

Sixty-Seven vSphere Tips

...that'll pay for this conference!



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Pluralsight













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...that'll pay for this conference!

TIP #1:

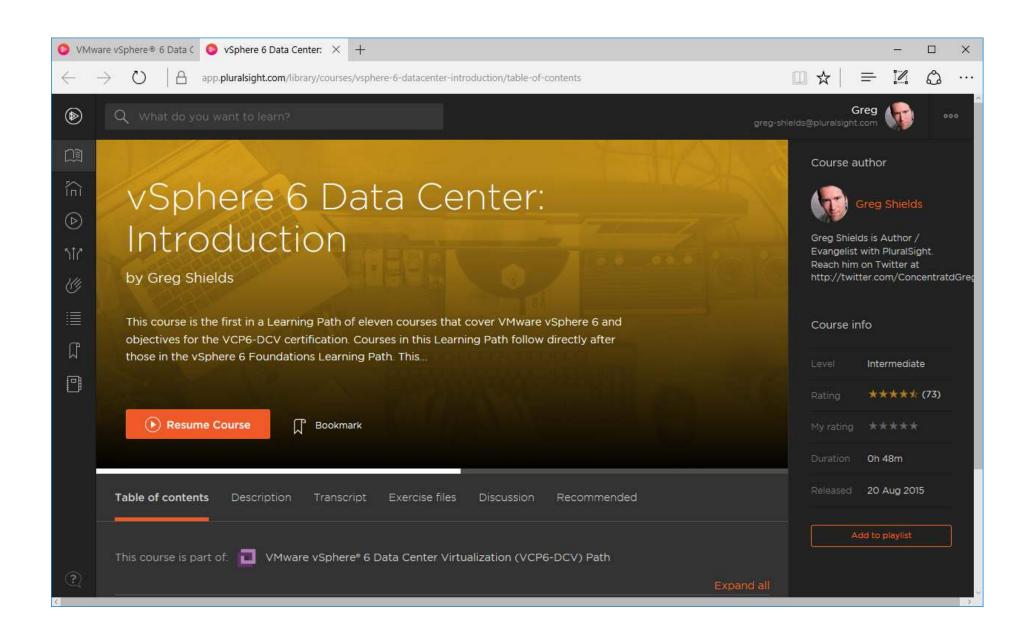
Never trust a conference session title that advertises **67** tips.

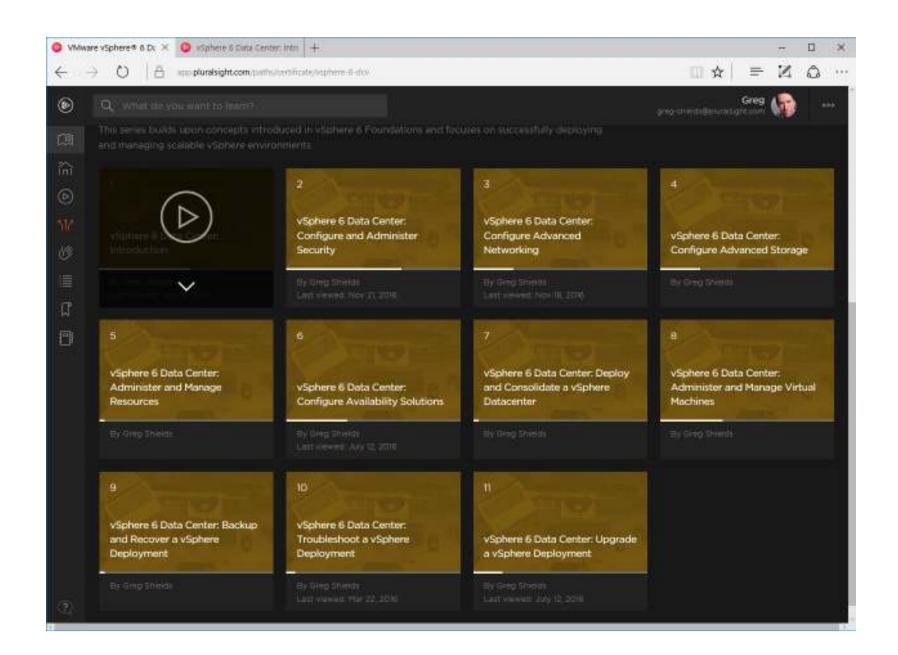


Our Learning Path for vSphere 6



Configure and Administer Security
Configure Advanced Networking
Configure Advanced Storage
Administer and Manage Resources
Configure Availability Solutions
Deploy and Consolidate a vSphere Data Center



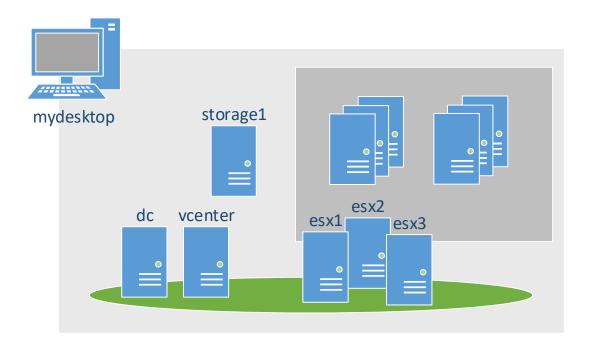


https://github.com/greggoindenver/TechMentor

Repository for Session Notes

Caution: These are literally my own (very raw) notes which I use for the demonstrations in this session. They're offered as-is and without warranty.

Exploring the Infrastructure



Configure and Administer Security

Configure Advanced Networking

Configure Advanced Storage

Administer and Manage Resources

Configure Availability Solutions

Deploy and Consolidate a vSphere Data Center

Grok vSphere RBAC

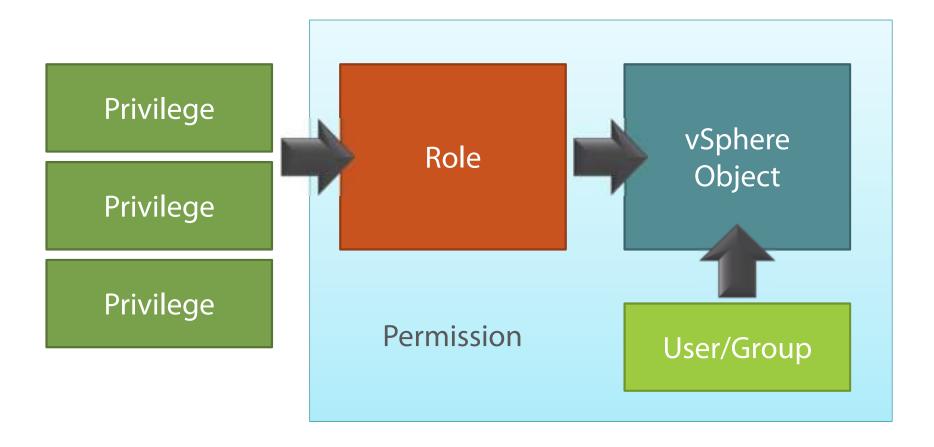
Four Types of Permissions

Global Permissions

vCenter Server Permissions

vSphere.local Group Permissions ESXi Local Host Permissions

Permissions Application



• If an object inherits permissions from two parent objects, the permissions on one object are added to the permissions on the other object.

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- Permissions applied on a child object always override permissions that are applied on a parent object.

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- If multiple group permissions are defined on the same object and a user belongs to two or more of those groups, two situations are possible:

- If an object inherits permissions from two parent objects, the permissions on one object are added to the permissions on the other object.
- Permissions applied on a child object always override permissions that are applied on a parent object.
- If multiple group permissions are defined on the same object and a user belongs to two or more of those groups, two situations are possible:
 - If no permission is defined for the user on that object, the user is assigned the set of privileges assigned to the groups for that object.
 - If a permission is defined for the user on that object, the user's permission takes precedence over all group permissions.

Customize the ESXi Firewall

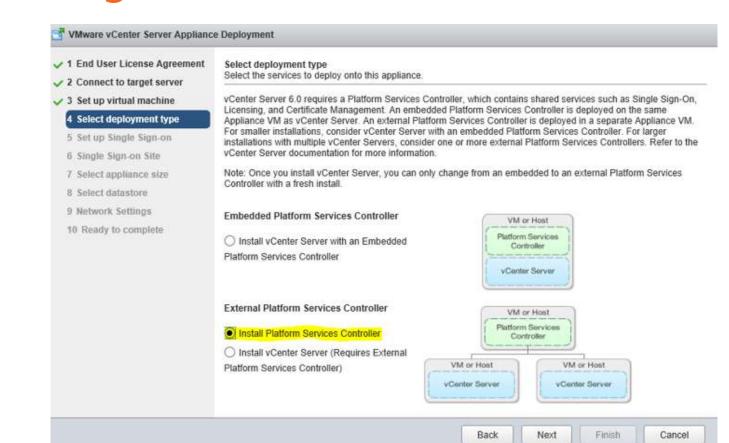
Enable Lockdown Mode (or don't)

Restrict Access to the Managed Object Browser

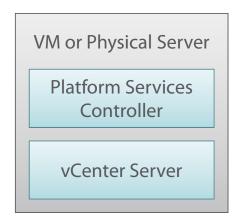
Download and Auto-trust vCenter Server Certificates

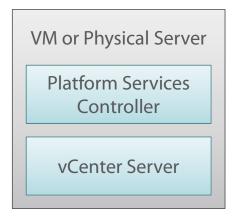
Harden SSO Authentication Policies

Respect When To Scale Out vCenter and its PSC



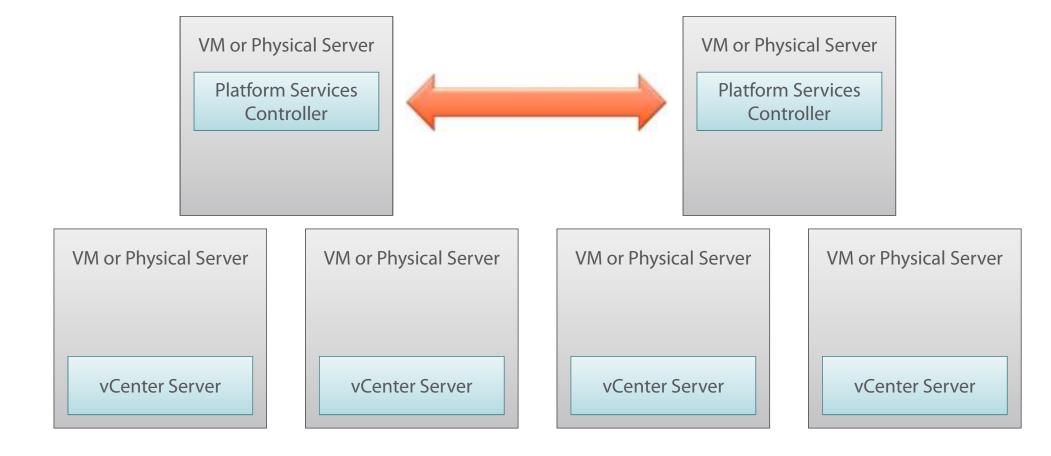
- The Platform Services Controller (PSC) facilitates:
 - Single Sign-On
 - Licensing
 - VM Certificate Authority





VM or Physical Server

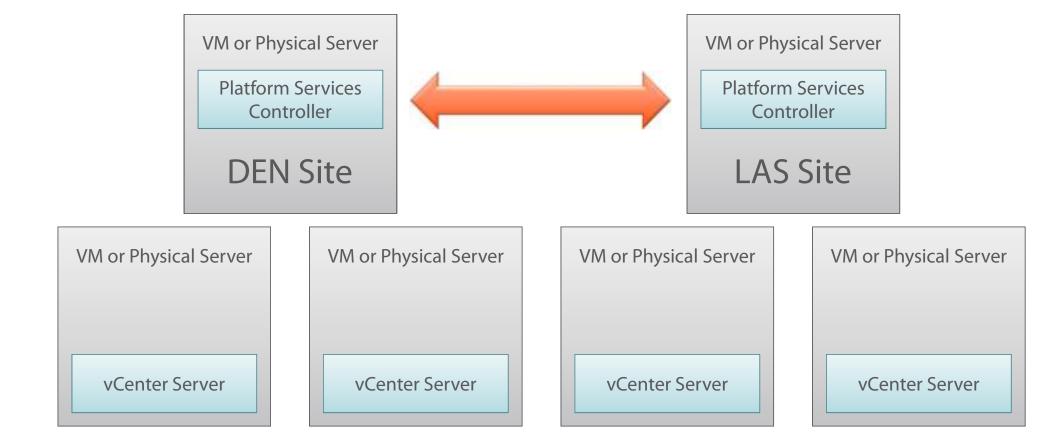
VM or Physical Server



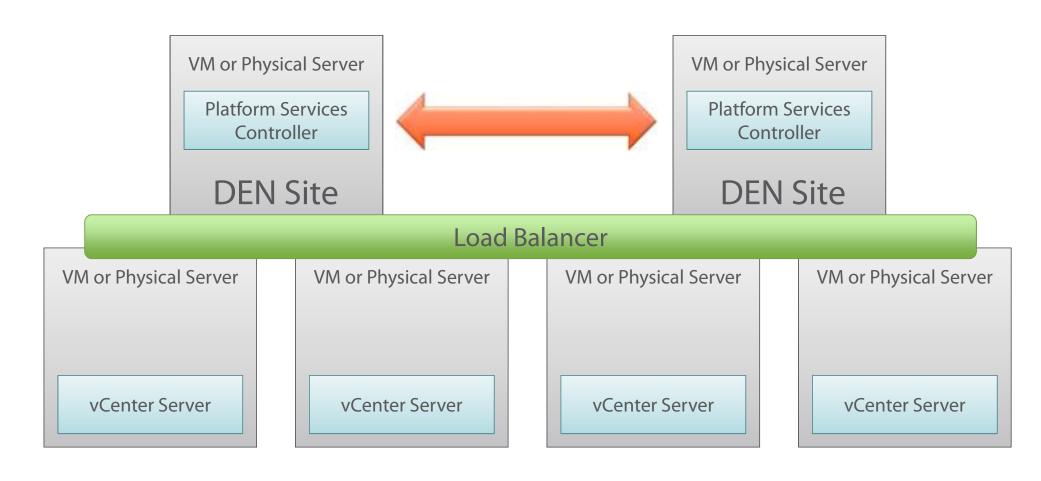
- The Platform Services Controller (PSC) facilitates:
 - Single Sign-On
 - Licensing
 - VM Certificate Authority
- Embedded PSC
 - Sufficient for most environments. Easiest to deploy, maintain, and backup.
 - Aimed at minimizing fault domains.
 - Use in conjunction with one VMware Product or Solution.
 - Multiple standalone instances supported.
 - Replication between embedded instances not supported.

