

Music Identification through Audio Fingerprinting

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Objective

- Extract small chunks of each song and fingerprint them.
- Store the chunks in an appropriate database schema.
- Fingerprint a 5 second audio given by user and identify the song being played.
- IMAGE

Sampling

- Music is typically sampled at 44100 kHz.
- This is because of a theorem by Nyquist and Shannon which requires $f_d \geq 2f_{max}$.
- Maximum frequency, in this case, of course is 20 kHz which leads our sampling rate to be 44100 kHz.
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