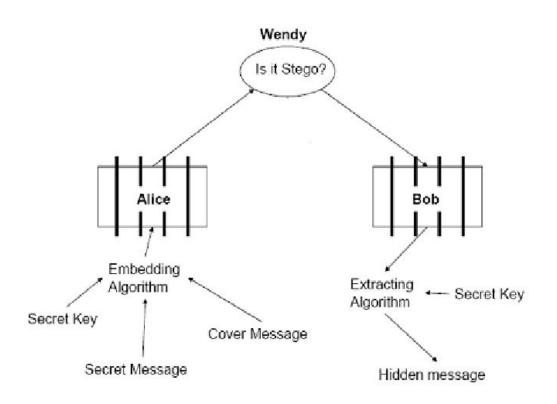
# Steganography detection with ML

Illia Andrieiev

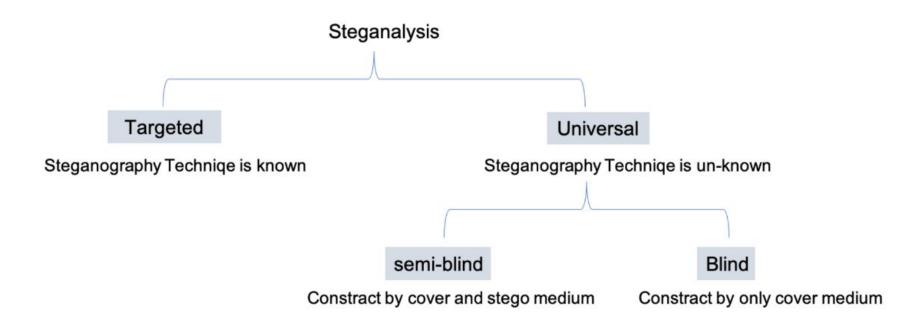
# Steganography

**Steganography** is the practice of hiding a secret message inside of something that is not secret. The purpose of steganography is to conceal and deceive. Where *cryptography* is a science that largely enables privacy, *steganography* is a practice that enables secrecy – and deceit.

