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Subject: high CPU (%st) usage in rhel6

Posted by [jevilyt](#) on Sat, 26 Jan 2013 09:44:05 GMT

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Hello,

I have noticed, that, for example counter-strike game launched in container uses lot of cpu (when the server is empty).

With rhel5 everything normal - cpu usage 1-2% (%user)

But with Rhel 6 (with newest stable kernel) cpu usage is high, but strange thing is that:

Cpu(s): 20.2%us, 15.8%sy, 0.0%ni, 46.6%id, 0.0%wa, 0.0%hi, 0.0%si, 17.4%st (why '%st' is so high in rhel6? And why %st is not 0%? In rhel5 %st is 0%)

Thank you.

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