



# Song Recognition Using Audio Fingerprinting

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## Audio Fingerprinting

### How does it work?

- Use semantic features? **No**
- Use non-semantic features? **Yes**

### Require something that is

- Compressed
- Unique
- Invariant to degradation
- Invariant to effects



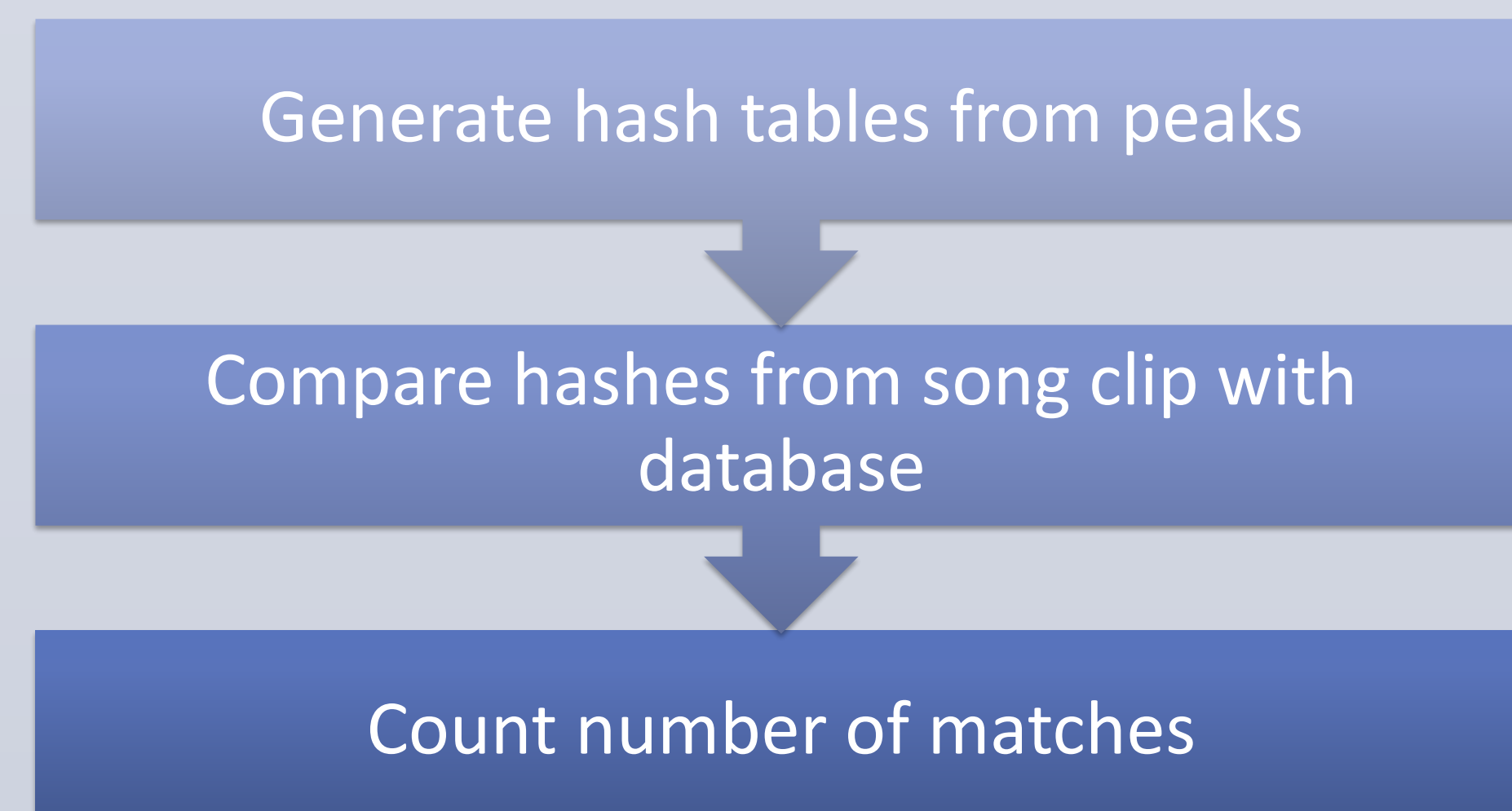
### Similar to Human Fingerprint

## Algorithm

