

IMAGE STEGANOGRAPHY

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Abstract

IMAGE STEGANOGRAPHY

by

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The project deals with the best approach in image steganography using Least Significant Bit (LSB) that further improves the quality of the existing LSB substitution methods to improve the security strength of the hidden information.

It is a new technique to substitute LSB of BGR true color image. The new security formation hides the secret information within the LSB of the image where the secret key encrypts the hidden information to protect it from unauthorized people. Generally, in LSB techniques hidden information is embedded into a fixed position of LSB of the image. For this purpose, knowing retrieval techniques, anyone can extract the hidden information. In my project, hidden information is embedded into different position of LSB of the image depending on the secret key.

As a result, it is difficult to extract the hidden information knowing the retrieval techniques. The implemented technique results in LSB based image steganography using secret key which gives good security issue than LSB based image steganography techniques.

Keywords: Steganography, Cryptography, Data Hiding, LSB, Digital Image, Hash, Security.

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1. INTRODUCTION

1.1. Definitions

Usually nowadays if we want to transfer sensitive data, we encrypt the data before transferring it across the internet. Transferring messages like this, still can cause suspicion: there is clearly secret/sensitive data in your encrypted message that you are trying to hide. Attackers know precisely where to look to try to procure the information [1]. But privacy and anonymity is a concern for most people on the internet. Image Steganography allows for two parties to commune secretly and covertly. Steganography is the art of concealing information. In computer science, it refers to concealing data within a file or message. It serves a related motive to cryptography, but rather than encrypting data, steganography simply hides it from the user [2]. The word steganography comes from New Latin *steganographia*, which merges the Greek words *steganos*, meaning “concealed or covered”, and *-graphia* meaning “writing” [3].

In general, a steganographic system consists of a cover media into which the secret information is embedded. The embedding procedure fabricates a stego medium by replacing the information with data from the information to be hidden. Commonly secret information is embedded into the fixed position of Least Significant Bit (LSB) of a cover image which is the carrier to embed secret information. Since anyone can ensure that particular position of LSB contains secret information, so it is then easier for anyone to extract the secret information using the extraction method. The core purpose of image steganography is to guarantee security of the hidden information [4].

There are several researches available detailing properties of image steganography. Numerous steganographic techniques have been suggested. The most familiar of these is substituting the LSB of the pixels with secret information. A notable LSB established image steganography technique is given in [5] and it suggest an adaptive technique based on inter pixel relationship. The technique tremendously enhances the stego-image quality. Using this method it is feasible to extract the secret information for anyone by using the extraction method [6]. A different LSB established image steganography technique is given in [7] and it suggests three effective steganographic techniques that take advantage of the neighborhood

information to approximate the quantity of data to be embedded into the input pixel of the cover image and that embed exactly three bits of secret information in smooth sections and a varying amount of bits are embedded into the edged sections. This technique uses various pixels of the image store too many bits of the secret information but separate pixels stay unchanged. In result, some pixels are manipulated harshly whereas other pixels stay unused. Using this technique it is feasible to extract the hidden information for anyone, since they did not issue any security measures [6].

In order to ensure the security of the secret information, I have tackled it by using creative LSB based image steganography. In this technique I introduced a secret key which guarantee the security of secret information. The embedding of the secret information is determined by the secret key. The secret key determines the suitable location of secret information. It is extremely difficult to extract the secret information without the identical secret key. Here a bit of secret information is put in either LSB of Blue or Green or Red matrix of a particular pixel which is guaranteed by the secret key and the pixel column. I also use the secret key to encrypt the secret information to provide an extra layer of security. So by adding secret key, I increased the security intensity of the secret information in LSB based image steganography.

1.2. Goals

Project Goals (PG):

- PG1: Hide secret information inside an image.
- PG2: Invisibility/ Undetectability from humans.
- PG3: Support multiple image formats.
- PG4: Extract of all hidden information
- PG5: Large embedding capacity.
- PG6: Secure.
- PG7: Support colour images.

Table 1.1. Project Goal 1

| | |
|------------------|---|
| Goal Identifier | PG1 |
| Project Goal | Hide secret information inside an image. |
| Goal Description | The primary goal of this project is to hide the secret information inside the cover image to produce a stego image containing the secret information. |

Table 1.2. Project Goal 2

| | |
|------------------|--|
| Goal Identifier | PG2 |
| Project Goal | Invisibility/Undetectability from humans. |
| Goal Description | This goal states that the produced stego-image should be manipulated in away that the human eye will not spot the differences. |

Table 1.3. Project Goal 3

| | |
|------------------|---|
| Goal Identifier | PG3 |
| Project Goal | Support multiple image formats. |
| Goal Description | This goal states that the system should support cover images of multiple image formats e.g. jpeg, png, tiff, webp, bmp, exr, hdr. |

