



## **Program Listing for File ucx\_receiver.hpp**

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`include/holoscan/core/resources/gxf/ucx_receiver.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_GXF_UCX_RECEIVER_HPP #define
HOLOSCAN_CORE_RESOURCES_GXF_UCX_RECEIVER_HPP #include <memory>
#include <string> #include <gxf/ucx/ucx_receiver.hpp> #include "./receiver.hpp"
#include "holoscan/core/resources/gxf/ucx_serialization_buffer.hpp" namespace
holoscan { constexpr uint32_t kDefaultUcxPort = 13337; class UcxReceiver : public
Receiver { public: HOLOSCAN_RESOURCE_FORWARD_ARGS_SUPER(UcxReceiver,
Receiver) UcxReceiver() = default; UcxReceiver(const std::string& name,
nvidia::gxf::Receiver* component); const char* gxf_typename() const override {
return "nvidia::gxf::UcxReceiver"; } void setup(ComponentSpec& spec) override; void
initialize() override; std::string address(); uint32_t port(); Parameter<uint64_t>
capacity_; Parameter<uint64_t> policy_; nvidia::gxf::UcxReceiver* get() const; private:
Parameter<std::string> address_; Parameter<uint32_t> port_;
Parameter<std::shared_ptr<holoscan::UcxSerializationBuffer>> buffer_; // TODO:
support GPUDevice nvidia::gxf::Resource //
nvidia::gxf::Resource<nvidia::gxf::Handle<nvidia::gxf::GPUDevice>> gpu_device_; }; } //
namespace holoscan #endif/*
HOLOSCAN_CORE_RESOURCES_GXF_UCX_RECEIVER_HPP */
```

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