

CentralVR: Efficient Distributed SGD with Variance Reduction

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OVERVIEW

What is SGD & why won't it scale?

What is variance reduction?

How can we use VR to boost the scalability of SGD?

MOST MODEL FITTING PROBLEMS LOOK LIKE THIS

$$f(x) = \frac{1}{M} \sum_{i=1}^{M} f(x, d_i)$$

$$\nabla f(x) = \frac{1}{M} \sum_{i=1}^{M} \nabla f(x, d_i)$$

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Applications

SVM

neural nets

blah blah

n blah

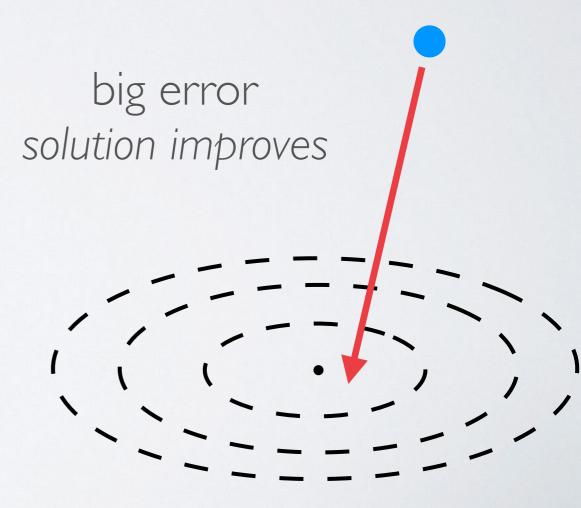
matrix factorization

select data

compute gradient

update

$$g^k = \frac{1}{M} \sum_{i=1}^{M} \nabla f(x, d_i) \longrightarrow x^{k+1} = x^k - \tau_k g^k$$



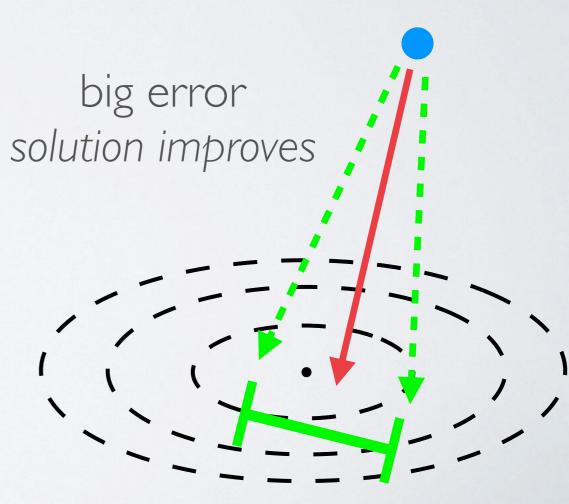
select data

compute gradient

update

$$g^k \approx \nabla f(x, d_{12})$$

$$\longrightarrow x^{k+1} = x^k - \tau_k g^k$$



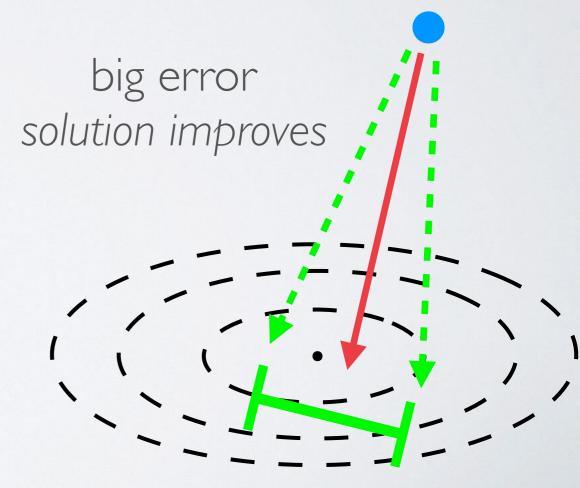
select data

compute gradient

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$$g^k \approx \nabla f(x, d_8)$$

