RDC

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2 Data Structure Index

Chapter 2

File Index

2.1 File List

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

rdc.h

The rocm_rdc 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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File Index

Chapter 3

Data Structure Documentation

3.1 rdc_device_attributes_t Struct Reference

Represents attributes corresponding to a device.

```
#include <rdc.h>
```

Data Fields

• char device_name [RDC_MAX_STR_LENGTH]

Name of the device.

3.1.1 Detailed Description

Represents attributes corresponding to a device.

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

rdc.h

3.2 rdc_field_group_info_t Struct Reference

The structure to store the field group info.

```
#include <rdc.h>
```

Data Fields

- uint32_t count
 - count of fields in the group
- char group_name [RDC_MAX_STR_LENGTH]

field group name

• uint32_t field_ids [RDC_MAX_FIELD_IDS_PER_FIELD_GROUP]

3.2.1 Detailed Description

The structure to store the field group info.

3.2.2 Field Documentation

```
3.2.2.1 uint32_t rdc_field_group_info_t::field_ids[RDC_MAX_FIELD_IDS_PER_FIELD_GROUP]
```

The list of fields in the group

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

· rdc.h

3.3 rdc_field_value Struct Reference

The structure to store the field value.

```
#include <rdc.h>
```

Data Fields

```
    uint32_t field_id
        The field id of the value.
    int status
        RDC_ST_OK or error status.
    uint64_t ts
        Timestamp in usec since 1970.
    rdc_field_type_t type
        The field type.
    union {
        int64_t I_int
        double dbl
        char str [RDC_MAX_STR_LENGTH]
    } value
```

3.3.1 Detailed Description

The structure to store the field value.

3.3.2 Field Documentation

```
3.3.2.1 union { ... } rdc_field_value::value
```

Value of the field. Value type depends on the field type.

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

• rdc.h

3.4 rdc_gpu_usage_info_t Struct Reference

The structure to hold the GPU usage information.

```
#include <rdc.h>
```

Data Fields

```
• uint32_t gpu_id
```

GPU_ID_INVALID for summary information.

uint64_t start_time

The time to start the watching.

• uint64_t end_time

The time to stop the watching.

• uint64_t energy_consumed

GPU Energy consumed.

• uint64_t ecc_correct

Correctable errors.

uint64_t ecc_uncorrect

Uncorrtable errors.

rdc_stats_summary_t pcie_tx

Bytes sent over PCIe stats.

• rdc_stats_summary_t pcie_rx

Bytes received over PCIe stats.

rdc_stats_summary_t power_usage

GPU Power usage stats.

rdc_stats_summary_t gpu_clock

GPU Clock speed stats.

• rdc_stats_summary_t memory_clock

Mem. Clock speed stats.

rdc_stats_summary_t gpu_utilization

GPU Utilization stats.

• rdc_stats_summary_t gpu_temperature

GPU temperature stats.

• uint64_t max_gpu_memory_used

Maximum GPU memory used.

rdc_stats_summary_t memory_utilization

Memory Utilization statistics.

3.4.1 Detailed Description

The structure to hold the GPU usage information.

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

· rdc.h

3.5 rdc_group_info_t Struct Reference

The structure to store the group info.

```
#include <rdc.h>
```

Data Fields

- unsigned int count
 - count of GPUs in the group
- char group_name [RDC_MAX_STR_LENGTH] group name
- uint32_t entity_ids [RDC_GROUP_MAX_ENTITIES]

3.5.1 Detailed Description

The structure to store the group info.

3.5.2 Field Documentation

```
3.5.2.1 uint32_t rdc_group_info_t::entity_ids[RDC_GROUP_MAX_ENTITIES]
```

The list of entities in the group

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

• rdc.h

3.6 rdc_job_group_info_t Struct Reference

The structure to store the job info.

```
#include <rdc.h>
```

Data Fields

```
    char job_id [RDC_MAX_STR_LENGTH]
        job id
    rdc_gpu_group_t group_id
        group name
    uint64_t start_time
        job start time
    uint64_t stop_time
        job stop time
```

3.6.1 Detailed Description

The structure to store the job info.

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

· rdc.h

3.7 rdc_job_info_t Struct Reference

The structure to hold the job stats.

```
#include <rdc.h>
```

Data Fields

```
    uint32_t num_gpus
        Number of GPUs used by job.

    rdc_gpu_usage_info_t summary
```

rdc_gpu_usage_info_t gpus [16]

Job usage summary staticstics by GPU.

