cuDLA API

API Reference Manual
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Chapter 1. Modules

Here is a list of all modules:

- Data types used by cuDLA driver
- cuDLA API

1.1. Data types used by cuDLA driver
union cudlaDevAttribute
struct cudlaExternalMemoryHandleDesc_t
struct cudlaExternalSemaphoreHandleDesc_t
struct CudlaFence
union cudlaModuleAttribute
struct cudlaModuleTensorDescriptor
struct cudlaSignalEvents
struct cudlaTask
struct cudlaWaitEvents
enum cudlaAccessPermissionFlags
  Access permission flags for importing NvSciBuffers
  Values
  * CUDLA_READ_WRITE_PERM = 0
    Flag to import memory with read-write permission
  * CUDLA_READ_ONLY_PERM = 1
    Flag to import memory with read-only permission
enum cudlaDevAttributeType
  Device attribute type.
  Values
  * CUDLA_UNIFIED_ADDRESSING = 0
    Flag to check for support for UVA.
  * CUDLA_DEVICE_VERSION = 1
    Flag to check for DLA HW version.
enum cudlaFenceType

Supported fence types.

Values

CUDLA_NVSCISYNC_FENCE = 1
    NvSciSync fence type for EOF.
CUDLA_NVSCISYNC_FENCE_SOF = 2

enum cudlaMode

Device creation modes.

Values

CUDLA_CUDA_DLA = 0
    Hybrid mode.
CUDLA_STANDALONE = 1
    Standalone mode.

enum cudlaModuleAttributeType

Module attribute types.

Values

CUDLA_NUM_INPUT_TENSORS = 0
    Flag to retrieve number of input tensors.
CUDLA_NUM_OUTPUT_TENSORS = 1
    Flag to retrieve number of output tensors.
CUDLA_INPUT_TENSOR_DESCRIPTORS = 2
    Flag to retrieve all the input tensor descriptors.
CUDLA_OUTPUT_TENSOR_DESCRIPTORS = 3
    Flag to retrieve all the output tensor descriptors.

enum cudlaNvSciSyncAttributes

cuDLA NvSciSync attributes.

Values

CUDLA_NVSCISYNC_ATTR_WAIT = 1
    Wait attribute.
CUDLA_NVSCISYNC_ATTR_SIGNAL = 2
    Signal attribute.
enum cudlaStatus

Error codes.

Values

- **cudlaSuccess = 0**
  - The API call returned with no errors.

- **cudlaErrorInvalidParam = 1**
  - This indicates that one or more parameters passed to the API is/are incorrect.

- **cudlaErrorOutOfResources = 2**
  - This indicates that the API call failed due to lack of underlying resources.

- **cudlaErrorCreationFailed = 3**
  - This indicates that an internal error occurred during creation of device handle.

- **cudlaErrorInvalidAddress = 4**
  - This indicates that the memory object being passed in the API call has not been registered before.

- **cudlaErrorOs = 5**
  - This indicates that an OS error occurred.

- **cudlaErrorCuda = 6**
  - This indicates that there was an error in a CUDA operation as part of the API call.

- **cudlaErrorUmd = 7**
  - This indicates that there was an error in the DLA runtime for the API call.

- **cudlaErrorInvalidDevice = 8**
  - This indicates that the device handle passed to the API call is invalid.

- **cudlaErrorInvalidAttribute = 9**
  - This indicates that an invalid attribute is being requested.

- **cudlaErrorIncompatibleDlaSWVersion = 10**
  - This indicates that the underlying DLA runtime is incompatible with the current cuDLA version.

- **cudlaErrorMemoryRegistered = 11**
  - This indicates that the memory object is already registered.

- **cudlaErrorInvalidModule = 12**
  - This indicates that the module being passed is invalid.

- **cudlaErrorUnsupportedOperation = 13**
  - This indicates that the operation being requested by the API call is unsupported.

- **cudlaErrorNvSci = 14**
  - This indicates that the NvSci operation requested by the API call failed.