### Create fingerprint

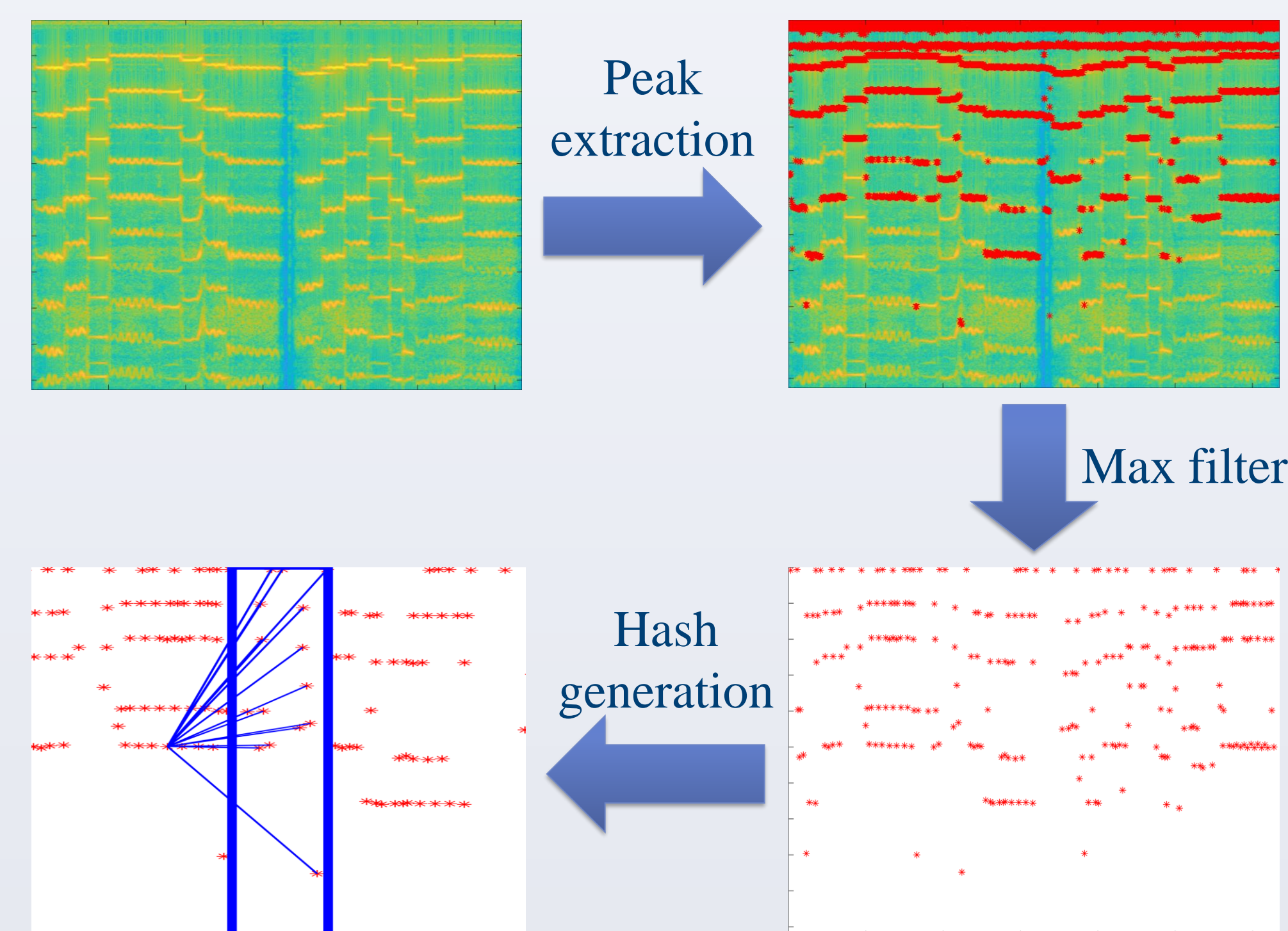


### Searching with hashes



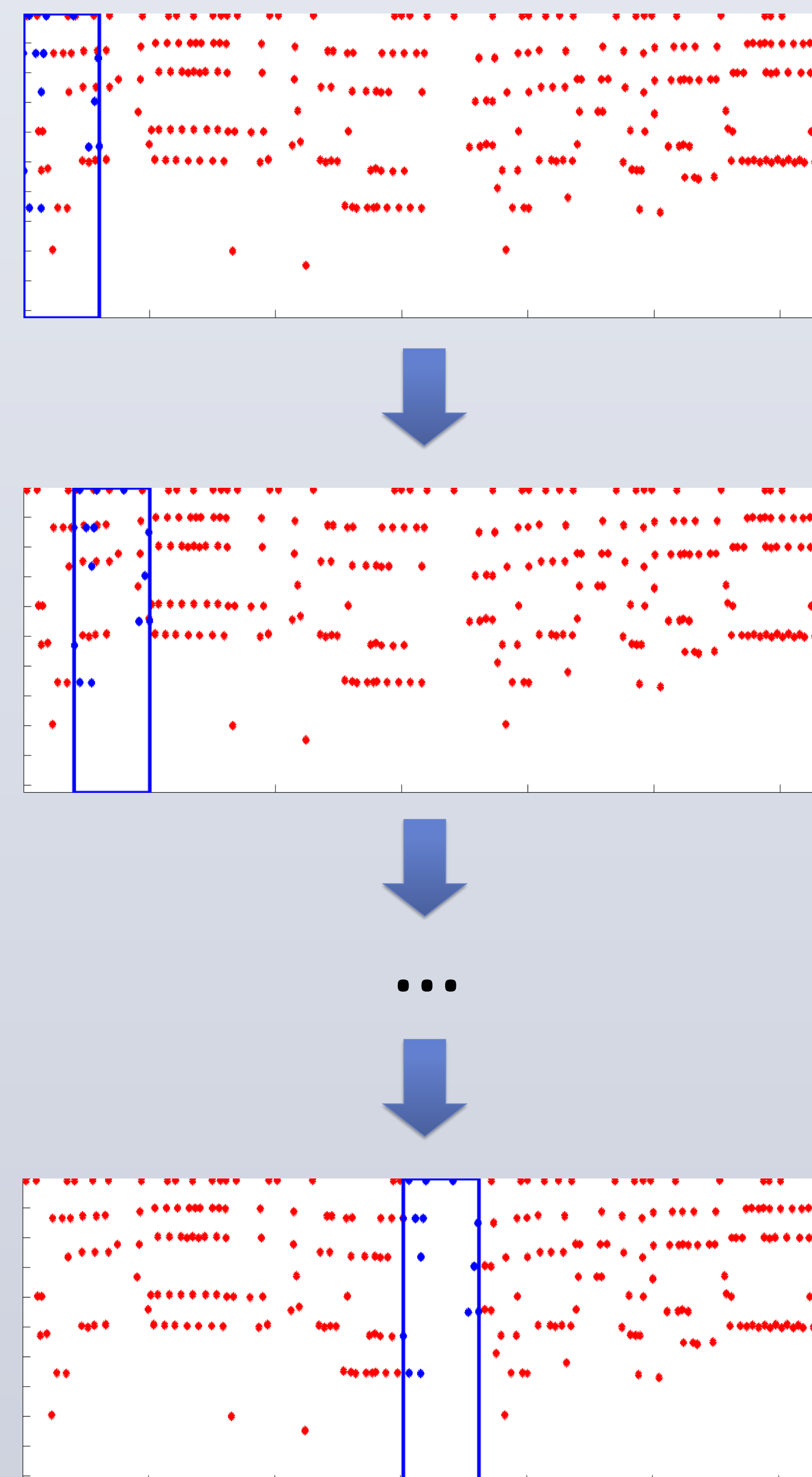
## Fingerprinting & Matching

### Fingerprinting



### Matching

simple slide and compare



