

# Anonymizing Graphs: $k$ -Degree Anonymity

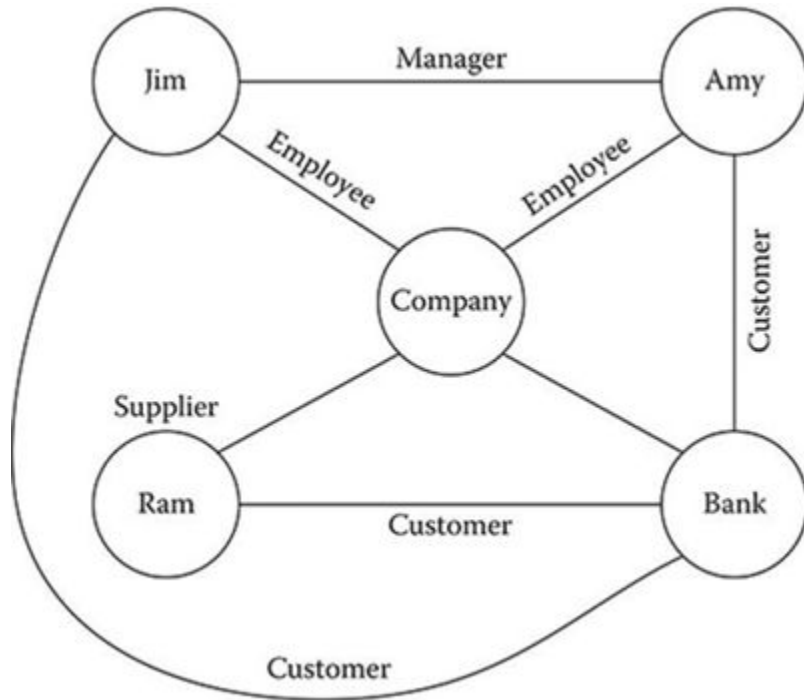


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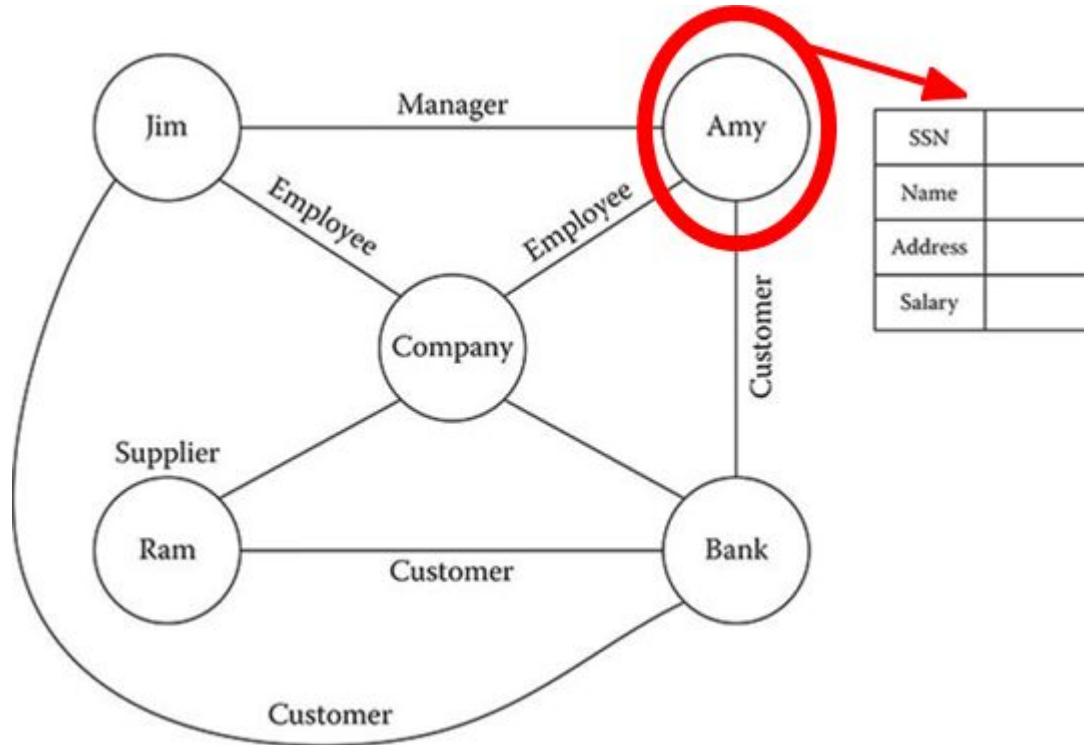
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# Graphs



