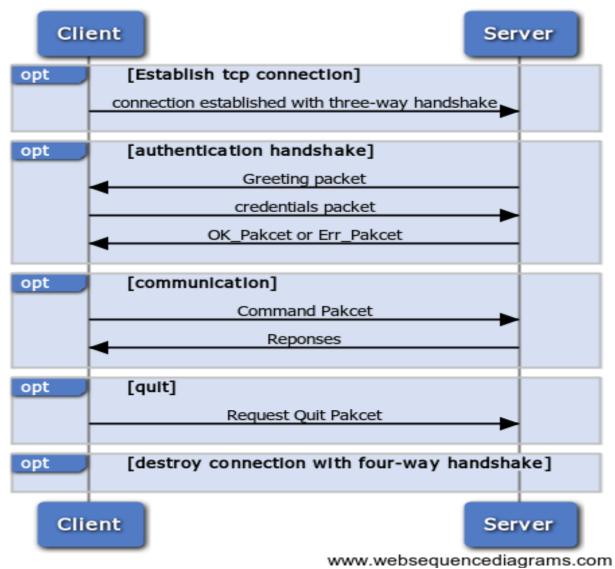
Mysql Client/Server Protocol

(based on 5.6.17)

Overview

Mysql Client/Server Communication



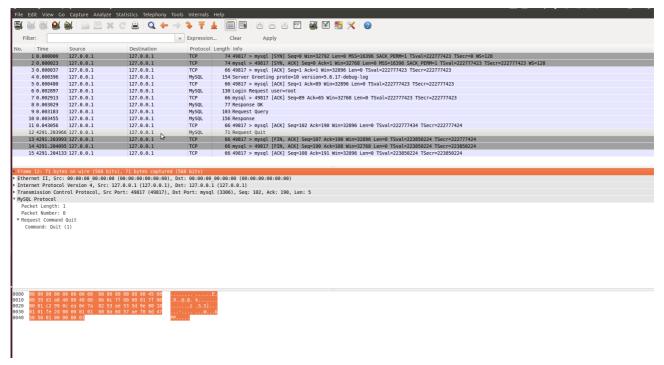
The server listens for connections on a TCP/IP port or a local socket.

When a client connects, a handshake and authentication are performed. If successful, the session begins.

The client sends a command, and the server responds with a data set or a message appropriate for the type of command that was sent.

When the client is finished, it sends a special command telling the server it is done, and the session is terminated.

TCP Dump



Process flow

Step1:Establish tcp connection

1. Establish tcp connection with three-way handshake

Step2:Mysql:Authentication Handshake

- 1. Server->Client:Handshake initialization packet(greeting packet)
- 2. Client->Server:Response with a credentials packet
- Server->Client: accepts connection with OK_Packet or reject it with ERR_Packet

Step 3:Mysql:Communication between client and server

- 1. Client->Server:Command packet
- 2. Server->Client:Server Responses including:
 - OK Packet
 - Error Pakcet
 - EOF Pakcet
 - Result Set Pakcets

Step 4:mysql Quit

Client->Server: Request Quit

Step 5:Destroy Connection

Destroy Connection with four-way handshake

Pakcet Format

Categories

Two types of packets depends on the capabilities during handshake stage

- compressed
- noncompressed

Two categories divided by sender

- > commands sent by client
- responses returned by the server, divided into four categories:
 - · data packets,
 - end-of-data-stream packets
 - success report(OK) packets
 - · Error message packets

