

# OpenNebula - Feature #621

## Dynamic CPU load for VMs

05/10/2011 06:19 AM - Steffen Neumann

<b>Status:</b>	Closed	<b>Start date:</b>	05/10/2011
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Drivers - VM	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Pull request:</b>	
<b>Resolution:</b>	fixed		
<b>Description</b>			
<p>Hi,</p> <p>as part of the May 2011 IRC session <a href="http://opennebula.org/public/110509.html">http://opennebula.org/public/110509.html</a> I'd like to propose to make the CPU usage calculation more dynamic.</p> <p>jmelis: sneumann: possibly a dynamic CPU determination, based on e.g. the 1,5 or 15mins load of a VM which is then considered by the scheduler. There might be more advanced ways to determine the actual/current/dynamic CPU value...</p> <p>jfontan: at least for this or the next version it wont be possible</p> <p>jfontan: to change that value, the CPU reserved for a VM</p> <p>jfontan: there are two values that should be changed</p> <p>jfontan: one is the VM template CPU value, that is the easy part</p> <p>jfontan: and then the CPU available in the host the VM is running</p> <p>jfontan: that is the "acpu" value you get with onehost list</p> <p>jfontan: I think now it is a good time to add this ticket as we are changing the database for the next OpenNebula versions</p> <p>jfontan: so it is easier to add some features</p> <p>jfontan: and will be good to take those ideas into account</p> <p>If the CPU parameter is set to 1.0 ONE will not overcommit available nodes, and with the availability of a dynamic re-scheduler it is possible to squeeze all VMs on as few nodes as possible, allowing to power off the unused nodes.</p> <p>Yours, Steffen</p>			

### History

**#1 - 05/08/2013 09:00 PM - Ruben S. Montero**

- Category set to Drivers - Auth

**#2 - 05/09/2013 02:38 PM - Ruben S. Montero**

- Category changed from Drivers - Auth to Drivers - VM

**#3 - 12/28/2013 08:56 PM - Ruben S. Montero**

- Status changed from New to Closed

- Resolution set to fixed

This should be addressed by the new drivers