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# A Hybrid Approach for Digital Watermarking Using DWT-SVD

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**ABSTRACT:** In recent years, multimedia & computer technology, images, audio, text, and video can easily be produced processed and stored by digital devices. It is very important to conceal data in the transmission of messages in order to prevent illegal copying or to protect secrets. Secret data in this paper Digital Watermarking (W) algorithm has been proposed based on DWT to hide schemes data encryption and information, DCT & SVD. When an image with watermarking is used by Arnold transform to make a watermark robust. Digital W is the way information is stored in a digital signal. For the embedding & extracting method, this paper aims to enhance the strength and hybrid DWTSVD-based algorithm. Changing a suitable sub-band leads to a W method that retains quality favorably. Good robustness using the hybrid DWT-SVD method indicates an experimental result as compared to a DWT-based W algorithm with The Haar wavelet. By comparing it based on its original image with embedded watermarks Peak Signal Noise Ratio parameters (PSNR) and mean square error (MSE), SSIM & Entropy.

**KEYWORDS:** digital watermarking, DCT, DWT, Hybrid DWT, Image Processing.

## I. INTRODUCTION

A digital watermark is a DS that is bits in the host media, e.g., a sound, a photo or video record. A bit of a watermark must be dispersed throughout the record to prevent them from being distinguished & controlled. "Watermark" is taken from the markings that can hardly be recognized in the institutional stationery. It provides important information for the buyer such as the manufacturer's name, company logo, etc. The watermark is later extracted to obtain host media information. The first one is the addition of a watermark, which does not affect the host image output except visually. The second one includes two important watermarks. Robustness is the second thing. The intruder thus cannot remove the host media's watermark element [1]. Two sections of any watermarking scheme are common:

- i. Watermark: In the host media sequence bits are incorporated.
- ii. Encoder (stamping calculation for addition): This embeds the watermark into host media. An owner has a watermark, or in the different articles can the proprietor also put numerous watermarks. The stamping watermark measurement in the item.
- iii. Decoder and comparator (calculation for approval or extraction or identification): verifies the item that chooses the proprietor and the article's uprightness. It utilizes extraction calculations to extricate the watermark from the host media. To perceive the copyright, a straightforward case of an advanced watermark would be an unmistakable "seal" put over a picture.

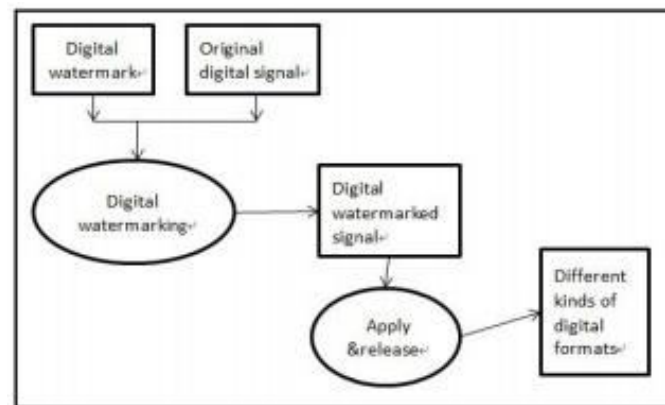


Fig. 1: Watermarking Process

Be that as it may, the watermark may likewise contain extra data including the buyer's character of a particular duplicate of the material [1].