Common Header

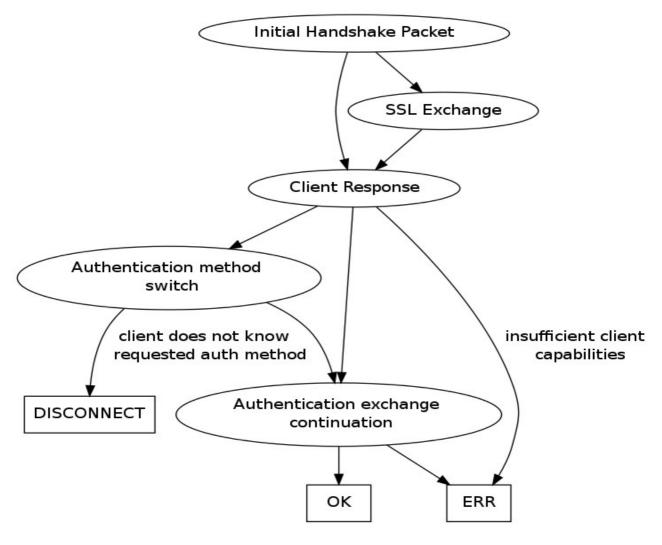
Common four-byte header for uncompressed packets:

Offset	Length	Description
0	3	Packet body length stored(16MB)
3	1	Packet sequence number. The sequence numbers are rest with each new command.

```
74 mysql > 49817 [SYN, ACK] Seq=0 Ack=1 Win=32768 Len=0 MSS=16396 SACK_PERM=1 TSval=222777
     2 0.000023 127.0.0.1
                                                                     66 49817 > mysql [ACK] Seq=1 Ack=1 Win=32896 Len=0 TSval=222777423 TSecr=222777423 154 Server Greeting proto=10 version=5.6.17-debug-log 66 49817 > mysql [ACK] Seq=1 Ack=89 Win=32896 Len=0 TSval=222777423 TSecr=222777423
      4 0.000396 127.0.0.1
                                      127.0.0.1
                                                          MvS0L
      6 0.002897
                  127.0.0.1
                                      127.0.0.1
                                                          MySQL
                                                                     130 Login Request user=root
▶ Frame 4: 154 bytes on wire (1232 bits), 154 bytes captured (1232 bits)
▶ Ethernet II, Src: 00:00:00 00:00:00 (00:00:00:00:00), Dst: 00:00:00 00:00:00 (00:00:00:00:00:00)
▶ Internet Protocol Version 4, Src: 127.0.0.1 (127.0.0.1), Dst: 127.0.0.1 (127.0.0.1)
▶ Transmission Control Protocol, Src Port: mysql (3306), Dst Port: 49817 (49817), Seq: 1, Ack: 1, Len: 88
   Packet Number: 0
 ▼ Server Greeting
    Protocol: 10
    Version: 5.6.17-debug-log
    Thread ID: 8
    Salt: /kR8^Q]]
   ▼ Server Capabilities: 0xf7ff
     p:m.mysq l_native
passwor d.
O Packet Length (mysql.packet_leng... Packets: 15 Displayed: 15 Marked: 0
```

A compressed packet will have an additional 3-byte field, containing the length of the compressed packet body part that follows.

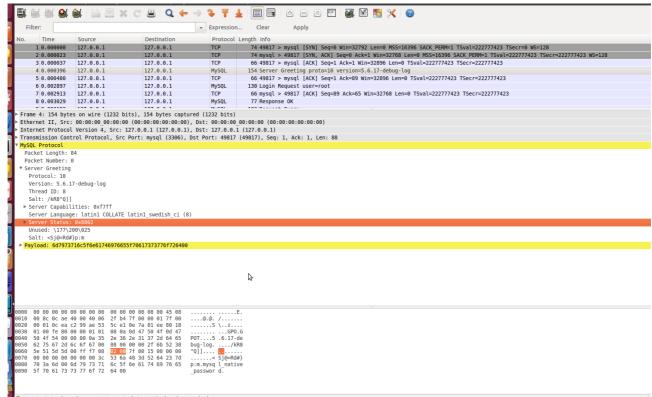
Authentication Handshake



The session between a client and a server begins with an authenticating handshake.

Before it can begin, the server checks whether the host that the client is connecting from is even allowed to connect to this server. If it is not, an error message packet is sent to the client notifying it that the host is not allowed to connect.

