

Swiss Crypto Day 2026

Zurich

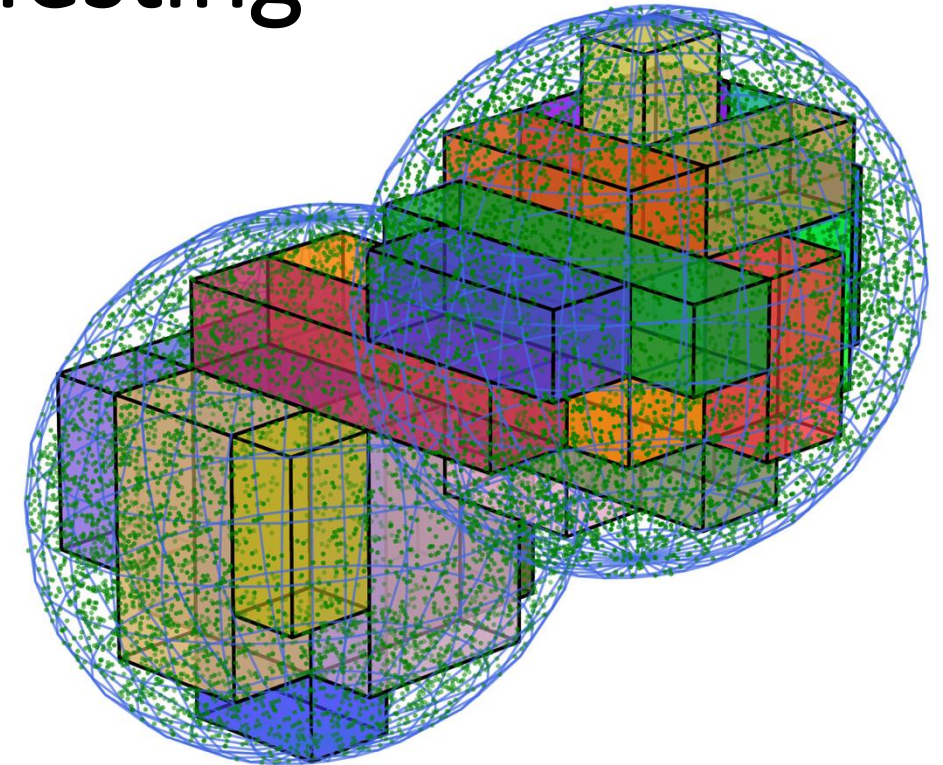
Privacy-preserving Proximity Testing

from Geometric Fuzzy Matching

Florias Papadopoulos

University of St. Gallen

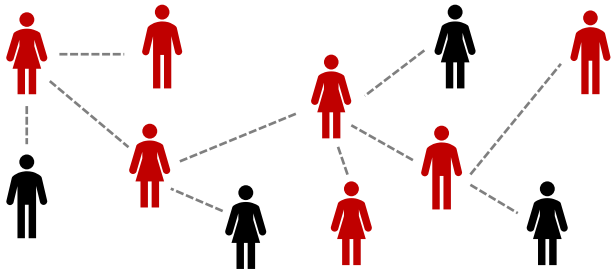
*This research is supported by armasuisse Science and Technology



Based on: *Privacy-preserving Proximity Testing from Geometric Fuzzy Matching*
F. Papadopoulos, I. Katis, K. Mitrokotsa (Published in ACM AsiaCCS 2026)

Scenarios Demanding Privacy in Proximity Testing

Contact Tracing



Privacy-preserving Ridesharing



Nearby friends' discovery

Where are you, Bob?



