



# FastX Clustering Guide

For FastX 3.2

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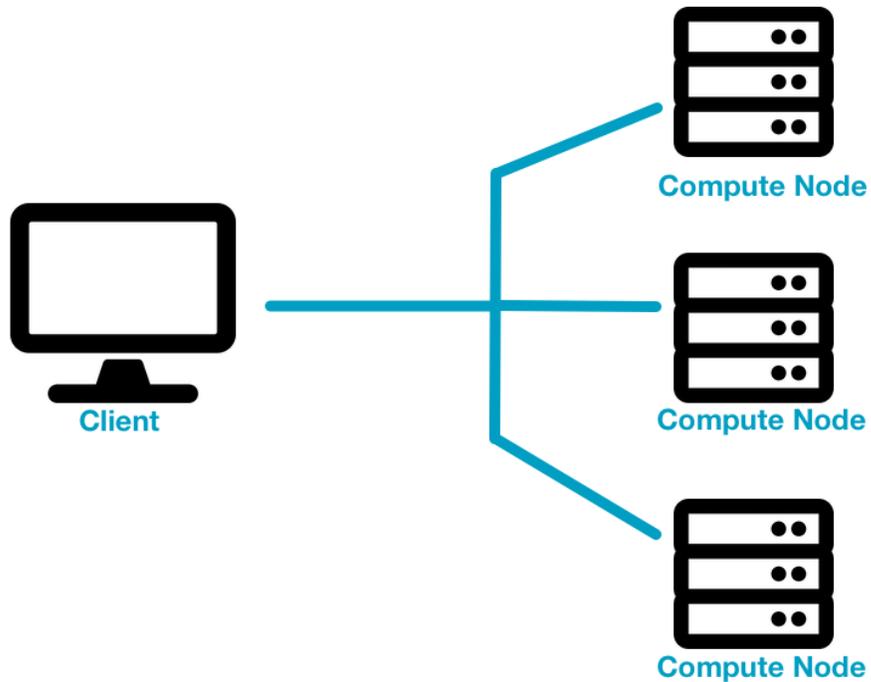
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## Background

FastX Is a platform for creating, managing, and connecting to Virtual Display Sessions (sessions) on remote Linux systems. Multiple systems can be run individually as standalone systems, but the real power comes from when those systems are linked together into a cluster. Clusters allow administrators to Centrally Manage multiple systems, create single entry points into the cluster event behind a firewall, Load Balance systems to allow even distribution of work, and many other features simplifying and improving the user experience.

