

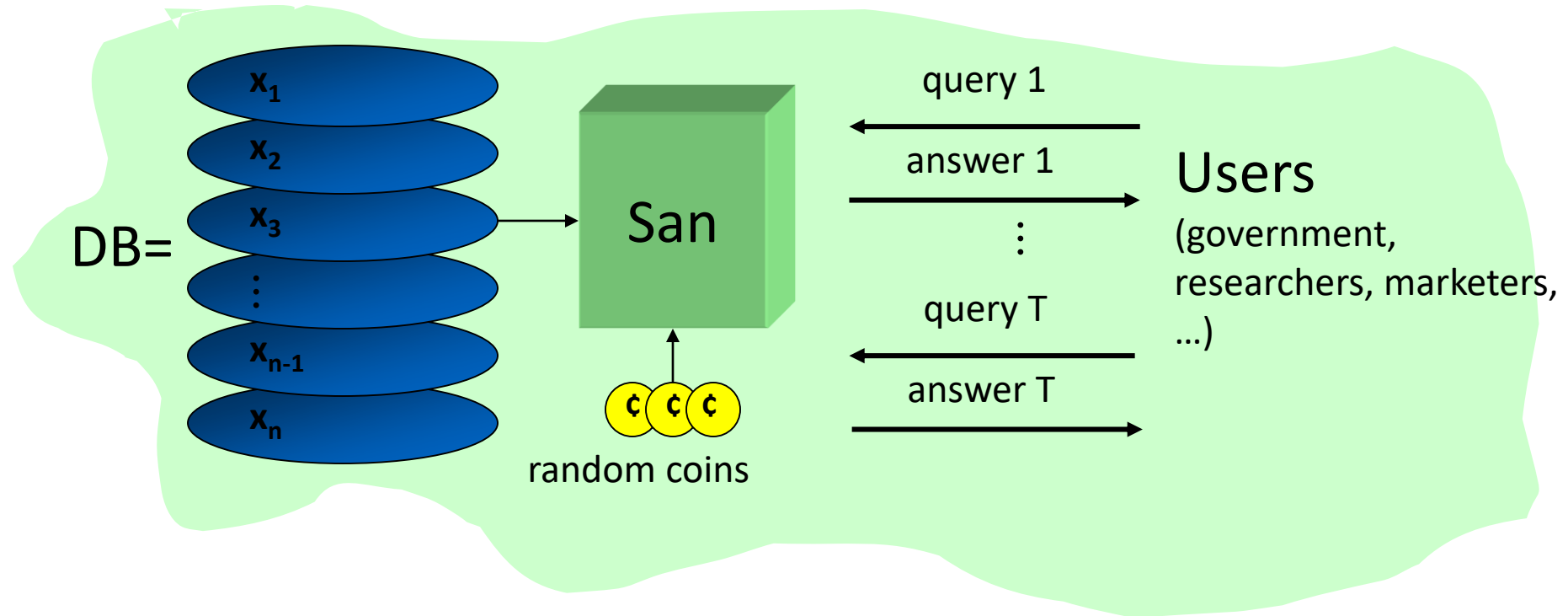
Data Management for Data Science

Lecture 26: Privacy
Prof. Asoc. Endri Raço

Reading

- Dwork. “Differential Privacy” (invited talk at ICALP 2006).

Basic Setting



Examples of Sanitization Methods

- Input perturbation
 - Add random noise to database, release
- Summary statistics
 - Means, variances
 - Marginal totals
 - Regression coefficients
- Output perturbation
 - Summary statistics with noise
- Interactive versions of the above methods
 - Auditor decides which queries are OK, type of noise

Strawman Definition

- Assume x_1, \dots, x_n are drawn i.i.d. from unknown distribution
- Candidate definition: sanitization is safe if it only reveals the distribution
- Implied approach:
 - Learn the distribution
 - Release description of distribution or re-sample points
- This definition is tautological!
 - Estimate of distribution depends on data... why is it safe?

Blending into a Crowd

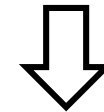
Frequency in DB or frequency
in underlying population?

