

collecting_society - Verarbeitung #347

Additional validation of frame rate / sample width

04/16/2017 10:17 AM - Alexander Blum

Status:	Erledigt	Start date:	05/03/2017
Priority:	Niedrig	Due date:	05/10/2017
Assignee:	Alexander Blum	% Done:	100%
Category:		Estimated time:	0.50 hour
Target version:	Repertoire 4) Production phase I	Spent time:	0.00 hour
Description			
Concerning the policy for high quality audio files, should we also define constraints on the frame rate and/or sample width? Do such constraints restrict the freedom of art (like 8 bit music)?			
Related issues:			
Related to collecting_society - Verarbeitung #415: Stage 'validated'		Zurückgestellt	

Associated revisions

Revision 7f080ae2 - 05/03/2017 06:07 PM - Thomas Mielke

reject it sampling rate < 1 byte (redmine ticket #347)

forgot to remove debugging code

Revision 7f080ae2 - 05/03/2017 06:07 PM - Thomas Mielke

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History

#1 - 04/16/2017 01:07 PM - Thomas Mielke

- Assignee changed from Thomas Mielke to Alexander Blum

Yes, a minimum wav sampling rate or bit width crosses a red line -- while someone can argue, even if mp3 is the official master format, it's just a lossy compression, not an audio format by itself, this wouldn't be true with sampling rate or bit width restrictions. Although, as we have 11.025 Hz / mono as fingerprinting format, there would be a point using this as minimum sampling rate. But I wouldn't restrict it anyway.

#2 - 04/16/2017 03:27 PM - Alexander Blum

- Assignee changed from Alexander Blum to Thomas Mielke

Even music with e.g. 1 bit or 1000 Hz?

#3 - 04/17/2017 01:22 AM - Thomas Mielke

- Assignee changed from Thomas Mielke to Alexander Blum

Don't be so narrow-minded! :D

Ok, 8 bit 11.025 Hz mono maybe a good compromise between conservative quality considerations and freedom of format.

#4 - 04/17/2017 02:54 AM - Alexander Blum

- Subject changed from Additional validation of frame rate / sample width? to Additional validation of frame rate / sample width

- Assignee changed from Alexander Blum to Thomas Mielke

Then I suggest - you may have expected it - another state 'validated' :)

This process stage should be

- the very first stage
- equally frequent as preview
- extract the audio features for the database (sample width, frame rate, ...), which could be the problem, that I may need this information soon

This stage would be the place for all future validation checks that may come.

Errors should result in rejected state (reason: format_error).

Agreed?

#5 - 04/17/2017 01:49 PM - Thomas Mielke

- Assignee changed from Thomas Mielke to Alexander Blum

But we get these informations for free in the preview step. Makes no sense to me.

#6 - 04/17/2017 06:25 PM - Alexander Blum

- Assignee changed from Alexander Blum to Thomas Mielke

I quote yourself :)

clear separation of concerns is more important than functional similarities.

#7 - 04/17/2017 06:28 PM - Alexander Blum

But yes, I forgot, that the audio feature extraction is done in the preview stage, so there's no additional gain there.

#8 - 05/03/2017 06:10 PM - Thomas Mielke

- Due date set to 05/10/2017

- Status changed from Feedback to In Bearbeitung

- Assignee changed from Thomas Mielke to Alexander Blum

- Start date set to 05/03/2017

- % Done changed from 0 to 80

the sample width is provided in bytes by pydub and only converted to bits in our code, so it's unlikely that it's < 8 bits, anyway, I do a nullcheck now.

<https://github.com/C3S/c3sRepertoireProcessing/commit/7f080ae22c3bdb00d87c575d7ad22ce779721c15>

I want an additional string field in content named 'rejection_reason_details'. Maybe rename rejection_reason to rejection_reason_class for clarity then?

#9 - 05/27/2017 01:20 PM - Alexander Blum

fixed by https://redmine.c3s.cc/projects/repertoire/repository/collecting_society/revisions/2312e7aeb13459e83c5be74c2b1afcd3ee78bbbd

#10 - 05/27/2017 01:25 PM - Alexander Blum

- Status changed from *In Bearbeitung* to *Erledigt*
- % Done changed from 80 to 100

#11 - 05/27/2017 01:30 PM - Alexander Blum

- Related to Verarbeitung #415: Stage 'validated' added

#12 - 10/08/2019 03:40 PM - Alexander Blum

- Target version changed from 4) Production phase I to Repertoire 4) Production phase I

#13 - 10/08/2019 03:50 PM - Alexander Blum

- Project changed from repertoire to collecting_society