DB HW1 Report

0716234 蕭彧

patient_info

Field	Туре	Null	Key	Default	Extra
age	varchar(10) int varchar(20)	NO YES YES YES YES	PRI	NULL NULL NULL NULL NULL	
infection_case				NULL	

search_trend

				Default	
date cold	date float float float	NO YES YES YES	PRI 		

time

	Type Null			
date test negative confirmed released	date NO int YES int YES int YES	PRI	NULL NULL NULL NULL	

time_age

Field				Default	
•	date int int	NO NO YES	PRI PRI	NULL	

time_gender

Field	Type			Default	
date	date varchar(10) int	NO	PRI	NULL	

time_province

•	Type			Default	
date province confirmed released deceased	date varchar(20) int int	NO NO YES YES YES	PRI PRI 	NULL	

Region

Field	Type	Null	Key	Default	Extra
code province city elementary_school_count kindergarten_count university_count elderly_population_ratio elderly_alone_ratio nursing_home_count	int varchar(20) varchar(20) int int int float float int		PRI	NULL NULL NULL NULL NULL NULL NULL NULL NULL NULL	

weather

				Default	
code date	int date float int	NO NO YES YES	PRI PRI	NULL NULL NULL	

QUESTIONS

1. (3%) What is the difference between type "char" and type "varchar"? 譯:變數型態 "char" 和 "varchar" 有什麼不同?

A: The main difference between these two is that char is fix length but varchar is variable length. For example, if we store 'ABC' using char[10] and varchar[10], Char[10] will use 3 spaces store 'ABC' and the rest space will be filled with space character, but varchar[10] will use 4 spaces, 3 for 'ABC' and 1 for the length of 'ABC. The same is that when the length of the string is over 10, both of them will cut the string off to length of 10. Char has better loading speed than varchar, since char is fix size, but char has worse space utilization than varchar, since varchar is variable size. We need to trade of between speed of loading data and space utilization when we consider which one to use.

2. (3%) How many bytes it should take for "tinyint", "smallint", "mediumint", ""? (e.g. 8 bytes for "bigint") And what's the range they can express? (e.g. from -1000 to 1000) 譯:"tinyint", "smallint", "mediumint", "int" 各需要多少 bytes 來儲存? (e.g. 8 bytes for "bigint") 還有他們的表示範圍可以從哪裡到哪裡?(e.g. from -1000 to 1000)

A: tinyint: 1 bytes, from -128 to 127

Smallint: 2 bytes, from -32768 to 32767

Mediumint: 3 bytes, from -8388608 to 8388607 Int: 4 bytes, from -2147483648 to 2147483647

3. (4%) What do you think about this DB schema? If you can change this table architecture, how would you modify it and why? 譯:你對這資料庫架構有什麼想法?如果你可以修改這架構,你會怎麼改?為什麼?

A: I would say that the three time_xxxx are too redundant. I will put these three together into a big table name time_attribute or something like that. In this table, age, gender, province and release will all in it. By this table, I can save a lot of

spaces, and the complexity of finding the data won't be increase a lot because I just literally combine some columns together in this table.

Task 11:

```
select sum(case when m.home_team_score > m.away_team_score then i alse 0 and) / count(t) as home_team_store) then i sum(case when m.home_team_store) p.away_storng) and (m.home_team_score > m.away_team_score) then i sum(case when p.home_storng) and (m.away_team_score > m.home_team_core)) then i sum(case when p.home_storng) and (m.away_team_score > m.home_team_core)) then i sum(case when p.home_state is not null then p.home_state case 0 end) / count(p.home_state) as home_strong, sum(case when p.home_state is not null then p.away_rate case 0 end) / count(p.home_state) as home_strong, sum(case when p.away_team_id, p.home_player, p.away_team_id, p.away_player, mak(ps2.overall_string) as away_strong from (select p.id, p.home_team_id, p.home_player, pake player, away_team_id, away_player, attention from the select id, home_team_id, home_player_1 as home_player, away_team_id, away_player_1 as away_player, p.date from match_info union select id, home_team_id, home_player_3 as home_player, away_team_id, away_player_3 as away_player, date from match_info union select id, home_team_id, home_player_4 as home_player, away_team_id, away_player_5 as away_player, date from match_info union select id, home_team_id, home_player_5 as home_player, away_team_id, away_player_6 as away_player, date from match_info union select id, home_team_id, home_player_6 as home_player, away_team_id, away_player_6 as away_player, date from match_info union select id, home_team_id, home_player_8 as home_player, away_team_id, away_player_7 as away_player, date from match_info union select id, home_team_id, home_player_8 as home_player, away_team_id, away_player_9 as away_player, date from match_info union select id, home_team_id, home_player_10 as home_player, away_team_id, away_player_10 as away_player, date from match_info union select id, home_team_id, home_player_11 as home_player, away_team_id, away_player_10 as away_player, date from match_info union select id, home_team_id, home_player_11 as home_player, away_team_id, away_player_11 as away_p
```

