

# **SCiFI – A system for Secure Computation of Face Identification**

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# Face recognition technology



face identification  
(surveillance)  
arbitrary conditions



face identification  
(login)  
controlled conditions

# We focus on the surveillance problem



surveillance

## Example scenario:

- a government has a list of suspects
- wants to identify them in a crowd

# Face recognition in surveillance



- **Privacy problem:** the ubiquity of surveillance is a major concern for the public
  - Can be misused to track people regardless of suspicion
  - Can be combined with a universal database linking faces to identities (e.g., drivers' license photos)

# A solution to the privacy concern



match / no match



Operator

Store the suspects database at the client

**Not acceptable** if the list of suspects is confidential, as is often the case.



# Our approach: protecting the privacy of the public and the confidentiality of the data



Secure computation



match / no match



only learn match / no match

# System architecture

## Client

Acquires an image

Generates representation of image

Runs secure protocol

Output: match / no-match

## Server

Input: set of images of suspects

Runs secure protocol

Output: match / no-match



# System architecture

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Protocol enforces an upper bound on the size of the database used by the server.

# The Problem

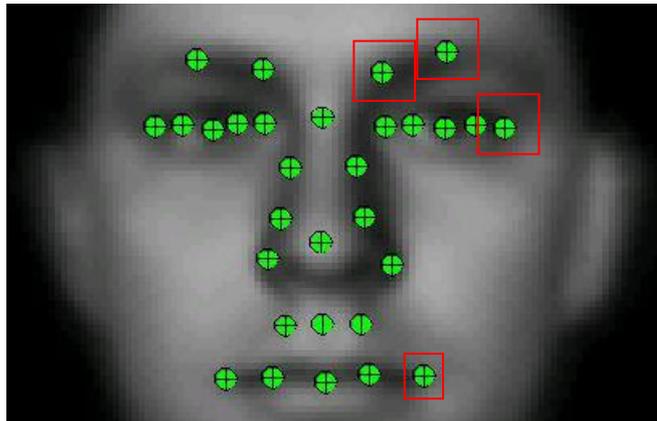
- Exact / fuzzy match
  - Secure computation of *exact* matches is well known.
  - Face identification is *fuzzy*. A match is between *close*, but *not identical*, images.
- Continuous / discrete math
  - Face recognition algorithms use *continuous* face representations, and complex measures of similarity.
  - Secure computation is always applied to *discrete* numbers. Best with linear operations.
  - Simple quantization of face recognition algorithms results in poor performance.

# Our Contributions

- A new and unique **face identification algorithm**
  - **Specifically designed** for secure computation
  - Has state-of-the-art **recognition** performance
  - Assumes only a **single** image is known per suspect
- A **secure protocol** for computing face identification
- **SCiFI** - A system implementing the protocol
- Previous work [EFGKLT09]: secure computation of the well known Eigenfaces face recognition algorithm.
  - Performance of eigenfaces is inferior to state-of-the-art.
  - The secure protocol is less efficient than ours.

# New Face Representation: Patch-Based Face Representation

- A face is represented by a collection of informative patches:



⊕ Patch centers

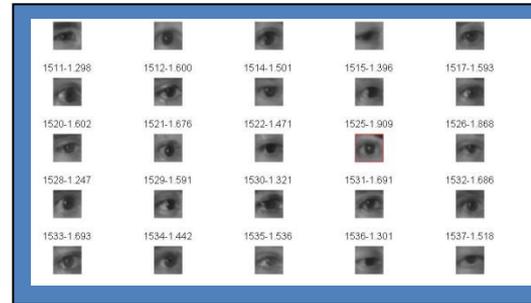
□ Patch size –  
could vary

- Assume that the face is represented by  $p$  patches.

