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Subject: poor performance inside a VE  
Posted by [pookey](#) on Sat, 10 Mar 2007 10:16:31 GMT  
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Hi all,

A friend recently wanted to do some rendering, so I setup him up a VPS quickly on an idle machine for him to render on.... however - it didn't go so well.

Here's the output of dstat with the rendering going on in VE0 (the host).

```
----total-cpu-usage---- -disk/total -net/total- ---paging-- ---system--  
usr sys idl wai hiq siql_read write|_recv _send|__in__out_|_int_ _csw_  
17 1 82 0 0 0| 22k 637k| 0 0 | 0 0 | 236 948  
54 0 46 0 0 0| 0 0 |2773B 4860B| 0 0 | 126 818  
61 3 36 0 0 0| 0 16k| 596B 360B| 0 0 | 141 759  
77 1 22 0 0 0| 0 0 |2835B 4840B| 0 0 | 118 707  
81 1 18 0 0 0| 0 80k| 0 0 | 0 0 | 124 747
```

As you can see, it's using most of the CPU (there's 2 hyperthreading xeon in this machine), and all is well. The render completes in about 30 minutes.

However... here's what happens when I run the render inside a VE

```
----total-cpu-usage---- -disk/total -net/total- ---paging-- ---system--  
usr sys idl wai hiq siql_read write|_recv _send|__in__out_|_int_ _csw_  
18 1 81 0 0 0| 22k 626k| 0 0 | 0 0 | 234 971  
2 0 98 0 0 0| 0 0 |2675B 4500B| 0 0 | 120 11k  
0 0 99 0 0 0| 0 16k| 0 0 | 0 0 | 126 12k  
2 0 98 0 0 0| 0 0 |1999B 3730B| 0 0 | 121 9010  
1 0 99 0 0 0| 0 16k| 0 0 | 0 0 | 125 11k  
1 0 99 0 0 0| 0 0 |1935B 3730B| 0 0 | 116 10k
```

Notice the stupidly high number of context switches (last column). The render on the VE is estimated to take about 10 times longer...

```
# in=spaceinvader.flam3 format=png transparency=false prefix="renderc"  
verbose=1 flam3-render  
Automatically detected 4 core(s)...  
chaos: 0.5% ETA: 286.5 minutes
```

Can anyone suggest why this is?

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