Click-Through Agreement for the SDMI Public Challenge

This Click-Through Agreement (the "Agreement") contains the terms and conditions applicable to participation in the SDMI Public Challenge. Please read it carefully.

Who Can Participate? The SDMI Public Challenge is open to everyone except that a proponent of a particular technology (and the proponent's present and former employees) or any person who has obtained confidential information under a confidentiality agreement applicable to a particular technology may not participate in the SDMI Public Challenge for such technology.

What is being tested? There are two different types of technologies that are available for testing: (1) four different watermark technologies that are designed to detect compression and (2) two additional technologies that are designed to ensure that under certain circumstances individual tracks of an album are not admitted into an SDMI domain without the presence of the original CD.

How do you test the watermark technologies? Participants in the SDMI Public Challenge may download several samples of digital music relating to the four different watermark technologies. The terms and conditions of this Agreement apply to each such technology. For each such technology, a set of music samples -- a "triplet" of digital music - will be provided. Each triplet contains three samples of music. Two of the samples in a triplet contain the same music, where one is encoded with a digital watermark and the other is a clean, unmarked version of the same music. The third sample in the triplet is encoded with the same digital watermark, but participants will not have access to an unmarked version of the same sample. Different music samples will be provided for each technology. The goal of the participant in the SDMI Public Challenge is to determine if the watermark can be removed from the **entire length of third, unique** sample *without* significantly reducing the sound quality of the digital music, i.e., degrading sound quality to below that of MP3 encoding at 64 Kbps for a stereo signal or a comparative analysis using PEAQ.

How do you test the two additional technologies? In order to test the two additional technologies, you must download files from the Download Page. Along with the downloaded files, participants are provided with instructions on the goals of the SDMI Public Challenge for those technologies.

How do you know if you've succeeded in the challenge? For each technology, submit the sample file(s) demonstrating that you have successfully challenged such technology to the SDMI Foundation "oracle," at www.hackSDMI.org. You must use the original file name of the sample when you submit it to the oracle. The oracle will automatically test your submission and may contact you seeking an explanation of what you did. In order to for your challenge to be deemed successful, your submission must be reasonably capable of being reproduced. If your submission regards one of the watermark technologies and appears successful, you will be provided with additional music samples, and will be asked to reproduce the results on those additional samples.

How do you become eligible to be compensated for a successful challenge? After preliminary review of your submission, you may receive notice requesting additional information. To receive compensation for the successful challenge, you must submit your name, date of birth, contact information, step-by-step details on how you conducted the successful challenge, and any source code and/or executables that you developed to carry out the attack. You will be responsible for any applicable taxes on any compensation you may receive.

Compensation of $10,000 will be divided among the persons who submit a successful unique attack on any individual technology during the duration of the SDMI Public Challenge. In exchange for such compensation, all information you submit, and any intellectual property in such information (including source code and other executables) will become the property of the SDMI Foundation and/or the proponent of that technology. In order to receive compensation, you will be required to enter into a separate agreement, by which you will assign your rights in such intellectual property. The agreement will provide that (1) you will not be permitted to disclose any information about the details of the attack to any other party, (2) you represent and warrant that the idea for the attack is yours alone and that the attack was not devised by someone else, and (3) you authorize us to disclose that you submitted a successful challenge. If you are a minor, it will be necessary for you and your parent or guardian to sign this document, and any compensation will be paid to your parent or guardian.

You may, of course, elect not to receive compensation, in which event you will not be required to sign a separate document or assign any of your intellectual property rights, although you are still encouraged to submit details of your attack.

The SDMI Foundation will also analyze the information you have submitted in detail to determine the reproducibility of your attack. To be clear, you will be eligible for compensation for reasonably reproducible attacks only if you have not disclosed the trade secrets in your submission to anyone other than the SDMI Foundation, have assigned all your intellectual property rights in your attack to the SDMI Foundation, and have kept your submission, and all information relating to your submission, confidential. All decisions relating to the success of your challenge, the timing of your submission and all other matters pertaining to the SDMI Public Challenge shall be within the discretion of the SDMI Foundation or its designee and shall be final and binding in all respects.

What else do I need to know? By releasing encoded digital music samples for attack and other digital files, the SDMI Foundation and the technology proponents are *only* providing permission, under U.S. or other applicable law, to attack those particular samples and files during the duration of this SDMI Public Challenge. No permission is granted to attack or make any other use of content protected by SDMI outside of this SDMI Public Challenge. In addition, neither the SDMI Foundation, copyright owners nor the proponent of the technology being attacked, waive any rights that it or they may have under any applicable law including, without limitation, the U.S. Digital Millennium Copyright Act, for any acts not expressly authorized by this Agreement. Moreover, no permission is granted to attack content encoded with any technology proponent outside of this SDMI Public Challenge. You are prohibited from reproducing, modifying, distributing, performing or making any other use of the samples other than as specifically authorized by this Agreement. A list of persons who have submitted successful attacks and received compensation therefor will be provided if you mail a self-addressed, stamped envelope to the SDMI Secretariat, c/o SAIC at 10260 Campus Point Drive, San Diego, California 92121 USA. We are not responsible for lost, incomplete or misdirected submissions. This offer is void where prohibited.

By clicking on the "I Agree" button below you agree to be bound by the terms of this Agreement.

NOTE: your browser must be set to accept cookies.

Contact HackSDMI.org