$$\longrightarrow x^{k+1} = x^k - \tau_k g^k$$



select data

compute gradient

update

$$g^k \approx \nabla f(x, d_8)$$



$$x^{k+1} = x^k - \tau_k g^k$$

small error solutions gets worse

big error solution improves

select data

compute gradient

update

$$g^k \approx \nabla f(x, d_8)$$



$$\longrightarrow x^{k+1} = x^k - \tau_k g^k$$

Error must decrease as we approach solution

classical solution

shrink stepsize

slow convergence

$$\lim_{k \to \infty} \tau_k = 0 \longrightarrow O(1/\sqrt{k})$$

S(I)

select data

compute gradient

update

$$g^k \approx \nabla f(x, d_8)$$



$$\longrightarrow x^{k+1} = x^k - \tau_k g^k$$

Error must decrease as we approach solution

variance reduction solution

make gradient more accurate preserve fast convergence

S(1)

select

compute gradient

update

$$g^k \approx \nabla f(x, d_8) - \text{error}^8 \longrightarrow x^{k+1} = x^k - \tau_k g^k$$

Error must decrease as we approach solution

variance reduction solution

make gradient more accurate preserve fast convergence

VRAPPROACHES

SAGA

Defazio, Bach, Lacoste-Julian, 2014

SAG

Le Roux, Schmidt, Bach, 2013

SVRG

Johnson, Zhang, 2013

many more...

Central VR

A VR approach targeting distributed ML

Also, we propose distributed variants of these methods

"Efficient Distributed SGD with Variance Reduction," ICDM 2016

gradient tableau First epoch

gradient tableau First epoch

∇f_1	(x^1)
VJI	$(^{\iota}m)$

$$\nabla f_2(x_m^2)$$

$$\nabla f_3(x_m^3)$$

•

$$\nabla f_{n-1}(x_m^{n-1})$$

$$\nabla f_n(x_m^n)$$

gradient tableau

∇f	(x^1)
$\mathbf{V} J 1$	(u_m)

$$\nabla f_2(x_m^2)$$

$$\nabla f_3(x_m^3)$$

•

$$\nabla f_{n-1}(x_m^{n-1})$$

$$\nabla f_n(x_m^n)$$

Approximate true gradient over last epoch

$$\overline{g}_m = \frac{1}{n} \sum_{i=1}^n \nabla f_i(x_m^i)$$

gradient tableau

$$\nabla f_1(x_m^1)$$

$$\nabla f_2(x_m^2)$$

$$\nabla f_3(x_m^3)$$

•

$$\nabla f_{n-1}(x_m^{n-1})$$

$$\nabla f_n(x_m^n)$$

Approximate true gradient over last epoch

$$\overline{g}_m = \frac{1}{n} \sum_{i=1}^n \nabla f_i(x_m^i)$$

corrected gradient

$$\nabla f_3(x_{m+1}^3) - (\nabla f_3(x_m^3) - \bar{g}_m)$$

new gradient

error

gradient tableau

$$\nabla f_1(x_m^1)$$

$$\nabla f_2(x_m^2)$$

$$\nabla f_3(x_{m+1}^3)$$

•

$$\nabla f_{n-1}(x_m^{n-1})$$

$$\nabla f_n(x_m^n)$$

Approximate true gradient over last epoch

$$\overline{g}_m = \frac{1}{n} \sum_{i=1}^n \nabla f_i(x_m^i)$$

corrected gradient

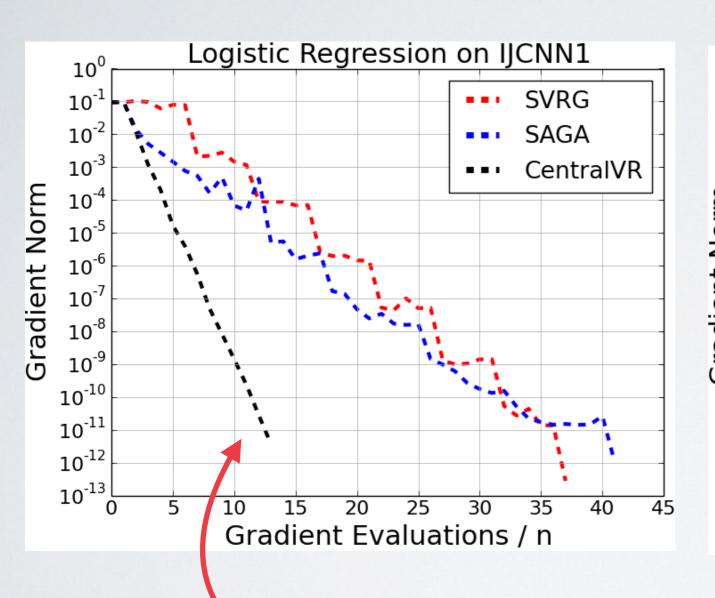
$$\nabla f_3(x_{m+1}^3) - (\nabla f_3(x_m^3) - \bar{g}_m)$$

