



Simple Binary Hypothesis Testing: Locally Private and Communication-Efficient

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Algorithms Seminar,
Google



Joint Work With



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Varun Jog



Po-Ling Loh

Outline

- ▶ Motivation
- ▶ Problem Statement
- ▶ Our Results
- ▶ Proof Sketch
- ▶ Conclusion

Simple Hypothesis Testing: Centralized

- Let p and q be two known distributions over $\{1, \dots, k\}$

Problem (Simple Hypothesis Testing):

Input: i.i.d. samples from either p or q



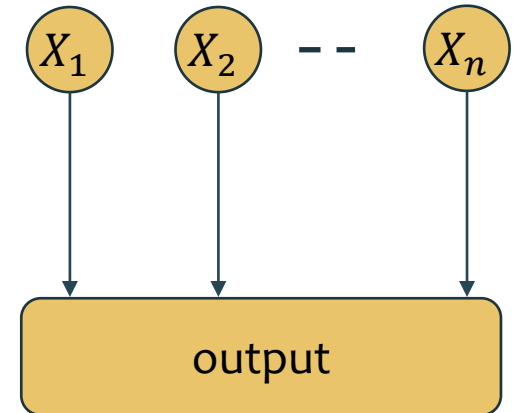
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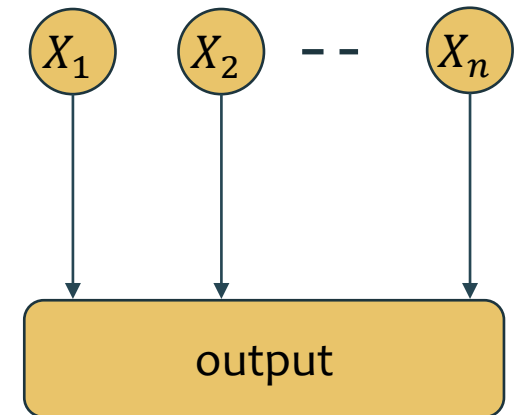
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- Arguably, the most fundamental statistical problem
 - A natural building block
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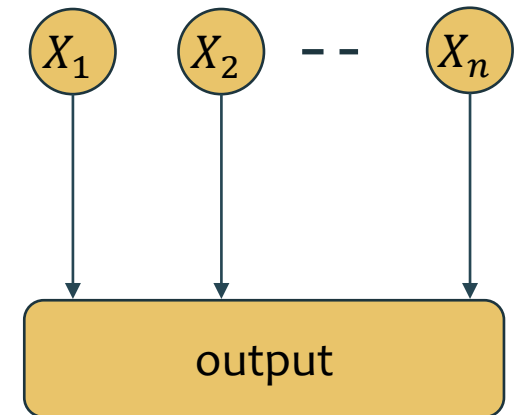
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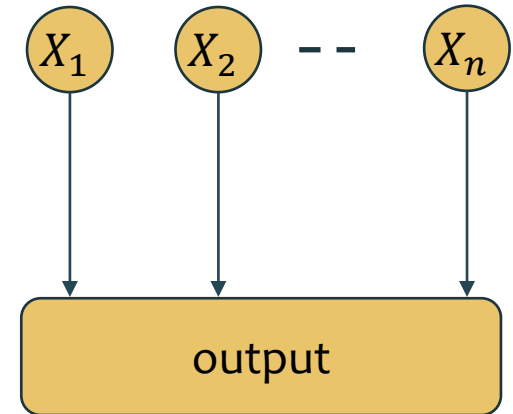
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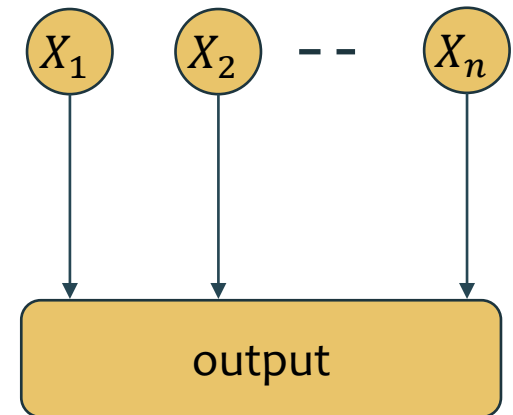
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Requires quantizing/privatizing X_i 's

Simple Hypothesis Testing: Decentralized

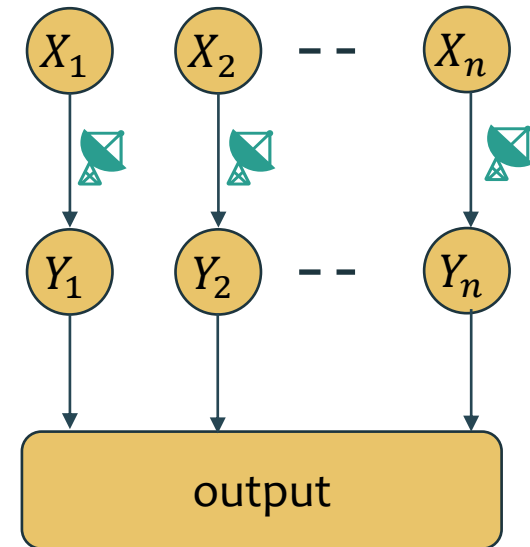
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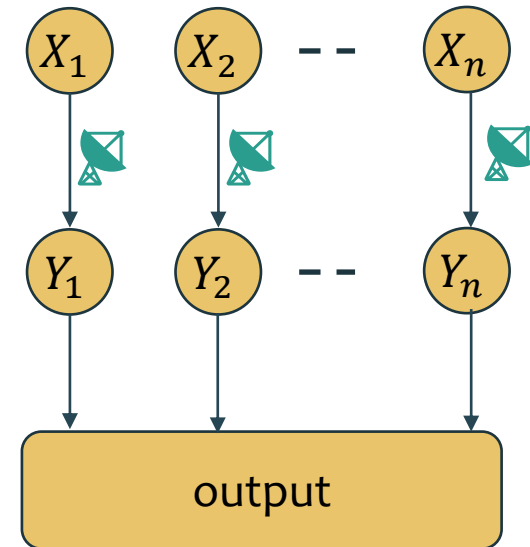
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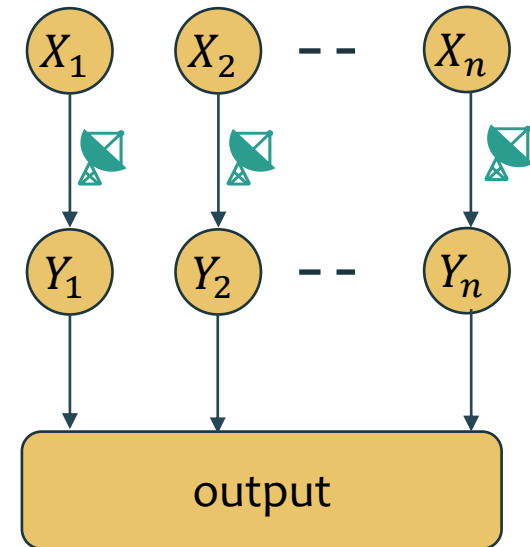
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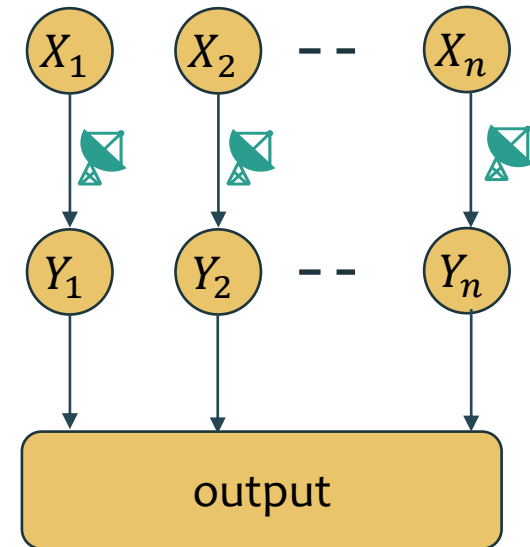
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How do we perform decentralized hypothesis testing?

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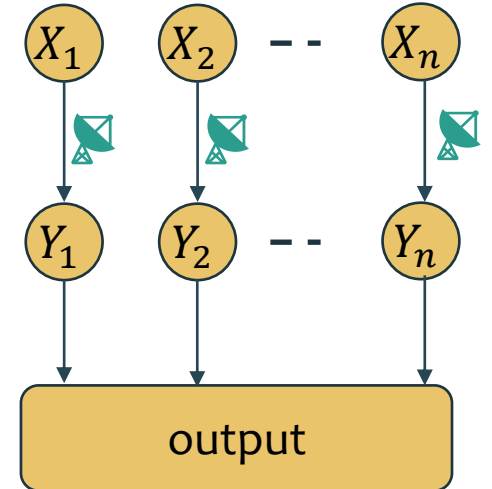
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Privacy Model and Communication Constraints

- Local Differential Privacy (LDP)
 - Everyone releases a randomized version of data
 - Channel  is ϵ -LDP if:

$$\frac{\mathbb{P}(Y_i=y | X_i=x)}{\mathbb{P}(Y_i=y | X_i=x')} \leq e^\epsilon \quad \text{for all } x, x', y$$



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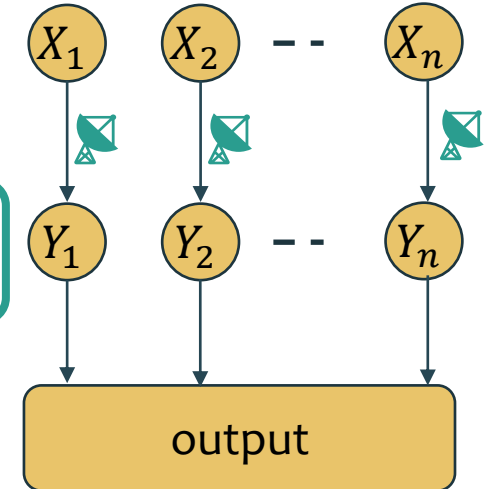
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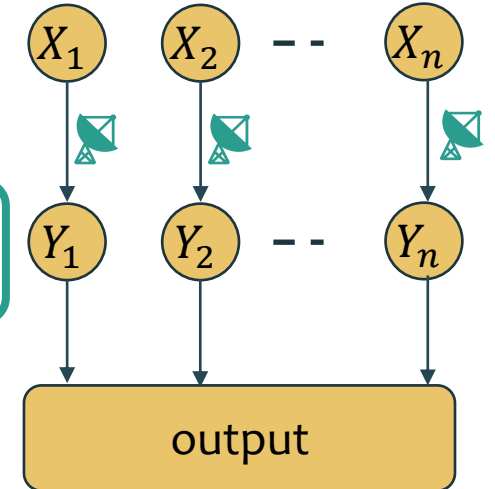
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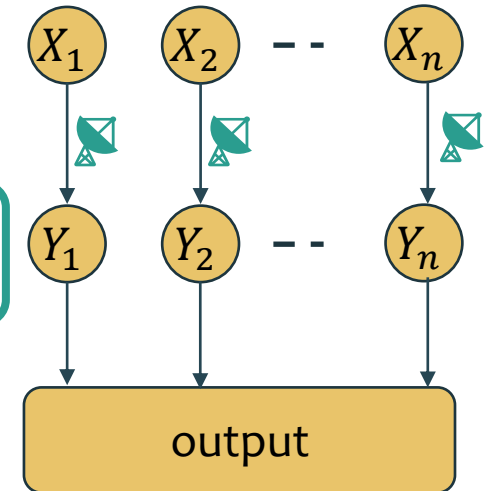
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- Communication-constraints

- $Y_i \in \{1, \dots, \ell\}$ for some $\ell \ll k$



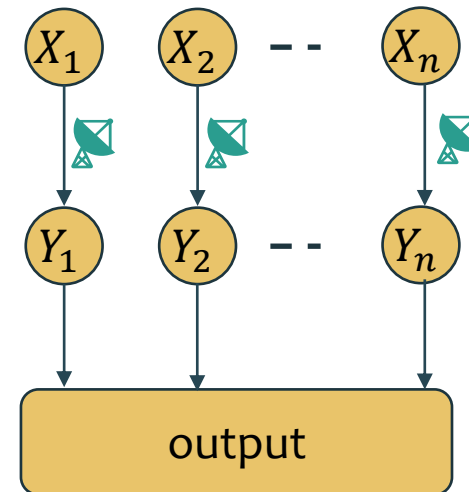
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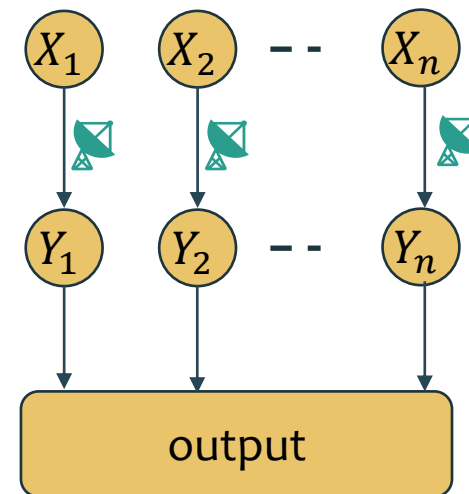
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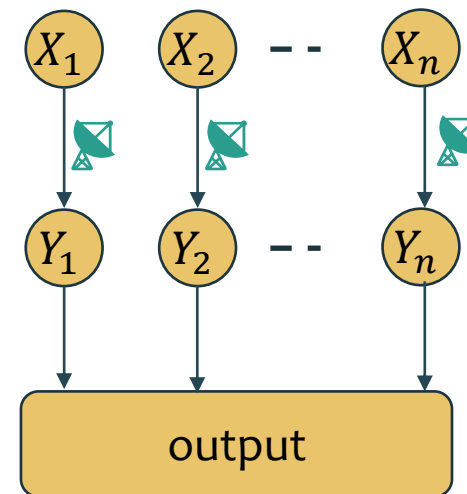
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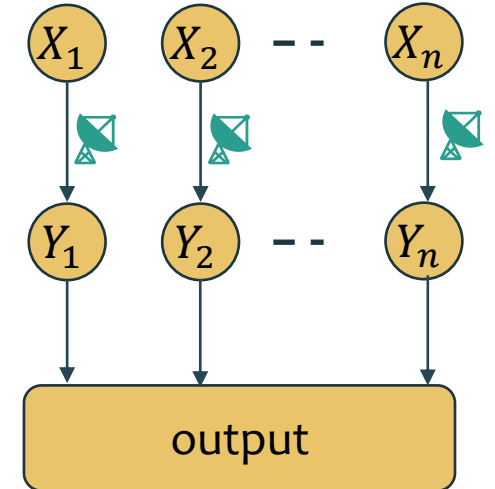
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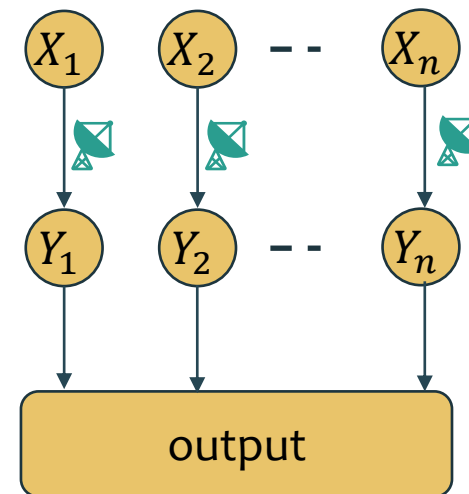
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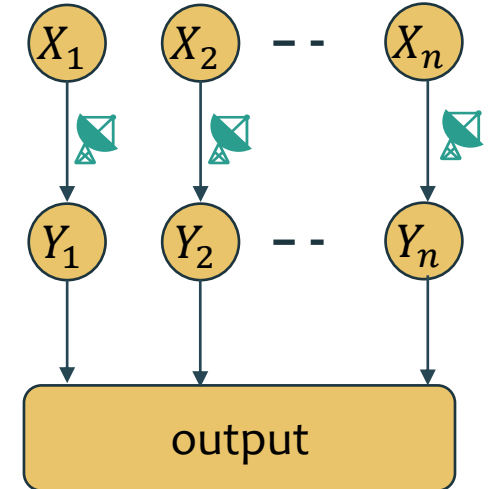
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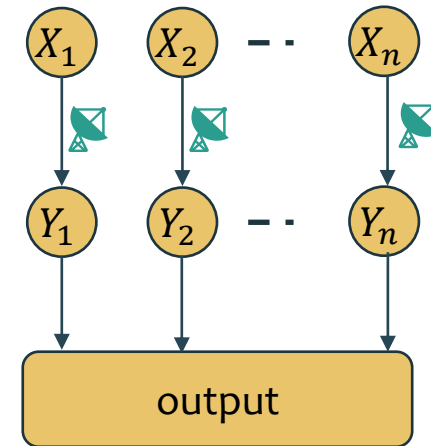
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2. (Computational) How to find (near)-optimal channels fast?