- **cudlaErrorDlaErrInvalidInput = 0x40000001**
  - DLA HW Error.

- **cudlaErrorDlaErrInvalidPreAction = 0x40000002**
  - DLA HW Error.

- **cudlaErrorDlaErrNoMem = 0x40000003**
  - DLA HW Error.
DLA HW Error.
cudlaErrorDlaErrProcessorBusy = 0x40000004
DLA HW Error.
cudlaErrorDlaErrTaskStatusMismatch = 0x40000005
DLA HW Error.
cudlaErrorDlaErrEngineTimeout = 0x40000006
DLA HW Error.
cudlaErrorDlaErrDataMismatch = 0x40000007
DLA HW Error.
cudlaErrorUnknown = 0x7fffffff
This indicates that an unknown error has occurred.

enum cudlaSubmissionFlags

Task submission flags for cudlaSubmitTask.

Values

CUDLA_SUBMIT_NOOP = 1
Flag to specify that the submitted task must be bypassed for execution.
CUDLA_SUBMIT_SKIP_LOCK_ACQUIRE = 1<<1
Flag to specify that the global lock acquire must be skipped.

1.2. cuDLA API

This section describes the application programming interface of the cuDLA driver.

cudlaStatus cudlaCreateDevice (const uint64_t device, const cudlaDevHandle *devHandle, const uint32_t flags)
Create a device handle.

Parameters

device
- Device number (can be 0 or 1).
devHandle
- Pointer to hold the created cuDLA device handle.
flags
- Flags controlling device creation.
Returns

- `cudlaSuccess`
- `cudlaErrorOutOfResources`
- `cudlaErrorInvalidParam`
- `cudlaErrorIncompatibleDlaSWVersion`
- `cudlaErrorCreationFailed`
- `cudlaErrorCuda`
- `cudlaErrorUmd`
- `cudlaErrorUnsupportedOperation`

Description

Creates an instance of a cuDLA device which can be used to submit DLA operations. The application can create the handle in hybrid or standalone mode. In hybrid mode, the current set GPU device is used by this API to decide the association of the created DLA device handle. This function returns `cudlaErrorUnsupportedOperation` if the current set GPU device is a dGPU as cuDLA is not supported on dGPU presently.

Valid values for `flags` are:

- **CUDLA_CUDA_DLA** - In this mode, cuDLA serves as a programming model extension of CUDA wherein DLA work can be submitted using CUDA constructs.
- **CUDLA_STANDALONE** - In this mode, cuDLA works standalone without any interaction with CUDA.

```c
#include <cuda_runtime.h>

// Create a DLA device handle
void cudlaCreateDevice(cudlaDevHandle *devHandle, cudlaStatus *status, const cudlaFlags flags)
{
    status = cudlaSuccess;
    // Your implementation here
}
```

**Parameters**

- **devHandle** - A valid device handle.

Returns

- `cudlaSuccess`
- `cudlaErrorInvalidDevice`
- `cudlaErrorCuda`
- `cudlaErrorUmd`

Description

Destroys the instance of the cuDLA device which was created with `cudlaCreateDevice`. Before destroying the handle, it is important to ensure that all the tasks submitted previously to the device are completed. Failure to do so can lead to application crashes.

In hybrid mode, cuDLA internally performs memory allocations with CUDA using the primary context. As a result, before destroying or resetting a CUDA primary context, it is mandatory that all cuDLA device initializations are destroyed.
cudlaStatus cudlaDeviceGetAttribute (const cudlaDevHandle devHandle, const cudlaDevAttributeType attrib, const cudlaDevAttribute *pAttribute)
Get cuDLA device attributes.

Parameters

devHandle
- The input cuDLA device handle.

attrib
- The attribute that is being requested.

pAttribute
- The output pointer where the attribute will be available.

Returns
cudlaSuccess, cudlaErrorInvalidParam, cudlaErrorInvalidDevice, cudlaErrorUmd, cudlaErrorInvalidAttribute

Description
UVA addressing between CUDA and DLA requires special support in the underlying kernel mode drivers. Applications are expected to query the cuDLA runtime to check if the current version of cuDLA supports UVA addressing.

cudlaStatus cudlaDeviceGetCount (const uint64_t *pNumDevices)
Get device count.

