Subject: Re: Swap Usage
Posted by hello-world on Thu, 22 Jun 2006 15:28:44 GMT
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Quote:
Most probably your application is not killed, but just crashes because it can not cope well with the out-of-memory situation. In some cases, though, it's indeed the kernel which kills your application in order for your VE to stay within the boundaries specified by User Beancounters limits.

It is trying to allocate memory, it fails, and thus malloc returns zero, and it crashes. Ps is the program the segfaulted due to this.

Quote:
physical box is divided into multiple partitions (VEs), that are granted a subset of its resources. There are some explicit guarantees (see *guar* parameters in /proc/user_beancounters) and some implicit guarantees (if the physical resources are not oversold you'll be able to use resources up to the limits specified in /proc/user_beancounters).

Hope that helps.

Thanks. My point is this: As far as monetary considerations go, RAM and swap r two entirely different things. So how can a VPS *USER* make sure that he gets a particular amount of RAM and certain fixed amount of swap.

Anyway, if you don't have proper differentitation between RAM and swap, i think that is a small drawback, especially if you are selling VPSes to external vendors. What we need is actualy a per vps swap, and both the RAM and the swap usage should be separately controllable.

Again thanks for your response.