- The Platform Services Controller (PSC) facilitates:
 - Single Sign-On
 - Licensing
 - VM Certificate Authority
- External PSC
- Recommended if deploying or expanding to multiple, linked vCenter Servers.
 - Enhanced Linked Mode provides a single point of management for all vCenter Servers in the same vSphere domain.
 - Reduces footprint by sharing PSC across several vCenter Servers.
 - Enhanced Linked Mode is not recommended in multi-vCenter Server environments with Embedded PSC due to potential backup data inconsistency.

Perform a Multi-site SSO Installation



Perform a Multi-site SSO Installation



Regenerate Out-of-Box vSphere Certificates with Internal PKI

Configure and Administer Security



Configure Advanced Storage

Administer and Manage Resources

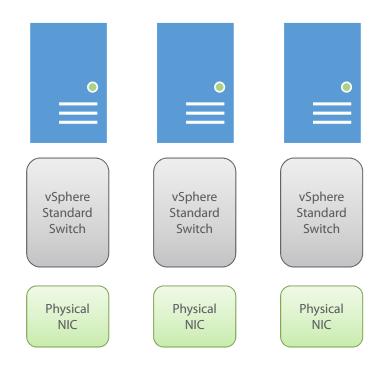
Configure Availability Solutions

Deploy and Consolidate a vSphere Data Center

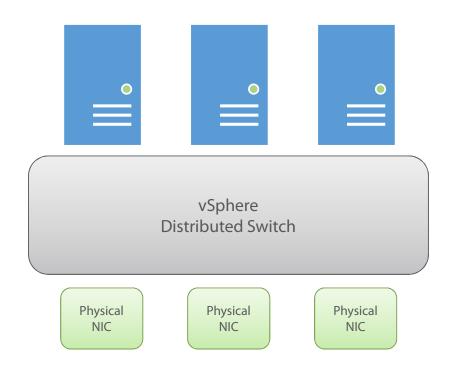
Migrate to vSphere Distributed Switches

(if you can afford them)

Identify vDS Capabilities



Identify vDS Capabilities



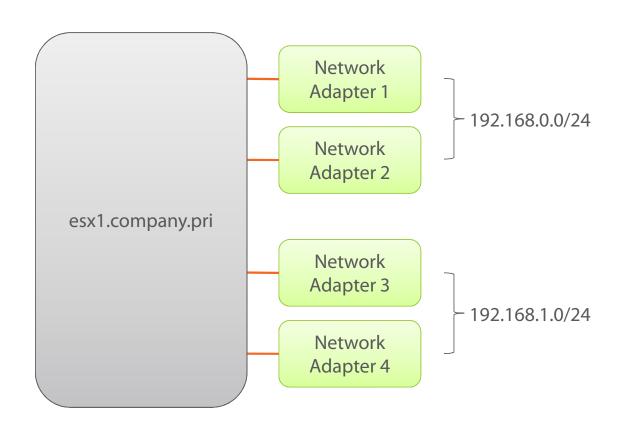
Identify vDS Capabilities

NetFlow Support
PVLAN Support
Ingress/Egress Traffic Shaping
VM Port Blocking
Load Based Teaming
Port State Monitoring
Link Layer Discovery Protocol Support
Network I/O Control
LACP Support
Network Configuration Backup/Recovery
Port Mirroring

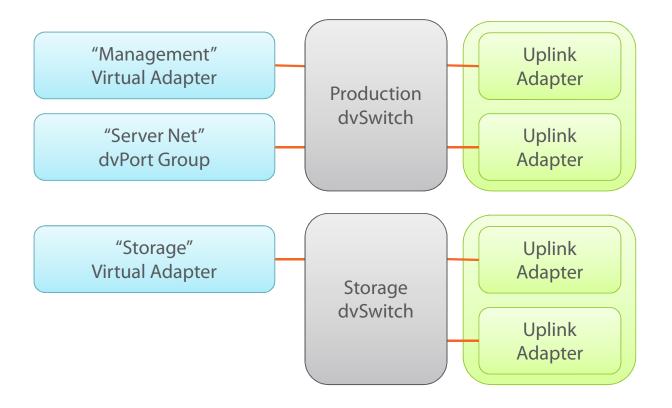
Aim Towards Full Redundancy Aim Towards Network Convergence

Tip #11

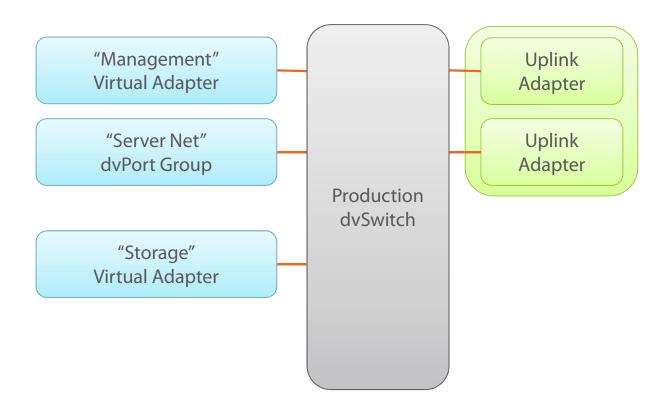
Constructing a vSphere Network



Constructing a vSphere Network



Constructing a vSphere Network



Understand the Impact of dvPortGroup Policies

Tip #12

Policy

Route based on originating virtual port
Route based on source MAC hash
Route based on IP hash
Route based on physical NIC load
Use explicit failover order

Characteristics

Policy

Route based on originating virtual port

Route based on source MAC hash
Route based on IP hash
Route based on physical NIC load
Use explicit failover order

Characteristics

Even distribution of traffic when the number of vNICs > pNICs.

Low resource consumption. vSwitch typically calculates uplinks for VMs only once.

No changes required on pSwitches.

vSwitch is not aware of traffic load on the uplinks and does not load balance traffic to uplinks.

VM bandwidth is limited to the speed of the uplink associated with the VM's port ID, unless the VM has more than one vNIC.

Policy

Route based on originating virtual port

Route based on source MAC hash

Route based on IP hash

Route based on physical NIC load

Use explicit failover order

Characteristics

Improved load balancing but higher resource consumption than RBOOVP as vSwitch calculates an uplink for every packet.

VMs use the same uplink as their MAC address is static.

No changes required on pSwitches.

VM bandwidth is limited to the speed of the uplink associated with the VM's port ID, unless the VM uses multiple source MAC addresses.

vSwitch is not aware of uplink load, so uplinks can become overloaded.

Policy

Route based on originating virtual port
Route based on source MAC hash

Route based on IP hash

Route based on physical NIC load
Use explicit failover order

Characteristics

Further improved load balancing but highest resource consumption as the vSwitch calculates the uplink for every packet.

Potentially higher throughput for VMs that use multiple IP addresses.

Etherchannel configuration required on pSwitches.

vSwitch is not aware of uplink load, so uplinks can become overloaded.

Complex to troubleshoot.

Policy

Route based on originating virtual port
Route based on source MAC hash
Route based on IP hash

Route based on physical NIC load

Use explicit failover order

Characteristics

Not supported on vSS.

Low resource consumption as the dvSwitch calculates uplinks for VMs only.

dvSwitch tests the load of uplinks every 30 seconds and rebalances if load exceeds 75% of usage.

No changes required on pSwitches.

VM bandwidth is limited to the speed of the uplinks connected to the distributed switch.

Policy

Route based on originating virtual port
Route based on source MAC hash
Route based on IP hash
Route based on physical NIC load
Use explicit failover order

Characteristics

No actual load balancing.

vSwitch always uses the first uplink in the list of active adapters that passes failover detection criteria.

When no uplinks in the active list are available, the vSwitch then uses uplinks from the Standby list.

Recognize the Locations where VLANs are (mis)Configured

Tip #13

VLAN Configuration

External Switch Tagging (EST)

Virtual Switch Tagging (VST)

Virtual Guest Tagging (VGT)

Characteristics

VLAN Configuration

External Switch Tagging (EST)

Virtual Switch Tagging (VST)

Virtual Guest Tagging (VGT)

Characteristics

a.k.a, "The network people handle the VLANs."

VLAN tagging is handled by the physical network.

VLAN tagging occurs at the pSwitch.

dvPort Groups configured for VLAN Type = None.

VLAN ID not configured.

VLAN Configuration

External Switch Tagging (EST)

Virtual Switch Tagging (VST)

Virtual Guest Tagging (VGT)

Characteristics

a.k.a, "The vSphere people handle the VLANs."

VLAN tagging is handled by vSphere.

VLAN tagging occurs at the vSwitch.

dvPort Groups configured for VLAN Type = VLAN

VLAN ID configured on dvPort Group.

VLAN Configuration

External Switch Tagging (EST)

Virtual Switch Tagging (VST)

Virtual Guest Tagging (VGT)

Characteristics

a.k.a, "The VM people handle the VLANs."

VLAN tagging is handled by each VM.

VLAN tagging occurs in the VM.

dvPort Groups configured for VLAN Type = VLAN Trunking.

VLAN ID configured within the VM.

Configure and Administer Security

Configure Advanced Networking

Configure Advanced Storage

Administer and Manage Resources

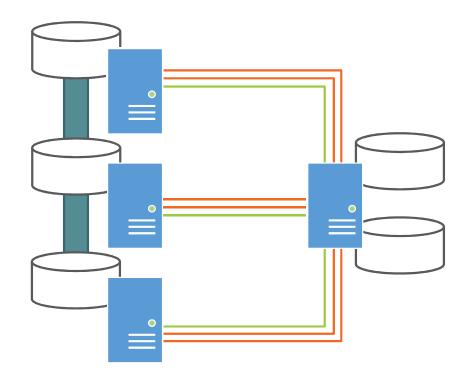
Configure Availability Solutions

Deploy and Consolidate a vSphere Data Center

Understand Storage Naming Conventions

Tip #14

Constructing vSphere Storage



Identify Storage Adapters & Devices SCSI

iSCSI

RAID

Fibre Channel

Fibre Channel over Ethernet (FCoE)

Ethernet

iSCSI Qualified Name (IQN) Format iqn.1998-01.com.vmware.iscsi:server1

Enterprise Unique Identifier (EUI) Format eui.0123456789ABCDEF

Queried via SCSI INQUIRY

eui.<number>
naa.<number>
t10.<number>

iSCSI Qualified Name (IQN) Format

iqn.1998-01.com.vmware.iscsi:server1

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Queried via SCSI INQUIRY

eui.<number>
naa.<number>
t10.<number>

mpx.<adapter>:C<channel>:T<target>:L<LUN> mpx.vmhba1:C0:T0:L0

<adapter> = Physical adapter on the host

Identify Storage Naming Conventions

<channel> = Storage channel number
 Used to show multiple paths to the same target.
<target> = Target number
 Determined by the host and may change if
 mappings of targets visible to the host change.
 Targets that are shared by different hosts might not
 have the same target number.

<LUN> = LUN number
Shows the position of the LUN within the target.
The LUN number is provided by the storage system.

mpx.<adapter>:C<channel>:T<target>:L<LUN> mpx.vmhba1:C0:T0:L0

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The LUN number is provided by the storage system.

Respect the Differences Between Array and Virtual Disk Thin Provisioning

Tip #15

- Thin provisioning offers a way to report more virtual storage space than actual physical capacity.
- MOST IMPORTANT: This can lead to storage oversubscription.
 - With thin provisioning, you <u>must</u> monitor actual storage usage to avoid running out of physical storage space.

Array Thin Provisioning

Virtual Disk Thin Provisioning

Array Thin Provisioning

Virtual Disk Thin Provisioning

"ESXi provisions the entire space configured for the disk. However, the disk only consumes as much storage space as it actually uses."

