



NVML API REFERENCE MANUAL

December 5, 2011

Version 2.285.86



Contents

1	NVML API Reference	1
1.1	Feature Matrix	3
2	Change log of NVML library	7
2.1	Changes between NVML v1.0 and v2.285	8
3	Module Index	9
3.1	Modules	9
4	Data Structure Index	11
4.1	Data Structures	11
5	Module Documentation	13
5.1	Device Structs	13
5.1.1	Define Documentation	13
5.1.1.1	NVML_VALUE_NOT_AVAILABLE	13
5.2	Device Enums	14
5.2.1	Enumeration Type Documentation	15
5.2.1.1	nvmlClockType_t	15
5.2.1.2	nvmlComputeMode_t	16
5.2.1.3	nvmlDriverModel_t	16
5.2.1.4	nvmlEccBitType_t	16
5.2.1.5	nvmlEccCounterType_t	16
5.2.1.6	nvmlEnableState_t	17
5.2.1.7	nvmlInforomObject_t	17
5.2.1.8	nvmlPstates_t	17
5.2.1.9	nvmlReturn_t	18
5.2.1.10	nvmlTemperatureSensors_t	18
5.3	Unit Structs	19
5.3.1	Enumeration Type Documentation	19

5.3.1.1	nvmlFanState_t	19
5.3.1.2	nvmlLedColor_t	19
5.4	Event Types	20
5.4.1	Detailed Description	20
5.4.2	Define Documentation	20
5.4.2.1	nvmlEventTypePState	20
5.5	Initialization and Cleanup	21
5.5.1	Detailed Description	21
5.5.2	Function Documentation	21
5.5.2.1	nvmlInit	21
5.5.2.2	nvmlShutdown	21
5.6	Error reporting	22
5.6.1	Detailed Description	22
5.6.2	Function Documentation	22
5.6.2.1	nvmlErrorString	22
5.7	System Queries	23
5.7.1	Detailed Description	23
5.7.2	Function Documentation	23
5.7.2.1	nvmlSystemGetDriverVersion	23
5.7.2.2	nvmlSystemGetNVMLVersion	23
5.7.2.3	nvmlSystemGetProcessName	24
5.8	Unit Queries	25
5.8.1	Detailed Description	25
5.8.2	Function Documentation	25
5.8.2.1	nvmlSystemGetHicVersion	25
5.8.2.2	nvmlUnitGetCount	25
5.8.2.3	nvmlUnitGetDevices	26
5.8.2.4	nvmlUnitGetFanSpeedInfo	26
5.8.2.5	nvmlUnitGetHandleByIndex	27
5.8.2.6	nvmlUnitGetLedState	27
5.8.2.7	nvmlUnitGetPsuInfo	27
5.8.2.8	nvmlUnitGetTemperature	28
5.8.2.9	nvmlUnitGetUnitInfo	28
5.9	Device Queries	29
5.9.1	Detailed Description	29
5.9.2	Function Documentation	30
5.9.2.1	nvmlDeviceGetClockInfo	30

5.9.2.2	nvmlDeviceGetComputeMode	30
5.9.2.3	nvmlDeviceGetComputeRunningProcesses	31
5.9.2.4	nvmlDeviceGetCount	31
5.9.2.5	nvmlDeviceGetDetailedEccErrors	32
5.9.2.6	nvmlDeviceGetDisplayMode	32
5.9.2.7	nvmlDeviceGetDriverModel	33
5.9.2.8	nvmlDeviceGetEccMode	33
5.9.2.9	nvmlDeviceGetFanSpeed	34
5.9.2.10	nvmlDeviceGetHandleByIndex	34
5.9.2.11	nvmlDeviceGetHandleByPciBusId	35
5.9.2.12	nvmlDeviceGetHandleBySerial	35
5.9.2.13	nvmlDeviceGetInforomVersion	35
5.9.2.14	nvmlDeviceGetMaxClockInfo	36
5.9.2.15	nvmlDeviceGetMemoryInfo	36
5.9.2.16	nvmlDeviceGetName	37
5.9.2.17	nvmlDeviceGetPciInfo	37
5.9.2.18	nvmlDeviceGetPerformanceState	38
5.9.2.19	nvmlDeviceGetPersistenceMode	38
5.9.2.20	nvmlDeviceGetPowerManagementLimit	39
5.9.2.21	nvmlDeviceGetPowerManagementMode	39
5.9.2.22	nvmlDeviceGetPowerState	40
5.9.2.23	nvmlDeviceGetPowerUsage	40
5.9.2.24	nvmlDeviceGetSerial	40
5.9.2.25	nvmlDeviceGetTemperature	41
5.9.2.26	nvmlDeviceGetTotalEccErrors	41
5.9.2.27	nvmlDeviceGetUtilizationRates	42
5.9.2.28	nvmlDeviceGetUUID	42
5.9.2.29	nvmlDeviceGetVbiosVersion	43
5.10	Unit Commands	44
5.10.1	Detailed Description	44
5.10.2	Function Documentation	44
5.10.2.1	nvmlUnitSetLedState	44
5.11	Device Commands	45
5.11.1	Detailed Description	45
5.11.2	Function Documentation	45
5.11.2.1	nvmlDeviceClearEccErrorCounts	45
5.11.2.2	nvmlDeviceSetComputeMode	46

5.11.2.3	nvmlDeviceSetDriverModel	46
5.11.2.4	nvmlDeviceSetEccMode	47
5.11.2.5	nvmlDeviceSetPersistenceMode	48
5.12	Event Handling Methods	49
5.12.1	Detailed Description	49
5.12.2	Typedef Documentation	49
5.12.2.1	nvmlEventSet_t	49
5.12.3	Function Documentation	49
5.12.3.1	nvmlDeviceGetSupportedEventTypes	49
5.12.3.2	nvmlDeviceRegisterEvents	50
5.12.3.3	nvmlEventSetCreate	51
5.12.3.4	nvmlEventSetFree	51
5.12.3.5	nvmlEventSetWait	51
6	Data Structure Documentation	53
6.1	nvmlEccErrorCounts_t Struct Reference	53
6.1.1	Detailed Description	53
6.2	nvmlEventData_t Struct Reference	54
6.2.1	Detailed Description	54
6.3	nvmlHwbcEntry_t Struct Reference	55
6.3.1	Detailed Description	55
6.4	nvmlLedState_t Struct Reference	56
6.4.1	Detailed Description	56
6.5	nvmlMemory_t Struct Reference	57
6.5.1	Detailed Description	57
6.6	nvmlPciInfo_t Struct Reference	58
6.6.1	Detailed Description	58
6.7	nvmlProcessInfo_t Struct Reference	59
6.7.1	Detailed Description	59
6.8	nvmlPSUInfo_t Struct Reference	60
6.8.1	Detailed Description	60
6.9	nvmlUnitFanInfo_t Struct Reference	61
6.9.1	Detailed Description	61
6.10	nvmlUnitFanSpeeds_t Struct Reference	62
6.10.1	Detailed Description	62
6.11	nvmlUnitInfo_t Struct Reference	63
6.11.1	Detailed Description	63

6.12	nvmlUtilization_t Struct Reference	64
6.12.1	Detailed Description	64

Chapter 1

NVML API Reference

The NVIDIA Management Library (NVML) is a C-based programmatic interface for monitoring and managing various states within NVIDIA Tesla™ GPUs.

It is intended to be a platform for building 3rd party applications, and is also the underlying library for the NVIDIA-supported nvidia-smi tool.

NVML is thread-safe so it is safe to make simultaneous NVML calls from multiple threads.

API Documentation

Supported OS platforms:

- Windows: Windows Server 2008 R2 64bit, Windows 7 64bit
- Linux: 32-bit and 64-bit

Supported products:

- Full Support
 - NVIDIA Tesla™ Line: S1070, S2050, C1060, C2050/70/75, M2050/70/75/90, X2070/90
 - NVIDIA Quadro® Line: 4000, 5000, 6000, 7000, M2070-Q
 - NVIDIA GeForce® Line: None
- Limited Support
 - NVIDIA Tesla™ Line: None
 - NVIDIA Quadro® Line: All other current and previous generation Quadro-branded parts
 - NVIDIA GeForce® Line: All current and previous generation GeForce-branded parts

The NVML library can be found at %ProgramW6432%\ "NVIDIA Corporation"\NVSMI\ on Windows, but will not be added to the path. To dynamically link to NVML, add this path to the PATH environmental variable. To dynamically load NVML, call LoadLibrary with this path.

On Linux the NVML library will be found on the standard library path. For 64 bit Linux, both the 32 bit and 64 bit NVML libraries will be installed.

The NVML API is divided into five categories:

- Support Methods:
 - [Initialization and Cleanup](#)
- Query Methods:
 - [System Queries](#)
 - [Device Queries](#)
 - [Unit Queries](#)
- Control Methods:
 - [Unit Commands](#)
 - [Device Commands](#)
- Event Handling Methods:
 - [Event Handling Methods](#)
- Error reporting Methods
 - [Error reporting](#)

List of changes can be found in the [Changelog](#)

1.1 Feature Matrix

Queries		S1070	S2050
Product Id		✓	✓
Serial Number		✓	✓
Firmware Version		✓	✓
Attached GPUs		✓	✓
LED State	Color	✓	✓
	Cause	✓	✓
Temperature	Intake	✓	✓
	Exhaust	✗	✗
	Board	✗	✗
PSU	PSU State	✓	✓
	Voltage	✓	✓
	Current	✓	✓
Fans	Fan Speed	✓	✓
	Fan State	✓	✓

Commands		S1070	S2050
Toggle LED State		✓	✓

Figure 1.1: This chart shows which unit-level features are available for each S-class product. All GPUs within each S-class product also provide the information listed in the Device chart below.

Queries			C2050	C2070	C2075	M2050	M2070	M2075	M2090	S2050	X2070	X2090
Board Serial Number			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
GPU UUID			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
VBios Version			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Inform Version	OEM Object		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	ECC Object		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Power Object		✗	✗	✓	✗	✗	✓	✓	✗	✗	✓
PCI Info			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Compute Mode			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Display Mode			✓	✓	✓	✗	✗	✗	✗	✗	✗	✗
Persistence Mode (Linux-Only)			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
ECC Mode	Current		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Pending		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Driver Model (Win7-Only)	Current		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Pending		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Fan Speed			✓	✓	✓	✗	✗	✗	✗	✗	✗	✗
GPU Temperature			✓	✓	✓	✗	✗	✗	✗	✓	✗	✗
Memory Usage	Total		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Used		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Free		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Power Readings	Power Management Enabled		✗	✗	✓	✗	✗	✓	✓	✗	✗	✓
	Current Power Draw		✗	✗	✓	✗	✗	✓	✓	✗	✗	✓
	Power Draw Limit		✗	✗	✓	✗	✗	✓	✓	✗	✗	✓
Clock Speeds	Current	Graphics	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		SM	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		Memory	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Max	Graphics	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		SM	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		Memory	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Utilization Rates	GPU Compute		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	PCIe Memory		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
ECC Errors	Volatile	Location-Based	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		Total	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Aggregate	Location-Based	✗	✓	✓	✗	✓	✓	✓	✗	✓	✓
		Total	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Performance State			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Process Info	Process Id		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Process Name		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Allocated Device Memory		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Commands			C2050	C2070	C2075	M2050	M2070	M2075	M2090	S2050	X2070	X2090
Set Compute Mode			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Set Persistence Mode (Linux-Only)			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Set Display Model (Win7-Only)			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Set ECC Mode			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Clear ECC Errors			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Reset GPU (Linux-Only)			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Figure 1.2: This chart shows which features are available for each Fermi GPU product.

