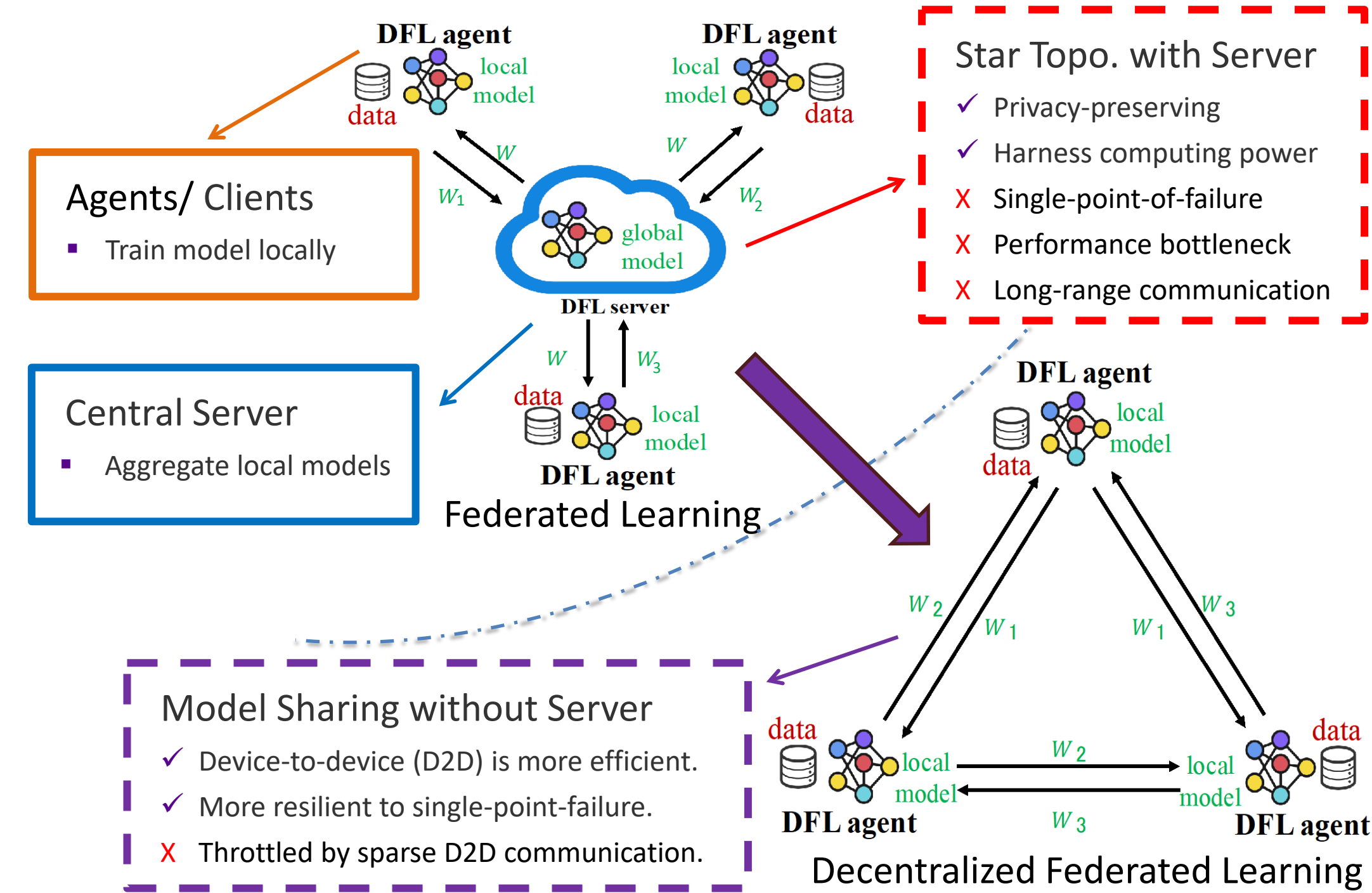
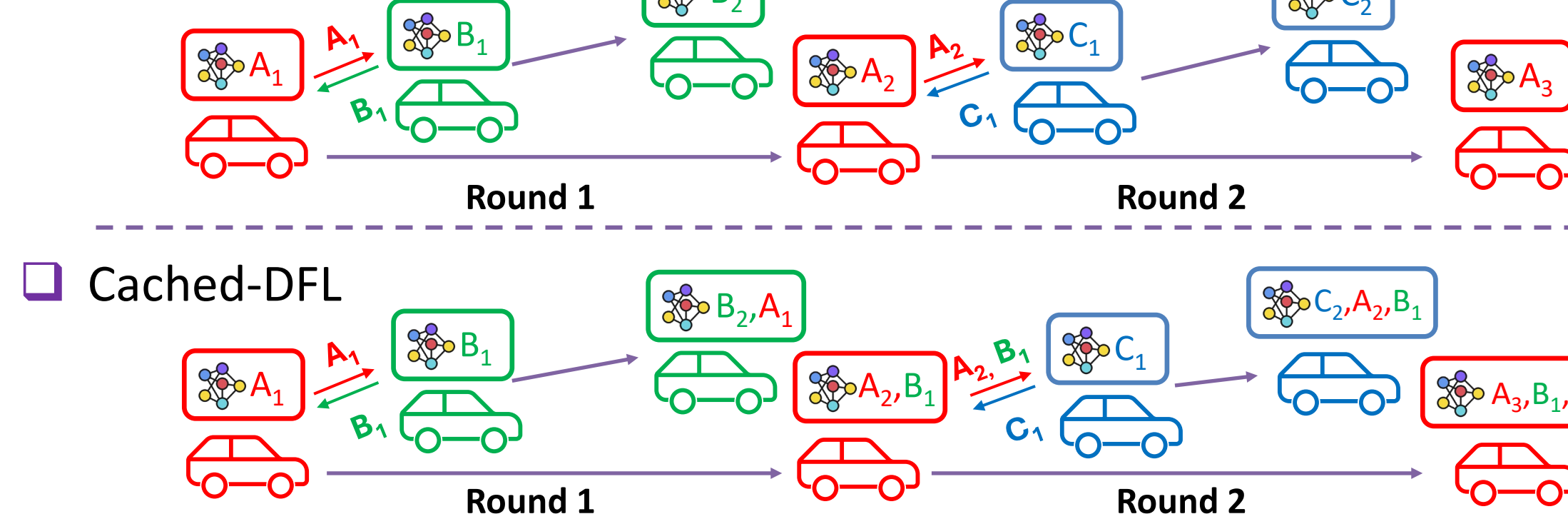


