



Program Listing for File `cuda_stream_pool.hpp`

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`include/holoscan/core/resources/gxf/cuda_stream_pool.hpp`)

```
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or agreed to in writing, software * distributed under the License is distributed on an
"AS IS" BASIS, * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either
express or implied. * See the License for the specific language governing
permissions and * limitations under the License. */ #ifndef
HOLOSCAN_CORE_RESOURCES_CUDA_STREAM_POOL_HPP #define
HOLOSCAN_CORE_RESOURCES_CUDA_STREAM_POOL_HPP #include <string>
#include <gxf/cuda/cuda_stream_pool.hpp> #include "./allocator.hpp" namespace
holoscan { class CudaStreamPool : public Allocator { public:
HOLOSCAN_RESOURCE_FORWARD_ARGS_SUPER(CudaStreamPool, Allocator)
CudaStreamPool() = default; CudaStreamPool(int32_t dev_id, uint32_t stream_flags,
int32_t stream_priority, uint32_t reserved_size, uint32_t max_size) : dev_id_(dev_id),
stream_flags_(stream_flags), stream_priority_(stream_priority),
reserved_size_(reserved_size), max_size_(max_size) {} CudaStreamPool(const
std::string& name, nvidia::gxf::CudaStreamPool* component); const char*
gxf_typename() const override { return "nvidia::gxf::CudaStreamPool"; } void
setup(ComponentSpec& spec) override; nvidia::gxf::CudaStreamPool* get() const;
private: Parameter<int32_t> dev_id_; Parameter<uint32_t> stream_flags_;
Parameter<int32_t> stream_priority_; Parameter<uint32_t> reserved_size_;
Parameter<uint32_t> max_size_; }; } // namespace holoscan #endif/*
HOLOSCAN_CORE_RESOURCES_CUDA_STREAM_POOL_HPP */
```

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