Queries			4000	5000	6000	Quadro Plex 7000	M2070-Q	S1070	C1060
Board Serial Number			✓	✓	✓	✓	✓	✗	✗
GPU UUID			✓	✓	✓	✓	✓	✓	✓
VBios Version			✓	✓	✓	✓	✓	✓	✓
Inform Version	OEM Object		✓	✓	✓	✓	✓	✗	✗
	ECC Object		✗	✓	✓	✓	✓	✗	✗
	Power Object		✗	✗	✗	✓	✗	✗	✗
PCI Info			✓	✓	✓	✓	✓	✓	✓
Compute Mode			✓	✓	✓	✓	✓	✓	✓
Display Mode			✓	✓	✓	✓	✗	✗	✗
Persistence Mode (Linux-Only)			✓	✓	✓	✓	✓	✓	✓
ECC Mode	Current		✗	✓	✓	✓	✓	✗	✗
	Pending		✗	✓	✓	✓	✓	✗	✗
Driver Model (Win7-Only)	Current		✓	✓	✓	✓	✓	✓	✓
	Pending		✓	✓	✓	✓	✓	✓	✓
Fan Speed			✓	✓	✓	✓	✗	✗	✓
GPU Temperature			✓	✓	✓	✓	✗	✓	✓
Memory Usage	Total		✓	✓	✓	✓	✓	✓	✓
	Used		✓	✓	✓	✓	✓	✓	✓
	Free		✓	✓	✓	✓	✓	✓	✓
Power Readings	Power Management Enabled		✗	✗	✗	✓	✗	✗	✗
	Current Power Draw		✗	✗	✗	✓	✗	✗	✗
	Power Draw Limit		✗	✗	✗	✓	✗	✗	✗
Clock Speeds	Current	Graphics	✓	✓	✓	✓	✓	✓	✓
		SM	✓	✓	✓	✓	✓	✓	✓
		Memory	✓	✓	✓	✓	✓	✓	✓
	Max	Graphics	✓	✓	✓	✓	✓	✓	✓
		SM	✓	✓	✓	✓	✓	✓	✓
		Memory	✓	✓	✓	✓	✓	✓	✓
Utilization Rates	GPU Compute		✓	✓	✓	✓	✓	✓	✓
	PCIe Memory		✓	✓	✓	✓	✓	✓	✓
ECC Errors	Volatile	Location-Based	✗	✓	✓	✓	✓	✗	✗
		Total	✗	✓	✓	✓	✓	✗	✗
	Aggregate	Location-Based	✗	✗	✗	✓	✓	✗	✗
		Total	✗	✓	✓	✓	✓	✗	✗
Performance State			✓	✓	✓	✓	✓	✓	✓
Process Info	Process Id		✓	✓	✓	✓	✓	✓	✓
	Process Name		✓	✓	✓	✓	✓	✓	✓
	Allocated Device Memory		✓	✓	✓	✓	✓	✓	✓

Commands			4000	5000	6000	Quadro Plex 7000	M2070-Q	S1070	C1060
Set Compute Mode			✓	✓	✓	✓	✓	✓	✓
Set Persistence Mode (Linux-Only)			✓	✓	✓	✓	✓	✓	✓
Set Display Model (Win7-Only)			✓	✓	✓	✓	✓	✓	✓
Set ECC Mode			✓	✓	✓	✓	✓	✗	✗
Clear ECC Errors			✓	✓	✓	✓	✓	✗	✗
Reset GPU (Linux-Only)			✓	✓	✓	✓	✓	✓	✓

Figure 1.3: This chart shows which features are available for each Quadro and T10 GPU product.

Chapter 2

Change log of NVML library

This chapter list changes in API and bug fixes that were introduced to the library

2.1 Changes between NVML v1.0 and v2.285

- Added possibility to query separately current and pending driver model with [nvmlDeviceGetDriverModel](#)
- Added API [nvmlDeviceGetVbiosVersion](#) function to report VBIOS version.
- Added pciSubSystemId to [nvmlPciInfo_t](#) struct
- Added API [nvmlErrorString](#) function to convert error code to string
- Updated docs to indicate we support M2075 and C2075
- Added API [nvmlSystemGetHicVersion](#) function to report HIC firmware version
- Added NVML versioning support
 - Functions that changed API and/or size of structs have appended versioning suffix (e.g. [nvmlDeviceGetPciInfo_v2](#)). Appropriate C defines have been added that map old function names to the newer version of the function
- Added support for concurrent library usage by multiple libraries
- Added API [nvmlDeviceGetMaxClockInfo](#) function for reporting device's clock limits
- Added new error code NVML_ERROR_DRIVER_NOT_LOADED used by [nvmlInit](#)
- Extended [nvmlPciInfo_t](#) struct with new field: sub system id
- Added NVML support on Windows guest account
- Changed format of pciBusId string (to XXXX:XX:XX.X) of [nvmlPciInfo_t](#)
- Parsing of busId in [nvmlDeviceGetHandleByPciBusId](#) is less restrictive. You can pass 0:2:0.0 or 0000:02:00 and other variations
- Added API for events waiting for GPU events (Linux only) see docs of [Event Handling Methods](#)
- Added API [nvmlDeviceGetComputeRunningProcesses](#) and [nvmlSystemGetProcessName](#) functions for looking up currently running compute applications
- Deprecated [nvmlDeviceGetPowerState](#) in favor of [nvmlDeviceGetPerformanceState](#).

Chapter 3

Module Index

3.1 Modules

Here is a list of all modules:

Device Structs	13
Device Enums	14
Unit Structs	19
Initialization and Cleanup	21
Error reporting	22
System Queries	23
Unit Queries	25
Device Queries	29
Unit Commands	44
Device Commands	45
Event Handling Methods	49
Event Types	20

Chapter 4

Data Structure Index

4.1 Data Structures

Here are the data structures with brief descriptions:

nvmlEccErrorCounts_t	53
nvmlEventData_t	54
nvmlHwbcEntry_t	55
nvmlLedState_t	56
nvmlMemory_t	57
nvmlPciInfo_t	58
nvmlProcessInfo_t	59
nvmlPSUInfo_t	60
nvmlUnitFanInfo_t	61
nvmlUnitFanSpeeds_t	62
nvmlUnitInfo_t	63
nvmlUtilization_t	64

Chapter 5

Module Documentation

5.1 Device Structs

Data Structures

- struct [nvmlPciInfo_t](#)
- struct [nvmlEccErrorCounts_t](#)
- struct [nvmlUtilization_t](#)
- struct [nvmlMemory_t](#)
- struct [nvmlProcessInfo_t](#)

Defines

- `#define` [NVML_VALUE_NOT_AVAILABLE](#) (-1)

5.1.1 Define Documentation

5.1.1.1 `#define` NVML_VALUE_NOT_AVAILABLE (-1)

Special constant that some fields take when they are not available. Used when only part of the struct is not available.

Each structure explicitly states when to check for this value.

5.2 Device Enums

Defines

- `#define nvmlFlagDefault 0x00`
Generic flag used to specify the default behavior of some functions. See description of particular functions for details.
- `#define nvmlFlagForce 0x01`
Generic flag used to force some behavior. See description of particular functions for details.

Enumerations

- enum `nvmlEnableState_t` {
 `NVML_FEATURE_DISABLED` = 0,
 `NVML_FEATURE_ENABLED` = 1 }
- enum `nvmlTemperatureSensors_t` { `NVML_TEMPERATURE_GPU` = 0 }
- enum `nvmlComputeMode_t` {
 `NVML_COMPUTEMODE_DEFAULT` = 0,
 `NVML_COMPUTEMODE_EXCLUSIVE_THREAD` = 1,
 `NVML_COMPUTEMODE_PROHIBITED` = 2,
 `NVML_COMPUTEMODE_EXCLUSIVE_PROCESS` = 3 }
- enum `nvmlEccBitType_t` {
 `NVML_SINGLE_BIT_ECC` = 0,
 `NVML_DOUBLE_BIT_ECC` = 1 }
- enum `nvmlEccCounterType_t` {
 `NVML_VOLATILE_ECC` = 0,
 `NVML_AGGREGATE_ECC` = 1 }
- enum `nvmlClockType_t` {
 `NVML_CLOCK_GRAPHICS` = 0,
 `NVML_CLOCK_SM` = 1,
 `NVML_CLOCK_MEM` = 2 }
- enum `nvmlDriverModel_t` {
 `NVML_DRIVER_WDDM` = 0,
 `NVML_DRIVER_WDM` = 1 }
- enum `nvmlPstates_t` {
 `NVML_PSTATE_0` = 0,
 `NVML_PSTATE_1` = 1,
 `NVML_PSTATE_2` = 2,
 `NVML_PSTATE_3` = 3,
 `NVML_PSTATE_4` = 4,
 `NVML_PSTATE_5` = 5,
 `NVML_PSTATE_6` = 6,
 `NVML_PSTATE_7` = 7,

```

NVML_PSTATE_8 = 8,
NVML_PSTATE_9 = 9,
NVML_PSTATE_10 = 10,
NVML_PSTATE_11 = 11,
NVML_PSTATE_12 = 12,
NVML_PSTATE_13 = 13,
NVML_PSTATE_14 = 14,
NVML_PSTATE_15 = 15,
NVML_PSTATE_UNKNOWN = 32 }
• enum nvmlInforomObject_t {
    NVML_INFOROM_OEM = 0,
    NVML_INFOROM_ECC = 1,
    NVML_INFOROM_POWER = 2 }
• enum nvmlReturn_t {
    NVML_SUCCESS = 0,
    NVML_ERROR_UNINITIALIZED = 1,
    NVML_ERROR_INVALID_ARGUMENT = 2,
    NVML_ERROR_NOT_SUPPORTED = 3,
    NVML_ERROR_NO_PERMISSION = 4,
    NVML_ERROR_ALREADY_INITIALIZED = 5,
    NVML_ERROR_NOT_FOUND = 6,
    NVML_ERROR_INSUFFICIENT_SIZE = 7,
    NVML_ERROR_INSUFFICIENT_POWER = 8,
    NVML_ERROR_DRIVER_NOT_LOADED = 9,
    NVML_ERROR_TIMEOUT = 10,
    NVML_ERROR_UNKNOWN = 999 }

```

5.2.1 Enumeration Type Documentation

5.2.1.1 enum nvmlClockType_t

Clock types.

All speeds are in Mhz.

Enumerator:

NVML_CLOCK_GRAPHICS Graphics clock domain.
NVML_CLOCK_SM SM clock domain.
NVML_CLOCK_MEM Memory clock domain.

5.2.1.2 enum nvmlComputeMode_t

Compute mode.

NVML_COMPUTEMODE_EXCLUSIVE_PROCESS was added in CUDA 4.0. Earlier CUDA versions supported a single exclusive mode, which is equivalent to NVML_COMPUTEMODE_EXCLUSIVE_THREAD in CUDA 4.0 and beyond.

Enumerator:

NVML_COMPUTEMODE_DEFAULT Default compute mode – multiple contexts per device.

NVML_COMPUTEMODE_EXCLUSIVE_THREAD Compute-exclusive-thread mode – only one context per device, usable from one thread at a time.

NVML_COMPUTEMODE_PROHIBITED Compute-prohibited mode – no contexts per device.

NVML_COMPUTEMODE_EXCLUSIVE_PROCESS Compute-exclusive-process mode – only one context per device, usable from multiple threads at a time.

5.2.1.3 enum nvmlDriverModel_t

Driver models.

Windows only.

Enumerator:

NVML_DRIVER_WDDM WDDM driver model – GPU treated as a display device.

NVML_DRIVER_WDM WDM (TCC) model (recommended) – GPU treated as a generic device.

5.2.1.4 enum nvmlEccBitType_t

ECC bit types.

Enumerator:

NVML_SINGLE_BIT_ECC Single bit ECC errors.

NVML_DOUBLE_BIT_ECC Double bit ECC errors.

5.2.1.5 enum nvmlEccCounterType_t

ECC counter types.

Note: Volatile counts are reset each time the driver loads. On Windows this is once per boot. On Linux this can be more frequent. On Linux the driver unloads when no active clients exist. If persistence mode is enabled or there is always a driver client active (e.g. X11), then Linux also sees per-boot behavior. If not, volatile counts are reset each time a compute app is run.

Enumerator:

NVML_VOLATILE_ECC Volatile counts are reset each time the driver loads.

NVML_AGGREGATE_ECC Aggregate counts persist across reboots (i.e. for the lifetime of the device).

5.2.1.6 enum nvmlEnableState_t

Generic enable/disable enum.

Enumerator:

NVML_FEATURE_DISABLED Feature disabled.

NVML_FEATURE_ENABLED Feature enabled.

5.2.1.7 enum nvmlInforomObject_t

Available infoROM objects.

Enumerator:

NVML_INFOROM_OEM An object defined by OEM.

NVML_INFOROM_ECC The ECC object determining the level of ECC support.

NVML_INFOROM_POWER The power management object.

5.2.1.8 enum nvmlPstates_t

Allowed PStates.

Enumerator:

NVML_PSTATE_0 Performance state 0 – Maximum Performance.

NVML_PSTATE_1 Performance state 1.

NVML_PSTATE_2 Performance state 2.

NVML_PSTATE_3 Performance state 3.

NVML_PSTATE_4 Performance state 4.

NVML_PSTATE_5 Performance state 5.

NVML_PSTATE_6 Performance state 6.

NVML_PSTATE_7 Performance state 7.

NVML_PSTATE_8 Performance state 8.

NVML_PSTATE_9 Performance state 9.

NVML_PSTATE_10 Performance state 10.

NVML_PSTATE_11 Performance state 11.

NVML_PSTATE_12 Performance state 12.

NVML_PSTATE_13 Performance state 13.

NVML_PSTATE_14 Performance state 14.

NVML_PSTATE_15 Performance state 15 – Minimum Performance.

