An audio fingerprint is a small set of features that uniquely identifies a song. An audio fingerprint can be used for broadcast monitoring, audience measurement, meta-data collection. The general framework for building an audio fingerprint includes a front-end and a fingerprint modeling block. This paper details various uses and properties of an audio fingerprint and also the various stages included in the front end. Two algorithms namely - PRH and MLH have been discussed.
A Review of Audio Fingerprinting and Comparison of Algorithms

- Modeling Audio Fingerprints: Structure, Distortion, Capacity by P. J. O Doets
- A Review of Audio Fingerprinting by Pedro Cano and Eloi Batlle.
- G. Richly, L. Varga, F. Kov´acs, and G. Hossz´u, &quot;Short-term sound stream characterisation for reliable, real-time occurrence monitoring of given sound-prints,&quot; in Proc. 10th Mediterranean Electrotechnical Conference, MEleCon, 2000
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- A Review of Algorithms for Audio Fingerprinting by Pedro Cano and EloiBatlle and TonKalker and JaapHaitsma
- Comparison of Algorithms for Audio Fingerprinting by Heinrich A. van Nieuwenhuizen, Willie C. Venter and Leenta M. J. Grobler
- Audio Fingerprinting Based on Multiple Hashing in DCT Domain Yu Liu, Hwan Sik Yun, and Nam Soo Kim, Member, IEEE

Index Terms

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Keywords
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