Code: <https://github.com/ShawnXiaoyuWang/Cached-DFL>

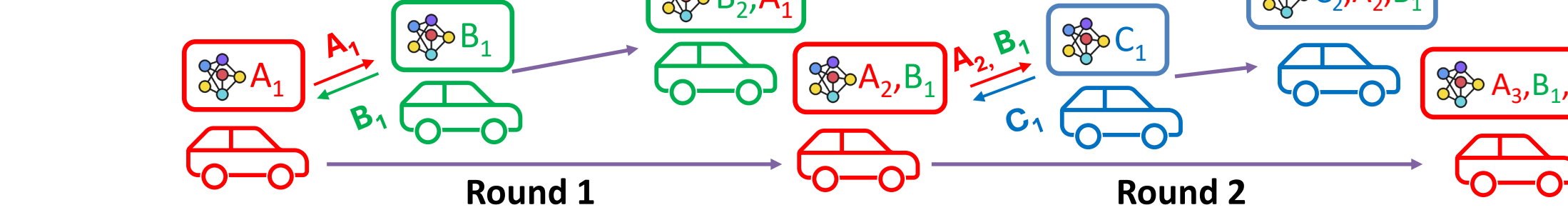
Background & Motivation



DFL



Cached-DFL



Caching Algorithm Design

Data coverage vs. staleness

Freshness-first Caching:

- threshold τ_{max} → control staleness, cached models can not be older than τ_{max}
- when cache is full → LRU
- Other Considerations:
 - data distribution/uniqueness
 - load balance
 - projected future mobility, etc.

