

Real Servers

August 2021

Contents/Agenda

Goals:

Understand what health checks the LoadMaster can provide.

Identify what a server failing health checks looks like and how to obtain diagnostics to help remedy the issue.



Real Servers

<u>Real Server</u> is the term for one of the destinations applied to a virtual service. Often these are your application servers but can be VS IP's.

- Real Servers are added via IP address to a virtual service or sub virtual service.
- A single Real Server can be added to multiple virtual services.
- View/Modify Services page will give you a high level overview of the status of each virtual service and server.
 - Red == Down
 - Black == Up
 - Orange == Disabled

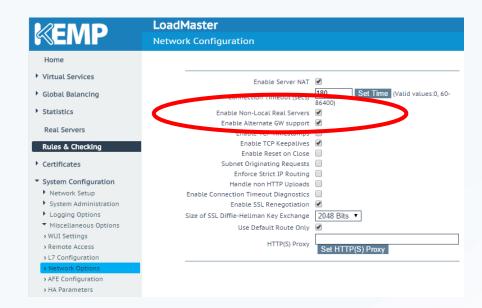




Non-Local Real Servers

Real Servers can be located on the same subnet as the LoadMaster or considered "Non-local".

- Any IP address can be added as a Real Server, local or non-local.
 - "Enable Non-Local Real Server" located within "Network Options".
 - When adding a non-local server, ensure that the LoadMaster has proper routing configured to reach the server in question.
 - Transparency must be disabled for the virtual service for the "Allow Remote Addresses" box to appear.



LoadMaster	
Add a Real Server to tcp/	/172.16.10.150:80 (Id:11)
Please Specify the	e Parameters for the Real Server
Allow Remote Addresses	
Real Server Address Port	
Forwarding method	
Weight	
Connection Limit	
	<-Back Add This Real Server
The following Real Server configured	ers are already The Real Server can be on one of the following networks 172.16.10.0/24

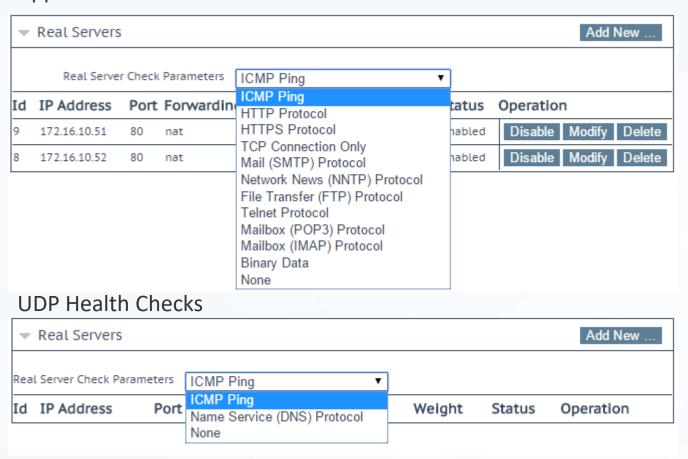


Server Health Checking

Application Specific Health Checks

- Commonly referred to as Layer 7 checks.
- Application health checks are more accurate than ICMP Ping or TCP check.
- Configured on a per virtual service or sub virtual service basis.
- HTTP/HTTPS checks are highly configurable.
- Layer 7 checks also include various mail related protocols.
- Layer 7 Health checks can be applied to Layer 4 TCP services.
- UDP services can use ICMP Ping check or DNS request if applicable.

Application Health Checks

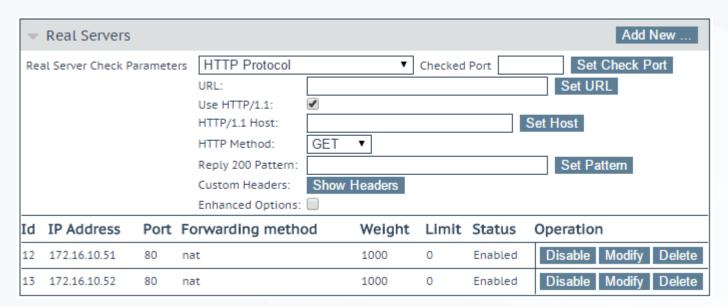




HTTP/HTTPS Health Checks

HTTP/HTTPS Application Checks

- Granular request, specify:
 - Hostname
 - URL
- Supports HTTP Methods:
 - HEAD
 - GET
 - POST
- Pattern matching available with GET and POST requests.
- Ability to add custom headers if required by the server.





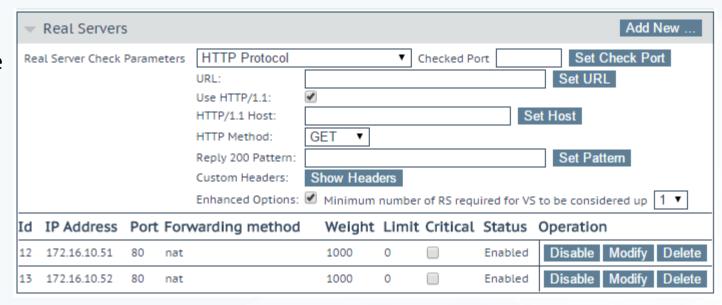
Advanced Health Checking

Enhanced Options

- Allows you to set the minimum amount of servers that are required to pass health checks for the virtual service to be considered 'Up'.
- By default, without Enhanced Options enabled, the minimum value is 1.

