



VM TCP/IP Routing - Part 2

Session V23

Alan Altmark
IBM Corporation



Note

This presentation provides in-depth information on configuration of the routing components of VM TCP/IP.

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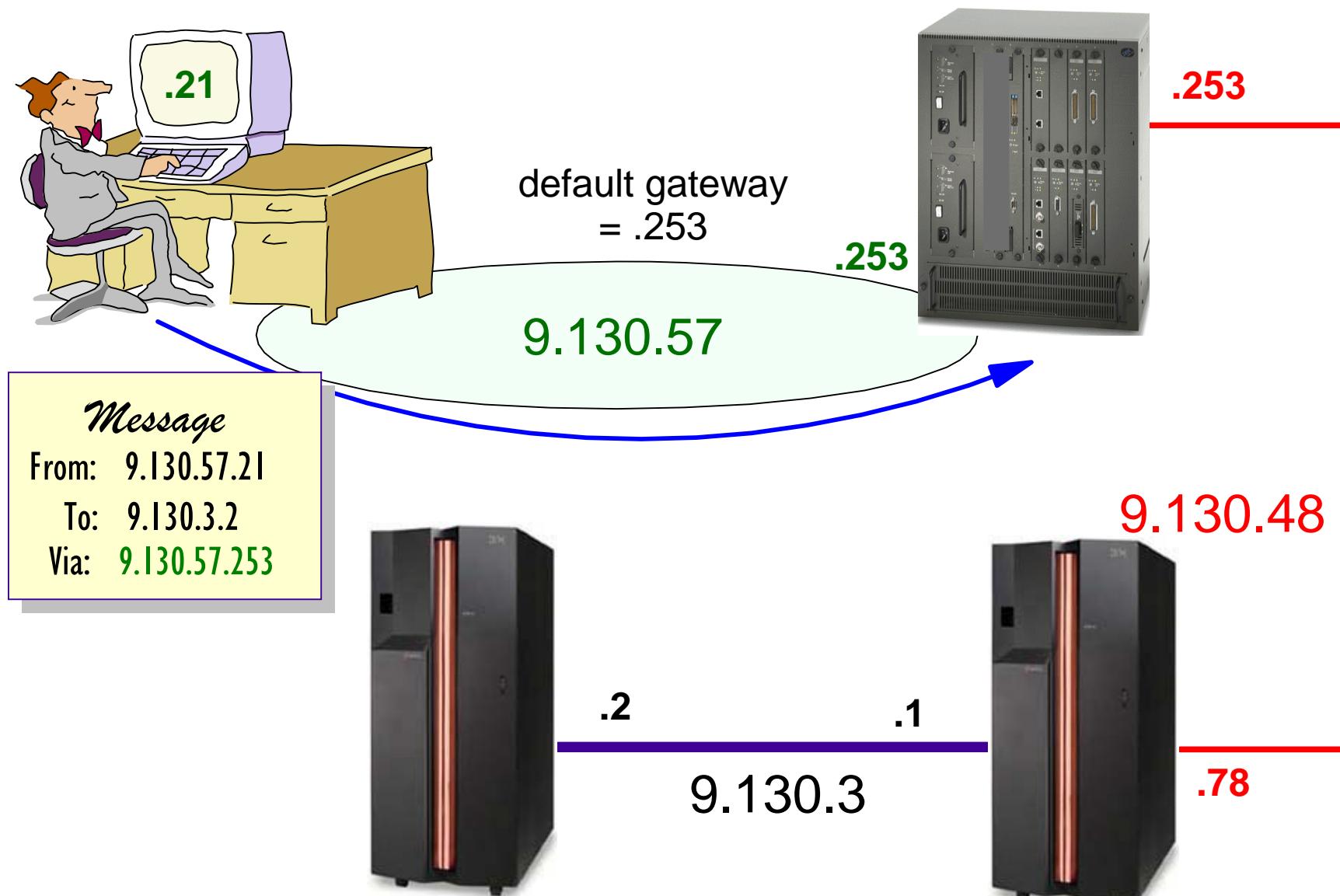
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Topics