Greeting Packet



In the case of successful host verification, the server sends a greeting packet with the standard 4-byte header, the packet sequence number set to 0, and the body in the format shown bellow:

offset in the body	Length	Description
0	1	Protocol version number.
1	<pre>ver_len = strlen(server_version) + 1</pre>	Zero-terminated server version string.
ver_len+1	4	Thread ID. Internal Mysql ID of the thread that is handling this connection.
ver_len + 5	9	Salt. Zero-terminated string: the first 8 bytes of the 20-byte rand seed string(caused by the version compatibility)
ver_len+14	2	Server Capabilities
ver_len+16	1	Server Languate.Default character set code,or more precisely,the code of the default collation
ver_len+17	2	Server Status.Reports whether the server is in

		transaction or autocommit mode.if there are additional results from a multisatement query,or if a good index(or some index) was used for query optimization
ver_len+19	13	Unused.Reserved for future use
ver_len + 32	13	Salt:the rest of the random seed string terminated with a zero byte.

Credentials packet

```
5 0.000480
                   127.0.0.1
                                         127.0.0.1
                                                               TCP
                                                                            66 49817 > mysql [ACK] Seq=1 Ack=89 Win=3
      6 0.002897
                   127.0.0.1
                                         127.0.0.1
                                                               MySQL
                                                                           130 Login Request user=root
      7 0.002913
                   127.0.0.1
                                         127.0.0.1
                                                               TCP
                                                                            66 mysql > 49817 [ACK] Seq=89 Ack=65 Win=
      8 0.003029
                   127.0.0.1
                                         127.0.0.1
                                                               MySQL
                                                                            77 Response OK
 Frame 6: 130 bytes on wire (1040 bits), 130 bytes captured (1040 bits)
 Ethernet II, Src: 00:00:00 00:00:00 (00:00:00:00:00), Dst: 00:00:00 00:00:00 (00:00:00:00:00)
 Internet Protocol Version 4, Src: 127.0.0.1 (127.0.0.1), Dst: 127.0.0.1 (127.0.0.1)
 Transmission Control Protocol, Src Port: 49817 (49817), Dst Port: mysql (3306), Seq: 1, Ack: 89, Len: 64
▼ MySQL Protocol
  Packet Length: 60
  Packet Number: 1
 ▼ Login Request
  ▶ Client Capabilities: 0xa605
  ▶ Extended Client Capabilities: 0x000f
    Charset: utf8 COLLATE utf8 general ci (33)
    Username: root
 ▶ Payload: 6d7973716c5f6e61746976655f70617373776f726400
     00 00 00 00 00 00 00 00
                              00 00 00 00 08 00 45 08
                                                        ....E.
.t..@.@. j.....
0000
     00 74 d1 a5 40 00 40 06
                              6a d4 7f 00 00 01 7f 00
0010
     00 01 c2 99 0c ea 0e 7a
01 01 fe 68 00 00 01 01
                                                        .....z ...S]9..
...h.....GP0.G
P0<.....!.
0020
                              81 ee ae 53 5d 39 80 18
0030
                              08 0a 0d 47 50 4f 0d 47
     0050
                                                         .....ro ot..mysq
0060
0070
                                                        l_native _passwor
0080
     64 00
```

The client responds with a credentials packet

Offset in the body	Length	Description
0	2	Client capabilities

3	2	Extended Client Capabilities.
5	4	Max Packet. Maximum packet length that the client is willing to send or receive.Zero values means the client imposes no restrictions of its own in addition to what is already there in protocol
10	1	Charset, default character set (or more precisely, collation) code of the client
12		Username, name of the SQL account which client wants to log in. this string should be interpreted using the character set indicated by character set field

