



Design and Analysis of Reversible Data Hiding Using Hybrid Cryptographic and Steganographic approaches for Multiple Images

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Abstract

Data concealing is the process of including some helpful information on images. The majority of sensitive applications, such as sending authentication data, benefit from data hiding. Reversible data hiding (RDH), also known as invertible or lossless data hiding in the field of signal processing, has been the subject of a lot of study. A piece of data that may be recovered from an image to disclose the original image is inserted into the image during the RDH process to generate a watermarked image. Lossless data hiding is being investigated as a strong and popular way to protect copyright in many sensitive applications, such as law enforcement, medical diagnostics, and remote sensing. Visible and invisible watermarking are the two types of watermarking algorithms. The watermark must be bold and clearly apparent in order to be visible. To be utilized for invisible watermarking, the watermark must be robust and visibly transparent. Reversible data hiding (RDH) creates a marked signal by encoding a piece of data into the host signal. Once the embedded data has been recovered, the original signal may be accurately retrieved. For photos shot in poor illumination, visual quality is more important than a high PSNR number. The DH method increases the contrast of the host picture while maintaining a high PSNR value. Histogram equalization may also be done concurrently by repeating the embedding process in order to relocate the top two bins in the input image's histogram for data embedding. It's critical to assess the images after data concealment to see how much the contrast has increased. Common picture quality assessments include peak signal to noise ratio (PSNR), relative structural similarity (RSS), relative mean brightness error (RMBE), relative entropy error (REE), relative contrast error (RCE), and global contrast factor (GCF). The main objective of this paper is to investigate the various quantitative metrics for evaluating contrast enhancement. The results show that the visual quality may be preserved by including a sufficient number of message bits in the input photographs.

Keywords – Image Processing, Cryptography, Reversible Data Hiding, Histogram, Enhancement.

1. INTRODUCTION

At a specific site, the processing of pictures is known as the input images production process. It consists of metric and topological edges that may be examined and cracked to enable the construction of structures between picture pixels. The little border of pixels around the collected amplitude

differs from it. Processing this pixel border in this image is a crucial idea. From the sinkhole, the picture is visible, and all image processing is done based on knowledge. The decisions are made utilizing an information-based method of human cognition. The image quality is used to calculate the percentage of deterioration.



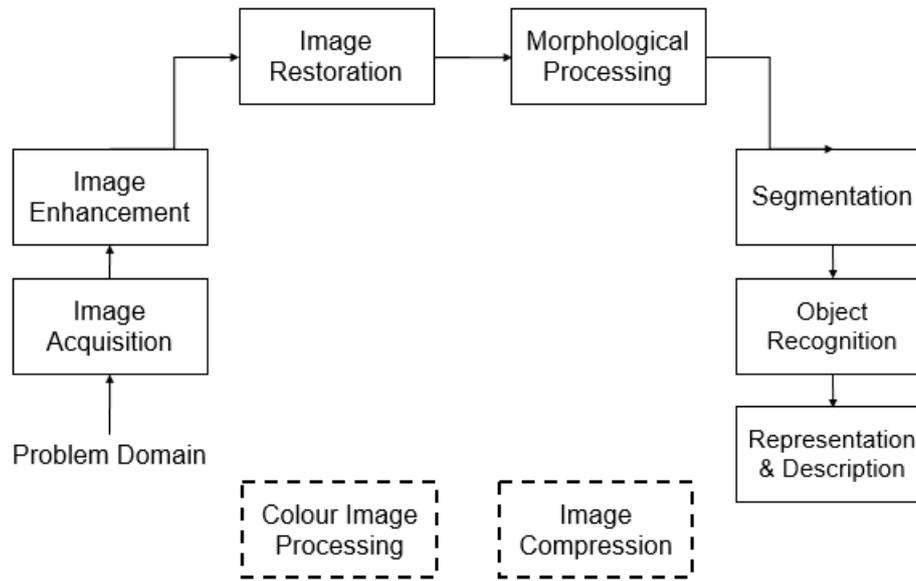


Figure 1.1: Block Diagram of Image Processing

The quality of the image is determined by two factors:

- Depending on TV technology
- For our objectives, objective quantitative assessment procedures are more appealing.

Similar photos are crucial since they make it easier to obtain images from the right database. Background noise ruins and degrades the recorded or original material. When taking pictures or moving materials, this happens. Understanding face color is a crucial component of study into electromagnetic radiation's properties in relation to human physical appearance. Both the server and the client are transmittable. Additionally, it keeps visual data, and each graph node displays the processing parameter.

To acquire printed tangible copies of data, picture processing requires analog techniques like Photostat. The user employs visual techniques to visualize large volumes of data. Image processing is broadly disseminated for the goal of information analysis and is not confined to a certain region that is only required for the research. It is one of the most crucial tools for processing images using visual approaches. Because personal information is used and gathered in image processing, computations and graphic pictures are directly related to the processing of photographs.