3.7.1 Detailed Description

The structure to hold the job stats.

3.7.2 Field Documentation

```
3.7.2.1 rdc_gpu_usage_info_t rdc_job_info_t::summary
```

Job usage summary statistics (overall)

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

• rdc.h

3.8 rdc_stats_summary_t Struct Reference

The structure to store summary of data.

```
#include <rdc.h>
```

Data Fields

• uint64_t max_value

Maximum value measured.

uint64_t min_value

Minimum value measured.

uint64_t average

Average value measured.

3.8.1 Detailed Description

The structure to store summary of data.

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

· rdc.h

Chapter 4

File Documentation

4.1 rdc.h File Reference

The rocm_rdc 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 <cstdint>
```

Data Structures

• struct rdc_device_attributes_t

Represents attributes corresponding to a device.

• struct rdc_group_info_t

The structure to store the group info.

• struct rdc_stats_summary_t

The structure to store summary of data.

· struct rdc_gpu_usage_info_t

The structure to hold the GPU usage information.

struct rdc_job_info_t

The structure to hold the job stats.

• struct rdc_field_value

The structure to store the field value.

struct rdc_field_group_info_t

The structure to store the field group info.

· struct rdc_job_group_info_t

The structure to store the job info.

Macros

• #define GPU_ID_INVALID -1

ID used to represent an invalid GPU.

• #define RDC_GROUP_ALL_GPUS -1000

Used to specify all GPUs.

• #define RDC_JOB_STATS_FIELDS -1000

Used to specify all stats fields.

• #define RDC_MAX_STR_LENGTH 256

The max rdc field string length.

• #define RDC_GROUP_MAX_ENTITIES 64

The max entities in a group.

• #define RDC MAX NUM DEVICES 16

Max number of GPUs supported by RDC.

• #define RDC_MAX_FIELD_IDS_PER_FIELD_GROUP 128

The max fields in a field group.

• #define RDC_MAX_NUM_GROUPS 64

The max number of groups.

• #define RDC_MAX_NUM_FIELD_GROUPS 64

The max number of the field groups.

- #define RDC FI GPU MEMORY USAGE 525
- #define RDC_FI_GPU_MEMORY_TOTAL 580
- #define RDC_FI_POWER_USAGE 155
- #define RDC_FI_GPU_CLOCK 100
- #define RDC_FI_MEM_CLOCK 101
- #define RDC_FI_PCIE_TX 200
- #define RDC_FI_PCIE_RX 201
- #define RDC_FI_GPU_UTIL 203
- #define RDC FI ECC CORRECT TOTAL 312
- #define RDC_FI_ECC_UNCORRECT_TOTAL 313
- #define RDC_FI_MEMORY_TEMP 140
- #define RDC FI GPU TEMP 150
- #define RDC_FI_GPU_COUNT 4
- #define RDC_FI_DEV_NAME 50

Typedefs

typedef void * rdc handle t

handlers used in various rdc calls

• typedef uint32_t rdc_gpu_group_t

GPU Group ID type.

• typedef uint32_t rdc_field_grp_t

Field group ID type.

Enumerations

enum rdc_status_t {
 RDC_ST_OK = 0, RDC_ST_NOT_SUPPORTED, RDC_ST_MSI_ERROR, RDC_ST_FAIL_LOAD_MODU
 LE,
 RDC_ST_INVALID_HANDLER, RDC_ST_BAD_PARAMETER, RDC_ST_NOT_FOUND, RDC_ST_CON
 FLICT,
 RDC_ST_CLIENT_ERROR, RDC_ST_ALREADY_EXIST, RDC_ST_MAX_LIMIT }

Error codes returned by rocm_rdc_lib functions.

enum rdc_operation_mode_t { RDC_OPERATION_MODE_AUTO = 0, RDC_OPERATION_MODE_MAN ← UAL }

rdc operation mode rdc can run in auto mode where background threads will collect metrics. When run in manual mode, the user needs to periodically call rdc_field_update_all for data collection.

enum rdc_group_type_t { RDC_GROUP_DEFAULT = 0, RDC_GROUP_EMPTY }
 type of GPU group

enum rdc field type t { INTEGER = 0, DOUBLE, STRING, BLOB }

the type stored in the filed value

Functions

rdc_status_t rdc_init (uint64_t init_flags)

Initialize ROCm RDC.

rdc status t rdc shutdown ()

Shutdown ROCm RDC.

rdc_status_t rdc_start_embedded (rdc_operation_mode_t op_mode, rdc_handle_t *p_rdc_handle)

Start embedded RDC agent within this process.

rdc_status_t rdc_stop_embedded (rdc_handle_t p_rdc_handle)

Stop embedded RDC agent.

• rdc_status_t rdc_connect (const char *ipAndPort, rdc_handle_t *p_rdc_handle, const char *root_ca, const char *client cert, const char *client key)

Connect to rdcd daemon.

rdc_status_t rdc_disconnect (rdc_handle_t p_rdc_handle)

Disconnect from rdcd daemon.

