Digital Image Forensics

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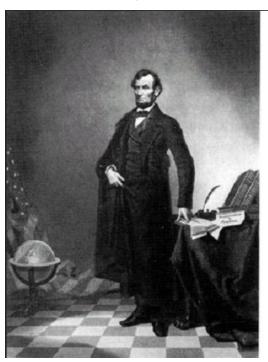
Introduction

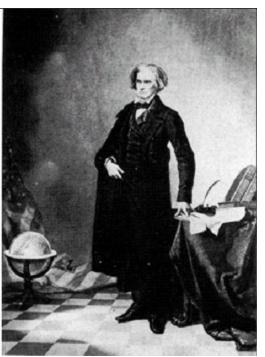
They say,

a picture is worth a thousand words

but what if, those words are lies?

- Photography lost its innocence long ago.
- 1860 the symbolic portrait of Lincoln is a composite of Lincoln's head and John Calhoun's body





 1930's: Stalin had disgraced comrades airbrushed out of his pictures





• 1936: same story with Mao, Po Ku got removed.





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Photo Manipulation

- With the advancement in:
 - high-resolution digital cameras
 - powerful personal computers
 - sophisticated photo-editing software,
- the manipulation of photos is becoming more common.

Digital Forgeries

- Digital forgeries, often leaving no visual clues of having been tampered with and can be indistinguishable from authentic photographs.
 - Judicial and news media and many others affected.
- In a sense images contain natural fingerprints, we can build tools that can detect these fingerprints.
- Although digital forgeries may leave no visual clues of having been tampered with, they may, nevertheless, alter the underlying statistics of an image.
- In order to create a convincing forgery, it is often necessary to re-size, rotate, or stretch portions of the images. This process requires resampling the original image onto a new sampling lattice.

Digital Forgeries

- In a re-sampled image new pixel values are determined from the existing pixels of the original image.
- Each new pixel has a specific relationship with its neighboring pixels.
- We need to know whether a pixel in an image satisfies a particular relationship within its context and what is that relationship.
 - If exist, these relationships are periodic.
- To detect a forgery, we must know two things,
 - 1. Which pixels are related to its neighborhood
 - 2. What is that relationship.
- Finding periodicity patterns in those relationships will reveal re-sampling patterns.

First attempt at Detecting Forgeries

• A. C. Popescu and H. Farid, "Exposing digital forgeries by detecting traces of resampling," in *IEEE Transactions on Signal Processing*, vol. 53, no. 2, pp. 758-767, Feb. 2005.

Expectation Maximization (EM)

- By the use of EM algorithm one can simultaneously determine interpolated pixels and their relationships with the neighbors.
- EM is two step iterative algorithm:
 - 1st step (E-Step): Probability that each sample is related to its neighbors.
 - 2nd step (M-step): The specific form of relationship of neighboring pixels.
- EM algorithm is suited for these kind of problems.

EM Algorithm

```
/* Initialize */
Choose a random \vec{\alpha}_0
Choose N and \sigma_0
set p_0 to the reciprocal of the range of the signal \vec{y}
set Y with as the matrix having each row of a pixels with its neighborhood set h to be a low-pass filter of size (N_h \times N_h)
```

- Here α is initialized randomly and upon convergence it will describe the type of relationship among neighboring pixels
- N is the neighborhood size
- σ is a small number which controls algorithm convergence speed.
- *Y* is each pixel context
- *h* is a 3x3 arithmetic mean filter

EM Algorithm

```
n = 0
repeat
/* Expectation step */
for each sample i
    R(i) = \left| y(i) - \sum_{k=-N}^{N} \alpha_n(k) y(i+k) \right| /* \text{ residual } */
end
R = R * h
              /* spatially average the residual error */
for each sample i
   P(i) = \frac{1}{\sigma_n \sqrt{2\pi}} e^{-R(i)^2/2\sigma_n^2} /* conditional probability */
   w(i) = \frac{P(i)}{P(i) + p_0} /* posterior probability */
end
```

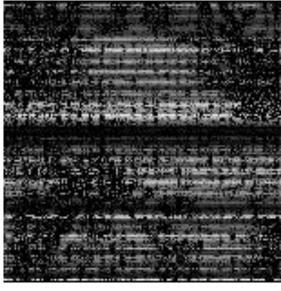
EM Algorithm

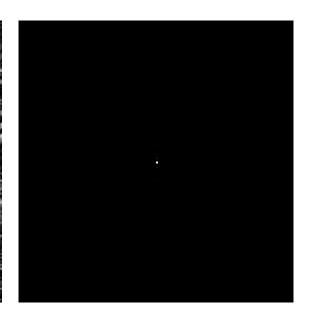
```
/* Maximization step*/
W = 0
for each sample i
W(i,i) = w(i) /*weighting matrix*/
end
\sigma_{n+1} = \left(\frac{\sum_{i} w(i)R^{2}(i)}{\sum_{i} w(i)}\right)^{1/2} /*new variance estimate*/
\vec{\alpha}_{n+1} = (Y^T W Y)^{-1} Y^T W \vec{y} /* new alpha estimate */
n = n + 1
\operatorname{until}(\|\vec{\alpha}_n - \vec{\alpha}_{n+1}\| < \varepsilon) /*stopping condition*/
```

Experimental Setup

- UCID Dataset
 - A large dataset of 1013 uncompressed images
 - The dataset can download from [16]
 - All the images were cropped to 256x256
 - Three re-sampling methods, i.e. cubic, lancoz2 and lanczos3





