Fingerprint Combination for Privacy Protection

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Abstract: We propose here a novel system for protecting fingerprint privacy by combining two different fingerprints into a new identity. In the enrollment, two fingerprints are captured from two different fingers. We extract the minutiae positions from one fingerprint, the orientation from the other fingerprint, and the reference points from both fingerprints. Based on this extracted information and our proposed coding strategies, a combined minutiae template is generated and stored in a database. In the authentication, the system requires two query fingerprints from the same two fingers which are used in the enrollment. A two-stage fingerprint matching process is proposed for matching the two query fingerprints against a combined minutiae template. By storing the combined minutiae template, the complete minutiae feature of a single fingerprint will not be compromised when the database is stolen. Furthermore, because of the similarity in topology, it is difficult for the attacker to distinguish a combined minutiae template from the original minutiae templates. With the help of an existing fingerprint reconstruction approach, we are able to convert the combined minutiae template into a real look alike combined fingerprint. Thus, a new virtual identity is created for the two different fingerprints, which can be matched using minutiae-based fingerprint matching algorithms. The experimental results show that our system can achieve a very low error rate with FRR=0.4% at FAR=0.1%. Compared with the state-of-the-art technique, our work has the advantage in creating a better new virtual identity when the two different fingerprints are randomly chosen.

Keywords: Combination, Fingerprint, Minutiae, Privacy, Protection.

I. INTRODUCTION

With the widespread applications of fingerprint techniques in authentication systems, protecting the privacy of the fingerprint becomes an important issue. Traditional encryption is not sufficient for fingerprint privacy protection because decryption is required before the fingerprint matching, which exposes the fingerprint to the attacker. Therefore, in recent years, significant efforts have been put into developing specific protection techniques for fingerprint. Most of the existing techniques make use of the key for the fingerprint privacy protection, which creates the inconvenience. They may also be vulnerable when both the key and the protected fingerprint are stolen. Teoh et al. [2] propose a biohashing approach by computing the inner products between the user’s fingerprint features and a pseudorandom number (i.e., the key). The accuracy of this approach mainly depends on the key, which is assumed to be never stolen or shared [3]. Ratha et al. [4] propose to generate cancelable fingerprint templates by applying noninvertible transforms on the minutiae. The noninvertible transform is guided by a key, which will usually lead to a reduction in matching accuracy. The work in [2] and [4] are shown to be vulnerable to intrusion and linkage attacks when both the key and the transformed template are stolen [5]. Nandakumar et al. [6] propose to implement fuzzy fault on the minutiae, which is vulnerable to the key-inversion attack [7]. Our work in [8] imperceptibly hide the user identity on the thinned fingerprint using a key. The user identity may also be compromised when both the key and the protected thinned fingerprint are stolen. There are only a few schemes [9]–[13] that are able to protect the privacy of the fingerprint without using a key. Ross and Othman [9] propose to use visual cryptography for protecting the privacy of biometrics.

The fingerprint image is decomposed by using a visual cryptography scheme to produce two noise-like images (termed as sheets) which are stored in two separate databases. During the authentication, the two sheets are overlaid to create a temporary fingerprint image for matching. The advantage of this system is that the identity of the biometrics is never exposed to the attacker in a single database. However, it requires two separate databases to work together, which is not practical in same applications. The works in [10]–[12] combine two different fingerprints into a single new identity either in the feature level [10] or in the image level [11], [12]. In [10], the concept of combining two different fingerprints into a new identity is first proposed, where the new identity is created by combining the minutiae positions extracted from the two fingerprints. The original minutiae positions of each fingerprint can be protected in the new identity. However, it is easy for the attacker to identify such a new identity because it contains many more minutiae positions than that of an original fingerprint. The experiment shows that the EER of matching the new identities is 2.1% when the original minutiae positions are marked manually from the original fingerprints. A similar scheme is proposed in [13], where the minutiae positions extracted from a
combined fingerprint) which performs better when the two different fingerprints are randomly chosen.

The organization of the paper is as follows. Section II introduces our proposed fingerprint privacy protection system. Section III explains how to generate a combined fingerprint for two different fingerprints. Section IV presents the experimental results. Section V analyzes the information leakage in a combined minutiae template, followed by the conclusions in the last section.

