



# People Metering Using Mobile Devices

Yehoraz Kasher Annual EE Projects Contest

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# Outline

- People metering
- People metering using mobile devices
- Algorithm description
- Our innovations
- Conclusion

# Rating Measurement

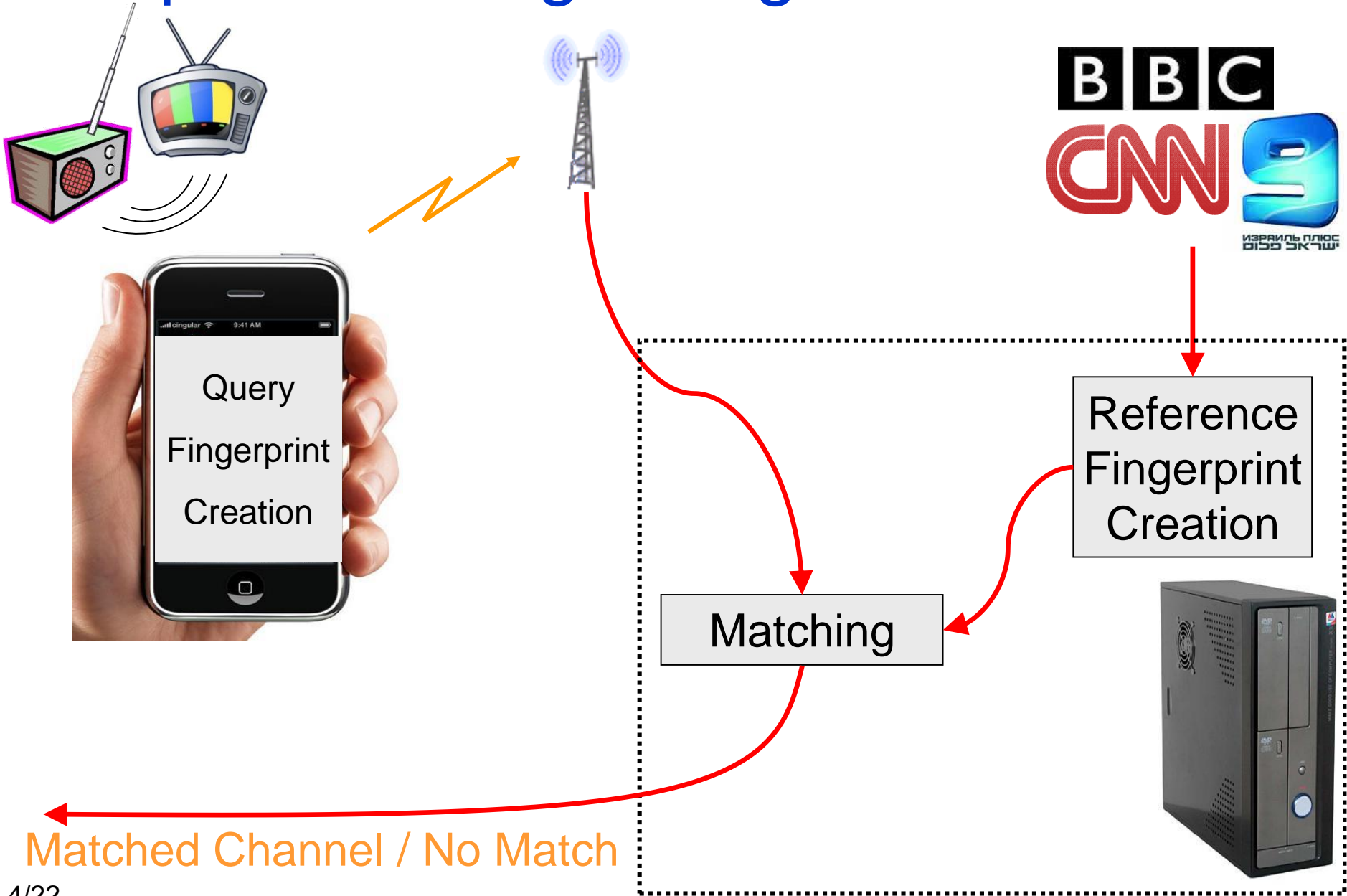
- Fast growing advertising market
- Based on rating data

