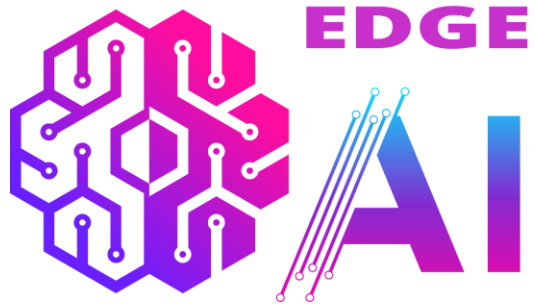


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BAYESIAN APPROACHES TO UNCERTAINTY ESTIMATION IN EDGE AI COLLABORATIVE LEARNING

Gleb Radchenko, Silicon Austria Labs, Austria

21-23 October 2024 Cagliari, Sardinia, Italy

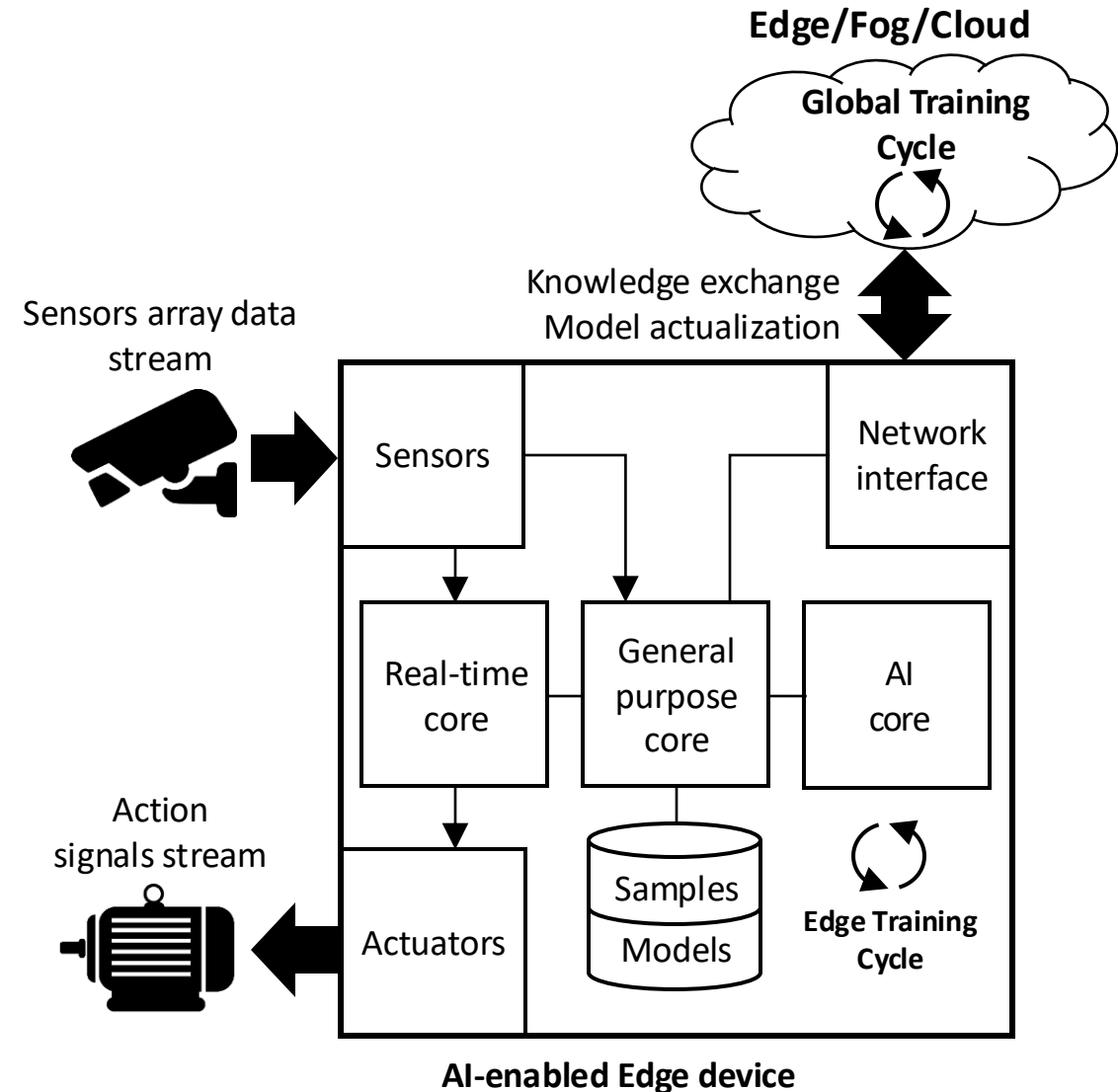
Presentation Outline



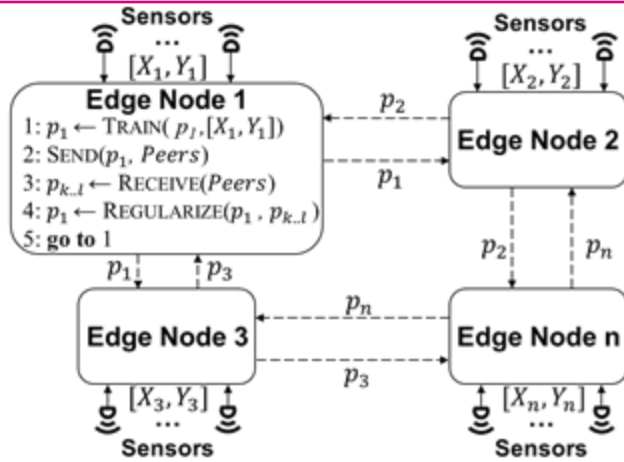
- Introduction
- State-of-the-art
- Research Goal
- Methodology: ADMM and BNN
- Design and Implementation: collaborative mapping case
- Experimental Setup and Results
- Future Research
- Conclusion

