

# **Digital Watermarking and Steganography**

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## **Chapter 3. Models of Watermarking**

Lecturer: Jin HUANG

# Overview

Several conceptual models of watermarking

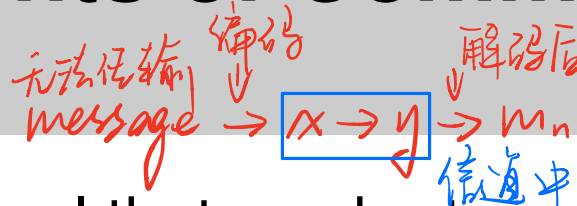
- View of communications 通信
- View of geometry 几何

Correlation-based watermarking

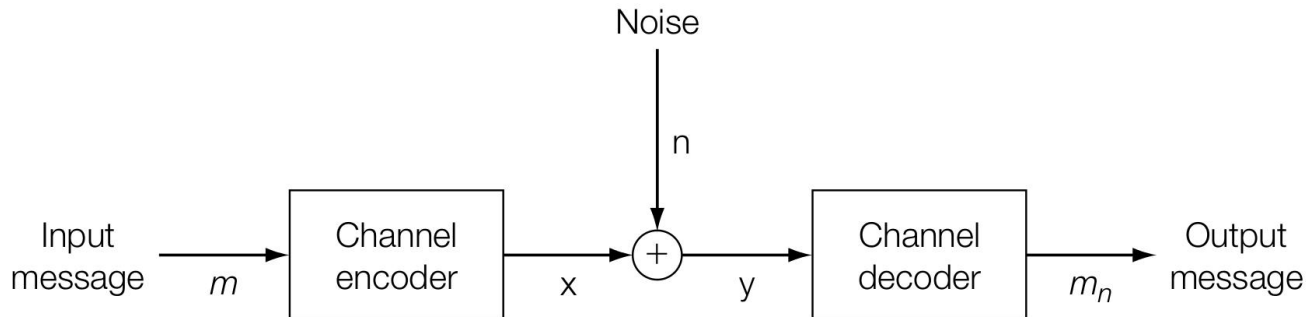
- How to measure “it is THE message”.

## **3.2 Communications**

# Components of Communications Systems



- $x$  is signal that can be transmitted over the channel, but  $m$  is not.
  - Source coder: draw symbols in some alphabet.
  - Modulator: converts a sequence of symbols into a physical signal.
- Transmission in channel add noise  $n$ .



# Classes of Transmission Channels

According to the type of noise function

- Additive noise:  $\mathbf{y} = \mathbf{x} + \mathbf{n}$ .
- Fading channel:  $\mathbf{y} = \nu[t]\mathbf{x} + \mathbf{n}, 0 \leq \nu[t] \leq 1$ .
- ...

eg. 声音. 平方衰减

# Secure Transmission 1

Security against both passive and active adversaries

- Passive: Aims at the message.
  - Monitors the transmission channel and attempts to illicitly read the message.
- Active: Aims at the transmission.
  - Disable the communications or transmit fake/unauthorized messages.

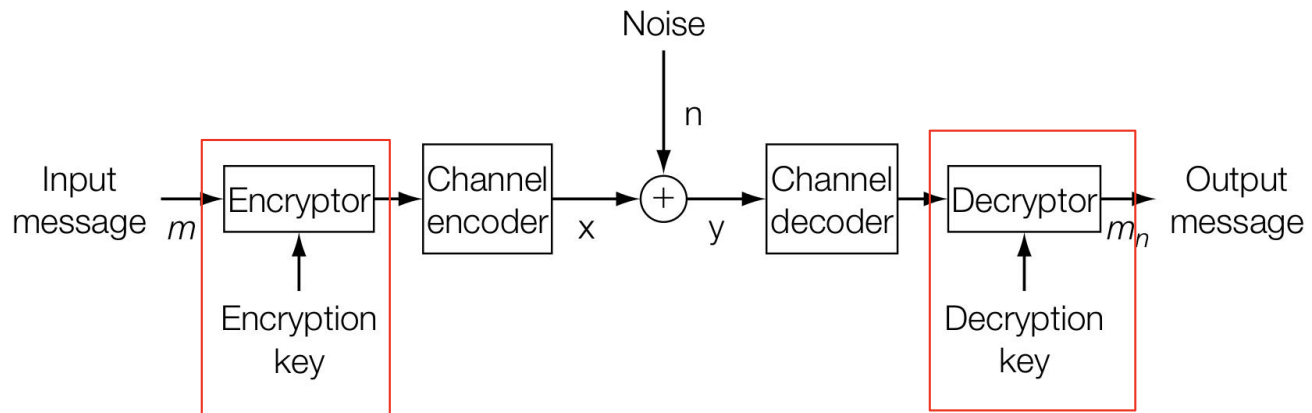
监听信息

阻断传输

# Secure Transmission 1

Message layer: cryptography.

