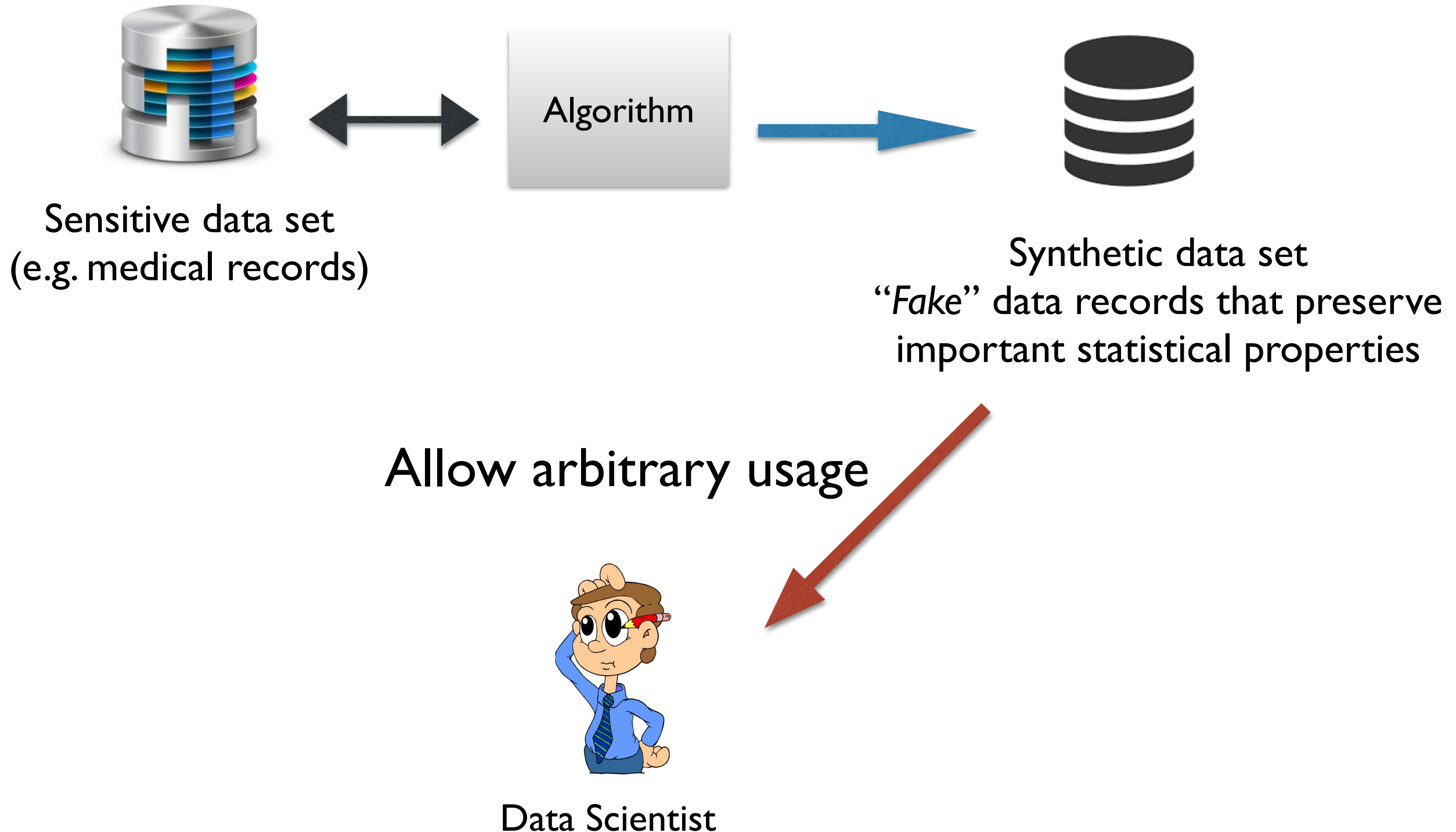


# Private Synthetic Data Generation

# 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

1. 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

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

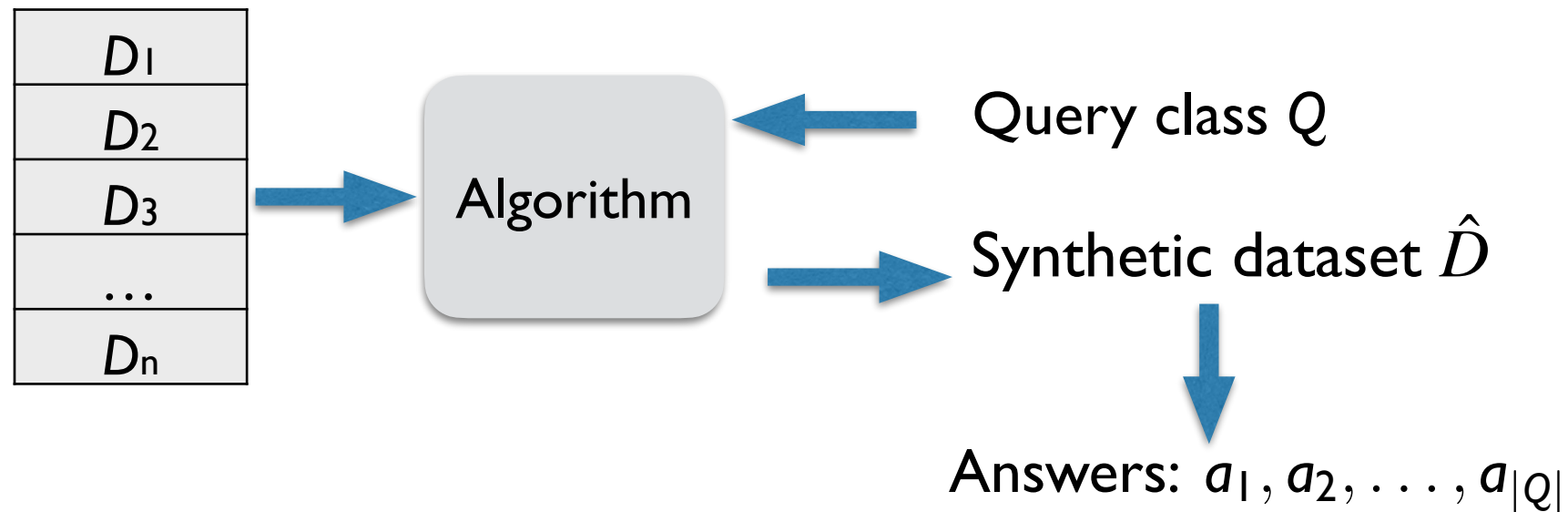
	Smoke	Lung Cancer	Diabetes	OCD	
patient_id1	1	1	1	1	$q(x) = 1$
patient_id2	1	0	0	1	$q(x) = 0$
patient_id3	1	1	0	1	$q(x) = 1$
patient_id4	0	0	1	0	$q(x) = 0$

$q(D) = 1/2$

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

e.g.  $q(x) =$  has “Smoke”, “Lung Cancer” & “OCD”  
(3-way Marginals)

# Synthetic Data for Query Release



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

Consistency:

For example,

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



# A Zero-Sum Game View

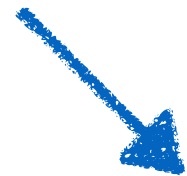
- Equilibrium corresponds to an accurate solution
- Computing equilibrium using no-regret learning algorithms
- Reconfigure the prior approach to get computational efficiency



# Zero-Sum Game Formulation

Data player

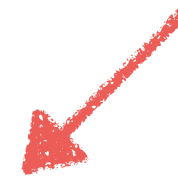
actions: records in  $X$



(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  $\alpha$ -approximate minimax equilibrium, if no player can gain more than  $\alpha$  by switching to a different distribution.