The need to shield advanced sight and sound information from illicit issues have been featured lately by all-inclusive creating applications utilizing computerized mixed-media innovations. Authentication and hiding of information, protection of copyright, identification of content and ownership of evidence have additionally become significant issues. The innovation of watermarking is utilized to tackle these issues. There are a few watermarking systems, for example, spatial area and change space in these sorts of work in this field. DCT, DWT, SVD and their cross-relationship are used in transform domain-specific transforms. Watermarking techniques are a method that integrates mystery data into sight & sound information, for instance, picture, sound, & video so that it is indistinct to a person. It was hard to accomplish copyright assurance, encryption, information protecting, item acknowledgment and verification of possession prior to the development of digital image watermarking. But at the moment, using watermarking methods, it is very easy to set these targets. Each watermarking framework comprises of two inserting and extraction forms. For the most part, there are two fundamental procedures in the computerized watermarking framework, one is the installing procedure and the other is the way toward separating. The watermark information is implanted in the advanced mixed-media information during the installing procedure. After the way toward implanting the first information is adjusted, this altered information is known as watermarked information. By expelling implanted watermark data from the watermarked information, it is evacuated and the first media information is reestablished. Contrasted with the first watermark, the separated watermark; if the watermark is the equivalent, confirmed information will result. The attacker can kill the data when sending the watermarked data to the network, and if any data change can be distinguished by contrasting the extricated watermark with the first watermark. The procedure of watermarking has two fundamental qualities, for example, subtlety and heartiness. On the off chance that we can't separate between the host picture and watermarked object, intangibility is called. Indistinctness basically relies upon the likeness between the picture of the host and the watermarked image. Robustness measures how difficult it is for a watermarked image to remove or destroy watermark [2].

Further, this paper is planned as follows. Section II presents numerous methods and details of the proposed scheme, Section III presents a literature survey of the previous scheme, and Section IV presents propose work and Section V presents experiment results in the analysis and conclusion of the study are presented in section VII.

## II. USING TECHNIQUES

### A. Discrete Wavelet Transform (DWT)

DWT is a staggering sign examination procedure that can be utilized to break down the sign at various recurrence groups with various goals by disintegrating it into estimate and point by point data. The guideline of the calculation is to partition the picture into four at every cycle, 3 squares at the detail of the picture (LH, HL, HH) & the 4level (LL) relates to the most significant data for the eye (small recurrence) which is the reason for the following emphasis. We utilize high and low pass channels to disintegrate this picture into a sub-picture.

DWT is any wavelet transformation (WT) that discretely samples the wavelets for. WT's primary bit of leeway over Fourier Transform (FT) is its capacity to catch information on both recurrence and position. DWT separates the picture into an assortment of four non-covering multi-objectives, sub-bunches demonstrated as LL (estimation sub-band), LH (level sub-band), HL (vertical sub-band) and HH (corner to corner sub-band), where LH, HL, and HH are the best wavelet coefficients (WC) while LL is the coarse-level coefficients. Refresh the procedure to acquire various scale disintegration of the wavelet [4]. The accompanying can be displayed in the DWT:

$$X_f(a_2b) = \int_{-\infty}^{+\infty} f(t) \cdot \frac{1}{\sqrt{a}} \psi^* \left( \frac{t-b}{a} \right) \cdot dt$$

LL	HL
LH	HH

Figure.2 four bands of DWT

#### B. SVD based watermarking

The singular value decomposition (SVD) depends on a straight variable based math hypothesis that expresses that a rectangular network A can be apportioned into three lattices; asymmetrical grid U, an inclining framework S, and the transposition of asymmetrical lattice V. It tends to be viewed as a technique for changing connected factors into an accumulation of uncorrelated factors that uncovered the various connections between the first information. As a computerized picture can be seen as a lattice of non-negative scalar entries [5], SVD discovers its criticalness in picture preparing.

It is intended for an assortment of calculations for applications. The primary attributes of the SVD in terms of picture preparing applications are: the picture's particular qualities (SVs) have excellent solidness to know when a little unsettling influence happens in the SV picture doesn't change altogether; SV is a natural arithmetical property. Three grids of a similar size as the underlying network can be deteriorated into SVD stockpiling in a framework A; two symmetrical lattices U & V and an inclining network S.

$$A = U * S * V^T$$

Where U & V are symmetrical frameworks, the corner to corner lattices with non-negative SVs of network M is called particular grids. We basically characterize the first picture's geometric subtleties. The left particular framework U mirrors the level detail and the vertical detail of the first picture is spoken to by the correct solitary grid V. The lattice S's corner to corner esteems are gathered in slipping request, suggesting that the sections' essentialness diminishes from the first SVs to the last solitary worth. This is utilized in the procedure of pressure-dependent on the deterioration of SVs [6].

