# An industrial-strength- audio search algorithm

Papers We Love, Montreal July 26, 2017

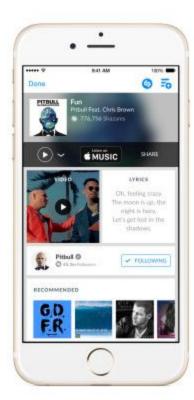


## SHAZAM











#### What is Shazam?

- Identifies exact tracks of music.
- Only needs small samples (seconds)
- Robust to noise

#### What isn't Shazam

Not designed to detect live recordings.

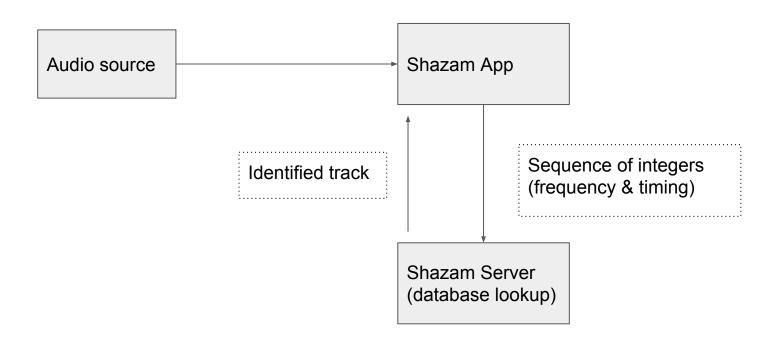


#### Shazam is old

Introduced in 1999!



#### Basic idea: audio fingerprinting



## Two key pieces to Shazam:

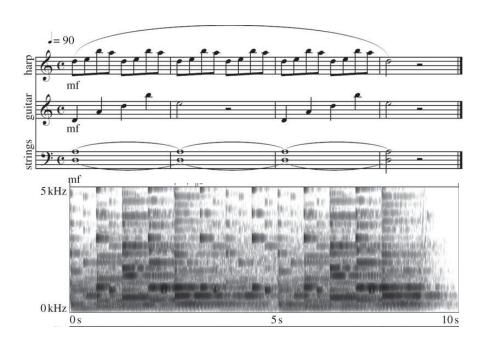
- 1) Construction of "fingerprints"
  - a) Contain frequency and timing information
- 2) Lookup of fingerprints