polynomial in support size

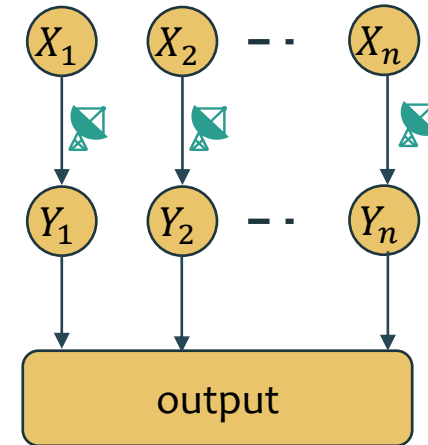


Warmup: Scheffe's Test (Popular but Sub-optimal)



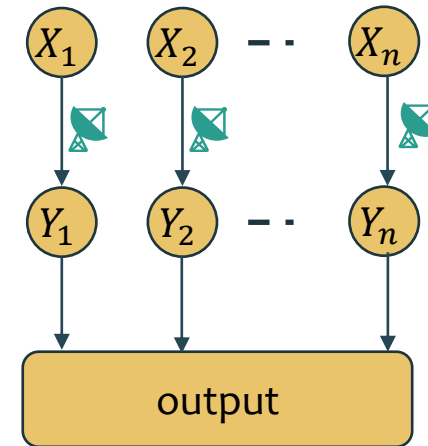
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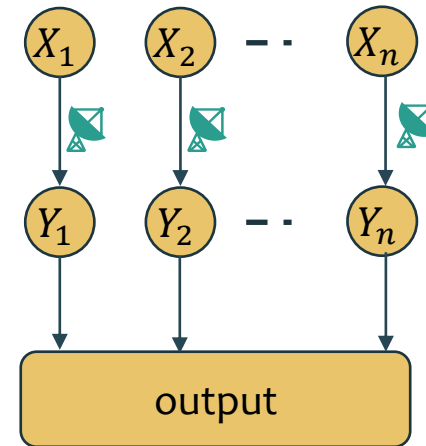
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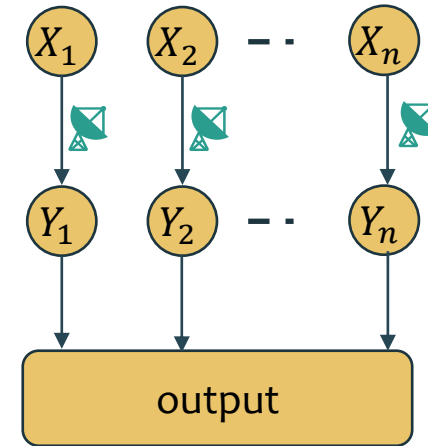
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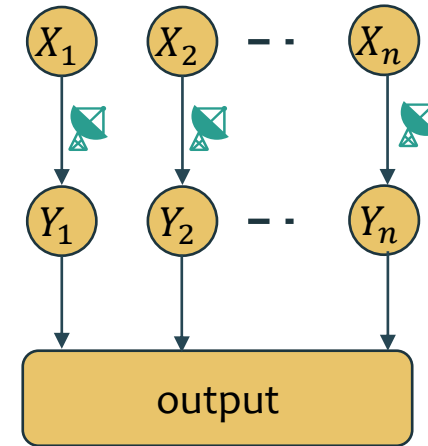


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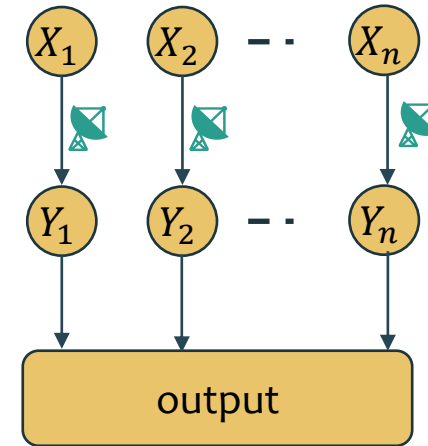
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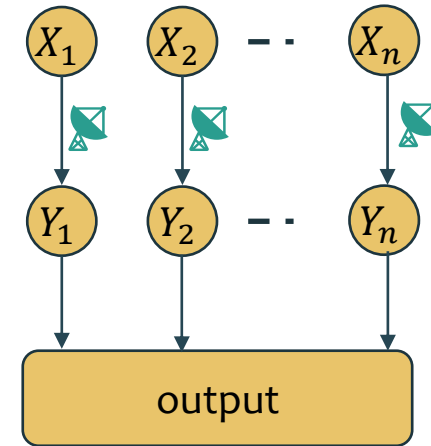
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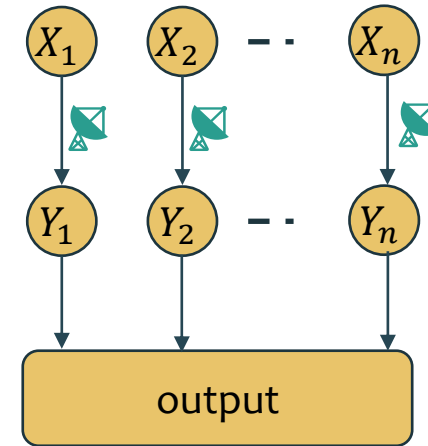
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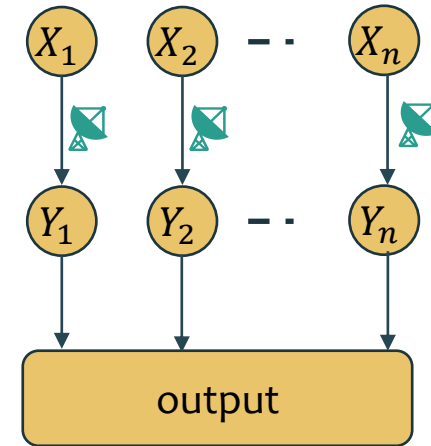
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Is this quadratic blowup necessary?

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n^* := Sample complexity without constraints

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- Also holds under additional constraints: robustness, **privacy**,...
- Closely related to preserving mutual information under quantization

Statistical Cost of Privacy: Existing Results

$n_{\text{priv}}^*(\epsilon)$:= Sample complexity with ϵ -LDP channels

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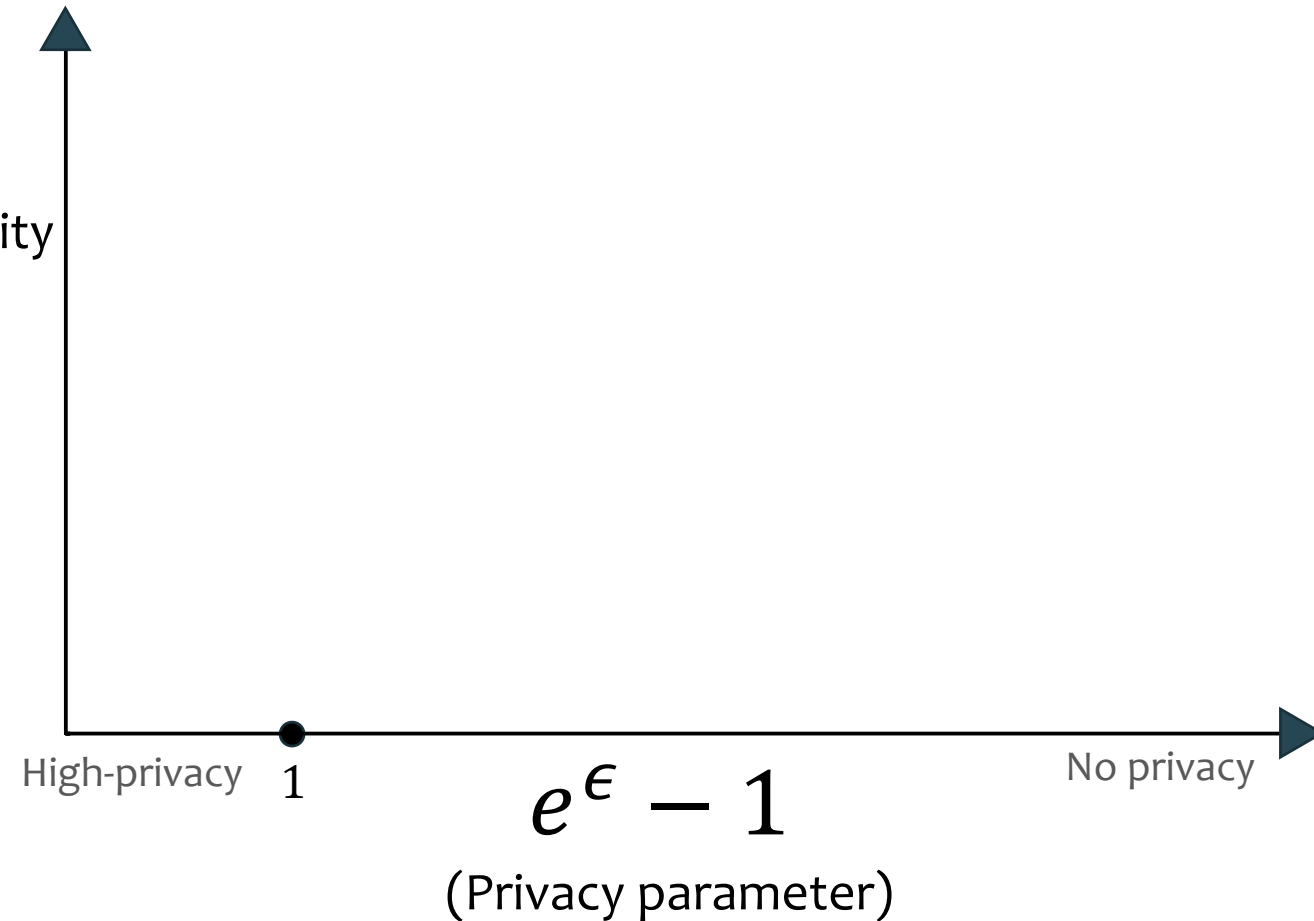
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High-privacy

