

# pgpool-II 3.6.6 Documentation

## The Pgpool Global Development Group

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## Preface

This book is the official documentation of **Pgpool-II**. It has been written by the **Pgpool-II** developers and other volunteers in parallel to the development of the **Pgpool-II** software. It describes all the functionality that the current version of **Pgpool-II** officially supports.

To make the large amount of information about **Pgpool-II** manageable, this book has been organized in several parts. Each part is targeted at a different class of users, or at users in different stages of their **Pgpool-II** experience:

- [Part I](#) is an informal introduction for new users.
  - [Part II](#) describes the installation and administration of the server. Everyone who runs a **Pgpool-II** server, be it for private use or for others, should read this part.
  - [Part III](#) explains several configuration examples so that users can choose the starting point of their actual systems.
  - [Part IV](#) contains reference information about SQL commands, client and server programs. This part supports the other parts with structured information sorted by command or program.
  - [Part V](#) is an appendix information such as release notes.
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## What is Pgpool-II?

**Pgpool-II** is a proxy software that sits between **PostgreSQL** servers and a **PostgreSQL** database client. It provides the following features:

### Connection Pooling

**Pgpool-II** maintains established connections to the **PostgreSQL** servers, and reuses them whenever a new connection with the same properties (i.e. user name, database, protocol version) comes in. It reduces the connection overhead, and improves system's overall throughput.

### Load Balancing

If a database is replicated (because running in either replication mode or master/slave mode), performing a **SELECT** query on any server will return the same result. **Pgpool-II** takes advantage of the replication feature in order to reduce the load on each **PostgreSQL** server. It does that by distributing **SELECT** queries among available servers, improving the system's overall throughput. In an ideal scenario, read performance could improve proportionally to the number of **PostgreSQL** servers. Load balancing works best in a scenario where there are a lot of users executing many read-only queries at the same time.

### Automated fail over

If one of database servers goes down or becomes unreachable, **Pgpool-II** will detach it and continues operations using rest of database servers. There are some sophisticated features which help the automated fail over including timeout and retries.

### Replication

**Pgpool-II** can manage multiple **PostgreSQL** servers. Activating the replication feature makes it possible to create a real time backup on 2 or more **PostgreSQL** clusters, so that the service can continue without interruption if one of those clusters fails. **Pgpool-II** has built-in replication (native replication). However user can use external replication features including streaming replication of **PostgreSQL**.

### Limiting Exceeding Connections

There is a limit on the maximum number of concurrent connections with **PostgreSQL** and new

There is a limit on the maximum number of concurrent connections with PostgreSQL, and new connections are rejected when this number is reached. Raising this maximum number of connections, however, increases resource consumption and has a negative impact on overall system performance. Pgpool-II also has a limit on the maximum number of connections, but extra connections will be queued instead of returning an error immediately.

Pgpool-II speaks PostgreSQL's backend and frontend protocol, and relays messages between a backend and a frontend. Therefore, a database application (frontend) thinks that Pgpool-II is the actual PostgreSQL server, and the server (backend) sees Pgpool-II as one of its clients. Because Pgpool-II is transparent to both the server and the client, an existing database application can be used with Pgpool-II almost without a change to its source code.

Pgpool-II works on Linux, Solaris, FreeBSD, and most of the UNIX-like architectures. Windows is not supported. Supported PostgreSQL server's versions are 6.4 and higher. If you are using PostgreSQL 7.3 or older, some features of Pgpool-II won't be available. But you shouldn't use such an old release anyway. You must also make sure that all of your PostgreSQL servers are using the same major version. In addition to this, we do not recommend mixing different PostgreSQL installation with different build options: including supporting SSL or not, to use --disable-integer-datetimes or not, different block size. These might affect part of functionality of Pgpool-II. The difference of PostgreSQL minor versions is not usually a problem. However we do not test every occurrence of minor versions and we recommend to use exact same minor version of PostgreSQL.

There are some restrictions to using SQL via Pgpool-II. See [Restrictions](#) for more details.

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## A Brief History of Pgpool-II

Pgpool-II started its life as a personal project by Tatsuo Ishii. In the project it was just a simple connection pooling software. So the name Pgpool came from the fact. The first version was in public in 2003.

In 2004, Pgpool 1.0 was released with the native replication feature (SQL statement based replication). In the same year 2.0 was released with load balancing, and support for version 3 frontend/backend protocol. In 2005, automated fail over and master slave mode support were added.

In 2006, Pgpool became Pgpool-II. The first release 1.0 eliminated many of restrictions in Pgpool, for example the number of PostgreSQL servers was up to 2 in Pgpool. Also many new features such as parallel query mode and PCP commands (PCP stands for "Pgpool Control Protocol") were added. Probably the most important change made between Pgpool and Pgpool-II was that the project was changed from a personal project to a group project owned by the Pgpool Development Group.

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## Conventions

The following conventions are used in the synopsis of a command: brackets ([ and ]) indicate optional parts. (In the synopsis of a Tcl command, question marks (?) are used instead, as is usual in Tcl.) Braces ({ and }) and vertical lines (|) indicate that you must choose one alternative. Dots (...) mean that the preceding element can be repeated.

Where it enhances the clarity, SQL commands are preceded by the prompt =>, and shell commands are preceded by the prompt \$. Normally, prompts are not shown, though.

An **administrator** is generally a person who is in charge of installing and running the server. A **user** could be anyone who is using, or wants to use, any part of the Pgpool-II system. These terms should not be interpreted too narrowly; this book does not have fixed presumptions about system administration procedures.

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## Further Information

Besides the documentation, that is, this book, there are other resources about Pgpool-II:

### Web Site

The Pgpool-II [web site](#) is a central place providing official information regarding Pgpool-II: downloads, documentation, FAQ, mailing list archives and more.

## Mailing Lists

The mailing lists are a good place to have your questions answered, to share experiences with other users, and to contact the developers. Consult the [Pgpool-II](#) web site for details.

### Yourself!

[Pgpool-II](#) is an open-source project. As such, it depends on the user community for ongoing support. As you begin to use [Pgpool-II](#), you will rely on others for help, either through the documentation or through the mailing lists. Consider contributing your knowledge back. Read the mailing lists and answer questions. If you learn something which is not in the documentation, write it up and contribute it. If you add features to the code, contribute them.

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## Restrictions

This section describes current restrictions of [Pgpool-II](#).

### Functionality of PostgreSQL

If you use `pg_terminate_backend()` to stop a backend, this will trigger a failover. The reason why this happens is that [PostgreSQL](#) sends exactly the same message for a terminated backend as for a full postmaster shutdown. There is no workaround prior of version 3.6. From version 3.6, this limitation has been mitigated. If the argument to the function (that is a process id) is a constant, you can safely use the function. In extended protocol mode, you cannot use the function though.

### Authentication/Access Controls

In the replication mode or master/slave mode, trust, clear text password, and pam methods are supported. md5 is also supported since [Pgpool-II](#) 3.0. md5 is supported by using an authentication file `pool_passwd`. `pool_passwd` is default name of the authentication file. Here are the steps to enable md5 authentication:

1. Login as the database's operating system user and type:

```
pg_md5 --md5auth --username=your_username your_passwd
```

user name and md5 encrypted password are registered into `pool_passwd`. If `pool_passwd` does not exist yet, `pg_md5` command will automatically create it for you. The format of `pool_passwd` is `username:encrypted_passwd`.

2. You also need to add an appropriate md5 entry to `pool_hba.conf`. See [Section 6.1](#) for more details.
3. Please note that the user name and password must be identical to those registered in [PostgreSQL](#).
4. After changing md5 password (in both `pool_passwd` and [PostgreSQL](#) of course), you need to execute `pgpool reload`.

### Large objects

In streaming replication mode, [Pgpool-II](#) supports large objects.

In native replication mode, [Pgpool-II](#) supports large objects if the backend is [PostgreSQL](#) 8.1 or later. For this, you need to enable `lobj_lock_table` directive in `pgpool.conf`. Large object replication using backend function `lo_import` is not supported, however.

In other mode, including Slony mode, large objects are not supported.

### Temporary tables

Creating/inserting/updating/deleting temporary tables are always executed on the master (primary) in master slave mode. SELECT on these tables is executed on master as well. However if the temporary table name is used as a literal in SELECT, there's no way to detect it, and the SELECT will be load balanced. That will trigger a "not found the table" error or will find another table having same name. To avoid the problem, use `/*NO LOAD BALANCE*/` SQL comment.

Note that such literal table names used in queries to access system catalogs do cause problems

described above. psql's \d command produces such that query:

```
SELECT 't1'::regclass::oid;
```

In such that case Pgpool-II always sends the query to master and will not cause the problem.

Tables created by `CREATE TEMP TABLE` will be deleted at the end of the session by specifying `DISCARD ALL` in `reset_query_list` if you are using PostgreSQL 8.3 or later.

For 8.2.x or earlier, tables created by `CREATE TEMP TABLE` will not be deleted after exiting a session. It is because of the connection pooling which, from PostgreSQL's backend point of view, keeps the session alive. To avoid this, you must explicitly drop the temporary tables by issuing `DROP TABLE`, or use `CREATE TEMP TABLE ... ON COMMIT DROP` inside the transaction block.

#### Functions, etc. In Native Replication mode

There is no guarantee that any data provided using a context-dependent mechanism (e.g. random number, transaction ID, OID, SERIAL, sequence), will be replicated correctly on multiple backends. For SERIAL, enabling `insert_lock` will help replicating data. `insert_lock` also helps `SELECT setval()` and `SELECT nextval()`.

`INSERT/UPDATE` using `CURRENT_TIMESTAMP`, `CURRENT_DATE`, `now()` will be replicated correctly. `INSERT/UPDATE` for tables using `CURRENT_TIMESTAMP`, `CURRENT_DATE`, `now()` as their `DEFAULT` values will also be replicated correctly. This is done by replacing those functions by constants fetched from master at query execution time. There are a few limitations however:

In Pgpool-II 3.0 or before, the calculation of temporal data in table default value is not accurate in some cases. For example, the following table definition:

```
CREATE TABLE rel1(  
  d1 date DEFAULT CURRENT_DATE + 1  
)
```

is treated the same as:

```
CREATE TABLE rel1(  
  d1 date DEFAULT CURRENT_DATE  
)
```

Pgpool-II 3.1 or later handles these cases correctly. Thus the column "d1" will have tomorrow as the default value. However this enhancement does not apply if extended protocols (used in JDBC, PHP PDO for example) or `PREPARE` are used.

Please note that if the column type is not a temporal one, rewriting is not performed. Such example:

```
foo bigint default (date_part('epoch'::text,('now'::text)::timestamp(3) with time zone) * (1000)::double precision)
```

Suppose we have the following table:

```
CREATE TABLE rel1(  
  c1 int,  
  c2 timestamp default now()  
)
```

We can replicate

```
INSERT INTO rel1(c1) VALUES(1)
```

since this turn into

```
INSERT INTO rel1(c1, c2) VALUES(1, '2009-01-01 23:59:59.123456+09')
```

However,

```
INSERT INTO rel1(c1) SELECT 1
```

cannot to be transformed, thus cannot be properly replicated in the current implementation. Values will still be inserted, with no transformation at all.

SQL type commands

[SQL type commands](#) cannot be used in extended query mode.

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## Bug Reporting Guidelines

When you find a bug in Pgpool-II, please register to our [bug tracking system](#).

## I. Tutorial

This chapter explains how to get start with Pgpool-II.

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## Chapter 1. Getting Started

### 1.1. Installation

In this section we assume that you have already installed Pgpool-II following an instruction described in [Part II](#). Alternatively you can use [pgpool\\_setup](#) to create a temporary installation of Pgpool-II and PostgreSQL.

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### 1.2. Your First Replication

In this section we are going to explain how to manage a PostgreSQL cluster with streaming replication using

**Pgpool-II**, which is one of most common setup.

Before going further, you should properly set up **pgpool.conf** with streaming replication mode. For this at least following two directives must be set:

```
master_slave_mode = on
master_slave_sub_mode = 'stream'
```

If you plan to use **pgpool\_setup**, type:

```
pgpool_setup
```

This will create a **Pgpool-II** with streaming replication mode installation, primary **PostgreSQL** installation, and a **async standby PostgreSQL** installation.

From now on, we assume that you use **pgpool\_setup** to create the installation under current directory. Please note that the current directory must be empty before executing **pgpool\_setup**.

To start the whole system, type:

```
./startall
```

Once the system starts, you can check the cluster status by issuing a pseudo SQL command called "show pool\_node" to any of databases. **pgpool\_setup** automatically creates "test" database. We use the database. Note that the port number is 11000, which is the default port number assigned to **Pgpool-II** by **pgpool\_setup**.

```
$ psql -p 11000 -c "show pool_nodes" test
node_id | hostname | port | status | lb_weight | role  | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0       | /tmp     | 11002 | up     | 0.500000 | primary | 0          | false             | 0
1       | /tmp     | 11003 | up     | 0.500000 | standby | 0          | true              | 0
(2 rows)
```

The result shows that the "status" column is "up", which means the **PostgreSQL** is up and running, which is good.

## 1.3. Testing Load Balance

**Pgpool-II** allows read query load balancing. It is enabled by default. To see the effect, let's use **pgbench -S** command.

```
$ pgbench -p 11000 -c 10 -S -T 10 test
starting vacuum...end.
transaction type: <builtin: select only>
scaling factor: 1
query mode: simple
number of clients: 10
number of threads: 1
duration: 10 s
number of transactions actually processed: 148044
latency average = 0.676 ms
tps = 14802.897506 (including connections establishing)
tps = 14810.213749 (excluding connections establishing)

$ psql -p 11000 -c "show pool_nodes" test
node_id | hostname | port | status | lb_weight | role  | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0       | /tmp     | 11002 | up     | 0.500000 | primary | 75152      | true              | 0
1       | /tmp     | 11003 | up     | 0.500000 | standby | 72893      | false             | 0
(2 rows)
```

"select\_cnt" column shows how many SELECT are dispatched to each node. Since with the default configuration, Pgpool-II tries to dispatch equal number of SELECT, the column shows almost same numbers.

Pgpool-II offers more sophisticated strategy for load balancing. See [Section 5.7](#) for more details.

## 1.4. Testing Replication

Let's test the replication functionality using a benchmark tool `pgbench`, which comes with the standard PostgreSQL installation. Type following to create the benchmark tables.

```
$ pgbench -i -p 11000 test
```

To see if the replication works correctly, directly connect to the primary and the standby server to see if they return identical results.

```
$ psql -p 11002 test
\dt
      List of relations
Schema |      Name      | Type | Owner
-----+-----+-----+-----
public | pgbench_accounts | table | t-ishii
public | pgbench_branches | table | t-ishii
public | pgbench_history  | table | t-ishii
public | pgbench_tellers  | table | t-ishii
(4 rows)
\q
$ psql -p 11003 test
\dt
      List of relations
Schema |      Name      | Type | Owner
-----+-----+-----+-----
public | pgbench_accounts | table | t-ishii
public | pgbench_branches | table | t-ishii
public | pgbench_history  | table | t-ishii
public | pgbench_tellers  | table | t-ishii
(4 rows)
```

The primary server (port 11002) and the standby server (port 11003) return identical results. Next, let's run `pgbench` for a while and check to results.

```
$ pgbench -p 11000 -T 10 test
starting vacuum...end.
transaction type: <builtin: TPC-B (sort of)>
scaling factor: 1
query mode: simple
number of clients: 1
number of threads: 1
duration: 10 s
number of transactions actually processed: 2171
latency average = 4.692 ms
tps = 213.147520 (including connections establishing)
tps = 213.258008 (excluding connections establishing)

$ psql -p 11002 -c "SELECT sum(abalance) FROM pgbench_accounts" test
sum
-----
192112
(1 row)

$ psql -p 11003 -c "SELECT sum(abalance) FROM pgbench_accounts" test
sum
-----
192112
(1 row)
```



Again, the results are identical.

## 1.5. Testing Fail Over

**Pgpool-II** allows an automatic fail over when **PostgreSQL** server goes down. In this case **Pgpool-II** sets the status of the server to "down" and continue the database operation using remaining servers.

```
$ pg_ctl -D data1 stop
waiting for server to shut down.... done
server stopped
$ psql -p 11000 -c "show pool_nodes" test
 node_id | hostname | port | status | lb_weight | role  | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
 0      | /tmp     | 11002 | up     | 0.500000 | primary | 2172      | true              | 0
 1      | /tmp     | 11003 | down   | 0.500000 | standby | 0         | false             | 0
(2 rows)

$ psql -p 11000 -c "SELECT sum(abalance) FROM pgbench_accounts" test
sum
-----
192112
(1 row)
```

The standby node was shut down by `pg_ctl` command. **Pgpool-II** detects it and detaches the standby node. "show pool\_nodes" command shows that the standby node is in down status. You can continue to use the cluster without the standby node:

```
$ psql -p 11000 -c "SELECT sum(abalance) FROM pgbench_accounts" test
sum
-----
192112
(1 row)
```

What happens if the primary server goes down? In this case, one of remaining standby server is promoted to new primary server. For this testing, we start from the state in which both nodes are up.

```
$ psql -p 11000 -c "show pool_nodes" test
 node_id | hostname | port | status | lb_weight | role  | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
 0      | /tmp     | 11002 | up     | 0.500000 | primary | 2173      | true              | 0
 1      | /tmp     | 11003 | up     | 0.500000 | standby | 0         | false             | 0
(2 rows)

$ pg_ctl -D data0 stop
waiting for server to shut down.... done
server stopped
$ psql -p 11000 -c "show pool_nodes" test
 node_id | hostname | port | status | lb_weight | role  | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
 0      | /tmp     | 11002 | down   | 0.500000 | standby | 2173      | false             | 0
 1      | /tmp     | 11003 | up     | 0.500000 | primary | 0         | true              | 0
(2 rows)
```

Now the primary node is changed from 0 to 1. What happens inside? When the node 0 goes down, **Pgpool-II** detects it and executes "fail\_over\_script" defined in `pgpool.conf`. Here is the content of the file.

```

#!/bin/sh
# Execute command by failover.
# special values: %d = node id
#               %h = host name
#               %p = port number
#               %D = database cluster path
#               %m = new master node id
#               %M = old master node id
#               %H = new master node host name
#               %P = old primary node id
#               %R = new master database cluster path
#               %r = new master port number
#               %% = '%' character
failed_node_id=$1
failed_host_name=$2
failed_port=$3
failed_db_cluster=$4
new_master_id=$5
old_master_id=$6
new_master_host_name=$7
old_primary_node_id=$8
new_master_port_number=$9
new_master_db_cluster=${10}
mydir=/home/t-ishii/tmp/Tutorial
log=$mydir/log/failover.log
pg_ctl=/usr/local/pgsql/bin/pg_ctl
cluster0=$mydir/data0
cluster1=$mydir/data1

date >> $log
echo "failed_node_id $failed_node_id failed_host_name $failed_host_name failed_port $failed_port failed_db_cluster $failed_db_clu

if [ a"$failed_node_id" = a"$old_primary_node_id" ];then # master failed
! new_primary_db_cluster=${mydir}/data"$new_master_id"
echo $pg_ctl -D $new_primary_db_cluster promote >>$log # let standby take over
$pg_ctl -D $new_primary_db_cluster promote >>$log # let standby take over
fi

```

The script receives necessary information as parameters from **Pgpool-II**. If the primary server goes down, it executes "**pg\_ctl -D data1 promote**", which should promote the standby server to a new primary server.

## 1.6. Testing Online Recovery

**Pgpool-II** allows to recover a downed node by technique called "Online Recovery". This copies data from the primary node to a standby node so that it sync with the primary. This may take long time and database may be updated during the process. That's no problem because in the streaming configuration, the standby will receive WAL log and applies it to catch up the primary. To test online recovery, let's start with previous cluster, where node 0 is in down state.

```

$ pcp_recovery_node -p 11001 0
Password:
pcp_recovery_node -- Command Successful

$ psql -p 11000 -c "show pool_nodes" test
 node_id | hostname | port | status | lb_weight | role  | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
      0  | /tmp     | 11002 | up     | 0.500000 | standby | 2173       | true              | 0
      1  | /tmp     | 11003 | up     | 0.500000 | primary | 0          | false             | 0
(2 rows)

```

**pcp\_recovery\_node** is one of control commands coming with **Pgpool-II** installation. The argument **-p** is to specify the port number assigned to the command, which is 11001 set by **pgpool\_setup**. The second argument is the target node id. After executing the command, node 0 returned to "up" status.

The script executed by **pcp\_recovery\_node** is specified as "recovery\_1st\_stage\_command" in **pgpool.conf**. Here is the file installed by **pgpool\_setup**.

```

#!/bin/sh
psql=/usr/local/pgsql/bin/psql
DATADIR_BASE=/home/t-ishii/tmp/Tutorial
PGSUPERUSER=t-ishii

master_db_cluster=$1
recovery_node_host_name=$2
DEST_CLUSTER=$3
PORT=$4

log=$DATADIR_BASE/log/recovery.log

$psql -p $PORT -c "SELECT pg_start_backup('Streaming Replication', true)" postgres

echo "source: $master_db_cluster dest: $DEST_CLUSTER" > $log

rsync -C -a -c --delete --exclude postgresql.conf --exclude postmaster.pid \
--exclude postmaster.opts --exclude pg_log \
--exclude recovery.conf --exclude recovery.done \
--exclude pg_xlog \
$master_db_cluster/ $DEST_CLUSTER/

rm -fr $DEST_CLUSTER/pg_xlog
mkdir $DEST_CLUSTER/pg_xlog
chmod 700 $DEST_CLUSTER/pg_xlog
rm $DEST_CLUSTER/recovery.done
cat > $DEST_CLUSTER/recovery.conf $!<$!<REOF
standby_mode      = 'on'
primary_conninfo   = 'port=$PORT user=$PGSUPERUSER'
recovery_target_timeline='latest'
REOF

$psql -p $PORT -c "SELECT pg_stop_backup()" postgres

```

## 1.7. Architectural Fundamentals

Pgpool-II is a proxy server sitting between clients and PostgreSQL. Pgpool-II understands the wire level protocol used by PostgreSQL called "frontend and backend protocol". For more details of the protocol, see the PostgreSQL manual. No modified PostgreSQL is required to use Pgpool-II (more precisely, you will need a few extensions to use full functions of Pgpool-II). So Pgpool-II can cope with variety of PostgreSQL versions. In theory, even the earliest version of PostgreSQL can be used with Pgpool-II. Same thing can be said to client side. As long as it follows the protocol, Pgpool-II happily accept connections from it, no matter what kind of languages or drivers it uses.

Pgpool-II consists of multiple process. There is a main process, which is the parent process of all other process. It is responsible for forking child process each of which accepts connections from clients. There are some worker process those are forked from the main process as well, which is responsible for detecting streaming replication delay. There is also a special process called "pcp process", which is solely used for management of Pgpool-II itself. Pgpool-II has a built-in high availability function called "watchdog". Watchdog consists of some process. For more details of watchdog, see [Chapter 2](#).

**Figure 1-1. Process architecture of Pgpool-II**

□

## Chapter 2. Watchdog

### 2.1. Introduction

Watchdog is a sub process of Pgpool-II to add high availability. Watchdog is used to resolve the single point of failure by coordinating multiple pgpool-II nodes. The watchdog was first introduced in pgpool-II **V3.2** and is significantly enhanced in pgpool-II **V3.5**, to ensure the presence of a quorum at all time. This new addition to watchdog makes it more fault tolerant and robust in handling and guarding against the split-brain syndrome and network partitioning. However to ensure the quorum mechanism properly works, the number of pgpool-II nodes must be odd in number and greater than or equal to 3.

### 2.1.1. Coordinating multiple Pgpool-II nodes

Watchdog coordinates multiple Pgpool-II nodes by exchanging information with each other.

At the startup, if the watchdog is enabled, Pgpool-II node sync the status of all configured backend nodes from the master watchdog node. And if the node goes on to become a master node itself it initializes the backend status locally. When a backend node status changes by failover etc., watchdog notifies the information to other Pgpool-II nodes and synchronizes them. When online recovery occurs, watchdog restricts client connections to other Pgpool-II nodes for avoiding inconsistency between backends.

Watchdog also coordinates with all connected Pgpool-II nodes to ensure that failback, failover and follow\_master commands must be executed only on one pgpool-II node.

---

### 2.1.2. Life checking of other Pgpool-II nodes

Watchdog lifecheck is the sub-component of watchdog to monitor the health of Pgpool-II nodes participating in the watchdog cluster to provide the high availability. Traditionally Pgpool-II watchdog provides two methods of remote node health checking. "heartbeat" and "query" mode. The watchdog in Pgpool-II **V3.5** adds a new "external" to [wd\\_lifecheck\\_method](#), which enables to hook an external third party health checking system with Pgpool-II watchdog.

Apart from remote node health checking watchdog lifecheck can also check the health of node it is installed on by monitoring the connection to upstream servers. If the monitoring fails, watchdog treats it as the local Pgpool-II node failure.

In **heartbeat** mode, watchdog monitors other Pgpool-II processes by using **heartbeat** signal. Watchdog receives heartbeat signals sent by other Pgpool-II periodically. If there is no signal for a certain period, watchdog regards this as the failure of the Pgpool-II. For redundancy you can use multiple network connections for heartbeat exchange between Pgpool-II nodes. This is the default and recommended mode to be used for health checking.

In **query** mode, watchdog monitors Pgpool-II service rather than process. In this mode watchdog sends queries to other Pgpool-II and checks the response.

**Note:** Note that this method requires connections from other Pgpool-II, so it would fail monitoring if the [num\\_init\\_children](#) parameter isn't large enough. This mode is deprecated and left for backward compatibility.

**external** mode is introduced by Pgpool-II **V3.5**. This mode basically disables the built in lifecheck of Pgpool-II watchdog and expects that the external system will inform the watchdog about health of local and all remote nodes participating in the watchdog cluster.

---

### 2.1.3. Consistency of configuration parameters on all Pgpool-II nodes

At startup watchdog verifies the Pgpool-II configuration of the local node for the consistency with the configurations on the master watchdog node and warns the user of any differences. This eliminates the likelihood of undesired behavior that can happen because of different configuration on different Pgpool-II nodes.

---

### 2.1.4. Changing active/standby state when certain fault is detected

When a fault of Pgpool-II is detected, watchdog notifies the other watchdogs of it. If this is the active Pgpool-II, watchdogs decide the new active Pgpool-II by voting and change active/standby state.

---

### 2.1.5. Automatic virtual IP switching

When a standby Pgpool-II server promotes to active, the new active server brings up virtual IP interface. Meanwhile, the previous active server brings down the virtual IP interface. This enables the active Pgpool-II to work using the same IP address even when servers are switched.

### 2.1.6. Automatic registration of a server as a standby in recovery

When the broken server recovers or new server is attached, the watchdog process notifies this to the other watchdogs in the cluster along with the information of the new server, and the watchdog process receives information on the active server and other servers. Then, the attached server is registered as a standby.

### 2.1.7. Starting/stopping watchdog

The watchdog process starts and stops automatically as sub-processes of the Pgpool-II, therefore there is no dedicated command to start and stop watchdog.

Watchdog controls the virtual IP interface, the commands executed by the watchdog for bringing up and bringing down the VIP require the root privileges. Pgpool-II requires the user running Pgpool-II to have root privileges when the watchdog is enabled along with delegate IP. This is however not good security practice to run the Pgpool-II as root user, the alternative and preferred way is to run the Pgpool-II as normal user and use either the custom commands for [if\\_up\\_cmd](#), [if\\_down\\_cmd](#), and [arping\\_cmd](#) using `sudo` or use `setuid` ("set user ID upon execution") on `if_*` commands

Lifecycle process is a sub-component of watchdog, its job is to monitor the health of Pgpool-II nodes participating in the watchdog cluster. The Lifecycle process is started automatically when the watchdog is configured to use the built-in life-checking, it starts after the watchdog main process initialization is complete. However lifecycle process only kicks in when all configured watchdog nodes join the cluster and becomes active. If some remote node fails before the Lifecycle become active that failure will not get caught by the lifecycle.

## 2.2. Integrating external lifecycle with watchdog

Pgpool-II watchdog process uses the BSD sockets for communicating with all the Pgpool-II processes and the same BSD socket can also be used by any third party system to provide the lifecycle function for local and remote Pgpool-II watchdog nodes. The BSD socket file name for IPC is constructed by appending Pgpool-II `wd_port` after "`s.PGPOOLWD_CMD.`" string and the socket file is placed in the [wd\\_ipc\\_socket\\_dir](#) directory.

### 2.2.1. Watchdog IPC command packet format

The watchdog IPC command packet consists of three fields. Below table details the message fields and description.

Table 2-1. Watchdog IPC command packet format

Field	Type	Description
TYPE	BYTE1	Command Type
LENGTH	INT32 in network byte order	The length of data to follow
DATA	DATA in JSON format	Command data in JSON format

### 2.2.2. Watchdog IPC result packet format

The watchdog IPC command result packet consists of three fields. Below table details the message fields and description.

Table 2-2. Watchdog IPC result packet format

Field	Type	Description

Field	Type	Description
TYPE	BYTE1	Command Type
LENGTH	INT32 in network byte order	The length of data to follow
DATA	DATA in JSON format	Command result data in JSON format

### 2.2.3. Watchdog IPC command packet types

The first byte of the IPC command packet sent to watchdog process and the result returned by watchdog process is identified as the command or command result type. The below table lists all valid types and their meanings

**Table 2-3. Watchdog IPC command packet types**

Name	Byte Value	Type	Description
REGISTER FOR NOTIFICATIONS	'0'	Command packet	Command to register the current connection to receive watchdog notifications
NODE STATUS CHANGE	'2'	Command packet	Command to inform watchdog about node status change of watchdog node
GET NODES LIST	'3'	Command packet	Command to get the list of all configured watchdog nodes
NODES LIST DATA	'4'	Result packet	The JSON data in packet contains the list of all configured watchdog nodes
CLUSTER IN TRANSITION	'7'	Result packet	Watchdog returns this packet type when it is not possible to process the command because the cluster is transitioning.
RESULT BAD	'8'	Result packet	Watchdog returns this packet type when the IPC command fails
RESULT OK	'9'	Result packet	Watchdog returns this packet type when IPC command succeeds

### 2.2.4. External lifecycle IPC packets and data

"GET NODES LIST" ,"NODES LIST DATA" and "NODE STATUS CHANGE" IPC messages of watchdog can be used to integration an external lifecycle systems. Note that the built-in lifecycle of pgpool also uses the same channel and technique.

#### 2.2.4.1. Getting list of configured watchdog nodes

Any third party lifecycle system can send the "GET NODES LIST" packet on watchdog IPC socket with a JSON data containing the authorization key and value if [wd\\_authkey](#) is set or empty packet data when [wd\\_authkey](#) is not configured to get the "NODES LIST DATA" result packet.

The result packet returned by watchdog for the "GET NODES LIST" will contains the list of all configured watchdog nodes to do health check on in the JSON format. The JSON of the watchdog nodes contains the "WatchdogNodes" Array of all watchdog nodes. Each watchdog JSON node contains the "ID", "NodeName", "HostName", "DelegateIP", "WdPort" and "PgpoolPort" for each node.

-- The example JSON data contained in "NODES LIST DATA"

```
{
  "NodeCount":3,
  "WatchdogNodes":
  [
    {
      "ID":0,
      "State":1,
      "NodeName":"Linux_ubuntu_9999",
      "HostName":"watchdog-host1",
      "DelegateIP":"172.16.5.133",
      "WdPort":9000,
      "PgpoolPort":9999
    },
    {
      "ID":1,
      "State":1,
      "NodeName":"Linux_ubuntu_9991",
      "HostName":"watchdog-host2",
      "DelegateIP":"172.16.5.133",
      "WdPort":9000,
      "PgpoolPort":9991
    },
    {
      "ID":2,
      "State":1,
      "NodeName":"Linux_ubuntu_9992",
      "HostName":"watchdog-host3",
      "DelegateIP":"172.16.5.133",
      "WdPort":9000,
      "PgpoolPort":9992
    }
  ]
}
```

-- Note that ID 0 is always reserved for local watchdog node

After getting the configured watchdog nodes information from the watchdog the external lifeclock system can proceed with the health checking of watchdog nodes, and when it detects some status change of any node it can inform that to watchdog using the "NODE STATUS CHANGE" IPC messages of watchdog. The data in the message should contain the **JSON** with the node ID of the node whose status is changed (The node ID must be same as returned by watchdog for that node in WatchdogNodes list) and the new status of node.

-- The example JSON to inform pgpool-II watchdog about health check failed on node with ID 1 will look like

```
{
  "NodeID":1,
  "NodeStatus":1,
  "Message":"optional message string to log by watchdog for this event"
  "IPCAuthKey":"wd_authkey configuration parameter value"
}
```

-- NodeStatus values meanings are as follows

NODE STATUS DEAD = 1  
NODE STATUS ALIVE = 2

---

## 2.3. Restrictions on watchdog

---

### 2.3.1. Watchdog restriction with query mode lifeclock

In query mode, when all the DB nodes are detached from a Pgpool-II due to PostgreSQL server failure or

pcp\_detach\_node issued, watchdog regards that the Pgpool-II service is in the down status and brings the virtual IP assigned to watchdog down. Thus clients of Pgpool-II cannot connect to Pgpool-II using the virtual IP any more. This is necessary to avoid split-brain, that is, situations where there are multiple active Pgpool-II.

---

### 2.3.2. Connecting to Pgpool-II whose watchdog status is down

Don't connect to Pgpool-II in down status using the real IP. Because a Pgpool-II in down status can't receive information from other Pgpool-II watchdogs so its backend status may be different from other the Pgpool-II.

---

### 2.3.3. Pgpool-II whose watchdog status is down requires restart

Pgpool-II in down status can't become active nor the standby Pgpool-II. Recovery from down status requires the restart of Pgpool-II.

---

### 2.3.4. Watchdog promotion to active takes few seconds

After the active Pgpool-II stops, it will take a few seconds until the standby Pgpool-II promote to new active, to make sure that the former virtual IP is brought down before a down notification packet is sent to other Pgpool-II.

---

## 2.4. Architecture of the watchdog

Watchdog is a sub process of Pgpool-II, which adds the high availability and resolves the single point of failure by coordinating multiple Pgpool-II. The watchdog process automatically starts (if enabled) when the Pgpool-II starts up and consists of two main components, Watchdog core and the lifecheck system.

---

### 2.4.1. Watchdog Core

Watchdog core referred as a "watchdog" is a Pgpool-II child process that manages all the watchdog related communications with the Pgpool-II nodes present in the cluster and also communicates with the Pgpool-II parent and lifecheck processes.

The heart of a watchdog process is a state machine that starts from its initial state (WD\_LOADING) and transit towards either standby (WD\_STANDBY) or master/coordinator (WD\_COORDINATOR) state. Both standby and master/coordinator states are stable states of the watchdog state machine and the node stays in standby or master/coordinator state until some problem in local Pgpool-II node is detected or a remote Pgpool-II disconnects from the cluster.

The watchdog process performs the following tasks:

- Manages and coordinates the local node watchdog state.
- Interacts with built-in or external lifecheck system for the of local and remote Pgpool-II node health checking.
- Interacts with Pgpool-II main process and provides the mechanism to Pgpool-II parent process for executing the cluster commands over the watchdog channel.
- Communicates with all the participating Pgpool-II nodes to coordinate the selection of master/coordinator node and to ensure the quorum in the cluster.
- Manages the Virtual-IP on the active/coordinator node and allow the users to provide custom scripts for escalation and de-escalation.
- Verifies the consistency of Pgpool-II configurations across the participating Pgpool-II nodes in the watchdog cluster.
- Synchronize the status of all PostgreSQL backends at startup.
- Provides the distributed locking facility to Pgpool-II main process for synchronizing the different failover



commands.

---

#### 2.4.1.1. Communication with other nodes in the Cluster

Watchdog uses TCP/IP sockets for all the communication with other nodes. Each watchdog node can have two sockets opened with each node. One is the outgoing (client) socket which this node creates and initiate the connection to the remote node and the second socket is the one which is listening socket for inbound connection initiated by remote watchdog node. As soon as the socket connection to remote node succeeds watchdog sends the ADD NODE (`WD_ADD_NODE_MESSAGE`) message on that socket. And upon receiving the ADD NODE message the watchdog node verifies the node information encapsulated in the message with the Pgpool-II configurations for that node, and if the node passes the verification test it is added to the cluster otherwise the connection is dropped.

---

#### 2.4.1.2. IPC and data format

Watchdog process exposes a **UNIX** domain socket for IPC communications, which accepts and provides the data in **JSON** format. All the internal **Pgpool-II** processes, including **Pgpool-II**'s built-in lifecheck and **Pgpool-II** main process uses this IPC socket interface to interact with the watchdog. This IPC socket can also be used by any external/3rd party system to interact with watchdog.

See [Section 2.2](#) for details on how to use watchdog IPC interface for integrating external/3rd party systems.

---

#### 2.4.2. Watchdog Lifecheck

Watchdog lifecheck is the sub-component of watchdog that monitors the health of **Pgpool-II** nodes participating in the watchdog cluster. **Pgpool-II** watchdog provides two built-in methods of remote node health checking, "heartbeat" and "query" mode.

In "heartbeat" mode, The lifecheck process sends and receives the data over **UDP** socket to check the availability of remote nodes and for each node the parent lifecheck process spawns two child process one for sending the heartbeat signal and another for receiving the heartbeat. While in "query" mode, The lifecheck process uses the PostgreSQL libpq interface for querying the remote **Pgpool-II**. And in this mode the lifecheck process creates a new thread for each health check query which gets destroyed as soon as the query finishes.

Apart from remote node health checking watchdog lifecheck can also check the health of node it is installed on by monitoring the connection to upstream servers. For monitoring the connectivity to the upstream server **Pgpool-II** lifecheck uses `execv()` function to executes 'ping -q -c3 hostname' command. So a new child process gets spawned for executing each ping command. This means for each health check cycle a child process gets created and destroyed for each configured upstream server. For example, if two upstream servers are configured in the lifecheck and it is asked to health check at ten second intervals, then after each ten second lifecheck will spawn two child processes, one for each upstream server, and each process will live until the ping command is finished.

## II. Server Administration

This part covers topics that are of interest to **Pgpool-II** administrators.

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# Chapter 3. Installation of Pgpool-II

---

## 3.1. Installation of Pgpool-II

This chapter describes the installation of Pgpool-II. First, installation from source code distribution is explained. Then installation from RPM packages is explained.

## 3.2. Requirements

In general, a modern Unix-compatible platform should be able to run Pgpool-II. Windows is not supported.

The following software packages are required for building Pgpool-II:

- GNU make version 3.80 or newer is required; other make programs or older GNU make versions will **not** work. (GNU make is sometimes installed under the name `gmake`.) To test for GNU make enter:

```
make --version
```

- You need an ISO/ANSI C compiler (at least C89-compliant). Recent versions of GCC are recommended, but Pgpool-II is known to build using a wide variety of compilers from different vendors.
- `tar` is required to unpack the source distribution, in addition to `gzip`.

If you are building from a Git tree instead of using a released source package, or if you want to do server development, you also need the following packages:

- GNU Flex and Bison are needed to build from a Git checkout, or if you changed the actual scanner and parser definition files. If you need them, be sure to get Flex 2.5.31 or later and Bison 1.875 or later. Other `lex` and `yacc` programs cannot be used.

If you need to get a GNU package, you can find it at your local GNU mirror site (see <http://www.gnu.org/order/ftp.html> for a list) or at <ftp://ftp.gnu.org/gnu/>.

Also check that you have sufficient disk space. You will need about 40 MB for the source tree during compilation and about 20 MB for the installation directory. If you are going to run the regression tests you will temporarily need up to an extra 4 GB. Use the `df` command to check free disk space.

---

### 3.3. Getting The Source

The Pgpool-II 3.6.6 sources can be obtained from the download section of our website: <http://www.pgpool.net>. You should get a file named `pgpool-II-3.6.6.tar.gz`. After you have obtained the file, unpack it:

```
tar xf pgpool-II-3.6.6.tar.gz
```

This will create a directory `pgpool-II-3.6.6` under the current directory with the Pgpool-II sources. Change into that directory for the rest of the installation procedure.

---

### 3.4. Installing Pgpool-II

After extracting the source tarball, execute the `configure` script.

```
./configure
```

You can customize the build and installation process by supplying one or more of the following command line options to `configure`:

`--prefix=path`

Specifies the top directory where Pgpool-II binaries and related files like docs will be installed in. Default value is `/usr/local`.

`--with-pgsql=path`

Specifies the top directory where PostgreSQL's client libraries are installed. Default value is the path provided by `pg_config` command.

`--with-openssl`

Pgpool-II binaries will be built with OpenSSL support. OpenSSL support is disabled by default.

`--enable-sequence-lock`

Use `insert_lock` compatible with Pgpool-II 3.0 series (until 3.0.4). Pgpool-II locks against a row in the sequence table. PostgreSQL 8.2 or later which was released after June 2011 cannot use this lock method.

`--enable-table-lock`

Use `insert_lock` compatible with Pgpool-II 2.2 and 2.3 series. Pgpool-II locks against the insert target table. This lock method is deprecated because it causes a lock conflict with `VACUUM`.

