

## Hardware Locality (hwloc)

### 2.0.1

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# Chapter 1

## Hardware Locality

Portable abstraction of parallel architectures for high-performance computing

### 1.1 Introduction

The Hardware Locality (hwloc) software project aims at easing the process of discovering hardware resources in parallel architectures. It offers command-line tools and a C API for consulting these resources, their locality, attributes, and interconnection. hwloc primarily aims at helping high-performance computing (HPC) applications, but is also applicable to any project seeking to exploit code and/or data locality on modern computing platforms.

hwloc is actually made of two subprojects distributed together:

- **The original hwloc project for describing the internals of computing nodes.** It is described in details starting at section [Hardware Locality \(hwloc\) Introduction](#).
- **The network-oriented companion called netloc (Network Locality),** described in details starting with section [Network Locality \(netloc\)](#).

Netloc may be disabled, but the original hwloc cannot. Both hwloc and netloc APIs are documented after these sections.

### 1.2 Installation

hwloc (<http://www.open-mpi.org/projects/hwloc/>) is available under the BSD license. It is hosted as a sub-project of the overall Open MPI project (<http://www.open-mpi.org/>). Note that hwloc does not require any functionality from Open MPI – it is a wholly separate (and much smaller!) project and code base. It just happens to be hosted as part of the overall Open MPI project.

### 1.2.1 Basic Installation

Installation is the fairly common GNU-based process:

```
shell$ ./configure --prefix=...
shell$ make
shell$ make install
```

hwloc- and netloc-specific configure options and requirements are documented in sections [hwloc Installation](#) and [Netloc Installation](#) respectively.

Also note that if you install supplemental libraries in non-standard locations, hwloc's configure script may not be able to find them without some help. You may need to specify additional CPPFLAGS, LDFLAGS, or PKG\_CONFIG\_PATH values on the configure command line.

For example, if libpciaccess was installed into /opt/pciaccess, hwloc's configure script may not find it by default. Try adding PKG\_CONFIG\_PATH to the ./configure command line, like this:

```
./configure PKG_CONFIG_PATH=/opt/pciaccess/lib/pkgconfig ...
```

Running the "Istopo" tool is a good way to check as a graphical output whether hwloc properly detected the architecture of your node. Netloc command-line tools can be used to display the network topology interconnecting your nodes.

### 1.2.2 Installing from a Git clone

Additionally, the code can be directly cloned from Git:

```
shell$ git clone https://github.com/open-mpi/hwloc.git
shell$ cd hwloc
shell$ ./autogen.sh
```

Note that GNU Autoconf  $\geq 2.63$ , Automake  $\geq 1.11$  and Libtool  $\geq 2.2.6$  are required when building from a Git clone.

Nightly development snapshots are available on the web site, they can be configured and built without any need for Git or GNU Autotools.

## 1.3 Questions and Bugs

Bugs should be reported in the tracker (<https://github.com/open-mpi/hwloc/issues>). Opening a new issue automatically displays lots of hints about how to debug and report issues.

Questions may be sent to the users or developers mailing lists (<http://www.open-mpi.org/community/lists/hwloc.php>).

There is also a #hwloc IRC channel on Freenode (<irc.freenode.net>).

## Chapter 2

# Hardware Locality (hwloc) Introduction

### Portable abstraction of hierarchical architectures for high-performance computing

See also [Further Reading](#) for links to more sections about hwloc concepts.

## 2.1 hwloc Summary

hwloc provides command line tools and a C API to obtain the hierarchical map of key computing elements within a node, such as: NUMA memory nodes, shared caches, processor packages, processor cores, processing units (logical processors or "threads") and even I/O devices. hwloc also gathers various attributes such as cache and memory information, and is portable across a variety of different operating systems and platforms.

hwloc primarily aims at helping high-performance computing (HPC) applications, but is also applicable to any project seeking to exploit code and/or data locality on modern computing platforms.

hwloc supports the following operating systems:

- Linux (including old kernels not having sysfs topology information, with knowledge of cpusets, ScaleMP vSMP support, etc.) on all supported hardware, including Intel Xeon Phi and NumaScale NumaConnect.
- Solaris (with support for processor sets and logical domains)
- AIX
- Darwin / OS X
- FreeBSD and its variants (such as kFreeBSD/GNU)
- NetBSD
- HP-UX
- Microsoft Windows
- IBM BlueGene/Q Compute Node Kernel (CNK)

Since it uses standard Operating System information, hwloc's support is mostly independent from the processor type (x86, powerpc, ...) and just relies on the Operating System support. The main exception is BSD operating systems (NetBSD, FreeBSD, etc.) because they do not provide support topology information, hence hwloc uses an x86-only CPUID-based backend (which can be used for other OSes too, see the [Components and plugins](#) section).

To check whether hwloc works on a particular machine, just try to build it and run `lstopo` or `lstopo-no-graphics`. If some things do not look right (e.g. bogus or missing cache information), see [Questions and Bugs](#).

hwloc only reports the number of processors on unsupported operating systems; no topology information is available.

For development and debugging purposes, hwloc also offers the ability to work on "fake" topologies:

- Symmetrical tree of resources generated from a list of level arities, see [Synthetic topologies](#).
- Remote machine simulation through the gathering of topology as XML files, see [Importing and exporting topologies from/to XML files](#).

hwloc can display the topology in a human-readable format, either in graphical mode (X11), or by exporting in one of several different formats, including: plain text, PDF, PNG, and FIG (see [Command-line Examples](#) below). Note that some of the export formats require additional support libraries.

hwloc offers a programming interface for manipulating topologies and objects. It also brings a powerful CPU bitmap API that is used to describe topology objects location on physical/logical processors. See the [Programming Interface](#) below. It may also be used to binding applications onto certain cores or memory nodes. Several utility programs are also provided to ease command-line manipulation of topology objects, binding of processes, and so on.

Perl bindings are available from Bernd Kallies on [CPAN](#).

Python bindings are available from Guy Streeter:

- [Fedora RPM and tarball](#).
- [git tree \(html\)](#).

## 2.2 hwloc Installation

The generic installation procedure for both hwloc and netloc is described in [Installation](#).

The hwloc command-line tool "lstopo" produces human-readable topology maps, as mentioned above. It can also export maps to the "fig" file format. Support for PDF, Postscript, and PNG exporting is provided if the "Cairo" development package (usually `cairo-devel` or `libcairo2-dev`) can be found in "lstopo" when hwloc is configured and build.

The hwloc core may also benefit from the following development packages:

- `libpciaccess` for full I/O device discovery (`libpciaccess-devel` or `libpciaccess-dev` package). On Linux, PCI discovery may still be performed (without vendor/device names) even if `libpciaccess` cannot be used.
- the AMD OpenCL implementation for OpenCL device discovery.
- the NVIDIA CUDA Toolkit for CUDA device discovery.

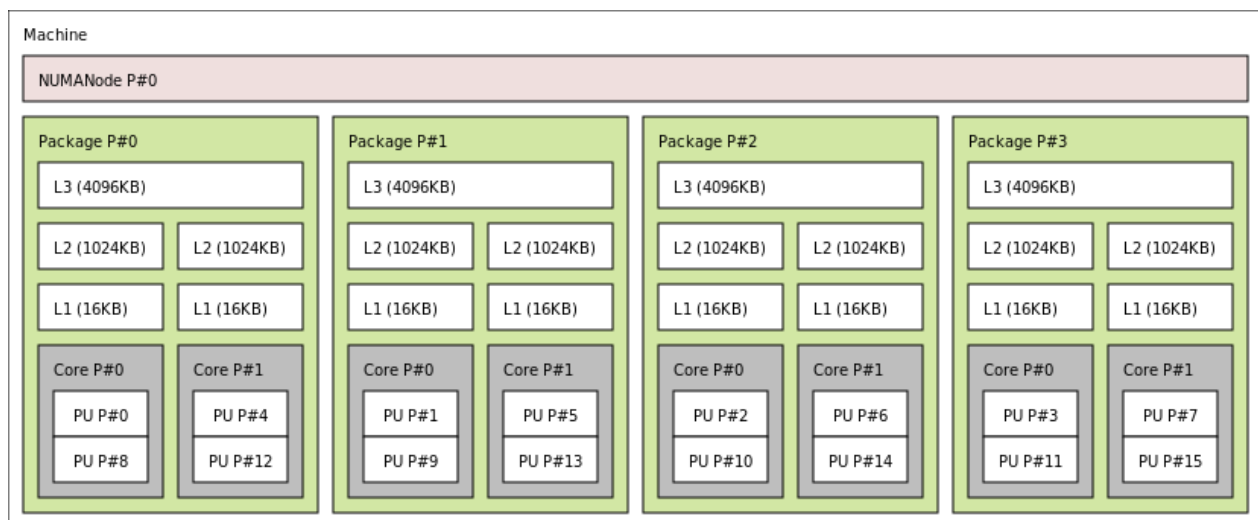
- the NVIDIA Management Library (NVML) for NVML device discovery. It is included in CUDA since version 8.0. Older NVML releases were available within the NVIDIA GPU Deployment Kit from <https://developer.nvidia.com/gpu-deployment-kit>.
- the NV-CONTROL X extension library (NVCtrl) for NVIDIA display discovery. The relevant development package is usually `libXNVCtrl-devel` or `libxnvctrl-dev`. It is also available within `nvidia-settings` from <ftp://download.nvidia.com/XFree86/nvidia-settings/> and <https://github.com/NVIDIA/nvidia-settings/>.
- `libxml2` for full XML import/export support (otherwise, the internal minimalistic parser will only be able to import XML files that were exported by the same `hwloc` release). See [Importing and exporting topologies from/to XML files](#) for details. The relevant development package is usually `libxml2-devel` or `libxml2-dev`.
- `libudev` on Linux for easier discovery of OS device information (otherwise `hwloc` will try to manually parse `udev` raw files). The relevant development package is usually `libudev-devel` or `libudev-dev`.
- `libtool`'s `ltdl` library for dynamic plugin loading. The relevant development package is usually `libtool-ltdl-devel` or `libltdl-dev`.

PCI and XML support may be statically built inside the main `hwloc` library, or as separate dynamically-loaded plugins (see the [Components and plugins](#) section).

Note that because of the possibility of GPL taint, the `pciutils` library `libpci` will not be used (remember that `hwloc` is BSD-licensed).

## 2.3 Command-line Examples

On a 4-package 2-core machine with hyper-threading, the `lstopo` tool may show the following graphical output:



Here's the equivalent output in textual form:

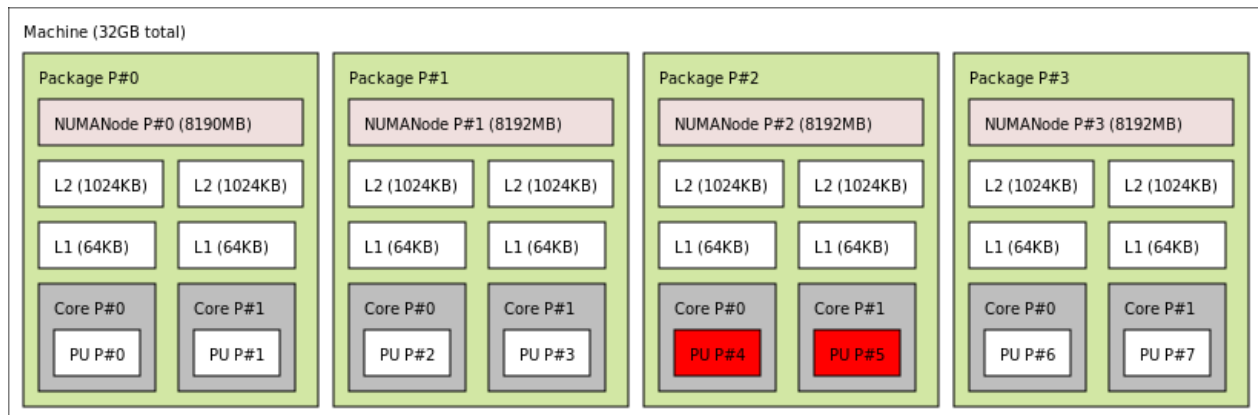
```

Machine
  NUMANode L#0 (P#0)
  Package L#0 + L3 L#0 (4096KB)
    L2 L#0 (1024KB) + L1 L#0 (16KB) + Core L#0
      PU L#0 (P#0)
      PU L#1 (P#8)
    L2 L#1 (1024KB) + L1 L#1 (16KB) + Core L#1
      PU L#2 (P#4)
      PU L#3 (P#12)
  Package L#1 + L3 L#1 (4096KB)
    L2 L#2 (1024KB) + L1 L#2 (16KB) + Core L#2
      PU L#4 (P#1)
      PU L#5 (P#9)
    L2 L#3 (1024KB) + L1 L#3 (16KB) + Core L#3
      PU L#6 (P#5)
      PU L#7 (P#13)
  Package L#2 + L3 L#2 (4096KB)
    L2 L#4 (1024KB) + L1 L#4 (16KB) + Core L#4
      PU L#8 (P#2)
      PU L#9 (P#10)
    L2 L#5 (1024KB) + L1 L#5 (16KB) + Core L#5
      PU L#10 (P#6)
      PU L#11 (P#14)
  Package L#3 + L3 L#3 (4096KB)
    L2 L#6 (1024KB) + L1 L#6 (16KB) + Core L#6
      PU L#12 (P#3)
      PU L#13 (P#11)
    L2 L#7 (1024KB) + L1 L#7 (16KB) + Core L#7
      PU L#14 (P#7)
      PU L#15 (P#15)

```

Note that there is also an equivalent output in XML that is meant for exporting/importing topologies but it is hardly readable to human-beings (see [Importing and exporting topologies from/to XML files](#) for details).

On a 4-package 2-core Opteron NUMA machine (with two core cores disallowed by the administrator), the `lstopo` tool may show the following graphical output (with `--whole-system` for displaying disallowed objects):



Here's the equivalent output in textual form:

```

Machine (32GB total)
  Package L#0
    NUMANode L#0 (P#0 8190MB)
    L2 L#0 (1024KB) + L1 L#0 (64KB) + Core L#0 + PU L#0 (P#0)
    L2 L#1 (1024KB) + L1 L#1 (64KB) + Core L#1 + PU L#1 (P#1)

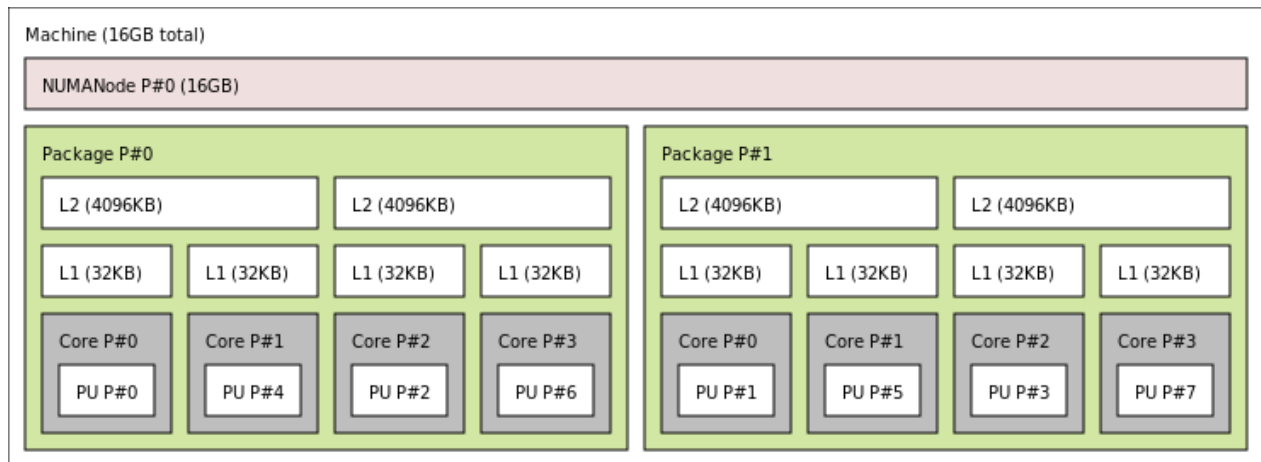
```

```

Package L#1
  NUMANode L#1 (P#1 8192MB)
    L2 L#2 (1024KB) + L1 L#2 (64KB) + Core L#2 + PU L#2 (P#2)
    L2 L#3 (1024KB) + L1 L#3 (64KB) + Core L#3 + PU L#3 (P#3)
Package L#2
  NUMANode L#2 (P#2 8192MB)
    L2 L#4 (1024KB) + L1 L#4 (64KB) + Core L#4 + PU L#4 (P#4)
    L2 L#5 (1024KB) + L1 L#5 (64KB) + Core L#5 + PU L#5 (P#5)
Package L#3
  NUMANode L#3 (P#3 8192MB)
    L2 L#6 (1024KB) + L1 L#6 (64KB) + Core L#6 + PU L#6 (P#6)
    L2 L#7 (1024KB) + L1 L#7 (64KB) + Core L#7 + PU L#7 (P#7)

```

On a 2-package quad-core Xeon (pre-Nehalem, with 2 dual-core dies into each package):



Here's the same output in textual form:

```

Machine (total 16GB)
  NUMANode L#0 (P#0 16GB)
    Package L#0
      L2 L#0 (4096KB)
        L1 L#0 (32KB) + Core L#0 + PU L#0 (P#0)
        L1 L#1 (32KB) + Core L#1 + PU L#1 (P#4)
      L2 L#1 (4096KB)
        L1 L#2 (32KB) + Core L#2 + PU L#2 (P#2)
        L1 L#3 (32KB) + Core L#3 + PU L#3 (P#6)
    Package L#1
      L2 L#2 (4096KB)
        L1 L#4 (32KB) + Core L#4 + PU L#4 (P#1)
        L1 L#5 (32KB) + Core L#5 + PU L#5 (P#5)
      L2 L#3 (4096KB)
        L1 L#6 (32KB) + Core L#6 + PU L#6 (P#3)
        L1 L#7 (32KB) + Core L#7 + PU L#7 (P#7)

```

## 2.4 Programming Interface

The basic interface is available in **hwloc.h**. Some higher-level functions are available in **hwloc/helper.h** to reduce the need to manually manipulate objects and follow links between them. Documentation for all these is provided later in this

document. Developers may also want to look at `hwloc/inlines.h` which contains the actual inline code of some **hwloc.h** routines, and at this document, which provides good higher-level topology traversal examples.

To precisely define the vocabulary used by hwloc, a [Terms and Definitions](#) section is available and should probably be read first.

Each hwloc object contains a cpuset describing the list of processing units that it contains. These bitmaps may be used for [CPU binding](#) and [Memory binding](#). hwloc offers an extensive bitmap manipulation interface in **hwloc/bitmap.h**.

Moreover, hwloc also comes with additional helpers for interoperability with several commonly used environments. See the [Interoperability With Other Software](#) section for details.

The complete API documentation is available in a full set of HTML pages, man pages, and self-contained PDF files (formatted for both both US letter and A4 formats) in the source tarball in `doc/doxygen-doc/`.

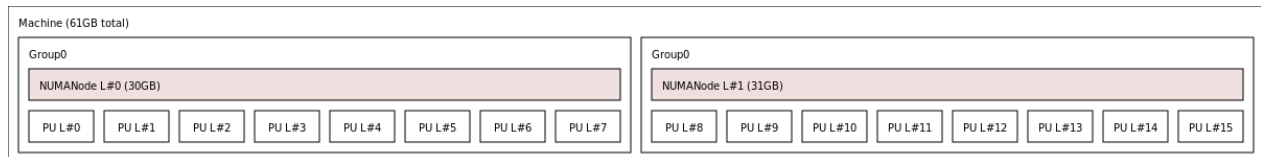
**NOTE:** If you are building the documentation from a Git clone, you will need to have Doxygen and pdflatex installed – the documentation will be built during the normal "make" process. The documentation is installed during "make install" to `$prefix/share/doc/hwloc/` and your systems default man page tree (under `$prefix`, of course).

## 2.4.1 Portability

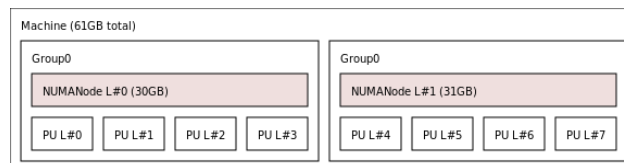
Operating System have varying support for CPU and memory binding, e.g. while some Operating Systems provide interfaces for all kinds of CPU and memory bindings, some others provide only interfaces for a limited number of kinds of CPU and memory binding, and some do not provide any binding interface at all. Hwloc's binding functions would then simply return the ENOSYS error (Function not implemented), meaning that the underlying Operating System does not provide any interface for them. [CPU binding](#) and [Memory binding](#) provide more information on which hwloc binding functions should be preferred because interfaces for them are usually available on the supported Operating Systems.

Similarly, the ability of reporting topology information varies from one platform to another. As shown in [Command-line Examples](#), hwloc can obtain information on a wide variety of hardware topologies. However, some platforms and/or operating system versions will only report a subset of this information. For example, on an PPC64-based system with 8 cores (each with 2 hardware threads) running a default 2.6.18-based kernel from RHEL 5.4, hwloc is only able to glean information about NUMA nodes and processor units (PUs). No information about caches, packages, or cores is available.

Here's the graphical output from `lstopo` on this platform when Simultaneous Multi-Threading (SMT) is enabled:



And here's the graphical output from `lstopo` on this platform when SMT is disabled:

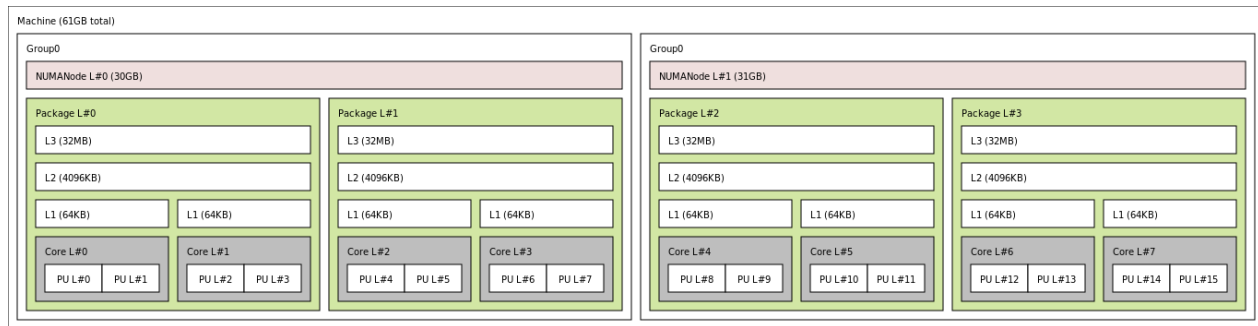




Notice that hwloc only sees half the PUs when SMT is disabled. PU L#6, for example, seems to change location from NUMA node #0 to #1. In reality, no PUs "moved" – they were simply re-numbered when hwloc only saw half as many (see also Logical index in [Indexes and Sets](#)). Hence, PU L#6 in the SMT-disabled picture probably corresponds to PU L#12 in the SMT-enabled picture.

This same "PUs have disappeared" effect can be seen on other platforms – even platforms / OSs that provide much more information than the above PPC64 system. This is an unfortunate side-effect of how operating systems report information to hwloc.

Note that upgrading the Linux kernel on the same PPC64 system mentioned above to 2.6.34, hwloc is able to discover all the topology information. The following picture shows the entire topology layout when SMT is enabled:



Developers using the hwloc API or XML output for portable applications should therefore be extremely careful to not make any assumptions about the structure of data that is returned. For example, per the above reported PPC topology, it is not safe to assume that PUs will always be descendants of cores.

Additionally, future hardware may insert new topology elements that are not available in this version of hwloc. Long-lived applications that are meant to span multiple different hardware platforms should also be careful about making structure assumptions. For example, a new element may someday exist between a core and a PU.

### 2.4.2 API Example

The following small C example (available in the source tree as "doc/examples/hwloc-hello.c") prints the topology of the machine and performs some thread and memory binding. More examples are available in the doc/examples/ directory of the source tree.

```
/* Example hwloc API program.
 *
 * See other examples under doc/examples/ in the source tree
 * for more details.
 *
 * Copyright © 2009-2016 Inria. All rights reserved.
 * Copyright © 2009-2011 Université Bordeaux
 * Copyright © 2009-2010 Cisco Systems, Inc. All rights reserved.
 * See COPYING in top-level directory.
 *
 * hwloc-hello.c
 */

#include <hwloc.h>
#include <errno.h>
#include <stdio.h>
#include <string.h>

static void print_children(hwloc_topology_t topology,
```

```

        hwloc_obj_t obj,
        int depth)
{
    char type[32], attr[1024];
    unsigned i;

    hwloc_obj_type_snprintf(type, sizeof(type), obj, 0);
    printf("%s%s", 2*depth, "", type);
    if (obj->os_index != (unsigned) -1)
        printf("#%u", obj->os_index);
    hwloc_obj_attr_snprintf(attr, sizeof(attr), obj, " ", 0);
    if (*attr)
        printf("(%s", attr);
    printf("\n");
    for (i = 0; i < obj->arity; i++) {
        print_children(topology, obj->children[i], depth + 1);
    }
}

int main(void)
{
    int depth;
    unsigned i, n;
    unsigned long size;
    int levels;
    char string[128];
    int topodepth;
    void *m;
    hwloc_topology_t topology;
    hwloc_cpuset_t cpuset;
    hwloc_obj_t obj;

    /* Allocate and initialize topology object. */
    hwloc_topology_init(&topology);

    /* ... Optionally, put detection configuration here to ignore
       some objects types, define a synthetic topology, etc....

       The default is to detect all the objects of the machine that
       the caller is allowed to access. See Configure Topology
       Detection. */

    /* Perform the topology detection. */
    hwloc_topology_load(topology);

    /* Optionally, get some additional topology information
       in case we need the topology depth later. */
    topodepth = hwloc_topology_get_depth(topology);

    /******
     * First example:
     * Walk the topology with an array style, from level 0 (always
     * the system level) to the lowest level (always the proc level).
     *****/
    for (depth = 0; depth < topodepth; depth++) {
        printf("*** Objects at level %d\n", depth);
        for (i = 0; i < hwloc_get_nobjs_by_depth(topology, depth);
             i++) {
            hwloc_obj_type_snprintf(string, sizeof(string),
                                     hwloc_get_obj_by_depth(topology, depth, i), 0);
            printf("Index %u: %s\n", i, string);
        }
    }

    /******
     * Second example:
     * Walk the topology with a tree style.
     *****/
    printf("*** Printing overall tree\n");
    print_children(topology, hwloc_get_root_obj(topology), 0);

    /******
     * Third example:
     * Print the number of packages.
     *****/
    depth = hwloc_get_type_depth(topology, HWLOC_OBJ_PACKAGE);
    if (depth == HWLOC_TYPE_DEPTH_UNKNOWN) {
        printf("*** The number of packages is unknown\n");
    } else {
        printf("*** %u package(s)\n",
               hwloc_get_nobjs_by_depth(topology, depth));
    }
}

```

```

}

/*****
 * Fourth example:
 * Compute the amount of cache that the first logical processor
 * has above it.
 *****/
levels = 0;
size = 0;
for (obj = hwloc_get_obj_by_type(topology, HWLOC_OBJ_PU, 0);
     obj;
     obj = obj->parent)
    if (hwloc_obj_type_is_cache(obj->type)) {
        levels++;
        size += obj->attr->cache.size;
    }
printf("*** Logical processor 0 has %d caches totaling %luKB\n",
       levels, size / 1024);

/*****
 * Fifth example:
 * Bind to only one thread of the last core of the machine.
 *
 * First find out where cores are, or else smaller sets of CPUs if
 * the OS doesn't have the notion of a "core".
 *****/
depth = hwloc_get_type_or_below_depth(topology,
                                       HWLOC_OBJ_CORE);

/* Get last core. */
obj = hwloc_get_obj_by_depth(topology, depth,
                             hwloc_get_nobjs_by_depth(topology, depth) - 1);
if (obj) {
    /* Get a copy of its cpuset that we may modify. */
    cpuset = hwloc_bitmap_dup(obj->cpuset);

    /* Get only one logical processor (in case the core is
       SMT/hyper-threaded). */
    hwloc_bitmap_singlify(cpuset);

    /* And try to bind ourselves there. */
    if (hwloc_set_cpubind(topology, cpuset, 0)) {
        char *str;
        int error = errno;
        hwloc_bitmap_asprintf(&str, obj->cpuset);
        printf("Couldn't bind to cpuset %s: %s\n", str, strerror(error));
        free(str);
    }

    /* Free our cpuset copy */
    hwloc_bitmap_free(cpuset);
}

/*****
 * Sixth example:
 * Allocate some memory on the last NUMA node, bind some existing
 * memory to the last NUMA node.
 *****/
/* Get last node. There's always at least one. */
n = hwloc_get_nobjs_by_type(topology,
                             HWLOC_OBJ_NUMANODE);
obj = hwloc_get_obj_by_type(topology,
                             HWLOC_OBJ_NUMANODE, n - 1);

size = 1024*1024;
m = hwloc_alloc_membind(topology, size, obj->nodeset,
                       HWLOC_MEMBIND_BIND,
                       HWLOC_MEMBIND_BYNODESET);
hwloc_free(topology, m, size);

m = malloc(size);
hwloc_set_area_membind(topology, m, size, obj->nodeset,
                       HWLOC_MEMBIND_BIND,
                       HWLOC_MEMBIND_BYNODESET);
free(m);

/* Destroy topology object. */
hwloc_topology_destroy(topology);

return 0;
}

```

hwloc provides a `pkg-config` executable to obtain relevant compiler and linker flags. For example, it can be used thusly to compile applications that utilize the hwloc library (assuming GNU Make):

```
CFLAGS += $(shell pkg-config --cflags hwloc)
LDLIBS += $(shell pkg-config --libs hwloc)

hwloc-hello: hwloc-hello.c
    $(CC) hwloc-hello.c $(CFLAGS) -o hwloc-hello $(LDLIBS)
```

On a machine 2 processor packages – each package of which has two processing cores – the output from running `hwloc-hello` could be something like the following:

```
shell$ ./hwloc-hello
*** Objects at level 0
Index 0: Machine
*** Objects at level 1
Index 0: Package#0
Index 1: Package#1
*** Objects at level 2
Index 0: Core#0
Index 1: Core#1
Index 2: Core#3
Index 3: Core#2
*** Objects at level 3
Index 0: PU#0
Index 1: PU#1
Index 2: PU#2
Index 3: PU#3
*** Printing overall tree
Machine
  Package#0
    Core#0
      PU#0
    Core#1
      PU#1
  Package#1
    Core#3
      PU#2
    Core#2
      PU#3
*** 2 package(s)
*** Logical processor 0 has 0 caches totaling 0KB
shell$
```

## 2.5 History / Credits

hwloc is the evolution and merger of the libtopology (<http://runtime.bordeaux.inria.fr/libtopology/>) project and the Portable Linux Processor Affinity (PLPA) (<http://www.open-mpi.org/projects/plpa/>) project. Because of functional and ideological overlap, these two code bases and ideas were merged and released under the name "hwloc" as an Open MPI sub-project.

libtopology was initially developed by the inria Runtime Team-Project (<http://runtime.bordeaux.inria.fr/>) (headed by Raymond Namyst (<http://dept-info.labri.fr/~namyst/>)). PLPA was initially developed by the Open MPI development team as a sub-project. Both are now deprecated in favor of hwloc, which is distributed as an Open MPI sub-project.

## 2.6 Further Reading

The documentation chapters include

- [Terms and Definitions](#)
- [Command-Line Tools](#)
- [Environment Variables](#)
- [CPU and Memory Binding Overview](#)
- [I/O Devices](#)
- [Miscellaneous objects](#)
- [Object attributes](#)
- [Importing and exporting topologies from/to XML files](#)
- [Synthetic topologies](#)
- [Interoperability With Other Software](#)
- [Thread Safety](#)
- [Components and plugins](#)
- [Embedding hwloc in Other Software](#)
- [Frequently Asked Questions](#)
- [Upgrading to the hwloc 2.0 API](#)

Make sure to have had a look at those too!



## Chapter 3

# Terms and Definitions

### 3.1 Objects

**Object** Interesting kind of part of the system, such as a Core, a L2Cache, a NUMA memory node, etc. The different types detected by hwloc are detailed in the [hwloc\\_obj\\_type\\_t](#) enumeration.

There are four kinds of Objects: Memory (NUMA nodes), I/O (Bridges, PCI and OS devices), Misc, and Normal (everything else, including Machine, Package, Core, PU, CPU Caches, etc.). Normal and Memory objects have (non-NULL) CPU sets and nodesets, while I/O and Misc don't.

Objects are topologically sorted by locality (CPU and node sets) into a tree (see [Hierarchy, Tree and Levels](#)).

**Processing Unit (or Logical Processor)** The smallest processing element that can be represented by a hwloc object. It may be a single-core processor, a core of a multicore processor, or a single thread in a SMT processor. hwloc's PU acronym stands for Processing Unit.

"Logical processor" should not be confused with "Logical index of a processor".

**Package** A processor Package is the physical package that usually gets inserted into a socket on the motherboard. It is also often called a physical processor or a CPU even if these names bring confusion with respect to cores and processing units. A processor package usually contains multiple cores (and may also be composed of multiple dies). hwloc Package objects were called Sockets up to hwloc 1.10.

**NUMA Node** An object that contains memory that is directly and byte-accessible to the host processors. It is usually close to some cores as specified by its CPU set. Hence it is attached as a memory child of the object that groups those cores together, for instance a Package objects with 4 Core children (see [Hierarchy, Tree and Levels](#)).

### 3.2 Indexes and Sets

**OS or physical index** The index that the operating system (OS) uses to identify the object. This may be completely arbitrary, non-unique, non-contiguous, not representative of logical proximity, and may depend on the BIOS configuration. That is why hwloc almost never uses them, only in the default lstopo output ( $P \# x$ ) and cpuset masks. See also [Should I use logical or physical/OS indexes? and how?](#).

**Logical index** Index to uniquely identify objects of the same type and depth, automatically computed by hwloc according to the topology. It expresses logical proximity in a generic way, i.e. objects which have adjacent logical indexes are adjacent in the topology. That is why hwloc almost always uses it in its API, since it expresses logical proximity. They can be shown (as `L#x`) by `lstopo` thanks to the `-l` option. This index is always linear and in the range `[0, num_objs_same_type_same_level-1]`. Think of it as "cousin rank." The ordering is based on topology first, and then on OS CPU numbers, so it is stable across everything except firmware CPU renumbering. "Logical index" should not be confused with "Logical processor". A "Logical processor" (which in hwloc we rather call "processing unit" to avoid the confusion) has both a physical index (as chosen arbitrarily by BIOS/OS) and a logical index (as computed according to logical proximity by hwloc). See also [Should I use logical or physical/OS indexes? and how?](#).

**CPU set** The set of logical processors (or processing units) logically included in an object (if it makes sense). They are always expressed using physical logical processor numbers (as announced by the OS). They are implemented as the `hwloc_bitmap_t` opaque structure. hwloc CPU sets are just masks, they do *not* have any relation with an operating system actual binding notion like Linux' cpusets. I/O and Misc objects do not have CPU sets while all Normal and Memory objects have non-NULL CPU sets.

**Node set** The set of NUMA memory nodes logically included in an object (if it makes sense). They are always expressed using physical node numbers (as announced by the OS). They are implemented with the `hwloc_bitmap_t` opaque structure. as bitmaps. I/O and Misc objects do not have Node sets while all Normal and Memory objects have non-NULL nodesets.

**Bitmap** A possibly-infinite set of bits used for describing sets of objects such as CPUs (CPU sets) or memory nodes (Node sets). They are implemented with the `hwloc_bitmap_t` opaque structure.

### 3.3 Hierarchy, Tree and Levels

**Parent object** The object logically containing the current object, for example because its CPU set includes the CPU set of the current object. All objects have a non-NULL parent, except the root of the topology (Machine object).

**Ancestor object** The parent object, or its own parent, and so on.

**Children object(s)** The object (or objects) contained in the current object because their CPU set is included in the CPU set of the current object. Each object may also contain separated lists for Memory, I/O and Misc object children.

**Arity** The number of normal children of an object. There are also specific arities for Memory, I/O and Misc children.

**Sibling objects** Objects in the same children list, which all of them are normal children of the same parent, or all of them are Memory children of the same parent, or I/O children, or Misc. They usually have the same type (and hence are cousins, as well). But they may not if the topology is asymmetric.

**Sibling rank** Index to uniquely identify objects which have the same parent, and is always in the range `[0, arity-1]` (respectively `memory_arity`, `io_arity` or `misc_arity` for Memory, I/O and Misc children of a parent).

**Cousin objects** Objects of the same type (and depth) as the current object, even if they do not have the same parent.

**Level** Set of objects of the same type and depth. All these objects are cousins.

Memory, I/O and Misc objects also have their own specific levels and (virtual) depth.

**Depth** Nesting level in the object tree, starting from the root object. If the topology is symmetric, the depth of a child is equal to the parent depth plus one, and an object depth is also equal to the number of parent/child links between the root object and the given object. If the topology is asymmetric, the difference between some parent and child depths may be larger than one when some intermediate levels (for instance groups) are missing in only some parts of the machine.



The depth of the Machine object is always 0 since it is always the root of the topology. The depth of PU objects is equal to the number of levels in the topology minus one.

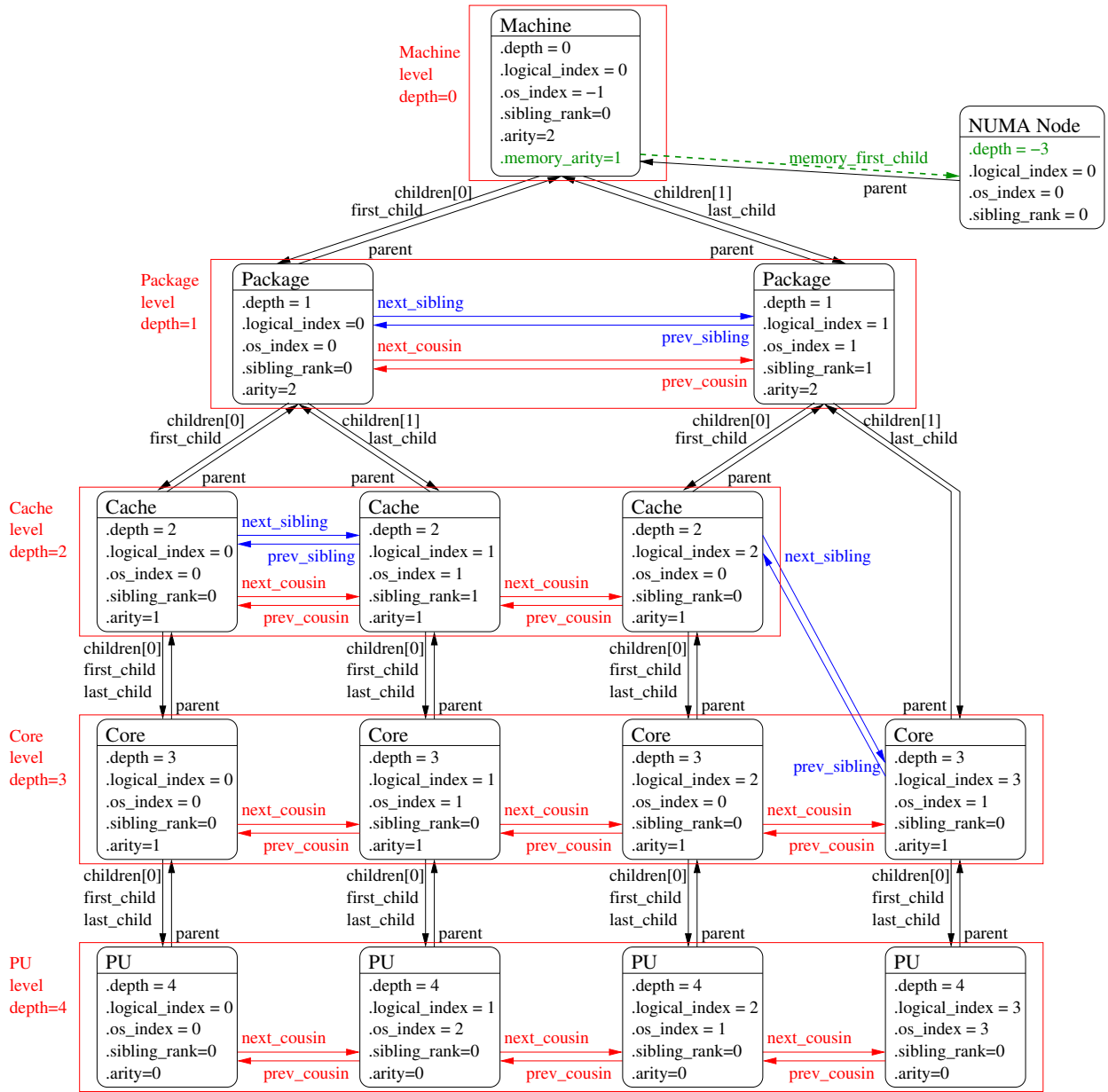
Memory, I/O and Misc objects also have their own specific levels and depth.

The following diagram can help to understand the vocabulary of the relationships by showing the example of a machine with two dual core packages (with no hardware threads); thus, a topology with 5 levels. Each box with rounded corner corresponds to one `hwloc_obj_t`, containing the values of the different integer fields (depth, logical\_index, etc.), and arrows show to which other `hwloc_obj_t` pointers point to (first\_child, parent, etc.).

The topology always starts with a Machine object as root (depth 0) and ends with PU objects at the bottom (depth 4 here).

Objects of the same level (cousins) are listed in red boxes and linked with red arrows. Children of the same parent (siblings) are linked with blue arrows.

The L2 cache of the last core is intentionally missing to show how asymmetric topologies are handled. See [What happens if my topology is asymmetric?](#) for more information about such strange topologies.



It should be noted that for PU objects, the logical index – as computed linearly by hwloc – is not the same as the OS index.

The NUMA node is on the side because it is not part of the main tree but rather attached to the object that corresponds to its locality (the entire machine here, hence the root object). It is attached as a *Memory* child (in green) and has a virtual depth (negative). It could also have siblings if there were multiple local NUMA nodes, or cousins if other NUMA nodes were attached somewhere else in the machine.

I/O or Misc object could be attached in a similar manner.

## Chapter 4

# Command-Line Tools

hwloc comes with an extensive C programming interface and several command line utilities. Each of them is fully documented in its own manual page; the following is a summary of the available command line tools.

### 4.1 Istopo and Istopo-no-graphics

Istopo (also known as hwloc-ls) displays the hierarchical topology map of the current system. The output may be graphical, ascii-art or textual, and can also be exported to numerous file formats such as PDF, PNG, XML, and others. Advanced graphical outputs require the "Cairo" development package (usually `cairo-devel` or `libcairo2-dev`).

Istopo and Istopo-no-graphics accept the same command-line options. However, graphical outputs are only available in Istopo. Textual outputs (those that do not depend on heavy external libraries such as Cairo) are supported in both Istopo and Istopo-no-graphics.

This command can also display the processes currently bound to a part of the machine (via the `--ps` option).

Note that Istopo can read XML files and/or alternate chroot filesystems and display topological maps representing those systems (e.g., use Istopo to output an XML file on one system, and then use Istopo to read in that XML file and display it on a different system).

### 4.2 hwloc-bind

hwloc-bind binds processes to specific hardware objects through a flexible syntax. A simple example is binding an executable to specific cores (or packages or bitmaps or ...). The `hwloc-bind(1)` man page provides much more detail on what is possible.

hwloc-bind can also be used to retrieve the current process' binding, or retrieve the last CPU(s) where a process ran, or operate on memory binding.

Just like hwloc-calc, the input locations given to hwloc-bind may be either objects or cpusets (bitmaps as reported by hwloc-calc or hwloc-distrib).

## 4.3 hwloc-calc

hwloc-calc is hwloc's Swiss Army Knife command-line tool for converting things. The input may be either objects or cpusets (bitmaps as reported by another hwloc-calc instance or by hwloc-distrib), that may be combined by addition, intersection or subtraction. The output kinds include:

- a cpuset bitmap: This compact opaque representation of objects is useful for shell scripts etc. It may be passed to hwloc command-line tools such as hwloc-calc or hwloc-bind, or to hwloc command-line options such as `lstopo --restrict`.
- the amount of the equivalent hwloc objects from a specific type, or the list of their indexes. This is useful for iterating over all similar objects (for instance all cores) within a given part of a platform.
- a hierarchical description of objects, for instance a thread index within a core within a package. This gives a better view of the actual location of an object.

Moreover, input and/or output may be used either physical/OS object indexes or as hwloc's logical object indexes. It eases cooperation with external tools such as taskset or numactl by exporting hwloc specifications into list of processor or NUMA node physical indexes. See also [Should I use logical or physical/OS indexes? and how?](#).

## 4.4 hwloc-info

hwloc-info dumps information about the given objects, as well as all its specific attributes. It is intended to be used with tools such as grep for filtering certain attribute lines. When no object is specified, or when `--topology` is passed, hwloc-info prints a summary of the topology. When `--support` is passed, hwloc-info lists the supported features for the topology.

## 4.5 hwloc-distrib

hwloc-distrib generates a set of cpuset bitmaps that are uniformly distributed across the machine for the given number of processes. These strings may be used with hwloc-bind to run processes to maximize their memory bandwidth by properly distributing them across the machine.

## 4.6 hwloc-ps

hwloc-ps is a tool to display the bindings of processes that are currently running on the local machine. By default, hwloc-ps only lists processes that are bound; unbound process (and Linux kernel threads) are not displayed.

## 4.7 hwloc-annotate

hwloc-annotate may add object attributes such as string information (see [Custom string infos](#) for details) or Misc children objects. It reads an input topology from a XML file and outputs the annotated topology as another XML file.

## 4.8 hwloc-diff, hwloc-patch and hwloc-compress-dir

hwloc-diff computes the difference between two topologies and outputs it to another XML file.

hwloc-patch reads such a difference file and applies to another topology.

hwloc-compress-dir compresses an entire directory of XML files by using hwloc-diff to save the differences between topologies instead of entire topologies.

## 4.9 hwloc-dump-hwdata

hwloc-dump-hwdata is a Linux and x86-specific tool that dumps (during boot, privileged) some topology and locality information from raw hardware files (SMBIOS and ACPI tables) to human-readable and world-accessible files that the hwloc library will later reuse.

Currently only used on Intel Xeon Phi processor platforms. See [Why do I need hwloc-dump-hwdata for memory on Intel Xeon Phi processor?](#).

See `HWLOC_DUMPED_HWDATA_DIR` in [Environment Variables](#) for details about the location of dumped files.

## 4.10 hwloc-gather-topology and hwloc-gather-cpuid

hwloc-gather-topology is a Linux-specific tool that saves the relevant topology files of the current machine into a tarball (and the corresponding lstopo outputs).

hwloc-gather-cpuid is a x86-specific tool that dumps the result of CPUID instructions on the current machine into a directory.

These files may be used later (possibly offline) for simulating or debugging a machine without actually running on it.



## Chapter 5

# Environment Variables

The behavior of the hwloc library and tools may be tuned thanks to the following environment variables.

**HWLOC\_XMLFILE=/path/to/file.xml** enforces the discovery from the given XML file as if [hwloc\\_topology\\_set\\_xml\(\)](#) had been called. This file may have been generated earlier with `lstopo file.xml`. For convenience, this backend provides empty binding hooks which just return success. To have hwloc still actually call OS-specific hooks, `HWLOC_THISSYSTEM` should be set 1 in the environment too, to assert that the loaded file is really the underlying system. See also [Importing and exporting topologies from/to XML files](#).

**HWLOC\_SYNTHETIC=synthetic\_description** enforces the discovery through a synthetic description string as if [hwloc\\_topology\\_set\\_synthetic\(\)](#) had been called. For convenience, this backend provides empty binding hooks which just return success. See also [Synthetic topologies](#).

**HWLOC\_XML\_VERBOSE=1**

**HWLOC\_SYNTHETIC\_VERBOSE=1** enables verbose messages in the XML or synthetic topology backends. hwloc XML backends (see [Importing and exporting topologies from/to XML files](#)) can emit some error messages to the error output stream. Enabling these verbose messages within hwloc can be useful for understanding failures to parse input XML topologies. Similarly, enabling verbose messages in the synthetic topology backend can help understand why the description string is invalid. See also [Synthetic topologies](#).

**HWLOC\_THISSYSTEM=1** enforces the return value of [hwloc\\_topology\\_is\\_thissystem\(\)](#), as if `HWLOC_TOPOLOGY_FLAG_IS_THISSYSTEM` was set with [hwloc\\_topology\\_set\\_flags\(\)](#). It means that it makes hwloc assume that the selected backend provides the topology for the system on which we are running, even if it is not the OS-specific backend but the XML backend for instance. This means making the binding functions actually call the OS-specific system calls and really do binding, while the XML backend would otherwise provide empty hooks just returning success. This can be used for efficiency reasons to first detect the topology once, save it to an XML file, and quickly reload it later through the XML backend, but still having binding functions actually do bind. This also enables support for the variable `HWLOC_THISSYSTEM_ALLOWED_RESOURCES`.

**HWLOC\_THISSYSTEM\_ALLOWED\_RESOURCES=1** Get the set of allowed resources from the native operating system even if the topology was loaded from XML or synthetic description, as if `HWLOC_TOPOLOGY_FLAG_THISSYSTEM_ALLOWED_RESOURCES` was set with [hwloc\\_topology\\_set\\_flags\(\)](#). This variable requires the topology to match the current system (see the variable `HWLOC_THISSYSTEM`). This is useful when the topology is not loaded directly from the local machine (e.g. for performance reason) and it comes with all resources, but the running process is restricted to only a part of the machine (for instance because of Linux Cgroup/Cpuset).

**HWLOC\_HIDE\_ERRORS=0** enables or disables verbose reporting of errors. The hwloc library may issue warnings to the standard error stream when it detects a problem during topology discovery, for instance if the operating system (or user) gives contradictory topology information. Setting this environment variable to 1 removes the actual displaying of these error messages.

**HWLOC\_GROUPING=1** enables or disables objects grouping based on distances. By default, hwloc uses distance matrices between objects (either read from the OS or given by the user) to find groups of close objects. These groups are described by adding intermediate Group objects in the topology. Setting this environment variable to 0 will disable this grouping. This variable supersedes the obsolete HWLOC\_IGNORE\_DISTANCES variable.

**HWLOC\_GROUPING\_ACCURACY=0.05** relaxes distance comparison during grouping. By default, objects may be grouped if their distances form a minimal distance graph. When setting this variable to 0.02, and when [HWLOC\\_C\\_DISTANCES\\_ADD\\_FLAG\\_GROUP\\_INACCURATE](#) is given, these distances do not have to be strictly equal anymore, they may just be equal with a 2% error. If set to `try` instead of a numerical value, hwloc will try to group with perfect accuracy (0, the default), then with 0.01, 0.02, 0.05 and finally 0.1. Numbers given in this environment variable should always use a dot as a decimal mark (for instance 0.01 instead of 0,01).

**HWLOC\_GROUPING\_VERBOSE=0** enables or disables some verbose messages during grouping. If this variable is set to 1, some debug messages will be displayed during distance-based grouping of objects even if debug was not specific at configure time. This is useful when trying to find an interesting distance grouping accuracy.

**HWLOC\_PCI\_LOCALITY=<domain/bus> <cpuset>;...**

**HWLOC\_PCI\_LOCALITY=/path/to/pci/locality/file** changes the locality of I/O devices behind the specified PCI buses. If no I/O locality information is available or if the BIOS reports incorrect information, it is possible to move a I/O device tree (OS and/or PCI devices with optional bridges) near a custom set of processors. Localities are given either inside the environment variable itself, or in the pointed file. They may be separated either by semi-colons or by line-breaks. Each locality contains a domain/bus specification (in hexadecimal numbers as usual) followed by a whitespace and a cpuset:

- 0001 <cpuset> specifies the locality of all buses in PCI domain 0000.
- 0000:0f <cpuset> specifies only PCI bus 0f in domain 0000.
- 0002:04-0a <cpuset> specifies a range of buses (from 04 to 0a) within domain 0002.

Domain/bus specifications should usually match entire hierarchies of buses behind a bridge (including primary, secondary and subordinate buses). For instance, if hostbridge 0000:00 contains other bridges creating buses 0000:01 to 0000:09, the variable should be `HWLOC_PCI_LOCALITY="0000:00-09 <cpuset>"`. It supersedes the old `HWLOC_PCI_0000_00_LOCALCPUSET=<cpuset>` which only works when hostbridges exist in the topology. If the variable is defined to empty or invalid, no forced PCI locality is applied but hwloc's internal automatic locality quirks are disabled, which means the exact PCI locality reported by the platform is used.

**HWLOC\_FSROOT=/path/to/linux/filesystem-root/** switches to reading the topology from the specified Linux filesystem root instead of the main file-system root. This directory may have been saved previously from another machine with `hwloc-gather-topology`.

One should likely also set `HWLOC_COMPONENTS=linux,linuxio,stop` so that non-Linux backends are disabled (the `-i` option of command-line tools takes care of both).

Not using the main file-system root causes `hwloc_topology_is_thissystem()` to return 0. For convenience, this backend provides empty binding hooks which just return success. To have hwloc still actually call OS-specific hooks, `HWLOC_THISSYSTEM` should be set 1 in the environment too, to assert that the loaded file is really the underlying system.

**HWLOC\_CPUID\_PATH=/path/to/cpuid/** forces the x86 backend to read dumped CPUIDs from the given directory instead of executing actual x86 CPUID instructions. This directory may have been saved previously from another machine with `hwloc-gather-cpuid`.

One should likely also set `HWLOC_COMPONENTS=x86,stop` so that non-x86 backends are disabled (the `-i` option of command-line tools takes care of both).



It causes `hwloc_topology_is_thissystem()` to return 0. For convenience, this backend provides empty binding hooks which just return success. To have hwloc still actually call OS-specific hooks, `HWLOC_THISSYSTEM` should be set 1 in the environment too, to assert that the loaded CPUID dump is really the underlying system.

**HWLOC\_DUMPED\_HWDATA\_DIR=/path/to/dumped/files/** loads files dumped by `hwloc-dump-hwdata` (on Linux) from the given directory. The default dump/load directory is configured during build based on `--runstatedir`, `--localstatedir`, and `--prefix` options. It usually points to `/var/run/hwloc/` in Linux distribution packages, but it may also point to `$prefix/var/run/hwloc/` when manually installing and only specifying `--prefix`.

**HWLOC\_COMPONENTS=list,of,components** forces a list of components to enable or disable. Enable or disable the given comma-separated list of components (if they do not conflict with each other). Component names prefixed with `-` are disabled. Once the end of the list is reached, hwloc falls back to enabling the remaining components (sorted by priority) that do not conflict with the already enabled ones, and unless explicitly disabled in the list. If `stop` is met, the enabling loop immediately stops, no more component is enabled.

If `xml` or `synthetic` components are selected, the corresponding XML filename or synthetic description string should be pass in `HWLOC_XMLFILE` or `HWLOC_SYNTHETIC` respectively.

Since this variable is the low-level and more generic way to select components, it takes precedence over environment variables for selecting components.

If the variable is set to an empty string (or set to a single comma), no specific component is loaded first, all components are loaded in priority order.

See [Selecting which components to use](#) for details.

**HWLOC\_COMPONENTS\_VERBOSE=1** displays verbose information about components. Display messages when components are registered or enabled. This is the recommended way to list the available components with their priority (all of them are *registered* at startup).

**HWLOC\_PLUGINS\_PATH=/path/to/hwloc/plugins/...** changes the default search directory for plugins. By default, `$libdir/hwloc` is used. The variable may contain several colon-separated directories.

**HWLOC\_PLUGINS\_VERBOSE=1** displays verbose information about plugins. List which directories are scanned, which files are loaded, and which components are successfully loaded.

**HWLOC\_PLUGINS\_BLACKLIST=filename1,filename2,...** prevents plugins from being loaded if their filename (without path) is listed. Plugin filenames may be found in verbose messages outputted when `HWLOC_PLUGINS_VERBOSE=1`.

**HWLOC\_DEBUG\_VERBOSE=0** disables all verbose messages that are enabled by default when `-enable-debug` is passed to configure.



## Chapter 6

# CPU and Memory Binding Overview

Some operating systems do not systematically provide separate functions for CPU and memory binding. This means that CPU binding functions may have effects on the memory binding policy. Likewise, changing the memory binding policy may change the CPU binding of the current thread. This is often not a problem for applications, so by default hwloc will make use of these functions when they provide better binding support.

If the application does not want the CPU binding to change when changing the memory policy, it needs to use the [H↔WLOC\\_MEMBIND\\_NOCPUBIND](#) flag to prevent hwloc from using OS functions which would change the CPU binding. Additionally, [HWLOC\\_CPUBIND\\_NOMEMBIND](#) can be passed to CPU binding function to prevent hwloc from using OS functions would change the memory binding policy. Of course, using these flags will reduce hwloc's overall support for binding, so their use is discouraged.

One can avoid using these flags but still closely control both memory and CPU binding by allocating memory, touching each page in the allocated memory, and then changing the CPU binding. The already-really-allocated memory will then be "locked" to physical memory and will not be migrated. Thus, even if the memory binding policy gets changed by the CPU binding order, the already-allocated memory will not change with it. When binding and allocating further memory, the CPU binding should be performed again in case the memory binding altered the previously-selected CPU binding.

