



# Exploring the impact of Bit Rot

In an effort to understand the direct impact of "bit rot" on a file, and to inform potential research streams an image file was "attacked" by a script that sequentially flipped every bit, and tested the resulting image for (1) renderablity and (2) similarity to the source image.

Keywords: Jpeg Bit-Rot RMSe Render Test

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### **Summary**

In an effort to understand the direct impact of "bit rot" on a file, and to inform potential research streams an image file was "attacked" by a script that sequentially flipped every bit, and tested the resulting image for (1) renderablity and (2) similarity to the source image.

#### Method

A python script was written that loops over a bitstream, locates each bit in order, inverts the bit, and saves the bitstream as a new image.

Each image is presented to imagemagik, which attempts the open the file.

If the file successfully opens, a root mean squared error (RMSe) value is calculated as a measure of difference between the original image and the new (bit flipped) image.

### **Example:**

The following bitstream is presented to the script:

```
1111 0000 1010 0000
```

This results in the following bitstreams being created:

```
0111 0000 1010 0000
1011 0000 1010 0000
1101 0000 1010 0000
1110 0000 1010 0000
1111 1000 1010 0000
1111 0100 1010 0000
1111 0010 1010 0000
1111 0001 1010 0000
1111 0000 0010 0000
1111 0000 1110 0000
1111 0000 1000 0000
1111 0000 1011 0000
1111 0000 1010 1000
1111 0000 1010 0100
1111 0000 1010 0010
1111 0000 1010 0001
```

#### Comments

A demonstration test image was selected that contains a number of image features that are of interest to image research (e.g. gradual colour change / luma change, high frequency detail, blocks of solid colour etc.) and would specifically highlight errors in a jpeg compressed image. This source image was reduced to 180 x 120 pixels in size, which results in a 17,514 byte image. This is equal to 140,112 bits of data per image, which results in 140,112 new images being created. These 140,112 consume some 2.3 GB of storage.

This process is extremely resource intensive - On an i5 64-bit Ubuntu 12.04LTS install, with 16 Gb of RAM, writing to a 120Gb SSD HDD, the demonstration image run through took approximately 36 hours with  $\sim$ 60% of the processor time being consumed by the RMSe calculation.

As this test was undertaken as a proof of concept, very little analysis has been undertaken on the resulting images – there are some notable groups of error type, and some examples have been provided in this report. The results are provided for the interest of the reader.

Raw test data is available on request (filename, rendered? [Y|N], RMSe) for this test and some other jpg images used to test the workflow. Some resultant jpg files are available.

Exploring the RMSe values in the main result data show that most significant bits (MSB) being flipped frequently produce larger RMSe errors than the least most significant bits (LSB) from the same byte being flipped.

It is expected that this process could be (1) more efficiently coded, and (2) rolled out with other image types and further to other file types (the main factor would be renderance metrics, however, anything that is visually or sonically rendered RMSe remains a viable base measure).

The next stage for the file type comparison would be to undertake the test on multiple files of the same type, and explore the resulting data looking for patterns in file structure that are particularly at risk. It is expected that different file types would have different bitstream locations that cause catastrophic file errors (for example, any bit flip attacks on the first or last 4 bytes of a PDF will result in a render fail as it damages the BOF or EOF marker the PDF renderer looks for.

# **Original Image:**



# **Specific examples of damage types:**

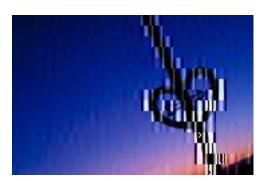
Comb:





**Detail:** 





**Block:** 

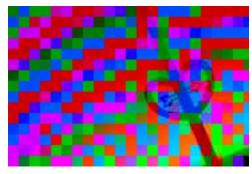




## Colour/ tone:









Catastrophic

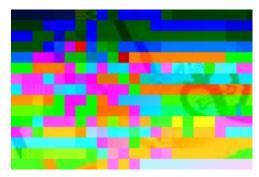












### **Image Dimensions:**



Filename	W (pix)	H (pix)
163_0.jpg	180	32888
163_1.jpg	180	16504
163_2.jpg	180	8312
163_3.jpg	180	4216
163_4.jpg	180	2168
163_5.jpg	180	1144
163_6.jpg	180	632
163_7.jpg	180	376
164_0.jpg	180	248
164_1.jpg	180	56
164_2.jpg	180	88
164_3.jpg	180	104
164_4.jpg	180	112
164_5.jpg	180	124
164_6.jpg	180	122
164_7.jpg	180	121
163_0.jpg	32948	120
163_1.jpg	16564	120
163_2.jpg	8372	120
163_3.jpg	4276	120
163_4.jpg	2228	120
163_5.jpg	1204	120
163_6.jpg	692	120
163_7.jpg	436	120
164_0.jpg	52	120
164_1.jpg	244	120
164_2.jpg	148	120
164_3.jpg	164	120
164_4.jpg	188	120
164_5.jpg	176	120
164_6.jpg	182	120
164_7.jpg	181	120

This table shows the image dimensions for the 32 images that report a different image pixel size to the source image.

### **Catalogue of Errored images:**

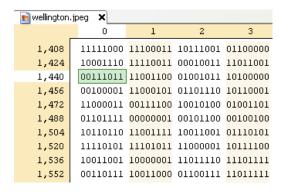
N.B The position of the flipped bit can be established from the file name:

XXX\_N.jpg,

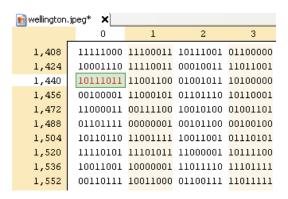
Where XXX is the byte location offset (decimal) in the bitstream

And N is the bit position in the stated byte of the flipped bit.

e.g. if the byte offset is 1,440



And the 'bit to be flipped' is the first '1', the above byte would become:



And the filename would become 1440 0.jpg