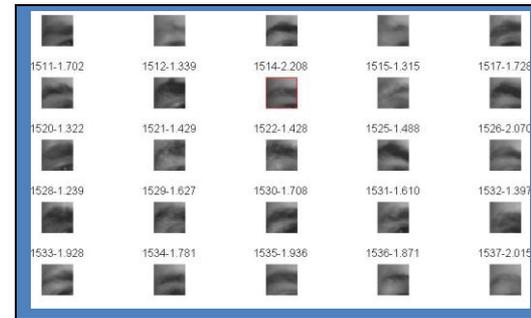
# Gallery / Dictionary



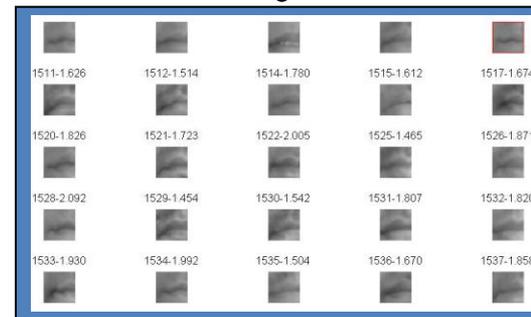
1



2



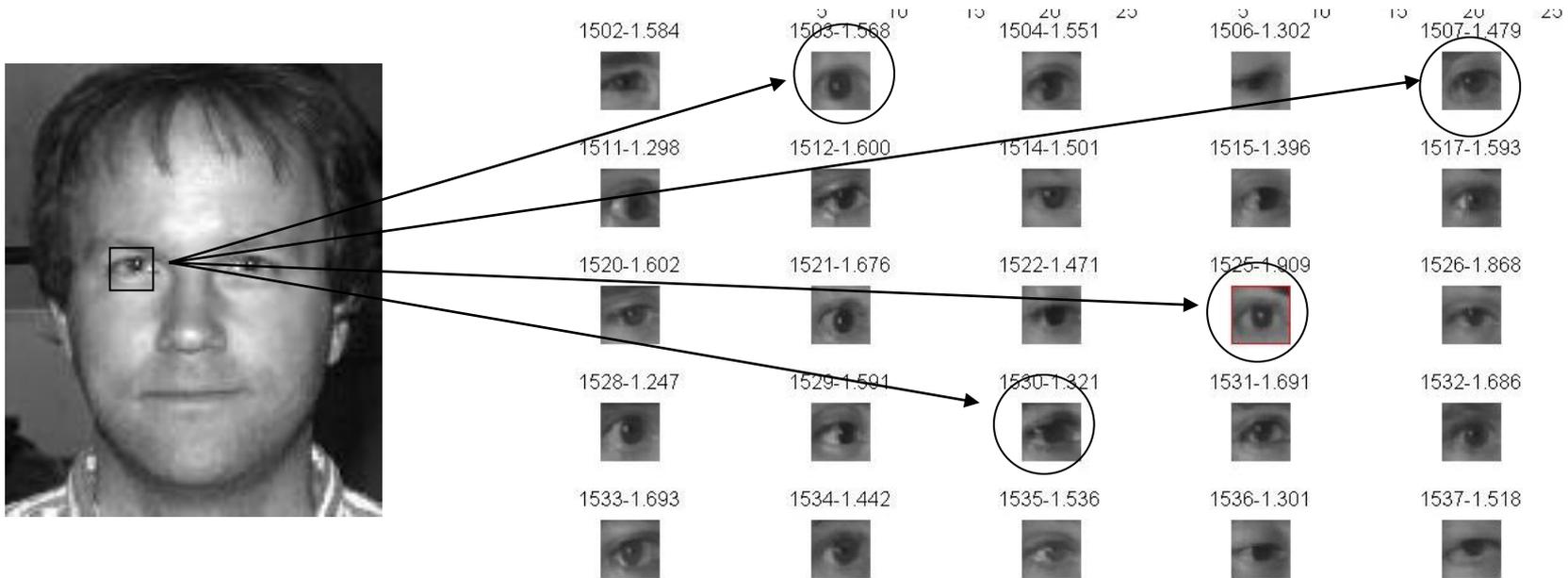
p



A **public** database (**gallery**) of  $N$  faces

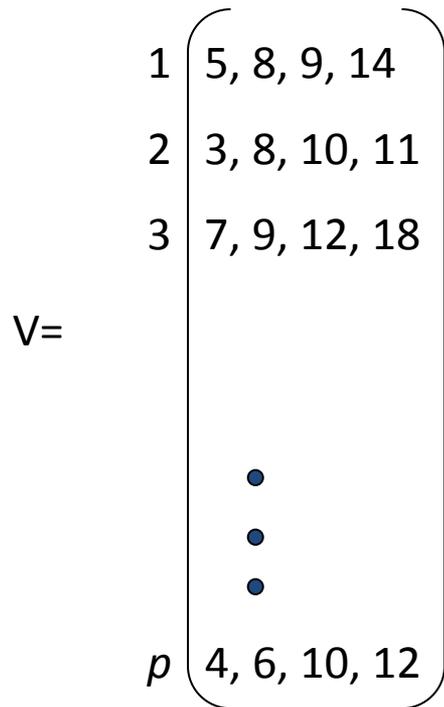
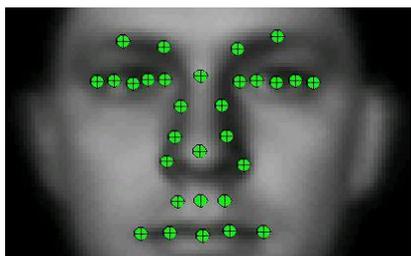
⇒ A dictionary of  $N$  values for each patch

