

# Open Watermarking of EIDR Identifiers

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# Overview

## What Are Audio Watermarks?

- ◆ Audio watermarks are identifiers injected into an audio signal that are inaudible to the human ear but can be recovered by digital signal processing
- ◆ There are several audio watermarking technologies deployed today
  - ◆ DVSI
  - ◆ Kantar Media
  - ◆ Nielsen
  - ◆ Verance
- ◆ Each has their specific application strengths

**EIDR**

Ad-ID™



# Benefits of Audio Watermarks

An open standard for ID-to-asset binding can enable a wide array of capabilities:

Increased speed, transparency and accountability  
in video content and advertising measurement

Improved media workflow automation  
within and between M&E entities

Fewer barriers to deploying  
cross-platform dynamic ad insertion

Enablement of new  
anti-piracy and copyright protection  
tools and methods for video and music

Triggering surveys,  
quizzes or coupons on  
mobile devices

Standardized tracking of  
assets and audience  
measurement across media  
platforms

Accelerated digital content  
locker adoption and complete  
long-tail content monetization

Improved automated content  
recognition and detection

Better second-screen integration and  
improved multi-screen content discovery

On-the-fly  
media asset assembly

Reduced asset storage  
and transmission costs

Simplified and  
less-costly media reconciliation

# Open Watermarks Standard

- ◆ CIMM worked with the Society of Motion Picture Television Engineers (SMPTE) to develop a specification for most use cases of audio watermarking and selected a technology provider based upon extensive tests
- ◆ Kantar Media Technology was selected
- ◆ Open Binding of Identifiers (OBID) – standardized technology used to identify **content and ads** via an open common method
  - ◆ Carries Ad-ID and EIDR identifiers
- ◆ OBID-TLC (Time Labels to Content) – standardized technology used to identify **content and ad distribution** via an open and common method
  - ◆ Includes a unique distributor identifier and a time/date stamp of when the content is aired

# Open Watermarks Standard

- ◆ CIMM worked with the Society of Motion Picture Television Engineers (SMPTE) to develop a specification for most use cases of audio watermarking and selected a technology provider based upon extensive tests
  - ◆ Suitable for detection via microphone, a hardwired connection, or as a software object embedded in a consumer device
- ◆ Kantar Media Technology was selected
- ◆ The audio watermarking technology does not interfere with:
  - ◆ Nielsen
  - ◆ Anti-piracy watermarks
  - ◆ New ATSC 3.0 (VP1) watermark