II. THE PROPOSED FINGERPRINT PRIVACY PROTECTION SYSTEM

Fig.1 shows our proposed fingerprint privacy protection system. In the enrollment phase, the system captures two fingerprints from two different fingers, say fingerprints A and B. During the enrollment, the system captures two fingerprints from two different fingers. We propose a combined minutiae template generation algorithm to create a combined minutiae template from the two fingerprints. In such a template, the minutiae positions are extracted from one fingerprint, while the minutiae directions depend on the orientation of the other fingerprint and some coding strategies. The template will be stored in a database for the authentication which requires two query fingerprints. A two-stage fingerprint matching process is further proposed for matching the two query fingerprints against a combined minutiae template. By using the combined minutiae template, the complete minutiae feature of a single fingerprint will not be compromised when the database is stolen. In addition, the combined minutiae template share a similar topology to the original minutiae templates, it can be converted into a real-look alike combined fingerprint by using an existing fingerprint reconstruction approach [15]. The combined fingerprint issues a new virtual identity which is termed as a mixed fingerprint. Compared with the work in [10], [13], such an image level based fingerprint combination technique has two advantages: (i) it is difficult for the attacker to distinguish a mixed fingerprint from the original fingerprints, and (ii) existing fingerprint matching algorithms are applicable for matching two mixed fingerprints. However, this approach produces a visually unrealistic mixed fingerprint due to the variations in the orientation and frequency between the two different fingerprints. Their experimental results [12] show that the EER of matching two mixed fingerprints is about 15% when two different fingerprints are randomly chosen for creating a mixed fingerprint. If the two different fingerprints are carefully chosen according to a compatibility measure, the EER can be reduced to about 4%. In this paper, we propose a novel system for protecting fingerprint privacy by combining two different fingerprints into a new identity.

The advantages of our technique over the existing fingerprint combination techniques [10]–[13] are as follows:

- Our proposed system is able to achieve a very low error rate with FRR=0.4% when FAR=0.1%.
- Compared with the feature level based technique [10], [13], we are able to create a new identity (i.e., the combined minutiae template) which is difficult to be distinguished from the original minutiae templates.
- Compared with the image level based technique [11], [12], we are able to create a new virtual identity (i.e., the fingerprint and the artificial points generated from the voice are combined to produce a new identity.

The two fingerprints for enrollment

The two fingerprints for authentication

Fig.1. Proposed fingerprint privacy protection system.

from fingers A and B, respectively. We extract the minutiae positions from fingerprint A and the orientation from fingerprint B using some existing techniques [16], [17]. Then, by using our proposed coding strategies, a combined minutiae template is generated based on the minutiae positions, the orientation and the reference points detected from both fingerprints. Finally, the combined minutiae template is stored in a database. In the authentication phase, two query fingerprints are required from the same two fingers, say fingerprints $A'$ and $B'$ from fingers A and B. As what we have done in the enrollment, we extract the minutiae positions from fingerprint $A'$ and the orientation from fingerprint $B'$. Reference points are detected from both query fingerprints. These extracted information will be matched against the corresponding template stored in the database by using a two-stage fingerprint matching. The authentication will be successful if the matching score is over a predefined threshold.
A. Reference Points Detection

The reference points detection process is motivated by Nilsson et al. [18], who first propose to use complex filters for singular point detection. Given a fingerprint, the main steps of the reference points detection are summarized as follows:

1. Compute the orientation from the fingerprint using the orientation estimation algorithm proposed in [17]. Obtain the orientation in complex domain, where

\[
Z = \cos(2\theta) + j \sin(2\theta)
\]  

(1)

2. Calculate a certainty map of reference points [18]

\[
C_{ref} = Z * \bar{T}_{ref}
\]  

(2)

Where “” is the convolution operator and is the conjugate of

\[
T_{ref} = (x + iy) \cdot \frac{1}{2\pi\sigma^2} \cdot \exp\left(-\frac{x^2 + y^2}{2\sigma^2}\right)
\]  

(3)

which is the kernel for reference points detection.

3. Calculate an improved certainty map [19]:

\[
C'_{ref} = \begin{cases} 
C_{ref} \cdot \sin(\text{Arg}(C_{ref})) & \text{if } \text{Arg}(C_{ref}) > 0 \\
0 & \text{otherwise}
\end{cases}
\]  

(4)

where \(\text{Arg}(z)\) returns the principal value of the argument of \(Z\) (defined from \(-\pi\) to \(\pi\)).

4. Locate a reference point satisfying the two criterions: (i) the amplitude of \(C'_{ref}\) of the point (hereinafter termed as the certainty value for simplicity) is a local maximum, and (ii) the local maximum should be over a fixed threshold . Suppose we locate a reference point at \((r_x, r_y)\), the corresponding angle can be estimated as \(\text{Arg}(C'_{ref}(r_x, r_y))\).

5. Repeat step 4) until all reference points are located.

6. If no reference point is found for the fingerprint in steps 4) and 5) (e.g., an arch fingerprint), locate a reference point with the maximum certainty value in the whole fingerprint image.

B. Combined Minutiae Template Generation

Given a set of minutiae positions \(P_A = \{(x_{ia}, y_{ia})\}, 1 \leq i \leq N\) of fingerprint A, the orientation \(O_{A}\) of fingerprint B and the reference points of fingerprints A and B, a combined minutiae template \(M_C\) is generated by minutiae position alignment and minutiae direction assignment, as shown in Fig. 2.

