

Self-Hosted node failed to connect to Frond-End Servers

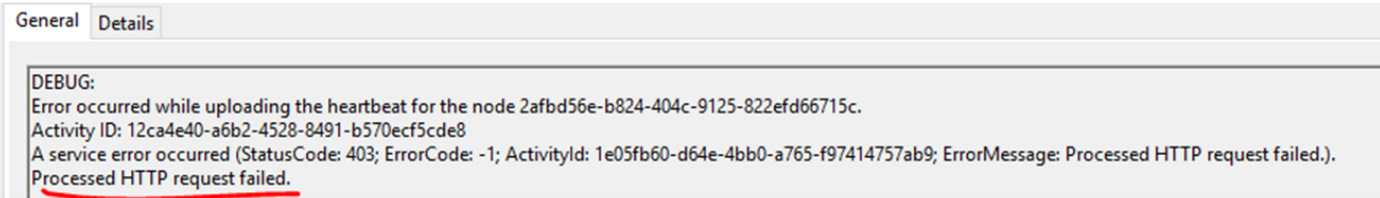
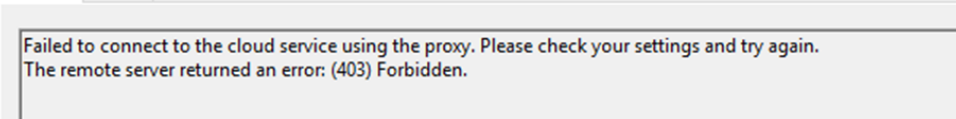
Last updated by | Veena Pachauri | Mar 8, 2023 at 11:10 PM PST

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Issue

Self-IR failed with error:

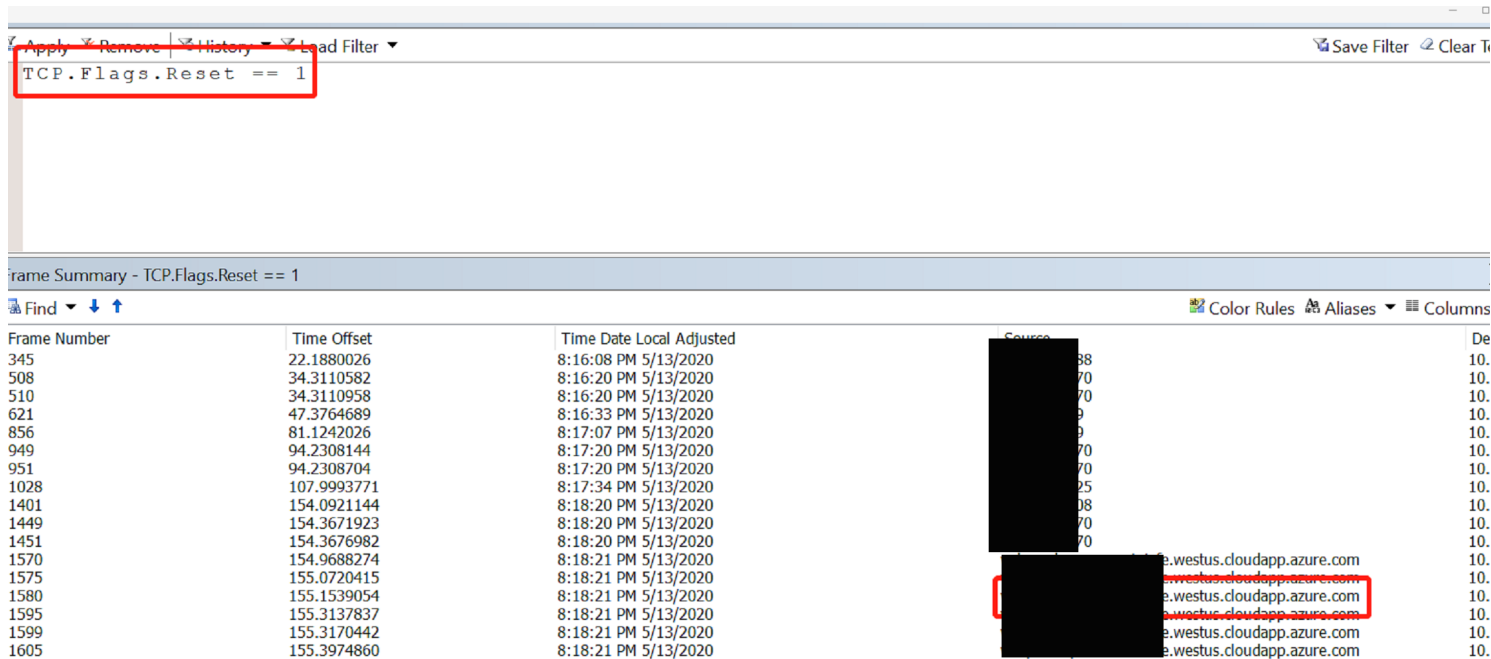


It can apply to any connector issues from self-IR about connectivity issues as well.

Troubleshoot

Took the netmon trace and analyzed further.

Firstly, you can set the filter to see any reset there from the server to the client side. From this example, you can see the server side is fe server.



