

ROCmSMI

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Chapter 1

ROCm System Management Interface (ROCm SMI) Library

The ROCm System Management Interface Library, or ROCm SMI library, is part of the Radeon Open Compute [ROCm](#) software stack . It is a C library for Linux that provides a user space interface for applications to monitor and control GPU applications.

Important note about Versioning and Backward Compatibility

The ROCm SMI library is currently under development, and therefore subject to change either at the ABI or API level. The intention is to keep the API as stable as possible even while in development, but in some cases we may need to break backwards compatibility in order to ensure future stability and usability. Following [Semantic Versioning](#) rules, while the ROCm SMI library is in high state of change, the major version will remain 0, and backward compatibility is not ensured.

Once new development has leveled off, the major version will become greater than 0, and backward compatibility will be enforced between major versions.

Building ROCm SMI

Additional Required software for building

In order to build the ROCm SMI library, the following components are required. Note that the software versions listed are what was used in development. Earlier versions are not guaranteed to work:

- CMake (v3.5.0)
- g++ (5.4.0)

In order to build the latest documentation, the following are required:

- DOxygen (1.8.11)
- latex (pdfTeX 3.14159265-2.6-1.40.16)

The source code for ROCm SMI is available on [Github](#).

After the the ROCm SMI library git repository has been cloned to a local Linux machine, building the library is achieved by following the typical CMake build sequence. Specifically,

```
$ mk -p build

$ cd build

$ cmake <location of root of ROCm SMI library CMakeLists.txt>

$ make
```

The built library will appear in the `build` folder.

Building the Documentation

The documentation PDF file can be built with the following steps (continued from the steps above):

```
$ make doc

$ cd latex

$ make
```

The reference manual, `refman.pdf` will be in the `latex` directory upon a successful build.

Building the Tests

In order to verify the build and capability of ROCm SMI on your system and to see an example of how ROCm SMI can be used, you may build and run the tests that are available in the repo. To build the tests, follow these steps:

```
# Set environment variables used in CMakeLists.txt file

$ ROCM_DIR=<location of ROCm SMI library>

$ mkdir <location for test build>

$ cd <location for test build>

$ cmake -DROCM_DIR=<location of ROCM SMI library .so> <ROCm SMI source root>/tests/rocm_smi_test
```

To run the test, execute the program `rsmitst` that is built from the steps above. Make sure ROCm SMI library is in your library search path when executing the test program.

Usage Basics

Device Indices

Many of the functions in the library take a "device index". The device index is a number greater than or equal to 0, and less than the number of devices detected, as determined by `rsmi_num_monitor_devices()`. The index is used to distinguish the detected devices from one another. It is important to note that a device may end up with a different index after a reboot, so an index should not be relied upon to be constant over reboots.

Hello ROCm SMI

The only required ROCm-SMI call for any program that wants to use ROCm-SMI is the `rsmi_init()` call. This call initializes some internal data structures that will be used by subsequent ROCm-SMI calls.

When ROCm-SMI is no longer being used, `rsmi_shut_down()` should be called. This provides a way to do any releasing of resources that ROCm-SMI may have held. In many cases, this may have no effect, but may be necessary in future versions of the library.

A simple "Hello World" type program that displays the device ID of detected devices would look like this:

```
1 #include <stdint.h>
2 #include "rocm_smi/rocm_smi.h"
3 int main() {
4     rsmi_status_t ret;
5     uint32_t num_devices;
6     uint64_t dev_id;
7
8     // We will skip return code checks for this example, but it
9     // is recommended to always check this as some calls may not
10    // apply for some devices or ROCm releases
11
12    ret = rsmi_init(0);
13    ret = rsmi_num_monitor_devices(&num_devices);
14
15    for (int i=0; i < num_devices; ++i) {
16        ret = rsmi_dev_id_get(i, &dev_id);
17        // dev_id holds the device ID of device i, upon a
18        // successful call
19    }
20    ret = rsmi_shut_down();
21    return 0;
22 }
```


Chapter 2

Module Index

2.1 Modules

Here is a list of all modules:

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Chapter 3

Data Structure Index

3.1 Data Structures

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rsmi_power_profile_status_t	
This structure contains information about which power profiles are supported by the system for a given device, and which power profile is currently active	54
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This structure contains information specific to a process	54
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This structure represents a range (e.g., frequencies or voltages)	55
rsmi_version_t	
This structure holds version information	55

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

[rocm_smi.h](#)

The rocm_smi library api is new, and therefore subject to change either at the ABI or API level. Instead of marking every function prototype as "unstable", we are instead saying the API is unstable (i.e., changes are possible) while the major version remains 0. This means that if the API/ABI changes, we will not increment the major version to 1. Once the ABI stabilizes, we will increment the major version to 1, and thereafter increment it on all ABI breaks

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Chapter 5

Module Documentation

5.1 Initialization and Shutdown

Functions

- [rsmi_status_t rsmi_init](#) (uint64_t init_flags)
Initialize ROCm SMI.
- [rsmi_status_t rsmi_shut_down](#) (void)
Shutdown ROCm SMI.

5.1.1 Detailed Description

These functions are used for initialization of ROCm SMI and clean up when done.

5.1.2 Function Documentation

5.1.2.1 [rsmi_status_t rsmi_init](#) (uint64_t *init_flags*)

Initialize ROCm SMI.

When called, this initializes internal data structures, including those corresponding to sources of information that SMI provides.

Parameters

in	<i>init_flags</i>	Bit flags that tell SMI how to initialize. Values of rsmi_init_flags_t may be OR'd together and passed through <i>init_flags</i> to modify how RSMI initializes.
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Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
-------------------------------------	-----------------------------------

5.1.2.2 `rsmi_status_t rsmi_shut_down (void)`

Shutdown ROCm SMI.

Do any necessary clean up.

5.2 Identifier Queries

Functions

- `rsmi_status_t rsmi_num_monitor_devices` (`uint32_t *num_devices`)
Get the number of devices that have monitor information.
- `rsmi_status_t rsmi_dev_id_get` (`uint32_t dv_ind`, `uint16_t *id`)
Get the device id associated with the device with provided device index.
- `rsmi_status_t rsmi_dev_vendor_id_get` (`uint32_t dv_ind`, `uint16_t *id`)
Get the device vendor id associated with the device with provided device index.
- `rsmi_status_t rsmi_dev_name_get` (`uint32_t dv_ind`, `char *name`, `size_t len`)
Get the name string of a gpu device.
- `rsmi_status_t rsmi_dev_vendor_name_get` (`uint32_t id`, `char *name`, `size_t len`)
Get the name string for a give vendor ID.
- `rsmi_status_t rsmi_dev_subsystem_id_get` (`uint32_t dv_ind`, `uint16_t *id`)
Get the subsystem device id associated with the device with provided device index.
- `rsmi_status_t rsmi_dev_subsystem_name_get` (`uint32_t dv_ind`, `char *name`, `size_t len`)
Get the name string for the device subsystem.
- `rsmi_status_t rsmi_dev_subsystem_vendor_id_get` (`uint32_t dv_ind`, `uint16_t *id`)
Get the device subsystem vendor id associated with the device with provided device index.
- `rsmi_status_t rsmi_dev_unique_id_get` (`uint32_t dv_ind`, `uint64_t *id`)
Get Unique ID.

5.2.1 Detailed Description

These functions provide identification information.

5.2.2 Function Documentation

5.2.2.1 `rsmi_status_t rsmi_num_monitor_devices (uint32_t * num_devices)`

Get the number of devices that have monitor information.

The number of devices which have monitors is returned. Monitors are referenced by the index which can be between 0 and `num_devices - 1`.

Parameters

<code>in, out</code>	<code>num_devices</code>	Caller provided pointer to <code>uint32_t</code> . Upon successful call, the value <code>num_devices</code> will contain the number of monitor devices.
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Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call.
----------------------------------	-----------------------------------

5.2.2.2 `rsmi_status_t rsmi_dev_id_get (uint32_t dv_ind, uint16_t * id)`

Get the device id associated with the device with provided device index.

Given a device index `dv_ind` and a pointer to a `uint32_t id`, this function will write the device id value to the `uint64_t` pointed to by `id`. This ID is an identification of the type of device, so calling this function for different devices will give the same value if they are kind of device. Consequently, this function should not be used to distinguish one device from another. `rsmi_dev_pci_id_get()` should be used to get a unique identifier.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>id</i>	a pointer to <code>uint64_t</code> to which the device id will be written

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call.
----------------------------------	-----------------------------------

5.2.2.3 `rsmi_status_t rsmi_dev_vendor_id_get (uint32_t dv_ind, uint16_t * id)`

Get the device vendor id associated with the device with provided device index.

Given a device index `dv_ind` and a pointer to a `uint32_t id`, this function will write the device vendor id value to the `uint64_t` pointed to by `id`.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>id</i>	a pointer to <code>uint64_t</code> to which the device vendor id will be written

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call.
----------------------------------	-----------------------------------

5.2.2.4 `rsmi_status_t rsmi_dev_name_get (uint32_t dv_ind, char * name, size_t len)`

Get the name string of a gpu device.

Given a device index `dv_ind`, a pointer to a caller provided char buffer `name`, and a length of this buffer `len`, this function will write the name of the device (up to `len` characters) to the buffer `name`.

If the integer ID associated with the device is not found in one of the system files containing device name information (e.g. `/usr/share/misc/pci.ids`), then this function will return the hex device ID as a string. Updating the system name files can be accomplished with "sudo update-pciids".

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>name</i>	a pointer to a caller provided char buffer to which the name will be written
in	<i>len</i>	the length of the caller provided buffer <code>name</code> .

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
<i>RSMI_STATUS_INSUFFICIENT_SIZE</i>	is returned if <code>len</code> bytes is not large enough to hold the entire name. In this case, only <code>len</code> bytes will be written.

5.2.2.5 `rsmi_status_t rsmi_dev_vendor_name_get (uint32_t id, char * name, size_t len)`

Get the name string for a give vendor ID.

Given vendor ID `id`, a pointer to a caller provided char buffer `name`, and a length of this buffer `len`, this function will write the name of the vendor (up to `len` characters) buffer `name`. The `id` may be a device vendor or subsystem vendor ID.

If the integer ID associated with the vendor is not found in one of the system files containing device name information (e.g. `/usr/share/misc/pci.ids`), then this function will return the hex vendor ID as a string. Updating the system name files can be accomplished with "sudo update-pciids".

Parameters

in	<i>id</i>	a vendor ID
in, out	<i>name</i>	a pointer to a caller provided char buffer to which the name will be written
in	<i>len</i>	the length of the caller provided buffer <code>name</code> .

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
<i>RSMI_STATUS_INSUFFICIENT_SIZE</i>	is returned if <code>len</code> bytes is not large enough to hold the entire name. In this case, only <code>len</code> bytes will be written.

5.2.2.6 `rsmi_status_t rsmi_dev_subsystem_id_get (uint32_t dv_ind, uint16_t * id)`

Get the subsystem device id associated with the device with provided device index.

Given a device index `dv_ind` and a pointer to a `uint32_t id`, this function will write the subsystem device id value to the `uint64_t` pointed to by `id`.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>id</i>	a pointer to <code>uint64_t</code> to which the subsystem device id will be written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.2.2.7 `rsmi_status_t rsmi_dev_subsystem_name_get (uint32_t dv_ind, char * name, size_t len)`

Get the name string for the device subsystem.

Given a device index `dv_ind`, a pointer to a caller provided char buffer `name`, and a length of this buffer `len`, this function will write the name of the device subsystem (up to `len` characters) to the buffer `name`.

If the integer ID associated with the sub-system is not found in one of the system files containing device name information (e.g. `/usr/share/misc/pci.ids`), then this function will return the hex sub-system ID as a string. Updating the system name files can be accomplished with "sudo update-pciids".

