
Subject: Understanding user_beancounters: tcpsndbuf

Posted by [ittec](#) on Fri, 29 Feb 2008 09:02:58 GMT

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Hi again

Since I modified some values of privvmpages on my Linux OpenVz server with your help, no more problems happens with this parameter.

Today I need to explain to you similar trouble, this time with tcpsndbuf. I read the <http://wiki.openvz.org/Tcpsndbuf#tcpsndbufproperly> thread in OpenVz wiki and I did the calculation about tcpsndbuf formula:

Current user_beancounters values:

tcpsndbuf:

barrier -> 5.777.926

limit -> 12.331.526

fail -> 455.979.976

numtcpsock:

barrier -> 1.600

limit -> 1.600

I think the number of fail is very high. Now with this values I'm going to follow the formula that appear in wiki web:

$\text{limit} - \text{barrier} \geq 2.5 \text{ KB} * 1600$

$12.331.526 - 5.777.926 \geq 4.000$

$6.553.600 \geq 4.000$

Is right, isn't it? So my first interest is about understand why I have a high number of tcpsndbuf. If I think in formula and I did properly, couldn't happen bad performance on this VE. But the true is the traffic graphics show me bad operation.

Can someone bring me some light here ?

Thanks a lot