Not all operating systems support the notion of a "current" memory binding policy for the current process, but such operating systems often still provide a way to allocate data on a given node set. Conversely, some operating systems support the notion of a "current" memory binding policy and do not permit allocating data on a specific node set without changing the current policy and allocate the data. To provide the most powerful coverage of these facilities, hwloc provides:

- functions that set/get the current memory binding policies (if supported): [hwloc\\_set/get\\_membind\(\)](#) and [hwloc↔\\_set/get\\_proc\\_membind\(\)](#)
- a function that allocates memory bound to specific node set without changing the current memory binding policy (if supported): [hwloc\\_alloc\\_membind\(\)](#).
- a helper which, if needed, changes the current memory binding policy of the process in order to obtain memory binding: [hwloc\\_alloc\\_membind\\_policy\(\)](#).

An application can thus use the two first sets of functions if it wants to manage separately the global process binding policy and directed allocation, or use the third set of functions if it does not care about the process memory binding policy.

See [CPU binding](#) and [Memory binding](#) for hwloc's API functions regarding CPU and memory binding, respectively. There are some examples under `doc/examples/` in the source tree.



## Chapter 7

# I/O Devices

hwloc usually manipulates processing units and memory but it can also discover I/O devices and report their locality as well. This is useful for placing I/O intensive applications on cores near the I/O devices they use, or for gathering information about all platform components.

### 7.1 Enabling and requirements

I/O discovery is disabled by default (except in lstopo) for performance reasons. It can be enabled by changing the filtering of I/O object types to `HWLOC_TYPE_FILTER_KEEP_IMPORTANT` or `HWLOC_TYPE_FILTER_KEEP_ALL` before loading the topology, for instance with `hwloc_topology_set_io_types_filter()`.

Note that I/O discovery requires significant help from the operating system. The `pciaccess` library (the development package is usually `libpciaccess-devel` or `libpciaccess-dev`) is needed to fully detect PCI devices and bridges. On Linux, PCI discovery may still be performed even if `libpciaccess` cannot be used. But it misses PCI device names. Moreover, some operating systems require privileges for probing PCI devices, see [Does hwloc require privileged access?](#) for details.

The actual locality of I/O devices is only currently detected on Linux. Other operating system will just report I/O devices as being attached to the topology root object.

### 7.2 I/O objects

When I/O discovery is enabled and supported, some additional objects are added to the topology. The corresponding I/O object types are:

- `HWLOC_OBJ_OS_DEVICE` describes an operating-system-specific handle such as the `sda` drive or the `eth0` network interface. See [OS devices](#).
- `HWLOC_OBJ_PCI_DEVICE` and `HWLOC_OBJ_BRIDGE` build up a PCI hierarchy made of devices and bridges. See [PCI devices and bridges](#).

Any of these types may be filtered individually with `hwloc_topology_set_type_filter()`.

hwloc tries to attach these new objects to normal objects (usually NUMA nodes) to match their actual physical location. For instance, if a I/O Hub is physically connected to a package, the corresponding hwloc bridge object (and its PCI bridges and devices children) is inserted as a child of the corresponding hwloc Package object. **These children are not in the normal children list but rather in the I/O-specific children list.**

I/O objects also have neither CPU sets nor node sets (NULL pointers) because they are not directly usable by the user applications for binding. Moreover I/O hierarchies may be highly complex (asymmetric trees of bridges). So I/O objects are placed in specific levels with custom depths. Their lists may still be traversed with regular helpers such as `hwloc_get_next_obj_by_type()`. However, hwloc offers some dedicated helpers such as `hwloc_get_next_pcidev()` and `hwloc_get_next_osdev()` for convenience (see [Finding I/O objects](#)).

## 7.3 OS devices

Although each PCI device is uniquely identified by its bus ID (e.g. 0000:01:02.3), a user-space application can hardly find out which PCI device it is actually using. Applications rather use software handles (such as the `eth0` network interface, the `sda` hard drive, or the `mlx4_0` OpenFabrics HCA). Therefore hwloc tries to add software devices (`HWLOC_OBJ_OS_DEVICE`, also known as OS devices).

OS devices may be attached below PCI devices, but they may also be attached directly to normal objects. Indeed some OS devices are not related to PCI. For instance, NVDIMM block devices (such as `pmem0s` on Linux) are directly attached near their NUMA node (I/O child of the parent whose memory child is the NUMA node). Also, if hwloc could not discover PCI for some reason, PCI-related OS devices may also be attached directly to normal objects.

hwloc first tries to discover OS devices from the operating system, e.g. `eth0`, `sda` or `mlx4_0`. However, this ability is currently only available on Linux for some classes of devices.

hwloc then tries to discover software devices through additional I/O components using external libraries. For instance proprietary graphics drivers do not expose any named OS device, but hwloc may still create one OS object per software handle when supported. For instance the `opencl` and `cuda` components may add some `opencl0d0` and `cuda0` OS device objects.

Here is a list of OS device objects commonly created by hwloc components when I/O discovery is enabled and supported.

- Hard disks (`HWLOC_OBJ_OSDEV_BLOCK`)
  - `sda` (Linux component)
- Network interfaces (`HWLOC_OBJ_OSDEV_NETWORK`)
  - `eth0`, `wlan0`, `ib0` (Linux component)
- OpenFabrics (InfiniBand, Omni-Path, usNIC, etc) HCAs (`HWLOC_OBJ_OSDEV_OPENFABRICS`)
  - `mlx5_0`, `hfi1_0`, `qib0`, `usnic_0` (Linux component)
- GPUs (`HWLOC_OBJ_OSDEV_GPU`)
  - `nvm0` for the first NVML device (NVML component, using the NVIDIA Management Library)
  - `:0.0` for the first display (GL component, using the NV-CONTROL X extension library, NVCtrl)
- Co-Processors (`HWLOC_OBJ_OSDEV_COPROC`)

- *opencld0* for the first device of the first OpenCL platform, *opencld3* for the fourth device of the second OpenCL platform (OpenCL component)
- *cuda0* for the first NVIDIA CUDA device (CUDA component, using the NVIDIA CUDA Library)
- *mic0* for the first Intel Xeon Phi (MIC) coprocessor (Linux component)
- DMA engine channel ([HWLOC\\_OBJ\\_OSDEV\\_DMA](#))
  - *dma0chan0* (Linux component) when all OS devices are enabled ([HWLOC\\_TYPE\\_FILTER\\_KEEP\\_ALL](#))

Note that some PCI devices may contain multiple software devices (see the example below).

See also [Interoperability With Other Software](#) for managing these devices without considering them as hwloc objects.

## 7.4 PCI devices and bridges

A PCI hierarchy is usually organized as follows: A hostbridge object ( [HWLOC\\_OBJ\\_BRIDGE](#) object with upstream type *Host* and downstream type *PCI*) is attached below a normal object (usually the entire machine or a NUMA node). There may be multiple hostbridges in the machine, attached to different places, but all PCI devices are below one of them (unless the Bridge object type is filtered-out).

Each hostbridge contains one or several children, either other bridges (usually PCI to PCI) or PCI devices ([HWLOC\\_↔OBJ\\_PCI\\_DEVICE](#)). The number of bridges between the hostbridge and a PCI device depends on the machine.

## 7.5 Consulting I/O devices and binding

I/O devices may be consulted by traversing the topology manually (with usual routines such as [hwloc\\_get\\_obj\\_by\\_type\(\)](#)) or by using dedicated helpers (such as [hwloc\\_get\\_pcidev\\_by\\_busid\(\)](#), see [Finding I/O objects](#)).

I/O objects do not actually contain any locality information because their CPU sets and node sets are NULL. Their locality must be retrieved by walking up the object tree (through the `parent` link) until a non-I/O object is found (see [hwloc\\_get\\_non\\_io\\_ancestor\\_obj\(\)](#)). This normal object should have non-NULL CPU sets and node sets which describe the processing units and memory that are immediately close to the I/O device. For instance the path from a OS device to its locality may go across a PCI device parent, one or several bridges, up to a Package node with the same locality.

Command-line tools are also aware of I/O devices. `lstopo` displays the interesting ones by default (passing `--no-io` disables it).

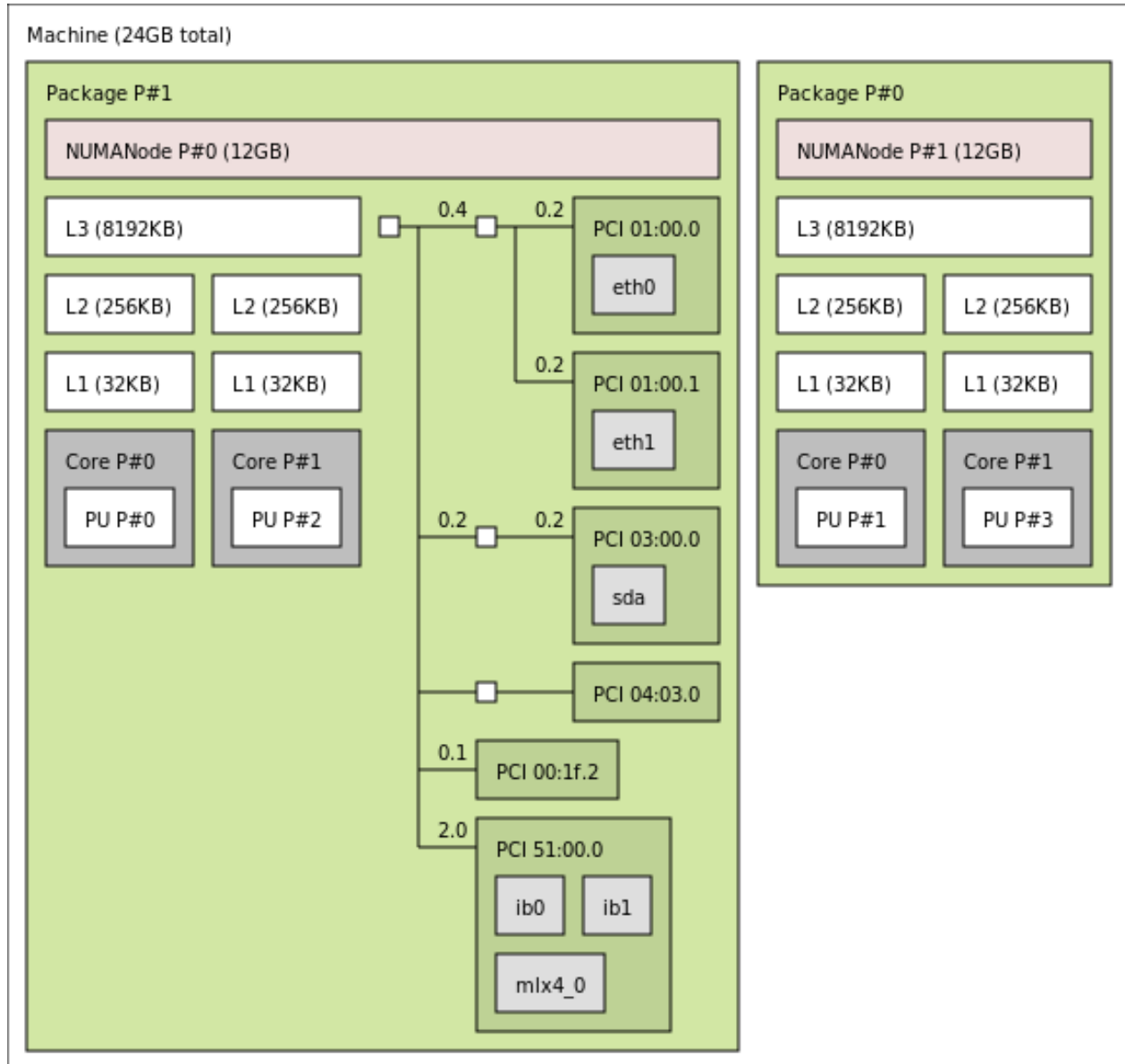
`hwloc-calc` and `hwloc-bind` may manipulate I/O devices specified by PCI bus ID or by OS device name.

- `pci=0000:02:03.0` is replaced by the set of CPUs that are close to the PCI device whose bus ID is given.
- `os=eth0` is replaced by CPUs that are close to the I/O device whose software handle is called `eth0`.

This enables easy binding of I/O-intensive applications near the device they use.

## 7.6 Examples

The following picture shows a dual-package dual-core host whose PCI bus is connected to the first package and NUMA node.



Six interesting PCI devices were discovered. However, `hwloc` found some corresponding software devices (*eth0*, *eth1*, *sda*, *mlx4\_0*, *ib0*, and *ib1*) for only four of these physical devices. The other ones (*PCI 102b:0532* and *PCI 8086:3a20*) are an unused IDE controller (no disk attached) and a graphic card (no corresponding software device reported to the user by the operating system).

On the contrary, it should be noted that three different software devices were found for the last PCI device (*PCI 15b3:634a*). Indeed this OpenFabrics HCA PCI device object contains one OpenFabrics software device (*mlx4\_0*) and two virtual network interface software devices (*ib0* and *ib1*).



PCI link speed is also reported for some bridges and devices because lstopo was privileged when it discovered the topology.

Here is the corresponding textual output:

```
Machine (24GB total)
  Package L#0
    NUMANode L#0 (P#0 12GB)
    L3 L#0 (8192KB)
      L2 L#0 (256KB) + L1 L#0 (32KB) + Core L#0 + PU L#0 (P#0)
      L2 L#1 (256KB) + L1 L#1 (32KB) + Core L#1 + PU L#1 (P#2)
    HostBridge
      PCIBridge
        PCI 01:00.0 (Ethernet)
        Net "eth0"
        PCI 01:00.1 (Ethernet)
        Net "eth1"
      PCIBridge
        PCI 03:00.0 (RAID)
        Block "sda"
      PCIBridge
        PCI 04:03.0 (VGA)
      PCI 00:1f.2 (IDE)
      PCI 51:00.0 (InfiniBand)
      Net "ib0"
      Net "ib1"
      Net "mlx4_0"
  Package L#1
    NUMANode L#1 (P#1 12GB)
    L3 L#1 (8192KB)
      L2 L#2 (256KB) + L1 L#2 (32KB) + Core L#2 + PU L#2 (P#1)
      L2 L#3 (256KB) + L1 L#3 (32KB) + Core L#3 + PU L#3 (P#3)
```



## Chapter 8

# Miscellaneous objects

hwloc topologies may be annotated with Misc objects (of type `HWLOC_OBJ_MISC`) either automatically or by the user. This is an flexible way to annotate topologies with large sets of information since Misc objects may be inserted anywhere in the topology (to annotate specific objects or parts of the topology), even below other Misc objects, and each of them may contain multiple attributes (see also [How do I annotate the topology with private notes?](#)).

These Misc objects may have a `subtype` field to replace `Misc` with something else in the `lstopo` output.

### 8.1 Misc objects added by hwloc

hwloc only uses Misc objects when other object types are not sufficient, and when the Misc object type is not filtered-out anymore. This currently includes:

- Memory modules (DIMMs), on Linux when privileged and when `dmi-sysfs` is supported by the kernel. These objects have a `subtype` field of value `MemoryModule`. They are currently always attached to the root object. Their attributes describe the DIMM vendor, model, etc. `lstopo -v` displays them as:

```
Misc(MemoryModule) (P#1 DeviceLocation="Bottom-Slot 2(right)" BankLocation="BANK 2" Vendor=Elpida
  SerialNumber=21733667 AssetTag=9876543210 PartNumber="EBJ81UG8EFU0-GN-F ")
```

- Displaying process binding in `lstopo --top`. These objects have a `subtype` field of value `Process` and a name attribute made of their PID and program name. They are attached below the object they are bound to. The textual `lstopo` displays them as:

```
PU L#0 (P#0)
  Misc(Process) 4445 myprogram
```

### 8.2 Annotating topologies with Misc objects

The user may annotate hwloc topologies with its own Misc objects. This can be achieved with `hwloc_topology_↵insert_misc_object()` as well as `hwloc-annotate` command-line tool.



## Chapter 9

# Object attributes

### 9.1 Normal attributes

hwloc objects have many generic attributes in the `hwloc_obj` structure, for instance their `logical_index` or `os_index` (see [Should I use logical or physical/OS indexes? and how?](#)), `depth` or `name`.

The kind of object is first described by the `obj->type` generic attribute (an integer). OS devices also have a specific `obj->attr->osdev.type` integer for distinguishing between NICs, GPUs, etc. Objects may also have an optional `obj->subtype` pointing to a better description string. For instance subtype is useful to say what Group objects are actually made of (e.g. *Book* for Linux S/390 books). It may also specify that a Block OS device is a *Disk*, or that a CoProcessor OS device is a *CUDA* device. This subtype is displayed by `lstopo` either in place or after the main `obj->type` attribute.

Each object also contains an `attr` field that, if non NULL, points to a union `hwloc_obj_attr_u` of type-specific attribute structures. For instance, a L2Cache object `obj` contains cache-specific information in `obj->attr->cache`, such as its size and associativity, cache type. See [hwloc\\_obj\\_attr\\_u](#) for details.

### 9.2 Custom string infos

Aside of these generic attribute fields, hwloc annotates many objects with string attributes that are made of a key and a value. Each object contains a list of such pairs that may be consulted manually (looking at the object `infos` array field) or using the `hwloc_obj_get_info_by_name()`. The user may additionally add new key-value pairs to any object using `hwloc_obj_add_info()` or the `hwloc-annotate` program.

Here is a non-exhaustive list of attributes that may be automatically added by hwloc (with the usual corresponding object in parentheses). Note that these attributes heavily depend on the ability of the operating system to report them. Many of them will therefore be missing on some OS.

**OSName, OSRelease, OSVersion, HostName, Architecture (Machine object)** The operating system name, release, version, the hostname and the architecture name, as reported by the Unix `uname` command.

**Backend (topology root, Machine object)** The name of the hwloc backend/component that filled the topology. If several components were combined, multiple Backend keys may exist, with different values, for instance `x86`, `Linux` and `pci`.

**LinuxCgroup (Machine object)** The name the Linux control group where the calling process is placed.

**SyntheticDescription (topology root, Machine object)** The description string that was given to hwloc to build this synthetic topology.

**CPUModel (Package or Machine)** The processor model name. Usually added to Package objects, but can be in Machine instead if hwloc failed to discover any package.

**CPUType (Package)** A Solaris-specific general processor type name, such as "i86pc".

**CPUVendor, CPUModelNumber, CPUFamilyNumber, CPUStepping (Package or Machine)** The processor vendor name, model number, family number, and stepping number. Currently available for x86 and Xeon Phi processors on most systems, and for ia64 processors on Linux (except CPUStepping). Usually added to Package objects, but can be in Machine instead if hwloc failed to discover any package.

**CPURevision (Package)** A POWER/PowerPC-specific general processor revision number, currently only available on Linux.

**PlatformName, PlatformModel, PlatformVendor, PlatformBoardID, PlatformRevision,**

**SystemVersionRegister, ProcessorVersionRegister (Machine)** Some POWER/PowerPC-specific attributes describing the platform and processor. Currently only available on Linux. Usually added to Package objects, but can be in Machine instead if hwloc failed to discover any package.

**MemoryMode, ClusterMode (topology root, Machine object)** Intel Xeon Phi processor configuration modes. Available if hwloc-dump-hwdata was used (see [Why do I need hwloc-dump-hwdata for memory on Intel Xeon Phi processor?](#)) or if hwloc managed to guess them from the NUMA configuration.

The memory mode may be *Cache*, *Flat*, *Hybrid50* (half the MCDRAM is used as a cache) or *Hybrid25* (25% of MCDRAM as cache). The cluster mode may be *Quadrant*, *Hemisphere*, *All2All*, *SNC2* or *SNC4*. See `doc/examples/get-knl-modes.c` in the source directory for an example of retrieving these attributes.

**Inclusive (Caches)** The inclusiveness of a cache (1 if inclusive, 0 otherwise). Currently only available on x86 processors.

**SolarisProcessorGroup (Group)** The Solaris kstat processor group name that was used to build this Group object.

**PCIVendor, PCIDevice (PCI devices and bridges)** The vendor and device names of the PCI device.

**PCISlot** The name/number of the physical slot where the PCI device is plugged.

**Vendor, Model, Revision, SerialNumber, Size, SectorSize** The vendor and model names, revision, serial number, size (in kB) and SectorSize (in bytes) of a Block OS device.

**LinuxDeviceID** The major/minor device number such as 8:0 on Linux for a Block OS device.

**GPUVendor, GPUModel (GPU or Co-Processor OS devices)** The vendor and model names of the GPU device.

**OpenCLDeviceType, OpenCLPlatformIndex,**

**OpenCLPlatformName, OpenCLPlatformDeviceIndex (OpenCL GPU OS devices)** The type of OpenCL device, the OpenCL platform index and name, and the index of the device within the platform.

**OpenCLComputeUnits, OpenCLGlobalMemorySize** The number of compute units and global memory size (in kB) of a OpenCL device.

**NVIDIAUUID, NVDIASerial (NVML GPU OS devices)** The UUID and Serial of NVIDIA GPUs.

**CUDAMultiProcessors, CUDACoresPerMP,**

**CUDAGlobalMemorySize, CUDAL2CacheSize, CUDASharedMemorySizePerMP (CUDA OS devices)** The number of shared multiprocessors, the number of cores per multiprocessor, the global memory size, the (global) L2 cache size, and size of the shared memory in each multiprocessor of a CUDA device. Sizes are in kB.

**MICSerialNumber** The serial number of an Intel Xeon Phi (MIC) coprocessor. hwloc may run either inside the coprocessor itself, or on the host processor. That attribute is set in both cases, so that the exact same coprocessor may be identified from both point of views, even if there are multiple nodes with multiple MICs. When running hwloc on the host, each hwloc OS device object that corresponds to a Xeon Phi gets such an attribute. When running hwloc inside a Xeon Phi coprocessor, the root of the topology (Machine object) gets this attribute.

**MICFamily, MICSKU, MICActiveCores, MICMemorySize** The family, SKU (model), number of active cores, and memory size (in kB) of an Intel Xeon Phi (MIC) coprocessor.

**DMIBoardVendor, DMIBoardName, etc. (Machine object)** DMI hardware information such as the motherboard and chassis models and vendors, the BIOS revision, etc., as reported by Linux under `/sys/class/dmi/id/`.

**Address, Port (Network interface OS devices)** The MAC address and the port number of a software network interface, such as `eth4` on Linux.

**NodeGUID, SysImageGUID, Port1State, Port2LID, Port2LMC, Port3GID1 (OpenFabrics OS devices)** The node GUID and GUID mask, the state of a port #1 (value is 4 when active), the LID and LID mask count of port #2, and GID #1 of port #3.

**Vendor, AssetTag, PartNumber, DeviceLocation, BankLocation (MemoryModule Misc objects)** Information about memory modules (DIMMs) extracted from SMBIOS.

**hwlocVersion** The version number of the hwloc library that was used to generate the topology. If the topology was loaded from XML, this is not the hwloc version that loaded it, but rather the first hwloc instance that exported the topology to XML earlier.

**ProcessName** The name of the process that contains the hwloc library that was used to generate the topology. If the topology was from XML, this is not the hwloc version that loaded it, but rather the first process that exported the topology to XML earlier.

Here is a non-exhaustive list of user-provided info attributes that have a special meaning:

**IstopoStyle** Enforces the style of an object (background and text colors) in the graphical output of Istopo. See CUS←TOM COLORS in the Istopo(1) manpage for details.





## Chapter 10

# Importing and exporting topologies from/to XML files

hwloc offers the ability to export topologies to XML files and reload them later. This is for instance useful for loading topologies faster (see [I do not want hwloc to rediscover my enormous machine topology every time I rerun a process](#)), manipulating other nodes' topology, or avoiding the need for privileged processes (see [Does hwloc require privileged access?](#)).

Topologies may be exported to XML files thanks to [hwloc\\_topology\\_export\\_xml\(\)](#), or to a XML memory buffer with [hwloc\\_topology\\_export\\_xmlbuffer\(\)](#). The `lstopo` program can also serve as a XML topology export tool.

XML topologies may then be reloaded later with [hwloc\\_topology\\_set\\_xml\(\)](#) and [hwloc\\_topology\\_set\\_xmlbuffer\(\)](#). The `HWLOC_XMLFILE` environment variable also tells hwloc to load the topology from the given XML file.

### Note

Loading XML topologies disables binding because the loaded topology may not correspond to the physical machine that loads it. This behavior may be reverted by asserting that loaded file really matches the underlying system with the `HWLOC_THISSYSTEM` environment variable or the [HWLOC\\_TOPOLOGY\\_FLAG\\_IS\\_THISSYSTEM](#) topology flag.

The topology flag [HWLOC\\_TOPOLOGY\\_FLAG\\_THISSYSTEM\\_ALLOWED\\_RESOURCES](#) may be used to load a XML topology that contains the entire machine and restrict it to the part that is actually available to the current process (e.g. when Linux Cgroup/Cpuset are used to restrict the set of resources).

hwloc also offers the ability to export/import [Topology differences](#).

XML topology files are not localized. They use a dot as a decimal separator. Therefore any exported topology can be reloaded on any other machine without requiring to change the locale.

XML exports contain all details about the platform. It means that two very similar nodes still have different XML exports (e.g. some serial numbers or MAC addresses are different). If a less precise exporting/importing is required, one may want to look at [Synthetic topologies](#) instead.

## 10.1 libxml2 and minimalistic XML backends

hwloc offers two backends for importing/exporting XML.

First, it can use the `libxml2` library for importing/exporting XML files. It features full XML support, for instance when those files have to be manipulated by non-hwloc software (e.g. a XSLT parser). The `libxml2` backend is enabled by

default if libxml2 development headers are available (the relevant development package is usually `libxml2-devel` or `libxml2-dev`).

If libxml2 is not available at configure time, or if `--disable-libxml2` is passed, hwloc falls back to a custom backend. Contrary to the aforementioned full XML backend with libxml2, this minimalistic XML backend cannot be guaranteed to work with external programs. It should only be assumed to be compatible with the same hwloc release (even if using the libxml2 backend). Its advantage is, however, to always be available without requiring any external dependency.

If libxml2 is available but the core hwloc library should not directly depend on it, the libxml2 support may be built as a dynamically-loaded plugin. One should pass `--enable-plugins` to enable plugin support (when supported) and build as plugins all component that support it. Or pass `--enable-plugins=xml_libxml` to only build this libxml2 support as a plugin.

## 10.2 XML import error management

Importing XML files can fail at least because of file access errors, invalid XML syntax or non-hwloc-valid XML contents.

Both backend cannot detect all these errors when the input XML file or buffer is selected (when `hwloc_topology_set_xml()` or `hwloc_topology_set_xmlbuffer()` is called). Some errors such non-hwloc-valid contents can only be detected later when loading the topology with `hwloc_topology_load()`.

It is therefore strongly recommended to check the return value of both `hwloc_topology_set_xml()` (or `hwloc_topology_set_xmlbuffer()`) and `hwloc_topology_load()` to handle all these errors.

## Chapter 11

# Synthetic topologies

hwloc may load fake or remote topologies so as to consult them without having the underlying hardware available. Aside from loading XML topologies, hwloc also enables the building of *synthetic* topologies that are described by a single string listing the arity of each levels.

For instance, lstopo may create a topology made of 2 packages, containing a single NUMA node and a L2 cache above two single-threaded cores:

```
$ lstopo -i "pack:2 node:1 l2:1 core:2 pu:1" -
Machine (2048MB)
  Package L#0
    NUMANode L#0 (P#0 1024MB)
    L2 L#0 (4096KB)
      Core L#0 + PU L#0 (P#0)
      Core L#1 + PU L#1 (P#1)
  Package L#1
    NUMANode L#1 (P#1 1024MB)
    L2 L#1 (4096KB)
      Core L#2 + PU L#2 (P#2)
      Core L#3 + PU L#3 (P#3)
```

Replacing `-` with `file.xml` in this command line will export this topology to XML as usual.

### Note

Synthetic topologies offer a very basic way to export a topology and reimport it on another machine. It is a lot less precise than XML but may still be enough when only the hierarchy of resources matters.

## 11.1 Synthetic description string

Each item in the description string gives the type of the level and the number of such children under each object of the previous level. That is why the above topology contains 4 cores (2 cores times 2 nodes).

These type names must be written as `numanode`, `package`, `core`, `l2u`, `l1i`, `pu`, `group` (`hwloc_obj_type_` ← `sscanf()` is used for parsing the type names). They do not need to be written case-sensitively, nor entirely (as long as there is no ambiguity, 2 characters such as `ma` select a Machine level). Note that I/O and Misc objects are not available.

Instead of specifying the type of each level, it is possible to just specify the arities and let hwloc choose all types according to usual topologies. The following examples are therefore equivalent:

```
$ lstopo -i "2 3 4 5 6"
$ lstopo -i "Package:2 NUMANode:3 L2Cache:4 Core:5 PU:6"
```

NUMA nodes are handled in a special way since they are not part of the main CPU hierarchy but rather attached below it as memory children. Thus, `NUMANode:3` actually means `Group:3` where one NUMA node is attached below each group. These groups are merged back into the parent when possible (typically when a single NUMA node is requested below each parent).

It is also possible to explicitly attach NUMA nodes to specific levels. For instance, a topology similar to a Intel Xeon Phi processor (with 2 NUMA nodes per 16-core group) may be created with:

```
$ lstopo -i "package:1 group:4 [numa] [numa] core:16 pu:4"
```

The root object does not appear in the synthetic description string since it is always a Machine object. Therefore the Machine type is disallowed in the description as well.

A NUMA level (with a single NUMA node) is automatically added if needed.

Each item may be followed parentheses containing a list of space-separated attributes. For instance:

- `L2iCache:2 (size=32kB)` specifies 2 children of 32kB level-2 instruction caches. The size may be specified in bytes (without any unit suffix) or as TB, GB, MB or kB.
- `NUMANode:3 (memory=16MB)` specifies 3 NUMA nodes with 16MB each. The size may be specified in bytes (without any unit suffix) or as TB, GB, MB or kB.
- `PU:2 (indexes=0,2,1,3)` specifies 2 PU children and the full list of OS indexes among the entire set of 4 PU objects.
- `PU:2 (indexes=numa:core)` specifies 2 PU children whose OS indexes are interleaved by NUMA node first and then by package.
- Attributes in parentheses at the very beginning of the description apply to the root object.

## 11.2 Loading a synthetic topology

Aside from `lstopo`, the `hwloc` programming interface offers the same ability by passing the synthetic description string to `hwloc_topology_set_synthetic()` before `hwloc_topology_load()`.

Synthetic topologies are created by the `synthetic` component. This component may be enabled by force by setting the `HWLOC_SYNTHETIC` environment variable to something such as `node:2 core:3 pu:4`.

Loading a synthetic topology disables binding support since the topology usually does not match the underlying hardware. Binding may be reenabled as usual by setting `HWLOC_THISSYSTEM=1` in the environment or by setting the `HWLOC_TOPOLOGY_FLAG_IS_THISSYSTEM` topology flag.

## 11.3 Exporting a topology as a synthetic string

The function `hwloc_topology_export_synthetic()` may export a topology as a synthetic string. It offers a convenient way to quickly describe the contents of a machine. The `lstopo` tool may also perform such an export by forcing the output format.

```
$ lstopo --of synthetic --no-io  
Package:1 L3Cache:1 L2Cache:2 L1dCache:1 L1iCache:1 Core:1 PU:2
```

The exported string may be passed back to `hwloc` for recreating another similar topology. The entire tree will be similar, but some attributes such as the processor model will be missing.

Such an export is only possible if the topology is totally symmetric. It means that the `symmetric_subtree` field of the root object is set. Also memory children should be attached in a symmetric way (e.g. the same number of memory children below each Package object, etc.). However, I/O devices and Misc objects are ignored when looking at symmetry and exporting the string.



## Chapter 12

# Interoperability With Other Software

Although hwloc offers its own portable interface, it still may have to interoperate with specific or non-portable libraries that manipulate similar kinds of objects. hwloc therefore offers several specific "helpers" to assist converting between those specific interfaces and hwloc.

Some external libraries may be specific to a particular OS; others may not always be available. The hwloc core therefore generally does not explicitly depend on these types of libraries. However, when a custom application uses or otherwise depends on such a library, it may optionally include the corresponding hwloc helper to extend the hwloc interface with dedicated helpers.

Most of these helpers use structures that are specific to these external libraries and only meaningful on the local machine. If so, the helper requires the input topology to match the current machine. Some helpers also require I/O device discovery to be supported and enabled for the current topology.

**Linux specific features** `hwloc/linux.h` offers Linux-specific helpers that utilize some non-portable features of the Linux system, such as binding threads through their thread ID ("tid") or parsing kernel CPU mask files.

**Linux libnuma** `hwloc/linux-libnuma.h` provides conversion helpers between hwloc CPU sets and libnuma-specific types, such as bitmasks. It helps you use libnuma memory-binding functions with hwloc CPU sets.

**Glibc** `hwloc/glibc-sched.h` offers conversion routines between Glibc and hwloc CPU sets in order to use hwloc with functions such as `sched_getaffinity()` or `pthread_attr_setaffinity_np()`.

**OpenFabrics Verbs** `hwloc/openfabrics-verbs.h` helps interoperability with the OpenFabrics Verbs interface. For example, it can return a list of processors near an OpenFabrics device. It may also return the corresponding OS device hwloc object for further information (if I/O device discovery is enabled).

**Intel Xeon Phi (MIC)** `hwloc/intel-mic.h` helps interoperability with Intel Xeon Phi (MIC) coprocessors by returning the list of processors near these devices. It may also return the corresponding OS device hwloc object for further information (if I/O device discovery is enabled).

**AMD OpenCL** `hwloc/rocm.h` enables interoperability with the OpenCL interface. Only the AMD implementation currently offers locality information. It may return the list of processors near an AMD/ATI GPU given as a `cl_device_id`. It may also return the corresponding OS device hwloc object for further information (if I/O device discovery is enabled).

**NVIDIA CUDA** `hwloc/nvidia.h` and `hwloc/cudart.h` enable interoperability with NVIDIA CUDA Driver and Runtime interfaces. For instance, it may return the list of processors near NVIDIA GPUs. It may also return the corresponding OS device hwloc object for further information (if I/O device discovery is enabled).

**NVIDIA Management Library (NVML)** `hwloc/nvml.h` enables interoperability with the NVIDIA NVML interface. It may return the list of processors near a NVIDIA GPU given as a `nvmlDevice_t`. It may also return the corresponding OS device hwloc object for further information (if I/O device discovery is enabled).

**NVIDIA displays** `hwloc/glx.h` enables interoperability with NVIDIA displays using the NV-CONTROL X extension (NVIDIA GLX library). If I/O device discovery is enabled, it may return the OS device hwloc object that corresponds to a display given as a name such as `:0.0` or given as a port/device pair (server/screen).

**Taskset command-line tool** The taskset command-line tool is widely used for binding processes. It manipulates CPU set strings in a format that is slightly different from hwloc's one (it does not divide the string in fixed-size subsets and separates them with commas). To ease interoperability, hwloc offers routines to convert hwloc CPU sets from/to taskset-specific string format. Most hwloc command-line tools also support the `--taskset` option to manipulate taskset-specific strings.



## Chapter 13

# Thread Safety

Like most libraries that mainly fill data structures, hwloc is not thread safe but rather reentrant: all state is held in a `hwloc_topology_t` instance without mutex protection. That means, for example, that two threads can safely operate on and modify two different `hwloc_topology_t` instances, but they should not simultaneously invoke functions that modify the *same* instance. Similarly, one thread should not modify a `hwloc_topology_t` instance while another thread is reading or traversing it. However, two threads can safely read or traverse the same `hwloc_topology_t` instance concurrently.

When running in multiprocessor environments, be aware that proper thread synchronization and/or memory coherency protection is needed to pass hwloc data (such as `hwloc_topology_t` pointers) from one processor to another (e.g., a mutex, semaphore, or a memory barrier). Note that this is not a hwloc-specific requirement, but it is worth mentioning.

For reference, `hwloc_topology_t` modification operations include (but may not be limited to):

**Creation and destruction** `hwloc_topology_init()`, `hwloc_topology_load()`, `hwloc_topology_destroy()` (see [Topology Creation and Destruction](#)) imply major modifications of the structure, including freeing some objects. No other thread cannot access the topology or any of its objects at the same time.

Also references to objects inside the topology are not valid anymore after these functions return.

**Runtime topology modifications** `hwloc_topology_insert_misc_object()`, `hwloc_topology_alloc_group_object()`, and `hwloc_topology_insert_group_object()` (see [Modifying a loaded Topology](#)) may modify the topology significantly by adding objects inside the tree, changing the topology depth, etc.

`hwloc_distances_add()` and `hwloc_distances_remove()` (see [Add or remove distances between objects](#)) modify the list of distance structures in the topology, and the former may even insert new Group objects.

`hwloc_topology_restrict()` modifies the topology even more dramatically by removing some objects.

Although references to former objects *may* still be valid after insertion or restriction, it is strongly advised to not rely on any such guarantee and always re-consult the topology to reacquire new instances of objects.

**Consulting distances** `hwloc_distances_get()` and its variants are thread-safe except if the topology was recently modified (because distances may involve objects that were removed).

Whenever the topology is modified (see above), one dummy (but valid) `hwloc_distances_get()` call should be performed in the same thread-safe context to force the refresh of internal distances structures.

Once this refresh has been performed, multiple `hwloc_distances_get()` may then be performed concurrently by multiple threads.

**Locating topologies** `hwloc_topology_set_*` (see [Topology Detection Configuration and Query](#)) do not modify the topology directly, but they do modify internal structures describing the behavior of the upcoming invocation of `hwloc_topology_load()`. Hence, all of these functions should not be used concurrently.



## Chapter 14

# Components and plugins

hwloc is organized in components that are responsible for discovering objects. Depending on the topology configuration, some components will be used, some will be ignored. The usual default is to enable the native operating system component, (e.g. `linux` or `solaris`) and the `pci` miscellaneous component. If available, an architecture-specific component (such as `x86`) may also improve the topology detection.

If a XML topology is loaded, the `xml` discovery component will be used instead of all other components. It internally uses a specific class of components for the actual XML import/export routines (`xml_libxml` and `xml_nolibxml`) but these will not be discussed here (see [libxml2 and minimalistic XML backends](#)).

### 14.1 Components enabled by default

The hwloc core contains a list of components sorted by priority. Each one is enabled as long as it does not conflict with the previously enabled ones. This includes native operating system components, architecture-specific ones, and if available, I/O components such as `pci`.

Usually the native operating system component (when it exists, e.g. `linux` or `aix`) is enabled first. Then hwloc looks for an architecture specific component (e.g. `x86`). Finally there also exist a basic component (`no_os`) that just tries to discover the number of PUs in the system.

Each component discovers as much topology information as possible. Most of them, including most native OS components, do nothing unless the topology is still empty. Some others, such as `x86` and `pci`, can complete and annotate what other backends found earlier.

Default priorities ensure that clever components are invoked first. Native operating system components have higher priorities, and are therefore invoked first, because they likely offer very detailed topology information. If needed, it will be later extended by architecture-specific information (e.g. from the `x86` component).

If any configuration function such as `hwloc_topology_set_xml()` is used before loading the topology, the corresponding component is enabled first. Then, as usual, hwloc enables any other component (based on priorities) that does not conflict.

Certain components that manage a virtual topology, for instance XML topology import or synthetic topology description, conflict with all other components. Therefore, one of them may only be loaded (e.g. with `hwloc_topology_set_xml()`) if no other component is enabled.

The environment variable `HWLOC_COMPONENTS_VERBOSE` may be set to get verbose messages about component registration (including their priority) and enabling.

## 14.2 Selecting which components to use

If no topology configuration functions such as `hwloc_topology_set_synthetic()` have been called, plugins may be selected with environment variables such as `HWLOC_XMLFILE`, `HWLOC_SYNTHETIC` or `HWLOC_FSROOT` (see [Environment Variables](#)).

Finally, the environment variable `HWLOC_COMPONENTS` resets the list of selected components. If the variable is set and empty (or set to a single comma separating nothing, since some operating systems do not accept empty variables), the normal plugin priority order is used.

If the variable is set to `x86` in this variable will cause the `x86` component to take precedence over any other component, including the native operating system component. It is therefore loaded first, before `hwloc` tries to load all remaining non-conflicting components. In this case, `x86` would take care of discovering everything it supports, instead of only completing what the native OS information. This may be useful if the native component is buggy on some platforms.

It is possible to prevent some components from being loaded by prefixing their name with `-` in the list. For instance `x86, -pci` will load the `x86` component, then let `hwloc` load all the usual components except `pci`.

It is possible to prevent all remaining components from being loaded by placing `stop` in the environment variable. Only the components listed before this keyword will be enabled.

## 14.3 Loading components from plugins

Components may optionally be built as plugins so that the `hwloc` core library does not directly depend on their dependencies (for instance the `libpciaccess` library). Plugin support may be enabled with the `--enable-plugins` configure option. All components buildable as plugins will then be built as plugins. The configure option may be given a comma-separated list of component names to specify the exact list of components to build as plugins.

Plugins are built as independent dynamic libraries that are installed in `$libdir/hwloc`. All plugins found in this directory are loaded during `topology_init()` (unless blacklisted in `HWLOC_PLUGINS_BLACKLIST`, see [Environment Variables](#)). A specific list of directories (colon-separated) to scan may be specified in the `HWLOC_PLUGIN←S_PATH` environment variable.

Note that loading a plugin just means that the corresponding component is registered to the `hwloc` core. Components are then only enabled if the topology configuration requests it, as explained in the previous sections.

Also note that plugins should carefully be enabled and used when embedding `hwloc` in another project, see [Embedding hwloc in Other Software](#) for details.

## 14.4 Adding new discovery components and plugins

The types and functions cited below are declared in the `hwloc/plugins.h` header. Components are supposed to only use `hwloc` public headers (`hwloc.h` and anything under the `include/hwloc` subdirectory) and nothing from the `include/private` subdirectory in the source tree.

### 14.4.1 Basics of discovery components

Each discovery component is defined by a `hwloc_disc_component` structure which contains an `instantiate()` callback. This function is invoked when this component is actually used by a topology. It fills a new `hwloc_backend` structure that usually contains a `discover()` callback taking care of the actual topology discovery.

#### Note

If two discovery components have the same name, only the highest priority one is actually made available. This offers a way for third-party plugins to override existing components.

### 14.4.2 Registering a new discovery component

Registering components to the hwloc core relies on a `hwloc_component` structure. Its `data` field points to the previously defined `hwloc_disc_component` structure while its `type` should be `HWLOC_COMPONENT_TYPE_DISC`. This structure should be named `hwloc_<name>_component`.

The configure script should be modified to add `<name>` to its `hwloc_components` shell variable so that the component is actually available.

#### Note

The symbol name of the `hwloc_component` structure is independent of the name of the discovery component mentioned in the previous section.

When the component is statically built inside the hwloc library, the symbol `hwloc_<name>_component` is added by configure to the `src/static-components.h`. The core then registers all components listed in this file.

If the new component may be built as a plugin, the configure script should also define the shell variable `hwloc_<name>_component_maybeplugin=1`. When the configure script actually enables the component as a plugin, it will set the variable `hwloc_<name>_component` to `plugin`. The build system may then use this variable to change the way the component is built. It should create a `hwloc_<name>.so` shared object. All these files are loaded in alphabetic order, and the components they contain are registered to the hwloc core.

## 14.5 Existing components and plugins

All components distributed within hwloc are listed below. The list of actually available components may be listed at running with the `HWLOC_COMPONENTS_VERBOSE` environment variable (see [Environment Variables](#)).

**aix, darwin, freebsd, hpux, linux, netbsd, solaris, windows** Each officially supported operating system has its own native component, which is statically built when supported, and which is used by default.

**x86** The x86 architecture (either 32 or 64 bits) has its own component that may complete or replace the previously-found CPU information. It is statically built when supported.

**bgq** This component is specific to IBM BlueGene/Q compute node (running CNK). It is built and enabled by default when `--host=powerpc64-bgq-linux` is passed to configure (see [How do I build hwloc for BlueGene/Q?](#)).

**no\_os** A basic component that just tries to detect the number of processing units in the system. It mostly serves on operating systems that are not natively supported. It is always statically built.

**pci** PCI object discovery uses the external `pciaccess` library (aka `libpciaccess`); see [I/O Devices](#). **It may be built as a plugin.**

**linuxio (former linuxpci)** This component can probe I/O devices on Linux. It discovers PCI devices without the help of external libraries such as `libpciaccess`. Its priority is lower than the `pci` component because it misses device names. It also discovers many kinds of Linux-specific OS devices.

**opencl** The OpenCL component creates co-processor OS device objects such as `opencl0d0` (first device of the first OpenCL platform) or `opencl1d3` (fourth device of the second platform). Only the AMD OpenCL implementation currently offers locality information. **It may be built as a plugin.**

**cuda** This component creates co-processor OS device objects such as `cuda0` that correspond to NVIDIA GPUs used with CUDA library. **It may be built as a plugin.**

**nvml** Probing the NVIDIA Management Library creates OS device objects such as `nvml0` that are useful for batch schedulers. It also detects the actual PCIe link bandwidth without depending on power management state and without requiring administrator privileges. **It may be built as a plugin.**

**gl** Probing the NV-CONTROL X extension (NVCtrl library) creates OS device objects such as `:0.0` corresponding to NVIDIA displays. They are useful for graphical applications that need to place computation and/or data near a rendering GPU. **It may be built as a plugin.**

**synthetic** Synthetic topology support (see [Synthetic topologies](#)) is always built statically.

**xml** XML topology import (see [Importing and exporting topologies from/to XML files](#)) is always built statically. It internally uses one of the XML backends (see [libxml2](#) and [minimalistic XML backends](#)).

- **xml\_nolibxml** is a basic and hwloc-specific XML import/export. It is always statically built.
- **xml\_libxml** relies on the external `libxml2` library for providing a feature-complete XML import/export. **It may be built as a plugin.**

**fake** A dummy plugin that does nothing but is used for debugging plugin support.

## Chapter 15

# Embedding hwloc in Other Software

It can be desirable to include hwloc in a larger software package (be sure to check out the LICENSE file) so that users don't have to separately download and install it before installing your software. This can be advantageous to ensure that your software uses a known-tested/good version of hwloc, or for use on systems that do not have hwloc pre-installed.

When used in "embedded" mode, hwloc will:

- not install any header files
- not build any documentation files
- not build or install any executables or tests
- not build `libhwloc.*` – instead, it will build `libhwloc_embedded.*`

There are two ways to put hwloc into "embedded" mode. The first is directly from the configure command line:

```
shell$ ./configure --enable-embedded-mode ...
```

The second requires that your software project uses the GNU Autoconf / Automake / Libtool tool chain to build your software. If you do this, you can directly integrate hwloc's m4 configure macro into your configure script. You can then invoke hwloc's configuration tests and build setup by calling an m4 macro (see below).

Although hwloc dynamic shared object plugins may be used in embedded mode, the embedder project will have to manually setup `libltdl` in its build system so that hwloc can load its plugins at run time. Also, embedders should be aware of complications that can arise due to public and private linker namespaces (e.g., if the embedder project is loaded into a private namespace and then hwloc tries to dynamically load its plugins, such loading may fail since the hwloc plugins can't find the hwloc symbols they need). The embedder project is **strongly** advised not to use hwloc's dynamically loading plugins / `libltdl` capability.

## 15.1 Using hwloc's M4 Embedding Capabilities

Every project is different, and there are many different ways of integrating hwloc into yours. What follows is *one* example of how to do it.

If your project uses recent versions Autoconf, Automake, and Libtool to build, you can use hwloc's embedded m4 capabilities. We have tested the embedded m4 with projects that use Autoconf 2.65, Automake 1.11.1, and Libtool 2.2.6b. Slightly earlier versions of may also work but are untested. Autoconf versions prior to 2.65 are almost certain to not work.

You can either copy all the config/hwloc\*m4 files from the hwloc source tree to the directory where your project's m4 files reside, or you can tell aclocal to find more m4 files in the embedded hwloc's "config" subdirectory (e.g., add "`aclocal --include /path/to/embedded/hwloc/config`" to your Makefile.am's ACLOCAL\_AMFLAGS).

The following macros can then be used from your configure script (only `HWLOC_SETUP_CORE` *must* be invoked if using the m4 macros):

- `HWLOC_SETUP_CORE(config-dir-prefix, action-upon-success, action-upon-failure, print_banner_or_not)`: Invoke the hwloc configuration tests and setup the hwloc tree to build. The first argument is the prefix to use for `AC_OUTPUT` files – it's where the hwloc tree is located relative to `$top_srcdir`. Hence, if your embedded hwloc is located in the source tree at `contrib/hwloc`, you should pass `[contrib/hwloc]` as the first argument. If `HWLOC_SETUP_CORE` and the rest of `configure` completes successfully, then "make" traversals of the hwloc tree with standard Automake targets (all, clean, install, etc.) should behave as expected. For example, it is safe to list the hwloc directory in the `SUBDIRS` of a higher-level Makefile.am. The last argument, if not empty, will cause the macro to display an announcement banner that it is starting the hwloc core configuration tests.

`HWLOC_SETUP_CORE` will set the following environment variables and `AC_SUBST` them: `HWLOC_EMBEDDED_CFLAGS`, `HWLOC_EMBEDDED_CPPFLAGS`, and `HWLOC_EMBEDDED_LIBS`. These flags are filled with the values discovered in the hwloc-specific m4 tests, and can be used in your build process as relevant. The `_CFLAGS`, `_CPPFLAGS`, and `_LIBS` variables are necessary to build `libhwloc` (or `libhwloc_embedded`) itself.

`HWLOC_SETUP_CORE` also sets `HWLOC_EMBEDDED_LDADD` environment variable (and `AC_SUBST`s it) to contain the location of the `libhwloc_embedded.la` convenience Libtool archive. It can be used in your build process to link an application or other library against the embedded hwloc library.

**NOTE:** If the `HWLOC_SET_SYMBOL_PREFIX` macro is used, it must be invoked *before* `HWLOC_SETUP_CORE`.

- `HWLOC_BUILD_STANDALONE`: `HWLOC_SETUP_CORE` defaults to building hwloc in an "embedded" mode (described above). If `HWLOC_BUILD_STANDALONE` is invoked *\*before\** `HWLOC_SETUP_CORE`, the embedded definitions will not apply (e.g., `libhwloc.la` will be built, not `libhwloc_embedded.la`).
- `HWLOC_SET_SYMBOL_PREFIX(foo_)`: Tells the hwloc to prefix all of hwloc's types and public symbols with "foo\_"; meaning that function `hwloc_init()` becomes `foo_hwloc_init()`. Enum values are prefixed with an upper-case translation if the prefix supplied; `HWLOC_OBJ_CORE` becomes `FOO_HWLOC_OBJ_CORE`. This is recommended behavior if you are including hwloc in middleware – it is possible that your software will be combined with other software that links to another copy of hwloc. If both uses of hwloc utilize different symbol prefixes, there will be no type/symbol clashes, and everything will compile, link, and run successfully. If you both embed hwloc without changing the symbol prefix and also link against an external hwloc, you may get multiple symbol definitions when linking your final library or application.
- `HWLOC_SETUP_DOCS`, `HWLOC_SETUP_UTILS`, `HWLOC_SETUP_TESTS`: These three macros only apply when hwloc is built in "standalone" mode (i.e., they should NOT be invoked unless `HWLOC_BUILD_STANDALONE` has already been invoked).



- **HWLOC\_DO\_AM\_CONDITIONALS:** If you embed hwloc in a larger project and build it conditionally with Automake (e.g., if HWLOC\_SETUP\_CORE is invoked conditionally), you must unconditionally invoke HWLOC\_DO\_AM\_CONDITIONALS to avoid warnings from Automake (for the cases where hwloc is not selected to be built). This macro is necessary because hwloc uses some AM\_CONDITIONALS to build itself, and AM\_CONDITIONALS cannot be defined conditionally. Note that it is safe (but unnecessary) to call HWLOC\_DO\_AM\_CONDITIONALS even if HWLOC\_SETUP\_CORE is invoked unconditionally. If you are not using Automake to build hwloc, this macro is unnecessary (and will actually cause errors because it invoked AM\_\* macros that will be undefined).

**NOTE:** When using the HWLOC\_SETUP\_CORE m4 macro, it may be necessary to explicitly invoke AC\_CANONICAL\_TARGET (which requires config.sub and config.guess) and/or AC\_USE\_SYSTEM\_EXTENSIONS macros early in the configure script (e.g., after AC\_INIT but before AM\_INIT\_AUTOMAKE). See the Autoconf documentation for further information.

Also note that hwloc's top-level configure.ac script uses exactly the macros described above to build hwloc in a standalone mode (by default). You may want to examine it for one example of how these macros are used.

## 15.2 Example Embedding hwloc

Here's an example of integrating with a larger project named sandbox that already uses Autoconf, Automake, and Libtool to build itself:

```
# First, cd into the sandbox project source tree
shell$ cd sandbox
shell$ cp -r /somewhere/else/hwloc-<version> my-embedded-hwloc
shell$ edit Makefile.am
  1. Add "-Imy-embedded-hwloc/config" to ACLOCAL_AMFLAGS
  2. Add "my-embedded-hwloc" to SUBDIRS
  3. Add "$(HWLOC_EMBEDDED_LDADD)" and "$(HWLOC_EMBEDDED_LIBS)" to
    sandbox's executable's LDADD line. The former is the name of the
    Libtool convenience library that hwloc will generate. The latter
    is any dependent support libraries that may be needed by
    $(HWLOC_EMBEDDED_LDADD).
  4. Add "$(HWLOC_EMBEDDED_CFLAGS)" to AM_CFLAGS
  5. Add "$(HWLOC_EMBEDDED_CPPFLAGS)" to AM_CPPFLAGS
shell$ edit configure.ac
  1. Add "HWLOC_SET_SYMBOL_PREFIX(sandbox_hwloc_)" line
  2. Add "HWLOC_SETUP_CORE([my-embedded-hwloc], [happy=yes], [happy=no])" line
  3. Add error checking for happy=no case
shell$ edit sandbox.c
  1. Add #include <hwloc.h>
  2. Add calls to sandbox_hwloc_init() and other hwloc API functions
```

Now you can bootstrap, configure, build, and run the sandbox as normal – all calls to "sandbox\_hwloc\_\*" will use the embedded hwloc rather than any system-provided copy of hwloc.



## Chapter 16

# Frequently Asked Questions

### 16.1 Concepts

#### 16.1.1 I only need binding, why should I use hwloc ?

hwloc is its portable API that works on a variety of operating systems. It supports binding of threads, processes and memory buffers (see [CPU binding](#) and [Memory binding](#)). Even if some features are not supported on some systems, using hwloc is much easier than reimplementing your own portability layer.

Moreover, hwloc provides knowledge of cores and hardware threads. It offers easy ways to bind tasks to individual hardware threads, or to entire multithreaded cores, etc. See [How may I ignore symmetric multithreading, hyper-threading, etc. in hwloc?](#). Most alternative software for binding do not even know whether each core is single-threaded, multi-threaded or hyper-threaded. They would bind to individual threads without any way to know whether multiple tasks are in the same physical core.

However, using hwloc comes with an overhead since a topology must be loaded before gathering information and binding tasks or memory. Fortunately this overhead may be significantly reduced by filtering non-interesting information out of the topology. For instance the following code builds a topology that only contains Cores, hardware threads (PUs, cannot be filtered-out), and NUMA nodes (cannot be filtered-out).

```
hwloc_topology_t topology;
hwloc_topology_init(&topology);
hwloc_topology_set_all_types_filter(topology, HWLOC_TYPE_FILTER_KEEP_NONE);
hwloc_topology_set_type_filter(topology, HWLOC_OBJ_CORE, HWLOC_TYPE_FILTER_KEEP_ALL);
hwloc_topology_load(topology);
```

However, one should remember that filtering such objects out removes locality information from the hwloc tree. For instance, we do not know anymore which PU is close to which NUMA node. This would be useful to applications that explicitly want to place specific memory buffers close to specific tasks. Those applications just need to tell hwloc to keep Group objects that bring structure information:

```
hwloc_topology_set_type_filter(topology, HWLOC_OBJ_GROUP, HWLOC_TYPE_FILTER_KEEP_STRUCTURE);
```

Note that the default configuration is to keep all objects enabled, except I/Os and instruction caches.

### 16.1.2 Should I use logical or physical/OS indexes? and how?

One of the original reasons why hwloc was created is that **physical/OS indexes** (`obj->os_index`) are often crazy and unpredictable: logical processors numbers are usually non-contiguous (processors 0 and 1 are not physically close), they vary from one machine to another, and may even change after a BIOS or system update. These numbers make task placement hardly portable. Moreover some objects have no physical/OS numbers (caches), and some objects have non-unique numbers (core numbers are only unique within a socket). Physical/OS indexes are only guaranteed to exist and be unique for PU and NUMA nodes.

hwloc therefore introduces **logical indexes** (`obj->logical_index`) which are portable, contiguous and logically ordered (based on the resource organization in the locality tree). In general, one should only use logical indexes and just let hwloc do the internal conversion when really needed (when talking to the OS and hardware).

hwloc developers recommends that users do not use physical/OS indexes unless they really know what they are doing. The main reason for still using physical/OS indexes is when interacting with non-hwloc tools such as numactl or taskset, or when reading hardware information from raw sources such as /proc/cpuinfo.