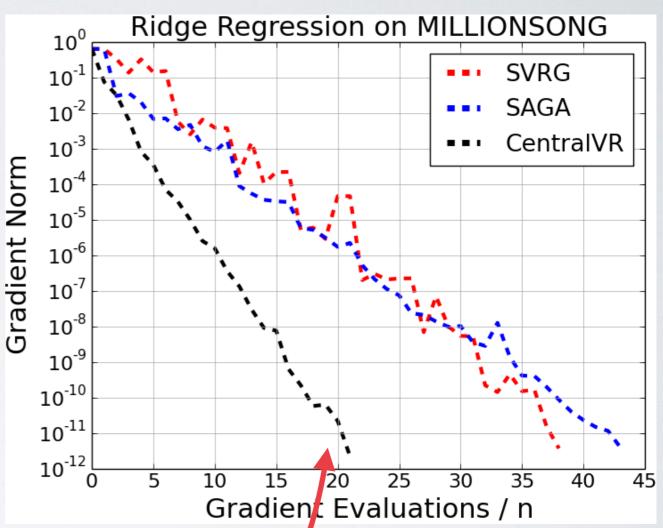
new gradient



error

SINGLE-WORKER RESULTS



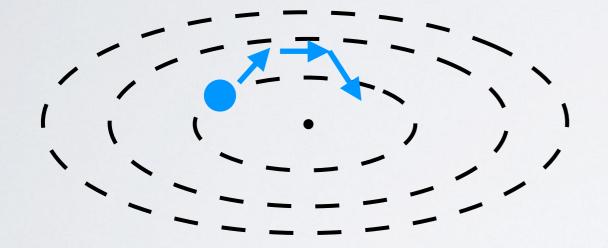


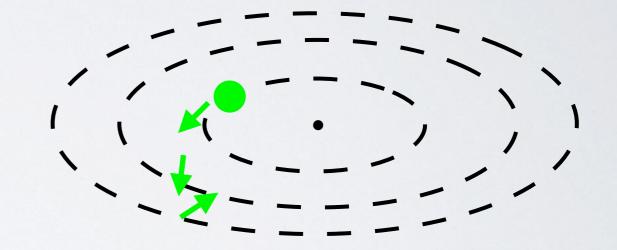
Roughly 2X speedup over other methods

WHAT'S WRONG WITH DISTRIBUTED SGD

diverging paths

$$x^{k+1} = x^k - \tau_k g^k$$





slow decay of noise

$$g^k = \nabla f(x^k) + \text{noise}^k$$

$$O(1/\sqrt{\text{workers}})$$

WHAT'S WRONG WITH DISTRIBUTED SGD

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$$x^{k+1} = x^k - \tau_k g^k$$

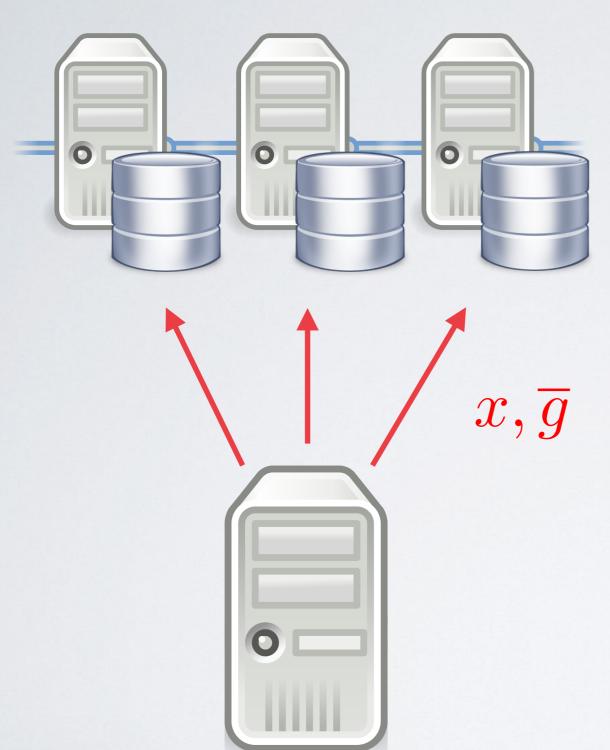
Use GLOBAL error corrections to keep workers on same path