- Static Routing
- Dynamic Routing
 - ▶ RIPv2
 - ▶ OSPF
- Virtual IP addressing

IP Packet Routing



IP Packet Routing



default gateway
= .253

9.130.57 / 24



.253

.253

Message

From: 9.130.57.21
To: 9.130.3.2
Via: 9.130.48.78

9.130.48.0 / 24



.2

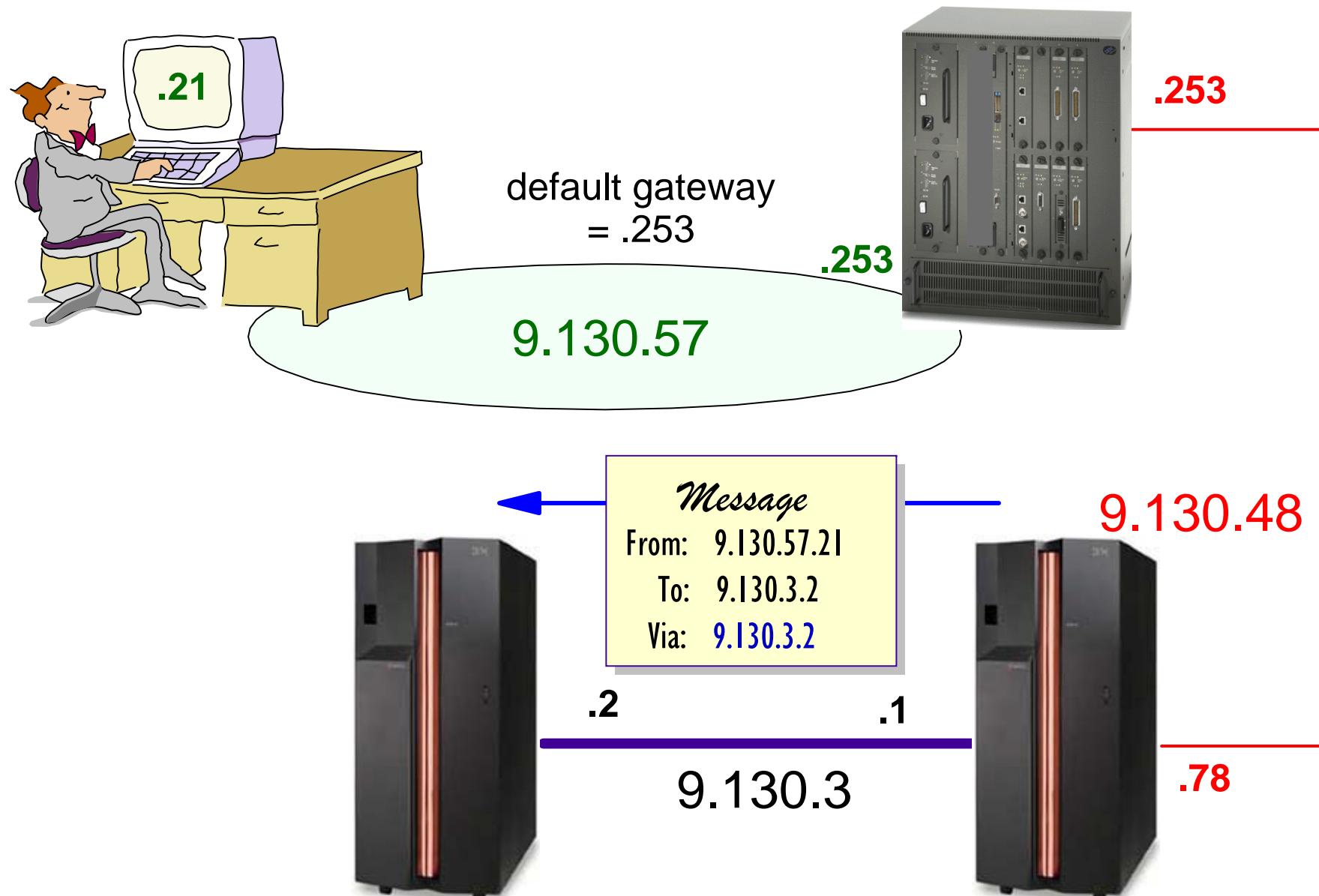
9.130.3 / 30

.1

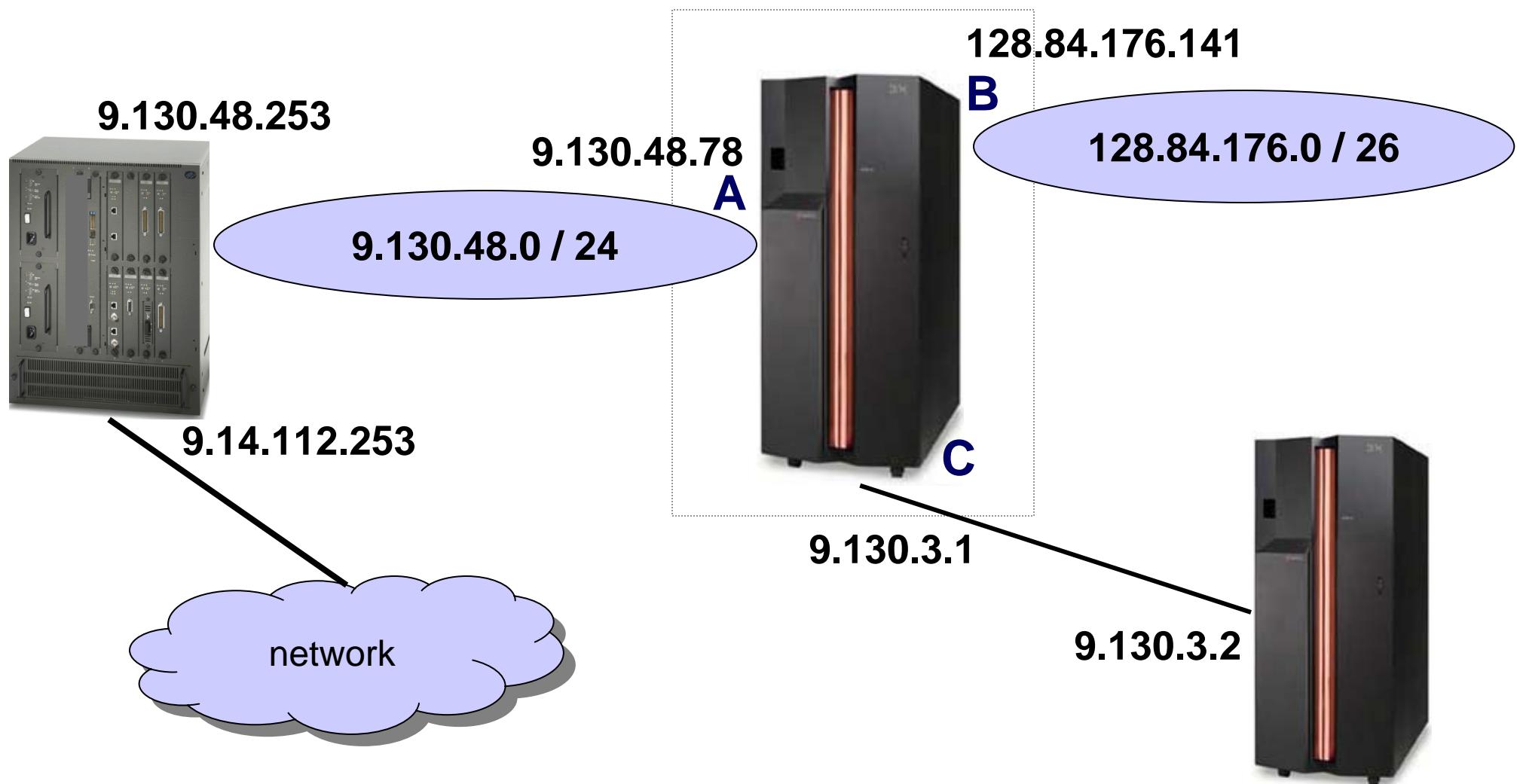


.78

IP Packet Routing



Routing Configuration



Static Routing Definition (pre-z/VM 5.2)

