



Class FragmentScheduler

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

Class Documentation

class FragmentScheduler

The fragment scheduler class.

This class is responsible for scheduling the the set of fragments based on the available app workers.

Public Functions

```
explicit FragmentScheduler(std::unique_ptr<FragmentAllocationStrategy>
&&allocation_strategy = {})
```

```
virtual ~FragmentScheduler()
```

```
void add_resource_requirement(const SystemResourceRequirement
&resource_requirement)
```

Add resource requirement for a fragment.

Parameters

resource_requirement – The resource requirement for a fragment.

```
void add_resource_requirement(SystemResourceRequirement
&&resource_requirement)
```

Add resource requirement for a fragment.

Parameters

resource_requirement – The resource requirement for a fragment.

```
void add_available_resource(const AvailableSystemResource &available_resource)
```

Add app worker resource.

Parameters

available_resource – The available resource for an app worker.

```
void add_available_resource(AvailableSystemResource &&available_resource)
```

Add app worker resource.

Parameters

available_resource – The available resource for an app worker.

```
holoscan::expected<std::unordered_map<std::string, std::string>, std::string>  
schedule()
```

Schedule the fragments.

Returns

```
holoscan::expected<std::unordered_map<std::string, std::string>, std::string>  
The mapping from fragment name to app worker id.
```

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