

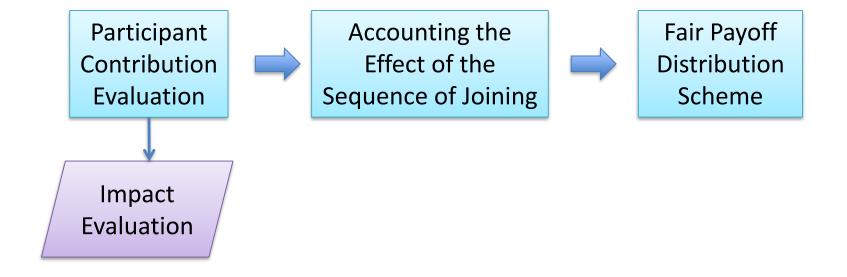
Federated Learning (Enrichment)

Han Yu

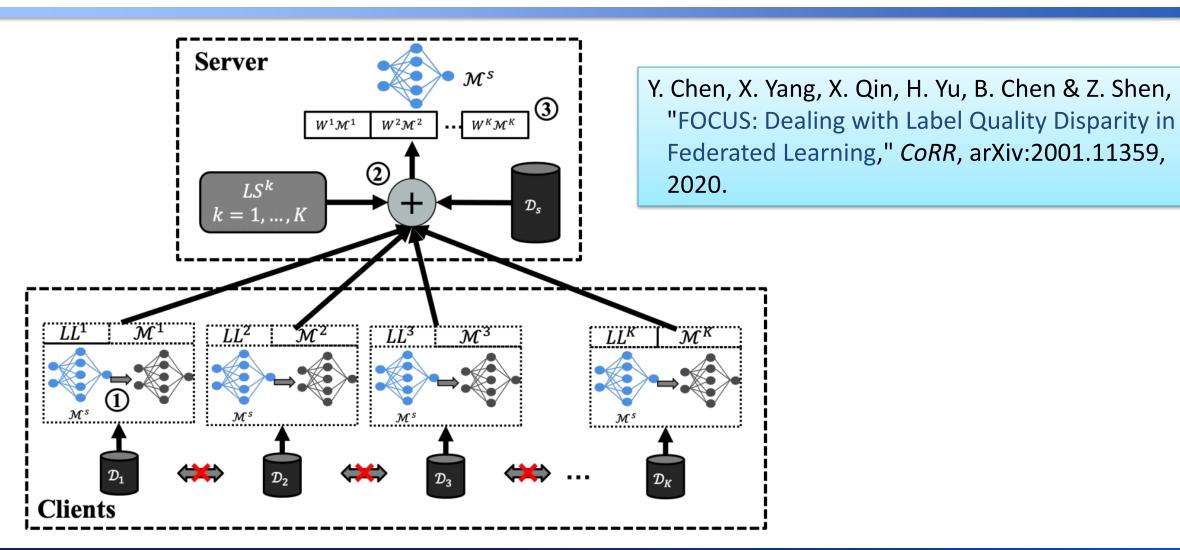
**Nanyang Assistant Professor** 

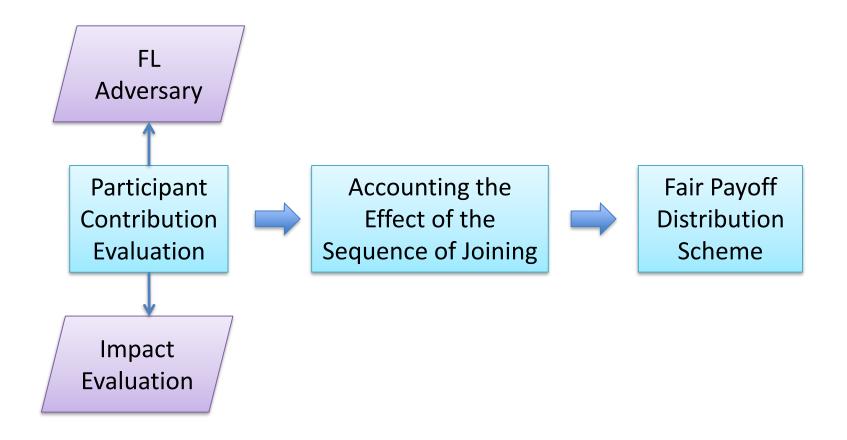
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### Dealing with Label Quality Disparity in Federated Learning



