

Removing Spatial Spread Spectrum Watermarks

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Abstract

Many watermarking methods are based on adding pseudo-random noise in the spatial domain. In general, the robustness of the watermark is determined by measuring the resistance to JPEG-compression, adding Gaussian noise and applying linear filters. Using these processing techniques the quality of the image must be affected significantly before the watermark is removed. In this paper a method is proposed to estimate a pseudo-random spread spectrum watermark only from the watermarked image. If this estimated watermark is subtracted from the watermarked image, the watermark is removed without distorting the image significantly.

1. Introduction

Many spatial spread spectrum watermarking methods are proposed in literature [1..9]. Basically, these methods add a pseudo-random pattern to an image in the spatial domain to embed a watermark. This watermark can be detected by correlating with the same pattern or by applying other statistics to the watermarked image. Since the most straight forward implementation of this approach is described by Smith and Comiskey [1], we will use their implementation for our basic experiments. They use a Direct-Sequence Spread Spectrum method, which divides the image first into blocks to store a string of watermark bits in an image. Each block contains one of the watermark bits. A modulation function, a constant integral valued gain factor G multiplied by a pseudo-random block of bits, either $+1$ or -1 , is added to each image block. A positive gain factor G is used to embed watermark bit "1" in an image block, otherwise a negative gain factor G is used. The watermark is recovered by demodulating with the modulation function.

Many variants of this approach exist. Only a few will be mentioned here. Bender *et al* [2] and Pitas and Kaskalis [3] describe two precursors of this watermarking method, which add one watermark bit to an image. Langelaar *et al* [4] extend the method described in [3] to store more watermark bits in one image and to find optimal gain factors for each pseudo-random block. Hartung and Girod [5] extend method [1] for real-time watermarking of MPEG video.

In general, the strength of the method is determined by measuring the resistance to JPEG-compression [10], adding Gaussian noise and applying linear filters. Using these processing techniques the quality of the image must be affected significantly before the watermark is removed. The question is if we can express the strength of a watermark in terms of resistance against JPEG compression or filtering. Other attacking techniques should be investigated which use information of the image contents and the watermark itself.

In this paper a method is proposed to estimate the pseudo-random spread spectrum watermark only from the watermarked image. If a perfect estimation of the watermark can be found, this estimated watermark can be subtracted from the watermarked image. In this way the watermark is removed without affecting the quality of the image.

In Section 2 the properties of spread spectrum watermarks are described. In Section 3 correlation attacks on these watermarks are discussed. Next, the new attack is introduced in Section 4. Experimental results of this attack are presented in Section 5. Finally conclusions are drawn and future work is discussed.

2. Properties of Spread Spectrum Watermarks

If we apply the method of Smith and Comiskey to an image I , a random pattern W consisting of the constants $-c$ and $+c$ is added to obtain the watermarked image $I' = I + W$, where c is a positive integer value. The watermark energy resides in all frequency bands. Compression and other degradation may remove signal energy from certain parts of the spectrum, but since the energy is distributed all over the spectrum, some of the watermark remains. The random pattern W is uncorrelated with (orthogonal to) image I , but correlated with I' :

$$\begin{aligned} \text{cov}(W, I + W) &= \text{var}(W) + \text{cov}(I, W) \approx \text{var}(W) + 0 \\ \rho(W, I + W) &= \frac{\text{cov}(W, I + W)}{\sqrt{\text{var}(W)}\sqrt{\text{var}(I + W)}} \approx \sqrt{\frac{\text{var}(W)}{\text{var}(I + W)}} \quad (1) \\ \rho(W, I + W) &\approx \frac{c}{\sqrt{\text{var}(I + W)}} \end{aligned}$$

Typical values for ρ ranges from 0.02 to 0.05 for our test set of 9 images. However, if the watermarked images are compressed using the JPEG algorithm (Q=85) [10] the correlation coefficients decrease with a factor 2. Since the variance of $(I+W)$ nearly equals the variance of $\text{JPEG}_{Q=85}(I+W)$ Formula 1 does not hold for distorted images.

If an arbitrary random pattern W_x is used, the correlation coefficient will be very small:

$$\begin{aligned} \text{cov}(W_x, I+W) &= \text{cov}(W_x, W) + \text{cov}(W_x, I) \approx 0 + 0 \\ \rho &= \frac{\text{cov}(W_x, I+W)}{\sqrt{\text{var}(W_x)}\sqrt{\text{var}(I+W)}} \approx 0 \end{aligned} \quad (2)$$

This holds only if W and W_x are orthogonal and W_x is not correlated with I . Typical values for another random watermark W_x and I' are around 0.0003.

3. Correlation Attacks

A simple attack would be to search for all possible random patterns and take the one with the highest correlation value as possible watermark pattern. This approach has several disadvantages. In the first place the search space is huge. Even if the watermark should meet the requirement that the number of -c's and the number of +c's are equal, more than 4×10^{306} possible patterns have to be checked for a 32×32 pixel watermark. Therefore some experiments were performed with a genetic algorithm to search the random pattern with the highest correlation coefficient with $I' = I+W$. In some cases the genetic algorithm found a pattern with a relative high correlation (0.3) with I' and no correlation with W (0.00001).

