

**A few interesting recommendation about audio, music and computer music**  
**H.M. de Oliveira, UFPE, Brazil**

1. Thanki, Rohit M. *Advanced Techniques for Audio Watermarking*. Springer International Publishing, 2020.
2. Mazzola, Guerino, Maria Mannone, and Yan Pang. *Cool math for hot music*. New York: Springer International Publishing Switzerland, 2016.
3. Politis, Dionysios, Miltiadis Tsalighopoulos, and Ioannis Iglezakis, eds. *Digital Tools for Computer Music Production and Distribution*. IGI Global, 2016.
4. Giannakopoulos, Theodoros, and Aggelos Pikrakis. *Introduction to Audio Analysis: a MATLAB® approach*. Academic Press, 2014.
5. D.M. Howard, J. Anjus, *Acoustics and Physicoacoustics*, 2nd ed., Focal Press, 2011.
6. C. Agon et al. Eds., *Mathematics and Computation in Music*, Springer, LNCS, 2011.
7. Loy, Gareth. *Musimathics: the mathematical foundations of music*. Vol. 1. MIT press, 2011.
8. Gold, Ben, Nelson Morgan, and Dan Ellis. *Speech and audio signal processing: processing and perception of speech and music*. John Wiley & Sons, 2011.
9. T.H. Park, *Introduction to Digital Signal Processing: Computer Musically Speaking*, World Sci, 2010
10. Collins, Nick. *Introduction to computer music*. John Wiley & Sons, 2010.
11. R. Haas, V. Brandes, *Music that Works*, Springer, 2009.
12. Y. Ando, P. Cariani, *Auditory and Visual Sensations*, Springer, 2009.
13. M. Möser, *Engineering Acoustics*, 2nd ed., Springer, 2009.
14. B. Bhanu, H. Chen, *Human Ear Recognition by Computer*, Springer, 2008.
15. **D.J. Benson, *Music: A Mathematical Offering*, 411p. Cambridge press, 2007.**
16. S.V. Vaseghi, *Multimedia Signal Processing: Theory and App. in Speech, Music and Communications*, Wiley, 2007.
17. Smith, Julius Orion. *Mathematics of the discrete Fourier transform (DFT): with audio applications*. Julius Smith, 2007.
18. J.W. Beauchamp Ed., *Analysis, Synthesis and Perception of Musical Sounds*, Springer, 2007.
19. Orio, Nicola. *Music retrieval: A tutorial and review*. now publishers Inc, 2006.
20. Spanias, Andreas, Ted Painter, and Venkatraman Atti. *Audio signal processing and coding*. John Wiley & Sons, 2006.
21. S.R. Bistafa, *Acústica aplicada ao controle do ruído*, Edgard Blücher, 368pag., 2006.
22. A. Klapuri, M. Davy Eds., *Signal Processing Methods for Music transcription*, Springer, 2006.
23. T. Voinier, S. Ystad Eds., *Computer Music Modeling and Retrieval*, Springer, LNCS, 2006.
24. Harkleroad, Leon. *The math behind the music*. Cambridge University Press, 2006.
25. F. Rumsey, *Desktop Audio Technology: Digital Audio and MIDI Principles*, Focal press, 2004.
26. K. Wyatt, C. Schroeder, *Harmony & Theory*, Hal Lenard, 1998.
27. C. Dodge, T.A. Jerse, *Computer Music: synthesis, composition and performance*, 2nd ed., Schirmer, 1997.
28. Roads, Curtis, and John Strawn. *The computer music tutorial*. MIT press, 1996.
29. D.H. Towne, *Wave Phenomena*, NY: Dover, 482p. 1967.
30. H.F. Olson, *Music, Physics and Engineering*, 2nd ed., NY: Dover, 460p., 1967.