Name: Pranjali Patil PRN: 230940127009

## Warewulf v4 installation:-

# prerequisites:

master node :-OS : Centos-7 RAM : 8 GB HDD : 60 GB

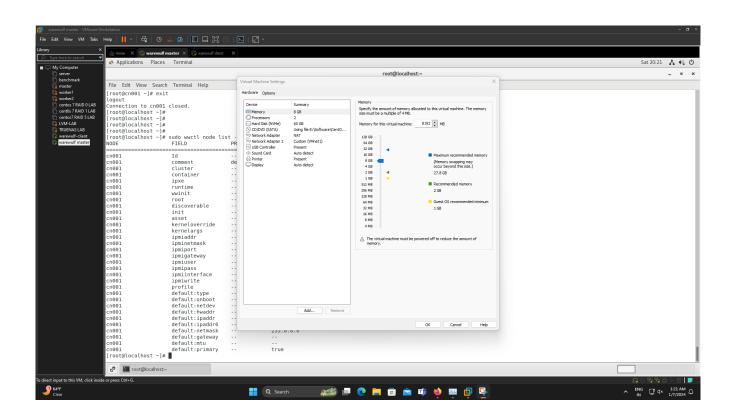
core: 2

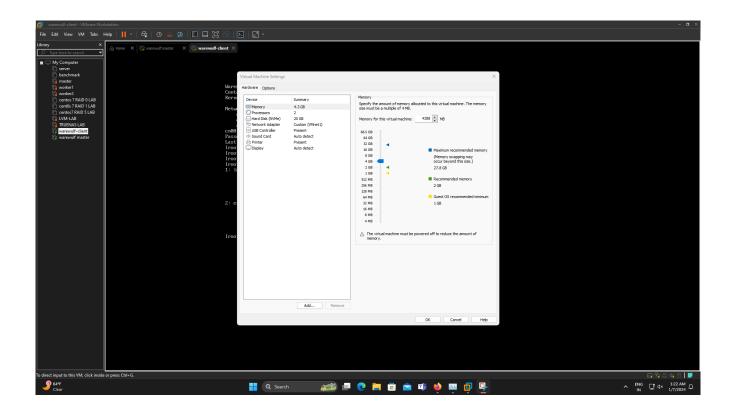
compute node:-

OS: Rocky-8 Container

RAM: 4GB HDD: 20 GB

core: 2





# after installing the OS

- -> Disable Selinux
- -> Disable Firewalld

# Configuration

The physical configuration I used to illustrate the installation of Warewulf was very simple . just one nodes a master node and one compute node .

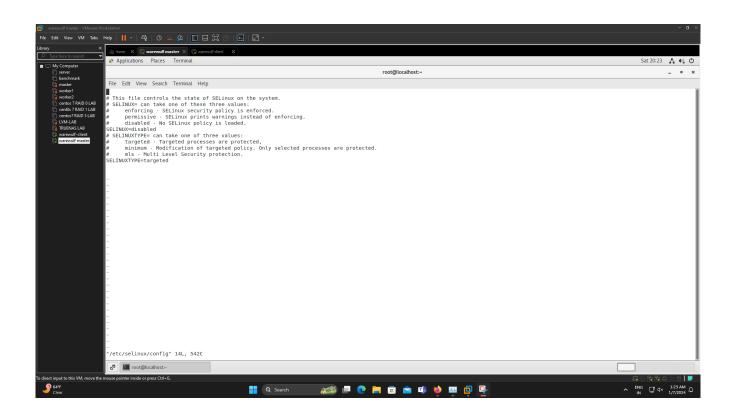
The master node has two network adapter, with one on the NAT connected to the local LAN using the Dynamic Host Configuration Protocol (DHCP). This network adapter is my home network (192.168.144.212). The second network adapter is connected to a private network (192.168.10.1,

subnet mask 255.255.255.0), which follows the network addressing discussed in the <u>Warewulf documentation</u>. I will use the head node as a network filesystem (NFS) server.

### **Master Node Installation**

I began with a freshly installed Centos -7 distribution. I accepted the defaults to a *Server with a GUI* installation. I did make some changes to the OS. so I installed the Gnome desktop, but this change shouldn't affect anything. Once I installed the OS, I disabled the firewall on master node:

- \$ sudo systemctl stop firewalld
- \$ sudo systemctl disable firewalld



Additionally, I disabled SELinux for the purposes of this article, but it's possible to keep it functioning while using Warewulf. <u>Disabling SELinux</u> is the subject of a number of articles online. It requires a reboot to complete.

Don't be afraid to add packages to your head node installation. They are unlikely to interfere with Warewulf. However, Warewulf can take care of installing and configuring three packages it uses for provisioning nodes:

- dhcp
- tftp
- nfs-utils

One more thing, when you create a user such as *administrator* or some other account that will be the primary Warewulf administrator, be sure to allow that user to be an administrator on the system so they can use *sudo* to run commands.

