

Structured Polynomial Codes

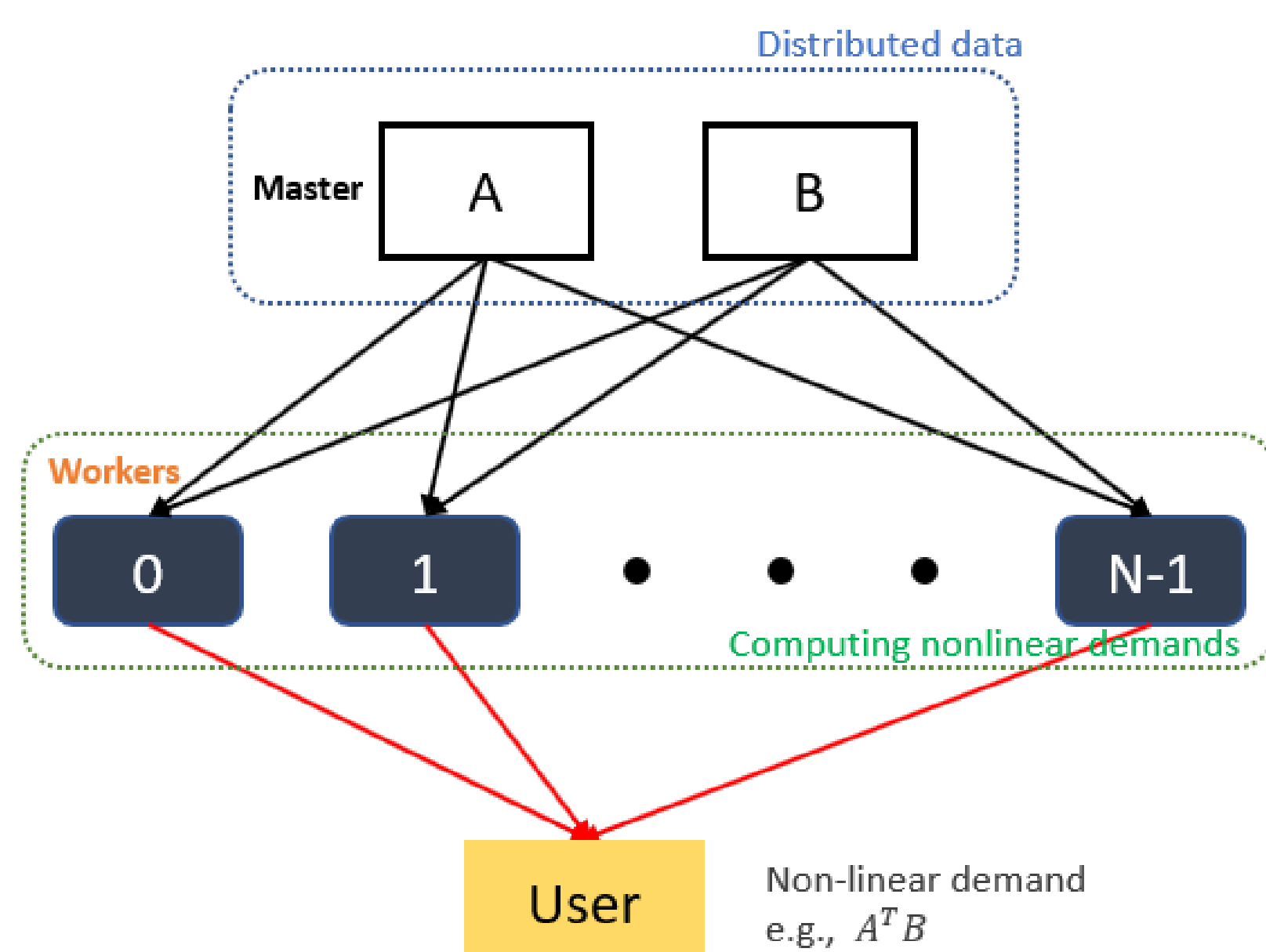
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Motivation



- A fundamental challenge: Balancing computation and communication complexity.

Related work

Distributed computing frameworks:

- MapReduce, Hadoop, Spark, TeraSort [1]

Channel coding approaches:

- Polynomial codes, Lagrange coded computing [2, 3]

Source coding approaches:

- Structured codes for modulo two sum computation in [4], and distributed matrix multiplication in [5]

Contributions

Novelty:

- Combining the benefits of structured coding and polynomial codes
- Elevating the Körner–Marton approach to the distributed matrix multiplication setting
- Incorporating a secure matrix multiplication design

Savings:

- Low complexity distributed encoding
- Communication costs (reduced by %50)
- Storage size (reduced by %50)

