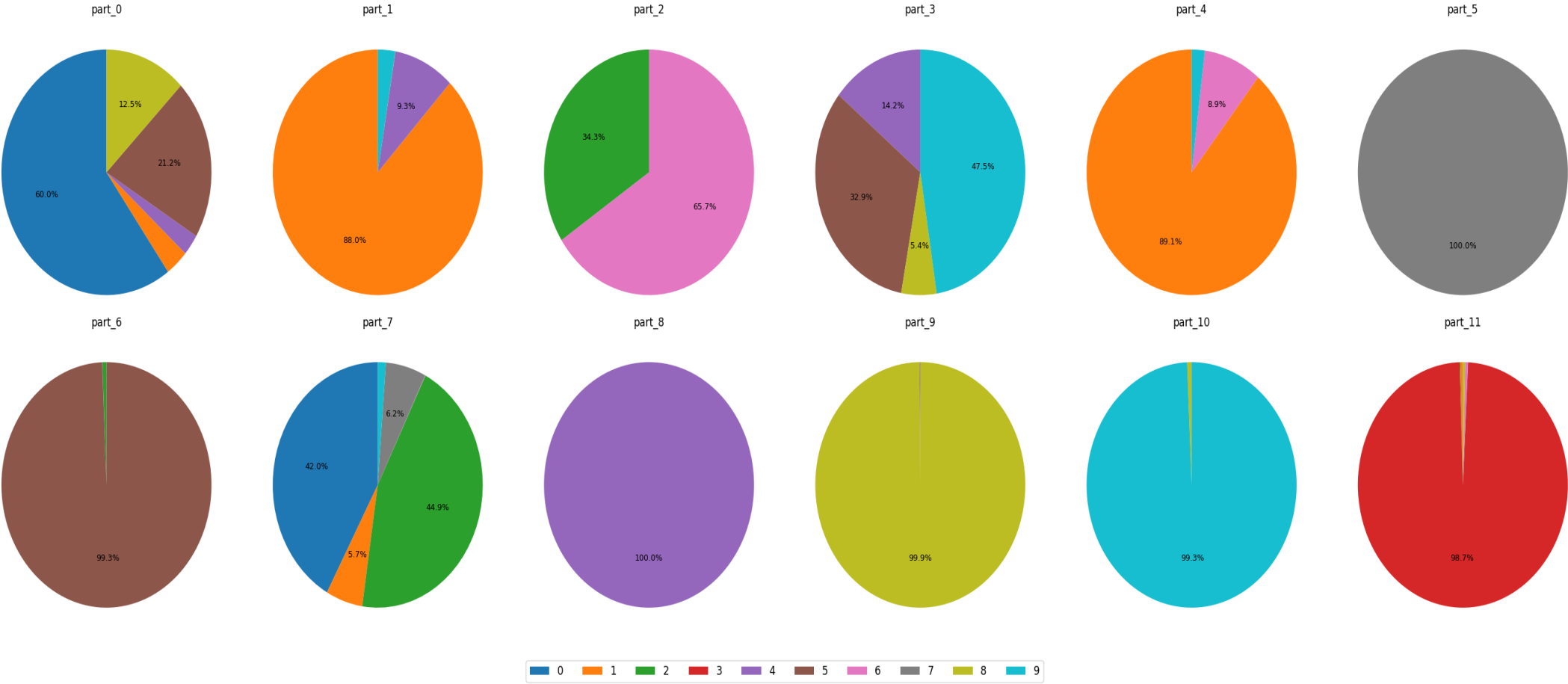
