1 and 2 produce a probability map. Localization can help specify a binary answer for the region.

3 returns an unlocalized value [0,6] which can be converted to [0,1] (say in Demp-Scha)

4 is totally custom. The “Statistic” it’s supposed to produce is passed through a “Log” function, for no apparent reason –but it works. The output cannot be converted to a probability, though –also, the value corresponds to the probability of NOT being tampered.

Should evaluate its results to see if there is any scenario where it works, real or artificial.

5 Similarly, the range for the “Likelihood” is not given, and “a thresholding step” (pg 9) is used. Note that, A-DJPG returning low values (blue) implies a singly compressed splice in a doubly-compressed image. NA-DJPG returning high values (red) implies a non-aligned splice. Thus, it’s high for A- and low for NA-

6 Follows a similar reasoning, high for forged.

7 returns a value (noise variance) whose inconsistencies can be telling, but whose values (high-low) have no particular significance. The algorithm suggests performing region-merging based on a threshold. Don’t think it’s an improvement

Ghosts require localization, within which the K-S statistic can be used to search differences. See page 5, the Kolmogorov-Smirnov (K-S) statistic

Yerushalmy?