U and V segments are called particular vectors of A, separately left and right. They viably defuse the subtleties of the first picture's geometry. The framework S's corner to corner esteems are reviewed in a descending request.

$$\sigma_1 \geq \sigma_2 \geq \sigma_3 \geq \dots \dots \dots OR \geq OR + 1 \geq \dots \dots \dots ON = 0$$

#### C. Discrete cosine transforms (DCT)

The DCT change is utilized principally to pack data or pictures that can change over the sign from the spatial space to the recurrence area and has solid decorrelation effectiveness. DCT is lossless & creates great situations for the quantization that pursues, for instance. Coding of Huffman. Simultaneously, DCT change is even, so that after quantization marking, DCT is utilized to turn around change to reestablish the first article information toward the finish



of receipt. In the field of picture examination, for example, MJPEG, MPEG dynamic coding, etc, DCT is broadly utilized.

First of all, the image is segmented into 8x8. Then each of these forward DCT frames is added. After that, some selection criteria for blocks are applied and then the selection criteria for coefficient are applied. The watermark is then inserted by altering the chosen coefficients and is at last applied to each 8x8 square DCT rebuild [7].

$$y(j, k) = \sqrt{\frac{2}{M}} \sqrt{\frac{2}{N}} \alpha_j \alpha_k \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} \{x(m, n) * \cos \frac{(2m+1)j\pi}{2M} \cos \frac{(2n+1)k\pi}{2N}\}$$

$$\alpha_j = \begin{cases} 1 \\ \sqrt{2} \end{cases} j = 0 \text{ or } j = 1, 2, \dots, N-1$$

$$\alpha_k = \begin{cases} 1 \\ \sqrt{2} \end{cases} k = 0 \text{ or } k = 1, 2, \dots, N-1$$

#### D. DWT-SVD BASED WATERMARKING

A few Digital image watermarking (DIW) calculations dependent on discrete wavelet transformation (DWT) & SVD have been proposed as of late. The wavelet change depends on little waves in signal processing (SP) and IC has increased boundless acknowledgment. Wavelet coding is especially appropriate for the middle of the road corruption and adaptability applications. The wavelet investigation is the center of the examination of multi-goals, disintegrating a picture into sub-pictures of various size goals levels. The proposed technique is the deterioration of the first picture by two-level wavelets and the watermark applies to the sub-band of low recurrence (LL2). SVD is a numerical methodology with numerous applications in watermarking, Image Compression (IC) and different regions of sign handling. In SVD-based watermarking calculations add the watermark data to the inclining grid S's remarkable qualities so as to meet the necessities for vigor and impalpability. On the off chance that the watermark is applied to SVD's symmetrical lattices, at that point the subtlety of the first picture is expanded, it isn't strong to numerous assaults on the grounds that the symmetrical framework components are little [8].

#### E. WATERMARKING BASED ON HYBRID DWT-SVD

There are two phases for image watermarking (IW) in this study: embedding and extraction, respectively discussed in the following: [9]

3.1 Image watermark embedding (WE) first, single-level hair DWT is used to decompose the cover image (CI) A into 4 sub-levels (i.e., LL, LH, HL, & HH). SVD technique is then useful to the sub-bands LH & HL as follows:

$$A^K = U^K S^K V^{KT}$$

where k=1,2 describes the sub-bands.

The watermark is subsequently split into two sections, i.e.  $w = w^1 + w^2$  with  $W^k$  describing half of the WI. Here, the singular values of HL and LH are updated using  $W^1$  and  $W^2$  and SVD is then implemented as follows:

$$S^K + \alpha W^K = U_W^K S_W^K V_W^{KT}$$

Where  $\alpha$  is the element of the scale. The scale factor (SF) can be used to adjust the insertion force of the watermark. The modified DWT coefficients were obtained through the following:

$$A^{*K} = U^K S_W^K V_W^{KT}$$

And finally, with the modified DWT coefficients and unmodified DWT coefficients, the WI can be achieved by applying the inverse DWT.