Protocol Capabilities Bit Mask

During the authentication handshake, the client and the server exchange information on what the other is able or willing to do. This enables them to adjust their expectations of their peer and not send the data in some unsupported format. The exchange of information is accomplished through fields containing the bit mask of protocol capabilities.

```
Packet Length: 60
 Packet Number: 1
▼ Login Request
 ▼ Client Capabilities: 0xa605
    ......0... = Connect With Database: Not set
.....0 ... = Don't Allow database.table.column: Not set
    \dots \dots \dots 0 . . . . = Can use compression protocol: Not set . . . . . . . . . . . . = ODBC Client: Not set
    ...... 0. ... = Can Use LOAD DATA LOCAL: Not set ...... 0 ... ... = Ignore Spaces before '(': Not set ... ... ... = Speaks 4.1 protocol (new flag): S
    ....1.... = Interactive Client: Set
....0... = Switch to SSL after handshake: Not set
    ...0 .... = Ignore sigpipes: Not set ..1. .... = Knows about transactions: Set
    .0. . . . . . = Speaks 4.1 protocol (old flag): Not set 1.. . . . . . . = Can do 4.1 authentication: Set
▼ Extended Client Capabilities: 0x000f
    MAX Packet: 16777216
  Charset: utf8 COLLATE utf8_general_ci (33)
    00 00 00 00 00 00 00 00 00 00 00 00 08 00 45 08
                                                                ......E.
.t..@.@. j......
z ...s]9...
...h.....GP0.G
```

Command packet

Once the authentication is complete, the client begins sending commands to the server using command packets, the body of a command packet is documented as following:

Offset in the body	Length	Description
0	1	Command code
1	For the noncompressed pakeet, total packet length from the header-1. For the compressed packet, the compressed body length-1	The argument of the command, if present.

The Command codes are defined in include/mysql com.h:

```
/*
  You should add new commands to the end of this list, otherwise old
  servers won't be able to handle them as 'unsupported'.
*/
enum enum_server_command
{
    COM_SLEEP, COM_QUIT, COM_INIT_DB, COM_QUERY, COM_FIELD_LIST,
    COM_CREATE_DB, COM_DROP_DB, COM_REFRESH, COM_SHUTDOWN, COM_STATISTICS,
    COM_PROCESS_INFO, COM_CONNECT, COM_PROCESS_KILL, COM_DEBUG, COM_PING,
    COM_TIME, COM_DELAYED_INSERT, COM_CHANGE_USER, COM_BINLOG_DUMP,
    COM_TABLE_DUMP, COM_CONNECT_OUT, COM_REGISTER_SLAVE,
    COM_STMT_PREPARE, COM_STMT_EXECUTE, COM_STMT_SEND_LONG_DATA, COM_STMT_CLOSE,
    COM_STMT_RESET, COM_SET_OPTION, COM_STMT_FETCH, COM_DAEMON,
    COM_BINLOG_DUMP_GTID,
    /* don't forget to update const char *command_name[] in sql_parse.cc */
    /* Must be last */
    COM_END
};
```

The command-handling logic can be found in the switch statement of

dispatch_commond() in sql/sql_parse.cc,to long to show.. Command Phase

Hex	Constant Name	Argument description	Command Description	Return
00	COM_SLEEP	No argument	Internal server command,Ner ver sent by a client	ERR_Packet
01	COM_QUIT	No argument	Tells the server that the client wants to close the connection(my sql_close())	Either a connection close or a OK_Packet
02	COM_INIT_DB	A string containing the name of the database	Change the default schema of the connection(my sql_select_db())	OK_Packet or ERR_Packet
03	COM_QUERY	A string containing the query	Used to send the server a text-based query that is executed immediately(mysql_query).	COM_QUERY_ Response(http s://dev.mysql.c om/doc/intern als/en/com- query- response.html
04	COM_FIELD_LIST	A string containing the name of the table	Get the column definitions of a table(mysql_li st_fields)	COM_FIELD_L IST Response(http s://dev.mysql.c om/doc/intern als/en/com- field-list- response.html)
05	COM_CREATE_DB	A string containing the name of the database	Create a new database with the specified name	OK_Packet or ERR_Packet
06	COM_DROP_DB	Schema name	Drop a schema	OK_Packet or ERR_Packet
07	COM_REFRESH	A byte containing the bit mask of reloading	Tells the server to refresh the table	OK_Packet or ERR_Packet