Algorithm 2: LRU Model Cache Update (LRU Update)
Input: Current cache $C_i(t)$, agent j 's cache $C_j(t)$, model $x_j(t)$ from agent j , current time t , cache size C_{max} , staleness tolerance τ_{max}
Main Process:
1: for each $x_k(\tau) \in C_i(t)$ or $C_j(t)$ do
2: if $t - \tau \geq \tau_{max}$ then
3: Remove $x_k(\tau)$ from $C_i(t)$ or $C_j(t)$
4: end if
5: end for
6: Add or replace $x_j(t)$ into $C_i(t)$
7: for each $x_k(\tau) \in C_j(t)$ do
8: LRU Steps ...
9: end for
10: Sort models in $C_i(t)$ in descending order of τ
11: Retain only the first C_{max} models in $C_i(t)$
12: return $C_i(t+1)$
Output: $C_i(t+1)$

Convergence Analysis

We also gives the convergence analysis, build a relationship related to τ_{max} : **smaller τ_{max} leads to tighter bound**

$$\min_{t=0}^{T-1} \mathbb{E} \|\nabla F(x(t))\|^2 \leq \frac{\tau_{max}}{\epsilon \eta C_1 K T} \mathbb{E}[F(x(0)) - F(x_{M(T)}(T))] + \mathcal{O}\left(\frac{\eta \rho K^2}{\epsilon C_1}\right) \\ \leq \mathcal{O}\left(\frac{\tau_{max}}{\epsilon \eta C_1 K T}\right) + \mathcal{O}\left(\frac{\eta \rho K^2}{\epsilon C_1}\right).$$

Check out more details in our **extended version**.

Evaluation

Generated Manhattan Map from INRIX.
100 Cars by Manhattan Mobility Model
Communication range: 100 meters
Velocity: 13.89 m/s

- NN Models: CNN
- Image Classification Datasets
 - MNIST, FashionMNIST, CIFAR-10
- Dataset Distributions:
 - i.i.d, Dirichlet, Non-i.i.d.