#### 3.2 Image watermark extraction

First, one level of hair DWT is used to divide the WI into 8 sub-bands (i.e., LL, LH, HL, and HH). SVD is then realistic to sub-bands LH & HL:

$$A_W^{*K} = U^{*K} S_W^{*K} V^{*KT}$$

After that, the following formula is applied:

$$D^{*K} = U_W^K S_W^{*K} V_W^{KT}$$

The WI can be then extracted from the sub-band by the following equation:



$$D^{*K} = U_W^K S_W^{*K} V_W^{KT}$$

Afterward, half of the WI can be extracted from

$$W^{*K} = \frac{(D^{*K} - S^K)}{\alpha}$$

Finally, by combining the results of  $W^{*K}$ , the embedded watermark can be achieved by  $W^* = W^{1*} + W^{2*}$

### III. LITERATURE SURVEY

Sung-Woo Byun, et al. (2019) In many watermarking-related studies, Spatial domain (SD) methods have little hiding capability for information and because of their high calculation time, robustness & transformational domain methods do not apply to real-time processes. We propose the new W method that relies on discrete cosine transformation (DCT), In this paper guarantees strength and low computing complexity. Next, a certain position has been determined to have a DCT coefficient. A changed value based on the embedding bits and calculation steps to modifying a coefficient was then determined. Last but not least, through directly modified pixel values without complete frame DCT, we inserted watermark bits. To test the efficiency of the method proposed, experiments measuring invisibility, robustness and computational time have been performed. The results indicated that the approach proposed was quicker and more stable than before.[10].

PoonamKadian, et al. (2019) RDWT and DWT are 2 leading digital watermarking techniques. The two major drawbacks of the DWT approach a shift variance property & image measurement at each degradation point are decreased. These limitations result in a reduction of the watermarking system's data payload. SVD is another commonly used approach for literature to improve the performance of DW. RDWT tries to address this DWT restriction. Two hybridized RDWT-SVD & DWT-SVD techniques are discussed here. An empirical analysis indicates that RDWT-SVD offers improved robustness and imperceptibility efficiency. [11].

Sumit Kumar, et al (2019) A new technique to classify watermarks using medical images is proposed by the authors, using the FD method. As a high-pass filter, FD's work helps to identify watermarks. In the field of non-interest was implemented the mid-range frequency range of the discrete cosine transforms 8/8 blocks through the development of a direct spread spectrum array. A sound-free system creates medical images labeled without noise. We also derive the proposed detector test statistics, which are defined by a fractional order  $q$ . Medium pixel errors (PEs), PSNR (Point to Range). The proposed technique shows that the average PEs of a certain fractional-order  $q$  value is significantly reduced. Increasing SSIM, PSNR & CC. A significant number of medical photos check the proposed technique and more or less compliant with other state-of-the-art equipment[12].

K.Sakthidasan @ Sankaran, et al. (2019) Many W techniques in the digital image sector are currently in use. Medical image W produces a greater degree of distortion due to the blended image which, as it affects decision-making, It's a major medical challenge. Some effects of W with different images are variable, and the output often seems inconsistent if specific W images are taken into consideration. The key point of this work is enhancing quality & safety so as to achieve distortion-free W through the application of a pixel weight watermarking technique. DWT is used to achieve the best embedding area to implement a dragonfly optimization algorithm. [13].

Yu Zhang, and Guangmin Sun, (2019) In paper marking, the use of various features of the SD & transform domain can be described as a watermark algorithm that prevents the conflict between invisibility & robustness for a watermark algorithm and increases the density of the embedded watermark. The unimportant portions of a watermark are inserted into the host image by means of the LSB algorithm in the space domain in the first step of the proposed method. After transferring the image to a frequency domain with the transformation of a wavelet packet & incorporating significant parts of watermarks in the meaningful coefficients, the host image can include additional watermark information in this scheme & watermark data will not easily be distorted from the results of a simulation.[14].

Sonali Mishra and AnanyaDastidar, (2018) For almost all domain safety have become a vital field of study. In many research communications areas, The front seat of the data security. Everybody wants to prevent theft or misuse of their data or information. This paper explores a hybrid strategy for data communication protection. Watermarking & cryptography are the methods used. This technique can be used for images, videos, audio & text, encoding & decryption. We used the image as encryption & decryption data in this paper. In this paper, the Secure Force (SF)



algorithm for encryption & decryption is used. MATLAB is used for the simulation work. Different parameters were calculated such as PSNR, MSE & Entropy.[15].