# Indexing



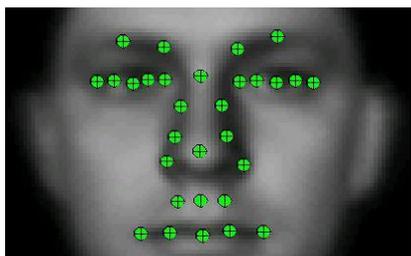
Each patch is represented by the **4 closest patches** in the dictionary.

# Representing a face



For each of the  $p$  patches, store indices of the 4 closest patches in the dictionary.

# Representing a face



$$V = \begin{pmatrix} 1 & 5, 8, 9, 14 \\ 2 & 3, 8, 10, 11 \\ 3 & 7, 9, 12, 18 \\ \vdots & \vdots \\ p & 4, 6, 10, 12 \end{pmatrix}$$

For each of the  $p$  patches, store indices of the 4 closest patches in the dictionary.

**Representation:** vector with  $p$  entries, each with 4 values in the range of  $[1, N]$ .  
 Alternatively, a **binary representation:** a binary vector of  $p \cdot N$  bits, where  $4p$  of the bits equal 1.

# Similarity between faces

- We define the difference between faces as the **set difference** between their representations  
$$\Delta(A,B) = |A \cup B| - |A \cap B|$$
- Set difference  $\equiv$  **Hamming distance between binary representation of faces**
- Secure computation of Hamming distance is easy [JP09]

# Cryptographic Protocol

- **Functionality:**
  - Client and server each have a binary vector representing a face.
  - Output 1 iff Hamming distance  $<$  threshold.
- **Tools**
  - Additively homomorphic encryption
    - Given  $E(x)$ ,  $E(y)$  can compute  $E(x+y)$
  - Oblivious transfer
    - A two-party protocol where receiver can privately obtain one of two inputs of a sender

# The protocol in a nutshell

(details and proof in the paper)

- Inputs are vectors  $w = w_0, \dots, w_{m-1}$ ;  $w' = w'_0, \dots, w'_{m-1}$ .
- Client sends  $E(w_0), \dots, E(w_{m-1})$
- Server uses homomorphic properties
  - To compute  $E(w_0 \oplus w'_0), \dots, E(w_{m-1} \oplus w'_{m-1})$
  - To sum these values and obtain  $E(d_H(w, w')) = E(d)$
- Server chooses random  $R$ ; sends  $E(d+R)$  to client
- Client decrypts  $E(d+R)$ , reduces the result mod  $m+1$ .
- Both parties run a  $1\text{-out-of-}(m+1)$  OT, where client learns 1 if Hamming distance  $<$  threshold.

# Optimizations

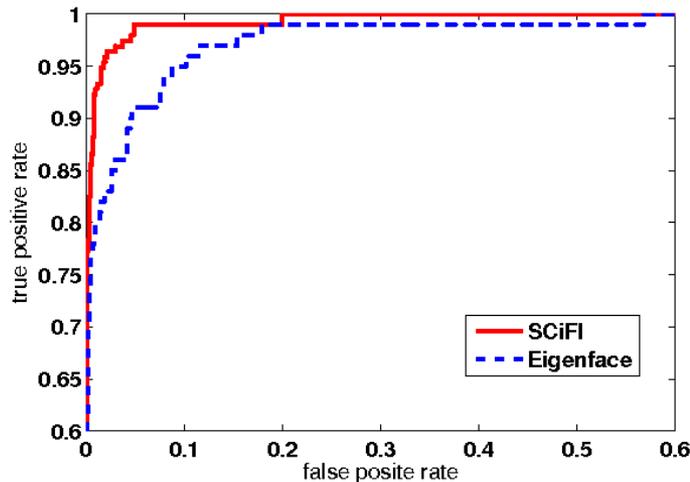
- **Main goal:** minimize *online* latency, to identify suspects in real time.
- **Methods used:**
  - Change protocol s.t. oblivious transfer and most communication can be done **before** image is recorded.
  - Prefer more efficient homomorphic operations  
*addition*  $\ll$  *encryption*  $<$  *subtraction*

# Online overhead

- A face is represented by a 900 bit vector.
- **Overhead after the client captures an image:**
  - Client sends 900 bits to server
  - For every image in server's database
    - Server performs 450 homomorphic additions
    - Server sends a single encryption to client
    - Client decrypts the encrypted value
    - Run a *preprocessed* OT: client sends 8 bits to server; server sends 180 bits to client.

