Result Analysis of Reliable RGB Color Image Watermarking using DWT and DCT

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Abstract: Digital watermarking is that the act of hiding a message associated with digital signals in several forms like a picture, song, video inside the signal itself. In this result paper introduced a brand new Image recognition method supported discrete wavelets transform (DWT) and discrete cosine transform (DCT) that's capable of retrieving most of the pictures the same as the target image. Our technique used DWT to transfer the target image from the spatial domain into frequency domain during which it's divided into four sub bands, Low-Low (LL), Low-High (LH), high-low (HL) and High-High (HH) frequencies. This paper recommend a color image watermarking that uses discrete wavelets transform (DWT) and discrete cosine transform (DCT) for implanting and separating watermark. The DWT and DCT connected on the watermark image build information concealing limit and perceptual similitude of the watermarked image.

Keywords: Discrete wavelet transform, PSNR, DCT.

Introduction

As digital multimedia has become progressively advanced in the fast growing field of internet application, protection of data including copyright protection and data integrity detection, have become a serious concern. Watermarking is a possible resolution for achieving information security. In digital watermarking some information (images, audio, and video) is also embedded into the data in such however that it is not traceable to person eye. This hidden information can later be removed to form the control. Quality of watermark theme based on two conflicting needs, strength (measured exploitation normalized correlation (NC) and physical property (measured exploitation peak signal to noise ratio (PSNR). Digital watermarking is classified into two domain methods i.e. spatial domain method and transform domain method. In spatial province (usually a smaller quantity advanced, less robust and fewer secure) the part values of cover image are directly modified for watermark embedding method [5]. In rate of recurrence domain (quite robust, secure and imperceptible), the cover image transformed to totally different domain (by means that of discrete cosine transform (DCT), discrete wavelet transform (DWT), discrete Fourier transform (DFT)) designed for water-mark embedding method. Principally, the image watermarking style is relevant for gray level photos and a few schemes are implemented for color photos. Out of color image watermarking style,
uses DWT and discrete cosine transform (DCT). It's become a daily need to produce copy, transmit and distribute digital information as a part of widespread multimedia system technology in internet era. Therefore copyright protection has become essential to avoid unauthorized replication drawback. Digital image watermarking provides copyright protection to image by hiding applicable data in original image to declare rightful ownership [1]. Robustness, perceptual transparency, ability and blind watermarking are four essential factors to see quality of watermarking scheme [4] [5]. Watermarking algorithms are generally categorized as spatial domain watermarking and transformed domain watermarking. In spatial domain, watermark is embedded by directly modifying constituent values of an image. LSB (Least Significant Bit) insertion is example of spatial domain watermarking. In transform domain, watermark inserted into transformed coefficients of image giving more information hiding ability and added hardiness against watermarking attacks because data could be spread out to entire image [6]. Watermarking using discrete wavelets transform, distinct cosine transform, CDMA primarily based spread spectrum watermarking are examples of transform domain watermarking.

Theory

The image watermarking schemes are wide accustomed that solve the copyright protection problems with digital image regarding illegal usage or distribution. Several image water-marking ways are predictable, considering fully dissimilar purpose of view.
Supported the domain of method, the watermarking schemes is assessed into a pair of categories: spatial-domain and frequency-domain schemes. Spatial domain schemes implant the watermark by directly modifying the image component

values of the cover image and these schemes are easier in computation but they are limited in robustness. Whereas in frequency domain schemes, frequency transformation is applied on the cover image and then modifications are done to transform coefficients. Watermarking can be done on various media in order to protect that media. Entirely different techniques are applied for every of them. They're represented as follows:

Text Watermarking
When watermark is applied on the text then it is termed as text watermarking. It may be done at the printout point or the semantic purpose of the manuscript document. On the output level the information is encoded inside the technique the manuscript lines or words are divided. [7] In this case the water-mark endure flat once photocopying at the semantic-level to equivalences between words or terms. During this case raw text files are provided.

Image Watermarking
When watermark is applied on the host image then it is termed as image watermarking. It may be done in the spatial or frequency domain. The watermark is added to the image during this case and it's going to be visible or invisible. The ways explained above are applied to image watermarking.

