# Visualization Post-processing of Differentially Private Data

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# Differential Privacy and Visualization

- Data visualization
- Differential privacy
- Challenges in visualizing private data
  - Visual utility
  - Visual artifacts
  - One-dimensional vs two-dimensional data

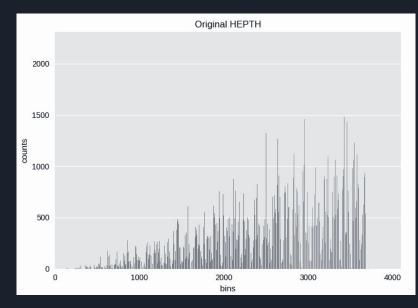
### Problem Statement

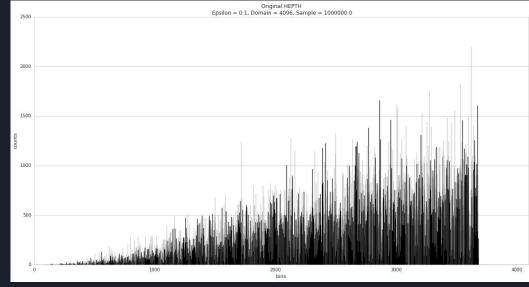
- Using differentially private algorithms from DPBench:
  - Analyze visualization properties of varying algorithms
  - Explore baseline smoothing techniques for post-processing noisy data

- DPBench code base (Python 2.7-> 3.4)
  - 1-D Experiments
    - Algorithms: Hb, Identity, MWEM, and DAWA
    - Datasets: BIDS-ALL and HEPTH
  - 2-D Experiments
    - Algorithms: Identity
    - Datasets: BJTaxi, US, GOWALLA, and BOS
- Seabon & Matplotlib 1.4.3
- OpenCV 3.3.1
  - Filters applied to 256px by 256px .png images

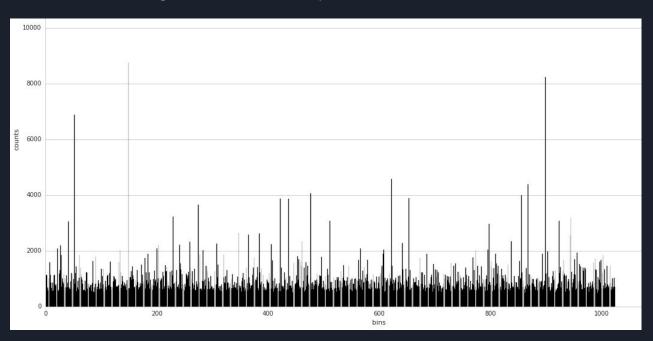
- 1-D Experiment
  - Histogram and cumulative density function
  - Varying parameters:
    - Scale-epsilon pairing
    - Domain: 4096 or 1024
- Six noisy plots per choice of parameters
- Normalized non-negative rounding
  - Multiply positive bin counts by [original noisy data sum][sum without negative values]
  - o Round negative bin counts to zero

- Matplotlib 2.1.0 vs. matplotlib 1.4.3 (visual artifacts)
- Original HEPTH dataset w/ epsilon = 0.1, domain = 4096, sample =  $10^6$ 
  - Default bins seem to overlap and are clustered slightly differently

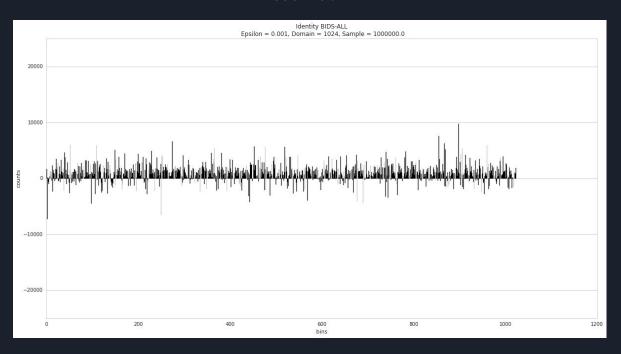




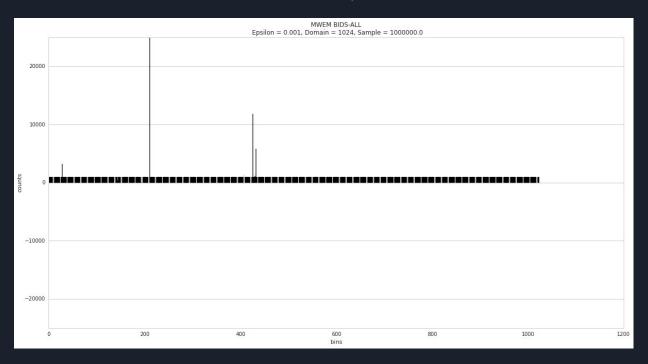
Original BIDS-ALL at epsilon = 0.001, scale= 10<sup>6</sup>



