Subject: Re: Doubts on a sqlite query
Posted by forlano on Sat, 29 Dec 2012 12:21:37 GMT
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Hi Honza,

thank you very much for the anwer. These were the guilty tables

```
TABLE_(TEAMS)
 INT     (ID) PRIMARY_KEY AUTO_INCREMENT
 INT_    (N)
 STRING_ (NAMET, 30)
 STRING_ (ORIG, 30)
 STRING_ (REGION, 30)
 STRING_ (FED, 3)
 INT_    (RTG)
 INT_    (STATUS)
END_TABLE

TABLE_(PLAYERS)
 INT     (ID) PRIMARY_KEY AUTO_INCREMENT
 INT_    (TEAM_ID) INDEX
 INT_    (BOARD)
 INT     (N)
 STRING  (NAME, 30)
 STRING  (FED, 30)
 STRING_ (BDAY, 10)
 STRING_ (SEX, 1)
 STRING_ (CAT, 5)
 INT_    (IDFIDE)
 INT_    (RTGFIDE)
 STRING_ (IDNAT,10)
 INT_    (RTGNAT)
 INT_    (K)
END_TABLE
```

I have now added an index to TEAM_ID. I do not know if the index is created while the database is populated or even later. I hope it has been created with this code when I opened the existing DB

```
void vegadb::SetDatabase(String dbname)
{
    if (sqliteVT.IsOpen()) sqliteVT.Close();
    if (!FileExists(dbname)) {
  if(!sqliteVT.Open( dbname )) {
```

```
   Exclamation("Can't create or open database file");
   return;
  }
  SQL = sqliteVT;
//  sqliteVT.SetTrace();
  SqlSchema sch(SQLITE3);
  All_Tables(sch);
  Sqlite3PerformScript(sch.Upgrade());
  Sqlite3PerformScript(sch.Attributes());
 }
 else {
  if(!sqliteVT.Open( dbname )) {
   Exclamation("Can't create or open database file");
   return;
  }
  SQL = sqliteVT;
//  sqliteVT.SetTrace();
  SqlSchema sch(SQLITE3);
 }
 SQL.ClearError();
}
```

Anyway I have not seen any improvement.
I used TIMING

TIMING players-update : 44.66 s - 57.33 ms (44.66 s / 779), min: 32.00 ms, max: 698.00 ms, nesting: 1 - 779
TIMING player-select : 44.78 s - 285.22 ms (44.78 s / 157), min: 134.00 ms, max: 844.00 ms, nesting: 1 - 157
TIMING team-update   : 53.32 s - 339.64 ms (53.32 s / 157), min: 167.00 ms, max: 910.00 ms, nesting: 1 - 157

to discover I have understimated the delay . The teams are 157 and players 779 but it looks wrong too. The players-update query seems to have problems. I'll try to understand what can be although at moment I do not see error.

Regards,
Luigi