

# Warewulf Starter Kit

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## Abstract

Warewulf is a clustering framework. It's purpose is to provide the software infrastructure to build and maintain your cluster. It is designed to be simple and impose low overhead.

This documentation is current as of Warewulf version 2.6.

## 1 Requirements

Warewulf requires:

- Linux
- Perl
- Syslinux
- DHCP
- tftp
- PXE or Etherboot capable NIC for the nodes
- 2 NICs for the warewulf master, 1 for the cluster and 1 for general network access.

Recommendations:

- Caos Linux for better OS integration
- PXE capable network cards

## 2 Getting Warewulf

Warewulf is available via svn:

```
# svn co https://runlevelzero.net/svn/warewulf
```

Or via yum on certain Linux distributions:

```
# yum install warewulf
```

## 3 Building Warewulf

If you are installing via yum, you can skip this section.

Warewulf code can be obtained via the svn repository. Checkout the code via svn and build it using either the mzbuid utility or via conventional means.

To build the RPM's via the mezzanine package (mzbuid):

```
$ mzbuid
```

If mezzanine does not exist for your distribution, you can still create the RPM's using the standard rpmbuid methodology.

Once the packages are built, it is best to create a local yum repository as yum will take care of any dependancies that may be required. To do so, you can create a file called local-repo in your /etc/yum.repos.d directory looking like this:

```
[Local Packages]
Name=Local Packages
url=file:///usr/local/packages
```

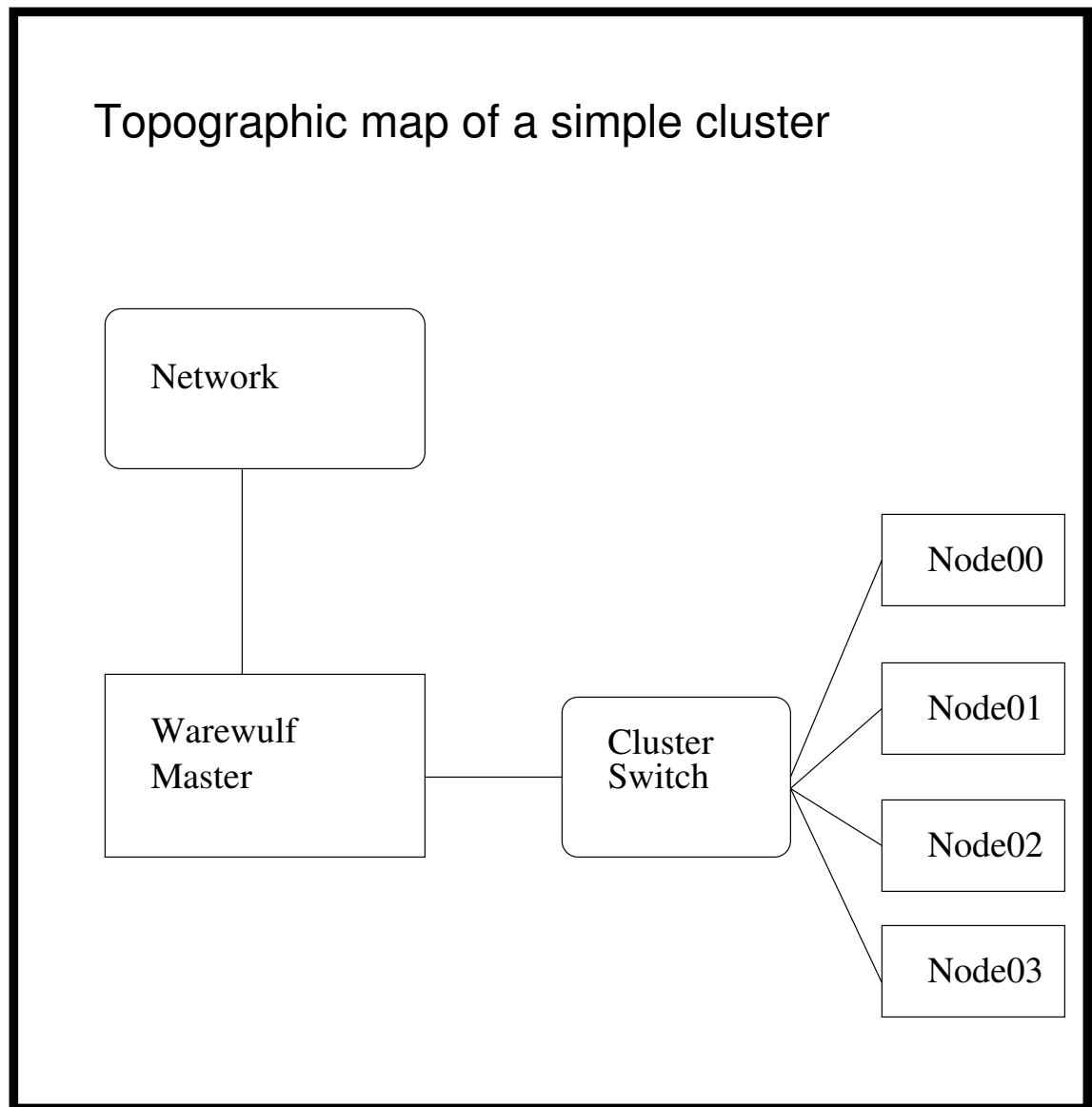
And of course you must create or update the repo database to reflect the added packages:

```
# createrepo /usr/local/packages
```

If that was succesful, installing the warewulf software should be a matter of:

```
# yum install warewulf
```

## 4 Configuring Warewulf



The warewulf master is configured via the `wwinit` command. Each step in the configuration process can be skipped in the event you need to make configuration changes for your system that a standard warewulf deployment would overwrite.

