

# CS 447/647

COMPUTER SYSTEMS ADMINISTRATION



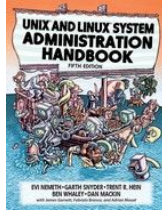
# What do we manage?

- HPC clusters
- Standalone compute servers
- Storage servers
- Mail servers
  - `cse.unr.edu`
  - `engr.unr.edu`
- Jump Hosts
- VMs & containers
- Remote desktop servers
- Public computer labs
- Graduate research labs

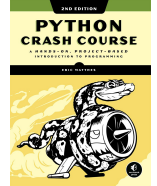
# Syllabus

# Book(s)

**UNIX and Linux System  
Administration Handbook, 5th  
Edition**



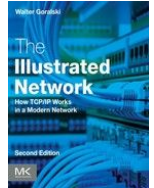
**Python Crash Course, 2nd Edition**



**Computer Networks: A Systems Approach**  
<https://book.systemsapproach.org/index.html>

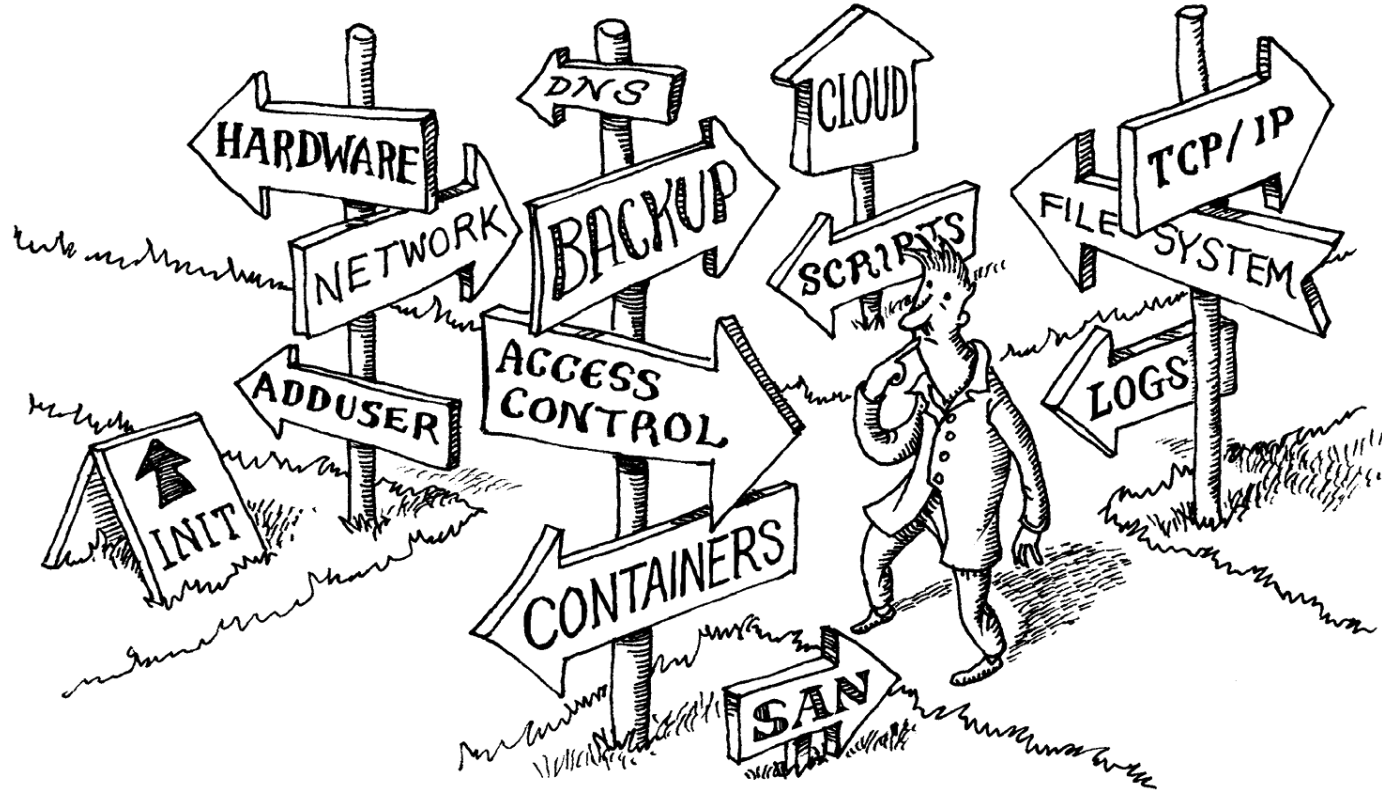


**The Illustrated Network, 2nd Edition**



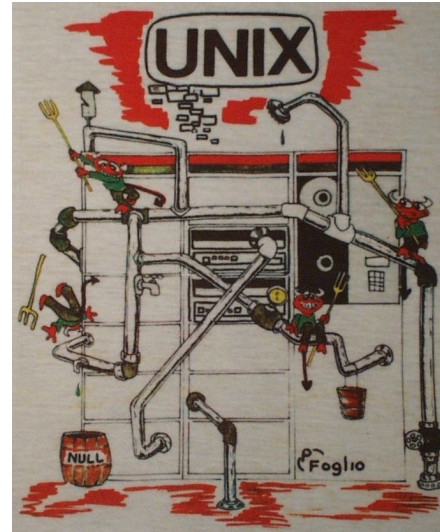
<https://guides.library.unr.edu/safari>

# What is Systems Administration?



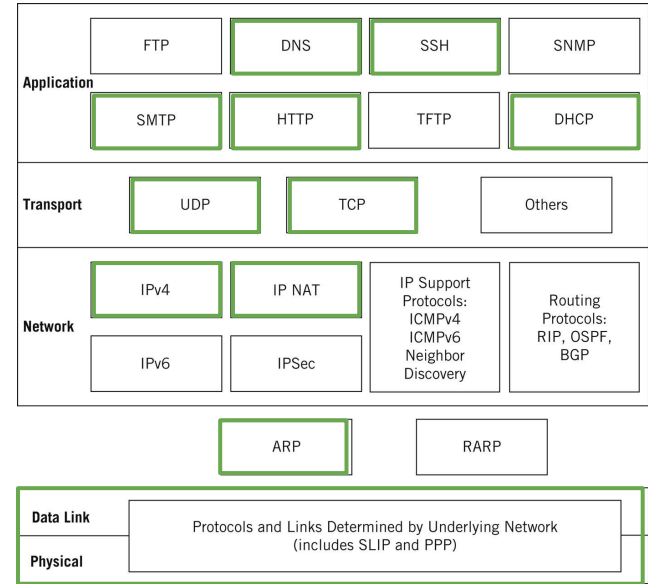
# Systems Administration Tasks

- Controlling Access
  - ***Adding Hardware***
  - Automating Tasks
  - Overseeing Backups
  - Installing and Upgrading Software
  - Managing Downtime
  - Monitoring
  - Troubleshooting
  - Maintaining Documentation
  - Performance Tuning/Optimization
- Developing Site Policies
  - ***Working with vendors***
  - Fire Fighting (On-Call)
  - Writing Glue Code



# What will you gain from this course?

- Repertoire of modular and composable tools