Decentralized learning on AI-Enabled edge devices

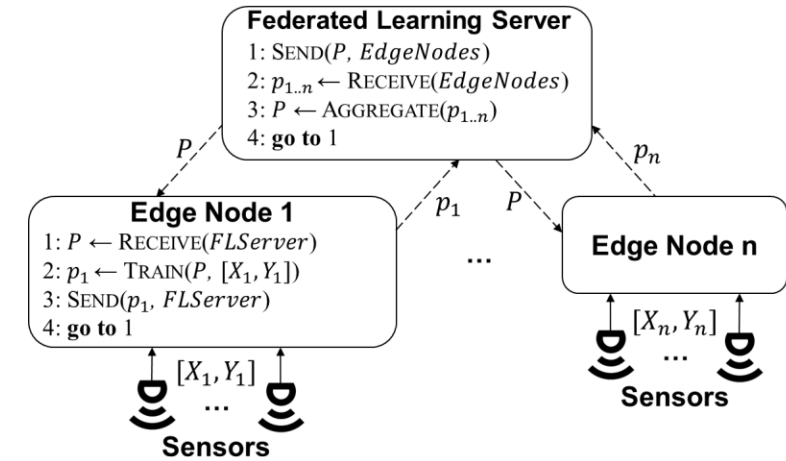
- We explore the potential for enabling decentralized learning and knowledge sharing among AI-Enabled Edge Devices (AEEDs).
- An AEED is an agent device situated at the network edge, directly interfacing with data streams from various sensors.
- It may also control actuators to interact with its environment.
- Beyond standard computational capabilities, these devices feature an AI Core capable of conducting both inference **and model training (tuning)** directly on the device.



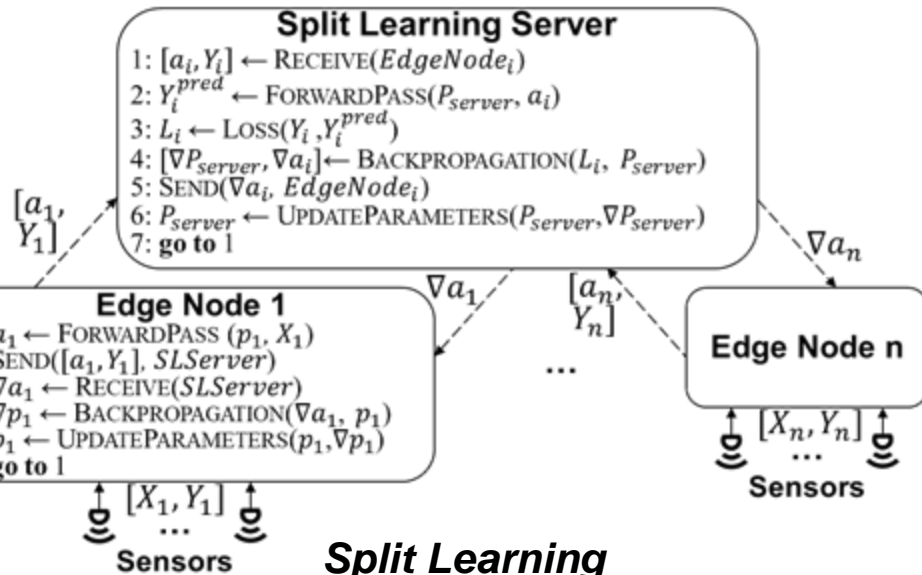
Edge Learning Methods (SoTA)



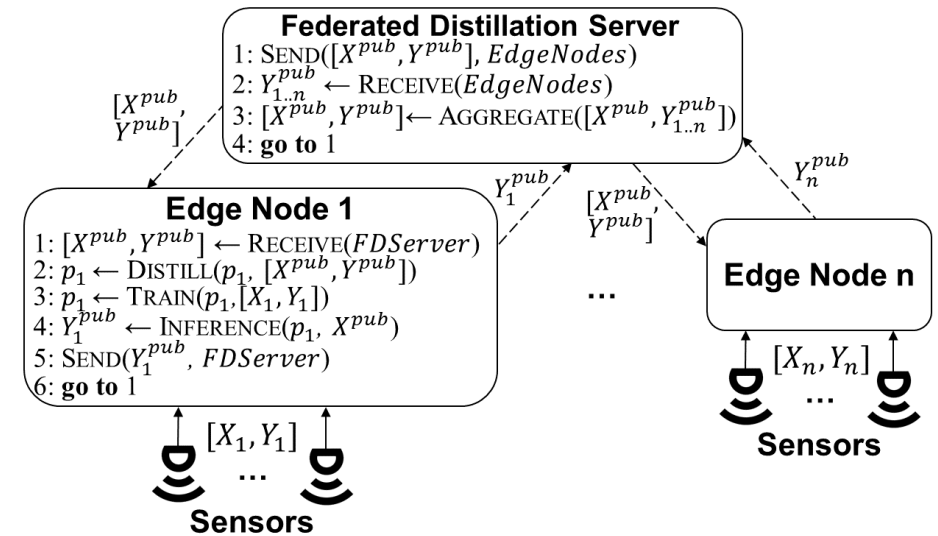
Alternating Direction Method of Multipliers (ADMM)



