

Analysis of Digital Watermarking for Colour Images using DCT-DWT-SVD Techniques

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Abstract— For the Accretion of digital area and communication, network has viewed the requirements for intellectual property rights (IRP) security method for digital environment. One that is digital watermarking for data which has become important for research in many years digital methods are used as a way for protection of multimedia data. Here the paper show focus on applicability of various invisible watermarking techniques such that applying DCT-DWT-SVD techniques on color image by a simplified algorithm. We apply first level DWT to host image, then anyone LL band selected for two level decomposition. After this DCT will be applied to each block and the SVD, which is to get singular value watermark. The end part of the paper concludes previous part of the inverse SVD, DCT and DWT which are required to get watermark picture to check effectiveness and robustness with also same parameters likes PSNR, MSE.

Key words: DCT-DWT-SVD Techniques, Digital Watermarking

I. INTRODUCTION

While protecting any plain paper or Bills, we were implementing security for several centuries in the form of watermarking, such as any kind of logo as watermarks. perhaps as world is becoming digitalized with network distribution of digital area content, there is need for various protection against secrecy .As a result to this many watermarking scheme come into propose for intellectual right protection of digital data. Watermark can serve the method for prescribing any particular work has been tampered or copied illegal. Two type that watermarking are available i.e. is visible and invisible watermark .these watermarking must be energetic against innocent picture processing operation such as transparency, cropping , resize, noise add. A variety of invisible watermarking schemes have been implemented from many years from which one of the most likely techniques are DCT-DWT-SVD, spread spectrum watermarking (SSW), hybrid watermark technology one may also implement blind and non-blind technology as detection and extraction of watermark technology. The current algorithm is focusing on development of robustness of images using DCT-DWT-SVD techniques.

II. RELATED WORK

Digital watermarking technology has evolved very quickly during the last few years. It is one way of adding information such as text, audio, video, image, etc. that is imperceptibly and robust embedded in the original data which cannot be removed without extracting it from original image. This type of watermarking typically involves information of original status, or recipient of the original

image. One of the perfect novel algorithms for robust audio watermarking by using DWT type of Haar wavelet basis on image entropy. The added data can be cropped, compressed, noise, geometrical attacks and contrast. It experiments the watermarking causes of wavelet techniques on various images and audio types using various quality valuation metrics. This proposed scheme uses the DWHT (Discrete wavelet Haar transformation). Here embedding is done in sub-band coefficient of the cover which possesses the maximum entropy without changing its approximate coefficients [1] .The tentative of comfort digital watermarking approaches in the presence of lossy summery was introduced by practical method that is considered as average correlation coefficient for data adding as a embedding function. They used Spread Spectrum watermarking with a repetition code and quantization based embedding .for improved robustness to JPEG compressions the paper implies a hybrid watermarking scheme that fears the use of spread spectrum and various methods based watermarking to have rover performance [2]. As watermarking techniques are discussed one technique implies to hide a wavelet compressed watermark picture within the least significant bit (LSB) of the host image pixels in a clear path idea. In this watermark method is about black and white scale will be embedded into a host color image (RGB). This watermark image will be carry out by Haar wavelet level second transformed method, these various coefficients are compressed and helps in decreasing the effect of embedding the watermark image into the host [3]. One new method for data embedding in binary images method is using conditional bit position to replace latent bits which tell us to adjust the quality of cover image better. Any reference is not required to the original host picture. When extracted from the embedded latent data from the stego image. The correspondence bit for a perfect block tells whether to keep or not, to embed a latent bit and so retaining a low computational complexity [4].Most of watermarking scheme are using black and white image as host image and binary , patterns, or black and white image as watermark . In below method watermarking schemes both the original and watermark image are color images ,where DCT have best results against compression which is applied for following presentation DC coefficient based watermark is implemented on color image. We take wavelet corruption for first level to RGB color image which is divided into 4x4 sub blocks of selected band after that DCT is applied to it. As compare to DFT DCT is easier and can work without any type of high frequency or it can be ignored, as DCT is applied to all sub band blocks, SVD are applied to it. This will helps us to have high and better imperceptibility. This experiment excerpt of watermark is done using main image so they are implemented as non blind scheme [5].This paper consider is a watermark is considered and defined on