1. Minutiae Position Alignment: Among all the reference points of a fingerprint for enrollment, we define a reference point with the maximum certainty value as the primary reference point. Therefore, we have two primary reference points \(R_A\) and \(R_B\) for fingerprints A and B, respectively. Let’s assume \(R_A\) is located at \(r_A = (r_{xa}, r_{ya})\) with the angle \(\beta_A\), and is \(R_B\) located at \(r_B = (r_{xb}, r_{yb})\) with the angle \(\beta_B\). The alignment is performed by translating and rotating each minutiae point \(P_{ia}\) to \(P_{ic} = (x_{ic}, y_{ic})\) by

\[
(P_{ic})^T = H \cdot (P_{ia} - r_A)^T + (r_B)^T
\]  

(5)

Where \((^T)\) is the transpose operator and \(H\) is the rotation matrix where

\[
H = \begin{bmatrix}
\cos(\beta_B - \beta_A), \sin(\beta_B - \beta_A) \\
-\sin(\beta_B - \beta_A), \cos(\beta_B - \beta_A)
\end{bmatrix}
\]  

(6)

As such, \(R_A\) and \(R_B\) are overlapped both in the position and the angle after the minutiae position alignment.

2. Minutiae Direction Assignment: Each aligned minutiae position \(P_{ic}\) is assigned with a direction \(\theta_{ic}\) as follows:

\[
\theta_{ic} = O_B(x_{ic}, y_{ic}) + \rho_i \pi
\]  

(7)

Where \(\rho_i\) is a random integer that is either 0 or 1. The range of \(O_B(x_{ic}, y_{ic})\) is from 0 to \(\pi\). Therefore, the range of \(\theta_{ic}\) will be from 0 to \(2\pi\), which is the same as that of the minutiae directions from an original fingerprint. Following three coding strategies are proposed for determining the value of \(\rho_i\):

3. \(\rho_i\) is randomly selected from \(\{0, 1\}\).

4. \(\rho_i\) is determined by

\[
\rho_i = \begin{cases} 
1 & \text{if } \text{mod}[(\theta_{ic} + \beta_B - \beta_A), \pi] - O_B(x_{ic}, y_{ic}) > 0 \\
0 & \text{otherwise}
\end{cases}
\]  

(8)

where \(\text{mod}\) is the modulo operator and is the original direction of a minutiae position in fingerprint.

5. \(\rho_i\) is determined by

\[
\rho_i = \begin{cases} 
1 & \text{if } \text{mod}(\text{ave}_{k}(x_{ic}, y_{ic}), \pi) - O_B(x_{ic}, y_{ic}) > 0 \\
0 & \text{otherwise}
\end{cases}
\]  

(9)

Where \(\text{ave}_{k}(x_{ic}, y_{ic})\) is the average direction of the \(n\) nearest neighboring minutiae points of the location \((x_{ic}, y_{ic})\) in fingerprint B.

\[
\text{ave}_{k}(x_{ic}, y_{ic}) = \frac{1}{n} \sum_{k=1}^{n} \theta_k^k(x_{ic}, y_{ic})
\]  

(10)

where \(\theta_k^k(x_{ic}, y_{ic})\) means the direction of the \(k\)th nearest neighboring minutiae point of the location \((x_{ic}, y_{ic})\) in fingerprint , and is empirically set as 5 which is able to provide a good balance between the diversity and matching accuracy of the combined minutiae templates. In the
following discussions, these three coding strategies are termed as Coding Strategy 1, Coding Strategy 2 and Coding Strategy 3, respectively. Note that some additional information is required in Coding Strategy 2 and Coding Strategy 3, where the block diagram of our system shown in Fig. 1 should be modified accordingly.

Sometimes, \( P_{\text{ic}} \) may be located outside the area of fingerprint B, where \( O_{\text{Ri}}(x_{\text{ir}}, y_{\text{ir}}) \) is not well defined. In such a case, we need to predict \( O_{\text{Ri}}(x_{\text{ir}}, y_{\text{ir}}) \) before the direction assignment. Some existing works for modeling the fingerprint orientation can be adopted to do the prediction. For example, the work in [20] can estimate the missing orientation structure even for a partial fingerprint. Here, we simply predict the value of \( O_{\text{Ri}}(x_{\text{ir}}, y_{\text{ir}}) \) (if it is not well defined) as the value of nearest well defined orientation in \( OB \). Once all the \( N \) aligned minutiae positions are assigned with directions, a combined minutiae template \( M_{\text{c}} = \{ m_{\text{c}} = \{ p_{\text{c}}, \theta_{\text{c}} \}, 1 \leq i \leq N \} \) is created for enrollment. In some cases, a global minutiae position translation may be necessary for \( M_{\text{c}} \) such that all the minutiae points are located inside the fingerprint image.

C. Two-Stage Fingerprint Matching

Given the minutiae positions \( P_{\text{A}} \) of fingerprint \( A' \), the \( OB \)’ orientation of fingerprint \( B' \) and the reference points of the two query fingerprints. In order to match the \( M_{\text{c}} \) stored in the database, we propose a two-stage fingerprint matching process including query minutiae determination and matching score calculation as shown in Fig. 3.

