International Journal of Science and Research (IJSR)
ISSN (Online): 2319-7064
Index Copernicus Value (2013): 6.14 | Impact Factor (2014): 5.611

3rd Level DWT & SVD Based Video Watermarking

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Abstract: ***In this paper, DWT & SVD based robust Video watermarking algorithm is purposed to embed and extract the watermark into video. We select random and dynamic frames from video to embed a watermark into video file (.avi). The aim of this paper is to stop the piracy and misused of the information and provides authenticity and copyright protection to the real owner of the data. It also helps to maintain the quality of video without detected or identified by human visual system. So, this work is provides robustness against attacks, imperceptibility and security. The result values are calculated on the basis of quality metrics such as MSE, PSNR, BER and SSIM.***

Keyword: Discrete Wavelet decomposition, singular value decomposition, random and dynamic frame selection, symmetric key, watermark and human visual system.

1. Introduction

Today word is based on the internet i.e. sharing of data is common and it helps to develop some major issues like fraud, piracy, duplicity and misused of information and it also lead some major crimes in the society. To protect the information from these issues, various approaches are used. Video watermarking is one of them it is basically embed the watermark into a cover video and doesn‟t effects the quality of video and provides the original information as it to the real owner of the video. The term watermark is derived from the German word „wessmark‟ which means resemble the effect of the water on the paper. It is a one-to- many communication processes such as movies, music etc. video watermarking is used for many purposes or applications like copy right protection, copy control, content authenticity, fingerprinting etc. on the basis of the video watermarking is characterized into four types i.e. text , image, audio, and video watermarking. Video watermarking is like a signature which helps to find out the real owner of the video. For ancient team cryptography is used to embed the data into video and safe the information from the attackers but it has major limitation once the data is decrypted it doesn‟t provide the security. So now day watermark is used to embed the information in the digital media object.

1.1 Video Watermarking

Now days, video watermarking is the major research field to embed the watermark inside the video and safe the originality of the video. It inserted the watermark into video in a way which can‟t be finding out by the human eyes. Watermark is embedded into video by two methods visible (logo or name) which can be easily detected by human eyes, for e.g. music album with singer name or company logo and invisible watermarking which can‟t be detected by a person eyes and follow the procedure of embedding and extraction algorithms. The major characteristics of video watermarking are robustness, security, transparency and data payload size.

1.1.1Embedding Process

This process is inserted the watermark inside the original video using embedding algorithm and generate a watermark video. This process is always performed at the sender side.

1.1.2 Extraction Process (Receiver Side)

Extraction process is a reverse process of embedding algorithms in which embedded watermark is extracted from video.