Istopo options `-l` and `-p` may be used to switch between logical indexes (prefixed with `L#`) and physical/OS indexes (`P#`). Converting one into the other may also be achieved with `hwloc-calc` which may manipulate either logical or physical indexes as input or output. See also [hwloc-calc](#).

```
# Convert PU with physical number 3 into logical number
$ hwloc-calc -I pu --physical-input --logical-output pu:3
5

# Convert a set of NUMA nodes from logical to physical
# (beware that the output order may not match the input order)
$ hwloc-calc -I numa --logical-input --physical-output numa:2-3 numa:7
0,2,5
```

### 16.1.3 hwloc is only a structural model, it ignores performance models, memory bandwidth, etc.?

hwloc is indeed designed to provide applications with a structural model of the platform. This is an orthogonal approach to describing the machine with performance models, for instance using memory bandwidth or latencies measured by benchmarks. We believe that both approaches are important for helping application make the most of the hardware.

For instance, on a dual-processor host with four cores each, hwloc clearly shows which four cores are together. Latencies between all pairs of cores of the same processor are likely identical, and also likely lower than the latency between cores of different processors. However, the structural model cannot guarantee such implementation details. On the other side, performance models would reveal such details without always clearly identifying which cores are in the same processor.

The focus of hwloc is mainly of the structural modeling side. However, hwloc lets user adds performance information to the topology through distances (see [Retrieve distances between objects](#) and [Add or remove distances between objects](#)) or even custom annotations (see [How do I annotate the topology with private notes?](#)). hwloc may also use such distance information for grouping objects together (see [hwloc only has a one-dimensional view of the architecture, it ignores distances?](#) and [What are these Group objects in my topology?](#)).

### 16.1.4 hwloc only has a one-dimensional view of the architecture, it ignores distances?

hwloc places all objects in a tree. Each level is a one-dimensional view of a set of similar objects. All children of the same object (siblings) are assumed to be equally interconnected (same distance between any of them), while the distance between children of different objects (cousins) is supposed to be larger.

Modern machines exhibit complex hardware interconnects, so this tree may miss some information about the actual physical distances between objects. The hwloc topology may therefore be annotated with distance information that may be used to build a more realistic representation (multi-dimensional) of each level. For instance, there can be a distance matrix that representing the latencies between any pair of NUMA nodes if the BIOS and/or operating system reports them.

For more information about the distance API, see [Retrieve distances between objects](#) and [Add or remove distances between objects](#).

### 16.1.5 What are these Group objects in my topology?

hwloc comes with a set of predefined object types (Core, Package, NUMA node, Caches) that match the vast majority of hardware platforms. The `HWLOC_OBJ_GROUP` type was designed for cases where this set is not sufficient. Groups may be used anywhere to add more structure information to the topology, for instance to show that 2 out of 4 NUMA nodes are actually closer than the others. When applicable, the `subtype` field describes why a Group was actually added (see also [Normal attributes](#)).

hwloc currently uses Groups for the following reasons:

- NUMA parents when memory locality does not match any existing object.
- I/O parents when I/O locality does not match any existing object.
- Distance-based groups made of close objects.
- AMD dual-core compute units (`subtype` is `ComputeUnit`, in the x86 backend), but these objects are usually merged with the L2 caches.
- Intel x2APIC non-core and non-package levels (in the x86 backend).
- Windows processor groups (unless they contain a single NUMA node, or a single Package, etc.).
- IBM S/390 "Books" on Linux (`subtype` is `Book`).
- AIX unknown hierarchy levels.

hwloc Groups are only kept if no other object has the same locality information. It means that a Group containing a single child is merged into that child. And a Group is merged into its parent if it is its only child. For instance a Windows processor group containing a single NUMA node would be merged with that NUMA node since it already contains the relevant hierarchy information.

### 16.1.6 What happens if my topology is asymmetric?

hwloc supports asymmetric topologies even if most platforms are usually symmetric. For example, there could be different types of processors in a single machine, each with different numbers of cores, symmetric multithreading, or levels of caches.

In practice, asymmetric topologies mostly appear when intermediate groups are added for I/O affinity: on a 4-package machine, an I/O bus may be connected to 2 packages. These packages are below an additional Group object, while the other packages are not (see also [What are these Group objects in my topology?](#)).

To understand how hwloc manages such cases, one should first remember the meaning of levels and cousin objects. All objects of the same type are gathered as horizontal levels with a given depth. They are also connected through the cousin pointers of the `hwloc_obj` structure. Object attribute (cache depth and type, group depth) are also taken in account when gathering objects as horizontal levels. To be clear: there will be one level for L1i caches, another level for L1d caches, another one for L2, etc.

If the topology is asymmetric (e.g., if a group is missing above some processors), a given horizontal level will still exist if there exist any objects of that type. However, some branches of the overall tree may not have an object located in that horizontal level. Note that this specific hole within one horizontal level does not imply anything for other levels. All objects of the same type are gathered in horizontal levels even if their parents or children have different depths and types.

See the diagram in [Terms and Definitions](#) for a graphical representation of such topologies.

Moreover, it is important to understand that a same parent object may have children of different types (and therefore, different depths). **These children are therefore siblings (because they have the same parent), but they are *not* cousins (because they do not belong to the same horizontal level).**

### 16.1.7 What happens to my topology if I disable symmetric multithreading, hyper-threading, etc. in the system?

hwloc creates one PU (processing unit) object per hardware thread. If your machine supports symmetric multithreading, for instance Hyper-Threading, each Core object may contain multiple PU objects:

```
$ lstopo -
...
Core L#0
  PU L#0 (P#0)
  PU L#1 (P#2)
Core L#1
  PU L#2 (P#1)
  PU L#3 (P#3)
```

x86 machines usually offer the ability to disable hyper-threading in the BIOS. Or it can be disabled on the Linux kernel command-line at boot time, or later by writing in sysfs virtual files.

If you do so, the hwloc topology structure does not significantly change, but some PU objects will not appear anymore. No level will disappear, you will see the same number of Core objects, but each of them will contain a single PU now. The PU level does not disappear either (remember that hwloc topologies always contain a PU level at the bottom of the topology) even if there is a single PU object per Core parent.

```
$ lstopo -
...
Core L#0
  PU L#0 (P#0)
Core L#1
  PU L#1 (P#1)
```

### 16.1.8 How may I ignore symmetric multithreading, hyper-threading, etc. in hwloc?

First, see [What happens to my topology if I disable symmetric multithreading, hyper-threading, etc. in the system?](#) for more information about multithreading.

If you need to ignore symmetric multithreading in software, you should likely manipulate hwloc Core objects directly:

```
/* get the number of cores */
unsigned nbcores = hwloc_get_nbobjs_by_type(topology, HWLOC_OBJ_CORE);
...
/* get the third core below the first package */
hwloc_obj_t package, core;
package = hwloc_get_obj_by_type(topology, HWLOC_OBJ_PACKAGE, 0);
core = hwloc_get_obj_inside_cpuset_by_type(topology, package->cpuset,
                                           HWLOC_OBJ_CORE, 2);
```

Whenever you want to bind a process or thread to a core, make sure you singlify its cpuset first, so that the task is actually bound to a single thread within this core (to avoid useless migrations).

```
/* bind on the second core */
hwloc_obj_t core = hwloc_get_obj_by_type(topology, HWLOC_OBJ_CORE, 1);
hwloc_cpuset_t set = hwloc_bitmap_dup(core->cpuset);
hwloc_bitmap_singlify(set);
hwloc_set_cpubind(topology, set, 0);
hwloc_bitmap_free(set);
```

With hwloc-calc or hwloc-bind command-line tools, you may specify that you only want a single-thread within each core by asking for their first PU object:

```
$ hwloc-calc core:4-7
0x0000ff00
$ hwloc-calc core:4-7.pu:0
0x00005500
```

When binding a process on the command-line, you may either specify the exact thread that you want to use, or ask hwloc-bind to singlify the cpuset before binding

```
$ hwloc-bind core:3.pu:0 -- echo "hello from first thread on core #3"
hello from first thread on core #3
...
$ hwloc-bind core:3 --single -- echo "hello from a single thread on core #3"
hello from a single thread on core #3
```

## 16.2 Advanced

### 16.2.1 I do not want hwloc to rediscover my enormous machine topology every time I rerun a process

Although the topology discovery is not expensive on common machines, its overhead may become significant when multiple processes repeat the discovery on large machines (for instance when starting one process per core in a parallel application). The machine topology usually does not vary much, except if some cores are stopped/restarted or if the administrator restrictions are modified. Thus rediscovering the whole topology again and again may look useless.

For this purpose, hwloc offers XML import/export and shared memory features.

XML lets you save the discovered topology to a file (for instance with the lstopo program) and reload it later by setting the HWLOC\_XMLFILE environment variable. The HWLOC\_THISSYSTEM environment variable should also be set to 1 to assert that loaded file is really the underlying system.

Loading a XML topology is usually much faster than querying multiple files or calling multiple functions of the operating system. It is also possible to manipulate such XML files with the C programming interface, and the import/export may also be directed to memory buffer (that may for instance be transmitted between applications through a package). See also [Importing and exporting topologies from/to XML files](#).

**Note**

The environment variable `HWLOC_THISSYSTEM_ALLOWED_RESOURCES` may be used to load a XML topology that contains the entire machine and restrict it to the part that is actually available to the current process (e.g. when Linux Cgroup/Cpuset are used to restrict the set of resources). See [Environment Variables](#).

Shared-memory topologies consist in one process exposing its topology in a shared-memory buffer so that other processes (running on the same machine) may use it directly. This has the advantage of reducing the memory footprint since a single topology is stored in physical memory for multiple processes. However, it requires all processes to map this shared-memory buffer at the same virtual address, which may be difficult in some cases. This API is described in [Sharing topologies between processes](#).

**16.2.2 How many topologies may I use in my program?**

hwloc lets you manipulate multiple topologies at the same time. However, these topologies consume memory and system resources (for instance file descriptors) until they are destroyed. It is therefore discouraged to open the same topology multiple times.

Sharing a single topology between threads is easy (see [Thread Safety](#)) since the vast majority of accesses are read-only.

If multiple topologies of different (but similar) nodes are needed in your program, have a look at [How to avoid memory waste when manipulating multiple similar topologies?](#).

**16.2.3 How to avoid memory waste when manipulating multiple similar topologies?**

hwloc does not share information between topologies. If multiple similar topologies are loaded in memory, for instance the topologies of different identical nodes of a cluster, lots of information will be duplicated.

**hwloc/diff.h** (see also [Topology differences](#)) offers the ability to compute topology differences, apply or unapply them, or export/import to/from XML. However, this feature is limited to basic differences such as attribute changes. It does not support complex modifications such as adding or removing some objects.

**16.2.4 How do I annotate the topology with private notes?**

Each hwloc object contains a `userdata` field that may be used by applications to store private pointers. This field is only valid during the lifetime of these container object and topology. It becomes invalid as soon the topology is destroyed, or as soon as the object disappears, for instance when restricting the topology. The `userdata` field is not exported/imported to/from XML by default since hwloc does not know what it contains. This behavior may be changed by specifying application-specific callbacks with `hwloc_topology_set_userdata_export_callback()` and `hwloc_topology_set_userdata_import_callback()`.

Each object may also contain some *info* attributes (key name and value) that are setup by hwloc during discovery and that may be extended by the user with `hwloc_obj_add_info()` (see also [Object attributes](#)). Contrary to the `userdata` field which is unique, multiple info attributes may exist for each object, even with the same name. These attributes are always exported to XML. However, only character strings may be used as key names and values.

It is also possible to insert Misc objects with a custom name anywhere as a leaf of the topology (see [Miscellaneous objects](#)). And Misc objects may have their own `userdata` and `info` attributes just like any other object.

The hwloc-annotate command-line tool may be used for adding Misc objects and info attributes.

There is also a topology-specific `userdata` pointer that can be used to recognize different topologies by storing a custom pointer. It may be manipulated with `hwloc_topology_set_userdata()` and `hwloc_topology_get_userdata()`.



## 16.3 Caveats

### 16.3.1 Why is hwloc slow?

Building a hwloc topology on a large machine may be slow because the discovery of hundreds of hardware cores or threads takes time (especially when reading thousands of sysfs files on Linux). Ignoring some objects (for instance caches) that aren't useful to the current application may improve this overhead (see [I only need binding, why should I use hwloc ?](#)). One should also consider using XML (see [I do not want hwloc to rediscover my enormous machine topology every time I rerun a process](#)) to work around such issues.

Additionally, `lstopo` enables most hwloc objects and discovery flags by default so that the output topology is as precise as possible (while hwloc disables many of them by default). This includes I/O device discovery through PCI libraries as well as external libraries such as NVML. To speed up `lstopo`, you may disable such features with command-line options such as `--no-io`.

When NVIDIA GPU probing is enabled with CUDA or NVML, one should make sure that the *Persistent* mode is enabled (with `nvidia-smi -pm 1`) to avoid significant GPU initialization overhead.

When AMD GPU discovery is enabled with OpenCL and hwloc is used remotely over ssh, some spurious round-trips on the network may significantly increase the discovery time. Forcing the `DISPLAY` environment variable to the remote X server display (usually `:0`) instead of only setting the `COMPUTE` variable may avoid this.

Also remember that these components may be disabled at build-time with configure flags such as `--disable-opencl`, `--disable-cuda` or `--disable-nvml`, and at runtime with the environment variable `HWLOC_COMPONENTS_DISABLE=opencl,cuda,nvml`.

### 16.3.2 Does hwloc require privileged access?

hwloc discovers the topology by querying the operating system. Some minor features may require privileged access to the operation system. For instance memory module and PCI link speed discovery on Linux is reserved to root, and the entire PCI discovery on Solaris and BSDs requires access to some special files that are usually restricted to root (`/dev/pci*` or `/devices/pci*`).

To workaround this limitation, it is recommended to export the topology as a XML file generated by the administrator (with the `lstopo` program) and make it available to all users (see [Importing and exporting topologies from/to XML files](#)). It will offer all discovery information to any application without requiring any privileged access anymore. Only the necessary hardware characteristics will be exported, no sensitive information will be disclosed through this XML export.

This XML-based model also has the advantage of speeding up the discovery because reading a XML topology is usually much faster than querying the operating system again.

The utility `hwloc-dump-hwdata` is also involved in gathering privileged information at boot time and making it available to non-privileged users (note that this may require a specific SELinux MLS policy module). However, it only applies to Intel Xeon Phi processors for now (see [Why do I need hwloc-dump-hwdata for memory on Intel Xeon Phi processor?](#)). See also `HWLOC_DUMPED_HWDATA_DIR` in [Environment Variables](#) for details about the location of dumped files.

### 16.3.3 What should I do when hwloc reports "operating system" warnings?

When the operating system reports invalid locality information (because of either software or hardware bugs), hwloc may fail to insert some objects in the topology because they cannot fit in the already built tree of resources. If so, hwloc will report a warning like the following. The object causing this error is ignored, the discovery continues but the resulting topology will miss some objects and may be asymmetric (see also [What happens if my topology is asymmetric?](#)).

```
*****
* hwloc has encountered what looks like an error from the operating system.
*
* L3 (cpuset 0x000003f0) intersects with NUMANode (P#0 cpuset 0x0000003f) without inclusion!
* Error occurred in topology.c line 940
*
* Please report this error message to the hwloc user's mailing list,
* along with the files generated by the hwloc-gather-topology script.
*****
```

These errors are common on large AMD platforms because of BIOS and/or Linux kernel bugs causing invalid L3 cache information. In the above example, the hardware reports a L3 cache that is shared by 2 cores in the first NUMA node and 4 cores in the second NUMA node. That's wrong, it should actually be shared by all 6 cores in a single NUMA node. The resulting topology will miss some L3 caches.

If your application does not care about cache sharing, or if you do not plan to request cache-aware binding in your process launcher, you may likely ignore this error (and hide it by setting `HWLOC_HIDE_ERRORS=1` in your environment).

Some platforms report similar warnings about conflicting Packages and NUMANodes.

On x86 hosts, passing `HWLOC_COMPONENTS=x86` in the environment may workaround some of these issues by switching to a different way to discover the topology.

Upgrading the BIOS and/or the operating system may help. Otherwise, as explained in the message, reporting this issue to the hwloc developers (by sending the tarball that is generated by the hwloc-gather-topology script on this platform) is a good way to make sure that this is a software (operating system) or hardware bug (BIOS, etc).

See also [Questions and Bugs](#). Opening an issue on GitHub automatically displays hints on what information you should provide when reporting such bugs.

### 16.3.4 Why does Valgrind complain about hwloc memory leaks?

If you are debugging your application with Valgrind, you want to avoid memory leak reports that are caused by hwloc and not by your program.

hwloc itself is often checked with Valgrind to make sure it does not leak memory. However, some global variables in hwloc dependencies are never freed. For instance libz allocates its global state once at startup and never frees it so that it may be reused later. Some libxml2 global state is also never freed because hwloc does not know whether it can safely ask libxml2 to free it (the application may also be using libxml2 outside of hwloc).

These unfreed variables cause leak reports in Valgrind. hwloc installs a Valgrind *suppressions* file to hide them. You should pass the following command-line option to Valgrind to use it:

```
--suppressions=/path/to/hwloc-valgrind.supp
```

### 16.3.5 How do I handle ABI breaks and API upgrades?

The hwloc interface is extended with every new major release. Any application using the hwloc API should be prepared to check at compile-time whether some features are available in the currently installed hwloc distribution.

For instance, to check whether the hwloc version is at least 2.0, you should use:

```
#include <hwloc.h>
#if HWLOC_API_VERSION >= 0x00020000
...
#endif
```

To check for the API of release X.Y.Z at build time, you may compare `HWLOC_API_VERSION` with  $(X >> 16) + (Y >> 8) + Z$ .

For supporting older releases that do not have `HWLOC_OBJ_NUMANODE` and `HWLOC_OBJ_PACKAGE` yet, you may use:

```
#include <hwloc.h>
#if HWLOC_API_VERSION < 0x00010b00
#define HWLOC_OBJ_NUMANODE HWLOC_OBJ_NODE
#define HWLOC_OBJ_PACKAGE HWLOC_OBJ_SOCKET
#endif
```

The hwloc interface was deeply modified in release 2.0 to fix several issues of the 1.x interface (see [Upgrading to the hwloc 2.0 API](#) and the NEWS file in the source directory for details). The ABI was broken, which means **applications must be recompiled against the new 2.0 interface**.

To check that you are not mixing old/recent headers with a recent/old runtime library, check the major revision number in the API version:

```
#include <hwloc.h>
unsigned version = hwloc_get_api_version();
if ((version >> 16) != (HWLOC_API_VERSION >> 16)) {
    fprintf(stderr,
        "%s compiled for hwloc API 0x%x but running on library API 0x%x.\n"
        "You may need to point LD_LIBRARY_PATH to the right hwloc library.\n"
        "Aborting since the new ABI is not backward compatible.\n",
        callname, HWLOC_API_VERSION, version);
    exit(EXIT_FAILURE);
}
```

To specifically detect v2.0 issues:

```
#include <hwloc.h>
#if HWLOC_API_VERSION >= 0x00020000
    /* headers are recent */
    if (hwloc_get_api_version() < 0x20000)
        ... error out, the hwloc runtime library is older than 2.0 ...
#else
    /* headers are pre-2.0 */
    if (hwloc_get_api_version() >= 0x20000)
        ... error out, the hwloc runtime library is more recent than 2.0 ...
#endif
```

You should not try to remain compatible with very old releases such as 1.1.x or earlier because `HWLOC_API_VERSION` was added in 1.0.0 and `hwloc_get_api_version()` came only in 1.1.1. Also do not use the old `cpuset` API since it was deprecated and superseded by the `bitmap` API in 1.1, and later removed in 1.5.

## 16.4 Platform-specific

### 16.4.1 How do I find the local MCDRAM NUMA node on Intel Xeon Phi processor?

Intel Xeon Phi processors introduced a new memory architecture by possibly having two distinct local memories: some normal memory (DDR) and some high-bandwidth on-package memory (MCDRAM). Processors can be configured in various clustering modes to have up to 4 *Clusters*. Moreover, each *Cluster* (quarter, half or whole processor) of the processor may have its own local parts of the DDR and of the MCDRAM. This memory and clustering configuration may be probed by looking at `MemoryMode` and `ClusterMode` attributes, see [Custom string infos](#) and `doc/examples/get-knl-modes.c` in the source directory.

Starting with version 2.0, `hwloc` properly exposes this memory configuration. DDR and MCDRAM are attached as two memory children of the same parent, DDR first, and MCDRAM second if any. Depending on the processor configuration, that parent may be a `Package`, a `Cache`, or a `Group` object of type `Cluster`.

Hence cores may have one or two local NUMA nodes, listed by the core nodeset. An application may allocate local memory from a core by using that nodeset. The operating system will actually allocate from the DDR when possible, or fallback to the MCDRAM.

To allocate specifically on one of these memories, one should walk up the parent pointers until finding an object with some memory children. Looking at these memory children will give the DDR first, then the MCDRAM if any. Their nodeset may then be used for allocating or binding memory buffers.

One may also traverse the list of NUMA nodes until finding some whose `cpuset` matches the target core or PUs. The MCDRAM NUMA nodes may be identified thanks to the `subtype` field which is set to `MCDRAM`.

Command-line tools such as `hwloc-bind` may bind memory on the MCDRAM by using the `hbm` keyword. For instance, to bind on the first MCDRAM NUMA node:

```
$ hwloc-bind --membind --hbm numa:0 -- myprogram
$ hwloc-bind --membind numa:0 -- myprogram
```

### 16.4.2 Why do I need `hwloc-dump-hwdata` for memory on Intel Xeon Phi processor?

Intel Xeon Phi processors may use the on-package memory (MCDRAM) as either memory or a memory-side cache (currently reported as a L3 cache by `hwloc`). There are also several clustering modes that significantly affect the memory organization (see [How do I find the local MCDRAM NUMA node on Intel Xeon Phi processor?](#) for more information about these modes). Details about these are currently only available to privileged users. Without them, `hwloc` relies on a heuristic for guessing the modes.

The `hwloc-dump-hwdata` utility may be used to dump this privileged binary information into human-readable and world-accessible files that the `hwloc` library will later load. The utility should usually run as root once during boot, in order to update dumped information (stored under `/var/run/hwloc` by default) in case the MCDRAM or clustering configuration changed between reboots.

When SELinux MLS policy is enabled, a specific `hwloc` policy module may be required so that all users get access to the dumped files (in `/var/run/hwloc` by default). One may use `hwloc` policy files from the SELinux Reference Policy at <https://github.com/TresysTechnology/refpolicy-contrib> (see also the documentation at <https://github.com/TresysTechnology/refpolicy/wiki/GettingStarted>).

`hwloc-dump-hwdata` requires `dmi-sysfs` kernel module loaded.

The utility is currently unneeded on platforms without Intel Xeon Phi processors.

See `HWLOC_DUMPED_HWDATA_DIR` in [Environment Variables](#) for details about the location of dumped files.

### 16.4.3 How do I build for Intel Xeon Phi coprocessor?

#### Note

This section does not apply to standalone Intel Xeon Phi processors (Knights Landing and Knights Mill).

Intel Xeon Phi coprocessors (Knights Corner) usually runs a Linux environment but cross-compiling from the host is required. `hwloc` uses standard autotools options for cross-compiling.

If building with `icc`:

```
./configure CC="icc -mmic" --host=x86_64-k10m-linux --build=x86_64-unknown-linux-gnu
```

If building with the Xeon Phi-specific GCC that comes with the MPSS environment, for instance `/usr/linux-k10m-4.7/bin/x86_64-k10m-linux-gcc`:

```
export PATH=$PATH:/usr/linux-k10m-4.7/bin/
./configure --host=x86_64-k10m-linux --build=x86_64-unknown-linux-gnu
```

### 16.4.4 How do I build `hwloc` for BlueGene/Q?

IBM BlueGene/Q machines run a standard Linux on the login/frontend nodes and a custom CNK (*Compute Node Kernel*) on the compute nodes.

To discover the topology of a login/frontend node, `hwloc` should be configured as usual, without any BlueGene/Q-specific option.

However, one would likely rather discover the topology of the compute nodes where parallel jobs are actually running. If so, `hwloc` must be cross-compiled with the following configuration line:

```
./configure --host=powerpc64-bgq-linux --disable-shared --enable-static \
  CPPFLAGS='-I/bgsys/drivers/ppcfloor -I/bgsys/drivers/ppcfloor/spi/include/kernel/cnk/'
```

`CPPFLAGS` may have to be updated if your platform headers are installed in a different directory.

### 16.4.5 How do I build `hwloc` for Windows?

`hwloc` releases are available as pre-built ZIPs for Windows on both 32bits and 64bits x86 platforms. They are built using `MSYS2` and `MinGW` on a Windows host. Such an environment allows using the Unix-like `configure`, `make` and `make install` steps without having to tweak too many variables or options. One may look at `contrib/ci.inria.fr/job-3-mingw.sh` in the `hwloc` repository for an example used for nightly testing.

`hwloc` releases also contain a basic Microsoft Visual Studio solution under `contrib/windows/`.

### 16.4.6 How to get useful topology information on NetBSD?

The NetBSD (and FreeBSD) backend uses x86-specific topology discovery (through the x86 component). This implementation requires CPU binding so as to query topology information from each individual logical processor. This means that `hwloc` cannot find any useful topology information unless user-level process binding is allowed by the NetBSD kernel. The `security.models.extensions.user_set_cpu_affinity` `sysctl` variable must be set to 1 to do so. Otherwise, only the number of logical processors will be detected.



## Chapter 17

# Upgrading to the hwloc 2.0 API

See [How do I handle ABI breaks and API upgrades?](#) for detecting the hwloc version that you are compiling and/or running against.

## 17.1 New Organization of NUMA nodes and Memory

### 17.1.1 Memory children

In hwloc v1.x, NUMA nodes were inside the tree, for instance Packages contained 2 NUMA nodes which contained a L3 and several cache.

Starting with hwloc v2.0, NUMA nodes are not in the main tree anymore. They are attached under objects as *Memory Children* on the side of normal children. This memory children list starts at `obj->memory_first_child` and its size is `obj->memory_arity`. Hence there can now exist two local NUMA nodes, for instance on Intel Xeon Phi processors.

The normal list of children (starting at `obj->first_child`, ending at `obj->last_child`, of size `obj->arity`, and available as the array `obj->children`) now only contains CPU-side objects: PUs, Cores, Packages, Caches, Groups, Machine and System. [hwloc\\_get\\_next\\_child\(\)](#) may still be used to iterate over all children of all lists.

Hence the CPU-side hierarchy is built using normal children, while memory is attached to that hierarchy depending on its affinity.

### 17.1.2 Examples

- a UMA machine with 2 packages and a single NUMA node is now modeled as a "Machine" object with two "Package" children and one "NUMANode" memory children (displayed first in `lstopo` below):

```
Machine (1024MB total)
  NUMANode L#0 (P#0 1024MB)
  Package L#0
    Core L#0 + PU L#0 (P#0)
    Core L#1 + PU L#1 (P#1)
  Package L#1
    Core L#2 + PU L#2 (P#2)
    Core L#3 + PU L#3 (P#3)
```

- a machine with 2 packages with one NUMA node and 2 cores in each is now:

```
Machine (2048MB total)
  Package L#0
    NUMANode L#0 (P#0 1024MB)
    Core L#0 + PU L#0 (P#0)
    Core L#1 + PU L#1 (P#1)
  Package L#1
    NUMANode L#1 (P#1 1024MB)
    Core L#2 + PU L#2 (P#2)
    Core L#3 + PU L#3 (P#3)
```

- if there are two NUMA nodes per package, a Group object may be added to keep cores together with their local NUMA node:

```
Machine (4096MB total)
  Package L#0
    Group0 L#0
      NUMANode L#0 (P#0 1024MB)
      Core L#0 + PU L#0 (P#0)
      Core L#1 + PU L#1 (P#1)
    Group0 L#1
      NUMANode L#1 (P#1 1024MB)
      Core L#2 + PU L#2 (P#2)
      Core L#3 + PU L#3 (P#3)
  Package L#1
  [...]
```

- if the platform has L3 caches whose localities are identical to NUMA nodes, Groups aren't needed:

```
Machine (4096MB total)
  Package L#0
    L3 L#0 (16MB)
      NUMANode L#0 (P#0 1024MB)
      Core L#0 + PU L#0 (P#0)
      Core L#1 + PU L#1 (P#1)
    L3 L#1 (16MB)
      NUMANode L#1 (P#1 1024MB)
      Core L#2 + PU L#2 (P#2)
      Core L#3 + PU L#3 (P#3)
  Package L#1
  [...]
```

### 17.1.3 NUMA level and depth

NUMA nodes are not in "main" tree of normal objects anymore. Hence, they don't have a meaningful depth anymore (like I/O and Misc objects). They have a virtual (negative) depth ([HWLOC\\_TYPE\\_DEPTH\\_NUMANODE](#)) so that functions manipulating depths and level still work, and so that we can still iterate over the level of NUMA nodes just like for any other level.

For instance we can still use lines such as

```
int depth = hwloc_get_type_depth(topology, HWLOC_OBJ_NUMANODE);
hwloc_obj_t obj = hwloc_get_obj_by_type(topology, HWLOC_OBJ_NUMANODE, 4);
hwloc_obj_t node = hwloc_get_next_obj_by_depth(topology, HWLOC_TYPE_DEPTH_NUMANODE, prev);
```

The NUMA depth should not be compared with others. An unmodified code that still compares NUMA and Package depths (to find out whether Packages contain NUMA or the contrary) would now always assume Packages contain NUMA (because the NUMA depth is negative).

However, the depth of the Normal parents of NUMA nodes may be used instead. In the last example above, NUMA nodes are attached to L3 caches, hence one may compare the depth of Packages and L3 to find out that NUMA nodes are contained in Packages. This depth of parents may be retrieved with [hwloc\\_get\\_memory\\_parents\\_depth\(\)](#). However, this function may return [HWLOC\\_TYPE\\_DEPTH\\_MULTIPLE](#) on future platforms if NUMA nodes are attached to different levels.



### 17.1.4 Finding Local NUMA nodes and looking at Children and Parents

Applications that walked up/down to find NUMANode parent/children must now be updated. Instead of looking directly for a NUMA node, one should now look for an object that has some memory children. NUMA node(s) will be attached there. For instance, when looking for a NUMA node above a given core `core`:

```
hwloc_obj_t parent = core->parent;
while (parent && !parent->memory_arity)
    parent = parent->parent; /* no memory child, walk up */
if (parent)
    /* use parent->memory_first_child (and its siblings if there are multiple local NUMA nodes) */
```

The list of local NUMA nodes (usually a single one) is also described by the `nodeset` attribute of each object (which contains the physical indexes of these nodes). Iterating over the NUMA level is also an easy way to find local NUMA nodes:

```
hwloc_obj_t tmp = NULL;
while ((tmp = hwloc_get_next_obj_by_type(topology, HWLOC_OBJ_NUMANODE, tmp)) != NULL) {
    if (hwloc_bitmap_isset(obj->nodeset, tmp->os_index))
        /* tmp is a NUMA node local to obj, use it */
}
```

Similarly finding objects that are close to a given NUMA nodes should be updated too. Instead of looking at the NUMA node parents/children, one should now find a Normal parent above that NUMA node, and then look at its parents/children as usual:

```
hwloc_obj_t tmp = obj->parent;
while (hwloc_obj_type_is_memory(tmp))
    tmp = tmp->parent;
/* now use tmp instead of obj */
```

To avoid such hwloc v2.x-specific and NUMA-specific cases in the code, a **generic lookup for any kind of object, including NUMA nodes**, might also be implemented by iterating over a level. For instance finding an object of type `type` which either contains or is included in object `obj` can be performed by traversing the level of that type and comparing CPU sets:

```
hwloc_obj_t tmp = NULL;
while ((tmp = hwloc_get_next_obj_by_type(topology, type, tmp)) != NULL) {
    if (hwloc_bitmap_intersects(tmp->cpuset, obj->cpuset))
        /* tmp matches, use it */
}
```

**This generic lookup works whenever `type` or `obj` are Normal or Memory objects since both have CPU sets. Moreover, it is compatible with the hwloc v1.x API.**

## 17.2 4 Kinds of Objects and Children

### 17.2.1 I/O and Misc children

I/O children are not in the main object children list anymore either. They are in the list starting at `obj->io_first_child` and whose size is `obj->io_arity`.

Misc children are not in the main object children list anymore. They are in the list starting at `obj->misc_first_child` and whose size is `obj->misc_arity`.

See [hwloc\\_obj](#) for details about children lists.

[hwloc\\_get\\_next\\_child\(\)](#) may still be used to iterate over all children of all lists.

### 17.2.2 Kinds of objects

Given the above, objects may now be of 4 kinds:

- Normal (everything not listed below, including Machine, Package, Core, PU, CPU Caches, etc);
- Memory (currently only NUMA nodes), attached to parents as Memory children;
- I/O (Bridges, PCI and OS devices), attached to parents as I/O children;
- Misc objects, attached to parents as Misc children.

See [hwloc\\_obj](#) for details about children lists.

For a given object type, the kind may be found with [hwloc\\_obj\\_type\\_is\\_normal\(\)](#), [hwloc\\_obj\\_type\\_is\\_memory\(\)](#), [hwloc\\_obj\\_type\\_is\\_io\(\)](#), or comparing with [HWLOC\\_OBJ\\_MISC](#).

Normal and Memory objects have (non-NULL) CPU sets and nodesets, while I/O and Misc objects don't have any sets (they are NULL).

## 17.3 HWLOC\_OBJ\_CACHE replaced

Instead of a single [HWLOC\\_OBJ\\_CACHE](#), there are now 8 types [HWLOC\\_OBJ\\_L1CACHE](#), ..., [HWLOC\\_OBJ\\_L5CACHE](#), [HWLOC\\_OBJ\\_L1ICACHE](#), ..., [HWLOC\\_OBJ\\_L3ICACHE](#).

Cache object attributes are unchanged.

[hwloc\\_get\\_cache\\_type\\_depth\(\)](#) is not needed to disambiguate cache types anymore since new types can be passed to [hwloc\\_get\\_type\\_depth\(\)](#) without ever getting [HWLOC\\_TYPE\\_DEPTH\\_MULTIPLE](#) anymore.

[hwloc\\_obj\\_type\\_is\\_cache\(\)](#), [hwloc\\_obj\\_type\\_is\\_dcache\(\)](#) and [hwloc\\_obj\\_type\\_is\\_icache\(\)](#) may be used to check whether a given type is a cache, data/unified cache or instruction cache.

## 17.4 allowed\_cpuset and allowed\_nodeset only in the main topology

Objects do not have [allowed\\_cpuset](#) and [allowed\\_nodeset](#) anymore. They are only available for the entire topology using [hwloc\\_topology\\_get\\_allowed\\_cpuset\(\)](#) and [hwloc\\_topology\\_get\\_allowed\\_nodeset\(\)](#).

As usual, those are only needed when the [WHOLE\\_SYSTEM](#) topology flag is given, which means disallowed objects are kept in the topology. If so, one may find out whether some PUs inside an object is allowed by checking

```
hwloc_bitmap_intersects(obj->cpuset, hwloc_topology_get_allowed_cpuset(topology))
```

Replace cpusets with nodesets for NUMA nodes. To find out which ones, replace [intersects\(\)](#) with [and\(\)](#) to get the actual intersection.

## 17.5 Object depths are now signed int

`obj->depth` as well as depths given to functions such as `hwloc_get_obj_by_depth()` or returned by `hwloc_topology_get_depth()` are now **signed int**.

Other depth such as cache-specific depth attribute are still unsigned.

## 17.6 Memory attributes become NUMANode-specific

Memory attributes such as `obj->memory.local_memory` are now only available in NUMANode-specific attributes in `obj->attr->numanode.local_memory`.

`obj->memory.total_memory` is available in all objects as `obj->total_memory`.

See `hwloc_obj_attr_u::hwloc_numanode_attr_s` and `hwloc_obj` for details.

## 17.7 Topology configuration changes

The old ignoring API as well as several configuration flags are replaced with the new filtering API, see `hwloc_topology_set_type_filter()` and its variants, and `hwloc_type_filter_e` for details.

- `hwloc_topology_ignore_type()`, `hwloc_topology_ignore_type_keep_structure()` and `hwloc_topology_ignore_all_keep_structure()` are respectively superseded by

```
hwloc_topology_set_type_filter(topology, type, HWLOC_TYPE_FILTER_KEEP_NONE);
hwloc_topology_set_type_filter(topology, type, HWLOC_TYPE_FILTER_KEEP_STRUCTURE);
hwloc_topology_set_all_types_filter(topology, HWLOC_TYPE_FILTER_KEEP_STRUCTURE);
```

Also, the meaning of `KEEP_STRUCTURE` has changed (only entire levels may be ignored, instead of single objects), the old behavior is not available anymore.

- `HWLOC_TOPOLOGY_FLAG_ICACHES` is superseded by

```
hwloc_topology_set_icache_types_filter(topology, HWLOC_TYPE_FILTER_KEEP_ALL);
```

- `HWLOC_TOPOLOGY_FLAG_WHOLE_IO`, `HWLOC_TOPOLOGY_FLAG_IO_DEVICES` and `HWLOC_TOPOLOGY_FLAG_IO_BRIDGES` replaced.

To keep all I/O devices (PCI, Bridges, and OS devices), use:

```
hwloc_topology_set_io_types_filter(topology, HWLOC_TYPE_FILTER_KEEP_ALL);
```

To only keep important devices (Bridges with children, common PCI devices and OS devices):

```
hwloc_topology_set_io_types_filter(topology, HWLOC_TYPE_FILTER_KEEP_IMPORTANT);
```

## 17.8 XML changes

2.0 XML files are not compatible with 1.x

2.0 can load 1.x files, but only NUMA distances are imported. Other distance matrices are ignored (they were never used by default anyway).

2.0 can export 1.x-compatible files, but only distances attached to the root object are exported (i.e. distances that cover the entire machine). Other distance matrices are dropped (they were never used by default anyway).

**Users are advised to negotiate hwloc versions between exporter and importer:** If the importer isn't 2.x, the exporter should export to 1.x. Otherwise, things should work by default.

Hence [hwloc\\_topology\\_export\\_xml\(\)](#) and [hwloc\\_topology\\_export\\_xmlbuffer\(\)](#) have a new flags argument. to force a hwloc-1.x-compatible XML export.

- If both always support 2.0, don't pass any flag.
- When the importer uses hwloc 1.x, export with [HWLOC\\_TOPOLOGY\\_EXPORT\\_XML\\_FLAG\\_V1](#). Otherwise the importer will fail to import.
- When the exporter uses hwloc 1.x, it cannot pass any flag, and a 2.0 importer can import without problem.

```
#if HWLOC_API_VERSION >= 0x20000
    if (need 1.x compatible XML export)
        hwloc_topology_export_xml(..., HWLOC_TOPOLOGY_EXPORT_XML_FLAG_V1);
    else /* need 2.x compatible XML export */
        hwloc_topology_export_xml(..., 0);
#else
    hwloc_topology_export_xml(...);
#endif
```

Additionally, [hwloc\\_topology\\_diff\\_load\\_xml\(\)](#), [hwloc\\_topology\\_diff\\_load\\_xmlbuffer\(\)](#), [hwloc\\_topology\\_diff\\_export\\_xml\(\)](#), [hwloc\\_topology\\_diff\\_export\\_xmlbuffer\(\)](#) and [hwloc\\_topology\\_diff\\_destroy\(\)](#) lost the topology argument: The first argument (topology) isn't needed anymore.

## 17.9 Distances API totally rewritten

The new distances API is in **hwloc/distances.h**.

Distances are not accessible directly from objects anymore. One should first call [hwloc\\_distances\\_get\(\)](#) (or a variant) to retrieve distances (possibly with one call to get the number of available distances structures, and another call to actually get them). Then it may consult these structures, and finally release them.

The set of object involved in a distances structure is specified by an array of objects, it may not always cover the entire machine or so.

## 17.10 Return values of functions

Bitmap functions (and a couple other functions) can return errors (in theory).

Most bitmap functions may have to reallocate the internal bitmap storage. In v1.x, they would silently crash if realloc failed. In v2.0, they now return an int that can be negative on error. However, the preallocated storage is 512 bits, hence realloc will not even be used unless you run hwloc on machines with larger PU or NUMA node indexes.

[hwloc\\_obj\\_add\\_info\(\)](#), [hwloc\\_cpuset\\_from\\_nodeset\(\)](#) and [hwloc\\_cpuset\\_from\\_nodeset\(\)](#) also return an int, which would be -1 in case of allocation errors.

## 17.11 Misc API changes

- [hwloc\\_type\\_sscanf\(\)](#) extends [hwloc\\_obj\\_type\\_sscanf\(\)](#) by passing a union [hwloc\\_obj\\_attr\\_u](#) which may receive Cache, Group, Bridge or OS device attributes.
- [hwloc\\_type\\_sscanf\\_as\\_depth\(\)](#) is also added to directly return the corresponding level depth within a topology.
- [hwloc\\_topology\\_insert\\_misc\\_object\\_by\\_cpuset\(\)](#) is replaced with [hwloc\\_topology\\_alloc\\_group\\_object\(\)](#) and [hwloc\\_topology\\_insert\\_group\\_object\(\)](#).
- [hwloc\\_topology\\_insert\\_misc\\_object\\_by\\_parent\(\)](#) is replaced with [hwloc\\_topology\\_insert\\_misc\\_object\(\)](#).

## 17.12 API removals and deprecations

- `HWLOC_OBJ_SYSTEM` removed: The root object is always [HWLOC\\_OBJ\\_MACHINE](#)
- `_membind_nodeset()` memory binding interfaces deprecated: One should use the variant without `_nodeset` suffix and pass the [HWLOC\\_MEMBIND\\_BYNODESET](#) flag.
- `HWLOC_MEMBIND_REPLICATE` removed: no supported operating system supports it anymore.
- [hwloc\\_obj\\_snprintf\(\)](#) removed because it was long-deprecated by [hwloc\\_obj\\_type\\_snprintf\(\)](#) and [hwloc\\_obj\\_attr\\_snprintf\(\)](#).
- [hwloc\\_obj\\_type\\_sscanf\(\)](#) deprecated, [hwloc\\_obj\\_type\\_of\\_string\(\)](#) removed.
- [hwloc\\_cpuset\\_from/to\\_nodeset\\_strict\(\)](#) deprecated: Now useless since all topologies are NUMA. Use the variant without the `_strict` suffix
- [hwloc\\_distribute\(\)](#) and [hwloc\\_distributev\(\)](#) removed, deprecated by [hwloc\\_distrib\(\)](#).
- The Custom interface ([hwloc\\_topology\\_set\\_custom\(\)](#), etc.) was removed, as well as the corresponding command-line tools ([hwloc-assembler](#), etc.). Topologies always start with object with valid cpusets and nodesets.
- `obj->online_cpuset` removed: Offline PUs are simply listed in the `complete_cpuset` as previously.
- `obj->os_level` removed.



## Chapter 18

# Network Locality (netloc)

Portable abstraction of network topologies for high-performance computing.

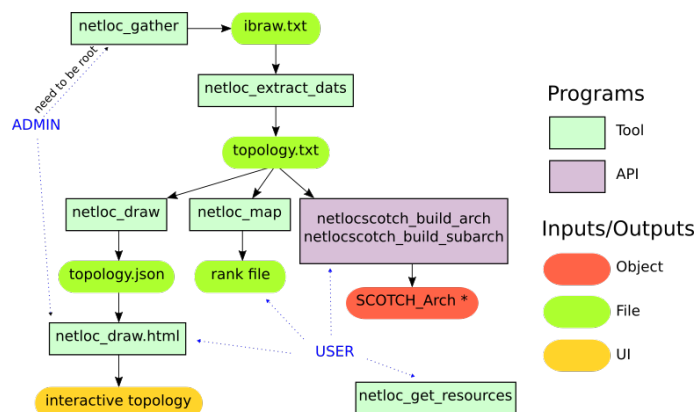
The netloc documentation spans of these sections:

- [Network Locality \(netloc\)](#), this section below
- [Netloc with Scotch](#)

### 18.1 Netloc Summary

The Portable Network Locality (netloc) software package provides network topology discovery tools, and an abstract representation of those networks topologies for a range of network types and configurations. It is provided as a companion to the Portable Hardware Locality (hwloc) package. These two software packages work together to provide a comprehensive view of the HPC system topology, spanning from the processor cores in one server to the cores in another - including the complex network(s) in between.

Towards this end, netloc is divided into two sets of components. The first tools are for the admin to extract the information about the topology of the machines with topology discovery tools for each network type and discovery technique (called readers). The second set of tools is for the user to exploit the collected information: to display the topology or create a topology-aware mapping of the processes of an application.



### 18.1.1 Supported Networks

For now, only InfiniBand (See [Setup](#)) is supported, but it is planned to be extended it very soon.

## 18.2 Netloc Installation

The generic installation procedure for both hwloc and netloc is described in [Installation](#).

netloc is disabled by default in this release. It can be enabled by passing `--enable-netloc` to the configure command-line. Note that netloc is currently not supported on as many platforms as the original hwloc project.

## 18.3 Setup

To use Netloc tools, we need two steps. The first step consists in getting information about network directly from tools distributed by manufacturers. For Infiniband, for instance, this operation needs privileges to access to the network device. For this step we have wrappers in Netloc that will call the right tools with the right options.

The second step will transform the raw files generated by manufacturer tools, into files in a format readable by Netloc tools, and that will not depend on network technologies.

To be clear, let's take an example with Infiniband. This first step is handled by `netloc_ib_gather_raw` that will call `ibnetdiscover` and `ibroutes` tools to generate the necessary raw data files. The step has to be run by an administrator, since the Infiniband tools need to access to the network device.

```
shell$ netloc_ib_gather_raw --help
Usage: netloc_ib_gather_raw [options] <outdir>
  Dumps topology information to <outdir>/ib-raw/
  Subnets are guessed from the <outdir>/hwloc/ directory where
  the hwloc XML exports of some nodes are stored.
Options:
  --sudo
    Pass sudo to internal ibnetdiscover and ibroute invocations.
    Useful when the entire script cannot run as root.
  --hwloc-dir <dir>
    Use <dir> instead of <outdir>/hwloc/ for hwloc XML exports.
  --force-subnet [<subnet>:]<board>:<port> to force the discovery
    Do not guess subnets from hwloc XML exports.
    Force discovery on local board <board> port <port>
    and optionally force the subnet id <subnet>
    instead of reading it from the first GID.
    Examples: --force-subnet mlx4_0:1
              --force-subnet fe80:0000:0000:0000:mlx4_0:1
  --ibnetdiscover /path/to/ibnetdiscover
  --ibroute /path/to/ibroute
    Specify exact location of programs. Default is /usr/bin/<program>
  --sleep <n>
    Sleep for <n> seconds between invocations of programs probing the network
  --ignore-errors
    Ignore errors from ibnetdiscover and ibroute, assume their outputs are ok
  --force -f
    Always rediscover to overwrite existing files without asking
  --verbose -v
    Add verbose messages
  --dry-run
```



```

    Do not actually run programs or modify anything
--help -h
    Show this help

shell$ ./netloc_ib_gather_raw /home/netloc/data
WARNING: Not running as root.
Using /home/netloc/data/hwloc as hwloc lstopo XML directory.

Exporting local node hwloc XML...
    Running lstopo-no-graphics...

Found 1 subnets in hwloc directory:
    Subnet fe80:0000:0000:0000 is locally accessible from board qib0 port 1.

Looking at fe80:0000:0000:0000 (through local board qib0 port 1)...
Running ibnetdiscover...
Getting routes...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L112' LID 18...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L108' LID 20...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L102' LID 23...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L104' LID 25...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L106' LID 24...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L114' LID 22...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L116' LID 21...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L109' LID 12...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L111' LID 11...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L107' LID 13...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L103' LID 17...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L105' LID 16...
Running ibroute for switch 'QLogic 12800-180 GUID=0x00066a00e8001310 L113' LID 15...

```

The second step, that can be done by a regular user, is done by the tool `netloc_ib_extract_dats`.

```

shell$ netloc_ib_extract_dats --help
Usage: netloc_ib_extract_dats <path to input raw data files> <output path> [--hwloc-dir
<hwloc xml path>]
    hwloc-dir can be an absolute path or a relative path from output path

shell$ netloc_ib_extract_dats /home/netloc/data/ib-raw /home/netloc/data/netloc \
--hwloc-dir ../hwloc
Read subnet: fe80:0000:0000:0000
2 partitions found
    'node'
    'admin'

```

## 18.4 Topology display

Netloc provides a tool, `netloc_draw.html`, that displays a topology in a web browser, by using a JSON file.

### 18.4.1 Generate the JSON file

In order to display a topology, Netloc needs to generate a JSON file corresponding to a topology. For this operation, the user must run `netloc_draw_to_json`.

```

shell$ netloc_draw_to_json --help
Usage: netloc_draw_to_json <path to topology directory>

shell$ netloc_draw_to_json /home/netloc/data/netloc

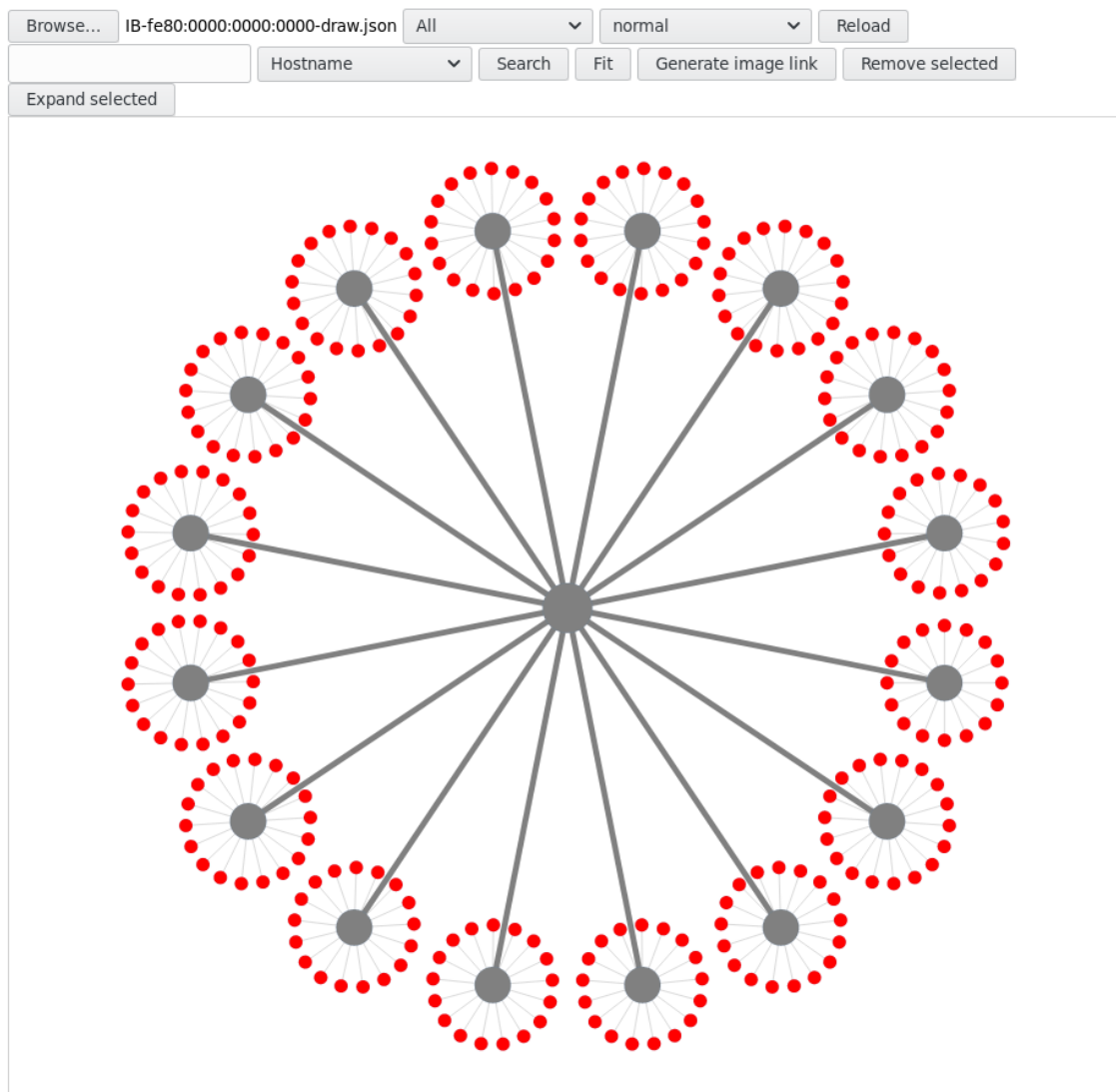
```

The `netloc_draw_to_json` command will write a JSON file for each topology file found in the input directory. The output files, written also in the input directory, can be open by `netloc_draw.html` in a web browser.

### 18.4.2 Using netloc\_draw

Once the JSON file is opened, the rendering is generated by the Javascript vis library for computing the position of the nodes. From the interface, it is possible to search for a specific node, to color the nodes, to expand merged switches, to show statistics, to export as an image... The user can interact with the nodes by moving them. For now, there are bugs and other nodes might move too.

The placement of the nodes is done statically if the topology is detected as a tree. If not, vis.js will use physics to find good positions, and it can be very time consuming.



## Chapter 19

# Netloc with Scotch

Scotch is a toolbox for graph partitioning [XXX], that can do mapping between a communication graph and an architecture. Netloc interfaces with Scotch, by getting the topology of the machine and building the Scotch architecture. It is also possible to directly build a mapping file that can be given to `mpirun`.

### 19.1 Introduction

Scotch is able to deal architectures to represent the topology of a complete machine. Scotch handles several types of topologies: complete graphs, hypercubes, fat trees, meshes, torus, and random graphs. Moreover, Scotch is able to manage parts of architectures that are called sub-architectures. Thus, from a complete architecture, we can create a sub-architecture that will represent the available resources of the complete machine.

### 19.2 Setup

The first step in order to use Netloc tools is to discover the network. For this task, we provide tools called `netloc_gather` that are wrappers to the dedicated tools provided by the manufacturer of the network, that generate the raw data given by the devices. This task needs privileges to access to the network devices. Once, this task is completed, the raw data is converted in a generic format independent to the fabric by `extract_dats`. Figure 1 shows how the different modules of Netloc are linked, and what are the tools provided by Netloc.

### 19.3 Tools and API

When the machine is discovered and all the needed files are generated as seen previously, a user can call the `netloc-scotch` functions from the API and interact with Scotch.

### 19.3.1 Build Scotch architectures

Netloc provides a function to export the built topology into the Scotch format. That will give the possibility to the user to play with the topology in Scotch. Since Netloc matches the discovered topology with known topologies, the Scotch architecture won't be random graphs but known topologies also in Scotch that will lead to optimized graph algorithms. This function is called `netlocscotch_build_arch`.

When the network topology is a tree, the topology converted by `netlocscotch` is the complete topology of the machine containing intranode topologies from `hwloc`. In this case, merging the two levels results in a bigger tree. For other network topologies, the global graph created for Scotch is a generic graph since it is not (at this moment) possible to create nested known architectures.

### 19.3.2 Build Scotch sub-architectures

Most of the time, the user does not have access to the complete machine. He uses a resource manager to run his application and he will gain access only to a set of nodes. In this case getting the Scotch architecture of the complete machine is not relevant. Fortunately, Netloc is also able to build a Scotch sub-architecture that will contain only the available nodes. For this operation the user needs to run a specific program, `netloc_get_resources`, that will record in a file, the lists of available nodes and available cores by using MPI and `hwloc`. From this file, the function `netlocscotch_build_subarch` will build the Scotch sub-architecture.

### 19.3.3 Mapping of processes

A main goal in having all these data about the network topology, especially in Scotch structures, is to help the process placement. For that, we use the mapping of a process graph to the architecture provided by Scotch. As we have seen previously, Netloc is able to detect the structure of the topology and will build the adapted Scotch architecture that will be more efficient than a random structure.

In case, the network topology is not a tree, `netlocscotch` converts the complete topology into a generic graph. The drawback in that is the Scotch graph algorithms are less efficient. To overcome that, `netlocscotch` does two steps of mapping: first it maps the processes to the nodes, and then for each node maps the processes to the cores. We have to conduct tests to check if the method gives better results than using a generic graph directly.

The other input needed in Scotch is the process graph. Since we want to optimize the placement to decrease the communication time, a good metric for building the application graph is the amount of communications between all pairs of processes. Studies still have to be done to choose, in the most efficient way, what we take into account to define the amount of communications between the number of messages, the size of messages... This information will be transformed into a process graph.

Once we have a good mapping computed by Scotch, we can give it to the user, or Netloc can even generate the corresponding rank file useful to MPI.

## Chapter 20

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## Chapter 21

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## Chapter 22

# Module Documentation

### 22.1 API version

#### Macros

- #define `HWLOC_API_VERSION` 0x00020000
- #define `HWLOC_COMPONENT_ABI` 5

#### Functions

- unsigned `hwloc_get_api_version` (void)

#### 22.1.1 Detailed Description

#### 22.1.2 Macro Definition Documentation

##### 22.1.2.1 HWLOC\_API\_VERSION

```
#define HWLOC_API_VERSION 0x00020000
```

Indicate at build time which hwloc API version is being used.

This number is updated to (X>>16)+(Y>>8)+Z when a new release X.Y.Z actually modifies the API.

Users may check for available features at build time using this number (see [How do I handle ABI breaks and API upgrades?](#)).

### 22.1.2.2 HWLOC\_COMPONENT\_ABI

```
#define HWLOC_COMPONENT_ABI 5
```

Current component and plugin ABI version (see **hwloc/plugins.h**)

## 22.1.3 Function Documentation

### 22.1.3.1 hwloc\_get\_api\_version()

```
unsigned hwloc_get_api_version (
    void )
```

Indicate at runtime which hwloc API version was used at build time.

