

Secured Communication Using Steganography Encryption/Decryption Technique

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ABSTRACT: Steganography is the method of treating and method of abstracting the file which can consists of messages, pictures, or videos within another file, message, image, or video that sharing is to be going on, by hiding information in different entity of information. The word steganography comes from the Greek words steganos, which mean "encapsulated, concealed, or secured," and graphein means "writing". Different types of file formats can be treat for making data abstraction, but digital preferably .bmp images are the most popular and used because of their digital accuracy and bit frequency on the internet. For hiding private information in digital pictures, there exists much frequency of steganography techniques out of those some have greater encryption/decryption technique and some of them have some weak points. Some information is very private so require strong steganography algorithm that will secure data by total hiding and some wants simple technique for hiding the data.

KEYWORDS: Steganography, image steganography, steganography algorithm.

I. INTRODUCTION

One of the reasons that intruders can be successful is the most of the information they acquire from a system is in a form that they can read and comprehend. Intruders may reveal the information to others, modify it to misrepresent an individual or organization, or use it to launch an attack. One solution to this problem is, through the use of steganography. Steganography is a technique of hiding information in digital media. In contrast to cryptography, it is not to keep others from knowing the hidden information but it is to keep others from thinking that the information even exists. Steganography become more important as more people join the cyberspace revolution. Steganography is the art of concealing information in ways that prevents the detection of hidden messages. Steganography include an array of secret communication methods that hide the message from being seen or discovered. Due to advances in ICT, most of information is kept electronically. Consequently, the security of information has become a fundamental issue. Besides cryptography, steganography can be employed to secure information. In cryptography, the message or encrypted message is embedded in a digital host before passing it through the network, thus the existence of the message is unknown. Besides hiding data for confidentiality, this approach of information hiding can be extended to copyright protection for digital media: audio, video and images. The growing possibilities of modern communications need the special means of security especially on computer network. The network security is becoming more important as the number of data being exchanged on the internet increases. Therefore, the confidentiality and data integrity are requires to protect against unauthorized access and use. This has resulted in an explosive growth of the field of information hiding Information hiding is an emerging research area, which encompasses applications such as copyright protection for digital media, watermarking, fingerprinting, and steganography.

In watermarking applications, the message contains information such as owner identification and a digital time stamp, which usually applied for copyright protection. Fingerprint, the owner of the data set embeds a serial number that uniquely identifies the user of the data set. This adds to copyright information to makes it possible to trace any

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unauthorized use of the data set back to the user. Steganography hide the secrete message within the host data set and presence imperceptible and is to be reliably communicated to a receiver. The host data set is purposely corrupted, but in a covert way, designed to be invisible to an information analysis. The advantage of steganography

over **cryptology** alone is that the intended secret message does not attract attention to itself as an object of scrutiny. Plainly visible encrypted messages, no matter how unbreakable they are, arouse interest and may in themselves be incriminating in countries in which **encryption** is illegal.^[2]Whereas cryptology is the practice of protecting the contents of a message alone, steganography is concerned with concealing the fact that a secret message is being sent as well as concealing the contents of the message. Steganography includes the concealment of information within computer files. In digital steganography, electronic communications may include steganographic coding inside of a transport layer, such as a document file, image file, program or protocol. Media files are ideal for steganographic transmission because of their large size. For example, a sender might start with an innocuous image file and adjust the color of every hundredth **pixel** to correspond to a letter in the alphabet. The change is so subtle that someone who is not specifically looking for it is unlikely to notice the change.

II. RELATED WORK

The word steganography comes from the Greek “Seganos”, which mean covered or secret and – “graphy” mean writing or drawing. Therefore, steganography mean, literally, covered writing. It is the art and science of hiding information such its presence cannot be detected and a communication is happening. A secrete information is encoding in a manner such that the very existence of the information is concealed. Paired with existing communication methods, steganography can be used to carry out hidden exchanges. The main goal of this projects it to communicate securely in a completely undetectable manner and to avoid drawing suspicion to the transmission of a hider data. There has been a rapid growth of interest in steganography for two reasons:

The publishing and broadcasting industries have become interested in techniques for hiding encrypted copyright marks and serial numbers in digital films, audio recordings, books and multimedia products. Moves by various governments to restrict the availability of encryption services have motivated people to study methods by which private messages can be embedded in seemingly innocuous cover messages. The basic model of steganography consists of Carrier, Message and password. Carrier is also known as cover-object, which the message is embedded and serves to hide the presence of the message. Basically, the model for steganography is shown on following figure:

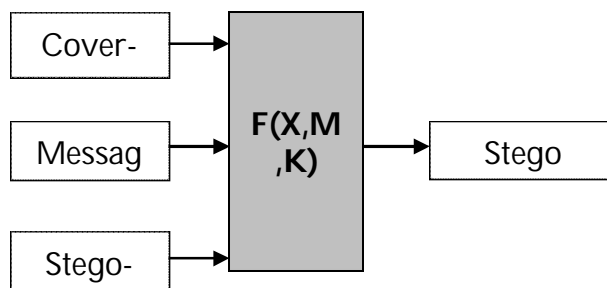


Fig.1 Basic steganography Model

Message is the data that the sender wishes to remain it confidential. It can be plain text, ciphertext, other image, or anything that can be embedded in a bit stream such as a copyright mark, a covert communication, or a serial number. Password is known as *stego-key*, which ensures that only recipient who know the corresponding decoding key will be able to extract the message from a *cover-object*. The *cover-object* with the secretly embedded message is then called the *Stego-object*. Recovering message from a *stego-object* requires the *cover-object* itself and a corresponding decoding key if a *stego-key* was used during the encoding process. The original image may or may not be required in

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most applications to extract the message. There are several suitable carriers below to be the *cover-object*:

- Network protocols such as TCP, IP and UDP
- Audio that using digital audio formats such as wav, midi, avi, mpeg, mpi and voc
- File and Disk that can hides and append files by using the slack space
- Text such as null characters, just alike morse code including html and java
- Images file such as bmp, gif and jpg, where they can be both color and gray-scale.