1

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No privacy

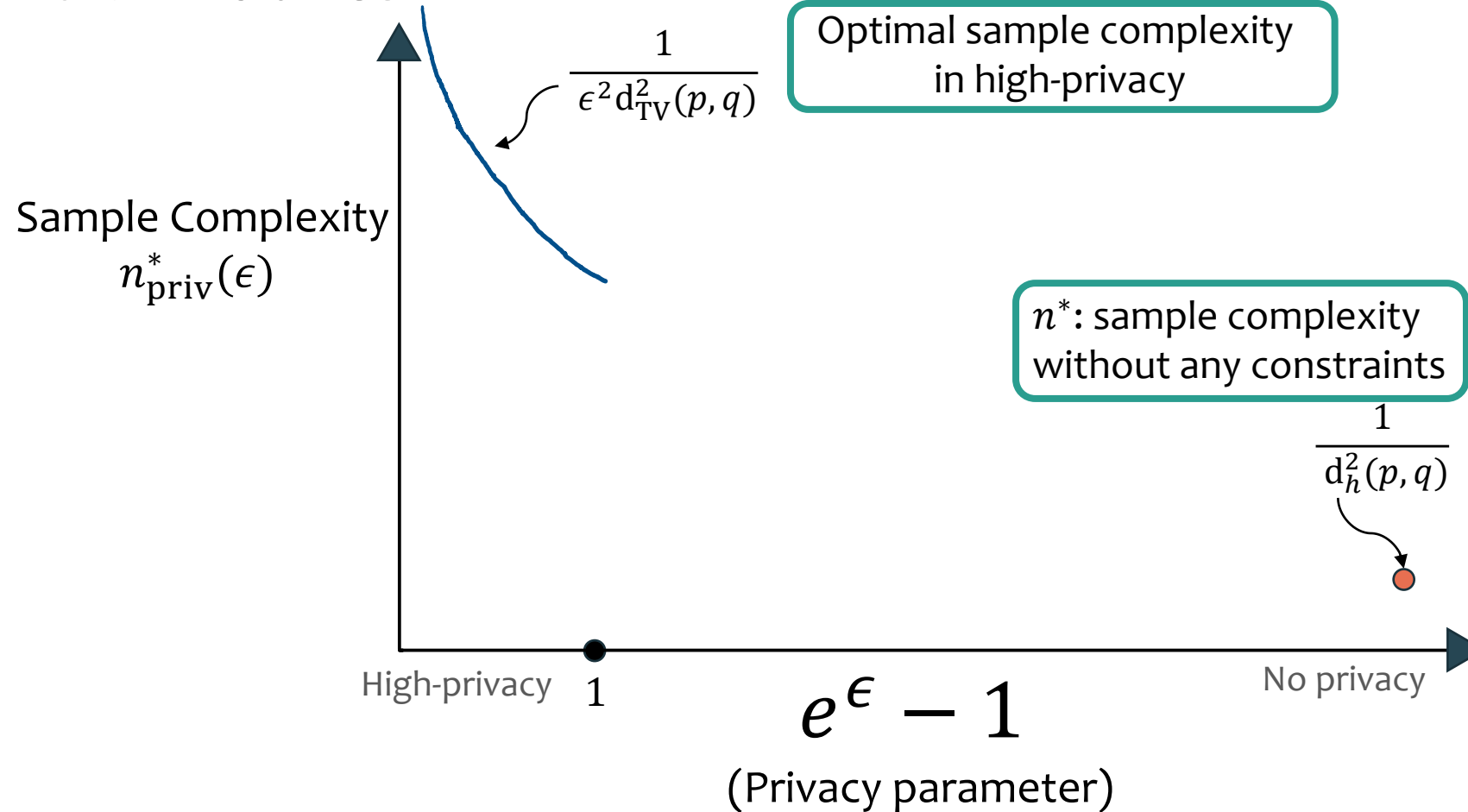
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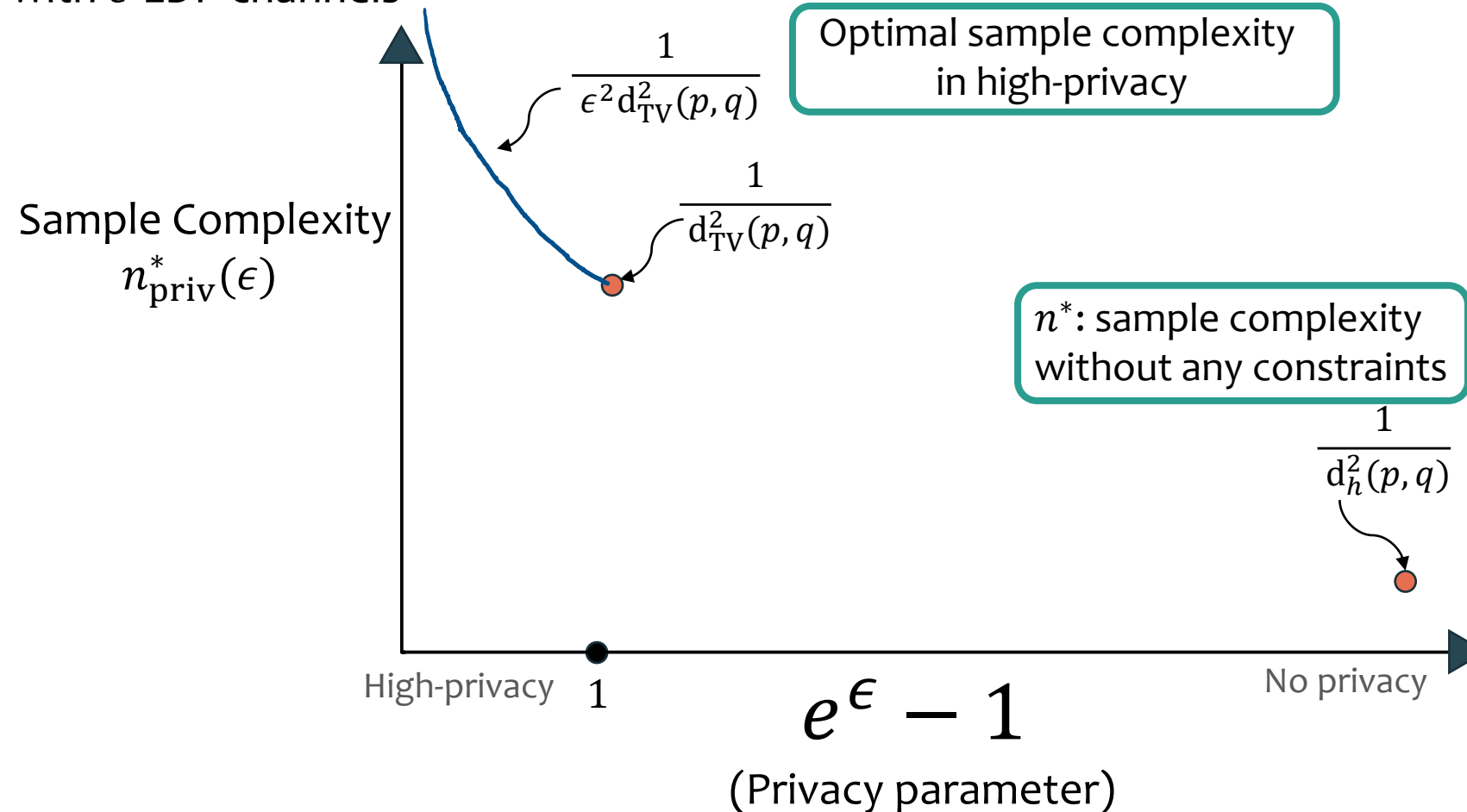
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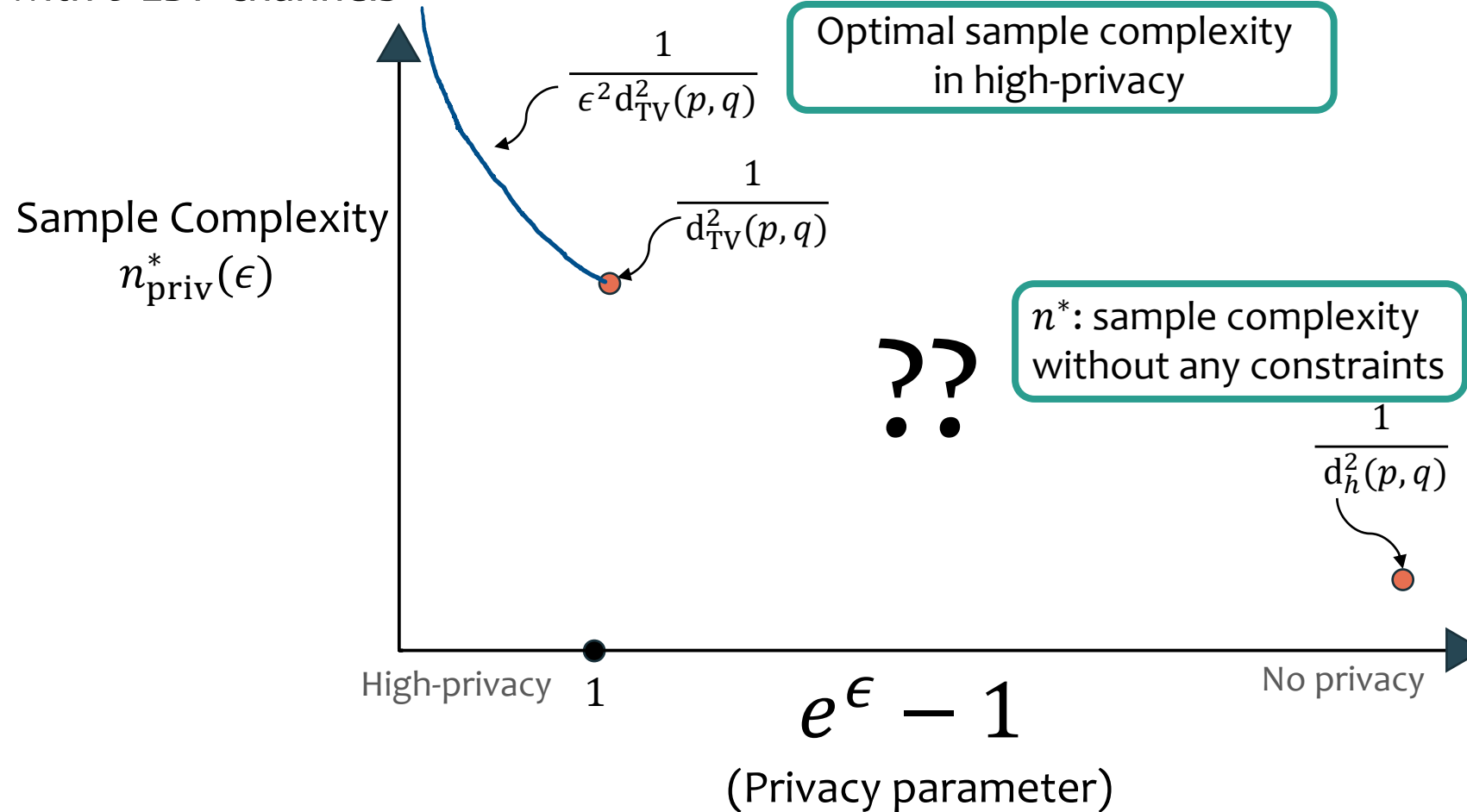
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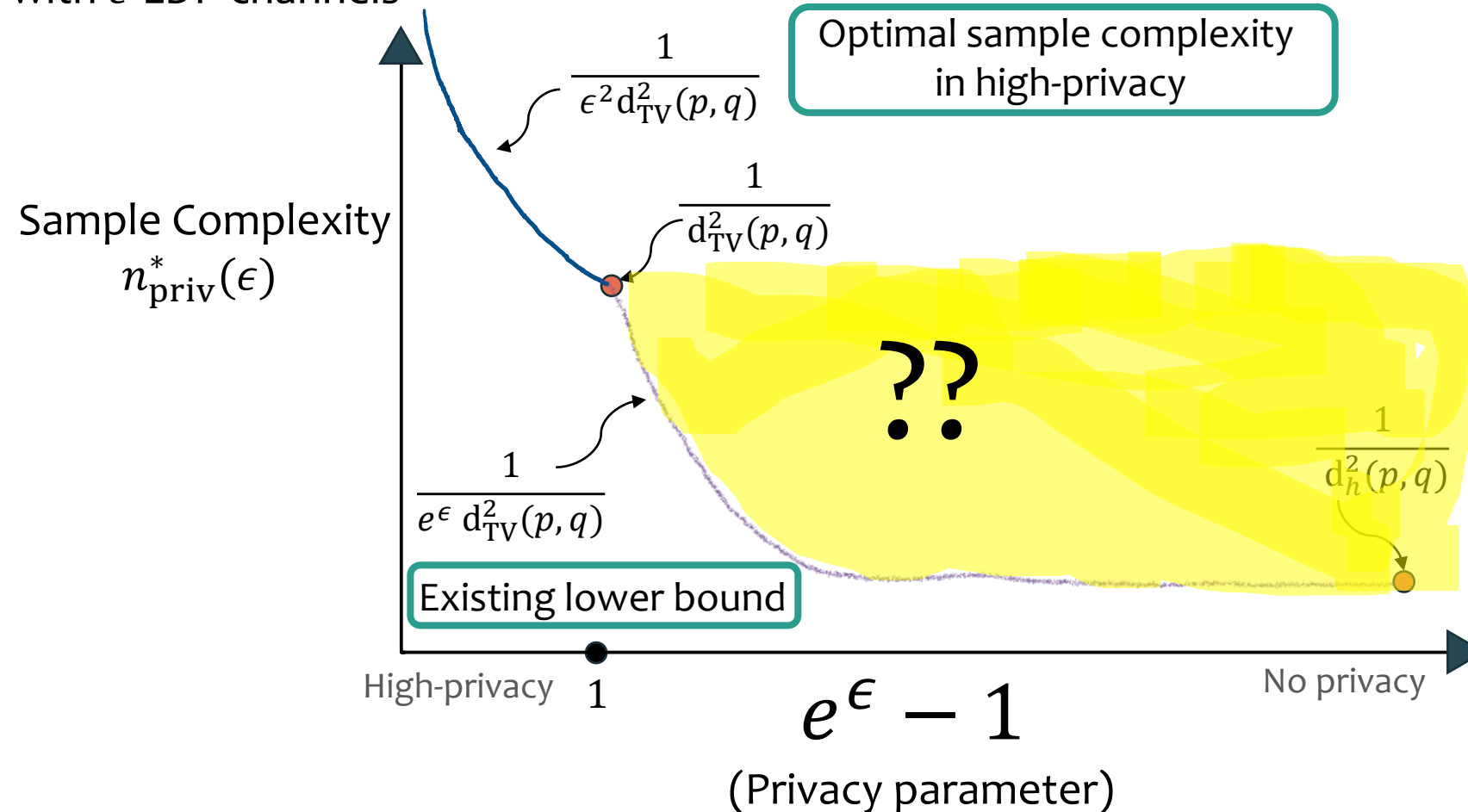
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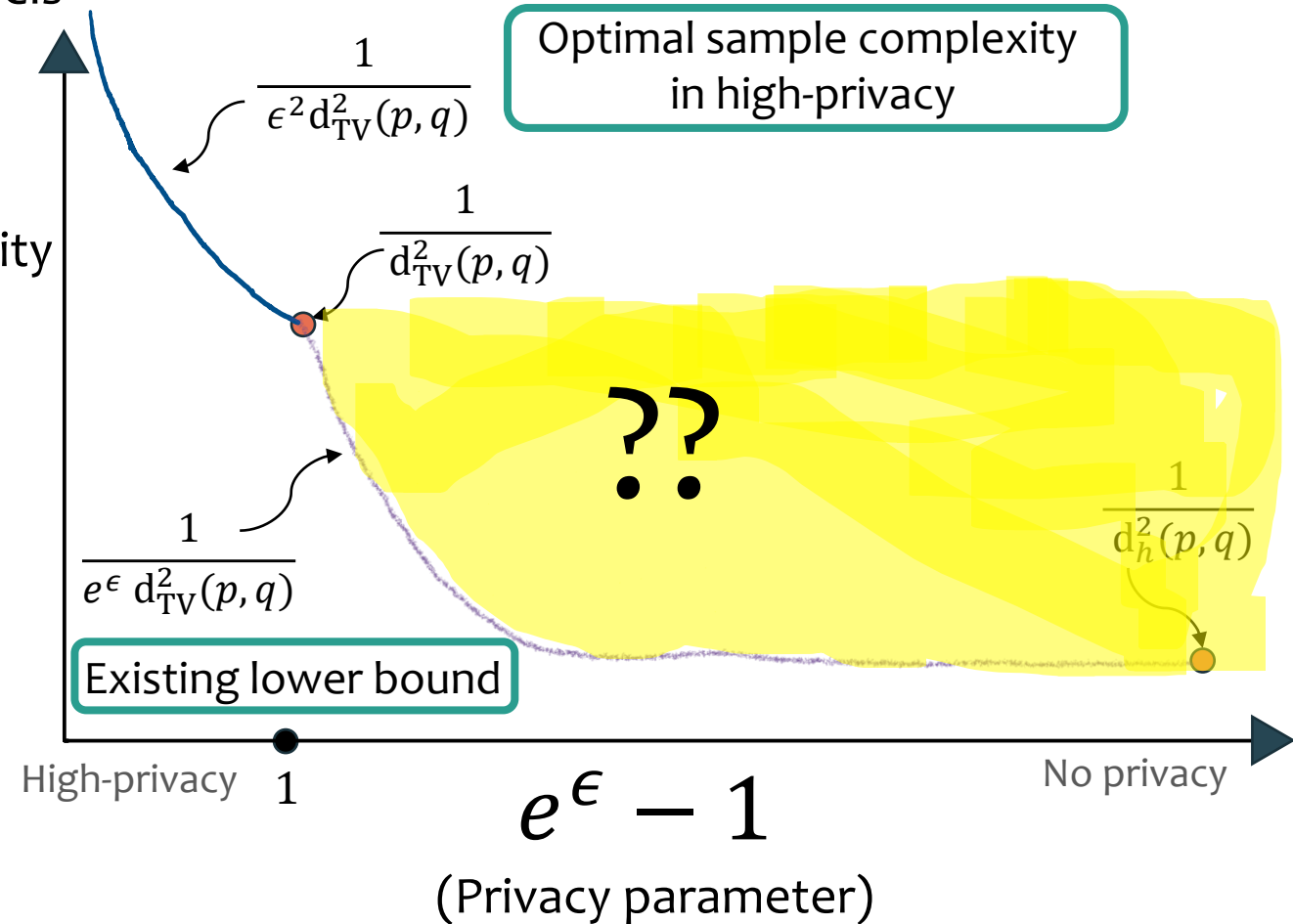
[DJW13] J. Duchi, M. Wainwright, M. Jordan. Minimax Optimal Procedures for Locally Private Estimation. 2013.

