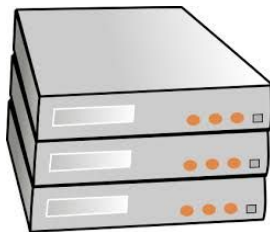


cpSGD: **c**ommunication-efficient and differentially-**p**private distributed **SGD**

Naman Agarwal, Ananda Theertha Suresh, Felix X. Yu
Sanjiv Kumar, H. Brendan McMahan

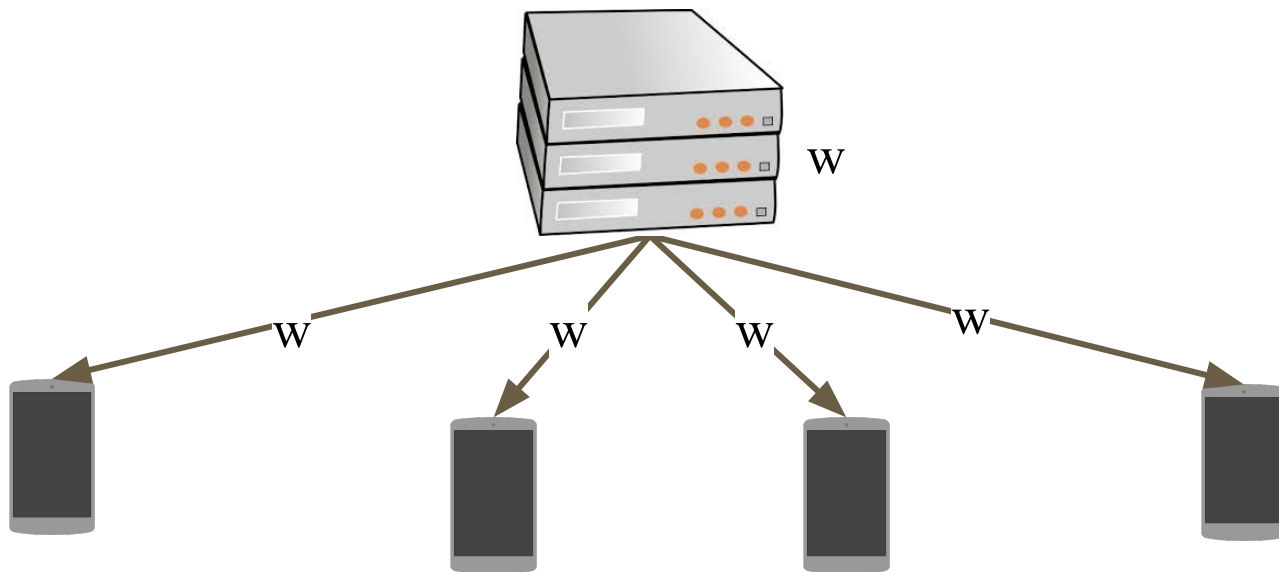


Distributed learning with mobile devices



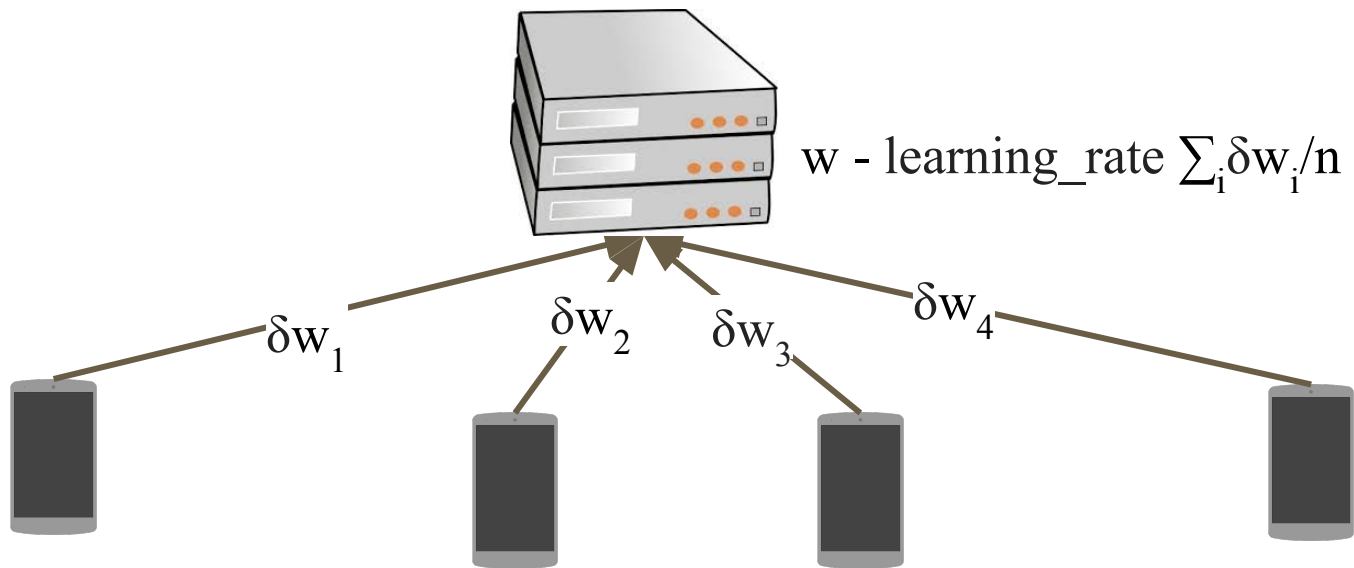