- Intuition: “I am safe in a group of k or more”
 - k varies (3... 6... 100... 10,000?)
- Many variations on theme
 - Adversary wants predicate g
such that $0 < \#\{i \mid g(x_i)=\text{true}\} < k$
- Why?
 - Privacy is “protection from being brought to the attention of others” [Gavison]
 - Rare property helps re-identify someone
 - Implicit: information about a large group is public
 - E.g., liver problems more prevalent among diabetics

Clustering-Based Definitions

- Given sanitization S , look at all databases consistent with S
- Safe if no predicate is true for all consistent databases
- k-anonymity
 - Partition D into bins
 - Safe if each bin is either empty, or contains at least k elements
- Cell bound methods
 - Release marginal sums

	brown	blue	Σ
blond	2	10	12
brown	12	6	18
Σ	14	16	



	brown	blue	Σ
blond	[0,12]	[0,12]	12
brown	[0,14]	[0,16]	18
Σ	14	16	

Issues with Clustering

- Purely syntactic definition of privacy
- What adversary does this apply to?
 - Does not consider adversaries with side information
 - Does not consider probability
 - Does not consider adversarial algorithm for making decisions (inference)

“Bayesian” Adversaries

- Adversary outputs point $z \in D$
- Score = $1/f_z$ if $f_z > 0$, 0 otherwise
 - f_z is the number of matching points in D
- Sanitization is safe if $E(\text{score}) \leq \varepsilon$
- Procedure:
 - Assume you know adversary's prior distribution over databases
 - Given a candidate output, update prior conditioned on output (via Bayes' rule)
 - If $\max_z E(\text{score} \mid \text{output}) < \varepsilon$, then safe to release

Issues with “Bayesian” Privacy

- Restricts the type of predicates adversary can choose
- Must know prior distribution
 - Can one scheme work for many distributions?
 - Sanitizer works harder than adversary
- Conditional probabilities don't consider previous iterations
 - Remember simulatable auditing?

Classical Intuition for Privacy

- “If the release of statistics S makes it possible to determine the value [of private information] more accurately than is possible without access to S , a disclosure has taken place.” [Dalenius 1977]
 - Privacy means that anything that can be learned about a respondent from the statistical database can be learned without access to the database
- Similar to semantic security of encryption
 - Anything about the plaintext that can be learned from a ciphertext can be learned without the ciphertext

Problems with Classic Intuition

- Popular interpretation: prior and posterior views about an individual shouldn't change “too much”
 - What if my (incorrect) prior is that every UTCS graduate student has three arms?
- How much is “too much?”
 - Can't achieve cryptographically small levels of disclosure and keep the data useful
 - Adversarial user is supposed to learn unpredictable things about the database

Impossibility Result

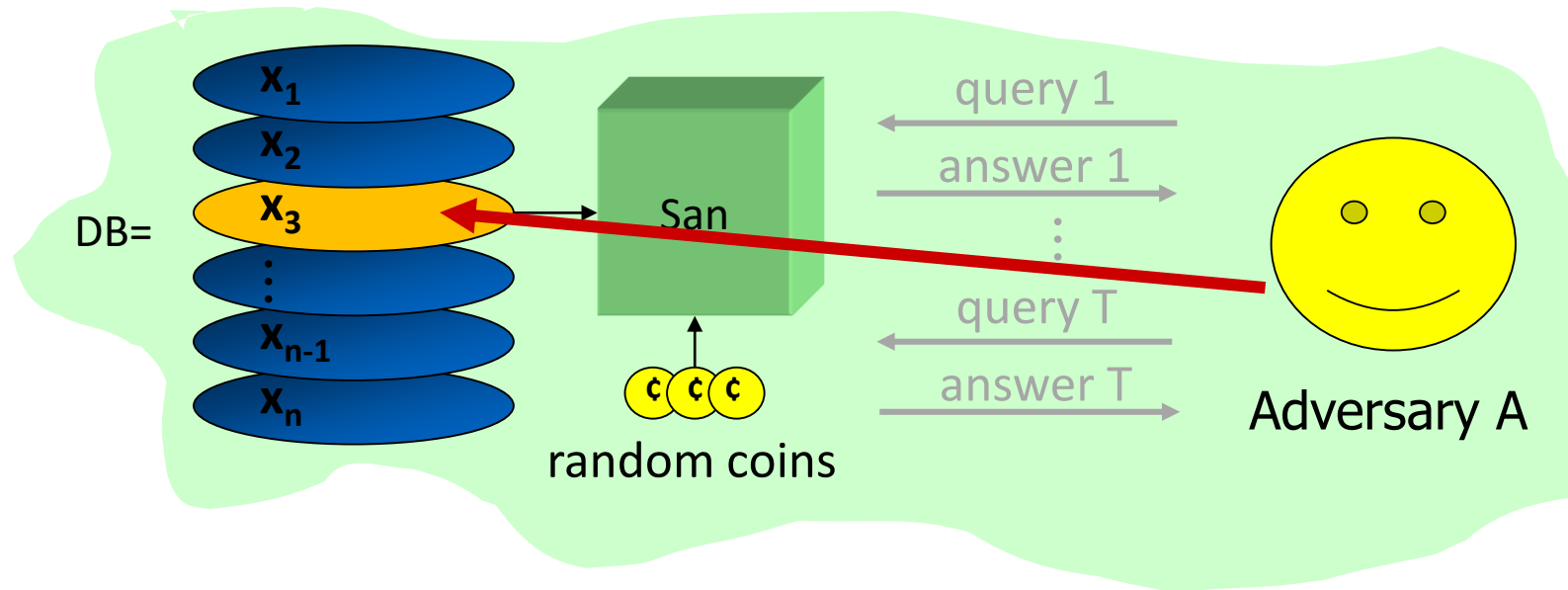
[Dwork]