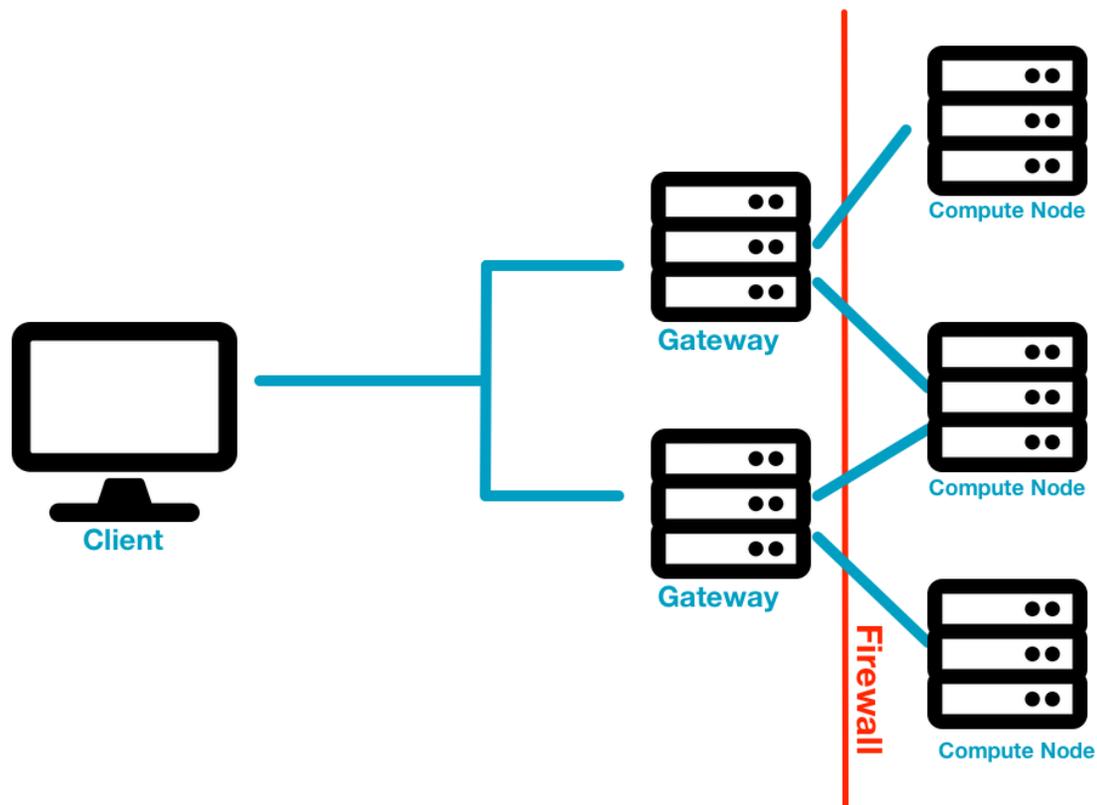
# An Overview of Cluster Configurations

## Default Cluster



The Default Cluster setup is the basic configuration for clustering. In this setup, the Client (Browser or Desktop) has access to every machine in the cluster (either directly or through a VPN). The purpose of this setup is to connect to any machine and get rerouted if needed to a running session. FastX assumes all compute nodes are on the same LAN (or at least can directly access each other).

## Gateway Cluster



In the gateway scenario, the client does not have access to the compute nodes. Instead the client needs some sort of proxy to poke a hole through the firewall in order to access the compute nodes. Furthermore, there is no direct access from the external servers to the internal servers so a typical reverse proxy cannot work. FastX provides a special server called a gateway server that acts as the middle man. The compute nodes connect out to the gateway servers to establish the connection. Then the client connects to the gateway server to finalize the chain. The gateway server proxies the connection from the client to the compute nodes it is connected to.

This configuration is optimal for users who

- do not have a proxy server with an internal and external network card
  - If you do, we recommend using the standard nginx (or equivalent) proxy
- want to isolate the compute nodes from the outside networks

## Best Practices

FastX is designed to be extended into any type of network environment. The default cluster is the preferred configuration as it offers the best performance with least added load on the

compute nodes. Every compute node can also act as a relay server that will proxy the connection to the other compute nodes. If the client tries to connect to a session running directly on the compute node the compute node will handle it as if it was a single server setup. If the client connects to Server A and tries to connect to a session on Server B, the client will first try to directly connect to Server B. If that fails, Server A will act as a relay, proxying the connection to Server B.

The gateway configuration is typically not recommended unless isolating the compute nodes on a private network is necessary. Gateway servers must proxy connections to relays which then will send the connection to the compute node. This adds extra network traffic and latency to each connection.

## Setting Up a Cluster

### Server Requirements

Each server in the cluster needs a copy of FastX installed and the web server component must be running. Each server is configured individually allowing for a hybrid cluster. Configuration will be discussed below. Administrators will typically configure the cluster manager first and then copy the broker.json file to `/usr/lib/fastx/var/config/broker.json`

Users need a mounted home directory

### Selecting the Servers in a Cluster

The first step in setting up a cluster is to define which servers will be in the cluster. FastX uses a shared database and a transporter for clustering. Any system with access to this shared database is considered a cluster member. Messages are communicated via a transporter. We assume all cluster members are on the same LAN. Larger installations with multiple user groups may wish to divide their servers into smaller clusters for each group.