Federated Learning



Split Learning



Federated Distillation

Research Goal

- Investigate the algorithms and methods for deploying **distributed machine learning** within the framework of autonomous, network-capable, sensor-equipped, AI-enabled edge devices.
- Within the framework of this study specifically, we focus on determining **confidence levels in learning outcomes**, considering the spatial and temporal variability of data sets encountered by independent agents.
- To achieve this, we address the following tasks:
 - Decouple the ADMM-based Distributed Neural Network Optimization (DiNNO) algorithm implementation into independent processes, enabling asynchronous network communication for distributed learning
 - Integrate distributed uncertainty estimation into the resulting models by applying **Bayesian Neural Networks (BNN)**
 - Implement and evaluate the proposed approaches within a case: simulation of robots navigating a 3D environment using the Webots platform, augmented with advanced LiDAR sensors for environmental mapping

Alternating Direction Method of Multipliers (ADMM)

- ADMM is an algorithm that solves convex optimization problems by breaking them into smaller pieces, each of which are then easier to handle.
- We take the Distributed Neural Network Optimization (DiNNO) algorithm as a basis for our research

Algorithm 1 Distributed Neural Network Optimization (DiNNO)

```
1: Require:  $\ell(\cdot)$ ,  $\theta_{initial}$ ,  $\mathcal{G}$ ,  $\mathcal{D}$ ,  $\rho$ 
2: for  $i \in \mathcal{V}$  do ▷ Initialize the iterates
3:    $p_i^0 = 0$  ▷ Dual variable
4:    $\theta_i^0 = \theta_{initial}$  ▷ Primal variable
5: end for
7: for  $k \leftarrow 0$  to  $K$  do ▷ Main optimization
  loop
8:   Communicate: send  $\theta_i^k$  to neighbors  $\mathcal{G}$ 
9:   for  $i \in \mathcal{V}$  do ▷ In parallel
10:     $p_i^{k+1} = p_i^k + \rho \sum_{j \in \mathcal{N}_i} (\theta_i^k - \theta_j^k)$ 
11:     $\psi^0 = \theta_i^k$ 
12:    for  $\tau \leftarrow 0$  to  $B$  do ▷ Approximate
      primal
13:       $\psi^{\tau+1} = \psi^\tau + G(\psi^\tau; \rho, p_i^{k+1}, \theta_i^k, \{\theta_j^k\}_{j \in \mathcal{N}_i}, \mathcal{D}_i)$ 
14:    end for
15:     $\theta_i^{k+1} = \psi^B$  ▷ Update primal
16:  end for
17: end for
19: return  $\{\theta_i^K\}_{i \in \mathcal{V}}$ 
```

Bayesian Neural Networks (BNNs)

- In a conventional neural network architecture, a linear neuron is characterized by a weight (w), a bias (b), and an activation function (f_{act}). Given an input x , a single linear neuron performs the following operation:

$$y = f_{act}(w \cdot x + b)$$

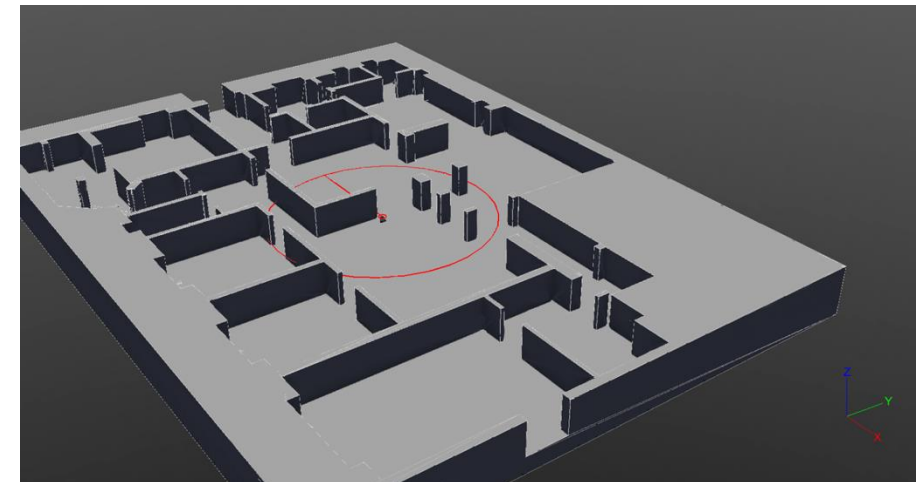
- Bayesian Neural Networks (BNNs) employ a Bayesian approach to train stochastic neural networks
- Instead of deterministic weights and biases, they utilize probability distributions, denoted $P(w)$ for weights and $P(b)$ for biases.
- Typically, these distributions are approximated as Gaussian, with mean and standard deviation derived from the training data. So, the operation of a Bayesian Linear neuron can be described as:

$$P(y|x) = f_{act} \left(\sum P(w) \times x + P(b) \right)$$

- For inference, BNNs might conduct multiple forward passes. The standard deviation of the inference values distribution indicate the model's uncertainty for each point in the input data space.