Audio watermarking
When watermark is applied on audios then it is termed as image watermarking. In audio watermarking time and frequency masking properties of human ear are used to conceal the watermark and create it compressed data. All image watermarking techniques are equally applicable for video. To boot to the special domain in footage we tend are able to additionally exploit the presence of temporal domain in video.

Software watermarking
When watermark is applied on the software then it is termed as software watermarking. During this technique some digital information (watermark) embedded during a large digital media file (cover text).At now the information structure represent watermark wherever as the cover text is a software system program. The requirement is that the watermarked program should be able to sustain various attacks on the watermark that it contains.
The image watermarking schemes are classified into different types -supported domain of method, visibility of watermark and rigidity of theme as shown in below.

- Image water marking
  - According to Extractor
    - Blind
    - Non Blind
  - According to Embedding Domain
    - Spatial
    - Frequency
  - According to Human Perception
    - Visible
    - Invisible
      - ❖ Robust
      - ❖ Fragile
  - According to application
    - Source Based
    - Destination Based

Watermark Categories

Robust Watermark:
A robust watermark is a watermark that sticks to the document. Removing it destroys quality of signal. It's typically used or for copyright protection.

Fragile Watermark
A fragile watermark is one that breaks very simply on modifying the host signal. It's used sometimes for tamper detection and digital signatures.

Semi Fragile Watermark
A semi fragile watermark is characterized by its sensitivity to signal modification. It provides information relating to nature and position of attack and also make offered information validation.

Method

In this paper, the reliable color image watermarking using DWT and DCT is implemented. There are two processes for get output embedding and extraction.

Embedding Process

In the watermark embedding method, the first cover color image is decomposed into gray image. Then DWT is applied on the gray image for the decomposition of information and segment LL, LH, HL and HH content. Then apply DCT for segmentation in HH DWT content. Then browse logo for hiding information when perform the embedding method. When the watermarked image is obtained on that numerous attacks are applied so as to achieve the strength in watermarking.

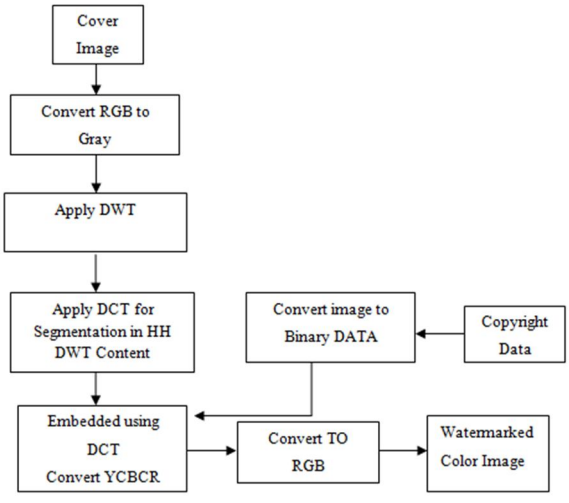


Fig.1 basic block diagram of embedding process of the proposed model

Extraction Process

In the watermark extracting methodology, the watermarked color image is converted into gray image. DWT is applied to each part to extract coefficient, then DCT decompose the HH sub-band of DWT among the previous embedding method; we tend to follow the extraction part wherever we tend to apply once more the discrete wavelet transform, DCT and extract the watermark under attacks. Finally the correlation is decided between the watermark extracted and original watermark. Finally, the output of image extraction method is observed.

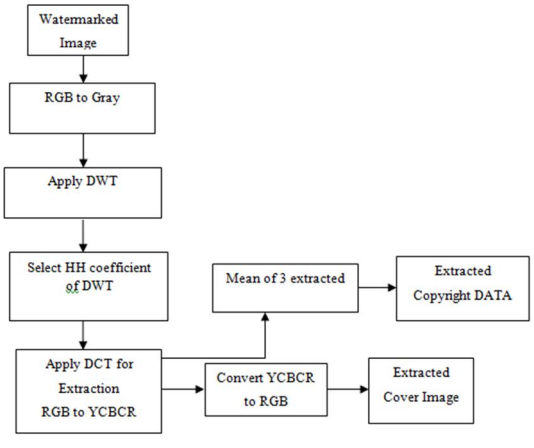


Fig.2 basic block diagram of the extracting process of the proposed model

Result and Comparison

Digital image watermarking is difficult method to secure information. Below planned one algorithmic rule for color image water marking. Initially, take color image and apply DWT and DCT to check robustness of the watermarked image as shown in figure.