## "People Meter" - Drawbacks:

- Designated hardware
- Small control group
- Hard to know who is watching what



# People Metering Using Mobile Devices



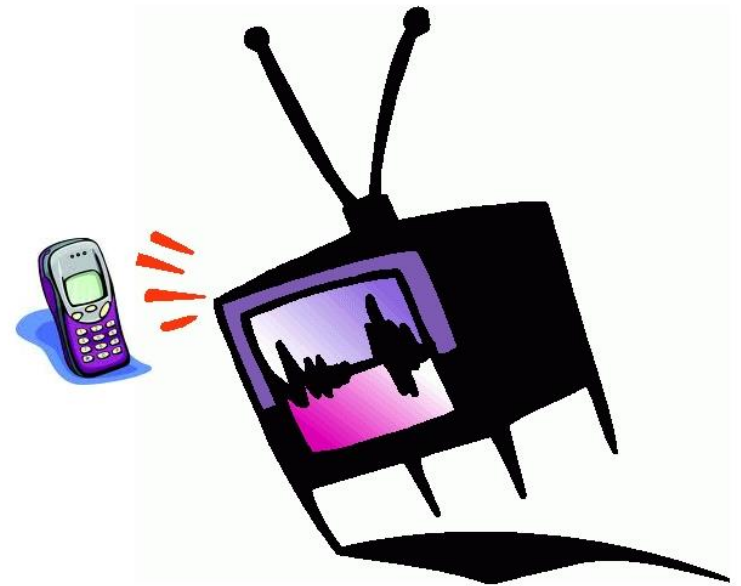
Matched Channel / No Match

# People Metering Using Mobile Devices

- As suggested by MobileRL
  - Overcomes all "People Meter" drawbacks
  - Carried everywhere
  - Can also be used to monitor radio, video, music etc.

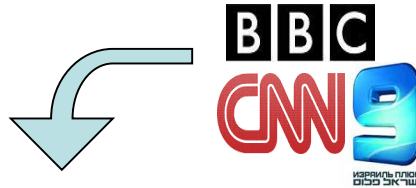
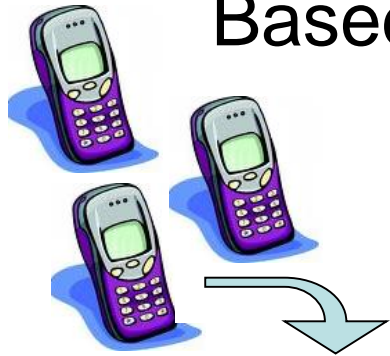
But -

Privacy must be kept



# System Layout

Based on "Waveprint" algorithm by   
(Baluja & Covell, 2006)