NVML_PSTATE_UNKNOWN Unknown performance state.

5.2.1.9 enum nvmlReturn_t

Return values for NVML API calls.

Enumerator:

NVML_SUCCESS The operation was successful.

NVML_ERROR_UNINITIALIZED NVML was not first initialized with [nvmlInit\(\)](#).

NVML_ERROR_INVALID_ARGUMENT A supplied argument is invalid.

NVML_ERROR_NOT_SUPPORTED The requested operation is not available on target device.

NVML_ERROR_NO_PERMISSION The current user does not have permission for operation.

NVML_ERROR_ALREADY_INITIALIZED Deprecated: Multiple initializations are now allowed through ref counting.

NVML_ERROR_NOT_FOUND A query to find an object was unsuccessful.

NVML_ERROR_INSUFFICIENT_SIZE An input argument is not large enough.

NVML_ERROR_INSUFFICIENT_POWER A device's external power cables are not properly attached.

NVML_ERROR_DRIVER_NOT_LOADED NVIDIA driver is not loaded.

NVML_ERROR_TIMEOUT User provided timeout passed.

NVML_ERROR_UNKNOWN An internal driver error occurred.

5.2.1.10 enum nvmlTemperatureSensors_t

Temperature sensors.

Enumerator:

NVML_TEMPERATURE_GPU Temperature sensor for the GPU die.

5.3 Unit Structs

Data Structures

- struct `nvmlHwbcEntry_t`
- struct `nvmlLedState_t`
- struct `nvmlUnitInfo_t`
- struct `nvmlPSUInfo_t`
- struct `nvmlUnitFanInfo_t`
- struct `nvmlUnitFanSpeeds_t`

Enumerations

- enum `nvmlFanState_t` {
 `NVML_FAN_NORMAL` = 0,
 `NVML_FAN_FAILED` = 1 }
- enum `nvmlLedColor_t` {
 `NVML_LED_COLOR_GREEN` = 0,
 `NVML_LED_COLOR_AMBER` = 1 }

5.3.1 Enumeration Type Documentation

5.3.1.1 enum `nvmlFanState_t`

Fan state enum.

Enumerator:

NVML_FAN_NORMAL Fan is working properly.

NVML_FAN_FAILED Fan has failed.

5.3.1.2 enum `nvmlLedColor_t`

Led color enum.

Enumerator:

NVML_LED_COLOR_GREEN GREEN, indicates good health.

NVML_LED_COLOR_AMBER AMBER, indicates problem.

5.4 Event Types

Defines

- `#define nvmlEventTypeSingleBitEccError 0x0000000000000001LL`
Event about single bit ECC errors.
- `#define nvmlEventTypeDoubleBitEccError 0x0000000000000002LL`
Event about double bit ECC errors.
- `#define nvmlEventTypePState 0x0000000000000004LL`
Event about PState changes.
- `#define nvmlEventTypeXidCriticalError 0x0000000000000008LL`
Event that Xid critical error occurred.
- `#define nvmlEventTypeNone 0x0000000000000000LL`
Mask with no events.
- `#define nvmlEventTypeAll`
Mask of all events.

5.4.1 Detailed Description

Event Types which user can be notified about. See description of particular functions for details.

See [nvmlDeviceRegisterEvents](#) and [nvmlDeviceGetSupportedEventTypes](#) to check which devices support each event.

Types can be combined with bitwise or operator '|' when passed to [nvmlDeviceRegisterEvents](#)

5.4.2 Define Documentation

5.4.2.1 `#define nvmlEventTypePState 0x0000000000000004LL`

Note:

On Fermi architecture PState changes are also an indicator that GPU is throttling down due to no work being executed on the GPU, power capping or thermal capping. In a typical situation, Fermi-based GPU should stay in P0 for the duration of the execution of the compute process.

5.5 Initialization and Cleanup

Functions

- [nvmlReturn_t](#) DECLDIR [nvmlInit](#) ()
- [nvmlReturn_t](#) DECLDIR [nvmlShutdown](#) ()

5.5.1 Detailed Description

This chapter describes the methods that handle NVML initialization and cleanup. It is the user's responsibility to call [nvmlInit\(\)](#) before calling any other methods, and [nvmlShutdown\(\)](#) once NVML is no longer being used.

5.5.2 Function Documentation

5.5.2.1 [nvmlReturn_t](#) DECLDIR [nvmlInit](#) ()

Initialize NVML by discovering and attaching to all GPU devices in the system.

For all products.

This method should be called once before invoking any other methods in the library. A reference count of the number of initializations is maintained. Shutdown only occurs when the reference count reaches zero.

Returns:

- [NVML_SUCCESS](#) if NVML has been properly initialized
- [NVML_ERROR_NO_PERMISSION](#) if the user doesn't have permission to talk to any device
- [NVML_ERROR_DRIVER_NOT_LOADED](#) if NVIDIA driver is not running
- [NVML_ERROR_INSUFFICIENT_POWER](#) if any devices have improperly attached external power cables
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.5.2.2 [nvmlReturn_t](#) DECLDIR [nvmlShutdown](#) ()

Shut down NVML by releasing all GPU resources previously allocated with [nvmlInit\(\)](#).

For all products.

This method should be called after NVML work is done, once for each call to [nvmlInit\(\)](#). A reference count of the number of initializations is maintained. Shutdown only occurs when the reference count reaches zero. For backwards compatibility, no error is reported if [nvmlShutdown\(\)](#) is called more times than [nvmlInit\(\)](#).

Returns:

- [NVML_SUCCESS](#) if NVML has been properly shut down
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.6 Error reporting

Functions

- `const DECLDIR char * nvmlErrorString (nvmlReturn_t result)`

5.6.1 Detailed Description

This chapter describes helper functions for error reporting routines.

5.6.2 Function Documentation

5.6.2.1 `const DECLDIR char* nvmlErrorString (nvmlReturn_t result)`

Helper method for converting NVML error codes into readable strings.

For all products

Parameters:

result NVML error code to convert

Returns:

String representation of the error.

5.7 System Queries

Functions

- [nvmlReturn_t](#) DECLDIR [nvmlSystemGetDriverVersion](#) (char *version, unsigned int length)
- [nvmlReturn_t](#) DECLDIR [nvmlSystemGetNVMLVersion](#) (char *version, unsigned int length)
- [nvmlReturn_t](#) DECLDIR [nvmlSystemGetProcessName](#) (unsigned int pid, char *name, unsigned int length)

5.7.1 Detailed Description

This chapter describes the queries that NVML can perform against the local system. These queries are not device-specific.

5.7.2 Function Documentation

5.7.2.1 [nvmlReturn_t](#) DECLDIR [nvmlSystemGetDriverVersion](#) (char * *version*, unsigned int *length*)

Retrieves the version of the system's graphics driver.

For all products.

The version identifier is an alphanumeric string. It will not exceed 80 characters in length (including the NULL terminator).

Parameters:

version Reference in which to return the version identifier

length The maximum allowed length of the string returned in *version*

Returns:

- [NVML_SUCCESS](#) if *version* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *version* is NULL
- [NVML_ERROR_INSUFFICIENT_SIZE](#) if *length* is too small

5.7.2.2 [nvmlReturn_t](#) DECLDIR [nvmlSystemGetNVMLVersion](#) (char * *version*, unsigned int *length*)

Retrieves the version of the NVML library.

For all products.

The version identifier is an alphanumeric string. It will not exceed 80 characters in length (including the NULL terminator).

Parameters:

version Reference in which to return the version identifier

length The maximum allowed length of the string returned in *version*

Returns:

- [NVML_SUCCESS](#) if *version* has been set

- [NVML_ERROR_INVALID_ARGUMENT](#) if *version* is NULL
- [NVML_ERROR_INSUFFICIENT_SIZE](#) if *length* is too small

5.7.2.3 `nvmlReturn_t DECLDIR nvmlSystemGetProcessName (unsigned int pid, char * name, unsigned int length)`

Gets name of the process with provided process id

For all products.

Returned process name is cropped to provided length. name string is encoded in ANSI.

Parameters:

pid The identifier of the process

name Reference in which to return the process name

length The maximum allowed length of the string returned in *name*

Returns:

- [NVML_SUCCESS](#) if *name* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *name* is NULL
- [NVML_ERROR_NOT_FOUND](#) if process doesn't exist
- [NVML_ERROR_NO_PERMISSION](#) if the user doesn't have permission to perform this operation
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.8 Unit Queries

Functions

- `nvmlReturn_t` DECLDIR `nvmlUnitGetCount` (unsigned int *unitCount)
- `nvmlReturn_t` DECLDIR `nvmlUnitGetHandleByIndex` (unsigned int index, `nvmlUnit_t` *unit)
- `nvmlReturn_t` DECLDIR `nvmlUnitGetUnitInfo` (`nvmlUnit_t` unit, `nvmlUnitInfo_t` *info)
- `nvmlReturn_t` DECLDIR `nvmlUnitGetLedState` (`nvmlUnit_t` unit, `nvmlLedState_t` *state)
- `nvmlReturn_t` DECLDIR `nvmlUnitGetPsuInfo` (`nvmlUnit_t` unit, `nvmlPSUInfo_t` *psu)
- `nvmlReturn_t` DECLDIR `nvmlUnitGetTemperature` (`nvmlUnit_t` unit, unsigned int type, unsigned int *temp)
- `nvmlReturn_t` DECLDIR `nvmlUnitGetFanSpeedInfo` (`nvmlUnit_t` unit, `nvmlUnitFanSpeeds_t` *fanSpeeds)
- `nvmlReturn_t` DECLDIR `nvmlUnitGetDevices` (`nvmlUnit_t` unit, unsigned int *deviceCount, `nvmlDevice_t` *devices)
- `nvmlReturn_t` DECLDIR `nvmlSystemGetHicVersion` (unsigned int *hwbcCount, `nvmlHwbcEntry_t` *hwbcEntries)

5.8.1 Detailed Description

This chapter describes that queries that NVML can perform against each unit. For S-class systems only. In each case the device is identified with an `nvmlUnit_t` handle. This handle is obtained by calling `nvmlUnitGetHandleByIndex()`.

5.8.2 Function Documentation

5.8.2.1 `nvmlReturn_t` DECLDIR `nvmlSystemGetHicVersion` (unsigned int * *hwbcCount*, `nvmlHwbcEntry_t` * *hwbcEntries*)

Retrieves the IDs and firmware versions for any Host Interface Cards (HICs) in the system.

For S-class products.

The *hwbcCount* argument is expected to be set to the size of the input *hwbcEntries* array. The HIC must be connected to an S-class system for it to be reported by this function.

Parameters:

hwbcCount Size of *hwbcEntries* array

hwbcEntries Array holding information about hwbc

Returns:

- `NVML_SUCCESS` if *hwbcCount* and *hwbcEntries* have been populated
- `NVML_ERROR_UNINITIALIZED` if the library has not been successfully initialized
- `NVML_ERROR_INVALID_ARGUMENT` if either *hwbcCount* or *hwbcEntries* is NULL
- `NVML_ERROR_INSUFFICIENT_SIZE` if *hwbcCount* indicates that the *hwbcEntries* array is too small

5.8.2.2 `nvmlReturn_t` DECLDIR `nvmlUnitGetCount` (unsigned int * *unitCount*)

Retrieves the number of units in the system.

For S-class products.

Parameters:

unitCount Reference in which to return the number of units

Returns:

- [NVML_SUCCESS](#) if *unitCount* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *unitCount* is NULL
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.8.2.3 `nvmlReturn_t DECLDIR nvmlUnitGetDevices (nvmlUnit_t unit, unsigned int * deviceCount, nvmlDevice_t * devices)`

Retrieves the set of GPU devices that are attached to the specified unit.

For S-class products.

The *deviceCount* argument is expected to be set to the size of the input *devices* array.

Parameters:

unit The identifier of the target unit

deviceCount Reference in which to provide the *devices* array size, and to return the number of attached GPU devices

devices Reference in which to return the references to the attached GPU devices

Returns:

- [NVML_SUCCESS](#) if *deviceCount* and *devices* have been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INSUFFICIENT_SIZE](#) if *deviceCount* indicates that the *devices* array is too small
- [NVML_ERROR_INVALID_ARGUMENT](#) if *unit* is invalid, either of *deviceCount* or *devices* is NULL

5.8.2.4 `nvmlReturn_t DECLDIR nvmlUnitGetFanSpeedInfo (nvmlUnit_t unit, nvmlUnitFanSpeeds_t * fanSpeeds)`

Retrieves the fan speed readings for the unit.

For S-class products.

See [nvmlUnitFanSpeeds_t](#) for details on available fan speed info.

