

# Image Authentication – A Content Based Technique

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## Abstract

This paper is focused on image authentication, as the process of evaluating the integrity of image contents relatively to the original picture and of being able to detect, in an automatic way, malevolent image modifications. The paper begins with the description of a general framework for content based authentication of images and video. Then, a specific method is proposed. It relies on image edges and tries to tackle the problem of image video integrity from a semantic, high-level point of view. Experimental results are presented for well-known image and video sequences.

**Index-** image authentication, content based technique, image edges, image extraction.

## 1. Introduction

The emerging and the foreseen growth of digital multimedia works together with the intrinsic capability of such media to be copied, manipulated and transformed. Requires new protection schemes to be developed. This paper is focused on image authentication, as the process of evaluating the integrity of image contents; relatively to the original picture, and of being able to detect, in an automatic way, malevolent image modifications. Being impossible, in most situations, to access the original work to perform this kind of verification, a possible solution is to associate to the image some additional information (or *label*) linked with (i.e., dependent on) the picture content. To be effective, this label should identify, in a (quasi) univocal way, an image or video sequence. The label can assume the form of an header juxtaposed to the picture, or it can be written on a different medium and indexed by a pointer conveyed with the picture (inlayed on it using watermarking techniques, or as a small header). For videos, the label shall apply on each image

individually, and labels of different frames should be linked together in order to assure the video integrity.

In order to link the label content with the picture content, two different approaches can be followed:

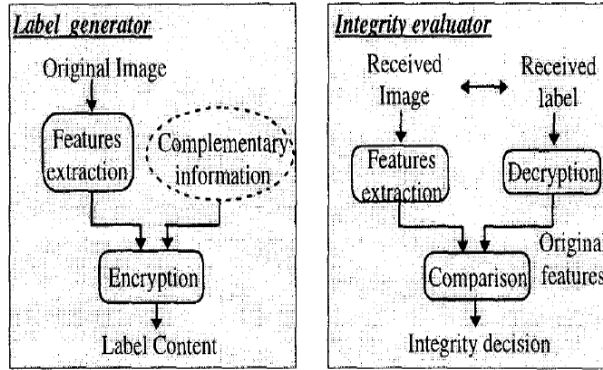
A pure mathematical solution by which a hashing function is found, with such properties that, when applied to two different bit-streams (in the limit differing by only one bit) results in two different bit sequences (with  $a$  length much shorter than the original bit-stream).

To extract, at the image level, essential image characteristics that should survive the whole processing and transmission chain (creation, production, mp5; session and broadcasting), The first approach should be used when strict image integrity is required and no modification is allowed. It can be considered a classical problem for which cryptologists already have some solutions [1]. The second approach has to be used when regular image manipulation (e.g. compression, colour space transformation, gamma correction, contrast modification) is admitted, but irregular manipulation (E.g. logo insertion, objects deletion, objects modification) must be detected.

Here we are concerned with the second case, for which image related information (here after designated by *image features*), have to be extracted.

## 2. A Generic Structure for Image Authentication

Figure 1 presents main elements and their interactions of a generic structure for image authentication.



**Figure 1: A Generic Structure for Image Authentication**

### Feature extraction

In order to assure image integrity, main requirements for the extracted image features are:

- \* Univocally identify the image (or video sequence) Invariance under mild (barely perceivable) compression.
- \* Sensitivity (i.e., not invariant) to modifications such as compression above visibility threshold, geometric transformations (rotation, translation and zooming), etc.

High sensitivity to contents manipulation, with emphasis on logo insertion and objects deletion/insertion. Real-time computable, using low-cost and existing technology. Depending on the specifications for label size, this block may also include a compression stage.

### Complimentary information

Generic information about the picture and its author, e.g., image identification number (IIN), assigned by an author society to each original work, which may serve as a pointer to a database where the whole copyright information is contained or where the image features will be stored. It can also be useful to rights management's if it permits identification [2].

### Encryption and Decryption

In order to assure that the label contents (i.e., image features + complementary information) cannot be faked, all this information must be signed by a private key. Associated with this private key, there is a public key, known and used by the authentication system (or "integrity evaluator" in figure 1), to decrypt the label.