Should be [HWLOC\\_API\\_VERSION](#) if running on the same version.

## 22.2 Object Sets ([hwloc\\_cpuset\\_t](#) and [hwloc\\_nodeset\\_t](#))

### Typedefs

- typedef [hwloc\\_bitmap\\_t](#) [hwloc\\_cpuset\\_t](#)
- typedef [hwloc\\_const\\_bitmap\\_t](#) [hwloc\\_const\\_cpuset\\_t](#)
- typedef [hwloc\\_bitmap\\_t](#) [hwloc\\_nodeset\\_t](#)
- typedef [hwloc\\_const\\_bitmap\\_t](#) [hwloc\\_const\\_nodeset\\_t](#)

### 22.2.1 Detailed Description

Hwloc uses bitmaps to represent two distinct kinds of object sets: CPU sets ([hwloc\\_cpuset\\_t](#)) and NUMA node sets ([hwloc\\_nodeset\\_t](#)). These types are both typedefs to a common back end type ([hwloc\\_bitmap\\_t](#)), and therefore all the hwloc bitmap functions are applicable to both [hwloc\\_cpuset\\_t](#) and [hwloc\\_nodeset\\_t](#) (see [The bitmap API](#)).

The rationale for having two different types is that even though the actions one wants to perform on these types are the same (e.g., enable and disable individual items in the set/mask), they're used in very different contexts: one for specifying which processors to use and one for specifying which NUMA nodes to use. Hence, the name difference is really just to reflect the intent of where the type is used.

### 22.2.2 Typedef Documentation

#### 22.2.2.1 [hwloc\\_const\\_cpuset\\_t](#)

```
typedef hwloc\_const\_bitmap\_t hwloc\_const\_cpuset\_t
```

A non-modifiable [hwloc\\_cpuset\\_t](#).

#### 22.2.2.2 [hwloc\\_const\\_nodeset\\_t](#)

```
typedef hwloc\_const\_bitmap\_t hwloc\_const\_nodeset\_t
```

A non-modifiable [hwloc\\_nodeset\\_t](#).

### 22.2.2.3 hwloc\_cpuset\_t

```
typedef hwloc_bitmap_t hwloc_cpuset_t
```

A CPU set is a bitmap whose bits are set according to CPU physical OS indexes.

It may be consulted and modified with the bitmap API as any [hwloc\\_bitmap\\_t](#) (see **hwloc/bitmap.h**).

Each bit may be converted into a PU object using [hwloc\\_get\\_pu\\_obj\\_by\\_os\\_index\(\)](#).

### 22.2.2.4 hwloc\_nodeset\_t

```
typedef hwloc_bitmap_t hwloc_nodeset_t
```

A node set is a bitmap whose bits are set according to NUMA memory node physical OS indexes.

It may be consulted and modified with the bitmap API as any [hwloc\\_bitmap\\_t](#) (see **hwloc/bitmap.h**). Each bit may be converted into a NUMA node object using [hwloc\\_get\\_numanode\\_obj\\_by\\_os\\_index\(\)](#).

When binding memory on a system without any NUMA node, the single main memory bank is considered as NUMA node #0.

See also [Converting between CPU sets and node sets](#).

## 22.3 Object Types

### Macros

- `#define HWLOC_OBJ_TYPE_MIN HWLOC_OBJ_MACHINE`

### Typedefs

- `typedef enum hwloc_obj_cache_type_e hwloc_obj_cache_type_t`
- `typedef enum hwloc_obj_bridge_type_e hwloc_obj_bridge_type_t`
- `typedef enum hwloc_obj_osdev_type_e hwloc_obj_osdev_type_t`

### Enumerations

- `enum hwloc_obj_type_t {  
HWLOC_OBJ_MACHINE, HWLOC_OBJ_PACKAGE, HWLOC_OBJ_CORE, HWLOC_OBJ_PU,  
HWLOC_OBJ_L1CACHE, HWLOC_OBJ_L2CACHE, HWLOC_OBJ_L3CACHE, HWLOC_OBJ_L4CACHE,  
HWLOC_OBJ_L5CACHE, HWLOC_OBJ_L1ICACHE, HWLOC_OBJ_L2ICACHE, HWLOC_OBJ_L3ICACHE,  
HWLOC_OBJ_GROUP, HWLOC_OBJ_NUMANODE, HWLOC_OBJ_BRIDGE, HWLOC_OBJ_PCI_DEVICE,  
HWLOC_OBJ_OS_DEVICE, HWLOC_OBJ_MISC }`
- `enum hwloc_obj_cache_type_e { HWLOC_OBJ_CACHE_UNIFIED, HWLOC_OBJ_CACHE_DATA, HWLOC_↵  
OBJ_CACHE_INSTRUCTION }`
- `enum hwloc_obj_bridge_type_e { HWLOC_OBJ_BRIDGE_HOST, HWLOC_OBJ_BRIDGE_PCI }`
- `enum hwloc_obj_osdev_type_e {  
HWLOC_OBJ_OSDEV_BLOCK, HWLOC_OBJ_OSDEV_GPU, HWLOC_OBJ_OSDEV_NETWORK, HWLOC_↵  
OBJ_OSDEV_OPENFABRICS,  
HWLOC_OBJ_OSDEV_DMA, HWLOC_OBJ_OSDEV_COPROC }`
- `enum hwloc_compare_types_e { HWLOC_TYPE_UNORDERED }`

### Functions

- `int hwloc_compare_types (hwloc_obj_type_t type1, hwloc_obj_type_t type2)`

#### 22.3.1 Detailed Description

#### 22.3.2 Macro Definition Documentation

##### 22.3.2.1 HWLOC\_OBJ\_TYPE\_MIN

```
#define HWLOC_OBJ_TYPE_MIN HWLOC_OBJ_MACHINE
```

Type of topology object.

#### Note

Do not rely on the ordering or completeness of the values as new ones may be defined in the future! If you need to compare types, use `hwloc_compare_types()` instead. Sentinel value

### 22.3.3 Typedef Documentation

#### 22.3.3.1 hwloc\_obj\_bridge\_type\_t

```
typedef enum hwloc_obj_bridge_type_e hwloc_obj_bridge_type_t
```

Type of one side (upstream or downstream) of an I/O bridge.

#### 22.3.3.2 hwloc\_obj\_cache\_type\_t

```
typedef enum hwloc_obj_cache_type_e hwloc_obj_cache_type_t
```

Cache type.

#### 22.3.3.3 hwloc\_obj\_osdev\_type\_t

```
typedef enum hwloc_obj_osdev_type_e hwloc_obj_osdev_type_t
```

Type of a OS device.

### 22.3.4 Enumeration Type Documentation

#### 22.3.4.1 hwloc\_compare\_types\_e

```
enum hwloc_compare_types_e
```

Enumerator

HWLOC_TYPE_UNORDERED	Value returned by <a href="#">hwloc_compare_types()</a> when types can not be compared.
----------------------	---

## 22.3.4.2 hwloc\_obj\_bridge\_type\_e

```
enum hwloc_obj_bridge_type_e
```

Type of one side (upstream or downstream) of an I/O bridge.

## Enumerator

HWLOC_OBJ_BRIDGE_HOST	Host-side of a bridge, only possible upstream.
HWLOC_OBJ_BRIDGE_PCI	PCI-side of a bridge.

## 22.3.4.3 hwloc\_obj\_cache\_type\_e

```
enum hwloc_obj_cache_type_e
```

Cache type.

## Enumerator

HWLOC_OBJ_CACHE_UNIFIED	Unified cache.
HWLOC_OBJ_CACHE_DATA	Data cache.
HWLOC_OBJ_CACHE_INSTRUCTION	Instruction cache (filtered out by default).

## 22.3.4.4 hwloc\_obj\_osdev\_type\_e

```
enum hwloc_obj_osdev_type_e
```

Type of a OS device.

## Enumerator

HWLOC_OBJ_OSDEV_BLOCK	Operating system block device. For instance "sda" on Linux.
HWLOC_OBJ_OSDEV_GPU	Operating system GPU device. For instance ":0.0" for a GL display, "card0" for a Linux DRM device.
HWLOC_OBJ_OSDEV_NETWORK	Operating system network device. For instance the "eth0" interface on Linux.
HWLOC_OBJ_OSDEV_OPENFABRICS	Operating system openfabrics device. For instance the "mlx4_0" InfiniBand HCA, or "hfi1_0" Omni-Path interface on Linux.
HWLOC_OBJ_OSDEV_DMA	Operating system dma engine device. For instance the "dma0chan0" DMA channel on Linux.
HWLOC_OBJ_OSDEV_COPROC	Operating system co-processor device. For instance "mic0" for a Xeon Phi (MIC) on Linux, "opencl0d0" for a OpenCL device, "cuda0" for a CUDA device.

### 22.3.4.5 hwloc\_obj\_type\_t

```
enum hwloc_obj_type_t
```

#### Enumerator

HWLOC_OBJ_MACHINE	Machine. A set of processors and memory with cache coherency. This type is always used for the root object of a topology, and never used anywhere else. Hence its parent is always <code>NULL</code> .
HWLOC_OBJ_PACKAGE	Physical package. The physical package that usually gets inserted into a socket on the motherboard. A processor package usually contains multiple cores.
HWLOC_OBJ_CORE	Core. A computation unit (may be shared by several logical processors).
HWLOC_OBJ_PU	Processing Unit, or (Logical) Processor. An execution unit (may share a core with some other logical processors, e.g. in the case of an SMT core). This is the smallest object representing CPU resources, it cannot have any child except Misc objects. Objects of this kind are always reported and can thus be used as fallback when others are not.
HWLOC_OBJ_L1CACHE	Level 1 Data (or Unified) Cache.
HWLOC_OBJ_L2CACHE	Level 2 Data (or Unified) Cache.
HWLOC_OBJ_L3CACHE	Level 3 Data (or Unified) Cache.
HWLOC_OBJ_L4CACHE	Level 4 Data (or Unified) Cache.
HWLOC_OBJ_L5CACHE	Level 5 Data (or Unified) Cache.
HWLOC_OBJ_L1ICACHE	Level 1 instruction Cache (filtered out by default).
HWLOC_OBJ_L2ICACHE	Level 2 instruction Cache (filtered out by default).
HWLOC_OBJ_L3ICACHE	Level 3 instruction Cache (filtered out by default).
HWLOC_OBJ_GROUP	Group objects. Objects which do not fit in the above but are detected by hwloc and are useful to take into account for affinity. For instance, some operating systems expose their arbitrary processors aggregation this way. And hwloc may insert such objects to group NUMA nodes according to their distances. See also <a href="#">What are these Group objects in my topology?</a> . These objects are removed when they do not bring any structure.
HWLOC_OBJ_NUMANODE	NUMA node. An object that contains memory that is directly and byte-accessible to the host processors. It is usually close to some cores (the corresponding objects are descendants of the NUMA node object in the hwloc tree). There is always at one such object in the topology even if the machine is not NUMA. Memory objects are not listed in the main children list, but rather in the dedicated Memory children list. NUMA nodes have a special depth <code>HWLOC_TYPE_DEPTH_NUMANODE</code> instead of a normal depth just like other objects in the main tree.
HWLOC_OBJ_BRIDGE	Bridge (filtered out by default). Any bridge that connects the host or an I/O bus, to another I/O bus. They are not added to the topology unless I/O discovery is enabled with <code>hwloc_topology_set_flags()</code> . I/O objects are not listed in the main children list, but rather in the dedicated io children list. I/O objects have <code>NULL</code> CPU and node sets.
HWLOC_OBJ_PCI_DEVICE	PCI device (filtered out by default). They are not added to the topology unless I/O discovery is enabled with <code>hwloc_topology_set_flags()</code> . I/O objects are not listed in the main children list, but rather in the dedicated io children list. I/O objects have <code>NULL</code> CPU and node sets.



## Enumerator

HWLOC_OBJ_OS_DEVICE	Operating system device (filtered out by default). They are not added to the topology unless I/O discovery is enabled with <a href="#">hwloc_topology_set_flags()</a> . I/O objects are not listed in the main children list, but rather in the dedicated io children list. I/O objects have NULL CPU and node sets.
HWLOC_OBJ_MISC	Miscellaneous objects (filtered out by default). Objects without particular meaning, that can e.g. be added by the application for its own use, or by hwloc for miscellaneous objects such as MemoryModule (DIMMs). These objects are not listed in the main children list, but rather in the dedicated misc children list. Misc objects may only have Misc objects as children, and those are in the dedicated misc children list as well. Misc objects have NULL CPU and node sets.

## 22.3.5 Function Documentation

## 22.3.5.1 hwloc\_compare\_types()

```
int hwloc_compare_types (
    hwloc_obj_type_t type1,
    hwloc_obj_type_t type2 )
```

Compare the depth of two object types.

Types shouldn't be compared as they are, since newer ones may be added in the future. This function returns less than, equal to, or greater than zero respectively if `type1` objects usually include `type2` objects, are the same as `type2` objects, or are included in `type2` objects. If the types can not be compared (because neither is usually contained in the other), [HWLOC\\_TYPE\\_UNORDERED](#) is returned. Object types containing CPUs can always be compared (usually, a system contains machines which contain nodes which contain packages which contain caches, which contain cores, which contain processors).

## Note

[HWLOC\\_OBJ\\_PU](#) will always be the deepest, while [HWLOC\\_OBJ\\_MACHINE](#) is always the highest.

This does not mean that the actual topology will respect that order: e.g. as of today cores may also contain caches, and packages may also contain nodes. This is thus just to be seen as a fallback comparison method.

## 22.4 Object Structure and Attributes

### Data Structures

- struct [hwloc\\_obj](#)
- union [hwloc\\_obj\\_attr\\_u](#)
- struct [hwloc\\_info\\_s](#)

### Typedefs

- typedef struct [hwloc\\_obj](#) \* [hwloc\\_obj\\_t](#)

#### 22.4.1 Detailed Description

#### 22.4.2 Typedef Documentation

##### 22.4.2.1 [hwloc\\_obj\\_t](#)

```
typedef struct hwloc\_obj* hwloc\_obj\_t
```

Convenience typedef; a pointer to a struct [hwloc\\_obj](#).

## 22.5 Topology Creation and Destruction

### Typedefs

- typedef struct hwloc\_topology \* [hwloc\\_topology\\_t](#)

### Functions

- int [hwloc\\_topology\\_init](#) ([hwloc\\_topology\\_t](#) \*topologyp)
- int [hwloc\\_topology\\_load](#) ([hwloc\\_topology\\_t](#) topology)
- void [hwloc\\_topology\\_destroy](#) ([hwloc\\_topology\\_t](#) topology)
- int [hwloc\\_topology\\_dup](#) ([hwloc\\_topology\\_t](#) \*newtopology, [hwloc\\_topology\\_t](#) oldtopology)
- int [hwloc\\_topology\\_abi\\_check](#) ([hwloc\\_topology\\_t](#) topology)
- void [hwloc\\_topology\\_check](#) ([hwloc\\_topology\\_t](#) topology)

#### 22.5.1 Detailed Description

#### 22.5.2 Typedef Documentation

##### 22.5.2.1 [hwloc\\_topology\\_t](#)

```
typedef struct hwloc_topology* hwloc\_topology\_t
```

Topology context.

To be initialized with [hwloc\\_topology\\_init\(\)](#) and built with [hwloc\\_topology\\_load\(\)](#).

#### 22.5.3 Function Documentation

### 22.5.3.1 hwloc\_topology\_abi\_check()

```
int hwloc_topology_abi_check (
    hwloc_topology_t topology )
```

Verify that the topology is compatible with the current hwloc library.

This is useful when using the same topology structure (in memory) in different libraries that may use different hwloc installations (for instance if one library embeds a specific version of hwloc, while another library uses a default system-wide hwloc installation).

If all libraries/programs use the same hwloc installation, this function always returns success.

#### Returns

0 on success.  
-1 with `errno` set to `EINVAL` if incompatible.

#### Note

If sharing between processes with [hwloc\\_shmem\\_topology\\_write\(\)](#), the relevant check is already performed inside [hwloc\\_shmem\\_topology\\_adapt\(\)](#).

### 22.5.3.2 hwloc\_topology\_check()

```
void hwloc_topology_check (
    hwloc_topology_t topology )
```

Run internal checks on a topology structure.

The program aborts if an inconsistency is detected in the given topology.

#### Parameters

<i>topology</i>	is the topology to be checked
-----------------	-------------------------------

#### Note

This routine is only useful to developers.  
The input topology should have been previously loaded with [hwloc\\_topology\\_load\(\)](#).

### 22.5.3.3 hwloc\_topology\_destroy()

```
void hwloc_topology_destroy (
    hwloc_topology_t topology )
```

Terminate and free a topology context.

#### Parameters

<i>topology</i>	is the topology to be freed
-----------------	-----------------------------

### 22.5.3.4 hwloc\_topology\_dup()

```
int hwloc_topology_dup (
    hwloc_topology_t * newtopology,
    hwloc_topology_t oldtopology )
```

Duplicate a topology.

The entire topology structure as well as its objects are duplicated into a new one.

This is useful for keeping a backup while modifying a topology.

#### Note

Object userdata is not duplicated since hwloc does not know what it point to. The objects of both old and new topologies will point to the same userdata.

### 22.5.3.5 hwloc\_topology\_init()

```
int hwloc_topology_init (
    hwloc_topology_t * topologyp )
```

Allocate a topology context.

#### Parameters

out	<i>topologyp</i>	is assigned a pointer to the new allocated context.
-----	------------------	---

**Returns**

0 on success, -1 on error.

**22.5.3.6 hwloc\_topology\_load()**

```
int hwloc_topology_load (
    hwloc_topology_t topology )
```

Build the actual topology.

Build the actual topology once initialized with [hwloc\\_topology\\_init\(\)](#) and tuned with [Topology Detection Configuration and Query](#) and [Changing the Source of Topology Discovery](#) routines. No other routine may be called earlier using this topology context.

**Parameters**

<i>topology</i>	is the topology to be loaded with objects.
-----------------	--

**Returns**

0 on success, -1 on error.

**Note**

On failure, the topology is reinitialized. It should be either destroyed with [hwloc\\_topology\\_destroy\(\)](#) or configured and loaded again.

This function may be called only once per topology.

The binding of the current thread or process may temporarily change during this call but it will be restored before it returns.

**See also**

[Topology Detection Configuration and Query](#) and [Changing the Source of Topology Discovery](#)

## 22.6 Object levels, depths and types

### Enumerations

```
enum hwloc_get_type_depth_e {
    HWLOC_TYPE_DEPTH_UNKNOWN, HWLOC_TYPE_DEPTH_MULTIPLE, HWLOC_TYPE_DEPTH_NUMA←
    NODE, HWLOC_TYPE_DEPTH_BRIDGE,
    HWLOC_TYPE_DEPTH_PCI_DEVICE, HWLOC_TYPE_DEPTH_OS_DEVICE, HWLOC_TYPE_DEPTH_MISC
}
```

### Functions

- int `hwloc_topology_get_depth` (`hwloc_topology_t` restrict topology)
- int `hwloc_get_type_depth` (`hwloc_topology_t` topology, `hwloc_obj_type_t` type)
- int `hwloc_get_memory_parents_depth` (`hwloc_topology_t` topology)
- static int `hwloc_get_type_or_below_depth` (`hwloc_topology_t` topology, `hwloc_obj_type_t` type)
- static int `hwloc_get_type_or_above_depth` (`hwloc_topology_t` topology, `hwloc_obj_type_t` type)
- `hwloc_obj_type_t` `hwloc_get_depth_type` (`hwloc_topology_t` topology, int depth)
- unsigned `hwloc_get_nbobjs_by_depth` (`hwloc_topology_t` topology, int depth)
- static int `hwloc_get_nbobjs_by_type` (`hwloc_topology_t` topology, `hwloc_obj_type_t` type)
- static `hwloc_obj_t` `hwloc_get_root_obj` (`hwloc_topology_t` topology)
- `hwloc_obj_t` `hwloc_get_obj_by_depth` (`hwloc_topology_t` topology, int depth, unsigned idx)
- static `hwloc_obj_t` `hwloc_get_obj_by_type` (`hwloc_topology_t` topology, `hwloc_obj_type_t` type, unsigned idx)
- static `hwloc_obj_t` `hwloc_get_next_obj_by_depth` (`hwloc_topology_t` topology, int depth, `hwloc_obj_t` prev)
- static `hwloc_obj_t` `hwloc_get_next_obj_by_type` (`hwloc_topology_t` topology, `hwloc_obj_type_t` type, `hwloc_obj_t`←  
\_t prev)

### 22.6.1 Detailed Description

Be sure to see the figure in [Terms and Definitions](#) that shows a complete topology tree, including depths, child/sibling/cousin relationships, and an example of an asymmetric topology where one package has fewer caches than its peers.

### 22.6.2 Enumeration Type Documentation

#### 22.6.2.1 `hwloc_get_type_depth_e`

```
enum hwloc_get_type_depth_e
```

#### Enumerator

HWLOC_TYPE_DEPTH_UNKNOWN	No object of given type exists in the topology.
HWLOC_TYPE_DEPTH_MULTIPLE	Objects of given type exist at different depth in the topology (only for Groups).
Generated by Doxygen HWLOC_TYPE_DEPTH_NUMANODE	Virtual depth for NUMA nodes.
HWLOC_TYPE_DEPTH_BRIDGE	Virtual depth for bridge object level.
HWLOC_TYPE_DEPTH_PCI_DEVICE	Virtual depth for PCI device object level.
HWLOC_TYPE_DEPTH_OS_DEVICE	Virtual depth for software device object level.

## 22.6.3 Function Documentation

### 22.6.3.1 hwloc\_get\_depth\_type()

```
hwloc_obj_type_t hwloc_get_depth_type (
    hwloc_topology_t topology,
    int depth )
```

Returns the type of objects at depth `depth`.

`depth` should be between 0 and `hwloc_topology_get_depth()-1`.

#### Returns

`(hwloc_obj_type_t)-1` if `depth` does not exist.

### 22.6.3.2 hwloc\_get\_memory\_parents\_depth()

```
int hwloc_get_memory_parents_depth (
    hwloc_topology_t topology )
```

Return the depth of parents where memory objects are attached.

Memory objects have virtual negative depths because they are not part of the main CPU-side hierarchy of objects. This depth should not be compared with other level depths.

If all Memory objects are attached to Normal parents at the same depth, this parent depth may be compared to other as usual, for instance for knowing whether NUMA nodes is attached above or below Packages.

#### Returns

The depth of Normal parents of all memory children if all these parents have the same depth. For instance the depth of the Package level if all NUMA nodes are attached to Package objects.

`HWLOC_TYPE_DEPTH_MULTIPLE` if Normal parents of all memory children do not have the same depth. For instance if some NUMA nodes are attached to Packages while others are attached to Groups.

### 22.6.3.3 hwloc\_get\_nbobjs\_by\_depth()

```
unsigned hwloc_get_nbobjs_by_depth (
    hwloc_topology_t topology,
    int depth )
```

Returns the width of level at depth `depth`.



#### 22.6.3.4 hwloc\_get\_nbobjs\_by\_type()

```
static int hwloc_get_nbobjs_by_type (
    hwloc_topology_t topology,
    hwloc_obj_type_t type ) [inline], [static]
```

Returns the width of level type `type`.

If no object for that type exists, 0 is returned. If there are several levels with objects of that type, -1 is returned.

#### 22.6.3.5 hwloc\_get\_next\_obj\_by\_depth()

```
static hwloc_obj_t hwloc_get_next_obj_by_depth (
    hwloc_topology_t topology,
    int depth,
    hwloc_obj_t prev ) [inline], [static]
```

Returns the next object at depth `depth`.

If `prev` is NULL, return the first object at depth `depth`.

#### 22.6.3.6 hwloc\_get\_next\_obj\_by\_type()

```
static hwloc_obj_t hwloc_get_next_obj_by_type (
    hwloc_topology_t topology,
    hwloc_obj_type_t type,
    hwloc_obj_t prev ) [inline], [static]
```

Returns the next object of type `type`.

If `prev` is NULL, return the first object at type `type`. If there are multiple or no depth for given type, return NULL and let the caller fallback to [hwloc\\_get\\_next\\_obj\\_by\\_depth\(\)](#).

#### 22.6.3.7 hwloc\_get\_obj\_by\_depth()

```
hwloc_obj_t hwloc_get_obj_by_depth (
    hwloc_topology_t topology,
    int depth,
    unsigned idx )
```

Returns the topology object at logical index `idx` from depth `depth`.

### 22.6.3.8 hwloc\_get\_obj\_by\_type()

```
static hwloc_obj_t hwloc_get_obj_by_type (
    hwloc_topology_t topology,
    hwloc_obj_type_t type,
    unsigned idx ) [inline], [static]
```

Returns the topology object at logical index `idx` with type `type`.

If no object for that type exists, `NULL` is returned. If there are several levels with objects of that type ([HWLOC\\_OBJ\\_GROUP](#)), `NULL` is returned and the caller may fallback to [hwloc\\_get\\_obj\\_by\\_depth\(\)](#).

### 22.6.3.9 hwloc\_get\_root\_obj()

```
static hwloc_obj_t hwloc_get_root_obj (
    hwloc_topology_t topology ) [inline], [static]
```

Returns the top-object of the topology-tree.

Its type is [HWLOC\\_OBJ\\_MACHINE](#).

### 22.6.3.10 hwloc\_get\_type\_depth()

```
int hwloc_get_type_depth (
    hwloc_topology_t topology,
    hwloc_obj_type_t type )
```

Returns the depth of objects of type `type`.

If no object of this type is present on the underlying architecture, or if the OS doesn't provide this kind of information, the function returns [HWLOC\\_TYPE\\_DEPTH\\_UNKNOWN](#).

If type is absent but a similar type is acceptable, see also [hwloc\\_get\\_type\\_or\\_below\\_depth\(\)](#) and [hwloc\\_get\\_type\\_or\\_above\\_depth\(\)](#).

If [HWLOC\\_OBJ\\_GROUP](#) is given, the function may return [HWLOC\\_TYPE\\_DEPTH\\_MULTIPLE](#) if multiple levels of Groups exist.

If a NUMA node, I/O or Misc object type is given, the function returns a virtual value because these objects are stored in special levels that are not CPU-related. This virtual depth may be passed to other hwloc functions such as [hwloc\\_get\\_obj\\_by\\_depth\(\)](#) but it should not be considered as an actual depth by the application. In particular, it should not be compared with any other object depth or with the entire topology depth.

See also

[hwloc\\_get\\_memory\\_parents\\_depth\(\)](#).  
[hwloc\\_type\\_sscanf\\_as\\_depth\(\)](#) for returning the depth of objects whose type is given as a string.

22.6.3.11 `hwloc_get_type_or_above_depth()`

```
static int hwloc_get_type_or_above_depth (
    hwloc_topology_t topology,
    hwloc_obj_type_t type ) [inline], [static]
```

Returns the depth of objects of type `type` or above.

If no object of this type is present on the underlying architecture, the function returns the depth of the first "present" object typically containing `type`.

This function is only meaningful for normal object types. If a memory, I/O or Misc object type is given, the corresponding virtual depth is always returned (see [hwloc\\_get\\_type\\_depth\(\)](#)).

May return [HWLOC\\_TYPE\\_DEPTH\\_MULTIPLE](#) for [HWLOC\\_OBJ\\_GROUP](#) just like [hwloc\\_get\\_type\\_depth\(\)](#).

22.6.3.12 `hwloc_get_type_or_below_depth()`

```
static int hwloc_get_type_or_below_depth (
    hwloc_topology_t topology,
    hwloc_obj_type_t type ) [inline], [static]
```

Returns the depth of objects of type `type` or below.

If no object of this type is present on the underlying architecture, the function returns the depth of the first "present" object typically found inside `type`.

This function is only meaningful for normal object types. If a memory, I/O or Misc object type is given, the corresponding virtual depth is always returned (see [hwloc\\_get\\_type\\_depth\(\)](#)).

May return [HWLOC\\_TYPE\\_DEPTH\\_MULTIPLE](#) for [HWLOC\\_OBJ\\_GROUP](#) just like [hwloc\\_get\\_type\\_depth\(\)](#).

22.6.3.13 `hwloc_topology_get_depth()`

```
int hwloc_topology_get_depth (
    hwloc_topology_t restrict topology )
```

Get the depth of the hierarchical tree of objects.

This is the depth of [HWLOC\\_OBJ\\_PU](#) objects plus one.

**Note**

NUMA nodes, I/O and Misc objects are ignored when computing the depth of the tree (they are placed on special levels).

## 22.7 Converting between Object Types and Attributes, and Strings

### Functions

- `const char * hwloc_obj_type_string (hwloc_obj_type_t type)`
- `int hwloc_obj_type_snprintf (char *restrict string, size_t size, hwloc_obj_t obj, int verbose)`
- `int hwloc_obj_attr_snprintf (char *restrict string, size_t size, hwloc_obj_t obj, const char *restrict separator, int verbose)`
- `int hwloc_type_sscanf (const char *string, hwloc_obj_type_t *typep, union hwloc_obj_attr_u *attrp, size_t attr-size)`
- `int hwloc_type_sscanf_as_depth (const char *string, hwloc_obj_type_t *typep, hwloc_topology_t topology, int *depthp)`

### 22.7.1 Detailed Description

### 22.7.2 Function Documentation

#### 22.7.2.1 hwloc\_obj\_attr\_snprintf()

```
int hwloc_obj_attr_snprintf (
    char *restrict string,
    size_t size,
    hwloc_obj_t obj,
    const char *restrict separator,
    int verbose )
```

Stringify the attributes of a given topology object into a human-readable form.

Attribute values are separated by `separator`.

Only the major attributes are printed in non-verbose mode.

If `size` is 0, `string` may safely be `NULL`.

#### Returns

the number of character that were actually written if not truncating, or that would have been written (not including the ending `\0`).

### 22.7.2.2 hwloc\_obj\_type\_snprintf()

```
int hwloc_obj_type_snprintf (
    char *restrict string,
    size_t size,
    hwloc_obj_t obj,
    int verbose )
```

Stringify the type of a given topology object into a human-readable form.

Contrary to [hwloc\\_obj\\_type\\_string\(\)](#), this function includes object-specific attributes (such as the Group depth, the Bridge type, or OS device type) in the output, and it requires the caller to provide the output buffer.

The output is guaranteed to be the same for all objects of a same topology level.

If `verbose` is 1, longer type names are used, e.g. L1Cache instead of L1.

The output string may be parsed back by [hwloc\\_type\\_sscanf\(\)](#).

If `size` is 0, `string` may safely be `NULL`.

#### Returns

the number of character that were actually written if not truncating, or that would have been written (not including the ending `\0`).

### 22.7.2.3 hwloc\_obj\_type\_string()

```
const char* hwloc_obj_type_string (
    hwloc_obj_type_t type )
```

Return a constant stringified object type.

This function is the basic way to convert a generic type into a string. The output string may be parsed back by [hwloc\\_type\\_sscanf\(\)](#).

[hwloc\\_obj\\_type\\_snprintf\(\)](#) may return a more precise output for a specific object, but it requires the caller to provide the output buffer.

### 22.7.2.4 hwloc\_type\_sscanf()

```
int hwloc_type_sscanf (
    const char * string,
    hwloc_obj_type_t * typep,
    union hwloc_obj_attr_u * attrp,
    size_t attrsize )
```

Return an object type and attributes from a type string.

Convert strings such as "Package" or "L1iCache" into the corresponding types. Matching is case-insensitive, and only the first letters are actually required to match.

The matched object type is set in `typep` (which cannot be NULL).

Type-specific attributes, for instance Cache type, Cache depth, Group depth, Bridge type or OS Device type may be returned in `attrp`. Attributes that are not specified in the string (for instance "Group" without a depth, or "L2Cache" without a cache type) are set to -1.

`attrp` is only filled if not NULL and if its size specified in `attrsize` is large enough. It should be at least as large as union `hwloc_obj_attr_u`.

#### Returns

0 if a type was correctly identified, otherwise -1.

#### Note

This function is guaranteed to match any string returned by `hwloc_obj_type_string()` or `hwloc_obj_type_snprintf()`. This is an extended version of the now deprecated `hwloc_obj_type_sscanf()`.

### 22.7.2.5 hwloc\_type\_sscanf\_as\_depth()

```
int hwloc_type_sscanf_as_depth (
    const char * string,
    hwloc_obj_type_t * typep,
    hwloc_topology_t topology,
    int * depthp )
```

Return an object type and its level depth from a type string.

Convert strings such as "Package" or "L1iCache" into the corresponding types and return in `depthp` the depth of the corresponding level in the topology `topology`.

If no object of this type is present on the underlying architecture, `HWLOC_TYPE_DEPTH_UNKNOWN` is returned.

If multiple such levels exist (for instance if giving Group without any depth), the function may return `HWLOC_TYPE_DEPTH_MULTIPLE` instead.

The matched object type is set in `typep` if `typep` is non NULL.

#### Note

This function is similar to `hwloc_type_sscanf()` followed by `hwloc_get_type_depth()` but it also automatically disambiguates multiple group levels etc.

This function is guaranteed to match any string returned by `hwloc_obj_type_string()` or `hwloc_obj_type_snprintf()`.

## 22.8 Consulting and Adding Key-Value Info Attributes

### Functions

- static const char \* [hwloc\\_obj\\_get\\_info\\_by\\_name](#) (hwloc\_obj\_t obj, const char \*name)
- int [hwloc\\_obj\\_add\\_info](#) (hwloc\_obj\_t obj, const char \*name, const char \*value)

### 22.8.1 Detailed Description

### 22.8.2 Function Documentation

#### 22.8.2.1 hwloc\_obj\_add\_info()

```
int hwloc_obj_add_info (
    hwloc_obj_t obj,
    const char * name,
    const char * value )
```

Add the given info name and value pair to the given object.

The info is appended to the existing info array even if another key with the same name already exists.

The input strings are copied before being added in the object infos.

#### Returns

0 on success, -1 on error.

#### Note

This function may be used to enforce object colors in the lstopo graphical output by using "lstopoStyle" as a name and "Background=#rrggbb" as a value. See CUSTOM COLORS in the lstopo(1) manpage for details.

If `value` contains some non-printable characters, they will be dropped when exporting to XML, see [hwloc\\_topology\\_export\\_xml\(\)](#) in `hwloc/export.h`.

#### 22.8.2.2 hwloc\_obj\_get\_info\_by\_name()

```
static const char* hwloc_obj_get_info_by_name (
    hwloc_obj_t obj,
    const char * name ) [inline], [static]
```

Search the given key name in object infos and return the corresponding value.

If multiple keys match the given name, only the first one is returned.

#### Returns

NULL if no such key exists.

## 22.9 CPU binding

### Enumerations

- enum `hwloc_cpubind_flags_t` { `HWLOC_CPUBIND_PROCESS`, `HWLOC_CPUBIND_THREAD`, `HWLOC_CPUBIND_STRICT`, `HWLOC_CPUBIND_NOMEMBIND` }

### Functions

- int `hwloc_set_cpubind` (`hwloc_topology_t` topology, `hwloc_const_cpuset_t` set, int flags)
- int `hwloc_get_cpubind` (`hwloc_topology_t` topology, `hwloc_cpuset_t` set, int flags)
- int `hwloc_set_proc_cpubind` (`hwloc_topology_t` topology, `hwloc_pid_t` pid, `hwloc_const_cpuset_t` set, int flags)
- int `hwloc_get_proc_cpubind` (`hwloc_topology_t` topology, `hwloc_pid_t` pid, `hwloc_cpuset_t` set, int flags)
- int `hwloc_set_thread_cpubind` (`hwloc_topology_t` topology, `hwloc_thread_t` thread, `hwloc_const_cpuset_t` set, int flags)
- int `hwloc_get_thread_cpubind` (`hwloc_topology_t` topology, `hwloc_thread_t` thread, `hwloc_cpuset_t` set, int flags)
- int `hwloc_get_last_cpu_location` (`hwloc_topology_t` topology, `hwloc_cpuset_t` set, int flags)
- int `hwloc_get_proc_last_cpu_location` (`hwloc_topology_t` topology, `hwloc_pid_t` pid, `hwloc_cpuset_t` set, int flags)

### 22.9.1 Detailed Description

It is often useful to call `hwloc_bitmap_singlify()` first so that a single CPU remains in the set. This way, the process will not even migrate between different CPUs inside the given set. Some operating systems also only support that kind of binding.

Some operating systems do not provide all hwloc-supported mechanisms to bind processes, threads, etc. `hwloc_topology_get_support()` may be used to query about the actual CPU binding support in the currently used operating system.

When the requested binding operation is not available and the `HWLOC_CPUBIND_STRICT` flag was passed, the function returns -1. `errno` is set to `ENOSYS` when it is not possible to bind the requested kind of object processes/threads. `errno` is set to `EXDEV` when the requested cpuset can not be enforced (e.g. some systems only allow one CPU, and some other systems only allow one NUMA node).

If `HWLOC_CPUBIND_STRICT` was not passed, the function may fail as well, or the operating system may use a slightly different operation (with side-effects, smaller binding set, etc.) when the requested operation is not exactly supported.

The most portable version that should be preferred over the others, whenever possible, is the following one which just binds the current program, assuming it is single-threaded:

```
hwloc_set_cpubind(topology, set, 0),
```

If the program may be multithreaded, the following one should be preferred to only bind the current thread:

```
hwloc_set_cpubind(topology, set, HWLOC_CPUBIND_THREAD),
```

### See also

Some example codes are available under `doc/examples/` in the source tree.

### Note

To unbind, just call the binding function with either a full cpuset or a cpuset equal to the system cpuset.

On some operating systems, CPU binding may have effects on memory binding, see `HWLOC_CPUBIND_NOMEMBIND`

Running `lstopo --top` or `hwloc-ps` can be a very convenient tool to check how binding actually happened.



## 22.9.2 Enumeration Type Documentation

### 22.9.2.1 hwloc\_cpubind\_flags\_t

enum `hwloc_cpubind_flags_t`

Process/Thread binding flags.

These bit flags can be used to refine the binding policy.

The default (0) is to bind the current process, assumed to be single-threaded, in a non-strict way. This is the most portable way to bind as all operating systems usually provide it.

#### Note

Not all systems support all kinds of binding. See the "Detailed Description" section of [CPU binding](#) for a description of errors that can occur.

#### Enumerator

HWLOC_CPUBIND_PROCESS	Bind all threads of the current (possibly) multithreaded process.
HWLOC_CPUBIND_THREAD	Bind current thread of current process.
HWLOC_CPUBIND_STRICT	<p>Request for strict binding from the OS. By default, when the designated CPUs are all busy while other CPUs are idle, operating systems may execute the thread/process on those other CPUs instead of the designated CPUs, to let them progress anyway. Strict binding means that the thread/process will <code>_never_</code> execute on other cpus than the designated CPUs, even when those are busy with other tasks and other CPUs are idle.</p> <p><b>Note</b></p> <p>Depending on the operating system, strict binding may not be possible (e.g., the OS does not implement it) or not allowed (e.g., for an administrative reasons), and the function will fail in that case.</p> <p>When retrieving the binding of a process, this flag checks whether all its threads actually have the same binding. If the flag is not given, the binding of each thread will be accumulated.</p> <p><b>Note</b></p> <p>This flag is meaningless when retrieving the binding of a thread.</p>
HWLOC_CPUBIND_NOMEMBIND	<p>Avoid any effect on memory binding. On some operating systems, some CPU binding function would also bind the memory on the corresponding NUMA node. It is often not a problem for the application, but if it is, setting this flag will make hwloc avoid using OS functions that would also bind memory. This will however reduce the support of CPU bindings, i.e. potentially return -1 with <code>errno</code> set to <code>ENOSYS</code> in some cases.</p> <p>This flag is only meaningful when used with functions that set the CPU binding. It is ignored when used with functions that get CPU binding information.</p>

## 22.9.3 Function Documentation

### 22.9.3.1 hwloc\_get\_cpubind()

```
int hwloc_get_cpubind (
    hwloc_topology_t topology,
    hwloc_cpuset_t set,
    int flags )
```

Get current process or thread binding.

Writes into `set` the physical cpuset which the process or thread (according to `flags`) was last bound to.

### 22.9.3.2 hwloc\_get\_last\_cpu\_location()

```
int hwloc_get_last_cpu_location (
    hwloc_topology_t topology,
    hwloc_cpuset_t set,
    int flags )
```

Get the last physical CPU where the current process or thread ran.

The operating system may move some tasks from one processor to another at any time according to their binding, so this function may return something that is already outdated.

`flags` can include either [HWLOC\\_CPUBIND\\_PROCESS](#) or [HWLOC\\_CPUBIND\\_THREAD](#) to specify whether the query should be for the whole process (union of all CPUs on which all threads are running), or only the current thread. If the process is single-threaded, flags can be set to zero to let hwloc use whichever method is available on the underlying OS.

### 22.9.3.3 hwloc\_get\_proc\_cpubind()

```
int hwloc_get_proc_cpubind (
    hwloc_topology_t topology,
    hwloc_pid_t pid,
    hwloc_cpuset_t set,
    int flags )
```

Get the current physical binding of process `pid`.

#### Note

`hwloc_pid_t` is `pid_t` on Unix platforms, and `HANDLE` on native Windows platforms.

As a special case on Linux, if a tid (thread ID) is supplied instead of a pid (process ID) and `HWLOC_CPUBIND_THREAD` is passed in `flags`, the binding for that specific thread is returned.

On non-Linux systems, `HWLOC_CPUBIND_THREAD` can not be used in `flags`.

#### 22.9.3.4 hwloc\_get\_proc\_last\_cpu\_location()

```
int hwloc_get_proc_last_cpu_location (
    hwloc_topology_t topology,
    hwloc_pid_t pid,
    hwloc_cpuset_t set,
    int flags )
```

Get the last physical CPU where a process ran.

The operating system may move some tasks from one processor to another at any time according to their binding, so this function may return something that is already outdated.

##### Note

hwloc\_pid\_t is pid\_t on Unix platforms, and HANDLE on native Windows platforms.

As a special case on Linux, if a tid (thread ID) is supplied instead of a pid (process ID) and [HWLOC\\_CPUBIND\\_THREAD](#) is passed in flags, the last CPU location of that specific thread is returned.

On non-Linux systems, [HWLOC\\_CPUBIND\\_THREAD](#) can not be used in flags.

#### 22.9.3.5 hwloc\_get\_thread\_cpubind()

```
int hwloc_get_thread_cpubind (
    hwloc_topology_t topology,
    hwloc_thread_t thread,
    hwloc_cpuset_t set,
    int flags )
```

Get the current physical binding of thread tid.

##### Note

hwloc\_thread\_t is pthread\_t on Unix platforms, and HANDLE on native Windows platforms.

[HWLOC\\_CPUBIND\\_PROCESS](#) can not be used in flags.

#### 22.9.3.6 hwloc\_set\_cpubind()

```
int hwloc_set_cpubind (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    int flags )
```

Bind current process or thread on cpus given in physical bitmap set.

##### Returns

- 1 with errno set to ENOSYS if the action is not supported
- 1 with errno set to EXDEV if the binding cannot be enforced

### 22.9.3.7 hwloc\_set\_proc\_cpubind()

```
int hwloc_set_proc_cpubind (
    hwloc_topology_t topology,
    hwloc_pid_t pid,
    hwloc_const_cpuset_t set,
    int flags )
```

Bind a process `pid` on cpus given in physical bitmap `set`.

#### Note

`hwloc_pid_t` is `pid_t` on Unix platforms, and `HANDLE` on native Windows platforms.

As a special case on Linux, if a `tid` (thread ID) is supplied instead of a `pid` (process ID) and `HWLOC_CPUBIND_THREAD` is passed in `flags`, the binding is applied to that specific thread.

On non-Linux systems, `HWLOC_CPUBIND_THREAD` can not be used in `flags`.

### 22.9.3.8 hwloc\_set\_thread\_cpubind()

```
int hwloc_set_thread_cpubind (
    hwloc_topology_t topology,
    hwloc_thread_t thread,
    hwloc_const_cpuset_t set,
    int flags )
```

Bind a thread `thread` on cpus given in physical bitmap `set`.

#### Note

`hwloc_thread_t` is `pthread_t` on Unix platforms, and `HANDLE` on native Windows platforms.

`HWLOC_CPUBIND_PROCESS` can not be used in `flags`.

## 22.10 Memory binding

### Enumerations

- enum `hwloc_membind_policy_t` {  
`HWLOC_MEMBIND_DEFAULT`, `HWLOC_MEMBIND_FIRSTTOUCH`, `HWLOC_MEMBIND_BIND`, `HWLOC_MEMBIND_INTERLEAVE`,  
`HWLOC_MEMBIND_NEXTTOUCH`, `HWLOC_MEMBIND_MIXED` }
- enum `hwloc_membind_flags_t` {  
`HWLOC_MEMBIND_PROCESS`, `HWLOC_MEMBIND_THREAD`, `HWLOC_MEMBIND_STRICT`, `HWLOC_MEMBIND_MIGRATE`,  
`HWLOC_MEMBIND_NOCPUBIND`, `HWLOC_MEMBIND_BYNODESET` }

### Functions

- int `hwloc_set_membind` (`hwloc_topology_t` topology, `hwloc_const_bitmap_t` set, `hwloc_membind_policy_t` policy, int flags)
- int `hwloc_get_membind` (`hwloc_topology_t` topology, `hwloc_bitmap_t` set, `hwloc_membind_policy_t` \*policy, int flags)
- int `hwloc_set_proc_membind` (`hwloc_topology_t` topology, `hwloc_pid_t` pid, `hwloc_const_bitmap_t` set, `hwloc_membind_policy_t` policy, int flags)
- int `hwloc_get_proc_membind` (`hwloc_topology_t` topology, `hwloc_pid_t` pid, `hwloc_bitmap_t` set, `hwloc_membind_policy_t` \*policy, int flags)
- int `hwloc_set_area_membind` (`hwloc_topology_t` topology, const void \*addr, size\_t len, `hwloc_const_bitmap_t` set, `hwloc_membind_policy_t` policy, int flags)
- int `hwloc_get_area_membind` (`hwloc_topology_t` topology, const void \*addr, size\_t len, `hwloc_bitmap_t` set, `hwloc_membind_policy_t` \*policy, int flags)
- int `hwloc_get_area_memlocation` (`hwloc_topology_t` topology, const void \*addr, size\_t len, `hwloc_bitmap_t` set, int flags)
- void \* `hwloc_alloc` (`hwloc_topology_t` topology, size\_t len)
- void \* `hwloc_alloc_membind` (`hwloc_topology_t` topology, size\_t len, `hwloc_const_bitmap_t` set, `hwloc_membind_policy_t` policy, int flags)
- static void \* `hwloc_alloc_membind_policy` (`hwloc_topology_t` topology, size\_t len, `hwloc_const_bitmap_t` set, `hwloc_membind_policy_t` policy, int flags)
- int `hwloc_free` (`hwloc_topology_t` topology, void \*addr, size\_t len)

### 22.10.1 Detailed Description

Memory binding can be done three ways:

- explicit memory allocation thanks to `hwloc_alloc_membind()` and friends: the binding will have effect on the memory allocated by these functions.
- implicit memory binding through binding policy: `hwloc_set_membind()` and friends only define the current policy of the process, which will be applied to the subsequent calls to `malloc()` and friends.
- migration of existing memory ranges, thanks to `hwloc_set_area_membind()` and friends, which move already-allocated data.

Not all operating systems support all three ways. [hwloc\\_topology\\_get\\_support\(\)](#) may be used to query about the actual memory binding support in the currently used operating system.

When the requested binding operation is not available and the [HWLOC\\_MEMBIND\\_STRICT](#) flag was passed, the function returns -1. `errno` will be set to `ENOSYS` when the system does support the specified action or policy (e.g., some systems only allow binding memory on a per-thread basis, whereas other systems only allow binding memory for all threads in a process). `errno` will be set to `EXDEV` when the requested set can not be enforced (e.g., some systems only allow binding memory to a single NUMA node).

If [HWLOC\\_MEMBIND\\_STRICT](#) was not passed, the function may fail as well, or the operating system may use a slightly different operation (with side-effects, smaller binding set, etc.) when the requested operation is not exactly supported.

The most portable form that should be preferred over the others whenever possible is as follows. It allocates some memory hopefully bound to the specified set. To do so, hwloc will possibly have to change the current memory binding policy in order to actually get the memory bound, if the OS does not provide any other way to simply allocate bound memory without changing the policy for all allocations. That is the difference with [hwloc\\_alloc\\_membind\(\)](#), which will never change the current memory binding policy.

```
hwloc_alloc_membind_policy(topology, size, set,
                          HWLOC_MEMBIND_BIND, 0);
```

Each hwloc memory binding function takes a bitmap argument that is a CPU set by default, or a NUMA memory node set if the flag [HWLOC\\_MEMBIND\\_BYNODESET](#) is specified. See [Object Sets \(hwloc\\_cpuset\\_t and hwloc\\_node\\_t\)](#) and [The bitmap API](#) for a discussion of CPU sets and NUMA memory node sets. It is also possible to convert between CPU set and node set using [hwloc\\_cpuset\\_to\\_node\\_t\(\)](#) or [hwloc\\_cpuset\\_from\\_node\\_t\(\)](#).

Memory binding by CPU set cannot work for CPU-less NUMA memory nodes. Binding by node set should therefore be preferred whenever possible.

#### See also

Some example codes are available under `doc/examples/` in the source tree.

#### Note

On some operating systems, memory binding affects the CPU binding; see [HWLOC\\_MEMBIND\\_NOCPUBIND](#)

## 22.10.2 Enumeration Type Documentation

### 22.10.2.1 hwloc\_membind\_flags\_t

```
enum hwloc_membind_flags_t
```

Memory binding flags.

These flags can be used to refine the binding policy. All flags can be logically OR'ed together with the exception of [HWLOC\\_MEMBIND\\_PROCESS](#) and [HWLOC\\_MEMBIND\\_THREAD](#); these two flags are mutually exclusive.

Not all systems support all kinds of binding. [hwloc\\_topology\\_get\\_support\(\)](#) may be used to query about the actual memory binding support in the currently used operating system. See the "Detailed Description" section of [Memory binding](#) for a description of errors that can occur.

## Enumerator

HWLOC_MEMBIND_PROCESS	Set policy for all threads of the specified (possibly multithreaded) process. This flag is mutually exclusive with <a href="#">HWLOC_MEMBIND_THREAD</a> .
HWLOC_MEMBIND_THREAD	Set policy for a specific thread of the current process. This flag is mutually exclusive with <a href="#">HWLOC_MEMBIND_PROCESS</a> .
HWLOC_MEMBIND_STRICT	Request strict binding from the OS. The function will fail if the binding can not be guaranteed / completely enforced. This flag has slightly different meanings depending on which function it is used with.
HWLOC_MEMBIND_MIGRATE	Migrate existing allocated memory. If the memory cannot be migrated and the <a href="#">HWLOC_MEMBIND_STRICT</a> flag is passed, an error will be returned.
HWLOC_MEMBIND_NOCPUBIND	Avoid any effect on CPU binding. On some operating systems, some underlying memory binding functions also bind the application to the corresponding CPU(s). Using this flag will cause hwloc to avoid using OS functions that could potentially affect CPU bindings. Note, however, that using NOCPUBIND may reduce hwloc's overall memory binding support. Specifically: some of hwloc's memory binding functions may fail with errno set to ENOSYS when used with NOCPUBIND.
HWLOC_MEMBIND_BYNODESET	Consider the bitmap argument as a nodeset. The bitmap argument is considered a nodeset if this flag is given, or a cpuset otherwise by default. Memory binding by CPU set cannot work for CPU-less NUMA memory nodes. Binding by nodeset should therefore be preferred whenever possible.

## 22.10.2.2 hwloc\_membind\_policy\_t

```
enum hwloc_membind_policy_t
```

Memory binding policy.

These constants can be used to choose the binding policy. Only one policy can be used at a time (i.e., the values cannot be OR'ed together).

Not all systems support all kinds of binding. [hwloc\\_topology\\_get\\_support\(\)](#) may be used to query about the actual memory binding policy support in the currently used operating system. See the "Detailed Description" section of [Memory binding](#) for a description of errors that can occur.

## Enumerator

HWLOC_MEMBIND_DEFAULT	Reset the memory allocation policy to the system default. Depending on the operating system, this may correspond to <a href="#">HWLOC_MEMBIND_FIRSTTOUCH</a> (Linux), or <a href="#">HWLOC_MEMBIND_BIND</a> (AIX, HP-UX, Solaris, Windows). This policy is never returned by get_membind functions. The nodeset argument is ignored.
HWLOC_MEMBIND_FIRSTTOUCH	Allocate each memory page individually on the local NUMA node of the thread that touches it. The given nodeset should usually be <a href="#">hwloc_topology_get_topology_nodeset()</a> so that the touching thread may run and allocate on any node in the system. On AIX, if the nodeset is smaller, pages are allocated locally (if the local node is in the nodeset) or from a random non-local node (otherwise).

## Enumerator

HWLOC_MEMBIND_BIND	Allocate memory on the specified nodes.
HWLOC_MEMBIND_INTERLEAVE	Allocate memory on the given nodes in an interleaved / round-robin manner. The precise layout of the memory across multiple NUMA nodes is OS/system specific. Interleaving can be useful when threads distributed across the specified NUMA nodes will all be accessing the whole memory range concurrently, since the interleave will then balance the memory references.
HWLOC_MEMBIND_NEXTTOUCH	For each page bound with this policy, by next time it is touched (and next time only), it is moved from its current location to the local NUMA node of the thread where the memory reference occurred (if it needs to be moved at all).
HWLOC_MEMBIND_MIXED	Returned by <code>get_membind()</code> functions when multiple threads or parts of a memory area have differing memory binding policies. Also returned when binding is unknown because binding hooks are empty when the topology is loaded from XML without <code>HWLOC_THISSYSTEM=1</code> , etc.

## 22.10.3 Function Documentation

22.10.3.1 `hwloc_alloc()`

```
void* hwloc_alloc (
    hwloc_topology_t topology,
    size_t len )
```

Allocate some memory.

This is equivalent to `malloc()`, except that it tries to allocate page-aligned memory from the OS.

## Note

The allocated memory should be freed with `hwloc_free()`.

22.10.3.2 `hwloc_alloc_membind()`

```
void* hwloc_alloc_membind (
    hwloc_topology_t topology,
    size_t len,
    hwloc_const_bitmap_t set,
    hwloc_membind_policy_t policy,
    int flags )
```

Allocate some memory on NUMA memory nodes specified by `set`.



**Returns**

NULL with `errno` set to `ENOSYS` if the action is not supported and `HWLOC_MEMBIND_STRICT` is given  
NULL with `errno` set to `EXDEV` if the binding cannot be enforced and `HWLOC_MEMBIND_STRICT` is given  
NULL with `errno` set to `ENOMEM` if the memory allocation failed even before trying to bind.

If `HWLOC_MEMBIND_BYNODESET` is specified, `set` is considered a nodeset. Otherwise it's a cpuset.

**Note**

The allocated memory should be freed with `hwloc_free()`.

**22.10.3.3 `hwloc_alloc_membind_policy()`**

```
static void* hwloc_alloc_membind_policy (  
    hwloc_topology_t topology,  
    size_t len,  
    hwloc_const_bitmap_t set,  
    hwloc_membind_policy_t policy,  
    int flags ) [inline], [static]
```

Allocate some memory on NUMA memory nodes specified by `set`.

This is similar to `hwloc_alloc_membind_nodeset()` except that it is allowed to change the current memory binding policy, thus providing more binding support, at the expense of changing the current state.

If `HWLOC_MEMBIND_BYNODESET` is specified, `set` is considered a nodeset. Otherwise it's a cpuset.

**22.10.3.4 `hwloc_free()`**

```
int hwloc_free (  
    hwloc_topology_t topology,  
    void * addr,  
    size_t len )
```

Free memory that was previously allocated by `hwloc_alloc()` or `hwloc_alloc_membind()`.

### 22.10.3.5 hwloc\_get\_area\_membind()

```
int hwloc_get_area_membind (
    hwloc_topology_t topology,
    const void * addr,
    size_t len,
    hwloc_bitmap_t set,
    hwloc_membind_policy_t * policy,
    int flags )
```

Query the CPUs near the physical NUMA node(s) and binding policy of the memory identified by (addr, len).

This function has two output parameters: `set` and `policy`. The values returned in these parameters depend on both the `flags` passed in and the memory binding policies and nodesets of the pages in the address range.

If `HWLOC_MEMBIND_STRICT` is specified, the target pages are first checked to see if they all have the same memory binding policy and nodeset. If they do not, -1 is returned and `errno` is set to `EXDEV`. If they are identical across all pages, the `set` and `policy` are returned in `set` and `policy`, respectively.

If `HWLOC_MEMBIND_STRICT` is not specified, the union of all NUMA node(s) containing pages in the address range is calculated. If all pages in the target have the same policy, it is returned in `policy`. Otherwise, `policy` is set to `HWLOC_MEMBIND_MIXED`.

If `HWLOC_MEMBIND_BYNODESET` is specified, `set` is considered a nodeset. Otherwise it's a cpuset.

If any other flags are specified, -1 is returned and `errno` is set to `EINVAL`.

If `len` is 0, -1 is returned and `errno` is set to `EINVAL`.

### 22.10.3.6 hwloc\_get\_area\_memlocation()

```
int hwloc_get_area_memlocation (
    hwloc_topology_t topology,
    const void * addr,
    size_t len,
    hwloc_bitmap_t set,
    int flags )
```

Get the NUMA nodes where memory identified by (addr, len) is physically allocated.

Fills `set` according to the NUMA nodes where the memory area pages are physically allocated. If no page is actually allocated yet, `set` may be empty.

