



Privacy-Protecting COVID-19 Exposure Notification Via Cluster Events Without Proximity Detection

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Workshop on Challenges for Digital
Proximity Detection in Pandemics
NIST (via Cyberspace)
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Some Problems Motivating This Design

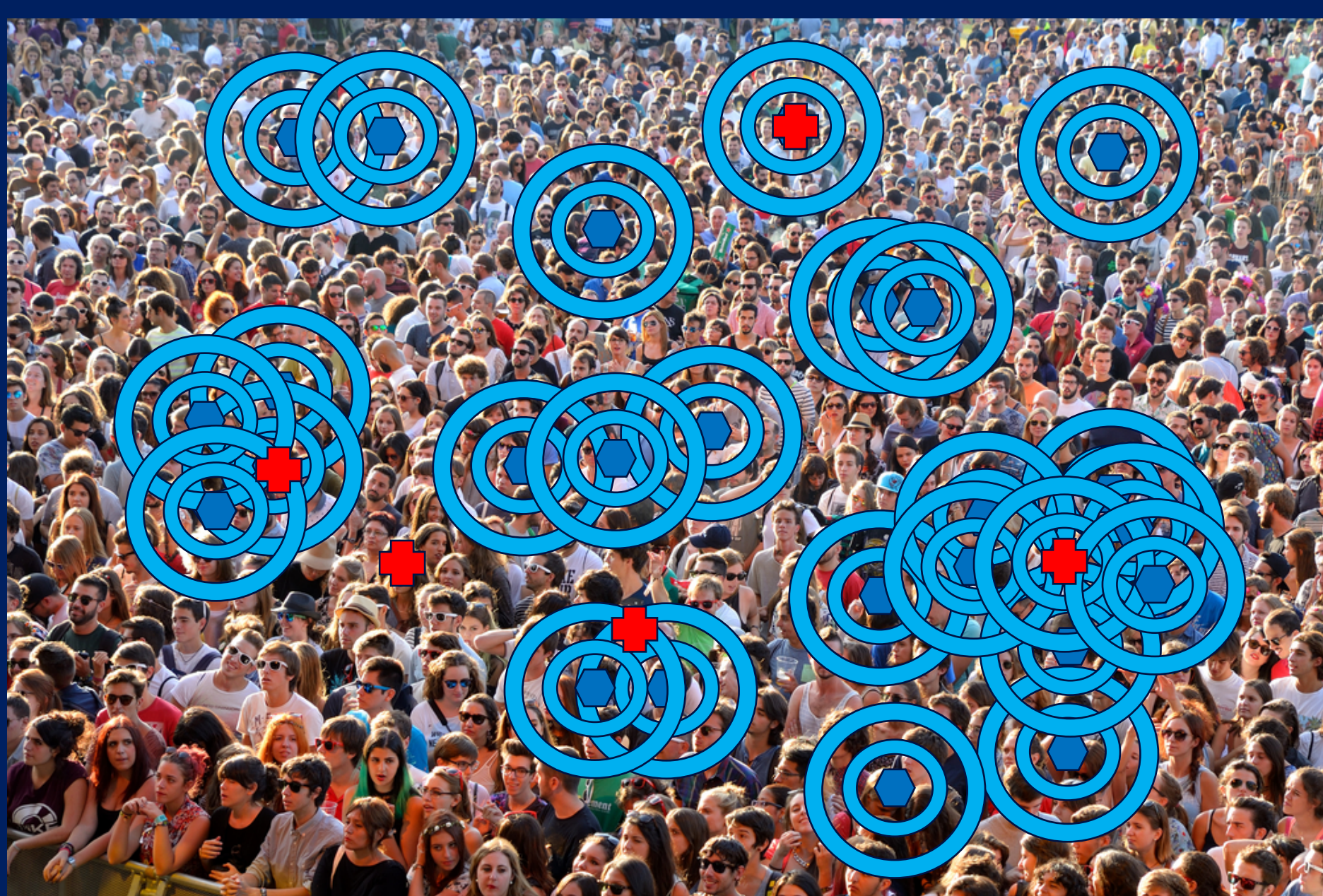
- COVID Testing can be: Expensive And Slow
 - Many new infections before exposed knows to quarantine



 Positive: Tested yesterday. Results not in.