		operations	cache,retate the logs,reread the access control tables,clear the re host name lookup cache,reset the status variables to 0,clear the replication master logs, or reset the replication slave depending on the options in the bit mask, Issued by the Client API call mysql_refresh()	
08	COM_SHUTDOWN	No argument	Shut down the server(mysql_shutdown)	EOF_Packet or ERR_Packet
09	COM_STATISTICS	No argument	Tells the server to send back a string containing a brief status report (mysql_stat)	
0a	COM_PROCESS_INF	No argument	Get a list of active threads	A protocol Text::Resultset or ERR_Packet
0b	COM_CONNECT		Internal server command,Ner ver sent by a client	
Ос	COM_PROCESS_KIL L	A 4-byte integer with the low byte first containing the MySql ID of the thread to	Tells the server to terminate the connection by the argument(mys ql_kill).	OK_Packet Or ERR_Packet

		be terminated		
Od	COM_DEBUG	No argument	Tells the server to dump some debugging information into its error log(mysql_dump_debug_inf o)	
0e	COM_PING	No argument	Tells the server to respond with an OK packet(mysql_ ping)	
Of	COM_TIME	No argument	Internal server command,Ner ver sent by a client	
10	COM_DELAYED_INS		An internal command in server	ERR_Packet
11	COM_CHANGE_USER	Usename auth_plugin_data_ len auth_plugin_data schema character_set auth_plugin_name connect_attrs_len	Change the user of the current connection and reset the connection state.	Authentication Method Switch Request Packet or ERR_Packet
12	COM_BINLOG_DUMP	A byte sequence in the following format:4-byte integer for the offset,2-byte integer for the flags,4-byte	Tells the server to send a continuous feed of the replication master log events starting at the specified offset in the specified log. Used by the	Binlog network stream A ERR_Packet EOF_Packet

13	COM_TABLE_DUMP	integer for the slave server ID,and a string for the log name. database_len database name table_len tablename	replication slave,and in the mysqlbinlog command-line utility. Dump a table	A table dump or ERR_Packet
14	COM_CONNECT_OUT		Internal command in the server	
15	COM_REGISTER_SL AVE	A byte sequence in the following format:4-byte integer for the server ID, then a sequence of 1 byte-length prefixed strings in the following order:slave hostname, slave user to connect as, slave user password. The n a 2-byte slave user port, 4-byte replication recovery rank, and another 4-	Register a slave at the master. Should be sent before requesting a binlog events	

16	COM_STMT_PREPAR E	byte field that is currently unused. A string containing the statement	Tells the server to prepare the statement specified by the argument(mys ql_stmt_prepa	COM_STMT_PREPAR E_OK_ON SUCCESS,ERR_Packe t_otherwise
17	COM_STMT_EXECUT E	A byte sequence in the following format:4-byte statement ID, 1 byte for flags,and 4-byte iteration count.	re). Tells the server to execute the statement referenced by the statement ID(mysql_stmt_excute)	COM STMT EXECUT E Response
18	COM_STMT_SEND_L ONG_DATA		Send the data for a column.Repea ting to send it,appends the data to the parameter.	
19	COM_STMT_CLOSE		Deallocates a prepared statement	
1a	COM_STMT_RESET		Reset the data of a prepared statement which was accumulated with COM_STMT_SEN D_LONG_DATA	OK_Packet or ERR_Packet
1b	COM_SET_OPTION		Allows to enable and disable Client_multi_s tatements for the current	

		connection.	
1c	COM_STMT_FETCH	Fetch rows from a existing resultset after a COM STMT EXECUT	
1d	COM_DAEMON	Internal command	
1e	COM_BINLOG_DUMP _GTID	Requet the binlog network stream	A Binlog Network Stream or an ERR_Packet
1f	COM_RESET_CONNE CTION	Resets the session state.	