Array Thin Provisioning

"The SAN provisions the entire space configured for the LUN. However, the LUN only consumes as much storage space as it actually uses."

Virtual Disk Thin Provisioning

"ESXi provisions the entire space configured for the disk. However, the disk only consumes as much storage space as it actually uses."

- "If your array supports thin provisioning, it's generally more efficient to use array-level thin provisioning in most operational models.
- "If you thick-provision at the LUN or file system level, there will always be large amounts of unused space until you start to get it highly utilized...
- "One other benefit of thin provisioning on the array...is the extra capacity available for nonvirtual storage. When you're thin provisioning within vSphere only, the VMFS Datastore takes the entire datastore capacity on the array, even if the datastore itself has no VMs stored within it."

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Ain't Nuthin' Wrong with Renaming Your iSCSI IQNs

Understand (but don't) Disable vCenter Server Storage Filters

- Storage filters assist in preventing corruption and/or performance degradation due to unsupported devices and configurations.
- Storage filters are enabled by default and generally shouldn't be disabled.

- Config.vxpd.filter.vmfsFilter = False
 Filters out storage devices or LUNs that are already used by a VMFS datastore.
- Config.vxpd.filter.rdmFilter = False
 Filters out LUNs that are already referenced by an RDM.
- Config.vxpd.filter.SameHostAndTransportsFilter = False
 Filters out incompatible LUNs ineligible for use as VMFS extents.
- Config.vxpd.filter.hostRescanFilter = False
 Automatically rescans and updates VMFS Datastores after performing management operations.

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Differentiate Storage Multipathing Policies

Policy

Behavior

Fixed

Most Recently Used

Round Robin

Policy

Fixed

Most Recently Used

Behavior

Hosts will use a designated preferred path.

When no preferred path is designated, the host will select the first working path discovered at system boot time.

If the host selects a default preferred path and that path's status changes to Dead, a new path is selected as preferred.

If a preferred path is explicitly designated, that path remains preferred even after it becomes inaccessible.

Fixed is the default policy for most active-active storage devices.

Policy

Fixed

Most Recently Used

Round Robir

Behavior

Hosts will use the path that was used most recently.

When that path becomes unavailable, the host selects an alternative path.

The host will not revert back to the original path when that path becomes available again.

Consequently, there is no preferred path setting with the MRU policy.

MRU is the default policy for most active-passive storage devices.

Policy

Fixed

Most Recently Used

Round Robin

Behavior

Hosts use an automatic path selection algorithm.

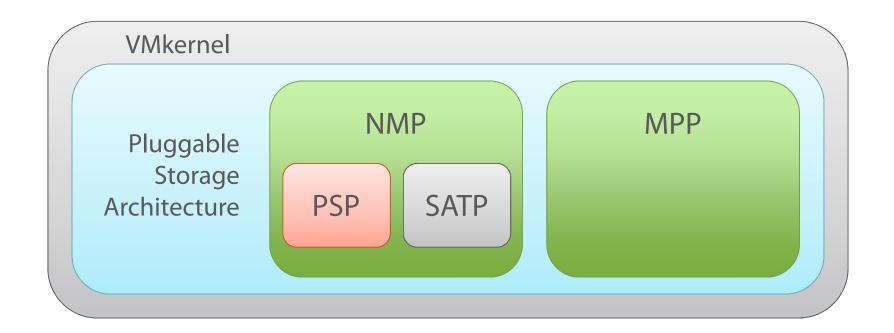
This algorithm rotates through all active paths when connecting to active-passive arrays, or all available paths when connecting to active-active arrays.

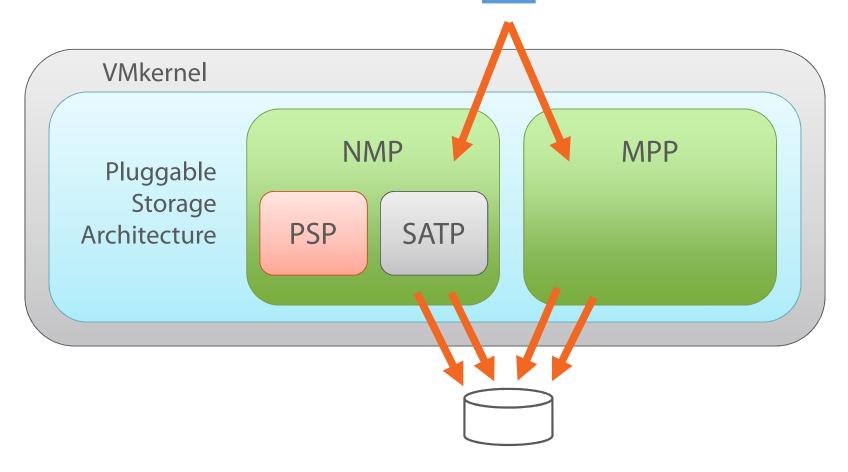
RR policy by default sends 1000 IOPS per path before switching to the next available path.

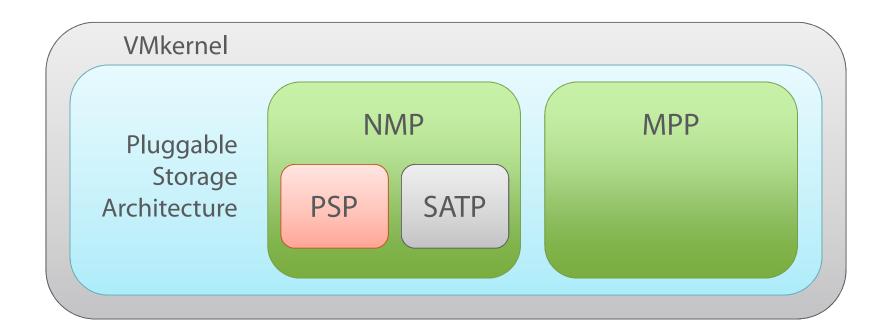
RR can be used with both active-active and activepassive arrays to implement load balancing across paths for different LUNs.

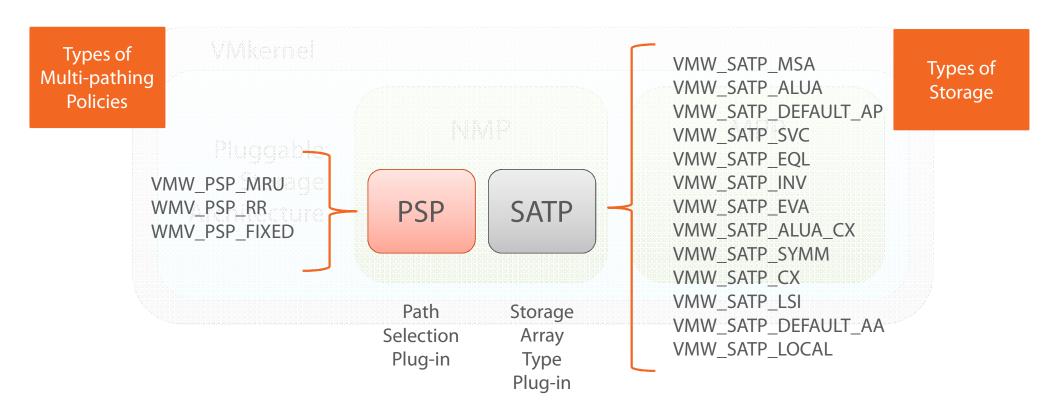
Grok vSphere's Pluggable Storage Architecture

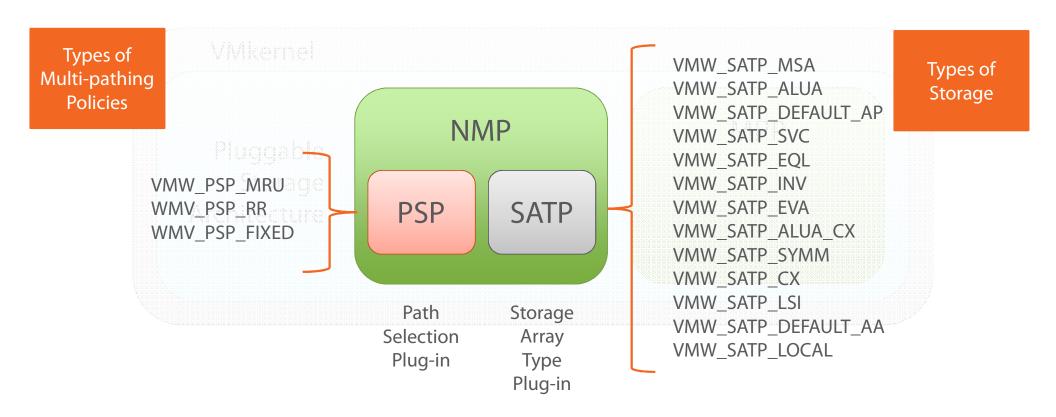
Identify Features of Pluggable Storage Architecture

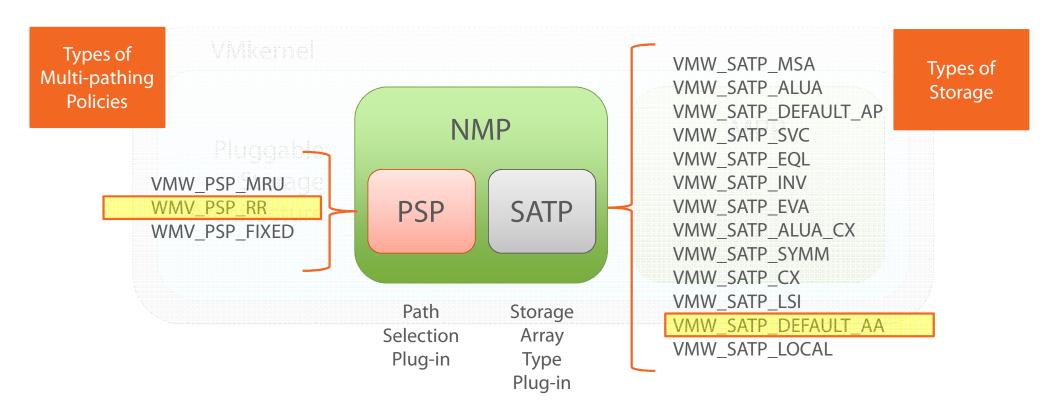












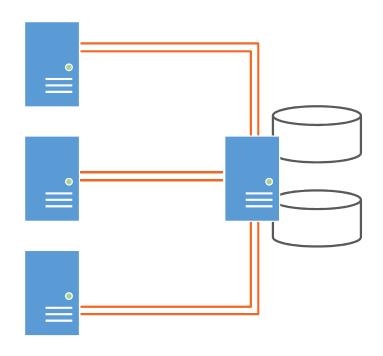
Respect What Changes When You Change PSPs and SATPs

Customize Storage Claim Rules

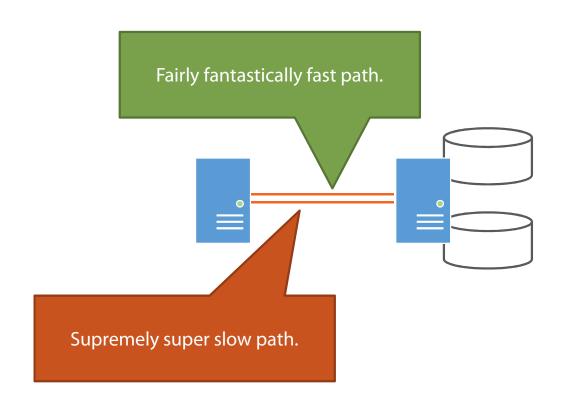
Extend the Windows Timeout for Delayed Write Operations

Understand the Use Case and Behavior of Non-Optimized Storage Paths

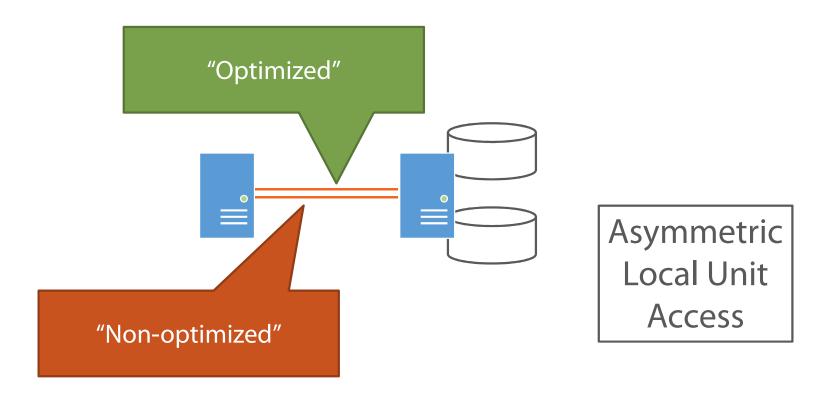
Compare Active Optimized vs. Active Non-optimized Port Group States



Compare Active Optimized vs. Active Non-optimized Port Group States



Compare Active Optimized vs. Active Non-optimized Port Group States



The default PSP for all devices claimed by VMW_SATP_ALUA is VMW_PSP_MRU. The VMW_PSP_MRU selects an active/optimized path as reported by the VMW_SATP_ALUA, or an active/unoptimized path if there is no active/optimized path. This path is used until a better path is available. For example, if the VMW_PSP_MRU is currently using an active/unoptimized path and an active/optimized path becomes available, the VMW_PSP_MRU will switch the current path to the active/optimized one. While VMW_PSP_MRU is typically selected for ALUA arrays by default, certain ALUA storage arrays need to use VMW_PSP_FIXED.

vSphere Command-Line Guide

Avoid the NFS3 Gotcha

Compare and contrast VMFS and NFS Datastore Properties

Datastores deployed on <u>block storage</u> devices use vSphere VMFS.