#### IV. PROPOSE WORK

##### 4.1 Problem statement:

For image copyright protection the hybrid W scheme is presented focused on Redundant DWT & SVD. With the help of high-speed internet, it is possible to transfer multimedia objects but transferring such objects may be modified by the attackers so this brings a problem called ownership problem. To overcome this problem digital watermarking technique was proposed. In this SVD is a widely used technique but implementing it is very costly. Another commonly used watermarking technique is DWT. But the drawback is shift variant occurs due to down sampling of its bands that leads to a minor difference in the input image and major difference in wavelet coefficients. This results in improper extraction of host and watermark images. The disadvantage of DCT is that pixels within a single 2-D block are only spatially correlated and that the pixel correlation between the adjacent blocks is not considered. Blocks could not be marked with DCT on their boundaries.

##### 4.2 Propose methodology:

Hybrid is a fusion of two techniques in this paper. Hybrid is a fusion of two techniques in this paper in this case, both DWT and SVD together enhance W efficiency. Both of these methods have advantages. DWT & SVD are new techniques for W, which makes their fusion very attractive.

Algorithm for hybrid DWT-SVD technique is

Step1. Depending on the level of decomposition used, DWT is used to decompose the image cover into various sub-bands.

Step2. Choose a sub-desired watermark that embedded the different characteristics of the sub-bands & HVS bands in which.

Step3. In the chosen sub-band apply SVD.

Step4. Adjust the SV of the specific sub-band in terms of the watermark image.

Step5. After adjustment, the inverse DWT of the image is used to give the watermarked image.

##### ProposeAlgorithm:

1. First, we browse cover image from the dataset
2. Browse watermark image from the dataset
3. Hide watermark image in the cover image by DCT DWT
4. Hide cover image in a new image by DWT SVD
5. Extract cover image from the new image
6. Extract the watermark image from the new image
7. Applying PSNR MSE SSIM and ENTROPY.

(MSE) Mean Square Error & Calculate Peak Signal Noise Ratio (PSNR) value of extracted watermark & cover image.

$$MSE(x) = \frac{1}{N} \|x - x^{\wedge}\|^2 = \frac{1}{N} \sum_{i=1}^N (x - x^{\wedge})^2$$

Where x is the cover image,  $x^{\wedge}$  is extracted watermark image, N is the size of the cover image

$$PSNR(x) = \frac{10 \times \log((double(m).^2))}{MSE(x)}$$

Where m is the maximum value of the cover image

8. Exit.

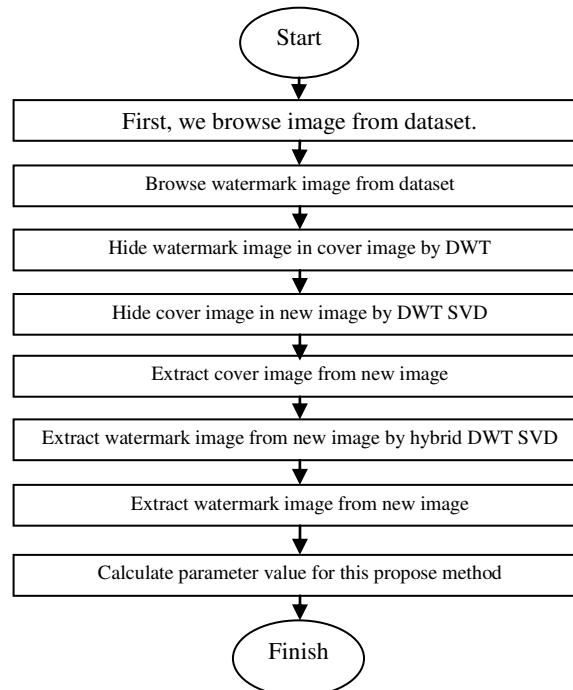
**Flow chart:**

Fig 3. Flow chart of propose work.

**V. EXPERIMENT RESULT ANALYSIS**

In this part, simulations & consequences of our projected system are revealed. For our trial, the hardware situation is a PC with an Intel Core i5 E4600 2.4 (GHz) CPU with 4G RAM. The OS is Windows 10 and running MATLAB. Here it converses the outcomes of several experiments conducted on different images. In order to be assured it resistant to different environments, we test them on different datasets. Afterward, we provide the quantitative and qualitative results of our experiments. The new analysis is to use pictures for presentation evaluation. It takes color pictures for estimation. The algorithm is designed on MATLABR18a using the Image Processing toolbox. As we have seen in trial outcome.

