

HA Design Guidelines for HP Superdomes and Other Partitioned Servers

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Agenda

- General server high availability design principles
- Superdome-specific high availability design principles
- Clustered Superdome design principles
- Serviceguard cluster arbitration
- vPar design considerations
- Design principles applicable to other partitioned servers

- Focus is **architecture design**, not implementation

Superdome Cabinet View

Front View



Cell Board (8) →

I/O Chassis (4) →

Power Supplies →

Rear View



I/O Chassis →

PDCA →

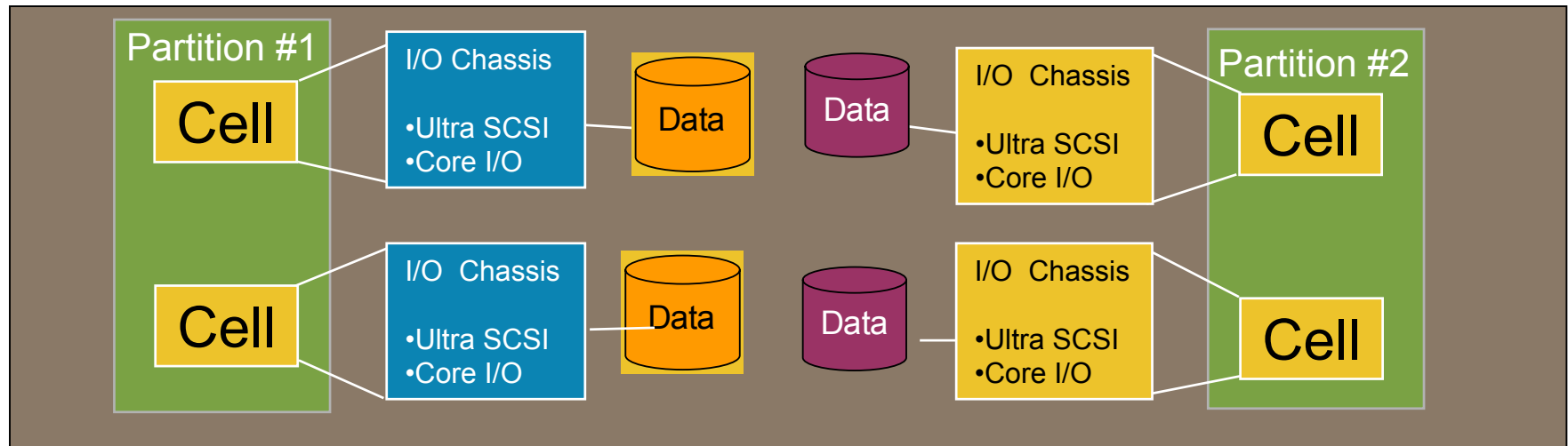
SPOF: Single Points of Failure

Component	Protection Mechanism(s)
Disk	-Multiple host adapters + link failover software -Data protection (software-based or hardware-based)
CPU	-Multiple processors -Dynamic Processor Resilience (online deallocation)
Network	-Multiple host adapters, switches -Link failover software
Power	-Redundant power supplies -Multiple power circuits
Software / App.	-Dependent on specific software product -Serviceguard may restart application on same system or migrate it to adoptive system
System	-Multiple systems, configured in a cluster

Design Principles – Standalone Superdome

- Cell board:
 - Each Superdome partition configured with at least two cell boards
 - Each cell board configured with at least two active CPUs
 - Each cell board configured with at least 4GB RAM (PA arch.)
- Power:
 - Redundant PDCA (Power Distribution Control Assembly)
- I/O Chassis:
 - Redundant I/O chassis per Superdome partition
 - Each Superdome partition configured with two core I/O cards

Example: Superdome Partition I/O



Key Design Principles:

- Redundant I/O chassis per partition
- Redundant Core I/O cards per partition
- Redundant I/O paths to storage
- Data is protected (software mirrored or hardware RAID)
- Diagram can be extended to network configuration

What is a Valid Cluster?

