

# **Image Processing in Unconventional Applications**

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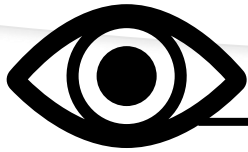




# Digital Image vs Visual

Goto [menti.com](https://www.menti.com) and enter **19 55 10 5**

# Digital Image vs Visual



- Human *Visual* Perception
- What we can see
- + Brain → “Mysterious” perceptual and cognitive processing centre
- **More than digital image**
- “Saving format”?
  - Text
  - Light, depth data
  - Movement data
  - Continuous images
  - Signal

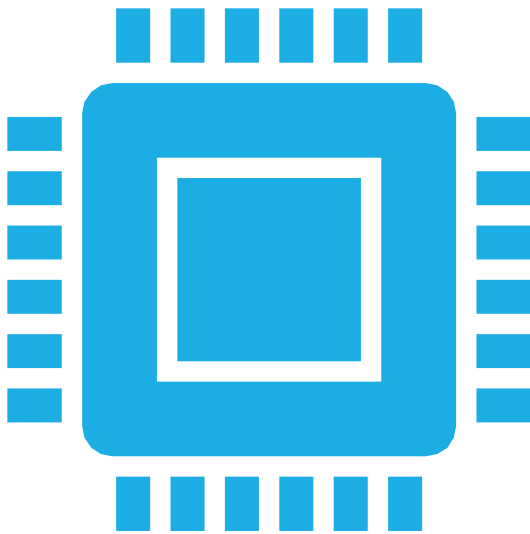


- Has limit, scope, boundary
- 2D or 2.5D
- **Picture** produced on an electronic display (from *visual* source)
- Saved into image standard format:
  - JPG. JPEG
  - PNG
  - TIFF
  - BMP
  - WebP

There are overlapped information.  
**BUT we focus on Digital Image in this presentation.**

# Digital Image Processing and its Applications

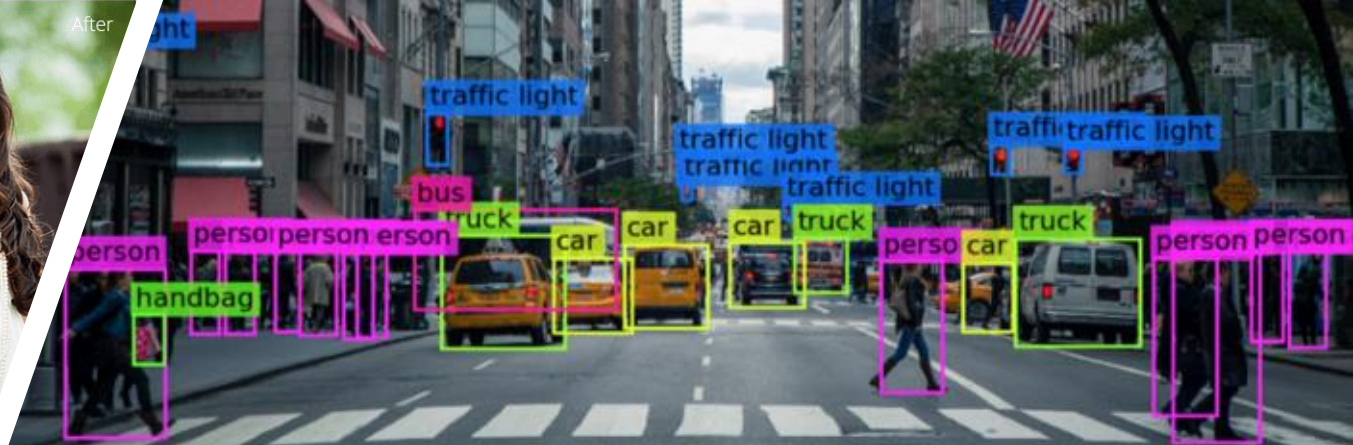
What are the applications that you have learned so far in this subject?



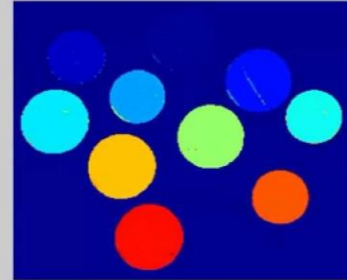
Before



After



# Digital Image Processing and its Applications



# Image Processing vs Image Analytic



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## Image processing

Colour processing  
Contrast enhancement  
Resize  
Crop

## Image analytic

Beyond image processing  
Extract meaningful information  
Do interpretation  
Segmentation, detection, etc.

**Inseparable**



# Image Processing and its Unconventional Applications

- Mixture of Image Processing and Image Analytic techniques:

1. **Information hiding**
2. Image recovery using linear optimization
3. On-orbit image enhancement and characterization
4. Others...

# Unconventional Application Information Hiding



# What is IH?

- The art and science of concealing information.
- Exist in our day-to-day applications:

- ☐ Login system (protected password \*\*\*\*\*)
- ☐ File system (metadata)
- ☐ Whatsapp (Encrypted conversation)
- ☐ Database (Hashed data)
- ☐ Artwork (watermark)
- ☐ Others....



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[ongsimying@gmail.com](mailto:ongsimying@gmail.com)

Username

Password

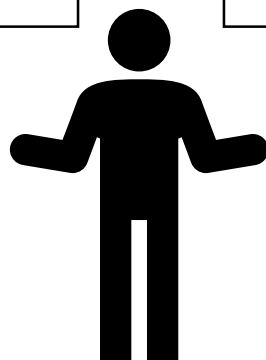
Login

Don't have an account? [Register one now!](#)

# Two disciplines in IH

## Encryption

Conceal the perceptual meaning of the media files to make it unreadable or unintelligible.



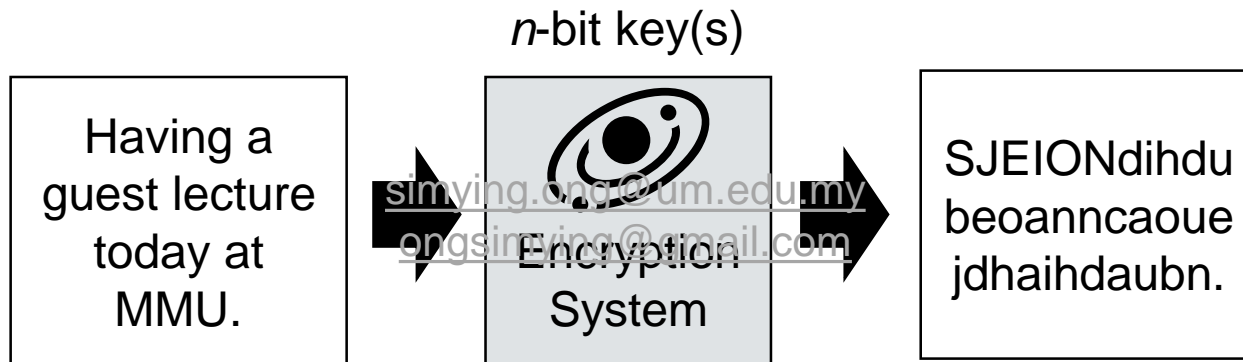
## Data Insertion

Embed internal / external data into the media files while maintaining the perceptual display.



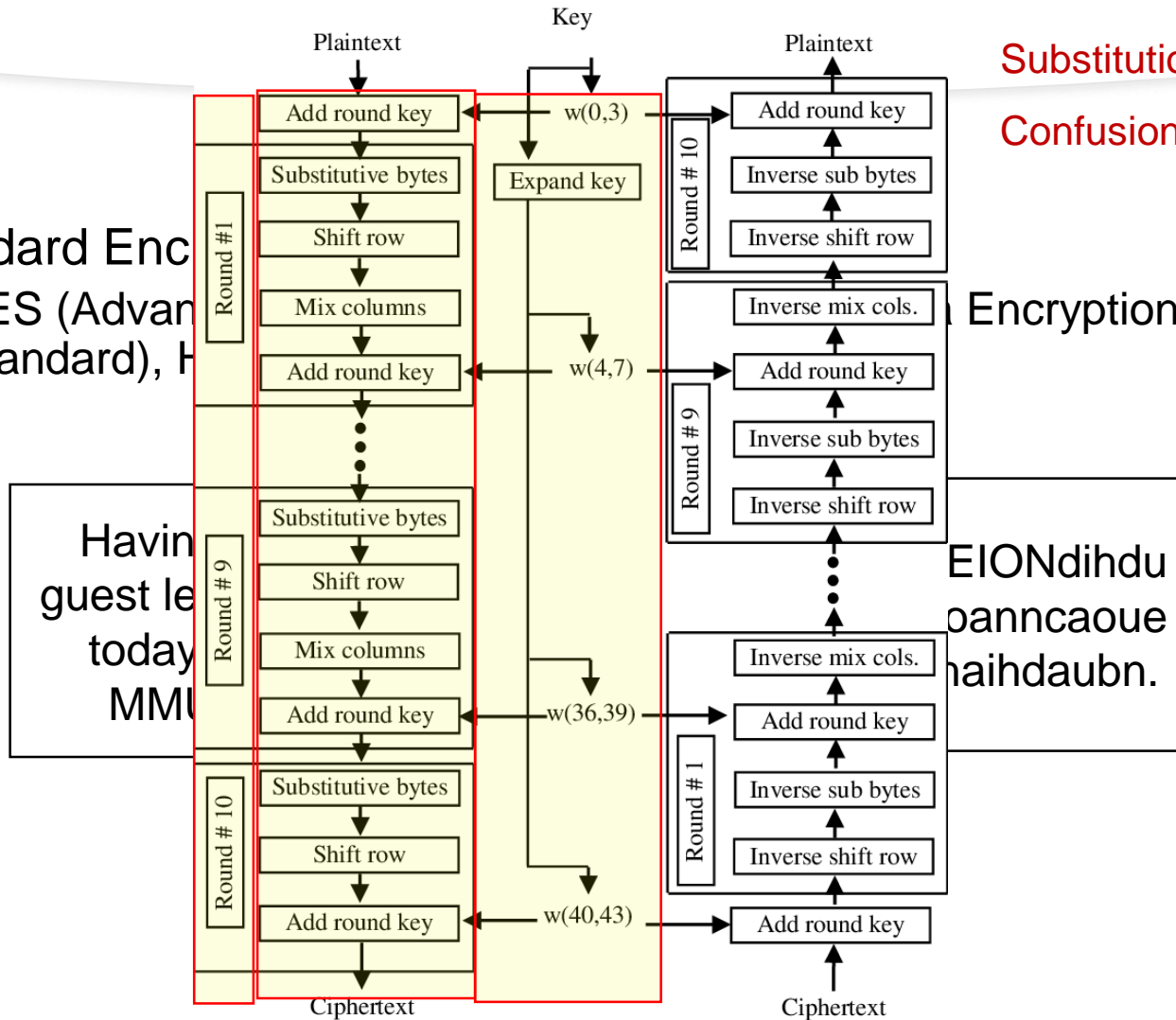
# Encryption

- Standard Encryption Methods:
  - AES (Advanced Encryption Standard), DES (Data Encryption Standard), Hash, etc.