Parameters:

unit The identifier of the target unit

fanSpeeds Reference in which to return the fan speed information

Returns:

- [NVML_SUCCESS](#) if *fanSpeeds* has been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *unit* is invalid or *fanSpeeds* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if this is not an S-class product
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.8.2.5 nvmlReturn_t DECLDIR nvmlUnitGetHandleByIndex (unsigned int *index*, nvmlUnit_t * *unit*)

Acquire the handle for a particular unit, based on its index.

For S-class products.

Valid indices are derived from the *unitCount* returned by [nvmlUnitGetCount\(\)](#). For example, if *unitCount* is 2 the valid indices are 0 and 1, corresponding to UNIT 0 and UNIT 1.

The order in which NVML enumerates units has no guarantees of consistency between reboots.

Parameters:

index The index of the target unit, ≥ 0 and $< unitCount$

unit Reference in which to return the unit handle

Returns:

- [NVML_SUCCESS](#) if *unit* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *index* is invalid or *unit* is NULL
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.8.2.6 nvmlReturn_t DECLDIR nvmlUnitGetLedState (nvmlUnit_t *unit*, nvmlLedState_t * *state*)

Retrieves the LED state associated with this unit.

For S-class products.

See [nvmlLedState_t](#) for details on allowed states.

Parameters:

unit The identifier of the target unit

state Reference in which to return the current LED state

Returns:

- [NVML_SUCCESS](#) if *state* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *unit* is invalid or *state* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if this is not an S-class product
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlUnitSetLedState\(\)](#)

5.8.2.7 nvmlReturn_t DECLDIR nvmlUnitGetPsuInfo (nvmlUnit_t *unit*, nvmlPSUInfo_t * *psu*)

Retrieves the PSU stats for the unit.

For S-class products.

See [nvmlPSUInfo_t](#) for details on available PSU info.

Parameters:

- unit* The identifier of the target unit
- psu* Reference in which to return the PSU information

Returns:

- [NVML_SUCCESS](#) if *psu* has been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *unit* is invalid or *psu* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if this is not an S-class product
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.8.2.8 `nvmlReturn_t DECLDIR nvmlUnitGetTemperature (nvmlUnit_t unit, unsigned int type, unsigned int * temp)`

Retrieves the temperature readings for the unit, in degrees C.

For S-class products.

Depending on the product, readings may be available for intake (type=0), exhaust (type=1) and board (type=2).

Parameters:

- unit* The identifier of the target unit
- type* The type of reading to take
- temp* Reference in which to return the intake temperature

Returns:

- [NVML_SUCCESS](#) if *temp* has been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *unit* or *type* is invalid or *temp* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if this is not an S-class product
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.8.2.9 `nvmlReturn_t DECLDIR nvmlUnitGetUnitInfo (nvmlUnit_t unit, nvmlUnitInfo_t * info)`

Retrieves the static information associated with a unit.

For S-class products.

See [nvmlUnitInfo_t](#) for details on available unit info.

Parameters:

- unit* The identifier of the target unit
- info* Reference in which to return the unit information

Returns:

- [NVML_SUCCESS](#) if *info* has been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *unit* is invalid or *info* is NULL

5.9 Device Queries

Functions

- `nvmlReturn_t` DECLDIR `nvmlDeviceGetCount` (unsigned int *deviceCount)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetHandleByIndex` (unsigned int index, `nvmlDevice_t` *device)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetHandleBySerial` (char *serial, `nvmlDevice_t` *device)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetHandleByPciBusId` (char *pciBusId, `nvmlDevice_t` *device)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetName` (`nvmlDevice_t` device, char *name, unsigned int length)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetSerial` (`nvmlDevice_t` device, char *serial, unsigned int length)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetUUID` (`nvmlDevice_t` device, char *uuid, unsigned int length)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetInforomVersion` (`nvmlDevice_t` device, `nvmlInforomObject_t` object, char *version, unsigned int length)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetDisplayMode` (`nvmlDevice_t` device, `nvmlEnableState_t` *display)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetPersistenceMode` (`nvmlDevice_t` device, `nvmlEnableState_t` *mode)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetPciInfo` (`nvmlDevice_t` device, `nvmlPciInfo_t` *pci)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetClockInfo` (`nvmlDevice_t` device, `nvmlClockType_t` type, unsigned int *clock)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetMaxClockInfo` (`nvmlDevice_t` device, `nvmlClockType_t` type, unsigned int *clock)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetFanSpeed` (`nvmlDevice_t` device, unsigned int *speed)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetTemperature` (`nvmlDevice_t` device, `nvmlTemperatureSensors_t` sensorType, unsigned int *temp)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetPerformanceState` (`nvmlDevice_t` device, `nvmlPstates_t` *pState)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetPowerState` (`nvmlDevice_t` device, `nvmlPstates_t` *pState)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetPowerManagementMode` (`nvmlDevice_t` device, `nvmlEnableState_t` *mode)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetPowerManagementLimit` (`nvmlDevice_t` device, unsigned int *limit)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetPowerUsage` (`nvmlDevice_t` device, unsigned int *power)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetMemoryInfo` (`nvmlDevice_t` device, `nvmlMemory_t` *memory)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetComputeMode` (`nvmlDevice_t` device, `nvmlComputeMode_t` *mode)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetEccMode` (`nvmlDevice_t` device, `nvmlEnableState_t` *current, `nvmlEnableState_t` *pending)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetTotalEccErrors` (`nvmlDevice_t` device, `nvmlEccBitType_t` bitType, `nvmlEccCounterType_t` counterType, unsigned long long *eccCounts)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetDetailedEccErrors` (`nvmlDevice_t` device, `nvmlEccBitType_t` bitType, `nvmlEccCounterType_t` counterType, `nvmlEccErrorCounts_t` *eccCounts)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetUtilizationRates` (`nvmlDevice_t` device, `nvmlUtilization_t` *utilization)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetDriverModel` (`nvmlDevice_t` device, `nvmlDriverModel_t` *current, `nvmlDriverModel_t` *pending)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetVbiosVersion` (`nvmlDevice_t` device, char *version, unsigned int length)
- `nvmlReturn_t` DECLDIR `nvmlDeviceGetComputeRunningProcesses` (`nvmlDevice_t` device, unsigned int *infoCount, `nvmlProcessInfo_t` *infos)

5.9.1 Detailed Description

This chapter describes that queries that NVML can perform against each device. In each case the device is identified with an `nvmlDevice_t` handle. This handle is obtained by calling one of `nvmlDeviceGetHandleByIndex()`, `nvmlDeviceGetHandleBySerial()` or `nvmlDeviceGetHandleByPciBusId()`.

5.9.2 Function Documentation

5.9.2.1 `nvmlReturn_t DECLDIR nvmlDeviceGetClockInfo (nvmlDevice_t device, nvmlClockType_t type, unsigned int * clock)`

Retrieves the current clock speeds for the device.

For Tesla TMproducts, and Quadro [®]products from the Fermi family.

See [nvmlClockType_t](#) for details on available clock information.

Parameters:

- device* The identifier of the target device
type Identify which clock domain to query
clock Reference in which to return the clock speed in MHz

Returns:

- [NVML_SUCCESS](#) if *clock* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *clock* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device cannot report the specified clock
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.2 `nvmlReturn_t DECLDIR nvmlDeviceGetComputeMode (nvmlDevice_t device, nvmlComputeMode_t * mode)`

Retrieves the current compute mode for the device.

For all CUDA-capable products.

See [nvmlComputeMode_t](#) for details on allowed compute modes.

Parameters:

- device* The identifier of the target device
mode Reference in which to return the current compute mode

Returns:

- [NVML_SUCCESS](#) if *mode* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *mode* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceSetComputeMode\(\)](#)

5.9.2.3 `nvmlReturn_t DECLDIR nvmlDeviceGetComputeRunningProcesses (nvmlDevice_t device, unsigned int * infoCount, nvmlProcessInfo_t * infos)`

Get information about processes with a compute context on a device

For Tesla TM and Quadro [®] products from the Fermi family.

This function returns information only about compute running processes (e.g. CUDA application which have active context). Any graphics applications (e.g. using OpenGL, DirectX) won't be listed by this function.

Keep in mind that information returned by this call is dynamic and the number of elements might change in time. Allocate more space for *infos* table in case new compute processes are spawned.

Parameters:

device The identifier of the target device

infoCount Reference in which to provide the *infos* array size, and to return the number of returned elements

infos Reference in which to return the process information

Returns:

- [NVML_SUCCESS](#) if *infoCount* and *infos* have been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INSUFFICIENT_SIZE](#) if *infoCount* indicates that the *infos* array is too small *infoCount* will contain minimal amount of space necessary for the call to complete
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid, either of *infoCount* or *infos* is NULL
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlSystemGetProcessName](#)

5.9.2.4 `nvmlReturn_t DECLDIR nvmlDeviceGetCount (unsigned int * deviceCount)`

Retrieves the number of compute devices in the system. A compute device is a single GPU.

For all products.

On some platforms not all devices may be accessible due to permission restrictions. In these cases the device count will reflect only the GPUs that NVML can access.

Parameters:

deviceCount Reference in which to return the number of accessible devices

Returns:

- [NVML_SUCCESS](#) if *deviceCount* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *deviceCount* is NULL
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.5 `nvmlReturn_t DECLDIR nvmlDeviceGetDetailedEccErrors (nvmlDevice_t device, nvmlEccBitType_t bitType, nvmlEccCounterType_t counterType, nvmlEccErrorCounts_t * eccCounts)`

Retrieves the detailed ECC error counts for the device.

For Tesla TM and Quadro [®] products from the Fermi family. Requires `NVML_INFOROM_ECC` version 2.0 or higher to report aggregate location-based ECC counts. Requires `NVML_INFOROM_ECC` version 1.0 or higher to report all other ECC counts. Requires ECC Mode to be enabled.

Detailed errors provide separate ECC counts for specific parts of the memory system.

See [nvmlEccBitType_t](#) for a description of available bit types.

See [nvmlEccCounterType_t](#) for a description of available counter types.

See [nvmlEccErrorCounts_t](#) for a description of provided detailed ECC counts.

Parameters:

- device* The identifier of the target device
- bitType* Flag that specifies the bit-type of the errors.
- counterType* Flag that specifies the counter-type of the errors.
- eccCounts* Reference in which to return the specified ECC errors

Returns:

- [NVML_SUCCESS](#) if *eccCounts* has been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device*, *bitType* or *counterType* is invalid, or *eccCounts* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceClearEccErrorCounts\(\)](#)

5.9.2.6 `nvmlReturn_t DECLDIR nvmlDeviceGetDisplayMode (nvmlDevice_t device, nvmlEnableState_t * display)`

Retrieves the display mode for the device.

For Tesla TM products, and Quadro [®] products from the Fermi family.

This method indicates whether a physical display is currently connected to the device.

See [nvmlEnableState_t](#) for details on allowed modes.

Parameters:

- device* The identifier of the target device
- display* Reference in which to return the display mode

Returns:

- [NVML_SUCCESS](#) if *display* has been set

- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *display* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature

5.9.2.7 `nvmlReturn_t DECLDIR nvmlDeviceGetDriverModel (nvmlDevice_t device, nvmlDriverModel_t * current, nvmlDriverModel_t * pending)`

Retrieves the current and pending driver model for the device.

For Tesla TMproducts, and Quadro [®]products from the Fermi family. For windows only.

On Windows platforms the device driver can run in either WDDM or WDM (TCC) mode. If a display is attached to the device it must run in WDDM mode. TCC mode is preferred if a display is not attached.

See [nvmlDriverModel_t](#) for details on available driver models.

Parameters:

- device* The identifier of the target device
- current* Reference in which to return the current driver model
- pending* Reference in which to return the pending driver model

Returns:

- [NVML_SUCCESS](#) if *current* and *pending* have been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or both *current* and *pending* are NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the platform is not windows
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceSetDriverModel\(\)](#)

5.9.2.8 `nvmlReturn_t DECLDIR nvmlDeviceGetEccMode (nvmlDevice_t device, nvmlEnableState_t * current, nvmlEnableState_t * pending)`

Retrieves the current and pending ECC modes for the device.

For Tesla TMand Quadro [®]products from the Fermi family. Requires *NVML_INFOROM_ECC* version 1.0 or higher.

Changing ECC modes requires a reboot. The "pending" ECC mode refers to the target mode following the next reboot.

See [nvmlEnableState_t](#) for details on allowed modes.

Parameters:

- device* The identifier of the target device
- current* Reference in which to return the current ECC mode
- pending* Reference in which to return the pending ECC mode

Returns:

- [NVML_SUCCESS](#) if *current* and *pending* have been set

- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or either *current* or *pending* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceSetEccMode\(\)](#)

5.9.2.9 `nvmlReturn_t DECLDIR nvmlDeviceGetFanSpeed (nvmlDevice_t device, unsigned int * speed)`

Retrieves the current operating speed of the device's fan.