The five groups of image processing objectives are as follows:

- Delusional state (monitor not visible objects)

- Enhance and restore pictures (for better photo creation.)
- Repossession of photos (photo search).
- Pattern assessment (measures a variety of items in a picture).
- Image recognition (distinguish objects in an image)

Processing Images with Security

The imaging system is one of several strategies used for the transport of picture data. However, most individuals upload their photos to various social media platforms where unauthorized users might copy and steal them. People utilize these software on their PCs or mobile devices for greater usability. These frames either employ or combine the stenographic or encryption processes. There are several encoding techniques that are available that are made expressly to protect photos from hackers. Because there is a lot [5] of traceable data. Many authentication or security mechanisms can safeguard the data from being hacked.

2. OBJECTIVES

- To implement image encoding methods for effective preprocessing and methodology of image enhancement and image processing.
- To propose improved reversible data hiding for aerial satellite and color images.
- To implement and analyze the performance of proposed hybrid method of reversible data hiding and image enhancement methodology.



- Comparative analysis of proposed approach under various images with respect to contemporary methods.

3. LITERATURE REVIEW

The study program for the use of watermarking technology and identifying such technology that is challenging to replicate, simple to detect, less expensive, and less polluting is summarized by Wen Zhang et al. [2018]. The authors described three steps that were split during the watermarking process: printing, scanning, extracting, and identifying watermarks. The research is unstable due to the digital watermarking technology used on digital photographs, which also precludes any form of connection to be made between the characteristics of the printing process and the watermarking algorithm. The researchers came to the conclusion that invisibility and resilience to fend against printing-scanning assaults may coexist in harmony. The color space is transformed during printing and scanning.

A solid watermarking framework for the encoding of color watermark was given by David-Octavio Muoz-Ramirez et al in 2018. Color image watermarking is done using the discrete cosine transform (DCT) and quantization index modulation (QIM) techniques. The color watermark is encoded in a way that minimizes the amount of data needed to represent the color. Additionally, to ensure the watermark's resilience, the coded watermark is converted into mid frequency coefficients of DCT. In terms of Peak-Signal-to-Noise Ratio, the effectiveness of the most popular assaults, including JPEG compression, impulsive and Gaussian noises, scaling, etc., has been compared with the suggested approach (PSNR). The average PSNR and SSIM values for the suggested system are 40 dB and 0.994, respectively, leading to the conclusion that it achieves excellent imperceptibility. In comparison to JPEG compression, impulsive noise, and Gaussian noise, the resilience is likewise quite good; even the watermark might be retrieved to a certain extent.

Using alpha blending, Anirban Patra et al. [2018] suggested a novel method for concealing watermarks on photographs. Alpha blending is used to show bitmaps, which are made up of transparent and semitransparent pixels. The researchers have experimented with both color and grayscale images, with the grayscale serving as a watermark picture that is hidden within the main scale image by utilizing various alpha blending values. Each plane in the picture is subjected to this technique. The original photos are therefore hidden in the final image, which contains information about both the color and grayscale images. Thus, the researcher came to the

conclusion that with post-processing, this approach may be applied to picture stenography.

Block-based SVD image watermarking in spatial and transform domains is the name of the approach that Irshad Ahmad Ansari et al. presented for picture watermarking in their article from [2018]. The digital photographs are secured using the suggested method against unauthorized users. Using a strong picture watermarking approach, the owner of the host image may be identified. The robust watermarking system is found to have flaws by the researcher, and these flaws are examined in this work. The system is full of flaws, thus determining who owns a watermarked image is not the best course of action. As a result, the SVD-based suggested technique enhances resilience and imperceptibility. Unfortunately, the inclusion of false positives renders this technique useless and meaningless. Block-based SVD approach enhances robustness and imperceptibly, but this enhancement is rendered worthless by the security problem (false positive error) that is left unaddressed in their scheme.

An adaptive probability thresholding approach was presented by Alexander S. Komarov et al. [2018] for the automatic identification of ice and open water from RADARSAT-2. When applying 0.95 threshold static probabilities to the analysis of misclassified ice and water samples, it was discovered that the threshold probability needed to be changed. It was decided which ice and water samples should be appropriately categorised and which ones should be identified by distribution analysis. When the original ice and water detection technique is proposed with a static probability threshold value of 0.95, this classification is carried out. Accordingly, the researcher draws the conclusion from the study that the initial probability threshold, which was used to develop the ice and water detection algorithm, may be enhanced, detected, and improved.

The water marking embedding technology suggested by Aoshuang Dong et al. [2017] changes the two-dimensional picture domain and enables 3D model copyright protection. The primary components, normalization, and projection choice are examined during the embedding process. On the basis of picture projections into three dimensions, a digital watermarking technique was suggested. The results of the trials conducted indicate that the suggested method was resistant to three-dimensional models. The study came to the conclusion that the watermark's invisibility in the three-dimensional water marking model is rather excellent and capable of resisting rotation, translation, and noise attack.