Train a centralized model; data stays on mobile phones.
In each iteration...

Server sends model to clients...



$w \in \mathbb{R}^d$: the model vector

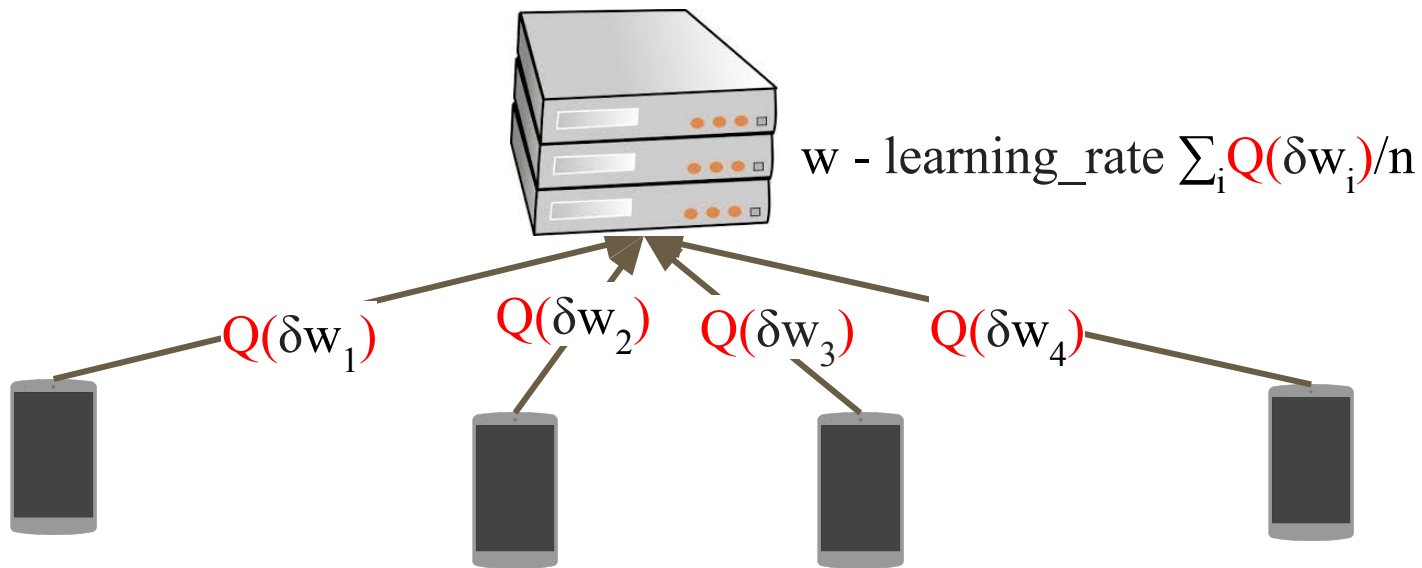
Clients send updates back...



n : number of clients

δw_i : gradient of the i -th client

Challenge I: uplink communication is expensive



- Q : quantization

How to design the quantization?