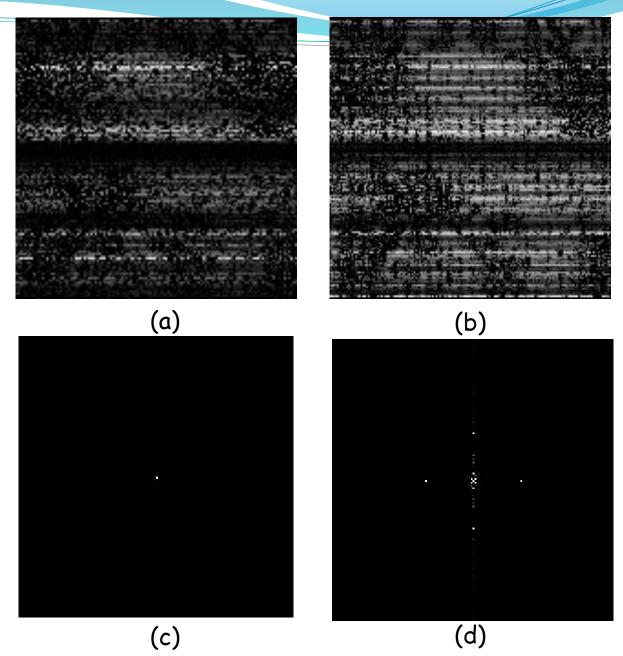


Original Image

p-Map

Fourier spectrum of p-Map

- (a) Original image p-Map
- (b) Re-sampled image p-Map
- (c) (d) Fourier
 spectrum of (a)
 and (b)
 respectively

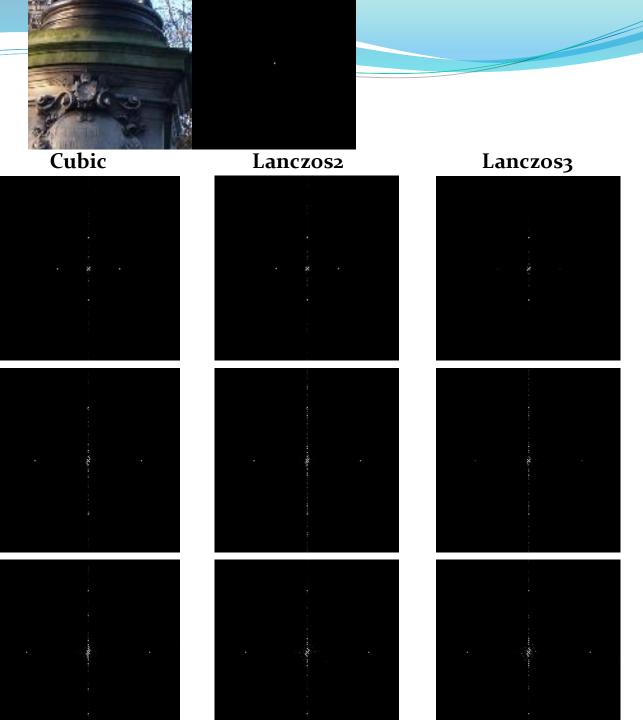


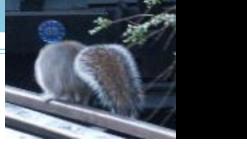
Interpolation factor\Method

20%

40%

50%





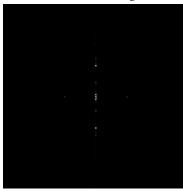
Interpolation factor\Method

Cubic

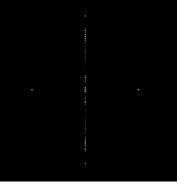
Lanczos2

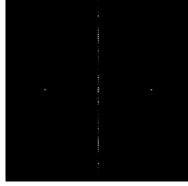
Lanczos3

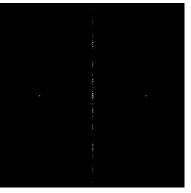
20%



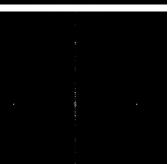
40%

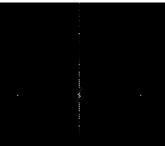






50%





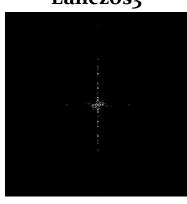
Interpolation factor\Method

Cubic

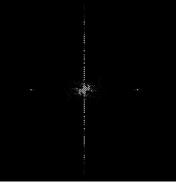
Lanczos2

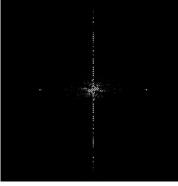
Lanczos3

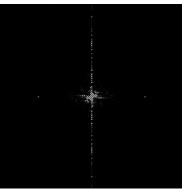
20%



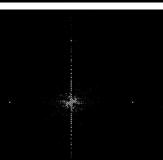
40%

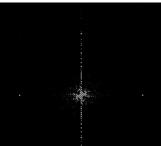






50%





- True Positive = 100%
- False Positive = o %
- False Negative = 5 %

• Results on different Attacks

Attack	Filtering		Noise		
Re-sampling Factor	Mean	Median	Salt & Pepper	Gaussian	Histogram Equalization
20%	X	X	✓	X	
40%	√	✓	✓	X	✓
50%	√	✓	✓	X	✓

Conclusion

- Image re-sampling has become an important problem in the field of image forensics.
- The method performs well on varying re-sampling factors and methods.
- The performance was lower for down-sampled images.
- The method is robust against histogram equalization for all factors and mean and median filter for up-sampling above 30%.
- Its fails to detect any re-sampling for Gaussian noise attack but works well in case of salt & pepper noise.
- Future work may include identifying from a given image an interpolation method and resampling factor and also exploit interdependencies in RGB color bands.

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Thank You

Questions