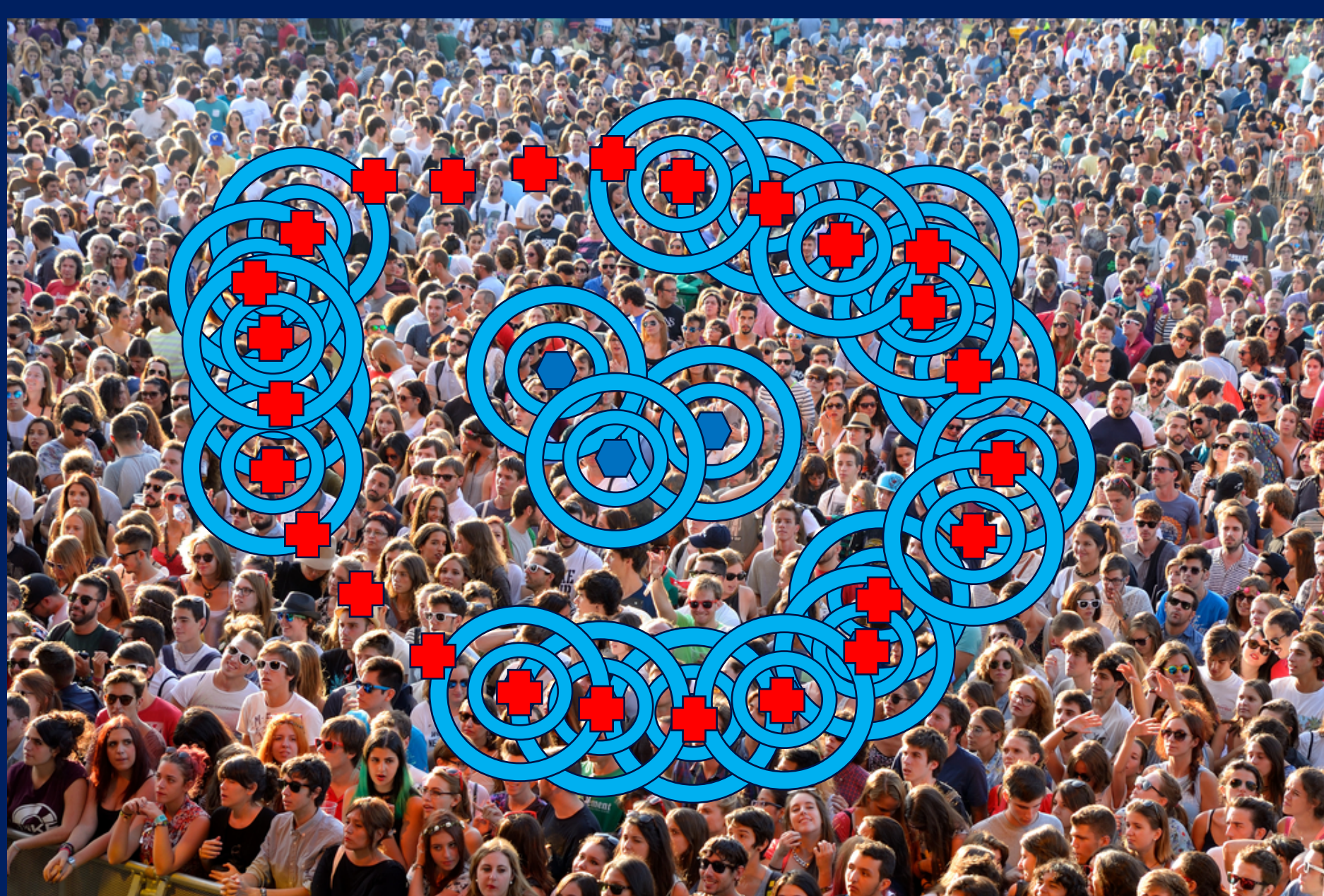
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- Exposure Notification depends on participation in proximity detection (bluetooth)
 1. Any nonparticipant is never detected/notified/notify-others
 2. Any not-detected participant is never det/notif/notif-others



 Proximity Detection Participant

 Tested Positive



● Proximity Detection Participant

✚ Tested Positive

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- False reporting individual can create havoc
 - Johnny has a chem test tomorrow. Reporting a positive result (anonymously) he can close school.

Some Things Leveraged By This Design

- Point-of-care tests dist. through HHS/DoD and WHO
 - Cost about \$5, Results in about 15 min
 - 99.7 Million tests allocated in U.S. as of a week ago
 - Sensitivity 97.1%, Specificity 98.5%
- COVID-19 propagates in clusters
 - Vast majority of infected never infect anyone else
 - Most distribution happens when **multiple** tested-positive individual are copresent with others
 - “In an overdispersed regime, identifying *transmission events* (someone infected someone else) is more important than identifying *infected individuals*.” -Tufekci



High level design summary

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 - Indiv. false reports: must actually be at event **and** cross reporting threshold
 - Clustering may use ancillary info



- Example: Reportable Cluster ancillary criteria
 - Busy city street corner: 4
 - Crowded poorly-ventilated barbershop: 2
 - Unknown location: 3



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7. System pushes events to participant phones/publishes on webpage
8. Participants (and nonpart) locally compare pushed events to local individual history

Questions?

- Work is described in a paper under journal review
- Full disclosure: just a high-level design and discussion
 - No design detail
 - Not implemented
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