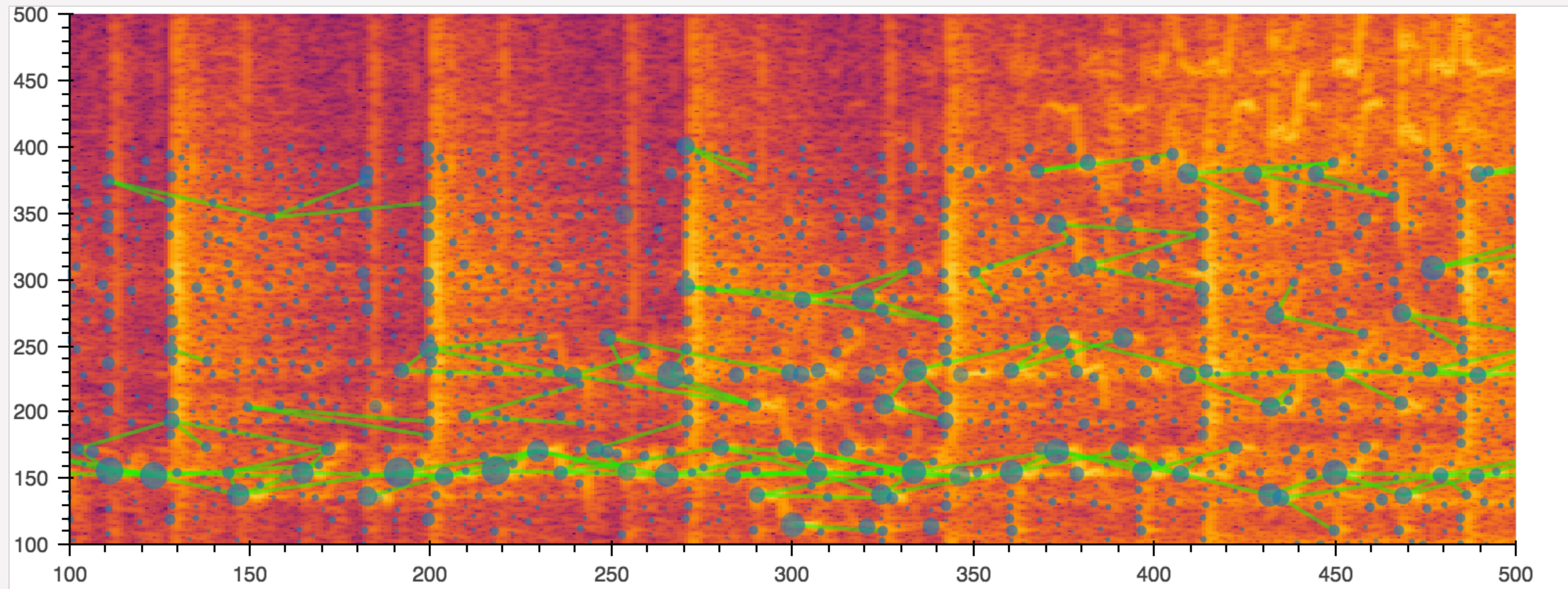
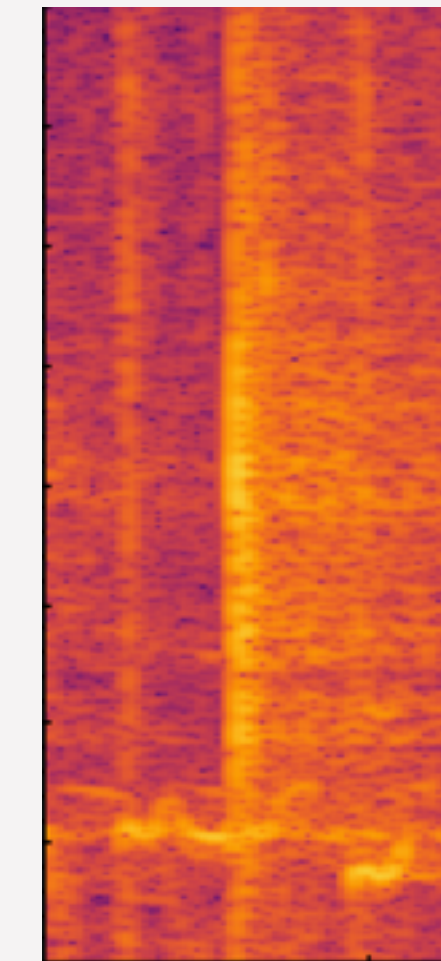


# Audio fingerprinting





# Audio fingerprinting



**Input (InputLayer)**

Output shape: **(None, 256, 32, 1)**

**ConvBlock\_1 (ConvLayer)**

Input shape: **(None, 256, 32, 1)**

Output shape: **(None, 128, 16, 128)**

**ConvBlock\_2 (ConvLayer)**

Input shape: **(None, 128, 16, 128)**

Output shape: **(None, 64, 8, 128)**