

How is Sketching Useful?

$A(1)$



Server 1

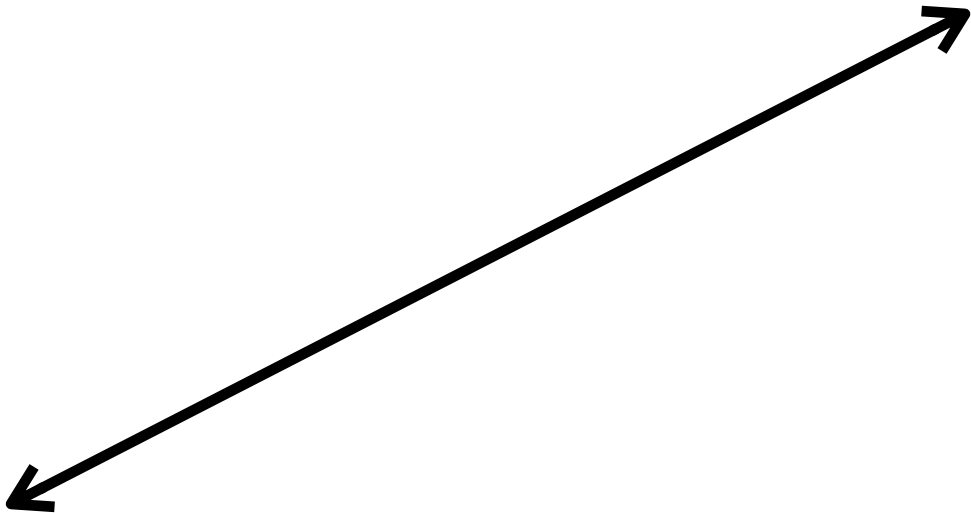
$A(2)$

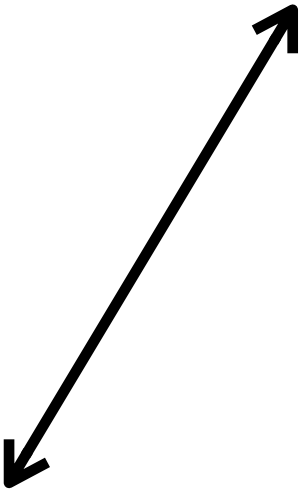


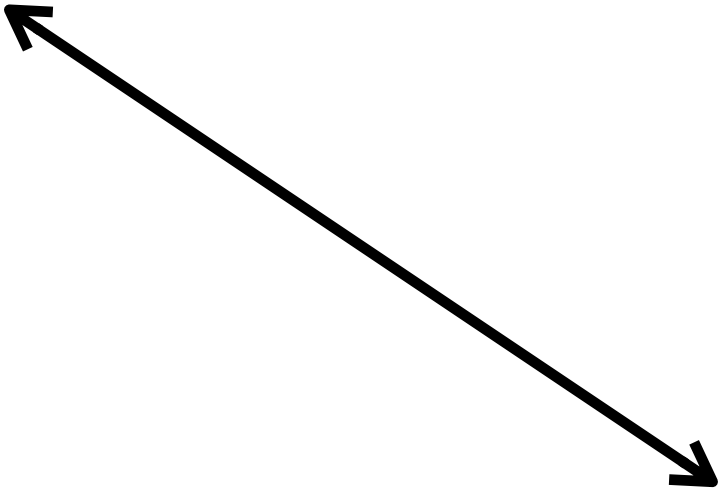
Server 2

Coordinator











$$= A(1) + \dots + A(s)$$

S

S

$A(s)$



Server s

S

$sk(A_1)$

$sk(A_2)$

$sk(A_s)$

$sk(A)$

$=$

$sk(A_1)$

$+$

