

WP7: Ad Recommendation Engine

Realeyes

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Automatic Sentiment Analysis in the Wild

Realeyes

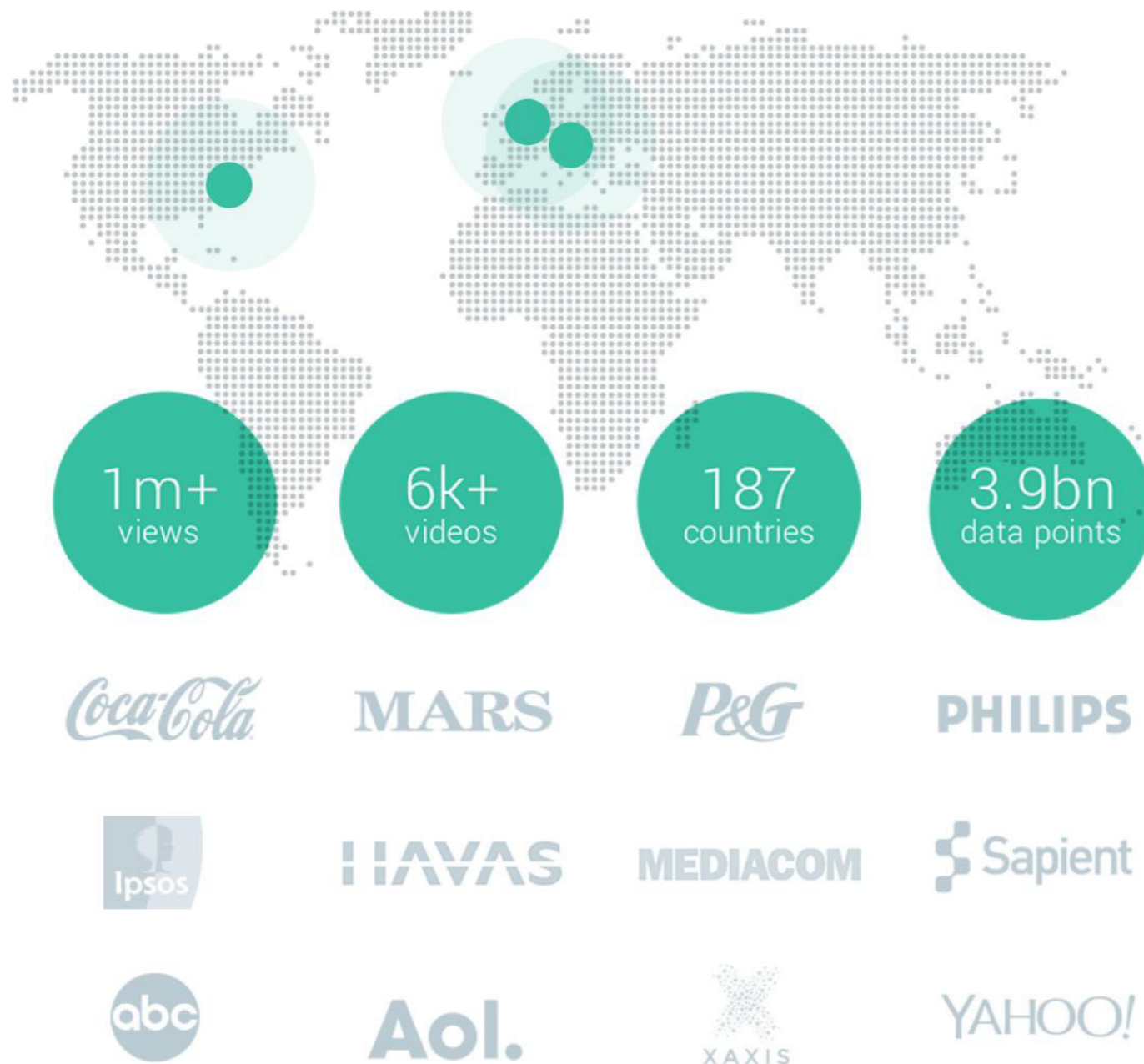
Founded at Oxford University

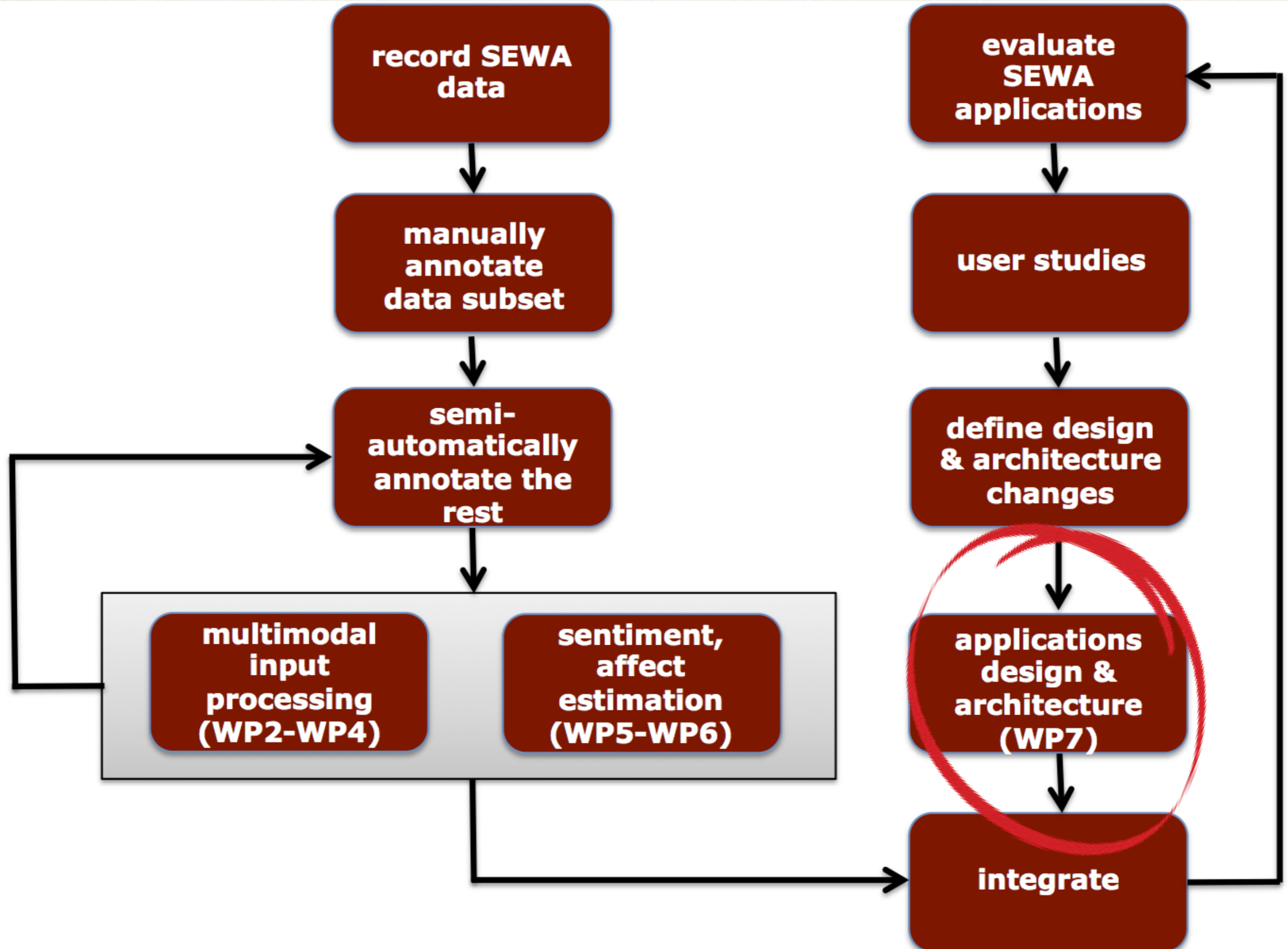
40+ top professionals in London, Boston and Budapest offices, 10 PhDs in R&D