Drone Proximity & Collision Avoidance



*Tedeschi et al., ACSAC '23

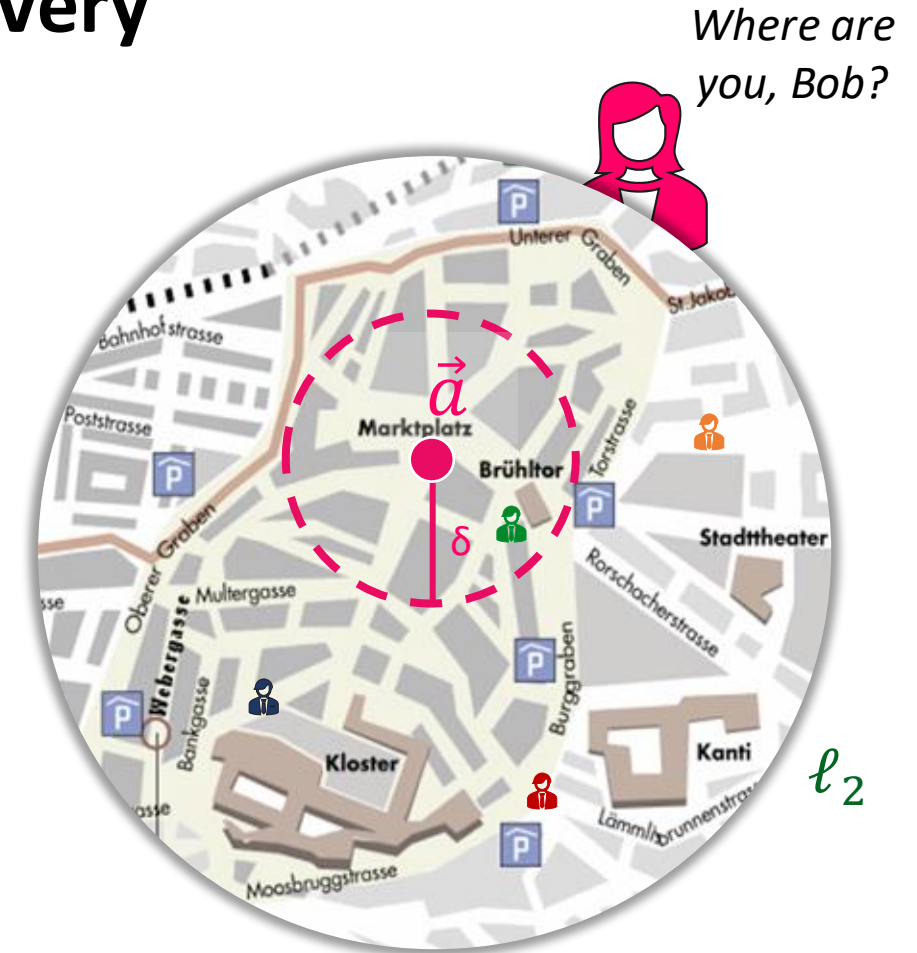
Nearby friends' discovery

➤ Current privacy-preserving methods

Have **weak**
security models

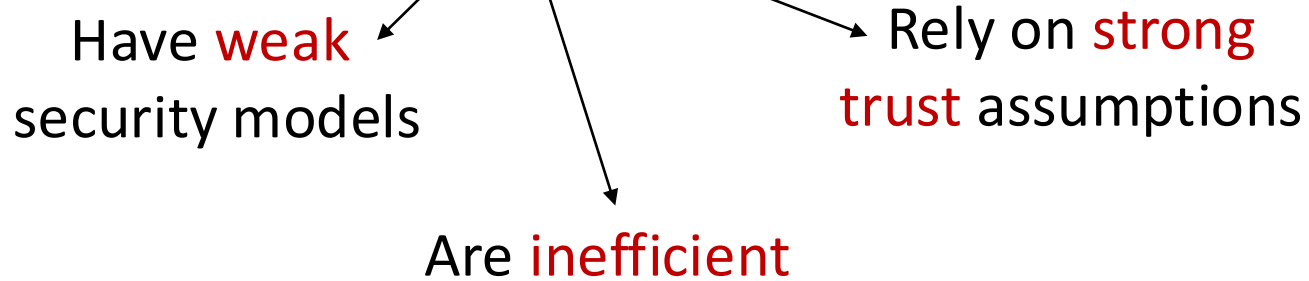
Rely on **strong**
trust assumptions

Are **inefficient**

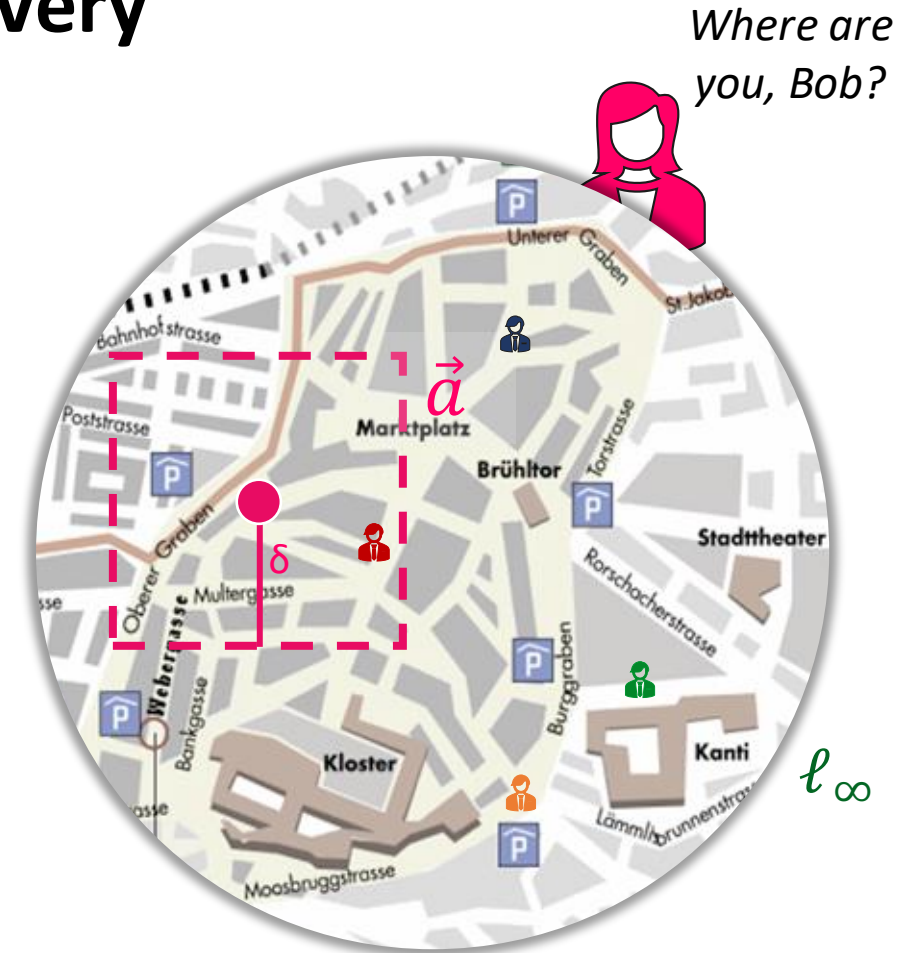


Nearby friends' discovery

➤ Current privacy-preserving methods

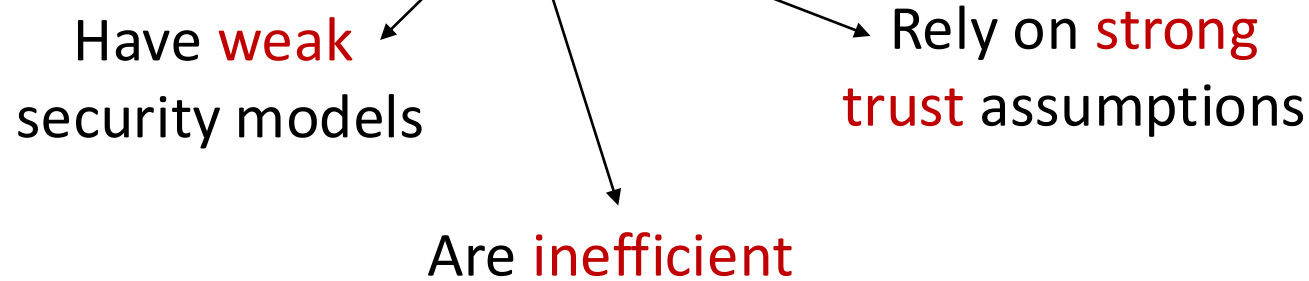


➤ In practice, companies rely on insecure systems that **endanger user privacy and security.**



Nearby friends' discovery

➤ Current privacy-preserving methods



➤ In practice, companies rely on insecure systems that **endanger user privacy and security.**



Efficient, privacy-preserving, and accurate proximity discovery at scale remains an **open problem.**

PPPT from **Geometric Fuzzy Matching**

Related work on Fuzzy Matching

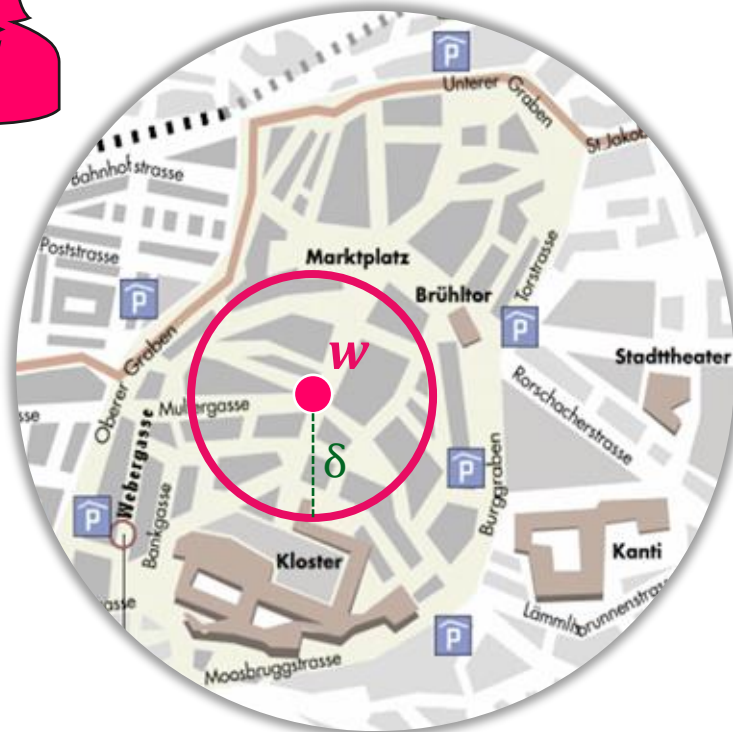
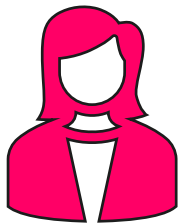
Geometric Fuzzy Matching

Applications of GFM



Related Work on Fuzzy Matching

Fuzzy Matching



$w \in \mathbb{Z}^d$

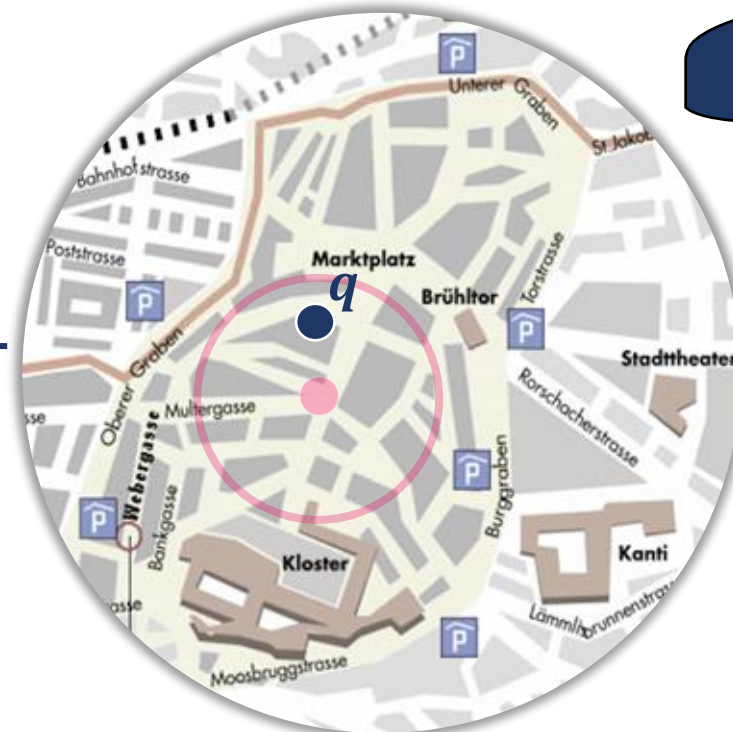
$1 \text{ or } 0$

FM

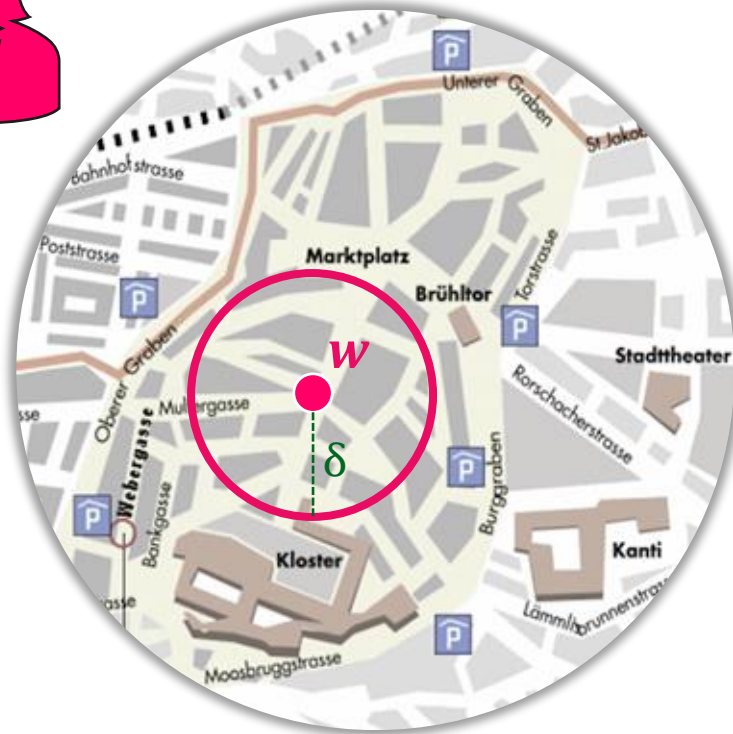
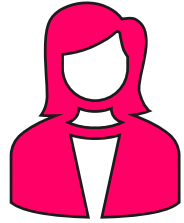
$q \in \mathbb{Z}^d$

δ : threshold

$dist(\cdot, \cdot)$: distance function



Fuzzy Matching



$w \in \mathbb{Z}^d$
 $1 \text{ or } 0$

FM

$q \in \mathbb{Z}^d$



δ : threshold

$dist(\cdot, \cdot)$: distance function

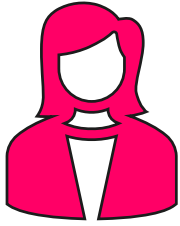
ℓ_∞

$$dist_\infty(w, q) = \max_i (|w_i - q_i|)$$

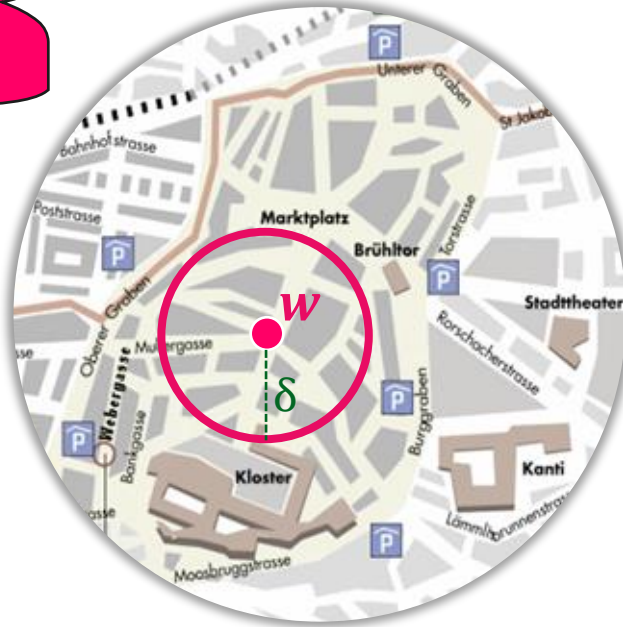
Hamming

ℓ_p

$$dist_p(w, q) = \left(\sum_{i=1}^n |w_i - q_i|^p \right)^{1/p}$$



Fuzzy Matching



$w \in \mathbb{Z}^d$
 $\xrightarrow{\hspace{1cm}}$
 $\xleftarrow{\hspace{1cm}} 1 \text{ or } 0$