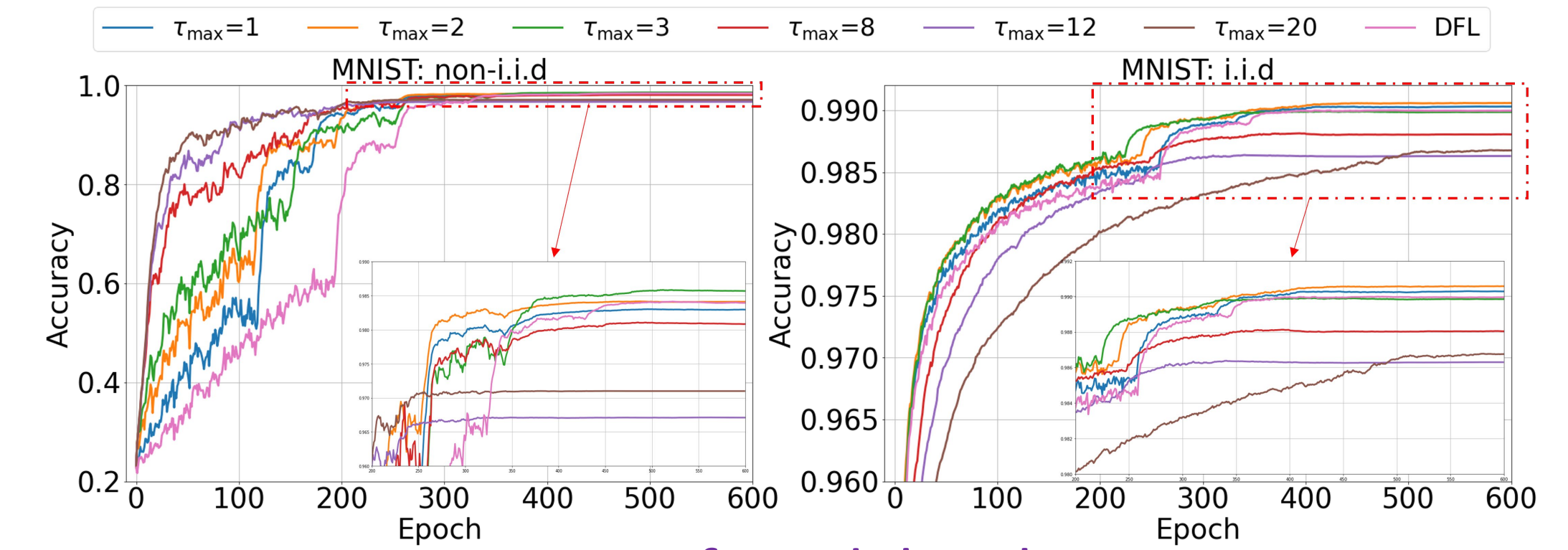
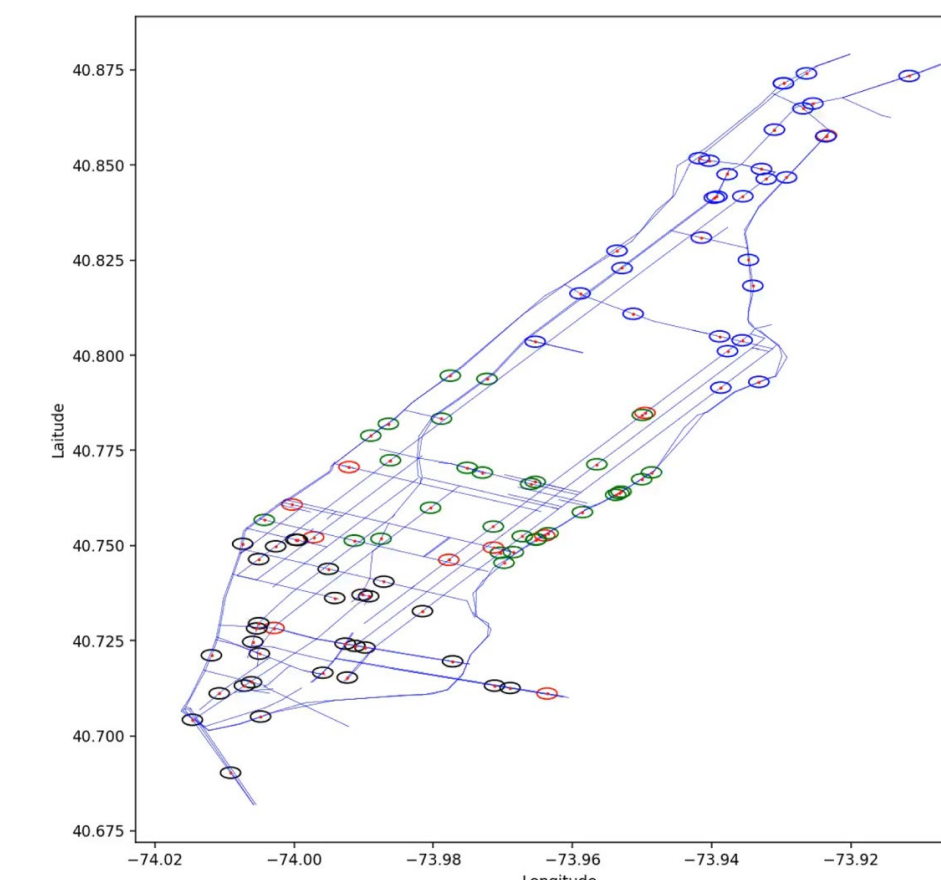


