Coded Computation: Straggler Mitigation in Distributed Matrix Multiplication¹

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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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- 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

$$A = \begin{bmatrix} A_{0,0} & \dots & A_{0,m-1} \\ \vdots & \ddots & \vdots \\ A_{p-1,0} & \dots & A_{p-1,m-1} \end{bmatrix}, \quad B = \begin{bmatrix} B_{0,0} & \dots & B_{0,n-1} \\ \vdots & \ddots & \vdots \\ B_{p-1,0} & \dots & B_{p-1,n-1} \end{bmatrix}$$

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Worker i returns

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



• \tilde{C}_i is interpolation of polynomial h(x) at $x=x_i$ where

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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.
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- 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.

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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 phenomenon²).

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²https://en.wikipedia.org/wiki/Runge's_phenomenon

³https://en.wikipedia.org/wiki/Chebyshev_nodes

Practical Issues with Entangled Polynomial Code - Numerical Instability

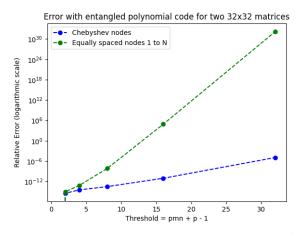
- Interpolation Error Lagrange Interpolation is numerically very unstable. As soon as interpolation degree crosses 20, error starts rising very quickly (Runge's phenomenon²).
- **Solution** Use Chebyshev Nodes³ for evaluation points.

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

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³https://en.wikipedia.org/wiki/Chebyshev_nodes ⊘ → ⟨ ≧ → ⟨ ≧ → ⟨ ≧ → ⟨

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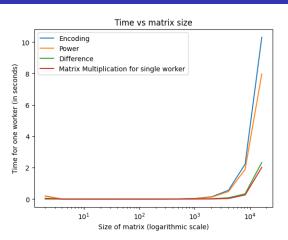


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- Empirical analysis validates this result.



Execution times: Polynomial code vs. Redundant code

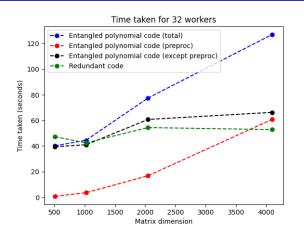


Figure: Caption



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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?