FM

$q \in \mathbb{Z}^d$
 $\xleftarrow{\hspace{1cm}}$



[UCK+21]
USENIX

[GRS22]
CRYPTO

[CFR23]
USENIX

[vBP24]
EUROCRYPT

[GQL+24]
ASIACRYPT

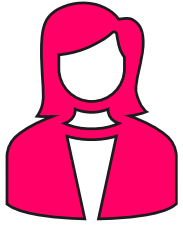
[vBP25]
ASIACRYPT

[SPK+25]
IEEE Access

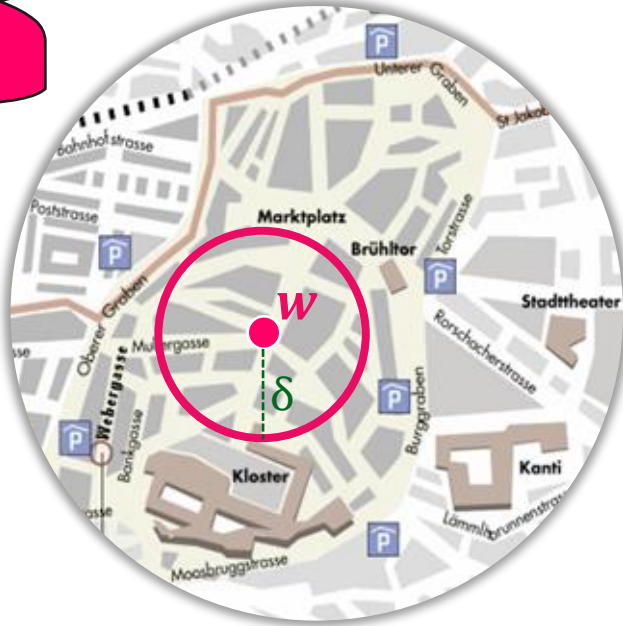
[PST+25]
CCS

[DZL25]
CCS

dist	Hamming	ℓ_∞	Hamming, ℓ_1 ($d = 1$)	$\ell_{p, p \in [1, \infty)}$	Hamming, $\ell_{p, p \in [1, \infty)}$	$\ell_{p, p \in [1, \infty)}$	Cosine Similarity	$\ell_\infty, \ell_1,$ ℓ_2 ($d = 2$)	$\ell_{p, p \in [1, \infty)}$
-------------	---------	---------------	----------------------------------	-------------------------------	---	-------------------------------	----------------------	--	-------------------------------



Fuzzy Matching



$w \in \mathbb{Z}^d$
 $\xrightarrow{\hspace{1cm}}$
 $\xleftarrow{1 \text{ or } 0}$

FM

$q \in \mathbb{Z}^d$
 $\xleftarrow{\hspace{1cm}}$



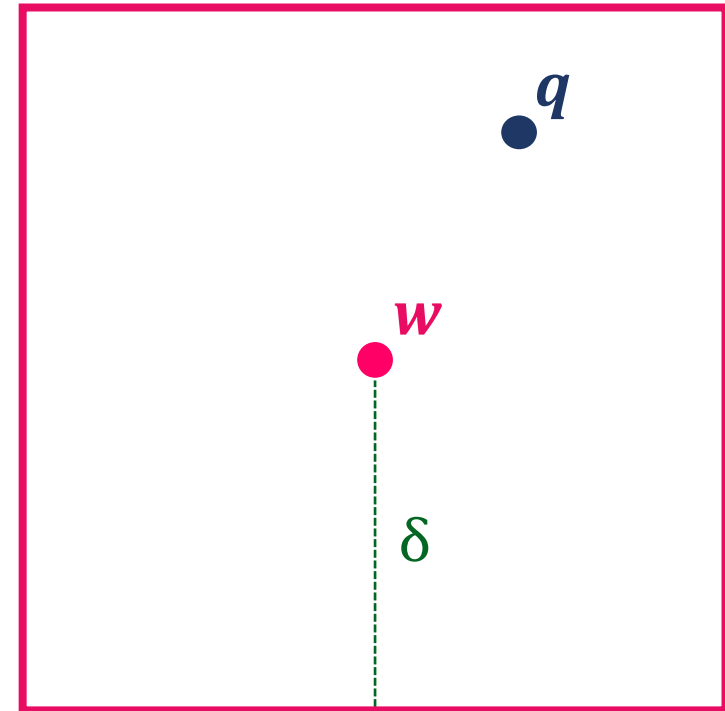
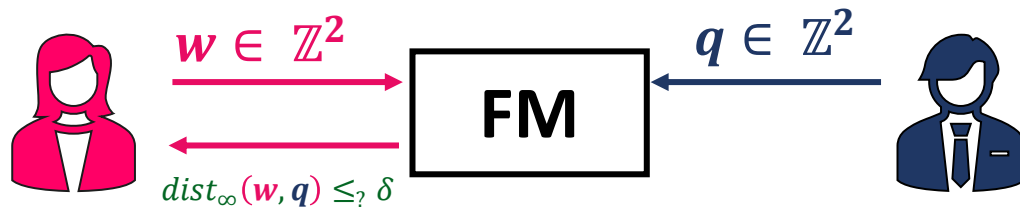
focus was fuzzy PSI*

concurrent/later work

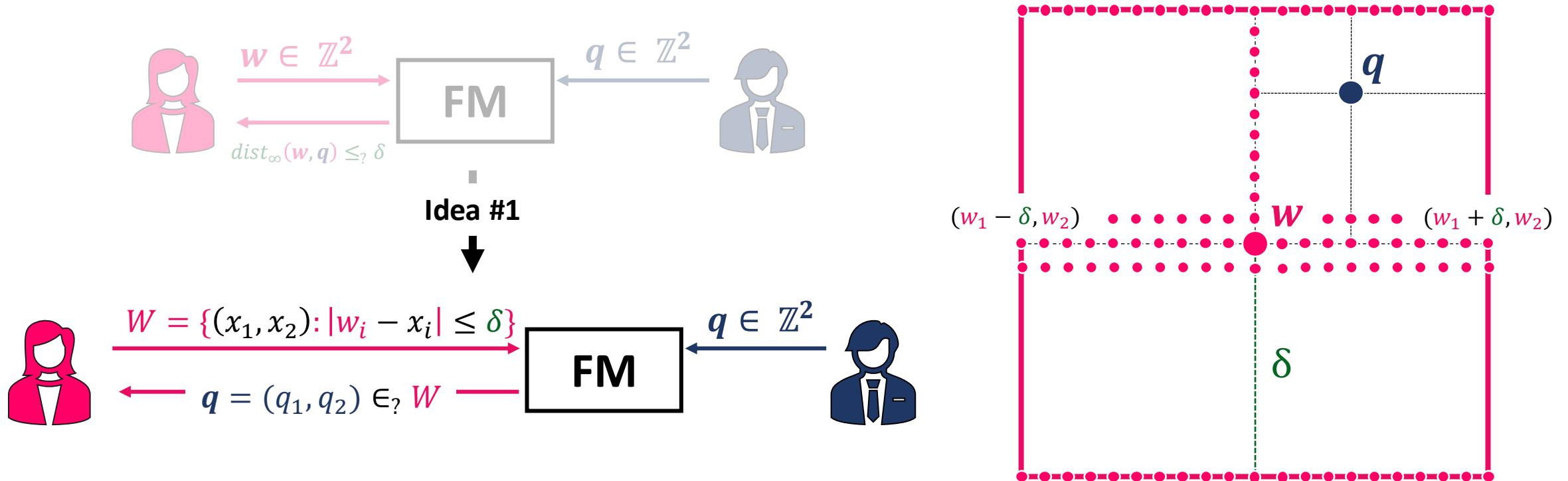
	[UCK+21] USENIX	[GRS22] CRYPTO	[CFR23] USENIX	[vBP24] EUROCRYPT	[GQL+24] ASIACRYPT	[vBP25] ASIACRYPT	[SPK+25] IEEE Access	[PST+25] CCS	[DZL25] CCS
dist	Hamming	ℓ_∞	Hamming, ℓ_1 ($d = 1$)	$\ell_{p, p \in [1, \infty)}$	Hamming, $\ell_{p, p \in [1, \infty)}$	$\ell_{p, p \in [1, \infty)}$	Cosine Similarity	$\ell_\infty, \ell_1,$ ℓ_2 ($d = 2$)	$\ell_{p, p \in [1, \infty)}$

*Private Set Intersection (PSI)

