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## Motivation

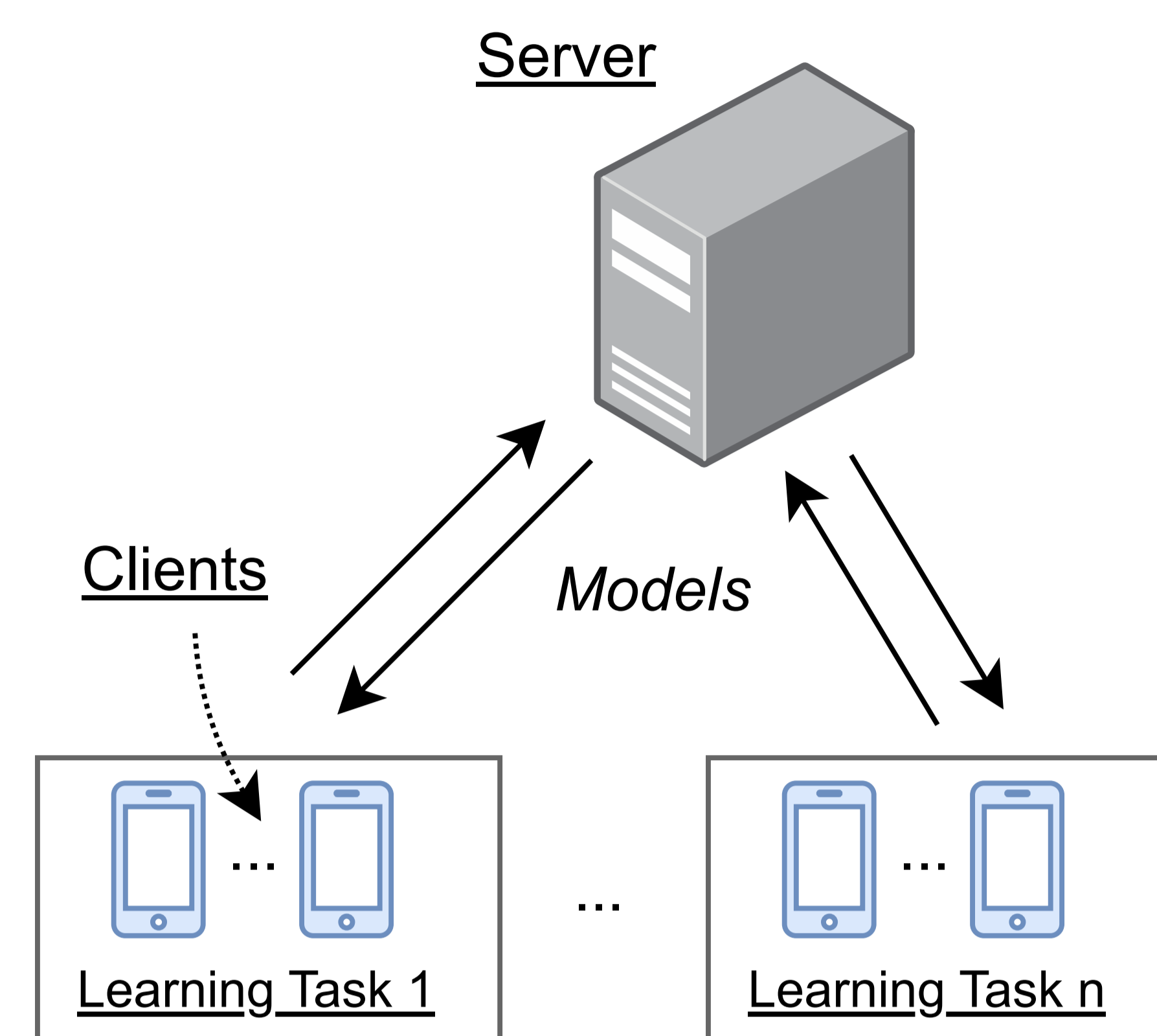
### Server in FL Setups [1]

1. **Selecting** clients for model training
2. **Aggregating** model updates
3. **Tracking** availability and capabilities of devices

RQ: How can we design a distributed learning setup without any critical dependency on a server?

