

RESERVING ROOM BEFORE ENCRYPTION USING REVERSIBLE DATA HIDING TECHNIQUE

Adlin Shibi P¹, R. Ablin²

¹PGStudent, Department of ECE, Arunachal college of Engineering for Women

² Assistant Professor, Department of ECE, Arunachal college of Engineering for Women

Abstract -Recently, more and more attention is paid to reversible data hiding (RDH) in encrypted images, since it maintains the excellent property that the original cover can be losslessly recovered after embedded data is extracted while protecting the image content's confidentiality. All previous methods embed data by reversibly vacating room from the encrypted images, which may subject to some errors on data extraction and/or image restoration. Here, a novel method is proposed so as to reserve room before encryption with a traditional RDH algorithm, and thus it is easy for the data hider to reversibly embed data in the encrypted image. The proposed method can achieve real reversibility, i.e., data extraction and image recovery are free of any error.

Keywords: Reversible Data Hiding, image encryption, PSNR.

I. INTRODUCTION

Reversible Data Hiding in images is a technique, by which the original cover can be losslessly recovered after the embedded message is extracted. This important technique is widely used in medical imagery, military imagery and law forensics, civil constructions where no distortion of the original cover is allowed. A. For hiding data in an image

Segments the encrypted image into a number of non-overlapping blocks; each block is used to carry one additional bit. The error rate is reduced by fully exploiting the pixels in calculating the smoothness of each block and using side match. Here, a novel method is proposed so as to encrypt images using RDH, for which "vacate room after encryption" is not done but "reserve room before encryption" where, first empty out room by embedding LSBs of some pixels into other pixels with a traditional RDH method and then encrypt the image, so the positions of these LSBs in the encrypted.

II. PREVIOUS METHODS

The Previous method can be summarized as the framework, "vacating room after encryption (VRAE)", as illustrated in Figure. (a). In this framework, a content owner encrypts the original image using a standard cipher with an encryption key. After producing the encrypted image, the content owner hands over it to a data hider and the data hider can embed some auxiliary data into the encrypted image by losslessly vacating some room according to a data hiding key. Then a receiver, maybe the content owner himself or an authorized third party can extract the embedded data with the data hiding encrypted version according to the encryption key.