`--with-memcached=path`

Pgpool-II binaries will use memcached for in memory query cache. You have to install [libmemcached](#).

```
make
make install
```

This will install Pgpool-II. (If you use Solaris or FreeBSD, replace `make` with `gmake`)

---

### 3.5. Installing pgpool\_recovery

This is required in all Pgpool-II installation.

```
$ cd pgpool-II-x.x.x/sql/pgpool-recovery
$ make
$ make install
```

After this:

```
$ psql template1
=# CREATE EXTENSION pgpool_recovery;
```

or

```
$ psql -f pgpool-recovery.sql template1
```

With Pgpool-II 3.3 or later, you need to tweak `postgresql.conf`. Suppose the path to `pg_ctl` is `/usr/local/pgsql/bin/pg_ctl`. Then you add following to `postgresql.conf`.

```
pgpool.pg_ctl = '/usr/local/pgsql/bin/pg_ctl'
```

Probably you want to execute following after this:

```
$ pg_ctl reload -D /usr/local/pgsql/data
```

---

### 3.6. Installing pgpool-regclass

If you are using PostgreSQL 9.4 or later, you can skip this section.

If you are using PostgreSQL 8.0 to PostgreSQL 9.3, installing `pgpool_regclass` function on all PostgreSQL to be accessed by Pgpool-II is strongly recommended, as it is used internally by Pgpool-II. Without this, handling of duplicate table names in different schema might cause trouble (temporary tables aren't a problem). If you are using PostgreSQL 9.4 or later, installing `pgpool_regclass` is not necessary since an equivalent (`to_regclass`) is included in the PostgreSQL core.

```
$ cd pgpool-II-x.x.x/sql/pgpool-regclass
$ make
$ make install
```

After this:

```
$ psql template1
=# CREATE EXTENSION pgpool_regclass;
```

or

```
$ psql -f pgpool-regclass.sql template1
```

Executing `CREATE EXTENSION` or `pgpool-regclass.sql` should be performed on every databases accessed via Pgpool-II. However, you do not need to do this for a database created after the execution of `CREATE EXTENSION` or `psql -f pgpool-regclass.sql template1`, as this template database will be cloned to create new databases.

### 3.7. Creating insert\_lock table

If you are not going to use the native replication mode, you can skip this section.

If you plan to use native replication mode and `insert_lock`, creating `pgpool_catalog.insert_lock` table for mutual exclusion is strongly recommended. Without this, `insert_lock` works so far. However in that case Pgpool-II locks against the insert target table. This behavior is same table lock conflicts with `VACUUM`, so `INSERT` processing may be thereby kept waiting for a long time.

```
$ cd pgpool-II-x.x.x/sql
$ psql -f insert_lock.sql template1
```

Executing `insert_lock.sql` should be performed on every databases accessed via Pgpool-II. You do not need to do this for a database created after the execution of `psql -f insert_lock.sql template1`, as this template database will be cloned to create new databases.

### 3.8. Setting up pgpool.conf

For each Pgpool-II operation mode, there are sample configurations.

**Table 3-1. pgpool.conf samples**

Operation mode	Configuration file name
Streaming replication mode	pgpool.conf.sample-stream
Replication mode	pgpool.conf.sample-replication
Master slave mode	pgpool.conf.sample-master-slave
Raw mode	pgpool.conf.sample

These configuration files are located at `/usr/local/etc` with default installation from source code. You can copy one of them as `pgpool.conf`. (probably you need root privilege for this)

```
# cd /usr/local/etc
# cp pgpool.conf.sample-stream pgpool.conf
```

### 3.9. Installation from RPM

This chapter describes the installation of Pgpool-II from PRM. If you are going to install from the source code, please check [Section 3.1](#).

#### 3.9.1. Installing RPM

Pgpool-II official RPMs can be obtained from <http://www.pgpool.net/yum>.

For RHEL and its derivatives do following once:

```
yum install http://www.pgpool.net/yum/rpms/3.6/redhat/rhel-7-x86_64/pgpool-II-release-3.6-1.noarch.rpm
```

Then:

```
yum install pgpool-II-pg96
```

pg96 means PostgreSQL 9.5. Pgpool-II needs PostgreSQL's library and extensions directory. Since the directory paths are different in the particular PostgreSQL versions, You must choose appropriate RPM for your PostgreSQL rpm installation. We also assume you are using [PostgreSQL community rpms](#). Optionally you can install:

```
yum install pgpool-II-pg96-debuginfo
```

which makes it easier to retrieve debugging symbols from the core or the backtrace. We recommend to install it. There is an optional package for developers.

```
yum install pgpool-II-pg96-devel
```

This installs header files which developers are interested in

On all the PostgreSQL servers you need to install:

```
yum install pgpool-II-pg96-extensions
```

---

### 3.9.2. Configuration with RPM

All the Pgpool-II configuration files live in `/etc/pgpool-II`. Please refer to [Section 3.8](#) to see how to set up configuration files.

---

### 3.9.3. Starting/stopping Pgpool-II

On RHEL7/CentOS 7, do this once.

```
systemctl enable pgpool.service
```

After this, restart the whole system or:

```
systemctl start pgpool.service
```

Please note that PostgreSQL servers must have been started before this. To stop Pgpool-II:

```
systemctl stop pgpool.service
```

After this, you can stop PostgreSQL servers.

On RHEL6/CentOS 6, do this once.

```
chkconfig pgpool on
```

After this, restart the whole system or:

```
service start pgpool
```

Please note that PostgreSQL servers must have been started before this. To stop Pgpool-II:

```
service stop pgpool
```

After this, you can stop PostgreSQL servers.

---

## Chapter 4. Server Setup and Operation

This chapter discusses how to set up and run the Pgpool-II server and its interactions with the operating system.

---

### 4.1. The Pgpool-II User Account

As with any server daemon that is accessible to the outside world, it is advisable to run Pgpool-II under a separate user account. This user account should only own the data that is managed by the server, and should not be shared with other daemons. (For example, using the user `nobody` is a bad idea.) It is not advisable to install executables owned by this user because compromised systems could then modify their own binaries.

To add a Unix user account to your system, look for a command `useradd` or `adduser`. The user name `pgpool` is often used, and is assumed throughout this book, but you can use another name if you like.

---

### 4.2. Configuring `pcp.conf`

Pgpool-II provides a interface for administrators to perform management operation, such as getting Pgpool-II status or terminating Pgpool-II processes remotely. `pcp.conf` is the user/password file used for authentication by this interface. All operation modes require the `pcp.conf` file to be set. A `$prefix/etc/pcp.conf.sample` file is created during the installation of Pgpool-II. Copy the file as `$prefix/etc/pcp.conf` and add your user name and password to it.

```
$ cp $prefix/etc/pcp.conf.sample $prefix/etc/pcp.conf
```

An empty line or a line starting with `#` is treated as a comment and will be ignored. A user name and its associated password must be written as one line using the following format:

```
username:[md5 encrypted password]
```

**[md5 encrypted password]** can be produced with the `$prefix/bin/pg_md5` command.

```
$ pg_md5 your_password
1060b7b46a3bd36b3a0d66e0127d0517
```

If you don't want pass the password as the argument, execute `pg_md5 -p`.

```
$ pg_md5 -p
password: your_password
```

The `pcp.conf` file must be readable by the user who executes Pgpool-II.

---

## 4.3. Configuring Pgpool-II

---

### 4.3.1. Configuring pgpool.conf

pgpool.conf is the main configuration file of Pgpool-II. You need to specify the path to the file when starting Pgpool-II using -f option. pgpool.conf is located at \$prefix/etc/pgpool.conf by default.

---

### 4.3.2. Running mode of Pgpool-II

There are four different running modes in Pgpool-II: streaming replication mode, master slave mode, native replication mode and raw mode. In any mode, Pgpool-II provides connection pooling, automatic fail over and online recovery. The sample configuration files for each mode are provided. They are located under \$prefix/etc. You can copy one of them to \$prefix/etc/pgpool.conf.

Those modes are exclusive each other and cannot be changed after starting the server. You should make a decision which to use in the early stage of designing the system. If you are not sure, it is recommended to use the streaming replication mode.

The streaming replication mode can be used with PostgreSQL servers operating streaming replication. In this mode, PostgreSQL is responsible for synchronizing databases. This mode is widely used and most recommended way to use Pgpool-II. Load balancing is possible in the mode. The sample configuration file is \$prefix/etc/pgpool.conf.sample-stream.

The master slave mode can be used with PostgreSQL servers operating Slony. In this mode, Slony/PostgreSQL is responsible for synchronizing databases. Since Slony is being obsoleted by streaming replication, we do not recommend to use this mode unless you have specific reason to use Slony. Load balancing is possible in the mode. The sample configuration file is \$prefix/etc/pgpool.conf.sample-master-slave.

In the native replication mode, Pgpool-II is responsible for synchronizing databases. The advantage for the mode is the synchronization is done in synchronous way: writing to the database does not return until all of PostgreSQL servers finish the write operation. Note, however, read snapshot control is not done and consistent visibility is not guaranteed in the mode. Load balancing is possible in the mode. The sample configuration file \$prefix/etc/pgpool.conf.sample-replication.

In the raw mode, Pgpool-II does not care about the database synchronization. It's user's responsibility to make the whole system does a meaningful thing. Load balancing is **not** possible in the mode. The sample configuration file \$prefix/etc/pgpool.conf.sample.

---

## 4.4. Configuring backend information

For Pgpool-II to recognize PostgreSQL backend servers, you need to configure backend\* in pgpool.conf. For starters, at least [backend\\_hostname](#) and [backend\\_port](#) parameters are required to be set up to start Pgpool-II server.

---

### 4.4.1. Backend Settings

Backend PostgreSQL used by Pgpool-II must be specified in pgpool.conf. See [Section 5.4](#)

---

## Chapter 5. Server Configuration

There are many configuration parameters that affect the behavior of Pgpool-II. In the first section of this chapter we describe how to interact with configuration parameters. The subsequent sections discuss each parameter in detail.

---

## 5.1. Setting Parameters

### 5.1.1. Parameter Names and Values



All parameter names are case-insensitive. Every parameter takes a value of one of five types: boolean, string, integer, floating point, or enumerated (enum). The type determines the syntax for setting the parameter:

- **Boolean:** Values can be written as `on`, `off`, `true`, `false`, `yes`, `no`, `1`, `0` (all case-insensitive) or any unambiguous prefix of one of these.
- **String:** In general, enclose the value in single quotes, doubling any single quotes within the value. Quotes can usually be omitted if the value is a simple number or identifier, however.
- **Numeric (integer and floating point):** A decimal point is permitted only for floating-point parameters. Do not use thousands separators. Quotes are not required.
- **Enumerated:** Enumerated-type parameters are written in the same way as string parameters, but are restricted to have one of a limited set of values. Enum parameter values are case-insensitive.

---

### 5.1.2. Parameter Interaction via the Configuration File

The most fundamental way to set these parameters is to edit the file `pgpool.conf`, which is located in `$prefix/etc/pgpool.conf`. An example of what this file might look like is:

```
# This is a comment
listen_addresses = 'localhost'
port = 9999
serialize_accept = off
reset_query_list = 'ABORT; DISCARD ALL'
```

One parameter is specified per line. The equal sign between name and value is optional. Whitespace is insignificant (except within a quoted parameter value) and blank lines are ignored. Hash marks (`#`) designate the remainder of the line as a comment. Parameter values that are not simple identifiers or numbers must be single-quoted. To embed a single quote in a parameter value, write either two quotes (preferred) or backslash-quote.

Parameters set in this way provide default values for the cluster. The settings seen by active sessions will be these values unless they are overridden. The following sections describe ways in which the administrator or user can override these defaults.

The configuration file is reread whenever the main server process receives a **SIGHUP** signal; this signal is most easily sent by running `pgpool reload` from the command line. The main `pgpool` process also propagates this signal to all its child processes, so that existing sessions also adopt the new values. Some parameters can only be set at server start; any changes to their entries in the configuration file will be ignored until the server is restarted. Invalid parameter settings in the configuration file are likewise ignored (but logged) during **SIGHUP** processing.

---

### 5.1.3. Parameter Interaction via SQL Clients

Pgpool-II also provides two SQL style commands to interact with session-local configuration settings.

- The `PGPOOL SHOW` command allows inspection of the current value of all parameters.
- The `PGPOOL SET` command allows modification of the current value of those parameters that can be set locally to a session; it has no effect on other sessions.

---

## 5.2. Connections and Authentication

### 5.2.1. Connection Settings

`listen_addresses` (string)

Specifies the hostname or IP address, on which Pgpool-II will accept TCP/IP connections. `*` accepts all incoming connections. `"` disables TCP/IP connections. Default is `'localhost'`. Connections via UNIX domain

socket are always accepted.

This parameter can only be set at server start.

port (integer)

The port number used by **Pgpool-II** to listen for connections. Default is 9999.

This parameter can only be set at server start.

socket\_dir (string)

The directory where the UNIX domain socket accepting connections for **Pgpool-II** will be created. Default is `/tmp`. Be aware that this socket might be deleted by a cron job. We recommend to set this value to `/var/run` or such directory.

This parameter can only be set at server start.

pcp\_listen\_addresses (string)

Specifies the hostname or IP address, on which pcp process will accept TCP/IP connections. `*` accepts all incoming connections. `""` disables TCP/IP connections. Default is `*`. Connections via UNIX domain socket are always accepted.

This parameter can only be set at server start.

pcp\_port (integer)

The port number used by PCP process to listen for connections. Default is 9898.

This parameter can only be set at server start.

pcp\_socket\_dir (string)

The directory where the UNIX domain socket accepting connections for PCP process will be created. Default is `/tmp`. Be aware that this socket might be deleted by a cron job. We recommend to set this value to `/var/run` or such directory.

This parameter can only be set at server start.

num\_init\_children (integer)

The number of preforked **Pgpool-II** server processes. Default is 32. `num_init_children` is also the concurrent connections limit to **Pgpool-II** from clients. If more than `num_init_children` clients try to connect to **Pgpool-II**, **they are blocked (not rejected with an error, like PostgreSQL) until a connection to any Pgpool-II process is closed**. Up to [listen\\_backlog\\_multiplier](#) \* `num_init_children` can be queued.

The queue is inside the kernel called "listen queue". The length of the listen queue is called "backlog". There is an upper limit of the backlog in some systems, and if `num_init_children` \* [listen\\_backlog\\_multiplier](#) exceeds the number, you need to set the backlog higher. Otherwise, following problems may occur in heavy loaded systems: 1) connecting to **Pgpool-II** fails 2) connecting to **Pgpool-II** is getting slow because of retries in the kernel. You can check if the listen queue is actually overflowed by using "netstat -s" command. If you find something like:

```
535 times the listen queue of a socket overflowed
```

then the listen queue is definitely overflowed. You should increase the backlog in this case (you will be required a super user privilege).

```
# sysctl net.core.somaxconn
net.core.somaxconn = 128
# sysctl -w net.core.somaxconn = 256
```

You could add following to `/etc/sysctl.conf` instead.

```
net.core.somaxconn = 256
```

Number of connections to each **PostgreSQL** is roughly `max_pool*num_init_children`.

However, canceling a query creates another connection to the backend; thus, a query cannot be canceled if all the connections are in use. If you want to ensure that queries can be canceled, set this value to twice the expected connections.

In addition, **PostgreSQL** allows concurrent connections for non superusers up to `max_connections - superuser_reserved_connections`.

In summary, `max_pool`, `num_init_children`, `max_connections`, `superuser_reserved_connections` must satisfy the following formula:

```
max_pool*num_init_children <= (max_connections - superuser_reserved_connections) (no query canceling needed)
max_pool*num_init_children*2 <= (max_connections - superuser_reserved_connections) (query canceling needed)
```

This parameter can only be set at server start.

---

## 5.2.2. Authentication Settings

`enable_pool_hba` (boolean)

If `true`, **Pgpool-II** will use the `pool_hba.conf` for the client authentication. See [Section 6.1](#) for details on how to configure `pool_hba.conf` for client authentication. Default is `false`

This parameter can be changed by reloading the **Pgpool-II** configurations.

`pool_passwd` (string)

Specify the password file name for md5 authentication. Default value is `"pool_passwd"`. Specifying "" (empty) disables the use of password file. See [Section 6.2.2](#) for more details.

This parameter can only be set at server start.

`authentication_timeout` (integer)

Specify the timeout in seconds for **Pgpool-II** authentication. Specifying 0 disables the time out. Default value is 60

This parameter can be changed by reloading the **Pgpool-II** configurations.

---

## 5.3. Running mode

### 5.3.1. Master slave mode

This mode is used to couple **Pgpool-II** with another master/slave replication software (like **Slony-I** and Streaming replication), that is responsible for doing the actual data replication.

**Note:** The number of slave nodes are not limited to 1 and **Pgpool-II** can have up to 127 slave nodes. master/slave mode can also work just master node without any slave nodes.

Load balancing (see [Section 5.7](#) ) can also be used with master/slave mode to distribute the read load on the standby backend nodes.

Following options are required to be specified for master/slave mode.

master\_slave\_mode (boolean)

Setting to on enables the master/slave mode. Default is off.

**Note:** [master\\_slave\\_mode](#) and [replication\\_mode](#) are mutually exclusive and only one can be enabled at a time.

This parameter can only be set at server start.

master\_slave\_sub\_mode (enum)

Specifies the external replication system used for data replication between PostgreSQL nodes. Below table contains the list of valid values for the parameter.

**Table 5-1. master slave sub mode options**

Value	Description
'slony'	Suitable for Slony-I
'stream'	Suitable for PostgreSQL's built-in replication system (Streaming Replication)

Default is 'slony'.

This parameter can only be set at server start.

---

### 5.3.2. Replication mode

This mode makes the Pgpool-II to replicate data between PostgreSQL backends.

Load balancing (see [Section 5.7](#) ) can also be used with replication mode to distribute the load to the attached backend nodes.

Following options affect the behavior of Pgpool-II in the replication mode.

replication\_mode (boolean)

Setting to on enables the replication mode. Default is off.

**Note:** [replication\\_mode](#) and [master\\_slave\\_mode](#) are mutually exclusive and only one can be enabled at a time.

This parameter can only be set at server start.

replication\_stop\_on\_mismatch (boolean)

When set to on, and all nodes do not reply with the same packet kind to the query that was sent to all PostgreSQL backend nodes, then the backend node whose reply differs from the majority is degenerated by the Pgpool-II. If [replication\\_stop\\_on\\_mismatch](#) is set to off and a similar situation happens then the Pgpool-II only terminates the current user session but does not degenerate a backend node.

**Note:** Pgpool-II does not examine the data returned by the backends and takes the decision only by comparing the result packet types.

A typical use case of enabling the `replication_stop_on_mismatch` is to guard against the data inconsistency among the backend nodes. For example, you may want to degenerate a backend node if an UPDATE statement fails on one backend node while passes on others.

Default is off.

This parameter can be changed by reloading the `Pgpool-II` configurations.

`failover_if_affected_tuples_mismatch` (boolean)

When set to on, and all nodes do not reply with the same number of affected tuples to the INSERT/UPDATE/DELETE query, then the backend node whose reply differs from the majority is degenerated by the `Pgpool-II`. If `failover_if_affected_tuples_mismatch` is set to off and a similar situation happens then the `Pgpool-II` only terminates the current user session but does not degenerate a backend node.

**Note:** In case of a tie, when two or more groups have the same number of nodes, then the group containing the master node (backend node having the youngest node id) gets the precedence.

Default is off.

This parameter can be changed by reloading the `Pgpool-II` configurations.

`replicate_select` (boolean)

When set to on, `Pgpool-II` enables the SELECT query replication mode. i.e. The SELECT queries are sent to all backend nodes.

**Table 5-2. `replicate_select` with `load_balance_mode` affects on SELECT routing**

replicate_select is true	Y	N			
load_balance_mode is true	ANY	Y	N		
SELECT is inside a transaction block	ANY	Y	N	ANY	
Transaction isolation level is SERIALIZABLE and the transaction has issued a write query	Y	N	ANY	ANY	ANY
results(R:replication, M: send only to master, L: load balance)	R	M	L	L	M

Default is off.

This parameter can be changed by reloading the `Pgpool-II` configurations.

`insert_lock` (boolean)

When set to on, `Pgpool-II` will automatically lock the table on `PostgreSQL` before an INSERT statement is issued for that.

When replicating a table with SERIAL data type, the SERIAL column value may get different values on the different backends. The workaround to this problem is to explicitly lock the table before issuing the INSERT.

So for automatically locking the table `Pgpool-II` do the following transformation:

INSERT INTO ...

to

```
BEGIN;  
LOCK TABLE ...  
INSERT INTO ...  
COMMIT;
```

### Caution

This approach severely degrades the transactions' parallelism

**Pgpool-II V2.2** or later, automatically detects whether the table has a SERIAL columns or not, so it never locks the table if it doesn't have the SERIAL columns.

**Pgpool-II V3.0** until **Pgpool-II V3.0.4** uses a row lock against the sequence relation, rather than table lock. This is intended to minimize lock conflict with **VACUUM** (including autovacuum). However this can lead to another problem. After transaction wraparound happens, row locking against the sequence relation causes PostgreSQL internal error (more precisely, access error on pg\_clog, which keeps transaction status). To prevent this, PostgreSQL core developers decided to disallow row locking against sequences and this broke the **Pgpool-II**, of course (the "fixed" version of PostgreSQL was released as 9.0.5, 8.4.9, 8.3.16 and 8.2.22).

**Pgpool-II V3.0.5** or later uses a row lock against `pgpool_catalog.insert_lock` table because new PostgreSQL disallows a row lock against the sequence relation. So creating `insert_lock` table in all databases which are accessed via **Pgpool-II** beforehand is required. See [Section 3.7](#) for more details. If does not exist `insert_lock` table, **Pgpool-II** locks the insert target table. This behavior is same as **Pgpool-II V2.2** and **V2.3** series.

If you want to use `insert_lock` which is compatible with older releases, you can specify lock method by configure script. See [Section 3.4](#) for more details.

For fine (per statement) control:

- set `insert_lock` to true, and add `/*NO INSERT LOCK*/` at the beginning of an INSERT statement for which you do not want to acquire the table lock.
- set `insert_lock` to false, and add `/*INSERT LOCK*/` at the beginning of an INSERT statement for which you want to acquire the table lock.

**Note:** If `insert_lock` is enabled, the regression tests for PostgreSQL 8.0 gets fail in transactions, privileges, rules, and alter\_table.

The reason for this is that **Pgpool-II** tries to LOCK the VIEW for the rule test, and it produces the below error message:

```
! ERROR: current transaction is aborted, commands ignored until  
end of transaction block
```

For example, the transactions test tries an INSERT into a table which does not exist, and **Pgpool-II** causes PostgreSQL to acquire the lock for the table. Of course this results in an error. The transaction will be aborted, and the following INSERT statement produces the above error message.

Default is off.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`lobj_lock_table` (string)

Specifies a table name used for large object replication control. If it is specified, **Pgpool-II** will lock the table specified by `lobj_lock_table` and generate a large object id by looking into `pg_largeobject` system catalog and then call `lo_create` to create the large object. This procedure guarantees that **Pgpool-II** will get the same large object id in all DB nodes in replication mode.

**Note:** PostgreSQL 8.0 and older does not have `lo_create`, so this feature does not work with PostgreSQL 8.0 and older versions.

A call to the `libpq` function `lo_creat()` triggers this feature. Also large object creation through **Java** API (JDBC driver), **PHP** API (`pg_lo_create`, or similar API in PHP library such as PDO), and this same API in various programming languages are known to use a similar protocol, and thus should work.

This feature does not work with following operations on large objects.

- All APIs using `lo_create`, `lo_import_with_oid`.
- `lo_import` function in backend called in SELECT.
- `lo_create` function in backend called in SELECT.

**Note:** All PostgreSQL users must have a write access on `lobj_lock_table` and it can be created in any schema.

Example to create a large object lock table:

```
CREATE TABLE public.my_lock_table ();  
GRANT ALL ON public.my_lock_table TO PUBLIC;
```

Default is "", which disables the feature.

## 5.4. Backend Settings

### 5.4.1. Backend Connection Settings

`backend_hostname` (string)

`backend_hostname` specifies the PostgreSQL backend to be connected to. It is used by **Pgpool-II** to communicate with the server.

For TCP/IP communication, this parameter can take a hostname or an IP address. If this begins with a slash(/), it specifies Unix-domain communication rather than TCP/IP; the value is the name of the directory in which the socket file is stored. The default behavior when `backend_hostname` is empty ("") is to connect to a Unix-domain socket in `/tmp`.

Multiple backends can be specified by adding a number at the end of the parameter name (e.g. `backend_hostname0`). This number is referred to as "DB node ID", and it starts from 0. The backend which was given the DB node ID of 0 will be called "master node". When multiple backends are defined, the service can be continued even if the master node is down (not true in some modes). In this case, the youngest DB node ID alive will be the new master node.

Please note that the DB node which has id 0 has no special meaning if operated in streaming replication mode. Rather, you should care about if the DB node is the "primary node" or not. See [Section 5.7](#), [Section 5.9](#), [Section 5.11](#) for more details.

If you plan to use only one PostgreSQL server, specify it by backend\_hostname0.

New nodes can be added by adding parameter rows and reloading a configuration file. However, the existing values cannot be updated, so you must restart Pgpool-II in that case.

backend\_port (integer)

backend\_port specifies the port number of the backends. Multiple backends can be specified by adding a number at the end of the parameter name (e.g. backend\_port0). If you plan to use only one PostgreSQL server, specify it by backend\_port0.

New backend ports can be added by adding parameter rows and reloading a configuration file. However, the existing values cannot be updated, so you must restart Pgpool-II in that case.

backend\_weight (floating point)

backend\_weight specifies the load balance ratio of the backends. It may be set to any interger or floating point value greater than or equal zero. Multiple backends can be specified by adding a number at the end of the parameter name (e.g. backend\_weight0). If you plan to use only one PostgreSQL server, specify it by backend\_weight0.

New backend\_weight can be added in this parameter by reloading a configuration file. However, this will take effect only for new established client sessions. Pgpool-II V2.2.6, V2.3 or later allows allow updating the values by reloading a configuration file. This is useful if you want to prevent any query sent to slaves to perform some administrative work in master/slave mode.

---

## 5.4.2. Backend Data Settings

backend\_data\_directory (string)

backend\_data\_directory specifies the database cluster directory of the backend. Multiple backends can be specified by adding a number at the end of the parameter name (e.g. backend\_data\_directory0). If you plan to use only one PostgreSQL server, specify it by backend\_data\_directory0.

New backend\_data\_directory can be added by adding parameter rows and reloading a configuration file. However, the existing values cannot be updated, so you must restart Pgpool-II in that case.

backend\_flag (string)

backend\_flag controls various backend behavior. Multiple backends can be specified by adding a number at the end of the parameter name (e.g. backend\_flag0). If you plan to use only one PostgreSQL server, specify it by backend\_flag0.

New backend flags can be added by adding parameter rows and reloading a configuration file. Currently followings are allowed. Multiple flags can be specified by using "|".

**Table 5-3. Backend flags**

Flag	Description
ALLOW_TO_FAILOVER	Allow to failover or detaching backend. This is the default. You cannot specify with DISALLOW_TO_FAILOVER at a same time.
DISALLOW_TO_FAILOVER	Disllow to failover or detaching backend This is useful when you protect backend by using HA (High Availability) softwares such as Heartbeat or Pacemaker. You cannot specify with ALLOW_TO_FAILOVER at a same time.

This parameter can be changed by reloading the Pgpool-II configurations.

---

## 5.5. Connection Pooling

Pgpool-II maintains established connections to the PostgreSQL servers, and reuses them whenever a new connection with the same properties (i.e. user name, database, protocol version) comes in. It reduces the connection overhead, and improves system's overall throughput.

---



### 5.5.1. Connection Pooling Settings

connection\_cache (boolean)

Caches connections to backends when set to on. Default is on. **However, connections to template0, template1, postgres and regression databases are not cached even if connection\_cache is on.**

You need to restart Pgpool-II if you change this value.

max\_pool (integer)

The maximum number of cached connections in each Pgpool-II child process. Pgpool-II reuses the cached connection if an incoming connection is connecting to the same database with the same user name. If not, Pgpool-II creates a new connection to the backend. If the number of cached connections exceeds max\_pool, the oldest connection will be discarded, and uses that slot for the new connection.

Default value is 4. Please be aware that the number of connections from Pgpool-II processes to the backends may reach num\_init\_children \* max\_pool in total.

This parameter can only be set at server start.

listen\_backlog\_multiplier (integer)

Specifies the length of connection queue from frontend to Pgpool-II. The queue length (actually "backlog" parameter of listen() system call) is defined as listen\_backlog\_multiplier \* [num\\_init\\_children](#).

**Note:** Some systems have the upper limit of the backlog parameter of listen() system call. See [num\\_init\\_children](#) for more details.

Default is 2.

This parameter can only be set at server start.

serialize\_accept (boolean)

When set to on, Pgpool-II enables the serialization on incoming client connections. Without serialization the OS kernel wakes up all of the Pgpool-II children processes to execute accept() and one of them actually gets the incoming connection. The problem here is, because so many child process wake up at a same time, heavy context switching occurs and the performance is affected.

This phenomena is a well known classic problem called "the thundering herd problem". This can be solved by the serialization of the accept() calls, so that only one Pgpool-II process gets woken up for incoming connection to execute the accept() .

But serialization has its own overheads, and it is recommended to be used only with the larger values of [num\\_init\\_children](#). For the small number of [num\\_init\\_children](#), the serialize accept can degrade the performance because of serializing overhead.

**Note:** It is recommended to do a benchmark before deciding whether to use serialize\_accept or not, because the correlation of [num\\_init\\_children](#) and serialize\_accept can be different on different environments.

#### Example 5-1. Using pgbench to decide if serialize\_accept should be used

To run the pgbench use the following command.

```
pgbench -n -S -p 9999 -c 32 -C -S -T 300 test
```

Here, `-C` tells `pgbench` to connect to database each time a transaction gets executed. `-c 32` specifies the number of the concurrent sessions to `Pgpool-II`. You should change this according to your system's requirement. After `pgbench` finishes, check the number from "including connections establishing".

**Note:** When `child_life_time` is enabled, `serialize_accept` has no effect. Make sure that you set `child_life_time` to 0 if you intend to turn on the `serialize_accept`. And if you are worried about `Pgpool-II` process memory leaks or whatever potential issue, you could use `child_max_connections` instead. This is purely an implementation limitation and may be removed in the future.

Default is off.

This parameter can only be set at server start.

`child_life_time` (integer)

Specifies the time in seconds to terminate a `Pgpool-II` child process if it remains idle. The new child process is immediately spawned by `Pgpool-II` when it is terminated because of `child_life_time`. `child_life_time` is a measure to prevent the memory leaks and other unexpected errors in `Pgpool-II` children.

**Note:** `child_life_time` does not apply to processes that have not accepted any connection yet.

**Note:** `serialize_accept` becomes ineffective when `child_life_time` is enabled.

Default is 300 (5 minutes) and setting it to 0 disables the feature.

This parameter can only be set at server start.

`client_idle_limit` (integer)

Specifies the time in seconds to disconnect a client if it remains idle since the last query. This is useful for preventing the `Pgpool-II` children from being occupied by a lazy clients or broken TCP/IP connection between client and `Pgpool-II`.

**Note:** `client_idle_limit` is ignored in the second stage of online recovery.

The default is 0, which turns off the feature.

This parameter can be changed by reloading the `Pgpool-II` configurations. You can also use `PGPOOL SET` command to alter the value of this parameter for a current session.

`child_max_connections` (integer)

Specifies the lifetime of a `Pgpool-II` child process in terms of the number of client connections it can

receive. **Pgpool-II** will terminate the child process after it has served `child_max_connections` client connections and will immediately spawn a new child process to take its place.

`child_max_connections` is useful on a very busy server, where `child_life_time` and `connection_life_time` never gets triggered. It is also useful to prevent the **PostgreSQL** servers from getting too big.

The default is 0, which turns off the feature.

This parameter can only be set at server start.

`connection_life_time` (integer)

Specifies the time in seconds to terminate the cached connections to the **PostgreSQL** backend. This serves as the cached connection expiration time.

The default is 0, which means the cached connections will not be disconnected.

This parameter can only be set at server start.

`reset_query_list` (string)

Specifies the **SQL** commands to be sent to reset the backend connection when exiting the user session. Multiple commands can be specified by delimiting each by ";".

The available commands differ among **PostgreSQL** versions. Below are some recommended settings for `reset_query_list` on different **PostgreSQL** versions. Note, however, that **ABORT** command should be always included.

**Table 5-4. Recommended setting for `reset_query_list` on different **PostgreSQL** versions**

<b>PostgreSQL version</b>	<b><code>reset_query_list</code></b>
7.1 or earlier	'ABORT'
7.2 to 8.2	'ABORT; RESET ALL; SET SESSION AUTHORIZATION DEFAULT'
8.3 or later	'ABORT; DISCARD ALL'

**Note:** "ABORT" is not issued when not in a transaction block for 7.4 or later **PostgreSQL** versions.

Default is 'ABORT; DISCARD ALL'.

This parameter can be changed by reloading the **Pgpool-II** configurations.

## 5.6. Error Reporting and Logging

### 5.6.1. Where To Log

`log_destination` (string)

**Pgpool-II** supports two destinations for logging the **Pgpool-II** messages. The supported log destinations are `stderr` and `syslog`. You can also set this parameter to a list of desired log destinations separated by commas if you want the log messages on the multiple destinations.

```
#for example to log on both syslog and stderr
log_destination = 'syslog,stderr'
```

The default is to log to `stderr` only.

**Note:** On some systems you will need to alter the configuration of your system's **syslog** daemon in order to make use of the **syslog** option for **log\_destination**. **Pgpool-II** can log to **syslog** facilities LOCAL0 through LOCAL7 (see [syslog\\_facility](#)), but the default **syslog** configuration on most platforms will discard all such messages. You will need to add something like:

```
local0.* /var/log/pgpool.log
```

to the syslog daemon's configuration file to make it work.

This parameter can be changed by reloading the **Pgpool-II** configurations.

**syslog\_facility** (enum)

See also the documentation of your system's syslog daemon. When logging to **syslog** is enabled, this parameter determines the **syslog** "facility" to be used. You can choose from **LOCAL0**, **LOCAL1**, **LOCAL2**, **LOCAL3**, **LOCAL4**, **LOCAL5**, **LOCAL6**, **LOCAL7**; the default is **LOCAL0**. See also the documentation of your system's syslog daemon.

This parameter can be changed by reloading the **Pgpool-II** configurations.

**syslog\_ident** (string)

When logging to **syslog** is enabled, this parameter determines the program name used to identify **Pgpool-II** messages in **syslog** logs. The default is **pgpool**.

This parameter can be changed by reloading the **Pgpool-II** configurations.

---

### 5.6.2. When To Log

**client\_min\_messages** (enum)

Controls which minimum message levels are sent to the client. Valid values are **DEBUG5**, **DEBUG4**, **DEBUG3**, **DEBUG2**, **DEBUG1**, **LOG**, **NOTICE**, **WARNING** and **ERROR**. Each level includes all the levels that follow it. The default is **NOTICE**.

This parameter can be changed by reloading the **Pgpool-II** configurations. You can also use [PGPOOL SET](#) command to alter the value of this parameter for a current session.

**log\_min\_messages** (enum)

The default is **WARNING**. Controls which minimum message levels are emitted to log. Valid values are **DEBUG5**, **DEBUG4**, **DEBUG3**, **DEBUG2**, **DEBUG1**, **INFO**, **NOTICE**, **WARNING**, **ERROR**, **LOG**, **FATAL**, and **PANIC**. Each level includes all the levels that follow it. The default is **WARNING**.

This parameter can be changed by reloading the **Pgpool-II** configurations. You can also use [PGPOOL SET](#) command to alter the value of this parameter for a current session.

---

### 5.6.3. What To Log

**log\_statement** (boolean)

Setting to on, prints all SQL statements to the log.

This parameter can be changed by reloading the **Pgpool-II** configurations. You can also use [PGPOOL SET](#) command to alter the value of this parameter for a current session.

**log\_per\_node\_statement** (boolean)

Similar to [log\\_statement](#), except that it print the logs for each DB node separately. It can be useful to

make sure that replication or load-balancing is working.

This parameter can be changed by reloading the **Pgpool-II** configurations. You can also use [PGPOOL SET](#) command to alter the value of this parameter for a current session.

log\_hostname (boolean)

Setting to on, prints the hostname instead of IP address in the **ps** command result, and connection logs (when [log\\_connections](#) is on).

This parameter can be changed by reloading the **Pgpool-II** configurations.

log\_connections (boolean)

Setting to on, prints all client connections from to the log.

This parameter can be changed by reloading the **Pgpool-II** configurations.

log\_error\_verbosity (enum)

Controls the amount of detail emitted for each message that is logged. Valid values are **TERSE**, **DEFAULT**, and **VERBOSE**, each adding more fields to displayed messages. **TERSE** excludes the logging of **DETAIL**, **HINT**, and **CONTEXT** error information.

This parameter can be changed by reloading the **Pgpool-II** configurations. You can also use [PGPOOL SET](#) command to alter the value of this parameter for a current session.

log\_line\_prefix (string)

This is a `printf`-style string that is output at the beginning of each log line. `%` characters begin "escape sequences" that are replaced with information outlined below. All unrecognized escapes are ignored. Other characters are copied straight to the log line. Default is `'%t: pid %p: '`, which prints timestamp and process id, which keeps backward compatibility with **prePgpool-II V3.4**.

**Table 5-5. log\_line\_prefix escape options**

Escape	Effect
%a	Client application name
%p	Process ID (PID)
%P	Process name
%t	Time stamp
%d	Database name
%u	User name
%l	Log line number for each process
%%	'%' character

This parameter can be changed by reloading the **Pgpool-II** configurations.

---

## 5.7. Load Balancing

**Pgpool-II** load balancing of **SELECT** queries works with Master Slave mode ([Section 5.3.1](#)) and Replication mode ([Section 5.3.2](#)). When enabled **Pgpool-II** sends the writing queries to the **primary node** in Master Slave mode, all of the backend nodes in Replication mode, and other queries get load balanced among all backend nodes. To which node the load balancing mechanism sends read queries is decided at the session start time and will not be changed until the session ends. The only exception is by writing special SQL comments. See below for more details.

**Note:** Queries which are sent to primary node or replicated because they cannot be balanced are also accounted for in the load balancing algorithm.

**Note:** If you don't want a query that qualifies for the load balancing to be load balanced by Pgpool-II, you can put **/\*NO LOAD BALANCE\*/** comment before the **SELECT** statement. This will disable the load balance of the particular query and Pgpool-II will send it to the master node (the primary node in Master Slave mode).

**Note:** You can check which DB node is assigned as the load balancing node by using [SHOW POOL NODES](#).

### 5.7.1. Condition for Load Balancing

For a query to be load balanced, all the following requirements must be met:

- PostgreSQL version 7.4 or later
- either in replication mode or master slave mode
- the query must not be in an explicitly declared transaction (i.e. not in a BEGIN ~ END block)
  - However, if following conditions are met, load balance is possible even if in an explicit transaction
    - transaction isolation level is not SERIALIZABLE
    - transaction has not issued a write query yet (until a write query is issued, load balance is possible. Here "write query" means non SELECT DML or DDL. SELECTs having write functions as specified in black or white function list is not regarded as a write query. This may be changed in the future.)
    - If black and white function list is empty, SELECTs having functions is regarded as a read only query.
- it's not SELECT INTO
- it's not SELECT FOR UPDATE nor FOR SHARE
- it starts with "SELECT" or one of COPY TO STDOUT, EXPLAIN, EXPLAIN ANALYZE SELECT...  
[ignore\\_leading\\_white\\_space](#) = true will ignore leading white space. (Except for SELECTs using writing functions specified in [black\\_function\\_list](#) or [white\\_function\\_list](#))
- in master slave mode, in addition to above, following conditions must be met:
  - does not use temporary tables
  - does not use unlogged tables
  - does not use system catalogs

**Note:** You could suppress load balancing by inserting arbitrary comments just in front of the SELECT query:

```
/*REPLICATION*/ SELECT ...
```

If you want to use comments without suppressing load balancing, you can set

[allow\\_sql\\_comments](#) to on. Please refer to [replicate\\_select](#) as well.

**Note:** The JDBC driver has an autocommit option. If the autocommit is false, the JDBC driver sends "BEGIN" and "COMMIT" by itself. In this case the same restriction above regarding load balancing will be applied.

---

### 5.7.2. Load Balancing in Streaming Replication

While using Streaming replication and Hot Standby, it is important to determine which query can be sent to the primary or the standby, and which one should not be sent to the standby. **Pgpool-II's** Streaming Replication mode carefully takes care of this.

We distinguish which query should be sent to which node by looking at the query itself.

- These queries should be sent to the primary node only
  - INSERT, UPDATE, DELETE, COPY FROM, TRUNCATE, CREATE, DROP, ALTER, COMMENT
  - SELECT ... FOR SHARE | UPDATE
  - SELECT in transaction isolation level SERIALIZABLE
  - LOCK command more strict than ROW EXCLUSIVE MODE
  - DECLARE, FETCH, CLOSE
  - SHOW
  - Some transactional commands:
    - BEGIN READ WRITE, START TRANSACTION READ WRITE
    - SET TRANSACTION READ WRITE, SET SESSION CHARACTERISTICS AS TRANSACTION READ WRITE
    - SET transaction\_read\_only = off
  - Two phase commit commands: PREPARE TRANSACTION, COMMIT PREPARED, ROLLBACK PREPARED
  - LISTEN, UNLISTEN, NOTIFY
  - VACUUM
  - Some sequence functions (nextval and setval)
  - Large objects creation commands
- These queries can be sent to both the primary node and the standby node. If load balancing is enabled, these types of queries can be sent to the standby node. However, if delay\_threshold is set and the replication delay is higher than [delay\\_threshold](#), queries are sent to the primary node.
  - SELECT not listed above
  - COPY TO
- These queries are sent to both the primary node and the standby node
  - SET
  - DISCARD
  - DEALLOCATE ALL

In an explicit transaction:

- Transaction starting commands such as BEGIN are sent to both the primary node and the standby node.
- Following SELECT and some other queries that can be sent to both primary or standby are executed in the transaction or on the standby node.
- Commands which cannot be executed on the standby such as INSERT are sent to the primary. After one of these commands, even SELECTs are sent to the primary node, This is because these SELECTs might want to see the result of an INSERT immediately. This behavior continues until the transaction closes or aborts.