 rdc_status_t rdc_job_start_stats (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id, char job_id[64], uint64_t update_freq)

Request the RDC to watch the job stats.

• rdc_status_t rdc_job_get_stats (rdc_handle_t p_rdc_handle, char job_id[64], rdc_job_info_t *p_job_info)

Get the stats of the job using the job id.

• rdc_status_t rdc_job_stop_stats (rdc_handle_t p_rdc_handle, char job_id[64])

Request RDC to stop watching the stats of the job.

• rdc_status_t rdc_job_remove (rdc_handle_t p_rdc_handle, char job_id[64])

Request RDC to stop tracking the job given by job id.

rdc_status_t rdc_job_remove_all (rdc_handle_t p_rdc_handle)

Request RDC to stop tracking all the jobs.

• rdc_status_t rdc_field_update_all (rdc_handle_t p_rdc_handle, uint32_t wait_for_update)

Request RDC to update all fields to be watched.

rdc_status_t rdc_device_get_all (rdc_handle_t p_rdc_handle, uint32_t gpu_index_list[RDC_MAX_NUM_D ← EVICES], uint32_t *count)

Get indexes corresponding to all the devices on the system.

rdc_status_t rdc_device_get_attributes (rdc_handle_t p_rdc_handle, uint32_t gpu_index, rdc_device_
 attributes_t *p_rdc_attr)

Gets device attributes corresponding to the gpu_index.

 rdc_status_t rdc_group_gpu_create (rdc_handle_t p_rdc_handle, rdc_group_type_t type, const char *group_name, rdc_gpu_group_t *p_rdc_group_id)

Create a group contains multiple GPUs.

rdc_status_t rdc_group_gpu_add (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id, uint32_t gpu_
 index)

Add a GPU to the group.

rdc_status_t rdc_group_gpu_get_info (rdc_handle_t p_rdc_handle, rdc_gpu_group_t p_rdc_group_id, rdc
 _group_info_t *p_rdc_group_info)

Get information about a GPU group.

rdc_status_t rdc_group_get_all_ids (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id_list[], uint32_t
 *count)

Used to get information about all GPU groups in the system.

- rdc_status_t rdc_group_gpu_destroy (rdc_handle_t p_rdc_handle, rdc_gpu_group_t p_rdc_group_id)
 Destroy GPU group represented by p_rdc_group_id.
- rdc_status_t rdc_group_field_create (rdc_handle_t p_rdc_handle, uint32_t num_field_ids, uint32_t *field_ids, const char *field_group_name, rdc_field_grp_t *rdc_field_group_id)

create a group of fields

rdc_status_t rdc_group_field_get_info (rdc_handle_t p_rdc_handle, rdc_field_grp_t rdc_field_group_id, rdc
 field_group_info_t *field_group_info)

Get information about a field group.

rdc_status_t rdc_group_field_get_all_ids (rdc_handle_t p_rdc_handle, rdc_field_grp_t field_group_id_list[],
 uint32 t *count)

Used to get information about all field groups in the system.

- rdc_status_t rdc_group_field_destroy (rdc_handle_t p_rdc_handle, rdc_field_grp_t rdc_field_group_id)

 Destroy field group represented by rdc_field_group_id.
- rdc_status_t rdc_field_watch (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id, rdc_field_grp_t field
 _group_id, uint64_t update_freq, double max_keep_age, uint32_t max_keep_samples)

Request the RDC start recording updates for a given field collection.

rdc_status_t rdc_field_get_latest_value (rdc_handle_t p_rdc_handle, uint32_t gpu_index, uint32_t field, rdc
field_value *value)

Request a latest cached field of a GPU.

• rdc_status_t rdc_field_get_value_since (rdc_handle_t p_rdc_handle, uint32_t gpu_index, uint32_t field, uint64_t since_time_stamp, uint64_t *next_since_time_stamp, rdc_field_value *value)

Request a history cached field of a GPU.

rdc_status_t rdc_field_unwatch (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id, rdc_field_grp_
 t field group id)

Stop record updates for a given field collection.

const char * rdc status string (rdc status t status)

Get a description of a provided RDC error status.

const char * field_id_string (uint32_t field_id)

Get the name of a field.

4.1.1 Detailed Description

The rocm_rdc 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 RDC library. All required function, structure, enum, etc. definitions should be defined in this file.

4.1.2 Macro Definition Documentation

4.1.2.1 #define RDC_FI_GPU_MEMORY_USAGE 525

Memory usage of the GPU instance

4.1.2.2 #define RDC_FI_GPU_MEMORY_TOTAL 580