New clock controlled generator (NCCG) approach for the shrinking generator and self-shrinking generator was proposed by Enjian Bai et al. in 2017. The suggested methodology served as the foundation for the development of another digital watermarking method for images. The results of the studies reveal that the suggested method accurately predicts the signal to noise ratio of watermarked photos. As a result, the researcher has come to the conclusion that the suggested technique exhibits excellent performance when it comes to pseudo-random characters, where a long period of time and high linear complexity play a crucial part, as well as the ability to survive frequent attacks.

4. METHODOLOGY

The satellite data contains pictures of the practice fields that a certain satellite took. There are several different resolutions available for satellite photography. Because SPOT imaging has been successfully used in research on urban categorization in the past, it was chosen for this inquiry. The resolution of the images utilized for this classification normally ranges from 10 to 15 meters. It is used for categorization because it is an easy and reliable way to calculate the separation between two classes.

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Pre-processing

Pre-processing involves making fixes for geometric and atmospheric issues with satellite data. A range of image-enhancing methods are used in this investigation. Before being utilized in the study, the color photographs were converted to grayscale copies. The contrast of the image is increased using a particular filter by lowering the lighting and background effects.

Specifications

MatLab Editor on the front end

Used language: Matlab

Database: The USC SIPI image database

(<http://sipi.usc.edu/database/>) will be used to provide the

standard test pictures (color images) that are 512 by 512 in size.

Modules

The following modules will be included in the implementation:

- User Sign-In
- Preprocessing
- Calculating a histogram
- Embedding
- Extraction and Recuperation

Algorithm

Pre-processing

An interactive location map is created to eliminate unneeded underflow and overflow. To create a location map, all the pixels with values 0 and 256 are added to another picture of the same size, and all other pixels are treated as zero. Additionally, every pixel in the original image with a value of 0 is increased by one, and every pixel with a value of 255 is dropped by one. And two of the most frequently occurring pixel values are chosen for data embedding.

Secret Message Incorporation

Only a limited number of pixels are used for embedding. For data embedding, the highest two bins (highest two pixels that appear most frequently) in the histogram are chosen. The highest index having pixel between these two chosen pixel values is shown by IL, while the second highest index having pixel is indicated by IR.

Algorithm for Embedding

Currently, algorithms are used to add and remove binary data. Red component is utilized first. As previously said, IL and IR are chosen. All of the image's pixels with the values IL and IR are added and subtracted with the associated secret message binary values. All pixels in the picture with values less than IR are removed by matching binary ones, and all pixels with values higher than IL are added by binary ones. The values of pixels with values between IL and IR are left alone and unaltered.

Only the IL and IR of the watermarked image have the secret information contained; all other modifications are for contrast enhancement. After all of the IL and IR in the red component have been embedded, the remaining secret message bits will be embedded in the green component using the above-described procedure, followed by the blue



component. A new adjusted histogram produced by the red component is utilized for embedding once all of the chosen pixels from these three components have been embedded.

Process of Extraction and Recovery

The least significant bits (LSBs) of the 16 excluded pixels are first extracted for the extraction and recovery procedure, replacing the LSBs of the 16 excluded pixels. The final embedding pair of IL and IR is found from these removed pixels.

Extraction of Secret Messages

The IL and IR pixels are recovered first since they are the only ones on which all information bit embedding has been performed. The technique for extracting secret messages has now been used. Binary 0s are present in all pixels with values of IL and IR, while binary 1s are present in pixels with values lower than IL or IR. All binary values are taken out and organized using the inverse random permutation technique.

Recovery of the original image

16 LSBs were discarded from this procedure, and all IR and IL were eliminated to create a watermarked picture. Inverse embedding approach for the recovery process. The value of IR or one less than IR is used to build all pixels. All pixels that have a value of IL or one higher than IL are built as IL. Binary one is added to all pixels with values one less than IR

and binary one is deleted from all pixels with values one greater than IL. In this manner, the original positions of all changed pixels are restored.

Architectural Design

Any non-Critical Information called cover data (C) acts as a carrier of Critical Information (CI). A Secrete Key (K) is used by the Steganographic embedding function (fEm) to hide CI and gives Stego data (S) as an output (device at Transmitting end DT) as shown in figure:

$$(DT) \rightarrow fEm(C, CI)$$

where S is Stego data, C is cover data, CI is Critical Information, and K is Secrete Key.

The same Secrete Key (K) is used by the Steganographic extraction function (fEx) to extract CI (as a device at receiving end DR) as shown in

$$DR \rightarrow fEx(S)$$

where S is Stego data, CI is Extracted Critical Information, and K is Secrete Key. Typical generalized hardware Steganographic data hiding mechanism is as shown in Figure. Proposed reversible data hiding system to implement data hiding system consists of both cryptographic and Steganographic approach and therefore is called Crypto-StegoSystem. Figure outlines the proposed methodology.

