

Faster Backup Restore from Proxmox Backup Server

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NOT NULL
Makers

Proxmox

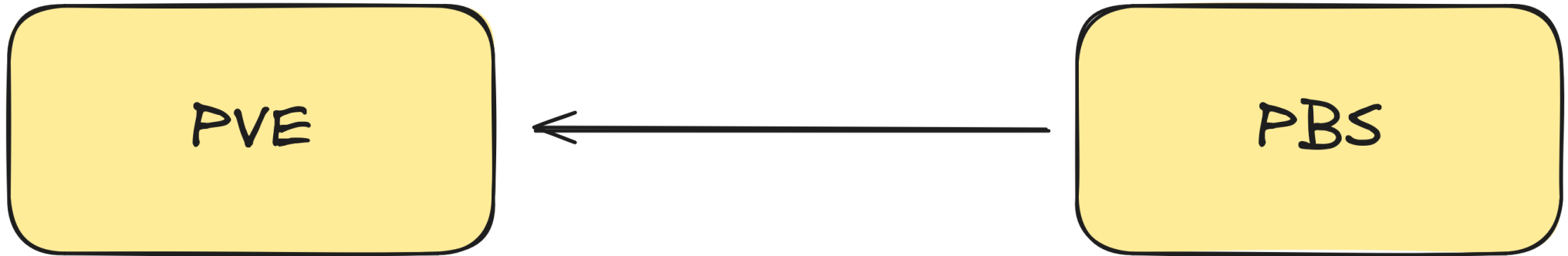
Proxmox Virtual Environment (PVE) – all-in-one virtualization solution

Proxmox Backup Server (PBS) – backup appliance suitable for use with PVE

Both based on Debian with extra components

Introduction 1

Restore VM image: 250-450 MBps



Introduction 2

- Service Level Agreements (SLA)
- Recovery Time Objective (RTO)

- Restore 1 GBps (~ saturate a 10 Gbps link) even with hardly compressible data
- Supported and maintainable solution

The Challenge

Slow for unknown reason, even on powerful HW

Slower with more incremental backups

Veeam expensive

Investigation 1

- Two bare metal nodes at Hetzner with a direct 10 Gbps connection (< 200 €/ month)
- ZFS for easier setup changes
- Utilization, Saturation, Errors (Brendan Gregg)
- small representative test environment
- build environment for Proxmox

Investigation 2

- `qmrestore` → just a perl script calling `pbs-restore`
- `restore.rs` in `proxmox-backup-qemu`
- need to learn a bit of Rust to understand
- use Gemini 2.5 Pro within Workspace Business Standard for prototypes

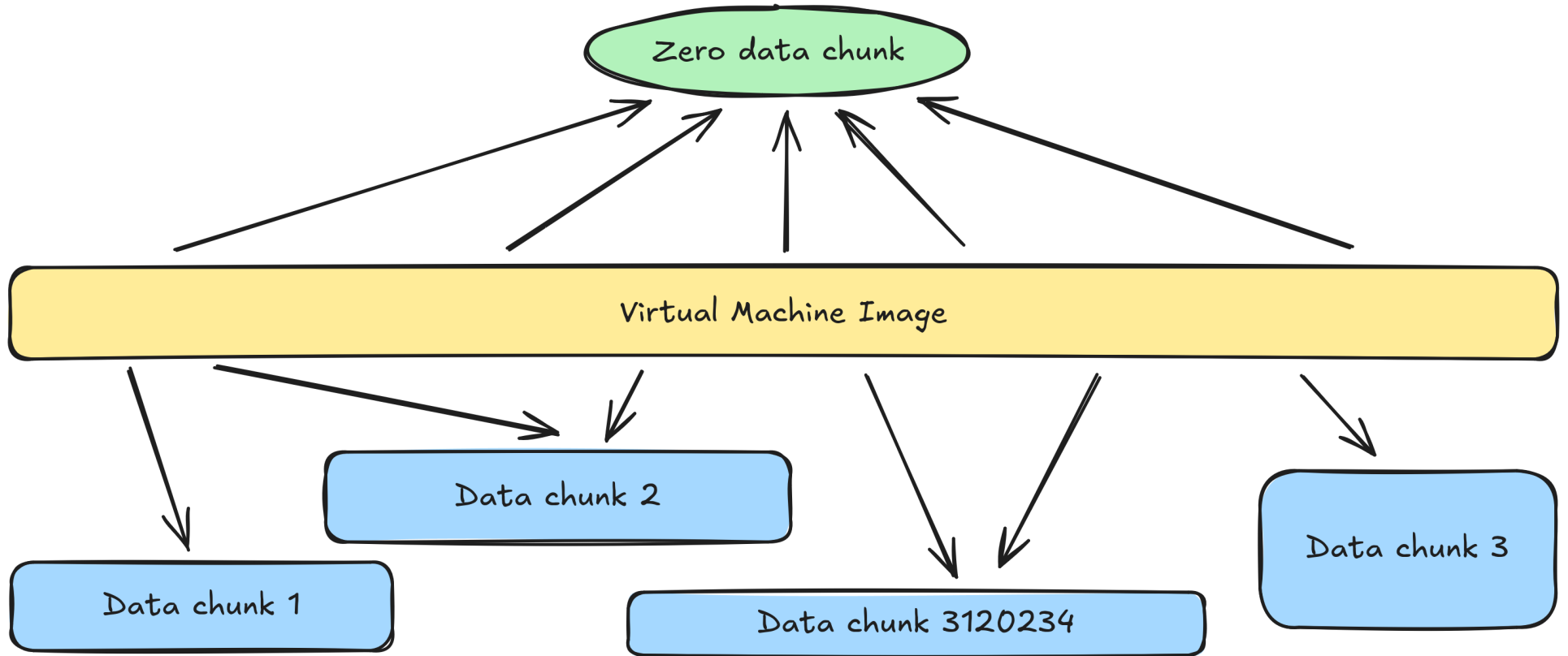
Investigation 3

Add print statements for debugging, build `libproxmox-backup-qemu0` for testing

Test ideas:

- two connections to PBS because network latency seems to be the problem

Chunking & chunk types



Index file



Diagnosis

It seems we are waiting for chunks and doing one at a time!

→ Go through all indexes and restore zero chunks immediately, for data chunks store a future. Realize futures in multiple threads.

Results

- Much faster, hitting 1 GBps with multiple threads
- Proves single encrypted HTTP/2 connection wasn't the main bottleneck

- **But:** Writes chunks out of order now, could be bad for hard disks, change of behavior, brute force

Integration Into Proxmox

Dominik Csapak → async + worker threads solution

→ More resource conscious, writes chunks in order, somewhat slower on older multi-socket servers

Now in Proxmox VE 9 or as update for Proxmox VE 8.4

Other Speedups

- Similar approach with concurrency in other places
- Speedup verify speed by parallel chunk loading on PBS (concerns about DDoS → ability to opt out)

Takeaways

- About 2.5x to 4x faster now depending on latency, HW (clock, SHA / AES acceleration), settings
- Feasible to replace Veeam with PBS in more cases
- More speedups possible
- Open source systems improvements by 3rd party
- Performance debugging saves money

- [qmrestore](#)
- [pbs-restore](#)
- [restore.rs](#)
- [RemoteChunkReader](#)
- [Rust tutorial](#), Derek Banas
- [Forum complaints](#) about slow restore
- [Lupa article](#) by Jan Sedlák, 2025-08-12

Thank You

For later questions, feedback:
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