Implementation: Collaborative mapping case

- We test our approach based on collaborative mapping task. This task involves deploying a network of independent, robotic edge devices (robots) at various starting points.
- Each device is tasked with building a coherent map of the environment, utilizing installed LiDAR, and exchanging knowledge about the environment with other devices.
- These devices are designed to update a local ML model with newly acquired data samples and implement inter-device communication via a network interface
- The CubiCasa5K data set was used as a reference for the floor plans generation



Implementation: Decentralized State Exchange Algorithm

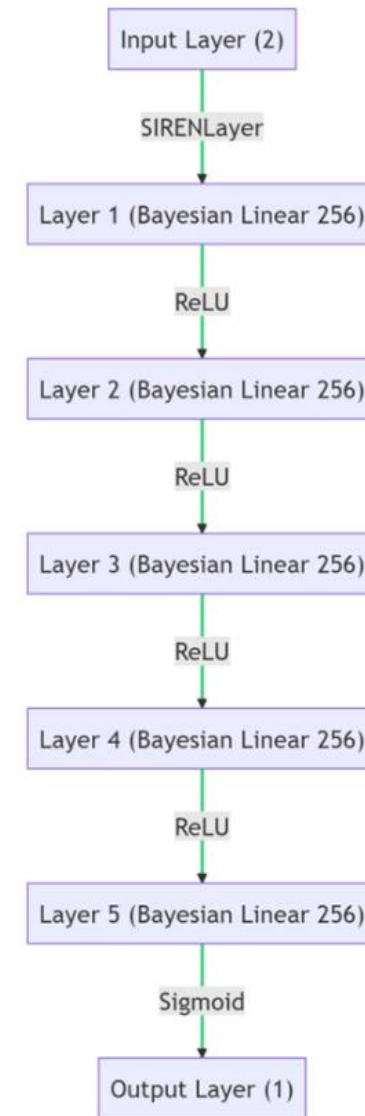
- Original DiNNO implementation is a centralized learning framework that relies on sequential learning processes based on shared agents' memory.
- We have introduced an epoch-based algorithm to support the decentralized peer-to-peer exchange of NN parameters among agents. Generally, the following steps are implemented:
- Edge NN training using local data set
- P2P exchange of NN parameters
- Regularization of local NN parameters based on the parameters, received from the peers
- This version of the algorithm operates under the assumption that each message sent will eventually be received by its intended recipient.
- In that conditions, all the peers would eventually reach the NodeUpdate state and proceed to the next round of communication

Algorithm 1. Peers State Exchange

```
Require: MaxRound, Socket, Id, State  
Initialize: Round, PeerComplete[ ], PeerState[ ]  
Message  $\leftarrow$  (State, 0)  
SEND(Socket, Message, Id)  
while Round < MaxRound do  
    (Message, PeerId)  $\leftarrow$  RECEIVE(Socket)  
    if Message is RoundComplete then  
        PeerComplete[PeerId]  $\leftarrow$  TRUE  
    else  
        if Round < Message.Round then  
            FINISHROUND  
        end if  
        PeerState[PeerId]  $\leftarrow$  Message.State  
    end if  
    if  $\forall s \in$  PeerState, s  $\neq$   $\emptyset$  then  
        State  $\leftarrow$  NODEUPDATE(State, PeerState)  
         $\forall s \in$  PeerState, s  $\leftarrow$   $\emptyset$   
        PeerCompleted[Id]  $\leftarrow$  TRUE  
        PeerState[Id]  $\leftarrow$  State  
        Message  $\leftarrow$  RoundComplete  
        SEND (Socket, Message, Id)  
    end if  
    if  $\forall p \in$  PeerComplete, p = TRUE then  
        FINISHROUND  
    end if  
end while  
function FINISHROUND  
     $\forall p \in$  PeerComplete, p  $\leftarrow$  FALSE  
    Round  $\leftarrow$  Round + 1  
    Message.State  $\leftarrow$  State  
    Message.Round  $\leftarrow$  Round  
    SEND (Socket, Message, Id)  
end function
```

Implementation: BNN Model

- To address uncertainty estimation in the distributed mapping problem, we implement BNN model, introducing Bayesian Linear Layers in the NN architecture.
- The architecture of the BNN is detailed as follows
 - *Input Layer (2)*: x, y – an input coordinate representing the global position on the environment map.
 - *SIRENLayer (256)*: a layer with a sinusoidal activation function suitable for Neural Implicit Mapping.
 - *4 x Bayesian Linear Layers (256)*: four Bayesian Linear layers with 256 nodes each, activated by the ReLU function. These layers are probabilistic and support uncertainty estimation.
 - *Output Layer (1)*: a linear layer with one node activated by the Sigmoid function.
- This approach introduces probabilistic inference to the model, allowing for estimating uncertainty in the network's predictions.



