Subject: CPUUNITS (yeah...yet another question...*SIGH*)
Posted by Michael Portz on Mon, 02 Jul 2007 14:56:24 GMT
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Hi!

Everywhere it is stressed, that CPUUNITS is only relevant for the
relative amount of time a VE has control of the resources. I am
looking for a quite different answer: Does it have an absolute
meaning as well?

E.g. if VE0's CPUUNITS=1000, VE1's CPUUNITS=1000 and VE2's CPUUNITS=1000
(and these are *all* VEs), then they all get the same share of processing
time. The same holds for CPUUNITS=100 for all VEs. But is there any
difference for the values 100 and 1000 respectively?

Does e.g CPUUNITS=100 mean, a VE is swapped out after 100 * c timeunits
for a constant c? Specifically: Does decreasing the values of CPUUNITS
decrease the reaction time of VEs towards interrupts etc.?

Thanks
Michael

Subject: Re: CPUUNITS (yeah...yet another question...*SIGH*)
Posted by dev on Mon, 02 Jul 2007 15:53:01 GMT
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No, 100 is absolutely the same as 1000 in this regard.
CPUUNITs control only how VEs fight for the CPU time and
doesn't affect latency of the reaction which is controled
by HZ and some of sysctls in /proc/sys/kernel and is *bounded*.

Thanks,
Kirill

Michael Portz wrote:
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> Michael
>
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Subject: Re: CPUUNITS (yeah...yet another question...*SIGH*)
Posted by Michael Portz on Mon, 02 Jul 2007 18:28:00 GMT
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Ah, ok!

Thanks for the quick answer :)
Michael

Kirill Korotaev schrieb:
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>> Michael
>>
>>
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