Subject: Re: How fine virtualization could openvz do?
Posted by kir on Mon, 03 Jul 2006 12:19:47 GMT
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For the CPU side, you assign different cpuunits values to different VEs, and they get their CPU shares according to their cpuunits. That means a VE can have up to 100% of the CPU if nobody else is using it; in case more than one VE is using a CPU, CPU time will be distributed in proportions to VE's cpuunits.

In case you want to have an upper limit on the CPU time a VE can have, use cpulimit option. But this is not really needed, since OpenVZ CPU scheduler is "fair" ... so the only time you need this cpulimit is when you want to simulate a slow machine or smth like this.

For the RAM side, it is not that straightforward, since RAM is used for a lot of different tasks. In short, RAM available for a VE is regulated by a set of so called User Beancounters. For more info, search this forum for user beancounters (or UBC), read OpenVZ user's guide, and check http://wiki.openvz.org/Resource_management