VMFS is a special high-performance file system
that is optimized for storing virtual machines.

NFS volumes <u>are not formatted</u> with a VMFS file system.

NFS volumes are mounted directly on ESXi hosts and used to store and boot virtual machines in the same way as VMFS datastores.











NFS 3.x

NFS 3 uses only a single TCP connection for I/O and does not support multiple paths.

NFS 3 supports hardware acceleration and the use of thick-provisioned disks.

NFS 3 does not support access to NFS volumes via non-root credentials. You must provide each host root access to the volume.

NFS 3 locking does not use the Network Lock Manager (NLM) protocol. VMware provides its own locking protocol which creates and manages lock files on the NFS server.

NFS 4.1

NFS 4.1 provides multipathing for servers that support session trunking.

NFS 4.1 does not support hardware acceleration nor the use of thick-provisioned disks.

NFS 4.1 supports the Kerberos authentication protocol and the use of non-root users to access files when used with Kerberos.

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NFS 4.1 supports the Kerberos authentication protocol and the use of non-root users to access files when used with Kerberos.

NFS 3.x

NFS 3 uses only a single TCP connection for I/O and does not support multiple paths.

NFS 3 supports hardware acceleration and the use of thick-provisioned disks.

NFS 3 does not support access to NFS volumes via non-root credentials. You must provide each host root access to the volume.

NFS 3 locking does not use the Network Lock Manager (NLM) protocol. VMware provides its own locking protocol which creates and manages lock files on the NFS server.

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NFS 3.x

NFS 4.1

Full support for vSphere features.

Does not support...

Storage DRS

Storage I/O Control

Site Recovery Manager

Virtual Volumes

Pre-v6 Fault Tolerance

Avoid the "Upgraded VMFS5 Volume" Gotcha

Identify VMFS5 Capabilities

- VMFS-5 uses GPT instead of MBR.
- VMFS-5 supports volumes up to 64TB, including pass-through RDMs.
- VMFS-5 uses a non-configurable 1MB block size.
 - VMFS-5 uses a smaller 8KB sub-block size.
- VMFS-5 has support for 1KB "small" files.
- Files smaller than 1KB are stored in the metadata file descriptor location rather than using file blocks.
 - Support for ATS locking on supported devices.

| | Upgraded VMFS5 | Newly-created VMFS5 |
|--------------------------|----------------------------|-------------------------|
| Max datastore size | 64TB | 64TB |
| Max size of physical RDM | 64TB | 64TB |
| Max size of virtual RDM | 2TB minus 512 bytes | 2TB minus 512 bytes |
| Max size of file | 2TB minus 512 bytes | 2TB minus 512 bytes |
| Block size | Previous size (1/2/4/8 MB) | 1MB |
| Sub-block size | 64KB | 8KB |
| File limit | 30,000 | 100,000 |
| Partition style | MBR | GPT |
| Partition sector | Starting on sector 128 | Starting on sector 2048 |

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Know Your RDMs and their Sharing

- RDMs provide direct access to physical LUNs for VMs.
 - The "Raw Device Mapping" is a file in a separate VMFS volume that acts as a proxy to the physical storage device.

- RDMs provide direct access to physical LUNs for VMs.
 - The "Raw Device Mapping" is a file in a separate VMFS volume that acts as a proxy to the physical storage device.
- RDMs are used in special circumstances, all of which are becoming less prevalent in today's datacenters.
 - SAN snapshots for non-application aware backup solutions
 - Windows Failover Clustering
 - Direct access to LUNs which were previously or may later be redirected to a physical machine.

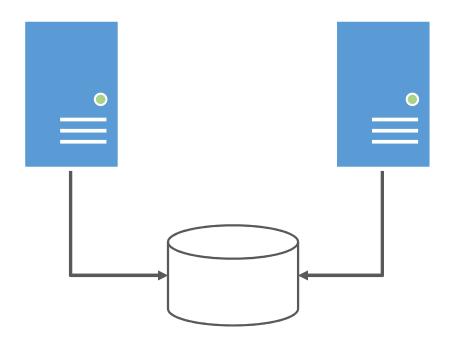
Physical Compatibility Mode

- All physical characteristics of the underlying hardware are exposed to the VM.
- Allows the guest OS to access the physical device directly.
- VMs with these RDMs cannot be cloned, converted to a template, or migrated if the operation involves a disk copy.

Virtual Compatibility Mode

- Underlying hardware appears to the guest OS similar to a virtual disk.
- Actual physical characteristics are hidden.
- Supports snapshots, cloning, and conversion to templates. LUN contents during the operation are copied into a VMDK.

Configure Bus Sharing



Configure Bus Sharing

| Component | Single-Host Clustering | Multi-host Clustering |
|------------------------------------------------|----------------------------|-----------------------------|
| Clustered VMDK | SCSI bus sharing = Virtual | Not supported |
| Clustered RDM in Virtual Compatibility Mode | SCSI bus sharing = Virtual | SCSI bus sharing = Physical |
| Clustered RDM in Physical Compatibility Mode | Not supported | SCSI bus sharing = Physical |

Configure Storage Policies Using Tags

Configure Storage Policies Using VASA

Use VSAN Fault Domains!

VSAN Requirements Recap

Minimum of three hosts

Minimum of one SSD + one HDD per host

HDDs, SSDs, I/O Controllers on VSAN HCL

VSAN 6 licensing

Dedicated 1Gbps/10Gbps uplink

VMkernel port dedicated for VSAN

Layer 2 multicasting on physical network

Enable Virtual SAN Fault Domains

Used to group together VSAN hosts that could potentially fail together.

Failure of all hosts within a single fault domain is treated as a single failure.

When fault domains are specified, VSAN will never put more than one replica of the same object in the same fault domain.

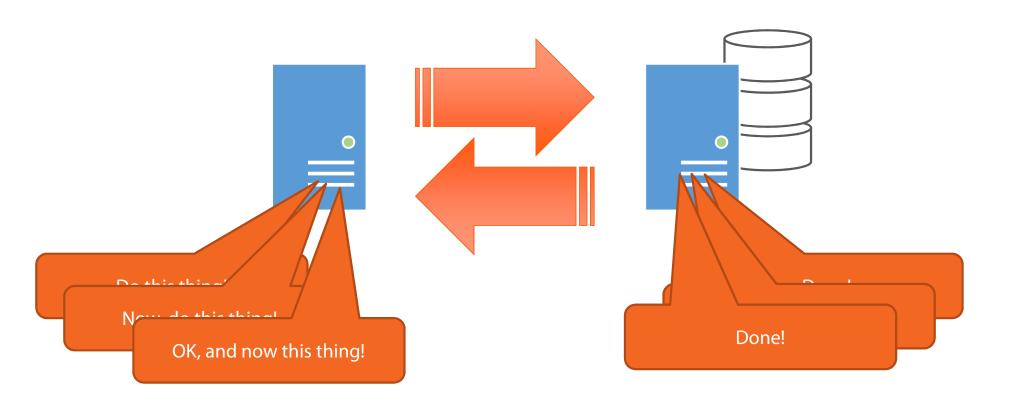
A fault domain appears as a single host to VSAN.

Hosts not added to any fault domain are considered to be in their own single-host fault domain.

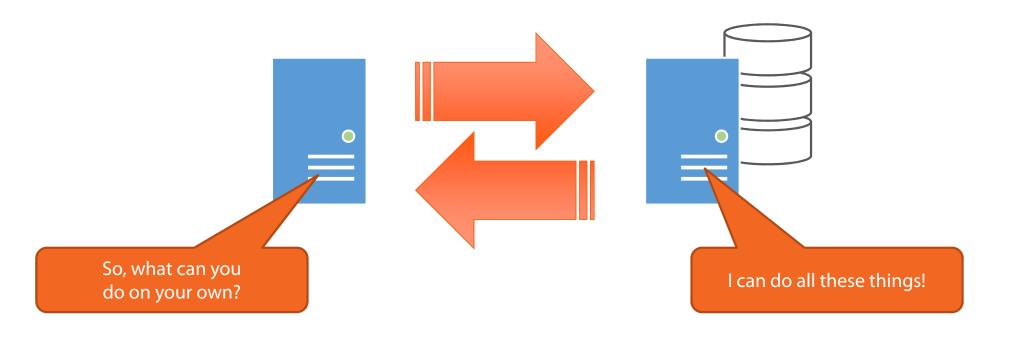
Recommended to configure fault domains with a uniform number of hosts each.

Prepare for (but maybe don't [yet] use) VMware VVOLs

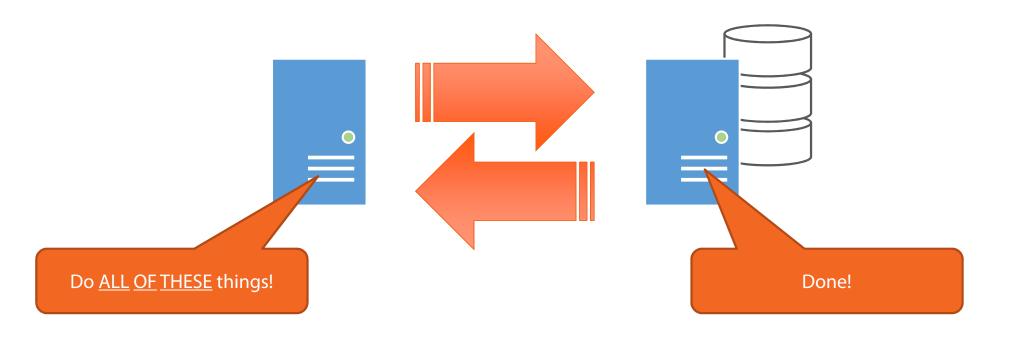
Understand vStorage API for Array Integration (VAAI)



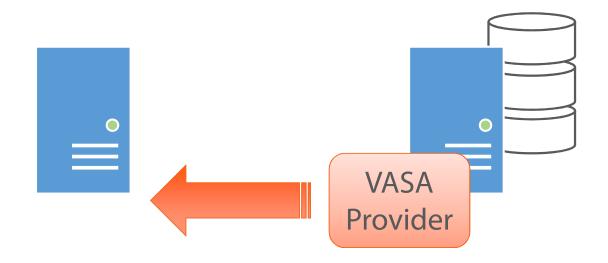
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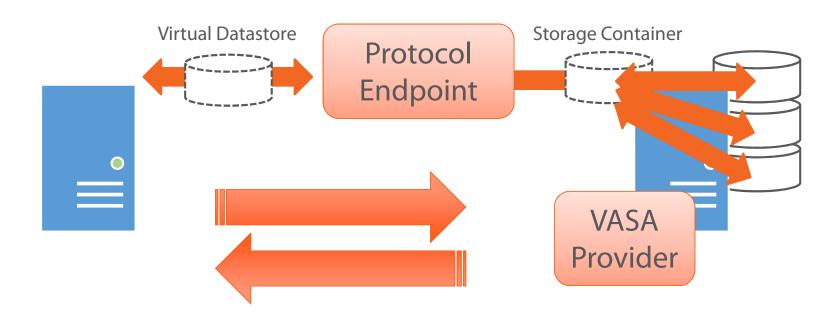


Understand vSphere API for Storage Awareness (VASA)



If VAAI is about doing, then VASA is about seeing.

Understand VMware Virtual Volumes (VVOLs)



Lotsa' vSphere Stuff isn't yet Compatible

vROPS 6.0.x to 6.1.0

Site Recovery Manager 5.x to 6.1.0

vSphere Data Protection 5.x to 6.1.0

VMware vCloud Director 5.x

Fault Tolerance

IPv6

Microsoft Failover Clustering

NFS version 4.1

Raw Device Mapping

SMP-FT

Storage Distributed Resource Scheduler

Storage I/O Control

Configure and Administer Security

Configure Advanced Networking

Configure Advanced Storage

Administer and Manage Resources

Configure Availability Solutions

Deploy and Consolidate a vSphere Data Center

Get Really (Really, Really) Familiar with Reservations, Shares, and Limits

Tip #31 | Tip #32 | Tip #33



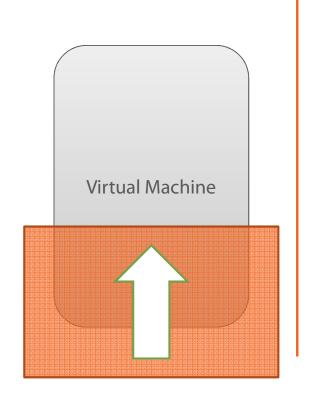
"There's no such thing as a free lunch."



