Sequence-Aware Coding for Leveraging Stragglers in Coded Matrix Multiplication

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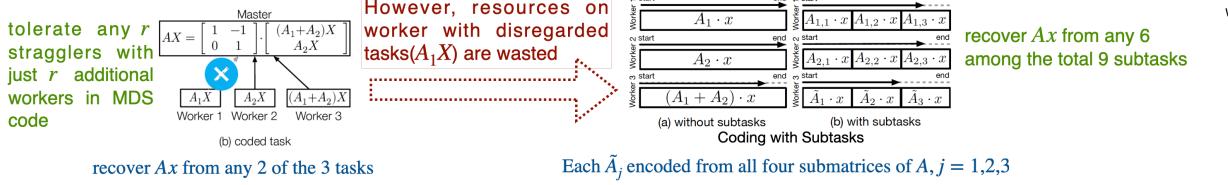
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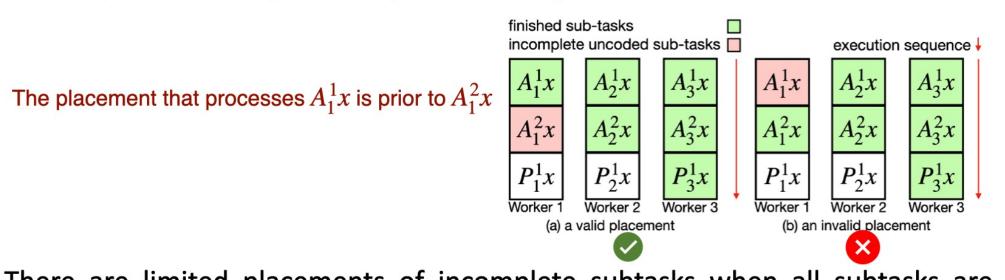
Background

- Modern distributed computing systems process large-scale matrix multiplication is to <u>parallelize the computation into multiple tasks that are executed on different</u> workers
- However, *stragglers* are inevitable, which lags the progress of the job significantly.
- Leverage the partially completed tasks in the stragglers is to dynamically adjust the workload of each worker
- © Coded tasks, Coding with Subtasks: tolerate the same number of stragglers with fewer additional tasks and each worker then can upload the results of completed sub-tasks instead of the whole task.



Motivation

• The execution sequence of subtasks is typically in a fixed order, a subtask executed earlier naturally has a lower probability to be incomplete than another one executed later.



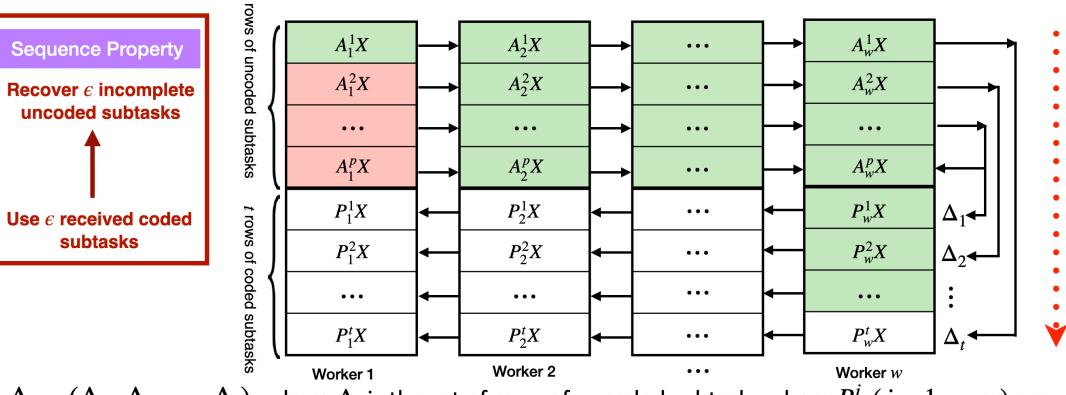
 There are <u>limited</u> placements of incomplete subtasks when all subtasks are executed sequentially. Subtask with a higher probability to be incomplete should be encoded into coded subtask with a higher priority.

Only possible placements \Longrightarrow enabling the coded sub-tasks to recover the result from valid placements of incomplete uncoded sub-tasks only \Longrightarrow reduce encoding complexity