Fig.2 Impact of Model Staleness τ_{max}

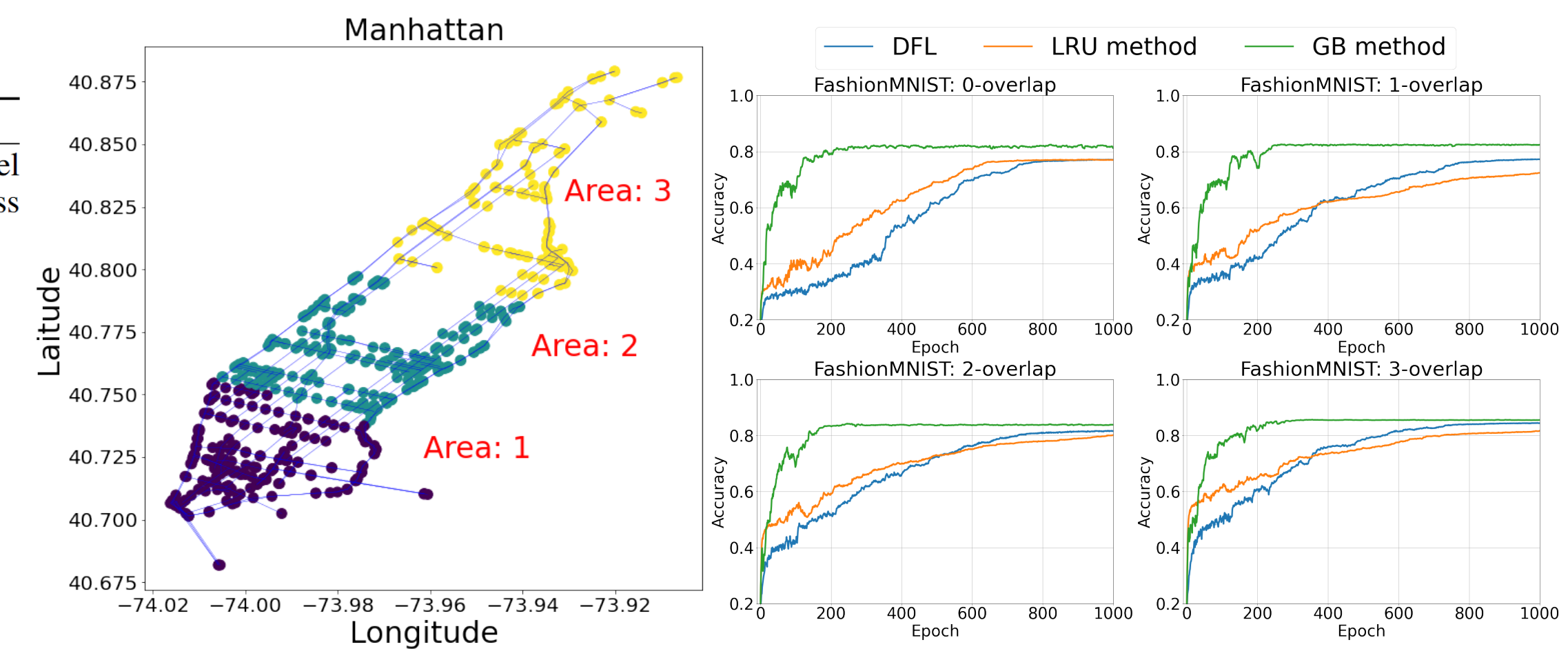


Fig.3 Grouped-based Caching

Conclusion

- Cached-DFL **outperforms** DFL w.o. caching, especially for **non-i.i.d.** data distributions on agents;
- Larger** cache size and **smaller** model staleness τ_{max} make caching closer to the performance of CFL;
- The choice of τ_{max} should consider the **diversity data distributions** on agents;
- The **mobility** or **topology** will also have big impact on model convergence.