SSN	
Name	
Address	
Salary	

# Graphs



# Graphs vs. Multidimensional Data

- In multidimensional data each record or tuple can be transformed independent of each other.
- In graph data any change in the nodes or edges affects the characteristics of the graph and also the utility of the anonymized graph.
  - Vertex properties, Vertex Labels, Link relationship
  - Graph metrics

# How Protect?

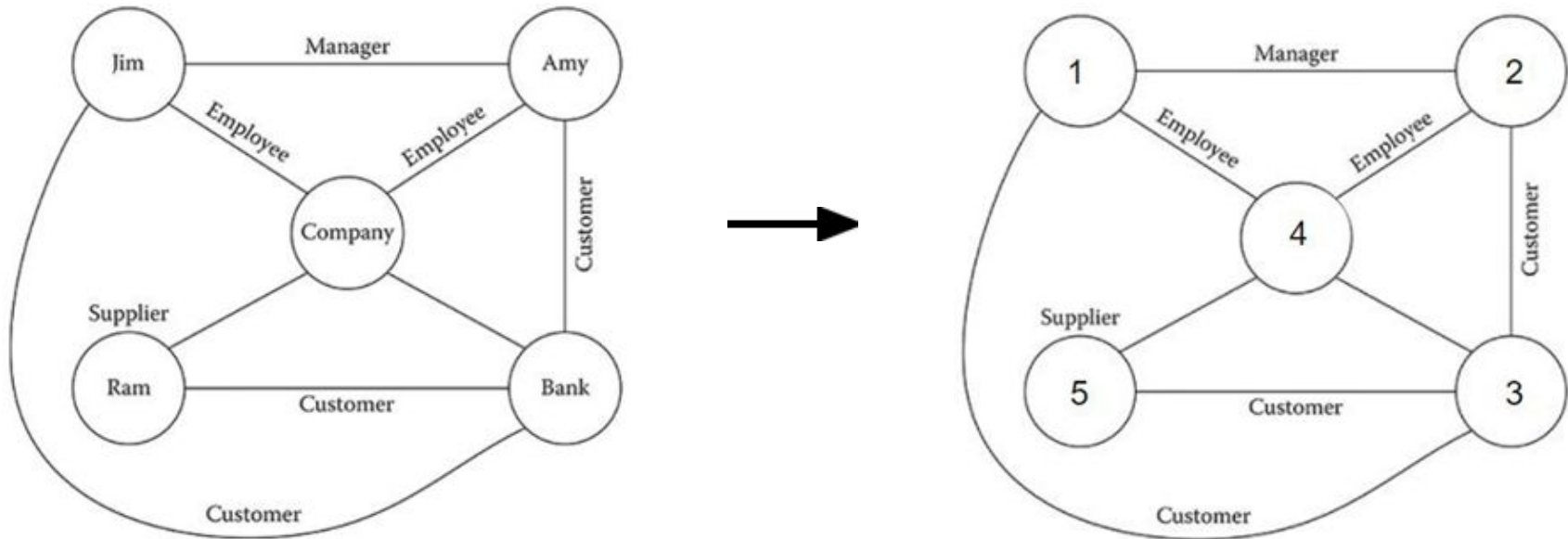
- Identity Protection → entities identification (EI in multidimensional data)
- Content Protection → entities information (QI, SD in multidimensional data)
- Link Protection → Relationship between entities

# How to Anonymize?

- Naive anonymization → effective when adversary has no background knowledge
- Random Perturbation or graph modification → utility loss
- Clustering → grouping similar objects (i.e., vertices, edges, vertices-edges)

# Identity Protection: Naive Anonymization

- Identifiers (EI) are replaced by random values → high utility, low privacy. Weak against external knowledge.



