Steganography is the process of hiding data within other data, such that the hidden data is only visible to the party that added the hidden data, and other persons whom they wish to be able to see it. One modern application of this field is the process of adding nonvisible digital watermarks to various types of media, such as audio, video, and image files. There are several methods for accomplishing this, such as spread-spectrum watermarking, low-bit, and quantitization index modulation, which is related to the application of dither (Chen et al. 2001).  
  
The key goals in applying a hidden signal of this type to a original signal is to embed as much information as possible and to have the signal be as robust as possible (minimize the likelihood that the embedded information will be corrupted beyond usefulness when retrieved, and make the embedded signal difficult to erase without destroying the host signal)(Chen et al. 2001). An important factor when choosing a method for embedding is whether the host signal is known, in which case obtaining the embedded signal is made much easier (Perez-Gonzalez, 2003).