- Privacy: for some definition of “privacy breach,”
 \forall distribution on databases, \forall adversaries A , $\exists A'$
such that $\Pr(A(\text{San})=\text{breach}) - \Pr(A'()=\text{breach}) \leq \varepsilon$
 - For reasonable “breach”, if $\text{San}(\text{DB})$ contains information about DB, then some adversary breaks this definition
- Example
 - Paris knows that Theo is 2 inches taller than the average Greek
 - DB allows computing average height of a Greek
 - This DB breaks Theos’s privacy according to this definition...
even if his record is not in the database!

(Very Informal) Proof Sketch

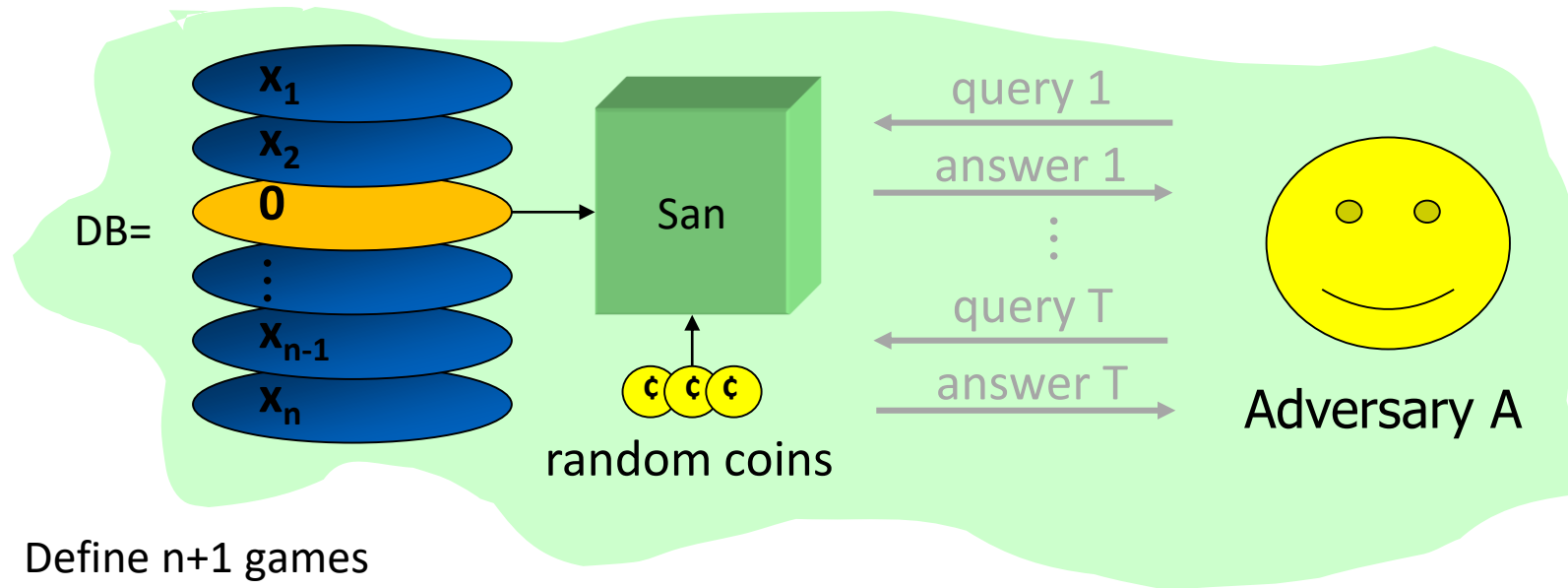
- Suppose DB is uniformly random
 - Entropy $I(\text{DB} ; \text{San}(\text{DB})) > 0$
- “Breach” is predicting a predicate $g(\text{DB})$
- Adversary knows $r, H(r ; \text{San}(\text{DB})) \oplus g(\text{DB})$
 - H is a suitable hash function, $r=H(\text{DB})$
- By itself, does not leak anything about DB (why?)
- Together with $\text{San}(\text{DB})$, reveals $g(\text{DB})$ (why?)