Fuzzy Matching for ℓ_∞



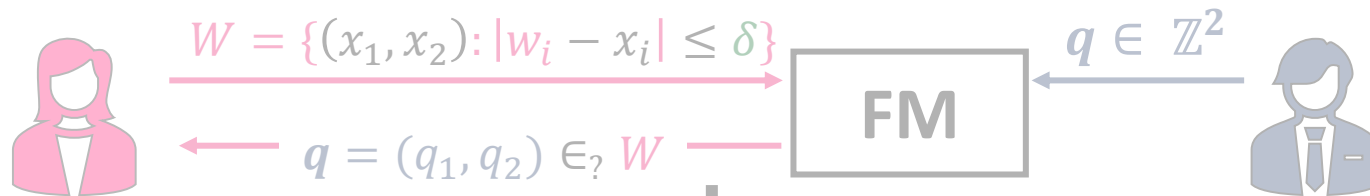
Fuzzy Matching for ℓ_∞



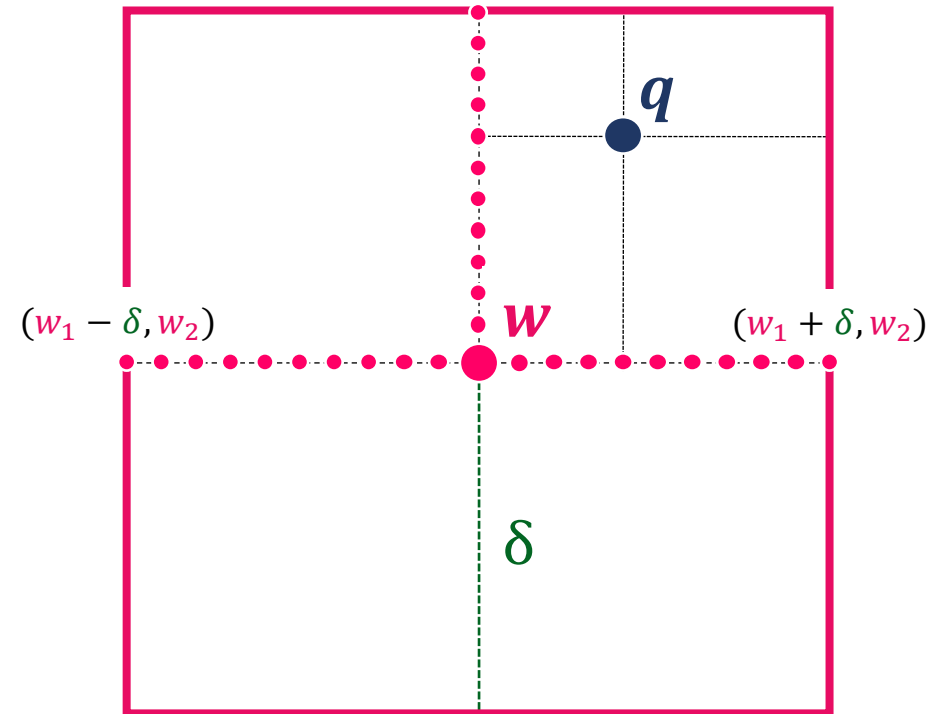
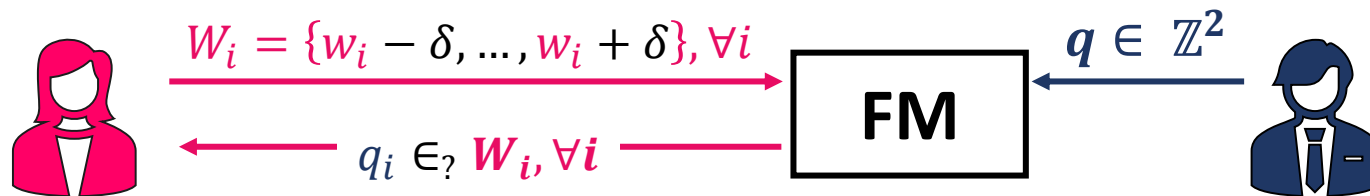
Fuzzy Matching for ℓ_∞



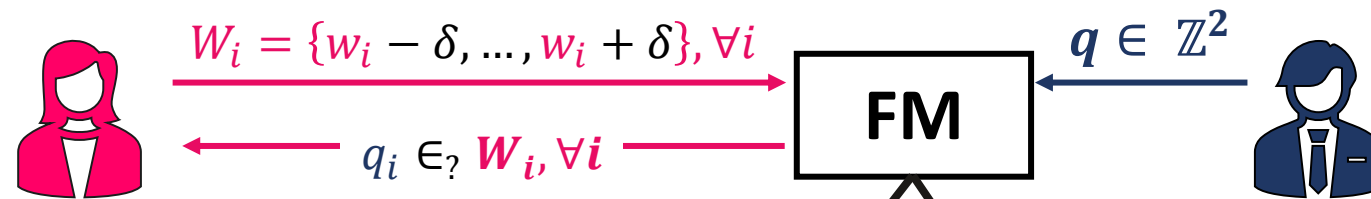
Idea #1



Idea #2



Fuzzy Matching for $\ell_p, p \in [1, \infty]$ (from [vBP24])



Additive Homomorphic Encryption

ℓ_∞

$\ell_{p, p \in [1, \infty)}$

Total Comm.:

$\sim O(\delta d)$

$\sim O(\delta d + \underline{\delta^p})$

Alice's Comp.:

$\sim O(\delta d)$

$\sim O(\delta d)$

Bob's Comp.:

$\sim O(d)$

$\sim O(d + \underline{\delta^p})$

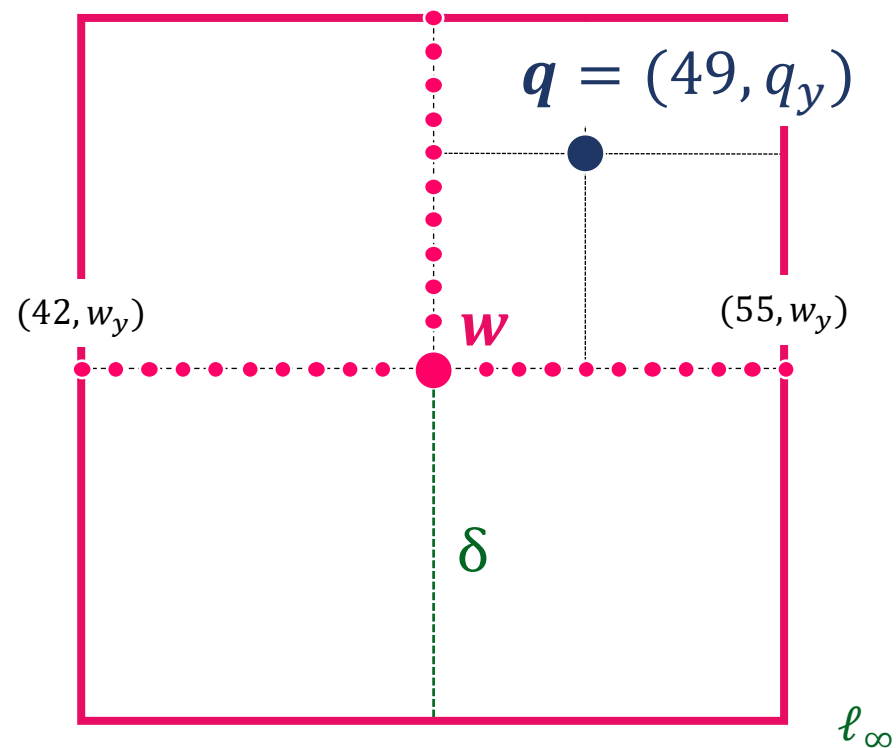


Geometric Fuzzy Matching

(Geometric) Fuzzy Matching for ℓ_∞ (GFM $_\infty$)

Goal: Get more efficient Fuzzy Matching for the ℓ_∞ distance.

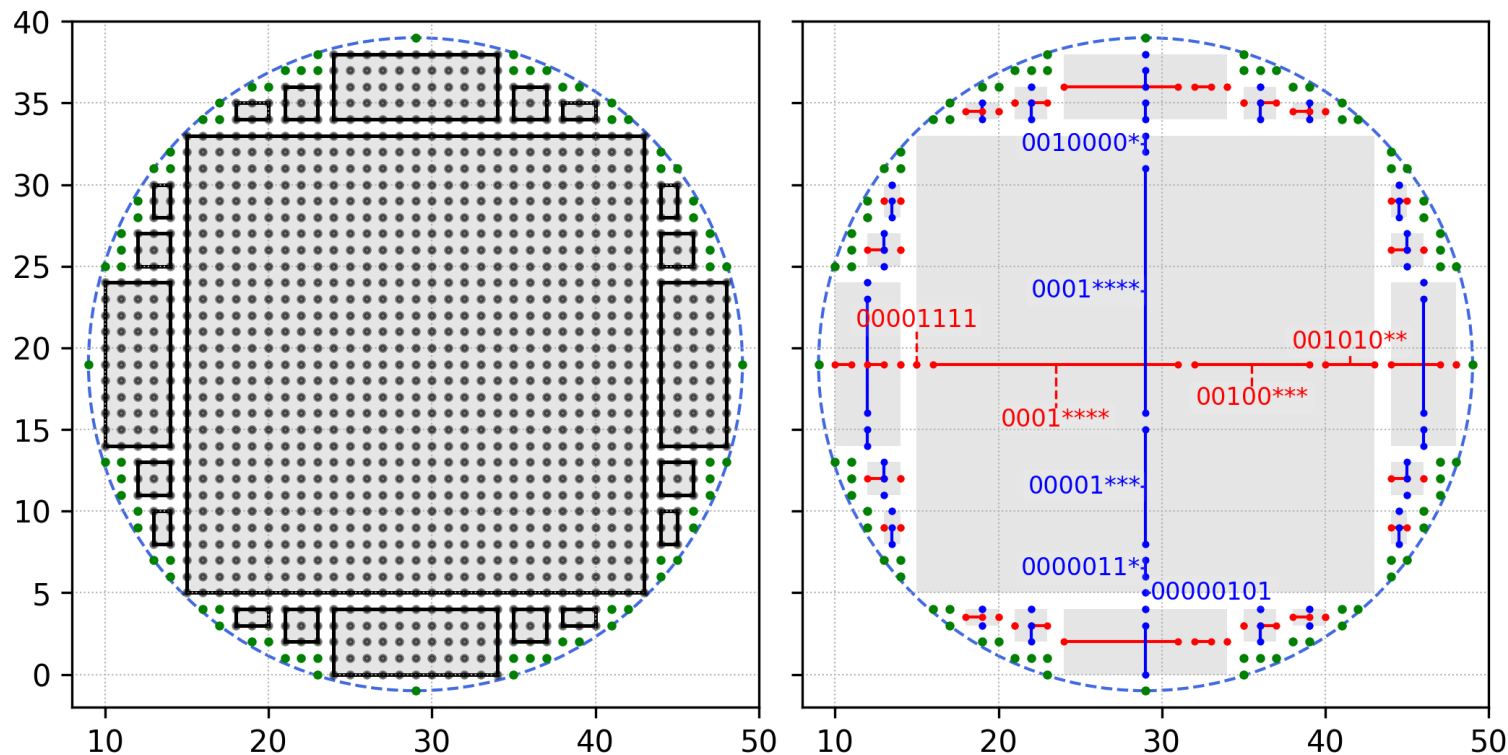
How?



Geometric Fuzzy Matching

Goal: Think geometrically! Get expressive Fuzzy Matching for **any** region.