Total memory of the GPU instance

4.1.2.3 #define RDC_FI_POWER_USAGE 155

Power usage for the device

4.1.2.4 #define RDC_FI_GPU_CLOCK 100

The current clock for the GPU

4.1.2.5 #define RDC_FI_MEM_CLOCK 101

Clock for the memory

4.1.2.6 #define RDC_FI_PCIE_TX 200

PCIe Tx utilization information

4.1.2.7 #define RDC_FI_PCIE_RX 201

PCIe Rx utilization information

4.1.2.8 #define RDC_FI_GPU_UTIL 203

GPU Utilization

4.1.2.9 #define RDC_FI_ECC_CORRECT_TOTAL 312

Accumulated correctable ECC errors

4.1.2.10 #define RDC_FI_ECC_UNCORRECT_TOTAL 313

Accumulated uncorrectable ECC errors

4.1.2.11 #define RDC_FI_MEMORY_TEMP 140

Memory temperature for the device

4.1.2.12 #define RDC_FI_GPU_TEMP 150

Current temperature for the device

4.1.2.13 #define RDC_FI_GPU_COUNT 4

GPU count in the system

4.1.2.14 #define RDC_FI_DEV_NAME 50

Name of the device

4.1.3 Typedef Documentation

4.1.3.1 typedef void* rdc_handle_t

handlers used in various rdc calls

Handle used for an RDC session

4.1.4 Enumeration Type Documentation

4.1.4.1 enum rdc_status_t

Error codes returned by rocm_rdc_lib functions.

Enumerator

RDC_ST_OK Success.

RDC_ST_NOT_SUPPORTED Not supported feature.

RDC_ST_MSI_ERROR The MSI library error.

RDC_ST_FAIL_LOAD_MODULE Fail to load the library.

RDC_ST_INVALID_HANDLER Invalid handler.

RDC_ST_BAD_PARAMETER A parameter is invalid.

RDC_ST_NOT_FOUND Cannot find the value.

RDC_ST_CONFLICT Conflict with current state.

RDC_ST_CLIENT_ERROR The RDC client error.

RDC_ST_ALREADY_EXIST The item already exists.

RDC_ST_MAX_LIMIT Max limit recording for the object.

4.1.4.2 enum rdc_group_type_t

type of GPU group

Enumerator

RDC_GROUP_DEFAULT All GPUs on the Node. **RDC_GROUP_EMPTY** Empty group.

4.1.5 Function Documentation

4.1.5.1 rdc_status_t rdc_init (uint64_t init_flags)

Initialize ROCm RDC.

When called, this initializes internal data structures, including those corresponding to sources of information that RDC provides. This must be called before rdc_start_embedded() or rdc_connect()

Parameters

	in	init_flags	init_flags Bit flags that tell RDC how to initialize.
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Return values

RDC_ST_OK is returned upon successful ca
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4.1.5.2 rdc_status_t rdc_shutdown()

Shutdown ROCm RDC.

Do any necessary clean up.

4.1.5.3 rdc_status_t rdc_start_embedded (rdc_operation_mode_t op_mode, rdc_handle_t * p_rdc_handle)

Start embedded RDC agent within this process.

The RDC is loaded as library so that it does not require rdcd daemon. In this mode, the user has to periodically call rdc_field_update_all() when op_mode is RDC_OPERATION_MODE_MANUAL, which tells RDC to collect the stats.

Parameters

in	op_mode	Operation modes. When RDC_OPERATION_MODE_AUTO, RDC schedules background task to collect the stats. When RDC_OPERATION_MODE_MANUAL, the user needs to call rdc_field_update_all() periodically.
in,out	p_rdc_handle	Caller provided pointer to rdc_handle_t. Upon successful call, the value will contain the handler for following API calls.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.4 rdc_status_t rdc_stop_embedded (rdc_handle_t p_rdc_handle)

Stop embedded RDC agent.

Stop the embedded RDC agent, and p_rdc_handle becomes invalid after this call.

Parameters

i	.n	p_rdc_handle	The RDC handler that come from rdc_start_embedded().]
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Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.5 rdc_status_t rdc_connect (const char * ipAndPort, rdc_handle_t * p_rdc_handle, const char * root_ca, const char * client_cert, const char * client_key)

Connect to rdcd daemon.

This method is used to connect to a remote stand-alone rdcd daemon.

Parameters

in	ipAndPort	The IP and port of the remote rdcd. The ipAndPort can be specified in this x.x.x.x:yyyy format, where x.x.x.x is the IP address and yyyy is the port.
in,out	p_rdc_handle	Caller provided pointer to rdc_handle_t. Upon successful call, the value will contain the handler for following API calls.