Future directions

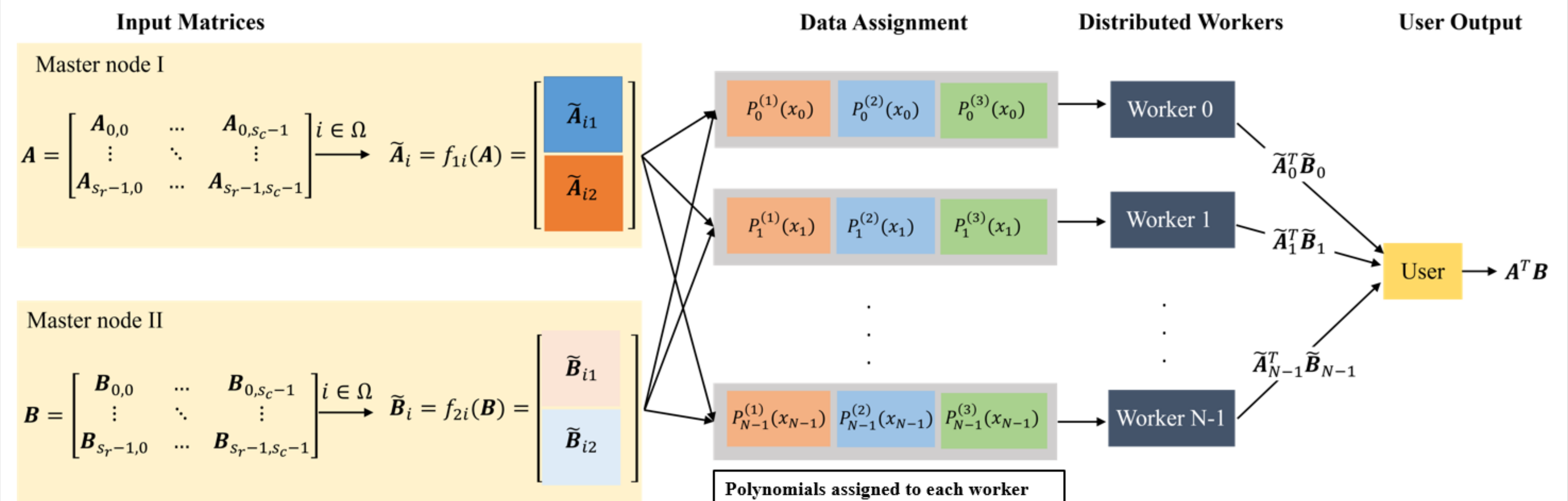
Structured codes for

- n -matrix products
- privacy/security aspects
- tensor product computations

References

- [1] Alkatheri et al. A comparative study of big data frameworks. *Int. Jour. Comp. Sci. IJCSIS*, 2019.
- [2] López et al. Secure MatDot codes: a secure, distributed matrix multiplication scheme. In *ITW 2022*, Mumbai, India, 2022.
- [3] Yu et al. Lagrange coded computing: Optimal design for resiliency, security, and privacy. In *Proc. Int. on AI and Stat.*, 2019.
- [4] Körner and Marton. How to encode the modulo-two sum of binary sources. *IEEE Trans. Inf. Theory*, 1979.
- [5] Malak. Distributed structured matrix multiplication. In *IEEE ISIT*, Athens, Greece, Jul. 2024.

A structured distributed matrix multiplication model



- Each worker, using the assigned polynomials, calculates the product of sub-matrices $\tilde{A}_i^T \tilde{B}_i$.
- Using $\{\tilde{A}_i^T \tilde{B}_i\}_i$ from a subset of workers, the user decodes AB .
- The user cannot decode A or B , where the security of matrix multiplication is ensured by structured coding.

Source coding for matrix multiplication [5]

Two *distributed sources*, $A \in \mathbb{F}_q^{m \times 1}$ and $B \in \mathbb{F}_q^{m \times 1}$:

- **Splitting of each source:**

$$A = \begin{bmatrix} A_1 \\ A_2 \end{bmatrix}^T \in \mathbb{F}_q^{m \times 1}, \quad B = \begin{bmatrix} B_1 \\ B_2 \end{bmatrix} \in \mathbb{F}_q^{m \times 1}.$$

- **Nonlinear mapping from each source:**

$$X_1 = g_1(A) = \begin{bmatrix} A_2 \\ A_1 \\ A_2^T A_1 \end{bmatrix} \in \mathbb{F}_2^{(m+1) \times 1}, \quad X_2 = g_2(B) = \begin{bmatrix} B_1 \\ B_2 \\ B_1^T B_2 \end{bmatrix} \in \mathbb{F}_2^{(m+1) \times 1}.$$

- **Linear encoding:** Sources use a common encoder, compute and send $CX_j^n \in \mathbb{F}_2^{(m+1) \times k}$ [4].
- **Decoding:** Exploiting [4], the sum rate needed for the user to recover the vector sequence

$$Z^n = X_1^n \oplus_2 X_2^n \in \mathbb{F}_2^{(m+1) \times n}$$

with a vanishing error probability is determined as

$$R_{KM}^\Sigma = 2H(X_1 \oplus_2 X_2) = 2H(U, V, W),$$

where the following vectors can be computed in a fully distributed manner:

$$U = A_2 \oplus_q B_1 \in \mathbb{F}_q^{m/2 \times 1}, \quad V = A_1 \oplus_q B_2 \in \mathbb{F}_q^{m/2 \times 1}, \quad W = A_2^T A_1 \oplus_q B_1^T B_2 \in \mathbb{F}_q.$$

The user can recover the desired inner product using U , V , and W .

Performance results

For $s_c \gg m$, the upper bound of computation cost per worker approaches $1 + \frac{1}{2s}$.

The total communication cost is reduced by %50 compared to the PolyDot model.