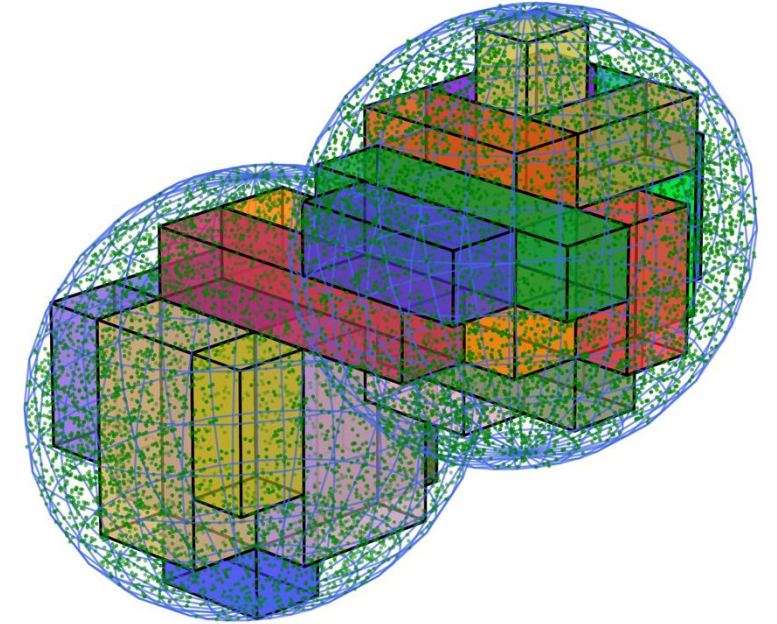
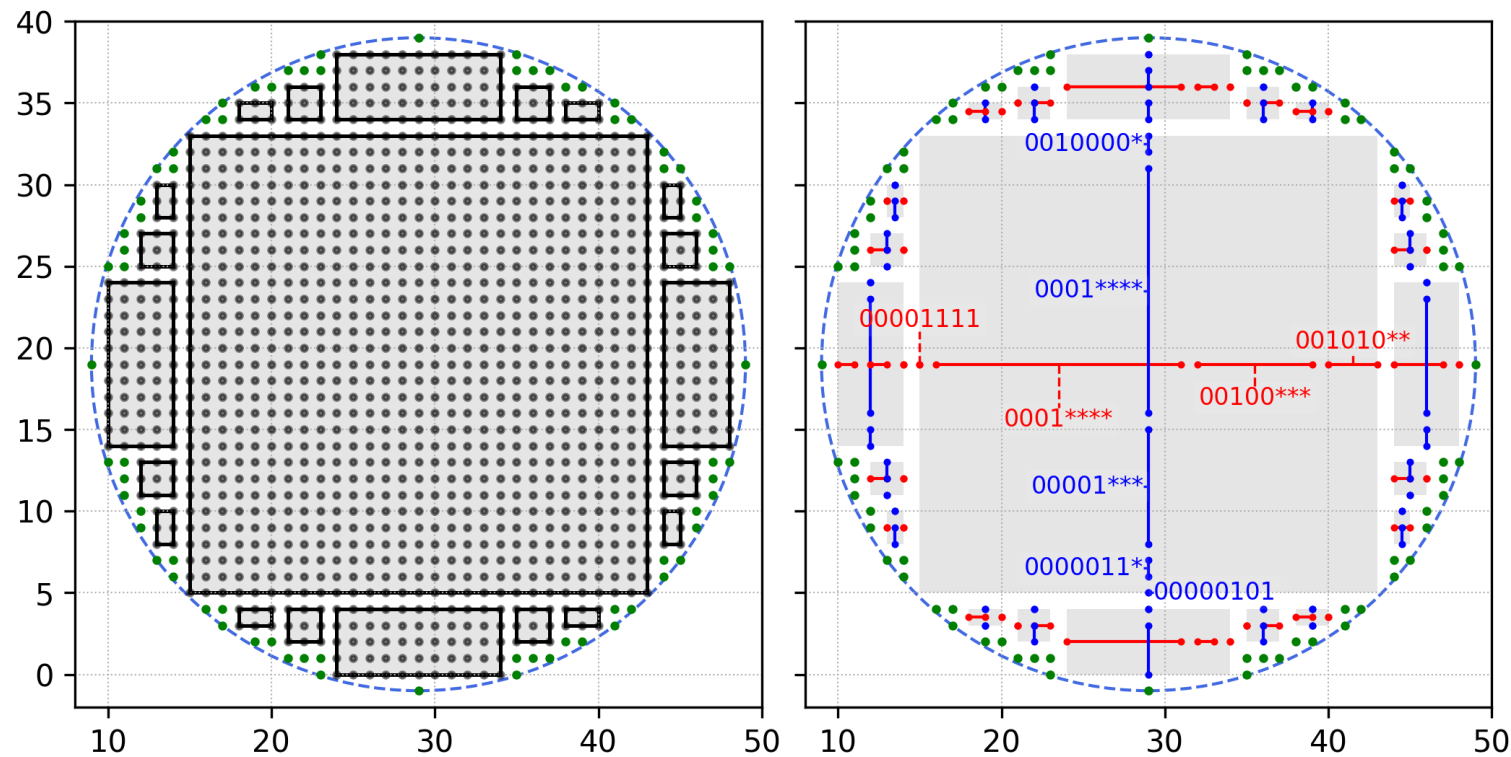
How? GFM_∞ + Partitioning Algorithms



Geometric Fuzzy Matching

Goal: Think geometrically! Get expressive Fuzzy Matching for **any** region.

How? GFM_∞ + Partitioning Algorithms



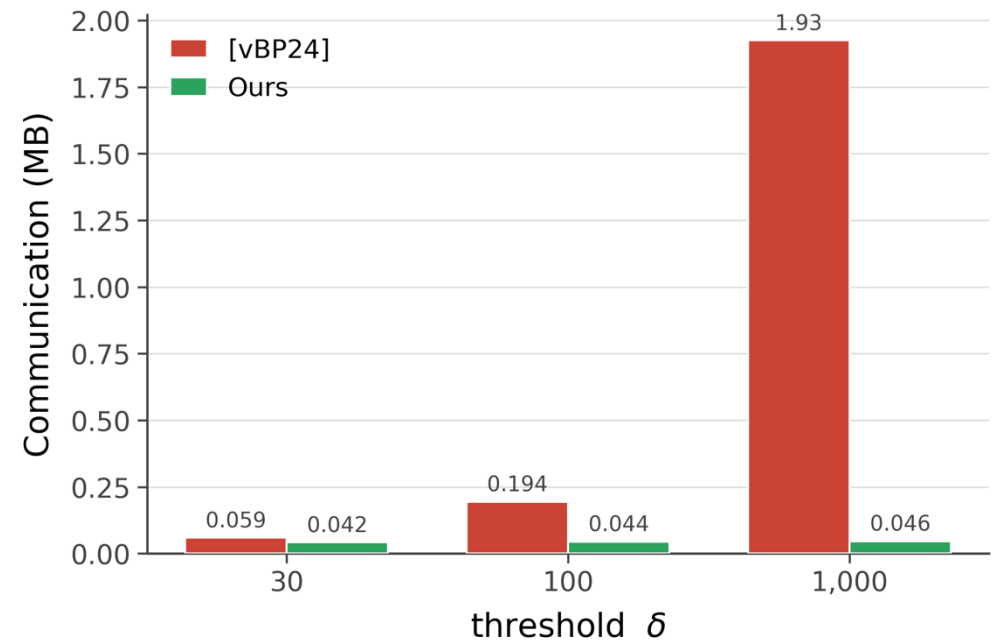
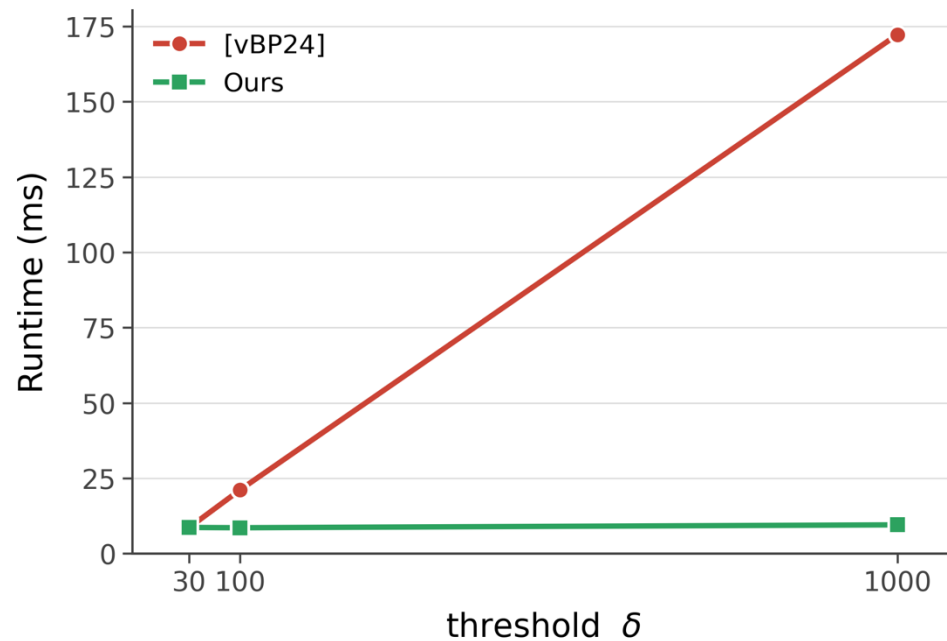
GFM_∞ – Complexities & Comparison

ℓ_∞	Total Communication	Receiver's Computations	Sender's Computations
[vBP24]	$O(\delta d)$	$O(\delta d)$	$O(d)$
Ours	$O(2\delta \log \delta + \log^d \delta)$	$O(2\delta \log \delta + \log^d \delta)$	$O(d \log^d \delta)$

