

The Exponential Mechanism (and maybe some mechanism design)

Frank McSherry and Kunal Talwar
Microsoft Research, Silicon Valley Campus

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Differential Privacy

Context: A data set $d \in D^N$ and mechanism $M : D^N \rightarrow R$.

Evaluating $M(d)$ shouldn't give specific info about tuples in d .

Source of much definitional anxiety for some 30-odd years.
What is specific info? Can we prevent everything/anything?

Definition: A mechanism M gives ϵ -**differential privacy** if:
For $d, d' \in D^N$ differing on at most one datum, and any $S \subseteq R$,

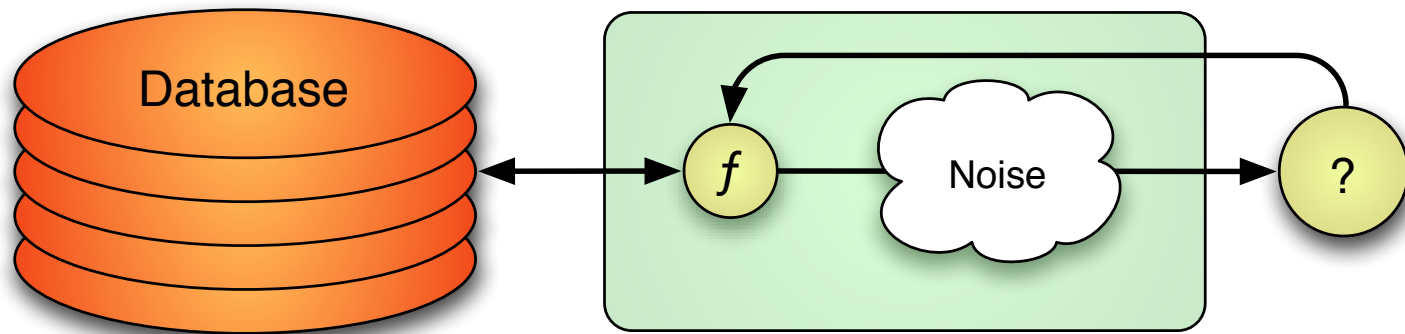
$$\Pr[M(d) \in S] \leq \exp(\epsilon) \times \Pr[M(d') \in S] .$$

Changing one tuple can not change the output distribution much.
Relative change in the probability of any event (subset S of R).

Previous Constructions

Simple scheme: Apply $f : \mathcal{D}^N \rightarrow \mathbb{R}$ to data, return noisy result.

$$\mathcal{K}_f(\text{DB}) \equiv f(\text{DB}) + \text{Noise} .$$



Theorem: Using $\text{Laplace}(\sigma, 0)$ gives $(\Delta f / \sigma)$ -differential privacy,

$$\Delta f = \max_{\text{DB}} \max_{\text{Me}} \|f(\text{DB} - \text{Me}) - f(\text{DB} + \text{Me})\| .$$

For many statistical properties: Δf is small, small noise benign.

Problems with Perturbation

Pricing: Inputs are n bids in $[0, 1]$. Output is a price $p \in [0, 1]$.
Want to make lots of money, but we don't want to reveal bids.

Problem: Perturbing the true answer by some noise may fail.

1. The function may have high sensitivity. (eg: Pricing)
2. Perturbations may not actually be useful. (eg: Pricing)

Moreover: Additive perturbations also fail when

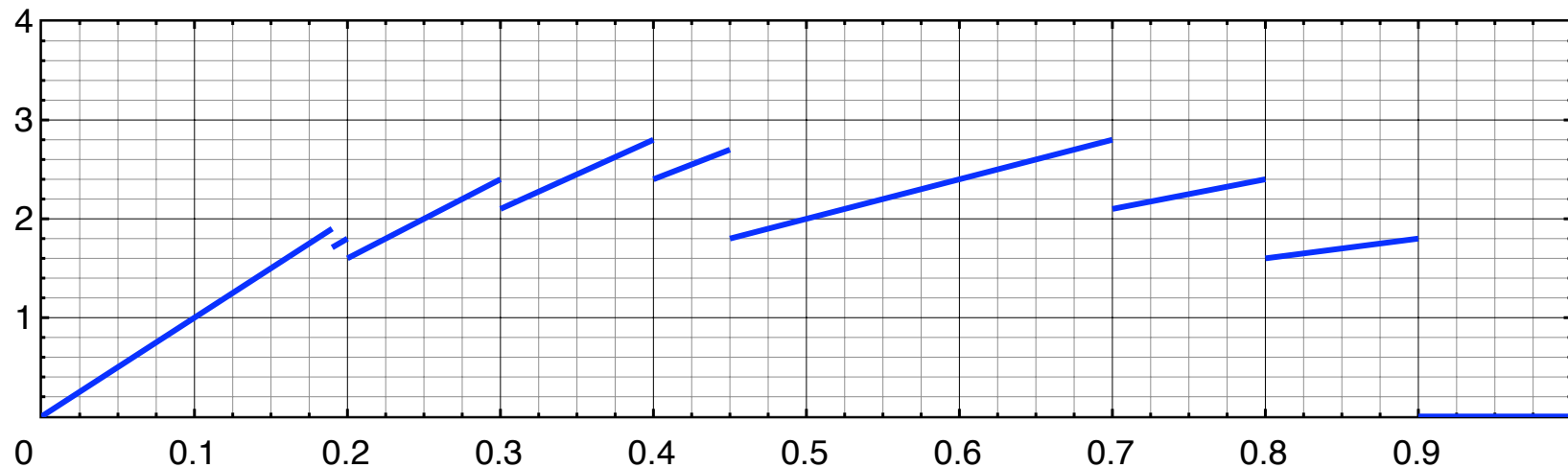
3. Outputs are not numbers. (eg: strings, trees, etc...)

