



Class VirtualOperator

Table of contents

Inheritance Relationships

Class Documentation

- Defined in [File virtual_operator.hpp](#)

Inheritance Relationships

Base Type

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

Derived Types

- `public holoscan::ops::VirtualReceiverOp` ([Class VirtualReceiverOp](#))
- `public holoscan::ops::VirtualTransmitterOp` ([Class VirtualTransmitterOp](#))

Class Documentation

class `VirtualOperator` : public `holoscan::Operator`

Virtual operator.

This class is used when connecting fragments with transmitters and receivers (such as `UCXTransmitter` and `UCXReceiver`) that communicate with other fragments.

The input/output port of an operator in the fragment can be connected to this virtual operator so that the internal graph initialization mechanism (such as implicit broadcasting or multi-receivers) can be applied to the port of the operator connected to this operator in the same fragment.

Subclassed by [holoscan::ops::VirtualReceiverOp](#),
[holoscan::ops::VirtualTransmitterOp](#)

Public Functions

```
template<typename StringT, typename =  
std::enable_if_t<std::is_constructible_v<std::string, StringT>>>  
inline VirtualOperator(StringT port_name, IOSpec::ConnectorType connector_type,  
ArgList arg_list)
```

```
inline VirtualOperator()
```

virtual void initialize() override

Initialize the Virtual operator.

This function does not call the [Operator::initialize\(\)](#) method that is called when the fragment is initialized by [Executor::initialize_fragment\(\)](#).

Instead, it just sets the operator type to

```
holoscan::Operator::OperatorType::kVirtual .
```

inline const std::string &port_name() const

Get the name of the port of the operator connected to this operator in the same fragment.

Returns

The name of the port of the operator connected to this operator in the same fragment.

inline void port_name(const std::string &port_name)

Set the name of the port of the operator connected to this operator in the same fragment.

Parameters

port_name – The name of the port of the operator connected to this operator in the same fragment.

inline [IOSpec::ConnectorType](#) connector_type() const

Get the connector type of this operator.

Returns

The connector type of this operator.

inline const [ArgList](#) &arg_list() const

Get the argument list of this operator.

Returns

The argument list of this operator.

IOSpec *input_spec()

Get the input specification for this operator.

Returns

The pointer to the input specification for this operator.

IOSpec *output_spec()

Get the output specification for this operator.

Returns

The pointer to the output specification for this operator.

inline IOSpec::IOType io_type() const

Get the IO type of this operator.

Returns

The IO type of this operator.

Protected Attributes

std::string port_name_

The name of the port of the operator connected to this operator in the same fragment.

IOSpec::ConnectorType connector_type_

The connector type of this operator.

ArgList arg_list_

The argument list of this operator.

IOSpec *input_spec_ = nullptr

The pointer to the input specification for this operator.

IOSpec *output_spec_ = nullptr

The pointer to the output specification for this operator.

IOSpec::IOType io_type_ = IOSpec::IOType::kInput

© Copyright 2022-2024, NVIDIA.. PDF Generated on 06/06/2024