Fingerprint Creation

Extracting significant data

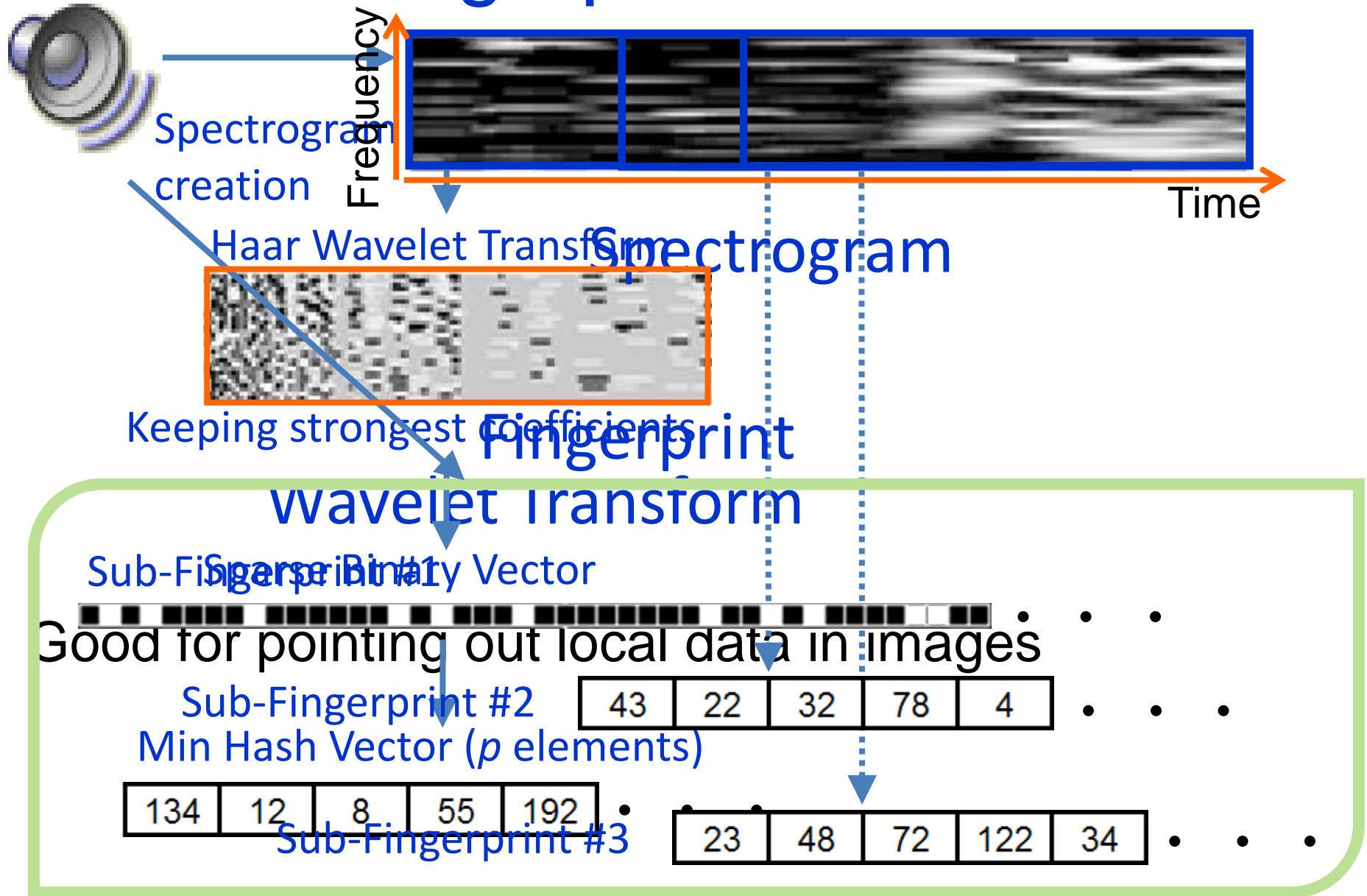
Fingerprints

Matching

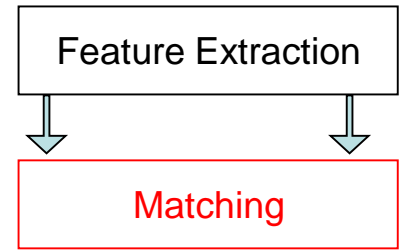
Matched channel /

No match

# Fingerprint Creation



# Fingerprint Matching



Sub-Fingerprint



Sub-Fingerprints

Candidate Sub-Fingerprint Selection (LSH)

Query

Candidate References

Matching

Best Match



# "Waveprint" Performance

System performance -

As described in the paper



However our problem is more difficult...

- Matching criterion is required
- Recordings in a noisy environment

# Threshold Criterion - Metrics

Precision & Recall (per match grade threshold)

$$\text{Precision} \square \frac{\text{True Identification}}{\text{All Identified}}$$