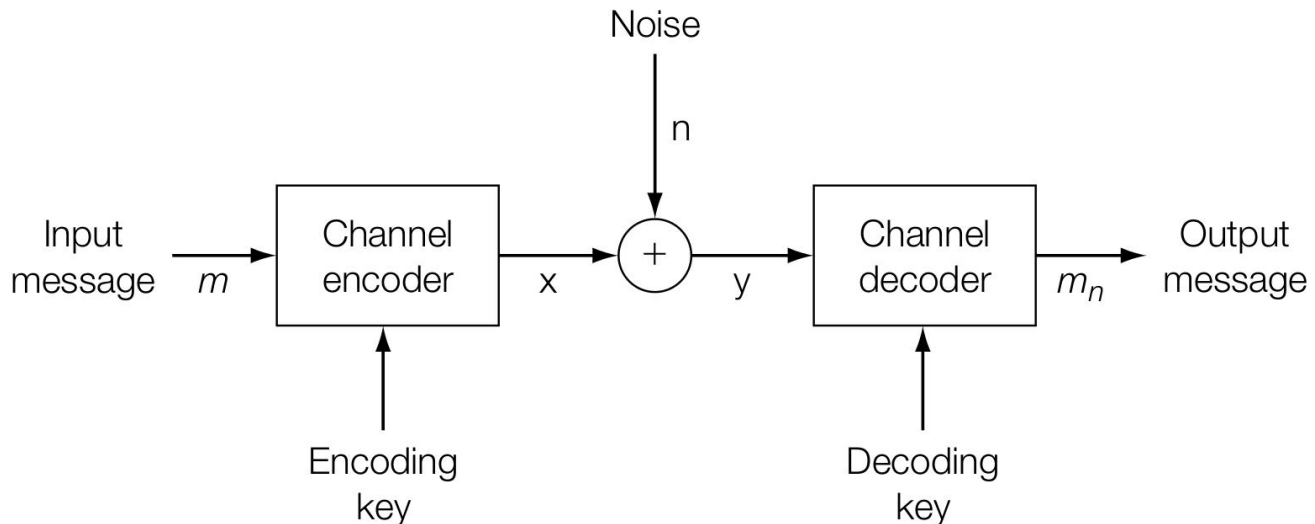
- Prevent unauthorized reading.
- Prevent unauthorized writing.



# Secure Transmission 2

Transport layer: spread spectrum communication. 光谱

- Spreads the signal across a wider bandwidth according to a secret key.
  - Frequency hopping. 每次交流不同频率 大功率无线电信号压制
  - Cannot monitor the transmission.
  - Huge cost/power to jam the transmission.





## **3.3 Communication-Based Models of Watermarking**

# Models

Deliver the message from the embedder to decoder.

- Not suitable for authentication system.

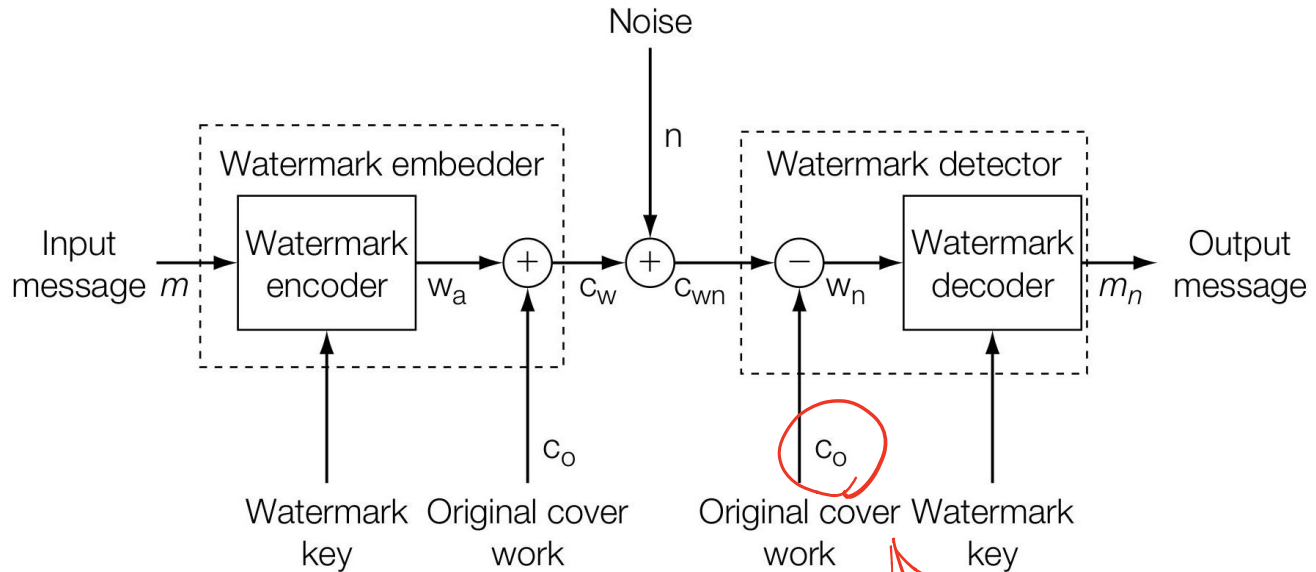
$$\mathbf{c}_{wn} = \mathbf{c}_o + \mathbf{w}_a + \mathbf{n}$$

How to use the cover work.

- As noise.
- As side information. 辅助  $\mathbf{w}_a$  传输
- The second message.