# Identity Protection: Graph Modification

- Idea: the degree of a node is informative (i.e., social networks) → it could allow to reveal identities
- **k-degree Anonymity** for each node  $v$  there exists other  $k - 1$  nodes with the same degree as  $v$ .



# k-Degree: Problem

- **Problem Formulation**

- $G(V,E)$ : simple graph
- $\mathbf{d}_g$ : denotes the degree sequences of  $G$  ( $|\mathbf{d}_g| == n == |V|$ )
- $\mathbf{d}_g(i)$ : is the degree of the  $i$ -th node of  $G$

- **Assumption**

- Entries in  $\mathbf{d}$  are ordered in decreasing order of the degrees  $\mathbf{d}_g(1) \geq \mathbf{d}_g(2) \geq \dots \geq \mathbf{d}_g(n)$
- $\mathbf{d}[i:j]$  (for  $i < j$ ) denotes the subsequence of  $\mathbf{d}_g$  that contains elements  $i; i+1; \dots; j-1; j$

- **Definition**

- A vector of integers  $\mathbf{v}$  is  $k$ -anonymous, if every distinct value in  $\mathbf{v}$  appears at least  $k$  times.
  - For example, vector  $\mathbf{v} = [5, 5, 3, 3, 2, 2, 2]$  is 2-anonymous
- A graph  $G(V; E)$  is  $k$ -degree anonymous if the degree sequence of  $G$ ,  $\mathbf{d}_g$ , is  $k$ -anonymous.

# Example of $k$ -degree graph

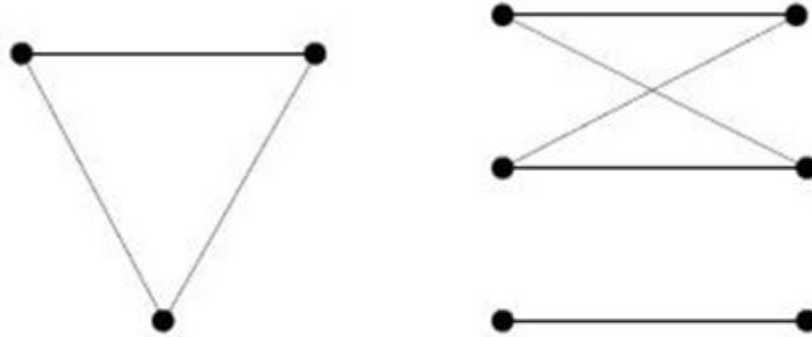


Figure 1: Examples of a 3-degree anonymous graph (left) and a 2-degree anonymous graph (right).

# Graph Anonymization Problem

1. First, starting from  $\mathbf{d}$ , we construct a new degree sequence  $\hat{\mathbf{d}}$  that is  $k$ -anonymous and such that the *degree-anonymization cost*

$$\text{DA}(\hat{\mathbf{d}}, \mathbf{d}) = L_1(\hat{\mathbf{d}} - \mathbf{d}),$$

is minimized.

2. Given the new degree sequence  $\hat{\mathbf{d}}$ , we then construct a graph  $\hat{G}(V, \hat{E})$  such that  $\mathbf{d}_{\hat{G}} = \hat{\mathbf{d}}$  and  $\hat{E} \cap E = E$  (or  $\hat{E} \cap E \approx E$  in the relaxed version).

$$L_1(\hat{\mathbf{d}} - \mathbf{d}) = \sum_i |\hat{\mathbf{d}}(i) - \mathbf{d}(i)|,$$

# Degree Anonymization

- **Problem**

- Given  $d$ , the degree sequence of graph  $G(V;E)$ , and an integer  $k$  construct a  $k$ -anonymous sequence  $d^\wedge$  such that  $L1(d^\wedge - d)$  is minimized.