Understanding Reservations, Limits, and Shares

Virtual Machine

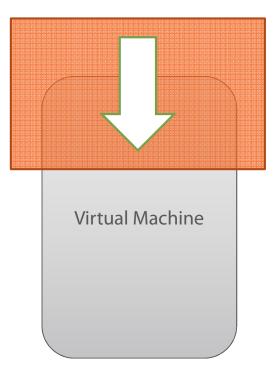
Understanding Reservations, Limits, and Shares



Reservations

Act as a guarantee of a particular resource. Ensure that a VM is <u>absolutely assured</u> a configured quantity of a given resource.

Understanding Reservations, Limits, and Shares

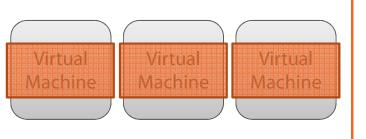


Limits

Restrict the quantity of a given resource that a VM can use.

Offer additional control beyond the natural "limit" defined in each VM's configuration.

Understanding Reservations, Limits, and Shares



Shares

Establish a priority for resources during periods of contention.

Only affects the allocation of resources that exists between reservations and limits.

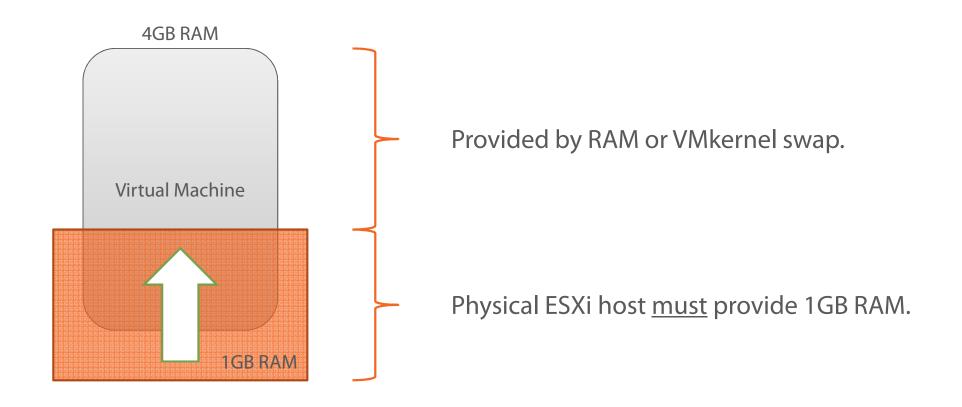
VMs with comparatively more shares assigned are given higher priority to resources.

<u>IMPORTANT</u>: Shares are only evaluated during periods of contention.

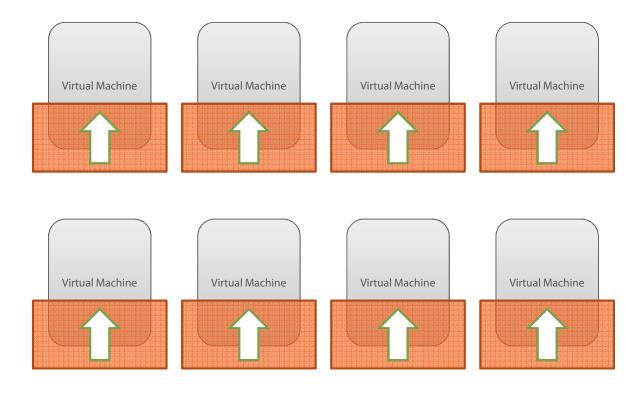
Avoid the Memory Reservations Gotcha

Tip #34

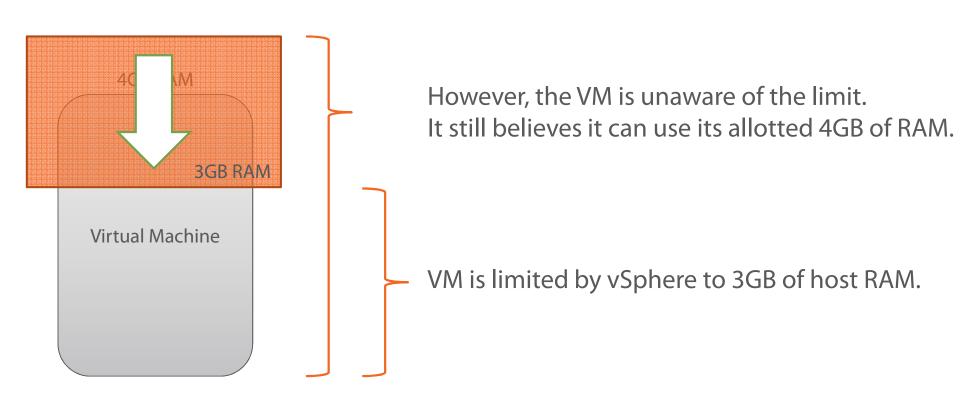
Working with Memory Reservations



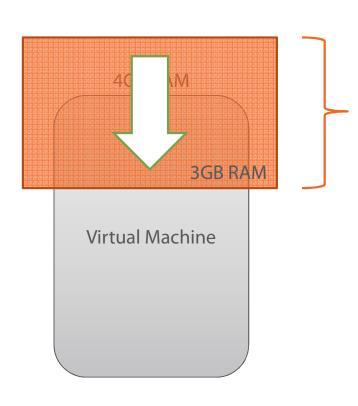
Working with Memory Reservations



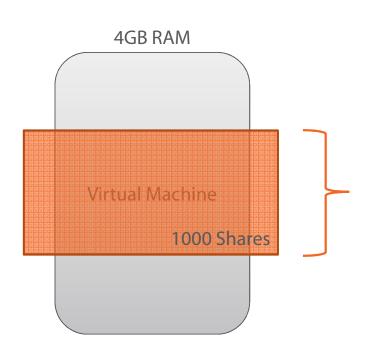
Working with Memory Limits



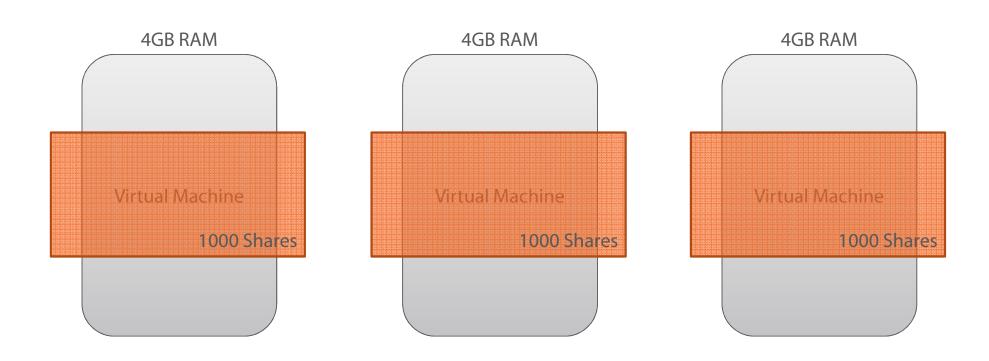
Working with Memory Limits

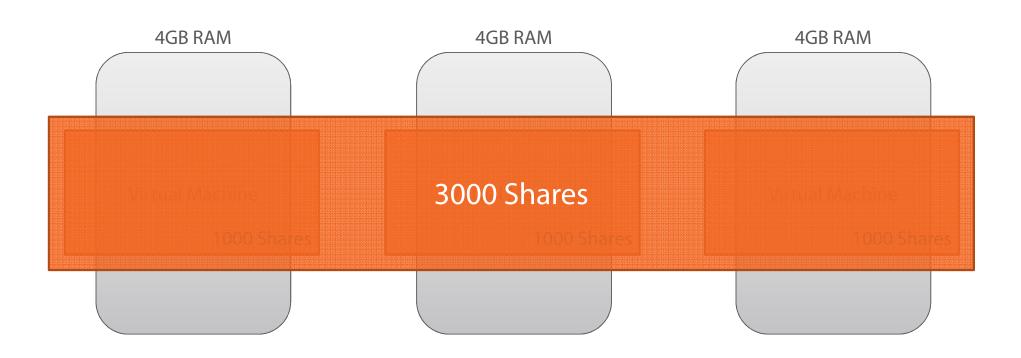


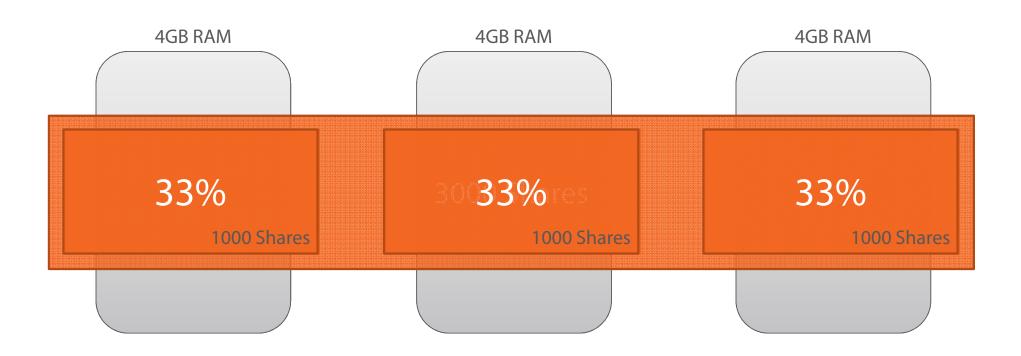
All RAM usage above 3GB <u>must</u> come from swap.

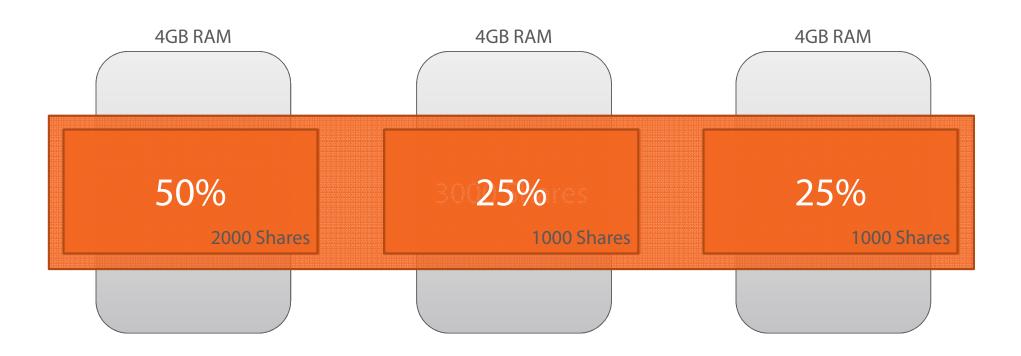


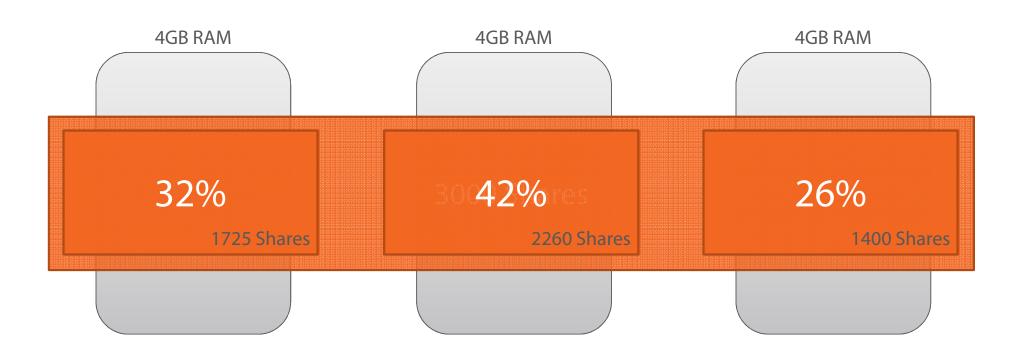
Shares are an arbitrary number whose absolute value is meaningless.







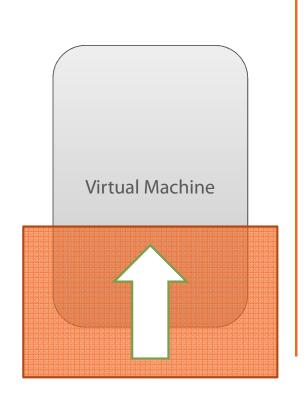




Avoid the CPU Shares Gotcha

Tip #35

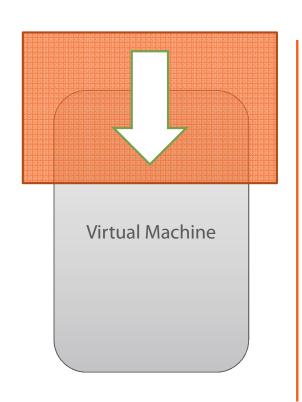
Working with CPU Reservations



Reservations

Act as a guarantee for CPU processing power.
Unlike with RAM, unused reserved CPU cycles will be used to service other VMs when needed.
Like with RAM, the host must have enough CPU cycles to satisfy a reservation to power on a VM.

Working with CPU Limits

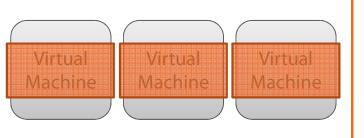


Limits

Prevent a VM from accessing CPU processing power, even if CPU cycles are available for use.

Can impact system and/or application performance.

