

# Security and Privacy in Speech Communication

Technological Perspective

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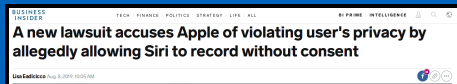
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Aalto University

# Speech-Privacy in the News

... week 32, 2019



# Happened previously

- Social media had Cambridge Analytica.
- Speech operated devices and services:
  - NSA/CIA eavesdrops non-US calls on Skype (caused a raid at the Brazilian home of journalist who covered Edward Snowden).
  - Amazon, Google, Microsoft and Apple had employees listen to conversations of their smart speakers.
  - Amazon smart speaker has called and transmitted all local conversations to a random person.
  - Recordings of smart devices have been used to catch criminals.
  - Smart devices have automatically called emergency services.
  - You can eavesdrop on your room-mates by browsing through their voice history of shared device (through your phone, even when you are not at home).
  - etc. . .

# Motivation

- Speech operated devices have not yet had their Cambridge Analytica.
  - Can we fix privacy before it happens?
- European Union has introduced legislation, the General Data Protection Regulation (GDPR).
  - Partial solution to real problem.
  - Does not state specifics.
  - Applicable only within the EU.
- The research community has started to address the issue.
  - ISCA Special Interest Group “*Security and Privacy in Speech Communication*”. [spsc-sig.org](http://spsc-sig.org)

# Definitions

- *Privacy* = Free from public attention
- *Security* = Free from threat or danger

⇒ The two concepts are so close to each other that it usually best to always consider them together.

- More detailed definition is very difficult.
  - Leads to a philosophical discussion about ethics and morals.

# Information content in speech

- Literal, intended text content
- Accent; geographical, ethnic and cultural background (conscious?)
- Gender and gender identity (conscious?)
- Health (conscious and unconscious!)
- Other?
- Unconscious choices of words
- Speaking style (conscious and unconscious)
- Emotion (conscious and unconscious)
- Speaker identity
- Age
- Environment (background noise and reverberation)

# Information content in speech 2

- Speaking partner  
(Individual info of both)
- Relationship between speakers
- Power structure between speakers
- Level of intimacy/distance
- Level of familiarity
- Level of match (differential)  
in reference groups
- Level of privacy in conversation
- Importance of topic for relationship
- Other?

# Possible exposure

- Intended recipient (aware)
- Unintended but inconsequential recipient (aware and unaware)
  - E.g. person at the next table at the cafe, during casual conversation
- Undesirable recipient (unaware), unintentional listening
  - E.g. person at the next table at the cafe, during *private* conversation
- Undesirable recipient (unaware), intentional listening = malicious eavesdropping
  - E.g. hiding to overhear conversation, or secretly recording/analyzing conversations in the cloud
- Unintended but beneficial recipient, intentional listening = Public good
  - E.g. law enforcement, security monitoring (detect shouting, fire, glass breaking, person falling etc.)



# Type of information and exposure

- Both lists of information and exposure types are open-ended.
- The number of combinations with information types and exposure types is large! (At least 100)
  - Hard for user to keep track of everything.
- With human discussion partner:
  - Well-developed culture and habits which dictates behavior, i.e. how to act such that level of privacy is reasonable.
- Machine-in-the-loop:
  - Intuition does not work; we do not have a pre-existing culture wrt privacy, which takes machine into account.
  - None of us have a clear picture of the risks or consequences, wrt privacy.

# Basic principles

- *Control* – User can at any time choose level of privacy.
- *Transparency* – Level of privacy can be easily observed and checked. Changes in privacy have to be notified.
- *Privacy by design* – Privacy is the default and the system is built ground-up such that it takes privacy into account.
- *Usable privacy* – Reasonable expectations of privacy should not make service unusable. ⇒ Privacy is about usability.
  - Every service requires some level of information transfer =leak of information.
  - Service design should cover also privacy.

# Activities in Privacy and Security

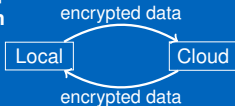
- *Encryption* – The obvious: Always demand end-to-end and at-rest encryption of all your communication services.
- *Privacy-preserving computations* – Using a cloud services does not mean that you have to reveal all your information (homomorphic encryption).
- *Federated learning* – Learning in the cloud is possible without leaking private information.
- *Anonymization* – Extract only the information needed and remove everything else.
- *Differential privacy* – Add noise to conceal individuals, but such that ensemble statistics can be deduced.
- *MyData* – All data is stored in private storage (can be cloud) separate from service providers, who must request access when needed.