# Approximate Equilibrium Implies Accuracy

Theorem. In an  $\alpha$ -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  $\alpha$ -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  $\varepsilon_0$

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

# 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  $\alpha$ -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, UV11, Ull13]



# 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, SNI19]

- 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  $\sigma$  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

Prior approach (always exp time)

- MWEM [HR10, HLM12]:

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

$\alpha$ : target accuracy

$\varepsilon$ : privacy loss

$n$ : sample size

$|Q|$ : # queries

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

$\alpha$ : target accuracy

$\epsilon$ : privacy loss

$n$ : sample size

$|Q|$ : # queries

- HDMM (Factorization mech) [MMHM18]:

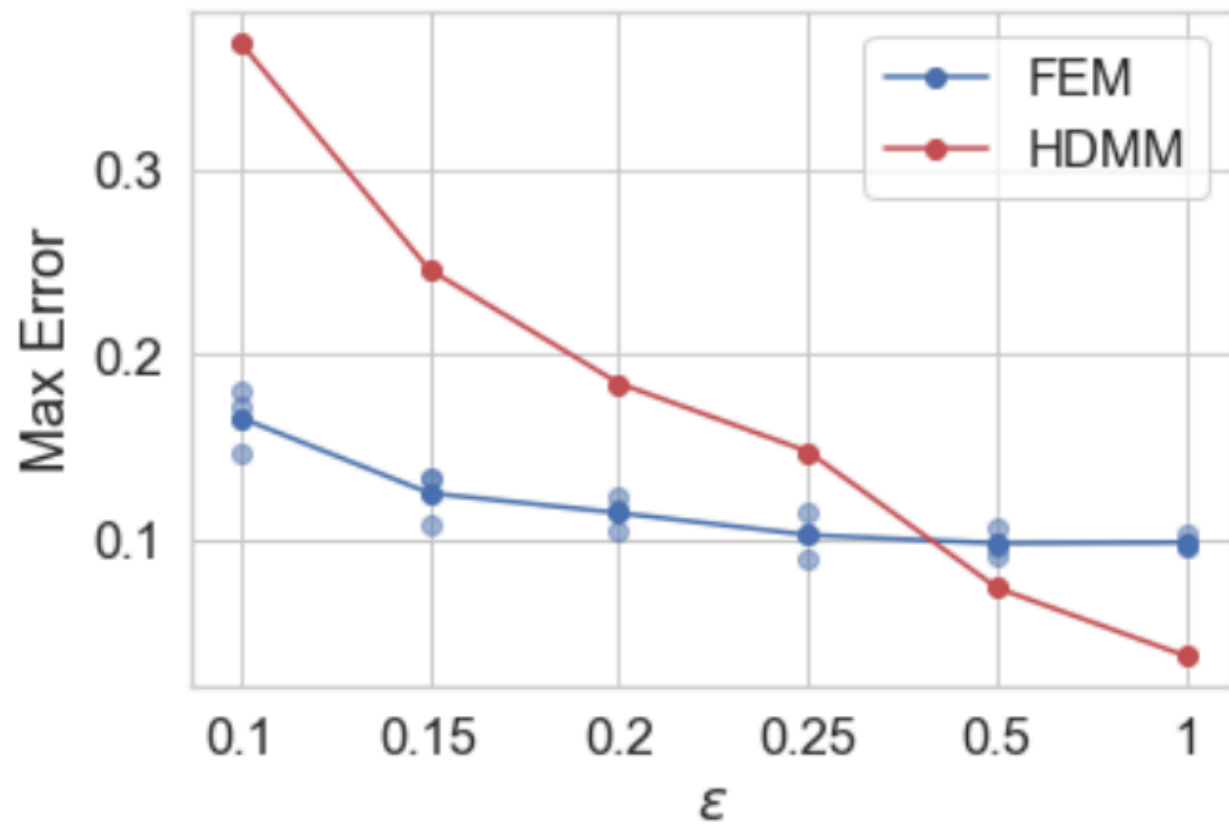
$$\ell_2 \text{ error} \lesssim \frac{\text{Factorization norm of } Q}{n\epsilon}$$

Our approach that uses integer program solvers [VTBSW20]

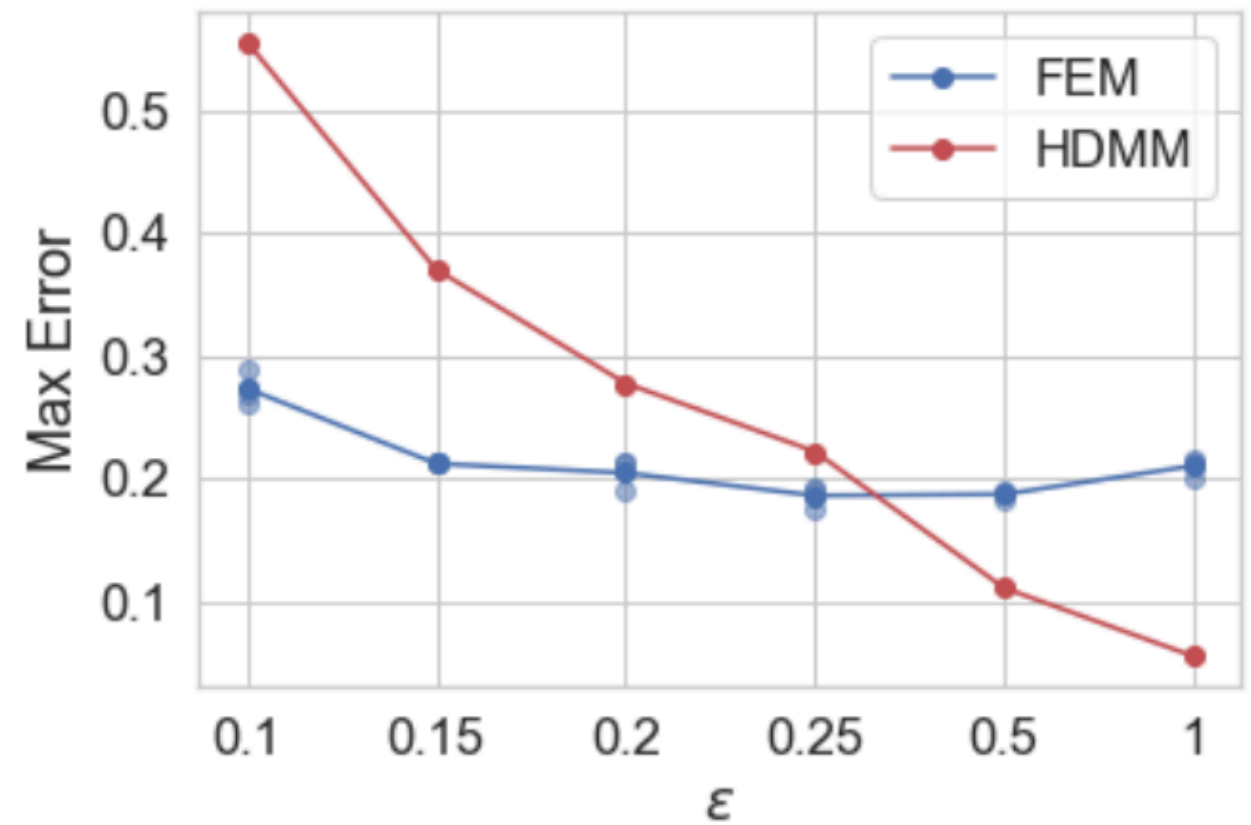
- (Improved) DualQuery:  $\alpha \lesssim \frac{d^{1/5} \log^{3/5} |Q|}{(n\epsilon)^{2/5}}$
- FTPL with Exp Mech (FEM):  $\alpha \lesssim \frac{d^{3/4} \log^{1/2} |Q|}{(n\epsilon)^{1/2}}$

