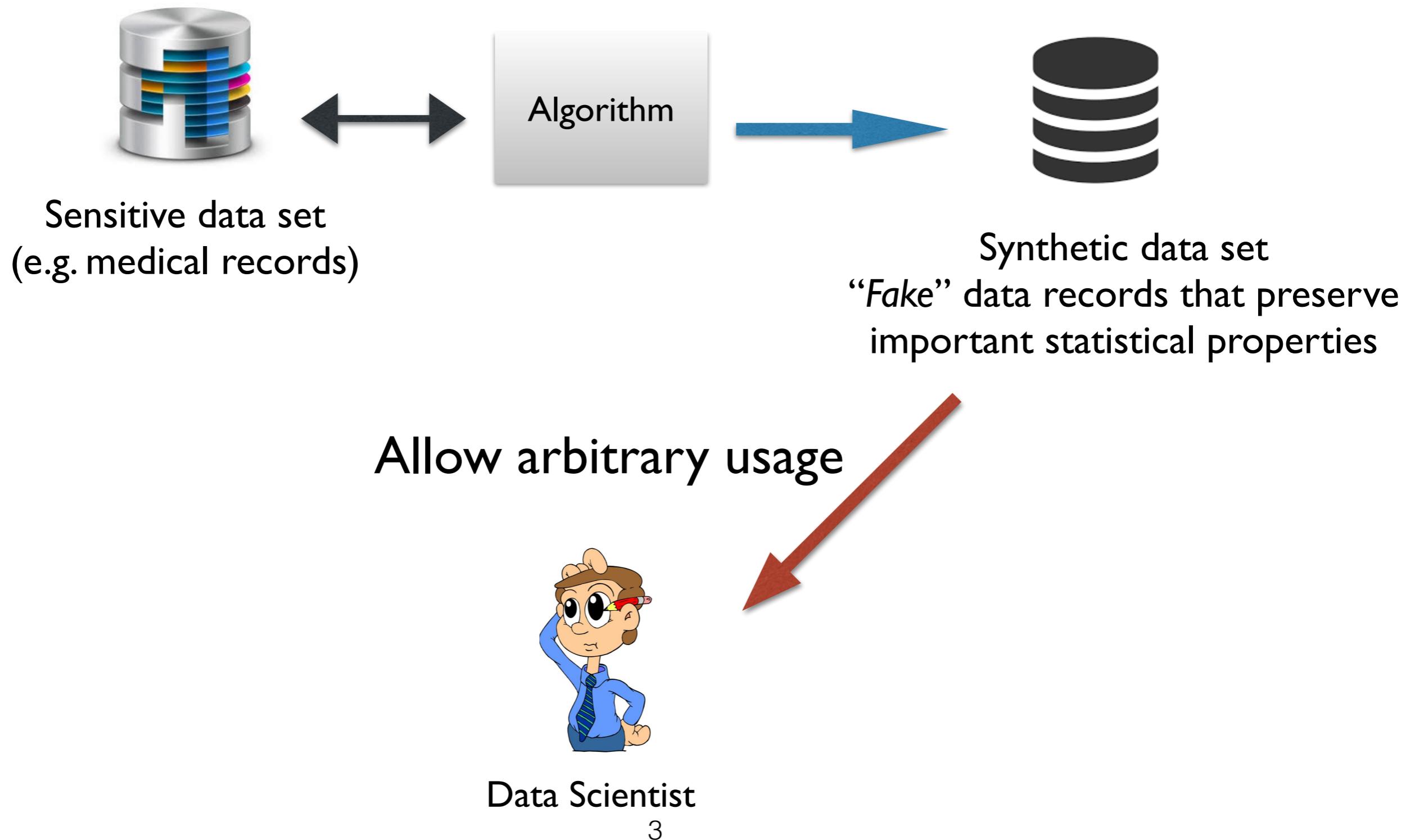


Private Synthetic Data Generation

Final Project

- Homework 3 due this Sunday
 - Including your project description
- Project presentation:
 - May 3 and May 5
 - 20 mins

Differentially Private Synthetic Data



Synthetic Data Release

- I. Synthetic data for query/statistics release
 - A large collection of statistics in mind
- 2. General-purpose synthetic data
 - Exploratory data analysis
 - Training ML models
 - ...

This Lecture

- Synthetic data for query release
- General-purpose synthetic data

Synthetic Data for Statistic/Query Release

Counting Query Release

$$D \in (\{0, 1\}^d)^n$$

	Smoke	Lung Cancer	Diabetes	OCD
patient_id1	1	1	1	1
patient_id2	1	0	0	1
patient_id3	1	1	0	1
patient_id4	0	0	1	0

$$q(x) = 1$$

$$q(x) = 0$$

$$q(x) = 1$$

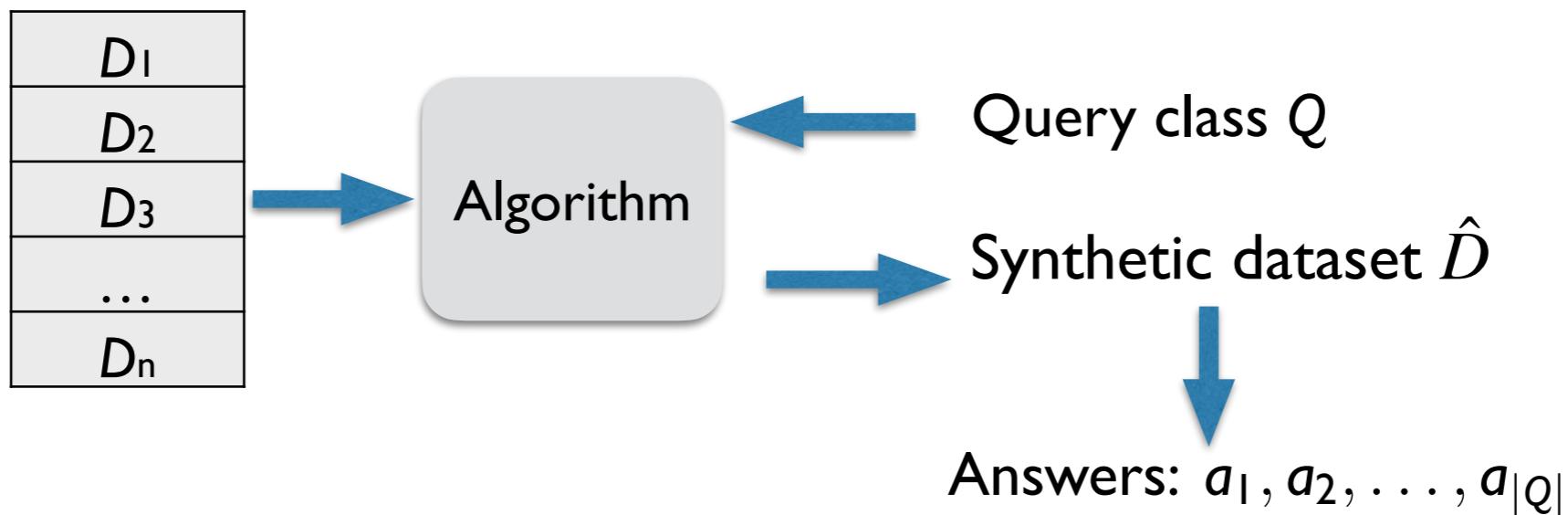
$$q(x) = 0$$

$$q(D) = 1/2$$

Counting query: what is the fraction of people that satisfy some specified property q?

e.g. $q(x) = \text{has "Smoke", "Lung Cancer" \& "OCD"}$
(3-way Marginals)

Synthetic Data for Query Release



α -accurate if
 $|q(D) - a_q| \leq \alpha$ for every $q \in Q$

Consistency:
For example,

$$\#(\text{smoke} \& \text{lung cancer}) + \#(\text{smoke} \& \text{no lung cancer}) = \#(\text{smoke})$$

A Zero-Sum Game View

- Equilibrium corresponds to an accurate solution
- Computing equilibrium using no-regret learning algorithms
- Reconfigure the prior approach to get computational efficiency



Zero-Sum Game Formulation

Data player

actions: records in X



(Synthetic) Data distribution
 \hat{D} over domain X

Query player

actions: queries in Q



Distribution over
queries Q

“Error” payoff for (\hat{D}, q) :

$$U(\hat{D}, q) = q(\hat{D}) - q(D)$$

Data player wants to minimize and Query player wants to maximize

When Q is closed under negations ($q \in Q \Rightarrow 1 - q \in Q$),
 $\max_q U(\hat{D}, q)$ captures the max-error of \hat{D}

Approximate Equilibrium

Definition (Approximate Minimax Equilibrium)

- Data player plays a distribution \hat{D} over records
- Query player plays distribution \hat{Q} over queries
- (\hat{D}, \hat{Q}) is α -approximate minimax equilibrium, if no player can gain more than α by switching to a different distribution.

