# Privacy-Preserving Collaborative Data Mining

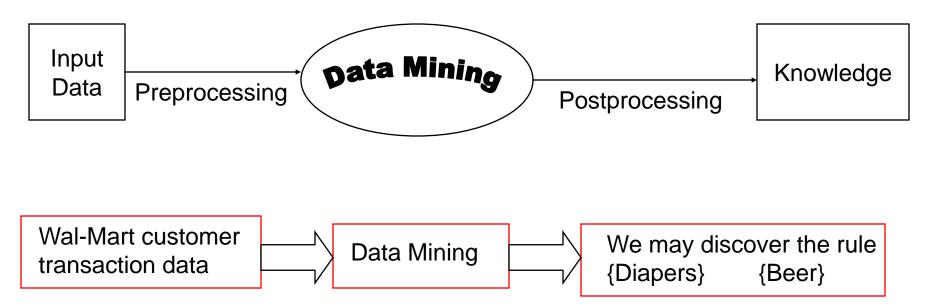
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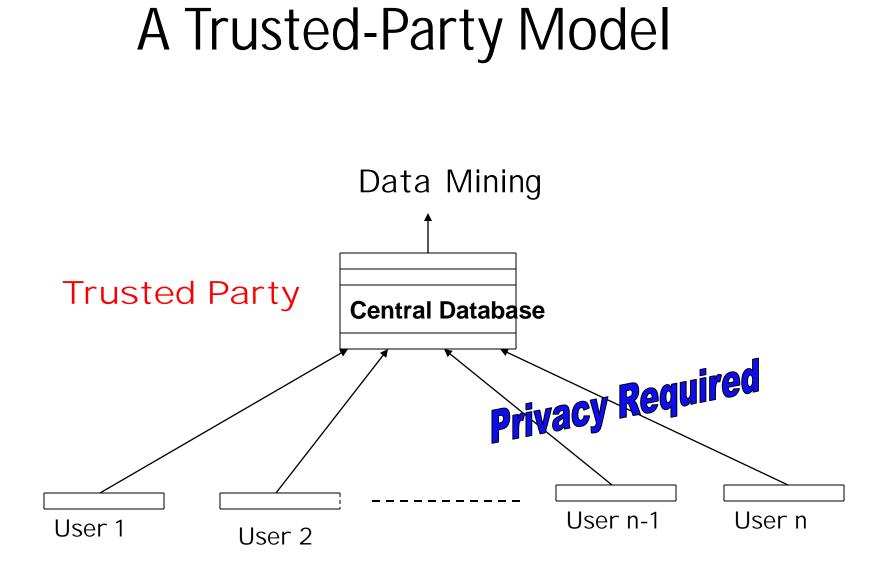
### Overview

- Privacy Learning Library
- Efficient Privacy-Preserving Collaborative Compiler System Using Scalar Product
- Social Computing

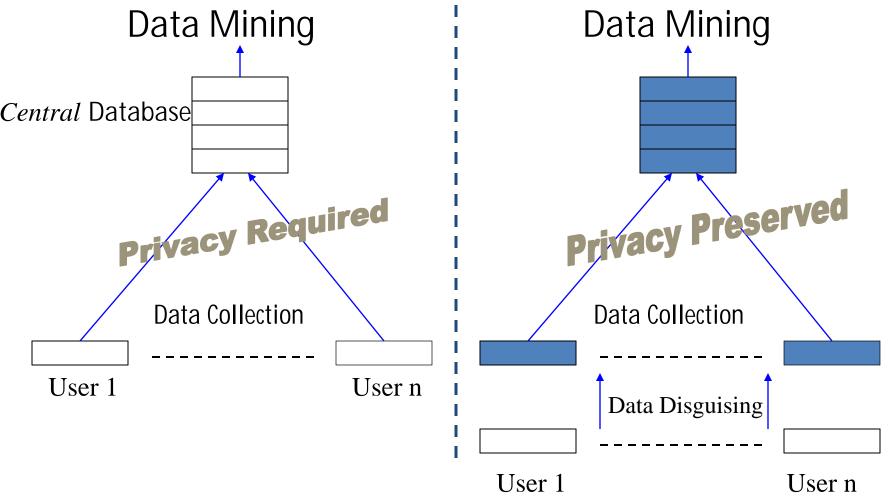
## What Data Mining Is

• Data mining is the process of automatically discovering useful knowledge in large databases.





# **Privacy Protection**



## Randomized Response Techniques

• An example:

Survey: how many people have ever driven while intoxicated?

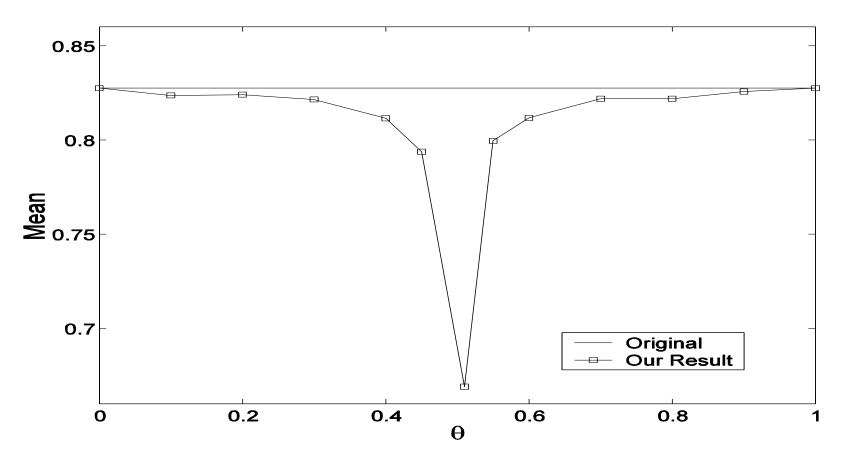
- People may not want to divulge their information
- How to conduct such a survey?
- Two related questions are asked for each person
  1. Is it true that you have ever driven while intoxicated?
  2. Is it true that you haven't ever driven while intoxicated?
- Each person randomly selects one question to answer
  - Probability of selecting question 1 is .
  - Probability of selecting question 2 is (1 ).