GFM_∞ – Complexities & Comparison

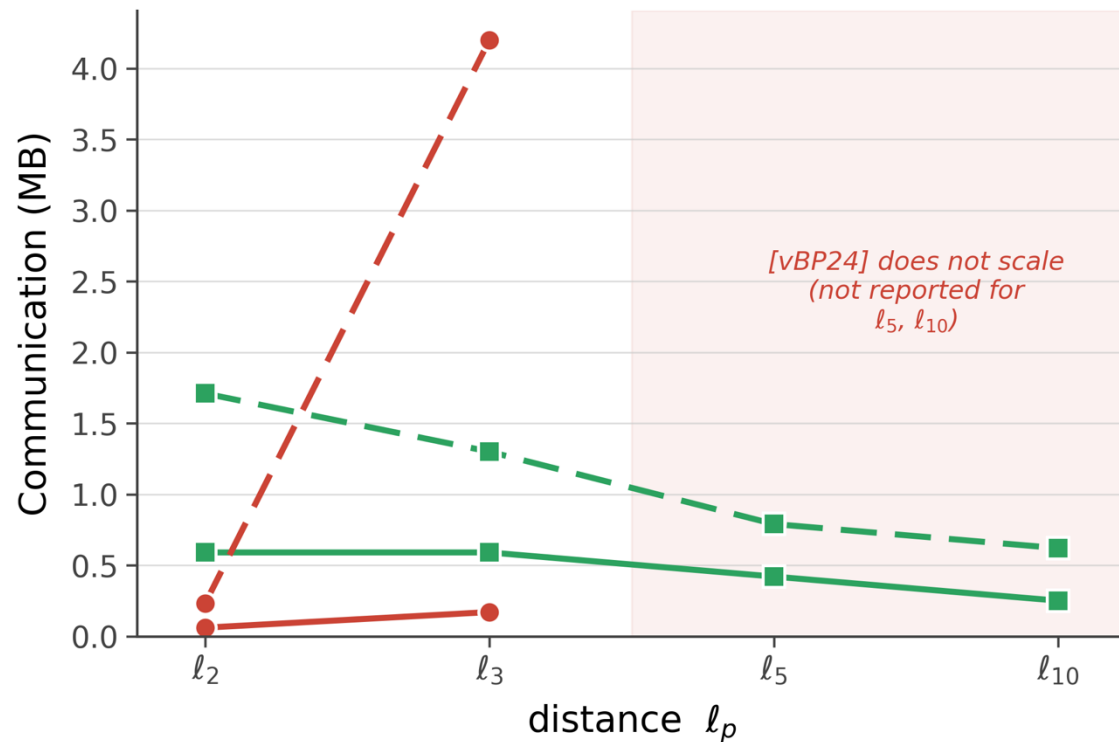
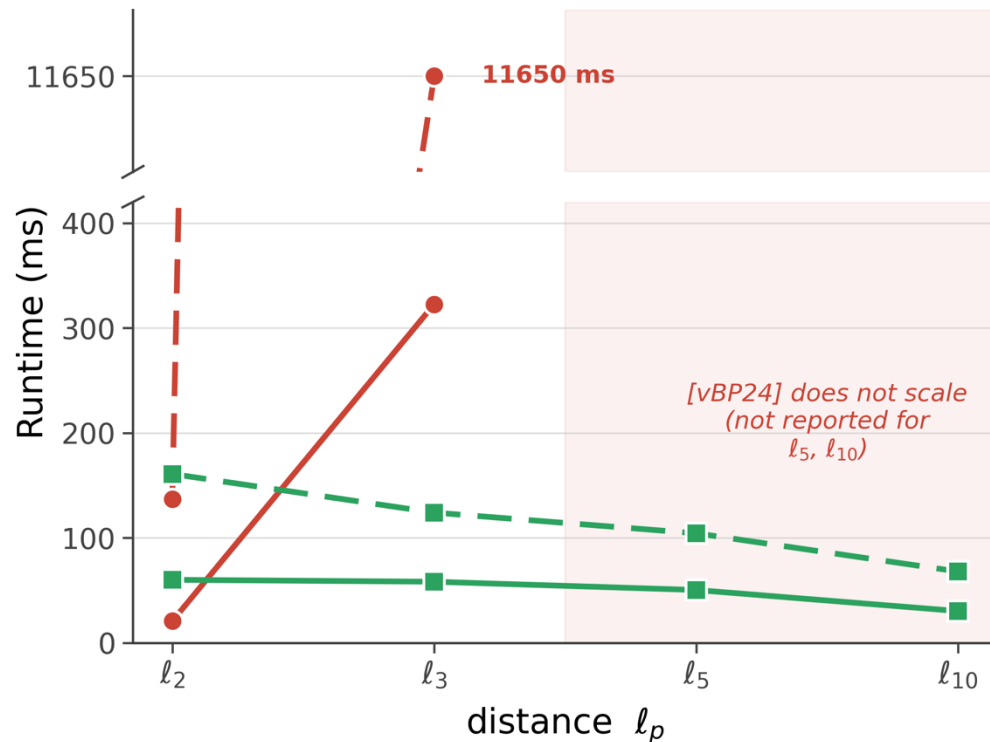
ℓ_∞	Total Communication	Receiver's Computations	Sender's Computations
[vBP24]	$O(\delta d)$	$O(\delta d)$	$O(d)$
Ours	$O(2\delta \log \delta + \log^d \delta)$	$O(2\delta \log \delta + \log^d \delta)$	$O(d \log^d \delta)$

$d = 2$

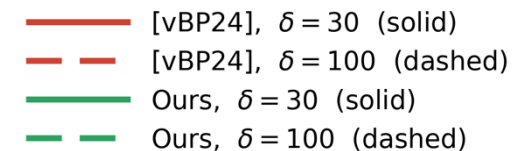


GFM – Complexities & Comparison

$d = 2$



- Benchmarks for l_p are representative of our framework's behavior across different geometric regions.





Nearby Friends' Discovery

Geometric Fuzzy Matching

Nearby Friends' Finder from GFM

DEMO 01

L_2 Distance Proximity

Alice sets her location and a matching radius δ . She sends Msg_1 . Bob places himself and sees δ around him. Protocol reveals only inside/outside.

Our Partitioner algorithm

DEMO 02

2D Polygon Region

Alice draws any region on a map. Bob's point is tested privately. Draw any shape, drag Bob live.

Our Partitioner algorithm

DEMO 03

3D Building (Indoor)

Alice authorizes a full floor of Skybridge Campus. Bob is placed in any room.

Composite hyperrectangle region
(Holub et al.)



ALICE — STEP 1

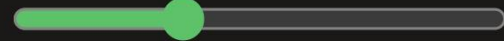


Adjust δ , then send Msg₁

Place Alice

Clear Alice

Matching radius δ



307 m

✓ Msg₁ sent — Bob may now query

Demo 1

BOB — STEP 2

Click map to place Bob

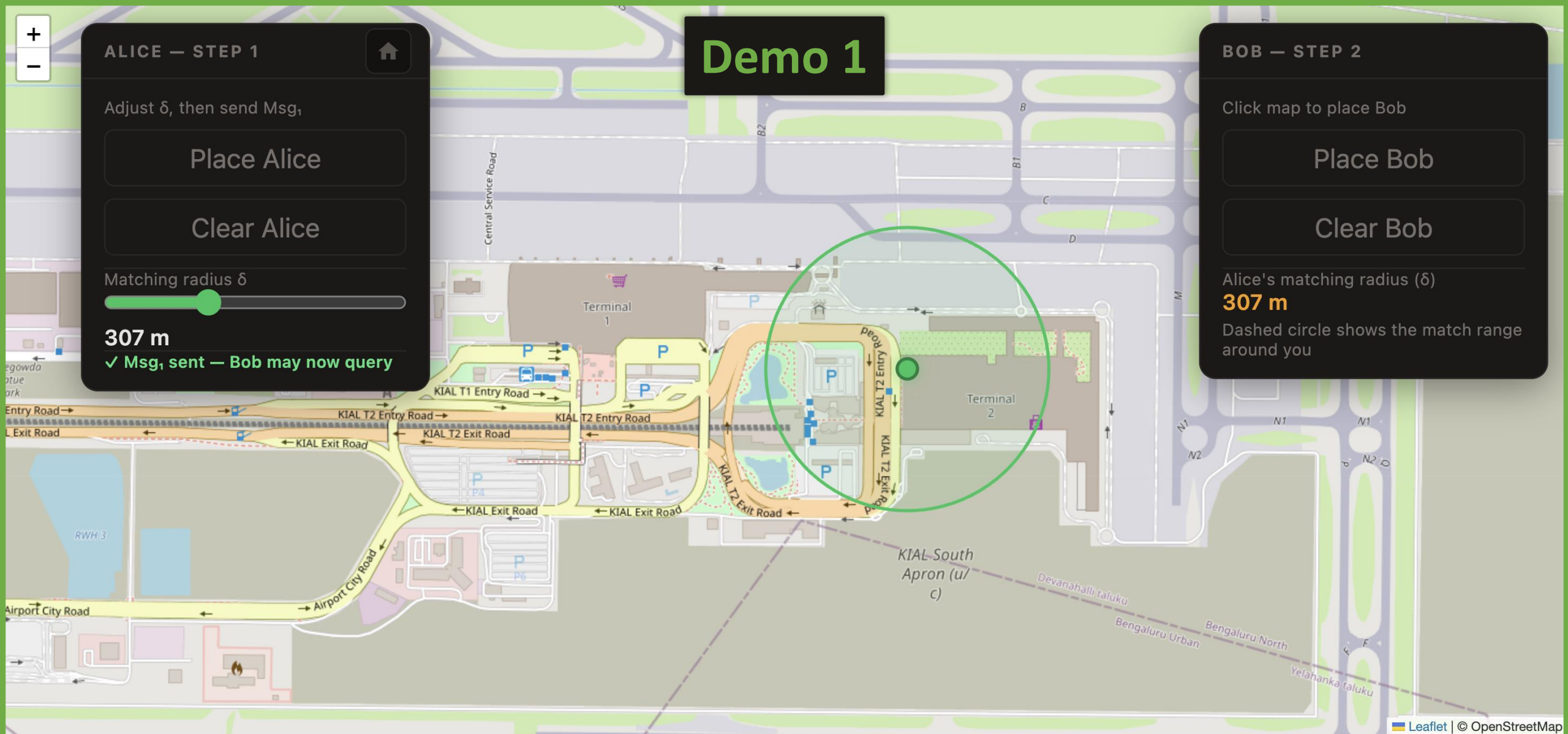
Place Bob

Clear Bob

Alice's matching radius (δ)

307 m

Dashed circle shows the match range around you



Leaflet | © OpenStreetMap

Run Protocol (Bob's Msg₂)

