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Subject: Re: Need CPUUNITS Value for Celeron 2.4

Posted by [kir](#) on Mon, 23 Apr 2007 05:32:31 GMT

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1. You should not rely on file size in /proc, since those files are not really files, but some interfaces from the kernel. So if you run `cat /proc/fairsched` and post the results here that will help us to see what the problem actually is (most probably in kernel but still makes sense to take a look).

2. Absolyte CPUUNITS value does not really makes sense, since the values set for VE made the system divide the CPU time proportionally. Say, if you have two VEs and set those `cpuunits` to 1000, and when run CPU intensive tasks in each VE, they will consume 50% CPU time each. If you set both VEs' `cpuunits` to 100, it will mean the same. If you set both VEs' `cpuunits` to 1, it will mean the same.

The case described above is the case when every VE has CPU-intensive tasks running, so all VEs are fighting hard for CPU time. In case one VE is doing nothing, the other one can consume all the CPU, and it doesn't matter what the `cpuunits` are. So, `cpuunits` makes sense if and only if there is not enough CPU time at the moment.

Now note that the above didn't take into account VE0 `cpuunits`. VE0 is quite important, since some important system processes runs in it. VE0 `cpuunits` should be reasonably high (not lower than those of VEs).

So, answering your question: in case of a single VE you can set its `cpuunits` to the same value as set for VE0 (see VE0CPUUNITS parameter in `/etc/vz/vz.conf`, default is 1000). That will mean your VE will have the same CPU priority as the host system itself.

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