#### How Randomized Response Works

$$P^{*}(A = yes) = P(A = yes) + P(A=no)(1-)$$
 (1)  
 $P^{*}(A = no) = P(A = no) + P(A=yes)(1-)$  (2)

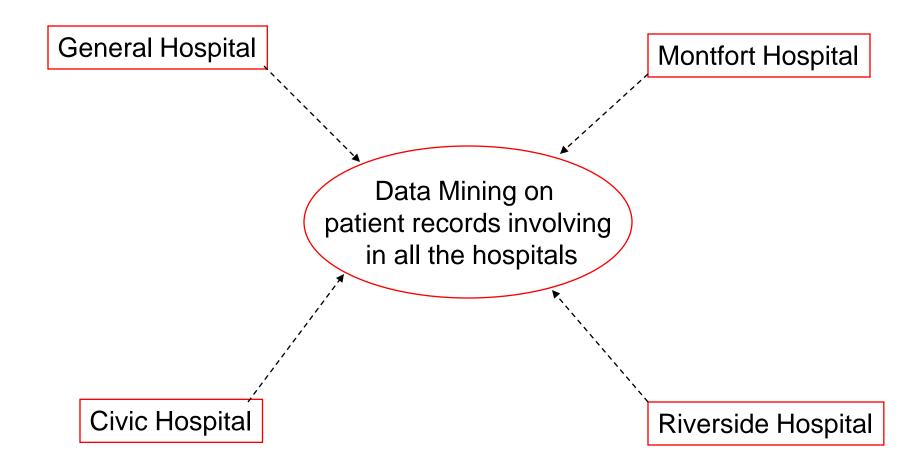
- $P^*(A = yes)$  and  $P^*(A = no)$ : directly count the disguised data.
- P(A = yes): The percentage of people who have driven while intoxicated.
- Solving Eq. (1) and (2), we get P(A = yes).