In the extended protocol, it is possible to determine if the query can be sent to standby or not in load balance mode while parsing the query. The rules are the same as for the non extended protocol. For example, INSERTs are sent to the primary node. Following bind, describe and execute will be sent to the primary node as well.

**Note:** If the parse of a SELECT statement is sent to the standby node due to load balancing, and then a DML statement, such as an INSERT, is sent to **Pgpool-II**, then the parsed SELECT will have to be executed on the primary node. Therefore, we re-parse the SELECT on the primary node.

Lastly, queries that **Pgpool-II**'s parser thinks to be an error are sent to the primary node.

---

### 5.7.3. Load Balancing Settings

load\_balance\_mode (boolean)

When set to on, **Pgpool-II** enables the load balancing on incoming **SELECT** queries. i.e. **SELECT** queries from the clients gets distributed to the configured **PostgreSQL** backends. Default is off.

This parameter can only be set at server start.

ignore\_leading\_white\_space (boolean)

When set to on, **Pgpool-II** ignores the white spaces at the beginning of SQL queries in load balancing. It is useful if used with APIs like DBI/DBD:Pg which adds white spaces against the user's intention.

This parameter can be changed by reloading the **Pgpool-II** configurations.

white\_function\_list (string)

Specifies a comma separated list of function names that **DO NOT** update the database. SELECTs including functions **not specified** in this list are not load balanced. These are replicated among all the DB nodes in Replication mode, sent to the primary node only in Master Slave mode.

You can use regular expression to match function names, to which **^** and **\$** are automatically added.

#### Example 5-2. Using regular expression

If you have prefixed all your read only function with 'get\_' or 'select\_', You can set the [white\\_function\\_list](#) like below:

```
white_function_list = 'get_.*,select_.*'
```

This parameter can be changed by reloading the **Pgpool-II** configurations.

black\_function\_list (string)

Specifies a comma separated list of function names that **DO** update the database. SELECTs including functions **specified** in this list are not load balanced. These are replicated among all the DB nodes in



Replication mode, sent to the primary node only in Master-Slave mode.

You can use regular expression to match function names, to which `^` and `$` are automatically added.

### Example 5-3. Using regular expression

If you have prefixed all your updating functions with 'set\_', 'update\_', 'delete\_' or 'insert\_', You can set the [black\\_function\\_list](#) like below:

```
black_function_list = 'nextval,setval,set_*,update_*,delete_*,insert_*
```

**Note:** [black\\_function\\_list](#) and [white\\_function\\_list](#) are mutually exclusive and only one of the two lists can be set in the configuration.

### Example 5-4. Configuring using `nextval()` and `setval()` to land on proper backend

Prior to Pgpool-II V3.0, `nextval()` and `setval()` were known as functions writing to the database. You can configure this by setting [black\\_function\\_list](#) and [white\\_function\\_list](#) as follows

```
white_function_list = ""
black_function_list = 'nextval,setval,lastval,currval'
```

**Note:** PostgreSQL also contains `lastval()` and `currval()` in addition to `nextval()` and `setval()`. Though `lastval()` and `currval()` are not writing function type, but it is advised to treat `lastval()` and `currval()` as writing functions to avoid errors which occur when these functions are accidentally load balanced.

This parameter can be changed by reloading the Pgpool-II configurations.

`database_redirect_preference_list` (string)

Specifies the list of "**database-name:node id**" pairs to send **SELECT** queries to a particular backend node for a particular database connection. For example, by specifying "test:1", Pgpool-II will redirect all **SELECT** queries to the backend node of ID 1 for the connection to "test" database. You can specify multiple "**database name:node id**" pair by separating them using comma (,).

Regular expressions are also accepted for database name. You can use special keywords as **node id**. If "**primary**" is specified, queries are sent to the primary node, and if "**standby**" is specified, one of the standby nodes are selected randomly based on weights.

### Example 5-5. Using `database_redirect_preference_list`

If you want to configure the following **SELECT** query routing rules:

- Route all **SELECT** queries on `postgres` database to the primary backend node.
- Route all **SELECT** queries on `mydb0` or on `mydb1` databases to backend node of ID 1.
- Route all **SELECT** queries on `mydb2` database to standby backend nodes.

then the [database\\_redirect\\_preference\\_list](#) will be configured as follows:

```
database_redirect_preference_list = 'postgres:primary,mydb[01]:1,mydb2:standby'
```

This parameter can be changed by reloading the Pgpool-II configurations.

app\_name\_redirect\_preference\_list (string)

Specifies the list of "**application-name:node id**" pairs to send **SELECT** queries to a particular backend node for a particular client application connection.

**Note:** In PostgreSQL **V9.0** or later the "Application name" is a name specified by a client when it connects to database.

For example, application name of **psql** command is "psql"

**Note:** Pgpool-II recognizes the application name only specified in the start-up packet. Although a client can provide the application name later in the session, but that does not get considered by the Pgpool-II for query routing.

The notion of [app\\_name\\_redirect\\_preference\\_list](#) is same as the [database\\_redirect\\_preference\\_list](#) thus you can also use the regular expressions for application names. Similarly special keyword "**primary**" indicates the primary node and "**standby**" indicates one of standby nodes.

#### Example 5-6. Using app-name\_redirect\_preference\_list

If you want to configure the following **SELECT** query routing rules:

- Route all **SELECT** from **psql** client to the primary backend node.
- Route all **SELECT** queries from **myapp1** client to backend node of ID 1.
- Route all **SELECT** queries from **myapp2** client to standby backend nodes.

then the [app\\_name\\_redirect\\_preference\\_list](#) will be configured as follows:

```
app_name_redirect_preference_list = 'psql:primary,myapp1:1,myapp2:standby'
```

**Note:** [app\\_name\\_redirect\\_preference\\_list](#) takes precedence over the [database\\_redirect\\_preference\\_list](#).

#### Caution

JDBC driver postgresSQL-9.3 and earlier versions does not send the application name in the startup packet even if the application name is specified using the JDBC driver option "ApplicationName" and "assumeMinServerVersion=9.0". So if you want to use the [app\\_name\\_redirect\\_preference\\_list](#) feature through JDBC, Use postgresSQL-9.4 or later version of the driver.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`allow_sql_comments` (boolean)

When set to on, **Pgpool-II** ignore the **SQL** comments when identifying if the load balance or query cache is possible on the query. When this parameter is set to off, the **SQL** comments on the query could effectively prevent the query from being load balanced or cached (pre **Pgpool-II V3.4** behavior).

This parameter can be changed by reloading the **Pgpool-II** configurations. You can also use [PGPOOL SET](#) command to alter the value of this parameter for a current session.

---

## 5.8. Health Check

**Pgpool-II** periodically connects to the configured PostgreSQL backends to detect any error on the servers or networks. This error check procedure is called "health check". If an error is detected, **Pgpool-II** performs failover or degeneration depending on the configurations.

### Caution

Health check requires one extra connection to each backend node, so `max_connections` in the `postgresql.conf` needs to be adjusted accordingly.

`health_check_timeout` (integer)

Specifies the timeout in seconds to give up connecting to the backend **PostgreSQL** if the TCP connect does not succeed within this time.

This parameter serves to prevent the health check from waiting for a long time when the network cable is unplugged. Default value is 20. Setting it to 0, disables the timeout (waits until TCP/IP timeout).

This parameter can be changed by reloading the **Pgpool-II** configurations.

`health_check_period` (integer)

Specifies the interval between the health checks in seconds. Default is 0, which means health check is disabled.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`health_check_user` (string)

Specifies the **PostgreSQL** user name to perform health check. The same user must exist in all the **PostgreSQL** backends. Otherwise, health check causes an error.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`health_check_password` (string)

Specifies the password for the **PostgreSQL** user name configured in [health\\_check\\_user](#) to perform health check. The user and password must be same in all the **PostgreSQL** backends. Otherwise, health check results in an error.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`health_check_database` (string)

Specifies the PostgreSQL database name to perform health check. The default is "(empty)", which tries "postgres" database first, then "template1" database until it succeeds

`health_check_database` was introduced in **Pgpool-II V3.5**.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`health_check_max_retries` (integer)

Specifies the maximum number of retries to do before giving up and initiating failover when health

check fails.

**Tip:** This setting can be useful in spotty networks, when it is expected that health checks will fail occasionally even when the master node is fine.

**Tip:** It is advised that [fail\\_over\\_on\\_backend\\_error](#) must be disabled, if you want to enable [health\\_check\\_max\\_retries](#).

Default is 0, which means do not retry.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`health_check_retry_delay` (integer)

Specifies the amount of time in seconds to sleep between failed health check retries (not used unless [health\\_check\\_max\\_retries](#) is > 0). If 0, then retries are immediate without delay.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`connect_timeout` (integer)

Specifies the amount of time in milliseconds before giving up connecting to backend using `connect()` system call. Default is 10000 ms (10 second). The flaky network user may want to increase the value. 0 means no timeout.

**Note:** `connect_timeout` value is not only used for a health check, but also for creating ordinary connection pools.

This parameter can be changed by reloading the **Pgpool-II** configurations.

---

## 5.9. Failover and Failback

### 5.9.1. Failover and Failback Settings

`failover_command` (string)

Specifies a user command to run when a **PostgreSQL** backend node gets detached. **Pgpool-II** replaces the following special characters with the backend specific information.

**Table 5-6. failover command options**

Special character	Description
%d	DB node ID of the detached node
%h	Hostname of the detached node
%p	Port number of the detached node
%D	Database cluster directory of the detached node
%M	Old master node ID
%m	New master node ID

Special character	Description
%H	Hostname of the new master node
%P	Old primary node ID
%r	Port number of the new master node
%R	Database cluster directory of the new master node
%%	'%' character

**Note:** The "master node" refers to a node which has the "youngest (or the smallest) node id" among live the database nodes. In [streaming replication mode](#), this may be different from primary node. In [Table 5-6](#), %m is the new master node chosen by Pgpool-II. It is the node being assigned the youngest (smallest) node id which is alive. For example if you have 3 nodes, namely node 0, 1, 2. Suppose node 1 the primary and all of them are healthy (no down node). If node 1 fails, failover\_command is called with %m = 0.

**Note:** When a failover is performed, basically Pgpool-II kills all its child processes, which will in turn terminate all the active sessions to Pgpool-II. After that Pgpool-II invokes the [failover\\_command](#) and after the command completion Pgpool-II starts new child processes which makes it ready again to accept client connections.

However from Pgpool-II 3.6, In the steaming replication mode, client sessions will not be disconnected when a fail-over occurs any more if the session does not use the failed standby server. If the primary server goes down, still all sessions will be disconnected. Health check timeout case will also cause the full session disconnection. Other health check error, including retry over case does not trigger full session disconnection.

This parameter can be changed by reloading the Pgpool-II configurations.

failback\_command (string)

Specifies a user command to run when a PostgreSQL backend node gets attached to Pgpool-II. Pgpool-II replaces the following special characters with the backend specific information. before excuting the command.

**Table 5-7. failback command options**

Special character	Description
%d	DB node ID of the attached node
%h	Hostname of the attached node
%p	Port number of the attached node
%D	Database cluster directory of the attached node
%M	Old master node ID
%m	New master node ID
%H	Hostname of the new master node
%P	Old primary node ID
%r	Port number of the new master node
%R	Database cluster directory of the new master node
%%	'%' character

This parameter can be changed by reloading the Pgpool-II configurations.

follow\_master\_command (string)

Specifies a user command to run after failover on the primary node failover. This works only in Master Replication mode with streaming replication. **Pgpool-II** replaces the following special characters with the backend specific information before executing the command.

**Table 5-8. follow master command options**

Special character	Description
%d	DB node ID of the detached node
%h	Hostname of the detached node
%p	Port number of the detached node
%D	Database cluster directory of the detached node
%M	Old master node ID
%m	New master node ID
%H	Hostname of the new master node
%P	Old primary node ID
%r	Port number of the new master node
%R	Database cluster directory of the new master node
%%	'%' character

**Note:** If `follow_master_command` is not empty, then after failover on the primary node gets completed in Master Slave mode with streaming replication, **Pgpool-II** degenerates all nodes excepted the new primary and starts new child processes to be ready again to accept connections from the clients. After this, **Pgpool-II** executes the command configured in the `follow_master_command` for each degenerated backend nodes.

Typically `follow_master_command` command is used to recover the slave from the new primary by calling the `pcp_recovery_node` command.

This parameter can be changed by reloading the **Pgpool-II** configurations.

fail\_over\_on\_backend\_error (boolean)

When set to on, **Pgpool-II** considers the reading/writing errors on the PostgreSQL backend connection as the backend node failure and trigger the failover on that node after disconnecting the current session. When this is set to off, **Pgpool-II** only report an error and disconnect the session in case of such errors.

**Note:** It is recommended to turn on the backend health checking (see [Section 5.8](#)) when `fail_over_on_backend_error` is set to off. Note, however, that **Pgpool-II** still triggers the failover when it detects the administrative shutdown of PostgreSQL backend server.

This parameter can be changed by reloading the **Pgpool-II** configurations.

search\_primary\_node\_timeout (integer)

Specifies the maximum amount of time in seconds to search for the primary node when a failover scenario occurs. **Pgpool-II** will give up looking for the primary node if it is not found with-in this configured time. Default is 300 and Setting this parameter to 0 means keep trying forever.

This parameter is only applicable in the streaming replication mode.

This parameter can be changed by reloading the **Pgpool-II** configurations.

---

### 5.9.2. Failover in the raw Mode

Failover can be performed in raw mode if multiple backend servers are defined. Pgpool-II usually accesses the backend specified by `backend_hostname0` during normal operation. If the `backend_hostname0` fails for some reason, Pgpool-II tries to access the backend specified by `backend_hostname1`. If that fails, Pgpool-II tries the `backend_hostname2`, 3 and so on.

---

## 5.10. Online Recovery

Pgpool-II can synchronize database nodes and attach a node without stopping the service. This feature is called "online recovery".

For online recovery, the recovery target node must be detached from Pgpool-II. If you wish to add a PostgreSQL server node dynamically, reload the `pgpool.conf` after adding the `backend_hostname` and its associated parameters. This will register the new server to Pgpool-II as a detached backend node.

**Note:** The recovery target PostgreSQL server must not be running for performing the online recovery. If the target PostgreSQL server has already started, you must shut it down before starting the online recovery.

Online recovery is performed in two phases. Connections from clients are not allowed only in second phase of online recovery while the data can be updated or retrieved during the first phase. Pgpool-II performs the following steps in online recovery:

- CHECKPOINT.
- First stage of online recovery.
- Wait until all client connections have disconnected.
- CHECKPOINT.
- Second stage of online recovery.
- Start up postmaster (perform `pgpool_remote_start`)
- Node attach

**Note:** There is a restriction in the online recovery. If Pgpool-II itself is installed on multiple hosts, online recovery does not work correctly, because Pgpool-II has to stop all the clients during the 2nd stage of online recovery. If there are several Pgpool-II hosts, only one of them will have received the online recovery command and will block the connections from clients.

`recovery_user` (string)

Specifies the PostgreSQL user name to perform online recovery.

This parameter can be changed by reloading the Pgpool-II configurations.

`recovery_password` (string)

Specifies the password for the PostgreSQL user name configured in `recovery_user` to perform online recovery.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`recovery_1st_stage_command` (string)

Specifies a command to be run by master(primary) node at the first stage of online recovery. The command file must be placed in the database cluster directory for security reasons. For example, if `recovery_1st_stage_command = 'sync-command'`, then **Pgpool-II** will look for the command script in `$PGDATA` directory and will try to execute `$PGDATA/sync-command`.

`recovery_1st_stage_command` receives following 4 parameters:

- Path to the database cluster of the master(primary) node.
- Hostname of the backend node to be recovered.
- Path to the database cluster of the node to be recovered.
- Port number of the master(primary) node.

**Note:** **Pgpool-II** accept connections and queries while `recovery_1st_stage` command is executed, so you can retrieve and update data.

#### Caution

`recovery_1st_stage` command runs as a **SQL** command from PostgreSQL's point of view. So `recovery_1st_stage` command can get prematurely killed by PostgreSQL if the PostgreSQL's `statement_time_out` is configured with the value that is smaller than the time `recovery_1st_stage_command` takes for completion.

Typical error in such case is

rsync used in the command is killed by signal 2 for example.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`recovery_2nd_stage_command` (string)

Specifies a command to be run by master(primary) node at the second stage of online recovery. The command file must be placed in the database cluster directory for security reasons. For example, if `recovery_2nd_stage_command = 'sync-command'`, then **Pgpool-II** will look for the command script in `$PGDATA` directory and will try to execute `$PGDATA/sync-command`.

`recovery_2nd_stage_command` receives following 4 parameters:

- Path to the database cluster of the master(primary) node.
- Hostname of the backend node to be recovered.
- Path to the database cluster of the node to be recovered.
- Port number of database to be recovered.

**Note:** **Pgpool-II** **does not** accept client connections and queries during the execution of `recovery_2nd_stage_command` command, and waits for the existing clients to close their connections before executing the command. Therefore, the `recovery_2nd_stage_command` may not execute if the client stays connected for a long time.



### Caution

`recovery_2nd_stage` command runs as a SQL command from PostgreSQL's point of view. Therefore, `recovery_2nd_stage` command can get prematurely killed by PostgreSQL if the PostgreSQL's `statement_time_out` is configured with the value that is smaller than the time `recovery_2nd_stage_command` takes for completion.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`recovery_timeout` (integer)

Specifies the timeout in seconds to cancel the online recovery if it does not complete within this time. Since **Pgpool-II** does not accept the connections during the second stage of online recovery, this parameter can be used to cancel the online recovery to manage the service down time during the online recovery.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`client_idle_limit_in_recovery` (integer)

Specifies the time in seconds to disconnect a client if it remains idle since the last query during the online recovery. `client_idle_limit_in_recovery` is similar to the [client\\_idle\\_limit](#) but only takes effect during the second stage of online recovery.

This is useful for preventing the **Pgpool-II** recovery from being disturbed by the lazy clients or if the TCP/IP connection between the client and **Pgpool-II** is accidentally down (a cut cable for instance).

If set to -1, all clients get immediately disconnected when the second stage of online recovery starts. The default is 0, which turns off the feature.

This parameter can be changed by reloading the **Pgpool-II** configurations. You can also use [PGPOOL SET](#) command to alter the value of this parameter for a current session.

---

## 5.11. Streaming Replication Check

**Pgpool-II** can work with PostgreSQL native Streaming Replication, that is available since PostgreSQL 9.0. To configure **Pgpool-II** with streaming replication, enable [master\\_slave\\_mode](#) and set [master\\_slave\\_sub\\_mode](#) to 'stream'.

**Pgpool-II** assumes that Streaming Replication is configured with Hot Standby on PostgreSQL, which means that the standby database can handle read-only queries.

`sr_check_period` (integer)

Specifies the time interval in seconds to check the streaming replication delay. Default is 0, which means the check is disabled.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`sr_check_user` (string)

Specifies the PostgreSQL user name to perform streaming replication check. The user must exist on all the PostgreSQL backends.

**Note:** `sr_check_user` and [sr\\_check\\_password](#) are used even when [sr\\_check\\_period](#) is set to 0 (disabled) for the identification of the primary server.

This parameter can be changed by reloading the **Pgpool-II** configurations.

`sr_check_password` (string)

Specifies the password of the [sr\\_check\\_user](#) PostgreSQL user to perform the streaming replication checks. Use "" (empty string) if the user does not requires a password.

This parameter can be changed by reloading the Pgpool-II configurations.

sr\_check\_database (string)

Specifies the database to perform streaming replication delay checks. The default is "postgres".

This parameter can be changed by reloading the Pgpool-II configurations.

delay\_threshold (integer)

Specifies the maximum tolerance level of replication delay in WAL bytes on the standby server against the primary server. If the delay exceeds this configured level, Pgpool-II stops sending the SELECT queries to the standby server and starts routing everything to the primary server even if [load\\_balance\\_mode](#) is enabled, until the standby catches-up with the primary. Setting this parameter to 0 disables the delay checking. This delay threshold check is performed every [sr\\_check\\_period](#). Default is 0.

This parameter can be changed by reloading the Pgpool-II configurations.

log\_standby\_delay (string)

Specifies when to log the replication delay. Below table contains the list of all valid values for the parameter.

**Table 5-9. Log standby delay options**

Value	Description
'none'	Never log the standby delay
'always'	Log the standby delay, every time the replication delay is checked
'if_over_threshold'	Only log the standby delay, when it exceeds <a href="#">delay_threshold</a> value

This parameter can be changed by reloading the Pgpool-II configurations.

## 5.12. In Memory Query Cache

In memory query cache can be used with all modes of Pgpool-II. Pgpool-II does not need a restart when the cache gets outdated because of the underlying table updates.

In memory cache saves the pair of SELECT statement and its result (along with the Bind parameters, if the SELECT is an extended query). If the same SELECTs comes in, Pgpool-II returns the value from cache. Since no SQL parsing nor access to PostgreSQL are involved, the serving of results from the in memory cache is extremely fast.

**Note:** Basically following SELECTs will not be cached:

SELECTs including non immutable functions  
SELECTs including temp tables, unlogged tables  
SELECT result is too large (memqcache\_maxcache)  
SELECT FOR SHARE/UPDATE  
SELECT starting with "/\*NO QUERY CACHE\*/" comment  
SELECT including system catalogs  
SELECT uses TABLESAMPLE

However, VIEWS and SELECTs accessing unlogged tables can be cached by specifying in the [white\\_memqcache\\_table\\_list](#).

On the other hand, it might be slower than the normal path in some cases, because it adds some overhead to store cache. Moreover when a table is updated, Pgpool-II automatically deletes all the caches related to the table. Therefore, the performance will be degraded by a system with a lot of updates. If the query cache hit ratio (it can be checked by using [SHOW POOL\\_CACHE](#)) is lower than 70%, you might want to disable in memory cache.

---

### 5.12.1. Enabling in memory query cache

memory\_cache\_enabled (boolean)

Setting to on enables the memory cache. Default is off.

This parameter can be changed by reloading the Pgpool-II configurations.

---

### 5.12.2. Choosing cache storage

memqcache\_method (string)

Specifies the storage type to be used for the cache. Below table contains the list of all valid values for the parameter.

**Table 5-10. Memcache method options**

Value	Description
'shmem'	Use shared memory
'memcached'	Use <a href="#">memcached</a>

Default is 'shmem'.

This parameter can only be set at server start.

---

### 5.12.3. Common configurations

These below parameter are valid for both shmem and memcached type query cache.

memqcache\_expire (integer)

Specifies the life time of query cache in seconds. Default is 0. which means no cache expiration and cache remains valid until the table is updated.

This parameter can be changed by reloading the Pgpool-II configurations.

**Note:** memqcache\_expire and [memqcache\\_auto\\_cache\\_invalidation](#) are orthogonal to each other.

memqcache\_auto\_cache\_invalidation (boolean)

Setting to on, automatically deletes the cache related to the updated tables. When off, cache is not deleted.

Default is on.

**Note:** This parameters [memqcache\\_auto\\_cache\\_invalidation](#) and [memqcache\\_expire](#) are orthogonal to each other.

This parameter can be changed by reloading the **Pgpool-II** configurations.

memqcache\_maxcache (integer)

Specifies the maximum size in bytes of the SELECT query result to be cached. The result with data size larger than this value will not be cached by **Pgpool-II**. When the caching of data is rejected because of the size constraint the following message is shown.

```
LOG:  pid 13756: pool_add_temp_query_cache: data size exceeds memqcache_maxcache. current:4095 requested:111
```

**Note:** For the shared memory query('shmem') cache the **memqcache\_maxcache** must be set lower than [memqcache\\_cache\\_block\\_size](#) and for 'memcached' it must be lower than the size of slab (default is 1 MB).

This parameter can be changed by reloading the **Pgpool-II** configurations.

white\_memqcache\_table\_list (string)

Specifies a comma separated list of table names whose SELECT results should be cached by **Pgpool-II**. This parameter only applies to VIEWS and SELECTs accessing unlogged tables. Regular tables can be cached unless specified by [black\\_memqcache\\_table\\_list](#).

You can use regular expression into the list to match table name (to which ^ and \$ are automatically added).

**Note:** If the queries can refer the table with and without the schema qualification then you must add both entries(with and without schema name) in the list.

```
#For example:
#If the queries sometime use "table1" and other times "public.table1"
#to refer the table1 then the white_memqcache_table_list
#would be configured as follows.

white_memqcache_table_list = "table1,public.table1"
```

This parameter can be changed by reloading the **Pgpool-II** configurations.

black\_memqcache\_table\_list (string)

Specifies a comma separated list of table names whose SELECT results should **NOT** be cached by the **Pgpool-II**.

You can use regular expression into the list to match table name (to which ^ and \$ are automatically added),

**Note:** If the queries can refer the table with and without the schema qualification then you must add both entries(with and without schema name) in the list.

```
#For example:  
#If the queries sometime use "table1" and other times "public.table1"  
#to refer the table1 then the black_memqcache_table_list  
#would be configured as follows.  
  
black_function_list = "table1,public.table1"
```

This parameter can be changed by reloading the Pgpool-II configurations.

**Note:** `black_memqcache_table_list` precedence over [white\\_memqcache\\_table\\_list](#)

`memqcache_oiddir` (string)

Specifies the full path to the directory for storing the `oids` of tables used by SELECT queries.

`memqcache_oiddir` directory contains the sub directories for the databases. The directory name is the OID of the database. In addition, each database directory contains the files for each table used by SELECT statement. Again the name of the file is the OID of the table. These files contains the pointers to query cache which are used as key for deleting the caches.

**Note:** Normal restart of Pgpool-II does not clear the contents of `memqcache_oiddir`.

This parameter can be changed by reloading the Pgpool-II configurations.

---

#### 5.12.4. Configurations to use shared memory

These are the parameters used with shared memory as the cache storage.

`memqcache_total_size` (integer)

Specifies the shared memory cache size in bytes.

This parameter can only be set at server start.

`memqcache_max_num_cache` (integer)

Specifies the number of cache entries. This is used to define the size of cache management space.

**Note:** The management space size can be calculated by: `memqcache_max_num_cache * 48` bytes. Too small number will cause an error while registering cache. On the other hand too large number will just waste space.

This parameter can only be set at server start.

`memqcache_cache_block_size` (integer)

Specifies the cache block size. Pgpool-II uses the cache memory arranged in `memqcache_cache_block_size`

blocks. `SELECT` result is packed into the block and must fit in a single block. And the results larger than `memqcache_cache_block_size` are not cached.

`memqcache_cache_block_size` must be set to atleast 512.

This parameter can only be set at server start.

---

### 5.12.5. Configurations to use memcached

These are the parameters used with memcached as the cache storage.

`memqcache_memcached_host` (string)

Specifies the host name or the IP address on which `memcached` works. You can use 'localhost' if `memcached` and `Pgpool-II` resides on same server.

This parameter can only be set at server start.

`memqcache_memcached_port` (integer)

Specifies the port number of `memcached`. Default is 11211.

This parameter can only be set at server start.

---

## 5.13. Secure Socket Layer (SSL)

### 5.13.1. SSL Settings

`ssl` (boolean)

When set to on, `Pgpool-II` enables the `SSL` for both the frontend and backend communications. Default is off.

**Note:** `ssl_key` and `ssl_cert` must also be configured in order for `SSL` to work with frontend connections.

**Note:** For `SSL` to work `Pgpool-II` must be build with `OpenSSL` support. See [Section 3.4](#) for details on building the `Pgpool-II`.

This parameter can only be set at server start.

`ssl_key` (string)

Specifies the path to the private key file to be used for incoming frontend connections. There is no default value for this option, and if left unset `SSL` will be disabled for incoming frontend connections.

This parameter can only be set at server start.

`ssl_cert` (string)

Specifies the path to the public x509 certificate file to be used for the incoming frontend connections. There is no default value for this option, and if left unset `SSL` will be disabled for incoming frontend connections.

This parameter can only be set at server start.

`ssl_ca_cert` (string)

Specifies the path to a **PEM** format **CA** certificate files, which can be used to verify the backend server certificates. This is analogous to the **-CApath** option of the **OpenSSL verify(1)** command.

This parameter can only be set at server start.

`ssl_ca_cert_dir` (string)

Specifies the path to a directory containing **PEM** format **CA** certificate files, which can be used to verify the backend server certificates. This is analogous to the **-CApath** option of the **OpenSSL verify(1)** command.

The default value for this option is unset, which means no verification takes place. Verification will still happen if this option is not set but a value is provided for [ssl\\_ca\\_cert](#).

This parameter can only be set at server start.

---

### 5.13.2. Generating SSL certificates

Certificate handling is outside the scope of this document. The [Secure TCP/IP Connections with SSL](#) page at [postgres.org](#) has pointers with sample commands for how to generate self-signed certificates.

---

## 5.14. Watchdog

Watchdog configuration parameters are described in `pgpool.conf`. There is sample configuration in the **WATCHDOG** section of `pgpool.conf.sample` file. All following options are required to be specified in watchdog process.

---

### 5.14.1. Enable watchdog

`use_watchdog` (boolean)

If on, activates the watchdog. Default is off

This parameter can only be set at server start.

---

### 5.14.2. Watchdog communication

`wd_hostname` (string)

Specifies the hostname or IP address of **Pgpool-II** server. This is used for sending/receiving queries and packets, and also as an identifier of the watchdog node.

This parameter can only be set at server start.

`wd_port` (integer)

Specifies the port number to be used by watchdog process to listen for connections. Default is 9000.

This parameter can only be set at server start.

`wd_authkey` (string)

Specifies the authentication key used for all watchdog communications. All **Pgpool-II** must have the same key. Packets from watchdog having different key will get rejected. This authentication is also applied to the heartbeat signals when the **heartbeat** mode is used as a lifecheck method.

Since in **Pgpool-II V3.5** or beyond `wd_authkey` is also used to authenticate the watchdog IPC clients, all clients communicating with **Pgpool-II** watchdog process needs to provide this `wd_authkey` value for **"IPCAuthKey"** key in the JSON data of the command.

Default is "" (empty) which means disables the watchdog authentication.

This parameter can only be set at server start.

---

### 5.14.3. Upstream server connection

trusted\_servers (string)

Specifies the list of trusted servers to check the up stream connections. Each server in the list is required to respond to ping. Specify a comma separated list of servers such as "hostA,hostB,hostC". If none of the server are reachable, watchdog will regard it as failure of the Pgpool-II. Therefore, it is recommended to specify multiple servers.

This parameter can only be set at server start.

ping\_path (string)

Specifies the path of a ping command for monitoring connection to the upper servers. Set the only path of the directory containing the ping utility, such as "/bin" or such directory.

This parameter can only be set at server start.

---

### 5.14.4. Virtual IP control

delegate\_IP (string)

Specifies the virtual IP address (VIP) of Pgpool-II that is connected from client servers (application servers etc.). When a Pgpool-II is switched from standby to active, the Pgpool-II takes over this VIP. Default is "(empty)": which means virtual IP will never be brought up.

This parameter can only be set at server start.

if\_cmd\_path (string)

Specifies the path to the command that Pgpool-II will use to switch the virtual IP on the system. Set only the path of the directory containing the binary, such as "/sbin" or such directory.

This parameter can only be set at server start.

if\_up\_cmd (string)

Specifies the command to bring up the virtual IP. Set the command and parameters such as "ip addr add \$\_IP\_\$ /24 dev eth0 label eth0:0" \$\_IP\_\$ will get replaced by the IP address specified in the [delegate\\_IP](#).

This parameter can only be set at server start.

if\_down\_cmd (string)

Specifies the command to bring down the virtual IP. Set the command and parameters such as "ip addr del \$\_IP\_\$ /24 dev eth0".

This parameter can only be set at server start.

arping\_path (string)

Specifies the path to the command that Pgpool-II will use to send the ARP requests after the virtual IP switch. Set only the path of the directory containing the binary, such as "/usr/sbin" or such directory.

This parameter can only be set at server start.

arping\_cmd (string)

Specifies the command to use for sending the ARP requests after the virtual IP switch. Set the command and parameters such as "arping -U \$\_IP\_\$ -w 1". \$\_IP\_\$ will get replaced by the IP address specified in the [delegate\\_IP](#).

This parameter can only be set at server start.

---

### 5.14.5. Behavior on escalation and de-escalation

Configuration about behavior when Pgpool-II escalates to active (virtual IP holder)



`clear_memqcache_on_escalation` (boolean)

When set to on, watchdog clears all the query cache in the shared memory when pgpool-II escalates to active. This prevents the new active Pgpool-II from using old query caches inconsistent to the old active.

Default is on.

This works only if `memqcache_method` is 'shmem'.

This parameter can only be set at server start.

`wd_escalation_command` (string)

Watchdog executes this command on the node that is escalated to the master watchdog.

This command is executed just before bringing up the virtual/floating IP if that is configured on the node.

This parameter can only be set at server start.

`wd_de_escalation_command` (string)

Watchdog executes this command on the master Pgpool-II watchdog node when that node resigns from the master node responsibilities. A master watchdog node can resign from being a master node, when the master node Pgpool-II shuts down, detects a network blackout or detects the lost of quorum.

This command is executed before bringing down the virtual/floating IP address if it is configured on the watchdog node.

`wd_de_escalation_command` is not available prior to Pgpool-II V3.5.

This parameter can only be set at server start.

---

### 5.14.6. Life checking Pgpool-II

Watchdog checks pgpool-II status periodically. This is called "life check".

`wd_lifecheck_method` (string)

Specifies the method of life check. This can be either of 'heartbeat' (default), 'query' or 'external'.

**heartbeat:** In this mode, watchdog sends the heartbeat signals (UDP packets) periodically to other Pgpool-II. Similarly watchdog also receives the signals from other Pgpool-II. If there are no signal for a certain period, watchdog regards it as failure of the Pgpool-II.

**query:** In this mode, watchdog sends the monitoring queries to other Pgpool-II and checks the response

#### Caution

In query mode, you need to set `num_init_children` large enough if you plan to use watchdog. This is because the watchdog process connects to Pgpool-II as a client.

**external:** This mode disables the built in lifecheck of Pgpool-II watchdog and relies on external system to provide node health checking of local and remote watchdog nodes.

**external** mode is not available in versions prior to Pgpool-II V3.5.

This parameter can only be set at server start.

`wd_monitoring_interfaces_list` (string)

Specify a comma separated list of network device names, to be monitored by the watchdog process for the network link state. If all network interfaces in the list becomes inactive (disabled or cable unplugged), the watchdog will consider it as a complete network failure and the Pgpool-II node will commit the suicide. Specifying an "(empty)" list disables the network interface monitoring. Setting it to

'any' enables the monitoring on all available network interfaces except the loopback. Default is " empty list (monitoring disabled).

`wd_monitoring_interfaces_list` is not available in versions prior to Pgpool-II **V3.5**.

This parameter can only be set at server start.

`wd_interval` (integer)

Specifies the interval between life checks of Pgpool-II in seconds. (A number greater than or equal to 1) Default is 10.

This parameter can only be set at server start.

`wd_priority` (integer)

This parameter can be used to elevate the local watchdog node priority in the elections to select master watchdog node. The node with the higher `wd_priority` value will get selected as master watchdog node when cluster will be electing its new master node at the time of cluster startup or in the event of old master watchdog node failure

`wd_priority` is not available in versions prior to Pgpool-II **V3.5**.

This parameter can only be set at server start.

`wd_ipc_socket_dir` (string)

The directory where the UNIX domain socket accepting Pgpool-II watchdog IPC connections will be created. Default is '/tmp'. Be aware that this socket might be deleted by a cron job. We recommend to set this value to '/var/run' or such directory.

`wd_ipc_socket_dir` is not available in versions prior to Pgpool-II **V3.5**.

This parameter can only be set at server start.

---

### 5.14.7. Lifeclock Heartbeat mode configuration

`wd_heartbeat_port` (integer)

Specifies the UDP port number to receive heartbeat signals. Default is 9694. `wd_heartbeat_port` is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'heartbeat'

This parameter can only be set at server start.

`wd_heartbeat_keepalive` (integer)

Specifies the interval time in seconds between sending the heartbeat signals. Default is 2.

`wd_heartbeat_keepalive` is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'heartbeat'

This parameter can only be set at server start.

`wd_heartbeat_deadtime` (integer)

Specifies the time in seconds before marking the remote watchdog node as failed/dead node, if no heartbeat signal is received within that time. Default is 30 `wd_heartbeat_deadtime` is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'heartbeat'

This parameter can only be set at server start.

`heartbeat_destination0` (string)

Specifies the IP address or `hostname` of destination the remote Pgpool-II for sending the heartbeat signals. Multiple destinations can be configured for the heartbeat singnals, the number at the end of the parameter name is referred as the "destination number", that starts from 0.

`heartbeat_destination` is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'heartbeat'

This parameter can only be set at server start.

heartbeat\_destination\_port0 (integer)

Specifies the destination port number for the heartbeat\_destinationX of the remote Pgpool-II for sending the heartbeat signals. Multiple destinations can be configured for the heartbeat signals, the number at the end of the parameter name is referred as the "destination number", that starts from 0.

heartbeat\_destination\_port is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'heartbeat'

This parameter can only be set at server start.

heartbeat\_device0 (string)

Specifies the network device name for sending the heartbeat signals to the destination specified by heartbeat\_destinationX:heartbeat\_destination\_portX. Different heartbeat devices can be configured for each heartbeat destination by changing the value of X(destination number). at the end of parameter name. The destination index number starts from 0.

heartbeat\_device is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'heartbeat'

This parameter can only be set at server start.

---

### 5.14.8. Lifecycle Query mode configuration

wd\_life\_point (integer)

Specifies the number of times to retry a failed life check of pgpool-II. Valid value could be a number greater than or equal to 1. Default is 3.

wd\_life\_point is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'query'

This parameter can only be set at server start.

wd\_lifecycle\_query (string)

Specifies the query to use for the life check of remote Pgpool-II. Default is "SELECT 1".

wd\_lifecycle\_query is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'query'

This parameter can only be set at server start.

wd\_lifecycle\_dbname (string)

Specifies the database name for the connection used for the life check of remote Pgpool-II. Default is "template1".

wd\_lifecycle\_dbname is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'query'

This parameter can only be set at server start.

wd\_lifecycle\_user (string)

Specifies the user name for the connection used for the life check of remote Pgpool-II. Default is "nobody".

wd\_lifecycle\_user is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'query'

This parameter can only be set at server start.

wd\_lifecycle\_password (string)

Specifies the password for the user used for the life check of remote Pgpool-II. Default is "(empty)".

wd\_lifecycle\_password is only applicable if the [wd\\_lifecycle\\_method](#) is set to 'query'

This parameter can only be set at server start.

---

### 5.14.9. Watchdog servers configurations

other\_pgpool\_hostname0 (string)

Specifies the hostname of remote **Pgpool-II** server for watchdog node. The number at the end of the parameter name is referred as "server id", and it starts from 0.

This parameter can only be set at server start.

`other_pgpool_port0` (integer)

Specifies the port number of the remote **Pgpool-II** server for watchdog node. The number at the end of the parameter name is referred as "server id", and it starts from 0.

This parameter can only be set at server start.

`other_wd_port0` (integer)

Specifies the watchdog port number of the remote **Pgpool-II** server for watchdog node. The number at the end of the parameter name is referred as "server id", and it starts from 0.

This parameter can only be set at server start.

---

## 5.15. Misc Configuration Parameters

`relcache_expire` (integer)

Specifies the relation cache expiration time in seconds. The relation cache is used for caching the query result of **PostgreSQL** system catalogs that is used by **Pgpool-II** to get various informations including the table structures and to check table types(e.g. To check if the referred table is a temporary table or not). The cache is maintained in the local memory space of **Pgpool-II** child process and its lifetime is same as of the child process. So If the table is modified using **ALTER TABLE** or some other means, the relcache becomes inconsistent. For this purpose, `relcache_expire` controls the life time of the cache. Default is 0, which means the cache never expires.

This parameter can only be set at server start.

`relcache_size` (integer)

Specifies the number of relcache entries. Default is 256.

**Note:** If the below message frequently appears in the **Pgpool-II** log, you may need to increase the `relcache_size` for better performance.

```
"pool_search_relcache: cache replacement happened"
```

This parameter can only be set at server start.

`check_temp_table` (boolean)

Setting to on, enables the temporary table check in the **SELECT** statements. To check the temporary table **Pgpool-II** queries the system catalog of primary/master **PostgreSQL** backend, which increases the load on the primary/master server. If you are absolutely sure that your system never uses temporary tables, then you can safely turn off the `check_temp_table`. Default is on.

This parameter can be changed by reloading the **Pgpool-II** configurations. You can also use [PGPOOL SET](#) command to alter the value of this parameter for a current session.