in	root_ca	The root CA stored in the string in pem format. Set it as nullptr if the communication is not encrypted.
in	client_cert	The client certificate stored in the string in pem format. Set it as nullptr if the communication is not encrypted.
in	client_key	The client key stored in the string in pem format. Set it as nullptr if the communication is not encrypted.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.6 rdc_status_t rdc_disconnect (rdc_handle_t p_rdc_handle)

Disconnect from rdcd daemon.

4.1 rdc.h File Reference 19 Disconnect from rdcd daemon, and p_rdc_handle becomes invalid after this call.

Parameters

in	p_rdc_handle	The RDC handler that come from rdc_connect().
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Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.7 rdc_status_t rdc_job_start_stats (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id, char job_id[64], uint64_t update_freq)

Request the RDC to watch the job stats.

This should be executed as part of job prologue. The summary job stats can be retrieved using rdc_job_get_color stats(). In RDC_OPERATION_MODE_MANUAL, user must call rdc_field_update_all(1) at least once, before call rdc_job_get_stats()

Parameters

in	p_rdc_handle	The RDC handler.
in	group_id	The group of GPUs to be watched.
in	job_id	The name of the job.
in	update_freq	How often to update this field in usec.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.8 rdc_status_t rdc_job_get_stats (rdc_handle_t p_rdc_handle, char job_id[64], rdc_job_info_t * p_job_info)

Get the stats of the job using the job id.

The stats can be retrieved at any point when the job is in process.

Parameters

in	p_rdc_handle	The RDC handler.
in	job_id	The name of the job.
in,out	p_job_info	Caller provided pointer to rdc_job_info_t. Upon successful call, the value will contain the stats of the job.

Return values

RDC ST OK	is returned upon successful call.
TIDO_OT_OR	is returned apoir successful call.

4.1.5.9 rdc_status_t rdc_job_stop_stats (rdc_handle_t p_rdc_handle, char job_id[64])

Request RDC to stop watching the stats of the job.

This should be execute as part of job epilogue. The job ld remains available to view the stats at any point. You must call rdc_watch_job_fields() before this call.

Parameters

in	p_rdc_handle	The RDC handler.
in	job_id	The name of the job.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.10 rdc_status_t rdc_job_remove (rdc_handle_t p_rdc_handle, char job_id[64])

Request RDC to stop tracking the job given by job_id.

After this call, you will no longer be able to call rdc_job_get_stats() on this job_id. But you will be able to reuse the job_id after this call.

Parameters

in	p_rdc_handle	The RDC handler.
in	job_id	The name of the job.

Return values

RDC_ST_OK	is returned upon successful call.

4.1.5.11 rdc_status_t rdc_job_remove_all (rdc_handle_t p_rdc_handle)

Request RDC to stop tracking all the jobs.

After this call, you will no longer be able to call rdc_job_get_stats() on any job id. But you will be able to reuse the any previous used job id after this call.

Parameters

in	p_rdc_handle	The RDC handler.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.12 rdc_status_t rdc_field_update_all (rdc_handle_t p_rdc_handle, uint32_t wait_for_update)

Request RDC to update all fields to be watched.

In RDC_OPERATION_MODE_MANUAL, the user must call this method periodically.

Parameters

-	in	p_rdc_handle	The RDC handler.
	in	wait_for_update	Whether or not to wait for the update loop to complete before returning to the caller
			1=wait. 0=do not wait.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.13 rdc_status_t rdc_device_get_all (rdc_handle_t p_rdc_handle, uint32_t gpu_index_list[RDC_MAX_NUM_DEVIC← ES], uint32_t * count)

Get indexes corresponding to all the devices on the system.

Indexes represents RDC GPU Id corresponding to each GPU on the system and is immutable during the lifespan of the engine. The list should be queried again if the engine is restarted.

Parameters

in	p_rdc_handle	The RDC handler.
out	gpu_index_list	Array reference to fill GPU indexes present on the system.