- Knowledge of Debian Linux distro internals
- Hands-on TCP/IP experience
- Experience with core Application Layer services
  - Internet Protocol Suite
- Knowledge of virtualization strategies



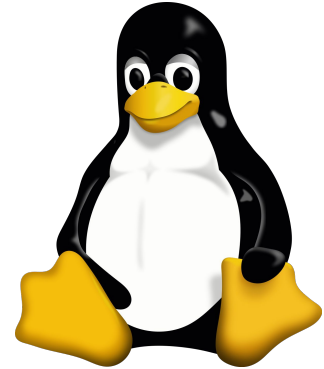
# Operating Systems

- Linux - Unix-like, Open-source Operating System

Why? **Durability.**

- Windows - Microsoft's Graphical Operating System

Why? **Any large organisation with a significant number of Windows users uses Windows Server/Technology.**





# GNU/Linux Distributions

- Linux kernel + GNU software + other software = distribution
  - `ls`, `find`, `bash`, `parted`
- Allows easy installation and updating of the operating system.
- Variety = freedom to choose from hundreds. Each distribution has a niche.
- Major categories by package management system:
  - Redhat-derived: RPM packages RHEL, Fedora, CentOS, Oracle L., SUSE, etc.
  - **Debian**-derived: APT system, **deb** packages Debian, Ubuntu, Mint, etc.
  - Source based: portage, compiled with box-specific optimizations– Gentoo, Sabayon, etc.
- Timeline graphs: <https://github.com/FabioLolix/LinuxTimeline>

# Unix Philosophy

“Unix has a culture; it has a distinctive art of programming; and it carries with it a powerful design philosophy. Understanding these traditions will help you build better software, even if you're developing for a non-Unix platform.”

