

MIC COI API Reference Manual 1.0

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1 MIC COI API Reference Manual 1.0

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3 Coprocessor Offload Infrastructure Overview

3.1 Overview

The Intel® Coprocessor Offload Infrastructure (Intel® COI) is a software library designed to ease the development of software tools and applications that run on Intel® XeonPhi(TM) powered device (MIC device). The usage model is for applications that run on the host processor (e.g. Intel® Xeon® processor) to launch and communicate with workloads on one or more target devices.

The Intel® Coprocessor Offload Infrastructure (Intel® COI) model exposes a pipelined programming model to the user. This model allows workloads to be run and data to be moved asynchronously, allowing the host processor, device processor, and DMA engines to stay busy. In the Intel® Coprocessor Offload Infrastructure (Intel® COI) pipelining model, work flows from a "source" to a "sink". Developers can configure one or more command pipelines to interact between sources and sinks. Commands on these pipelines are then run in an asynchronous, in-order fashion. This pipelined usage model exists in a number of offload environments, including graphics and network devices, and has been repeatedly shown to provide a balance between high performance and programmability. This model can also be used as the underpinnings on other popular programming models, including an RPC-like environment where device work is initiated by a large number of threads on the host.

The Intel® Coprocessor Offload Infrastructure (Intel® COI) model is agnostic with respect to how applications and workloads are written. It is a C-language API that interacts with workloads through standard API entry points, but does not impose or provide a framework for exploiting vector or thread parallelism on the host or the device. This allows Intel® Coprocessor Offload Infrastructure (Intel® COI) to be combined with any number of other programming models, including POSIX threads, Intel(R) Parallel Building Blocks, and Intel(R) compilers for both the host and the device.

3.2 Abstractions

Intel® Coprocessor Offload Infrastructure (Intel® COI) exposes four key abstractions to users, allowing them to accomplish tasks that would be otherwise difficult to accomplish using just lower-level abstractions.

- **COIEngine** - This abstraction allows an application to enumerate the Intel® Coprocessor Offload Infrastructure (Intel® COI) -capable devices in the system. The capabilities and dynamic load of the devices can be determined as well.
- **COIProcess** - The COIProcess abstraction encapsulates a process created by Intel® Coprocessor Offload Infrastructure (Intel® COI) on a remote engine. Creating an instance of a COIProcess creates a user process on a remote engine, and having a process handle allows an application to create buffers and pipeline objects that can be used by the process.
- **COIPipeline** - A pipeline is a uni-directional, asynchronous command stream between Intel® Coprocessor Offload Infrastructure (Intel® COI) processes. It allows remote functions to be run on a process running on another device. The process sending commands on a pipeline is called the "source" of the pipeline, and the process executing the commands is called the "sink" of the pipeline.
- **COIBuffer** - A COIBuffer object encapsulates data in a Intel® Coprocessor Offload Infrastructure (Intel® COI) system. Buffers can be created with various properties that affect their behavior. For example, a buffers can be created such that its virtual address is the same no matter where it is used, allowing pointers to be used internally to the buffer. An application can use a COIBuffer without thinking about if the physical memory for the buffer is in device or host memory, or it can decide to exert control over placement and movement if the application's buffer usage model lends itself to a particular data movement scheme.

In addition to these key API abstractions, Intel® Coprocessor Offload Infrastructure (Intel® COI) includes a few other useful abstractions. The COIEvent abstraction allows for synchronization between asynchronous commands, including functions run on a COIPipeline. And the COIPerf and COISysInfo abstractions offer utility libraries for people programming MIC devices.

4 File and Function Naming Conventions

4.1 General Concepts

Files and APIs may contain multiple version numbers, and will always contain at least one. Occasionally, you will find a minor version on a file or API. This minor version number will increment with less disruptive changes to the contents of a file or an API: new functions, signature changes, special versions of a function, etc.

4.2 Header Files

There are three types of header files:

- Headers for APIs that are portable to both the source and sink. Such headers are named COI<description>_common.h. [COIResult_common.h](#) and [COIEvent_common.h](#) are examples, and are found in <install_dir>/install/common.
- Headers for APIs that can only be used in sink-specific code. Such headers are named COI<description>_sink.h. Examples are [COIProcess_sink.h](#) and [COIBuffer_sink.h](#), and are found in <install_dir>/install/sink.
- Headers for APIs that only make sense on the source. Such headers are named COI<description>_source.h. Examples are [COIProcess_source.h](#) and [COIPipeline_source.h](#), and are found in <install_dir>/install/source.

4.3 APIs

APIs follow a similar naming scheme to header files. Each API is named COI<sub-component>. Versioning in Linux is implemented using linker versioning, as described in <http://sourceware.org/binutils/docs/ld/VERSION.html#VERSION>.

```
// *** Current Major Release 2:
#if COI_LIBRARY_VERSION >= 2

COIRESET
COIProcessLoadLibraryFromFile(
    COIPROCESS    in_Process,
    const char*    in_pFileName,
    const char*    in_pLibraryName,
    const char*    in_LibrarySearchPath,
    uint32_t       in_Flags,
    COILIBRARY*    out_pLibrary);
__asm__(".symver COIProcessLoadLibraryFromFile, "
        "COIProcessLoadLibraryFromFile@COI_2.0");

#else

COIRESET
COIProcessLoadLibraryFromFile(
    COIPROCESS    in_Process,
    const char*    in_pFileName,
    const char*    in_pLibraryName,
    const char*    in_LibrarySearchPath,
    COILIBRARY*    out_pLibrary);
__asm__(".symver COIProcessLoadLibraryFromFile, "
        "COIProcessLoadLibraryFromFile@COI_1.0");

#endif
```

Currently, by default, each function binds to the earliest implementation to maintain compatibility with already existing code. Customers that wish to use the newer versions of the API can set the appropriate #define to take advantage of any new functionalities.

5 Module Documentation

5.1 COIBuffer

Modules

- [COIBufferSource](#)
- [COIBufferSink](#)

5.1.1 Detailed Description

5.2 COIEngine

Modules

- [COIEnginecommon](#)
- [COIEngineSource](#)

5.2.1 Detailed Description

5.3 COIResult

Modules

- [COIResultCommon](#)

5.3.1 Detailed Description

5.4 COIPipeline

Modules

- [COIPipelineSource](#)
- [COIPipelineSink](#)

5.4.1 Detailed Description

5.5 COIProcess

Modules

- [COIProcessSource](#)
- [COIProcessSink](#)

5.5.1 Detailed Description

5.6 COIResultCommon

Typedefs

- typedef enum COIRESULT COIRESULT

Enumerations

- enum COIRESULT {
 COI_SUCCESS = 0,
 COI_ERROR,
 COI_NOT_INITIALIZED,
 COI_ALREADY_INITIALIZED,
 COI_ALREADY_EXISTS,
 COI_DOES_NOT_EXIST,
 COI_INVALID_POINTER,
 COI_OUT_OF_RANGE,
 COI_NOT_SUPPORTED,
 COI_TIME_OUT_REACHED,
 COI_MEMORY_OVERLAP,
 COI_ARGUMENT_MISMATCH,
 COI_SIZE_MISMATCH,
 COI_OUT_OF_MEMORY,
 COI_INVALID_HANDLE,
 COI_RETRY,
 COI_RESOURCE_EXHAUSTED,
 COI_ALREADY_LOCKED,
 COI_NOT_LOCKED,
 COI_MISSING_DEPENDENCY,
 COI_UNDEFINED_SYMBOL,
 COI_PENDING,
 COI_BINARY_AND_HARDWARE_MISMATCH,
 COI_PROCESS_DIED,
 COI_INVALID_FILE,
 COI_EVENT_CANCELED,
 COI_VERSION_MISMATCH,
 COI_BAD_PORT,
 COI_AUTHENTICATION_FAILURE,
 COI_COMM_NOT_INITIALIZED,
 COI_INCORRECT_FORMAT,
 COI_MAX_LOCKED_MEMORY,
 COI_NUM_RESULTS }

Functions

- COIACCESSAPI const char * COIResultGetName (COIRESULT in_ResultCode)
Returns the string version of the passed in COIRESULT.