**5.2. COMPARISON OF RESULTS**

The algorithm is planned on MATLABR18a using the IP toolbox. In this operation, this algorithm is matched with dissimilar algorithms. As we have seen in trial outcome. The output of all the overhead mentioned techniques is compared on the foundation of their corresponding accuracy values and the following table shows the output. First, we run this code and obtained this type of menu bar.



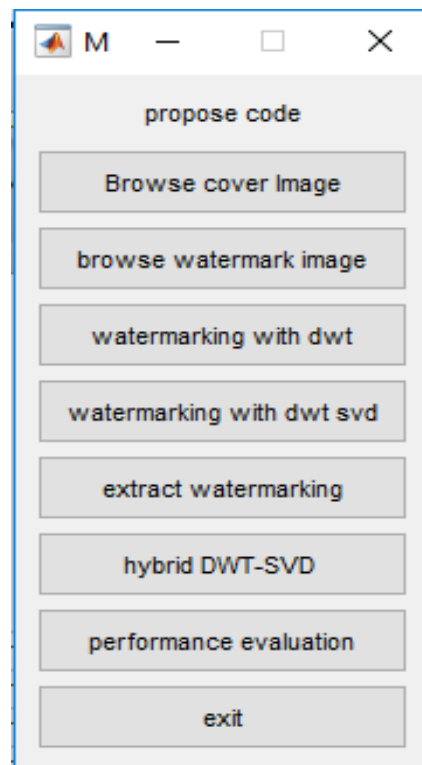


Fig.4. There are 8 steps in this menu bar.





Fig.5. First, we browse images from the dataset.

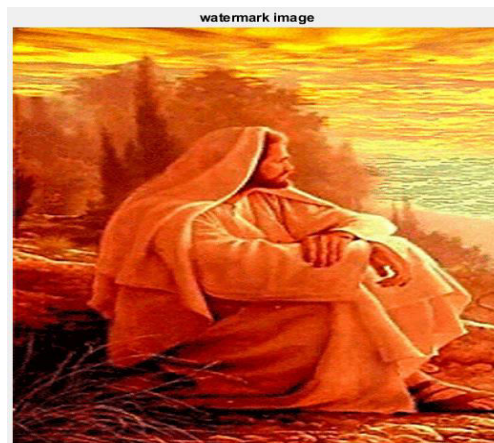


Fig.6. Browse the watermark image from the dataset.





Fig.7.Apply watermarking with DWT and SVD.



Fig. 8.Extract watermarking



Fig. 9. Extract image hybrid DWT SVD

**RESULT table:**

Table 1: Comparison of Base and Propose.

Image Name	Base PSNR	Proposed PSNR
host	40.5154	63.0088
lena	42.6424	63.4269
bear	47.7988	62.7545

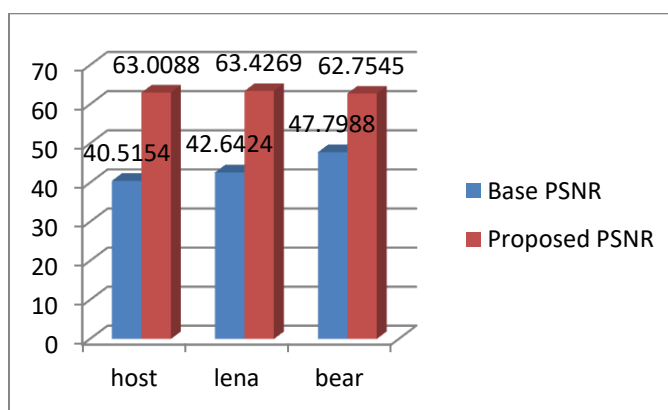


Fig 10. Graph Comparison of Base and Propose.

Table 2: Comparison of Base Accuracy and Propose Accuracy.

