Subject: CPUUNITS (yeah...yet another question...*SIGH*)
Posted by Michael Portz on Mon, 02 Jul 2007 14:56:24 GMT
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Hi!

Everywhere it is stressed, that CPUUNITS is only relevant for the relative amount of time a VE has control of the resources. I am looking for a quite different answer: Does it have an absolute meaning as well?

E.g. if VE0's CPUUNITS=1000, VE1's CPUUNITS=1000 and VE2's CPUUNITS=1000 (and these are *all* VEs), then they all get the same share of processing time. The same holds for CPUUNITS=100 for all VEs. But is there any difference for the values 100 and 1000 respectively?

Does e.g CPUUNITS=100 mean, a VE is swapped out after 100 * c timeunits for a constant c? Specifically: Does decreasing the values of CPUUNITS decrease the reaction time of VEs towards interrupts etc.?

Thanks
Michael