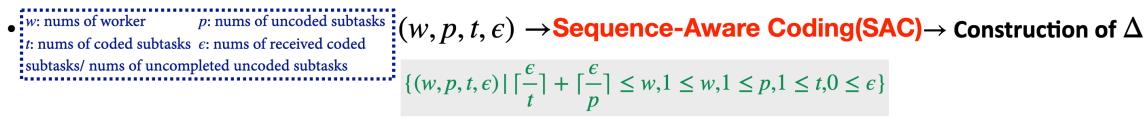
Proposed Sequence-Aware Coding scheme

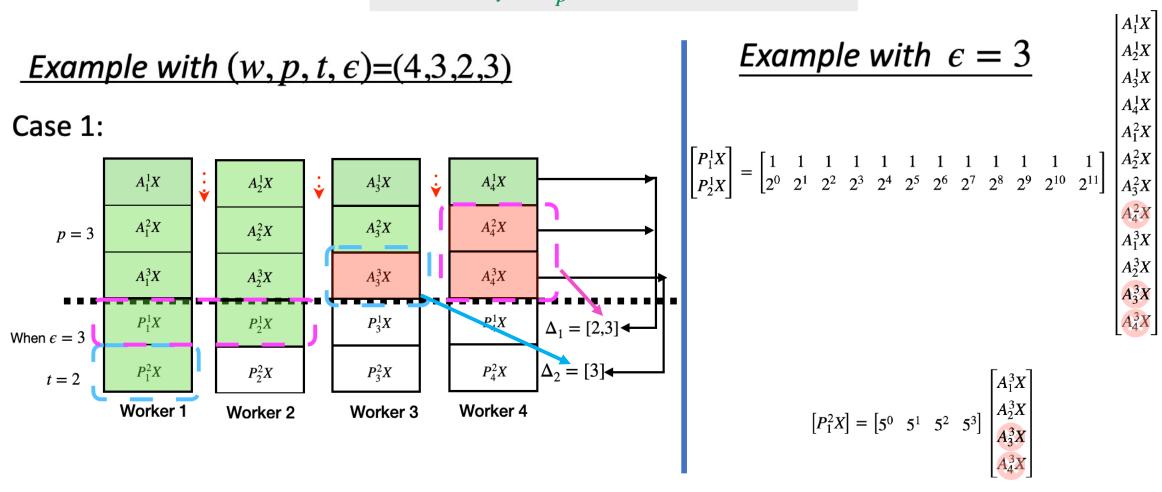
- Respect the temporal sequence in which sub-tasks are executed
- Adjust the encoding locality and use a subset of whole uncoded subtasks for encoding
- Leverage partial results from stragglers with lower encoding complexity

System Model



• $\Delta=(\Delta_1,\Delta_2,\cdots,\Delta_t)$, where Δ_i is the set of rows of uncoded subtasks where $P_j^i,(j-1,\cdots,w)$ are encoded from