slow decay of noise

$$g^k = \nabla f(x^k) + \text{noise}^k$$

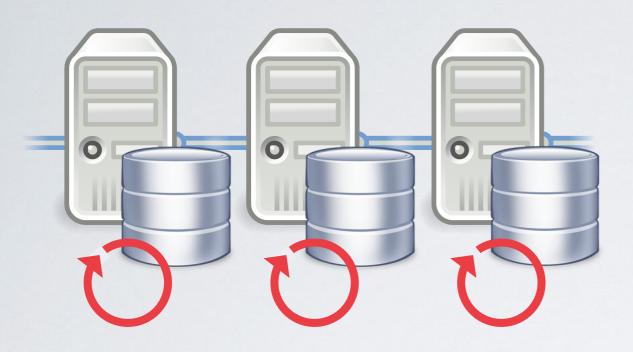
$$O(1/\sqrt{\text{workers}})$$

Use VR methods to reduce error faster than averaging



- Each local node maintains local tableau of stored gradients
- Local nodes receive current iterate and average gradient from central server

 $ar{g}$ is now **global** average x is **shared** at start of epoch



one epoch

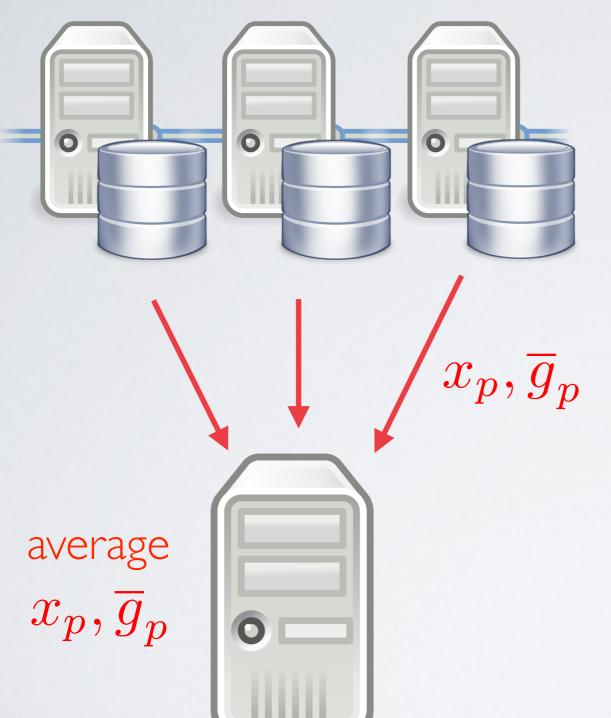


- tableau of stored gradients
- Local nodes receive current iterate and average gradient from central server
- Each local node runs one epoch of CentralVR

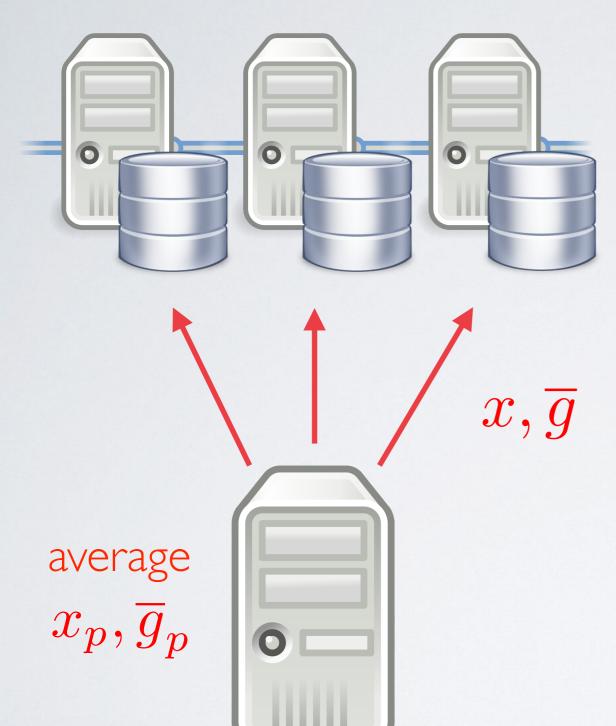
$$\nabla f_3(x_{m+1}^3) - (\nabla f_3(x_m^3) - \bar{g}_m)$$