5.6.1 Detailed Description

5.6.2 Typedef Documentation

5.6.2.1 typedef enum COIRESULT COIRESULT

5.6.3 Enumeration Type Documentation

5.6.3.1 enum COIRESLT

Enumerator

- COI_SUCCESS** The function succeeded without error.
- COI_ERROR** Unspecified error.
- COI_NOT_INITIALIZED** The function was called before the. system was initialized.
- COI_ALREADY_INITIALIZED** The function was called after the. system was initialized.
- COI_ALREADY_EXISTS** Cannot complete the request due to. the existence of a similar object.
- COI_DOES_NOT_EXIST** The specified object was not found.
- COI_INVALID_POINTER** One of the provided addresses was not. valid.
- COI_OUT_OF_RANGE** One of the arguments contains a value. that is invalid.
- COI_NOT_SUPPORTED** This function is not currently. supported as used.
- COI_TIME_OUT_REACHED** The specified time out caused the. function to abort.
- COI_MEMORY_OVERLAP** The source and destination range. specified overlaps for the same buffer.
- COI_ARGUMENT_MISMATCH** The specified arguments are not. compatible.
- COI_SIZE_MISMATCH** The specified size does not match the. expected size.
- COI_OUT_OF_MEMORY** The function was unable to allocate. the required memory.
- COI_INVALID_HANDLE** One of the provided handles was not. valid.
- COI_RETRY** This function currently can't. complete, but might be able to later.
- COI_RESOURCE_EXHAUSTED** The resource was not large enough.
- COI_ALREADY_LOCKED** The object was expected to be. unlocked, but was locked.
- COI_NOT_LOCKED** The object was expected to be locked,. but was unlocked.
- COI_MISSING_DEPENDENCY** One or more dependent components. could not be found.
- COI_UNDEFINED_SYMBOL** One or more symbols the component. required was not defined in any library.
- COI_PENDING** Operation is not finished.
- COI_BINARY_AND_HARDWARE_MISMATCH** A specified binary will not run on. the specified hardware.
- COI_PROCESS_DIED**
- COI_INVALID_FILE** The file is invalid for its intended. usage in the function.
- COI_EVENT_CANCELED** Event wait on a user event that. was unregistered or is being unregistered returns COI_EVENT_CANCELED.
- COI_VERSION_MISMATCH** The version of Intel(R) Coprocessor. Offload Infrastructure on the host is not compatible with the version on the device.
- COI_BAD_PORT** The port that the host is set to. connect to is invalid.
- COI_AUTHENTICATION_FAILURE** The daemon was unable to authenticate. the user that requested an engine. Only reported if daemon is set up for authorization. Is also reported in Windows if host can not find user.
- COI_COMM_NOT_INITIALIZED** The function was called before the. comm was initialized.
- COI_INCORRECT_FORMAT** Format of data is incorrect.
- COI_MAX_LOCKED_MEMORY** Pinned memory limit occured. You may need to ask system administrator to increase memlock limit.
- COI_NUM_RESULTS** Reserved, do not use.

Definition at line 52 of file COIResult_common.h.

5.6.4 Function Documentation

5.6.4.1 COIACCESSAPI const char* COIResultGetName (COIRESLT in_ResultCode)

Returns the string version of the passed in COIRESLT.

Thus if COI_RETRY is passed in, this function returns the string "COI_RETRY". If the error code passed ins is not valid then "COI_ERROR" will be returned.

Parameters

<i>in_ResultCode</i>	[in] COIRESLUT code to return the string version of.
----------------------	--

Returns

String version of the passed in COIRESLUT code.

5.7 COITypesSource

Files

- file [COITypes_common.h](#)

Data Structures

- struct [coievent](#)

Typedefs

- typedef uint64_t [COI_CPU_MASK](#) [16]
- typedef wchar_t [coi_wchar_t](#)
On Windows, coi_wchar_t is a uint32_t.
- typedef struct coibuffer * [COIBUFFER](#)
- typedef struct coiengine * [COIENGINE](#)
- typedef struct [coievent](#) [COIEVENT](#)
- typedef struct coifunction * [COIFUNCTION](#)
- typedef struct coilibrary * [COILIBRARY](#)
- typedef struct coimapiinst * [COIMAPIINSTANCE](#)
- typedef struct coipipeline * [COIPIPELINE](#)
- typedef struct coiprocess * [COIPROCESS](#)

Variables

- uint64_t [coievent::opaque](#) [2]

5.7.1 Detailed Description

5.7.2 Typedef Documentation

5.7.2.1 typedef uint64_t COI_CPU_MASK[16]

Definition at line 72 of file [COITypes_common.h](#).

5.7.2.2 typedef wchar_t coi_wchar_t

On Windows, coi_wchar_t is a uint32_t.

On Windows, wchar_t is 16 bits wide, and on Linux it is 32 bits wide, so uint32_t is used for portability.

Definition at line 77 of file [COITypes_common.h](#).

5.7.2.3 typedef struct coibuffer* COIBUFFER

Definition at line 68 of file [COITypes_common.h](#).

5.7.2.4 typedef struct coiengine* COIENGINE

Definition at line 66 of file [COITypes_common.h](#).

5.7.2.5 typedef struct coievent COIEVENT

Definition at line 67 of file [COITypes_common.h](#).

5.7.2.6 typedef struct coifunction* COIFUNCTION

Definition at line 65 of file COITypes_common.h.

5.7.2.7 typedef struct coilibrary* COILIBRARY

Definition at line 69 of file COITypes_common.h.

5.7.2.8 typedef struct coimapiinst* COIMAPINSTANCE

Definition at line 70 of file COITypes_common.h.

5.7.2.9 typedef struct coipeline* COIPIPELINE

Definition at line 64 of file COITypes_common.h.

5.7.2.10 typedef struct coiprocess* COIPROCESS

Definition at line 63 of file COITypes_common.h.

5.7.3 Variable Documentation**5.7.3.1 uint64_t coievent::opaque[2]**

Definition at line 60 of file COITypes_common.h.

5.8 COIPerfCommon

Files

- file [COIPerf_common.h](#)
Performance Analysis API.

Functions

- COIACCESSAPI uint64_t [COIPerfGetCycleCounter](#) (void)
Returns a performance counter value.
- COIACCESSAPI uint64_t [COIPerfGetCycleFrequency](#) (void)
Returns the calculated system frequency in hertz.

5.8.1 Detailed Description

5.8.2 Function Documentation

5.8.2.1 COIACCESSAPI uint64_t COIPerfGetCycleCounter (void)

Returns a performance counter value.

This function returns a performance counter value that increments at a constant rate for all time and is coherent across all cores.

Returns

Current performance counter value or 0 if no performance counter is available

5.8.2.2 COIACCESSAPI uint64_t COIPerfGetCycleFrequency (void)

Returns the calculated system frequency in hertz.

Returns

Current system frequency in hertz.

5.9 COISysInfoCommon

Files

- file [COISysInfo_common.h](#)

This interface allows developers to query the platform for system level information.

Macros

- `#define INITIAL_APIC_ID_BITS 0xFF000000`

Functions

- `COIACCESSAPI uint32_t COISysGetAPICID (void)`
- `COIACCESSAPI uint32_t COISysGetCoreCount (void)`
- `COIACCESSAPI uint32_t COISysGetCoreIndex (void)`
- `COIACCESSAPI uint32_t COISysGetHardwareThreadCount (void)`
- `COIACCESSAPI uint32_t COISysGetHardwareThreadIndex (void)`
- `COIACCESSAPI uint32_t COISysGetL2CacheCount (void)`
- `COIACCESSAPI uint32_t COISysGetL2CacheIndex (void)`

5.9.1 Detailed Description

5.9.2 Macro Definition Documentation

5.9.2.1 `#define INITIAL_APIC_ID_BITS 0xFF000000`

Definition at line 56 of file [COISysInfo_common.h](#).

5.9.3 Function Documentation

5.9.3.1 `uint32_t COISysGetAPICID (void)`

Returns

The Advanced Programmable Interrupt Controller (APIC) ID of the hardware thread on which the caller is running.

Warning

APIC IDs are unique to each hardware thread within a processor, but may not be sequential.

5.9.3.2 `COIACCESSAPI uint32_t COISysGetCoreCount (void)`

Returns

The number of cores exposed by the processor on which the caller is running. Returns 0 if there is an error loading the processor info.

5.9.3.3 `COIACCESSAPI uint32_t COISysGetCoreIndex (void)`

Returns

The index of the core on which the caller is running.

The indexes of neighboring cores will differ by a value of one and are within the range zero through [COISysGetCoreCount\(\)](#)-1. Returns ((uint32_t)-1) if there was an error loading processor info.

5.9.3.4 COIACCESSAPI uint32_t COISysGetHardwareThreadCount (void)

Returns

The number of hardware threads exposed by the processor on which the caller is running. Returns 0 if there is an error loading processor info.

5.9.3.5 COIACCESSAPI uint32_t COISysGetHardwareThreadIndex (void)

Returns

The index of the hardware thread on which the caller is running.

The indexes of neighboring hardware threads will differ by a value of one and are within the range zero through [COISysGetHardwareThreadCount\(\)](#)-1. Returns ((uint32_t)-1) if there was an error loading processor info.

5.9.3.6 COIACCESSAPI uint32_t COISysGetL2CacheCount (void)

Returns

The number of level 2 caches within the processor on which the caller is running. Returns ((uint32_t)-1) if there was an error loading processor info.

5.9.3.7 COIACCESSAPI uint32_t COISysGetL2CacheIndex (void)

Returns

The index of the level 2 cache on which the caller is running. Returns ((uint32_t)-1) if there was an error loading processor info.

The indexes of neighboring cores will differ by a value of one and are within the range zero through [COISysGetL2CacheCount\(\)](#)-1.

5.10 COIEnginecommon

Files

- file [COIEngine_common.h](#)

Macros

- `#define COI_ISA_INVALID COI_DEVICE_INVALID`
List of deprecated device types for backward compatibility.
- `#define COI_ISA_KNC COI_DEVICE_KNC`
- `#define COI_ISA_KNF COI_DEVICE_KNF`
- `#define COI_ISA_MIC COI_DEVICE_MIC`
- `#define COI_ISA_x86_64 COI_DEVICE_SOURCE`
- `#define COI_MAX_ISA_KNC_DEVICES 0`
- `#define COI_MAX_ISA_KNF_DEVICES 0`
- `#define COI_MAX_ISA_KNL_DEVICES COI_MAX_ISA_MIC_DEVICES`
- `#define COI_MAX_ISA_MIC_DEVICES 128`
- `#define COI_MAX_ISA_x86_64_DEVICES 128`

Typedefs

- typedef [COI_DEVICE_TYPE](#) [COI_ISA_TYPE](#)

Enumerations

- enum [COI_DEVICE_TYPE](#) {
[COI_DEVICE_INVALID](#) = 0,
[COI_DEVICE_SOURCE](#),
[COI_DEVICE_MIC](#),
[COI_DEVICE_DEPRECATED_0](#),
[COI_DEVICE_DEPRECATED_1](#),
[COI_DEVICE_KNL](#),
[COI_DEVICE_MAX](#),
[COI_DEVICE_KNF](#) = [COI_DEVICE_DEPRECATED_0](#),
[COI_DEVICE_KNC](#) = [COI_DEVICE_DEPRECATED_1](#) }
List of ISA types of supported engines.