Global technology leader in emotion measurement via webcam

Analytics value from largest emotions database linked to real-life outcomes

Growing SaaS sales to Brands, Agencies, and Media Companies





Sales Prediction Model

Social Media Prediction Model

Ad Recom. 2nd ver

Ad Recom. 3rd ver

Ad Recom. Baseline ver

Milestones	M1						M2						M3						M4					
Month	1	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	42			
WP1	Data acquisition and annotation						SEWA DB design and release																	
WP2	Development of robust and cross-language audio-visual features																							
WP3	Development of behavioural feature extraction (body language, FAU, vocalisations, etc.)																							
WP4							Development of continuous-valued audio-visual sentiment models																	
WP5							Development of behaviour similarity measures																	
WP6							Development of mimicry, rapport, recognition																	
WP7	Iterative requirements engineering and application development																							
WP8	Dissemination and communication activities; ethical review																							
WP9	Coordination and management																							

Objectives of WP7

- ❖ Report on user requirements for each SEWA application (D7.1)
- ❖ Initial version of the Ad Recommendation Engine (D7.2)
- ❖ Second version of the Ad Recommendation Engine (D7.4)
- ❖ Final version of the sentiment-driven Ad Recommendation Engine (D7.6)

User requirements

- ❖ Purpose of the ad recommendation engine:
 - Enable use emotional and behavioral information to show right ads to the right audience
- ❖ Why digital video advertising?
 - Projected spend \$28.08 billion in 2020 in US alone*
 - Core area of expertise for Realeyes, 5+ years experience
- ❖ Target user groups
 - The advertiser (brand owner)
 - The consumer (audience)
 - The publisher (content owner)

* <http://www.emarketer.com/Article/Digital-Video-Advertising-Continues-Expand/1013722>

User requirements

- ❖ How is it contributing to the existing industry methods?
 - Can be used for pre-testing to drive better targeting and ad design improvement
 - Richer second by second data, allowing better impact understanding
 - Links ad impressions with user impact and gives information about attitudinal impact of the ad
 - Fills the measurement gap with brand awareness campaigns
 - Fast and inexpensive (compared to similar methods, e.g. EEG)
 - Matching emotional level of the content with ads

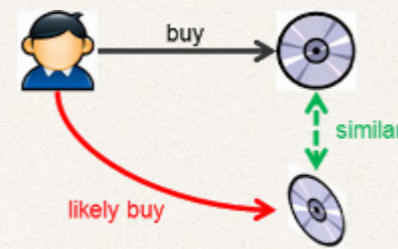
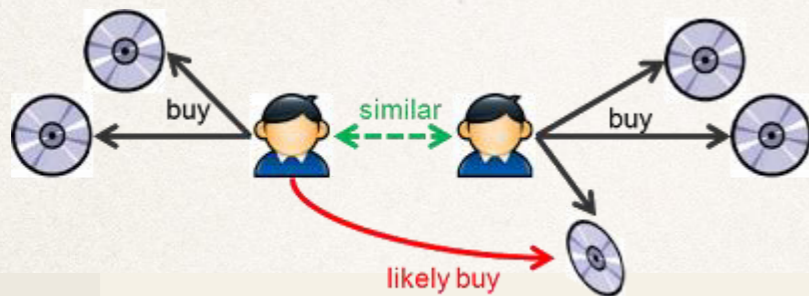
User requirements

- ❖ Solution development requires partner participation:
 - Brands:
 - Ultimate benefactor
 - Own crucial sales or social media data
 - Fully aware of any marketing campaigns or seasonality effects
 - Can help measure recommendation effectiveness
 - Data Management Platforms (DMPs):
 - Know what marketing campaigns are being executed
 - Fully aware and driven by the challenges of the target user groups
 - Compete to get higher quality data
 - Can help measure recommendation effectiveness

Ad Recommendation Engine

- ❖ A general recommender engine **predicts** a **score** that a **user** would add to an **item**. Items with the highest scores are then recommended to the user.
- ❖ Prediction can be based on matching **similarities** between users and items and on known preferences of the users (history): **integrated collaborative filtering approach**
- ❖ Our goal: recommend –show– maximally **relevant ads** to **viewers**.