local gradient

error relative to global average

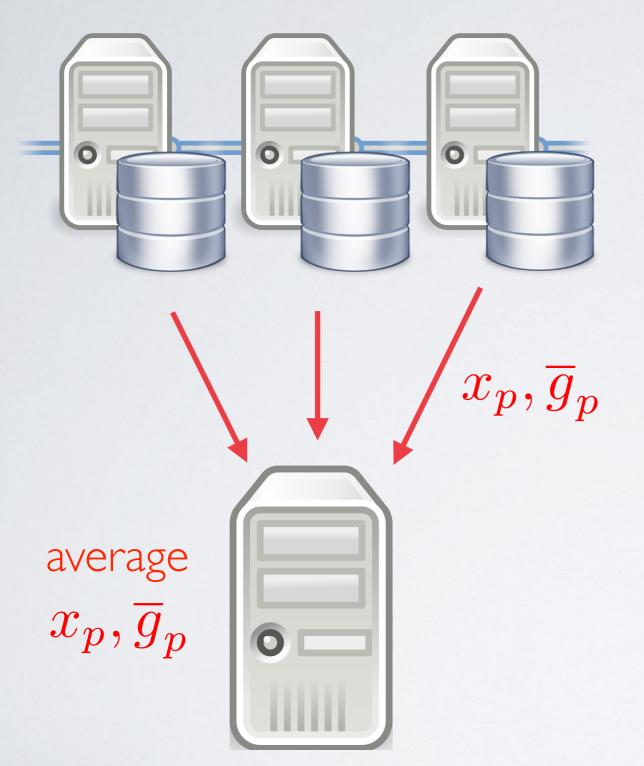


- Each local node maintains local tableau of stored gradients
- Local nodes receive current iterate and average gradient from central server
- Each local node runs one epoch of CentralVR
- Send current local iterate and local average gradient



- Each local node maintains local tableau of stored gradients
- Local nodes receive current iterate and average gradient from central server
- Each local node runs one epoch of CentralVR
- Send current local iterate and local average gradient
- Central server averages and broadcasts

