# Coded Computation: Straggler Mitigation in Distributed Matrix Multiplication<sup>1</sup>

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¹Yu et al., IEEE Transactions on Information Theory, 2020 → ← ≥ → ← ≥ → → ◆ ◆ ◆ ◆ ◆ ◆

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- This problem is solved by deploying the multiplication task over a large-scale distributed system, having several nodes.

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- The slowest nodes, a.k.a. *stragglers*, impose a latency bottleneck.
- Commonly tackled by adding redundant computations.
- Naturally, error correcting codes can be applied to introduce 'efficient redundancy' in computation.

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- Encoding functions  $\mathbf{f} = (f_0, \dots, f_{N-1})$  and  $\mathbf{g} = (g_0, \dots, g_{N-1})$ , and class of decoding functions  $\mathbf{d} = \{d_{\mathcal{K}}\}_{\mathcal{K} \subseteq \{0,1,\dots,N-1\}}$ .

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- Recovery threshold  $K(\mathbf{f}, \mathbf{g}, \mathbf{d})$  is smallest k s.t. k-recoverable.



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- Thus, the redundancy is  $\frac{N}{r_1 r_2}$

#### Linear Codes

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= \sum_{i=0}^{p-1} \sum_{k=0}^{m-1} \sum_{i'=0}^{p-1} \sum_{k='0}^{n-1} A_{j,k}^{T} B_{j',k'} x_{i}^{(p-1+j-j')+kp+k'pm}$$

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#### $\mathsf{Theorem}$

 $K_{entangled-poly} = pmn + p - 1.$ 



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If  $\mathbb F$  is a finite field, then  $\frac{1}{2}K_{entangled-poly} < K^* \le K_{entangled-poly}$ .

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#### What we did

- We implemented entangled polynomial codes and redundant codes in Python.
- Code available at https://github.com/Dhruva-Dhingra/EE605-Project.
- We simulated communication delays with two exponential distributions; a low-mean one for fast workers and a high-mean one for slow workers.  $(p(x; \lambda) = \lambda e^{-\lambda x})$
- A fraction f < 1 of workers were set to be slow.
- We observed computation times and errors in the final result, for both types of codes, by varying matrix sizes, number of partitions, number of workers, etc.

## Practical Issues with Entangled Polynomial Code - Numerical Instability

 Interpolation Error - Lagrange Interpolation is numerically very unstable. As soon as interpolation degree crosses 20, error starts rising very quickly (Runge's phenomenon<sup>2</sup>).

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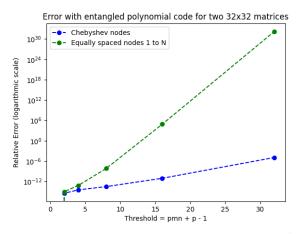
- Interpolation Error Lagrange Interpolation is numerically very unstable. As soon as interpolation degree crosses 20, error starts rising very quickly (Runge's phenomenon<sup>2</sup>).
- **Solution** Use Chebyshev Nodes<sup>3</sup> for evaluation points.

$$x_k = \cos\left(\frac{2k-1}{2n}\pi\right)$$

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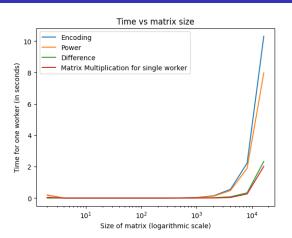


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- Empirical analysis validates this result.



#### Execution times: Polynomial code vs. Redundant code

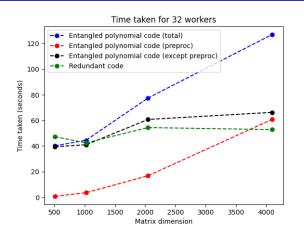


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  - Cost of preprocessing increases rapidly with matrix size, due to a large number of exponentiations, and causes a sharp increase in total computation time using entangled polynomial codes.
- This renders entangled polynomial codes unfit for practical use, unless these issues are fixed.

Thanks!

Any questions?