

Coverless Information Hiding Method based on Web Text or Image Annotation

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Abstract

Data mining is that the method of extracting valuable data from an over-sized information supply. Now a day World Wide Web has gained a lot of user's attention towards its information. In present days no images are having tagging or annotation concept in internet and hence users are facing a lot of problem to differentiate the images. Hence in this paper, we mainly try to design a model which can automatically extract the hidden data and extract the information which is present in the google.

1. INTRODUCTION

DUE to the popularity of various digital cameras and the rapid growth of social media tools for internet-based photo sharing, recent years have witnessed an explosion of the number of digital photos captured and stored by consumers. A large portion of photos shared by users on the Internet are human facial images. Some of these facial images are tagged with names, but many of them are not tagged properly. This has motivated the study of auto face annotation, an important technique that aims to annotate facial images automatically.

Classical face annotation approaches are often treated as an extended face recognition problem, where different classification models are trained from a collection of well labelled facial images by employing the supervised or semi-supervised machine learning techniques. However, the "model-based face annotation" techniques are limited in several aspects. First, it is usually time-consuming and expensive to collect a large amount of human-labelled training facial images. Second, it is usually difficult to generalize the models when new training data or new persons are added, in which an intensive retraining process is usually required. Last but not least, the annotation/recognition performance often scales poorly when the number of persons/classes is very large.

Recently, some emerging studies have attempted to explore a promising search-based annotation paradigm for facial image annotation by mining the World Wide Web (WWW), where a massive number of weakly labelled facial images are freely available. Instead of training explicit classification models by the regular model-based face annotation approaches, the search-based face annotation (SBFA) paradigm aims to tackle the automated face annotation task by exploiting content-based image retrieval (CBIR) techniques [8], [9] in mining massive weakly labeled facial images on the web. The SBFA framework is data-driven and model-free, which to some extent is inspired by the search-based image annotation techniques [10], [11], [12] for generic image annotations. The main objective of SBFA is to assign correct name labels to a given query facial image. In particular, given a novel facial image for annotation, we first retrieve a short list of top K most similar facial images from a weakly labeled facial image database, and then annotate the facial image by performing voting on the labels associated with the top K similar facial images.

Auto face annotation can be beneficial to many real world applications. For example, with auto face annotation techniques, online photo-sharing sites can automatically annotate users' uploaded photos to facilitate online photo search and management. Besides, face annotation can also be applied in news video domain to detect important persons appeared in the videos to facilitate news video retrieval and summarization tasks.

One challenge faced by such SBFA paradigm is how to effectively exploit the short list of candidate facial images and their weak labels for the face name annotation task. To tackle the above problem, we investigate and develop a search-based face annotation scheme. In particular, we propose a novel unsupervised label refinement (URL) scheme by exploring machine learning techniques to enhance the labels purely from the weakly labeled data without human manual efforts. We also propose a clustering-based approximation (CBA) algorithm to improve the efficiency and scalability

2. LITERATURE SURVEY

Literature survey is the most important step in software development process. Before developing the tool, it is necessary to determine the time factor, economy and company strength. Once these things are satisfied, ten next steps are to determine which operating system and language used for developing the tool. Once the programmers start building the tool, the programmers need lot of external support. This support obtained from senior programmers, from book or from websites. Before building the system the above consideration r taken into for developing the proposed system.

1) What Anyone Can Know: The Privacy Risks of Social Networking Sites

AUTHORS: [David Rosenblum](#) [Harvard University](#)

For the Net generation, social networking sites have become the preferred forum for social interactions, from posturing and role playing to simply sounding off. However, because such forums are relatively easy to access, posted content can be reviewed by anyone with an interest in the users' personal information.