D. Query Minutiae Determination

The query minutiae determination is a very important step during the fingerprint matching. In order to simplify the description of our algorithm, we first introduce the local features extracted for a minutiae

An illustration of the definitions of \( L_{ij} \), \( \gamma_{ij} \), and \( \sigma_{ij} \) are shown in Fig. 4. For the \( i \)th minutiae point \( m_{\text{ic}} \) in \( M_{\text{c}} \), we extract a set of local features \( F_i \) as follows:

\[
F_i = (L_{ij}, L_{ik}, L_{il}, \gamma_{ij}, \gamma_{ik}, \gamma_{il}, \sigma_{ij}, \sigma_{ik})
\]

We assume \( m_{\text{jc}} \) is the nearest, \( m_{\text{kc}} \) is the second nearest and \( m_{\text{lc}} \) is the third nearest minutiae point of \( m_{\text{ic}} \). Suppose we detect \( k_1 \) (\( k_1 \geq 1 \)) reference points from fingerprint \( A' \) and \( k_2 \) (\( k_2 \geq 1 \)) reference points from fingerprint \( B' \). The query minutiae is determined as follows:

E. Select a pair of reference points: one from fingerprint \( A' \) (say \( R_a \)) and the other from fingerprint \( B' \) (say \( R_b \)).

Assume \( R_{a'} \) is located at \( R_{a'} = (r_{\text{ax}}, r_{\text{ay}}) \) with the angle \( \beta_{a'} \), \( R_{b'} \), is located at \( r_{b'} = (r_{\text{bx}}, r_{\text{by}}) \) with the angle \( \beta_{b'} \), respectively.

1. Perturb \( \beta_{a'} \), by \( \tau = \beta_{a'} + k \cdot \Delta \), where \( k \) is an integer and \( \Delta \) is a perturbation size. We choose \( \Delta = 3 \times \pi/180 \) radians (i.e., \( 3 \) degrees) and \(-5 \leq k \leq 5 \). Thus, we have \( K = 11 \) perturbed angles for the reference point \( R_{a'} \).

2. Generate a combined minutiae template \( M_{\text{c}}(\tau) \) for testing (hereinafter simply termed as a testing minutiae) from \( P_{A'}, O_{B'}, R_{a'} \), (with a perturbed angle \( \tau \) ) and \( R_{b'} \) using the proposed combined minutiae template generation algorithm. Note that the same coding strategy should be adopted for generating \( M_{\text{c}}(\tau) \) and \( M_{\text{c}} \). In total, we generate \( k \) testing minutiae \( M_{\text{c}}(\tau) \).

3. Suppose \( F_{u} \) are the local features extracted for the \( u \)th minutiae point in \( M_{\text{c}}(\tau) \), while \( F_{v} \) are the local features extracted for the \( v \)th minutiae point in \( M_{\text{c}} \). Calculate the difference between and by
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\[ D_{e}(u, v) = w_1 \cdot \sum_{j=1}^{3} |F_e(j) - F_v(j)| + w_2 \cdot \sum_{j=1}^{3} |F_v(j) - F_e(j)| \]  

(16)

where \( F_e(j) \) refers to the jth component of \( F_e \), \( w_1 \) and \( w_2 \) are the weights for different features. We follow the same weight settings as in [21], where \( w_1 = 1 \) and \( w_2 = 0.3 \times 180/\pi \). Then, we define the difference between \( M_C(t) \) and \( M_Q \) as

\[ d_r = \min_{u,v} D_T(u,v) \]  

(17)

4. Repeat steps 1) to 4) until all the possible pairs (in total \( k_1 \times k_2 \) pairs) of reference points are selected and processed. Among all the testing minutiae \( (K \times k_1 \times k_2) \) in total, the one which has the minimum difference from \( M_C \) (i.e., the minimum \( d_r \)) will be considered as the query minutiae \( M_Q \).

F. Matching Score Calculation: For the combined minutiae templates that are generated using Coding Strategy 1, we do a modulo \( \pi \) for all the minutiae directions in \( M_Q \) and \( M_C \), so as to remove the randomness. After the modulo operation, we use an existing minutiae matching algorithm [16] to calculate a matching score between \( M_Q \) and \( M_C \), for the authentication decision. For other combined minutiae templates, we directly calculate a matching score between \( M_Q \) and \( M_C \), using an existing minutiae matching algorithm [16].

III. COMBINED FINGERPRINT GENERATION

In a combined minutiae template, the minutiae positions and directions (after modulo \( \pi \)) are extracted from two different fingerprints separately. These minutiae positions and directions share a similar topology to those from an original fingerprint. Therefore, the combined minutiae template has a similar topology to an original minutiae template. Some existing works [15], [22], [23] have shown that it is possible to reconstruct a full fingerprint image from a minutiae template. By adopting one of these fingerprint reconstruction approaches, we are able to convert our combined minutiae template into a combined fingerprint image. Fig. 5 shows our process to generate a combined fingerprint for two different fingerprints. Given any two different fingerprints as input, we first generate a combined minutiae template using our combined minutiae template generation algorithm. Then, a combined fingerprint is reconstructed from the combined minutiae template using one of the existing fingerprint reconstruction approaches.

