Subject: Re: *CLOSED* softirq stats for a VE
Posted by Pradeep Padala on Tue, 06 Mar 2007 14:17:53 GMT
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Right. To give you the context, we have been working on developing adaptive control in virtual environments. A paper on this is being published at EuroSys (http://www.eecs.umich.edu/~ppadala/pubs/eurosys.pdf). We did that for CPU and now want to extend it to the network. We used Xen in that work, but are switching to OpenVZ, as we think it has much lower overhead.

When a network-processing-heavy application runs in a VE, it consumes both network and CPU resources. We only want it to be accounted properly. Perhaps I need some thing like lazy receiver processing (http://www.cs.rice.edu/CS/Systems/LRP/).

Any ideas are welcome.