# Encryption

- Standard Enc
- AES (Advanced Encryption Standard), H



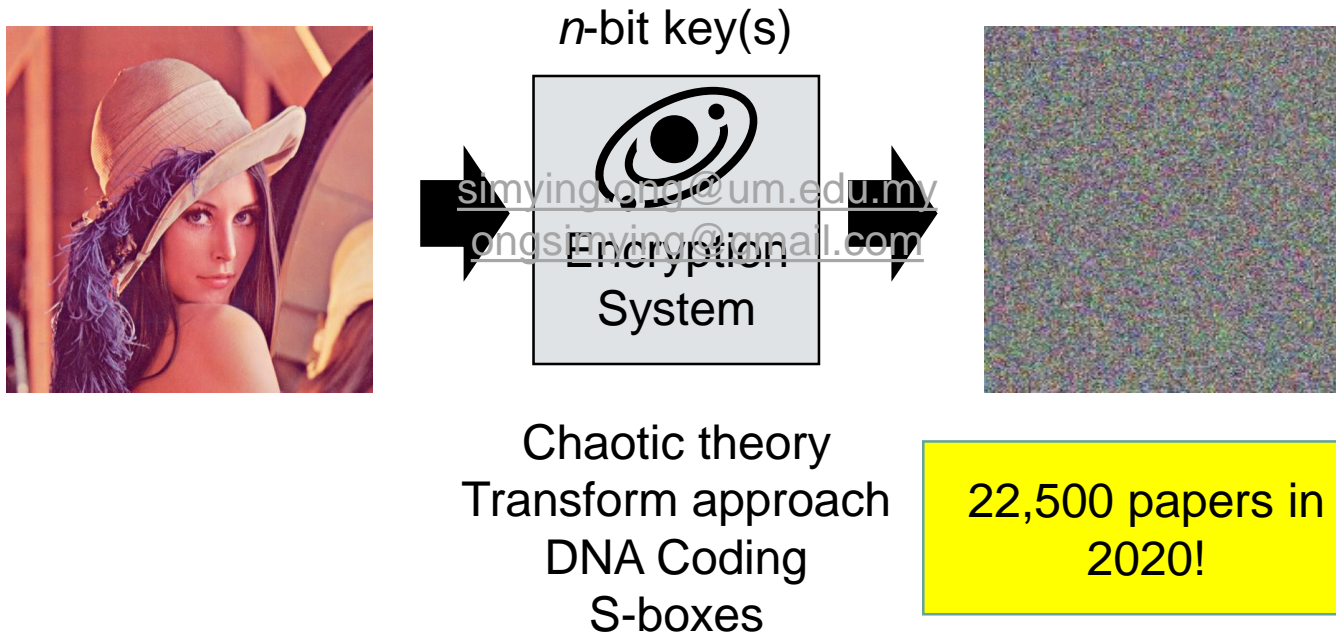
Having guest le today MM

EIONdihdu oanncaoue haihdaubn.



# Image Encryption

- Conceal the perceptual meaning of the **image** to make it unreadable or unintelligible.



# Data Insertion

440BC – Ancient Greece – Head of the  
slave (steganography)

*Steganos* (covered / secret) and *-graphy*  
(writing)

# Data Insertion in Text

## Information Hiding – Protecting your Digital Files in a Modern Way

Simying Ong ([simying.ong@um.edu.my](mailto:simying.ong@um.edu.my))

Faculty of Computer Science and Information Technology

Let's us start by asking ourselves the following question:

- Do you share your picture or document online?

If the answer is positive, ask yourself the next question: Did you *protect* these digital files?

Most of us will share the same answer - *no*. We often assume that *we will be fine if we set the privacy setting to private*. But, does this assumption hold true all the time? Realistically saying, once you shared your phone online, it will be existed online *almost forever*, even after you deleted it later.

If we do not protect our digital files (e.g., document, pictures, email, etc.) when we are sharing, transmitting and storing it online, the consequences can be disastrous. Infringer might take or steal your digital files and misuse them to ultimately gain financial benefits via identify theft, copyright infringement, etc.

Information Hiding is one of the prominent solutions when it comes to digital files protection. It is divided into two major disciplines including encryption and data insertion. Encryption conceals the perceptual view of the digital files by making it unintelligible while data insertion embeds additional information (e.g., watermark, metadata) into it. In recent years, techniques from both disciplines and its reverse process were often integrated to complement each other in creating a well-rounded protection scheme. Apart from inserting identification / authentication data in protecting the copyright of the digital files, encryption is added to transform it in ensuring secure transmission / storage via the Internet or cloud.

# Data Insertion in Text

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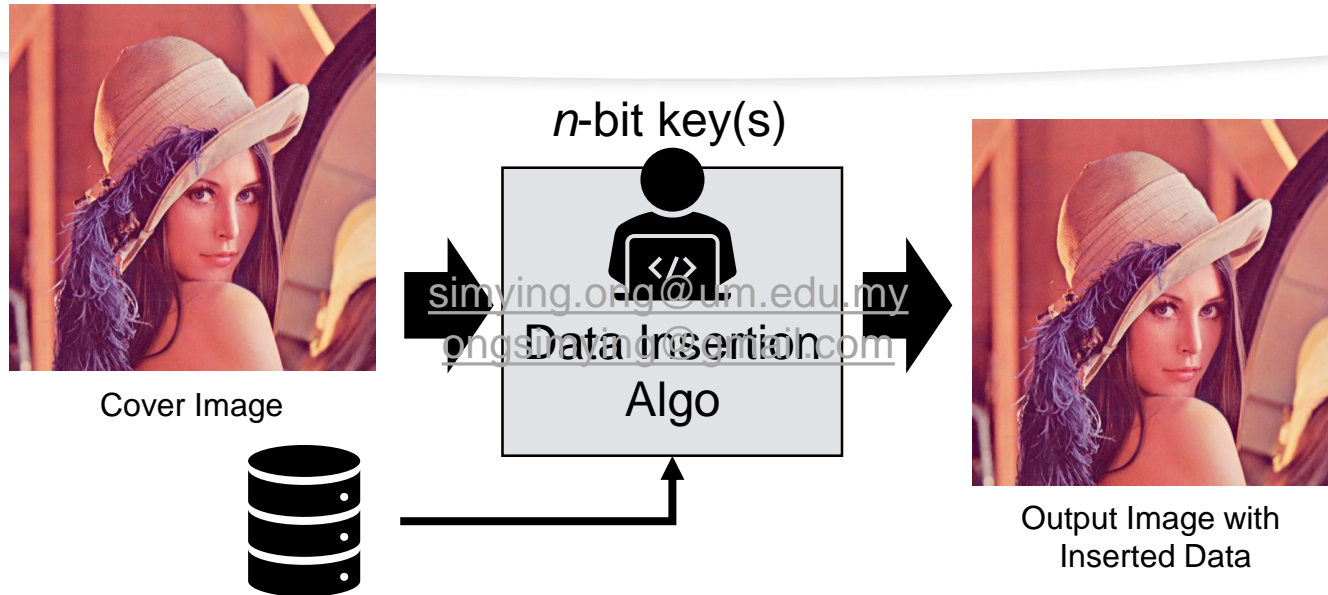
Space, font characters, synonym, dictionary, mask, etc.



**Ultimate goal**  
– make sure that it does not create suspicion.



# Modern Day Data Insertion



- Many types of data insertion applications in images:
  - **Steganography**: conceal message communications
  - **Watermark**: protect copyrighted materials
  - **Fingerprint**: trace illegal distributors upon legal dispute
  - **Metadata insertion**: organization or searchable purposes (radio advert.)
  - Many others...

# Unified IH (UIH)

Encryption

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Data Insertion

- Combining both disciplines in a single framework. **Why?**

## Digital Right Management (digital image provider)

Insert fingerprint into image and encrypt it for secure transmission.

## Cloud Storage and Management

Encryption for secure storage and metadata insertion for search management.

