# 1 Abstract

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Step-by-Step Instructions for Building Your First High-Availability Cluster
ABSTRACT

This document provides a step-by-step guide to building a simple high-availability cluster using Pacemaker. The example cluster will use:

- CentOS Stream 8 as the host operating system
- Corosync to provide messaging and membership services,
- Pacemaker 2\(^1\)
- DRBD as a cost-effective alternative to shared storage,
- GFS2 as the cluster filesystem (in active/active mode)

Given the graphical nature of the install process, a number of screenshots are included. However the guide is primarily composed of commands, the reasons for executing them and their expected outputs.

\(^1\) While this guide is part of the document set for Pacemaker 2.0, it demonstrates the version available in the standard CentOS Stream repositories
2.1 Introduction

2.1.1 The Scope of this Document

Computer clusters can be used to provide highly available services or resources. The redundancy of multiple machines is used to guard against failures of many types.

This document will walk through the installation and setup of simple clusters using the CentOS Stream distribution, version 8.

The clusters described here will use Pacemaker and Corosync to provide resource management and messaging. Required packages and modifications to their configuration files are described along with the use of the Pacemaker command line tool for generating the XML used for cluster control.

Pacemaker is a central component and provides the resource management required in these systems. This management includes detecting and recovering from the failure of various nodes, resources and services under its control.

When more in-depth information is required, and for real-world usage, please refer to the Pacemaker Explained manual.

2.1.2 What Is Pacemaker?

Pacemaker is a high-availability cluster resource manager – software that runs on a set of hosts (a cluster of nodes) in order to preserve integrity and minimize downtime of desired services (resources).\(^1\) It is maintained by the ClusterLabs community.

Pacemaker’s key features include:

- Detection of and recovery from node- and service-level failures
- Ability to ensure data integrity by fencing faulty nodes
- Support for one or more nodes per cluster
- Support for multiple resource interface standards (anything that can be scripted can be clustered)
- Support (but no requirement) for shared storage
- Support for practically any redundancy configuration (active/passive, N+1, etc.)
- Automatically replicated configuration that can be updated from any node

\(^1\) Cluster is sometimes used in other contexts to refer to hosts grouped together for other purposes, such as high-performance computing (HPC), but Pacemaker is not intended for those purposes.
• Ability to specify cluster-wide relationships between services, such as ordering, colocation and anti-
colocation

• Support for advanced service types, such as clones (services that need to be active on multiple nodes),
  promotable clones (clones that can run in one of two roles), and containerized services

• Unified, scriptable cluster management tools

Note: Fencing

Fencing, also known as STONITH (an acronym for Shoot The Other Node In The Head), is the ability to
ensure that it is not possible for a node to be running a service. This is accomplished via fence devices
such as intelligent power switches that cut power to the target, or intelligent network switches that cut the
target’s access to the local network.

Pacemaker represents fence devices as a special class of resource.

A cluster cannot safely recover from certain failure conditions, such as an unresponsive node, without fencing.

Cluster Architecture

At a high level, a cluster can be viewed as having these parts (which together are often referred to as the
cluster stack):

• **Resources:** These are the reason for the cluster’s being – the services that need to be kept highly
  available.

• **Resource agents:** These are scripts or operating system components that start, stop, and monitor
  resources, given a set of resource parameters. These provide a uniform interface between Pacemaker
  and the managed services.

• **Fence agents:** These are scripts that execute node fencing actions, given a target and fence device
  parameters.

• **Cluster membership layer:** This component provides reliable messaging, membership, and quorum
  information about the cluster. Currently, Pacemaker supports Corosync as this layer.

• **Cluster resource manager:** Pacemaker provides the brain that processes and reacts to events that
  occur in the cluster. These events may include nodes joining or leaving the cluster; resource events
  caused by failures, maintenance, or scheduled activities; and other administrative actions. To achieve
  the desired availability, Pacemaker may start and stop resources and fence nodes.

• **Cluster tools:** These provide an interface for users to interact with the cluster. Various command-line
  and graphical (GUI) interfaces are available.

Most managed services are not, themselves, cluster-aware. However, many popular open-source cluster
filesystems make use of a common Distributed Lock Manager (DLM), which makes direct use of Corosync
for its messaging and membership capabilities and Pacemaker for the ability to fence nodes.
Pacemaker Architecture

Pacemaker itself is composed of multiple daemons that work together:

- pacemakerd
- pacemaker-attd
- pacemaker-based
- pacemaker-controld
- pacemaker-execd
- pacemaker-fenced
- pacemaker-schedulerd
Clusters from Scratch, Release 2.1.0

Pacemaker internals

The Pacemaker master process (pacemakerd) spawns all the other daemons, and respawns them if they unexpectedly exit.

The Cluster Information Base (CIB) is an XML representation of the cluster’s configuration and the state of all nodes and resources. The CIB manager (pacemaker-based) keeps the CIB synchronized across the cluster, and handles requests to modify it.

The attribute manager (pacemaker-attd) maintains a database of attributes for all nodes, keeps it synchronized across the cluster, and handles requests to modify them. These attributes are usually recorded in the CIB.

Given a snapshot of the CIB as input, the scheduler (pacemaker-schedulerd) determines what actions are necessary to achieve the desired state of the cluster.

The local executor (pacemaker-execd) handles requests to execute resource agents on the local cluster node, and returns the result.

The fencer (pacemaker-fenced) handles requests to fence nodes. Given a target node, the fencer decides which cluster node(s) should execute which fencing device(s), and calls the necessary fencing agents (either directly, or via requests to the fencer peers on other nodes), and returns the result.

The controller (pacemaker-controld) is Pacemaker’s coordinator, maintaining a consistent view of the cluster membership and orchestrating all the other components.

Pacemaker centralizes cluster decision-making by electing one of the controller instances as the ‘Designated Controller’ (‘DC’). Should the elected DC process (or the node it is on) fail, a new one is quickly established. The DC responds to cluster events by taking a current snapshot of the CIB, feeding it to the scheduler, then...
asking the executors (either directly on the local node, or via requests to controller peers on other nodes) and the fencer to execute any necessary actions.

Note: Old daemon names

The Pacemaker daemons were renamed in version 2.0. You may still find references to the old names, especially in documentation targeted to version 1.1.

<table>
<thead>
<tr>
<th>Old name</th>
<th>New name</th>
</tr>
</thead>
<tbody>
<tr>
<td>attrd</td>
<td>pacemaker-attdr</td>
</tr>
<tr>
<td>cib</td>
<td>pacemaker-based</td>
</tr>
<tr>
<td>crmd</td>
<td>pacemaker-controld</td>
</tr>
<tr>
<td>lrmd</td>
<td>pacemaker-execd</td>
</tr>
<tr>
<td>stonithd</td>
<td>pacemaker-fenced</td>
</tr>
<tr>
<td>pacemaker_remoted</td>
<td>pacemaker-remoted</td>
</tr>
</tbody>
</table>

Node Redundancy Designs

Pacemaker supports practically any node redundancy configuration including Active/Active, Active/Passive, N+1, N+M, N-to-1 and N-to-N.

Active/passive clusters with two (or more) nodes using Pacemaker and DRBD are a cost-effective high-availability solution for many situations. One of the nodes provides the desired services, and if it fails, the other node takes over.
Pacemaker also supports multiple nodes in a shared-failover design, reducing hardware costs by allowing several active/passive clusters to be combined and share a common backup node.
When shared storage is available, every node can potentially be used for failover. Pacemaker can even run multiple copies of services to spread out the workload. This is sometimes called N to N Redundancy.
2.2 Installation

2.2.1 Install CentOS Stream 8

Boot the Install Image

Download the latest CentOS Stream 8 DVD ISO by navigating to the CentOS Mirrors List, selecting a download mirror which is close to you, and finally selecting the .iso file that has “dvd” in its name. Use the image to boot a virtual machine, or burn it to a DVD or USB drive and boot a physical server from that.

After starting the installation, select your language and keyboard layout at the welcome screen.

Installation Options

At this point, you get a chance to tweak the default installation options.

Click on the SOFTWARE SELECTION section (try saying that 10 times quickly). The default environment, Server with GUI, does have add-ons with much of the software we need, but we will change the environment to a Minimal Install here, so that we can see exactly what software is required later, and press Done.
Fig. 1: CentOS Stream 8 Installation Welcome Screen
Fig. 2: CentOS Stream 8 Installation Summary Screen
Fig. 3: CentOS Stream 8 Software Selection Screen
Configure Network

In the NETWORK & HOSTNAME section:

- Edit Host Name: as desired. For this example, we will use `pcmk-1.localdomain` and then press Apply.
- Select your network device, press Configure..., and use the Manual method to assign a fixed IP address. For this example, we'll use 192.168.122.101 under IPv4 Settings (with an appropriate netmask, gateway and DNS server).
- Press Save.
- Flip the switch to turn your network device on, and press Done.

**Important:** Do not accept the default network settings. Cluster machines should never obtain an IP address via DHCP, because DHCP’s periodic address renewal will interfere with corosync.
Configure Disk

By default, the installer’s automatic partitioning will use LVM (which allows us to dynamically change the amount of space allocated to a given partition). However, it allocates all free space to the / (aka. root) partition, which cannot be reduced in size later (dynamic increases are fine).

In order to follow the DRBD and GFS2 portions of this guide, we need to reserve space on each machine for a replicated volume.

Enter the INSTALLATION DESTINATION section, ensure the hard drive you want to install to is selected, select Custom to be the Storage Configuration, and press Done.

In the MANUAL PARTITIONING screen that comes next, click the option to create mountpoints automatically. Select the / mountpoint, and reduce the desired capacity by 3GiB or so. Select Modify... by the volume group name, and change the Size policy: to As large as possible, to make the reclaimed space available inside the LVM volume group. We’ll add the additional volume later.

Press Done, then Accept changes.
Configure Time Synchronization

It is highly recommended to enable NTP on your cluster nodes. Doing so ensures all nodes agree on the current time and makes reading log files significantly easier.

CentOS Stream will enable NTP automatically. If you want to change any time-related settings (such as time zone or NTP server), you can do this in the TIME & DATE section.

Root Password

In order to continue to the next step, a Root Password must be set.

![CentOS Stream 8 Root Password Screen](Fig. 6: CentOS Stream 8 Root Password Screen)

Press Done (depending on the password you chose, you may need to do so twice).
Finish Install

Select **Begin Installation**. Once it completes, **Reboot System** as instructed. After the node reboots, you’ll see a login prompt on the console. Login using **root** and the password you created earlier.

![CentOS Stream 8 Console Prompt](image)

**Fig. 7:** CentOS Stream 8 Console Prompt

**Note:** From here on, we’re going to be working exclusively from the terminal.

### 2.2.2 Configure the OS

**Verify Networking**

Ensure that the machine has the static IP address you configured earlier.
Clusters from Scratch, Release 2.1.0

Note: If you ever need to change the node’s IP address from the command line, follow these instructions, replacing \texttt{\$\{device\}} with the name of your network device:

\begin{verbatim}
[root@pcmk-1 -]# vi /etc/sysconfig/network-scripts/ifcfg-\$\{device\} # manually edit as desired
[root@pcmk-1 -]# nmcli dev disconnect \$\{device\}
[root@pcmk-1 -]# nmcli con reload \$\{device\}
[root@pcmk-1 -]# nmcli con up \$\{device\}
\end{verbatim}

This makes \texttt{NetworkManager} aware that a change was made on the config file.

Next, ensure that the routes are as expected:

\begin{verbatim}
[root@pcmk-1 -]# ip route
default via 192.168.122.1 dev enp1s0 proto static metric 100
192.168.122.0/24 dev enp1s0 proto kernel scope link src 192.168.122.101 metric 100
\end{verbatim}

If there is no line beginning with \texttt{default via}, then you may need to add a line such as

\begin{verbatim}
GATEWAY="192.168.122.1"
\end{verbatim}

to the device configuration using the same process as described above for changing the IP address.

Now, check for connectivity to the outside world. Start small by testing whether we can reach the gateway we configured.

\begin{verbatim}
[root@pcmk-1 -]# ping -c 1 192.168.122.1
PING 192.168.122.1 (192.168.122.1) 56(84) bytes of data.
64 bytes from 192.168.122.1: icmp_seq=1 ttl=64 time=0.492 ms
--- 192.168.122.1 ping statistics ---
1 packets transmitted, 1 received, 0% packet loss, time 0ms
rtt min/avg/max/mdev = 0.492/0.492/0.492/0.000 ms
\end{verbatim}

Now try something external; choose a location you know should be available.

\begin{verbatim}
[root@pcmk-1 -]# ping -c 1 www.clusterlabs.org
PING mx1.clusterlabs.org (95.217.104.78) 56(84) bytes of data.
64 bytes from mx1.clusterlabs.org (95.217.104.78): icmp_seq=1 ttl=54 time=134 ms
--- mx1.clusterlabs.org ping statistics ---
1 packets transmitted, 1 received, 0% packet loss, time 0ms
rtt min/avg/max/mdev = 133.987/133.987/133.987/0.000 ms
\end{verbatim}
Login Remotely

The console isn’t a very friendly place to work from, so we will now switch to accessing the machine remotely via SSH where we can use copy and paste, etc.

