

A Constraint Programming Approach to Optimal Network Anonymization

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Problem scenario

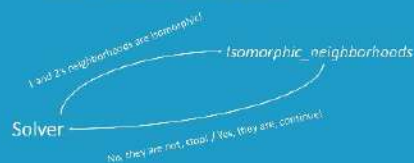
We are trying to make network data public and free to use. To do so, we need to ensure the privacy of the represented individuals by **anonymizing our networks**.



The **goal** is to alter the original graph as little as possible, so that future analysis and studies are realistic and provide useful results.

Methodology

- Initially, simple CP model (BasicModel) - heavily limited by the graph size ($n < 7$)
- Novel *isomorphic_neighborhoods* constraint that checks neighborhood isomorphisms:



- We compared BasicModel against a model using our new constraint (IsoModel)

Conclusions and Future Work

- Our approach can be used to guarantee fully-anonymized graphs that are as close to the original as possible
- Users can easily tweak the model for their specific problem definition
- Currently, our solution can only be used on small graphs
- New constraints \Rightarrow future improvements in the form of custom propagators

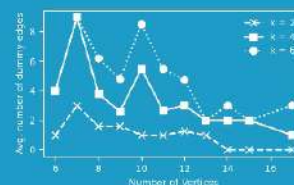
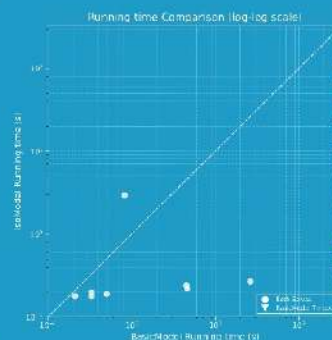
Preliminaries

- Attacker's knowledge: 1-neighborhoods of each node
- k-anonymity**: each node has at least $k-1$ equivalent nodes
- Node equivalence: two nodes having isomorphic 1-neighborhoods

- Constraint programming: model the problem using a declarative language
- We model the problem's characteristics through constraints



Results



- IsoModel outperforms BasicModel in terms of running time
- Our solution is optimal and feasible for small ($n < 20$) or highly dense graphs
- Increasing k leads to an increase in anonymization cost \Rightarrow higher graph alteration