

Steganography Least Significant Method

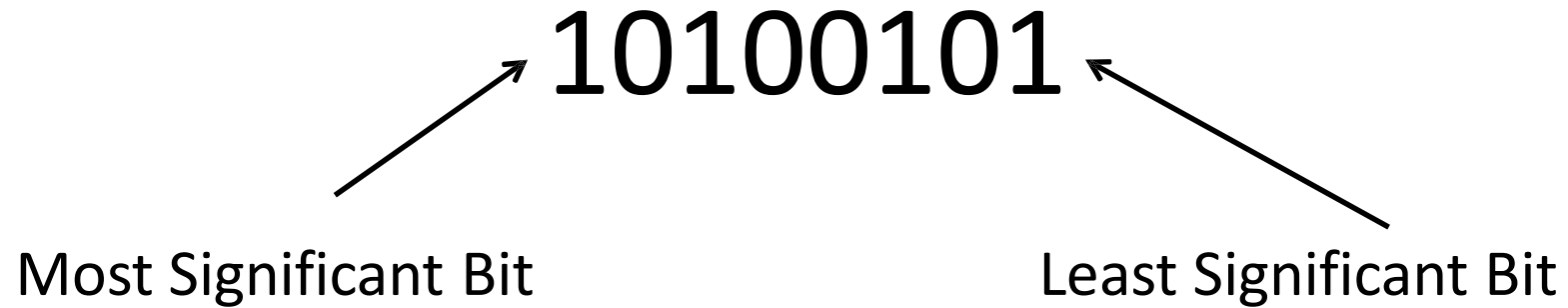
Digital Images – 24 Bit RGB



10101101 10110100 01011011

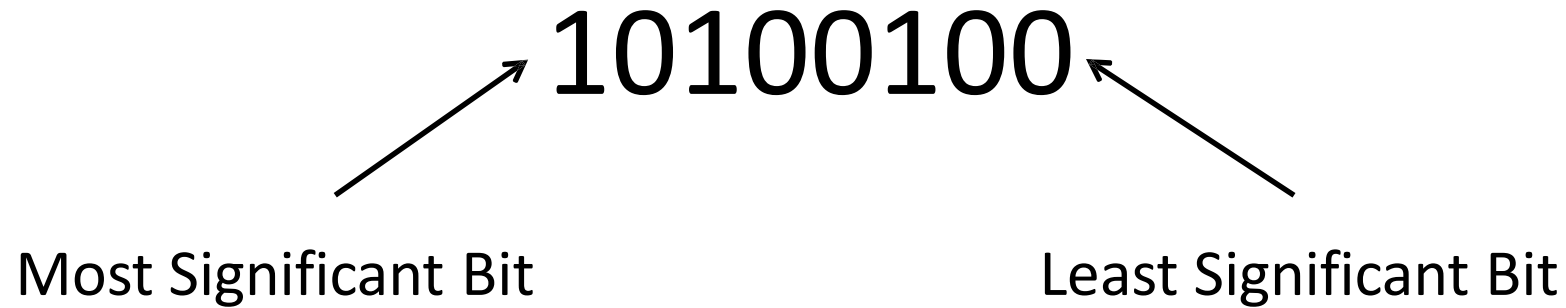
Red Value Green Value Blue Value

Significant Bits



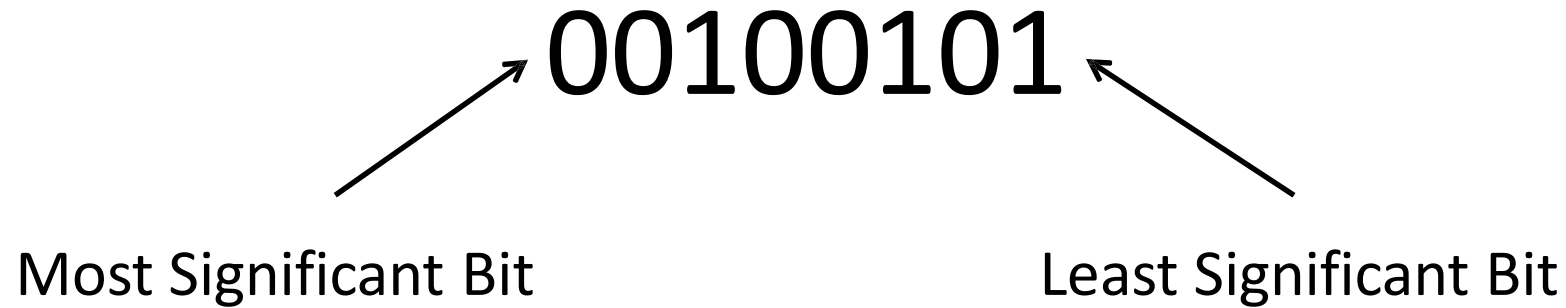
165

Significant Bits



164

Significant Bits Difference



37

Pixel with R= 165 vs 164 vs 37



`rgb(165, 0, 0)`

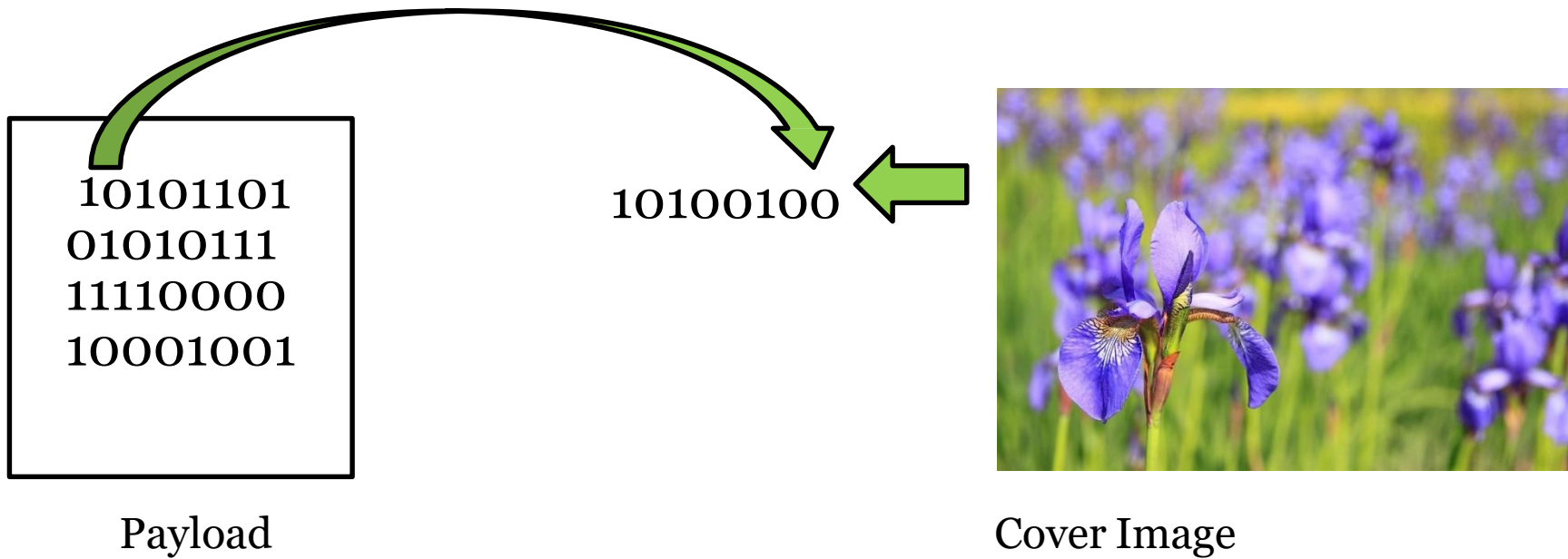


`rgb(164, 0, 0)`