### Terminology

A cluster is a collection of services running on one or more servers. This service oriented architecture allows for different configurations to suit the customer needs

### Compute Node

A FastX installation that can run sessions is called a compute node.

## Relay

A user may connect to a FastX installation in a cluster that is NOT running the sessions he is trying to connect to. In this instance, the FastX installation will forward the connection to the destination compute node. Under these circumstances, the FastX installation is acting as a relay.

## Cluster Manager

A cluster manager is the process that sets up the communication between the compute nodes and stores. It uses the transporter to communicate. Typically the underlying database, store service, and transporter are located on the same system. This system can also have a compute node (ie FastX installation) on it.

## Store

FastX uses a shared database for cluster communication. The service that FastX uses to communicate with the database is called a store. Currently the backend database that FastX uses is MongoDB. The database itself can be located on any system as long as the store service can access it.

## Transporter

Services communicate to each other through a transporter. Currently FastX supports Redis as the default transporter to communicate messages between services.

## Gateway

Services running on the outside network that act as a proxy to an internal relay. In 3.2 and beyond, a gateway does NOT have FastX installed. Instead it is a small node process that simply authenticates a relay and forwards connections down to the relay. Load balancing, etc are all done on the relay.

## Setting up the Cluster

### Export the Configuration from 3.1

Before installing 3.2, you will want to export your 3.1 configuration. [Follow the export steps in the Installation guide before installing 3.2](#)

## Uploading Configuration from a Standalone to a Cluster

Once your cluster manager is set up, you may want to migrate your configuration into the cluster. FastX ships an upload tool to take a standalone configuration format and upload it into a running cluster.

1. Make sure the store service is running. This is part of the cluster manager
2. Run the command: **`/usr/lib/fastx/3/nodejs/bin/node /usr/lib/fastx/3/microservices/tools/upload-store.js defaults --bjf /usr/lib/fastx/var/config/broker.json --dir /usr/lib/fastx/var/local/store`**

## Downloading Configuration from a Cluster

1. Make sure the store service is running. This is part of the cluster manager
2. Run the command: **`/usr/lib/fastx/3/nodejs/bin/node /usr/lib/fastx/3/microservices/tools/download-store.js defaults --bjf /usr/lib/fastx/var/config/broker.json --dir /usr/lib/fastx/var/local/store`**

## Set up the Cluster Manager

Each FastX cluster member (compute node) contacts the cluster manager, which operates as a broker transport. The cluster manager also provides the database store, which could even be on a different system. Cluster managers can be duplicated in a load-balancing/redundant configuration, but this is beyond the scope of this document.

The cluster manager may also be a cluster member (e.g. FastX is also installed), but this is optional. If FastX is not installed, the setup script will download the necessary FastX microservices files.

1. Download and run the FastX cluster installation script from <https://www.starnet.com/files/private/FastX3/setup-fastx-cluster.sh>. You can also run it by typing:  
**`curl -sL https://www.starnet.com/files/private/FastX3/setup-fastx-cluster.sh | bash -`**  
This will produce a broker.json file in the FX\_CONFIG\_DIR directory. If you don't have FastX installed on this machine, this will be in the directory /opt/FastX/.
2. If the cluster will communicate over the Internet, you should get a certificate for the cluster manager server. The setup-fastx-cluster.sh script will create a self-signed certificate. When you get your CA-issued certificate, edit the file /etc/redis.conf to change the tls-\* -file lines.
3. Open port 6379/tcp in the firewall. (Run **`firewall-cmd --permanent --zone=public --add-port=6379/tcp; firewall-cmd --reload`**) This will let the compute nodes communicate with the cluster manager.

## Set up the Compute Node

1. Install FastX
2. Drop the broker.json file created above into the config directory (/usr/lib/fastx/var/config/). Make sure the file is readable only by the fastx user. Read access to this file gives full control over the entire cluster, including the ability to change the admin or anything else.
3. Run /usr/lib/fastx/3/install.sh. This will start the fastx3 service and connect it to the cluster via the message broker, following the settings in the broker.json file.

