

# IMAGE STEGANOGRAPHY USING DEEPPREINFORCEMENT LEARNING

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**Abstract:** Steganography-supported deep neural networks are receiving increasing attention. Steganographic ways beneath such a framework are shown to realize higher security performance than ways adopting hand-stitched prices. Steganographic ways beneath such a framework are shown to realize higher security performance than ways adopting hand-stitched prices. However, they still exhibit some limitations that stop full exploitation of their potentiality, as well as employing a function-approximated neural-network-based embedding machine and a coarse-grained optimization objective while not expressly mistreatment pixel-wise info, DWT based mostly formula enforced for image steganography which will be integrated with deep learning formula for image coding. PSNR and MSE are analyzed during this planned approach to giving higher security.

The generator output simulated stego images according to the learned embedding change probabilities, while a discriminator tries to differentiate between the cover and simulated stego images. A dedicated mini neural network, called Ternary Embedding Simulator (TES), is used as a special embedding simulator so that the gradients obtained from the discriminator can be backpropagated to the generator to learn the embedding change probabilities. Under an equivalent framework, an improved scheme called UT-GAN (U-Net and Double-Tanh Framework using GAN) is described in [38] with improved network designs, including a generator supported on U-Net, a discriminator based on an enhanced version of Xu-Net, and a Double-Tanh unit to replace TES. The security performance of UT-GAN outperforms those methods relying on hand-crafted cost functions.

## INTRODUCTION

Image steganography could be a technology aiming at concealing secret info at intervals with digital pictures. State-of-threat stenographical strategies area unit designed employing a distortion diminution strategy to change image parts with least detectable artifacts. The distortion of the stego image is sometimes expressed during a straightforward additive kind, similar to the addition of the embedding prices of changed parts. Many effective steganography price functions are projected within the past decade, supported by either heuristic principles or applied mathematics models. Moreover, non-additive distortion measures may be approximated by additive prices by considering the correlations among neighboring image parts.

On the other hand, image steganalysis tries to observe the presence of a secret message inside a stego image by searching for the artifacts caused by the info concealing method. most up-to-date steganalysis strategies accept handmade high dimensional image applied math options analyzed by classifiers trained during a supervised learning fashion. The detection performance is more improved by exploitation selection- channel data. In recent years, steganalysis schemes supported deep learning, perceptibly on CNNs (Convolutional Neural Networks), have created tremendous progress, attributable to delicate network styles and by exploiting the domain information heritable from handmade features based mostly on steganalysis.

The use of transmission digital signals has become extremely popular within the last decade because of the unfold of wireless Internet-primarily based services like the introduction of the fourth-generation mobile communication systems, users will transfer information up to the speed of 1Gbps. Due to the supply of low-value written material tools, digital information may be simply derived, changed, and retransmitted within the network by any user. To effectively support the expansion of transmission communications, it's essential to develop tools that shield and certify digital info.

STEGANOGRAPHY comes from the Greek Words: STEGANOS – “Covered”, GRAPHIC – “Writing”. Generally, the sender writes AN innocuous message and then conceals a secret message on the same piece of paper. The most goal of steganography is to speak firmly in an exceedingly fully undetectable manner and to avoid drawing suspicion to the transmission of hidden knowledge. It's to not keep others from knowing the hidden data, however, it's to stay others from thinking that the knowledge even exists. Steganography is that the method of concealing a secret message inside a bigger one in such the simplest way that somebody cannot grasp the presence or contents of the hidden message. Though connected Steganography isn't to be confused with encoding, that's the tactic of making a message is unintelligible— Steganography attempts to hide the existence of communication.

The data can be hidden in basic formats like Audio, Video, Text, and Images, etc. The various types of steganography include:

- a) Image Steganography: Image steganography is the process in which we hide the data within an image so that there will not be any perceived visible change in the original image. The conventional image steganography algorithm is

LSB embedding algorithm.

- b) Audio Steganography: Steganography can be applied to audio files i.e., we can hide information in an audio file, it can be called Audio Steganography. The audio file should be undetectable.
- c) Video Steganography: Steganography can be applied to video files also. If we hide information in a video file, it can be called Video Steganography.

