Subject: Re: poor performance inside a VE
Posted by Sidnei Rodrigo Basei on Sat, 10 Mar 2007 20:14:54 GMT
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Hi Ian,

I am running JAVA applications and its performance is very poor, too.

To solve it, you can try setting the CPU_UNITS to other number, for
example (i am using now) CPUUNITS="100000".

Maybe you've problems with memory. In this case, you can see the
/prov/user_beancounters file and update its parameters.

You look the "maxheld" and "held" columns. If maxheld is equal to held
(or nearly), you must update the "barrier" and "limit" for this
paramenter ("resource").

Thats all ...

Sorry .. my english isn't so good =(

Sidnei

Ian P. Christian escreveu:
> 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
> xeons 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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