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Secrete Communication System Using Multi Image Steganography for Military Application

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ABSTRACT: The study of undetectable communication is known as steganography. It usually has to do with the method of concealing the existence of the communicating data. It conceals informational details. It is the process of transferring data from one digital medium to another and then recovering the same information. The least significant bit (LSB) and the symmetric key between the sender and the receiver are used in this work to hide data in an image. We must select the bits that will result in the lowest resolution between the original image and the stego image. This paper goes into greater detail about the encryption and decryption methods.

KEYWORDS: LSB, PSNR, STEGANOGRAPHY, AND DYNAMIC SYMMETRIC KEY ARE SOME OF THE TERMS USED.

I. INTRODUCTION

Steganography is derived from the Greek terms Stego and Graphia, which mean "to cover" and "to write," respectively. The translation is "to cover writing" or "to hide data." The simplest method is to place the secret data bits in the LSB places of the original image. [1].

Image to image, Text to image, Image to text, Video to voice, and Voice to video are all examples of steganography.

Image to Image: Using the stego key[2], an image is embedded within another image in image steganography. Text to Image: In this case, the text is put into the image and the image is sent using the symmetric key. -From video to voice Hiding or embedding a message in a movie is similar to the art of concealing information because the sender is not only concealing but also preventing the message from being read by anybody other than the intended recipient. The art of hiding information includes hiding messages in videos. Video-based steganography techniques are similar to image-based steganography techniques. Information security is a critical example of security in today's society, and it is becoming increasingly vital to secure data from tampering. This steganography technique is used to ensure that the data is not tampered with. When the data is already on its way to be transmitted, protection should be required.

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II. STEGANOGRAPHY VS CRYPTOGRAPHY

Cryptography is the process of converting plain text into cypher text using a symmetric key, and encryption is the result of this process. The fundamental drawback of cryptography is that the plaintext can be deciphered and the cypher text can be seen but not read[4]. Steganography is a technique for hiding plain text in digital material. Because the plaintext and cypher text are being concealed into another medium, the Trespasser will not be able to see them. The trespasser has no way of knowing if there is any sensitive information on the premises. The steganography technology is employed to improve the security of data transmitted across a computer network.

Steganography Process



Fig. 1 Steganography Process

Secret Message: The information that must be entered into the digital medium. The key utilised in the Steganography process is known as the Stego-key. Cover Media: The medium used in the Steganography process, such as images, videos, and sounds. The approach used in this Steganography process is known as the Sender Algorithm. Stego-Media: The media created by incorporating the mystery message into a widely disseminated media using the Stego-key and encoding calculation. Receiver Algorithm: The method for extracting the mystery message from Stego-key algorithm.

III. LEAST SIGNIFICANT BIT (LSB)

The LSB is the most well-known steganography method. Steganography use the LSB of a picture's pixel data, which is also a popular approach nowadays. One section of the LSB is based on this investigation. It replaces one pixel in the first picture with one fragment of the double content piece. When using LSB methods to every byte of a 24 bit picture, three bits can be encoded into every pixel[3] when the record is longer than the message document and the picture is grayscale. For example, if we change the last bit of every color's byte with a bit from the message, we can employ graphics to hide things.

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IMAGE WITH 3 PIXEL

	Message A	-01000001	
1	mage with 3 pixels		
Pixel	1: 11111000	11001001	00000011
Pixel	2: 11111000	11001001	00000011
Pixel	3: 11111000	11001001	00000011

Fig. 2 Message A before encryption

Now we hide our message in the image. Message A- 01000001

Message A- 01000001

Pixel 1: 1111100	11001001	0000010
Pixel 2: 111110000	11001000	00000010
Pixel 3: 111110000	11001001	00000011

Fig. 3 Message A after encryption

3.1 ZIGZAG SCANNING:

For added security, we used the Zigzag scanning method, which is based on the Steganography technology. By turning the secret message into bits, image pixels are employed to disguise the secret message in this manner. The secret message bits are hidden via patterns in this Zigzag scanning. Only the sender and receiver will be aware of this pattern. The receiver can extract his secret message using this pattern.