原文件      水印      (不包括认证)  
↑      ↑      ↑  
表示不能修改  
- 信道中加入的

# As Noise 1

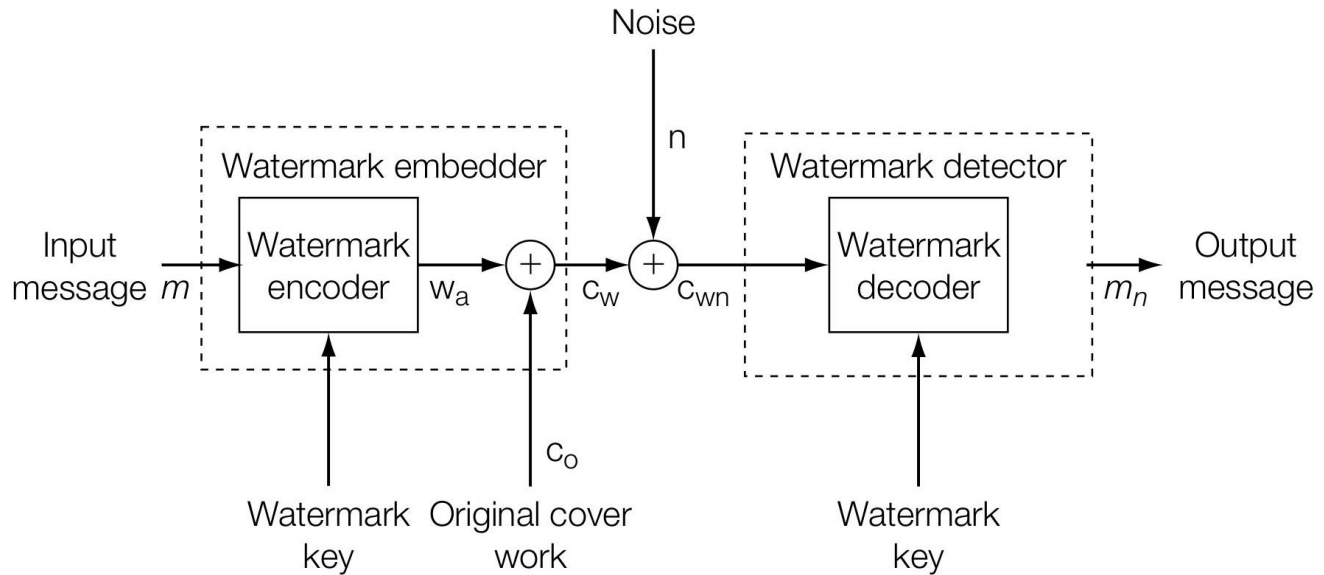


*Informed Detector*

需要另一种途径把  $c_o$  传输

To cancel out effect of  $c_o$ , the whole  $c_o$  is not always required.

# As Noise 2



*Blind Detector*

$w_a$  is corrupted by both  $c_o$  and  $n$ .

# Blind Embedding (E-BLIND)

One bit only message  $m \in 0, 1$ :

- A **reference pattern** (key)  $\mathbf{w}_r$ . 和  $\mathbf{c}_o$  一样大
- Encoding into to **message pattern**:

$$\mathbf{w}_m = (2m - 1)\mathbf{w}_r.$$

- Modulate to **added pattern**:  $\mathbf{w}_a = \alpha \mathbf{w}_m$ .  
防止加上后 会超过范围  
↑  
小于 0.
- Embedding:  $\mathbf{c}_w = \mathbf{c}_o + \mathbf{w}_a$ .

# Linear Correlation Decoder (D\_LC)

After transmission  $\mathbf{c} = \mathbf{c}_w + \mathbf{n}$ .

Detection:

- Goal: How  $\mathbf{c}$  is correlated to  $\mathbf{w}_r$ ?
- Linear Correlation (scaled dot product):

$$z_{lc}(\mathbf{c}, \mathbf{w}_r) = \frac{1}{N} \mathbf{c} \cdot \mathbf{w}_r, \quad \mathbf{c} \in \mathbb{R}^N.$$

國家大小

- Larger  $|z_{lc}|$  means higher correlation.
- An imperfect measurement (will show later).

↓  
相关性.

# Why Dot Product?

Start from the usual distance definition:

$$\sum_i (\mathbf{a}_i - \mathbf{b}_i)^2 = \|\mathbf{a} - \mathbf{b}\|^2$$

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间隔远  $\rightarrow$  点积大

Assuming  $\mathbf{c}_o, \mathbf{n}$  are from Gaussian distributions:

$$\begin{aligned} z_{lc} &= \frac{1}{N} (\mathbf{c}_o + \mathbf{w}_a + \mathbf{n}) \cdot \mathbf{w}_r \\ &= \frac{1}{N} (\mathbf{w}_a \cdot \mathbf{w}_r + \underbrace{(\mathbf{c}_o + \mathbf{n}) \cdot \mathbf{w}_r}_{\text{高维随机向量}}) \\ &= \frac{1}{N} (\mathbf{w}_a \cdot \mathbf{w}_r) + \varepsilon \\ &= \frac{1}{N} (\alpha(2m - 1) \mathbf{w}_r \cdot \mathbf{w}_r) + \varepsilon \\ &= (2m - 1) \left( \alpha \frac{\|\mathbf{w}_r\|^2}{N} \right) + \varepsilon. \end{aligned}$$