BNN parameters regularization

- To ensure correct regularization of the BNN parameters during the distributed learning regularization phase, Algorithm 2 has been developed to consider the semantics of median (μ) and standard deviation (ρ) parameters of BNN neurons.
- We utilize Kullback-Leibler Divergence (KL Divergence) for the regularization of BNN ρ -parameters between the models of individual actors.
- KL Divergence is employed to account for the difference between the Gaussian distributions that represent the parameters of the BNN. KL Divergence serves as a measure to quantify the dissimilarity between two probability distributions and can be generally computed as:

$$D_{KL}(g \parallel h) = \int g(x) \log \frac{g(x)}{h(x)} dx$$

- Within the BNNs, applying KL Divergence helps quantify the deviation of the neural network's parameter distribution from a specified prior distribution

Algorithm 2. Optimization of BNN Parameters

Require: *Model, Optimizer _{μ} , Optimizer _{ρ} , W_μ , W_ρ , $Iter$, θ_{reg}^μ , θ_{reg}^ρ , $Duals_\mu$, $Duals_\rho$*

for $i \leftarrow 1$ to $Iter$ **do**

 Reset gradients of *Optimizer _{μ}* and *Optimizer _{ρ}*

PredLoss \leftarrow COMPUTELOSS(*Model*)

$\theta^\mu, \theta^\rho \leftarrow$ EXTRACTPARAMETERS(*Model*)

Reg _{μ} \leftarrow L2REGULARIZATION($\theta^\mu, \theta_{reg}^\mu$)

Reg _{ρ} \leftarrow D_KL($\theta^\rho, \theta_{reg}^\rho$)

Loss _{μ} \leftarrow *PredLoss* + $\langle \theta^\mu, Duals_\mu \rangle$ + $W_\mu \times Reg_\mu$

Loss _{ρ} \leftarrow $\langle \theta^\rho, Duals_\rho \rangle$ + $W_\rho \times Reg_\rho$

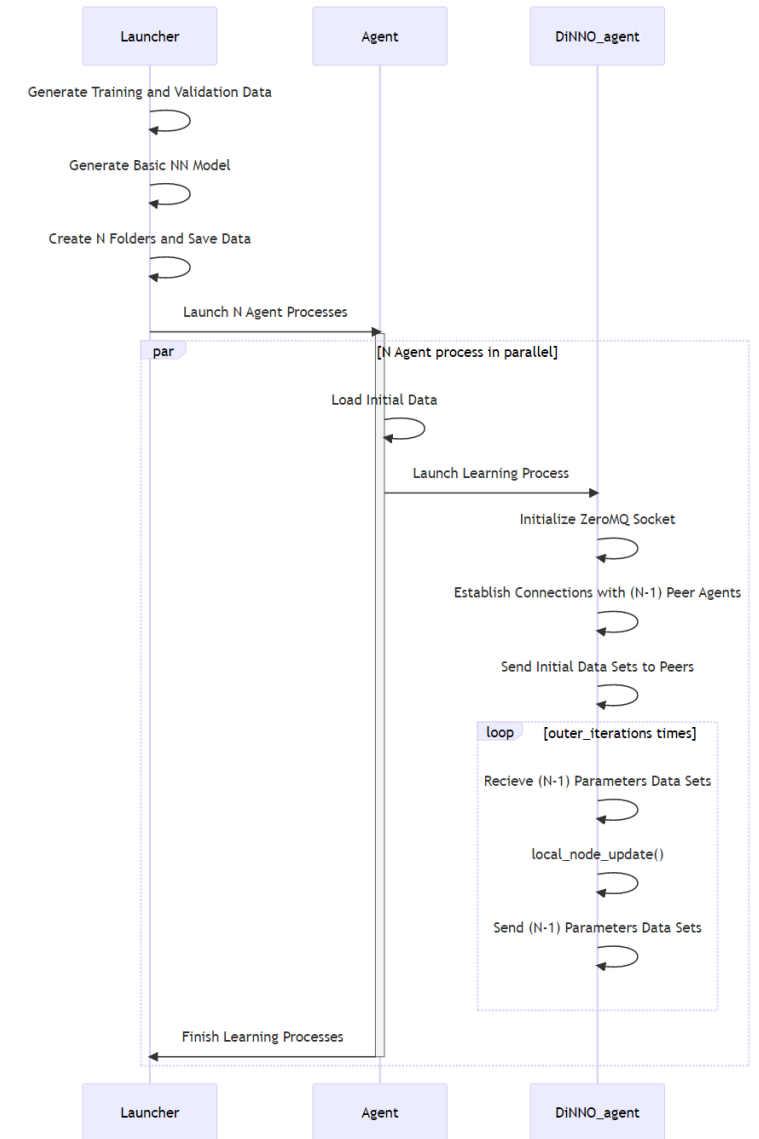
 UPDATEPARAMETERS(*Optimizer _{μ}* , *Loss _{μ}*)