From another host, check whether we can see the new host at all:

```
[gchin@gchin ~]$ ping -c 1 192.168.122.101
PING 192.168.122.101 (192.168.122.101) 56(84) bytes of data.
64 bytes from 192.168.122.101: icmp_seq=1 ttl=64 time=0.344 ms
--- 192.168.122.101 ping statistics ---
1 packets transmitted, 1 received, 0% packet loss, time 0ms
rtt min/avg/max/mdev = 0.344/0.344/0.344/0.000 ms
```

Next, login as root via SSH.

```
[gchin@gchin ~]$ ssh root@192.168.122.101
The authenticity of host '192.168.122.101 (192.168.122.101)' can't be established.
ECDSA key fingerprint is SHA256:NBvcRrPDLIt39Rf0Tz4/f2Rd/FA5wUiDOD9hZ9QWWjo.
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes
Warning: Permanently added '192.168.122.101' (ECDSA) to the list of known hosts.
root@192.168.122.101's password:
Last login: Tue Jan 10 20:46:30 2021
[root@pcmk-1 ~]#
```

Apply Updates

Apply any package updates released since your installation image was created:

```
[root@pcmk-1 ~]# yum update
```

Use Short Node Names

During installation, we filled in the machine’s fully qualified domain name (FQDN), which can be rather long when it appears in cluster logs and status output. See for yourself how the machine identifies itself:

```
[root@pcmk-1 ~]# uname -n
pcmk-1.localdomain
```

We can use the `hostnamectl` tool to strip off the domain name:

```
[root@pcmk-1 ~]# hostnamectl set-hostname $(uname -n | sed s/\..*//)
```

Now, check that the machine is using the correct name:

```
[root@pcmk-1 ~]# uname -n
pcmk-1
```

You may want to reboot to ensure all updates take effect.

2.2.3 Repeat for Second Node

Repeat the Installation steps so far, so that you have two nodes ready to have the cluster software installed.
For the purposes of this document, the additional node is called pcmk-2 with address 192.168.122.102.

### 2.2.4 Configure Communication Between Nodes

#### Configure Host Name Resolution

Confirm that you can communicate between the two new nodes:

```bash
[root@pcmk-1 ~]# ping -c 3 192.168.122.102
PING 192.168.122.102 (192.168.122.102) 56(84) bytes of data.
64 bytes from 192.168.122.102: icmp_seq=1 ttl=64 time=1.22 ms
64 bytes from 192.168.122.102: icmp_seq=2 ttl=64 time=0.795 ms
64 bytes from 192.168.122.102: icmp_seq=3 ttl=64 time=0.751 ms
--- 192.168.122.102 ping statistics ---
3 packets transmitted, 3 received, 0% packet loss, time 2054ms
rtt min/avg/max/mdev = 0.751/0.923/1.224/0.214 ms
```

Now we need to make sure we can communicate with the machines by their name. If you have a DNS server, add additional entries for the two machines. Otherwise, you’ll need to add the machines to `/etc/hosts` on both nodes. Below are the entries for my cluster nodes:

```bash
[root@pcmk-1 ~]# grep pcmk /etc/hosts
192.168.122.101 pcmk-1.clusterlabs.org pcmk-1
192.168.122.102 pcmk-2.clusterlabs.org pcmk-2
```

We can now verify the setup by again using ping:

```bash
[root@pcmk-1 ~]# ping -c 3 pcmk-2
PING pcmk-2.clusterlabs.org (192.168.122.102) 56(84) bytes of data.
64 bytes from pcmk-2.clusterlabs.org (192.168.122.102): icmp_seq=1 ttl=64 time=0.295 ms
64 bytes from pcmk-2.clusterlabs.org (192.168.122.102): icmp_seq=2 ttl=64 time=0.616 ms
64 bytes from pcmk-2.clusterlabs.org (192.168.122.102): icmp_seq=3 ttl=64 time=0.809 ms
--- pcmk-2.clusterlabs.org ping statistics ---
3 packets transmitted, 3 received, 0% packet loss, time 2043ms
rtt min/avg/max/mdev = 0.295/0.573/0.809/0.212 ms
```

#### Configure SSH

SSH is a convenient and secure way to copy files and perform commands remotely. For the purposes of this guide, we will create a key without a password (using the `-N` option) so that we can perform remote actions without being prompted.

**Warning:** Unprotected SSH keys (those without a password) are not recommended for servers exposed to the outside world. We use them here only to simplify the demo.

Create a new key and allow anyone with that key to log in:
Clusters from Scratch, Release 2.1.0

```
[root@pcmk-1 ~]# ssh-keygen -t dsa -f ~/.ssh/id_dsa -N ""
Generating public/private dsa key pair.
Created directory '/root/.ssh'.
Your identification has been saved in /root/.ssh/id_dsa.
Your public key has been saved in /root/.ssh/id_dsa.pub.
The key fingerprint is:
SHA256:ehR595AVLAVpvFqgyiayds2qxBemknHmfQZMTZ4jM root@pcmk-1
The key's randomart image is:
+----[DSA 1024]-----+
| . ..+.+=. |
| . +=Bo. |
| . *oo***o |
| = .*E..o |
| oS..o . |
| .o+. |
| o.*oo |
| . B.* |
| === |
+----[SHA256]-----+
[root@pcmk-1 ~]# cp ~/.ssh/id_dsa.pub ~/.ssh/authorized_keys
```

Install the key on the other node:

```
[root@pcmk-1 ~]# scp -r ~/.ssh pcmk-2:
The authenticity of host 'pcmk-2 (192.168.122.102)' can't be established.
ECDSA key fingerprint is SHA256:FQ4sVubTiHdQ6IetbN96fixoTVx/LuQUV8qoiywnfs.
Are you sure you want to continue connecting [yes/no]/[fingerprint]? yes
root@pcmk-2's password:
```
```
id_dsa  
100% 1385 1.6MB/s 00:00
id_dsa.pub  
100% 601 1.0MB/s 00:00
authorized_keys  
100% 601 1.3MB/s 00:00
known_hosts  
100% 194 389.2KB/s 00:00
```

Test that you can now run commands remotely, without being prompted:

```
[root@pcmk-1 ~]# ssh pcmk-2 -- uname -n
root@pcmk-2's password:
```
```
pcmk-2
```

2.3 Set up a Cluster

2.3.1 Simplify Administration With a Cluster Shell

In the dark past, configuring Pacemaker required the administrator to read and write XML. In true UNIX style, there were also a number of different commands that specialized in different aspects of querying and updating the cluster.

In addition, the various components of the cluster stack (corosync, pacemaker, etc.) had to be configured separately, with different configuration tools and formats.

2.3. Set up a Cluster
All of that has been greatly simplified with the creation of higher-level tools, whether command-line or GUIs, that hide all the mess underneath.

Command-line cluster shells take all the individual aspects required for managing and configuring a cluster, and pack them into one simple-to-use command-line tool.

They even allow you to queue up several changes at once and commit them all at once.

Two popular command-line shells are pcs and crmsh. Clusters from Scratch is based on pcs because it comes with CentOS, but both have similar functionality. Choosing a shell or GUI is a matter of personal preference and what comes with (and perhaps is supported by) your choice of operating system.

### 2.3.2 Install the Cluster Software

Fire up a shell on both nodes and run the following to activate the High Availability repo.

```bash
# dnf config-manager --set-enabled ha
```

**Important:** This document will show commands that need to be executed on both nodes with a simple `#` prompt. Be sure to run them on each node individually.

Now, we’ll install pacemaker, pcs, and some other command-line tools that will make our lives easier:

```bash
# yum install -y pacemaker pcs psmisc policycoreutils-python3
```

**Note:** This document uses pcs for cluster management. Other alternatives, such as crmsh, are available, but their syntax will differ from the examples used here.

### 2.3.3 Configure the Cluster Software

#### Allow cluster services through firewall

On each node, allow cluster-related services through the local firewall:

```bash
# firewall-cmd --permanent --add-service=high-availability
success
# firewall-cmd --reload
success
```

**Note:** If you are using iptables directly, or some other firewall solution besides firewalld, simply open the following ports, which can be used by various clustering components: TCP ports 2224, 3121, and 21064, and UDP port 5405.

If you run into any problems during testing, you might want to disable the firewall and SELinux entirely until you have everything working. This may create significant security issues and should not be performed on machines that will be exposed to the outside world, but may be appropriate during development and testing on a protected host.

To disable security measures:
Enable pcs Daemon

Before the cluster can be configured, the pcs daemon must be started and enabled to start at boot time on each node. This daemon works with the pcs command-line interface to manage synchronizing the corosync configuration across all nodes in the cluster.

Start and enable the daemon by issuing the following commands on each node:

```
# systemctl start pcsd.service
# systemctl enable pcsd.service
```

The installed packages will create a hacluster user with a disabled password. While this is fine for running pcs commands locally, the account needs a login password in order to perform such tasks as syncing the corosync configuration, or starting and stopping the cluster on other nodes.

This tutorial will make use of such commands, so now we will set a password for the hacluster user, using the same password on both nodes:

```
# passwd hacluster
Changing password for user hacluster.
New password:
Retype new password:
pwd: all authentication tokens updated successfully.
```

**Note:** Alternatively, to script this process or set the password on a different machine from the one you’re logged into, you can use the --stdin option for passwd:

```
[root@pcmk-1 ~]# ssh pcmk-2 -- 'echo mysupersecretpassword | passwd --stdin hacluster'
```

Configure Corosync

On either node, use pcs host auth to authenticate as the hacluster user:

```
[root@pcmk-1 ~]# pcs host auth pcmk-1 pcmk-2
Username: hacluster
Password:
pcmk-2: Authorized
pcmk-1: Authorized
```

Next, use pcs cluster setup on the same node to generate and synchronize the corosync configuration:

```
2.3. Set up a Cluster
```

25
[root@pcmk-1 ~]# pcs cluster setup mycluster pcmk-1 pcmk-2
No addresses specified for host 'pcmk-1', using 'pcmk-1'
No addresses specified for host 'pcmk-2', using 'pcmk-2'
Destroying cluster on hosts: 'pcmk-1', 'pcmk-2'...
pcmk-2: Successfully destroyed cluster
pcmk-1: Successfully destroyed cluster
Requesting remove 'pcsd settings' from 'pcmk-1', 'pcmk-2'
pcmk-1: successful removal of the file 'pcsd settings'
pcmk-2: successful removal of the file 'pcsd settings'
Sending 'corosync authkey', 'pacemaker authkey' to 'pcmk-1', 'pcmk-2'
pcmk-1: successful distribution of the file 'corosync authkey'
pcmk-1: successful distribution of the file 'pacemaker authkey'
pcmk-2: successful distribution of the file 'corosync authkey'
pcmk-2: successful distribution of the file 'pacemaker authkey'
Sending 'corosync.conf' to 'pcmk-1', 'pcmk-2'
pcmk-1: successful distribution of the file 'corosync.conf'
pcmk-2: successful distribution of the file 'corosync.conf'
Cluster has been successfully set up.

If you received an authorization error for either of those commands, make sure you configured the hacluster user account on each node with the same password.

The final corosync.conf configuration on each node should look something like the sample in Sample Corosync Configuration.

2.3.4 Explore pcs

Start by taking some time to familiarize yourself with what pcs can do.

[root@pcmk-1 ~]# pcs

Usage: pcs [-f file] [-h] [commands]...
Control and configure pacemaker and corosync.

Options:
- h, --help Display usage and exit.
- f file Perform actions on file instead of active CIB.
Commands supporting the option use the initial state of the specified file as their input and then overwrite the file with the state reflecting the requested operation(s).
A few commands only use the specified file in read-only mode since their effect is not a CIB modification.
- --debug Print all network traffic and external commands run.
- --version Print pcs version information. List pcs capabilities if --full is specified.
- --request-timeout Timeout for each outgoing request to another node in seconds. Default is 60s.
- --force Override checks and errors, the exact behavior depends on the command. WARNING: Using the --force option is strongly discouraged unless you know what you are doing.

Commands:
cluster Configure cluster options and nodes.
resource Manage cluster resources.
stonith Manage fence devices.

