

Go Bindings for NVML

[NVML or NVIDIA Management Library](#) is a C-based API that can be used for monitoring NVIDIA GPU devices. It's closed source but can be downloaded as part of the [GPU Deployment Kit](#).

The [NVML API Reference](#) describe various methods that are available as part of NVML.

The `nvml.h` file is included in this repository so that we don't depend on the presence of NVML in the build environment.

The `bindings.go` file is the cgo bridge which calls the NVML functions. The cgo preamble in `bindings.go` uses `dlopen` to dynamically load NVML and makes its functions available.