3.2 **PSNR**:

PSNR stands for Peak Signal to Noise Ratio, which can be easily determined. It's a tool for comparing the quality of compressed photos and movies. The image resolution will be reduced if the PSNR is high. Our objective is to get a high Peak Signal to Noise Ratio so that our image resolution is unaffected. There will be little difference between the primary image and the converted stego image if the PSNR value is high enough.

IV. METHODOLOGY

We employed the technique of employing the symmetric key between the sender and receiver, as well as the Least Significant Bit, in this term paper. We'll also examine how encryption and decryption work in this section.

4.1 Steganography using LSB and Symmetric Key:

To reject anything else, we must convert the picture pixels to Binary characteristics using Zigzag Scanning with size=R*S*8, where R is the number of lines in the picture, S is the number of sections, and 8 is the amount of bits for each pixel. Finally, where the LSB position is 0 and the bit preceding the LSB is 1, retrieve the last two bits of every pixel. Convert the riddle message (which you need to hide) into coordinated qualities of size 1*N, where N is the number of bits in the mystery message, when using this procedure. When it comes to switching over the picture pixels and secret message, we'll just encourage the mystery message to be two fold bits with the two bits of the LSB. This procedure has three steps[5]. 1. If the confidential message bit is equal to the LSB's 0th position, the key value is "0." 2. If the confidential message bit equals position 1 of the LSB in this operation, the key value will be "1." 3. If the confidential message bit does not equal both position 1 and position 0 of the LSB during this procedure, the key value will be "0."

We'll only encourage the mystery message to be two fold bits with the two bits of the LSB when it comes to switching over the picture pixels and secret message. There are three steps in this procedure[5]. 1. The key value is "0" if the confidential message bit is equal to the LSB's 0th position. 2. In this procedure, the key value will be "1" if the

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confidential message bit equals position 1 of the LSB. 3. During this method, if the confidential message bit does not equal both position 1 and position 0 of the LSB, the key value will be "0."

4.2 Encoding

Stego-Image					LSB Position				
						1	0	Key	Text
1	0	1	1	0	0	1	0	1	1
0	1	0	1	0	0	0	1	1	0
1	0	1	1	1	0	1	0	1	1
0	1	0	0	1	1	0	1	0	1
1	1	0	1	1	0	1	0	0	0
0	0	1	0	0	1	0	1	0	1
1	0	1	1	1	0	1	0	0	0
0	0	0	0	1	1	1	0	1	1

Fig 4 : Encoding Process

4.3 Experimental Results:

A MATLAB software created by the creators for computational checks using appropriate models such as characters with data in a picture. GUI was created to rebuild the enjoyment with certain sensible models. In this application, a dull scale Petra photo (for example) of type jpeg has been utilised with a proportional size of (10241024 pixels). Going forward with advances is how the framework is addressed:

-Zigzag Scanning will be used to convert the grayscale image into binary values. - The degree of data (secret message) that can be embedded in the image is computed using the LSB technique: 1048549 bits (1024×1024) - 27 - Using the new wa'el calculation system, the degree of data (secret message) that can be placed in this image is computed: ((10241024) - 27)/2 = 524261 bits - Take, for example, the opening to this article, which was chosen to be the location of a secret message. The bits of the introduction are checked using the following formula: - 2136 characters x 7 bits = 14952 bits. - Select the Steganography technique (LSB). PSNR[6] was used to compare the findings of both approaches.

V. ENCODING

The improvements will demonstrate how to encode the (LSB+SPACING) computation using a Matlab Graphic User Interface (GUI) reproduction programme:

└ To select the Mysore-Palace photo from the drive, press the push catch (open picture).

 \bot To select the mysterious message from the local drive that is saved as a.txt record, press the push catch (open content).

 \Box The confidential message that we need to execute on this process is depicted in the figure, and the content of the confidential message will also appear in the programme window's content. –

 $_$ Select the Steganography strategy (LSB+SPACING) from the Steganography technique drop-down menu. An exchange window will appear at the end of the Steganography method, requesting that the client save the key in the shower storage.