(continues on next page)
As you can see, the different aspects of cluster management are separated into categories. To discover the functionality available in each of these categories, one can issue the command `pcs <CATEGORY> help`. Below is an example of all the options available under the status category.

```
[root@pcmk-1 ~]# pcs status help
Usage: pcs status [commands]...
View current cluster and resource status
Commands:
  [status] [--full] [--hide-inactive]
  View all information about the cluster and resources (--full provides more details, --hide-inactive hides inactive resources).

  resources [--hide-inactive]
  Show status of all currently configured resources. If --hide-inactive is specified, only show active resources.

  cluster
  View current cluster status.

  corosync
  View current membership information as seen by corosync.

  quorum
  View current quorum status.

  qdevice <device model> [--full] [<cluster name>]
  Show runtime status of specified model of quorum device provider. Using --full will give more detailed output. If <cluster name> is specified, only information about the specified cluster will be displayed.

  booth
  Print current status of booth on the local node.

  nodes [corosync | both | config]
  View current status of nodes from pacemaker. If 'corosync' is specified, view current status of nodes from corosync instead. If 'both' is specified, view current status of nodes from both corosync & pacemaker. If 'config' is specified, print nodes from corosync & pacemaker configuration.
```
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pcsd [node]...
Show current status of pcsd on nodes specified, or on all nodes configured in the local cluster if no nodes are specified.

xml
View xml version of status (output from crm_mon -r -l -x).

Additionally, if you are interested in the version and supported cluster stack(s) available with your Pacemaker installation, run:

```
[root@pcmk-1 ~]# pacemakerd --features
Pacemaker 2.0.5-4.el8 (Build: ba59be7122)
Supporting v3.6.1: generated-manpages agent-manpages ncurses libqdb-logging libqdb-ipc systemd
--nagios corosync-native atomic-attrib aclse cibsecrets
```

## 2.4 Start and Verify Cluster

### 2.4.1 Start the Cluster

Now that corosync is configured, it is time to start the cluster. The command below will start corosync and pacemaker on both nodes in the cluster. If you are issuing the start command from a different node than the one you ran the `pcs host auth` command on earlier, you must authenticate on the current node you are logged into before you will be allowed to start the cluster.

```
[root@pcmk-1 ~]# pcs cluster start --all
pcmk-1: Starting Cluster...
pcmk-2: Starting Cluster...
```

**Note:** An alternative to using the `pcs cluster start --all` command is to issue either of the below command sequences on each node in the cluster separately:

```
# pcs cluster start
Starting Cluster...
```

or

```
# systemctl start corosync.service
# systemctl start pacemaker.service
```

**Important:** In this example, we are not enabling the corosync and pacemaker services to start at boot. If a cluster node fails or is rebooted, you will need to run `pcs cluster start <NODENAME>` (or `--all`) to start the cluster on it. While you could enable the services to start at boot, requiring a manual start of cluster services gives you the opportunity to do a post-mortem investigation of a node failure before returning it to the cluster.
2.4.2 Verify Corosync Installation

First, use `corosync-cfgtool` to check whether cluster communication is happy:

```
[root@pcmk-1 ~]# corosync-cfgtool -s
Printing link status.
Local node ID 1
LINK ID 0
  addr  = 192.168.122.101
  status:
    nodeid 1: localhost
    nodeid 2: connected
```

We can see here that everything appears normal with our fixed IP address (not a 127.0.0.x loopback address) listed as the `addr`, and `localhost` and `connected` for the statuses of nodeid 1 and nodeid 2, respectively.

If you see something different, you might want to start by checking the node’s network, firewall and SELinux configurations.

Next, check the membership and quorum APIs:

```
[pcmk-1]# corosync-cmapctl | grep members
runtime.members.1.config_version (u64) = 0
runtime.members.1.ip (str) = r(0) ip(192.168.122.101)
runtime.members.1.join_count (u32) = 1
runtime.members.1.status (str) = joined
runtime.members.2.config_version (u64) = 0
runtime.members.2.ip (str) = r(0) ip(192.168.122.102)
runtime.members.2.join_count (u32) = 1
runtime.members.2.status (str) = joined
```

```
[pcmk-1]# pcs status corosync
Membership information
----------------------
Nodeid Votes Name
  1 1 pcmk-1 (local)
  2 1 pcmk-2
```

You should see both nodes have joined the cluster.

2.4.3 Verify Pacemaker Installation

Now that we have confirmed that Corosync is functional, we can check the rest of the stack. Pacemaker has already been started, so verify the necessary processes are running:

```
[pcmk-1]# ps axf
  PID TTY STAT TIME COMMAND
  2 ? S 0:00 [kthreadd]
...lots of processes...
  17121 ? SLsl 0:01 /usr/sbin/corosync -f
  17133 ? Ss 0:00 /usr/sbin/pacemakerd -f
  17134 ? Ss 0:00 _/usr/libexec/pacemaker/pacemaker-based
  17135 ? Ss 0:00 _/usr/libexec/pacemaker/pacemaker-fenced
  17136 ? Ss 0:00 _/usr/libexec/pacemaker/pacemaker-execd
  17137 ? Ss 0:00 _/usr/libexec/pacemaker/pacemaker-attd
  17138 ? Ss 0:00 _/usr/libexec/pacemaker/pacemaker-schedd
  17139 ? Ss 0:00 _/usr/libexec/pacemaker/pacemaker-controld
```
If that looks OK, check the `pcs status` output:

```
[root@pcmk-1 ~]# pcs status
Cluster name: mycluster

WARNINGS:
No stonith devices and stonith-enabled is not false

Cluster Summary:
* Stack: corosync
* Current DC: pcmk-2 (version 2.0.5-4.el8-ba59be7122) - partition with quorum
* Last updated: Wed Jan 20 07:54:02 2021
* 2 nodes configured
* 0 resource instances configured

Node List:
* Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
* No resources

Daemon Status:
corosync: active/disabled
pacemaker: active/disabled
pcsd: active/enabled
```

Finally, ensure there are no start-up errors from corosync or pacemaker (aside from messages relating to not having STONITH configured, which are OK at this point):

```
[root@pcmk-1 ~]# journalctl -b | grep -i error
```

**Note:** Other operating systems may report startup errors in other locations, for example `/var/log/messages`.

Repeat these checks on the other node. The results should be the same.

### 2.4.4 Explore the Existing Configuration

For those who are not of afraid of XML, you can see the raw cluster configuration and status by using the `pcs cluster cib` command.

```
The last XML you’ll see in this document
[root@pcmk-1 ~]# pcs cluster cib
```
Before we make any changes, it’s a good idea to check the validity of the configuration.

```
[root@pcmk-1 ~]# crm_verify -L -V
  error: unpack_resources: Resource start-up disabled since no STONITH resources have been defined
  error: unpack_resources: Either configure some or disable STONITH with the stonith-enabled
                      option
  error: unpack_resources: NOTE: Clusters with shared data need STONITH to ensure data integrity
Errors found during check: config not valid
```

As you can see, the tool has found some errors. The cluster will not start any resources until we configure STONITH.

### 2.4. Start and Verify Cluster
2.5 Configure Fencing

2.5.1 What is Fencing?

Fencing protects your data from being corrupted, and your application from becoming unavailable, due to unintended concurrent access by rogue nodes.

Just because a node is unresponsive doesn’t mean it has stopped accessing your data. The only way to be 100% sure that your data is safe, is to use fencing to ensure that the node is truly offline before allowing the data to be accessed from another node.

Fencing also has a role to play in the event that a clustered service cannot be stopped. In this case, the cluster uses fencing to force the whole node offline, thereby making it safe to start the service elsewhere.

Fencing is also known as STONITH, an acronym for “Shoot The Other Node In The Head”, since the most popular form of fencing is cutting a host’s power.

In order to guarantee the safety of your data\(^1\), fencing is enabled by default.

---

**Note:** It is possible to tell the cluster not to use fencing, by setting the `stonith-enabled` cluster option to false:

```
[root@pcmk-1 ~]# pcs property set stonith-enabled=false
[root@pcmk-1 ~]# crm_verify -L
```

However, this is completely inappropriate for a production cluster. It tells the cluster to simply pretend that failed nodes are safely powered off. Some vendors will refuse to support clusters that have fencing disabled. Even disabling it for a test cluster means you won’t be able to test real failure scenarios.

---

2.5.2 Choose a Fence Device

The two broad categories of fence device are power fencing, which cuts off power to the target, and fabric fencing, which cuts off the target’s access to some critical resource, such as a shared disk or access to the local network.

Power fencing devices include:

- Intelligent power switches
- IPMI
- Hardware watchdog device (alone, or in combination with shared storage used as a “poison pill” mechanism)

Fabric fencing devices include:

- Shared storage that can be cut off for a target host by another host (for example, an external storage device that supports SCSI-3 persistent reservations)
- Intelligent network switches

Using IPMI as a power fencing device may seem like a good choice. However, if the IPMI shares power and/or network access with the host (such as most onboard IPMI controllers), a power or network failure will cause both the host and its fencing device to fail. The cluster will be unable to recover, and must stop all resources to avoid a possible split-brain situation.

---

\(^1\) If the data is corrupt, there is little point in continuing to make it available.
Likewise, any device that relies on the machine being active (such as SSH-based “devices” sometimes used during testing) is inappropriate, because fencing will be required when the node is completely unresponsive.

2.5.3 Configure the Cluster for Fencing

1. Install the fence agent(s). To see what packages are available, run `yum search fence-`. Be sure to install the package(s) on all cluster nodes.

2. Configure the fence device itself to be able to fence your nodes and accept fencing requests. This includes any necessary configuration on the device and on the nodes, and any firewall or SELinux changes needed. Test the communication between the device and your nodes.

3. Find the name of the correct fence agent: `pcs stonith list`

4. Find the parameters associated with the device: `pcs stonith describe <AGENT_NAME>`

5. Create a local copy of the CIB: `pcs cluster cib stonith_cfg`

6. Create the fencing resource: `pcs -f stonith_cfg stonith create <STONITH_ID> <STONITH_DEVICE_TYPE> [STONITH_DEVICE_OPTIONS]`
   Any flags that do not take arguments, such as `--ssl`, should be passed as `ssl=1`.

7. Enable fencing in the cluster: `pcs -f stonith_cfg property set stonith-enabled=true`

8. If the device does not know how to fence nodes based on their cluster node name, you may also need to set the special `pcmk_host_map` parameter. See `man pacemaker-fenced` for details.

9. If the device does not support the `list` command, you may also need to set the special `pcmk_host_list` and/or `pcmk_host_check` parameters. See `man pacemaker-fenced` for details.

10. If the device does not expect the victim to be specified with the `port` parameter, you may also need to set the special `pcmk_host_argument` parameter. See `man pacemaker-fenced` for details.

11. Commit the new configuration: `pcs cluster cib-push stonith_cfg`

12. Once the fence device resource is running, test it (you might want to stop the cluster on that machine first): `stonith_admin --reboot <NODENAME>`

2.5.4 Example

For this example, assume we have a chassis containing four nodes and a separately powered IPMI device active on 10.0.0.1. Following the steps above would go something like this:

Step 1: Install the `fence-agents-ipmilan` package on both nodes.

Step 2: Configure the IP address, authentication credentials, etc. in the IPMI device itself.

Step 3: Choose the `fence_ipmilan` STONITH agent.

Step 4: Obtain the agent’s possible parameters:

```
[root@pcmk-1 ~]# pcs stonith describe fence_ipmilan
fence_ipmilan - Fence agent for IPMI

fence_ipmilan is an I/O Fencing agent which can be used with machines controlled by IPMI. This agent, --calls support software ipmitool (http://ipmitool.sf.net/). WARNING! This fence agent might --report success before the node is powered off. You should use -m/method on/off if your fence--device works correctly with that option.
```

(continues on next page)
Stonith options:

- **auth**: IPMI Lan Auth type.
- **cipher**: Ciphersuite to use (same as ipmitool -C parameter)
- **hexadecimal_kg**: Hexadecimal-encoded Kg key for IPMIv2 authentication
- **ip**: IP address or hostname of fencing device
- **ipport**: TCP/UDP port to use for connection with device
- **lanplus**: Use Lanplus to improve security of connection
- **method**: Method to fence
- **password**: Login password or passphrase
- **password_script**: Script to run to retrieve password
- **plug**: IP address or hostname of fencing device (together with --port-as-ip)
- **privlvl**: Privilege level on IPMI device
- **target**: Bridge IPMI requests to the remote target address
- **username**: Login name
- **quiet**: Disable logging to stderr. Does not affect --verbose or --debug-file or logging to syslog.
- **verbose**: Verbose node. Multiple -v flags can be stacked on the command line (e.g., -vvv) to increase verbosity.
- **verbose_level**: Level of debugging detail in output. Defaults to the number of --verbose flags specified on the command line, or to 1 if verbose=1 in a stonith device configuration (i.e., on stdin).
- **debug_file**: Write debug information to given file
- **delay**: Wait X seconds before fencing is started
- **disable_timeout**: Disable timeout (true/false) (default: true when run from Pacemaker 2.0+)
- **ipmitool_path**: Path to ipmitool binary
- **login_timeout**: Wait X seconds for cmd prompt after login
- **port_as_ip**: Make "port/plug" to be an alias to IP address
- **power_timeout**: Test X seconds for status change after ON/OFF
- **power_wait**: Wait X seconds after issuing ON/OFF
- **shell_timeout**: Wait X seconds for cmd prompt after issuing command
- **retry_on**: Count of attempts to retry power on
- **use_sudo**: Use sudo (without password) when calling 3rd party software
- **sudo_path**: Path to sudo binary
- **pcmk_host_map**: A mapping of host names to ports numbers for devices that do not support host names. Eg. node1:1;node2:2,3 would tell the cluster to use port 1 for node1 and ports 2 and 3 for node2
- **pcmk_host_list**: A list of machines controlled by this device (Optional unless pcmk_host_check=static-list).
- **pcmk_host_check**: How to determine which machines are controlled by the device. Allowed values: dynamic-list (query the device via the 'list' command), static-list (check the pcmk_host_list attribute), status (query the device via the 'status' command), none (assume every device can fence every machine)
- **pcmk_delay_max**: Enable a random delay for stonith actions and specify the maximum of random delay. This prevents double fencing when using slow devices such as sbd. Use this to enable a random delay for stonith actions. The overall delay is derived from this random delay value adding a static delay so that the sum is kept below the maximum delay.
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pcmk_delay_base: Enable a base delay for stonith actions and specify base delay value. This prevents double fencing when different delays are configured on the nodes. Use this to enable a static delay for stonith actions. The overall delay is derived from a random delay value adding this static delay so that the sum is kept below the maximum delay.

pcmk_action_limit: The maximum number of actions can be performed in parallel on this device. Cluster property concurrent-fencing=true needs to be configured first. Then use this to specify the maximum number of actions can be performed in parallel on this device. -1 is unlimited.