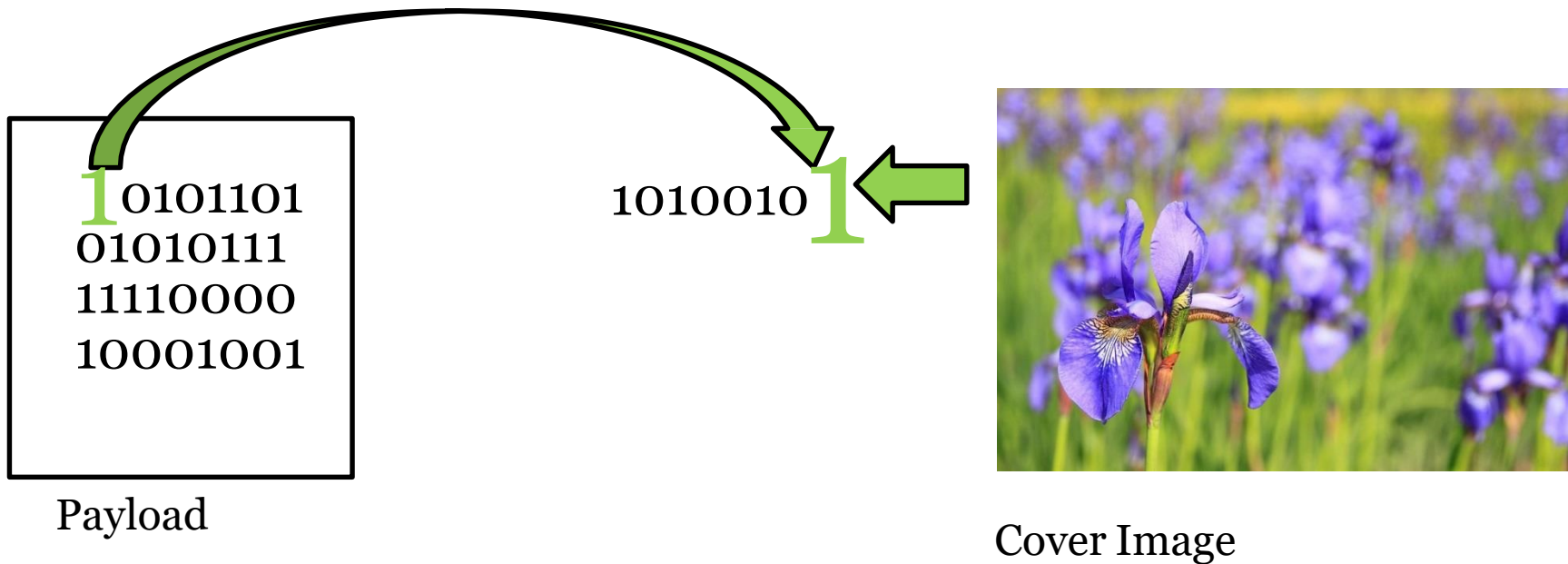


`rgb(37, 0, 0)`

Least Significant Bits (LSB) Algorithm



Least Significant Bits (LSB) Algorithm



Cryptography and Randomness

- True random: entirely unpredictable events, such as lottery numbers
- Pseudo random: Statistically random sequence of numbers, but is repeatable with a seed value
- Cryptographically secure PRNG (Pseudorandom number generator): used in cryptography to provide sufficient security whilst remaining repeatable

e.g. SecureRandom in Java

Bit Manipulation in Java

```
int lsb= byt & 0x1;
```

get the lsb by performing
bitwise and with 0x1

```
byt &= ~ 0x1;
```

change LSB to a 0 by bitwise
and with the complement of
0x1

```
byt |= 0x1;
```

performs bitwise OR with 0X1
to change LSB to a 1

```
byt << shiftVal;
```

Shifts a byte to the left
by int shiftVal

```
byt >> shiftVal;
```

shifts to the right by int
shiftVal

```
^
```

performs exclusive OR