

My Project

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Chapter 1

read_gpu_counters

Reads Intel integrated GPU OA counters. Comes with a few OpenCL kernels as mini benchmarks. Closely follows intel-gpu-tools method to read counters. Uses some libraries from intel-gpu-tools.

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 3

Class Documentation

3.1 accumulator Struct Reference

Public Attributes

- enum `drm_i915_oa_format` **format**
- `uint64_t` **deltas** [MAX_RAW_OA_COUNTERS]

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

- `perf2.c`
- `read_gpu_counters.h`

3.2 drm_i915_perf_oa_config Struct Reference

```
#include <read_gpu_counters.h>
```

Public Attributes

- `char` `uuid` [36]
- `__u32` **n_mux_regs**
- `__u32` **n_boolean_regs**
- `__u32` **n_flex_regs**
- `__u64` **mux_regs_ptr**
- `__u64` **boolean_regs_ptr**
- `__u64` **flex_regs_ptr**

3.2.1 Detailed Description

Structure to upload perf dynamic configuration into the kernel.

3.2.2 Member Data Documentation

3.2.2.1 uuid

```
char drm_i915_perf_oa_config::uuid
```

String formatted like "%08x-%04x-%04x-%04x-%012x"

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

- perf2.c
- read_gpu_counters.h

3.3 drm_i915_perf_open_param Struct Reference

Public Attributes

- **__u32 flags**
- **__u32 num_properties**
- **__u64 properties_ptr**

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

- perf2.c
- read_gpu_counters.h

3.4 drm_i915_perf_record_header Struct Reference

Public Attributes

- **__u32 type**
- **__u16 pad**
- **__u16 size**

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

- perf2.c
- read_gpu_counters.h

3.5 oa_format Struct Reference

Public Attributes

- `const char * name`
- `size_t size`
- `int a40_high_off`
- `int a40_low_off`
- `int n_a40`
- `int a_off`
- `int n_a`
- `int first_a`
- `int b_off`
- `int n_b`
- `int c_off`
- `int n_c`

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

- `perf2.c`
- `read_gpu_counters.h`

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