[AZ22] S. Asodeh, H. Zhang. Contraction of Locally Private Mechanisms. 2022.

Statistical Cost of Privacy: Existing Results

$n_{\text{priv}}^*(\epsilon) :=$ Sample complexity with ϵ -LDP channels

Sample Complexity
 $n_{\text{priv}}^*(\epsilon)$



[PAJL23]: Existing lower bound is tight for Bernoulli distributions

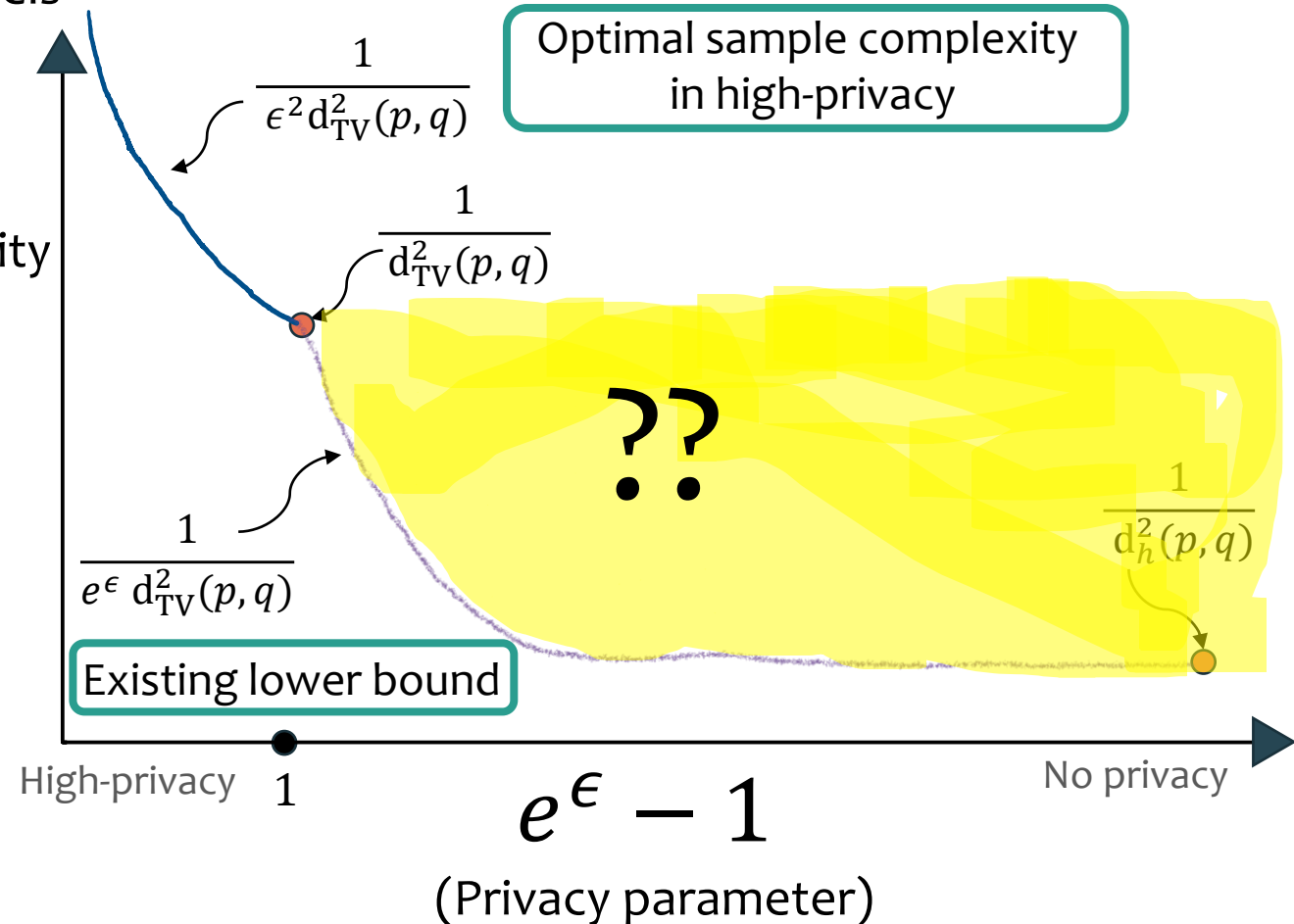
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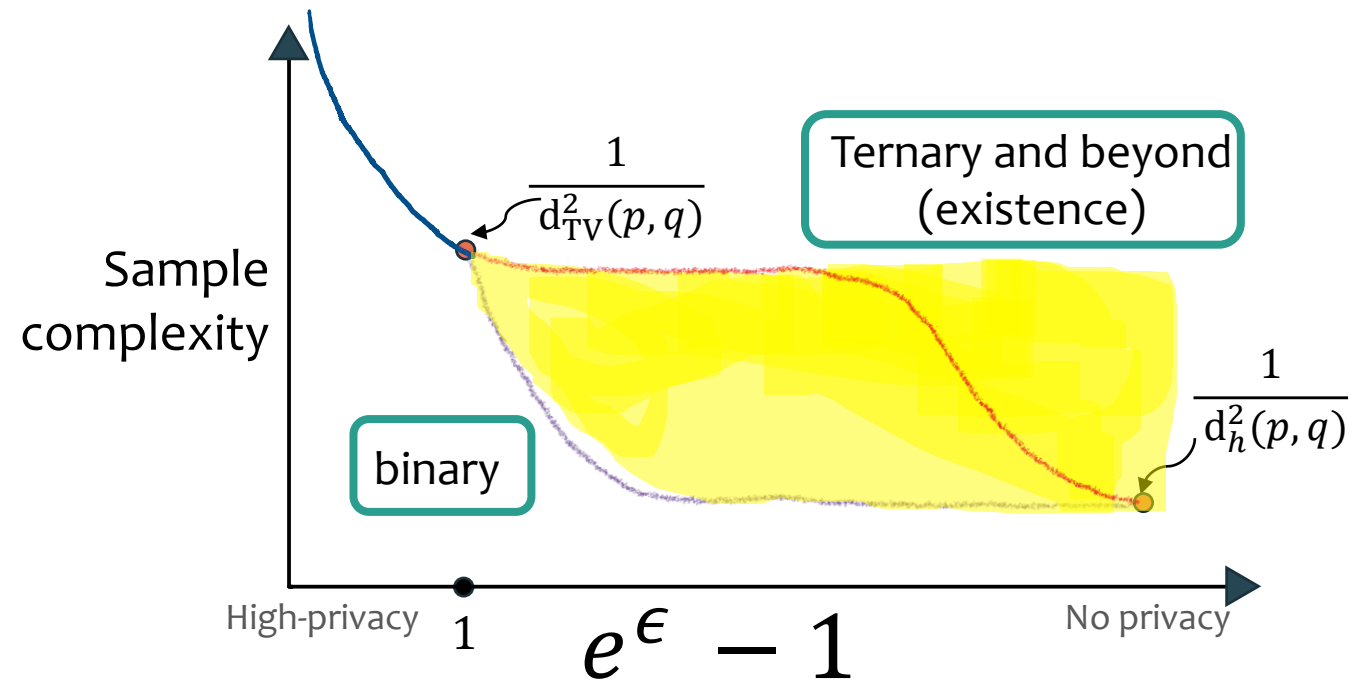
What about general distributions?

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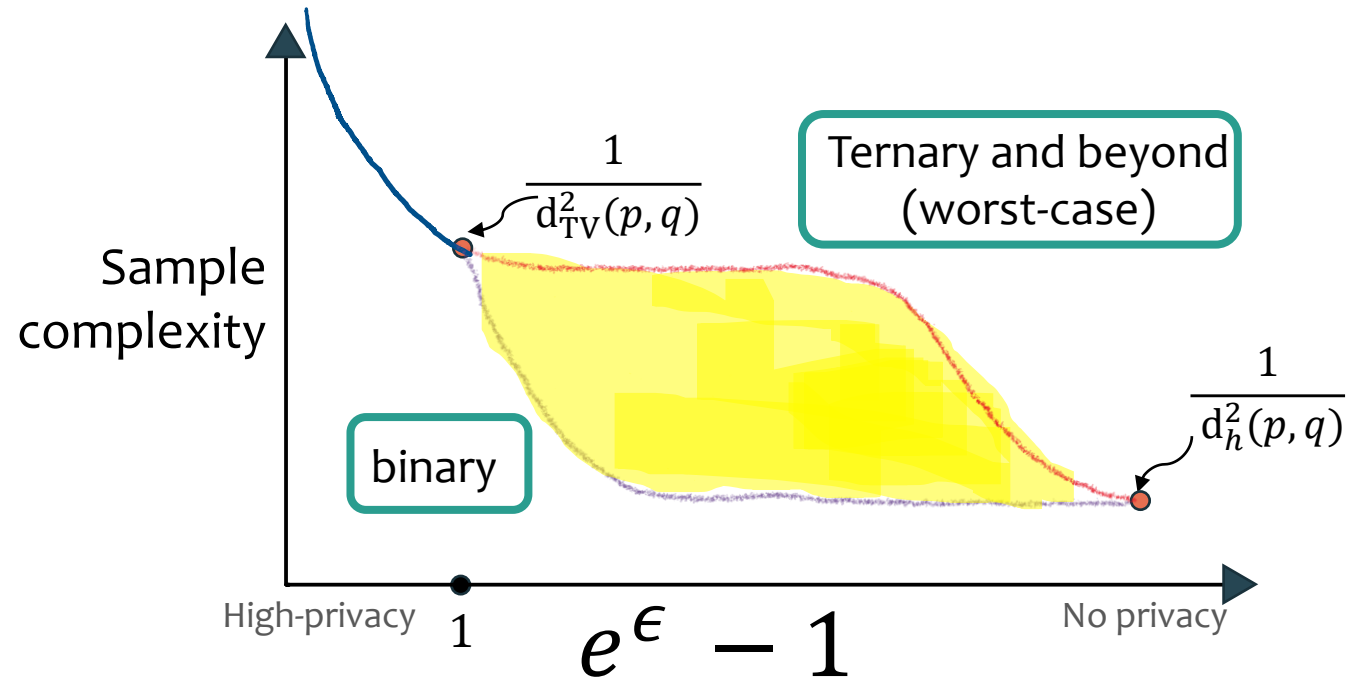
Our Results: Minimax Optimal Sample Complexity

Theorem[PAJL23] There exist ternary distributions p and q with larger sample complexities.



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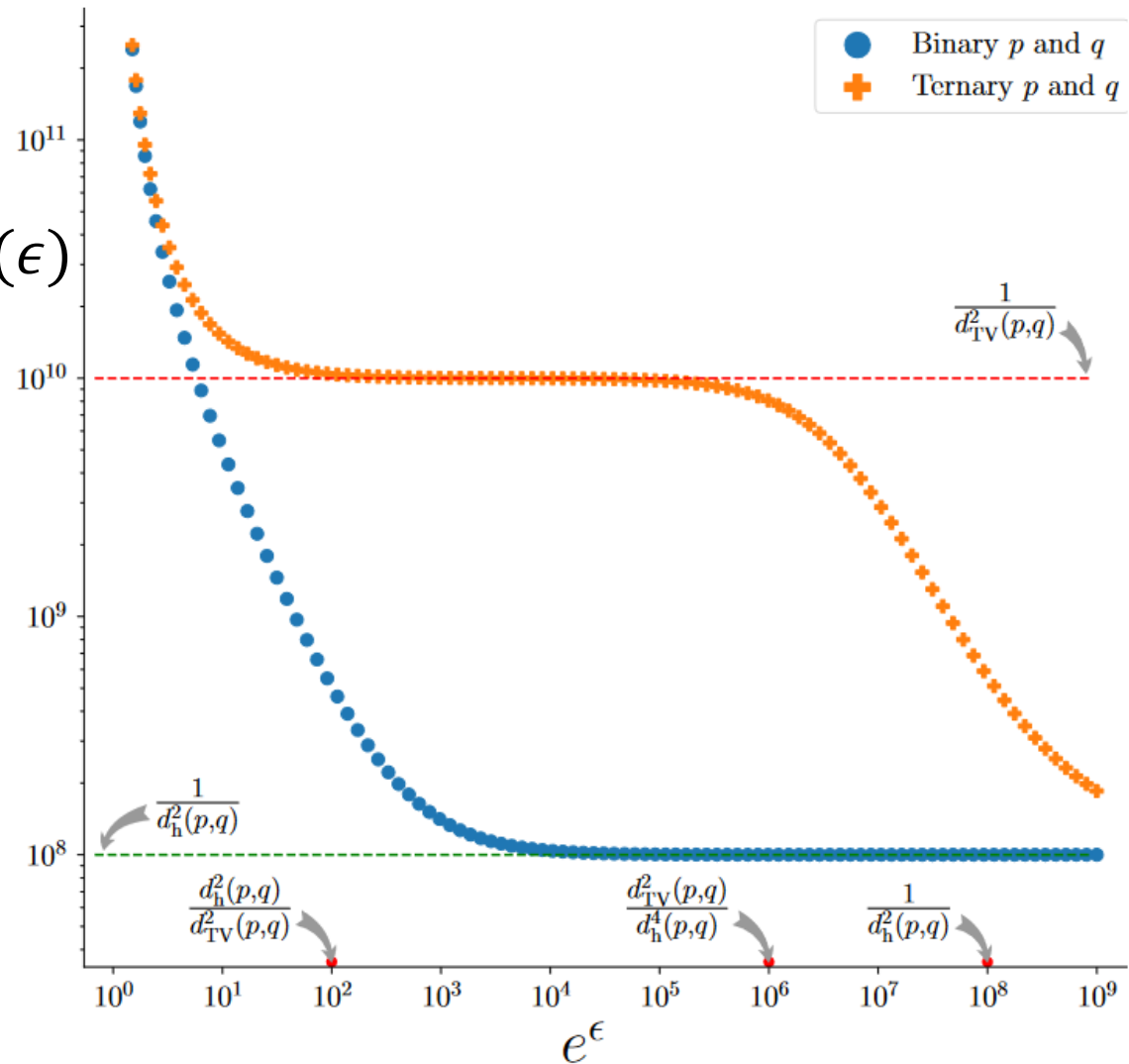
Theorem[PAJL23] There is an efficient algorithm with nearly-matching upper bounds for all distributions.