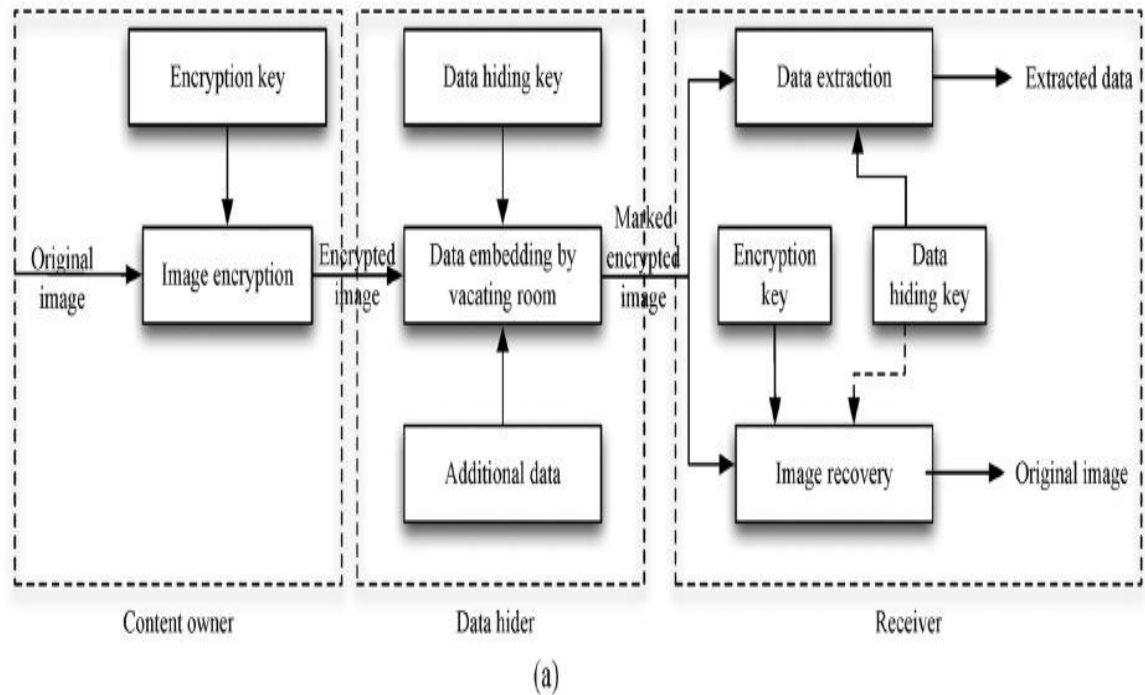


Figure .1 FrameworkVRAE

This method segments the encrypted image into a number of non-overlapping blocks sized by $a \times a$, each block is used to carry one additional bit. To do this, pixels in each block are pseudo-randomly divided into two sets.

S_1 and S_2 according to a data hiding key. If the additional bit to be embedded is 0, flip the 3 LSBs of each encrypted pixel in S_1 , otherwise flip the 3 encrypted LSBs of pixels in S_2 . For data extraction and image recovery, the receiver flips all the three LSBs of pixels in S_1 to form a new decrypted block, and flips all the three LSBs of pixels in S_2 to form another new block; one of them will be decrypted to the original block. Due to spatial correlation in natural images, original block is presumed to be much smoother than an interfered block and embedded bit can be extracted correspondingly. However, there is a risk of defeat of bit extraction and image recovery.

Each divided block is relatively small or has much fine-detailed textures.

III. PROPOSED METHOD

Since losslessly vacating room from the encrypted image is relatively difficult and sometimes inefficient and reversing the order of encryption and vacating room, i.e., reserving room prior to image encryption at content owner's side, the RDH tasks in encrypted images would be more natural and much easier which lead to the novel framework, "Reserving Room Before Encryption (RRBE)". As shown in Figure. (b), the content owner first reserves enough space on original image and then converts the image into its encrypted version with the encryption key.

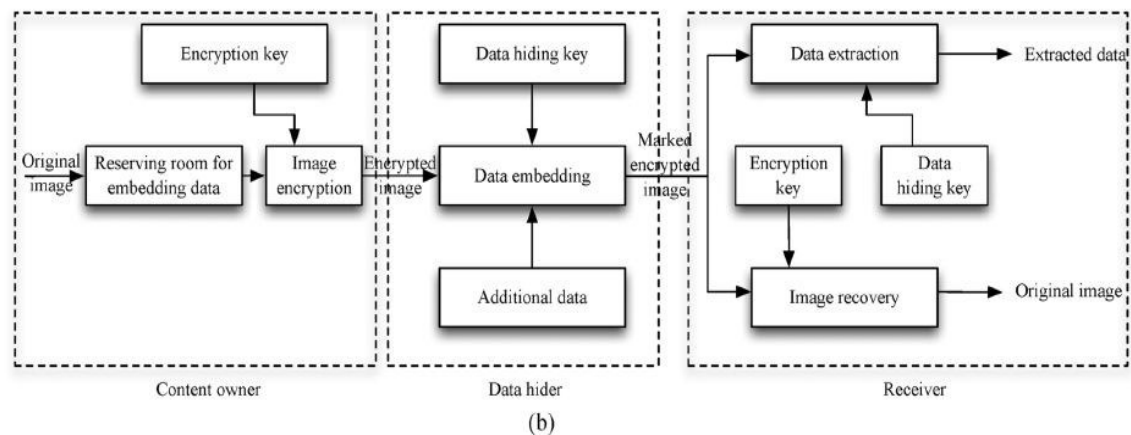


Figure 2. Framework RRBE

Now, the data embedding process in encrypted image is inherently reversible for the data hider which needs to accommodate data into the spare space previously emptied out. The data extraction and image recovery are identical to that of Framework VRAE. Obviously, standard RDH algorithms are the ideal operator for reserving room before encryption and can be easily applied to Framework RRBE to achieve better performance compared with techniques from Framework VRAE. This is because in this new framework, the customary idea is followed, i.e., first losslessly compress the redundant image content (e.g., using excellent RDH techniques) and then encrypts it with respect to protecting privacy. Next, elaborate a practical method based on the Framework "RRBE", which primarily consists of four stages: generation of encrypted image, data hiding in encrypted image, data extraction and image recovery, data extraction and image restoration.

