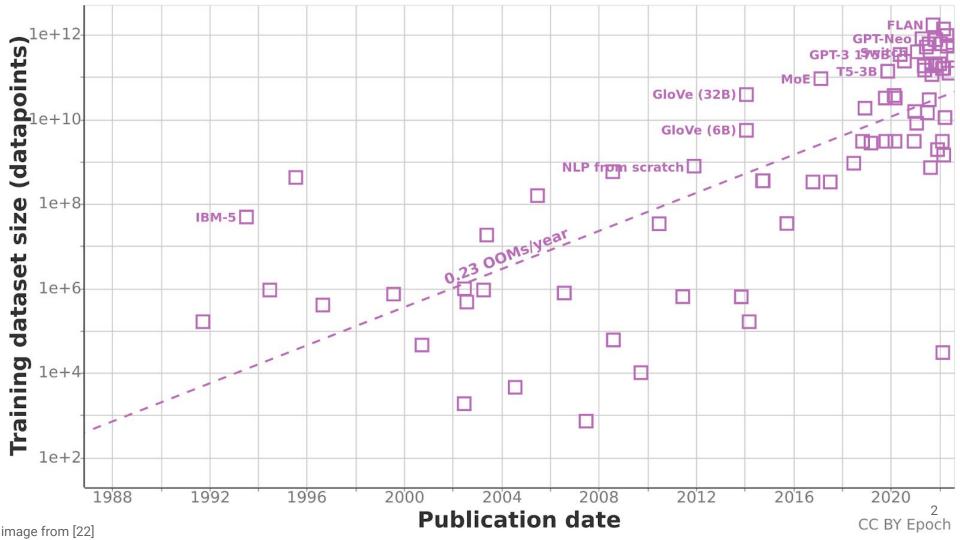
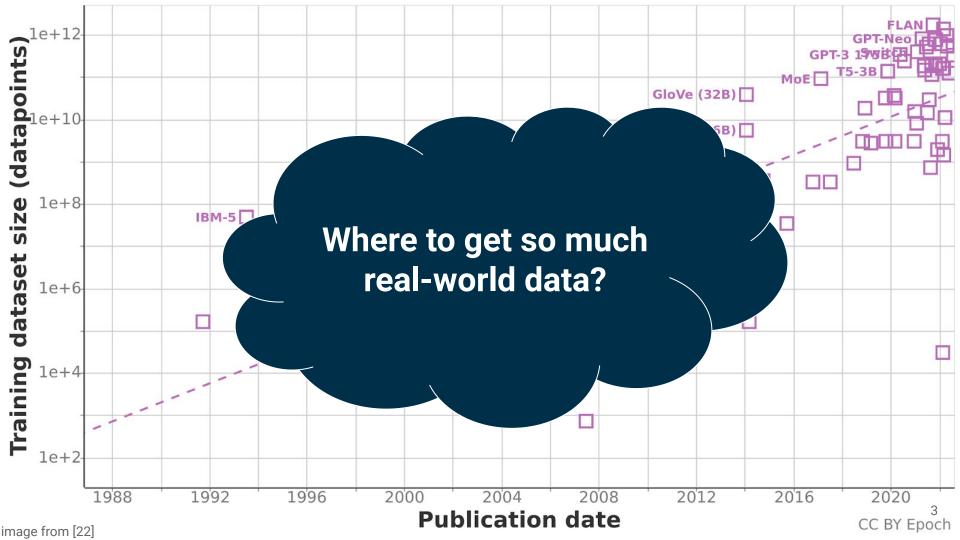
Wireless Broadcasting for Efficiency and Accuracy in Federated Learning