If pages spread to multiple nodes, it is not specified whether they spread equitably, or whether most of them are on a single node, etc.

The operating system may move memory pages from one processor to another at any time according to their binding, so this function may return something that is already outdated.

If `HWLOC_MEMBIND_BYNODESET` is specified in `flags`, `set` is considered a nodeset. Otherwise it's a cpuset.

If `len` is 0, `set` is emptied.

## 22.10.3.7 hwloc\_get\_membind()

```
int hwloc_get_membind (
    hwloc_topology_t topology,
    hwloc_bitmap_t set,
    hwloc_membind_policy_t * policy,
    int flags )
```

Query the default memory binding policy and physical locality of the current process or thread.

This function has two output parameters: `set` and `policy`. The values returned in these parameters depend on both the `flags` passed in and the current memory binding policies and nodesets in the queried target.

Passing the `HWLOC_MEMBIND_PROCESS` flag specifies that the query target is the current policies and nodesets for all the threads in the current process. Passing `HWLOC_MEMBIND_THREAD` specifies that the query target is the current policy and nodeset for only the thread invoking this function.

If neither of these flags are passed (which is the most portable method), the process is assumed to be single threaded. This allows hwloc to use either process-based OS functions or thread-based OS functions, depending on which are available.

`HWLOC_MEMBIND_STRICT` is only meaningful when `HWLOC_MEMBIND_PROCESS` is also specified. In this case, hwloc will check the default memory policies and nodesets for all threads in the process. If they are not identical, -1 is returned and `errno` is set to `EXDEV`. If they are identical, the values are returned in `set` and `policy`.

Otherwise, if `HWLOC_MEMBIND_PROCESS` is specified (and `HWLOC_MEMBIND_STRICT` is *not* specified), the default set from each thread is logically OR'ed together. If all threads' default policies are the same, `policy` is set to that policy. If they are different, `policy` is set to `HWLOC_MEMBIND_MIXED`.

In the `HWLOC_MEMBIND_THREAD` case (or when neither `HWLOC_MEMBIND_PROCESS` or `HWLOC_MEMBIND_THREAD` is specified), there is only one set and policy; they are returned in `set` and `policy`, respectively.

If `HWLOC_MEMBIND_BYNODESET` is specified, `set` is considered a nodeset. Otherwise it's a cpuset.

If any other flags are specified, -1 is returned and `errno` is set to `EINVAL`.

## 22.10.3.8 hwloc\_get\_proc\_membind()

```
int hwloc_get_proc_membind (
    hwloc_topology_t topology,
    hwloc_pid_t pid,
    hwloc_bitmap_t set,
    hwloc_membind_policy_t * policy,
    int flags )
```

Query the default memory binding policy and physical locality of the specified process.

This function has two output parameters: `set` and `policy`. The values returned in these parameters depend on both the `flags` passed in and the current memory binding policies and nodesets in the queried target.

Passing the `HWLOC_MEMBIND_PROCESS` flag specifies that the query target is the current policies and nodesets for all the threads in the specified process. If `HWLOC_MEMBIND_PROCESS` is not specified (which is the most portable

method), the process is assumed to be single threaded. This allows hwloc to use either process-based OS functions or thread-based OS functions, depending on which are available.

Note that it does not make sense to pass `HWLOC_MEMBIND_THREAD` to this function.

If `HWLOC_MEMBIND_STRICT` is specified, hwloc will check the default memory policies and nodesets for all threads in the specified process. If they are not identical, -1 is returned and `errno` is set to `EXDEV`. If they are identical, the values are returned in `set` and `policy`.

Otherwise, `set` is set to the logical OR of all threads' default set. If all threads' default policies are the same, `policy` is set to that policy. If they are different, `policy` is set to `HWLOC_MEMBIND_MIXED`.

If `HWLOC_MEMBIND_BYNODESET` is specified, `set` is considered a nodeset. Otherwise it's a cpuset.

If any other flags are specified, -1 is returned and `errno` is set to `EINVAL`.

#### Note

`hwloc_pid_t` is `pid_t` on Unix platforms, and `HANDLE` on native Windows platforms.

### 22.10.3.9 hwloc\_set\_area\_membind()

```
int hwloc_set_area_membind (
    hwloc_topology_t topology,
    const void * addr,
    size_t len,
    hwloc_const_bitmap_t set,
    hwloc_membind_policy_t policy,
    int flags )
```

Bind the already-allocated memory identified by `(addr, len)` to the NUMA node(s) specified by `set`.

If `HWLOC_MEMBIND_BYNODESET` is specified, `set` is considered a nodeset. Otherwise it's a cpuset.

#### Returns

- 0 if `len` is 0.
- 1 with `errno` set to `ENOSYS` if the action is not supported
- 1 with `errno` set to `EXDEV` if the binding cannot be enforced

### 22.10.3.10 hwloc\_set\_membind()

```
int hwloc_set_membind (
    hwloc_topology_t topology,
    hwloc_const_bitmap_t set,
    hwloc_membind_policy_t policy,
    int flags )
```

Set the default memory binding policy of the current process or thread to prefer the NUMA node(s) specified by `set`.

If neither `HWLOC_MEMBIND_PROCESS` nor `HWLOC_MEMBIND_THREAD` is specified, the current process is assumed to be single-threaded. This is the most portable form as it permits hwloc to use either process-based OS functions or thread-based OS functions, depending on which are available.

If `HWLOC_MEMBIND_BYNODESET` is specified, `set` is considered a nodeset. Otherwise it's a cpuset.

#### Returns

- 1 with `errno` set to `ENOSYS` if the action is not supported
- 1 with `errno` set to `EXDEV` if the binding cannot be enforced

### 22.10.3.11 hwloc\_set\_proc\_membind()

```
int hwloc_set_proc_membind (
    hwloc_topology_t topology,
    hwloc_pid_t pid,
    hwloc_const_bitmap_t set,
    hwloc_membind_policy_t policy,
    int flags )
```

Set the default memory binding policy of the specified process to prefer the NUMA node(s) specified by `set`.

If `HWLOC_MEMBIND_BYNODESET` is specified, `set` is considered a nodeset. Otherwise it's a cpuset.

#### Returns

- 1 with `errno` set to `ENOSYS` if the action is not supported
- 1 with `errno` set to `EXDEV` if the binding cannot be enforced

#### Note

`hwloc_pid_t` is `pid_t` on Unix platforms, and `HANDLE` on native Windows platforms.

## 22.11 Changing the Source of Topology Discovery

### Functions

- int [hwloc\\_topology\\_set\\_pid](#) ([hwloc\\_topology\\_t](#) restrict topology, [hwloc\\_pid\\_t](#) pid)
- int [hwloc\\_topology\\_set\\_synthetic](#) ([hwloc\\_topology\\_t](#) restrict topology, const char \*restrict description)
- int [hwloc\\_topology\\_set\\_xml](#) ([hwloc\\_topology\\_t](#) restrict topology, const char \*restrict xmlpath)
- int [hwloc\\_topology\\_set\\_xmlbuffer](#) ([hwloc\\_topology\\_t](#) restrict topology, const char \*restrict buffer, int size)

### 22.11.1 Detailed Description

If none of the functions below is called, the default is to detect all the objects of the machine that the caller is allowed to access.

This default behavior may also be modified through environment variables if the application did not modify it already. Setting `HWLOC_XMLFILE` in the environment enforces the discovery from a XML file as if [hwloc\\_topology\\_set\\_xml\(\)](#) had been called. Setting `HWLOC_SYNTHETIC` enforces a synthetic topology as if [hwloc\\_topology\\_set\\_synthetic\(\)](#) had been called.

Finally, `HWLOC_THISSYSTEM` enforces the return value of [hwloc\\_topology\\_is\\_thissystem\(\)](#).

### 22.11.2 Function Documentation

#### 22.11.2.1 [hwloc\\_topology\\_set\\_pid\(\)](#)

```
int hwloc_topology_set_pid (  
    hwloc\_topology\_t restrict topology,  
    hwloc\_pid\_t pid )
```

Change which process the topology is viewed from.

On some systems, processes may have different views of the machine, for instance the set of allowed CPUs. By default, hwloc exposes the view from the current process. Calling [hwloc\\_topology\\_set\\_pid\(\)](#) permits to make it expose the topology of the machine from the point of view of another process.

#### Note

`hwloc_pid_t` is `pid_t` on Unix platforms, and `HANDLE` on native Windows platforms.  
-1 is returned and `errno` is set to `ENOSYS` on platforms that do not support this feature.

### 22.11.2.2 hwloc\_topology\_set\_synthetic()

```
int hwloc_topology_set_synthetic (
    hwloc_topology_t restrict topology,
    const char *restrict description )
```

Enable synthetic topology.

Gather topology information from the given `description`, a space-separated string of `<type:number>` describing the object type and arity at each level. All types may be omitted (space-separated string of numbers) so that hwloc chooses all types according to usual topologies. See also the [Synthetic topologies](#).

Setting the environment variable `HWLOC_SYNTHETIC` may also result in this behavior.

If `description` was properly parsed and describes a valid topology configuration, this function returns 0. Otherwise -1 is returned and `errno` is set to `EINVAL`.

Note that this function does not actually load topology information; it just tells hwloc where to load it from. You'll still need to invoke [hwloc\\_topology\\_load\(\)](#) to actually load the topology information.

#### Note

For convenience, this backend provides empty binding hooks which just return success.

On success, the synthetic component replaces the previously enabled component (if any), but the topology is not actually modified until [hwloc\\_topology\\_load\(\)](#).

### 22.11.2.3 hwloc\_topology\_set\_xml()

```
int hwloc_topology_set_xml (
    hwloc_topology_t restrict topology,
    const char *restrict xmlpath )
```

Enable XML-file based topology.

Gather topology information from the XML file given at `xmlpath`. Setting the environment variable `HWLOC_XML↵FILE` may also result in this behavior. This file may have been generated earlier with [hwloc\\_topology\\_export\\_xml\(\)](#) in **hwloc/export.h**, or `lstopo file.xml`.

Note that this function does not actually load topology information; it just tells hwloc where to load it from. You'll still need to invoke [hwloc\\_topology\\_load\(\)](#) to actually load the topology information.

#### Returns

-1 with `errno` set to `EINVAL` on failure to read the XML file.

#### Note

See also [hwloc\\_topology\\_set\\_userdata\\_import\\_callback\(\)](#) for importing application-specific object userdata.

For convenience, this backend provides empty binding hooks which just return success. To have hwloc still actually call OS-specific hooks, the `HWLOC_TOPOLOGY_FLAG_IS_THISSYSTEM` has to be set to assert that the loaded file is really the underlying system.

On success, the XML component replaces the previously enabled component (if any), but the topology is not actually modified until [hwloc\\_topology\\_load\(\)](#).

#### 22.11.2.4 hwloc\_topology\_set\_xmlbuffer()

```
int hwloc_topology_set_xmlbuffer (
    hwloc_topology_t restrict topology,
    const char *restrict buffer,
    int size )
```

Enable XML based topology using a memory buffer (instead of a file, as with [hwloc\\_topology\\_set\\_xml\(\)](#)).

Gather topology information from the XML memory buffer given at `buffer` and of length `size`. This buffer may have been filled earlier with [hwloc\\_topology\\_export\\_xmlbuffer\(\)](#) in **hwloc/export.h**.

Note that this function does not actually load topology information; it just tells hwloc where to load it from. You'll still need to invoke [hwloc\\_topology\\_load\(\)](#) to actually load the topology information.

#### Returns

-1 with `errno` set to `EINVAL` on failure to read the XML buffer.

#### Note

See also [hwloc\\_topology\\_set\\_userdata\\_import\\_callback\(\)](#) for importing application-specific object userdata.

For convenience, this backend provides empty binding hooks which just return success. To have hwloc still actually call OS-specific hooks, the [HWLOC\\_TOPOLOGY\\_FLAG\\_IS\\_THISSYSTEM](#) has to be set to assert that the loaded file is really the underlying system.

On success, the XML component replaces the previously enabled component (if any), but the topology is not actually modified until [hwloc\\_topology\\_load\(\)](#).



## 22.12 Topology Detection Configuration and Query

### Data Structures

- struct [hwloc\\_topology\\_discovery\\_support](#)
- struct [hwloc\\_topology\\_cpupbind\\_support](#)
- struct [hwloc\\_topology\\_membind\\_support](#)
- struct [hwloc\\_topology\\_support](#)

### Enumerations

- enum [hwloc\\_topology\\_flags\\_e](#) { [HWLOC\\_TOPOLOGY\\_FLAG\\_WHOLE\\_SYSTEM](#), [HWLOC\\_TOPOLOGY\\_FLAG\\_IS\\_THISSYSTEM](#), [HWLOC\\_TOPOLOGY\\_FLAG\\_THISSYSTEM\\_ALLOWED\\_RESOURCES](#) }
- enum [hwloc\\_type\\_filter\\_e](#) { [HWLOC\\_TYPE\\_FILTER\\_KEEP\\_ALL](#), [HWLOC\\_TYPE\\_FILTER\\_KEEP\\_NONE](#), [HWLOC\\_TYPE\\_FILTER\\_KEEP\\_STRUCTURE](#), [HWLOC\\_TYPE\\_FILTER\\_KEEP\\_IMPORTANT](#) }

### Functions

- int [hwloc\\_topology\\_set\\_flags](#) ([hwloc\\_topology\\_t](#) topology, unsigned long flags)
- unsigned long [hwloc\\_topology\\_get\\_flags](#) ([hwloc\\_topology\\_t](#) topology)
- int [hwloc\\_topology\\_is\\_thissystem](#) ([hwloc\\_topology\\_t](#) restrict topology)
- const struct [hwloc\\_topology\\_support](#) \* [hwloc\\_topology\\_get\\_support](#) ([hwloc\\_topology\\_t](#) restrict topology)
- int [hwloc\\_topology\\_set\\_type\\_filter](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_type\\_t](#) type, enum [hwloc\\_type\\_filter\\_e](#) filter)
- int [hwloc\\_topology\\_get\\_type\\_filter](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_type\\_t](#) type, enum [hwloc\\_type\\_filter\\_e](#) \*filter)
- int [hwloc\\_topology\\_set\\_all\\_types\\_filter](#) ([hwloc\\_topology\\_t](#) topology, enum [hwloc\\_type\\_filter\\_e](#) filter)
- int [hwloc\\_topology\\_set\\_cache\\_types\\_filter](#) ([hwloc\\_topology\\_t](#) topology, enum [hwloc\\_type\\_filter\\_e](#) filter)
- int [hwloc\\_topology\\_set\\_icache\\_types\\_filter](#) ([hwloc\\_topology\\_t](#) topology, enum [hwloc\\_type\\_filter\\_e](#) filter)
- int [hwloc\\_topology\\_set\\_io\\_types\\_filter](#) ([hwloc\\_topology\\_t](#) topology, enum [hwloc\\_type\\_filter\\_e](#) filter)
- void [hwloc\\_topology\\_set\\_userdata](#) ([hwloc\\_topology\\_t](#) topology, const void \*userdata)
- void \* [hwloc\\_topology\\_get\\_userdata](#) ([hwloc\\_topology\\_t](#) topology)

### 22.12.1 Detailed Description

Several functions can optionally be called between [hwloc\\_topology\\_init\(\)](#) and [hwloc\\_topology\\_load\(\)](#) to configure how the detection should be performed, e.g. to ignore some objects types, define a synthetic topology, etc.

### 22.12.2 Enumeration Type Documentation

#### 22.12.2.1 [hwloc\\_topology\\_flags\\_e](#)

```
enum hwloc\_topology\_flags\_e
```

Flags to be set onto a topology context before load.

Flags should be given to [hwloc\\_topology\\_set\\_flags\(\)](#). They may also be returned by [hwloc\\_topology\\_get\\_flags\(\)](#).

## Enumerator

HWLOC_TOPOLOGY_FLAG_WHOLE_SYSTEM	<p>Detect the whole system, ignore reservations. Gather all resources, even if some were disabled by the administrator. For instance, ignore Linux Cgroup/Cpusets and gather all processors and memory nodes.</p> <p>When this flag is not set, PUs and NUMA nodes that are disallowed are not added to the topology. Parent objects (package, core, cache, etc.) are added only if some of their children are allowed.</p> <p>When this flag is set, the actual sets of allowed PUs and NUMA nodes are given by <a href="#">hwloc_topology_get_allowed_cpuset()</a> and <a href="#">hwloc_topology_get_allowed_nodeset()</a>. They may be smaller than the root object cpuset and nodeset.</p> <p>When this flag is not set, all existing PUs and NUMA nodes in the topology are allowed. <a href="#">hwloc_topology_get_allowed_cpuset()</a> and <a href="#">hwloc_topology_get_allowed_nodeset()</a> are equal to the root object cpuset and nodeset.</p> <p>If the current topology is exported to XML and reimported later, this flag should be set again in the reimported topology so that disallowed resources are reimported as well.</p>
HWLOC_TOPOLOGY_FLAG_IS_THISSYSTEM	<p>Assume that the selected backend provides the topology for the system on which we are running. This forces <a href="#">hwloc_topology_is_thissystem()</a> to return 1, i.e. makes hwloc assume that the selected backend provides the topology for the system on which we are running, even if it is not the OS-specific backend but the XML backend for instance. This means making the binding functions actually call the OS-specific system calls and really do binding, while the XML backend would otherwise provide empty hooks just returning success.</p> <p>Setting the environment variable <code>HWLOC_THISSYSTEM</code> may also result in the same behavior.</p> <p>This can be used for efficiency reasons to first detect the topology once, save it to an XML file, and quickly reload it later through the XML backend, but still having binding functions actually do bind.</p>

## Enumerator

HWLOC_TOPOLOGY_FLAG_THISSYSTEM_ALLOWED_RESOURCES	<p>Get the set of allowed resources from the local operating system even if the topology was loaded from XML or synthetic description. If the topology was loaded from XML or from a synthetic string, restrict it by applying the current process restrictions such as Linux Cgroup/Cpuset.</p> <p>This is useful when the topology is not loaded directly from the local machine (e.g. for performance reason) and it comes with all resources, while the running process is restricted to only parts of the machine. This flag is ignored unless <a href="#">HWLOC_TOPOLOGY_FLAG_IS_THISSYSTEM</a> is also set since the loaded topology must match the underlying machine where restrictions will be gathered from. Setting the environment variable <code>HWLOC_THISSYSTEM_ALLOWED_RESOURCES</code> would result in the same behavior.</p>
--	---

## 22.12.2.2 hwloc\_type\_filter\_e

```
enum hwloc_type_filter_e
```

Type filtering flags.

By default, most objects are kept ([HWLOC\\_TYPE\\_FILTER\\_KEEP\\_ALL](#)). Instruction caches, I/O and Misc objects are ignored by default ([HWLOC\\_TYPE\\_FILTER\\_KEEP\\_NONE](#)). Group levels are ignored unless they bring structure ([HWLOC\\_TYPE\\_FILTER\\_KEEP\\_STRUCTURE](#)).

Note that group objects are also ignored individually (without the entire level) when they do not bring structure.

## Enumerator

HWLOC_TYPE_FILTER_KEEP_ALL	Keep all objects of this type. Cannot be set for <a href="#">HWLOC_OBJ_GROUP</a> (groups are designed only to add more structure to the topology).
HWLOC_TYPE_FILTER_KEEP_NONE	Ignore all objects of this type. The bottom-level type <a href="#">HWLOC_OBJ_PU</a> , the <a href="#">HWLOC_OBJ_NUMANODE</a> type, and the top-level type <a href="#">HWLOC_OBJ_MACHINE</a> may not be ignored.
HWLOC_TYPE_FILTER_KEEP_STRUCTURE	<p>Only ignore objects if their entire level does not bring any structure. Keep the entire level of objects if at least one of these objects adds structure to the topology. An object brings structure when it has multiple children and it is not the only child of its parent.</p> <p>If all objects in the level are the only child of their parent, and if none of them has multiple children, the entire level is removed. Cannot be set for I/O and Misc objects since the topology structure does not matter there.</p>

## Enumerator

HWLOC_TYPE_FILTER_KEEP_IMPORTANT	<p>Only keep likely-important objects of the given type. It is only useful for I/O object types. For <a href="#">HWLOC_OBJ_PCI_DEVICE</a> and <a href="#">HWLOC_OBJ_OS_DEVICE</a>, it means that only objects of major/common kinds are kept (storage, network, OpenFabrics, Intel MICs, CUDA, OpenCL, NVML, and displays). Also, only OS devices directly attached on PCI (e.g. no USB) are reported. For <a href="#">HWLOC_OBJ_BRIDGE</a>, it means that bridges are kept only if they have children.</p> <p>This flag equivalent to <a href="#">HWLOC_TYPE_FILTER_KEEP_ALL</a> for Normal, Memory and Misc types since they are likely important.</p>
----------------------------------	--

## 22.12.3 Function Documentation

## 22.12.3.1 hwloc\_topology\_get\_flags()

```
unsigned long hwloc_topology_get_flags (
    hwloc_topology_t topology )
```

Get OR'ed flags of a topology.

Get the OR'ed set of [hwloc\\_topology\\_flags\\_e](#) of a topology.

## Returns

the flags previously set with [hwloc\\_topology\\_set\\_flags\(\)](#).

## 22.12.3.2 hwloc\_topology\_get\_support()

```
const struct hwloc_topology_support* hwloc_topology_get_support (
    hwloc_topology_t restrict topology )
```

Retrieve the topology support.

Each flag indicates whether a feature is supported. If set to 0, the feature is not supported. If set to 1, the feature is supported, but the corresponding call may still fail in some corner cases.

These features are also listed by `hwloc-info --support`

### 22.12.3.3 hwloc\_topology\_get\_type\_filter()

```
int hwloc_topology_get_type_filter (
    hwloc_topology_t topology,
    hwloc_obj_type_t type,
    enum hwloc_type_filter_e * filter )
```

Get the current filtering for the given object type.

### 22.12.3.4 hwloc\_topology\_get\_userdata()

```
void* hwloc_topology_get_userdata (
    hwloc_topology_t topology )
```

Retrieve the topology-specific userdata pointer.

Retrieve the application-given private data pointer that was previously set with [hwloc\\_topology\\_set\\_userdata\(\)](#).

### 22.12.3.5 hwloc\_topology\_is\_thissystem()

```
int hwloc_topology_is_thissystem (
    hwloc_topology_t restrict topology )
```

Does the topology context come from this system?

#### Returns

- 1 if this topology context was built using the system running this program.
- 0 instead (for instance if using another file-system root, a XML topology file, or a synthetic topology).

### 22.12.3.6 hwloc\_topology\_set\_all\_types\_filter()

```
int hwloc_topology_set_all_types_filter (
    hwloc_topology_t topology,
    enum hwloc_type_filter_e filter )
```

Set the filtering for all object types.

If some types do not support this filtering, they are silently ignored.

#### 22.12.3.7 hwloc\_topology\_set\_cache\_types\_filter()

```
int hwloc_topology_set_cache_types_filter (
    hwloc_topology_t topology,
    enum hwloc_type_filter_e filter )
```

Set the filtering for all cache object types.

#### 22.12.3.8 hwloc\_topology\_set\_flags()

```
int hwloc_topology_set_flags (
    hwloc_topology_t topology,
    unsigned long flags )
```

Set OR'ed flags to non-yet-loaded topology.

Set a OR'ed set of [hwloc\\_topology\\_flags\\_e](#) onto a topology that was not yet loaded.

If this function is called multiple times, the last invocation will erase and replace the set of flags that was previously set.

The flags set in a topology may be retrieved with [hwloc\\_topology\\_get\\_flags\(\)](#)

#### 22.12.3.9 hwloc\_topology\_set\_icache\_types\_filter()

```
int hwloc_topology_set_icache_types_filter (
    hwloc_topology_t topology,
    enum hwloc_type_filter_e filter )
```

Set the filtering for all instruction cache object types.

#### 22.12.3.10 hwloc\_topology\_set\_io\_types\_filter()

```
int hwloc_topology_set_io_types_filter (
    hwloc_topology_t topology,
    enum hwloc_type_filter_e filter )
```

Set the filtering for all I/O object types.

### 22.12.3.11 hwloc\_topology\_set\_type\_filter()

```
int hwloc_topology_set_type_filter (
    hwloc_topology_t topology,
    hwloc_obj_type_t type,
    enum hwloc_type_filter_e filter )
```

Set the filtering for the given object type.

### 22.12.3.12 hwloc\_topology\_set\_userdata()

```
void hwloc_topology_set_userdata (
    hwloc_topology_t topology,
    const void * userdata )
```

Set the topology-specific userdata pointer.

Each topology may store one application-given private data pointer. It is initialized to `NULL`. hwloc will never modify it.

Use it as you wish, after `hwloc_topology_init()` and until `hwloc_topolog_destroy()`.

This pointer is not exported to XML.

## 22.13 Modifying a loaded Topology

### Enumerations

- enum `hwloc_restrict_flags_e` { `HWLOC_RESTRIC`  
`FLAG_REMOVE_CPULESS`, `HWLOC_RESTRIC`  
`FLAG_ADAPT_MISC`, `HWLOC_RESTRIC`  
`FLAG_ADAPT_IO` }

### Functions

- int `hwloc_topology_restrict` (`hwloc_topology_t` restrict topology, `hwloc_const_cpuset_t` cpuset, unsigned long flags)
- `hwloc_obj_t` `hwloc_topology_insert_misc_object` (`hwloc_topology_t` topology, `hwloc_obj_t` parent, const char \*name)
- `hwloc_obj_t` `hwloc_topology_alloc_group_object` (`hwloc_topology_t` topology)
- `hwloc_obj_t` `hwloc_topology_insert_group_object` (`hwloc_topology_t` topology, `hwloc_obj_t` group)
- int `hwloc_obj_add_other_obj_sets` (`hwloc_obj_t` dst, `hwloc_obj_t` src)

### 22.13.1 Detailed Description

### 22.13.2 Enumeration Type Documentation

#### 22.13.2.1 `hwloc_restrict_flags_e`

enum `hwloc_restrict_flags_e`

Flags to be given to `hwloc_topology_restrict()`.

#### Enumerator

<code>HWLOC_RESTRIC</code> <code>FLAG_REMOVE_CPULESS</code>	Remove all objects that became CPU-less. By default, only objects that contain no PU and no memory are removed.
<code>HWLOC_RESTRIC</code> <code>FLAG_ADAPT_MISC</code>	Move Misc objects to ancestors if their parents are removed during restriction. If this flag is not set, Misc objects are removed when their parents are removed.
<code>HWLOC_RESTRIC</code> <code>FLAG_ADAPT_IO</code>	Move I/O objects to ancestors if their parents are removed during restriction. If this flag is not set, I/O devices and bridges are removed when their parents are removed.

### 22.13.3 Function Documentation



22.13.3.1 `hwloc_obj_add_other_obj_sets()`

```
int hwloc_obj_add_other_obj_sets (
    hwloc_obj_t dst,
    hwloc_obj_t src )
```

Setup object cpusets/nodesets by OR'ing another object's sets.

For each defined cpuset or nodeset in `src`, allocate the corresponding set in `dst` and add `src` to it by OR'ing sets.

This function is convenient between `hwloc_topology_alloc_group_object()` and `hwloc_topology_insert_group_object()`. It builds the sets of the new Group that will be inserted as a new intermediate parent of several objects.

22.13.3.2 `hwloc_topology_alloc_group_object()`

```
hwloc_obj_t hwloc_topology_alloc_group_object (
    hwloc_topology_t topology )
```

Allocate a Group object to insert later with `hwloc_topology_insert_group_object()`.

This function returns a new Group object. The caller should (at least) initialize its sets before inserting the object. See `hwloc_topology_insert_group_object()`.

The `subtype` object attribute may be set to display something else than "Group" as the type name for this object in `lstopo`. Custom name/value info pairs may be added with `hwloc_obj_add_info()` after insertion.

The `kind` group attribute should be 0. The `subkind` group attribute may be set to identify multiple Groups of the same level.

It is recommended not to set any other object attribute before insertion, since the Group may get discarded during insertion.

The object will be destroyed if passed to `hwloc_topology_insert_group_object()` without any set defined.

22.13.3.3 `hwloc_topology_insert_group_object()`

```
hwloc_obj_t hwloc_topology_insert_group_object (
    hwloc_topology_t topology,
    hwloc_obj_t group )
```

Add more structure to the topology by adding an intermediate Group.

The caller should first allocate a new Group object with `hwloc_topology_alloc_group_object()`. Then it must setup at least one of its CPU or node sets to specify the final location of the Group in the topology. Then the object can be passed to this function for actual insertion in the topology.

Either the `cpuset` or `nodeset` field (or both, if compatible) must be set to a non-empty bitmap. The `complete_cpuset` or `complete_nodeset` may be set instead if inserting with respect to the complete topology (including disallowed, offline or unknown objects).

It grouping several objects, `hwloc_obj_add_other_obj_sets()` is an easy way to build the Group sets iteratively.

These sets cannot be larger than the current topology, or they would get restricted silently.

The core will setup the other sets after actual insertion.

**Returns**

The inserted object if it was properly inserted.

An existing object if the Group was discarded because the topology already contained an object at the same location (the Group did not add any locality information). Any name/info key pair set before inserting is appended to the existing object.

NULL if the insertion failed because of conflicting sets in topology tree.

NULL if Group objects are filtered-out of the topology ([HWLOC\\_TYPE\\_FILTER\\_KEEP\\_NONE](#)).

NULL if the object was discarded because no set was initialized in the Group before insert, or all of them were empty.

**22.13.3.4 hwloc\_topology\_insert\_misc\_object()**

```
hwloc_obj_t hwloc_topology_insert_misc_object (
    hwloc_topology_t topology,
    hwloc_obj_t parent,
    const char * name )
```

Add a MISC object as a leaf of the topology.

A new MISC object will be created and inserted into the topology at the position given by parent. It is appended to the list of existing Misc children, without ever adding any intermediate hierarchy level. This is useful for annotating the topology without actually changing the hierarchy.

`name` is supposed to be unique across all Misc objects in the topology. It will be duplicated to setup the new object attributes.

The new leaf object will not have any `cpuset`.

**Returns**

the newly-created object

NULL on error.

NULL if Misc objects are filtered-out of the topology ([HWLOC\\_TYPE\\_FILTER\\_KEEP\\_NONE](#)).

**Note**

If `name` contains some non-printable characters, they will be dropped when exporting to XML, see [hwloc\\_topology\\_export\\_xml\(\)](#) in [hwloc/export.h](#).

### 22.13.3.5 hwloc\_topology\_restrict()

```
int hwloc_topology_restrict (
    hwloc_topology_t restrict_topology,
    hwloc_const_cpuset_t cpuset,
    unsigned long flags )
```

Restrict the topology to the given CPU set.

Topology `topology` is modified so as to remove all objects that are not included (or partially included) in the CPU set `cpuset`. All objects CPU and node sets are restricted accordingly.

`flags` is a OR'ed set of [hwloc\\_restrict\\_flags\\_e](#).

#### Note

This call may not be reverted by restricting back to a larger cpuset. Once dropped during restriction, objects may not be brought back, except by loading another topology with [hwloc\\_topology\\_load\(\)](#).

#### Returns

- 0 on success.
- 1 with `errno` set to `EINVAL` if the input cpuset is invalid. The topology is not modified in this case.
- 1 with `errno` set to `ENOMEM` on failure to allocate internal data. The topology is reinitialized in this case. It should be either destroyed with [hwloc\\_topology\\_destroy\(\)](#) or configured and loaded again.

## 22.14 Finding Objects inside a CPU set

### Functions

- static `hwloc_obj_t hwloc_get_first_largest_obj_inside_cpuset` (`hwloc_topology_t topology`, `hwloc_const_cpuset_t set`)
- int `hwloc_get_largest_objs_inside_cpuset` (`hwloc_topology_t topology`, `hwloc_const_cpuset_t set`, `hwloc_obj_t *restrict objs`, int `max`)
- static `hwloc_obj_t hwloc_get_next_obj_inside_cpuset_by_depth` (`hwloc_topology_t topology`, `hwloc_const_cpuset_t set`, int `depth`, `hwloc_obj_t prev`)
- static `hwloc_obj_t hwloc_get_next_obj_inside_cpuset_by_type` (`hwloc_topology_t topology`, `hwloc_const_cpuset_t set`, `hwloc_obj_type_t type`, `hwloc_obj_t prev`)
- static `hwloc_obj_t hwloc_get_obj_inside_cpuset_by_depth` (`hwloc_topology_t topology`, `hwloc_const_cpuset_t set`, int `depth`, unsigned `idx`)
- static `hwloc_obj_t hwloc_get_obj_inside_cpuset_by_type` (`hwloc_topology_t topology`, `hwloc_const_cpuset_t set`, `hwloc_obj_type_t type`, unsigned `idx`)
- static unsigned `hwloc_get_nbobjs_inside_cpuset_by_depth` (`hwloc_topology_t topology`, `hwloc_const_cpuset_t set`, int `depth`)
- static int `hwloc_get_nbobjs_inside_cpuset_by_type` (`hwloc_topology_t topology`, `hwloc_const_cpuset_t set`, `hwloc_obj_type_t type`)
- static int `hwloc_get_obj_index_inside_cpuset` (`hwloc_topology_t topology`, `hwloc_const_cpuset_t set`, `hwloc_obj_t obj`)

### 22.14.1 Detailed Description

### 22.14.2 Function Documentation

#### 22.14.2.1 `hwloc_get_first_largest_obj_inside_cpuset()`

```
static hwloc_obj_t hwloc_get_first_largest_obj_inside_cpuset (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set ) [inline], [static]
```

Get the first largest object included in the given `cpuset set`.

#### Returns

the first object that is included in `set` and whose parent is not.

This is convenient for iterating over all largest objects within a CPU set by doing a loop getting the first largest object and clearing its CPU set from the remaining CPU set.

### 22.14.2.2 hwloc\_get\_largest\_objs\_inside\_cpuset()

```
int hwloc_get_largest_objs_inside_cpuset (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    hwloc_obj_t *restrict objs,
    int max )
```

Get the set of largest objects covering exactly a given cpuset `set`.

#### Returns

the number of objects returned in `objs`.

### 22.14.2.3 hwloc\_get\_nbobjs\_inside\_cpuset\_by\_depth()

```
static unsigned hwloc_get_nbobjs_inside_cpuset_by_depth (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    int depth ) [inline], [static]
```

Return the number of objects at depth `depth` included in CPU set `set`.

#### Note

Objects with empty CPU sets are ignored (otherwise they would be considered included in any given set).  
This function cannot work if objects at the given depth do not have CPU sets (I/O or Misc objects).

### 22.14.2.4 hwloc\_get\_nbobjs\_inside\_cpuset\_by\_type()

```
static int hwloc_get_nbobjs_inside_cpuset_by_type (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    hwloc_obj_type_t type ) [inline], [static]
```

Return the number of objects of type `type` included in CPU set `set`.

If no object for that type exists inside CPU set `set`, 0 is returned. If there are several levels with objects of that type inside CPU set `set`, -1 is returned.

#### Note

Objects with empty CPU sets are ignored (otherwise they would be considered included in any given set).  
This function cannot work if objects of the given type do not have CPU sets (I/O objects).

#### 22.14.2.5 hwloc\_get\_next\_obj\_inside\_cpuset\_by\_depth()

```
static hwloc_obj_t hwloc_get_next_obj_inside_cpuset_by_depth (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    int depth,
    hwloc_obj_t prev ) [inline], [static]
```

Return the next object at depth `depth` included in CPU set `set`.

If `prev` is `NULL`, return the first object at depth `depth` included in `set`. The next invocation should pass the previous return value in `prev` so as to obtain the next object in `set`.

##### Note

Objects with empty CPU sets are ignored (otherwise they would be considered included in any given set).  
This function cannot work if objects at the given depth do not have CPU sets (I/O or Misc objects).

#### 22.14.2.6 hwloc\_get\_next\_obj\_inside\_cpuset\_by\_type()

```
static hwloc_obj_t hwloc_get_next_obj_inside_cpuset_by_type (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    hwloc_obj_type_t type,
    hwloc_obj_t prev ) [inline], [static]
```

Return the next object of type `type` included in CPU set `set`.

If there are multiple or no depth for given type, return `NULL` and let the caller fallback to [hwloc\\_get\\_next\\_obj\\_inside\\_cpuset\\_by\\_depth\(\)](#).

##### Note

Objects with empty CPU sets are ignored (otherwise they would be considered included in any given set).  
This function cannot work if objects of the given type do not have CPU sets (I/O or Misc objects).

#### 22.14.2.7 hwloc\_get\_obj\_index\_inside\_cpuset()

```
static int hwloc_get_obj_index_inside_cpuset (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    hwloc_obj_t obj ) [inline], [static]
```

Return the logical index among the objects included in CPU set `set`.

Consult all objects in the same level as `obj` and inside CPU set `set` in the logical order, and return the index of `obj` within them. If `set` covers the entire topology, this is the logical index of `obj`. Otherwise, this is similar to a logical index within the part of the topology defined by CPU set `set`.

##### Note

Objects with empty CPU sets are ignored (otherwise they would be considered included in any given set).  
This function cannot work if `obj` does not have CPU sets (I/O objects).

### 22.14.2.8 hwloc\_get\_obj\_inside\_cpuset\_by\_depth()

```
static hwloc_obj_t hwloc_get_obj_inside_cpuset_by_depth (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    int depth,
    unsigned idx ) [inline], [static]
```

Return the (logically) `idx`-th object at depth `depth` included in CPU set `set`.

#### Note

Objects with empty CPU sets are ignored (otherwise they would be considered included in any given set).  
This function cannot work if objects at the given depth do not have CPU sets (I/O or Misc objects).

### 22.14.2.9 hwloc\_get\_obj\_inside\_cpuset\_by\_type()

```
static hwloc_obj_t hwloc_get_obj_inside_cpuset_by_type (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    hwloc_obj_type_t type,
    unsigned idx ) [inline], [static]
```

Return the `idx`-th object of type `type` included in CPU set `set`.

If there are multiple or no depth for given type, return `NULL` and let the caller fallback to [hwloc\\_get\\_obj\\_inside\\_cpuset\\_by\\_depth\(\)](#).

#### Note

Objects with empty CPU sets are ignored (otherwise they would be considered included in any given set).  
This function cannot work if objects of the given type do not have CPU sets (I/O or Misc objects).

## 22.15 Finding Objects covering at least CPU set

### Functions

- static `hwloc_obj_t hwloc_get_child_covering_cpuset` (`hwloc_topology_t` topology, `hwloc_const_cpuset_t` set, `hwloc_obj_t` parent)
- static `hwloc_obj_t hwloc_get_obj_covering_cpuset` (`hwloc_topology_t` topology, `hwloc_const_cpuset_t` set)
- static `hwloc_obj_t hwloc_get_next_obj_covering_cpuset_by_depth` (`hwloc_topology_t` topology, `hwloc_const_cpuset_t` set, int depth, `hwloc_obj_t` prev)
- static `hwloc_obj_t hwloc_get_next_obj_covering_cpuset_by_type` (`hwloc_topology_t` topology, `hwloc_const_cpuset_t` set, `hwloc_obj_type_t` type, `hwloc_obj_t` prev)

### 22.15.1 Detailed Description

### 22.15.2 Function Documentation

#### 22.15.2.1 `hwloc_get_child_covering_cpuset()`

```
static hwloc_obj_t hwloc_get_child_covering_cpuset (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    hwloc_obj_t parent ) [inline], [static]
```

Get the child covering at least CPU set `set`.

#### Returns

NULL if no child matches or if `set` is empty.

#### Note

This function cannot work if parent does not have a CPU set (I/O or Misc objects).

#### 22.15.2.2 `hwloc_get_next_obj_covering_cpuset_by_depth()`

```
static hwloc_obj_t hwloc_get_next_obj_covering_cpuset_by_depth (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    int depth,
    hwloc_obj_t prev ) [inline], [static]
```

Iterate through same-depth objects covering at least CPU set `set`.

If object `prev` is NULL, return the first object at depth `depth` covering at least part of CPU set `set`. The next invocation should pass the previous return value in `prev` so as to obtain the next object covering at least another part of `set`.

#### Note

This function cannot work if objects at the given depth do not have CPU sets (I/O or Misc objects).



### 22.15.2.3 hwloc\_get\_next\_obj\_covering\_cpuset\_by\_type()

```
static hwloc_obj_t hwloc_get_next_obj_covering_cpuset_by_type (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set,
    hwloc_obj_type_t type,
    hwloc_obj_t prev ) [inline], [static]
```

Iterate through same-type objects covering at least CPU set `set`.

If object `prev` is `NULL`, return the first object of type `type` covering at least part of CPU set `set`. The next invocation should pass the previous return value in `prev` so as to obtain the next object of type `type` covering at least another part of `set`.

If there are no or multiple depths for type `type`, `NULL` is returned. The caller may fallback to [hwloc\\_get\\_next\\_obj\\_covering\\_cpuset\\_by\\_depth\(\)](#) for each depth.

#### Note

This function cannot work if objects of the given type do not have CPU sets (I/O or Misc objects).

### 22.15.2.4 hwloc\_get\_obj\_covering\_cpuset()

```
static hwloc_obj_t hwloc_get_obj_covering_cpuset (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t set ) [inline], [static]
```

Get the lowest object covering at least CPU set `set`.

#### Returns

`NULL` if no object matches or if `set` is empty.

## 22.16 Looking at Ancestor and Child Objects

### Functions

- static `hwloc_obj_t hwloc_get_ancestor_obj_by_depth` (`hwloc_topology_t` topology, int depth, `hwloc_obj_t` obj)
- static `hwloc_obj_t hwloc_get_ancestor_obj_by_type` (`hwloc_topology_t` topology, `hwloc_obj_type_t` type, `hwloc_obj_t` obj)
- static `hwloc_obj_t hwloc_get_common_ancestor_obj` (`hwloc_topology_t` topology, `hwloc_obj_t` obj1, `hwloc_obj_t` obj2)
- static int `hwloc_obj_is_in_subtree` (`hwloc_topology_t` topology, `hwloc_obj_t` obj, `hwloc_obj_t` subtree\_root)
- static `hwloc_obj_t hwloc_get_next_child` (`hwloc_topology_t` topology, `hwloc_obj_t` parent, `hwloc_obj_t` prev)

### 22.16.1 Detailed Description

Be sure to see the figure in [Terms and Definitions](#) that shows a complete topology tree, including depths, child/sibling/cousin relationships, and an example of an asymmetric topology where one package has fewer caches than its peers.

### 22.16.2 Function Documentation

#### 22.16.2.1 `hwloc_get_ancestor_obj_by_depth()`

```
static hwloc_obj_t hwloc_get_ancestor_obj_by_depth (
    hwloc_topology_t topology,
    int depth,
    hwloc_obj_t obj ) [inline], [static]
```

Returns the ancestor object of `obj` at depth `depth`.

#### 22.16.2.2 `hwloc_get_ancestor_obj_by_type()`

```
static hwloc_obj_t hwloc_get_ancestor_obj_by_type (
    hwloc_topology_t topology,
    hwloc_obj_type_t type,
    hwloc_obj_t obj ) [inline], [static]
```

Returns the ancestor object of `obj` with type `type`.

### 22.16.2.3 hwloc\_get\_common\_ancestor\_obj()

```
static hwloc_obj_t hwloc_get_common_ancestor_obj (
    hwloc_topology_t topology,
    hwloc_obj_t obj1,
    hwloc_obj_t obj2 ) [inline], [static]
```

Returns the common parent object to objects `obj1` and `obj2`.

### 22.16.2.4 hwloc\_get\_next\_child()

```
static hwloc_obj_t hwloc_get_next_child (
    hwloc_topology_t topology,
    hwloc_obj_t parent,
    hwloc_obj_t prev ) [inline], [static]
```

Return the next child.

Return the next child among the normal children list, then among the memory children list, then among the I/O children list, then among the Misc children list.

If `prev` is `NULL`, return the first child.

Return `NULL` when there is no next child.

### 22.16.2.5 hwloc\_obj\_is\_in\_subtree()

```
static int hwloc_obj_is_in_subtree (
    hwloc_topology_t topology,
    hwloc_obj_t obj,
    hwloc_obj_t subtree_root ) [inline], [static]
```

Returns true if `obj` is inside the subtree beginning with ancestor object `subtree_root`.

#### Note

This function cannot work if `obj` and `subtree_root` objects do not have CPU sets (I/O or Misc objects).

## 22.17 Kinds of object Type

### Functions

- int [hwloc\\_obj\\_type\\_is\\_normal](#) (hwloc\_obj\_type\_t type)
- int [hwloc\\_obj\\_type\\_is\\_io](#) (hwloc\_obj\_type\_t type)
- int [hwloc\\_obj\\_type\\_is\\_memory](#) (hwloc\_obj\_type\_t type)
- int [hwloc\\_obj\\_type\\_is\\_cache](#) (hwloc\_obj\_type\_t type)
- int [hwloc\\_obj\\_type\\_is\\_dcache](#) (hwloc\_obj\_type\_t type)
- int [hwloc\\_obj\\_type\\_is\\_icache](#) (hwloc\_obj\_type\_t type)

### 22.17.1 Detailed Description

Each object type is either Normal (i.e. [hwloc\\_obj\\_type\\_is\\_normal\(\)](#) returns 1), or Memory (i.e. [hwloc\\_obj\\_type\\_is\\_memory\(\)](#) returns 1) or I/O (i.e. [hwloc\\_obj\\_type\\_is\\_io\(\)](#) returns 1) or Misc (i.e. equal to [HWLOC\\_OBJ\\_MISC](#)). It cannot be of more than one of these kinds.

### 22.17.2 Function Documentation

#### 22.17.2.1 [hwloc\\_obj\\_type\\_is\\_cache\(\)](#)

```
int hwloc_obj_type_is_cache (
    hwloc_obj_type_t type )
```

Check whether an object type is a Cache (Data, Unified or Instruction).

#### Returns

1 if an object of type `type` is a Cache, 0 otherwise.

#### 22.17.2.2 [hwloc\\_obj\\_type\\_is\\_dcache\(\)](#)

```
int hwloc_obj_type_is_dcache (
    hwloc_obj_type_t type )
```

Check whether an object type is a Data or Unified Cache.

#### Returns

1 if an object of type `type` is a Data or Unified Cache, 0 otherwise.

### 22.17.2.3 hwloc\_obj\_type\_is\_icache()

```
int hwloc_obj_type_is_icache (
    hwloc_obj_type_t type )
```

Check whether an object type is a Instruction Cache,.

#### Returns

1 if an object of type `type` is a Instruction Cache, 0 otherwise.

### 22.17.2.4 hwloc\_obj\_type\_is\_io()

```
int hwloc_obj_type_is_io (
    hwloc_obj_type_t type )
```

Check whether an object type is Memory.

Memory objects are objects attached to their parents in the Memory children list. This current only includes NUMA nodes.

#### Returns

1 if an object of type `type` is a Memory object, 0 otherwise.

### 22.17.2.5 hwloc\_obj\_type\_is\_memory()

```
int hwloc_obj_type_is_memory (
    hwloc_obj_type_t type )
```

Check whether an object type is I/O.

I/O objects are objects attached to their parents in the I/O children list. This current includes Bridges, PCI and OS devices.

#### Returns

1 if an object of type `type` is a I/O object, 0 otherwise.

### 22.17.2.6 hwloc\_obj\_type\_is\_normal()

```
int hwloc_obj_type_is_normal (
    hwloc_obj_type_t type )
```

Check whether an object type is Normal.

Normal objects are objects of the main CPU hierarchy (Machine, Package, Core, PU, CPU caches, etc.), but they are not NUMA nodes, I/O devices or Misc objects.

They are attached to parent as Normal children, not as Memory, I/O or Misc children.

#### Returns

1 if an object of type `type` is a Normal object, 0 otherwise.

## 22.18 Looking at Cache Objects

### Functions

- static int [hwloc\\_get\\_cache\\_type\\_depth](#) ([hwloc\\_topology\\_t](#) topology, unsigned cachelevel, [hwloc\\_obj\\_cache\\_type\\_t](#) cachetype)
- static [hwloc\\_obj\\_t](#) [hwloc\\_get\\_cache\\_covering\\_cpuset](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_const\\_cpuset\\_t](#) set)
- static [hwloc\\_obj\\_t](#) [hwloc\\_get\\_shared\\_cache\\_covering\\_obj](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_t](#) obj)

### 22.18.1 Detailed Description

### 22.18.2 Function Documentation

#### 22.18.2.1 [hwloc\\_get\\_cache\\_covering\\_cpuset\(\)](#)

```
static hwloc\_obj\_t hwloc\_get\_cache\_covering\_cpuset (
    hwloc\_topology\_t topology,
    hwloc\_const\_cpuset\_t set ) [inline], [static]
```

Get the first data (or unified) cache covering a `cpuset` set.

#### Returns

NULL if no cache matches.

#### 22.18.2.2 [hwloc\\_get\\_cache\\_type\\_depth\(\)](#)

```
static int hwloc\_get\_cache\_type\_depth (
    hwloc\_topology\_t topology,
    unsigned cachelevel,
    hwloc\_obj\_cache\_type\_t cachetype ) [inline], [static]
```

Find the depth of cache objects matching cache level and type.

Return the depth of the topology level that contains cache objects whose attributes match `cachelevel` and `cachetype`.

This function is identical to calling [hwloc\\_get\\_type\\_depth\(\)](#) with the corresponding type such as [HWLOC\\_OBJ\\_L1ICACHE](#), except that it may also return a Unified cache when looking for an instruction cache.

If no cache level matches, [HWLOC\\_TYPE\\_DEPTH\\_UNKNOWN](#) is returned.

If `cachetype` is [HWLOC\\_OBJ\\_CACHE\\_UNIFIED](#), the depth of the unique matching unified cache level is returned.

If `cachetype` is [HWLOC\\_OBJ\\_CACHE\\_DATA](#) or [HWLOC\\_OBJ\\_CACHE\\_INSTRUCTION](#), either a matching cache, or a unified cache is returned.

If `cachetype` is `-1`, it is ignored and multiple levels may match. The function returns either the depth of a uniquely matching level or [HWLOC\\_TYPE\\_DEPTH\\_MULTIPLE](#).

### 22.18.2.3 hwloc\_get\_shared\_cache\_covering\_obj()

```
static hwloc_obj_t hwloc_get_shared_cache_covering_obj (  
    hwloc_topology_t topology,  
    hwloc_obj_t obj ) [inline], [static]
```

Get the first data (or unified) cache shared between an object and somebody else.

#### Returns

NULL if no cache matches or if an invalid object is given.

## 22.19 Finding objects, miscellaneous helpers

### Functions

- static `hwloc_obj_t hwloc_get_pu_obj_by_os_index` (`hwloc_topology_t` topology, unsigned `os_index`)
- static `hwloc_obj_t hwloc_get_numanode_obj_by_os_index` (`hwloc_topology_t` topology, unsigned `os_index`)
- unsigned `hwloc_get_closest_objs` (`hwloc_topology_t` topology, `hwloc_obj_t` `src`, `hwloc_obj_t` `*restrict` `objs`, unsigned `max`)
- static `hwloc_obj_t hwloc_get_obj_below_by_type` (`hwloc_topology_t` topology, `hwloc_obj_type_t` `type1`, unsigned `idx1`, `hwloc_obj_type_t` `type2`, unsigned `idx2`)
- static `hwloc_obj_t hwloc_get_obj_below_array_by_type` (`hwloc_topology_t` topology, int `nr`, `hwloc_obj_type_t` `*typev`, unsigned `*idxv`)

### 22.19.1 Detailed Description

Be sure to see the figure in [Terms and Definitions](#) that shows a complete topology tree, including depths, child/sibling/cousin relationships, and an example of an asymmetric topology where one package has fewer caches than its peers.

### 22.19.2 Function Documentation

#### 22.19.2.1 `hwloc_get_closest_objs()`

```
unsigned hwloc_get_closest_objs (
    hwloc_topology_t topology,
    hwloc_obj_t src,
    hwloc_obj_t *restrict objs,
    unsigned max )
```

Do a depth-first traversal of the topology to find and sort.

all objects that are at the same depth than `src`. Report in `objs` up to `max` physically closest ones to `src`.

#### Returns

the number of objects returned in `objs`.  
0 if `src` is an I/O object.

#### Note

This function requires the `src` object to have a CPU set.



## 22.19.2.2 hwloc\_get\_numanode\_obj\_by\_os\_index()

```
static hwloc_obj_t hwloc_get_numanode_obj_by_os_index (
    hwloc_topology_t topology,
    unsigned os_index ) [inline], [static]
```

Returns the object of type `HWLOC_OBJ_NUMANODE` with `os_index`.

This function is useful for converting a nodeset into the NUMA node objects it contains. When retrieving the current binding (e.g. with `hwloc_get_membind()` with `HWLOC_MEMBIND_BYNODESET`), one may iterate over the bits of the resulting nodeset with `hwloc_bitmap_foreach_begin()`, and find the corresponding NUMA nodes with this function.

## 22.19.2.3 hwloc\_get\_obj\_below\_array\_by\_type()

```
static hwloc_obj_t hwloc_get_obj_below_array_by_type (
    hwloc_topology_t topology,
    int nr,
    hwloc_obj_type_t * typev,
    unsigned * idxv ) [inline], [static]
```

Find an object below a chain of objects specified by types and indexes.

This is a generalized version of `hwloc_get_obj_below_by_type()`.

Arrays `typev` and `idxv` must contain `nr` types and indexes.

Start from the top system object and walk the arrays `typev` and `idxv`. For each type and logical index couple in the arrays, look under the previously found object to find the index-th object of the given type. Indexes are specified within the parent, not within the entire system.

For instance, if `nr` is 3, `typev` contains `NODE`, `PACKAGE` and `CORE`, and `idxv` contains 0, 1 and 2, return the third core object below the second package below the first NUMA node.

**Note**

This function requires all these objects and the root object to have a CPU set.

## 22.19.2.4 hwloc\_get\_obj\_below\_by\_type()

```
static hwloc_obj_t hwloc_get_obj_below_by_type (
    hwloc_topology_t topology,
    hwloc_obj_type_t type1,
    unsigned idx1,
    hwloc_obj_type_t type2,
    unsigned idx2 ) [inline], [static]
```

Find an object below another object, both specified by types and indexes.

Start from the top system object and find object of type `type1` and logical index `idx1`. Then look below this object and find another object of type `type2` and logical index `idx2`. Indexes are specified within the parent, not within the entire system.

For instance, if `type1` is `PACKAGE`, `idx1` is 2, `type2` is `CORE` and `idx2` is 3, return the fourth core object below the third package.

**Note**

This function requires these objects to have a CPU set.

#### 22.19.2.5 hwloc\_get\_pu\_obj\_by\_os\_index()

```
static hwloc_obj_t hwloc_get_pu_obj_by_os_index (  
    hwloc_topology_t topology,  
    unsigned os_index ) [inline], [static]
```

Returns the object of type [HWLOC\\_OBJ\\_PU](#) with `os_index`.

This function is useful for converting a CPU set into the PU objects it contains. When retrieving the current binding (e.g. with [hwloc\\_get\\_cpubind\(\)](#)), one may iterate over the bits of the resulting CPU set with [hwloc\\_bitmap\\_foreach\\_begin\(\)](#), and find the corresponding PUs with this function.

## 22.20 Distributing items over a topology

### Enumerations

- enum [hwloc\\_distrib\\_flags\\_e](#) { [HWLOC\\_DISTRIB\\_FLAG\\_REVERSE](#) }

### Functions

- static int [hwloc\\_distrib](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_t](#) \*roots, unsigned n\_roots, [hwloc\\_cpuset\\_t](#) \*set, unsigned n, int until, unsigned long flags)

### 22.20.1 Detailed Description

### 22.20.2 Enumeration Type Documentation

#### 22.20.2.1 [hwloc\\_distrib\\_flags\\_e](#)

enum [hwloc\\_distrib\\_flags\\_e](#)

Flags to be given to [hwloc\\_distrib\(\)](#).

#### Enumerator

<a href="#">HWLOC_DISTRIB_FLAG_REVERSE</a>	Distrib in reverse order, starting from the last objects.
--	---

### 22.20.3 Function Documentation

#### 22.20.3.1 [hwloc\\_distrib\(\)](#)

```
static int hwloc_distrib (
    hwloc\_topology\_t topology,
    hwloc\_obj\_t * roots,
    unsigned n_roots,
    hwloc\_cpuset\_t * set,
    unsigned n,
    int until,
    unsigned long flags ) [inline], [static]
```

Distribute `n` items over the topology under `roots`.

Array `set` will be filled with `n` cpusets recursively distributed linearly over the topology under objects `roots`, down to depth `until` (which can be `INT_MAX` to distribute down to the finest level).

`n_roots` is usually 1 and `roots` only contains the topology root object so as to distribute over the entire topology.

This is typically useful when an application wants to distribute `n` threads over a machine, giving each of them as much private cache as possible and keeping them locally in number order.

The caller may typically want to also call [hwloc\\_bitmap\\_singlify\(\)](#) before binding a thread so that it does not move at all.

`flags` should be 0 or a OR'ed set of [hwloc\\_distrib\\_flags\\_e](#).

#### Note

This function requires the `roots` objects to have a CPU set.

This function replaces the now deprecated `hwloc_distribute()` and `hwloc_distributev()` functions.