`check_unlogged_table` (boolean)

Setting to on, enables the unlogged table check in the **SELECT** statements. To check the unlogged table **Pgpool-II** queries the system catalog of primary/master **PostgreSQL** backend which increases the load on the primary/master server. If you are absolutely sure that your system never uses the unlogged tables (for example, you are using 9.0 or earlier version of **PostgreSQL**) then you can safely turn off the

`check_unlogged_table`. Default is on.

This parameter can be changed by reloading the **Pgpool-II** configurations. You can also use [PGPOOL SET](#) command to alter the value of this parameter for a current session.

`pid_file_name` (string)

Specifies the full path to a file to store the **Pgpool-II** process id. The `pid_file_name` path can be specified as relative to the location of `pgpool.conf` file or as an absolute path. Default is `/var/run/pgpool/pgpool.pid`.

This parameter can only be set at server start.

`logdir` (string)

Specifies the full path to a directory to store the `pool_status`. Default is `/tmp`.

This parameter can only be set at server start.

---

## Chapter 6. Client Authentication

Since **Pgpool-II** is a middleware that works between PostgreSQL servers and a PostgreSQL database client, so when a client application connects to the **Pgpool-II**, **Pgpool-II** in turn connects to the PostgreSQL servers using the same credentials to serve the incoming client connection. Thus, all the access privileges and restrictions defined for the user in PostgreSQL gets automatically applied to all **Pgpool-II** clients, with an exceptions of the authentications on PostgreSQL side that depends on the client's IP addresses or hostnames. Reason being the connections to the PostgreSQL server are made by **Pgpool-II** on behalf of the connecting clients and PostgreSQL server can only see the IP address of the **Pgpool-II** server and not that of the actual client. Therefore, for the client host based authentications **Pgpool-II** has the `pool_hba` mechanism similar to the `pg_hba` mechanism for authenticating the incoming client connections. -->

---

### 6.1. The `pool_hba.conf` File

Just like the `pg_hba.conf` file for PostgreSQL, **Pgpool-II** supports a similar client authentication function using a configuration file called `pool_hba.conf`. **Pgpool-II** installation also includes the sample `pool_hba.conf.sample` file in the default configuration directory (`/usr/local/etc`). By default, `pool_hba` authentication is disabled, and setting `enable_pool_hba` to on enables it. see the [enable\\_pool\\_hba](#) configuration parameter.

The format of the `pool_hba.conf` file follows very closely PostgreSQL's `pg_hba.conf` format. The general format of the `pool_hba.conf` file is a set of records, one per line. Blank lines are ignored, as is any text after the `#` comment character. Records cannot be continued across lines. A record is made up of a number of fields which are separated by spaces and/or tabs. Fields can contain white space if the field value is double-quoted. Quoting one of the keywords in a database, user, or address field (e.g., `all` or `replication`) makes the word lose its special meaning, and just match a database, user, or host with that name.

Each record specifies a connection type, a client IP address range (if relevant for the connection type), a database name, a user name, and the authentication method to be used for connections matching these parameters. The first record with a matching connection type, client address, requested database, and user name is used to perform authentication. There is no "fall-through" or "backup": if one record is chosen and the authentication fails, subsequent records are not considered. If no record matches, access is denied.

A record can have one of the following formats

local	<b>database user auth-method [auth-options]</b>
host	<b>database user CIDR-address auth-method [auth-options]</b>

The meaning of the fields is as follows:

local

This record matches connection attempts using Unix-domain sockets. Without a record of this type, Unix-domain socket connections are disallowed.

host

This record matches connection attempts made using TCP/IP. `host` records match either **SSL** or non-SSL

connection attempts.

**Note:** Remote TCP/IP connections will not be possible unless the server is started with an appropriate value for the [listen\\_addresses](#) configuration parameter, since the default behavior is to listen for TCP/IP connections only on the local loopback address `localhost`.

#### *database*

Specifies which database name(s) this record matches. The value `all` specifies that it matches all databases.

**Note:** "samegroup" for database field is not supported:

Since `Pgpool-II` does not know anything about users in the `PostgreSQL` backend server, the database name is simply compared against the entries in the `databaseE` field of `pool_hba.conf`.

#### *user*

Specifies which database user name(s) this record matches. The value `all` specifies that it matches all users. Otherwise, this is the name of a specific database user

**Note:** group names following "+" for user field is not supported:

This is for the same reason as for the "samegroup" of database field. A user name is simply checked against the entries in the `user` field of `pool_hba.conf`.

#### *address*

Specifies the client machine address(es) that this record matches. An IP address range is specified using standard numeric notation for the range's starting address, then a slash (/) and a `CIDR` mask length. The mask length indicates the number of high-order bits of the client IP address that must match. Bits to the right of this should be zero in the given IP address. There must not be any white space between the IP address, the /, and the CIDR mask length.

**Note:** Pv6 IP address/mask is currently not supported

This field only applies to `host` records.

#### *auth-method*

Specifies the authentication method to use when a connection matches this record. The possible choices are summarized here; details are in [Section 6.2](#).

#### *trust*

Allow the connection unconditionally. This method allows anyone that can connect to the `Pgpool-II`.

#### *reject*

Reject the connection unconditionally. This is useful for "filtering out" certain hosts, for example a `reject` line could block a specific host from connecting.

md5

Require the client to supply a double-MD5-hashed password for authentication.

**Note:** To use `md5` authentication, you need to register the user name and password in `"pool_passwd"`. See [Section 6.2.2](#) for more details.

pam

Authenticate using the Pluggable Authentication Modules (PAM) service provided by the operating system. See [Section 6.2.3](#) for details.

PAM authentication is supported using user information on the host where `Pgpool-II` is running. To enable PAM support the `Pgpool-II` must be configured with `"--with-pam"`

To enable PAM authentication, you must create a service-configuration file for `Pgpool-II` in the system's PAM configuration directory (that is usually located at `"/etc/pam.d"`). A sample service-configuration file is also installed as `"share/pgpool.pam"` under the install directory.

*auth-options*

After the **auth-method** field, there can be field(s) of the form **name=value** that specify options for the authentication method.

Since the `pool_hba.conf` records are examined sequentially for each connection attempt, the order of the records is significant. Typically, earlier records will have tight connection match parameters and weaker authentication methods, while later records will have looser match parameters and stronger authentication methods. For example, one might wish to use `trust` authentication for local TCP/IP connections but require a password for remote TCP/IP connections. In this case a record specifying `trust` authentication for connections from 127.0.0.1 would appear before a record specifying password authentication for a wider range of allowed client IP addresses.

**Tip:** All `pool_hba` authentication options described in this section are about the authentication taking place between a client and the `Pgpool-II`. A client still has to go through the `PostgreSQL`'s authentication process and must have the `CONNECT` privilege for the database on the backend `PostgreSQL` server.

As far as `pool_hba` is concerned, it does not matter if a user name and/or database name given by a client (i.e. `psql -U testuser testdb`) really exists in the backend. `pool_hba` only cares if a match in the `pool_hba.conf` can be found or not.

Some examples of `pool_hba.conf` entries. See the next section for details on the different authentication methods.

### Example 6-1. Example `pool_hba.conf` Entries

```
# Allow any user on the local system to connect to any database with
# any database user name using Unix-domain sockets (the default for local
# connections).
#
# TYPE DATABASE USER ADDRESS METHOD
local all all trust

# The same using local loopback TCP/IP connections.
#
# TYPE DATABASE USER ADDRESS METHOD
host all all 127.0.0.1/32 trust

# Allow any user from host 192.168.12.10 to connect to database
# "postgres" if the user's password is correctly supplied.
#
# TYPE DATABASE USER ADDRESS METHOD
host postgres all 192.168.12.10/32 md5
```

## 6.2. Authentication Methods

The following subsections describe the authentication methods in more detail.

### 6.2.1. Trust Authentication

When `trust` authentication is specified, **Pgpool-II** assumes that anyone who can connect to the server is authorized to access connect with whatever database user name they specify.

### 6.2.2. MD5 Password Authentication

This authentication method is the password-based authentication methods in which MD-5-hashed password is sent by client. Since **Pgpool-II** does not has the visibility of **PostgreSQL**'s database user password and client application only sends the MD5-hash of the password, so `md5` authentication in **Pgpool-II** is supported using the [pool\\_passwd](#) authentication file.

#### 6.2.2.1. Authentication file format

This `pool_passwd` file should contain lines in the following format:

```
"username:encrypted_passwd"
```

#### 6.2.2.2. Setting md5 Authentication

here are the steps to enable `md5` authentication:

1- Login as the database's operating system user and type "`pg_md5 --md5auth --username=` " user name and `md5` encrypted password are registered into `pool_passwd`. If `pool_passwd` does not exist yet, `pg_md5` command will automatically create it for you.

**Note:** user name and password must be identical to those registered in **PostgreSQL** server

2- Add an appropriate `md5` entry to `pool_hba.conf`. See [Section 6.1](#) for more details.



3- After changing md5 password(in both pool\_passwd and PostgreSQL of course), reload the pgpool configurations.

---

### 6.2.3. PAM Authentication

This authentication method uses PAM (Pluggable Authentication Modules) as the authentication mechanism. The default PAM service name is pgpool. PAM authentication is supported using user information on the host where Pgpool-II is executed. For more information about PAM, please read the [Linux-PAM Page](#).

To enable PAM authentication, you need to create a service-configuration file for Pgpool-II in the system's PAM configuration directory (which is usually at "/etc/pam.d"). A sample service-configuration file is installed as "share/pgpool.pam" under the install directory.

**Note:** To enable PAM support the Pgpool-II must be configured with "--with-pam"

## III. Examples

Various examples

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---

## Chapter 7. Configuration Examples

### 7.1. Basic Configuration Example

#### 7.1.1. Let's Begin!

First, we must learn how to install and configure Pgpool-II and database nodes before using replication.

---

##### 7.1.1.1. Installing Pgpool-II

Installing Pgpool-II is very easy. In the directory which you have extracted the source tar ball, execute the following commands.

```
$ ./configure
$ make
$ make install
```

configure script collects your system information and use it for the compilation procedure. You can pass command line arguments to configure script to change the default behavior, such as the installation directory. Pgpool-II will be installed to /usr/local directory by default.

make command compiles the source code, and make install will install the executables. You must have write permission on the installation directory. In this tutorial, we will install Pgpool-II in the default /usr/local directory.

---

**Note:** Pgpool-II requires `libpq` library in PostgreSQL 7.4 or later (version 3 protocol).

If the `configure` script displays the following error message, the `libpq` library may not be installed, or it is not of version 3

```
configure: error: libpq is not installed or libpq is old
```

If the library is version 3, but the above message is still displayed, your `libpq` library is probably not recognized by the `configure` script. The `configure` script searches for `libpq` library under `/usr/local/pgsql`. If you have installed the PostgreSQL in a directory other than `/usr/local/pgsql`, use `--with-pgsql`, or `--with-pgsql-includedir` and `--with-pgsql-libdir` command line options when you execute `configure`.

### 7.1.1.2. Configuration Files

Pgpool-II configuration parameters are saved in the `pgpool.conf` file. The file is in "parameter = value" per line format. When you install Pgpool-II, `pgpool.conf.sample` is automatically created. We recommend copying and renaming it to `pgpool.conf`, and edit it as you like.

```
$ cp /usr/local/etc/pgpool.conf.sample /usr/local/etc/pgpool.conf
```

Pgpool-II only accepts connections from the localhost using port 9999. If you wish to receive connections from other hosts, set `listen_addresses` to `*`.

```
listen_addresses = 'localhost'
port = 9999
```

We will use the default parameters in this tutorial.

### 7.1.1.3. Configuring PCP Commands

Pgpool-II has an interface for administrative purpose to retrieve information on database nodes, shutdown Pgpool-II, etc. via network. To use PCP commands, user authentication is required. This authentication is different from PostgreSQL's user authentication. A user name and password need to be defined in the `pcp.conf` file. In the file, a user name and password are listed as a pair on each line, and they are separated by a colon (:). Passwords are encrypted in md5 hash format.

```
postgres:e8a48653851e28c69d0506508fb27fc5
```

When you install Pgpool-II, `pcp.conf.sample` is automatically created. We recommend copying and renaming it to `pcp.conf`, and edit it.

```
$ cp /usr/local/etc/pcp.conf.sample /usr/local/etc/pcp.conf
```

To encrypt your password into md5 hash format, use the `pg_md5` command, which is installed as one of Pgpool-II's executables. `pg_md5` takes text as a command line argument, and displays its md5-hashed text. For example, give "postgres" as the command line argument, and `pg_md5` displays md5-hashed text on its standard output.

```
$ /usr/bin/pg_md5 postgres
e8a48653851e28c69d0506508fb27fc5
```

PCP commands are executed via network, so the port number must be configured with [pcp\\_port](#) parameter in `pgpool.conf` file. We will use the default 9898 for [pcp\\_port](#) in this tutorial.

```
pcp_port = 9898
```

#### 7.1.1.4. Preparing Database Nodes

Now, we need to set up backend PostgreSQL servers for Pgpool-II. These servers can be placed within the same host as Pgpool-II, or on separate machines. If you decide to place the servers on the same host, different port numbers must be assigned for each server. If the servers are placed on separate machines, they must be configured properly so that they can accept network connections from Pgpool-II.

```
backend_hostname0 = 'localhost'
backend_port0 = 5432
backend_weight0 = 1
backend_hostname1 = 'localhost'
backend_port1 = 5433
backend_weight1 = 1
backend_hostname2 = 'localhost'
backend_port2 = 5434
backend_weight2 = 1
```

For [backend\\_hostname](#), [backend\\_port](#), [backend\\_weight](#), set the node's hostname, port number, and ratio for load balancing. At the end of each parameter string, node ID must be specified by adding positive integers starting with 0 (i.e. 0, 1, 2..).

**Note:** [backend\\_weight](#) parameters for all nodes are set to 1, meaning that SELECT queries are equally distributed among three servers.

#### 7.1.1.5. Starting/Stopping Pgpool-II

To fire up Pgpool-II, execute the following command on a terminal.

```
$ pgpool
```

The above command, however, prints no log messages because Pgpool-II detaches the terminal. If you want to show Pgpool-II log messages, you pass `-n` option to `pgpool` command so Pgpool-II is executed as non-daemon process, and the terminal will not be detached.

```
$ pgpool -n &
```

The log messages are printed on the terminal, so it is recommended to use the following options.

```
$ pgpool -n -d > /tmp/pgpool.log 2>&1 &
```

The `-d` option enables debug messages to be generated. The above command keeps appending log messages to `/tmp/pgpool.log`. If you need to rotate log files, pass the logs to a external command which has log rotation function. For example, you can use [rotatelogs](#) from Apache2:

```
$ pgpool -n 2>&1 | /usr/local/apache2/bin/rotatelog \
-l -f /var/log/pgpool/pgpool.log.%A 86400 &
```

This will generate a log file named "pgpool.log.Thursday" then rotate it 00:00 at midnight. Rotatelog adds logs to a file if it already exists. To delete old log files before rotation, you could use cron:

```
55 23 * * * /usr/bin/find /var/log/pgpool -type f -mtime +5 -exec /bin/rm -f '{}';
```

Please note that rotatelog may exist as `/usr/sbin/rotatelog2` in some distributions. `-f` option generates a log file as soon as `rotatelog` starts and is available in apache2 2.2.9 or greater. Also [cronolog](#) can be used.

```
$ pgpool -n 2>&1 | /usr/sbin/cronolog \
--hardlink=/var/log/pgsql/pgpool.log \
'/var/log/pgsql/%Y-%m-%d-pgpool.log' &
```

To stop Pgpool-II execute the following command.

```
$ pgpool stop
```

If any client is still connected, Pgpool-II waits for it to disconnect, and then terminates itself. Run the following command instead if you want to shutdown Pgpool-II forcibly.

```
$ pgpool -m fast stop
```

---

### 7.1.2. Your First Replication

Replication (see [Section 5.3.2](#)) enables the same data to be copied to multiple database nodes. In this section, we'll use three database nodes, which we have already set up in [Section 7.1.1](#), and takes you step by step to create a database replication system. Sample data to be replicated will be generated by the [pgbench](#) benchmark program.

---

#### 7.1.2.1. Configuring Replication

To enable the database replication function, set [replication\\_mode](#) to on in `pgpool.conf` file.

```
replication_mode = true
```

When [replication\\_mode](#) is on, Pgpool-II will send a copy of a received query to all the database nodes. In addition, when [load\\_balance\\_mode](#) is set to true, Pgpool-II will distribute `SELECT` queries among the database nodes.

```
load_balance_mode = true
```

In this section, we will enable both [replication\\_mode](#) and [load\\_balance\\_mode](#).

---

#### 7.1.2.2. Checking Replication

To reflect the changes in `pgpool.conf`, Pgpool-II must be restarted. Please refer to "Starting/Stopping Pgpool-II" [Section 7.1.1.5](#). After configuring `pgpool.conf` and restarting the Pgpool-II, let's try the actual replication and

see if everything is working. First, we need to create a database to be replicated. We will name it "bench\_replication". This database needs to be created on all the nodes. Use the [createdb](#) commands through Pgpool-II, and the database will be created on all the nodes.

```
$ createdb -p 9999 bench_replication
```

Then, we'll execute [pgbench](#) with `-i` option. `-i` option initializes the database with pre-defined tables and data.

```
$ pgbench -i -p 9999 bench_replication
```

The following table is the summary of tables and data, which will be created by [pgbench -i](#). If, on all the nodes, the listed tables and data are created, replication is working correctly.

**Table 7-1. data summary**

Table Name	Number of Rows
branches	1
tellers	10
accounts	100000
history	0

Let's use a simple shell script to check the above on all the nodes. The following script will display the number of rows in branches, tellers, accounts, and history tables on all the nodes (5432, 5433, 5434).

```
$ for port in 5432 5433 5434; do
>   echo $port
>   for table_name in branches tellers accounts history; do
>     echo $table_name
>     psql -c "SELECT count(*) FROM $table_name" -p $port bench_replication
>   done
> done
```

---

## 7.2. Watchdog Configuration Example

This tutorial explains the simple way to try "Watchdog". What you need is 2 Linux boxes on which Pgpool-II is installed and a PostgreSQL on the same machine or in the other one. It is enough that 1 node for backend exists. You can use watchdog with Pgpool-II in any mode: replication mode, master/slave mode and raw mode.

This example uses "osspec16" as an Active node and "osspec20" as a Standby node. "Someserver" means one of them.

---

### 7.2.1. Common configurations

Set the following parameters in both of active and standby nodes.

---

#### 7.2.1.1. Enabling watchdog

First of all, set [use\\_watchdog](#) to on.

```
use_watchdog = on
                # Activates watchdog
```

---

### 7.2.1.2. Configure Up stream servers

Specify the up stream servers (e.g. application servers). Leaving it blank is also fine.

```
trusted_servers = "  
                # trusted server list which are used  
                # to confirm network connection  
                # (hostA,hostB,hostC,...)
```

### 7.2.1.3. Watchdog Communication

Specify the TCP port number for watchdog communication.

```
wd_port = 9000  
        # port number for watchdog service
```

### 7.2.1.4. Virtual IP

Specify the IP address to be used as a virtual IP address in the [delegate\\_IP](#).

```
delegate_IP = '133.137.177.143'  
            # delegate IP address
```

**Note:** Make sure the IP address configured as a Virtual IP should be free and is not used by any other machine.

## 7.2.2. Individual Server Configurations

Next, set the following parameters for each Pgpool-II. Specify [other\\_pgpool\\_hostname](#), [other\\_pgpool\\_port](#) and [other\\_wd\\_port](#) with the values of other Pgpool-II server values.

### 7.2.2.1. Active (osspc16) Server configurations

```
other_pgpool_hostname0 = 'osspc20'  
                        # Host name or IP address to connect to for other pgpool 0  
other_pgpool_port0 = 9999  
                    # Port number for other pgpool 0  
other_wd_port0 = 9000  
                # Port number for other watchdog 0
```

### 7.2.2.2. Standby (osspc20) Server configurations

```
other_pgpool_hostname0 = 'osspc16'
                        # Host name or IP address to connect to for other pgpool 0
other_pgpool_port0 = 9999
                        # Port number for other pgpool 0
other_wd_port0 = 9000
                        # Port number for other watchdog 0
```

---

### 7.2.3. Starting Pgpool-II

Start Pgpool-II on each servers from `root` user with `"-n"` switch and redirect log messages into `pgpool.log` file.

---

#### 7.2.3.1. Starting pgpool in Active server (osspc16)

First start the Pgpool-II on Active server.

```
[user@osspc16]$ su -
[root@osspc16]# {installed_dir}/bin/pgpool -n -f {installed_dir}/etc/pgpool.conf > pgpool.log 2>&1
```

Log messages will show that **Pgpool-II** has the virtual IP address and starts watchdog process.

```
LOG: I am announcing my self as master/coordinator watchdog node
LOG: I am the cluster leader node
DETAIL: our declare coordinator message is accepted by all nodes
LOG: I am the cluster leader node. Starting escalation process
LOG: escalation process started with PID:59449
LOG: watchdog process is initialized
LOG: watchdog: escalation started
LOG: I am the master watchdog node
DETAIL: using the local backend node status
```

---

#### 7.2.3.2. Starting pgpool in Standby server (osspc20)

Now start the Pgpool-II on Standby server.

```
[user@osspc20]$ su -
[root@osspc20]# {installed_dir}/bin/pgpool -n -f {installed_dir}/etc/pgpool.conf > pgpool.log 2>&1
```

Log messages will show that **Pgpool-II** has joined the watchdog cluster as standby watchdog.

```
LOG: watchdog cluster configured with 1 remote nodes
LOG: watchdog remote node:0 on Linux_osspc16_9000:9000
LOG: interface monitoring is disabled in watchdog
LOG: IPC socket path: "/tmp/.s.PGPOOLWD_CMD.9000"
LOG: watchdog node state changed from [DEAD] to [LOADING]
LOG: new outbond connection to Linux_osspc16_9000:9000
LOG: watchdog node state changed from [LOADING] to [INITIALIZING]
LOG: watchdog node state changed from [INITIALIZING] to [STANDBY]
LOG: successfully joined the watchdog cluster as standby node
DETAIL: our join coordinator request is accepted by cluster leader node "Linux_osspc16_9000"
LOG: watchdog process is initialized
```

---

### 7.2.4. Try it out

Confirm to ping to the virtual IP address.

```
[user@someserver]$ ping 133.137.177.142
PING 133.137.177.143 (133.137.177.143) 56(84) bytes of data.
64 bytes from 133.137.177.143: icmp_seq=1 ttl=64 time=0.328 ms
64 bytes from 133.137.177.143: icmp_seq=2 ttl=64 time=0.264 ms
64 bytes from 133.137.177.143: icmp_seq=3 ttl=64 time=0.412 ms
```

Confirm if the Active server which started at first has the virtual IP address.

```
[root@osspc16]# ifconfig
eth0    ...

eth0:0  inet addr:133.137.177.143 ...

lo      ...
```

Confirm if the Standby server which started not at first doesn't have the virtual IP address.

```
[root@osspc20]# ifconfig
eth0    ...

lo      ...
```

Try to connect PostgreSQL by "psql -h delegate\_IP -p port".

```
[user@someserver]$ psql -h 133.137.177.142 -p 9999 -l
```

---

### 7.2.5. Switching virtual IP

Confirm how the Standby server works when the Active server can't provide its service. Stop Pgpool-II on the Active server.

```
[root@osspc16]# {installed_dir}/bin/pgpool stop
```

Then, the Standby server starts to use the virtual IP address. Log shows:

```
LOG: remote node "Linux_osp16_9000" is shutting down
LOG: watchdog cluster has lost the coordinator node
LOG: watchdog node state changed from [STANDBY] to [JOINING]
LOG: watchdog node state changed from [JOINING] to [INITIALIZING]
LOG: I am the only alive node in the watchdog cluster
HINT: skipping stand for coordinator state
LOG: watchdog node state changed from [INITIALIZING] to [MASTER]
LOG: I am announcing my self as master/coordinator watchdog node
LOG: I am the cluster leader node
DETAIL: our declare coordinator message is accepted by all nodes
LOG: I am the cluster leader node. Starting escalation process
LOG: watchdog: escalation started
LOG: watchdog escalation process with pid: 59551 exit with SUCCESS.
```

Confirm to ping to the virtual IP address.



```
[user@someserver]$ ping 133.137.177.142
PING 133.137.177.143 (133.137.177.143) 56(84) bytes of data.
64 bytes from 133.137.177.143: icmp_seq=1 ttl=64 time=0.328 ms
64 bytes from 133.137.177.143: icmp_seq=2 ttl=64 time=0.264 ms
64 bytes from 133.137.177.143: icmp_seq=3 ttl=64 time=0.412 ms
```

Confirm that the Active server doesn't use the virtual IP address any more.

```
[root@osspc16]# ifconfig
eth0    ...

lo      ...
```

Confirm that the Standby server uses the virtual IP address.

```
[root@osspc20]# ifconfig
eth0    ...

eth0:0  inet addr:133.137.177.143 ...

lo      ...
```

Try to connect PostgreSQL by "psql -h delegate\_IP -p port".

```
[user@someserver]$ psql -h 133.137.177.142 -p 9999 -l
```

---

## 7.2.6. More

### 7.2.6.1. Lifecycle

There are the parameters about watchdog's monitoring. Specify the interval to check [wd\\_interval](#), the count to retry [wd\\_life\\_point](#), the query to check [wd\\_lifecycle\\_query](#) and finally the type of lifecycle [wd\\_lifecycle\\_method](#).

```
wd_lifecycle_method = 'query'
                        # Method of watchdog lifecycle ('heartbeat' or 'query' or 'external')
                        # (change requires restart)
wd_interval = 10
                        # lifecycle interval (sec) > 0
wd_life_point = 3
                        # lifecycle retry times
wd_lifecycle_query = 'SELECT 1'
                        # lifecycle query to pgpool from watchdog
```

---

### 7.2.6.2. Switching virtual IP address

There are the parameters for switching the virtual IP address. Specify switching commands [if\\_up\\_cmd](#), [if\\_down\\_cmd](#), the path to them [if\\_cmd\\_path](#), the command executed after switching to send ARP request [arping\\_cmd](#) and the path to it [arping\\_path](#).

```

ifconfig_path = '/sbin'
                # ifconfig command path
if_up_cmd = 'ifconfig eth0:0 inet $_IP_$ netmask 255.255.255.0'
                # startup delegate IP command
if_down_cmd = 'ifconfig eth0:0 down'
                # shutdown delegate IP command

arping_path = '/usr/sbin'      # arping command path

arping_cmd = 'arping -U $_IP_$ -w 1'

```

You can also use the custom scripts to bring up and bring down the virtual IP using [wd\\_escalation\\_command](#) and [wd\\_de\\_escalation\\_command](#) configurations.

## 7.3. Pgpool-II + Watchdog Setup Example

This section shows an example of streaming replication configuration using Pgpool-II. In this example, we use 3 Pgpool-II servers to manage PostgreSQL servers to create a robust cluster system and avoid the single point of failure or split brain.

### 7.3.1. Requirements

We assume that all the Pgpool-II servers and the PostgreSQL servers are in the same subnet.

### 7.3.2. Cluster System Configuration

We use 2 PostgreSQL servers and 3 Pgpool-II servers with CentOS7. Let these servers be osspc16, osspc17, osspc18, osspc19 and osspc20.

#### Figure 7-1. Cluster System Configuration

□

**Note:** The roles of Active, Standby, Primary, Standby are not fixed and may be changed by further operations.

### 7.3.3. Installation

In this example, we install Pgpool-II and PostgreSQL by using RPM packages.

**Table 7-2. Pgpool-II, PostgreSQL version informations and Configuration**

Server	Version	Host Name	Port	\$PGDATA Directory
PostgreSQL server (primary)	PostgreSQL 9.6.1	osspc19	5432	/var/lib/pgsql/9.6/data
PostgreSQL server (standby)	PostgreSQL 9.6.1	osspc20	5432	/var/lib/pgsql/9.6/data
Pgpool-II server	Pgpool-II 3.6.1	osspc16	9999	-
Pgpool-II server	Pgpool-II 3.6.1	osspc17	9999	-
Pgpool-II server	Pgpool-II 3.6.1	osspc18	9999	-

Install Pgpool-II by using Pgpool-II YUM repository.

```
# yum install http://www.pgpool.net/yum/rpms/3.6/redhat/rhel-7-x86_64/pgpool-II-release-3.6-1.noarch.rpm
# yum install pgpool-II-pg96
# yum install pgpool-II-pg96-debuginfo
# yum install pgpool-II-pg96-devel
# yum install pgpool-II-pg96-extensions
```

Install PostgreSQL by using PostgreSQL YUM repository.

```
# yum install https://yum.postgresql.org/9.6/redhat/rhel-7-x86_64/pgdg-centos96-9.6-3.noarch.rpm
# yum install postgresql96 postgresql96-devel postgresql96-server
```

### 7.3.4. Before Starting

Before you start the configuration process, please check the following prerequisites.

- Set up PostgreSQL streaming replication on the primary server. In this example, we use WAL archiving.

First, we create the directory `/var/lib/pgsql/archivedir` to store WAL segments on both PostgreSQL servers (`osspc19` and `osspc20`).

```
[PostgreSQL server]$ mkdir /var/lib/pgsql/archivedir
```

Then we edit the configuration file `$PGDATA/postgresql.conf` on `osspc19` (primary) as follows.

```
listen_addresses = '*'
wal_level = hot_standby
max_wal_senders = 2

archive_mode = on
archive_command = 'cp "%p" "/var/lib/pgsql/archivedir/%f"'
```

We use the online recovery functionality of Pgpool-II to setup standby server after the primary server is started.

- Because of the security reasons, we create a user `repl` solely used for replication purpose, and a user `pgpool` for streaming replication delay check and health check of Pgpool-II. Assuming that all the Pgpool-II servers and the PostgreSQL servers are in the network of `133.137.174.0/24`, and edit `pg_hba.conf` to enable `md5` authentication method.

host	all	pgpool	133.137.174.0/24	md5
host	all	all	0.0.0.0/0	md5
host	replication	repl	133.137.174.0/24	md5

- To use the failover and online recovery of Pgpool-II, the settings that allow SSH without password to other servers (`osspc16` - `osspc20`) are necessary.
- To allow `repl` user without specifying password for streaming replication and online recovery, we create the `.pgpass` file in `postgres` user's home directory and change the permission to `600` on both PostgreSQL servers `osspc19` and `osspc20`.

```
[osspc19]$ cat /var/lib/pgsql/.pgpass
osspc20:5432:replication:repl:<password of repl user>
```

```
[osspc20]$ cat /var/lib/pgsql/.pgpass  
osspc19:5432:replication:repl:<passowrd of repl user>
```

```
$ chmod 600 /var/lib/pgsql/.pgpass
```

- When **Pgpool-II** connects to other **Pgpool-II** servers or **PostgreSQL** servers, the target port must be accessible by enabling firewall management softwares. Following is an example for **CentOS/RHEL7**.

```
[PostgreSQL server]# firewall-cmd --permanent --zone=public --add-service=postgresql  
[PostgreSQL server]# firewall-cmd --reload
```

- The following commands are to enable **Pgpool-II** and **PostgreSQL** start on system boot.

```
[Pgpool-II server]# systemctl enable pgpool.service
```

```
[PostgreSQL server]# systemctl enable postgresql.service
```

---

## 7.3.5. Pgpool-II Configuration

### 7.3.5.1. Common Settings

Here are the common settings on `osspc16`, `osspc17` and `osspc18`.

When installing **Pgpool-II** from RPM, all the **Pgpool-II** configuration files are in `/etc/pgpool-II`. In this example, we copy the sample configuration file for streaming replication mode.

```
# cp /etc/pgpool-II/pgpool.conf.sample-stream /etc/pgpool-II/pgpool.conf
```

To allow **Pgpool-II** to accept all incoming connections, we set `listen_addresses = '*'`.

```
listen_addresses = '*'
```

Specify replication delay check user and password.

```
sr_check_user = 'pgpool'  
sr_check_password = 'pgpool'
```

Enable health check so that **pgpool-II** performs failover. Also, if the network is unstable, the health check fails even though the backend is running properly, failover or degenerate operation may occur. In order to prevent such incorrect detection of health check, we set `health_check_max_retries = 10`.

```

health_check_period = 5
                # Health check period
                # Disabled (0) by default
health_check_timeout = 20
                # Health check timeout
                # 0 means no timeout
health_check_user = 'pgpool'
health_check_password = 'pgpool'

health_check_max_retries = 10

```

Specify the backend informations with `osspc19` and `osspc20`.

```

# - Backend Connection Settings -

backend_hostname0 = 'osspc19'
                # Host name or IP address to connect to for backend 0
backend_port0 = 5432
                # Port number for backend 0
backend_weight0 = 1
                # Weight for backend 0 (only in load balancing mode)
backend_data_directory0 = '/var/lib/pgsql/9.6/data'
                # Data directory for backend 0
backend_flag0 = 'ALLOW_TO_FAILOVER'
                # Controls various backend behavior
                # ALLOW_TO_FAILOVER or DISALLOW_TO_FAILOVER
backend_hostname1 = 'osspc20'
backend_port1 = 5432
backend_weight1 = 1
backend_data_directory1 = '/var/lib/pgsql/9.6/data'
backend_flag1 = 'ALLOW_TO_FAILOVER'

```

### 7.3.5.2. Failover configuration

Specify `failover_command` to execute `failover.sh` script. The special characters `%d %P %H %R` in `failover_command` are replaced with DB node ID of the detached node, Old primary node ID, Hostname of the new master node, Database cluster directory of the new master node.

```

failover_command = '/etc/pgpool-II/failover.sh %d %P %H %R'

```

Create `/etc/pgpool-II/failover.sh`, and set the file permission to 755.

```

# vi /etc/pgpool-II/failover.sh
# chmod 755 /etc/pgpool-II/failover.sh

```

- `/etc/pgpool-II/failover.sh`

```

#!/bin/sh -x
# Execute command by failover.
# special values: %d = node id
#                %h = host name
#                %p = port number
#                %D = database cluster path
#                %m = new master node id
#                %M = old master node id
#                %H = new master node host name
#                %P = old primary node id
#                %R = new master database cluster path
#                %r = new master port number
#                %% = '%' character

falling_node=$1      # %d
old_primary=$2       # %P
new_primary=$3       # %H
pgdata=$4           # %R

pghome=/usr/pgsql-9.6
log=/var/log/pgpool/failover.log

date >> $log
echo "failed_node_id=$falling_node new_primary=$new_primary" >> $log

if [ $falling_node = $old_primary ]; then
    if [ $UID -eq 0 ]
    then
        su postgres -c "ssh -T postgres@$new_primary $pghome/bin/pg_ctl promote -D $pgdata"
    else
        ssh -T postgres@$new_primary $pghome/bin/pg_ctl promote -D $pgdata
    fi
    exit 0;
fi;
exit 0;

```

### 7.3.5.3. Pgpool-II Online Recovery Configurations

Next, in order to perform online recovery with Pgpool-II we specify the PostgreSQL user name and online recovery command `recovery_1st_stage`. Then, we create `recovery_1st_stage` and `pgpool_remote_start` in database cluster directory of PostgreSQL primary server, and set the file permissions to 755.

```

recovery_user = 'postgres'
                # Online recovery user
recovery_password = 'postgres'
                # Online recovery password

recovery_1st_stage_command = 'recovery_1st_stage'

```

```

$ vi /var/lib/pgsql/9.6/data/recovery_1st_stage
$ vi /var/lib/pgsql/9.6/data/pgpool_remote_start
$ chmod 755 /var/lib/pgsql/9.6/data/recovery_1st_stage
$ chmod 755 /var/lib/pgsql/9.6/data/pgpool_remote_start

```

- /var/lib/pgsql/9.6/data/recovery\_1st\_stage

```
#!/bin/bash -x
# Recovery script for streaming replication.

pgdata=$1
remote_host=$2
remote_pgdata=$3
port=$4

pghome=/usr/pgsql-9.6
archivedir=/var/lib/pgsql/archivedir
hostname=$(hostname)

ssh -T postgres@$remote_host "
rm -rf $remote_pgdata
$pghome/bin/pg_basebackup -h $hostname -U repl -D $remote_pgdata -x -c fast
rm -rf $archivedir/*

cd $remote_pgdata
cp postgresql.conf postgresql.conf.bak
sed -e 's/#*hot_standby = off/hot_standby = on/' postgresql.conf.bak > postgresql.conf
rm -f postgresql.conf.bak
cat > recovery.conf << EOT
standby_mode = 'on'
primary_conninfo = 'host="$hostname" port=$port user=repl'
restore_command = 'scp $hostname:$archivedir/%f %p'
EOT
"
```

- /var/lib/pgsql/9.6/data/pgpool\_remote\_start

```
#!/bin/sh -x

pghome=/usr/pgsql-9.6
remote_host=$1
remote_pgdata=$2

# Start recovery target PostgreSQL server
ssh -T $remote_host $pghome/bin/pg_ctl -w -D $remote_pgdata start > /dev/null 2>&1 < /dev/null &
```

In order to use the online recovery functionality, the functions of `pgpool_recovery`, `pgpool_remote_start`, `pgpool_switch_xlog` are required, so we need install `pgpool_recovery` on template1 of PostgreSQL server `osspc19`.

```
# su - postgres
$ psql template1
=# CREATE EXTENSION pgpool_recovery;
```

#### 7.3.5.4. Client Authentication Configuration

Because in the section [Before Starting](#), we already set PostgreSQL authentication method to `md5`, it is necessary to set a client authentication by `Pgpool-II` to connect to backend nodes. When installing from RPM, the `Pgpool-II` configuration file `pool_hba.conf` is in `/etc/pgpool-II`. By default, `pool_hba` authentication is disabled, and set `enable_pool_hba = on` to enable it.

```
enable_pool_hba = on
```

The format of `pool_hba.conf` file follows very closely PostgreSQL's `pg_hba.conf` format. Set `pgpool` and `postgres` user's authentication method to `md5`.

host	all	pgpool	0.0.0.0/0	md5
host	all	postgres	0.0.0.0/0	md5

To use md5 authentication, we need to register the user name and password in file `pool_passwd`. Execute command `pg_md5 --md5auth --username=<user name> <password>` to register user name and MD5-hashed password in file `pool_passwd`. If `pool_passwd` doesn't exist yet, it will be created in the same directory as `pgpool.conf`.

```
# pg_md5 --md5auth --username=pgpool <password of pgpool user>
# pg_md5 --md5auth --username=postgres <password of postgres user>
```

### 7.3.5.5. Watchdog Configuration

Enable watchdog functionality on `osspc16`, `osspc17`, `osspc18`.

```
use_watchdog = on
```

Specify virtual IP address that accepts connections from clients on `osspc16`, `osspc17`, `osspc18`. Ensure that the IP address set to virtual IP isn't used yet.

```
delegate_IP = '133.137.174.153'
```

Specify the hostname and port number of each **Pgpool-II** server.

- `osspc16`

```
wd_hostname = 'osspc16'
wd_port = 9000
```

- `osspc17`

```
wd_hostname = 'osspc17'
wd_port = 9000
```

- `osspc18`

```
wd_hostname = 'osspc18'
wd_port = 9000
```

Specify the hostname, **Pgpool-II** port number, and watchdog port number of monitored **Pgpool-II** servers on each **Pgpool-II** server.

- `osspc16`

```
# - Other pgpool Connection Settings -

other_pgpool_hostname0 = 'osspc17'
                        # Host name or IP address to connect to for other pgpool 0
                        # (change requires restart)
other_pgpool_port0 = 9999
                        # Port number for other pgpool 0
                        # (change requires restart)
other_wd_port0 = 9000
                        # Port number for other watchdog 0
                        # (change requires restart)
other_pgpool_hostname1 = 'osspc18'
other_pgpool_port1 = 9999
other_wd_port1 = 9000
```



- osspc17

```
# - Other pgpool Connection Settings -

other_pgpool_hostname0 = 'osspc16'
                        # Host name or IP address to connect to for other pgpool 0
                        # (change requires restart)
other_pgpool_port0 = 9999
                        # Port number for other pgpool 0
                        # (change requires restart)
other_wd_port0 = 9000
                        # Port number for other watchdog 0
                        # (change requires restart)
other_pgpool_hostname1 = 'osspc18'
other_pgpool_port1 = 9999
other_wd_port1 = 9000
```

- osspc18

```
# - Other pgpool Connection Settings -

other_pgpool_hostname0 = 'osspc16'
                        # Host name or IP address to connect to for other pgpool 0
                        # (change requires restart)
other_pgpool_port0 = 9999
                        # Port number for other pgpool 0
                        # (change requires restart)
other_wd_port0 = 9000
                        # Port number for other watchdog 0
                        # (change requires restart)
other_pgpool_hostname1 = 'osspc17'
other_pgpool_port1 = 9999
other_wd_port1 = 9000
```

Specify the hostname and port number of destination for sending heartbeat signal on `osspc16`, `osspc17`, `osspc18`.