### Comparison

Features extracted from the image for which authentication has to be evaluated ("received image"

in figure 1.) Are compared with the features conveyed in the associated label. The key element in this block is a similarity measure between extracted and original features that should differentiate errors due to authorized modifications from errors due to malevolent manipulations (necessary if truly invariant features cannot be obtained).

## 3. Authentication Based On Image Edges

Image authentication schemes will differ in the particular implementation of the "Features extraction" and "comparison" blocks of figure 1: in [3], the extracted features are block-based image infinity histograms and means, and the Euclidean distance was used as similarity measure; in [4], the relationship between pairs of DCT coefficients of the same position in separate blocks of the image, translated to a binary sequence, is used as features; in the authenticator, a mere comparison between two binary sequences (original and computed from received image) is performed. In this section we propose an algorithm for image authentication based on image edges.

We should be aware that edges (its position and value) can be modified if high compression ratios are used and that the success of this kind of approach is greatly dependent on the capacity of the authenticator system, to discriminate between differences in the edges due to compression from those due to semantic image modifications.

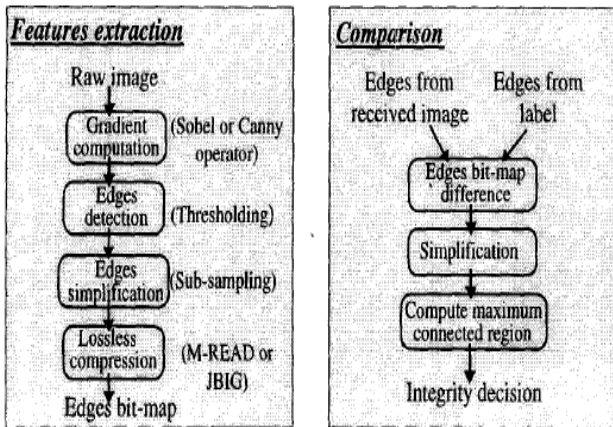
## 4. Algorithm Structure

Figure 2 presents the block diagram of the proposed features extraction and integrity checking systems.

### Features extraction

To obtain a binary image marking edges and non-edges pixels the gradient, computed at each pixel position with the Sobel operator, is compared with a threshold obtained from the gradient histogram [5]. Better edges rendition could be obtained using the Canny edge detector (with the advantage of being less sensitive to additional image noise), but at the expense of a higher computational cost.

The resulting bit-map is then compressed. Depending on the specifications for label size, the bit-map could be firstly submitted to a lossy compression scheme with the purpose of reducing its spatial resolution ("sub-sampling" in figure 2).



**Figure 2: Algorithm structure**

A simple majority filter or the technique proposed in the JBIG standard can be used and have been implemented. Finally, the edges bit-map is entropy encoded. Here, two lossless compression techniques for binary images can also be envisaged: Modified READ or JBIG.

### Comparison between original and extracted features

Most of the currently available compression techniques (those based on frequency analysis, like DCT or sub-band) tend to distort contours. When DCT coding is applied to a block that contains an edge, two types of distortion appear: i) the quantization of the DCT coefficients cause the smoothing of the edge; ii) the use of a separable implementation of the DCT results in an ambiguity in the orientation of the edge, which causes the appearance of an edge in the direction perpendicular of the actual one ("mosquito noise") [6]. This kind of errors should be used as *prior knowledge* by the authenticator system.

Referring to figure 2, the "edges bit-map difference" block provides two types of outputs: 1) a binary mask marking error pixels (pixels where there is a difference between original and computed edges bit-maps); 2) a confidence measure associated with each error pixel and where the above mentioned *prior knowledge* about compression errors is introduced. In the "simplification" block and for each error pixel, a *context* is then evaluated. Depending on its context, the confidence of the error is modified. These two procedures - context evaluation and confidence modification (similar to *edge relaxation* procedures) - was implemented in a very simplified manner (truly relaxation procedures could be very computationally demanding):

#### i) Confidence measure

for each error pixel, a certitude was computed as a function of the distance between the gradient at that pixel position and the edge no edge decision threshold (in fact, the smaller the distance is the less certain the decision will be), and also as a function of the spatial distance from that error position to a good matching position (in this way, the errors due to the mosquito noise will receive a low certitude value). After that, all the confidences are compared with a predefined value, resulting in a binary decision (low or high certitude) for each error pixel.