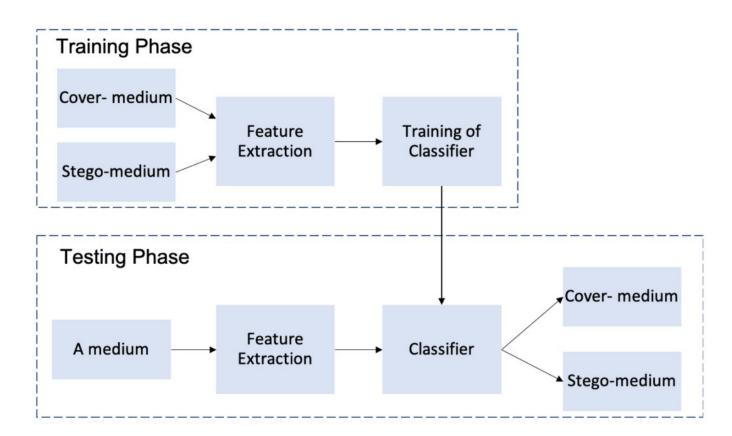
#### Problem statement



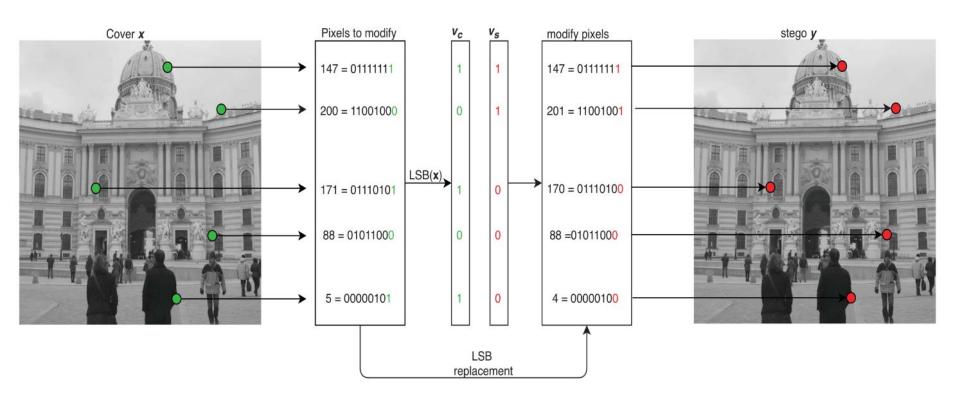
#### Problem statement



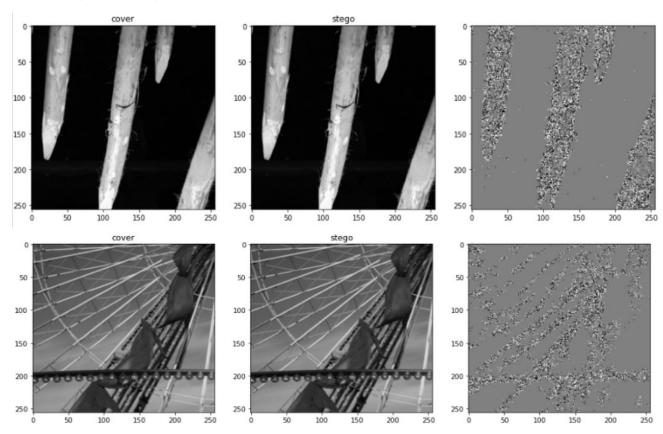
# Project scheme



# Example algorithm



# Adaptive Steganography



# Adaptive steganography

- 1. determine which positions are best for the embedding,
- 2. encode the message,
- 3. embed the message.

# Adaptive steganography

$$D: \mathcal{C} \times \mathcal{S} \to [0, \infty[$$

$$D(\boldsymbol{x}, \boldsymbol{y}) = ||f(\boldsymbol{x}) - f(\boldsymbol{y})||$$

$$D(\boldsymbol{x}, \boldsymbol{y}) = \sum \rho_i |x_i - y_i|$$

$$\boldsymbol{\rho} = \{ \rho_i \in [0, \infty[]_i^n \mid \rho_i = D(\boldsymbol{X}, \boldsymbol{X}_{\sim} \boldsymbol{X}_i) \}$$

# Adaptive algorithms (Spatial domain)

- HUGO
- WOW
- S-UNIWARD

## **Dataset generation**

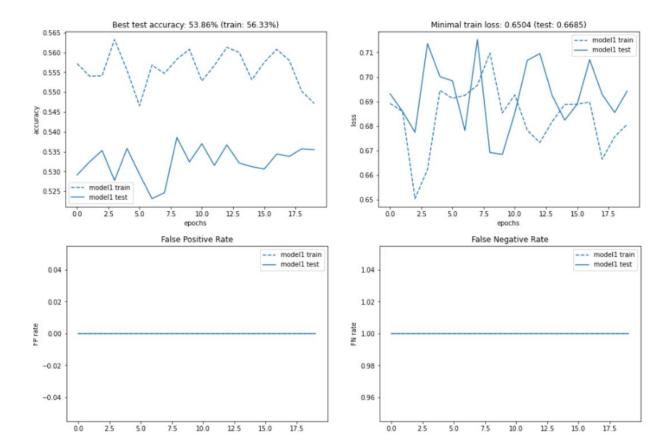
Bossbase 1.01 - 10 000 grayscale pictures 512x512

- 1. Split each picture into 4 equal parts
- 2. train/test split with proportions 60%/40%
- 3. Create corresponding stego pair with random adaptive algorithm (uniform distribution).

## **Baseline CNN**

Layer (type)	Output Shape	Param #
Conv2d-1	[-1, 16, 256, 256]	416
Tanh-2	[-1, 16, 256, 256]	0
AvgPool2d-3	[-1, 16, 128, 128]	0
Conv2d-4	[-1, 30, 128, 128]	12,030
Tanh-5	[-1, 30, 128, 128]	0
AvgPool2d-6	[-1, 30, 64, 64]	0
Conv2d-7	[-1, 32, 64, 64]	24,032
ReLU-8	[-1, 32, 64, 64]	0
AvgPool2d-9	[-1, 32, 32, 32]	0
Conv2d-10	[-1, 64, 32, 32]	18,496
ReLU-11	[-1, 64, 32, 32]	0
AvgPool2d-12	[-1, 64, 16, 16]	0
Conv2d-13	[-1, 128, 16, 16]	73,856
ReLU-14	[-1, 128, 16, 16]	0
AvgPool2d-15	[-1, 128, 1, 1]	0
Squeeze-16	[-1, 128]	0
Linear-17	[-1, 256]	33,024
ReLU-18	[-1, 256]	0
Linear-19	[-1, 2]	514