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>name</i>	a pointer to a caller provided char buffer to which the name will be written
in	<i>len</i>	the length of the caller provided buffer <code>name</code> .

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
<i>RSMI_STATUS_INSUFFICIENT_SIZE</i>	is returned if <code>len</code> bytes is not large enough to hold the entire name. In this case, only <code>len</code> bytes will be written.

5.2.2.8 `rsmi_status_t rsmi_dev_subsystem_vendor_id_get (uint32_t dv_ind, uint16_t * id)`

Get the device subsystem vendor id associated with the device with provided device index.

Given a device index `dv_ind` and a pointer to a `uint32_t id`, this function will write the device subsystem vendor id value to the `uint64_t` pointed to by `id`.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>id</i>	a pointer to <code>uint64_t</code> to which the device subsystem vendor id will be written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.2.2.9 `rsmi_status_t rsmi_dev_unique_id_get (uint32_t dv_ind, uint64_t * id)`

Get Unique ID.

Given a device index `dv_ind` and a pointer to a `uint64_t id`, this function will write the unique ID of the GPU pointed to `id`.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>id</i>	a pointer to uint64_t to which the unique ID of the GPU is written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.3 PCIe Queries

Functions

- [rsmi_status_t rsmi_dev_pci_bandwidth_get](#) (uint32_t dv_ind, [rsmi_pcie_bandwidth_t](#) *bandwidth)
Get the list of possible PCIe bandwidths that are available.
- [rsmi_status_t rsmi_dev_pci_id_get](#) (uint32_t dv_ind, uint64_t *bdfid)
Get the unique PCI device identifier associated for a device.
- [rsmi_status_t rsmi_dev_pci_throughput_get](#) (uint32_t dv_ind, uint64_t *sent, uint64_t *received, uint64_t *max_pkt_sz)
Get PCIe traffic information.
- [rsmi_status_t rsmi_dev_pci_replay_counter_get](#) (uint32_t dv_ind, uint64_t *counter)
Get PCIe replay counter.

5.3.1 Detailed Description

These functions provide information about PCIe.

5.3.2 Function Documentation

5.3.2.1 [rsmi_status_t rsmi_dev_pci_bandwidth_get](#) (uint32_t dv_ind, [rsmi_pcie_bandwidth_t](#) * bandwidth)

Get the list of possible PCIe bandwidths that are available.

Given a device index `dv_ind` and a pointer to a [rsmi_pcie_bandwidth_t](#) structure `bandwidth`, this function will fill in `bandwidth` with the possible T/s values and associated number of lanes, and indication of the current selection.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>bandwidth</i>	a pointer to a caller provided rsmi_pcie_bandwidth_t structure to which the frequency information will be written

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
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5.3.2.2 [rsmi_status_t rsmi_dev_pci_id_get](#) (uint32_t dv_ind, uint64_t * bdfid)

Get the unique PCI device identifier associated for a device.

Give a device index `dv_ind` and a pointer to a `uint64_t bdfid`, this function will write the Bus/Device/Function PCI identifier (BDFID) associated with device `dv_ind` to the value pointed to by `bdfid`.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>bdfid</i>	a pointer to uint64_t to which the device bdfid value will be written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.3.2.3 `rsmi_status_t rsmi_dev_pci_throughput_get (uint32_t dv_ind, uint64_t * sent, uint64_t * received, uint64_t * max_pkt_sz)`

Get PCIe traffic information.

Give a device index *dv_ind* and pointers to a uint64_t's, *sent*, *received* and *max_pkt_sz*, this function will write the number of bytes sent and received in 1 second to *sent* and *received*, respectively. The maximum possible packet size will be written to *max_pkt_sz*.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>sent</i>	a pointer to uint64_t to which the number of bytes sent will be written in 1 second. If pointer is NULL, it will be ignored.
in, out	<i>received</i>	a pointer to uint64_t to which the number of bytes received will be written. If pointer is NULL, it will be ignored.
in, out	<i>max_pkt_sz</i>	a pointer to uint64_t to which the maximum packet size will be written. If pointer is NULL, it will be ignored.

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.3.2.4 `rsmi_status_t rsmi_dev_pci_replay_counter_get (uint32_t dv_ind, uint64_t * counter)`

Get PCIe replay counter.

Given a device index *dv_ind* and a pointer to a uint64_t *counter*, this function will write the sum of the number of NAK's received by the GPU and the NAK's generated by the GPU to memory pointed to by *counter*.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>counter</i>	a pointer to uint64_t to which the sum of the NAK's received and generated by the GPU is written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.4 PCIe Control

Functions

- [rsmi_status_t rsmi_dev_pci_bandwidth_set](#) (uint32_t dv_ind, uint64_t bw_bitmask)

Control the set of allowed PCIe bandwidths that can be used.

5.4.1 Detailed Description

These functions provide some control over PCIe.

5.4.2 Function Documentation

5.4.2.1 [rsmi_status_t rsmi_dev_pci_bandwidth_set](#) (uint32_t *dv_ind*, uint64_t *bw_bitmask*)

Control the set of allowed PCIe bandwidths that can be used.

Given a device index *dv_ind* and a 64 bit bitmask *bw_bitmask*, this function will limit the set of allowable bandwidths. If a bit in *bw_bitmask* has a value of 1, then the frequency (as ordered in an [rsmi_frequencies_t](#) returned by [rsmi_dev_gpu_clk_freq_get\(\)](#)) corresponding to that bit index will be allowed.

This function will change the performance level to [RSMI_DEV_PERF_LEVEL_MANUAL](#) in order to modify the set of allowable band_widths. Caller will need to set to [RSMI_DEV_PERF_LEVEL_AUTO](#) in order to get back to default state.

All bits with indices greater than or equal to the value of the [rsmi_frequencies_t::num_supported](#) field of [rsmi_↔pcie_bandwidth_t](#) will be ignored.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>bw_bitmask</i>	A bitmask indicating the indices of the bandwidths that are to be enabled (1) and disabled (0). Only the lowest rsmi_frequencies_t::num_supported (of rsmi_pcie_bandwidth_t) bits of this mask are relevant.

5.5 Power Queries

Functions

- [rsmi_status_t rsmi_dev_power_ave_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t *power)
Get the average power consumption of the device with provided device index.
- [rsmi_status_t rsmi_dev_power_cap_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t *cap)
Get the cap on power which, when reached, causes the system to take action to reduce power.
- [rsmi_status_t rsmi_dev_power_cap_range_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t *max, uint64_t *min)
Get the range of valid values for the power cap.

5.5.1 Detailed Description

These functions provide information about power usage.

5.5.2 Function Documentation

5.5.2.1 [rsmi_status_t rsmi_dev_power_ave_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t * power)

Get the average power consumption of the device with provided device index.

Given a device index `dv_ind` and a pointer to a `uint64_t power`, this function will write the current average power consumption (in microwatts) to the `uint64_t` pointed to by `power`.

Parameters

in	<code>dv_ind</code>	a device index
in	<code>sensor_ind</code>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
in, out	<code>power</code>	a pointer to <code>uint64_t</code> to which the average power consumption will be written

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
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5.5.2.2 [rsmi_status_t rsmi_dev_power_cap_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t * cap)

Get the cap on power which, when reached, causes the system to take action to reduce power.

When power use rises above the value `power`, the system will take action to reduce power use. The power level returned through `power` will be in microWatts.

Parameters

in	<code>dv_ind</code>	a device index
in	<code>sensor_ind</code>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
Generated by Doxygen in, out	<code>cap</code>	a pointer to a <code>uint64_t</code> that indicates the power cap, in microwatts

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.5.2.3 `rsmi_status_t rsmi_dev_power_cap_range_get (uint32_t dv_ind, uint32_t sensor_ind, uint64_t * max, uint64_t * min)`

Get the range of valid values for the power cap.

This function will return the maximum possible valid power cap `max` and the minimum possible valid power cap `min`

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_ind</i>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
in, out	<i>max</i>	a pointer to a <code>uint64_t</code> that indicates the maximum possible power cap, in microwatts
in, out	<i>min</i>	a pointer to a <code>uint64_t</code> that indicates the minimum possible power cap, in microwatts

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.6 Power Control

Functions

- [rsmi_status_t rsmi_dev_power_cap_set](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t cap)
Set the power cap value.
- [rsmi_status_t rsmi_dev_power_profile_set](#) (uint32_t dv_ind, uint32_t sensor_ind, [rsmi_power_profile_t preset_masks_t](#) profile)
Set the power profile.

5.6.1 Detailed Description

These functions provide ways to control power usage.

5.6.2 Function Documentation

5.6.2.1 [rsmi_status_t rsmi_dev_power_cap_set](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t cap)

Set the power cap value.

This function will set the power cap to the provided value `cap`. `cap` must be between the minimum and maximum power cap values set by the system, which can be obtained from [rsmi_dev_power_cap_range_get](#).

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_ind</i>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
in, out	<i>cap</i>	a uint64_t that indicates the desired power cap, in microwatts

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
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5.6.2.2 [rsmi_status_t rsmi_dev_power_profile_set](#) (uint32_t dv_ind, uint32_t sensor_ind, [rsmi_power_profile_preset_masks_t](#) profile)

Set the power profile.

Given a device index `dv_ind`, a sensor index `sensor_ind`, and a `profile`, this function will attempt to set the current profile to the provided profile. The provided profile must be one of the currently supported profiles, as indicated by a call to [rsmi_dev_power_profile_presets_get](#)()

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_ind</i>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
in	<i>profile</i>	a rsmi_power_profile_preset_masks_t that hold the mask of the desired new power profile

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.7 Memory Queries

Functions

- `rsmi_status_t rsmi_dev_memory_total_get` (`uint32_t dv_ind`, `rsmi_memory_type_t mem_type`, `uint64_t *total`)
Get the total amount of memory that exists.
- `rsmi_status_t rsmi_dev_memory_usage_get` (`uint32_t dv_ind`, `rsmi_memory_type_t mem_type`, `uint64_t *used`)
Get the current memory usage.
- `rsmi_status_t rsmi_dev_memory_busy_percent_get` (`uint32_t dv_ind`, `uint32_t *busy_percent`)
Get percentage of time any device memory is being used.

5.7.1 Detailed Description

These functions provide information about memory systems.

5.7.2 Function Documentation

5.7.2.1 `rsmi_status_t rsmi_dev_memory_total_get (uint32_t dv_ind, rsmi_memory_type_t mem_type, uint64_t * total)`

Get the total amount of memory that exists.

Given a device index `dv_ind`, a type of memory `mem_type`, and a pointer to a `uint64_t total`, this function will write the total amount of `mem_type` memory that exists to the location pointed to by `total`.

Parameters

in	<code>dv_ind</code>	a device index
in	<code>mem_type</code>	The type of memory for which the total amount will be found
in, out	<code>total</code>	a pointer to <code>uint64_t</code> to which the total amount of memory will be written

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call.
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5.7.2.2 `rsmi_status_t rsmi_dev_memory_usage_get (uint32_t dv_ind, rsmi_memory_type_t mem_type, uint64_t * used)`

Get the current memory usage.

Given a device index `dv_ind`, a type of memory `mem_type`, and a pointer to a `uint64_t usage`, this function will write the amount of `mem_type` memory that is currently being used to the location pointed to by `total`.

Parameters

in	<code>dv_ind</code>	a device index
in	<code>mem_type</code>	The type of memory for which the amount being used will be found
Generated by Doxygen in, out	<code>used</code>	a pointer to <code>uint64_t</code> to which the amount of memory currently being used will be written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.7.2.3 `rsmi_status_t rsmi_dev_memory_busy_percent_get (uint32_t dv_ind, uint32_t * busy_percent)`

Get percentage of time any device memory is being used.