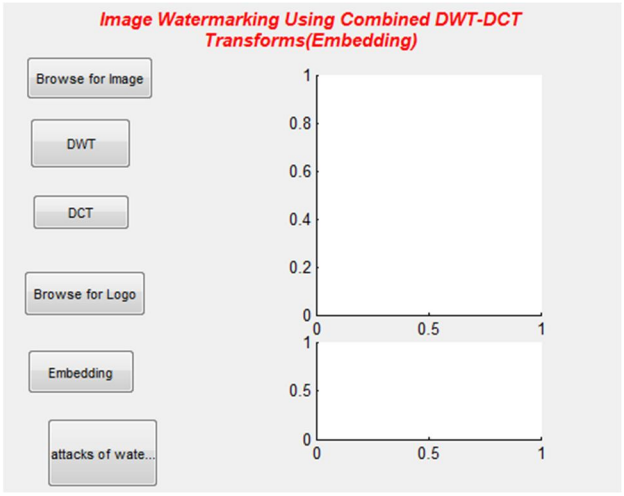


Fig.3 Embedding process window

In this fig. embedding process window is generated after run the matlab code in matlab software. Open this window for image watermarking using DWT and DCT transforms**.**

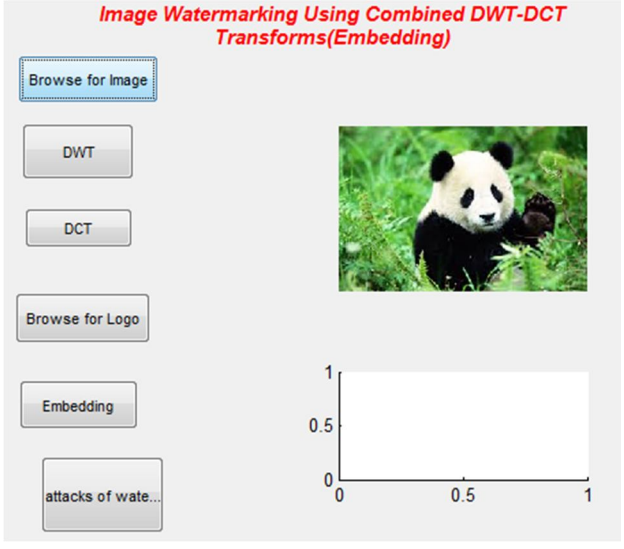


Fig.4.First step of embedding process

This fig. shows the input image for watermarking.

(a)Lower resolution image

(b) Vertical band

(c) Horizontal band (d) Diagonal band

Fig.5 Segmented Images in embedding process

This fig. shows the segmented image. The DWT applied on the input image to get the segmented image. There are four segmented images i.e Lower resolution image, Vertical band, Horizontal band and Diagonal band.

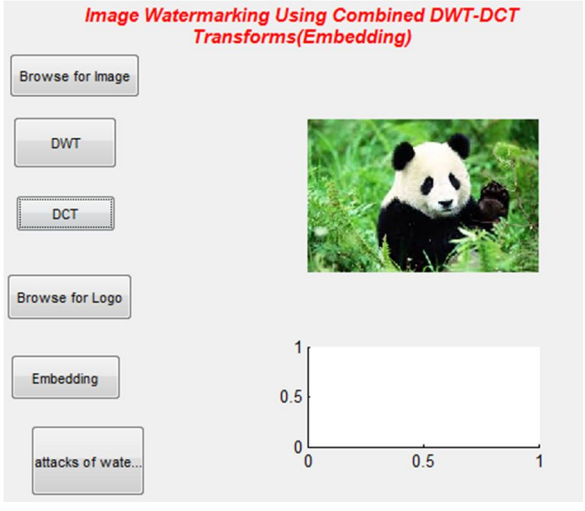


Fig.6 DCT applied on input image

This fig. shows the third step of embedding process. In this DCT transform is applied on the input image.