original image using zigzag sequence and then Wavelet is arranged on it. Then DCT and SVD are applied to all high bands. Using this method we can have good hairline and more robustness that are consider against various noise [6]. A new updated SVD based and DCT-DWT oriented watermarking method is being discussed. This paper is considered as energetic method for high perceptual transparency and low insertion data to be considered. The middle band DC coefficients are chosen to achieve high performance. In fact reducing noise and have high robustness. In this further experiment the history of DCT, DWT and SVD and their elements are taken into account. In the following method, the host or cover image is embedded with the watermark image I of size $(N/4 \times N/4)$. The transform domain is carried for the embedding process. The Discrete Wavelet Transform of the matrix is calculated to give four sub-band matrices (HH, LH, HL, LL). The SVD (singular value decomposition) is computed on Lower-Band to get three matrices of SVD which are termed as- S - the diagonal matrix and U & V are orthogonal matrices. Now the image with watermark are called to have DCT coefficients and singular value decomposition SVD is defined to modify this given first one matrix [7].

III. APPROACH DESCRIPTION

Using three different techniques that are DCT, DWT and SVD, we can achieve robustness with high perception against various attacks. Results of the following algorithm are calculated by the standard points like as PSNR, MSE, common noises such as Gaussian noise, Salt and pepper. Random, High pass filtering cropping, Rotation with 30%. Following is the procedure for watermarking and removing or extraction the watermarking.

A. Watermarking Process –

In the proposed method original image M of (NXN) and it is consider with watermark image I of (NXN) size. Now the insertion mechanism is taken out using DWT to decompose the original image into four of size $(N/2 \times N/2)$ sub bands i.e. LL, HL, LH, and HH. Now DCT is applied on LL band to have decomposition on R, G, and B components separately. Select all DCT values of every block and get coefficient matrix A. Finally SVD is applied on matrix A to evaluate U_1, S_1, V_1 that is matrix $A = U_1 * S_1 * V_1^T$. also apply SVD to watermarking image I i.e. $I = U * I_W * V^T$ and calculate the parameters. Modify S_1 with the watermark such that $S = S_1 + \alpha * WS$ and obtain A^* . Now apply inverse DCT to A^* to produce the LL^* . Apply inverse method of wavlet that is DWT to LL^*, HL, LH, HH , prepare it to selected colour path to get watermarked image WI.

B. Extraction Process-

Select colour path and have DWT to watermarked image WI to get LL^*, HL, LH, HL . Consider DCT to watermarked image WI to get LL^* . Take the LL^* band and decompose it to R, G, B components. DCT is applied to each block of this band to have values of Matrix. Obtain $SW = (S - WS) / \alpha$.
Obtain $EW = W_U * SW * W_V^T$.

IV. ALGORITHM

- 1) Select colour image for cover and watermark Image of the $N \times N$ size.
- 2) Consider DWT to both cover and watermark images to decay it into $N/2 \times N/2$ size of host image.
- 3) Secondly apply DCT on Sub band of cover and watermark image to have separate R G B components to get DCT coefficients.
- 4) Now we are applying SVD on it.
- 5) Now we get SVD coefficients, to perform watermarking we have to add S matrix by some scaling factor.
- 6) Finally we get watermarking we need to experiment reverse DCT and reverse DWT to get watermarked image as shown in below figure-1.

V. BLOCK DIAGRAM

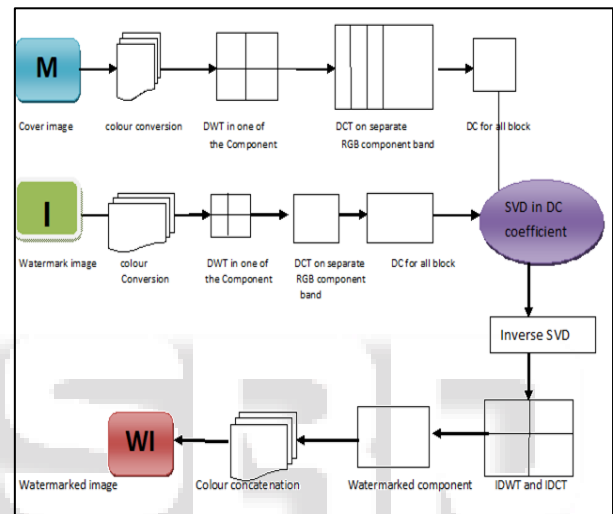


Fig. 1:

VI. EVALUATION PARAMETERS

MSE (Mean Square Error) - It is the squared error between the compressed and the host Image.

$$MSE = \frac{1}{MN} \left(\sum_{i=0}^{M-1} \sum_{j=0}^{N-1} (I - A - B)^2 \right)$$

PSNR-(Peak Signal to Noise Ratio) - It is the parameter ratio between maximum power of original data and the power of corrupting noise of original data.