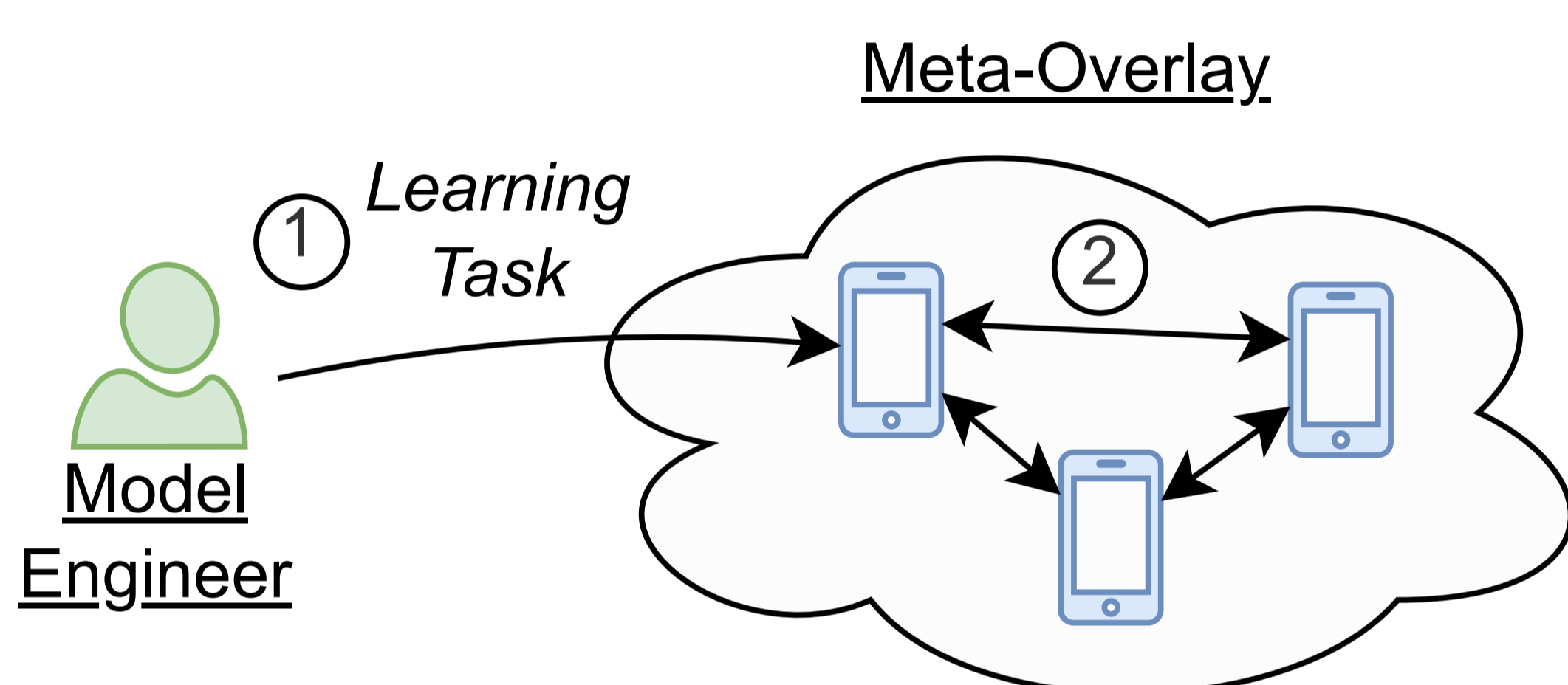
### Challenges using Server

1. Single point of **failure**
2. Infrastructure and maintenance **costs**
3. Risk of **ensorship**



## Approach

### Creating/Discovering Learning Tasks

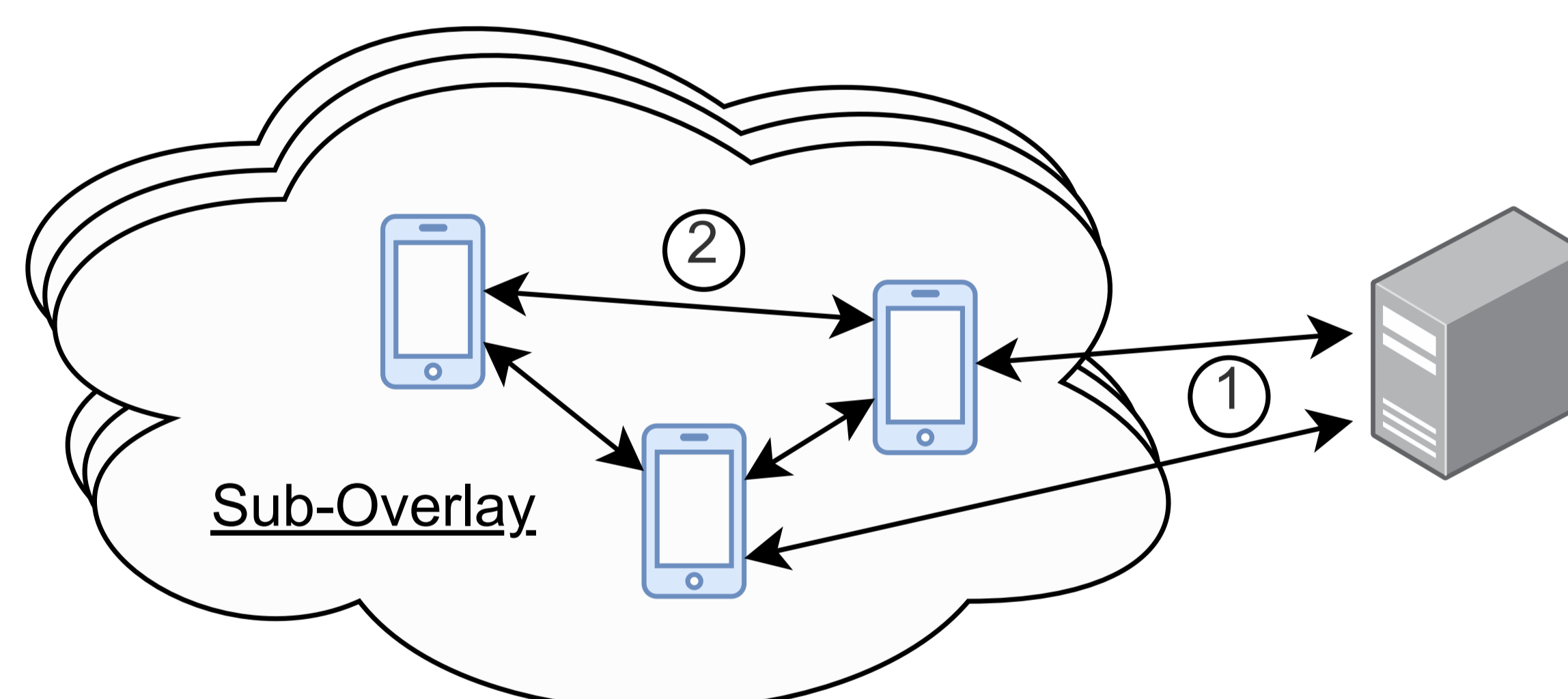


1. **Model Engineers** create learning tasks and publish in a decentralized meta-overlay
  - **Peer-reviewed** to prevent abuse
2. **End-users** join a decentralized meta-overlay to discover learning tasks
  - Peers gossip available learning tasks

### Solving Learning Tasks

Federated Learning vs. Gossip Learning [2]

1. **Server available**
  - server-side aggregation (asynchronously)
2. **Server unavailable**
  - gossip aggregation
3. **Doubly weighted averaging**
  - server model vs. model age



A central server is optional in our design and not critical for progression of training!

## Benefits

1. **Open infrastructure** for creating and solving learning tasks
2. **Autonomy** for end-users to work on the learning tasks they want
3. **No dependency** on central server
  - But a server can speed up the model training

## Evaluation

Plan to evaluate using:



- Realistic models
- Real-world device traces from FedScale [3]
- What is the model convergence speed compared to FL?
- How energy-efficient is DecentraLearn?

[1] Bonawitz, Keith, et al. "Towards federated learning at scale: System design." *Proceedings of machine learning and systems* 1 (2019): 374-388.

[2] Hegedűs, István, Gábor Danner, and Márk Jelasity. "Gossip learning as a decentralized alternative to federated learning." *DAIS*, 2019.

[3] Lai, Fan, et al. "Fedscale: Benchmarking model and system performance of federated learning at scale." *International Conference on Machine Learning*. PMLR, 2022.