Parameters

pNumDevices
- The number of DLA devices will be available in this variable upon successful completion.

Returns
cudlaSuccess, cudlaErrorInvalidParam, cudlaErrorUmd, cudlaErrorIncompatibleDlaSWVersion

Description
Get number of DLA devices available to use.
cudlaStatus cudlaGetLastError (const cudlaDevHandle devHandle)

Gets the last asynchronous error in task execution.

Parameters

devHandle
- A valid device handle.

Returns


Description

The DLA tasks execute asynchronously on the DLA HW. As a result, the status of the task execution is not known at the time of task submission. The status of the task executed by the DLA HW most recently for the particular device handle can be queried using this interface.

Note that a return code of cudlaSuccess from this function does not necessarily imply that most recent task executed successfully. Since this function returns immediately, it can only report the status of the tasks at the snapshot of time when it is called. To be guaranteed of task completion, applications must synchronize on the submitted tasks in hybrid or standalone modes and then call this API to check for errors.

cudlaStatus cudlaGetNvSciSyncAttributes (uint64_t *attrList, const uint32_t flags)

Get cuDLA’s NvSciSync attributes.

Parameters

attrList
- Attribute list created by the application.

flags
- Applications can use this flag to specify how they intend to use the NvSciSync object created from the attrList.

Returns

cudlaSuccess, cudaErrorInvalidParam, cudaErrorUnsupportedOperation, cudaErrorInvalidAttribute, cudaErrorNvSci
**Description**

Gets the NvSciSync’s attributes in the attribute list created by the application.

In the event of failed NvSci initialization this function would return `cudaErrorUnsupportedOperation`. This function can return `cudaErrorNvSci` or `cudaErrorInvalidAttribute` in certain cases when the underlying NvSci operation fails.

The valid values of `flags` can be one of the following (or an OR of these values):

- `CUDA_NVSCISYNC_ATTR_WAIT`, specifies that the application intends to use the NvSciSync object created using this attribute list as a waiter in cuDLA and therefore needs cuDLA to fill waiter specific NvSciSyncAttr.

- `CUDA_NVSCISYNC_ATTR_SIGNAL`, specifies that the application intends to use the NvSciSync object created using this attribute list as a signaler in cuDLA and therefore needs cuDLA to fill signaler specific NvSciSyncAttr.

```c
cudaStatus cudlaGetVersion (const uint64_t *version)
```

Returns the version number of the library.

**Parameters**

- `version`  
  - cuDLA library version will be available in this variable upon successful execution.

**Returns**

- `cudaSuccess`, `cudaErrorInvalidParam`  

**Description**

cuDLA is semantically versioned. This function will return the version as 1000000*major + 1000*minor + patch.

```c
cudaStatus cudlaImportExternalMemory (const cudlaDevHandle devHandle, const cudlaExternalMemoryHandleDesc *desc, const uint64_t **devPtr, const uint32_t flags)
```

Imports external memory into cuDLA.

**Parameters**

- `devHandle`  
  - A valid device handle.
desc
- Contains description about allocated external memory.

devPtr
- The output pointer where the mapping will be available.

flags
- Reserved for future. Must be set to 0.

Returns
- cudlaSuccess
- cudlaErrorInvalidParam
- cudlaErrorInvalidDevice
- cudlaErrorUnsupportedOperation
- cudlaErrorNvSci
- cudlaErrorInvalidAttribute
- cudlaErrorMemoryRegistered
- cudlaErrorUmd

Description
Imports the allocated external memory by registering it with DLA. After successful registration, the returned pointer can be used in a task submit.

On Tegra, cuDLA supports importing NvSciBuf objects in standalone mode only. In the event of failed NvSci initialization (either due to usage of this API in hybrid mode or an issue in the NvSci library initialization), this function would return cudlaErrorUnsupportedOperation. This function can return cudlaErrorNvSci or cudlaErrorInvalidAttribute in certain cases when the underlying NvSci operation fails.