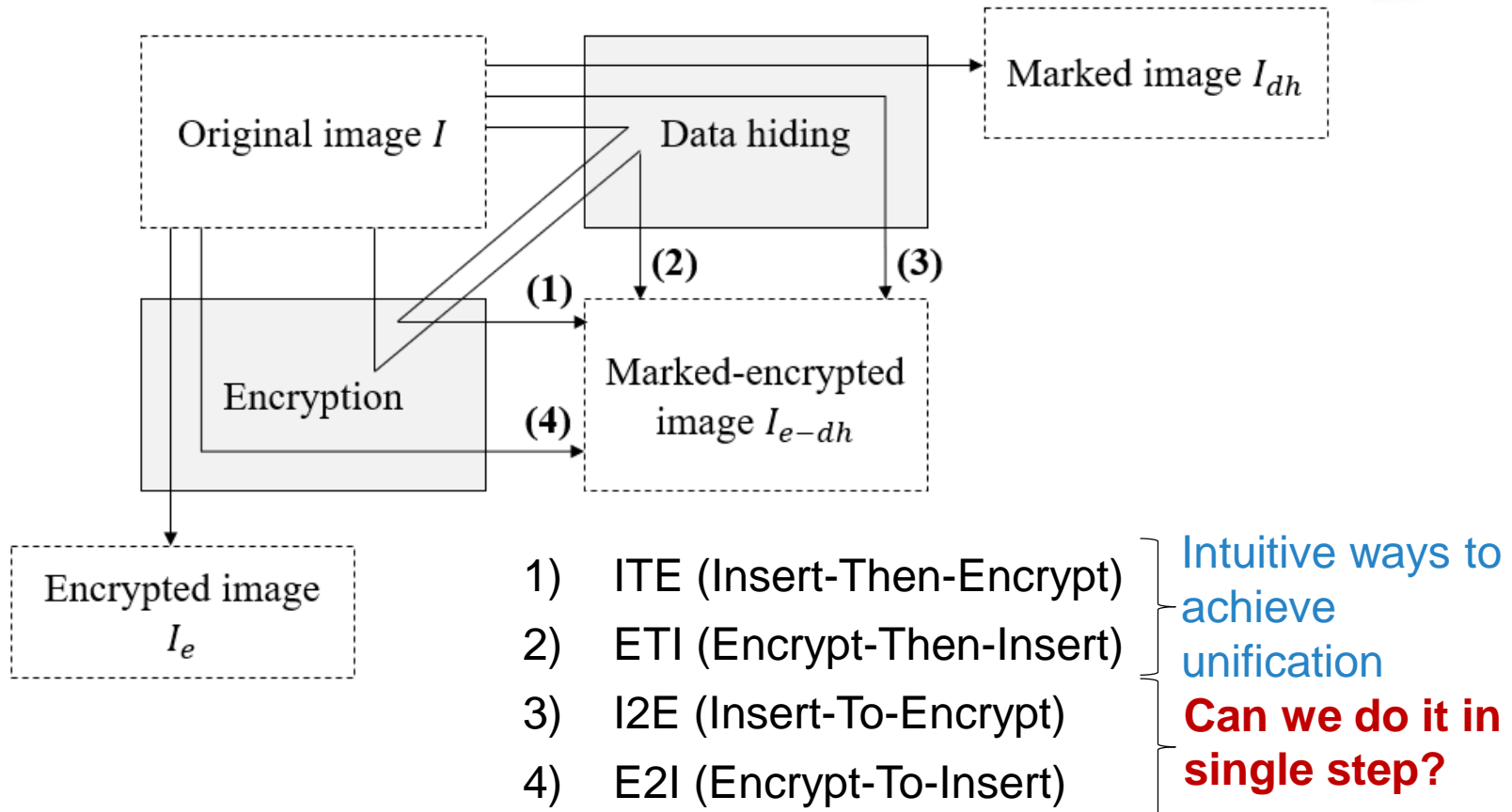
## Surveillance Video Recording

ROI encryption for user privacy and metadata for legal purposes.

## Classified information management

Multi level encryption for different level access and metadata for content management.

# Unified IH (UIH)



# Sub- Outline

- Unified IH in spatial domain (General)
- Unified IH in compressed signal domain (General)
- Coverless IH
- Photo Effects Embedding

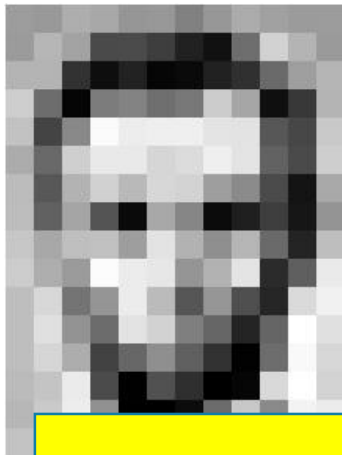




# Spatial Domain vs Frequency Domain

## Spatial Domain

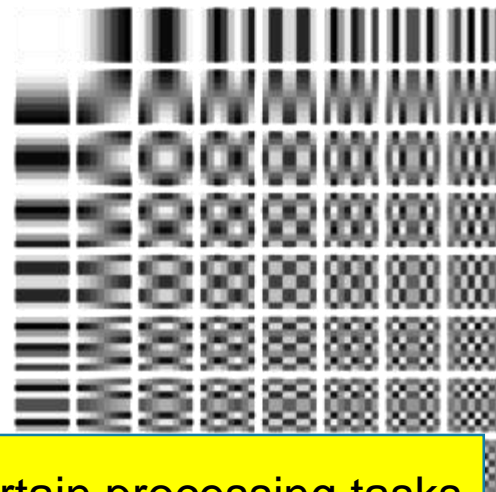
- Work on the **pixel values** of the image
- Integer.



157	153	174	168	150	152	129	151	172	161	155	156
155	182	163	74	75	62	83	17	118	210	180	154
180	180	50	14	94	6	10	93	48	106	159	181
206	109	5	124	131	111	120	204	166	15	56	180
194	68	137	251	237	239	239	228	227	87	71	201
172	106	207	233	233	214	220	239	228	98	74	206
188	88	179	209	185	215	211	158	139	75	20	169
189	97	165	84	10	168	134	11	31	62	22	146
199	168	191	193	158	227	178	143	182	106	96	190
205	174	155	252	236	231	149	178	228	43	95	234
190	216	116	149	236	187	86	150	79	38	218	241
190	224	147	168	227	210	127	102	36	101	255	224
190	214	173	66	103	143	95	50	2	108	249	215
187	195	235	75	1	81	47	0	6	217	255	211

## Frequency Domain

- Work on the **signals** represented by math functions.
- Has coefficients and variables.



Why different representations? To ease certain processing tasks and find new information in different domains.

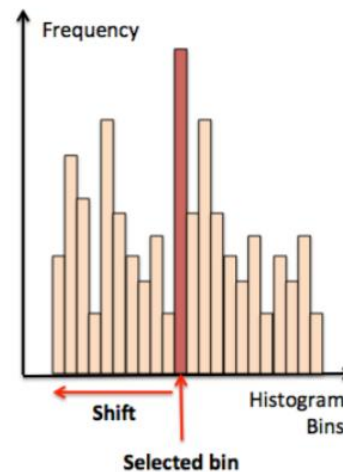
# Unified IH in Spatial Domain

## References:

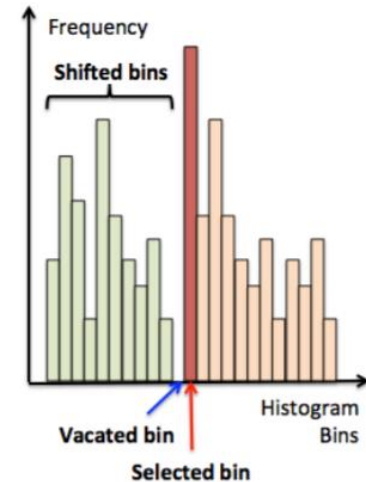
- **S. Ong**, K. Wong, and K. Tanaka, "A Scalable Reversible Data Embedding Method with Progressive Quality Degradation Functionality", *Signal Processing: Image Communication*, 29 (1), pp. 135-149, Jan. 2014.
- **S. Ong**, K. Wong and K. Tanaka, "Improvement on Reversible Data Embedding Method using Virtual Queue Decomposition", *IEEEJ 3rd Image Electronics and Image Computing Workshop (IEVC)*, 21-24 Nov. 2012.
- **S. Ong**, K. Wong and K. Tanaka, "Reversible Data Embedding using Reflective Blocks with Scalable Visual Quality Degradation", *2012 IEEE International Conference on Intelligent Information Hiding and Multimedia Signal Processing (IIH-MSP)*, 18-20 July 2012.

# Spatial Domain - Histogram-based method

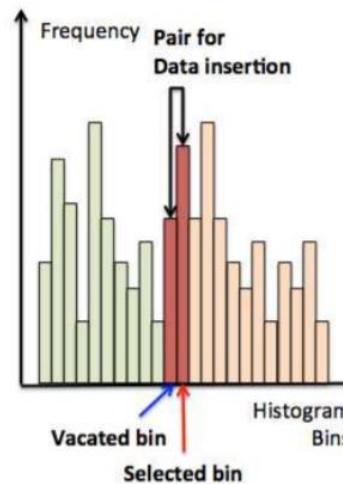
- Histogram Shifting (Ni et al., 2006)
- And many others after that...
- UIH – combine with other methods



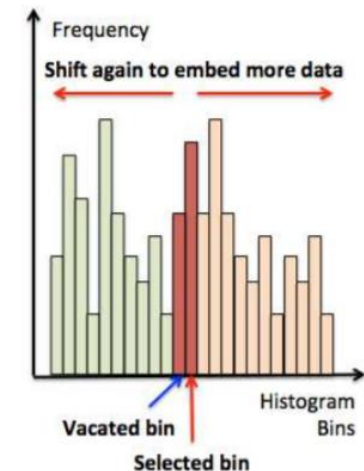
(a) Select the bin for embedding



(b) Shift bins by -1 to vacate empty bin



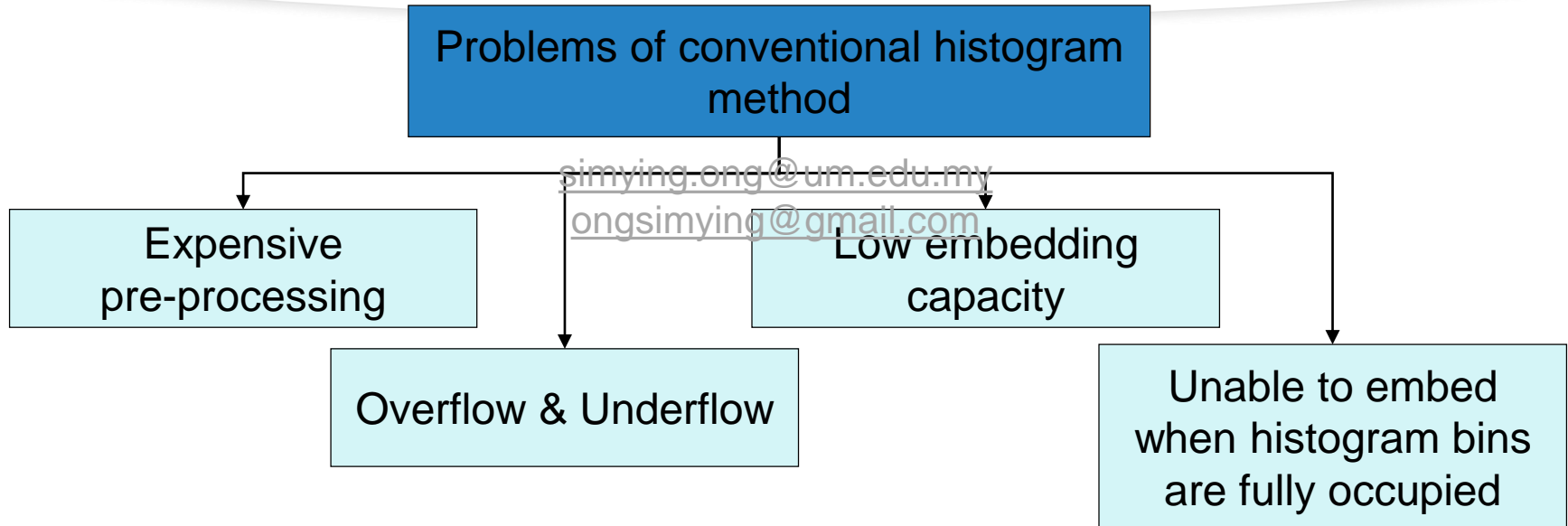
(c) Data insertion using selected bin and vacated bin



(d) Shift for more embedding capacity

# Histogram-based Method

## *Problems*

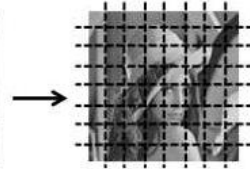


What if we embed to the **maximum embedding capacity**?  
**Proposed Histogram Association Mapping (HAM) using I2E approach.**



# Proposed HAM

Basic  
Proposed  
Method



$(i, j)$	$min_e(i, j)$	$max_e(i, j)$
(1, 1)	65	90
(1, 2)	12	158
...	...	...

