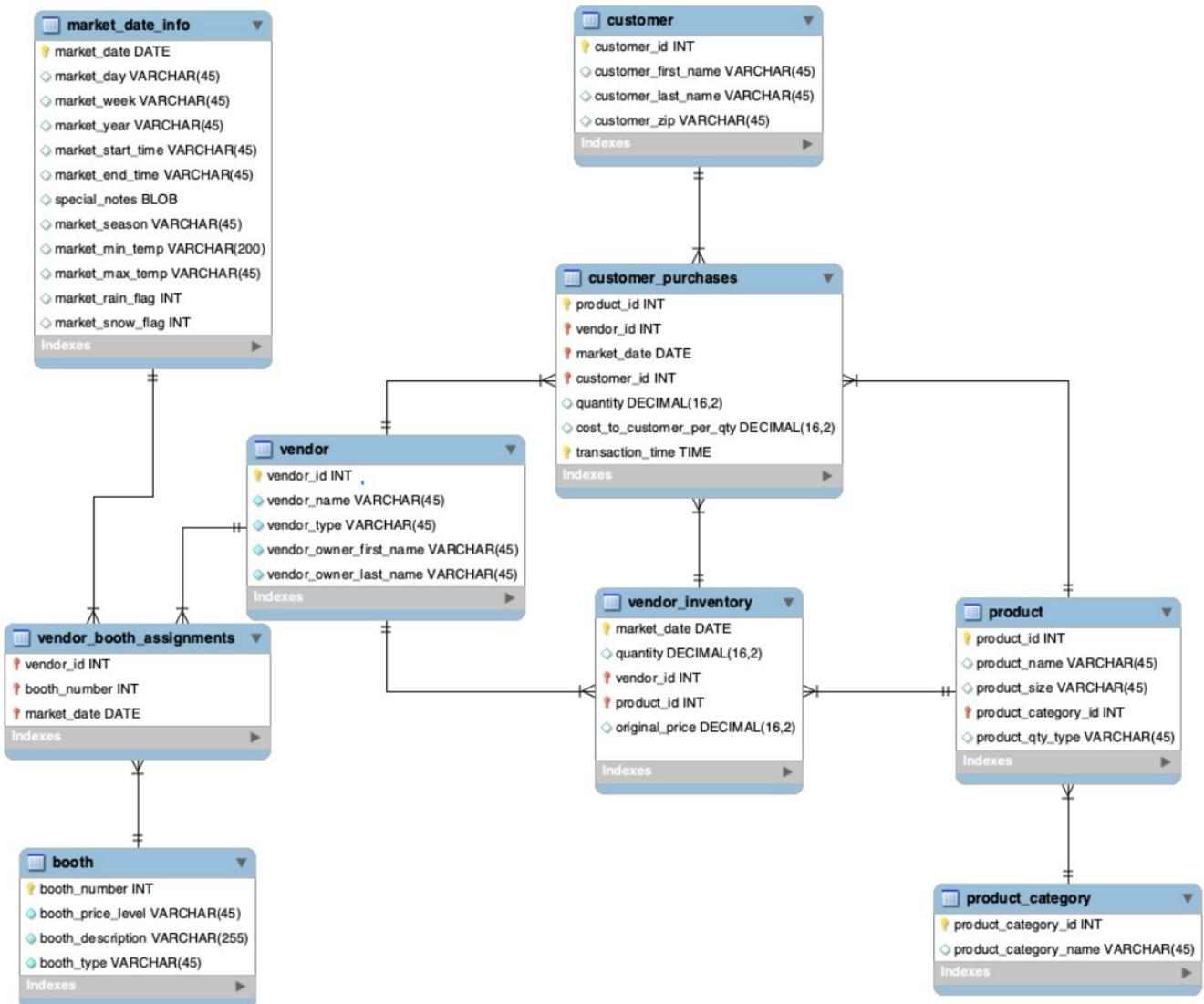


Agenda

1. CTE and Views
2. Busting a common myth about the COUNT()
3. Only select the columns that you really need
4. LIMIT is a trap
5. Use EXISTS() instead of COUNT()
6. Use APPROX_COUNT_DISTINCT instead of COUNT(DISTINCT)
7. Replace Self-Join with Windows Function
8. Trim your data early and often
9. Use MAX() instead of RANK()
10. Order your JOINS from larger tables to smaller tables
11. Does WHERE sequence matters?
12. Should we push ORDER BY to the end of the query?