2) Security Analysis of Relationship-Based Access Control Policies

AUTHORS: Amirreza Masoumzadeh

Relationship-based access control (ReBAC) policies can express intricate protection requirements in terms of relationships among users and resources (which can be modeled as a graph). Such policies are useful in domains beyond online social networks. However, given the updating graph of user and resources in a system and expressive conditions in access control policy rules, it can be very challenging for security administrators to envision what can (or cannot) happen as the protection system evolves. In this paper, we introduce the security analysis problem for this class of policies, where we seek to answer security queries about future states of the system graph and authorizations that are decided accordingly. Towards achieving this goal, we propose a state-transition model of a ReBAC protection system, called RePM. We discuss about formulation of security analysis queries in RePM and present our initial results for a limited version of this model.

3. Relationship-based Access Control for Online Social Networks: Beyond User-to-User Relationships

AUTHORS: Yuan Cheng, Jaehong Park and Ravi Sandhu

User-to-user (U2U) relationship-based access control has become the most prevalent approach for modeling access control in online social networks (OSNs), where authorization is typically made by tracking the existence of a U2U relationship of particular type and/or depth between the accessing user and the resource owner. However, today's OSN applications allow various user activities that cannot be controlled by using U2U relationships alone. In this paper, we develop a relationship-based access control model for OSNs that incorporates not only U2U relationships but also user-to-resource (U2R) and resource-to-resource (R2R) relationships. Furthermore, while most access control proposals for OSNs only focus on controlling users' normal usage activities, our model also captures controls on users' administrative activities. Authorization policies are defined in terms of patterns of relationship paths on social graph and the hopcount limits of these path. The proposed policy specification language features

hopcount skipping of resourcerelated relationships, allowing more flexibility and expressive power. We also provide simple specifications of conflict resolution policies to resolve possible conflicts among authorization policies

3. EXISTING SYSTEM

In the Existing system, we try to use object recognition techniques to train classification models from human-labelled training images or attempt to infer the correlation/probabilities between images and annotated keywords. Given limited training data, semi-supervised learning methods have also been used for image annotation.

LIMITATION OF EXISTING SYSTEM

The following are the limitations that takes place in the existing system. They are as follows:

1. Local binary system not find clear image.
2. Its take lot of time for find the image.
3. Weakly appeared image cant able to identify in the existing system.
4. There was no method to match the images by giving input as a image in any system even the current Google also.

4. PROPOSED SYSTEM

Hence in this application, mainly try to design a model which can automatically extract the hidden data and extract the information which is present in the google. Here we can annotate based on text keyword, also annotate based on image.

ADVANTAGES OF THE PROPOSED SYSTEM

1. We can easily get the images using face code word from database.
2. Very faster than old system.
3. In this proposed system we have a facility to mine weakly appeared images.

We have a facility to show the performance of users who have searched the images based on category wise

5. SOFTWARE PROJECT MODULES

Implementation is the stage where the theoretical design is converted into programmatically manner. In this stage we will divide the application into a number of modules and then coded for deployment. We have implemented the proposed concept on Java programming language with J2EE as the chosen language in order to show the performance this proposed protocol. There are totally 3 modules in this project, they are as follows :

1. Content-Based Image Search
2. Face Annotation
3. Content Extraction based on Images

Now let us discuss about each and every module and sub modules which are present in this application.

5.1 CONTENT-BASED IMAGE SEARCH MODULE

Content-based image retrieval (CBIR), also known as query by image content (QBIC) and content-based visual information retrieval (CBVIR) is the application of computer vision techniques to the image retrieval problem, that is, the problem of searching for digital images in large databases. In this module we have a facility to search the images or any information based on the content. Here the input content can be either image or keyword.

5.2 FACE ANNOTATION MODULE

In this module we mainly try to extract all the un supervised images into a supervised manner by labelling the images with a common name also known as annotated image. In the classical annotation approach usually human –labelled technique is used for labelling the train images rather than automatic labelling of images. Hence in this application for the first time we try to use the automatic labelling of images based on pixel matching technique with the integration of Unsupervised Label Refinement Algorithm.