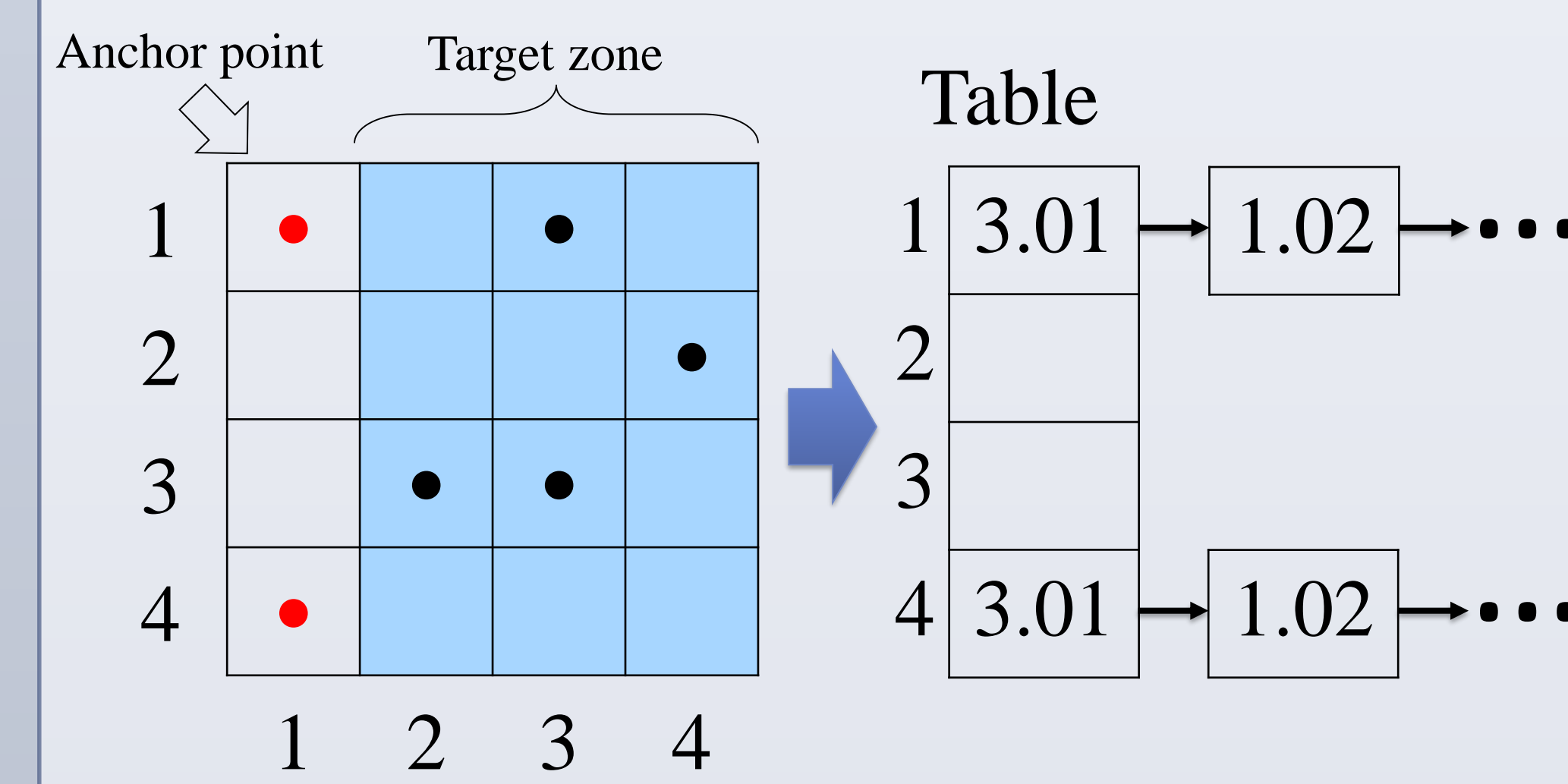
## Hash tables for quick searching

hashes consist of :

- Frequency of the anchor
- Frequency of the point
- Delta time between the anchor and the point