![Fig.5. Generating a combined fingerprint for two different fingerprints.](image-url)

It should be noted that the combined minutiae template generated by adopting Coding Strategy 1 is not appropriate for generating a combined fingerprint. The reason is that we set \( \rho_t \) as 0 or 1 randomly during the minutiae direction assignment, i.e., we add \( \pi \) randomly for each minutiae direction in such a coding strategy. As what has been discussed in Section II-C2, we need to perform a modulo \( \pi \) operation for the minutiae directions during the fingerprint matching, so as to remove such randomness. Therefore, we will not be able to match the corresponding combined fingerprint by using a general fingerprint matching algorithm. While the purpose of generating a combined fingerprint is to issue a new virtual identity for two different fingerprints, which should be matched using general fingerprint matching algorithms. Among the existing fingerprint reconstruction approaches, our previous work [15] achieves excellent performance. We here adopt this approach for generating a combined fingerprint from a combined minutiae template. However, the work in [15] does not incorporate a noising and rendering step to make the reconstructed fingerprint image look-aliike. To create a real-look alike fingerprint image from a set of minutiae points, we further apply a noising and rendering step after adopting the work in [15], where the following 7 stages are carried through as illustrated in Fig. 6.

1. Estimate an orientation field \( \hat{g} \) from the set of minutiae points by adopting the orientation reconstruction algorithm proposed in [23].

2. Generate a binary ridge pattern based on \( \hat{g} \) and a predefined fingerprint ridge frequency (which is set as 0.12) using Gabor filtering.

3. Estimate the phase image \( \hat{\psi} \) of the binary ridge pattern using the fingerprint FM-AM model [14].

4. Reconstruct the continuous phase image \( \psi_c \) by removing the spirals in the phase image \( \hat{\psi} \).

5. Combine the continuous phase image \( \psi_c \) and the spiral phase image \( \psi_s \) (calculated from the minutiae points), producing a reconstructed phase image \( \psi_f \).

6. Refine the reconstructed phase image \( \psi_f \) by removing the spurious minutiae points to produce a refined phase image \( \psi_{fr} \).

7. Apply a noising and rendering step (which is similar to the work proposed in [24]) on \( \psi_{fr} \), so as to create a real-look alike fingerprint image.

IV. EXPERIMENTAL RESULTS

The experiment is conducted on the first two impressions of the FVC2002 DB2_A database, which contains 200 fingerprints from 100 fingers (with 2 impressions per finger). The VeriFinger 6.3 [16] is used for the minutiae positions extraction and the minutiae matching. The algorithm proposed in [17] is used for the orientation extraction.

A. Parameter Settings for Reference Points Detection

The reference point’s detection has a significant impact on the accuracy and efficiency of our proposed system. There are two parameters need to be determined for the reference
points detection, i.e., \( \sigma \) for the complex filtering and \( T \) which is the threshold for the reference points detection. We set \( \sigma = 1.5 \) as suggested in [18]. Next, we explain in detail for the setting of \( T \). A good setting of \( T \) should meet the following two requirements for the accuracy and efficiency of our system: (i) the detected reference points should contain the true singular point which is a loop of the fingerprint and (ii) the number of the detected reference points should be small. We manually mark the location of the topmost loop (with the angle pointing upwards) for each of the first two impressions of the FVC2002 DB2_A database (in total 200 fingerprints).

Note that if the fingerprint is an arch, the topmost loop is marked at the point with the highest ridge curvature. For each fingerprint, we define the reference point nearest to the marked topmost loop as the nearest reference point for simplicity. The reference points are considered to be truly detected if the Euclidian distance between the marked topmost loop and the nearest reference point is less than 30 pixels as suggested in [19]. Otherwise, the reference points are considered to be falsely detected. Table I shows the performance of the reference points detection at different settings of threshold \( T \), where “No.” refers to the total number of reference points detected among the 200 fingerprints. It can be seen that setting \( T = 5 \) will achieve a good balance between the accuracy and efficiency. By setting \( \sigma = 1.5 \) and \( T = 5 \), the average Euclidian distance between the marked topmost loop and the nearest reference point is 5.65 pixels. Furthermore, by adopting such settings, we will only detect one reference point for the majority of fingerprints, which is the loop as shown in Figs. 7(a) and 7(b). Figs. 7(c) and 7(d) illustrate an example with two reference points detected. The reliability of the angle of the nearest reference point (by setting \( \sigma = 1.5 \) and \( T = 5 \)) for each of the 200 fingerprints is measured as follows similar to the work in [18].

1. Rotate the original fingerprint from -30 degrees to 30 degrees with 2 degrees per step based on the topmost loop marked before.
2. Perform the reference points detection for the original fingerprint \( \alpha = 0 \) and its rotated versions. Let’s denote the angle of the nearest reference point of the original fingerprint as \( \alpha \), and the corresponding angle for each of the rotated versions as \( \alpha q \), where \( q = -30, -28, -26, \ldots 2, 4 \ldots 30 \) refers to the degree of rotation.
3. Estimate the degree of rotation for each rotated version by
   \[
   \tilde{q} = \alpha q - \alpha 0
   \]  
   \( \text{(18)} \)
4. Compute the absolute estimation error for each rotated version, i.e.,
   \[
   e = |\tilde{q} - q|
   \]  
   \( \text{(19)} \)
5. Compute the mean and standard deviation of for all the rotated versions, which are denoted as \( \bar{c}_{mean} \) and \( \bar{c}_{std} \), respectively.

