Communication–Efficient Distributed Learning of Discrete Probability Distributions

### Krzysztof Onak

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### Joint work with Ilias Diakonikolas, Elena Grigorescu, Jerry Li, Abhiram Natarajan, and Ludwig Schmidt.

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## **Discrete Distributions**



#### Population by Province/Territory Canada, 2011 Census

(chart by Srm038, CC BY-SA 4.0)

Widespread in practice

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## Learning Discrete Distributions

 $\mathcal{D} =$  probability distribution on  $\{1, \dots, n\}$ Input: Independent samples from  $\mathcal{D}$ 



### Goal: Output a distribution $\mathcal{D}'$ such that $\|\mathcal{D} - \mathcal{D}'\|_1 < \epsilon$

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Sample complexity: 
$$\Theta(n/\epsilon^2)$$

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Communication Complexity Distributed data: samples held by different players Example: Samples in different data centers



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# How much do players have to communicate to solve the problem?

Is sublinear communication possible?

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- Lower bounds:
  - $\Omega(n \cdot \log(1/\epsilon))$  always needed
  - One sample per player: Ω((n/ε<sup>2</sup>) · log n) (Later in the talk: sketch of less general result)

### Structured distributions

Monotone



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Monotone



• k-histograms



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- For l<sub>1</sub>-error, reuse ideas of Acharya, Diakonikolas, Li, and Schmidt (2017)
- For  $\ell_2\text{-}error,$  top-down strategy of partitioning the range
- The algorithms are agnostic: good approximation even if input distribution not exactly a *k*-histogram

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## **Related Work**

A lot of recent interest in communication-efficient learning:

## DAW12, ZDW13, ZX15, GMN14, KVW14, LBKW14, SSZ14, DJWZ14, LSLT15, BGMNW15

- Both upper and lower bounds.
- Usually more continuous problems.
- Sample problem: estimating the mean of a Gaussian distribution.

## Outline

### 1 Toy Example Presented Today

- 2 Warm-Up: Single Coin
- **3**  $O(n/\epsilon^2)$  Sample Complexity Review
- 4 Communication Complexity Lower Bound

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- Each sample is  $\Theta(\log n)$  bits
- Can average communication be made  $o(\log n)$ ?

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### Caveat:

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## Is this bound optimal?

### Hard Instance

Difficult to distinguish:

heads:  $\frac{1}{2} - 2\epsilon$  tails:  $\frac{1}{2} + 2\epsilon$ vs. heads:  $\frac{1}{2} + 2\epsilon$  tails:  $\frac{1}{2} - 2\epsilon$ 

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Difficult to distinguish:

heads: 
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 tails:  $\frac{1}{2} + 2\epsilon$   
vs.  
heads:  $\frac{1}{2} + 2\epsilon$  tails:  $\frac{1}{2} - 2\epsilon$ 

More formally:

probability of heads 
$$= \frac{1}{2} + \delta \cdot 2\epsilon$$

where  $\delta$  selected uniformly at random from  $\{-1, +1\}$ 

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Mutual information:  $I(X; \delta) = H(X) - H(X|\delta) = O(\epsilon^2)$ 

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k coin tosses:  $X_1, X_2, \ldots, X_k$ 

$$\sum I(X_i;\delta) = O(\epsilon^2 k)$$

- Is it true that  $I(X_1 \dots X_k; \delta) \leq \sum I(X_i; \delta)$ ?
- If so and  $k = o(1/\epsilon^2)$ :
  - $H(\delta|X_1\ldots X_k) = H(\delta) I(X_1\ldots X_k; \delta) = 1 o(1)$
  - Value of δ distributed almost uniformly on {−1, +1}
  - Can predict  $\delta$  given  $X_1 \dots X_k$  with probability only  $\frac{1}{2} + o(1)$

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## Multivariate Mutual Information

(Focus on k = 2, larger k by induction)



(In general, I(x; y; z) can be negative. Example:  $x \oplus y = z$ .)

- $I(X_1; X_2 | \delta) = 0$
- Hence,  $I(X_1; X_2; \delta) \ge 0$ .
- This proves that  $I(X_1X_2; \delta) \leq I(X_1; \delta) + I(X_2; \delta)$ .

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Solution: D' = empirical distribution of  $O(n/\epsilon^2)$  samples

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 For every subset of {1,..., n} the probabilities under *D* and *D'* within *ε*/2 with probability 1 − 2<sup>-2n</sup> (via Hoeffding's inequality)

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- For every subset of {1,..., n} the probabilities under *D* and *D'* within *ε*/2 with probability 1 − 2<sup>-2n</sup> (via Hoeffding's inequality)
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- Equivalent to  $\|\mathcal{D} \mathcal{D}'\|_1 \le \epsilon$  with probability 1 o(1))





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- This requires  $\Omega(n/\epsilon^2)$  samples

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No protocol with  $o\left(\frac{n}{\epsilon^2}\log n\right)$ communication on average that succeeds learning the distribution with probability 99/100.

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(Can assume at most  $O(n/\epsilon^2 \log n)$  players in the proof)

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### Hard Distribution

Reuse the hard distribution for sampling:



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Can assume the protocol is deterministic:

- · Slight loss in the probability of success
- Expected communication goes up by constant factor

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  - Messages reveal very little about δ<sub>i</sub> (even if the referee knows all other δ<sub>i</sub>'s)
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## CONTRADICTION!!!

Modify protocol for each pair 2j - 1 and 2j:

- Before: x sent for 2j 1 and y sent for 2j
- After: send xy for 2j 1 and yx for 2j



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### **Result:**

- Communication complexity only doubles.
- This partitions pairs. Each message reveals bias on a specific subset of pairs.

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1 
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- Happens for  $o(n/\epsilon^2)$  fraction of players
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- $I(\text{message}; \delta_i) \leq I(\text{sample}; \delta_i) = O(\epsilon^2/n)$

Three cases for a pair 2i - 1 and 2iand corresponding messages *xy* and *yx*:

- |xy| > log n/100
   |xy| ≤ log n/100 & ≤√n pairs with these messages
   Random *i*: happens with probability n<sup>0.01</sup>√n/n
   Can assume the message reveals the sample
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Three cases for a pair 2i - 1 and 2iand corresponding messages *xy* and *yx*:

 $|xy| > \frac{\log n}{100}$  $|xy| \le \frac{\log n}{100}$  &  $\le \sqrt{n}$  pairs with these messages  $|xy| \le \frac{\log n}{100}$  &  $>\sqrt{n}$  pairs with these messages • Can happen always

- δ<sub>i</sub> has little impact on probabilities of xy and yx
- $I(\text{sample}; \delta_i) = O(\epsilon^2 / (n \cdot \# \text{pairs})) = O(\epsilon^2 / n^{1.5})$

### Total Information about $\delta_i$

 $M_j$  = message of the *j*-th player  $M = (M_1, M_2, \dots, M_p)$ 

For all but o(1) fraction of *i*'s:

$$\sum_{j} I(\delta_{i}; M_{j}) = o\left(\frac{n}{\epsilon^{2}}\right) \cdot O\left(\frac{\epsilon^{2}}{n}\right) + O\left(\frac{n^{0.52}}{\epsilon^{2}}\right) \cdot O\left(\frac{\epsilon^{2}}{n}\right)$$
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Then  $I(\delta_i; M) = o(1)$ :

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### Algorithm correct with probability $\frac{1}{2} + o(1)$

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## **Questions?**