- osspc16

```
heartbeat_destination0 = 'osspc17'
                        # Host name or IP address of destination 0
                        # for sending heartbeat signal.
                        # (change requires restart)
heartbeat_destination_port0 = 9694
                        # Port number of destination 0 for sending
                        # heartbeat signal. Usually this is the
                        # same as wd_heartbeat_port.
                        # (change requires restart)
heartbeat_device0 = ""
                        # Name of NIC device (such like 'eth0')
                        # used for sending/receiving heartbeat
                        # signal to/from destination 0.
                        # This works only when this is not empty
                        # and pgpool has root privilege.
                        # (change requires restart)

heartbeat_destination1 = 'osspc18'
heartbeat_destination_port1 = 9694
heartbeat_device1 = ""
```

- osspc17

```

heartbeat_destination0 = 'osspc16'
    # Host name or IP address of destination 0
    # for sending heartbeat signal.
    # (change requires restart)
heartbeat_destination_port0 = 9694
    # Port number of destination 0 for sending
    # heartbeat signal. Usually this is the
    # same as wd_heartbeat_port.
    # (change requires restart)
heartbeat_device0 = ""
    # Name of NIC device (such like 'eth0')
    # used for sending/receiving heartbeat
    # signal to/from destination 0.
    # This works only when this is not empty
    # and pgpool has root privilege.
    # (change requires restart)

heartbeat_destination1 = 'osspc18'
heartbeat_destination_port1 = 9694
heartbeat_device1 = ""

```

- osspc18

```

heartbeat_destination0 = 'osspc16'
    # Host name or IP address of destination 0
    # for sending heartbeat signal.
    # (change requires restart)
heartbeat_destination_port0 = 9694
    # Port number of destination 0 for sending
    # heartbeat signal. Usually this is the
    # same as wd_heartbeat_port.
    # (change requires restart)
heartbeat_device0 = ""
    # Name of NIC device (such like 'eth0')
    # used for sending/receiving heartbeat
    # signal to/from destination 0.
    # This works only when this is not empty
    # and pgpool has root privilege.
    # (change requires restart)

heartbeat_destination1 = 'osspc17'
heartbeat_destination_port1 = 9694
heartbeat_device1 = ""

```

### 7.3.5.6. PCP Command Configuration

Because user authentication is required to use the **PCP** command, we specify user name and **md5** encrypted password in **pcp.conf**. Here we create the encrypted password for user **postgres**, and add `<username: encrypted password>` in **/etc/pgpool-II/pcp.conf**.

```

# pg_md5 -p
Password: (input password)
(paste the md5 encrypted password to pcp.conf)

# vi /etc/pgpool-II/pcp.conf
(add password entry)
user name:md5 encrypted password

```

The settings of Pgpool-II is completed.

### 7.3.6. Starting/Stopping Pgpool-II

Next we start **Pgpool-II**. Before starting **Pgpool-II**, please start **PostgreSQL** servers first. Also, when stopping **PostgreSQL**, it is necessary to stop **Pgpool-II** first.

- Starting **Pgpool-II**

In section [Before Starting](#), we already set the auto-start of **Pgpool-II**. To start **Pgpool-II**, restart the whole system or execute the following command.

```
# systemctl start pgpool.service
```

- Stopping **Pgpool-II**

```
# systemctl stop pgpool.service
```

---

### 7.3.7. Log

Use `journalctl` command to see **Pgpool-II** logs.

```
# journalctl -a | grep pgpool
```

---

### 7.3.8. How to use

Let's start to use **Pgpool-II**. First, let's start **Pgpool-II** on `osspc16`, `osspc17`, `osspc18` by using the following command.

```
# systemctl start pgpool.service
```

---

#### 7.3.8.1. Set up PostgreSQL standby server

First, we should set up **PostgreSQL** standby server by using **Pgpool-II** online recovery functionality. Ensure that `recovery_1st_stage` and `pgpool_remote_start` scripts used by `pcp_recovery_node` command are in database cluster directory of **PostgreSQL** primary server (`osspc19`).

```
# pcp_recovery_node -h 133.137.174.153 -p 9898 -U postgres -n 1
```

After executing `pcp_recovery_node` command, verify that `osspc20` is started as a **PostgreSQL** standby server.

```
# psql -h 133.137.174.153 -p 9999 -U pgpool postgres

postgres=> show pool_nodes;
 node_id | hostname | port | status | lb_weight | role  | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
      0  | osspc19 | 5432 | up     | 0.500000 | primary | 0          | true              | 0
      1  | osspc20 | 5432 | up     | 0.500000 | standby | 0          | false             | 0
```

---

#### 7.3.8.2. Switching active/standby watchdog

Confirm the watchdog status by using `pcp_watchdog_info`. The **Pgpool-II** server which is started first run as **MASTER**.

```
# pcp_watchdog_info -h 133.137.174.153 -p 9898 -U postgres
Password:
3 YES osspc16:9999 Linux osspc16 osspc16

osspc16:9999 Linux osspc16 osspc16 9999 9000 4 MASTER #The Pgpool-II server started first becomes "MASTER".
osspc17:9999 Linux osspc17 osspc17 9999 9000 7 STANDBY #run as standby
osspc18:9999 Linux osspc18 osspc18 9999 9000 7 STANDBY #run as standby
```

Stop active server `osspc16`, then `osspc17` or `osspc18` will be promoted to active server. To stop `osspc16`, we can stop `Pgpool-II` service or shutdown the whole system. Here, we stop `Pgpool-II` service.

```
[root@osspc16 ~]# systemctl stop pgpool.service
[root@osspc16 ~]# pcp_watchdog_info -h 133.137.174.153 -p 9898 -U postgres
Password:
3 YES osspc17:9999 Linux osspc17 osspc17

osspc17:9999 Linux osspc17 osspc17 9999 9000 4 MASTER #osspc17 is promoted to MASTER
osspc16:9999 Linux osspc16 osspc16 9999 9000 10 SHUTDOWN #osspc16 is stopped
osspc18:9999 Linux osspc18 osspc18 9999 9000 7 STANDBY #osspc18 runs as STANDBY
```

Start `Pgpool-II` (`osspc16`) which we have stopped again, and verify that `osspc16` runs as a standby.

```
[root@osspc16 ~]# systemctl start pgpool.service
[root@osspc16 ~]# pcp_watchdog_info -h 133.137.174.153 -p 9898 -U postgres
Password:
3 YES osspc17:9999 Linux osspc17 osspc17

osspc17:9999 Linux osspc17 osspc17 9999 9000 4 MASTER
osspc16:9999 Linux osspc16 osspc16 9999 9000 7 STANDBY
osspc18:9999 Linux osspc18 osspc18 9999 9000 7 STANDBY
```

### 7.3.8.3. Failover

First, use `psql` to connect to `PostgreSQL` via virtual IP, and verify the backend informations.

```
# psql -h 133.137.174.153 -p 9999 -U pgpool postgres

postgres=> show pool_nodes;
 node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
 0       | osspc19 | 5432 | up     | 0.500000 | primary | 0          | true              | 0
 1       | osspc20 | 5432 | up     | 0.500000 | standby | 0          | false             | 0
```

Next, stop primary `PostgreSQL` server `osspc19`, and verify automatic failover.

```
$ pg_ctl -D /var/lib/pgsql/9.6/data -m immediate stop
```

After stopping `PostgreSQL` on `osspc19`, failover occurs and `PostgreSQL` on `osspc20` becomes new primary DB.

```
# psql -h 133.137.174.153 -p 9999 -U pgpool postgres

postgres=> show pool_nodes;
 node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
 0       | osspc19 | 5432 | down   | 0.500000 | standby | 0          | false             | 0
 1       | osspc20 | 5432 | up     | 0.500000 | primary | 0          | true              | 0
```

### 7.3.8.4. Online Recovery

Here, we use **Pgpool-II** online recovery functionality to restore **osspc19** (old primary server) as a standby. Before restoring the old primary server, please ensure that **recovery\_1st\_stage** and **pgpool\_remote\_start** scripts exist in database cluster directory of current primary server **osspc20**.

```
# pcp_recovery_node -h 133.137.174.153 -p 9898 -U postgres -n 0
```

Then verify that **osspc19** is started as a standby.

```
# psql -h 133.137.174.153 -p 9999 -U pgpool postgres

postgres=> show pool_nodes;
 node_id | hostname | port | status | lb_weight | role  | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
      0  | osspc19  | 5432 | up     | 0.500000 | standby | 0          | false             | 0
      1  | osspc20  | 5432 | up     | 0.500000 | primary | 0          | true              | 0
```

## 7.4. AWS Configuration Example

This tutorial explains the simple way to try "Watchdog" on [AWS](#) and using the [Elastic IP Address](#) as the Virtual IP for the high availability solution.

**Note:** You can use watchdog with **Pgpool-II** in any mode: replication mode, master/slave mode and raw mode.

### 7.4.1. AWS Setup

For this example, we will use two node **Pgpool-II** watchdog cluster. So we will set up two Linux Amazon EC2 instances and one Elastic IP address. So for this example, do the following steps:

- Launch two Linux Amazon EC2 instances. For this example, we name these instances as "instance-1" and "instance-2"
- Configure the security group for the instances and allow inbound traffic on ports used by **pgpool-II** and watchdog.
- Install the **Pgpool-II** on both instances.
- Allocate an Elastic IP address. For this example, we will use "35.163.178.3" as an Elastic IP address"

### 7.4.2. Pgpool-II configurations

Mostly the **Pgpool-II** configurations for this example will be same as in the [Section 7.2](#), except the [delegate\\_IP](#) which we will not set in this example instead we will use [wd\\_escalation\\_command](#) and [wd\\_de\\_escalation\\_command](#) to switch the Elastic IP address to the master/Active **Pgpool-II** node.

#### 7.4.2.1. Pgpool-II configurations on Instance-1

```
use_watchdog = on
delegate_IP = ""
wd_hostname = 'instance-1-private-ip'
other_pgpool_hostname0 = 'instance-2-private-ip'
other_pgpool_port0 = 9999
other_wd_port0 = 9000
wd_escalation_command = '$path_to_script/aws-escalation.sh'
wd_de_escalation_command = '$path_to_script/aws-de-escalation.sh'
```

---

#### 7.4.2.2. Pgpool-II configurations on Instance-2

```
use_watchdog = on
delegate_IP = ""
wd_hostname = 'instance-2-private-ip'
other_pgpool_hostname0 = 'instance-1-private-ip'
other_pgpool_port0 = 9999
other_wd_port0 = 9000
wd_escalation_command = '$path_to_script/aws-escalation.sh'
wd_de_escalation_command = '$path_to_script/aws-de-escalation.sh'
```

---

#### 7.4.3. escalation and de-escalation Scripts

Create the `aws-escalation.sh` and `aws-de-escalation.sh` scripts on both instances and point the [wd\\_escalation\\_command](#) and [wd\\_de\\_escalation\\_command](#) to the respective scripts.

**Note:** You may need to configure the AWS CLI first on all AWS instances to enable the execution of commands used by `wd-escalation.sh` and `wd-de-escalation.sh`. See [configure AWS CLI](#)

---

##### 7.4.3.1. escalation script

This script will be executed by the watchdog to assign the Elastic IP on the instance when the watchdog becomes the active/master node. Change the `INSTANCE_ID` and `ELASTIC_IP` values as per your AWS setup values.

###### **aws-escalation.sh:**

```
#!/bin/sh

ELASTIC_IP=35.163.178.3
    # replace it with the Elastic IP address you
    # allocated from the aws console
INSTANCE_ID=i-0a9b64e449b17ed4b
    # replace it with the instance id of the Instance
    # this script is installed on

echo "Assigning Elastic IP $ELASTIC_IP to the instance $INSTANCE_ID"
# bring up the Elastic IP
aws ec2 associate-address --instance-id $INSTANCE_ID --public-ip $ELASTIC_IP

exit 0
```

---

##### 7.4.3.2. de-escalation script

This script will be executed by watchdog to remove the Elastic IP from the instance when the watchdog resign from the active/master node.

#### aws-de-escalation.sh:

```
#!/bin/sh

ELASTIC_IP=35.163.178.3
    # replace it with the Elastic IP address you
    # allocated from the aws console

echo "disassociating the Elastic IP $ELASTIC_IP from the instance"
# bring down the Elastic IP
aws ec2 disassociate-address --public-ip $ELASTIC_IP
exit 0
```

## AWS Command References

"[Configure AWS CLI](#)", **AWS Documentation: Configuring the AWS Command Line Interface** .

"[associate-address](#)", **AWS Documentation: associate-address reference** .

"[disassociate-address](#)", **AWS Documentation: disassociate-address reference** .

---

### 7.4.4. Try it out

Start Pgpool-II on each server with "-n" switch and redirect log messages to the pgpool.log file. The log message of master/active Pgpool-II node will show the message of Elastic IP assignment.

```
LOG: I am the cluster leader node. Starting escalation process
LOG: escalation process started with PID:23543
LOG: watchdog: escalation started
Assigning Elastic IP 35.163.178.3 to the instance i-0a9b64e449b17ed4b
{
  "AssociationId": "eipassoc-39853c42"
}
LOG: watchdog escalation successful
LOG: watchdog escalation process with pid: 23543 exit with SUCCESS.
```

Confirm to ping to the Elastic IP address.

```
[user@someserver]$ ping 35.163.178.3
PING 35.163.178.3 (35.163.178.3) 56(84) bytes of data.
64 bytes from 35.163.178.3: icmp_seq=1 ttl=64 time=0.328 ms
64 bytes from 35.163.178.3: icmp_seq=2 ttl=64 time=0.264 ms
64 bytes from 35.163.178.3: icmp_seq=3 ttl=64 time=0.412 ms
```

Try to connect PostgreSQL by "psql -h ELASTIC\_IP -p port".

```
[user@someserver]$ psql -h 35.163.178.3 -p 9999 -l
```

### 7.4.5. Switching Elastic IP

To confirm if the Standby server acquires the Elastic IP when the Active server becomes unavailable, Stop the Pgpool-II on the Active server. Then, the Standby server should start using the Elastic IP address, And the Pgpool-II log will show the below messages.

**LOG: remote node "172.31.2.94:9999 [Linux ip-172-31-2-94]" is shutting down**

**LOG: watchdog cluster has lost the coordinator node**

LOG: watchdog node state changed from [STANDBY] to [JOINING]

LOG: watchdog node state changed from [JOINING] to [INITIALIZING]

LOG: I am the only alive node in the watchdog cluster

HINT: skipping stand for coordinator state

LOG: watchdog node state changed from [INITIALIZING] to [MASTER]

LOG: I am announcing my self as master/coordinator watchdog node

LOG: I am the cluster leader node

DETAIL: our declare coordinator message is accepted by all nodes

LOG: I am the cluster leader node. Starting escalation process

LOG: escalation process started with PID:23543

LOG: watchdog: escalation started

**Assigning Elastic IP 35.163.178.3 to the instance i-0dd3e60734a6ebe14**

{

**"AssociationId": "eipassoc-39853c42"**

}

LOG: watchdog escalation successful

LOG: watchdog escalation process with pid: 61581 exit with SUCCESS.

Confirm to ping to the Elastic IP address again.

```
[user@someserver]$ ping 35.163.178.3
PING 35.163.178.3 (35.163.178.3) 56(84) bytes of data.
64 bytes from 35.163.178.3: icmp_seq=1 ttl=64 time=0.328 ms
64 bytes from 35.163.178.3: icmp_seq=2 ttl=64 time=0.264 ms
64 bytes from 35.163.178.3: icmp_seq=3 ttl=64 time=0.412 ms
```

Try to connect PostgreSQL by "psql -h ELASTIC\_IP -p port".

```
[user@someserver]$ psql -h 35.163.178.3 -p 9999 -l
```

## IV. Reference

This part contains reference information for the Pgpool-II.

The reference entries are also available as traditional "man" pages.

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[pcp\\_detach\\_node](#) -- detaches the given node from Pgpool-II. Existing connections to Pgpool-II are forced to be disconnected.

[pcp\\_attach\\_node](#) -- attaches the given node to Pgpool-II.

[pcp\\_promote\\_node](#) -- promotes the given node as new master to Pgpool-II

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#### III. [Other commands](#)



[pg\\_md5](#) -- produces encrypted password in md5  
[pgpool\\_setup](#) -- Create a temporary installation of Pgpool-II cluster  
[watchdog\\_setup](#) -- Create a temporary installation of Pgpool-II clusters with watchdog

#### IV. [SQL type commands](#)

[PGPOOL SHOW](#) -- show the value of a configuration parameter  
[PGPOOL SET](#) -- change a configuration parameter  
[PGPOOL RESET](#) -- restore the value of a configuration parameter to the default value  
[SHOW POOL STATUS](#) -- sends back the list of configuration parameters with their name, value, and description  
[SHOW POOL NODES](#) -- sends back a list of all configured nodes  
[SHOW POOL PROCESSES](#) -- sends back a list of all Pgpool-II processes waiting for connections and dealing with a connection  
[SHOW POOL POOLS](#) -- sends back a list of pools handled by Pgpool-II.  
[SHOW POOL VERSION](#) -- displays a string containing the Pgpool-II release number.  
[SHOW POOL CACHE](#) -- displays cache storage statistics

#### V. [pgpool\\_adm extension](#)

[pgpool\\_adm\\_pcp\\_node\\_info](#) -- a function to display the information on the given node ID  
[pgpool\\_adm\\_pcp\\_pool\\_status](#) -- a function to retrieves parameters in pgpool.conf.  
[pgpool\\_adm\\_pcp\\_node\\_count](#) -- a function to retrieves number of backend nodes.  
[pgpool\\_adm\\_pcp\\_attach\\_node](#) -- a function to attach given node ID  
[pgpool\\_adm\\_pcp\\_detach\\_node](#) -- a function to detach given node ID

## I. Server commands

This part contains reference information for server commands. Currently only `pgpool` falls into this category.

### Table of Contents

[pgpool](#) -- Pgpool-II main server

## pgpool

### Name

`pgpool` -- Pgpool-II main server

### Synopsis

`pgpool` [**option...**]

`pgpool` [**option...**] **stop**

`pgpool` [**option...**] **reload**

### Description

the Pgpool-II main server

### Usages

`pgpool` runs in 3 modes: start, stop and reload.

### Common options

These are common options for 3 modes.

`-a hba_config_file`  
`--hba-file=hba_config_file`

Set the path to the `pool_hba.conf` configuration file. Mandatory if the file is placed other than the standard location.

`-f config_file`  
`--config-file=config_file`

Set the path to the `pgpool.conf` configuration file. Mandatory if the file is placed other than the standard location.

`-F pc_config_file`  
`--pcp-file=pcp_config_file`

Set the path to the `pcp.conf` configuration file. Mandatory if the file is placed other than the standard location.

`-h`  
`--help`

Print help.

## Starting Pgpool-II main server

Here are options for the start mode.

`-d`  
`--debug`

Run **Pgpool-II** in debug mode. Lots of debug messages are produced.

`-n`  
`--dont-detach`

Don't run in daemon mode, does not detach control ttys.

`-x`  
`--debug-assertions`

Turns on various assertion checks, This is a debugging aid.

`-C`  
`--clear-oidmaps`

Clear query cache oidmaps when [memqcache\\_method](#) is `memcached`.

If `memqcache_method` is `shmem`, **Pgpool-II** always discards oidmaps at the start-up time. So this option is not necessary.

`-D`  
`--discard-status`

Discard `pgpool_status` file and do not restore previous status.

## Stopping Pgpool-II main server

Here are options for the stop mode.

`-m shutdown_mode`  
`--mode=shutdown_mode`

Stop **Pgpool-II**. `shutdown_mode` is either `smart`, `fast` or `immediate`. If `smart` is specified, **Pgpool-II** will wait for all clients are disconnected. If `fast` or `immediate` are specified, **Pgpool-II** immediately stops itself without waiting for all clients are disconnected. There's no difference between `fast` and `immediate` in the current implementation.

## Reloading Pgpool-II configuration files

Reload configuration file of **Pgpool-II**. No specific options exist for reload mode. Common options are

applicable.

## II. PCP commands

This part contains reference information for PCP commands. PCP commands are UNIX commands which manipulate pgpool-II via the network. Please note that the parameter format for all PCP commands has been changed since pgpool-II 3.5.

---

### 1. PCP connection authentication

PCP user names and passwords must be declared in `pcp.conf` in `$prefix/etc` directory. `-F` option can be used when starting pgpool-II if `pcp.conf` is placed somewhere else.

---

### 2. PCP password file

The file `.pcppass` in a user's home directory or the file referenced by environment variable `PCPPASSFILE` can contain passwords to be used if no password has been specified for the pcp connection.

This file should contain lines of the following format:

```
hostname:port:username:password
```

(You can add a reminder comment to the file by copying the line above and preceding it with `#`.) Each of the first three fields can be a literal value, or `*`, which matches anything. The password field from the first line that matches the current connection parameters will be used. (Therefore, put more-specific entries first when you are using wildcards.) If an entry needs to contain `:` or `\`, escape this character with `\`. A host name of `localhost` matches both TCP (host name `localhost`) and Unix domain socket connections coming from the local machine.

The permissions on `.pcppass` must disallow any access to world or group; achieve this by the command `chmod 0600 ~/.pcppass`. If the permissions are less strict than this, the file will be ignored.

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[pcp\\_pool\\_status](#) -- displays the parameter values as defined in `pgpool.conf`

[pcp\\_detach\\_node](#) -- detaches the given node from Pgpool-II. Existing connections to Pgpool-II are forced to be disconnected.

[pcp\\_attach\\_node](#) -- attaches the given node to Pgpool-II.

[pcp\\_promote\\_node](#) -- promotes the given node as new master to Pgpool-II

[pcp\\_stop\\_pgpool](#) -- terminates the Pgpool-II process

[pcp\\_recovery\\_node](#) -- attaches the given backend node with recovery

### pcp\_common\_options

#### Name

## NAME

pcp\_common\_options -- common options used in PCP commands

## Synopsis

pcp\_command [**option**...]

## Description

There are some arguments common to all PCP commands. Most of these are for authentication and the rest are about verbose mode, debug message, and so on.

## Options

-h *hostname*  
--host=*hostname*

The host name of the machine on which the server is running. If the value begins with a slash, it is used as the directory for the Unix-domain socket.

-p *port*  
--port=*port*

The PCP port number (default:"9898").

-u *username*  
--username=*username*

The user name for PCP authentication (default: OS user name).

-w  
--no-password

Never prompt for password. And if a password is not available by a `.pcppass` file, the connection attempt will fail. This option can be useful in batch jobs and scripts where no user is present to enter a password.

-W  
--password

Force password prompt (should happen automatically).

-d  
--debug

Enable debug message.

-v  
--verbose

Enable verbose output.

-V  
--version

Print the command version, then exit.

-?  
--help

Shows help for the command line arguments, then exit.

## Environment

PCPPASSFILE

Specifies the path to pcp password file.

## pcp\_node\_count

### Name

pcp\_node\_count -- displays the total number of database nodes

### Synopsis

pcp\_node\_count [**option...**]

### Description

pcp\_node\_count displays the total number of database nodes defined in `pgpool.conf`. It does not distinguish between nodes status, ie attached/detached. ALL nodes are counted.

### Options

See [pcp\\_common\\_options](#).

### Example

Here is an example output:

```
$ pcp_node_count -p 11001
Password:
2
```

## pcp\_node\_info

### Name

pcp\_node\_info -- displays the information on the given node ID

### Synopsis

pcp\_node\_info [**option...**] [**node\_id**]

### Description

pcp\_node\_info displays the information on the given node ID.

### Options

`-n node_id`  
`--node-id=node_id`

The index of backend node to get information of.

Other options

See [pcp\\_common\\_options](#).

### Example

Here is an example output:

```
$ pcp_node_info -h localhost -U postgres 0
host1 5432 1 1073741823.500000
```

The result is in the following order:

1. hostname
2. port number
3. status
4. load balance weight

Status is represented by a digit from [0 to 3].

- 0 - This state is only used during the initialization. PCP will never display it.
- 1 - Node is up. No connections yet.
- 2 - Node is up. Connections are pooled.
- 3 - Node is down.

The load balance weight is displayed in normalized format.

The `--verbose` option can help understand the output. For example:

```
$ pcp_node_info --verbose -h localhost -U postgres 0
Hostname: host1
Port   : 5432
Status : 1
Weight : 0.5
```

## pcp\_watchdog\_info

### Name

`pcp_watchdog_info --` displays the watchdog status of the Pgpool-II

### Synopsis

`pcp_watchdog_info [options...] [watchdog_id]`

### Description

`pcp_node_info` displays the information on the given node ID.

### Options

`-n watcgdog_id`  
`--node-id=watcgdog_id`

The index of other Pgpool-II to get information for.

Index 0 gets one's self watchdog information.

If omitted then gets information of all watchdog nodes.

Other options

See [pcp\\_common\\_options](#).

### Example

Here is an example output:

```
$ pcp_watchdog_info -h localhost -u postgres

3 NO Linux_host1.localdomain_9991 host1

Linux_host1.localdomain_9991 host1 9991 9001 7 STANDBY
Linux_host2.localdomain_9992 host2 9992 9002 4 MASTER
Linux_host3.localdomain_9993 host3 9993 9003 7 STANDBY
```

The result is in the following order:

The first output line describes the watchdog cluster information:

1. Total watchdog nodes in the cluster
2. Is VIP is up on current node?
3. Master node name
4. Master node host

Next is the list of watchdog nodes:

1. node name
2. hostname
3. pgpool port
4. watchdog port
5. current node state
6. current node state name

The `--verbose` option can help understand the output. For example:

```
$ pcp_watchdog_info -h localhost -v -u postgres

Watchdog Cluster Information
Total Nodes      : 3
Remote Nodes     : 2
Quorum state     : QUORUM EXIST
Alive Remote Nodes : 2
VIP up on local node : NO
Master Node Name  : Linux_host2.localdomain_9992
Master Host Name  : localhost

Watchdog Node Information
Node Name       : Linux_host1.localdomain_9991
Host Name       : host1
Delegate IP     : 192.168.1.10
Pgpool port     : 9991
Watchdog port   : 9001
Node priority   : 1
Status         : 7
Status Name     : STANDBY

Node Name       : Linux_host2.localdomain_9992
Host Name       : host2
Delegate IP     : 192.168.1.10
Pgpool port     : 9992
Watchdog port   : 9002
Node priority   : 1
Status         : 4
Status Name     : MASTER

Node Name       : Linux_host3.localdomain_9993
Host Name       : host3
Delegate IP     : 192.168.1.10
Pgpool port     : 9993
Watchdog port   : 9003
Node priority   : 1
Status         : 7
Status Name     : STANDBY
```

## pcp\_proc\_count

### Name

pcp\_proc\_count -- displays the list of Pgpool-II children process IDs

### Synopsis

pcp\_proc\_count [**options...**]

### Description

pcp\_proc\_count displays the list of Pgpool-II children process IDs. If there is more than one process, IDs will be delimited by a white space.

### Options

See [pcp\\_common\\_options](#).

## pcp\_proc\_info

### Name

pcp\_proc\_info -- displays the information on the given Pgpool-II child process ID

### Synopsis



pcp\_proc\_info [**options...**] [**processid**]

## Description

pcp\_proc\_info displays the information on the given Pgpool-II child process ID.

## Options

-P *PID*  
--process-id=*PID*

*PID* of Pgpool-II child process.

Other options

See [pcp\\_common\\_options](#).

## Example

Here is an example output:

```
$ pcp_proc_info -h localhost -p 9898 -U postgres 3815
postgres_db postgres 1150769932 1150767351 3 0 1 1467 1
postgres_db postgres 1150769932 1150767351 3 0 1 1468 1
```

The result is in the following order:

1. connected database name
2. connected user name
3. process start-up timestamp
4. connection created timestamp
5. protocol major version
6. protocol minor version
7. connection-reuse counter
8. PostgreSQL backend process id
9. 1 if frontend connected 0 if not

If there is no connection to the backends, nothing will be displayed. If there are multiple connections, one connection's information will be displayed on each line multiple times. Timestamps are displayed in EPOCH format.

The `--verbose` option can help understand the output. For example:

```
$ pcp_proc_info --verbose -U postgres 3815
Database   : postgres_db
Username   : postgres
Start time  : 1150769932
Creation time: 1150767351
Major      : 3
Minor      : 0
Counter    : 1
PID        : 1467
Connected  : 1
Database   : postgres_db
Username   : postgres
Start time  : 1150769932
Creation time: 1150767351
Major      : 3
Minor      : 0
Counter    : 1
PID        : 1468
Connected  : 1
```

## pcp\_pool\_status

### Name

`pcp_pool_status --` displays the parameter values as defined in `pgpool.conf`

### Synopsis

`pcp_pool_status` [**options...**]

### Description

`pcp_pool_status` displays the parameter values as defined in `pgpool.conf`.

### Options

See [pcp\\_common\\_options](#).

### Example

Here is an example output:

```
$ pcp_pool_status -h localhost -U postgres
name : listen_addresses
value: localhost
desc : host name(s) or IP address(es) to listen to

name : port
value: 9999
desc : pgpool accepting port number

name : socket_dir
value: /tmp
desc : pgpool socket directory

name : pcp_port
value: 9898
desc : PCP port # to bind
```

## pcp\_detach\_node

### Name

`pcp_detach_node --` detaches the given node from Pgpool-II. Existing connections to Pgpool-II are forced to be disconnected.

### Synopsis

`pcp_detach_node` [**options...**] [**node\_id**] [**gracefully**]

### Description

`pcp_detach_node` detaches the given node from Pgpool-II. Existing connections to Pgpool-II are forced to be disconnected.

### Options

`-n node_id`  
`--node_id=node_id`

The index of backend node to detach.

-g  
--gracefully

wait until all clients are disconnected (unless `client_idle_limit_in_recovery` is -1 or `recovery_timeout` is expired).

Other options

See [pcp\\_common\\_options](#).

## pcp\_attach\_node

### Name

`pcp_attach_node --` attaches the given node to Pgpool-II.

### Synopsis

`pcp_attach_node` [**options...**] [**node\_id**]

### Description

`pcp_attach_node` attaches the given node to Pgpool-II.

### Options

-n *node\_id*  
--node\_id=*node\_id*

The index of backend node to attach.

Other options

See [pcp\\_common\\_options](#).

## pcp\_promote\_node

### Name

`pcp_promote_node --` promotes the given node as new master to Pgpool-II

### Synopsis

`pcp_promote_node` [**options...**] [**node\_id**] [**gracefully**]

### Description

`pcp_promote_node` promotes the given node as new master to Pgpool-II. In master/slave streaming replication only. Please note that this command does not actually promote standby PostgreSQL backend: it just changes the internal status of Pgpool-II and trigger failover and users have to promote standby PostgreSQL outside Pgpool-II.

### Options

-n *node\_id*  
--node-id=*node\_id*

The index of backend node to promote as new master.

-g  
--gracefully

Wait until all clients are disconnected (unless `client_idle_limit_in_recovery` is -1 or `recovery_timeout` is expired).

Other options

See [pcp\\_common\\_options](#).

## pcp\_stop\_pgpool

### Name

`pcp_stop_pgpool --` terminates the Pgpool-II process

### Synopsis

`pcp_stop_pgpool` [**options...**] [**mode**]

### Description

`pcp_stop_pgpool` terminates the Pgpool-II process.

### Options

`-m mode`

`--mode=mode`

Shutdown mode for terminating the Pgpool-II process.

The available modes are as follows:

- s, smart : smart mode
- f, fast : fast mode
- i, immediate : immediate mode

Other options

See [pcp\\_common\\_options](#).

## pcp\_recovery\_node

### Name

`pcp_recovery_node --` attaches the given backend node with recovery

### Synopsis

`pcp_recovery_node` [**options...**] [**node\_id**]

### Description

`pcp_node_info` attaches the given backend node with recovery.

### Options

`-n node_id`

`--node-id=node_id`

The index of backend node.

Other options

See [pcp\\_common\\_options](#).

see [pgp\\_common\\_options](#).

### III. Other commands

This part contains reference information for various Pgpool-II commands.

#### Table of Contents

[pg\\_md5](#) -- produces encrypted password in md5

[pgpool\\_setup](#) -- Create a temporary installation of Pgpool-II cluster

[watchdog\\_setup](#) -- Create a temporary installation of Pgpool-II clusters with watchdog

## pg\_md5

### Name

pg\_md5 -- produces encrypted password in md5

### Synopsis

pg\_md5 [**option...**]

pg\_md5 [**password**]

### Description

pg\_md5 produces encrypted password in md5.

### Options

-p  
--prompt

Prompt password using standard input.

-m  
--md5auth

Produce md5 authentication password.

-u *your\_username*  
--username=*your\_username*

When producing a md5 authentication password, create the pool\_passwd entry for *your\_username*.

### Example

Here is an example output:

```
pg_md5 -p
password: [your password]
```

or

```
./pg_md5 foo
acbd18db4cc2f85cedef654fccc4a4d8
```

## pgpool\_setup

## Name

`pgpool_setup` -- Create a temporary installation of Pgpool-II cluster

## Synopsis

`pgpool_setup` [**option**...]

## Description

`pgpool_setup` creates a temporary installation of Pgpool-II cluster, which includes a Pgpool-II installation and specified number of PostgreSQL installations under current directory. Current directory must be empty before running `pgpool_setup`.

`pgpool_setup` is for testing purpose only and should not be used to create production installations.

Currently `pgpool_setup` supports streaming replication mode, native replication mode and raw mode. To support watchdog, see [watchdog\\_setup](#) for details.

## Options

`pgpool_setup` accepts the following command-line arguments:

`-m mode`

Specifies the running mode. **mode** can be **r** (native replication mode), **s** (streaming replication mode), or **n** (raw mode). If this is omitted, **s** is used.

`-n num_clusters`

Specifies the number of PostgreSQL installations. If this is omitted, **2** is used.

`-p base_port`

Specify the base port number used by Pgpool-II and PostgreSQL. Pgpool-II port is `base_port`. pcg port is `base_port + 1`. The first PostgreSQL node's port is `base_port + 2`, second PostgreSQL node's port is `base_port + 3` and so on.

If `-pg` option is specified, the first PostgreSQL node's port is assigned to `pg_base_port`, the second PostgreSQL node's port is `pg_base_port + 1` and so on.

If this is omitted, **11000** is used.

`-pg pg_base_port`

Specify the base port number used by PostgreSQL. The first PostgreSQL node's port is `base_port + 2`, second PostgreSQL node's port is `base_port + 3` and so on.

If this is omitted, `base_port+2` is used.

`--no-stop`

Do not stop pgpool and PostgreSQL after the work.

`-d`

Start pgpool with debug mode.

## Environment variables

`pgpool_setup` recognizes following environment variables:

`PGPOOL_INSTALL_DIR`

Specifies the Pgpool-II installation directory. Pgpool-II binaries is expected to be placed under `PGPOOL_INSTALL_DIR/bin` and `pgpool.conf` and `pool_hba.conf` etc. are expected to be placed under

PGPOOL\_INSTALL\_DIR/etc. The default is /usr/local.

#### PGPOOLDIR

Specifies the path to Pgpool-II configuration files. The default is PGPOOL\_INSTALL\_DIR/etc.

#### PGBIN

Specifies the path to PostgreSQL commands such as initdb, pg\_ctl and psql. The default is /usr/local/pgsql/bin.

#### PGLIB

Specifies the path to PostgreSQL shared libraries. The default is /usr/local/pgsql/lib.

#### PGSOCKET\_DIR

Specifies the path to Unix socket directory. The default is /tmp.

#### INITDBARG

Specifies the arguments for initdb command. The default is "--no-locale -E UTF\_8".

## Example

```
$ pgpool_setup
Satrting set up in streaming replication mode
creating startall and shutdownall
creating failover script
creating database cluster /home/t-ishii/tmp/test/data0...done.
update postgresql.conf
creating pgpool_remote_start
creating basebackup.sh
creating recovery.conf
creating database cluster /home/t-ishii/tmp/test/data1...done.
update postgresql.conf
creating pgpool_remote_start
creating basebackup.sh
creating recovery.conf
temporarily start data0 cluster to create extensions
temporarily start pgpool-II to create standby nodes
INFO: unrecognized configuration parameter "debug_level"
node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | /tmp | 11002 | up | 0.500000 | primary | 0 | true | 0
1 | /tmp | 11003 | down | 0.500000 | standby | 0 | false | 0
(2 rows)
```

recovery node 1...pcp\_recovery\_node -- Command Successful  
done.  
creating follow master script  
Pager usage is off.

```
node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | /tmp | 11002 | up | 0.500000 | primary | 0 | false | 0
1 | /tmp | 11003 | up | 0.500000 | standby | 0 | true | 0
(2 rows)
```

shutdown all

pgpool-II setting for streaming replication mode is done.  
To start the whole system, use /home/t-ishii/tmp/test/startall.  
To shutdown the whole system, use /home/t-ishii/tmp/test/shutdownall.  
pcp command user name is "t-ishii", password is "t-ishii".  
Each PostgreSQL, pgpool-II and pcp port is as follows:  
#1 port is 11002  
#2 port is 11003  
pgpool port is 11000  
pcp port is 11001  
The info above is in README.port.

```
$ ls
README.port bashrc.ports data1 log pgpool_reload run startall
archivedir data0 etc pcppass pgpool_setup.log shutdownall
```

```
$ ./startall
waiting for server to start....11840 2016-08-18 13:08:51 JST LOG: redirecting log output to logging collector process
11840 2016-08-18 13:08:51 JST HINT: Future log output will appear in directory "pg_log".
done
server started
waiting for server to start....11853 2016-08-18 13:08:52 JST LOG: redirecting log output to logging collector process
11853 2016-08-18 13:08:52 JST HINT: Future log output will appear in directory "pg_log".
done
server started
$ psql -p 11000 test
Pager usage is off.
psql (9.5.4)
Type "help" for help.
```

```
test=# show pool_nodes;
node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | /tmp | 11002 | up | 0.500000 | primary | 0 | false | 0
1 | /tmp | 11003 | up | 0.500000 | standby | 0 | true | 0
(2 rows)
```

## watchdog\_setup

### Name



`watchdog_setup` -- Create a temporary installation of Pgpool-II clusters with watchdog

## Synopsis

`watchdog_setup` [**option**...]

## Description

`watchdog_setup` creates a temporary installation of Pgpool-II clusters with watchdog enabled, which includes a Pgpool-II installation and specified number of PostgreSQL installations under current directory. Current directory must be empty before running `watchdog_setup`.

`watchdog_setup` is for testing purpose only and should not be used to create production installations. Also please note that heartbeat is not used.

`watchdog_setup` uses [pgpool\\_setup](#) as a workhorse.

Currently `watchdog_setup` supports streaming replication mode, native replication mode and raw mode.

## Options

`watchdog_setup` accepts the following command-line arguments:

`-wn num_pgpool`

Specifies the number of Pgpool-II installations. If this is omitted, `3` is used.

`-wp watchdog_base_port`

Specify the starting base port number used by Pgpool-II and PostgreSQL. For the first Pgpool-II, Pgpool-II port is `watchdog_base_port`. pcp port is `u` watchdog port is `watchdog_base_port + 2`. `wd_heartbeat_port` is `watchdog_base_port + 3` (though heartbeat is not used). The first PostgreSQL node's port is `watchdog_base_port + 4`, second PostgreSQL node's port is `watchdog_base_port + 5` and so on.

If this is omitted, `50000` is used.

`-m mode`

Specifies the running mode. **mode** can be `r` (native replication mode), `s` (streaming replication mode), or `n` (raw mode). If this is omitted, `s` is used.

`-n num_clusters`

Specifies the number of PostgreSQL installations. If this is omitted, `2` is used.

`--no-stop`

Do not stop pgpool and PostgreSQL after the work.

`-d`

Start pgpool with debug mode.

## Environment variables

`watchdog_setup` recognizes following environment variables:

`PGPOOL_SETUP`

Specifies the path to `pgpool_setup` command. The default is "`pgpool_setup`", thus it is assumed that `pgpool_setup` is in the command search path.

`PGPOOL_INSTALL_DIR`

Specifies the Pgpool-II installation directory. Pgpool-II binaries is expected to be placed under `PGPOOL_INSTALL_DIR/bin` and `pgpool.conf` and `pool_hba.conf` etc. are expected to be placed under

PGPOOL\_INSTALL\_DIR/etc. The default is /usr/local.

#### PGPOOLDIR

Specifies the path to Pgpool-II configuration files. The default is PGPOOL\_INSTALL\_DIR/etc.

#### PGBIN

Specifies the path to PostgreSQL commands such as initdb, pg\_ctl and psql. The default is /usr/local/pgsql/bin.

#### PGLIB

Specifies the path to PostgreSQL shared libraries. The default is /usr/local/pgsql/lib.

#### PGSOCKET\_DIR

Specifies the path to Unix socket directory. The default is /tmp.

#### INITDBARG

Specifies the arguments for initdb command. The default is "--no-locale -E UTF\_8".

