Application Runner Configuration

Table of contents

The Holoscan runner requires a YAML configuration file to define some properties necessary to deploy an application.

> **Note**
>
> That file is the same configuration file commonly used to configure other aspects of an application, documented here.

Configuration

The configuration file can be defined in two ways:

- At package time, with the `--config` flag of the `holoscan package` command (Required/Default)
- At runtime, with the `--config` flag of the `holoscan run` command (Optional/Override)

Properties

The `holoscan run` command parses two specific YAML nodes from the configuration file:

- A required `application` parameter group to generate a HAP-compliant` container image for the application, including:
  - the `title` (name) and `version` of the application.
  - optionally, `inputFormats` and `outputFormats` if the application expects any inputs or outputs respectively.
- An optional `resources` parameter group that defines the system resources required to run the application, such as the number of CPUs, GPUs and amount of memory required. If the application contains multiple fragments for distributed workloads, resource definitions can be assigned to each fragment.

Example

Below is an example configuration file with the `application` and optional `resources` parameter groups, for an application with two-fragments (`first-fragment` and `second-fragment`):

```
application: title: My Application Title version: 1.0.1 inputFormats: ["files"] # optional outputFormats: ["screen"] # optional resources: # optional # non-distributed app cpu: 1 # optional cpuLimit: 5 # optional gpu: 1 # optional gpuLimit: 5 # optional memory: 1Mi # optional memoryLimit: 2Gi # optional gpuMemory: 1Gi # optional gpuMemoryLimit: 1.5Gi # optional sharedMemory: 1Gi # optional # distributed app fragments: # optional first-fragment: # optional cpu: 1 # optional cpuLimit: 5 # optional gpu: 1 # optional gpuLimit: 5 # optional memory: 100Mi # optional memoryLimit: 1Gi # optional gpuMemory: 1Gi # optional gpuMemoryLimit: 10Gi # optional sharedMemory: 1Gi # optional second-fragment: # optional cpu: 1 # optional cpuLimit: 2 # optional gpu: 1 # optional gpuLimit: 2 # optional memory: 1Gi # optional memoryLimit: 2Gi # optional gpuMemory: 1Gi # optional gpuMemoryLimit: 5Gi # optional sharedMemory: 10Mi # optional
```

For details, please refer to the HAP specification.