The next step is to <u>install Warewulf</u>. The documentation covers several different methods, from cloning the Git repo to downloading the source. In general, the master node needs access to the outside world.

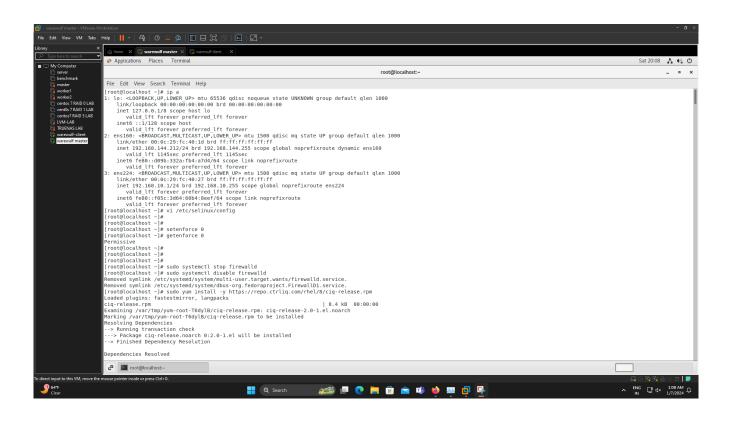
I chose to use binary RPMs because they are a little easier for me to update Warewulf. shows the results of the documentation guidance.

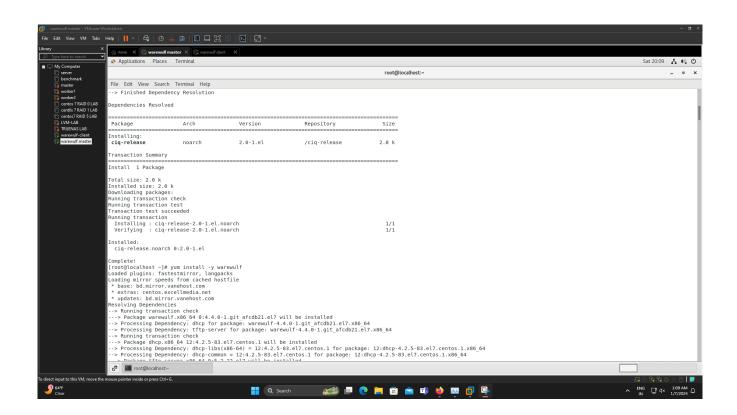
### **Warewulf Installation**

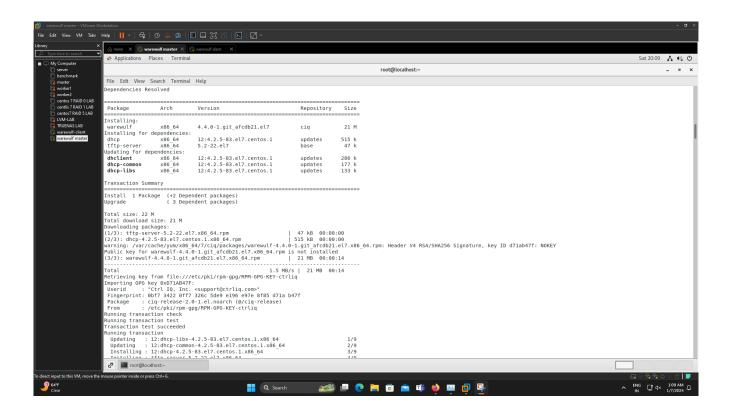
```
$ sudo yum install -y https://repo.ctrliq.com/rhel/8/ciq-release.rpm
$ yum install -y warewulf
```

Once installed, you can configure Warewulf 4 on the master node (also called the host node).