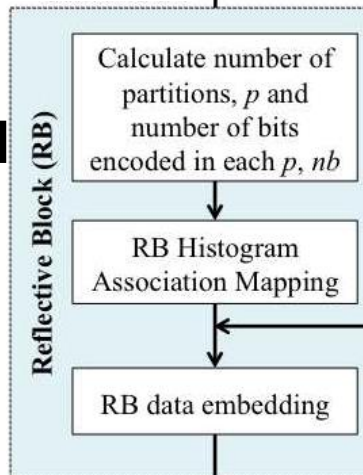
$run_e(i, j) \leq 2^{K-1}$ ?

Yes

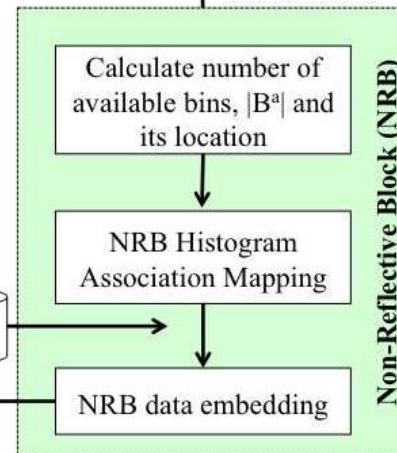
No

Calculate range,  $run_e(i, j)$

RB Enhancement  
Method



External data



NRB Enhancement  
Method (T1 & T2)

+

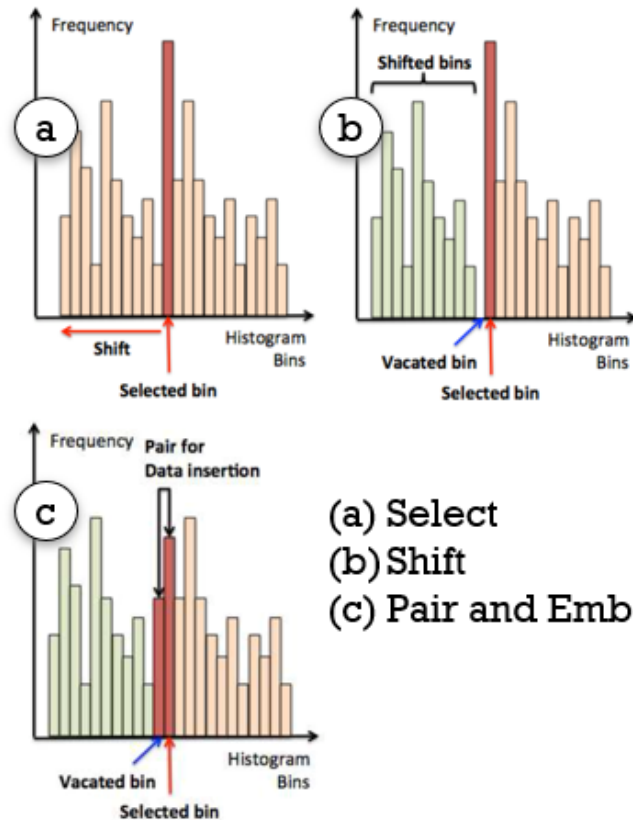
Scramble pixels  
within block

Output  
image with  
embedded  
data

Increase embedding capacity

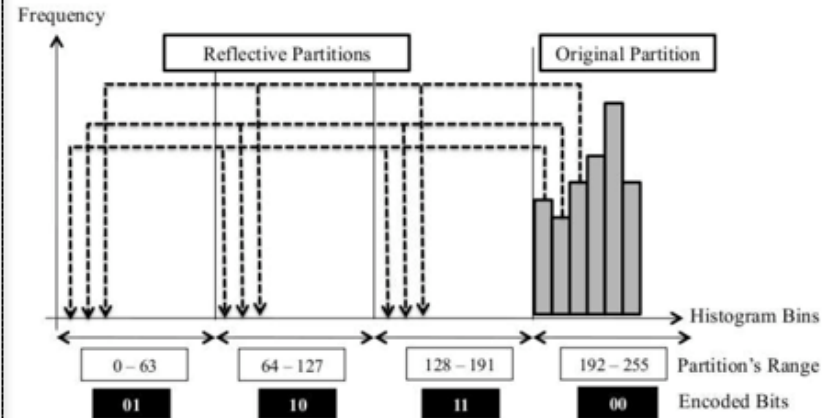
# Proposed HAM

## Conventional Method



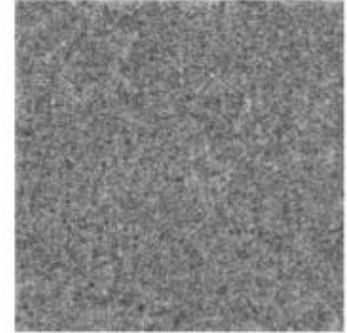
- (a) Select
- (b) Shift
- (c) Pair and Embed

## Proposed HAM

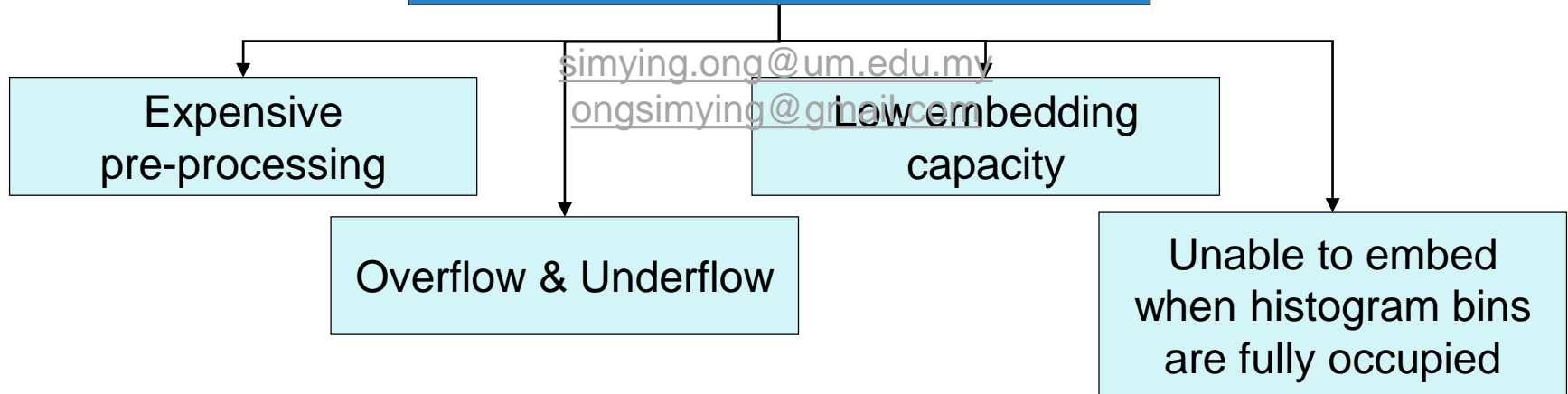


- No shifting required
- Block-based technique
- 1 to many mapping

# Outcome?



## Problems of conventional histogram method



Histogram Association Mapping – use parameter to flexibly scale from Hide Data + No Encryption → Max Data + Full Encryption

# Proposed HAM - Outcome

Table 3.6: Effective embedding capacity [bits per pixel] and image quality (SSIM and PSNR [dB]) for the proposed method and its enhancements with respect to the Caltech 101 dataset

$b_e$ (%)	Effective Carrier Capacity					SSIM	PSNR [dB]
	Original	$\oplus 1$	Improvement [%]	$\oplus 2$	Improvement [%]		
1	<b>1.53</b>	0.83	-45.52	0.99	-34.85	0.0850	28.0438
2	2.78	2.09	-24.82	<b>2.88</b>	3.54	0.1235	28.6276
3	2.63	1.63	-37.96	<b>2.84</b>	7.97	0.1428	29.0242
4	2.29	1.27	-44.63	<b>2.55</b>	11.05	0.1577	29.3902
5	2.20	1.43	-35.15	<b>2.48</b>	12.63	0.1713	29.7153
6	2.04	1.50	-26.46	<b>2.33</b>	14.19	0.1839	30.0034
7	1.87	1.51	-19.47	<b>2.17</b>	15.95	0.1969	30.2897
8	1.75	1.53	-12.96	<b>2.05</b>	17.09	0.2099	30.5597
9	1.54	1.40	-9.10	<b>1.85</b>	19.88	0.2239	30.8046
10	1.49	1.46	-2.33	<b>1.80</b>	20.68	0.2305	31.0703
20	0.68	0.93	37.79	<b>0.99</b>	45.41	0.2305	31.0703
30	0.52	<b>0.79</b>	53.37	0.79	53.30	0.2305	31.0703
40	0.27	<b>0.55</b>	103.28	0.52	92.19	0.2305	31.0703
50	0.06	<b>0.29</b>	367.93	0.25	297.31	0.2305	31.0703
60	0.06	<b>0.29</b>	377.85	0.25	303.40	0.2305	31.0703
70	0.09	<b>0.31</b>	262.59	0.27	212.60	0.2305	31.0703
80	0.12	<b>0.33</b>	175.73	0.29	143.45	0.2305	31.0703
90	0.20	<b>0.36</b>	83.52	0.33	68.48	0.2305	31.0703
100	0.01	<b>0.14</b>	1208.87	0.11	871.97	0.2305	31.0703

Table 3.7: Comparison of embedding capacity [bits per pixel] for related works and proposed method using Lenna

$b_e$ (pixels)	512×512	256×256	128×128	64×64	32×32	16×16
Ni et al. Method <sup>1</sup>	0.0105	0.0185	0.0265	0.0404	0.0588	0.0853
Huang et al. Method <sup>2</sup>			0.0733			
Proposed Method	0.3089	0.5053	0.6829	0.8935	1.4636	2.1252

<sup>1</sup> Ni et al. Method (Ni et al., 2006) without subtracting the venue utilized to store peak point (i.e., side information).

