## The Power of Graph Sparsification in the Continual Release Model

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#### Joint work with





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# **Publishing Sensitive Graph Information**

- Potentially sensitive connections between individuals published as graphs
  - Social relationships
  - Financial transactions
  - Disease (e.g. COVID) transmission
  - Search data
  - Email and cell phone communication



# Why do we want privacy on graphs?

- Privacy attacks can identify and deanonymize individuals and connections based on **external (e.g. public) information** 
  - Re-identify nodes in social networks and computer networks

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### Wherefore art thou r3579x?: anonymized social networks, hidden patterns, and structural steganography

 Authors:
 Lars Backstrom,
 Cynthia Dwork, and
 Jon Kleinberg
 Authors Info & Claims

 WWW '07: Proceedings of the 16th international conference on World Wide Web
 • May 2007
 • Pages 181 - 190

 A Practical Attack to De-anonymize Social Network Users

Publisher: IEEE

Playing Devil's Advocate: Inferring Sensitive Information from Anonymized Network Traces

Scott E. Coull\* Charles V. Wright\* Fabian Monrose\* Michael P. Collins $^{\dagger}$  Michael K. Reiter $^{\ddagger}$ 

### Graph Data Anonymization, De-Anonymization Attacks, and De-Anonymizability Quantification: A Survey

**Publisher: IEEE** 

Gilbert Wondracek; Thorsten Holz; Engin Kirda; Christopher Kruegel

Link Prediction by De-anonymization: How We Won the Kaggle Social Network Challenge

Arvind Narayanan, Elaine Shi, Benjamin I. P. Rubinstein

## Private Analysis of Graph Data



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- *n* number of vertices, *m* number of edges in entire stream
- UB = upper bound, LB = lower bound

## **Differential Privacy**

#### Differential Privacy [Dwork-McSherry-Nissim-Smith '06]

A (randomized) algorithm  $\mathcal{A}$  is  $\varepsilon$ -differentially private if for all pairs of neighbors G and G' and all sets of possible outputs Y:

$$e^{-\varepsilon} \leq \frac{\Pr[\mathcal{A}(G) \in Y]}{\Pr[\mathcal{A}(G') \in Y]} \leq e^{\varepsilon}$$

# **Neighboring Graphs**

#### Edge-neighboring graphs differ in 1 edge





G'

G

## **Neighboring Graphs**

#### Edge-neighboring graphs differ in 1 edge

#### Node-neighboring graphs differ in all edges adjacent to any 1 node



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  - Edge coloring [Ghosh-Stoeckl '23]

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  - Focus on insertion-only streams
  - An update is either an edge insertion or  $\bot$

# **Neighboring Streams**

#### Edge-neighboring streams differ in 1 edge insertion





# **Neighboring Streams**

#### Edge-neighboring streams differ in 1 edge insertion



Node-neighboring streams differ in all edge insertions adjacent to 1 vertex





# **Neighboring Streams**

### Edge-DP

#### Edge-neighboring streams differ in 1 edge insertion



Node-neighboring streams differ in all edge insertions adjacent to 1 vertex





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- Unlike static setting, *T* releases in continual release
- If edge that differs occurs early in the stream, each release loses privacy
- Composition over T releases could result in  $O\left(\frac{T}{s}\right)$  error

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  - Minimum spanning tree size
  - Minimum cut size
  - Maximum matching size
  - Edge count
  - Degree histogram
  - Triangle count
  - k-star count

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  - Binary tree mechanism and SVT reduces additive error to  $\frac{\text{poly}(\log n)}{\epsilon}$  [FHO21]

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  - Requires **bounded degree** graph streams for poly(log *n*) additive error [SLMVC18, FHO21]
  - Or **nearly bounded degree** graph streams where number of nodes with unbounded degree is at most poly(log *n*) [JSW24]

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- <u>Caveat 2</u>: Can return only value of solution instead of vertex subsets
- <u>Caveat 3</u>: Can return non-trivial node-privacy guarantees for (nearly) bounded-degree streams

