Asynchronous Decentralized Federated Lifelong Learning for Landmark Localization in Medical Imaging

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ABSTRACT

Federated learning is a recent development in the machine learning area that allows a system of devices to train on one or more tasks without sharing their data to a single location or device. However, this framework still requires a centralized server to consolidate individual models into one synchronously or have inefficient or frail peer-to-peer communication, which are potential bottlenecks for the use of federated learning. In this paper, we propose a novel method of asynchronous decentralized federated lifelong learning (ADFLL) method that inherits the merits of federated learning and can train on multiple tasks simultaneously without the need for a central node or synchronous training, or less-than-desirable peer-to-peer communication. Thus, overcoming the potential drawbacks of conventional federated learning. We demonstrate excellent performance on the brain tumor segmentation (BRATS) dataset for localizing the left ventricle on multiple image sequences and image orientation. Our framework allows agents to achieve the best performance with a mean distance error of 7.81, better than the conventional central aggregation agent's mean distance error of 11.78, and significantly (p=0.01) better than a conventional lifelong reinforcement learning (LL) agent with a distance error of 15.17 after eight rounds of training. In addition, all ADFLL agents have better performance than a conventional reinforcement learning (RL) agent with no LL implementation. In conclusion, we developed an ADFLL framework with excellent performance and speed-up compared to conventional LL agents.

CCS CONCEPTS

• **Computing methodologies → Multi-agent reinforcement learning**.

KEYWORDS

Federated learning, Lifelong learning, Deep reinforcement learning, Landmark localization

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1 INTRODUCTION

Medical imaging, MRI (Magnetic Resonance Imaging), PET (Positron Emission Tomography), CT (Computerized Tomography), X-ray, and Ultrasound, play a critical role in the diagnosis, prognosis, and preventative care of patients. The use of machine learning methods in medical imaging, such as classification, segmentation, noise reduction, and landmark localization, has been used in different completing complicated environments and settings [4, 8, 13, 14, 20]. However, these methods are usually done on single tasks, without the ability to generalize to other tasks. They often require a full dataset on a device for training, which may cause privacy concerns about patient data and computational constraints for the device specifications [24].

To address these challenges, Federated Learning (FL) has emerged as a promising approach that enables multiple agents to collaboratively train a model without sharing their data [1]. A federated learning system aims to protect data privacy and reduce computational costs at the local agent level by distributing the computation to multiple agents to train the model on their local data and sharing only the model updates with a central server. Federated learning implementations have shown promising results in various medical applications [6, 18, 23]. However, federated learning frameworks often rely on synchronized learning schedules, meaning all participating agents start training at the same time. They also require agents to have the same architecture in order for the central server to aggregate the model weights. Data and agent heterogeneity influence the training speed which greatly reduces the efficiency and challenges the robustness of these approaches [16]. Additionally, Federated learning approaches cannot perform Lifelong Learning (LL), which is an important aspect of machine learning applied to medical imaging. Works have shown the ability to improve accuracy, have excellent performance on multiple tasks, and generalize [7]. With medical imaging tasks involving constant and rapid altering in imaging environments, such as new imaging sequences or abnormal patient conditions, a federated learning framework that is trained in an older environment may not perform well when evaluated in an unseen environment. One way to address this issue is to train the model again on the new dataset. However, new environment data can potentially be scarce, and this approach may lead to catastrophic forgetting, where the model loses its ability to operate effectively in the older environment. Federated lifelong learning implementations such as Huang et. al. exist [5] in the medical field, but it is limited by their ring-type structure, which means the communication delay can potentially be very high due to irresponsive or failed agents that bottleneck the entire system.

To address all the limitations mentioned above, we propose an asynchronous decentralized federated lifelong learning (ADFLL) approach to landmark localization in medical imaging. This framework leverages Federated learning's ability to protect data privacy and reduce computational constraints, while also permitting data

and agent heterogeneity to be in the system. This framework does not require a central node, and can together lifelong learn multiple tasks without catastrophic forgetting. We provide a flexible, efficient, and robust framework that can be deployed in real-world applications. This paper presents experimental results demonstrating the efficacy of our framework on the 2017 brain tumor segmentation (BraTS) dataset consisting of 8 different image environments and imaging sequences, highlighting its potential to revolutionize landmark localization in the medical imaging field while also maintaining data privacy and reducing computational costs.