<sup>2</sup> Huang et al. Method (Huang & Fang, 2011) without subtracting the venue utilized the block map (i.e., side information). Threshold utilized for composition is 0.29 and within the block size of 16, 32, and 64.

# Unified IH in Compressed Signal Domain

## References:

- **S. Ong**, K. Wong, and K. Tanaka, "Scrambling-Embedding for JPEG Compressed Image", 109(0), pp. 38-53, Signal Processing, April 2015.
- **S. Ong**, K. Wong, and K. Tanaka, "Reversible and Tunable Scrambling-Embedding Method", Intelligent Signal Processing and Communication Systems (ISPACS), pp. 608 – 613, 12 - 15 Nov. 2013.
- **S. Ong**, and K. Wong, "Rotational based Rewritable Data Hiding in JPEG", IEEE Visual Communications and Image Processing (VCIP), pp. 1-6, 17 - 20 Nov. 2013.
- **S. Ong**, K. Minemura and K. Wong, "Progressive Quality Degradation in JPEG Compressed Image using DC Block Orientation with Rewritable Data Embedding Functionality", International Conference on Image Processing (ICIP), pp. 4574-4578, 15 - 18 Sept. 2013.



# Compressed Signal Domain - JPEG

- Input: pixels
- Output: compressed signal (+/- integers)

Can we propose a method using E2I approach? Is it possible?

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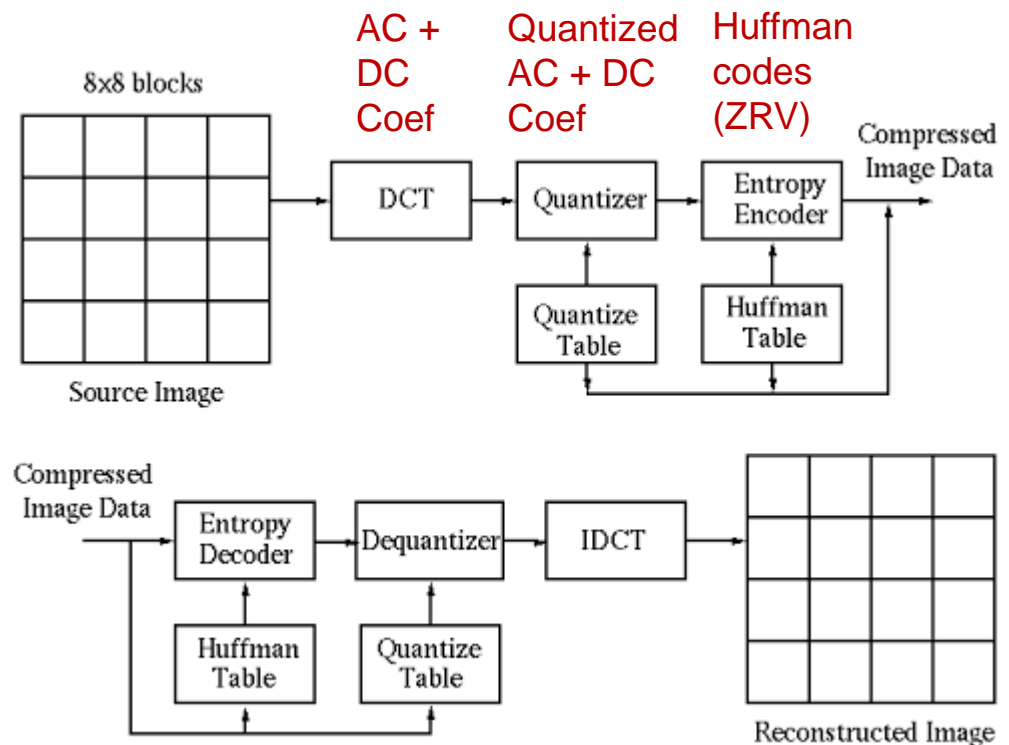
**Challenges?** No key for encryption, the secret data determine the encryption pattern. How to decrypt?



UIH E2I method using Natural Image Properties



NIP = Natural Compressed Signal Properties



# Compressed Signal Domain - JPEG

- Working on elements:
  - Quantized AC coefficients
  - Quantized DC coefficients
  - ZRV pairs

	3	0	0
-2	1	1	0
0	0	0	0
0	0	1	0

Scanned values

3 -2 0 1 0 0 1 0 0 0 0 0 0 1 0

(0,3) (0,-2) (1,1) (2,1) (6,1) EOB

Zero-run value pairs

# Proposed Method (NIPC) – P1

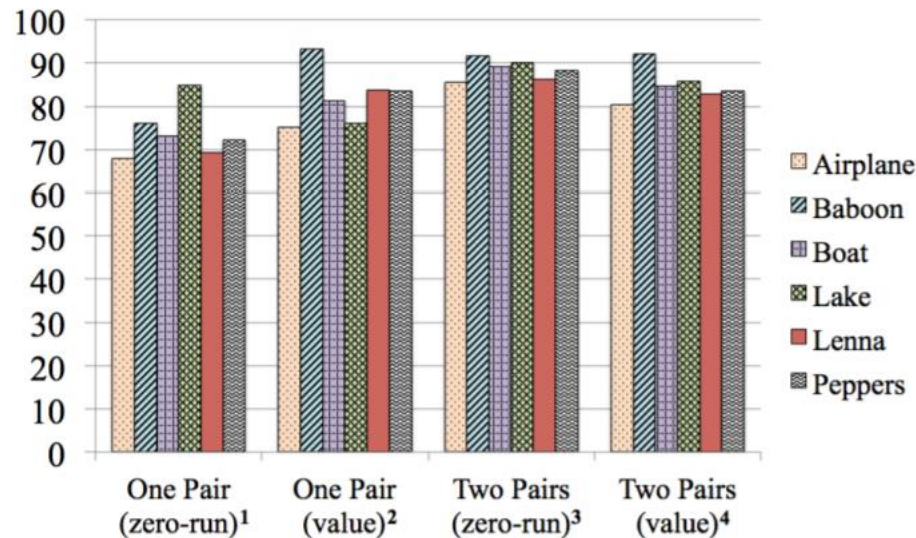


Figure 5.7: Statistics of ZRV properties [%] for six standard test images. <sup>1</sup>Zero-run of the first pair is smaller than zero-run of the last pair; <sup>2</sup>Magnitude of the first pair is larger than magnitude of the last pair; <sup>3</sup>Sum of zero-run for the first two pairs is smaller than the sum of zero-run for the last two pairs; <sup>4</sup>Sum of magnitude for the first two pairs is larger than the sum of magnitude for the last two pairs.

P1

The ZRV pairs in a quantized coefficient block have large magnitude and short zero-run for the front pairs while having small magnitude and long zero-run for the end pairs.

# Proposed Method (NIPC) – P1

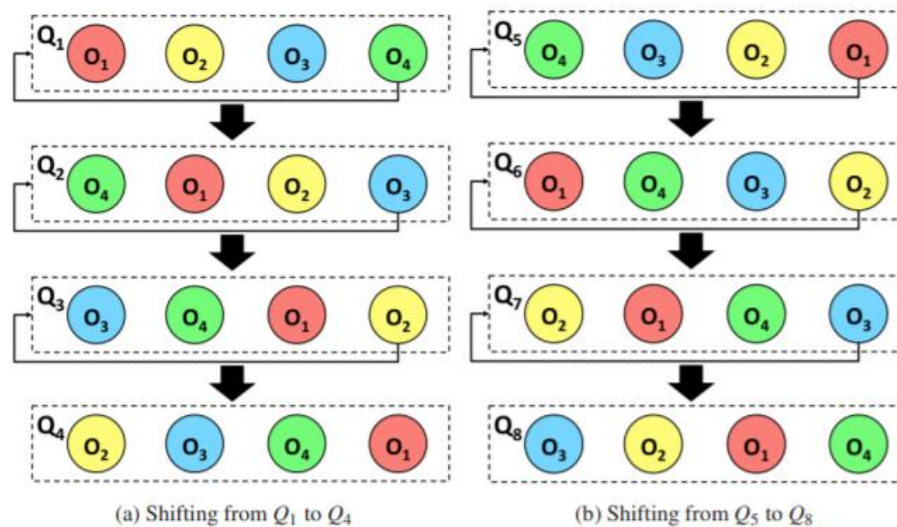
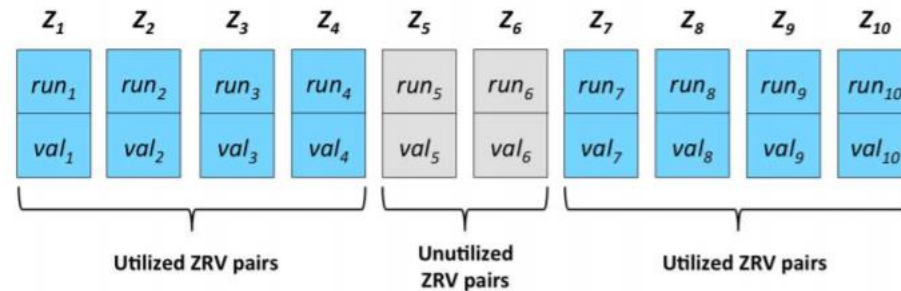
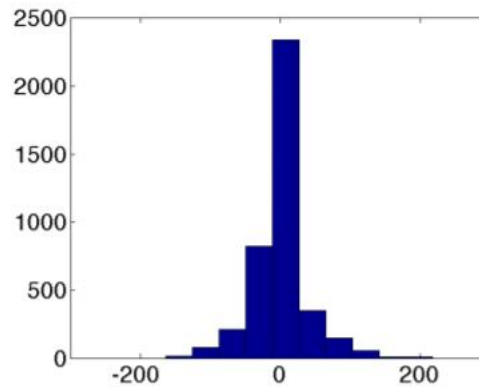


Figure 5.9: Illustration of ZRV groups shifting process for  $d = 4$ .  $Q_1$  in (a) is flipped to produce  $Q_5$  in (b).