#### Sublinear space continual release graph algorithms

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#### Returns vertex subset solutions in continual release

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Sublinear space continual release graph algorithms

Returns vertex subset solutions in continual release

Node-private algorithms for **bounded arboricity** graphs in continual release

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Node-private algorithms for **bounded arboricity** graphs in continual release

• First continual release algorithm for k-core decomposition

# Our Contributions: Densest Subgraph

• Find an induced subgraph  $S \subseteq G$  with maximum induced density,  $\max_{S \subseteq G} \left( \frac{E(S)}{V(S)} \right)$ 



# Our Contributions: Densest Subgraph

**Our Results** 

- Vertex Subset
- $\widetilde{O}\left(\frac{n}{\varepsilon}\right)$  space
- UB:  $\left(1+\eta, \frac{\log^5 n}{\varepsilon}\right)$

#### **Continual Release**

[FHO21, JSW24]

- Density value-only
- $\Theta(m)$  space

**UB**: 
$$\left(1+\eta, \frac{\log^2 n}{\varepsilon}\right)$$

Non-Private [MTVV15, EHW16]

•  $(1 + \eta, 0), \tilde{O}(n)$ 

<u>Static</u> [DLRSS22, DLL23, DKLV24]

**Edge-DP** 

Vertex Subset

• UB: 
$$\left(1 + \eta, \frac{\log^4 n}{\varepsilon}\right)$$
  
• LB:  $\left(\beta, \Omega\left(\frac{1}{\beta}\sqrt{\frac{\log(n)}{\varepsilon}}\right)\right)$ 

# Our Contributions: k-Core Decomposition

• Decomposition of nodes of *G* into cores where each *k*-core is a maximal induced subgraph with induced degree at least *k* 



# Our Contributions: k-Core Decomposition



• Find a matching (pairing of nodes where no node is paired with more than one other node) of maximum size



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Cannot differentially privately release set of edges in the matching



Maximum matching size: 3

#### **Our Results**

• 
$$O\left(\frac{\operatorname{poly}(\log n)}{\varepsilon}\right)$$
 space  
•  $UB:\left((1+\eta)(2+\widetilde{\alpha}), \frac{\log^3 n}{\varepsilon}\right)$ 

#### **Continual Release**

**Edge-DP** 

[FHO21, JSW24]

•  $\Theta(m)$  space

• **UB**: 
$$\left(1 + \eta, \frac{\log^2 n}{\varepsilon}\right)$$

• LB: 
$$(1, \Omega(\log n))$$

#### **Non-Private**

[McGregor-Voronikova '18]

•  $(1+\eta)(2+\tilde{\alpha}), O(\log n)$ 



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•  $O(n\widetilde{\alpha})$  space • UB:  $\left(1 + \eta, \frac{\widetilde{\alpha} \log^2 n}{\varepsilon}\right)$ 

### **Continual Release**

[FHO21, JSW24]

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# **Our Contributions: Implicit Vertex Cover**

 Find a minimum sized set of vertices where every edge has at least one endpoint in the set



Minimum vertex cover size: 4

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Implicit Vertex Cover releases information such that every edge knows which vertex covers it



Minimum vertex cover size: 4

# Our Contributions: Implicit Vertex Cover

**Node**-DP



# Fully Dynamic Lower Bounds

Edge-DP

#### **Our Results**

 Matching size, triangle count, connected components

• **LB**: 
$$\left(\mathbf{1}, \min\left(\sqrt{\frac{n}{\varepsilon}}, \frac{T^{1/4}}{\varepsilon^{3/4}}\right)\right)$$

### **Continual Release**

[FHO21]

- Matching size, triangle count
- **LB**:  $(1, \Omega(\log T))$

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- Determine property of the sparsified graph as an approximate answer of the original graph
- Sparsification can be deterministic or randomized
  - Randomized approaches include various edge sampling algorithms

- Previous work used sparsification in DP
  - Static DP setting [Upadhyay '13, Arora-Upadhyay '19]
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    - Stream satisfying degree bound  $\widetilde{D}$
    - Identical to every prefix of stream with vertices is  $\widetilde{D}$ -bounded