The first step in the process is configuring the network interfaces. The `wwinit` pro-

gram will query you for a boot network. This will be 10.128.0.0 unless you opt to change it. The purpose of this special network is to provide a safe and undefined network space for new nodes to come online and notify the master. Once the nodes are added, their identities will be defined by the MAC address and handled via the syslinux component.

The 10.128.0.0 network device will be configured as an alias attached to your primary cluster network device. This is normal and will not interfere with the normal operation of your cluster.

```
[root@wwmaster ~] # wwinit
```

```
===== Warewulf configuration tool =====
```

This program should be run on the master node of a Warewulf cluster after the system has been completely configured (ie. drivers, network, etc..) and the Warewulf programs and VNFS has been installed

Have you properly configured this system as a Warewulf master? [y/N]: y

```
===== Auto boot device configuration =====
```

Warewulf requires a specific non-conflicting network for booting the nodes. when using the 'boot device = auto' paradigm. This will create a device alias off of your admin network. Select an address range that is unique on the network attached to eth1.

Specify the network address that should be used for the DHCP node  
boot range [10.128.0.0]:

```
===== Node address ranges =====
```

Below are the addresses and ranges that will be used for your Warewulf cluster  
This information is calculated directly from the current network configuration of your master node.

Network	Device	Nodes	Starting IP	Ending IP
BOOT	eth1:1	190	10.128.0.64	10.128.0.254
ADMIN	eth1	190	192.168.1.64	192.168.1.254
SHAREDFS	eth1	190	192.168.1.64	192.168.1.254
CLUSTER	eth1	190	192.168.1.64	192.168.1.254

Note: If you want to tweak the the above configuration, you should edit the network configuration on the master node.

Does this configuration look correct? [Y/n]:

===== Services configuration =====

Should I configure DHCP for you now? [Y/n]:  
Internet Systems Consortium DHCP Server V3.0.1  
Copyright 2004 Internet Systems Consortium.  
All rights reserved.  
For info, please visit <http://www.isc.org/sw/dhcp/>  
Shutting down dhcpd:  
Starting dhcpd:

[ OK ]  
[ OK ]

Should I configure your NFS exports now? [Y/n]:  
Stopping portmap:  
Starting portmap:  
Shutting down NFS mountd:  
Shutting down NFS daemon:  
Shutting down NFS quotas:  
Shutting down NFS services:  
Starting NFS services:  
Starting NFS quotas:  
Starting NFS daemon:  
Starting NFS mountd:

[ OK ]  
[ OK ]  
[ OK ]  
[ OK ]  
[ OK ]  
[ OK ]  
[ OK ]  
[ OK ]  
[ OK ]  
[ OK ]

Should I configure TFTP for you now? [Y/n]:  
Stopping xinetd:  
Starting xinetd:

[ OK ]  
[ OK ]

Syslog is accepting remote connections.

===== Building boot environment for nodes =====

Shutting down vnfsd:  
Starting vnfsd:

[ OK ]  
[ OK ]

Shutting down wwnewd:  
Starting wwnewd:

[ OK ]  
[ OK ]

Shutting down warewulfd:  
Starting Warewulf:

[ OK ]

Warewulfd  
PXE config files  
Adding hosts entries

[ OK ]  
[ OK ]

Generating syncs for [nodegroup1]

[root@wwmaster ~] #

## 5 Configuring the VNFS and adding packages

The VNFS is virtual node filesystem for the nodes. You can have multiple VNFS images, but we won't cover that in this document.

There are build scripts for several Linux distributions in the `/usr/share/warewulf/vnfs-scripts` directory. Creating the VNFS is a matter of running the script for the OS you are running.

After running the VNFS creation script, you can add additional components via the `yum` command.

```
# yum --installroot=/vnfs/default install tcsh
```

After creating or updating the VNFS image, you need to build downloadable image:

```
# wwvnfs --build
```

## 6 Getting the nodes online

Once warewulf is installed and configured on the master, getting the nodes online should be straight-forward.

The nodes will require that PXE booting is enabled in BIOS. Once this is done, they will ask the master (via broadcast) for their identity. The master will assign the node an IP address when it comes online and assign it to the "new" nodegroup.

When added, each node is represented by a file in the `/etc/warewulf/nodes` directory structure. Each node is represented by a file named for that node. For example:

```
[root@wwmaster nodes]# ls new/
node00  node01  node02  node03  node04  node05
```

To make the nodes active, move the files into an active nodegroup directory (probably `/etc/warewulf/nodes/nodegroup1`) and restart the warewulf server software.

```
[root@wwmaster nodes]# mv new/node* nodegroup1
[root@wwmaster nodes]# service warewulf restart
```

## 7 Adding Users

Users are added to the config file for the relevant nodegroup. Add the users to the line called "user names" in the config file.

```
# What users should have access to the nodes in this group?
```

```
user names          = foo,bar,fred,guest
```

The user configuration is then propagated by the `wwvnfs -sync` command. At this point, the users should be able to connect to the nodes via `rsh/rlogin`. Note that the relevant shell needs to exist in the VNFS. If your preferred shell is `tcsh` or `zsh`, you will probably need to add it to the VNFS.