

v0xen extraction algorithm

Let:

- $P_s \in \mathbb{Z}^{H \times W}$: stego image
 - h, w : dimensions of P_s
 - I_s : reconstructed secret image
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1. Extract Embedded MSBs

For each pixel:

$$M(x, y) = P_s(x, y) \& 0b00000011$$

Resulting array:

$$M \in \{0, 1, 2, 3\}^{h \times w}$$

2. XOR Decode

For every odd index i in each row:

$$M[r, i] = M[r, i] \oplus 0b11, \quad \forall i \text{ odd}$$

3. Array Conversion (Combine High + Low Bits)

i. Combining high bits with low bits :

$$v = (M[y, 2x] \ll 2) \mid M[y, 2x + 1]$$

ii. Saving in an array :

$$A[y, x] = v$$

where

$$A \in [0, 15]^{h \times (w/2)}$$

4. Grouping into Triplets :

Group every 3 values from array A :

$$T = (A[y, j], A[y, j + 1], A[y, j + 2]), \quad j = 0, 3, 6, \dots$$

$$G \in \{0, \dots, 15\}^{h \times (w/6) \times 3}$$

5. Dynamic key-based mapping:

i. Table Generation:

A secret key k generates a unique mapping:

$$\text{mapping}_k: T \rightarrow \{0, \dots, 15\}$$

Assignment rule (collision resolution ensuring bijection):

$$\text{mapping}_k(t) = (\text{SHA256}(k \parallel \text{str}(t))) \bmod 16$$

ii. Extraction (inverse mapping)

For each identifier $a \in A$:

$$t = \text{mapping}_k^{-1}(a), \quad t \in T$$

The recovered tuples are concatenated:

$$T' = \bigcup_{a \in A} \text{mapping}_k^{-1}(a)$$

where

$$T' \in \{0, \dots, 15\}^{h \times (w/6) \times 3}$$

is the expanded triplet sequence.

6. Convert Dynamic Hex \rightarrow ASCII Notes

i. Flatten triplets:

$$\text{HexTriplets} = \text{flatten}(T')$$

ii. Normalize sharp symbols:

$$Hex' = HexTriplets \text{ with } 69 \rightarrow 266f$$

iii. Convert to ASCII (skip undeclared values, e.g. 0001):

$$ASCII = decode(Hex')$$

7. Extract musical notes via regex:

$$Notes = regex_extract(ASCII)$$

8. Convert Notes → Frequency

$$f = librosa.note_to_hz(Notes)$$

Apply correction table (MANDATORY):

$$f' = replace(f, table)$$

9. Convert Frequency → Binary

Convert frequency to 8-bit binary:

$$b_f = format(f', 8)$$

Final bits:

$$B_f \in \{0, 1\}^{h \times w}, \quad B_f[y, x] = b_f$$

10. Secret Image Reconstruction

Mapping in bounds only:

$$I_s(x, y) = \{int(B_f[y, x], 2), \text{ if } B_f[y, x] \text{ exists } 0, \text{ otherwise}\}$$

Secret Image:

$$I_s \in [0, 255]^{h' \times w'}$$

Evaluation Metrics

i. Bit Error Rate (BER)

$$BER = \frac{\sum_{i=1}^n (b_{o,i} \oplus b_{r,i})}{n}$$

ii. Normalized Cross-Correlation (NCC)

$$NCC = \frac{\Sigma(o-\mu_o)(R-\mu_R)}{\sqrt{\Sigma(o-\mu_o)^2 \Sigma(R-\mu_R)^2}}$$
