# OSI MODEL · Site Reliability Engineer HandBook

- Site Reliability Engineer HandBook
- Introduction
- Programming Language

#### **Python**

- Time Format
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- Multiprocess
- Rename
- SMTP
- Single instance of program
- Argparse
- <u>Requests</u>
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- Readlines
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- With Open
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- Startswith
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- Virtualenv
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- Threading
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- Why is it better to use "#!\/usr\/bin\/env NAME" instead of "#!\/path\/to\/NAME" as my shebang?
- OS
- Decorator
- String Formatting

- <u>SimplePrograms</u>
- 'all', 'any' are Python built-ins
- <u>TemporaryFile</u>
- How to capture stdout in real-time with Python
- Python simple techniques and common reference
- python reference fragments
- getpass
- Method overriding in Python
- Multiple levels of 'collection.defaultdict' in Python
- String Format
- Logging
- Convert Unicode Object to Python Dict
- The dir() Function
- Python dictionary has key() Method
- glob Filename pattern matching
- Lambda, filter, reduce and map
- <u>doctest Testing through documentation</u>
- Load Python code dynamically
- Map, Reduce, Zip, Filter
- DICTIONARY COMPREHENSION

#### • Linux Command Line Tool

- Basic
- o DIFF
- <u>AC</u>
- AWK
- CHMOD
- NMAP
- NETSTAT
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- Traceroute
- FIND
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- Crontab
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- <u>Iptables</u>
- xargs vs. exec {}
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- o <u>Date</u>
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- Create a New User
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- <u>Setup SSH Passwordless Login in OpenSSH</u>
- Parted
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- o <u>RPM</u>
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- Install from Source
- Log Rotate
- FREE
- <u>DF</u>
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- Sysctl
- NICE
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- <u>PS</u>
- <u>DD</u>
- <u>BC</u>
- LDD
- o getcap, setcap and file capabilities
- o <u>Linux Basename</u>
- PMAP
- Alternative
- Readlink
- logrotate
- PIDOF

- Dmidecode
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- o <u>printenv</u>
- <u>SS</u>
- o <u>w</u>
- Strace
- o <u>pstree</u>
- <u>USERMOD</u>
- <u>ltrace</u>
- <u>ethtool</u>
- <u>IP</u>
- Sar
- <u>nethogs</u>
- o <u>zip</u>
- FPM
- o getent
- ipmitool
- Building RPMs
- o Megacli

#### Megacli package version

- RKhunter
- fping
- blkid
- FSCK
- o Package Manager
- mktemp
- $\circ$  ls
- o Comm
- taskset
- <u>fio</u>
- tree
- ARP
- <u>lsblk</u>

#### • How-To

- CentOS: nf\_conntrack: table full, dropping packet
- How To Fix "Error: database disk image is malformed" On CentOS \/ Fedora
- Finding the PID of the process using a specific port?
- o How-To create hashed SSH password
- How to display and kill zombie processes
- Shell command to bulk change file extensions in a directory (Linux)

- 8 Powerful Awk Built-in Variables FS, OFS, RS, ORS, NR, NF, FILENAME, FNR
- Changing the Time Zone
- HOW DO I DISABLE SSH LOGIN FOR THE ROOT USER?
- How-To rename the extension for a batch of files?
- How-To disable IPv6 on RHEL6 \/ CentOS 6 \/ etc
- How to clear the ARP cache on Linux?
- How-To crontab running as a specific user
- Ansible exclude host from playbook execution
- HOWTO: Use Wireshark over SSH
- o How-To Change Network Interface Name
- How-To Creating a Partition Size Larger Than 2TB
- o Hot-To Linux Hard Disk Format Command
- Hadoop Troubleshooting
- Hive Troubleshooting
- HowTo Set up hostbased authentication for passphraseless SSH communication.
- o Difference between a cold and warm reboot
- <u>ls -l explained</u>
- o df falsely showing 100 per cent disk usage
- FSCK explained
- Manually generate password for \/etc\/shadow
- How To Change Timezone on a CentOS 6 and 7
- Setting ssh private key forwarding
- Persist keys in ssh-agent on OS X
- o SSH Essentials: Working with SSH Servers, Clients, and Keys
- How to Change JVM Heap Setting (-Xms -Xmx) of Tomcat Configure setenv.sh file – Run catalina.sh
- SSH ProxyCommand example: Going through one host to reach another server
- How to get Linux's TCP state statistics
- <u>Linux TCP retransmission rate calculation</u>
- How to determine OOM
- How-to check Java process heapsize
- <u>Troubleshooting network issues</u>
- How to check what sudo acces a user has?
- How to copy your key to a remote server?
- Linux date and Unix timstamp conversion
- SSH client personalized configuration
- How to Error Detection and Correction
- How To Kerberos
- How to identify defective DIMM from EDAC error on Linux