- **Solutions**

- Dynamic Programming Algorithm
- Greedy Algorithm

# Dynamic Programming Algorithm

for  $i < 2k$ ,

$$\text{DA}(\mathbf{d}[1, i]) = I(\mathbf{d}[1, i]). \quad (2)$$

For  $i \geq 2k$ ,

$$\begin{aligned} \text{DA}(\mathbf{d}[1, i]) = \min & \quad (3) \\ \left\{ \min_{k \leq t \leq i-k} \{ \text{DA}(\mathbf{d}[1, t]) + I(\mathbf{d}[t+1, i]) \}, I(\mathbf{d}[1, i]) \right\}. \end{aligned}$$

$$I(\mathbf{d}[i, j]) = \sum_{\ell=i}^j (\mathbf{d}(i) - \mathbf{d}(\ell)).$$

# Dynamic Programming Algorithm (1)

for  $i < 2k$ ,

$$DA(d[1, i]) = I(d[1, i]). \quad (2)$$

- Equation (2). When  $i < 2k$ , it is impossible to construct two different anonymized groups each of size  $k$ . As a result, the optimal degree consists of a single group in which all nodes are assigned the same degree equal to  $d(1)$

# Dynamic Programming Algorithm (2)

For  $i \geq 2k$ ,

$$\text{DA}(\mathbf{d}[1, i]) = \min \quad (3) \\ \left\{ \min_{k \leq t \leq i-k} \{ \text{DA}(\mathbf{d}[1, t]) + I(\mathbf{d}[t+1, i]) \}, I(\mathbf{d}[1, i]) \right\}.$$

- Equation (3) handles the case where  $i \geq 2k$ . In this case, the degree-anonymization cost for the subsequence  $\mathbf{d}[1; i]$  consists of optimal degree-anonymization cost of the sub-sequence  $\mathbf{d}[1; t]$ , plus the anonymization cost incurred by putting all nodes  $t+1; \dots; i$  in the same group (provided that this group is of size  $k$  or larger).

# Greedy Algorithm (1)

1. The Greedy algorithm first forms a group consisting of the first  $k$  highest-degree nodes and assigns to all of them degree  $d(1)$ .
2. Then it checks whether it should merge the  $(k+1)$ -th node into the previously formed group or start a new group at position  $(k + 1)$



# Greedy Algorithm (2)

$$C_{\text{merge}} = (d(1) - d(k+1)) + I(d[k+2, 2k+1]),$$

and

$$C_{\text{new}} = I(d[k+1, 2k]).$$

1. If  $C_{\text{merge}} > C_{\text{new}}$ , a new group starts with the  $(k+1)$ -th node and the algorithm proceeds recursively for the sequence  $d[k+1; n]$ .
2. Else the  $(k+1)$ -th node is merged to the previous group and the  $(k+2)$ -th node is considered for merging or as a starting point of a new group.

# Construct Graph Algorithm

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Algorithm 1 The ConstructGraph algorithm.

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**Input:** A degree sequence  $\mathbf{d}$  of length  $n$ .

**Output:** A graph  $G(V, E)$  with nodes having degree sequence  $\mathbf{d}$  or “No” if the input sequence is not realizable.

```
1:  $V \leftarrow \{1, \dots, n\}, E \leftarrow \emptyset$ 
2: if  $\sum_i d(i)$  is odd then
3:   Halt and return “No”
4: while 1 do
5:   if there exists  $d(i)$  such that  $d(i) < 0$  then
6:     Halt and return “No”
7:   if the sequence  $\mathbf{d}$  are all zeros then
8:     Halt and return  $G(V, E)$ 
9:   Pick a random node  $v$  with  $d(v) > 0$ 
10:  Set  $d(v) = 0$ 
11:   $V_{d(v)} \leftarrow$  the  $d(v)$ -highest entries in  $\mathbf{d}$  (other than  $v$ )
12:  for each node  $w \in V_{d(v)}$  do
13:     $E \leftarrow E \cup (v, w)$ 
14:     $d(w) \leftarrow d(w) - 1$ 
```

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# Complete the algorithm

Download the code from Aulaweb and complete it

```
def dp_graph_anonymization():  
    # complete this function  
    do_stuff()
```

```
def greedy_rec_algorithm():  
    # complete this function  
    do_stuff()
```