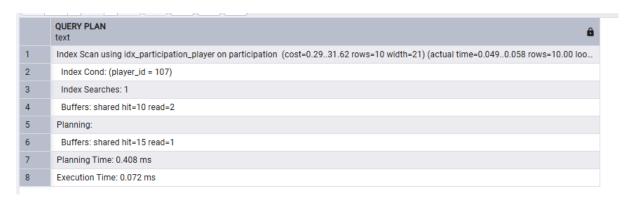
# Request #1:

### - Before Index:



#### - After Index:



## Request #2:

#### - Before Index:



### - After Index:



## Request #3:

#### - Before Index:



#### - After Index:

	QUERY PLAN text
1	Limit (cost=122.99122.99 rows=1 width=20) (actual time=0.7080.709 rows=1.00 loops=1)
2	Buffers: shared hit=52
3	-> Sort (cost=122.99123.88 rows=356 width=20) (actual time=0.7070.709 rows=1.00 loops=1)
4	Sort Key: (count(g.id)) DESC
5	Sort Method: top-N heapsort Memory: 25kB
6	Buffers: shared hit=52
7	-> HashAggregate (cost=117.65121.21 rows=356 width=20) (actual time=0.6260.664 rows=322.00 loops=1)
8	Group Key: p.full_name
9	Batches: 1 Memory Usage: 56kB
10	Buffers: shared hit=52
11	-> Hash Join (cost=46.70115.87 rows=356 width=20) (actual time=0.3530.550 rows=356.00 loops=1)
12	Hash Cond: (g.host_player_id = p.id)
13	Buffers: shared hit=52
14	-> Bitmap Heap Scan on game g (cost=11.0479.27 rows=356 width=16) (actual time=0.0810.175 rows=356.00 loops
15	Recheck Cond: (date > (CURRENT_TIMESTAMP - '30 days'::interval))
16	Heap Blocks: exact=36
17	Buffers: shared hit=39
18	-> Bitmap Index Scan on idx_game (cost=0.0010.96 rows=356 width=0) (actual time=0.0570.057 rows=356.00 loo
19	Index Cond: (date > (CURRENT_TIMESTAMP - '30 days'::interval))
20	Index Searches: 1
21	Buffers: shared hit=3
22	-> Hash (cost=23.0723.07 rows=1007 width=20) (actual time=0.2650.265 rows=1007.00 loops=1)
23	Buckets: 1024 Batches: 1 Memory Usage: 64kB
24	Buffers: shared hit=13
25	-> Seq Scan on player p (cost=0.0023.07 rows=1007 width=20) (actual time=0.0120.145 rows=1007.00 loops=1)
26	Buffers: shared hit=13
27	Planning:
28	Buffers: shared hit=6
29	Planning Time: 0.323 ms
30	Execution Time: 0.759 ms