The authors suggest synchronization between music and video by the method of matching cost. In this method. The ups and downs of a video sequence is matched with that of music. The disadvantage of this approach is that the video and music are different entities. They also introduce the penalty in this method, which is a good thing. Since efficiency is a big thing in todays applications running on mobile devices . This application is mostly aimed at mobile devices. And if such applications are not efficient enough, then they will drain serious battery. But such derived features of matching cost are only effective to some extent. The way in which this algorithm works is that the videos with high peak frequency are preferred to match the music segments with fast pace and vice versa. The transition cost is a method which actually compares between fast paced video and music. This function is specially made for encouraging video transitions. Therefore, I suggest that this functionality may encourage the video transition most of the time . But it cannot encourage them everytime. This is because, the video and songs are based on emotions. Due to which a fast sad video can also be matched with a fast happy music and a slow happy video with a slow sad music. Therefore, in certain conditions, the method fails. Providing a duplication cost penalty is a good thing in this method. This is because, due to this cost additional cost is saved. This is used because of some segments of video and music which may be reused. Therefore, due to this penalty the application will be more efficient.

The optimization part has been implemented in this function solely for minimization of energy. As described earlier, the application is going to be used for mobile devices. Therefore efficiency is one of the main purposes of this application. This is also because, the mobile devices have limited power. The users expect mobile applications to be more and more efficient with respect to their battery powe Rendering becomes the final stage in which all the video segments are put together with music in a particular sequence. The final product of this is the video-audio synthesis. The authors have given some examples about the output. It includes various type of videos

Using MIDI format is one of the limitations of the algorithm. It is however an ageing format. Currently waveform and the MP3 format are burgeoning. Therefore, due to usw of the MIDI format, this technique cannot be used in the near future. Or if it has to be used then it has to be modified to work with mp3 and waveform. But implementing new techniques requires lot of work in this field. The authors also describe some of the advantages of the MIDI format over waveform and mp3 like editable audio representation. They suggest that such organization is required to perform deep analysis of the music. Such analysis may also pave way for

new methodologies for audio encoding, audio synthesis and audio editing.