



# **Data Concealing By Means of Reversible Message Oriented Texture Synthesis**

Jobin Joseph<sup>1</sup>, Ajishya Liza Idiculla<sup>2</sup>

PG Student [SP], Dept. of ECE, College of Engineering Poonjar, Kerala, India<sup>1</sup>

Assistant Professor, Dept. of ECE, College of Engineering Poonjar, Kerala, India<sup>2</sup>

**ABSTRACT:** This work combines the texture synthesis process with data concealing that hides secret messages. Instead of using an existing cover image to hide messages, this algorithm uses a source texture image and embeds secret messages through the process of texture synthesis to produce a stego synthetic texture. This allows us to extract both the secret messages and source texture from a stego synthetic texture to provide reversibility. The scheme offers the embedding capacity that is proportional to the size of the stego texture image. The maximum embedding capacity is 16×7 bit per patch with a very low synthesis time.

**KEYWORDS:** Data concealing, Patch, Texture synthesis, Reversible.

## **I.INTRODUCTION**

When a message is encrypted, it's easy to understand that it contains sensitive information, and someone may try to break it. Data concealing solves this problem by hiding the secret information in a host medium so that the interceptor may not know the existence of hidden messages. In general, the host mediums used includes meaningful digital media such as text, image, audio, video [1] etc. By this technique data can be hidden inside the texture image without changing its appearance or size. Recent advances in computing and interest in privacy has led to the development of data concealing.

Mainly data concealing is based on two principles. The first one is that the files containing digitized images or sound can be modified to a certain extent without any loss in their functionality. The next principle deals with the inability of human vision to distinguish minor changes in image color or sound quality, which is the easy way to understand the redundant information. The value of the least significant bit of the pixel color won't result in any perceivable change of that color.

The four basic techniques used for data concealing [2] are:

1. LSB method: The LSB of carrier medium is directly inserted with the message bit and the carrier medium contains the payload.
2. Injection: Hiding data in sections of a file that are omitted by the processing application. Therefore avoid modifying those file bits that are relevant to an end perfectly usable.
3. Substitution: Replacement of the least significant meaningful content of the original file with a new data in such a way that it causes least amount of distortion.
4. Generation: Unlike injection and substitution, this does not require an existing cover file. This generates a cover file for the entire purpose of hiding the message.

Most data concealing algorithms adopt an existing image as the cover medium. The expense of embedding secret messages into this cover image is the distortions encountered in the stego image. This leads to two drawbacks. First, the more secret messages embedded will result in more image distortion, because of the fixed size of the cover image. Consequently, an agreement between the embedding capacity and the image quality is required. This results in the limited capacity provided by any specific cover image. A stego image contains some distortion, regardless of how minute it is, this will affect the natural features of the cover image. This leads to the second drawback because it is still possible that an image steganalytic algorithm [3] can defeat the image steganography and thus reveal that a hidden message is being conveyed in a stego-image.

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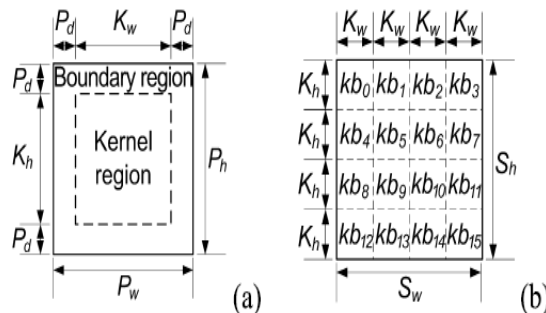
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Steganalysis involves analysis of the carrier file. Simpler steganographic techniques produce some noticeable change in the file size, statistics or both. These changes can demonstrate themselves in color variations, resolution loss and other distortions that are easily detected by human eye. This form of detection works when we know the original carrier image.

