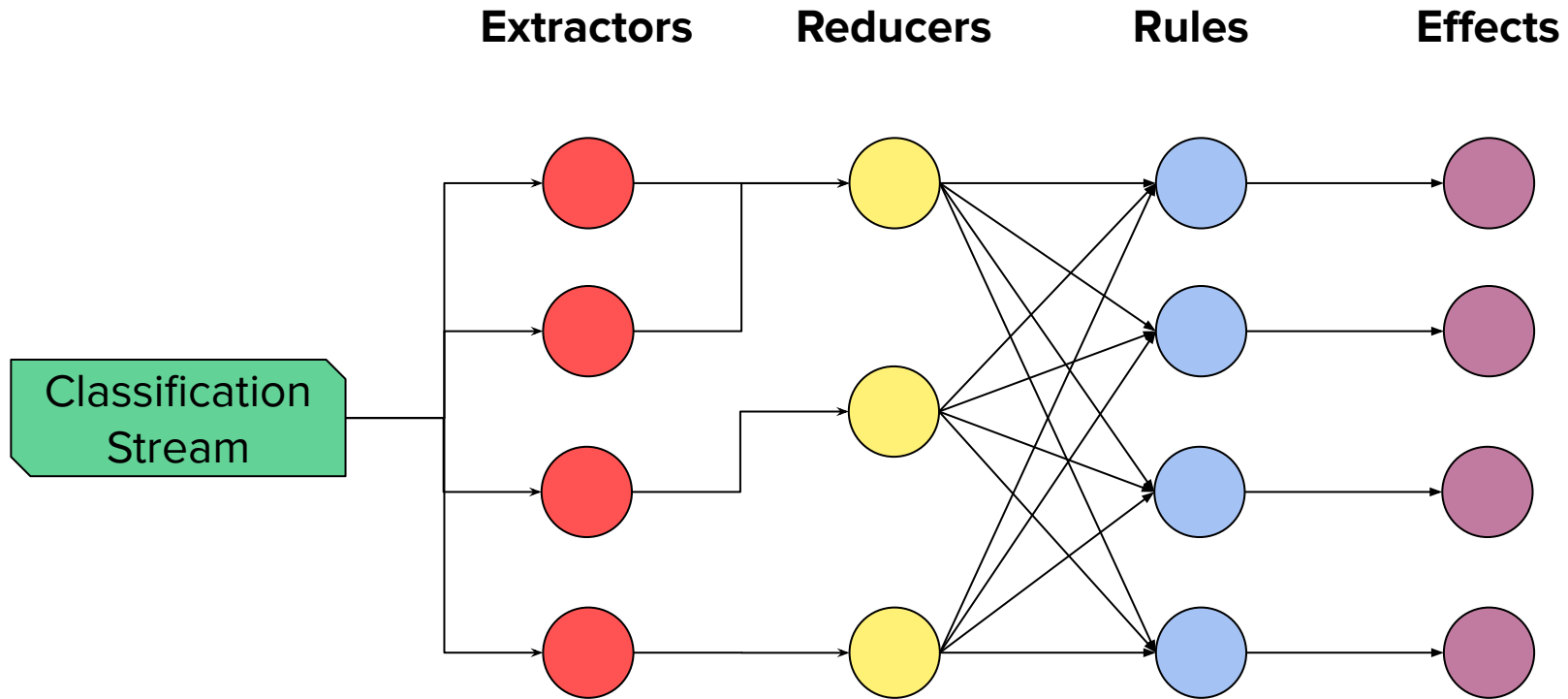


Introducing Caesar

An Advanced Subject Retirement Engine

The Basic Idea



Extractors

- Raw *Zooniverse* classifications contain **a lot** of data and most of those data are **not scientifically interesting**.
- Caesar's **built-in extractors** are designed to extract just the information that you're interested in.
- Some are designed for specific tasks like **question** tasks, **drawing** tasks or **survey** tasks.
- The *Pluck Field* extractor can be used to **select a specific field** from the raw classification data.
- The *Blank* extractor can be used to **detect null responses** to tasks.
- Finally, you can use the *External* extractor to **define your own functionality**.
- When you create a Caesar extractor you must assign it a **unique name**.

Reducers

- Reducers are designed perform **aggregation tasks**.
- When you create a Caesar reducer you must assign it a **unique name**.
- They can consider the **outputs from *specific* extractors** and some ***specific* metadata** associated with a subject.
- They can aggregate extracts associated with a **particular subject** *or* with a **particular volunteer**.
- Caesar's **built in reducers** compute **simple statistics** like the majority consensus for a particular subject, or the number of classifications it has received.
- You can extend Caesar's built-in functionality using **external reducers**, or the **SQS Reducer** (see machine learning tutorial).

Rules

- Rules are **logical and mathematical operations** that are applied in order to **make decisions** about specific **subjects** or **volunteers**.
- Rules consider the **outputs from reducers** and **any metadata** associated with a subject.
- Rules are defined using a **special syntax** (see later slides).
- It is possible to specify that Caesar evaluates rules in a **specific order**.
- In that case, Caesar will stop evaluating rules for a particular subject as soon as one of them evaluates to **true**. So **some later rules may not be considered**.
- When rules evaluate to **true** they trigger **effects**.