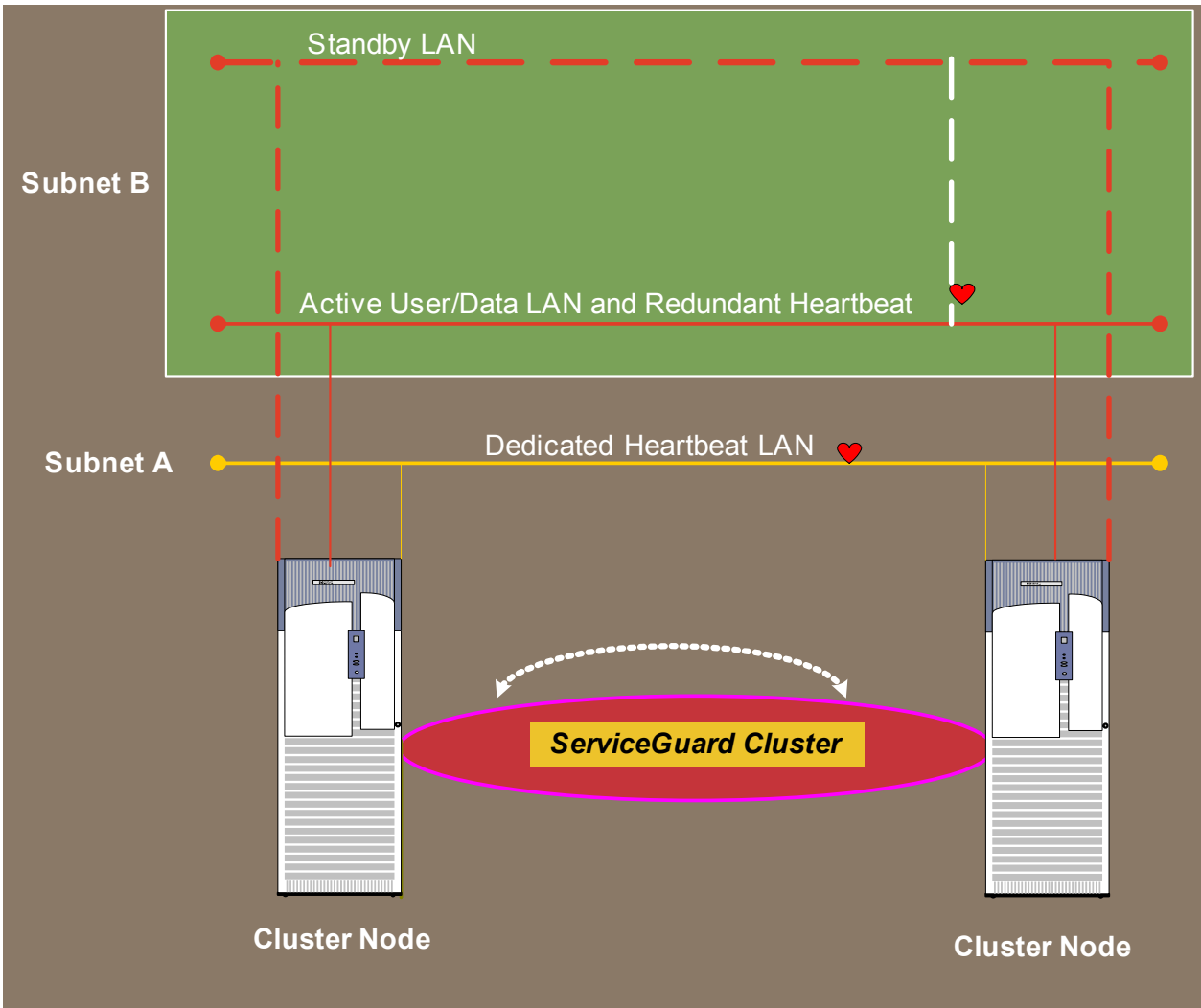
- A independent copy of HP-UX can be configured on any of the following:
 - A hard partition (nPar)
 - A soft partition (vPar)
 - A non-partitioned HP9000 server
- Valid Serviceguard clusters can include the following types of “nodes”:
 - nPars within the same server
 - nPars from different servers
 - Non-partitioned HP9000 servers
 - vPars

Design Principles – Cluster LAN



- Serviceguard cluster “nodes” should include the following network design principles:
 - Cluster heartbeat must be configured with redundant LANs
 - Dedicate one LAN interface to cluster heartbeat
 - User/data subnets should be configured with a standby
 - Primary/standby LAN’s must be the same network stack
- Cluster LAN variables defined in the Serviceguard configuration file (/etc/cmcluster/clusterconf.ascii):
 - *HEARTBEAT_IP* specifies cluster heartbeat traffic
 - *STATIONARY_IP* specifies data traffic only
 - *<blank>* definition specifies a standby LAN