To avoid that the genetic algorithm finds random patterns with higher correlation coefficients than the embedded watermark we must adapt are fitness function. From the properties of spread spectrum watermarks we know the following about W :

- $\rho(W, I') \in [0.01 .. 0.05]$
- $\rho(W, I) \approx 0$
- W is random
- spectrum of W is flat

Unfortunately $\rho(W, I)$ is unknown and if the image is distorted by compression $\rho(W, I')$ is also unknown. The information that W is random and has a flat spectrum is not enough to create a suitable fitness function. If we have several different images with the same watermark on it to our disposal, there are some possibilities. A fitness function for the genetic algorithm dependent on all images can be used, or if there are enough images, the average of the images can be taken as estimation of the watermark. But if different watermarks are used for each image, we have to follow another approach.

4. Estimating Watermark using Image information

In general, a watermark can be regarded as a perceptually invisible enforced distortion in the image. In most cases, this distortion is not related with the image contents. If we apply a perfect image model to the watermarked image $I' = I+W$, we can predict the image content I'' and find back the watermark $W' = I' - I''$.

Such a model separates the watermarked image I' in I'' and W' , $I' = I'' + W'$. Because perfect image models and perfect noise filters do not exist, I'' will be different from I and W' will be different from W .

An AR-model and several noise reduction filters are tested to separate I' in I'' and W' . In some cases, the watermark can be retrieved from both I'' and W' , while I'' has still a reasonable quality and W' does not contain any image information. In other cases the watermark can only be retrieved from W' , but the quality of I'' is significantly affected and the image contents, especially the edges, remain in W' . Since we must predict W we choose a processing operation that separates I' in such a way that the watermark is totally removed from I'' and resides completely in W' . This means that image contents may remain in the predicted watermark. We selected the processing operation to separate I' in I'' and W' based on the correlation coefficients $\rho(W', W)$ in a test set of 9 images. In Table 1 the correlation coefficients for several separation operations are listed. The group of miscellaneous noise reduction filters consists of linear smoothing filters (3x3 and 5x5), Kuwahara filters (several sizes), non-linear region based filters and filters based on thresholding in the DCT-domain.

Table 1. Correlation coefficients $\rho(W', W)$ using different separation operations.

Separation Operation	$\rho(W', W)$
Misc. Noise Reduction Filters	>0.08
Auto Regressive Model	>0.10
Median 3x3	>>0.13

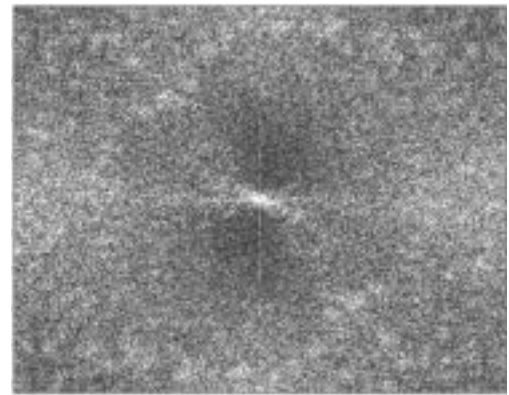


Figure 1. Spectrum of $W'_{[-2..2]}$.

Since the median filter totally destroys the watermark in the test images and gives the highest correlation coefficients, this filter is used for the rough estimation of $W' = I' - \text{med}_{3 \times 3}(I')$.

This W' does still contain edge information. To protect the edges in I' we limit the range of W' from $[-128..128]$ to $[-2..2]$ before we subtract W' from I' .

In Figure 1 the modulus of the Fast Fourier Transform of the truncated W' is presented. As clearly can be seen some dominating low frequency components are present in the spectrum. Since a spread spectrum watermark should not contain such dominating components, these come certainly from the image contents. To remove these components a 3×3 linear high pass filter is applied to the non-truncated W' . After the filtered W' is truncated to the range $[-2,2]$ the Fourier spectrum as presented in Figure 2 is obtained. The correlation coefficients between the high pass filtered W' and W , $\rho(W', W)$, increase to values around 0.4.

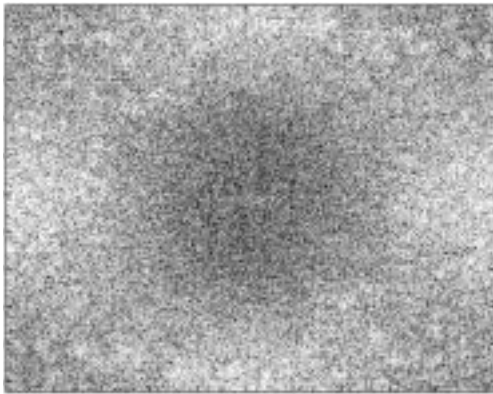


Figure 2. Spectrum of high-pass(W') $_{[-2..2]}$.