 $COM_QUERY_Response: \underline{https://dev.mysql.com/doc/internals/en/com-query-response.html}$

Server Responses

Data Field

TODO

OK Packet

Format of server's OK pakcet:

Offset in the body	Length	Description
0	1	A byte with the value (0) indicating that the packet has no fields
1	rows_len(1byte)	The number of records that the query has changed.
1+rows_len	id_len(1byte)	The value of the generated auto-increment ID for the primary key. Set to 0 if not applicable in the context.
1+rows_len+id_len	2	Server status bit mask
3+rows_len+id_len	2	The number of warnings the last command has generated
5+rows_len+id_len	Msglen	An optional field for the status message if one is present in the standard data field format with the field length followed by field value, which in this case is a character string

```
/**
A default implementation of "OK" packet response to the client.

Currently this implementation is re-used by both network-oriented protocols -- the binary and text one. They do not differ in their OK packet format, which allows for a significant simplification on client side.

*/

bool Protocol::send_ok(uint server_status, uint statement_warn_count, ulonglong affected_rows, ulonglong last_insert_id, const char *message)

{

DBUG_ENTER("Protocol::send_ok");

const bool retval=
    net_send_ok(thd, server_status, statement_warn_count, affected_rows, last_insert_id, message);

DBUG_RETURN(retval);
}
```

Error Packet

When something goes wrong with the processing of a command, the server responds with a error packet

Offset in the body	Length	Description
0	1	A byte containing 255 as an error message
1	2	The error code
3	1	'#' the sql-state marker
4	5	Sql-state

9	Human readable error
	message

EOF Packet

```
► MvSOL Protocol
    MySQL Protocol
  MySQL Protocol
   MySQL Protocol
    MySQL Protocol
       Packet Number: 6
       EOF marker: 254
        Warnings: 0
    ▼ Server Status: 0x0022
          .... Not set
          .....0 .... = database dropped: Not set
.....0. ... = No backslash escapes: Not set
9010 00 c0 cc 94 40 00 40 06 6f 99 7f 00 00 01 7f 00
9020 00 01 0c ea ba ba 26 7c 1 b8 44 c2 bd 7f 35 80 18
9030 01 00 fe b4 00 00 01 01 08 0a 11 3e a4 6a 11 3e
9040 a4 69 01 00 00 01 02 31 00 00 02 03 64 65 66 05
9050 6e 67 6d 64 62 07 73 74 75 64 65 67 49 77 37 74
9060 75 64 65 6e 74 04 6e 61 6d 65 04 6e 61 6d 65 06
9070 21 00 3c 00 00 00 fd 03 40 00 00 02 f0 00 00
9080 03 64 65 66 05 6e 67 6d 64 62 07 73 74 75 64 65 96
9090 6e 74 07 73 74 75 64 65 6e 74 07 73 74 75 64 65
9090 6e 75 02 3f 00 00 00 00 00 30 00 00 00 00
900 06 00 04 fe 00 00 22 00 09 00 00 05 05 41 6e 64
90c0 72 65 02 32 35 05 00 00 66 fe 00 00 02 20 00
                                                                                                                                  ...@.@. o......
....g. D..5.
.....>,j>
i...1 def.
ngmdb.st udent.st
udent.na me.name.
!<...@../...
.def.ngm db.stude
                                                                                                                                  nt.stude nt.age.a
ge.?....And
```

The EOF packet is used to communicate a number of messages:

- > End of field information data in a result set
- > End of row data in a result set
- Server acknowledgement of COM SHUTDOWN
- Server reporting success in response to COM_SET_OPTION and COM_DEBUG

Packet Format:

Offset in the body	Length	Description
0	1	Byte with 254 indicate is an EOF packet
1	2	Number of warnings
3	2	Server status bit mask

Result Set Packet

TODO

Refer: https://dev.mysql.com/doc/internals/en/overview.html