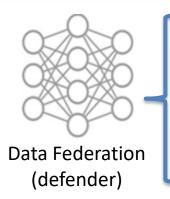


## Game Theoretic Research for Adversarial FL Participants



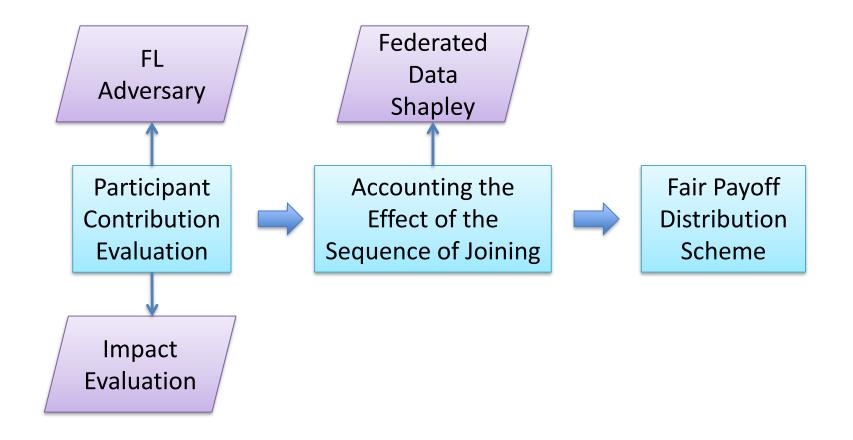
**1. Attack** (e.g., inject biased data, artificially enlarging its dataset, etc.)

2. Do not Attack

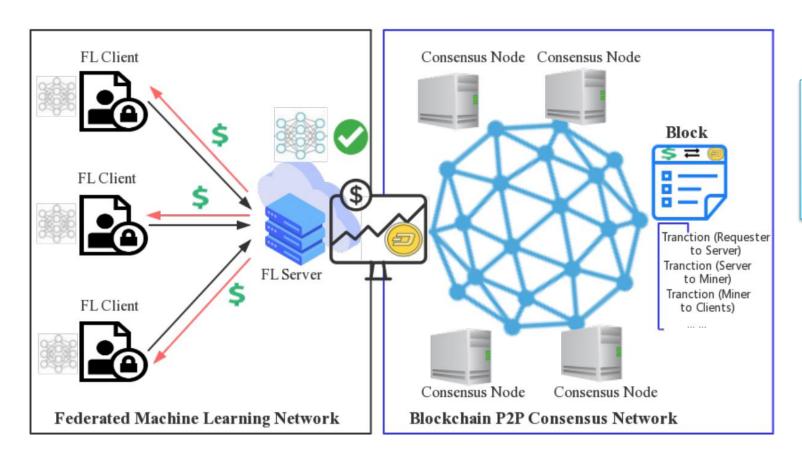


- Detect in Sandbox and Reject
  Dataset (no payment)
- 2. Retrain Model (detected late, costly, serious reputation sanctioning affecting FLI payoff)
- 3. Do nothing
- 4. ... ...
- Can we find a dynamic and cost-effective best response function for the defender that maximizes the attacker's probability of selection "Do not Attack"?
- Defenders:
  - Faces many types of threats
  - Has a limited budget for screening submitted model parameters (different screening methods incur different costs)
  - Can announce punitive measures before-hand
- L. Lyu, H. Yu & Q. Yang, "Threats to Federated Learning: A Survey," *CoRR*, arXiv:2003.02133, 2020.

Following the Stackelberg Game formulation, since the leader (attacker) will make the first move, she knows that a rational follower (the data federation) will react by maximizing the follower's payoff. The attacker takes this into account before making the first move.



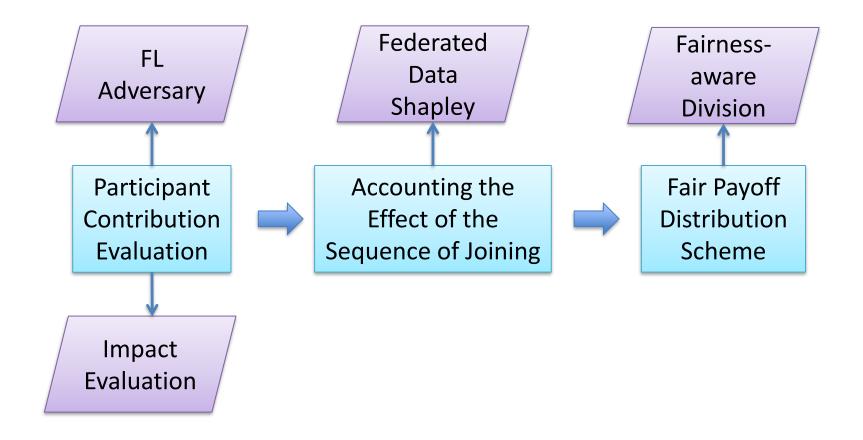
## FedCoin: A Peer-to-Peer Payment System for Federated Learning



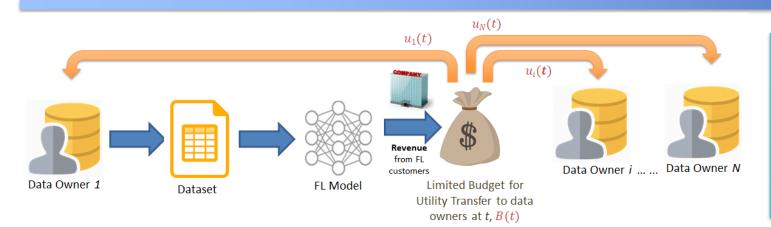
Demo Video: <a href="https://youtu.be/u5LPLdZvd0g">https://youtu.be/u5LPLdZvd0g</a>

Y. Liu, S. Sun, Z. Ai, S. Zhang, Z. Liu & H. Yu, "FedCoin: A Peer-to-Peer Payment System for Federated Learning," *CoRR*, arXiv:2002.11711, 2020.