Effects

- When Caesar's rules evaluate to **true**, they trigger **one or more** effects.
- Like rules, effects can apply to **particular subjects** or **volunteers**.
- For **subjects** possible effects are:
 - **Retire the subject**, specifying a **retirement reason**.
 - **Add** the subject to a **Collection**.
 - **Add** the subject to another **subject set**.
 - **Send** the subject to an **external URL**.
- For **volunteers** one type of effect is **currently in development**. It will allow volunteers to be ***promoted*** to a specific workflow.
- The intended use of this effect is promoting skilled volunteers to more difficult workflows and tasks.

Example

- Here's an example that follows on from our **project building tutorial**.
- We don't want to waste our volunteers' time classifying junk lightcurves, so we'll set up a rule that will **immediately retire any subject that receives three "Junk" classifications**.
- To do this, we'll use a **QuestionExtractor** to isolate the answer to the first task and then a **StatsReducer** to count the number of votes for "Junk".
- Then we'll set up a rule that evaluates to True if the *StatsReducer* counts 3 or more "Junk" votes.
- Finally we'll associate a **retire subject effect** with our rule.
- This should **save lots of volunteer clicks!**

Caesar's Rule Syntax

- Caesar rules are defined using a **special syntax**.
- At first glance they can look daunting, but **complex rules** are actually composed of **several simple conditional units** that all have the **same basic structure**.

[“operation”, operand1, operand2, ... , operandN]

- **Complex rules** are possible because any of the **operands may themselves be conditional units**. Conditions can be **nested** inside each other.
- The operands can **also** refer to the **results of reducers, subject metadata**, or they may represent **constant numerical values**.

Caesar's Rule Syntax - Operations

- The result of a **conditional unit** is a Boolean value - *True* or *False*.
- Accordingly, the **operations** that Caesar conditions support all perform **logical reductions and comparisons** between the **operands**.
- The supported **operations** that operate on **numerical values** are:
 - **"lt"** - **Less than** - returns **True** if $\text{operand1} < \text{operand2} < \dots < \text{operandN}$ and **False** otherwise.
 - **"gt"** - **Greater than** - returns **True** if $\text{operand1} > \text{operand2} > \dots > \text{operandN}$ and **False** otherwise.
 - **"lte"** - **Less than or equal** - returns **True** if $\text{operand1} \leq \text{operand2} \leq \dots \leq \text{operandN}$ and **False** otherwise.
 - **"gte"** - **Greater than or equal** - returns **True** if $\text{operand1} \geq \text{operand2} \geq \dots \geq \text{operandN}$ and **False** otherwise.

Caesar's Rule Syntax - Operations

- “eq” - **Less than** - returns **True** if `operand1 == operand2 == ... == operandN` and **False** otherwise.
- The supported **operations** that operate on **boolean values** are:
 - “and” - **Greater than** - returns **True** if `operand1 and operand2 and ... and operandN` and **False** otherwise.
 - “or” - **Less than or equal** - returns **True** if `operand1 or operand2 or ... or operandN` and **False** otherwise.
- There are **two other important components** in Caesar rules.
 - **Constants**, specified as [“const”, *value*], where *value* is a number e.g. 3. Constants are used as operands for numerical operations.
 - **Lookups**, specified as [“lookup”, *reference*, *default*], where *reference* may refer to results of reducers or subject metadata, and *default* is a value that should be used if the specified reference does not exist.

Caesar's Rule Syntax - Reducer Result Lookup

- To use the **result of a particular reducer** as the **operand** of a condition, use a **lookup** component like this:

```
[ "lookup", reducer_name.reducer_attribute, default ]
```

- *reducer_name* refers to the **unique name** you assigned to the reducer when you created it.
- *reducer_attribute* refers to a particular element of the reducer's output.
- For example, the **Consensus reducer** returns data with three attributes: *most_likely*, *num_votes* and *agreement*. To select the **num_votes** attribute (with a default of zero) for a reducer **named cons** you would use

```
[ "lookup", cons.num_votes, 0 ]
```

Caesar's Rule Syntax - Subject Metadata Lookup

- To use the **value of a subject metadatum** as the **operand** of a condition, use a **lookup** component like this:

```
[ "lookup", subject.metadatum_name, default ]
```

- **subject** is literally the word "subject".
- *metadatum_name* is the name you gave to your subject metadata when you uploaded it.
- For example, if you wanted to Caesar to ignore a subset of your subjects you could define a hidden metadatum called `#ignoreme`. You could then look up the value of `#ignoreme` like this

```
[ "lookup", subject.#ignoreme, False ]
```

The Caesar User Interface

- The Zooniverse team have developed a **web user interface** for Caesar
- Using the web UI, you can set up **extractors**, **reducers**, **rules** and **effects** for your workflows.
- To **access** this user interface, visit

<https://caesar.zooniverse.org>

- You can **log in** using your normal **Zooniverse username and password**.

Extending Caesar

- Sometimes Caesar's built-in functionality doesn't do exactly what you want.
- If you find that to be the case and you don't mind a bit of coding you have some options.
 - For simple operations you could consider adding a new reducer or extractor to the `aggregation_for_caesar` GitHub repository.
 - `aggregation_for_caesar` is also the name of a Zooniverse-run application for custom extractors and reducers. If you specify a URL to that repository when you set up an **external** reducer or extractor, then your code will be executed by and **you won't need to provide any compute resources**.
 - With more effort, you can define external extractors and reducers that can perform **arbitrarily complex** aggregation and reduction logic **asynchronously using compute resources you manage**, and then pass the results back to Caesar.