As a practical matter I think you can over commit ram a bunch. Remember that in most cases only a small fraction of the address space of any program needs to be in real memory at any time. The OS takes care of paging stuff in and out of memory for you. You may reach a point by overcommitting that you are thrashing the system, but you can surely overcommit at least 2 - 3 times that and probably a lot more, but that'll depend on your applications. The only real way to know is to try it. Just load a system up with a bunch of ves and put synthetic loads on them. Then bring them up one at a time until the system gets sluggish or worse.

There's no fixed formula that anyone will commit to since it all depends on what the ve's are doing.

Jim.