Ad Recommendation Engine



User similarity
based

Item similarity
based

[<http://horicky.blogspot.hu/2011/09/recommendation-engine.html>]

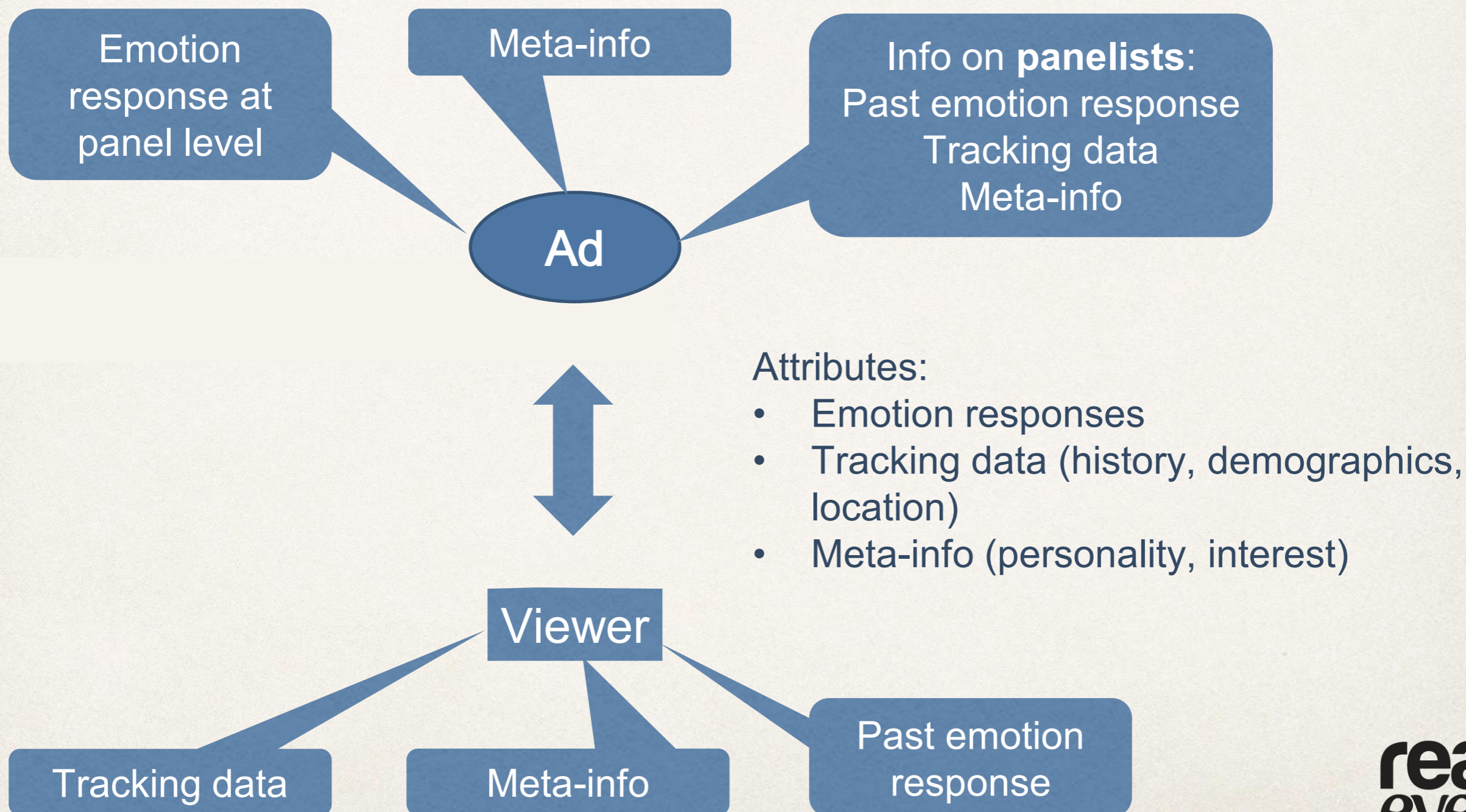
Challenges

- ❖ No individual rating or action available as a score for relevance
- ❖ Difficult to define similarities between ads
- ❖ Difficult to connect viewers' attributes with ads

Our solution

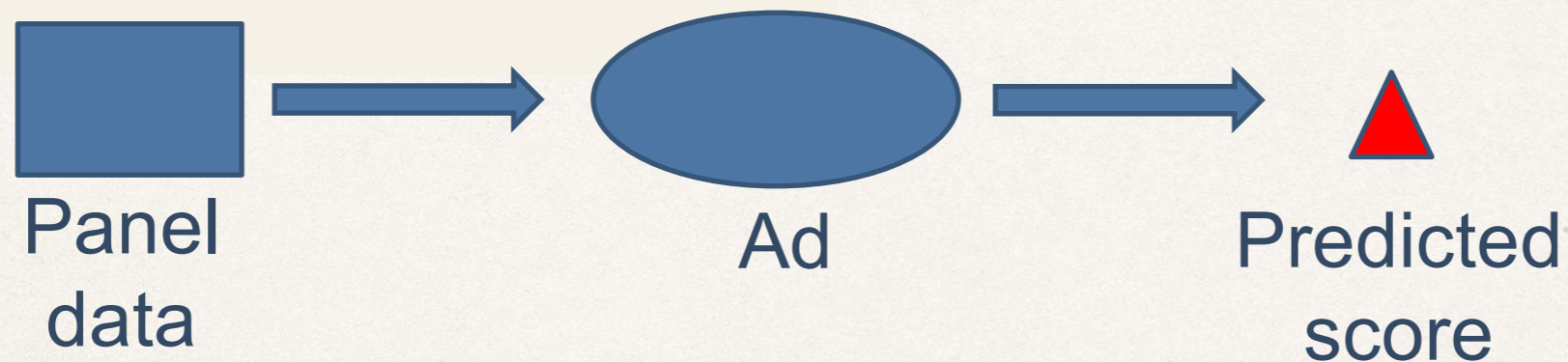
- ❖ **Relevance** can be defined by sales lift scores (ad's contribution to sales)
- ❖ Interaction between ad and viewer can be measured via **emotion responses**
- ❖ **Recommendations** can be made **at group level** (for user segments)
- ❖ **Viewers** can be clustered by similarities using **past emotion responses** and external attributes (tracking data, **meta-info**)
- ❖ **Ads** can be clustered by similarities of **emotion response profiles** (aggregate group responses)