Texture is an ambiguous word and in image processing, every digital image is composed of repeated elements and these repeated elements are called a texture. Texture synthesis can be used to create a large texture image with similar local appearance and a user defined size. Like most algorithms, texture synthesis algorithms are more efficient in computation time and in memory use. Patch-based texture synthesis creates a new texture image by copying a patch in the texture and these patches are stitched together to synthesize a texture. Patch-based algorithms are more efficient and speedy than pixel-based texture synthesis methods since texture content inside a patch remains same. In contrast to use an existing cover image to hide messages, this work conceals both the source texture image and secret messages through the process of message oriented texture synthesis. This permits us to extract both the secret message and the source texture from a stego synthetic texture. The aim of this work is to synthesize a stego image according to the message that recovers the source image to provide reversible capability.

## II.METHODOLOGY

The basic unit used for data concealing by texture synthesis is referred to as a patch. A patch represents an image block of a source texture where its size is specified by the user. Fig. 1(a) illustrates the diagram of a patch. We can specify the size of a patch by its width ( $P_w$ ) and height ( $P_h$ ) dimensions. A patch contains the central part and an outer part where the central part is the kernel region with size of  $K_w \times K_h$ , and the part surrounding the kernel region are referred to as the boundary region with the depth ( $P_d$ ).



**Fig 1: Patch and kernel blocks.** (a) The diagram of a patch. (b) An illustration of non-overlapped kernel blocks subdivided from the source texture.

Given a source texture with the size of  $S_w \times S_h$ , we can subdivide the source texture into a number of non-overlapped kernel blocks, each of which has the size of  $K_w \times K_h$ , as shown as Fig. 1(b). Let KB represent the collection of all kernel blocks thus generated. We can employ the indexing for each source patch  $KB_i$  i.e.,  $KB = \{kb_i | i=0 \text{ to } \|KB\|-1\}$ . As an example, given a source texture with the size of  $S_w \times S_h = 128 \times 128$ , and assume the size  $K_w \times K_h$  as  $32 \times 32$ , then  $\|KB\| = 16$  kernel blocks can be generated. Each element in KB can be identified as  $\{kb_0, kb_1, \dots, kb_{15}\}$ . Then expand a kernel block with the depth  $P_d$  at each side to produce a source patch. If a kernel block is positioned around the boundary of a source texture, we can use boundary mirroring such as symmetric contents of the kernel blocks to produce the boundary region. Similar to the kernel block, we can denote SP as the collection of all source patches and  $SP_n = |SP|$  as the number of elements in the set SP. We can use indexing for each source patch  $SP_i$ , i.e.,  $SP = \{spi | i = 0 \text{ to } |SP| - 1\}$ . Given a source texture with the size of  $S_w \times S_h$ , and kernel block has the size of  $K_w \times K_h$ , then number of source patches  $SP_n$  can be derived using equation

$$SP_n = \frac{S_w \times S_h}{K_w \times K_h}$$

In this work, to ease the complexity we assumed the size of the source texture as a factor of the size of the kernel block.

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## Message Embedding Procedure

The message embedding procedure is illustrated in this section. Fig. 2 shows the three processes of message embedding procedure. Each process will be explained in the following sections. Many ideas and techniques have been proposed for secure data transmission, mainly concealing text in images. The simple method to do the same is Least Significant Bit replacement method in steganography [2]. Hiding a message inside Images is the most popular medium.

