Subject: Re: Doubts on a sqlite query
Posted by dolik.rce on Sat, 29 Dec 2012 09:35:06 GMT
View Forum Message <> Reply to Message

Hi Luigi,

The 25 seconds for few simple queries sounds awfully wrong. Have you tried to figure out what exactly takes so long there? Putting TIMING macros to each of the Execute() calls could tell you something:

```
for(i=0; i<n; i++) {
    id = arr_N[i];
   { TIMING("team-update"); sqlteam.Execute("update TEAMS set N=? where ID=?", i+1, ids[i]); }
        { TIMING("player-select"); sqlplayer.Execute("SELECT ID FROM PLAYERS WHERE TEAM_ID=? ORDER BY BOARD ASC", id); }//retrieve players of team id by boards
   while (sqlplayer.Fetch()) {
  idp = (int) (sqlplayer[0]);
       TIMING("player-update"); sqlp.Execute("update PLAYERS set N=? where ID=?", np++, idp); //set pairing number to the player idp
   }
}
```

One trick that might make it faster is to execute it all in single query, using a long case construct. The query would look something like this:

```
update PLAYERS
set N=case ID
  when 1 then 23
  when 2 then 42
  ...
  when 600 then 123
```

It'll be a long (and ugly) query, but it could be faster then 600 small ones. Similar thing can be done for teams too.

Also, are you using indexes on your tables? They can make a lot of difference.

Best regards,
Honza