
py3nvml Documentation

Release 0.2.1

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CHAPTER 1

py3nvml

Python 3 compatible bindings to the NVIDIA Management Library. Can be used to query the state of the GPUs on your system. This was ported from the NVIDIA provided python bindings [nvidia-ml-py](#), which only supported python 2. I have forked from version 7.352.0. The old library was itself a wrapper around the [NVIDIA Management Library](#).

In addition to these NVIDIA functions to query the state of the GPU, I have written a couple functions/tools to help in using gpus (particularly for a shared gpu server). These are:

- A function to ‘restrict’ the available GPUs by setting the `CUDA_VISIBLE_DEVICES` environment variable.
- A script for displaying a differently formatted nvidia-smi.

See the Utils section below for more info.

1.1 Requires

Python 3.5+.

1.2 Installation

From PyPi:

```
$ pip install py3nvml
```

From GitHub:

```
$ pip install -e git+https://github.com/fbcotter/py3nvml#egg=py3nvml
```

Or, download and pip install:

```
$ git clone https://github.com/fbcotter/py3nvml
$ cd py3nvml
$ pip install .
```

1.3 Utils

(Added by me - not ported from NVIDIA library)

1.3.1 grab_gpus

You can call the `grab_gpus(num_gpus, gpu_select, gpu_fraction=.95)` function to check the available gpus and set the `CUDA_VISIBLE_DEVICES` environment variable as need be. It determines if a GPU is available by checking if the amount of free memory is below memory-usage is above/equal to the `gpu_fraction` value. The default of .95 allows for some small amount of memory to be taken before it deems the gpu as being 'used'.

I have found this useful as I have a shared gpu server and like to use tensorflow which is very greedy and calls to `tf.Session()` grabs all available gpus.

E.g.

```
import py3nvm1
import tensorflow as tf
py3nvm1.grab_gpus(3)
sess = tf.Session() # now we only grab 3 gpus!
```

Or the following will grab 2 gpus from the first 4 (and leave any higher gpus untouched)

```
py3nvm1.grab_gpus(num_gpus=2, gpu_select=[0,1,2,3])
sess = tf.Session()
```

This will look for 3 available gpus in the range of gpus from 0 to 3. The range option is not necessary, and it only serves to restrict the search space for the `grab_gpus`.

You can adjust the memory threshold for determining if a GPU is free/used with the `gpu_fraction` parameter (default is 1):

```
# Will allocate a GPU if less than 20% of its memory is being used
py3nvm1.grab_gpus(num_gpus=2, gpu_fraction=0.8)
sess = tf.Session()
```

This function has no return codes but may raise some warnings/exceptions:

- If the method could not connect to any NVIDIA gpus, it will raise a `RuntimeWarning`.
- If it could connect to the GPUs, but there were none available, it will raise a `ValueError`.
- If it could connect to the GPUs but not enough were available (i.e. more than 1 was requested), it will take everything it can and raise a `RuntimeWarning`.

1.3.2 get_free_gpus

This tool can query the gpu status. Unlike the default for `grab_gpus`, which checks the memory usage of a gpu, this function checks if a process is running on a gpu. For a system with N gpus, returns a list of N booleans, where the nth value is True if no process was found running on gpu n. An example use is:

```
import py3nvm1
free_gpus = py3nvm1.get_free_gpus()
if True not in free_gpus:
    print('No free gpus found')
```

1.3.3 py3smi

I found the default *nvidia-smi* output was missing some useful info, so made use of the *py3nvml/nvidia_smi.py* module to query the device and get info on the GPUs, and then defined my own printout. I have included this as a script in *scripts/py3smi*. The print code is horribly messy but the query code is very simple and should be understandable.

Running `pip install` will now put this script in your python's bin, and you'll be able to run it from the command line. Here is a comparison of the two outputs:

```
phdnets fbc23@mario ~/r/f/d/tests develop nvidia-smi
Thu May 17 11:10:51 2018
```

NVIDIA-SMI 390.25				Driver Version: 390.25			
GPU	Name	Persistence-M	Bus-Id	Disp.A	Volatile	Uncorr. ECC	
Fan	Temp	Perf	Pwr:Usage/Cap	Memory-Usage	GPU-Util	Compute M.	
0	GeForce GTX 1080	Off	00000000:04:00.0	Off		N/A	
26%	41C	P2	37W / 180W	7885MiB / 8119MiB	0%	Default	
1	GeForce GTX 1080	Off	00000000:05:00.0	Off		N/A	
28%	43C	P2	40W / 180W	7457MiB / 8119MiB	0%	Default	
2	GeForce GTX 1080	Off	00000000:08:00.0	Off		N/A	
26%	37C	P2	46W / 180W	2646MiB / 8119MiB	24%	Default	
3	GeForce GTX 1080	Off	00000000:09:00.0	Off		N/A	
26%	42C	P2	40W / 180W	2245MiB / 8119MiB	17%	Default	
4	GeForce GTX 1080	Off	00000000:83:00.0	Off		N/A	
30%	46C	P2	52W / 180W	2245MiB / 8119MiB	24%	Default	
5	GeForce GTX 1080	Off	00000000:84:00.0	Off		N/A	
29%	44C	P2	47W / 180W	2245MiB / 8119MiB	24%	Default	
6	GeForce GTX 1080	Off	00000000:87:00.0	Off		N/A	
26%	35C	P0	39W / 180W	0MiB / 8119MiB	0%	Default	
7	GeForce GTX 1080	Off	00000000:88:00.0	Off		N/A	
26%	34C	P0	39W / 180W	0MiB / 8119MiB	0%	Default	
Processes:							
GPU	PID	Type	Process name	GPU Memory Usage			
2	22808	C	python	2235MiB			
3	23066	C	python	2235MiB			
4	4954	C	python	2235MiB			
5	5459	C	python	2235MiB			

```
phdnets fbc23@mario ~/r/f/d/tests | develop py3smi -l 4
Thu May 17 11:16:46 2018
```

