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Subject: Re: Using threads on OpenVZ, and memory allocation versus memory usage

Posted by [hvdkamer](#) on Thu, 10 May 2007 08:19:18 GMT

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xemul wrote on Thu, 10 May 2007 09:53My question was to show what kind of mappings eat so many of privvmpages.

I'm not an developer. But that is why I gave the example of Apache 2 mpm worker. Probably someone with knowledge could find out were the 54 mappings in the source are made? It is probably an small prortion of the code?

However Apache is not the only program. On my VE's clients use lots of different programs and I see in all a discrepancy between the two rangingfor 1:4 to 1:80. At this moment I'm thinking that I can probably raise the privvmpages on the assumption that privvmpages is for at least a large part not used. But as systemadministrator I don't like guesses, so a better way to handle this effect would be very helpfull...

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