



Class CudaStreamPool

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Inheritance Relationships

Base Type

- `public holoscan::Allocator` ([Class Allocator](#))

Class Documentation

class CudaStreamPool : public holoscan::Allocator

CUDA stream pool allocator.

An allocator that creates a pool of CUDA streams.

Public Functions

```
template<typename ArgT, typename ...ArgsT, typename =
std::enable_if_t<!std::is_base_of_v<::holoscan::Resource, std::decay_t<ArgT>>> &&
(std::is_same_v<::holoscan::Arg, std::decay_t<ArgT>> ||
std::is_same_v<::holoscan::ArgList, std::decay_t<ArgT>>>>>
inline CudaStreamPool(ArgT &&arg, ArgsT&&... args)
```

CudaStreamPool() = default

```
inline CudaStreamPool(int32_t dev_id, uint32_t stream_flags, int32_t stream_priority,
uint32_t reserved_size, uint32_t max_size)
```

```
CudaStreamPool(const std::string &name, nvidia::gfx::CudaStreamPool
*component)
```

```
inline virtual const char *gfx_typename() const override
```

```
virtual void setup(ComponentSpec &spec) override
```

Define the resource specification.

Parameters

spec – The reference to the component specification.

nvidia::gxf::CudaStreamPool *get() const

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