# Proposed Method (NIPC) – P2



(a) DC image



(b) Distribution of difference in DC values

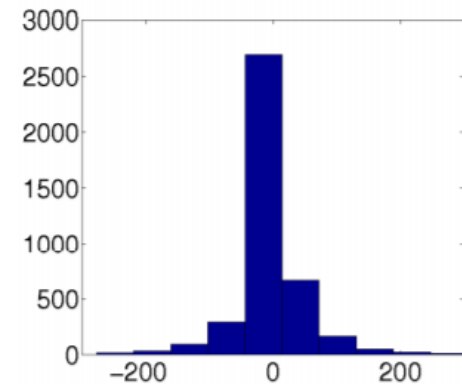


Figure 5.11: Sketch of Lenna image using the DC coefficients and distribution of the difference between neighboring DC coefficients

Figure 5.13: Distribution for difference in AC Block Energies in Lenna

**P2** DC coefficients are highly correlated in both the horizontal and vertical directions.

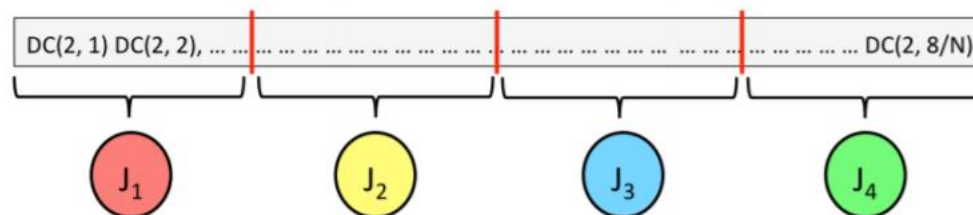
**P3** The sum of magnitude for quantized AC coefficient blocks are highly correlated in both the horizontal and vertical directions.



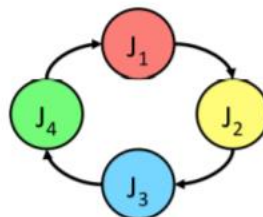
# Proposed Method (NIPC) – P2

**P2** DC coefficients are highly correlated in both the horizontal and vertical directions.

**P3** The sum of magnitude for quantized AC coefficient blocks are highly correlated in both the horizontal and vertical directions.



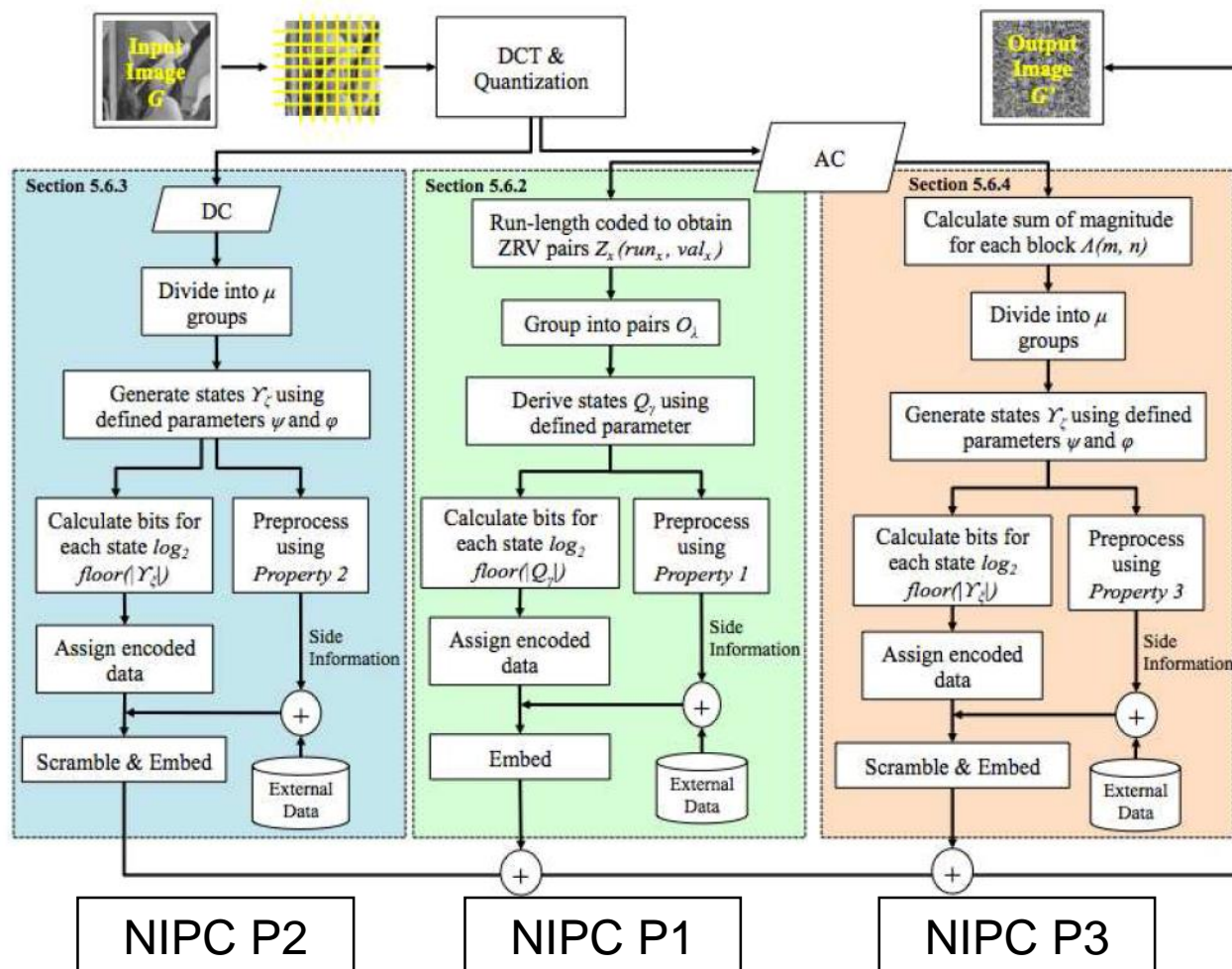
(a) Division of DC coefficients into groups  $J_f$



(b) Arranging DC groups in circular representation

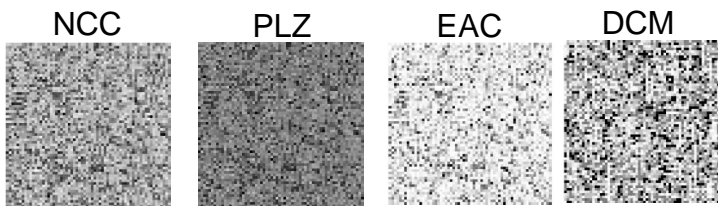
Figure 5.12: Arrangement of DC coefficients groups

# Proposed Method (NIPC)



# Outcome

- NIPC method can:
  - Suppress bitstream increment
  - Utilized all compressed signals for data embedding and encryption
  - Survive in Sketch Attack
  - Scalable, unified, reversible

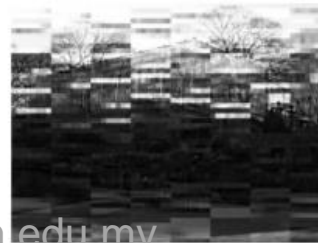


(a) Original Image

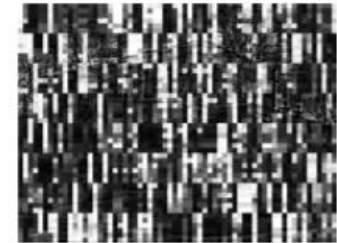


(b) NIPC1

( $a_{gLim} = 16$ )



(c) NIPC2 -  $G'_{Ro}$   
( $\mu = 8$  &  $\Psi = \text{Max}$ )



(d) NIPC2 -  $G'_{Ro \oplus C_o}$   
( $\mu = 8$  &  $\Psi = \text{Max}$ )



(e) NIPC3 -  $G'_{Ro}$   
( $\mu = 8$  &  $\Psi = \text{Max}$ )



(f) NIPC3 -  $G'_{Ro \oplus C_o}$   
( $\mu = 8$  &  $\Psi = \text{Max}$ )



(g) Proposed Combined Method

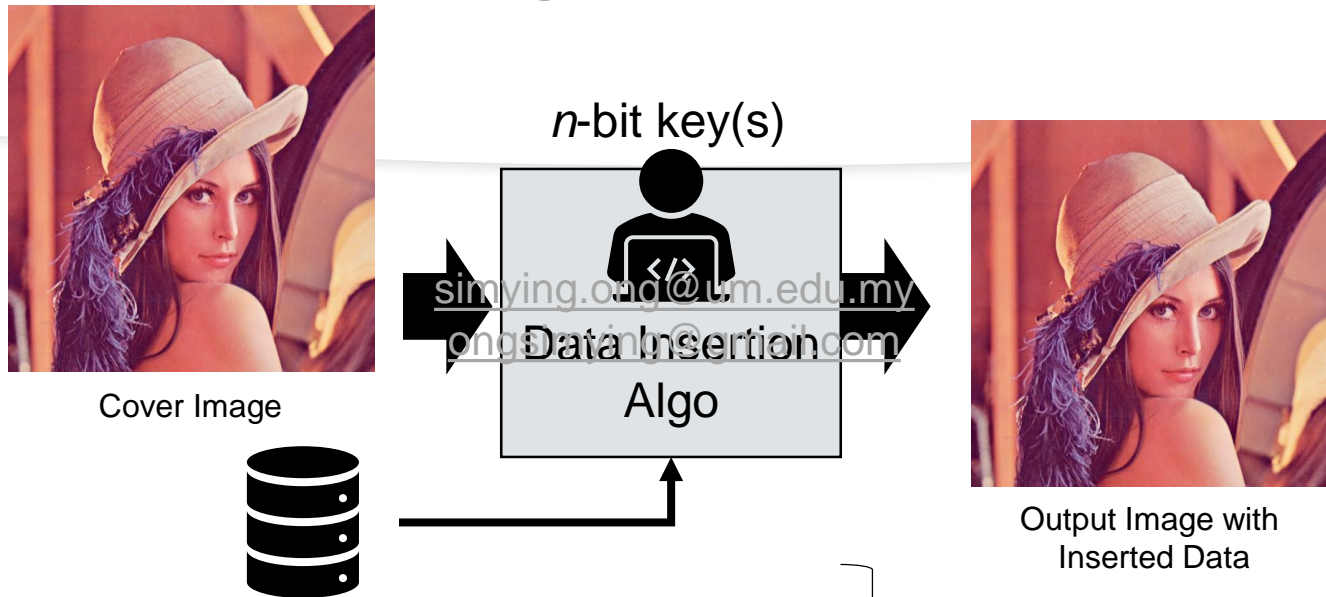
*EAC – Energy of AC coefficients attack*