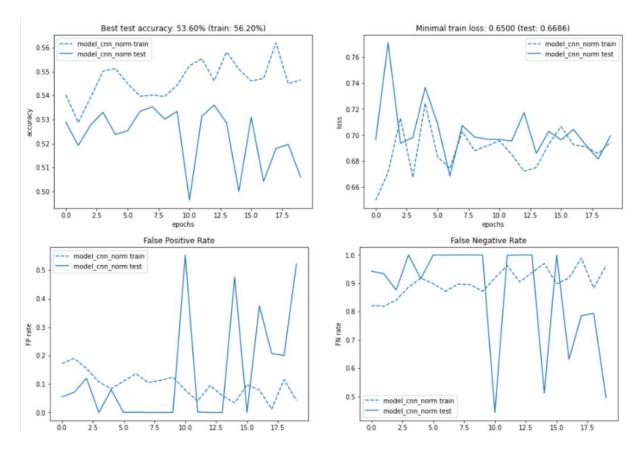
#### **Baseline CNN**



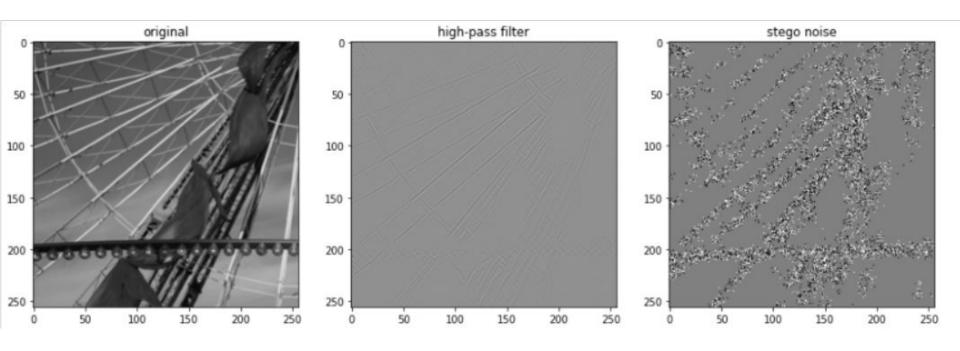
#### Baseline CNN + Batch Normalization

Param #	Output Shape	Layer (type)
208	[-1, 8, 256, 256]	Conv2d-1
16	[-1, 8, 256, 256]	BatchNorm2d-2
0	[-1, 8, 256, 256]	Tanh-3
0	[-1, 8, 128, 128]	AvgPool2d-4
3,216	[-1, 16, 128, 128]	Conv2d-5
32	[-1, 16, 128, 128]	BatchNorm2d-6
0	[-1, 16, 128, 128]	Tanh-7
0	[-1, 16, 64, 64]	AvgPoo12d-8
12,832	[-1, 32, 64, 64]	Conv2d-9
64	[-1, 32, 64, 64]	BatchNorm2d-10
0	[-1, 32, 64, 64]	ReLU-11
0	[-1, 32, 32, 32]	AvgPool2d-12
18,496	[-1, 64, 32, 32]	Conv2d-13
128	[-1, 64, 32, 32]	BatchNorm2d-14
0	[-1, 64, 32, 32]	ReLU-15
0	[-1, 64, 16, 16]	AvgPool2d-16
73,856	[-1, 128, 16, 16]	Conv2d-17
256	[-1, 128, 16, 16]	BatchNorm2d-18
0	[-1, 128, 16, 16]	ReLU-19
0	[-1, 128, 1, 1]	AvgPool2d-20
0	[-1, 128]	Squeeze-21
4,128	[-1, 32]	Linear-22
0	[-1, 32]	ReLU-23
66	[-1, 2]	Linear-24

#### **Baseline CNN + Batch Normalization**



# High-Pass filtering



## High-Pass Filtering

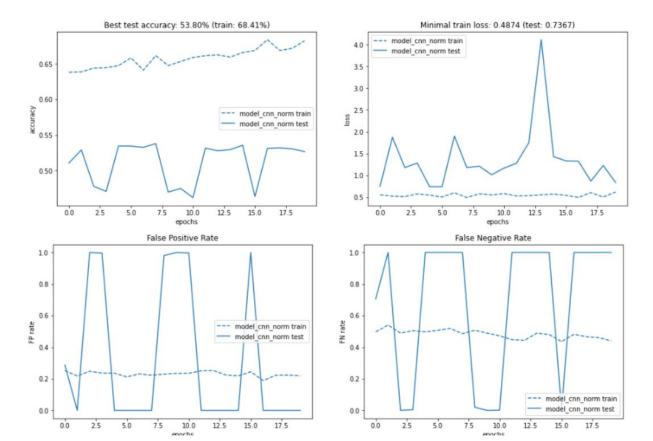
```
kernel = torch.tensor([
[-1,2,-2,2,-1],
[2,-6,8,-6,2],
[-2,8,-12,8,-2],
[2,-6,8,-6,2],
[-1,2,-2,2,-1]])/12.
```

```
def forward(self, x):
  out = torch.nn.functional.conv2d(x, self.kernel, stride=1, padding=2)
  return out
```

