

in Coded Matrix Multiplication

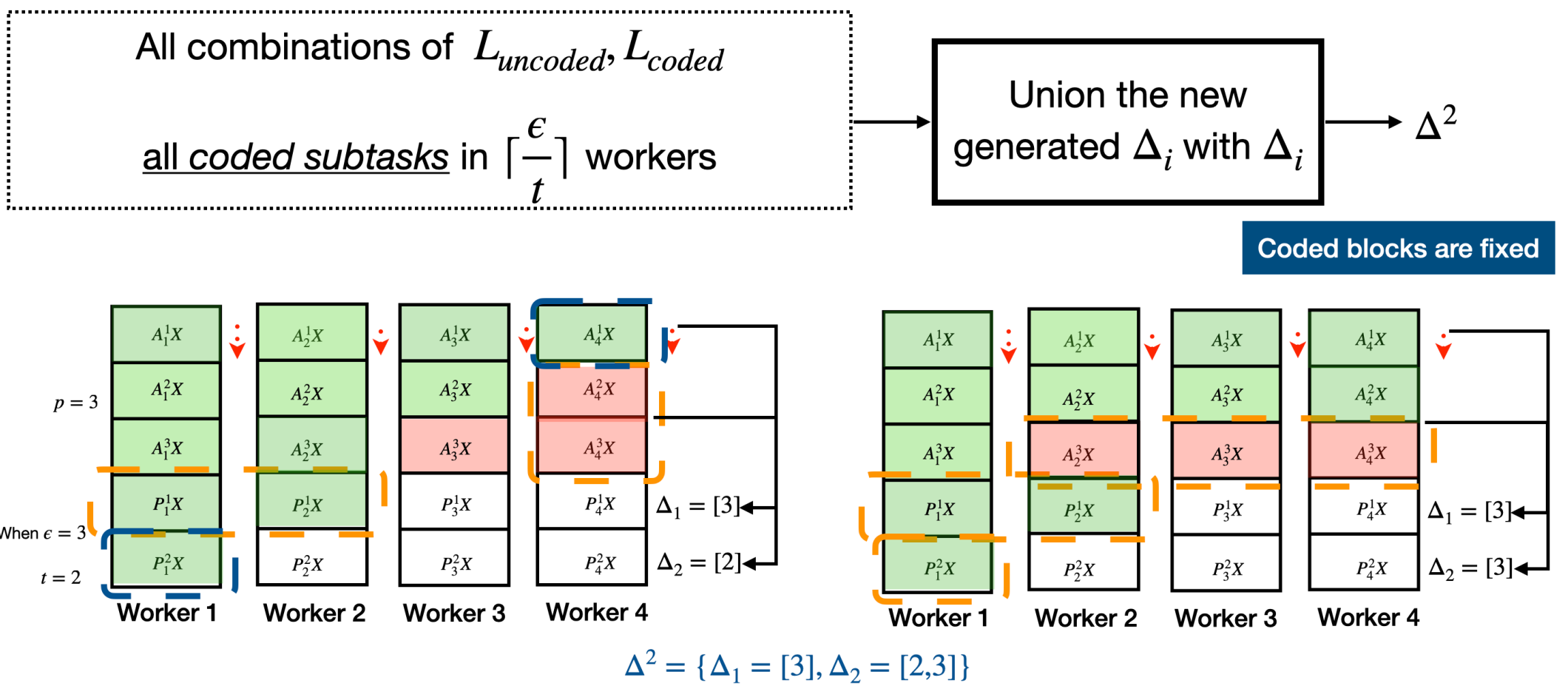
Other Co-authors: Xiaodi Fan¹ Pedro Soto² Xian Su¹ Jun Li³