Approximate Equilibrium Implies Accuracy

Theorem. In an α -approximate equilibrium,
the synthetic data distribution satisfies:

$$\max_{q \in Q} |q(\hat{D}) - q(D)| \leq \alpha$$

Output \hat{D} as the synthetic data

How do we compute a minimax strategy privately?

Equilibrium via No-Regret Learning

Over rounds $t = 1, \dots, T$

Data player



Runs online learning:
Update distribution \hat{D}^t
to minimize U

Query player



Best response:
Find a high-error query
 q^t for \hat{D}^t

Regrets for both players:

$$\text{Data player: } \frac{1}{T} \sum_t U(\hat{D}^t, q^t) \leq \min_{D'} \frac{1}{T} \sum_t U(D', q^t) + \text{Reg}_D$$

$$\text{Query player: } \frac{1}{T} \sum_t U(\hat{D}^t, q^t) \geq \max_{q \in Q} \frac{1}{T} \sum_t U(\hat{D}^t, q) - \text{Reg}_Q$$

Equilibrium via No-Regret Learning

Over rounds $t = 1, \dots, T$

Data player: $\frac{1}{T} \sum_t U(\hat{D}^t, q^t) \leq \min_{D'} \frac{1}{T} \sum_t U(D', q^t) + \text{Reg}_D$

Query player: $\frac{1}{T} \sum_t U(\hat{D}^t, q^t) \geq \max_{q \in Q} \frac{1}{T} \sum_t U(\hat{D}^t, q) - \text{Reg}_Q$

Theorem [FS97]. The average plays (\bar{D}, \bar{Q}) converge to α -approximate minimax equilibrium, where

$$\alpha \leq \text{Reg}_D + \text{Reg}_Q$$

MWEM [HR10, HLM12]

Data player

Multiplicative weights (MW) over X
for each $x \in X$

$$\hat{D}_t(x) \propto \exp\left(-\eta \sum_{t' < t} q_{t'}(x)\right)$$

vs.

Query player

find a query with high payoff
using exponential mechanism with
per-round privacy budget ε_0

$$\begin{aligned}\text{Reg}_D &\leq O\left(\sqrt{\frac{\ln |X|}{T}}\right) = O\left(\sqrt{\frac{d}{T}}\right) \\ \text{Reg}_Q &\leq O\left(\frac{\ln |\mathcal{Q}|}{n\varepsilon_0}\right) = O_\delta\left(\frac{\sqrt{T} \ln |\mathcal{Q}|}{n\varepsilon}\right)\end{aligned}$$

MWEM [HR10, HLM12]

Data player

Multiplicative weights (MW) over X
for each $x \in X$

$$\hat{D}_t(x) \propto \exp\left(-\eta \sum_{t' < t} q_{t'}(x)\right)$$

vs.

Query player

find a query with high payoff
using exponential mechanism:

- MWEM: statistically optimal [BUV14]
 - For α -accuracy, $n \gtrsim d^{1/2} \log |Q| / (\epsilon \alpha^2)$
- Maintaining an exponential-sized distribution \Rightarrow exponential run-time
- For statistical optimality, worst-case run-time must be exponential in d [DNRRV09, UVI11, UII13]

How to overcome the computational bottleneck?

Instead of maintaining a exponential size distribution,
Data player solves hard optimization problems

Can then leverage sophisticated solvers
(e.g., integer program solvers CPLEX, Gurobi)

The “Dual” approach

- Prior approach: MWEM [HR10, HLM12]

Data player

Run MW over the domain X
(Exponential size)

vs.

Query player

Best response: find a query with high payoff
(Tractable problem)

- Our Dual Approach: DualQuery [GGHRW] ICML14

Query player

Run MW over the query class Q
(Size scales with $|Q|$)

vs.

Data player

Best response: find a record with small payoff
(Intractable problem)



New computational bottleneck

Data Player's Optimization Problem

- Sample queries q_1, q_2, \dots, q_s from query distribution (for privacy)
- Pick a record to minimize the average payoff over q_1, q_2, \dots, q_s :

$$\min_{x \in X} [(q_1(x) - q_1(D)) + \dots + (q_s(x) - q_s(D))]$$

But D is fixed, so equivalent to

$$\min_{x \in X} [q_1(x) + \dots + q_s(x)]$$

- Pure optimization problem: can be solved without privacy
- In general, an intractable problem (MAXCSP)
- Several query classes (e.g. k -way marginals, parities) give integer program formulation. We can use highly optimized solvers (e.g. CPLEX, Gurobi)

The “Primal” Approach

Replace MW by methods that can leverage heuristics solvers:
Follow-the-perturbed-leader (FTPL) [KV05, SKS16, SN19]

- Our approach: FEM (FTPL w/ exp mech.) [VTBSW] ICML20

Data player

Run FTPL over the domain X
Can be computed by solvers

vs.

Query player

Best response: find a query with high payoff
(Tractable problem)

FTPL for Data Player

FTPL optimization: given q_1, \dots, q_{t-1} from the **Query player**

$$\min_{x \in X} [q_1(x) + \dots + q_{t-1}(x) + \langle \sigma, x \rangle]$$

where σ is a random vector drawn from exponential distribution

Can also be solved with an integer program solvers for k -way marginals without using the private data D

Theoretical Guarantees

α : target accuracy

ε : privacy loss

n : sample size

$|Q|$: # queries

Prior approach (always exp time)

- MWEM [HR10, HLM12]:

$$\alpha \lesssim \frac{d^{1/4} \log^{1/2} |Q|}{(n\varepsilon)^{1/2}}$$

Our approach that uses integer program solvers [VTBSW20]

- (Improved) DualQuery:

$$\alpha \lesssim \frac{d^{1/5} \log^{3/5} |Q|}{(n\varepsilon)^{2/5}}$$

- FTPL with Exp Mech (FEM):

$$\alpha \lesssim \frac{d^{3/4} \log^{1/2} |Q|}{(n\varepsilon)^{1/2}}$$

Theoretical Guarantees

α : target accuracy
 ϵ : privacy loss
 n : sample size
 $|Q|$: # queries

- HDMM (Factorization mech) [MMHM18]:

$$\ell_2 \text{ error} \lesssim \frac{\text{Factorization norm of } Q}{n\epsilon}$$

Our approach that uses integer program solvers [VTBSW20]

- (Improved) DualQuery:

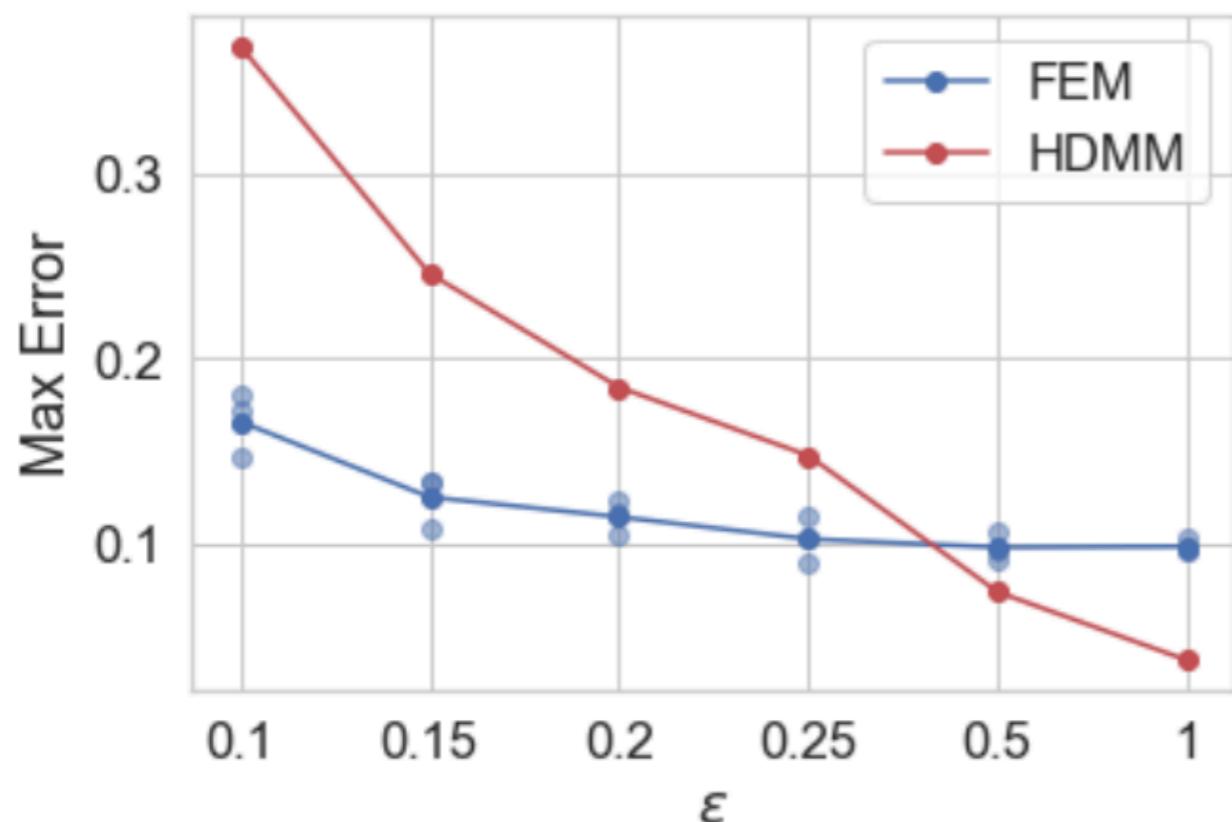
$$\alpha \lesssim \frac{d^{1/5} \log^{3/5} |Q|}{(n\epsilon)^{2/5}}$$

- FTPL with Exp Mech (FEM):

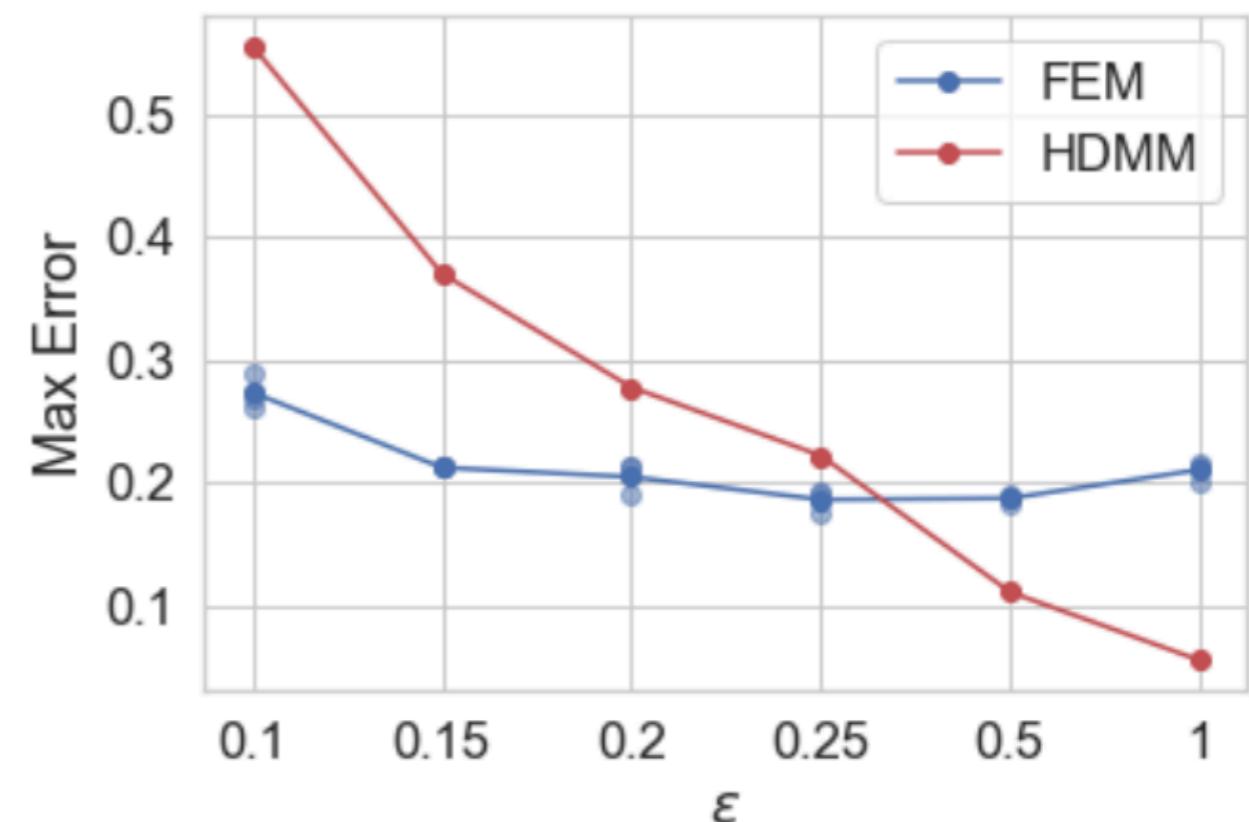
$$\alpha \lesssim \frac{d^{3/4} \log^{1/2} |Q|}{(n\epsilon)^{1/2}}$$

Comparison with HDMM [MMHMI8]