Table 1.4. Project Goal 4

| | |
|------------------|---|
| Goal Identifier | PG4 |
| Project Goal | Extract of all hidden information. |
| Goal Description | This goal states that the system should be able to extract the hidden information in its original state, meaning nothing should be missing. |

Table 1.5. Project Goal 5

| | |
|------------------|---|
| Goal Identifier | PG5 |
| Project Goal | Large embedding capacity. |
| Goal Description | This goal states that the system should be able to hide a lot of information. Though this may depend on the size of image selected by the user. The bigger the image the increase in the amount of of information that can be hidden. |

Table 1.6. Project Goal 6

| | |
|------------------|--|
| Goal Identifier | PG6 |
| Project Goal | Secure. |
| Goal Description | This goal states that the information hidden should be secure, meaning it should be encrypted before being hidden and then should be hidden according to a secret key provided by the user. And that secret key can only be used to know where the hidden information is when extracting it. |

Table 1.7. Project Goal 7

| | |
|------------------|---|
| Goal Identifier | PG7 |
| Project Goal | Support colour images. |
| Goal Description | This goal states that the system should support colour images, since they have the RGB values for every pixel and it makes the system more secure (PG6) since there are multiple choices to choose from when hiding secret information. |

1.3. Ethics

Association of Computing Machinery (ACM) and the IEEE Computer Society joined forced to create Software Engineering Code of Ethics and Professional Practices and cooperatively approved by the ACM and the IEEE-CS as the principle for practicing and teaching Software Engineering [8].

According to the ACM code of ethics principle 1.01. [8] and in accordance with the principle I take full responsibility in accepting this project as my own work. According to principle 1.03 [8] and in accordance with the principle I approve the software because I believe that it's safe, meets specifications, passes proper tests, and does not decrease quality of life, decrease privacy, or harm the environment. In general I believe the software is of public good [8].

According to the ACM code of ethics principle 3.02. [8] and in accordance with the principle I ensured proper and achievable objectives and goals for this project. According to principle 3.10. [8] and in accordance to the principle I ensured adequate testing, debugging,

and review of the software. According to principle 3.12. [8] and in accordance with the principle I worked to develop software that respect the privacy of those who will be affected by it. In general I believe I ensured software meets the highest professional standards possible [8].

According to the ACM code of ethics principle 8.01. [8] and in accordance with the principle I shall regularly try to further my knowledge of developments in the specification, analysis, design, development, maintenance, and testing of software and related documents, in conjunction with the management of the development process. According to principle 8.02. I shall regularly try to improve my ability to create reliable, safe, and useful quality software within reasonable time and at reasonable cost. According to principle 8.03. [8] I shall regularly try to improve my capacity to provide accurate, informative, and well-written documentation. In general, as a software engineer I shall take part in lifelong learning concerning the practice of my profession and shall encourage an ethical approach to the practice of the profession [8].

1.4. Required Software

1) Visual Studio Code

Visual Studio Code is a lightweight yet powerful free source code editor developed by Microsoft. It runs on desktop and is available for Linux, Windows and macOS. Its features include support for syntax highlighting, debugging, intelligent code completion, embedded Git, code refactoring, and snippets, and has a rich ecosystem of extensions for other features and programming languages [9]. This is the environment I used to write my code because it has a lot of advantages and it's also a personal preference.

2) Git

Git is a free and open source distributed and version control system for tracking changes in source code throughout software development. It is developed for collaborating work between programmers, however it can be used track changes in any type of files [10]. I used it as as the version control system.

3) Bitbucket

Bitbucket is a web based version control repository hosting service owned by Atlassian. It is for hosting source code and development projects that use either Git or Mercurial version control systems [11]. I used it as the hosting service for the project.

4) OpenCV

OpenCV is a library of programming functions mostly focused on real time computer vision. The library is cross platform and free for use under the open source BSD licence [12]. I used it to load, alter, and save images and read image data.

5) Qt

Qt is a free and open source widget toolkit for developing Graphical User Interfaces (GUI) together with cross platform applications that run on numerous hardware and software platforms for instance Linux, Windows, macOS, Android or embedded systems with little to no change in the primary codebase and at the same time still being a native application with native capabilities and speed [13]. I used one of its modules Qt QML for developing the GUI.

6) Trello

Trello is a web based Kanban style list making application [14]. I used it to organize and prioritize project tasks in a scrum board style.

1.5. Programming Languages

1) C++

C++ is a general purpose programming language created by Bjarne Stroustrup as an extension of the C programming language, or "C with Classes". I used C++ as the application back-end, meaning the main algorithms for the desktop application are written in C++.

2) QML

QML is a user interface markup language. It is a declarative language for designing user interface centric applications. Inline JavaScript code handles imperative aspects. It is associated with Qt Quick. I used QML for creating the Graphical User Interface (GUI) for the desktop application.

3) JavaScript

JavaScript is a programming language that conforms to the ECMAScript specification. JavaScript is high-level, often just-in-time compiled, and multi-paradigm. I used JavaScript as to handle imperative aspects of the desktop application from QML, for instance calling C++ functions.