与均值方差一致

## Decoder outputs

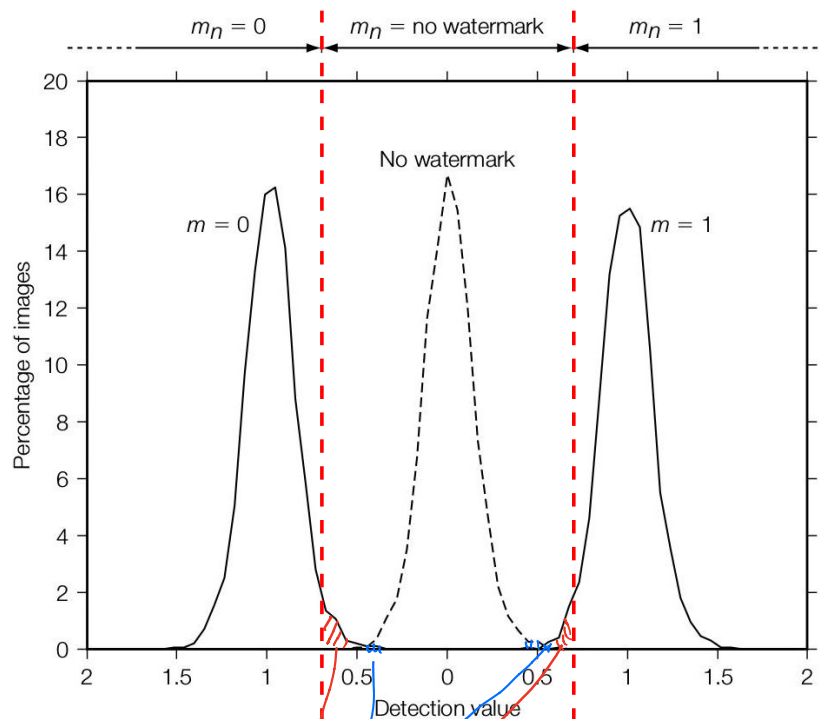
$$m_n = \begin{cases} 1 & z_{lc} > \tau_{lc} \\ \text{no} & -\tau_{lc} \leq z_{lc} \leq \tau_{lc} \\ 0 & z_{lc} < -\tau_{lc}. \end{cases}$$

- $\alpha = 0 \Leftrightarrow \text{no.}$
- $\tau_{lc}$  is important.

# Testing Parameters

- Unit variance:  $\sigma_{\mathbf{w}_r}^2 = \|\mathbf{w}_r - \mu_{\mathbf{w}_r}\|^2 / N = 1$ .
  - $\mu_{\mathbf{x}} = \frac{1}{N} \sum_{i=1}^N \mathbf{x}[i]$ .
  - $\sigma_{\mathbf{x}}^2 = \mu_{(\mathbf{x}[i] - \mu_{\mathbf{x}})^2} = \frac{1}{N} \sum_{i=1}^N (\mathbf{x}[i] - \mu_{\mathbf{x}})^2$ .
- 2000 images for  $\mathbf{c}_o$ , 6000 images as  $\mathbf{c}_w$ .
  - 2000:  $\alpha = 0$ , no watermark.
  - 2000:  $\alpha = 1, m = 1$ .
  - 2000:  $\alpha = 1, m = 0$ .
- $\tau_{lc} = 0.7$ . 为什么是0.7?
  - False positive probability  $P_{fp} \approx 10^{-4}$ .
  - In Chapter 7.

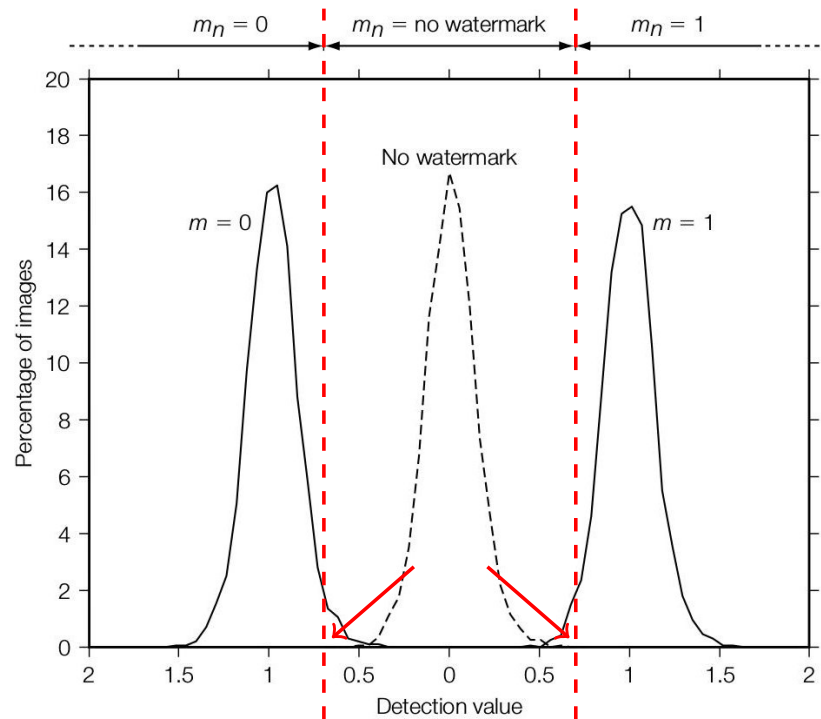
# Performance



- False positive rate: 0.01%.
- Effectiveness:  $1 - (57 + 41)/4000 \approx 98\%$ .