## 22.21 CPU and node sets of entire topologies

### Functions

- [hwloc\\_const\\_cpuset\\_t hwloc\\_topology\\_get\\_complete\\_cpuset \(hwloc\\_topology\\_t topology\)](#)
- [hwloc\\_const\\_cpuset\\_t hwloc\\_topology\\_get\\_topology\\_cpuset \(hwloc\\_topology\\_t topology\)](#)
- [hwloc\\_const\\_cpuset\\_t hwloc\\_topology\\_get\\_allowed\\_cpuset \(hwloc\\_topology\\_t topology\)](#)
- [hwloc\\_const\\_nodeset\\_t hwloc\\_topology\\_get\\_complete\\_nodeset \(hwloc\\_topology\\_t topology\)](#)
- [hwloc\\_const\\_nodeset\\_t hwloc\\_topology\\_get\\_topology\\_nodeset \(hwloc\\_topology\\_t topology\)](#)
- [hwloc\\_const\\_nodeset\\_t hwloc\\_topology\\_get\\_allowed\\_nodeset \(hwloc\\_topology\\_t topology\)](#)

### 22.21.1 Detailed Description

### 22.21.2 Function Documentation

#### 22.21.2.1 hwloc\_topology\_get\_allowed\_cpuset()

```
hwloc_const_cpuset_t hwloc_topology_get_allowed_cpuset (  
    hwloc_topology_t topology )
```

Get allowed CPU set.

#### Returns

the CPU set of allowed logical processors of the system.

#### Note

If the topology flag [HWLOC\\_TOPOLOGY\\_FLAG\\_WHOLE\\_SYSTEM](#) was not set, this is identical to [hwloc\\_topology\\_get\\_topology\\_cpuset\(\)](#), which means all PUs are allowed.

If [HWLOC\\_TOPOLOGY\\_FLAG\\_WHOLE\\_SYSTEM](#) was set, applying [hwloc\\_bitmap\\_intersects\(\)](#) on the result of this function and on an object cpuset checks whether there are allowed PUs inside that object. Applying [hwloc\\_bitmap\\_and\(\)](#) returns the list of these allowed PUs.

The returned cpuset is not newly allocated and should thus not be changed or freed, [hwloc\\_bitmap\\_dup\(\)](#) must be used to obtain a local copy.

### 22.21.2.2 hwloc\_topology\_get\_allowed\_nodeset()

```
hwloc_const_nodeset_t hwloc_topology_get_allowed_nodeset (
    hwloc_topology_t topology )
```

Get allowed node set.

#### Returns

the node set of allowed memory of the system.

#### Note

If the topology flag `HWLOC_TOPOLOGY_FLAG_WHOLE_SYSTEM` was not set, this is identical to [hwloc\\_topology\\_get\\_topology\\_nodeset\(\)](#), which means all NUMA nodes are allowed.

If `HWLOC_TOPOLOGY_FLAG_WHOLE_SYSTEM` was set, applying [hwloc\\_bitmap\\_intersects\(\)](#) on the result of this function and on an object nodeset checks whether there are allowed NUMA nodes inside that object. Applying [hwloc\\_bitmap\\_and\(\)](#) returns the list of these allowed NUMA nodes.

The returned nodeset is not newly allocated and should thus not be changed or freed, [hwloc\\_bitmap\\_dup\(\)](#) must be used to obtain a local copy.

### 22.21.2.3 hwloc\_topology\_get\_complete\_cpuset()

```
hwloc_const_cpuset_t hwloc_topology_get_complete_cpuset (
    hwloc_topology_t topology )
```

Get complete CPU set.

#### Returns

the complete CPU set of logical processors of the system.

#### Note

The returned cpuset is not newly allocated and should thus not be changed or freed; [hwloc\\_bitmap\\_dup\(\)](#) must be used to obtain a local copy.

This is equivalent to retrieving the root object complete CPU-set.

#### 22.21.2.4 hwloc\_topology\_get\_complete\_nodeset()

```
hwloc_const_nodeset_t hwloc_topology_get_complete_nodeset (
    hwloc_topology_t topology )
```

Get complete node set.

##### Returns

the complete node set of memory of the system.

##### Note

The returned nodeset is not newly allocated and should thus not be changed or freed; [hwloc\\_bitmap\\_dup\(\)](#) must be used to obtain a local copy.

This is equivalent to retrieving the root object complete CPU-set.

#### 22.21.2.5 hwloc\_topology\_get\_topology\_cpuset()

```
hwloc_const_cpuset_t hwloc_topology_get_topology_cpuset (
    hwloc_topology_t topology )
```

Get topology CPU set.

##### Returns

the CPU set of logical processors of the system for which hwloc provides topology information. This is equivalent to the cpuset of the system object.

##### Note

The returned cpuset is not newly allocated and should thus not be changed or freed; [hwloc\\_bitmap\\_dup\(\)](#) must be used to obtain a local copy.

This is equivalent to retrieving the root object complete CPU-set.

#### 22.21.2.6 hwloc\_topology\_get\_topology\_nodeset()

```
hwloc_const_nodeset_t hwloc_topology_get_topology_nodeset (
    hwloc_topology_t topology )
```

Get topology node set.

##### Returns

the node set of memory of the system for which hwloc provides topology information. This is equivalent to the nodeset of the system object.

##### Note

The returned nodeset is not newly allocated and should thus not be changed or freed; [hwloc\\_bitmap\\_dup\(\)](#) must be used to obtain a local copy.

This is equivalent to retrieving the root object complete CPU-set.

## 22.22 Converting between CPU sets and node sets

### Functions

- static int `hwloc_cpuset_to_nodeset` (`hwloc_topology_t` topology, `hwloc_const_cpuset_t` \_cpuset, `hwloc_nodeset_t` nodeset)
- static int `hwloc_cpuset_from_nodeset` (`hwloc_topology_t` topology, `hwloc_cpuset_t` \_cpuset, `hwloc_const_nodeset_t` nodeset)

### 22.22.1 Detailed Description

### 22.22.2 Function Documentation

#### 22.22.2.1 `hwloc_cpuset_from_nodeset()`

```
static int hwloc_cpuset_from_nodeset (
    hwloc_topology_t topology,
    hwloc_cpuset_t _cpuset,
    hwloc_const_nodeset_t nodeset ) [inline], [static]
```

Convert a NUMA node set into a CPU set and handle non-NUMA cases.

If the topology contains no NUMA nodes, the machine is considered as a single memory node, and the following behavior is used: If `nodeset` is empty, `cpuset` will be emptied as well. Otherwise `cpuset` will be entirely filled. This is useful for manipulating memory binding sets.

#### 22.22.2.2 `hwloc_cpuset_to_nodeset()`

```
static int hwloc_cpuset_to_nodeset (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t _cpuset,
    hwloc_nodeset_t nodeset ) [inline], [static]
```

Convert a CPU set into a NUMA node set and handle non-NUMA cases.

If some NUMA nodes have no CPUs at all, this function never sets their indexes in the output node set, even if a full CPU set is given in input.

If the topology contains no NUMA nodes, the machine is considered as a single memory node, and the following behavior is used: If `cpuset` is empty, `nodeset` will be emptied as well. Otherwise `nodeset` will be entirely filled.



## 22.23 Finding I/O objects

### Functions

- static `hwloc_obj_t hwloc_get_non_io_ancestor_obj` (`hwloc_topology_t` topology, `hwloc_obj_t` ioobj)
- static `hwloc_obj_t hwloc_get_next_pcidev` (`hwloc_topology_t` topology, `hwloc_obj_t` prev)
- static `hwloc_obj_t hwloc_get_pcidev_by_busid` (`hwloc_topology_t` topology, unsigned domain, unsigned bus, unsigned dev, unsigned func)
- static `hwloc_obj_t hwloc_get_pcidev_by_busidstring` (`hwloc_topology_t` topology, const char \*busid)
- static `hwloc_obj_t hwloc_get_next_osdev` (`hwloc_topology_t` topology, `hwloc_obj_t` prev)
- static `hwloc_obj_t hwloc_get_next_bridge` (`hwloc_topology_t` topology, `hwloc_obj_t` prev)
- static int `hwloc_bridge_covers_pcibus` (`hwloc_obj_t` bridge, unsigned domain, unsigned bus)

### 22.23.1 Detailed Description

### 22.23.2 Function Documentation

#### 22.23.2.1 `hwloc_bridge_covers_pcibus()`

```
static int hwloc_bridge_covers_pcibus (  
    hwloc_obj_t bridge,  
    unsigned domain,  
    unsigned bus ) [inline], [static]
```

#### 22.23.2.2 `hwloc_get_next_bridge()`

```
static hwloc_obj_t hwloc_get_next_bridge (  
    hwloc_topology_t topology,  
    hwloc_obj_t prev ) [inline], [static]
```

Get the next bridge in the system.

#### Returns

the first bridge if `prev` is NULL.

### 22.23.2.3 hwloc\_get\_next\_osdev()

```
static hwloc_obj_t hwloc_get_next_osdev (
    hwloc_topology_t topology,
    hwloc_obj_t prev ) [inline], [static]
```

Get the next OS device in the system.

#### Returns

the first OS device if `prev` is NULL.

### 22.23.2.4 hwloc\_get\_next\_pcidev()

```
static hwloc_obj_t hwloc_get_next_pcidev (
    hwloc_topology_t topology,
    hwloc_obj_t prev ) [inline], [static]
```

Get the next PCI device in the system.

#### Returns

the first PCI device if `prev` is NULL.

### 22.23.2.5 hwloc\_get\_non\_io\_ancestor\_obj()

```
static hwloc_obj_t hwloc_get_non_io_ancestor_obj (
    hwloc_topology_t topology,
    hwloc_obj_t ioobj ) [inline], [static]
```

Get the first non-I/O ancestor object.

Given the I/O object `ioobj`, find the smallest non-I/O ancestor object. This object (normal or memory) may then be used for binding because it has non-NULL CPU and node sets and because its locality is the same as `ioobj`.

#### Note

The resulting object is usually a normal object but it could also be a memory object (e.g. NUMA node) in future platforms if I/O objects ever get attached to memory instead of CPUs.

#### 22.23.2.6 hwloc\_get\_pcidev\_by\_busid()

```
static hwloc_obj_t hwloc_get_pcidev_by_busid (
    hwloc_topology_t topology,
    unsigned domain,
    unsigned bus,
    unsigned dev,
    unsigned func ) [inline], [static]
```

Find the PCI device object matching the PCI bus id given domain, bus device and function PCI bus id.

#### 22.23.2.7 hwloc\_get\_pcidev\_by\_busidstring()

```
static hwloc_obj_t hwloc_get_pcidev_by_busidstring (
    hwloc_topology_t topology,
    const char * busid ) [inline], [static]
```

Find the PCI device object matching the PCI bus id given as a string xxxx:yy:zz.t or yy:zz.t.

## 22.24 The bitmap API

### Macros

- `#define hwloc_bitmap_foreach_begin(id, bitmap)`
- `#define hwloc_bitmap_foreach_end()`

### Typedefs

- `typedef struct hwloc_bitmap_s * hwloc_bitmap_t`
- `typedef const struct hwloc_bitmap_s * hwloc_const_bitmap_t`

### Functions

- `hwloc_bitmap_t hwloc_bitmap_alloc (void)`
- `hwloc_bitmap_t hwloc_bitmap_alloc_full (void)`
- `void hwloc_bitmap_free (hwloc_bitmap_t bitmap)`
- `hwloc_bitmap_t hwloc_bitmap_dup (hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_copy (hwloc_bitmap_t dst, hwloc_const_bitmap_t src)`
- `int hwloc_bitmap_snprintf (char *restrict buf, size_t buflen, hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_asprintf (char **strp, hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_sscanf (hwloc_bitmap_t bitmap, const char *restrict string)`
- `int hwloc_bitmap_list_snprintf (char *restrict buf, size_t buflen, hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_list_asprintf (char **strp, hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_list_sscanf (hwloc_bitmap_t bitmap, const char *restrict string)`
- `int hwloc_bitmap_taskset_snprintf (char *restrict buf, size_t buflen, hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_taskset_asprintf (char **strp, hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_taskset_sscanf (hwloc_bitmap_t bitmap, const char *restrict string)`
- `void hwloc_bitmap_zero (hwloc_bitmap_t bitmap)`
- `void hwloc_bitmap_fill (hwloc_bitmap_t bitmap)`
- `int hwloc_bitmap_only (hwloc_bitmap_t bitmap, unsigned id)`
- `int hwloc_bitmap_allbut (hwloc_bitmap_t bitmap, unsigned id)`
- `int hwloc_bitmap_from_ulong (hwloc_bitmap_t bitmap, unsigned long mask)`
- `int hwloc_bitmap_from_ith_ulong (hwloc_bitmap_t bitmap, unsigned i, unsigned long mask)`
- `int hwloc_bitmap_set (hwloc_bitmap_t bitmap, unsigned id)`
- `int hwloc_bitmap_set_range (hwloc_bitmap_t bitmap, unsigned begin, int end)`
- `int hwloc_bitmap_set_ith_ulong (hwloc_bitmap_t bitmap, unsigned i, unsigned long mask)`
- `int hwloc_bitmap_clr (hwloc_bitmap_t bitmap, unsigned id)`
- `int hwloc_bitmap_clr_range (hwloc_bitmap_t bitmap, unsigned begin, int end)`
- `int hwloc_bitmap_singlify (hwloc_bitmap_t bitmap)`
- `unsigned long hwloc_bitmap_to_ulong (hwloc_const_bitmap_t bitmap)`
- `unsigned long hwloc_bitmap_to_ith_ulong (hwloc_const_bitmap_t bitmap, unsigned i)`
- `int hwloc_bitmap_isset (hwloc_const_bitmap_t bitmap, unsigned id)`
- `int hwloc_bitmap_iszero (hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_isfull (hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_first (hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_next (hwloc_const_bitmap_t bitmap, int prev)`
- `int hwloc_bitmap_last (hwloc_const_bitmap_t bitmap)`

- `int hwloc_bitmap_weight (hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_first_unset (hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_next_unset (hwloc_const_bitmap_t bitmap, int prev)`
- `int hwloc_bitmap_last_unset (hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_or (hwloc_bitmap_t res, hwloc_const_bitmap_t bitmap1, hwloc_const_bitmap_t bitmap2)`
- `int hwloc_bitmap_and (hwloc_bitmap_t res, hwloc_const_bitmap_t bitmap1, hwloc_const_bitmap_t bitmap2)`
- `int hwloc_bitmap_andnot (hwloc_bitmap_t res, hwloc_const_bitmap_t bitmap1, hwloc_const_bitmap_t bitmap2)`
- `int hwloc_bitmap_xor (hwloc_bitmap_t res, hwloc_const_bitmap_t bitmap1, hwloc_const_bitmap_t bitmap2)`
- `int hwloc_bitmap_not (hwloc_bitmap_t res, hwloc_const_bitmap_t bitmap)`
- `int hwloc_bitmap_intersects (hwloc_const_bitmap_t bitmap1, hwloc_const_bitmap_t bitmap2)`
- `int hwloc_bitmap_isincluded (hwloc_const_bitmap_t sub_bitmap, hwloc_const_bitmap_t super_bitmap)`
- `int hwloc_bitmap_isequal (hwloc_const_bitmap_t bitmap1, hwloc_const_bitmap_t bitmap2)`
- `int hwloc_bitmap_compare_first (hwloc_const_bitmap_t bitmap1, hwloc_const_bitmap_t bitmap2)`
- `int hwloc_bitmap_compare (hwloc_const_bitmap_t bitmap1, hwloc_const_bitmap_t bitmap2)`

### 22.24.1 Detailed Description

The `hwloc_bitmap_t` type represents a set of objects, typically OS processors – which may actually be hardware threads (represented by `hwloc_cpuset_t`, which is a typedef for `hwloc_bitmap_t`) – or memory nodes (represented by `hwloc_nodeset_t`, which is also a typedef for `hwloc_bitmap_t`).

*Both CPU and node sets are always indexed by OS physical number.*

#### Note

CPU sets and nodesets are described in [Object Sets \(`hwloc\_cpuset\_t` and `hwloc\_nodeset\_t`\)](#).

A bitmap may be of infinite size (all bits are set after some point). A bitmap may even be full if all bits are set.

#### Note

Most functions below return an `int` that may be negative in case of error. The usual error case would be an internal failure to realloc/extend the storage of the bitmap (`errno` would be set to `ENOMEM`).

Several examples of using the bitmap API are available under the `doc/examples/` directory in the source tree. Regression tests such as `tests/hwloc/hwloc_bitmap*.c` also make intensive use of this API.

### 22.24.2 Macro Definition Documentation

#### 22.24.2.1 `hwloc_bitmap_foreach_begin`

```
#define hwloc_bitmap_foreach_begin(  
    id,  
    bitmap )
```

Loop macro iterating on bitmap `bitmap`.

The loop must start with `hwloc_bitmap_foreach_begin()` and end with `hwloc_bitmap_foreach_end()` followed by a terminating `;`.

`index` is the loop variable; it should be an unsigned `int`. The first iteration will set `index` to the lowest index in the bitmap. Successive iterations will iterate through, in order, all remaining indexes set in the bitmap. To be specific: each iteration will return a value for `index` such that `hwloc_bitmap_isset(bitmap, index)` is true.

The assert prevents the loop from being infinite if the bitmap is infinitely set.

#### 22.24.2.2 hwloc\_bitmap\_foreach\_end

```
#define hwloc_bitmap_foreach_end( )
```

End of loop macro iterating on a bitmap.

Needs a terminating ';'.

See also

[hwloc\\_bitmap\\_foreach\\_begin\(\)](#)

### 22.24.3 Typedef Documentation

#### 22.24.3.1 hwloc\_bitmap\_t

```
typedef struct hwloc_bitmap_s* hwloc\_bitmap\_t
```

Set of bits represented as an opaque pointer to an internal bitmap.

#### 22.24.3.2 hwloc\_const\_bitmap\_t

```
typedef const struct hwloc_bitmap_s* hwloc\_const\_bitmap\_t
```

a non-modifiable [hwloc\\_bitmap\\_t](#)

### 22.24.4 Function Documentation

#### 22.24.4.1 hwloc\_bitmap\_allbut()

```
int hwloc_bitmap_allbut (
    hwloc\_bitmap\_t bitmap,
    unsigned id )
```

Fill the `bitmap` and clear the index `id`.

#### 22.24.4.2 hwloc\_bitmap\_alloc()

```
hwloc_bitmap_t hwloc_bitmap_alloc (
    void )
```

Allocate a new empty bitmap.

##### Returns

A valid bitmap or NULL.

The bitmap should be freed by a corresponding call to [hwloc\\_bitmap\\_free\(\)](#).

#### 22.24.4.3 hwloc\_bitmap\_alloc\_full()

```
hwloc_bitmap_t hwloc_bitmap_alloc_full (
    void )
```

Allocate a new full bitmap.

#### 22.24.4.4 hwloc\_bitmap\_and()

```
int hwloc_bitmap_and (
    hwloc_bitmap_t res,
    hwloc_const_bitmap_t bitmap1,
    hwloc_const_bitmap_t bitmap2 )
```

And bitmaps `bitmap1` and `bitmap2` and store the result in bitmap `res`.

`res` can be the same as `bitmap1` or `bitmap2`

#### 22.24.4.5 hwloc\_bitmap\_andnot()

```
int hwloc_bitmap_andnot (
    hwloc_bitmap_t res,
    hwloc_const_bitmap_t bitmap1,
    hwloc_const_bitmap_t bitmap2 )
```

And bitmap `bitmap1` and the negation of `bitmap2` and store the result in bitmap `res`.

`res` can be the same as `bitmap1` or `bitmap2`

#### 22.24.4.6 hwloc\_bitmap\_asprintf()

```
int hwloc_bitmap_asprintf (
    char ** strp,
    hwloc_const_bitmap_t bitmap )
```

Stringify a bitmap into a newly allocated string.

##### Returns

-1 on error.

#### 22.24.4.7 hwloc\_bitmap\_clr()

```
int hwloc_bitmap_clr (
    hwloc_bitmap_t bitmap,
    unsigned id )
```

Remove index `id` from bitmap `bitmap`.

#### 22.24.4.8 hwloc\_bitmap\_clr\_range()

```
int hwloc_bitmap_clr_range (
    hwloc_bitmap_t bitmap,
    unsigned begin,
    int end )
```

Remove indexes from `begin` to `end` in bitmap `bitmap`.

If `end` is -1, the range is infinite.

#### 22.24.4.9 hwloc\_bitmap\_compare()

```
int hwloc_bitmap_compare (
    hwloc_const_bitmap_t bitmap1,
    hwloc_const_bitmap_t bitmap2 )
```

Compare bitmaps `bitmap1` and `bitmap2` in lexicographic order.

Lexicographic comparison of bitmaps, starting for their highest indexes. Compare last indexes first, then second, etc. The empty bitmap is considered lower than anything.

##### Note

This is different from the non-existing `hwloc_bitmap_compare_last()` which would only compare the highest index of each bitmap.



#### 22.24.4.10 hwloc\_bitmap\_compare\_first()

```
int hwloc_bitmap_compare_first (
    hwloc_const_bitmap_t bitmap1,
    hwloc_const_bitmap_t bitmap2 )
```

Compare bitmaps `bitmap1` and `bitmap2` using their lowest index.

Smaller least significant bit is smaller. The empty bitmap is considered higher than anything.

#### 22.24.4.11 hwloc\_bitmap\_copy()

```
int hwloc_bitmap_copy (
    hwloc_bitmap_t dst,
    hwloc_const_bitmap_t src )
```

Copy the contents of bitmap `src` into the already allocated bitmap `dst`.

#### 22.24.4.12 hwloc\_bitmap\_dup()

```
hwloc_bitmap_t hwloc_bitmap_dup (
    hwloc_const_bitmap_t bitmap )
```

Duplicate bitmap `bitmap` by allocating a new bitmap and copying `bitmap` contents.

If `bitmap` is `NULL`, `NULL` is returned.

#### 22.24.4.13 hwloc\_bitmap\_fill()

```
void hwloc_bitmap_fill (
    hwloc_bitmap_t bitmap )
```

Fill bitmap `bitmap` with all possible indexes (even if those objects don't exist or are otherwise unavailable)

#### 22.24.4.14 hwloc\_bitmap\_first()

```
int hwloc_bitmap_first (
    hwloc_const_bitmap_t bitmap )
```

Compute the first index (least significant bit) in bitmap `bitmap`.

##### Returns

-1 if no index is set in `bitmap`.

#### 22.24.4.15 hwloc\_bitmap\_first\_unset()

```
int hwloc_bitmap_first_unset (
    hwloc_const_bitmap_t bitmap )
```

Compute the first unset index (least significant bit) in bitmap *bitmap*.

##### Returns

-1 if no index is unset in *bitmap*.

#### 22.24.4.16 hwloc\_bitmap\_free()

```
void hwloc_bitmap_free (
    hwloc_bitmap_t bitmap )
```

Free bitmap *bitmap*.

If *bitmap* is NULL, no operation is performed.

#### 22.24.4.17 hwloc\_bitmap\_from\_ith\_ulong()

```
int hwloc_bitmap_from_ith_ulong (
    hwloc_bitmap_t bitmap,
    unsigned i,
    unsigned long mask )
```

Setup bitmap *bitmap* from unsigned long *mask* used as *i*-th subset.

#### 22.24.4.18 hwloc\_bitmap\_from\_ulong()

```
int hwloc_bitmap_from_ulong (
    hwloc_bitmap_t bitmap,
    unsigned long mask )
```

Setup bitmap *bitmap* from unsigned long *mask*.

#### 22.24.4.19 hwloc\_bitmap\_intersects()

```
int hwloc_bitmap_intersects (
    hwloc_const_bitmap_t bitmap1,
    hwloc_const_bitmap_t bitmap2 )
```

Test whether bitmaps `bitmap1` and `bitmap2` intersect.

#### 22.24.4.20 hwloc\_bitmap\_isequal()

```
int hwloc_bitmap_isequal (
    hwloc_const_bitmap_t bitmap1,
    hwloc_const_bitmap_t bitmap2 )
```

Test whether bitmap `bitmap1` is equal to bitmap `bitmap2`.

#### 22.24.4.21 hwloc\_bitmap\_isfull()

```
int hwloc_bitmap_isfull (
    hwloc_const_bitmap_t bitmap )
```

Test whether bitmap `bitmap` is completely full.

##### Note

A full bitmap is always infinitely set.

#### 22.24.4.22 hwloc\_bitmap\_isincluded()

```
int hwloc_bitmap_isincluded (
    hwloc_const_bitmap_t sub_bitmap,
    hwloc_const_bitmap_t super_bitmap )
```

Test whether bitmap `sub_bitmap` is part of bitmap `super_bitmap`.

##### Note

The empty bitmap is considered included in any other bitmap.

#### 22.24.4.23 hwloc\_bitmap\_isset()

```
int hwloc_bitmap_isset (
    hwloc_const_bitmap_t bitmap,
    unsigned id )
```

Test whether index `id` is part of bitmap `bitmap`.

#### 22.24.4.24 hwloc\_bitmap\_iszero()

```
int hwloc_bitmap_iszero (
    hwloc_const_bitmap_t bitmap )
```

Test whether bitmap `bitmap` is empty.

#### 22.24.4.25 hwloc\_bitmap\_last()

```
int hwloc_bitmap_last (
    hwloc_const_bitmap_t bitmap )
```

Compute the last index (most significant bit) in bitmap `bitmap`.

##### Returns

-1 if no index is set in `bitmap`, or if `bitmap` is infinitely set.

#### 22.24.4.26 hwloc\_bitmap\_last\_unset()

```
int hwloc_bitmap_last_unset (
    hwloc_const_bitmap_t bitmap )
```

Compute the last unset index (most significant bit) in bitmap `bitmap`.

##### Returns

-1 if no index is unset in `bitmap`, or if `bitmap` is infinitely set.

#### 22.24.4.27 hwloc\_bitmap\_list\_asprintf()

```
int hwloc_bitmap_list_asprintf (
    char ** strp,
    hwloc_const_bitmap_t bitmap )
```

Stringify a bitmap into a newly allocated list string.

##### Returns

-1 on error.

#### 22.24.4.28 hwloc\_bitmap\_list\_snprintf()

```
int hwloc_bitmap_list_snprintf (
    char *restrict buf,
    size_t buflen,
    hwloc_const_bitmap_t bitmap )
```

Stringify a bitmap in the list format.

Lists are comma-separated indexes or ranges. Ranges are dash separated indexes. The last range may not have an ending indexes if the bitmap is infinitely set.

Up to *buflen* characters may be written in buffer *buf*.

If *buflen* is 0, *buf* may safely be NULL.

##### Returns

the number of character that were actually written if not truncating, or that would have been written (not including the ending \0).

#### 22.24.4.29 hwloc\_bitmap\_list\_sscanf()

```
int hwloc_bitmap_list_sscanf (
    hwloc_bitmap_t bitmap,
    const char *restrict string )
```

Parse a list string and stores it in bitmap *bitmap*.

#### 22.24.4.30 hwloc\_bitmap\_next()

```
int hwloc_bitmap_next (
    hwloc_const_bitmap_t bitmap,
    int prev )
```

Compute the next index in bitmap `bitmap` which is after index `prev`.

If `prev` is -1, the first index is returned.

##### Returns

-1 if no index with higher index is set in `bitmap`.

#### 22.24.4.31 hwloc\_bitmap\_next\_unset()

```
int hwloc_bitmap_next_unset (
    hwloc_const_bitmap_t bitmap,
    int prev )
```

Compute the next unset index in bitmap `bitmap` which is after index `prev`.

If `prev` is -1, the first unset index is returned.

##### Returns

-1 if no index with higher index is unset in `bitmap`.

#### 22.24.4.32 hwloc\_bitmap\_not()

```
int hwloc_bitmap_not (
    hwloc_bitmap_t res,
    hwloc_const_bitmap_t bitmap )
```

Negate bitmap `bitmap` and store the result in bitmap `res`.

`res` can be the same as `bitmap`

#### 22.24.4.33 hwloc\_bitmap\_only()

```
int hwloc_bitmap_only (
    hwloc_bitmap_t bitmap,
    unsigned id )
```

Empty the bitmap `bitmap` and add bit `id`.

#### 22.24.4.34 hwloc\_bitmap\_or()

```
int hwloc_bitmap_or (
    hwloc_bitmap_t res,
    hwloc_const_bitmap_t bitmap1,
    hwloc_const_bitmap_t bitmap2 )
```

Or bitmaps `bitmap1` and `bitmap2` and store the result in bitmap `res`.

`res` can be the same as `bitmap1` or `bitmap2`

#### 22.24.4.35 hwloc\_bitmap\_set()

```
int hwloc_bitmap_set (
    hwloc_bitmap_t bitmap,
    unsigned id )
```

Add index `id` in bitmap `bitmap`.

#### 22.24.4.36 hwloc\_bitmap\_set\_ith\_ulong()

```
int hwloc_bitmap_set_ith_ulong (
    hwloc_bitmap_t bitmap,
    unsigned i,
    unsigned long mask )
```

Replace `i`-th subset of bitmap `bitmap` with unsigned long `mask`.

#### 22.24.4.37 hwloc\_bitmap\_set\_range()

```
int hwloc_bitmap_set_range (
    hwloc_bitmap_t bitmap,
    unsigned begin,
    int end )
```

Add indexes from `begin` to `end` in bitmap `bitmap`.

If `end` is `-1`, the range is infinite.

#### 22.24.4.38 hwloc\_bitmap\_singlify()

```
int hwloc_bitmap_singlify (
    hwloc_bitmap_t bitmap )
```

Keep a single index among those set in bitmap `bitmap`.

May be useful before binding so that the process does not have a chance of migrating between multiple logical CPUs in the original mask.

#### 22.24.4.39 hwloc\_bitmap\_snprintf()

```
int hwloc_bitmap_snprintf (
    char *restrict buf,
    size_t buflen,
    hwloc_const_bitmap_t bitmap )
```

Stringify a bitmap.

Up to `buflen` characters may be written in buffer `buf`.

If `buflen` is 0, `buf` may safely be `NULL`.

##### Returns

the number of character that were actually written if not truncating, or that would have been written (not including the ending `\0`).

#### 22.24.4.40 hwloc\_bitmap\_sscanf()

```
int hwloc_bitmap_sscanf (
    hwloc_bitmap_t bitmap,
    const char *restrict string )
```

Parse a bitmap string and stores it in bitmap `bitmap`.

#### 22.24.4.41 hwloc\_bitmap\_taskset\_asprintf()

```
int hwloc_bitmap_taskset_asprintf (
    char ** strp,
    hwloc_const_bitmap_t bitmap )
```

Stringify a bitmap into a newly allocated taskset-specific string.

##### Returns

-1 on error.



#### 22.24.4.42 hwloc\_bitmap\_taskset\_snprintf()

```
int hwloc_bitmap_taskset_snprintf (
    char *restrict buf,
    size_t buflen,
    hwloc_const_bitmap_t bitmap )
```

Stringify a bitmap in the taskset-specific format.

The taskset command manipulates bitmap strings that contain a single (possible very long) hexadecimal number starting with 0x.

Up to `buflen` characters may be written in buffer `buf`.

If `buflen` is 0, `buf` may safely be `NULL`.

##### Returns

the number of character that were actually written if not truncating, or that would have been written (not including the ending `\0`).

#### 22.24.4.43 hwloc\_bitmap\_taskset\_sscanf()

```
int hwloc_bitmap_taskset_sscanf (
    hwloc_bitmap_t bitmap,
    const char *restrict string )
```

Parse a taskset-specific bitmap string and stores it in bitmap `bitmap`.

#### 22.24.4.44 hwloc\_bitmap\_to\_ith\_ulong()

```
unsigned long hwloc_bitmap_to_ith_ulong (
    hwloc_const_bitmap_t bitmap,
    unsigned i )
```

Convert the `i`-th subset of bitmap `bitmap` into unsigned long mask.

#### 22.24.4.45 hwloc\_bitmap\_to\_ulong()

```
unsigned long hwloc_bitmap_to_ulong (
    hwloc_const_bitmap_t bitmap )
```

Convert the beginning part of bitmap `bitmap` into unsigned long mask.

#### 22.24.4.46 hwloc\_bitmap\_weight()

```
int hwloc_bitmap_weight (
    hwloc_const_bitmap_t bitmap )
```

Compute the "weight" of bitmap `bitmap` (i.e., number of indexes that are in the bitmap).

##### Returns

the number of indexes that are in the bitmap.  
-1 if `bitmap` is infinitely set.

#### 22.24.4.47 hwloc\_bitmap\_xor()

```
int hwloc_bitmap_xor (
    hwloc_bitmap_t res,
    hwloc_const_bitmap_t bitmap1,
    hwloc_const_bitmap_t bitmap2 )
```

Xor bitmaps `bitmap1` and `bitmap2` and store the result in bitmap `res`.

`res` can be the same as `bitmap1` or `bitmap2`

#### 22.24.4.48 hwloc\_bitmap\_zero()

```
void hwloc_bitmap_zero (
    hwloc_bitmap_t bitmap )
```

Empty the bitmap `bitmap`.

## 22.25 Exporting Topologies to XML

### Enumerations

- enum [hwloc\\_topology\\_export\\_xml\\_flags\\_e](#) { [HWLOC\\_TOPOLOGY\\_EXPORT\\_XML\\_FLAG\\_V1](#) }

### Functions

- int [hwloc\\_topology\\_export\\_xml](#) ([hwloc\\_topology\\_t](#) topology, const char \*xmlpath, unsigned long flags)
- int [hwloc\\_topology\\_export\\_xmlbuffer](#) ([hwloc\\_topology\\_t](#) topology, char \*\*xmlbuffer, int \*buflen, unsigned long flags)
- void [hwloc\\_free\\_xmlbuffer](#) ([hwloc\\_topology\\_t](#) topology, char \*xmlbuffer)
- void [hwloc\\_topology\\_set\\_userdata\\_export\\_callback](#) ([hwloc\\_topology\\_t](#) topology, void(\*export\_cb)(void \*reserved, [hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_t](#) obj))
- int [hwloc\\_export\\_obj\\_userdata](#) (void \*reserved, [hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_t](#) obj, const char \*name, const void \*buffer, size\_t length)
- int [hwloc\\_export\\_obj\\_userdata\\_base64](#) (void \*reserved, [hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_t](#) obj, const char \*name, const void \*buffer, size\_t length)
- void [hwloc\\_topology\\_set\\_userdata\\_import\\_callback](#) ([hwloc\\_topology\\_t](#) topology, void(\*import\_cb)([hwloc\\_↵  
topology\\_t](#) topology, [hwloc\\_obj\\_t](#) obj, const char \*name, const void \*buffer, size\_t length))

### 22.25.1 Detailed Description

### 22.25.2 Enumeration Type Documentation

#### 22.25.2.1 [hwloc\\_topology\\_export\\_xml\\_flags\\_e](#)

enum [hwloc\\_topology\\_export\\_xml\\_flags\\_e](#)

Flags for exporting XML topologies.

Flags to be given as a OR'ed set to [hwloc\\_topology\\_export\\_xml\(\)](#).

#### Enumerator

<a href="#">HWLOC_TOPOLOGY_EXPORT_XML_FLAG_V1</a>	Export XML that is loadable by hwloc v1.x. However, the export may miss some details about the topology.
---	--

### 22.25.3 Function Documentation

### 22.25.3.1 hwloc\_export\_obj\_userdata()

```
int hwloc_export_obj_userdata (
    void * reserved,
    hwloc_topology_t topology,
    hwloc_obj_t obj,
    const char * name,
    const void * buffer,
    size_t length )
```

Export some object userdata to XML.

This function may only be called from within the `export()` callback passed to [hwloc\\_topology\\_set\\_userdata\\_export\\_callback\(\)](#). It may be invoked one of multiple times to export some userdata to XML. The `buffer` content of length `length` is stored with optional name `name`.

When importing this XML file, the `import()` callback (if set) will be called exactly as many times as [hwloc\\_export\\_obj\\_userdata\(\)](#) was called during `export()`. It will receive the corresponding `name`, `buffer` and `length` arguments.

`reserved`, `topology` and `obj` must be the first three parameters that were given to the `export` callback.

Only printable characters may be exported to XML string attributes. If a non-printable character is passed in `name` or `buffer`, the function returns -1 with `errno` set to `EINVAL`.

If exporting binary data, the application should first encode into printable characters only (or use [hwloc\\_export\\_obj\\_userdata\\_base64\(\)](#)). It should also take care of portability issues if the export may be reimported on a different architecture.

### 22.25.3.2 hwloc\_export\_obj\_userdata\_base64()

```
int hwloc_export_obj_userdata_base64 (
    void * reserved,
    hwloc_topology_t topology,
    hwloc_obj_t obj,
    const char * name,
    const void * buffer,
    size_t length )
```

Encode and export some object userdata to XML.

This function is similar to [hwloc\\_export\\_obj\\_userdata\(\)](#) but it encodes the input buffer into printable characters before exporting. On import, decoding is automatically performed before the data is given to the `import()` callback if any.

This function may only be called from within the `export()` callback passed to [hwloc\\_topology\\_set\\_userdata\\_export\\_callback\(\)](#).

The function does not take care of portability issues if the export may be reimported on a different architecture.

### 22.25.3.3 hwloc\_free\_xmlbuffer()

```
void hwloc_free_xmlbuffer (
    hwloc_topology_t topology,
    char * xmlbuffer )
```

Free a buffer allocated by [hwloc\\_topology\\_export\\_xmlbuffer\(\)](#)

### 22.25.3.4 hwloc\_topology\_export\_xml()

```
int hwloc_topology_export_xml (
    hwloc_topology_t topology,
    const char * xmlpath,
    unsigned long flags )
```

Export the topology into an XML file.

This file may be loaded later through [hwloc\\_topology\\_set\\_xml\(\)](#).

By default, the latest export format is used, which means older hwloc releases (e.g. v1.x) will not be able to import it. Exporting to v1.x specific XML format is possible using flag [HWLOC\\_TOPOLOGY\\_EXPORT\\_XML\\_FLAG\\_V1](#) but it may miss some details about the topology. If there is any chance that the exported file may ever be imported back by a process using hwloc 1.x, one should consider detecting it at runtime and using the corresponding export format.

`flags` is a OR'ed set of [hwloc\\_topology\\_export\\_xml\\_flags\\_e](#).

#### Returns

-1 if a failure occurred.

#### Note

See also [hwloc\\_topology\\_set\\_userdata\\_export\\_callback\(\)](#) for exporting application-specific object userdata.

The topology-specific userdata pointer is ignored when exporting to XML.

Only printable characters may be exported to XML string attributes. Any other character, especially any non-ASCII character, will be silently dropped.

If `name` is "-", the XML output is sent to the standard output.

### 22.25.3.5 hwloc\_topology\_export\_xmlbuffer()

```
int hwloc_topology_export_xmlbuffer (
    hwloc_topology_t topology,
    char ** xmlbuffer,
    int * buflen,
    unsigned long flags )
```

Export the topology into a newly-allocated XML memory buffer.

`xmlbuffer` is allocated by the callee and should be freed with [hwloc\\_free\\_xmlbuffer\(\)](#) later in the caller.

This memory buffer may be loaded later through [hwloc\\_topology\\_set\\_xmlbuffer\(\)](#).

By default, the latest export format is used, which means older hwloc releases (e.g. v1.x) will not be able to import it. Exporting to v1.x specific XML format is possible using flag [HWLOC\\_TOPOLOGY\\_EXPORT\\_XML\\_FLAG\\_V1](#) but it may miss some details about the topology. If there is any chance that the exported buffer may ever be imported back by a process using hwloc 1.x, one should consider detecting it at runtime and using the corresponding export format.

`flags` is a OR'ed set of [hwloc\\_topology\\_export\\_xml\\_flags\\_e](#).

#### Returns

-1 if a failure occurred.

#### Note

See also [hwloc\\_topology\\_set\\_userdata\\_export\\_callback\(\)](#) for exporting application-specific object userdata.

The topology-specific userdata pointer is ignored when exporting to XML.

Only printable characters may be exported to XML string attributes. Any other character, especially any non-ASCII character, will be silently dropped.

### 22.25.3.6 hwloc\_topology\_set\_userdata\_export\_callback()

```
void hwloc_topology_set_userdata_export_callback (
    hwloc_topology_t topology,
    void(*) (void *reserved, hwloc_topology_t topology, hwloc_obj_t obj) export_cb )
```

Set the application-specific callback for exporting object userdata.

The object userdata pointer is not exported to XML by default because hwloc does not know what it contains.

This function lets applications set `export_cb` to a callback function that converts this opaque userdata into an exportable string.

`export_cb` is invoked during XML export for each object whose `userdata` pointer is not `NULL`. The callback should use [hwloc\\_export\\_obj\\_userdata\(\)](#) or [hwloc\\_export\\_obj\\_userdata\\_base64\(\)](#) to actually export something to XML (possibly multiple times per object).

`export_cb` may be set to `NULL` if userdata should not be exported to XML.

#### Note

The topology-specific userdata pointer is ignored when exporting to XML.

### 22.25.3.7 hwloc\_topology\_set\_userdata\_import\_callback()

```
void hwloc_topology_set_userdata_import_callback (
    hwloc_topology_t topology,
    void(*) (hwloc_topology_t topology, hwloc_obj_t obj, const char *name, const void
*buffer, size_t length) import_cb )
```

Set the application-specific callback for importing userdata.

On XML import, userdata is ignored by default because hwloc does not know how to store it in memory.

This function lets applications set `import_cb` to a callback function that will get the XML-stored userdata and store it in the object as expected by the application.

`import_cb` is called during [hwloc\\_topology\\_load\(\)](#) as many times as [hwloc\\_export\\_obj\\_userdata\(\)](#) was called during export. The topology is not entirely setup yet. Object attributes are ready to consult, but links between objects are not.

`import_cb` may be `NULL` if userdata should be ignored during import.

#### Note

`buffer` contains `length` characters followed by a null byte (`'\0'`).

This function should be called before [hwloc\\_topology\\_load\(\)](#).

The topology-specific userdata pointer is ignored when importing from XML.

## 22.26 Exporting Topologies to Synthetic

### Enumerations

- enum `hwloc_topology_export_synthetic_flags_e` { `HWLOC_TOPOLOGY_EXPORT_SYNTHETIC_FLAG_NO_EXTENDED_TYPES`, `HWLOC_TOPOLOGY_EXPORT_SYNTHETIC_FLAG_NO_ATTRS`, `HWLOC_TOPOLOGY_EXPORT_SYNTHETIC_FLAG_V1`, `HWLOC_TOPOLOGY_EXPORT_SYNTHETIC_FLAG_IGNORE_MEMORY` }

### Functions

- int `hwloc_topology_export_synthetic` (`hwloc_topology_t` topology, char \*buffer, size\_t buflen, unsigned long flags)

#### 22.26.1 Detailed Description

#### 22.26.2 Enumeration Type Documentation

##### 22.26.2.1 `hwloc_topology_export_synthetic_flags_e`

enum `hwloc_topology_export_synthetic_flags_e`

Flags for exporting synthetic topologies.

Flags to be given as a OR'ed set to `hwloc_topology_export_synthetic()`.

#### Enumerator

<code>HWLOC_TOPOLOGY_EXPORT_SYNTHETIC_FLAG_NO_EXTENDED_TYPES</code>	Export extended types such as L2dcache as basic types such as Cache. This is required if loading the synthetic description with hwloc < 1.9.
<code>HWLOC_TOPOLOGY_EXPORT_SYNTHETIC_FLAG_NO_ATTRS</code>	Do not export level attributes. Ignore level attributes such as memory/cache sizes or PU indexes. This is required if loading the synthetic description with hwloc < 1.10.
<code>HWLOC_TOPOLOGY_EXPORT_SYNTHETIC_FLAG_V1</code>	Export the memory hierarchy as expected in hwloc 1.x. Instead of attaching memory children to levels, export single NUMA node child as normal intermediate levels, when possible. This is required if loading the synthetic description with hwloc 1.x. However this may fail if some objects have multiple local NUMA nodes.
<code>HWLOC_TOPOLOGY_EXPORT_SYNTHETIC_FLAG_IGNORE_MEMORY</code>	Do not export memory information. Only export the actual hierarchy of normal CPU-side objects and ignore where memory is attached. This is useful for when the hierarchy of CPUs is what really matters, but it behaves as if there was a single machine-wide NUMA node.



### 22.26.3 Function Documentation

#### 22.26.3.1 hwloc\_topology\_export\_synthetic()

```
int hwloc_topology_export_synthetic (
    hwloc_topology_t topology,
    char * buffer,
    size_t buflen,
    unsigned long flags )
```

Export the topology as a synthetic string.

At most `buflen` characters will be written in `buffer`, including the terminating `\0`.

This exported string may be given back to `hwloc_topology_set_synthetic()`.

`flags` is a OR'ed set of `hwloc_topology_export_synthetic_flags_e`.

#### Returns

The number of characters that were written, not including the terminating `\0`.  
-1 if the topology could not be exported, for instance if it is not symmetric.

#### Note

I/O and Misc children are ignored, the synthetic string only describes normal children.  
A 1024-byte buffer should be large enough for exporting topologies in the vast majority of cases.

## 22.27 Retrieve distances between objects

### Data Structures

- struct [hwloc\\_distances\\_s](#)

### Enumerations

- enum [hwloc\\_distances\\_kind\\_e](#) { [HWLOC\\_DISTANCES\\_KIND\\_FROM\\_OS](#), [HWLOC\\_DISTANCES\\_KIND\\_FROM\\_USER](#), [HWLOC\\_DISTANCES\\_KIND\\_MEANS\\_LATENCY](#), [HWLOC\\_DISTANCES\\_KIND\\_MEANS\\_BANDWIDTH](#) }

### Functions

- int [hwloc\\_distances\\_get](#) ([hwloc\\_topology\\_t](#) topology, unsigned \*nr, struct [hwloc\\_distances\\_s](#) \*\*distances, unsigned long kind, unsigned long flags)
- int [hwloc\\_distances\\_get\\_by\\_depth](#) ([hwloc\\_topology\\_t](#) topology, int depth, unsigned \*nr, struct [hwloc\\_distances\\_s](#) \*\*distances, unsigned long kind, unsigned long flags)
- static int [hwloc\\_distances\\_get\\_by\\_type](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_type\\_t](#) type, unsigned \*nr, struct [hwloc\\_distances\\_s](#) \*\*distances, unsigned long kind, unsigned long flags)
- void [hwloc\\_distances\\_release](#) ([hwloc\\_topology\\_t](#) topology, struct [hwloc\\_distances\\_s](#) \*distances)

#### 22.27.1 Detailed Description

#### 22.27.2 Enumeration Type Documentation

##### 22.27.2.1 [hwloc\\_distances\\_kind\\_e](#)

```
enum hwloc\_distances\_kind\_e
```

Kinds of distance matrices.

The `kind` attribute of struct [hwloc\\_distances\\_s](#) is a OR'ed set of kinds.

A kind of format `HWLOC_DISTANCES_KIND_FROM_*` specifies where the distance information comes from, if known.

A kind of format `HWLOC_DISTANCES_KIND_MEANS_*` specifies whether values are latencies or bandwidths, if applicable.

#### Enumerator

<code>HWLOC_DISTANCES_KIND_FROM_OS</code>	These distances were obtained from the operating system or hardware.
<code>HWLOC_DISTANCES_KIND_FROM_USER</code>	These distances were provided by the user.

## Enumerator

HWLOC_DISTANCES_KIND_MEANS_LATENCY	Distance values are similar to latencies between objects. Values are smaller for closer objects, hence minimal on the diagonal of the matrix (distance between an object and itself). It could also be the number of network hops between objects, etc.
HWLOC_DISTANCES_KIND_MEANS_BANDWIDTH	Distance values are similar to bandwidths between objects. Values are higher for closer objects, hence maximal on the diagonal of the matrix (distance between an object and itself). Such values are currently ignored for distance-based grouping.

## 22.27.3 Function Documentation

## 22.27.3.1 hwloc\_distances\_get()

```
int hwloc_distances_get (
    hwloc_topology_t topology,
    unsigned * nr,
    struct hwloc_distances_s ** distances,
    unsigned long kind,
    unsigned long flags )
```

Retrieve distance matrices.

Retrieve distance matrices from the topology into the `distances` array.

`flags` is currently unused, should be 0.

`kind` serves as a filter. If 0, all distance matrices are returned. If it contains some `HWLOC_DISTANCES_KIND_FROM_*`, only distances whose kind matches one of these are returned. If it contains some `HWLOC_DISTANCES_KIND_MEANS_*`, only distances whose kind matches one of these are returned.

On input, `nr` points to the number of distances that may be stored in `distances`. On output, `nr` points to the number of distances that were actually found, even if some of them couldn't be stored in `distances`. Distances that couldn't be stored are ignored, but the function still returns success (0). The caller may find out by comparing the value pointed by `nr` before and after the function call.

Each distance structure returned in the `distances` array should be released by the caller using [hwloc\\_distances\\_release\(\)](#).

### 22.27.3.2 hwloc\_distances\_get\_by\_depth()

```
int hwloc_distances_get_by_depth (
    hwloc_topology_t topology,
    int depth,
    unsigned * nr,
    struct hwloc_distances_s ** distances,
    unsigned long kind,
    unsigned long flags )
```

Retrieve distance matrices for object at a specific depth in the topology.

Identical to [hwloc\\_distances\\_get\(\)](#) with the additional `depth` filter.

### 22.27.3.3 hwloc\_distances\_get\_by\_type()

```
static int hwloc_distances_get_by_type (
    hwloc_topology_t topology,
    hwloc_obj_type_t type,
    unsigned * nr,
    struct hwloc_distances_s ** distances,
    unsigned long kind,
    unsigned long flags ) [inline], [static]
```

Retrieve distance matrices for object of a specific type.

Identical to [hwloc\\_distances\\_get\(\)](#) with the additional `type` filter.

### 22.27.3.4 hwloc\_distances\_release()

```
void hwloc_distances_release (
    hwloc_topology_t topology,
    struct hwloc_distances_s * distances )
```

Release a distance structure previously returned by [hwloc\\_distances\\_get\(\)](#).

## 22.28 Helpers for consulting distances structures

### Functions

- static int `hwloc_distances_obj_index` (struct `hwloc_distances_s` \*distances, `hwloc_obj_t` obj)
- static int `hwloc_distances_obj_pair_values` (struct `hwloc_distances_s` \*distances, `hwloc_obj_t` obj1, `hwloc_obj_t` obj2, `hwloc_uint64_t` \*value1to2, `hwloc_uint64_t` \*value2to1)

### 22.28.1 Detailed Description

### 22.28.2 Function Documentation

#### 22.28.2.1 `hwloc_distances_obj_index()`

```
static int hwloc_distances_obj_index (  
    struct hwloc_distances_s * distances,  
    hwloc_obj_t obj ) [inline], [static]
```

Find the index of an object in a distances structure.

#### Returns

-1 if object `obj` is not involved in structure `distances`.

#### 22.28.2.2 `hwloc_distances_obj_pair_values()`

```
static int hwloc_distances_obj_pair_values (  
    struct hwloc_distances_s * distances,  
    hwloc_obj_t obj1,  
    hwloc_obj_t obj2,  
    hwloc_uint64_t * value1to2,  
    hwloc_uint64_t * value2to1 ) [inline], [static]
```

Find the values between two objects in a distances structure.

The distance from `obj1` to `obj2` is stored in the value pointed by `value1to2` and reciprocally.

#### Returns

-1 if object `obj1` or `obj2` is not involved in structure `distances`.

## 22.29 Add or remove distances between objects

### Enumerations

- enum `hwloc_distances_add_flag_e` { `HWLOC_DISTANCES_ADD_FLAG_GROUP`, `HWLOC_DISTANCES_ADD_FLAG_GROUP_INACCURATE` }

### Functions

- int `hwloc_distances_add` (`hwloc_topology_t` topology, unsigned nbobjs, `hwloc_obj_t` \*objs, `hwloc_uint64_t` \*values, unsigned long kind, unsigned long flags)
- int `hwloc_distances_remove` (`hwloc_topology_t` topology)
- int `hwloc_distances_remove_by_depth` (`hwloc_topology_t` topology, int depth)
- static int `hwloc_distances_remove_by_type` (`hwloc_topology_t` topology, `hwloc_obj_type_t` type)

### 22.29.1 Detailed Description

### 22.29.2 Enumeration Type Documentation

#### 22.29.2.1 `hwloc_distances_add_flag_e`

enum `hwloc_distances_add_flag_e`

Flags for adding a new distances to a topology.

#### Enumerator

<code>HWLOC_DISTANCES_ADD_FLAG_GROUP</code>	Try to group objects based on the newly provided distance information.
<code>HWLOC_DISTANCES_ADD_FLAG_GROUP_INACCURATE</code>	If grouping, consider the distance values as inaccurate and relax the comparisons during the grouping algorithms. The actual accuracy may be modified through the <code>HWLOC_GROUPING_ACCURACY</code> environment variable (see <a href="#">Environment Variables</a> ).

### 22.29.3 Function Documentation

**22.29.3.1 hwloc\_distances\_add()**

```
int hwloc_distances_add (
    hwloc_topology_t topology,
    unsigned nbobjs,
    hwloc_obj_t * objs,
    hwloc_uint64_t * values,
    unsigned long kind,
    unsigned long flags )
```

Provide a distance matrix.

Provide the matrix of distances between a set of objects given by `nbobjs` and the `objs` array. `nbobjs` must be at least 2. The distances are stored as a one-dimension array in `values`. The distance from object `i` to object `j` is in slot `i*nbobjs+j`.

`kind` specifies the kind of distance as a OR'ed set of [hwloc\\_distances\\_kind\\_e](#).

`flags` configures the behavior of the function using an optional OR'ed set of [hwloc\\_distances\\_add\\_flag\\_e](#).

Objects must be of the same type. They cannot be of type Group.

**22.29.3.2 hwloc\_distances\_remove()**

```
int hwloc_distances_remove (
    hwloc_topology_t topology )
```

Remove all distance matrices from a topology.

Remove all distance matrices, either provided by the user or gathered through the OS.

If these distances were used to group objects, these additional Group objects are not removed from the topology.

**22.29.3.3 hwloc\_distances\_remove\_by\_depth()**

```
int hwloc_distances_remove_by_depth (
    hwloc_topology_t topology,
    int depth )
```

Remove distance matrices for objects at a specific depth in the topology.

Identical to [hwloc\\_distances\\_remove\(\)](#) but only applies to one level of the topology.

**22.29.3.4 hwloc\_distances\_remove\_by\_type()**

```
static int hwloc_distances_remove_by_type (
    hwloc_topology_t topology,
    hwloc_obj_type_t type ) [inline], [static]
```

Remove distance matrices for objects of a specific type in the topology.

Identical to [hwloc\\_distances\\_remove\(\)](#) but only applies to one level of the topology.

## 22.30 Linux-specific helpers

### Functions

- int `hwloc_linux_set_tid_cpubind` (`hwloc_topology_t` topology, pid\_t tid, `hwloc_const_cpuset_t` set)
- int `hwloc_linux_get_tid_cpubind` (`hwloc_topology_t` topology, pid\_t tid, `hwloc_cpuset_t` set)
- int `hwloc_linux_get_tid_last_cpu_location` (`hwloc_topology_t` topology, pid\_t tid, `hwloc_bitmap_t` set)
- int `hwloc_linux_read_path_as_cpumask` (const char \*path, `hwloc_bitmap_t` set)

### 22.30.1 Detailed Description

This includes helpers for manipulating Linux kernel cpumap files, and hwloc equivalents of the Linux `sched_setaffinity` and `sched_getaffinity` system calls.

### 22.30.2 Function Documentation

#### 22.30.2.1 `hwloc_linux_get_tid_cpubind()`

```
int hwloc_linux_get_tid_cpubind (
    hwloc_topology_t topology,
    pid_t tid,
    hwloc_cpuset_t set )
```

Get the current binding of thread `tid`.

The behavior is exactly the same as the Linux `sched_getaffinity` system call, but uses a hwloc cpuset.

#### Note

This is equivalent to calling `hwloc_get_proc_cpubind()` with `HWLOC_CPUBIND_THREAD` as flags.

#### 22.30.2.2 `hwloc_linux_get_tid_last_cpu_location()`

```
int hwloc_linux_get_tid_last_cpu_location (
    hwloc_topology_t topology,
    pid_t tid,
    hwloc_bitmap_t set )
```

Get the last physical CPU where thread `tid` ran.

#### Note

This is equivalent to calling `hwloc_get_proc_last_cpu_location()` with `HWLOC_CPUBIND_THREAD` as flags.



### 22.30.2.3 hwloc\_linux\_read\_path\_as\_cpumask()

```
int hwloc_linux_read_path_as_cpumask (
    const char * path,
    hwloc_bitmap_t set )
```

Convert a linux kernel cpumask file `path` into a hwloc bitmap `set`.

Might be used when reading CPU set from sysfs attributes such as topology and caches for processors, or `local_cpus` for devices.

#### Note

This function ignores the `HWLOC_FSROOT` environment variable.

### 22.30.2.4 hwloc\_linux\_set\_tid\_cpubind()

```
int hwloc_linux_set_tid_cpubind (
    hwloc_topology_t topology,
    pid_t tid,
    hwloc_const_cpuset_t set )
```

Bind a thread `tid` on cpus given in cpuset `set`.

The behavior is exactly the same as the Linux `sched_setaffinity` system call, but uses a hwloc cpuset.

#### Note

This is equivalent to calling `hwloc_set_proc_cpubind()` with `HWLOC_CPUBIND_THREAD` as flags.