A General Mechanism

Previously a “query” was $f : \mathcal{D}^N \rightarrow \mathbb{R}$, mapping data to result. Implicit assumption that results r near $f(d)$ are nearly as good.

Now, a query is $q : (\mathcal{D}^N \times \mathcal{R}) \rightarrow \mathbb{R}$. Score of result r for data d .

Eg: Given bids and a price, revenue is $q(d, r) = r \times \#(i : d_i > r)$.

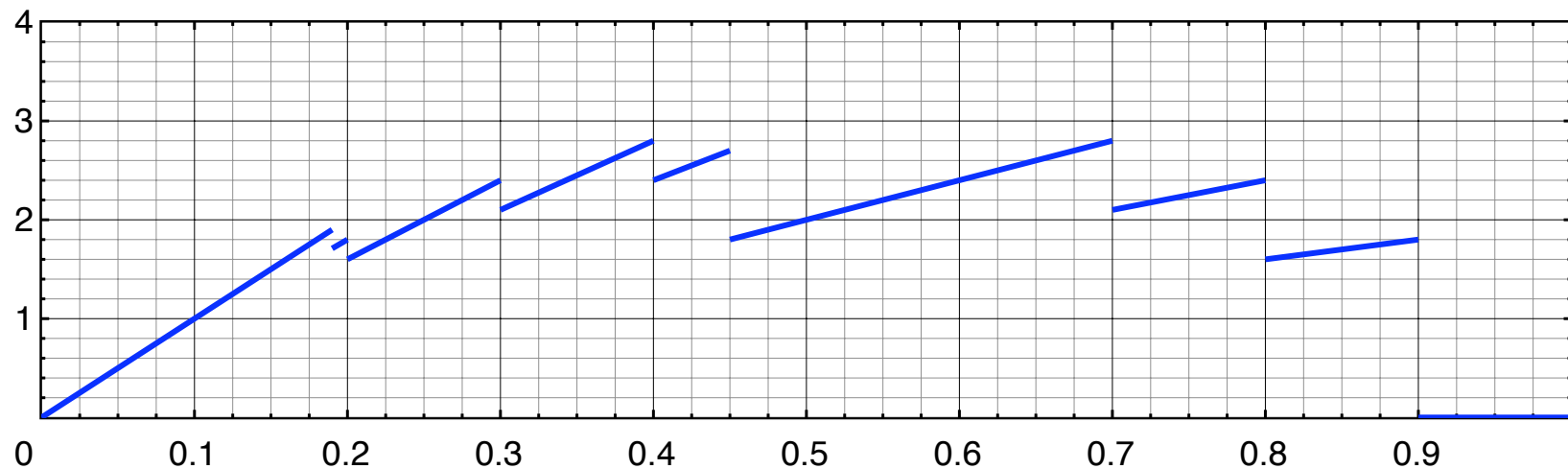


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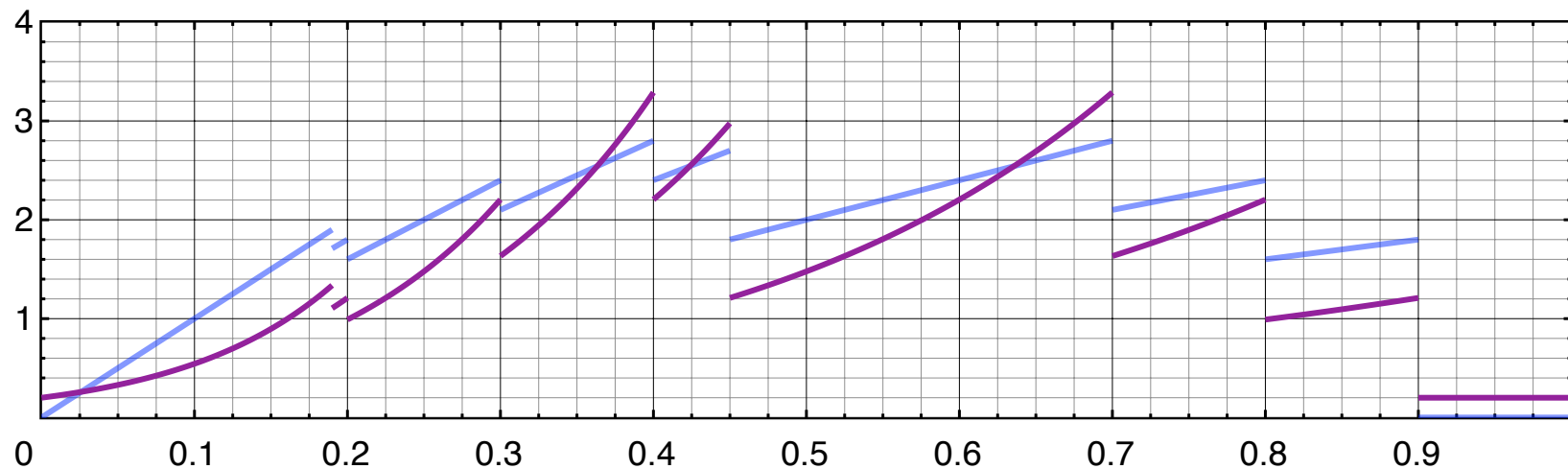
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Two Exciting Properties

Privacy: \mathcal{E}_q^ϵ gives $(2\epsilon\Delta q)$ -differential privacy, where we define

$$\Delta q = \max_r \max_{d \approx d'} |q(d, r) - q(d', r)| .$$

Proof: Density, normalization alter by factors of at most $\exp(\epsilon\Delta q)$.

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Lem: Let $S_t = \{r : q(d, r) > OPT - t\}$. $\Pr(\bar{S}_{2t}) \leq \exp(-t)/\mu(S_t)$.

Proof: $LHS \leq \Pr(\bar{S}_{2t})/\Pr(S_t) \leq \exp(-t)\mu(\bar{S}_{2t})/\mu(S_t) \leq RHS$.

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Thm: $E[q(d, \mathcal{E}_q^\epsilon(d))] \geq OPT - 3t$, for those $t \geq \ln(OPT/t\mu(S_t))$.

Proof: $\Pr(OPT - 2t) \geq 1 - \exp(-t)/\mu(S_t) \geq 1 - t/OPT$. Multiply.

Applications to Pricing

Every bidder gives a demand curve: $d_i : [0, 1] \rightarrow \mathbb{R}^+$. ($rd_i(r) \leq 1$)