by Jonas Wessner

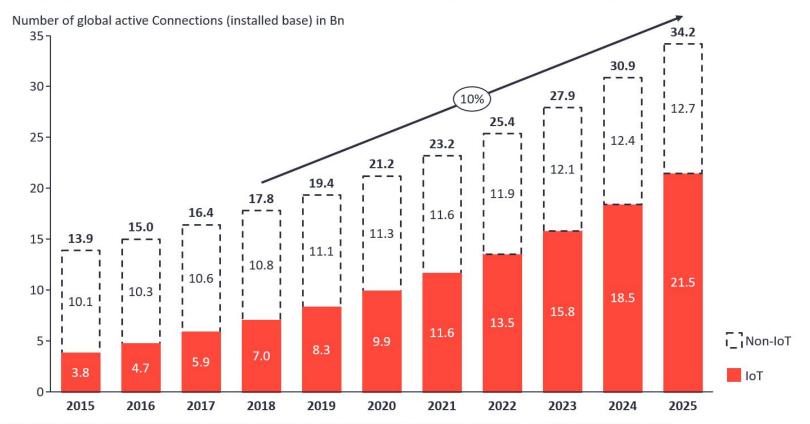


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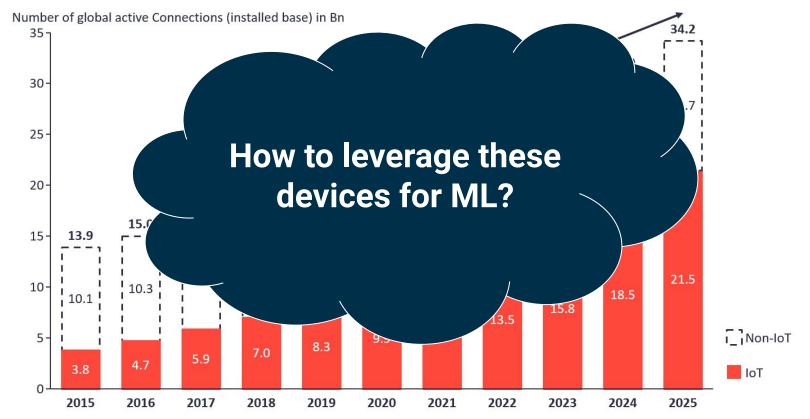


Total number of active device connections worldwide



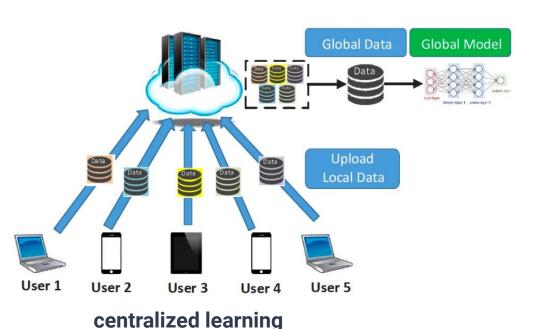
Note: Non-IoT includes all mobile phones, tablets, PCs, laptops, and fixed line phones. IoT includes all consumer and B2B devices connected – see IoT break-down for further details Source: IoT Analytics Research 2018

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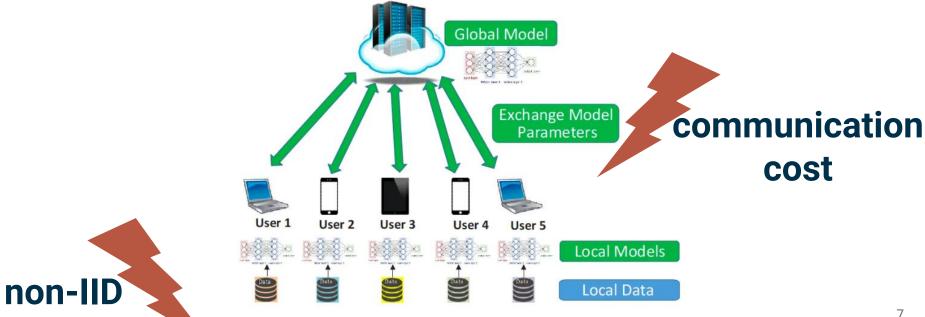
Federated Learning (by Google in 2016)



Global Model Exchange Model **Parameters** User 2 User 3 User 5 **Local Models** Local Data

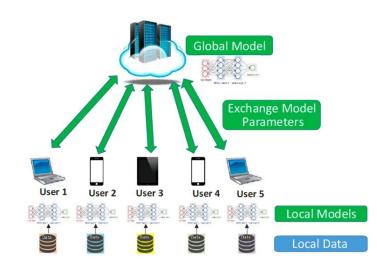
federated learning

Federated Learning: Challenges



Communication Cost:

- → Hierarchical Server Architecture [12]
- → Optimizing number of local rounds [13]
- → Merging of independently trained models [14]

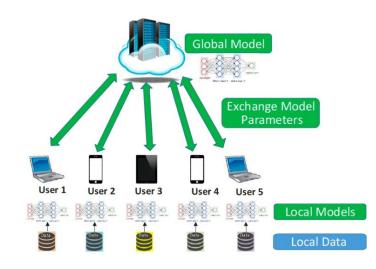


Communication Cost:

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Handling non-IID Data:

- → K-means clustering of data to train K models [22]
- → Sharing part of the data [21]
- → Identifying a global trend to get rid of outliers [10]



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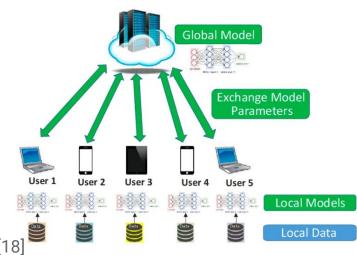
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Dependency on Central Server:

- → Aggregate functions in P2P networks [17]
- → Asynchronous communication in P2P networks with enh. privacy [18]



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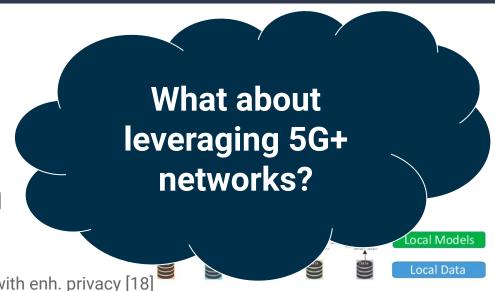
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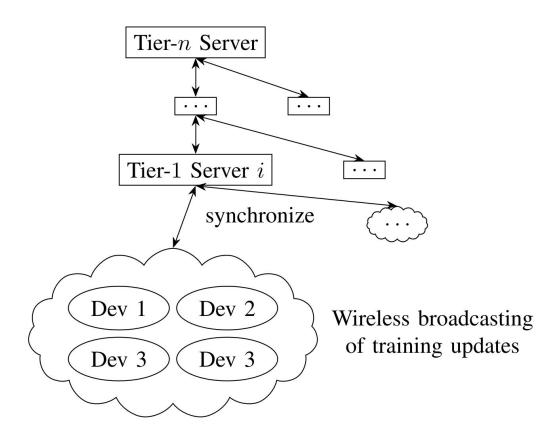






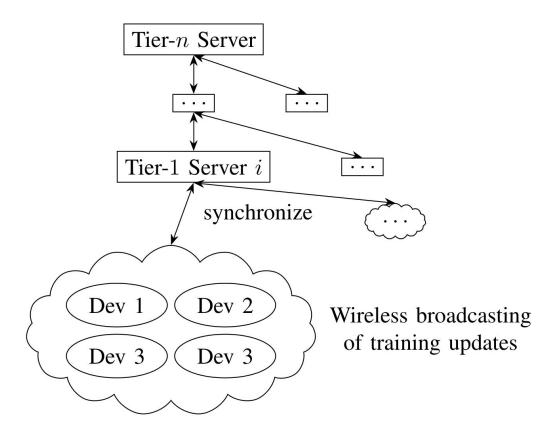
Hybrid Protocol: Wireless D2D & Hierarch. Server

- Decrease server load & communication cost
- Prevent parameter diverging



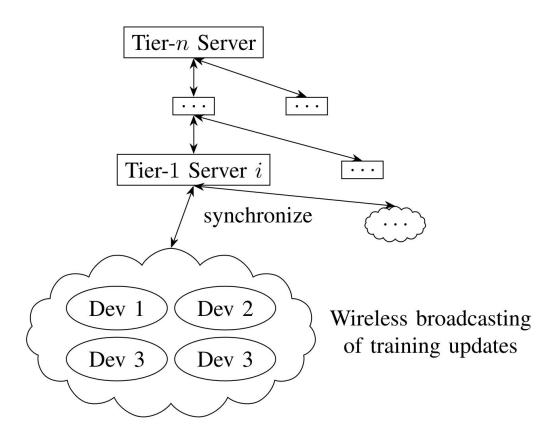
Hybrid Protocol:

- Devices broadcast their weight deltas and merge received deltas
- Clients have a random timer that triggers sync with server for one client per group



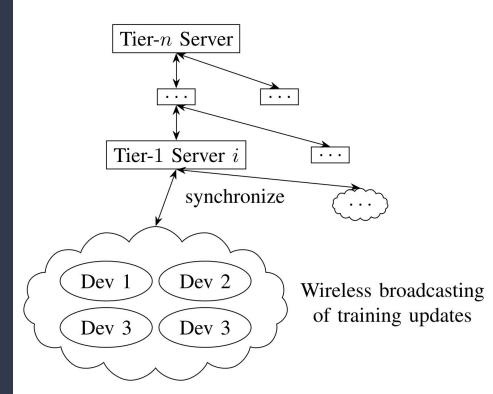
Hybrid Protocol:

- Devices broadcast their weight deltas and merge received deltas
- Clients have a random timer that triggers sync
 with seef
 - Less communication with server
 - → Early migration causes more uniform data distribution



Hybrid Protocol: Future Work

- Training convergence analysis
- Sync frequency optimization
- D2D transmit power control



Conclusion

- 5G+ characteristics are an opportunity for dynamic loosely coupled low-cost D2D architectures
- Useful to reduce parameter divergence and server involvement in FL
- Future Work:App-independent implementation



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