
Subject: vzcpucheck & sparc problem

Posted by [blam](#) on Fri, 31 Aug 2007 11:02:14 GMT

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I'm using OpenVZ 2.6.18-028stab039 (Ubuntu OS) on a Sun Fire T2000 machine.

Everything else but vzcpucheck seems to work just fine. Vzcpucheck thinks the processing power of the hw node is 0 and I believe this is the reason why I'm getting really poor performance out of my VE's. Here's the output of vzcpucheck-command:

```
root@hostname:# vzcpucheck
Current CPU utilization: 5000
Power of the node: 0
Warning: hardware node is overcommitted
```

I have 4 VE's running with each of them having default cpuunits (1000). There's zero amount of extra load.

Is this some kind of bug or what?

Subject: Re: vzcpucheck & sparc problem

Posted by [kir](#) on Fri, 31 Aug 2007 11:58:29 GMT

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It's just that vzcpucheck is not able to parse SPARC's /proc/cpuinfo. Not a problem at all, since cpuunits are values relative to each other.

In other words, a VE gets an amount of CPU which is equal to it's cpuunits divided by sum of all VE's (including VE0) cpuunits.

So, in your case you have 4 VEs with cpuunits=1000, plus VE0's cpuunits of 1000, that means each VE will have $1000/5000 = 0.2 = 20\%$ of CPU time (in extreme case when all VEs will be busy). That means 20% is a guarantee, and there is no limit (unless you explicitly set it with --cpulimit).

So, again, your setup is fine, and each VE can get anything from 20% to 100% of CPU time, depending on the load.
