Subject: UDP socket buffer strategy for VoIP Service Containers
Posted by JR Richardson on Fri, 08 Jul 2011 17:53:56 GMT
View Forum Message <> Reply to Message

Hi All,

I'm running Asterisk servers on OVZ with great success. Most of the systems are pretty small usage, just a few phones and active channels. I used vzsplit to generate my resource parameters so all systems are set equally on the hardware node.

Sometimes I'll get a container pushing the limits of these 2 resources:

othersockbuf	21.88 kb	562.56 kb	553.39 kb	1.98 mb	59
dgramrcvbuf	0.00 kb	260.06 kb	260.42 kb	260.42 kb	70

I assume this is due to active calls.

Can someone shed some light on the direct correlation between UDP sockets and VoIP Calls? Are the resource parameter in kb the amount of UDP bandwidth on the network? All VoIP/RTP traffic is UDP G.711.

I do not have any complaints about voice quality issues or anything that would indicate the incremental counts over the soft limit are really affecting performance of the container or the VoIP Service.

Would it be ok increase the soft limits to something like 1/4 or 1/2 the total resource of the hardware node and increase the hard limit to MAX_ULONG?

Any suggestions or info would be appreciated.

Thanks.

JR
--
JR Richardson
Engineering for the Masses