

CONTENTS

Agreement Page	
Originality Statements	
ABSTRACT	iv
PREFACE	v
ACKNOWLEDGE	vi
Contents	viii
List of Figures	x
List of Tables	xi
List of Appendices	xii
1 INTRODUCTION	1
1.1 Background	1
1.2 Problem Formulation	3
1.3 Objectives	4
1.4 Scope of Works	4
1.5 Research Method	4
1.6 Bachelor’s Thesis Organization	5
2 BASIC CONCEPT	6
2.1 Audio Watermarking	6
2.2 Data Hiding Method	6
2.2.1 Compressive Sampling (CS)	6
2.2.2 Multi bit Spread Spectrum (SS)	8
2.2.3 Discrete Cosine Transform (DCT) Technique	9
2.2.4 Orthogonal Matching Pursuit (OMP)	10
2.3 Watermark Attack	12
2.3.1 Noise Additive	12

3	SYSTEM DESIGN	14
3.1	System Design	14
3.1.1	Embedding Process	15
3.1.2	Extraction Process	16
3.2	Audio Watermarking Performance Parameter	17
3.2.1	Single-to-Noise Ratio (SNR)	18
3.2.2	Objective Different Grade (ODG)	18
3.2.3	Payload (C)	18
3.2.4	Compression Ratio(CR)	19
3.2.5	Bit Error Rate (BER)	19
3.2.6	System Simulations Criteria	19
3.2.7	Hardware Specification	19
4	PERFORMANCE EVALUATION	20
4.1	Simulation Settings	20
4.2	Audio Watermarking Parameter Simulations	20
4.2.1	The Effect of Bit Depth Parameter (bit)	21
4.2.2	The Effect of Segment Length Parameter (N)	21
4.2.3	The Effect of Truncation Parameter (tcp)	22
4.2.4	The Effect of Measurement Rate (MR)	22
4.3	Audio Watermarking Performance against Signal Processing Attacks	23
4.3.1	The Optimal Parameter	23
4.3.2	Simulation against Additive Noise Attack	24
4.4	Computational Time	24
4.5	Simulation Discussion	25
4.5.1	Comparison of Performance with Existing Works	26
5	CONCLUSIONS	28
5.1	Conclusion	28
5.2	Future Work	28
	Bibliography	30
	APPENDIX	
	A OPTIMAL PARAMETERS OF EACH AUDIO SAMPLES	
	B OPTIMAL PARAMETERS UNDER ADDITIVE NOISE ATTACK	