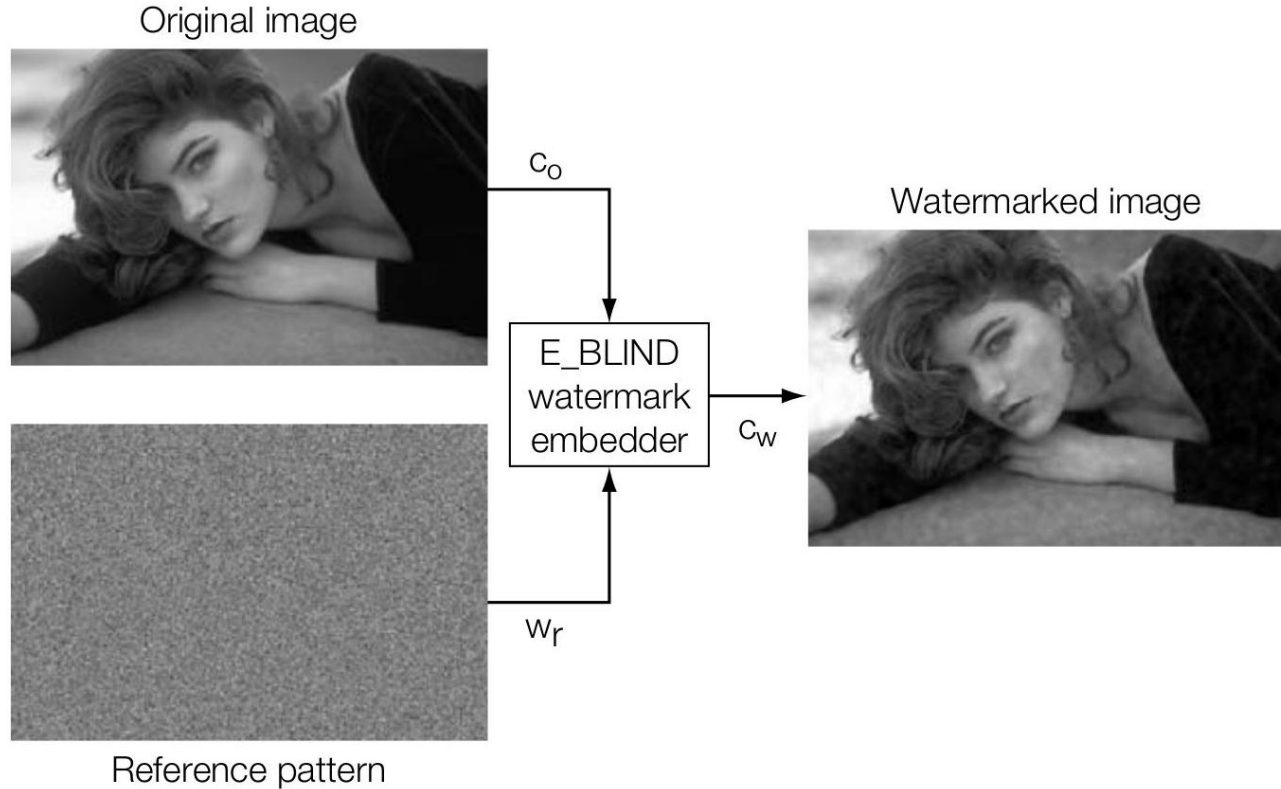
考试:  
如图所示.  
eg. 通过对于  
图中那一块  
effectiveness.

# Performance



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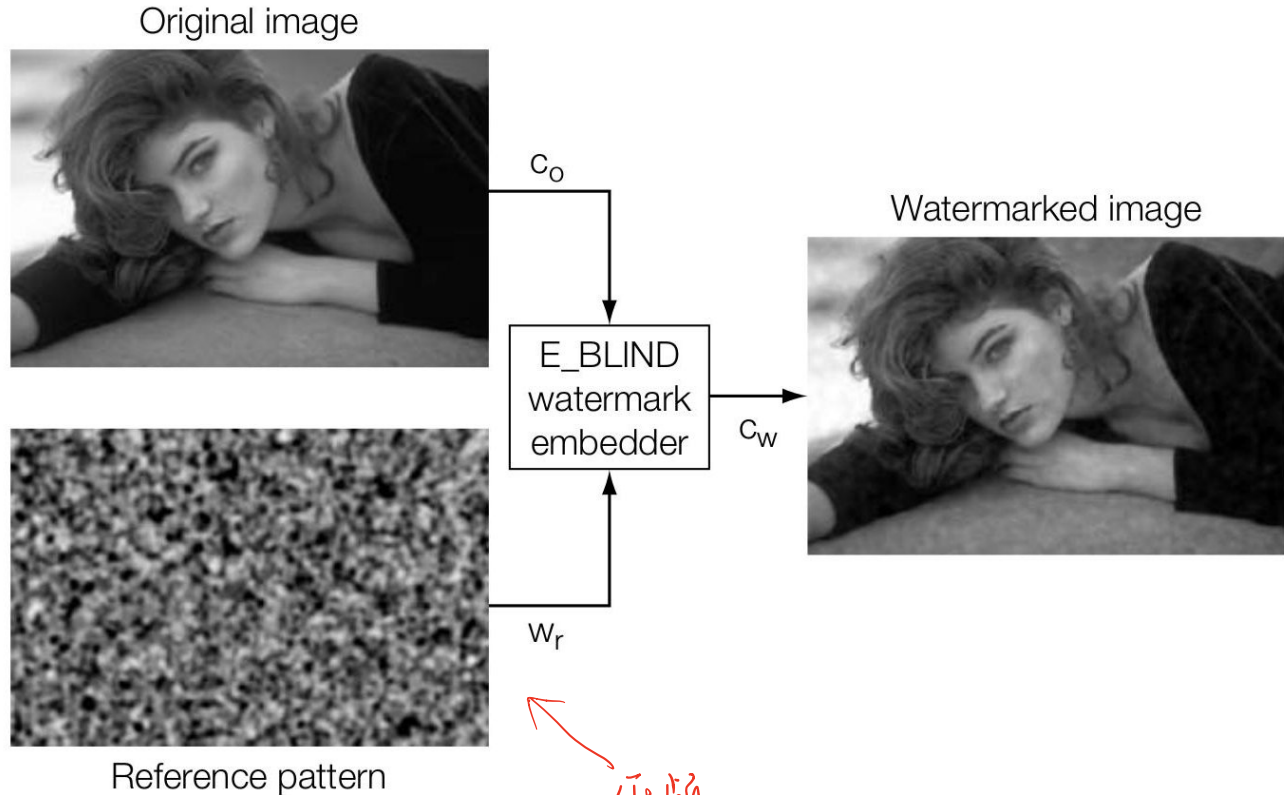
# High Frequency Reference