THE
GRADUATE
CENTER
CITY UNIVERSITY
OF NEW YORK

Construction of Δ with SAC-I: Search Algorithm

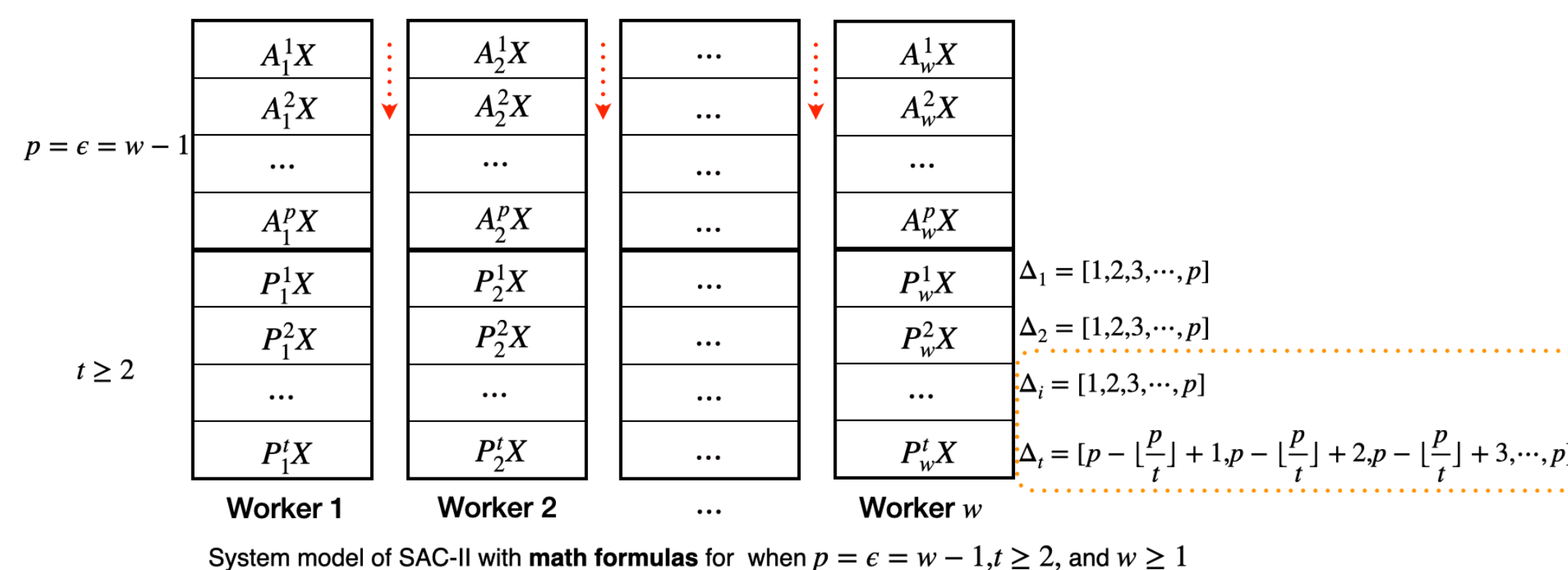
- Idea: received **coded sub-tasks** with **the highest row index** \implies incomplete **uncoded sub-tasks** with **the lowest row index**


$$\Delta_1 = [2,3] \cup \Delta_1 = [3] \cup \Delta_1 = [3] \cup \Delta_1 = [1,2,3] \implies \Delta^1 = [1,2,3]$$

$$\Delta_2 = [1] \cup \Delta_2 = [2] \cup \Delta_2 = [3] \implies \Delta^2 = [1,2,3]$$

For $(w, p, t, \epsilon) = (4, 3, 2, 3)$, $\Delta = \{\Delta^1 = [1, 2, 3], \Delta^2 = [1, 2, 3]\}$

Construction of Δ with SAC-II (Math Formulas)