# Recognition experiments

- Ran experiments with *standard databases* used by the face recognition community.
- Tested **robustness** to illumination changes, small changes in pose, and partial occlusions.



Robustness compared to Eigenfaces

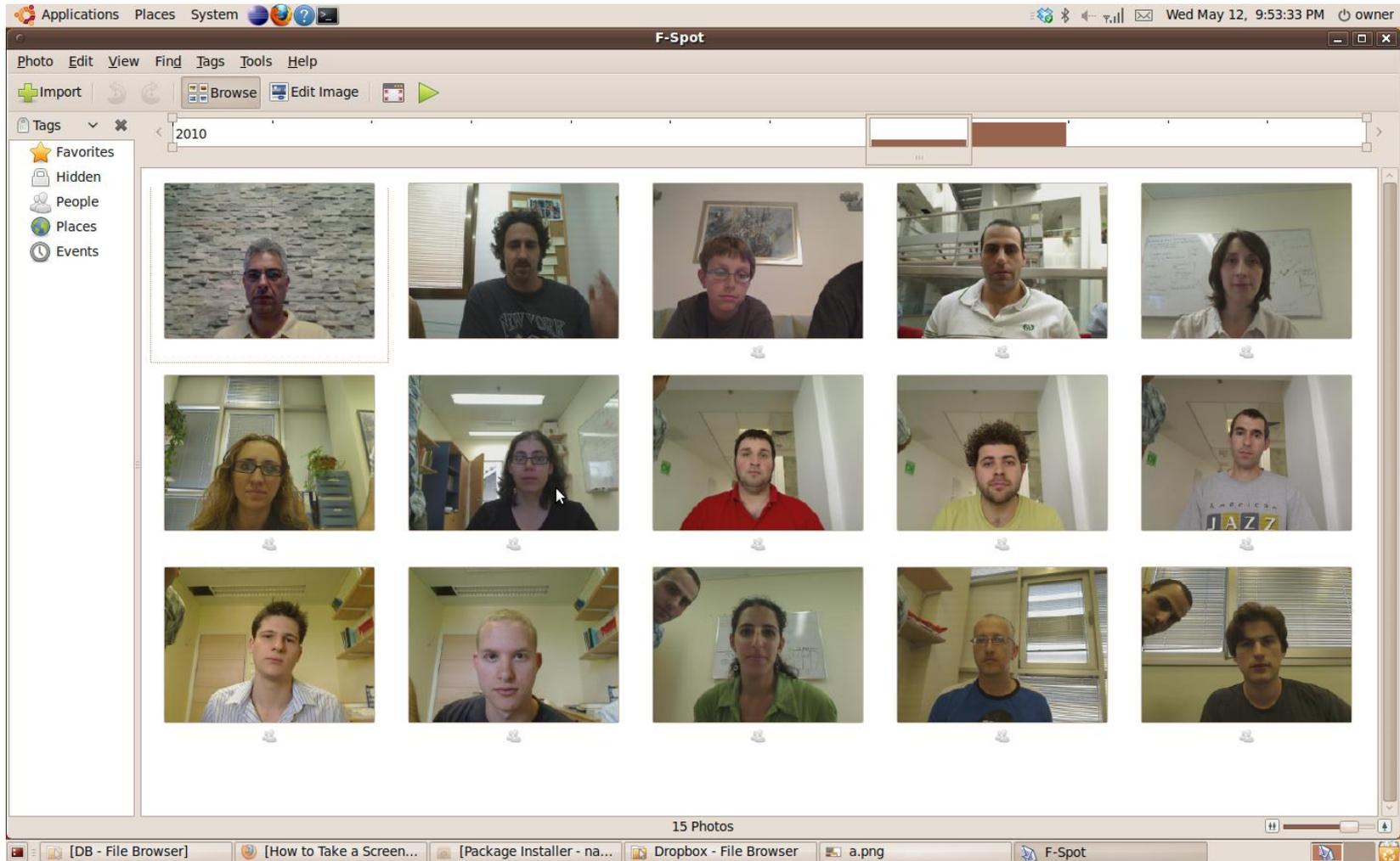


Robustness to partial occlusions

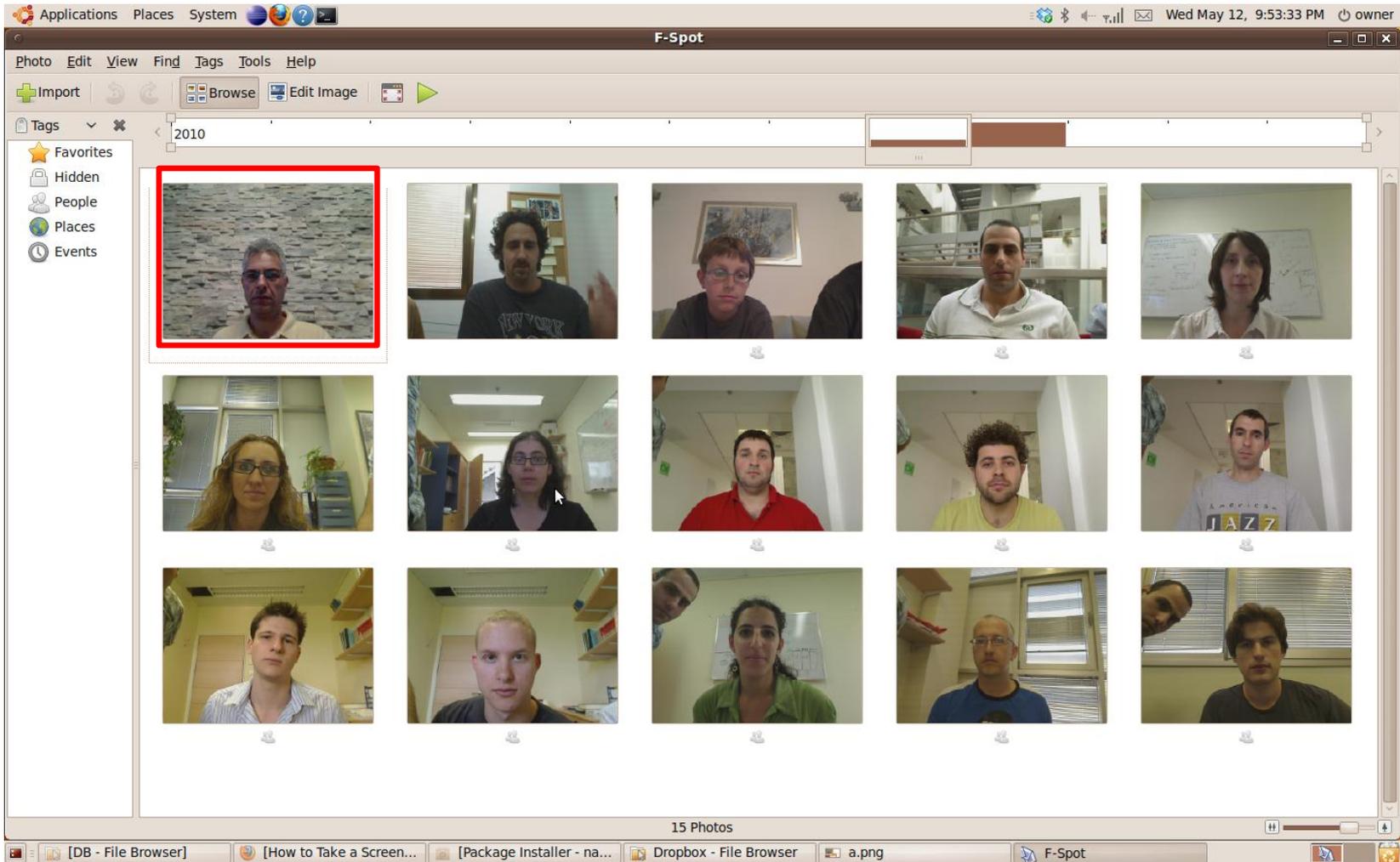
# Implementation

- **Face recognition** part (generating representations of images)
  - Implemented in **Matlab**, ran using Matlab Java builder.
- **Cryptographic** protocol
  - Implemented in **Java**, using Paillier and ElGamal based OT.
- Timing on Linux servers:
  - ~0.3 sec to compare to a single image in the database
  - An Implementation in C will be much faster
  - Easily parallelizable