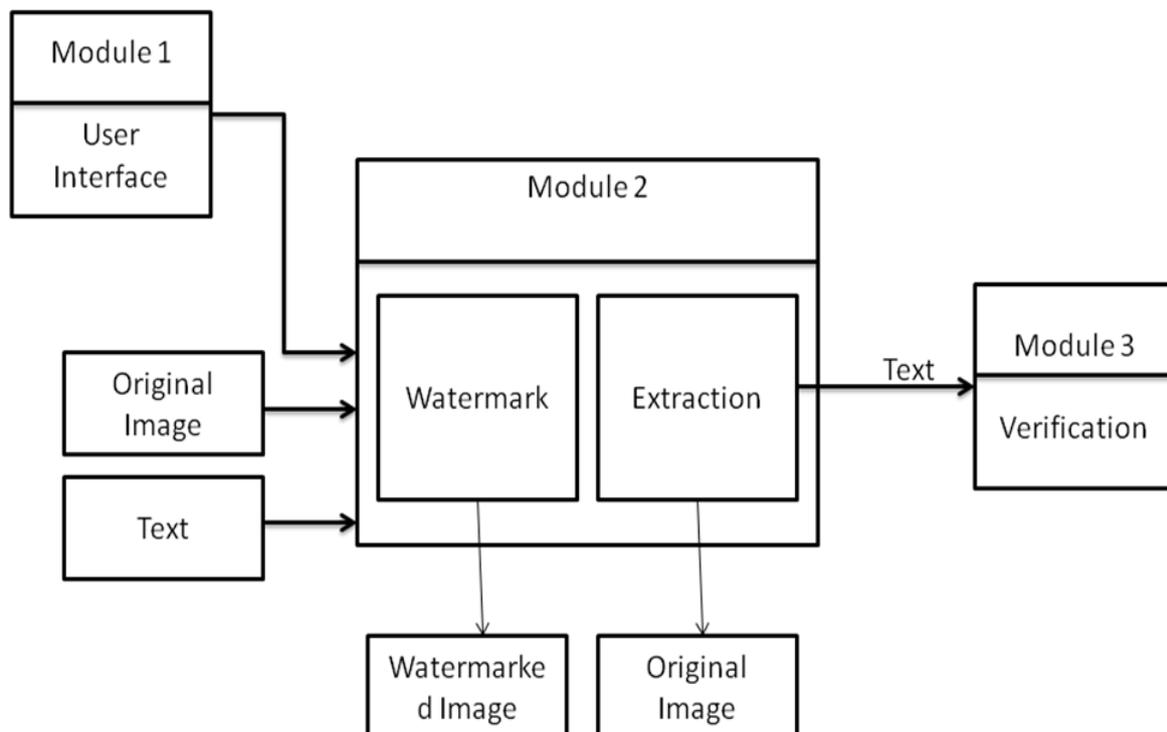


Figure 4.1: Proposed Architecture

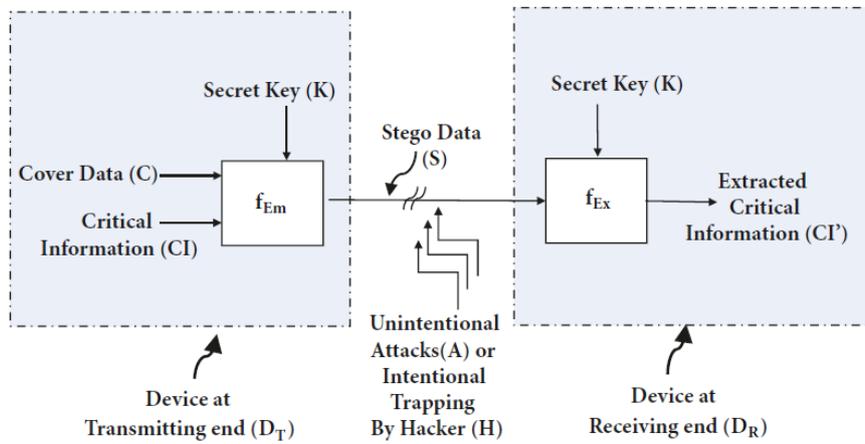


Figure 4.2: Steps Involved in Reversible Hiding Algorithm

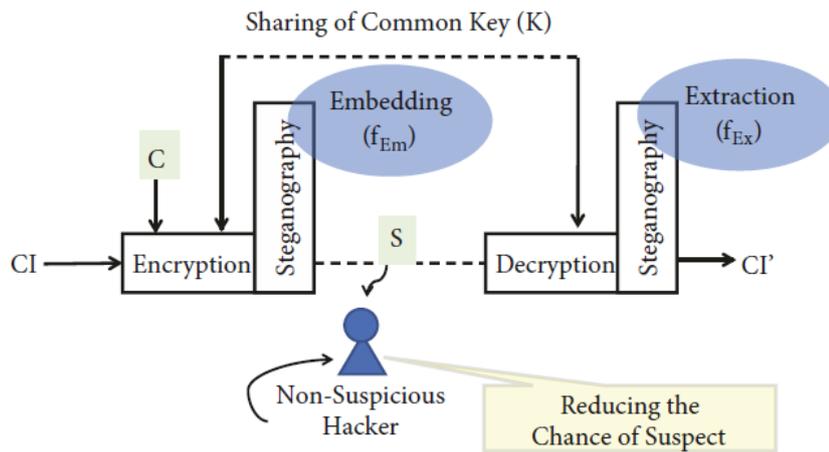


Figure 4.3: Steps Involved in Key Sharing in Proposed Algorithm

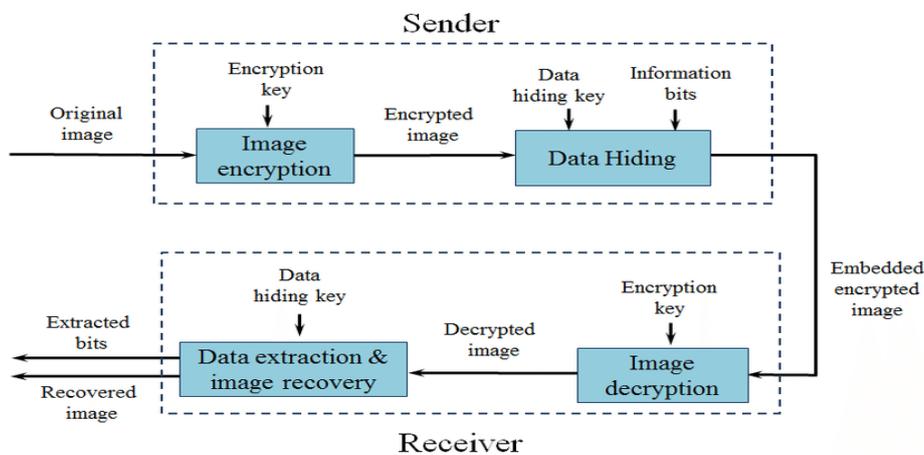


Figure 4.4: Steps Involved in Key Sharing in Proposed Algorithm

The overall process is explained as follows:-

1. Accept into Message Cache
2. Accept LOOK-UP Table as an Embedding Key (K)
3. Accept 8-byte cover data (C)
4. Compute DWT of 8 bytes of cover data
5. Randomly select byte (Y_m) from Message Cache
6. Selected using 3 LSBs of contents of selected byte LOOK-UP Table
7. Embed the selected bit at DWT coefficient C_3
8. Compute IDWT of 8 bytes of cover data to get Stego data

9. Repeat Step-3 to Step-8 for all the bits of all the characters Message Cache
10. Stop.

5. SIMULATION AND RESULT ANALYSIS

The overall contrast is given by the global contrast factor, which measures the contrast at different resolutions. The results show that the contrast of images that have been marked has improved in a clear way. After the secret data is taken out, the original image is fully restored.