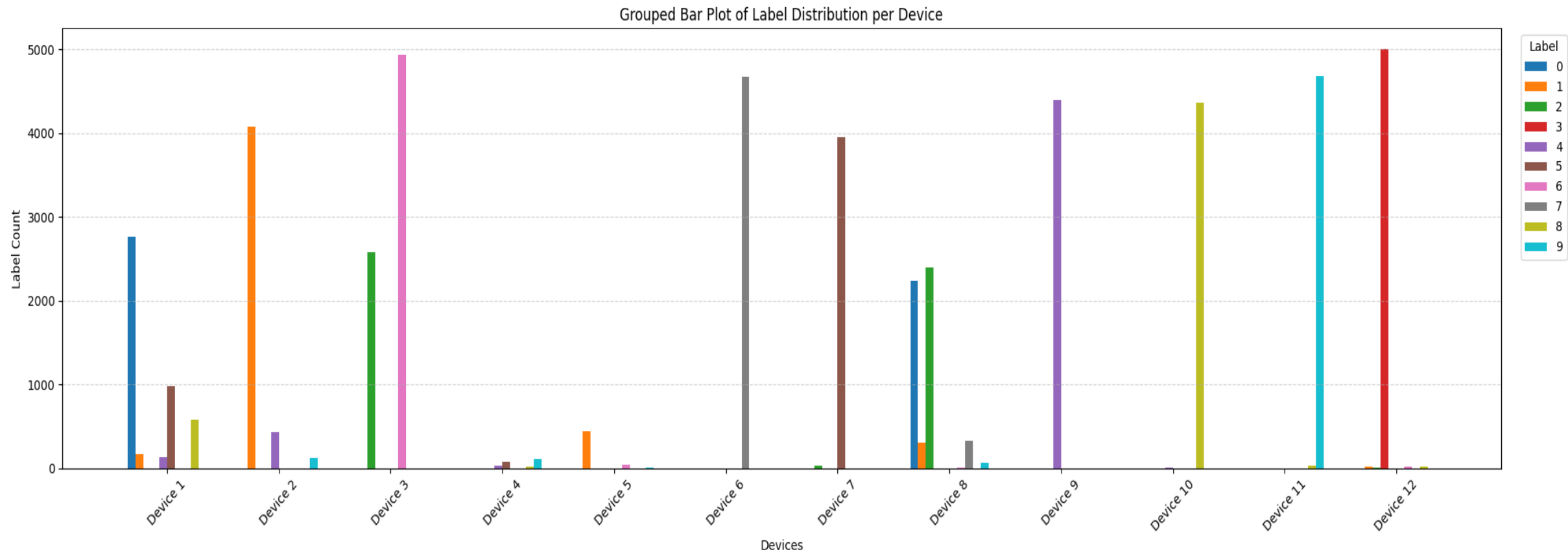