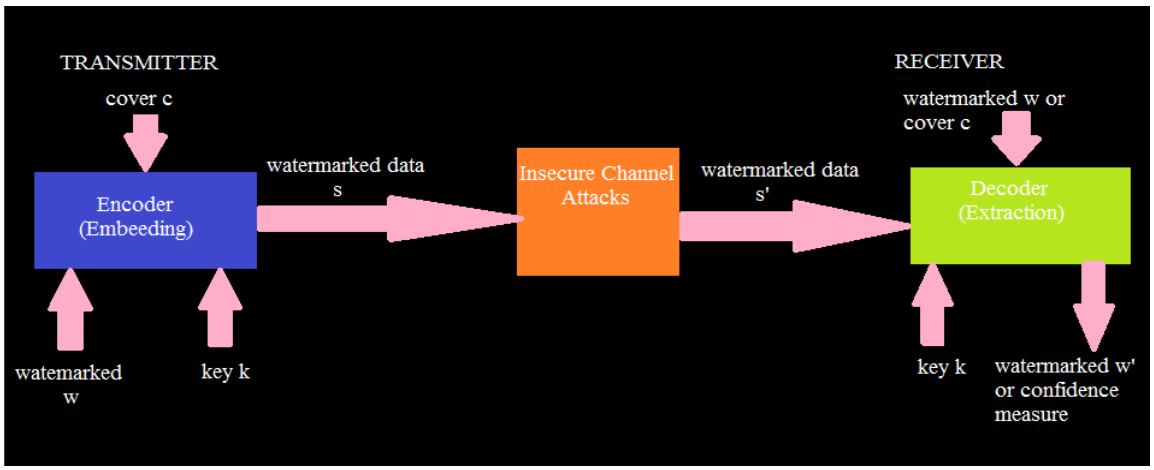

Figure1: Process of video watermark

2. Related Work

For understanding the concept of video watermarking, we have studied various types of research papers in which number of new methodologies and techniques are performed to achieve better results for embedding the watermark into video files using video watermarking, some of these techniques are proved best approaches for providing high security and robustness of digital media content. Some of them are explained below by focusing on the latest research work is carried out yet in this field.

C.N. Sujatha, P.Satyanarayana (2015) in this paper, combination of DWT-DCT-SVD is used to analyze the robustness of video against various attacks. The number of watermarks is inserted into selected groups of frames without damaging the quality of video. Correlation factor is used to measure the difference between extracted watermark from video and original watermark. Video frames are divided into HH, LH, HL by using DWT and this band are transformed with DCT. DCT coefficients are SVD transformed are inserted with corresponding transformed coefficients of watermarks. The number of watermarks is inserted into selected groups of frames without damaging the quality of video. Correlation factor is used to measure the difference between extracted watermark from video and original watermark.

Monika Sharma, Archana Tiwari (2015) purposed a fusion technique of video watermarking with encryption method based on DWT. In this paper, DWT is used for embedding the watermark into video and encryption based scan is used to reshuffling the pixels to enhance the security of video. After, extraction process there is no difference find out between the original video and watermark video. So, the combination of these two techniques provides the good imperceptibility and robustness of video.

Amrinder Singh, Sukhjit Singh (2014) proposed a blind video watermarking algorithm to prove the ownership of the copyright material and solve the issue of piracy and illegal use of video by using the SVD and LSB techniques. In this paper, encryption key are used to select the random frames and frames are divided into blocks and blocks of high entropies are selected for watermarking. The resultant output gives highly imperceptibility, security, robust against frame drooping.

Nilesh Kumar Dubey, Shishir Kumar (2014) focus of this paper on various watermarking technique i.e. good for piracy deterrence and prevent camcorder piracy in theatre. Secure spread spectrum and local auto correlation function (LACF) are used to calculate the position of piracy. It is help to take out it robustly or strongly and carry payload data and also find the position of cam cording by using spread spectrum and find LACsF is used to find the geometric distortions and recover the watermark and extract embedding message.

Bhavna Goel, Charu Agarwal (2014) proposed a novel and robust video watermarking algorithm is generated by using SVD and DWT for RGB uncompressed AVI video. Scene change detection is also performed in this paper to enhance the security. The singular value of LL3 sub band coefficients are modified by the singular values of the binary watermark image. To check the robustness of this algorithm to six different operations are performed. The resultant output gives good quality and robustness.

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3. Singular Value Decomposition

It is a sufficient method for extracting or selecting algebraic feature from an image. Watermarks can be inserted to this matrix without obtain large variation or changes in the images i.e. it has a good stability for an SVD matrix of an images. This technique was invented in 1956. In, this paper SVD is applied on third level of LL band.

4. Discrete Wavelet Decomposition

This technique is larger options of signal processing. This technique is basically divided into two parts i.e. low or high frequency parts. Low frequency parts again split into low and high frequency parts. In this paper, third level DWT is applied on LL band.

