< A DCT-domain system for robust image watermarking>

1. def water_marking() - original image에 watermark 삽입

```
def water_marking(org_image, M, alpha):
#0~1 사이 float 형 image 로 변경하여 dct 변환
image = np.float32(org_image) / 255.0
dct_image = cv2.dct(image)
#0~255 범위 zig-zag 스캔
zig_zag = []
             zig_zag.append(dct_image[i - j, j])
             zig_zag.append(dct_image[j, i - j])
zig_zag = np.asarray(zig_zag)
zig_zag_picked = zig_zag[M : 2 * M]
# normal distribution 랜덤 변수 x 생성 (watermark)
x = np.random.normal(0, 1, size=M)
for i in range(len(zig_zag_picked)):
    zig_zag_picked[i] += (alpha * np.abs(zig_zag_picked[i]) * x[i])
zig_zag[M : 2 * M] = zig_zag_picked
index = 0
        if i % 2 == 0:
             dct_image[i - j, j] = zig_zag[index]
             dct_image[j, i - j] = zig_zag[index]
inv_dct = cv2.idct(dct_image)
return inv_dct, x
```

2. def detect_watermark() – watermarking된 이미지에 y 이용하여 watermark detect

```
def detect_watermark(image, y, M, alpha):
#0~1 사이 float 형 image 로 변경하여 dct 변환
image = np.float32(image) / 255.0
dct_image = cv2.dct(image)
zig_zag = []
            zig_zag.append(dct_image[i - j, j])
            zig_zag.append(dct_image[j, i - j])
zig_zag = np.asarray(zig_zag)[M : 2 * M]
# zig_zag 의 평균 값과 alpha 값 이용하여 watermark 검출 기준 threshold 설정
threshold = (alpha / 2) * np.mean(np.abs(zig_zag))
# - watermarked image 를 지그재그 스캔한 zig_zag list 와,
# 총 1000 개를 detect list 에 담는다
detect = []
    detect.append(np.mean(y[i]*zig_zag))
return detect, threshold
```

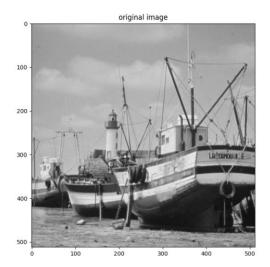




Fig3. The Detector Response of the watermarked image. (index: [100])

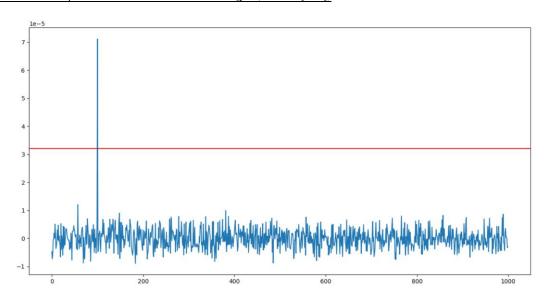


Fig5. Watermarked image 'Boat' low pass filtered 5x5 (Left), and the corresponding of the detector response

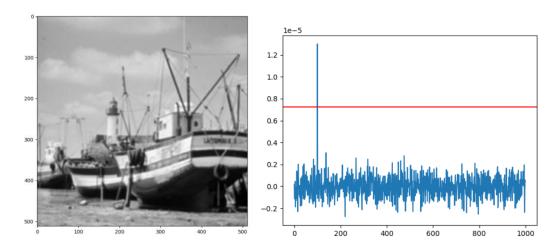


Fig14. Image 'Boat' with five different watermarks, and the corresponding of the detector response

→ index : [100], [300], [500], [700], [900]