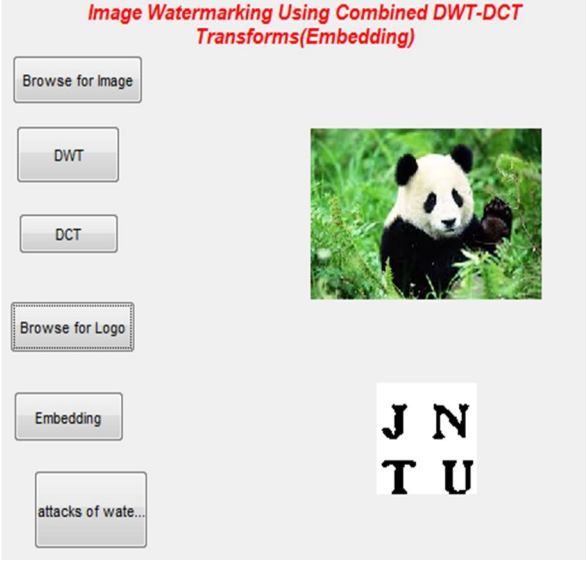


Fig.7 Browse logo for data hiding

In this fig., browse the logo for embedding process.

Fig.8 embedding output image

This fig. shows an embedding output image that is watermark image. After the whole embedding process is performing, we get the watermark image.

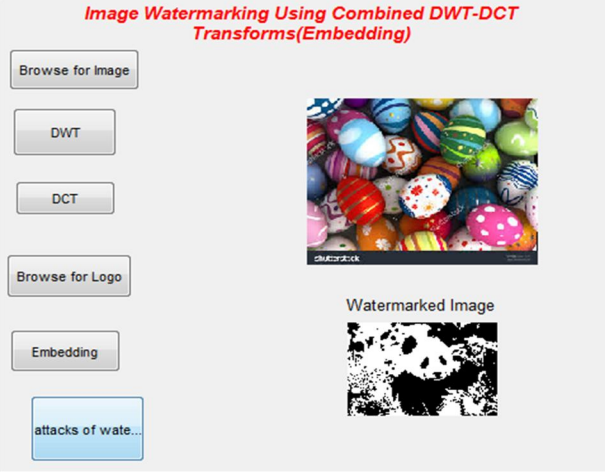


Fig.9 the attacks of watermarking image

In this fig. several attacks are applied on watermarked image. In this process applied different types of attacks on watermarked image.

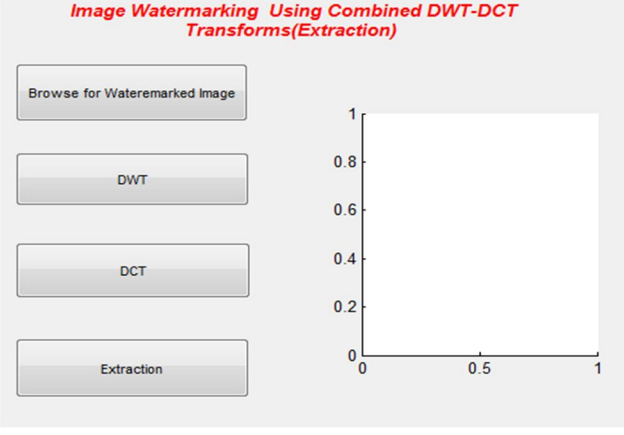


Fig.10 Extraction Process Window

This fig. shows the extraction process for image watermarking using DCT and DWT transforms.