Note:
This API can return task execution errors from previous DLA task submissions.

__cudlaStatus cudlaImportExternalSemaphore__(const cudlaDevHandle devHandle, const cudlaExternalSemaphoreHandleDesc *desc, const uint64_t **devPtr, const uint32_t flags)

Imports external semaphore into cuDLA.

Parameters
- **devHandle**
  - A valid device handle.
- **desc**
  - Contains semaphore object.
- **devPtr**
  - The output pointer where the mapping will be available.
flags
- Reserved for future. Must be set to 0.

Returns
cudlaSuccess, cudlaErrorInvalidParam, cudlaErrorInvalidDevice,
cudlaErrorUnsupportedOperation, cudlaErrorNvSci, cudlaErrorInvalidAttribute,
cudlaErrorMemoryRegistered

Description
Imports the allocated external semaphore by registering it with DLA. After successful registration, the returned pointer can be used in a task submit to signal synchronization objects.

On Tegra, cuDLA supports importing NvSciSync objects in standalone mode only. In the event of failed NvSci initialization (either due to usage of this API in hybrid mode or an issue in the NvSci library initialization), this function would return cudlaErrorUnsupportedOperation. This function can return cudlaErrorNvSci or cudlaErrorInvalidAttribute in certain cases when the underlying NvSci operation fails.

Note:
This API can return task execution errors from previous DLA task submissions.

cudlaStatus cudlaMemRegister (const
cudlaDevHandle devHandle, const uint64_t *ptr, const
size_t size, const uint64_t **devPtr, const uint32_t
flags)
Registers the CUDA memory to DLA engine.

Parameters
devHandle
- A valid cuDLA device handle create by a previous call to cudlaCreateDevice.
ptr
- The CUDA pointer to be registered.
size
- The size of the mapping i.e the number of bytes from ptr that must be mapped.
devPtr
- The output pointer where the mapping will be available.
flags
- Reserved for future. Must be set to 0.
Returns

cudlaSuccess, cudlaErrorInvalidDevice, cudlaErrorInvalidParam, cudlaErrorInvalidAddress, cudlaErrorCuda, cudlaErrorUmd, cudlaErrorOutOfResources, cudlaErrorMemoryRegistered

Description

As part of registration, a system mapping is created whereby the DLA HW can access the underlying CUDA memory. The resultant mapping is available in devPtr and applications must use this mapping while referring this memory in submit operations.

This function will return cudlaErrorInvalidAddress if the pointer or size to be registered is invalid. In addition, if the input pointer was already registered, then this function will return cudlaErrorMemoryRegistered. Attempting to re-register memory does not cause any irrecoverable error in cuDLA and applications can continue to use cuDLA APIs even after this error has occurred.

Note:
This API can return task execution errors from previous DLA task submissions.

cudlaStatus cudlaMemUnregister (const cudlaDevHandle devHandle, const uint64_t *devPtr)

Unregisters the input memory from DLA engine.

Parameters

devHandle
- A valid cuDLA device handle create by a previous call to cudlaCreateDevice.
devPtr
- The pointer to be unregistered.

Returns

cudlaSuccess, cudlaErrorInvalidDevice, cudlaErrorInvalidAddress, cudlaErrorUmd

Description

The system mapping that enables the DLA HW to access the memory is removed. This mapping could have been created by a previous call to cudlaMemRegister, cudlaImportExternalMemory or cudlaImportExternalSemaphore.

Note:
This API can return task execution errors from previous DLA task submissions.

`cudlaStatus cudlaModuleGetAttributes (const cudlaModule hModule, const cudlaModuleAttributeType attrType, const cudlaModuleAttribute *attribute)`
Get DLA module attributes.

**Parameters**

- **hModule** - The input DLA module.
- **attrType** - The attribute type that is being requested.
- **attribute** - The output pointer where the attribute will be available.

