

Wyner-Ziv Estimators: Efficient Distributed Mean Estimation with Side Information

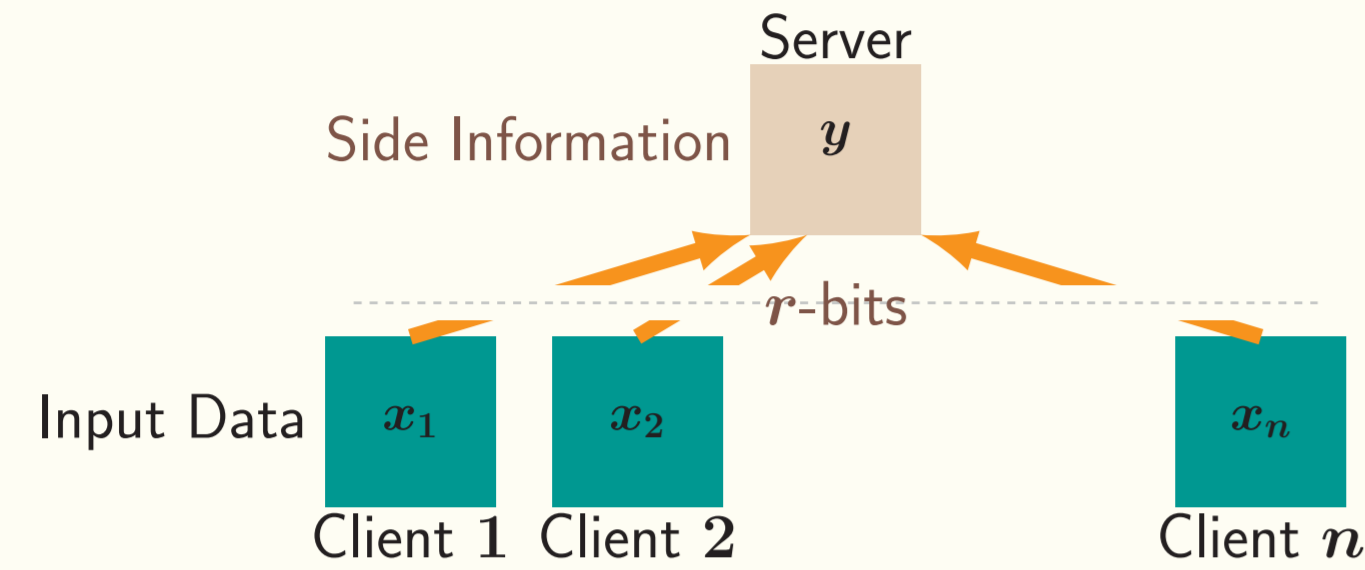
Prathamesh Mayekar, Indian Institute of Science

Ananda Theertha Suresh, Google

Himanshu Tyagi, Indian Institute of Science



Setup



Assumptions: $\|x_i - y\|_2 \leq \Delta$, for all $i \in \{1, \dots, n\}$.

Server's Goal: **Estimate Sample Mean** $\bar{x} := \frac{1}{n} \sum_{i=1}^n x_i$.

Each client can send only $r (\leq d)$ bits.

Two settings:

1. The known setting, where Δ is known to everyone;
2. The unknown setting, where Δ is unknown to everyone.

Application: Important subroutine in several distributed learning scenarios (e.g. gradient aggregation in Federated Learning).

Prior Work

1. The no side information case [1]:
 - ▷ $\|x_i\|_2 \leq 1$, for all $i \in [n]$, and no side information.
 - ▷ For any $r \in [d]$, $MSE \approx \Theta\left(\frac{d}{nr}\right)$.
2. The known setting [2]:
 - ▷ Focuses on the high precision regime of $r \geq d$.
 - ▷ Supoptimal results in the low precision regime ($r \leq d$).
 - ▷ Algorithm is computationally expensive.

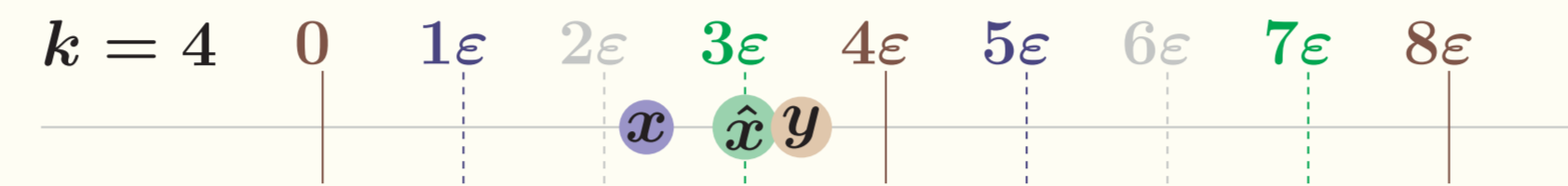
Our Contributions

1. In the known Δ setting, $MSE \approx \Theta\left(\Delta^2 \cdot \frac{d}{nr}\right)$.
 - ▷ Our results hold for $x_i, i \in [n]$, and y lying anywhere in \mathbb{R}^d .
2. In the unknown Δ setting, $MSE \approx O\left(\Delta \cdot \frac{d}{nr}\right)$.
 - ▷ Our results hold for $x_i, i \in [n]$, and y lying anywhere in the unit Euclidean ball.
3. Our algorithms are nearly linear time.