# The database



# The suspect



# The suspect



# An image is obtained by the client

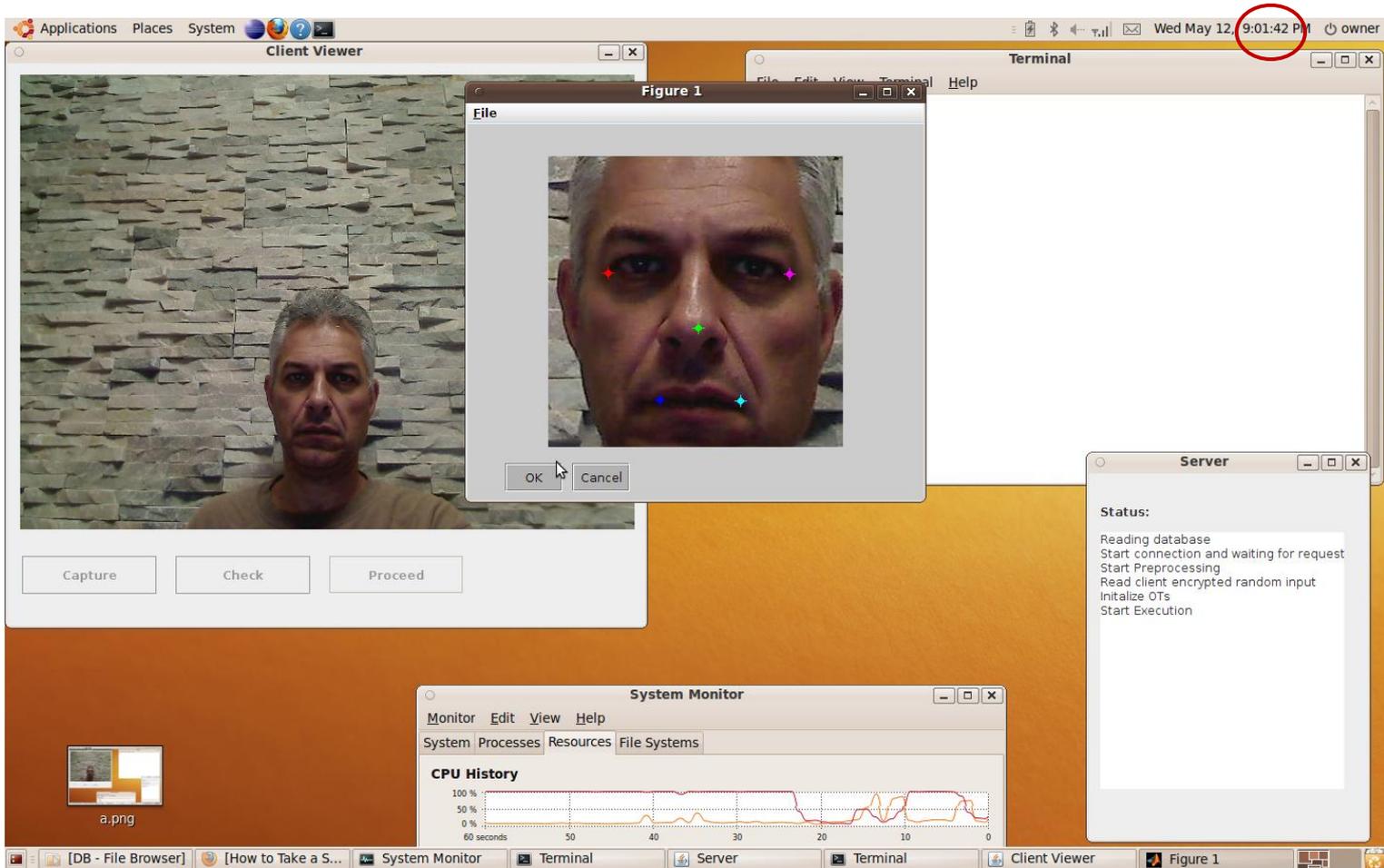
The screenshot displays a Linux desktop environment with several open windows:

- Client Viewer:** Shows a photograph of a man with grey hair and a mustache, wearing a brown shirt. Below the image are three buttons: "Capture", "Check", and "Proceed".
- Terminal:** Contains red text annotations with arrows pointing to the photo in the Client Viewer window:
  - no glasses
  - slightly different pose
  - different clothes
- Server:** Displays a status log:

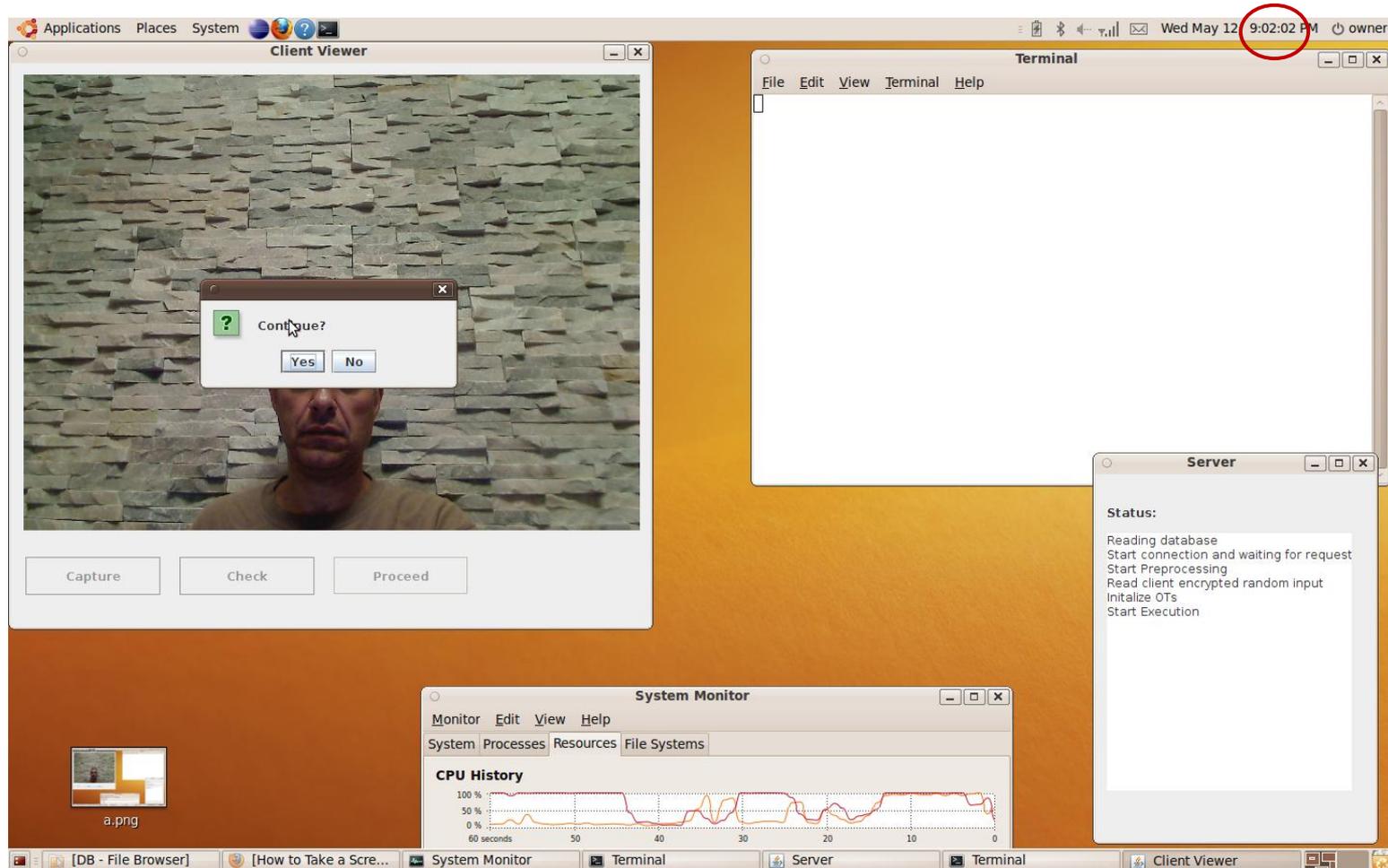
```
Status:  
Reading database  
Start connection and waiting for request  
Start Preprocessing  
Read client encrypted random input  
Initialize OTs  
Start Execution
```
- System Monitor:** Shows a "CPU History" graph with a y-axis from 0% to 100% and an x-axis from 60 seconds to 0. The graph shows a line fluctuating between approximately 10% and 20% CPU usage.

The desktop background is orange. The top panel shows the system menu, system status icons, and the date/time "Wed May 12 9:01:26 PM" (circled in red). The bottom panel shows the taskbar with icons for [DB - File Browser], [How to Take a Scre...], System Monitor, Terminal, Server, Terminal, and Client Viewer.