# Activities in Privacy and Security

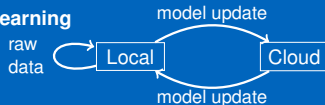
No privacy



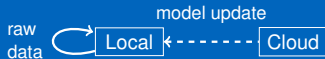
Homomorphic encryption



Federated learning



Edge computing



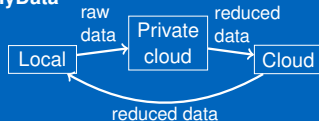
Differential privacy



Anonymization



MyData



# Activities in Privacy and Security

- *Speaker recognition, -verification, spoofing and voice conversion*  
– Identify who is speaking and how to hide that.
- *Experience of privacy* – The study of how people perceive the level of privacy in human-to-human communication.
- *Acoustic fingerprint for authentication* – Enable authentication based on physical environment

# Encryption

- Should be standard by now! It isn't.
- In-transit; weakest link can reveal all your conversations.
- At-rest; mass-storage is an attractive target for criminals.
- Governments often propose backdoor access;
  - Sooner or later, backdoor-key will be leaked to criminals.
  - = Everyone is exposed, but we have an illusion of security.
  - ⇒ Illusion of security is worse than insecurity.
  - You might trust your own government, but do you really trust all other governments as well?
- Meta-data is also sensitive;
  - Frequent calls to a pregnancy clinic or home violence counseling are rather revealing!
- Every lock can be broken with sufficient effort.
  - ⇒ Encryption should be treated as a *sufficient* roadblock.

# Privacy-preserving computations

- Problem scenario:
  - You do not want to share your data with service provider.
  - Service provider does not want to share model with you.
  - How can we use model on data, when neither trusts one-another?
- The idea of privacy-preserving computations:
  1. Encrypt data on trusted device.
  2. Transmit to untrusted device.
  3. Apply secret processing on encrypted data.
  4. Transmit back to trusted device.
  5. Decrypt processed data on trusted device.

# Privacy-preserving computations

- Solution: Homomorphic encryption
  - Enables computations on encrypted signal.
  - Allows only polynomial operations.
    - = Any non-linearities need to be rewritten in the form of, or approximated with, polynomial operations.
  - Principal drawback: Significant increase in complexity of computations.



# Federated learning

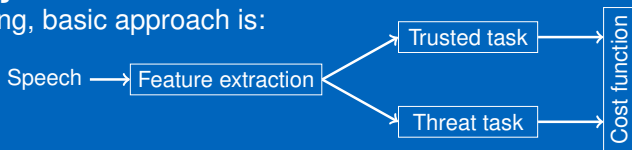
- Current model for digital assistants is based on big-data.
  - Service providers need troves of data to train their models.
  - ⇒ They store large amounts of private data and use it for training models.
  - Model parameters are valuable and secret, they cannot be transmitted to local devices.
- Federated learning is a method where model is stored at a server, but where each client describes how model can be improved (gradient of parameters), such that server can improve model without seeing the data.
  - See also differential privacy.
  - A drawback is that server can train only once; with stored data, server can use data several times.

# Anonymization

- Objective: Extract features from signal on local device, transmit to server, which uses its model to extract information.
  - Example: Extract features for phonemic content on local device, such that server can extract text content, but omit all other information.
- Primary issue is that we do not (yet) have methodology for assessing to which extent other information is removed.
  - E.g. we can test whether gender information is preserved.
  - But, we do not know if it is only our gender-predicting model which is insufficient and if a better model could still predict gender.
  - We also do not know whether other categories of information (like accent, age, physical properties) are also removed and we do not have a full list of possible sensitive categories of information.
- Besides, even the text content reveals sensitive information.
  - For example, (unaware) word choices can be very revealing.

# Anonymization

In training, basic approach is:



- Underlying assumption: Server has a model which cannot be shared with local device, or, local device does not have capacity to do trusted task.
  - If model could be shared and if local device has enough capacity, then we could do trusted task on local device.
    - ⇒ No need to transmit sensitive features.
- Cost function is a balance between best performance in trusted and worst performance in threat tasks.
- Increasing dimensionality of feature vector improves performance on both tasks.