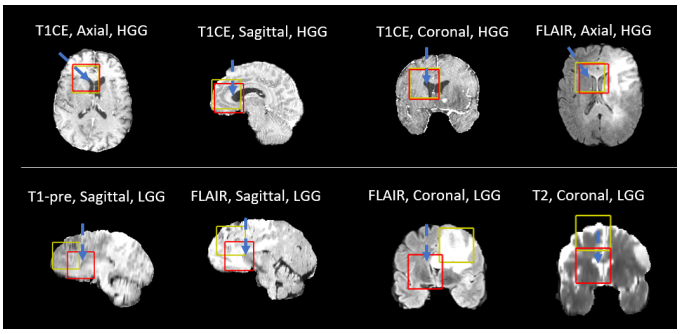

Figure 1: Illustration of the 8 task-environment pairs. The red boxes indicate the true landmark location of the top left ventricle. The yellow box is a predicted location from ADFLL agents during their training progressions

2 EXPERIMENT AND RESULT

2.1 Dataset and Experimental Setup

2.1.1 Clinical Data. For evaluation of our ADFLL framework, we utilized the 2017 brain tumor segmentation (BraTS) dataset [10]. This dataset consisted of 285 patients and included pre-contrast T1-weight, post-contrast T1-weighted, T2-weighted, and Fluid Attenuated Inversion Recovery (FLAIR) sequences in the axial orientation. From this dataset, we randomly sampled a subset of 100 patients to use as our experiment dataset. 60 patients have high-grade glioma (HGG) and 40 patients have low-grade glioma (LGG). We split the 100 patients into two parts 80:20, 80 were used for training and 20 for evaluation, with the training set consisting of 48 HGG and 32 LGG tumors, and the test set consisting of 12 HGG and 8 LGG tumors. We reconstructed the dataset to include all three imaging orientations (coronal, sagittal, and axial). As a result, we obtained a total of twenty-four imaging environments with combinations of two pathologies, 4 imaging sequences, and 3 image orientations. The top left ventricle was chosen as the task for this experiment, and 8 task-environment pairs were sampled as shown in Fig. 1.

2.1.2 Experimental Setup. Every agent implements a multi-task lifelong reinforcement learning algorithm for localizing landmarks across the human anatomy. The federated lifelong learning component is implemented by integrating experience replay buffers from previous experiences shared by agents across the network for training. There are four agents in this experimental system: we implemented two on an NVIDIA DGX-1 each with an NVIDIA V100

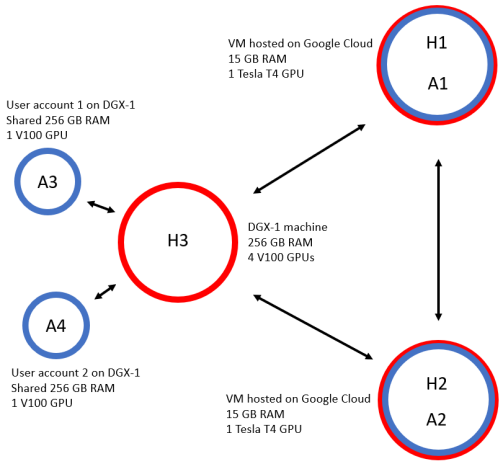

Figure 2: Illustration of the 4-agent decentralized federated lifelong learning framework of our experiment.

and two on Google Cloud each with an NVIDIA T4. The topology of the system is shown in Fig. 2. The two agents A1, and A2 on Google Cloud have their individual hubs H1 and H2. The two agents A3, and A4 on the DGX-1 are connected to the third hub H3 with a total of three hubs for 4 agents. Since the GPUs on DGX-1 are much more powerful than the GPUs on Google Cloud, A3 and A4 will run significantly faster than A1 and A2. We also implemented asynchronous learning, meaning when the agent finishes training on a task, as long as there are new ERBs that they have not learned from, they will start a new round and learn from those ERBs. Each agent will also get a different image training dataset each round. This process is continued until all four agents complete three rounds of training, guaranteeing all 8 sampled tasks for this experiment will be learned by the system.

All-knowing agent and partially-knowing agent: To better compare our framework with non-lifelong learning ones, we ran two different deep reinforcement learning agents. Agent X is the all-knowing agent, with all 8 datasets available to it at the start of training, then it trained on them for one round. Agent Y is the partially-knowing agent, which only has access to one dataset and can therefore only train for one round.

Traditional lifelong deep reinforcement learning agent: To better compare our framework with the traditional lifelong learning framework, we ran an Agent M that has access to the dataset sequentially and is therefore trained for eight rounds to account for learning eight different environments.

