

DIGITAL VIDEO WATERMARKING TECHNIQUE FOR TEXT DOCUMENT PROTECTION USING DATA MINING ANALYSIS

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Abstract

We propose a straightforward yet productive steganalytic calculation for watermarks implanted by two best in class 3D watermarking calculations. The fundamental perception is that while in a spotless model the methods. Standardized histogram canisters are relied upon to take after a Gaussian circulation, in a checked model their appropriation will be bimodal.

The proposed calculation assesses the quantity of containers through a comprehensive pursuit and after that the nearness of a watermark is chosen by a carefully fit typicality test or a t-test. We additionally propose an alteration. Watermarking calculations with the watermark implanted by changing the histogram of the spiral directions of the vertices.

Instead of focusing on persistent measurements, for example, the mean or change of the qualities in a canister, the proposed watermarking adjusts a discrete measurement, which here is the stature of the histogram container.

Key Terms: HTML-HyperText Markup Language, JDBC-Java Database Connectivity, J2EE-Java 2 Platform, SQL- Structured Query Language, JS-JavaScript.

1. Introduction

Watermarking, which is embedded with a movie contains a secret message inside the host information, is a specific type of information stowing away with an alternate reason than steganography.

The server initially authenticates the video whether this video is embedded with watermark or not through the watermark extraction. If the movie is embedded with watermark then user cannot view the file or download the movie, the server itself will decline the request from fulfil.

In second technique, the secret key is generated for the copyrighted watermarking video, in which the server initially asks for secret key then only the video is allowed to upload. If the user is not having the valid key then the user is not allowed to post the copyrighted video which is embedded with watermark.

It is a Platform Independent. Java is an object-oriented programming language developed initially by James Gosling and colleagues at Sun Microsystems. The language, initially called Oak (named after the oak trees outside Gosling's office), was intended to replace C++, although the feature set better resembles that of Objective C.

2. Literature Survey

The paper "A Compressed-Domain Robust Video Watermarking Against Recompression Attack" by HAO DING, RUIXIN TAO, JING SUN, JIN LIU, FAN ZHANG, XIAOPING JIANG, AND JIANJIN LI in February 26, 2021, With the development of communication networks and the widespread use of mobile terminals, videos are among mobile users.

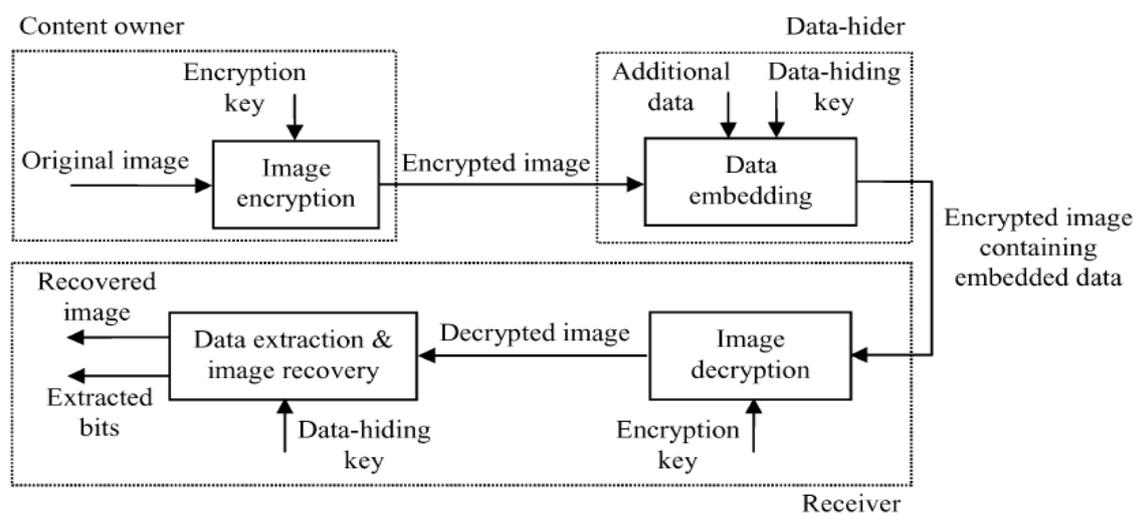
The paper” Subjective and objective quality assessment of compressed 4K UHD videos for immersive experience” by Manri Cheon,Jong-Seok lee in 2017, We have presented subjective and objective quality assessment of 4K UHD videos targeting an immersive Viewing environment using a large sized screen.

The paper” Reconstruction of Compressed-sensed Multiview Video with Disparity and Motion Compensated Total-Variation Minimization” by YingLiu, Dimitris A.Pados,Joohee Kim, Chen Zhang in 2017, The proposed DMC-TV2D decoderis robust to a certain degree of occlusion/corruption in the multiview video data as demonstrated by experimental studies.

3. System Design

The proposed approach has a number of advantages. It is simple and it is fully compliant with the H.264/AVC syntax using the baseline or the extended profiles.

Another advantage is that message hiding works for both coded and skipped macro blocks. The proposed solution also works independent of picture type being I (intra), P (predicted) or B (bidirectional predicted).



We survey on information hiding methods designed specifically for compressed video, illustrate possible hiding venues within the H.264 coding structure for information hiding, and review their applications. We considered H.264 (instead of the latest compression standard, i.e., H.265) because of its rich literatures in various applications

The main aim of this project is to provide security against Sensitive data, using data leak detection technique on the transformed data. An organization's mail server can inspect the content of outbound email messages searching for sensitive data appearing in unencrypted messages.

4. IMPLEMENTATION

A hierarchical structuring of relations may result in more classes and a more complicated structure to implement. Therefore it is advisable to transform the hierarchical relation structure to a simpler structure such as a classical flat one. It is rather straightforward to transform the developed hierarchical model into a bipartite, flat model, consisting of classes on the one hand and flat relations on the other. Flat relations are preferred at the design level for reasons of simplicity and implementation ease. There is no identity or functionality associated with a flat relation. A flat relation corresponds with the relation concept of entity-relationship modelling and many object oriented methods.

In an existing system straight forward realizations of data-leak detection require the plaintext Sensitive data. However, this requirement is undesirable, as it may threaten the confidentiality of the Sensitive information. If a detection system is compromised, then it may expose the plaintext Sensitive data. In addition, the data owner may need to outsource the data-leak detection to providers, but may be unwilling to reveal the plaintext. There was no privacy preserving in existing system, so providers can access the data without data-owners permission.

In our proposed system we propose a data-leak detection solution which can be outsourced from organization, we design and implement Lucene search engine

framework Levenshtein-distance technique to avoid data leak and also provide privacy preserving to Sensitive data.

5. CONCLUSION AND FUTURE ENHANCEMENT

In this work, we surveyed the conventional information hiding methods in the compressed video domain, focusing on the H.264 video compression standard. Commonly considered data representation schemes and the hiding venues were summarized. The general trend of information hiding in the compressed video domain was presented. This survey is limited to the techniques that manipulate the underlying coding structure of H.264 to realize data embedding. The decoding process (e.g., in multi-bit watermark application) and the detection process (e.g., in zero bit watermark application) as well as the security issues involved will be investigated as our future work. In addition, we aim at proposing new information hiding methods or consolidating the existing ones for actual application purposes such as video compression, motion tracking, etc.

6. REFERENCE

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7. BIOGRAPHY



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