Functions

- COIACCESSAPI [COIRESULT](#) [COIEngineGetIndex](#) ([COI_DEVICE_TYPE](#) *out_pType, uint32_t *out_pIndex)
Get the information about the COIEngine executing this function call.

5.10.1 Detailed Description

5.10.2 Macro Definition Documentation

5.10.2.1 `#define COI_ISA_INVALID COI_DEVICE_INVALID`

List of deprecated device types for backward compatibility.

Definition at line 82 of file [COIEngine_common.h](#).

5.10.2.2 **#define COI_ISA_KNC COI_DEVICE_KNC**

Definition at line 86 of file COIEngine_common.h.

5.10.2.3 **#define COI_ISA_KNF COI_DEVICE_KNF**

Definition at line 85 of file COIEngine_common.h.

5.10.2.4 **#define COI_ISA_MIC COI_DEVICE_MIC**

Definition at line 84 of file COIEngine_common.h.

5.10.2.5 **#define COI_ISA_x86_64 COI_DEVICE_SOURCE**

Definition at line 83 of file COIEngine_common.h.

5.10.2.6 **#define COI_MAX_ISA_KNC_DEVICES 0**

Definition at line 57 of file COIEngine_common.h.

5.10.2.7 **#define COI_MAX_ISA_KNF_DEVICES 0**

Definition at line 56 of file COIEngine_common.h.

5.10.2.8 **#define COI_MAX_ISA_KNL_DEVICES COI_MAX_ISA_MIC_DEVICES**

Definition at line 58 of file COIEngine_common.h.

5.10.2.9 **#define COI_MAX_ISA_MIC_DEVICES 128**

Definition at line 55 of file COIEngine_common.h.

5.10.2.10 **#define COI_MAX_ISA_x86_64_DEVICES 128**

Definition at line 54 of file COIEngine_common.h.

5.10.3 Typedef Documentation

5.10.3.1 **typedef COI_DEVICE_TYPE COI_ISA_TYPE**

Definition at line 88 of file COIEngine_common.h.

5.10.4 Enumeration Type Documentation

5.10.4.1 **enum COI_DEVICE_TYPE**

List of ISA types of supported engines.

Enumerator

COI_DEVICE_INVALID Represents an invalid device type.

COI_DEVICE_SOURCE The engine from which offload originates.

COI_DEVICE_MIC Special value used to represent any device. in the Intel(R) Many Integrated Core family.

COI_DEVICE_DEPRECATED_0 Placeholder for L1OM devices (deprecated).

COI_DEVICE_DEPRECATED_1 Placeholder for K1OM devices (deprecated).

COI_DEVICE_KNL Knights Landing devices.

COI_DEVICE_MAX

COI_DEVICE_KNF

COI_DEVICE_KNC

Definition at line 64 of file COIEngine_common.h.

5.10.5 Function Documentation**5.10.5.1 COIACCESSAPI COIRERESULT COIEngineGetIndex (COI_DEVICE_TYPE * *out_pType*, uint32_t * *out_pIndex*)**

Get the information about the COIEngine executing this function call.

Parameters

<i>out_pType</i>	[out] The COI_DEVICE_TYPE of the engine.
<i>out_pIndex</i>	[out] The zero-based index of this engine in the collection of engines of the ISA returned in <i>out_pType</i> .

Returns

COI_INVALID_POINTER if any of the parameters are NULL.
COI_SUCCESS

5.11 COIEventcommon

Files

- file [COIEvent_common.h](#)

Functions

- COIACCESSAPI [COIRESULT COIEventSignalUserEvent](#) ([COIEVENT](#) in_Event)
Signal one shot user event.

5.11.1 Detailed Description

5.11.2 Function Documentation

5.11.2.1 COIACCESSAPI COIRESULT COIEventSignalUserEvent ([COIEVENT](#) in_Event)

Signal one shot user event.

User events created on source can be signaled from both sink and source. This fires the event and wakes up threads waiting on COIEventWait.

Note: For events that are not registered or already signaled this call will behave as a NOP. Users need to make sure that they pass valid events on the sink side.

Parameters

<i>in_Event</i>	Event Handle to be signaled.
-----------------	------------------------------

Returns

COI_INVALID_HANDLE if in_Event was not a User event.
COI_ERROR if the signal fails to be sent from the sink.
COI_SUCCESS if the event was successfully signaled or ignored.

5.12 COIEventSource

Files

- file [COIEvent_source.h](#)

Macros

- `#define COI_EVENT_ASYNC ((COIEVENT*)1)`
Special case event values which can be passed in to APIs to specify how the API should behave.
- `#define COI_EVENT_INITIALIZER { { 0, (uint64_t)-1 } }`
This can be used to initialize a COIEVENT to a known invalid state.
- `#define COI_EVENT_SYNC ((COIEVENT*)2)`

Typedefs

- `typedef void(* COI_EVENT_CALLBACK)(COIEVENT in_Event, const COIRESET in_Result, const void *in_UserData)`
A callback that will be invoked to notify the user of an internal runtime event completion.

Functions

- `COIACCESSAPI COIRESET COIEventRegisterCallback (const COIEVENT in_Event, COI_EVENT_CALLBACK in_Callback, const void *in_UserData, const uint64_t in_Flags)`
Registers any COIEVENT to receive a one time callback, when the event is marked complete in the offload runtime.
- `COIACCESSAPI COIRESET COIEventRegisterUserEvent (COIEVENT *out_pEvent)`
Register a User COIEVENT so that it can be fired.
- `COIACCESSAPI COIRESET COIEventUnregisterUserEvent (COIEVENT in_Event)`
Unregister a User COIEVENT.
- `COIACCESSAPI COIRESET COIEventWait (uint16_t in_NumEvents, const COIEVENT *in_pEvents, int32_t in_TimeoutMilliseconds, uint8_t in_WaitForAll, uint32_t *out_pNumSignaled, uint32_t *out_pSignaled-Indices)`
Wait for an arbitrary number of COIEVENTs to be signaled as completed, eg when the run function or asynchronous map call associated with an event has finished execution.

5.12.1 Detailed Description

5.12.2 Macro Definition Documentation

5.12.2.1 `#define COI_EVENT_ASYNC ((COIEVENT*)1)`

Special case event values which can be passed in to APIs to specify how the API should behave.

In COIBuffer APIs passing in NULL for the completion event is the equivalent of passing COI_EVENT_SYNC. Note that passing COI_EVENT_ASYNC can be used when the caller wishes the operation to be performed asynchronously but does not care when the operation completes. This can be useful for operations that by definition must complete in order (DMAs, run functions on a single pipeline). If the caller does care when the operation completes then they should pass in a valid completion event which they can later wait on.

Definition at line 65 of file COIEvent_source.h.

5.12.2.2 `#define COI_EVENT_INITIALIZER { { 0, (uint64_t)-1 } }`

This can be used to initialize a COIEVENT to a known invalid state.

This is not required to use, but can be useful in some cases if a program is unsure if the event will be initialized by the runtime. Simply set the event to this value: `COIEVENT event = COI_EVENT_INITIALIZER;`

Definition at line 75 of file `COIEvent_source.h`.

5.12.2.3 `#define COI_EVENT_SYNC ((COIEVENT*)2)`

Definition at line 66 of file `COIEvent_source.h`.

5.12.3 Typedef Documentation

5.12.3.1 `typedef void(* COI_EVENT_CALLBACK)(COIEVENT in_Event, const COIRESET in_Result, const void *in_UserData)`

A callback that will be invoked to notify the user of an internal runtime event completion.

As with any callback mechanism it is up to the user to make sure that there are no possible deadlocks due to reentrancy (ie the callback being invoked in the same context that triggered the notification) and also that the callback does not slow down overall processing. If the user performs too much work within the callback it could delay further processing. The callback will be invoked prior to the signaling of the corresponding COIEvent. For example, if a user is waiting for a COIEvent associated with a run function completing they will receive the callback before the COIEvent is marked as signaled.

Parameters

<i>in_Event</i>	[in] The completion event that is associated with the operation that is being notified.
<i>in_Result</i>	[in] The COIRESET of the operation.
<i>in_UserData</i>	[in] Opaque data that was provided when the callback was registered. Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) simply passes this back to the user so that they can interpret it as they choose.

Definition at line 222 of file `COIEvent_source.h`.

5.12.4 Function Documentation

5.12.4.1 `COIACCESSAPI COIRESET COIEventRegisterCallback (const COIEVENT in_Event, COI_EVENT_CALLBACK in_Callback, const void * in_UserData, const uint64_t in_Flags)`

Registers any COIEVENT to receive a one time callback, when the event is marked complete in the offload runtime.

If the event has completed before the `COIEventRegisterCallback()` is called then the callback will immediately be invoked by the calling thread. When the event is registered before the event completes, the runtime guarantees that the callback will be invoked before `COIEventWait()` is notified of the same event completing. In well written user code, this may provide a slight performance advantage.