Interface	IP Address	Subnet mask	Subnet value
A	9.130.48.78	255.255.255.0	9.130.48.0
B	128.84.176.141	255.255.255.192	128.84.176.128
C	9.130.3.1	n/a	n/a

HOME

9.130.48.78	A
128.84.176.141	B
9.130.3.1	C

* Network	Next hop	Ifc	MTU	subnet mask	subnet value
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GATEWAY

9	=	A	1500	0.255.255.0	0.130.48.0
128.84	=	B	1500	0.0.255.192	0.0.176.128
9.130.3.2	=	C	4000	HOST	
defaultnet	9.130.48.253	A	1500	0	

Do not use BsdRoutingParms!

Static Routing Definition (z/VM 5.2)

Interface	IP Address	Subnet mask	Subnet value
A	9.130.48.78	255.255.255.0	9.130.48.0
B	128.84.176.141	255.255.255.192	128.84.176.128
C	9.130.3.1	n/a	n/a

HOME

9.130.48.78/24 A
128.84.176.141/26 B
9.130.3.1/30 C

* Subnet Mask Next hop Intfc MTU

GATEWAY

9.130.3.2	HOST	=	C	0
defaultnet		9.130.48.253	A	0

**MTUs are on the LINK
statement!**

Static Routing - New for z/VM 5.1

The MTU can be specified on LINK

- Specify MTU of 0
 - ▶ GATEWAY
 - ▶ MPROUTE CONFIG
- Avoids duplicate information and conflicts

DEVICE ETH0 OSD 1F00

LINK ETH0 QDIOETHERNET ETH0 MTU 1500

Static Routing - New for z/VM 5.2

- The interface subnet can be specified on HOME
- Normal BSD mask or length (/nn)

HOME

9.130.48.78/24	ETH0
9.130.15.128 255.255.255.0	ETH1

*	Subnet	Mask	Next hop	Intfc	MTU
---	--------	------	----------	-------	-----

GATEWAY

9.150.20.0/24	9.130.48.5	ETH0	0
9.150.30.0 255.255.255.0	9.130.15.16	ETH1	0
defaultnet	9.130.48.1	ETH0	0

GATEWAY Arcana (pre-z/VM 5.2)

■ Network

- ▶ Value is class A, B, or C network only, not subnet
- ▶ Network value depends on class
- ▶ Trailing zeros may be omitted
- ▶ Must provide a default, defaultnet
 - e.g. 9, 148.12, 200.1.59

■ First hop

- ▶ "=" indicates direct link
- ▶ host IP address indicates indirect route (router)

GATEWAY Arcana (pre-z/VM 5.2)

- Subnet Mask
 - ▶ network class octets must be zero
 - e.g. A: 0.x.y.z, B: 0.0.y.z, C: 0.0.0.z
 - ▶ "HOST" indicates point-to-point link
 - ▶ zero indicates no subnetting
- Subnet Value
 - ▶ network class octets must be zero
 - ▶ host bits not defined by mask must be zero
 - e.g. 0.0.255.240

Dynamic Routing

- **MPRoute** server communicate routing information
 - ▶ Open Shortest Path First, OSPF
 - ▶ Routing Information Protocol, RIP
 - ▶ Status of local links (up / down)
 - ▶ List of directly connected networks
 - ▶ Routes to other networks or hosts learned from other servers
- Modifies IP routing table in stack
- Provides route to next hop in network

Routing Information Protocol – RIPv2

- Smaller networks – maximum 15 hops
- Best route: Fewest hops
- Multicasts routing table every 30 seconds
 - ▶ Multicasts link state change (up/down) immediately
- Listens for multicasts from other routed servers
 - ▶ Must be reminded at least once every 3 minutes
 - ▶ Uses learned routing information
- Do not use RIPv1

Open Shortest Path First (OSPF)

- Medium to Large networks – no limit on hops
- Best route: Lowest cost, as defined by IP administrators
 - ▶ Speed, usage fees, administrator preference
- Every host is a member of an *area*
 - ▶ Area topology maintained by each router in the area
 - ▶ Area *border routers* maintain routes to other areas
 - ▶ Avoids massive router tables for better performance
- Multicasts link state changes immediately
- Forwards link states learned from other routers

MROUTE CONFIG

```
; Set default route
Default_Route Name=ETH0 Next_Hop=9.130.48.254;

; Connect to network that runs RIPv2
RIP_Interface
    IP_Address=9.130.48.78
    Name=A
    Subnet_Mask=255.255.255.0
    MTU=0          Use MTU from LINK statement
    Receive_Dynamic_Hosts=YES
    Send_Host_Routes=YES
    RIPV2=YES;
```

MROUTE CONFIG

Area

```
Area_Number=1.1.1.1      (default is 0.0.0.0)
Authentication_Type=None;
```

```
; Connect to backbone network that runs OSPF
OSPF_Interface
```

```
IP_Address=128.84.176.141
Name=B
Subnet_Mask=255.255.255.192
Attaches_To_Area=0.0.0.0
Cost0=2
Router_Priority=1;
```

MPROUTE CONFIG

```
; Define point-to-point interface to host that  
; does not use dynamic routing.
```

Interface

```
IP_Address=9.130.3.1
```

```
Name=C
```

```
Subnet_Mask=255.255.255.252
```

```
Destination_Addr=9.130.3.2
```

z/VM 5.2: NO MASK OF 255.255.255.255 !!!