1.6 Third-Party Libraries

1) SHA-256

I used it to hash the secret key.

2) Easy Encryption

I used it to encrypt and decrypt the secret information.

2. LITERATURE REVIEW

2.1. History

The earliest steganographic technique dates back to the Greeks around 440 B.C. The Greek ruler Histiaeus used the first version of steganography which implied: shaving the head of his most trusted servant, tattooing the message onto the scalp, waiting for the hair to grow in order to conceal the secret message, and then sending the servant on his way to deliver the message with the instruction. The receiver would then have to shave the servant's head to disclose the secret message [15].

During the same time period, a different early kind of steganography was used. This technique involved Demeratus, who sent a warning message about an imminent invasion to Greece. This was done by writing the message directly on the wood of a wax tablet prior to applying the fresh layer of wax. This allegedly blank wax tablet was delivered successfully with its secret message [15].

Steganography kept going on over time to expand into different levels. In times of war it is used extensively. The American forces and the British used different styles of invisible ink throughout the American Revolutionary War. The invisible ink included fruit juice, vinegar, milk, and urine, for the hidden message. Heat or light was used to decode the secret message. The Germans began using microdots during World War II. The microdots were plans, documents, and images significantly decreased in size to the size of a period and then added to ordinary paperwork [15].

2.2. Publications

The easiest way for embedding secret information into an image is named Least Significant Bit (LSB) insertion. For a 24 bit true colour image, the number of modifications will be kept to a minimum and unnoticeable to the human eye. For instance, assume that we have three pixels next to each other with the following RGB encoding:

| | | | |
|----------|-----------------|----------|----------|
| Pixel 1: | 10110010 | 11001010 | 00101110 |
| Pixel 2: | 10110110 | 11001110 | 00101100 |
| Pixel 3: | 10111011 | 11000111 | 00110101 |

Now assume we would want to embed the 9 bits of information **110100010**. If we hide these 9 bits in place the LSB of the above 9 bytes, we get the following pixels (bold bits have been modified):

| | | | |
|----------|-----------------|----------|----------|
| Pixel 1: | 10110011 | 11001011 | 00101110 |
| Pixel 2: | 10110111 | 11001110 | 00101100 |
| Pixel 3: | 10111010 | 11000111 | 00110100 |

The below formula gives the most common description of the parts of this steganographic technique:

$$\text{Secret Information} + \text{Cover Image} = \text{Stego Image}$$

The above formula for this old technique is best described with the following figure, which contains useful additional details:

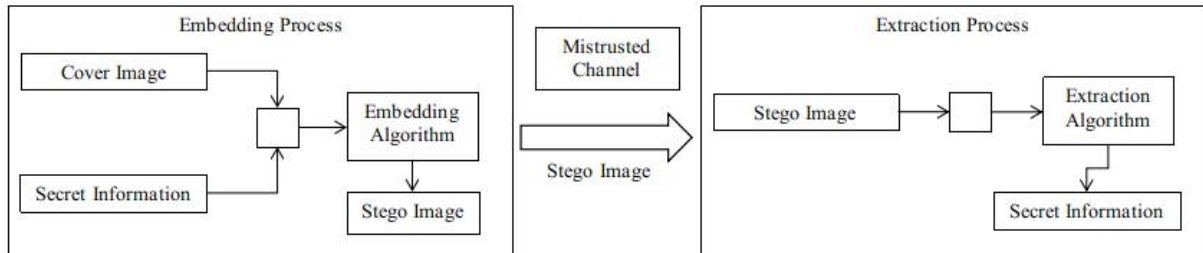


Figure 2.1. Steganographic Formulation (Publication)

In this technique the cover image is the image into which the secret information is embedded. The stego image is the output image resulting from the embedding, which will be the same type of image as the cover image. This technique has its weakness, the secret information is easy to retrieve for anyone knowing the retrieval method.

In the year 2015, G. Prashanti and K. Sandhyarani did a survey [16] on the modern accomplishments of Least Significant Bits (LSBs) based image steganography. In the survey

the writers study about the advancements that increase the steganographic outcomes for instance high embedding magnitude, high robustness, and undetectability of the secret information. In the course of this survey two new methods are suggested. In the first method a secret grayscale image is hidden inside another grayscale image and the second method is used to embed secret information inside the cover image. These methods use a four state table to generate pseudo random numbers that will be used for embedding the secret data. These two techniques have magnificent security because the secret data is embedded according to the random chosen positions of the LSBs of the cover image with the help of the pseudo random numbers produced by the table [16].

In the year 2015, B. Feng, W. Lu, and W. Sun in their article [17] proposed a state of the art proposition of binary image steganography. This method is suggested to decrease the distortion on the quality of the image. In this technique of steganography the complement, rotation and mirroring invariant texture designs are removed from the binary image. They also suggested a quantification and based on this suggested quantification this procedure is pragmatically implemented. The pragmatic outcomes show that the suggested steganographic procedure has high statistical reliability with high embedding capacity and high stego-image quality [17].