$sk(A_2)$

$+\dots+$

$sk(A_s)$

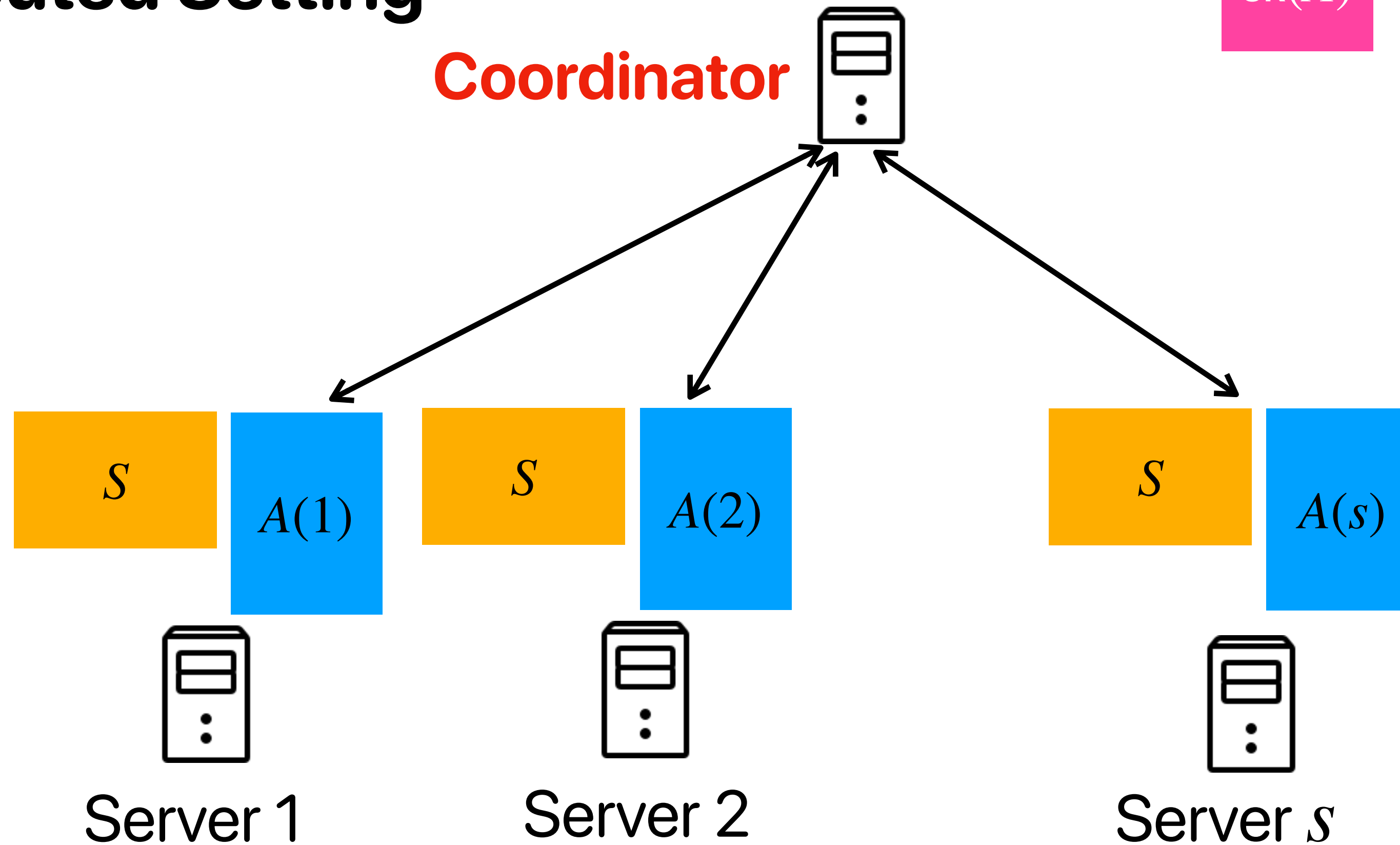
Distributed Setting



(Cantypically handled with cGmncatn using Pseudom Generatns)

How is Sketching Useful?

Distributed Setting



(Can typically be handled with low communication using Pseudorandom Generators)

How is Sketching Useful?

Turnstile Streaming