Differential Privacy (1)



- Example with Greeks and Theo
Adversary learns Theo's height even if he is not in the database
- Intuition: "Whatever is learned would be learned regardless of whether or not Theo participates"
Dual: Whatever is already known, situation won't get worse

Differential Privacy (2)



□ Define $n+1$ games

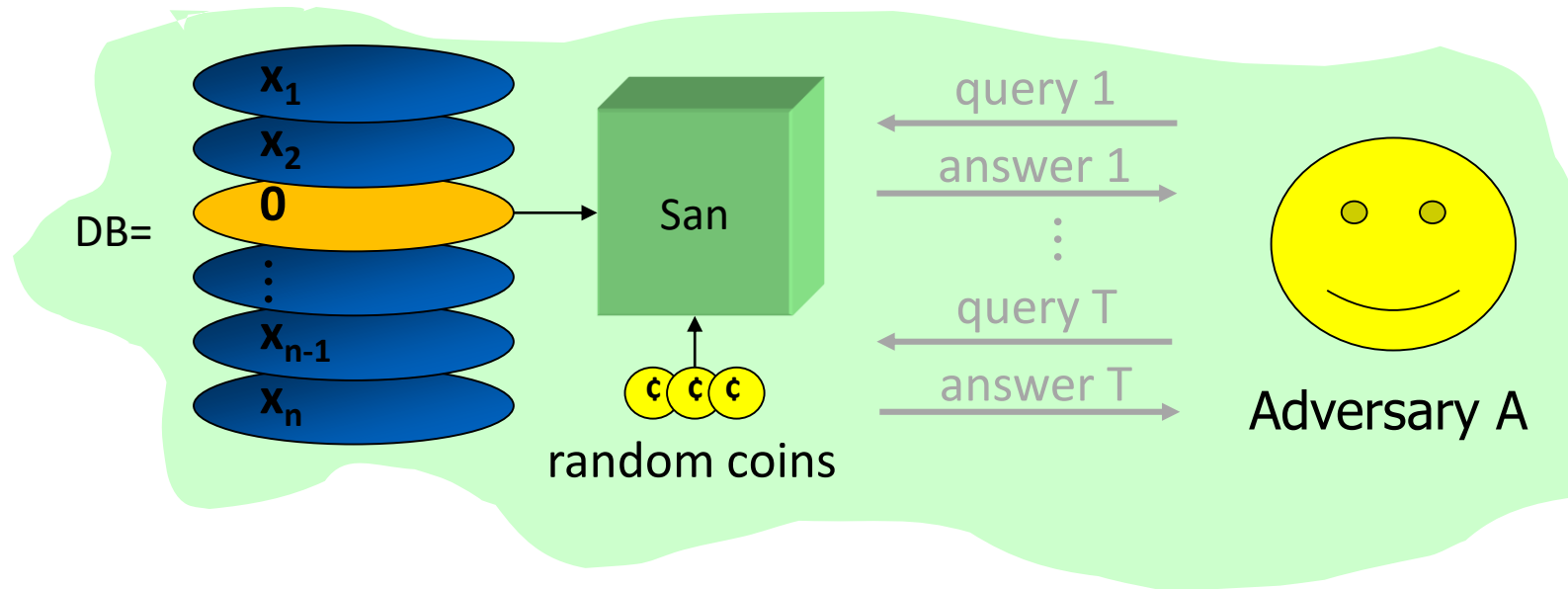
Game 0: Adv. interacts with $\text{San}(\text{DB})$