Our solution – Attributes



Our solution – Audience Selection

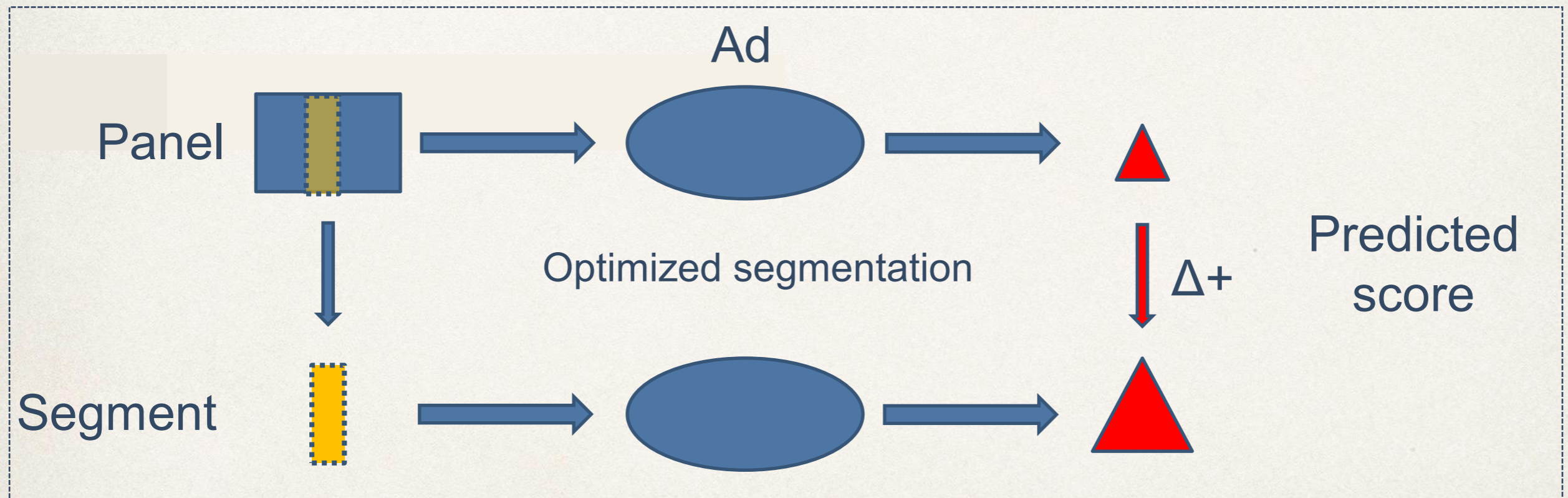
Step #1 Train a model that can predict sales performance of an ad (score) from emotion responses of viewers.



Such model can be used for recommendation of whether to air or not air the ad based on panel response data.

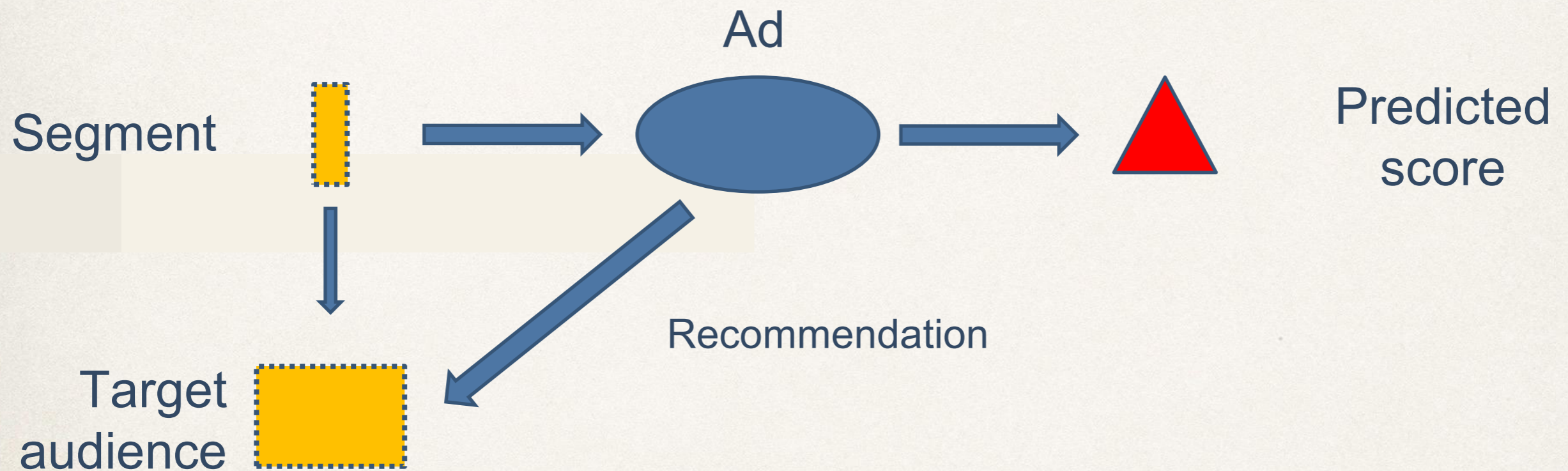
Our solution – Audience Selection

Step #2 For a given ad identify those viewers whose emotion responses would yield the highest predicted score.