Given a device index `dv_ind`, this function returns the percentage of time that any device memory is being used for the specified device.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>busy_percent</i>	a pointer to the <code>uint32_t</code> to which the busy percent will be written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call
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5.8 Physical State Queries

Functions

- [rsmi_status_t rsmi_dev_fan_rpms_get](#) (uint32_t dv_ind, uint32_t sensor_ind, int64_t *speed)
Get the fan speed in RPMs of the device with the specified device index and 0-based sensor index.
- [rsmi_status_t rsmi_dev_fan_speed_get](#) (uint32_t dv_ind, uint32_t sensor_ind, int64_t *speed)
Get the fan speed for the specified device as a value relative to [RSMI_MAX_FAN_SPEED](#).
- [rsmi_status_t rsmi_dev_fan_speed_max_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t *max_speed)
Get the max. fan speed of the device with provided device index.
- [rsmi_status_t rsmi_dev_temp_metric_get](#) (uint32_t dv_ind, uint32_t sensor_type, [rsmi_temperature_metric_t](#) metric, int64_t *temperature)
Get the temperature metric value for the specified metric, from the specified temperature sensor on the specified device.

5.8.1 Detailed Description

These functions provide information about the physical characteristics of the device.

5.8.2 Function Documentation

5.8.2.1 [rsmi_status_t rsmi_dev_fan_rpms_get](#) (uint32_t *dv_ind*, uint32_t *sensor_ind*, int64_t * *speed*)

Get the fan speed in RPMs of the device with the specified device index and 0-based sensor index.

Given a device index *dv_ind* and a pointer to a uint32_t *speed*, this function will write the current fan speed in RPMs to the uint32_t pointed to by *speed*

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_ind</i>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
in, out	<i>speed</i>	a pointer to uint32_t to which the speed will be written

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
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5.8.2.2 [rsmi_status_t rsmi_dev_fan_speed_get](#) (uint32_t *dv_ind*, uint32_t *sensor_ind*, int64_t * *speed*)

Get the fan speed for the specified device as a value relative to [RSMI_MAX_FAN_SPEED](#).

Given a device index *dv_ind* and a pointer to a uint32_t *speed*, this function will write the current fan speed (a value between 0 and the maximum fan speed, [RSMI_MAX_FAN_SPEED](#)) to the uint32_t pointed to by *speed*

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_ind</i>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
in, out	<i>speed</i>	a pointer to uint32_t to which the speed will be written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.8.2.3 `rsmi_status_t rsmi_dev_fan_speed_max_get (uint32_t dv_ind, uint32_t sensor_ind, uint64_t * max_speed)`

Get the max. fan speed of the device with provided device index.

Given a device index `dv_ind` and a pointer to a `uint32_t max_speed`, this function will write the maximum fan speed possible to the `uint32_t` pointed to by `max_speed`

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_ind</i>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
in, out	<i>max_speed</i>	a pointer to uint32_t to which the maximum speed will be written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.8.2.4 `rsmi_status_t rsmi_dev_temp_metric_get (uint32_t dv_ind, uint32_t sensor_type, rsmi_temperature_metric_t metric, int64_t * temperature)`

Get the temperature metric value for the specified metric, from the specified temperature sensor on the specified device.

Given a device index `dv_ind`, a sensor type `sensor_type`, a [`rsmi_temperature_metric_t`](#) `metric` and a pointer to an `int64_t temperature`, this function will write the value of the metric indicated by `metric` and `sensor_type` to the memory location `temperature`.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_type</i>	part of device from which temperature should be obtained. This should come from the enum <code>rsmi_temperature_type_t</code>
in	<i>metric</i>	enum indicated which temperature value should be retrieved
in, out	<i>temperature</i>	a pointer to int64_t to which the temperature will be written, in millidegrees Celcius.

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.9 Physical State Control

Functions

- [rsmi_status_t rsmi_dev_fan_reset](#) (uint32_t dv_ind, uint32_t sensor_ind)
Reset the fan to automatic driver control.
- [rsmi_status_t rsmi_dev_fan_speed_set](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t speed)
Set the fan speed for the specified device with the provided speed, in RPMs.

5.9.1 Detailed Description

These functions provide control over the physical state of a device.

5.9.2 Function Documentation

5.9.2.1 [rsmi_status_t rsmi_dev_fan_reset](#) (uint32_t *dv_ind*, uint32_t *sensor_ind*)

Reset the fan to automatic driver control.

This function returns control of the fan to the system

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_ind</i>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
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5.9.2.2 [rsmi_status_t rsmi_dev_fan_speed_set](#) (uint32_t *dv_ind*, uint32_t *sensor_ind*, uint64_t *speed*)

Set the fan speed for the specified device with the provided speed, in RPMs.

Given a device index *dv_ind* and a integer value indicating speed *speed*, this function will attempt to set the fan speed to *speed*. An error will be returned if the specified speed is outside the allowable range for the device. The maximum value is 255 and the minimum is 0.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_ind</i>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
in	<i>speed</i>	the speed to which the function will attempt to set the fan

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.10 Clock, Power and Performance Queries

Functions

- [rsmi_status_t rsmi_dev_busy_percent_get](#) (uint32_t dv_ind, uint32_t *busy_percent)
Get percentage of time device is busy doing any processing.
- [rsmi_status_t rsmi_dev_perf_level_get](#) (uint32_t dv_ind, [rsmi_dev_perf_level_t](#) *perf)
Get the performance level of the device with provided device index.
- [rsmi_status_t rsmi_dev_overdrive_level_get](#) (uint32_t dv_ind, uint32_t *od)
Get the overdrive percent associated with the device with provided device index.
- [rsmi_status_t rsmi_dev_gpu_clk_freq_get](#) (uint32_t dv_ind, [rsmi_clk_type_t](#) clk_type, [rsmi_frequencies_t](#) *f)
Get the list of possible system clock speeds of device for a specified clock type.
- [rsmi_status_t rsmi_dev_od_volt_info_get](#) (uint32_t dv_ind, [rsmi_od_volt_freq_data_t](#) *odv)
This function retrieves the voltage/frequency curve information.
- [rsmi_status_t rsmi_dev_od_volt_curve_regions_get](#) (uint32_t dv_ind, uint32_t *num_regions, [rsmi_freq_volt_region_t](#) *buffer)
This function will retrieve the current valid regions in the frequency/voltage space.
- [rsmi_status_t rsmi_dev_power_profile_presets_get](#) (uint32_t dv_ind, uint32_t sensor_ind, [rsmi_power_profile_status_t](#) *status)
Get the list of available preset power profiles and an indication of which profile is currently active.

5.10.1 Detailed Description

These functions provide information about clock frequencies and performance.

5.10.2 Function Documentation

5.10.2.1 [rsmi_status_t rsmi_dev_busy_percent_get](#) (uint32_t dv_ind, uint32_t * busy_percent)

Get percentage of time device is busy doing any processing.

Given a device index `dv_ind`, this function returns the percentage of time that the specified device is busy. The device is considered busy if any one or more of its sub-blocks are working, and idle if none of the sub-blocks are working.

Parameters

in	<code>dv_ind</code>	a device index
in, out	<code>busy_percent</code>	a pointer to the <code>uint32_t</code> to which the busy percent will be written

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call
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5.10.2.2 [rsmi_status_t rsmi_dev_perf_level_get](#) (uint32_t dv_ind, [rsmi_dev_perf_level_t](#) * perf)

Get the performance level of the device with provided device index.

Given a device index `dv_ind` and a pointer to a `uint32_t perf`, this function will write the `rsmi_dev_perf_level_t` to the `uint32_t` pointed to by `perf`

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>perf</i>	a pointer to <code>rsmi_dev_perf_level_t</code> to which the performance level will be written

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call.
----------------------------------	-----------------------------------

5.10.2.3 `rsmi_status_t rsmi_dev_overdrive_level_get (uint32_t dv_ind, uint32_t * od)`

Get the overdrive percent associated with the device with provided device index.

Given a device index `dv_ind` and a pointer to a `uint32_t od`, this function will write the overdrive percentage to the `uint32_t` pointed to by `od`

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>od</i>	a pointer to <code>uint32_t</code> to which the overdrive percentage will be written

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call.
----------------------------------	-----------------------------------

5.10.2.4 `rsmi_status_t rsmi_dev_gpu_clk_freq_get (uint32_t dv_ind, rsmi_clk_type_t clk_type, rsmi_frequencies_t * f)`

Get the list of possible system clock speeds of device for a specified clock type.

Given a device index `dv_ind`, a clock type `clk_type`, and a pointer to a to an `rsmi_frequencies_t` structure `f`, this function will fill in `f` with the possible clock speeds, and indication of the current clock speed selection.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>clk_type</i>	the type of clock for which the frequency is desired
in, out	<i>f</i>	a pointer to a caller provided <code>rsmi_frequencies_t</code> structure to which the frequency information will be written. Frequency values are in Hz.

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call.
----------------------------------	-----------------------------------

5.10.2.5 `rsmi_status_t rsmi_dev_od_volt_info_get (uint32_t dv_ind, rsmi_od_volt_freq_data_t * odv)`

This function retrieves the voltage/frequency curve information.

Given a device index `dv_ind` and a pointer to a `rsmi_od_volt_freq_data_t` structure `odv`, this function will populate `odv`. See [rsmi_od_volt_freq_data_t](#) for more details.

Parameters

in	<code>dv_ind</code>	a device index
in	<code>odv</code>	a pointer to an rsmi_od_volt_freq_data_t structure

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
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5.10.2.6 `rsmi_status_t rsmi_dev_od_volt_curve_regions_get (uint32_t dv_ind, uint32_t * num_regions, rsmi_freq_volt_region_t * buffer)`

This function will retrieve the current valid regions in the frequency/voltage space.

Given a device index `dv_ind`, a pointer to an unsigned integer `num_regions` and a buffer of [rsmi_freq_volt_↵_region_t](#) structures, `buffer`, this function will populate `buffer` with the current frequency-volt space regions. The caller should assign `buffer` to memory that can be written to by this function. The caller should also indicate the number of [rsmi_freq_volt_region_t](#) structures that can safely be written to `buffer` in `num_regions`.

The number of regions to expect this function provide (`num_regions`) can be obtained by calling [rsmi_dev_od_↵_volt_info_get\(\)](#).

Parameters

in	<code>dv_ind</code>	a device index
in, out	<code>num_regions</code>	As input, this is the number of rsmi_freq_volt_region_t structures that can be written to <code>buffer</code> . As output, this is the number of rsmi_freq_volt_region_t structures that were actually written.
in, out	<code>buffer</code>	a caller provided buffer to which rsmi_freq_volt_region_t structures will be written

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
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5.10.2.7 `rsmi_status_t rsmi_dev_power_profile_presets_get (uint32_t dv_ind, uint32_t sensor_ind, rsmi_power_profile_status_t * status)`

Get the list of available preset power profiles and an indication of which profile is currently active.

