Subject: Re: Measuring and Adjusting CPU utilization
Posted by kir on Wed, 07 Jun 2006 00:12:43 GMT
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CPU limit is in per cent units. I.e. if your server has a single CPU,
use --cpulimit 10 to limit a VE to 10% of the CPU.

On a two-way SMP box max. value of cpulimit is 200. Say, if you want a
VE to use no more than one CPUs, use --cpulimit 100.

Pradeep Padala wrote:

> Thanks for the explanation, but I DID use the --cpulimit parameter.
>
> I set the limit to 1000 units, I run a while(1) loop, and I see a 100%
> loadavg on the host node. Shouldn't it be somewhere around 10% ?
>
> Pradeep
>
> On 6/6/06, *Kir Kolyshkin* <kir@openvz.org <mailto:kir@openvz.org>>
> wrote:
>
>   Looks like you misunderstand the concept of cpuunits. cpuunits is
>   not a
>   hard limit, but just a suggestion, and a CPU time is shared
>   proportionally to the values given. So, if you will have 9 VEs and the
>   host system with cpuunits set to 1000 for all of them, and run the
>   loop
>   in all of them, each VE will use 10% of the CPU time.
>
>   In case you will stop the loop running in 5 VEs so there will be 4
>   such
>   VEs (plus the host system) left, each of them will use 20% of the CPU.
>   So, all the CPU time is distributed between VEs which will need it,
>   according with their proportional cpuunits.
>
>   More to say, the concept of "total CPU units" is purely fiction,
>   and is
>   here just for the convenience. People do want to set CPU units is
>   terms
>   of processor's megaherts, and this is what cpuunits does. But in
>   fact it
>   is not a megaherts but just a relative weights. I.e. all the cpuunits
>   values are relative to each other, it doesn't matter what the actual
>   numbers are -- what matters is a number given to a VE in relation
>   to the
>   sum of all cpuweights (which is expressed as "total CPU units"
>   just for

> the convenience).
>
> So, cpuunits, if you do not oversell them, are a CPU guarantee, not a
> limit. If you want CPU limit -- use cpulimit parameter.
>
> Pradeep Padala wrote:
>
> > Hi,
> >
> > I am trying to measure the CPU utlilization of the VZ
> containers, and
> > change the cpu share dynamically. I have poured over most of the
> > documentation, and looked at the code as well, and it seems like
> > there's no utility that can directly show the current CPU
> utilization
> > of a container (some thing like 30% of CPU). A search on the
> user list
> > got me a message, where someone suggested using loadavg.
> However, It
> > seems like the loadavg is not showing the proper utilization (or
> > showing the total CPU utilization). This is what I am doing.
> >
> > I setup a container with 1000 units limit (total CPU units:
> > ~10000). I
> > wrote a small do {; }while(1); loop and ran it in the container,
> now I
> > do cat /proc/loadavg in both the container and on the host node.
> > Since, the container is only using 1000 units, I should see
> something
> > like 100% loadavg in the container, and 10% loadavg in the hostnode.
> > But, I see 100% at both places. Am I doing something wrong? How do I
> > get the current cpu utilization of a container?
> >
> > Thanks,
> > --
> > Pradeep Padala
> > http://ppadala.blogspot.com
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> >Users mailing list
> >Users@openvz.org <mailto:Users@openvz.org>
> >https://openvz.org/mailman/listinfo/users
> <https://openvz.org/mailman/listinfo/users>
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> Pradeep Padala
> http://ppadala.blogspot.com
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