Default operations:
monitor: interval=60s

Step 5: pcs cluster cib stonith_cfg

Step 6: Here are example parameters for creating our fence device resource:

```
[root@pcmk-1 ~]# pcs -f stonith_cfg stonith create ipmi-fencing fence_ipmilan \
    pcmk_host_list="pcmk-1 pcmk-2" ipaddr=10.0.0.1 login=testuser \ 
    passwd=acd123 op monitor interval=60s
```

Steps 7-10: Enable fencing in the cluster:

```
[root@pcmk-1 ~]# pcs -f stonith_cfg property set stonith-enabled=true
[root@pcmk-1 ~]# pcs -f stonith_cfg property
Cluster Properties:
    cluster-infrastructure: corosync
    cluster-name: mycluster
    dc-version: 2.0.5-4.el8-ba59be7122
    have-watchdog: false
    stonith-enabled: true
```

Step 11: pcs cluster cib-push stonith_cfg --config

Step 12: Test:

```
[root@pcmk-1 ~]# pcs cluster stop pcmk-2
[root@pcmk-1 ~]# stonith_admin --reboot pcmk-2
```

After a successful test, login to any rebooted nodes, and start the cluster (with pcs cluster start).

2.6 Create an Active/Passive Cluster

2.6.1 Add a Resource

Our first resource will be a unique IP address that the cluster can bring up on either node. Regardless of where any cluster service(s) are running, end users need a consistent address to contact them on. Here, I will

2.6. Create an Active/Passive Cluster
choose 192.168.122.120 as the floating address, give it the imaginative name ClusterIP and tell the cluster to check whether it is running every 30 seconds.

**Warning:** The chosen address must not already be in use on the network. Do not reuse an IP address one of the nodes already has configured.

```
[root@pcmk-1 ~]# pcs resource create ClusterIP ocf:heartbeat:IPaddr2 \  ip=192.168.122.120 cidr_netmask=24 op monitor interval=30s
```

Another important piece of information here is **ocf:heartbeat:IPaddr2**. This tells Pacemaker three things about the resource you want to add:

- The first field (**ocf** in this case) is the standard to which the resource script conforms and where to find it.
- The second field (**heartbeat** in this case) is standard-specific; for OCF resources, it tells the cluster which OCF namespace the resource script is in.
- The third field (**IPaddr2** in this case) is the name of the resource script.

To obtain a list of the available resource standards (the **ocf** part of **ocf:heartbeat:IPaddr2**), run:

```
[root@pcmk-1 ~]# pcs resource standards
lsb
ocf
service
systemd
```

To obtain a list of the available OCF resource providers (the **heartbeat** part of **ocf:heartbeat:IPaddr2**), run:

```
[root@pcmk-1 ~]# pcs resource providers
heartbeat
openstack
pacemaker
```

Finally, if you want to see all the resource agents available for a specific OCF provider (the **IPaddr2** part of **ocf:heartbeat:IPaddr2**), run:

```
[root@pcmk-1 ~]# pcs resource agents ocf:heartbeat
apache
aws-vpc-move-ip
aws-vpc-route53
awseip
awsvip
azure-events
.
.(skipping lots of resources to save space)
.
symlink
tomcat
vdo-vol
VirtualDomain
Xinetd
```

Now, verify that the IP resource has been added, and display the cluster’s status to see that it is now active:
2.6.2 Perform a Failover

Since our ultimate goal is high availability, we should test failover of our new resource before moving on. First, find the node on which the IP address is running.

You can see that the status of the ClusterIP resource is Started on a particular node (in this example, pcmk-1). Shut down Pacemaker and Corosync on that machine to trigger a failover.

Note: A cluster command such as pcs cluster stop <NODENAME> can be run from any node in the cluster, not just the affected node.

Verify that pacemaker and corosync are no longer running:
```
[root@pcmk-1 ~]# pcs status
Error: error running crm_mon, is pacemaker running?
  Could not connect to the CIB: Transport endpoint is not connected
crm_mon: Error: cluster is not available on this node
```

Go to the other node, and check the cluster status.

```
[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Cluster Summary:
  * Stack: corosync
  * Current DC: pcmk-2 (version 2.0.5-4.e18-ba59be7122) - partition with quorum
  * Last updated: Tue Jan 26 19:25:26 2021
  * Last change: Tue Jan 26 19:20:28 2021 by root via cibadmin on pcmk-1
  * 2 nodes configured
  * 1 resource instance configured

Node List:
  * Online: [ pcmk-2 ]
  * OFFLINE: [ pcmk-1 ]

Full List of Resources:
  * ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-2

Daemon Status:
corosync: active/disabled
pacemaker: active/disabled
pcsd: active/enabled
```

Notice that **pcmk-1** is OFFLINE for cluster purposes (its pcsd is still active, allowing it to receive pcs commands, but it is not participating in the cluster).

Also notice that **ClusterIP** is now running on **pcmk-2** – failover happened automatically, and no errors are reported.

### Quorum

If a cluster splits into two (or more) groups of nodes that can no longer communicate with each other (aka. partitions), quorum is used to prevent resources from starting on more nodes than desired, which would risk data corruption.

A cluster has quorum when more than half of all known nodes are online in the same partition, or for the mathematically inclined, whenever the following equation is true:

```
total_nodes < 2 * active_nodes
```

For example, if a 5-node cluster split into 3- and 2-node paritions, the 3-node partition would have quorum and could continue serving resources. If a 6-node cluster split into two 3-node partitions, neither partition would have quorum; pacemaker’s default behavior in such cases is to stop all resources, in order to prevent data corruption.

Two-node clusters are a special case. By the above definition, a two-node cluster would only have quorum when both nodes are running. This would make the creation of a two-node cluster pointless, but corosync has the ability to treat two-node clusters as if only one node is required for quorum.

The **pcs cluster setup** command will automatically configure **two_node: 1** in **corosync.conf**, so a two-node cluster will “just work”.

---

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If you are using a different cluster shell, you will have to configure `corosync.conf` appropriately yourself.

Now, simulate node recovery by restarting the cluster stack on `pcmk-1`, and check the cluster’s status. (It may take a little while before the cluster gets going on the node, but it eventually will look like the below.)

```
[root@pcmk-1 ~]# pcs cluster start pcmk-1
pcmk-1: Starting Cluster...
[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Cluster Summary:
  * Stack: corosync
  * Current DC: pcmk-2 (version 2.0.5-4.e18-ba59be7122) - partition with quorum
  * Last updated: Tue Jan 26 19:28:30 2021
  * Last change: Tue Jan 26 19:28:27 2021 by root via cibadmin on pcmk-1
  * 2 nodes configured
  * 1 resource instance configured

Node List:
  * Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
  * ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-2

Daemon Status:
corosync: active/disabled
pacemaker: active/disabled
pcsd: active/enabled
```

### 2.6.3 Prevent Resources from Moving after Recovery

In most circumstances, it is highly desirable to prevent healthy resources from being moved around the cluster. Moving resources almost always requires a period of downtime. For complex services such as databases, this period can be quite long.

To address this, Pacemaker has the concept of resource *stickiness*, which controls how strongly a service prefers to stay running where it is. You may like to think of it as the “cost” of any downtime. By default,¹ Pacemaker assumes there is zero cost associated with moving resources and will do so to achieve “optimal”² resource placement. We can specify a different stickiness for every resource, but it is often sufficient to change the default.

```
[root@pcmk-1 ~]# pcs resource defaults update resource-stickiness=100
Warning: Defaults do not apply to resources which override them with their own defined values
[root@pcmk-1 ~]# pcs resource defaults
Meta Attrs: rsc_defaults-meta_attributes
resource-stickiness=100
```

¹ Pacemaker may be built such that a positive resource-stickiness is automatically added to resource defaults. You can check your configuration to see if this is present.

² Pacemaker’s definition of optimal may not always agree with that of a human’s. The order in which Pacemaker processes lists of resources and nodes creates implicit preferences in situations where the administrator has not explicitly specified them.

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2.7 Add Apache HTTP Server as a Cluster Service

Now that we have a basic but functional active/passive two-node cluster, we’re ready to add some real services. We’re going to start with Apache HTTP Server because it is a feature of many clusters and relatively simple to configure.

2.7.1 Install Apache

Before continuing, we need to make sure Apache is installed on both hosts. We also need the wget tool in order for the cluster to be able to check the status of the Apache server.

```bash
# yum install -y httpd wget
# firewall-cmd --permanent --add-service=http
# firewall-cmd --reload
```

**Important:** Do not enable the httpd service. Services that are intended to be managed via the cluster software should never be managed by the OS. It is often useful, however, to manually start the service, verify that it works, then stop it again, before adding it to the cluster. This allows you to resolve any non-cluster-related problems before continuing. Since this is a simple example, we’ll skip that step here.

2.7.2 Create Website Documents

We need to create a page for Apache to serve. On CentOS Stream 8, the default Apache document root is /var/www/html, so we’ll create an index file there. For the moment, we will simplify things by serving a static site and manually synchronizing the data between the two nodes, so run this command on both nodes:

```bash
# cat <<-END >/var/www/html/index.html
<html>
<body>My Test Site - $(hostname)</body>
</html>
END
```

2.7.3 Enable the Apache status URL

In order to monitor the health of your Apache instance, and recover it if it fails, the resource agent used by Pacemaker assumes the server-status URL is available. On both nodes, enable the URL with:

```bash
# cat <<-END >/etc/httpd/conf.d/status.conf
<Location /server-status>
    SetHandler server-status
    Require local
</Location>
END
```

**Note:** If you are using a different operating system, server-status may already be enabled or may be configurable in a different location. If you are using a version of Apache HTTP Server less than 2.4, the syntax will be different.
2.7.4 Configure the Cluster

At this point, Apache is ready to go, and all that needs to be done is to add it to the cluster. Let’s call the resource WebSite. We need to use an OCF resource script called apache in the heartbeat namespace. The script’s only required parameter is the path to the main Apache configuration file, and we’ll tell the cluster to check once a minute that Apache is still running.

```
[root@pcmk-1 ~]# pcs resource create WebSite ocf:heartbeat:apache \
    configfile=/etc/httpd/conf/httpd.conf \
    statusurl="http://localhost/server-status" \
    op monitor interval=1min
```

By default, the operation timeout for all resources’ start, stop, and monitor operations is 20 seconds. In many cases, this timeout period is less than a particular resource’s advised timeout period. For the purposes of this tutorial, we will adjust the global operation timeout default to 240 seconds.

```
[root@pcmk-1 ~]# pcs resource op defaults update timeout=240s
```

Warning: Defaults do not apply to resources which override them with their own defined values

```
[root@pcmk-1 ~]# pcs resource op defaults
.timeout: 240s
```

**Note:** In a production cluster, it is usually better to adjust each resource’s start, stop, and monitor timeouts to values that are appropriate to the behavior observed in your environment, rather than adjust the global default.

After a short delay, we should see the cluster start Apache.

```
[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Cluster Summary:
  * Stack: corosync
    * Current DC: pcmk-2 (version 2.0.5-4.e18-ba59be7122) - partition with quorum
    * Last updated: Tue Jan 26 19:38:22 2021
    * Last change: Tue Jan 26 19:38:19 2021 by root via cibadmin on pcmk-1
    * 2 nodes configured
    * 2 resource instances configured

Node List:
  * Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
  * ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-2
  * WebSite (ocf::heartbeat:apache): Started pcmk-1

Daemon Status:
  corosync: active/disabled
  pacemaker: active/disabled
  pcsd: active/enabled
```

Wait a moment, the WebSite resource isn’t running on the same host as our IP address!

