Class FragmentAllocationStrategy

Table of contents

- Defined in File fragment_scheduler.hpp

Inheritance Relationships

Derived Type

- `public holoscan::GreedyFragmentAllocationStrategy` (Class GreedyFragmentAllocationStrategy)

Class Documentation

class FragmentAllocationStrategy

Subclassed by holoscan::GreedyFragmentAllocationStrategy

Public Functions

virtual ~FragmentAllocationStrategy() = default

void add_resource_requirement(const SystemResourceRequirement &resource_requirement)

Add resource requirement for a fragment.

Parameters

resource_requirement – The resource requirement for a fragment.

void add_resource_requirement(SystemResourceRequirement &&resource_requirement)

Add resource requirement for a fragment.

Parameters

resource_requirement – The resource requirement for a fragment.

void add_available_resource(const AvailableSystemResource &available_resource)

Add app worker resource.

Parameters

available_resource – The available resource for an app worker.

void add_available_resource(AvailableSystemResource &&available_resource)

Add app worker resource.

Parameters

available_resource – The available resource for an app worker.

virtual void on_add_resource_requirement(const SystemResourceRequirement &resource_requirement) = 0

virtual void on_add_available_resource(const AvailableSystemResource &available_resource) = 0

virtual holoscan::expected<std::unordered_map<std::string, std::string>, std::string> schedule() = 0

Protected Attributes

std::unordered_map<std::string, SystemResourceRequirement> resource_requirements_

System resource requirement for a fragment (fragment name, resource requirement)

std::unordered_map<std::string, AvailableSystemResource> available_resources_

Available system resources (app worker name as server ip/port, available resource)