Team Darts

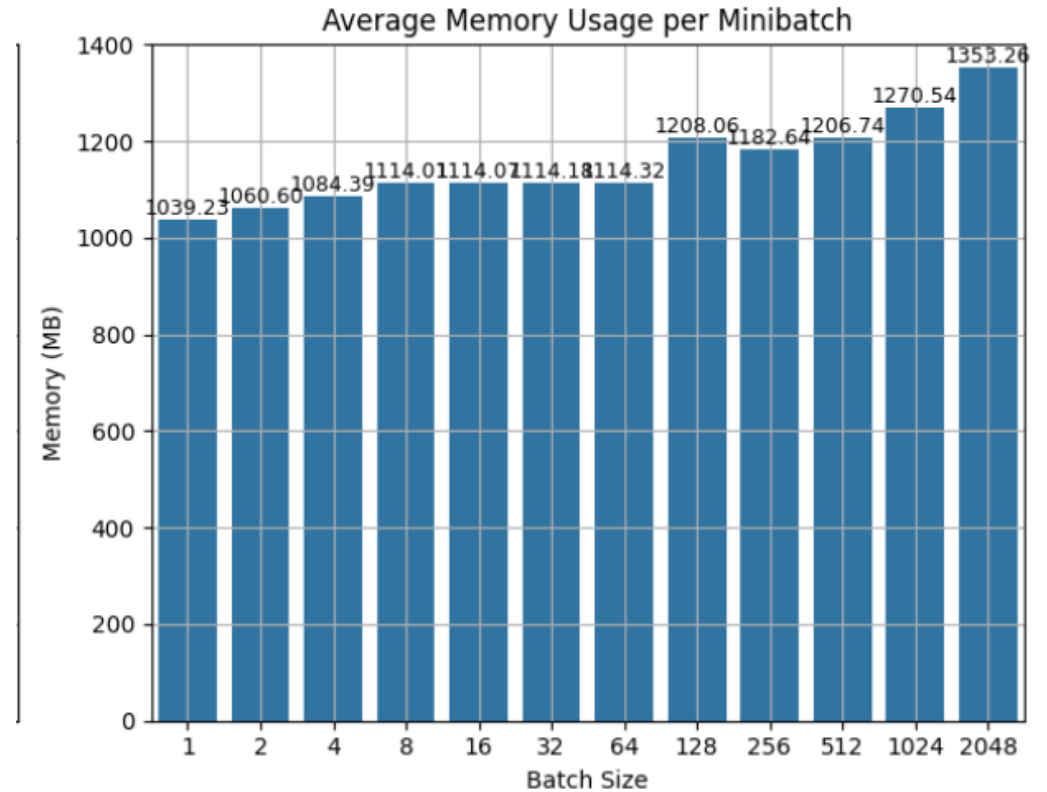
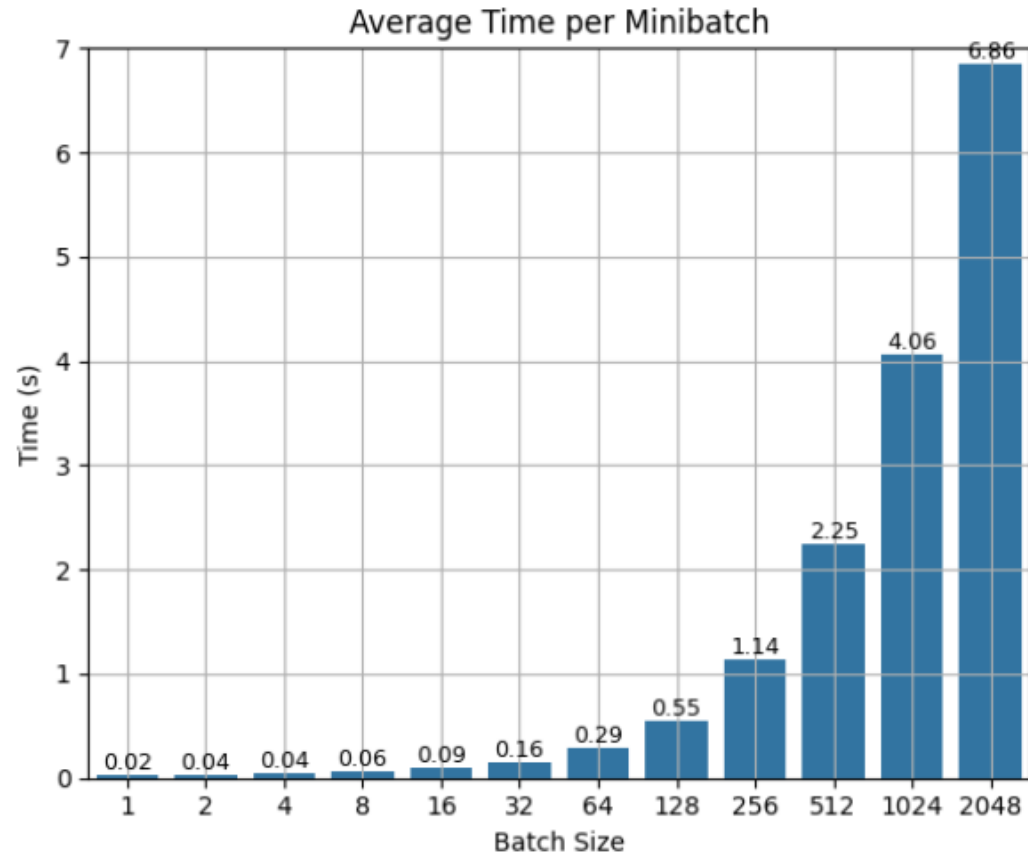
Class Distribution



