Class UcxReceiver

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- Defined in File ucx_receiver.hpp

Inheritance Relationships

Base Type

- public holoscan::Receiver (Class Receiver)

Class Documentation

class UcxReceiver : public holoscan::Receiver

UCX-based double buffer receiver class.

The UcxReceiver class is used to receive messages from an operator within another fragment of a distributed application.

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 UcxReceiver(ArgT &&arg, ArgsT&&... args)

UcxReceiver() = default

UcxReceiver(const std::string &name, nvidia::gxf::Receiver *component)

inline virtual const char *gxf_typename() const override

virtual void setup(ComponentSpec &spec) override

Define the resource specification.

Parameters

spec – The reference to the component specification.

virtual void initialize() override

Initialize the component.

This method is called only once when the component is created for the first time, and use of light-weight initialization.

std::string address()

The IPv4 network address used by the receiver.

uint32_t port()

The network port used by the receiver.

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

Public Members

Parameter<uint64_t> capacity_

Parameter<uint64_t> policy_