



## **Class SystemResourceManager**

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## Class Documentation

class SystemResourceManager

[SystemResourceManager](#) class.

This class is responsible for monitoring the system resources. It provides the information about the topology of the system and the system resources such as CPU, GPU, etc. This information is collected by the [AppWorker](#) and passed to the [AppDriver](#) for scheduling in the distributed application.

Public Functions

SystemResourceManager()

virtual ~SystemResourceManager() = default

[CPUResourceMonitor](#) \*cpu\_monitor()

Get CPU resource monitor.

Returns

The pointer to the CPU resource monitor.

GPUResourceMonitor \*gpu\_monitor()

Get GPU resource monitor.

Returns

The pointer to the GPU resource monitor.

Protected Attributes

std::shared\_ptr<[Topology](#)> topology\_

The topology of the system.

`std::shared_ptr<CPUResourceMonitor> cpu_resource_monitor_`

The CPU resource monitor.

`std::shared_ptr<GPUResourceMonitor> gpu_resource_monitor_`

The GPU resource monitor.

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