Users should treat the callback much like an interrupt routine, in regards of performance. Specifically designing the callback to be as short and non blocking as possible. Since the thread that runs the callback is non deterministic blocking or stalling of the callback, may have severe performance impacts on the offload runtime. Thus, it is important to not create deadlocks between the callback and other signaling/waiting mechanisms. It is recommended to never invoke `COIEventWait()` inside a callback function, as this could lead to immediate deadlocks.

It is important to note that the runtime cannot distinguish between already triggered events and invalid events. Thus the user needs to pass in a valid event, or the callback will be invoked immediately. Failed events will still receive a callback and the user can query `COIEventWait()` after the callback for the failed return code.

If more than one callback is registered for the same event, only the single most current callback will be used, i.e. the older one will be replaced.

Parameters

<i>in_Event</i>	[in] A valid single event handle to be registered to receive a callback.
<i>in_Callback</i>	[in] Pointer to a user function used to signal an event completion.
<i>in_UserData</i>	[in] Opaque data to pass to the callback when it is invoked.
<i>in_Flags</i>	[in] Reserved parameter for future expansion, required to be zero for now.

Returns

COI_INVALID_HANDLE if *in_Event* is not a valid COIEVENT
 COI_INVALID_HANDLE if *in_Callback* is not a valid pointer.
 COI_ARGUMENT_MISMATCH if the *in_Flags* is not zero.
 COI_SUCCESS an event is successfully registered

5.12.4.2 COIACCESSAPI COIRERESULT COIEventRegisterUserEvent (COIEVENT * *out_pEvent*)

Register a User COIEVENT so that it can be fired.

Registered event is a one shot User event; in other words once signaled it cannot be used again for signaling. You have to unregister and register again to enable signaling. An event will be reset if it is re-registered without unregistering, resulting in loss of all outstanding signals.

Parameters

<i>out_pEvent</i>	[out] Pointer to COIEVENT handle being Registered
-------------------	---

Returns

COI_SUCCESS an event is successfully registered
 COI_INVALID_POINTER if *out_pEvent* is NULL

5.12.4.3 COIACCESSAPI COIRERESULT COIEventUnregisterUserEvent (COIEVENT *in_Event*)

Unregister a User COIEVENT.

Unregistering a unsigned event is similar to firing an event. Except Calling COIEventWait on an event that is being unregistered returns COI_EVENT_CANCELED

Parameters

<i>in_Event</i>	[in] Event Handle to be unregistered.
-----------------	---------------------------------------

Returns

COI_INVALID_HANDLE if *in_Event* is not a UserEvent
 COI_SUCCESS if an event is successfully unregistered

5.12.4.4 COIACCESSAPI COIRERESULT COIEventWait (uint16_t *in_NumEvents*, const COIEVENT * *in_pEvents*, int32_t *in_TimeoutMilliseconds*, uint8_t *in_WaitForAll*, uint32_t * *out_pNumSignaled*, uint32_t * *out_pSignaledIndices*)

Wait for an arbitrary number of COIEVENTs to be signaled as completed, eg when the run function or asynchronous map call associated with an event has finished execution.

If the user sets *in_WaitForAll* = True and not all of the events are signaled when the timeout period is reached then COI_TIME_OUT_REACHED will be returned. If the user sets *in_WaitForAll* = False then if at least one event is signaled when the timeout is reached then COI_SUCCESS is returned.

Parameters

<i>in_NumEvents</i>	[in] The number of events to wait for.
<i>in_pEvents</i>	[in] The array of COIEVENT handles to wait for.
<i>in_Timeout</i>	[in] The time in milliseconds to wait for the event. 0 polls and returns immediately, -1 blocks indefinitely.
<i>in_WaitForAll</i>	[in] Boolean value specifying behavior. If true, wait for all events to be signaled, or for timeout, whichever happens first. If false, return when any event is signaled, or at timeout.
<i>out_pNum-Signaled</i>	[out] The number of events that were signaled. If <i>in_NumEvents</i> is 1 or <i>in_WaitForAll</i> = True, this parameter is optional.
<i>out_pSignaled-Indices</i>	[out] Pointer to an array of indices into the original event array. Those denoted have been signaled. The user must provide an array that is no smaller than the <i>in_Events</i> array. If <i>in_NumEvents</i> is 1 or <i>in_WaitForAll</i> = True, this parameter is optional.

Returns

COI_SUCCESS once an event has been signaled completed.

COI_TIME_OUT_REACHED if the events are still in use when the timeout is reached or timeout is zero (a poll).

COI_OUT_OF_RANGE if a negative value other than -1 is passed in to the *in_Timeout* parameter.

COI_OUT_OF_RANGE if *in_NumEvents* is 0.

COI_INVALID_POINTER if *in_pEvents* is NULL.

COI_ARGUMENT_MISMATCH if *in_NumEvents* > 1 and if *in_WaitForAll* is not true and *out_pSignaled* or *out_pSignaledIndices* are NULL.

COI_ARGUMENT_MISMATCH if *out_pNumSignaled* is not NULL and *out_pSignaledIndices* is NULL (or vice versa).

COI_EVENT_CANCELED if while waiting on a user event, it gets unregistered this returns COI_EVENT_CANCELED

COI_PROCESS_DIED if the remote process died. See COIProcessDestroy for more details.

COI_<REAL ERROR> if only a single event is passed in, and that event failed, COI will attempt to return the real error code that caused the original operation to fail, otherwise COI_PROCESS_DIED is reported.

5.13 COIBufferSource

Data Structures

- struct [arr_desc](#)
- struct [dim_desc](#)

Macros

- #define [COI_SINK_OWNERS](#) ((COIPROCESS)-2)

Typedefs

- typedef struct [arr_desc](#) [arr_desc](#)
- typedef enum [COI_BUFFER_TYPE](#) [COI_BUFFER_TYPE](#)
The valid buffer types that may be created using COIBufferCreate.
- typedef enum [COI_COPY_TYPE](#) [COI_COPY_TYPE](#)
The valid copy operation types for the COIBufferWrite, COIBufferRead, and COIBufferCopy APIs.
- typedef enum [COI_MAP_TYPE](#) [COI_MAP_TYPE](#)
These flags control how the buffer will be accessed on the source after it is mapped.
- typedef struct [dim_desc](#) [dim_desc](#)

Enumerations

- enum [COI_BUFFER_MOVE_FLAG](#) {
[COI_BUFFER_MOVE](#) = 0,
[COI_BUFFER_NO_MOVE](#) }
Note: A VALID_MAY_DROP declares a buffer's copy as secondary on a given process.
- enum [COI_BUFFER_STATE](#) {
[COI_BUFFER_VALID](#) = 0,
[COI_BUFFER_INVALID](#),
[COI_BUFFER_VALID_MAY_DROP](#),
[COI_BUFFER_RESERVED](#) }
The buffer states are used to indicate whether a buffer is available for access in a COIPROCESS.
- enum [COI_BUFFER_TYPE](#) {
[COI_BUFFER_NORMAL](#) = 1,
[COI_BUFFER_RESERVED_1](#),
[COI_BUFFER_RESERVED_2](#),
[COI_BUFFER_RESERVED_3](#),
[COI_BUFFER_OPENCL](#) }
The valid buffer types that may be created using COIBufferCreate.
- enum [COI_COPY_TYPE](#) {
[COI_COPY_UNSPECIFIED](#) = 0,
[COI_COPY_USE_DMA](#),
[COI_COPY_USE_CPU](#),
[COI_COPY_UNSPECIFIED_MOVE_ENTIRE](#),
[COI_COPY_USE_DMA_MOVE_ENTIRE](#),
[COI_COPY_USE_CPU_MOVE_ENTIRE](#) }
The valid copy operation types for the COIBufferWrite, COIBufferRead, and COIBufferCopy APIs.
- enum [COI_MAP_TYPE](#) {
[COI_MAP_READ_WRITE](#) = 1,
[COI_MAP_READ_ONLY](#),
[COI_MAP_WRITE_ENTIRE_BUFFER](#) }
These flags control how the buffer will be accessed on the source after it is mapped.