Exact Expressions and Simulations

$$n_{\text{priv}}^*(\epsilon) \approx \begin{cases} \frac{1}{d_{\text{TV}}^2(p, q)} & \epsilon \in \left(1, \frac{d_{\text{TV}}^2(p, q)}{d_h^4(p, q)}\right) \\ \frac{1}{e^\epsilon d_h^4(p, q)} & \epsilon \in \left(\frac{d_{\text{TV}}^2(p, q)}{d_h^4(p, q)}, \frac{1}{d_h^2(p, q)}\right) \\ \frac{1}{d_h^2(p, q)} & \epsilon > \frac{1}{d_h^2(p, q)} \end{cases}$$

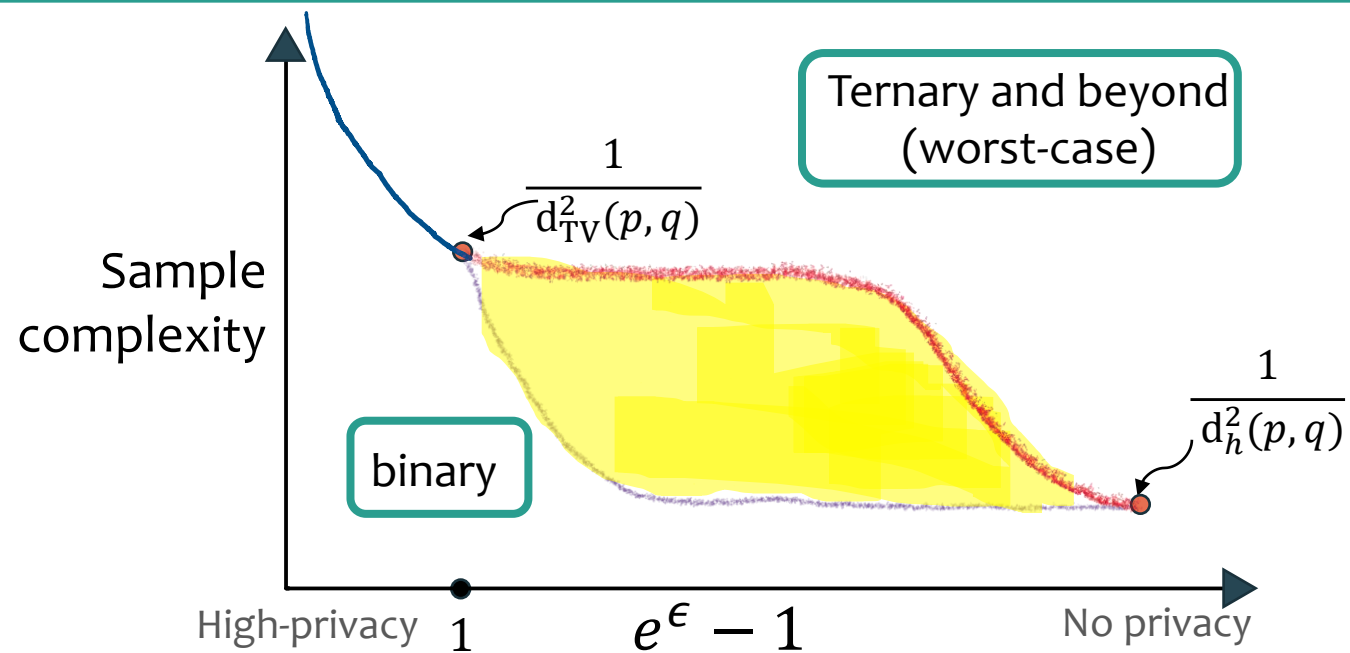
Minmax

$n_{\text{priv}}^*(\epsilon)$



Minimax Optimality and Looking Beyond

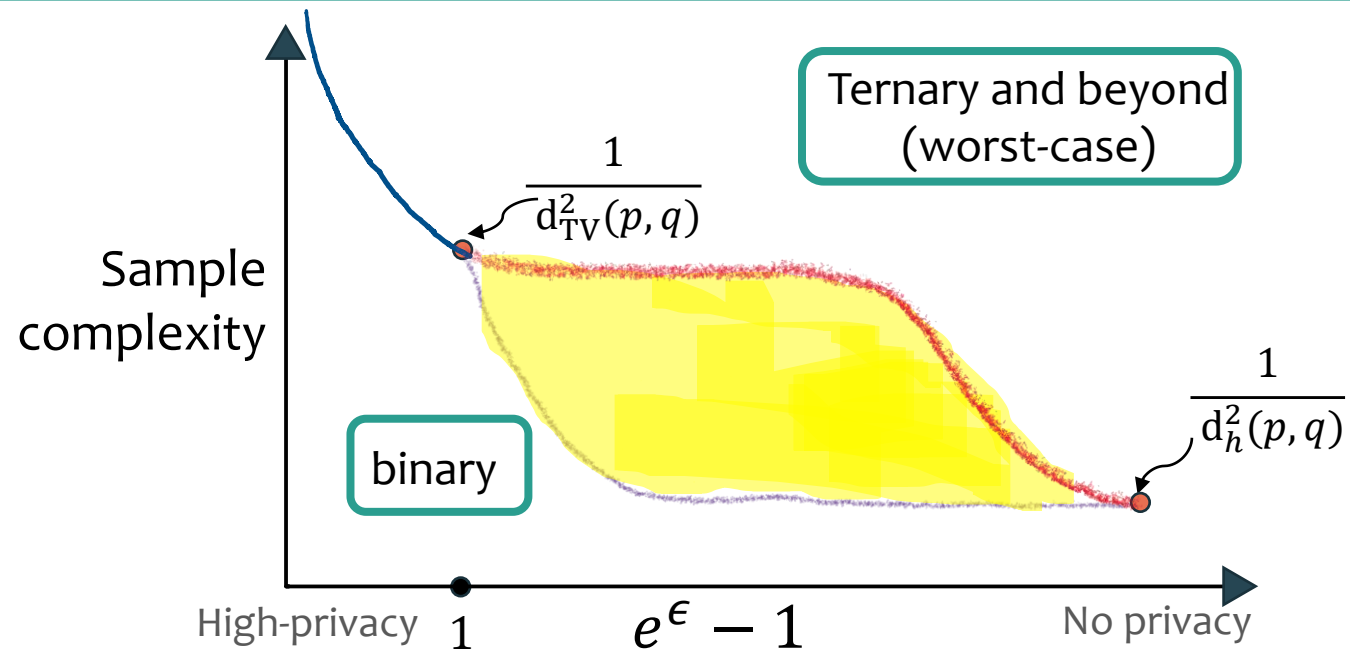
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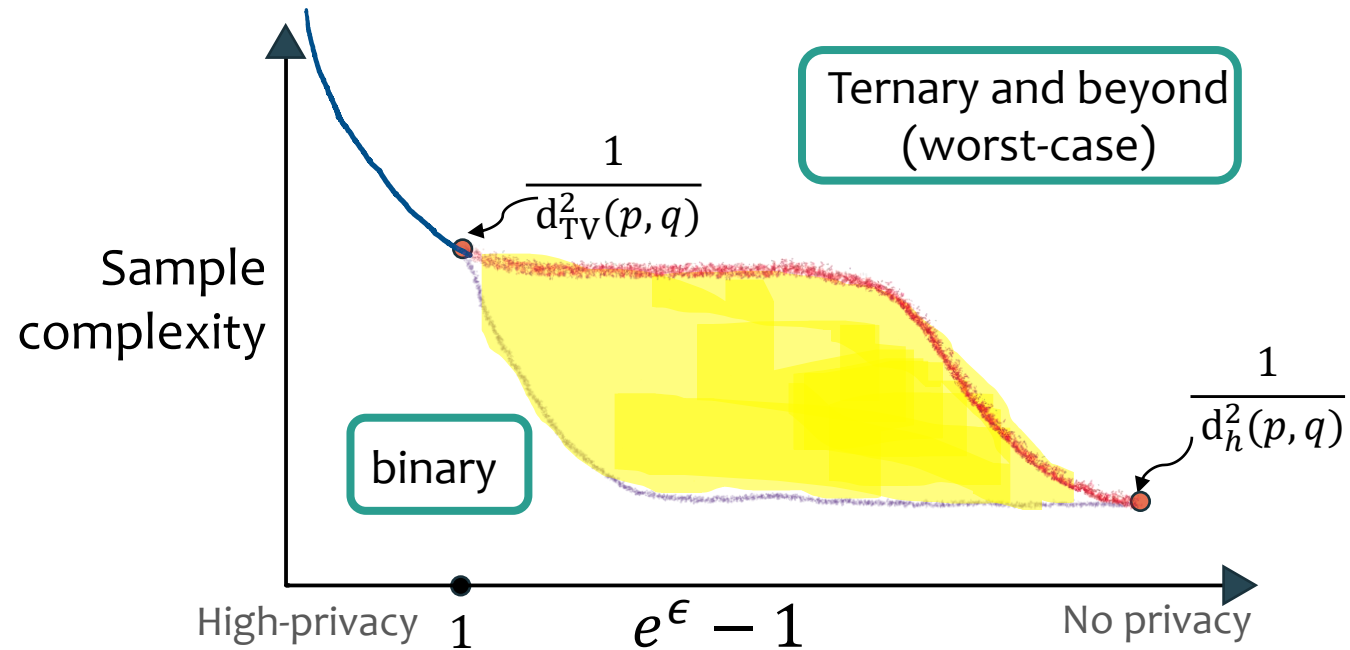


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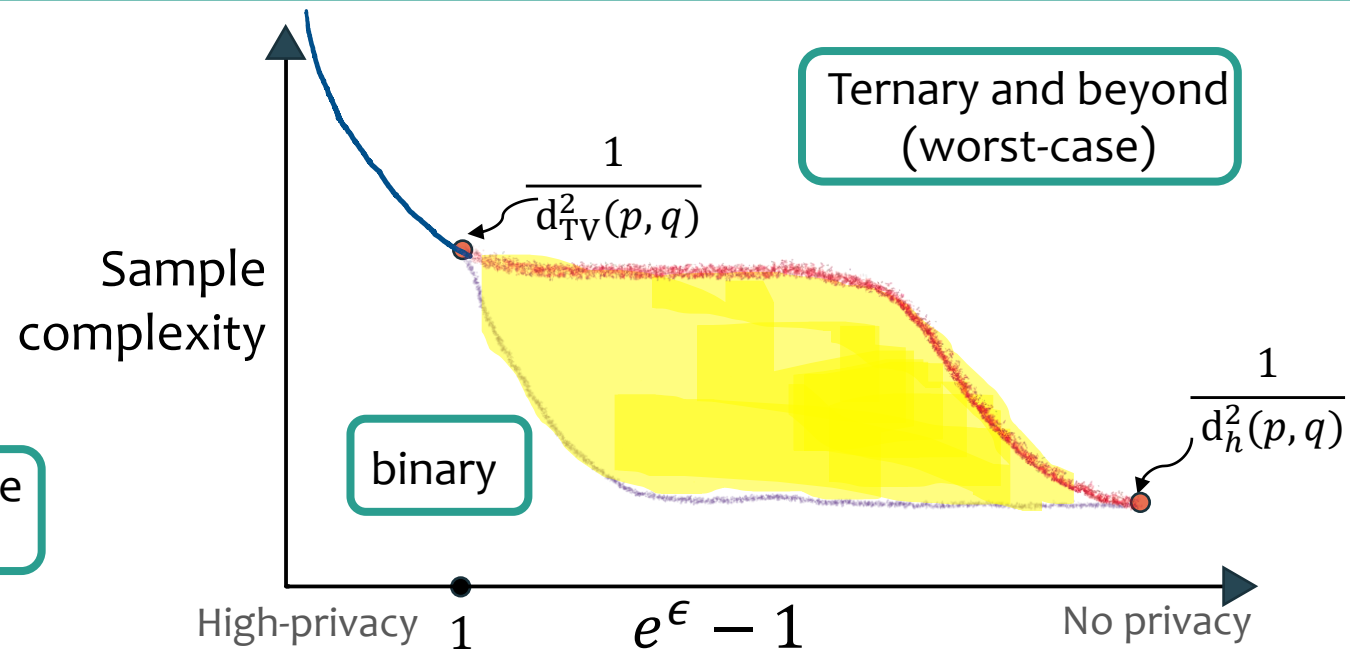
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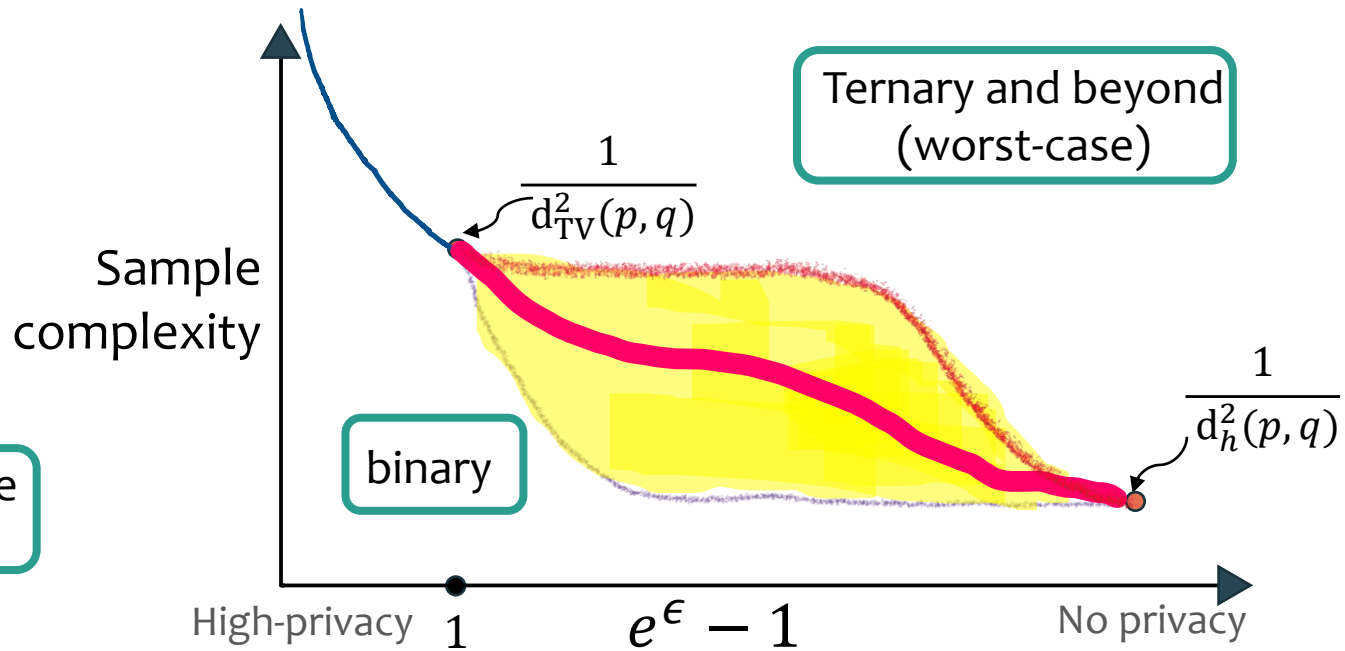
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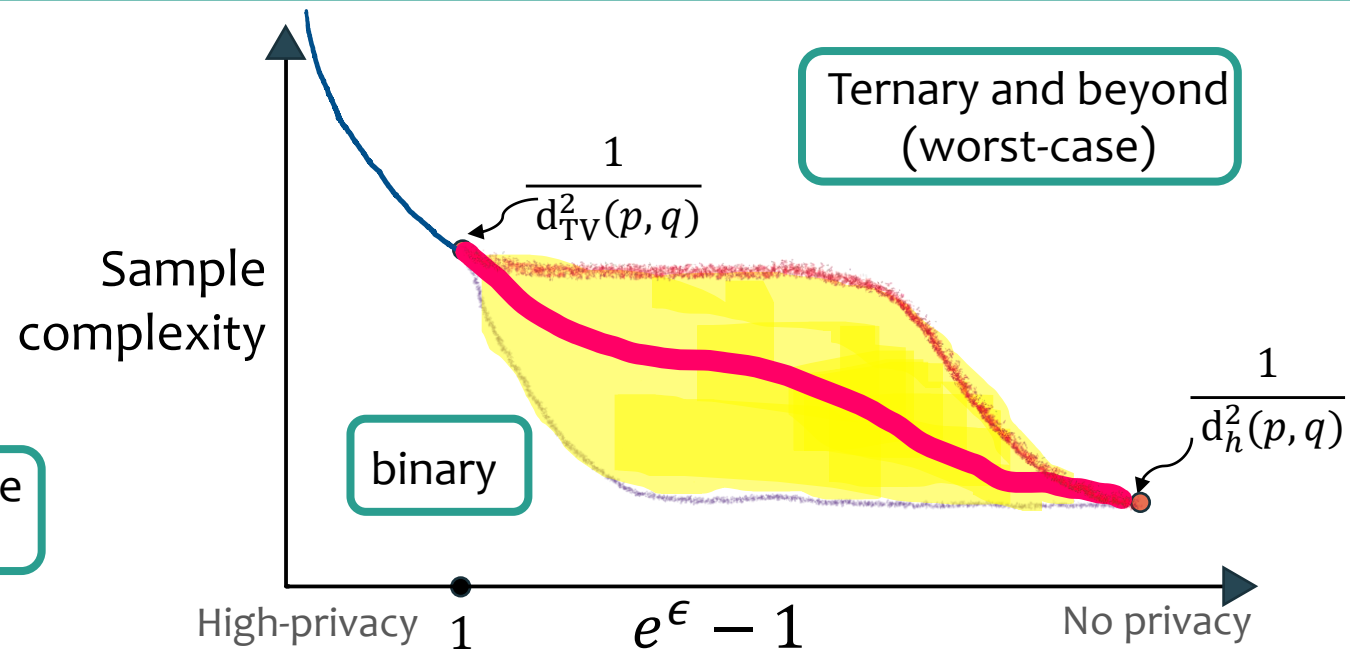
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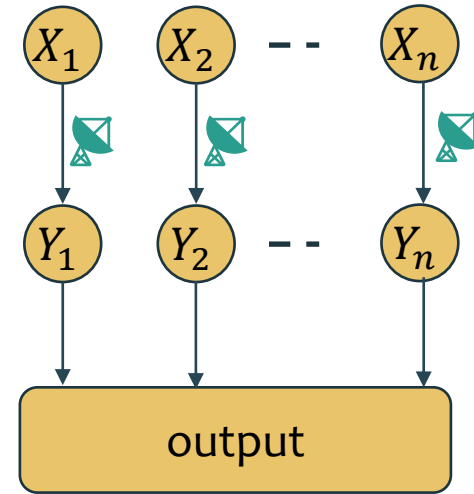
Are there efficient algorithms that adapt to the given instance?