# Unix Philosophy

- Douglas McIlroy: “**Write programs that do one thing and do it well.** Write programs to work together. Write programs to handle text streams, which is a universal interface.” Everything in UNIX is a file, preferably a text file.
- Eric Raymond: The “KISS” principle, from The Art of Unix Programming
  - Modularity – simple parts connected by clean interfaces
  - Clarity – better than cleverness
  - Simplicity – add complexity only when you must
  - Transparency – make debugging easier
  - Robustness – stems from transparency and simplicity
  - **Silence – when a program has nothing to say, it should keep silent**
  - Repair – when program must fail, fail loudly and as soon as possible
- “Those who don't understand Unix are condemned to reinvent it, poorly.” – Henry Spencer

# Unix Philosophy

i) **Make each program do one thing well.** To do a new job, build afresh rather than complicate old programs by adding new features.

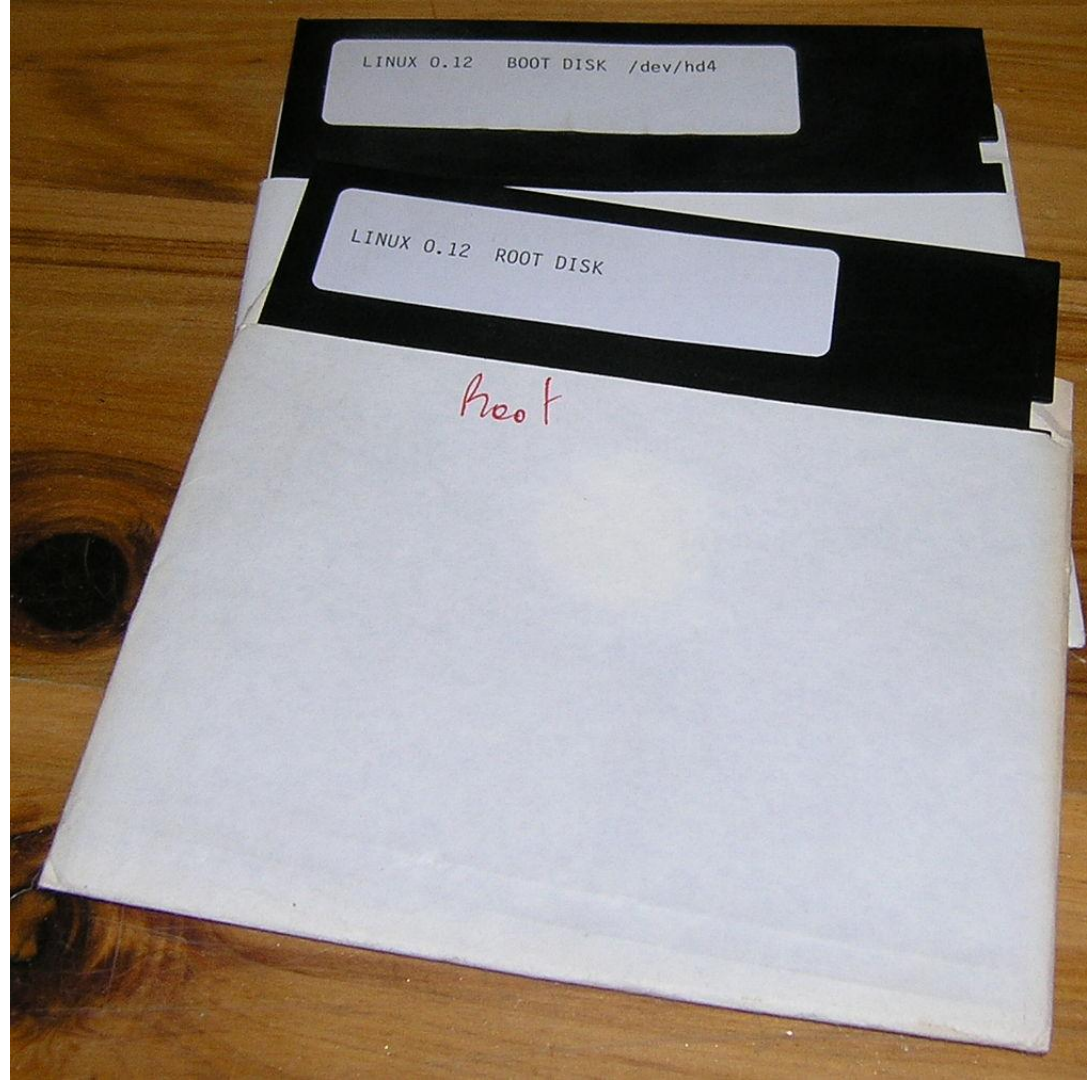
(ii) **Expect the output of every program to become the input to another**, as yet unknown, program. Don't clutter output with extraneous information. Avoid stringently columnar or binary input formats. Don't insist on interactive input.