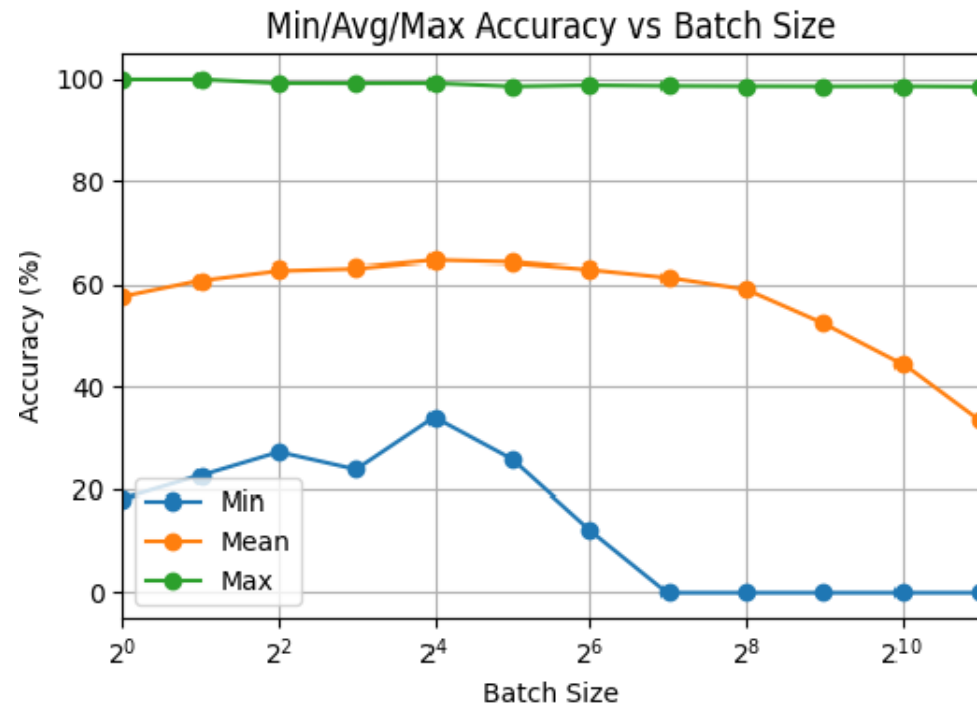
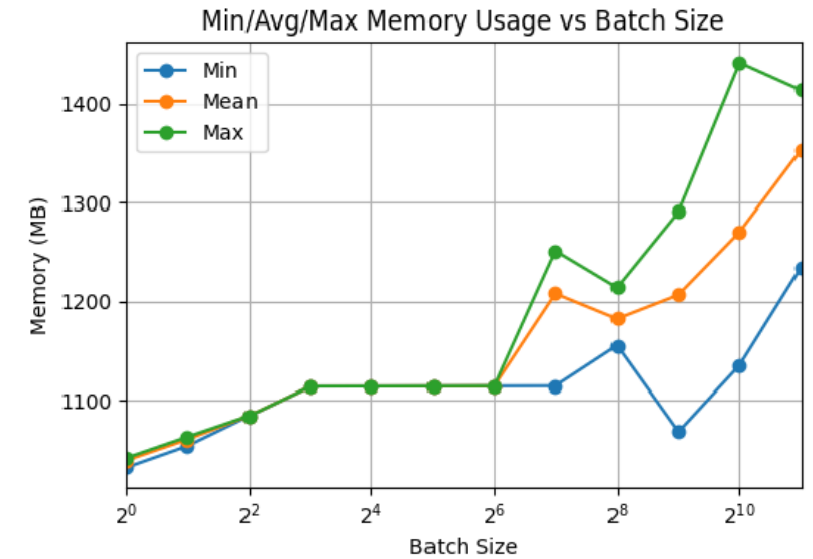
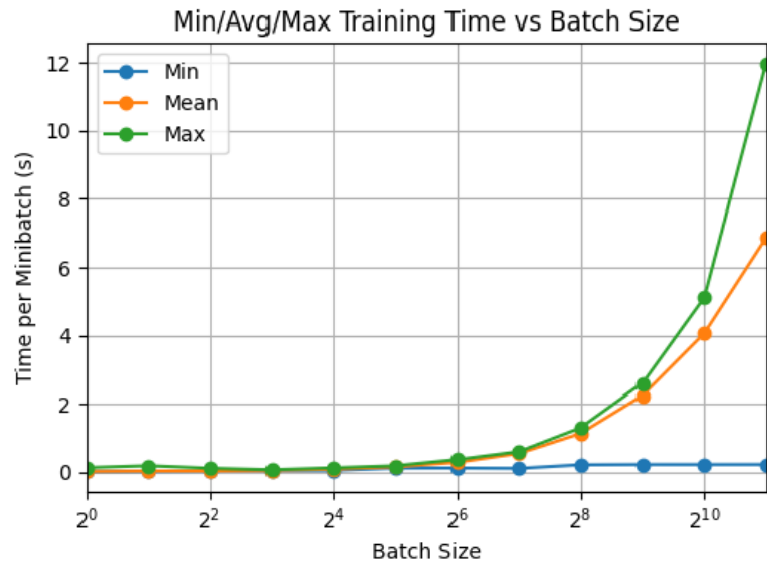
Class distribution