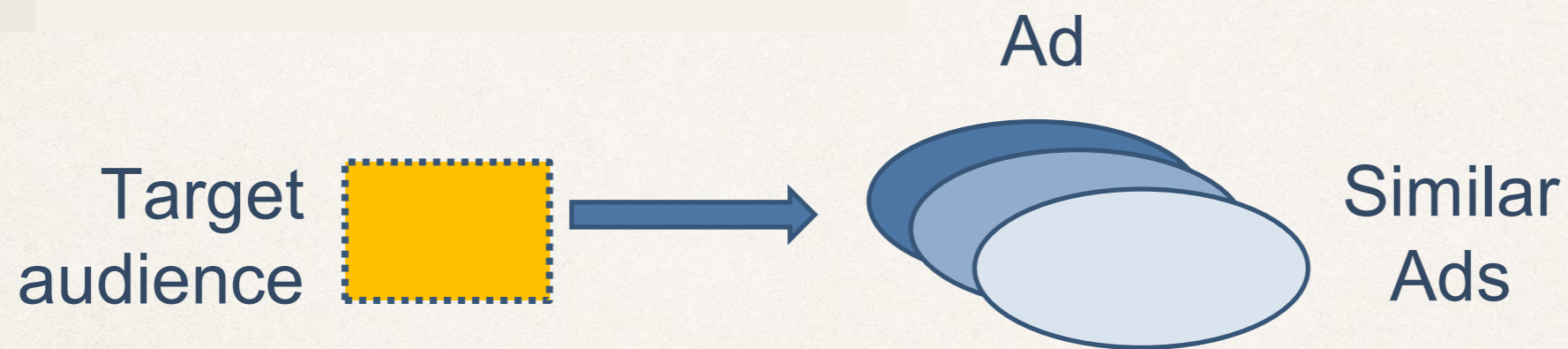
Our solution – Audience Selection

Step #3 Recommend the ad to viewers most similar to the ones selected above.

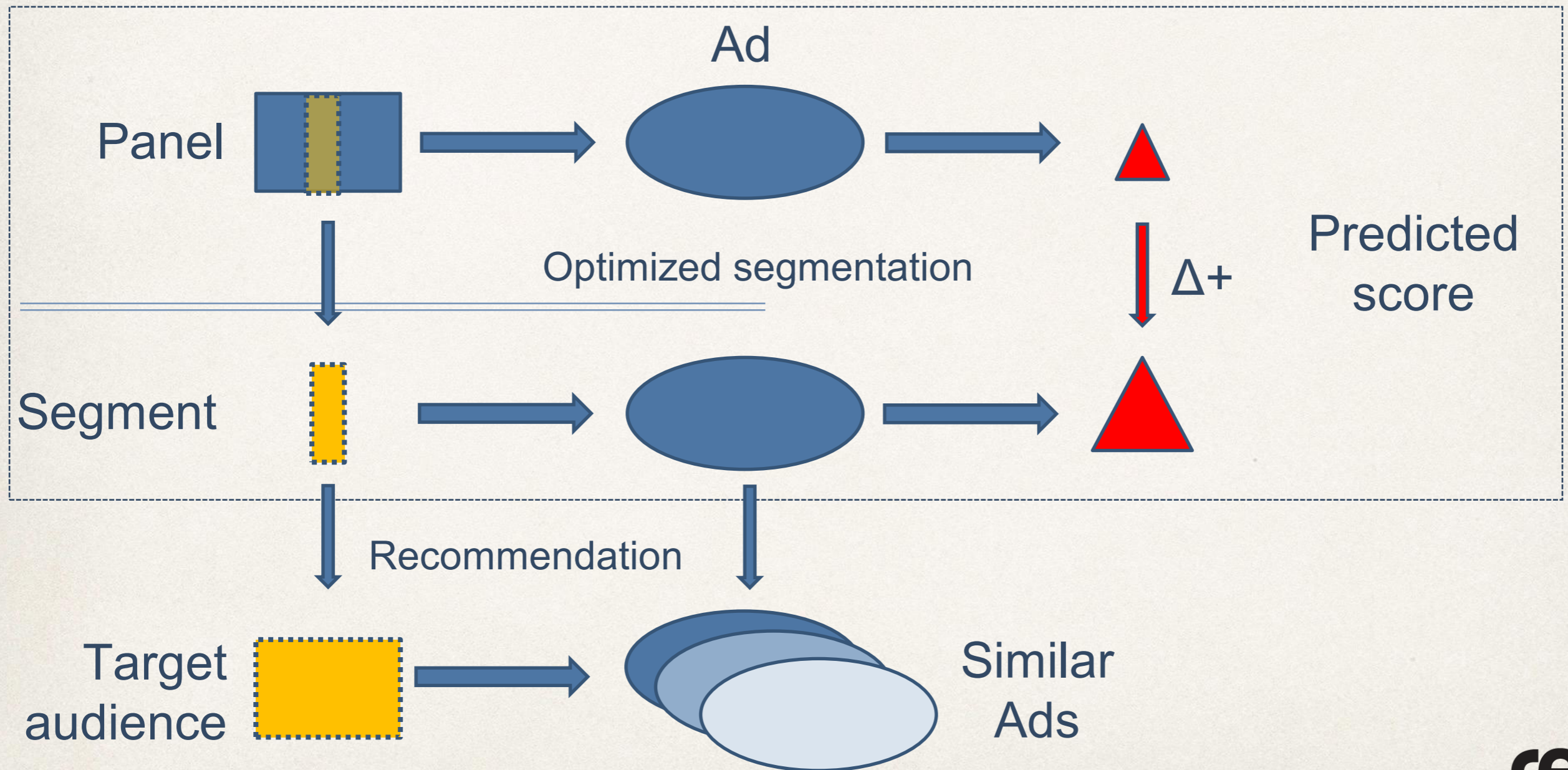


Our solution – Audience Selection

Step #4 For viewers with past measured emotion responses recommend new ads that will likely elicit emotion responses yielding high predicted scores.



Summary



Step #1: build a sales lift prediction model (M2-M14)

Task #1: Collect emotion responses from panel to ads with available sales lift data (provided by MARS)

Task #2: Exploratory Data Analysis for optimal data representation

Task #3: Create, fine-tune and validate predictive models.