Configuring Warewulf on the master Node

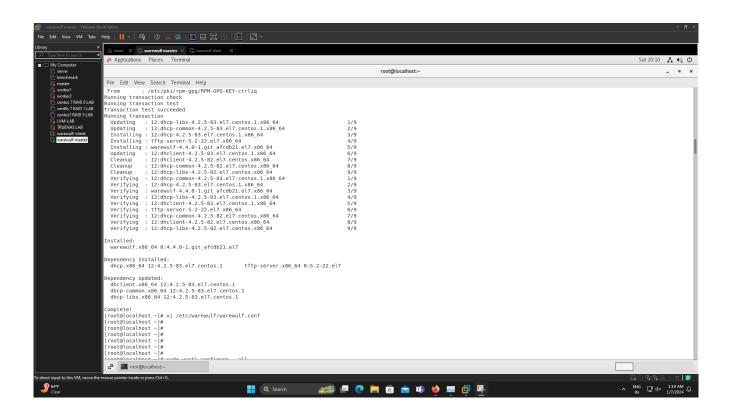


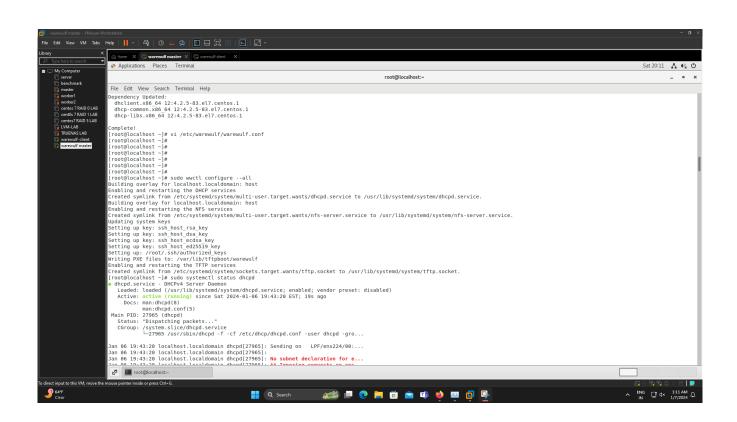


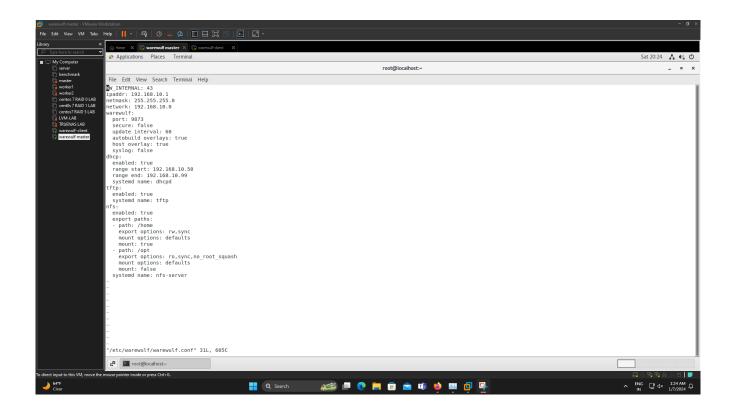


The configuration files for Warewulf are in /etc/warewulf. The primary command you will use to interact with Warewulf is wwctl. The first file you should examine is /etc/warewulf/warewulf.conf. My version of this file is shown in Listing 2.

## warewulf.conf







The default *warewulf.conf* can be different because it will be based on the IP addresses of the primary NIC in the master node. You will likely have to edit the file, so I'll walk you through that.

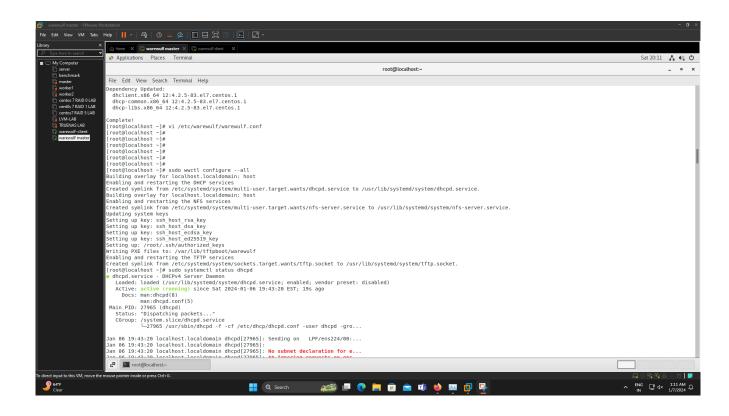
-> change ip address : 192.168.10.1

network: 192.168.10.0

dhcp range: 192.168.10.50 - 192.168.10.99

## **Initializing Warewulf**

At this point, Warewulf has been installed and configured. Now you can initialize it and have it start the needed system services. The general command with some sample output is below.



### **Checking the Services**

System services don't always come up the way I intend, so I always, always check them. I think this is very important, particularly after a reboot of the master node. I'll start with DHCP .The first lines of data with date stamps can be ignored. the DHCP system service is up and functioning.

### **Checking DHCP Service**

Checking TFTP Service

Checking NFS Service

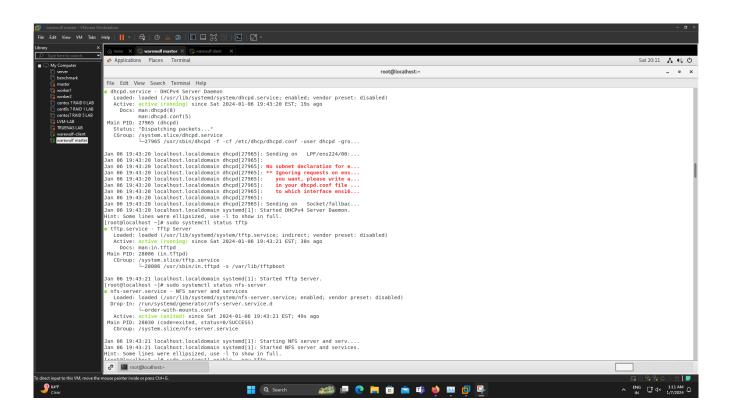
You can also verify with the *sudo exportfs* command. By default, you should see two filesystems exported: */home* and */opt*.