# Comparison with HDMM [MMHM18]

ADULT:3-way marginals



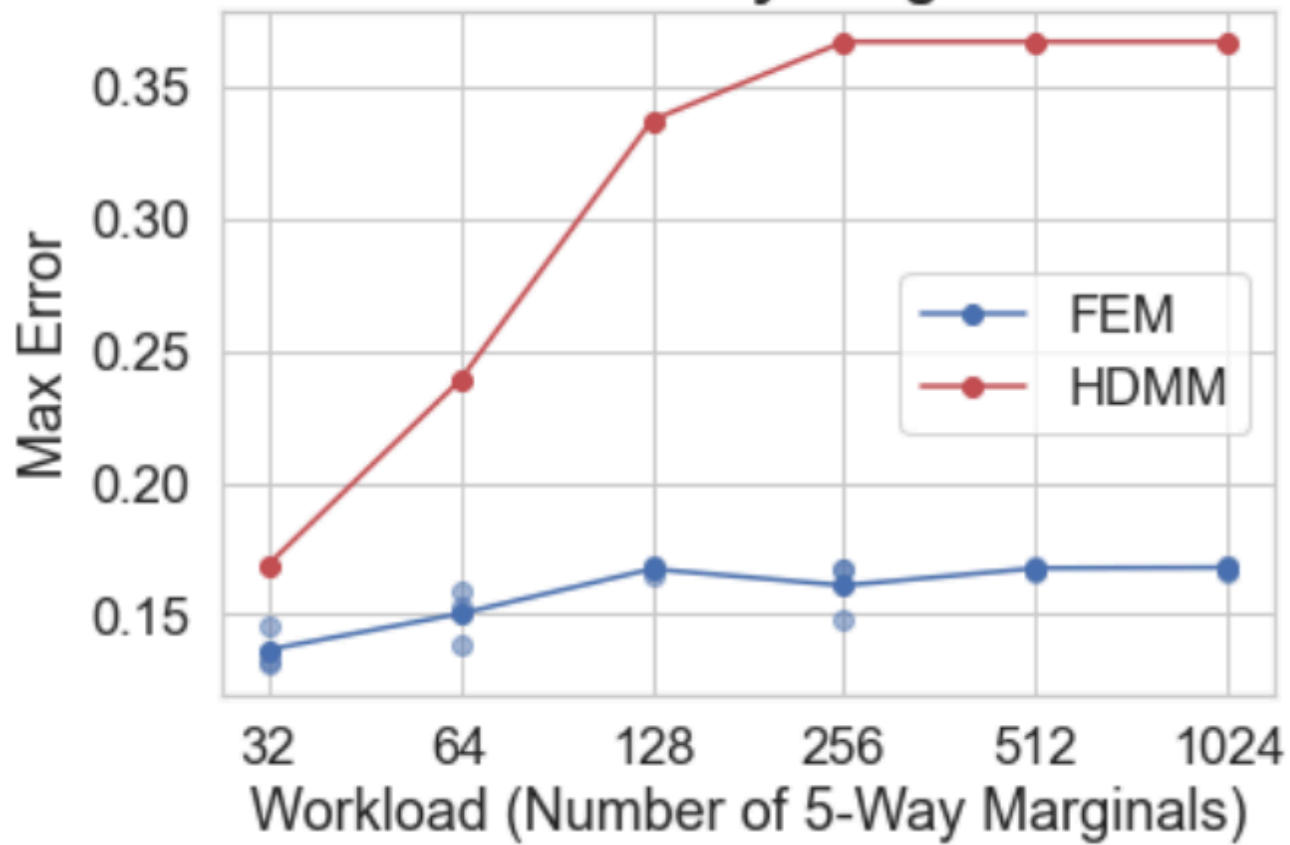
LOANS:3-way marginals



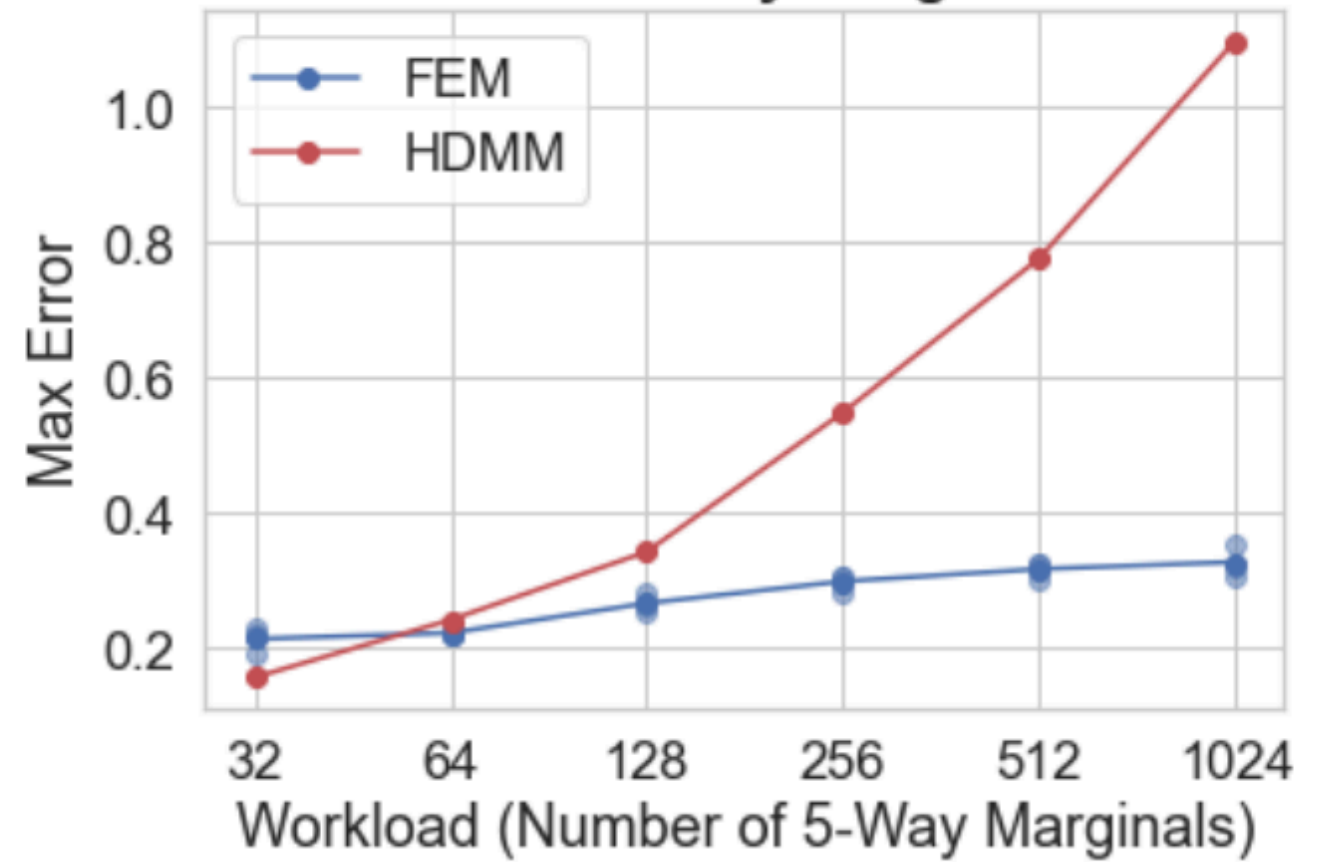


# Comparison with HDMM [MMHM18]

### ADULT:5-way marginals



### LOANS:5-way marginals



# Leveraging Public Data

[LVSUW21]