(iii) **Design and build software, even operating systems, to be tried early**, ideally within weeks. Don't hesitate to throw away the clumsy parts and rebuild them.\*

(iv) **Use tools in preference to unskilled help to lighten a programming task**, even if you have to detour to build the tools and expect to throw some of them out after you've finished using them.

“I'm doing a (free) operating system (just a hobby, won't be big and professional like gnu)”

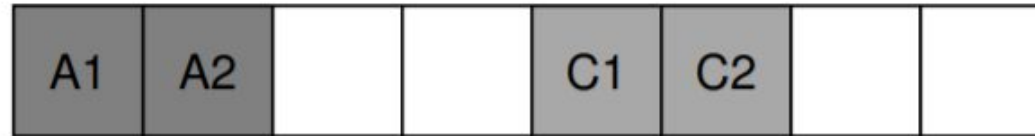
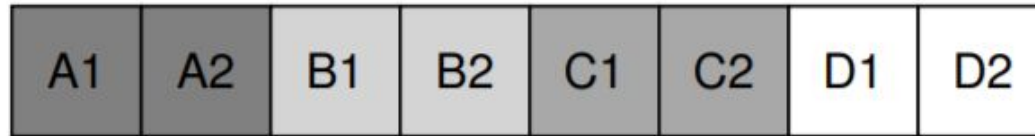
Linus Torvalds, age 21, 1991



“When in doubt, use brute force.”

— Ken Thompson

# Brute Force Example - Unix Filesystem



“Operating Systems: Three Easy Pieces” (Chapter: LOCALITY AND THE FAST FILE SYSTEM) by Remzi Arpaci-Dusseau and Andrea Arpaci-Dusseau



## **Rule of Modularity: Write simple parts connected by clean interfaces.**

Debugging dominates development time, and getting a working system out the door is usually less a result of brilliant design than it is of managing not to trip over your own feet too many times.



# Rule of Modularity Example

## Apache2 - HTTP Server (a patchy web server)



### Apache2 Debian Default Page

It works!

This is the default welcome page used to test the correct operation of the Apache2 server after installation on Debian systems. If you can read this page, it means that the Apache HTTP server installed at this site is working properly. You should **replace this file** (located at `/var/www/html/index.html`) before continuing to operate your HTTP server.

If you are a normal user of this web site and don't know what this page is about, this probably means that the site is currently unavailable due to maintenance. If the problem persists, please contact the site's administrator.

#### Configuration Overview

Debian's Apache2 default configuration is different from the upstream default configuration, and split into several files optimized for interaction with Debian tools. The configuration system is **fully documented in `/usr/share/doc/apache2/README.Debian.gz`**. Refer to this for the full documentation. Documentation for the web server itself can be found by accessing the **manual** if the `apache2-doc` package was installed on this server.