- Howto Install and Configure Cobbler on Centos 6
- How To Use GPG to Encrypt and Sign Messages on an Ubuntu 12.04 VPS
- HowTo: Debug Crashed Linux Application Core Files Like A Pro
- Create init script in CentOS 6
- <u>Linux Change Disk Label Name on EXT2 \/ EXT3 \/ EXT4 File Systems</u>
- How to retrieve and change partition's UUID Universally Unique Identifier on linux
- <u>Using Text-Mode Serial Console Redirection</u>
- How to Write Linux Init Scripts Based on LSB Init Standard
- How to create a Debian package
- How to create a RPM Package
- How to solve EDAC DIMM CE Error
- How to solve fsck.ext4: Unable to resolve UUID\/LABEL
- How to expand an existing LSI raid array using MegaCli
- How to change user GID and UID in Ubuntu
- How to read a segfault kernel log message
- How to add cron job via command line
- How to restrict process CPU usage using nice, cpulimit, and cgroups

#### • <u>Storage</u>

- Object Storage
- How an object store differs from file and block storage

#### • Monitoring

- Nagios
- Zabbix
- <u>Graphite</u>

## The architecture of clustering Graphite

- Database
- <u>Algorithm</u>
  - Insertion Sort
  - Hill Sort
  - Bubble Sort
  - Quick Sort
  - Directly Select Sort
  - Heap Sort
  - Merge Sort
  - Radix Sort
  - Cache algorithm definition
- Software Engineering
- Data Structure

- <u>Service</u>
  - <u>Cloud-Init</u>
  - ETCD
  - RESTful API HTTP methods
  - Web cache
  - Mesos
  - ELK
  - <u>Cassandra</u>
  - <u>Hive</u>

#### **Hive notes**

- Elasticsearch
- <u>Scylla</u>
- <u>Zookeeper</u>
- Automation Tool
  - Ansible
  - Salt

## Salt use notes

- Networking Devices
  - Cisco
  - <u>Juniper</u>
- <u>Version Control</u>
- <u>Editor</u>

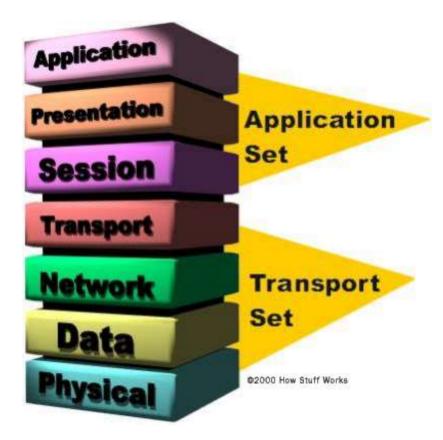
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## **OSI MODEL**

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### The Layers

Think of the seven layers as the assembly line in the computer. At each layer, certain things happen to the data that prepare it for the next layer. The seven layers, which separate into two sets, are:

# **Application Set**

**Layer 7: Application** - This is the layer that actually interacts with the operating system or application whenever the user chooses to transfer files, read messages or perform other network-related activities.

**Layer 6:Presentation** - Layer 6 takes the data provided by the Application layer and converts it into a standard format that the other layers can understand.

**Layer 5: Session** - Layer 5 establishes, maintains and ends communication with the receiving device.

# **Transport Set**

**Layer 4: Transport** - This layer maintains flow control of data and provides for error checking and recovery of data between the devices. Flow control means that the Transport layer looks to see if data is coming from more than one application and integrates each application's data into a single stream for the physical network.

**Layer 3: Network** - The way that the data will be sent to the recipient device is determined in this layer. Logical protocols, routing and addressing are handled here.

**Layer 2: Data** - In this layer, the appropriate physical protocol is assigned to the data. Also, the type of network and the packet sequencing is defined.

**Layer 1: Physical** - This is the level of the actual hardware. It defines the physical characteristics of the network such as connections, voltage levels and timing. The OSI Reference Model is really just a guideline. Actual protocol stacks often combine one or more of the OSI layers into a single layer.

#### **Protocol Stacks**

A protocol stack is a group of protocols that all work together to allow software or hardware to perform a function. The TCP/IP protocol stack is a good example. It uses four layers that map to the OSI model as follows:

**Layer 1: Network Interface** - This layer combines the Physical and Data layers and routes the data between devices on the same network. It also manages the exchange of data between the network and other devices.

**Layer 2: Internet** - This layer corresponds to the Network layer. The Internet Protocol (IP) uses the IP address, consisting of a Network Identifier and a Host Identifier, to determine the address of the device it is communicating with.

**Layer 3: Transport** - Corresponding to the OSI Transport layer, this is the part of the protocol stack where the Transport Control Protocol (TCP) can be found. TCP works by asking another device on the network if it is willing to accept information from the local device.

**Layer 4: Application** - Layer 4 combines the Session, Presentation and Application layers of the OSI model. Protocols for specific functions such as e-mail (Simple Mail Transfer Protocol, SMTP) and file transfer (File Transfer Protocol, FTP) reside at this level.

As you can see, it is not necessary to develop a separate layer for each and every function outlined in the OSI Reference Model. But developers are able to ensure that a certain level of compatibility is maintained by following the general guidelines provided by the model.