$$\text{Recall} \square \frac{\text{True Identification}}{\text{All Queries}}$$



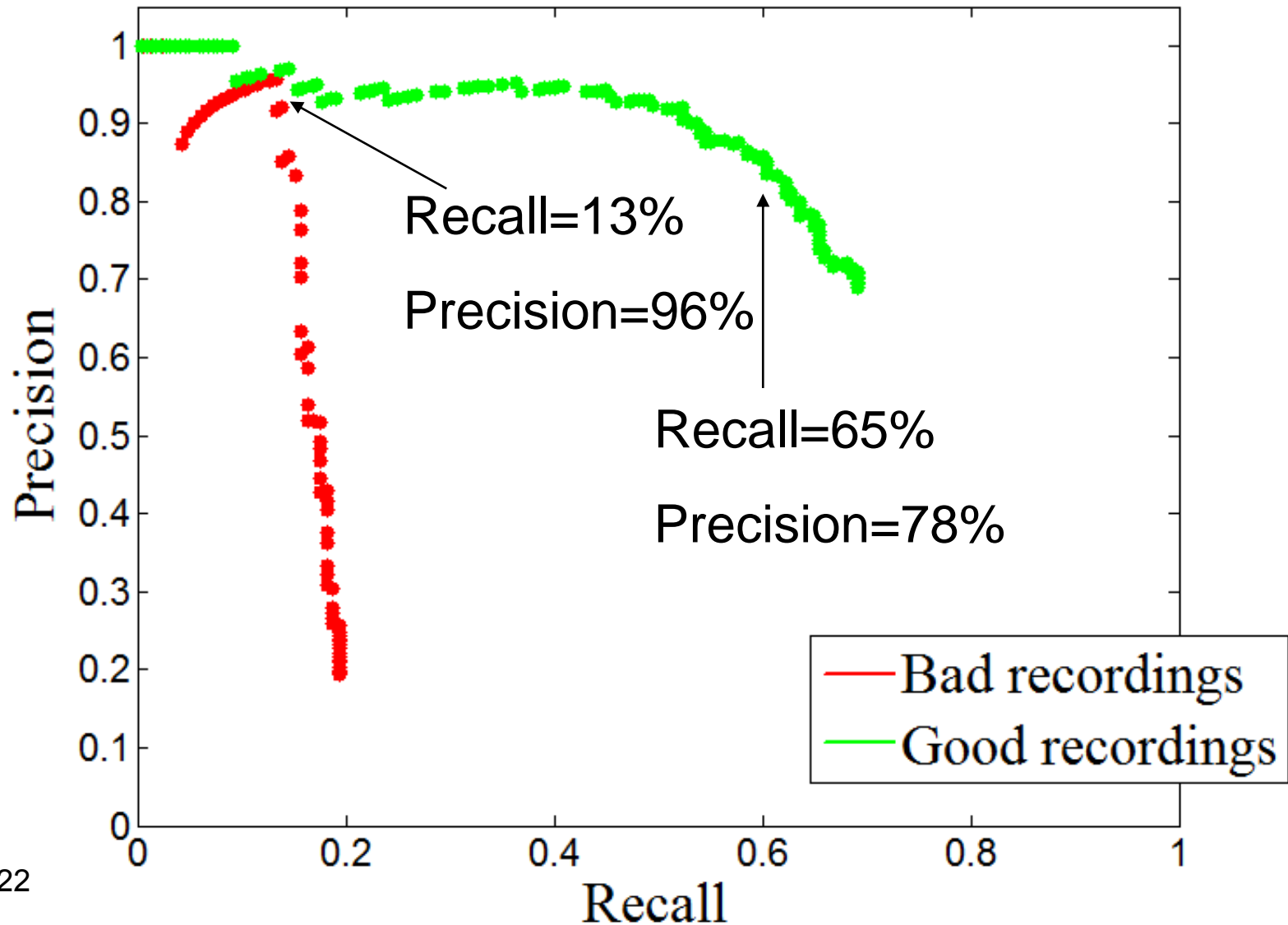
Datasets by



Two query types:

