



## **Program Listing for File `cpu_info.hpp`**

[Return to documentation for file \(include/holoscan/core/system/cpu\\_info.hpp\)](#)

```
/* * SPDX-FileCopyrightText: Copyright (c) 2023 NVIDIA CORPORATION & AFFILIATES.
All rights reserved. * SPDX-License-Identifier: Apache-2.0 * * Licensed under the
Apache License, Version 2.0 (the "License"); * you may not use this file except in
compliance with the License. * You may obtain a copy of the License at * *
http://www.apache.org/licenses/LICENSE-2.0 * * Unless required by applicable law
or agreed to in writing, software * distributed under the License is distributed on an
"AS IS" BASIS, * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either
express or implied. * See the License for the specific language governing
permissions and * limitations under the License. */ #ifndef
HOLOSCAN_CORE_SYSTEM_CPU_INFO_HPP #define
HOLOSCAN_CORE_SYSTEM_CPU_INFO_HPP #include <memory> namespace
holoscan { namespace CPUMetricFlag { enum : uint64_t { DEFAULT = 0x00,
CORE_COUNT = 0x01, CPU_COUNT = 0x02, AVAILABLE_PROCESSOR_COUNT = 0x04,
COUNT = CORE_COUNT | CPU_COUNT | AVAILABLE_PROCESSOR_COUNT,
CPU_USAGE = 0x8, MEMORY_USAGE = 0x10, SHARED_MEMORY_USAGE = 0x20, ALL
= COUNT | CPU_USAGE | MEMORY_USAGE | SHARED_MEMORY_USAGE, }; } //
namespace CPUMetricFlag struct CPUInfo { uint64_t metric_flags = 0; int32_t
num_cores = 0; int32_t num_cpus = 0; int32_t num_processors = 0; float cpu_usage =
0.0f; uint64_t memory_total = 0; uint64_t memory_free = 0; uint64_t
memory_available = 0; float memory_usage = 0.0f; uint64_t shared_memory_total =
0; uint64_t shared_memory_free = 0; uint64_t shared_memory_available = 0; float
shared_memory_usage = 0.0f; }; } // namespace holoscan #endif/*
HOLOSCAN_CORE_SYSTEM_CPU_INFO_HPP */
```

© Copyright 2022-2024, NVIDIA.. PDF Generated on 06/06/2024