### **Experimental Results**

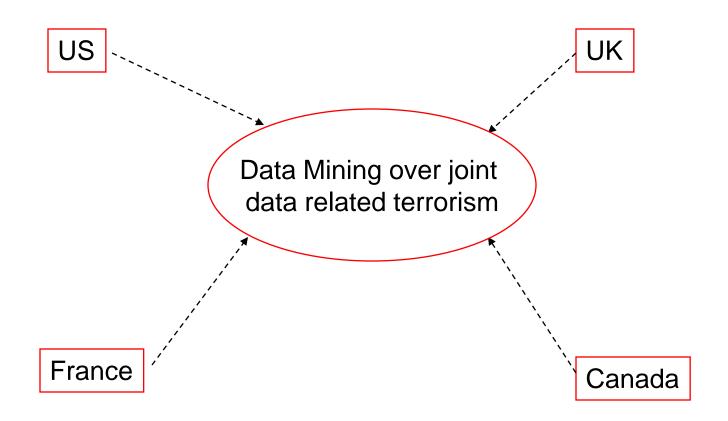


#### Why PPDM is Important

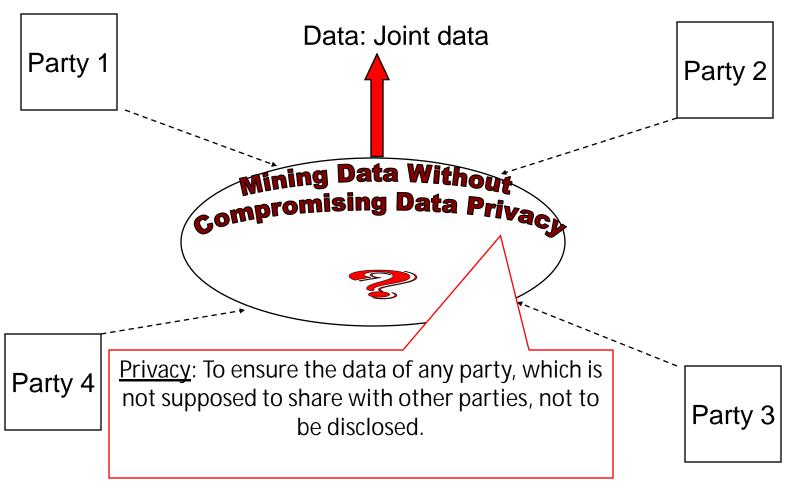
# **Biomedical Computing**

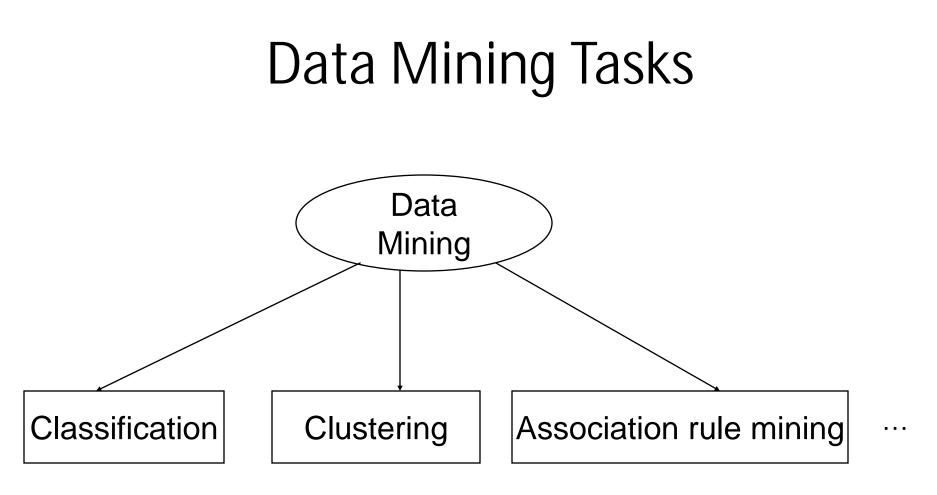


# Government Collaboration (NATO)

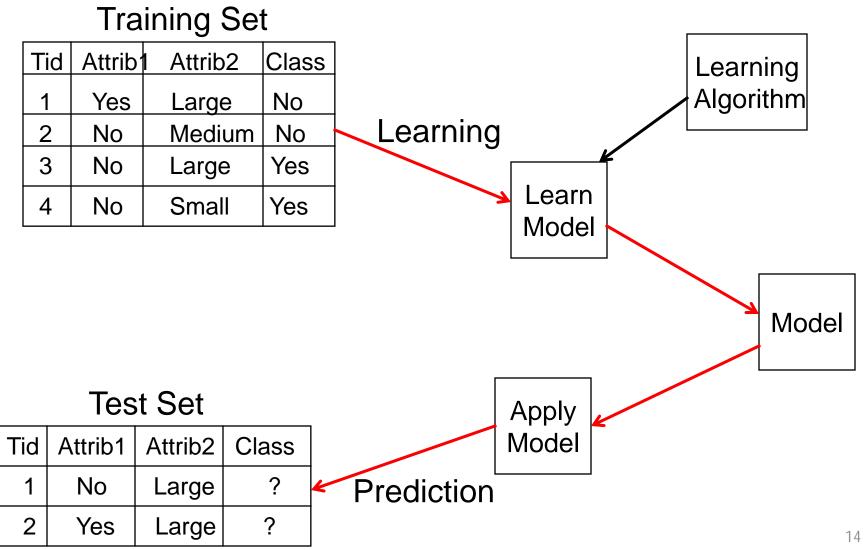


## Privacy-Preserving Collaborative Data Mining

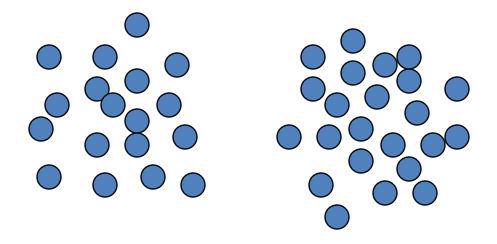




## Classification

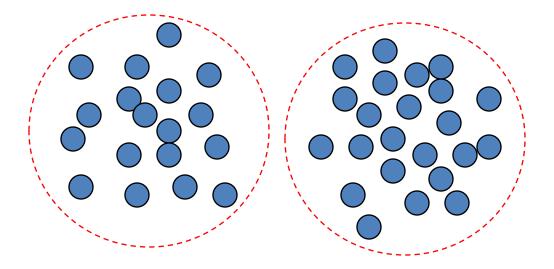


# Clustering



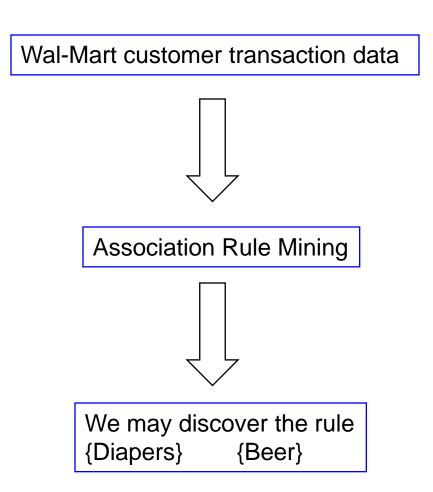
The data objects

# Clustering



#### **Two clusters**

#### Association Rule Mining



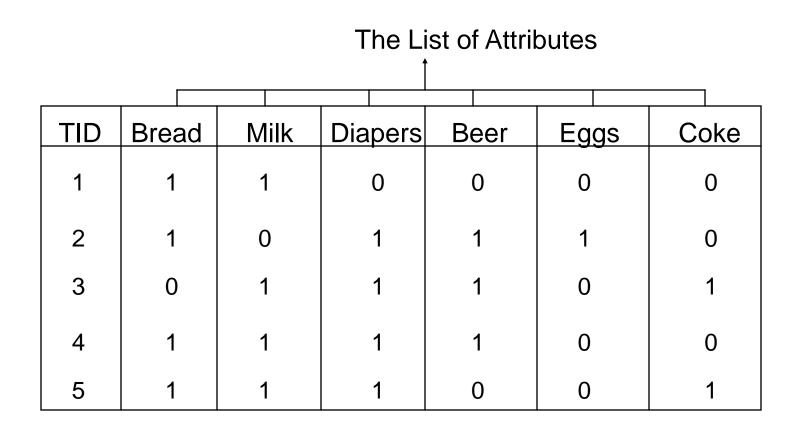
# Association Rule Mining

TID	Items				
1	{Bread, Milk}				
2	{Bread, Diapers, Beer, Eggs}				
3	{Milk, Diapers, Beer, Coke}				
4	{Bread, Milk, Diapers, Beer}				
5	{Bread, Milk, Diapers, Coke}				

An example of market basket transactions.

