Subject: io-waits / openvz / network
Posted by arghbis on Tue, 23 Dec 2008 09:38:08 GMT

Hi,

I've observed a strange behaviour on my openvz enabled servers. Most of the servers have a very high io-wait value in the cpu-usage graphs. The servers that have low io-wait percentage have only one or two VE, that are not exchanging data between them.

It is strange to notice that the more a server contains VEs that are communicating, the more the io-wait percentage is high.

On the biggest server, i can see in /proc/interrupts that eth0 is responsible for 1.5 10^9 interrupts on each cpu (8 cpus). It sounds abnormal to me.

Does anyone has an opinion on this topic?

The problem is that i want to be sure that these io-waits do not hurt too much the performances.

thanks for any advice