
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 goign on in VE0 (the host).

```
----total-cpu-usage---- -disk/total -net/total- ---paging-- ---system--
usr sys idl wai hiq siq|_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's in this machine), and all is well. The render completes in about 30 minutes.

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

```
----total-cpu-usage---- -disk/total -net/total- ---paging-- ---system--
usr sys idl wai hiq siq|_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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