Working with CPU Shares



Shares

Establish a priority for CPU consumption during periods of contention.

Only affects the CPU allocation that exists between reservations and limits.

VMs with comparatively more shares assigned are given higher priority to CPU processing power.

IMPORTANT: Shares are only evaluated during periods of contention.

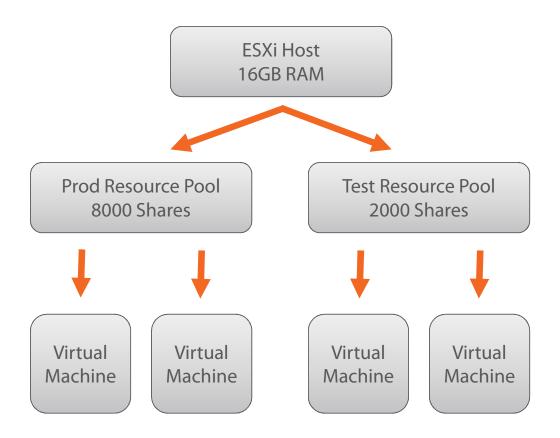
Resource Pools are not Folders! Folders are not Resource Pools!

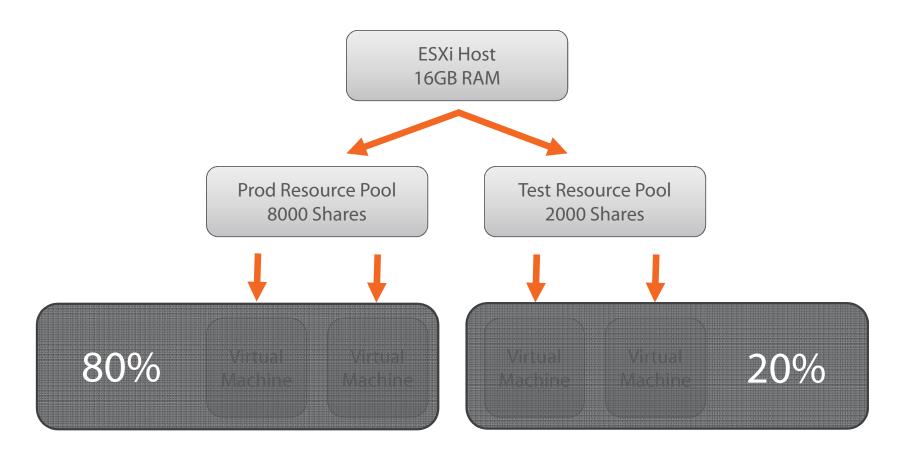
Tip #36

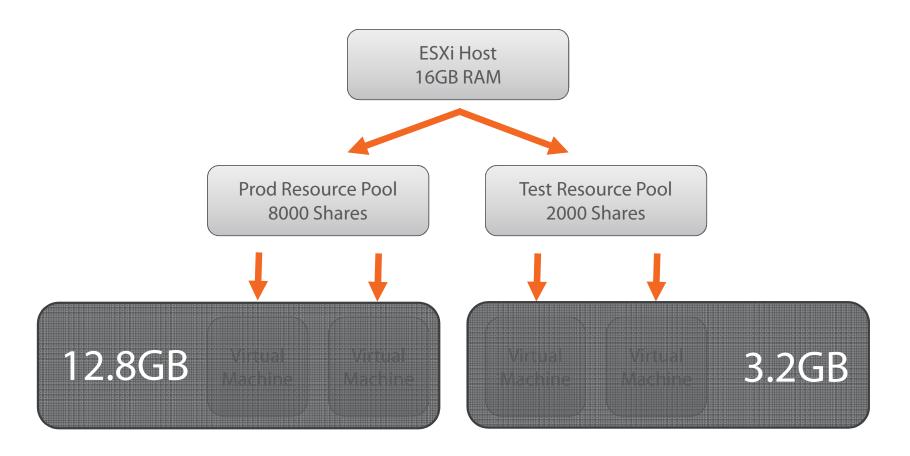
- Rather than configuring reservations, limits, or shares on individual VMs, Resource Pools set these values on a group of VMs at one.
 - Resource Pools are configured on...
 - Individual stand-alone hosts
 - DRS-enabled clusters

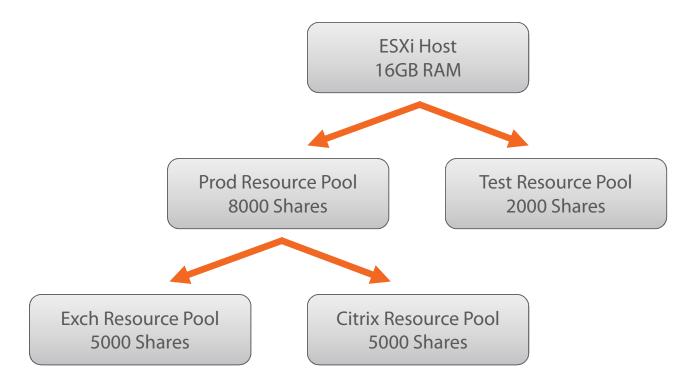
IMPORTANT:

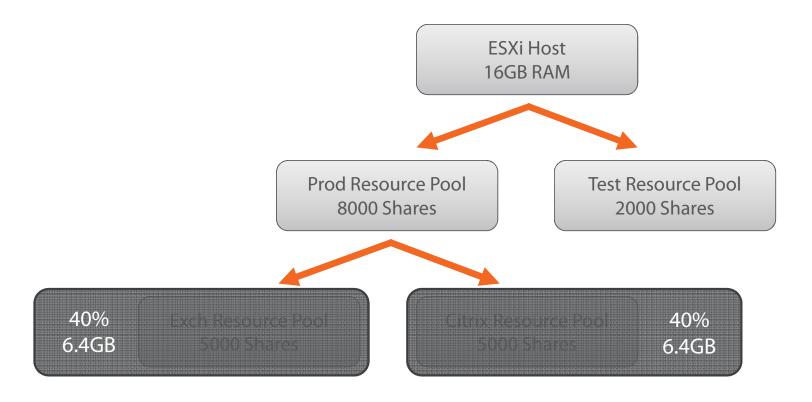
Resource Pools are not folders! Folders are not Resource Pools!

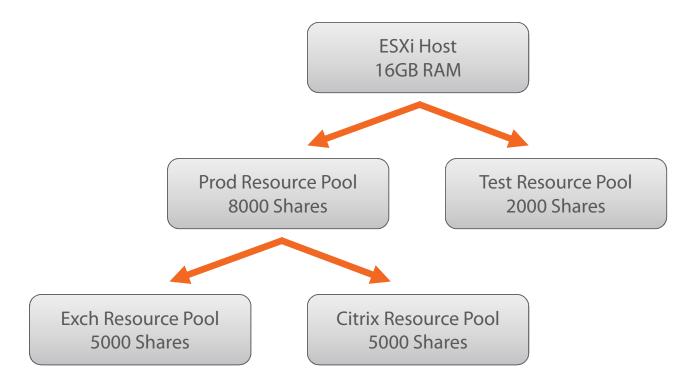


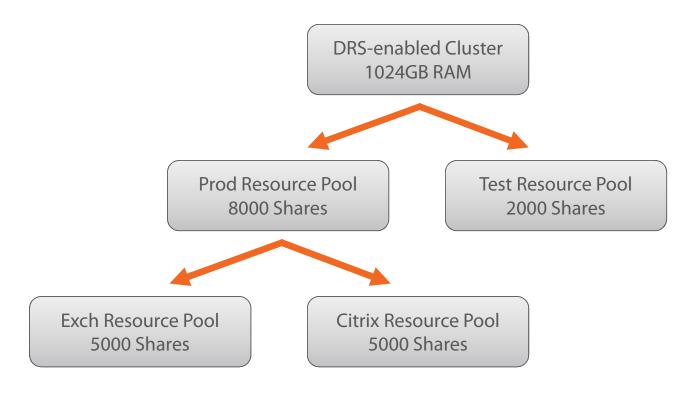










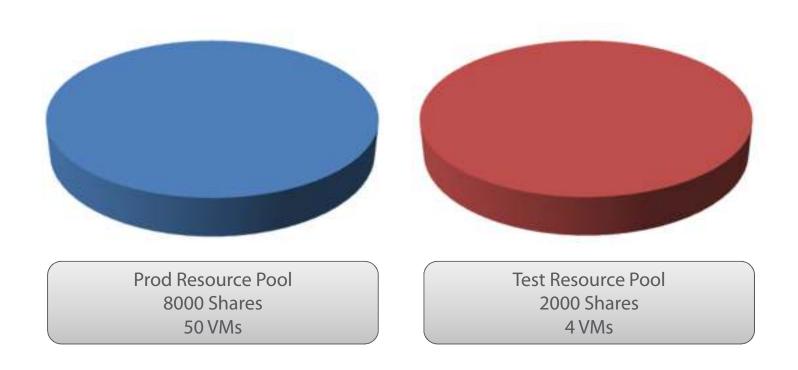


Avoid the Resource Pools Gotcha

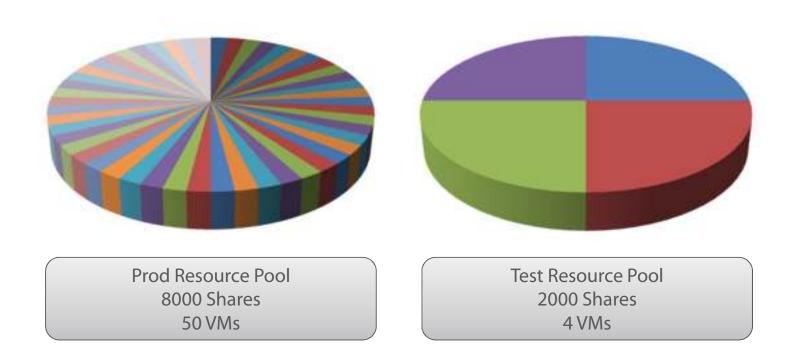
Describe the Resource Pool Hierarchy

- When you assign shares to a VM, you always specify its priority relative to other powered-on VMs.
- Sibling Resource Pools share resources according to their relative share values.
- Resources are divided at the Resource Pool first.

Describe the Resource Pool Hierarchy



Describe the Resource Pool Hierarchy

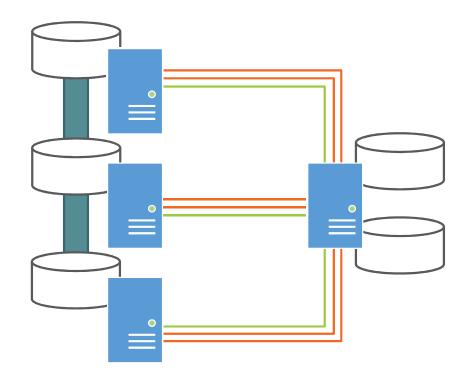


Avoid the Flexible Reservations Gotcha

(The Gotchas! The Horror!)

Implement a vFlash Resource Pool (or don't)

Describe vFlash Architecture



(Don't) Implement a vFlash Host Swap Cache

Understand Why and Where to Implement Network I/O Control

Identify Network I/O Control Requirements

- Enterprise Plus licensing required.
- NIOC can only be enabled on dvSwitches.
- Enabled by default on dvSwitches > v5.5.
- NIOC v3 available only on vSphere 6.
- Incompatible with SR-IOV.

Identify Network I/O Control Capabilities

- Extends concept of Resource Pools to networking.
- Facilitates the assignment of reservations, limits, and shares to network resources.
- Upon enabling, nine predetermined Resource Pools are created for common vSphere traffic.
- Reservation quotas can then be configured on user-defined Resource Pools.

Understand Why and Where to Implement Storage I/O Control

Identify Storage I/O Control Requirements

- SIOC-managed datastores must be managed under a single vCenter Server instance.
- VMFS datastores must be backed by Fibre Channel, FCoE, iSCSI, or NFS storage.
- RDMs are not supported.
- Datastores with multiple extents are unsupported.
- SIOC can interfere with array auto-tiering.
- Disabled by default.

