Struct SystemResourceRequirement

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- Defined in File fragment_scheduler.hpp

Struct Documentation

struct SystemResourceRequirement

Public Members

std::string fragment_name

float cpu = -1.0f

float cpu_limit = -1.0f

float gpu = -1.0f

float gpu_limit = -1.0f

uint64_t memory = 0

uint64_t memory_limit = 0

uint64_t shared_memory = 0

uint64_t shared_memory_limit = 0

uint64_t gpu_memory = 0

uint64_t gpu_memory_limit = 0