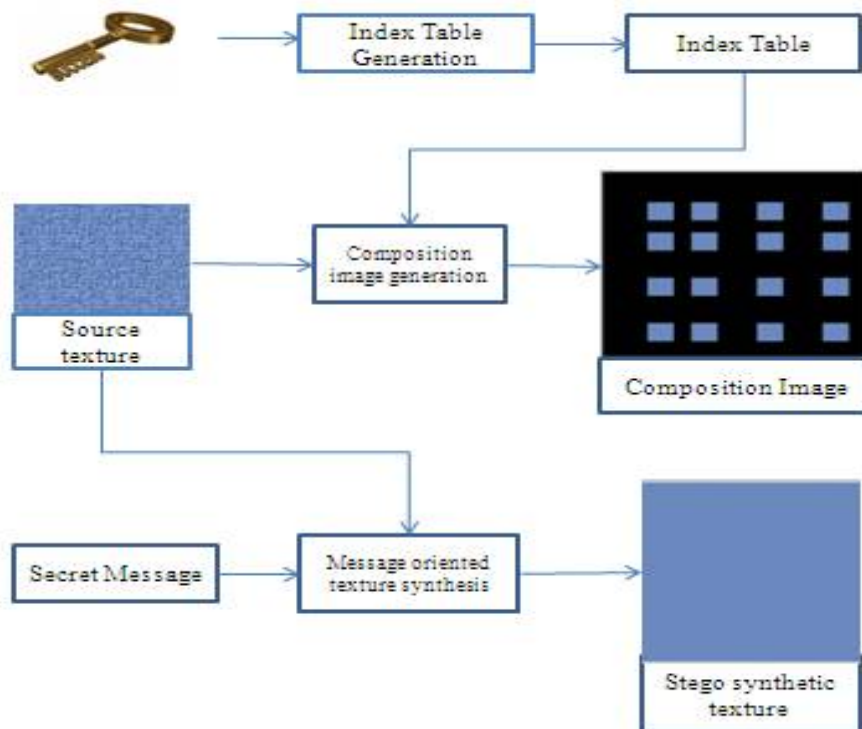


Fig 2: Flow chart

## Index Table Generation Process

The first process is the index table generation. An index table is to record the location of the source patch set SP in the synthetic texture. The index table allows us to retrieve the synthetic texture and source texture completely.

First determine the dimensions of the index table ( $T_{pw} \times T_{ph}$ ) by the given parameters  $T_w$  and  $T_h$ , which are the width and the height of the synthetic texture, intended to synthesize. The number of entries in this index table can be determined using equation

$$TP_n = \left\lfloor \frac{(T_w - P_w)}{(P_w - P_d)} + 1 \right\rfloor \times \left\lfloor \frac{(T_h - P_h)}{(P_h - P_d)} + 1 \right\rfloor$$

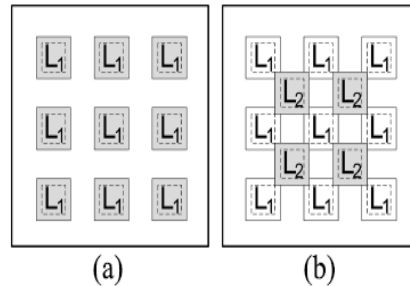
Where,  $TP_n$  represents the number of patches in the stego synthetic texture. For simplicity, chose appropriate parameters for  $T_w$ ,  $T_h$ ,  $P_w$ ,  $P_h$  and  $P_d$ , in order to make the number of entries as an integer.

Given the number of patches  $SP_n$  subdivided from the source texture, the procedure of patch distribution is to distribute patches perfectly on the first-priority positions before pasting patches on the second-priority positions. Based on the resolution of the synthetic texture, we will have two conditions: the sparse distribution and dense distribution. When the number of source patches is less than or equal to the number of the first-priority positions ( $SP_n \leq |L1|$ ), the patch will be distributed sparsely. Inversely, when the number of source patches is greater than the first-priority position ( $SP_n > |L1|$ ), the patch will be distributed densely.

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**Fig 3: Distribution of Source patches** (a) sparse distribution, (b) dense distribution

The index table will be sprinkled with different values as shown in Fig. 4 having sixteen source patches (no. 1 to 16) and 128 blank locations with the initial value of -1.

-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
-1	-1	1	-1	2	-1	-1	3	-1	-1	4	-1	-1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
-1	-1	5	-1	6	-1	-1	7	-1	-1	8	-1	-1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
1	1	1	1	1	1	1	1	1	1	1	1	1	1
-1	-1	9	-1	10	-1	-1	11	-1	-1	12	-1	-1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
1	1	13	1	14	1	1	15	1	1	16	1	-1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1

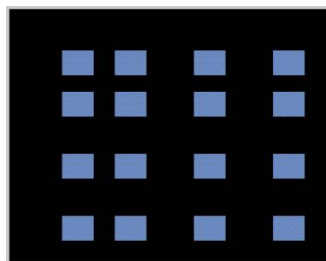
**Fig 4: Index Table**

In this index table, the entries with non-negative values indicate the equivalent source patch ID subdivided in the source texture, while the entries with the value of -1 represents that these positions will be synthesized by referring to the secret message by the message-oriented texture synthesis.