The basic structure of Steganography is formed from 3 components: the “carrier”, the message, and therefore the key. The carrier will be a painting, a digital image, an mp3, even a TCP/IP packet among alternative things. It's the article that will 'carry the hidden message. A secret's accustomed decode/decipher/discover the hidden message. This will be something from a secret, a pattern, a black light, or maybe juice.

Focus on the use of Steganography within digital images using LSB Substitution is done. A novel embedding scheme based on the LSB technique is used. If the value of the pixel of an image is changed by a value of '1' it does not affect the appearance of the image. This idea helps us to for hiding data in an image.

There are currently four effective methods in applying Image Steganography: LSB Substitution, Blocking, DWT, and Palette Modification

1. LSB (Least Significant Bit) Substitution is the process of modifying the least significant bit of the pixels of the carrier image.
2. Blocking works by breaking up an image into “blocks” and using Discrete Cosine Transforms (DCT). Each block is broken into 64 DCT coefficients that approximate luminance and color—the values of which are modified for hiding messages.
3. Palette Modification replaces the unused colors within an image's color palette with colors that

represent the hidden message.

4. Discrete Wavelet Transform (DWT) is one of the known methods used in steganography. The focus is on decreasing the complexity in image hiding through DWT technique while providing better undetectability and lesser distortion in the stego image.

## STEGANOGRAPHY

Steganography is that to observe of concealing a secret message within (or even on high of) one thing that's no secret. That one thing is close to something you wish. These days, several samples of steganography involve embedding a secret piece of text within an image. Or concealing a secret message or script inside of a Word or surpass document. Steganography aims to hide and deceive. It's a kind of covert communication and might involve the utilization of any medium to cover messages. It's not a kind of cryptography, a result of it doesn't involve scrambling knowledge or employing a key. Instead, it's a kind of knowledge concealing and might be dead in clever ways. Wherever cryptography could be a science that for the most part allows privacy, steganography could be an observation that allows secrecy – and deceit

## STEGANALYSIS

Steganalysis refers to the detection of the presence of hidden information within the stego-object. Learn more in: Critical Analysis of Digital Steganography. The process of detecting the hidden data which are crested using steganography. Learn more in Digital Steganography Based on Genetic Algorithm. Security analysis system at the time of sending data through wireless communication by the schemes of steganography. Learn more in A New Data Hiding Scheme Combining Genetic Algorithm and Artificial Neural Network. The process of detecting the hidden message using steganography. Learn more in Digital Steganography Security. The art and science of detecting messages hidden using steganography; is analogous to cryptanalysis applied to cryptography. Learn more in: Data Hiding Schemes Based on Singular Value Decomposition. The study of detecting messages hidden using steganography; this is analogous to cryptanalysis applied to cryptography. Learn more in: Security in Digital Images: From Information Hiding Perspective

## REINFORCEMENT LEARNING

Reinforcement learning (RL) is viewed as an associate approach that falls between supervised and unattended learning. It is not strictly supervised as it does not rely only on a set of labeled training data but is not unsupervised learning because we have a reward that we

want our agent to maximize. The agent needs to find the "right" actions to take indifferent situations to achieve its overall goal.

Reinforcement learning involves no supervisor and solely an award signal is employed for an agent to see if they're doing well or not. Time could be a key part of RL wherever the method is consecutive with delayed feedback. Every action the agent makes affects successive information it receives

### AUTOMATIC COST LEARNING

Automatic cost learning for a steganography-supported deep neural networks is receiving increasing attention. Steganographic methods below such a framework are shown to attain higher security performance than strategies adopting a handcrafted price. However, they still exhibit some limitations that forestall full their potentiality, as well as employing a function-approximated neural-network-based embedding machine and a coarse-grained improvement objective while not expressly mistreatment pixel-wise info. During this article, tend to propose a brand-new embedding value learning framework known as SPAR-RL (steganography Pixel-wise Actions and Rewards with Reinforcement Learning) that overcomes the higher than limitations. In SPAR-RL, the associate agent utilizes a policy network that decomposes the embedding method into pixel-wise actions and aims at increasing the whole rewards from simulated steganalysis surroundings, whereas the surroundings employs associate surroundings network for pixel-wise reward assignment.