Example: Cluster LAN Design



- Key Design Principles**
- Dedicated cluster HB
 - Redundant HB
 - Standby LAN

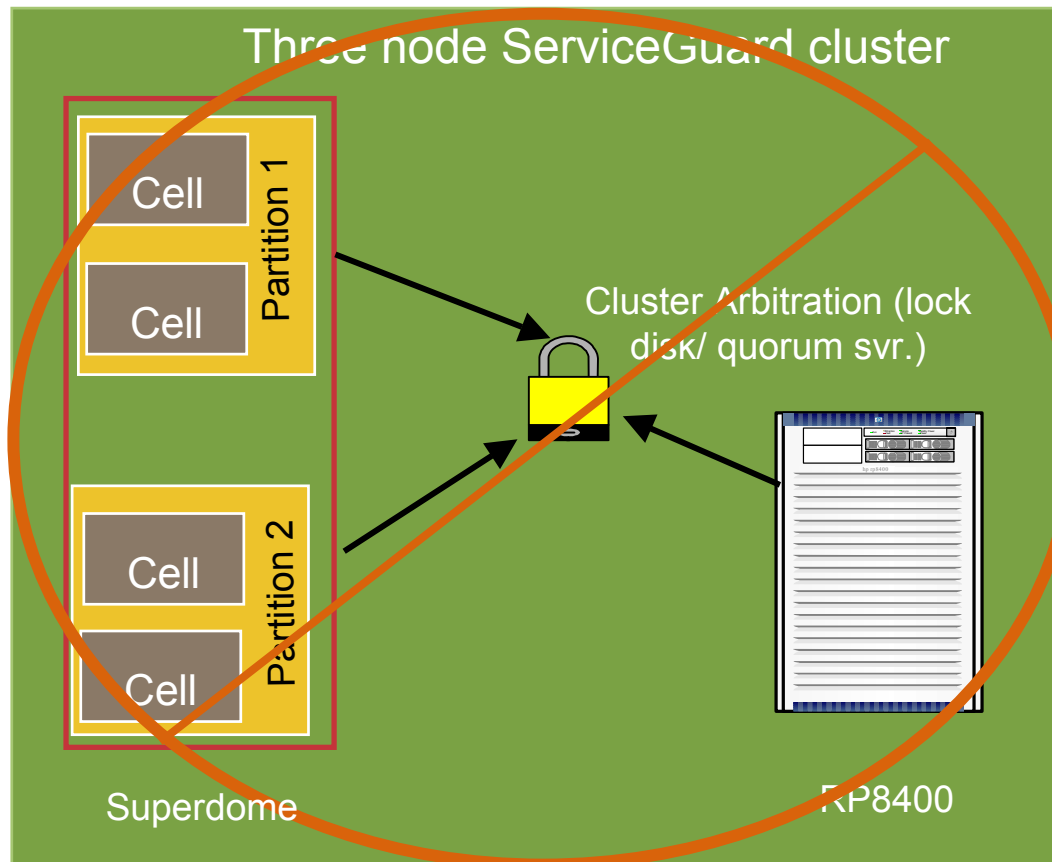
Serviceguard Cluster Design Principles



- Clusters should never lose $> 50\%$ of the nodes due to a single failure
- An arbitrator is required if a cluster can lose exactly 50% of the nodes from a single failure
- Cluster arbitrators must be powered independently of the cluster nodes
- A Superdome (or any partitioned server) cluster configuration should extend beyond a single cabinet

Example: >50% of cluster nodes lost during failure

A cluster should never lose > 50% of the cluster nodes due to a single failure

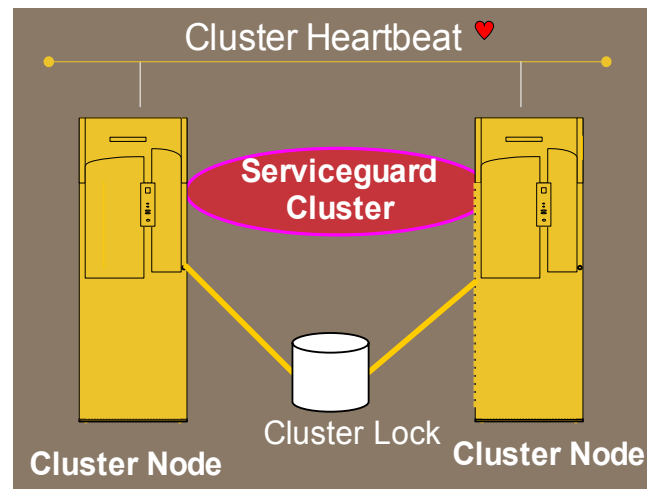


Cluster Arbitration – Cluster Lock Disk

- Cluster arbitration is **required** in certain situations to ensure cluster reformation.
- Three methods of arbitration: **cluster lock disk**, **quorum server**, and **arbiter node**

Cluster lock disk:

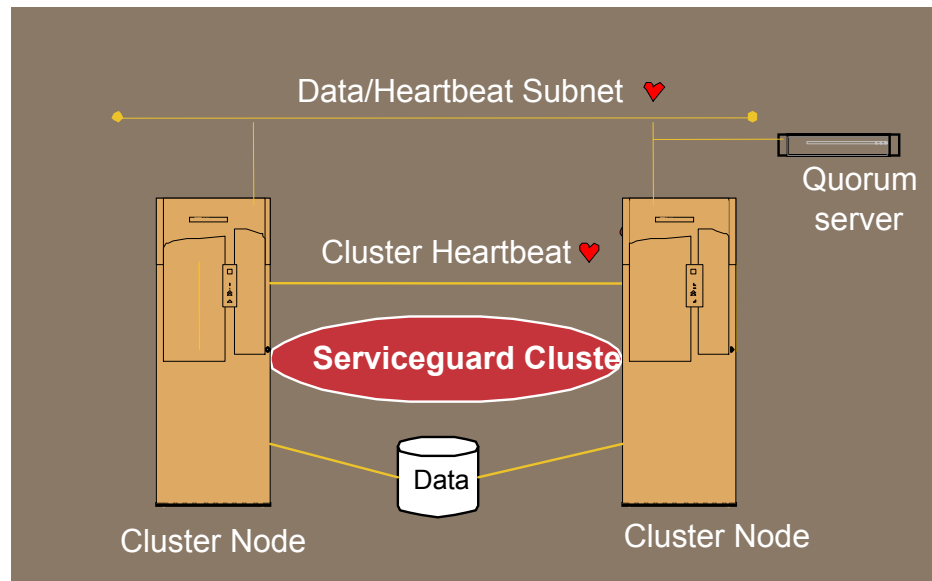
- A volume group which is accessible by all cluster nodes
- Can arbitrate a single cluster, up to four nodes in size.
- Required for a two-node cluster, optional for larger clusters
- `FIRST_CLUSTER_LOCK_VG` defined in `/etc/cmcluster/clusterconf.ascii`