 UPDATEPARAMETERS(*Optimizer _{ρ}* , *Loss _{ρ}*)

end for

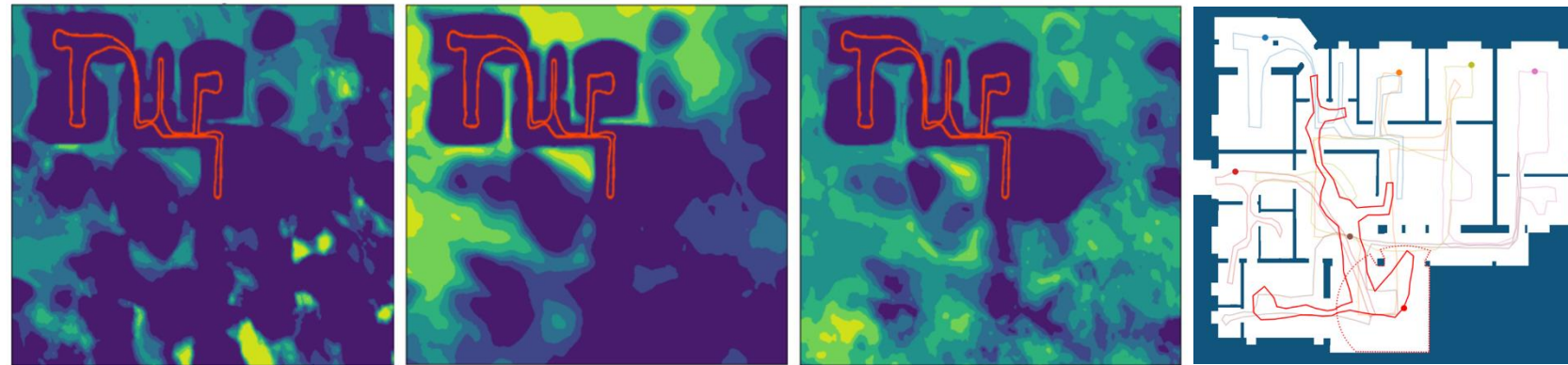
Experiment setup

- The experiment involves launching seven independent agents that gradually collect information from LiDAR sensors while exploring a virtual interior space
- Each agent runs as a separate Python process
- Agent communication is handled through direct TCP connections among the processes within the same virtual local network
- The ZeroMQ framework is used for asynchronous data exchange
- Containerization of agent processes is achieved using Singularity containers equipped with GPU access
- In the experiments outlined, we initiate all processes on GPU-enabled computing nodes managed by the SLURM workload manager



Single-Agent Uncertainty Estimation (Offline Learning)

- To generate outputs from the Bayesian neural network, 50 queries were made for each pair of input coordinates (x,y).
- Subsequently, a visualization was created to illustrate the mean values and standard deviations of the neural network responses.
- The kl_{weight} learning hyperparameter should be correctly "fine-tuned" if we want to distinguish the "hallucinations" of the neural network from areas with sufficient data

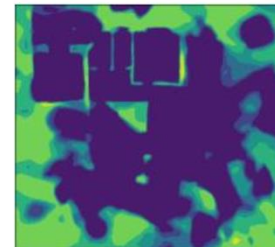


Single forward pass

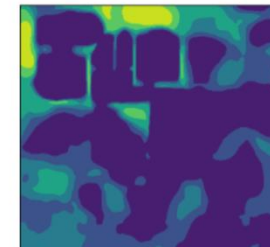
Mean of 50 forward passes

Standard deviations of 50 forward passes

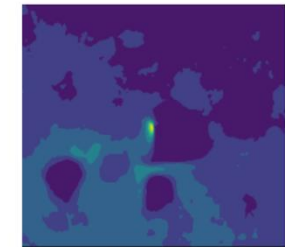
Environment map



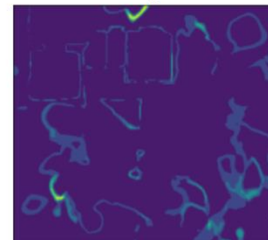
(a) Mean, $kl_{weight} = 10^{-4}$



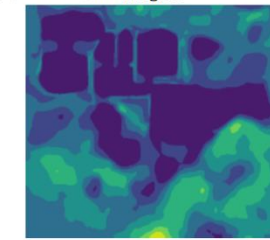
(b) Mean, $kl_{weight} = 5 \times 10^{-3}$



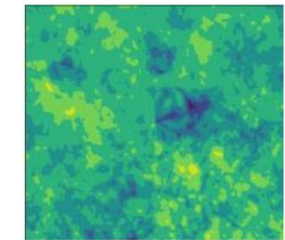
(c) Mean, $kl_{weight} = 5 \times 10^{-1}$