Ad hoc Reporting

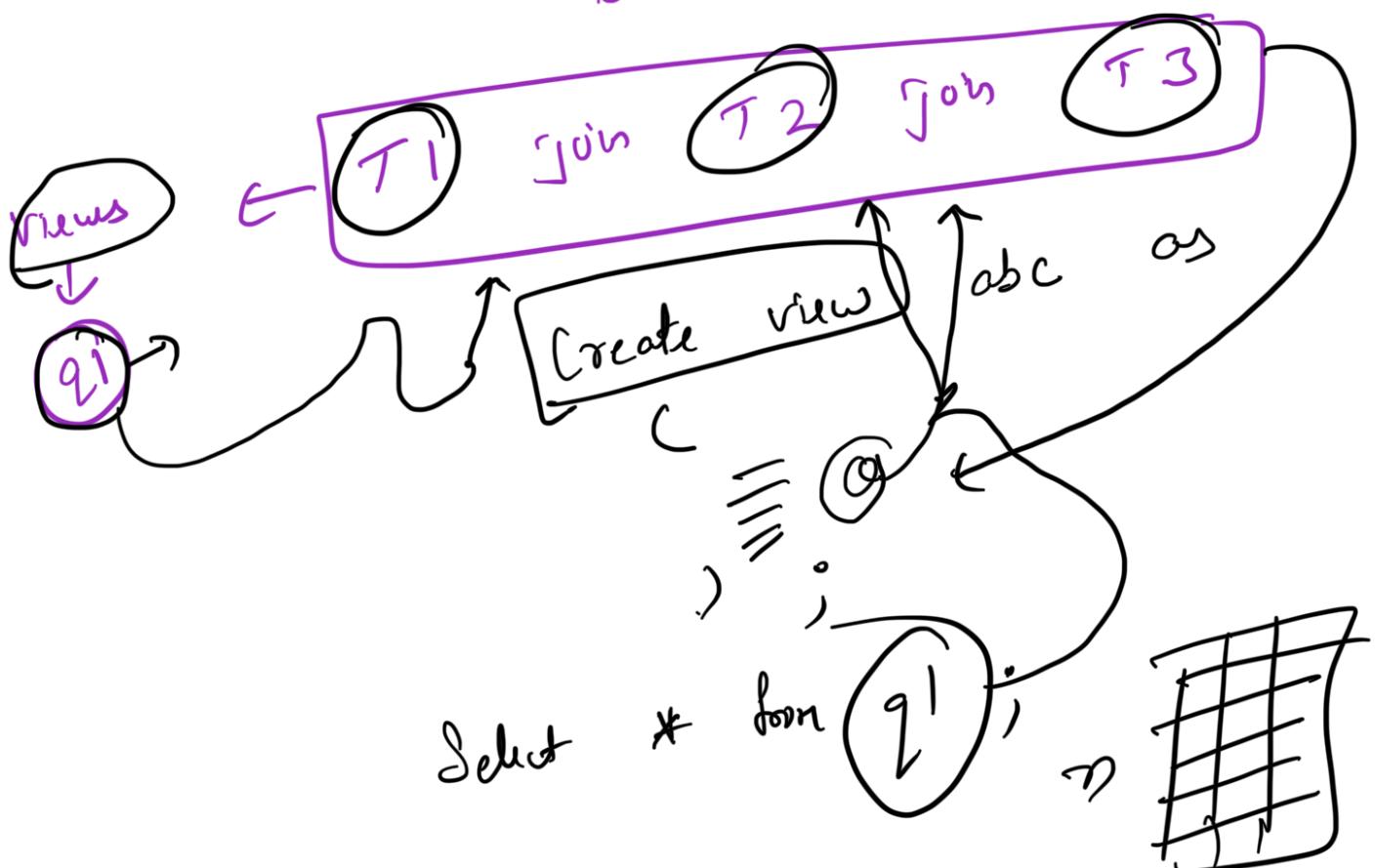
↳ DA/DE/DS

Business Question

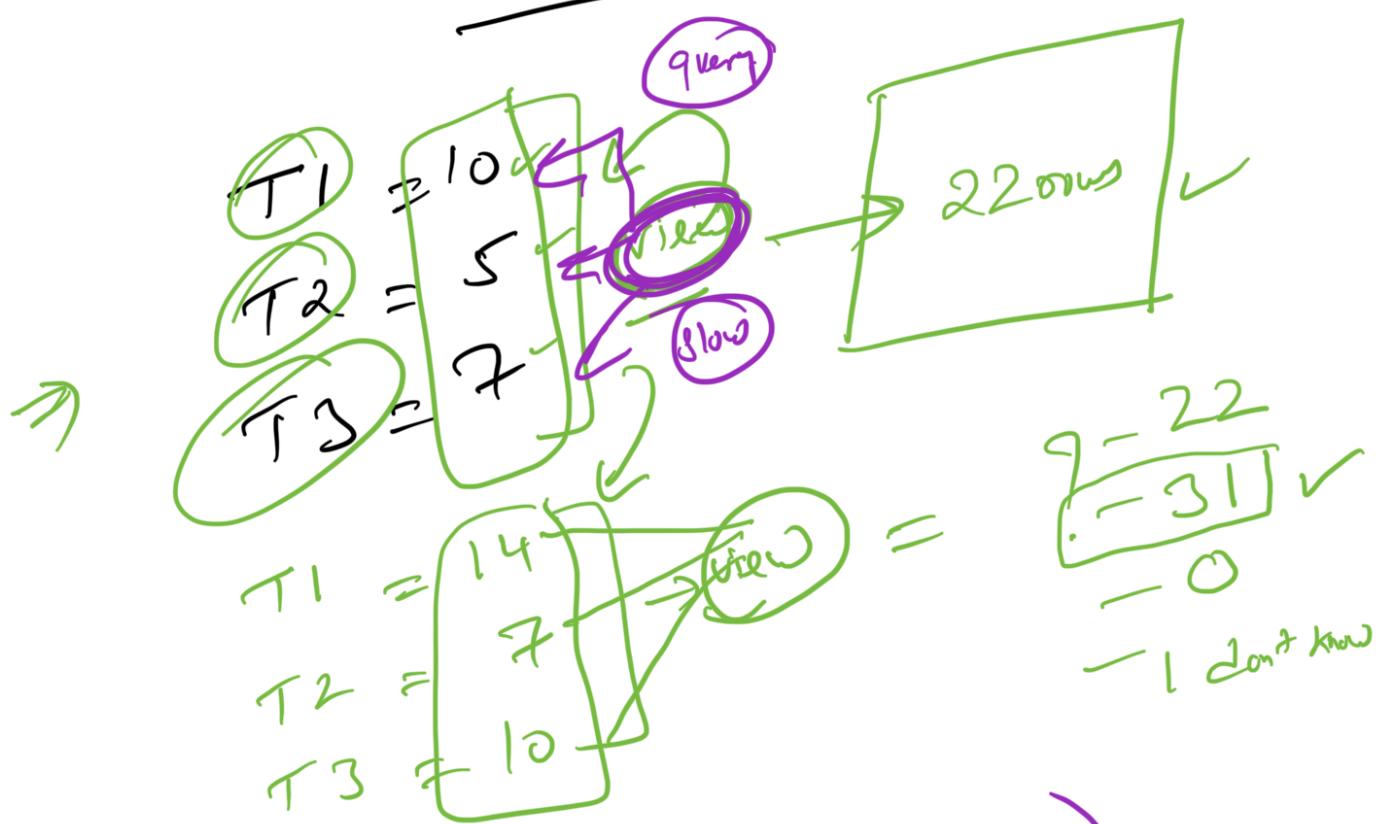
Data Question

Data Answer

Business Answer



views \Rightarrow storing the query



\Rightarrow materialized views =

↓
state
↳ Refreshing

② Common table expressions (CTE)