Given a device index `dv_ind` and a pointer to a `rsmi_power_profile_status_t` `status`, this function will set the bits of the [rsmi_power_profile_status_t.available_profiles](#) bit field of `status` to 1 if the profile corresponding to the

respective `rsmi_power_profile_preset_masks_t` profiles are enabled. For example, if both the VIDEO and VR power profiles are available selections, then `RSMI_PWR_PROF_PRST_VIDEO_MASK` AND'ed with `rsmi_power_profile_status_t.available_profiles` will be non-zero as will `RSMI_PWR_PROF_PRST_VR_MASK` AND'ed with `rsmi_power_profile_status_t.available_profiles`. Additionally, `rsmi_power_profile_status_t.current` will be set to the `rsmi_power_profile_preset_masks_t` of the profile that is currently active.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>sensor_ind</i>	a 0-based sensor index. Normally, this will be 0. If a device has more than one sensor, it could be greater than 0.
in, out	<i>status</i>	a pointer to <code>rsmi_power_profile_status_t</code> that will be populated by a call to this function

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call.
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5.11 Clock, Power and Performance Control

Functions

- [rsmi_status_t rsmi_dev_perf_level_set](#) (int32_t dv_ind, rsmi_dev_perf_level_t perf_lvl)
Set the PowerPlay performance level associated with the device with provided device index with the provided value.
- [rsmi_status_t rsmi_dev_overdrive_level_set](#) (int32_t dv_ind, uint32_t od)
Set the overdrive percent associated with the device with provided device index with the provided value. See details for WARNING.
- [rsmi_status_t rsmi_dev_gpu_clk_freq_set](#) (uint32_t dv_ind, rsmi_clk_type_t clk_type, uint64_t freq_bitmask)
Control the set of allowed frequencies that can be used for the specified clock.
- [rsmi_status_t rsmi_dev_od_freq_range_set](#) (uint32_t dv_ind, rsmi_clk_type_t clk, rsmi_range_t *range)
Set the frequency limits for the specified clock.

5.11.1 Detailed Description

These functions provide control over clock frequencies, power and performance.

5.11.2 Function Documentation

5.11.2.1 [rsmi_status_t rsmi_dev_perf_level_set](#) (int32_t dv_ind, rsmi_dev_perf_level_t perf_lvl)

Set the PowerPlay performance level associated with the device with provided device index with the provided value.

Given a device index `dv_ind` and an [rsmi_dev_perf_level_t](#) `perf_level`, this function will set the PowerPlay performance level for the device to the value `perf_lvl`.

Parameters

in	<code>dv_ind</code>	a device index
in	<code>perf_lvl</code>	the value to which the performance level should be set

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
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5.11.2.2 [rsmi_status_t rsmi_dev_overdrive_level_set](#) (int32_t dv_ind, uint32_t od)

Set the overdrive percent associated with the device with provided device index with the provided value. See details for WARNING.

Given a device index `dv_ind` and an overdrive level `od`, this function will set the overdrive level for the device to the value `od`. The overdrive level is an integer value between 0 and 20, inclusive, which represents the overdrive percentage; e.g., a value of 5 specifies an overclocking of 5%.

The overdrive level is specific to the gpu system clock.

The overdrive level is the percentage above the maximum Performance Level to which overclocking will be limited. The overclocking percentage does not apply to clock speeds other than the maximum. This percentage is limited to 20%.

*****WARNING***** Operating your AMD GPU outside of official AMD specifications or outside of factory settings, including but not limited to the conducting of overclocking (including use of this overclocking software, even if such software has been directly or indirectly provided by AMD or otherwise affiliated in any way with AMD), may cause damage to your AMD GPU, system components and/or result in system failure, as well as cause other problems. DAMAGES CAUSED BY USE OF YOUR AMD GPU OUTSIDE OF OFFICIAL AMD SPECIFICATIONS OR OUTSIDE OF FACTORY SETTINGS ARE NOT COVERED UNDER ANY AMD PRODUCT WARRANTY AND MAY NOT BE COVERED BY YOUR BOARD OR SYSTEM MANUFACTURER'S WARRANTY. Please use this utility with caution.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>od</i>	the value to which the overdrive level should be set

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.11.2.3 `rsmi_status_t rsmi_dev_gpu_clk_freq_set (uint32_t dv_ind, rsmi_clk_type_t clk_type, uint64_t freq_bitmask)`

Control the set of allowed frequencies that can be used for the specified clock.

Given a device index `dv_ind`, a clock type `clk_type`, and a 64 bit bitmask `freq_bitmask`, this function will limit the set of allowable frequencies. If a bit in `freq_bitmask` has a value of 1, then the frequency (as ordered in an [`rsmi_frequencies_t`](#) returned by [`rsmi_dev_gpu_clk_freq_get\(\)`](#)) corresponding to that bit index will be allowed.

This function will change the performance level to [`RSMI_DEV_PERF_LEVEL_MANUAL`](#) in order to modify the set of allowable frequencies. Caller will need to set to [`RSMI_DEV_PERF_LEVEL_AUTO`](#) in order to get back to default state.

All bits with indices greater than or equal to [`rsmi_frequencies_t::num_supported`](#) will be ignored.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>clk_type</i>	the type of clock for which the set of frequencies will be modified
in	<i>freq_bitmask</i>	A bitmask indicating the indices of the frequencies that are to be enabled (1) and disabled (0). Only the lowest <code>rsmi_frequencies_t.num_supported</code> bits of this mask are relevant.

5.11.2.4 `rsmi_status_t rsmi_dev_od_freq_range_set (uint32_t dv_ind, rsmi_clk_type_t clk, rsmi_range_t * range)`

Set the frequency limits for the specified clock.

Given a device index `dv_ind`, a clock type ([`rsmi_clk_type_t`](#)) `clk`, and a pointer to a [`rsmi_range_t`](#) `range` containing the desired upper and lower frequency limits, this function will attempt to set the frequency limits to those specified in `range`.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>clk</i>	The clock type for which the limits should be imposed.
in	<i>range</i>	A pointer to the rsmi_range_t containing the desired limits

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
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5.12 Version Queries

Functions

- `rsmi_status_t rsmi_version_get (rsmi_version_t *version)`
Get the build version information for the currently running build of RSMI.
- `rsmi_status_t rsmi_version_str_get (rsmi_sw_component_t component, char *ver_str, uint32_t len)`
Get the driver version string for the current system.
- `rsmi_status_t rsmi_dev_vbios_version_get (uint32_t dv_ind, char *vbios, uint32_t len)`
Get the VBIOS identifier string.

5.12.1 Detailed Description

These functions provide version information about various subsystems.

5.12.2 Function Documentation

5.12.2.1 `rsmi_status_t rsmi_version_get (rsmi_version_t * version)`

Get the build version information for the currently running build of RSMI.

Get the major, minor, patch and build string for RSMI build currently in use through `version`

Parameters

in, out	<code>version</code>	A pointer to an <code>rsmi_version_t</code> structure that will be updated with the version information upon return.
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Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call
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5.12.2.2 `rsmi_status_t rsmi_version_str_get (rsmi_sw_component_t component, char * ver_str, uint32_t len)`

Get the driver version string for the current system.

Given a software component `component`, a pointer to a char buffer, `ver_str`, this function will write the driver version string (up to `len` characters) for the current system to `ver_str`. The caller must ensure that it is safe to write at least `len` characters to `ver_str`.

Parameters

in	<code>component</code>	The component for which the version string is being requested
in, out	<code>ver_str</code>	A pointer to a buffer of char's to which the VBIOS name will be written
in	<code>len</code>	The number of char's pointed to by <code>ver_str</code> which can safely be written to by this function.

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
--	-----------------------------------

5.12.2.3 `rsmi_status_t rsmi_dev_vbios_version_get (uint32_t dv_ind, char * vbios, uint32_t len)`

Get the VBIOS identifier string.

Given a device ID `dv_ind`, and a pointer to a char buffer, `vbios`, this function will write the VBIOS string (up to `len` characters) for device `dv_ind` to `vbios`. The caller must ensure that it is safe to write at least `len` characters to `vbios`.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>vbios</i>	A pointer to a buffer of char's to which the VBIOS name will be written
in	<i>len</i>	The number of char's pointed to by <code>vbios</code> which can safely be written to by this function.

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
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5.13 Error Queries

Functions

- [rsmi_status_t rsmi_dev_ecc_count_get](#) (uint32_t dv_ind, [rsmi_gpu_block_t](#) block, [rsmi_error_count_t](#) *ec)
Retrieve the error counts for a GPU block.
- [rsmi_status_t rsmi_dev_ecc_enabled_get](#) (uint32_t dv_ind, uint64_t *enabled_mask)
Retrieve the enabled ECC bit-mask.
- [rsmi_status_t rsmi_dev_ecc_status_get](#) (uint32_t dv_ind, [rsmi_gpu_block_t](#) block, [rsmi_ras_err_state_t](#) *state)
Retrieve the ECC status for a GPU block.
- [rsmi_status_t rsmi_status_string](#) ([rsmi_status_t](#) status, const char **status_string)
Get a description of a provided RSMI error status.

5.13.1 Detailed Description

These functions provide error information about RSMI calls as well as device errors.

5.13.2 Function Documentation

5.13.2.1 [rsmi_status_t rsmi_dev_ecc_count_get](#) (uint32_t dv_ind, [rsmi_gpu_block_t](#) block, [rsmi_error_count_t](#) * ec)

Retrieve the error counts for a GPU block.

Given a device index `dv_ind`, an [rsmi_gpu_block_t](#) `block` and a pointer to an [rsmi_error_count_t](#) `ec`, this function will write the error count values for the GPU block indicated by `block` to memory pointed to by `ec`.

Parameters

in	<code>dv_ind</code>	a device index
in	<code>block</code>	The block for which error counts should be retrieved
in, out	<code>ec</code>	A pointer to an rsmi_error_count_t to which the error counts should be written

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call.
-------------------------------------	-----------------------------------

5.13.2.2 [rsmi_status_t rsmi_dev_ecc_enabled_get](#) (uint32_t dv_ind, uint64_t * enabled_mask)

Retrieve the enabled ECC bit-mask.

Given a device index `dv_ind`, and a pointer to a `uint64_t` `enabled_mask`, this function will write a `bit_mask` to memory pointed to by `enabled_mask`. Upon a successful call, the bitmask can then be AND'd with elements of the [rsmi_gpu_block_t](#) enumeration to determine if the corresponding block has ECC enabled. Note that the bits above [RSMI_GPU_BLOCK_LAST](#) correspond to blocks that do not yet have ECC support.

Parameters

in	<i>dv_ind</i>	a device index
in, out	<i>enabled_mask</i>	A pointer to a uint64_t to which the enabled mask will be written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
--	-----------------------------------

5.13.2.3 `rsmi_status_t rsmi_dev_ecc_status_get (uint32_t dv_ind, rsmi_gpu_block_t block, rsmi_ras_err_state_t * state)`

Retrieve the ECC status for a GPU block.

Given a device index `dv_ind`, an `rsmi_gpu_block_t` `block` and a pointer to an `rsmi_ras_err_state_t` `state`, this function will write the current state for the GPU block indicated by `block` to memory pointed to by `state`.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>block</i>	The block for which error counts should be retrieved
in, out	<i>state</i>	A pointer to an <code>rsmi_ras_err_state_t</code> to which the ECC state should be written

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call.
--	-----------------------------------

5.13.2.4 `rsmi_status_t rsmi_status_string (rsmi_status_t status, const char ** status_string)`

Get a description of a provided RSMI error status.

Set the provided pointer to a const char *, `status_string`, to a string containing a description of the provided error code `status`.

Parameters

in	<i>status</i>	The error status for which a description is desired
in, out	<i>status_string</i>	A pointer to a const char * which will be made to point to a description of the provided error code

Return values

<i>RSMI_STATUS_SUCCESS</i>	is returned upon successful call
--	----------------------------------

5.14 Performance Counter Functions

Functions

- `rsmi_status_t rsmi_dev_counter_group_supported` (`uint32_t dv_ind`, `rsmi_event_group_t group`)
Tell if an event group is supported by a given device.
- `rsmi_status_t rsmi_dev_counter_create` (`uint32_t dv_ind`, `rsmi_event_type_t type`, `rsmi_event_handle_t *evnt_handle`)
Create a performance counter object.
- `rsmi_status_t rsmi_dev_counter_destroy` (`rsmi_event_handle_t evnt_handle`)
Deallocate a performance counter object.
- `rsmi_status_t rsmi_counter_control` (`rsmi_event_handle_t evt_handle`, `rsmi_counter_command_t cmd`, `void *cmd_args`)
Issue performance counter control commands.
- `rsmi_status_t rsmi_counter_read` (`rsmi_event_handle_t evt_handle`, `rsmi_counter_value_t *value`)
Read the current value of a performance counter.
- `rsmi_status_t rsmi_counter_available_counters_get` (`uint32_t dv_ind`, `rsmi_event_group_t grp`, `uint32_t *available`)
Get the number of currently available counters.

