Innovation and Integrative Research Center Journal
ISSN: 2584-1491 | www.iircj.org
Volume-3 | Issue-4 | April-2025 | Page 999-1004

Advances in AI-Based Audio Fingerprinting

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Abstract

Audio fingerprinting is identifying sound by making a short and unique digital summary called a fingerprint from an audio clip. Such methods are mostly used for music recognition, copyright protection, and broadcast monitoring. Classical approaches for audio fingerprinting relied on techniques for signal processing based on spectral peaks and MFCCs, which often fail in noisy and altered environments. Beginning with advancements in artificial intelligence (AI) more specifically, with deep learning models, fingerprinting has become very accurate, flexible, and scalable. This review discusses the prominent AI models usable in the field, the datasets available for development and testing, and instances of real-world applications. Lastly, we discuss the key challenges and future enhancements to push the envelope further into the greatness of AI-powered fingerprinting.

Keywords: Audio Fingerprinting, Artificial Intelligence (AI), Deep Learning, Music Recognition, Copyright Protection, Broadcast Monitoring, Challenges in Audio Fingerprinting, Future Improvements in AI Fingerprinting

Introduction

In line with technological progress, one of the applications is audio fingerprinting, which allows a system to recognize and identify audio clips in the form of unique digital codes. These codes are short, fast in comparison, and sufficiently robust to allow match detection with modified or noisy audio content. Traditionally methods such as spectrogram analysis and hand-drawn features such as Mel-Frequency Cepstral Coefficients (MFCCs) were used. Such types of feature extraction generally work well under controlled environments but face difficulties with audio distortions and background noise.

The traditional systems are heavily dependent on the atmospherics during the event, type of audio compression, and how overlapping sounds exist. So it hinders applications such as event detection in real-time or audio recognition from social media. Typing those said techniques makes them not adaptive to new types of sound manipulation like those produced by synthetic speech or deepfake audio. As the audio becomes more complex, the necessity for intelligent systems that can adapt and learn from varied input also grows.

Over the last couple of years, with advancing artificial intelligence, especially deep learning, the attention of researchers has turned to automatic feature learning from raw or processed audio using AI models. These have shown superiority with regard to speed, accuracy, and robustness. Hence, fingerprinting systems based on AI have been adapted in several sectors such as music streaming, media monitoring, and digital forensics.

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This review presents the recent advancement in AI-based audio fingerprinting. It is one that compares traditionally held methods with contemporary techniques, emphasizing crucial AI models such as CNNs and transformers from teaching such systems. It walks through various datasets currently used for training these systems. We also discuss some practical applications and current research challenges.

Literature Review

In recent years, the field of audio fingerprinting has advanced significantly, especially with the integration of AI and machine learning techniques. These developments have greatly enhanced the efficiency, robustness, and accuracy of audio identification systems in real-world environments. Below are the major contributions to the area from 2021 onwards:

Akesbi et al. (2023) introduced a cutting-edge approach for improving traditional peak-based audio fingerprinting techniques by integrating deep learning models designed for denoising spectrograms. Their method uses an augmentation pipeline to simulate various types of background noise, boosting the system's performance under noisy conditions. This has made the fingerprinting process more resilient and adaptable to environmental challenges. Kamuni et al. (2024) developed an audio fingerprinting algorithm that combines AI and machine learning, building upon the framework of the Dejavu Project. This system emphasizes real-world scenario testing, including various distortions and background noise, achieving exceptional accuracy even in challenging conditions. Their model was able to identify audio clips with a high degree of precision within just five seconds of input. This indicates the growing potential of AI-powered systems for real-time applications

Oladele (2024) proposed a hybrid methodology that combines traditional audio fingerprinting techniques with modern AI models. By incorporating deep learning models like CNNs and RNNs with conventional feature extraction methods, the study demonstrated how to improve both the accuracy and reliability of fingerprinting systems, especially under adverse conditions such as low signal-to-noise ratios Jain et al. (2024) focused on the role of AI in voice biometrics, reviewing the evolution from traditional methods to deep learning-based approaches. Their research revealed that modern AI techniques provide far greater accuracy and security in voice recognition tasks, though challenges remain, particularly with the rise of deepfake technology. This highlights the ongoing need for research into improving the security of audio fingerprinting systems for forensic applications.