## Set up the Gateway

This step is not needed if

- Your clients are on the same LAN (or VPN) as the compute nodes
- Your external server has an external IP and an internal IP.
  - In this case, you should set up a traditional reverse proxy (nginx etc)

On your external server, run the command:

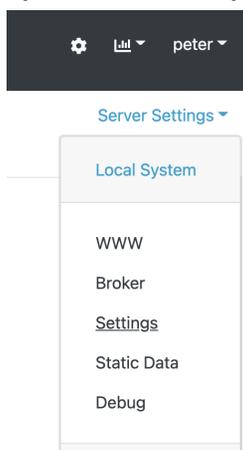
```
curl -sL https://www.starnet.com/files/private/FastX3/setup-fastx-gateway.sh | bash -
```

This will install the gateway service on your external server.

## Connecting a Compute Node to a Gateway

These instructions are optional for administrators who want to use a gateway configuration. You do not need to set up every compute node to connect to a gateway server. You can specify a subset of compute nodes that will connect to different gateways. The gateway will proxy messages down to this compute node and then it will relay it to the destination node. Note that this will add extra load on specific compute nodes.

1. Log in as an administrator to the system you want to connect to the gateway
2. System > Local System > Settings



3. Enter the hostname:relay\_port of the gateway server. NOTE. The gateway server runs on 2 ports: a public port (that users connect to), and a relay port (that relays connect to).

Make sure you have entered the correct port. Otherwise the gateway will fail to proxy down to the relay

Gateway Server

4. Enter the secret key of the gateway server

Gateway Key

5. Save and restart the FastX service

### Debug the installation

If your fastx installation hangs when launching in clustered mode, you may be having trouble connecting to the broker. Follow these steps to debug the installation. Debugging logs a lot of data, so make sure to remove the environment variables when done.

1. Shut down fastx: `service fastx3 stop`
2. Run FastX manually with logging: `LOGLEVEL=debug /usr/lib/fastx/3/tools/run-web`
  - a. For less logging: `LOGLEVEL=info /usr/lib/fastx/3/tools/run-web`

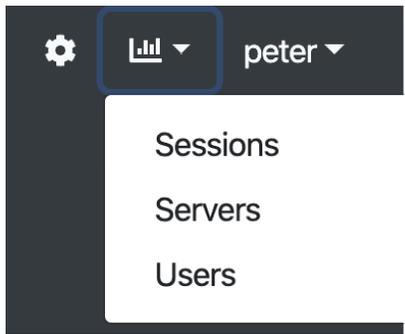
You may see error messages. If they are not easily understandable, contact support with the log

## Monitoring Cluster Members

### Verifying the Cluster is Working

Once the server is set up, it is a good time to make sure the cluster members are communicating properly. As an administrator the easiest way is to check the Manage Section of the website

1. Click on the Manage Section (Graph Icon) > Select Servers



Every server in the shared database that has been recently updated will be listed

#### Manage Servers

<input type="checkbox"/>	Hostname	Sessions	Unique User Sessions	Total Logins	Unique User Logins	Total Mem
<input type="checkbox"/>	fastxgw.starnet.com	0	0	5	2	8 GB
<input type="checkbox"/>	localhost.localdomain	1	1	4	1	8 GB

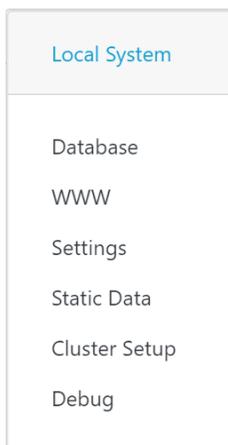
If you do not see your server listed after about 90 seconds something has probably gone wrong and it would be good to check that specific system. You may also want to enable Debug logging on both systems in the cluster to log any issues. Debug logging prints a lot of information and should be turned off when not absolutely necessary.