Cluster Arbitration – Quorum Server

Quorum server:

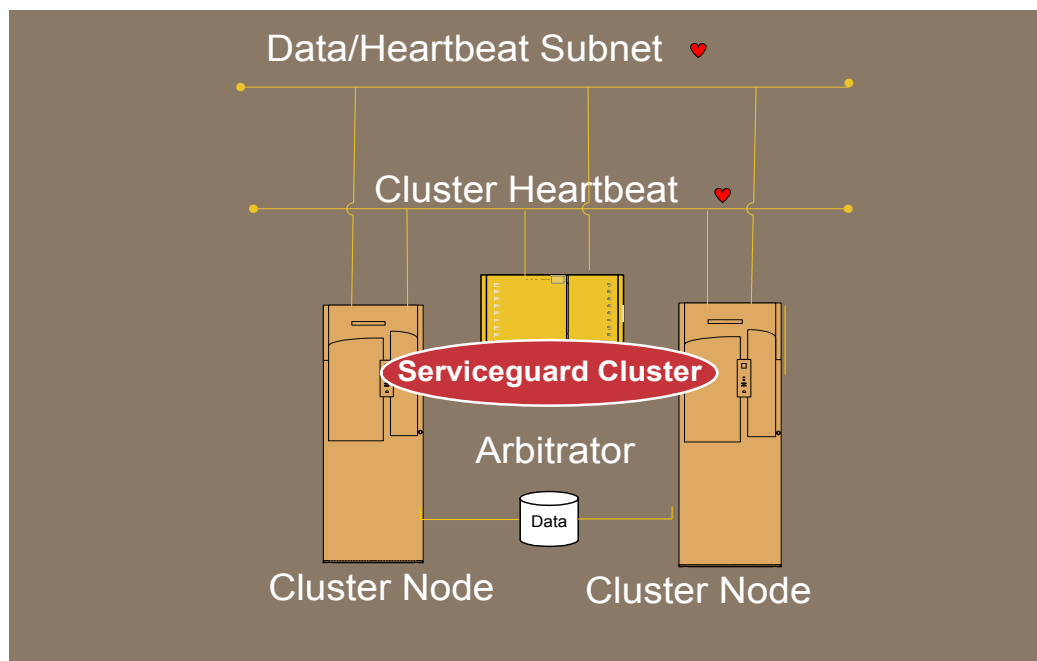
- Can arbitrate up to fifty separate clusters, or up to one hundred nodes
- Is **not** a Serviceguard cluster node



Cluster Arbitration – Arbitrator Node

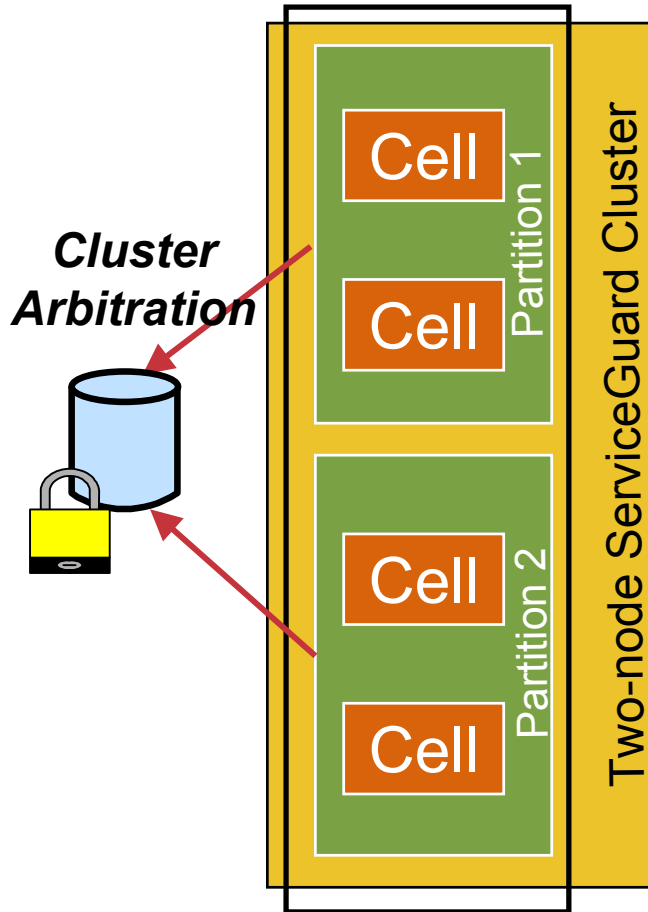
Arbitrator node:

- Serviceguard cluster node. Doesn't need to be connected to shared storage.
- Serviceguard LAN guidelines still apply
- Required for clusters > four nodes, and three-site disaster tolerant architectures



Example: "Cluster in a Box"

