



Viva

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Introduction





Thesis Title: Collaborative Distributed Machine Learning: From Knowledge Reuse to Sparsification in Federated Learning

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Introduction



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Key Publications:

- Knowledge Reuse in Edge Computing Environments, *Journal of Network and Computer Applications* Qianyu Long, Kostas Kolomvatsos, Christos Anagnostopoulos
- Model Reuse in Distributed Computing: A Multitask Learning Approach based on Partial Learning Curves, Transactions on Emerging Topics in Computing

Qianyu Long, Kostas Kolomvatsos, Christos Anagnostopoulos

FedDIP: Federated Learning with Extreme Dynamic Pruning and Incremental Regularization, International Conference on Data Mining 2023

Qianyu Long, Christos Anagnostopoulos, Shameem Puthiya Parambath, Daning Bi

Decentralized Personalized Federated Learning based on a Conditional Sparse-to-Sparser Scheme, Under review in Transactions on Neural Networks and Systems

Qianyu Long, Qiyuan Wang, Christos Anagnostopoulos, Daning Bi

• FedPhD: Federated Pruning with Hierarchical Learning of Diffusion Models, *In preparation for submission to the International Conference on Data Engineering 2025*

Qianyu Long, Christos Anagnostopoulos

Overview



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Content

- Background on Distributed Machine Learning
- Efficient Distributed Learning with Direct Reuse
- Efficient Distributed Learning with Enhanced Reusability
- Efficient Centralized Federated Learning with Pruning
- Efficient Decentralized Federated Learning with Pruning
- Conclusion



Background on Distributed ML

Definition and Motivation[4]



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Definition: Distributed Machine Learning (DML) enables training machine learning models across multiple devices, addressing scalability and privacy challenges.

Motivation:

- Scalability
- Efficiency
- Data Location Constraints

Categories:

- Data Parallelism
- Model Parallelism
- Hybrid

Applications on DML

Applications

- Autonomous Vehicles
- 📐 Smart Grid
- IoT-Enabled Healthcare
- Digital Twin



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(1)Model Traning (2)Upload Updates (3)Download Aggregated Results (4)Model Aggregation (5)Model Inference



Figure 1: Example of Distributed ML (Server-Client)

Challenges in Distributed ML



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- System Heterogeneity: Diverse hardware, network capacities, and computational power across devices.
- > Data Heterogeneity: Non-uniform data distributions across nodes.
- Communication Bottlenecks: Limited bandwidth and latency issues in inter-node data exchange.
- Data Privacy: Maintaining data confidentiality across distributed training environments.
- **Computation Constraints**: Limited computational resources on edge devices.



Efficient Distributed Learning with Direct Reuse

Challenges in EC Environments



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Edge Computing: Edge computing is a distributed computing framework where data processing occurs near the data source.

Motivation

- Limited computational resources and expensive communication.
- Data redundancy exists under certain situations
 (e.g., routine commuting, traffic cameras).



Figure 2: Home-to-School of Computing Science, University of Glasgow

Method: Knowledge Reuse



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Target: Reduces costs while keeping model performance.



Figure 3: Mechanism of BLM

Solution: Reuse models from other nodes to avoid retraining.

- Borrower-Loaner-Match to decide reusable models.
- Model-Reusability-Monitoring to ensure model performance.

Formulation and Analysis

$$\mathsf{MMD}(i,j) = \|\mu_i - \mu_j\|_{\mathcal{H}}$$
$$\mathsf{CD}(i,j) = 1 - \frac{\mathbf{v}_i \cdot \mathbf{v}_j}{\|\mathbf{v}_i\| \|\mathbf{v}_j\|}$$



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- Reusability: Over 67% success in reusability thresholds, with minimal false positives.
- Similarity Metrics: MMD and CD effectively guide borrower-loaner matches.
- Accuracy: High predictive accuracy maintained. (With only around 2% drop in accuracy)
- Monitoring: Holt-Winters detects data drift, ensuring model relevancy.

 $S_t = \alpha Y_t + (1 - \alpha)(S_{t-1} + b_{t-1}), \quad b_t = \beta(S_t - S_{t-1}) + (1 - \beta)b_{t-1}$



Efficient Distributed Learning with Enhanced Reusability

Reusability in Distributed Learning

Motivation

- Distributed systems (IoT, edge devices) generate redundant data. Hence, training separate models for each task is
- Pre-existing reusable models might be unavailable.

Figure 4: Data Distribution Across Nodes: For nodes with similar data distributions (same color), models trained on one node are reusable for some of others.



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Method: PLC-based DMtL Framework



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Target: Minimize resource consumption by optimizing model reuse in distributed training.



Figure 5: Two-Phase DMtL Process based on Partial Learning Curves

Method: Efficient knowledge reuse across tasks through model sharing.

- Partial Learning Curves computation with bootstrapping method, to estimate task similarity.
- PLC-based clustering and leader election.
- Distributed Multitask Learning across Leaders based on similarity information.

Problem Formulation and Analysis



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Problem Formulation

- Partial Learning Curves (PLC): $V_i = \left[V_i^{(S_1)}, V_i^{(S_2)}, \dots, V_i^{(S_p)}\right]^T$
- **•** Task Relationship Matrix: $\Omega_{i,j}^{-1} = \frac{2}{m} \cdot \frac{1}{1 + \exp(\epsilon \cdot d_{i,j})}$
- Optimization Objective: $J(W) = \sum_{k=1}^{K} \sum_{t=1}^{n_k} L_k(w_k^T x_k^t, y_k^t) + \frac{\lambda_1}{2} tr(W\Omega^{-1}W^T) + \frac{\lambda_2}{2} ||W||_F^2$

Key Results

- More than 80% communication computation reduction via clustering and head selection.
- Sørensen-Dice Coefficient: $\mu_{DC} > 0.9$ for efficient clustering.
- Minimal loss with reused models ($\xi \approx 0.05$).
- Improved Model performance, compared with SOTA baselines with 0.8% to 2% across CIFAR10 and Sentiment Datasets.



