Subject: Success w/ Kernel 2.6.26 or 2.6.27 Posted by seanfulton on Wed, 24 Jun 2009 13:55:51 GMT View Forum Message <> Reply to Message

I'm considering upgrading one or more of our production servers to a newer kernel to try to combat some IO issues we are having with a backup process on the HN depriving the VEs of resources. We're currently CentOS 5.2 on the host nodes with the latest ovzkernel-2.6.18 variant and have not been able to fix the issue.

I am wondering if anyone on these forums is using the 2.6.27 or 2.6.26 ovzkernels on a heavily loaded server and if so, what your experiences have been.

sean

Subject: Re: Success w/ Kernel 2.6.26 or 2.6.27 Posted by arghbis on Fri, 26 Jun 2009 06:33:21 GMT View Forum Message <> Reply to Message

I've tried both of them and they juste work like they should.

no particular instability, even under high load (cpu, mem, bandwidth)

Subject: Re: Success w/ Kernel 2.6.26 or 2.6.27 Posted by swindmill on Fri, 26 Jun 2009 17:26:34 GMT View Forum Message <> Reply to Message

I assume you've attempted to use nice and ionice to resolve the issue?

I am running a backup job using rsync/rdiff-backup on my host nodes using the rhel 2.6.18 openvz kernels and have been able to reduce or eliminate any I/O impact seen by my containers with these two tools.

Subject: Re: Success w/ Kernel 2.6.26 or 2.6.27 Posted by seanfulton on Fri, 26 Jun 2009 17:43:58 GMT View Forum Message <> Reply to Message

Interesting. How are you doing this?

We have a centralized backup server with 5T of storage for backups and it is NFS-mounted to our openvz servers, which use vzdump for backups.

I have tried writing a utility to rsync the data to the backup server and do the tar/compress on the backup server, but that just serves to paralize the backup server. The amount of data is such that

doing them sequentially would take about 12 hours, whereas spreading the load across the Openvz servers allows us to finish in about 4 hours ... crippling the OpenVZ servers in the process

I'd love to hear what you've done and how it works.

sean