Outline


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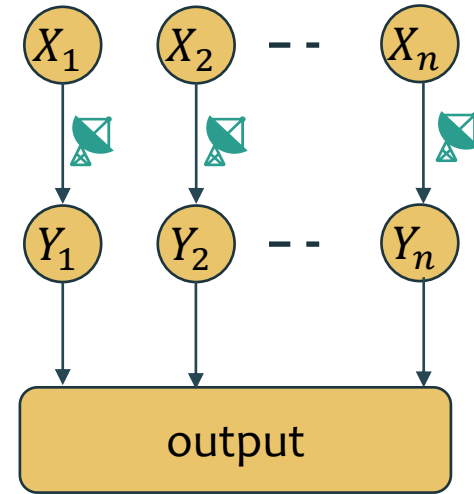
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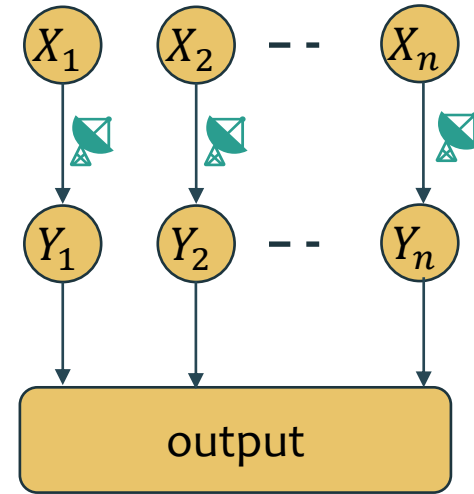
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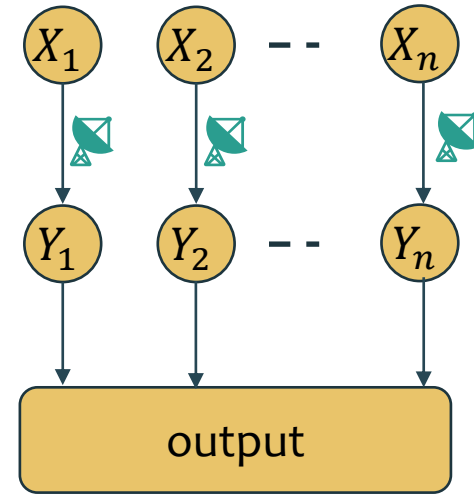
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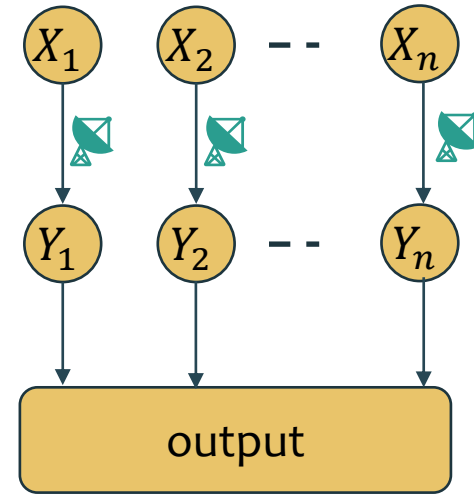
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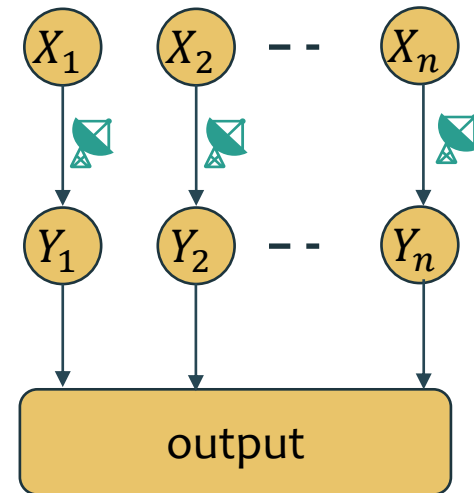
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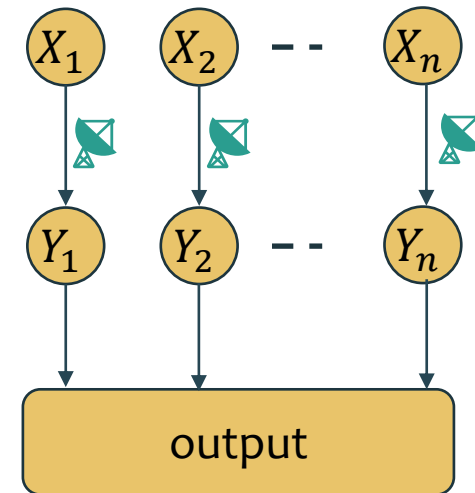
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Can we efficiently find the (near)-optimal channel?


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$$n_{\text{priv}}^*(\epsilon) \cdot \left(1 + \frac{\log n_{\text{priv}}^*(\epsilon)}{\ell} \right)$$

Our Results: Computational Cost of Privacy, Generalized

- More broadly, consider the optimization problem

$$\max_{\mathcal{P}(\epsilon, \ell)} g(\mathcal{P} p, \mathcal{P} q)$$

$\mathcal{P}(\epsilon, \ell)$: All ϵ -LDP channels
of output size ℓ

g : a (quasi)-convex objective

- Examples: f -divergences, Renyi Entropy, Wasserstein Norm
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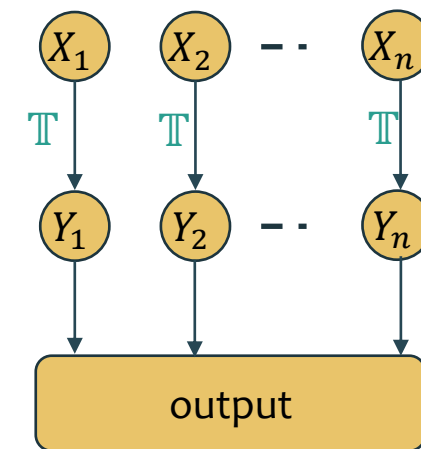
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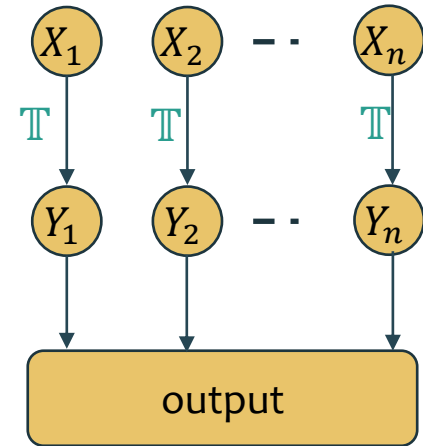
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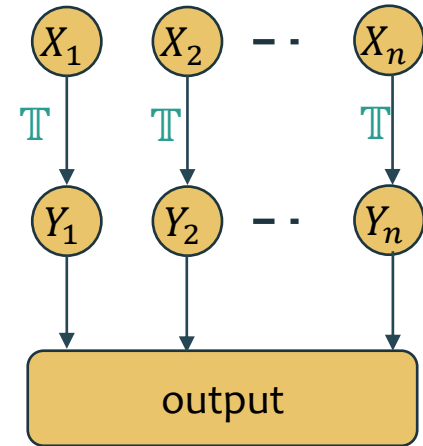
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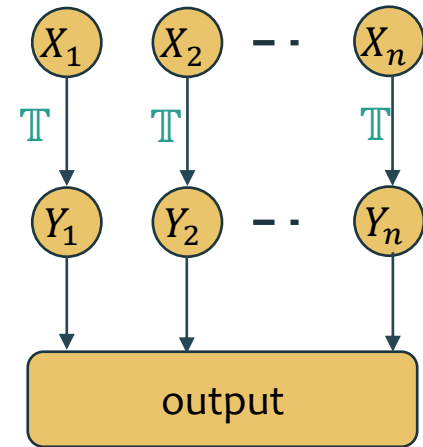
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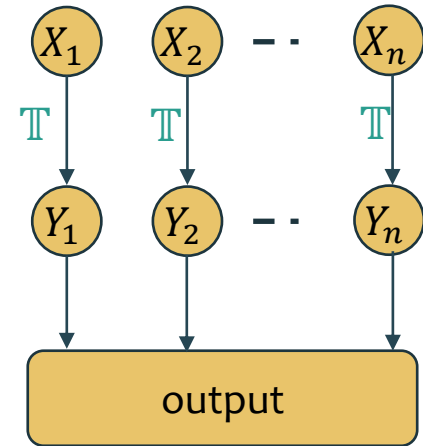
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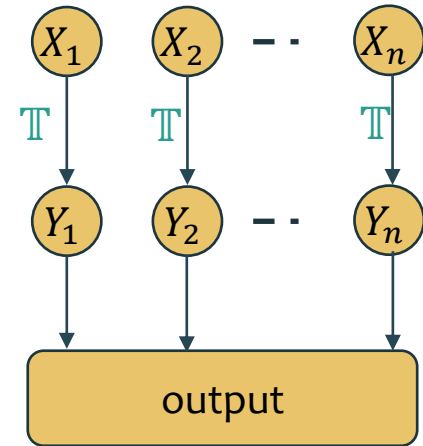
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Statistical cost: Minimum value

Computational cost: time to find an approximate minimizer



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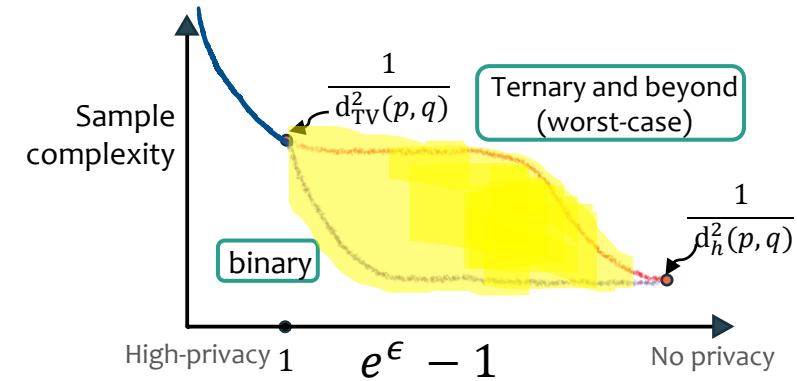
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- The decrease (or the contraction) depends also on the total variation distance