A. Generation of Encrypted Image

Actually, to construct the encrypted image, the first stage can be divided into three steps: image partition, self-reversible embedding followed by image encryption. At the beginning, image partition step divides original image into two parts A and B; then, the LSBs of A are reversibly embedded into

therefore, select the particular block with the highest to be A, and puts it to the front of the image concatenated by the rest part with fewer textured areas.

C. Self-Reversible Embedding

The goal of self-reversible embedding is to embed the LSB-planes of A into B by employing traditional RDH algorithms. Note that this step does not rely on an

into B with a standard RDH algorithm so that the LSBs of A can be used for accommodating messages; at last, encrypt the rearranged image to generate its final version.

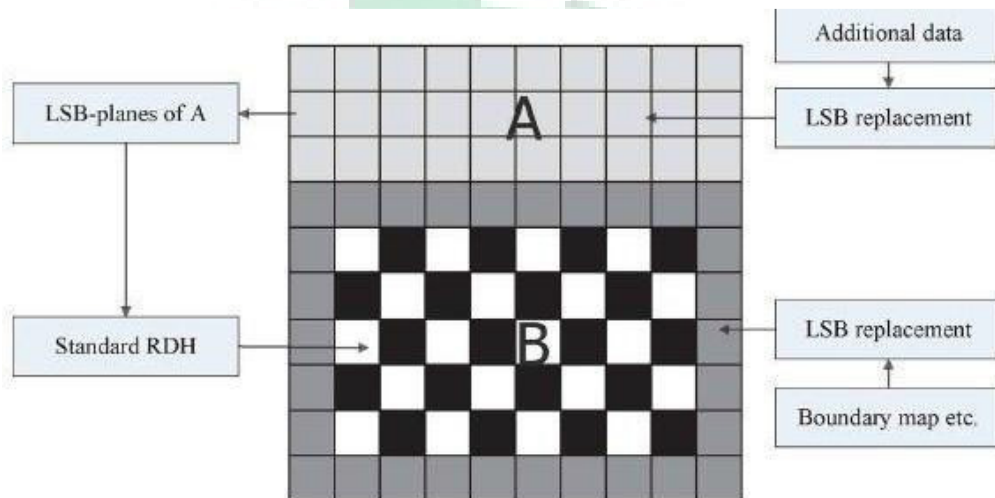
B. Image Partition

The reserving room before encryption is a standard RDH technique, so the goal of image partition is to construct a smoother area, on which standard RDH algorithms can achieve better performance. To do that, without loss of generality, assume the original image is an 8-bit grayscale image with its size $M \times N$ and pixels $C_{i,j} \in [0, 255]$, $1 \leq i \leq M, 1 \leq j \leq N$. First, the content owner extracts from the original image, along the rows, several overlapping blocks whose number is determined by the size of to be embedded messages, denote $db \times l$. In detail, every block consists of m rows, where, $m = \lceil l/N \rceil$ and the number of blocks can be computed through $n = M - m + 1$. An important point here is that each block is overlapped by previous and/or subsequent blocks along the rows. For each block, define a function to measure its first-order smoothness. The content owner, by specific RDH algorithm. Pixels in the rest of image B are first categorized into two sets: white pixels with its indices i and j satisfying $(i+j) \bmod 2 = 0$ and black pixels whose indices meet $(i+j) \bmod 2 = 1$, as shown in Figure (C).

Further calculate the estimating errors of black pixels with the help of surrounding white pixels that may have been modified. Then another estimating error sequence is

generated which can accommodate messages and can also implement multilayer embeddings scheme by considering the modified B as "original" one when needed. In summary, to

exploit all pixels of B, two estimating error sequences are constructed for embedding messages in every single-layer embedding process



(3)

Figure 3. Illustration of image partition and embedding process

C) Image Encryption

After rearranged self-embedded image, denoted by X, is generated. Then encrypt X to construct the encrypted image, denoted by E. With a stream cipher, the encryption version of X is easily obtained. B. Data Hiding in Encrypted Image Once the data hider acquires the encrypted image,

he can embed some data into it, although he does not get access to the original image. The embedding process starts with locating the encrypted version of A, denoted by S.