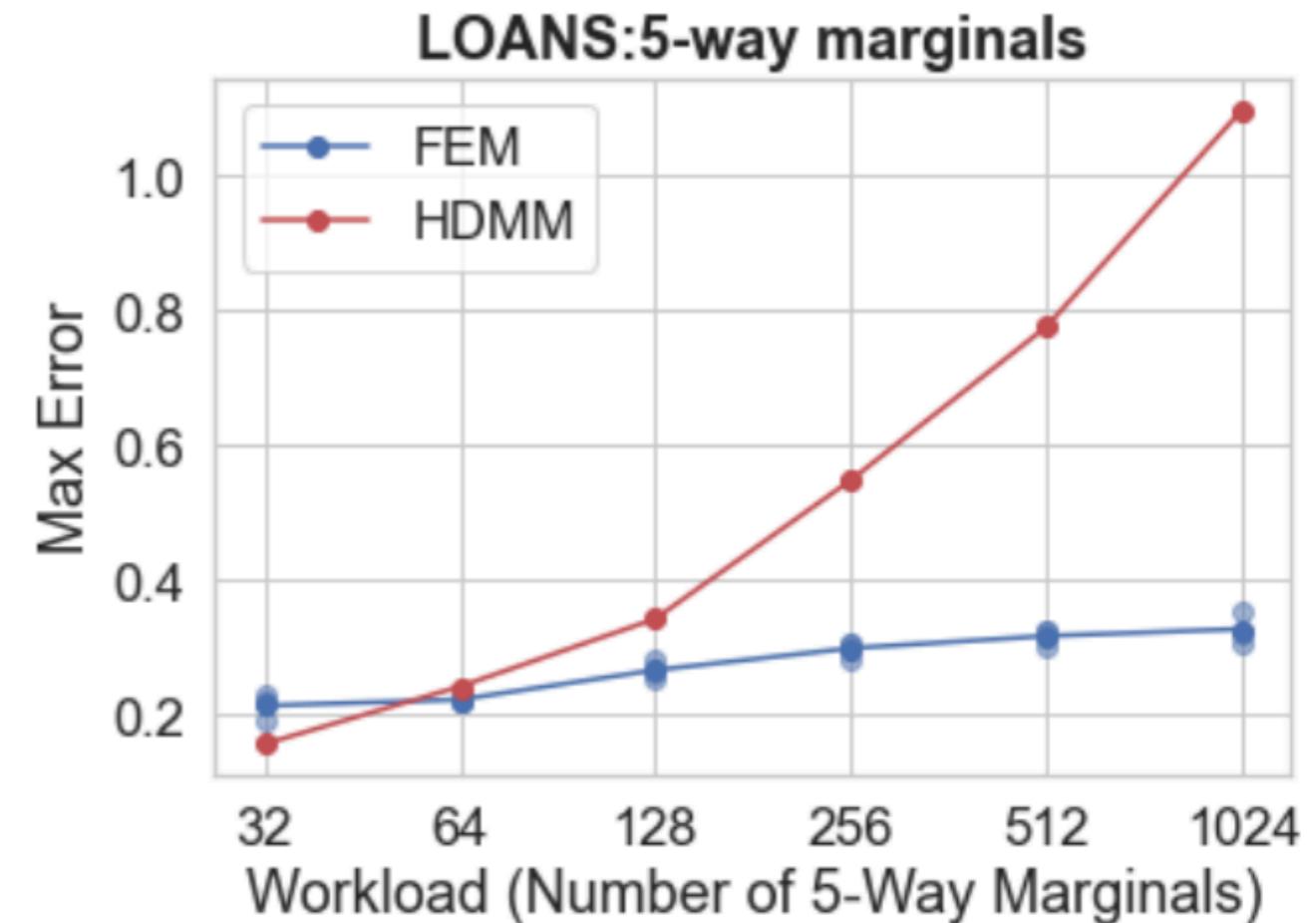
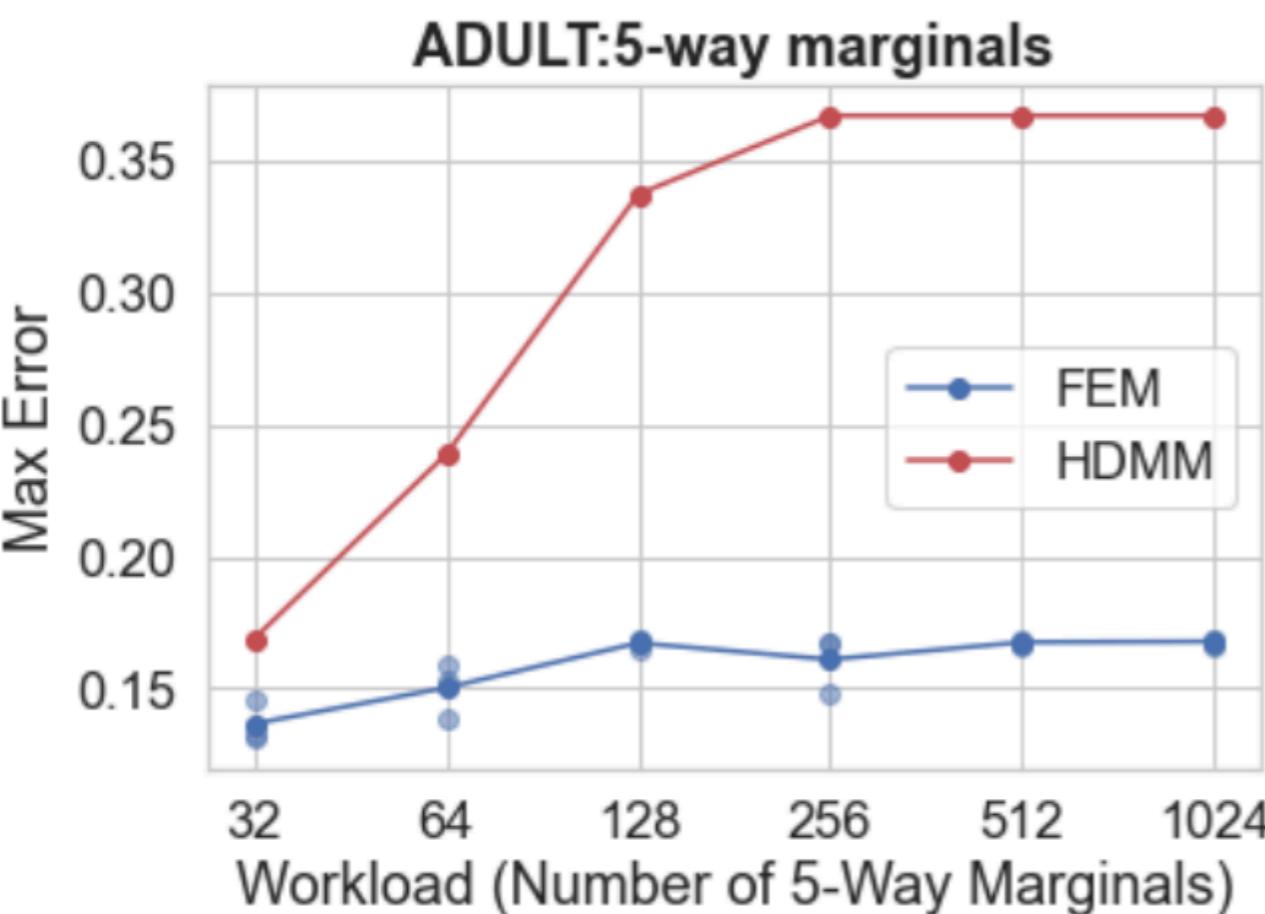
ADULT:3-way marginals



LOANS:3-way marginals



Comparison with HDMM [MMHMI8]



Leveraging Public Data

[LVSUW2I]

Running MW over a public data set

MW^{pub}

Data player
Run MW over a public dataset

vs.

Query player
Best response: find a query with high payoff
(exponential mechanism)

MWPub

Data player

Run MW over a public dataset

vs.

Query player

Best response: find a query with high payoff
(exponential mechanism)

