

# Seeking the Truth in a Decentralized Manner

Zhiying Xu

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# Outline

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  - Motivation
  - Examples
- 2 Problem Formulation
- 3 Computational Complexity
- 4 Exact Algorithm
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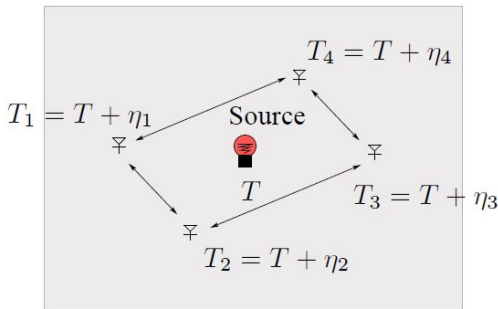
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# Gossip Algorithm

**Gossip algorithms:** schemes which distribute the computation burden and in which a node communicates with a randomly chosen neighbor.



# Seeking the Truth

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- Seeking the truth from noisy crowd sensing data
- Evaluate the reliability of sensors

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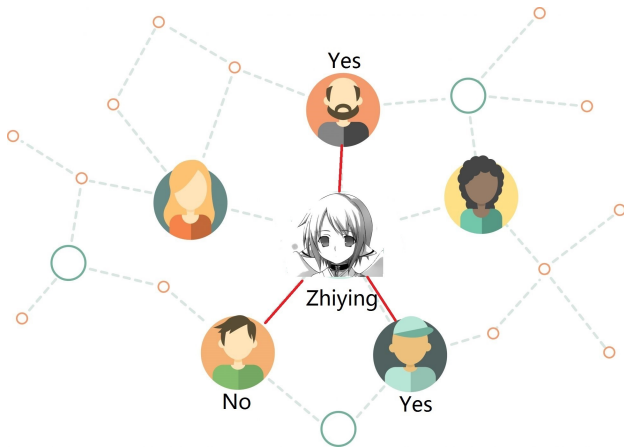
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# A Real-life Case

Whether the class is canceled?



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# Model

## Definition (Problem Formulation)

Given a crowd sensing model where  $n$  sensors make individual observations  $\mathbf{SC}^{n \times m} \in \{0, 1\}^{n \times m}$  about a set of  $m$  variables, determine the true value of these variables  $\mathbf{t} \in \{0, 1\}^m$  which satisfies

$$\langle \mathbf{t}, \mathbf{r} \rangle = \arg \max_{\langle \mathbf{t}, \mathbf{r} \rangle} p(\mathbf{SC} | \mathbf{t}, \mathbf{r}),$$

where  $\mathbf{r} \in [0, 1]^n$  is the reliability of sensors.

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# Model

## Definition (Problem Formulation)

Given a crowd sensing model where  $n$  sensors make individual observations  $\mathbf{SC}^{n \times m} \in \{0, 1\}^{n \times m}$  about a set of  $m$  variables, determine the true value of these variables  $\mathbf{t} \in \{0, 1\}^m$  which satisfies

$$\langle \mathbf{t}, \mathbf{r} \rangle = \arg \max_{\langle \mathbf{t}, \mathbf{r} \rangle} p(\mathbf{SC} | \mathbf{t}, \mathbf{r}),$$

where  $\mathbf{r} \in [0, 1]^n$  is the reliability of sensors.

- $\mathbf{t}, \mathbf{r}$  are related to each other.
- There is no need for iteration by EM algorithm.
- We denote the  $i$ th row of the  $\mathbf{SC}$  as  $\mathbf{s}_i$  and the  $j$ th column of the  $\mathbf{SC}$  as  $\mathbf{c}_j$

# Objective Function

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Using the relationship between  $\mathbf{t}$  and  $\mathbf{r}$ , We can simplify the previous problem into the optimization of the objective function

$$\mathbf{t} = \arg \min_{\mathbf{t}} \sum_{i=1}^n f(\mathbf{s}_i, \mathbf{t}),$$

where  $f(\mathbf{s}_i, \mathbf{t})$  denotes

$$-\frac{\|\mathbf{s}_i - \mathbf{t}\|}{m} \ln \frac{\|\mathbf{s}_i - \mathbf{t}\|}{m} - \left(1 - \frac{\|\mathbf{s}_i - \mathbf{t}\|}{m}\right) \ln \left(1 - \frac{\|\mathbf{s}_i - \mathbf{t}\|}{m}\right).$$

# Truth Discovery Strategy

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- All sensors are in a connected networks.
- Sensors have limited memory and can't store much data.
- Each sensor communicates with a randomly chosen neighbor asynchronously.