Since S has been rearranged to the top of E, it is effortless for the data hider to read 10 bits of information in LSBs of first 10 encrypted pixels. After knowing how many

bit-planes and rows of pixels she can modify, the data hiders simply adopts LSB replacement to substitute the available bit-planes with additional data. Finally, the data hider sets a label following to point out the end position of embedding process and further encrypts it according to the data hiding key to formulate a marked encrypted image denoted by S . Anyone who does not possess the data hiding key could not extract the additional data.

D. Data Extraction and Image Recovery

Since data extraction is completely independent from image decryption, the order of them implies two different practical applications.

Case 1: Extracting Data from Encrypted Images

To manage and update personal information of images which are encrypted for protecting clients' privacy, an inferior database manager may only get access to the data hiding key and have to manipulate data in encrypted domain. The order of data extraction before image decryption guarantees the feasibility of our work in this case. When the database manager gets the data hiding key, he can decrypt the LSB-planes of S and extract the additional data by directly reading the decrypted version. When requesting for updating information of encrypted images, the database manager, then, updates information through LSB replacement and encrypts updated information according to the data hiding key all over again. As the whole process is entirely operated on encrypted domain, it avoids the leakage of original content.

Case 2: Extracting Data from Decrypted Images

In Case 1, both the embedding and extraction of the data are manipulated in encrypted domain. On the other hand, there is a different situation that the user wants to decrypt the image first and

then extract the data from the decrypted image when it is needed. The following example is an application for such a scenario. Assume Alice outsources her images to a cloud server, and the images are encrypted to protect their contents. In that encrypted images, the cloud server marks the images by embedding some notation, including the identity of the image owner, the identity of the cloud server and timestamps, to manage the encrypted images.

Note that the cloud server has no right to do any permanent damage to the images. Now an authorized user, Bob who has been shared the encryption key and the data hiding key, downloads and decrypts the images. Bob hoped to get marked decrypted images, i.e., decrypted images still including the notation, which can be used to trace the source and history of the data. The order of image decryption before/without data extraction is perfectly suitable for this case.

IV. EXPERIMENTAL RESULTS AND COMPARISON

We take standard image Lena, shown in Figure (D), to demonstrate the feasibility of proposed method. Figure (E) is the encrypted image containing embedded messages and the decrypted version with messages is illustrated in Figure (G). Figure (H) depicts the recovery version which is identical to original image. The Reversible Data Hiding will be tested on public available standard images, which include Lena, Airplane, Barbara, Baboon, Peppers and Boat. The size of all images is $512 \times 512 \times 8$.

The original image used here is a baboon image. This image is encrypted and then some additional data are embedded into it. Figure (5) is a digital watermark added to an image, is a more or less visible information in the form of a text or some other image that has been added to the original image. The a

added information can be more or less transparent to make it either easy or hard to notice the watermark. There are various techniques for hiding the information in the form of digital contents like image, text, audio and video.

Basically digital watermarking is a method for embedding some secret information and additional information in the cover image which can later be extracted or detected for various purposes like authentication.

