

Design and Implementation of Fingerprinting-based Broadcasting Content Identification System¹

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Abstract— The existing fingerprinting technologies are not appropriate for broadcasting content identification services which identify broadcasting content in real-time because of the low fingerprint extraction speed and long DB update time. Thus, to apply fingerprinting to the second screen service, it needs a fingerprinting technology which can extract fingerprint while playing the content and update fingerprint DB in real-time. In this paper, we propose a fingerprint-based second screen framework which can identify broadcasting content in real time by on-time content identifier. We define this fingerprint as on-time identifier, and content identification system using on-time identifier as the identification system.

Keyword— content identification, fingerprinting, second screen



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