

Using Connection Pooling: How and Why

<https://campus.barracuda.com/doc/4259949/>

The Barracuda Web Application Firewall provides Connection Pooling to speed up request handling. For a server, a pool of connections can be maintained so requests to that server can use an available connection in the pool rather than waiting on initiating a connection. Using existing connections delivers requests to that server faster, and decreases connection setup and tear-down overhead. Connection Pooling also reduces the server load, which frees resources to handle other important tasks. The Barracuda Web Application Firewall supports TCP/IP pooling where a single server connection can support multiple client connections.

Configuring Connection Pooling

Connection Pooling is configured per server. You must add a server before you can configure Connection Pooling. To configure Connection Pooling, go to the **BASIC > Services** page and click **Edit** next to the desired server in the **Services** section. Scroll down to the **Connection Pooling** section in the **Server Configuration** window and specify values for the following:

1. **Enable Connection Pooling** – Select Yes to allow a connection to the server to be used for multiple requests from clients.
2. **Keepalive Timeout** – Specify the maximum time in milliseconds before expiring an idle connection that was used at least once. This value applies per 1024 connections, when a timeout error occurs before turning off the server.
 1. **Range:** 0 to 86400000
 2. **Recommended:** 900000
 3. **Units:** Milliseconds

For more information on configuring a server, see [Configuring Server Settings](#).

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