Running MW over a public data set

MW<sup>pub</sup>

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

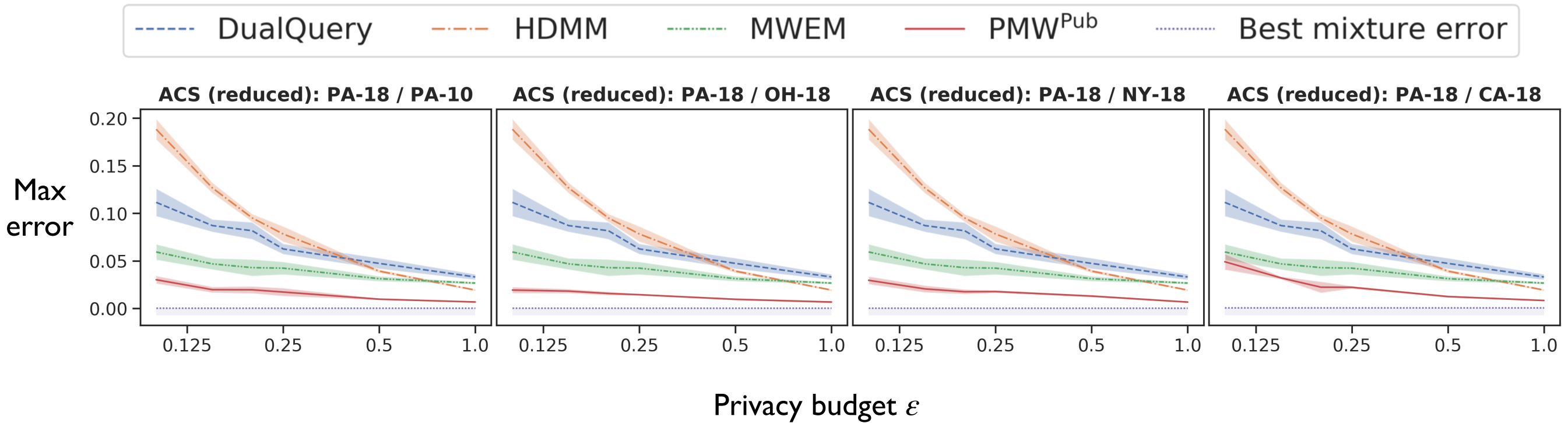
Given a public dataset  $S$

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

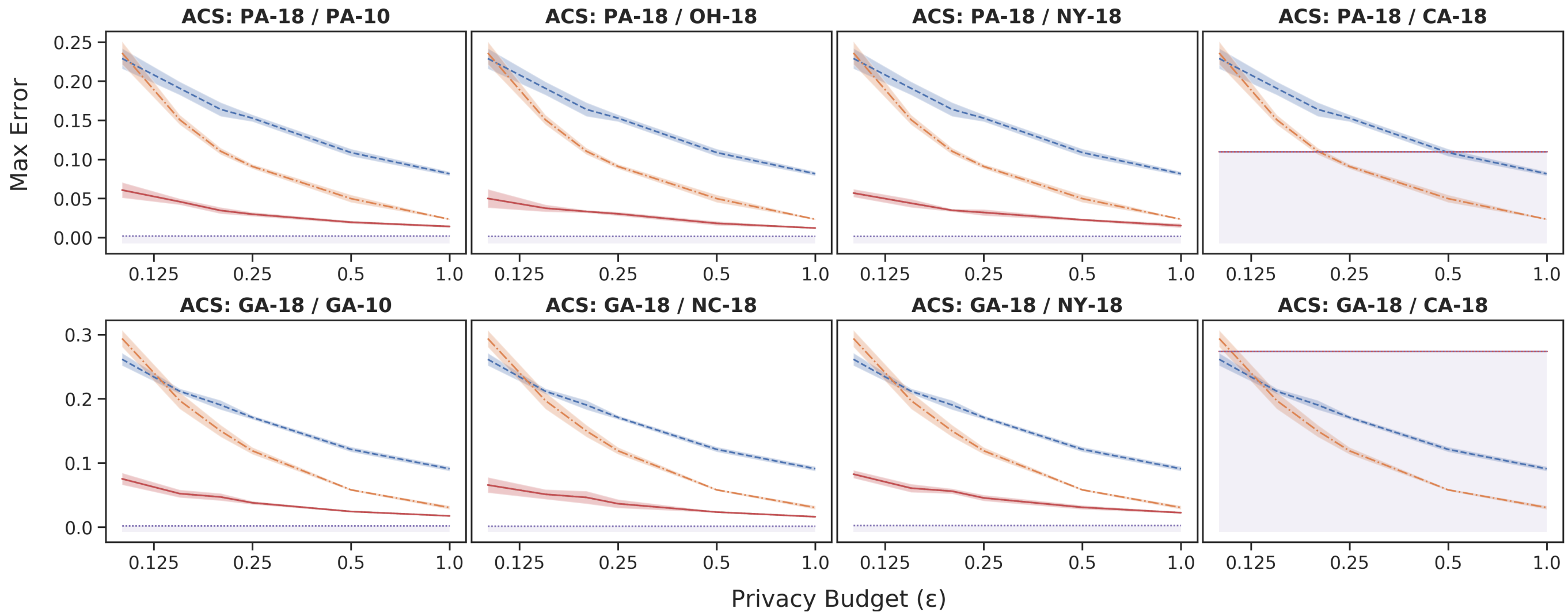


Characterizing public-private relationship  $(S, D)$