- Good Quality recordings 📢
- Bad Quality recordings 📢

# Original Algorithm Results



# Problem:

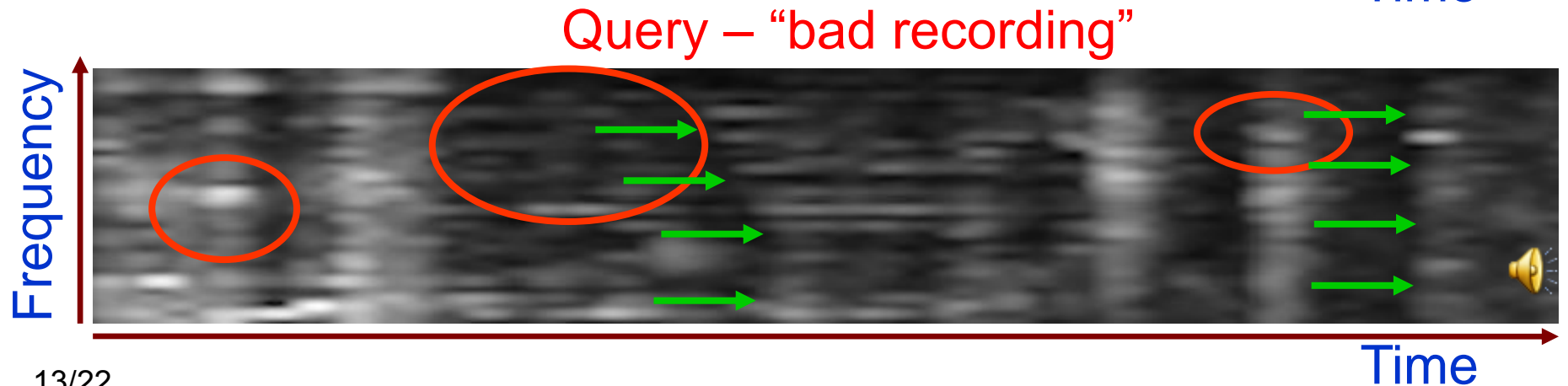
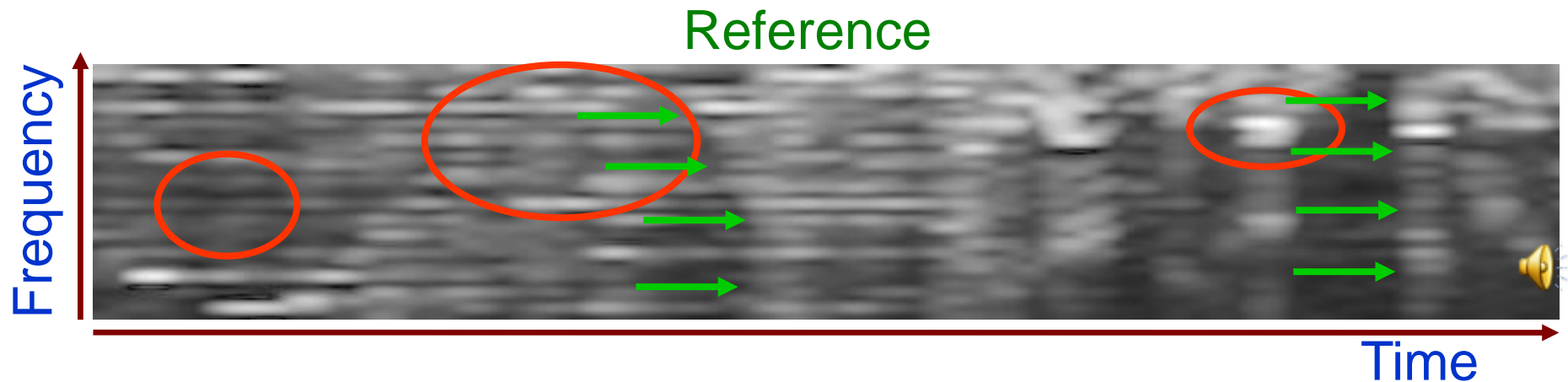