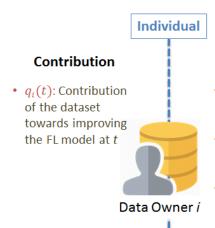
Under FedCoin, blockchain consensus entities calculate SVs and a new block is created based on the proof of Shapley (PoSap) protocol. The winning node divides the payoff among FL clients, and receives a fee.



### A Fairness-aware Incentive Scheme for Federated Learning



H. Yu, Z. Liu, Y. Liu, T. Chen, M. Cong, X. Weng, D. Niyato & Q. Yang, "A Fairness-aware Incentive Scheme for Federated Learning," in *Proceedings of the 3rd AAAI/ACM Conference on Artificial Intelligence, Ethics, and Society (AIES-20)*, pp. 393–399, 2020.



### Cost

- c<sub>i</sub>(t): Cost of contributing a dataset at t
- Y<sub>i</sub>(t): A "regret queue" to track payoff due for data owner i at t
- Q<sub>i</sub>(t): A "temporal queue" to track how long data owner i has been waiting to receive full payoff from the federation at t

#### The Data Federation

#### **Collective Utility**

 $U = \frac{1}{T} \sum_{t=0}^{T-1} \sum_{i=1}^{N} u_{i(t)} q_{i}(t):$  Data owners who contribute high quality datasets should receive high payoff

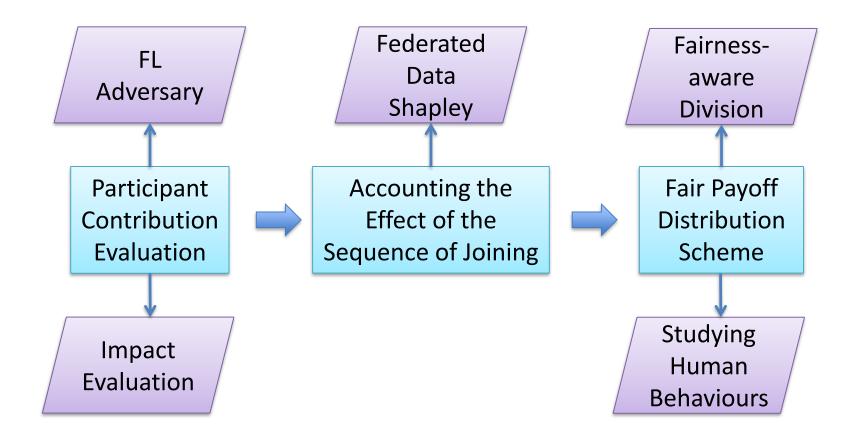


Distribution of "Regret"

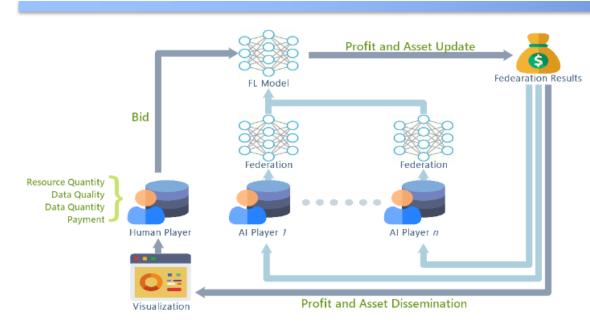
$$\Delta = \frac{1}{T} \sum_{t=0}^{T-1} [L(t+1) - L(t)]$$

Distribution of regret and waiting time among data owners + the change of such distributions over time

- Contribution Fairness: a data owner i's payoff shall be positively related to his contribution qi(t);
- Regret Distribution Fairness: the difference of the regret and the temporal regret among data owners shall be minimized; and
- Expectation Fairness: the fluctuation of data owners' regret and temporal regret values shall be minimized



### A Multi-player Game for Studying FL Incentive Schemes



- To design an effective incentive scheme, it is important to understand how FL participants respond under such schemes.
- We propose a multi-player game to study how FL participants make action selection decisions under different incentive schemes.
- It allows human players to role-play under various conditions to guide FL incentive research.



Demo Video: https://youtu.be/4qd48QfcsXI

# Thank you!