**Returns**

- `cudlaSuccess`, `cudlaErrorInvalidParam`, `cudlaErrorInvalidModule`, `cudlaErrorInvalidDevice`, `cudlaErrorUmd`, `cudlaErrorInvalidAttribute`

**Description**

Get module attributes from the loaded module. This API returns `cudlaErrorInvalidDevice` if the module is not loaded in any device.

`cudlaStatus cudlaModuleLoadFromMemory (const cudlaDevHandle devHandle, const uint8_t *pModule, const size_t moduleSize, const cudlaModule *hModule, const uint32_t flags)`
Load a DLA module.

**Parameters**

- **devHandle** - The input cuDLA device handle. The module will be loaded in the context of this handle.
- **pModule** - A pointer to an in-memory module.
- **moduleSize** - The size of the module.
hModule
- The address in which the loaded module handle will be available upon successful execution.

flags
- Reserved for future. Must be set to 0.

Returns
cudlaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidParam, cudaErrorOutOfResources, cudaErrorUnsupportedOperation, cudaErrorUmd

Description
Loads the module into the current device handle. Currently, DLA supports only 1 loadable per device handle. So, attempting to load another loadable in the same device handle would return with an error code of cudaErrorUnsupportedOperation.

cudlaStatus cudaModuleUnload (const cudlaModule hModule, const uint32_t flags)
Unload a DLA module.

Parameters
hModule
- Handle to the loaded module.

flags
- Reserved for future. Must be set to 0.

Returns
cudlaSuccess, cudaErrorInvalidParam, cudaErrorInvalidDevice, cudaErrorInvalidModule, cudaErrorUmd

Description
Unload the module from the device handle that it was loaded into. This API returns cudaErrorInvalidDevice if the module is not loaded into a valid device.

Note:
This API can return task execution errors from previous DLA task submissions.
cudlaStatus cudlaSubmitTask (const cudlaDevHandle devHandle, const cudlaTask *ptrToTasks, const uint32_t numTasks, const void *stream, const uint32_t flags)
Submits the inference operation on DLA.

Parameters

devHandle
- A valid cuDLA device handle.

ptrToTasks
- A list of inferencing tasks.

numTasks
- The number of tasks.

stream
- The stream on which the DLA task has to be submitted.

flags
- Applications can use this flag to control several aspects of the submission process.

Returns

cudlaSuccess, cudlaErrorInvalidParam, cudlaErrorInvalidDevice, cudlaErrorInvalidModule, cudlaErrorCuda, cudlaErrorUmd, cudlaErrorOutOfResources, cudlaErrorInvalidAddress, cudlaErrorUnsupportedOperation, cudlaErrorInvalidAttribute, cudlaErrorNvSci, cudlaErrorOs

Description

This operation takes in a sequence of tasks and submits them to the DLA HW for execution in the same sequence as they appear in the input task array. The input and output tensors are assumed to be pre-registered using cudlaMemRegister (in hybrid mode) or cudlaImportExternalMemory (in standalone mode). Failure to do so can result in this function returning cudlaErrorInvalidAddress.

The stream parameter must be specified as the CUDA stream on which the DLA task is submitted for execution in hybrid mode. In standalone mode, this parameter must be passed as NULL and failure to do so will result in this function returning cudlaErrorInvalidParam.

The cudlaTask structure has a provision to specify wait and signal events that cuDLA must wait on and signal respectively as part of cudlaSubmitTask(). Each submitted task will wait for all its wait events to be signaled before beginning execution and will provide a signal event [if one is requested for during cudlaSubmitTask] that the application [or any other entity] can wait on to ensure that the submitted task has completed execution. In cuDLA 1.0, only NvSciSync fences are supported as part of wait events. Furthermore, only NvSciSync objects [registered
as part of `cudaImportExternalSemaphore` can be signaled as part of signal events and the fence corresponding to the signaled event is returned as part of `cudaSubmitTask`.