Functions

- COIACCESSAPI COIRESET COIBufferAddRefcnt (COIPROCESS in_Process, COIBUFFER in_Buffer, uint64_t in_AddRefcnt)
Increments the reference count on the specified buffer and process by in_AddRefcnt.
- COIACCESSAPI COIRESET COIBufferCopy (COIBUFFER in_DestBuffer, COIBUFFER in_SourceBuffer, uint64_t in_DestOffset, uint64_t in_SourceOffset, uint64_t in_Length, COI_COPY_TYPE in_Type, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion)
Copy data between two buffers.
- COIACCESSAPI COIRESET COIBufferCopyEx (COIBUFFER in_DestBuffer, const COIPROCESS in_DestProcess, COIBUFFER in_SourceBuffer, uint64_t in_DestOffset, uint64_t in_SourceOffset, uint64_t in_Length, COI_COPY_TYPE in_Type, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion)
Copy data between two buffers.
- COIACCESSAPI COIRESET COIBufferCreate (uint64_t in_Size, COI_BUFFER_TYPE in_Type, uint32_t in_Flags, const void *in_pInitData, uint32_t in_NumProcesses, const COIPROCESS *in_pProcesses, COIBUFFER *out_pBuffer)
Creates a buffer that can be used in RunFunctions that are queued in pipelines.
- COIACCESSAPI COIRESET COIBufferCreateFromMemory (uint64_t in_Size, COI_BUFFER_TYPE in_Type, uint32_t in_Flags, void *in_Memory, uint32_t in_NumProcesses, const COIPROCESS *in_pProcesses, COIBUFFER *out_pBuffer)
Creates a buffer from some existing memory that can be used in RunFunctions that are queued in pipelines.
- COIACCESSAPI COIRESET COIBufferCreateSubBuffer (COIBUFFER in_Buffer, uint64_t in_Length, uint64_t in_Offset, COIBUFFER *out_pSubBuffer)
Creates a sub-buffer that is a reference to a portion of an existing buffer.
- COIACCESSAPI COIRESET COIBufferDestroy (COIBUFFER in_Buffer)
Destroys a buffer.
- COIACCESSAPI COIRESET COIBufferGetSinkAddress (COIBUFFER in_Buffer, uint64_t *out_pAddress)
Gets the Sink's virtual address of the buffer for the first process that is using the buffer.
- COIACCESSAPI COIRESET COIBufferGetSinkAddressEx (COIPROCESS in_Process, COIBUFFER in_Buffer, uint64_t *out_pAddress)
Gets the Sink's virtual address of the buffer.
- COIACCESSAPI COIRESET COIBufferMap (COIBUFFER in_Buffer, uint64_t in_Offset, uint64_t in_Length, COI_MAP_TYPE in_Type, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion, COIMAPINSTANCE *out_pMapInstance, void **out_ppData)
This call initiates a request to access a region of a buffer.
- COIACCESSAPI COIRESET COIBufferRead (COIBUFFER in_SourceBuffer, uint64_t in_Offset, void *in_pDestData, uint64_t in_Length, COI_COPY_TYPE in_Type, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion)
Copy data from a buffer into local memory.
- COIACCESSAPI COIRESET COIBufferReadMultiD (COIBUFFER in_SourceBuffer, uint64_t in_Offset, struct arr_desc *in_DestArray, struct arr_desc *in_SrcArray, COI_COPY_TYPE in_Type, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion)
Copy data specified by multi-dimensional array data structure from an existing COIBUFFER to another multi-dimensional array located in memory.
- COIACCESSAPI COIRESET COIBufferReleaseRefcnt (COIPROCESS in_Process, COIBUFFER in_Buffer, uint64_t in_ReleaseRefcnt)
Releases the reference count on the specified buffer and process by in_ReleaseRefcnt.
- COIACCESSAPI COIRESET COIBufferSetState (COIBUFFER in_Buffer, COIPROCESS in_Process, COI_BUFFER_STATE in_State, COI_BUFFER_MOVE_FLAG in_DataMove, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion)
This API allows an experienced Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) developer to set where a COIBUFFER is located and when the COIBUFFER's data is moved.
- COIACCESSAPI COIRESET COIBufferUnmap (COIMAPINSTANCE in_MapInstance, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion)

Disables Source access to the region of the buffer that was provided through the corresponding call to COIBufferMap.

- COIACCESSAPI COIRESET COIBufferWrite (COIBUFFER in_DestBuffer, uint64_t in_Offset, const void *in_pSourceData, uint64_t in_Length, COI_COPY_TYPE in_Type, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion)

Copy data from a normal virtual address into an existing COIBUFFER.

- COIACCESSAPI COIRESET COIBufferWriteEx (COIBUFFER in_DestBuffer, const COIPROCESS in_DestProcess, uint64_t in_Offset, const void *in_pSourceData, uint64_t in_Length, COI_COPY_TYPE in_Type, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion)

Copy data from a normal virtual address into an existing COIBUFFER.

- COIACCESSAPI COIRESET COIBufferWriteMultiD (COIBUFFER in_DestBuffer, const COIPROCESS in_DestProcess, uint64_t in_Offset, struct arr_desc *in_DestArray, struct arr_desc *in_SrcArray, COI_COPY_TYPE in_Type, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, COIEVENT *out_pCompletion)

Copy data specified by multi-dimensional array data structure into another multi-dimensional array in an existing COIBUFFER.

COIBUFFER creation flags.

Please see the COI_VALID_BUFFER_TYPES_AND_FLAGS matrix below which describes the valid combinations of buffer types and flags.

- #define COI_SAME_ADDRESS_SINKS 0x00000001
Create the buffer such that it has the same virtual address on all of the sink processes with which it is associated.
- #define COI_SAME_ADDRESS_SINKS_AND_SOURCE 0x00000002
Create the buffer such that it has the same virtual address on all of the sink processes with which it is associated and in the source process.
- #define COI_OPTIMIZE_SOURCE_READ 0x00000004
Hint to the runtime that the source will frequently read the buffer.
- #define COI_OPTIMIZE_SOURCE_WRITE 0x00000008
Hint to the runtime that the source will frequently write the buffer.
- #define COI_OPTIMIZE_SINK_READ 0x00000010
Hint to the runtime that the sink will frequently read the buffer.
- #define COI_OPTIMIZE_SINK_WRITE 0x00000020
Hint to the runtime that the sink will frequently write the buffer.
- #define COI_OPTIMIZE_NO_DMA 0x00000040
Used to delay the pinning of memory into physical pages, until required for DMA.
- #define COI_OPTIMIZE_HUGE_PAGE_SIZE 0x00000080
Hint to the runtime to try to use huge page sizes for backing store on the sink.
- #define COI_SINK_MEMORY 0x00000100
Used to tell Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) to create a buffer using memory that has already been allocated on the sink.

5.13.1 Detailed Description

5.13.2 Macro Definition Documentation

5.13.2.1 #define COI_OPTIMIZE_HUGE_PAGE_SIZE 0x00000080

Hint to the runtime to try to use huge page sizes for backing store on the sink.

Is currently not compatible with the SAME_ADDRESS flags or the SINK_MEMORY flag. It is important to note that this is a hint and internally the runtime may not actually promote to huge pages. Specifically if the buffer is too small (less than 4KiB for example) then the runtime will not promote the buffer to use huge pages.

Definition at line 117 of file COIBuffer_source.h.

5.13.2.2 `#define COI_OPTIMIZE_NO_DMA 0x00000040`

Used to delay the pinning of memory into physical pages, until required for DMA.

This can be used to delay the cost of time spent pinning memory until absolutely necessary. Might speed up the execution of COIBufferCreate calls, but slow down the first access of the buffer in COIPipelineRunFunction(s) or other COIBuffer access API's. Be sure to always use writable memory for COIBuffers.

Definition at line 109 of file COIBuffer_source.h.

5.13.2.3 `#define COI_OPTIMIZE_SINK_READ 0x00000010`

Hint to the runtime that the sink will frequently read the buffer.

Definition at line 98 of file COIBuffer_source.h.

5.13.2.4 `#define COI_OPTIMIZE_SINK_WRITE 0x00000020`

Hint to the runtime that the sink will frequently write the buffer.

Definition at line 101 of file COIBuffer_source.h.

5.13.2.5 `#define COI_OPTIMIZE_SOURCE_READ 0x00000004`

Hint to the runtime that the source will frequently read the buffer.

Definition at line 92 of file COIBuffer_source.h.

5.13.2.6 `#define COI_OPTIMIZE_SOURCE_WRITE 0x00000008`

Hint to the runtime that the source will frequently write the buffer.

Definition at line 95 of file COIBuffer_source.h.

5.13.2.7 `#define COI_SAME_ADDRESS_SINKS 0x00000001`

Create the buffer such that it has the same virtual address on all of the sink processes with which it is associated.

Definition at line 85 of file COIBuffer_source.h.

5.13.2.8 `#define COI_SAME_ADDRESS_SINKS_AND_SOURCE 0x00000002`

Create the buffer such that it has the same virtual address on all of the sink processes with which it is associated and in the source process.

Definition at line 89 of file COIBuffer_source.h.

5.13.2.9 `#define COI_SINK_MEMORY 0x00000100`

Used to tell Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) to create a buffer using memory that has already been allocated on the sink.

This flag is only valid when passed in to the COIBufferCreateFromMemory API.

Definition at line 123 of file COIBuffer_source.h.

5.13.2.10 `#define COI_SINK_OWNERS ((COIPROCESS)-2)`

Definition at line 349 of file COIBuffer_source.h.

5.13.3 Typedef Documentation

5.13.3.1 `typedef struct arr_desc arr_desc`

5.13.3.2 typedef enum COI_BUFFER_TYPE COI_BUFFER_TYPE

The valid buffer types that may be created using COIBufferCreate.

Please see the COI_VALID_BUFFER_TYPES_AND_FLAGS matrix below which describes the valid combinations of buffer types and flags.

5.13.3.3 typedef enum COI_COPY_TYPE COI_COPY_TYPE

The valid copy operation types for the COIBufferWrite, COIBufferRead, and COIBufferCopy APIs.

5.13.3.4 typedef enum COI_MAP_TYPE COI_MAP_TYPE

These flags control how the buffer will be accessed on the source after it is mapped.

Please see the COI_VALID_BUFFER_TYPES_AND_MAP matrix below for the valid buffer type and map operation combinations.

5.13.3.5 typedef struct dim_desc dim_desc

5.13.4 Enumeration Type Documentation

5.13.4.1 enum COI_BUFFER_MOVE_FLAG

Note: A VALID_MAY_DROP declares a buffer's copy as secondary on a given process.

This means that there needs to be at least one primary copy of the the buffer somewhere in order to mark the buffer as VALID_MAY_DROP on a process. In other words to make a buffer VALID_MAY_DROP on a given process it needs to be in COI_BUFFER_VALID state somewhere else. The operation gets ignored (or is a nop) if there is no primary copy of the buffer. The nature of this state to "drop the content" when evicted is a side effect of marking the buffer as secondary copy. So when a buffer marked VALID_MAY_DROP is evicted Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) doesn't back it up as it is assumed that there is a primary copy somewhere. The buffer move flags are used to indicate when a buffer should be moved when it's state is changed. This is used with COIBufferSetState.