Xia (2023) compared two audio fingerprinting algorithms, the Multiple Hashing Algorithm and the Philips Robust Hashing Algorithm. The study found that while the Multiple Hashing Algorithm provided better accuracy by increasing the number of fingerprint bands, it also resulted in slower processing times. On the other hand, the Philips Robust Hashing Algorithm performed faster, though it was less accurate, making it better suited for applications where speed is more important than precision. Oladele (2024) also explored the application of deep

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learning for creating more robust fingerprinting systems. By utilizing CNNs and RNNs, the study aimed to extract distinctive audio features that captured both local and global patterns. Data augmentation techniques, such as adding synthetic noise and applying transformations to the audio, were used to improve the model's ability to generalize across various scenarios. Stowell (2021) reviewed the application of deep learning models in bioacoustic research, highlighting their use in identifying animal vocalizations and natural soundscapes. Although not directly related to audio fingerprinting, this work illustrated the potential for cross-disciplinary applications of deep learning-based audio analysis techniques. These methods could be adapted for broader audio identification tasks, including music recognition and environmental sound monitoring. Wang et al. (2021) introduced self-supervised learning techniques for training audio fingerprinting systems without large labeled datasets.

Yu et al. (2020) introduced a contrastive learning framework for audio fingerprinting, which generates compact representations from short audio segments. Their method employs batch training with pseudo-labels, original audio samples, and augmented replicas, making it effective even with limited labeled data. This framework demonstrated the ability to handle degraded audio and showed promise for segment-level audio retrieval with reduced storage requirements. ACRCloud (2023) offers a commercial AI-powered audio recognition system capable of tracking millions of songs in real time. These recent studies highlight a clear trend: the integration of AI and deep learning is transforming the way audio fingerprinting systems function. By learning from large datasets and adapting to a wide range of real-world challenges, AI models are making these systems more robust, accurate, and scalable. The hybridization of traditional methods with modern AI techniques holds great promise for improving performance in both academic and commercial applications, including copyright detection, voice authentication, and environmental monitoring.

Methodology

This paper is a meta-analysis of research works, conference proceedings, and open-source reports published from 2021 to 2024. Such source materials were cataloged from the following databases: IEEE Xplore, SpringerLink, ScienceDirect, ACM Digital Library, and arXiv. The study focused on article papers whose evidence was instrumental in audio fingerprinting through AI modes like machine learning, deep learning, and neural networks-based models.

The literature here was classified according to model type (e.g., CNN, RNN, Transformer), evaluation datasets, and areas where they are applied. In this paper, we also present the results of the comparison of the performance of these models with results in conditions reflected in the real world and summarize the pros and cons of different approaches. The review is accented with works done in the pure research academies as well as popular applied systems in the industry to provide a complete picture of the field.

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Discussion

Recent research has demonstrated that AI-driven audio fingerprinting methods significantly outperform traditional techniques in terms of accuracy and reliability, particularly in dynamic real-world environments. Machine learning models, such as Convolutional Neural Networks (CNNs), Recurrent Neural Networks (RNNs), and Transformer architectures, have been successfully employed to learn intricate features from raw audio. These AI models are capable of detecting audio patterns that traditional methods, based on handcrafted features, may overlook. For instance, CNN-based systems have shown impressive performance in recognizing altered audio segments—such as those affected by background noise, compression, or reverberation—that are commonly found in streaming and online content. A major advantage of AI-based fingerprinting systems is their superior robustness and scalability. Unlike traditional approaches that struggle with distorted or clipped audio, deep learning models, when trained on augmented datasets (which may include noise addition, pitch modifications, or tempo variations), can still accurately match and identify audio. Self-supervised and contrastive learning methods, in particular, have gained attention for their ability to generate meaningful features without requiring large amounts of labeled data, making these models more suitable for applications like music database organization and broadcast monitoring.

Recent studies have also highlighted the success of hybrid systems, which combine traditional signal processing techniques with neural networks. These systems strike an optimal balance between computational efficiency and accuracy. They are capable of processing large datasets while still performing reliably under challenging conditions. Additionally, the use of attention mechanisms and transformer-based models has enhanced the ability to focus on relevant portions of the audio, further improving performance in noisy environments. Despite these advancements, challenges persist. Deep learning models often demand substantial computational resources and large datasets, which may not be accessible to all developers or organizations. Additionally, as concerns about synthetic audio and adversarial attacks (such as deepfakes) grow, ensuring the security and robustness of these systems is becoming increasingly important. Future research will likely focus on improving the efficiency of AI models, enhancing their generalization across diverse languages, accents, and types of audio, and addressing emerging threats.

Conclusion

Artificial intelligence is revolutionizing the field of audio fingerprinting, significantly enhancing its accuracy, speed, and overall performance. Advanced deep learning models, such as Convolutional Neural Networks (CNNs) and transformers, have enabled systems to identify audio signals with remarkable precision, even in challenging environments that involve noise and distortion. These models have made it possible to process large volumes of audio data

efficiently, making real-time applications like music recognition and broadcast monitoring more reliable. Despite these advancements, there are still several hurdles to overcome, including the need for improved explainability of AI models, security concerns, and the high computational costs associated with their deployment. Looking ahead, future research and development will need to focus on creating more resource-efficient models that can be easily interpreted by users. Addressing these issues will be crucial for the widespread adoption of AI-powered audio fingerprinting systems, enabling them to be deployed in a broader range of practical applications while maintaining transparency and security.

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