**TID: Transaction ID** 

# **Binary Representation**



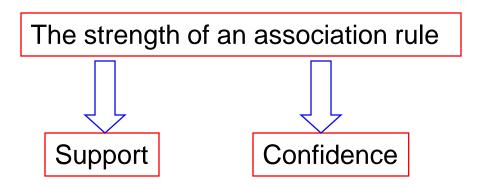
## Itemset

- Let  $I \{i_1, i_2, ..., i_d\}$  be the set of all items in a store and  $T \{t_1, t_2, ..., t_N\}$  be the set of all transactions.
- Each transaction  $t_i$  contains a subset of items chosen from I
- In association rule mining, a collection of zero or more items is termed an itemset.
- If an itemset contains k items, it is called a k-itemset.

### **Association Rule**

- An association rule is an expression of the form
  - X Y, where X and Y are different sets of items.





## Support and Confidence

- Support determines how often a rule can be applied to a given data set.
- Confidence determines how frequently items in Y appear in transactions that contain X.

Support,  $s(X \ Y) \ \Pr(X \ Y)$ Confidence,  $c(X \ Y) \ \frac{\Pr(X \ Y)}{\Pr(X)}$ 

### **Association Rule Mining**

Given a set of transactions T, find all the rules having support *minsup*, and confidence *minconf*, where *minsup* and *minconf* are the corresponding support and confidence thresholds.



To enable multiple parties to conduct association rule mining over their joint data sets without disclosing their private data.

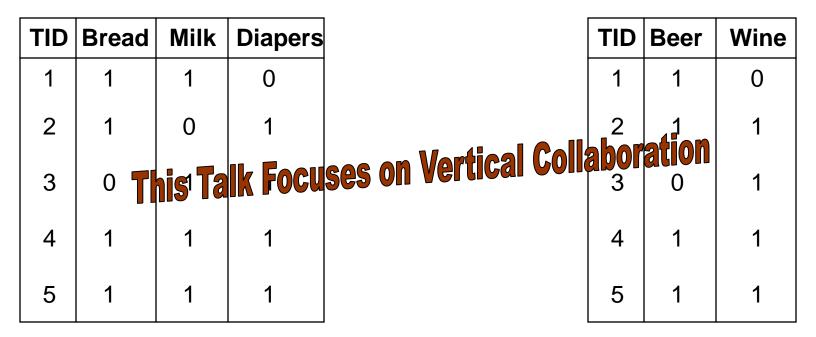
#### Horizontal Collaboration

Alice	TID	Bread	Milk	Diapers	Beer	Eggs	Coke
	1	1	1	0	0	0	0
	2	1	0	1	1	1	0
	3	0	1	1	1	0	1
	4	1	1	1	1	0	0
Bob	5	1	1	1	0	0	1

#### Vertical Collaboration







Alice

Bob

### Association Rule Mining Algorithm

[Agrawal et al. 1993]

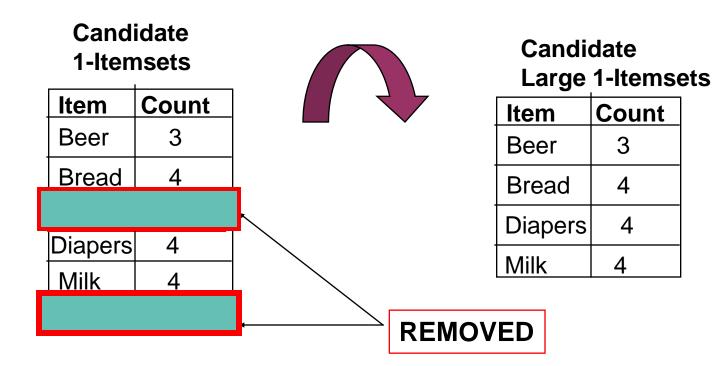
- 1.  $L_1^{=}$  large 1-itemsets 2. for  $C_k$  apriori  $gen(L_{k-1})$  do begin 2.  $(k - 2 \cdot I - k - k)$
- 3.  $(k \quad 2; L_{k \mid 1} \quad ; k \quad )$
- 4. for all candidates c  $C_k$  do begin 5. compute <u>c.count</u>
- 6. end
- 7.  $L_k \{c \ C_k | c.count \min sup\}$ 8. end
- 9. Return  $L _{k} L_{k}$

c.count is the frequency count for a given itemset.

Key issue: to compute the frequency count, we needs to access attributes that belong to different parties.