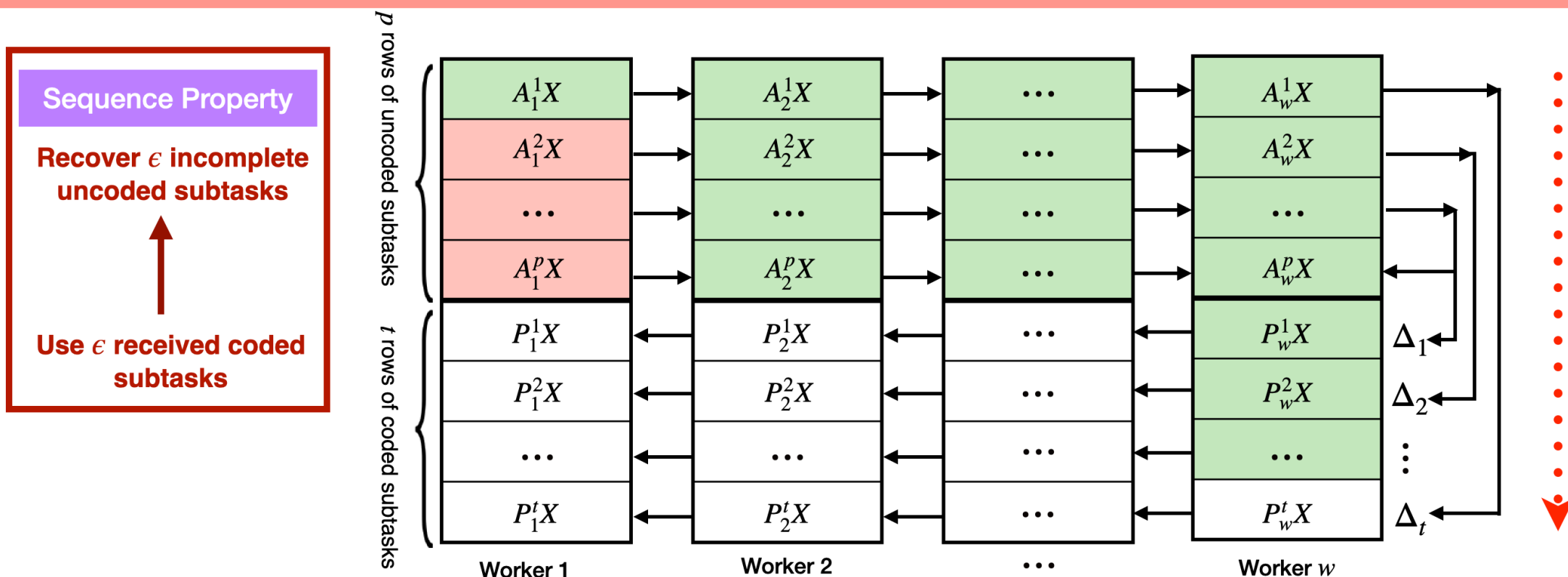


Δ generation is:

- optimal only when $t = 2, p = \epsilon = w - 1, w \geq 3$.
- feasible for all $t > 2, p = \epsilon = w - 1, w \geq 1$.

System Model

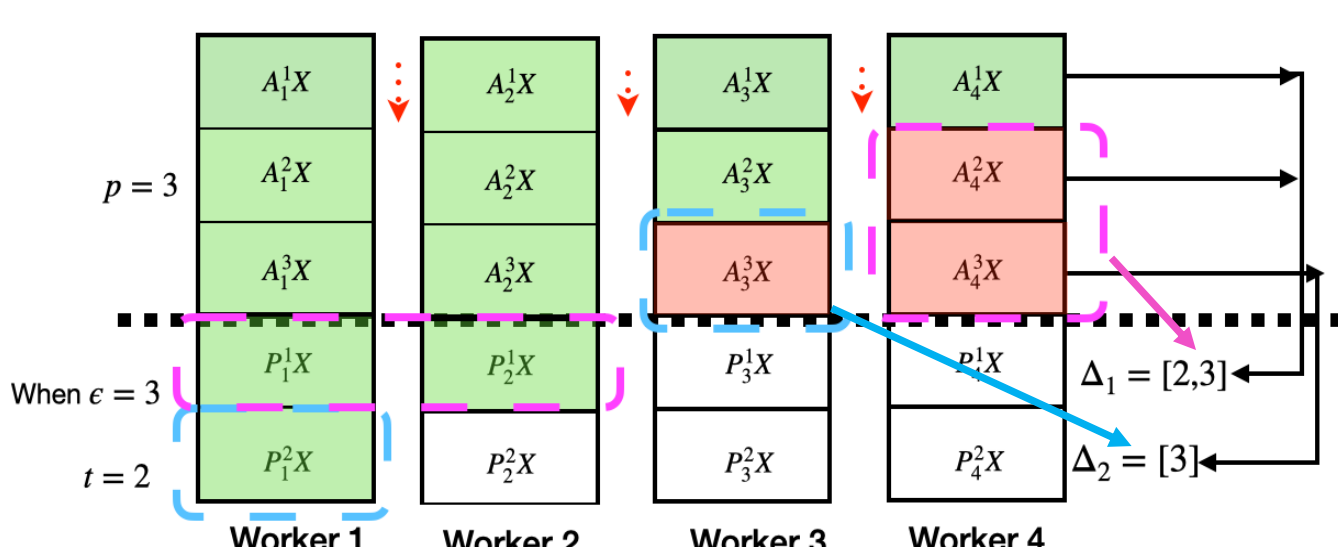
- ▶ Respect the **temporal sequence** in which sub-tasks are executed
- ▶ **Adjust the encoding locality** and use a subset of whole uncoded subtasks for encoding
- ▶ **Leverage partial results** from stragglers with lower encoding complexity