Bad recordings - very low success rate

Let's have a closer look...



# Success Rates Problem

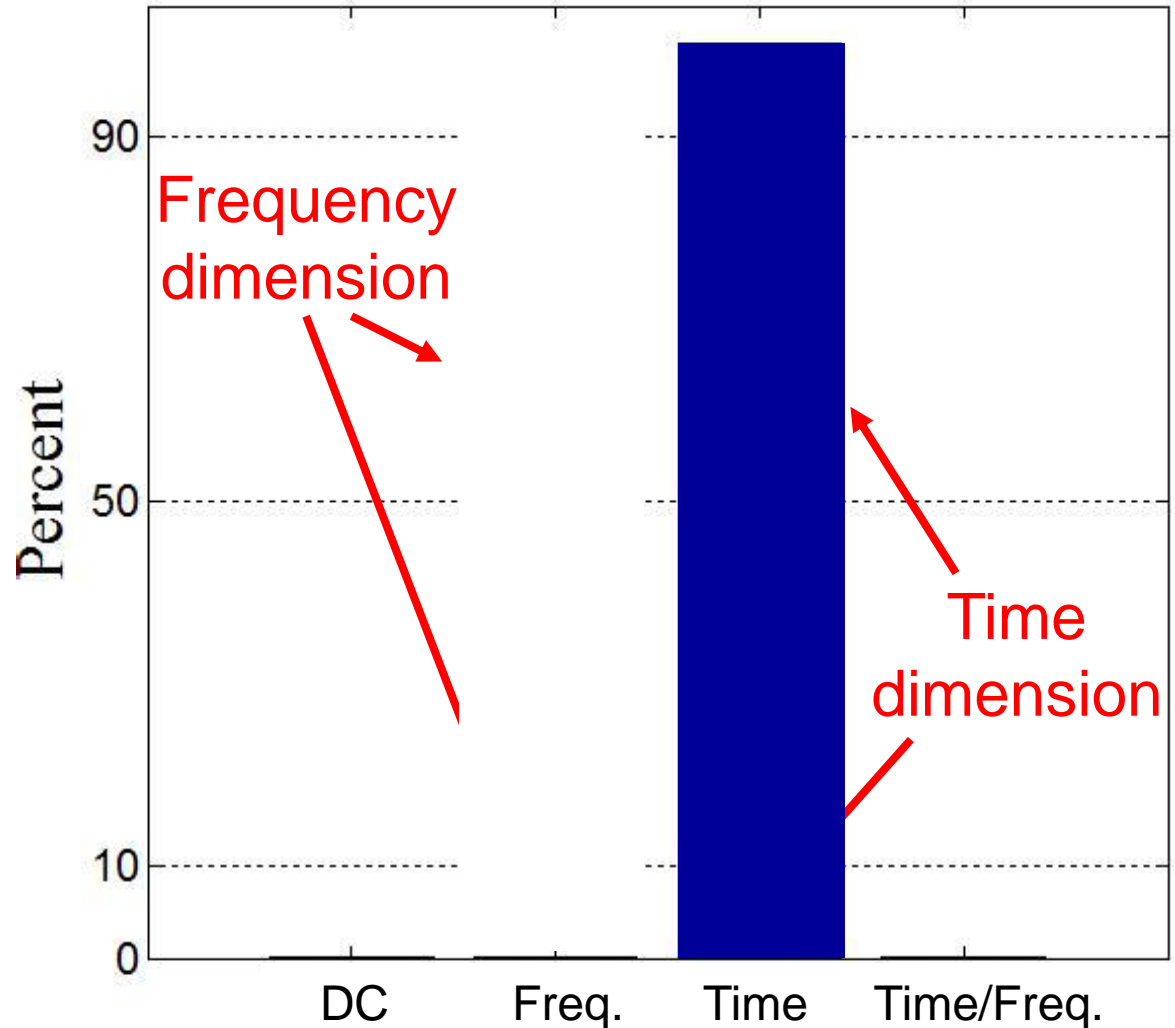
- Main problem appears in “bad recordings”