Experimental Metric: The performance metric was set as the terminal Euclidean distance between the agent's prediction and the target landmark. We performed paired t-tests to compare the performance of the decentralized federated lifelong learning framework with the traditional lifelong learning framework and all-knowing deep reinforcement learning agent and partial-knowing deep reinforcement learning agent. The p-value for statistical significance was set to $p \leq 0.05$.

Patient Characteristics	AgentX	Agent Y	AgentM	Agent1	Agent2	Agent3	Agent4
Coronal_LGG_t1	10.05	8.94	10.68	8.06	8.06	10.49	6.08
Coronal_LGG_t2	9.22	8.31	8.94	9.49	7.35	8.25	33.79
Sagittal_LGG_flair	10.77	60.42	14.59	11.75	8.12	8.31	10.49
Axial_LGG_t1ce	7.07	89.91	16.67	31.19	6.16	6.4	3.74
Axial_HGG_flair	4.47	90.05	22.16	66.56	4.24	12.04	22.09
Sagittal_HGG_t1	31.19	65.49	13.15	10.05	6.71	11.75	7.55
Sagittal_HGG_t2	10.25	68.61	11.58	24.7	12.33	22.67	12.37
Coronal_HGG_t1ce	11.22	44.11	23.58	40.47	9.54	39.71	13.19
Mean	11.78	54.48	15.17	25.28	7.81	14.95	13.66
Std. dev	8.16	32.05	5.32	20.46	2.40	11.17	9.87
Ttest (vs. Agent X)		0.01	0.40	0.18	0.22	0.54	0.73
Ttest (vs. Agent M)	0.40	0.01		0.12	0.01	0.95	0.72
Ttest (vs. Agent Y)	0.01		0.01	0.01	0.00	0.01	0.02

Figure 3: Comparison of distance error between our agents (Agent 1-4) after round 3, all-knowing deep reinforcement learning agent (Agent X) after round 1, partially-knowing deep reinforcement learning agent (Agent Y) after round 1, and traditional lifelong deep reinforcement learning agent (Agent M) after round 8.

2.2 Results

We conducted an experiment based on 8 sub-task-environment pairs: Axial HGG t1ce, Sagittal HGG t1ce, Coronal HGG t1ce, Axial HGG flair, Sagittal LGG flair, Coronal LGG flair, Coronal LGG t2, Sagittal LGG t1. We sampled one image from each task to test the performance of our model and baseline models. Each round the four federated lifelong learning will receive a new task. They will begin the next round when there is also ERB to train from. Since the agents' training speeds are very different, A1 and A2 will finish their tasks slower, allowing them to learn from more ERBs at once. As shown in 3, after three rounds of training, A2 was able to achieve a mean distance error of 7.81 on all 8 tasks, compared to the all-knowing agent's 11.78 ($p=0.22$), but significantly lower compared to partially-knowing agent's 54.58 ($p<0.001$), and the traditional lifelong learning agent's 15.17 ($p=0.01$) after eight rounds of training. Since this is a real-world experiment, other agents trained faster than A2, meaning that they did not have all the ERBs available to them when they started their last round of training, resulting in their performances being worse than A2. Note that the all-knowing agent and the partially-knowing agent only train for 1 round for this experiment because they have no lifelong learning capability.

Compared to the All-knowing agent shown in 4, our framework is able to achieve an excellent performance boost. Compared to the traditional lifelong learning agent, our framework is able to achieve a significant performance boost and an outstanding speedup.

3 CONCLUSION

Previous works have explored the application of federated learning to the medical field [12, 19, 22]. They have shown decentralized federated learning system setups, each demonstrating good performance in their experiment tasks. But because of their system topology implementation, one node failure can potentially collapse the entire system. Moreover, the learning tasks examined were limited, binary classifications or MNIST dataset classification, resulting in limited potential applications. Additionally, their implementation offers a synchronous training procedure, which means in a real application scenario, users of their framework will have to coordinate the training process.

Asynchronous federated learning has also been explored in other areas [3]. They offer the ability to deal with nodes with different computational power but lack the decentralization that allows the system to be more flexible.

Asynchronous decentralized federated learning has also been explored [5, 9]. However, they are still limited in their system implementation. The cost of removing a central node is a quadratic complexity communication scheme in that every node communicates with every node.