out	count	Number of GPUs returned in gpu_index_list.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.14 rdc_status_t rdc_device_get_attributes (rdc_handle_t p_rdc_handle , uint32_t gpu_index , rdc_device_attributes_t * p_rdc_attr)

Gets device attributes corresponding to the gpu_index .

Fetch the attributes, such as device name, of a GPU.

Parameters

in	p_rdc_handle	The RDC handler.
in	gpu_index	GPU index corresponding to which the attributes should be fetched
out	p_rdc_attr	GPU attribute corresponding to the gpu_index.

Return values

RDC_ST_OK is returned upon successful call.

4.1.5.15 rdc_status_t rdc_group_gpu_create (rdc_handle_t p_rdc_handle, rdc_group_type_t type, const char * group_name, rdc_gpu_group_t * p_rdc_group_id)

Create a group contains multiple GPUs.

This method can create a group contains multiple GPUs. Instead of executing an operation separately for each GPU, the RDC group enables the user to execute same operation on all the GPUs present in the group as a single API call.

Parameters

in	p_rdc_handle	The RDC handler.
in	type	The type of the group. RDC_GROUP_DEFAULT includes all the GPUs on the node, and RDC_GROUP_EMPTY creates an empty group.
in	group_name	The group name specified as NULL terminated C String
in, out	p_rdc_group↔ _id	Caller provided pointer to rdc_gpu_group_t. Upon successful call, the value will contain the group id for following group API calls.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.16 rdc_status_t rdc_group_gpu_add (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id, uint32_t gpu_index)

Add a GPU to the group.

This method can add a GPU to the group

Parameters

in	p_rdc_handle	The RDC handler.
in	group_id	The group id to which the GPU will be added.
in	gpu_index	The GPU index to be added to the group.

Return values

RDC_ST_OK	is returned upon successful call.

4.1.5.17 rdc_status_t rdc_group_gpu_get_info (rdc_handle_t p_rdc_handle, rdc_gpu_group_t p_rdc_group_id, rdc_group_info_t * p_rdc_group_info)

Get information about a GPU group.

Get detail information about a GPU group created by rdc_group_gpu_create

Parameters

in	p_rdc_handle	The RDC handler.
in	p_rdc_group_id	The GPU group handler created by rdc_group_gpu_create
out	p_rdc_group_info	The information of the GPU group p_rdc_group_id.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.18 rdc_status_t rdc_group_get_all_ids (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id_list[], uint32_t * count)

Used to get information about all GPU groups in the system.

Get the list of GPU group ids in the system.

Parameters

in	p_rdc_handle	The RDC handler.
out	group_id_list	Array reference to fill GPU group ids in the system.
out	count	Number of GPU group returned in group_id_list.

Return values

RDC_ST_OK	is returned upon successful call.

4.1.5.19 rdc_status_t rdc_group_gpu_destroy (rdc_handle_t p_rdc_handle, rdc_gpu_group_t p_rdc_group_id)

Destroy GPU group represented by p_rdc_group_id.

Delete the logic group represented by p_rdc_group_id

Parameters

in	p_rdc_handle	The RDC handler.
in	p_rdc_group←	The group id
	_id	

Return values

RDC ST OK	is returned upon successful call.

4.1.5.20 rdc_status_t rdc_group_field_create (rdc_handle_t p_rdc_handle, uint32_t num_field_ids, uint32_t * field_ids, const char * field_group_name, rdc_field_group_t * rdc_field_group_id)

create a group of fields

The user can create a group of fields and perform an operation on a group of fields at once.

Parameters

in	p_rdc_handle	The RDC handler.
in	num_field_ids	Number of field IDs that are being provided in field_ids.
in	field_ids	Field IDs to be added to the newly-created field group.
in	field_group_name	Unique name for this group of fields.
out	rdc_field_group⇔	Handle to the newly-created field group
	_id	

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.21 rdc_status_t rdc_group_field_get_info (rdc_handle_t p_rdc_handle, rdc_field_group_i rdc_field_group_info_t * field_group_info_)

Get information about a field group.

Get detail information about a field group created by rdc_group_field_create

Parameters

