

International Journal of Scientific Research in _ Computer Science and Engineering Vol.5, Issue.3, pp.57-61, June (2017)

E-ISSN: 2320-7639

Visual Encryption Using Bit Shift Technique

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Available online at: www.isroset.org

Received 14th May, 2017 Revised 25th May 2017, Accepted 20 Jun 2017, Online 30th Jun 2017

Abstract— In present paper we report an effective method of scrambling an image, which can be used as one of the important tool in visual cryptography. A sample image is scrambled using bit shift technique using specific algorithm. The considered algorithm was explained using a matrix representation, taking an 8 x 8 sample matrix. Intensity distribution and toner distributions of scrambled images were studied using their histograms. The results of histogram of an image, in which, each pixel was shifted 4 places left, using bit shift technique, expressed that the toner distribution is uniform throughout. In order to judge the complexity level of scrambling, horizontal and vertical correlation of adjacent pixels and of 4 bit shifted scrambled images were also calculated. Values of horizontal and vertical correlation coefficients were also calculated, which reflected that the complexity and randomness of pixels increases with increasing stages of scrambling which supports the result obtained in histogram. This technique of encryption can be used as a very useful tool in digital security system.

Keywords- Cryptography, Matrix Algorithms, Scrambling, Horizontal and Vertical Correlation

I. INTRODUCTION

Digital images play a vital role in today's digital technology. Digital security has been the most intensive area of research because of increasing use of digital communication and digital money transactions. Apart from the digital security, Visual cryptography is also useful in encrypting the secret message to be sent, related to defense systems of the country and other important cyber data, because the unauthorized access to these data may create severe issues of national security. To prevent important from being theft and misuse, the original message is needed to convert into random-like cipher message using a specific secret code, called key in such a way that, original message can be recovered, only after the use of correct secret key [1-5]. Visual cryptography plays an important role in accomplishment of the same. Image scrambling is a part of visual cryptography and it is a very powerful approach to encrypt the image into unintelligible format. There are number of ways possible to scramble an image like Relative prime shuffling [6], Block based scrambling [3], Pixel scrambling [7-9] etc. Many researchers have reported different algorithms to create cipher image. We have tried a bit-shift algorithm to get the encrypted image. It was observed that, the randomness of the

pixels increases with increasing number of bits shifted towards left.

II. ALGORITHM

A. Encryption algorithm

- (1) Take any greyscale image of m x m dimension.
- (2) Select a digit between 1 to 7, which will be used as a key to shift number of bits towards left of each pixel value.
- (3) Shifting n bit left, multiplies pixel value by 2^n .
- (4) Pixel values after shift different places, exceeds the greyscale range 0-255.
- (5) For getting the pixel values within the defined range for a greyscale image, we managed to create two different matrices of same dimensions carrying quotient and remainder when the each element shifted matrix was divided by 256.
- (6) The remainder matrix is used as encrypted image.

B. Decryption algorithm

- (1) Take encrypted image.
- (2) We need to have quotient matrix with us to get the original image back because the encrypted image is

Vol-5(3), Jun 2017, E-ISSN: 2320-7639

nothing but the remainder when each element of shifted image is divided by 256.

- (3) We can use dividend=quotient*divisor + remainder to get the dividend matrix, i.e. left shifted matrix.
- (4) We need to apply right bit shift operation on dividend matrix to get the original image back.

If we shift an 8 bit binary data by 'n' places, we get a data, whose decimal equivalent is 2^n times, the initial value. This property is utilized in this encryption technique. Matrix representation for the technique used for encryption and decryption is elaborated in Figure 1. We have used a square matrix of dimension 8 x 8 to explain the method for encryption and decryption.

III. SCRAMBLING OF IMAGE

An image, elephant.jpg is used for analyzing the suitability of scrambling technique used. Original image along with different scrambled images are shown in Figure 2. Figures show that complexity of images is increasing with increasing number of left shifts. It can easily be observed that image found after four bits left shift, level of scrambling is complex. For discussing about the security of scrambled images, we have studied histogram and correlation between adjacent pixels. This entire process was carried out in Software MATLAB ver. R2009b.

IV. HISTOGRAM ANALYSIS

Image histogram is a graphical representation of toner distribution of a digital image. Histogram of an image gives us an estimation that how the pixels are distributed by number at each level [10-12]. Histogram of "elephant.jpg" Gy-Scale image with the histogram of original and 4 bit left shifted ciphered images are shown in Figure 3. It can easily be predicted that pixels of different values are distributed uniformly for an image when a left shift of 4 is incorporated in each pixels and remainder matrix is used as an encrypted matrix. This shows that the randomness is high in cipher image and it is difficult to descramble.

