MakeNoise<DI, MI, MO> for DiscreteLaplace

Michael Shoemate

This proof resides in "contrib" because it has not completed the vetting process.

Proves soundness of the implementation of MakeNoise for DiscreteLaplace in mod.rs at commit f5bb719 (outdated1).

This is an intermediary compile-time layer whose purpose is to dispatch to either the integer or floating-point variations of the mechanism, depending on the type of data in the input domain.

It does this through the use of the Nature trait, which has concrete implementations for each possible input type. This layer makes interior layers simpler to work with, and does not have privacy implications.

1 Hoare Triple

Precondition

Compiler-Verified

MakeNoise is parameterized as follows:

- DI is of type VectorDomain<AtomDomain<T>
- MI is of type L1Distance<T>
- MO implements trait Measure

The following trait bounds are also required:

- Generic T implements trait Integer
- Generic MO implements trait Measure
- Type usize implements trait ExactIntCast<T>
- Type RBig implements trait TryFrom<T>
- Type ZExpFamily<1> implements trait NoisePrivacyMap<L1Distance<RBig>, MO>. This bound requires that it must be possible to construct a privacy map for the combination of ZExpFamily<1> noise distribution, distance type and privacy measure. Since the ConstantTimeGeometric distribution is equivalent to ZExpFamily<1>, maps built for ZExpFamily<1> can be used for ConstantTimeGeometric.

User-Verified

None

¹See new changes with git diff f5bb719..566e5ade rust/src/measurements/noise/distribution/geometric/mod.rs

Pseudocode

```
1 # analogous to impl MakeNoise < VectorDomain < AtomDomain < T >> , L1Distance < T > , M0 > for
      ConstantTimeGeometric <T> in Rust
  class ConstantTimeGeometric:
      def make_noise(
          self, input_space: tuple[DI, MI]
      ) -> Measurement[DI, DI_Carrier, MI, MO]:
5
          input_domain, input_metric = input_space
          scale, (lower, upper) = self.scale, self.bounds
          if lower > upper: #
              raise "lower may not be greater than upper"
9
10
          distribution = ZExpFamily(scale=RBig.from_f64(scale))
          output_measure = MO.default()
12
13
          privacy_map = distribution.noise_privacy_map(
14
               L1Distance.default(), output_measure
15
16
          p = (1.0).neg_inf_sub((-scale.recip()).inf_exp()) #
18
          if not (0.0 
19
               raise f"Probability of termination p ({p}) must be in (0, 1]. This is likely
20
      because the noise scale is so large that conservative arithmetic causes p to go negative
21
          def function(arg: Vec[T]) -> Vec[T]:
23
              return [
                   sample_discrete_laplace_linear(v, scale, (lower, upper)) for v in arg
24
25
          return Measurement.new(
27
28
               input_domain,
              Function.new_fallible(function),
29
              input_metric,
30
               output_measure,
31
               PrivacyMap.new_fallible(lambda d_in: privacy_map.eval(RBig.try_from(d_in))),
32
```

Postcondition

Theorem 1.1.

Theorem 1.2. For every setting of the input parameters (self, input_space, T, MO) to make_noise such that the given preconditions hold, make_noise raises an exception (at compile time or run time) or returns a valid measurement. A valid measurement has the following property:

1. (Privacy guarantee). For every pair of elements x, x' in input_domain and for every pair (d_in, d_out) , where d_in has the associated type for input_metric and d_out has the associated type for output_measure, if x, x' are d_in-close under input_metric, privacy_map(d_in) does not raise an exception, and privacy_map(d_in) \leq d_out, then function(x), function(x') are d_out-close under output_measure.

Data-independent errors. Due to the check on line 8, the preconditions for sample_discrete_laplace_linear are satisfied. Therefore the postcondition guarantees data-independent errors. Since this is the only source of errors in the function, errors from the function are data-independent.

Privacy guarantee. The privacy guarantee breaks down into three parts:

- 1. A 1-stable clamping pre-processor.
- 2. The noise perturbation mechanism.

3. A post-processing clamp.

Clamping the inputs is necessary because, to make constant-time sampling tractable, samples are only drawn up to the magnitude of the distance between the bounds. In the extreme case, consider when a adjacent inputs are located at L + U and L + U - 1 without input clamping: then outputting U - 1 is a distinguishing event.

This motivates the need for a clamping transformation.

$$\max_{x} |\operatorname{clamp}(x, L, U) - \operatorname{clamp}(x', L, U)|_{1} \tag{1}$$

$$\max_{x \sim x'} |\operatorname{clamp}(x, L, U) - \operatorname{clamp}(x', L, U)|_{1}$$

$$\leq \max_{x \sim x'} |x - x'|_{1}$$

$$(2)$$

$$= d_{in}$$
 (3)

The clamping transformation can only make datasets more similar, so the clamp is a 1-stable transformation. Similarly the perturbed value also needs to be clamped: consider adjacent inputs at L and L + 1, then outputting L - (U - L) is a distinguishing event, due to the limited range of the noise distribution.

Notice that the output distribution is equivalent to sampling from the discrete laplace distribution with infinite support, and then clamping as post-processing. Therefore the privacy guarantee from NoisePrivacyMap<L1Distance<RE MO> applies.