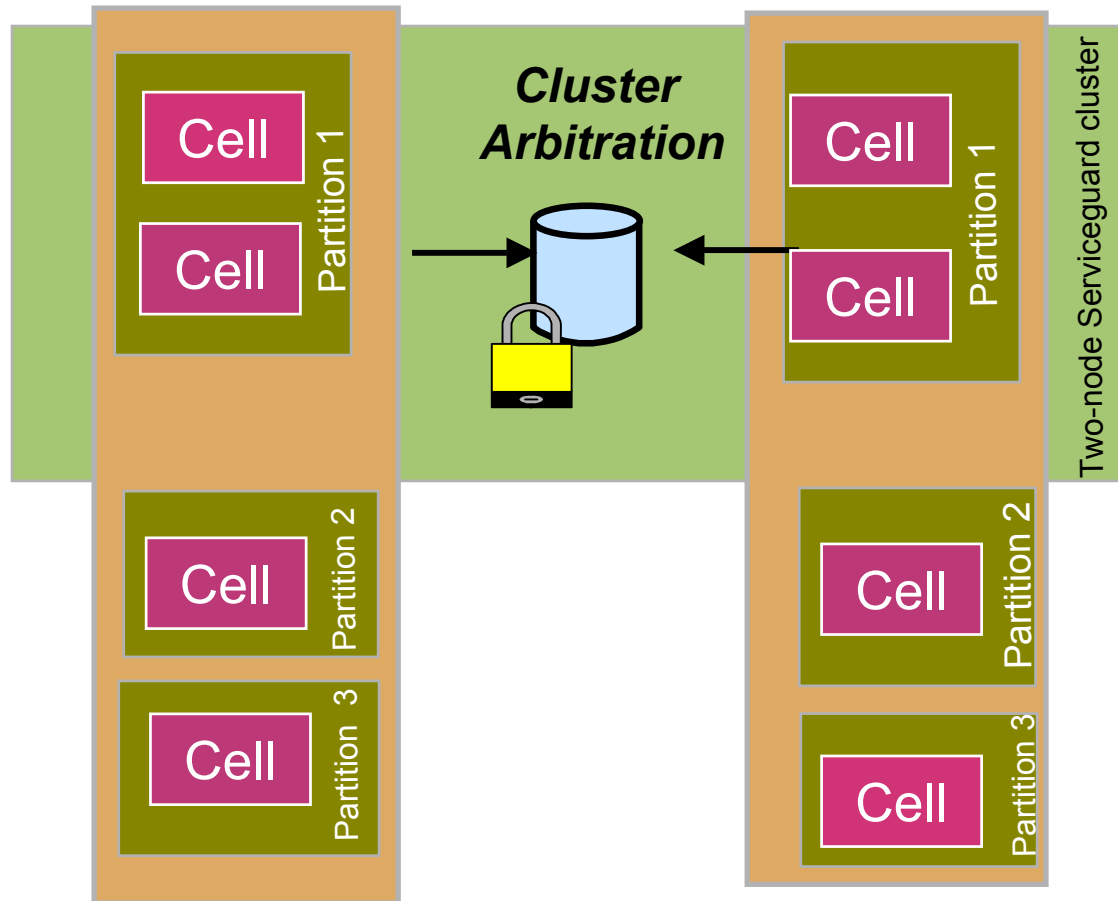
One SD, rp8400 or rp7410



- Entire cluster is susceptible to standalone node SPOF's
- Preferred design is to spread cluster nodes among independent cabinets:
 - 2 x SD 32-way cabinets are preferred to 1x 64-way cabinet
- Power inputs should be connected to independent power circuits
 - Arbitrator should be powered independently of the cluster nodes
 - Root mirror should be on separate circuit from root volume

