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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.

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