ASYNCHRONOUS VERSION



Key Difference: Local node sends back **change** in variables

$$\Delta x_p^m = x_p^m - x_p^{m-1}$$

$$\Delta \overline{g}_p^m = \overline{g}_p^m - \overline{g}_p^{m-1}$$

robust to different node speeds

Model: Ridge Regression

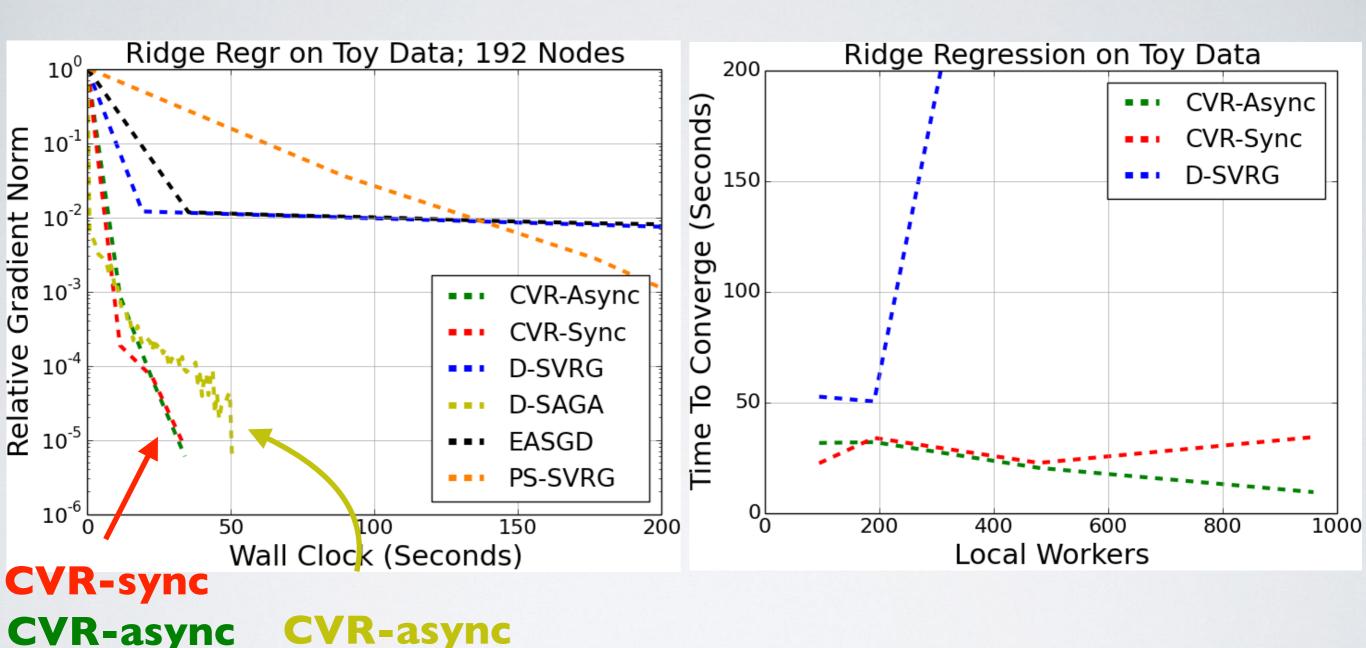
Datasets:

MILLIONSONG for regression: 463,715 samples Toy data (random $A, b = Ax + \epsilon$): 5000 samples/node

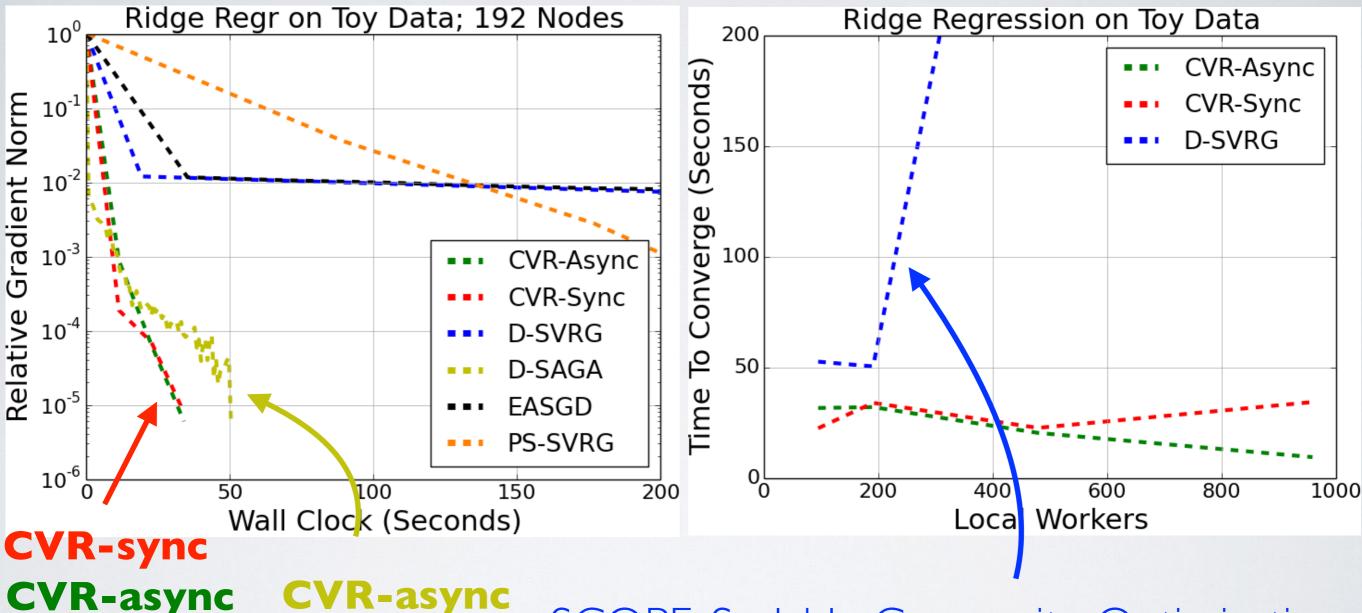
Compared with:

- EASGD (Zhang, Choromanska, Lecun, 15)
- Asynchronous SVRG (Reddi et al, 15)
- Distributed SAGA (in CentralVR paper)
- Distributed SVRG (in CentralVR paper)

Check paper for additional experiments

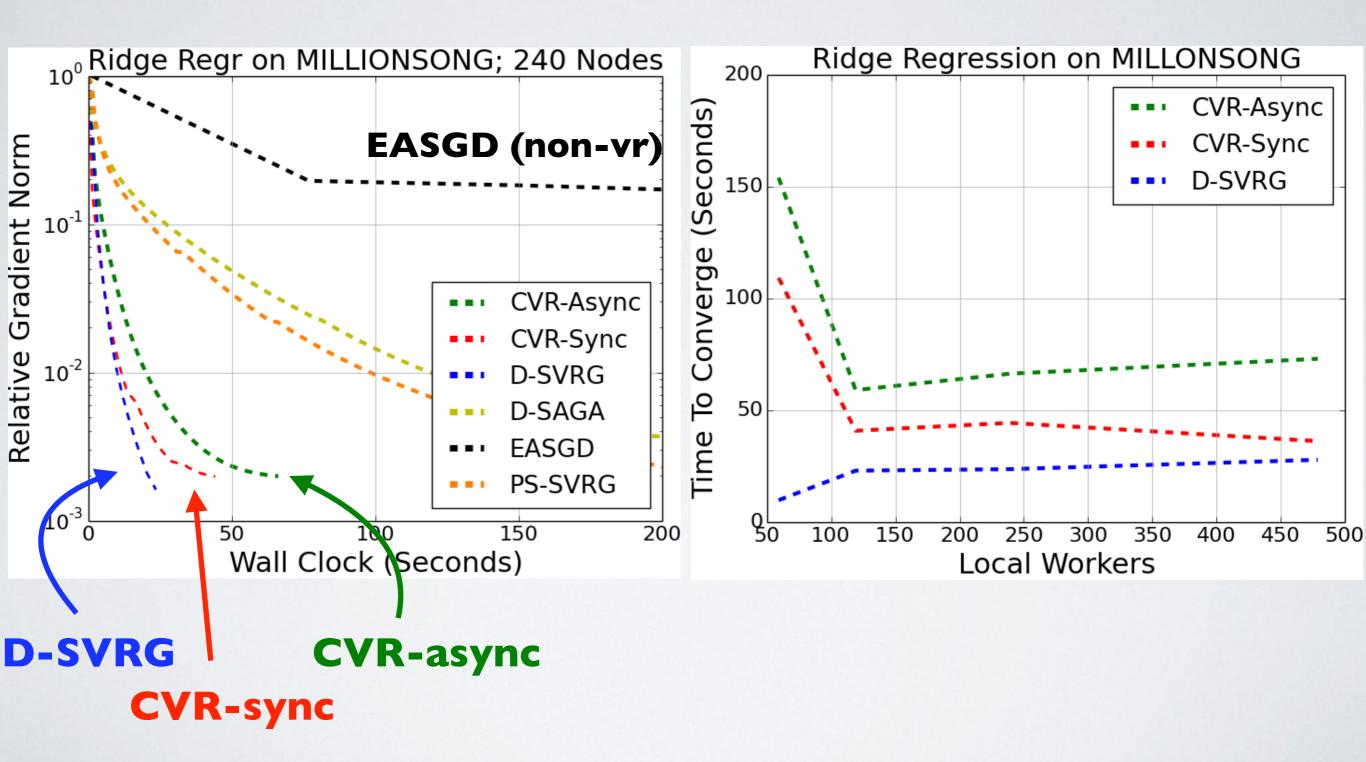


Toy data set size increases linearly with number of workers Maximum toy data set size: 5000*960 = 4,800,000



SCOPE: Scalable Composite Optimization for Learning on Spark, Zhao 2017

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TAKEAWAYS

Distributed Variance Reduction

- Boosts the scalability of SGD to hundreds of distributed computing nodes
- Low communication costs suitable for largescale heterogenous distributed environments

THANKS!

Feel free to get in touch!

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