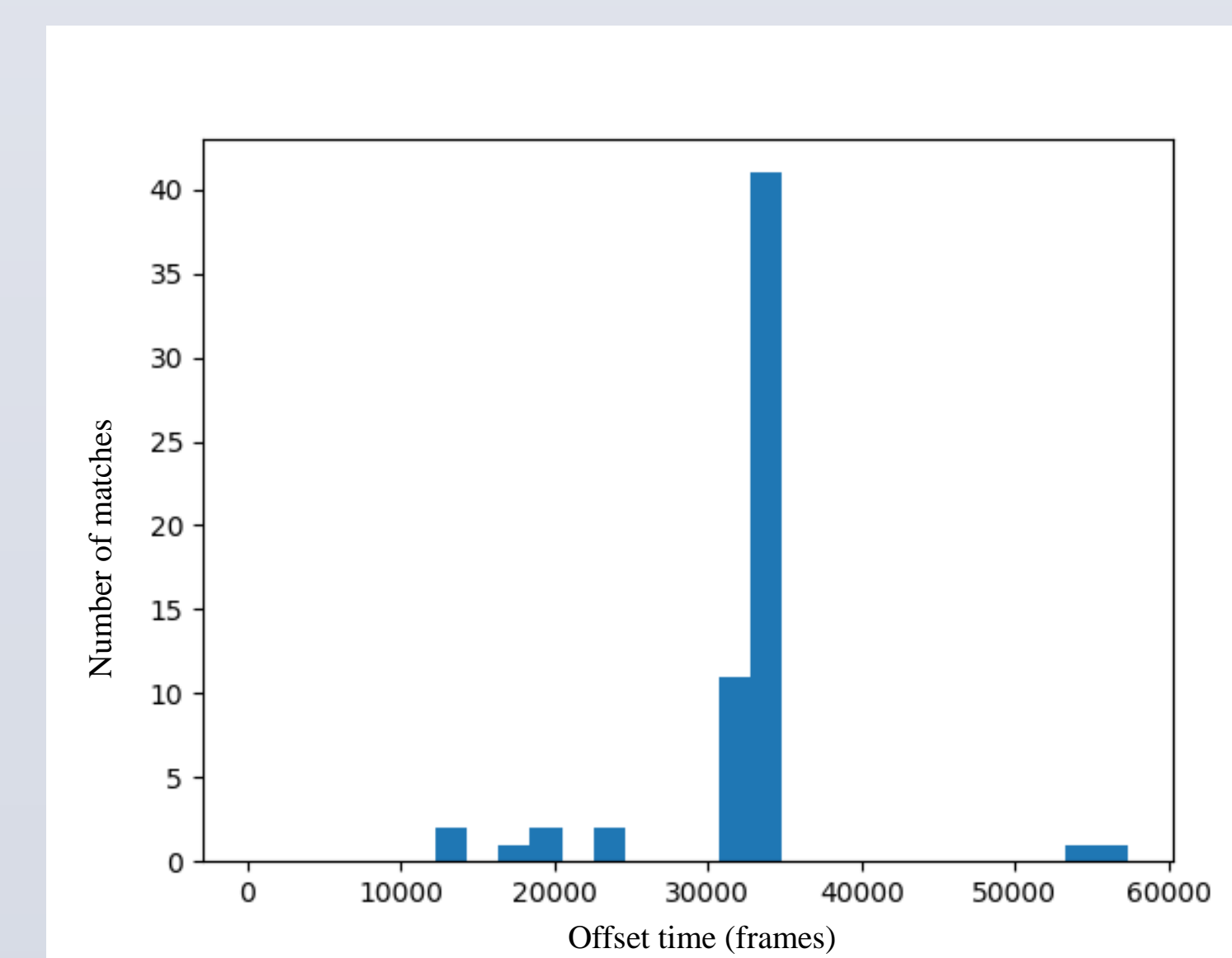
## Hash table generation

$$\text{Table}[f_{\text{anchor}}] = f_{\text{target zone point}} + \frac{\Delta t}{100}$$