5. Proposed Methodology

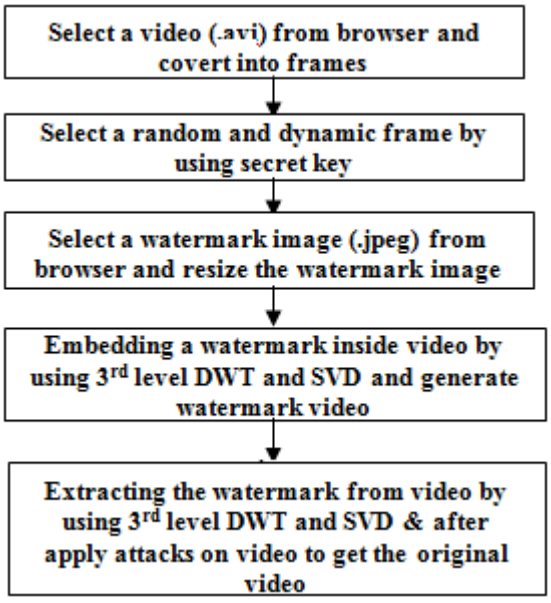

Figure 2: Purposed methodology flow chart

5.1 Embedding Process

The following steps are followed for embedding the watermark logo into video:

a) Select cover video (.avi).
b) Select the watermark image (.jpeg) format.
c) Convert video into frames.
d) Enter 10 digit secret key and stored it in red layers of first frame.
e) Select 10 random and dynamic frames on the basis of secret key (i.e. 0123456789) such as:

$$f_1 = \text{Secret\_Key}(1) + \text{Secret\_Key}(5) \quad (1)$$
$$f_2 = \text{Secret\_Key}(6) + \text{Secret\_Key}(9) \quad (2)$$
$$f_{10} = \text{Secret\_Key}(8) + \text{Secret\_Key}(2) \quad (3)$$

f) Now, hide watermark image behind selected frames by apply 3- level DWT & SVD techniques following steps are followed by:

1) Apply third level DWT on watermark image (A3) =dwmk (Img) (4)
2) Then, apply SVD on third level coefficient (A3).
3) Apply inverse SVD & 3-level DWT to get watermark image.

g) Generate watermark video.
h) Find PSNR, MSE, and BER & SSIM for frames.

5.2 Extraction Algorithm

The extraction process is performed at receiver side to obtain the original video without loss of quality. The following steps are followed for performing extraction process.

a) Select watermark video from browser.
b) Select watermarked image from the browser.
c) Enter 10 digit secret key and compare this key with originally stored key. If user is unauthorized then video clip will get damage after 4 attempts.
d) Now, obtain the original video by applying reverse process of embedding algorithm using 3rd level DWT & SVD and apply attacks on video.
e) Exit.