## **Frequent Itemset Generation**

#### Minimum support count = 3

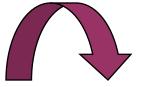


## **Frequent Itemset Generation**

#### Minimum support count = 3

#### Candidate Large 1-Itemsets

ltem	Count	
Beer	3	
Bread	4	
Diapers	4	
Milk	4	

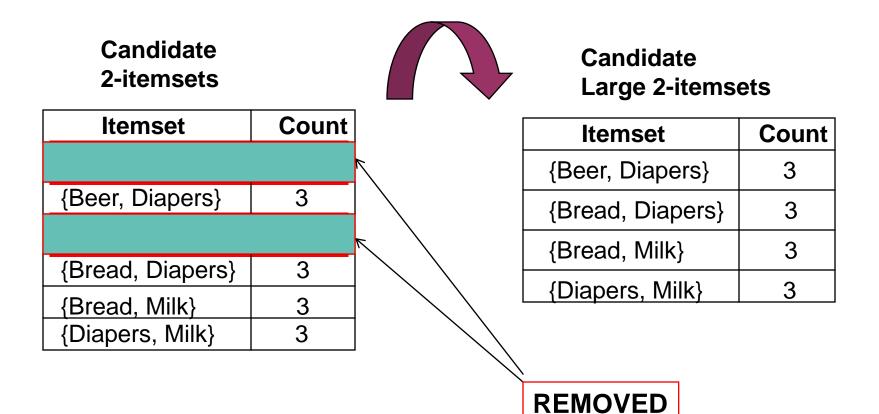


#### Candidate 2-itemsets

Itemset	Count
{Beer, Bread}	2
{Beer, Diapers}	3
{Beer, Milk}	2
{Bread, Diapers}	3
{Bread, Milk}	3
{Diapers, Milk}	3

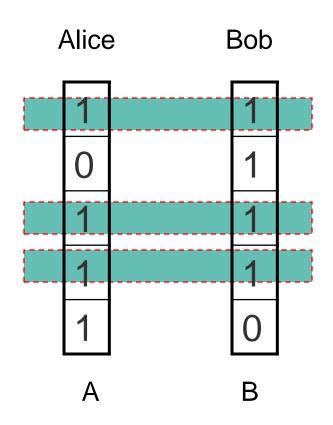
## **Frequent Itemset Generation**

#### Minimum support count = 3



## An Example

- c.count is the vector product.
- Let's use A to denote Alice's attribute vector and B to denote Bob's attribute vector.
- AB is a candidate frequent itemset, then c.count = A B = 3.
- How to conduct this computation across parties without compromising each party's data privacy?



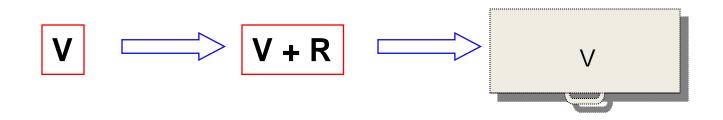
#### Homomorphic Encryption [Paillier 1999]

- Privacy-preserving protocols are based on Homomorphic Encryption.
- Specifically, we use the following additive homomorphism property:
  - $e(m_1) e(m_2) e(m_n) e(m_1 m_2 m_n)$

• Where e is an encryption function and  $m_i$  is the data to be encrypted and  $e(m_i) = 0$ .

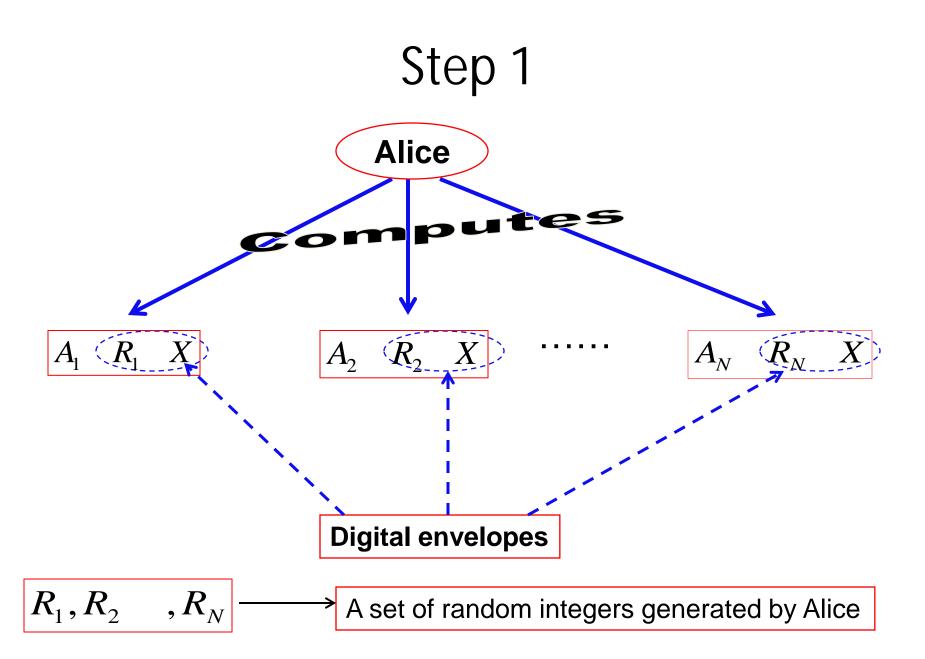
#### Digital Envelope [Chaum85]

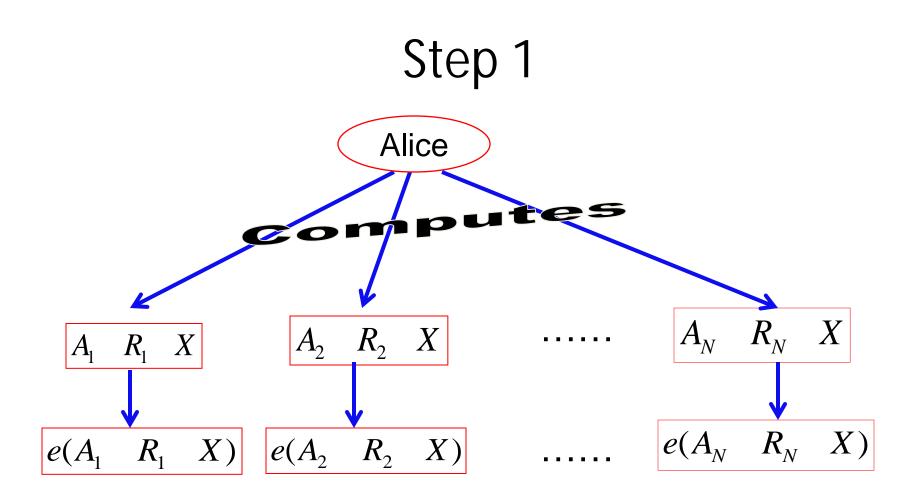
 A digital envelope is a random number (a set of random numbers) only known by the owner of private data.