Efficient Centralized Federated Learning with Pruning

Definition and Motivation



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Definition: Federated Learning (FL) is a decentralized machine learning approach that enables training across multiple client devices without sharing raw data.[3]

Motivation:

- Resource constraints on edge devices.
- Communication bottleneck on the central server.
- Suboptimal sparsity in SOTA methods



Figure 6: Illustration of Challenges

FedDIP Framework Overview



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Introduces dynamic pruning with error feedback into FL: (DPF[2]):

$$\boldsymbol{\omega}_{t+1} = \boldsymbol{\omega}_t - \eta_t
abla f(\boldsymbol{\omega}_t \odot \mathbf{m}_t)$$
 (2)

$$=oldsymbol{\omega}_t - \eta_t
abla f(oldsymbol{\omega}_t + oldsymbol{e}_t)$$

Inspired by GReg[5], we combine incremental regularization to achieve extreme sparsity.

$$\lambda_{t} = \begin{cases} 0 & \text{if } 0 \le t < \frac{T}{Q} \\ \vdots & \vdots \\ \frac{\lambda_{\max}(Q-1)}{Q} & \text{if } \frac{(Q-1)T}{Q} \le t \le T \end{cases}$$
(3)



Figure 7: Illustration of FedDIP

Analysis



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(a) AlexNet on CIFAR10: Top-1 Accuracy over 1000 rounds for various FL methods. (b) LeNet5 on FashionMNIST: Top-1 Accuracy over 1000 rounds for different FL methods. (c) ResNet18 on CIFAR100: Top-1 Accuracy over 1000 rounds for multiple FL methods.

Figure 8: Top-1 accuracy comparison of AlexNet, LeNet5, and ResNet18 across 1000 communication rounds using various federated learning methods.

Analysis



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Summary of Contributions

- Accelerated training times
- Reduced memory usage
- Lower download costs

Detailed Results

- Enables extreme sparsity pruning while preserving accuracy: FedDIP achieved up to 90% sparsity with only 1.25% accuracy loss.
- Demonstrates efficiency across various model architectures in experiments with Fashion-MNIST, CIFAR10, and CIFAR100 datasets.
- Offers theoretical convergence guarantees for FedDIP.



Efficient Decentralized Federated Learning with Pruning

Definition and Motivation



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From Centralized Federated Learning to Decentralized Federated Learning

Definition: Decentralized Federated Learning (DFL) is a variation of Federated Learning where devices collaboratively train a model by communicating directly with each other, eliminating the need for a central server.

Motivation:

- Higher Communication
- Higher Computation
- Higher Maintenance
- Faster Convergence

Method



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Dynamic Aggregation: Clients reuse models within the same communication round, splitting neighbors into prior N_k^(a) and posterior N_k^(b) subsets. - Aggregated model for client k at time t:

$$ilde{\omega}_k^t = \left(\sum_{j\in G_k^t} \omega_j^t + \omega_k^t\right)\odot m_k^t$$

Sparsity-Driven Pruning: - Utilizes PQ Index (PQI)[1] for layer-wise compressibility assessment:

$$\mathsf{PQI}(\omega_{k,l}^t) = 1 - \left(\frac{1}{d_l^t}\right)^{\frac{1}{q} - \frac{1}{p}} \cdot \frac{\|\omega_{k,l}^t\|_p}{\|\omega_{k,l}^t\|_q}$$

- Pruning occurs based on the threshold δ_{pr} to control pruning frequency:

$$\frac{|\Delta_0^t - \Delta_0^{t-1}|}{|\Delta_0^1|} < \delta_{\textit{pr}}$$

DA-DPFL Diagram



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Figure 9: Iullstration of DA-DPFL

Analysis



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Figure 10: Performance comparison on multiple datasets and models.

Analysis



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- Model Accuracy: DA-DPFL consistently outperforms baselines, achieving top-1 accuracy across datasets, with up to 3.2% higher accuracy on CIFAR10 (ResNet18), 2.6% on HAM10000 (AlexNet), and 2.4% on CIFAR100 (VGG11) under various data partitioning schemes.
- Energy and Communication Efficiency:
 - Reduces busiest communication cost by 5x, thanks to sparsity-driven pruning and dynamic aggregation.
 - Achieves high model sparsity (**up to 80%**) with minimal/no accuracy loss.
- Convergence Efficiency: Fewer communication rounds are needed to reach target accuracy, outperforming DisPFL and other baselines, due to adaptive pruning and dynamic client scheduling.



Conclusion & Research Contributions

Conclusion & Research Contributions

Core Advances:

- Developed efficient distributed learning frameworks for
 knowledge reuse and
 sparsification, addressing resource constraints in edge and federated systems.
- Introduced pruning and dynamic aggregation methods (FedDIP and DA-DPFL) to reduce communication costs and improve convergence with minimal accuracy loss.

Empirical Validation:

 Demonstrated efficiency across diverse datasets and architectures, outperforming state-of-the-art baselines in accuracy, communication, and computation.

Future Directions:

- Extending model reusability frameworks to more heterogeneous environments.
- Exploring further sparsification methods for lightweight, real-time federated systems in mobile settings.



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Reference

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Thanks