In the year 2015, M. Nosrati, A. Hanani, and R. Karimi did a report [18] on heuristic genetic algorithm based steganographic technique for embedding secret information in the cover image. This technique optimally finds the suitable positions to hide the secret information in the cover image by focusing on the previous embedding methods. The technique attempts to make a minimum number of changes on the bits which leads to least alterations in the image histogram. To transform the secret information and LSBs to a set of blocks, division into separate parts is performed in this genetic algorithm. After this algorithm locate the suitable positions for embedding, the confidential blocks are embedded and it creates the key file which is used when extracting the secret information. The preliminary outcomes show that this genetic based technique is more effective than the basic LSB techniques with high stego-image quality [18].

In the year 2014, K. Qazanfari and R. Safabakhsh suggested [19] an improved edition of LSB++ technique. In this LSB++ technique they formulate the differences between sensitive pixels and permit protecting them shielding them from hiding of additional bits,

which results in minor tampering in the co-occurrence matrices. They also expand this technique to protect DCT coefficients of JPEG images. This improved technique results in hardly any trails in the co-occurrence matrices than previous LSB++ method. This technique is also safe against histogram based attacks because it does not cause any alterations in the histogram and therefore histograms of both stego-image and cover image will be the same. The stego-image quality will be high because of the complete removal of additional bit embedding [19].

In the year 2014, N. Akhtar, S. Khan, and P. Johri in their article [20] introduce and implement the upgraded edition of traditional LSB techniques of image steganography. Their work increases the quality of the stego-image by utilizing bit inversion technique. They suggest two techniques of bit inversion. Both methods settle around bit inversion methods in which LSBs of pixels of the cover image are inverted if and only if they result with a particular pattern of pixel's bits. This results in decreased alterations in pixels if compared to conventional LSB techniques. For the proper extraction of the secret information, inverted bits have to be hidden someplace within the stego-image. The preliminary outcomes indicate that the Peak Signal-to-Noise Ratio (PSNR) value of the stego-image is enhanced, therefore the quality of the stego-image is improved [20].

In the year 2014, S. Islam, M. R. Modi, and P. Gupta suggested [21] an interestingly new steganography method to hide confidential information in the LSBs of the cover image. In their technique the least 2 significant bits of the edges are used to hide the secret information because the edge sections are extremely good parts to hide the confidential data than the other smooth sections of the cover image. In this technique the edge sections are discovered on the foundation of the amount of the confidential data, which indicate it does adaptive edge spotting. The preliminary outcomes reviews show that the suggested technique functions better than customary LSB image steganographic techniques and impressively secure against visual attacks [21].

In the year 2012, S. Gupta, G. Gujral, and N. Aggarwal suggested [22] a strengthened LSB algorithm for image steganography. In this suggested technique they only hide the secret information into the blue element of the RGB color space. In this method the $R \times C$ size cover image is chosen. After choosing the cover image only the blue element is utilized for hiding the secret information. They also benefit from the use of pixel filters to gain access to the

finest positions to embed the secret information into the cover image in-order to obtain the best possible rate. The preliminary outcomes show that this method decreases the manipulation of the cover image and the stego-image has extremely good visible quality and modifications in the cover image are negligent to the human eye. This technique decreases the jump in the color scale since only blue elements of RGB are utilized to hide the secret information [22].

In the year 2010, C. Lee and W. Tsai suggested [23] a new technique of image steganography which utilizes PNG images to embed secret information. The technique for secret sharing is used to create limited shares from the specified data string with the help of some polynomial coefficients as information transporter for calculating the shares. These partial shares are then hidden into alpha channel and produce the stego-image which contains white noise. To minimize the white noise small prime numbers can be utilized. The suggested technique has an effective secret information hiding capacity with increased security level and high stego-image quality [23].