**Note:** If, in the pcs status output, you see the WebSite resource has failed to start, then you’ve likely not enabled the status URL correctly. You can check whether this is the problem by running:

1 Compare the key used here, ocf:heartbeat:apache, with the one we used earlier for the IP address, ocf:heartbeat:IPaddr2
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If you see **Not Found** or **Forbidden** in the output, then this is likely the problem. Ensure that the `<Location /server-status>` block is correct.

### 2.7.5 Ensure Resources Run on the Same Host

To reduce the load on any one machine, Pacemaker will generally try to spread the configured resources across the cluster nodes. However, we can tell the cluster that two resources are related and need to run on the same host (or not at all). Here, we instruct the cluster that WebSite can only run on the host that ClusterIP is active on.

To achieve this, we use a **colocation constraint** that indicates it is mandatory for WebSite to run on the same node as ClusterIP. The “mandatory” part of the colocation constraint is indicated by using a score of **INFINITY**. The **INFINITY** score also means that if ClusterIP is not active anywhere, WebSite will not be permitted to run.

**Note:** If ClusterIP is not active anywhere, WebSite will not be permitted to run anywhere.

**Important:** Colocation constraints are “directional”, in that they imply certain things about the order in which the two resources will have a location chosen. In this case, we’re saying that **WebSite** needs to be placed on the same machine as **ClusterIP**, which implies that the cluster must know the location of **ClusterIP** before choosing a location for **WebSite**.

```
[root@pcmk-1 ~]# pcs constraint colocation add WebSite with ClusterIP INFINITY
[root@pcmk-1 ~]# pcs constraint
Location Constraints:
Ordering Constraints:
Colocation Constraints:
  WebSite with ClusterIP (score:INFINITY)
Ticket Constraints:
[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Cluster Summary:
  * Stack: corosync
  * Current DC: pcmk-2 (version 2.0.5-4.e18-ba59be7122) - partition with quorum
  * Last updated: Tue Jan 26 19:45:11 2021
  * Last change: Tue Jan 26 19:44:30 2021 by root via cibadmin on pcmk-1
  * 2 nodes configured
  * 2 resource instances configured

Node List:
  * Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
  * ClusterIP *(ocf::heartbeat:IPaddr2):* Started pcmk-2
  * WebSite *(ocf::heartbeat:apache):* Started pcmk-2

Daemon Status:
  corosync: active/disabled
```

(continues on next page)
2.7.6 Ensure Resources Start and Stop in Order

Like many services, Apache can be configured to bind to specific IP addresses on a host or to the wildcard IP address. If Apache binds to the wildcard, it doesn’t matter whether an IP address is added before or after Apache starts; Apache will respond on that IP just the same. However, if Apache binds only to certain IP address(es), the order matters: If the address is added after Apache starts, Apache won’t respond on that address.

To be sure our WebSite responds regardless of Apache’s address configuration, we need to make sure ClusterIP not only runs on the same node, but starts before WebSite. A colocation constraint only ensures the resources run together, not the order in which they are started and stopped.

We do this by adding an ordering constraint. By default, all order constraints are mandatory, which means that the recovery of ClusterIP will also trigger the recovery of WebSite.

```
[root@pcmk-1 ~]# pcs constraint order ClusterIP then WebSite
Adding ClusterIP WebSite (kind: Mandatory) (Options: first-action=start then-action=start)
[root@pcmk-1 ~]# pcs constraint
Location Constraints:
Ordering Constraints:
  start ClusterIP then start WebSite (kind:Mandatory)
Colocation Constraints:
  WebSite with ClusterIP (score:INFINITY)
Ticket Constraints:
```

2.7.7 Prefer One Node Over Another

Pacemaker does not rely on any sort of hardware symmetry between nodes, so it may well be that one machine is more powerful than the other.

In such cases, you may want to host the resources on the more powerful node when it is available, to have the best performance – or you may want to host the resources on the less powerful node when it’s available, so you don’t have to worry about whether you can handle the load after a failover.

To do this, we create a location constraint.

In the location constraint below, we are saying the WebSite resource prefers the node pcmk-1 with a score of 50. Here, the score indicates how strongly we’d like the resource to run at this location.

```
[root@pcmk-1 ~]# pcs constraint location WebSite prefers pcmk-1=50
[root@pcmk-1 ~]# pcs constraint
Location Constraints:
  Resource: WebSite
    Enabled on: pcmk-1 (score:50)
Ordering Constraints:
  start ClusterIP then start WebSite (kind:Mandatory)
Colocation Constraints:
  WebSite with ClusterIP (score:INFINITY)
Ticket Constraints:
[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
```

(continues on next page)
Cluster Summary:
  * Stack: corosync
  * Current DC: pcmk-2 (version 2.0.5-4.el8-ba59be7122) – partition with quorum
  * Last updated: Tue Jan 26 19:46:52 2021
  * Last change: Tue Jan 26 19:46:40 2021 by root via cibadmin on pcmk-1
  * 2 nodes configured
  * 2 resource instances configured

Node List:
  * Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
  * ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-2
  * WebSite (ocf::heartbeat:apache): Started pcmk-2

Daemon Status:
  corosync: active_DISABLED
  pacemaker: active_DISABLED
  pcsd: active_ENABLED

Wait a minute, the resources are still on pcmk-2!

Even though WebSite now prefers to run on pcmk-1, that preference is (intentionally) less than the resource stickiness (how much we preferred not to have unnecessary downtime).

To see the current placement scores, you can use a tool called crm_simulate.

```bash
[root@pcmk-1 ~]# crm_simulate -sL
```

Current cluster status:
  Online: [ pcmk-1 pcmk-2 ]

```
ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-2
WebSite (ocf::heartbeat:apache): Started pcmk-2
```

Allocation scores:
  native_color: ClusterIP allocation score on pcmk-1: 50
  native_color: ClusterIP allocation score on pcmk-2: 200
  native_color: WebSite allocation score on pcmk-1: -INFINITY
  native_color: WebSite allocation score on pcmk-2: 100

Transition Summary:

### 2.7.8 Move Resources Manually

There are always times when an administrator needs to override the cluster and force resources to move to a specific location. In this example, we will force the WebSite to move to pcmk-1.

We will use the `pcs resource move` command to create a temporary constraint with a score of INFINITY. While we could update our existing constraint, using `move` allows to easily get rid of the temporary constraint later. If desired, we could even give a lifetime for the constraint, so it would expire automatically – but we don’t do that in this example.

```bash
[root@pcmk-1 ~]# pcs resource move WebSite pcmk-1
[root@pcmk-1 ~]# pcs constraint
```

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Location Constraints:
   Resource: WebSite
      Enabled on: pcmk-1 (score:50)
      Enabled on: pcmk-1 (score:INFINITY) (role: Started)
Ordering Constraints:
   start ClusterIP then start WebSite (kind:Mandatory)
Colocation Constraints:
   WebSite with ClusterIP (score:INFINITY)
Ticket Constraints:

[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Cluster Summary:
   * Stack: corosync
   * Current DC: pcmk-2 (version 2.0.5-4.el8-ba59be7122) - partition with quorum
   * Last updated: Tue Jan 26 19:49:27 2021
   * Last change: Tue Jan 26 19:49:10 2021 by root via crm_resource on pcmk-1
   * 2 nodes configured
   * 2 resource instances configured

Node List:
   * Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
   * ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-1
   * WebSite (ocf::heartbeat:apache): Started pcmk-1

Daemon Status:
   corosync: active/disabled
   pacemaker: active/disabled
   pcsd: active/enabled

Once we've finished whatever activity required us to move the resources to pcmk-1 (in our case nothing), we can then allow the cluster to resume normal operation by removing the new constraint. Due to our first location constraint and our default stickiness, the resources will remain on pcmk-1.

We will use the **pcs resource clear** command, which removes all temporary constraints previously created by **pcs resource move** or **pcs resource ban**.

[root@pcmk-1 ~]# pcs resource clear WebSite
Removing constraint: cli-prefer-WebSite
[root@pcmk-1 ~]# pcs constraint
Location Constraints:
   Resource: WebSite
      Enabled on: pcmk-1 (score:50)
Ordering Constraints:
   start ClusterIP then start WebSite (kind:Mandatory)
Colocation Constraints:
   WebSite with ClusterIP (score:INFINITY)
Ticket Constraints:

Note that the INFINITY location constraint is now gone. If we check the cluster status, we can also see that (as expected) the resources are still active on pcmk-1.

[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Cluster Summary:

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* Stack: corosync
* Current DC: pcmk-2 (version 2.0.5-4.el8-ba59be7122) - partition with quorum
* Last updated: Tue Jan 26 19:50:52 2021
* Last change: Tue Jan 26 19:50:24 2021 by root via crm_resource on pcmk-1
* 2 nodes configured
* 2 resource instances configured

Node List:
* Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
* ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-1
* WebSite (ocf::heartbeat:apache): Started pcmk-1

Daemon Status:
corosync: active/disabled
pacemaker: active/disabled
pcsd: active/enabled

To remove the constraint with the score of 50, we would first get the constraint’s ID using pcs constraint --full, then remove it with pcs constraint remove and the ID. We won’t show those steps here, but feel free to try it on your own, with the help of the pcs man page if necessary.

2.8 Replicate Storage Using DRBD

Even if you’re serving up static websites, having to manually synchronize the contents of that website to all the machines in the cluster is not ideal. For dynamic websites, such as a wiki, it’s not even an option. Not everyone can afford network-attached storage, but somehow the data needs to be kept in sync.

Enter DRBD, which can be thought of as network-based RAID-1.

2.8.1 Install the DRBD Packages

DRBD itself is included in the upstream kernel, but we do need some utilities to use it effectively.

CentOS does not ship these utilities, so we need to enable a third-party repository to get them. Supported packages for many OSes are available from DRBD’s maker LINBIT, but here we’ll use the free ELRepo repository.

On both nodes, import the ELRepo package signing key, and enable the repository:

```
# rpm --import https://www.elrepo.org/RPM-GPG-KEY-elrepo.org
# rpm -Uvh https://www.elrepo.org/elrepo-release-8.el8.elrepo.noarch.rpm
```

Verifying...                        [100%]
Preparing...                       [100%]
Updating / installing...
  1:elrepo-release-8.2-1.el8.elrepo [100%]
```

Now, we can install the DRBD kernel module and utilities:

1 See http://www.drbd.org for details.
2 Since version 2.6.33
# yum install -y kmod-drbd90 drbd90-utils

DRBD will not be able to run under the default SELinux security policies. If you are familiar with SELinux, you can modify the policies in a more fine-grained manner, but here we will simply exempt DRBD processes from SELinux control:

# yum install -y policycoreutils-python-utils
# semanage permissive -a drbd_t

We will configure DRBD to use port 7789, so allow that port from each host to the other:

```
[root@pcmk-1 ~]# firewall-cmd --permanent --add-rich-rule='rule family="ipv4" source address="192.168.122.102" port port="7789" protocol="tcp" accept'
success
[root@pcmk-1 ~]# firewall-cmd --reload
success
```

```
[root@pcmk-2 ~]# firewall-cmd --permanent --add-rich-rule='rule family="ipv4" source address="192.168.122.101" port port="7789" protocol="tcp" accept'
success
[root@pcmk-2 ~]# firewall-cmd --reload
success
```

**Note:** In this example, we have only two nodes, and all network traffic is on the same LAN. In production, it is recommended to use a dedicated, isolated network for cluster-related traffic, so the firewall configuration would likely be different; one approach would be to add the dedicated network interfaces to the trusted zone.

### 2.8.2 Allocate a Disk Volume for DRBD

DRBD will need its own block device on each node. This can be a physical disk partition or logical volume, of whatever size you need for your data. For this document, we will use a 512MiB logical volume, which is more than sufficient for a single HTML file and (later) GFS2 metadata.

