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A Three Way Reversible Encipherment Mechanisms for Robust Video Data Hiding Using Selective Embedding and Forbidden Zone Data Hiding

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Abstract-This framework propose a new video data hiding method that makes use of erasure correction capability of Repeat Accumulate codes and superiority of Forbidden Zone Data Hiding (FZDH). Selective embedding is utilized in the proposed method to determine host signal samples suitable for data hiding. This method also contains a temporal synchronization scheme in order towithstand frame drop and insert attacks. The proposed framework is tested by typical broadcast material against MPEG-2, H.264 compression, frame-rate conversion attacks, as well as other well-known video data hiding methods. The decoding error values are reported for typical system parameters. The simulation results indicate that the framework can be successfully utilized in video data hiding applications.

Keywords- FZDH, data hiding, encrypt process, decrypt process, superiority

I. INTRODUCTION

Video data hiding is still an important research topic due to the design complexities involved. Video data hiding presents a more challenging task compared to image data hiding. Digital video is a very promising host candidate that can carry a large amount of data (payload) and its potential for secret communications is largely unexplored. Since a video is formed from a sequence of frames, it presents the data hider with the possibility to embed and send a large amount of data. By making use of security mechanisms like RSA, DES and TRIPLE DES enhances the protection of data from the breach of security. This frame work is designed in such a way that it supports both hiding and un-hiding.

II. EXISTING SYSTEM

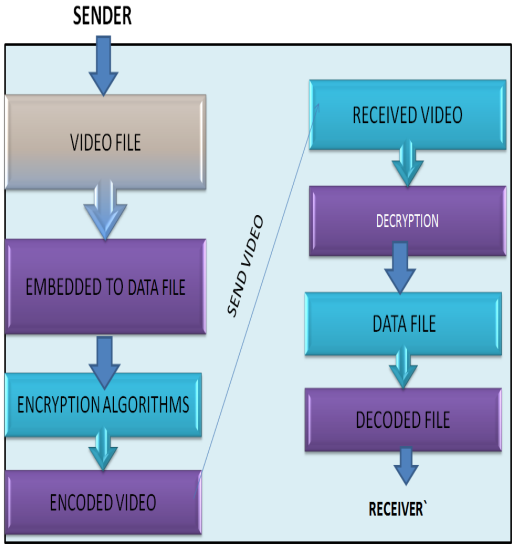
In special domain, the hiding process such as least significant bit (LSB) replacement is done in special domain, while transform domain methods; hide data in another domain such as wavelet domain. The number of bits that correspond to the original watermark are most likely due to chance Least significant bit (LSB) is the simplest form of Steganography. LSB is based on inserting data in the least significant bit of pixels, which lead to a slight change on the cover image that is not noticeable to human eye. Since this method can be easily cracked, it is more vulnerable to attacks.LSB method has intense affects on the statistical information of image like histogram. Attackers could be aware of a hidden communication by just checking the Histogram of an image. A good solution to eliminate this defect was LSB matching. LSB-Matching was a great step forward in Steganography methods and many others get ideas from it.

III. PROPOSED SYSTEM

Data hiding in video sequences is performed in two major ways: bit stream-level and data-level. In bitstream-level, the redundancies within the current compression standards are exploited. Typically, encoders have various options during encoding and this freedom of selection is suitable for manipulation with the aim of data hiding. However, these methods highly rely on the structure of the bitstream; hence, they are quite fragile, in the sense that in many cases they cannot survive any format conversion or transcoding , even without any significant loss of perceptual quality. As a result, this type of data hiding methods is generally proposed for fragile applications, such as authentication. On the other hand, data level methods are more robust to attacks. Therefore, they are suitable for a broader range of applications. Despite their fragility, the bitstream-based methods are still attractive for data hiding applications..In this paper, we propose a new block-based Selective Embedding type data hiding framework that encapsulates Forbidden Zone Data Hiding (FZDH). It is defined as the host signal range where alteration is not allowed during data hiding process. By means of simple rules applied to the frame markers, we introduce certain level of robustness against frame drop, repeat and insert attacks.

IV. DESIGN PROCESS

The entire framework can be explained with the following figure for both encryption and decryption process



V. MODULES

Input Module: The Input Module is designed as such a way that the proposed system must be capable of handling any type of data formats, such as if the user wishes to hide any image format then it must be compatible with all usual image formats such as .jpg, .gif, .bmp, it must be also compatible with video formats such as .avi, .flv, .wmf etc.. And also it must be compatible with various document formats, so that the user can be able to user any formats to hide the secret data.

Encryption Module: In Encryption module, it consists of Key file part, where key file can be specified with the password as a special security in it. Then the user can type the data or else can upload the data also though the browse button, when it is clicked the open file dialog box is opened and where the user can select the secret message. Then the user can select the image or video file through another open file dialog box which is opened when the cover file button is clicked. Where the user can select the cover file and then the Hide button is clicked so that the secret data or message is hidden in cover file using Forbidden Zone Data Hiding Technique.

Decryption Module: This module is the opposite as such as Encryption module where the Key file should be also specified same as that of encryption part. Then the user should select the encrypted cover file and then should select the extract button so that the hidden message is displayed in the text area specified in the application or else it is extracted to the place where the user specifies it.

DES :This module consists of same as Encryption and Decryption part using DES algorithm. The Data Encryption Standard (DES) is a block cipher that uses shared secret encryption.

Triple DES: This module consists of same as Encryption and Decryption part using Triple DES algorithm. Triple DES is the common name for the Triple Data Encryption Algorithm (TDEA or Triple DEA) block cipher, which applies the Data Encryption Standard (DES) cipher algorithm three times to each data block.

RSA(Rivest,Shamir,Adleman)**:** This module consists of same as Encryption and Decryption part using RSA algorithm. RSA is the first algorithm known to be suitable for signing as well as encryption, and was one of the first great advances in public key cryptography. RSA is widely used in electronic commerce protocols, and is believed to be sufficiently secure given sufficiently long keys and the use of up-to-date implementations.

CONCLUSION

A new video data hiding framework that makes use of erasure correction capability of RA codes and superiority of FZDH. The method is also robust to frame manipulation attacks via frame synchronization markers. First, we compared FZDH and QIM as the data hiding method of the proposed framework. We observed that FZDH is superior to QIM, especially for low embedding distortion levels. The framework was tested with MPEG-2, H.264 compression, scaling and frame-rate conversion attacks. Typical system parameters are reported for error-free decoding. The results indicate that the framework can be successfully utilized in video data hiding applications.

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