In standalone mode, if inputTensor and outputTensor fields are set to NULL inside the `cudaTask` structure, the task submission is interpreted as an enqueue of wait and signal events that must be considered for subsequent task submissions. No actual task submission is done. Multiple such subsequent task submissions with NULL fields in the input/outputTensor fields will overwrite the list of wait and signal events to be considered. In other words, the wait and signal events considered are effectively what are specified in the last submit call with NULL data fields. During an actual task submit in standalone mode, the effective wait events and signal events that will be considered are what the application sets using NULL data submissions and what is set for that particular task submission in the waitEvents and signalEvents fields. The wait events set as part of NULL data submission are considered as dependencies for only the first task and the signal events set as part of NULL data submission are signalled when the last task is complete. All constraints that apply to waitEvents and signalEvents individually (as described below) are also applicable to the combined list.

For wait events, applications are expected to

- register their synchronization objects using `cudaImportExternalSemaphore`.
- create the required number of fence placeholders using `CudlaFence`.
- fill in the placeholders with the relevant fences from the application.
- list out all the fences in `cudaWaitEvents`.

For signal events, applications are expected to

- register their synchronization objects using `cudaImportExternalSemaphore`.
- create the required number of placeholder fences using `CudlaFence`.
- place the registered objects and the corresponding fences in `cudaSignalEvents`.

When `cudaSubmitTask` returns successfully, the fences present in `cudaSignalEvents` can be used to wait for the particular task to be completed. As cuDLA only supports syncpoints at the present moment, the number of events specified in `cudaTask::signalEvents` cannot be more than 1. If more than 1 is specified, `cudaErrorInvalidParam` is returned.

This function can return `cudaErrorUnsupportedOperation` if

- stream being used in hybrid mode is in capturing state.
- application attempts to use NvSci functionalities in hybrid mode.
- loading of NvSci libraries failed for a particular platform.
- fence type other than `CUDA_NVSCISYNC_FENCE` is specified.
- waitEvents or signalEvents or inputTensor or outputTensor is NULL in hybrid mode.
- inputTensor is NULL and outputTensor is not NULL and vice versa.
- inputTensor and outputTensor is NULL and number of tasks is not equal to 1.
- the effective signal events list has multiple sync points to signal.

This function can return `cudaErrorNvSci` or `cudaErrorInvalidAttribute` in certain cases when the underlying NvSci operation fails.

This function can return `cudaErrorOs` if an internal system operation fails.

The valid values of `flags` can be one of the following (or an OR of these values):

- 0, default
- `CUDLA_SUBMIT_NOOP`, specifies that the submitted task must be skipped during execution on the DLA. However, all the waitEvents and signalEvents dependencies must be satisfied. This flag is ignored when NULL data submissions are being done as in that case only the wait and signal events are internally stored for the next task submission.

- `CUDLA_SUBMIT_SKIP_LOCK_ACQUIRE`, specifies that the submitted task is being enqueued in a device handle and that no other task is being enqueued in that device handle at that time in any other thread. This is a flag that apps can use as an optimization. Ordinarily, the cuDLA APIs acquire a global lock internally to guarantee thread safety. However, this lock causes unwanted serialization in cases where the the applications are submitting tasks to different device handles. If an application was submitting one or more tasks in multiple threads and if these submissions are to different device handles and if there is no shared data being provided as part of the task information in the respective submissions then applications can specify this flag during submission so that the internal lock acquire is skipped. Shared data also includes the input stream in hybrid mode operation. Therefore, if the same stream is being used to submit two different tasks and even if the two device handles are different, the usage of this flag is invalid.

**Note:**
This API can return task execution errors from previous DLA task submissions.
Chapter 2. Data Structures

Here are the data structures with brief descriptions:

- **cudaDevAttribute**
- **cudaExternalMemoryHandleDesc**
- **cudaExternalSemaphoreHandleDesc**
- **CudaFence**
- **cudaModuleAttribute**
- **cudaModuleTensorDescriptor**
- **cudaSignalEvents**
- **cudaTask**
- **cudaWaitEvents**

### 2.1. cudaDevAttribute Union Reference

Device attribute.