Game i : Adv. interacts with $\text{San}(\text{DB}_{-i})$; $\text{DB}_{-i} = (x_1, \dots, x_{i-1}, 0, x_{i+1}, \dots, x_n)$

Given S and prior $p()$ on DB , define $n+1$ posterior distrib's

$$p_i(\text{DB}|S) = p(\text{DB}|S \text{ in Game } i) = \frac{p(\text{San}(\text{DB}_{-i}) = S) \times p(\text{DB})}{p(S \text{ in Game } i)}$$

Differential Privacy (3)



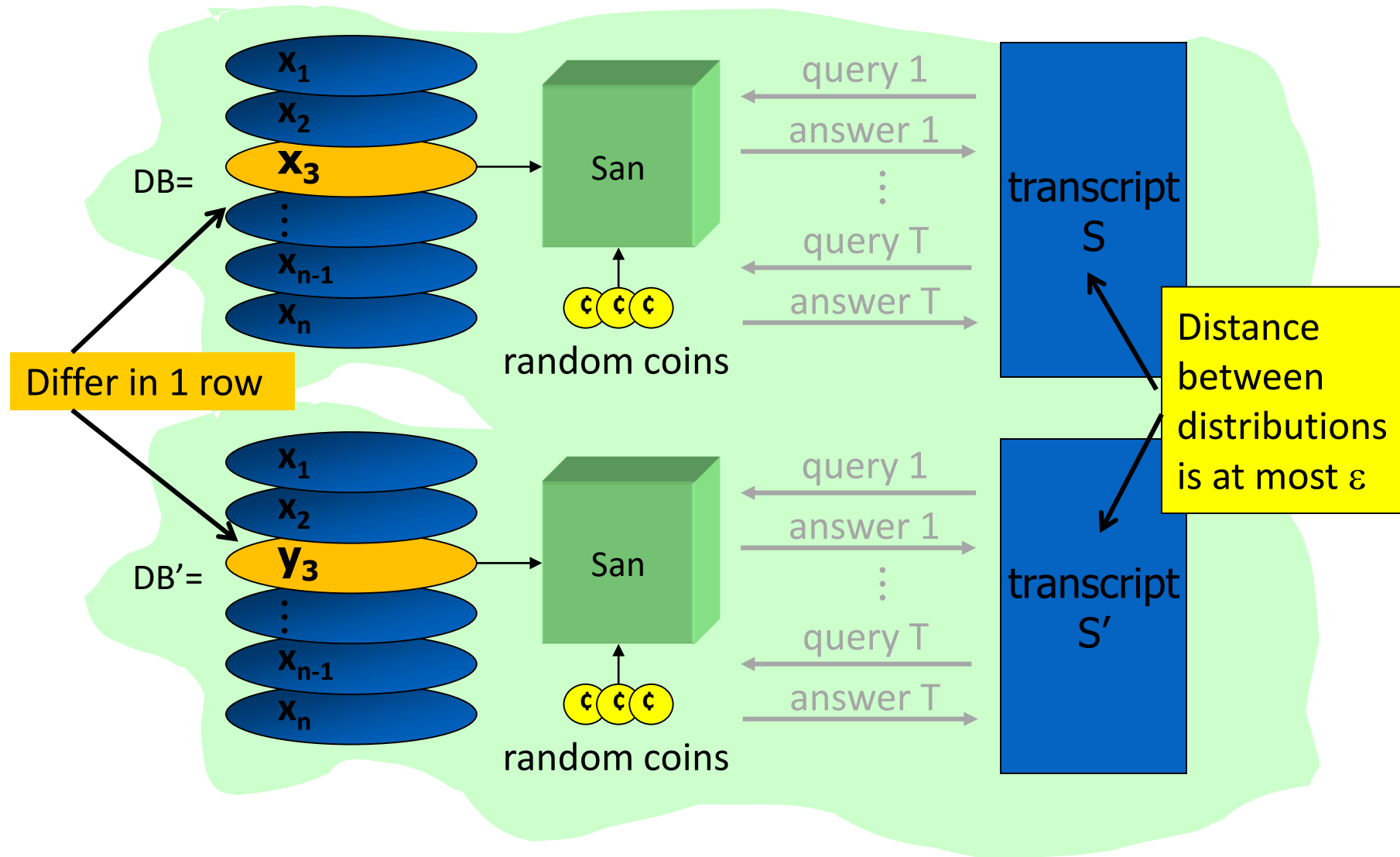
Definition: San is safe if

\forall prior distributions $p(\text{¢})$ on DB,

\forall transcripts $S, \forall i = 1, \dots, n$

$$\text{StatDiff}(p_0(\text{¢} | S), p_i(\text{¢} | S)) \leq \epsilon$$

Indistinguishability



Which Distance to Use?

- Problem: ε must be large
 - Any two databases induce transcripts at distance $\leq n\varepsilon$
 - To get utility, need $\varepsilon > 1/n$
- Statistical difference $1/n$ is not meaningful!
- Example: release random point in database
 - $\text{San}(x_1, \dots, x_n) = (j, x_j)$ for random j
- For every i , changing x_i induces statistical difference $1/n$
- But some x_i is revealed with probability 1

Formalizing Indistinguishability



Definition: San is ϵ -**indistinguishable** if

$\forall A, \forall \underline{DB}, \underline{DB}'$ which differ in 1 row, \forall sets of transcripts S

$$p(\text{San}(\underline{DB}) \in S) \in (1 \pm \epsilon) p(\text{San}(\underline{DB}') \in S)$$

Equivalently, $\forall S$:

$$\frac{p(\text{San}(\underline{DB}) = S)}{p(\text{San}(\underline{DB}') = S)} \in 1 \pm \epsilon$$