- $\Delta = (\Delta_1, \Delta_2, \dots, \Delta_p)$, where Δ_i is the set of rows of uncoded subtasks where $P_j^i, (j = 1, \dots, w)$ are encoded from
- w : nums of worker p : nums of uncoded subtasks
 t : nums of coded subtasks e : nums of received coded subtasks/ nums of uncompleted uncoded subtasks
 $(w, p, t, e) \rightarrow \text{Sequence-Aware Coding(SAC)} \rightarrow \text{Construction of } \Delta$
 $\{(w, p, t, e) \mid \lceil \frac{e}{t} \rceil + \lceil \frac{e}{n} \rceil \leq p, w, 1 \leq w, 1 \leq t, 0 \leq e\}$

Example with $(w, p, t, \epsilon)=(4,3,2,3)$

Case 1:



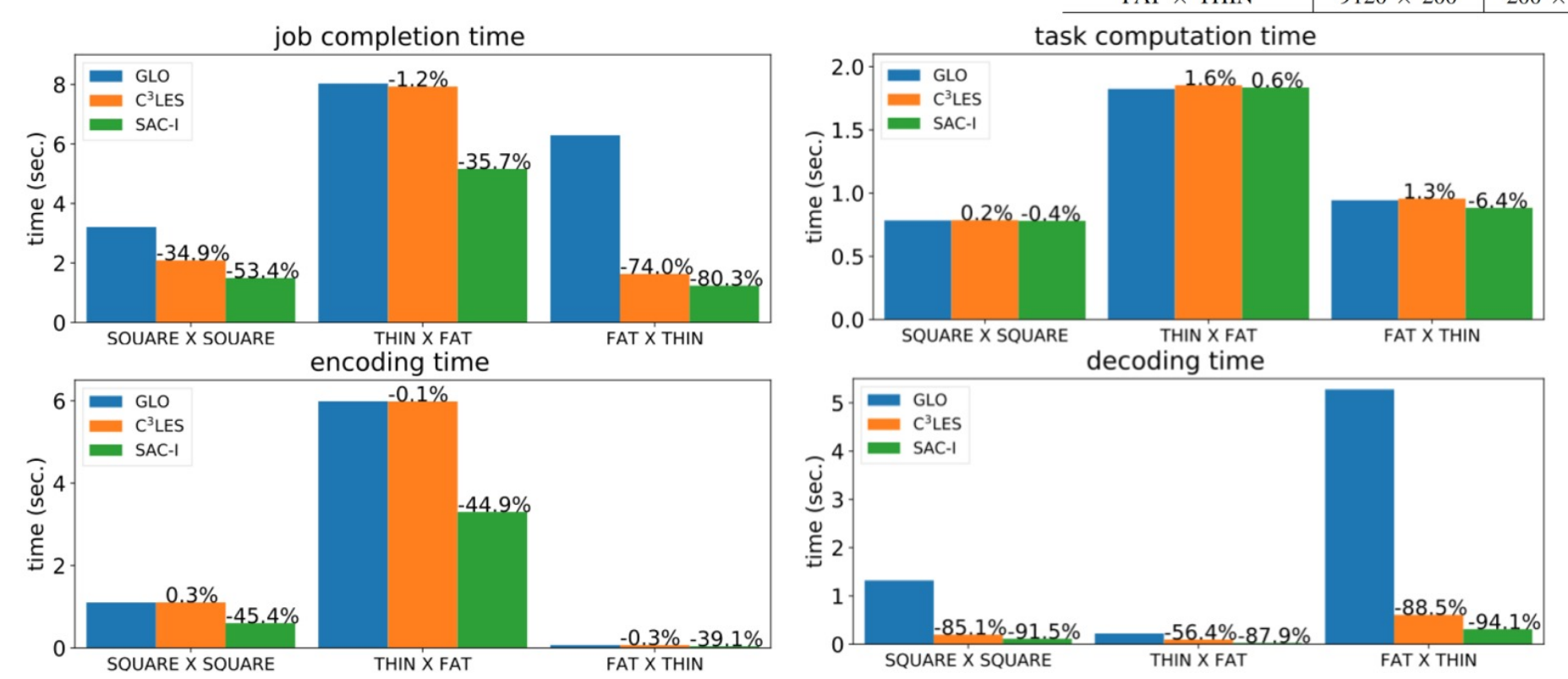
Example with $\epsilon = 3$

$$\begin{bmatrix} P_1^1 X \\ P_1^1 X \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 2^0 & 2^1 & 2^2 & 2^3 & 2^4 & 2^5 & 2^6 & 2^7 & 2^8 & 2^9 & 2^{10} & 2^{11} \end{bmatrix}$$