**uint32_t cudaDevAttribute::deviceVersion**

DLA device version. Xavier has 1.0 and Orin has 2.0.

**uint8_t cudaDevAttribute::unifiedAddressingSupported**

Returns 0 if unified addressing is not supported.

### 2.2. cudaExternalMemoryHandleDesc_t Struct Reference

External memory handle descriptor.
const void
*cudlaExternalMemoryHandleDesc_t::extBufObject
A handle representing an external memory object.

unsigned long long
cudlaExternalMemoryHandleDesc_t::size
Size of the memory allocation

2.3. cudlaExternalSemaphoreHandleDesc_t
Struct Reference
External semaphore handle descriptor.

const void
*cudlaExternalSemaphoreHandleDesc_t::extSyncObject
A handle representing an external synchronization object.

2.4. CudlaFence Struct Reference
Fence description.

void *CudlaFence::fence
Fence.

cudlaFenceType CudlaFence::type
Fence type.

2.5. cudlaModuleAttribute Union
Reference
Module attribute.
cuDlaModuleTensorDescriptor
*cudlaModuleAttribute::inputTensorDesc

Returns an array of input tensor descriptors.

uint32_t cudlaModuleAttribute::numInputTensors

Returns the number of input tensors.

uint32_t cudlaModuleAttribute::numOutputTensors

Returns the number of output tensors.

cuDlaModuleTensorDescriptor
*cudlaModuleAttribute::outputTensorDesc

Returns an array of output tensor descriptors.

2.6. cuDlaModuleTensorDescriptor Struct Reference

Tensor descriptor.

2.7. cuDlaSignalEvents Struct Reference

Signal events for cudlaSubmitTask

const **cudlaSignalEvents::devPtrs

Array of registered synchronization objects (via cudlaImportExternalSemaphore).

CudlaFence *cudlaSignalEvents::eofFences

Array of fences pointers for all the signal events corresponding to the synchronization objects.

uint32_t cudlaSignalEvents::numEvents

Total number of signal events.
2.8. cudlaTask Struct Reference

Structure of Task.

const **cudlaTask::inputTensor
Array of input tensors.

cudlaModule cudlaTask::moduleHandle
cuDLA module handle.

uint32_t cudlaTask::numInputTensors
Number of input tensors.

uint32_t cudlaTask::numOutputTensors
Number of output tensors.

const **cudlaTask::outputTensor
Array of output tensors.

cudlaSignalEvents *cudlaTask::signalEvents
Signal events.

const cudlaWaitEvents *cudlaTask::waitEvents
Wait events.

2.9. cudlaWaitEvents Struct Reference

Wait events for cudlaSubmitTask.

uint32_t cudlaWaitEvents::numEvents
Total number of wait events.
const CudlaFence *cudlaWaitEvents::preFences

Array of fence pointers for all the wait events.
Chapter 3. Data Fields

Here is a list of all documented struct and union fields with links to the struct/union documentation for each field:

- deviceVersion
  - cudlaDevAttribute
- devPtrs
  - cudlaSignalEvents
- eofFences
  - cudlaSignalEvents
- extBufObject
  - cudlaExternalMemoryHandleDesc
- extSyncObject
  - cudlaExternalSemaphoreHandleDesc
- fence
  - CudlaFence
- inputTensor
  - cudlaTask
- inputTensorDesc
  - cudlaModuleAttribute
- moduleHandle
  - cudlaTask
- numEvents
  - cudlaWaitEvents
  - cudlaSignalEvents
- numInputTensors
  - cudlaTask
  - cudlaModuleAttribute
- numOutputTensors
  - cudlaTask
  - cudlaModuleAttribute
- outputTensor
  - cudlaTask
- outputTensorDesc
  - cudlaModuleAttribute
Data Fields

prefFences
  cudaWaitEvents
signalEvents
  cudaTask
size
  cudaExternalMemoryHandleDesc
type
  CudlaFence
unifiedAddressingSupported
  cudaDevAttribute
waitEvents
  cudaTask
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