Syntax:

```
with [query-alias] AS
  [query]
)
    
```

\Rightarrow [query 2 - alias] os
 (query 2) ↘
)
 Select * from query_alias;

View	CTE
→ static way of writing queries	→ Dynamic way of writing queries.
→ in view, DBA can give more fine grained access	→ There is no such access management.
→ query to be used multiple times	→ Ad hoc queries (occasionally or custom) use CTE

Data sets
 ↳ ② Ethereum Dataset

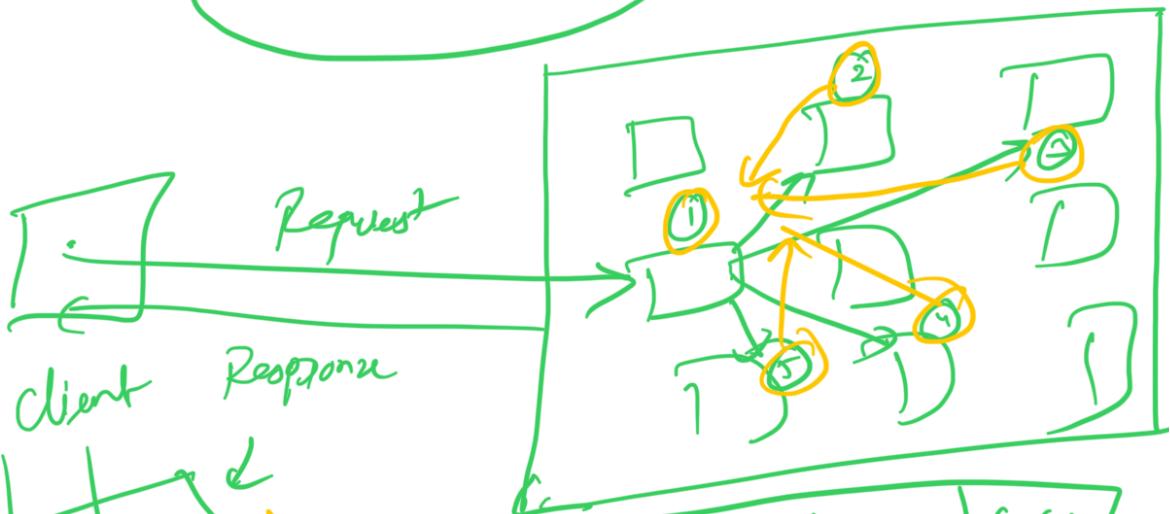
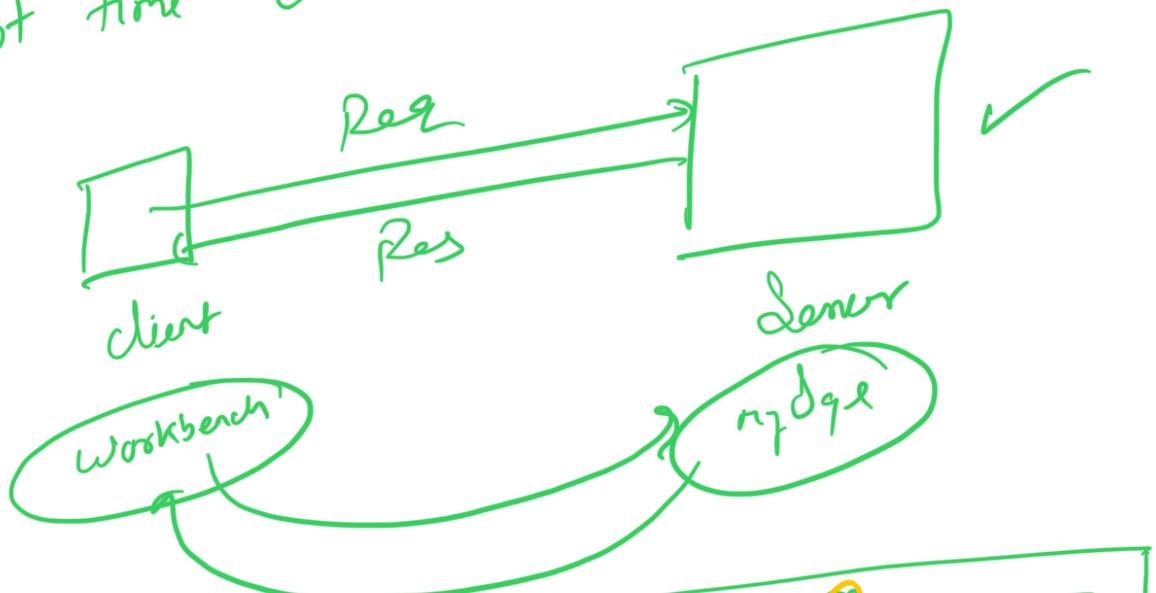
1 Bitcoin = 55 Taw