## 22.31 Interoperability with Linux libnuma unsigned long masks

### Functions

- static int `hwloc_cpuset_to_linux_libnuma_ulong`s (hwloc\_topology\_t topology, hwloc\_const\_cpuset\_t cpuset, unsigned long \*mask, unsigned long \*maxnode)
- static int `hwloc_nodeset_to_linux_libnuma_ulong`s (hwloc\_topology\_t topology, hwloc\_const\_nodeset\_t nodeset, unsigned long \*mask, unsigned long \*maxnode)
- static int `hwloc_cpuset_from_linux_libnuma_ulong`s (hwloc\_topology\_t topology, hwloc\_cpuset\_t cpuset, const unsigned long \*mask, unsigned long maxnode)
- static int `hwloc_nodeset_from_linux_libnuma_ulong`s (hwloc\_topology\_t topology, hwloc\_nodeset\_t nodeset, const unsigned long \*mask, unsigned long maxnode)

### 22.31.1 Detailed Description

This interface helps converting between Linux libnuma unsigned long masks and hwloc cpusets and nodesets.

#### Note

Topology `topology` must match the current machine.

The behavior of libnuma is undefined if the kernel is not NUMA-aware. (when `CONFIG_NUMA` is not set in the kernel configuration). This helper and libnuma may thus not be strictly compatible in this case, which may be detected by checking whether `numa_available()` returns -1.

### 22.31.2 Function Documentation

#### 22.31.2.1 hwloc\_cpuset\_from\_linux\_libnuma\_ulong()

```
static int hwloc_cpuset_from_linux_libnuma_ulong (
    hwloc_topology_t topology,
    hwloc_cpuset_t cpuset,
    const unsigned long * mask,
    unsigned long maxnode ) [inline], [static]
```

Convert the array of unsigned long `mask` into hwloc CPU set.

`mask` is a array of unsigned long that will be read. `maxnode` contains the maximal node number that may be read in `mask`.

This function may be used after calling `get_mempolicy` or any other function that takes an array of unsigned long as output parameter (and possibly a maximal node number as input parameter).

### 22.31.2.2 hwloc\_cpuset\_to\_linux\_libnuma\_ulongs()

```
static int hwloc_cpuset_to_linux_libnuma_ulongs (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t cpuset,
    unsigned long * mask,
    unsigned long * maxnode ) [inline], [static]
```

Convert hwloc CPU set `cpuset` into the array of unsigned long `mask`.

`mask` is the array of unsigned long that will be filled. `maxnode` contains the maximal node number that may be stored in `mask`. `maxnode` will be set to the maximal node number that was found, plus one.

This function may be used before calling `set_mempolicy`, `mbind`, `migrate_pages` or any other function that takes an array of unsigned long and a maximal node number as input parameter.

### 22.31.2.3 hwloc\_nodeuset\_from\_linux\_libnuma\_ulongs()

```
static int hwloc_nodeuset_from_linux_libnuma_ulongs (
    hwloc_topology_t topology,
    hwloc_nodeuset_t nodeuset,
    const unsigned long * mask,
    unsigned long maxnode ) [inline], [static]
```

Convert the array of unsigned long `mask` into hwloc NUMA node set.

`mask` is a array of unsigned long that will be read. `maxnode` contains the maximal node number that may be read in `mask`.

This function may be used after calling `get_mempolicy` or any other function that takes an array of unsigned long as output parameter (and possibly a maximal node number as input parameter).

### 22.31.2.4 hwloc\_nodeuset\_to\_linux\_libnuma\_ulongs()

```
static int hwloc_nodeuset_to_linux_libnuma_ulongs (
    hwloc_topology_t topology,
    hwloc_const_nodeuset_t nodeuset,
    unsigned long * mask,
    unsigned long * maxnode ) [inline], [static]
```

Convert hwloc NUMA node set `nodeuset` into the array of unsigned long `mask`.

`mask` is the array of unsigned long that will be filled. `maxnode` contains the maximal node number that may be stored in `mask`. `maxnode` will be set to the maximal node number that was found, plus one.

This function may be used before calling `set_mempolicy`, `mbind`, `migrate_pages` or any other function that takes an array of unsigned long and a maximal node number as input parameter.

## 22.32 Interoperability with Linux libnuma bitmask

### Functions

- static struct bitmask \* [hwloc\\_cpuset\\_to\\_linux\\_libnuma\\_bitmask](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_const\\_cpuset\\_t](#) cpuset)
- static struct bitmask \* [hwloc\\_nodeuset\\_to\\_linux\\_libnuma\\_bitmask](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_const\\_nodeuset\\_t](#) nodeuset)
- static int [hwloc\\_cpuset\\_from\\_linux\\_libnuma\\_bitmask](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_cpuset\\_t](#) cpuset, const struct bitmask \*bitmask)
- static int [hwloc\\_nodeuset\\_from\\_linux\\_libnuma\\_bitmask](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_nodeuset\\_t](#) nodeuset, const struct bitmask \*bitmask)

### 22.32.1 Detailed Description

This interface helps converting between Linux libnuma bitmasks and hwloc cpusets and nodesets.

#### Note

Topology `topology` must match the current machine.

The behavior of libnuma is undefined if the kernel is not NUMA-aware. (when `CONFIG_NUMA` is not set in the kernel configuration). This helper and libnuma may thus not be strictly compatible in this case, which may be detected by checking whether `numa_available()` returns -1.

### 22.32.2 Function Documentation

#### 22.32.2.1 [hwloc\\_cpuset\\_from\\_linux\\_libnuma\\_bitmask\(\)](#)

```
static int hwloc_cpuset_from_linux_libnuma_bitmask (
    hwloc\_topology\_t topology,
    hwloc\_cpuset\_t cpuset,
    const struct bitmask * bitmask ) [inline], [static]
```

Convert libnuma bitmask `bitmask` into hwloc CPU set `cpuset`.

This function may be used after calling many `numa_` functions that use a struct bitmask as an output parameter.

### 22.32.2.2 hwloc\_cpuset\_to\_linux\_libnuma\_bitmask()

```
static struct bitmask * hwloc_cpuset_to_linux_libnuma_bitmask (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t cpuset ) [static]
```

Convert hwloc CPU set `cpuset` into the returned libnuma bitmask.

The returned bitmask should later be freed with `numa_bitmask_free`.

This function may be used before calling many `numa_` functions that use a struct bitmask as an input parameter.

#### Returns

newly allocated struct bitmask.

### 22.32.2.3 hwloc\_nodeuset\_from\_linux\_libnuma\_bitmask()

```
static int hwloc_nodeuset_from_linux_libnuma_bitmask (
    hwloc_topology_t topology,
    hwloc_nodeuset_t nodeuset,
    const struct bitmask * bitmask ) [inline], [static]
```

Convert libnuma bitmask `bitmask` into hwloc NUMA node set `nodeuset`.

This function may be used after calling many `numa_` functions that use a struct bitmask as an output parameter.

### 22.32.2.4 hwloc\_nodeuset\_to\_linux\_libnuma\_bitmask()

```
static struct bitmask * hwloc_nodeuset_to_linux_libnuma_bitmask (
    hwloc_topology_t topology,
    hwloc_const_nodeuset_t nodeuset ) [static]
```

Convert hwloc NUMA node set `nodeuset` into the returned libnuma bitmask.

The returned bitmask should later be freed with `numa_bitmask_free`.

This function may be used before calling many `numa_` functions that use a struct bitmask as an input parameter.

#### Returns

newly allocated struct bitmask.

## 22.33 Interoperability with glibc sched affinity

### Functions

- static int `hwloc_cpuset_to_glibc_sched_affinity` (`hwloc_topology_t` topology, `hwloc_const_cpuset_t` hwlocset, `cpu_set_t` \*schedset, `size_t` schedsetsize)
- static int `hwloc_cpuset_from_glibc_sched_affinity` (`hwloc_topology_t` topology, `hwloc_cpuset_t` hwlocset, const `cpu_set_t` \*schedset, `size_t` schedsetsize)

### 22.33.1 Detailed Description

This interface offers ways to convert between hwloc cpusets and glibc cpusets such as those manipulated by `sched_getaffinity()` or `pthread_attr_setaffinity_np()`.

#### Note

Topology `topology` must match the current machine.

### 22.33.2 Function Documentation

#### 22.33.2.1 `hwloc_cpuset_from_glibc_sched_affinity()`

```
static int hwloc_cpuset_from_glibc_sched_affinity (
    hwloc_topology_t topology,
    hwloc_cpuset_t hwlocset,
    const cpu_set_t * schedset,
    size_t schedsetsize ) [inline], [static]
```

Convert glibc sched affinity CPU set `schedset` into hwloc CPU set.

This function may be used before calling `sched_setaffinity` or any other function that takes a `cpu_set_t` as input parameter.

`schedsetsize` should be `sizeof(cpu_set_t)` unless `schedset` was dynamically allocated with `CPU_ALLOC`

#### 22.33.2.2 `hwloc_cpuset_to_glibc_sched_affinity()`

```
static int hwloc_cpuset_to_glibc_sched_affinity (
    hwloc_topology_t topology,
    hwloc_const_cpuset_t hwlocset,
    cpu_set_t * schedset,
    size_t schedsetsize ) [inline], [static]
```

Convert hwloc CPU set `toposet` into glibc sched affinity CPU set `schedset`.

This function may be used before calling `sched_setaffinity` or any other function that takes a `cpu_set_t` as input parameter.

`schedsetsize` should be `sizeof(cpu_set_t)` unless `schedset` was dynamically allocated with `CPU_ALLOC`

## 22.34 Interoperability with OpenCL

### Functions

- static int [hwloc\\_opengl\\_get\\_device\\_cpuset](#) ([hwloc\\_topology\\_t](#) topology, cl\_device\_id device, [hwloc\\_cpuset\\_t](#) set)
- static [hwloc\\_obj\\_t](#) [hwloc\\_opengl\\_get\\_device\\_osdev\\_by\\_index](#) ([hwloc\\_topology\\_t](#) topology, unsigned platform\_index, unsigned device\_index)
- static [hwloc\\_obj\\_t](#) [hwloc\\_opengl\\_get\\_device\\_osdev](#) ([hwloc\\_topology\\_t](#) topology, cl\_device\_id device)

### 22.34.1 Detailed Description

This interface offers ways to retrieve topology information about OpenCL devices.

Only the AMD OpenCL interface currently offers useful locality information about its devices.

### 22.34.2 Function Documentation

#### 22.34.2.1 [hwloc\\_opengl\\_get\\_device\\_cpuset\(\)](#)

```
static int hwloc_opengl_get_device_cpuset (
    hwloc\_topology\_t topology,
    cl_device_id device,
    hwloc\_cpuset\_t set ) [inline], [static]
```

Get the CPU set of logical processors that are physically close to OpenCL device `device`.

Return the CPU set describing the locality of the OpenCL device `device`.

Topology `topology` and device `device` must match the local machine. I/O devices detection and the OpenCL component are not needed in the topology.

The function only returns the locality of the device. If more information about the device is needed, OS objects should be used instead, see [hwloc\\_opengl\\_get\\_device\\_osdev\(\)](#) and [hwloc\\_opengl\\_get\\_device\\_osdev\\_by\\_index\(\)](#).

This function is currently only implemented in a meaningful way for Linux with the AMD OpenCL implementation; other systems will simply get a full cpuset.

### 22.34.2.2 hwloc\_opengl\_get\_device\_osdev()

```
static hwloc_obj_t hwloc_opengl_get_device_osdev (
    hwloc_topology_t topology,
    cl_device_id device ) [inline], [static]
```

Get the hwloc OS device object corresponding to OpenCL device `deviceX`.

Use OpenCL device attributes to find the corresponding hwloc OS device object. Return NULL if there is none or if useful attributes are not available.

This function currently only works on AMD OpenCL devices that support the CL\_DEVICE\_TOPOLOGY\_AMD extension. [hwloc\\_opengl\\_get\\_device\\_osdev\\_by\\_index\(\)](#) should be preferred whenever possible, i.e. when platform and device index are known.

Topology `topology` and device `device` must match the local machine. I/O devices detection and the OpenCL component must be enabled in the topology. If not, the locality of the object may still be found using [hwloc\\_opengl\\_get\\_device\\_cpuset\(\)](#).

#### Note

This function cannot work if PCI devices are filtered out.

The corresponding hwloc PCI device may be found by looking at the result parent pointer (unless PCI devices are filtered out).

### 22.34.2.3 hwloc\_opengl\_get\_device\_osdev\_by\_index()

```
static hwloc_obj_t hwloc_opengl_get_device_osdev_by_index (
    hwloc_topology_t topology,
    unsigned platform_index,
    unsigned device_index ) [inline], [static]
```

Get the hwloc OS device object corresponding to the OpenCL device for the given indexes.

Return the OS device object describing the OpenCL device whose platform index is `platform_index`, and whose device index within this platform is `device_index`. Return NULL if there is none.

The topology `topology` does not necessarily have to match the current machine. For instance the topology may be an XML import of a remote host. I/O devices detection and the OpenCL component must be enabled in the topology.

#### Note

The corresponding PCI device object can be obtained by looking at the OS device parent object (unless PCI devices are filtered out).



## 22.35 Interoperability with the CUDA Driver API

### Functions

- static int [hwloc\\_cuda\\_get\\_device\\_pci\\_ids](#) ([hwloc\\_topology\\_t](#) topology, CUdevice cudevice, int \*domain, int \*bus, int \*dev)
- static int [hwloc\\_cuda\\_get\\_device\\_cpuset](#) ([hwloc\\_topology\\_t](#) topology, CUdevice cudevice, [hwloc\\_cpuset\\_t](#) set)
- static [hwloc\\_obj\\_t](#) [hwloc\\_cuda\\_get\\_device\\_pcidev](#) ([hwloc\\_topology\\_t](#) topology, CUdevice cudevice)
- static [hwloc\\_obj\\_t](#) [hwloc\\_cuda\\_get\\_device\\_osdev](#) ([hwloc\\_topology\\_t](#) topology, CUdevice cudevice)
- static [hwloc\\_obj\\_t](#) [hwloc\\_cuda\\_get\\_device\\_osdev\\_by\\_index](#) ([hwloc\\_topology\\_t](#) topology, unsigned idx)

### 22.35.1 Detailed Description

This interface offers ways to retrieve topology information about CUDA devices when using the CUDA Driver API.

### 22.35.2 Function Documentation

#### 22.35.2.1 [hwloc\\_cuda\\_get\\_device\\_cpuset\(\)](#)

```
static int hwloc_cuda_get_device_cpuset (  
    hwloc\_topology\_t topology,  
    CUdevice cudevice,  
    hwloc\_cpuset\_t set ) [inline], [static]
```

Get the CPU set of logical processors that are physically close to device `cudevice`.

Return the CPU set describing the locality of the CUDA device `cudevice`.

Topology `topology` and device `cudevice` must match the local machine. I/O devices detection and the CUDA component are not needed in the topology.

The function only returns the locality of the device. If more information about the device is needed, OS objects should be used instead, see [hwloc\\_cuda\\_get\\_device\\_osdev\(\)](#) and [hwloc\\_cuda\\_get\\_device\\_osdev\\_by\\_index\(\)](#).

This function is currently only implemented in a meaningful way for Linux; other systems will simply get a full cpuset.

### 22.35.2.2 hwloc\_cuda\_get\_device\_osdev()

```
static hwloc_obj_t hwloc_cuda_get_device_osdev (
    hwloc_topology_t topology,
    CUdevice cudevice ) [inline], [static]
```

Get the hwloc OS device object corresponding to CUDA device `cudevice`.

Return the hwloc OS device object that describes the given CUDA device `cudevice`. Return NULL if there is none.

Topology `topology` and device `cudevice` must match the local machine. I/O devices detection and the CUDA component must be enabled in the topology. If not, the locality of the object may still be found using [hwloc\\_cuda\\_get\\_device\\_cpuset\(\)](#).

#### Note

This function cannot work if PCI devices are filtered out.

The corresponding hwloc PCI device may be found by looking at the result parent pointer (unless PCI devices are filtered out).

### 22.35.2.3 hwloc\_cuda\_get\_device\_osdev\_by\_index()

```
static hwloc_obj_t hwloc_cuda_get_device_osdev_by_index (
    hwloc_topology_t topology,
    unsigned idx ) [inline], [static]
```

Get the hwloc OS device object corresponding to the CUDA device whose index is `idx`.

Return the OS device object describing the CUDA device whose index is `idx`. Return NULL if there is none.

The topology `topology` does not necessarily have to match the current machine. For instance the topology may be an XML import of a remote host. I/O devices detection and the CUDA component must be enabled in the topology.

#### Note

The corresponding PCI device object can be obtained by looking at the OS device parent object (unless PCI devices are filtered out).

This function is identical to [hwloc\\_cudart\\_get\\_device\\_osdev\\_by\\_index\(\)](#).

### 22.35.2.4 hwloc\_cuda\_get\_device\_pci\_ids()

```
static int hwloc_cuda_get_device_pci_ids (
    hwloc_topology_t topology,
    CUdevice cudevice,
    int * domain,
    int * bus,
    int * dev ) [inline], [static]
```

Return the domain, bus and device IDs of the CUDA device `cudevice`.

Device `cudevice` must match the local machine.

#### 22.35.2.5 hwloc\_cuda\_get\_device\_pcidev()

```
static hwloc_obj_t hwloc_cuda_get_device_pcidev (  
    hwloc_topology_t topology,  
    CUdevice cudevice ) [inline], [static]
```

Get the hwloc PCI device object corresponding to the CUDA device `cudevice`.

Return the PCI device object describing the CUDA device `cudevice`. Return NULL if there is none.

Topology `topology` and device `cudevice` must match the local machine. I/O devices detection must be enabled in topology `topology`. The CUDA component is not needed in the topology.

## 22.36 Interoperability with the CUDA Runtime API

### Functions

- static int [hwloc\\_cudart\\_get\\_device\\_pci\\_ids](#) ([hwloc\\_topology\\_t](#) topology, int idx, int \*domain, int \*bus, int \*dev)
- static int [hwloc\\_cudart\\_get\\_device\\_cpuset](#) ([hwloc\\_topology\\_t](#) topology, int idx, [hwloc\\_cpuset\\_t](#) set)
- static [hwloc\\_obj\\_t](#) [hwloc\\_cudart\\_get\\_device\\_pcidev](#) ([hwloc\\_topology\\_t](#) topology, int idx)
- static [hwloc\\_obj\\_t](#) [hwloc\\_cudart\\_get\\_device\\_osdev\\_by\\_index](#) ([hwloc\\_topology\\_t](#) topology, unsigned idx)

### 22.36.1 Detailed Description

This interface offers ways to retrieve topology information about CUDA devices when using the CUDA Runtime API.

### 22.36.2 Function Documentation

#### 22.36.2.1 [hwloc\\_cudart\\_get\\_device\\_cpuset\(\)](#)

```
static int hwloc_cudart_get_device_cpuset (
    hwloc\_topology\_t topology,
    int idx,
    hwloc\_cpuset\_t set ) [inline], [static]
```

Get the CPU set of logical processors that are physically close to device `idx`.

Return the CPU set describing the locality of the CUDA device whose index is `idx`.

Topology `topology` and device `idx` must match the local machine. I/O devices detection and the CUDA component are not needed in the topology.

The function only returns the locality of the device. If more information about the device is needed, OS objects should be used instead, see [hwloc\\_cudart\\_get\\_device\\_osdev\\_by\\_index\(\)](#).

This function is currently only implemented in a meaningful way for Linux; other systems will simply get a full cpuset.

#### 22.36.2.2 [hwloc\\_cudart\\_get\\_device\\_osdev\\_by\\_index\(\)](#)

```
static hwloc\_obj\_t hwloc_cudart_get_device_osdev_by_index (
    hwloc\_topology\_t topology,
    unsigned idx ) [inline], [static]
```

Get the hwloc OS device object corresponding to the CUDA device whose index is `idx`.

Return the OS device object describing the CUDA device whose index is `idx`. Return NULL if there is none.

The topology `topology` does not necessarily have to match the current machine. For instance the topology may be an XML import of a remote host. I/O devices detection and the CUDA component must be enabled in the topology. If not, the locality of the object may still be found using [hwloc\\_cudart\\_get\\_device\\_cpuset\(\)](#).

#### Note

The corresponding PCI device object can be obtained by looking at the OS device parent object (unless PCI devices are filtered out).

This function is identical to [hwloc\\_cuda\\_get\\_device\\_osdev\\_by\\_index\(\)](#).

### 22.36.2.3 hwloc\_cudart\_get\_device\_pci\_ids()

```
static int hwloc_cudart_get_device_pci_ids (
    hwloc_topology_t topology,
    int idx,
    int * domain,
    int * bus,
    int * dev ) [inline], [static]
```

Return the domain, bus and device IDs of the CUDA device whose index is `idx`.

Device index `idx` must match the local machine.

### 22.36.2.4 hwloc\_cudart\_get\_device\_pcidev()

```
static hwloc_obj_t hwloc_cudart_get_device_pcidev (
    hwloc_topology_t topology,
    int idx ) [inline], [static]
```

Get the hwloc PCI device object corresponding to the CUDA device whose index is `idx`.

Return the PCI device object describing the CUDA device whose index is `idx`. Return NULL if there is none.

Topology `topology` and device `idx` must match the local machine. I/O devices detection must be enabled in topology `topology`. The CUDA component is not needed in the topology.

## 22.37 Interoperability with the NVIDIA Management Library

### Functions

- static int [hwloc\\_nvml\\_get\\_device\\_cpuset](#) ([hwloc\\_topology\\_t](#) topology, [nvmlDevice\\_t](#) device, [hwloc\\_cpuset\\_t](#) set)
- static [hwloc\\_obj\\_t](#) [hwloc\\_nvml\\_get\\_device\\_osdev\\_by\\_index](#) ([hwloc\\_topology\\_t](#) topology, unsigned idx)
- static [hwloc\\_obj\\_t](#) [hwloc\\_nvml\\_get\\_device\\_osdev](#) ([hwloc\\_topology\\_t](#) topology, [nvmlDevice\\_t](#) device)

### 22.37.1 Detailed Description

This interface offers ways to retrieve topology information about devices managed by the NVIDIA Management Library (NVML).

### 22.37.2 Function Documentation

#### 22.37.2.1 [hwloc\\_nvml\\_get\\_device\\_cpuset\(\)](#)

```
static int hwloc_nvml_get_device_cpuset (
    hwloc\_topology\_t topology,
    nvmlDevice\_t device,
    hwloc\_cpuset\_t set ) [inline], [static]
```

Get the CPU set of logical processors that are physically close to NVML device `device`.

Return the CPU set describing the locality of the NVML device `device`.

Topology `topology` and device `device` must match the local machine. I/O devices detection and the NVML component are not needed in the topology.

The function only returns the locality of the device. If more information about the device is needed, OS objects should be used instead, see [hwloc\\_nvml\\_get\\_device\\_osdev\(\)](#) and [hwloc\\_nvml\\_get\\_device\\_osdev\\_by\\_index\(\)](#).

This function is currently only implemented in a meaningful way for Linux; other systems will simply get a full cpuset.

#### 22.37.2.2 [hwloc\\_nvml\\_get\\_device\\_osdev\(\)](#)

```
static hwloc\_obj\_t hwloc_nvml_get_device_osdev (
    hwloc\_topology\_t topology,
    nvmlDevice\_t device ) [inline], [static]
```

Get the hwloc OS device object corresponding to NVML device `device`.

Return the hwloc OS device object that describes the given NVML device `device`. Return NULL if there is none.

Topology `topology` and device `device` must match the local machine. I/O devices detection and the NVML component must be enabled in the topology. If not, the locality of the object may still be found using [hwloc\\_nvml\\_get\\_device\\_cpuset\(\)](#).

#### Note

The corresponding hwloc PCI device may be found by looking at the result parent pointer (unless PCI devices are filtered out).

### 22.37.2.3 hwloc\_nvml\_get\_device\_osdev\_by\_index()

```
static hwloc_obj_t hwloc_nvml_get_device_osdev_by_index (
    hwloc_topology_t topology,
    unsigned idx ) [inline], [static]
```

Get the hwloc OS device object corresponding to the NVML device whose index is `idx`.

Return the OS device object describing the NVML device whose index is `idx`. Returns NULL if there is none.

The topology `topology` does not necessarily have to match the current machine. For instance the topology may be an XML import of a remote host. I/O devices detection and the NVML component must be enabled in the topology.

#### Note

The corresponding PCI device object can be obtained by looking at the OS device parent object (unless PCI devices are filtered out).

## 22.38 Interoperability with OpenGL displays

### Functions

- static `hwloc_obj_t hwloc_gl_get_display_osdev_by_port_device` (`hwloc_topology_t` topology, unsigned port, unsigned device)
- static `hwloc_obj_t hwloc_gl_get_display_osdev_by_name` (`hwloc_topology_t` topology, const char \*name)
- static int `hwloc_gl_get_display_by_osdev` (`hwloc_topology_t` topology, `hwloc_obj_t` osdev, unsigned \*port, unsigned \*device)

### 22.38.1 Detailed Description

This interface offers ways to retrieve topology information about OpenGL displays.

Only the NVIDIA display locality information is currently available, using the NV-CONTROL X11 extension and the NVCtrl library.

### 22.38.2 Function Documentation

#### 22.38.2.1 `hwloc_gl_get_display_by_osdev()`

```
static int hwloc_gl_get_display_by_osdev (
    hwloc_topology_t topology,
    hwloc_obj_t osdev,
    unsigned * port,
    unsigned * device ) [inline], [static]
```

Get the OpenGL display port and device corresponding to the given hwloc OS object.

Return the OpenGL display port (server) in `port` and device (screen) in `screen` that correspond to the given hwloc OS device object. Return `-1` if there is none.

The topology `topology` does not necessarily have to match the current machine. For instance the topology may be an XML import of a remote host. I/O devices detection and the GL component must be enabled in the topology.

#### 22.38.2.2 `hwloc_gl_get_display_osdev_by_name()`

```
static hwloc_obj_t hwloc_gl_get_display_osdev_by_name (
    hwloc_topology_t topology,
    const char * name ) [inline], [static]
```

Get the hwloc OS device object corresponding to the OpenGL display given by name.

Return the OS device object describing the OpenGL display whose name is `name`, built as `":port.device"` such as `":0.0"`. Return `NULL` if there is none.

The topology `topology` does not necessarily have to match the current machine. For instance the topology may be an XML import of a remote host. I/O devices detection and the GL component must be enabled in the topology.

### Note

The corresponding PCI device object can be obtained by looking at the OS device parent object (unless PCI devices are filtered out).



### 22.38.2.3 hwloc\_gl\_get\_display\_osdev\_by\_port\_device()

```
static hwloc_obj_t hwloc_gl_get_display_osdev_by_port_device (  
    hwloc_topology_t topology,  
    unsigned port,  
    unsigned device ) [inline], [static]
```

Get the hwloc OS device object corresponding to the OpenGL display given by port and device index.

Return the OS device object describing the OpenGL display whose port (server) is `port` and device (screen) is `device`. Return NULL if there is none.

The topology `topology` does not necessarily have to match the current machine. For instance the topology may be an XML import of a remote host. I/O devices detection and the GL component must be enabled in the topology.

#### Note

The corresponding PCI device object can be obtained by looking at the OS device parent object (unless PCI devices are filtered out).

## 22.39 Interoperability with Intel Xeon Phi (MIC)

### Functions

- static int [hwloc\\_intel\\_mic\\_get\\_device\\_cpuset](#) ([hwloc\\_topology\\_t](#) topology, int idx, [hwloc\\_cpuset\\_t](#) set)
- static [hwloc\\_obj\\_t](#) [hwloc\\_intel\\_mic\\_get\\_device\\_osdev\\_by\\_index](#) ([hwloc\\_topology\\_t](#) topology, unsigned idx)

### 22.39.1 Detailed Description

This interface offers ways to retrieve topology information about Intel Xeon Phi (MIC) devices.

### 22.39.2 Function Documentation

#### 22.39.2.1 [hwloc\\_intel\\_mic\\_get\\_device\\_cpuset\(\)](#)

```
static int hwloc_intel_mic_get_device_cpuset (
    hwloc_topology_t topology,
    int idx,
    hwloc_cpuset_t set ) [inline], [static]
```

Get the CPU set of logical processors that are physically close to MIC device whose index is `idx`.

Return the CPU set describing the locality of the MIC device whose index is `idx`.

Topology `topology` and device index `idx` must match the local machine. I/O devices detection is not needed in the topology.

The function only returns the locality of the device. If more information about the device is needed, OS objects should be used instead, see [hwloc\\_intel\\_mic\\_get\\_device\\_osdev\\_by\\_index\(\)](#).

This function is currently only implemented in a meaningful way for Linux; other systems will simply get a full cpuset.

#### 22.39.2.2 [hwloc\\_intel\\_mic\\_get\\_device\\_osdev\\_by\\_index\(\)](#)

```
static hwloc_obj_t hwloc_intel_mic_get_device_osdev_by_index (
    hwloc_topology_t topology,
    unsigned idx ) [inline], [static]
```

Get the hwloc OS device object corresponding to the MIC device for the given index.

Return the OS device object describing the MIC device whose index is `idx`. Return NULL if there is none.

The topology `topology` does not necessarily have to match the current machine. For instance the topology may be an XML import of a remote host. I/O devices detection must be enabled in the topology.

### Note

The corresponding PCI device object can be obtained by looking at the OS device parent object.

## 22.40 Interoperability with OpenFabrics

### Functions

- static int [hwloc\\_ibv\\_get\\_device\\_cpuset](#) ([hwloc\\_topology\\_t](#) topology, struct [ibv\\_device](#) \*ibdev, [hwloc\\_cpuset\\_t](#) set)
- static [hwloc\\_obj\\_t](#) [hwloc\\_ibv\\_get\\_device\\_osdev\\_by\\_name](#) ([hwloc\\_topology\\_t](#) topology, const char \*ibname)
- static [hwloc\\_obj\\_t](#) [hwloc\\_ibv\\_get\\_device\\_osdev](#) ([hwloc\\_topology\\_t](#) topology, struct [ibv\\_device](#) \*ibdev)

### 22.40.1 Detailed Description

This interface offers ways to retrieve topology information about OpenFabrics devices (InfiniBand, Omni-Path, usNIC, etc).

### 22.40.2 Function Documentation

#### 22.40.2.1 [hwloc\\_ibv\\_get\\_device\\_cpuset\(\)](#)

```
static int hwloc_ibv_get_device_cpuset (
    hwloc\_topology\_t topology,
    struct ibv\_device * ibdev,
    hwloc\_cpuset\_t set ) [inline], [static]
```

Get the CPU set of logical processors that are physically close to device *ibdev*.

Return the CPU set describing the locality of the OpenFabrics device *ibdev* (InfiniBand, etc).

Topology *topology* and device *ibdev* must match the local machine. I/O devices detection is not needed in the topology.

The function only returns the locality of the device. If more information about the device is needed, OS objects should be used instead, see [hwloc\\_ibv\\_get\\_device\\_osdev\(\)](#) and [hwloc\\_ibv\\_get\\_device\\_osdev\\_by\\_name\(\)](#).

This function is currently only implemented in a meaningful way for Linux; other systems will simply get a full cpuset.

#### 22.40.2.2 [hwloc\\_ibv\\_get\\_device\\_osdev\(\)](#)

```
static hwloc\_obj\_t hwloc_ibv_get_device_osdev (
    hwloc\_topology\_t topology,
    struct ibv\_device * ibdev ) [inline], [static]
```

Get the hwloc OS device object corresponding to the OpenFabrics device *ibdev*.

Return the OS device object describing the OpenFabrics device *ibdev* (InfiniBand, etc). Returns NULL if there is none.

Topology *topology* and device *ibdev* must match the local machine. I/O devices detection must be enabled in the topology. If not, the locality of the object may still be found using [hwloc\\_ibv\\_get\\_device\\_cpuset\(\)](#).

#### Note

The corresponding PCI device object can be obtained by looking at the OS device parent object.

### 22.40.2.3 hwloc\_ibv\_get\_device\_osdev\_by\_name()

```
static hwloc_obj_t hwloc_ibv_get_device_osdev_by_name (
    hwloc_topology_t topology,
    const char * ibname ) [inline], [static]
```

Get the hwloc OS device object corresponding to the OpenFabrics device named `ibname`.

Return the OS device object describing the OpenFabrics device (InfiniBand, Omni-Path, usNIC, etc) whose name is `ibname` (`mlx5_0`, `hfi1_0`, `usnic_0`, `qib0`, etc). Returns NULL if there is none. The name `ibname` is usually obtained from `ibv_get_device_name()`.

The topology `topology` does not necessarily have to match the current machine. For instance the topology may be an XML import of a remote host. I/O devices detection must be enabled in the topology.

#### Note

The corresponding PCI device object can be obtained by looking at the OS device parent object.

## 22.41 Topology differences

### Data Structures

- union `hwloc_topology_diff_obj_attr_u`
- union `hwloc_topology_diff_u`

### Typedefs

- typedef enum `hwloc_topology_diff_obj_attr_type_e` `hwloc_topology_diff_obj_attr_type_t`
- typedef enum `hwloc_topology_diff_type_e` `hwloc_topology_diff_type_t`
- typedef union `hwloc_topology_diff_u` \* `hwloc_topology_diff_t`

### Enumerations

- enum `hwloc_topology_diff_obj_attr_type_e` { `HWLOC_TOPOLOGY_DIFF_OBJ_ATTR_SIZE`, `HWLOC_TOPOLOGY_DIFF_OBJ_ATTR_NAME`, `HWLOC_TOPOLOGY_DIFF_OBJ_ATTR_INFO` }
- enum `hwloc_topology_diff_type_e` { `HWLOC_TOPOLOGY_DIFF_OBJ_ATTR`, `HWLOC_TOPOLOGY_DIFF_TOO_COMPLEX` }
- enum `hwloc_topology_diff_apply_flags_e` { `HWLOC_TOPOLOGY_DIFF_APPLY_REVERSE` }

### Functions

- int `hwloc_topology_diff_build` (`hwloc_topology_t` topology, `hwloc_topology_t` newtopology, unsigned long flags, `hwloc_topology_diff_t` \*diff)
- int `hwloc_topology_diff_apply` (`hwloc_topology_t` topology, `hwloc_topology_diff_t` diff, unsigned long flags)
- int `hwloc_topology_diff_destroy` (`hwloc_topology_diff_t` diff)
- int `hwloc_topology_diff_load_xml` (const char \*xmlpath, `hwloc_topology_diff_t` \*diff, char \*\*refname)
- int `hwloc_topology_diff_export_xml` (`hwloc_topology_diff_t` diff, const char \*refname, const char \*xmlpath)
- int `hwloc_topology_diff_load_xmlbuffer` (const char \*xmlbuffer, int buflen, `hwloc_topology_diff_t` \*diff, char \*\*refname)
- int `hwloc_topology_diff_export_xmlbuffer` (`hwloc_topology_diff_t` diff, const char \*refname, char \*\*xmlbuffer, int \*buflen)

#### 22.41.1 Detailed Description

Applications that manipulate many similar topologies, for instance one for each node of a homogeneous cluster, may want to compress topologies to reduce the memory footprint.

This file offers a way to manipulate the difference between topologies and export/import it to/from XML. Compression may therefore be achieved by storing one topology entirely while the others are only described by their differences with the former. The actual topology can be reconstructed when actually needed by applying the precomputed difference to the reference topology.

This interface targets very similar nodes. Only very simple differences between topologies are actually supported, for instance a change in the memory size, the name of the object, or some info attribute. More complex differences such as adding or removing objects cannot be represented in the difference structures and therefore return errors.

It means that there is no need to apply the difference when looking at the tree organization (how many levels, how many objects per level, what kind of objects, CPU and node sets, etc) and when binding to objects. However the difference must be applied when looking at object attributes such as the name, the memory size or info attributes.

## 22.41.2 Typedef Documentation

### 22.41.2.1 hwloc\_topology\_diff\_obj\_attr\_type\_t

```
typedef enum hwloc_topology_diff_obj_attr_type_e hwloc_topology_diff_obj_attr_type_t
```

Type of one object attribute difference.

### 22.41.2.2 hwloc\_topology\_diff\_t

```
typedef union hwloc_topology_diff_u * hwloc_topology_diff_t
```

One element of a difference list between two topologies.

### 22.41.2.3 hwloc\_topology\_diff\_type\_t

```
typedef enum hwloc_topology_diff_type_e hwloc_topology_diff_type_t
```

Type of one element of a difference list.

## 22.41.3 Enumeration Type Documentation

### 22.41.3.1 hwloc\_topology\_diff\_apply\_flags\_e

```
enum hwloc_topology_diff_apply_flags_e
```

Flags to be given to `hwloc_topology_diff_apply()`.

Enumerator

HWLOC_TOPOLOGY_DIFF_APPLY_REVERSE	Apply topology diff in reverse direction.
-----------------------------------	---

## 22.41.3.2 hwloc\_topology\_diff\_obj\_attr\_type\_e

```
enum hwloc_topology_diff_obj_attr_type_e
```

Type of one object attribute difference.

## Enumerator

HWLOC_TOPOLOGY_DIFF_OBJ_ATTR_SIZE	The object local memory is modified. The union is a <a href="#">hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_uint64_s</a> (and the index field is ignored).
HWLOC_TOPOLOGY_DIFF_OBJ_ATTR_NAME	The object name is modified. The union is a <a href="#">hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_string_s</a> (and the name field is ignored).
HWLOC_TOPOLOGY_DIFF_OBJ_ATTR_INFO	the value of an info attribute is modified. The union is a <a href="#">hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_string_s</a> .

## 22.41.3.3 hwloc\_topology\_diff\_type\_e

```
enum hwloc_topology_diff_type_e
```

Type of one element of a difference list.

## Enumerator

HWLOC_TOPOLOGY_DIFF_OBJ_ATTR	An object attribute was changed. The union is a <a href="#">hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_s</a> .
HWLOC_TOPOLOGY_DIFF_TOO_COMPLEX	The difference is too complex, it cannot be represented. The difference below this object has not been checked. <a href="#">hwloc_topology_diff_build()</a> will return 1. The union is a <a href="#">hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_too_complex_s</a> .

## 22.41.4 Function Documentation

## 22.41.4.1 hwloc\_topology\_diff\_apply()

```
int hwloc_topology_diff_apply (
    hwloc_topology_t topology,
```

```
hwloc_topology_diff_t diff,
unsigned long flags )
```

Apply a topology diff to an existing topology.

`flags` is an OR'ed set of [hwloc\\_topology\\_diff\\_apply\\_flags\\_e](#).

The new topology is modified in place. [hwloc\\_topology\\_dup\(\)](#) may be used to duplicate it before patching.

If the difference cannot be applied entirely, all previous applied elements are unapplied before returning.

#### Returns

0 on success.

-N if applying the difference failed while trying to apply the N-th part of the difference. For instance -1 is returned if the very first difference element could not be applied.

#### 22.41.4.2 hwloc\_topology\_diff\_build()

```
int hwloc_topology_diff_build (
    hwloc_topology_t topology,
    hwloc_topology_t newtopology,
    unsigned long flags,
    hwloc_topology_diff_t * diff )
```

Compute the difference between 2 topologies.

The difference is stored as a list of [hwloc\\_topology\\_diff\\_t](#) entries starting at `diff`. It is computed by doing a depth-first traversal of both topology trees simultaneously.

If the difference between 2 objects is too complex to be represented (for instance if some objects have different types, or different numbers of children), a special diff entry of type [HWLOC\\_TOPOLOGY\\_DIFF\\_TOO\\_COMPLEX](#) is queued. The computation of the diff does not continue below these objects. So each such diff entry means that the difference between two subtrees could not be computed.

#### Returns

0 if the difference can be represented properly.

0 with `diff` pointing to NULL if there is no difference between the topologies.

1 if the difference is too complex (see above). Some entries in the list will be of type [HWLOC\\_TOPOLOGY\\_DIFF\\_TOO\\_COMPLEX](#).

-1 on any other error.

#### Note

`flags` is currently not used. It should be 0.

The output diff has to be freed with [hwloc\\_topology\\_diff\\_destroy\(\)](#).

The output diff can only be exported to XML or passed to [hwloc\\_topology\\_diff\\_apply\(\)](#) if 0 was returned, i.e. if no entry of type [HWLOC\\_TOPOLOGY\\_DIFF\\_TOO\\_COMPLEX](#) is listed.

The output diff may be modified by removing some entries from the list. The removed entries should be freed by passing them to [hwloc\\_topology\\_diff\\_destroy\(\)](#) (possible as another list).



#### 22.41.4.3 hwloc\_topology\_diff\_destroy()

```
int hwloc_topology_diff_destroy (
    hwloc_topology_diff_t diff )
```

Destroy a list of topology differences.

#### 22.41.4.4 hwloc\_topology\_diff\_export\_xml()

```
int hwloc_topology_diff_export_xml (
    hwloc_topology_diff_t diff,
    const char * refname,
    const char * xmlpath )
```

Export a list of topology differences to a XML file.

If not `NULL`, `refname` defines an identifier string for the reference topology which was used as a base when computing this difference. This identifier is usually the name of the other XML file that contains the reference topology. This attribute is given back when reading the diff from XML.

#### 22.41.4.5 hwloc\_topology\_diff\_export\_xmlbuffer()

```
int hwloc_topology_diff_export_xmlbuffer (
    hwloc_topology_diff_t diff,
    const char * refname,
    char ** xmlbuffer,
    int * buflen )
```

Export a list of topology differences to a XML buffer.

If not `NULL`, `refname` defines an identifier string for the reference topology which was used as a base when computing this difference. This identifier is usually the name of the other XML file that contains the reference topology. This attribute is given back when reading the diff from XML.

#### Note

The XML buffer should later be freed with `hwloc_free_xmlbuffer()`.

#### 22.41.4.6 hwloc\_topology\_diff\_load\_xml()

```
int hwloc_topology_diff_load_xml (
    const char * xmlpath,
    hwloc_topology_diff_t * diff,
    char ** refname )
```

Load a list of topology differences from a XML file.

If not NULL, `refname` will be filled with the identifier string of the reference topology for the difference file, if any was specified in the XML file. This identifier is usually the name of the other XML file that contains the reference topology.

##### Note

the pointer returned in `refname` should later be freed by the caller.

#### 22.41.4.7 hwloc\_topology\_diff\_load\_xmlbuffer()

```
int hwloc_topology_diff_load_xmlbuffer (
    const char * xmlbuffer,
    int buflen,
    hwloc_topology_diff_t * diff,
    char ** refname )
```

Load a list of topology differences from a XML buffer.

If not NULL, `refname` will be filled with the identifier string of the reference topology for the difference file, if any was specified in the XML file. This identifier is usually the name of the other XML file that contains the reference topology.

##### Note

the pointer returned in `refname` should later be freed by the caller.

## 22.42 Sharing topologies between processes

### Functions

- int `hwloc_shmem_topology_get_length` (`hwloc_topology_t` topology, `size_t` \*lengthp, unsigned long flags)
- int `hwloc_shmem_topology_write` (`hwloc_topology_t` topology, int fd, `hwloc_uint64_t` fileoffset, void \*mmap\_↵ address, `size_t` length, unsigned long flags)
- int `hwloc_shmem_topology_adopt` (`hwloc_topology_t` \*topologyp, int fd, `hwloc_uint64_t` fileoffset, void \*mmap\_↵ \_address, `size_t` length, unsigned long flags)

### 22.42.1 Detailed Description

These functions are used to share a topology between processes by duplicating it into a file-backed shared-memory buffer.

The master process must first get the required shared-memory size for storing this topology with `hwloc_shmem_↵ topology_get_length()`.

Then it must find a virtual memory area of that size that is available in all processes (identical virtual addresses in all processes). On Linux, this can be done by comparing holes found in `/proc/<pid>/maps` for each process.

Once found, it must open a destination file for storing the buffer, and pass it to `hwloc_shmem_topology_write()` together with virtual memory address and length obtained above.

Other processes may then adopt this shared topology by opening the same file and passing it to `hwloc_shmem_↵ topology_adopt()` with the exact same virtual memory address and length.

### 22.42.2 Function Documentation

#### 22.42.2.1 `hwloc_shmem_topology_adopt()`

```
int hwloc_shmem_topology_adopt (
    hwloc_topology_t * topologyp,
    int fd,
    hwloc_uint64_t fileoffset,
    void * mmap_address,
    size_t length,
    unsigned long flags )
```

Adopt a shared memory topology stored in a file.

Map a file in virtual memory and adopt the topology that was previously stored there with `hwloc_shmem_topology_↵ write()`.

The returned adopted topology in `topologyp` can be used just like any topology. And it must be destroyed with `hwloc_topology_destroy()` as usual.

However the topology is read-only. For instance, it cannot be modified with `hwloc_topology_restrict()` and object userdata pointers cannot be changed.

The segment of the file pointed by descriptor `fd`, starting at offset `fileoffset`, and of length `length` (in bytes), will be mapped at virtual address `mmap_address`.

The file pointed by descriptor `fd`, the offset `fileoffset`, the requested mapping virtual address `mmap_address` and the length `length` must be identical to what was given to `hwloc_shmem_topology_write()` earlier.

**Note**

Flags `flags` are currently unused, must be 0.

The object userdata pointer should not be used unless the process that created the shared topology also placed userdata-pointed buffers in shared memory.

This function takes care of calling [hwloc\\_topology\\_abi\\_check\(\)](#).

**Returns**

-1 with `errno` set to `EBUSY` if the virtual memory mapping defined by `mmap_address` and `length` isn't available in the process.

-1 with `errno` set to `EINVAL` if `fileoffset`, `mmap_address` or `length` aren't page-aligned, or do not match what was given to [hwloc\\_shmem\\_topology\\_write\(\)](#) earlier.

-1 with `errno` set to `EINVAL` if the layout of the topology structure is different between the writer process and the adopter process.

**22.42.2.2 hwloc\_shmem\_topology\_get\_length()**

```
int hwloc_shmem_topology_get_length (
    hwloc_topology_t topology,
    size_t * lengthp,
    unsigned long flags )
```

Get the required shared memory length for storing a topology.

This length (in bytes) must be used in [hwloc\\_shmem\\_topology\\_write\(\)](#) and [hwloc\\_shmem\\_topology\\_adopt\(\)](#) later.

**Note**

Flags `flags` are currently unused, must be 0.

**22.42.2.3 hwloc\_shmem\_topology\_write()**

```
int hwloc_shmem_topology_write (
    hwloc_topology_t topology,
    int fd,
    hwloc_uint64_t fileoffset,
    void * mmap_address,
    size_t length,
    unsigned long flags )
```

Duplicate a topology to a shared memory file.

Temporarily map a file in virtual memory and duplicate the topology `topology` by allocating duplicates in there.

The segment of the file pointed by descriptor `fd`, starting at offset `fileoffset`, and of length `length` (in bytes), will be temporarily mapped at virtual address `mmap_address` during the duplication.

The mapping length `length` must have been previously obtained with [hwloc\\_shmem\\_topology\\_get\\_length\(\)](#) and the topology must not have been modified in the meantime.

**Note**

Flags `flags` are currently unused, must be 0.

The object `userdata` pointer is duplicated but the pointed buffer is not. However the caller may also allocate it manually in shared memory to share it as well.

**Returns**

-1 with `errno` set to `EBUSY` if the virtual memory mapping defined by `mmap_address` and `length` isn't available in the process.

-1 with `errno` set to `EINVAL` if `fileoffset`, `mmap_address` or `length` aren't page-aligned.

## 22.43 Components and Plugins: Discovery components

### Data Structures

- struct `hwloc_disc_component`

### Typedefs

- typedef enum `hwloc_disc_component_type_e` `hwloc_disc_component_type_t`

### Enumerations

- enum `hwloc_disc_component_type_e` { `HWLOC_DISC_COMPONENT_TYPE_CPU`, `HWLOC_DISC_COMPONENT_TYPE_GLOBAL`, `HWLOC_DISC_COMPONENT_TYPE_MISC` }

#### 22.43.1 Detailed Description

#### 22.43.2 Typedef Documentation

##### 22.43.2.1 `hwloc_disc_component_type_t`

```
typedef enum hwloc_disc_component_type_e hwloc_disc_component_type_t
```

Discovery component type.

#### 22.43.3 Enumeration Type Documentation

##### 22.43.3.1 `hwloc_disc_component_type_e`

```
enum hwloc_disc_component_type_e
```

Discovery component type.

#### Enumerator

<code>HWLOC_DISC_COMPONENT_TYPE_CPU</code>	CPU-only discovery through the OS, or generic no-OS support.
<code>HWLOC_DISC_COMPONENT_TYPE_GLOBAL</code>	xml or synthetic, platform-specific components such as bgq. Anything the discovers CPU and everything else. No misc backend is expected to complement a global component.
<code>HWLOC_DISC_COMPONENT_TYPE_MISC</code>	OpenCL, Cuda, etc.

## 22.44 Components and Plugins: Discovery backends

### Data Structures

- struct `hwloc_backend`

### Functions

- struct `hwloc_backend` \* `hwloc_backend_alloc` (struct `hwloc_disc_component` \*`component`)
- int `hwloc_backend_enable` (struct `hwloc_topology` \*`topology`, struct `hwloc_backend` \*`backend`)

#### 22.44.1 Detailed Description

#### 22.44.2 Function Documentation

##### 22.44.2.1 `hwloc_backend_alloc()`

```
struct hwloc_backend* hwloc_backend_alloc (  
    struct hwloc_disc_component * component )
```

Allocate a backend structure, set good default values, initialize backend->component and topology, etc. The caller will then modify whatever needed, and call `hwloc_backend_enable()`.

##### 22.44.2.2 `hwloc_backend_enable()`

```
int hwloc_backend_enable (  
    struct hwloc_topology * topology,  
    struct hwloc_backend * backend )
```

Enable a previously allocated and setup backend.

## 22.45 Components and Plugins: Generic components

### Data Structures

- struct [hwloc\\_component](#)

### Typedefs

- typedef enum [hwloc\\_component\\_type\\_e](#) [hwloc\\_component\\_type\\_t](#)

### Enumerations

- enum [hwloc\\_component\\_type\\_e](#) { [HWLOC\\_COMPONENT\\_TYPE\\_DISC](#), [HWLOC\\_COMPONENT\\_TYPE\\_XML](#) }

#### 22.45.1 Detailed Description

#### 22.45.2 Typedef Documentation

##### 22.45.2.1 [hwloc\\_component\\_type\\_t](#)

```
typedef enum hwloc\_component\_type\_e hwloc\_component\_type\_t
```

Generic component type.

#### 22.45.3 Enumeration Type Documentation

##### 22.45.3.1 [hwloc\\_component\\_type\\_e](#)

```
enum hwloc\_component\_type\_e
```

Generic component type.

##### Enumerator

<a href="#">HWLOC_COMPONENT_TYPE_DISC</a>	The data field must point to a struct <a href="#">hwloc_disc_component</a> .
<a href="#">HWLOC_COMPONENT_TYPE_XML</a>	The data field must point to a struct <a href="#">hwloc_xml_component</a> .



## 22.46 Components and Plugins: Core functions to be used by components

### Typedefs

- typedef void(\* [hwloc\\_report\\_error\\_t](#)) (const char \*msg, int line)

### Functions

- struct [hwloc\\_obj](#) \* [hwloc\\_insert\\_object\\_by\\_cpuset](#) (struct [hwloc\\_topology](#) \*topology, [hwloc\\_obj\\_t](#) obj)
- void [hwloc\\_report\\_os\\_error](#) (const char \*msg, int line)
- int [hwloc\\_hide\\_errors](#) (void)
- struct [hwloc\\_obj](#) \* [hwloc\\_\\_insert\\_object\\_by\\_cpuset](#) (struct [hwloc\\_topology](#) \*topology, [hwloc\\_obj\\_t](#) root, [hwloc\\_obj\\_t](#) obj, [hwloc\\_report\\_error\\_t](#) report\_error)
- void [hwloc\\_insert\\_object\\_by\\_parent](#) (struct [hwloc\\_topology](#) \*topology, [hwloc\\_obj\\_t](#) parent, [hwloc\\_obj\\_t](#) obj)
- [hwloc\\_obj\\_t](#) [hwloc\\_alloc\\_setup\\_object](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_type\\_t](#) type, unsigned os\_index)
- int [hwloc\\_obj\\_add\\_children\\_sets](#) ([hwloc\\_obj\\_t](#) obj)
- int [hwloc\\_topology\\_reconnect](#) ([hwloc\\_topology\\_t](#) topology, unsigned long flags)
- static int [hwloc\\_plugin\\_check\\_namespace](#) (const char \*pluginname, const char \*symbol)

### 22.46.1 Detailed Description

### 22.46.2 Typedef Documentation

#### 22.46.2.1 [hwloc\\_report\\_error\\_t](#)

```
typedef void(* hwloc\_report\_error\_t) (const char *msg, int line)
```

Type of error callbacks during object insertion.

### 22.46.3 Function Documentation

#### 22.46.3.1 [hwloc\\_\\_insert\\_object\\_by\\_cpuset\(\)](#)

```
struct hwloc\_obj* hwloc\_\_insert\_object\_by\_cpuset (
    struct hwloc\_topology * topology,
    hwloc\_obj\_t root,
    hwloc\_obj\_t obj,
    hwloc\_report\_error\_t report_error )
```

Add an object to the topology and specify which error callback to use.

This function is similar to [hwloc\\_insert\\_object\\_by\\_cpuset\(\)](#) but it allows specifying where to start insertion from (if `root` is NULL, the topology root object is used), and specifying the error callback.

### 22.46.3.2 hwloc\_alloc\_setup\_object()

```
hwloc_obj_t hwloc_alloc_setup_object (
    hwloc_topology_t topology,
    hwloc_obj_type_t type,
    unsigned os_index )
```

Allocate and initialize an object of the given type and physical index.

If `os_index` is unknown or irrelevant, use `HWLOC_UNKNOWN_INDEX`.

### 22.46.3.3 hwloc\_hide\_errors()

```
int hwloc_hide_errors (
    void )
```

Check whether insertion errors are hidden.

### 22.46.3.4 hwloc\_insert\_object\_by\_cpuset()

```
struct hwloc_obj* hwloc_insert_object_by_cpuset (
    struct hwloc_topology * topology,
    hwloc_obj_t obj )
```

Add an object to the topology.

It is sorted along the tree of other objects according to the inclusion of cpusets, to eventually be added as a child of the smallest object including this object.

If the cpuset is empty, the type of the object (and maybe some attributes) must be enough to find where to insert the object. This is especially true for NUMA nodes with memory and no CPUs.

The given object should not have children.

This shall only be called before levels are built.

In case of error, [hwloc\\_report\\_os\\_error\(\)](#) is called.

The caller should check whether the object type is filtered-out before calling this function.

The topology cpuset/nodesets will be enlarged to include the object sets.

Returns the object on success. Returns NULL and frees `obj` on error. Returns another object and frees `obj` if it was merged with an identical pre-existing object.

## 22.46.3.5 hwloc\_insert\_object\_by\_parent()

```
void hwloc_insert_object_by_parent (
    struct hwloc_topology * topology,
    hwloc_obj_t parent,
    hwloc_obj_t obj )
```

Insert an object somewhere in the topology.

It is added as the last child of the given parent. The cpuset is completely ignored, so strange objects such as I/O devices should preferably be inserted with this.

When used for "normal" children with cpusets (when importing from XML when duplicating a topology), the caller should make sure that:

- children are inserted in order,
- children cpusets do not intersect.

The given object may have normal, I/O or Misc children, as long as they are in order as well. These children must have valid parent and next\_sibling pointers.

The caller should check whether the object type is filtered-out before calling this function.

## 22.46.3.6 hwloc\_obj\_add\_children\_sets()

```
int hwloc_obj_add_children_sets (
    hwloc_obj_t obj )
```

Setup object cpusets/nodesets by OR'ing its children.

Used when adding an object late in the topology. Will update the new object by OR'ing all its new children sets.

Used when PCI backend adds a hostbridge parent, when distances add a new Group, etc.

## 22.46.3.7 hwloc\_plugin\_check\_namespace()

```
static int hwloc_plugin_check_namespace (
    const char * pluginname,
    const char * symbol ) [inline], [static]
```

Make sure that plugins can lookup core symbols.

This is a sanity check to avoid lazy-lookup failures when libhwloc is loaded within a plugin, and later tries to load its own plugins. This may fail (and abort the program) if libhwloc symbols are in a private namespace.

## Returns

- 0 on success.
- 1 if the plugin cannot be successfully loaded. The caller plugin init() callback should return a negative error code as well.

Plugins should call this function in their init() callback to avoid later crashes if lazy symbol resolution is used by the upper layer that loaded hwloc (e.g. OpenCL implementations using dlopen with RTLD\_LAZY).

## Note

- The build system must define HWLOC\_INSIDE\_PLUGIN if and only if building the caller as a plugin.
- This function should remain inline so plugins can call it even when they cannot find libhwloc symbols.

#### 22.46.3.8 hwloc\_report\_os\_error()

```
void hwloc_report_os_error (
    const char * msg,
    int line )
```

Report an insertion error from a backend.

#### 22.46.3.9 hwloc\_topology\_reconnect()

```
int hwloc_topology_reconnect (
    hwloc_topology_t topology,
    unsigned long flags )
```

Request a reconnection of children and levels in the topology.

May be used by backends during discovery if they need arrays or lists of object within levels or children to be fully connected.

*flags* is currently unused, must 0.

## 22.47 Components and Plugins: Filtering objects

### Functions

- static int [hwloc\\_filter\\_check\\_pcidev\\_subtype\\_important](#) (unsigned classid)
- static int [hwloc\\_filter\\_check\\_osdev\\_subtype\\_important](#) ([hwloc\\_obj\\_osdev\\_type\\_t](#) subtype)
- static int [hwloc\\_filter\\_check\\_keep\\_object\\_type](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_type\\_t](#) type)
- static int [hwloc\\_filter\\_check\\_keep\\_object](#) ([hwloc\\_topology\\_t](#) topology, [hwloc\\_obj\\_t](#) obj)

### 22.47.1 Detailed Description

### 22.47.2 Function Documentation

#### 22.47.2.1 [hwloc\\_filter\\_check\\_keep\\_object\(\)](#)

```
static int hwloc_filter_check_keep_object (
    hwloc\_topology\_t topology,
    hwloc\_obj\_t obj ) [inline], [static]
```

Check whether the given object should be filtered-out.