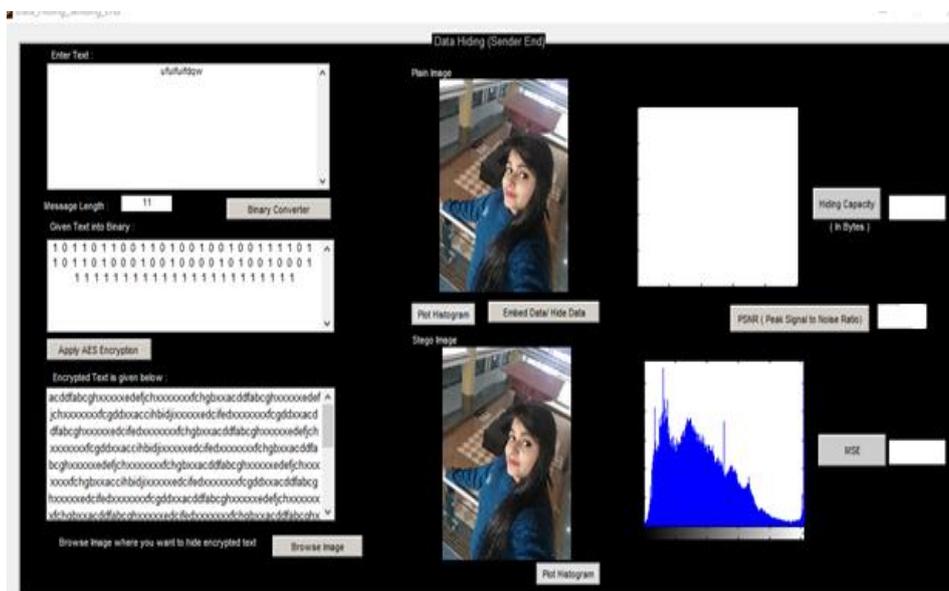


Figure 5.1: Graphical Analysis of Reversible Data Hiding at Sending End

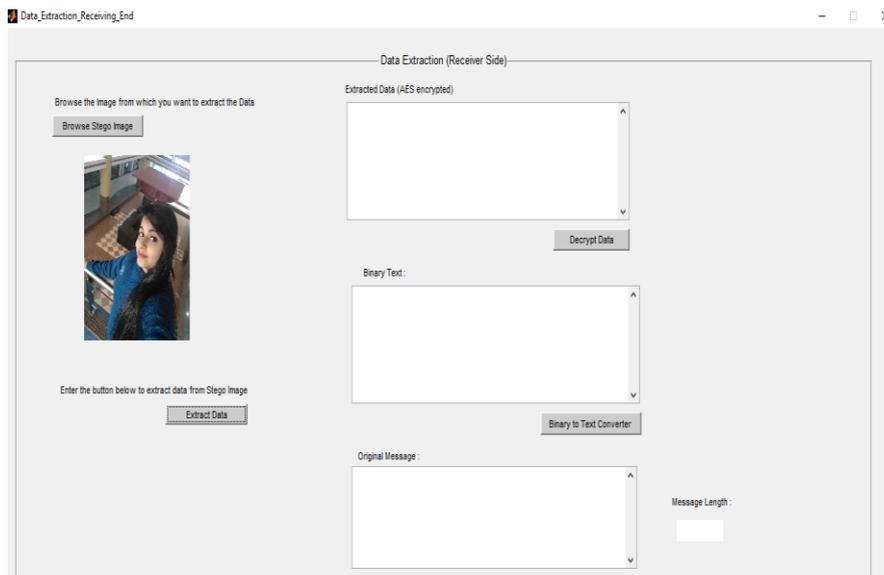


Figure 5.2: Graphical Analysis of Reversible Data Hiding at Receiving End

Table-5.1

Analysis of Result for Reversible Data Hiding

Type of Image	PSNR	MSE
.JPEG	61.10	0.023
.JPEG-2000	62.21	0.012
.PNG	61.21	0.011
.BMP	62.13	0.031
.GIF	63.12	0.011