# Proposed Solution

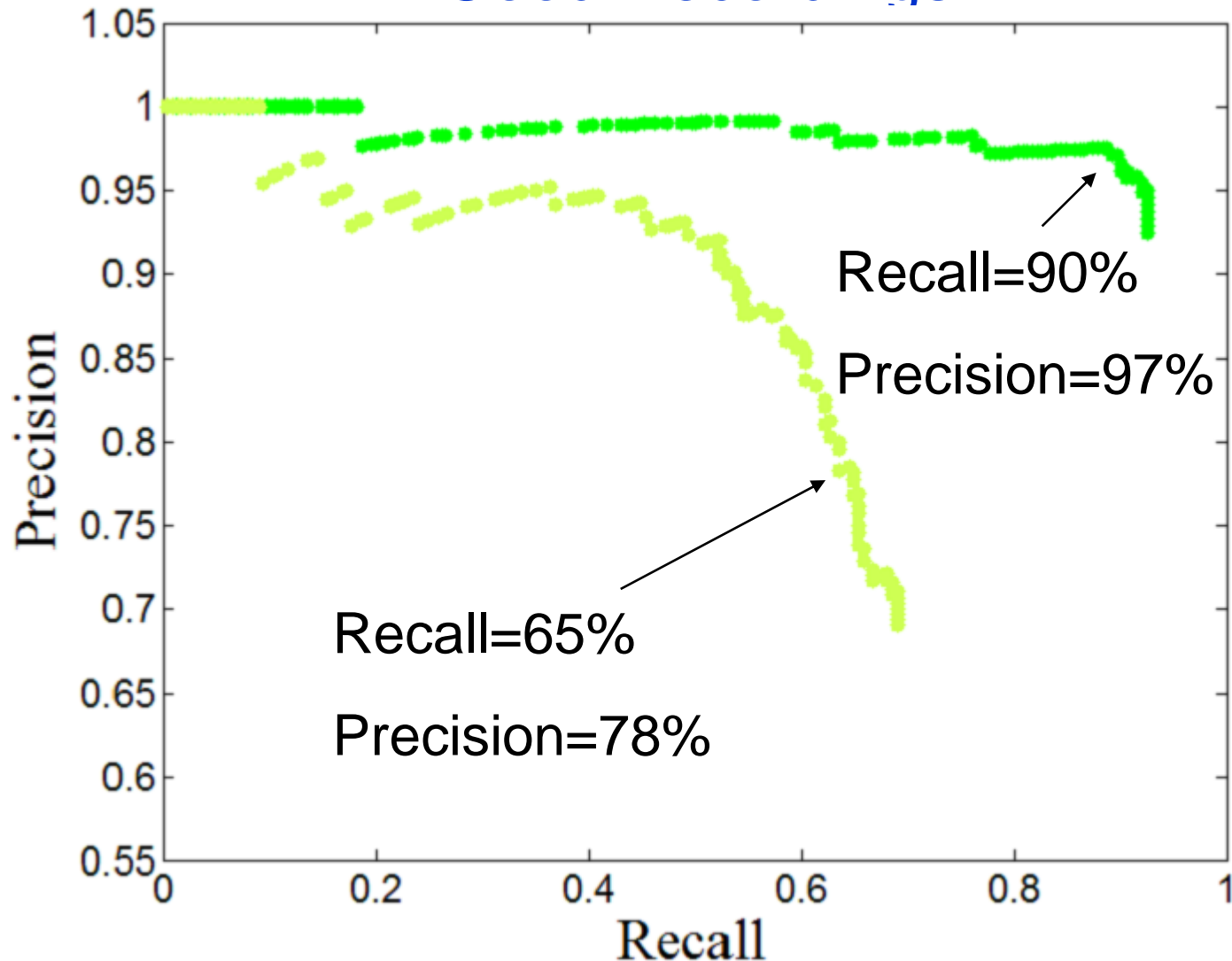
Strongest wavelets picking histogram

Biasing the wavelet picking



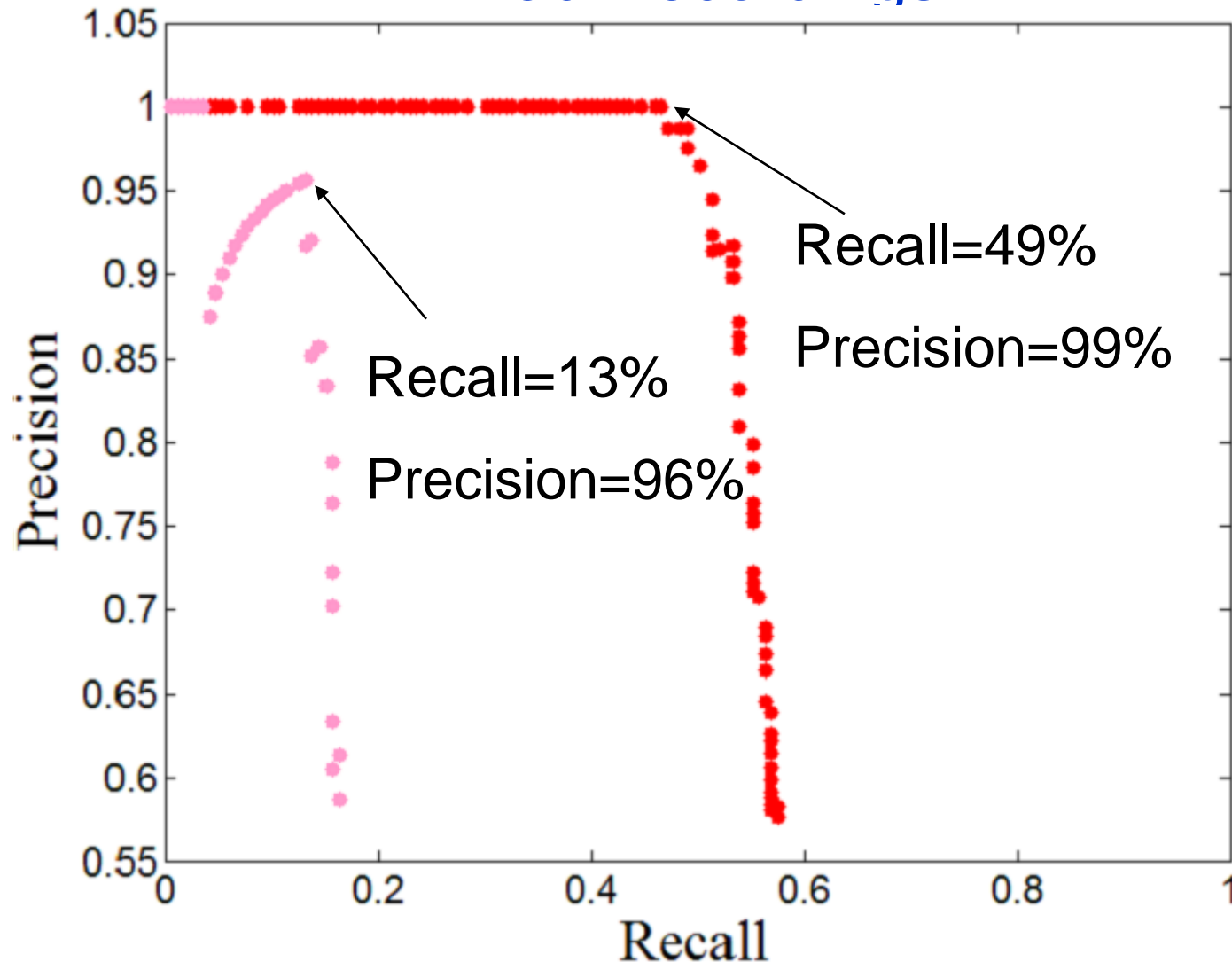
# After Weighted Wavelet Picking

## Good Recordings



# After Weighted Wavelet Picking

## Bad Recordings





# Matching Criterion

## Recurrence check

Demanding consistent matches in a sequence of queries

## Advantages

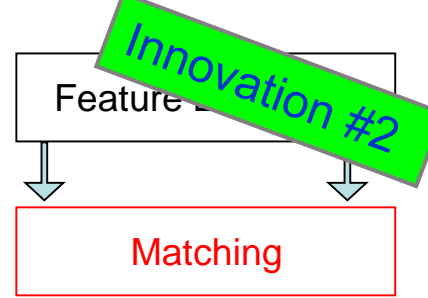
- Increases success rates
- Overcomes sporadic noise

$$P_{true}=93\% \quad P_{false}=0.9\%$$

For bad recordings!

But...

Increases size of sent data



Innovation #3

# Reducing Signature Size – 1<sup>st</sup> Solution

Google's problem: Database Size      Our problem: Sent Data Size

Adapting system parameters to our problem

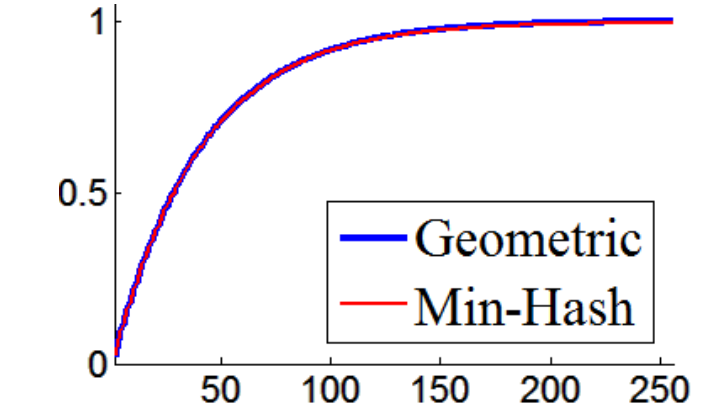
Sent query size **×0.1**

Innovation #4

# Reducing Signature Size – 2<sup>nd</sup> Solution

Golomb-Rice coding (Golomb & Solomon, 1966)