Configure and Administer Security

Configure Advanced Networking

Configure Advanced Storage

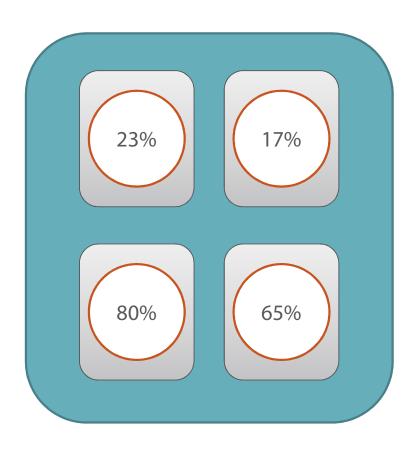
Administer and Manage Resources

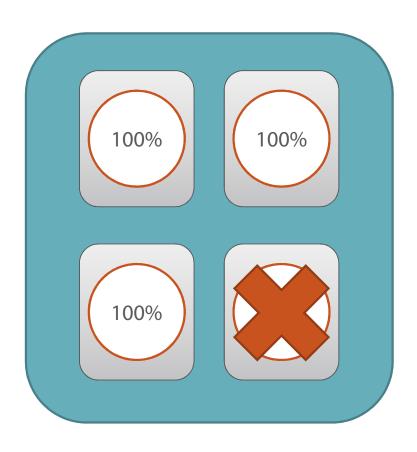
Configure Availability Solutions

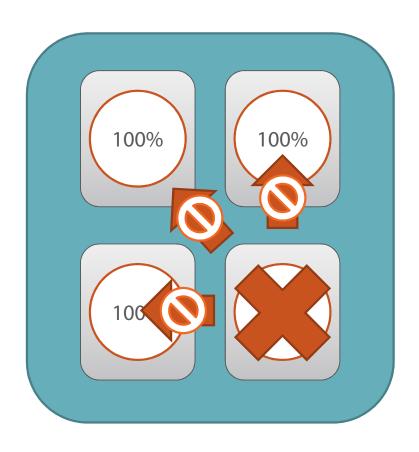
Deploy and Consolidate a vSphere Data Center

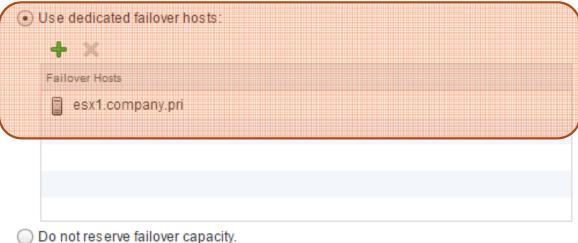
Avoid Inadvertently Exploding Yourself with vSphere HA Admission Control

(Caution: Lots of slides)



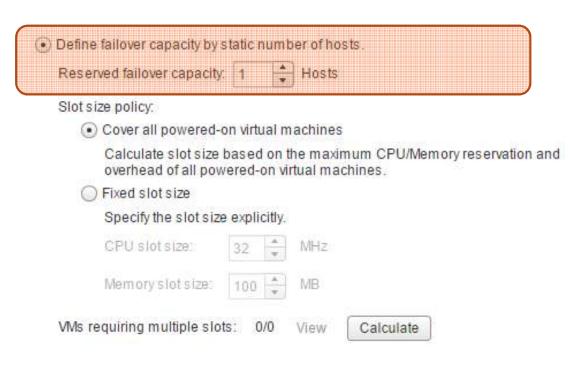




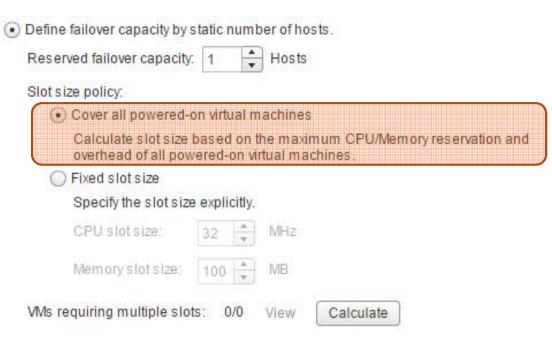


Do not reserve failover capacity.
 Allow virtual machine power-ons that violate availability constraints.

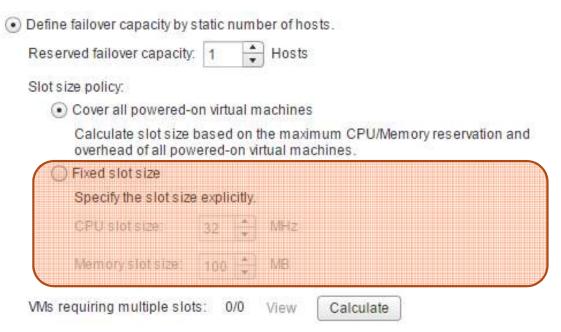














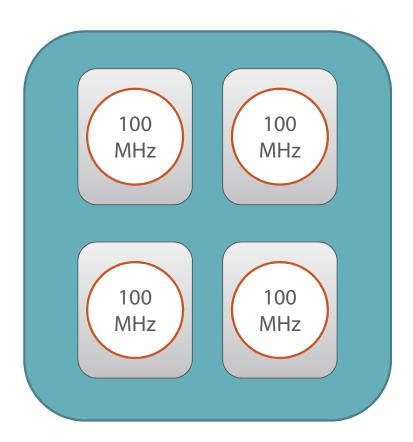
• Define failover capacity by reserving a percentage of the cluster resources.

Reserved failover CPU capacity:

25 🔷 % CPU

Reserved failover Memory capacity:

25 🚔 % Memory



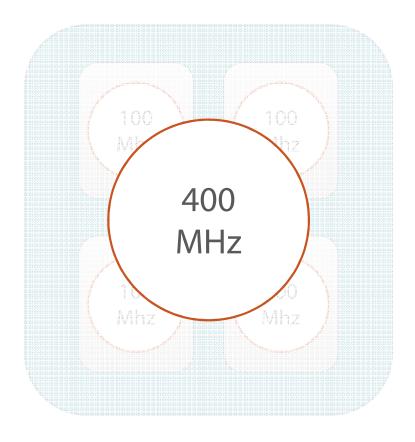
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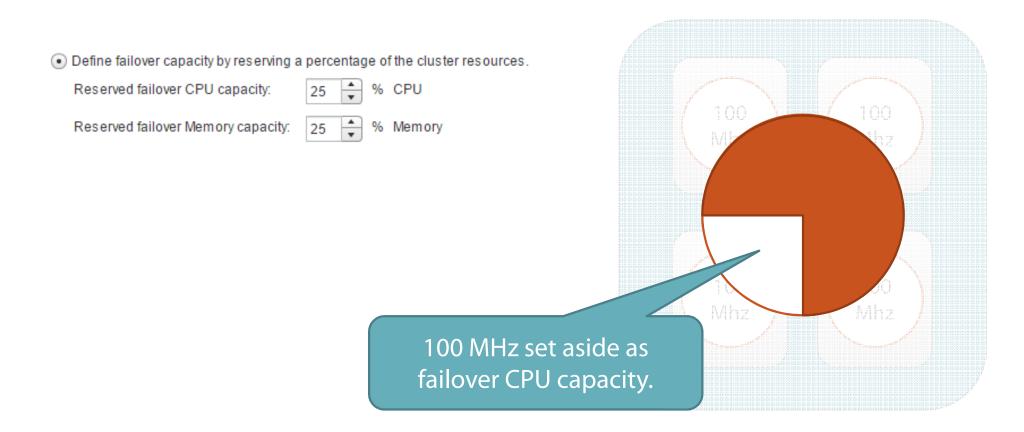
Reserved failover CPU capacity:

25 🔷 % CPU

Reserved failover Memory capacity:

25 🔷 % Memory





Static number of hosts

- Sets aside an amount of resources needed to protect any host, which means your "biggest" host.
 - Buy similarly-sized hosts.
- Always protects every VM, even those you don't care about.
 - Set it and forget it.

Reserving a % of cluster resources

- Sets aside a fixed percent of resources, which does not automatically scale as you do.
 - Revisit your settings as you grow.
- Lower percent value wastes less, but also protects fewer VMs.
 - Configure VM restart policy.

Grok VM Component Protection and VM Monitoring Settings (for HA)

Tip #44 | Tip #45

Configure a Separate Network for vSphere HA Heartbeats

Networking for HA Heartbeats

Nodes in a vSphere HA cluster communicate via VMkernel networks.

A VMkernel network is chosen by vCenter Server.

To designate a network, enable the checkbox for Management traffic on the VMkernel port.

Limit vSphere HA traffic onto specified networks by configuring VMkernel NICs for vSphere HA onto a separate subnet.

Networking for HA Heartbeats

Network path redundancy between cluster nodes is important for vSphere HA reliability.

Configure NIC teaming for Management traffic VMkernel port.

Set load balancing policy to Route based on originating port ID and configure Failback to No.

(Optionally) Consider adding a second management network connection using a separate virtual switch.

Implement HA on a VSAN Cluster

VSAN uses its own logical network.

When VSAN and vSphere HA are enabled for the same cluster, HA traffic flows over this storage network rather than the management network.

vSphere HA uses the management network only when VSAN is disabled.

Virtual SAN can be enabled only when vSphere HA is disabled.

Configure Another vSphere HA Isolation Address

Avoid the Heartbeat Datastore Configuration Oops

Respect the Delicate Interplay Between HA, DRS, and DPM

HA with DRS and DPM

HA with DRS combines automatic failover with resource load balancing.

This combination can result in a more balanced cluster after a failure event.

HA's first priority is the immediate availability of all virtual machines. After a failure and VMs are restarted, hosts might be unevenly loaded.

HA with DRS and DPM

Some scenarios prevent a vSphere HA failover...

DPM enabled with HA admission control disabled.

VM-Host affinity rules set to Required.

Resource fragmentation.

(Really, Really) Understand vSphere DRS' Automation Levels

(Caution: Even more lots of slides)

- DRS is like a one-legged table.
 - Each side of that table represents a host in your cluster.
 - That leg can only support the table when all sides are balanced.
 - DRS' job is to relocate VMs to ensure the table stays balanced.
- Every five minutes a DRS interval is invoked.
 - During that interval DRS analyses resource utilization counters on every host.
 - It plugs those counters into this equation:

 $\frac{\sum VM \ Entitlements}{Host \ Capacity}$

- VM entitlements
 - CPU resource demand and memory working set.
 - CPU and memory reservations or limits.
- Host Capacity
 - Summation of CPU and memory resources, minus...
 - VMKernel and Service Console overhead
 - Reservations for HA Admission Control
 - A small-percentage "extra" reservation

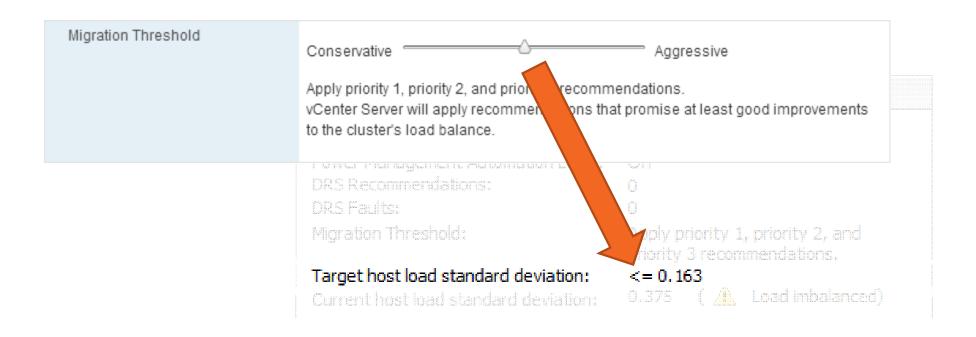


- A statistical mean and standard deviation can then be calculated.
 - Mean = Average load
 - Standard deviation = Average deviation from that load

- A statistical mean and standard deviation can then be calculated.
 - Mean = Average load
 - Standard deviation = Average deviation from that load
- These define the <u>Current host load standard deviation</u>.

| vSphere DRS | |
|---------------------------------------|---------------------------------------------------------------|
| Migration Automation Level: | Fully Automated |
| Power Management Automation Level: | Off |
| DRS Recommendations: | 0 |
| DRS Faults: | 0 |
| Migration Threshold: | Apply priority 1, priority 2, and priority 3 recommendations. |
| Target host load standard deviation: | <- 0.163 |
| Current host load standard deviation: | 0.375 (🔼 Load imbalanced) |

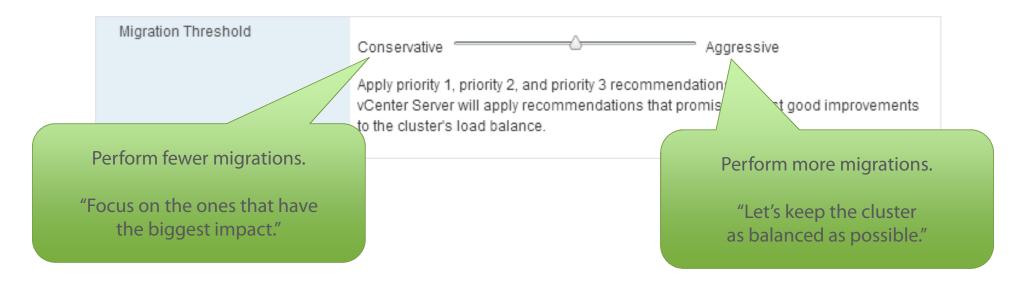
 Your migration threshold slider value determines the <u>Target host load standard deviation</u>.



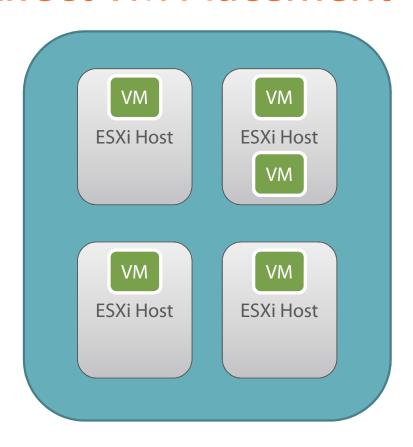
- DRS then runs a series of migration simulations to see which VM moves could have the greatest impact on rebalancing.
 - For each simulated move, it calculates a resulting CHLSD.
 - Which it then plugs into this equation...

$$6 - \left[\frac{Current\ Host\ Load\ Standard\ Deviation}{.1} * \sqrt{\#\ Hosts\ in\ Cluster} \right]$$

- The result is a priority number from 1 to 5.
 - Higher priority migrations have a greater impact on rebalancing.
 - Your migration threshold determines which migrations are done.