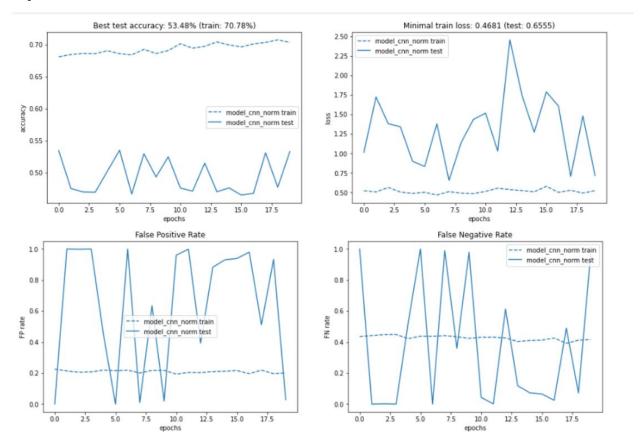
# CNN + BN + High-Pass filtering

Layer (type)	Output Shape	Param #
HPF-1	[-1, 1, 256, 256]	0
Conv2d-2	[-1, 8, 256, 256]	208
BatchNorm2d-3	[-1, 8, 256, 256]	16
Tanh-4	[-1, 8, 256, 256]	0
AvgPool2d-5	[-1, 8, 128, 128]	0
Conv2d-6	[-1, 16, 128, 128]	3,216
BatchNorm2d-7	[-1, 16, 128, 128]	32
Tanh-8	[-1, 16, 128, 128]	0
AvgPool2d-9	[-1, 16, 64, 64]	0
Conv2d-10	[-1, 32, 64, 64]	12,832
BatchNorm2d-11	[-1, 32, 64, 64]	64
ReLU-12	[-1, 32, 64, 64]	0
AvgPool2d-13	[-1, 32, 32, 32]	0
Conv2d-14	[-1, 64, 32, 32]	18,496
BatchNorm2d-15	[-1, 64, 32, 32]	128
ReLU-16	[-1, 64, 32, 32]	0
AvgPool2d-17	[-1, 64, 16, 16]	0
Conv2d-18	[-1, 128, 16, 16]	73,856
BatchNorm2d-19	[-1, 128, 16, 16]	256
ReLU-20	[-1, 128, 16, 16]	0
AvgPool2d-21	[-1, 128, 1, 1]	0
squeeze-22	[-1, 128]	0
Linear-23	[-1, 32]	4,128
ReLU-24	[-1, 32]	0
Linear-25	[-1, 2]	66

# CNN + BN + High-Pass filtering



# ... + Samper!



# CNN + BN + High-Pass filtering, but regularized

Layer (type)	Output Shape	Param #
HPF-1	[-1, 1, 256, 256]	0
Conv2d-2	[-1, 8, 256, 256]	200
BatchNorm2d-3	[-1, 8, 256, 256]	16
Tanh-4	[-1, 8, 256, 256]	0
AvgPool2d-5	[-1, 8, 128, 128]	0
Conv2d-6	[-1, 16, 128, 128]	3,200
BatchNorm2d-7	[-1, 16, 128, 128]	32
Tanh-8	[-1, 16, 128, 128]	0
AvgPool2d-9	[-1, 16, 64, 64]	0
Conv2d-10	[-1, 32, 64, 64]	512
BatchNorm2d-11	[-1, 32, 64, 64]	64
ReLU-12	[-1, 32, 64, 64]	0
AvgPool2d-13	[-1, 32, 32, 32]	0
Conv2d-14	[-1, 64, 32, 32]	2,048
BatchNorm2d-15	[-1, 64, 32, 32]	128
ReLU-16	[-1, 64, 32, 32]	0
AvgPool2d-17	[-1, 64, 1, 1]	0
Squeeze-18	[-1, 64]	0
ReLU-19	[-1, 64]	0
Linear-20	[-1, 2]	130

# CNN + BN + High-Pass filtering, but regularized

