



Struct AvailableSystemResource

Table of contents

Struct Documentation

- Defined in [File fragment_scheduler.hpp](#)

Struct Documentation

struct AvailableSystemResource

Public Functions

bool has_enough_resources(const [SystemResourceRequirement](#) &resource_requirement) const

Public Members

std::string app_worker_id

std::unordered_set<std::string> target_fragments

int32_t cpu = 0

int32_t gpu = 0

uint64_t memory = 0

uint64_t shared_memory = 0

uint64_t gpu_memory = 0

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