- **Convergence of SGD** depends on the **MSE of the estimated gradient**.

- Sufficient to study:

bits vs. quantization error in distributed mean estimation.

- **No compression (float)**: 32 bits per coordinate; 0 MSE.
- **Binary quantization**: 1 bit; $O(d/n)$ MSE
- **Variable length coding**: $O(1/n)$ MSE
- [Suresh et al., 17] [Alistarh et al., 17] [Wen et al., 17] [Bernstein et al., 18]

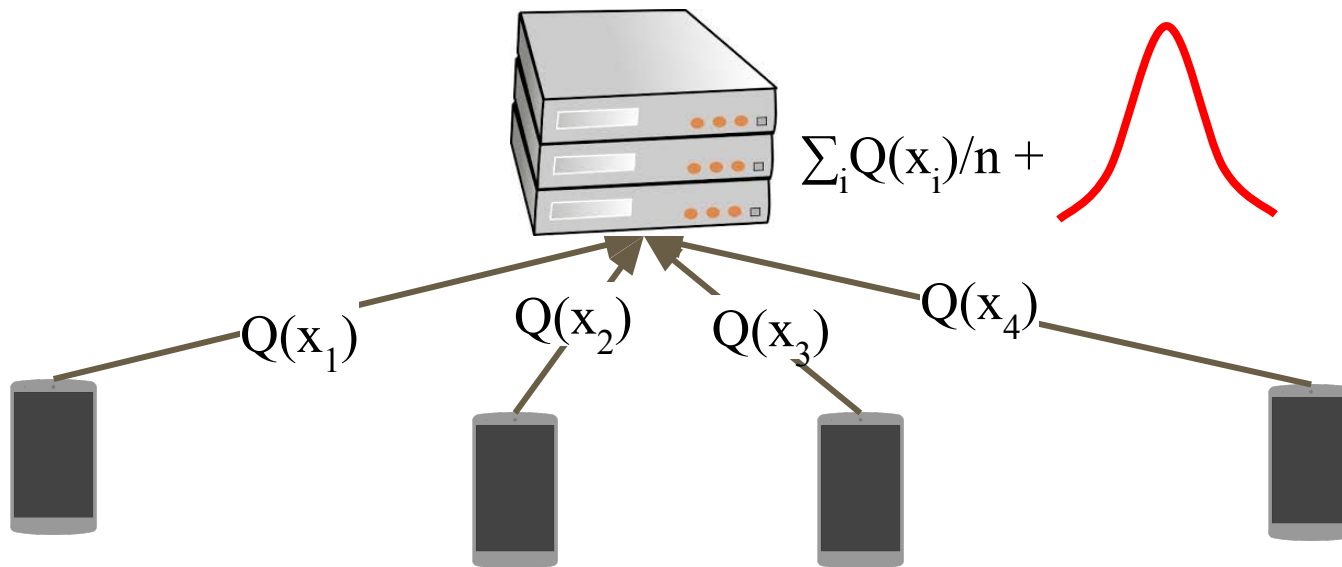
Challenge II: user privacy is important

- Differential privacy (DP)
 - Removing or changing single client's data should not result in big difference in the estimated mean
 - Adding Gaussian noise [Abadi et al., 16]