Enumerator

COI_BUFFER_MOVE
COI_BUFFER_NO_MOVE

Definition at line 341 of file COIBuffer_source.h.

5.13.4.2 enum COI_BUFFER_STATE

The buffer states are used to indicate whether a buffer is available for access in a COIPROCESS.

This is used with COIBufferSetState.

Rules on State Transition of the buffer: -. When a Buffer is created by default it is valid only on the source, except for buffers created with COI_SINK_MEMORY flag which are valid only on the sink where the memory lies when created. -. Apart from SetState following APIs also alters the state of the buffer internally:

- COIBufferMap alters state of buffer depending on the COI_MAP_TYPE. COI_MAP_READ_ONLY: Makes Valid on the Source. Doesn't affect the state of the buffer on the other devices. COI_MAP_READ_WRITE: Makes it Valid only the Source and Invalid everywhere else. OPENCL buffers are invalidated only if it is not in use. COI_MAP_WRITE_ENTIRE_BUFFER: Makes it valid only on the Source. OPENCL buffers are invalidated only if not in use.
- COIPipelineRunfunction alters the state of the buffer depending on the COI_ACCESS_FLAGS COI_SINK_READ: Makes it valid on the sink where RunFunction is being issued. Doesn't affect the state of the buffer on other devices. COI_SINK_WRITE: Makes it valid only on the sink where Runfunction is being issued and invalid everywhere else. OPENCL buffers are invalidated only if the buffer is not in use. COI_SINK_WRITE_ENTIRE: Makes it valid only on the sink where Runfunction is being issued and invalid everywhere else. OPENCL buffers are invalidated only if the buffer is not in use.

- COIBufferWrite makes the buffer exclusively valid where the write happens. Write gives preference to Source over Sink. In other words if a buffer is valid on the Source and multiple Sinks, Write will happen on the Source and will Invalidate all other Sinks. If the buffer is valid on multiple Sinks (and not on the Source) then Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) selects process handle with the lowest numerical value to do the exclusive write Again, OPENCL buffers are invalidated only if the buffer is not in use on that SINK/SOURCE.

The preference rule mentioned above holds true even for SetState API, when data needs to be moved from a valid location. The selection of valid location happens as stated above.

It is possible to alter only parts of the buffer and change it state In other words it is possible for different parts of the buffer to have different states on different devices. A byte is the minimum size at which state can be maintained internally. Granularity level is completely determined by how the buffer gets fragmented.

Note: Buffer is considered 'in use' if is

- Being used in RunFunction : In use on a Sink
- Mapped: In use on a Source
- AddRef'd: In use on Sink The buffer states used with COIBufferSetState call to indicate the new state of the buffer on a given process

Enumerator

COI_BUFFER_VALID
COI_BUFFER_INVALID
COI_BUFFER_VALID_MAY_DROP
COI_BUFFER_RESERVED

Definition at line 316 of file COIBuffer_source.h.

5.13.4.3 enum COI_BUFFER_TYPE

The valid buffer types that may be created using COIBufferCreate.

This matrix shows the valid combinations of buffer types and buffer flags that may be passed in to COIBufferCreate and COIBufferCreateFromMemory.

Please see the COI_VALID_BUFFER_TYPES_AND_FLAGS matrix below which describes the valid combinations of buffer types and flags.

```
static const uint64_t
COI_VALID_BUFFER_TYPES_AND_FLAGS[COI_BUFFER_OPENCL + 1] =
{
    /*
        | SAME | SAME | OPT | OPT | OPT | OPT | OPT | OPT | HUGE | COI |
        | ADDR | SINK | SRC | SRC | SINK | SINK | NO | PAGE | SINK |
        | SINKS | SRC | READ | WRITE | READ | WRITE | DMA | SIZE | MEM |
        +-----+-----+-----+-----+-----+-----+-----+-----+
    MTM(INVALID , F , F , F , F , F , F , F , F , F , F),
    MTM(NORMAL , T , T , T , T , T , T , T , T , T , T),
    MTM(RESERVED1 , F , F , F , F , F , F , F , F , F , F),
    MTM(RESERVED2 , F , F , F , F , F , F , F , F , F , F),
    MTM(RESERVED3 , F , F , F , F , F , F , F , F , F , F),
    MTM(OPENCL , T , T , T , T , T , T , T , T , T , F),
};
*
```

Enumerator

COI_BUFFER_NORMAL Normal buffers exist as a single physical buffer in either Source or Sink physical memory. Mapping the buffer may stall the pipelines.

COI_BUFFER_RESERVED_1

COI_BUFFER_RESERVED_2

COI_BUFFER_RESERVED_3

COI_BUFFER_OPENCL OpenCL buffers are similar to Normal buffers except they don't stall pipelines and don't follow any read write dependencies.

Definition at line 60 of file COIBuffer_source.h.

5.13.4.4 enum COI_COPY_TYPE

The valid copy operation types for the COIBufferWrite, COIBufferRead, and COIBufferCopy APIs.

Enumerator

COI_COPY_UNSPECIFIED The runtime can pick the best suitable way to copy the data.

COI_COPY_USE_DMA The runtime should use DMA to copy the data.

COI_COPY_USE_CPU The runtime should use a CPU copy to copy the data.

COI_COPY_UNSPECIFIED_MOVE_ENTIRE Same as above, but forces moving entire buffer to target process in Ex extended APIs, even if the full buffer is not written.

COI_COPY_USE_DMA_MOVE_ENTIRE Same as above, but forces moving entire buffer to target process in Ex extended APIs, even if the full buffer is not written.

COI_COPY_USE_CPU_MOVE_ENTIRE Same as above, but forces moving entire buffer to target process in Ex extended APIs, even if the full buffer is not written.

Definition at line 226 of file COIBuffer_source.h.

5.13.4.5 enum COI_MAP_TYPE

These flags control how the buffer will be accessed on the source after it is mapped.

This matrix shows the valid combinations of buffer types and map operations that may be passed in to COIBuffer-Map.

Please see the COI_VALID_BUFFER_TYPES_AND_MAP matrix below for the valid buffer type and map operation combinations.

```
static const uint64_t
COI_VALID_BUFFER_TYPES_AND_MAP
[COI_BUFFER_OPENCL + 1][COI_MAP_WRITE_ENTIRE_BUFFER + 1] =
{
    /*
        | MAP   | MAP   | MAP   |
        | READ  | READ  | WRITE |
        | WRITE | ONLY  | ENTIRE|
        +-----+-----+
        MMM(INVALID      , F , F , F),
        MMM(NORMAL       , T , T , T),
        MMM(RESERVED1    , F , F , F),
        MMM(RESERVED2    , F , F , F),
        MMM(RESERVED3    , F , F , F),
        MMM(OPENCL       , T , T , T),
    };
    *
```

Enumerator

COI_MAP_READ_WRITE Allows the application to read and write the contents of the buffer after it is mapped.

COI_MAP_READ_ONLY If this flag is set then the application must only read from the buffer after it is mapped. If the application writes to the buffer the contents will not be reflected back to the sink or stored for the next time the buffer is mapped on the source. This allows the runtime to make significant performance optimizations in buffer handling.

COI_MAP_WRITE_ENTIRE_BUFFER Setting this flag means that the source will overwrite the entire buffer once it is mapped. The app must not read from the buffer and must not expect the contents of the buffer to be synchronized from the sink side during the map operation. This allows the runtime to make significant performance optimizations in buffer handling.

Definition at line 168 of file COIBuffer_source.h.

5.13.5 Function Documentation

5.13.5.1 COIACCESSAPI COIRERESULT COIBufferAddRefcnt (COIPROCESS *in_Process*, COIBUFFER *in_Buffer*, uint64_t *in_AddRefcnt*)

Increments the reference count on the specified buffer and process by *in_AddRefcnt*.

The returned result being COI_SUCCESS indicates that the specified process contains a reference to the specified buffer or a new reference has been created and that reference has a new refcnt. Otherwise, if the buffer or process specified do not exist, then COI_INVALID_HANDLE will be returned. If the input buffer is not valid on the target process then COI_NOT_INITIALIZED will be returned since the buffer is not current or allocated on the process.

Parameters

<i>in_Process</i>	[in] The COI Process whose reference count for the specified buffer the user wants to increment.
<i>in_Buffer</i>	[in] The buffer used in the specified coi process in which the user wants to increment the reference count.
<i>in_AddRefcnt</i>	[in] The value the reference count will be incremented by.

Returns

COI_SUCCESS if the reference count was successfully incremented.
 COI_INVALID_HANDLE if *in_Buffer* or *in_Process* are invalid handles.
 COI_NOT_INITIALIZED if *in_Buffer* does not have a buffer state of COI_BUFFER_VALID on the *in_Process*.

5.13.5.2 COIACCESSAPI COIRERESULT COIBufferCopy (COIBUFFER *in_DestBuffer*, COIBUFFER *in_SourceBuffer*, uint64_t *in_DestOffset*, uint64_t *in_SourceOffset*, uint64_t *in_Length*, COI_COPY_TYPE *in_Type*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*)

Copy data between two buffers.