Clear results

Reset all



ALICE — STEP 1

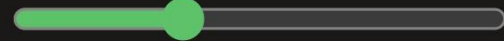


Adjust δ , then send Msg₁

Place Alice

Clear Alice

Matching radius δ



307 m

✓ Msg₁ sent — Bob may now query

Demo 1

BOB — STEP 2

Click map to place Bob

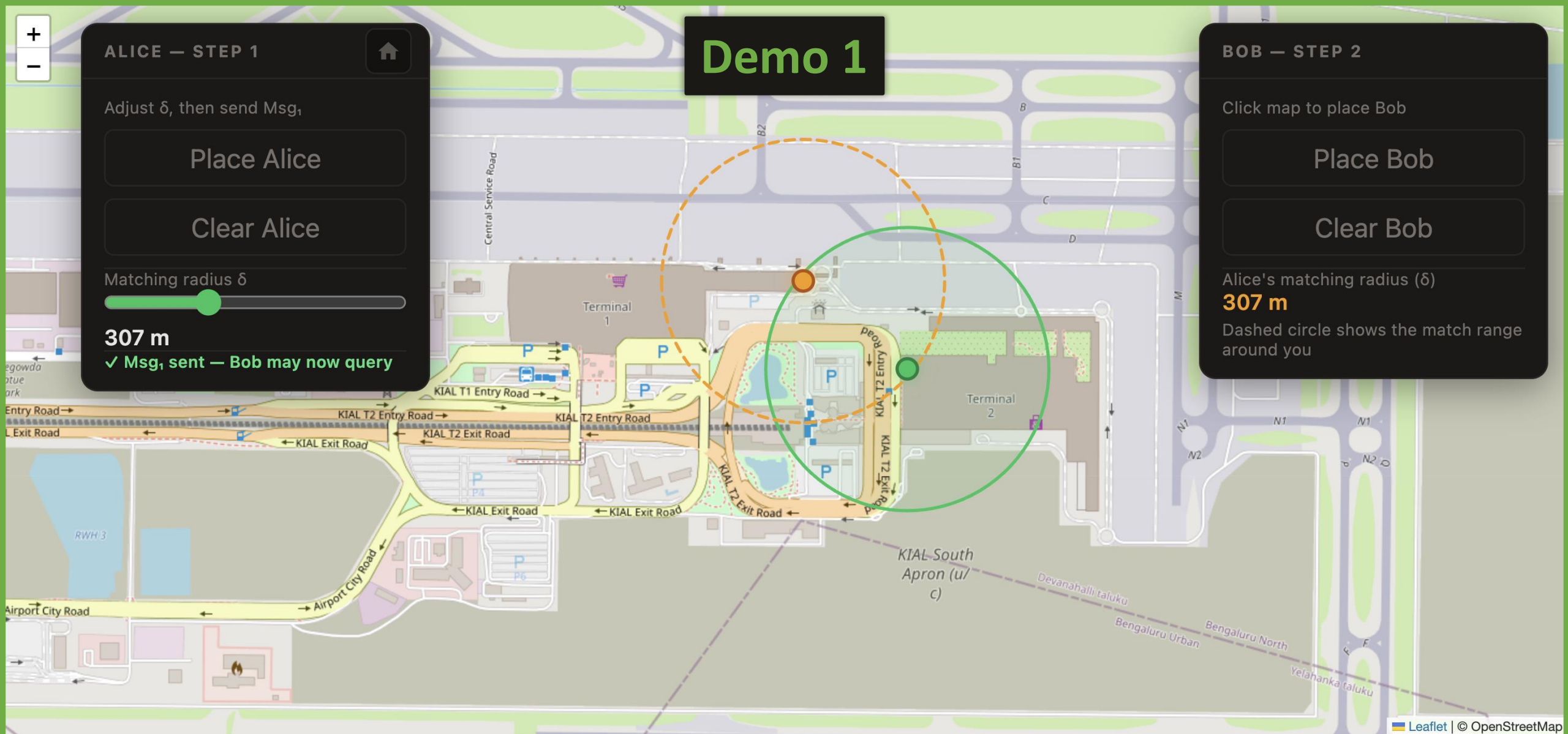
Place Bob

Clear Bob

Alice's matching radius (δ)

307 m

Dashed circle shows the match range around you



Leaflet | © OpenStreetMap

Run Protocol (Bob's Msg₂)

Running...

Clear results

Reset all



ALICE — STEP 1

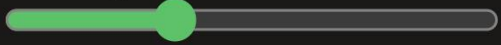


Adjust δ , then send Msg₁

Place Alice

Clear Alice

Matching radius δ



307 m

✓ Msg₁ sent — Bob may now query

Demo 1

BOB — STEP 2

Click map to place Bob

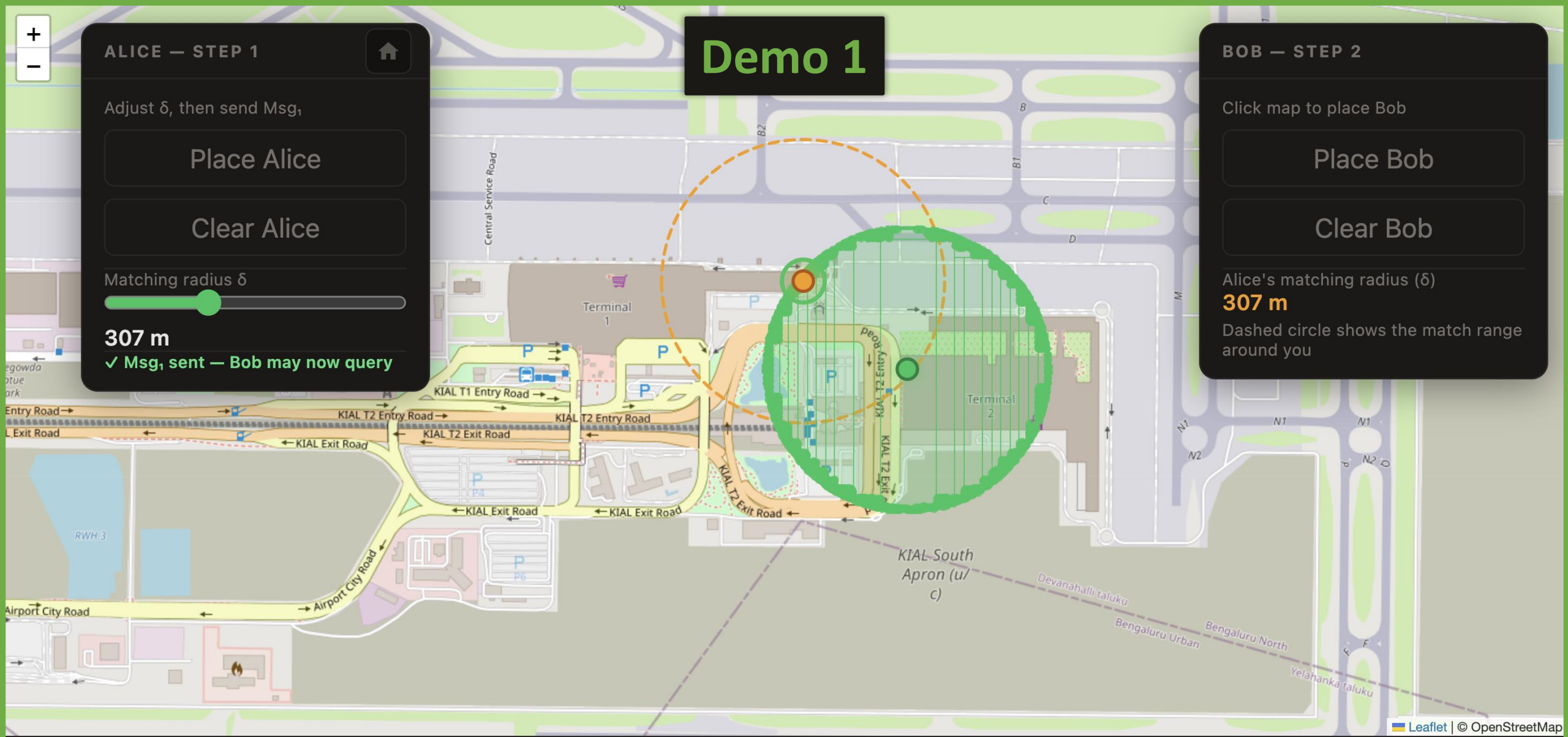
Place Bob

Clear Bob

Alice's matching radius (δ)

307 m

Dashed circle shows the match range around you



Leaflet | © OpenStreetMap

Run Protocol (Bob's Msg₂)

INSIDE

Clear results

Reset all

δ 307 m · Rects 22 · Residuals 22068 · Msg₁ 2.0 MB · Msg₂ 102.1 KB · Partition 409.2 ms · Protocol 864.6 ms