If the services are not running, the commands

\$ sudo systemctl enable --now tftp

\$ sudo systemctl start tftp

enable and start the services. If you don't use the *--now* option, they start on the next boot. Strictly speaking, the second command shouldn't be necessary, but I like to use it to be sure. (It won't hurt to use it.)



All of the dependent services have been started and are running at this point, so it's time to start the Warewulf daemon itself.

#### Starting the Warewulf Daemon

\$ sudo systemctl enable --now warewulfd \$ sudo wwctl server status

As part of your system checks, you should also check *warewulfd*. Although I've never had any problems with it, it is always good to check.

At this point, all services should be up and running. If you like, look at the Warewulf logs, which should be pretty empty because the cluster is newly created:

\$ sudo more /var/log/warewulfd.log

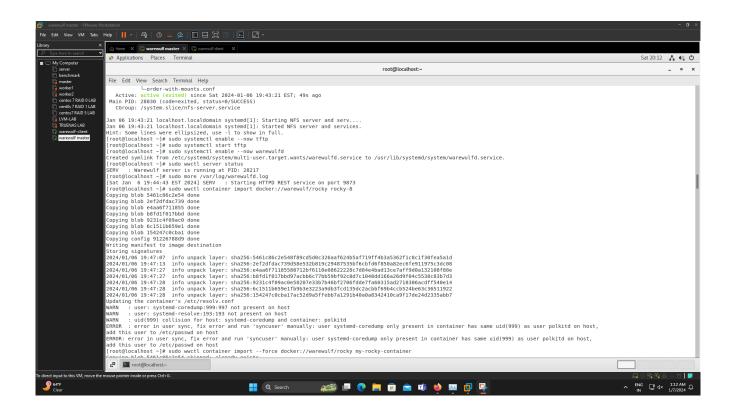
# **Container Management for Compute Nodes**

If you have used Warewulf before, you are familiar with VNFS. As the name suggests, it's a virtual filesystem that is basically the OS image for the compute nodes. In Warewulf 3 and before, it was created in a *chroot* directory, which in effect is a container but is really a directory on the head node system that serves as a root directory. Warewulf 4 has moved to using the term "container" more explicitly and using the container apparatus (*container*) for creating and using compute node OS images.

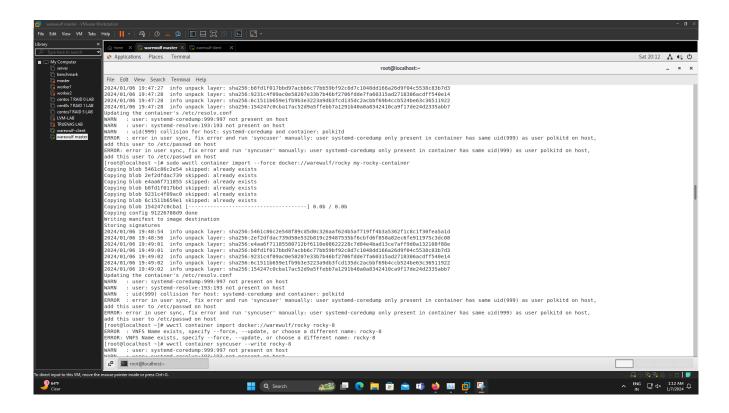
If you pull and try to boot a container such as *docker://rockylinux*, it will not boot properly; rather, it will boot into single-user mode and get stuck. It is better to look for containers in Docker Hub and even ask on the Warewulf mailing list or Slack channel about bootable containers.

I chose to pull a Rocky 8 container from the *warewulf* repo on Docker Hub . A quick note in case it is subtle: the head node needs access to the outside world to pull the container unless you have added it to a local repository.