YOU MUST USE SUBNETS ON POINT-TO-POINT LINKS

A few words about OSPF...

- OSPF is complicated
 - ▶ Get education or work with an experienced person
 - ▶ Don't guess - know
 - ▶ If you guess, you will be caught
 - ▶ Always provide subnet masks
- Don't try to take shortcuts
 - ▶ Does not work with Proxy ARP (multicast!)
 - ▶ You have to define ALL interfaces else defaults will be used!

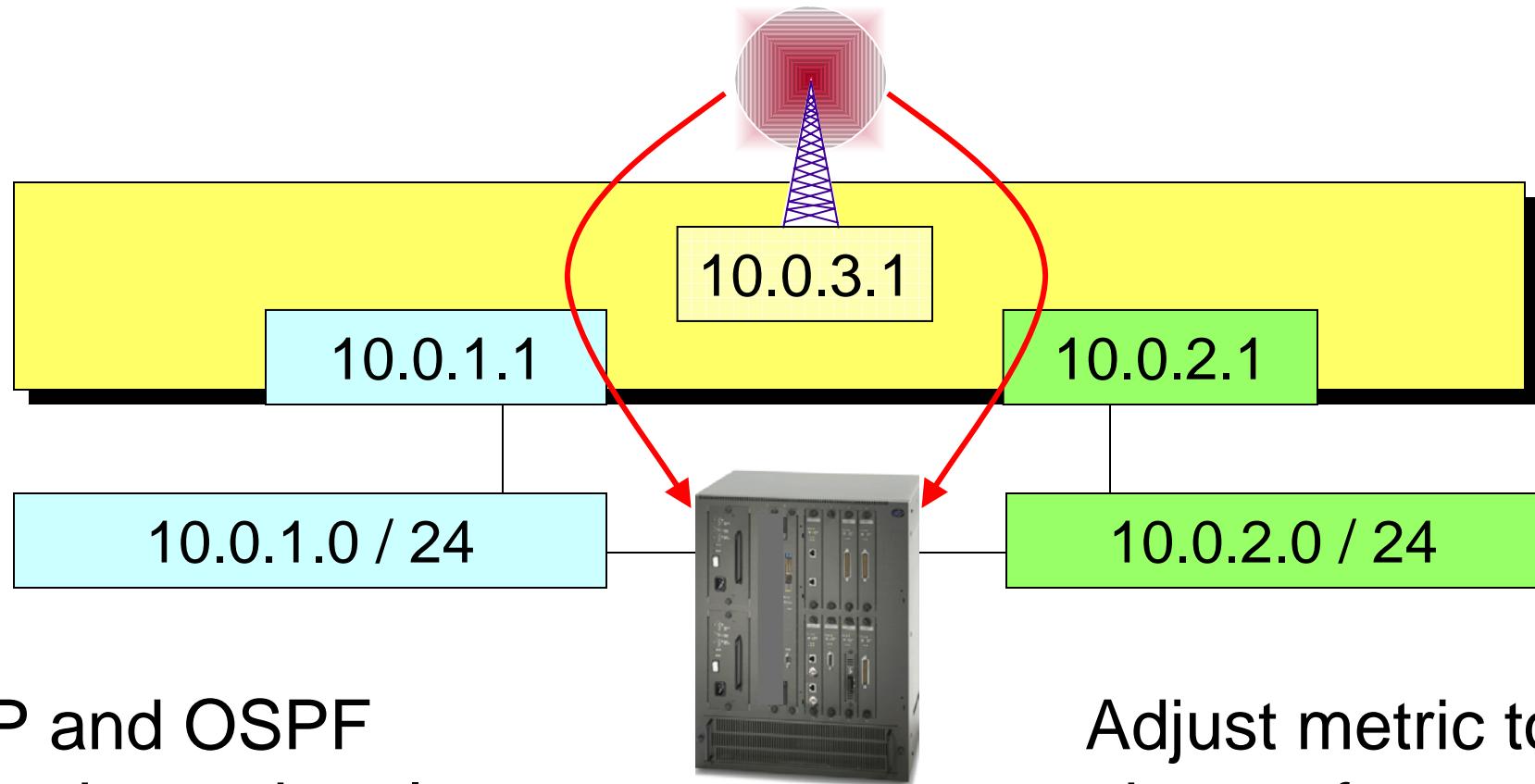
NETSTAT GATE (pre-z/VM 5.2)

NetAddress	FirstHop	Flgs	PktSz	Subnet Mask	Subnet Value	Link
Default	9.130.48.254	UG	2000	<none>		ISRING
9.0.0.0	9.130.235.1	UG	1500	<none>		ETRING
9.130.3.17	9.130.248.99	UGH	2000	HOST		FDRING
9.130.3.35	<direct>	UH	576	HOST		ALANCTC
9.130.3.36	<direct>	HS	9216	HOST		LINUX2
9.130.3.38	<direct>	HS	1500	HOST		LINUX2_CTC
9.0.0.0	<direct>	U	2000	0.255.255.240	0.130.3.48	ISRING
9.130.3.129	9.130.248.99	UGH	2000	HOST		FDRING
9.130.3.162	9.130.248.99	UGH	2000	HOST		FDRING
9.0.0.0	<direct>	U	2000	0.255.255.0	0.130.48.0	ISRING
9.130.48.134	9.130.248.99	UGH	2000	HOST		FDRING
9.0.0.0	<direct>	U	1500	0.255.255.0	0.130.176.0	ETRING1
9.130.176.111	9.130.176.100	UGH	1500	HOST		ETRING1
9.0.0.0	<direct>	U	1500	0.255.255.192	0.130.235.0	ETRING
9.0.0.0	<direct>	U	2000	0.255.255.240	0.130.248.96	FDRING
9.0.0.0	<direct>	U	9180	0.255.255.240	0.130.248.112	ATMTEST
9.130.249.32	9.130.248.99	UGH	2000	HOST		FDRING