*Pseudo-random number for each pixel.*

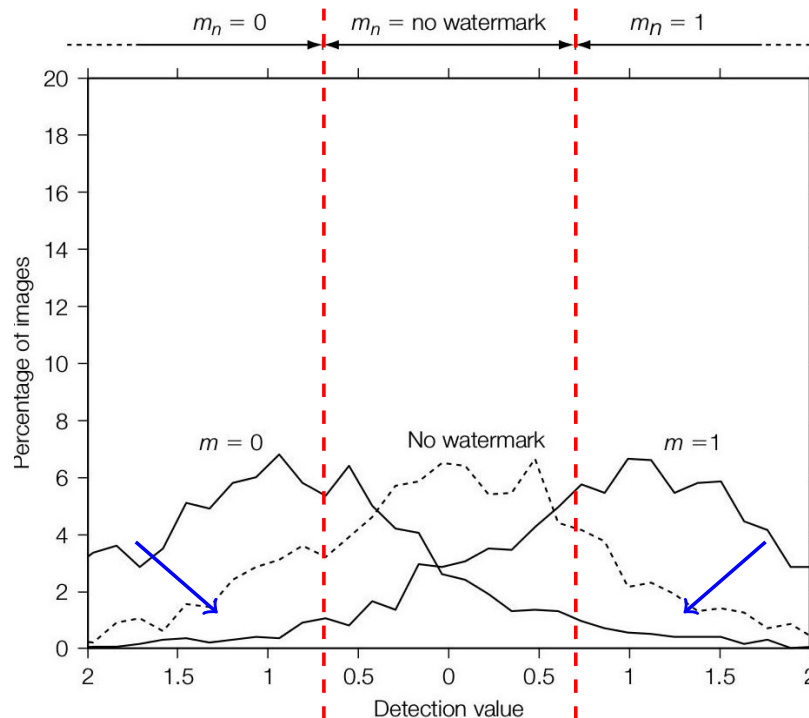


# Low Frequency Reference



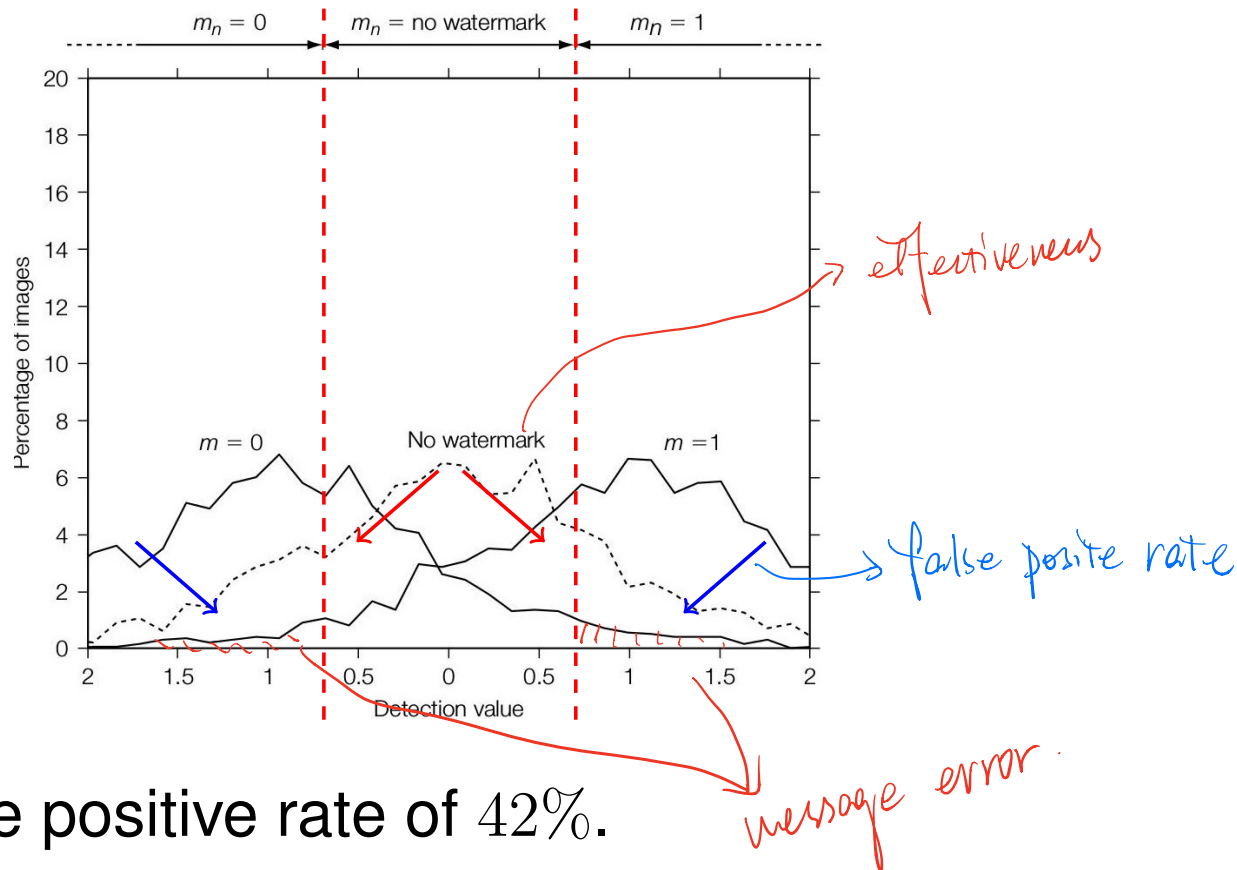
*Applying a low-pass filter. Worse fidelity.*