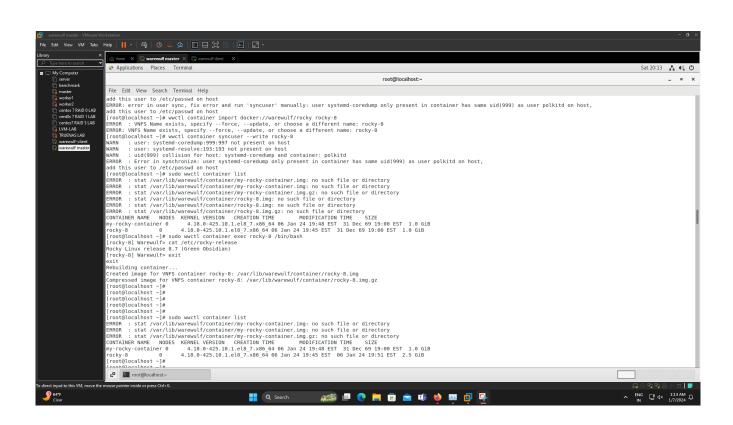
Pull Container on Docker Hub

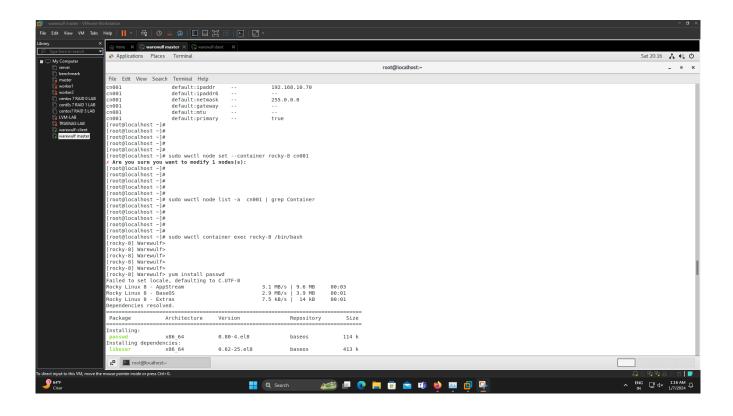


\$ sudo wwctl container list



# Modifying Containers on the master Node





#### **Compute Node Kernel**

Compute nodes need a Linux kernel to boot. Warewulf allows you to separate the kernel from the container, which can give you great flexibility; however, you have to check that the container can boot and function with a different kernel.

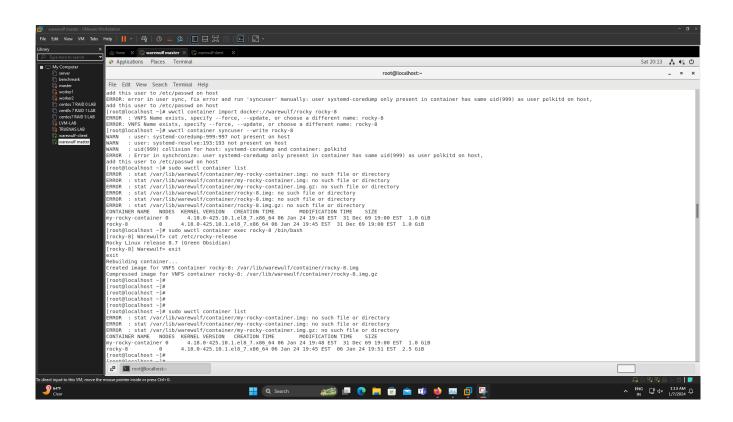
The simplest way is to install the desired kernel in the container or use the one that comes with the container. Warewulf will locate the kernel in an uploaded container by default and use it for any node that uses that container. Note that it can use the same container for nodes but have them boot with different kernels, but please test the combination before putting it in production.

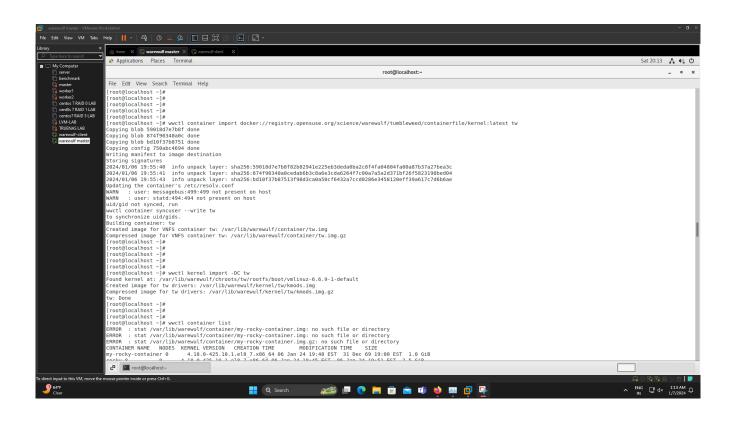
Combining a container with a kernel is done with a *profile*. Personally, I like building containers with specific kernels rather than mixing and matching, but I can see the utility of being able to use separate kernels.