5.14.1 Detailed Description

These functions are used to configure, query and control performance counting.

5.14.2 Function Documentation

5.14.2.1 `rsmi_status_t rsmi_dev_counter_group_supported` (`uint32_t dv_ind`, `rsmi_event_group_t group`)

Tell if an event group is supported by a given device.

Given a device index `dv_ind` and an event group specifier `group`, tell if `group` type events are supported by the device associated with `dv_ind`

Parameters

in	<code>dv_ind</code>	device index of device being queried
in	<code>group</code>	<code>rsmi_event_group_t</code> identifier of group for which support is being queried

Return values

<code>RSMI_STATUS_SUCCESS</code>	if the device associatee with <code>dv_ind</code> support counting events of the type indicated by <code>group</code> .
----------------------------------	---

`RSMI_STATUS_NOT_SUPPORTED` If the device does not support event group `group`

5.14.2.2 `rsmi_status_t rsmi_dev_counter_create (uint32_t dv_ind, rsmi_event_type_t type, rsmi_event_handle_t * evnt_handle)`

Create a performance counter object.

Create a performance counter object of type `type` for the device with a device index of `dv_ind`, and write a handle to the object to the memory location pointed to by `evnt_handle`. `evnt_handle` can be used with other performance event operations. The handle should be deallocated with `rsmi_dev_counter_destroy()` when no longer needed.

Parameters

in	<i>dv_ind</i>	a device index
in	<i>type</i>	the type of performance event to create
in, out	<i>evnt_handle</i>	A pointer to a <code>rsmi_event_handle_t</code> which will be associated with a newly allocated counter

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call
----------------------------------	----------------------------------

5.14.2.3 `rsmi_status_t rsmi_dev_counter_destroy (rsmi_event_handle_t evnt_handle)`

Deallocate a performance counter object.

Deallocate the performance counter object with the provided `rsmi_event_handle_t` `evnt_handle`

Parameters

in	<i>evnt_handle</i>	handle to event object to be deallocated
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Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call
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5.14.2.4 `rsmi_status_t rsmi_counter_control (rsmi_event_handle_t evt_handle, rsmi_counter_command_t cmd, void * cmd_args)`

Issue performance counter control commands.

Issue a command `cmd` on the event counter associated with the provided handle `evt_handle`.

Parameters

in	<i>evt_handle</i>	an event handle
in	<i>cmd</i>	The event counter command to be issued
in, out	<i>cmd_args</i>	Currently not used. Should be set to NULL.

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call
----------------------------------	----------------------------------

5.14.2.5 `rsmi_status_t rsmi_counter_read (rsmi_event_handle_t evt_handle, rsmi_counter_value_t * value)`

Read the current value of a performance counter.

Read the current counter value of the counter associated with the provided handle `evt_handle` and write the value to the location pointed to by `value`.

Parameters

in	<code>evt_handle</code>	an event handle
in, out	<code>value</code>	pointer to memory of size of <code>rsmi_counter_value_t</code> to which the counter value will be written

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call
----------------------------------	----------------------------------

5.14.2.6 `rsmi_status_t rsmi_counter_available_counters_get (uint32_t dv_ind, rsmi_event_group_t grp, uint32_t * available)`

Get the number of currently available counters.

Given a device index `dv_ind`, a performance event group `grp`, and a pointer to a `uint32_t` `available`, this function will write the number of `grp` type counters that are available on the device with index `dv_ind` to the memory that `available` points to.

Parameters

in	<code>dv_ind</code>	a device index
in	<code>grp</code>	an event device group
in, out	<code>available</code>	A pointer to a <code>uint32_t</code> to which the number of available counters will be written

Return values

<code>RSMI_STATUS_SUCCESS</code>	is returned upon successful call
----------------------------------	----------------------------------

5.15 System Information Functions

Functions

- [rsmi_status_t rsmi_dev_compute_process_info_get \(rsmi_process_info_t *procs, uint32_t *num_items\)](#)
Get process information about processes currently using GPU.
- [rsmi_status_t rsmi_dev_compute_process_info_by_pid_get \(uint32_t pid, rsmi_process_info_t *proc\)](#)
Get process information about a specific process.

5.15.1 Detailed Description

These functions are used to configure, query and control performance counting.

5.15.2 Function Documentation

5.15.2.1 [rsmi_status_t rsmi_dev_compute_process_info_get \(rsmi_process_info_t *procs, uint32_t * num_items \)](#)

Get process information about processes currently using GPU.

Given a non-NULL pointer to an array `procs` of [rsmi_process_info_t](#)'s, of length `*num_items`, this function will write up to `*num_items` instances of [rsmi_process_info_t](#) to the memory pointed to by `procs`. These instances contain information about each process utilizing a GPU. If `procs` is not NULL, `num_items` will be updated with the number of processes actually written. If `procs` is NULL, `num_items` will be updated with the number of processes for which there is current process information. Calling this function with `procs` being NULL is a way to determine how much memory should be allocated for when `procs` is not NULL.

Parameters

in, out	<code>procs</code>	a pointer to memory provided by the caller to which process information will be written. This may be NULL in which case only <code>num_items</code> will be updated with the number of processes found.
in, out	<code>num_items</code>	A pointer to a <code>uint32_t</code> , which on input, should contain the amount of memory in rsmi_process_info_t 's which have been provided by the <code>procs</code> argument. On output, if <code>procs</code> is non-NULL, this will be updated with the number rsmi_process_info_t structs actually written. If <code>procs</code> is NULL, this argument will be updated with the number processes for which there is information.

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call
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[RSMI_STATUS_INSUFFICIENT_SIZE](#) is returned if there were more processes for which information was available, but not enough space was provided as indicated by `procs` and `num_items`, on input.

5.15.2.2 [rsmi_status_t rsmi_dev_compute_process_info_by_pid_get \(uint32_t pid, rsmi_process_info_t *proc \)](#)

Get process information about a specific process.

Given a pointer to an `rsmi_process_info_t` `proc` and a process id `pid`, this function will write the process information for `pid`, if available, to the memory pointed to by `proc`.

Parameters

in	<i>pid</i>	The process ID for which process information is being requested
in, out	<i>proc</i>	a pointer to a rsmi_process_info_t to which process information for <i>pid</i> will be written if it is found.

Return values

RSMI_STATUS_SUCCESS	is returned upon successful call
-------------------------------------	----------------------------------

[RSMI_STATUS_NOT_FOUND](#) is returned if there was no process information found for the provided *pid*

Chapter 6

Data Structure Documentation

6.1 rsmi_counter_value_t Struct Reference

```
#include <rocm_smi.h>
```

Data Fields

- uint64_t [value](#)
Counter value.
- uint64_t [time_enabled](#)
Time that the counter was enabled.
- uint64_t [time_running](#)
Time that the counter was running.

6.1.1 Detailed Description

Counter value

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.2 rsmi_error_count_t Struct Reference

This structure holds error counts.

```
#include <rocm_smi.h>
```

Data Fields

- uint64_t [correctable_err](#)
Accumulated correctable errors.
- uint64_t [uncorrectable_err](#)
Accumulated uncorrectable errors.

6.2.1 Detailed Description

This structure holds error counts.

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.3 rsmi_freq_volt_region_t Struct Reference

This structure holds 2 [rsmi_range_t](#)'s, one for frequency and one for voltage. These 2 ranges indicate the range of possible values for the corresponding [rsmi_od_vddc_point_t](#).

```
#include <rocm_smi.h>
```

Data Fields

- [rsmi_range_t freq_range](#)
The frequency range for this VDDC Curve point.
- [rsmi_range_t volt_range](#)
The voltage range for this VDDC Curve point.

6.3.1 Detailed Description

This structure holds 2 [rsmi_range_t](#)'s, one for frequency and one for voltage. These 2 ranges indicate the range of possible values for the corresponding [rsmi_od_vddc_point_t](#).

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.4 rsmi_frequencies_t Struct Reference

This structure holds information about clock frequencies.

```
#include <rocm_smi.h>
```

Data Fields

- [uint32_t num_supported](#)
- [uint32_t current](#)
- [uint64_t frequency](#) [[RSMI_MAX_NUM_FREQUENCIES](#)]

6.4.1 Detailed Description

This structure holds information about clock frequencies.

6.4.2 Field Documentation

6.4.2.1 uint32_t rsmi_frequencies_t::num_supported

The number of supported frequencies

6.4.2.2 uint32_t rsmi_frequencies_t::current

The current frequency index

6.4.2.3 uint64_t rsmi_frequencies_t::frequency[RSMI_MAX_NUM_FREQUENCIES]

List of frequencies. Only the first num_supported frequencies are valid.

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.5 rsmi_od_vddc_point_t Struct Reference

This structure represents a point on the frequency-voltage plane.

```
#include <rocm_smi.h>
```

Data Fields

- uint64_t [frequency](#)
Frequency coordinate (in Hz)
- uint64_t [voltage](#)
Voltage coordinate (in mV)

6.5.1 Detailed Description

This structure represents a point on the frequency-voltage plane.

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.6 rsmi_od_volt_curve_t Struct Reference

```
#include <rocm_smi.h>
```

Data Fields

- [rsmi_od_vddc_point_t](#) `vc_points` [[RSMI_NUM_VOLTAGE_CURVE_POINTS](#)]

6.6.1 Detailed Description

[RSMI_NUM_VOLTAGE_CURVE_POINTS](#) number of [rsmi_od_vddc_point_t](#)'s

6.6.2 Field Documentation

6.6.2.1 [rsmi_od_vddc_point_t](#) [rsmi_od_volt_curve_t::vc_points](#) [[RSMI_NUM_VOLTAGE_CURVE_POINTS](#)]

Array of [RSMI_NUM_VOLTAGE_CURVE_POINTS](#) [rsmi_od_vddc_point_t](#)'s that make up the voltage frequency curve points.

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.7 rsmi_od_volt_freq_data_t Struct Reference

This structure holds the frequency-voltage values for a device.

```
#include <rocm_smi.h>
```

Data Fields

- [rsmi_range_t](#) `curr_sclk_range`
The current SCLK frequency range.
- [rsmi_range_t](#) `curr_mclk_range`
- [rsmi_range_t](#) `sclk_freq_limits`
The range possible of SCLK values.
- [rsmi_range_t](#) `mclk_freq_limits`
The range possible of MCLK values.
- [rsmi_od_volt_curve_t](#) `curve`
The current voltage curve.
- [uint32_t](#) `num_regions`
The number of voltage curve regions.

6.7.1 Detailed Description

This structure holds the frequency-voltage values for a device.

6.7.2 Field Documentation

6.7.2.1 rsmi_range_t rsmi_od_volt_freq_data_t::curr_mclk_range

The current MCLK frequency range; (upper bound only)

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.8 rsmi_pcie_bandwidth_t Struct Reference

This structure holds information about the possible PCIe bandwidths. Specifically, the possible transfer rates and their associated numbers of lanes are stored here.

```
#include <rocm_smi.h>
```

Data Fields

- [rsmi_frequencies_t transfer_rate](#)
- [uint32_t lanes \[RSMI_MAX_NUM_FREQUENCIES\]](#)

6.8.1 Detailed Description

This structure holds information about the possible PCIe bandwidths. Specifically, the possible transfer rates and their associated numbers of lanes are stored here.