Constraints: cost, speed, transparency

Results #1: Data Collection

Data collection:

- We have built an online, scalable, cloud-based, dynamic data collection platform that allows for cost optimization, demographics tracking and multi-modal data collection.
- World's largest emotion data (discrete facial expressions) linked to sales information (12k viewers, 149 ads, 42k views, 6 countries, 4 categories)

Results #2: Signals

Exploratory Data Analysis:

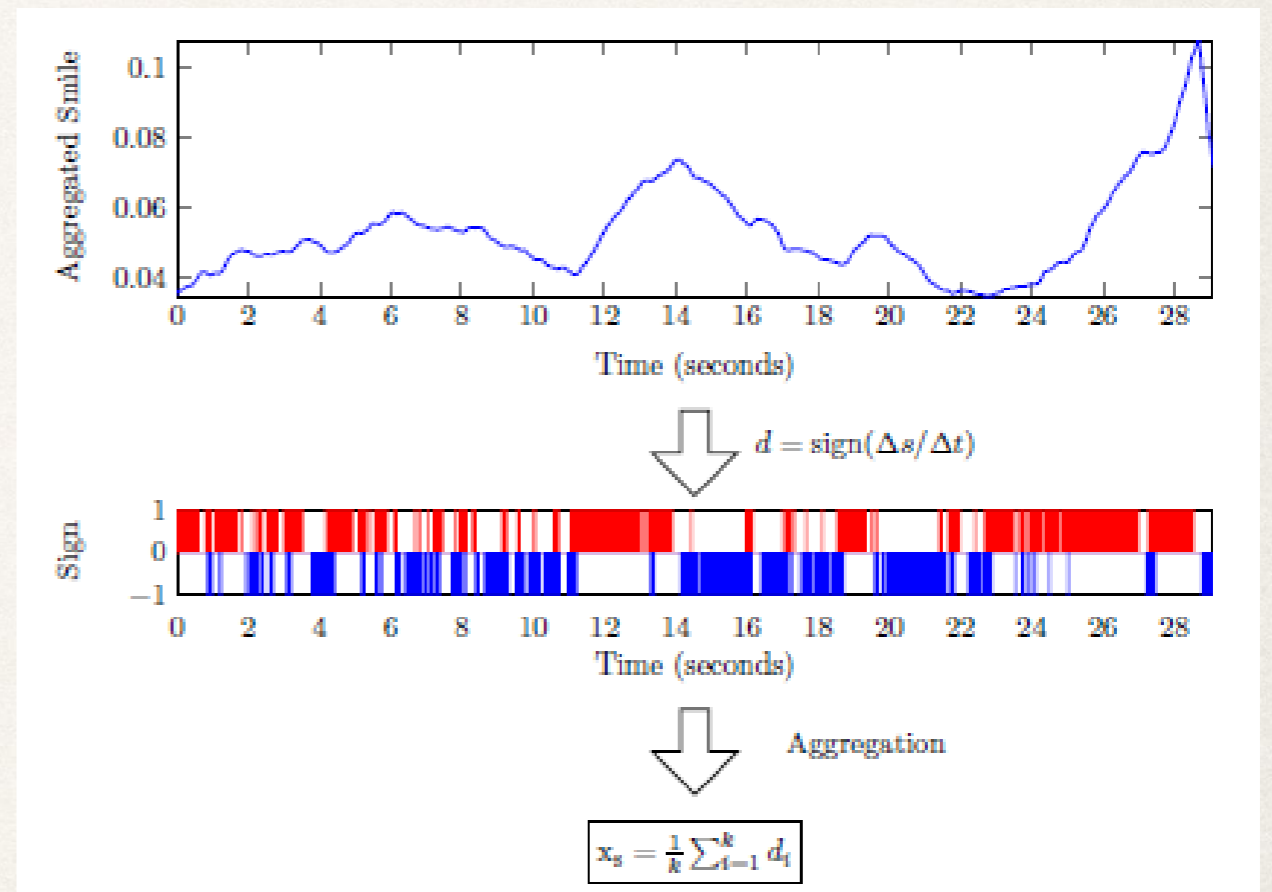
- Created hand crafted representations

based on existing shape alignment

methods and facial expression

classifiers (benchmark for SEWA

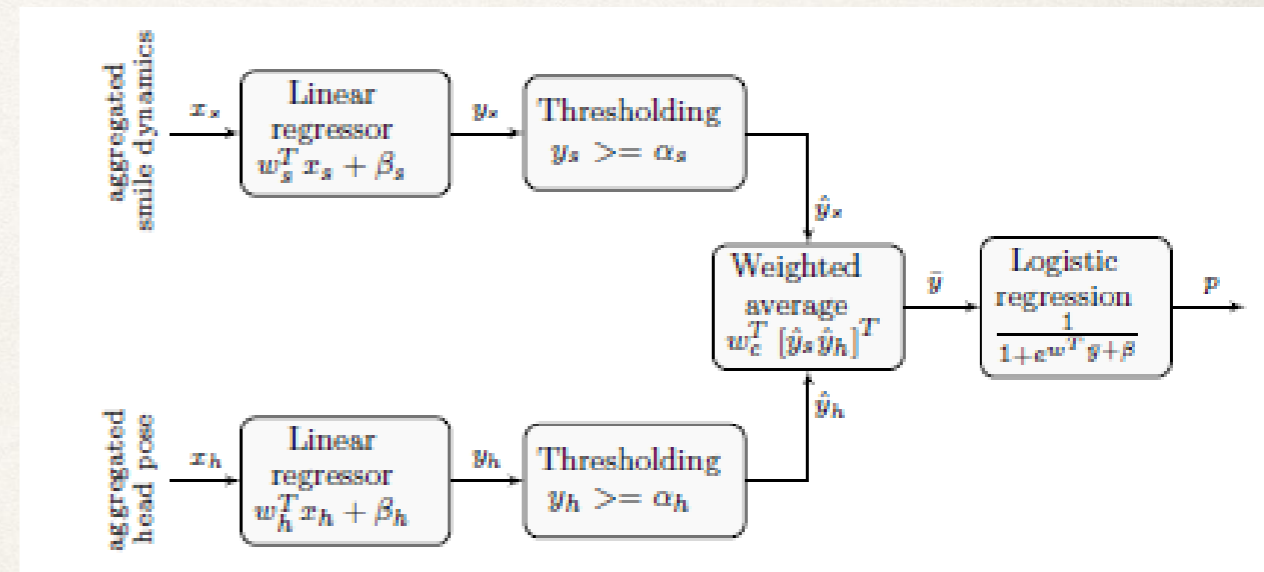
integrated versions)



“Smile Dynamics” signal

Results #3: Modelling

- We have built a low complexity ensemble model of simple linear regressors that can classify ads as high vs low performing in sales terms. Non-linearity is introduced via thresholding
- Modeling and results are submitted to the Special Issue of Image and Video Computing and presented at I-COM



Results #4: Validation

We have validated the obtained model by traditional k-fold Cross-Validation as well as by “Leave One Label Out” type validation scheme (to check robustness against factors not considered in the model like region or product category)