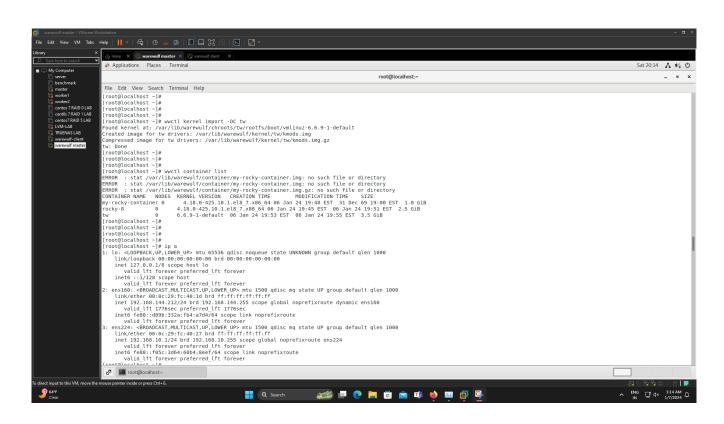
You can see the kernel used in the container with the command:

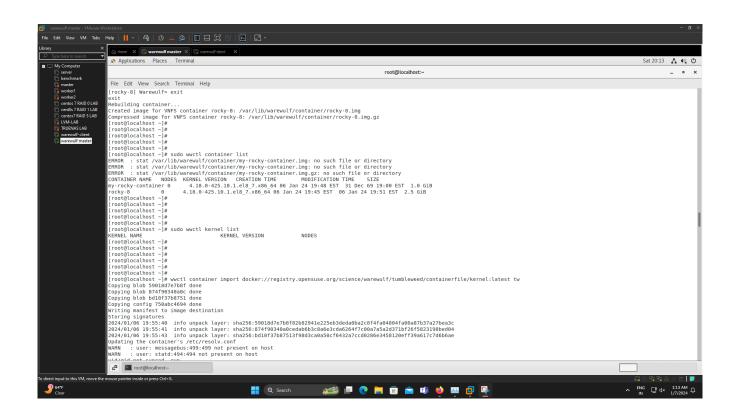
#### \$ sudo wwctl container list

#### \$ sudo wwctl kernel list









## **Configuring Compute Nodes**

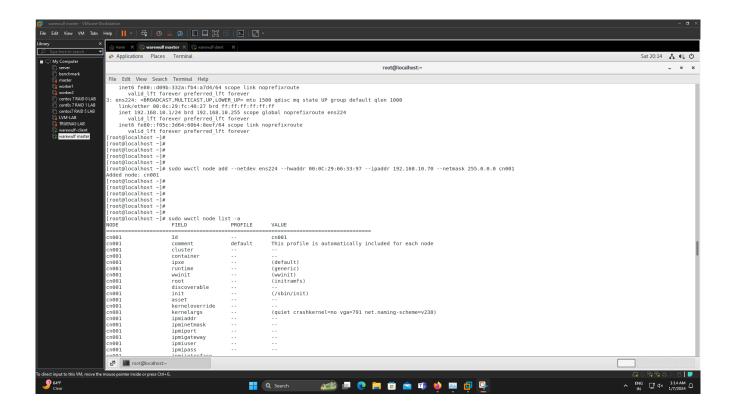
You're almost ready to start booting compute nodes, but you need to configure them in Warewulf before doing so. Recall that /etc/warewulf/nodes.conf is the database of compute nodes in a simple flat text YAML format. You can get the list of defined compute nodes with the command:

\$ sudo wwctl node list -a

The command at this point should have no output, unless you or someone else with Warewulf access has created one. If you see that any node has been created that you don't expect, you might want to uninstall Warewulf and start over.

Adding a node is as simple as:

sudo wwctl node add --netdev ens224 --hwaddr 00:0C:29:66:33:97 --ipaddr 192.168.10.70 --netmask 255.255.255.0 cn001



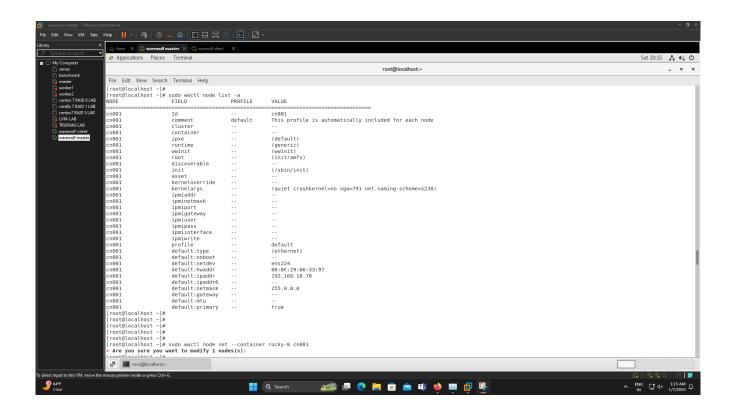
If you don't know the MAC address of the compute node, you can boot the nodes one by one and have Warewulf capture the MAC-node name association. When you define a node in Warewulf for which you don't know the MAC, you use the command:

sudo wwctl node add NODENAME.CLUSTER --ipaddr aaa.bbb.ccc.ddd --discoverable

ou should see the current node, the MAC address, and that the *discoverable* flag is *false*.