Extended Version: Wang, X., Xiong, G., Cao, H., Li, J. and Liu, Y., 2024. "Decentralized Federated Learning with Model Caching on Mobile Agents", arXiv preprint arXiv:2408.14001.

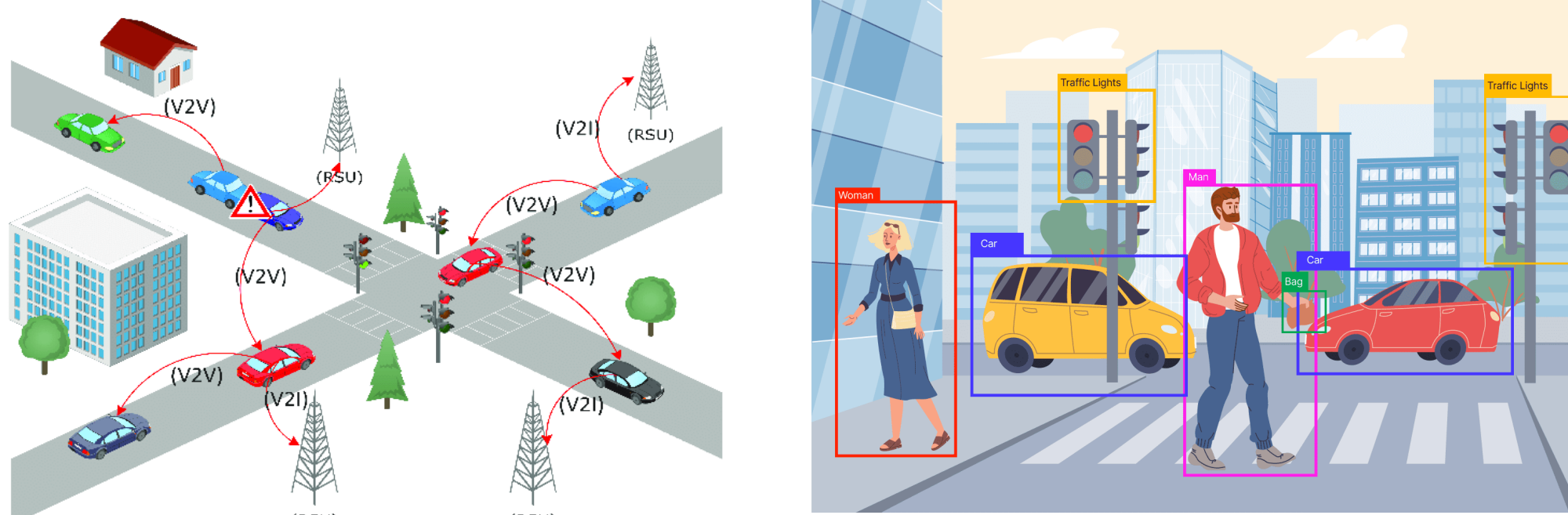


Project Code



Personal Website

DFL in Vehicular Networks



Cached-DFL

Our Proposal: Cached-DFL

- Motivated by Delay-tolerant Networking (DTN) for robust and efficient data dissemination in Mobile Ad-hoc Network (MANET);
- Knowledge Cache:** stores own model + models from other agents;
- Two agents meet → exchange/fuse local and cached models;
- Knowledge Caching-Relay:** leverages mobility to accelerate model spreading/fusion globally.

Values of Caching Agent B's Model on Agent A

- ✓ Knowledge from B's unique data;
- ✓ Contribute to model fusion on A;
- ✓ **Relayed** to other agents via A;
- ✓ Fast and even model spreading for global convergence.

Costs of Model Caching

- ✗ Communication cost
- ✗ Storage cost
- ✗ **Cache Replacement**
- ✗ Cached models are not update-to-date:
- ✗ **Diverge global convergence**