Algorithms like H<sub>b</sub> or Identity output negative counts which warp the scale of the visualization

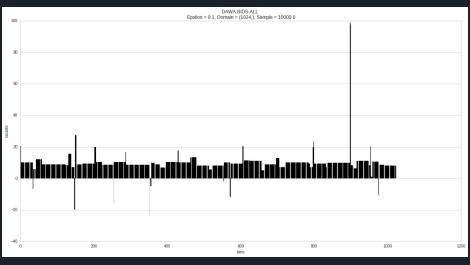


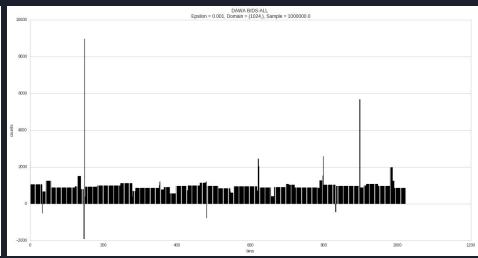
Data-dependent algorithms like DAWA or MWEM utilize workload queries to add noise which can cause "blocky" visualizations.



Visualizations are not quite 100% scale-epsilon exchangeable

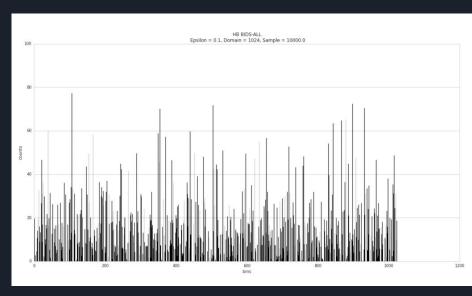
DAWA on BIDS-ALL with (left) epsilon = 0.1, scale =  $10^4$  (right) epsilon = 0.001, scale =  $10^6$ 

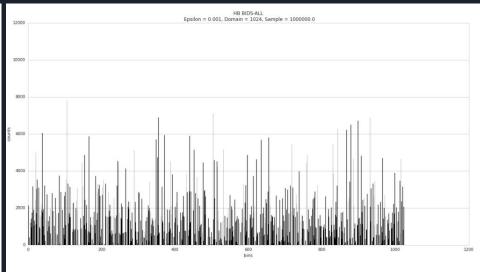




Visualizations are considerably scale-epsilon exchangeable. Visual utility depends on the intended task

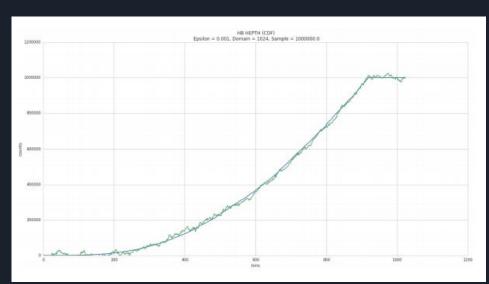
Hb on BIDS-ALL with (left) epsilon = 0.1, scale =  $10^4$  (right) epsilon = 0.001, scale =  $10^6$ 

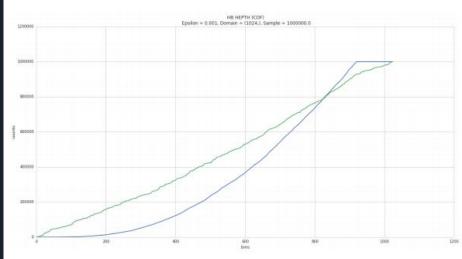




Normalized non-negative rounding post-processing technique *improves* visual utility of PDF, *decreases* visual utility of CDF.

Hb on HEPTH epsilon = 0.001, scale =  $10^6$  (left) no post-processing (right) with post-processing





- 2-D Experiment
  - Colored heatmap
    - Saved as .png of 256px by 256px
  - Scale-epsilon pairing
  - Apply OpenCV filter
    - Convolution filter
      - Kernel design
    - Bilateral filter
      - Diameter, SigmaColor, SigmaSpace
- Non-negative rounding to zero

Convolution filter

$$K = \frac{1}{K_{width}K_{height}} \begin{pmatrix} 1 & 1 & \cdots & 1\\ 1 & 1 & \cdots & 1\\ \vdots & \vdots & \ddots & \vdots\\ 1 & 1 & \cdots & 1 \end{pmatrix}$$

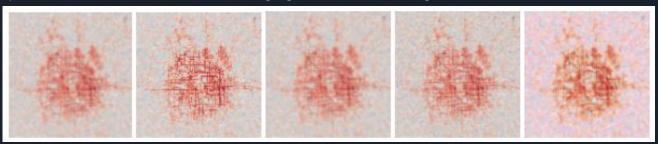
- Bilateral filter
  - Based on gaussian filter but accounts for pixel similarity and space (closeness)
  - Effective in removing noise and retaining sharp edges