### Patch Composition Process

The second process is to paste the source patches into a workbench to produce a composition image. First, establish a blank image as workbench where the size of the workbench is equal to the synthetic texture. By referring to the source patch IDs stored in the index table, paste the source patches into the workbench. During the pasting process, no overlapping of the source patches is encountered. This work embeds the secret message via the message-oriented texture synthesis to construct the final stego synthetic texture.

For the patch distribution, avoid positioning a source texture patch on the edges of the synthetic texture. This will strengthen the borders to be produced by message-oriented texture synthesis, enhancing the security provided by the synthetic texture. Fig. 5 illustrates the composition image where sixteen source patches pasted.



**Fig 5: Illustration of composition image**



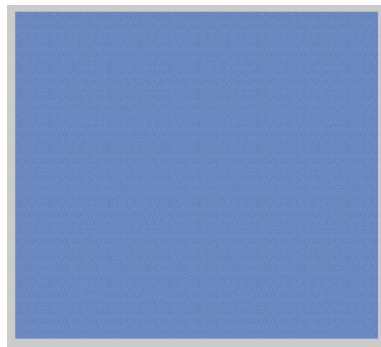
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### ***Message oriented texture synthesis Process***

First of all, data (here text) is converted to 7 bit binary (each letter in the data). Binary data of each letter is divided and XOR ed with R-G-B Layer of the source patch. That is, first four LSB of the data is converted to decimal format for making red component. Then 5<sup>th</sup> and 6<sup>th</sup> LSB are converted to decimal to make green component. Finally, the MSB of data is taken and converted to decimal to make blue component. Then each data is bit XOR ed with the corresponding layer of source patch to make system reversible. If index table value is -1, then there is no source patch placed in the work bench for that location, hence patch containing the data can be placed in that location. Pasting of source patches in the final output will lead to overlapping of different patches, hence data loss will occur. To remove this condition, embed data only in kernel region. The stego synthetic image is shown in Fig 6.



**Fig 6: Stego synthetic Texture**

### **Message Extraction Procedure**

The message extracting for the receiver side procedure contains four steps involves, generating the index table, recover the source texture, accomplish the texture synthesis, and extracting the secret message hidden in the stego synthetic texture, as shown in Fig. 7. In the receiver side, first load the stego-image and then input the key for authentication and decryption. With the secret key held in the receiver side, the same index table as the embedding procedure can be generated. The key should be same as used in sender side, else data decryption will fail. The next step is the source texture recovery.

### ***Source Texture Recovery***

Each kernel region and its corresponding order with respect to source texture can be recovered by comparing the index table. Then arrange kernel blocks based on their order, thus retrieving the source texture which is absolutely the same as the source texture.

### ***Composition Image Generation***

In the third step, apply the composition image generation to paste the source patches into a workbench to produce a composition image by attributing to the index table. This produces the composition image that is identical to the one produced in the embedding procedure.

### ***Message Extraction***

If index Table value is -1 there is a chance that, location has a patch containing data or source patch itself. Compare the kernel block of source patch selected and kernel block of the patch in that location. If they are unequal means the patch contains data. Extract data from each patch by simply doing bit XOR operation of the data block with the used source patch. Corresponding data is extracted.