For all discrete products with dedicated fans.

The fan speed is expressed as a percent of the maximum, i.e. full speed is 100%.

Parameters:

device The identifier of the target device

speed Reference in which to return the fan speed percentage

Returns:

- [NVML_SUCCESS](#) if *speed* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *speed* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not have a fan
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.10 `nvmlReturn_t DECLDIR nvmlDeviceGetHandleByIndex (unsigned int index, nvmlDevice_t * device)`

Acquire the handle for a particular device, based on its index.

For all products.

Valid indices are derived from the *accessibleDevices* count returned by [nvmlDeviceGetCount\(\)](#). For example, if *accessibleDevices* is 2 the valid indices are 0 and 1, corresponding to GPU 0 and GPU 1.

The order in which NVML enumerates devices has no guarantees of consistency between reboots. For that reason it is recommended that devices be looked up by their PCI ids or board serial numbers. See [nvmlDeviceGetHandleBySerial\(\)](#) and [nvmlDeviceGetHandleByPciBusId\(\)](#).

Parameters:

index The index of the target GPU, ≥ 0 and $< accessibleDevices$

device Reference in which to return the device handle

Returns:

- [NVML_SUCCESS](#) if *device* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *index* is invalid or *device* is NULL
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.11 `nvmlReturn_t DECLDIR nvmlDeviceGetHandleByPciBusId (char * pciBusId, nvmlDevice_t * device)`

Acquire the handle for a particular device, based on its PCI bus id.

For all products.

This value corresponds to the `nvmlPciInfo_t::busId` returned by `nvmlDeviceGetPciInfo()`.

Parameters:

pciBusId The PCI bus id of the target GPU

device Reference in which to return the device handle

Returns:

- `NVML_SUCCESS` if *device* has been set
- `NVML_ERROR_UNINITIALIZED` if the library has not been successfully initialized
- `NVML_ERROR_INVALID_ARGUMENT` if *pciBusId* is invalid or *device* is NULL
- `NVML_ERROR_NOT_FOUND` if *pciBusId* does not match a valid device on the system
- `NVML_ERROR_UNKNOWN` on any unexpected error

5.9.2.12 `nvmlReturn_t DECLDIR nvmlDeviceGetHandleBySerial (char * serial, nvmlDevice_t * device)`

Acquire the handle for a particular device, based on its board serial number.

For Tesla TM and Quadro [®] products from the Fermi family.

This number corresponds to the value printed directly on the board, and to the value returned by `nvmlDeviceGetSerial()`.

Parameters:

serial The board serial number of the target GPU

device Reference in which to return the device handle

Returns:

- `NVML_SUCCESS` if *device* has been set
- `NVML_ERROR_UNINITIALIZED` if the library has not been successfully initialized
- `NVML_ERROR_INVALID_ARGUMENT` if *serial* is invalid or *device* is NULL
- `NVML_ERROR_NOT_FOUND` if *serial* does not match a valid device on the system
- `NVML_ERROR_UNKNOWN` on any unexpected error

5.9.2.13 `nvmlReturn_t DECLDIR nvmlDeviceGetInforomVersion (nvmlDevice_t device, nvmlInforomObject_t object, char * version, unsigned int length)`

Retrieves the version information for the device's infoROM.

For Tesla TM and Quadro [®] products from the Fermi family.

Fermi and higher parts have non-volatile on-board memory for persisting device info, such as aggregate ECC counts. The version of the data structures in this memory may change from time to time. It will not exceed 16 characters in length (including the NULL terminator).

See `nvmlInforomObject_t` for details on the available infoROM objects.

Parameters:

- device* The identifier of the target device
- object* The target infoROM object
- version* Reference in which to return the infoROM version
- length* The maximum allowed length of the string returned in *version*

Returns:

- [NVML_SUCCESS](#) if *version* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *version* is NULL
- [NVML_ERROR_INSUFFICIENT_SIZE](#) if *length* is too small
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not have an infoROM
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.14 `nvmlReturn_t DECLDIR nvmlDeviceGetMaxClockInfo (nvmlDevice_t device, nvmlClockType_t type, unsigned int * clock)`

Retrieves the maximum clock speeds for the device.

For Tesla TMproducts, and Quadro [®]products from the Fermi family.

See [nvmlClockType_t](#) for details on available clock information.

Parameters:

- device* The identifier of the target device
- type* Identify which clock domain to query
- clock* Reference in which to return the clock speed in MHz

Returns:

- [NVML_SUCCESS](#) if *clock* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *clock* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device cannot report the specified clock
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.15 `nvmlReturn_t DECLDIR nvmlDeviceGetMemoryInfo (nvmlDevice_t device, nvmlMemory_t * memory)`

Retrieves the amount of used, free and total memory available on the device, in bytes.

For all products.

Enabling ECC reduces the amount of total available memory, due to the extra required parity bits. Under WDDM most device memory is allocated and managed on startup by Windows.

Under Linux and Windows TCC, the reported amount of used memory is equal to the sum of memory allocated by all active channels on the device.

See [nvmlMemory_t](#) for details on available memory info.

Parameters:

- device* The identifier of the target device
- memory* Reference in which to return the memory information

Returns:

- [NVML_SUCCESS](#) if *memory* has been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *memory* is NULL
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.16 `nvmlReturn_t DECLDIR nvmlDeviceGetName (nvmlDevice_t device, char * name, unsigned int length)`

Retrieves the name of this device.

For all products.

The name is an alphanumeric string that denotes a particular product, e.g. Tesla TMC2070. It will not exceed 64 characters in length (including the NULL terminator).

Parameters:

- device* The identifier of the target device
- name* Reference in which to return the product name
- length* The maximum allowed length of the string returned in *name*

Returns:

- [NVML_SUCCESS](#) if *name* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid, or *name* is NULL
- [NVML_ERROR_INSUFFICIENT_SIZE](#) if *length* is too small

5.9.2.17 `nvmlReturn_t DECLDIR nvmlDeviceGetPciInfo (nvmlDevice_t device, nvmlPciInfo_t * pci)`

Retrieves the PCI attributes of this device.

For all products.

See [nvmlPciInfo_t](#) for details on the available PCI info.

Parameters:

- device* The identifier of the target device
- pci* Reference in which to return the PCI info

Returns:

- [NVML_SUCCESS](#) if *pci* has been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *pci* is NULL
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.18 `nvmlReturn_t DECLDIR nvmlDeviceGetPerformanceState (nvmlDevice_t device, nvmlPstates_t * pState)`

Retrieves the current performance state for the device.

For Tesla TMproducts, and Quadro [®]products from the Fermi family.

See [nvmlPstates_t](#) for details on allowed performance states.

Parameters:

device The identifier of the target device

pState Reference in which to return the performance state reading

Returns:

- [NVML_SUCCESS](#) if *pState* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *pState* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.19 `nvmlReturn_t DECLDIR nvmlDeviceGetPersistenceMode (nvmlDevice_t device, nvmlEnableState_t * mode)`

Retrieves the persistence mode associated with this device.

For all CUDA-capable products. For Linux only.

When driver persistence mode is enabled the driver software state is not torn down when the last client disconnects. By default this feature is disabled.

See [nvmlEnableState_t](#) for details on allowed modes.

Parameters:

device The identifier of the target device

mode Reference in which to return the current driver persistence mode

Returns:

- [NVML_SUCCESS](#) if *mode* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *mode* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceSetPersistenceMode\(\)](#)

5.9.2.20 `nvmlReturn_t DECLDIR nvmlDeviceGetPowerManagementLimit (nvmlDevice_t device, unsigned int * limit)`

Retrieves the power management limit associated with this device, in milliwatts.

For "GF11x" Tesla TMand Quadro [®]products from the Fermi family. Requires `NVML_INFOROM_POWER` version 3.0 or higher.

The power limit defines the upper boundary for the card's power draw. If the card's total power draw reaches this limit the power management algorithm kicks in.

This reading is only available if power management mode is supported. See [nvmlDeviceGetPowerManagementMode](#).

Parameters:

device The identifier of the target device

limit Reference in which to return the power management limit

Returns:

- [NVML_SUCCESS](#) if *limit* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *limit* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.21 `nvmlReturn_t DECLDIR nvmlDeviceGetPowerManagementMode (nvmlDevice_t device, nvmlEnableState_t * mode)`

Retrieves the power management mode associated with this device.

For "GF11x" Tesla TMand Quadro [®]products from the Fermi family. Requires `NVML_INFOROM_POWER` version 3.0 or higher.

This flag indicates whether any power management algorithm is currently active on the device. An enabled state does not necessarily mean the device is being actively throttled – only that that the driver will do so if the appropriate conditions are met.

See [nvmlEnableState_t](#) for details on allowed modes.

Parameters:

device The identifier of the target device

mode Reference in which to return the current power management mode

Returns:

- [NVML_SUCCESS](#) if *mode* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *mode* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.22 `nvmlReturn_t DECLDIR nvmlDeviceGetPowerState (nvmlDevice_t device, nvmlPstates_t * pState)`

Deprecated: Use [nvmlDeviceGetPerformanceState](#). This function exposes an incorrect generalization.

Retrieve the current power state for the device.

For Tesla TMproducts, and Quadro [®]products from the Fermi family.

See [nvmlPstates_t](#) for details on allowed power states.

Parameters:

device The identifier of the target device

pState Reference in which to return the power state reading

Returns:

- [NVML_SUCCESS](#) if *pState* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *pState* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.23 `nvmlReturn_t DECLDIR nvmlDeviceGetPowerUsage (nvmlDevice_t device, unsigned int * power)`

Retrieves the power usage reading for the device, in milliwatts. This is the power draw for the entire board, including GPU, memory, etc.

For "GF11x" Tesla TMand Quadro [®]products from the Fermi family. Requires *NVML_INFOROM_POWER* version 3.0 or higher.

The reading is accurate to within a range of +/- 5 watts. It is only available if power management mode is supported. See [nvmlDeviceGetPowerManagementMode](#).

Parameters:

device The identifier of the target device

power Reference in which to return the power usage information

Returns:

- [NVML_SUCCESS](#) if *power* has been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *power* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support power readings
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.24 `nvmlReturn_t DECLDIR nvmlDeviceGetSerial (nvmlDevice_t device, char * serial, unsigned int length)`

Retrieves the globally unique serial number associated with this device.

For Tesla TMand Quadro [®]products from the Fermi family.

The serial number is an alphanumeric string that will not exceed 30 characters (including the NULL terminator). This number matches the serial number tag that is physically attached to the board.

Parameters:

- device* The identifier of the target device
- serial* Reference in which to return the board/module serial number
- length* The maximum allowed length of the string returned in *serial*

Returns:

- [NVML_SUCCESS](#) if *serial* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid, or *serial* is NULL
- [NVML_ERROR_INSUFFICIENT_SIZE](#) if *length* is too small
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature

5.9.2.25 `nvmlReturn_t DECLDIR nvmlDeviceGetTemperature (nvmlDevice_t device, nvmlTemperatureSensors_t sensorType, unsigned int * temp)`

Retrieves the current temperature readings for the device, in degrees C.

For all discrete and S-class products.

See [nvmlTemperatureSensors_t](#) for details on available temperature sensors.

Parameters:

- device* The identifier of the target device
- sensorType* Flag that indicates which sensor reading to retrieve
- temp* Reference in which to return the temperature reading

Returns:

- [NVML_SUCCESS](#) if *temp* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid, *sensorType* is invalid or *temp* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not have the specified sensor
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.26 `nvmlReturn_t DECLDIR nvmlDeviceGetTotalEccErrors (nvmlDevice_t device, nvmlEccBitType_t bitType, nvmlEccCounterType_t counterType, unsigned long long * eccCounts)`

Retrieves the total ECC error counts for the device.

For Tesla™ and Quadro® products from the Fermi family. Requires `NVML_INFOROM_ECC` version 1.0 or higher. Requires ECC Mode to be enabled.

The total error count is the sum of errors across each of the separate memory systems, i.e. the total set of errors across the entire device.

See [nvmlEccBitType_t](#) for a description of available bit types.

See [nvmlEccCounterType_t](#) for a description of available counter types.

Parameters:

device The identifier of the target device

bitType Flag that specifies the bit-type of the errors.

counterType Flag that specifies the counter-type of the errors.

eccCounts Reference in which to return the specified ECC errors

Returns:

- [NVML_SUCCESS](#) if *eccCounts* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device*, *bitType* or *counterType* is invalid, or *eccCounts* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceClearEccErrorCounts\(\)](#)

5.9.2.27 [nvmlReturn_t DECLDIR nvmlDeviceGetUtilizationRates](#) ([nvmlDevice_t](#) *device*, [nvmlUtilization_t](#) * *utilization*)

Retrieves the current utilization rates for the device's major subsystems.