Building block in the known setting: Modulo Quantizer

Modulo Quantizer [2], [3]: Parameters k & ϵ .

Scalar input x and side-information y such that $|x - y| \leq \Delta$.



Encoder

1. $z_u = \lceil x/\epsilon \rceil, z_l = \lfloor x/\epsilon \rfloor$.
2. $\tilde{z} = \begin{cases} z_u, & \text{w.p. } x/\epsilon - z_l \\ z_l, & \text{w.p. } z_u - x/\epsilon. \end{cases}$
3. **Output:** $\tilde{z} \bmod k$

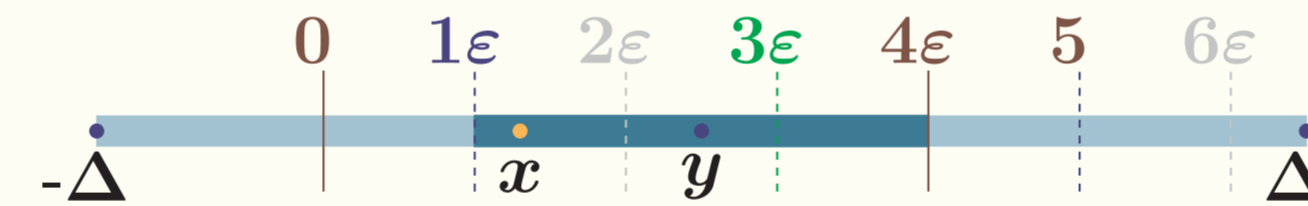
Decoder

1. Input $w \in \{0, \dots, k-1\}$.
2. **Output:** $\hat{x} =$ Point closest to y in $\{(zk + w) \cdot \epsilon : z \in \mathbb{Z}\}$

Suppose $k \cdot \epsilon \gtrsim \Delta$. Then, $\mathbb{E}[\hat{x}] = x$ and $|\hat{x} - x| \leq \epsilon$.

RMQ: Modulo Quantizer + Random Rotation

Input and Side Information: x and y such that $\|x - y\|_2 \leq \Delta$.



1. Rotate x and y using randomized Hadamard transform.
 - ▷ Each coordinate of $x - y$ is subgaussian with a variance factor $\frac{\Delta^2}{d}$.
2. For each coordinate, use Modulo Quantizer.
3. Bias-MSE Tradeoff:
 - 3.1 Need the grid size ϵ to be small for a smaller MSE.
 - 3.2 Error Event $|x - y| \gtrsim k\epsilon$ induces bias.
 - 3.3 Optimize over k and ϵ to minimize overall MSE.

Putting it all together

- ▶ Wyner-Ziv Estimator in the known setting: For each client i
 1. Sample $\approx r$ coordinates using public randomness (between client and server).
 2. Send encoded values of RMQ for those coordinates.
- ▶ Sample mean estimator: Average of the decoded estimates.
- ▶ Leads to the first main result.

Key Idea in Unknown Setting: Correlated Sampling Idea [4]

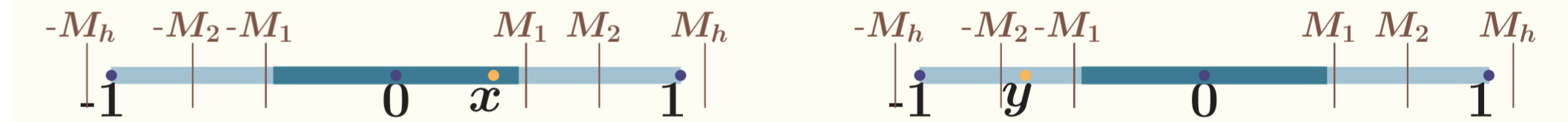
Let $x, y \in [0, 1]$ and $U \sim \text{Unif}[0, 1]$.

Two different 1-bit estimators of x :

1. $\mathbb{1}_{\{U \leq x\}}$.
 - ▷ $\mathbb{E}[\mathbb{1}_{\{U \leq x\}}] = x$.
 - ▷ $\text{Var}(\mathbb{1}_{\{U \leq x\}}) = x - x^2$.
 2. $\hat{X} = \mathbb{1}_{\{U \leq x\}} - \mathbb{1}_{\{U \leq y\}} + y$.
 - ▷ $\mathbb{E}[\hat{X}] = x$.
 - ▷ $\text{Var}(\hat{X}) = |x - y| - (x - y)^2$.
- Possibility of distance-dependent bounds without its knowledge!

RDAQ: Correlated sampling with multiple scales + Random Rot.

Input and Side Information: x and y s.t. $\max\{\|x\|_2, \|y\|_2\} \leq \Delta$.



1. Rotate x and y using randomized Hadamard transform.
 2. Correlated sampling + Tetration idea of RATQ [5].
 - ▷ $M_{i+1}^2 \approx e^{M_i^2}$ (tetration).
 - ▷ Use indep rvs $\{U(i)\}_{i \in [h]}$, where $U(i) \sim \text{Unif}[-M_i, M_i]$.
 - ▷ $\hat{X}_i = 2M_i (\mathbb{1}_{\{U(i) \leq x(i)\}} - \mathbb{1}_{\{U(i) \leq y(i)\}}) + y$.
 - ▷ Use the smallest interval containing x and y .
- Subsampled version of RDAQ gives the second main result.

References

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