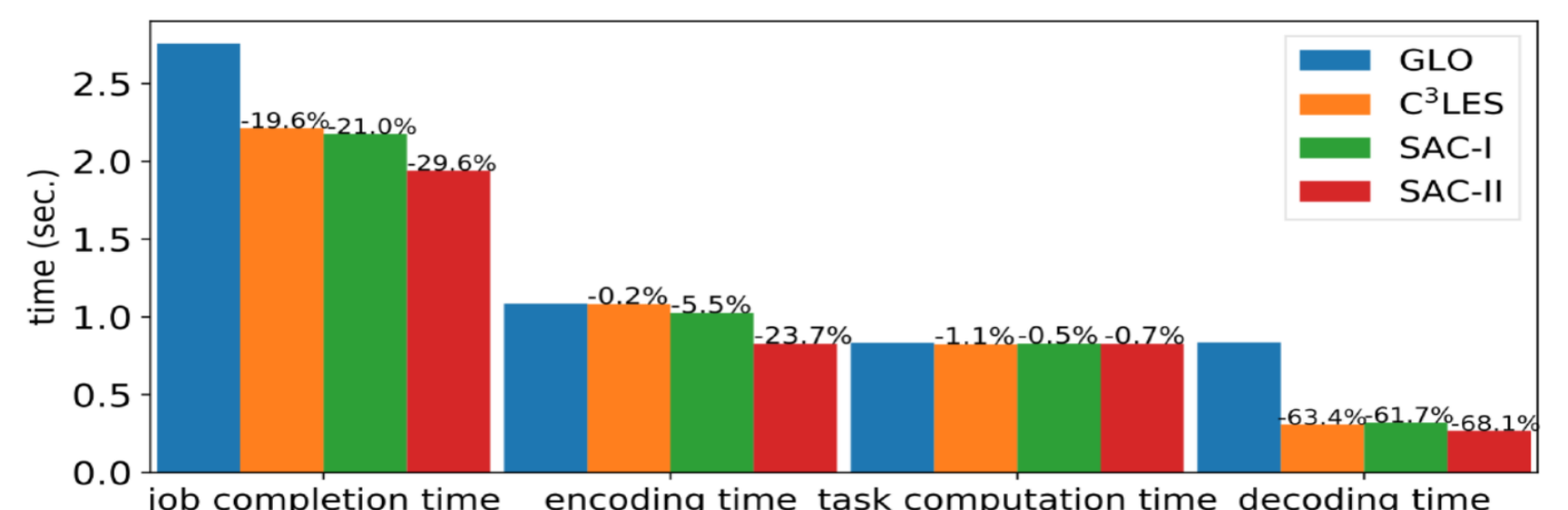
$$[P_1^2 X] = \begin{bmatrix} 5^0 & 5^1 & 5^2 & 5^3 \end{bmatrix} \begin{bmatrix} A_1^3 X \\ A_2^3 X \\ A_3^3 X \\ A_4^3 X \end{bmatrix}$$

Follow-up Works and Further Direction

- In ongoing project based on SAC, we further have allowed a flexible parameter to control how likely a coded subtask can be used to recover the overall result at θ —arbitrary recoverability and extended it to matrix-matrix multiplication
- Next step: Speed up and improve SAC-I, a brute-force searching algorithm



Job completion time, encoding time, task computation time, and decoding time of SAC-I with $(w, p, t, \epsilon) = (16, 15, 2, 7)$ and GLO, and C^3LES with $(w, p, t) = (16, 15, 2)$.



Job completion time, encoding time, task computation time, and decoding time comparison of SAC-I, SAC-II, GLO, and C^3LES , where $(w, p, t) = (16, 15, 2)$ and $\epsilon = 15$ for SAC-I and SAC-II.