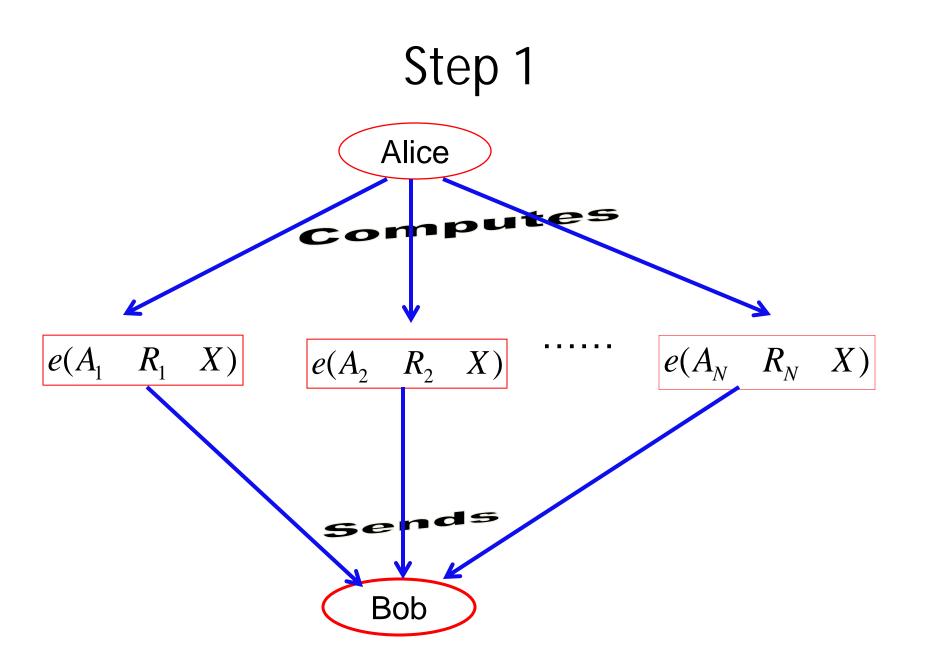


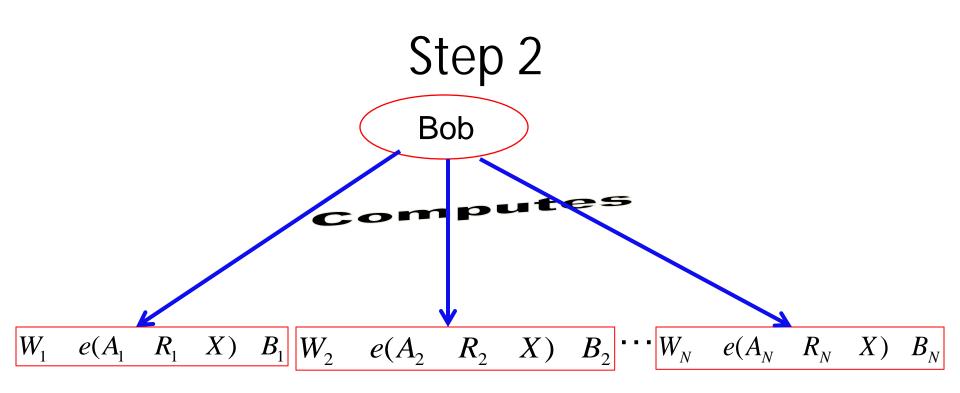
### Frequency Count Protocol

- Assume Alice's attribute vector is A and Bob's attribute vector is B.
- Each vector contains N elements.
- $A_i$ : the ith element of A.
- $B_i$ : the ith element of B.
- One of parties is randomly chosen as a key generator, e.g, Alice, who generates (e, d) and an integer X > N. e and X will be shared with Bob.
- Let's use e(.) to denote encryption and d(.) to denote decryption.









## Step 3

• Bob multiplies all the  $W_{is}$  for those  $B_{is}$  that are not equal to 0. In other words, Bob computes the multiplication of all non-zero  $W_{is}$ , e.g.,  $W = W_{i}$ where  $W_{i} = 0$ .

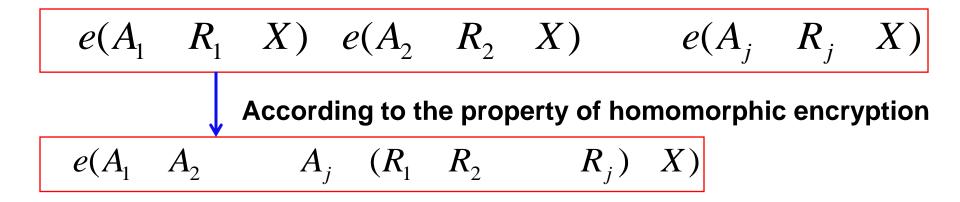
$$egin{array}{cccc} W & W_1 & W_2 & W_j \end{array}$$