5.3 CONTENT EXTRACTION BASED ON IMAGES MODULE

In this module the content extraction is based on images, where the image is taken as a primary input for the search option and this is assumed as train image and this image will be automatically divided into pixels and it is then matched with the test images that are already available in the database. Once if the train image is matched with the any of the images that are available in test database. Then they all will be

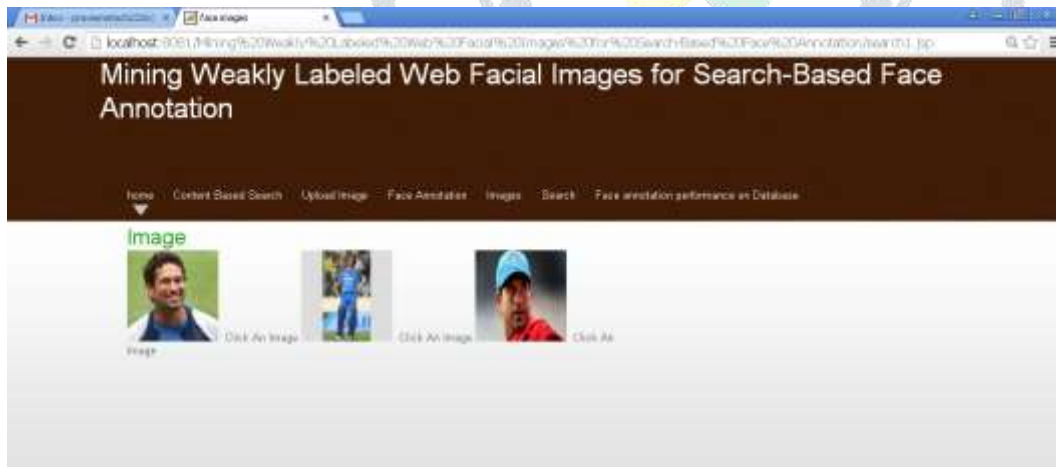
treated as a single pair and they get annotated as one pair. This content extraction fails if the train image was not matched with any of the test images that are available in the database.

6. OUTPUT SCREENS

USER CHECK THE IMAGES BASED ON NAMES. FOR EXAMPLE SACHIN



DISPLAYS THE OUTPUT IMAGES THAT MATCH WITH NAME SACHIN



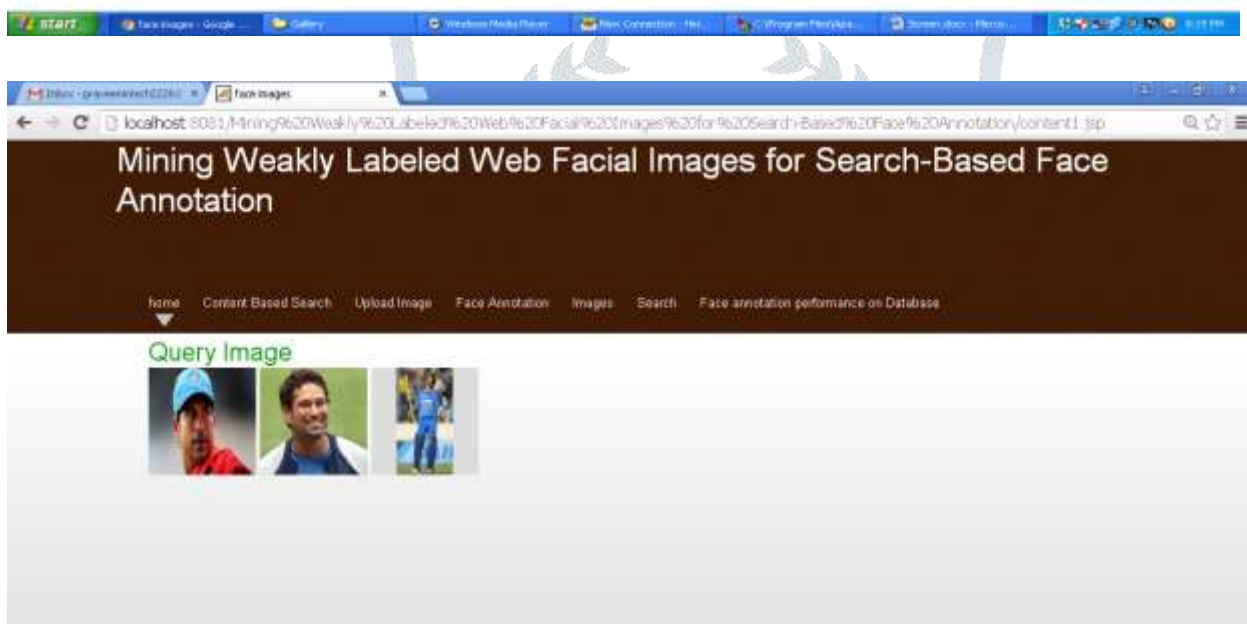
NOW USER GIVES THE INPUT AS IMAGE FOR SEARCHING THE RELEVANT IMAGES OF THAT PERSON IN THIS ATTEMPT HE GIVE GOOD APPEARANCE IMAGE INITIALLY FOR SEARCH



