

Abstract

While use of massive data benefits on training DNN models, aggregating all data into one physical location (e.g. a cloud data center) may not be possible due to data privacy concerns from consumers. For example, according to EU GDPR, it is preferable to minimize data transmission between processing nodes.

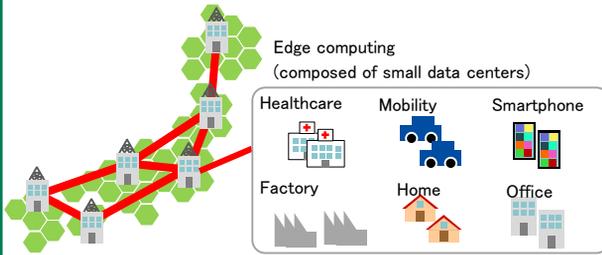
Our goal is to construct training algorithms to obtain a global DNN model that can be adapted to all data, even when individual nodes only have access to different subsets of the data. We assume that this algorithm is allowed to communicate autonomously between nodes, exchanging information such as model variables or their update difference, but data are prohibited from being moved from node they reside on.

Now, several platformers provide advanced services by aggregating/monopolizing data. However, we aim to create a society where data ownership belongs to individual and can be used for a variety of services while protecting data privacy.

Background, goal

Background: We are entering an era of distributed aggregation of due to data volume, privacy protection and legal regulations (e.g. GDPR).

Goal: To obtain a global DNN model without data aggregation (where asynchronous communication among nodes, such as model variable exchange, is allowed).



Problem

Problem: When the data at each node is statistically heterogeneous, a global DNN model cannot be obtained by just minimizing each node cost function.

Approach: We solve problem by minimizing sum of cost functions under a consensus constraint that all node models are identical with each other.

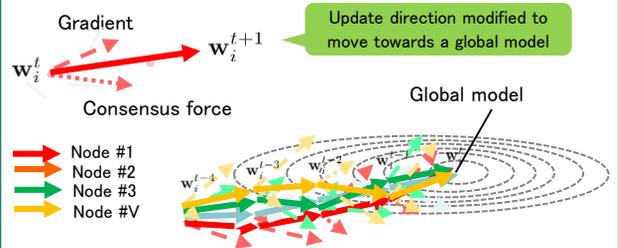
$$\inf_{\{\mathbf{w}_i | i \in \mathcal{V}\}} \sum_{i \in \mathcal{V}} F_i(\mathbf{w}_i; \mathbf{x}_i)$$

$$\text{s.t. } \mathbf{A}_{i|j} \mathbf{w}_i + \mathbf{A}_{j|i} \mathbf{w}_j = \mathbf{0} \quad \mathbf{A}_{i|j} = \begin{cases} \mathbf{I} & (i > j, j \in \mathcal{N}(i)) \\ -\mathbf{I} & (j > i, j \in \mathcal{N}(i)) \end{cases}$$

Data sets are placed across V nodes ($\mathbf{x}_1, \dots, \mathbf{x}_V$). Model variables are updated (i) such that minimizes sum of cost functions ($\sum F_i$) (ii) under a consensus constraint that models are identical among V nodes (s.t....)

Asynchronous consensus algorithm

Proposed algorithm: A training algorithm is constructed to obtain a global model by asynchronously exchanging primal model variables and Lagrangian dual variables among nodes. (this enables to work on arbitrary network structure).

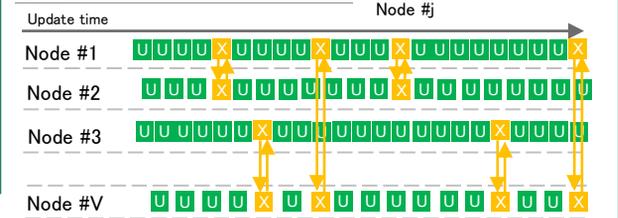


Proposed algorithm

Algorithm 1 PDMM SGD/ADMM SGD

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1: Initialization of  $\hat{\mathbf{z}}_{ij}^{(0)}, \mathbf{w}_i^{(0)}$ 
2: for  $k \in \{0, \dots, K-1\}$  do
3:   > Step 1: Update model for each node
4:   for  $i \in \mathcal{V}$  do
5:      $\mathbf{w}_i^{k+1} \leftarrow (\mu \mathbf{w}_i^k - \nabla F_i(\mathbf{w}_i^k; \mathbf{x}_i^{(i)}) + \sum_{j \in \mathcal{N}(i)} (\alpha \mathbf{A}_{ij}^T \hat{\mathbf{z}}_{ij}^k + \gamma \mathbf{w}_j^k)) / (\mu + \alpha |\mathcal{N}(i)| + \gamma |\mathcal{N}(i)|)$ 
6:     for  $j \in \mathcal{N}(i)$  do
7:        $\hat{\mathbf{z}}_{ij}^{k+1} \leftarrow \hat{\mathbf{z}}_{ij}^k - 2\mathbf{A}_{ij} \mathbf{w}_i^{k+1}$ 
8:     end for
9:   end for
10:  > Step 2: Exchange and update variables at random time  $k$ 
11:  for  $i \in \mathcal{V}$  do
12:    Select  $j \in \mathcal{N}(i)$  at random
13:    Transmit  $(\mathbf{w}_i^{k+1}, \hat{\mathbf{z}}_{ij}^{k+1})$ 
14:     $\begin{cases} \hat{\mathbf{z}}_{ij}^{k+1} \leftarrow \hat{\mathbf{z}}_{ij}^{k+1} & \text{(PDMM SGD)} \\ \hat{\mathbf{z}}_{ij}^{k+1} \leftarrow \theta \hat{\mathbf{z}}_{ij}^{k+1} + (1-\theta) \hat{\mathbf{z}}_{ij}^k & \text{(ADMM SGD)} \end{cases}$ 
15:  end for
16: end for
    
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References

- [1] T. Sherson, R. Heusdens, and B. Kleijn, Derivation and analysis of the primal-dual method of multipliers based on monotone operator theory, *IEEE transactions on signal and information processing over networks* 5, 2 (2018), 334–347.
- [2] K. Niwa, N. Harada, G. Zhang, B. Kleijn, Edge-consensus learning: deep learning on P2P networks with nonhomogeneous data, submitted to KDD 2020.

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