#### Returns

1 if the object type should be kept, 0 otherwise.

#### 22.47.2.2 [hwloc\\_filter\\_check\\_keep\\_object\\_type\(\)](#)

```
static int hwloc_filter_check_keep_object_type (
    hwloc\_topology\_t topology,
    hwloc\_obj\_type\_t type ) [inline], [static]
```

Check whether a non-I/O object type should be filtered-out.

Cannot be used for I/O objects.

#### Returns

1 if the object type should be kept, 0 otherwise.

#### 22.47.2.3 hwloc\_filter\_check\_osdev\_subtype\_important()

```
static int hwloc_filter_check_osdev_subtype_important (
    hwloc_obj_osdev_type_t subtype ) [inline], [static]
```

Check whether the given OS device subtype is important.

##### Returns

1 if important, 0 otherwise.

#### 22.47.2.4 hwloc\_filter\_check\_pcidev\_subtype\_important()

```
static int hwloc_filter_check_pcidev_subtype_important (
    unsigned classid ) [inline], [static]
```

Check whether the given PCI device classid is important.

##### Returns

1 if important, 0 otherwise.

## 22.48 Components and Plugins: helpers for PCI discovery

### Functions

- unsigned `hwloc_pcidisc_find_cap` (const unsigned char \*config, unsigned cap)
- int `hwloc_pcidisc_find_linkspeed` (const unsigned char \*config, unsigned offset, float \*linkspeed)
- `hwloc_obj_type_t` `hwloc_pcidisc_check_bridge_type` (unsigned device\_class, const unsigned char \*config)
- int `hwloc_pcidisc_setup_bridge_attr` (`hwloc_obj_t` obj, const unsigned char \*config)
- void `hwloc_pcidisc_tree_insert_by_busid` (struct `hwloc_obj` \*\*treep, struct `hwloc_obj` \*obj)
- int `hwloc_pcidisc_tree_attach` (struct `hwloc_topology` \*topology, struct `hwloc_obj` \*tree)

### 22.48.1 Detailed Description

### 22.48.2 Function Documentation

#### 22.48.2.1 `hwloc_pcidisc_check_bridge_type()`

```
hwloc_obj_type_t hwloc_pcidisc_check_bridge_type (
    unsigned device_class,
    const unsigned char * config )
```

Return the hwloc object type (PCI device or Bridge) for the given class and configuration space.

This function requires 16 bytes of common configuration header at the beginning of config.

#### 22.48.2.2 `hwloc_pcidisc_find_cap()`

```
unsigned hwloc_pcidisc_find_cap (
    const unsigned char * config,
    unsigned cap )
```

Return the offset of the given capability in the PCI config space buffer.

This function requires a 256-bytes config space. Unknown/unavailable bytes should be set to 0xff.

#### 22.48.2.3 `hwloc_pcidisc_find_linkspeed()`

```
int hwloc_pcidisc_find_linkspeed (
    const unsigned char * config,
    unsigned offset,
    float * linkspeed )
```

Fill linkspeed by reading the PCI config space where PCI\_CAP\_ID\_EXP is at position offset.

Needs 20 bytes of EXP capability block starting at offset in the config space for registers up to link status.

#### 22.48.2.4 hwloc\_pcidisc\_setup\_bridge\_attr()

```
int hwloc_pcidisc_setup_bridge_attr (
    hwloc_obj_t obj,
    const unsigned char * config )
```

Fills the attributes of the given PCI bridge using the given PCI config space.

This function requires 32 bytes of common configuration header at the beginning of config.

Returns -1 and destroys /p obj if bridge fields are invalid.

#### 22.48.2.5 hwloc\_pcidisc\_tree\_attach()

```
int hwloc_pcidisc_tree_attach (
    struct hwloc_topology * topology,
    struct hwloc_obj * tree )
```

Add some hostbridges on top of the given tree of PCI objects and attach them to the topology.

For now, they will be attached to the root object. The core will move them to their actual PCI locality using [hwloc\\_pci↔\\_belowroot\\_apply\\_locality\(\)](#) at the end of the discovery.

In the meantime, other backends lookup PCI objects or localities (for instance to attach OS devices) by using [hwloc\\_↔pcidisc\\_find\\_by\\_busid\(\)](#) or [hwloc\\_pcidisc\\_find\\_busid\\_parent\(\)](#).

#### 22.48.2.6 hwloc\_pcidisc\_tree\_insert\_by\_busid()

```
void hwloc_pcidisc_tree_insert_by_busid (
    struct hwloc_obj ** treep,
    struct hwloc_obj * obj )
```

Insert a PCI object in the given PCI tree by looking at PCI bus IDs.

If `treep` points to NULL, the new object is inserted there.



## 22.49 Components and Plugins: finding PCI objects during other discoveries

### Functions

- struct `hwloc_obj` \* `hwloc_pcidisc_find_by_busid` (struct `hwloc_topology` \*`topology`, unsigned `domain`, unsigned `bus`, unsigned `dev`, unsigned `func`)
- struct `hwloc_obj` \* `hwloc_pcidisc_find_busid_parent` (struct `hwloc_topology` \*`topology`, unsigned `domain`, unsigned `bus`, unsigned `dev`, unsigned `func`)

### 22.49.1 Detailed Description

### 22.49.2 Function Documentation

#### 22.49.2.1 `hwloc_pcidisc_find_busid_parent()`

```
struct hwloc_obj* hwloc_pcidisc_find_busid_parent (
    struct hwloc_topology * topology,
    unsigned domain,
    unsigned bus,
    unsigned dev,
    unsigned func )
```

Find the normal parent of a PCI bus ID.

Look at PCI affinity to find out where the given PCI bus ID should be attached.

This function should be used to attach an I/O device directly under a normal (non-I/O) object, instead of below a PCI object. It is usually used by backends when `hwloc_pcidisc_find_by_busid()` failed to find the hwloc object corresponding to this bus ID, for instance because PCI discovery is not supported on this platform.

#### 22.49.2.2 `hwloc_pcidisc_find_by_busid()`

```
struct hwloc_obj* hwloc_pcidisc_find_by_busid (
    struct hwloc_topology * topology,
    unsigned domain,
    unsigned bus,
    unsigned dev,
    unsigned func )
```

Find the PCI object that matches the bus ID.

To be used after a PCI backend added PCI devices with `hwloc_pcidisc_tree_attach()` and before the core moves them to their actual location with `hwloc_pci_belowroot_apply_locality()`.

If no exactly matching object is found, return the container bridge if any, or NULL.

On failure, it may be possible to find the PCI locality (instead of the PCI device) by calling `hwloc_pcidisc_find_busid_↔parent()`.

### Note

This is semantically identical to `hwloc_get_pcidev_by_busid()` which only works after the topology is fully loaded.

## 22.50 Netloc API

### Enumerations

- enum {  
NETLOC\_SUCCESS = 0, NETLOC\_ERROR = -1, NETLOC\_ERROR\_NOTDIR = -2, NETLOC\_ERROR\_NOENT  
= -3,  
NETLOC\_ERROR\_EMPTY = -4, NETLOC\_ERROR\_MULTIPLE = -5, NETLOC\_ERROR\_NOT\_IMPL = -6, NE←  
TLOC\_ERROR\_EXISTS = -7,  
NETLOC\_ERROR\_NOT\_FOUND = -8, NETLOC\_ERROR\_MAX = -9 }

### 22.50.1 Detailed Description

### 22.50.2 Enumeration Type Documentation

#### 22.50.2.1 anonymous enum

anonymous enum

Return codes

Enumerator

NETLOC_SUCCESS	Success
NETLOC_ERROR	Error: General condition
NETLOC_ERROR_NOTDIR	Error: URI is not a directory
NETLOC_ERROR_NOENT	Error: URI is invalid, no such entry
NETLOC_ERROR_EMPTY	Error: No networks found
NETLOC_ERROR_MULTIPLE	Error: Multiple matching networks found
NETLOC_ERROR_NOT_IMPL	Error: Interface not implemented
NETLOC_ERROR_EXISTS	Error: If the entry already exists when trying to add to a lookup table
NETLOC_ERROR_NOT_FOUND	Error: No path found
NETLOC_ERROR_MAX	Error: Enum upper bound marker. No errors less than this number Will not be returned externally.

## Chapter 23

# Data Structure Documentation

### 23.1 hwloc\_backend Struct Reference

```
#include <plugins.h>
```

#### Data Fields

- unsigned long [flags](#)
- int [is\\_thissystem](#)
- void \* [private\\_data](#)
- void(\* [disable](#) )(struct [hwloc\\_backend](#) \*backend)
- int(\* [discover](#) )(struct [hwloc\\_backend](#) \*backend)
- int(\* [get\\_pci\\_busid\\_cpuset](#) )(struct [hwloc\\_backend](#) \*backend, struct [hwloc\\_pcidev\\_attr\\_s](#) \*busid, [hwloc\\_↵  
bitmap\\_t](#) cpuset)

#### 23.1.1 Detailed Description

Discovery backend structure.

A backend is the instantiation of a discovery component. When a component gets enabled for a topology, its [instantiate\(\)](#) callback creates a backend.

[hwloc\\_backend\\_alloc\(\)](#) initializes all fields to default values that the component may change (except "component" and "next") before enabling the backend with [hwloc\\_backend\\_enable\(\)](#).

#### 23.1.2 Field Documentation

### 23.1.2.1 disable

```
void(* hwloc_backend::disable) (struct hwloc_backend *backend)
```

Callback for freeing the private\_data. May be NULL.

### 23.1.2.2 discover

```
int(* hwloc_backend::discover) (struct hwloc_backend *backend)
```

Main discovery callback. returns -1 on error, either because it couldn't add its objects ot the existing topology, or because of an actual discovery/gathering failure. May be NULL.

### 23.1.2.3 flags

```
unsigned long hwloc_backend::flags
```

Backend flags, currently always 0.

### 23.1.2.4 get\_pci\_busid\_cpuset

```
int(* hwloc_backend::get_pci_busid_cpuset) (struct hwloc_backend *backend, struct hwloc_pcidev↔  
attr_s *busid, hwloc_bitmap_t cpuset)
```

Callback used by the PCI backend to retrieve the locality of a PCI object from the OS/cpu backend. May be NULL.

### 23.1.2.5 is\_thissystem

```
int hwloc_backend::is_thissystem
```

Backend-specific 'is\_thissystem' property. Set to 0 or 1 if the backend should enforce the thissystem flag when it gets enabled. Set to -1 if the backend doesn't care (default).

### 23.1.2.6 private\_data

```
void* hwloc_backend::private_data
```

Backend private data, or NULL if none.

The documentation for this struct was generated from the following file:

- plugins.h

## 23.2 hwloc\_obj\_attr\_u::hwloc\_bridge\_attr\_s Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- union {
  - struct [hwloc\\_pcidev\\_attr\\_s](#) [pci](#)
- } [upstream](#)
- [hwloc\\_obj\\_bridge\\_type\\_t](#) [upstream\\_type](#)
- union {
  - struct {
    - unsigned short [domain](#)
    - unsigned char [secondary\\_bus](#)
    - unsigned char [subordinate\\_bus](#)
  - } [pci](#)
- } [downstream](#)
- [hwloc\\_obj\\_bridge\\_type\\_t](#) [downstream\\_type](#)
- unsigned [depth](#)

### 23.2.1 Detailed Description

Bridge specific Object Attributes.

### 23.2.2 Field Documentation

#### 23.2.2.1 depth

```
unsigned hwloc_obj_attr_u::hwloc_bridge_attr_s::depth
```

### 23.2.2.2 domain

```
unsigned short hwloc_obj_attr_u::hwloc_bridge_attr_s::domain
```

### 23.2.2.3 downstream

```
union { ... } hwloc_obj_attr_u::hwloc_bridge_attr_s::downstream
```

### 23.2.2.4 downstream\_type

```
hwloc_obj_bridge_type_t hwloc_obj_attr_u::hwloc_bridge_attr_s::downstream_type
```

### 23.2.2.5 pci [1/2]

```
struct { ... } hwloc_obj_attr_u::hwloc_bridge_attr_s::pci
```

### 23.2.2.6 pci [2/2]

```
struct hwloc_pcidev_attr_s hwloc_obj_attr_u::hwloc_bridge_attr_s::pci
```

### 23.2.2.7 secondary\_bus

```
unsigned char hwloc_obj_attr_u::hwloc_bridge_attr_s::secondary_bus
```

### 23.2.2.8 subordinate\_bus

```
unsigned char hwloc_obj_attr_u::hwloc_bridge_attr_s::subordinate_bus
```

#### 23.2.2.9 upstream

```
union { ... } hwloc_obj_attr_u::hwloc_bridge_attr_s::upstream
```

#### 23.2.2.10 upstream\_type

```
hwloc_obj_bridge_type_t hwloc_obj_attr_u::hwloc_bridge_attr_s::upstream_type
```

The documentation for this struct was generated from the following file:

- hwloc.h

### 23.3 hwloc\_obj\_attr\_u::hwloc\_cache\_attr\_s Struct Reference

```
#include <hwloc.h>
```

#### Data Fields

- hwloc\_uint64\_t [size](#)
- unsigned [depth](#)
- unsigned [linesize](#)
- int [associativity](#)
- [hwloc\\_obj\\_cache\\_type\\_t](#) type

#### 23.3.1 Detailed Description

Cache-specific Object Attributes.

#### 23.3.2 Field Documentation

##### 23.3.2.1 associativity

```
int hwloc_obj_attr_u::hwloc_cache_attr_s::associativity
```

Ways of associativity, -1 if fully associative, 0 if unknown.

### 23.3.2.2 depth

```
unsigned hwloc_obj_attr_u::hwloc_cache_attr_s::depth
```

Depth of cache (e.g., L1, L2, ...etc.)

### 23.3.2.3 linesize

```
unsigned hwloc_obj_attr_u::hwloc_cache_attr_s::linesize
```

Cache-line size in bytes. 0 if unknown.

### 23.3.2.4 size

```
hwloc_uint64_t hwloc_obj_attr_u::hwloc_cache_attr_s::size
```

Size of cache in bytes.

### 23.3.2.5 type

```
hwloc_obj_cache_type_t hwloc_obj_attr_u::hwloc_cache_attr_s::type
```

Cache type.

The documentation for this struct was generated from the following file:

- hwloc.h

## 23.4 hwloc\_component Struct Reference

```
#include <plugins.h>
```

### Data Fields

- unsigned [abi](#)
- int(\* [init](#) )(unsigned long [flags](#))
- void(\* [finalize](#) )(unsigned long [flags](#))
- [hwloc\\_component\\_type\\_t](#) [type](#)
- unsigned long [flags](#)
- void \* [data](#)



### 23.4.1 Detailed Description

Generic component structure.

Generic components structure, either statically listed by configure in static-components.h or dynamically loaded as a plugin.

### 23.4.2 Field Documentation

#### 23.4.2.1 abi

```
unsigned hwloc_component::abi
```

Component ABI version, set to [HWLOC\\_COMPONENT\\_ABI](#).

#### 23.4.2.2 data

```
void* hwloc_component::data
```

Component data, pointing to a struct [hwloc\\_disc\\_component](#) or struct `hwloc_xml_component`.

#### 23.4.2.3 finalize

```
void(* hwloc_component::finalize) (unsigned long flags)
```

Process-wide component termination callback.

This optional callback is called after unregistering the component from the hwloc core (before unloading the plugin).

`flags` is always 0 for now.

#### Note

If the component uses ltdl for loading its own plugins, it should load/unload them only in [init\(\)](#) and [finalize\(\)](#), to avoid race conditions with hwloc's use of ltdl.

#### 23.4.2.4 flags

```
unsigned long hwloc_component::flags
```

Component flags, unused for now.

#### 23.4.2.5 init

```
int (* hwloc_component::init) (unsigned long flags)
```

Process-wide component initialization callback.

This optional callback is called when the component is registered to the hwloc core (after loading the plugin).

When the component is built as a plugin, this callback should call `hwloc_check_plugin_namespace()` and return a negative error code on error.

`flags` is always 0 for now.

#### Returns

0 on success, or a negative code on error.

#### Note

If the component uses `ltl` for loading its own plugins, it should load/unload them only in `init()` and `finalize()`, to avoid race conditions with hwloc's use of `ltl`.

#### 23.4.2.6 type

```
hwloc_component_type_t hwloc_component::type
```

Component type.

The documentation for this struct was generated from the following file:

- `plugins.h`

### 23.5 hwloc\_disc\_component Struct Reference

```
#include <plugins.h>
```

## Data Fields

- [hwloc\\_disc\\_component\\_type\\_t](#) type
- const char \* [name](#)
- unsigned [excludes](#)
- struct [hwloc\\_backend](#) \*(\* [instantiate](#) )(struct [hwloc\\_disc\\_component](#) \*component, const void \*data1, const void \*data2, const void \*data3)
- unsigned [priority](#)
- unsigned [enabled\\_by\\_default](#)

### 23.5.1 Detailed Description

Discovery component structure.

This is the major kind of components, taking care of the discovery. They are registered by generic components, either statically-built or as plugins.

### 23.5.2 Field Documentation

#### 23.5.2.1 [enabled\\_by\\_default](#)

```
unsigned hwloc_disc_component::enabled_by_default
```

Enabled by default. If unset, it will be disabled unless explicitly requested.

#### 23.5.2.2 [excludes](#)

```
unsigned hwloc_disc_component::excludes
```

Component types to exclude, as an OR'ed set of [hwloc\\_disc\\_component\\_type\\_e](#).

For a GLOBAL component, this usually includes all other types (~0).

Other components only exclude types that may bring conflicting topology information. MISC components should likely not be excluded since they usually bring non-primary additional information.

#### 23.5.2.3 [instantiate](#)

```
struct hwloc\_backend *(* hwloc\_disc\_component::instantiate) (struct hwloc\_disc\_component *component,  
const void *data1, const void *data2, const void *data3)
```

Instantiate callback to create a backend from the component. Parameters data1, data2, data3 are NULL except for components that have special enabling routines such as [hwloc\\_topology\\_set\\_xml\(\)](#).

#### 23.5.2.4 name

```
const char* hwloc_disc_component::name
```

Name. If this component is built as a plugin, this name does not have to match the plugin filename.

#### 23.5.2.5 priority

```
unsigned hwloc_disc_component::priority
```

Component priority. Used to sort topology->components, higher priority first. Also used to decide between two components with the same name.

Usual values are 50 for native OS (or platform) components, 45 for x86, 40 for no-OS fallback, 30 for global components (xml, synthetic), 20 for pci, 10 for other misc components (opencl etc.).

#### 23.5.2.6 type

```
hwloc_disc_component_type_t hwloc_disc_component::type
```

Discovery component type.

The documentation for this struct was generated from the following file:

- plugins.h

## 23.6 hwloc\_distances\_s Struct Reference

```
#include <distances.h>
```

### Data Fields

- unsigned [nbobjs](#)
- [hwloc\\_obj\\_t](#) \* [objs](#)
- unsigned long [kind](#)
- [hwloc\\_uint64\\_t](#) \* [values](#)

### 23.6.1 Detailed Description

Matrix of distances between a set of objects.

This matrix often contains latencies between NUMA nodes (as reported in the System Locality Distance Information Table (SLIT) in the ACPI specification), which may or may not be physically accurate. It corresponds to the latency for accessing the memory of one node from a core in another node. The corresponding kind is [HWLOC\\_DISTANCES\\_KIND\\_FROM\\_OS](#) | [HWLOC\\_DISTANCES\\_KIND\\_FROM\\_USER](#).

The matrix may also contain bandwidths between random sets of objects, possibly provided by the user, as specified in the `kind` attribute.

### 23.6.2 Field Documentation

#### 23.6.2.1 kind

```
unsigned long hwloc_distances_s::kind
```

OR'ed set of [hwloc\\_distances\\_kind\\_e](#).

#### 23.6.2.2 nbobjs

```
unsigned hwloc_distances_s::nbobjs
```

Number of objects described by the distance matrix.

#### 23.6.2.3 objs

```
hwloc_obj_t* hwloc_distances_s::objs
```

Array of objects described by the distance matrix. These objects are not in any particular order, see [hwloc\\_distances\\_obj\\_index\(\)](#) and [hwloc\\_distances\\_obj\\_pair\\_values\(\)](#) for easy ways to find objects in this array and their corresponding values.

#### 23.6.2.4 values

```
hwloc_uint64_t* hwloc_distances_s::values
```

Matrix of distances between objects, stored as a one-dimension array.

Distance from i-th to j-th object is stored in slot  $i * nbobjs + j$ . The meaning of the value depends on the `kind` attribute.

The documentation for this struct was generated from the following file:

- distances.h

## 23.7 hwloc\_obj\_attr\_u::hwloc\_group\_attr\_s Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- unsigned [depth](#)
- unsigned [kind](#)
- unsigned [subkind](#)

### 23.7.1 Detailed Description

Group-specific Object Attributes.

### 23.7.2 Field Documentation

#### 23.7.2.1 depth

```
unsigned hwloc_obj_attr_u::hwloc_group_attr_s::depth
```

Depth of group object. It may change if intermediate Group objects are added.

### 23.7.2.2 kind

```
unsigned hwloc_obj_attr_u::hwloc_group_attr_s::kind
```

Internally-used kind of group.

### 23.7.2.3 subkind

```
unsigned hwloc_obj_attr_u::hwloc_group_attr_s::subkind
```

Internally-used subkind to distinguish different levels of groups with same kind.

The documentation for this struct was generated from the following file:

- hwloc.h

## 23.8 hwloc\_info\_s Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- char \* [name](#)
- char \* [value](#)

### 23.8.1 Detailed Description

Object info.

See also

[Consulting and Adding Key-Value Info Attributes](#)

### 23.8.2 Field Documentation

### 23.8.2.1 name

```
char* hwloc_info_s::name
```

Info name.

### 23.8.2.2 value

```
char* hwloc_info_s::value
```

Info value.

The documentation for this struct was generated from the following file:

- hwloc.h

## 23.9 hwloc\_obj\_attr\_u::hwloc\_numanode\_attr\_s::hwloc\_memory\_page\_type\_s Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- hwloc\_uint64\_t [size](#)
- hwloc\_uint64\_t [count](#)

### 23.9.1 Detailed Description

Array of local memory page types, NULL if no local memory and `page_types` is 0.

The array is sorted by increasing `size` fields. It contains `page_types_len` slots.

### 23.9.2 Field Documentation



### 23.9.2.1 count

```
hwloc_uint64_t hwloc_obj_attr_u::hwloc_numanode_attr_s::hwloc_memory_page_type_s::count
```

Number of pages of this size.

### 23.9.2.2 size

```
hwloc_uint64_t hwloc_obj_attr_u::hwloc_numanode_attr_s::hwloc_memory_page_type_s::size
```

Size of pages.

The documentation for this struct was generated from the following file:

- [hwloc.h](#)

## 23.10 hwloc\_obj\_attr\_u::hwloc\_numanode\_attr\_s Struct Reference

```
#include <hwloc.h>
```

### Data Structures

- struct [hwloc\\_memory\\_page\\_type\\_s](#)

### Data Fields

- `hwloc_uint64_t` [local\\_memory](#)
- unsigned [page\\_types\\_len](#)
- struct [hwloc\\_obj\\_attr\\_u::hwloc\\_numanode\\_attr\\_s::hwloc\\_memory\\_page\\_type\\_s](#) \* [page\\_types](#)

### 23.10.1 Detailed Description

NUMA node-specific Object Attributes.

### 23.10.2 Field Documentation

### 23.10.2.1 local\_memory

```
hwloc_uint64_t hwloc_obj_attr_u::hwloc_numanode_attr_s::local_memory
```

Local memory (in bytes)

### 23.10.2.2 page\_types

```
struct hwloc_obj_attr_u::hwloc_numanode_attr_s::hwloc_memory_page_type_s * hwloc_obj_attr_u↔  
::hwloc_numanode_attr_s::page_types
```

### 23.10.2.3 page\_types\_len

```
unsigned hwloc_obj_attr_u::hwloc_numanode_attr_s::page_types_len
```

Size of array `page_types`.

The documentation for this struct was generated from the following file:

- `hwloc.h`

## 23.11 hwloc\_obj Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- `hwloc_obj_type_t` `type`
- `char *` `subtype`
- `unsigned` `os_index`
- `char *` `name`
- `hwloc_uint64_t` `total_memory`
- `union` `hwloc_obj_attr_u *` `attr`
- `int` `depth`
- `unsigned` `logical_index`
- `struct` `hwloc_obj *` `next_cousin`
- `struct` `hwloc_obj *` `prev_cousin`
- `struct` `hwloc_obj *` `parent`
- `unsigned` `sibling_rank`
- `struct` `hwloc_obj *` `next_sibling`
- `struct` `hwloc_obj *` `prev_sibling`

- int [symmetric\\_subtree](#)
- [hwloc\\_cpuset\\_t](#) [cpuset](#)
- [hwloc\\_cpuset\\_t](#) [complete\\_cpuset](#)
- [hwloc\\_nodeset\\_t](#) [nodeset](#)
- [hwloc\\_nodeset\\_t](#) [complete\\_nodeset](#)
- struct [hwloc\\_info\\_s](#) \* [infos](#)
- unsigned [infos\\_count](#)
- void \* [userdata](#)
- [hwloc\\_uint64\\_t](#) [gp\\_index](#)

**List and array of normal children below this object (except Memory, I/O and Misc children).**

- unsigned [arity](#)
- struct [hwloc\\_obj](#) \*\* [children](#)
- struct [hwloc\\_obj](#) \* [first\\_child](#)
- struct [hwloc\\_obj](#) \* [last\\_child](#)

**List of Memory children below this object.**

- unsigned [memory\\_arity](#)
- struct [hwloc\\_obj](#) \* [memory\\_first\\_child](#)

**List of I/O children below this object.**

- unsigned [io\\_arity](#)
- struct [hwloc\\_obj](#) \* [io\\_first\\_child](#)

**List of Misc children below this object.**

- unsigned [misc\\_arity](#)
- struct [hwloc\\_obj](#) \* [misc\\_first\\_child](#)

### 23.11.1 Detailed Description

Structure of a topology object.

Applications must not modify any field except [hwloc\\_obj.userdata](#).

### 23.11.2 Field Documentation

#### 23.11.2.1 [arity](#)

```
unsigned hwloc_obj::arity
```

Number of normal children. Memory, Misc and I/O children are not listed here but rather in their dedicated children list.

### 23.11.2.2 attr

```
union hwloc_obj_attr_u* hwloc_obj::attr
```

Object type-specific Attributes, may be NULL if no attribute value was found.

### 23.11.2.3 children

```
struct hwloc_obj** hwloc_obj::children
```

Normal children, children[0 .. arity -1].

### 23.11.2.4 complete\_cpuset

```
hwloc_cpuset_t hwloc_obj::complete_cpuset
```

The complete CPU set of logical processors of this object,.

This may include not only the same as the cpuset field, but also some CPUs for which topology information is unknown or incomplete, some offlines CPUs, and the CPUs that are ignored when the [HWLOC\\_TOPOLOGY\\_FLAG\\_WHOLE\\_SYSTEM](#) flag is not set. Thus no corresponding PU object may be found in the topology, because the precise position is undefined. It is however known that it would be somewhere under this object.

#### Note

Its value must not be changed, [hwloc\\_bitmap\\_dup\(\)](#) must be used instead.

### 23.11.2.5 complete\_nodeset

```
hwloc_nodeset_t hwloc_obj::complete_nodeset
```

The complete NUMA node set of this object,.

This may include not only the same as the nodeset field, but also some NUMA nodes for which topology information is unknown or incomplete, some offlines nodes, and the nodes that are ignored when the [HWLOC\\_TOPOLOGY\\_FLAG\\_WHOLE\\_SYSTEM](#) flag is not set. Thus no corresponding NUMA node object may be found in the topology, because the precise position is undefined. It is however known that it would be somewhere under this object.

If there are no NUMA nodes in the machine, all the memory is close to this object, so only the first bit is set in complete\_nodeset.

#### Note

Its value must not be changed, [hwloc\\_bitmap\\_dup\(\)](#) must be used instead.

### 23.11.2.6 cpuset

```
hwloc_cpuset_t hwloc_obj::cpuset
```

CPUs covered by this object.

This is the set of CPUs for which there are PU objects in the topology under this object, i.e. which are known to be physically contained in this object and known how (the children path between this object and the PU objects).

If the [HWLOC\\_TOPOLOGY\\_FLAG\\_WHOLE\\_SYSTEM](#) configuration flag is set, some of these CPUs may not be allowed for binding, see [hwloc\\_topology\\_get\\_allowed\\_cpuset\(\)](#).

#### Note

All objects have non-NULL CPU and node sets except Misc and I/O objects.  
Its value must not be changed, [hwloc\\_bitmap\\_dup\(\)](#) must be used instead.

### 23.11.2.7 depth

```
int hwloc_obj::depth
```

Vertical index in the hierarchy.

For normal objects, this is the depth of the horizontal level that contains this object and its cousins of the same type. If the topology is symmetric, this is equal to the parent depth plus one, and also equal to the number of parent/child links from the root object to here.

For special objects (NUMA nodes, I/O and Misc) that are not in the main tree, this is a special negative value that corresponds to their dedicated level, see [hwloc\\_get\\_type\\_depth\(\)](#) and [hwloc\\_get\\_type\\_depth\\_e](#). Those special values can be passed to hwloc functions such [hwloc\\_get\\_nbobjs\\_by\\_depth\(\)](#) as usual.

### 23.11.2.8 first\_child

```
struct hwloc_obj* hwloc_obj::first_child
```

First normal child.

### 23.11.2.9 gp\_index

```
hwloc_uint64_t hwloc_obj::gp_index
```

Global persistent index. Generated by hwloc, unique across the topology (contrary to [os\\_index](#)) and persistent across topology changes (contrary to [logical\\_index](#)). Mostly used internally, but could also be used by application to identify objects.

#### 23.11.2.10 infos

```
struct hwloc\_info\_s* hwloc_obj::infos
```

Array of stringified info type=name.

#### 23.11.2.11 infos\_count

```
unsigned hwloc_obj::infos_count
```

Size of infos array.

#### 23.11.2.12 io\_arity

```
unsigned hwloc_obj::io_arity
```

Number of I/O children. These children are listed in `io_first_child`.

#### 23.11.2.13 io\_first\_child

```
struct hwloc\_obj* hwloc_obj::io_first_child
```

First I/O child. Bridges, PCI and OS devices are listed here (`io_arity` and `io_first_child`) instead of in the normal children list. See also [hwloc\\_obj\\_type\\_is\\_io\(\)](#).

#### 23.11.2.14 last\_child

```
struct hwloc\_obj* hwloc_obj::last_child
```

Last normal child.

#### 23.11.2.15 logical\_index

```
unsigned hwloc_obj::logical_index
```

Horizontal index in the whole list of similar objects, hence guaranteed unique across the entire machine. Could be a "cousin\_rank" since it's the rank within the "cousin" list below. Note that this index may change when restricting the topology or when inserting a group.

#### 23.11.2.16 memory\_arity

```
unsigned hwloc_obj::memory_arity
```

Number of Memory children. These children are listed in `memory_first_child`.

#### 23.11.2.17 memory\_first\_child

```
struct hwloc\_obj* hwloc_obj::memory_first_child
```

First Memory child. NUMA nodes are listed here (`memory_arity` and `memory_first_child`) instead of in the normal children list. See also [hwloc\\_obj\\_type\\_is\\_memory\(\)](#).

#### 23.11.2.18 misc\_arity

```
unsigned hwloc_obj::misc_arity
```

Number of Misc children. These children are listed in `misc_first_child`.

#### 23.11.2.19 misc\_first\_child

```
struct hwloc\_obj* hwloc_obj::misc_first_child
```

First Misc child. Misc objects are listed here (`misc_arity` and `misc_first_child`) instead of in the normal children list.

### 23.11.2.20 name

```
char* hwloc_obj::name
```

Object-specific name if any. Mostly used for identifying OS devices and Misc objects where a name string is more useful than numerical indexes.

### 23.11.2.21 next\_cousin

```
struct hwloc_obj* hwloc_obj::next_cousin
```

Next object of same type and depth.

### 23.11.2.22 next\_sibling

```
struct hwloc_obj* hwloc_obj::next_sibling
```

Next object below the same parent (inside the same list of children).

### 23.11.2.23 nodeset

```
hwloc_nodeset_t hwloc_obj::nodeset
```

NUMA nodes covered by this object or containing this object.

This is the set of NUMA nodes for which there are NUMA node objects in the topology under or above this object, i.e. which are known to be physically contained in this object or containing it and known how (the children path between this object and the NUMA node objects).

In the end, these nodes are those that are close to the current object.

If the [HWLOC\\_TOPOLOGY\\_FLAG\\_WHOLE\\_SYSTEM](#) configuration flag is set, some of these nodes may not be allowed for allocation, see [hwloc\\_topology\\_get\\_allowed\\_nodeset\(\)](#).

If there are no NUMA nodes in the machine, all the memory is close to this object, so only the first bit may be set in `nodeset`.

#### Note

All objects have non-NULL CPU and node sets except Misc and I/O objects.  
Its value must not be changed, [hwloc\\_bitmap\\_dup\(\)](#) must be used instead.



**23.11.2.24 os\_index**

```
unsigned hwloc_obj::os_index
```

OS-provided physical index number. It is not guaranteed unique across the entire machine, except for PUs and NUMA nodes. Set to HWLOC\_UNKNOWN\_INDEX if unknown or irrelevant for this object.

**23.11.2.25 parent**

```
struct hwloc_obj* hwloc_obj::parent
```

Parent, NULL if root (Machine object)

**23.11.2.26 prev\_cousin**

```
struct hwloc_obj* hwloc_obj::prev_cousin
```

Previous object of same type and depth.

**23.11.2.27 prev\_sibling**

```
struct hwloc_obj* hwloc_obj::prev_sibling
```

Previous object below the same parent (inside the same list of children).

**23.11.2.28 sibling\_rank**

```
unsigned hwloc_obj::sibling_rank
```

Index in parent's `children[]` array. Or the index in parent's Memory, I/O or Misc children list.

**23.11.2.29 subtype**

```
char* hwloc_obj::subtype
```

Subtype string to better describe the type field.

### 23.11.2.30 symmetric\_subtree

```
int hwloc_obj::symmetric_subtree
```

Set if the subtree of normal objects below this object is symmetric, which means all normal children and their children have identical subtrees.

Memory, I/O and Misc children are ignored.

If set in the topology root object, lstopo may export the topology as a synthetic string.

### 23.11.2.31 total\_memory

```
hwloc_uint64_t hwloc_obj::total_memory
```

Total memory (in bytes) in NUMA nodes below this object.

### 23.11.2.32 type

```
hwloc_obj_type_t hwloc_obj::type
```

Type of object.

### 23.11.2.33 userdata

```
void* hwloc_obj::userdata
```

Application-given private data pointer, initialized to `NULL`, use it as you wish. See [hwloc\\_topology\\_set\\_userdata\\_↔export\\_callback\(\)](#) in **hwloc/export.h** if you wish to export this field to XML.

The documentation for this struct was generated from the following file:

- hwloc.h

## 23.12 hwloc\_obj\_attr\_u Union Reference

```
#include <hwloc.h>
```

## Data Structures

- struct [hwloc\\_bridge\\_attr\\_s](#)
- struct [hwloc\\_cache\\_attr\\_s](#)
- struct [hwloc\\_group\\_attr\\_s](#)
- struct [hwloc\\_numanode\\_attr\\_s](#)
- struct [hwloc\\_osdev\\_attr\\_s](#)
- struct [hwloc\\_pcidev\\_attr\\_s](#)

## Data Fields

- struct [hwloc\\_obj\\_attr\\_u::hwloc\\_numanode\\_attr\\_s](#) numanode
- struct [hwloc\\_obj\\_attr\\_u::hwloc\\_cache\\_attr\\_s](#) cache
- struct [hwloc\\_obj\\_attr\\_u::hwloc\\_group\\_attr\\_s](#) group
- struct [hwloc\\_obj\\_attr\\_u::hwloc\\_pcidev\\_attr\\_s](#) pcidev
- struct [hwloc\\_obj\\_attr\\_u::hwloc\\_bridge\\_attr\\_s](#) bridge
- struct [hwloc\\_obj\\_attr\\_u::hwloc\\_osdev\\_attr\\_s](#) osdev

### 23.12.1 Detailed Description

Object type-specific Attributes.

### 23.12.2 Field Documentation

#### 23.12.2.1 bridge

```
struct hwloc\_obj\_attr\_u::hwloc\_bridge\_attr\_s hwloc_obj_attr_u::bridge
```

#### 23.12.2.2 cache

```
struct hwloc\_obj\_attr\_u::hwloc\_cache\_attr\_s hwloc_obj_attr_u::cache
```

#### 23.12.2.3 group

```
struct hwloc\_obj\_attr\_u::hwloc\_group\_attr\_s hwloc_obj_attr_u::group
```

#### 23.12.2.4 numanode

```
struct hwloc_obj_attr_u::hwloc_numanode_attr_s hwloc_obj_attr_u::numanode
```

#### 23.12.2.5 osdev

```
struct hwloc_obj_attr_u::hwloc_osdev_attr_s hwloc_obj_attr_u::osdev
```

#### 23.12.2.6 pcidev

```
struct hwloc_obj_attr_u::hwloc_pcidev_attr_s hwloc_obj_attr_u::pcidev
```

The documentation for this union was generated from the following file:

- hwloc.h

### 23.13 hwloc\_obj\_attr\_u::hwloc\_osdev\_attr\_s Struct Reference

```
#include <hwloc.h>
```

#### Data Fields

- [hwloc\\_obj\\_osdev\\_type\\_t](#) type

#### 23.13.1 Detailed Description

OS Device specific Object Attributes.

#### 23.13.2 Field Documentation

### 23.13.2.1 type

`hwloc_obj_osdev_type_t hwloc_obj_attr_u::hwloc_osdev_attr_s::type`

The documentation for this struct was generated from the following file:

- `hwloc.h`

## 23.14 hwloc\_obj\_attr\_u::hwloc\_pcidev\_attr\_s Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- unsigned short `domain`
- unsigned char `bus`
- unsigned char `dev`
- unsigned char `func`
- unsigned short `class_id`
- unsigned short `vendor_id`
- unsigned short `device_id`
- unsigned short `subvendor_id`
- unsigned short `subdevice_id`
- unsigned char `revision`
- float `linkspeed`

### 23.14.1 Detailed Description

PCI Device specific Object Attributes.

### 23.14.2 Field Documentation

#### 23.14.2.1 bus

`unsigned char hwloc_obj_attr_u::hwloc_pcidev_attr_s::bus`

**23.14.2.2 class\_id**

```
unsigned short hwloc_obj_attr_u::hwloc_pcidev_attr_s::class_id
```

**23.14.2.3 dev**

```
unsigned char hwloc_obj_attr_u::hwloc_pcidev_attr_s::dev
```

**23.14.2.4 device\_id**

```
unsigned short hwloc_obj_attr_u::hwloc_pcidev_attr_s::device_id
```

**23.14.2.5 domain**

```
unsigned short hwloc_obj_attr_u::hwloc_pcidev_attr_s::domain
```

**23.14.2.6 func**

```
unsigned char hwloc_obj_attr_u::hwloc_pcidev_attr_s::func
```

**23.14.2.7 linkspeed**

```
float hwloc_obj_attr_u::hwloc_pcidev_attr_s::linkspeed
```

**23.14.2.8 revision**

```
unsigned char hwloc_obj_attr_u::hwloc_pcidev_attr_s::revision
```

#### 23.14.2.9 subdevice\_id

```
unsigned short hwloc_obj_attr_u::hwloc_pcidev_attr_s::subdevice_id
```

#### 23.14.2.10 subvendor\_id

```
unsigned short hwloc_obj_attr_u::hwloc_pcidev_attr_s::subvendor_id
```

#### 23.14.2.11 vendor\_id

```
unsigned short hwloc_obj_attr_u::hwloc_pcidev_attr_s::vendor_id
```

The documentation for this struct was generated from the following file:

- hwloc.h

## 23.15 hwloc\_topology\_cpupbind\_support Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- unsigned char [set\\_thisproc\\_cpupbind](#)
- unsigned char [get\\_thisproc\\_cpupbind](#)
- unsigned char [set\\_proc\\_cpupbind](#)
- unsigned char [get\\_proc\\_cpupbind](#)
- unsigned char [set\\_thisthread\\_cpupbind](#)
- unsigned char [get\\_thisthread\\_cpupbind](#)
- unsigned char [set\\_thread\\_cpupbind](#)
- unsigned char [get\\_thread\\_cpupbind](#)
- unsigned char [get\\_thisproc\\_last\\_cpu\\_location](#)
- unsigned char [get\\_proc\\_last\\_cpu\\_location](#)
- unsigned char [get\\_thisthread\\_last\\_cpu\\_location](#)

### 23.15.1 Detailed Description

Flags describing actual PU binding support for this topology.

A flag may be set even if the feature isn't supported in all cases (e.g. binding to random sets of non-contiguous objects).

## 23.15.2 Field Documentation

### 23.15.2.1 `get_proc_cpupbind`

```
unsigned char hwloc_topology_cpupbind_support::get_proc_cpupbind
```

Getting the binding of a whole given process is supported.

### 23.15.2.2 `get_proc_last_cpu_location`

```
unsigned char hwloc_topology_cpupbind_support::get_proc_last_cpu_location
```

Getting the last processors where a whole process ran is supported

### 23.15.2.3 `get_thisproc_cpupbind`

```
unsigned char hwloc_topology_cpupbind_support::get_thisproc_cpupbind
```

Getting the binding of the whole current process is supported.

### 23.15.2.4 `get_thisproc_last_cpu_location`

```
unsigned char hwloc_topology_cpupbind_support::get_thisproc_last_cpu_location
```

Getting the last processors where the whole current process ran is supported

### 23.15.2.5 `get_thisthread_cpupbind`

```
unsigned char hwloc_topology_cpupbind_support::get_thisthread_cpupbind
```

Getting the binding of the current thread only is supported.

### 23.15.2.6 `get_thisthread_last_cpu_location`

```
unsigned char hwloc_topology_cpupbind_support::get_thisthread_last_cpu_location
```

Getting the last processors where the current thread ran is supported



### 23.15.2.7 get\_thread\_cpubind

```
unsigned char hwloc_topology_cpubind_support::get_thread_cpubind
```

Getting the binding of a given thread only is supported.

### 23.15.2.8 set\_proc\_cpubind

```
unsigned char hwloc_topology_cpubind_support::set_proc_cpubind
```

Binding a whole given process is supported.

### 23.15.2.9 set\_thisproc\_cpubind

```
unsigned char hwloc_topology_cpubind_support::set_thisproc_cpubind
```

Binding the whole current process is supported.

### 23.15.2.10 set\_thisthread\_cpubind

```
unsigned char hwloc_topology_cpubind_support::set_thisthread_cpubind
```

Binding the current thread only is supported.

### 23.15.2.11 set\_thread\_cpubind

```
unsigned char hwloc_topology_cpubind_support::set_thread_cpubind
```

Binding a given thread only is supported.

The documentation for this struct was generated from the following file:

- hwloc.h

## 23.16 hwloc\_topology\_diff\_u::hwloc\_topology\_diff\_generic\_s Struct Reference

```
#include <diff.h>
```

### Data Fields

- [hwloc\\_topology\\_diff\\_type\\_t](#) type
- union [hwloc\\_topology\\_diff\\_u](#) \* next

### 23.16.1 Field Documentation

#### 23.16.1.1 next

```
union hwloc_topology_diff_u* hwloc_topology_diff_u::hwloc_topology_diff_generic_s::next
```

#### 23.16.1.2 type

```
hwloc_topology_diff_type_t hwloc_topology_diff_u::hwloc_topology_diff_generic_s::type
```

The documentation for this struct was generated from the following file:

- diff.h

## 23.17 hwloc\_topology\_diff\_obj\_attr\_u::hwloc\_topology\_diff\_obj\_attr\_generic\_s Struct Reference

```
#include <diff.h>
```

### Data Fields

- [hwloc\\_topology\\_diff\\_obj\\_attr\\_type\\_t](#) type

### 23.17.1 Field Documentation

#### 23.17.1.1 type

```
hwloc_topology_diff_obj_attr_type_t hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr↔  
_generic_s::type
```

The documentation for this struct was generated from the following file:

- diff.h

## 23.18 hwloc\_topology\_diff\_u::hwloc\_topology\_diff\_obj\_attr\_s Struct Reference

```
#include <diff.h>
```

### Data Fields

- [hwloc\\_topology\\_diff\\_type\\_t](#) type
- union [hwloc\\_topology\\_diff\\_u](#) \* next
- int [obj\\_depth](#)
- unsigned [obj\\_index](#)
- union [hwloc\\_topology\\_diff\\_obj\\_attr\\_u](#) diff

### 23.18.1 Field Documentation

#### 23.18.1.1 diff

```
union hwloc\_topology\_diff\_obj\_attr\_u hwloc_topology_diff_u::hwloc_topology_diff_obj_attr_s::diff
```

#### 23.18.1.2 next

```
union hwloc\_topology\_diff\_u* hwloc_topology_diff_u::hwloc_topology_diff_obj_attr_s::next
```

#### 23.18.1.3 obj\_depth

```
int hwloc_topology_diff_u::hwloc_topology_diff_obj_attr_s::obj_depth
```

#### 23.18.1.4 obj\_index

```
unsigned hwloc_topology_diff_u::hwloc_topology_diff_obj_attr_s::obj_index
```

### 23.18.1.5 type

```
hwloc_topology_diff_type_t hwloc_topology_diff_u::hwloc_topology_diff_obj_attr_s::type
```

The documentation for this struct was generated from the following file:

- `diff.h`

## 23.19 hwloc\_topology\_diff\_obj\_attr\_u::hwloc\_topology\_diff\_obj\_attr\_string\_s Struct Reference

```
#include <diff.h>
```

### Data Fields

- [hwloc\\_topology\\_diff\\_obj\\_attr\\_type\\_t](#) type
- char \* [name](#)
- char \* [oldvalue](#)
- char \* [newvalue](#)

### 23.19.1 Detailed Description

String attribute modification with an optional name.

### 23.19.2 Field Documentation

#### 23.19.2.1 name

```
char* hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_string_s::name
```

#### 23.19.2.2 newvalue

```
char* hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_string_s::newvalue
```

### 23.19.2.3 oldvalue

```
char* hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_string_s::oldvalue
```

### 23.19.2.4 type

```
hwloc_topology_diff_obj_attr_type_t hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr↔  
_string_s::type
```

The documentation for this struct was generated from the following file:

- `diff.h`

## 23.20 hwloc\_topology\_diff\_obj\_attr\_u Union Reference

```
#include <diff.h>
```

### Data Structures

- struct [hwloc\\_topology\\_diff\\_obj\\_attr\\_generic\\_s](#)
- struct [hwloc\\_topology\\_diff\\_obj\\_attr\\_string\\_s](#)
- struct [hwloc\\_topology\\_diff\\_obj\\_attr\\_uint64\\_s](#)

### Data Fields

- struct [hwloc\\_topology\\_diff\\_obj\\_attr\\_u::hwloc\\_topology\\_diff\\_obj\\_attr\\_generic\\_s](#) generic
- struct [hwloc\\_topology\\_diff\\_obj\\_attr\\_u::hwloc\\_topology\\_diff\\_obj\\_attr\\_uint64\\_s](#) uint64
- struct [hwloc\\_topology\\_diff\\_obj\\_attr\\_u::hwloc\\_topology\\_diff\\_obj\\_attr\\_string\\_s](#) string

### 23.20.1 Detailed Description

One object attribute difference.

### 23.20.2 Field Documentation

### 23.20.2.1 generic

```
struct hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_generic_s hwloc_topology_diff_obj_attr_u::generic
```

### 23.20.2.2 string

```
struct hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_string_s hwloc_topology_diff_obj_attr_u::string
```

### 23.20.2.3 uint64

```
struct hwloc_topology_diff_obj_attr_u::hwloc_topology_diff_obj_attr_uint64_s hwloc_topology_diff_obj_attr_u::uint64
```

The documentation for this union was generated from the following file:

- diff.h

## 23.21 hwloc\_topology\_diff\_obj\_attr\_u::hwloc\_topology\_diff\_obj\_attr\_uint64\_s Struct Reference

```
#include <diff.h>
```

### Data Fields

- [hwloc\\_topology\\_diff\\_obj\\_attr\\_type\\_t](#) type
- [hwloc\\_uint64\\_t](#) index
- [hwloc\\_uint64\\_t](#) oldvalue
- [hwloc\\_uint64\\_t](#) newvalue

### 23.21.1 Detailed Description

Integer attribute modification with an optional index.

### 23.21.2 Field Documentation

### 23.21.2.1 index

hwloc\_uint64\_t hwloc\_topology\_diff\_obj\_attr\_u::hwloc\_topology\_diff\_obj\_attr\_uint64\_s::index

### 23.21.2.2 newvalue

hwloc\_uint64\_t hwloc\_topology\_diff\_obj\_attr\_u::hwloc\_topology\_diff\_obj\_attr\_uint64\_s::newvalue

### 23.21.2.3 oldvalue

hwloc\_uint64\_t hwloc\_topology\_diff\_obj\_attr\_u::hwloc\_topology\_diff\_obj\_attr\_uint64\_s::oldvalue

### 23.21.2.4 type

[hwloc\\_topology\\_diff\\_obj\\_attr\\_type\\_t](#) hwloc\_topology\_diff\_obj\_attr\_u::hwloc\_topology\_diff\_obj\_attr\_↔  
\_uint64\_s::type

The documentation for this struct was generated from the following file:

- [diff.h](#)

## 23.22 hwloc\_topology\_diff\_u::hwloc\_topology\_diff\_too\_complex\_s Struct Reference

```
#include <diff.h>
```

### Data Fields

- [hwloc\\_topology\\_diff\\_type\\_t](#) type
- union [hwloc\\_topology\\_diff\\_u](#) \* next
- int [obj\\_depth](#)
- unsigned [obj\\_index](#)

### 23.22.1 Field Documentation

### 23.22.1.1 next

```
union hwloc_topology_diff_u* hwloc_topology_diff_u::hwloc_topology_diff_too_complex_s::next
```

### 23.22.1.2 obj\_depth

```
int hwloc_topology_diff_u::hwloc_topology_diff_too_complex_s::obj_depth
```

### 23.22.1.3 obj\_index

```
unsigned hwloc_topology_diff_u::hwloc_topology_diff_too_complex_s::obj_index
```

### 23.22.1.4 type

```
hwloc_topology_diff_type_t hwloc_topology_diff_u::hwloc_topology_diff_too_complex_s::type
```

The documentation for this struct was generated from the following file:

- `diff.h`

## 23.23 hwloc\_topology\_diff\_u Union Reference

```
#include <diff.h>
```

### Data Structures

- struct [hwloc\\_topology\\_diff\\_generic\\_s](#)
- struct [hwloc\\_topology\\_diff\\_obj\\_attr\\_s](#)
- struct [hwloc\\_topology\\_diff\\_too\\_complex\\_s](#)

### Data Fields

- struct [hwloc\\_topology\\_diff\\_u::hwloc\\_topology\\_diff\\_generic\\_s](#) generic
- struct [hwloc\\_topology\\_diff\\_u::hwloc\\_topology\\_diff\\_obj\\_attr\\_s](#) obj\_attr
- struct [hwloc\\_topology\\_diff\\_u::hwloc\\_topology\\_diff\\_too\\_complex\\_s](#) too\_complex



### 23.23.1 Detailed Description

One element of a difference list between two topologies.

### 23.23.2 Field Documentation

#### 23.23.2.1 generic

```
struct hwloc_topology_diff_u::hwloc_topology_diff_generic_s hwloc_topology_diff_u::generic
```

#### 23.23.2.2 obj\_attr

```
struct hwloc_topology_diff_u::hwloc_topology_diff_obj_attr_s hwloc_topology_diff_u::obj_attr
```

#### 23.23.2.3 too\_complex

```
struct hwloc_topology_diff_u::hwloc_topology_diff_too_complex_s hwloc_topology_diff_u::too_complex
```

The documentation for this union was generated from the following file:

- diff.h

## 23.24 hwloc\_topology\_discovery\_support Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- unsigned char `pu`
- unsigned char `numa`
- unsigned char `numa_memory`

### 23.24.1 Detailed Description

Flags describing actual discovery support for this topology.

## 23.24.2 Field Documentation

### 23.24.2.1 numa

`unsigned char hwloc_topology_discovery_support::numa`

Detecting the number of NUMA nodes is supported.

### 23.24.2.2 numa\_memory

`unsigned char hwloc_topology_discovery_support::numa_memory`

Detecting the amount of memory in NUMA nodes is supported.

### 23.24.2.3 pu

`unsigned char hwloc_topology_discovery_support::pu`

Detecting the number of PU objects is supported.

The documentation for this struct was generated from the following file:

- `hwloc.h`

## 23.25 hwloc\_topology\_membind\_support Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- unsigned char [set\\_thisproc\\_membind](#)
- unsigned char [get\\_thisproc\\_membind](#)
- unsigned char [set\\_proc\\_membind](#)
- unsigned char [get\\_proc\\_membind](#)
- unsigned char [set\\_thisthread\\_membind](#)
- unsigned char [get\\_thisthread\\_membind](#)
- unsigned char [set\\_area\\_membind](#)
- unsigned char [get\\_area\\_membind](#)
- unsigned char [alloc\\_membind](#)
- unsigned char [firsttouch\\_membind](#)
- unsigned char [bind\\_membind](#)
- unsigned char [interleave\\_membind](#)
- unsigned char [nexttouch\\_membind](#)
- unsigned char [migrate\\_membind](#)
- unsigned char [get\\_area\\_memlocation](#)

### 23.25.1 Detailed Description

Flags describing actual memory binding support for this topology.

A flag may be set even if the feature isn't supported in all cases (e.g. binding to random sets of non-contiguous objects).

### 23.25.2 Field Documentation

#### 23.25.2.1 alloc\_membind

```
unsigned char hwloc_topology_membind_support::alloc_membind
```

Allocating a bound memory area is supported.

#### 23.25.2.2 bind\_membind

```
unsigned char hwloc_topology_membind_support::bind_membind
```

Bind policy is supported.

#### 23.25.2.3 firsttouch\_membind

```
unsigned char hwloc_topology_membind_support::firsttouch_membind
```

First-touch policy is supported.

#### 23.25.2.4 get\_area\_membind

```
unsigned char hwloc_topology_membind_support::get_area_membind
```

Getting the binding of a given memory area is supported.

#### 23.25.2.5 get\_area\_memlocation

```
unsigned char hwloc_topology_membind_support::get_area_memlocation
```

Getting the last NUMA nodes where a memory area was allocated is supported

#### 23.25.2.6 `get_proc_membind`

```
unsigned char hwloc_topology_membind_support::get_proc_membind
```

Getting the binding of a whole given process is supported.

#### 23.25.2.7 `get_thisproc_membind`

```
unsigned char hwloc_topology_membind_support::get_thisproc_membind
```

Getting the binding of the whole current process is supported.

#### 23.25.2.8 `get_thisthread_membind`

```
unsigned char hwloc_topology_membind_support::get_thisthread_membind
```

Getting the binding of the current thread only is supported.

#### 23.25.2.9 `interleave_membind`

```
unsigned char hwloc_topology_membind_support::interleave_membind
```

Interleave policy is supported.

#### 23.25.2.10 `migrate_membind`

```
unsigned char hwloc_topology_membind_support::migrate_membind
```

Migration flags is supported.

#### 23.25.2.11 `nexttouch_membind`

```
unsigned char hwloc_topology_membind_support::nexttouch_membind
```

Next-touch migration policy is supported.

#### 23.25.2.12 `set_area_membind`

```
unsigned char hwloc_topology_membind_support::set_area_membind
```

Binding a given memory area is supported.

### 23.25.2.13 set\_proc\_membind

```
unsigned char hwloc_topology_membind_support::set_proc_membind
```

Binding a whole given process is supported.

### 23.25.2.14 set\_thisproc\_membind

```
unsigned char hwloc_topology_membind_support::set_thisproc_membind
```

Binding the whole current process is supported.

### 23.25.2.15 set\_thisthread\_membind

```
unsigned char hwloc_topology_membind_support::set_thisthread_membind
```

Binding the current thread only is supported.

The documentation for this struct was generated from the following file:

- hwloc.h

## 23.26 hwloc\_topology\_support Struct Reference

```
#include <hwloc.h>
```

### Data Fields

- struct [hwloc\\_topology\\_discovery\\_support](#) \* [discovery](#)
- struct [hwloc\\_topology\\_cpubind\\_support](#) \* [cpubind](#)
- struct [hwloc\\_topology\\_membind\\_support](#) \* [membind](#)

### 23.26.1 Detailed Description

Set of flags describing actual support for this topology.

This is retrieved with [hwloc\\_topology\\_get\\_support\(\)](#) and will be valid until the topology object is destroyed. Note: the values are correct only after discovery.

### 23.26.2 Field Documentation

### 23.26.2.1 cpubind

```
struct hwloc_topology_cpubind_support* hwloc_topology_support::cpubind
```

### 23.26.2.2 discovery

```
struct hwloc_topology_discovery_support* hwloc_topology_support::discovery
```

### 23.26.2.3 membind

```
struct hwloc_topology_membind_support* hwloc_topology_support::membind
```

The documentation for this struct was generated from the following file:

- hwloc.h

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