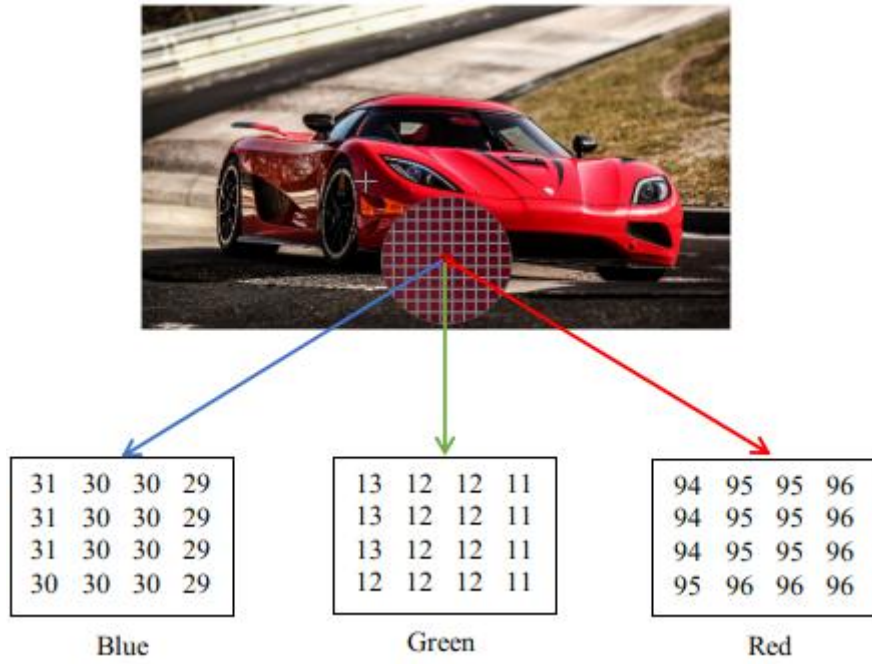


Figure 3.2. BGR Matrix Representation of the Image

3.2. Embedding Method

To embed the secret information, the cover image is taken. This cover image is then split into three matrices Blue, Green, and Red as shown in figure 3.2. The secret information is then encrypted using the secret key and then converted into binary representation string. This binary string of the secret information is called bit stream of secret information. The secret key is then converted into a binary representation string called bit stream of secret key, which will then be used as a circular bit stream.

For the pixel columns 0, 3, 6, 9, the Blue matrix and the Secret key are used for determining if the secret information is to be embedded into either the Green or the Red matrix. In this case, every one bit of the secret key is XOR with every one LSB of the Blue matrix. If the resulting value of the XOR operation is 0, the secret information bit is embedded into the LSB of Green matrix and if it's 1, the secret information bit is embedded into the LSB of Red matrix.

For the pixel columns 1, 4, 7, 10, the Green matrix and the Secret key are used for determining if the secret information is to be embedded into either the Blue or the Red matrix. In this case, every one bit of the secret key is XOR with every one LSB of the Green matrix.

If the resulting value of the XOR operation is 0, the secret information bit is embedded into the LSB of Red matrix and if it's 1, the secret information is embedded into the LSB of Blue matrix.

For the pixel columns 2, 5, 8, 11, the Red matrix and the Secret key are used for determining if the secret information is to be embedded into either the Blue or the Green matrix. In this case, every one bit of the secret key is XOR with every one LSB of the Red matrix. If the resulting value of the XOR operation is 0, the secret information bit is embedded into the LSB of Blue matrix and if it's 1, the secret information bit is embedded into the LSB of Green matrix.

The figure below shows how the secret information bit embedding operations are done:

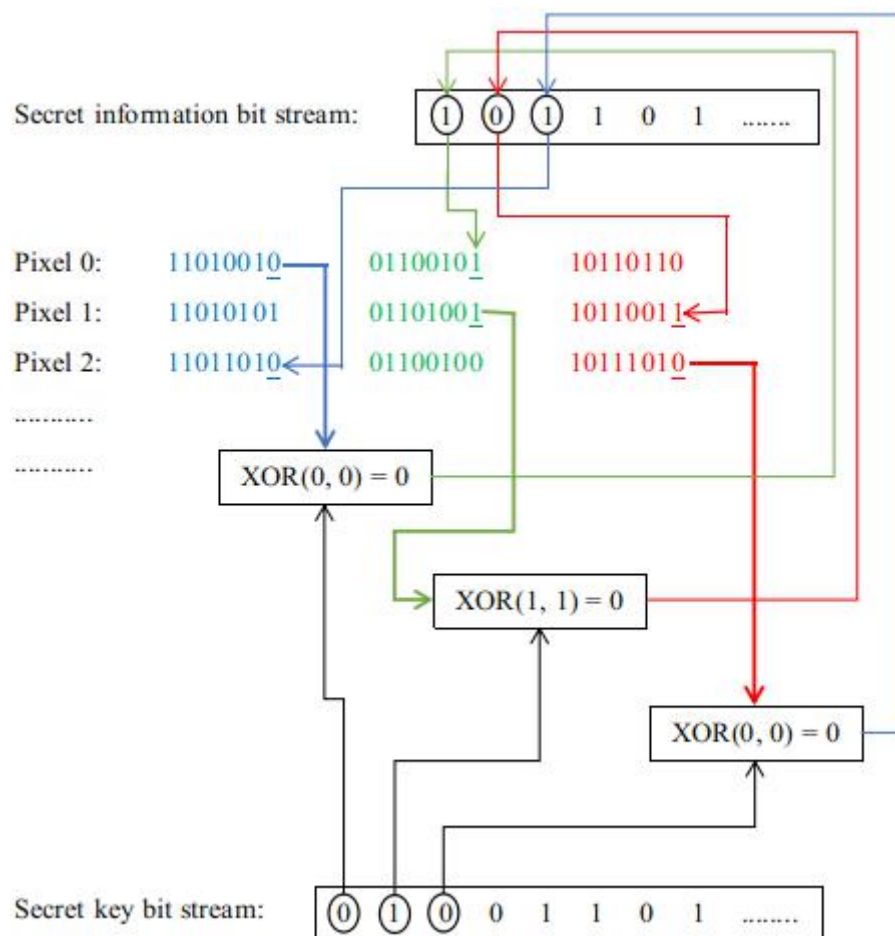


Figure 3.3. Bit Embedding Operations

The secret key bit stream is rotated in a circular manner to create a circular bit stream, the circulation continues until the embedding of the secret information bit stream is completed. The following figure is the flowchart for embedding the secret information into the cover image:

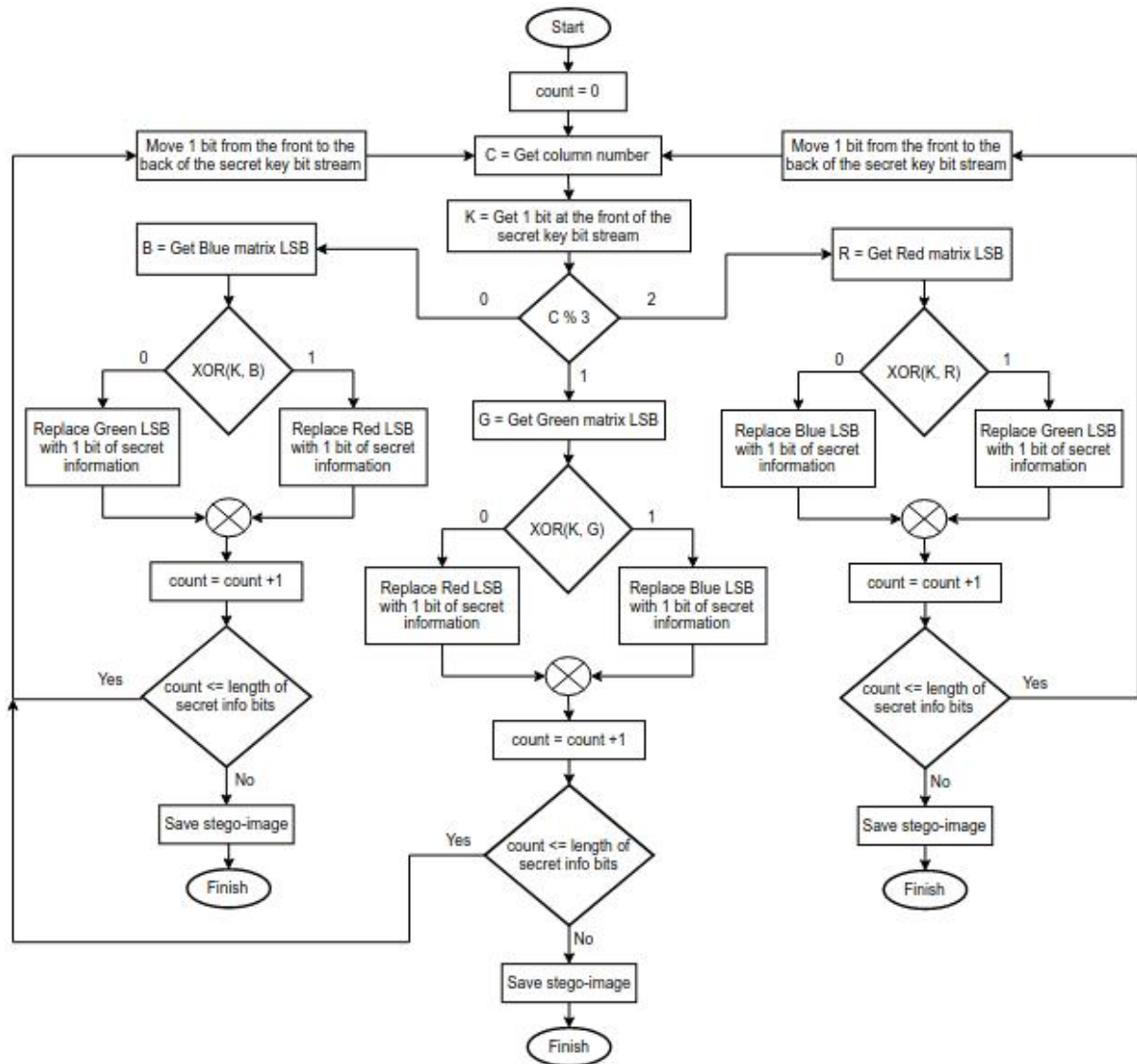


Figure 3.4. Secret Information Embedding Flowchart

The length of the secret information bit stream is embedded in the 1st rows of the cover image. The secret key is hashed and the hashed secret key bits are embedded between the 6th and the 10th rows of the cover image.