Image name	Base MSE	ProposedMSE
host	0.1269	0.1300
lena	0.1242	0.1288
bear	0.1269	0.1313

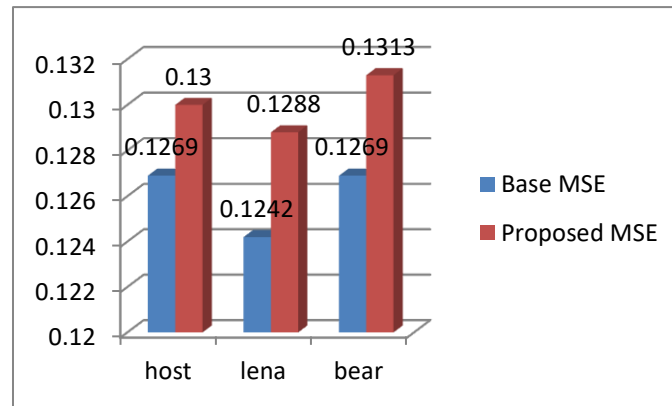


Fig 11. Graph Comparison of Base accuracy and Propose accuracy.

Table 3. Comparison of Base SSIM and ProposedSSIM.

Image name	Base SSIM	ProposedSSIM
host	0.9213	1.0000
lena	0.9297	1.0000
bear	0.8745	1.0000

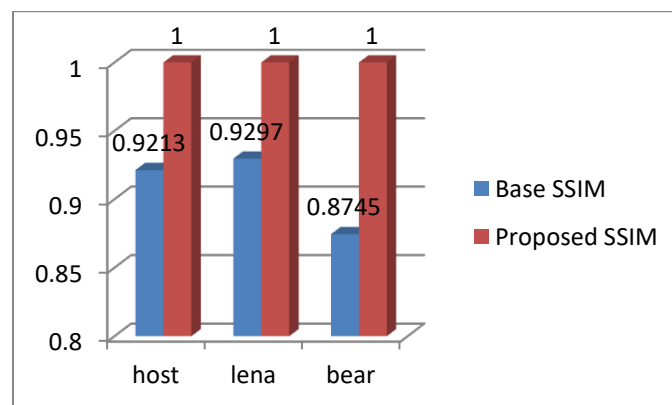


Fig 12. Graph Comparison of Base SSIM and ProposedSSIM.



Table.4. Comparison of Base Entropy and Proposed Entropy.

Image name	Base Entropy	Proposed Entropy
host	7.3865	7.2284
Lena	7.6090	7.4767
bear	5.0616	5.6949

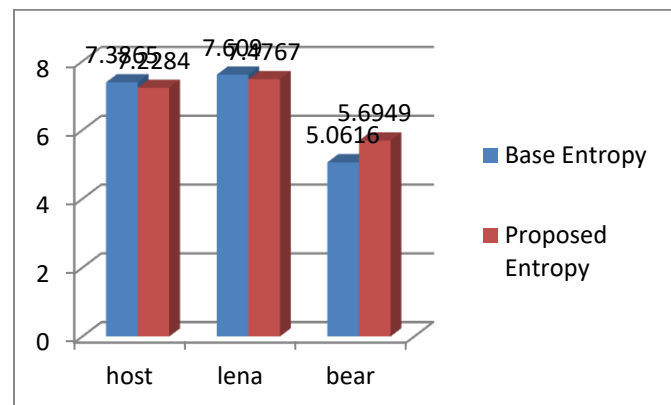


Fig 11. Graph Comparison of Base Entropy and Proposed Entropy.

## VI. CONCLUSION

In the presentation framework strategies & applications, we have obtainable different aspects of Digital W. Independently from it a brief and relative investigation of watermarking strategies is given their points of interest and inconveniences which can help the new specialists in these zones. Because technology is growing, the security issue in copyright documents is becoming more relevant. This paper examines the W digital image. This is based on the principle of information integration & secures unauthorized access to a digital signal. W is a technique of hiding information in which the digital content hides a secret message. to secure this hidden information, imperceptible & robust, In certain correct location, the watermark should be embedded. Some of today's challenges in W research is to enhance W safety, No imperceptibility and robustness expenditure.

In the simulation, numerous original image experiments of 512 x 512 sizes are performed. PSNR values for watermark images are high within our proposed method compared to other papers. The results of the experiments confirmed the high fidelity & robustness of this new technique 4 properties.

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