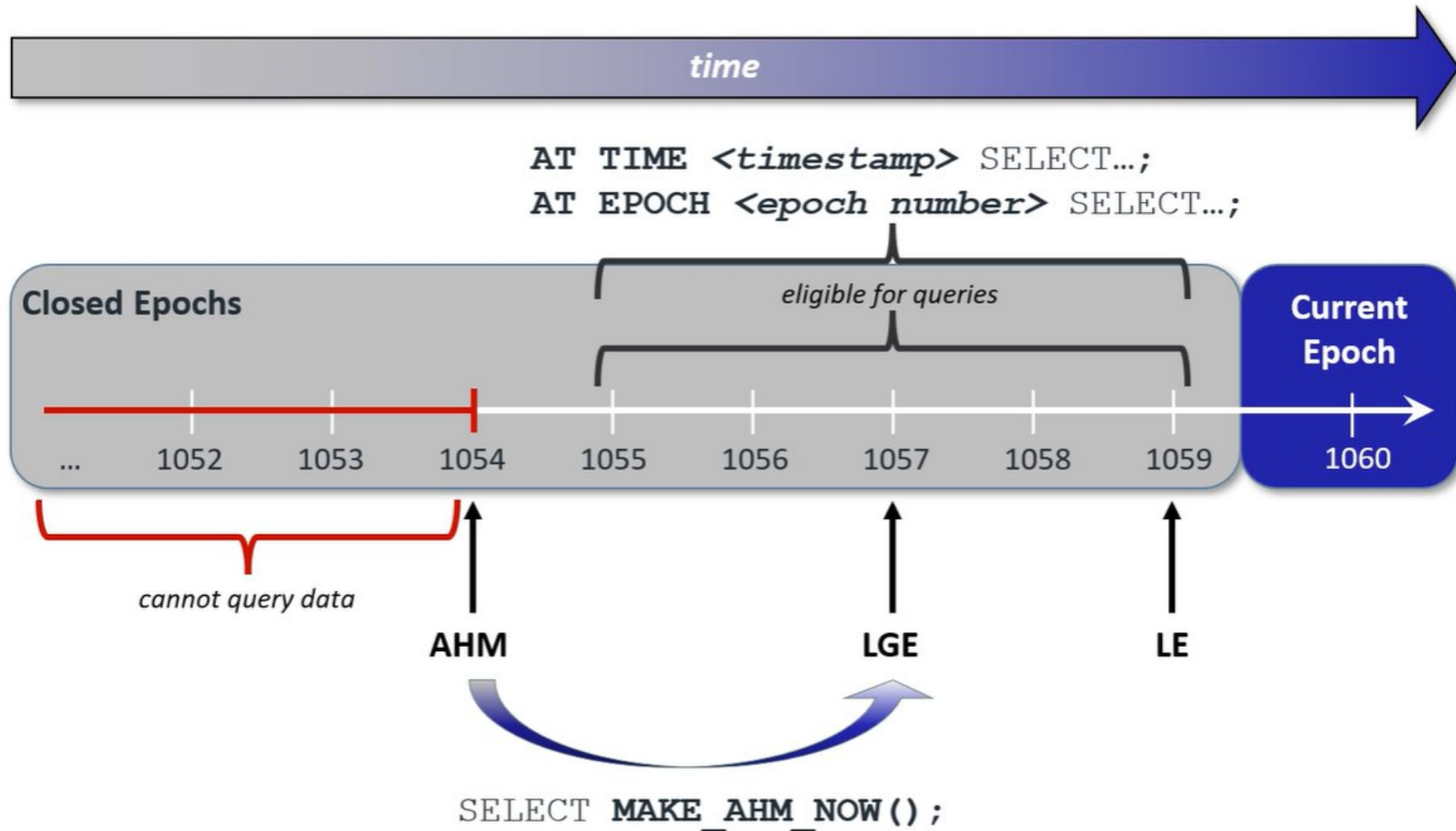


Removing Data

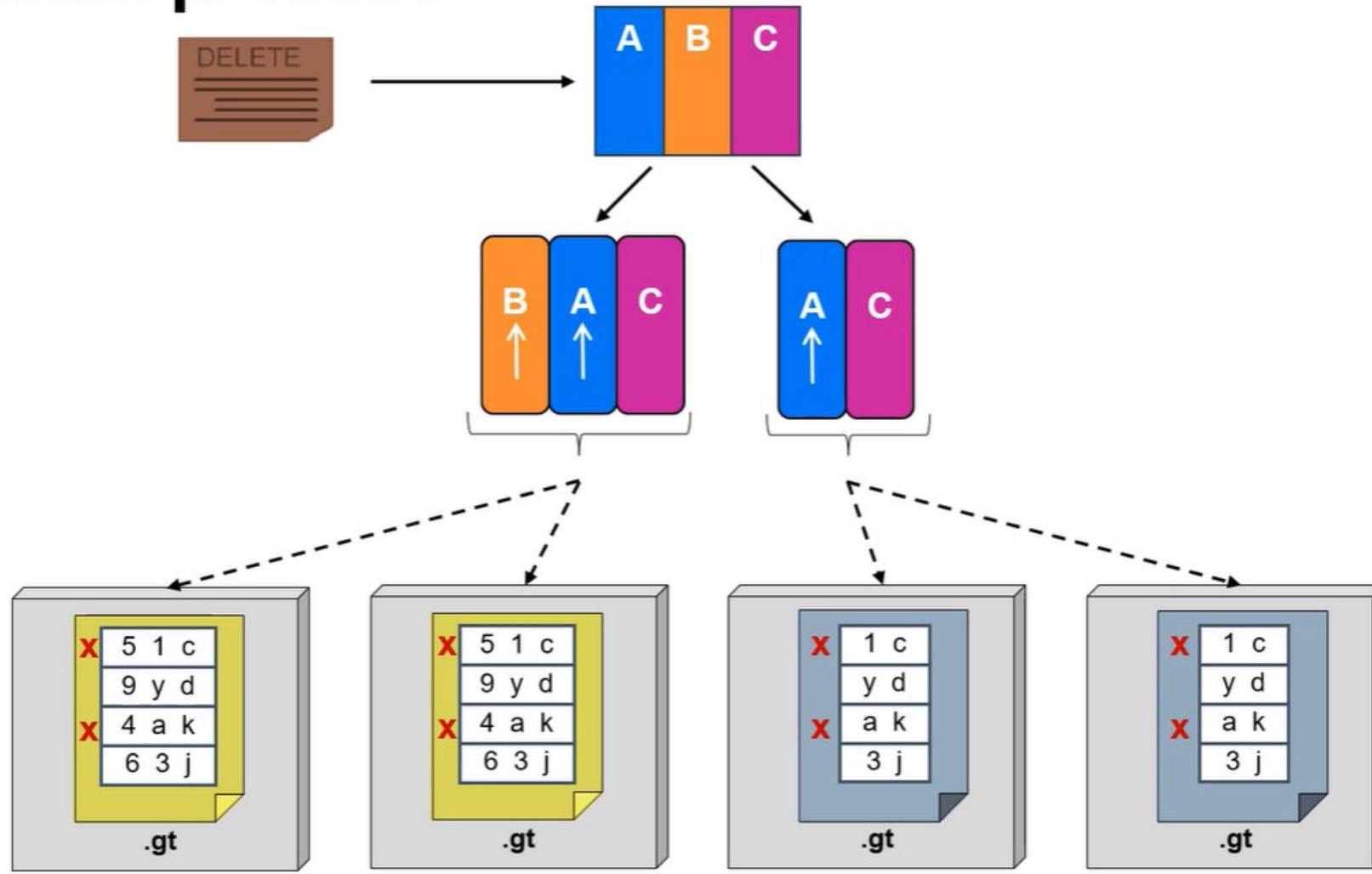
Epoch model



Ways of removing data

Process	Consequence
DELETE FROM <i>table</i>	Marks rows with delete vectors and stores them so data can be rolled back to a previous epoch. The data must eventually be purged before the database can reclaim disk space.
TRUNCATE TABLE <i>table</i>	Permanently removes all storage and history associated with a table. The table structure is preserved for future use. Disk space is recovered immediately.
DROP TABLE <i>table</i>	Permanently removes a table, its definition, the associated projections, and all contained data. Disk space is recovered immediately.
DROP PARTITION	Permanently removes one partition from a partitioned table. Partitioned data can be dropped efficiently and provides query performance benefits. Disk space is recovered immediately.