(Non-Zero) Game Value

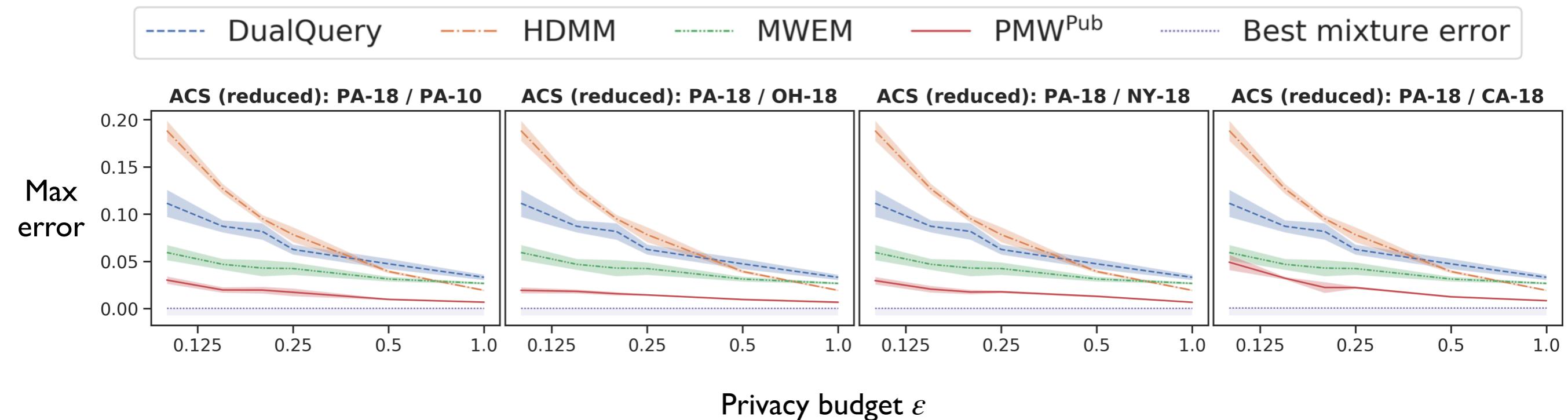
Given a public dataset S

Best Mixture Error: $\min_{\mu \in \Delta(S)} \max_{q \in Q} [q(\mu) - q(D)]$

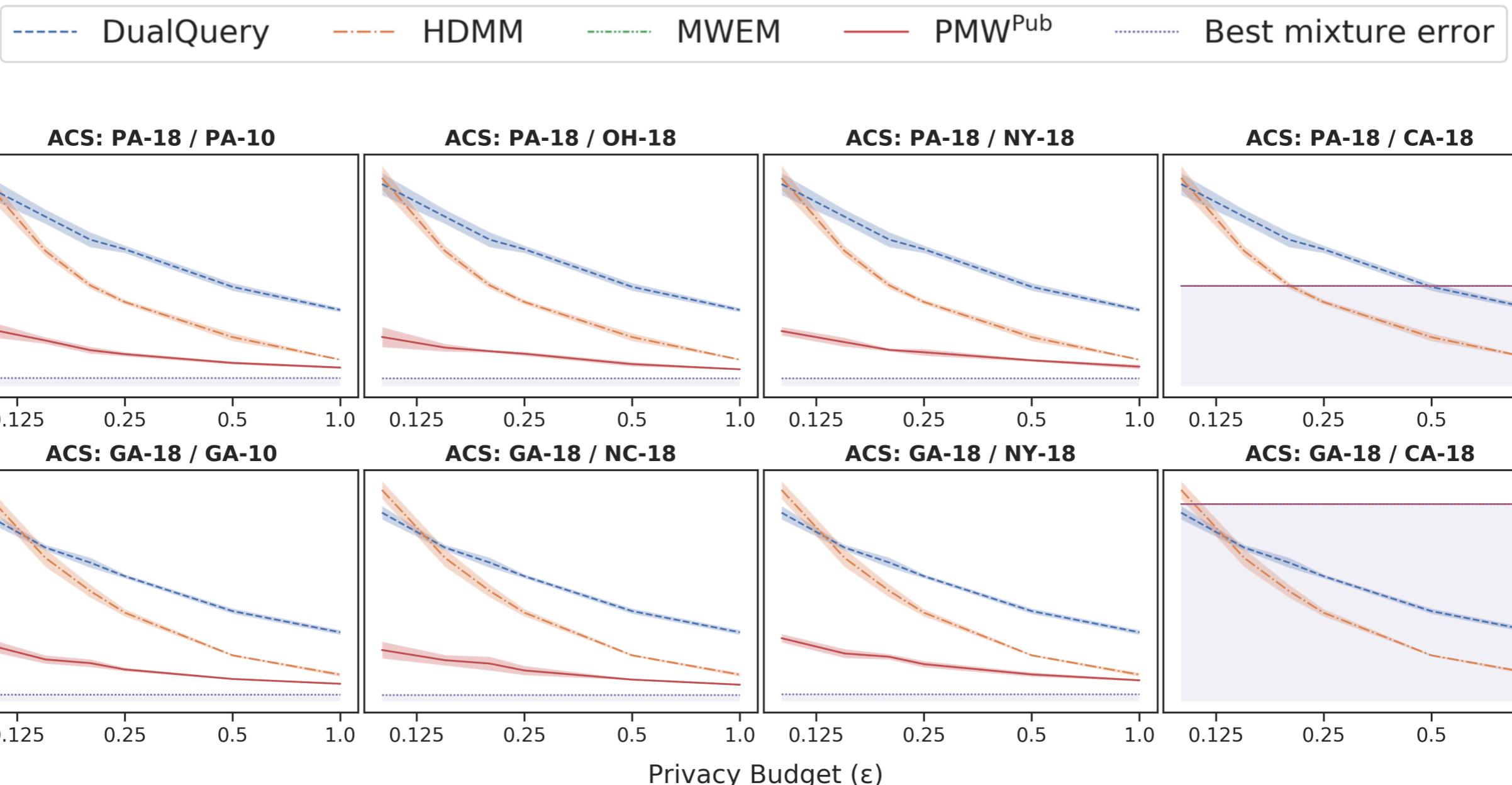


Characterizing public-private relationship (S, D)

Combinations of (Private Data / Public Data)



Combinations of (Private Data / Public Data)



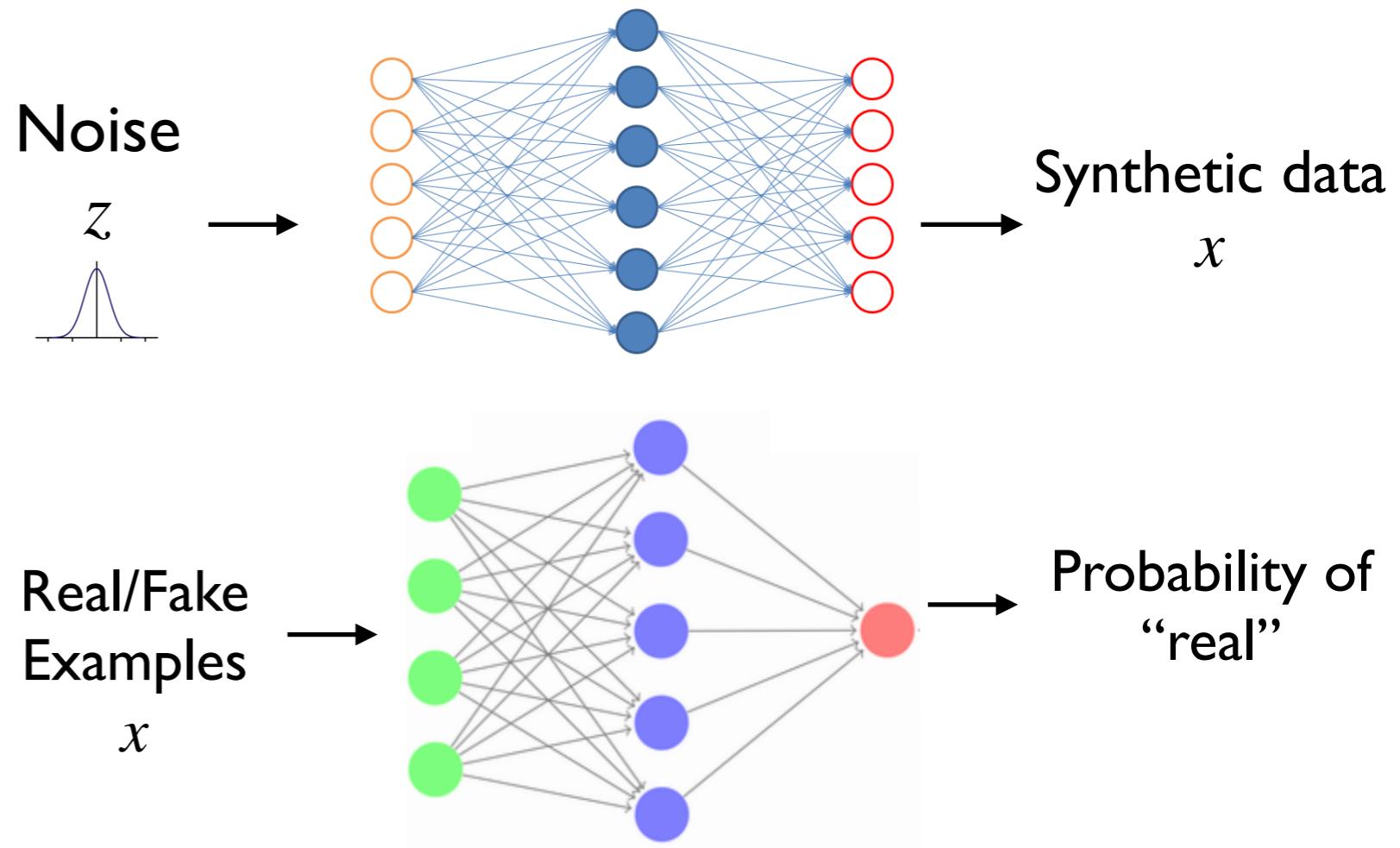
General-purpose synthetic data with deep generative models

Generative Adversarial Nets (GANs)

[GPM+14]

2-Player Zero-Sum Game

Generator G :
mimic the real data



Wasserstein GAN [ACB17]

$$\min_G \max_D \mathbb{E}_{x \sim p_X}[D(x)] + \mathbb{E}_{z \sim p_z}[1 - D(G(z))]$$

Approach

Generative adversarial nets (GANs)