```
[root@pcmk-1 ~]# vgdisplay | grep -e Name -e Free
  VG Name   cs_pcmk-1
  Free PE / Size  3583 / <14.00 GiB
[root@pcmk-1 ~]# lvcreate --name drbd-demo --size 512M cs_pcmk-1
Logical volume "drbd-demo" created.
[root@pcmk-1 ~]# lvs
  LV VG Attr LSize Pool Origin Data% Meta% Move Log Cpy%Sync Convert
  drbd-demo centos_pcmk-1 -wi-a----- 512.00m
  root centos_pcmk-1 -wi-ao---- 3.00g
  swap centos_pcmk-1 -wi-ao---- 1.00g
```

Repeat for the second node, making sure to use the same size:

```
[root@pcmk-1 ~]# ssh pcmk-2 -- lvcreate --name drbd-demo --size 512M cs_pcmk-2
Logical volume "drbd-demo" created.
```
2.8.3 Configure DRBD

There is no series of commands for building a DRBD configuration, so simply run this on both nodes to use this sample configuration:

```bash
# cat <<END >/etc/drbd.d/wwwdata.res
resource wwwdata {
    protocol C;
    meta-disk internal;
    device /dev/drbd1;
    syncer {
        verify-alg sha1;
    }
    net {
        allow-two-primaries;
    }
    on pcmk-1 {
        disk /dev/cs_pcmk-1/drbd-demo;
        address 192.168.122.101:7789;
    }
    on pcmk-2 {
        disk /dev/cs_pcmk-2/drbd-demo;
        address 192.168.122.102:7789;
    }
}
END
```

**Important:** Edit the file to use the hostnames, IP addresses and logical volume paths of your nodes if they differ from the ones used in this guide.

**Note:** Detailed information on the directives used in this configuration (and other alternatives) is available in the DRBD User’s Guide. The `allow-two-primaries` option would not normally be used in an active/passive cluster. We are adding it here for the convenience of changing to an active/active cluster later.

2.8.4 Initialize DRBD

With the configuration in place, we can now get DRBD running.

These commands create the local metadata for the DRBD resource, ensure the DRBD kernel module is loaded, and bring up the DRBD resource. Run them on one node:

```
[root@pcmk-1 -]# drbdadm create-md wwwdata
initializing activity log
initializing bitmap (16 KB) to all zero
Writing meta data...
New drbd meta data block successfully created.
[root@pcmk-1 -]# modprobe drbd
[root@pcmk-1 -]# drbdadm up wwwdata
```

(continues on next page)
--- Thank you for participating in the global usage survey ---
The server’s response is:
you are the 801th user to install this version

We can confirm DRBD’s status on this node:

```
[root@pcmk-1 ~]# drbdadm status
wwdata role:Secondary
disk:Inconsistent
pcmk-2 connection:Connecting
```

Because we have not yet initialized the data, this node’s data is marked as **Inconsistent**. Because we have not yet initialized the second node, the pcmk-2 connection is **Connecting** (waiting for connection).

Now, repeat the above commands on the second node, starting with creating wwwdata.res. After giving it time to connect, when we check the status of the first node, it shows:

```
[root@pcmk-1 ~]# drbdadm status
wwdata role:Secondary
disk:Inconsistent
pcmk-2 role:Secondary
peer-disk:Inconsistent
```

You can see that **pcmk-2 connection:Connecting** longer appears in the output, meaning the two DRBD nodes are communicating properly, and both nodes are in **Secondary** role with **Inconsistent** data.

To make the data consistent, we need to tell DRBD which node should be considered to have the correct data. In this case, since we are creating a new resource, both have garbage, so we’ll just pick pcmk-1 and run this command on it:

```
[root@pcmk-1 ~]# drbdadm primary --force wwwdata
```

**Note:** If you are using a different version of DRBD, the required syntax may be different. See the documentation for your version for how to perform these commands.

If we check the status of both nodes immediately, we’ll see something like this:

```
[root@pcmk-1 ~]# drbdadm status
wwdata role:Primary
```

(continues on next page)
We can see that the first node has the **Primary** role, its partner node has the **Secondary** role, the first node’s data is now considered **UpToDate**, the partner node’s data is still **Inconsistent**.

After a while, the sync should finish, and you’ll see something like:

```bash
[root@pcmk-1 ~]# drbdadm status
wwwdata role:Primary
disk:UpToDate
pcmk-1 role:Secondary
peer-disk:UpToDate
[root@pcmk-2 ~]# drbdadm status
wwwdata role:Secondary
disk:UpToDate
pcmk-1 role:Primary
peer-disk:UpToDate
```

Both sets of data are now **UpToDate**, and we can proceed to creating and populating a filesystem for our WebSite resource’s documents.

### 2.8.5 Populate the DRBD Disk

On the node with the primary role (pcmk-1 in this example), create a filesystem on the DRBD device:

```bash
[root@pcmk-1 ~]# mkfs.xfs /dev/drbd1

meta-data=/dev/drbd1 isize=512 agcount=4, agsize=32765 blks
  = sectsz=512 attr=2, projid32bit=1
  = crc=1 finobt=1, sparse=1, rmapbt=0
  = reflink=1
data = bsize=4096 blocks=131059, imaxpct=25
  = sunit=0 swidth=0 blks
naming =version 2 bsize=4096 ascii-ci=0, ftype=1
log =internal log bsize=4096 blocks=1368, version=2
  = sectsz=512 sunit=0 blks, lazy-count=1
realtime =none extsz=4096 blocks=0, rtextents=0
Discarding blocks...Done.
```

**Note:** In this example, we create an xfs filesystem with no special options. In a production environment, you should choose a filesystem type and options that are suitable for your application.

Mount the newly created filesystem, populate it with our web document, give it the same SELinux policy as the web document root, then unmount it (the cluster will handle mounting and unmounting it later):

```bash
[root@pcmk-1 ~]# mount /dev/drbd1 /mnt
[root@pcmk-1 ~]# cat <<END >/mnt/index.html
```
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<html>
<body>
My Test Site - DRBD</body>
</html>

END

[root@pcmk-1 ~]# chcon -R --reference=/var/www/html /mnt
[root@pcmk-1 ~]# umount /dev/drbd1

2.8.6 Configure the Cluster for the DRBD device

One handy feature pcs has is the ability to queue up several changes into a file and commit those changes all at once. To do this, start by populating the file with the current raw XML config from the CIB.

[root@pcmk-1 ~]# pcs cluster cib drbd_cfg

Using pcs’s -f option, make changes to the configuration saved in the drbd_cfg file. These changes will not be seen by the cluster until the drbd_cfg file is pushed into the live cluster’s CIB later.

Here, we create a cluster resource for the DRBD device, and an additional clone resource to allow the resource to run on both nodes at the same time.

[root@pcmk-1 ~]# pcs -f drbd_cfg resource create WebData ocf:linbit:drbd \
   drbd_resource=wwwdata op monitor interval=60s
[root@pcmk-1 ~]# pcs -f drbd_cfg resource promotable WebData \
   promoted-max=1 promoted-node-max=1 clone-max=2 clone-node-max=1 \
   notify=true
[root@pcmk-1 ~]# pcs resource status

* ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-1
* WebSite (ocf::heartbeat:apache): Started pcmk-1

After you are satisfied with all the changes, you can commit them all at once by pushing the drbd_cfg file into the live CIB.

[root@pcmk-1 ~]# pcs cluster cib-push drbd_cfg --config
CIB updated

Let’s see what the cluster did with the new configuration:

[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Cluster Summary:
  * Stack: corosync
  * Current DC: pcmk-1 (version 2.0.5-4.e18-ba59be7122) - partition with quorum
  * Last updated: Wed Feb  3 09:04:23 2021
  * Last change: Wed Feb  3 09:04:18 2021 by root via cibadmin on pcmk-1

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(continued from previous page)

* 2 nodes configured
* 4 resource instances configured

Node List:
* Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
* ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-1
* WebSite (ocf::heartbeat:apache): Started pcmk-1
* Clone Set: WebData-clone [WebData] (promotable):
  * Masters: [ pcmk-1 ]
  * Slaves: [ pcmk-2 ]

Daemon Status:
corosync: active/disabled
pacemaker: active/disabled
pcsd: active/enabled

We can see that WebData-clone (our DRBD device) is running as promoted (DRBD’s primary role) on pcmk-1 and unpromoted (DRBD’s secondary role) on pcmk-2.

Important: The resource agent should load the DRBD module when needed if it’s not already loaded. If that does not happen, configure your operating system to load the module at boot time. For CentOS Stream 8, you would run this on both nodes:

```
# echo drbd >/etc/modules-load.d/drbd.conf
```

2.8.7 Configure the Cluster for the Filesystem

Now that we have a working DRBD device, we need to mount its filesystem.

In addition to defining the filesystem, we also need to tell the cluster where it can be located (only on the DRBD Primary) and when it is allowed to start (after the Primary was promoted).

We are going to take a shortcut when creating the resource this time. Instead of explicitly saying we want the ocf:heartbeat:Filesystem script, we are only going to ask for Filesystem. We can do this because we know there is only one resource script named Filesystem available to pacemaker, and that pcs is smart enough to fill in the ocf:heartbeat: portion for us correctly in the configuration. If there were multiple Filesystem scripts from different OCF providers, we would need to specify the exact one we wanted.

Once again, we will queue our changes to a file and then push the new configuration to the cluster as the final step.

```
[root@pcmk-1 ~]# pcs cluster cib fs_cfg
[root@pcmk-1 ~]# pcs -f fs_cfg resource create WebFS Filesystem \ 
  device="/dev/drbd1" directory="/var/www/html" fstype="xfs"
Assumed agent name 'ocf:heartbeat:Filesystem' (deduced from 'Filesystem')
[root@pcmk-1 ~]# pcs -f fs_cfg constraint colocation add \ 
  WebFS with WebData-clone INFINITY with-rsc-role=Master
[root@pcmk-1 ~]# pcs -f fs_cfg constraint order \ 
  promote WebData-clone then start WebFS
Adding WebData-clone WebFS (kind: Mandatory) (Options: first-action=promote then-action=start)
```
We also need to tell the cluster that Apache needs to run on the same machine as the filesystem and that it must be active before Apache can start.

```
[root@pcmk-1 ~]# pcs -f fs_cfg constraint colocation add WebSite with WebFS INFINITY
[root@pcmk-1 ~]# pcs -f fs_cfg constraint order WebFS then WebSite
Adding WebFS WebSite (kind: Mandatory) (Options: first-action=start then-action=start)
```

Review the updated configuration.

```
[root@pcmk-1 ~]# pcs -f fs_cfg constraint
Location Constraints:
  Resource: WebSite
    Enabled on:
      Node: pcmk-1 (score:50)
Ordering Constraints:
  start ClusterIP then start WebSite (kind:Mandatory)
  promote WebData-clone then start WebFS (kind:Mandatory)
  start WebFS then start WebSite (kind:Mandatory)
Colocation Constraints:
  WebSite with ClusterIP (score:INFINITY)
  WebFS with WebData-clone (score:INFINITY) (with-rsc-role:Master)
  WebSite with WebFS (score:INFINITY)
Ticket Constraints:
[root@pcmk-1 ~]# pcs resource status
  * ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-1
  * WebSite (ocf::heartbeat:apache): Started pcmk-1
  * Clone Set: WebData-clone [WebData] (promotable):
    * Masters: [ pcmk-1 ]
    * Slaves: [ pcmk-2 ]
[root@pcmk-1 ~]# pcs resource config
Resource: ClusterIP (class=ocf provider=heartbeat type=IPaddr2)
  Attributes: cidr_netmask=24 ip=192.168.122.120
  Operations: monitor interval=30s (ClusterIP-monitor-interval-30s)
  start interval=0s timeout=20s (ClusterIP-start-interval-0s)
  stop interval=0s timeout=20s (ClusterIP-stop-interval-0s)
Resource: WebSite (class=ocf provider=heartbeat type=apache)
  Attributes: configfile=/etc/httpd/conf/httpd.conf statusurl=http://localhost/server-status
  Operations: monitor interval=60s (WebSite-monitor-interval-60s)
  start interval=0s timeout=40s (WebSite-start-interval-0s)
  stop interval=0s timeout=60s (WebSite-stop-interval-0s)
Clone: WebData-clone
  Meta Attrs: clone-max=2 clone-node-max=1 notify=true promotable=true promoted-max=1 promoted-
  node-max=1
Resource: WebData (class=ocf provider=linbit type=drbd)
  Attributes: drbd_resource=wwwdata
  Operations: monitor interval=60s (WebData-monitor-interval-60s)
  notify interval=0s timeout=90 (WebData-notify-interval-0s)
  promote interval=0s timeout=90 (WebData-promote-interval-0s)
  reload interval=0s timeout=90 (WebData-reload-interval-0s)
  start interval=0s timeout=240 (WebData-start-interval-0s)
  stop interval=0s timeout=100 (WebData-stop-interval-0s)
```

After reviewing the new configuration, upload it and watch the cluster put it into effect.