Among all the 200 fingerprints, the average \( \bar{c}_{mean} \) and \( \bar{c}_{std} \), are .96 degrees and 2.05 degrees, respectively.

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**B. Evaluating the Performance of the Proposed System**

In order to evaluate the performance of our system, we randomly pair the 100 fingers in the FVC2002 DB2_A database to produce a group of 50 non overlapped fingerprint pairs, where each finger pair contains two different fingers. The random pairing process is repeated 10 times to have 10 groups of 50 non overlapped fingerprint pairs. For the two fingerprints captured from two different fingers, we can generate two combined minutiae templates in total, where one fingerprint serves as fingerprint A, the other serves as fingerprint B or vice versa. The system designer can choose
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![Graph](image-url)  
**Fig. 8.** Performance of the proposed system for (a) Case I, and (b) Case II.

![Graph](image-url)  
**Fig. 9.** Performance of the proposed system for Case II by using a conventional minutiae matching technique [16] for the fingerprint matching.

The first impressions of each finger pair are used to produce two combined minutiae templates for enrollment. Thus, there are 100 templates stored in the database. Similarly, 100 genuine tests are performed to compute FRR and 100x99=9900 imposter tests are performed to compute FAR. In the following discussions, the above two cases are termed as Case I and Case II, respectively. Fig. 8 plots the average FRR (at different FAR) computed from the 10 groups of finger pairs for the two cases. We can see that our system performs similarly for the two cases. However, the error rates vary among different coding strategies, where the Coding Strategy 1 achieves the lowest error rate with (at $\text{FAR} = 0.1\%$) for both cases. While the results of using Coding Strategy 3 are the worst, with over 1% FRR (at $\text{FAR} = 0.1\%$) for both cases.

In order to show the effectiveness of the proposed two stage fingerprint matching, we evaluate the performance of our system by using a conventional minutiae matching technique [16] for the fingerprint matching. That is to say, during the authentication, we generate a combined minutiae template from two query fingerprints, which is then matched against the corresponding enrolled template by using a conventional minutiae matching algorithm [16]. Under such an assumption, the performance of our system for Case II is shown in Fig. 9. Note that the combined minutiae templates generated using Coding Strategy 1 cannot be matched directly using a conventional minutiae matching algorithm because of the randomness in the minutiae direction. It can be seen that the error rates significantly increase. Compared with the results shown in Fig. 8(b), there are 4.0% and 5.2% increase in FRR at $\text{FAR} = 0.1\%$ for Coding Strategy 2 and 3, respectively.

Compared with a traditional fingerprint recognition system (hereinafter referred to as a traditional system for simplicity), our proposed system offers more choices for a single user to do the enrollment and authentication. A traditional system can only enroll 10 fingerprint templates for the ten fingers of an user. While our system is able to enroll 90 combined minutiae templates. Among these 90 combined minutiae templates, many share the same minutiae positions or orientations, which could be easily linked. However, they produce the diversity of the choices of the fingerprints (for the user) like passwords. Next, we examine the difference among all the combined minutiae templates that can be created for a set of 10 fingers based on our proposed system. That is to say, we evaluate the performance of our system when the database stores all the combined minutiae templates generated for 10 fingers. We randomly separate the 100 fingers (in FVC2002 DB2_A) into 10 groups with 10 fingers per group. For each group, there are in total $\binom{10}{2} = 45$ possible finger pairs. The first impressions of each finger pair are used to produce two combined minutiae templates for enrollment.

The corresponding second impressions serve as the testing fingerprints. As such, 90 combined minutiae templates are generated and stored in the system database. There are 90 genuine tests for computing FRR and 90x89 = 8010 imposter tests for computing the FAR for each group, where the average FRR for the ten groups (with 10 fingers per group) is shown in Fig. 10. We can see that the error rates of our system increase a lot because some templates either share the same minutiae positions or the same orientation. Among the different coding strategies, the Coding Strategy 3 achieves the lowest error rates with FRR = 6% at FAR = 0.1%. While the
corresponding FRR of using Coding Strategy 1 and Coding Strategy 2 are 9.67% and 11.67%, respectively.

![Graph showing Average False Rejection Rate vs False Acceptance Rate](image1)

Fig.10. Evaluating the difference among all the possible combined minutiae templates that can be generated for a set of 10 fingers based on the proposed system.

C. Evaluating the Performance of the Combined Fingerprints

In this section, we compare the performance of our combined fingerprints with the mixed fingerprints generated by the proposed technique in [12] (hereinafter referred to as the mixed fingerprints for simplicity). The VeriFinger 6.3 [16] is adopted for matching two combined fingerprints or two mixed fingerprints. We use the same 10 groups of 50 non-overlapped finger pairs that are randomly paired at the beginning of Section IV-B. For each group of finger pairs, we consider the same two cases or enrollment as in Section IV-B, i.e.,

1. The first impressions of each finger pair are used to produce only one combined fingerprint for enrollment. The corresponding second impressions are used to generate a query combined fingerprint. The query combined fingerprint will be matched against its counterpart enrolled in the database to compute the FRR, producing 50 genuine tests. The FAR is computed by matching an enrolled combined fingerprint against other 49 enrolled combined fingerprints, producing imposter tests, where the symmetric 50 x 49 / 2 = 1225 imposter tests are not executed.