### EXISTING SYSTEM

This paper proposes a healthcare security model for securing a medical data transmission in IoT environments. The proposed model composes of four continuous processes:

- 1) The confidential patient's data is encrypted using a proposed hybrid encryption scheme that is developed from both AES and RSA encryption algorithms.
- 2) The encrypted data is being concealed in a cover image using 2D-DWT-2L and produces a stego-image.
- 3) The embedded data is extracted.
- 4) The extracted data is decrypted to retrieve the original data.

Encryption cryptography is the process of encoding

messages in a way that hackers cannot read it, but that can be authorized personnel. The two main algorithms used for data encryption in this work are the Advanced Encryption Standard (AES) and the Rivest-Shamir-Adleman (RSA) algorithm. AES could be symmetrical cipher wherever identical secrets used on each side. It's a hard and fast message block size of 128 bits of text cipher, and keys of length 128, 192, or 256 bits. When longer messages are sent, they are divided into 128-bit blocks. Apparently, longer keys make the cipher more difficult to break, but also enforce a longer encrypt and decrypt process. On the contrary, the RSA is a public key algorithm, which widely used in business and personal communication sectors. It has the advantage of having a variable key size ranging from (2-2048) bits.

This paper implements both 1-level and 2-level of DWT steganography techniques that operate on the frequency domain. It split up the image into high and low iteration parts. The high iteration part contains edge information, whereas the low iteration part is frequently divided into high and low iteration parts.

### PROPOSED SYSTEM

The projected steganography framework consists of 3 phases. In 1st part, we have a tendency to train DCGANs on a picture set and procure generator G when DCGANs convergence. The network parameters of G square measure determined when the primary part, and therefore the cowl pictures square measure created by G. throughout the second part, we have a tendency to train a CNNs model, known as the extractor E, supported the recovery errors from an oversized range of random noise vectors. We have a tendency to use G to extract info from stego pictures created by G. within the third part, the sender and therefore the receiver hold the network and parameters of G and E, severally. The sender divides the key info into segments  $S_i$ , maps the segments into vectors  $z_i$ , and generates stags pictures by G in keeping with  $z_i$ . when the receiver receives the stego pictures, WHO uses E to extract vector  $z_i$  and so restores

### COVER IMAGE GENERATION

The phase of cover image generation includes two main steps. In the first step, we divide the secret information  $S$  into segments  $S_i$  and then map each segment  $S_i$  to noise vector  $z_i$ . In the second step, we generate a cover image stego $i$  (which is also a stego image because the scheme is an SWE method) from the noise vector  $z_i$  with the help of DCGANs. In the mapping procedure, several bits (2 or three) the noise vector  $z_i$  with the help of DCGANs. In the mapping procedure, many bits (2 or three) of the section area unit mapped to a noise price with given an interval in keeping with the subsequent equation:

$r = \text{random}(m \cdot 2^{\sigma-1} - 1 + \delta, m + 1 \cdot 2^{\sigma-1} - 1 - \delta) \dots \dots (1)$   
 where the function  $\text{random}(x,y)$  denotes a random noise value produced between  $x$  and  $y$ ,  $r$  is the mapped and  $\sigma$  is a positive integer variable that represents the number of secret data bits carried by one bit of random noise,  $\sigma = \lfloor |S_i| / |z_i| \rfloor$ .  $\delta$  is the gap between the divided intervals, which allows a deviation tolerance when extracting data from a stego image and ensures the extraction accuracy of the secret data during the secret communication phase.

