Partition Pruning

B



Optimization — Tweak C

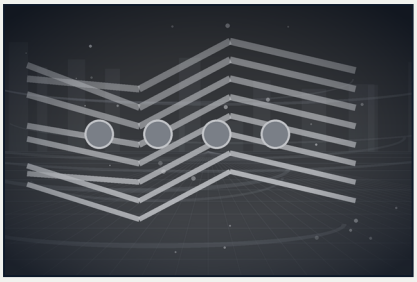
Target Query has -2 Complexity.

PPL1-172 · C
PIPELINE · SET 1

—

Predicate Pushdown

1



Optimization — Tweak C

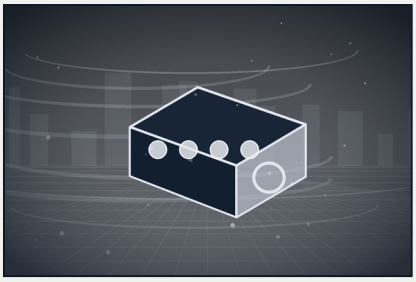
Play as you run a Query: it costs {1} less and has -1 Complexity.

PPL1-173 · C
PIPELINE · SET 1

—

Hotfix

1 G



Optimization — Tweak U

Cancel target Incident.

PPL1-174 · U
PIPELINE · SET 1

—

Rollback

2



Optimization — Tweak C

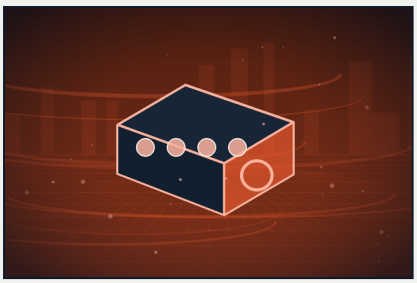
Cancel target Incident that would make a Query Fail.

PPL1-175 · C
PIPELINE · SET 1

—

Retry with Backoff

1 S



Optimization — Tweak U

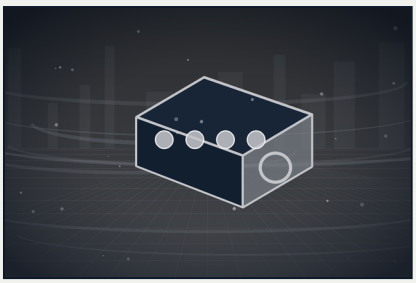
Run target Query of yours that Failed this turn from your Archive by paying its cost again.

PPL1-176 · U
PIPELINE · SET 1

—

Caching Layer

2



Optimization — Upgrade C

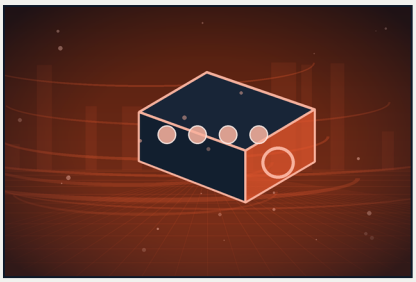
Attach to an Engine. The first Query run on it each turn costs {1} less.

PPL1-177 · C
PIPELINE · SET 1

—

Horizontal Scaling

2 S



Optimization — Upgrade U

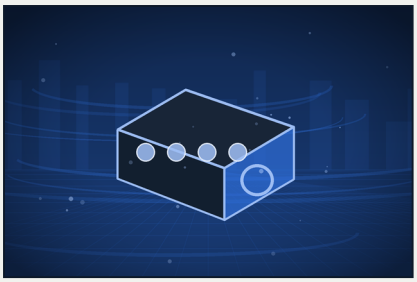
Attach to an Engine. It has +1 Concurrency.

PPL1-178 · U
PIPELINE · SET 1

—

Vertical Scaling

2 B



Optimization — Upgrade C

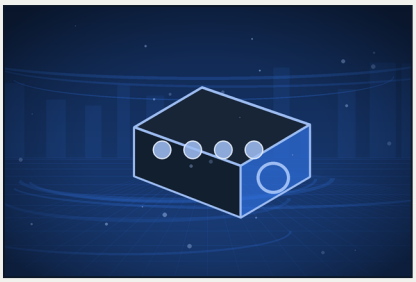
Attach to an Engine. It has +2 Compute.

PPL1-179 · C
PIPELINE · SET 1

—

Compaction

1 B



Optimization — Tweak C

Archive target Constraint attached to a card you control.

PPL1-180 · C
PIPELINE · SET 1

—