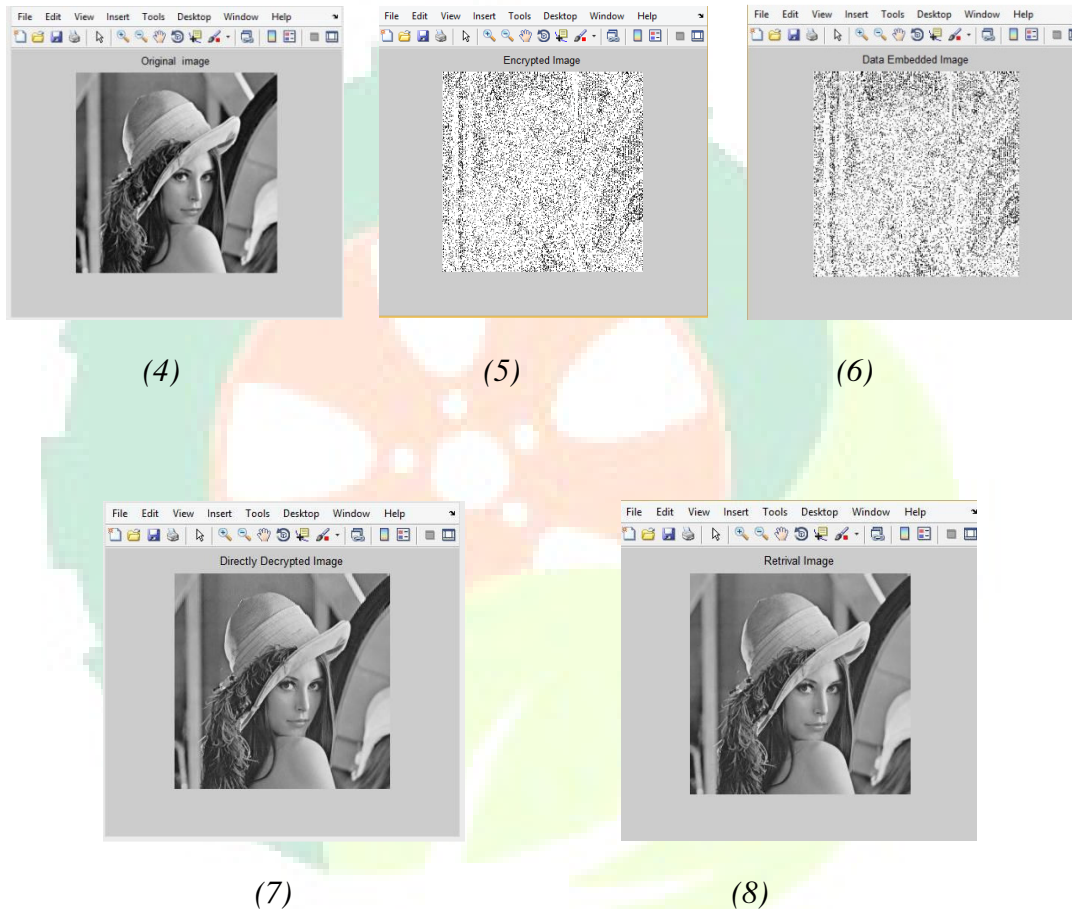


Figure (4) Original image, (5) Encrypted image, (6) Image containing messages, (7) decrypted image, (8) Recovery version

Table I shows the comparison results measured by PSNR for different images, where the embedding rate is measured by

bits per pixel (bpp). The choice of single LSB-plane outperforms the other two at low embedding rates (less than 0.2 bpp). It

is inconsistent with our intuitive understanding, when embedding rate is small, has the capacity to embed LSBs of a single round without size enlargement. Furthermore, we prefer using two LSB-planes to single one when their performance are competitive in embedding rate range from 0.2 to 0.3 bpp. This is because by allocating part distortion into, the “cut” artifact can be reduced to certain degree. The Peak Signal to Noise Ratio

(PSNR) which is the ratio of maximum signal power to that of the power of noise is calculated for the purpose of reconstruction of the original image. In practice, we utilize single LSB-plane to embed messages when embedding rate is less than 0.25 bpp, and switch to two LSB-planes with embedding rate larger than 0.25 bpp.

Input image	Embedding Rate (bpp)	PSNR values (dB)
Baboon	0.1	46.26
Barbara	0.1	51.46
Boat	0.1	52.62
Leena	0.1	52.33
Peppers	0.1	51.02
Airplane	0.1	54.21

Table I PSNR comparison with Embedding Rate



V. CONCLUSION

VI.

Reversible data hiding in encrypted images is a new topic drawing attention because of the privacy preserving requirements from cloud data management. Previous methods implement RDH in encrypted images by vacating room after encryption, as opposed to which reserving room before encryption is proposed. Thus the data hider can benefit from the extra space emptied out in previous stage to make data hiding process effortless. The proposed method can take advantage of all traditional RDH techniques for plain images and achieve excellent performance without loss of perfect secrecy. Furthermore, this novel method can achieve real reversibility, separate data extraction and greatly

improvement on the quality of marked decrypted images.