To enable Debug Logging

1. Click on the System Section (gear icon)



2. Choose Local System > Debug



### 3. Check the Clustering Debug Options

#### Cluster

- Cluster Communication
- Cluster External Connections
- Cluster Database

### 4. Save

5. To view the log run the command in a terminal: `/usr/lib/fast/3/tools/web-log`
  - a. This command is a shortcut to: `journalctl -u fastx3.service -f`

## Cluster Member Data

Every FastX Server periodically updates the database with information about the state of the server. Lots of information is given including number of sessions, users logged in, CPU Load Average, free memory and many others. This data is helpful in defining monitoring and grouping similar servers together. Cluster member data is most often used in Load Balancing to decide which server to connect to.

Static Data and Metrics perform the same function in very different ways: namely to provide custom data to the server object. Static Data is used most often as typically the necessary information does not change from one update to the next. Metrics are used for transient data that is not already provided by the server update

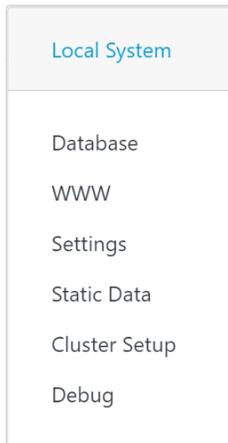
## Static Data

Administrators who wish to add custom data to their cluster members should use the static data object. Static data is a JSON Object that gets sent with every server update request and is useful in defining the features of a server. Administrators who wish to subdivide servers into smaller sub-clusters should use static data.

1. Click on the System Section (gear icon)



## 2. Choose Local System > Static Data



## 3. Edit the static data JSON object with the data you wish to send and save

## Use Cases

Below are some typical use cases of when you would use Static Data. Remember that Static Data only adds information to the server update. This information will be used later in load balancing scripts.

- Some of your servers have a GPU -- add "gpu":true
- Only allow certain users access to the system -- "users": ["user1", "user2" ..., "userN"]
- Create server Groups -- "group": "mygroupname"
- Define login nodes -- "login": true

There are numerous examples of how administrators use static data. Use Static Data to fine tune your Load Balancing scripts

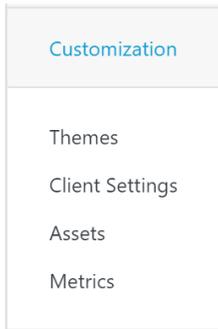
## Metrics

Static data sends the same data along with every update and are unique to each server. Metrics on the other hand are Javascript functions that are calculated on each server update to create a JSON value (Number, Boolean, Object etc) to send with the updates. Metrics should be used when you have a custom parameter that will change over time.

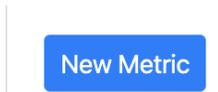
## 1. Click on the System Section (gear icon)



## 2. Choose Customization > Metrics



## 3. Choose New Metric



## 4. Create a Javascript function that returns a JSON value

Metrics will be sent along with the database update. The name of each metric is a parameter of the metrics object with the result of the function as its value.

## Use Cases

Static Data is the most commonly used form of custom data. Metrics are typically used to access a third party application (or even the linux system) to calculate a value. Common Use cases include

- Find the number of licenses in use of a specific application
- Find the number of memory intensive processes running

## Logging in and Starting Sessions

Now that you have defined and set up your cluster, added your and things are up and running, it is time to move to the next step which is actually getting your users to the compute nodes so they can start sessions. The two main methods to do this are Load Balancing and Job Scheduling.

Load Balancing is a set of Javascript functions that are executed by the web server with the goal of finding a serverId to run the API call. Load Balancing can be used for both Logging in and Starting sessions

Job Scheduling is only used for Starting sessions. Job Scheduling takes the start parameters given by the user and tries to create a template command that will be executed as the user on the system. Technically the template can execute any command on the system, not just the start command. This feature is called Job Scheduling because the use case for it is to use a third party job scheduler to run the session start script some time in the future.