It also allows copying within the same buffer. For copy within the same buffer, if source and destination regions overlap then this API returns error. Please note that COIBufferCopy does not follow implicit buffer dependencies. If a buffer is in use in a run function or has been added to a process using COIBufferAddRef the call to COIBufferCopy will not wait, it will still copy data immediately. This is to facilitate a usage model where a buffer is being used outside of a run function, for example in a spawned thread, but data still needs to be transferred to or from the buffer. Additionally this means that if more than one DMA channel is enabled, (See COIProcessConfigureDMA) operations to the same buffer may happen in parallel if they can be assigned to different DMA hardware. So it is highly recommended to use explicit event dependencies to order operations where needed. When a destroyed buffer (destination or source) is provided to the function, then behavior is unspecified.

Parameters

<i>in_DestBuffer</i>	[in] Buffer to copy into.
<i>in_SourceBuffer</i>	[in] Buffer to copy from.
<i>in_DestOffset</i>	[in] Location in the destination buffer to start writing to.
<i>in_SourceOffset</i>	[in] Location in the source buffer to start reading from.
<i>in_Length</i>	[in] The number of bytes to copy from <i>in_SourceBuffer</i> into <i>in_DestinationBuffer</i> . If the length is specified as zero then length to be copied is entire destination buffer's length. Must not be larger than the size of <i>in_SourceBuffer</i> or <i>in_DestBuffer</i> and must not over run <i>in_SourceBuffer</i> or <i>in_DestBuffer</i> if offsets are specified.

<i>in_Type</i>	[in] The type of copy operation to use, one of either COI_COPY_UNSPECIFIED, COI_COPY_USE_DMA, COI_COPY_USE_CPU.
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the <i>in_pDependencies</i> array. This may be 0 if the caller does not want the copy call to wait for any additional events to be signaled before starting the copy operation.
<i>in_pDependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this copy operation will wait for before starting. This allows the user to create dependencies between buffer copy calls and other operations such as run functions and map calls. The user may pass in NULL if they do not wish to wait for any additional dependencies to complete before doing the copy.
<i>out_pCompletion</i>	[out] An optional event to be signaled when the copy has completed. This event can be used as a dependency to order the copy with regard to future operations. If no completion event is passed in then the copy is synchronous and will block until the transfer is complete.

Returns

COI_SUCCESS if the buffer was copied successfully.
 COI_INVALID_HANDLE if either buffer handle was invalid.
 COI_MEMORY_OVERLAP if *in_SourceBuffer* and *in_DestBuffer* are the same buffer(or have the same parent buffer) and the source and destination regions overlap
 COI_OUT_OF_RANGE if *in_DestOffset* is beyond the end of *in_DestBuffer*
 COI_OUT_OF_RANGE if *in_SourceOffset* is beyond the end of *in_SourceBuffer*.
 COI_OUT_OF_RANGE if *in_DestOffset* + *in_Length* exceeds the size of the *in_DestBuffer*
 COI_OUT_OF_RANGE if *in_SourceOffset* + *in_Length* exceeds the size of *in_SourceBuffer*.
 COI_ARGUMENT_MISMATCH if the *in_pDependencies* is non NULL but *in_NumDependencies* is 0.
 COI_ARGUMENT_MISMATCH if *in_pDependencies* is NULL but *in_NumDependencies* is not 0.
 COI_RETRY if *in_DestBuffer* or *in_SourceBuffer* are mapped and not COI_BUFFER_OPENCL buffers.

5.13.5.3 COIACCESSAPI COIRERESULT COIBufferCopyEx (COIBUFFER *in_DestBuffer*, const COIPROCESS *in_DestProcess*, COIBUFFER *in_SourceBuffer*, uint64_t *in_DestOffset*, uint64_t *in_SourceOffset*, uint64_t *in_Length*, COI_COPY_TYPE *in_Type*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*)

Copy data between two buffers.

It also allows copying within the same buffer. For copy within the same buffer, if source and destination regions overlap then this API returns error. Please note that COIBufferCopy does not follow implicit buffer dependencies. If a buffer is in use in a run function or has been added to a process using COIBufferAddRef the call to COIBufferCopy will not wait, it will still copy data immediately. This is to facilitate a usage model where a buffer is being used outside of a run function, for example in a spawned thread, but data still needs to be transferred to or from the buffer. Additionally this means that if more than one DMA channel is enabled, (See COIProcessConfigureDMA) operations to the same buffer may happen in parallel if they can be assigned to different DMA hardware. So it is highly recommended to use explicit event dependencies to order operations where needed. When a destroyed buffer (destination or source) is provided to the function, then behavior is unspecified.

Parameters

<i>in_DestBuffer</i>	[in] Buffer to copy into.
<i>in_DestProcess</i>	[in] A pointer to the process to which the data will be written. Buffer is updated only in this process and invalidated in other processes. Only a single process can be specified. Can be left NULL and default behavior will be chosen, which chooses the first valid process in which regions are found. Other buffer regions are invalidated if not updated.

<i>in_SourceBuffer</i>	[in] Buffer to copy from.
<i>in_DestOffset</i>	[in] Location in the destination buffer to start writing to.
<i>in_SourceOffset</i>	[in] Location in the source buffer to start reading from.
<i>in_Length</i>	[in] The number of bytes to copy from <i>in_SourceBuffer</i> into <i>in_DestinationBuffer</i> . If the length is specified as zero then length to be copied Must not be larger than the size of <i>in_SourceBuffer</i> or <i>in_DestBuffer</i> and must not over run <i>in_SourceBuffer</i> or <i>in_DestBuffer</i> if offsets are specified.
<i>in_Type</i>	[in] The type of copy operation to use, one of either <code>COI_COPY_UNSPECIFIED</code> , <code>COI_COPY_USE_DMA</code> , <code>COI_COPY_USE_CPU</code> .
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the <i>in_pDependencies</i> array. This may be 0 if the caller does not want the copy call to wait for any additional events to be signaled before starting the copy operation.
<i>in_pDependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this copy operation will wait for before starting. This allows the user to create dependencies between buffer copy calls and other operations such as run functions and map calls. The user may pass in NULL if they do not wish to wait for any additional dependencies to complete before doing the copy.
<i>out_pCompletion</i>	[out] An optional event to be signaled when the copy has completed. This event can be used as a dependency to order the copy with regard to future operations. If no completion event is passed in then the copy is synchronous and will block until the transfer is complete.

Returns

`COI_SUCCESS` if the buffer was copied successfully.
`COI_INVALID_HANDLE` if either buffer handle was invalid.
`COI_MEMORY_OVERLAP` if *in_SourceBuffer* and *in_DestBuffer* are the same buffer(or have the same parent buffer) and the source and destination regions overlap
`COI_OUT_OF_RANGE` if *in_DestOffset* is beyond the end of *in_DestBuffer*
`COI_OUT_OF_RANGE` if *in_SourceOffset* is beyond the end of *in_SourceBuffer*.
`COI_OUT_OF_RANGE` if *in_DestOffset* + *in_Length* exceeds the size of the *in_DestBuffer*
`COI_OUT_OF_RANGE` if *in_SourceOffset* + *in_Length* exceeds the size of *in_SourceBuffer*.
`COI_ARGUMENT_MISMATCH` if the *in_pDependencies* is non NULL but *in_NumDependencies* is 0.
`COI_ARGUMENT_MISMATCH` if *in_pDependencies* is NULL but *in_NumDependencies* is not 0.
`COI_RETRY` if *in_DestBuffer* or *in_SourceBuffer* are mapped and not `COI_BUFFER_OPENCL` buffers.

5.13.5.4 COIACCESSAPI COIRERESULT COIBufferCreate (uint64_t *in_Size*, `COI_BUFFER_TYPE` *in_Type*, uint32_t *in_Flags*, const void * *in_pInitData*, uint32_t *in_NumProcesses*, const `COIPROCESS` * *in_pProcesses*, `COIBUFFER` * *out_pBuffer*)

Creates a buffer that can be used in RunFunctions that are queued in pipelines.

The address space for the buffer is reserved when it is created although the memory may not be committed until the buffer is used for the first time. Please note that the Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) runtime may also allocate space for the source process to use as shadow memory for certain types of buffers. If Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) does allocate this memory it will not be released or reallocated until the COIBuffer is destroyed.

Parameters

<i>in_Size</i>	[in] The number of bytes to allocate for the buffer. If <i>in_Size</i> is not page aligned, it will be rounded up.
<i>in_Type</i>	[in] The type of the buffer to create.
<i>in_Flags</i>	[in] A bitmask of attributes for the newly created buffer. Some of these flags are required for correctness while others are provided as hints to the runtime system so it can make certain performance optimizations.

<i>in_pInitData</i>	[in] If non-NULL the buffer will be initialized with the data pointed to by pInitData. The memory at in_pInitData must hold at least in_Size bytes.
<i>in_NumProcesses</i>	[in] The number of processes with which this buffer might be used.
<i>in_pProcesses</i>	[in] An array of COIPROCESS handles identifying the processes with which this buffer might be used.
<i>out_pBuffer</i>	[out] Pointer to a buffer handle. The handle will be filled in with a value that uniquely identifies the newly created buffer. This handle should be disposed of via COIBufferDestroy() once it is no longer needed.

Returns

COI_SUCCESS if the buffer was created

COI_ARGUMENT_MISMATCH if the in_Type and in_Flags parameters are not compatible with one another. Please see the COI_VALID_BUFFER_TYPES_AND_FLAGS map above for information about which flags and types are compatible.

COI_OUT_OF_RANGE if in_Size is zero, if the bits set in the in_Flags parameter are not recognized flags, or if in_NumProcesses is zero.

COI_INVALID_POINTER if the in_pProcesses or out_pBuffer parameter is NULL.

COI_NOT_SUPPORTED if in_Type has invalid value or if one of the in_Flags is COI_SINK_MEMORY.