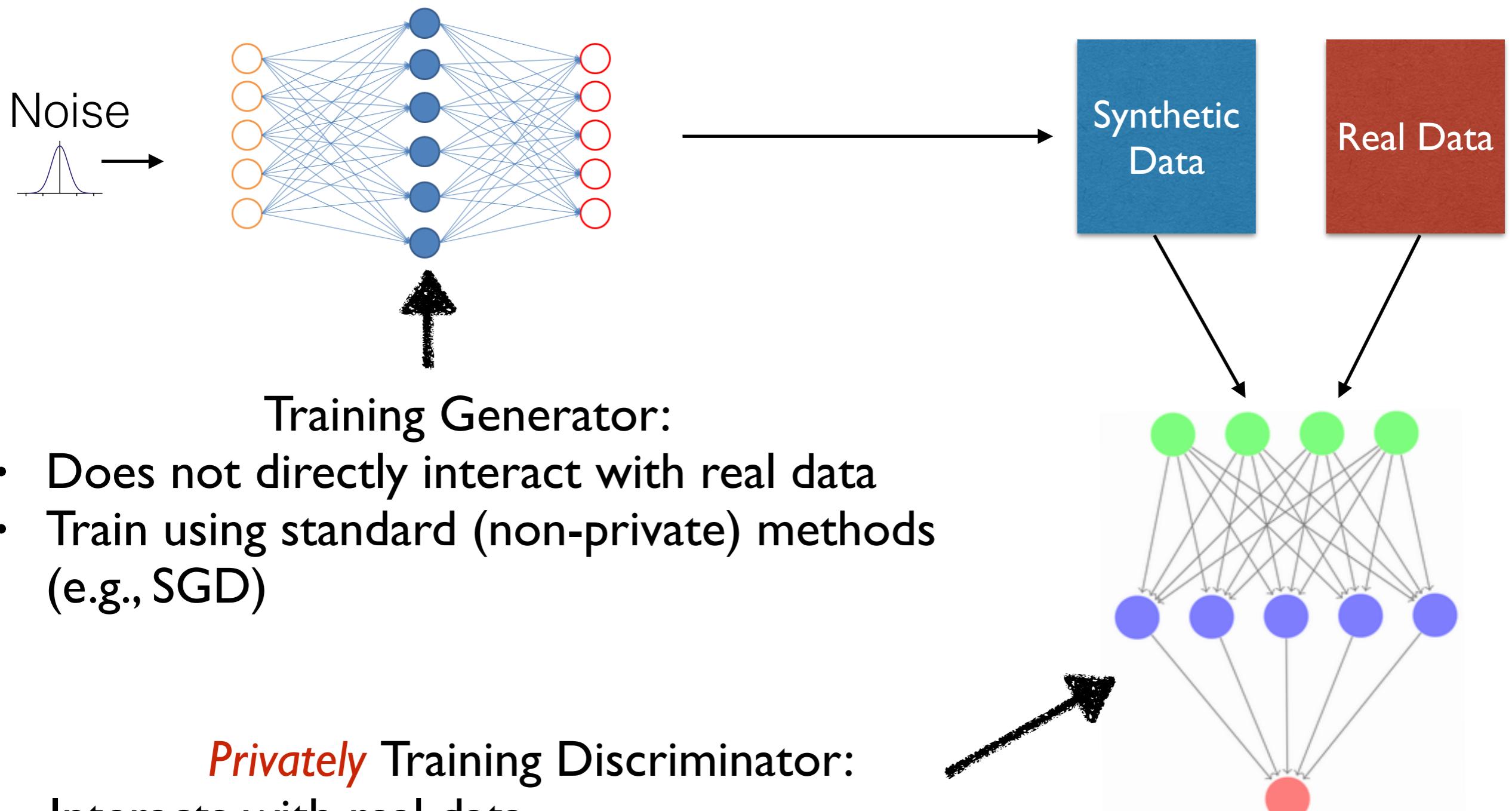
+ Differential privacy

DP GANs Support Clinical Data Sharing [BWWLBBG]

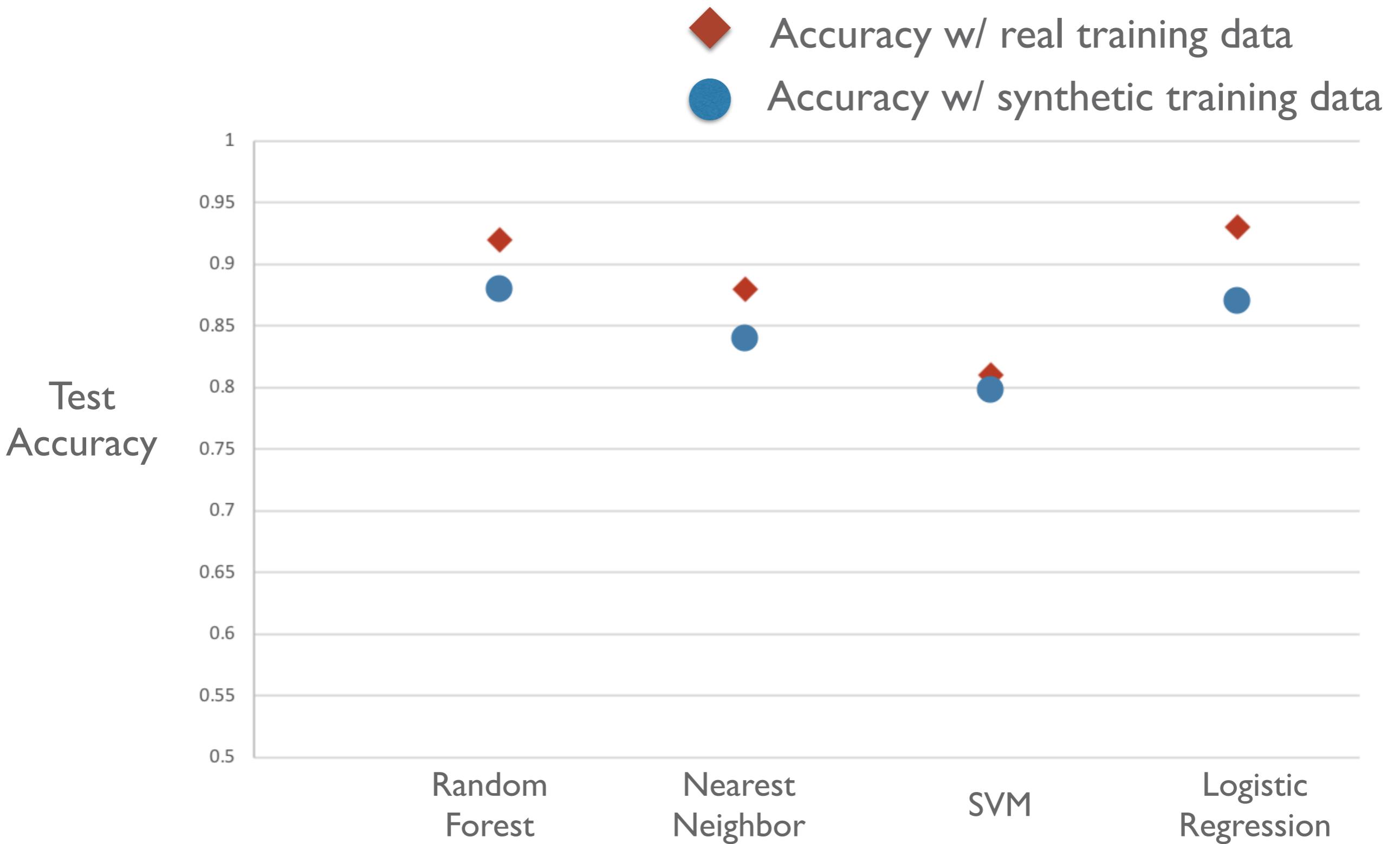
Published in *Circulation: Cardiovascular Quality and Outcomes* 2019

Also in [XLWWZ18], [YJS19],[TKP20], [TWBSC20]...