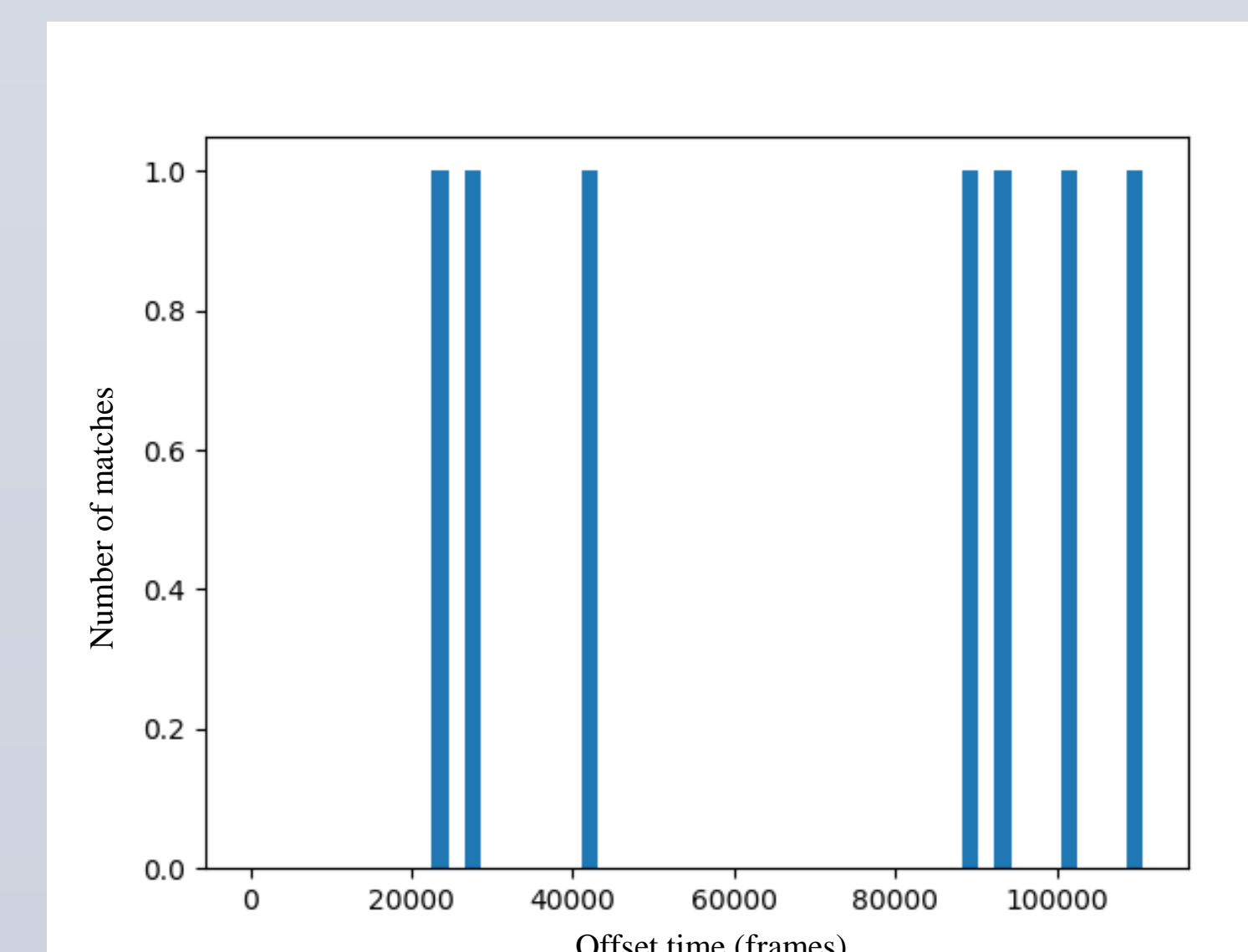


## Results

### Histograms of offset times for hash matches



(a) Correct song



(b) Incorrect song

## Tables of hash search results:

Comparing a clip of "Bistro Fada" with different noise levels to itself and three other songs.

Indexes:

- Ratio: no. of matches / total no. of hashes in clip;
- Histogram Max: max value of histogram for each comparison

-3 dB SNR		
Name	Ratio	Histogram Max
Bistro Fada	0.0651	40
Kamaloka	0.0091	6
Goodbye Pork Pie Hat	0.0115	6
The Star Boys	0.0429	22

1 dB SNR		
Name	Ratio	Histogram Max
Bistro Fada	0.0857	65
Kamaloka	0.0111	8
Goodbye Pork Pie Hat	0.0121	7
The Star Boys	0.0656	26

7 dB SNR		
Name	Ratio	Histogram Max
Bistro Fada	0.1797	99
Kamaloka	0.0124	5
Goodbye Pork Pie Hat	0.0183	5
The Star Boys	0.1217	37

15 dB SNR		
Name	Ratio	Histogram Max
Bistro Fada	0.4645	136
Kamaloka	0.0561	6
Goodbye Pork Pie Hat	0.0508	11
The Star Boys	0.2787	40

Original Song		
Name	Ratio	Histogram Max
Bistro Fada	0.6285	187
Kamaloka	0.0714	7
Goodbye Pork Pie Hat	0.0766	13
The Star Boys	0.3075	36

## References

- Wang, A. (2003, October). An Industrial Strength Audio Search Algorithm. In *ISMIR* (Vol. 2003, pp. 7-13).
- Müller, M. (2015). *Fundamentals of music processing: Audio, analysis, algorithms, applications*. Springer. pp. 360-370.