If the so found watermark W' is subtracted from the watermarked image I' the watermark is not completely removed. This is not surprising, since we are not able to predict the low frequency components of the watermark. These components can be left in I' or are discarded during the high pass filtering stage of W' . To compensate for the fact that we have only found a portion of the watermark, W' must be amplified with a certain gain factor A . The complete scheme for removing a watermark is represented in Figure 3.

The value of A is dependent on the image content and the amount of energy in the embedded watermark. If A is chosen to high the watermark inverts and can still be retrieved from I' by inverting the image before retrieving

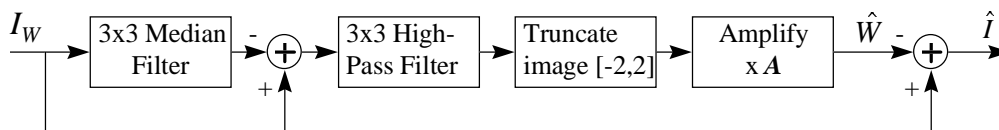


Figure 3. Complete watermark removing scheme.

the watermark. A watermark is added to an image using the method of Smith and Comiskey [1], 32×32 pixels are used to store one bit of watermark information and the watermark carrier consists of the integers $-2,2$. The watermark removing scheme is applied to the

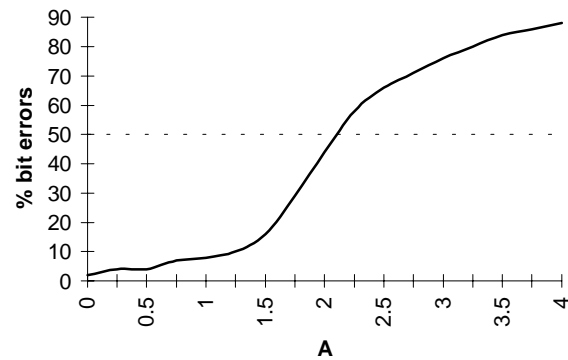


Figure 4. Bit errors as function of gain factor A .

watermarked image with several values for A . The percentage watermark bit errors is plotted as function of A in Figure 4. If 50% bit errors are made, the watermark is removed, if 100% bit errors are made, the watermark is totally inverted.

According to Figure 4 the gain factor A should have a value between 2 and 3 for this image.

5. Experimental Results

For the experiments a set of 9 true color images is used. Some images contain hardly any textured areas and sharp edges, some contain many sharp edges and much detail, others contain both smooth and textured areas.

First, the watermark removing algorithm ($A=2.5$) is applied to the methods of Bender *et al* [2] and Pitas and Kaskalis [3]. The watermarks in the 9 test images are all removed without reducing the quality of the images significantly.

Subsequently the removing algorithm is applied to the watermarking method of Smith and Comiskey[1]. The watermarks are added using $n \times n$ pixels per bit and a gain factor of G . For the values $n=8,16,32,64$ and $G=1,2$ the watermarks can be removed without affecting the quality significantly. An example is given in Figures 5,6 and 7. Figure 5 represents a watermarked image $G=2, n=32$. To remove the watermark completely (about 44% bit errors) using the JPEG compression algorithm, we have to use a quality factor $Q=10$. The result of this compression operation is presented in Figure 6. If we apply the

watermark removing algorithm to Figure 5, the watermark is completely removed (>50% bit errors) and we obtain the image which is shown in Figure 7.

If higher gain factors are used the watermark becomes visible. If the parameter n is increased further to 128 or 256, the watermark is fully removed in smooth images, but

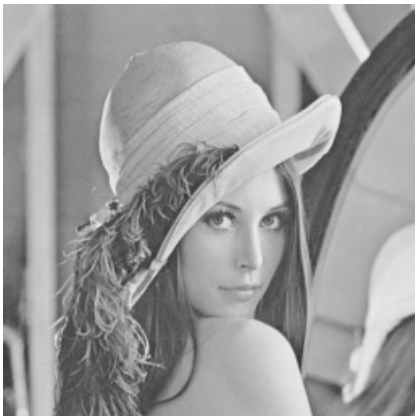


Figure 5. Watermarked Image.



Figure 6. JPEG Compressed watermarked image.



Figure 7. Watermark removed.

only partially in textured images.

Finally, the watermark removing algorithm is applied to the method of Langelaar *et al* [4]. This method determines

the gain factor G for each watermark bit automatically. Therefore only the parameter n can be changed. All watermarks added with this method can be removed for $n=8,16,32$. For $n=64,128, \dots$ the watermarks are only partially removed.

Some methods (e.g. [9]) first subtract the original image from the watermarked image and apply the watermark retrieval operation on this difference image. However, the watermark removing algorithm also removed the watermarks in this case.

Other methods using a similar approach as [1] are not tested, but their watermarks will obviously be affected in the same way as [1].

6. Conclusions and Future Work

In this paper we showed that determining the robustness of a watermark by measuring the resistance to JPEG-compression, adding Gaussian noise and applying linear filters is not sufficient. A simple method was proposed to remove a watermark without affecting the image quality significantly. The existence of this removal technique has certainly influence on the number of watermark bits which can be stored per image in a robust way.

More research has to be carried out to derive an optimal gain factor A directly from an image, and to test the algorithm on other watermarking techniques

7. References

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