V. ADJACENT PIXEL VALUES

Two adjoining pixels in a regular image are strongly correlated in horizontal and vertical positions [8-9, 12-13]. If an image is meaningful, it should have nearby values between the adjacent pixels. When we start scrambling, we expect those pixel values to be scattered. More scattering of the points expresses better level of scrambling. We also have calculated the horizontal correlation between pixel values. We have selected 1000 pairs of randomly selected horizontally adjacent pixels and then calculated correlation coefficient [8-9, 12-13]. The graphical representation of

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horizontal correlation between adjacent pixel values for different images, are shown in **Figure 4**. Correlation coefficients were calculated for original image and 4 bit left position shifted ciphered image by using equation 1. These calculated values are shown in Table 1. For original image the value of correlation coefficients are much closer to 1.0, which is the maximum possible value of correlation coefficient. When these coefficients were calculated for ciphered images its value decreased drastically, the values found are very low and closed to 0.

$$r_{x,y} = \frac{\Sigma(x_i - x)(y_i - y)}{\sqrt{\Sigma(x_i - \overline{x})^2(y_i - \overline{y})^2}} \quad \dots \dots \quad (1)$$



Figure 2 (a) Original Image (b) 1 bits shifted image (c) 2 bits shifted image (d) 3 bits shifted image (e) 4 bits shifted image (f) 5 bits shifted image (g) 6 bits shifted image (h) 7 bits shifted image

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Step 1						Step 2							Step 3												
	Initial matrix (8 x 8)						4 bitshift (left) in step 1 matrix							Quotient matrix: when Step 2 matrix is divided by 256				y 256							
64	2	3	61	60	6	7	57)	1024	32	48	976	960	96	112	912		4	0	0	3	3	0	0	3
9	55	54	12	13	51	50	16		144	880	864	192	208	816	800	256		0	3	3	0	0	3	3	1
17	47	46	20	21	43	42	24		272	752	736	320	336	688	672	384		1	2	2	1	1	2	2	1
40	26	27	37	36	30	31	33		640	416	432	592	576	480	496	528		2	1	1	2	2	1	1	2
32	34	35	29	28	38	39	25		512	544	560	464	448	608	624	400		2	2	2	1	1	2	2	1
41	23	22	44	45	19	18	48		656	368	352	704	720	304	288	768		2	1	1	2	2	1	1	3
49	15	14	52	53	11	10	56		784	240	224	832	848	176	160	896		3	0	0	3	3	0	0	3
8	58	59	5	4	62	63	1)	128	928	944	80	64	992	1008	16		C	3	3	0	0	3	3	۷
			Ste	ep 6								Ste	p 5								Ste	p 4			
		Quotie	Ste	e p 6 5 + Rem	ainder						Quotie	Ste	p 5 + Rem	ainder				Rema	inder m	atrix: v	Ste vhen St	e p 4 ep 2 ma	atrix is o	divided	by 256
		Quotie	Ste ent*256	e p 6 5 + Rem	ainder		(Quotie	Ste	p 5 + Rem	ainder			1	Rema	inder m	atrix: v	Ste	e p 4 ep 2 ma	atrix is o	divided	by 256
64	2	Quotie 3	Ste ent*256	e p 6 + Rem	ainder 6	7	57)	1024	0	Quotie 0	Ste nt*256 768	p 5 + Rem 768	ainder 0	0	768		Rema	inder m 32	atrix: v 48	Ste when St 208	2 p 4 2 mi 192	etrix is o 96	divided	by 256
64 9	2 55	Quotie 3 54	Ste ent*256 61 12	60	ainder 6 51	7 50	57 16		1024 0	0 768	Quotie 0 768	Ste nt*256 768 0	p 5 + Rem 768 0	o 0 768	0 768	768		Rema	nder m 32 112	atrix: v 48 96	Ste when St 208 192	p 4 ep 2 ma 192 208	96 48	divided 112 32	by 256
64 9 17	2 55 47	Quotie 3 54 46	Ste ent*256 61 12 20	60 13 21	6 51 43	7 50 42	57 16 24		1024 0 256	0 768 512	Quotie 0 768 512	Ste nt*256 768 0 256	p 5 + Rem 768 0 256	0 768 512	0 768 512	768 256 256		0 144 16	32 112 240	atrix: v 48 96 224	Ste vhen St 208 192 64	p 4 ep 2 ma 192 208 80	96 48 176	divided 112 32 160	by 256
64 9 17 40	2 55 47 26	Quotie 3 54 45 27	Ste ent*256 61 12 20 37	60 5 + Rem 13 21 36	6 51 43 30	7 50 42 31	57 16 24 33	~	1024 0 256 512	0 768 512 256	Quotie 0 768 512 256	Ste nt*256 768 0 256 512	p 5 + Rem 768 0 256 512	0 768 512 256	0 768 512 256	768 256 256 512		Rema 0 144 16 128	32 112 240 160	atrix: v 48 96 224 176	Ste vhen St 208 192 64 80	p 4 ep 2 ma 192 208 80 64	96 48 176 224	divided 112 32 160 240	by 256 144 0 128 16
64 9 17 40 32	2 55 47 26 34	Quotie 3 54 46 27 35	Ste ent*256 61 12 20 37 29	60 13 21 36 28	6 51 43 30 38	7 50 42 31 39	57 16 24 33 25	~	1024 0 256 512 512	0 768 512 256 512	Quotie 0 768 512 256 512	Ste nt*256 768 0 256 512 256	p 5 + Rem. 768 0 256 512 256	0 768 512 256 512	0 768 512 256 512	768 256 256 512 256		Rema 0 144 16 128 0	32 112 240 160 32	atrix: v 48 96 224 176 48	Ste when St 208 192 64 80 208	p 4 192 208 80 64 192	96 48 176 224 96	divided 112 32 160 240 112	by 256 144 0 128 16 144
64 9 17 40 32 41	2 55 47 26 34 23	Quotie 3 54 46 27 35 22	Ste ent*256 61 12 20 37 29 44	60 13 21 36 28 45	6 51 43 30 38 19	7 50 42 31 39 18	57 16 24 33 25 48	←	1024 0 256 512 512 512	0 768 512 256 512 256	Quotie 0 768 512 256 512 256	Ste nt*256 768 0 256 512 256 512	p 5 + Rem 768 0 256 512 256 512	0 768 512 256 512 256	0 768 512 256 512 256	768 256 256 512 256 768		Rema 0 144 16 128 0 144	32 112 240 160 32 112	atrix: v 48 96 224 176 48 96	Ste vhen St 208 192 64 80 208 192	p 4 192 208 80 64 192 208	96 48 176 224 96 48	112 32 160 240 112 32	by 256 144 0 128 16 144 0
64 9 17 40 32 41 49	2 55 47 26 34 23 15	Quotie 3 54 46 27 35 22 14	Ste ent*256 61 12 20 37 29 44 52	60 13 21 36 28 45 53	6 51 43 30 38 19 11	7 50 42 31 39 18 10	57 16 24 33 25 48 56	←	1024 0 256 512 512 512 768	0 768 512 256 512 256 0	Quotie 0 768 512 256 512 256 0	Ste nt*256 0 256 512 256 512 768	p 5 + Rem 768 0 256 512 256 512 768	0 768 512 256 512 256 0	0 768 512 256 512 256 0	768 256 256 512 256 768 768		Rema 0 144 16 128 0 144 16	32 112 240 160 32 112 240	atrix: v 48 96 224 176 48 96 224	Ste when St 208 192 64 80 208 192 64 20	p 4 192 208 80 64 192 208 80	96 48 176 224 96 48 176	112 32 160 240 112 32 160	by 256 144 0 128 16 144 0 128