The configuration layout for an Apache2 web server installation on Debian systems is as follows:

```
/etc/apache2/  
|-- apache2.conf  
|  
|   |-- ports.conf  
|   |-- mods-enabled  
|       |-- *.load  
|       |-- *.conf  
|   |-- conf-enabled  
|       |-- *.conf  
|
```

# Rule of Modularity

```
root@zachnewell:/etc/apache2/mods-available# ls -A
access_compat.load    cache_disk.conf      heartbeat.load        negotiation.conf      session_cookie.load
actions.conf          cache_disk.load      heartmonitor.load     negotiation.load      session_crypto.load
actions.load          cache.load            http2.load            proxy_ajp.load        session_dbd.load
alias.conf            cache_socache.load   ident.load            proxy_balancer.conf   session.load
alias.load            cern_meta.load       imagemap.load         proxy_balancer.load   setenvif.conf
allowmethods.load     cgid.conf            include.load          proxy.conf             setenvif.load
asis.load             cgid.load            info.conf             proxy_connect.load    slotmem_plain.load
auth_basic.load        cgi.load             info.load             proxy_express.load    slotmem_shm.load
auth_digest.load      charset_lite.load    lbmethod_bybusyness.load proxy_fcgi.load        socache_dbm.load
auth_form.load         data.load            lbmethod_byrequests.load proxy_fdpass.load      socache_memcache.load
authn_anon.load        dav_fs.conf          lbmethod_bytraffic.load proxy_ftp.conf         socache_shmcb.load
authn_core.load        dav_fs.load          lbmethod_heartbeat.load proxy_ftp.load         speling.load
authn_dbd.load         dav.load             ldap.conf             proxy_hcheck.load     ssl.conf
authn_dbm.load         dav_lock.load        ldap.load             proxy_html.conf       ssl.load
authn_file.load        dbd.load             log_debug.load        proxy_html.load       status.conf
authn_socache.load     deflate.conf          log_forensic.load     proxy_http2.load      status.load
authnz_fcgi.load       deflate.load          lua.load              proxy_http.load       substitute.load
authnz_ldap.load       dialup.load          macro.load            proxy.load            suexec.load
authnz_core.load       dir.conf             mime.conf             proxy_scgi.load       unique_id.load
authnz_dbd.load        dir.load             mime.load             proxy_wstunnel.load   userdir.conf
authnz_dbm.load        dump_io.load         mime_magic.conf       ratelimit.load        userdir.load
authnz_groupfile.load  echo.load            mime_magic.load       reflector.load        usertrack.load
authnz_host.load       env.load             mpm_event.conf        remoteip.load         vhost_alias.load
authnz_owner.load      expires.load         mpm_event.load        reqtimeout.conf       xml2enc.load
authnz_user.load       ext_filter.load      mpm_prefork.conf      request.load          sed.load
autoindex.conf         file_cache.load      mpm_prefork.load      rewrite.load
autoindex.load         filter.load          mpm_worker.conf
buffer.load            headers.load         mpm_worker.load
```

## **Rule of Clarity: Clarity is better than cleverness.**

Because maintenance is so important and so expensive, write programs as if the most important communication they do is not to the computer that executes them but to the human beings who will read and maintain the source code in the future (including yourself).

Buying a small increase in performance with a large increase in the complexity and obscurity of your technique is a bad trade...

# Rule of Clarity Example

Unclear

```
[ "$#" -eq 0 ] && echo "Usage: $0 filename" && exit 1  
echo "Processing file: $1"
```

Clear

```
if [ "$#" -eq 0 ]; then  
    echo "Usage: $0 filename"  
    exit 1  
fi  
  
echo "Processing file: $1"
```

## **Rule of Composition: Design programs to be connected with other programs.**

Unix tradition strongly encourages writing programs that read and write simple, textual, stream-oriented, device-independent formats. Under classic Unix, as many programs as possible are written as simple filters, which take a simple text stream on input and process it into another simple text stream on output.

Unix culture values code which is useful to other programmers, while Windows culture values code which is useful to non-programmers.

- Joel Spolsky

## \*nix and Windows

- Unix programmer will create a command-line or text-driven core and occasionally, as an afterthought, build a GUI which drives that core.
- Windows programmer will tend to start with a GUI, and occasionally, as an afterthought, add a scripting language which can automate the operation of the GUI interface.

# What Is the Operating System's Unifying Idea?

Everything is a file



# Contrast to Windows

*Don't make me think*



Steve Krug

UPDATED  
with three  
new chapters!

# DON'T MAKE ME

**THINK**



A Common Sense Approach to Web Usability

**SECOND EDITION**

# History

