# Distortion Measures for Linguistic Steganography

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## The CoverTweet System



### Attack

- Follows standard paradigm of steganalysis: large feature set used to train a classifier.
- Four classes of features: basic, probability, word length, PPDB.

1. Basic.

Mean and variance of word length, number of words, individual stop word counts.

I just love pizza

2. Probability.

Mean and variance of n-gram probabilities, for n from 1 to 5.

Pr('pizza' | 'l', 'just', 'love')

3. Word length.

Mean and variance of word length sequence probabilities, for sequence length 1 to 10.

Pr('pizza' | 'l', 'just', 'love') Pr(5 | 1, 4, 4)

#### 4. PPDB.

Features extracted using CoverTweet's transformation source, including the probability of the most likely transformed sentence.

 $-\log(\max_{t\in\mathbf{T}}\Pr(t))$ 

## Pooled Steganalysis



Could number substitutions alphabetically:

- 0 progressed
- 1 strolled
- 2 travelled
- 3 wandered
- 4 walked

- 0 bank
  - 1 river
- 2 riverbank

She walked to the bank

Doesn't work if the sets are non-disjoint:

- progressed  $\mathbf{O}$
- strolled 0
- 2 travelled 1
- 3 wandered 2 riverbank
- 4 walked

- bank
- river
- bank () 1
  - store
- 2 treasury
- 3 fund

She <u>walked</u> to the <u>bank</u>

Alternatively, could just use a hash function:

O1 She strolled to the river
10 She wandered to the store
11 she walked to the bank
O0 She travelled to the riverbank

#### I hate geometry

I just hate geometry I detest geometry I loathe geometry I am geometry

000 I loathe geometry
001
010 I detest geometry
011
100 I just hate geometry
101 I am geometry
110
111 I hate geometry

## Data Generation



## Data Generation



## Source Coding

We can spread the payload out across multiple tweets, using *source coding*.

- Solves the selection channel problem.
- Improves efficiency.
- Minimises total distortion.

## Distortion

I loathe geometry З 000 inf 001 010 I detest geometry 2.6 inf 011 I just hate geometry 100 1 10 101 I am geometry inf 110 111 I hate geometry 0

## Distortion

111 I hate geometry 0 100 I just hate geometry 1 010 I detest geometry 2.6 I loathe geometry 000 3 101 I am geometry 50 inf 001 inf 011inf 110

## Source Coding

- The cost of embedding symbol *j* in cover *i* is  $d_{ij}$ .
- The probability of this change being made is p<sub>ij</sub>.

$$p_{ij} = \frac{\mathrm{e}^{-\lambda d_{ij}}}{\sum_{j} \mathrm{e}^{-\lambda d_{ij}}}$$

We simulate perfect coding by finding the  $\lambda$  that gives us the desired payload size *m*.

- 1. Binary.
- 2. Probability.
- 3. Edit distance.
- 4. Feature.

1. Binary

Simple binary distortion: Unchanged = 0 Changed = 1

2. Probability

Log likelihood ratio between the cover and the stego:  $-(\log \Pr(s) - \log \Pr(c))$ 

3. Edit distance

Minimum number of word insertions, deletions and substitutions required to turn the cover into the stego.

I hate geometry I just don't like geometry

(Edit distance 3)

4. Feature distortion

The distance between the feature vectors for the cover and the stego. Requires knowledge of the steganalysis features.

## Testing data

- Automatic stego: 500 users, 1000 tweets each. Average of 1 bit coded in 100%, 50% and 25% of tweets.
- Manual stego: 10 users, 100 tweets each. Average of 1 and 2 bits coded in 100% of tweets.
- Features pooled with a range of batch size.

#### Automatic Results



#### Automatic Results



## Square root law



## Manual Results



## Summary

- Coding is crucial for linguistic steganography.
- We have introduced the first distortion measures for linguistic steganography.
- If we ever want to detect manually filtered stego, we need a lot more data.
- The square root law is apparent in linguistic steganography.