Theorem: Taking $q(d, r) = r \sum_i d_i(r)$, then the mechanism \mathcal{E}_q^ϵ gives (2ϵ) -differential privacy, and has expected revenue at least

$$OPT - 3 \ln(e + \epsilon^2 OPT m) / \epsilon,$$

where m is the number of items sold at the optimal price.

Proof: Grind $t = \ln(e + \epsilon^2 OPT m)$ through the previous theorem. Argue that $\mu(S_t)$ is not small. (near-opt r gives near-opt $q(d, r)$).

Game Theory Implications

Differential Privacy implies many game-theoretic properties:

$$\Pr[M(d) \in S] \leq \exp(\epsilon) \times \Pr[M(d') \in S] .$$

ϵ -Dominance: For any “utility” function $g : R \rightarrow \mathbb{R}^+$,

$$E[g(M(d))] \leq \exp(\epsilon) \times E[g(M(d'))] .$$

Collusion Resilient: For $d \approx_t d'$, (ie: differing on t data)

$$\Pr[M(d) \in S] \leq \exp(\epsilon t) \times \Pr[M(d') \in S] .$$

Repeatability: For $M = (M_1, M_2, \dots, M_t)$ with dependencies,

$$\Pr[M(d) \in S] \leq \exp\left(\sum_{i \leq t} \epsilon_i\right) \times \Pr[M(d') \in S] .$$

Truthful whp [CKMT]: M can be implemented so that:
For all d, t , with prob $\exp(-2\epsilon t)$, $M(d) = M(d')$ for all $d' \approx_t d$.

Conclusions, Future Direction

Stuff we did:

General mechanism \mathcal{E}_q^ϵ , more robust, awesome than previously.
Applications to Auctions/Pricing of various and new flavors.
Neat non-truthful solution concept. Cool consequences.

Stuff we didn't do / did badly:

Computational questions of sampling from \mathcal{E}_q^ϵ efficiently.
Going beyond auctions/pricing to other mechanism problems.

Thanks!

Questions?