 $_$ Figure 8 shows the key that was created using the (LSB+SPACING) approach with the information from the confidential letter and the Mysore-Palace photo. The stego media will then appear in the stego image.

 \Box Using the PSNR catch, the client may determine the PSNR value between the first and stego images. After that, the client can save the stego image on the plate by pressing the push catch (Save Stego Image).

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Fig. 5 Encoding Process

Key:

📝 key - Notepad	and the second se	0.2 0
Eile Edit Fyrmat Yew Help		
011011000100011011111000001100101101101	1110001000000 1100001101000101000000010111000000	01 00111 1 000011000000 1 1000 010111101 111010 0 11110 00 10 01100 1000 11 01 00100 10
001 0110 00 0001100000010 0 0001000 00000 0 0 0000 0 00 011100 0 0 1101100 0 00000011000 000001100000001100 000 1000 00000010 00 0	8 01860 1 6 01111000100 1 11000101001 800 80180000 1 101 0 60019100 0001900 1180 8 00 100001 60 800 8000 0 8000000000 0 1030 80 90 800 000 110111100001 100 000000 01110100111011000111111000 00	001 1011 00 00 110110 10110 0010 011 0 0 0 00 01000 0 0
11001 0 301 001 00100 01100000 00 0001000001 5000011 0 01 01 00000101010101101110001000011 50001100150000000001101 11111 0101010 1100010 5010011001000001011 001001101010110000000	10118 01111000100000010 01000100 0011000000 00	10 0 0 110 0 10000 001 0 1 1 01 0 0 10000
3 1000010000000000000000000000000000000	0 00 01 01 0 00 010 0 0 0 0000000 0 000000	0 0 00000 111 1111000 0
1000 0 000 0 00110 000 000000000000000	00100000000000000000000000000000000000	0111101 0000 0100000000 0 0 1 1 000
0001001001100001101010000 00 00 00 00 111100 0 001111001100	0 001001100000011001011080 00 00110 00 01008080101110 1011100 0 00100 10000 1001100 0101000000	0 10 01 00 00 00 1005 011000 0 0 00
00111000111000000110000110 00 0010 010	00110 00 0000 000010001100001101000111000000	0 00 000101000 0
001101000110110010 0 0 0010001000000 00	0 0000010 00 000 00111000111000 1000 01000000	10100 1 00 0

Fig. 6 Key Value for the encryption process

VI. DECODING

This approach will be used by the recipient, and it will expel the confidential message from the stego picture using the sender and receiver's shared key. As technology advances, we will demonstrate the decoding process using the Matlab software shown in the figure:

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 \bot To select a stego image from the collecting shower, use the button (Open Stego Image).

 \Box When you smash the push, you'll get (Show). The unwinding mechanism will begin removing the secret message from the stego image.

∟ A trade window will popup, requesting that the customer select the key from the accumulating circle.

 \Box The consumer will select the key from the plate, which will be stored as a substance report.

└ The erased confidential message will thereafter display in the application window's substance region.

 \bot Finally, the customer can save the puzzling message that appears in substance on the programme window by pressing the button (Save Text) to save it as a substance archive in the plate amassing.

VII. RESULTS

The values of PSNR for LSB and LSB+KEY methods

The	Number of characters		Steganography Method				
Number of copies of introduction		Number of bits	LSB PSNR	LSB+KEY PSNR			
1	4073	28511	66.8017	69.8102			
3	12219	85533	62.0194	65.0455			
6	24438	171066	59.0098	62.0196			
9	36657	256599	57.2485	60.2694			
12	48876	342132	55.9999	59.027			
15	61095	427665	55.0369	58.0561			

FIG. 8 Results

VIII. CONCLUSION

This paper presents two Steganography structures: The first is the striking reasonableness, also known as Least Significant Bit (LSB), and the second is the most recent LSB+KEY system. The executions of the outcomes have been checked up for PSNR estimations with separate checks. It can be seen that the [7] calculation of LSB+KEY yields superior demands in terms of PSNR. This is one of the explored results in this work, and the work is still in progress to improve the computations for even better code irregularity and time complexity. It is also projected to generate estimates in awe-inspiring exchange of patient data in healing images under telemedicine.

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