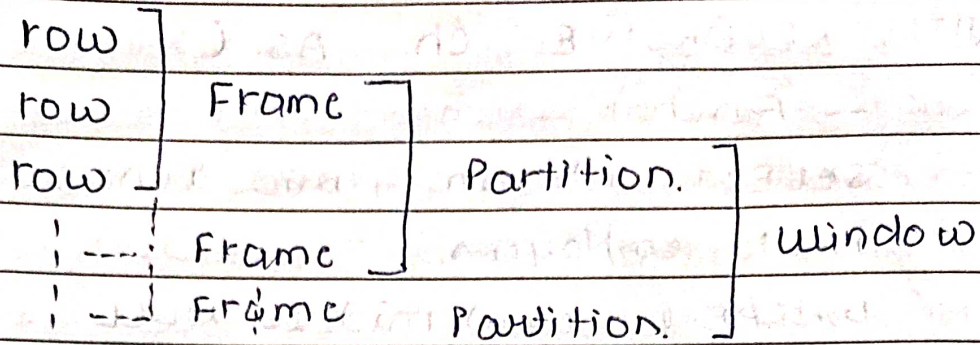


advance # window fun)
concept

Window Functions.



- running rows makes a frame

1 row = 1 frame

2 row = frame 2

3 row = frame 3 etc

or it can be depend on condition.

but the point is 0 — i th current

0 — $(i+1)$ th next frame. frame

- window fun) are used to perform calculations across a set of table (window) that are related to current row

OVER



Defines the window to operate on.

PARTITION BY



like a group by for window over which other fun) can be applied.

ORDER BY



order rows within partition.

1. RANK()

- assign rank to each row in partition.
- assign same rank to duplicates but skip next values.

Eg:

value: 10 20 20 43

RANK: 1 2 2 3

2. DENSE_RANK()

- same as Rank func but do not skip values. It goes like 1 2 2 3

3. ROW_NUMBER()

- assign each row a unique row number

4. Aggregate func can also be used using OVER clause to apply them over a partition.

5. LAG()

- access data from previous rows.

- LAG(column, N)

LEAD()

- access data from next rows.

- LEAD(column, N)

6. FIRST_VALUE(column)

LAST_VALUE(column)

NTH_VALUE(column, N)

} respective value
from each
partition.

7 NTILE(N): SQL try to divide in equal partition.

window fun # concept
frame clause

8. CUME_DIST() PERCENT_RANK()

↓

↓

It gives the cumulative distribution of row within set of rows.

i.e. How much distribution current row will now holds.

It gives the relative rank of row within partition i.e.

How many rows are below or higher relative to current row.

FORMULA:
$$\frac{(\text{NO. of row with value} \leq \text{current})}{\text{total rows.}}$$

$$\frac{(\text{current Row NO.} - 1)}{(\text{total} - 1)}$$

Range:

$0 < \text{value} \leq 1$

$0 \leq \text{value} \leq 1$

Note: In case of duplicate records, row of last record is considered.

9. FRAME clause

- FRAME word is not used
- used at end of OVER clause as last arguments.

Syntax:

(A) BETWEEN (B) PRECEDING AND (C)

Following.

window fun)
frame clause

RANGE: take account of duplicates.
eg: last 2: 5 4 3 2

ROWS: specific to rows only.
eg: last 2: 5 4 3 2

② → unbounded: from starting of partition.

→ n: from last n of partition.
(range / rows)

*
(there are many more)

③ → unbounded: till end of current partition.

→ n: next n (range / rows) of current partition.

→ current row: till current row
(omit word following)

WHY?

Because in fun() like last-value() frame considers the running rows.

	C1	C2		we want
Partition.	A	1	1	4
	B	2	2	4
	C	3	3	4
	D	4	4	4

F1: A ∴ O = 1

F2: AB ∴ O = 2

F3: ABC
F4: ABCD ∴

window fun)

concept

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as these fun are applied frame by frame. even though they are applied over partition, as per saying, but executed frame by frame.

By default FRAME clause of LAST-VALUE is

* Range between unbounded preceding and current row.

∴ It will generate wrong results.

Hence, we need frame clause.

Examples:

1. select id, name, salary,
RANK() OVER (ORDER BY salary desc)
FROM employees;

2. select id, date, amount,
AVG(amount) OVER (
order By date
Rows between 2 preceding and
current row
) as moving-avg
FROM ordow;

3. select id, salary,
PERCENT_RANK() OVER() as PR
FROM employees.

window fun

window keyword

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Note: if you have common window condition. i.e. inside over brackets. then you can omit common conditions and write it in window keyword fun

Example:

At end of query mention.

!

WINDOW w as (conditions)

URC.

Query.

select *,

FIRST-Value (Pn) OVER w as FV,

Last-Value (Pn) OVER w as LV

From products.

where PC = 'Phone'

WINDOW w as (partition by PC

order by price desc

range between 2 preceding
and 2 following) ;