We have demonstrated a privacy-aware, asynchronous decentralized federated learning system with robust and efficient system topology. We have demonstrated excellent performance on landmark localization tasks on the BraTS image dataset. Our framework also performs better than all-knowing deep reinforcement learning agents and traditional lifelong learning agents. In the future, we will optimize our approach, expand the system, and conduct more experiments.

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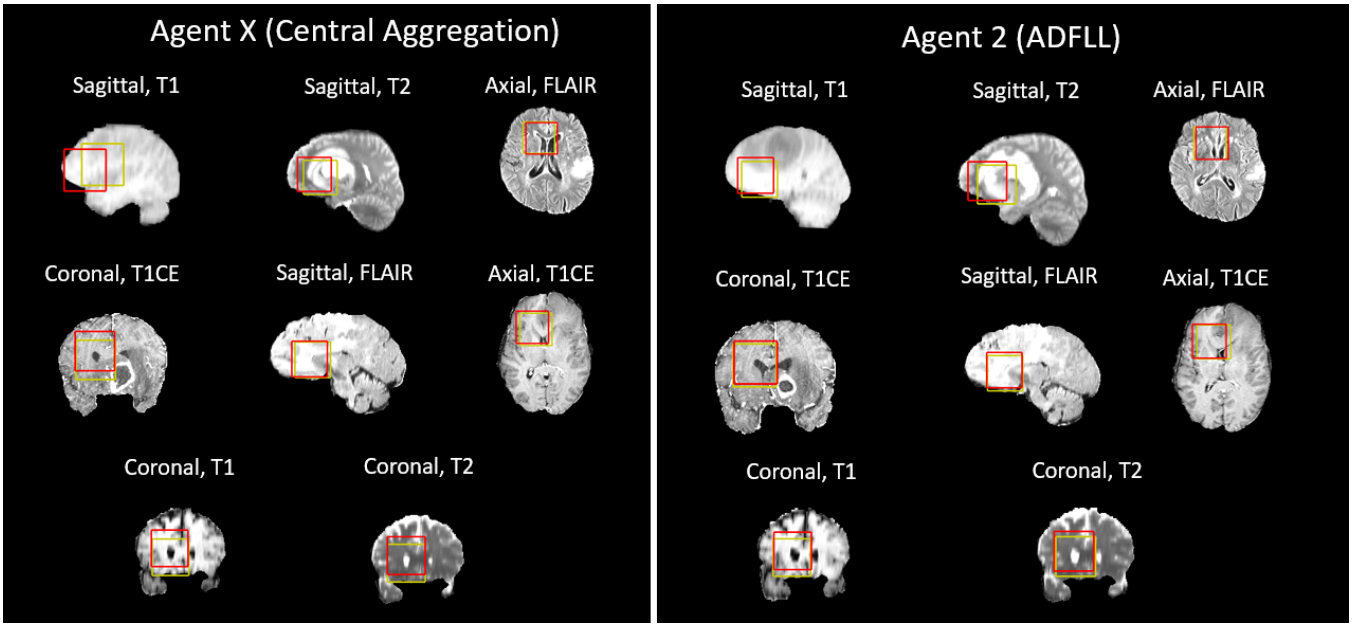

Figure 4: Comparison of distance error across 8 different tasks between Agent X (Central Aggregation) and Agent 2 (ADFLL).

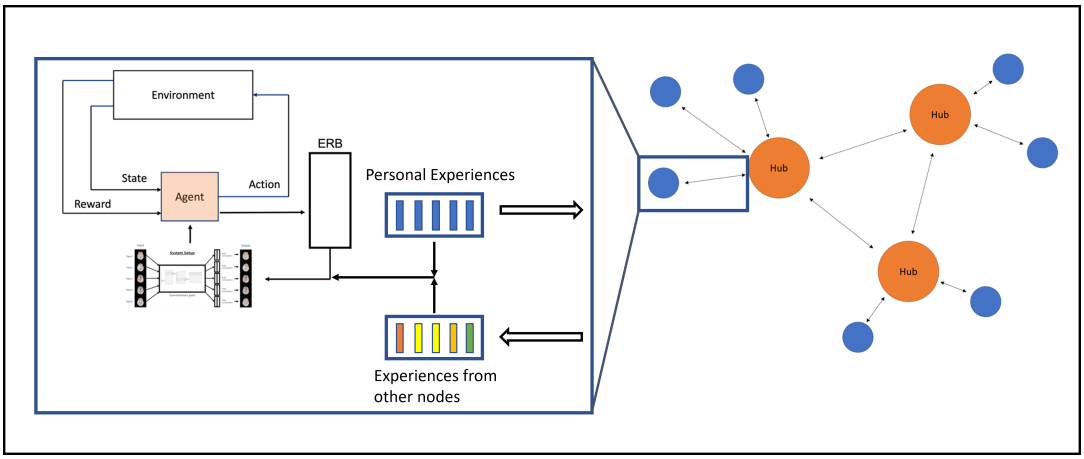

Figure 5: Illustration of decentralized federated learning setup. Blue circles represent individual agents, and orange circles represent hubs.