Goal of this paper

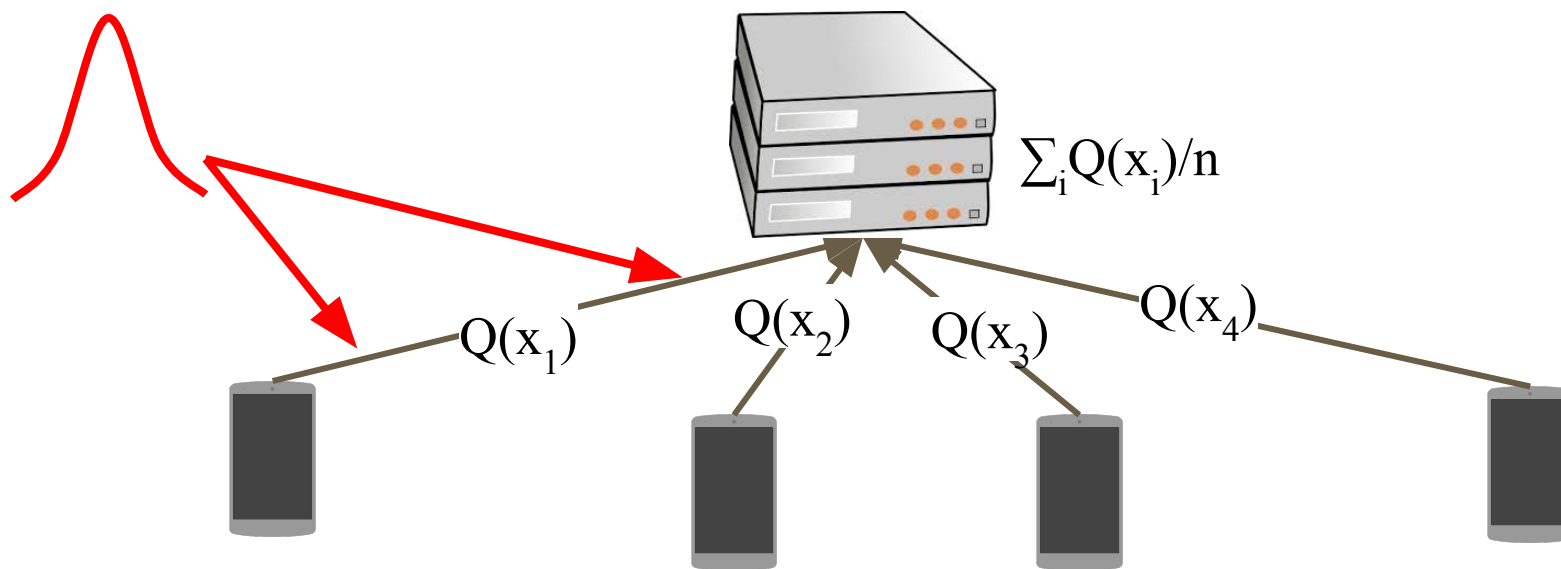
- **Both communication efficiency and differential privacy**