NETSTAT GATE (z/VM 5.2)

Subnet	Address	Subnet	Mask	FirstHop	Flgs	PktSz	Metric	Link
Default	<none>			9.56.63.3	UG	1492	34	ETH2
Default	<none>			9.56.63.4	UG	1492	34	ETH2
Default	<none>			9.56.212.3	UG	1492	34	ETH1
Default	<none>			9.56.212.4	UG	1492	34	ETH1
9.56.63.0	255.255.255.0			<direct>	U	1492	1	ETH2
9.56.208.0	255.255.255.248			9.56.63.3	UG	1492	101	ETH2
9.56.208.0	255.255.255.248			9.56.63.4	UG	1492	101	ETH2
9.56.208.0	255.255.255.248			9.56.212.3	UG	1492	101	ETH1
9.56.208.0	255.255.255.248			9.56.212.4	UG	1492	101	ETH1
9.56.208.8	255.255.255.248			9.56.63.3	UG	1492	101	ETH2
9.56.208.8	255.255.255.248			9.56.63.4	UG	1492	101	ETH2
9.56.208.8	255.255.255.248			9.56.212.3	UG	1492	101	ETH1
9.56.208.8	255.255.255.248			9.56.212.4	UG	1492	101	ETH1
9.56.208.16	255.255.255.252			9.56.63.3	UG	1492	101	ETH2
9.56.208.16	255.255.255.252			9.56.63.4	UG	1492	101	ETH2
9.56.208.16	255.255.255.252			9.56.212.3	UG	1492	101	ETH1
9.56.208.16	255.255.255.252			9.56.212.4	UG	1492	101	ETH1
9.56.208.40	HOST			9.56.63.3	UGH	1492	2	ETH2
9.56.208.40	HOST			9.56.212.3	UGH	1492	2	ETH1