in	p_rdc_handle	The RDC handler.
in	rdc_field_group↔	The field group handler created by rdc_group_field_create
	_id	
out	field_group_info	The information of the field group rdc_field_group_id.

Return values

RDC_ST_OK	is returned upon successful call.

4.1.5.22 rdc_status_t rdc_group_field_get_all_ids (rdc_handle_t p_rdc_handle, rdc_field_grp_t field_group_id_list[], uint32_t * count)

Used to get information about all field groups in the system.

Get the list of field group ids in the system.

Parameters

	in	p_rdc_handle	The RDC handler.
	out	field_group_id_list	Array reference to fill field group ids in the system.
ĺ	out	count	Number of field group returned in field_group_id_list.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.23 rdc_status_t rdc_group_field_destroy (rdc_handle_t p_rdc_handle, rdc_field_grp_t rdc_field_group_id)

Destroy field group represented by rdc_field_group_id.

Delete the logic group represented by rdc_field_group_id

Parameters

in	p_rdc_handle	The RDC handler.
in	rdc_field_group⇔	The field group id
	_id	

Return values

4.1.5.24 rdc_status_t rdc_field_watch (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id, rdc_field_grp_t field_group_id, uint64_t update_freq, double max_keep_age, uint32_t max_keep_samples)

Request the RDC start recording updates for a given field collection.

Note that the first update of the field will not occur until the next field update cycle. To force a field update cycle, user must call rdc_field_update_all(1)

Parameters

in	p_rdc_handle	The RDC handler.
in group_id The group of GPUs to be watched.		The group of GPUs to be watched.
in	field_group_id	The collection of fields to record
in	in update_freq How often to update fields in usec.	
in	max_keep_age	How long to keep data for fields in seconds.
in	max_keep_samples	Maximum number of samples to keep. 0=no limit.

Return values

RDC ST OK	is returned upon successful call.

4.1.5.25 rdc_status_t rdc_field_get_latest_value (rdc_handle_t p_rdc_handle, uint32_t gpu_index, uint32_t field, rdc_field_value * value)

Request a latest cached field of a GPU.

Note that the field can be cached after called rdc_field_watch

Parameters

in	p_rdc_handle	The RDC handler.
in	gpu_index	The GPU index.
in	field	The field id
out	value	The field value got from cache.

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.26 rdc_status_t rdc_field_get_value_since (rdc_handle_t p_rdc_handle, uint32_t gpu_index, uint32_t field, uint64_t since_time_stamp, uint64_t * next_since_time_stamp, rdc_field_value * value)

Request a history cached field of a GPU.

Note that the field can be cached after called rdc_field_watch

Parameters

in	p_rdc_handle	The RDC handler.
in	gpu_index	The GPU index.
in	field	The field id
in	since_time_stamp	Timestamp to request values since in usec since 1970.
out	next_since_time_stamp	Timestamp to use for sinceTimestamp on next call to this function
out	value	The field value got from cache.

Return values

RDC_ST_OK is returned upon successful

4.1.5.27 rdc_status_t rdc_field_unwatch (rdc_handle_t p_rdc_handle, rdc_gpu_group_t group_id, rdc_field_grop_t field_group_id)

Stop record updates for a given field collection.

The cache of those fields will not be updated after this call

Parameters

in	p_rdc_handle	The RDC handler.
in	group_id	The GPU group id.
in	field_group⊷	The field group id.
	_id	

Return values

RDC_ST_OK	is returned upon successful call.
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4.1.5.28 const char* rdc_status_string (rdc_status_t status)

Get a description of a provided RDC error status.

return the string in human readable format.

Parameters

in status The	RDC status.
---------------	-------------

Return values

The	string to describe the RDC status.
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4.1.5.29 const char* field_id_string (uint32_t field_id)

Get the name of a field.

return the string in human readable format.

Parameters

	in	field⇔	The field id.
l		id	

Return values

The	string to describe the field.

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