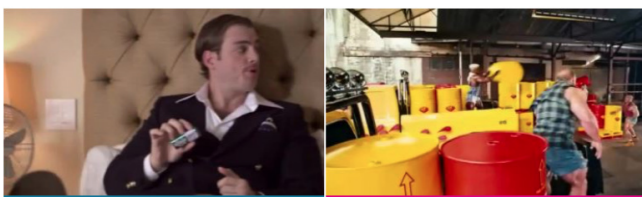
repeated 10-fold CV	Accuracy	ROC AUC
Dynamic model	72.7±2.3%	0.74±0.03
Random model	52.3±2.8%	0.50

Category	Acc.	ROC AUC	#low	#high
Chocolate	69.6%	70.0%	24	22
Food	75.0%	70.0%	10	2
Petcare	72.4%	69.4%	37	21
Wrigley	75.8%	70.2%	13	20
average	73.2%	69.9%		

Region	Acc.	ROC AUC	#low	#high
Australia	59.3%	68.8%	18	9
France	86.7%	85.7%	8	7
Germany	63.6%	67.7%	10	12
Russia	81.8%	71.4%	15	7
UK	79.4%	75.9%	20	14
USA	79.3%	82.0%	13	16
average	75.0%	75.1%		

Results #5: Product extension

Select media



Emotions

Happy	Confused	Disgusted	Sad
Scared	Surprise	Engagement	Negative
Valence			

Metrics

% of people	Average	Max	EmotionAll®
Predicted Sales			

Media

Sum	Compare	US Wrigley 2...	AU Wrigley 2...
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Gender

Sum	Compare	Female	Male
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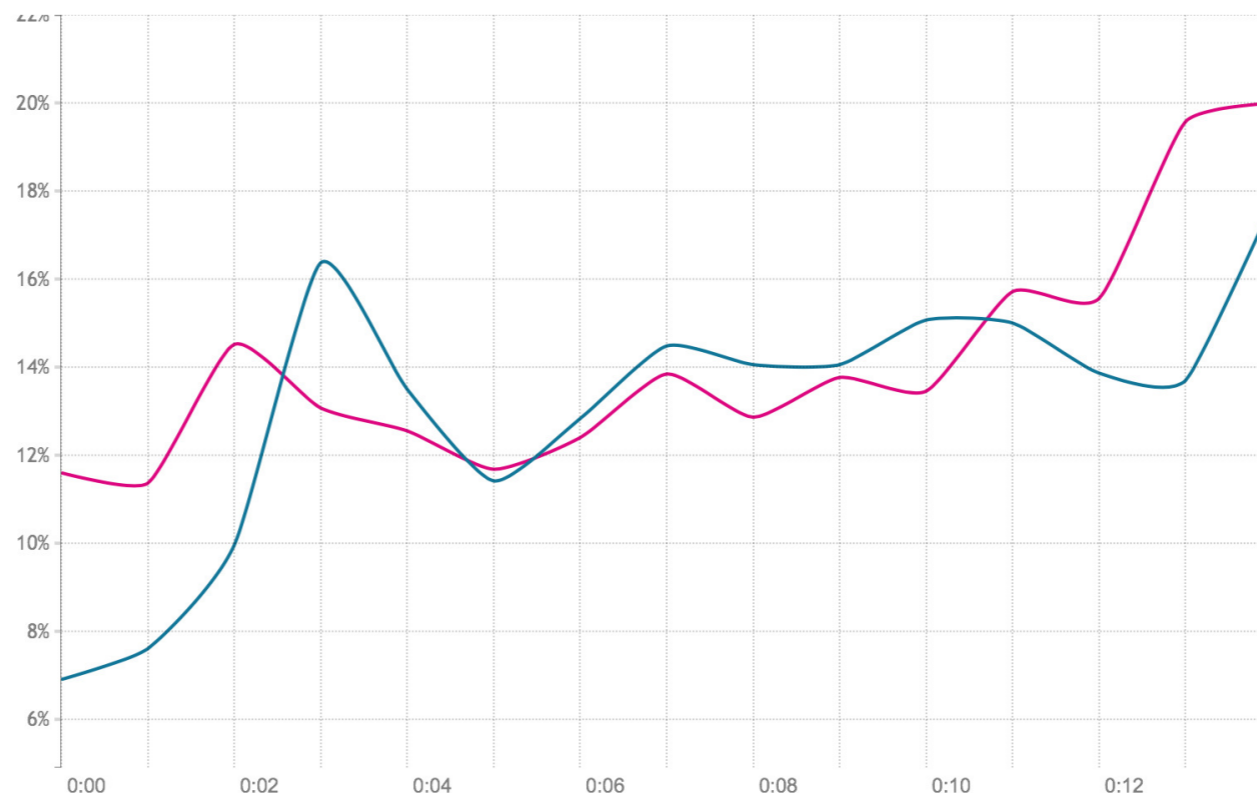
Age

Sum	Compare	29 or less	30-49
		50 or over	

Country

Sum	Compare	Australia	United State...
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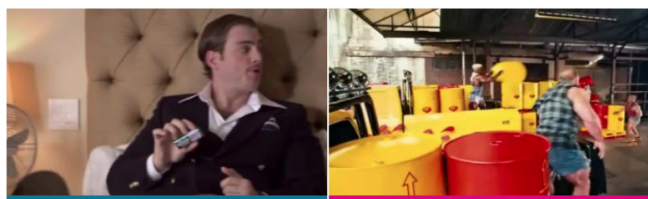
Norms
Chart views
Generate video
Export
Share



MEL build master-101 master-101	Views	Prediction	Probability	Happy
AU Wrigley 2013 Eclipse Chewy Mints Chew your way to fresh 15	263	Low Sales Lift	34%	<div style="display: flex; align-items: center;"> <div style="width: 13.1%; height: 10px; background-color: teal;"></div> 13.1% <div style="width: 14.5%; height: 10px; background-color: teal; margin-left: 10px;"></div> 14.5% </div>
US Wrigley 2014 Starburst Land of Intensity 15	299	High Sales Lift	53%	<div style="display: flex; align-items: center;"> <div style="width: 14.1%; height: 10px; background-color: pink;"></div> 14.1% <div style="width: 11.4%; height: 10px; background-color: pink; margin-left: 10px;"></div> 11.4% </div>