### Challenges of Sparsification in Continual Release

• Error can compound over the stream
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#### Edge-neighboring with $\widetilde{D} = 3$



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- Sparsified streams should differ by bounded number of events:
  - Deterministic algorithms
  - Randomized sparsification algorithms
    - Exists coupling of randomness where output streams differ by bounded number of events

#### • Our results:

- Vertex Subset
- $\tilde{O}\left(\frac{n}{\varepsilon}\right)$  space
- UB:  $\left(1 + \eta, \frac{\operatorname{poly}(\log n)}{\varepsilon}\right)$ -approximation

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  - Find densest subgraph in sample, return vertex set as densest subgraph in original, scale by 1/p for size

Several challenges in continual release:

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- Several challenges in continual release:
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  - We need to release answer at every step
    - Adaptively choose sampling probability
    - Ensure adaptive sampling probability is edge edit distance preserving

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  - Sparse vector technique: DP technique for determining when a query exceeds a threshold
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- Hence, coupling exists between sampling probabilities
  - Sampled edges preserve edge edit distance

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  - Additive error becomes  $O\left(\frac{\log n}{n \cdot \varepsilon}\right)$
  - Solution: Ensure returned densest subgraph has large enough size
#### **Putting it Together**



Sample each edge update with probability 
$$p = \Theta\left(\frac{n \log n}{m'}\right)$$

#### **Putting it Together**



Use SVT to determine when threshold of number of edges seen exceeds  $(1 + \eta)m'$ 



# If SVT is satisfied decrease probability by $(1 + \eta)$ factor



Resample existing sampled edges with probability 
$$\frac{1}{1+\eta}$$



## Use *\varepsilon* -DP algorithm for each sample to determine released solution at **appropriate timestamps**



## Use SVT to determine if densest subgraph increased in value by $(1 + \eta)$ -factor



# Only release when densest subgraph increased in value by $(1 + \eta)$ -factor



## Only release subset of vertices when densest subgraph increased in value by $(1 + \eta)$ -factor



## Scale value of densest subgraph by inverse of current sampling probability



# Use any $\varepsilon$ -DP (static) Densest Subgraph algorithm for determining subset of vertices to release



Set first non-trivial initial release for density to be  $\Omega\left(\frac{\log^2 n}{\varepsilon}\right)$  to account for DP alg additive error



#### ε-DP Guarantee from DP of SVT, Edge Edit Distance is preserved, and Composition



#### Approximation guarantee from very intricate Chernoff Bound argument accounting for errors from SVT and DP algorithm



One Takeaway: adaptive uniform sampling with SVT is a sublinear simplification in DP that is edge distance preserving



Approximation guarantee from very intricate Chernoff Bound argument accounting for errors from SVT and DP algorithm

- Arboricity sparsification: sparsification using upper bound based on the arboricity  $\alpha$ 
  - Arboricity: minimum number of forests to decompose a graph
    - Measure of local sparsity



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- Solomon '16 obtained O(nα) sparsifier for maximum matching:
  - Mark  $\Lambda = O\left(\frac{\alpha}{\eta}\right)$  arbitrary edges adjacent to every vertex
  - Keep edges marked by both endpoints
  - Matching in sparsified graph is a  $(1 + \eta)$ -approximation of the maximum matching in the original graph

• In the streaming model, mark the first  $\tilde{\alpha}$  edges incident to every vertex where  $\tilde{\alpha}$  is public bound on max arboricity

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• Our result: 
$$O(n\tilde{\alpha})$$
 space with  $\left(1 + \eta, \frac{\tilde{\alpha} \operatorname{poly}(\log n)}{\varepsilon}\right)$ -approximation



### • Our result: $O(n\tilde{\alpha})$ space with $\left(1+\eta, \frac{\tilde{\alpha} \operatorname{poly}(\log n)}{s}\right)$ -approximation

Closing the gap for fully dynamic streams

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  - Is this factor necessary?