# Combinations of (Private Data / Public Data)



# Combinations of (Private Data / Public Data)

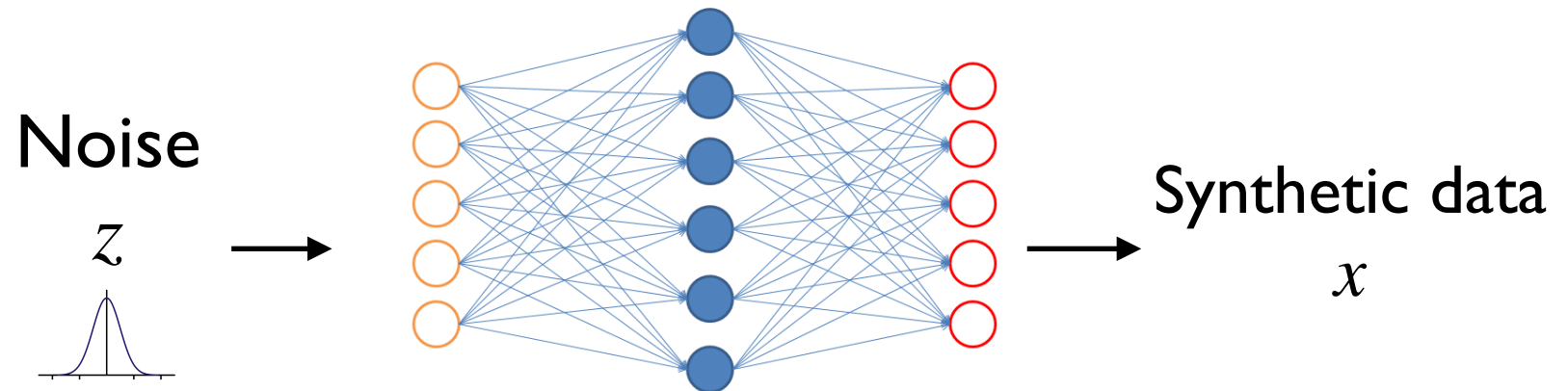


# General-purpose synthetic data with deep generative models

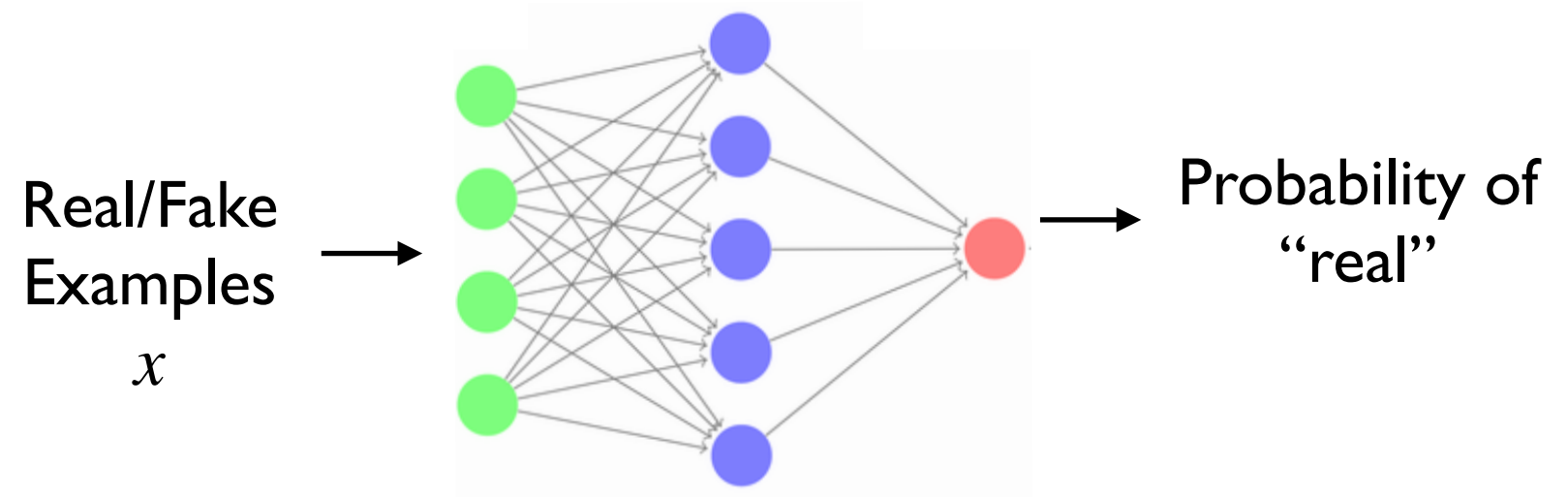
# Generative Adversarial Nets (GANs) [GPM+14]