The input of  $E$  may be a stego image of dimensions  $64 \times 64 \times 3$ , and therefore the output may be a noise vector with dimensions of  $1 \times 100$ . We modify to operate within the output layer of  $D$  from soft max to tanh. The output of the tanh activation operate satisfies the condition that the noise values should be between  $-1$  and one. In CNNs, the dropout operation, activation operate and pooling layer area unit won't to enhance the nonlinear learning capabilities of neural network. The aim of the CNNs area unit to use nonlinear options to be told the fitting parameters. The load parameters in every layer of the network area unit learned to suit the mapping between the input and output. The result of CNNs is comparable thereto of linear variable equations if the roles of those nonlinear operation's area unit unheeded. From this angle, we tend to style  $E$  with a network structure that's opposite thereto of the generator.

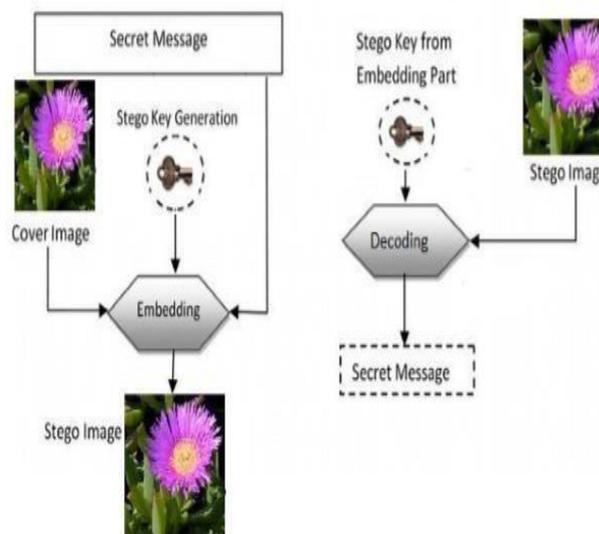
We tend to to use a leak-ReLU activation operate and batch standardization in every layer with no pooling layer or dropout operation. In addition, a completely connected layer is employed when the last convolutional layer. We tend to train  $E$  to extract information from the generated stego images from  $G$ .



resulting stego image is transmitted over a channel to the receiver. The stego system at the decoder end, will decode the stego image using the same key or password

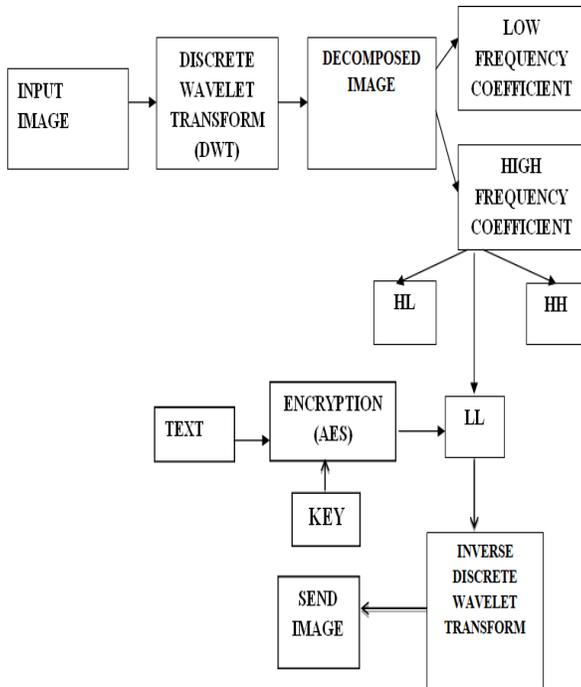
**Steps:**

- The application accepts an image file say .bmp along with the text file which contains the message to be steged.
- Analyze the size of the message file and the data part of the .bmp file to check whether the message could fit in the provided .bmp image.
- Provide an option to steg a magic string which could be useful to identify whether the image is steged or not.
- The application provides an option to decrypt the file.



**STEPS IN PROPOSED METHADODOLOGY:**

A message is embedded into the image by the stego system encoder via a secret key or password. This password or secret key should be kept secret. The



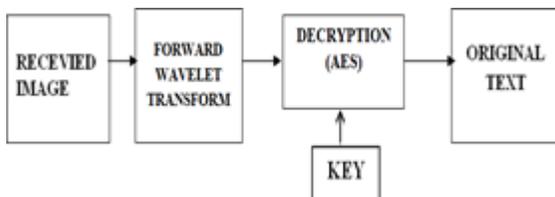
For images, there exist an algorithmic rule just like the one-dimensional case for two- dimensional wavelets and scaling functions obtained from one- dimensional ones by a stylist product.