3.3. Extraction Method

To extract the secret hidden information, the stego-image is taken. This stego-image is then split into three matrices Blue, Green, and Red as shown in figure 3.2. The secret key is then needed in-order to extract the secret information. The secret key is then converted to a bit stream of secret key, which will then be used as a circular bit stream. During the extraction procedure the extracted secret information bits are stored in a string called bit stream of secret information.

For the pixel columns 0, 3, 6, 9, the Blue matrix and the Secret key are used for determining if the secret information is to be extracted from either the Green or the Red matrix. In this case, every one bit of the secret key is XOR with every one LSB of the Blue matrix. If the resulting value of the XOR operation is 0, the secret information bit is extracted from the LSB of Green matrix and if it's 1, the secret information bit is extracted from the LSB of Red matrix.

The figure below shows how the secret information bit extraction operations are done:

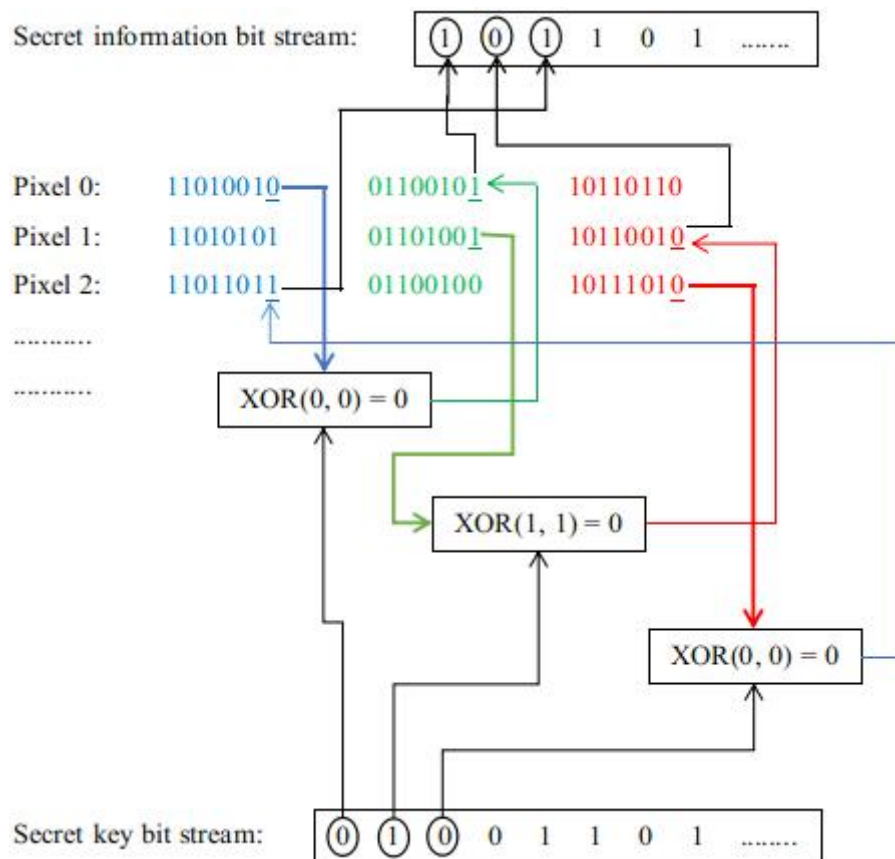


Figure 3.5. Bit Extraction Operations

For the pixel columns 1, 4, 7, 10, the Green matrix and the Secret key are used for determining if the secret information is to be extracted from either the Blue or the Red matrix. In this case, every one bit of the secret key is XOR with every one LSB of the Green matrix. If the resulting value of the XOR operation is 0, the secret information bit is extracted from the LSB of Red matrix and if it's 1, the secret information is extracted from the LSB of Blue matrix.

For the pixel columns 2, 5, 8, 11, the Red matrix and the Secret key are used for determining if the secret information is to be extracted from either the Blue or the Green matrix. In this case, every one bit of the secret key is XOR with every one LSB of the Red matrix. If the resulting value of the XOR operation is 0, the secret information bit is extracted from the LSB of Blue matrix and if it's 1, the secret information bit is extracted from the LSB of Green matrix.

The secret key bit stream is rotated in a circular manner to create a circular bit stream, the circulation continues until the extraction of the secret information bit stream is completed. The flowchart for extraction of the secret information from the stego-image is shown in figure 3.6. Once the secret information bits extraction is complete, the secret information bit stream is then transformed from binary representation and then decrypted using the secret key to provide the exact secret information/message that was embedded.

Before extracting the secret information, the hidden secret information bits length is extracted from 1st five rows of the stego-image. The provided secret key is hashed and compared to the hidden extracted hashed key. If the hashes are not the same attempt to extract the secret information is terminated. If the hashes are the same then the extraction of the secret information is started. The embedded hashed secret key is extracted between the 6th and the 10th rows of the stego image.