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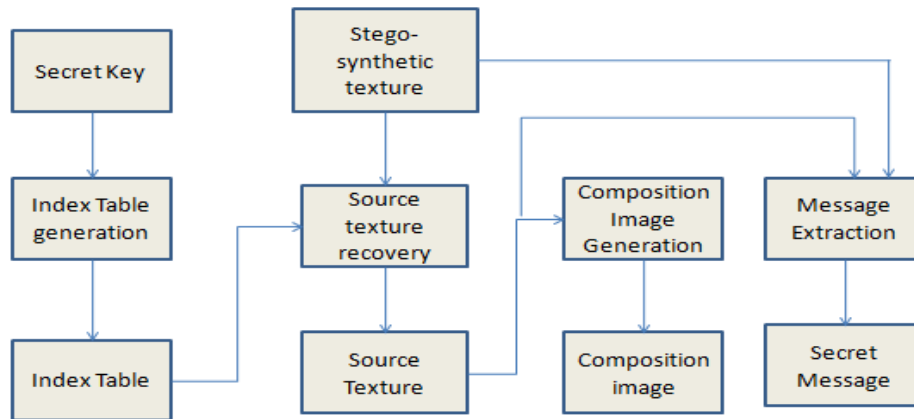


Fig 7: Extraction Process

### III. RESULT AND DISCUSSION

For the implementation of this work Matlab R2013a is used. Data set includes images from texture library. <http://textures.forrest.cz/>.

#### Embedding Capacity

For a fixed number of BPP, the larger the resolutions of the source texture  $S_w \times S_h$ , the smaller the total embedding capacity (TC). This is because the larger source texture will contain more source patches  $SP_n$  that we want to paste which doesn't conceal any secret bits. This will reduce the number of embeddable patches ( $EP_n$ ) on the composition image, thus reducing the total embedding capacity. Table 1 gives a comparative study of variation of the maximum embedding capacities with varying source texture and stego synthetic texture size.

#### Synthesis Time

The total time taken to synthesize a stego image concealing data with 112×7 char is 6.064 sec. To retrieve data it takes only 4.303 sec. This proposed method extracts the embedded messages correctly. Table 1 provides the idea of how total embedding capacity related to number of source patches, the size of patch when synthetic texture size differs.

Table 1. Total Embedding capacity in bits our algorithm can provide

	$S_w \times S_h$	$SP_n$	$EP_n$	TC
$T_w \times T_h = 488 \times 488$ ; $P_w \times P_h = 48 \times 48$ ; $P_d=8$ ; $TP_n=144$	96x96	9	135	15120
	128x128	16	128	14336
	192x192	36	108	12096
$T_w \times T_h = 1008 \times 1008$ ; $P_w \times P_h = 48 \times 48$ ; $P_d=8$ ; $TP_n=625$	96x96	9	616	68992
	128x128	16	609	68206
	192x192	36	589	65968
$T_w \times T_h = 1024 \times 1024$ ; $P_w \times P_h = 24 \times 24$ ; $P_d=4$ ; $TP_n=2601$	96x96	36	2565	287280
	128x128	64	2537	284144
	192x192	144	2457	275184

Where,  $S_w \times S_h$  Source Texture Size,  $T_w \times T_h$  : Synthetic texture size ;  $P_w \times P_h$  : Patch size;  $P_d$  : Boundary depth ;  $TP_n$  : Number of patches on the stego synthetic texture. When comparing this method with the previous method [4] the maximum embedding capacity provided in the work is 34398 bits (for  $T_w \times T_h = 1024 \times 1024$ ,  $P_w \times P_h = 24 \times 24$ ,  $P_d=4$ ,  $S_w$





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$\times S_h = 192 \times 192$ ). In this work the maximal embedding capacity is 287280 bits (for  $T_w \times T_h = 1024 \times 1024$ ,  $P_w \times P_h = 24 \times 24$ ,  $P_d = 4$ ,  $S_w \times S_h = 96 \times 96$ ).

## IV. CONCLUSION

This work proposes a reversible message oriented data concealing algorithm by means of texture synthesis. XOR encryption is used for embedding message. Given an original source texture, our scheme can synthesize a large stego synthetic texture concealing secret messages. This method provides reversibility to recover the original source texture from the stego synthetic textures, making possible a second round of texture synthesis if needed. This algorithm can produce visually plausible stego synthetic textures even if the secret messages with bits 0 or 1 have an uneven appearance of probabilities. By this work the embedding capacity is increased from the range 30780 - 34398 to 275184 - 287280 with a small synthesis time (maximum 12 seconds). One possible future study is to expand the work to conceal images in the texture.

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