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Node Provisioning Using Warewulf

Part II - Overlays



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Discussion of First Tutorial Sheet

Time For Your Feedback!

- Introduction: What are Overlays? During your hands-on session you have configured 2 nodes to boot into the same stateless image.
 - Although this homogeneous state is a general advantage, sometimes there have to be node specific configurations, like
 - hostname
 - networks: Infiniband, Omni-Path, Ethernet, Integrated Platform Management Interface (IPMI)
 - sometimes: parallel file systems
 - For this. Warewulf offers two different overlays:
 - A System Overlay which is called after the bootstrapping of the container is done
 - A Runtime Overlay which is called periodically during operation
 - Both of these types can be templated
 - If you have a template file you need to put a .ww suffix after the filename
 - Only then will Warewulf parse the variables and create individualized files for each node

Introduction: What are Overlays?

- Overlays are individual cpio archives for every node (think of .zip files)
- After the iPXE booted the kernel, the kernel calls wwinit, a script provided by the system overlay
- Only afterwards the container is booted via init (usually systemd)

Applying Overlays

- Overlays are stored in /var/lib/warewulf/overlays
- The default system overlay is called wwinit
- The default runtime overlay is called generic
- You can set the overlays as you set any other attribute

DE	FIELD	PROFILE	VALUE
	Id		n1
	conment	default	This profile is automatically included for each
de			
	cluster		
	container		
	ipxe		(default)
	runtime		(generic)
	wwinit		(wwinit)
	root		(initramfs)
	discoverable		
	init		(/sbin/init)
	asset		
	kerneloverride		
	kernelargs		(gulet crashkernel=no vga=791 net.naming-scheme=
38)			
	ipmiaddr		
	ipninetmask		
	ipmiport		
	ipnigateway		
	tpntuser		
	ipnipass		
	ipmiinterface		
	ipniwrite		
	profile		default
	default:type		(ethernet)
	default:onboot		
	default:netdev		(eth0)
	default:hwaddr		
	default:ipaddr		
	default:ipaddr6		
	default:netmask		(255.255.255.0)
	default:gateway		
	default:mtu		
	default:primary		true

Figure: Warewulf node attributes

Templating

- Warewulf uses a simple text/template engine to convert dynamic, node specific content into static content
- Those files need to have a .ww suffix
- Those templates are used inside the overlays

Templating - Example

- Maybe you have wondered how you can resolve hostnames to IP addresses of the different compute nodes in your cluster?
- The answer is that an corresponding entry was done in /etc/hosts
- This file is used to resolve hostnames to ip addresses
- Lets have a look at /var/lib/warewulf/overlays/generic/etc/hosts.ww

```
# Warewulf Server
{{$.Ipaddr}} warewulf {{$.BuildHost}}
{{- range Snode := $.AllNodes}} {{/* for each node */}}
# Entry for {{Snode.Id.Get}}
{{- range Sdevname, Snetdev := $node.NetDevs}} {{/* for each network device on the node */}}
{{- range Sdevname, Snetdev := $node.NetDevs}} {{/* tif we have an ip address on this network device */}}
{{- /* emit the node name as hostname if this is the primary */}}
{{Snetdev.Ipaddr.Get}} {{Snode.Id.Get}-{{Sdevname}}
{{- if Snetdev.Primary.GetB} {{Snode.Id.Get}}{{end}}
{{- end}} {{/* end for each network device */}}
{{- end}} {{/* end for each network device */}}
```

Templating - Example 2

- How can we set the IP address for the nodes?
- On Ubuntu the network configuration for all interfaces is set via netplan
- Keep in mind a real compute node is connected to multiple networks



Runtime Overlay - Systemd Integration

- Put /warewulf/runtime-overlay-deployed in the runtime overlay
- Create a new systemd service that has to start up **Before** services that have their configuration files in the runtime overlay (for security reasons)

```
[Service]
```

```
TimeoutStartSec=infinity
ExecStartPre=/usr/bin/bash -c "while \
       [ ! -f /warewulf/runtime-overlay-deployed ]; \
       do sleep 1; done; sleep 5"
ExecStart=/usr/bin/rm -f /warewulf/runtime-overlay-deployed
RestartSec=30s
Restart=always
```

Live Demo

Any Questions? Live Demo