For Tesla TMproducts, and Quadro [®]products from the Fermi family.

See [nvmlUtilization_t](#) for details on available utilization rates.

Parameters:

device The identifier of the target device

utilization Reference in which to return the utilization information

Returns:

- [NVML_SUCCESS](#) if *utilization* has been populated
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *utilization* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.28 [nvmlReturn_t DECLDIR nvmlDeviceGetUUID](#) ([nvmlDevice_t](#) *device*, [char](#) * *uuid*, [unsigned int](#) *length*)

Retrieves the UUID associated with this device, as a 5 part hexadecimal string.

For Tesla TMproducts, and Quadro [®]products from the Fermi family.

The UUID is a globally unique identifier. It is the only available identifier for pre-Fermi-architecture products. It does NOT correspond to any identifier printed on the board. It will not exceed 80 characters in length (including the NULL terminator).

Parameters:

- device* The identifier of the target device
- uuid* Reference in which to return the GPU UUID
- length* The maximum allowed length of the string returned in *uuid*

Returns:

- [NVML_SUCCESS](#) if *uuid* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid, or *uuid* is NULL
- [NVML_ERROR_INSUFFICIENT_SIZE](#) if *length* is too small
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.9.2.29 nvmlReturn_t DECLDIR nvmlDeviceGetVbiosVersion (nvmlDevice_t device, char * version, unsigned int length)

Get VBIOS version of the device.

For all products.

The VBIOS version may change from time to time. It will not exceed 32 characters in length (including the NULL terminator).

Parameters:

- device* The identifier of the target device
- version* Reference to which to return the VBIOS version
- length* The maximum allowed length of the string returned in *version*

Returns:

- [NVML_SUCCESS](#) if *version* has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid, or *version* is NULL
- [NVML_ERROR_INSUFFICIENT_SIZE](#) if *length* is too small
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

5.10 Unit Commands

Functions

- [nvmlReturn_t](#) DECLDIR [nvmlUnitSetLedState](#) (nvmlUnit_t unit, [nvmlLedColor_t](#) color)

5.10.1 Detailed Description

This chapter describes NVML operations that change the state of the unit. For S-class products. Each of these requires root/admin access. Non-admin users will see an NVML_ERROR_NO_PERMISSION error code when invoking any of these methods.

5.10.2 Function Documentation

5.10.2.1 [nvmlReturn_t](#) DECLDIR [nvmlUnitSetLedState](#) (nvmlUnit_t *unit*, [nvmlLedColor_t](#) *color*)

Set the LED state for the unit. The LED can be either green (0) or amber (1).

For S-class products. Requires root/admin permissions.

This operation takes effect immediately.

Current S-Class products don't provide unique LEDs for each unit. As such, both front and back LEDs will be toggled in unison regardless of which unit is specified with this command.

See [nvmlLedColor_t](#) for available colors.

Parameters:

unit The identifier of the target unit

color The target LED color

Returns:

- [NVML_SUCCESS](#) if the LED color has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *unit* or *color* is invalid
- [NVML_ERROR_NOT_SUPPORTED](#) if this is not an S-class product
- [NVML_ERROR_NO_PERMISSION](#) if the user doesn't have permission to perform this operation
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlUnitGetLedState\(\)](#)

5.11 Device Commands

Functions

- [nvmlReturn_t](#) DECLDIR [nvmlDeviceSetPersistenceMode](#) ([nvmlDevice_t](#) device, [nvmlEnableState_t](#) mode)
- [nvmlReturn_t](#) DECLDIR [nvmlDeviceSetComputeMode](#) ([nvmlDevice_t](#) device, [nvmlComputeMode_t](#) mode)
- [nvmlReturn_t](#) DECLDIR [nvmlDeviceSetEccMode](#) ([nvmlDevice_t](#) device, [nvmlEnableState_t](#) ecc)
- [nvmlReturn_t](#) DECLDIR [nvmlDeviceClearEccErrorCounts](#) ([nvmlDevice_t](#) device, [nvmlEccCounterType_t](#) counterType)
- [nvmlReturn_t](#) DECLDIR [nvmlDeviceSetDriverModel](#) ([nvmlDevice_t](#) device, [nvmlDriverModel_t](#) driverModel, unsigned int flags)

5.11.1 Detailed Description

This chapter describes NVML operations that change the state of the device. Each of these requires root/admin access. Non-admin users will see an NVML_ERROR_NO_PERMISSION error code when invoking any of these methods.

5.11.2 Function Documentation

5.11.2.1 [nvmlReturn_t](#) DECLDIR [nvmlDeviceClearEccErrorCounts](#) ([nvmlDevice_t](#) *device*, [nvmlEccCounterType_t](#) *counterType*)

Clear the ECC error counts for the device.

For Tesla™ and Quadro® products from the Fermi family. Requires *NVML_INFOTOM_ECC* version 2.0 or higher to clear aggregate location-based ECC counts. Requires *NVML_INFOTOM_ECC* version 1.0 or higher to clear all other ECC counts. Requires root/admin permissions. Requires ECC Mode to be enabled.

Sets all of the specified ECC counters to 0, including both detailed and total counts.

This operation takes effect immediately.

See [nvmlEccCounterType_t](#) for details on available counter types.

Parameters:

device The identifier of the target device

counterType Flag that indicates which type of errors should be cleared.

Returns:

- [NVML_SUCCESS](#) if the error counts were cleared
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *counterType* is invalid
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_NO_PERMISSION](#) if the user doesn't have permission to perform this operation
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

- [nvmlDeviceGetDetailedEccErrors\(\)](#)
- [nvmlDeviceGetTotalEccErrors\(\)](#)

5.11.2.2 `nvmlReturn_t DECLDIR nvmlDeviceSetComputeMode (nvmlDevice_t device, nvmlComputeMode_t mode)`

Set the compute mode for the device.

For all CUDA-capable products. Requires root/admin permissions.

The compute mode determines whether a GPU can be used for compute operations and whether it can be shared across contexts.

This operation takes effect immediately. Under Linux it is not persistent across reboots and always resets to "Default". Under windows it is persistent.

Under windows compute mode may only be set to DEFAULT when running in WDDM

See [nvmlComputeMode_t](#) for details on available compute modes.

Parameters:

device The identifier of the target device

mode The target compute mode

Returns:

- [NVML_SUCCESS](#) if the compute mode was set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *mode* is invalid
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_NO_PERMISSION](#) if the user doesn't have permission to perform this operation
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceGetComputeMode\(\)](#)

5.11.2.3 `nvmlReturn_t DECLDIR nvmlDeviceSetDriverModel (nvmlDevice_t device, nvmlDriverModel_t driverModel, unsigned int flags)`

Set the driver model for the device.

For TeslaTM products, and Quadro[®] products from the Fermi family. For windows only. Requires root/admin permissions.

On Windows platforms the device driver can run in either WDDM or WDM (TCC) mode. If a display is attached to the device it must run in WDDM mode.

It is possible to force the change to WDM (TCC) while the display is still attached with a force flag ([nvmlFlagForce](#)). This should only be done if the host is subsequently powered down and the display is detached from the device before the next reboot.

This operation takes effect after the next reboot.

Under windows driver model may only be set to WDDM when running in DEFAULT compute mode.

See [nvmlDriverModel_t](#) for details on available driver models. See [nvmlFlagDefault](#) and [nvmlFlagForce](#)

Parameters:

device The identifier of the target device

driverModel The target driver model

flags Flags that change the default behavior

Returns:

- [NVML_SUCCESS](#) if the driver model has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *driverModel* is invalid
- [NVML_ERROR_NOT_SUPPORTED](#) if the platform is not windows or the device does not support this feature
- [NVML_ERROR_NO_PERMISSION](#) if the user doesn't have permission to perform this operation
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceGetDriverModel\(\)](#)

5.11.2.4 `nvmlReturn_t DECLDIR nvmlDeviceSetEccMode (nvmlDevice_t device, nvmlEnableState_t ecc)`

Set the ECC mode for the device.

For Tesla™ and Quadro® products from the Fermi family. Requires *NVML_INFOROM_ECC* version 1.0 or higher. Requires root/admin permissions.

The ECC mode determines whether the GPU enables its ECC support.

This operation takes effect after the next reboot.

See [nvmlEnableState_t](#) for details on available modes.

Parameters:

device The identifier of the target device

ecc The target ECC mode

Returns:

- [NVML_SUCCESS](#) if the ECC mode was set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *ecc* is invalid
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_NO_PERMISSION](#) if the user doesn't have permission to perform this operation
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceGetEccMode\(\)](#)

5.11.2.5 `nvmlReturn_t DECLDIR nvmlDeviceSetPersistenceMode (nvmlDevice_t device, nvmlEnableState_t mode)`

Set the persistence mode for the device.

For all CUDA-capable products. For Linux only. Requires root/admin permissions.

The persistence mode determines whether the GPU driver software is torn down after the last client exits.

This operation takes effect immediately. It is not persistent across reboots. After each reboot the persistence mode is reset to "Disabled".

See [nvmlEnableState_t](#) for available modes.

Parameters:

device The identifier of the target device

mode The target persistence mode

Returns:

- [NVML_SUCCESS](#) if the persistence mode was set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *device* is invalid or *mode* is invalid
- [NVML_ERROR_NOT_SUPPORTED](#) if the device does not support this feature
- [NVML_ERROR_NO_PERMISSION](#) if the user doesn't have permission to perform this operation
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceGetPersistenceMode\(\)](#)

5.12 Event Handling Methods

Data Structures

- struct [nvmlEventData_t](#)

Modules

- [Event Types](#)

Typedefs

- typedef struct nvmlEventSet_st * [nvmlEventSet_t](#)

Functions

- [nvmlReturn_t](#) DECLDIR [nvmlEventSetCreate](#) ([nvmlEventSet_t](#) *set)
- [nvmlReturn_t](#) DECLDIR [nvmlDeviceRegisterEvents](#) ([nvmlDevice_t](#) device, unsigned long long eventTypes, [nvmlEventSet_t](#) set)
- [nvmlReturn_t](#) DECLDIR [nvmlDeviceGetSupportedEventTypes](#) ([nvmlDevice_t](#) device, unsigned long long *eventTypes)
- [nvmlReturn_t](#) DECLDIR [nvmlEventSetWait](#) ([nvmlEventSet_t](#) set, [nvmlEventData_t](#) *data, unsigned int timeouts)
- [nvmlReturn_t](#) DECLDIR [nvmlEventSetFree](#) ([nvmlEventSet_t](#) set)

5.12.1 Detailed Description

This chapter describes methods that NVML can perform against each device to register and wait for some event to occur.

5.12.2 Typedef Documentation

5.12.2.1 typedef struct nvmlEventSet_st* nvmlEventSet_t

Handle to an event set

5.12.3 Function Documentation

5.12.3.1 [nvmlReturn_t](#) DECLDIR [nvmlDeviceGetSupportedEventTypes](#) ([nvmlDevice_t](#) *device*, unsigned long long * *eventTypes*)

Returns information about events supported on device

For all products.

Events are not supported on Windows. So this function returns an empty mask in *eventTypes* on Windows.

Parameters:

device The identifier of the target device

eventTypes Reference in which to return bitmask of supported events

Returns:

- [NVML_SUCCESS](#) if the eventTypes has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *eventType* is NULL
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[Event Types](#)
[nvmlDeviceRegisterEvents](#)

5.12.3.2 `nvmlReturn_t DECLDIR nvmlDeviceRegisterEvents (nvmlDevice_t device, unsigned long long eventTypes, nvmlEventSet_t set)`

Starts recording of events on a specified devices and add the events to specified [nvmlEventSet_t](#)

For Tesla TMproducts, and Quadro [®]products from the Fermi family. Ecc events are available only on ECC enabled devices (see [nvmlDeviceGetTotalEccErrors](#)) Power capping events are available only on Power Management enabled devices (see [nvmlDeviceGetPowerManagementMode](#))

For linux only.

IMPORTANT: Operations on *set* are not thread safe

This call starts recording of events on specific device. All events that occurred before this call are not recorded. Checking if some event occurred can be done with [nvmlEventSetWait](#)

Parameters:

device The identifier of the target device
eventTypes Bitmask of [Event Types](#) to record
set Set to which add new event types

Returns:

- [NVML_SUCCESS](#) if the event has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *eventTypes* is invalid or *set* is NULL
- [NVML_ERROR_NOT_SUPPORTED](#) if the platform does not support this feature or some of requested event types
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[Event Types](#)
[nvmlDeviceGetSupportedEventTypes](#)
[nvmlEventSetWait](#)
[nvmlEventSetFree](#)

5.12.3.3 `nvmlReturn_t DECLDIR nvmlEventSetCreate (nvmlEventSet_t * set)`

Create an empty set of events. Event set should be freed by [nvmlEventSetFree](#)

Parameters:

set Reference in which to return the event handle

Returns:

- [NVML_SUCCESS](#) if the event has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *set* is NULL
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlEventSetFree](#)

5.12.3.4 `nvmlReturn_t DECLDIR nvmlEventSetFree (nvmlEventSet_t set)`

Releases events in the set

For Tesla TMproducts, and Quadro ®products from the Fermi family.