6.8.2 Field Documentation

6.8.2.1 rsmi_frequencies_t rsmi_pcie_bandwidth_t::transfer_rate

Transfer rates (T/s) that are possible

6.8.2.2 uint32_t rsmi_pcie_bandwidth_t::lanes[RSMI_MAX_NUM_FREQUENCIES]

List of lanes for corresponding transfer rate. Only the first num_supported bandwidths are valid.

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.9 rsmi_power_profile_status_t Struct Reference

This structure contains information about which power profiles are supported by the system for a given device, and which power profile is currently active.

```
#include <rocm_smi.h>
```

Data Fields

- [rsmi_bit_field_t available_profiles](#)
- [rsmi_power_profile_preset_masks_t current](#)
- [uint32_t num_profiles](#)

6.9.1 Detailed Description

This structure contains information about which power profiles are supported by the system for a given device, and which power profile is currently active.

6.9.2 Field Documentation

6.9.2.1 [rsmi_bit_field_t rsmi_power_profile_status_t::available_profiles](#)

Which profiles are supported by this system

6.9.2.2 [rsmi_power_profile_preset_masks_t rsmi_power_profile_status_t::current](#)

Which power profile is currently active

6.9.2.3 [uint32_t rsmi_power_profile_status_t::num_profiles](#)

How many power profiles are available

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.10 rsmi_process_info_t Struct Reference

This structure contains information specific to a process.

```
#include <rocm_smi.h>
```

Data Fields

- uint32_t [process_id](#)
Process ID.
- uint32_t [pasid](#)
PASID.

6.10.1 Detailed Description

This structure contains information specific to a process.

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.11 rsmi_range_t Struct Reference

This structure represents a range (e.g., frequencies or voltages).

```
#include <rocm_smi.h>
```

Data Fields

- uint64_t [lower_bound](#)
Lower bound of range.
- uint64_t [upper_bound](#)
Upper bound of range.

6.11.1 Detailed Description

This structure represents a range (e.g., frequencies or voltages).

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

6.12 rsmi_version_t Struct Reference

This structure holds version information.

```
#include <rocm_smi.h>
```

Data Fields

- uint32_t [major](#)
Major version.
- uint32_t [minor](#)
Minor version.
- uint32_t [patch](#)
Patch, build or stepping version.
- const char * [build](#)
Build string.

6.12.1 Detailed Description

This structure holds version information.

The documentation for this struct was generated from the following file:

- [rocm_smi.h](#)

Chapter 7

File Documentation

7.1 rocm_smi.h File Reference

The rocm_smi library api is new, and therefore subject to change either at the ABI or API level. Instead of marking every function prototype as "unstable", we are instead saying the API is unstable (i.e., changes are possible) while the major version remains 0. This means that if the API/ABI changes, we will not increment the major version to 1. Once the ABI stabilizes, we will increment the major version to 1, and thereafter increment it on all ABI breaks.

```
#include <stdint.h>
#include <stddef.h>
```

Data Structures

- struct [rsmi_counter_value_t](#)
- struct [rsmi_power_profile_status_t](#)
This structure contains information about which power profiles are supported by the system for a given device, and which power profile is currently active.
- struct [rsmi_frequencies_t](#)
This structure holds information about clock frequencies.
- struct [rsmi_pcie_bandwidth_t](#)
This structure holds information about the possible PCIe bandwidths. Specifically, the possible transfer rates and their associated numbers of lanes are stored here.
- struct [rsmi_version_t](#)
This structure holds version information.
- struct [rsmi_range_t](#)
This structure represents a range (e.g., frequencies or voltages).
- struct [rsmi_od_vddc_point_t](#)
This structure represents a point on the frequency-voltage plane.
- struct [rsmi_freq_volt_region_t](#)
This structure holds 2 [rsmi_range_t](#)'s, one for frequency and one for voltage. These 2 ranges indicate the range of possible values for the corresponding [rsmi_od_vddc_point_t](#).
- struct [rsmi_od_volt_curve_t](#)
- struct [rsmi_od_volt_freq_data_t](#)
This structure holds the frequency-voltage values for a device.
- struct [rsmi_error_count_t](#)
This structure holds error counts.
- struct [rsmi_process_info_t](#)
This structure contains information specific to a process.

Macros

- `#define RSMI_MAX_NUM_FREQUENCIES 32`
Guaranteed maximum possible number of supported frequencies.
- `#define RSMI_MAX_FAN_SPEED 255`
- `#define RSMI_NUM_VOLTAGE_CURVE_POINTS 3`
The number of points that make up a voltage-frequency curve definition.
- `#define RSMI_MAX_NUM_POWER_PROFILES (sizeof(rsmi_bit_field_t) * 8)`
Number of possible power profiles that a system could support.

Typedefs

- `typedef uintptr_t rsmi_event_handle_t`
Handle to performance event counter.
- `typedef uint64_t rsmi_bit_field_t`
Bitfield used in various RSMI calls.

Enumerations

- `enum rsmi_status_t {`
`RSMI_STATUS_SUCCESS = 0x0, RSMI_STATUS_INVALID_ARGS, RSMI_STATUS_NOT_SUPPORTED,`
`RSMI_STATUS_FILE_ERROR,`
`RSMI_STATUS_PERMISSION, RSMI_STATUS_OUT_OF_RESOURCES, RSMI_STATUS_INTERNAL_↵`
`EXCEPTION, RSMI_STATUS_INPUT_OUT_OF_BOUNDS,`
`RSMI_STATUS_INIT_ERROR, RSMI_INITIALIZATION_ERROR = RSMI_STATUS_INIT_ERROR, RSMI_↵`
`_STATUS_NOT_YET_IMPLEMENTED, RSMI_STATUS_NOT_FOUND,`
`RSMI_STATUS_INSUFFICIENT_SIZE, RSMI_STATUS_INTERRUPT, RSMI_STATUS_UNEXPECTED_↵`
`SIZE, RSMI_STATUS_UNKNOWN_ERROR = 0xFFFFFFFF }`
Error codes returned by rocm_smi_lib functions.
- `enum rsmi_init_flags_t { RSMI_INIT_FLAG_ALL_GPUS = 0x1 }`
Initialization flags.
- `enum rsmi_dev_perf_level_t {`
`RSMI_DEV_PERF_LEVEL_AUTO = 0, RSMI_DEV_PERF_LEVEL_FIRST = RSMI_DEV_PERF_LEVEL_↵`
`AUTO, RSMI_DEV_PERF_LEVEL_LOW, RSMI_DEV_PERF_LEVEL_HIGH,`
`RSMI_DEV_PERF_LEVEL_MANUAL, RSMI_DEV_PERF_LEVEL_STABLE_STD, RSMI_DEV_PERF_LE↵`
`VEL_STABLE_PEAK, RSMI_DEV_PERF_LEVEL_STABLE_MIN_MCLK,`
`RSMI_DEV_PERF_LEVEL_STABLE_MIN_SCLK, RSMI_DEV_PERF_LEVEL_LAST = RSMI_DEV_PER↵`
`F_LEVEL_STABLE_MIN_SCLK, RSMI_DEV_PERF_LEVEL_UNKNOWN = 0x100 }`
PowerPlay performance levels.
- `enum rsmi_sw_component_t { RSMI_SW_COMP_FIRST = 0x0, RSMI_SW_COMP_DRIVER = RSMI_SW_↵`
`_COMP_FIRST, RSMI_SW_COMP_LAST = RSMI_SW_COMP_DRIVER }`
Available clock types.
- `enum rsmi_event_group_t { RSMI_EVNT_GRP_XGMI = 0, RSMI_EVNT_GRP_INVALID = 0xFFFFFFFF }`
Enum denoting an event group. The value of the enum is the base value for all the event enums in the group.
- `enum rsmi_event_type_t {`
`RSMI_EVNT_FIRST = RSMI_EVNT_GRP_XGMI, RSMI_EVNT_XGMI_FIRST = RSMI_EVNT_GRP_XGMI,`
`RSMI_EVNT_XGMI_0_NOP_TX = RSMI_EVNT_XGMI_FIRST, RSMI_EVNT_XGMI_0_REQUEST_TX,`
`RSMI_EVNT_XGMI_0_RESPONSE_TX, RSMI_EVNT_XGMI_0_BEATS_TX, RSMI_EVNT_XGMI_1_NO↵`
`P_TX, RSMI_EVNT_XGMI_1_REQUEST_TX,`
`RSMI_EVNT_XGMI_1_RESPONSE_TX, RSMI_EVNT_XGMI_1_BEATS_TX, RSMI_EVNT_XGMI_LAST =`
`RSMI_EVNT_XGMI_1_BEATS_TX, RSMI_EVNT_LAST = RSMI_EVNT_XGMI_LAST }`

Event type enum. Events belonging to a particular event group `rsmi_event_group_t` should begin enumerating at the `rsmi_event_group_t` value for that group.

- enum `rsmi_counter_command_t` { `RSMI_CNTR_CMD_START` = 0, `RSMI_CNTR_CMD_STOP` }
- enum `rsmi_clk_type_t` { `RSMI_CLK_TYPE_SYS` = 0x0, `RSMI_CLK_TYPE_FIRST` = `RSMI_CLK_TYPE_SYS`, `RSMI_CLK_TYPE_D←`
`DF`, `RSMI_CLK_TYPE_DCEF`,
`RSMI_CLK_TYPE_SOC`, `RSMI_CLK_TYPE_MEM`, `RSMI_CLK_TYPE_LAST` = `RSMI_CLK_TYPE_MEM`,
`RSMI_CLK_INVALID` = 0xFFFFFFFF }
- enum `rsmi_temperature_metric_t` { `RSMI_TEMP_CURRENT` = 0x0, `RSMI_TEMP_FIRST` = `RSMI_TEMP_CURRENT`, `RSMI_TEMP_MAX`, `R←`
`SMI_TEMP_MIN`,
`RSMI_TEMP_MAX_HYST`, `RSMI_TEMP_MIN_HYST`, `RSMI_TEMP_CRITICAL`, `RSMI_TEMP_CRITICAL←`
`_HYST`,
`RSMI_TEMP_EMERGENCY`, `RSMI_TEMP_EMERGENCY_HYST`, `RSMI_TEMP_CRIT_MIN`, `RSMI_TEM←`
`P_CRIT_MIN_HYST`,
`RSMI_TEMP_OFFSET`, `RSMI_TEMP_LOWEST`, `RSMI_TEMP_HIGHEST`, `RSMI_TEMP_LAST` = `RSMI_←`
`TEMP_HIGHEST` }

Temperature Metrics. This enum is used to identify various temperature metrics. Corresponding values will be in millidegree Celsius.

- enum `rsmi_temperature_type_t` { `RSMI_TEMP_TYPE_FIRST` = 0, `RSMI_TEMP_TYPE_EDGE` = `RSMI_TEMP_TYPE_FIRST`, `RSMI_TEMP_←`
`_TYPE_JUNCTION`, `RSMI_TEMP_TYPE_MEMORY`,
`RSMI_TEMP_TYPE_LAST` = `RSMI_TEMP_TYPE_MEMORY` }

This enumeration is used to indicate from which part of the device a temperature reading should be obtained.

- enum `rsmi_power_profile_preset_masks_t` { `RSMI_PWR_PROF_PRST_CUSTOM_MASK` = 0x1, `RSMI_PWR_PROF_PRST_VIDEO_MASK` = 0x2, `R←`
`SMI_PWR_PROF_PRST_POWER_SAVING_MASK` = 0x4, `RSMI_PWR_PROF_PRST_COMPUTE_MASK`
= 0x8,
`RSMI_PWR_PROF_PRST_VR_MASK` = 0x10, `RSMI_PWR_PROF_PRST_3D_FULL_SCR_MASK` = 0x20,
`RSMI_PWR_PROF_PRST_BOOTUP_DEFAULT` = 0x40, `RSMI_PWR_PROF_PRST_LAST` = `RSMI_PW←`
`R_PROF_PRST_BOOTUP_DEFAULT`,
`RSMI_PWR_PROF_PRST_INVALID` = 0xFFFFFFFFFFFFFFFF }

Pre-set Profile Selections. These bitmasks can be AND'd with the `rsmi_power_profile_status_t.available_profiles` returned from `rsmi_dev_power_profile_presets_get()` to determine which power profiles are supported by the system.