REFERENCES

- [1] T. Kalker and F.M. Willems, “Capacity bounds and code constructions for reversible data-hiding” in Proc. 14th Int. Conf. Digital Signal Processing (DSP2002), 2002, pp. 71–76.
- [2] W. Zhang, B. Chen, and N. Yu, “Capacity-approaching codes for reversible data hiding,” in Proc 13th Information Hiding (IH’2011), LNCS6958, 2011, pp. 255–269, Springer-Verlag. 80
- [3] W. Zhang, B. Chen, and N. Yu, “Improving various reversible data hiding schemes via optimal codes for binary covers,” IEEE Trans. Image Process., vol. 21, no. 6, pp. 2991–3003, Jun. 2012.

- [4] J. Fridrich and M. Goljan, "Lossless data embedding for all image formats," in Proc. SPIE Proc. Photonics West, Electronic Imaging, Security and Watermarking of Multimedia Contents, San Jose, CA, USA, Jan. 2002, vol. 4675, pp. 572–583.
- [5] J. Tian, "Reversible data embedding using a difference expansion," IEEE Trans. Circuits Syst. Video Technol., vol. 13, no. 8, pp. 890–896, Aug. 2003.
- [6] Z. Ni, Y. Shi, N. Ansari, and S. Wei, "Reversible data hiding," IEEE Trans. Circuits Syst. Video Technol., vol. 16, no. 3, pp. 354–362, Mar. 2006.
- [7] D.M. Thodi and J.J. Rodriguez, "Expansion embedding techniques for reversible watermarking," IEEE Trans. Image Process., vol. 16, no. 3, pp. 721–730, Mar. 2007.
- [8] X. L. Li, B. Yang, and T. Y. Zeng, "Efficient reversible watermarking based on adaptive prediction-error expansion and pixel selection," IEEE Trans. Image Process., vol. 20, no. 12, pp. 3524–3533, Dec. 2011.
- [9] P. Tsai, Y. C. Hu, and H. L. Yeh, "Reversible image hiding scheme using predictive coding and histogram shifting," Signal Process., vol. 89, pp. 1129–1143, 2009.
- [10] L. Luo et al., "Reversible image watermarking using interpolation technique," IEEE Trans. Inf. Forensics Security, vol. 5, no. 1, pp. 187–193, Mar. 2010.
- [11] V. Sachnev, H.J. Kim, J. Nam, S. Suresh, and Y.-Q. Shi, "Reversible watermarking algorithm using sorting and prediction," IEEE Trans. Circuits Syst. Video Technol., vol. 19, no. 7, pp. 989–999, Jul. 2009.
- [12] A. J. Menezes, P. C. van Oorschot, and S. A. Vanstone, Handbook of Applied Cryptography. Boca Raton, FL, USA: CRC, 1996.
- [13] K. Hwang and D. Li, "Trusted cloud computing with securer sources and data coloring," IEEE Internet Comput., vol. 14, no. 5, pp. 14–22, Sep./Oct. 2010.
- [14] M. Johnson, P. Ishwar, V. M. Prabhakaran, D. Schonberg, and K. Ramchandran, "On compressing encrypted data," IEEE Trans. Signal Process., vol. 52, no. 10, pp. 2992–3006, Oct. 2004.
- [15] W. Liu, W. Zeng, L. Dong, and Q. Yao, "Efficient compression of encrypted grayscale images," IEEE Trans. Image Process., vol. 19, no. 4, pp. 1097–1102, Apr. 2010.
- [16] X. Zhang, "Reversible data hiding in encrypted images," IEEE Signal Process. Lett., vol. 18, no. 4, pp. 255–258, Apr. 2011.
- [17] W. Hong, T. Chen, and H. Wu, "An improved reversible data hiding in encrypted images using side match," IEEE Signal Process. Lett., vol. 19, no. 4, pp. 199–202, Apr. 2012.
- [18] X. Zhang, "Separable reversible data hiding in encrypted image," IEEE Trans. Inf. Forensics Security, vol. 7, no. 2, pp. 826–832, Apr. 2012.