(d) Standard deviation, $kl_{weight} = 10^{-4}$



(e) Standard deviation, $kl_{weight} = 5 \times 10^{-3}$

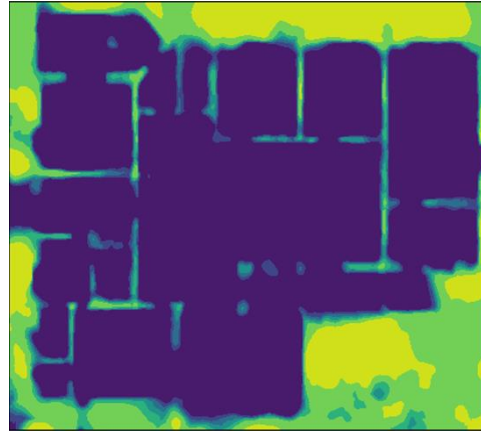


(f) Standard deviation, $kl_{weight} = 5 \times 10^{-1}$

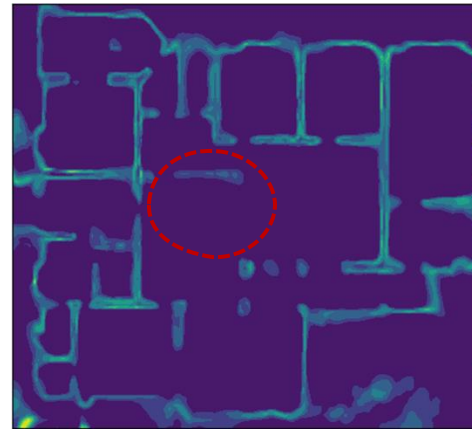
Multi-Agent BNN Learning



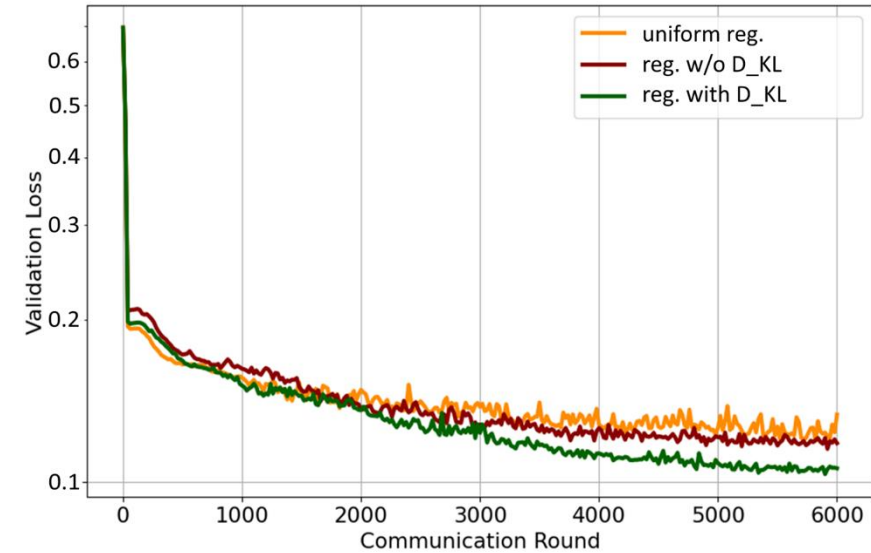
Environment map



Mean



Standard Deviation



- We evaluated the impact of different regularization approaches on the training quality of Bayesian neural networks within the decentralized environment
- We observe that applying Kullback–Leibler divergence for parameter regularization leads to a 12–30% decrease in the validation loss of the distributed BNN training compared to other regularization strategies
- We are currently evaluating applicability of BNN to the case of novelty detection: we evaluate the uncertainty in case if **half** of the agents are browsing the altered map, where the wall in the middle is removed (see the highlighted area)

Future Research

- We are currently exploring how distributed learning with BNNs can be tailored for embedded AI hardware, including such methods as distributed distillation. We also evaluate how BNN could be tailored to identify the novelty or inconsistency in the training data between the nodes
- We plan to compare the efficiency of distributed and decentralized NN training using Federated Learning, ADMM-based and Federated Distillation approaches, in cases of centralized and decentralized environments
- We also explore task management and offloading strategies within the multi-layered fog and hybrid edge-fog-cloud environments to improve computational efficiency and resource utilization

Conclusion

- We addressed a problem of uncertainty estimation within distributed machine learning based on AI-enabled edge devices:
 - we set up a simulation of a collaborative mapping problem using the Webots platform;
 - introduced an epoch-based algorithm to support the decentralized peer-to-peer exchange of NN parameters among agents;
 - integrated distributed uncertainty estimation into our models by applying Bayesian neural networks;
 - evaluated applicability of Cumulative Data Retention (CDR) and Data Refresh (DR) approaches in online learning
- BNNs can effectively support uncertainty estimation in a distributed learning context.
- Applying Kullback–Leibler divergence for parameter regularization resulted in a 12-30% reduction in validation loss during the training of distributed BNNs compared to other regularization strategies.



