ABSTRACT

In the age of the internet, the music industry has yet to find ways to keep unauthorized copying, alteration, and distribution of material off the internet. Conventional methods of protecting copyright cannot cope with an era where digital files are so easily editable and copiable. Perceptual hashing is revolutionary because it produces distinct fingerprints of audio content that will remain recognizable when minor changes are made. Perceptual hashing, unlike cryptographic hashing that completely transforms with even slight data changes, will retain similarity and hence copyright infringement can be identified even when a file is pitch-shifted, sped up, or changed a bit. As a mediator between raw sound and digital copyright protection, perceptual hashing complements the potential for tracing and safeguarding intellectual property in a changing digital world. Combined with its application blockchain technology, the chance for a more effective protection of copyrights is increased multiple times. The transparency and tamper-resistance of blockchain ensure that a dedicated perceptual hash of an audio track becomes an unconditional, tamper-clear indication of ownership. Decentralization of blockchain prevents false claims and pretended modification, thereby making it a legitimate way of protecting copyrights. Additionally, smart contracts enhance the process even further by automatically issuing royalty payments and licensing terms without any middleman interference. Authors and copyright owners can then make fair use terms and get real-time, direct royalties every time their music is utilized. By combining perceptual hashing with blockchain, the music world can begin to have a more secure, transparent, easy understandable and artist-friendly system of intellectual property rights

ACKNOWLEDGEMENT

First and foremost, we thank the **LORD ALMIGHTY** for his abundant blessings that is showered upon our past, present and future successful endeavors.

We extend our sincere gratitude to our college management and Principal **Dr.S.Arivazhagan M.E, Ph.D.,** for providing sufficient working environment such as systems and library facilities. We also thank him very much for providing us with adequate lab facilities, which enable us to complete our project.

We would like to extend our heartfelt gratitude to **Dr. J. Rajasekar M.E., Ph.D.,**Professor and Head, Department of Computer Science and Engineering, Mepco Schlenk

Engineering college for giving us the golden opportunity to undertake the project of this nature and for his most valuable guidance given at every phase of our work.

We would also like to extend our gratitude to **Dr. P. Vinoth M.E., Ph.D.,** Assistant Professor, Department of Computer Science and Engineering, for being our project coordinator and directing us throughout our project.

We would also like to extend our gratitude to **Dr. N. Kavitha M.E., Ph.D.,**Assistant Professor, Department of Computer Science and Engineering for being our project guide and for her moral support and suggestions. She has put her valuable experience and expertise in directing, suggesting and supporting us throughout the project to bring our best.

Our sincere thanks to our beloved **faculty members and lab technicians** for their help over our project work.

Finally, we extend our indebtedness towards our beloved **family and our friends** for their support

TABLE OF CONTENTS

CHAPTER NO	CONTENTS	PAGE
NO	ABSTRACT	i
	ACKNOWLEDGEMENT	ii
	LIST OF TABLES	v
	LIST OF FIGURES	vi
	LIST OF ABBREVIATIONS	
1	INTRODUCTION	
1.1	Project Description	10
1.2	Purpose of the Project	13
1.3	Objectives of the Project	14
1.4	Outcomes of the Project	14
1.5	Organization of the project report	14
1.6	Summary	14
2	LITERATURE SURVEY	
2.1	PANAKO 2.0 – Updates for the Acoustic Fingerprint System	16
2.2	Accuracy comparisons of fingerprint-based song recognition approaches using very high granularity	17
2.3	OLAF: A lightweight, portable audio search system	18
2.4	A Decentralized Music Copyright Operation Management System Based on Blockchain Technology	19
2.5	Analysis of Perceptual Hashing Algorithm in Image Manipulation Detection	20
2.6	Shallow and deep feature fusion for digital audio tampering detection.	21

2.7	Analyzing the performance of the OLAF framework in the context of identifying music in movies	22
2.8	Signal Processing: Image Communication	23
2.9	A secured distributed detection system based on IPFS and blockchain for industrial image and video data security	24
2.10	Hamming distributions oof popular perceptual hashing techniques	24
2.11	Summary	25
3	SYSTEM STUDY	
3.1	Existing system	26
3.2	Proposed System	27
3.3	Summary	28
4	SYSTEM DESIGN	
4.1	System Architectural Design	29
4.2	Module description	
4.2.1	Perceptual Hash Generation	30
4.2.2	Smart Contract	31
4.2.3	Similarity Check	31
4.2.4	Decentralized Storage (IPFS)	31
4.2.5	MetaMask Integration	32
4.3	Summary	32
5	SYSTEM IMPLEMENTATION	
5.1	Perceptual Hashing	33
5.2	OLAF Similarity	35
5.3	Summary	37

6	RESULTS AND DISCUSSIONS	
6.1	Experimental Setup	38
6.2	Similarity Comparison	38
6.3	Gas Usage Comparison	43
6.4	Scalability and Efficiency Issues	46
6.5	User Interface	48
6.6	Summary	49
7	CONCLUSION AND FUTURE ENHANCEMENT	
7.1	Conclusion	50
7.2	Future Enhancement	51
7.3	Social Impact	52
7.4	Applicability	53
	APPENDIX I	55
	APPENDIX 2	56
	REFERENCES	74

LIST OF TABLES

TABLE NO.	TABLE NAME	PAGE NO.
6.1	Similarity Comparison between Chromaprint and Panako 2.0+ OLAF	39
6.2	Gas Usage Comparison between Existing System and Proposed System	46

LIST OF FIGURES

FIGURE NO	FIGURE NAME	PAGE NO
4.1	A blockchain-based framework for secure and efficient audio copyright protection using perceptual hashing and decentralized storage	29
6.1	Audio Similarity Comparison Across Conditions	43
6.2	Gas Usage Comparison	44
6.3	Original Audio Upload	48
6.4	Pirated Audio Unload Failed	49

LIST OF ABBREVIATIONS

ABBREVIATION EXPANSION

AAC Advanced Audio Coding

AI Artificial Intelligence

Blockchain A decentralized, distributed digital ledger that

records transactions across many computers in a

secure and immutable way

CID Content Identifier

Dapp Decentralized Application; an application that

runs on a blockchain network, often using smart

contracts

DCT Discrete Cosine Transform

DTW Dynamic Time Warping

GAN Generative Adversarial Network

Ganache A personal local Ethereum blockchain used for

testing and development of smart contracts

Gas A unit that measures the amount of computational

effort required to execute operations, such as transactions or smart contracts, on the Ethereum

network

HADES Hierarchical Audio Description and Encoding

System

IPFS Inter Planetary File System

LLE Locally Linear Embedding

LPF Low Pass Filter

MFCC Mel Frequency Cepstral Coefficients

MP3 MPEG1 Audio Layer 3

NFT Non- Fungible Token

Node.js A JavaScript runtime built on Chrome's V8

engine that allows for server-side scripting and

backend development

OLAF Overly Lightweight Acoustic Fingerprinting

PCA Principal Component Analysis

PIA Protected Intellectual Assets

Solidity A statically typed programming language

designed for developing smart contracts on Ethereum and other blockchain platforms

SURF Speeded Up Robust Features

Truffle A development framework for Ethereum that

provides tools for compiling, deploying, and

testing smart contracts

URI Uniform Resource Identifier

Web3.js A JavaScript library that allows interaction with

the Ethereum blockchain via HTTP or WebSocket

connections to an Ethereum node