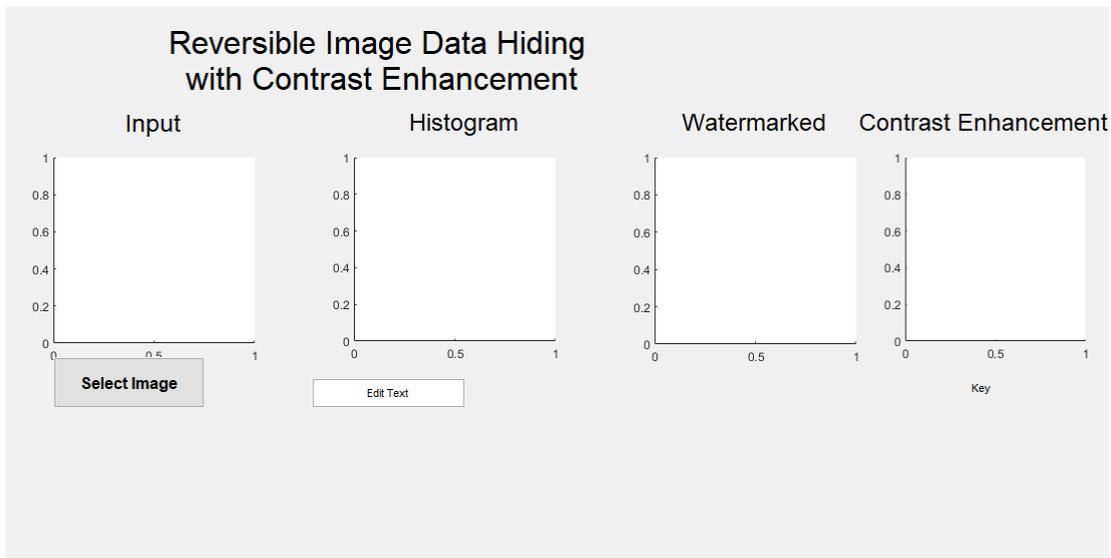


Figure 5.3: Graphical Analysis of Reversible Data Hiding at Receiving End

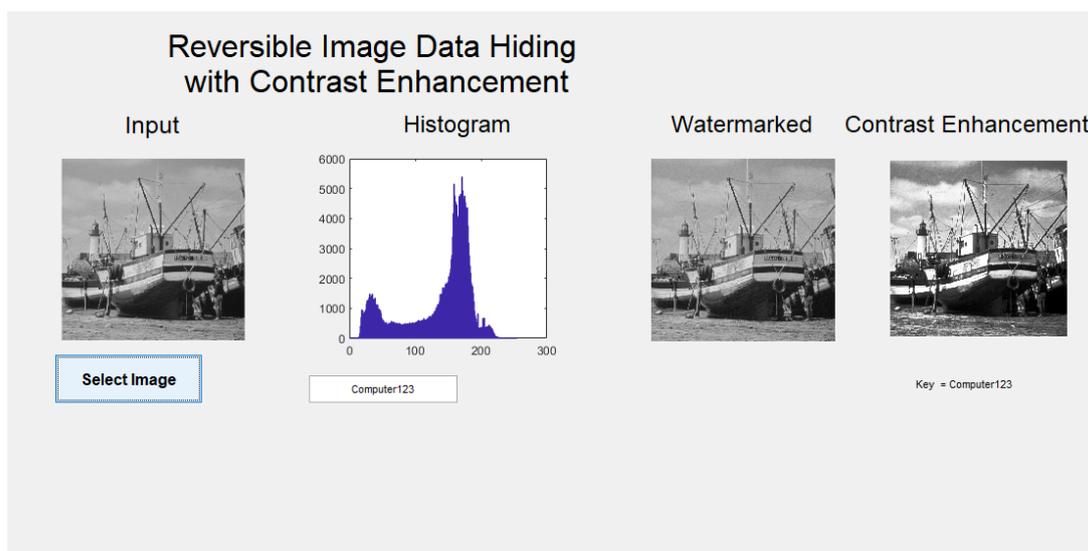


Figure 5.4: Hybrid Proposed GUI for Data Hiding and Image Enhancement

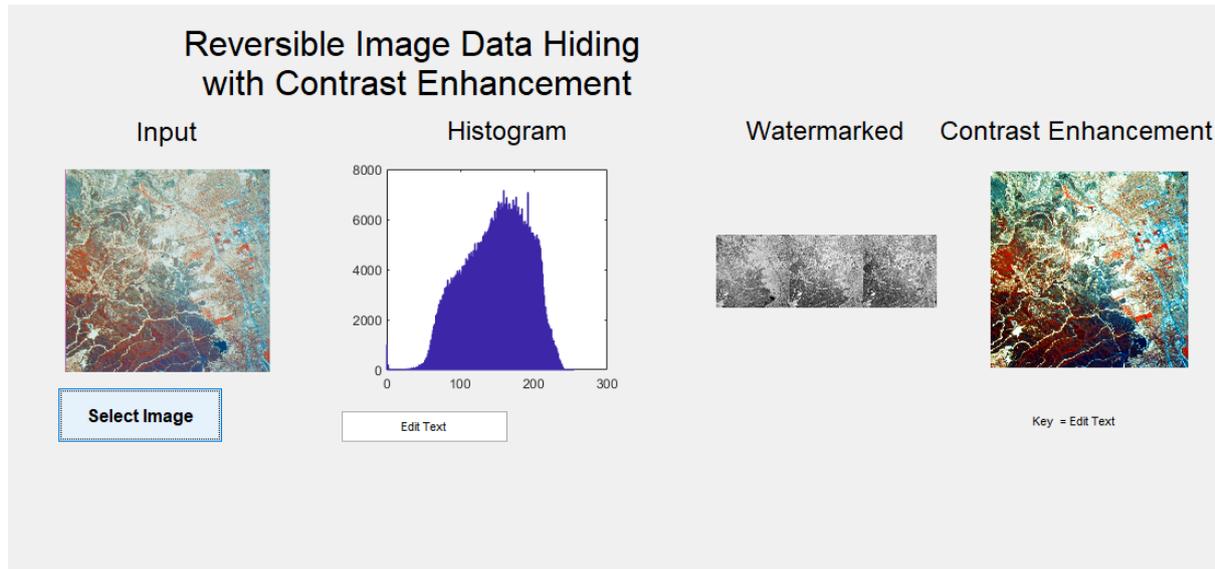


Figure 5.5: Proposed Methodology for Aerial Images

The majority of frequently used measures fall short of accurately describing the improved image's aesthetic quality. Image quality is assessed using six characteristics. The six indicators are peak signal to noise ratio (PSNR), relative structural error (RSS), relative contrast error (RCE), relative mean brightness error (RMBE), relative entropy error (REE), and global contrast factor (CCF) (GCF). It is suggested that a global contrast factor measure be used to assess the contrast improvement. It may be used to any form of image and is computationally straightforward. The four proxies [11] The values of REE, RCE, RMBE, and RSS fall between zero and one.

Quantified entropy values are used by REE to calculate the degree of improvement between the original and changed images. The entropy of the original image is $E_{original}$, while the entropy of the updated image is E_{new} . The necessary range is increased by a value of 5, if needed. RFE should be higher than .5 for better quality. If not, the image deteriorates.

$$REE = \frac{E_{New} - E_{Original}}{2 \times \log_2 L} + 0.5$$

RCE measures the amount of contrast enhancement between the original and changed images using standard deviation. RCE may be higher than .5. They are calculated from the standard deviations of the original and modified images, respectively.

$$RCE = \frac{STD_{new} - STD_{original}}{2 \times \log_2 L} + 0.5$$

Mean brightness is used by RMBE to gauge how much the contrast between the original picture and modified image has been enhanced. The standard deviation of the original image is $M_{original}$, while the standard deviation of the changed image is M_{new} . RMBE ought to be higher than .5.

