

Gents,

i'm running OVZ on an xeon dual quad core system, that means 8 cores and a lot of memory (16G).

I try to find out the max usefull number of running VE.  
Doing all the same small job.

Running VEs i got  
(all values are seconds taken from time)

1VE  
30real 11user 25system

2VE  
37real 11user 36system

3VE  
60real 11user 70system

4VE  
97real 12user 124system

8VE  
276real 14user 260system

I wonder why the amount of system time increases so dramatically.  
Can't believe that 2VEs are the maximum number to get the highest troughput for this applikation.

Especially when i compare 1VE with a (nearly) 1:2 ratio of user:system with 2VEs or 8VEs where this ratio screws down to 1:19.

Any idea?

best regards and thank you for OVZ!

This is the conf i used:

```
# Primary parameters
NUMPROC="1280:1280"
AVNUMPROC="640:640"
NUMTCPSOCK="1280:1280"
NUMOTHERSOCK="1280:1280"
```

VMGUARPAGES="39226:9223372036854775807"

# Secondary parameters

KMEMSIZE="52496832:57746515"

TCPSNDBUF="12256064:17498944"

TCPRCVBUF="12256064:17498944"

OTHERSOCKBUF="6128032:11370912"

DGRAMRCVBUF="6128032:6128032"

OOMGUARPAGES="39226:9223372036854775807"

PRIVVMPAGES="235356:258891"

# Auxiliary parameters

LOCKEDPAGES="2563:2563"

SHMPAGES="23535:23535"

PHYSPAGES="0:9223372036854775807"

NUMFILE="20480:20480"

NUMFLOCK="1000:1100"

NUMPTY="128:128"

NUMSIGINFO="1024:1024"

DCACHESIZE="11452893:11796480"

NUMIPTENT="31:31"

DISKSPACE="167545:184300"

DISKINODES="744016:818418"

#

CPUUNITS="8888"

VE\_ROOT="/vz/root/\$VEID"

VE\_PRIVATE="/vz/private/\$VEID"

ORIGIN\_SAMPLE="64"

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Subject: Re: CPU resources real / user / system

Posted by [yahbluez](#) on Wed, 19 Dec 2007 13:33:35 GMT

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maybe thee nourmous number of content switches produces this effect?

vmstat 1

procs -----memory----- ---swap-- -----io----- -system-- ----cpu----

r b swpd free buff cache si so bi bo in cs us sy id wa

74 0 44 170000 32884 9305788 0 0 0 0 4 4 0 3 96 0

76 0 44 115760 32884 9305912 0 0 0 0 2004 11873 6 94 0 0

91	0	44	156460	32884	9305732	0	0	0	0	1845	8331	3	97	0	0
87	0	44	121164	32884	9305748	0	0	0	0	1969	10529	5	95	0	0
77	0	44	164912	32884	9305812	0	0	0	0	2787	8056	4	96	0	0
129	0	44	130780	32884	9306240	0	0	0	0	2068	10177	3	97	0	0
61	0	44	131408	32884	9306916	0	0	0	0	1897	7083	9	91	0	0
124	0	44	145816	32884	9307076	0	0	0	0	1531	8757	2	98	0	0
71	0	44	112944	32892	9307332	0	0	0	0	2317	9516	6	94	0	0

kernel timer is set to 1000 at compile time.

Maybe 100 is better for a server?

thx  
yahbluez

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Subject: Re: CPU resources real / user / system  
Posted by [dev](#) on Wed, 19 Dec 2007 19:24:00 GMT  
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it's really hard to ask your question, since technically you provided too little details.

what do you run and what do you measure? any exact commands?  
do you run your command in VE or remotely or how?  
and so on.

from what I can guess, you run the same app in 8 VEs,  
all are loaded, so when you run 8 VEs instead of one, you should get  $30 \times 8 = 240$  secs, but get 276.  
is it the case?