$$\begin{bmatrix} e(A_1 \quad R_1 \quad X) \quad B_1 \end{bmatrix} \begin{bmatrix} e(A_2 \quad R_2 \quad X) \quad B_2 \end{bmatrix} \begin{bmatrix} e(A_j \quad R_j \quad X) \quad B_j \end{bmatrix}$$

$$W \quad W_1 \quad W_2 \qquad W_j$$

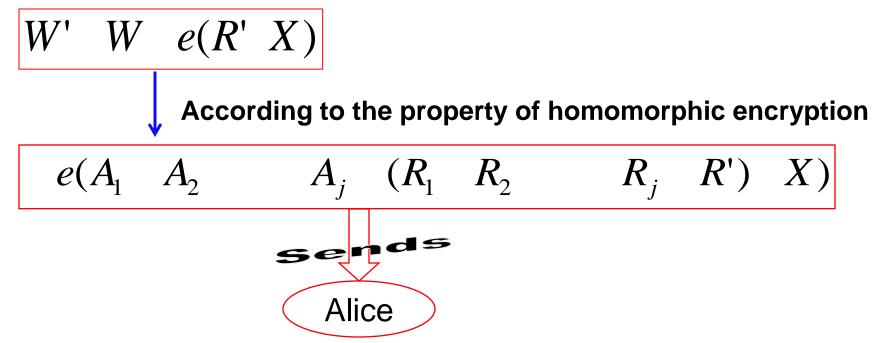
### $[e(A_1 \ R_1 \ X) \ 1] \ [e(A_2 \ R_2 \ X) \ 1] \qquad [e(A_j \ R_j \ X) \ 1]$

$$W \hspace{0.1in} W_1 \hspace{0.1in} W_2 \hspace{0.1in} W_j$$



## Step 4

- Bob generates an integer R'.
- Bob then computes



## The Final Step

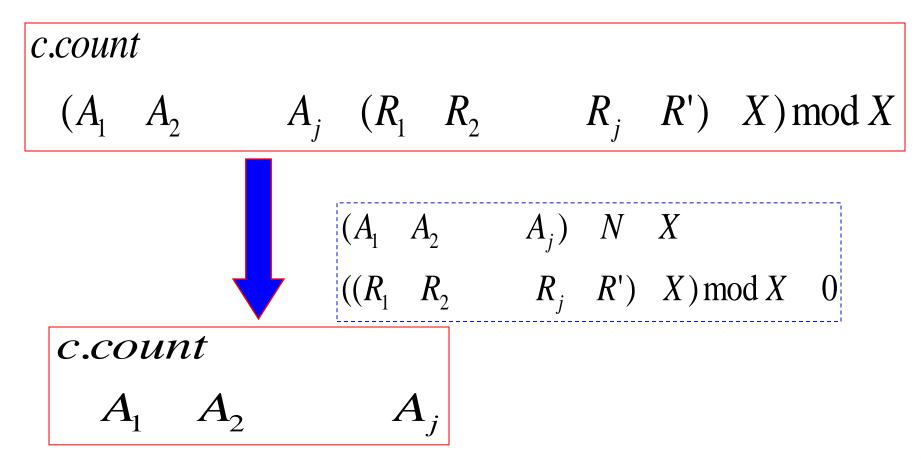
- Alice decrypts *W*'and computes modulo X.
- She then obtains the frequency count.



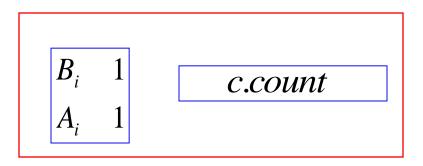
# The Final Step

c.count  $d(e(A_1))$  $R_i \quad R') \quad X) \mod X$  $A_{2}$  $A_i \quad (R_1 \quad R_2)$ 

## The Final Step



## **Correctness Analysis**



c.count 
$$A_1 \quad A_2 \qquad A_j$$

When  $B_i$  1,  $(A_1 A_2 A_j)$  gives the total number of times that both  $A_i$  and  $B_i$  are 1s.

Therefore, the frequency count is correctly computed.

## Privacy Analysis

Goal: Bob never sees Alice's data values.

# Alice's Privacy

• All the information that Bob obtains from Alice is

 $e(A_1 \quad R_1 \quad X), e(A_2 \quad R_2 \quad X), \quad , e(A_N \quad R_N \quad X)$ 

• Since Bob doesn't know the decryption key d, he cannot get Alice's original data values.

## **Privacy Analysis**

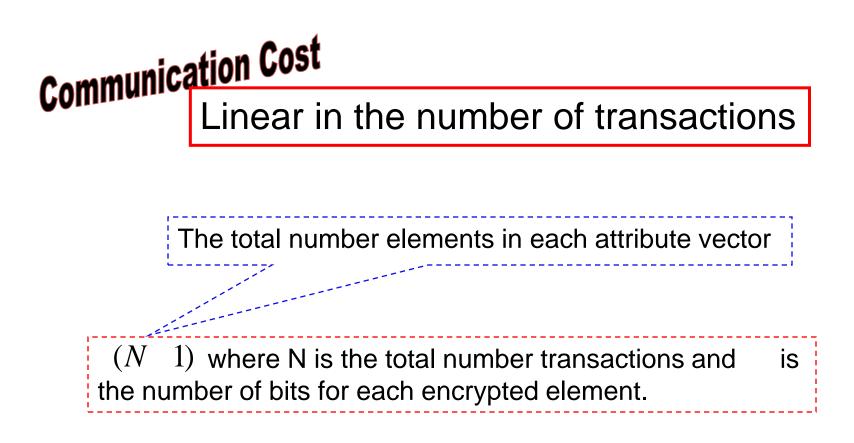
Goal: Alice never sees Bob's data values.