2. The first impressions of each finger pair are used to produce two combined fingerprints for enrollment. The corresponding second impressions are used to generate two query combined fingerprints. Similarly, we have 100 genuine tests and 100 x 99 / 2 = 4950 imposter tests.

The above evaluation is also performed by using the mixed fingerprint approach [12] for comparison. Note that the work in [12] does not incorporate a noising and rendering step to create the mixed fingerprints. Therefore, in order to do a fair comparison, all our combined fingerprints are created without noising and rendering. Fig. 11 shows the performance comparison between the combined fingerprints and the mixed fingerprints. It can be seen that our combined fingerprint achieves a lower error rate than the mixed fingerprint. Especially for Case II, our work performs much better when the FAR is less than 1%. The combined fingerprints of Coding Strategy 2 perform the best, with FRR around 15% at FAR = 0.1% for the two cases. A visual comparison among different types of new identities is shown in Fig. 12.

![Graph showing Performance comparison between the combined fingerprints and the mixed fingerprints](image2)

Fig. 11. Performance comparison between the combined fingerprints and the mixed fingerprints for (a) Case I, and (b) Case II.

The poor performance of the mixed fingerprints approach for Case II is due to the small overlapping area of some finger pairs. The two mixed fingerprints generated by such a finger pair will be quite similar, which may produce a very high imposter matching score. However, it should be noted that the performance of the mixed fingerprints approach can be much improved by incorporating a compatibility measure, which is used to determine whether two different fingerprints are suitable to generate a visually realistic mixed fingerprint (EER is around 4% according to the results reported in [12]). Our combined fingerprint scheme is applicable for minutiae-based fingerprint matching algorithms. On a separate note, generating a combined fingerprint would cost more time than creating a mixed fingerprint because of the fingerprint reconstruction.

D. Evaluating the Probability to Attack Other Systems by Using the Combined Minutiae Templates

In case the combined minutiae templates are stolen, the attacker can use them to attack other traditional systems which store the original fingerprints. He can reconstruct a fingerprint image from a stolen combined minutiae template and make a fake finger based on the reconstructed fingerprint. By scanning the fake finger, the attacker may be able to break into other traditional systems. Similarly, if a combined fingerprint or a mixed fingerprint is stolen, the attacker can directly make a fake finger from the fingerprints and launch the attack. In this section, we evaluate the successful rates to attack other traditional systems by using the combined minutiae templates. Assume that the attacker can do a perfect job to reconstruct a full fingerprint image from a combined minutiae template, i.e., the minutiae of the reconstructed
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Compared with using the mixed fingerprints, it is more difficult to launch the attacks by using the combined minutiae templates. For Attack Type A, the successful rate is around 25% at FAR = 0.1% using the combined minutiae templates. While the corresponding successful rate is 57.5% for the mixed fingerprints. For Attack Type B, the successful rates significantly reduce for both the combined minutiae templates and the mixed fingerprints. At FAR = 0.1%, the successful rate is almost 0% by using the combined minutiae templates. While the corresponding successful rate is 36.7% for the mixed fingerprints, such a reduction shows that it is more dangerous to lose the minutiae positions than losing the orientation of the fingerprint.

V. INFORMATION LEAKAGE IN A COMBINED MINUTIAE TEMPLATE

In this section, we analyze how much the information of an original fingerprint is exposed in a combined minutiae template. Suppose the two original minutiae templates of fingerprints and B are \( M_A = \{m_{ia} = [p_{ia}, \theta_{ia}], 1 \leq i \leq N_A \} \) and \( M_B = \{m_{ib} = [p_{ib}, \theta_{ib}], 1 \leq i \leq N_B \} \), respectively. The corresponding combined minutiae template is \( M_C = \{m_{ic} = [p_{ic}, \theta_{ic}], 1 \leq i \leq N \} \), where \( P_{ic} \) is a translated and rotated version of \( P_{ia} \). Given \( M_C \), we define its information leakage as the probability \( \phi_A \) and \( \phi_B \) to recover \( M_A \) and \( M_B \), respectively. In what follows, we will roughly estimate the value of \( \phi_A \) and \( \phi_B \). Note that the analysis would be the same for the information leakage in a corresponding combined fingerprint.
A. Recovering From