reinforcement learning agents. In *International Conference on Medical Image Computing and Computer-Assisted Intervention*. Springer, 277–285.

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A RESEARCH METHOD

A.1 Deep Reinforcement Learning

We created a deep reinforcement learning framework that utilizes the deep Q-network (DQN) algorithm, which is depicted in Figure 5. The 3D DQN model we used in this paper was adapted from existing works [2, 11, 15, 21]. The environment was represented by a 3D imaging volume with x, y, and z dimensions. The agent was represented by a 3-dimensional bounding box with six possible actions: moving in the positive or negative in the x, y, or z axis. The state was defined by the current location (or a chain of locations) of the agent, each represented by a 3-dimensional bounding box. The reward was calculated by the change in distance to the target landmark location before and after the agent takes an action. The agent's exploration within the environment generated state-action-reward-resulting state $[s, a, r, s']$ tuples, which were recorded in the experience replay buffer (ERB) over multiple episodes. The information contained in the ERBs are non-sensitive information, as the action and reward are numbers regarding the DRL model, and the state and resulting states are small fractions of the total 3D image, roughly 0.3%.

ERB Id	Modality	Landmark	Pathology	Hub Agent IDs that currently have this ERB
ERB_xxxxx	T1	Ventricle	LGG	xxxxx

Figure 6: Snapshot of the shared database maintained by the hub nodes

A.2 Lifelong Learning

We implemented lifelong learning using selective experience replay [17]. The goal of selective experience replay is to avoid catastrophic forgetting by focusing on selected experiences from previous tasks. Additionally, this technique is agnostic to the model being used and enables the sharing of experiences across different models. To achieve lifelong learning, we utilized a selective experience replay buffer that collects a sequence of experience samples throughout the model's training process. In order to learn a generalized representation of both current and past tasks, the model selects a batch of experiences from both the ERB of its current task and from the replay buffers of previous tasks during training.

A.3 Asynchronous Decentralized Federated Lifelong Learning

We developed the Asynchronous Decentralized Federated lifelong Learning (ADFLL) by constructing a network of lifelong deep reinforcement learning agents. Each agent shares their database of personal experiences with each other to facilitate learning from each other experiences. More specifically, once an agent finishes training with a dataset and an ERB, the resulting experience from the training is shared with the network. Furthermore, we modified the training setup for each agent to sample experiences from the current dataset ERB, the agent's personal experiences and the incoming experiences from other agents, as shown in Fig. 5. As a result, every agent in the network can learn from each other's experiences, thereby integrating federated lifelong learning capability.

In a naive setup, every agent would communicate their experiences with every other agent in the network. However, such an all-to-all communication setup is highly inefficient and not scalable

as it would require a large amount of communication bandwidth. To address this issue, we implemented a homogeneous distributed database system as illustrated in Fig. 5. As shown in Fig. 5, our network consists of a predefined set of hub nodes that act as communication hubs for spatially adjacent nodes in the network. Subsequently, every agent in the network exclusively communicates with their nearest hub node at the end of each personal training round. The experience sharing between an agent and a hub node is bidirectional. Finally, every hub node maintains a shared experience database on the network as shown in Fig. 6. The hub nodes periodically communicate with each other to synchronize their databases. The agents in the system are not required to have standardized training speed or start training at the same time. The hub will regulate and preserve the experiences in the system and agents in the system can train on different tasks. An example of this system is demonstrated in Fig. 5.

The advantage of our system setup is that it is robust against node or hub failures. When a node fails, the only loss is the training information from that node, and when a hub fails, the loss is the ERBs it contains but other hubs do not. Moreover, the communication complexity is linear with respect to the number of nodes, each node only needs to communicate with its respective hub, and hubs sync periodically. Compared to other federated learning systems, centralized or not, they either are prone to system-wide failure caused by a node failure, or sacrifice communication complexity to prevent system-wide failures.

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