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Subject: Re: [ANNOUNCE] OpenVZ releases checkpointing/live migration of processes

Posted by [Jun OKAJIMA](#) on Sat, 22 Apr 2006 05:48:03 GMT

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>  
>OpenVZ team is proud to announce the release of the new  
>checkpointing/restore feature. This feature allows to save (checkpoint)  
>and restore the whole state of a Virtual Environment (VE, container) and  
>do a live migration of a VE to another physical box while preserving  
>process states and TCP/IP connections.  
>  
>During live migration the in-kernel state of processes and their  
>resources (including memory, registers, IPC, pids, open files, sockets,  
>etc.) is saved and then restored on another machine. Since all network  
>connections are preserved with all the in-progress requests, user doesn't  
>experience interruption of service.  
>  
>The feature is available on i686 and x86\_64 architectures. Migration of  
>32bit VEs between i686 and x86\_64 architectures is also supported.  
>Current implementation works fine with complex applications like Oracle,  
>Java, X apps.  
>  
>Latest 2.6.16 OpenVZ kernel and tool packages with live migration  
>support are available here:  
><http://openvz.org/download/beta/kernel/>  
><http://openvz.org/download/utls/>  
>  
>GIT repository for all OpenVZ sources is available at  
><http://git.openvz.org/>  
>  
>Usage examples  
>~~~~~  
>  
>New 'vzmigrate' utility is used for VE migration. Also, new commands for  
>'vzctl' allowing to dump and restore VE were introduced: 'chkpnt' and  
>'restore'.  
>  
>To save current VE state with all processes:  
># vzctl chkpnt <VEID>  
>  
>To restore VE after checkpointing:  
># vzctl restore <VEID>  
>  
>To perform online migration of VE #101 to another machine:  
># vzmigrate --online destination.node.com 101  
>without '--online' option vzmigrate does offline VE migration with VE  
>start/stop.

>  
>

One Question ---.

Xen needs iSCSI or alike for a FS when you want to do a live migration, because it needs very same inode mapping.

How about this issue on OpenVZ?

For example, can I migrate a VE to a server which has same file tree on its HDD, but has different FS type and inode number?

--- Okajima, Jun. Tokyo, Japan.

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