Attempt 1: add Gaussian noise on the server



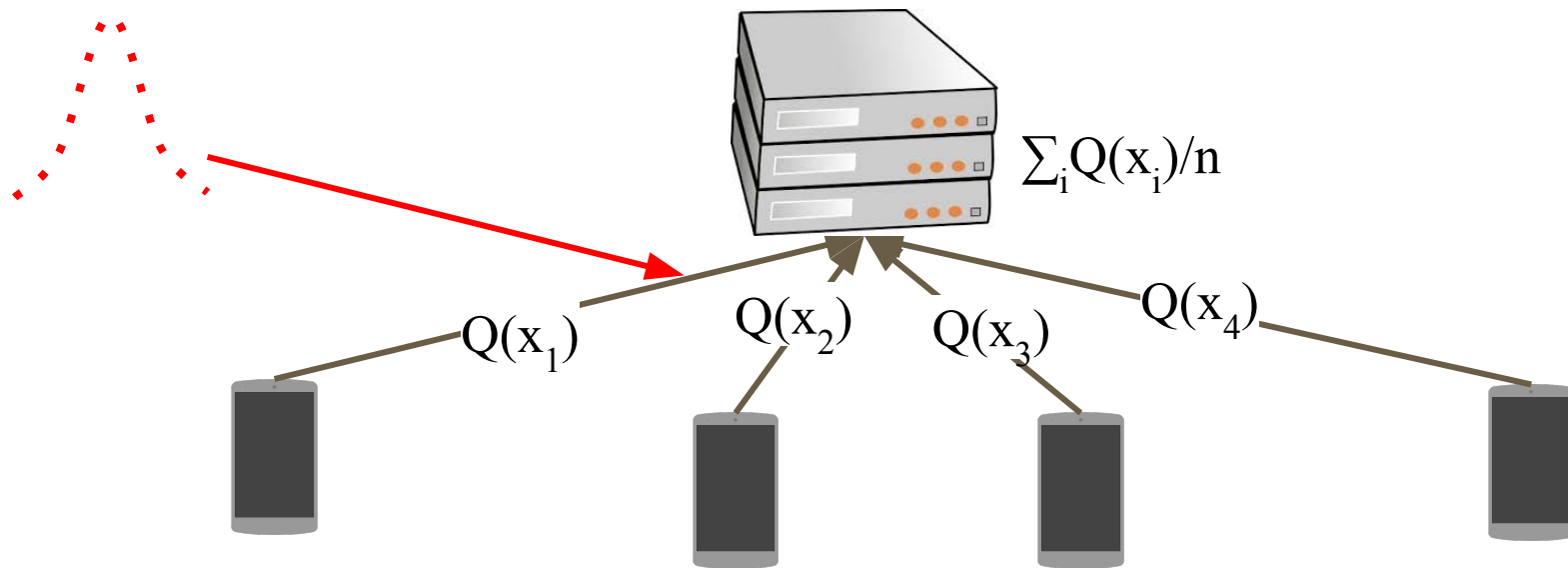
- DP results readily available
 - Assuming L2 norm of the gradient is bounded (gradient clipping).
- Server has to be trustworthy.

Attempt 2: add Gaussian noise on the client



- After quantization: no communication efficiency.
- Before quantization: hard to analyze.

cpSGD: add **binomial noise** after quantization

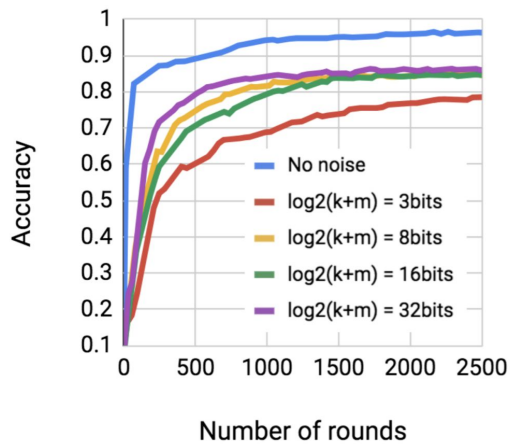


cpSGD

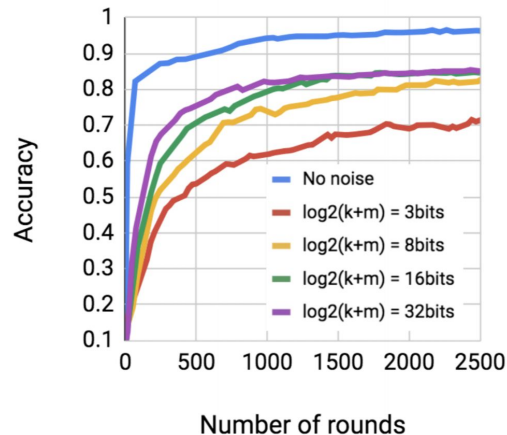
- **Maintains communication efficiency**
 - Binomial is discrete.
- **Differentially private**
 - Binomial similar to Gaussian.
 - Extended to d-dimension with improved bound.
- **Works if server is negligent but not malicious**
- **Works even if clients do not trust the server**
 - Secure aggregation.

For d variables and $n \approx d$ clients, cpSGD uses

- $O(\log \log(nd))$ bits of communication per client per coordinate
- Constant privacy



(a) $\epsilon = 4.0$



(b) $\epsilon = 2.0$