Class UcxSerializationBuffer

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- Defined in File ucx_serialization_buffer.hpp

Inheritance Relationships

Base Type

- `public holoscan::gxf::GXFResource` (Class GXFResource)

Class Documentation

class UcxSerializationBuffer : public holoscan::gxf::GXFResource

Memory buffer used by UcxComponentSerializer and UcxHoloscanComponentSerializer.

All non-tensor entities get serialized to this buffer, which will be transmitted in an active message header by UcxTransmitter.

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

UcxSerializationBuffer() = default

UcxSerializationBuffer(const std::string &name, nvidia::gxf::UcxSerializationBuffer *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.

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