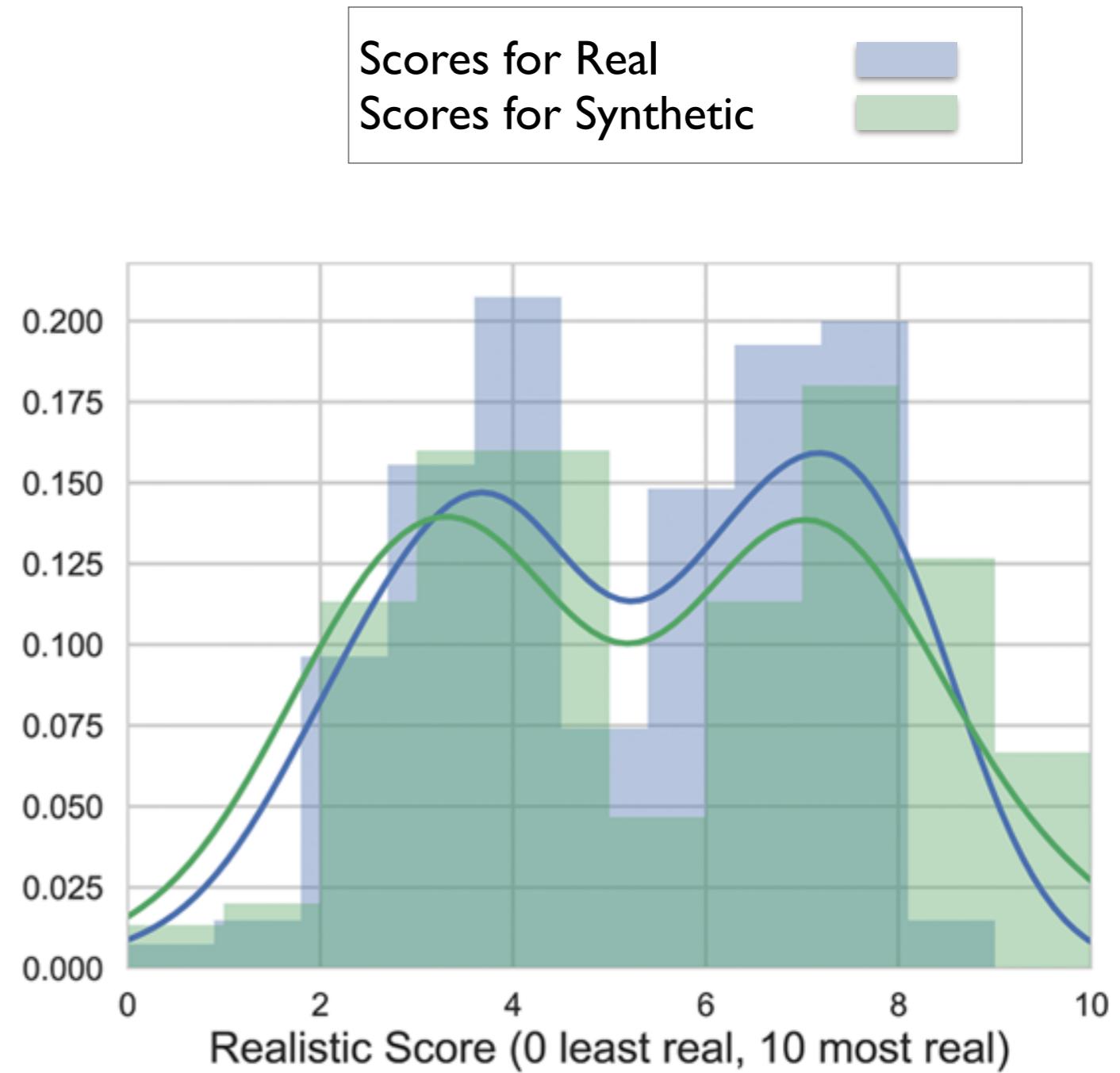
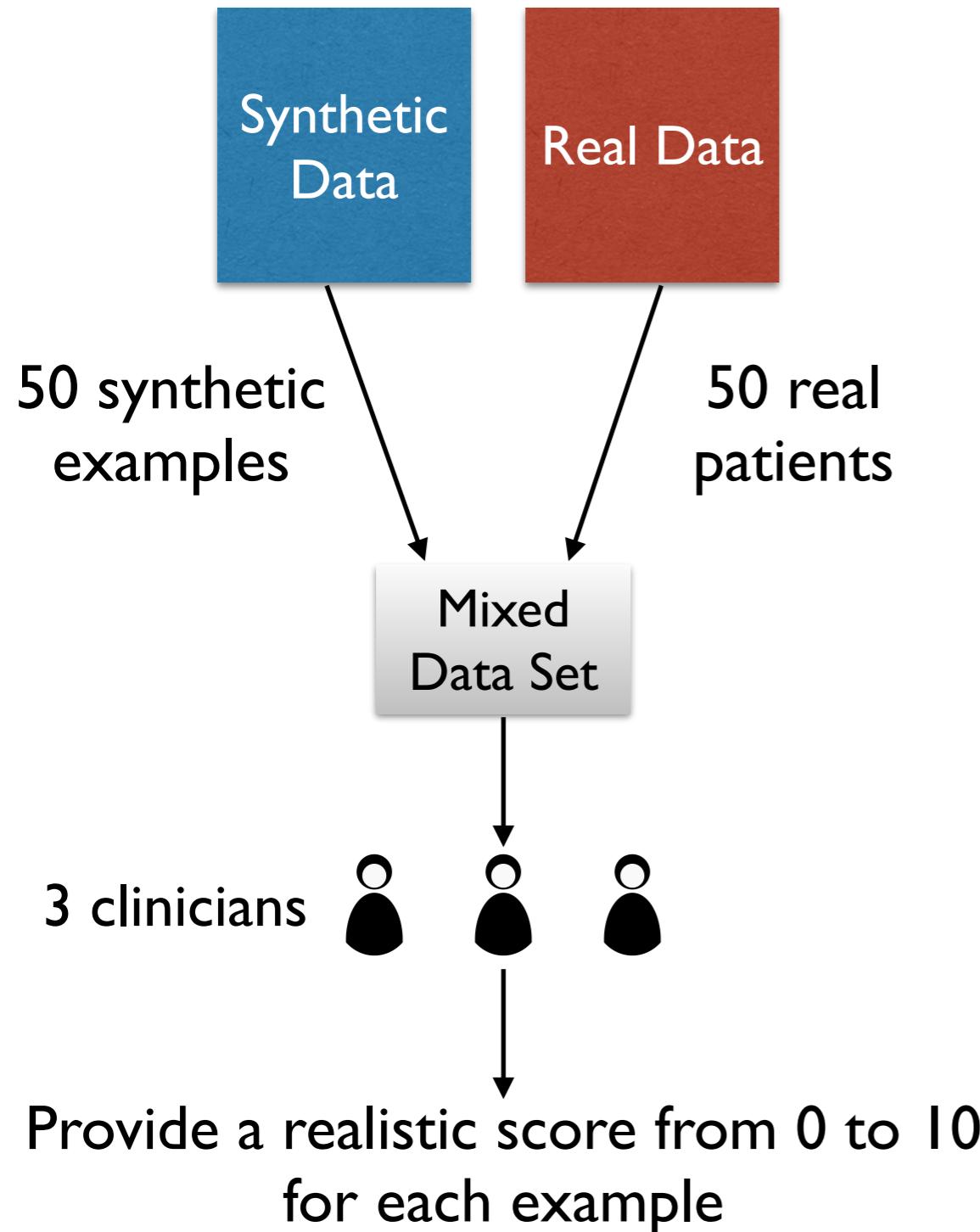
Private GAN Training



Models Trained on Synthetic v.s. Real Data



Evaluation with Human (Discriminators)



Difficult to Reach Convergence

- Training produces a sequence of (generator, discriminator) $(G_1, D_1), \dots, (G_T, D_T)$
- The last generator G_T often gives poor synthetic data distribution
- But mixture of generators can provide good synthetic data
[BWWLBBG19]

Private Post-GAN Boosting

[NWD] ICLR21

- The entire sequence $(G_1, D_1), \dots, (G_T, D_T)$ satisfy DP
- Compute a mixture over $\{G_1, \dots, G_T\}$

Post-GAN Zero-Sum Game

Approximate each generator G_t by taking r samples;

Let B be the entire set of the rT examples

Data player
distribution ϕ over B

Query player
distribution over $\{D_1, \dots, D_T\}$

$$\min_{\phi} \max_{D_j} U(\phi, D_j) \equiv \mathbb{E}_{x \sim P_X}[D_j(x)] + \mathbb{E}_{x \sim \phi}[(1 - D_j(x))]$$