Thank You

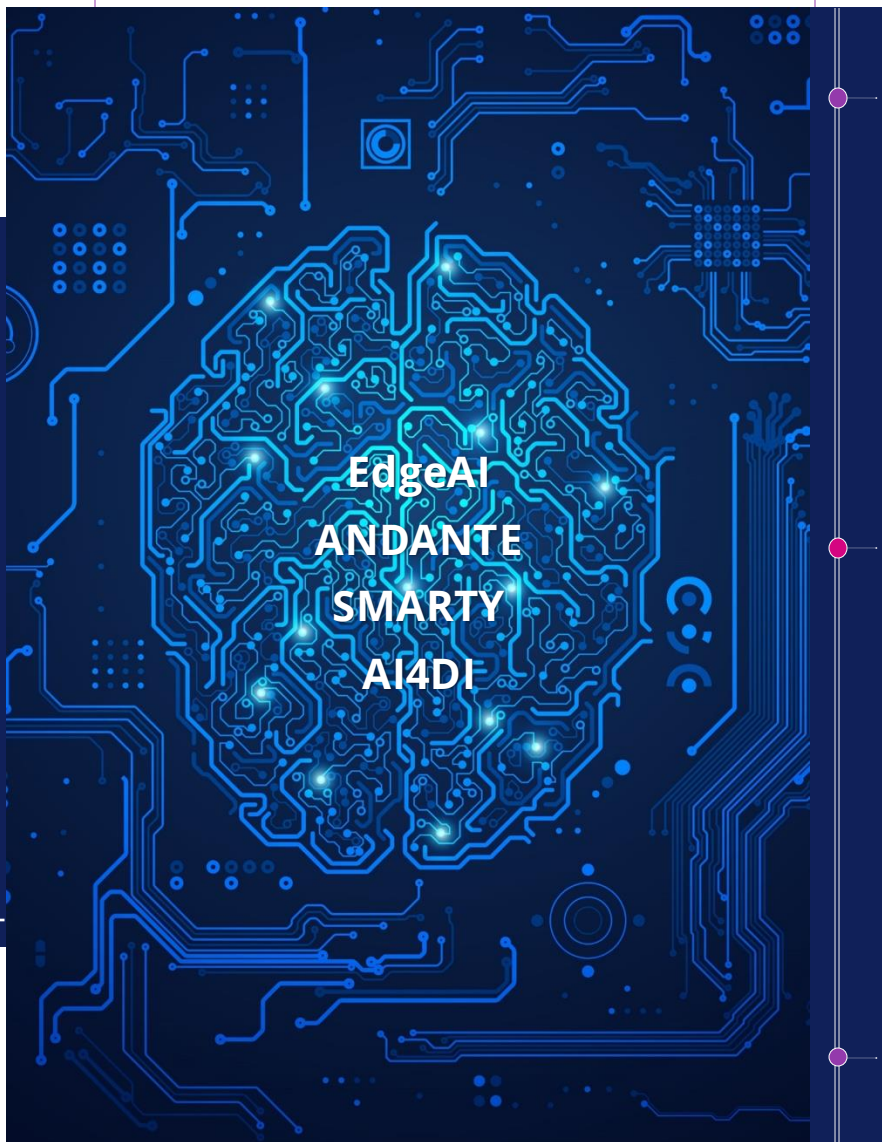
For your attention

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The ANDANTE project has received funding from the ECSEL Joint Undertaking (JU) under grant agreement No 876925. The JU receives support from the European Union's Horizon 2020 research and innovation programme and Belgium, France, Germany, The Netherlands, Portugal, Spain, Switzerland. www.andante-ai.eu



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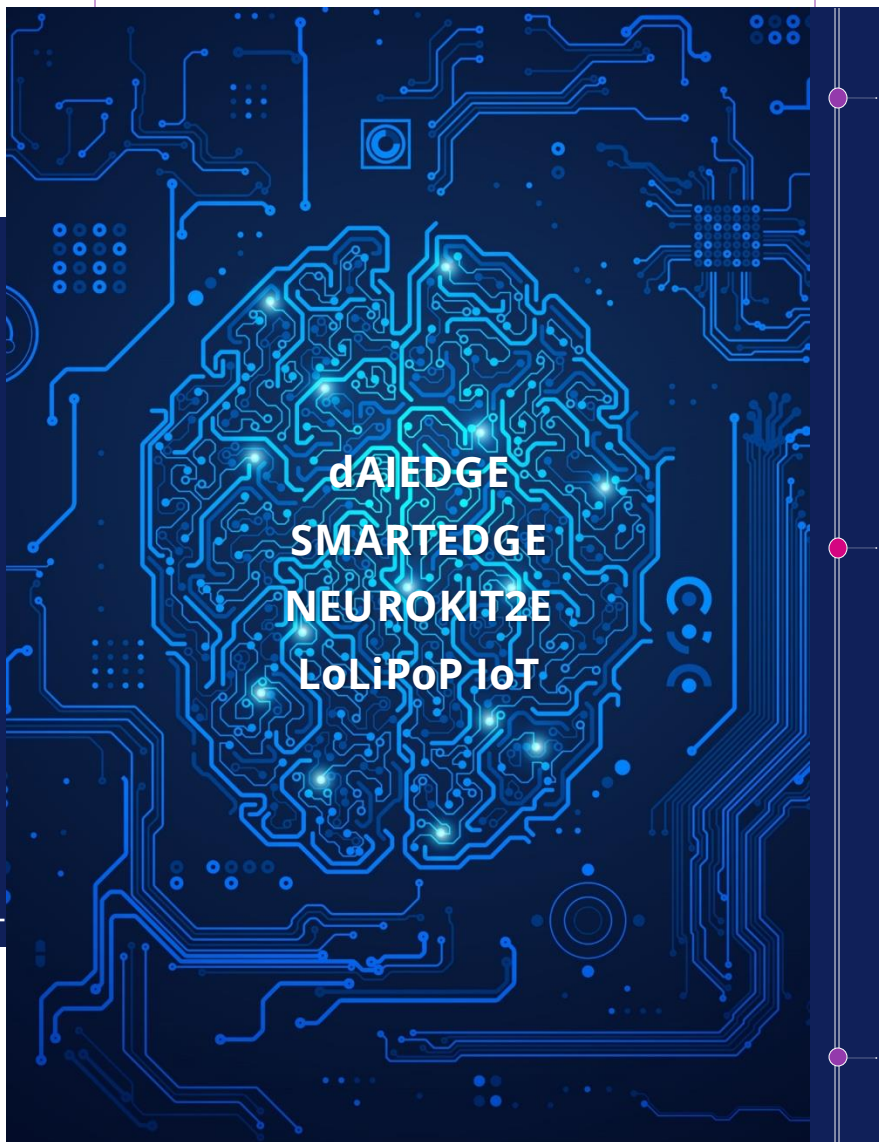


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