#### ii) Error relaxation

(Or "simplification" in figure 2): low certitude errors are compared with their neighbor's (in a second order neighborhood) - if at least 3 of the neighbors are high certitude errors, the certitude of the error is modified to high; otherwise it is maintained in low. The procedure is iteratively repeated all over the image until no more changes occur. At the end, all high certitude errors

are considered to be true errors (and assigned a '1' in the error image) and low certitude errors are eliminated (and assigned a '0' in the error image). Integrity violation is decided if, after simplification, the maximum connected region in the error image exceeds a pre-defined threshold (the optimal value for this threshold has to be determined in a statistical base, after further tests, using different compression rates and different kinds of manipulations).

Furthermore, in the case of video, if a malevolent modification has taken place, it is expected that the temporal correlation of the errors should be higher than if the errors are due to compression. This suggests a further level of integrity evaluation that checks if the errors occur in the same positions for consecutive images. Due to motion, all these correlations must be performed after motion compensation. This can be included in the authentication scheme without increasing its cost, as motion compensation already exists in the video decoder. Also, motion vectors are carried in the video bit-stream, so they do not have to be computed.

## 5. EXPERIMENTAL RESULTS

### Sensitivity to content modification

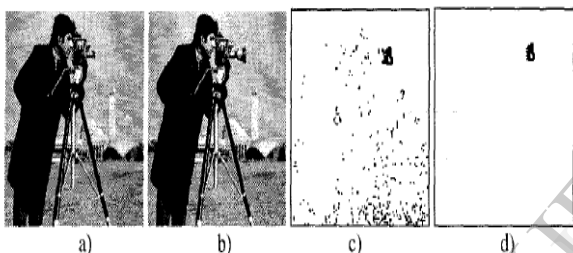
In order to evaluate the sensitivity of the proposed method to semantic content modification, the very well known "Cameraman" still image and "Mobile and Calendar" video sequence were used.

In the first one, the camera lens  $W$ ,  $BS$  modified (the original picture can be seen in figure 3-a) and the modified one in figure 3-b) and the resulting image

was compressed (JPEG, with a quality factor of 50 %); in the second one, two small objects were manually deleted in the first ten frames. Figures 3-c) and 3-d) present, respectively, the error images (obtained in the “comparison” block of figure) after mere difference between received (in the label) and extracted edges bit-map, and the same difference after simplification, for “*Cunzeraman*”. In figure 3-c), the small and sparse errors are due to compression.

They are eliminated by the “simplification” block, and only the error region resulting from the true manipulation appears at the integrity evaluator output. The manipulation results in a connected region with a size much higher than those due to compression errors, and is easily detected.

For “*Mobile and Calendar*” the results are similar. In this case, the manipulation (objects deletion) has been detected not only checking the integrity frame by frame, but also computing the temporal correlation of the error images for consecutive frames.



**Figure 3: “Cameraman” - a) Original; b) Manipulated and compressed with JPEG, Q=50%; c) Difference between edges bit-map extracted from a) and b); d) Difference after simplification (edges bit-map have been sub-sampled by a factor of 2 in horizontal and vertical directions)**

### Resistance to MPEG-2 compression

In order to evaluate the invariance of the extracted features with compression, tests were performed using “*Mobile & Calendar*” and “*Flower & Garden*” sequences, compressed using the MPEG-2 standard at 6 Mbit/s and 4 Mbit/s. In this case, although the maximum connected region for the error images could attain significant values in some frames (usually the B frames at 4 Mbit/s) that are, in any case, smaller than those due to the simulated manipulations, the temporal correlation of these errors is quite small (near zero if three consecutive frames are considered).

## CONCLUSIONS

In this paper we have presented a generic structure of an image authentication system and a particular implementation of that system, based on image edges. Taking into account the results obtained with first simulations and that image integrity should be evaluated on a semantic level, using image features with high perceptual significance, as edges are, the proposed technique can be considered a valid candidate for image authentication. Further tests are still needed in order to better qualify the approach and to better tune the involved parameters. This topic is the subject of current work.

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