Results #5: Product extension

Select media



Emotions

Happy	Confused	Disgusted	Sad
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Valence			

Metrics

% of people	Average	Max	EmotionAll®
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Media

Sum	Compare	US Wrigley 2...	AU Wrigley 2...
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Gender

Sum	Compare	Female	Male
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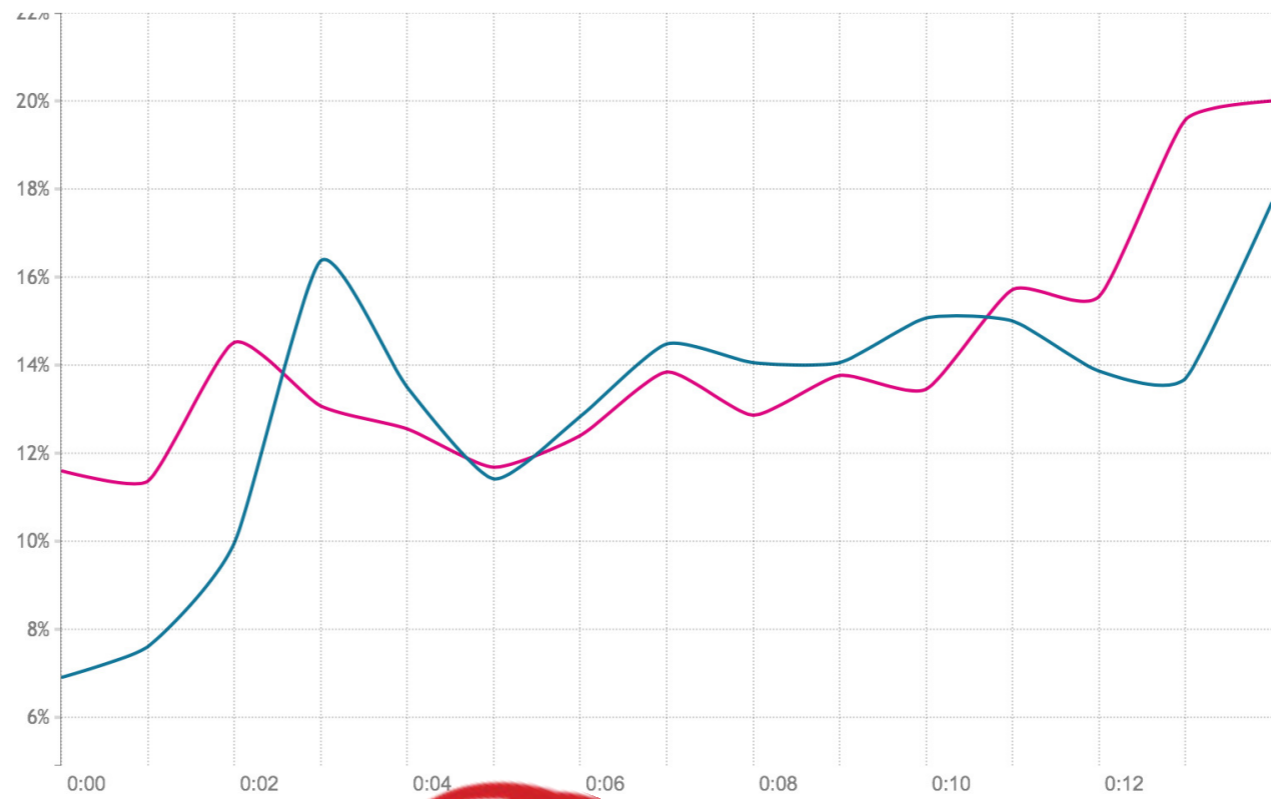
Age

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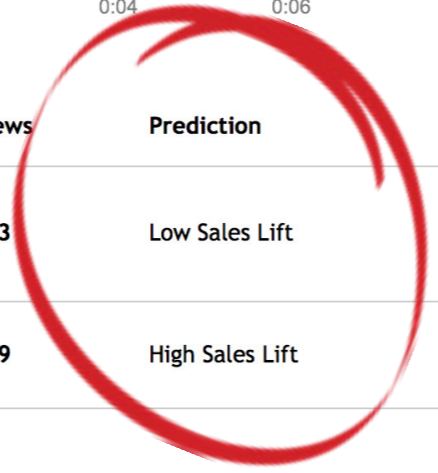
Country

Sum	Compare	Australia	United State...
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⚖ Norms
📊 Chart views
🔄 Generate video
➡ Export
🔗 Share



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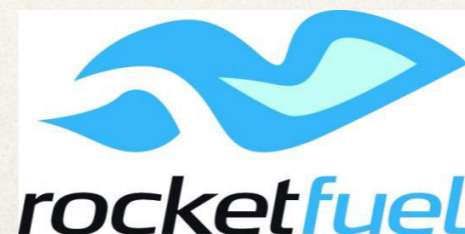
Step #2: Find optimal viewer segmentation (M14-M16)

- ❖ Challenge 1: find robust segmentation method for panels of moderate size
- ❖ Implement, test and validate **score driven** brute force **segmentation**
- ❖ Implement, test and validate similarity based **clustering** using emotion response and/or meta-info based viewer representation
- ❖ Idea: cluster responses based on **deviation from average**

Step #3: Recommend ads to most similar target audience (M16-M18)

- **Challenge 2:** define representations and similarity metric that can be used to identify target audience
- **Target variables:** Prediction accuracy, Brand Lift scores, View Through Conversion Quartiles, Click Through Rates
- **Benchmarking:** External validation with our partners

VisualDNA™



real
eyes

Work from M19

- ❖ Expand and improve ad recommendation engine with new **sentiment analysis technology** provided by SEWA partners. Evaluation will be done against our own baseline solution
- ❖ Improve audience segmentation by using non-sales data like **social media activity** (#views, likes or shares on Youtube, Facebook, Twitter)
- ❖ “**Instant prediction**” of emotion responses from audio-visual content and context. This would yield approximate ad matching and **fast targeting**.

Objectives

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