# How is Sketching Useful?

### **Turnstile Streaming**

### • Implicitly initialize a sketching matrix S

### • Maintain $S \cdot x$ in the stream

• Initialize  $sk(x) \leftarrow 0$ 

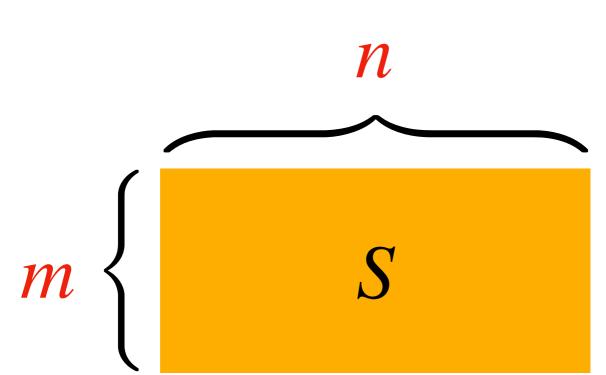
• When  $x[i] \leftarrow x[i] + \Delta$ 

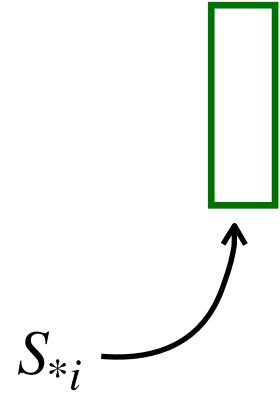
## ullet Retrieve the i-th column $S_{st_i}$

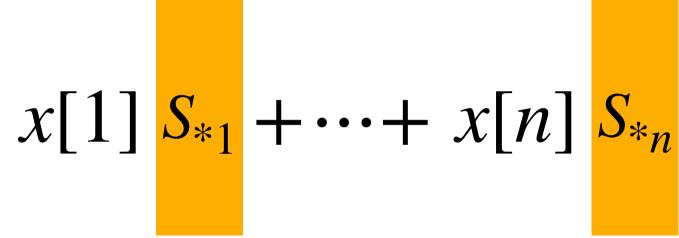
• Update  $sk(x) \leftarrow sk(x) + (S_{*i}) \cdot \Delta$ 

• At all times:  $sk(x) = S \cdot x$ 

• Extract "information" about x from sk(x) at the end



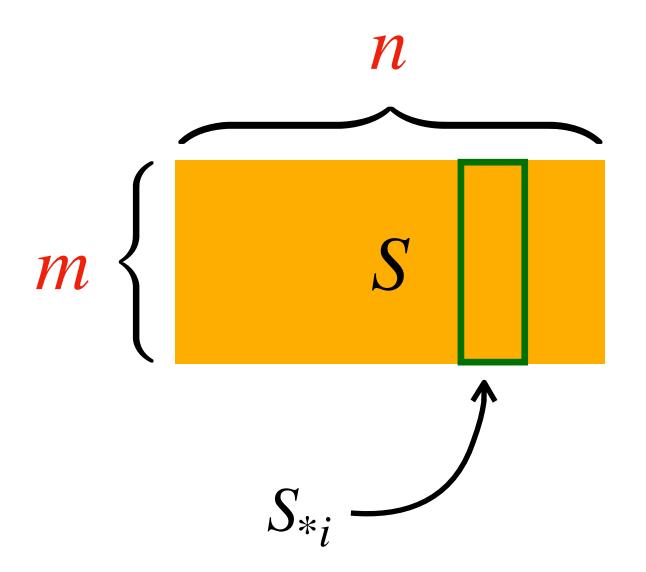




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- When  $x[i] \leftarrow x[i] + \Delta$ 
  - Retrieve the i-th column  $S_{*i}$
  - Update  $sk(x) \leftarrow sk(x) + (S_{*i}) \cdot \Delta$
- At all times:  $sk(x) = S \cdot x$
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$$x[1] S_{*1} + \cdots + x[n] S_{*n}$$

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