*DCM – DC category mapping attack*

*NCC – Nonzero coefficients attack*

*PLZ – Position of Last Nonzero coefficient attack*

# Modern Image Data Insertion



- We always use **cover/carrier** to “carry” our secret data.
- BUT, the use of **cover image** creates many problems:
  - Limited embedding capacity
  - Comparison Attack
  - Statistical Attacks
  - Etc.

***So, WHAT IF we don't use cover image?***



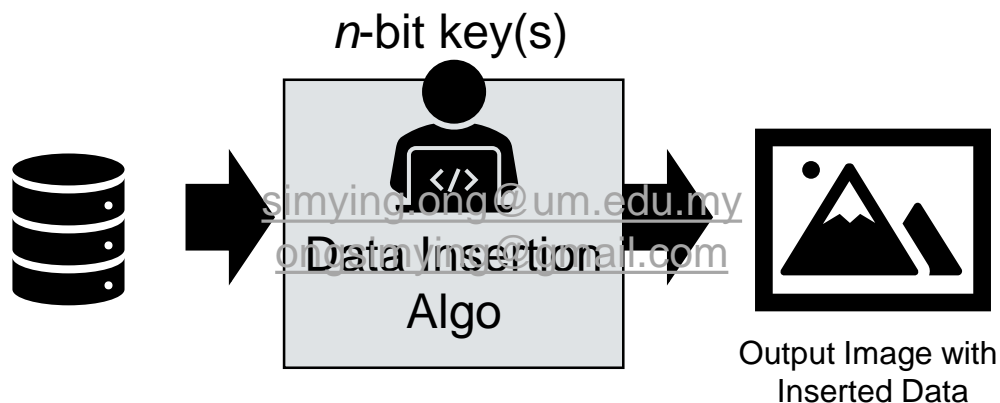
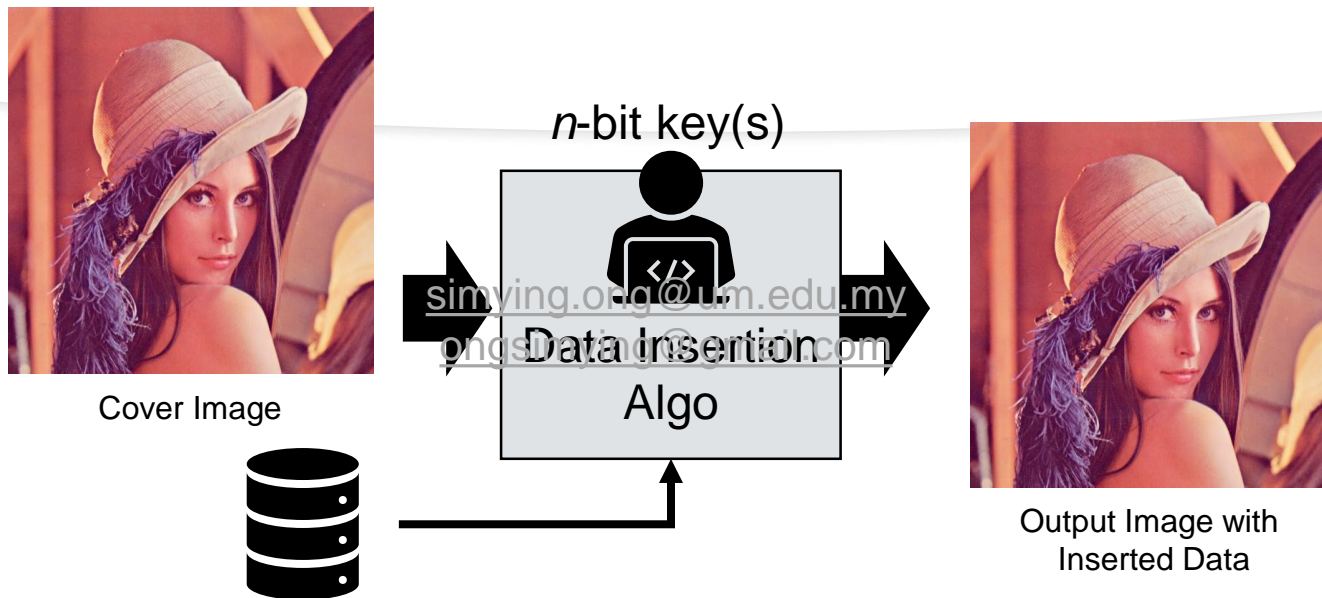
# Coverless IH

## References:

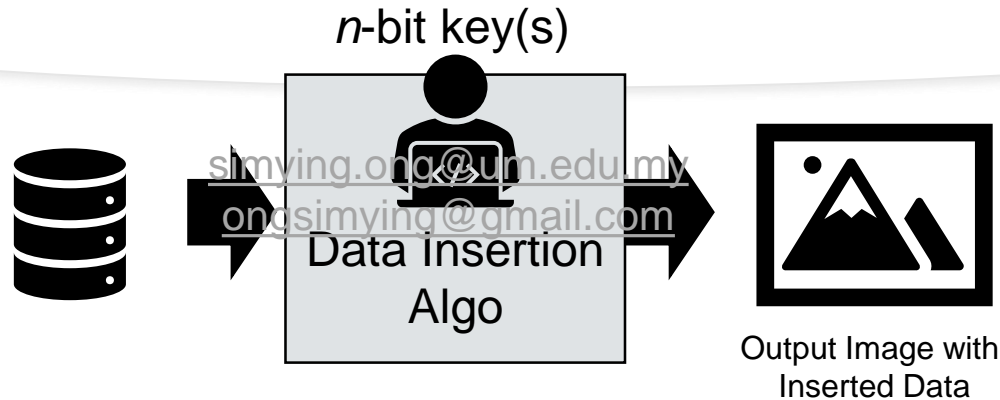
- W. K. Lee, S. Ong, K. Wong and K. Tanaka, "A Novel Coverless Information Hiding Technique Using Pattern Image Synthesis," 2018 Asia-Pacific Signal and Information Processing Association Annual Summit and Conference (APSIPA ASC), Honolulu, HI, USA, 2018, pp. 1122-1127, doi: 10.23919/APSIPA.2018.8659777.



# Proposed Coverless Framework



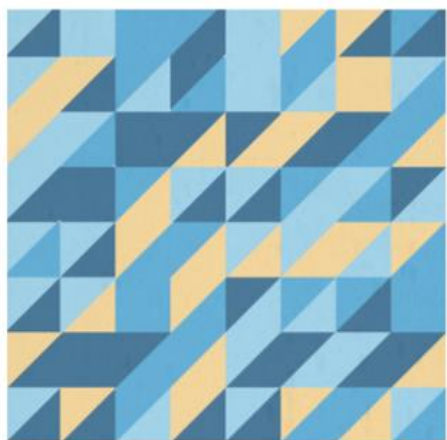
# Conventional framework



- Proposed coverless IH using **pattern image generation**.
- Use image properties such as:
  - ✓ Colours
  - ✓ Sizes
  - ✓ Position
  - ✓ Direction
  - ✓ Transparency
  - ✓ Gap
- To represent secret data.

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# Pattern Image Generation



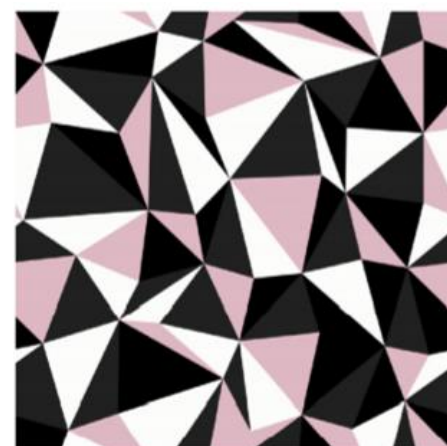
(a)



(b)



(c)



(d)

Can you guess which one has secret data?

# Why coverless?

- It solves the problems mentioned earlier:
  - Embedding capacity is flexible – based on input size
  - No comparison and statistical attacks can be performed because there is original image and statistics.
- Secret data transmission / printing
- Aids QR code generation
  - Limited key-space
  - Bored design





# Photo Effects Embedding

## References:

- S. Ong and K. Wong, "Information Hiding in Image Enhancement," IEEE International Conference on Image Processing (ICIP), 2020. Accepted.
- W. W. Y. Kan, S. Ong, and K. Wong, "Data Embedding Method Using Photo Effects with Resistance to Compression," Asia-Pacific Signal and Information Processing Association Annual Summit and Conference (APSIPA ASC), 2020. Accepted.



# The application and problem

So many techniques  
in IH, why less usage?



Let's think from **USER** perspective:

Capture image

If I want to add watermark into my  
image

Search for reliable tools

Download and install the tool

Learn to use the tool

Use the tool to add watermark

Beautify my image

Share to Social Media

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[ongsimying@gmail.com](mailto:ongsimying@gmail.com)

# The application and problem

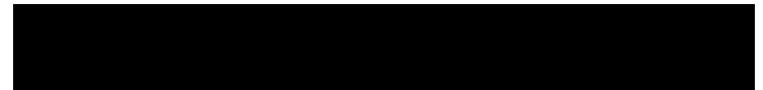
Can we shorten the process?