Design Principle: Cluster should extend beyond a single cabinet

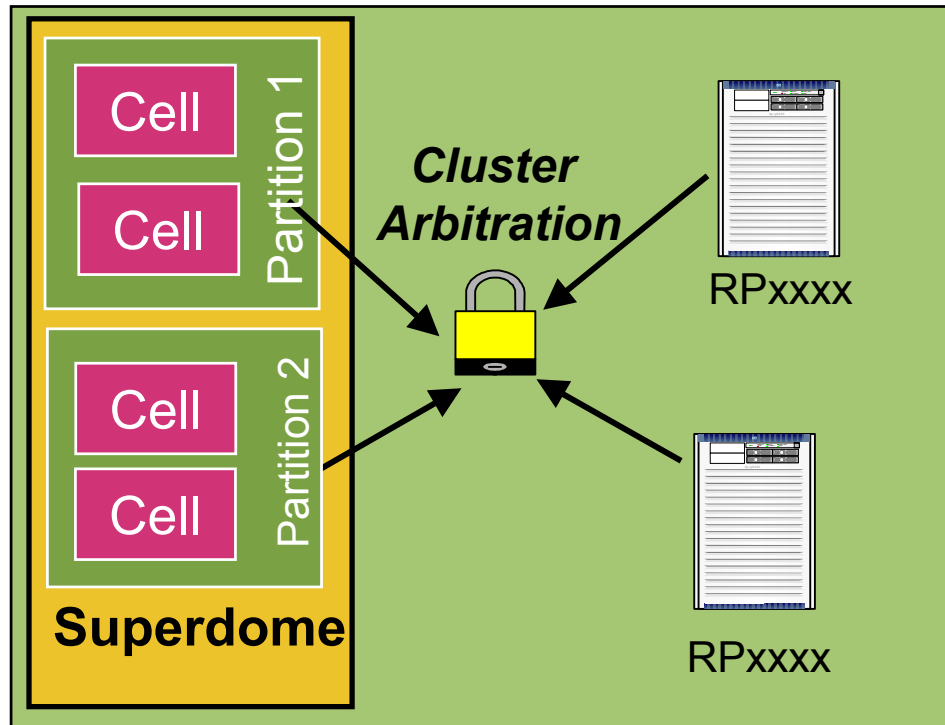
Example: Multi-Cabinet Cluster



Design Principle: Cluster should extend beyond a single cabinet

Example: Mixed Node Cluster

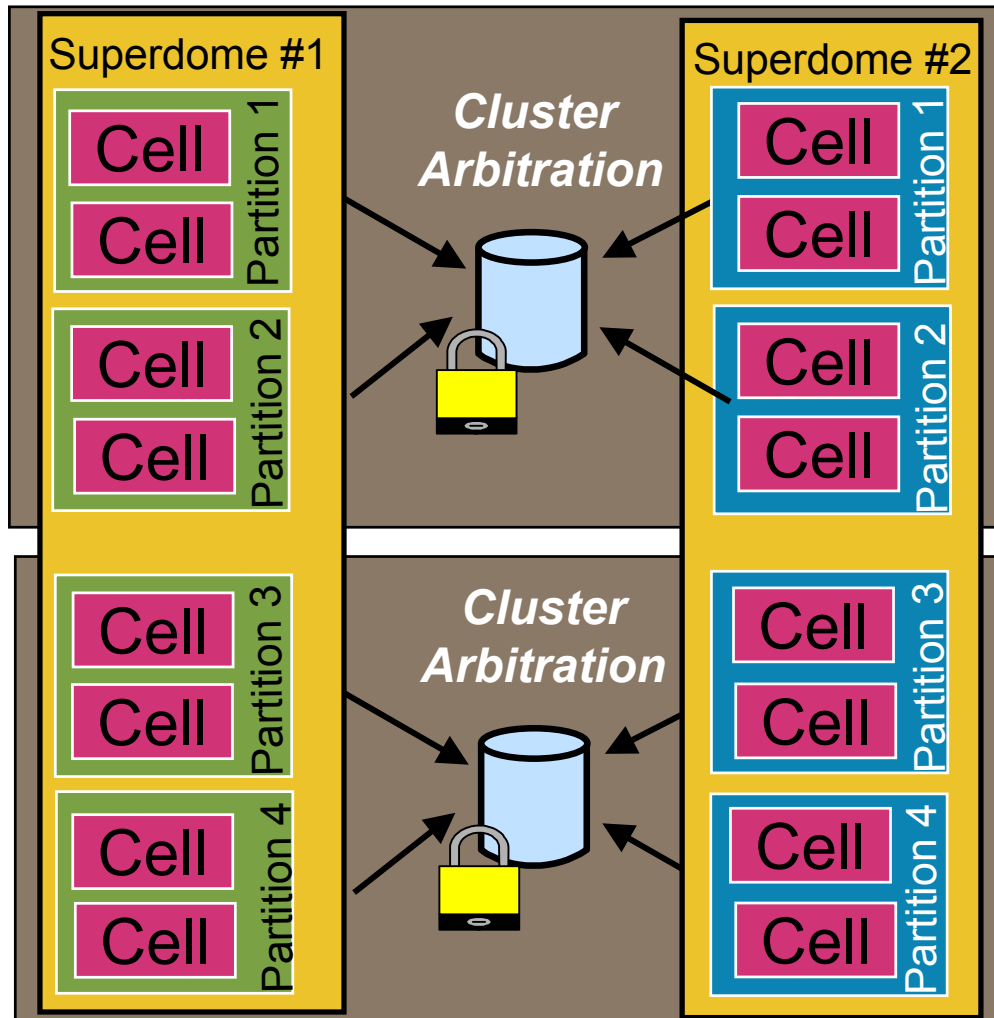
Four-node Serviceguard cluster



- Single cabinet should not contain > 50% of cluster
- Arbitrator needed if single cabinet = 50% of cluster