Profiling results with random selection



ACCURACY per minibatch for various batch sizes

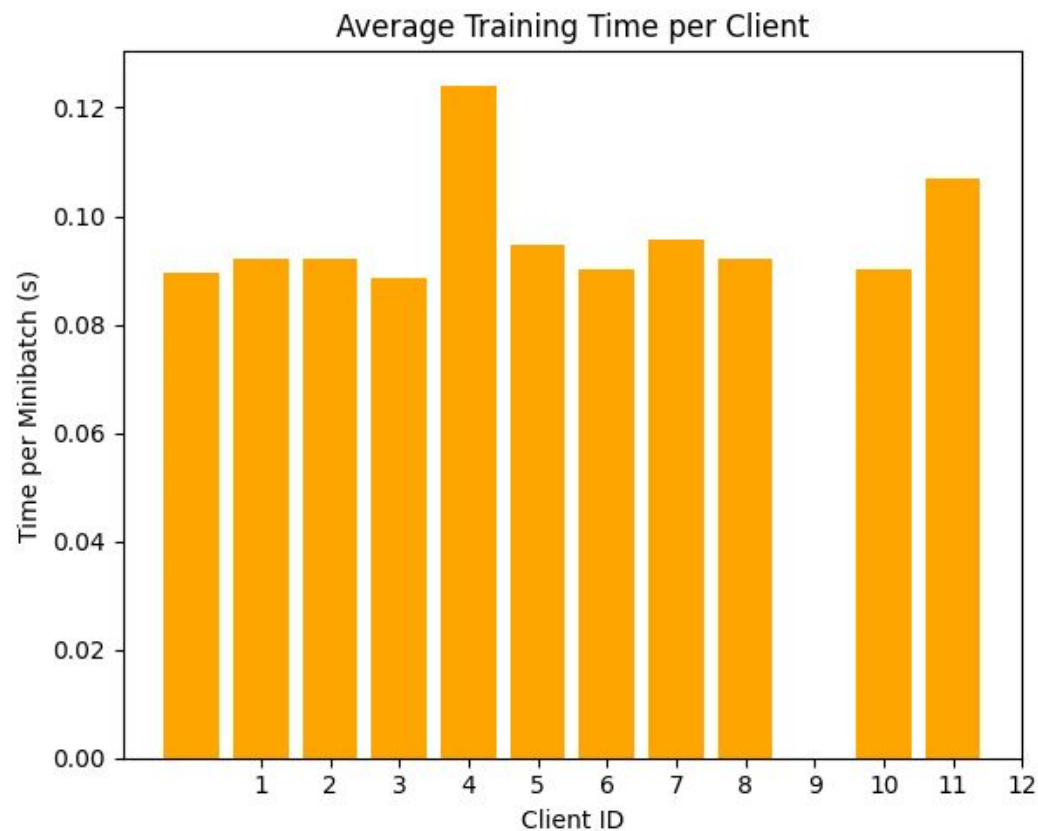
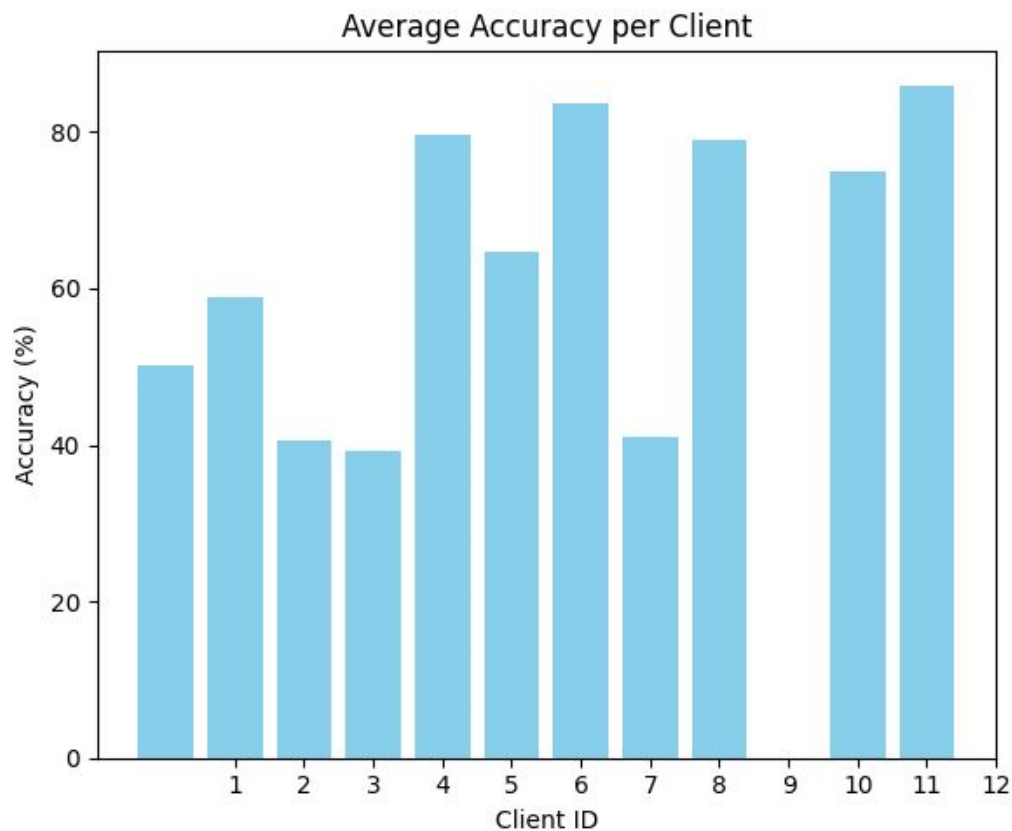