Parameters:

set Reference to events to be released

Returns:

- [NVML_SUCCESS](#) if the event has been successfully released
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[nvmlDeviceRegisterEvents](#)

5.12.3.5 `nvmlReturn_t DECLDIR nvmlEventSetWait (nvmlEventSet_t set, nvmlEventData_t * data, unsigned int timeoutms)`

Waits on events and delivers events

For Tesla TMproducts, and Quadro ®products from the Fermi family.

If some events are ready to be delivered at the time of the call, function returns immediately. If there are no events ready to be delivered, function sleeps till event arrives but not longer than specified timeout. This function in certain conditions can return before specified timeout passes (e.g. when interrupt arrives)

Parameters:

set Reference to set of events to wait on

data Reference in which to return event data

timeoutms Maximum amount of wait time in ms for registered event

Returns:

- [NVML_SUCCESS](#) if the data has been set
- [NVML_ERROR_UNINITIALIZED](#) if the library has not been successfully initialized
- [NVML_ERROR_INVALID_ARGUMENT](#) if *data* is NULL
- [NVML_ERROR_TIMEOUT](#) if no event arrived in specified timeout or interrupt arrived
- [NVML_ERROR_UNKNOWN](#) on any unexpected error

See also:

[Event Types](#)
[nvmlDeviceRegisterEvents](#)

Chapter 6

Data Structure Documentation

6.1 nvmlEccErrorCounts_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- unsigned long long [l1Cache](#)
L1 cache errors.
- unsigned long long [l2Cache](#)
L2 cache errors.
- unsigned long long [deviceMemory](#)
Device memory errors.
- unsigned long long [registerFile](#)
Register file errors.

6.1.1 Detailed Description

Detailed ECC error counts for a device.

6.2 nvmlEventData_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- nvmlDevice_t [device](#)
Specific device where the event occurred.
- unsigned long long [eventType](#)
Information about what specific event occurred.

6.2.1 Detailed Description

Information about occurred event

6.3 nvmlHwbcEntry_t Struct Reference

```
#include <nvml.h>
```

6.3.1 Detailed Description

Description of HWBC entry

6.4 nvmlLedState_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- char [cause](#) [256]
If amber, a text description of the cause.
- [nvmlLedColor_t](#) [color](#)
GREEN or AMBER.

6.4.1 Detailed Description

LED states for an S-class unit.

6.5 nvmlMemory_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- unsigned long long [total](#)
Total installed FB memory (in bytes).
- unsigned long long [free](#)
Unallocated FB memory (in bytes).
- unsigned long long [used](#)
Allocated FB memory (in bytes). Note that the driver/GPU always sets aside a small amount of memory for bookkeeping.

6.5.1 Detailed Description

Memory allocation information for a device.

6.6 nvmlPciInfo_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- char [busId](#) [16]
The tuple domain:bus:device.function PCI identifier (& NULL terminator).
- unsigned int [domain](#)
The PCI domain on which the device's bus resides, 0 to 255.
- unsigned int [bus](#)
The bus on which the device resides, 0 to 255.
- unsigned int [device](#)
The device's id on the bus, 0 to 31.
- unsigned int [pciDeviceId](#)
The combined 16-bit device id and 16-bit vendor id.
- unsigned int [pciSubSystemId](#)
The 32-bit Sub System Device ID.

6.6.1 Detailed Description

PCI information about a GPU device.

6.7 nvmlProcessInfo_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- unsigned int [pid](#)
Process ID.
- unsigned long long [usedGpuMemory](#)
Amount of used GPU memory in bytes. < Under WDDM, [NVML_VALUE_NOT_AVAILABLE](#) is always reported < because Windows KMD manages all the memory and not the NVIDIA driver.

6.7.1 Detailed Description

Information about running compute processes on the GPU

6.8 nvmlPSUInfo_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- char [state](#) [256]
The power supply state.
- unsigned int [current](#)
PSU current (A).
- unsigned int [voltage](#)
PSU voltage (V).
- unsigned int [power](#)
PSU power draw (W).

6.8.1 Detailed Description

Power usage information for an S-class unit. The power supply state is a human readable string that equals "Normal" or contains a combination of "Abnormal" plus one or more of the following:

- High voltage
- Fan failure
- Heatsink temperature
- Current limit
- Voltage below UV alarm threshold
- Low-voltage
- SI2C remote off command
- MOD_DISABLE input
- Short pin transition

6.9 nvmlUnitFanInfo_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- unsigned int [speed](#)
Fan speed (RPM).
- [nvmlFanState_t](#) *state*
Flag that indicates whether fan is working properly.

6.9.1 Detailed Description

Fan speed reading for a single fan in an S-class unit.

6.10 nvmlUnitFanSpeeds_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- [nvmlUnitFanInfo_t fans](#) [24]
Fan speed data for each fan.
- unsigned int [count](#)
Number of fans in unit.

6.10.1 Detailed Description

Fan speed readings for an entire S-class unit.

6.11 nvmlUnitInfo_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- char [name](#) [96]
Product name.
- char [id](#) [96]
Product identifier.
- char [serial](#) [96]
Product serial number.
- char [firmwareVersion](#) [96]
Firmware version.

6.11.1 Detailed Description

Static S-class unit info.

6.12 nvmlUtilization_t Struct Reference

```
#include <nvml.h>
```

Data Fields

- unsigned int [gpu](#)
Percent of time over the past second during which one or more kernels was executing on the GPU.
- unsigned int [memory](#)
Percent of time over the past second during which global (device) memory was being read or written.

6.12.1 Detailed Description

Utilization information for a device.

Index

Device Commands, [45](#)

Device Enums, [14](#)

Device Queries, [29](#)

Device Structs, [13](#)

Error reporting, [22](#)

Event Handling Methods, [49](#)

Event Types, [20](#)

Initialization and Cleanup, [21](#)

NVML_AGGREGATE_ECC

[nvmlDeviceEnumvs, 16](#)

NVML_CLOCK_GRAPHICS

[nvmlDeviceEnumvs, 15](#)

NVML_CLOCK_MEM

[nvmlDeviceEnumvs, 15](#)

NVML_CLOCK_SM

[nvmlDeviceEnumvs, 15](#)

NVML_COMPUTEMODE_DEFAULT

[nvmlDeviceEnumvs, 16](#)

NVML_COMPUTEMODE_EXCLUSIVE_PROCESS

[nvmlDeviceEnumvs, 16](#)

NVML_COMPUTEMODE_EXCLUSIVE_THREAD

[nvmlDeviceEnumvs, 16](#)

NVML_COMPUTEMODE_PROHIBITED

[nvmlDeviceEnumvs, 16](#)

NVML_DOUBLE_BIT_ECC

[nvmlDeviceEnumvs, 16](#)

NVML_DRIVER_WDDM

[nvmlDeviceEnumvs, 16](#)

NVML_DRIVER_WDM

[nvmlDeviceEnumvs, 16](#)

NVML_ERROR_ALREADY_INITIALIZED

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_DRIVER_NOT_LOADED

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_INSUFFICIENT_POWER

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_INSUFFICIENT_SIZE

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_INVALID_ARGUMENT

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_NO_PERMISSION

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_NOT_FOUND

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_NOT_SUPPORTED

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_TIMEOUT

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_UNINITIALIZED

[nvmlDeviceEnumvs, 18](#)

NVML_ERROR_UNKNOWN

[nvmlDeviceEnumvs, 18](#)

NVML_FAN_FAILED

[nvmlUnitStructs, 19](#)

NVML_FAN_NORMAL

[nvmlUnitStructs, 19](#)

NVML_FEATURE_DISABLED

[nvmlDeviceEnumvs, 17](#)

NVML_FEATURE_ENABLED

[nvmlDeviceEnumvs, 17](#)

NVML_INFOROM_ECC

[nvmlDeviceEnumvs, 17](#)

NVML_INFOROM_OEM

[nvmlDeviceEnumvs, 17](#)

NVML_INFOROM_POWER

[nvmlDeviceEnumvs, 17](#)

NVML_LED_COLOR_AMBER

[nvmlUnitStructs, 19](#)

NVML_LED_COLOR_GREEN

[nvmlUnitStructs, 19](#)

NVML_PSTATE_0

[nvmlDeviceEnumvs, 17](#)

NVML_PSTATE_1

[nvmlDeviceEnumvs, 17](#)

NVML_PSTATE_10

[nvmlDeviceEnumvs, 17](#)

NVML_PSTATE_11

[nvmlDeviceEnumvs, 17](#)

NVML_PSTATE_12

[nvmlDeviceEnumvs, 17](#)

NVML_PSTATE_13

[nvmlDeviceEnumvs, 17](#)

NVML_PSTATE_14

[nvmlDeviceEnumvs, 17](#)

NVML_PSTATE_15

[nvmlDeviceEnumvs, 17](#)

NVML_PSTATE_2

[nvmlDeviceEnumvs, 17](#)

- NVML_PSTATE_3
 - nvmlDeviceEnumvs, [17](#)
- NVML_PSTATE_4
 - nvmlDeviceEnumvs, [17](#)
- NVML_PSTATE_5
 - nvmlDeviceEnumvs, [17](#)
- NVML_PSTATE_6
 - nvmlDeviceEnumvs, [17](#)
- NVML_PSTATE_7
 - nvmlDeviceEnumvs, [17](#)
- NVML_PSTATE_8
 - nvmlDeviceEnumvs, [17](#)
- NVML_PSTATE_9
 - nvmlDeviceEnumvs, [17](#)
- NVML_PSTATE_UNKNOWN
 - nvmlDeviceEnumvs, [17](#)
- NVML_SINGLE_BIT_ECC
 - nvmlDeviceEnumvs, [16](#)
- NVML_SUCCESS
 - nvmlDeviceEnumvs, [18](#)
- NVML_TEMPERATURE_GPU
 - nvmlDeviceEnumvs, [18](#)
- NVML_VOLATILE_ECC
 - nvmlDeviceEnumvs, [16](#)
- NVML_VALUE_NOT_AVAILABLE
 - nvmlDeviceStructs, [13](#)
- nvmlClockType_t
 - nvmlDeviceEnumvs, [15](#)
- nvmlComputeMode_t
 - nvmlDeviceEnumvs, [15](#)
- nvmlDeviceClearEccErrorCounts
 - nvmlDeviceCommands, [45](#)
- nvmlDeviceCommands
 - nvmlDeviceClearEccErrorCounts, [45](#)
 - nvmlDeviceSetComputeMode, [45](#)
 - nvmlDeviceSetDriverModel, [46](#)
 - nvmlDeviceSetEccMode, [47](#)
 - nvmlDeviceSetPersistenceMode, [47](#)
- nvmlDeviceEnumvs
 - NVML_AGGREGATE_ECC, [16](#)
 - NVML_CLOCK_GRAPHICS, [15](#)
 - NVML_CLOCK_MEM, [15](#)
 - NVML_CLOCK_SM, [15](#)
 - NVML_COMPUTEMODE_DEFAULT, [16](#)
 - NVML_COMPUTEMODE_EXCLUSIVE_PROCESS, [16](#)
 - NVML_COMPUTEMODE_EXCLUSIVE_THREAD, [16](#)
 - NVML_COMPUTEMODE_PROHIBITED, [16](#)
 - NVML_DOUBLE_BIT_ECC, [16](#)
 - NVML_DRIVER_WDDM, [16](#)
 - NVML_DRIVER_WDM, [16](#)
 - NVML_ERROR_ALREADY_INITIALIZED, [18](#)
 - NVML_ERROR_DRIVER_NOT_LOADED, [18](#)
 - NVML_ERROR_INSUFFICIENT_POWER, [18](#)
 - NVML_ERROR_INSUFFICIENT_SIZE, [18](#)
 - NVML_ERROR_INVALID_ARGUMENT, [18](#)
 - NVML_ERROR_NO_PERMISSION, [18](#)
 - NVML_ERROR_NOT_FOUND, [18](#)
 - NVML_ERROR_NOT_SUPPORTED, [18](#)
 - NVML_ERROR_TIMEOUT, [18](#)
 - NVML_ERROR_UNINITIALIZED, [18](#)
 - NVML_ERROR_UNKNOWN, [18](#)
 - NVML_FEATURE_DISABLED, [17](#)
 - NVML_FEATURE_ENABLED, [17](#)
 - NVML_INFOROM_ECC, [17](#)
 - NVML_INFOROM_OEM, [17](#)
 - NVML_INFOROM_POWER, [17](#)
 - NVML_PSTATE_0, [17](#)
 - NVML_PSTATE_1, [17](#)
 - NVML_PSTATE_10, [17](#)
 - NVML_PSTATE_11, [17](#)
 - NVML_PSTATE_12, [17](#)
 - NVML_PSTATE_13, [17](#)
 - NVML_PSTATE_14, [17](#)
 - NVML_PSTATE_15, [17](#)
 - NVML_PSTATE_2, [17](#)
 - NVML_PSTATE_3, [17](#)
 - NVML_PSTATE_4, [17](#)
 - NVML_PSTATE_5, [17](#)
 - NVML_PSTATE_6, [17](#)
 - NVML_PSTATE_7, [17](#)
 - NVML_PSTATE_8, [17](#)
 - NVML_PSTATE_9, [17](#)
 - NVML_PSTATE_UNKNOWN, [17](#)
 - NVML_SINGLE_BIT_ECC, [16](#)
 - NVML_SUCCESS, [18](#)
 - NVML_TEMPERATURE_GPU, [18](#)
 - NVML_VOLATILE_ECC, [16](#)
 - nvmlClockType_t, [15](#)
 - nvmlComputeMode_t, [15](#)
 - nvmlDriverModel_t, [16](#)
 - nvmlEccBitType_t, [16](#)
 - nvmlEccCounterType_t, [16](#)
 - nvmlEnableState_t, [16](#)
 - nvmlInforomObject_t, [17](#)
 - nvmlPstates_t, [17](#)
 - nvmlReturn_t, [17](#)
 - nvmlTemperatureSensors_t, [18](#)
- nvmlDeviceGetClockInfo
 - nvmlDeviceQueries, [30](#)
- nvmlDeviceGetComputeMode
 - nvmlDeviceQueries, [30](#)
- nvmlDeviceGetComputeRunningProcesses
 - nvmlDeviceQueries, [30](#)
- nvmlDeviceGetCount
 - nvmlDeviceQueries, [31](#)
- nvmlDeviceGetDetailedEccErrors