**EIDR**

**Ad-ID**



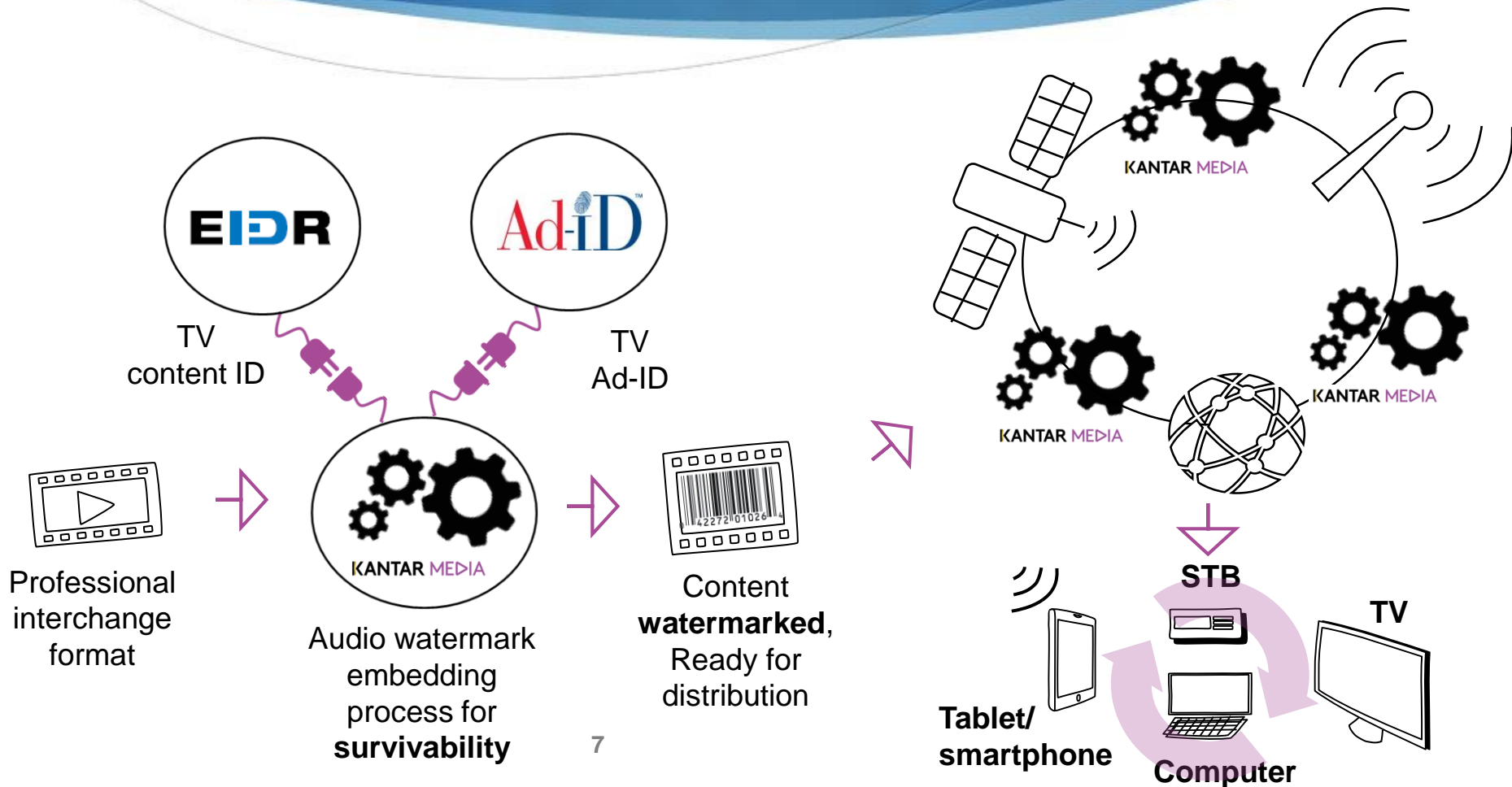
# Open Watermarks Standard

## OBID and OBID-TLC

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# How Does That Work?



# Proof of Concept Objective

## Prove the Value of the Technology

- ◆ Demonstrate the value of binding EIDR into CIMM member's video content
- ◆ Demonstrate the value of Ad-ID to track ads through the broadcast workflow
- ◆ Show how audio watermarking and other toolsets can be utilized for tracking content and ads through cross platform content identification
- ◆ Document and address key use cases



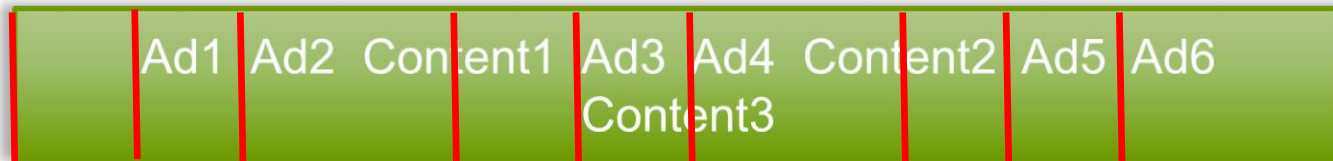


# Test Plan

- ◆ Demonstrate acoustic detection of EIDR and Ad-ID OBID watermarks inserted with the Kantar Media file based watermarking tool
  - ◆ 7 ads
  - ◆ Fox content
  - ◆ ABC B-roll
- ◆ Demonstrate insertion and acoustic detection of OBID-TLC watermarks using the real-time watermark embedder
- ◆ Provide feedback on the installation, configuration, and operation of the real-time OBID-TLC embedder
- ◆ Provide a test result file of resolved EIDR and Ad-ID data collected from the test content

# Test Overview

- ◆ Content was assembled/played back in a linear fashion



- ◆ When content was played back through the real-time embedder it was captured into a file containing OBID and OBID-TLC codes
- ◆ Capture the detection of EIDRs and Ad-IDs on an Android tablet detection tablet



# Conclusions

- ◆ The phase 1 lab tests of the technology are complete and were successful
- ◆ Standardization of the technology through SMPTE is nearly complete
- ◆ Adaption of the open technology will foster innovation of new media products, whether it be audience measurement, cross platform measurement, interactive services, content tracking, second screen applications, and more.
- ◆ CIMM and its partners will be hosting workshops and lab tests in the future
  - ◆ Looking for input on these workshops and lab tests
  - ◆ Interested in ideas for new innovative applications

# Thank you!

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