\$ sudo wwctl node list -a

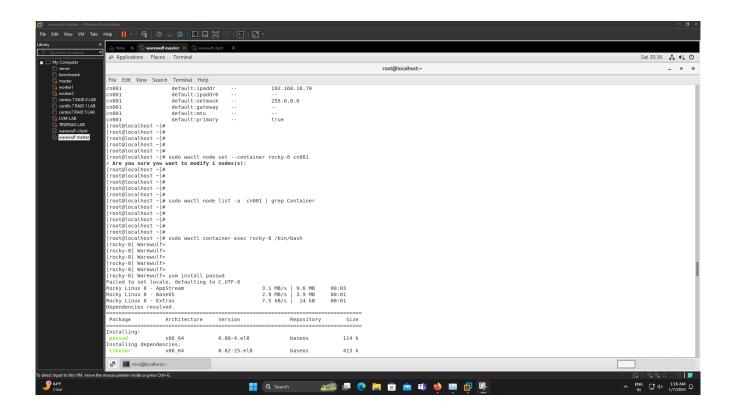
### List of Defined Nodes



The values listed in parentheses are values that can be changed with wwctl.

At this point, I like to assign the container to the node with a simple command:

sudo wwctl node set --container rocky-8 n0001



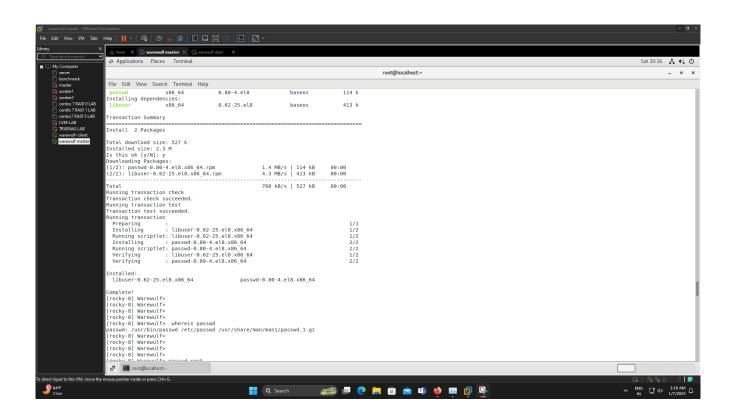
To add packages to the container, exec into the container:

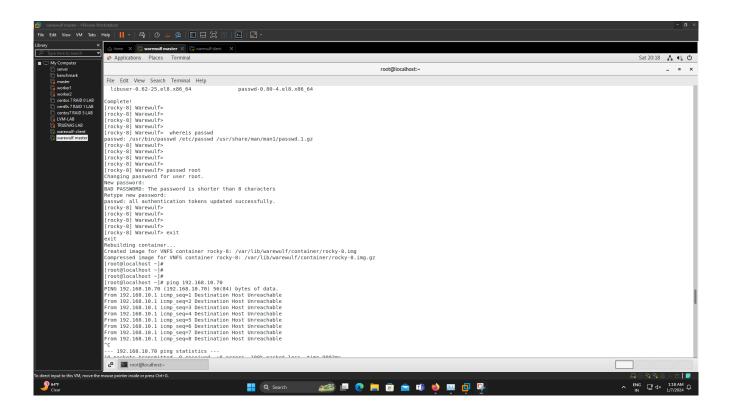
\$ sudo wwctl container exec rocky-8 /bin/bash

Once "inside" the container, you can use *yum* to install *passwd*, the package for the password tool, then create a password for the root user. Again, notice that on exit, the container is rebuilt.

# Installing passwd

Creating a Password Root





### **Booting Nodes**

At this point, you can boot compute nodes. For the first compute node, I would plug in a monitor and keyboard to watch the boot process and debug what is happening. After that, you can just turn on the power to the node.

You should see the node get the correct the IP address over DHCP; then you should see iPXE get copied over, and the node starts booting. The container is copied over the node and pivot boots into the container. Finally, you should see a prompt on the monitor plugged into the node indicating that the node is ready to be used.

