



# User Privacy in Collaborative Filtering Systems

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#### Recommendation System (RS)

#### Automatically recommend items by learning users' interest

# Successful Recommendation Systems



Netflix: 75% of views driven by recommendation

### Successful Recommendation Systems



Amazon: +29% sales from recommendation

## Successful Recommendation Systems



Facebook: News Feed is like a RS

# Recommendation System = Privacy Threat

### **Recommendation System = Privacy Threat**

#### Example: Netflix Prize De-anonymization



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Lawsuit

#### Source of threat: data collection

Threat: "Big Brother"

Solution: Decentralization

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#### Other sources of threats

Recommendation generation

Output of the RS

# CF uses the preferences of users with similar interests in order to make recommendations

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Variants of Collaborative Filtering (CF)

- ...
- User-based CF
- ...

# User-based Collaborative Filtering



## User-based Collaborative Filtering



1. Find most similar users (neighbors)

# User-based Collaborative Filtering



- 1. Find most similar users (neighbors)
- 2. Take recommendations from neighbors' profile

Recommendation generation (Similarity computation)

Output of the RS (recommendations themselves)

# Collaborative-filtering systems are an underestimated threat to user privacy



# Collaborative-filtering systems are an underestimated threat to user privacy, and we propose privacy-preserving mechanisms for different stages of recommendation



Recommendation generation (Similarity computation)

Output of the RS (recommendations themselves)

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**Hide & Share** Conceal users profile' content during similarity computation Output of the RS (recommendations themselves)

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Attack analysis & 2-step Prevent a type of privacy attack exploiting received recommendations

# Contribution: Hide & Share

User-based CF for user U:

 Find U's K-Nearest-Neighbors (кNN) w/ similarity metric (e.g. cosine)



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#### Decentralized version

Step 1: similarity computation = profile exchange



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Step 1: similarity computation = profile exchange

Privacy threat by "Little Brothers", malicious users



#### "Little Brothers" adversary

Goal: discover target user's profile by reconstruction attack

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# Capabilities

- Passive information gathering
- Limited active steps:
  - Eavesdrop
  - Bias randomness
  - Unlimited similarity computations
- No collusion, no Sybil attack

#### Goal

- Measure similarity
- Protect profiles

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#### How?

Measure indirectly 2 users' similarity by comparing their respective similarities with random profiles

### Hide & Share: Toy Example



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#### Usual profile representation

List of < *itemID*, *rating* >

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Problem

Random profile (landmark) generation?

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List of < itemID, rating >

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# Solution: Compact profiles

- Compact profile = Bloom filter
- Containing only liked items

#### A & B first meeting

1. Setup a secure communication channel



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- 2. Common secret w/ bit-commitment scheme

$$A \stackrel{\text{seed} = \text{coin-flipping}()}{\bigstar} B$$

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#### When A & B meet again

- Reuse the communication channel and landmarks
- Only steps 4 & 5 remain to be done.

- 1. Recommendation quality
- 2. Privacy
- 3. Overhead

- MovieLens: movies recommendation datasets
- Jester: jokes recommendation dataset

	# users	# items	# ratings	rating range
ML-100k <sup>1</sup>	943	1,682	100,000	[15] (integers)
ML-1M <sup>1</sup>	6,040	3,900	1,000,000	[15] (integer)
Jester-1-1 <sup>2</sup>	24,983	100	1,810,455	[—10, 10] (reals)

<sup>&</sup>lt;sup>1</sup>MovieLens: http://grouplens.org/datasets/movielens/ <sup>2</sup>Jester: http://eigentaste.berkeley.edu/dataset/

#### 1. Datasets split randomly



- 2. KNN graphs computation
- 3. Recommendations

# **Evaluation: Recommendation Quality Metrics**

### Precision & Recall



$$precision(user) = \frac{|good|}{|recommended|}$$
$$recall(user) = \frac{|good|}{|relevant|}$$

# **Evaluation: Recommendation Quality Metrics**

#### Precision & Recall



## Evaluation: Recommendation Quality

Higher Recall & Precision = better



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H&S better than random despite similarity approximation

# Evaluation: Neighborhood Quality

## Normalized neighborhood quality

 $quality(user) = \frac{\overline{sim(user, neighborhood)}}{\overline{sim(user, idealNeighborhood)}}$ 

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lower neighborhood quality  $\neq$  lower recommendation quality

## Profile Reconstruction Attack

- 1. Infer target's compact profile from landmark coordinates
- 2. Deduce items forming the compact profile

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# Basic attack

- 1. Compact profile inference: use the most similar landmark as guessed compact profile
- 2. Items inference:
  - Adversary knows: items  $\leftrightarrow$  compact profile bits
  - Guesses all matching items

# **Evaluation: Privacy Metric**

#### Set Score

Given a guessed set of items, how much a profile remains private?