As all the minutiae positions of $M_A$ are exposed in $M_C$, the attacker only needs to recover the minutiae direction $\theta_{ia}$ in $M_A$. Uludag [25] suggests to find the minutiae directions by using the ground truth orientation field of different fingerprint classes. Once the orientation field (in the range from 0 to $\pi$) is established, the direction of each minutiae point (in the range from 0 to $2\pi$) could be randomly selected from one of the two directions corresponding to the orientation of the minutiae point. Wilson et al. [26] indicate that there are five major fingerprint classes in general, i.e., arch, tented arch, right loop, left loop and whorl, where the prior class probabilities are 0.037, 0.029, 0.317, 0.338 and 0.279, respectively. For the attacker, the probability to correctly guess the class of fingerprint will approximately equal to the corresponding prior class probability, which is denoted as $\xi_A$ for simplicity. Note that the position of a loop of fingerprint A is exposed in $M_C$ because the two primary reference points (usually are the loops) of fingerprints A and B are overlapped during the creation of $M_C$ (see Section II-B1). While a rough orientation $O_B$ of fingerprint B can be estimated from $M_C$, using some existing orientation reconstruction algorithms [20], [23]. According to $O_B$, the attacker is able to obtain a rough location of the loop in fingerprint A. Therefore, once the class of fingerprint is correctly guessed (with probability $\xi_A$), the attacker is able to compute a rough orientation $O_A$ of fingerprint A based on the location of the loop. Then, $\theta_{ia}$ can be either recovered as $O_A(x_{ia},y_{ia}) \pm \pi$ by following the suggestion given in [25]. The probability of recovering $M_A$ from $M_C$ can be computed as

$$\varphi_A = \xi_A \cdot \left( \frac{1}{2} \right)^N \tag{20}$$

B. Recovering From

Recovering $M_B$ from $M_C$ is very difficult because the minutiae positions in $M_B$ are not exposed at all in $M_C$. The attacker can only obtain a rough orientation $O_B$ of fingerprint B from $M_C$ [20], [23], based on which he knows the class of fingerprint B. Some existing works [25], [27] have shown that the distribution of the minutiae positions is not uniform and dependent on the fingerprint class. Such a property could be utilized for recovering the minutiae positions of fingerprint B. For simplicity, we term the probability to recover a minutiae position $P_{ib} = (x_{ib},y_{ib})$ of fingerprint B as $\zeta(x_{ib},y_{ib})$. Assume the class of fingerprint B is right loop, $\zeta(x_{ib},y_{ib})$ can be estimated as follows [25]

$$\zeta(x_{ib},y_{ib}) = \frac{1}{N_T} \sum_{i=1}^{N_T} \frac{1}{2\pi \sigma_r^2} \exp \left( -\frac{(x_{ib} - x_i)^2 + (y_{ib} - y_i)^2}{2\sigma_r^2} \right) \tag{21}$$

Where $N_T$ is the total number of training minutiae points (extracted from right loop fingerprints), $(x_i,y_i)$ refers to the position of a training minutiae point and $\sigma_r^2 = 3$ as suggested in [25]) is the variance of the Gaussian window. We pick out all the right loop fingerprints (in total 50) from the first two impressions of the FVC2002 DB2_A database, where the width and height of each fingerprint are $W = 296$ and $H = 560$, respectively. As suggested in [25], these fingerprints are aligned manually such that the topmost loop of each fingerprint is located at the image center. We randomly select 25 of the 50 aligned fingerprints to extract the training minutiae points.

In total, there are 1189 training minutiae points extracted. The minutiae positions are further quantized by a quantization step $\nu = 16$ which is assumed to be the estimation tolerance. The remaining 25 aligned fingerprints are served as the fingerprint providing the testing minutiae points. There are in total 1172 testing minutiae points, where the average probability to recover a quantized minutiae position is 0.0025 based on (21). Note that if we consider an uniform distribution, the probability to recover a quantized minutiae position of fingerprint B will be $\nu^2 / (W \cdot H) = 0.0015$. Thus, based on the knowledge of the distribution of the minutiae positions, the probability to recover all the $N_1$ minutiae positions of fingerprint B from $M_C$ is approximately $0.0025^{N_1}$. The probability to recover $M_B$ from $M_C$ can then be estimated as

$$\varphi_B = 0.0025 \cdot \left( \frac{1}{2} \right)^N \tag{22}$$

It should be noted that our analysis of the information leakage is based on the recovering of the original minutiae template. If the target is to obtain an approximate version of the original minutiae template (from the combined minutiae template) so that the attacker can launch a successful attack (Attack Type A or Attack Type B), it is expected that $\varphi_A$ and $\varphi_B$ will increase significantly as shown in [25].

VI. CONCLUSION

In this paper, we introduce a novel system for fingerprint privacy protection by combining two fingerprints into a new identity. In the enrollment, the system captures two fingerprints from two different fingers. A combined minutiae template containing only a partial minutiae feature of each of the two fingerprints will be generated and stored in a database. To make the combined minutiae template look real as an original minutiae template, three different coding strategies are introduced during the combined minutiae template generation process. In the authentication process, two query fingerprints from the same two fingers are required. A two-stage fingerprint matching process is proposed for matching the two query fingerprints against the enrolled template. Our combined minutiae template has a similar topology to an original minutiae template. Therefore, we are able to combine two different fingerprints into a new virtual identity by reconstructing a real-look alike combined fingerprint from the combined minutiae template. The experimental results show that our system achieves a very

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low error rate with FRR at FAR. It is also difficult for an attacker to break other traditional systems by using the combined minutiae templates. Compared with the state-of-the-art technique, our technique can generate a better new virtual identity (i.e., the combined fingerprint) when the two different fingerprints are randomly chosen. The analysis shows that it is not easy for the attacker to recover the original minutiae templates from a combined minutiae template or a combined fingerprint.

VI. REFERENCES