Based the the netmon trace collected, we can see the TTL total is 64, according to <https://packetpushers.net/ip-time-to-live-and-hop-limit-basics/> with info below, it most likely to be the Linux System reset that package and caused the disconnection.

Default TTL and Hop Limit Values

- Default TTL and Hop Limit values vary between different operating systems, here are the defaults for a few:
- Linux kernel 2.4 (circa 2001): 255 for TCP, UDP and ICMP
 - Linux kernel 4.10 (2015): 64 for TCP, UDP and ICMP
 - Windows XP (2001): 128 for TCP, UDP and ICMP
 - Windows 10 (2015): 128 for TCP, UDP and ICMP
 - Windows Server 2008: 128 for TCP, UDP and ICMP
 - Windows Server 2019 (2018): 128 for TCP, UDP and ICMP
 - MacOS (2001): 64 for TCP, UDP and ICMP

Source: [redacted] Destination: west-1-fe.westus.cloudapp.azure.com

Process Name: [redacted] Description: TCP: [Bad CheckSum]Flags=CE...S., SrcPort=HTTPS(443), DstPort=51488

Frame Details:

- Ethernet: Etype = Internet IP (IPv4), DestinationAddress: [00-50-56-96-40-7C], SourceAddress: [A0-E0-AF-FD-70-70]
- IPv4: Src = [redacted].153, Dest = [redacted].70, Next Protocol = TCP, Packet ID = 53666, Total IP Length = 40
- DifferentiatedServicesField: DSCP: 0, ECN: 0
- TotalLength: 40 (0x28)
- Identification: 53666 (0xD1A2)
- FragmentFlags: 0 (0x0)
- TimeToLive: 61 (0x3D)
- NextProtocol: TCP, 6 (0x6)
- Checksum: 59043 (0xE6A3)
- SourceAddress: [redacted].153
- DestinationAddress: [redacted].70
- Tcp: Flags=...A.R., SrcPort=HTTPS(443), DstPort=51488, PayloadLen=0, Seq=54425030, Ack=776452902, Win=0

Hex Details:

Offset	Hex	ASCII
0000	00 50 56 96	.PV
0003	96 40 7C	@
0006	A0 E0 AF	à-
0009	FD 0A 7F	ý.ü
000C	08 00 45	.E
000F	00 00 28	..(
0012	D1 A2 00	Ñç.
0015	00 3D 06	.=.
0018	E6 A3 68	æfh
001B	28 11 99	(.
001E	0A 83 41	.A
0021	46 01 BB	F.»
0024	C9 20 03	E.

However, why do you see 61 instead of 64? When the network package to reach to destination, it need to go through different hops such as routers/network devices, 64 would minus the number of routers/network devices until reach to final destination.

In this case, we can see Reset may sent from Linux System with TTL 64 the third hops from Self-IR.

Network package from Linux System A with TTL 64 -> B TTL 64 Minus 1 = 63 -> C TTL 63 Minus 1 = 62 -> TTL 62 Minus 1 = 61 Self-IR

In good situation, you can see TTL is 128 which means it is Windows System Running our Front-End, 128 - 107 = 21 hops, it explained to us that there are 21 hops for the package sent from FE to self-IR during TCP three handshake.

Source: [redacted] Destination: west-1-fe.westus.cloudapp.azure.com

Process Name: [redacted] Description: TCP: [Bad CheckSum]Flags=...A.R., SrcPort=HTTPS(443), DstPort=51488

Frame Details:

- Ethernet: Etype = Internet IP (IPv4), DestinationAddress: [00-50-56-96-40-7C], SourceAddress: [A0-E0-AF-FD-70-70]
- IPv4: Src = [redacted].153, Dest = 10.131.65.70, Next Protocol = TCP, Packet ID = 8823
- DifferentiatedServicesField: DSCP: 2, ECN: 2
- TotalLength: 52 (0x34)
- Identification: 8823 (0x2277)
- FragmentFlags: 0 (0x0)
- TimeToLive: 107 (0x6B)
- NextProtocol: TCP, 6 (0x6)
- Checksum: 26553 (0x67B9)
- SourceAddress: [redacted].153
- DestinationAddress: [redacted].70
- Tcp: Flags=.E.A..S.. SrcPort=HTTPS(443), DstPort=51482, PayloadLen=0, Seq=169782652, Ack=776452902, Win=0

Hex Details:

Offset	Hex	ASCII
0000	00 50	.
0002	56 96	V
0004	40 7C	@
0006	A0 E0	à-
0008	AF FD	-
000A	0A 7F	.
000C	08 00	.
000E	45 0A	E
0010	00 34	.
0012	22 77	"
0014	00 00	.
0016	6B 06	k

Therefore, customer need to engage your network team to see what the third hops is from self-IR, is it the firewall as linux System? If yes, then check any logs on why that device reset the package after TCP 3 handshake. However, if customer is not sure where to do investigation, they can try to get the netmon trace from Self-IR and Firewall together during the problematic time to figure out which device may reset this package and caused the disconnection.

Reference

<https://icm.ad.msft.net/imp/v3/incidents/details/187018305/home> 

https://supportability.visualstudio.com/AzureDataFactory/_wiki/wikis/AzureDataFactory/286726/Cannot-connect-to-cloud-service

Example: 2206150030000986

How good have you found this content?