Indistinguishability \Rightarrow Diff. Privacy

Definition: San is safe if

\forall prior distributions $p(\zeta)$ on DB,

\forall transcripts S , $\forall i = 1, \dots, n$

$$\text{StatDiff}(p_0(\zeta|S), p_i(\zeta|S)) \leq \epsilon$$

$$p_i(DB|S) = p(DB|S \text{ in Game } i) = \frac{p(\text{San}(DB_{-i}) = S) \times p(DB)}{p(S \text{ in Game } i)}$$

For every S and DB , indistinguishability implies

$$\frac{p_i(DB|S)}{p_0(DB|S)} = \frac{p(\text{San}(DB_{-i}) = S)}{p(\text{San}(DB) = S)} \times \frac{p(S \text{ in Game } 0)}{p(S \text{ in Game } i)} \approx 1 \pm 2\epsilon$$

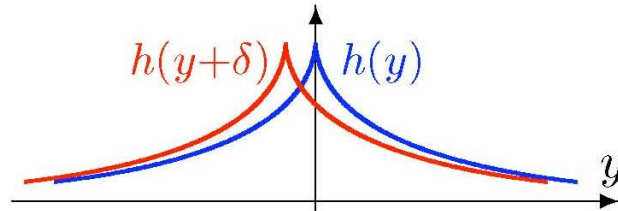
This implies $\text{StatDiff}(p_0(\zeta|S), p_i(\zeta|S)) \leq \epsilon$

Sensitivity with Laplace Noise

Theorem

If $A(x) = f(x) + \text{Lap}\left(\frac{\text{GS}_f}{\varepsilon}\right)$ then A is ε -indistinguishable.

Laplace distribution $\text{Lap}(\lambda)$ has density $h(y) \propto e^{-\frac{\|y\|_1}{\lambda}}$



Sliding property of $\text{Lap}\left(\frac{\text{GS}_f}{\varepsilon}\right)$: $\frac{h(y)}{h(y+\delta)} \leq e^{\varepsilon \cdot \frac{\|\delta\|}{\text{GS}_f}}$ for all y, δ

Proof idea:

$A(x)$: blue curve

$A(x')$: red curve

$$\delta = f(x) - f(x') \leq \text{GS}_f$$

Differential Privacy: Summary

- San gives ϵ -differential privacy if for all values of DB and Me and all transcripts t:

$$\frac{\Pr[San(DB - Me) = t]}{\Pr[San(DB + Me) = t]} \leq e^\epsilon \approx 1 \pm \epsilon$$