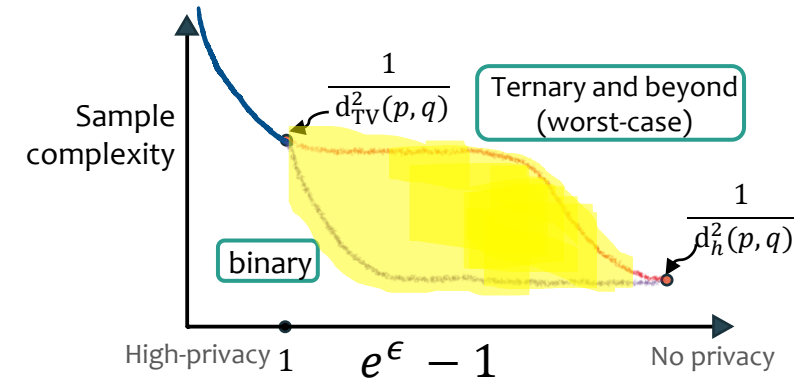
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- Suppose, we are interested in a binary private channel \mathbb{T}



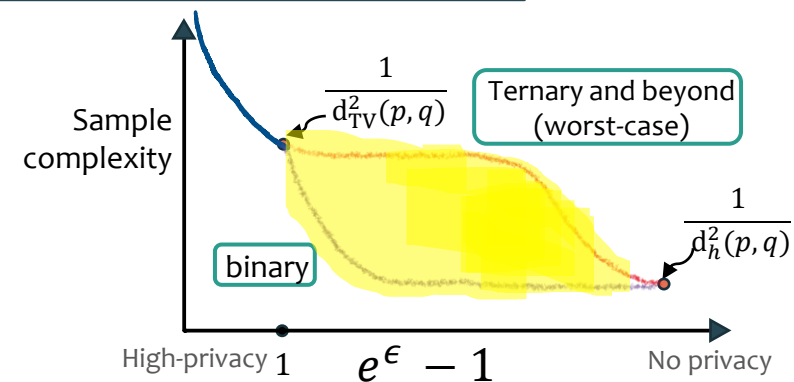
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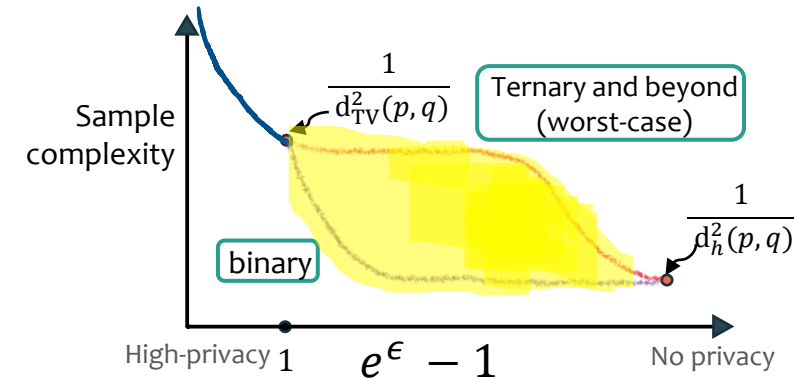
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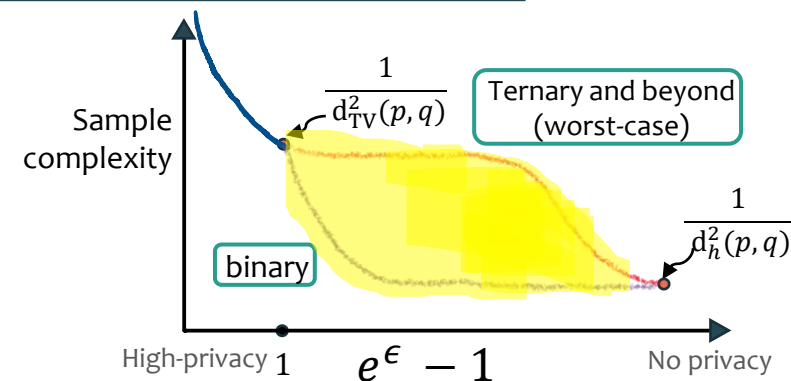


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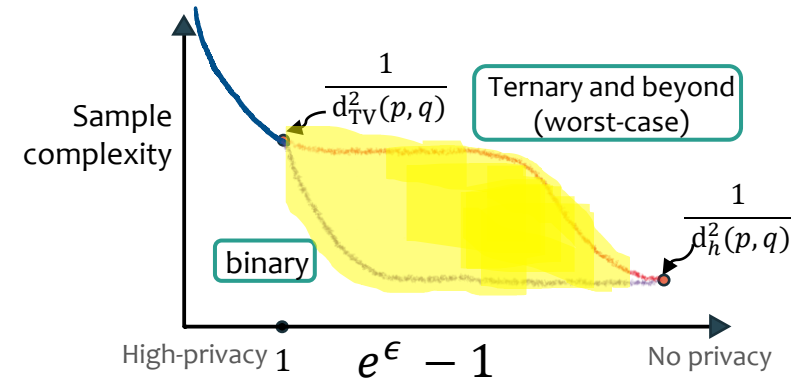
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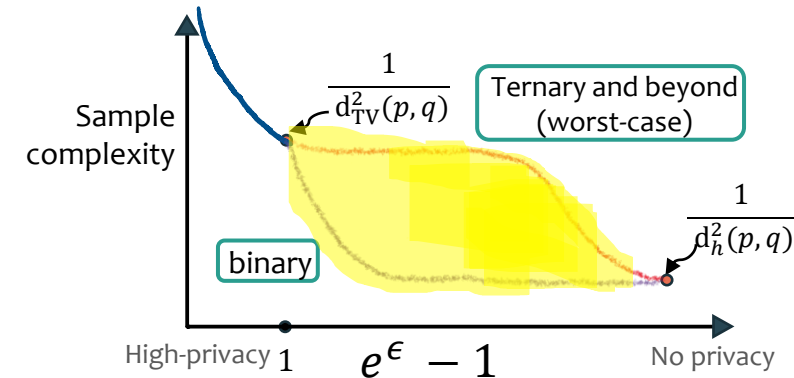
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Dominant contribution to d_{TV}

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- If \mathbb{T}' preserves Hellinger divergence, then the total variation decreases, and vice versa



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Extreme points lead to optimal performance

- Recall the original objective

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What type of channels \mathbb{T} lead to the extreme points of \mathcal{A} ?

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Can we further reduce the search space in the first step?

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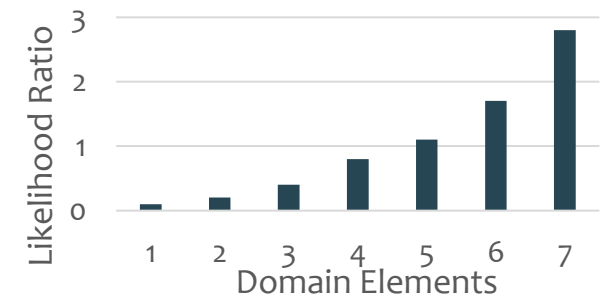
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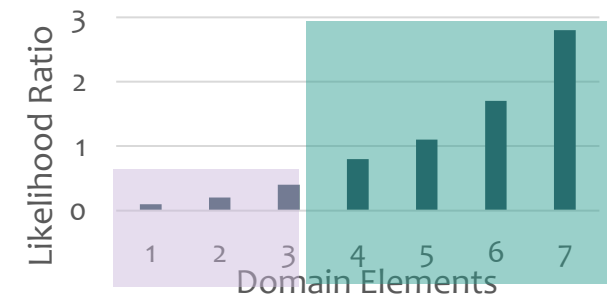
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Threshold Channel: A deterministic channel \mathbb{T} is a threshold channel for p and q if \mathbb{T} partitions the input domain by thresholding the likelihood ratios of p and q .



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Corollary [PAJL23]: $\text{poly}_\ell(k^{\text{poly}(\ell)})$ -time algorithms to maximize convex functions over \mathcal{A} .