Virtual IP Addressing - the soul of the machine

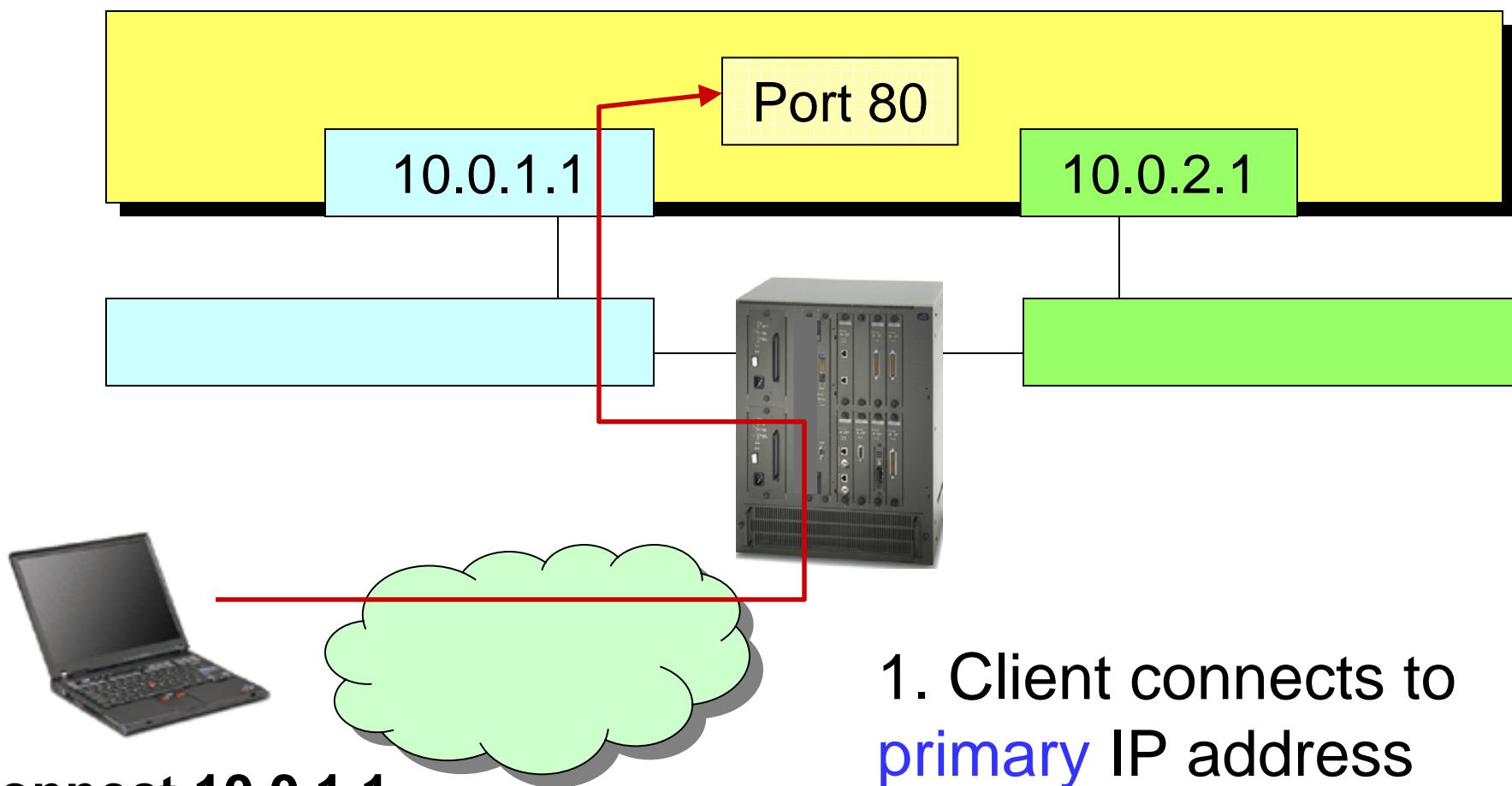


RIP and OSPF broadcast virtual route via physical adapters

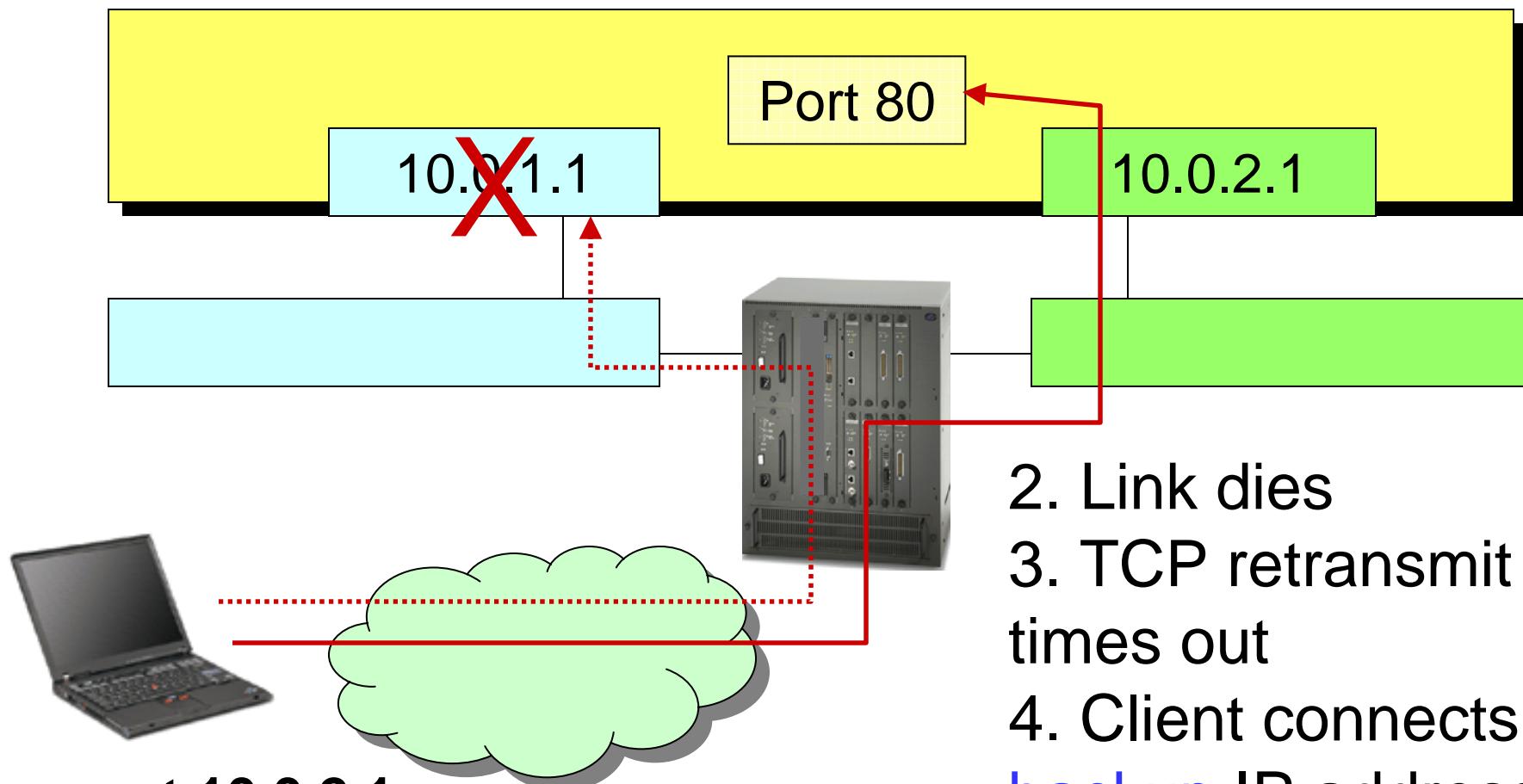
Destination 10.0.3.1
Via 10.0.1.1 metric 1
Via 10.0.2.1 metric 1

