Subject: Re: CPUUNITS (yeah...yet another question...*SIGH*)
Posted by Michael Portz on Mon, 02 Jul 2007 18:28:00 GMT
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Ah, ok!

Thanks for the quick answer :)
Michael

Kirill Korotaev schrieb:
> No, 100 is absolutely the same as 1000 in this regard.
> CPUUNITs control only how VEs fight for the CPU time and
> doesn't affect latency of the reaction which is controled
> by HZ and some of sysctls in /proc/sys/kernel and is *bounded*.
>
> Thanks,
> Kirill
>
>
> Michael Portz wrote:
>> 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
>>
>>
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