Critical Servers

- Checking the Critical box for a server indicates that the server must be up for the virtual service to be up as a whole.
- If a critical server fails the entire virtual service will be marked as down.

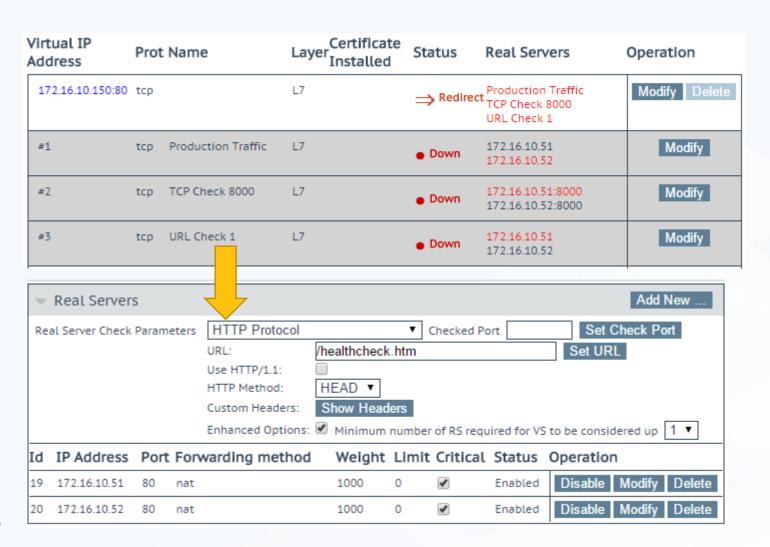




Advanced Health Checking

Applications with multiple health check requirements.

- Some applications require/suggest that multiple ports or URL's be checked, ensuring that the application will work correctly when requested.
- This configuration can be accomplished by using Sub Services.
 - Product Sub service will have the "Default" Content rule applied to it.
 - Other sub services are configured for health checking purposes only.
 - All 3 sub services will be marked as critical.
 - If a server fails in one sub service, it will fail in all other sub services in the same virtual service.

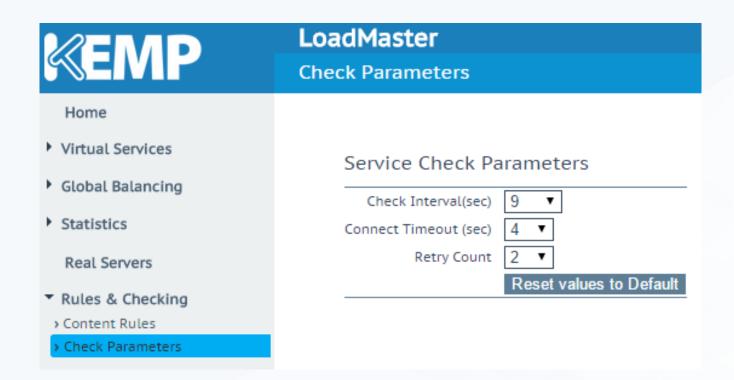




Global Health Check Settings

Check Parameters

- Initially set as aggressive as possible to detect server failures.
- Failing health checks will ignore Interval for subsequent checks.
- Server failures will be logged.
- Servers will automatically be reinstated once a passing health check is received.
- Verbose server failure logging found within the LoadMaster's System Message File.

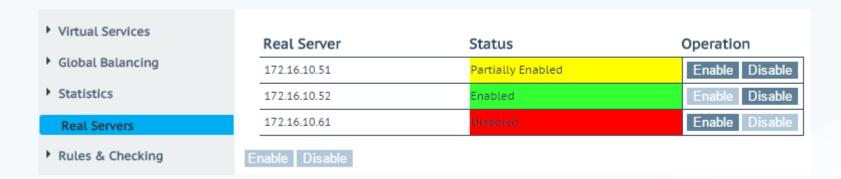


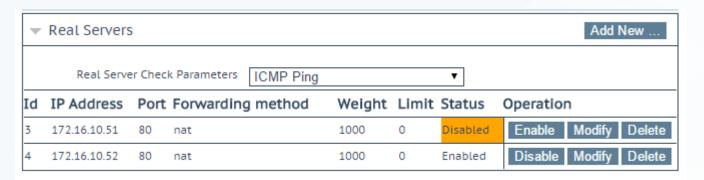


Administrating Servers

- Real Servers can be disabled globally, for all instances in which that server is used, or on a per virtual service basis.
- L7 services will apply a drain timer when server is disabled.
 - Once disable the server will be taken out of the scheduling algorithm.
 - Persistent users are permitted to open new connections before timer expires.
 - Once the timer expires, no new connections will be created, leaving active connections only.
 - "Drop at Drain Time End" will sever active connections when the drain timer expires.
 - Located within Misc. Options -> L7 Configuration

Disabling Real Servers











Thank You

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