## Example

```
$ watchdog_setup
Satrting set up
===== setting up pgpool 0 =====
Satrting set up in streaming replication mode
creating startall and shutdownall
creating failover script
creating database cluster /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool0/data0...done.
update postgresql.conf
creating pgpool_remote_start
creating basebackup.sh
creating recovery.conf
creating database cluster /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool0/data1...done.
update postgresql.conf
creating pgpool_remote_start
creating basebackup.sh
creating recovery.conf
temporarily start data0 cluster to create extensions
temporarily start pgpool-II to create standby nodes
INFO: unrecognized configuration parameter "debug_level"
node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | /tmp | 51000 | up | 0.500000 | primary | 0 | true | 0
1 | /tmp | 51001 | down | 0.500000 | standby | 0 | false | 0
(2 rows)

recovery node 1...pcp_recovery_node -- Command Successful
done.
creating follow master script
Pager usage is off.
node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | /tmp | 51000 | up | 0.500000 | primary | 0 | false | 0
1 | /tmp | 51001 | up | 0.500000 | standby | 0 | true | 0
(2 rows)

shutdown all

pgpool-II setting for streaming replication mode is done.
To start the whole system, use /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool0/startall.
To shutdown the whole system, use /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool0/shutdownall.
pcp command user name is "t-ishii", password is "t-ishii".
Each PostgreSQL, pgpool-II and pcp port is as follows:
#1 port is 51000
#2 port is 51001
pgpool port is 50000
pcp port is 50001
The info above is in README.port.
===== setting up pgpool 1 =====
Satrting set up in streaming replication mode
```

```

creating startall and shutdownall
creating failover script
creating database cluster /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool1/data0...done.
update postgresql.conf
creating pgpool_remote_start
creating basebackup.sh
creating recovery.conf
creating database cluster /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool1/data1...done.
update postgresql.conf
creating pgpool_remote_start
creating basebackup.sh
creating recovery.conf
temporarily start data0 cluster to create extensions
temporarily start pgpool-II to create standby nodes
INFO: unrecognized configuration parameter "debug_level"
node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | /tmp | 51000 | up | 0.500000 | primary | 0 | true | 0
1 | /tmp | 51001 | down | 0.500000 | standby | 0 | false | 0
(2 rows)

```

```

recovery node 1...pcp_recovery_node -- Command Successful
done.

```

```

creating follow master script
Pager usage is off.
node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | /tmp | 51000 | up | 0.500000 | primary | 0 | true | 0
1 | /tmp | 51001 | up | 0.500000 | standby | 0 | false | 0
(2 rows)

```

```

shutdown all

```

```

pgpool-II setting for streaming replication mode is done.
To start the whole system, use /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool1/startall.
To shutdown the whole system, use /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool1/shutdownall.
pcp command user name is "t-ishii", password is "t-ishii".
Each PostgreSQL, pgpool-II and pcp port is as follows:
#1 port is 51000
#2 port is 51001
pgpool port is 50004
pcp port is 50005
The info above is in README.port.

```

```

===== setting up pgpool 2 =====
Satrtng set up in streaming replication mode
creating startall and shutdownall
creating failover script
creating database cluster /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool2/data0...done.
update postgresql.conf
creating pgpool_remote_start
creating basebackup.sh
creating recovery.conf
creating database cluster /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool2/data1...done.
update postgresql.conf
creating pgpool_remote_start
creating basebackup.sh
creating recovery.conf
temporarily start data0 cluster to create extensions
temporarily start pgpool-II to create standby nodes
INFO: unrecognized configuration parameter "debug_level"
node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | /tmp | 51000 | up | 0.500000 | primary | 0 | true | 0
1 | /tmp | 51001 | down | 0.500000 | standby | 0 | false | 0
(2 rows)

```

```

recovery node 1...pcp_recovery_node -- Command Successful
done.

```

```

creating follow master script
Pager usage is off.
node_id | hostname | port | status | lb_weight | role | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | /tmp | 51000 | up | 0.500000 | primary | 0 | true | 0
1 | /tmp | 51001 | up | 0.500000 | standby | 0 | false | 0
(2 rows)

```

```

shutdown all

```

```

pgpool-II setting for streaming replication mode is done.
To start the whole system, use /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool2/startall.
To shutdown the whole system, use /home/t-ishii/work/pgpool-II/current/pgpool2/src/test/a/pgpool2/shutdownall.
pcp command user name is "t-ishii", password is "t-ishii".
Each PostgreSQL, pgpool-II and pcp port is as follows:
#1 port is 51000
#2 port is 51001
pgpool port is 50008
pcp port is 50009
The info above is in README.port.

$ ls
pgpool0 pgpool1 pgpool2 shutdownall startall

$ sh startall
waiting for server to start....16123 2016-08-18 16:26:53 JST LOG: redirecting log output to logging collector process
16123 2016-08-18 16:26:53 JST HINT: Future log output will appear in directory "pg_log".
done
server started
waiting for server to start....16136 2016-08-18 16:26:54 JST LOG: redirecting log output to logging collector process
16136 2016-08-18 16:26:54 JST HINT: Future log output will appear in directory "pg_log".
done
server started

t-ishii@localhost: psql -p 50000 test

Pager usage is off.
psql (9.5.4)
Type "help" for help.

test=# \q

$ pcp_watchdog_info -p 50001 -v
Password:
Watchdog Cluster Information
Total Nodes      : 3
Remote Nodes     : 2
Quorum state     : QUORUM EXIST
Alive Remote Nodes : 2
VIP up on local node : NO
Master Node Name  : Linux_tishii-CF-SX3HE4BP_50004
Master Host Name  : localhost

Watchdog Node Information
Node Name       : Linux_tishii-CF-SX3HE4BP_50000
Host Name       : localhost
Delegate IP     : Not_Set
Pgpool port     : 50000
Watchdog port   : 50002
Node priority   : 1
Status         : 7
Status Name     : STANDBY

Node Name       : Linux_tishii-CF-SX3HE4BP_50004
Host Name       : localhost
Delegate IP     : Not_Set
Pgpool port     : 50004
Watchdog port   : 50006
Node priority   : 1
Status         : 4
Status Name     : MASTER

Node Name       : Linux_tishii-CF-SX3HE4BP_50008
Host Name       : localhost
Delegate IP     : Not_Set
Pgpool port     : 50008
Watchdog port   : 50010
Node priority   : 1
Status         : 7
Status Name     : STANDBY

```

## IV. SQL type commands

This part contains reference information for various SQL type Pgpool-II commands. These commands can be

issued inside the SQL session using the standard PostgreSQL client like `psql`. They are not forwarded to the backend DB: instead they are processed by Pgpool-II server. Please note that SQL type commands cannot be used in extended query mode. You will get parse errors from PostgreSQL.

## Table of Contents

[PGPOOL SHOW](#) -- show the value of a configuration parameter

[PGPOOL SET](#) -- change a configuration parameter

[PGPOOL RESET](#) -- restore the value of a configuration parameter to the default value

[SHOW POOL STATUS](#) -- sends back the list of configuration parameters with their name, value, and description

[SHOW POOL NODES](#) -- sends back a list of all configured nodes

[SHOW POOL PROCESSES](#) -- sends back a list of all Pgpool-II processes waiting for connections and dealing with a connection

[SHOW POOL\\_POOLS](#) -- sends back a list of pools handled by Pgpool-II.

[SHOW POOL\\_VERSION](#) -- displays a string containing the Pgpool-II release number.

[SHOW POOL\\_CACHE](#) -- displays cache storage statistics

## PGPOOL SHOW

### Name

PGPOOL SHOW -- show the value of a configuration parameter

### Synopsis

```
PGPOOL SHOW configuration_parameter
PGPOOL SHOW configuration_parameter_group
PGPOOL SHOW ALL
```

### Description

PGPOOL SHOW will display the current value of Pgpool-II configuration parameters. This command is similar to the [SHOW](#) command in PostgreSQL with an addition of **PGPOOL** keyword to distinguish it from the PostgreSQL SHOW command.

### Parameters

*configuration\_parameter*

The name of a Pgpool-II configuration parameter. Available parameters are documented in [Chapter 5](#)

*configuration\_parameter\_group*

The name of the Pgpool-II configuration parameter group. Currently there are three parameter groups.

backend

Configuration group of all backend config parameters.

other\_pgpool

Configuration group of all watchdog node config parameters.

heartbeat

configuration group of all watchdog heartbeat node config parameters.

ALL

Show the values of all configuration parameters, with descriptions.

Examples

Show the current setting of the parameter [port](#):

```
PGPOOL SHOW port;
port
-----
9999
(1 row)
```

Show the current setting of the parameter [black\\_function\\_list](#):

```
PGPOOL SHOW black_function_list;
black_function_list
-----
nextval,setval
(1 row)
```

Show the current settings of all the configuration parameters belonging to backend group:

```
PGPOOL SHOW backend;
item          | value          | description
-----+-----+-----
backend_hostname0 | 127.0.0.1      | hostname or IP address of PostgreSQL backend.
backend_port0    | 5434           | port number of PostgreSQL backend.
backend_weight0  | 0              | load balance weight of backend.
backend_data_directory0 | /var/lib/pgsql/data | data directory of the backend.
backend_flag0    | ALLOW_TO_FAILOVER | Controls various backend behavior.
backend_hostname1 | 127.0.0.1      | hostname or IP address of PostgreSQL backend.
backend_port1    | 5432           | port number of PostgreSQL backend.
backend_weight1  | 1              | load balance weight of backend.
backend_data_directory1 | /home/work/installed/pg | data directory of the backend.
backend_flag1    | ALLOW_TO_FAILOVER | Controls various backend behavior.
(10 rows)
```

Show all settings:

```
PGPOOL SHOW ALL;
item          | value          | description
-----+-----+-----
backend_hostname0 | 127.0.0.1      | hostname or IP address of PostgreSQL backend.
backend_port0    | 5434           | port number of PostgreSQL backend.
backend_weight0  | 0              | load balance weight of backend.
backend_data_directory0 | /var/lib/pgsql/data | data directory of the backend.
backend_flag0    | ALLOW_TO_FAILOVER | Controls various backend behavior.
backend_hostname1 | 127.0.0.1      | hostname or IP address of PostgreSQL backend.
backend_port1    | 5432           | port number of PostgreSQL backend.
backend_weight1  | 1              | load balance weight of backend.
backend_data_directory1 | /home/work/installed/pg | data directory of the backend.
backend_flag1    | ALLOW_TO_FAILOVER | Controls various backend behavior.
other_pgpool_hostname0 | localhost      | Hostname of other pgpool node for watchdog connection.
.
.
.
ssl            | off            | Enables SSL support for frontend and backend connections
(138 rows)
```

See Also

[PGPOOL SET](#)  
**PGPOOL SET**

## Name

PGPOOL SET -- change a configuration parameter

## Synopsis

```
PGPOOL SET configuration_parameter { TO | = } { value | 'value' | DEFAULT }
```

## Description

The PGPOOL SET command changes the value of Pgpool-II configuration parameters for the current session. This command is similar to the [SET](#) command in PostgreSQL with an addition of PGPOOL keyword to distinguish it from the PostgreSQL SET command. Many of the configuration parameters listed in [Chapter 5](#) can be changed on-the-fly with PGPOOL SET and it only affects the value used by the current session.

## Examples

Change the value of [client\\_idle\\_limit](#) parameter:

```
PGPOOL SET client_idle_limit = 350;
```

Reset the value of [client\\_idle\\_limit](#) parameter to default:

```
PGPOOL SET client_idle_limit TO DEFAULT;
```

Change the value of [log\\_min\\_messages](#) parameter:

```
PGPOOL SET log_min_messages TO INFO;
```

## See Also

[PGPOOL RESET](#), [PGPOOL SHOW](#)

## PGPOOL RESET

### Name

PGPOOL RESET -- restore the value of a configuration parameter to the default value

### Synopsis

```
PGPOOL RESET configuration_parameter  
PGPOOL RESET ALL
```

### Description

PGPOOL RESET command restores the value of Pgpool-II configuration parameters to the default value. The default value is defined as the value that the parameter would have had, if no PGPOOL SET had ever been issued for it in the current session. This command is similar to the [RESET](#) command in PostgreSQL with an addition of PGPOOL keyword to distinguish it from the PostgreSQL RESET command.

### Parameters

## PGPOOL RESET

*configuration\_parameter*

Name of a settable **Pgpool-II** configuration parameter. Available parameters are documented in [Chapter 5](#).

ALL

Resets all settable **Pgpool-II** configuration parameters to default values.

## Examples

Reset the value of [client\\_idle\\_limit](#) parameter:

```
PGPOOL RESET client_idle_limit;
```

Reset the value of all parameter to default:

```
PGPOOL RESET ALL;
```

## See Also

[PGPOOL SET](#), [PGPOOL SHOW](#)

## SHOW POOL STATUS

### Name

SHOW POOL STATUS -- sends back the list of configuration parameters with their name, value, and description

## Synopsis

```
SHOW POOL_STATUS
```

## Description

SHOW POOL\_STATUS displays the current value of **Pgpool-II** configuration parameters.

This command is similar to the [PGPOOL SHOW](#) command, but this is the older version of it. It is recommended to use [PGPOOL SHOW](#) instead.

## See Also

[PGPOOL SHOW](#)

## SHOW POOL NODES

### Name

SHOW POOL\_NODES -- sends back a list of all configured nodes

## Synopsis

```
SHOW POOL_NODES
```



## Description

`SHOW POOL_NODES` displays the node id, the hostname, the port, the status, the weight (only meaningful if you use the load balancing mode), the role, the SELECT query counts issued to each backend, whether each node is the load balancer node or not, and the replication delay (only if in streaming replication mode). The possible values in the status column are explained in the [pcp\\_node\\_info](#) reference. If the hostname is something like `/tmp`, that means `Pgpool-II` is connecting to backend by using UNIX domain sockets. The SELECT count does not include internal queries used by `Pgpool-II`. Also the counters are reset to zero upon starting up of `Pgpool-II`.

Here is an example session:

```
test=# show pool_nodes;
 node_id | hostname | port | status | lb_weight | role  | select_cnt | load_balance_node | replication_delay
-----+-----+-----+-----+-----+-----+-----+-----+-----
 0      | /tmp    | 11002 | up     | 0.500000 | primary | 0          | false             | 0
 1      | /tmp    | 11003 | up     | 0.500000 | standby | 0          | true              | 0
(2 rows)
```

## SHOW POOL\_PROCESSES

### Name

`SHOW POOL_PROCESSES --` sends back a list of all `Pgpool-II` processes waiting for connections and dealing with a connection

### Synopsis

```
SHOW POOL_PROCESSES
```

## Description

`SHOW POOL_PROCESSES` sends back a list of all `Pgpool-II` processes waiting for connections and dealing with a connection.

It has 6 columns:

- `pool_pid` is the PID of the displayed `Pgpool-II` process.
- `start_time` is the timestamp of when this process was launched.
- `database` is the database name of the currently active backend for this process.
- `username` is the user name used in the connection of the currently active backend for this process.
- `create_time` is the creation time and date of the connection.
- `pool_counter` counts the number of times this pool of connections (process) has been used by clients.

Here is an example session:

```
test=# show pool_processes;
 pool_pid |  start_time   | database | username |  create_time   | pool_counter
-----+-----+-----+-----+-----+-----
19696 | 2016-10-17 13:24:17 | postgres | t-ishii | 2016-10-17 13:35:12 | 1
19697 | 2016-10-17 13:24:17 |          |         |                     |
19698 | 2016-10-17 13:24:17 |          |         |                     |
19699 | 2016-10-17 13:24:17 |          |         |                     |
19700 | 2016-10-17 13:24:17 |          |         |                     |
19701 | 2016-10-17 13:24:17 |          |         |                     |
19702 | 2016-10-17 13:24:17 |          |         |                     |
19703 | 2016-10-17 13:24:17 |          |         |                     |
19704 | 2016-10-17 13:24:17 |          |         |                     |
19705 | 2016-10-17 13:24:17 |          |         |                     |
19706 | 2016-10-17 13:24:17 |          |         |                     |
19707 | 2016-10-17 13:24:17 |          |         |                     |
19708 | 2016-10-17 13:24:17 |          |         |                     |
19709 | 2016-10-17 13:24:17 |          |         |                     |
19710 | 2016-10-17 13:24:17 |          |         |                     |
19711 | 2016-10-17 13:24:17 |          |         |                     |
19712 | 2016-10-17 13:24:17 |          |         |                     |
19713 | 2016-10-17 13:24:17 |          |         |                     |
19714 | 2016-10-17 13:24:17 |          |         |                     |
19715 | 2016-10-17 13:24:17 |          |         |                     |
19716 | 2016-10-17 13:24:17 |          |         |                     |
19717 | 2016-10-17 13:24:17 |          |         |                     |
19718 | 2016-10-17 13:24:17 |          |         |                     |
19719 | 2016-10-17 13:24:17 |          |         |                     |
19720 | 2016-10-17 13:24:17 |          |         |                     |
20024 | 2016-10-17 13:33:46 |          |         |                     |
19722 | 2016-10-17 13:24:17 | test     | t-ishii | 2016-10-17 13:34:42 | 1
19723 | 2016-10-17 13:24:17 |          |         |                     |
19724 | 2016-10-17 13:24:17 |          |         |                     |
19725 | 2016-10-17 13:24:17 |          |         |                     |
19726 | 2016-10-17 13:24:17 |          |         |                     |
19727 | 2016-10-17 13:24:17 |          |         |                     |
(32 rows)
```

## SHOW POOL\_POOLS

### Name

SHOW POOL\_POOLS -- sends back a list of pools handled by Pgpool-II.

### Synopsis

```
SHOW POOL_POOLS
```

### Description

SHOW POOL\_POOLS sends back a list of pools handled by Pgpool-II

It has 11 columns:

- `pool_pid` is the PID of the displayed Pgpool-II process.
- `start_time` is the timestamp of when this process was launched.
- `pool_id` is the pool identifier (should be between 0 and [max\\_pool](#) - 1)
- `backend_id` is the backend identifier (should be between 0 and the number of configured backends minus one)
- `database` is the database name for this process's pool id connection.
- `username` is the user name for this process's pool id connection.

- `create_time` is the creation time and date of the connection.
- `majorversion` and `minorversion` are the protocol version numbers used in this connection.
- `pool_counter` counts the number of times this pool of connections (process) has been used by clients.
- `pool_backendpid` is the PID of the PostgreSQL process.
- `pool_connected` is true (1) if a frontend is currently using this backend.

It'll always return `num_init_children * max_pool * number_of_backends` lines. Here is an example session:

```
test=# show pool_pools;
pool_pid | start_time | pool_id | backend_id | database | username | create_time | majorversion | minorversion | pool_co
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----
19696 | 2016-10-17 13:24:17 | 0 | 0 | postgres | t-ishii | 2016-10-17 13:35:12 | 3 | 0 | 1 | 20079
19696 | 2016-10-17 13:24:17 | 0 | 1 | postgres | t-ishii | 2016-10-17 13:35:12 | 3 | 0 | 1 | 20080
19696 | 2016-10-17 13:24:17 | 1 | 0 | | | | 0 | 0 | 0 | 0
19696 | 2016-10-17 13:24:17 | 1 | 1 | | | | 0 | 0 | 0 | 0
19696 | 2016-10-17 13:24:17 | 2 | 0 | | | | 0 | 0 | 0 | 0
19696 | 2016-10-17 13:24:17 | 2 | 1 | | | | 0 | 0 | 0 | 0
19696 | 2016-10-17 13:24:17 | 3 | 0 | | | | 0 | 0 | 0 | 0
19696 | 2016-10-17 13:24:17 | 3 | 1 | | | | 0 | 0 | 0 | 0
19697 | 2016-10-17 13:24:17 | 0 | 0 | | | | 0 | 0 | 0 | 0
19697 | 2016-10-17 13:24:17 | 0 | 1 | | | | 0 | 0 | 0 | 0
19697 | 2016-10-17 13:24:17 | 1 | 0 | | | | 0 | 0 | 0 | 0
19697 | 2016-10-17 13:24:17 | 1 | 1 | | | | 0 | 0 | 0 | 0
19697 | 2016-10-17 13:24:17 | 2 | 0 | | | | 0 | 0 | 0 | 0
19697 | 2016-10-17 13:24:17 | 2 | 1 | | | | 0 | 0 | 0 | 0
19697 | 2016-10-17 13:24:17 | 3 | 0 | | | | 0 | 0 | 0 | 0
19697 | 2016-10-17 13:24:17 | 3 | 1 | | | | 0 | 0 | 0 | 0
19698 | 2016-10-17 13:24:17 | 0 | 0 | | | | 0 | 0 | 0 | 0
19698 | 2016-10-17 13:24:17 | 0 | 1 | | | | 0 | 0 | 0 | 0
19698 | 2016-10-17 13:24:17 | 1 | 0 | | | | 0 | 0 | 0 | 0
19698 | 2016-10-17 13:24:17 | 1 | 1 | | | | 0 | 0 | 0 | 0
19698 | 2016-10-17 13:24:17 | 2 | 0 | | | | 0 | 0 | 0 | 0
19698 | 2016-10-17 13:24:17 | 2 | 1 | | | | 0 | 0 | 0 | 0
19698 | 2016-10-17 13:24:17 | 3 | 0 | | | | 0 | 0 | 0 | 0
19698 | 2016-10-17 13:24:17 | 3 | 1 | | | | 0 | 0 | 0 | 0
19699 | 2016-10-17 13:24:17 | 0 | 0 | | | | 0 | 0 | 0 | 0
19699 | 2016-10-17 13:24:17 | 0 | 1 | | | | 0 | 0 | 0 | 0
19699 | 2016-10-17 13:24:17 | 1 | 0 | | | | 0 | 0 | 0 | 0
19699 | 2016-10-17 13:24:17 | 1 | 1 | | | | 0 | 0 | 0 | 0
19699 | 2016-10-17 13:24:17 | 2 | 0 | | | | 0 | 0 | 0 | 0
19699 | 2016-10-17 13:24:17 | 2 | 1 | | | | 0 | 0 | 0 | 0
19699 | 2016-10-17 13:24:17 | 3 | 0 | | | | 0 | 0 | 0 | 0
19699 | 2016-10-17 13:24:17 | 3 | 1 | | | | 0 | 0 | 0 | 0
19700 | 2016-10-17 13:24:17 | 0 | 0 | | | | 0 | 0 | 0 | 0
19700 | 2016-10-17 13:24:17 | 0 | 1 | | | | 0 | 0 | 0 | 0
19700 | 2016-10-17 13:24:17 | 1 | 0 | | | | 0 | 0 | 0 | 0
19700 | 2016-10-17 13:24:17 | 1 | 1 | | | | 0 | 0 | 0 | 0
19700 | 2016-10-17 13:24:17 | 2 | 0 | | | | 0 | 0 | 0 | 0
19700 | 2016-10-17 13:24:17 | 2 | 1 | | | | 0 | 0 | 0 | 0
19700 | 2016-10-17 13:24:17 | 3 | 0 | | | | 0 | 0 | 0 | 0
19700 | 2016-10-17 13:24:17 | 3 | 1 | | | | 0 | 0 | 0 | 0
19701 | 2016-10-17 13:24:17 | 0 | 0 | | | | 0 | 0 | 0 | 0
19701 | 2016-10-17 13:24:17 | 0 | 1 | | | | 0 | 0 | 0 | 0
19701 | 2016-10-17 13:24:17 | 1 | 0 | | | | 0 | 0 | 0 | 0
19701 | 2016-10-17 13:24:17 | 1 | 1 | | | | 0 | 0 | 0 | 0
19701 | 2016-10-17 13:24:17 | 2 | 0 | | | | 0 | 0 | 0 | 0
19701 | 2016-10-17 13:24:17 | 2 | 1 | | | | 0 | 0 | 0 | 0
19701 | 2016-10-17 13:24:17 | 3 | 0 | | | | 0 | 0 | 0 | 0
19701 | 2016-10-17 13:24:17 | 3 | 1 | | | | 0 | 0 | 0 | 0
19702 | 2016-10-17 13:24:17 | 0 | 0 | | | | 0 | 0 | 0 | 0
19702 | 2016-10-17 13:24:17 | 0 | 1 | | | | 0 | 0 | 0 | 0
19702 | 2016-10-17 13:24:17 | 1 | 0 | | | | 0 | 0 | 0 | 0
19702 | 2016-10-17 13:24:17 | 1 | 1 | | | | 0 | 0 | 0 | 0
19702 | 2016-10-17 13:24:17 | 2 | 0 | | | | 0 | 0 | 0 | 0
19702 | 2016-10-17 13:24:17 | 2 | 1 | | | | 0 | 0 | 0 | 0
19702 | 2016-10-17 13:24:17 | 3 | 0 | | | | 0 | 0 | 0 | 0
19702 | 2016-10-17 13:24:17 | 3 | 1 | | | | 0 | 0 | 0 | 0
19703 | 2016-10-17 13:24:17 | 0 | 0 | | | | 0 | 0 | 0 | 0
19703 | 2016-10-17 13:24:17 | 0 | 1 | | | | 0 | 0 | 0 | 0
19703 | 2016-10-17 13:24:17 | 1 | 0 | | | | 0 | 0 | 0 | 0
19703 | 2016-10-17 13:24:17 | 1 | 1 | | | | 0 | 0 | 0 | 0
```

19705	2016-10-17 13:24:17	2	0					0	0	0	0	0
19703	2016-10-17 13:24:17	2	1					0	0	0	0	0
19703	2016-10-17 13:24:17	3	0					0	0	0	0	0
19703	2016-10-17 13:24:17	3	1					0	0	0	0	0
19704	2016-10-17 13:24:17	0	0					0	0	0	0	0
19704	2016-10-17 13:24:17	0	1					0	0	0	0	0
19704	2016-10-17 13:24:17	1	0					0	0	0	0	0
19704	2016-10-17 13:24:17	1	1					0	0	0	0	0
19704	2016-10-17 13:24:17	2	0					0	0	0	0	0
19704	2016-10-17 13:24:17	2	1					0	0	0	0	0
19704	2016-10-17 13:24:17	3	0					0	0	0	0	0
19704	2016-10-17 13:24:17	3	1					0	0	0	0	0
19705	2016-10-17 13:24:17	0	0					0	0	0	0	0
19705	2016-10-17 13:24:17	0	1					0	0	0	0	0
19705	2016-10-17 13:24:17	1	0					0	0	0	0	0
19705	2016-10-17 13:24:17	1	1					0	0	0	0	0
19705	2016-10-17 13:24:17	2	0					0	0	0	0	0
19705	2016-10-17 13:24:17	2	1					0	0	0	0	0
19705	2016-10-17 13:24:17	3	0					0	0	0	0	0
19705	2016-10-17 13:24:17	3	1					0	0	0	0	0
19706	2016-10-17 13:24:17	0	0					0	0	0	0	0
19706	2016-10-17 13:24:17	0	1					0	0	0	0	0
19706	2016-10-17 13:24:17	1	0					0	0	0	0	0
19706	2016-10-17 13:24:17	1	1					0	0	0	0	0
19706	2016-10-17 13:24:17	2	0					0	0	0	0	0
19706	2016-10-17 13:24:17	2	1					0	0	0	0	0
19706	2016-10-17 13:24:17	3	0					0	0	0	0	0
19706	2016-10-17 13:24:17	3	1					0	0	0	0	0
19707	2016-10-17 13:24:17	0	0					0	0	0	0	0
19707	2016-10-17 13:24:17	0	1					0	0	0	0	0
19707	2016-10-17 13:24:17	1	0					0	0	0	0	0
19707	2016-10-17 13:24:17	1	1					0	0	0	0	0
19707	2016-10-17 13:24:17	2	0					0	0	0	0	0
19707	2016-10-17 13:24:17	2	1					0	0	0	0	0
19707	2016-10-17 13:24:17	3	0					0	0	0	0	0
19707	2016-10-17 13:24:17	3	1					0	0	0	0	0
19708	2016-10-17 13:24:17	0	0					0	0	0	0	0
19708	2016-10-17 13:24:17	0	1					0	0	0	0	0
19708	2016-10-17 13:24:17	1	0					0	0	0	0	0
19708	2016-10-17 13:24:17	1	1					0	0	0	0	0
19708	2016-10-17 13:24:17	2	0					0	0	0	0	0
19708	2016-10-17 13:24:17	2	1					0	0	0	0	0
19708	2016-10-17 13:24:17	3	0					0	0	0	0	0
19708	2016-10-17 13:24:17	3	1					0	0	0	0	0
19709	2016-10-17 13:24:17	0	0					0	0	0	0	0
19709	2016-10-17 13:24:17	0	1					0	0	0	0	0
19709	2016-10-17 13:24:17	1	0					0	0	0	0	0
19709	2016-10-17 13:24:17	1	1					0	0	0	0	0
19709	2016-10-17 13:24:17	2	0					0	0	0	0	0
19709	2016-10-17 13:24:17	2	1					0	0	0	0	0
19709	2016-10-17 13:24:17	3	0					0	0	0	0	0
19709	2016-10-17 13:24:17	3	1					0	0	0	0	0
19710	2016-10-17 13:24:17	0	0					0	0	0	0	0
19710	2016-10-17 13:24:17	0	1					0	0	0	0	0
19710	2016-10-17 13:24:17	1	0					0	0	0	0	0
19710	2016-10-17 13:24:17	1	1					0	0	0	0	0
19710	2016-10-17 13:24:17	2	0					0	0	0	0	0
19710	2016-10-17 13:24:17	2	1					0	0	0	0	0
19710	2016-10-17 13:24:17	3	0					0	0	0	0	0
19710	2016-10-17 13:24:17	3	1					0	0	0	0	0
19711	2016-10-17 13:24:17	0	0					0	0	0	0	0
19711	2016-10-17 13:24:17	0	1					0	0	0	0	0
19711	2016-10-17 13:24:17	1	0					0	0	0	0	0
19711	2016-10-17 13:24:17	1	1					0	0	0	0	0
19711	2016-10-17 13:24:17	2	0					0	0	0	0	0
19711	2016-10-17 13:24:17	2	1					0	0	0	0	0
19711	2016-10-17 13:24:17	3	0					0	0	0	0	0
19711	2016-10-17 13:24:17	3	1					0	0	0	0	0
19712	2016-10-17 13:24:17	0	0					0	0	0	0	0
19712	2016-10-17 13:24:17	0	1					0	0	0	0	0
19712	2016-10-17 13:24:17	1	0					0	0	0	0	0
19712	2016-10-17 13:24:17	1	1					0	0	0	0	0
19712	2016-10-17 13:24:17	2	0					0	0	0	0	0
19712	2016-10-17 13:24:17	2	1					0	0	0	0	0
19712	2016-10-17 13:24:17	3	0					0	0	0	0	0
19712	2016-10-17 13:24:17	3	1					0	0	0	0	0
19713	2016-10-17 13:24:17	0	0					0	0	0	0	0



20600	2016-10-17 13:46:58	3	0				0	0	0	0	0
20600	2016-10-17 13:46:58	3	1				0	0	0	0	0
19723	2016-10-17 13:24:17	0	0				0	0	0	0	0
19723	2016-10-17 13:24:17	0	1				0	0	0	0	0
19723	2016-10-17 13:24:17	1	0				0	0	0	0	0
19723	2016-10-17 13:24:17	1	1				0	0	0	0	0
19723	2016-10-17 13:24:17	2	0				0	0	0	0	0
19723	2016-10-17 13:24:17	2	1				0	0	0	0	0
19723	2016-10-17 13:24:17	3	0				0	0	0	0	0
19723	2016-10-17 13:24:17	3	1				0	0	0	0	0
19724	2016-10-17 13:24:17	0	0				0	0	0	0	0
19724	2016-10-17 13:24:17	0	1				0	0	0	0	0
19724	2016-10-17 13:24:17	1	0				0	0	0	0	0
19724	2016-10-17 13:24:17	1	1				0	0	0	0	0
19724	2016-10-17 13:24:17	2	0				0	0	0	0	0
19724	2016-10-17 13:24:17	2	1				0	0	0	0	0
19724	2016-10-17 13:24:17	3	0				0	0	0	0	0
19724	2016-10-17 13:24:17	3	1				0	0	0	0	0
19725	2016-10-17 13:24:17	0	0				0	0	0	0	0
19725	2016-10-17 13:24:17	0	1				0	0	0	0	0
19725	2016-10-17 13:24:17	1	0				0	0	0	0	0
19725	2016-10-17 13:24:17	1	1				0	0	0	0	0
19725	2016-10-17 13:24:17	2	0				0	0	0	0	0
19725	2016-10-17 13:24:17	2	1				0	0	0	0	0
19725	2016-10-17 13:24:17	3	0				0	0	0	0	0
19725	2016-10-17 13:24:17	3	1				0	0	0	0	0
19726	2016-10-17 13:24:17	0	0				0	0	0	0	0
19726	2016-10-17 13:24:17	0	1				0	0	0	0	0
19726	2016-10-17 13:24:17	1	0				0	0	0	0	0
19726	2016-10-17 13:24:17	1	1				0	0	0	0	0
19726	2016-10-17 13:24:17	2	0				0	0	0	0	0
19726	2016-10-17 13:24:17	2	1				0	0	0	0	0
19726	2016-10-17 13:24:17	3	0				0	0	0	0	0
19726	2016-10-17 13:24:17	3	1				0	0	0	0	0
19727	2016-10-17 13:24:17	0	0				0	0	0	0	0
19727	2016-10-17 13:24:17	0	1				0	0	0	0	0
19727	2016-10-17 13:24:17	1	0				0	0	0	0	0
19727	2016-10-17 13:24:17	1	1				0	0	0	0	0
19727	2016-10-17 13:24:17	2	0				0	0	0	0	0
19727	2016-10-17 13:24:17	2	1				0	0	0	0	0
19727	2016-10-17 13:24:17	3	0				0	0	0	0	0
19727	2016-10-17 13:24:17	3	1				0	0	0	0	0

(256 rows)

## SHOW POOL\_VERSION

### Name

SHOW POOL\_VERSION -- displays a string containing the Pgpool-II release number.

### Synopsis

```
SHOW POOL_VERSION
```

### Description

SHOW POOL\_VERSION displays a string containing the Pgpool-II release number. Here is an example session:

```
test=# show pool_version;
      pool_version
-----
3.6.0 (subaruboshi)
(1 row)
```

## SHOW POOL\_CACHE

## Name

SHOW POOL\_CACHE -- displays cache storage statistics

## Synopsis

```
SHOW POOL_CACHE
```

## Description

SHOW POOL\_CACHE displays [in memory query cache](#) statistics if in memory query cache is enabled. Here is an example session:

```
test=# \x
\x
Expanded display is on.
test=# show pool_cache;
show pool_cache;
-[ RECORD 1 ]-----+-----
num_cache_hits      | 891703
num_selects         | 99995
cache_hit_ratio     | 0.90
num_hash_entries    | 131072
used_hash_entries   | 99992
num_cache_entries   | 99992
used_cache_entries_size | 12482600
free_cache_entries_size | 54626264
fragment_cache_entries_size | 0
```

## V. pgpool\_adm extension

pgpool\_adm is a set of extensions to allow SQL access to [Reference II, PCP commands](#) (actually, pcp libraries). It uses foreign data wrapper as shown in the diagram below.

### Figure 1. How pgpool\_adm works

□

It is possible to call the functions from either via pgpool-II (1) or via PostgreSQL (2). In case (1), Pgpool-II accepts query from user (1), then forward to PostgreSQL (3). PostgreSQL connects to Pgpool-II (5) and Pgpool-II reply back to PostgreSQL with the result (3). PostgreSQL returns the result to Pgpool-II (5) and Pgpool-II forwards the data to the user (6).

In case (2), PostgreSQL accepts query from user (2). PostgreSQL connects to Pgpool-II (5) and Pgpool-II reply back to PostgreSQL with the result (3). PostgreSQL replies back the data to the user (6).

There are two forms to call pgpool\_adm functions: first form accepts Pgpool-II host name (or IP address), pcp port number, pcp user name, its password and another parameters.

In the second form, Pgpool-II server name is required. The server name must be already defined using "CREATE FOREIGN SERVER" command of PostgreSQL. The pcp port number is hard coded as 9898, the pcp user name assumes to be same as caller's PostgreSQL user name. password is extracted from \$HOME/.pcppass.

## 1. Installing pgpool\_adm

pgpool\_adm is an extension and should be installed on all PostgreSQL servers.

```
$ cd src/sql/pgpool_adm
$ make
$ make install
```

Then issue following SQL command for every database you want to access.

```
$ psql ...
$ CREATE EXTENSION pgpool_adm
```

## Table of Contents

[pgpool\\_adm\\_pcp\\_node\\_info](#) -- a function to display the information on the given node ID

[pgpool\\_adm\\_pcp\\_pool\\_status](#) -- a function to retrieves parameters in pgpool.conf.

[pgpool\\_adm\\_pcp\\_node\\_count](#) -- a function to retrieves number of backend nodes.

[pgpool\\_adm\\_pcp\\_attach\\_node](#) -- a function to attach given node ID

[pgpool\\_adm\\_pcp\\_detach\\_node](#) -- a function to detach given node ID

## pgpool\_adm\_pcp\_node\_info

### Name

pgpool\_adm\_pcp\_node\_info -- a function to display the information on the given node ID

### Synopsis

pcp\_node\_info returns record(integer node\_id, text host, integer port, text username, text password, out status text, out weight float4);

pcp\_node\_info returns record(integer node\_id, text pcp\_server, out status text, out weight float4);

### Description

pcp\_node\_info displays the information on the given node ID.

### Arguments

*node\_id*

The index of backend node to get information of.

*pcp\_server*

The foreign server name for pcp server.

Other arguments

See [pcp\\_common\\_options](#).

### Example

Here is an example output:



```
test=# SELECT * FROM pgpool_adm_pcp_node_info(0, '', 11001, 't-ishii', 't-ishii');
 host | port | status | weight
-----+-----+-----+-----
 /tmp | 11002 | Connection in use | 0
(1 row)
```

## pgpool\_adm\_pcp\_pool\_status

### Name

pgpool\_adm\_pcp\_pool\_status -- a function to retrieves parameters in pgpool.conf.

### Synopsis

pcp\_pool\_status returns record(text host, integer port, text username, text password, out item text, out value text, out description text);

pcp\_pool\_status returns record(text pcp\_server, out item text, out value text, out description text);

### Description

pcp\_pool\_status retrieves parameters in pgpool.conf.

### Arguments

*pcp\_server*

The foreign server name for pcp server.

Other arguments

See [pcp\\_common\\_options](#).

### Example

Here is an example output:

```
test=# SELECT * FROM pgpool_adm_pcp_pool_status('localhost', 11001, 't-ishii', 't-ishii') WHERE item ~ 'backend.*0';
 item | value | description
-----+-----+-----
 backend_hostname0 | /tmp | backend #0 hostname
 backend_port0 | 11002 | backend #0 port number
 backend_weight0 | 0.500000 | weight of backend #0
 backend_data_directory0 | /home/t-ishii/work/pgpool-II/current/aaa/data0 | data directory for backend #0
 backend_status0 | 2 | status of backend #0
 backend_flag0 | ALLOW_TO_FAILOVER | backend #0 flag
(6 rows)
```

## pgpool\_adm\_pcp\_node\_count

### Name

pgpool\_adm\_pcp\_node\_count -- a function to retrieves number of backend nodes.

### Synopsis

pcp\_node\_count returns integer(text host, integer port, text username, text password);

pcp\_node\_count returns integer(text pcp\_server);

## Description

`pcp_node_count` retrieves number of DB nodes.

## Arguments

*pcp\_server*

The foreign server name for pcp server.

Other arguments

See [pcp\\_common\\_options](#).

## Example

Here is an example output:

```
test=# SELECT * FROM pgpool_adm_pcp_node_count('localhost',11001,'t-ishii','t-ishii');
 node_count
-----
          2
(1 row)
```

## pgpool\_adm\_pcp\_attach\_node

### Name

`pgpool_adm_pcp_attach_node` -- a function to attach given node ID

## Synopsis

`pcp_attach_node` returns record(integer node\_id, text host, integer port, text username, text password, out node\_attached boolean);

`pcp_attach_node` returns record(integer node\_id, text pcp\_server, out node\_attached boolean);

## Description

`pcp_attach_node` attaches a node to Pgpool-II.

## Arguments

*node\_id*

The index of backend node to attach.

*pcp\_server*

The foreign server name for pcp server.

Other arguments

See [pcp\\_common\\_options](#).

## Example

Here is an example output:

```
test=# SELECT * FROM pgpool_adm_pcp_attach_node(1,'localhost',11001,'t-ishii','t-ishii');
node_attached
-----
t
(1 row)
```

## pgpool\_adm\_pcp\_detach\_node

### Name

pgpool\_adm\_pcp\_detach\_node -- a function to detach given node ID

### Synopsis

pcp\_detach\_node returns record(integer node\_id, boolean gracefully, text host, integer port, text username, text password, out node\_detached boolean);

pcp\_detach\_node returns record(integer node\_id, boolean gracefully, text pcp\_server, out node\_detached boolean);

### Description

pcp\_detach\_node detaches a node from Pgpool-II.

### Arguments

*node\_id*

The index of backend node to detach.

*gracefully*

If true, wait for all session of pgpool-II terminates.

*pcp\_server*

The foreign server name for pcp server.

Other arguments

See [pcp\\_common\\_options](#).

### Example

Here is an example output:

```
test=# SELECT * FROM pgpool_adm_pcp_detach_node(1, 'false', 'localhost',11001,'t-ishii','t-ishii');
node_detached
-----
t
(1 row)
```

## V. Appendixes

something...

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## Appendix A. Release Notes

The release notes contain the significant changes in each Pgpool-II release, with major features and migration issues listed at the top. The release notes do not contain changes that affect only a few users or changes that are internal and therefore not user-visible.

A complete list of changes for each release can be obtained by viewing the Git logs for each release. The [pgpool-committers email list](#) records all source code changes as well. There is also a [web interface](#) that shows changes to specific files.

The name appearing next to each item represents the major developer for that item. Of course all changes involve community discussion and patch review, so each item is truly a community effort.

---

### A.1. Release 3.6.6

**Release Date:** 2017-09-05

---

#### A.1.1. Bug fixes

- Fix Pgpool-II hanging when error occurs in streaming replication mode and extended query. (Tatsuo Ishii)

If backend returns ERROR, Pgpool-II reads message from frontend until a `sync` message is sent. Previous code assumed next message is `sync`. However it is possible that more message coming before the `sync` message, it's a low probability though. Fix it to continue reading messages until the `sync` message is read.

