

## LDP definition (General):

The randomized algorithm  $M$  is said to be  $\epsilon$ -LDP if for all pairs of user's possible data input  $x, x'$  and any output  $S$ :

$$\frac{\Pr[F(x) \in S]}{\Pr[F(x') \in S]} \leq e^\epsilon.$$

## In our case:

We flip a 0 to 1 w/ probability  $\alpha$ .

We flip a 1 to 0 w/ probability  $\beta$ .

• If  $x = 0$  originally:

$$F(x) = \begin{cases} 1 & \text{w/ probability } \alpha \\ 0 & \text{w/ probability } 1-\alpha \text{ (unchanged)} \end{cases}$$

• If  $x = 1$  originally:

$$F(x) = \begin{cases} 1 & \text{w/ probability } 1-\beta \text{ (unchanged)} \\ 0 & \text{w/ probability } \beta \end{cases}$$

For randomized algorithm  $F(x)$  to satisfy LDP:

$$\frac{\Pr[F(x=0) = 1]}{\Pr[F(x=1) = 1]} \leq e^\epsilon.$$

$$\Pr[F(x=1) = 1]$$

$$\frac{\alpha}{1-\beta} \leq e^\epsilon.$$

$$\boxed{\ln\left(\frac{\alpha}{1-\beta}\right) \leq \epsilon} \quad (1)$$

$$\text{OR: } \frac{\Pr[F(X=0) = 0]}{\Pr[F(X=1) = 0]} \leq e^\epsilon.$$

$$\boxed{\ln\left(\frac{1-\alpha}{\beta}\right) \leq \epsilon} \quad (2)$$

$\epsilon$  can be calculate by either  $\ln\left(\frac{\alpha}{1-\beta}\right)$  or  $\ln\left(\frac{1-\alpha}{\beta}\right)$ , whichever yields to tighter bound. Where  $\alpha$  is probability of flipping 0 to 1 and  $\beta$  is probability of flipping 1 to 0.

If we want to maintain the number of 0 bits & 1 bits the same as original binary data after flipping:

This means #1's flipped = #0's flipped. Assume we have  $m$  1's and  $n$  0's in binary data originally. To satisfy our constraint, if we flip  $k$  one-bits, we also need to flip  $k$  zero-bits.

$$\therefore \Pr(0 \text{ flipped to } 1) = \alpha = \frac{k}{n}.$$

$$\Pr(1 \text{ flipped to } 0) = \beta = \frac{k}{m}.$$

According to (1) & (2), to satisfy  $\epsilon$ -LDP, we need to find  $\alpha$  (probability of flipping 0 to 1) &  $\beta$  (probability of flipping 1 to 0), so that:

$$\ln\left(\frac{\alpha}{1-\beta}\right) \leq \epsilon \quad \text{and} \quad \ln\left(\frac{1-\alpha}{\beta}\right) \leq \epsilon$$

In the second case:

$$\alpha = \frac{k}{n}, \quad \beta = \frac{k}{m}$$

$$\therefore \ln\left(\frac{\frac{k}{n}}{1-\frac{k}{m}}\right) \leq \epsilon \quad \ln\left(\frac{1-\frac{k}{n}}{\frac{k}{m}}\right) \leq \epsilon$$

$$\ln\left(\frac{\frac{k}{n}}{\frac{m-k}{m}}\right) \leq \epsilon \quad \ln\left(\frac{\frac{n-k}{n}}{\frac{k}{m}}\right) \leq \epsilon$$

$$\ln\left(\frac{mk}{n(m-k)}\right) \leq \epsilon \quad (3) \quad \ln\left(\frac{m(n-k)}{nk}\right) \leq \epsilon \quad (4)$$

In second case,  $\epsilon$  is controlled by:

$m$ : number of 1's in the original binary vector.

$n$ : number of 0's in the original binary vector.

$k$ : number of 1's to flip. &

number of 0's to flip

(note: flip  $2k$  bits in total).

QED ☺