- Profiles = sets of items
- G: guessed profile, P: actual profile
- Range:



# **Evaluation: Empirical Privacy**

Higher Set Score & F1 Score = better



Randomization technique

Randomize a percentage of bits:  $\frac{1}{2}$  chance of bit flip

# **Evaluation: Empirical Privacy**

Higher Set Score & F1 Score = better



H&S: highest privacy & good recommendation quality

#### Upper-bound on leaked information

Knowing the landmarks and the associated coordinates, how much of the profile remains unknown

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Conditional entropy: H(W|V, M)

where

- W: Compact profile:  $\vec{w} = \frac{\vec{c}}{||\vec{c}||}$ ,  $\vec{w} \in \mathbb{R}^{n}_{[0,1]}$ , uniformly distributed
- V: Landmark-based coordinates:  $\vec{v} \in \mathbb{R}^{m}_{[0,1]}, \vec{v} = \vec{w}M$
- M: Landmarks:  $M \in \mathbb{Z}_2^{n \times m}$ , binomial distribution p = 0.05

Manipulating the formula:  $H(W|V, M) = H(W) - \mathcal{L}$ 

 $\mathcal{L}$ : Upper bound on recoverable information about  $\vec{w}$ 

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 $\mathcal{L}$ : Upper bound on recoverable information about  $\vec{w}$ Numerical values

# landmarks	profile size	L	F1 score
m = 25	660	660	0.6690
m = 10	660	505	0.6602
<i>m</i> = 7	660	399	0.6567
m = 5	660	338	0.6480
<i>m</i> = 3	660	283	0.6360

# **Evaluation: Communication Overhead**

#### Average communication overhead/round For 1 peer, over 50 rounds,

Lower Network consumption = better



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For 1 peer, over 50 rounds, 1 round  $\simeq$  30 sec.  $\rightarrow$  20-25 kiB/s

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H&S: reasonable bandwidth by today's standards

## Evaluation: Storage & Computational Overhead

#### Average storage overhead

Lower Storage = better



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*H*&*S*: no profile caching  $\rightarrow$  lower storage requirement
# Evaluation: Storage & Computational Overhead

#### Average storage overhead

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*H*&S: no profile caching  $\rightarrow$ lower storage requirement

#### Computational overhead/peer

Negligible from user's perspective (think HTTPS websites)

# Contribution: Hide & Share

Conclusion

# Conclusion

#### Good trade-off

- Reasonable recommendation performance
- Reversing H&S is not trivial (empirical privacy)
- Quantified max. information leak (formal privacy)



#### Other sources of threats

Recommendation generation (Similarity computation)

**Hide & Share** Conceal users profile' content during similarity computation Output of the RS (recommendations themselves)

Attack analysis & 2-step Prevent a type of privacy attack exploiting received recommendations

# **Contribution: Attack Analysis &** 2–step

# Attack on user privacy Using:

- The RS's output
- Auxiliary (a priori) information about target

# Attack against user-based CF, proposed in [CKNFS11]<sup>1</sup> but not evaluated

<sup>&</sup>lt;sup>1</sup>"You Might Also Like:" Privacy Risks of Collaborative Filtering ; by Calandrino, Kilzer, Narayanan, Felten, Shmatikov ; in S&P 2011

# Attack against user-based CF, proposed in [CKNFS11]<sup>1</sup> but not evaluated

#### Attack Rationale

If you know all but one of your neighbors' profile, unknown items recommended = remaining neighbor

<sup>&</sup>lt;sup>1</sup>"You Might Also Like:" Privacy Risks of Collaborative Filtering ; by Calandrino, Kilzer, Narayanan, Felten, Shmatikov ; in S&P 2011

# **Goal** Discover items from the target's profile

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- Value of к (of кNN)
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- Active attack
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- Value of к (of кNN)
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#### Sources of Auxiliary Information

Public profile, item/product reviews, free in decentralized systems

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• Sybil asks RS for recommendations



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- Sybil asks RS for recommendations
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# 2) Guess Using Recommendations

- Sybil asks RS for recommendations
- Sybil users pool their recommendations
- If **success criterion** met: recommendations come from target's profile

#### Software

Apache Mahout's user-based collaborative filtering

<sup>3</sup>MovieTweetings: https://github.com/sidooms/MovieTweetings

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#### Datasets

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#### Impact of similarity metrics

Attack depends on neighborhoods  $\rightarrow$  similarity metrics

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# Attack Evaluation: Similarity Metrics I

$$Cosine(A, N) = \frac{r_A \cdot r_N}{\|r_A\| \|r_N\|}$$
$$Jaccard(A, N) = \frac{|r_A \cap r_N|}{|r_A \cup r_N|}$$
$$Pearson(A, N) = \frac{cov(r_A, r_N)}{\sigma_A \times \sigma_N} = \frac{\sum\limits_{i \in I_{AN}} (r_{A,i} - \overline{r_A})(r_{N,i} - \overline{r_N})}{\sqrt{\sum\limits_{i \in I_{AN}} (r_{A,i} - \overline{r_A})^2 \sum\limits_{i \in I_{AN}} (r_{N,i} - \overline{r_N})^2}}$$
$$Cos-overlap(u, n) = \frac{u \cdot n}{\sqrt{\sum\limits_{i \in I_{un}} (u_i)^2} \times \sqrt{\sum\limits_{i \in I_{un}} (n_i)^2}}$$