**Bob's Privacy** 

The information that Alice obtains from Bob is  $W' e(A_1 A_2 A_j (R_1 R_2 R_j R') X)$  for those  $B_i$  1.

Alice computes  $d(W') \mod X$ . She only obtains the frequency count and cannot know Bob's original data values.

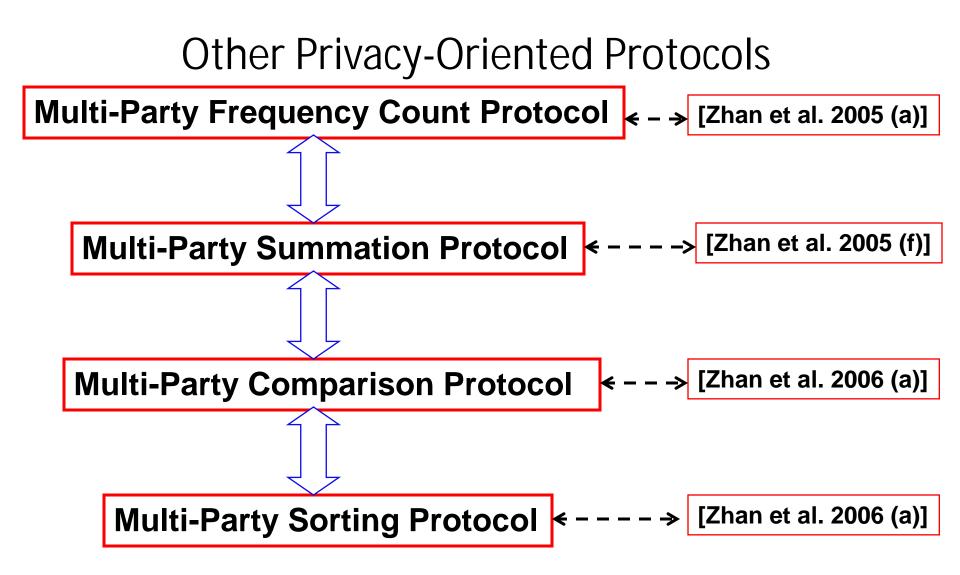
## **Complexity Analysis**



## **Complexity Analysis**

Computation Cost Linear in the number of transactions

The computational cost is (10N + 20 + g) where N is the total number transactions and g is the computational cost for generating a key pair.



### Our Contributions

- A formal definition of privacy for privacy-preserving collaborative data mining.
- Solutions for data mining tasks for both horizontal collaboration and vertical collaboration.

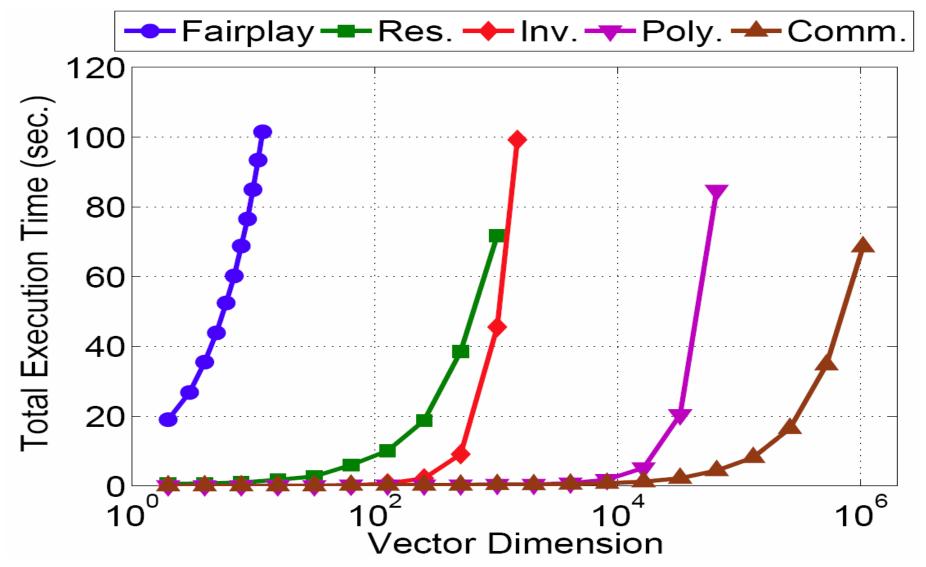
Association Rule Mining [Zhan et.al.2004(a), Zhan et.al. 2004(b)]. Sequential pattern mining [Zhan et. al.2004(c), Zhan et. al. 2005 (a)]. Naïve Bayesian classification [Zhan et. al.2004(d), Zhan et. al.2005 (b)]. Decision tree classification [Zhan et. al. 2005 (a)-(b)]. k-nearest neighbor classification [Zhan et. al. 2005 (c)-(d)]. Support vector machine classification [Zhan et.al. 2008 (e) - (f)]. Clustering [Zhan et. al.2005 (g), Zhan et. al. 2008(a)].

 Simulation with various factors including the number of parties involved in the computation, the encryption key size and the size of data set, etc.

### Efficient Privacy-Preserving Collaborative Compiler System Using Scalar Product

Approach Secure	Inv.	Comm.	Poly.	Res.	FP.
Information- theoretically secure					
Computationally secure					

#### **Execution Time**



### Future Works

- <u>Social Computing (IEEE SocialCom)</u>
- http://www.iisocialcom.org/conference/social com2009/