## Part 1: Construction of the fingerprints

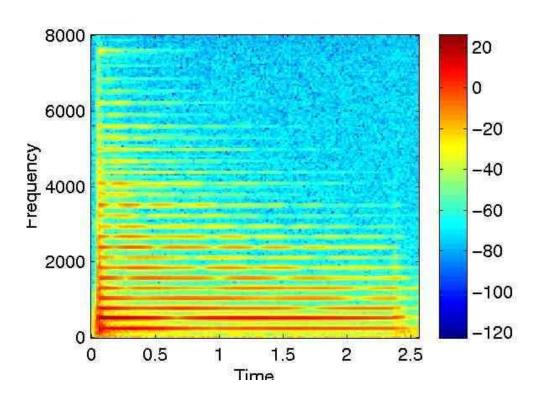
#### Spectrograms and Sheet music

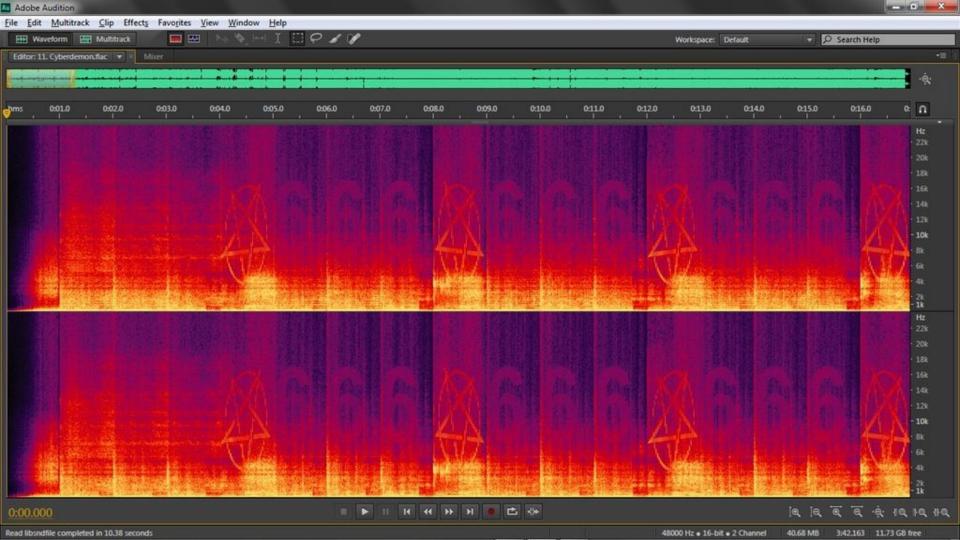


## Spectrograms and Sheet music

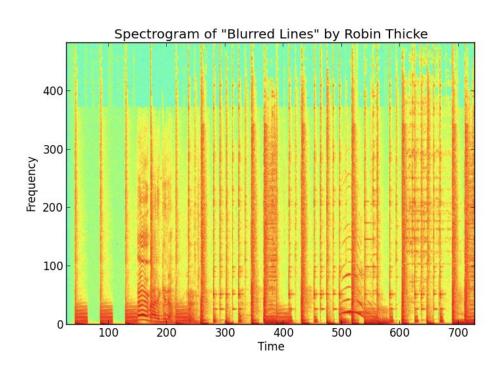


## Piano C4 note (~260Hz fundamental freq)

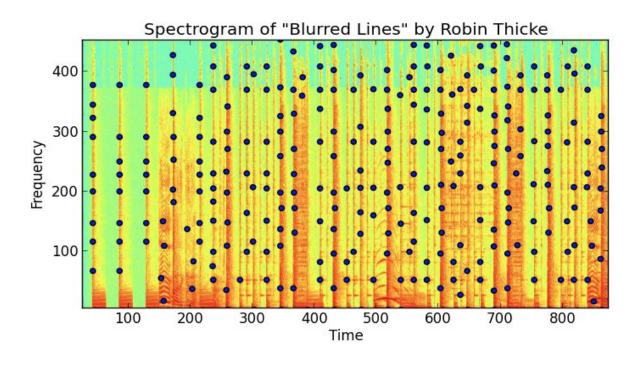




## How to select interesting frequencies?



#### Peak detection



- Extremely robust to noise
- Highly reproducible

## Open source implementation!

https://github.com/worldveil/dejavu

Uses scipy's maximum\_filter for peak detection.

#### Constructing the hashes 1: quantization

Frequencies are binned into 1024 values

=> We only need 10 bits to encode a quantized frequency.

## Constructing the hashes 2: a wrong idea

What if we sent off the locations of the peaks?

In other words, send (quantized)

(time\_offset, frequency)

What's wrong with this?

#### Lookup on the database is the problem

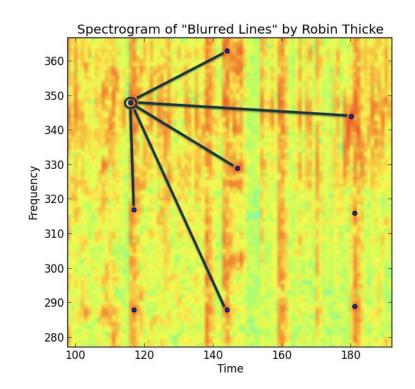
- We can't key off the pair (time\_offset, frequency): database would be enormous, and processing would be terrible.
- Frequency alone leads to many prospective matches.

#### Shazam's solution: look at frequency pairs

```
Anchor: (t0, f0)
Target: (t1, f1)
```

Hash is 32-bit integer of:

```
[10 bits f0,
10 bits f1,
10 bits (t1 - t0)]
```



#### Server side:

Only need a linear scan of each track to generate fingerprints

## Part II: Looking up fingerprints

#### Server side: lookup

Song 123: h0:t0 123, h8:t8 123

```
Incoming stream: h0:t0, h1:t1, h2:t2, ...

(recall each hash = [freq0, freq1, time_delta])

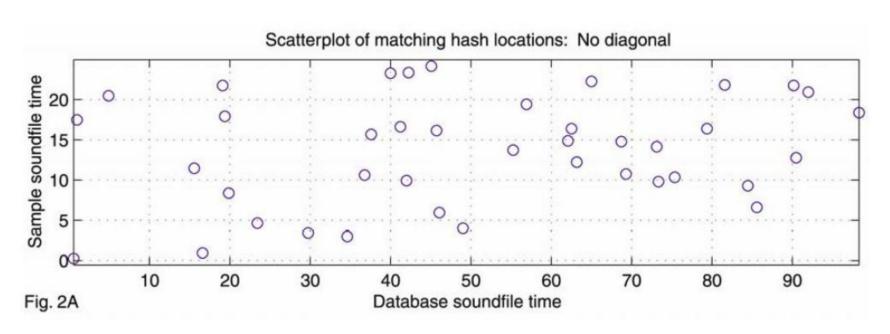
Form buckets:

Song_xyz: h1:t1_xyz, h4:t4_xyz. h7:t7_xyz

Song_abc: h0:t0_abc, h1:t1_abc, h3:t3_abc, h5:t5_abc, h6:t6_abc
```