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# NP Hardness of the Decision Version

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Given a matrix  $\mathbf{SC}^{n \times m}$ , is there a vector  $\mathbf{t}$  which satisfies  $\sum_{i=1}^n f(\mathbf{s}_i, \mathbf{t}) < C$ ?

# Proof of NP Hardness

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## Theorem

*Discovering the truth  $\mathbf{t}$  from the observed matrix  $\mathbf{SC}$  is NP-hard.*

- By reduction from 3 exact cover problem.
- Inspired by Cardinal, J., Fiorini, S. and Joret, G., 2012. Minimum entropy combinatorial optimization problems. Theory of Computing Systems, 51(1), pp.4-21.



# Proof of NP Hardness

## Proof: Step 1

**3 exact cover:** Given a set system  $(U, S)$ , decide whether  $U$  can be covered using pairwise disjoint sets from  $S$

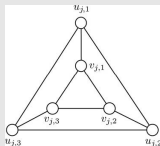


**minimum orientation defined on a concave function:**

Construct a graph by creating a gadget for each element in  $U$ .

Given the graph, decide whether there is an orientation that satisfies  $\sum_{i=1}^{|V|} g\left(\frac{d_i^+}{|E|}\right) < C_1$ .

Here  $g(\cdot)$  is a concave function and  $d_i^+$  is the in-degree of the node  $i$ .



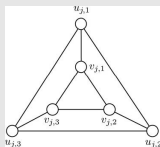
# Proof of NP Hardness

## Proof: Step 2

minimum orientation defined on a concave function:

Given the graph, decide whether there is an orientation that satisfies  $\sum_{i=1}^{|V|} g\left(\frac{d_i^+}{|E|}\right) < C_1$ .

Here  $g(\cdot)$  is a concave function and  $d_i^+$  is the in-degree of the node  $i$ .



## Truth Discovery:

Convert the graph into a matrix  $\mathbf{SC}$ , decide whether there is a vector  $\mathbf{t}$  which satisfies  $\sum_{i=1}^n f(\mathbf{s}_i, \mathbf{t}) < C_2$ .

$\mathbf{SC}$  = ancillary part + graph part.

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# The Complexity of Exact Algorithm

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## Theorem

*The complexity of the exact algorithm is  $\Theta\left(mn2^{m'}\right)$ .*

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## Theorem

*The complexity of the exact algorithm is  $\Theta\left(mn2^{m'}\right)$ .*

- $m$  denotes the number of vectors in the largest set  $\{\mathbf{c}'_i\} \subset \{\mathbf{c}_i\}$  with  $\mathbf{c}'_i \neq \mathbf{c}'_j$ ,  $\mathbf{c}'_i \neq \tilde{\mathbf{c}}'_j$ , which can be obtained in polynomial time.
- The truth vector  $\mathbf{t}$  is a combination of vectors in  $\{\mathbf{c}'_i\}$ .

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# Trade-off in Decentralized Algorithm

- It's hard to calculate the base vectors in a decentralized ways, so we decide to try every vector in  $\{0, 1\}^m$
- There is a trade-off between run time and accuracy.

$$\text{run time: } \Theta \left( \frac{2^{m'} \left( m' + \log^{-1} \epsilon \right) \log n}{n \log \lambda_2 (\mathbf{W})^{-1}} \right)$$

$$\text{accuracy: } 1 + \epsilon$$



# Algorithm

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**Algorithm 1** Gossip-based Decentralized Exact Algorithm (GDEA)

---

**Input:** Observed matrix  $SC$

**Output:** Truth vector  $t^*$

- 1: **Initialize:**  $t^* = t = 0, s^* = 0, \min = 1, \max = 0$
  - 2: **for**  $j = 1$  to  $m$  **do**
  - 3:   **if** the  $j^{th}$  element in  $s^*$  equals 0 **then**
  - 4:     **for**  $i = 1$  to  $n$  **do**
  - 5:       **if**  $S_i C_j = 0$  **then**
  - 6:          Invert  $s_i$
  - 7:       Implement  $\mathcal{A}(P, \text{ave})$  to obtain  $\frac{1}{n} \sum_{i=1}^n s_i$  and mark the elements in  $s^*$  as  $j$  whose corresponding elements in  $\frac{1}{n} \sum_{i=1}^n s_i$  are 0s or 1s
  - 8: **for**  $j = 1$  to  $2^{m'}$  **do**
  - 9:   We obtain  $s'_i$  and  $s''$  from  $s^*$  and set  $t = \bigoplus_{i=1}^{m'} s'''_i$ , where  $s'''_i \in \{s'_i, s''_i\}$ . Implement  $\mathcal{A}(P, \text{ave})$  to obtain  $\frac{1}{n} \sum_{i=1}^n d(s_i, t)$  and  $\frac{1}{n} \sum_{i=1}^n r_i$
  - 10:   **if**  $\frac{1}{n} \sum_{i=1}^n d(s_i, t) < \min$  or  $\frac{1}{n} \sum_{i=1}^n d(s_i, t) = \min$  and  $\frac{1}{n} \sum_{i=1}^n r_i = \frac{1}{n} \sum_{i=1}^n \frac{\|t^* - s_i\|_1}{m} > \max$  **then**
  - 11:      $t^* = t, \min = \frac{1}{n} \sum_{i=1}^n d(s_i, t), \max = \frac{1}{n} \sum_{i=1}^n r_i$
-