- Fix `wd_authkey` bug in that a request to add new node to the clustr is rejected by master. (Yugo Nagata)

This is a bug due to the implementation of 3.5.6 and 3.6.3.

This changed the definition of `tv_sec` that is used to check `wd_authkey` so that this was affected by the clock of OS. So, if there is a lag between two nodes' clocks, the `wd_authkey` check fails.

- Test: Fix load balance test driver. (Tatsuo Ishii)

Some tests only for native replication mode was executed in streaming replication mode as well.

- Fix not working `slony` mode in extended query. (Tatsuo Ishii)

When response returned from backend, in progress flag was not reset in `slony` mode, which cause waiting for next message from backend in vain.

- Fix ancient bug of stream write modules. (Tatsuo Ishii)

Fix bug with `pool_write_noerror()` when requested length exceeds remaining write buffer size. This could lead to a buffer overrun problem.

When write buffer is full, `pool_flush_it()` is called, which could write data to socket in the middle of message. To fix the problem directly write requested data if the write buffer is going to be full.

Enhance performance of `pool_unread()`.

- Test: Some miscellanies small fixes in regression test scripts. (Muhammad Usama)

- Doc: Fix documentation about load-balancing. (Yugo Nagata)

- Fix core dump and mishandling of temp tables. (Tatsuo Ishii)

- Fix ancient bug of `pool_unread()`. (Tatsuo Ishii)

When `realloc()` is called in `pool_unread()`, it did not update the buffer size. This could cause variety of memory corruption and unexpected data reading from backend. The reason why we did not found that is, probably recently `Pgpool-II` starts extensively to use `pool_unread()`.

- Fix handling of empty queries. ([bug 328](#)) (Tatsuo Ishii)

When empty query (empty string or all comment query) is sent, command complete message was returned to frontend. This is not correct. An empty query response should be returned to frontend.

- Fix query cache bug with streaming replication mode and extended query case. (Tatsuo Ishii)

- Fix memory leak with streaming replication mode/extended query case. ([bug 324](#)) (Tatsuo Ishii)

- Test: Fix Java program in 005.regression test. (Tatsuo Ishii)

- Fix for when failover is triggered by worker process, it is possible that wrong DB node could failover. ([bug 303](#)) (Tatsuo Ishii)

This is due to the `db_node_id` member in the `POLL_CONNECTION` structure is not initialized in the process (in child process the member is properly initialized). To solve the problem, add new function `pool_set_db_node_id()` to set the structure member variable and call it inside `make_persistent_db_connection()`.

- Fix starting unnecessary transaction when `SET` command is issued. (Tatsuo Ishii)

- Fix for [\[pgpool-general: 5621\]](#) `Failover()` function should be executed with health check alarm disabled. (Muhammad Usama)

- Fix `Pgpool-II` hung up bug or other errors in error case in extended query in replication mode. (Tatsuo Ishii)

And other fixes in this commit.

1) Do not send intended error query to backend in streaming replication mode in `ErrorResponse3()`.

2) Fix `pool_virtual_master_db_node_id()` to return the `virtual_master_node_id` only when query is in progress and query context exists.

- Doc: Fix `Pgpool-II` document typo. (Bo Peng)

- Allow make dist to include `pgpool.service`. (Yugo Nagata)
- 

### A.1.2. Enhancements

- Doc: Add new English and Japanese documents of [Pgpool-II + Watchdog Setup Example](#). (Bo Peng)
  - Test: Add more memory leak regression tests. (Tatsuo Ishii)
- 

## A.2. Release 3.6.5

**Release Date:** 2017-07-11

---

### A.2.1. Bug fixes

- Fix for [\[pgpool-hackers: 2400\]](#) Garbage output (Muhammad Usama)  
Mostly the log messages fixes and few code cleanups.
- Importing the latest changes in the `MemoryManager` API from PostgreSQL code. (Muhammad Usama)
- Fixing 0000306: Pgpool steals back MASTER status. [\(bug 306\)](#) (Muhammad Usama)
- Fixing [\[pgpool-hackers: 2390\]](#) Problems with the relative paths in daemon mode (Muhammad Usama)
- Adjust function name change in PostgreSQL 10 dev head. (Tatsuo Ishii)

```
pg_current_wal_location    -> pg_current_wal_lsn  
pg_last_wal_replay_location -> pg_last_wal_replay_lsn
```

- Fix a possible hang with streaming replication and extended protocol. (Yugo Nagata)

This hang occurred under a certain condition. The following is an example.

- `pgpool.conf` is configured so that all read queries are sent to the standby.
- First, issue a writing query in a transaction block
- After committing the transaction, issue a select query.
- When processing the query, send Describe (statement) message just after Parse.

Without using JDBC, we can reproduce the problem by `pgproto` with the following messages.

```

'Q' "DROP TABLE IF EXISTS test_tbl"
'Y'
'Q' "CREATE TABLE test_tbl(i int)"
'Y'
'Q' "INSERT INTO test_tbl VALUES(1)"
'Y'

'P' "" "BEGIN" 0
'B' "" "" 0 0 0
'E' "" 0
'S'
'Y'

'P' "" "INSERT INTO test_tbl VALUES(1)" 0
'B' "" "" 0 0 0
'E' "" 0
'S'
'Y'

'P' "" "COMMIT" 0
'B' "" "" 0 0 0
'E' "" 0
'S'
'Y'

'P' "S_1" "SELECT * FROM test_tbl" 0
'D' 'S' "S_1"
'B' "C_1" "S_1" 0 0 0
'E' "C_1" 0
'S'
'Y'

'X'

```

To fix it, `parse_before_bind()` should be called only if we are in a transaction block so that we can send `Bind` and `Execute` to the right backend.

- Fix `Pgpool-II` hang when used by `erlang` applications. (Tatsuo Ishii)

`Erlang` client sends "Describe" message followed by "Flush". So the backend returns "Row description." However `Pgpool-II` forgets to reset the query in progress flag upon receiving "Row description" message, then `Pgpool-II` keeps on waiting for response from backend. This is the cause of `erlang` client hanging.

Fix is, just reset the query in progress flag upon receiving "Row description" message. Same thing can be said to "no data" message.

See [\[pgpool-general: 5555\]](#) for more details.

- Fix bug with sending bind message to wrong target node. ([bug 314](#)) (Tatsuo Ishii)
- Fix query cache hang when used by `node.js`. (Tatsuo Ishii)

See [\[pgpool-general: 5511\]](#) for more details.

- Deal with `PostgreSQL 10` in streaming replication delay checking. (Tatsuo Ishii)
- Fix query cache memory leak. (Tatsuo Ishii)

Clearing cache buffers in case of no oid queries (like `BEGIN`, `CHECKPOINT`, `VACUUM`, etc) should have been done, but it did not.

- Fix extended query hang in certain case. (Tatsuo Ishii)

`erlang` PostgreSQL API produces `Parse` ('P'), `Describe` ('D'), `Flush` ('H'), `Bind` ('B'), and `Execute` ('E'). Notice the 'H' message (this does not happen in `JDBC`. I suspect that's the reason why this problem is not popular before). After that, `Pgpool-II` dropped the extended query mode, it failed to find which backend to read data. Thus `Pgpool-II` simply tries to read all of backend which causes hang because it may have not send a message to some of backends.

Solution is, after receiving the flush message set doing extended query flag.

- Fix for [\[pgpool-hackers: 2354\]](#) segfault with `pg_md5`. (Muhammad Usama)
- Fix descriptions of `white/black_memcache_table_list`. (Tatsuo Ishii)

They are far from actual implementations.

See [\[pgpool-general: 5479\]](#) for more details.

- Fix corner case bug in `Pgpool-II` starting up. (Tatsuo Ishii)

It is possible that a failover request is accepted before primary node is searched. This leads `Pgpool-II` to a strange state: there's no primary node if the failed node was a primary node (even if new primary node exists as a result of promotion of existing standby).

See [\[pgpool-hackers: 2321\]](#) for more details.

---

## A.3. Release 3.6.4

**Release Date:** 2017-05-11

---

### A.3.1. Bug fixes

- Fixing a few corner cases in the failover request handling of the watchdog. (Muhammad Usama)
  - Tightening up the watchdog cluster membership criteria. (Muhammad Usama)
  - Enhance document for load balancing. (Tatsuo Ishii)
  - Add node 0 failover test. (Tatsuo Ishii)
  - Fix `Pgpool-II` child process segfault reported in [\[pgpool-hackers: 2312\]](#). (Tatsuo Ishii)
- 

## A.4. Release 3.6.3

**Release Date:** 2017-04-28

---

### A.4.1. Bug fixes

- Fix "show pool\_cache" segfault when memcached is used. [\(Bug 301\)](#) (Tatsuo Ishii)
- Fix for some more code warnings. (Muhammad Usama)
- Fixing some annoying compiler warnings. (Muhammad Usama)
- Removing the function defined but not used warnings from `pool_config_variable.c` (Muhammad Usama)
- Removing the references of obsolete `debug_level` configuration parameter. (Muhammad Usama)
- Fixing a mistake in the watchdog code. (Muhammad Usama)  
commit also adds some debug messages in the watchdog code.
- Fix for 0000299: Errors on the reloading of configuration. [\(Bug 299\)](#) (Muhammad Usama)



- Add pgpool\_adm English and Japanese docs. (Tatsuo Ishii)
- Fix document indentation. (Tatsuo Ishii)
- Fix for 0000289: Inconsistent backend state. ([Bug 289](#)) (Muhammad Usama)
- Enhancing the handling of split-brain scenario by the watchdog. (Muhammad Usama)

Previously, the watchdog cluster was used to call for re-election of the master/coordinator node whenever the split-brain situation was detected. And consequently every node was required to rejoin the watchdog network, Which was essentially similar to the re-booting of the whole watchdog cluster.

The candidate for the master/coordinator node is selected on the following criteria.

1-- When two watchdog nodes are claiming to be the cluster master, the master node that has performed the escalation keeps the master status and the other node is asked to step down.

2-- If the conflict could not be resolved by the escalation status of the nodes, The node which holds the quorum remains the master/coordinator.

3-- If the quorum status of both contenders is also same. The node with higher number of connected alive nodes get the preference.

4-- Finally, if all above three yields no winner, the older master (The node that has the coordinator status for longer duration) remains the master.

- Enhancing the watchdog internal command mechanism to handle multiple concurrent commands. (Muhammad Usama)
- Fix compiler warnings. (Tatsuo Ishii)
- Comment out unsupported Java method in new JDBC drivers to prevent regression failure. (Tatsuo Ishii)
- Downgrade parse before bind log message to debug1. (Tatsuo Ishii)
- Fix coverity warnings. (Tatsuo Ishii, Muhammad Usama)
- Fix for [\[pgpool-general: 5396\]](#) pam ldap failure. (Muhammad Usama)
- Mention that SQL type commands cannot be used in extended query mode. (Tatsuo Ishii)
- Consider SHOW command as kind of a read query. (Tatsuo Ishii)

In streaming replication mode, if SHOW is issued then subsequent SELECTs are sent to the primary node in an explicit transaction. This is not a reasonable and unnecessary limitation. Also fix hang when parse command returns error.

- Fix memory leak problem caused by commit adcb636. (Tatsuo Ishii)

Commit adcb636 introduces "pending message queue". When a message arrives, the info is added to the queue and a copy of object is created at the same time, but forgot to free the object. Fix is, creating a new function pool\_pending\_message\_free\_pending\_message() and call it after pool\_pending\_message\_add(), pool\_pending\_message\_get() and pool\_pending\_message\_pull\_out(). Problem reported by Sergey Kim.

- Mega patch to fix "kind mismatch" (or derived) errors in streaming replication mode. ([Bug 271](#)) (Tatsuo Ishii)

The errors are caused by wrong prediction in which (or both) database node will send response to Pgpool-II. Previous implementation using "sync map" are weak and sometimes fail in the prediction.

This patch introduces new implementation using "pending message queue", which records all sent message to backends. The element of the queue stores info regarding messages types (parse/bind/execute/describe/close/sync), to which database node the message was sent and so on. It's a simple FIFO queue. When a message arrives from backend, by looking at the head of the "pending message queue", it is possible to reliably predict what kind of message and from which database node it will arrive. After receiving the message, the element is removed from the queue.

I would like to thank to Sergey Kim, who has been helping me in testing series of patches.

See [Bug 271](#) and discussion in pgpool-hackers mailing list [[pgpool-hackers: 2043](#)] and [[pgpool-hackers: 2140](#)] for more details.

- Fix for 0000296: PGPool v3.6.2 terminated by systemd because the service Type has been set to 'forking'. ([Bug 296](#)) (Muhammad Usama)

---

## A.5. Release 3.6.2

**Release Date:** 2017-03-17

---

### A.5.1. Bug fixes

- Add "Wants=network.target" to pgpool.service file. ([bug 294](#)) (Bo Peng)
- Fix [pcp\\_promote\\_node](#) bug that fails promoting node 0. (Yugo Nagata)

The master node could not be promoted by `pcp_promote_node` with the following error;

```
FATAL: invalid pgpool mode for process recovery request
DETAIL: specified node is already primary node, can't promote node id 0
```

In streaming replication mode, there is a case that Pgpool-II regards the status of primary node as "standby" for some reasons, for example, when `pg_ctl promote` is executed manually during Pgpool-II is running, in which case, it seems to Pgpool-II that the primary node doesn't exist.

This status mismatch should be fixed by `pcp_promote_node`, but when the node is the master node (the first alive node), it fails as mentioned above.

The reason is as following. before changing the status, `pcp_promote_node` checks if the specified node is already primary or not by comparing the node id with `PRIMARY_NODE_ID`. However, if the primary doesn't exist from Pgpool-II's view, `PRIMARY_NODE_ID` is set to 0, which is same as `MASTER_NODE_ID`. Hence, when the master node is specified to be promoted, `pcp_promote_node` is confused that this node is already primary and doesn't have to be promoted, and it exits with the error.

To fix this, `pcp_promote_node` should check the node id by using `REAL_PRIMARY_NODE_ID`, which is set -1 when the primary doesn't exist, rather than `PRIMARY_NODE_ID`.

- Fix document error. (Tatsuo Ishii, Bo Peng)
- Pgpool-II should not perform ping test after bringing down the VIP. (Muhammad Usama)

This issue was reported by the reporter of bug:[pgpool-II 0000249]: watchdog sometimes fails de-escalation

- Fix to release shared memory segments when Pgpool-II exits. ([bug 272](#)) (Tatsuo Ishii)
- Fix for [[pgpool-general: 5315](#)] `pg_terminate_backend` (Muhammad Usama)
- Adding the missing `ExecStop` and `ExecReload` commands to the systemd service configuration file. (Muhammad Usama)
- Fix for 281: "segmentation fault" when execute [pcp\\_attach\\_node](#). ([bug 281](#)) (Muhammad Usama)
- Fix load balancing bug in streaming replication mode. (Tatsuo Ishii)

In an explicit transaction, any `SELECT` will be load balanced until write query is sent. After writing query is sent, any `SELECT` should be sent to the primary node. However if a `SELECT` is sent before a sync message is sent, this does not work since the treatment of writing query is done after ready for query message arrives.

Solution is, the treatment for writing query is done in executing the writing query as well.

The bug has been there since V3.5.

- Fix yet another kind mismatch error in streaming replication mode. (Tatsuo Ishii)
- Fix `do_query()` hangs after close message. (Tatsuo Ishii)
- Fixing stack smashing detected. ([bug 280](#)) (Muhammad Usama)

It was a buffer overflow in `wd_get_cmd` function

- Fixing the issue with the watchdog process restart. (Muhammad Usama)

When the watchdog process gets abnormally terminated because of some problem (e.g. Segmentation fault) the new spawned watchdog process fails to start and produces an error "bind on ... failed with reason: Address already in use".

Reason is the abnormally terminating watchdog process never gets the time to clean-up the socket it uses for IPC and the new process gets an error because the socket address is already occupied.

Fix is, the Pgpool main process sets the flag in shared memory to mark the watchdog process was abnormally terminated and at startup when the watchdog process see that the flag is set, it performs the clean up of the socket file and also performs the de-escalation (If the watchdog process was crashed when it was master/coordinator node) if required before initializing itself.

- Fix query cache bug reported in [pgpool-general-jp:1441](#). (Tatsuo Ishii)

In streaming replication mode with query cache enabled, SELECT hangs in the following scenario:

- 1) a SELECT hits query cache and returns rows from the query cache.
- 2) following SELECT needs to search meta data and it hangs.

In #1, while returning the cached result, it misses to call `pool_unset_pending_response()`, which leave the `pending_response` flag be set. In #2, `do_query()` checks the flag and tries to read pending response from backend. Since there's no pending data in backend, it hangs in reading data from backend.

Fix is, just call `pool_unset_pending_response()` in #1 to reset the flag.

Bug report and fix provided by Nobuyuki Nagai. New regression test item (068) added by me.

- Remove `elog/ereport` calls from signal handlers. (Tatsuo Ishii)

See [\[pgpool-hackers: 1950\]](#) for details.

- Fix bug failed to create INET domain socket in FreeBSD if `listen_addresses = '*'`. ([bug 202](#)) (Bo Peng)
- Fix for 0000249: watchdog sometimes fails de-escalation. ([bug 249](#)) (Muhammad Usama)

The solution is to use the `waitpid()` system call without `WNOHANG` option.

- Fix `connection_life_time` broken by `authentication_timeout`. (Yugo Nagata)
- Fix authentication timeout that can occur right after client connections. (Yugo Nagata)

---

## A.6. Release 3.6.1

**Release Date:** 2016-12-26

---

### A.6.1. Bug fixes

- Tightening up the watchdog security. (Muhammad Usama)

Now wd\_authkey uses the HMAC SHA-256 hashing.

- Add pgpool\_adm extension in **Pgpool-II** RPM. (Bo Peng)
- Fix occasional segfault when query cache is enabled. (bug 263) (Tatsuo Ishii)
- Fix packet kind does not match error in extended protocol. (bug 231) (Tatsuo Ishii)

According to the bug231, the bug seem to bite you if all of following conditions are met:

- Streaming replication mode
- Load balance node is not node 0
- Extended protocol is used
- SELECT is executed, the statement is closed, then a transaction command is executed

The sequence of how the problem bites is:

1. SELECT executes on statement S1 on the load balance node 1
2. Frontend send Close statement
3. Pgpool-II forward it to backend 1
4. Frontend sends Parse, Bind, Execute of COMMIT
5. Pgpool-II forward it to backend 0 & 1
6. Frontend sends sync message
7. Pgpool-II forward it to backend 0 & 1
8. Backend 0 replies back Parse complete ("1"), while backend 1 replies back close complete ("3") because of #3.
9. Kind mismatch occurs

The solution is, in #3, let Pgpool-II wait for response from backend 1, but do not read the response message. Later on Pgpool-II's state machine will read the response from it before the sync message is sent in #6. With this, backend 1 will reply back "1" in #8, and the kind mismatch error does not occur.

Also, fix not calling pool\_set\_doing\_extended\_query\_message() when receives Close message. (I don't know why it was missed).

New regression test "067.bug231" was added.

- Fix a race condition in a signal handler. (bug 265) (Tatsuo Ishii)

In child.c there's signal handler which calls elog. Since the signal handler is not blocked against other signals while processing, deadlock could occur in the system calls in the pgpool shutdown sequence. To fix the problem, now the signal handler is blocked by using POOL\_SETMASK.

Ideally we should avoid calling elog in signal handlers though.

- Fix wrong minimum configuration value for client\_idle\_limit\_in\_recovery. (bug 264) (Tatsuo Ishii)
- Allow to execute "make xslthtml" under doc.ja. (Tatsuo Ishii)

---

## A.7. Release 3.6

**Release Date:** 2016-11-21

---

### A.7.1. Overview

Major enhancements in Pgpool-II 3.6 include:

- Improve the behavior of fail-over. In the streaming replication mode, client sessions will not be disconnected when a fail-over occurs any more if the session does not use the failed standby server. If the primary server goes down, still all sessions will be disconnected. Also it is possible to connect to Pgpool-II even if it is doing health checking retries. Before all attempt of connecting to Pgpool-II failed while doing health checking retries.
- New PGPOOL SET command has been introduced. Certain configuration parameters now can be changed on the fly in a session.
- Watchdog is significantly enhanced. It becomes more reliable than previous releases.
- Handling of extended query protocol (e.g. used by Java applications) in streaming replication mode speeds up if many rows are returned in a result set.
- Import parser of PostgreSQL 9.6.
- In some cases pg\_terminate\_backend() now does not trigger a fail-over.
- Change documentation format from raw HTML to SGML.

The above items are explained in more detail in the sections below.

---

### A.7.2. Major Enhancements

- Improve the behavior of fail-over. (Tatsuo Ishii)

In the streaming replication mode, client sessions will not be disconnected when a fail-over occurs any more if the session does not use the failed standby server. If the primary server goes down, still all sessions will be disconnected. Health check timeout case will also cause the full session disconnection. Other health check error, including retry over case does not trigger full session disconnection.

For user's convenience, "show pool\_nodes" command shows the session local load balance node info since this is important for users in case of fail-over. If the load balance node is not the failed node, the session will not be affected by fail-over.

Also now it is possible to connect to Pgpool-II even if it is doing health checking retries. Before all attempt of connecting to Pgpool-II failed while doing health checking retries. Before any attempt to connect to Pgpool-II fails if it is doing a health check against failed node even if [fail\\_over\\_on\\_backend\\_error](#) is off because Pgpool-II child first tries to connect to all backend including the failed one and exits if it fails to connect to a backend (of course it fails). This is a temporary situation and will be resolved once pgpool executes fail-over. However if the health check is retrying, the temporary situation keeps longer depending on the setting of [health\\_check\\_max\\_retries](#) and [health\\_check\\_retry\\_delay](#). This is not good. Attached patch tries to mitigate the problem:

When an attempt to connect to backend fails, give up connecting to the failed node and skip to other node, rather than exiting the process if operating in streaming replication mode and the node is not primary node.

Mark the local status of the failed node to "down". This will let the primary node be selected as a load balance node and every queries will be sent to the primary node. If there's other healthy standby nodes, one of them will be chosen as the load balance node.

After the session is over, the child process will suicide to not retain the local status.

- Add [PGPOOL SHOW](#), [PGPOOL SET](#) and [PGPOOL RESET](#) commands. (Muhammad Usama)

These are similar to the PostgreSQL's SET and SHOW commands for GUC variables, adding the functionality in Pgpool-II to set and reset the value of config parameters for the current session, and for that it adds a new syntax in Pgpool-II which is similar to PostgreSQL's SET and RESET variable syntax with an addition of PGPOOL keyword at the start.

Currently supported configuration parameters by PGPOOL SHOW/SET/RESET are: [log\\_statement](#), [log\\_per\\_node\\_statement](#), [check\\_temp\\_table](#), [check\\_unlogged\\_table](#), [allow\\_sql\\_comments](#), [client\\_idle\\_limit](#), [log\\_error\\_verbosity](#), [client\\_min\\_messages](#), [log\\_min\\_messages](#), [client\\_idle\\_limit\\_in\\_recovery](#).

- Sync inconsistent status of PostgreSQL nodes in Pgpool-II instances after restart. (bug 218) (Muhammad Usama)

Watchdog does not synchronize status.

- Enhance performance of SELECT when lots of rows involved. (Tatsuo Ishii)

Pgpool-II flushes data to network (calling write(2)) every time it sends a row data ("Data Row" message) to frontend. For example, if 10,000 rows needed to be transfer, 10,000 times write()s are issued. This is pretty expensive. Since after repeating to send row data, "Command Complete" message is sent, it's enough to issue a write() with the command complete message. Also there are unnecessary flushing are in handling the command complete message.

[Quick testing](#) showed that from 47% to 62% performance enhancements were achieved in some cases.

Unfortunately, performance in workloads where transferring few rows, will not be enhanced since such rows are needed to flush to network anyway.

- Import PostgreSQL 9.6's SQL parser. (Bo Peng)

This allows Pgpool-II to fully understand the newly added SQL syntax such as `COPY INSERT RETURNING`.

- In some cases pg\_terminate\_backend() now does not trigger a fail-over. (Muhammad Usama)

Because PostgreSQL returns exactly the same error code as postmaster down case and pg\_terminate\_backend() case, using pg\_terminate\_backend() raises a failover which user might not want. To fix this, now Pgpool-II finds a pid of backend which is the target of pg\_terminate\_backend() and does not trigger failover if so.

This functions is limited to the case of simple protocol and the pid is given to pg\_terminate\_backend() as a constant. So if you call pg\_terminate\_backend() via extended protocol (e.g. Java) still pg\_terminate\_backend() triggers a failover.

- HTML documents are now generated from SGML documents. (Muhammad Usama, Tatsuo Ishii, Bo Peng)

It is intended to have better construction, contents and maintainability. Also man pages are now generated from SGML. However, still there's tremendous room to enhance the SGML documents. Please help us!

---

### A.7.3. Other Enhancements

- Make authentication error message more user friendly. (Tatsuo Ishii)

When attempt to connect to backend (including health checking), emit error messages from backend something like "sorry, too many clients already" instead of "invalid authentication message response type, Expecting 'R' and received '%c'"

- Tighten up health check timer expired condition in pool\_check\_fd(). (Muhammad Usama)

- Add new script called "watchdog\_setup". (Tatsuo Ishii)

[watchdog\\_setup](#) is a command to create a temporary installation of Pgpool-II clusters with watchdog for mainly testings.

- Add "-pg" option to pgpool\_setup. (Tatsuo Ishii)

This is useful when you want to assign specific port numbers to PostgreSQL while using [pgpool\\_setup](#). Also now [pgpool\\_setup](#) is installed in the standard bin directory which is same as `pgpool`.

- Add "replication delay" column to "show pool\_nodes". (Tatsuo Ishii)

This column shows the [replication delay](#) value in bytes if operated in streaming replication mode.

- Do not update status file if all backend nodes are in down status. (Chris Pacejo, Tatsuo Ishii)

This commit tries to remove the data inconsistency in replication mode found in [\[pgpool-general: 3918\]](#) by not recording the status file when all backend nodes are in down status. This surprisingly simple but smart solution was provided by Chris Pacejo.

- Allow to use multiple SSL cipher protocols. (Muhammad Usama)

By replacing `TLSv1_method()` with `SSLv23_method()` while initializing the SSL session, we can use more protocols than TLSv1 protocol.

- Allow to use arbitrary number of items in the `black_function_list/white_function_list`. (Muhammad Usama)

Previously there were fixed limits for those.

- Properly process empty queries (all comments). (Tatsuo Ishii)

**Pgpool-II** now recognizes an empty query consisted of all comments (for example `"/* DBD::Pg ping test v3.5.3 */"`) (note that no `;`) as an empty query.

Before such that query was recognized an error.

- Add some warning messages for `wd_authkey` hash calculation failure. (Yugo Nagata)

Sometimes `wd_authkey` calculation fails for some reason other than authkey mismatch. The additional messages make these distinguishable for each other.

---

#### A.7.4. Changes

- Fix the broken `log_destination = syslog` functionality. (Muhammad Usama)

Fixing the logging to the syslog destination, which got broken by the PGPOOL SET/SHOW command commit, and also enhancing the `log_destination` configuration parameter to be assigned with the comma separated list of multiple destinations for the **Pgpool-II** log. Now, after this commit `log_destination` can be set to any combination of `'syslog'` and `'stderr'` log destinations.

- Change the default value of [search\\_primary\\_node\\_timeout](#) from 10 to 300. (Tatsuo Ishii)

Prior default value 10 seconds is sometimes too short for a standby to be promoted.

- Change the `Makefile` under directory `src/sql/`, that is proposed by [\[pgpool-hackers: 1611\]](#). (Bo Peng)
- Change the PID length of [pcp\\_proc\\_count](#) command output to 6 characters long. (Bo Peng)

If the **Pgpool-II** process ID are over 5 characters, the 6th character of each process ID will be removed. This commit changes the process ID length of [pcp\\_proc\\_count](#) command output to 6 characters long.

- Redirect all user queries to primary server. (Tatsuo Ishii)

Up to now some user queries are sent to other than the primary server even if [load\\_balance\\_mode](#) = off. This commit changes the behavior: if `load_balance_mode` = off in streaming replication mode, now all the user queries are sent to the primary server only.

---

#### A.7.5. Bug fixes

- Fixing a potential crash in `pool_stream` functions. (Muhammad Usama)

`POOL_CONNECTION->con_info` should be checked for null value before de-referencing when read or write fails on backend socket.

- Fixing the design of failover command propagation on watchdog cluster. (Muhammad Usama)

Overhauling the design of how failover, failback and promote node commands are propagated to the watchdog nodes. Previously the watchdog on **pgpool-II** node that needs to perform the node command (failover, failback or promote node) used to broadcast the failover command to all attached **pgpool-II**



nodes. And this sometimes makes the synchronization issues, especially when the watchdog cluster contains a large number of nodes and consequently the failover command sometimes gets executed by more than one **Pgpool-II**.

Now with this commit all the node commands are forwarded to the master/coordinator watchdog, which in turn propagates to all standby nodes. Apart from above the commit also changes the failover command interlocking mechanism and now only the master/coordinator node can become the lock holder so the failover commands will only get executed on the master/coordinator node.

- Fix the case when all backends are down then 1 node attached. (Tatsuo Ishii)

When all backends are down, no connection is accepted. Then 1 **PostgreSQL** becomes up, and attach the node using `pcp_attach_node`. It successfully finishes. However, when a new connection arrives, still the connection is refused because **Pgpool-II** child process looks into the cached status, in which the recovered node is still in down status if mode is streaming replication mode (native replication and other modes are fine). Solution is, if all nodes are down, force to restart all **pgpool** child.

- Fix for avoiding downtime when **Pgpool-II** changes require a restart. (Muhammad Usama)

To fix this, the verification mechanism of configuration parameter values is reversed, previously the standby nodes used to verify their parameter values against the respective values on the master **Pgpool-II** node and when the inconsistency was found the FATAL error was thrown, now with this commit the verification responsibility is delegated to the master **Pgpool-II** node. Now the master node will verify the configuration parameter values of each joining standby node against its local values and will produce a WARNING message instead of an error in case of a difference. This way the nodes having the different configurations will also be allowed to join the watchdog cluster and the user has to manually look out for the configuration inconsistency warnings in the master **Pgpool-II** log to avoid the surprises at the time of **Pgpool-II** master switch over.

- Fix a problem with the watchdog [failover\\_command](#) locking mechanism. (Muhammad Usama)
- Add compiler flag "-fno-strict-aliasing" in `configure.ac` to fix compiler error. (Tatsuo Ishii)
- Do not use `random()` while generating MD5 salt. (Tatsuo Ishii)

`random()` should not be used in security related applications. To replace `random()`, import `PostmasterRandom()` from **PostgreSQL**. Also store current time at the start up of **Pgpool-II** main process for later use.

- Don't ignore sync message from frontend when query cache is enabled. (Tatsuo Ishii)
- Fix bug that **Pgpool-II** fails to start if [listen\\_addresses](#) is empty string. (bug 237) (Muhammad Usama)

The socket descriptor array (`fds[]`) was not getting the array end marker when TCP listen addresses are not used.

- Create regression log directory if it does not exist yet. (Tatsuo Ishii)
- Fixing the error messages when the socket operation fails. (Muhammad Usama)
- Update regression test 003.failover to reflect the changes made to [show\\_pool\\_nodes](#). (Tatsuo Ishii)
- Fix hang when portal suspend received. (bug 230) (Tatsuo Ishii)
- Fix **pgpool** doesn't de-escalate IP in case network restored. (bug 228) (Muhammad Usama)

`set_state` function is made to de-escalate, when it is changing the local node's state from the coordinator state to some other state.

- SIGUSR1 signal handler should be installed before watchdog initialization. (Muhammad Usama)

Since there can be a case where a failover request from other watchdog nodes arrive at the same time when the watchdog has just been initialized, and if we wait any longer to install a SIGUSR1 signal handler, it can result in a potential crash

- Fix **Pgpool-II** doesn't escalate ip in case of another node inavailability. (bug 215) (Muhammad Usama)

The heartbeat receiver fails to identify the heartbeat sender watchdog node when the heartbeat destination is specified in terms of an IP address while `wd_hostname` is configured as a hostname string or vice versa.



- Fixing a coding mistake in watchdog code. (Muhammad Usama)

`wd_issue_failover_lock_command()` function is supposed to forward command type passed in as an argument to the `wd_send_failover_sync_command()` function instead it was passing the `NODE_FAILBACK_CMD` command type.

The commit also contains some log message enhancements.

- Display human readable output for backend node status. (Muhammad Usama)

Changed the output of [pcp\\_node\\_info](#) utility and show commands display human readable backend status string instead of internal status code.

- Replace "MAJOR" macro to prevent occasional failure. (Tatsuo Ishii)

The macro calls `pool_virtual_master_db_node_id()` and then access `backend->slots[id]->con` using the node id returned. In rare cases, it could point to 0 (in case when the DB node is not connected), which gives access to `con->major`, then it causes a segfault.

- Fix "kind mismatch" error message in **Pgpool-II**. (Muhammad Usama)

Many of "kind mismatch..." errors are caused by notice/warning messages produced by one or more of the DB nodes. In this case now **Pgpool-II** forwards the messages to frontend, rather than throwing the "kind mismatch..." error. This would reduce the chance of "kind mismatch..." errors.

- Fix handling of [pcp\\_listen\\_addresses](#) config parameter. (Muhammad Usama)

- Save and restore `errno` in each signal handler. (Tatsuo Ishii)

- Fix usage of `wait(2)` in **pgpool** main process. (Tatsuo Ishii)

The usage of `wait(2)` in **Pgpool-II** main could cause infinite wait in the system call. Solution is, to use `waitpid(2)` instead of `wait(2)`.

- Fix that `pool_read()` does not emit error messages when `read(2)` returns -1 if [fail\\_over\\_on\\_backend\\_error](#) is off. (Tatsuo Ishii)

- Fix buffer over run problem in "show pool\_nodes". (Tatsuo Ishii)

While processing "show pool\_nodes", the buffer for hostname was too short. It should be same size as the buffer used for `pgpool.conf`. Problem reported by a twitter user who is using **pgpool** on AWS (which could have very long hostname).

- Fix [\[pgpool-hackers: 1638\]](#) **pgpool-II** does not use default configuration. (Muhammad Usama)

Configuration file not found should just throw a WARNING message instead of ERROR or FATAL.

- Fix bug with load balance node id info on shmem. (Tatsuo Ishii)

There are few places where the load balance node was mistakenly put on wrong place. It should be placed on:

```
ConnectionInfo *con_info[child id, connection pool_id, backend id].load_balancing_node].
```

In fact it was placed on:

```
*con_info[child id, connection pool_id, 0].load_balancing_node].
```

As long as the backend id in question is 0, it is ok. However while testing **Pgpool-II** 3.6's enhancement regarding failover, if primary node is 1 (which is the load balance node) and standby is 0, a client connecting to node 1 is disconnected when failover happens on node 0. This is unexpected and the bug was revealed.

It seems the bug was there since long time ago but it had not found until today by the reason above.

- Fix for bug that **pgpool** hangs connections to database. (bug 197) (Muhammad Usama)

The client connection was getting stuck when backend node and remote **Pgpool-II** node becomes unavailable at the same time. The reason was a missing command timeout handling in the function that sends the IPC commands to watchdog.

- Fix a possible hang during health checking. (bug 204) (Yugo Nagata)

Health checking was hang when any data wasn't sent from backend after `connect(2)` succeeded. To fix this, `pool_check_fd()` returns 1 when `select(2)` exits with `EINTR` due to `SIGALRM` while health checking is performed.

- Deal with the case when the primary is not node 0 in streaming replication mode. (Tatsuo Ishii)

<http://www.pgpool.net/mantisbt/view.php?id=194#c837> reported that if primary is not node 0, then statement timeout could occur even after bug194-3.3.diff was applied. After some investigation, it appeared that `MASTER` macro could return other than primary or load balance node, which was not supposed to happen, thus `do_query()` sends queries to wrong node (this is not clear from the report but I confirmed it in my investigation).

`pool_virtual_master_db_node_id()`, which is called in `MASTER` macro returns `query_context->virtual_master_node_id` if query context exists. This could return wrong node if the variable has not been set yet. To fix this, the function is modified: if the variable is not either load balance node or primary node, the primary node id is returned.

- If statement timeout is enabled on backend and `do_query()` sends a query to primary node, and all of following user queries are sent to standby, it is possible that the next command, for example `END`, could cause a statement timeout error on the primary, and a kind mismatch error on **pgpool-II** is raised. (bug 194) (Tatsuo Ishii)

This fix tries to mitigate the problem by sending sync message instead of flush message in `do_query()`, expecting that the sync message reset the statement timeout timer if we are in an explicit transaction. We cannot use this technique for implicit transaction case, because the sync message removes the unnamed portal if there's any.

Plus, `pg_stat_statement` will no longer show the query issued by `do_query()` as "running".

Plus, `pg_stat_statement` will no longer show the query issued by `do_query()` as "running".

- Fix extended protocol handling in raw mode. (Tatsuo Ishii)

Bug152 reveals that extended protocol handling in raw mode (actually other than in stream mode) was wrong in `Describe()` and `Close()`. Unlike stream mode, they should wait for backend response.

- Fix confusing comments in **pgpool.conf**. (Tatsuo Ishii)
- Fix Japanese and Chinese documentation bug about raw mode. (Yugo Nagata, Bo Peng)

Connection pool is available in raw mode.

- Fix `is_set_transaction_serializable()` when `SET default_transaction_isolation TO 'serializable'`. (bug 191) (Bo Peng)

`SET default_transaction_isolation TO 'serializable'` is sent to not only primary but also to standby server in streaming replication mode, and this causes an error. Fix is, in streaming replication mode, `SET default_transaction_isolation TO 'serializable'` is sent only to the primary server.

- Fix extended protocol hang with empty query. (bug 190) (Tatsuo Ishii)

The fixes related to extended protocol cases in 3.5.1 broke the case of empty query. In this case backend replies with "empty query response" which is same meaning as a command complete message. Problem is, when empty query response is received, **pgpool** does not reset the query in progress flag thus keeps on waiting for backend. However, backend will not send the ready for query message until it receives a sync message. Fix is, resetting the in progress flag after receiving the empty query response and reads from frontend expecting it sends a sync message.

- Fix for [\[pgpool-general: 4569\]](#) segfault during `trusted_servers` check. (Muhammad Usama)

PostgreSQL's memory and exception manager APIs adopted by the **Pgpool-II** 3.4 are not thread safe and are causing the segmentation fault in the watchdog lifecheck process, as it uses the threads to ping configured trusted hosts for checking the upstream connections. Fix is to remove threads and use the

child process approach instead.

- Validating the PCP packet length. (Muhammad Usama)

Without the validation check, a malformed PCP packet can crash the PCP child and/or can run the server out of memory by sending the packet with a very large data size.

- Fix [pgpool\\_setup](#) to not confuse log output. (Tatsuo Ishii)

Before it simply redirects the stdout and stderr of pgpool process to a log file. This could cause log contents being garbled or even missed because of race condition caused by multiple process being writing concurrently. I and Usama found this while investigating the regression failure of 004.watchdog. To fix this, [pgpool\\_setup](#) now generates startall script so that pgpool now sends stdout/stderr to cat command and cat writes to the log file (It seems the race condition does not occur when writing to a pipe).

- Fix for [\[pgpool-general: 4519\]](#) Worker Processes Exit and Are Not Re-spawned. (Muhammad Usama)

The problem was due to a logical mistake in the code for checking the exiting child process type when the watchdog is enabled. I have also changed the severity of the message from FATAL to LOG, emitted for child exits due to max connection reached.

- Fix pgpool hung after receiving error state from backend. (bug #169) (Tatsuo Ishii)

This could happen if we execute an extended protocol query and it fails.

- Fix query stack problems in extended protocol case. (bug 167, 168) (Tatsuo Ishii)

- Fix [\[pgpool-hackers: 1440\]](#) yet another reset query stuck problem. (Tatsuo Ishii)

After receiving X message from frontend, if **Pgpool-II** detects EOF on the connection before sending reset query, **Pgpool-II** could wait for backend which had not received the reset query. To fix this, if EOF received, treat this as FRONTEND\_ERROR, rather than ERROR.

- Fix for [\[pgpool-general: 4265\]](#) another reset query stuck problem. (Muhammad Usama)

The solution is to report FRONTEND\_ERROR instead of simple ERROR when pool\_flush on front-end socket fails.

- Fixing pgpool-recovery module compilation issue with PostgreSQL 9.6. (Muhammad Usama)

Incorporating the change of function signature for GetConfigOption() functions in PostgreSQL 9.6

- Fix compile issue on freebsd. (Muhammad Usama)

Add missing include files. The patch is contributed by the bug reporter and enhanced a little by me.

- Fix regression test to check timeout of each test. (Yugo Nagata)

- Add some warning messages for [wd\\_authkey](#) hash calculation failure. (Yugo Nagata)

Sometimes [wd\\_authkey](#) calculation fails for some reason other than authkey mismatch. The additional messages make these distinguishable for each other.

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## A.8. Release 3.5.10

**Release Date:** 2017-09-05

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### A.8.1. Bug fixes

- Fix Pgpool-II hanging when error occurs in streaming replication mode and extended query. (Tatsuo

Ishii)

If backend returns ERROR, **Pgpool-II** reads message from frontend until a **sync** message is sent. Previous code assumed next message is **sync**. However it is possible that more message coming before the **sync** message, it's a low probability though. Fix it to continue reading messages until the **sync** message is read.