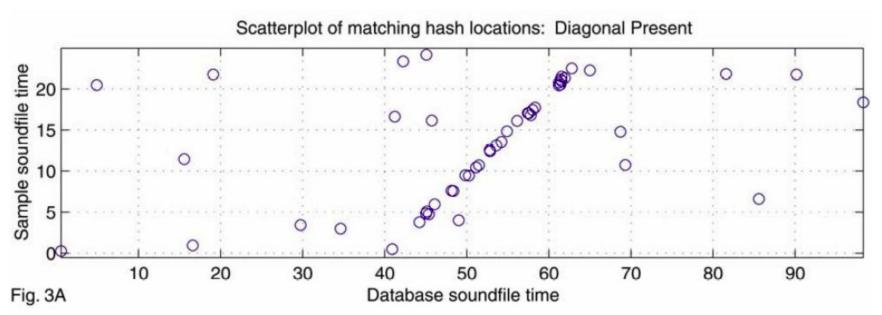
#### Server side: computing correlations

Bad match: many key matches but not time-aligned



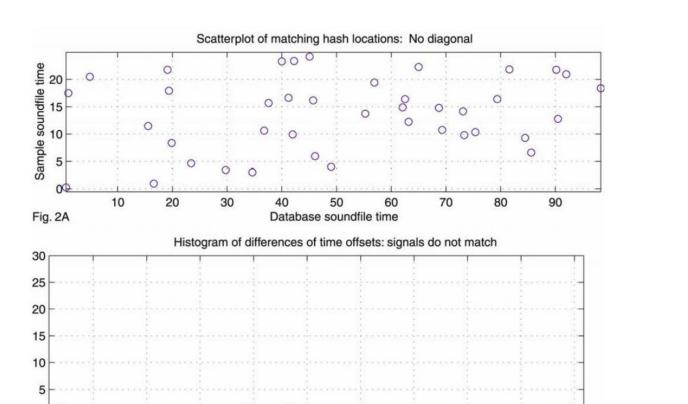
#### Server side: computing correlations

Good match: many are time-aligned



#### How does shazam measure correlations?

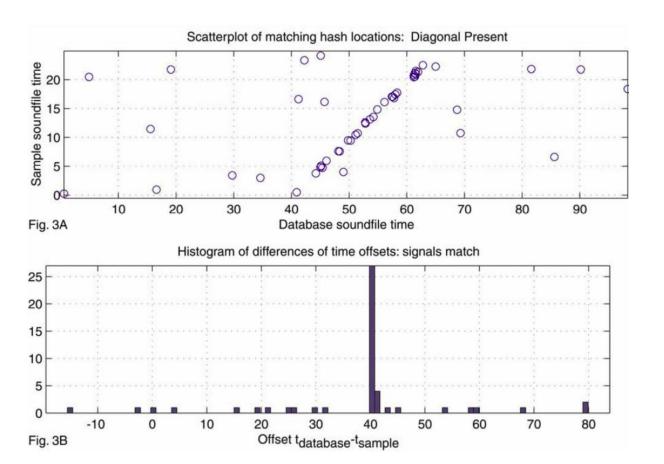
- Could use robust regression, R^2 or whatnot (time complexity anyone?)
- Much simpler approach: histograms (time complexity anyone?):
  - Denote { t, } set of time offsets from sample, { t', } time offsets from database.
  - If from same song, t, = t', + c for some constant c.
  - Form histograms of { t, t', } and look for peaks.



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Fig. 2B

Offset t<sub>database</sub>-t<sub>sample</sub>



#### Questions? Thank you!

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- "An industrial-strength audio search algorithm", by Avery Li-chun Wang.
   Proceedings of the 4 th International Conference on Music Information
   Retrieval
- https://github.com/worldveil/dejavu