```
[root@pcmk-1 ~]# pcs cluster cib-push fs_cfg --config
CIB updated
[root@pcmk-1 ~]# pcs status
```

(continues on next page)
Cluster name: mycluster
Cluster Summary:
* Stack: corosync
* Current DC: pcmk-1 (version 2.0.5-4.el8-ba59be7122) - partition with quorum
* Last updated: Wed Feb 3 09:17:24 2021
* Last change: Wed Feb 3 09:17:19 2021 by root via cibadmin on pcmk-1
* 2 nodes configured
* 5 resource instances configured

Node List:
* Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
* ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-1
* WebSite (ocf::heartbeat:apache): Started pcmk-1
* Clone Set: WebData-clone [WebData] (promotable):
  * Masters: [ pcmk-1 ]
  * Slaves: [ pcmk-2 ]
* WebFS (ocf::heartbeat:Filesystem): Started pcmk-1

Daemon Status:
corosync: active/disabled
pacemaker: active/disabled
pcsd: active/enabled

---

2.8.8 Test Cluster Failover

Previously, we used pcs cluster stop pcmk-1 to stop all cluster services on pcmk-1, failing over the cluster resources, but there is another way to safely simulate node failure.

We can put the node into standby mode. Nodes in this state continue to run corosync and pacemaker but are not allowed to run resources. Any resources found active there will be moved elsewhere. This feature can be particularly useful when performing system administration tasks such as updating packages used by cluster resources.

Put the active node into standby mode, and observe the cluster move all the resources to the other node. The node’s status will change to indicate that it can no longer host resources, and eventually all the resources will move.

```
[root@pcmk-1 ~]# pcs node standby pcmk-1
[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Cluster Summary:
* Stack: corosync
* Current DC: pcmk-1 (version 2.0.5-4.el8-ba59be7122) - partition with quorum
* Last updated: Wed Feb 3 09:18:45 2021
* Last change: Wed Feb 3 09:18:35 2021 by root via cibadmin on pcmk-1
* 2 nodes configured
* 5 resource instances configured

Node List:
* Node pcmk-1: standby
* Online: [ pcmk-2 ]

Full List of Resources:
```
Once we've done everything we needed to on pcmk-1 (in this case nothing, we just wanted to see the resources move), we can allow the node to be a full cluster member again.

Notice that pcmk-1 is back to the Online state, and that the cluster resources stay where they are due to our resource stickiness settings configured earlier.

### 2.9 Convert Storage to Active/Active

The primary requirement for an Active/Active cluster is that the data required for your services is available, simultaneously, on both machines. Pacemaker makes no requirement on how this is achieved; you could use a SAN if you had one available, but since DRBD supports multiple Primaries, we can continue to use it here.
2.9.1 Install Cluster Filesystem Software

The only hitch is that we need to use a cluster-aware filesystem. The one we used earlier with DRBD, xfs, is not one of those. Both OCFS2 and GFS2 are supported; here, we will use GFS2.

On both nodes, install the GFS2 command-line utilities and the Distributed Lock Manager (DLM) required by cluster filesystems:

```
# yum install -y gfs2-utils dlm
```

**Note:** Because of an open CentOS bug, installing dlm is not trivial. This chapter will be updated once the bug is resolved.

2.9.2 Configure the Cluster for the DLM

The DLM control daemon needs to run on both nodes, so we’ll start by creating a resource for it (using the `ocf:pacemaker:controld` resource script), and clone it:

```
[root@pcmk-1 ~]# pcs cluster cib dlm_cfg
[root@pcmk-1 ~]# pcs -f dlm_cfg resource create dlm \
    ocf:pacemaker:controld op monitor interval=60s
[root@pcmk-1 ~]# pcs -f dlm_cfg resource clone dlm clone-max=2 clone-node-max=1
```

(continues on next page)
Activate our new configuration, and see how the cluster responds:

```bash
[root@pcmk-1 ~]# pcs cluster cib-push dlm_cfg --config
CIB updated
[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Cluster Summary:
  * Stack: corosync
  * Current DC: pcmk-1 (version 2.0.5-4.el8-ba59be7122) - partition with quorum
  * Last updated: Wed Feb 3 09:29:21 2021
  * Last change: Wed Feb 3 09:29:17 2021 by root via cibadmin on pcmk-1
  * 2 nodes configured
  * 7 resource instances configured

Node List:
  * Online: [ pcmk-1 pcmk-2 ]

Full List of Resources:
  * ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-2
  * WebSite (ocf::heartbeat:apache): Started pcmk-2
  * Clone Set: WebData-clone [WebData] (promotable):
    * Masters: [ pcmk-2 ]
    * Slaves: [ pcmk-1 ]
  * WebFS (ocf::heartbeat:Filesystem): Started pcmk-2
  * Clone Set: dlm-clone [dlm]:
    * Stopped: [ pcmk-1 pcmk-2 ]

Failed Resource Actions:
  * dlm_monitor_0 on pcmk-2 'not installed' (5): call=40, status='complete', exitreason='Setup,
    problem: couldn't find command: dlm_controld', last-rc-change='2021-02-03 09:29:18 -05:00',
    queued=0ms, exec=26ms
  * dlm_monitor_0 on pcmk-1 'not installed' (5): call=43, status='complete', exitreason='Setup,
    problem: couldn't find command: dlm_controld', last-rc-change='2021-02-03 09:29:18 -05:00',
    queued=0ms, exec=30ms

Daemon Status:
  corosync: active/disabled
  pacemaker: active/disabled
  pcsd: active/enabled
```

**Note:** Once the aforementioned CentOS bug is resolved, there won’t be any failed resource actions.

### 2.9.3 Create and Populate GFS2 Filesystem

Before we do anything to the existing partition, we need to make sure it is unmounted. We do this by telling the cluster to stop the WebFS resource. This will ensure that other resources (in our case, Apache) using WebFS are not only stopped, but stopped in the correct order.
You can see that both Apache and WebFS have been stopped, and that **pcmk-1** is currently running the promoted instance for the DRBD device.

Now we can create a new GFS2 filesystem on the DRBD device.

**Warning:** This will erase all previous content stored on the DRBD device. Ensure you have a copy of any important data.

**Important:** Run the next command on whichever node has the DRBD Primary role. Otherwise, you will receive the message:

```
/dev/drbd1: Read-only file system
```

The **mkfs.gfs2** command required a number of additional parameters:

- `-p lock_dlm` specifies that we want to use the kernel’s DLM.
- `-j 2` indicates that the filesystem should reserve enough space for two journals (one for each node that will access the filesystem).
- `-t mycluster:web` specifies the lock table name. The format for this field is `<CLUSTERNAME>:<FSNAME>`. For **CLUSTERNAME**, we need to use the same value we specified originally with **pcs cluster setup --name** (which is also the value of **cluster_name** in `/etc/corosync/corosync.conf`). If you are unsure what your cluster name is, you can look in...
Now we can (re-)populate the new filesystem with data (web pages). We’ll create yet another variation on our home page.

```
[root@pcmk-1 ~]# mount /dev/drbd1 /mnt
[root@pcmk-1 ~]# cat <<-END >/mnt/index.html
<html>
<body>My Test Site - GFS2</body>
</html>
END
[root@pcmk-1 ~]# chcon -R --reference=/var/www/html /mnt
[root@pcmk-1 ~]# umount /dev/drbd1
[root@pcmk-1 ~]# drbdadm verify wwwdata
```

### 2.9.4 Reconfigure the Cluster for GFS2

With the WebFS resource stopped, let’s update the configuration.

```
[root@pcmk-1 ~]# pcs resource show WebFS
Resource: WebFS (class=ocf provider=heartbeat type=Filesystem)
 Attributes: device=/dev/drbd1 directory=/var/www/html fstype=xfs
 Meta Attrs: target-role=Stopped
 Operations: monitor interval=20 timeout=40 (WebFS-monitor-interval-20)
 notify interval=0s timeout=60 (WebFS-notify-interval-0s)
 start interval=0s timeout=60 (WebFS-start-interval-0s)
 stop interval=0s timeout=60 (WebFS-stop-interval-0s)
```

The fstype option needs to be updated to `gfs2` instead of `xfs`.

```
[root@pcmk-1 ~]# pcs resource update WebFS fstype=gfs2
[root@pcmk-1 ~]# pcs resource show WebFS
Resource: WebFS (class=ocf provider=heartbeat type=Filesystem)
 Attributes: device=/dev/drbd1 directory=/var/www/html fstype=gfs2
 Meta Attrs: target-role=Stopped
 Operations: monitor interval=20 timeout=40 (WebFS-monitor-interval-20)
 notify interval=0s timeout=60 (WebFS-notify-interval-0s)
 start interval=0s timeout=60 (WebFS-start-interval-0s)
 stop interval=0s timeout=60 (WebFS-stop-interval-0s)
```

GFS2 requires that DLM be running, so we also need to set up new colocation and ordering constraints for it:

```
[root@pcmk-1 ~]# pcs constraint colocation add WebFS with dlm-clone INFINITY
[root@pcmk-1 ~]# pcs constraint order dlm-clone then WebFS
Adding dlm-clone WebFS (kind: Mandatory) (Options: first-action=start then-action=start)
```

### 2.9.5 Clone the Filesystem Resource

Now that we have a cluster filesystem ready to go, we can configure the cluster so both nodes mount the filesystem.

Clone the filesystem resource in a new configuration. Notice how pcs automatically updates the relevant constraints again.
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```
[root@pcmk-1 ~]# pcs cluster cib active_cfg
[root@pcmk-1 ~]# pcs -f active_cfg resource clone WebFS
[root@pcmk-1 ~]# pcs -f active_cfg constraint
Location Constraints:
Ordering Constraints:
  start ClusterIP then start WebSite (kind:Mandatory)
  promote WebDataClone then start WebFS-clone (kind:Mandatory)
  start WebFS-clone then start WebSite (kind:Mandatory)
  start dlm-clone then start WebFS-clone (kind:Mandatory)
Colocation Constraints:
  WebSite with ClusterIP (score:INFINITY)
  WebFS-clone with WebDataClone (score:INFINITY) (with-rsc-role:Master)
  WebSite with WebFS-clone (score:INFINITY)
  WebFS-clone with dlm-clone (score:INFINITY)
Ticket Constraints:
```

Tell the cluster that it is now allowed to promote both instances to be DRBD Primary.

```
[root@pcmk-1 ~]# pcs -f active_cfg resource update WebDataClone promoted-max=2
```

Finally, load our configuration to the cluster, and re-enable the WebFS resource (which we disabled earlier).

```
[root@pcmk-1 ~]# pcs cluster cib-push active_cfg --config
CIB updated
[root@pcmk-1 ~]# pcs resource enable WebFS
```

After all the processes are started, the status should look similar to this.

```
[root@pcmk-1 ~]# pcs resource
Master/Slave Set: WebDataClone [WebData]
  Masters: [ pcmk-1 pcmk-2 ]
Clone Set: dlm-clone [dlm]
  Started: [ pcmk-1 pcmk-2 ]
ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-1
Clone Set: WebFS-clone [WebFS]
  Started: [ pcmk-1 pcmk-2 ]
WebSite (ocf::heartbeat:apache): Started pcmk-1
```

**2.9.6 Test Failover**

Testing failover is left as an exercise for the reader.

With this configuration, the data is now active/active. The website administrator could change HTML files on either node, and the live website will show the changes even if it is running on the opposite node.

If the web server is configured to listen on all IP addresses, it is possible to remove the constraints between the WebSite and ClusterIP resources, and clone the WebSite resource. The web server would always be ready to serve web pages, and only the IP address would need to be moved in a failover.