## 2-Player Zero-Sum Game

**Generator  $G$ :**  
mimic the real data



**Discriminator  $D$ :**  
distinguish real and fake 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

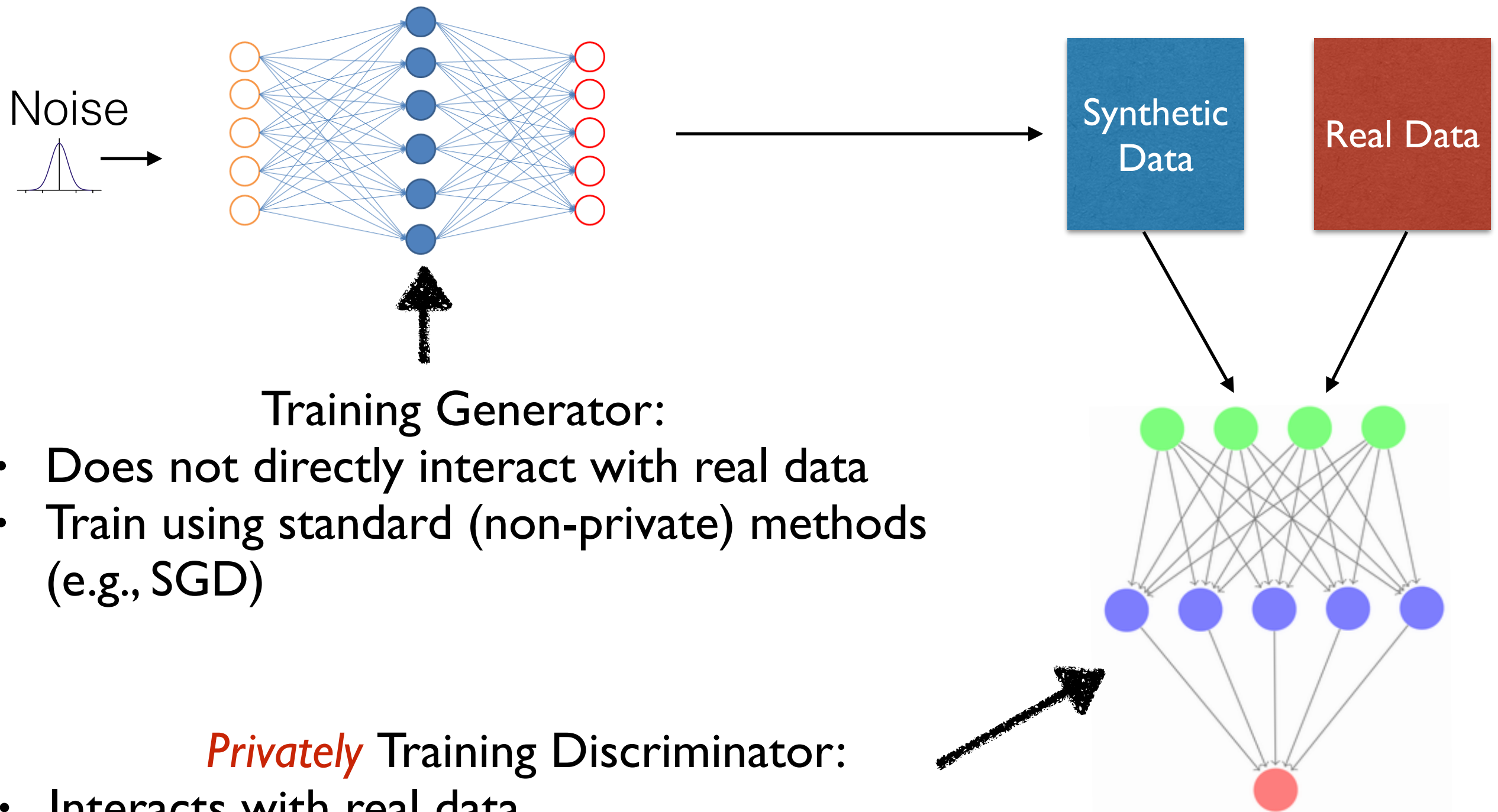
DP GANs Support Clinical Data Sharing [BWWLBBG]

Published in *Circulation: Cardiovascular Quality and Outcomes* 2019

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



# Private GAN Training



## Training Generator:

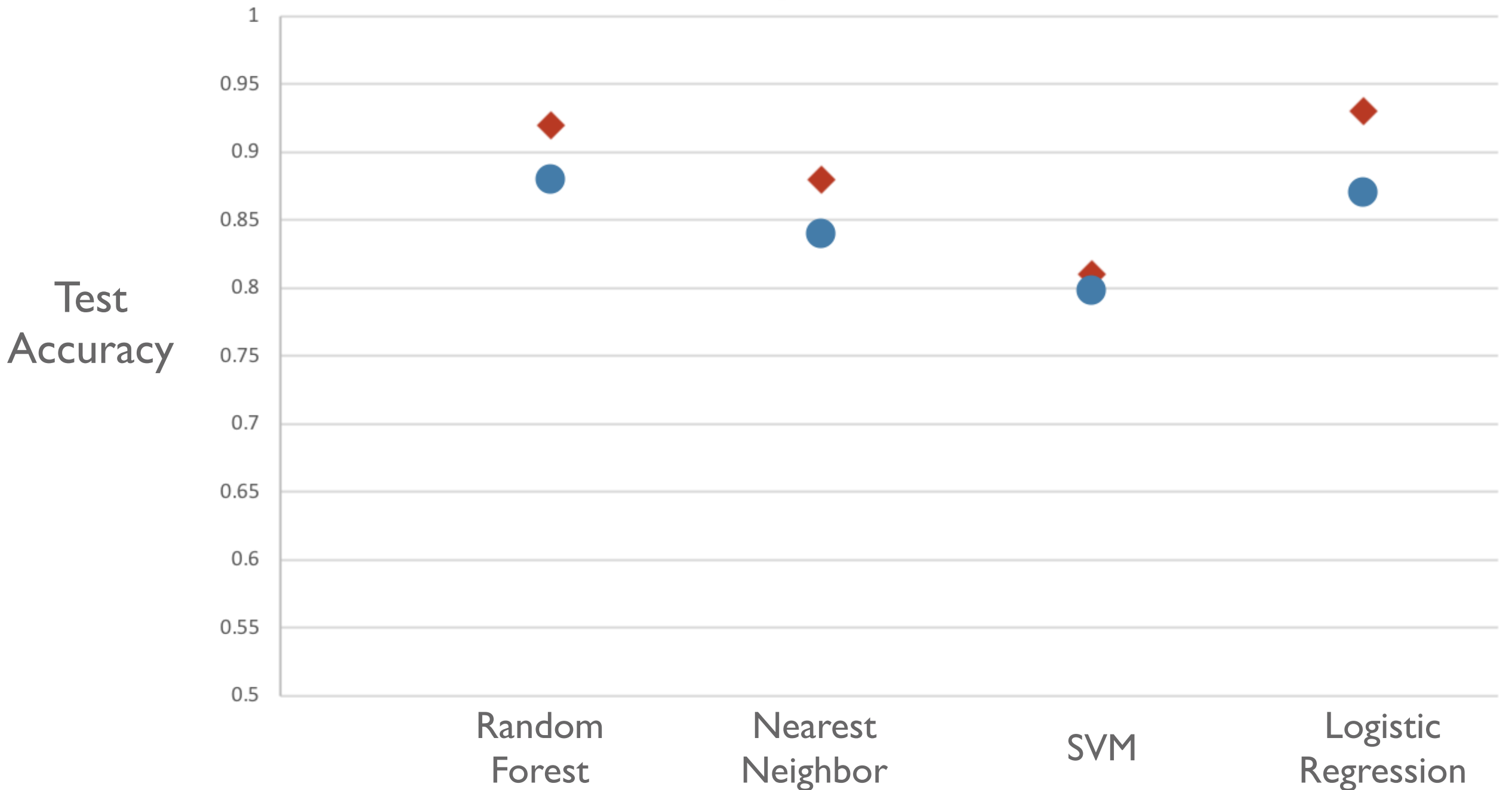
- Does not directly interact with real data
- Train using standard (non-private) methods (e.g., SGD)