ALICE



Hold and drag on the map to draw her region

Draw Region

Clear region

Area: 111,437 m²

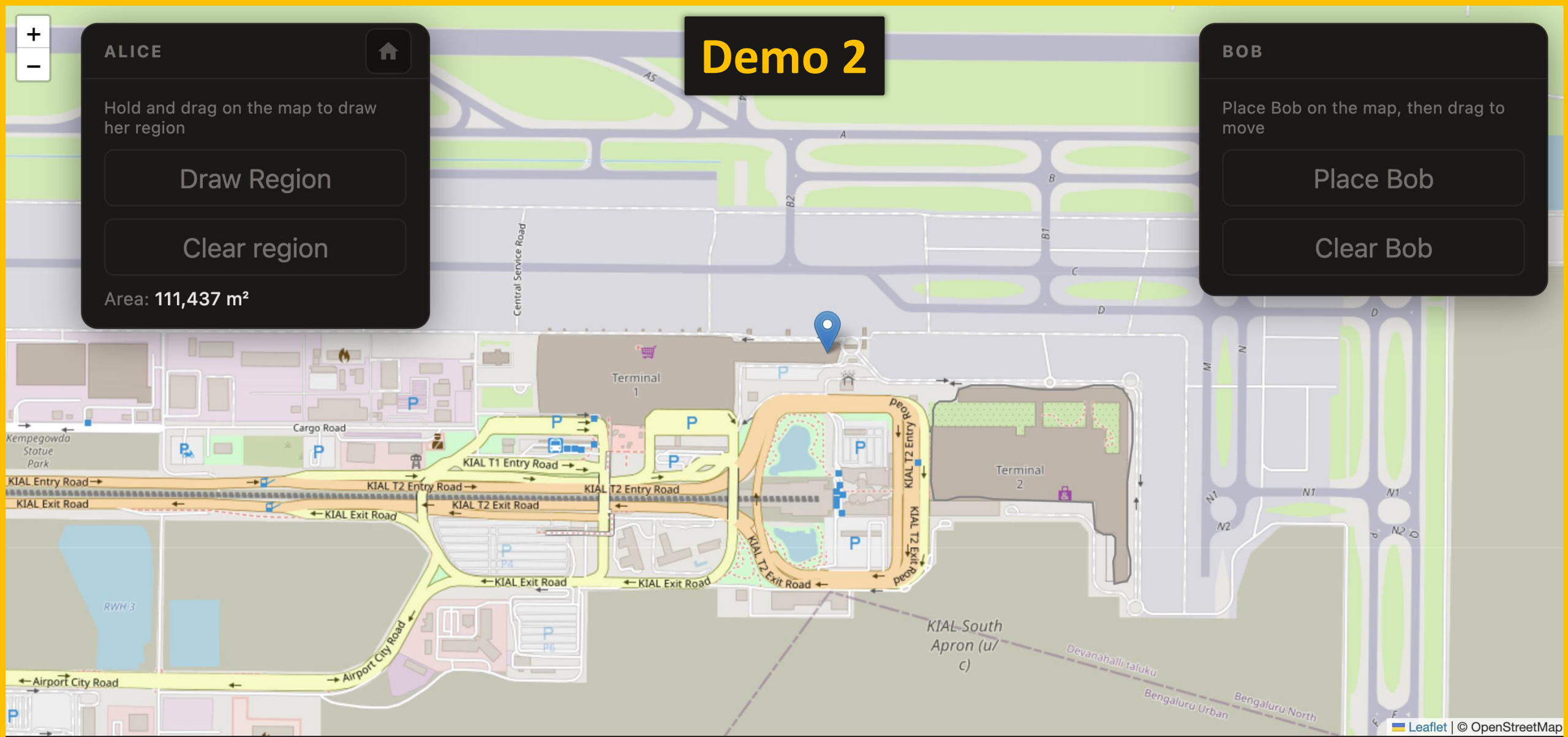
Demo 2

BOB

Place Bob on the map, then drag to move

Place Bob

Clear Bob



Leaflet | © OpenStreetMap

Run Protocol

running...

Clear results

Reset all



ALICE



Hold and drag on the map to draw her region

Draw Region

Clear region

Area: 111,437 m²

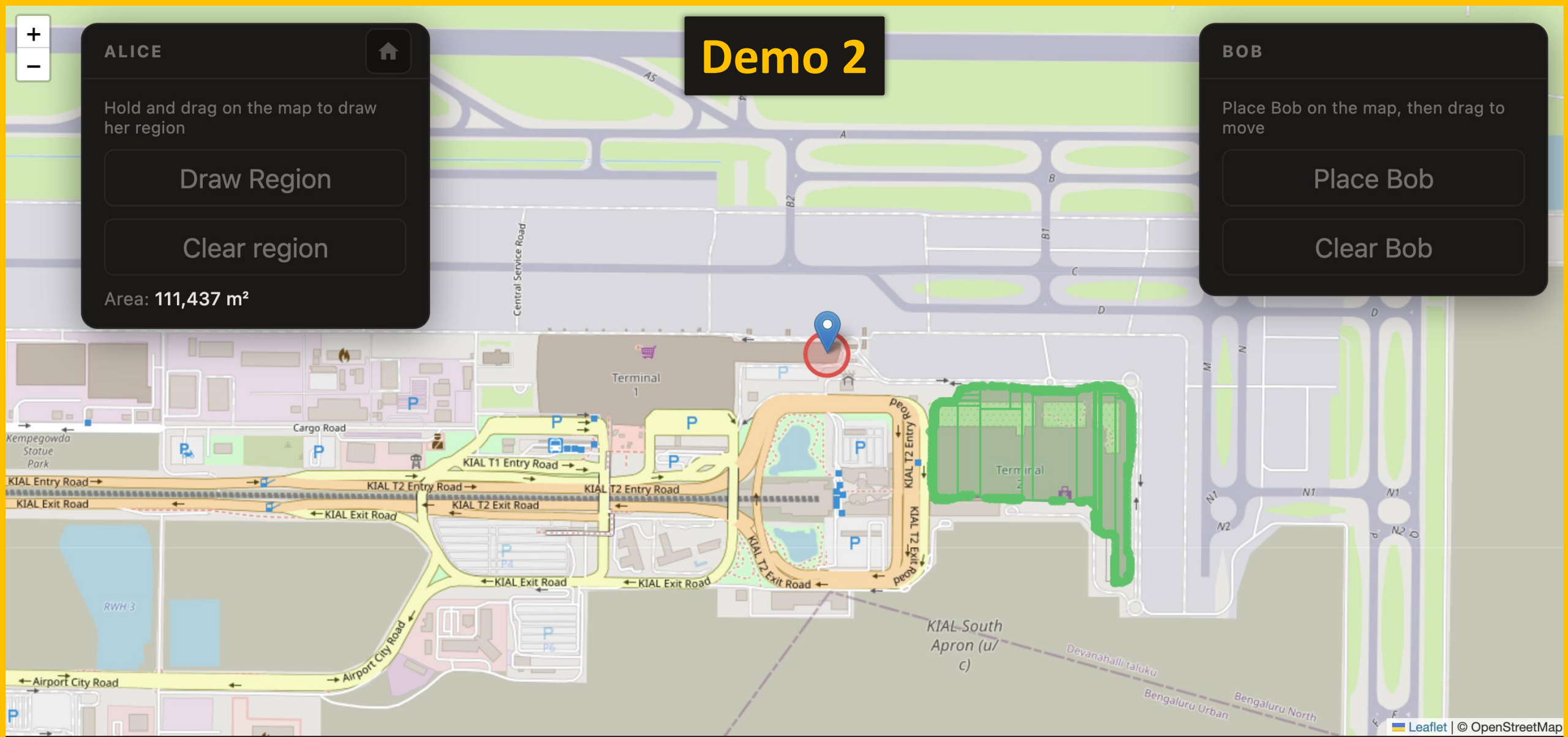
Demo 2

BOB

Place Bob on the map, then drag to move

Place Bob

Clear Bob



Leaflet | © OpenStreetMap

Run Protocol

OUTSIDE

Clear results

Reset all

Rects 26 · Residuals 4723 · Msg1 468.2 KB · Msg2 108.0 KB · Partition 157.7 ms · Protocol 275.7 ms

ALICE



Authorized floor -- all rooms included

Choose a floor...



No floor selected

Demo 3

BOB

Floor

Choose a floor...



Room (placed at center)

Select a floor first



No position set

Run Protocol

Clear & Reset

ALICE



Authorized floor -- all rooms included

F2



F2 -- 8 rooms -- 13,600 m²

Demo 3

BOB

Floor

Choose a floor...



Room (placed at center)

Select a floor first



No position set

Run Protocol

Clear & Reset

ALICE



Authorized floor -- all rooms included

F2



F2 -- 8 rooms -- 13,600 m²

Demo 3

BOB

Floor

F4



Room (placed at center)

Observatory B



F4 -- Observatory B

Run Protocol

Clear & Reset

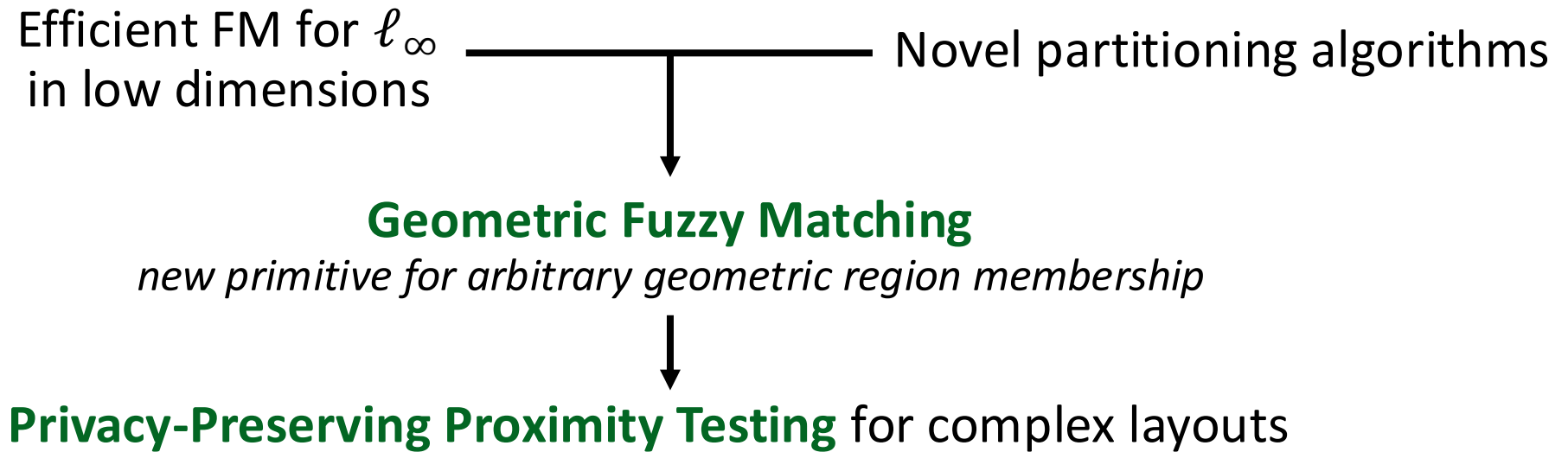
OUTSIDE

Done.

Rects 3 · Residuals 0 · Msg1 11.7 KB · Msg2 27.6 KB · Partition 0 ms · Protocol 81 ms

Conclusion and Future Work

Our Results



Conclusion and Future Work

Our Results

Efficient FM for ℓ_∞
in low dimensions

Novel partitioning algorithms

Geometric Fuzzy Matching

new primitive for arbitrary geometric region membership

Privacy-Preserving Proximity Testing for complex layouts

Future Work

Dynamic environments for moving entities

Full hiding of *region layout* from the sender

Support for repeated queries

Conclusion and Future Work

Our Results

Efficient FM for ℓ_∞
in low dimensions

Novel partitioning algorithms

Geometric Fuzzy Matching

new primitive for arbitrary geometric region membership

Privacy-Preserving Proximity Testing for complex layouts

Future Work

Dynamic environments for moving entities

Full hiding of *region layout* from the sender

Support for repeated queries

Thank
you!

