Subject: *SOLVED* Question about cpuunits comment on swsoft forum
Posted by rickb on Sun, 31 Dec 2006 17:22:44 GMT
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Hi, I found this post on the swsoft virtuozzo forum- OVZ and VZ share the same architecture so I feel the question/answer is relevant to openvz as well. I see the person who offered an answer is from Herndon, VA so I am assuming he works for swsoft.

Is his answer about cpuunits correct?

http://forums.sw-soft.com/showthread.php?s=05fab1a5a307d51be4c6ae9d05bb260a&threadid=38376

The ability for a VE to saturate the disk i/o is a problem I wrestly with daily, so I am interested in what this guy is saying. Basically he is saying a low cpuunits could cause the disk performance to suffer. I'm not sure if this is true because if a VE is not being selected by the scheduler very often (condition from low cpuunits), would the disk be "waiting" or "busy" as seen by other VEs? Its my understanding that a VE can use its cputime to hammer the disk all it wants, but if the cpuunits is very low like in the post, the VE would have no time to hammer the disk and thus effect other VEs.

Long winded, I know. But, looking for some insight.

Rick