Data deletion process



Delete vectors in queries

```
SELECT customer_id, customer_name FROM CUSTOMERS  
WHERE is_current = 't';
```

	customer_id	customer_company	customer_name	customer_since
	202	Acme	Reasoner	2012
	345	Candas	Pak	2012
✗	432	QuickMart	Phillips	1987
	581	QuickMart	Anders	2015
✗	620	LocalAim	McCoy	1999
✗	733	Acme	Tam	2000
	801	LocalAim	Cullen	2015
	955	Philipton	Ocean	2015

System table: DELETE_VECTORS

```
dbadmin@node1:~  
dbadmin=> select * from delete_vectors;  
-[ RECORD 1 ]-----+-----  
node_name          | v_vadevdreadb_node0002  
schema name        | online sales  
projection_name     | call_center_dimension_b0  
dv_oid              | 49539595901219159  
storage_oid         | 49539595901216793  
sal storage id      | 02c2d14f9ad25c4e644aca9b85f8444500b000000002314d  
deleted_row_count   | 5  
used_bytes          | 55  
start_epoch         | 34  
end_epoch           | 34  
-[ RECORD 2 ]-----+-----  
node_name          | v_vadevdreadb_node0002
```

System table: STORAGE_CONTAINERS

```
dbadmin@node1:~  
dbadmin=> select * from storage_containers;  
-[ RECORD 1 ]-----+-----  
node_name           | v_vadevdreadb_node0001  
schema_name         | public  
projection_id        | 45035996273848254  
projection_name       | date_dimension_b0  
storage_oid          | 45035996273848401  
sal_storage_id       | 025b63e956e81f74dd43ed0031dc090e00a000000002304f  
total_row_count      | 595  
deleted_row_count     | 0  
used_bytes           | 13419  
start_epoch          | 17  
end_epoch            | 17  
grouping              | PROJECTION  
segment_lower_bound   | 4294967295  
segment_upper_bound   | 1431655764  
original_segment_lower_bound |  
original_segment_upper_bound |  
location_label        |  
delete_vector_count   | 0  
shard_id              | 0  
shard_name            |  
-[ RECORD 2 ]-----+-----  
node_name           | v_vadevdr... node0001
```

Dropping vs. truncating tables

TRUNCATE TABLE *tablename*

TABLE				
A	B	C	D	E

projection_01				
A	B	C	D	E

projection_02		
D	B	E

DROP TABLE *tablename*

TABLE				
A	B	C	D	E
5	a	4	p	13
7	b	g	p	j
10	c	k	p	6

projection_01				
A	B	C	D	E
5	a	4	p	13
7	b	g	p	j
10	c	k	p	6

projection_02		
D	B	E
p	a	13
p	b	j
p	c	6

Purging delete vectors

1. Move the AHM to the LGE: `SELECT MAKE_AHM_NOW() ;`
2. Purge the delete vectors

From all projections on all tables	<code>SELECT PURGE() ;</code>
From all projections on a specific table	<code>SELECT PURGE_TABLE('table_name') ;</code>
From a specific projection	<code>SELECT PURGE_PROJECTION('projection_name') ;</code>
From a partition	<code>SELECT PURGE_PARTITION('table_name','partition_key') ;</code>

The background is a solid dark blue. Overlaid on this are several thin, white, curved lines that intersect at various points. At these intersection points and along the lines, there are small, semi-transparent white dots, creating a network-like or orbital visual effect.

Thank you