- [nvmlDeviceQueries](#), 31
 - [nvmlDeviceGetDisplayMode](#)
 - [nvmlDeviceQueries](#), 32
 - [nvmlDeviceGetDriverModel](#)
 - [nvmlDeviceQueries](#), 33
 - [nvmlDeviceGetEccMode](#)
 - [nvmlDeviceQueries](#), 33
 - [nvmlDeviceGetFanSpeed](#)
 - [nvmlDeviceQueries](#), 34
 - [nvmlDeviceGetHandleByIndex](#)
 - [nvmlDeviceQueries](#), 34
 - [nvmlDeviceGetHandleByPciBusId](#)
 - [nvmlDeviceQueries](#), 34
 - [nvmlDeviceGetHandleBySerial](#)
 - [nvmlDeviceQueries](#), 35
 - [nvmlDeviceGetInforomVersion](#)
 - [nvmlDeviceQueries](#), 35
 - [nvmlDeviceGetMaxClockInfo](#)
 - [nvmlDeviceQueries](#), 36
 - [nvmlDeviceGetMemoryInfo](#)
 - [nvmlDeviceQueries](#), 36
 - [nvmlDeviceGetName](#)
 - [nvmlDeviceQueries](#), 37
 - [nvmlDeviceGetPciInfo](#)
 - [nvmlDeviceQueries](#), 37
 - [nvmlDeviceGetPerformanceState](#)
 - [nvmlDeviceQueries](#), 37
 - [nvmlDeviceGetPersistenceMode](#)
 - [nvmlDeviceQueries](#), 38
 - [nvmlDeviceGetPowerManagementLimit](#)
 - [nvmlDeviceQueries](#), 38
 - [nvmlDeviceGetPowerManagementMode](#)
 - [nvmlDeviceQueries](#), 39
 - [nvmlDeviceGetPowerState](#)
 - [nvmlDeviceQueries](#), 39
 - [nvmlDeviceGetPowerUsage](#)
 - [nvmlDeviceQueries](#), 40
 - [nvmlDeviceGetSerial](#)
 - [nvmlDeviceQueries](#), 40
 - [nvmlDeviceGetSupportedEventTypes](#)
 - [nvmlEvents](#), 49
 - [nvmlDeviceGetTemperature](#)
 - [nvmlDeviceQueries](#), 41
 - [nvmlDeviceGetTotalEccErrors](#)
 - [nvmlDeviceQueries](#), 41
 - [nvmlDeviceGetUtilizationRates](#)
 - [nvmlDeviceQueries](#), 42
 - [nvmlDeviceGetUUID](#)
 - [nvmlDeviceQueries](#), 42
 - [nvmlDeviceGetVbiosVersion](#)
 - [nvmlDeviceQueries](#), 43
 - [nvmlDeviceQueries](#)
 - [nvmlDeviceGetClockInfo](#), 30
 - [nvmlDeviceGetComputeMode](#), 30
 - [nvmlDeviceGetComputeRunningProcesses](#), 30
 - [nvmlDeviceGetCount](#), 31
 - [nvmlDeviceGetDetailedEccErrors](#), 31
 - [nvmlDeviceGetDisplayMode](#), 32
 - [nvmlDeviceGetDriverModel](#), 33
 - [nvmlDeviceGetEccMode](#), 33
 - [nvmlDeviceGetFanSpeed](#), 34
 - [nvmlDeviceGetHandleByIndex](#), 34
 - [nvmlDeviceGetHandleByPciBusId](#), 34
 - [nvmlDeviceGetHandleBySerial](#), 35
 - [nvmlDeviceGetInforomVersion](#), 35
 - [nvmlDeviceGetMaxClockInfo](#), 36
 - [nvmlDeviceGetMemoryInfo](#), 36
 - [nvmlDeviceGetName](#), 37
 - [nvmlDeviceGetPciInfo](#), 37
 - [nvmlDeviceGetPerformanceState](#), 37
 - [nvmlDeviceGetPersistenceMode](#), 38
 - [nvmlDeviceGetPowerManagementLimit](#), 38
 - [nvmlDeviceGetPowerManagementMode](#), 39
 - [nvmlDeviceGetPowerState](#), 39
 - [nvmlDeviceGetPowerUsage](#), 40
 - [nvmlDeviceGetSerial](#), 40
 - [nvmlDeviceGetTemperature](#), 41
 - [nvmlDeviceGetTotalEccErrors](#), 41
 - [nvmlDeviceGetUtilizationRates](#), 42
 - [nvmlDeviceGetUUID](#), 42
 - [nvmlDeviceGetVbiosVersion](#), 43
- [nvmlDeviceRegisterEvents](#)
 - [nvmlEvents](#), 50
- [nvmlDeviceSetComputeMode](#)
 - [nvmlDeviceCommands](#), 45
- [nvmlDeviceSetDriverModel](#)
 - [nvmlDeviceCommands](#), 46
- [nvmlDeviceSetEccMode](#)
 - [nvmlDeviceCommands](#), 47
- [nvmlDeviceSetPersistenceMode](#)
 - [nvmlDeviceCommands](#), 47
- [nvmlDeviceStructs](#)
 - [NVML_VALUE_NOT_AVAILABLE](#), 13
- [nvmlDriverModel_t](#)
 - [nvmlDeviceEnumvs](#), 16
- [nvmlEccBitType_t](#)
 - [nvmlDeviceEnumvs](#), 16
- [nvmlEccCounterType_t](#)
 - [nvmlDeviceEnumvs](#), 16
- [nvmlEccErrorCounts_t](#), 53
- [nvmlEnableState_t](#)
 - [nvmlDeviceEnumvs](#), 16
- [nvmlErrorReporting](#)
 - [nvmlErrorString](#), 22
- [nvmlErrorString](#)
 - [nvmlErrorReporting](#), 22
- [nvmlEventData_t](#), 54
- [nvmlEvents](#)

- [nvmlDeviceGetSupportedEventTypes](#), 49
 - [nvmlDeviceRegisterEvents](#), 50
 - [nvmlEventSet_t](#), 49
 - [nvmlEventSetCreate](#), 50
 - [nvmlEventSetFree](#), 51
 - [nvmlEventSetWait](#), 51
- [nvmlEventSet_t](#)
 - [nvmlEvents](#), 49
- [nvmlEventSetCreate](#)
 - [nvmlEvents](#), 50
- [nvmlEventSetFree](#)
 - [nvmlEvents](#), 51
- [nvmlEventSetWait](#)
 - [nvmlEvents](#), 51
- [nvmlEventType](#)
 - [nvmlEventTypePState](#), 20
- [nvmlEventTypePState](#)
 - [nvmlEventType](#), 20
- [nvmlFanState_t](#)
 - [nvmlUnitStructs](#), 19
- [nvmlHwbcEntry_t](#), 55
- [nvmlInforomObject_t](#)
 - [nvmlDeviceEnumvs](#), 17
- [nvmlInit](#)
 - [nvmlInitializationAndCleanup](#), 21
- [nvmlInitializationAndCleanup](#)
 - [nvmlInit](#), 21
 - [nvmlShutdown](#), 21
- [nvmlLedColor_t](#)
 - [nvmlUnitStructs](#), 19
- [nvmlLedState_t](#), 56
- [nvmlMemory_t](#), 57
- [nvmlPciInfo_t](#), 58
- [nvmlProcessInfo_t](#), 59
- [nvmlPstates_t](#)
 - [nvmlDeviceEnumvs](#), 17
- [nvmlPSUInfo_t](#), 60
- [nvmlReturn_t](#)
 - [nvmlDeviceEnumvs](#), 17
- [nvmlShutdown](#)
 - [nvmlInitializationAndCleanup](#), 21
- [nvmlSystemGetDriverVersion](#)
 - [nvmlSystemQueries](#), 23
- [nvmlSystemGetHicVersion](#)
 - [nvmlUnitQueries](#), 25
- [nvmlSystemGetNVMLVersion](#)
 - [nvmlSystemQueries](#), 23
- [nvmlSystemGetProcessName](#)
 - [nvmlSystemQueries](#), 24
- [nvmlSystemQueries](#)
 - [nvmlSystemGetDriverVersion](#), 23
 - [nvmlSystemGetNVMLVersion](#), 23
 - [nvmlSystemGetProcessName](#), 24
- [nvmlTemperatureSensors_t](#)
 - [nvmlDeviceEnumvs](#), 18
- [nvmlUnitCommands](#)
 - [nvmlUnitSetLedState](#), 44
- [nvmlUnitFanInfo_t](#), 61
- [nvmlUnitFanSpeeds_t](#), 62
- [nvmlUnitGetCount](#)
 - [nvmlUnitQueries](#), 25
- [nvmlUnitGetDevices](#)
 - [nvmlUnitQueries](#), 26
- [nvmlUnitGetFanSpeedInfo](#)
 - [nvmlUnitQueries](#), 26
- [nvmlUnitGetHandleByIndex](#)
 - [nvmlUnitQueries](#), 26
- [nvmlUnitGetLedState](#)
 - [nvmlUnitQueries](#), 27
- [nvmlUnitGetPsuInfo](#)
 - [nvmlUnitQueries](#), 27
- [nvmlUnitGetTemperature](#)
 - [nvmlUnitQueries](#), 28
- [nvmlUnitGetUnitInfo](#)
 - [nvmlUnitQueries](#), 28
- [nvmlUnitInfo_t](#), 63
- [nvmlUnitQueries](#)
 - [nvmlSystemGetHicVersion](#), 25
 - [nvmlUnitGetCount](#), 25
 - [nvmlUnitGetDevices](#), 26
 - [nvmlUnitGetFanSpeedInfo](#), 26
 - [nvmlUnitGetHandleByIndex](#), 26
 - [nvmlUnitGetLedState](#), 27
 - [nvmlUnitGetPsuInfo](#), 27
 - [nvmlUnitGetTemperature](#), 28
 - [nvmlUnitGetUnitInfo](#), 28
- [nvmlUnitSetLedState](#)
 - [nvmlUnitCommands](#), 44
- [nvmlUnitStructs](#)
 - [NVML_FAN_FAILED](#), 19
 - [NVML_FAN_NORMAL](#), 19
 - [NVML_LED_COLOR_AMBER](#), 19
 - [NVML_LED_COLOR_GREEN](#), 19
 - [nvmlFanState_t](#), 19
 - [nvmlLedColor_t](#), 19
- [nvmlUtilization_t](#), 64
- [System Queries](#), 23
- [Unit Commands](#), 44
- [Unit Queries](#), 25
- [Unit Structs](#), 19

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