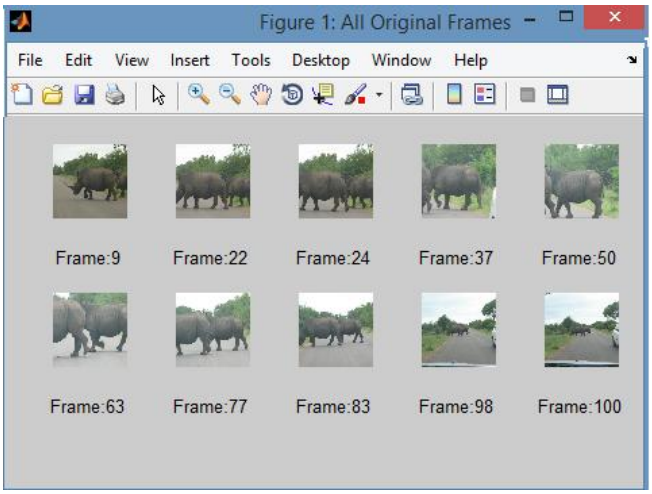

Figure 3: Selected 10 random & dynamic frames

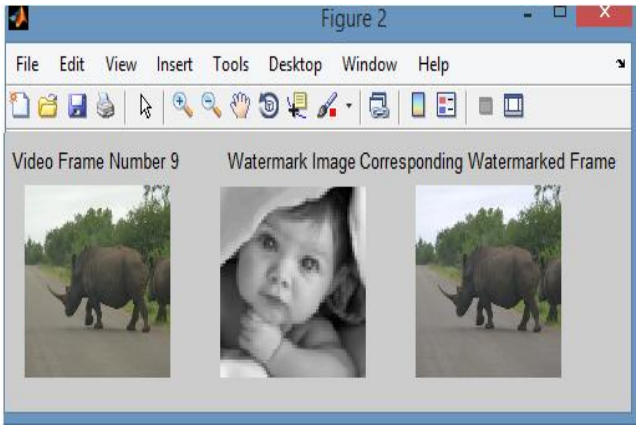

Figure 4: Selected frames, Watermark image & Corresponding frame

6. Experimental Results

The proposed work is simulated on Matlab 7.10.0 (R2010a) for embedding a watermark inside video and applies various attacks to check the robustness against various attack and the experimental results are calculated on the basis of Quality metrics such as PSNR (Peak Signal to Ratio), MSE (Mean Error Square) and BER (Bit Error Rate) and SSIM (structural similarity index metrics). It shows that this algorithm achieving high PSNR and low MSE value and have highly robustness with high security.

