**SYSTEM ANALYSIS**

**EXISTING SYSTEM:**

* The problem of protecting various types of multimedia content has attracted significant attention from academia and industry. One approach to this problem is using watermarking, in which some distinctive information is embedded in the content itself and a method is used to search for this information in order to verify the authenticity of the content.
* Many previous works proposed different methods for creating and matching signatures. These methods can be classified into four categories: spatial, temporal, color, and transform-domain. Spatial signatures (particularly the block-based) are the most widely used.
* Youtube Content ID, Vobile VDNA, and MarkMonitor are some of the industrial examples which use fingerprinting for media protection, while methods such as can be referred to as the academic state-of-the-art.

**DISADVANTAGES OF EXISTING SYSTEM:**

* Watermarking approach may not be suitable for already-released content without watermarks in them. Watermarking may not be effective for the rapidly increasing online videos, especially those uploaded to sites such as YouTube and played back by any video player.
* Spatial signatures weakness is the lack of resilience against large geometric transformations. Temporal and color signatures are less robust and can be used to enhance spatial signatures. Transform-domain signatures are computationally intensive and not widely used in practice.

**PROPOSED SYSTEM:**

* We present a novel system for multimedia content protection on cloud infrastructures. The system can be used to protect various multimedia content types.
* In our proposed system we present complete multi-cloud system for multimedia content protection. The system supports different types of multimedia content and can effectively utilize varying computing resources.
* Novel method for creating signatures for videos. This method creates signatures that capture the depth in stereo content without computing the depth signal itself, which is a computationally expensive process.
* New design for a distributed matching engine for high-dimensional multimedia objects. This design provides the primitive function of finding -nearest neighbors for large-scale datasets.
* The design also offers an auxiliary function for further processing of the neighbors. This two-level design enables the proposed system to easily support different types of multimedia content.
* The focus of this paper is on the other approach for protecting multimedia content, which is content-based copy detection (CBCD). In this approach, signatures are extracted from original objects. Signatures are also created from query (suspected) objects downloaded from online sites. Then, the similarity is computed between original and suspected objects to find potential copies.

**ADVANTAGES OF PROPOSED SYSTEM:**

* Accuracy.
* Computational Efficiency.
* Scalability and Reliability.
* Cost Efficiency.
* The system can run on private clouds, public clouds, or any combination of public-private clouds.
* Our design achieves rapid deployment of content protection systems, because it is based on cloud infrastructures that can quickly provide computing hardware and software resources.
* The design is cost effective because it uses the computing resources on demand.
* The design can be scaled up and down to support varying amounts of multimedia content being protected.