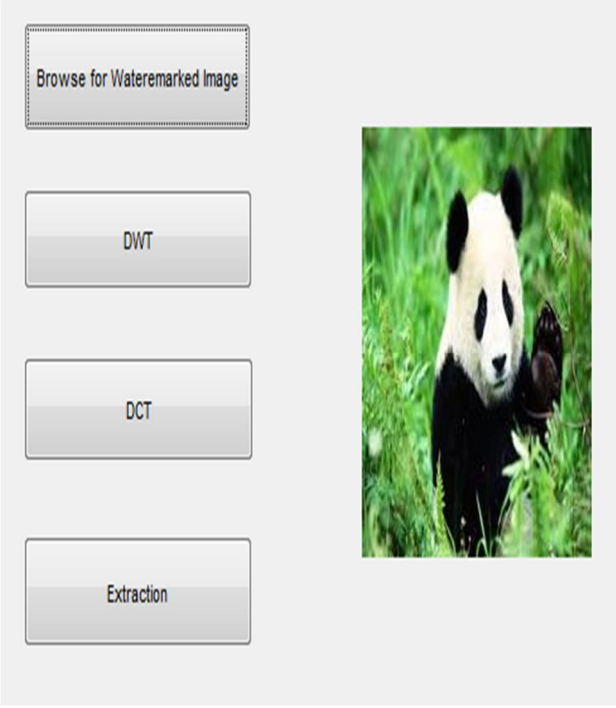
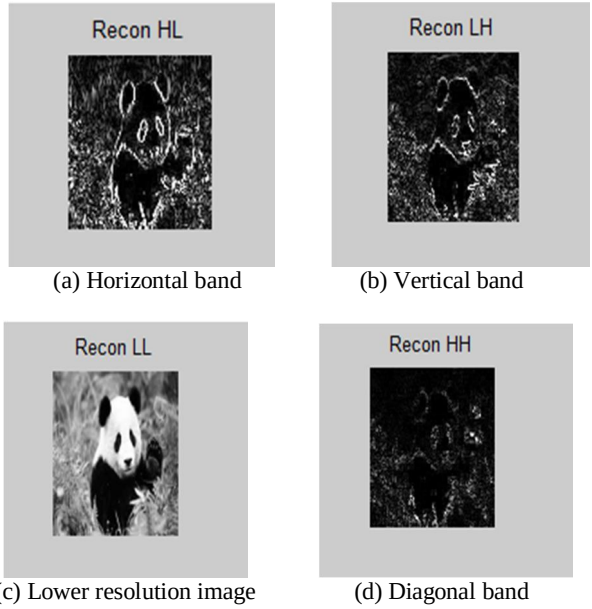


Fig.11 First step of extraction process

In this fig. we take the watermarked image that is input image for extraction process.



(a) Horizontal band (b) Vertical band

(c) Lower resolution image (d) Diagonal band

Fig.12 Segmented images in extraction process

This fig 12. shows the segmented image. The DWT applied on the data hide image to get the segmented image. There are four segmented images are Lower resolution image, Vertical band, Horizontal band and Diagonal band.
This fig 13. shows the third step of embedding process. In this DCT transform is applied on input image.
This fig 14. shows the extracted output image. After extraction process we get the extracted output image that is recovered logo.

Fig.13 DCT apply window

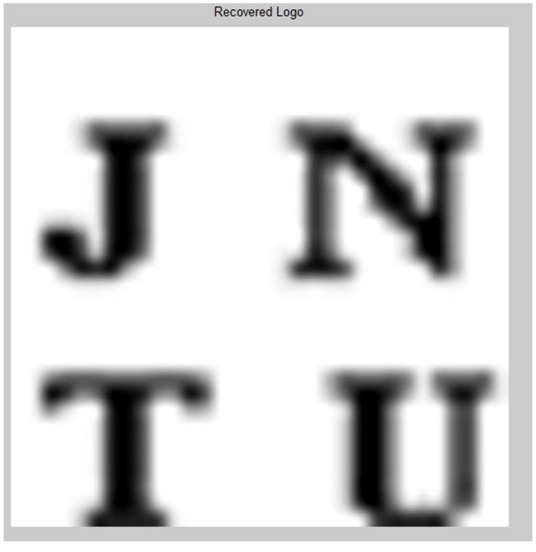


Fig.14 Extraction Output image

Table 1 Comparison table

Parameter	RDH Technique	DWT-DCT Technique
PSNR	30.38	59.7974
MSE	-	0.0681

The overall performance of previous digital watermarking work with RDH and implemented digital watermarking work with DWT-DCT is mentioned in above table. In our method we get better PSNR and MSE value than previous method.

Conclusion

This paper projected a solid RGB shading image watermarking utilizing DWT and DCT. The DWT and DCT expanded power and limit of watermarking and perceptual similitude utilizing a perfect advantage of watermarking scaling variable (α). The projected system accomplished 1.0 within the standardized relationship of removed watermarks once clamor assaults. Moreover, the projected strategy accomplished around 59.7974 within the PSNR of the watermarked image while not commotion once image preparing assaults, separately. Moreover, the planned system beat different 2 condition of-expressions models as way as perceptual similitude, vigor, and identification rate. Later on, we will contrast the projected system and different existing routines. Supported the results we will able to} say that our projected methodology is nice for

embedding because the initial image and watermarked pictures are visually same. we tend to are using DWT and DCT for getting the high frequency pictures has robustness in geometrical attack.

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