# Worse Performance



- False positive rate of 42%.
- Effectiveness: 68%.

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- False positive rate of 42%.
- Effectiveness: 68%.

# Reason

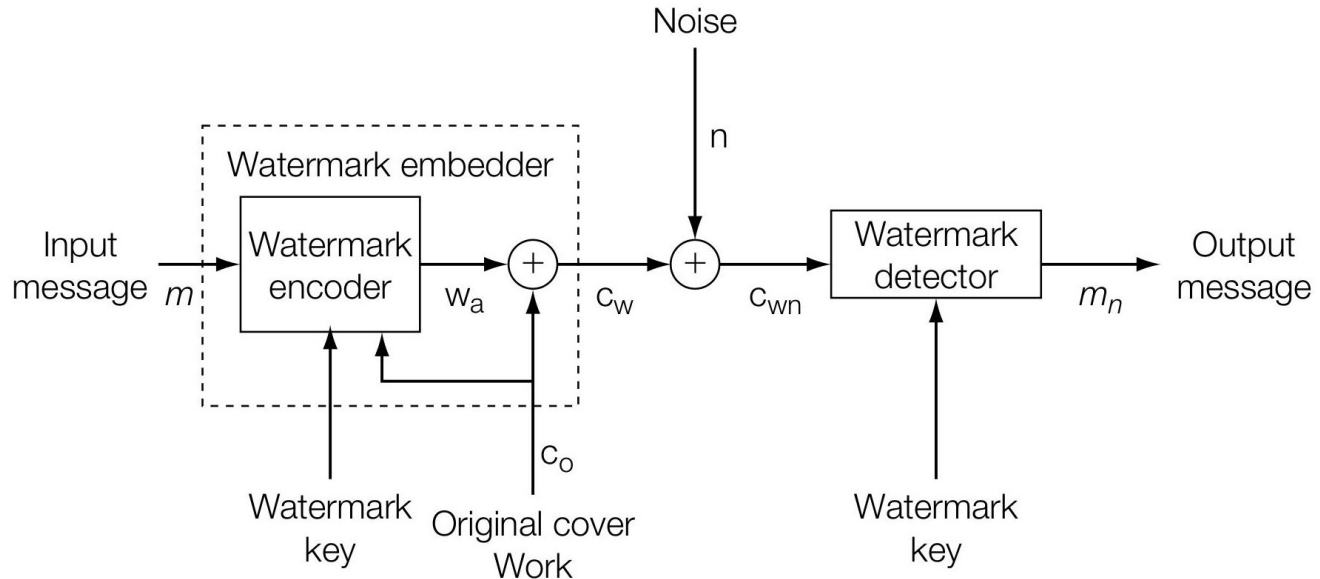
图像和语音都是低频 (分辨率降低)

$W_r \cdot C_0$  变大

$\varepsilon$  is large:

- High inherent correlations between the images and the reference pattern.
- Images tend to have more energy in the low frequencies than in the high.

# Help from $c_o$



$c_o$  is part of the noise.

- We know it, and use it for
  - 100% effectiveness!

# Embedding with Side Information

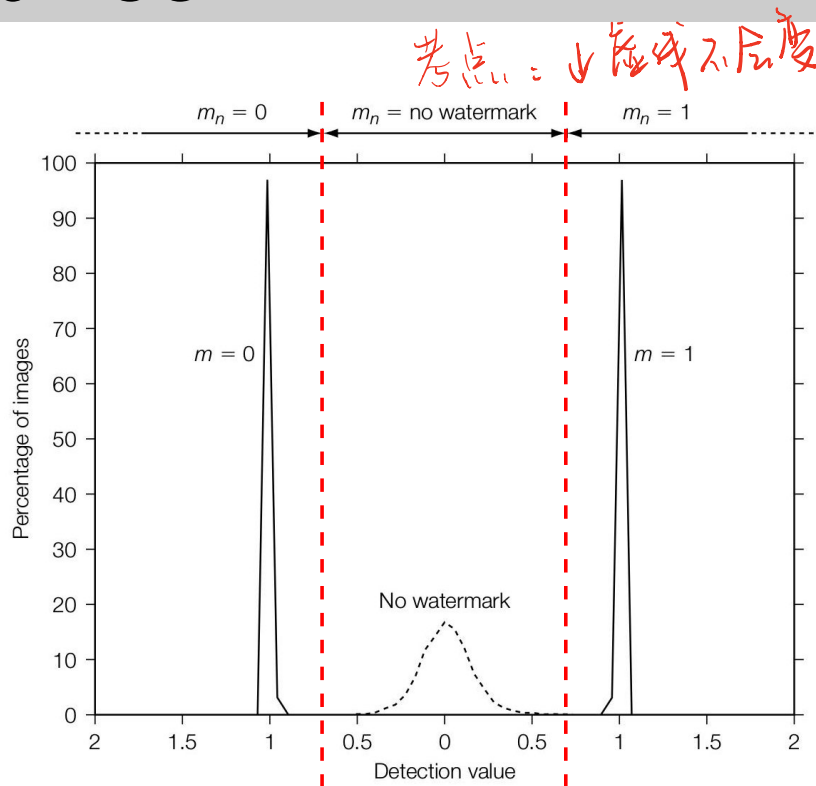
Adaptive strength  $\alpha$ : *找*.