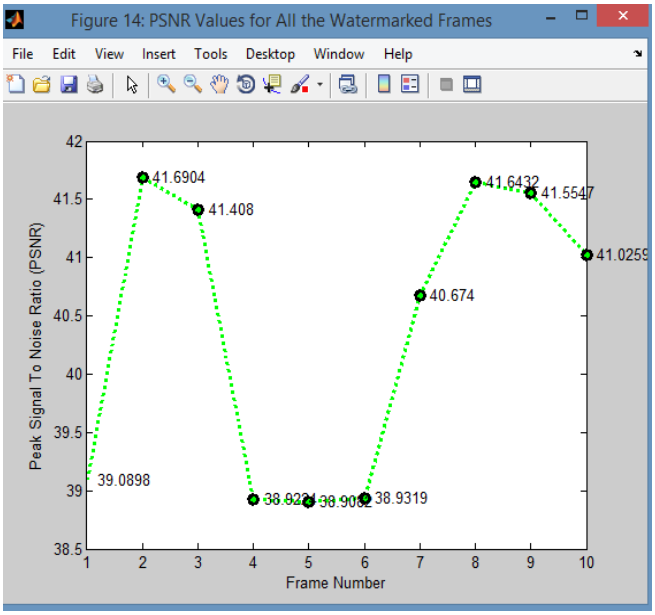

Figure 5: Values of PSNR for Selected frames

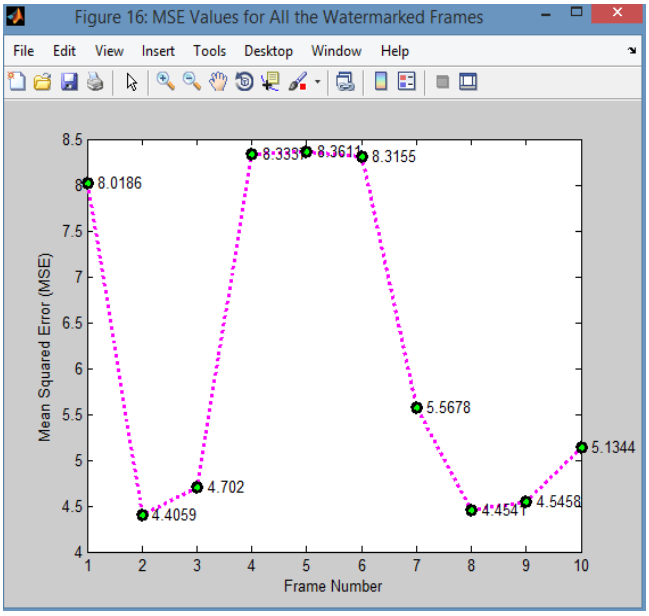

Figure 6: Values of MSE for all selected frames

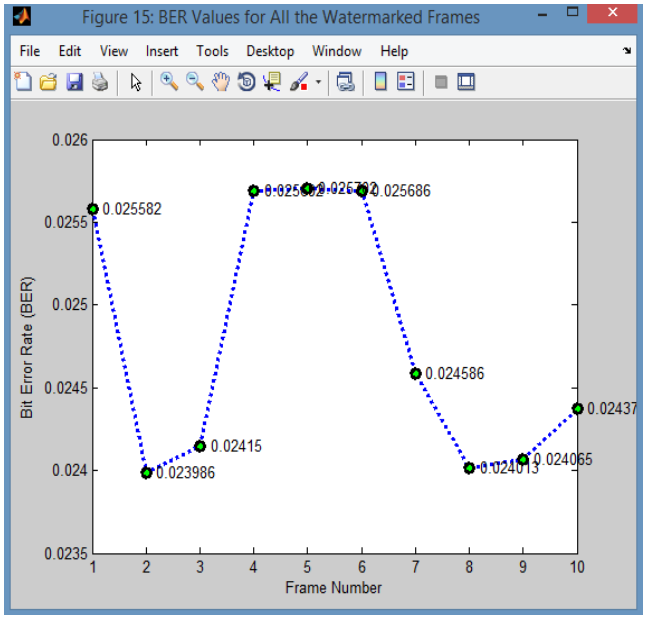

Figure 7: Values of BER for selected frames

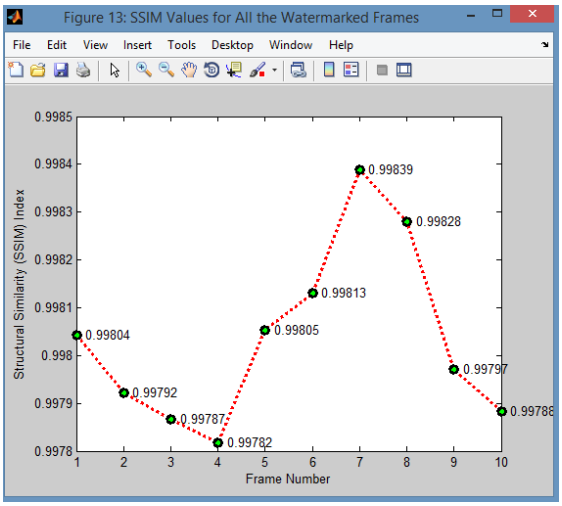

Figure 8: Values of SSIM for selected frames

Table 1: PSNR, MSE, BER & SSIM Values for all Selected Frames

Frame Number	PSNR	BER	MSE	SSIM
1.	39.08	0.025	8.018	0.998
2.	41.69	0.023	4.405	0.997
3.	41.40	0.024	4.762	0.997
4.	38.92	0.025	8.333	0.997
5.	38.90	0.026	8.361	0.998
6.	38.93	0.025	8.315	0.998
7.	40.67	0.024	5.567	0.998
8.	41.64	0.024	4.454	0.998
9.	41.55	0.024	4.544	0.997
10.	41.02	0.024	5.134	0.997
AVG. value	40.38	0.024	6.183	0.996

7. Attack

Attack is basically apply to remove the imperceptibility of the video or destroy the private information and used it from their own purpose. Hackers or third party apply attacks on video by mainly two methods i.e. intentionally or unintentionally attack. Intentionally attacks are those in which hacker‟s main target to destroy the watermark from video and use the information for their own purposes. Second is unintentionally method, which hackers apply to video to remove some specific information for e.g. crop, scaling etc.

Table 2: Calculate CF, PSNR Values for attacked frames of video

S. No	ATTACKS NAME	CF	PSNR
1	Extract watermark without any attack	0.954	30.03
2	Gaussian noise	0.602	29.15
3	Poisson noise	0.83	30.62
4	Salt & Pepper noise	0.559	24.80
5	Blur video attack	0.94	29.42
6	Rotational attack	0.602	21.27
7	Gaussian filter attack	0.953	30.81
8	Circular filter attack	0.560	24.16
9	Scaling attack	0.954	29.49
10	Median filter attack	0.958	30.70

8. Conclusion & Future Scope

Video watermarking is a wide active research area with number of applications. In this paper, an implementation of video watermarking process is done by using DWT & SVD techniques and applies attacks to check the resist of video against different attacks. This algorithm provides a security and robustness of data. In future work, we can embed video watermarking into video by using LL and HH band of DWT techniques and SVD and also increase the imperceptibility of video and apply attacks on video and increase data payload size. It can use different format of video and images for video watermarking process.

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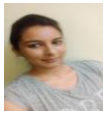
Author Profile



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