Load Balancing and Job Scheduling can be used together. The Load Balancing script selects ServerA to send the information to and the Job Scheduler creates a template that will be executed on ServerA.

## Notes on Login Types

A full discussion of authentication is out of the scope of this document. However, logins can break down into roughly two types. Link Daemons and Non Link Daemons. Link daemons are logins which contain the claim "fastx/daemon" in their properties.

The purpose of a Link Daemon is to start sessions for logins that do not have an associated process running (Web Logins, OpenID Connect etc). When a user tries to launch a session on a cluster member that is not the one he logged in to, the start session attempts to authenticate via SSH to launch a Link Daemon. The Link Daemon is then available for future start sessions so a double authentication is only periodically needed.

Administrators can avoid double authentication by granting sudo access to the fastx user to launch the link command.

## Load Balancing

The goal of load balancing is simple: select which server a session will be started on. Running sessions have a well defined server (the one where the process is running). A user's login has a well defined server (the one who generated the login token). Configuration is always either local (the server the admin connected to) or global (synced across a cluster for all servers). The only time the server is not defined is at the start operation.

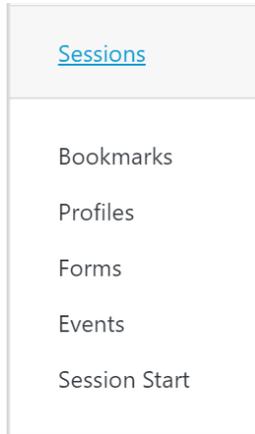
Every organization has different requirements for how to select a server either for starting sessions. Load balancing is defined by a custom javascript function that the administrator writes (or gets help from support!) to choose the server. Multiple javascript functions can be defined and chained together to sort, filter, and ultimately select the server to connect to.

**\*\*NOTE:** Administrators can also choose to load balance SSH Logins. Documentation on Load Balancing SSH Logins.

1. Click on the System Section (gear icon)



2. Choose Sessions > Session Start



3. Multiple Predefined scripts are shipped with FastX, or an administrator can create his own script by clicking New Script

New Script 

<input type="checkbox"/> Login ↓	Start	Name
<input type="checkbox"/>	2	Needs GPU
<input type="checkbox"/>	1	Use GPU System
<input type="checkbox"/>	3	Get GPU
<input type="checkbox"/>		Most Free Memory
<input type="checkbox"/>		Local Server

4. To Set your scripts, click on the Actions Icon and set the script
5. Then choose the order of the scripts you want executed and submit



## The Server List.

The Load Balancer takes an array of servers and passes it to the load balancing function to select from. Depending on your setup, servers may be filtered out before ever executing this function.

- Servers with Enable logins... unchecked will be filtered out of the login script
  - Enable logins on this server
- Servers with Enable Server Reservations (in Cluster > Cluster Setup > Advanced) checked and with non Link Daemon logins on the system (ie user login) will be filtered out of the login script
  - Enable Server Reservations
- Servers with Start sessions... unchecked will be filtered out of the start script
  - Start new sessions on this server

## Creating Custom Load Balancing Scripts

The default load balancing scripts that ship with FastX are often all you need to properly connect to your systems. Advanced administrators may want to create their own custom scripts to fine tune the way the cluster chooses which server connects to. In this case administrators should create custom load balancing scripts to pick the server. Load Balancing scripts can get complex. We typically recommend reaching out to StarNet Support before attempting to write your custom scripts as this can help ease the development of the scripts

## The Load Balancing Function

The load balancing function is a Javascript function that takes an input object and returns a serverId (or other value, see below). Below is a basic example that returns the serverId of the system that the user connected to.

```
function(input) {  
  return input.local.serverId;  
}
```

