Abstract

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

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- Modeling Audio Fingerprints: Structure, Distortion, Capacity by P. J. O Doets
- A Review of Audio Fingerprinting by Pedro Cano and Eloi Batlle.
- F. Kurth, A. Ribbrock, and M. Clausen, &quot;Identification of highly distorted audio material for querying large scale databases,&quot; in Proc. AES 112th Int. Conv., Munich, Germany, May 2002.
- 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
A Review of Audio Fingerprinting and Comparison of Algorithms


- Audio Fingerprinting Based on Multiple Hashing in DCT Domain Yu Liu, Hwan Sik Yun, and Nam Soo Kim, Member, IEEE

Index Terms

Computer Science

Algorithms

Keywords

CBID  Philips Robust Hashing Algorithm  Multiple Hashing Algorithm