# Differential privacy

- Task: Server wants to extract private information, such that answers cannot be connected back to individual.
  - = Extract population statistics, without connection to individual.
- Idea: Dithering = add noise, such that individual answer is unclear, but averages can be extracted.
- Example: What is your gender?
  - If `flip-coin() == Heads`
    - Answer truthfully
  - else
    - Answer randomly (50%/50%)
- Effect of randomness can be canceled from population average.
- 75% chance that individual answer is true.

# MyData

- Basic principle: I own and decide what is done with my data.
- Store data in single location of your choice.
  - Gives transparency, control, but also central point of weakness.
- Service providers request access to your data.
- Requires 1. standard APIs and 2. service-providers for private storage.
- Project started in Finland at Ministry of Transport and Communications.
- Now a large world-wide movement.

# Speaker identification/verification and spoofing

- Oldest research area within privacy and security.
  - Methodology well-developed.
  - Deep-fakes are very convincing for humans.
    - Only computers can detect best fakes (spoofs).
  - Speaker id will remain difficult;
    - My mother has difficult discerning between me and my brothers.
- ⇒ Most important differences are the hardest.
- Day-to-day randomness is large (flu, tired, drunk..) and hard to model.

# Experience of privacy

- Pioneering work at Aalto.
- Motivation:
  - People have no intuition about privacy and security with devices.
  - What they think about privacy is often incorrect.
- ⇒ Design of privacy in UIs cannot be based on human-to-machine expectations.
- In contrast, human-to-human behavior, wrt privacy, has a long tradition.
  - We whisper our secrets.
  - Private conversations are held in secluded places.
  - We trust our secrets only to our friends and loved ones.

# Experience of privacy

## Approach

Solution: Is this environment private? Study human-to-human behavior

- Ask people how they experience different environments (questionnaire).
  - Could you tell a secret to a friend in this environment?
  - How loud could you tell a secret to a friend in this environment? (1=Whisper .. 5=Shouting)
- Automatically analyze acoustic environment to predict response of humans.
  - Machine learning task
- Adapt behavior of voice user interface to reflect and respect current level of privacy.



# Acoustic fingerprint for authentication

- In human-to-human communication, people in the same “room” are obviously allowed to participate in a conversation.
  - Room = Bounded acoustic environment
- To make human-to-device communication intuitive, we can use the same model.
  - Devices in the same acoustic environment can interact privately.
  - Higher level of privacy than just “in the same WiFi-network”.
- Solution: Create fingerprint of microphone signal
  - Devices with same fingerprint can interact privately.
  - Use fingerprint as key for encryption.
  - Error correction to fix small differences.
- Problem: Same TV program in different rooms.

# Persistent issues

- Function creep
    - Data collected for one purpose, can be also used for other purposes
    - We do not now know how data will be used in the future
    - When giving consent to use data today, we might expose ourselves to unknown risks in the future
  - Irrevocable ID
    - The voice is a permanent part of a person.
    - Extremely valuable as identification.
    - Also very risky, since a lost voice fingerprint cannot be revoked.
- ⇒ Once the voice fingerprint is compromised, it can never again be used as ID.
- Applies to all biometric IDs.

# Consequences for researchers

- Data collection is essential for all speech research, especially for machine learning.
  - ⇒ Inherent privacy problem!
    - Leading scientist (group leader) is legally responsible, also if some other group uses your open data in a fraudulent way.
- Solutions:
  - Limit data collection (amount& type) to the essential.
    - ⇒ Balanced data sets (it's good science anyway!).
  - Check consent forms with lawyer.
  - Apply expiry date – use not allowed after.
  - If necessary, limit access with signed contract.

# Outlook and summary

- A lot of activities happening in good directions.
- However, mono-cultures vs diversification has not yet been addressed:
  - Big cloud services are inherently attractive targets. Weakest link exposes everything.
  - Big cloud breaches are massively valuable for criminals. We will not know of breaches unless criminal messes up.  
⇒ *How would we know if Big-cloud is already now compromised?*
  - “Local/edge” learning creates diversity, protects against disruption.
  - “Local/edge” processing also gives control/power to user.
  - We need systematic way of creating local diversity.
- Aalto has a leading role in this research.