Post-GAN Equilibrium

DP GAN + MWEM

Over rounds $t = 1, \dots, T$

Data player
runs MW to update
distribution ϕ over B

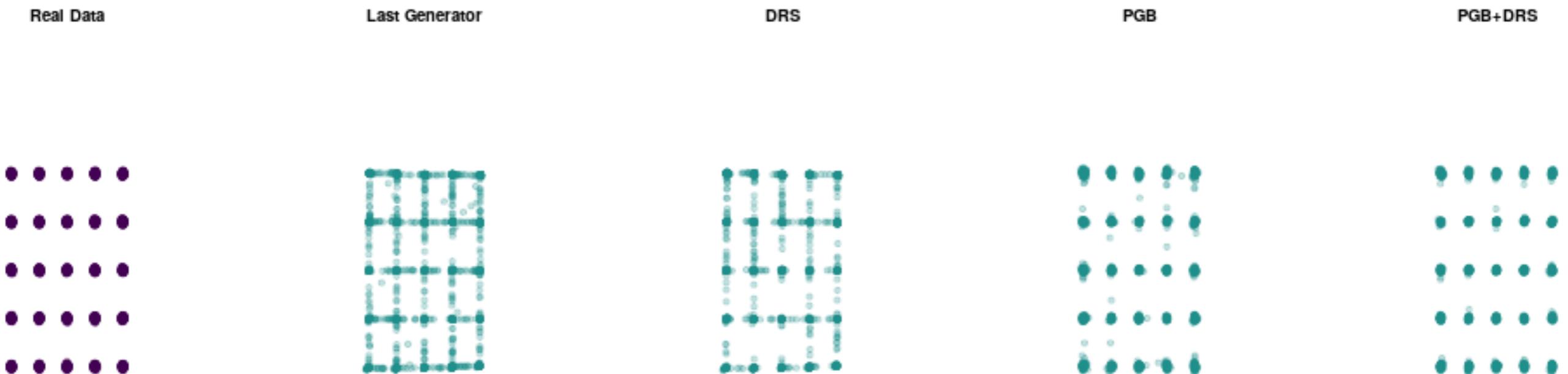
Query player
uses exponential mech to
select a useful discriminator



Approximate equilibrium:
 ϕ synthetic data distribution over B ; D mixture discriminator

Rejection sampling:
Use D to improve ϕ by “rejecting” unlikely samples

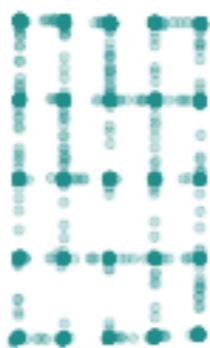
Real Data



Last Generator



DRS



PGB



PGB+DRS



Real Data



DP Last Generator



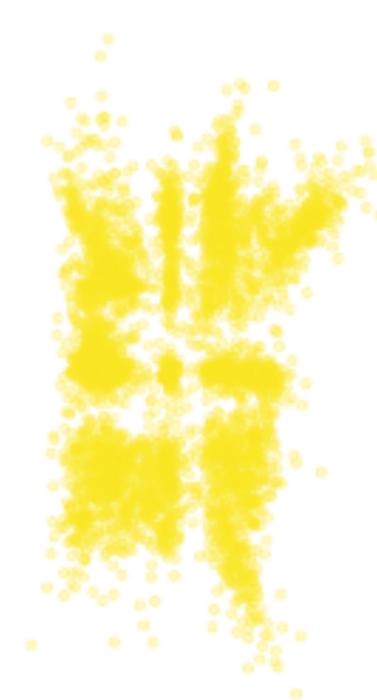
DP DRS



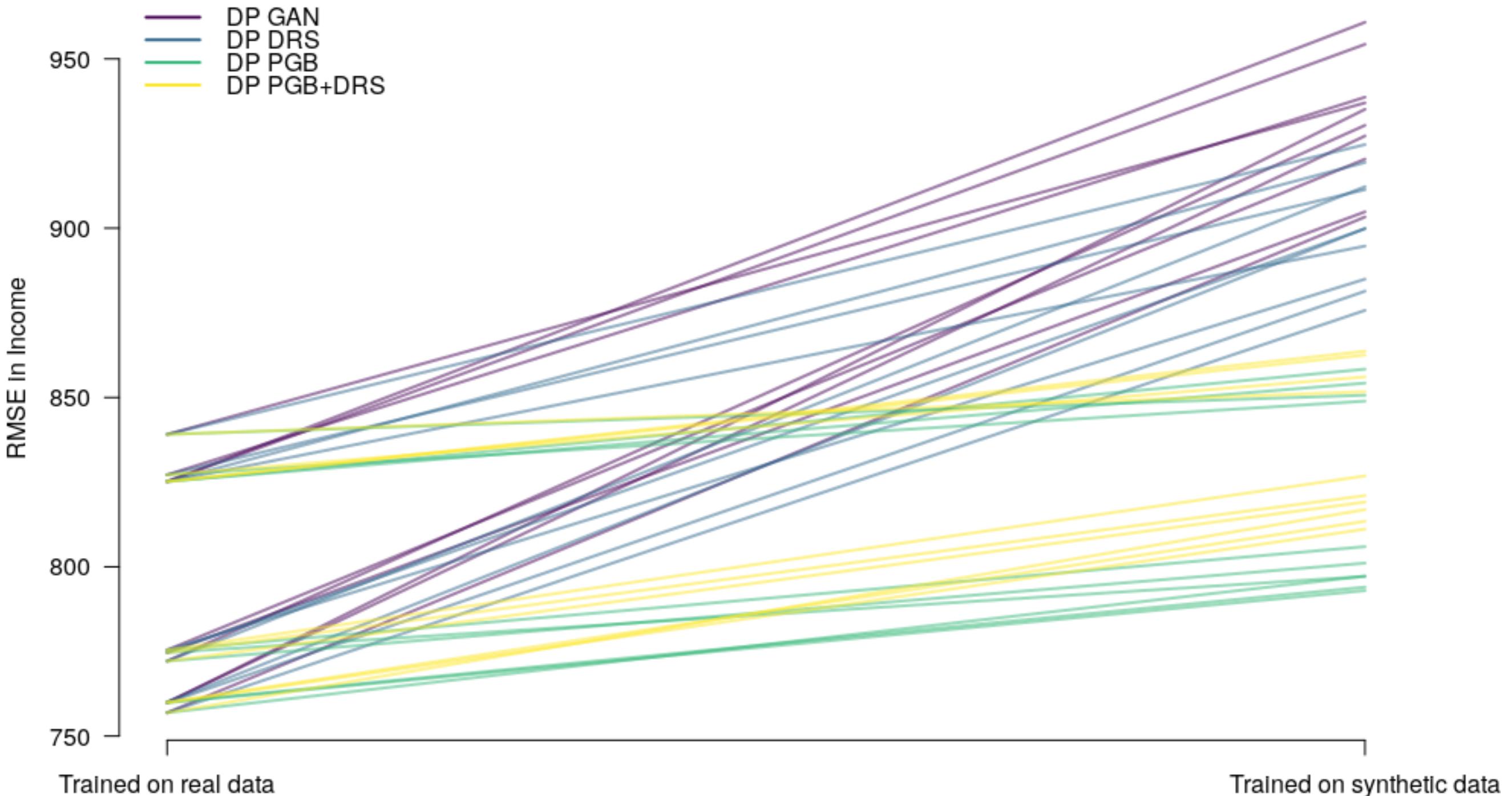
DP PGB



DP PGB+DRS



Regression RMSE with Synthetic 1940 Samples



Train ML models on synthetic data and Test them on real out-of-sample data

	GAN	DRS	PGB	PGB + DRS
Logit Accuracy	0.626	0.746	0.701	0.765
Logit ROC AUC	0.591	0.760	0.726	0.792
Logit PR AUC	0.483	0.686	0.655	0.748
RF Accuracy	0.594	0.724	0.719	0.742
RF ROC AUC	0.531	0.744	0.741	0.771
RF PR AUC	0.425	0.701	0.706	0.743
XGBoost Accuracy	0.547	0.724	0.683	0.740
XGBoost ROC AUC	0.503	0.732	0.681	0.772
XGBoost PR AUC	0.400	0.689	0.611	0.732
	DP GAN	DP DRS	DP PGB	DP PGB +DRS
Logit Accuracy	0.566	0.577	0.640	0.649
Logit ROC AUC	0.477	0.568	0.621	0.624
Logit PR AUC	0.407	0.482	0.532	0.547
RF Accuracy	0.487	0.459	0.481	0.628
RF ROC AUC ROC AUC	0.512	0.553	0.558	0.652
RF PR AUC PR AUC	0.407	0.442	0.425	0.535
XGBoost Accuracy	0.577	0.589	0.609	0.641
XGBoost ROC AUC	0.530	0.586	0.619	0.596
XGBoost PR AUC	0.398	0.479	0.488	0.526

Summary

- Zero-sum game view on synthetic data
- Recovers classical methods and allows reconfigurations that leverage heuristics solvers
 - MWEM → FEM / DualQuery
- Combine classical methods with deep learning methods
 - Private Post-GAN boosting: DP-GAN + MWEM

References

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