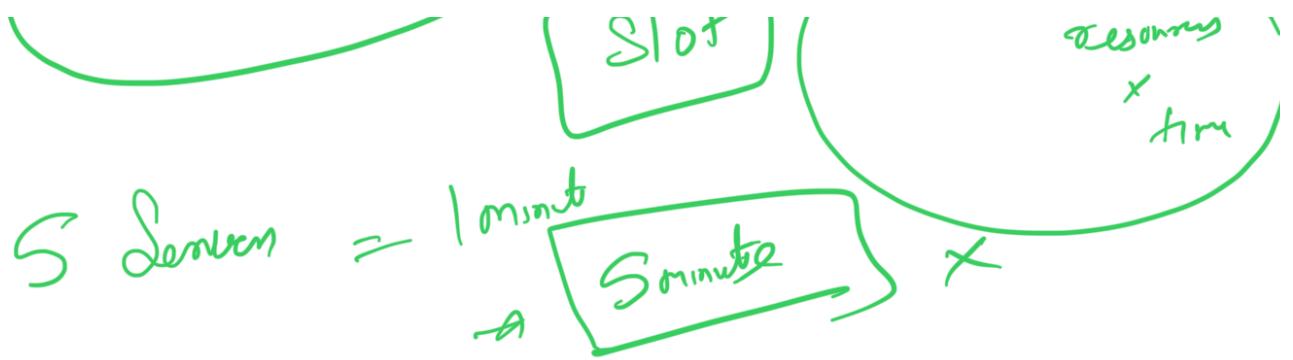
Ⓛ Elapsed time : It is also query execution time, is the total time taken by a query to

taken off from the moment it is submitted until results are returned.

→ Less elapsed time \Rightarrow More faster query

② Slot time Consumed :-





⇒ Slot time Consumed relates to the amount of Computational resources ($R + C$) that a Slot consumes during its execution.

⇒ More slots Consumed, faster will be query, More Cost you need to bear.

③ Bytes shuffled: redistribution of data across different slots for processing, this is known as shuffling.

→ It represents the volume of data that is moved between different parts of distributed system.

Low shuffling = More performance

⑨ Bytes spilled to Disk!

When a query intermediate results or data exceeds the memory capacity of the allocated slots, some of that data may be written to disk temporarily for storage.

less Bytes shuffled = more performant query

lower elapsed times,
efficient slot usage,
minimize bytes shuffled
and reduce bytes
split to disk.