**2.10 Configuration Recap**

**2.10.1 Final Cluster Configuration**
Note: Because of an open CentOS bug, installing dlm is not trivial. This chapter will be updated once the bug is resolved.

```plaintext
[root@pcmk-1 ~]# pcs resource
Master/Slave Set: WebDataClone [WebData]
  Masters: [ pcmk-1 pcmk-2 ]
Clone Set: dlm-clone [dlm]
  Started: [ pcmk-1 pcmk-2 ]
ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-1
Clone Set: WebFS-clone [WebFS]
  Started: [ pcmk-1 pcmk-2 ]
WebSite (ocf::heartbeat:apache): Started pcmk-1

[root@pcmk-1 ~]# pcs resource op defaults
timeout: 240s

[root@pcmk-1 ~]# pcs stonith
  * my_stonith   (stonith:fence_virt): Started pcmk-1

[root@pcmk-1 ~]# pcs constraint
Location Constraints:
Ordering Constraints:
  start ClusterIP then start WebSite (kind:Mandatory)
  promote WebDataClone then start WebFS-clone (kind:Mandatory)
  start WebFS-clone then start WebSite (kind:Mandatory)
  start dlm-clone then start WebFS-clone (kind:Mandatory)
Colocation Constraints:
  WebSite with ClusterIP (score:INFINITY)
  WebFS-clone with WebDataClone (score:INFINITY) (with-rsc-role:Master)
  WebSite with WebFS-clone (score:INFINITY)
  WebFS-clone with dlm-clone (score:INFINITY)
Ticket Constraints:
```

```plaintext
[root@pcmk-1 ~]# pcs status
Cluster name: mycluster
Stack: corosync
Current DC: pcmk-1 (version 1.1.18-11.el7_5.3-2b07d5c5a9) - partition with quorum
Last updated: Tue Sep 11 10:41:53 2018
Last change: Tue Sep 11 10:40:16 2018 by root via cibadmin on pcmk-1

2 nodes configured
11 resources configured

Online: [ pcmk-1 pcmk-2 ]

Full list of resources:

my_stonith   (stonith:fence_virt): Started pcmk-1
Master/Slave Set: WebDataClone [WebData]
  Masters: [ pcmk-1 pcmk-2 ]
Clone Set: dlm-clone [dlm]
  Started: [ pcmk-1 pcmk-2 ]
ClusterIP (ocf::heartbeat:IPaddr2): Started pcmk-1
Clone Set: WebFS-clone [WebFS]

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```
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Started: [ pcmk-1 pcmk-2 ]
WebSite (ocf::heartbeat:apache): Started pcmk-1

Daemon Status:
corosync: active/disabled
pacemaker: active/disabled
pcsd: active/enabled

[root@pcmk-1 ~]# pcs cluster cib --config

<configuration>
  <crm_config>
    <cluster_property_set id="cib-bootstrap-options">
      <nvpair id="cib-bootstrap-options-have-watchdog" name="have-watchdog" value="false"/>
      <nvpair id="cib-bootstrap-options-dc-version" name="dc-version" value="1.1.18-11.el7_5.3-2b07d5c5a9"/>
      <nvpair id="cib-bootstrap-options-cluster-infrastructure" name="cluster-infrastructure" value="corosync"/>
      <nvpair id="cib-bootstrap-options-cluster-name" name="cluster-name" value="mycluster"/>
      <nvpair id="cib-bootstrap-options-stonith-enabled" name="stonith-enabled" value="true"/>
      <nvpair id="cib-bootstrap-options-last-lrm-refresh" name="last-lrm-refresh" value="1536679009"/>
    </cluster_property_set>
  </crm_config>
  <nodes>
    <node id="1" uname="pcmk-1"/>
    <node id="2" uname="pcmk-2"/>
  </nodes>
  <resources>
    <primitive class="stonith" id="impi-fencing" type="fence_ipmilan">
      <instance_attributes id="impi-fencing-instance_attributes">
        <nvpair id="impi-fencing-instance_attributes-pcmk_host_list" name="pcmk_host_list" value="pcmk-1 pcmk-2"/>
        <nvpair id="impi-fencing-instance_attributes-ipaddr" name="ipaddr" value="10.0.0.1"/>
        <nvpair id="impi-fencing-instance_attributes-login" name="login" value="testuser"/>
        <nvpair id="impi-fencing-instance_attributes-passwd" name="passwd" value="acd123"/>
      </instance_attributes>
      <operations>
        <op id="impi-fencing-interval-60s" interval="60s" name="monitor"/>
      </operations>
    </primitive>
    <primitive class="ocf" id="WebData" provider="linbit" type="drbd">
      <instance_attributes id="WebData-instance_attributes">
        <nvpair id="WebData-instance_attributes-drbd_resource" name="drbd_resource" value="wwwdata"/>
      </instance_attributes>
      <operations>
        <op id="WebData-demote-interval-0s" interval="0s" name="demote" timeout="90"/>
        <op id="WebData-monitor-interval-60s" interval="60s" name="monitor"/>
        <op id="WebData-notify-interval-0s" interval="0s" name="notify" timeout="90"/>
        <op id="WebData-promote-interval-0s" interval="0s" name="promote" timeout="90"/>
        <op id="WebData-reload-interval-0s" interval="0s" name="reload" timeout="30"/>
        <op id="WebData-start-interval-0s" interval="0s" name="start" timeout="240"/>
        <op id="WebData-stop-interval-0s" interval="0s" name="stop" timeout="100"/>
      </operations>
    </primitive>
  </resources>
</configuration>
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```xml
</primitive>
<meta_attributes id="WebDataClone-meta_attributes">
    <nvpair id="WebDataClone-meta_attributes-promoted-node-max" name="promoted-node-max" value="1"/>
    <nvpair id="WebDataClone-meta_attributes-clone-max" name="clone-max" value="2"/>
    <nvpair id="WebDataClone-meta_attributes-notify" name="notify" value="true"/>
    <nvpair id="WebDataClone-meta_attributes-promoted-max" name="promoted-max" value="2"/>
    <nvpair id="WebDataClone-meta_attributes-clone-node-max" name="clone-node-max" value="1"/>
</meta_attributes>
</clone>

<primitive class="ocf" id="dlm" provider="pacemaker" type="controld">
    <operations>
        <op id="dlm-monitor-interval-60s" interval="60s" name="monitor"/>
        <op id="dlm-start-interval-0s" interval="0s" name="start" timeout="90"/>
        <op id="dlm-stop-interval-0s" interval="0s" name="stop" timeout="100"/>
    </operations>
</primitive>

<clone id="dlm-clone">
    <primitive class="ocf" id="ClusterIP" provider="heartbeat" type="IPaddr2">
        <instance_attributes id="ClusterIP-instance_attributes">
            <nvpair id="ClusterIP-instance_attributes-cidr_netmask" name="cidr_netmask" value="24"/>
            <nvpair id="ClusterIP-instance_attributes-ip" name="ip" value="192.168.122.120"/>
            <nvpair id="ClusterIP-instance_attributes-clusterip_hash" name="clusterip_hash" value="sourceip"/>
        </instance_attributes>
        <operations>
            <op id="ClusterIP-monitor-interval-30s" interval="30s" name="monitor" timeout="40"/>
            <op id="ClusterIP-notify-interval-0s" interval="0s" name="notify" timeout="60"/>
            <op id="ClusterIP-start-interval-0s" interval="0s" name="start" timeout="60"/>
            <op id="ClusterIP-stop-interval-0s" interval="0s" name="stop" timeout="60"/>
        </operations>
    </primitive>
</clone>

<primitive class="ocf" id="WebFS" provider="heartbeat" type="Filesystem">
    <instance_attributes id="WebFS-instance_attributes">
        <nvpair id="WebFS-instance_attributes-device" name="device" value="/dev/drbd1"/>
        <nvpair id="WebFS-instance_attributes-directory" name="directory" value="/var/www/html"/>
        <nvpair id="WebFS-instance_attributes-fstype" name="fstype" value="gfs2"/>
    </instance_attributes>
    <operations>
        <op id="WebFS-monitor-interval-20" interval="20" name="monitor" timeout="40"/>
        <op id="WebFS-notify-interval-0s" interval="0s" name="notify" timeout="60"/>
        <op id="WebFS-start-interval-0s" interval="0s" name="start" timeout="60"/>
        <op id="WebFS-stop-interval-0s" interval="0s" name="stop" timeout="60"/>
    </operations>
</primitive>
</clone>

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```

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2.10.2 Node List

[root@pcmk-1 ~]# pcs status nodes
Pacemaker Nodes:
  Online: pcmk-1 pcmk-2
  Standby:
  Maintenance:
  Offline:
Pacemaker Remote Nodes:

(continues on next page)
2.10.3 Cluster Options

```
[root@pcmk-1 ~]# pcs property
Cluster Properties:
  cluster-infrastructure: corosync
  cluster-name: mycluster
dc-version: 1.1.18-11.el7_5.3-2b07d5c5a9
  have-watchdog: false
  last-lrm-refresh: 1536679009
  stonith-enabled: true
```

The output shows state information automatically obtained about the cluster, including:

- **cluster-infrastructure** - the cluster communications layer in use
- **cluster-name** - the cluster name chosen by the administrator when the cluster was created
- **dc-version** - the version (including upstream source-code hash) of Pacemaker used on the Designated Controller, which is the node elected to determine what actions are needed when events occur

The output also shows options set by the administrator that control the way the cluster operates, including:

- **stonith-enabled=true** - whether the cluster is allowed to use STONITH resources

2.10.4 Resources

Default Options

```
[root@pcmk-1 ~]# pcs resource defaults
resource-stickiness: 100
```

This shows cluster option defaults that apply to every resource that does not explicitly set the option itself. Above:

- **resource-stickiness** - Specify the aversion to moving healthy resources to other machines

Fencing

```
[root@pcmk-1 ~]# pcs stonith show
  * my_stonith (stonith:fence_virt): Started pcmk-1
[root@pcmk-1 ~]# pcs stonith show my_stonith
Resource: my_stonith (class=stonith type=fence_virt)
  Attributes: ipaddr="10.0.0.1" login="testuser" passwd="acd123" pcmk_host_list="pcmk-1 pcmk-2"
  Operations: monitor interval=60s (fence-monitor-interval=60s)
```

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Service Address

Users of the services provided by the cluster require an unchanging address with which to access it.

```
[root@pcmk-1 -]# pcs resource show ClusterIP
Resource: ClusterIP (class=ocf provider=heartbeat type=IPaddr2)
Attributes: cidr_netmask=24 ip=192.168.122.120 clusterip_hash=sourceip
Meta Attrs: resource-stickiness=0
Operations: monitor interval=30s (ClusterIP-monitor-interval-30s)
           start interval=0s timeout=20s (ClusterIP-start-interval-0s)
           stop interval=0s timeout=20s (ClusterIP-stop-interval-0s)
```

DRBD - Shared Storage

Here, we define the DRBD service and specify which DRBD resource (from /etc/drbd.d/*.res) it should manage. We make it a promotable clone resource and, in order to have an active/active setup, allow both instances to be promoted at the same time. We also set the notify option so that the cluster will tell DRBD agent when its peer changes state.

```
[root@pcmk-1 -]# pcs resource show WebDataClone
Clone: WebDataClone (promotable)
Meta Attrs: promoted-node-max=1 clone-max=2 notify=true promoted-max=2 clone-node-max=1
Resource: WebData (class=ocf provider=linbit type=drbd)
Attributes: drbd_resource=wwwdata
Operations: demote interval=0s timeout=90 (WebData-demote-interval-0s)
           monitor interval=60s (WebData-monitor-interval-60s)
           notify interval=0s timeout=90 (WebData-notify-interval-0s)
           promote interval=0s timeout=90 (WebData-promote-interval-0s)
           reload interval=0s timeout=30 (WebData-reload-interval-0s)
           start interval=0s timeout=240 (WebData-start-interval-0s)
           stop interval=0s timeout=100 (WebData-stop-interval-0s)
```

```
[root@pcmk-1 -]# pcs constraint ref WebDataClone
Resource: WebDataClone
colocation-WebFS-WebDataClone-INFINITY
order-WebDataClone-WebFS-mandatory
```

Cluster Filesystem

The cluster filesystem ensures that files are read and written correctly. We need to specify the block device (provided by DRBD), where we want it mounted and that we are using GFS2. Again, it is a clone because it is intended to be active on both nodes. The additional constraints ensure that it can only be started on nodes with active DLM and DRBD instances.

```
[root@pcmk-1 -]# pcs resource show WebFS-clone
Clone: WebFS-clone
Resource: WebFS (class=ocf provider=heartbeat type=Filesystem)
Attributes: device=/dev/drbd1 directory=/var/www/html fstype=gfs2
Operations: monitor interval=20 timeout=40 (WebFS-monitor-interval-20)
           notify interval=0s timeout=60 (WebFS-notify-interval-0s)
           start interval=0s timeout=60 (WebFS-start-interval-0s)
           stop interval=0s timeout=60 (WebFS-stop-interval-0s)
```

```
[root@pcmk-1 -]# pcs constraint ref WebFS-clone
Resource: WebFS-clone
colocation-WebFS-WebDataClone-INFINITY
(continues on next page)
Apache

Lastly, we have the actual service, Apache. We need only tell the cluster where to find its main configuration file and restrict it to running on a node that has the required filesystem mounted and the IP address active.

```bash
[root@pcmk-1 ~]# pcs resource show WebSite
Resource: WebSite (class=ocf provider=heartbeat type=apache)
   Attributes: configfile=/etc/httpd/conf/httpd.conf statusurl=http://localhost/server-status
   Operations: monitor interval=1min (WebSite-monitor-interval-1min)
                start interval=0s timeout=40s (WebSite-start-interval-0s)
                stop interval=0s timeout=60s (WebSite-stop-interval-0s)
[root@pcmk-1 ~]# pcs constraint ref WebSite
Resource: WebSite
   colocation-WebSite-ClusterIP-INFINITY
   colocation-WebSite-WebFS-INFINITY
   order-ClusterIP-WebSite-mandatory
   order-WebFS-WebSite-mandatory
   order-dlm-clone-WebFS-mandatory
```

2.11 Sample Corosync Configuration

Sample corosync.conf for two-node cluster created by pcs.

```bash
totem {
  version: 2
  cluster_name: mycluster
  secauth: off
  transport: udpu
}

nodelist {
  node {
    ring0_addr: pcmk-1
    nodeid: 1
  }

  node {
    ring0_addr: pcmk-2
    nodeid: 2
  }
}

quorum {
  provider: corosync_votequorum
  two_node: 1
}

logging {
  to_logfile: yes
}
```

2.11 Sample Corosync Configuration
2.12 Further Reading

- Project Website [https://www.clusterlabs.org/](https://www.clusterlabs.org/)
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