Profiling results with optimal batch size

Optimal batch size - 16

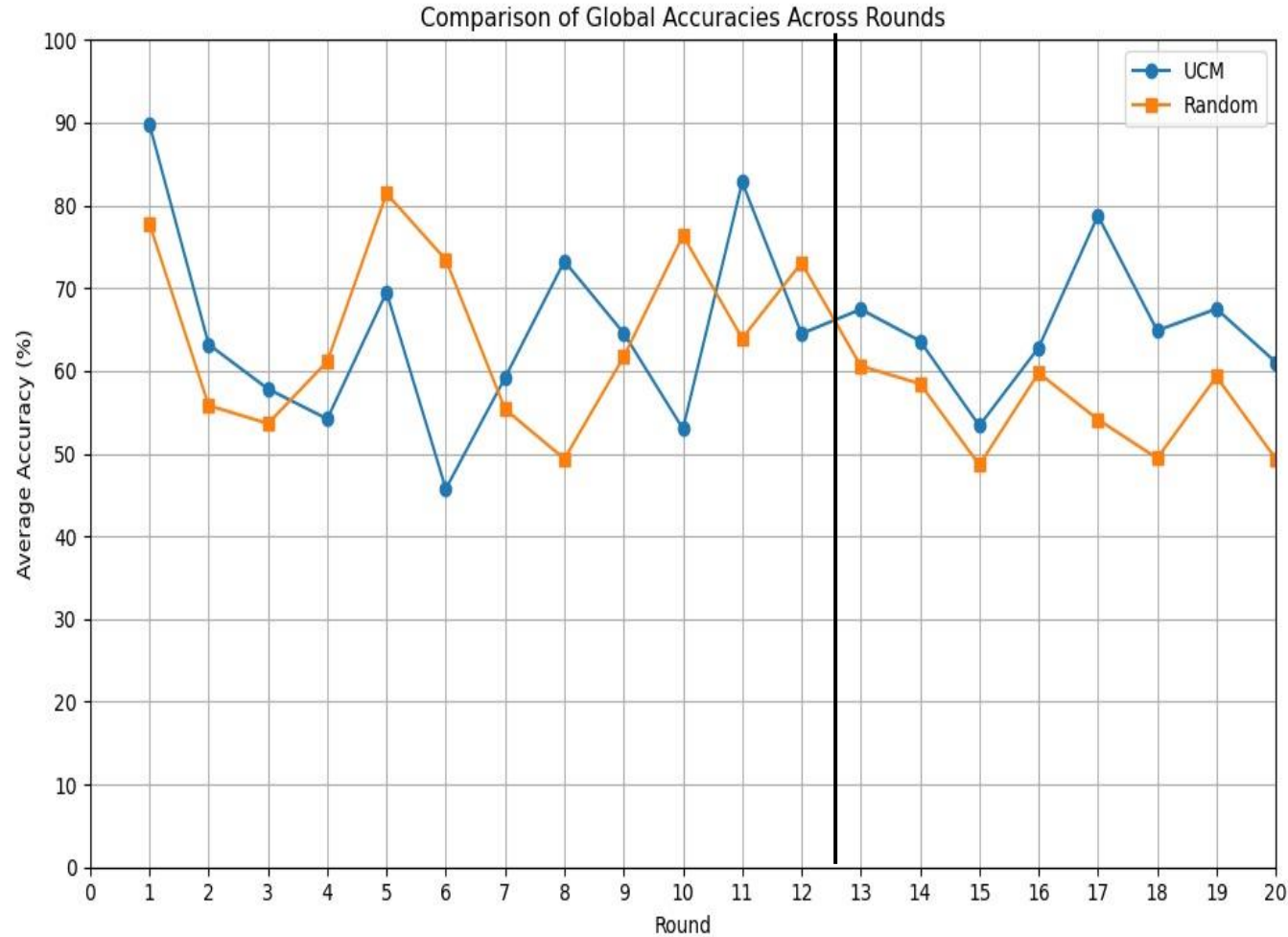
Client ID	#Round	Avg accuracy	Avg loss	Avg time
11	7	85.96	0.6283	0.1070
6	2	83.59	0.5642	0.0901
4	2	79.53	0.8506	0.1242
8	2	79.06	1.0312	0.0921
10	2	74.86	1.5690	0.0902