This kind of two-dimensional DWT results in a decomposition of approximation coefficients at a level  $j$  in four components: the approximation at a level  $j + 1$ , and therefore the details in 3 orientations (horizontal, vertical and diagonal)

**TRANSMITTER**

In transmitter, Input image is processed by using DWT (Discrete Wavelet Transform) further obtaining decomposed image from DWT. It consists of Low frequency and High frequency Coefficients. Further the image is encrypted with a text. Further, by applying inverse DWT (Discrete Wavelet Transform) the output image is obtained.

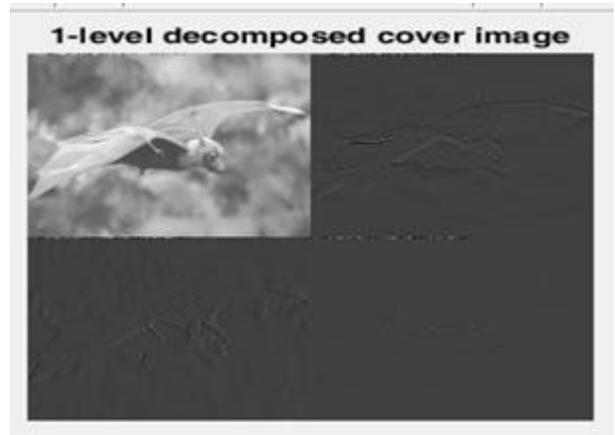
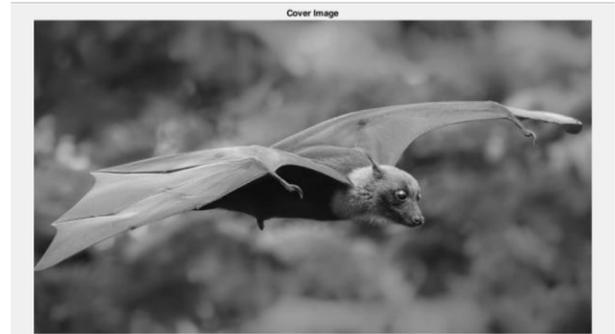
**RECEIVER**



In receiver, the received image i.e. the output image obtained from transmitter is processed by using forward wavelet transform. Further by decrypting the image

obtained after Forward Wavelet transform, the original text is obtained. In this methodology, the transmitter would encrypt the text within the image and the receiver would decrypt the text from the image obtained finally by the transmitter.

**RESULTS**



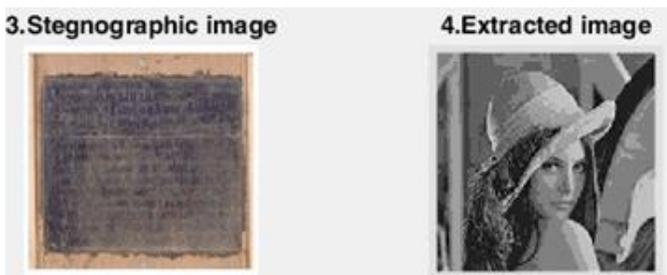


**Final Result:**

This image consists of cover image and a secret image that has to be embedded



This image consists of the steganographic image and the extracted secret image



**CONCLUSIONS**

Proposed a brand new cost learning framework, called SPAR-RL. The proposed framework works in a RL setting wherein the agent utilizes a policy network to learn the optimal embedding policy by maximizing the rewards from the environment. The environment network is employed to assign pixel-wise rewards to modifications according to their capability to deceive the steganalysis.

By means of the interaction between the agent and the environment, SPAR-RL can automatically learn embedding costs with satisfied security and stability performance. The proposed scheme provides the better security and maintain the image quality.

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