Let's think from **USER** perspective:

[simying.ong@um.edu.my](mailto:simying.ong@um.edu.my)  
[ongsimying@gmail.com](mailto:ongsimying@gmail.com)

Capture image + watermark

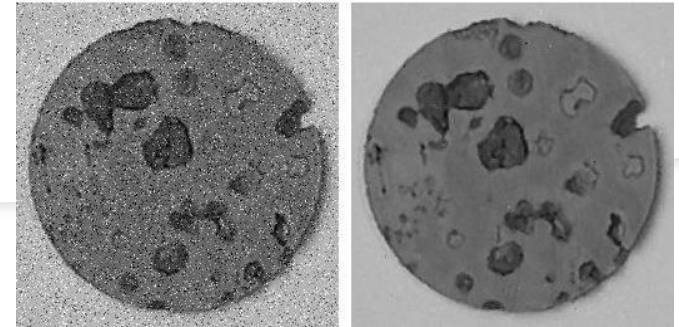


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[ongsimying@gmail.com](mailto:ongsimying@gmail.com)

Beautify my image + watermark

Share to SNS + watermark

# Image enhancement + watermarking



- Many mobile phone's camera comes with image enhancement feature.
- So, **WHAT IF we can use image enhancement AND insert watermark at the same time?**
- To prove the concept, **MEDIAN FILTER** is used (noise removal).

67	32	31
45	21	22
83	42	46



{21, 22, 31, 32, 42, 45, 46, 67, 83}

	42	



Move in  $n \times n$  sliding window manner.

Estimate/smoothen the pixel in the center location using the surrounding pixels.

# Image enhancement + watermarking

{21, 22, 31, 32, 42, 45, 46, 67, 83}      Standard Median Filtering

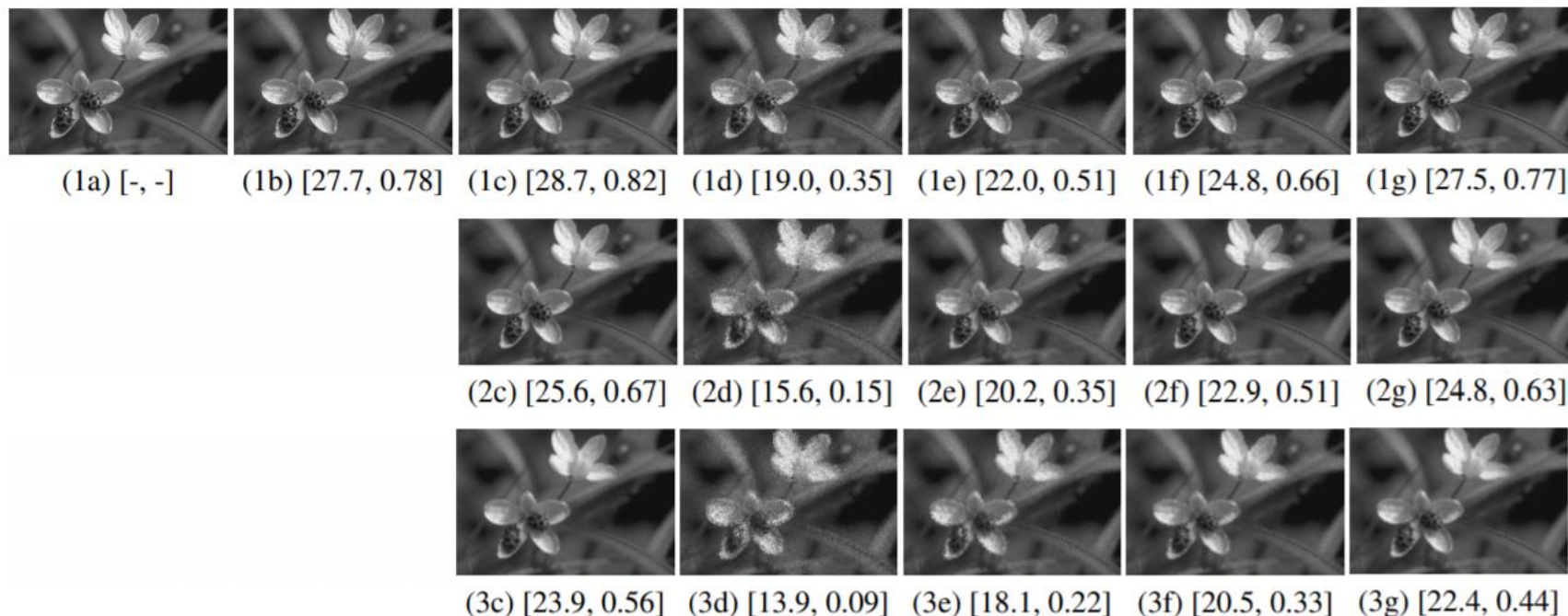
[simying.ong@um.edu.my](mailto:simying.ong@um.edu.my)  
[ongsimying@gmail.com](mailto:ongsimying@gmail.com)  
{21, 22, 31, 32, 42, 45, 46, 67, 83}      Divide into two partitions {0, 1}

{21, 22, 31, 32, 42, 45, 46, 67, 83}      Divide into four partitions {00, 01, 10, 11}

## Challenges:

- a. Data extraction rate (won't deal with the original data)
- b. Balance between embedding capacity and enhancement ability

# Image enhancement + watermarking

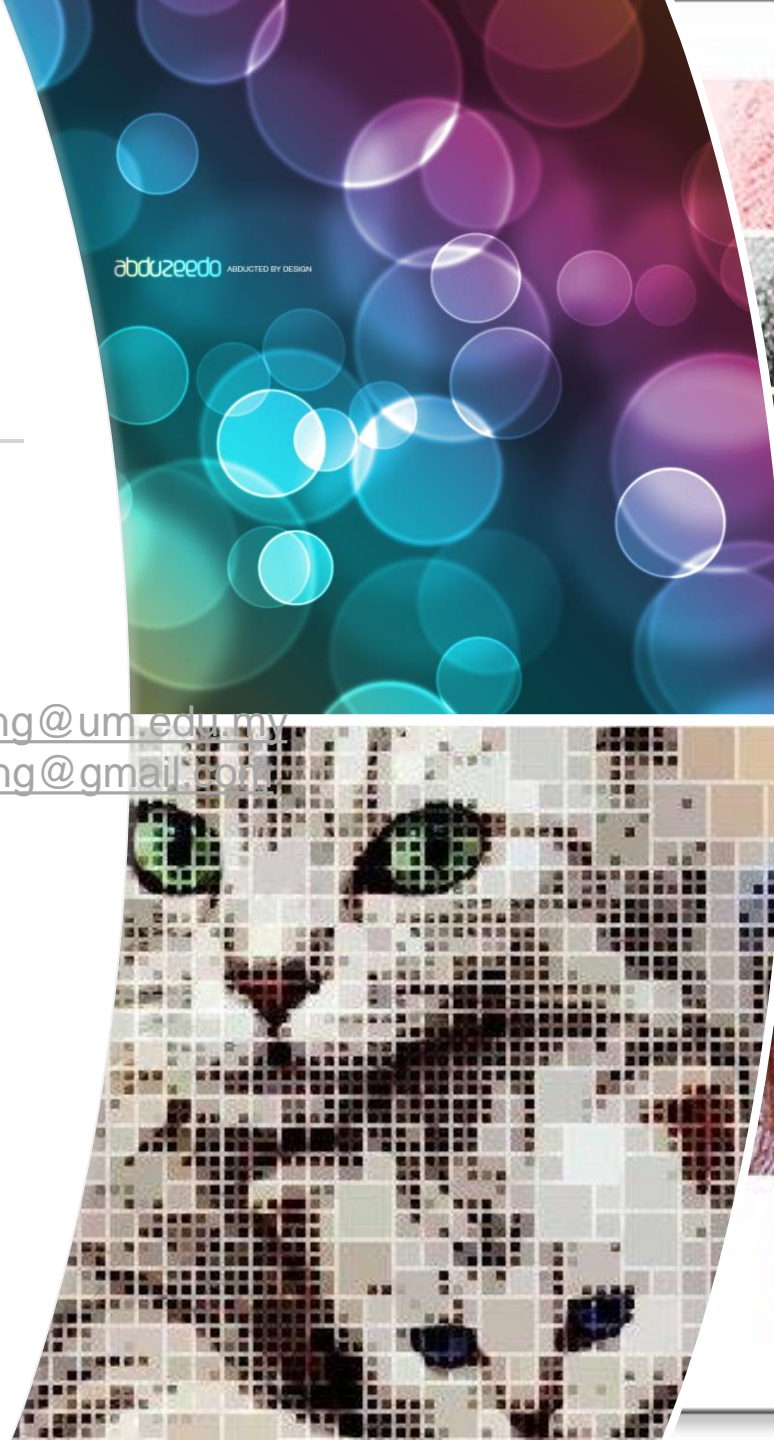


**Fig. 2.** Output images with Speckle noise (level = 0.01) added and their respective [PSNR, SSIM] values. Row 1 to Row 3 correspond to the output when  $w = \{3, 5, 7\}$ . Sub-figures 1(a) and 1(b) are the reference and generated-noise images, respectively. The third column shows Median-filtered image (without data embedding) for various  $w$ . Similarly, the fourth to seventh columns show Median-filtered-embedded images with the pixel pair settings recorded in **Table 1**.



# Photo effects + watermarking

- Most of the users add photo effects before sharing their images online.
- Bokeh, mosaic, color grid, vintage, etc.



# Some of the works in progress...

## Information hiding in photo effects



Sketch



Halftone



Vintage

# Conclusion

- **Image Processing**

- Image vs visual
- Image processing vs image analytic
- Spatial domain vs frequency domain
- Natural image properties



- **Unconventional Application – Information Hiding**

- Encryption and data insertion
- Applications – steganography, watermarking, etc.
- Four different types of unified information hiding
- I2S + histogram based method + spatial domain
- E2S + NIP + frequency domain
- Cover vs coverless information hiding
- Photo effect embedding





# Thank you!

Any questions?  
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