- enum `rsmi_gpu_block_t` { `RSMI_GPU_BLOCK_INVALID` = 0x0000000000000000, `RSMI_GPU_BLOCK_FIRST` = 0x0000000000000001,
`RSMI_GPU_BLOCK_UMC` = `RSMI_GPU_BLOCK_FIRST`, `RSMI_GPU_BLOCK_SDMA` = 0x0000000000000002,
`RSMI_GPU_BLOCK GFX` = 0x0000000000000004, `RSMI_GPU_BLOCK_LAST` = `RSMI_GPU_BLOCK_←`
`GFX`, `RSMI_GPU_BLOCK_RESERVED` = 0x8000000000000000 }

This enum is used to identify different GPU blocks.

- enum `rsmi_ras_err_state_t` { `RSMI_RAS_ERR_STATE_NONE` = 0, `RSMI_RAS_ERR_STATE_DISABLED`, `RSMI_RAS_ERR_STATE_←`
`_PARITY`, `RSMI_RAS_ERR_STATE_SING_C`,
`RSMI_RAS_ERR_STATE_MULT_UC`, `RSMI_RAS_ERR_STATE_POISON`, `RSMI_RAS_ERR_STATE_L←`
`AST` = `RSMI_RAS_ERR_STATE_POISON`, `RSMI_RAS_ERR_STATE_INVALID` = 0xFFFFFFFF }

The current ECC state.

- enum `rsmi_memory_type_t` { `RSMI_MEM_TYPE_FIRST` = 0, `RSMI_MEM_TYPE_VRAM` = `RSMI_MEM_TYPE_FIRST`, `RSMI_MEM_T_←`
`YPE_VIS_VRAM`, `RSMI_MEM_TYPE_GTT`,
`RSMI_MEM_TYPE_LAST` = `RSMI_MEM_TYPE_GTT` }

Types of memory.

- enum `rsmi_freq_ind_t` { `RSMI_FREQ_IND_MIN` = 0, `RSMI_FREQ_IND_MAX` = 1, `RSMI_FREQ_IND_INV←`
`ALID` = 0xFFFFFFFF }

This values of this enum are used as frequency identifiers.

Functions

- [rsmi_status_t rsmi_init](#) (uint64_t init_flags)
Initialize ROCm SMI.
- [rsmi_status_t rsmi_shut_down](#) (void)
Shutdown ROCm SMI.
- [rsmi_status_t rsmi_num_monitor_devices](#) (uint32_t *num_devices)
Get the number of devices that have monitor information.
- [rsmi_status_t rsmi_dev_id_get](#) (uint32_t dv_ind, uint16_t *id)
Get the device id associated with the device with provided device index.
- [rsmi_status_t rsmi_dev_vendor_id_get](#) (uint32_t dv_ind, uint16_t *id)
Get the device vendor id associated with the device with provided device index.
- [rsmi_status_t rsmi_dev_name_get](#) (uint32_t dv_ind, char *name, size_t len)
Get the name string of a gpu device.
- [rsmi_status_t rsmi_dev_vendor_name_get](#) (uint32_t id, char *name, size_t len)
Get the name string for a give vendor ID.
- [rsmi_status_t rsmi_dev_subsystem_id_get](#) (uint32_t dv_ind, uint16_t *id)
Get the subsystem device id associated with the device with provided device index.
- [rsmi_status_t rsmi_dev_subsystem_name_get](#) (uint32_t dv_ind, char *name, size_t len)
Get the name string for the device subsytem.
- [rsmi_status_t rsmi_dev_subsystem_vendor_id_get](#) (uint32_t dv_ind, uint16_t *id)
Get the device subsystem vendor id associated with the device with provided device index.
- [rsmi_status_t rsmi_dev_unique_id_get](#) (uint32_t dv_ind, uint64_t *id)
Get Unique ID.
- [rsmi_status_t rsmi_dev_pci_bandwidth_get](#) (uint32_t dv_ind, [rsmi_pcie_bandwidth_t](#) *bandwidth)
Get the list of possible PCIe bandwidths that are available.
- [rsmi_status_t rsmi_dev_pci_id_get](#) (uint32_t dv_ind, uint64_t *bdfid)
Get the unique PCI device identifier associated for a device.
- [rsmi_status_t rsmi_dev_pci_throughput_get](#) (uint32_t dv_ind, uint64_t *sent, uint64_t *received, uint64_t *max_pkt_sz)
Get PCIe traffic information.
- [rsmi_status_t rsmi_dev_pci_replay_counter_get](#) (uint32_t dv_ind, uint64_t *counter)
Get PCIe replay counter.
- [rsmi_status_t rsmi_dev_pci_bandwidth_set](#) (uint32_t dv_ind, uint64_t bw_bitmask)
Control the set of allowed PCIe bandwidths that can be used.
- [rsmi_status_t rsmi_dev_power_ave_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t *power)
Get the average power consumption of the device with provided device index.
- [rsmi_status_t rsmi_dev_power_cap_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t *cap)
Get the cap on power which, when reached, causes the system to take action to reduce power.
- [rsmi_status_t rsmi_dev_power_cap_range_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t *max, uint64_t *min)
Get the range of valid values for the power cap.
- [rsmi_status_t rsmi_dev_power_cap_set](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t cap)
Set the power cap value.
- [rsmi_status_t rsmi_dev_power_profile_set](#) (uint32_t dv_ind, uint32_t sensor_ind, [rsmi_power_profile_t](#) preset_masks_t profile)
Set the power profile.
- [rsmi_status_t rsmi_dev_memory_total_get](#) (uint32_t dv_ind, [rsmi_memory_type_t](#) mem_type, uint64_t *total)
Get the total amount of memory that exists.
- [rsmi_status_t rsmi_dev_memory_usage_get](#) (uint32_t dv_ind, [rsmi_memory_type_t](#) mem_type, uint64_t *used)

- Get the current memory usage.*
- [rsmi_status_t rsmi_dev_memory_busy_percent_get](#) (uint32_t dv_ind, uint32_t *busy_percent)
Get percentage of time any device memory is being used.
 - [rsmi_status_t rsmi_dev_fan_rpms_get](#) (uint32_t dv_ind, uint32_t sensor_ind, int64_t *speed)
Get the fan speed in RPMs of the device with the specified device index and 0-based sensor index.
 - [rsmi_status_t rsmi_dev_fan_speed_get](#) (uint32_t dv_ind, uint32_t sensor_ind, int64_t *speed)
Get the fan speed for the specified device as a value relative to [RSMI_MAX_FAN_SPEED](#).
 - [rsmi_status_t rsmi_dev_fan_speed_max_get](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t *max_speed)
Get the max. fan speed of the device with provided device index.
 - [rsmi_status_t rsmi_dev_temp_metric_get](#) (uint32_t dv_ind, uint32_t sensor_type, [rsmi_temperature_metric_t](#) metric, int64_t *temperature)
Get the temperature metric value for the specified metric, from the specified temperature sensor on the specified device.
 - [rsmi_status_t rsmi_dev_fan_reset](#) (uint32_t dv_ind, uint32_t sensor_ind)
Reset the fan to automatic driver control.
 - [rsmi_status_t rsmi_dev_fan_speed_set](#) (uint32_t dv_ind, uint32_t sensor_ind, uint64_t speed)
Set the fan speed for the specified device with the provided speed, in RPMs.
 - [rsmi_status_t rsmi_dev_busy_percent_get](#) (uint32_t dv_ind, uint32_t *busy_percent)
Get percentage of time device is busy doing any processing.
 - [rsmi_status_t rsmi_dev_perf_level_get](#) (uint32_t dv_ind, [rsmi_dev_perf_level_t](#) *perf)
Get the performance level of the device with provided device index.
 - [rsmi_status_t rsmi_dev_overdrive_level_get](#) (uint32_t dv_ind, uint32_t *od)
Get the overdrive percent associated with the device with provided device index.
 - [rsmi_status_t rsmi_dev_gpu_clk_freq_get](#) (uint32_t dv_ind, [rsmi_clk_type_t](#) clk_type, [rsmi_frequencies_t](#) *f)
Get the list of possible system clock speeds of device for a specified clock type.
 - [rsmi_status_t rsmi_dev_od_volt_info_get](#) (uint32_t dv_ind, [rsmi_od_volt_freq_data_t](#) *odv)
This function retrieves the voltage/frequency curve information.
 - [rsmi_status_t rsmi_dev_od_volt_curve_regions_get](#) (uint32_t dv_ind, uint32_t *num_regions, [rsmi_freq_volt_region_t](#) *buffer)
This function will retrieve the current valid regions in the frequency/voltage space.
 - [rsmi_status_t rsmi_dev_power_profile_presets_get](#) (uint32_t dv_ind, uint32_t sensor_ind, [rsmi_power_profile_status_t](#) *status)
Get the list of available preset power profiles and an indication of which profile is currently active.
 - [rsmi_status_t rsmi_dev_perf_level_set](#) (uint32_t dv_ind, [rsmi_dev_perf_level_t](#) perf_lvl)
Set the PowerPlay performance level associated with the device with provided device index with the provided value.
 - [rsmi_status_t rsmi_dev_overdrive_level_set](#) (uint32_t dv_ind, uint32_t od)
Set the overdrive percent associated with the device with provided device index with the provided value. See details for WARNING.
 - [rsmi_status_t rsmi_dev_gpu_clk_freq_set](#) (uint32_t dv_ind, [rsmi_clk_type_t](#) clk_type, uint64_t freq_bitmask)
Control the set of allowed frequencies that can be used for the specified clock.
 - [rsmi_status_t rsmi_dev_od_freq_range_set](#) (uint32_t dv_ind, [rsmi_clk_type_t](#) clk, [rsmi_range_t](#) *range)
Set the frequency limits for the specified clock.
 - [rsmi_status_t rsmi_version_get](#) ([rsmi_version_t](#) *version)
Get the build version information for the currently running build of RSMI.
 - [rsmi_status_t rsmi_version_str_get](#) ([rsmi_sw_component_t](#) component, char *ver_str, uint32_t len)
Get the driver version string for the current system.
 - [rsmi_status_t rsmi_dev_vbios_version_get](#) (uint32_t dv_ind, char *vbios, uint32_t len)
Get the VBIOS identifier string.
 - [rsmi_status_t rsmi_dev_ecc_count_get](#) (uint32_t dv_ind, [rsmi_gpu_block_t](#) block, [rsmi_error_count_t](#) *ec)
Retrieve the error counts for a GPU block.
 - [rsmi_status_t rsmi_dev_ecc_enabled_get](#) (uint32_t dv_ind, uint64_t *enabled_mask)

Retrieve the enabled ECC bit-mask.

- `rsmi_status_t rsmi_dev_ecc_status_get` (uint32_t dv_ind, `rsmi_gpu_block_t` block, `rsmi_ras_err_state_t` *state)

Retrieve the ECC status for a GPU block.

- `rsmi_status_t rsmi_status_string` (`rsmi_status_t` status, const char **status_string)

Get a description of a provided RSMI error status.

- `rsmi_status_t rsmi_dev_counter_group_supported` (uint32_t dv_ind, `rsmi_event_group_t` group)

Tell if an event group is supported by a given device.

- `rsmi_status_t rsmi_dev_counter_create` (uint32_t dv_ind, `rsmi_event_type_t` type, `rsmi_event_handle_t` *evnt_handle)

Create a performance counter object.