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- Accelerated by optimizing the probability of gossiping with neighbors.
- Preferential Attachment Graphs:  $\Theta\left(\frac{m'2^{m'}\log n}{n}\right)$
- Random Geometric Graphs:  $\Theta\left(\frac{m'2^{m'}\log n}{n\ell^2}\right)$

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## Theorem

*The approximation algorithm achieves an approximation ratio of 1.64.*

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## Theorem

*The approximation algorithm achieves an approximation ratio of 1.64.*

- The approximation ratio is an upper bound, for the worst case is difficult to find.
- Use triangle inequality  $f(\mathbf{x}, \mathbf{y}) + f(\mathbf{y}, \mathbf{z}) > f(\mathbf{x}, \mathbf{z})$ .

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# Trade-off in Decentralized Algorithm

- Use triangle inequality in metric space and Chebyshev Inequality.
- There is a trade-off between run time and accuracy.

$$\text{run time: } \Theta \left( \frac{\log n (\log n + \log \epsilon_1^{-1})}{\epsilon_2^2 (1 - \lambda_{\max}(\mathbf{W}_1))} + \frac{\log n}{n\Phi(\mathbf{P}_2)} \right. \\ \left. + \frac{\log n + \log m}{n \log \lambda_2(\mathbf{W}_3)} \right)$$

$$\text{accuracy: } 1 + \epsilon_1 + \epsilon_2$$



# Algorithm

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**Algorithm 2** Gossip-based Decentralized Approximation Algorithm (GDAA)

---

**Input:** Observation matrix  $SC$

**Output:** Truth vector  $t^*$

- 1: **Initialize:**  $t_1 = t_2 = 0$
  - 2: **for**  $i = 1$  to  $k_2$  **do**
  - 3:   Implement  $\mathcal{A}(P_1, \text{mix})$  and sample every  $k_1$  ticks to estimate  $\sum_{i=1}^h d(s_i, s_k)$  in participant  $S_k$
  - 4:   Implement  $\mathcal{A}(P_2, \text{min})$  to find 1-median point  $t_1$
  - 5:   **if**  $\|s_i - t_1\|_1 / m > \frac{2}{3}$  **then**
  - 6:     Invert  $s_i$
  - 7:   **else if**  $\frac{1}{3} \leq \|s_i - t_1\|_1 / m \leq \frac{2}{3}$  **then**
  - 8:      $s_i = \frac{1}{2}$
  - 9:   Implement  $\mathcal{A}(P_3, \text{ave})$  to find  $t_2 = \text{round}(\frac{1}{n} \sum_{i=1}^n s_i)$
  - 10:   Implement  $\mathcal{A}(P_3, \text{ave})$  to calculate  $\frac{1}{n} \sum_{i=1}^n d(s_i, t_1)$ ,  $\frac{1}{n} \sum_{i=1}^n d(s_i, t_2)$ ,  $\frac{1}{n} \sum_{i=1}^n \frac{\|s_i - t_1\|_1}{m}$  and  $\frac{1}{n} \sum_{i=1}^n \frac{\|s_i - t_2\|_2}{m}$ , and choose the one with the larger average value of distances between  $t_1$  and  $t_2$  as  $t^*$
  - 11:   **if**  $\frac{1}{n} \sum_{i=1}^n r_i < 0.5$  **then**
  - 12:     Inverse  $t^*$
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- Preferential Attachment Graphs:  $\Theta\left(\frac{\log^2 n}{\ell^2}\right)$
- Random Geometric Graphs:  $\Theta\left(\log^2 n\right)$

 Boyd, S., Ghosh, A., Prabhakar, B. and Shah, D., 2005, March. Gossip algorithms: Design, analysis and applications. In INFOCOM 2005. 24th Annual Joint Conference of the IEEE Computer and Communications Societies. Proceedings IEEE (Vol. 3, pp. 1653-1664). IEEE.

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# Thank You!