Accuracy & Time plots with optimal batch size



Client selection strategy

- Client selection algorithm: UCB (Upper Confidence Bound)



Algorithm 1 UCB Client Selection with ϵ -Greedy and Initial Random Rounds

```

1: Input:
2:   Client list  $\mathcal{C} = \{c_1, c_2, \dots, c_N\}$  with client IDs  $\{0, 1, \dots, N-1\}$ , where  $N$  is the total
   number of clients
3:   Round number  $t \in \{1, 2, \dots, T\}$ 
4:   Number of clients to select per round  $k$ 
5:   Exploration parameter  $c > 0$ 
6:    $\epsilon$ -greedy probability  $\epsilon \in [0, 1]$ 
7:   Number of initial random rounds  $R_{\text{init}}$ 
8: Initialization:
9:   For each client  $i \in \{0, 1, \dots, N-1\}$ :
10:     $n_i \leftarrow 0$  ▷ Number of selections for client  $i$ 
11:     $r_i \leftarrow []$  ▷ List of rewards for client  $i$ 
12: if  $t \leq R_{\text{init}}$  or  $\text{random}(0, 1) < \epsilon$  then ▷ Random selection for initial rounds or  $\epsilon$ -greedy
13:   Select  $k$  clients uniformly at random from  $\mathcal{C}$  without replacement
14:   Update  $n_i \leftarrow n_i + 1$  for each selected client  $i$ 
15:   return Selected client IDs
16: end if
17: UCB Selection:
18: Compute total selections  $s \leftarrow \sum_{i=0}^{N-1} n_i + 10^{-10}$  ▷ Avoid division by zero
19: for each client  $i \in \{0, 1, \dots, N-1\}$  do
20:   if  $r_i$  is empty then ▷ Client has no rewards yet
21:     $\bar{r}_i \leftarrow 0$  ▷ Set average reward to 0
22:   else
23:     $\bar{r}_i \leftarrow \frac{\sum_{r \in r_i} r}{|r_i|}$  ▷ Compute average reward
24:   end if
25:    $n'_i \leftarrow n_i + 10^{-10}$  ▷ Small epsilon to avoid division by zero
26:    $\text{UCB}_i \leftarrow \bar{r}_i + c\sqrt{\frac{\ln(s)}{n'_i}}$  ▷ Compute UCB score
27: end for
28: Select  $k$  clients with the highest  $\text{UCB}_i$  values
29: Update  $n_i \leftarrow n_i + 1$  for each selected client  $i$ 
30: return Selected client IDs

```

Results and takeaways

Round	UCM Accuracy	Random Accuracy
1	89.81%	77.81%
10	53.00%	76.37%
20	61.05%	49.38%

Benefits:

- Faster Convergence:
- Greater Resource Efficiency
- Potentially Higher Accuracy:
- Adaptive Selection

Trade offs:

- Increased Server Complexity
- Risk of Fairness Bias