- `rsmi_status_t rsmi_dev_counter_destroy` (`rsmi_event_handle_t` evnt_handle)

Deallocate a performance counter object.

- `rsmi_status_t rsmi_counter_control` (`rsmi_event_handle_t` evt_handle, `rsmi_counter_command_t` cmd, void *cmd_args)

Issue performance counter control commands.

- `rsmi_status_t rsmi_counter_read` (`rsmi_event_handle_t` evt_handle, `rsmi_counter_value_t` *value)

Read the current value of a performance counter.

- `rsmi_status_t rsmi_counter_available_counters_get` (uint32_t dv_ind, `rsmi_event_group_t` grp, uint32_t *available)

Get the number of currently available counters.

- `rsmi_status_t rsmi_dev_compute_process_info_get` (`rsmi_process_info_t` *procs, uint32_t *num_items)

Get process information about processes currently using GPU.

- `rsmi_status_t rsmi_dev_compute_process_info_by_pid_get` (uint32_t pid, `rsmi_process_info_t` *proc)

Get process information about a specific process.

7.1.1 Detailed Description

The rocm_smi library api is new, and therefore subject to change either at the ABI or API level. Instead of marking every function prototype as "unstable", we are instead saying the API is unstable (i.e., changes are possible) while the major version remains 0. This means that if the API/ABI changes, we will not increment the major version to 1. Once the ABI stabilizes, we will increment the major version to 1, and thereafter increment it on all ABI breaks.

Main header file for the ROCm SMI library. All required function, structure, enum, etc. definitions should be defined in this file.

7.1.2 Macro Definition Documentation

7.1.2.1 #define RSMI_MAX_FAN_SPEED 255

Maximum possible value for fan speed. Should be used as the denominator when determining fan speed percentage.

7.1.3 Typedef Documentation

7.1.3.1 typedef uintptr_t rsmi_event_handle_t

Handle to performance event counter.

Event counter types

7.1.4 Enumeration Type Documentation

7.1.4.1 enum rsmi_status_t

Error codes returned by rocm_smi_lib functions.

Enumerator

- RSMI_STATUS_SUCCESS*** Operation was successful.
- RSMI_STATUS_INVALID_ARGS*** Passed in arguments are not valid.
- RSMI_STATUS_NOT_SUPPORTED*** The requested information or action is not available for the given input, on the given system
- RSMI_STATUS_FILE_ERROR*** Problem accessing a file. This may be because the operation is not supported by the Linux kernel version running on the executing machine
- RSMI_STATUS_PERMISSION*** Permission denied/EACCESS file error. Many functions require root access to run.
- RSMI_STATUS_OUT_OF_RESOURCES*** Unable to acquire memory or other resource
- RSMI_STATUS_INTERNAL_EXCEPTION*** An internal exception was caught.
- RSMI_STATUS_INPUT_OUT_OF_BOUNDS*** The provided input is out of allowable or safe range
- RSMI_STATUS_INIT_ERROR*** An error occurred when rsmi initializing internal data structures
- RSMI_STATUS_NOT_YET_IMPLEMENTED*** The requested function has not yet been implemented in the current system for the current devices
- RSMI_STATUS_NOT_FOUND*** An item was searched for but not found
- RSMI_STATUS_INSUFFICIENT_SIZE*** Not enough resources were available for the operation
- RSMI_STATUS_INTERRUPT*** An interrupt occurred during execution of function
- RSMI_STATUS_UNEXPECTED_SIZE*** An unexpected amount of data was read
- RSMI_STATUS_UNKNOWN_ERROR*** An unknown error occurred.

7.1.4.2 enum rsmi_init_flags_t

Initialization flags.

Initialization flags may be OR'd together and passed to [rsmi_init\(\)](#).

Enumerator

- RSMI_INIT_FLAG_ALL_GPUS*** Attempt to add all GPUs found (including non-AMD) to the list of devices from which SMI information can be retrieved. By default, only AMD devices are enumerated by RSMI.

7.1.4.3 enum rsmi_dev_perf_level_t

PowerPlay performance levels.

Enumerator

- RSMI_DEV_PERF_LEVEL_AUTO*** Performance level is "auto".
- RSMI_DEV_PERF_LEVEL_LOW*** Keep PowerPlay levels "low", regardless of workload
- RSMI_DEV_PERF_LEVEL_HIGH*** Keep PowerPlay levels "high", regardless of workload
- RSMI_DEV_PERF_LEVEL_MANUAL*** Only use values defined by manually setting the RSMI_CLK_TYP↵ E_SYS speed
- RSMI_DEV_PERF_LEVEL_STABLE_STD*** Stable power state with profiling clocks
- RSMI_DEV_PERF_LEVEL_STABLE_PEAK*** Stable power state with peak clocks.
- RSMI_DEV_PERF_LEVEL_STABLE_MIN_MCLK*** Stable power state with minimum memory clock
- RSMI_DEV_PERF_LEVEL_STABLE_MIN_SCLK*** Stable power state with minimum system clock
- RSMI_DEV_PERF_LEVEL_UNKNOWN*** Unknown performance level.

7.1.4.4 enum `rsmi_sw_component_t`

Available clock types.

Software components

Enumerator

RSMI_SW_COMP_DRIVER Driver.

7.1.4.5 enum `rsmi_event_group_t`

Enum denoting an event group. The value of the enum is the base value for all the event enums in the group.

Event Groups

Enumerator

RSMI_EVNT_GRP_XGMI Data Fabric (XGMI) related events.

7.1.4.6 enum `rsmi_event_type_t`

Event type enum. Events belonging to a particular event group [rsmi_event_group_t](#) should begin enumerating at the [rsmi_event_group_t](#) value for that group.

Event types

Enumerator

RSMI_EVNT_XGMI_0_NOP_TX NOPs sent to neighbor 0.

RSMI_EVNT_XGMI_0_REQUEST_TX Outgoing requests to neighbor 0

RSMI_EVNT_XGMI_0_RESPONSE_TX Outgoing responses to neighbor 0

RSMI_EVNT_XGMI_0_BEATS_TX Data beats sent to neighbor 0

RSMI_EVNT_XGMI_1_NOP_TX NOPs sent to neighbor 1.

RSMI_EVNT_XGMI_1_REQUEST_TX neighbor 1 Outgoing requests to

RSMI_EVNT_XGMI_1_RESPONSE_TX Outgoing responses to neighbor 1

RSMI_EVNT_XGMI_1_BEATS_TX Data beats sent to neighbor 1

7.1.4.7 enum `rsmi_counter_command_t`

Event counter commands

Enumerator

RSMI_CNTR_CMD_START Start the counter.

RSMI_CNTR_CMD_STOP Stop the counter.

7.1.4.8 enum rsmi_clk_type_t

Clock types

Enumerator

RSMI_CLK_TYPE_SYS System clock.
RSMI_CLK_TYPE_DF Data Fabric clock (for ASICs running on a separate clock)
RSMI_CLK_TYPE_DCEF Display Controller Engine clock.
RSMI_CLK_TYPE_SOC SOC clock.
RSMI_CLK_TYPE_MEM Memory clock.

7.1.4.9 enum rsmi_temperature_metric_t

Temperature Metrics. This enum is used to identify various temperature metrics. Corresponding values will be in millidegrees Celcius.

Enumerator

RSMI_TEMP_CURRENT Temperature current value.
RSMI_TEMP_MAX Temperature max value.
RSMI_TEMP_MIN Temperature min value.
RSMI_TEMP_MAX_HYST Temperature hysteresis value for max limit. (This is an absolute temperature, not a delta).
RSMI_TEMP_MIN_HYST Temperature hysteresis value for min limit. (This is an absolute temperature, not a delta).
RSMI_TEMP_CRITICAL Temperature critical max value, typically greater than corresponding temp_max values.
RSMI_TEMP_CRITICAL_HYST Temperature hysteresis value for critical limit. (This is an absolute temperature, not a delta).
RSMI_TEMP_EMERGENCY Temperature emergency max value, for chips supporting more than two upper temperature limits. Must be equal or greater than corresponding temp_crit values.
RSMI_TEMP_EMERGENCY_HYST Temperature hysteresis value for emergency limit. (This is an absolute temperature, not a delta).
RSMI_TEMP_CRIT_MIN Temperature critical min value, typically lower than corresponding temperature minimum values.
RSMI_TEMP_CRIT_MIN_HYST Temperature hysteresis value for critical minimum limit. (This is an absolute temperature, not a delta).
RSMI_TEMP_OFFSET Temperature offset which is added to the temperature reading by the chip.
RSMI_TEMP_LOWEST Historical minimum temperature.
RSMI_TEMP_HIGHEST Historical maximum temperature.

7.1.4.10 enum rsmi_temperature_type_t

This enumeration is used to indicate from which part of the device a temperature reading should be obtained.

Enumerator

RSMI_TEMP_TYPE_EDGE Edge GPU temperature.
RSMI_TEMP_TYPE_JUNCTION Junction/hotspot temperature
RSMI_TEMP_TYPE_MEMORY VRAM temperature.

7.1.4.11 enum `rsmi_power_profile_preset_masks_t`

Pre-set Profile Selections. These bitmasks can be AND'd with the `rsmi_power_profile_status_t.available_profiles` returned from `rsmi_dev_power_profile_presets_get()` to determine which power profiles are supported by the system.

Enumerator

`RSMI_PWR_PROF_PRST_CUSTOM_MASK` Custom Power Profile.
`RSMI_PWR_PROF_PRST_VIDEO_MASK` Video Power Profile.
`RSMI_PWR_PROF_PRST_POWER_SAVING_MASK` Power Saving Profile.
`RSMI_PWR_PROF_PRST_COMPUTE_MASK` Compute Saving Profile.
`RSMI_PWR_PROF_PRST_VR_MASK` VR Power Profile. 3D Full Screen Power Profile
`RSMI_PWR_PROF_PRST_BOOTUP_DEFAULT` Default Boot Up Profile.
`RSMI_PWR_PROF_PRST_LAST` Invalid power profile.

7.1.4.12 enum `rsmi_gpu_block_t`

This enum is used to identify different GPU blocks.

Enumerator

`RSMI_GPU_BLOCK_INVALID` Used to indicate an invalid block
`RSMI_GPU_BLOCK_UMC` UMC block.
`RSMI_GPU_BLOCK_SDMA` SDMA block.
`RSMI_GPU_BLOCK_GFX` GFX block.
`RSMI_GPU_BLOCK_LAST` The highest bit position for supported blocks

7.1.4.13 enum `rsmi_ras_err_state_t`

The current ECC state.

Enumerator

`RSMI_RAS_ERR_STATE_NONE` No current errors.
`RSMI_RAS_ERR_STATE_DISABLED` ECC is disabled.
`RSMI_RAS_ERR_STATE_PARITY` ECC errors present, but type unknown.
`RSMI_RAS_ERR_STATE_SING_C` Single correctable error.
`RSMI_RAS_ERR_STATE_MULT_UC` Multiple uncorrectable errors.
`RSMI_RAS_ERR_STATE_POISON` Firmware detected error and isolated page. Treat as uncorrectable.

7.1.4.14 enum `rsmi_memory_type_t`

Types of memory.

Enumerator

`RSMI_MEM_TYPE_VRAM` VRAM memory.
`RSMI_MEM_TYPE_VIS_VRAM` VRAM memory that is visible.
`RSMI_MEM_TYPE_GTT` GTT memory.

7.1.4.15 enum rsmi_freq_ind_t

This values of this enum are used as frequency identifiers.

Enumerator

RSMI_FREQ_IND_MIN Index used for the minimum frequency value.

RSMI_FREQ_IND_MAX Index used for the maximum frequency value.

RSMI_FREQ_IND_INVALID An invalid frequency index.

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