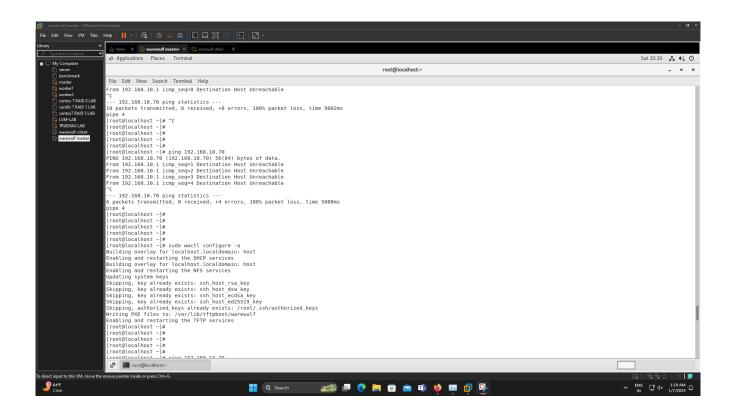
Because only SSH is used for authentication, you won't be able to log in to the compute node as a user; however, the rootuser has a password, so you can log in as root with the monitor and keyboard. When you do this, poke around the compute node and make sure everything looks correct. For example,

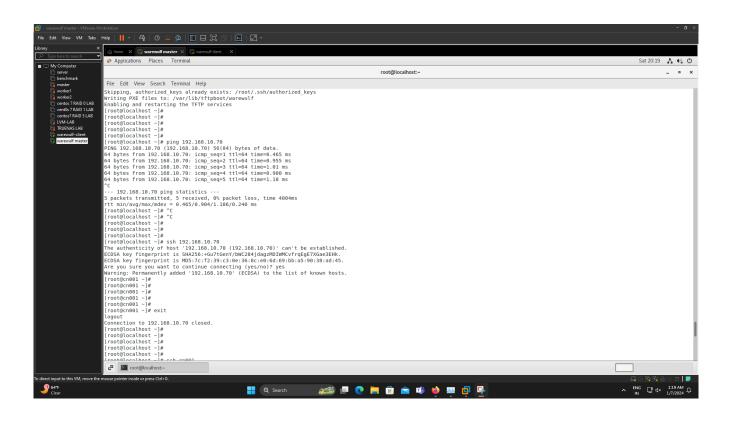
- •check that the NFS exported files have mounted (use the *mount* command),
- •look at the local IP address (ip addr show),
- •ping the host node with the IP address (ping 192.168.10.70), and
- •check the hostname of the node (more /etc/hostname).

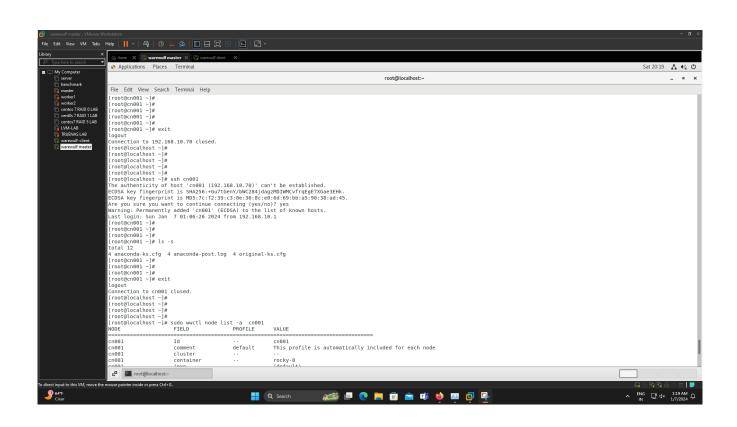
These are just a few things you can do to check the compute node, but you can do whatever you like to satisfy that the compute node is up and working correctly.

At this point, you might go back to the host node and check out the compute node. The first thing to do is ping the IP address of the compute node then ping the hostname of the compute node.

# **Pinging the Compute IP Address**

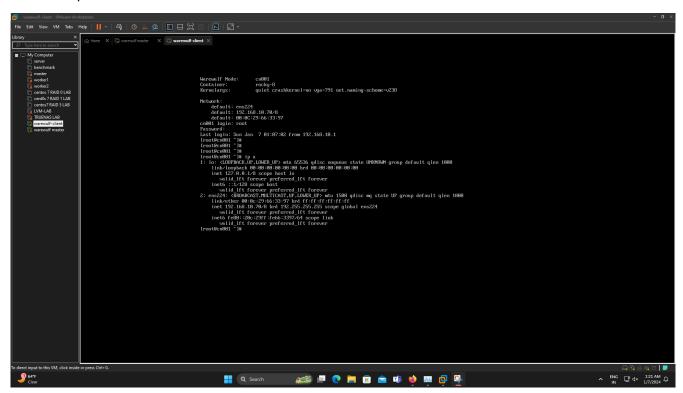






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### check compute node:



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# **Summary**

Booting compute nodes is a huge step forward in building your cluster. Without this step, everything following is kind of meaningless. However, I am still a few steps away from having what I think is a modern cluster with compilers, MPI libraries, and a resource manager (aka a job scheduler). Moreover, my compute nodes have GPUs in them, and they are currently not configured.