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# MySQL configuration file optimized for large Sympa servers that host thousands
# of lists and thousands of users
# - The server should have at least +8GB RAM (12GB is optimal)
# - The MySQL process consumes ~ 2GB RAM
# Location: ~/.my.cnf
# Settings ref: http://dev.mysql.com/doc/refman/5.0/en/server-system-variables.html
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[client]
# options read and used by all clients
# user = sympa
socket = /home/sympa/var/run/sympa-mysql.sock
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[mysqld_safe]
# options read by the mysqld_safe process; mysqld_safe reads input
# from: [mysqld], [server], [mysqld_safe]
socket = /home/sympa/var/run/sympa-mysql.sock
log-error = /home/sympa/var/log/sympa-mysqld.log
pid-file = /home/sympa/var/run/sympa-mysqld.pid
tmpdir = /home/sympa/tmp
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[mysqld]
user = sympa
socket = /home/sympa/var/run/sympa-mysql.sock
datadir = /home/sympa/mysql
general_log = /home/sympa/var/log/sympa-mysqld.log
log-error = /home/sympa/var/log/sympa-mysqld.error.log
pid-file = /home/sympa/var/run/sympa-mysqld.pid
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# log slow queries to help determine if the tables need enhancement
# slow query log - 0(off), 1(on)
slow_query_log = 1
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# slow query log file – defines the location of the slow query log file
slow_query_log_file=/home/sympa/var/log/mysqld.slow.log
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# long query time - num of seconds to define slow queries
# min=0, max=*, default=10
long_query_time=4
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# key buffer size - the size of buffers used for index blocks
# min=8, max=25% of total system memory, default=8388608(8MB)
# old value = key_buffer_size = 16K
key_buffer_size=256M
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# innodb thread concurrency - the number of internal threads innodb maintains for
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# concurrent users; after thread count is exhausted, innodb reverts to a FIFO model
# setting the value to 0, disables the check and InnoDB creates as many as it needs
# min=0, max=1000, default=8
innodb_thread_concurrency=0

# thread concurrency - specific to Solaris 8 to define the number of threads to run
# at the same time. Current Solaris versions document this as having no effect.
# min=1, max=512, default=10
thread_concurrency=16

# table open cache - the number of open tables for all threads
# min=1, max=524288(512K), default=64
# old value: table_open_cache = 4
table_open_cache=768

# max allowed packet - the largest packet that can be transmitted to or from mysql
# min=1024, max=1GB (in multiples of 1024), default=1048576 (1MB)
max_allowed_packet = 20M

# tmp_table_size and max_heap_table_size must be the same size
# tmp table size - max size of internal in-memory for temp tables.
# min=1024, max=2^64, default=16MB
tmp_table_size=64M

# max heap table size - max size of heap memory for tables to grow
# min=16384 (16KB), max=2^64, default=16MB
max_heap_table_size=64M

# thread cache size - number of threads the server will hold for reuse
# saves creation/reconnection time for new connections
# min=0, max=16384, default=0
thread_cache_size = 256

# thread stack - the stack size for each thread
# min=128KB, Max=2^64, default=262144 (256KB)
# default size is 192KB / 256KB for 64-bit systems
thread_stack=256K

# sort buffer size - buffer size for sessions to do sort (e.g. order by, group by)
# min=32768 (32K), Max=2^64, default=2097144 (2MB)
# sort_buffer_size = 64K # old value
sort_buffer_size=2M

# read buffer size - buffer size for each thread that does a sequential scan
# min=8200, max= 2147479552(2GB), default 131072(128K), (needs to be a 4k multiple)
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read_buffer_size = 256K # old value
read_buffer_size=2M

[read_rnd_buffer_size](#) - when reading rows in sort order this provides a read-through
buffer to avoid disk seeks. A buffer is allocated for each client so large buffers
can become a performance issue
min=8200, max=2147483647 (2GB), default= 262144 (256K)
read_rnd_buffer_size = 256K # old value
read_rnd_buffer_size=1M

[join_buffer_size](#) - min size used for plain index scans and full table scans
min=8228, max=2^64, default=128KB
join_buffer_size=2M

[myisam_sort_buffer_size](#) - allocated when sorting MyISAM indexes (create index,
alter table, and repair table operations)
min=4096, max=2^64, default= 8388608 (8MB)
myisam_sort_buffer_size=64M

[net_buffer_length](#) - each client thread has a connection buffer
min=1024, max=1048576(1MB), default=16384
net_buffer_length = 2K

[server-id](#) - used in replication to give master and slave a unique identity
min=0, max=4294967295 (4GB), default=0
server-id = 1

[query_cache_type](#) - set query type
0=no cache, 1= cache all, 2=cache only SELECT & SQL CACHE results
query_cache_type=1

[query_cache_limit](#) - do not cache results larger than this number of bytes
min=0, max=2^64, default=1048576 (1MB)
query_cache_limit=1M

[query_cache_size](#) - amount of mem allocated for caching query results
min=0, max=2^64, default=0
query_cache_size=48M

session variables
[max_connections](#) - maximum number of simultaneous client connections
max_connections, approx MaxClients setting in httpd.conf file
min=1, max=100000, default=151
max_connections=500

[interactive_timeout](#) - number of seconds the server waits for

activity on an interactive connection before closing closing it.
min=1, max=none, default=28800
interactive_timeout=100

[wait timeout](#) - the seconds the server waits for activity on a
non-interactive connection before closing it.
min=1, max=31536000 (1 year), default=28800
wait_timeout=180

[connect timeout](#) - seconds server waits for a connect packet before
responding with "bad handshake".
min=2, max=31536000 (1 year), default=10
connect_timeout=10