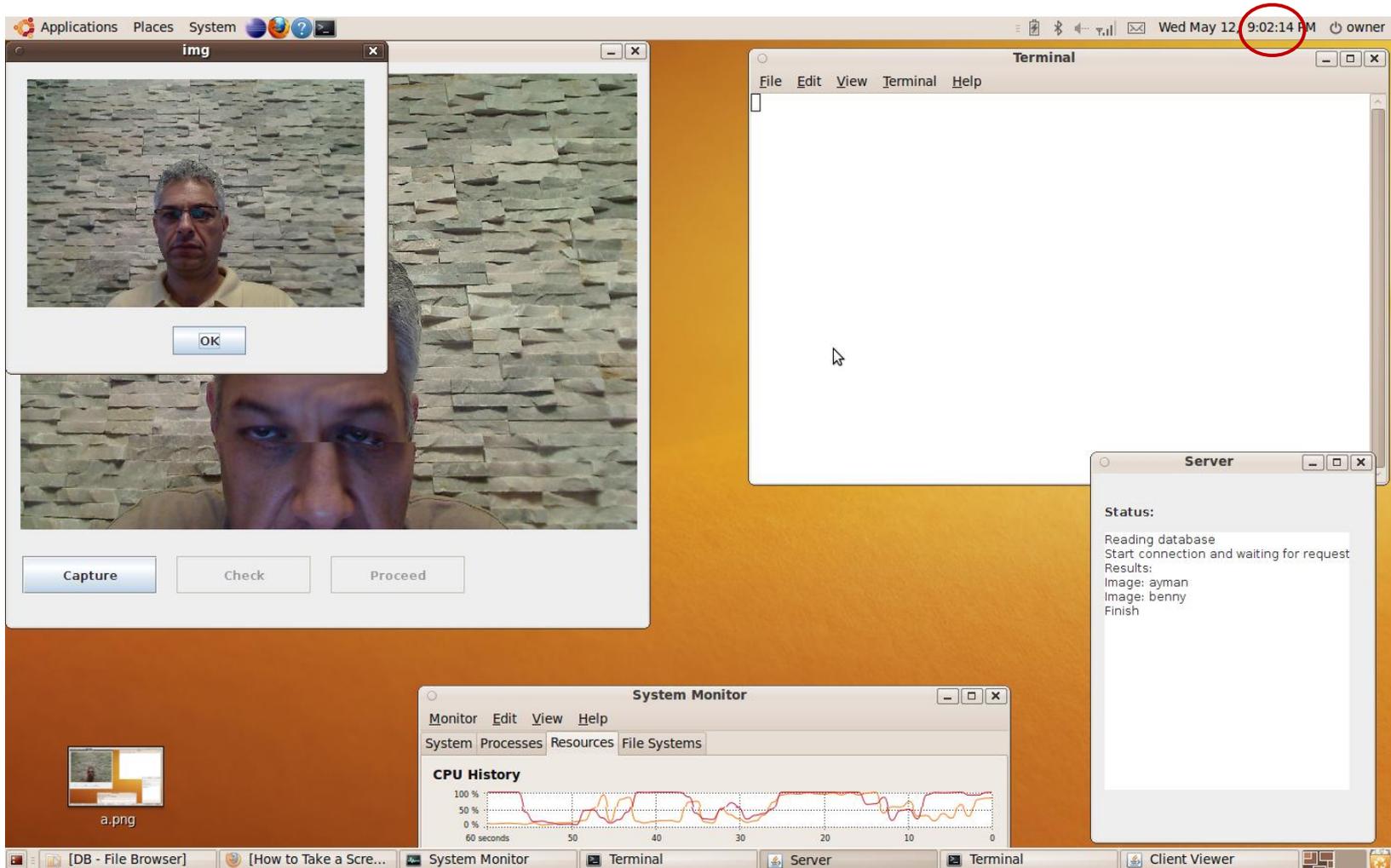
# Facial features are recognized



# Face representation is ready



# Secure protocol is run, a match is found



Live demo available upon  
request

# Conclusions

- **Goal:** Face recognition based surveillance, respecting subjects privacy.
- **Means:**
  - A new and unique face identification algorithm
    - State of the art robustness
    - Suitable for secure computation
  - A secure protocol with optimized online runtime
  - Experiments verifying robustness and performance