Adjust metric to give preference to a particular adapter

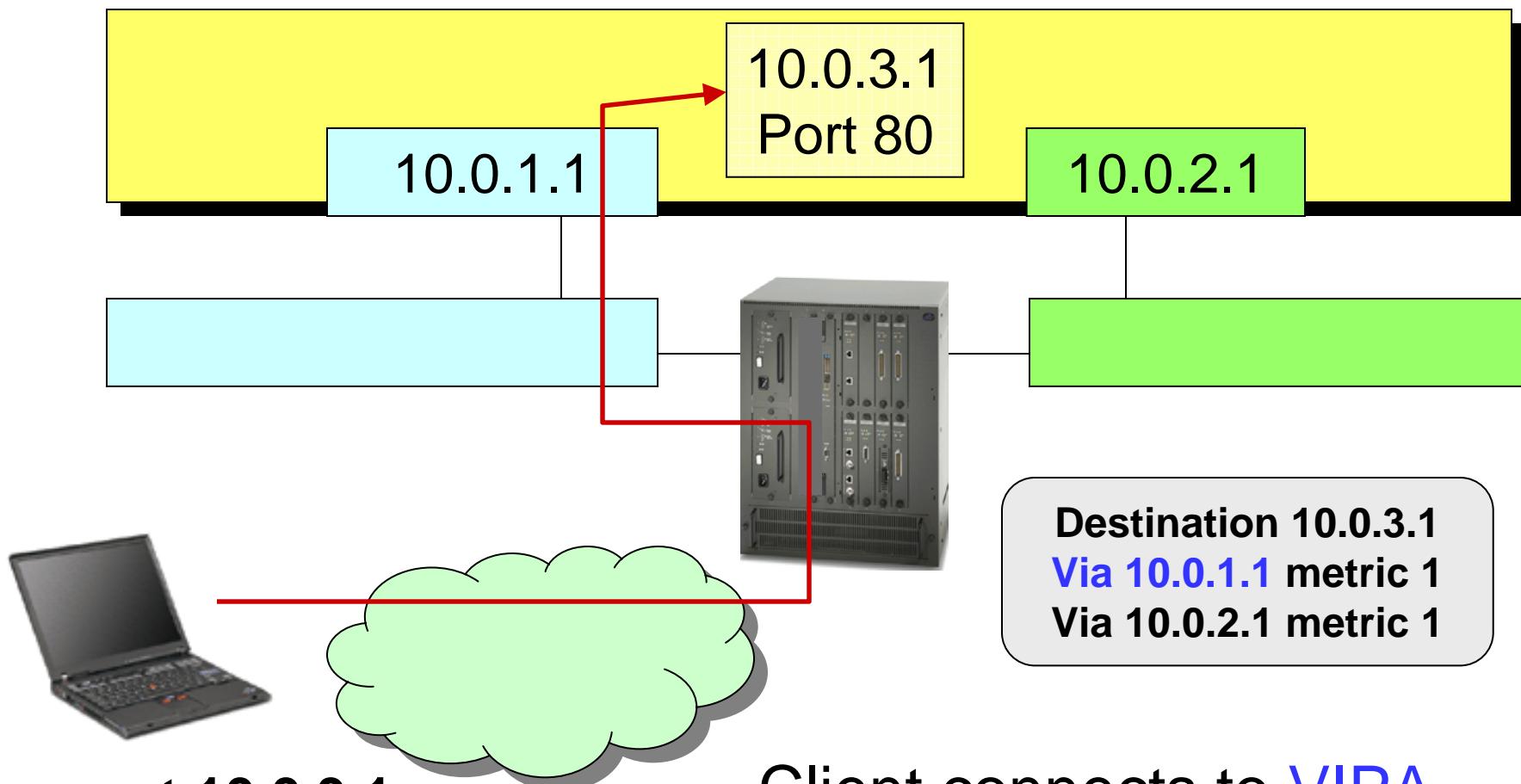
Without VIPA: Session establishment



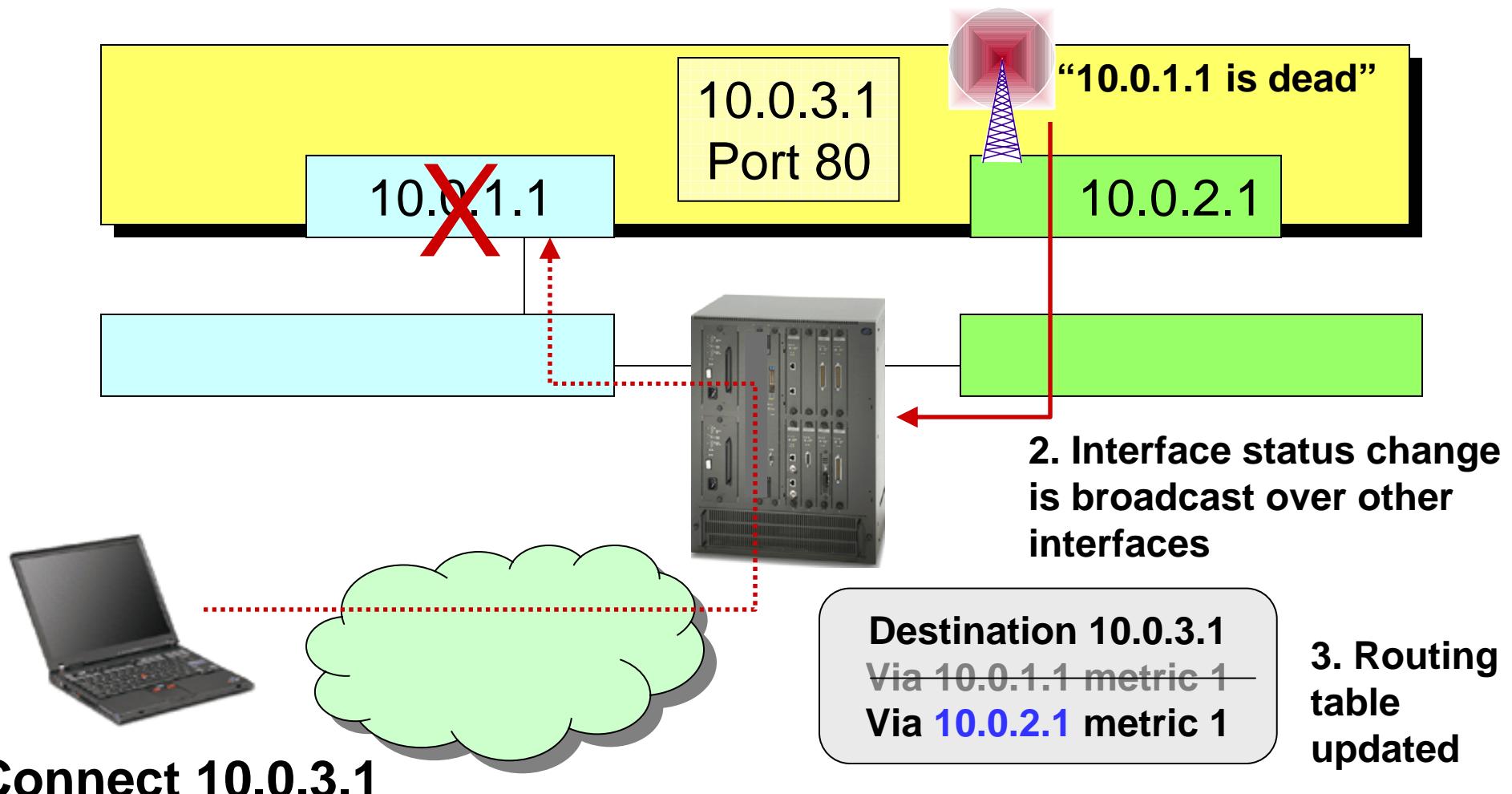
Without VIPA: User-Initiated Failover



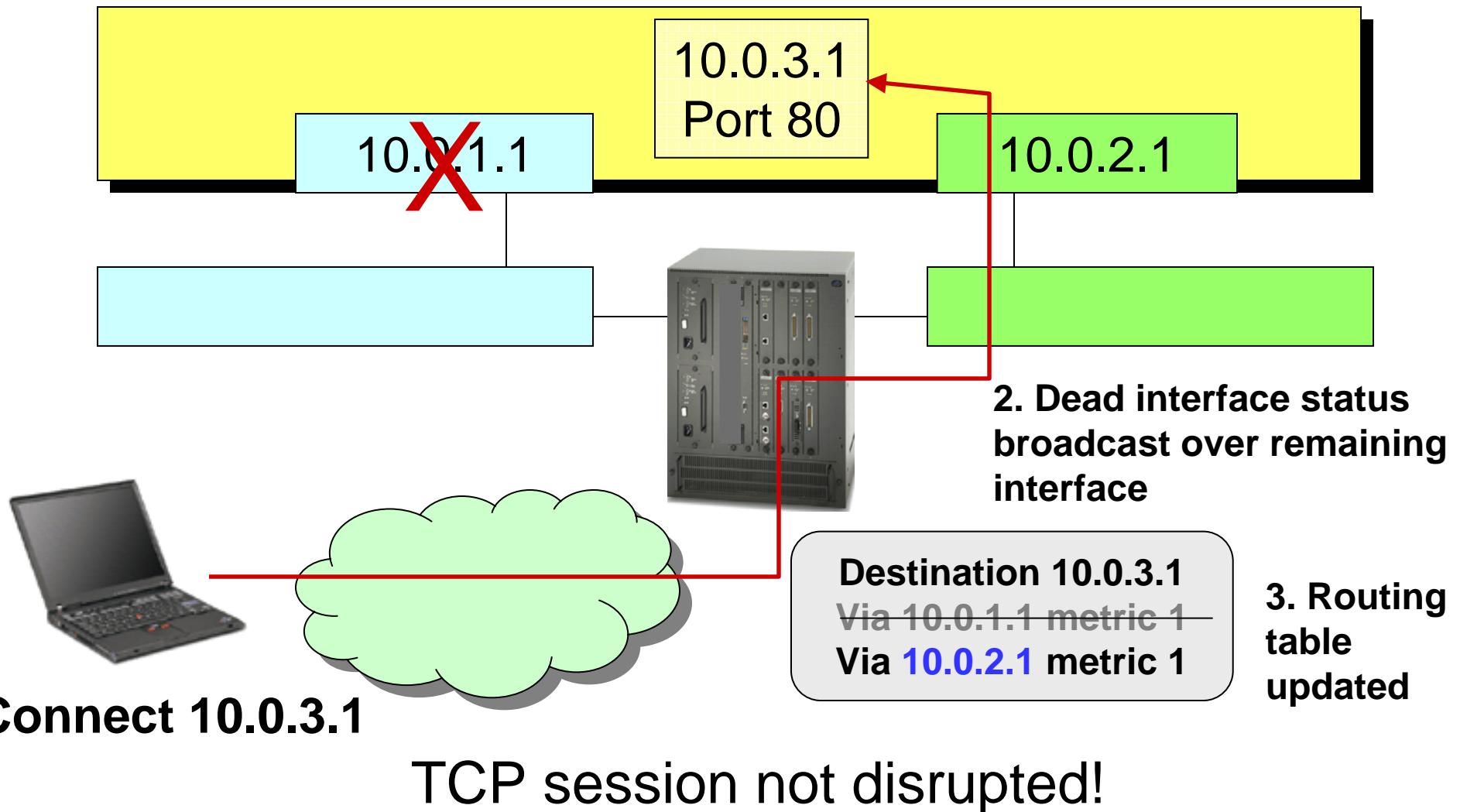
With VIPA: Session establishment



With VIPA: Network-Initiated Failover



With VIPA: Network-Initiated Failover



VIPA Benefits

- Insulates clients from IP address changes
- Protects clients from interface outages
- Provides increased application availability
- Designed for use with dynamic routing
 - ▶ Can use with static routing, but no protection from interface outage unless using routers with black hole detection

IPv4 Addressing Quick Reference

Class	First octet	Network
A	0-127	a.0.0.0
B	128-191	a.b.0.0
C	192-223	a.b.c.0
D	224-239	n/a

Mask size	Last octet	binary	subnetwork	# hosts
/25	128	1000 0000	2: 0 128	126
/26	192	1100 0000	4: 0 64 128 192	62
/27	224	1110 0000	8: 0 32 64 96 128 160 192 224	30
/28	240	1111 0000	16: 0 16 32 48 64 80 96 112 128 144 160 176 192 208 224 240	14
/29	248	1111 1000	32: 0 8 16 24 32 40 48 56 64 72 80 88 96 104 112 120 128 136 144 152 160 168 176 184 192 200 208 216 224 232 240 248	6
/30	252	1111 1100	64: 0 4 8 16 20 24 28 32 36 ...	2

[Read More About It...](#)

Contact Information

- By e-mail: Alan_Altmark@us.ibm.com
- In person: USA 607.429.3323
- On the Web: <http://ibm.com/vm/devpages/altmarka>
- Mailing lists:
 - IBMTCP-L@vm.marist.edu
 - VMESA-L@listserv.uark.edu
 - LINUX-390@vm.marist.edu
<http://ibm.com/vm/techinfo/listserv.html>