- Correlation must be large enough:

$$\begin{aligned}\tau_{lc} &< \tau_{lc} + \beta = z_{lc}(\mathbf{c}_w, \mathbf{w}_m) \\ &= \frac{1}{N}(\mathbf{c}_o + \alpha \mathbf{w}_m) \cdot \mathbf{w}_m. \\ \implies \alpha &= \frac{N(\tau_{lc} + \beta) - \mathbf{c}_o \cdot \mathbf{w}_m}{\mathbf{w}_m \cdot \mathbf{w}_m}.\end{aligned}$$

- May sacrifice fidelity.

# Performance



判断题: 通过改进  
encoder 来提高 fps  
X.

- 不加水印, 和水印  
分布一致
- False positive rate of 0.01%. 不变
  - Effectiveness: 100%. 提高个

# Discussion

- How about directly making  $\varepsilon = 0$ ?
  - Find an approximation  $\mathbf{c}'_o$  so that

$$\mathbf{c}'_o \cdot \mathbf{w}_m = 0.$$

- How?

$$\mathbf{c}'_o = \mathbf{c}_o - \frac{\mathbf{c}_o \cdot \mathbf{w}_m}{\mathbf{w}_m \cdot \mathbf{w}_m} \mathbf{w}_m.$$

- Is it good?

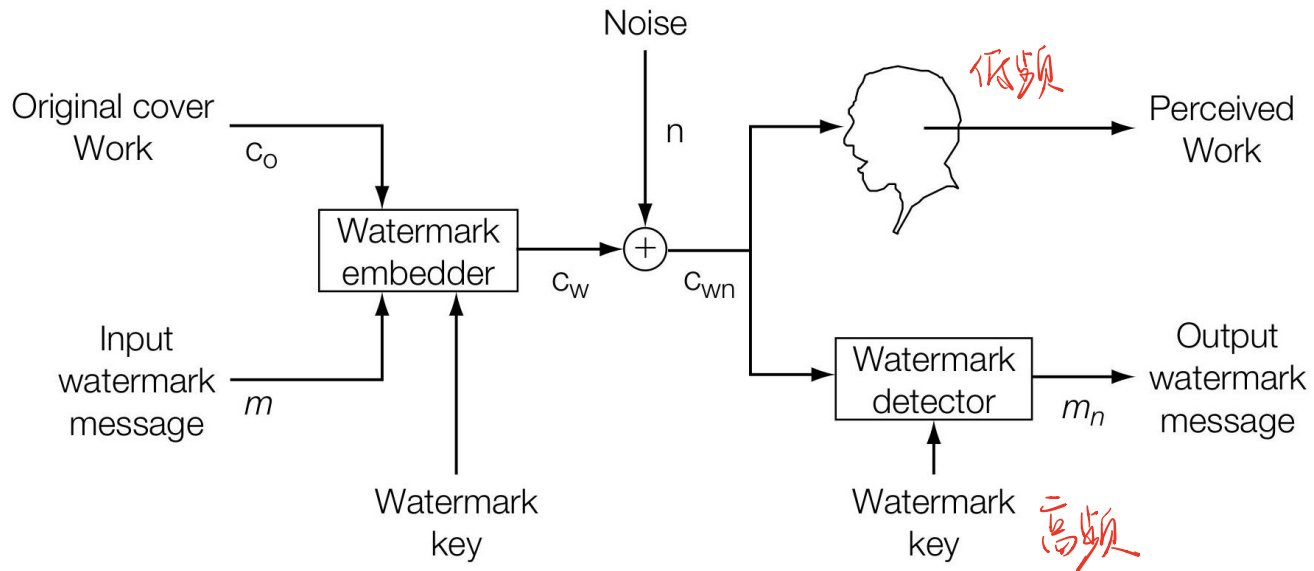
- Equivalent to ?

- Will false positive be zero?  $\lambda \sqrt{2}$ .

- Murphy's law: Anything that can go wrong will go wrong (Interstellar).



# Multiplexed Communications 1



# Multiplexed Communications 2

- In traditional communications:
  - Same method but different parameter
    - Time, frequency, or code sequence.
- In watermarking:
  - Different methods
    - Frequency division for one
    - Spread spectrum coding for the other.
- Signal-to-noise ratio (SNR)
  - Which one is the signal.

# Project: System 1

- E\_BLIND
- D\_LC

# Presentation: 7.3,7.4

- False Negative Errors
- ROC curve
  - Receiver operating characteristic curve
  - Balance of false positives and false negatives rate.