Five standard OpenCV filtering processes tested, bilateral and convolution filters best



Original BJTaxi with scale 10<sup>6</sup>

Identity on BJTaxi with scale 10<sup>6</sup> with averaging, bilateral, blurred, gaussian blur, and median blur filters

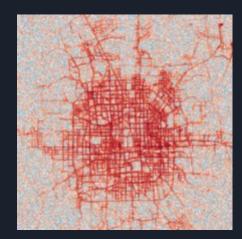


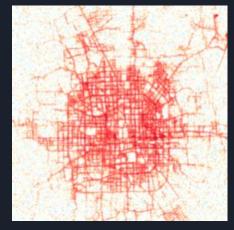
$$\mathbf{K} = \frac{1}{k^2 - 1} \begin{bmatrix} 1 & 1 & 1 & \cdots & 1 & 1 \\ 1 & 1 & 1 & \cdots & 1 & 1 \\ \vdots & \vdots & \ddots & \ddots & \vdots \\ 1 & 1 & 1 & \cdots & 1 & 1 \end{bmatrix}$$
 Top convolution filter k width =  $k_{\text{height}} = k_{\text{height}} = k_{\text{h$ 

Top convolution filter kernel

$$k_{width} = k_{height} = > k$$



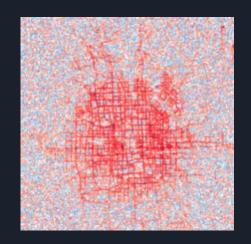


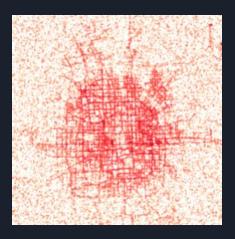


BJTaxi scale 10<sup>8</sup>, epsilon 10<sup>-2</sup> (Left to right): Original, Averaging kernel, Top kernel

Post-processing the noisy data by rounding all negative values to zero may benefit visual utility depending on the associated task

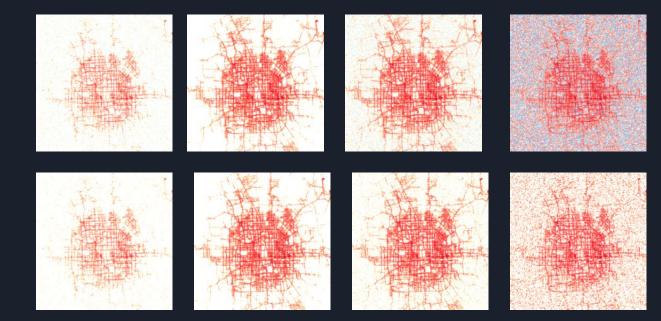






BJTaxi w/ top convolution filter scale 10<sup>8</sup>, epsilon 10<sup>-3</sup> (Left to right): Original, No post-processing, Non-negative post-processing

The degree of effectiveness in using this convolution filter as a baseline noise smoothing technique decreases as noise increases



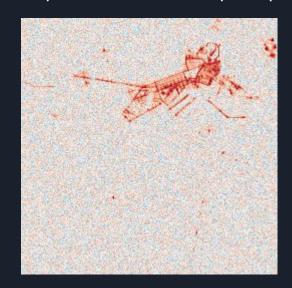
Non-negativity post-processing

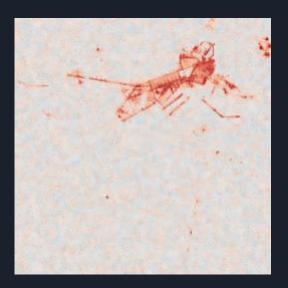
No post-processing

BJTaxi w/ Top Convolution filter: Increasing levels of noise from left to right

Bilateral filter much less drastic improvements, but might be useful for tasks requiring detailed analysis of datasets with sparse points and low noise







BOS at scale  $10^6$ , epsilon 0.1 (Left to right) Original, Noisy, Bilateral Filter d = 9, s = 70

### **Implications**

- Different artifacts created by each DP algorithm and/or smoothing technique
  - Cannot confidently state all-in-one algorithm and smoothing technique for a reliable visualization for all tasks
- Previous visualization techniques rarely involve differential privacy
  - Initial exploration of how to categorize visual artifacts based on algorithm selection
  - Initial exploration of baseline smoothing techniques for DP algorithms that have similar problems with image processing

### Conclusion

- Repeat with Amazon's Mechanical Turk
  - Psychology and human perception
- Computer vision image similarity concepts
  - Use CV to define "similar" image as human perceives visual utility of a noisy image
  - Help us determine good baselines and eliminate user bias from the rankings and conclusions
- Visualization concepts related to privacy
  - Different methods of presenting data
  - Color, shapes, etc.

### Thank You & Questions

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