## The Input Object

The input object is a JSON object that is sent to the load balancing function from the web server. It contains the following parameters

```

{
  "action": "STRING", //the action that will be executed, "user/login" ||
  "session/start"
  "user": user_data, //the user data object
  "userGroups": ["g1", "g2", "gN"], /* User's Linux User Groups */
  "isManager": false, /* Is this user a manager */
  "isAdmin": false, /* Is this user an admin */
  "local": { //local server object
    "serverId": "STRING", //the serverId of the system executing the
function
  },
  "servers": [ server_object1, server_object2, ..., server_objectN],
  //array of server objects
  "data": data_object, //the data passed from the user in the API request
}

```

## User\_Data

The user\_data object is a JSON object that contains the information of the user making the request. The user\_data object is different depending whether the script being run is a login script or a start script.

## Login Script

The login script is run before a user authenticates. Therefore there is limited data available for the load balancer to use.

```

{
  login:"STRING", //the username that was passed during the
authentication
  serverId:"STRING", //the serverId that was passed by the user
during authentication (could be empty)
  sessions: [session1, session2, ... sessionN] //the sessions
associated with the login name
}

```

## Start Script

The user\_object for the start script contains all the parameters in the login scripts user\_object ("login", "serverId", "sessions") as well as the [login information available](#).

## Server\_Object

The server object is the data passed from each server during a server update. [See Server Api](#)

## Session\_Objects

See [Session Object Api](#)

## The Return Value

The load balancing function can return several values.

### String

If the function returns a string, return value will be used as the serverId to connect to. Make sure this is an actual serverId that exists in the cluster (ie. don't just return any string)

### Array

If the function returns an array, this new array will be used as the new set of server objects that will be passed to the next load balancing function. This return value can be used to filter out specific servers.

### Falsy Value

If the function returns something that evaluates to false (undefined, null, 0, "", etc), the load balancer will move on to the next function in the list using the previous input object.

## Errors

Any errors that occur will stop the load balancing scripts from running and return the error object to the user to display. You can use this to throw custom error messages, for example "All GPU servers are in use"

If the load balancer has run through all load balancing scripts and still has not returned a string (ie serverId), then an error will be thrown.

## Server Reservations

Server reservations are a feature that will add extra checks to the login process that will guarantee only one user is on the system at any given time. This allows admins to create pools of servers that their users can access as their own server. When a user logs in successfully, the server is reserved and removed from the list of available servers in the server list. All Load Balancing rules for logging in and starting sessions still apply. This means that also a user may have reserved a server, the administrator could create a start Load Balancing script that

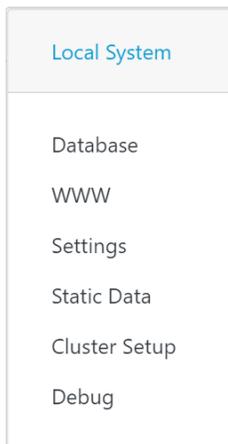
chooses a different server altogether. This is useful if you have a group of servers that can act as general purpose servers for individual users, and a second group of servers that are specialized (e.g. servers reserved for GPU applications)

To enable Server Reservations

1. Click on the System Section (gear icon)



2. Choose Local System > Cluster Setup



3. Select Advanced



4. Check Enable Server Reservations

Enable Server Reservations

5. Save

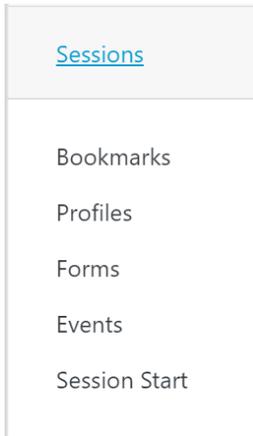
## The Server Reservation Algorithm

Server Reservations work as follows

1. The Load Balancer selects a Login Server to connect to
2. The Relay adds an authentication entry into the database
3. The Gateway Server then sends the request to the Login server
4. The Login server then processes the request
  - a. Authentication may take multiple requests to finally log in
5. Upon successful authentication, the Relay checks if the authentication entry is in the database
  - a. If the entry is in the database, the login is successful. The Gateway server then clears all authentication entries in that database.