- Fix **wd\_authkey** bug in that a request to add new node to the clustr is rejected by master. (Yugo Nagata)

This is a bug due to the implementation of 3.5.6 and 3.6.3.

This changed the definition of **tv\_sec** that is used to check **wd\_authkey** so that this was affected by the clock of OS. So, if there is a lag between two nodes' clocks, the **wd\_authkey** check fails.

- Test: Fix load balance test driver. (Tatsuo Ishii)

Some tests only for native replication mode was executed in streaming replication mode as well.

- Fix not working **slony** mode in extended query. (Tatsuo Ishii)

When response returned from backend, in progress flag was not reset in **slony** mode, which cause waiting for next message from backend in vain.

- Fix ancient bug of stream write modules. (Tatsuo Ishii)

Fix bug with **pool\_write\_noerror()** when requested length exceeds remaining write buffer size. This could lead to a buffer overrun problem.

When write buffer is full, **pool\_flush\_it()** is called, which could write data to socket in the middle of message. To fix the problem directly write requested data if the write buffer is going to be full.

Enhance performance of **pool\_unread()**.

- Test: Some miscellanies small fixes in regression test scripts. (Muhammad Usama)

- Doc: Fix documentation about load-balancing. (Yugo Nagata)

- Fix core dump and mishandling of temp tables. (Tatsuo Ishii)

- Fix ancient bug of **pool\_unread()**. (Tatsuo Ishii)

When **realloc()** is called in **pool\_unread()**, it did not update the buffer size. This could cause variety of memory corruption and unexpected data reading from backend. The reason why we did not found that is, probably recently **Pgpool-II** starts extensively to use **pool\_unread()**.

- Fix handling of empty queries. ([bug 328](#)) (Tatsuo Ishii)

When empty query (empty string or all comment query) is sent, command complete message was returned to frontend. This is not correct. An empty query response should be returned to frontend.

- Fix query cache bug with streaming replication mode and extended query case. (Tatsuo Ishii)

- Fix memory leak with streaming replication mode/extended query case. ([bug 324](#)) (Tatsuo Ishii)

- Test: Fix Java program in 005.regression test. (Tatsuo Ishii)

- Fix for when failover is triggered by worker process, it is possible that wrong DB node could failover. ([bug 303](#)) (Tatsuo Ishii)

This is due to the **db\_node\_id** member in the **POLL\_CONNECTION** structure is not initialized in the process (in child process the member is properly initialized). To solve the problem, add new function **pool\_set\_db\_node\_id()** to set the structure member variable and call it inside **make\_persistent\_db\_connection()**.

- Fix starting unnecessary transaction when **SET** command is issued. (Tatsuo Ishii)

- Fix for [\[pgpool-general: 5621\]](#) Failover() function should be executed with health check alarm disabled. (Muhammad Usama)

- Fix **Pgpool-II** hung up bug or other errors in error case in extended query in replication mode. (Tatsuo Ishii)

And other fixes in this commit.

- 1) Do not send intended error query to backend in streaming replication mode in `ErrorResponse3()`.
  - 2) Fix `pool_virtual_master_db_node_id()` to return the `virtual_master_node_id` only when query is in progress and query context exists.
- Allow make dist to include `pgpool.service`. (Yugo Nagata)

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## A.8.2. Enhancements

- Test: Redirect build log to a log file. (Tatsuo Ishii)
- Test: Add more memory leak regression tests. (Tatsuo Ishii)

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## A.9. Release 3.5.9

**Release Date:** 2017-07-11

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### A.9.1. Bug fixes

- Fix for [\[pgpool-hackers: 2400\]](#) Garbage output (Muhammad Usama)  
Mostly the log messages fixes and few code cleanups.
- Importing the latest changes in the `MemoryManager` API from PostgreSQL code. (Muhammad Usama)
- Fixing [\[pgpool-hackers: 2390\]](#) Problems with the relative paths in daemon mode (Muhammad Usama)
- Adjust function name change in PostgreSQL 10 dev head. (Tatsuo Ishii)

```
pg_current_wal_location    -> pg_current_wal_lsn
pg_last_wal_replay_location -> pg_last_wal_replay_lsn
```

- Fix a possible hang with streaming replication and extended protocol (Yugo Nagata)

This hang occurred under a certain condition. The following is an example.

- `pgpool.conf` is configured so that all read queries are sent to the standby.
- First, issue a writing query in a transaction block
- After committing the transaction, issue a select query.
- When processing the query, send Describe (statement) message just after Parse.

Without using JDBC, we can reproduce the problem by `pgproto` with the following messages.

```

'Q' "DROP TABLE IF EXISTS test_tbl"
'Y'
'Q' "CREATE TABLE test_tbl(i int)"
'Y'
'Q' "INSERT INTO test_tbl VALUES(1)"
'Y'

'P' "" "BEGIN" 0
'B' "" "" 0 0 0
'E' "" 0
'S'
'Y'

'P' "" "INSERT INTO test_tbl VALUES(1)" 0
'B' "" "" 0 0 0
'E' "" 0
'S'
'Y'

'P' "" "COMMIT" 0
'B' "" "" 0 0 0
'E' "" 0
'S'
'Y'

'P' "S_1" "SELECT * FROM test_tbl" 0
'D' 'S' "S_1"
'B' "C_1" "S_1" 0 0 0
'E' "C_1" 0
'S'
'Y'

'X'

```

To fix it, `parse_before_bind()` should be called only if we are in a transaction block so that we can send `Bind` and `Execute` to the right backend.

- Fix `Pgpool-II` hang when used by `erlang` applications. (Tatsuo Ishii)

`Erlang` client sends "Describe" message followed by "Flush". So the backend returns "Row description." However `Pgpool-II` forgets to reset the query in progress flag upon receiving "Row description" message, then `Pgpool-II` keeps on waiting for response from backend. This is the cause of `erlang` client hanging.

Fix is, just reset the query in progress flag upon receiving "Row description" message. Same thing can be said to "no data" message.

See [\[pgpool-general: 5555\]](#) for more details.

- Fix bug with sending bind message to wrong target node. ([bug 314](#)) (Tatsuo Ishii)
- Fix query cache hang when used by `node.js`. (Tatsuo Ishii)

See [\[pgpool-general: 5511\]](#) for more details.

- Deal with `PostgreSQL 10` in streaming replication delay checking. (Tatsuo Ishii)
- Fix query cache memory leak. (Tatsuo Ishii)

Clearing cache buffers in case of no oid queries (like `BEGIN`, `CHECKPOINT`, `VACUUM`, etc) should have been done, but it did not.

- Fix extended query hang in certain case. (Tatsuo Ishii)

`erlang PostgreSQL` API produces `Parse` ('P'), `Describe` ('D'), `Flush` ('H'), `Bind` ('B'), and `Execute` ('E'). Notice the 'H' message (this does not happen in `JDBC`. I suspect that's the reason why this problem is not popular before). After that, `Pgpool-II` dropped the extended query mode, it failed to find which backend to read data. Thus `Pgpool-II` simply tries to read all of backend which causes hang because it may have not send a message to some of backends.

Solution is, after receiving the flush message set doing extended query flag.

- Fix corner case bug in **Pgpool-II** starting up. (Tatsuo Ishii)

It is possible that a failover request is accepted before primary node is searched. This leads **Pgpool-II** to a strange state: there's no primary node if the failed node was a primary node (even if new primary node exists as a result of promotion of existing standby).

See [\[pgpool-hackers: 2321\]](#) for more details.

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## A.10. Release 3.5.8

**Release Date:** 2017-05-11

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### A.10.1. Bug fixes

- Add node 0 failover test. (Tatsuo Ishii)
  - Fix **Pgpool-II** child process segfault reported in [\[pgpool-hackers: 2312\]](#). (Tatsuo Ishii)
- 

## A.11. Release 3.5.7

**Release Date:** 2017-04-28

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### A.11.1. Bug fixes

- Fixing a mistake in the watchdog code. (Muhammad Usama)  
commit also adds some debug messages in the watchdog code.
- Fix for 0000299: Errors on the reloading of configuration. [\(Bug 299\)](#) (Muhammad Usama)
- Fix for 0000289: Inconsistent backend state. [\(Bug 289\)](#) (Muhammad Usama)
- Enhancing the handling of split-brain scenario by the watchdog. (Muhammad Usama)

Previously, the watchdog cluster was used to call for re-election of the master/coordinator node whenever the split-brain situation was detected. And consequently every node was required to rejoin the watchdog network, Which was essentially similar to the re-booting of the whole watchdog cluster.

The candidate for the master/coordinator node is selected on the following criteria.

1-- When two watchdog nodes are claiming to be the cluster master, the master node that has performed the escalation keeps the master status and the other node is asked to step down.

2-- If the conflict could not be resolved by the escalation status of the nodes, The node which holds the quorum remains the master/coordinator.

3-- If the quorum status of both contenders is also same. The node with higher number of connected alive nodes get the preference.

4-- Finally, if all above three yields no winner, the older master (The node that has the coordinator status for longer duration) remains the master.

- Enhancing the watchdog internal command mechanism to handle multiple concurrent commands.

(Muhammad Usama)

- Add bool encode and decode functions to JSON framework for code compatibility. (Muhammad Usama)
- Comment out unsupported Java method in new JDBC drivers to prevent regression failure. (Tatsuo Ishii)
- Downgrade parse before bind log message to debug1. (Tatsuo Ishii)
- Fix coverity warnings. (Tatsuo Ishii, Muhammad Usama)
- Fix for [\[pgpool-general: 5396\]](#) pam ldap failure. (Muhammad Usama)
- Consider SHOW command as kind of a read query. (Tatsuo Ishii)

In streaming replication mode, if SHOW is issued then subsequent SELECTs are sent to the primary node in an explicit transaction. This is not a reasonable and unnecessary limitation. Also fix hang when parse command returns error.

- Fix memory leak problem caused by commit adcb636. (Tatsuo Ishii)

Commit adcb636 introduces "pending message queue". When a message arrives, the info is added to the queue and a copy of object is created at the same time, but forgot to free the object. Fix is, creating a new function `pool_pending_message_free_pending_message()` and call it after `pool_pending_message_add()`, `pool_pending_message_get()` and `pool_pending_message_pull_out()`. Problem reported by Sergey Kim.

- Mega patch to fix "kind mismatch" (or derived) errors in streaming replication mode. ([Bug 271](#)) (Tatsuo Ishii)

The errors are caused by wrong prediction in which (or both) database node will send response to Pgpool-II. Previous implementation using "sync map" are weak and sometimes fail in the prediction.

This patch introduces new implementation using "pending message queue", which records all sent message to backends. The element of the queue stores info regarding messages types (parse/bind/execute/describe/close/sync), to which database node the message was sent and so on. It's a simple FIFO queue. When a message arrives from backend, by looking at the head of the "pending message queue", it is possible to reliably predict what kind of message and from which database node it will arrive. After receiving the message, the element is removed from the queue.

I would like to thank to Sergey Kim, who has been helping me in testing series of patches.

See [Bug 271](#) and discussion in pgpool-hackers mailing list [\[pgpool-hackers: 2043\]](#) and [\[pgpool-hackers: 2140\]](#) for more details.

- Fix for 0000296: PGPool v3.6.2 terminated by systemd because the service Type has been set to 'forking'. ([Bug 296](#)) (Muhammad Usama)

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## A.12. Release 3.5.6

**Release Date:** 2017-03-17

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### A.12.1. Bug fixes

- Add "Wants=network.target" to pgpool.service file. ([bug 294](#)) (Bo Peng)
- Fix [pcp\\_promote\\_node](#) bug that fails promoting node 0. (Yugo Nagata)

The master node could not be promoted by `pcp_promote_node` with the following error;



FATAL: invalid pgpool mode for process recovery request  
DETAIL: specified node is already primary node, can't promote node id 0

In streaming replication mode, there is a case that Pgpool-II regards the status of primary node as "standby" for some reasons, for example, when `pg_ctl promote` is executed manually during Pgpool-II is running, in which case, it seems to Pgpool-II that the primary node doesn't exist.

This status mismatch should be fixed by `pcp_promote_node`, but when the node is the master node (the first alive node), it fails as mentioned above.

The reason is as following. before changing the status, `pcp_promote_node` checks if the specified node is already primary or not by comparing the node id with `PRIMARY_NODE_ID`. However, if the primary doesn't exist from Pgpool-II's view, `PRIMARY_NODE_ID` is set to 0, which is same as `MASTER_NODE_ID`. Hence, when the master node is specified to be promoted, `pcp_promote_node` is confused that this node is already primary and doesn't have to be promoted, and it exits with the error.

To fix this, `pcp_promote_node` should check the node id by using `REAL_PRIMARY_NODE_ID`, which is set -1 when the primary doesn't exist, rather than `PRIMARY_NODE_ID`.

- Add the latest release note link to README file.(Bo Peng)
- Pgpool-II should not perform ping test after bringing down the VIP. (Muhammad Usama)

This issue was reported by the reporter of bug:[pgpool-II 0000249]: watchdog sometimes fails de-escalation

- Fix to release shared memory segments when Pgpool-II exits. ([bug 272](#)) (Tatsuo Ishii)
- Fix for [\[pgpool-general: 5315\]](#) `pg_terminate_backend` (Muhammad Usama)
- Adding the missing `ExecStop` and `ExecReload` commands to the systemd service configuration file. (Muhammad Usama)
- Fix for 281: "segmentation fault" when execute `pcp_attach_node`. ([bug 281](#)) (Muhammad Usama)
- Fix load balancing bug in streaming replication mode. (Tatsuo Ishii)

In an explicit transaction, any `SELECT` will be load balanced until write query is sent. After writing query is sent, any `SELECT` should be sent to the primary node. However if a `SELECT` is sent before a sync message is sent, this does not work since the treatment of writing query is done after ready for query message arrives.

Solution is, the treatment for writing query is done in executing the writing query as well.

The bug has been there since V3.5.

- Fix yet another kind mismatch error in streaming replication mode. (Tatsuo Ishii)
- Fix `do_query()` hangs after close message. (Tatsuo Ishii)
- Fixing stack smashing detected. ([bug 280](#)) (Muhammad Usama)

It was a buffer overflow in `wd_get_cmd` function

- Fixing the issue with the watchdog process restart. (Muhammad Usama)

When the watchdog process gets abnormally terminated because of some problem (e.g. Segmentation fault) the new spawned watchdog process fails to start and produces an error "bind on ... failed with reason: Address already in use".

Reason is the abnormally terminating watchdog process never gets the time to clean-up the socket it uses for IPC and the new process gets an error because the socket address is already occupied.

Fix is, the Pgpool main process sets the flag in shared memory to mark the watchdog process was abnormally terminated and at startup when the watchdog process see that the flag is set, it performs the clean up of the socket file and also performs the de-escalation (If the watchdog process was crashed when it was master/coordinator node) if required before initializing itself.

- Fix query cache bug reported in [pgpool-general-jp:1441](#). (Tatsuo Ishii)

In streaming replication mode with query cache enabled, SELECT hangs in the following scenario:

- 1) a SELECT hits query cache and returns rows from the query cache.
  - 2) following SELECT needs to search meta data and it hangs.

In #1, while returning the cached result, it misses to call `pool_unset_pending_response()`, which leave the `pending_response` flag be set. In #2, `do_query()` checks the flag and tries to read pending response from backend. Since there's no pending data in backend, it hangs in reading data from backend.

Fix is, just call `pool_unset_pending_response()` in #1 to reset the flag.

Bug report and fix provided by Nobuyuki Nagai. New regression test item (068) added by me.

- Remove `elog/ereport` calls from signal handlers. (Tatsuo Ishii)

See [\[pgpool-hackers: 1950\]](#) for details.

- Fix bug failed to create INET domain socket in FreeBSD if `listen_addresses = '*'`. ([bug 202](#)) (Bo Peng)
- Fix for 0000249: watchdog sometimes fails de-escalation. ([bug 249](#)) (Muhammad Usama)

The solution is to use the `waitpid()` system call without `WNOHANG` option.

- Fix `connection_life_time` broken by `authentication_timeout`. (Yugo Nagata)
- Fix authentication timeout that can occur right after client connections. (Yugo Nagata)

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## A.13. Release 3.5.5

**Release Date:** 2016-12-26

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### A.13.1. Bug fixes

- Tightening up the watchdog security. (Muhammad Usama)

Now `wd_authkey` uses the HMAC SHA-256 hashing.

- Add `pgpool_adm` extension in **Pgpool-II** RPM. (Bo Peng)
- Fix occasional segfault when query cache is enabled. ([bug 263](#)) (Tatsuo Ishii)
- Fix packet kind does not match error in extended protocol. ([bug 231](#)) (Tatsuo Ishii)

According to the [bug231](#), the bug seem to bite you if all of following conditions are met:

- Streaming replication mode
- Load balance node is not node 0
- Extended protocol is used
- SELECT is executed, the statement is closed, then a transaction command is executed

The sequence of how the problem bites is:

1. SELECT executes on statement S1 on the load balance node 1
2. Frontend send Close statement

3. Pgpool-II forward it to backend 1
4. Frontend sends Parse, Bind, Execute of COMMIT
5. Pgpool-II forward it to backend 0 & 1
6. Frontend sends sync message
7. Pgpool-II forward it to backend 0 & 1
8. Backend 0 replies back Parse complete ("1"), while backend 1 replies back close complete ("3") because of #3.
9. Kind mismatch occurs

The solution is, in #3, let Pgpool-II wait for response from backend 1, but do not read the response message. Later on Pgpool-II's state machine will read the response from it before the sync message is sent in #6. With this, backend 1 will reply back "1" in #8, and the kind mismatch error does not occur.

Also, fix not calling `pool_set_doing_extended_query_message()` when receives Close message. (I don't know why it was missed).

New regression test "067.bug231" was added.

- Fix a race condition in a signal handler per bug 265. (Tatsuo Ishii)

In `child.c` there's signal handler which calls `elog`. Since the signal handler is not blocked against other signals while processing, deadlock could occur in the system calls in the pgpool shutdown sequence. To fix the problem, now the signal handler is blocked by using `POOL_SETMASK`.

Ideally we should avoid calling `elog` in signal handlers though.

- Back porting the improved failover command propagation mechanism from Pgpool-II 3.6 (Muhammad Usama)

Overhauling the design of how failover, failback and promote node commands are propagated to the watchdog nodes. Previously the watchdog on pgpool-II node that needs to perform the node command (failover, failback or promote node) used to broadcast the failover command to all attached pgpool-II nodes. And this sometimes makes the synchronization issues, especially when the watchdog cluster contains a large number of nodes and consequently the failover command sometimes gets executed by more than one pgpool-II.

Now with this commit all the node commands are forwarded to the master/coordinator watchdog, which in turn propagates to all standby nodes. Apart from above the commit also changes the failover command interlocking mechanism and now only the master/coordinator node can become the lock holder so the failover commands will only get executed on the master/coordinator node.

- Do not cancel a query when the query resulted in an error other than in native replication mode. (Tatsuo Ishii)

It was intended to keep the consistency, but there's no point in other than native replication mode.

- Remove obsoleted option "-c" in pgpool command. (Tatsuo Ishii)

Also fix typo in the help message.

- Fix authentication failed error when PCP command is cancelled. (bug 252) (Muhammad Usama)
- Change the default value of `search_primary_node_timeout` from 10 to 300. (Tatsuo Ishii)

Prior default value 10 seconds is sometimes too short for a standby to be promoted.

- Fix the case when all backends are down then 1 node attached. (bug 248) (Tatsuo Ishii)

When all backends are down, no connection is accepted. Then 1 PostgreSQL becomes up, and attach the node using `pcp_attach_node`. It successfully finishes. However, when a new connection arrives, still the connection is refused because pgpool child process looks into the cached status, in which the recovered node is still in down status if mode is streaming replication mode (native replication and other modes are fine). Solution is, if all nodes are down, force to restart all pgpool child.

- Fix for: [pgpool-general: 4997] Avoiding downtime when pgpool changes require a restart (Muhammad Usama)

To fix this, The verification mechanism of configuration parameter values is reversed, previously the standby nodes used to verify their parameter values against the respective values on the master pgpool-II node and when the inconsistency was found the FATAL error was thrown, now with this commit the verification responsibility is delegated to the master pgpool-II node. Now the master node will verify the configuration parameter values of each joining standby node against its local values and will produce a WARNING message instead of an error in case of a difference. This way the nodes having the different configurations will also be allowed to join the watchdog cluster and the user has to manually look out for the configuration inconsistency warnings in the master pgpool-II log to avoid the surprises at the time of pgpool-II master switch over.

- Add compiler flag "-fno-strict-aliasing" in configure.ac to fix compiler error. (Tatsuo Ishii)
- Do not use random() while generating MD5 salt. (Tatsuo Ishii)

random() should not be used in security related applications. To replace random(), import PostmasterRandom() from PostgreSQL. Also store current time at the start up of Pgpool-II main process for later use.

- Don't ignore sync message from frontend when query cache is enabled. (Tatsuo Ishii)

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## A.14. Release 3.4.13

**Release Date:** 2017-09-05

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### A.14.1. Bug fixes

- Doc: Fix documentation about load-balancing. (Yugo Nagata)
- Fix ancient bug of pool\_unread(). (Tatsuo Ishii)

When realloc() is called in pool\_unread(), it did not update the buffer size. This could cause variety of memory corruption and unexpected data reading from backend. The reason why we did not found that is, probably recently Pgpool-II starts extensively to use pool\_unread().

- Test: Fix Java program in 005.regression test. (Tatsuo Ishii)
- Fix for when failover is triggered by worker process, it is possible that wrong DB node could failover. ([bug 303](#)) (Tatsuo Ishii)

This is due to the db\_node\_id member in the POLL\_CONNECTION structure is not initialized in the process (in child process the member is properly initialized). To solve the problem, add new function pool\_set\_db\_node\_id() to set the structure member variable and call it inside make\_persistent\_db\_connection().

- Fix starting unnecessary transaction when SET command is issued. (Tatsuo Ishii)
- Fix for [[pgpool-general: 5621](#)] Failover() function should be executed with health check alarm disabled. (Muhammad Usama)
- Allow make dist to include pgpool.service. (Yugo Nagata)

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## A.15. Release 3.4.12

**Release Date:** 2017-07-11

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### A.15.1. Bug fixes

- Importing the latest changes in the **MemoryManager** API from **PostgreSQL** code. (Muhammad Usama)
- Fixing [\[pgpool-hackers: 2390\]](#) Problems with the relative paths in daemon mode (Muhammad Usama)
- Adjust function name change in **PostgreSQL** 10 dev head. (Tatsuo Ishii)

```
pg_current_wal_location    -> pg_current_wal_lsn  
pg_last_wal_replay_location -> pg_last_wal_replay_lsn
```

- Fix query cache hang when used by node.js. (Tatsuo Ishii)

See [\[pgpool-general: 5511\]](#) for more details.

- Deal with **PostgreSQL** 10 in streaming replication delay checking. (Tatsuo Ishii)
- Fix query cache memory leak. (Tatsuo Ishii)

Clearing cache buffers in case of no oid queries (like **BEGIN**, **CHECKPOINT**, **VACUUM**, etc) should have been done, but it did not.

- Fix corner case bug in **Pgpool-II** starting up. (Tatsuo Ishii)

It is possible that a failover request is accepted before primary node is searched. This leads **Pgpool-II** to a strange state: there's no primary node if the failed node was a primary node (even if new primary node exists as a result of promotion of existing standby).

See [\[pgpool-hackers: 2321\]](#) for more details.

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## A.16. Release 3.4.11

**Release Date:** 2017-04-28

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### A.16.1. Bug fixes

- Fix for 0000299: Errors on the reloading of configuration. [\(Bug 299\)](#) (Muhammad Usama)
  - Fix coverity warnings. (Muhammad Usama)
  - Fix for [\[pgpool-general: 5396\]](#) pam ldap failure. (Muhammad Usama)
  - Fix for 0000296: PGPool v3.6.2 terminated by systemd because the service Type has been set to 'forking'. [\(Bug 296\)](#) (Muhammad Usama)
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## A.17. Release 3.4.10

**Release Date:** 2017-03-17

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### A.17.1. Bug fixes

- Add "Wants=network.target" to pgpool.service file. ([bug 294](#)) (Bo Peng)
- Fix [pcp\\_promote\\_node](#) bug that fails promoting node 0. (Yugo Nagata)

The master node could not be promoted by `pcp_promote_node` with the following error;

```
FATAL: invalid pgpool mode for process recovery request
DETAIL: specified node is already primary node, can't promote node id 0
```

In streaming replication mode, there is a case that Pgpool-II regards the status of primary node as "standby" for some reasons, for example, when `pg_ctl promote` is executed manually during Pgpool-II is running, in which case, it seems to Pgpool-II that the primary node doesn't exist.

This status mismatch should be fixed by `pcp_promote_node`, but when the node is the master node (the first alive node), it fails as mentioned above.

The reason is as following. before changing the status, `pcp_promote_node` checks if the specified node is already primary or not by comparing the node id with `PRIMARY_NODE_ID`. However, if the primary doesn't exist from Pgpool-II's view, `PRIMARY_NODE_ID` is set to 0, which is same as `MASTER_NODE_ID`. Hence, when the master node is specified to be promoted, `pcp_promote_node` is confused that this node is already primary and doesn't have to be promoted, and it exits with the error.

To fix this, `pcp_promote_node` should check the node id by using `REAL_PRIMARY_NODE_ID`, which is set -1 when the primary doesn't exist, rather than `PRIMARY_NODE_ID`.

- Add the latest release note link to README file. (Bo Peng)
- **Pgpool-II** should not perform ping test after bringing down the VIP. (Muhammad Usama)

This issue was reported by the reporter of bug:[pgpool-II 0000249]: watchdog sometimes fails de-escalation

- Fix to release shared memory segments when **Pgpool-II** exits. ([bug 272](#)) (Tatsuo Ishii)
- Fix for [\[pgpool-general: 5315\]](#) `pg_terminate_backend` (Muhammad Usama)
- Adding the missing `ExecStop` and `ExecReload` commands to the systemd service configuration file. (Muhammad Usama)
- Fix for 281: "segmentation fault" when execute [pcp\\_attach\\_node](#). ([bug 281](#)) (Muhammad Usama)
- Fix load balancing bug in streaming replication mode. (Tatsuo Ishii)

In an explicit transaction, any `SELECT` will be load balanced until write query is sent. After writing query is sent, any `SELECT` should be sent to the primary node. However if a `SELECT` is sent before a sync message is sent, this does not work since the treatment of writing query is done after ready for query message arrives.

Solution is, the treatment for writing query is done in executing the writing query as well.

The bug has been there since V3.5.

- Fix yet another kind mismatch error in streaming replication mode. (Tatsuo Ishii)
- Fix `do_query()` hangs after close message. (Tatsuo Ishii)
- Fixing stack smashing detected. ([bug 280](#)) (Muhammad Usama)

It was a buffer overflow in `wd_get_cmd` function

- Remove `elog/ereport` calls from signal handlers. (Tatsuo Ishii)

See [\[pgpool-hackers: 1950\]](#) for details.

- Fix bug failed to create INET domain socket in FreeBSD if `listen_addresses = '*'`. ([bug 202](#)) (Bo Peng)

- Fix for 0000249: watchdog sometimes fails de-escalation. ([bug 249](#)) (Muhammad Usama)  
The solution is to use the `waitpid()` system call without `WNOHANG` option.
  - Fix `connection_life_time` broken by `authentication_timeout`. (Yugo Nagata)
  - Fix authentication timeout that can occur right after client connections. (Yugo Nagata)
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## A.18. Release 3.4.9

**Release Date:** 2016-12-26

### A.18.1. Bug fixes

- Tightening up the watchdog security. (Muhammad Usama)  
Now `wd_authkey` uses the HMAC SHA-256 hashing.
  - Add `pgpool_adm` extension in **Pgpool-II RPM**. (Bo Peng)
  - Fix occasional segfault when query cache is enabled. (bug 263) (Tatsuo Ishii)
  - Do not cancel a query when the query resulted in an error other than in native replication mode. (Tatsuo Ishii)  
It was intended to keep the consistency, but there's no point in other than native replication mode.
  - Remove obsoleted option "-c" in `pgpool` command. (Tatsuo Ishii)  
Also fix typo in the help message.
  - Change the default value of `search_primary_node_timeout` from 10 to 300. (Tatsuo Ishii)  
Prior default value 10 seconds is sometimes too short for a standby to be promoted.  
Per `[pgpool-general: 5026]`.
  - Fix the case when all backends are down then 1 node attached. (bug 248) (Tatsuo Ishii)  
When all backends are down, no connection is accepted. Then 1 PostgreSQL becomes up, and attach the node using `pcp_attach_node`. It successfully finishes. However, when a new connection arrives, still the connection is refused because `pgpool` child process looks into the cached status, in which the recovered node is still in down status if mode is streaming replication mode (native replication and other modes are fine). Solution is, if all nodes are down, force to restart all `pgpool` child.
  - Do not use `random()` while generating MD5 salt. (Tatsuo Ishii)  
`random()` should not be used in security related applications. To replace `random()`, import `PostmasterRandom()` from PostgreSQL. Also store current time at the start up of `Pgpool-II` main process for later use.
  - Don't ignore sync message from frontend when query cache is enabled. (Tatsuo Ishii)
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## A.19. Release 3.3.17

**Release Date:** 2017-09-05

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### A.19.1. Bug fixes

- Doc: Fix documentation about load-balancing. (Yugo Nagata)
- Fix ancient bug of `pool_unread()`. (Tatsuo Ishii)

When `realloc()` is called in `pool_unread()`, it did not update the buffer size. This could cause variety of memory corruption and unexpected data reading from backend. The reason why we did not found that is, probably recently **Pgpool-II** starts extensively to use `pool_unread()`.

- Test: Fix Java program in 005.regression test. (Tatsuo Ishii)
- Fix for when failover is triggered by worker process, it is possible that wrong DB node could failover. ([bug 303](#)) (Tatsuo Ishii)

This is due to the `db_node_id` member in the `POLL_CONNECTION` structure is not initialized in the process (in child process the member is properly initialized). To solve the problem, add new function `pool_set_db_node_id()` to set the structure member variable and call it inside `make_persistent_db_connection()`.

- Fix starting unnecessary transaction when `SET` command is issued. (Tatsuo Ishii)
- Fix for [\[pgpool-general: 5621\]](#) `Failover()` function should be executed with health check alarm disabled. (Muhammad Usama)

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## A.20. Release 3.3.16

**Release Date:** 2017-07-11

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### A.20.1. Bug fixes

- Fixing [\[pgpool-hackers: 2390\]](#) Problems with the relative paths in daemon mode (Muhammad Usama)
- Adjust function name change in **PostgreSQL 10** dev head. (Tatsuo Ishii)

```
pg_current_wal_location    -> pg_current_wal_lsn
pg_last_wal_replay_location -> pg_last_wal_replay_lsn
```

- Fix query cache hang when used by node.js. (Tatsuo Ishii)  
See [\[pgpool-general: 5511\]](#) for more details.
- Deal with **PostgreSQL 10** in streaming replication delay checking. (Tatsuo Ishii)
- Fix query cache memory leak. (Tatsuo Ishii)

Clearing cache buffers in case of no oid queries (like `BEGIN`, `CHECKPOINT`, `VACUUM`, etc) should have been done, but it did not.

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## A.21. Release 3.3.15

**Release Date:** 2017-04-28



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### A.21.1. Bug fixes

- Fix for 0000299: Errors on the reloading of configuration. ([Bug 299](#)) (Muhammad Usama)
  - Fix coverity warnings. (Muhammad Usama)
  - Fix for 0000296: PGPool v3.6.2 terminated by systemd because the service Type has been set to 'forking'. ([Bug 296](#)) (Muhammad Usama)
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## A.22. Release 3.3.14

**Release Date:** 2017-03-17

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### A.22.1. Bug fixes

- Add "Wants=network.target" to pgpool.service file. ([bug 294](#)) (Bo Peng)
- Fix [pcp\\_promote\\_node](#) bug that fails promoting node 0. (Yugo Nagata)

The master node could not be promoted by `pcp_promote_node` with the following error;

```
FATAL: invalid pgpool mode for process recovery request
DETAIL: specified node is already primary node, can't promote node id 0
```

In streaming replication mode, there is a case that Pgpool-II regards the status of primary node as "standby" for some reasons, for example, when `pg_ctl promote` is executed manually during Pgpool-II is running, in which case, it seems to Pgpool-II that the primary node doesn't exist.

This status mismatch should be fixed by `pcp_promote_node`, but when the node is the master node (the first alive node), it fails as mentioned above.

The reason is as following. before changing the status, `pcp_promote_node` checks if the specified node is already primary or not by comparing the node id with `PRIMARY_NODE_ID`. However, if the primary doesn't exist from Pgpool-II's view, `PRIMARY_NODE_ID` is set to 0, which is same as `MASTER_NODE_ID`. Hence, when the master node is specified to be promoted, `pcp_promote_node` is confused that this node is already primary and doesn't have to be promoted, and it exits with the error.

To fix this, `pcp_promote_node` should check the node id by using `REAL_PRIMARY_NODE_ID`, which is set -1 when the primary doesn't exist, rather than `PRIMARY_NODE_ID`.

- Add the latest release note link to README file.(Bo Peng)
- Fix to release shared memory segments when `Pgpool-II` exits. ([bug 272](#)) (Tatsuo Ishii)
- Fix for [\[pgpool-general: 5315\]](#) `pg_terminate_backend` (Muhammad Usama)
- Adding the missing `ExecStop` and `ExecReload` commands to the systemd service configuration file. (Muhammad Usama)
- Fixing stack smashing detected. ([bug 280](#)) (Muhammad Usama)

It was a buffer overflow in `wd_get_cmd` function

- Remove `pool_log/pool_error` calls from signal handlers. (Tatsuo Ishii)

See [\[pgpool-hackers: 1950\]](#) for details.

- Fix for 0000249: watchdog sometimes fails de-escalation. ([bug 249](#)) (Muhammad Usama)  
The solution is to use the `waitpid()` system call without `WNOHANG` option.
  - Fix `connection_life_time` broken by `authentication_timeout`. (Yugo Nagata)
  - Fix authentication timeout that can occur right after client connections. (Yugo Nagata)
- 

## A.23. Release 3.3.13

**Release Date:** 2016-12-26

### A.23.1. Bug fixes

- Tightening up the watchdog security. (Muhammad Usama)  
Now `wd_authkey` uses the HMAC SHA-256 hashing.
  - Add `pgpool_adm` extension in **Pgpool-II** RPM. (Bo Peng)
  - Fix occasional segfault when query cache is enabled. (bug 263) (Tatsuo Ishii)
  - Do not cancel a query when the query resulted in an error other than in native replication mode. (Tatsuo Ishii)  
It was intended to keep the consistency, but there's no point in other than native replication mode.
  - Change the default value of `search_primary_node_timeout` from 10 to 300. (Tatsuo Ishii)  
Prior default value 10 seconds is sometimes too short for a standby to be promoted.  
Per [pgpool-general: 5026].
  - Fix the case when all backends are down then 1 node attached. (bug 248) (Tatsuo Ishii)  
When all backends are down, no connection is accepted. Then 1 PostgreSQL becomes up, and attach the node using `pcp_attach_node`. It successfully finishes. However, when a new connection arrives, still the connection is refused because pgpool child process looks into the cached status, in which the recovered node is still in down status if mode is streaming replication mode (native replication and other modes are fine). Solution is, if all nodes are down, force to restart all pgpool child.
  - Do not use `random()` while generating MD5 salt. (Tatsuo Ishii)  
`random()` should not be used in security related applications. To replace `random()`, import `PostmasterRandom()` from PostgreSQL. Also store current time at the start up of Pgpool-II main process for later use.
  - Don't ignore sync message from frontend when query cache is enabled. (Tatsuo Ishii)
- 

## A.24. Release 3.2.22

**Release Date:** 2017-09-05

### A.24.1. Bug fixes

- Doc: Fix documentation about load-balancing. (Yugo Nagata)
- Fix ancient bug of `pool_unread()`. (Tatsuo Ishii)

When `realloc()` is called in `pool_unread()`, it did not update the buffer size. This could cause variety of memory corruption and unexpected data reading from backend. The reason why we did not found that is, probably recently **Pgpool-II** starts extensively to use `pool_unread()`.

- Fix for when failover is triggered by worker process, it is possible that wrong DB node could failover. ([bug 303](#)) (Tatsuo Ishii)

This is due to the `db_node_id` member in the `POLL_CONNECTION` structure is not initialized in the process (in child process the member is properly initialized). To solve the problem, add new function `pool_set_db_node_id()` to set the structure member variable and call it inside `make_persistent_db_connection()`.

- Fix starting unnecessary transaction when **SET** command is issued. (Tatsuo Ishii)
- Fix for [\[pgpool-general: 5621\]](#) `Failover()` function should be executed with health check alarm disabled. (Muhammad Usama)

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## A.25. Release 3.2.21

**Release Date:** 2017-07-11

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### A.25.1. Bug fixes

- Fixing [\[pgpool-hackers: 2390\]](#) Problems with the relative paths in daemon mode (Muhammad Usama)
- Adjust function name change in **PostgreSQL** 10 dev head. (Tatsuo Ishii)

```
pg_current_wal_location    -> pg_current_wal_lsn
pg_last_wal_replay_location -> pg_last_wal_replay_lsn
```

- Fix query cache hang when used by node.js. (Tatsuo Ishii)

See [\[pgpool-general: 5511\]](#) for more details.

- Deal with **PostgreSQL** 10 in streaming replication delay checking. (Tatsuo Ishii)
- Fix query cache memory leak. (Tatsuo Ishii)

Clearing cache buffers in case of no oid queries (like **BEGIN**, **CHECKPOINT**, **VACUUM**, etc) should have been done, but it did not. Fix query cache memory leak. (Tatsuo Ishii)

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## A.26. Release 3.2.20

**Release Date:** 2017-04-28

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### A.26.1. Bug fixes

- Fix for 0000299: Errors on the reloading of configuration. ([Bug 299](#)) (Muhammad Usama)
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## A.27. Release 3.2.19

**Release Date:** 2017-03-17

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### A.27.1. Bug fixes

- Fix [pcp\\_promote\\_node](#) bug that fails promoting node 0. (Yugo Nagata)

The master node could not be promoted by `pcp_promote_node` with the following error;

```
FATAL: invalid pgpool mode for process recovery request
DETAIL: specified node is already primary node, can't promote node id 0
```

In streaming replication mode, there is a case that Pgpool-II regards the status of primary node as "standby" for some reasons, for example, when `pg_ctl promote` is executed manually during Pgpool-II is running, in which case, it seems to Pgpool-II that the primary node doesn't exist.

This status mismatch should be fixed by `pcp_promote_node`, but when the node is the master node (the first alive node), it fails as mentioned above.

The reason is as following. before changing the status, `pcp_promote_node` checks if the specified node is already primary or not by comparing the node id with `PRIMARY_NODE_ID`. However, if the primary doesn't exist from Pgpool-II's view, `PRIMARY_NODE_ID` is set to 0, which is same as `MASTER_NODE_ID`. Hence, when the master node is specified to be promoted, `pcp_promote_node` is confused that this node is already primary and doesn't have to be promoted, and it exits with the error.

To fix this, `pcp_promote_node` should check the node id by using `REAL_PRIMARY_NODE_ID`, which is set -1 when the primary doesn't exist, rather than `PRIMARY_NODE_ID`.

- Add the latest release note link to README file.(Bo Peng)
- Fix to release shared memory segments when `Pgpool-II` exits. ([bug 272](#)) (Tatsuo Ishii)
- Remove `pool_log/pool_error` calls from signal handlers. (Tatsuo Ishii)

See [\[pgpool-hackers: 1950\]](#) for details.

- Fix for 0000249: watchdog sometimes fails de-escalation. ([bug 249](#)) (Muhammad Usama)

The solution is to use the `waitpid()` system call without `WNOHANG` option.

- Fix `connection_life_time` broken by `authentication_timeout`. (Yugo Nagata)
  - Fix authentication timeout that can occur right after client connections. (Yugo Nagata)
- 

## A.28. Release 3.2.18

**Release Date:** 2016-12-26

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### A.28.1. Bug fixes

- Fix occasional segfault when query cache is enabled. (Tatsuo Ishii)

Per bug 263.

- Do not cancel a query when the query resulted in an error other than in native replication mode. (Tatsuo Ishii)

It was intended to keep the consistency, but there's no point in other than native replication mode.

- Do not use `random()` while generating MD5 salt. (Tatsuo Ishii)

`random()` should not be used in security related applications. To replace `random()`, import `PostmasterRandom()` from PostgreSQL. Also store current time at the start up of **Pgpool-II** main process for later use.

- Don't ignore sync message from frontend when query cache is enabled. (Tatsuo Ishii)
- 

### A.29. Release 3.1.21

**Release Date:** 2016-12-26

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#### A.29.1. Bug fixes

- Do not cancel a query when the query resulted in an error other than in native replication mode. (Tatsuo Ishii)

It was intended to keep the consistency, but there's no point in other than native replication mode.

- Do not use `random()` while generating MD5 salt. (Tatsuo Ishii)

`random()` should not be used in security related applications. To replace `random()`, import `PostmasterRandom()` from PostgreSQL. Also store current time at the start up of Pgpool-II main process for later use.

- Don't ignore sync message from frontend when query cache is enabled. (Tatsuo Ishii)
- 

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