

## Describe complex columns

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**Background:** Currently describe formatted displays the column information of a table and some additional information. When complex types such as `ARRAY`, `STRUCT`, and `MAP` types are present in the table, column definition can be long and it's difficult to read in nested format.

### Solution:

For complex types available, the `DESCRIBE` output can be formatted to avoid long lines for multiple fields. We can pass the complex field name to the command and visualize its structure as if it were a table.

`[DESCRIBE | DESC] column fieldname[nestedFieldNames] ON [db_name.]table_name;`

In order to get the high level view of column datatypes of a table, add option ‘short’ to the command. This does not display all nested levels and datatypes, shows only the outermost level.

`[DESCRIBE | DESC] short [db_name.]table_name;`

### Example:

The below table is ‘complexcarbontable’ which consists of different complex columns.

```
create table complexcarbontable
(deviceInformationId int,
channelsId string,
ROMSize string,
purchasedate string,
mobile struct<imei:string, imsi:string>,
MAC array<string>,
```

```

locationinfo array<struct<ActiveAreaId:int, ActiveCountry:string, ActiveProvince:string,
ActiveCity:string, ActiveDistrict:string, ActiveStreet:string,
ActiveNeighbourhoodPlaces:array<string>>>,
proddate struct<productionDate:string,activeDeactivedate:array<string>>,
gamePointId map<string,struct<a:int, b:struct<c:string>>>,
contractNumber double,
decimalColumn map<string,struct<d:decimal(10,3)>>)
STORED AS carbondata;

```

When DESCRIBE specifies the table name.

*describe complexcarbontable;*

col_name	data_type
deviceinformationid	int
channelsid	string
romsize	string
purchasedate	string
mobile	struct<imei:string, insi:string>
mac	array<string>
locationinfo	array<struct<activeareaid:int, activecountry:string, activeprovince:string, activecity:string, activedi>
proddate	struct<productionDate:string,activeDeactivedate:array<string>>
gamepointid	double
contractnumber	double
decimalcolumn	map<string,struct<d:decimal(10,3)>>

1. Column having struct with some primitive child elements: struct<>

To read a simple structure of mobile column,

*Describe column mobile on complexcarbontable;*

```

+-----+-----+-----+
| col_name          | data_type | comment |
+-----+-----+-----+
| mobile           | struct    | null    |
| ## Children of channelsId: |          |
| imei             | string    | null    |
| imsi             | string    | null    |
+-----+-----+-----+

```

## 2. Column having 2 nested levels: map<key, struct<>>

When DESCRIBE specifies the name of the complex column, *decimalcolumn*, can show how an MAP is represented with columns key and value. Here STRUCT is present in nested level of MAP .

*Describe column decimalcolumn on complexcarbontable;*

```

+-----+-----+-----+
| col_name          | data_type          | comment |
+-----+-----+-----+
| decimalcolumn     | map                | null    |
| ## Children of decimalcolumn: |          |
| key               | string             | null    |
| value             | struct<d:decimal(10,3)> | null    |
+-----+-----+-----+

```

*Describe column decimalcolumn.value on complexcarbontable;*

```

+-----+-----+-----+
| col_name          | data_type          | comment |
+-----+-----+-----+
| decimalcolumn.value | struct             | null    |
| ## Children of decimalcolumn.value: |          |
| d                 | decimal(10,3)       | null    |
+-----+-----+-----+

```

## 3. Columns with 3 nested levels :

### a. array<struct<array<>>>

When DESCRIBE specifies the name of the complex column, *locationinfo*, can show how an ARRAY is represented with column ITEM.

*Describe column locationinfo on complexcarbontable;*

```

+-----+
|col_name          |data_type
+-----+
|locationinfo      |array
|## Children of locationinfo:
|item              |struct<activeareaid:int,activecountry:string,activeprovince:string,activecity:string,activedistrict:string,activestre...
+-----+

```

To see the further nested structure of column, when DESCRIBE specifies the name of the ITEM of the ARRAY column, as the ARRAY contains a STRUCT, the layout of the STRUCT is shown.

Describe column locationinfo.item on complexcarbontable;

```

+-----+-----+-----+
|col_name          |data_type          |comment|
+-----+-----+-----+
|locationinfo.item |struct             |null   |
|## Children of locationinfo.item:   |
|activeareaid      |int                |null   |
|activecountry     |string              |null   |
|activeprovince    |string              |null   |
|activecity        |string              |null   |
|activedistrict    |string              |null   |
|activestreet       |string              |null   |
|activeneighbourhoodplaces |array<string> |null   |
+-----+-----+-----+

```

To read 3<sup>rd</sup> nested level of locationInfo column, we can use

Describe locationinfo.item.activeneighbourhoodplaces on complexcarbontable;

```

+-----+-----+-----+
|col_name          |data_type          |comment|
+-----+-----+-----+
|locationinfo.item.activeneighbourhoodplaces |array             |null   |
|## Children of locationinfo.item.activeneighbourhoodplaces:   |
|item              |string             |null   |
+-----+-----+-----+

```

b. Column having 3 nested levels: map<struct<struct<>>>

When DESCRIBE specifies the name of the complex column, *gamePointId*, can show how an MAP is represented with columns key and value.

Describe column gamepointid on complexcarbontable;

```

+-----+-----+-----+
|col_name          |data_type          |comment|
+-----+-----+-----+
|key               |string             |null   |
|value              |struct<a:int, b:struct<c:string>|null   |
+-----+-----+-----+

```

*Describe column gamepointid.value on complexcarbontable;*

col_name	data_type	comment
a	int	null
b	struct<c:string>	null

*Describe column gamepointid.value.b on complexcarbontable;*

col_name	data_type	comment
c	string	null

#### 4. Display short version of table columns.

*Describe short complexcarbontable;*

col_name	data_type	comment
deviceinformationid	int	null
channelsid	string	null
romsize	string	null
purchasedate	string	null
mobile	struct<...>	null
mac	array<...>	null
locationinfo	array<...>	null
proddate	struct<...>	null
gamepointid	double	null
contractnumber	double	null
decimalcolumn	map<...>	null