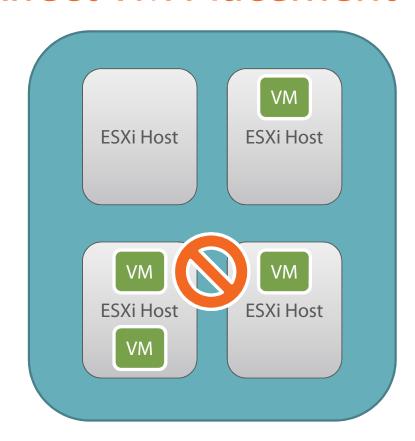


Don't (or do) Configure vSphere DRS Affinity Rules

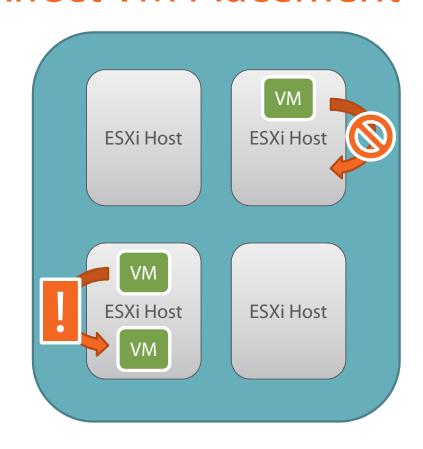




VM-VM Anti-affinity Rule



VM-VM Affinity Rule



VM-Host Anti-affinity Rule

VM-Host Affinity Rule

Configure for Multi-NIC vMotion

Reasons for Multi-NIC vMotion

(as if you needed any)

VMs with
Exceptionally
Large vRAM

Large svMotion
Jobs w/o Shared
Storage

Long Distance vMotion

Configure and Administer Security

Configure Advanced Networking

Configure Advanced Storage

Administer and Manage Resources

Configure Availability Solutions



Deploy and Consolidate a vSphere Data Center

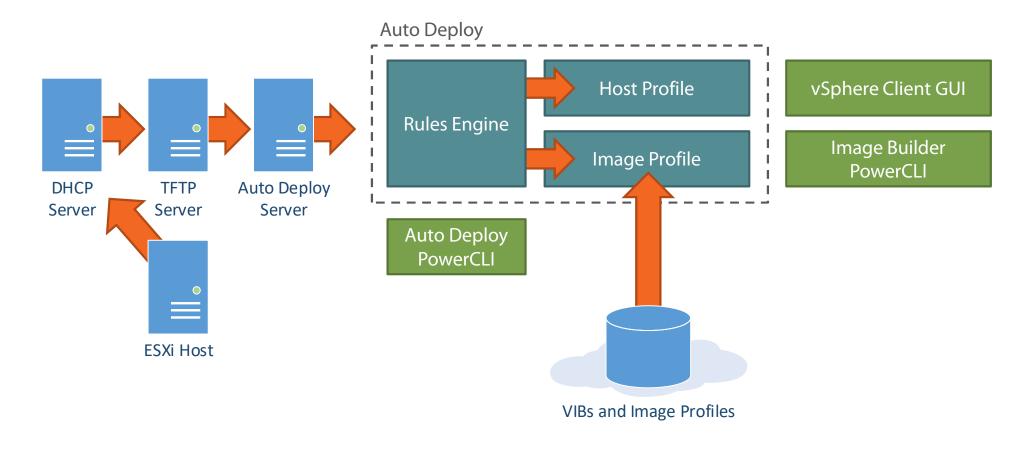
Create, Customize, Attach, and Scan a vSphere Host Profile

Tip #53 | Tip #54 | Tip #55 | Tip #56

Modify Network Configurations with a Host Profile

Modify Storage Configurations with a Host Profile

Grok the Architecture of Auto Deploy



State Information

Image State
Configuration State
Dynamic State
Virtual Machine State
User Input

Description and Source

State Information

Image State

Configuration State

Dynamic State

Virtual Machine State

User Input

Description and Source

Description –
The operating system that runs on an ESXi host

Source – Image profile Created with Image Builder PowerCLI

State Information

Image State

Configuration State

Dynamic State
Virtual Machine State
User Input

Description and Source

Description – Configurable settings on the ESXi host

Source – Host profile Created with Host Profile GUI

State Information

Image State

Configuration State

Dynamic State

Virtual Machine State

User Input

Description and Source

Description -

Runtime state as generated by the operating system

Source –

Host memory

Created during regular operations / lost after reboot

State Information

Image State

Configuration State

Dynamic State

Virtual Machine State

User Input

Description and Source

Description – Hosted VMs and their information

Source – vCenter Server Created during regular operations

State Information

Image State

Configuration State

Dynamic State

Virtual Machine State

User Input

Description and Source

Description -

Uniqueness configurations that cannot be contained within a host profile

Source -

Host customization ("answer files")

Prompted as user input during the application of a targeted host profile

Explain the Auto Deploy Deployment Model

Default Operation

- Host does not store the image.
- On subsequent boots, host boots from Auto Deploy.
- Auto Deploy infrastructure required during deployment and at each subsequent boot.

Stateful Install

- Host stores the image.
- On subsequent boots, host boots from stored image.
- Auto Deploy infrastructure required only during deployment.

Explain the Auto Deploy Deployment Model

Default Operation

- Host does not store the image.
- On subsequent boots, host boots from Auto Deploy.
- Auto Deploy infrastructure required during deployment and at each subsequent boot.

Stateless Caching

- Host stores the image.
- On subsequent boots, host boots from stored image if unable to access Auto Deploy.
- Auto Deploy infrastructure required to complete configuration.

Locate the VMware Online Depot (the not-GUI way)

Create an ESXi Image Profile and Deployment Rule

Understand PowerCLI Cmdlets for Auto Deploy

```
Connect-VIServer

Add-EsxSoftwareDepot

Export-EsxImageProfile

Remove-EsxSoftwareDepot, Add-EsxSoftwareDepot

New-DeployRule -Name "Install"

New-DeployRule -Name "Host Profile"

Add-DeployRule -Name "Install"

Add-DeployRule -Name "Host Profile"
```

Tune and Implement Host Profiles for Auto Deploy

Deploy an ESXi Host with Auto Deploy

Customize an ESXi Image for Auto Deploy

Configure and Administer Security

Configure Advanced Networking

Configure Advanced Storage

Administer and Manage Resources

Configure Availability Solutions

Deploy and Consolidate a vSphere Data Center



Epilogue

Never Trust a Conference Session that Suggests Never Trusting a Conference Title



Remember the Number 5 when Filling Out Evaluations!

Have a Great TechMentor!



Extra Content

Troubleshoot and Monitor vSphere Performance



Greg Shields

@ConcentratdGreg | www.pluralsight.com

| %RUN | | High %RUN means a VM is using lots of CPU resources |
|---------|--------------------------------------------|----------------------------------------------------------------|
| %SYS | Percentage of time used by system services | High %SYS can mean one or more VMs is operating with heavy I/O |
| | | |
| %VMWAIT | %VMWAIT = %WAIT - %IDLE | High %VMWAIT can indicate resource latency |
| | | |

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| %RDY | | |

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| %WAIT | Wait time for CPU resources, including I/O wait, idle wait, others | High %WAIT can mean nothing, because %WAIT includes idle time |
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| %VMWAIT | %VMWAIT = %WAIT - %IDLE | High %VMWAIT can indicate resource latency |
| %RDY | Percentage of time a group was ready to run, but was not provided CPU resources | High %RDY can mean a deliberate resource constraint is preventing access to CPU |

| MEMSZ | Amount of physical memory allocated to a resource pool or VM |
|-------|--------------------------------------------------------------------------|
| GRANT | Amount of guest physical memory allocated to a resource pool or VM |
| SZTGT | Amount of memory the VMkernel wants to allocate to a resource pool or VM |
| TCHD | Working set estimate for a resource pool or VM |

| %ACTV | Instantaneous value percentage of guest physical memory that is being referenced by the guest |
|--------|-----------------------------------------------------------------------------------------------|
| %ACTVS | Slow moving average percentage of guest physical memory that is being referenced by the guest |
| %ACTVF | Fast moving average percentage of guest physical memory that is being referenced by the guest |
| %ACTVN | VMware internal use |

| MCTL? | | If not, install VMware Tools |
|---------|-----------------------------------------------------------------------------|------------------------------------------------------------------------------|
| | Amount of physical memory reclaimed from VM or resource pool via ballooning | If MCTLSZ is changing, then the balloon driver is actively reclaiming memory |
| | | |
| MCTLMAX | Maximum amount of physical memory that could be reclaimed by ballooning | Adjust and/or disable by adjusting value for sched.mem.maxmemctl |

| MCTL? | Is the memory balloon driver installed? | If not, install VMware Tools |
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|---------|--------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| MCTLSZ | Amount of physical memory reclaimed from VM or resource pool via ballooning | If MCTLSZ is changing, then the balloon driver is actively reclaiming memory |
| MCTLTGT | Amount of physical memory attempted to be reclaimed from VM or resource pool by ballooning | VM memory is reclaimed (e.g. the balloon "inflates") when MCTLTGT > MCTLSZ, as well as the opposite |
| MCTLMAX | Maximum amount of physical memory that could be reclaimed by ballooning | Adjust and/or disable by adjusting value for sched.mem.maxmemctl |

| MCTL? | Is the memory balloon driver installed? | If not, install VMware Tools |
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| SWTGT | Target swap usage | VMware internal use |
|-------|---------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| | | |
| | Rate at which memory is being swapped out to disk | A high SWW/s often indicates memory resource contention, either out of RAM or deliberate resource constraint |

| SWCUR | Current swap usage | A high SWCUR means guest physical memory has been moved from RAM to disk |
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| SWCUR | Current swap usage | A high SWCUR means guest physical memory has been moved from RAM to disk |
|-------|----------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| SWTGT | Target swap usage | VMware internal use |
| SWR/s | Rate at which memory is being swapped in from disk | A high SWR/s will generally indicate poor VM performance when VM needs those swapped memory pages |
| | Rate at which memory is being swapped out to disk | A high SWW/s often indicates memory resource contention, either out of RAM or deliberate resource constraint |

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| CMDS/s | Commands issued per second |
|----------|----------------------------------|
| READS/s | Read commands issued per second |
| WRITES/s | Write commands issued per second |
| MBREAD/s | Megabytes read per second |
| MBWRTN/s | Megabytes written per second |

| DAVG/cmd | | A high DAVG can indicate insufficient hardware in the connected storage array |
|----------|-----------------------------------------------------------------|-------------------------------------------------------------------------------|
| KAVG/cmd | Average response time in the VMkernel for a storage command | KAVG > 0 can mean I/O is waiting in a device or adapter queue |
| | | |
| QAVG/cmd | Average response time spent in host queue for a storage command | QAVG > 0 can mean I/O is waiting in a device or adapter queue |

| DAVG/cmd | Average response time between host HBA and storage device for a storage command | A high DAVG can indicate insufficient hardware in the connected storage array |
|----------|---------------------------------------------------------------------------------|-------------------------------------------------------------------------------|
| KAVG/cmd | Average response time in the VMkernel for a storage command | KAVG > 0 can mean I/O is waiting in a device or adapter queue |
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| QAVG/cmd | Average response time spent in host queue for a storage command | QAVG > 0 can mean I/O is waiting in a device or adapter queue |

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| KAVG/cmd | Average response time in the VMkernel for a storage command | KAVG > 0 can mean I/O is waiting in a device or adapter queue |
| GAVG/cmd | Average response time as perceived by the guest for a storage command | GAVG = DAVG + KAVG |
| QAVG/cmd | Average response time spent in host queue for a storage command | QAVG > 0 can mean I/O is waiting in a device or adapter queue |

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| DQLEN | Device queue depth | Configured value |
|-------|-----------------------------------------------------------|----------------------------------------------------------------------------------------|
| ACTV | Active commands | Measurement of storage activity |
| QUED | Queued commands | A high QUED can indicate that storage is overloaded or queue depth should be increased |
| %USD | Percentage used | %USD = ACTV / QLEN * 100% |
| LOAD | Ratio of the sum of active/queued commands to queue depth | Provides the total number of outstanding commands issued |

| PKTTX/s | Number of packets transmitted per second |
|---------|------------------------------------------|
| MbTX/s | Megabits transferred per second |

| %DRPRX | Percentage of receive packets dropped | A high %DRPRX can indicate insufficient CPU resources for the impacted VM |
|--------|---------------------------------------|---------------------------------------------------------------------------|

| %DRPTX | Percentage of transmit packets dropped | A high %DRPTX can indicate the need for higher-speed NICs, more NICs, or a different NIC teaming policy |
|--------|----------------------------------------|---------------------------------------------------------------------------------------------------------|
| %DRPRX | Percentage of receive packets dropped | A high %DRPRX can indicate insufficient CPU resources for the impacted VM |

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