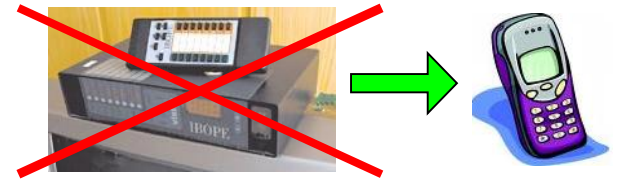
Cumulative Distribution Function



~20%  
Compression

# Conclusion

Implemented a people metering system using mobile devices



– Personal




– Carried everywhere



– Not only TV



# Conclusion

Based on "Waveprint" algorithm by 

**Innovation #1** Biasing the wavelet picking

- Match rates   $\sim 3$  

**Innovation #2** Recurrence check

- Match rates 

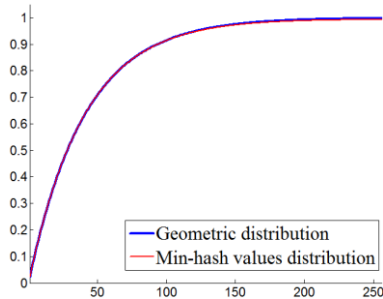
# Conclusion

Innovation #3

Reducing sent fingerprint size

Innovation #4

Compressing sent data



Single signature size:

13.24 KB → 1.32 KB → 1.06 KB

Sent data size  $\times \sim 0.08$

# Conclusion

- System is suitable for commercial use

For example:

$$P_{true}=90\%, \quad P_{false}=0.9\%, \quad E[\text{sent size}] = \sim 9\text{KB}$$

- Supplied to MobileRL



- A paper in the writing



# Acknowledgments

- Rafi Steinberg
- SIPL staff
  - Yair Moshe
  - Nimrod Peleg
- MobileRL
  - Aron Weiss, CTO

**Thank You!**