$$RMBE = 1 - \frac{|M_{original} - M_{new}|}{L - 1}$$

RSS reveals how structurally similar the images are. The root mean square error between the original and contrast-enhanced pictures is used to quantify it. Its value ought to be higher than 5.

$$RSS = 1 - \frac{RMSE}{L - 1}$$

The mean square error between the original and watermarked picture is used to compute PSNR. A good grade image will have a higher PSNR rating. MAX is the image's highest level of intensity.

$$PSNR = 10 + \log_{10} \left(\frac{MAX^2}{MSE} \right)$$

GCF [12] employs local contrasts at multiple resolution levels rather than concentrating just on the ratio of the darkest to the brightest area. Visual system's sensitivity to variations at different frequencies varies. Therefore, we are unable to simply calculate the global contrast as the sum of the local contrasts. Building a weighted average of local contrasts is the answer. Let I be the image's pixel intensity, with values ranging from 0 to 255. At first, gamma correlation is used with a value of 2.2 for γ . Input values are then scaled to [0, 1].



Linear luminance 1R (1=1) is the name given to the scaled and correlated value.

$$I = \left(\frac{i}{255}\right)Y$$

The perceptual luminance R is

$$R = 100 \times \sqrt{I} = 100 \times \sqrt{\left(\frac{i}{255}\right)Y}$$

The local contrast is computed as the average of differences obtained by calculating R between each pixel and its four neighbours. Assuming the image is having w pixels wide and h pixels high.

$$lc_1 = \frac{|R_e - R_{L_1}| + |R_1 - R_{e_1}| + |R_e - R_{l_e}| + |R_e - R_4|}{4}$$

Table 5.2

Analysis of Result for Standard Images

Type of Image	REE	RCE	RMBE	PSNR
Sample-1	0.64	0.79	0.98	32.11
Sample-2	0.61	0.71	0.91	30.23
Sample-3	0.67	0.70	0.92	33.10
Sample-4	0.60	0.62	0.92	35.18

Table 5.3

Analysis of Result for Low Contrast Images

Type of Image	REE	RCE	RMBE	PSNR
Sample-1	0.6	0.68	0.92	30.13
Sample-2	0.6	0.7	0.94	31.23
Sample-3	0.57	0.69	0.98	31.43
Sample-4	0.61	0.76	0.97	30.78

Table 5.4

Analysis of Result for Aerial Satellite Images

Type of Image	REE	RCE	RMBE	PSNR
Sample-1	0.61	0.7	0.92	30.19
Sample-2	0.58	0.72	0.9	30.32
Sample-3	0.57	0.79	0.92	29.21
Sample-4	0.64	0.7	0.97	31.31

A crucial step after processing the picture is qualitative evaluation in order to gauge how successfully the processing was done. Image quality measures are typically used to determine an image's quality. The main focus of picture enhancement is raising the image quality for clearer eyesight. One of the key difficulties in image processing is contrast augmentation. Poor contrast is caused by inadequate lighting, incorrect lens aperture settings, a lack of dynamic range in the image sensor, etc. The concept behind contrast enhancement is to increase the dynamic range of the pixels in the image to enhance the visual quality. Histogram equalization is a commonly used method for enhancing an image's contrast. After histogram equalization, a few tiny features are lost.

6. CONCLUSION & FUTURE SCOPE

• Conclusion

A novel approach for data concealing that is reversible and improves contrast has been proposed in this study. In order to repeat the process of histogram equalization at the same time, the two highest points (bins) in the histogram are selected for data embedding. The results of the studies demonstrate that dividing a number of histogram peaks one at a time can improve the contrast of a picture. The contrast-enhanced pictures created by our method maintain a better sense of how things seem compared to the specialized MATLAB routines. Additionally, the original image may be restored in its entirety without the need for additional data. Therefore, it is now feasible to disable the augmentation of picture contrast thanks to the suggested approach. Our effort has focused on making the algorithm more reliable and applying it to use it to increase the sharpness of satellite and medical photos. Over the last 60 years, satellite imagery has been successfully utilized in a wide range of businesses and has grown to be an essential part of our daily life. There is a huge quantity of geographic data present on the surface of the world in the satellite photos that are delivered. These days, satellite





images are used for a broad range of scientific purposes, one of which is the assessment of environmental change. A remote sensing system cannot function without satellite imaging, because the images captured by the satellites are incredibly data-rich. The amount of information that can be gleaned from these photographs has also considerably increased.

• *Future Work*

Software for detection and image processing is a continuous work in progress for engineers. An essential technique is picture segmentation. Many experts and researchers are involved in the development and improvement of this technology. Hybrid techniques may also be used to increase the proposed scheme's accuracy. An adaptive neurofuzzy classification system. adding the sophisticated categorization system learning system. Real-time classification framework growth the inclusion of a real-time hardware interface system with the Internet of Things for better applications.

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