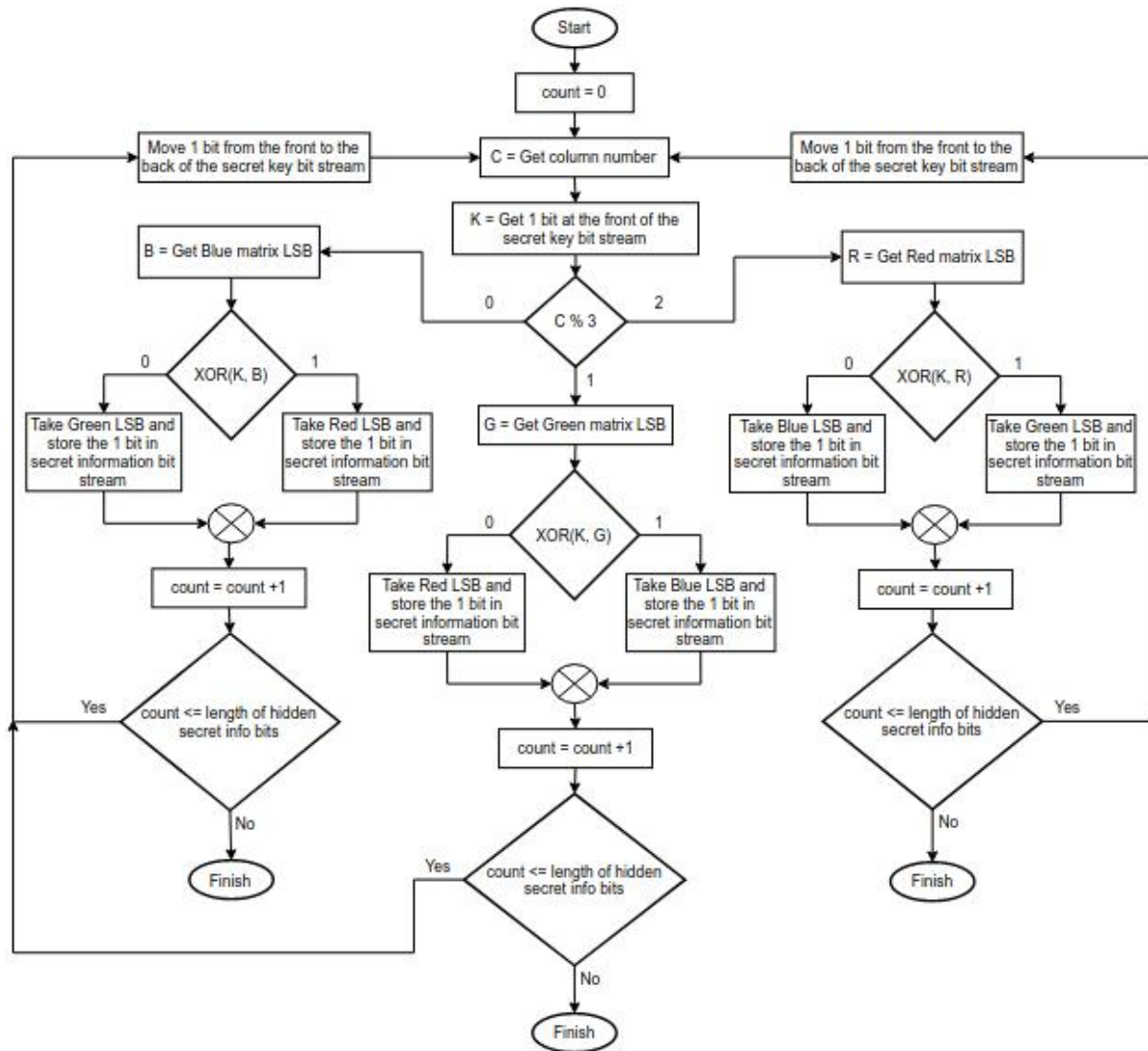


Figure 3.6. Secret Information Extraction Flowchart

4. IMPLEMENTATION DETAILS

This chapter also should contain a scheme of the implementation of your method or solution, organization of experiments, based on computation, simulation, and statistical analysis, with appropriate graphs and other illustrations. The obtained results must be discussed and compared with the results given in published works.

Chapter 3 and this chapter together represent the most important parts of your new contribution to the area of study. If necessary, the material of this chapter can be divided into two chapters.

5. CONCLUSION AND FUTURE RECOMMENDATION

This Chapter can conclude the project. It should summarize the results of study, emphasize their positive and negative aspects and suggest directions of a further study of the topic to improve the proposed scheme, method or approach.

6. REFERENCES

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APPENDIX

(if any) can contain additional material, such as source texts of programs, large tables of obtained results, descriptions of used protocols, utility programs, etc. Each Appendix must have its title on a separate page.