Example: Multiple Clusters

2 x 4-node clusters within (2) Superdome cabinets



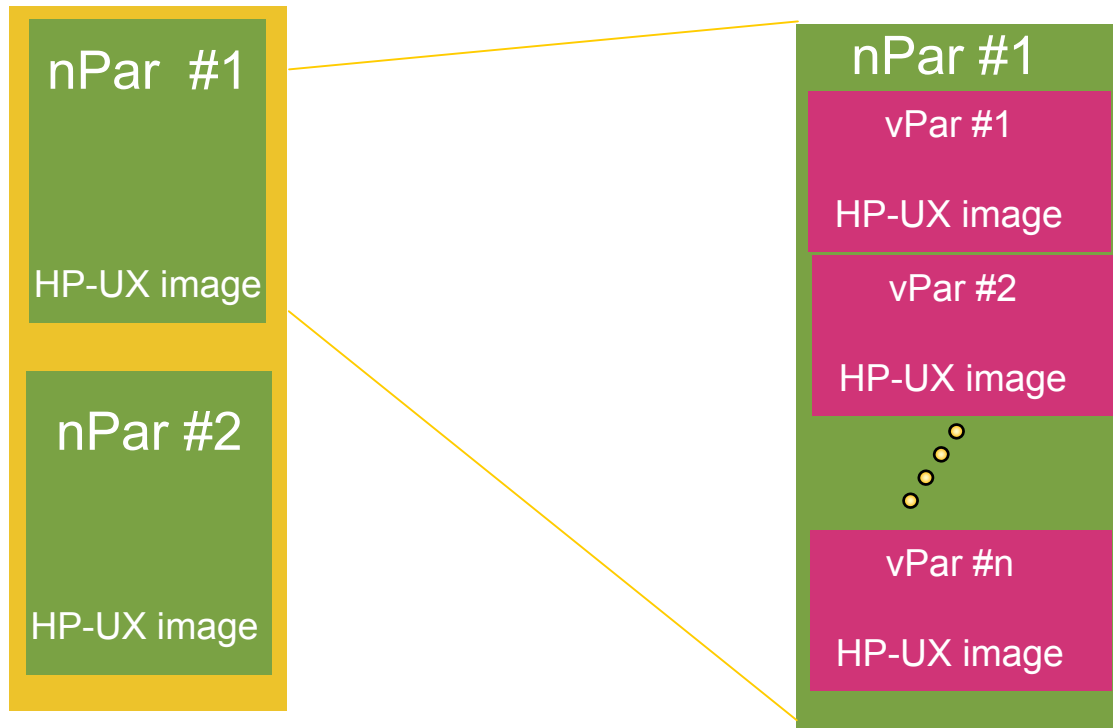
- Cluster lock cannot be shared by multiple clusters
- Single quorum server can support multiple clusters

Cluster #1

Cluster #2

nPars vs. vPars

nPar: hard partition within a cabinet **vPar:** Soft partition within a nPar



Partitionable Server

Single nPar

← More electrical separation More dynamic flexibility →

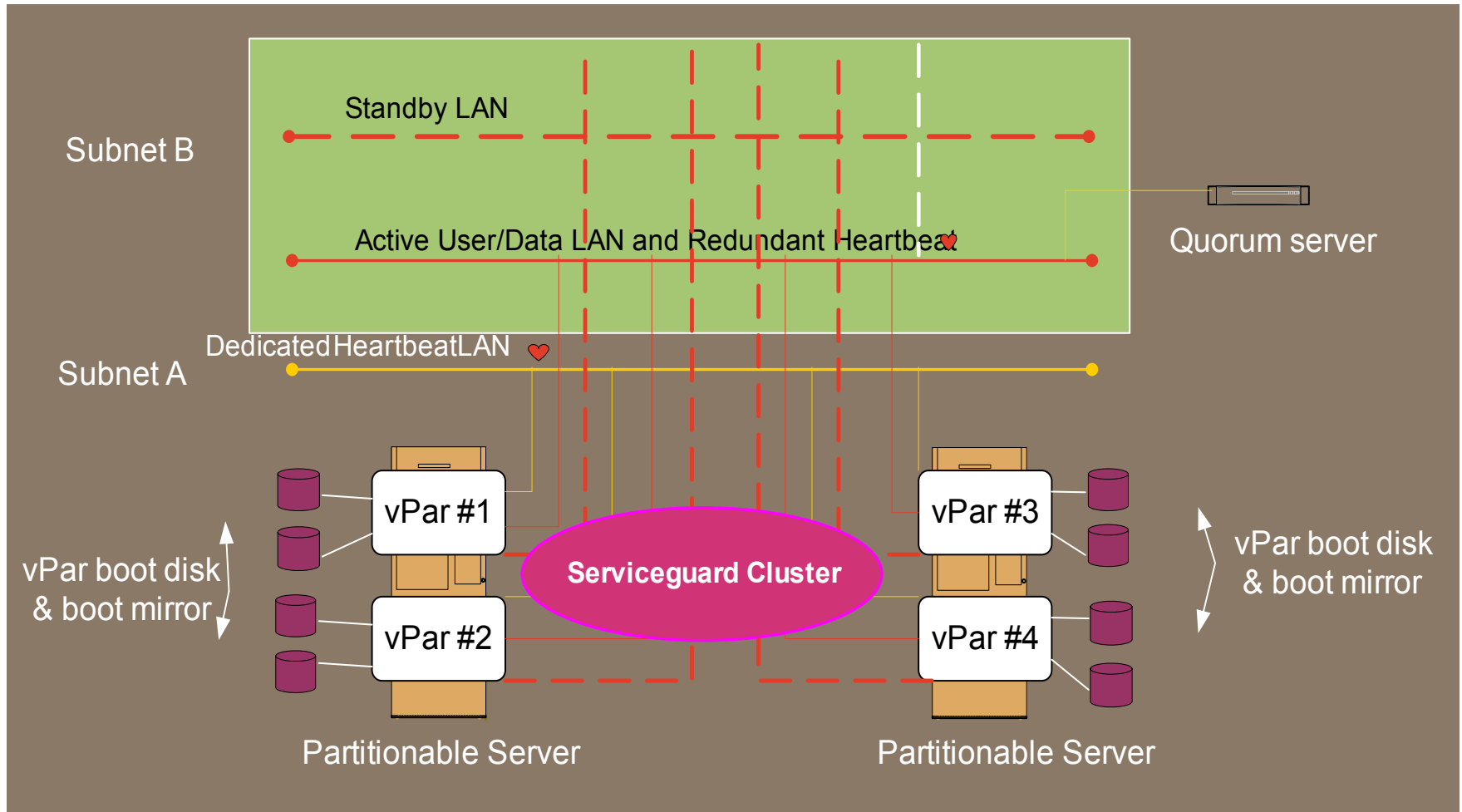
Design Principles – vPars

- Configured with independent boot disks
- I/O cards with multiple ports are not shared by vPars
- Only one vPar owns all ports on any multi-port I/O card
- Majority of nPar configuration guidelines apply to vPars