## 2. Choose Sessions > Session Start



## 3. Select the Schedule tab



## The Job Scheduling Function

The Job Scheduling function is a Javascript function whose job is to decide whether to execute a shell command in place of the start script or to start a session in the traditional way. When a string is returned by the Job Scheduling function, the string is parsed and the parameters from the input data are interpolated.

### The Input Object

The Job Scheduling function takes a JSON input object that the Job Scheduler can use to make decisions about how the session will be launched

```
{
  "user": login_object, //The user's login object,
  "admin": true, //Is the user an administrator,
  "start": start_data, //The data that was passed from the user to the
start API call"
}
```

### Login Object

[See User Logins](#)

### Start Object

[See API Start](#)

## The Return Value

The Job Scheduling function can return either a string or a falsy value

### Fasly Value

If the Job Scheduling function returns something that evaluates to false, FastX will start the session as usual, and the session will immediately launch.

### String

Returning a string will enable Job Scheduling and execute the interpolated template. Any output from the command will be displayed to the user

### Errors

Any errors that occur will stop the Job Scheduler from running and return the error to the user. You can use this to throw custom error messages like "Job Scheduling is Disabled".

## A Job Scheduling Example

Here is an example of a Job Scheduling function

```
function(input) {  
  return "bsub \  
    /usr/lib/fastx/3/scripts/start \  
    --command ${ start.command } --name ${ start.name } \  
    > /dev/null; \  
    echo Your Job Has Been Scheduled"  
}
```

The function returns a string template. This string template is merged with the data passed during the API start call to create a new string that will be executed by the user's Link process. The string that is returned is quite complex so it is worth it to break it down into its component parts, line by line.

### bsub

The first part of the string is bsub. Bsub is the command to submit a job to the LSF job scheduler. bsub is only an example. FastX works with any Job Scheduling tool. The main point here is that the command that will be executed by the Link process is bsub, not the start command.

```
/usr/lib/fastx/3/scripts/start
```

This is the actual start script that launches the session. When Job Scheduling is not enabled, the user's Link process runs this command directly and returns the result. At some point in the command execution, this script should be called

```
--command ${ start.command } --name ${ start.name }
```

These are the parameters that are passed to the start script. In our example we are passing two parameters, command (which is the command that start will run -- required) and name (which is the display name of the session)

Notice the strange string `${ start.command }`. This is a template variable. `start` is the API parameter object that the user passed to the start API call. For example, if the user tried to start a session with the parameters

```
{
  "command": "xterm -ls",
  "name": "My Shiny Xterm"
}
```

the string would evaluate to

```
--command "xterm -ls" --name "My Shiny Xterm"
```

```
> /dev/null;
```

This line is just standard shell stuff redirecting stdout to `/dev/null` (throwing it away). Note the semicolon at the end. This lets us execute another command after this first one completes

```
echo "Your Job Has Been Scheduled"
```

We are again doing standard shell stuff; in this case echoing a line. Any output (stdout, stderr, or system) will be saved and shown to the user. Since there is no indication that the Job will ever start, we show output to the user to at least let them understand that the job was submitted.

## Conclusion

FastX's clustering capabilities are fairly complex and very flexible to be able to fit your organization's needs. Administrators can choose to use parts or all of the features to build clusters that will integrate into the organization's existing infrastructure. Load Balancing and Job Scheduling allow administrators to redirect workload across the cluster in a way that will help them maximize the ROI in their computing devices.

StarNet Communications Corp.

4677 Old Ironside Drive, Suite 210, Santa Clara, California 95054-1825 • USA

408.739.0881 • 408.739.0936 • [sales@starnet.com](mailto:sales@starnet.com) • [www.starnet.com](http://www.starnet.com)