Figure 1 Matrix representation of algorithm used



Figure 3 Histogram of (a) Original Image (b) 4 bit shifted image

Not of bit(s) shifted	0	1	2	3	4	5	6	7
Horizontal Correlation (x+1, y)	0.9493	0.6060	0.3122	0.1123	-0.0363	0.0047	0.0043	-0.0064
Vertical Correlation (x, y+1)	0.9601	0.6932	0.4477	0.1255	0.0186	-0.0117	0.0013	-0.0485

VI. CONCLUSION

In this paper, we have performed bit-level left shifting to modify the image matrix. For converting the pixel values of the modified image within the ranges specified for images i.e. (0-255), we divided these pixel values by 256 and created a remainder matrix. This remainder matrix is used as ciphered image. We got different matrices by shifting 1, 2, 3, 4, 5, 6, and 7 places towards left positions using above mentioned method. If we go for 8 places left bit shift, pixel value of original image is multiplied with 2^8 , which is 256. As a result, all the elements of modified matrix become multiples of 256 hence we get 0 remainder for every elements. In this method, we are using single key as shift number but we require having remainder matrix with us to decrypt the ciphered image. This increases the security level by a good extent. In all we may conclude that this Image scrambling method can be an important tool to encrypt an image. Histogram of encrypted image expressed that there is uniform distribution of pixels, which makes it difficult for hackers to decrypt.



Correlation between pixels

Figure 4 (a) Horizontal pixels correlation of Original Image (b) Horizontal pixel correlation of the 4 bit shifted image (c) Vertical pixels correlation of Original Image (d) Vertical pixel correlation of the 4 bit shifted image

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Vol-5(3), Jun 2017, E-ISSN: 2320-7639

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