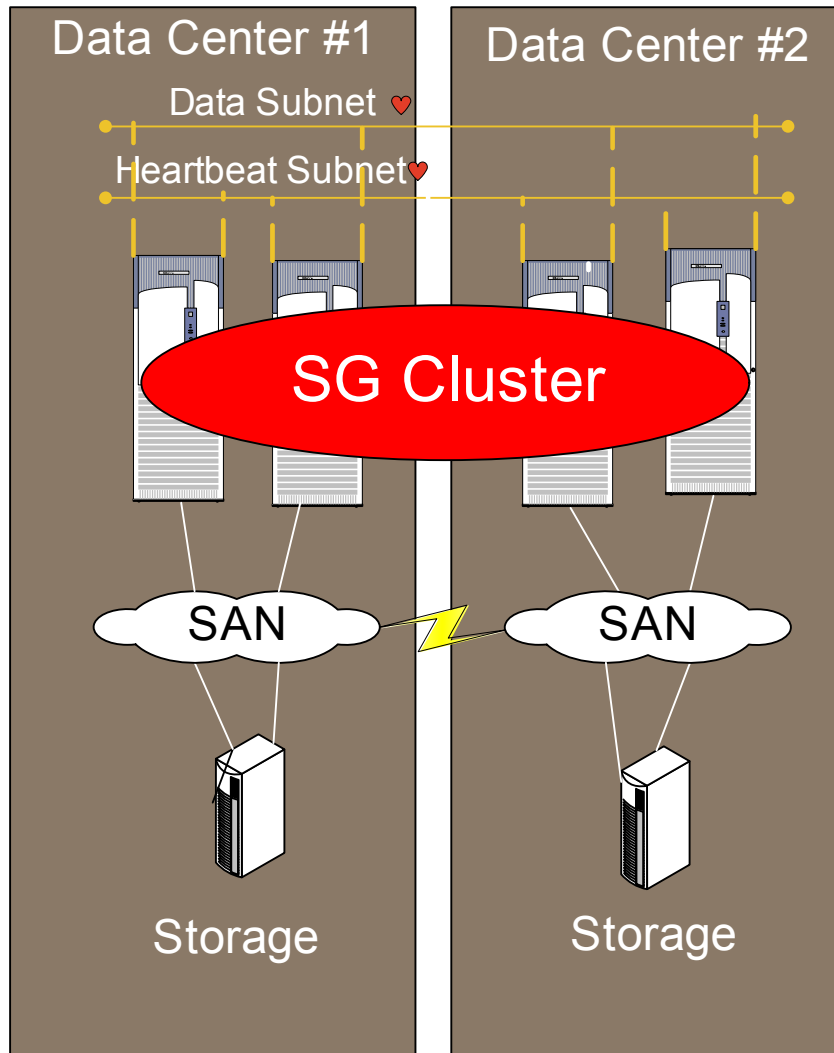
Design Principles – vPars as Cluster Nodes

- A vPar can be thought of as a node in an HA cluster
- Configure a vPar with at least two CPUs
- Add the following types of I/O cards for each vPar:
 - I/O cards for primary boot and alternate boot mirror
 - LAN cards for dedicated HB, active LAN, standby LAN
 - I/O cards for shared disk primary path and alternate path
 - I/O card for removable media (DVD-ROM/DDS-DAT)
- Combo card support can ease vPar I/O requirements
- Requirements will determine best partitioning solution

Example: vPar Cluster LAN Architecture



Disaster Tolerant Architecture Guidelines



- Minimize single-site SPOF's
- Configure multiple servers per site, if possible
- Redundant physical paths for site-to-site cabling, such as networking and storage
- Three-site architecture is preferable to two-site architecture

Summary – HA Design Principles

General Design Principles:

- Minimize potential single system SPOF's:
 - Multiple cell boards per nPar
 - Redundant I/O chassis per nPar
 - Redundant I/O cards for boot storage, data storage, and networking
 - Redundant power inputs to server
 - Path failover software for storage and networking

Cluster Design Principles:

- Redundant cluster heartbeat paths
- Configure cluster nodes across independent Superdome cabinets
- Cluster arbitrator should be powered independently of the cluster nodes
- Configure an arbitrator if a single partitionable server contains 50% of the cluster nodes
- A single server should never be configured with a majority of the cluster nodes

Reference Resources

Superdome hardware:

- <http://www.docs.hp.com/hpux/hw/index.html>

Cluster Design/Documentation:

- <http://www.docs.hp.com/hpux/ha/index.html>

Virtual Partitioning:

- <http://www.docs.hp.com/hpux/11i/index.html>



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