Outline

- ▶ Motivation
- ▶ Problem Statement
- ▶ Our Results
- ▶ Proof Sketch
 - ▶ Statistical
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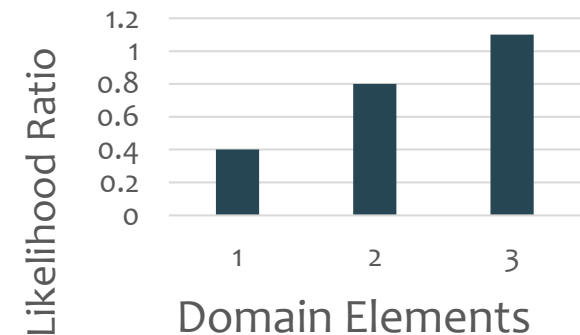
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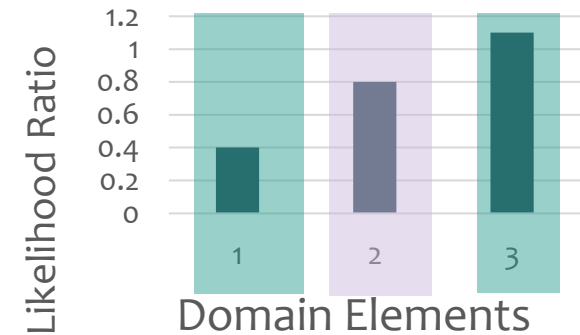
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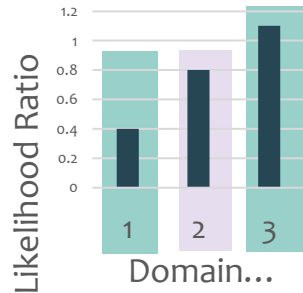
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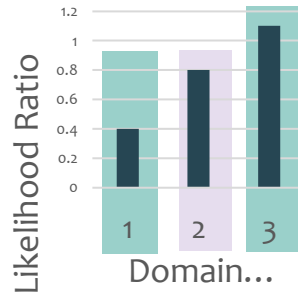
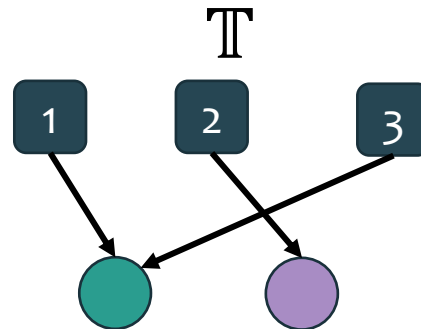
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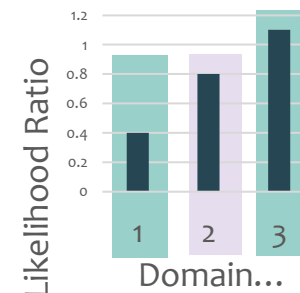
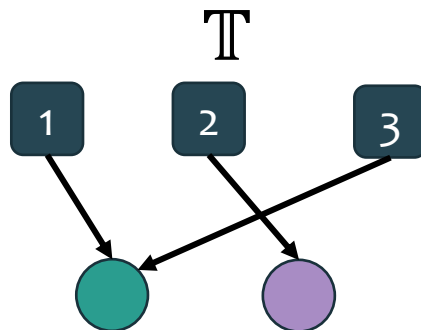
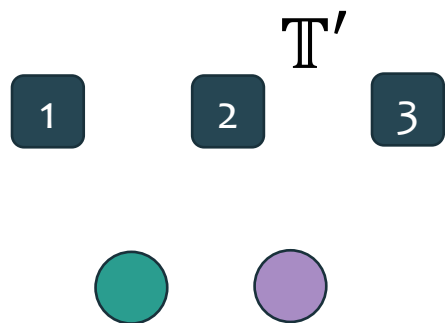
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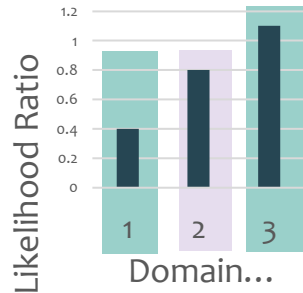
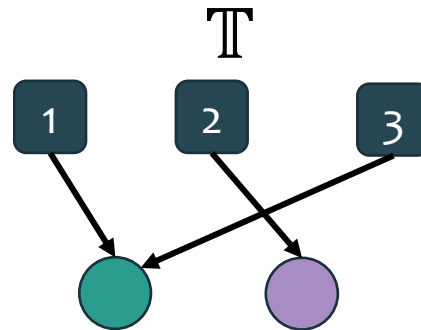
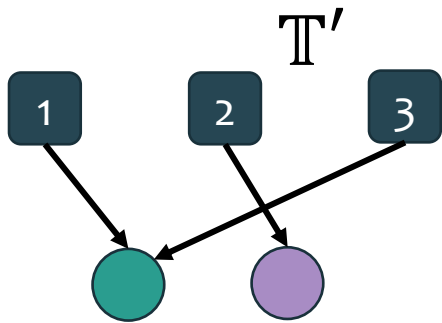
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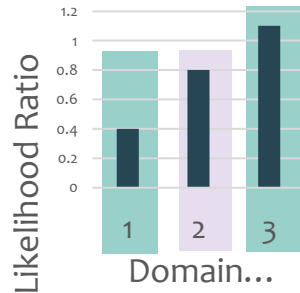
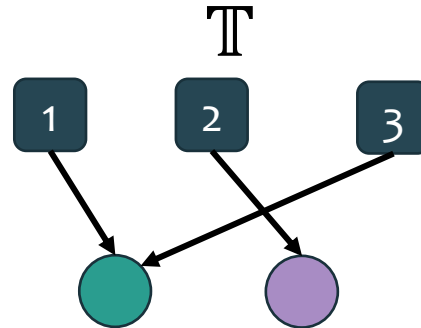
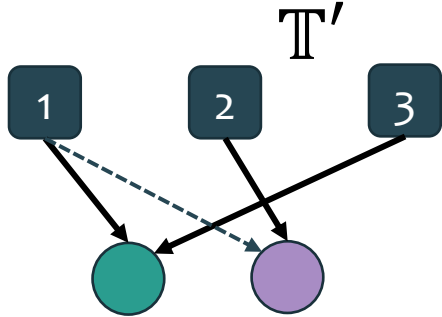
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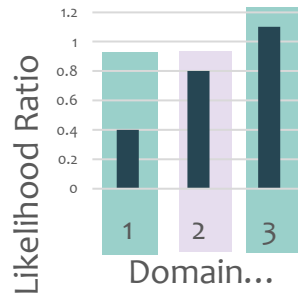
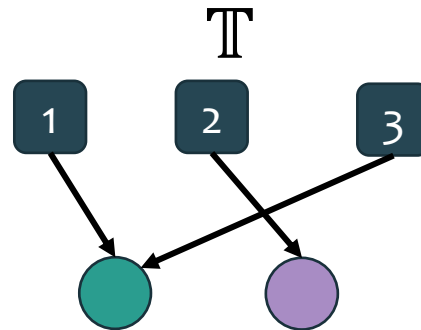
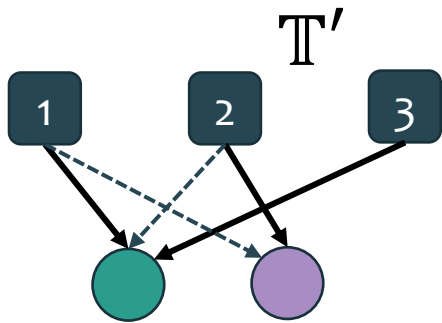
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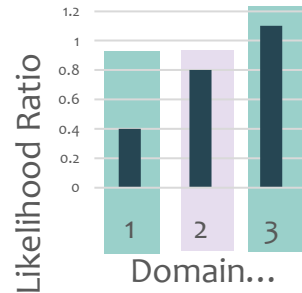
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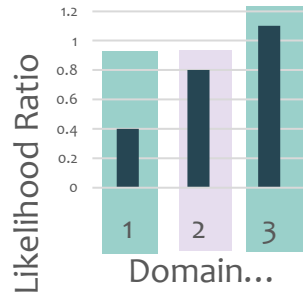
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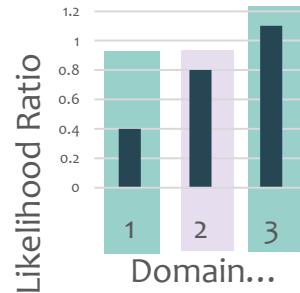
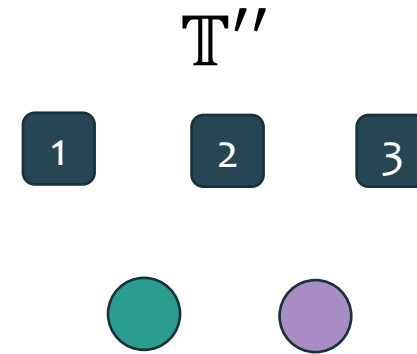
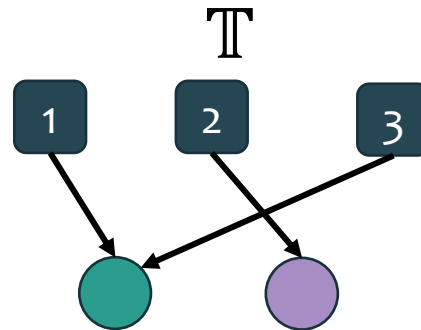
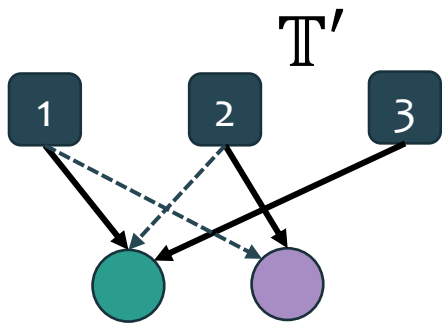
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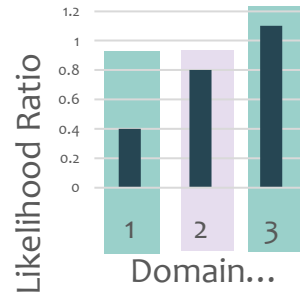
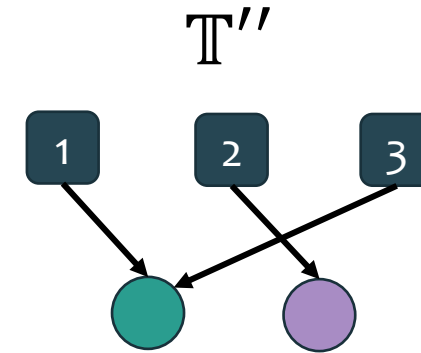
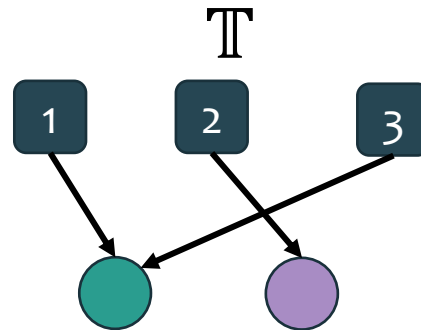
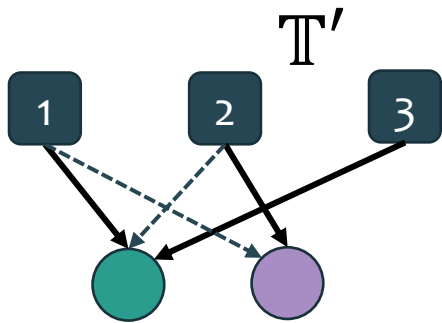
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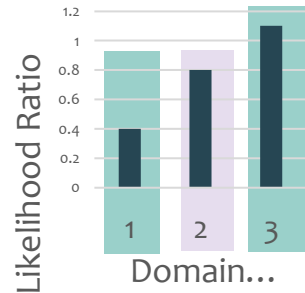
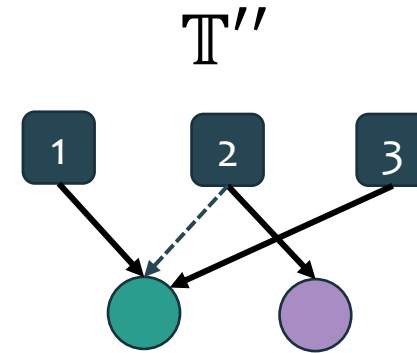
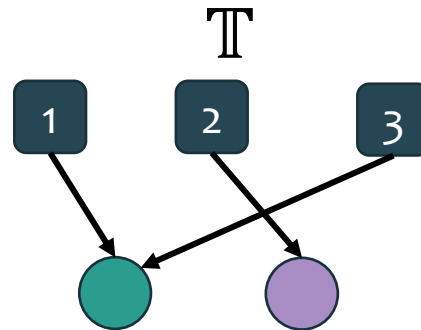
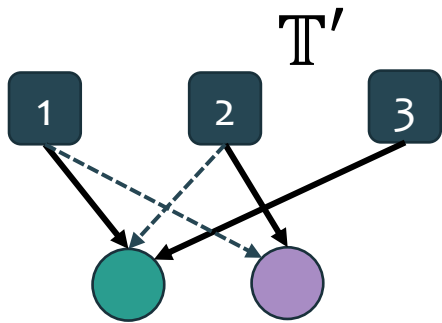
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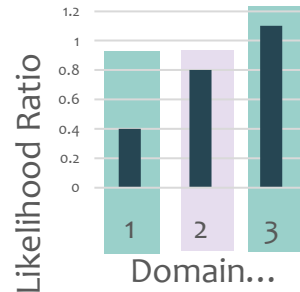
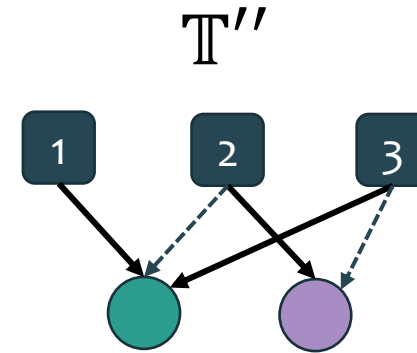
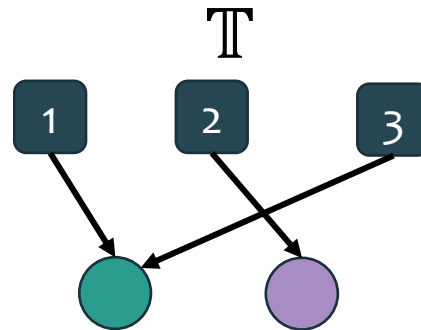
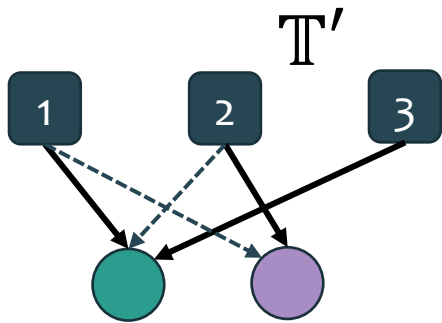
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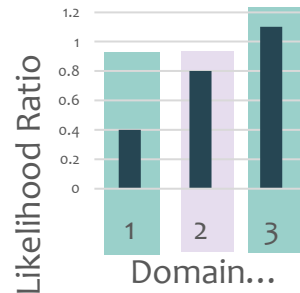
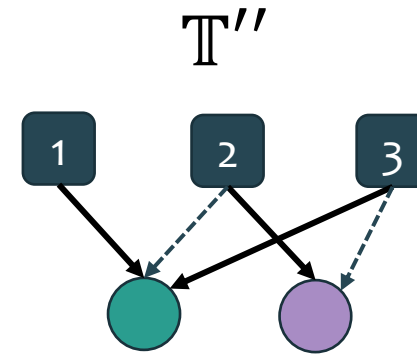
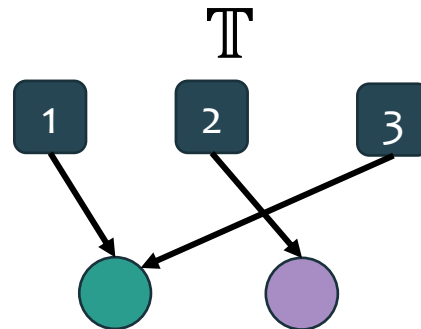
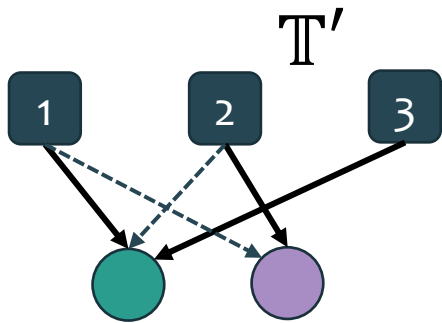
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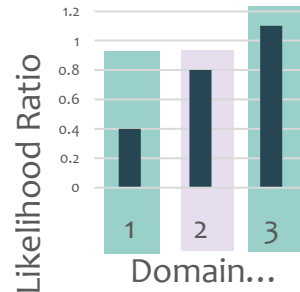
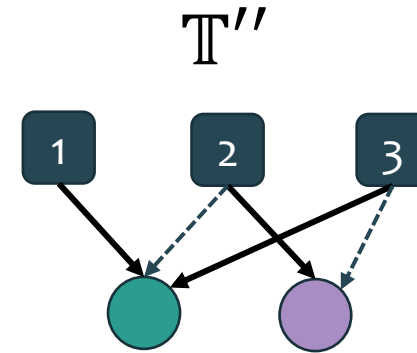
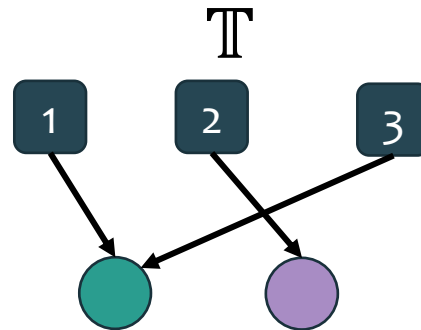
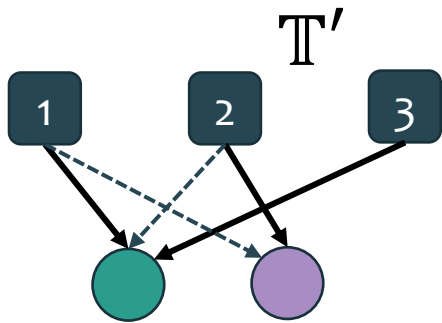
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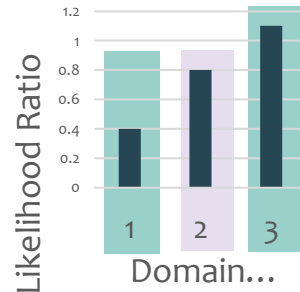
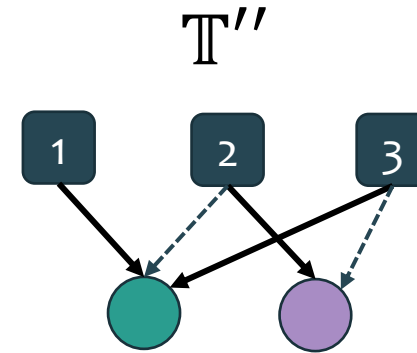
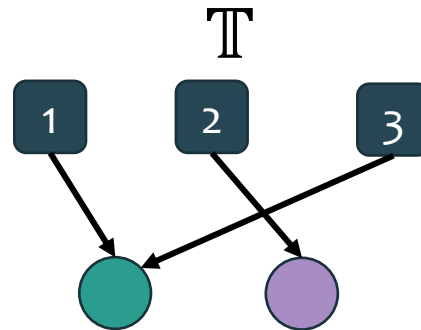
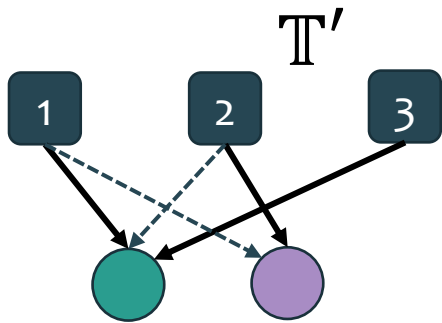
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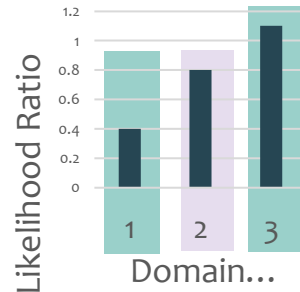
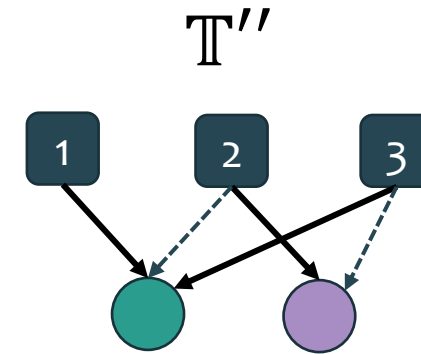
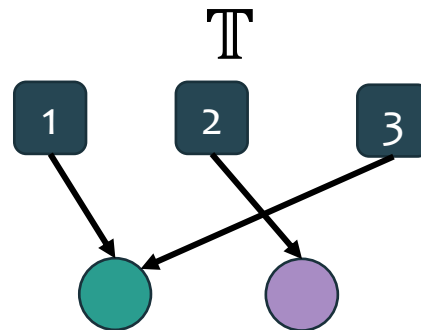
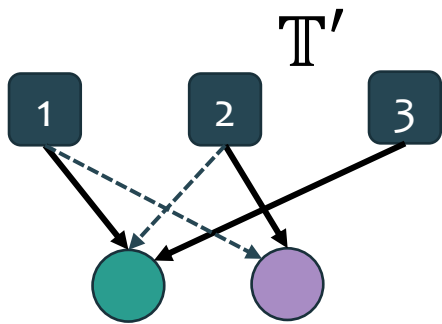
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- ▶ Motivation
- ▶ Problem Statement
- ▶ Our Results
- ▶ Proof Sketch
- ▶ Conclusion

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