NVIDIA-SMI										Driver Version: 390.25	
GPU	Fan	Temp	Perf	Pwr:Usage/Cap	Memory-Usage		GPU-Util	Compute	M.		
0	26%	40C	P2	37W / 180W	7885MiB /	8120MiB	0%	Default			
1	27%	43C	P2	40W / 180W	7457MiB /	8120MiB	0%	Default			
2	26%	36C	P2	47W / 180W	2646MiB /	8120MiB	21%	Default			
3	26%	41C	P2	45W / 180W	2245MiB /	8120MiB	26%	Default			
4	29%	46C	P2	50W / 180W	2245MiB /	8120MiB	26%	Default			
5	28%	43C	P2	46W / 180W	2245MiB /	8120MiB	24%	Default			
6	26%	34C	P0	40W / 180W	0MiB /	8120MiB	0%	Default			
7	26%	33C	P0	39W / 180W	0MiB /	8120MiB	0%	Default			

Processes:						GPU Memory
GPU	Owner	PID	Uptime	Process Name		Usage
2	jv365	22808	53:35	python		2235MiB
3	jv365	23066	53:17	python		2235MiB
4	jv365	4954	01:21:22	python		2235MiB
5	jv365	5459	01:20:39	python		2235MiB

For py3smi, you can specify an update period so it will refresh the feed every few seconds. I.e., similar to `watch -n5 nvidia-smi`, you can run `py3smi -l 5`.

You can also get the full output (very similar to `nvidia-smi`) by running `py3smi -f` (this shows a slightly modified process info pane below).

1.4 Regular Usage

Visit [NVML reference](#) for a list of the functions available and their help. Also the script `py3smi` is a bit hacky but shows examples of me querying the GPUs for info.

(below here is everything ported from `pynvml`)

```
from py3nvml.py3nvml import *
nvmlInit()
print("Driver Version: {}".format(nvmlSystemGetDriverVersion()))
# e.g. will print:
#   Driver Version: 352.00
deviceCount = nvmlDeviceGetCount()
for i in range(deviceCount):
    handle = nvmlDeviceGetHandleByIndex(i)
    print("Device {}: {}".format(i, nvmlDeviceGetName(handle)))
# e.g. will print:
#   Device 0 : Tesla K40c
#   Device 1 : Tesla K40c
```

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```
nvmlShutdown()
```

Additionally, see `py3nvml.nvidia_smi.py`. This does the equivalent of the `nvidia-smi` command:

```
nvidia-smi -q -x
```

With

```
import py3nvml.nvidia_smi as smi
print(smi.XmlDeviceQuery())
```

1.4.1 Differences from NVML

The `py3nvml` library consists of python methods which wrap several NVML functions, implemented in a C shared library. Each function's use is the same with the following exceptions:

1. Instead of returning error codes, failing error codes are raised as Python exceptions. I.e. They should be wrapped with exception handlers.

```
try:
    nvmlDeviceGetCount()
except NVMLError as error:
    print(error)
```

2. C function output parameters are returned from the corresponding Python function as tuples, rather than requiring pointers. Eg the C function:

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

Becomes

```
nvmlInit()
handle = nvmlDeviceGetHandleByIndex(0)
(current, pending) = nvmlDeviceGetEccMode(handle)
```

3. C structs are converted into Python classes. E.g. the C struct:

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

typedef struct nvmlMemory_st {
    unsigned long long total;
    unsigned long long free;
    unsigned long long used;
} nvmlMemory_t;
```

Becomes:

```
info = nvmlDeviceGetMemoryInfo(handle)
print("Total memory: {}MiB".format(info.total >> 20))
# will print:
#   Total memory: 5375MiB
print("Free memory: {}MiB".format(info.free >> 20))
```

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```
# will print:
#   Free memory: 5319MiB
print("Used memory: {}".format(info.used >> 20))
# will print:
#   Used memory: 55MiB
```

4. Python handles string buffer creation. E.g. the C function:

```
nvmlReturn_t nvmlSystemGetDriverVersion(char* version,
                                         unsigned int length);
```

Can be called like so:

```
version = nvmlSystemGetDriverVersion()
nvmlShutdown()
```

5. All meaningful NVML constants and enums are exposed in Python. E.g. the constant `NVML_TEMPERATURE_GPU` is available under `py3nvml.NVML_TEMPERATURE_GPU`

The `NVML_VALUE_NOT_AVAILABLE` constant is not used. Instead `None` is mapped to the field.

1.5 Release Notes (for pynvml)

Version 2.285.0

- Added new functions for NVML 2.285. See NVML documentation for more information.
- Ported to support Python 3.0 and Python 2.0 syntax.
- Added `nvidia_smi.py` tool as a sample app.

Version 3.295.0

- Added new functions for NVML 3.295. See NVML documentation for more information.
- Updated `nvidia_smi.py` tool - Includes additional error handling

Version 4.304.0

- Added new functions for NVML 4.304. See NVML documentation for more information.
- Updated `nvidia_smi.py` tool

Version 4.304.3

- Fixing `nvmlUnitGetDeviceCount` bug

Version 5.319.0

- Added new functions for NVML 5.319. See NVML documentation for more information.

Version 6.340.0

- Added new functions for NVML 6.340. See NVML documentation for more information.

Version 7.346.0

- Added new functions for NVML 7.346. See NVML documentation for more information.

Version 7.352.0

- Added new functions for NVML 7.352. See NVML documentation for more information.

1.6 COPYRIGHT

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CHAPTER 2

Indices and tables

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