## *Privately* Training Discriminator:

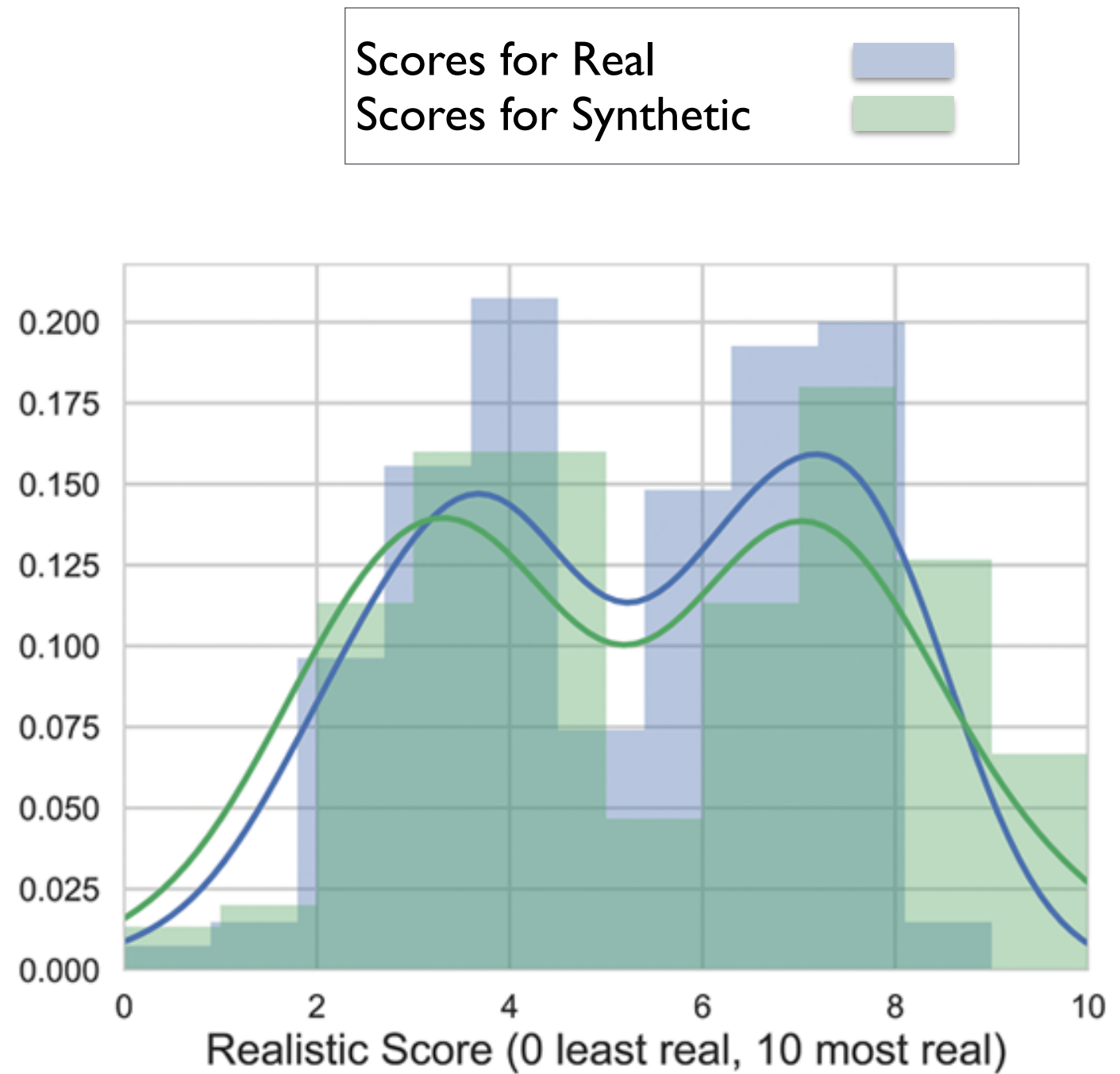
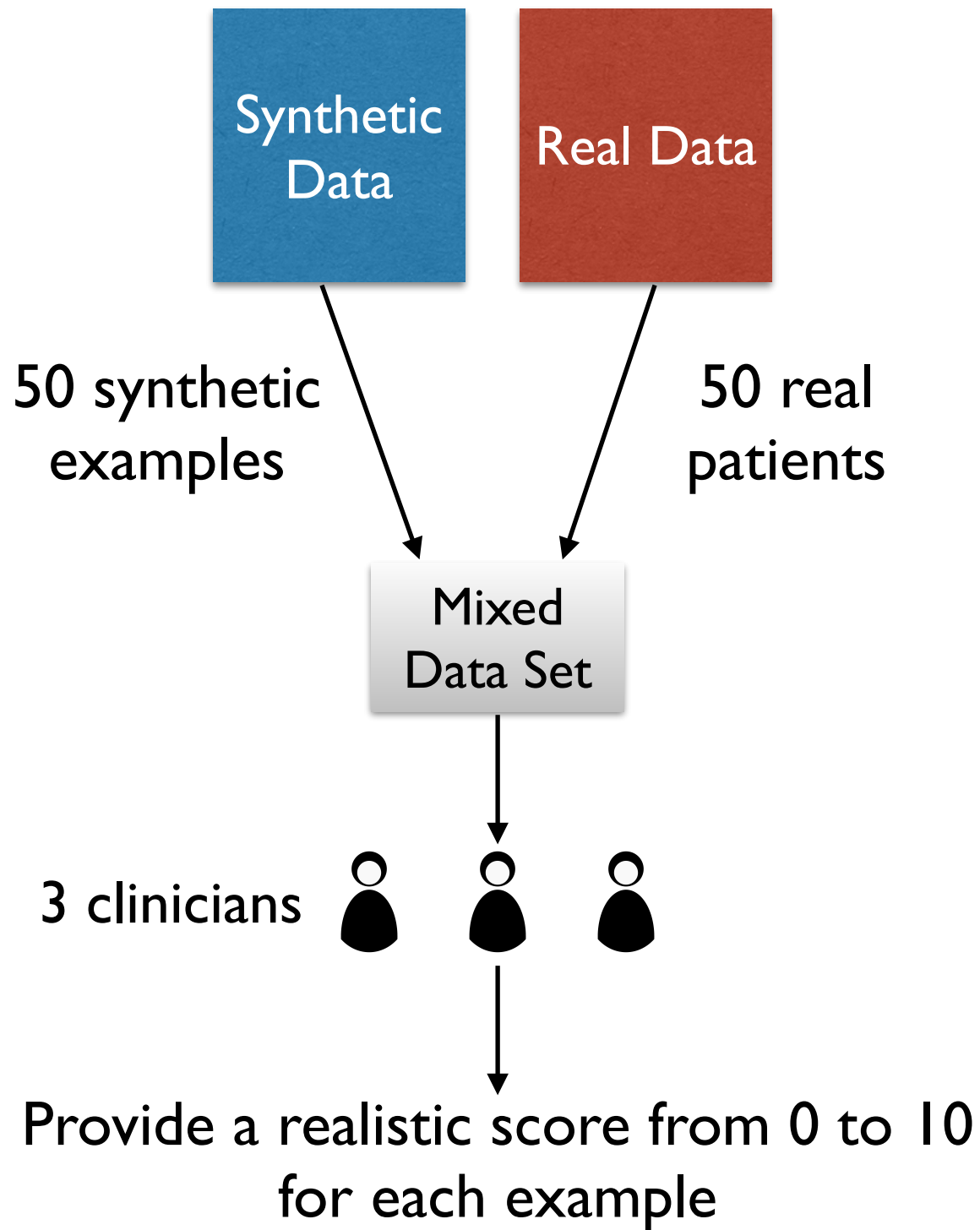
- Interacts with real data
- Train using DP method such as DP-SGD