$$PSNR = 10 \cdot \log_{10} \left(\frac{MAX^2 A}{MSE} \right)$$

VII. EXPERIMENTAL RESULTS

To find out efficiency of above algorithm different colour pictures (images) with $N \times N$ size are to be considered as cover and watermark image for different size (1024x1024, 800x800, 1200x1200) PSNR and MSE value for proposed algorithm is as shown in the table below:

Results	Image Data Base				
	Star	Smiley thumb	M symbol	R-symbol	R-symbol
Images	parrot	butterfly	3teddy	Man symbol	chick
	1024x1024	1024x1024	800x800	1100x1100	1200x1200
			0	00	00
MSE before	23.261	19.94	47.17	78.99	5.69

attack					
PSNR before attack	34.464	35.13	31.39	29.15	40.57
MSE for Salt & pepper	298.26	299.91	352.27	361.04	321.32
PSNR for Salt & Pepper	23.38	23.36	22.68	22.55	23.06
MSE for Gaussian noise	471.44	440.64	471.05	507.89	356.17
PSNR for Gaussian noise	21.39	21.68	21.40	21.07	22.60
MSE for Rotation attack 30°	12351.42	13838.68	21399.55	14289.22	18113.78
PSNR for Rotation attack 30°	7.21	6.71	4.82	6.58	5.55

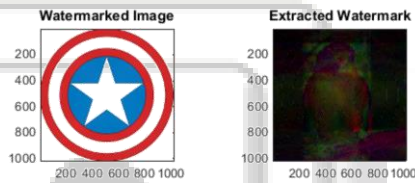
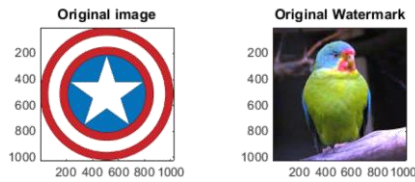


Fig. 2:

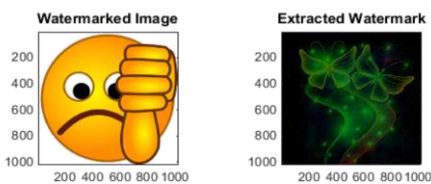
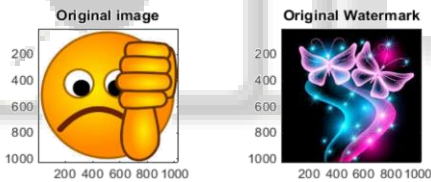


Fig. 3:

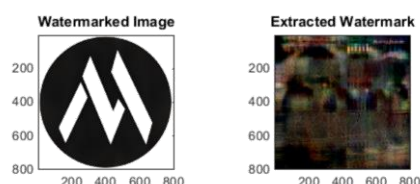
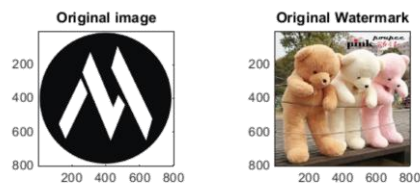


Fig. 4:

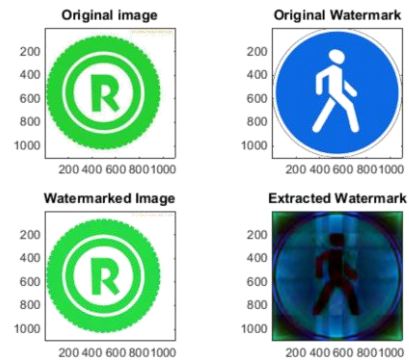


Fig. 5:

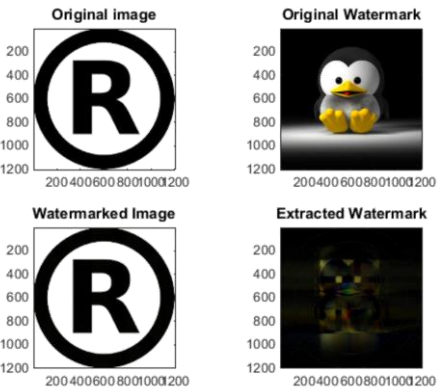


Fig. 6:

Following are the results when the host Image is Watermarked (Figure2-6) with Watermark Image. And also difference of Original Watermark with extracting Original Watermark.

VIII. CONCLUSION

It concludes that study of combined DWT-DCT-SVD for colour images is better for all frequency range. This proposed algorithm checks various parameters for resulting good and better robustness factor with higher PSNR and less MSE values.

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