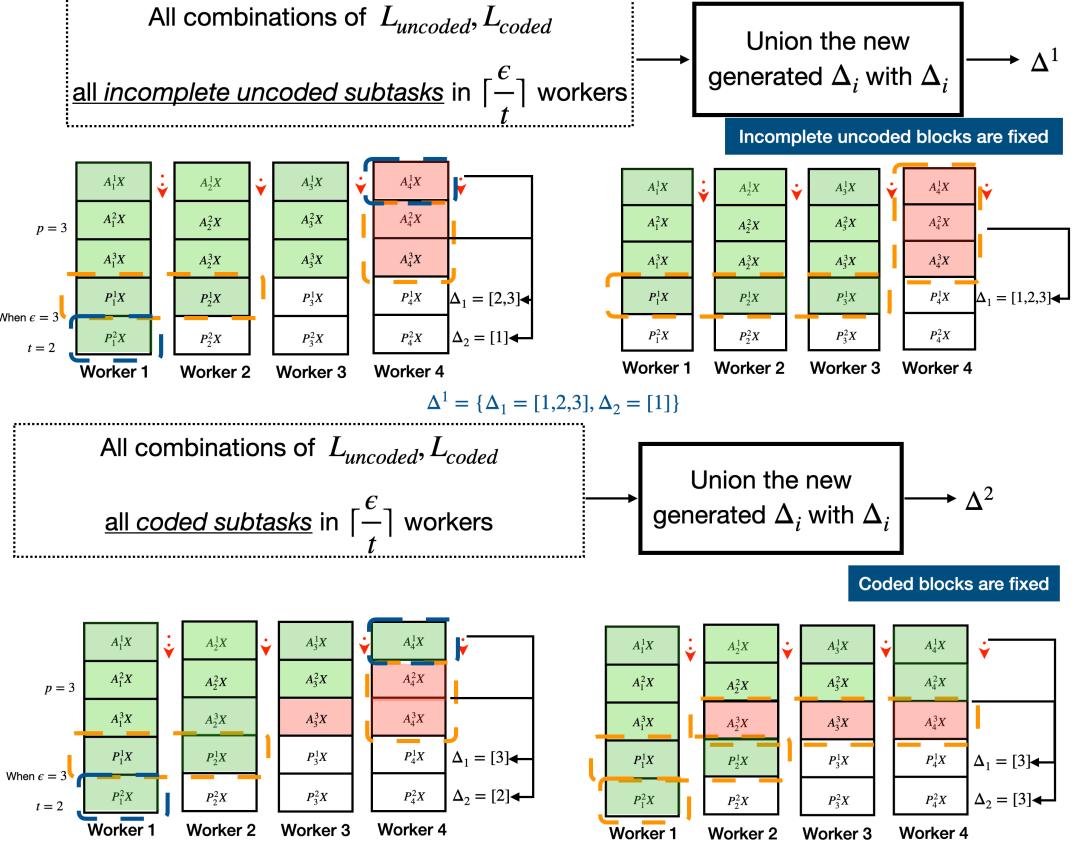
Follow-up Works and Further Direction

- 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

Construction of Δ with SAC-I: Search Algorithm

Idea: received coded sub-tasks with the highest row index

 incomplete
 uncoded sub-tasks with the lowest row index



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

 $\Delta^2 = \{\Delta_1 = [3], \Delta_2 = [2,3]\}$

Union each Δ_i in Δ^1

with Δ_i in Δ^2

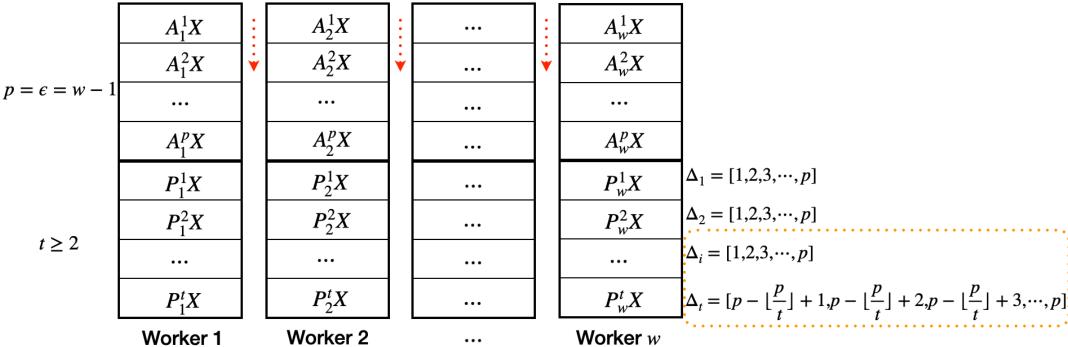
o Final Δ

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

 Δ^1

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)

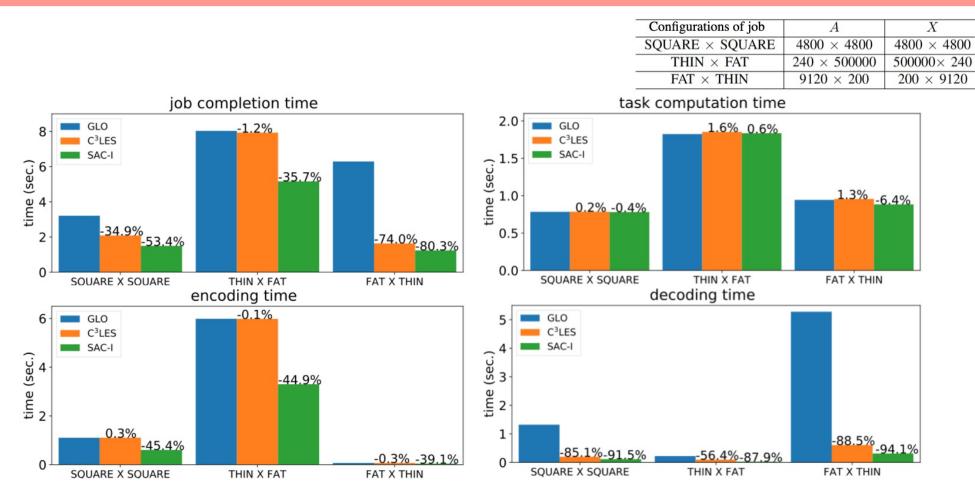


System model of SAC-II with **math formulas** for when $p = \epsilon = w - 1, t \ge 2$, and $w \ge 1$

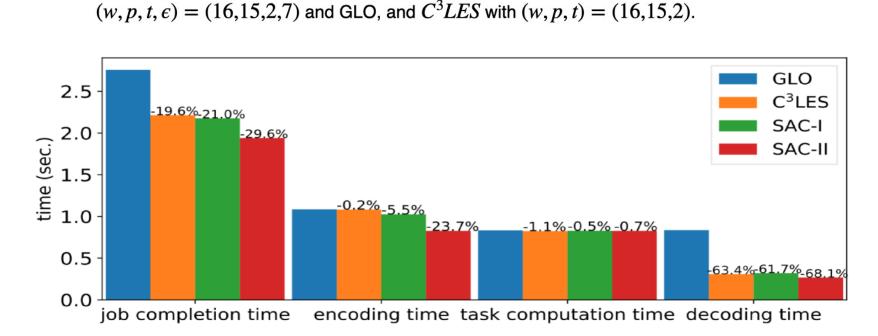
Δ generation is:

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

Simulation Results



Job completion time, encoding time, task computation time, and decoding time of SAC-I with



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.