NORMALISATION

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This algorithm finds the loudest part of the track and normalizes the rest of the track to have a similar amplitude. Given that s is the audio sample

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Algorithm 1 Normalisation

Ensure:

1: **function** NORMALISATION(s)
2:     $n \leftarrow 0$ ▷ Largest
3:     **for** $i = 0, i < s$ **do**
4:         $n \leftarrow max(n, s_i)$
5:     **end for**
6:     $o \leftarrow \frac{32767}{n}$
7:     **for** $i = 0, i < s$ **do**
8:         $p \leftarrow 0$
9:         $p \leftarrow o * s_i$
10:         $s_i \leftarrow p$
11:     **end for**
12:     **return** a
13: **end function**