



Class GreedyFragmentAllocationStrategy

Table of contents

Nested Relationships

Inheritance Relationships

Class Documentation

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

Nested Relationships

Nested Types

- [Struct GreedyFragmentAllocationStrategy::AvailableSystemResourceComparator](#)
- [Struct GreedyFragmentAllocationStrategy::SystemResourceRequirementComparator](#)

Inheritance Relationships

Base Type

- `public holoscan::FragmentAllocationStrategy` ([Class FragmentAllocationStrategy](#))

Class Documentation

class GreedyFragmentAllocationStrategy : public holoscan::FragmentAllocationStrategy

Public Functions

virtual void on_add_available_resource(const [AvailableSystemResource](#) &available_resource) override

virtual void on_add_resource_requirement(const [SystemResourceRequirement](#) &resource_requirement) override

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

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