# Attack Evaluation: Similarity Metrics II

$$CosineAvg(u, n) = \frac{\sum_{i \in I_u \cup I_n} u_i \times n_i}{\|u\| \|n\|}$$
$$WUP-u(u, n) = \frac{\sum_{i \in I_{un}} u_i \times n_i}{\sqrt{\sum_{i \in I_{un}} (u_i)^2} \times \sqrt{\sum_{i \in I_n} (n_i)^2}}$$
$$WUP-n(u, n) = \frac{\sum_{i \in I_{un}} u_i \times n_i}{\sqrt{\sum_{i \in I_u} (u_i)^2} \times \sqrt{\sum_{i \in I_{un}} (n_i)^2}}$$

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#### Attack Success

- Yield
  - Number of guesses
- Accuracy
  - Fraction of correct guesses
- Expected neighborhoods
  - $\cdot\,$  Out of the  $\kappa$  Sybils, how many meeting success criterion?

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#### Criterion met



#### Criterion not met



#### Attack Success Evaluation I

Sybils ask 5 recommendations each

Lower Yield = better privacy



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Sybils ask 5 recommendations each

Lower Yield = better privacy



2 behaviors: Cos-overlap and the other metrics

#### Attack Success Evaluation II

Lower Accuracy = better privacy



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Lower Accuracy = better privacy



Only Cos-overlap resists the attack w/ many auxiliary items

### Attack Success Evaluation III

Lower Expected neighborhoods = better privacy



#### Attack Success Evaluation III

Lower Expected neighborhoods = better privacy



Coarse similarity by Cos-overlap defeats the attack

# Similarity Metrics Evaluation: Recommendation Quality

Root Mean Square Error 
$$RMSE(A) = \sqrt{\frac{\sum_{i=1}^{n} (pred_{A,i} - r_{A,i})^2}{n}}$$

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Root Mean Square Error  $RMSE(A) = \sqrt{\frac{\sum_{i=1}^{n} (pred_{A,i} - r_{A,i})^2}{r_{A,i}}}$ 

Lower RMSE = better recommendations



Correlation of recommendation guality & attack resilience
#### Understanding Cos-overlap's Resiliency

Lower Expected neighborhoods = better privacy



Nb Perfectly Similar Counterparts

Perfecty Similar Counterpert (PSC): Users 100% similar to target

#### Understanding Cos-overlap's Resiliency

Lower Expected neighborhoods = better privacy



Nb Perfectly Similar Counterparts

1+ PSCs prevent Sybil from having an expected neighborhood

The attack fails when the target has PSCs

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#### Counter-measure Idea

Combine:

- *Cos-overlap*'s coarse similarity approximation (creating PSCs)
- good recommendation quality

# 1. Make similar enough users indistinguishable from each other

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#### 2-step Overview

- 1. Make similar enough users indistinguishable from each other
  - Users with  $Cosine \ge th$ , similarity capped th
- 2. Select among them the most useful ones for recommendation
  - Similarity bonus depending on the number of "new" items
  - Users with *i* "new" items get a similarity bonus of 1 *th*



#### Attack Success Evaluation with 2-step I

Lower Accuracy = better privacy



#### Attack Success Evaluation with 2-step I

Lower Accuracy = better privacy



2-step: good attack resiliency, esp. with low th

#### Attack Success Evaluation with 2-step II

Lower Expected neighborhoods = better privacy



#### Attack Success Evaluation with 2-step II

Lower Expected neighborhoods = better privacy



2-step: Expected neighborhoods rarely obtained

#### **Recommendation Quality of** 2-step

Lower *RMSE* = better recommendations



#### **Recommendation Quality of** 2-step

Lower *RMSE* = better recommendations



2-step: Recommendation quality close to Cosine's

# **Contribution: Attack Analysis &** 2–step

Conclusion

We addressed a privacy threat via recommendations

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Sybil Attack Study

- $\cdot$  Generally effective attack w/o PSCs
- Higher than expected required level of auxiliary knowledge

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#### Counter-measure: 2-step

Promising preliminary evaluation:

- Good attack resiliency (better than Cos-overlap's)
- Good recommendation quality (close to Cosine's)

# Conclusion

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#### Summary

- Recommendation = useful but need more privacy
- Addressed 2 types of threat:
  - During recommendation generation
  - From recommendations themselves



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  - During recommendation generation
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#### Contributions

- Privacy during similarity computation, *Hide & Share*
- Twofold contribution:
  - Evaluation of a Sybil attack on user privacy
  - Privacy-preserving counter-measure, 2-step



#### Hide & Share

- Stronger adversary (e.g. collusion)
- Privacy-preservation after KNN computation

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2–step

- Knowledge of *k* for the adversary
- Test on a real-world RS
- Further evaluation of 2–*step* in progress

- Privacy impact heuristics in RSs
- Do-Not-Track-like mechanisms for RSs
- Study more attacks to raise awareness about privacy threats of RSs
- User data monetization

# Thank You