In general, the information hiding process extracts redundant bits from *cover-object*. The process consists of two steps:

- Identification of redundant bits in a *cover-object*. Redundant bits are those bits that can be modified without corrupting the quality or destroying the integrity of the *cover-object*.
- Embedding process then selects the subset of the redundant bits to be replaced with data from a secret message. The *stego-object* is created by replacing the selected redundant bits with message bits

III. IMAGE STEGANOGRAPHY AND BITMAP PICTURES

Using bitmap pictures for hiding secret information is one of most popular choices for Steganography. Many types of software built for this purpose, some of these software use password protection to encrypting information on picture. To use these software you must have a „BMP“ format of a pictures to use it, but using other type of pictures like “JPEG”, “GIF” or any other types is rather or never used, because of algorithm of “BMP” pictures for Steganography is simple. Also we know that in the web most popular of image types are “JPEG” and other types not “BPM”, so we should have a solution for this problem. This software provide the solution of this problem, it can accept any type of image to hide information file, but finally it give the only “BMP” image as an output that has hidden file insideit.

IV. BITMAP STEGANOGRAPHY

Bitmap type is the simplest type of picture because that it doesn’t have any technology for decreasing file size. Structure of these files is that a bitmap image created from pixels that any pixel created from three colors (red, green and blue said RGB) each color of a pixel is one byte information that shows the density of that color. Merging these three color makes every color that we see in these pictures. We know that every byte in computer science is created from 8 bit that first bit is Most-Significant-Bit (MSB) and last bit Least-Significant-Bit (LSB), the idea of using Steganography science is in this place; we use LSB bit for writing our security information inside BMP pictures. So if we just use last layer (8st layar) of information, we should change the last bit of pixels, in other hands we have 3 bits in each pixel so we have 3*high*width bits memory to write our information. But before writing our data we must write name of data(file), size of name of data & size of data. We can do this by assigning some first bits of memory (8st layer).

| | | |
|------------------|-----------------|------------------|
| (00101101 | 00011101 | 11011100) |
| (10100110 | 11000101 | 00001100) |
| (11010010 | 10101100 | 01100011) |

Using each 3 pixel of picture to save a byte of data

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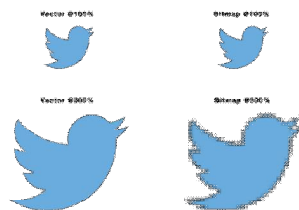
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V. EXPERIMENTAL RESULTS

Steganography system requires any type of image file and the information or message that is to be hidden. It has two modules encrypt and decrypt. Microsoft .Net framework prepares a huge amount of tool and options for programmers that they simplify programming. One of .Net tools for pictures and images is auto-converting most types of pictures to BMP format. I used this tool in this software called “Steganography” that is written in C#.Net language and you can use this software to hide your information in any type of pictures without any converting its format to BMP (software converts inside it). The algorithm used for Encryption and Decryption in this application provides using several layers instead of using only LSB layer of image. Writing data starts from last layer (8th or LSB layer); because significant of this layer is least and every upper layer has doubled significant from its down layer. So every step we go to upper layer image quality decreases and image retouching transpires. The encrypt module is used to hide information into the image; no one can see that information or file. This module requires any type of image and message and gives the only one image file in destination. The decrypt module is used to get the hidden information in an image file. It takes the image file as an output, and gives two files at destination folder, one is the same image file and another is the message file that is hidden in it. Before encrypting file inside image we must save name and size of file in a definite place of image. We could save file name before file information in LSB layer and save file size and file name size in most right-down pixels of image. Writing this information is needed to retrieve file from encrypted image in decryption state.

A figure shows the results of steganography algorithm. Fig. (a) and (b) shows the original image. (c) is the image obtained by applying steganography criteria.

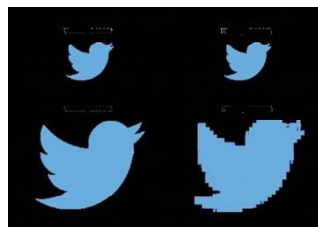


(a)



(b)

I.



(c)

VI. CONCLUSION

Steganography is a really interesting subject and outside of the mainstream cryptography and system administration that most of us deal with day after day. Steganography can be used for hidden communication. We have explored the limits of steganography theory and practice. We printed out the enhancement of the image steganography system using LSB approach to provide a means of secure communication. A stego-key has been applied to the system

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during embedment of the message into the cover image. This steganography application software provided for the purpose to how to use any type of image formats to hiding any type of files inside their. The master work of this application is in supporting any type of pictures without need to convert to bitmap, and lower limitation on file size to hide, because of using maximum memory space in pictures to hide the file. Since ancient times, man has found a desire in the ability to communicate covertly. The recent explosion of research in watermarking to protect intellectual property is evidence that steganography is not just limited to military or espionage applications. Steganography, like cryptography, will play an increasing role in the future of secure communication in the “digital world”.

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