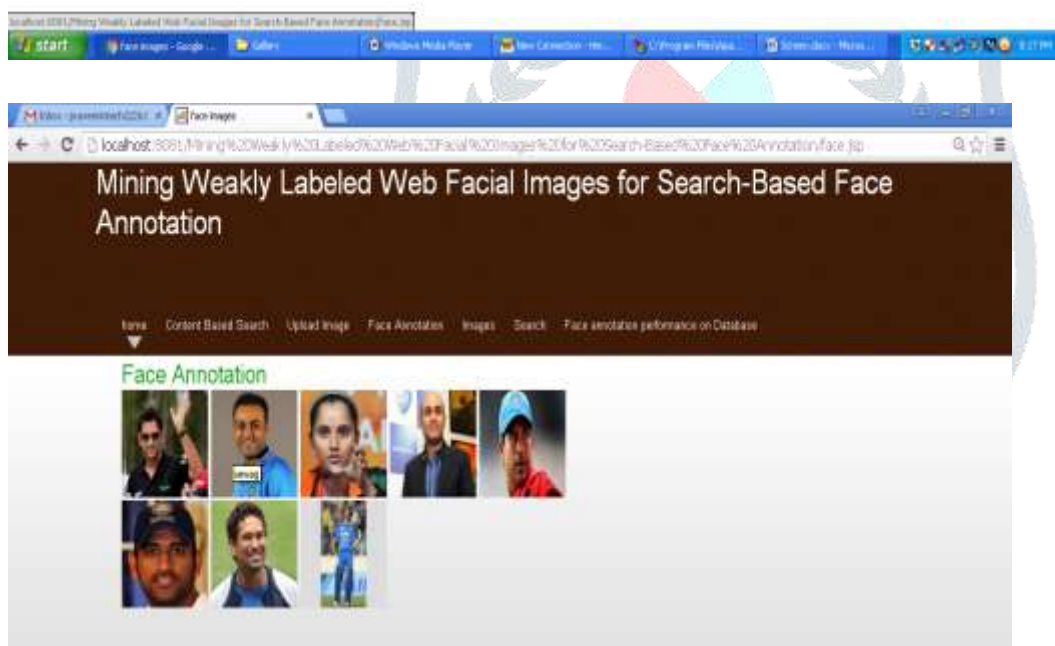
HE WILL GET THE RELEVANT BEST IMAGES THAT MATCH EITHER WITH CLEAR VISION AS WELL AS WEAKLY LABELLED VISION



IF AN USER CHOOSES WEAKLY LABELLED IMAGE AS INPUT, EVEN THOUGH WE WILL GET BEST APPEARANCE IMAGE AS WELL AS WEAKLY LABELLED IMAGES



ANNOTATION BASED SEARCH



RANKINGS FOR THE SELECTED IMAGES



7. CONCLUSION

This proposed work investigated a promising search-based face annotation framework, in which we focused on tackling the critical problem of enhancing the label quality and proposed a ULR algorithm. To further improve the scalability, we also proposed a clustering-based approximation solution, which successfully accelerated the optimization task without introducing much performance degradation. From an extensive set of experiments, we found that the proposed technique achieved promising results under a variety of settings.

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