In 11.sql, I calculate the winning rate of home team from all the match, and the winning rate of the team that their average overall_rating is higher. This can show which of them has more reliability on winning the game.

```
mysql> source 11.sql
+-----+
| home_team_win_rate | strong_team_win_rate |
+-----+
| 0.4580 | 0.5066 |
+----+
1 row in set (12.86 sec)
```

The result shows that the team with the higher overall_rating score will have more opportunity to win the game than the one with home advantage.

Task 12:

```
| select sum(case when ((home_team_score) amay_team_score) and (B365H < B365D) and (B365H < B365B)) then B365H | when ((away_team_score) > home_team_score) and (B365A < B365D) and (B365A < B365B)) then B365A | when ((home_team_score) < more and (B365A < B365D) and (B365H < B365B)) then B365B | when ((away_team_score) and case(score) and (B365A < B365D) and (B365B < B365B)) then B365B | when ((away_team_score) and case(score) and (B365A < B365B) and (B365B < B365B)) then B365B | when ((away_team_score) and (WHH < WHD) and (WHH < WHD)) then WHH | when ((away_team_score) > home_team_score) and (WHH < WHD) and (WHH < WHD)) then WHH | when ((home_team_score) > may_team_score) and (WHH < WHD) and (WHH < WHD)) then WHH | when ((home_team_score) + home_team_score) and (WHH < WHD) then WHD) then WHH | when ((home_team_score) + home_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + away_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + away_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + away_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + away_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + away_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + home_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + home_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + home_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + home_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + home_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when ((home_team_score) + home_team_score) and (SJH < SJD) and (SJH < SJD) then SJH | when (SJH < SJD + home_team_score) and (SJH < SJD) and (SJH < SJD) | when (SJH < SJH + home_team_score) and (SJH < SJH < SJH + home_team_score) and (SJH < SJH + home_team_score) and (SJH < SJH + home_team_score
```

In 12.sql, I use 4 sql queries to illustrate how to bet. The first one is I always bet the same amount of money (here is one dollar) on the teams that have lower odds of winning the game. The second one is I always bet the same amount of money on the teams that have higher odds of winning the game. The third one is when the odds of dual is the highest, I will always bet the same amount of money on the game become dual. The fourth one is when the odds of dual is the lowest, I will always bet the same amount of money on the game become dual. All of the above I bet on three companies respectively.

```
mysql> source 12.sql
| B365_betsmall_win | WH_betsmall_win | SJ_betsmall_win |
 557.080002784729 | 665.7000126838684 | 546.4530019760132 |
1 row in set (0.04 sec)
 B365_betbig_win | WH_betbig_win | SJ_betbig_win
   -55059.559908390045 | -51505.399946928024 | -54517.08996677399 |
1 row in set (0.02 sec)
 B365_betbigdual_win | WH_betbigdual_win | SJ_betbigdual_win |
  -----+
  -5774.140011310577 | -5690.910006046295 | -6170.94003367424 |
1 row in set (0.02 sec)
. - - - - - - - - - - - - - - - - - + - - - - - - - - - - - - - - - + - - - - - - - - - - - - - - - +
  0.28999996185302734 | -5.479999899864197 | -4.044999837875366 |
1 row in set (0.02 sec)
```

The result shows that only first query has all positive numbers. It means that the tactic is always betting the same amount of money on the team that has lowest odds (except dual), and we'll finally earn money!

xxx_betsmall_win: bet the smallest odds win on xxx company (except dual)
xxx_betbig_win: bet the largest odds win on xxx company (except dual)
xxx_betbigdual_win: bet on dual when odds of dual is the largest on xxx company
xxx_betsmalldual_win: bet on dual when odds of dual is the smallest on xxx
company