# Models Trained on Synthetic v.s. Real Data

- ◆ Accuracy w/ real training data
- Accuracy w/ synthetic training 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  $\phi$  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  $\phi$  over  $B$

Query player

uses exponential mech to  
select a useful discriminator



Approximate equilibrium:

$\phi$  synthetic data distribution over  $B$ ;  $D$  mixture discriminator

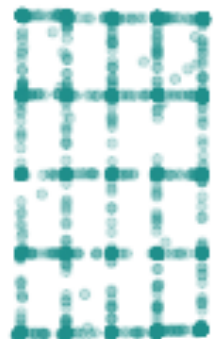
Rejection sampling:

Use  $D$  to improve  $\phi$  by “rejecting” unlikely samples

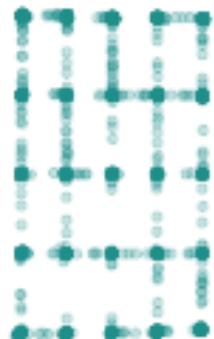
Real Data



Last Generator



DRS



PGB



PGB+DRS



Real Data



DP Last Generator



DP DRS



DP PGB



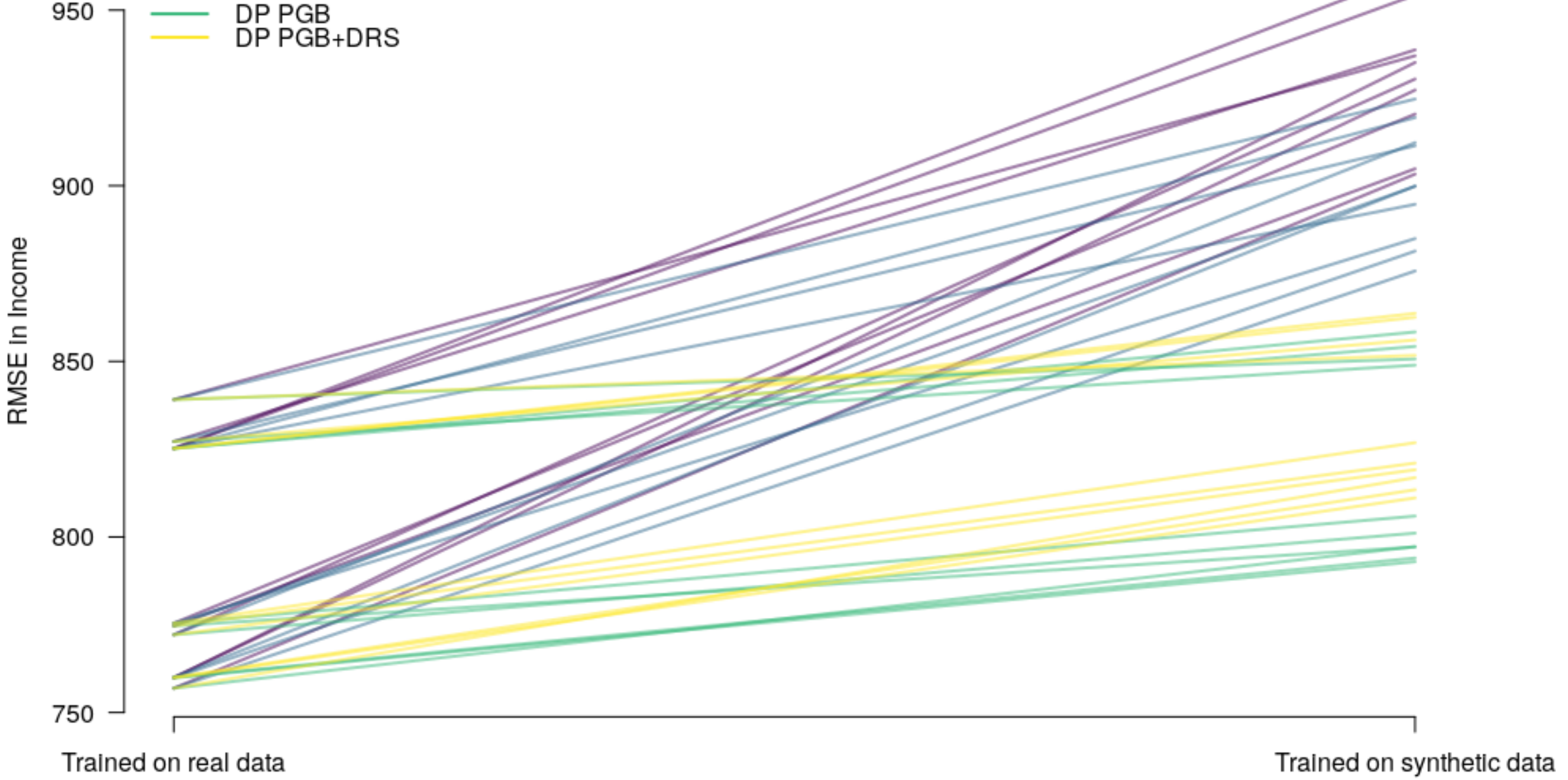
DP PGB+DRS





### Regression RMSE with Synthetic 1940 Samples

- DP GAN
- DP DRS
- DP PGB
- DP PGB+DRS





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

# Summary

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

# References

*“Leveraging public data in private query release”*  
*preprint*

*“Private Post-GAN Boosting”*  
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*“New Oracle-Efficient Algorithms for Private Synthetic Data Release”*  
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*“Privacy-preserving generative deep neural networks support clinical data sharing”*  
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*“How to Use Heuristics for Differential Privacy”*  
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*“Dual Query: Practical Private Query Release for High Dimensional Data”*  
ICML 2014; JPC 2016