COI_NOT_SUPPORTED if the flags include either COI_SAME_ADDRESS_SINKS or COI_SAME_ADDRESS_SINKS_AND_SOURCE and COI_OPTIMIZE_HUGE_PAGE_SIZE.

COI_INVALID_HANDLE if one of the COIPROCESS handles in the in_pProcesses array does not identify a valid process.

COI_OUT_OF_MEMORY if allocating the buffer fails.

COI_RESOURCE_EXHAUSTED if the sink is out of buffer memory.

5.13.5.5 COIACCESSAPI COIRERESULT COIBufferCreateFromMemory (uint64_t in_Size, COI_BUFFER_TYPE in_Type, uint32_t in_Flags, void * in_Memory, uint32_t in_NumProcesses, const COIPROCESS * in_pProcesses, COIBUFFER * out_pBuffer)

Creates a buffer from some existing memory that can be used in RunFunctions that are queued in pipelines.

If the flag COI_SINK_MEMORY is specified then Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) will use that memory for the buffer on the sink. If that flag isn't set then the memory provided is used as backing store for the buffer on the source. In either case the memory must not be freed before the buffer is destroyed. While the user still owns the memory passed in they must use the appropriate access flags when accessing the buffer in COIPipeline-RunFunction or COIBufferMap calls so that the runtime knows when the memory has been modified. If the user just writes directly to the memory location then those changes may not be visible when the corresponding buffer is accessed. Whatever values are already present in the memory location when this call is made are preserved. The memory values are also preserved when COIBufferDestroy is called.

Warning

: Use of this function is highly discouraged if the calling program forks at all (including calls to `system(3)`, `popen(3)`, or similar functions) during the life of this buffer. See the discussion around the `in_Memory` parameter below regarding this.

Parameters

<i>in_Size</i>	[in] The size of <code>in_Memory</code> in bytes. If <code>in_Size</code> is not page aligned, it will be rounded up.
<i>in_Type</i>	[in] The type of the buffer to create. Only <code>COI_BUFFER_NORMAL</code> buffer type is supported.
<i>in_Flags</i>	[in] A bitmask of attributes for the newly created buffer. Some of these flags are required for correctness while others are provided as hints to the runtime system so it can make certain performance optimizations. Note that the flag <code>COI_SAME_ADDRESS_SINKS_AND_SOURCE</code> is still valid but may fail if the same address as <code>in_Memory</code> can not be allocated on the sink.
<i>in_Memory</i>	[in] A pointer to an already allocated memory region that should be turned into a <code>COIBUFFER</code> . Although the user still owns this memory they should not free it before calling <code>COIBufferDestroy</code> . They must also only access the memory using <code>COIBUFFER</code> semantics, for example using <code>COIBufferMap/COIBufferUnmap</code> when they wish to read or write the data. There are no alignment or size requirements for this memory region.

WARNING: Since the backing memory passed in can be the target of a DMA the caller must ensure that there is no call to `clone(2)` (without the `CLONE_VM` argument) during the life of this buffer. This includes higher level functions that call `clone` such as `fork(2)`, `system(3)`, `popen(3)`, among others).

For forked processes, Linux uses copy-on-write semantics for performance reasons. Consequently, if the parent forks and then writes to this memory, the physical page mapping changes causing the DMA to fail (and thus data corruption).

In Linux you can mark a set of pages to not be copied across across the clone by calling `madvise(2)` with an argument of `MADV_DONTFORK` and then safely use that memory in this scenario. Alternately, if the memory is from a region marked `MAP_SHARED`, this will work.

Parameters

<i>in_NumProcesses</i>	[in] The number of processes with which this buffer might be used. If the flag <code>COI_SINK_MEMORY</code> is specified then this must be 1.
<i>in_pProcesses</i>	[in] An array of <code>COIPROCESS</code> handles identifying the processes with which this buffer might be used.
<i>out_pBuffer</i>	[out] Pointer to a buffer handle. The handle will be filled in with a value that uniquely identifies the newly created buffer. This handle should be disposed of via COIBufferDestroy() once it is no longer needed.

Returns

`COI_SUCCESS` if the buffer was created

`COI_NOT_SUPPORTED` if the `in_Type` value is not `COI_BUFFER_NORMAL`, or `COI_BUFFER_OPENCL`.

`COI_NOT_SUPPORTED` if one of the `in_Flags` is `COI_SINK_MEMORY` and `in_Type` is not `COI_BUFFER_NORMAL`

`COI_NOT_SUPPORTED` if the flag `COI_SAME_ADDRESS_SINKS` is set

`COI_NOT_SUPPORTED` if the flag `COI_SAME_ADDRESS_SINKS_AND_SOURCE` is set

`COI_ARGUMENT_MISMATCH` if the `in_Type` and `in_Flags` parameters are not compatible with one another. Please see the `COI_VALID_BUFFER_TYPES_AND_FLAGS` map above for information about which flags and types are compatible.

`COI_ARGUMENT_MISMATCH` if the flag `COI_SINK_MEMORY` is specified and `in_NumProcesses` > 1.

`COI_ARGUMENT_MISMATCH` if the flags `COI_SINK_MEMORY` and `COI_OPTIMIZE_HUGE_PAGE_SIZE` are both set.

`COI_OUT_OF_RANGE` if `in_Size` is zero, if the bits set in the `in_Flags` parameter are not recognized flags, or if `in_NumProcesses` is zero.

`COI_INVALID_POINTER` if `in_Memory`, `in_pProcesses` or `out_pBuffer` parameter is `NULL`.

`COI_INVALID_HANDLE` if one of the `COIPROCESS` handles in the `in_pProcesses` array does not identify a valid process.

5.13.5.6 COIACCESSAPI COIRERESULT COIBufferCreateSubBuffer (COIBUFFER *in_Buffer*, uint64_t *in_Length*, uint64_t *in_Offset*, COIBUFFER * *out_pSubBuffer*)

Creates a sub-buffer that is a reference to a portion of an existing buffer.

The returned buffer handle can be used in all API calls that the original buffer handle could be used in except COIBufferCreateSubBuffer. Sub buffers out of Huge Page Buffer are also supported but the original buffer needs to be a OPENCL buffer created with COI_OPTIMIZE_HUGE_PAGE_SIZE flag.

When the sub-buffer is used only the corresponding sub-section of the original buffer is used or affected.

Parameters

<i>in_Buffer</i>	[in] The original buffer that this new sub-buffer is a reference to.
<i>in_Length</i>	[in] The length of the sub-buffer in number of bytes.
<i>in_Offset</i>	[in] Where in the original buffer to start this sub-buffer.
<i>out_pSubBuffer</i>	[out] Pointer to a buffer handle that is filled in with the newly created sub-buffer.

Returns

COI_SUCCESS if the sub-buffer was created
 COI_INVALID_HANDLE if *in_Buffer* is not a valid buffer handle.
 COI_OUT_OF_RANGE if *in_Length* is zero, or if *in_Offset* + *in_Length* is greater than the size of the original buffer.
 COI_OUT_OF_MEMORY if allocating the buffer fails.
 COI_INVALID_POINTER if the *out_pSubBuffer* pointer is NULL.
 COI_NOT_SUPPORTED if the *in_Buffer* is of any type other than COI_BUFFER_OPENCL

5.13.5.7 COIACCESSAPI COIRERESULT COIBufferDestroy (COIBUFFER *in_Buffer*)

Destroys a buffer.

Will block on completion of any operations on the buffer, such as COIPipelineRunFunction or COIBufferCopy. Will block until all COIBufferAddRef calls have had a matching COIBufferReleaseRef call made. will not block on an outstanding COIBufferUnmap but will instead return COI_RETRY.

Parameters

<i>in_Buffer</i>	[in] Handle of the buffer to destroy.
------------------	---------------------------------------

Returns

COI_SUCCESS if the buffer was destroyed.
 COI_INVALID_HANDLE if the buffer handle was invalid.
 COI_RETRY if the buffer is currently mapped. The buffer must first be unmapped before it can be destroyed.
 COI_RETRY if the sub-buffers created from this buffer are not yet destroyed

5.13.5.8 COIACCESSAPI COIRERESULT COIBufferGetSinkAddress (COIBUFFER *in_Buffer*, uint64_t * *out_pAddress*)

Gets the Sink's virtual address of the buffer for the first process that is using the buffer.

This is the same address that is passed to the run function on the Sink. The virtual address assigned to the buffer for use on the sink is fixed; the buffer will always be present at that virtual address on the sink and will not get a different virtual address across different RunFunctions. This address is only valid on the Sink and should not be dereferenced on the Source (except for the special case of buffers created with the COI_SAME_ADDRESS flag).

Parameters

<i>in_Buffer</i>	[in] Buffer handle
<i>out_pAddress</i>	[out] pointer to a uint64_t* that will be filled with the address.

Returns

COI_SUCCESS upon successful return of the buffer's address.
 COI_INVALID_HANDLE if the passed in buffer handle was invalid.
 COI_INVALID_POINTER if the out_pAddress parameter was invalid.

5.13.5.9 COIACCESSAPI COIRESULT COIBufferGetSinkAddressEx (COIPROCESS *in_Process*, COIBUFFER *in_Buffer*, uint64_t * *out_pAddress*)

Gets the Sink's virtual address of the buffer.

This is the same address that is passed to the run function on the Sink. The virtual address assigned to the buffer for use on the sink is fixed; the buffer will always be present at that virtual address on the sink and will not get a different virtual address across different RunFunctions. This address is only valid on the Sink and should not be dereferenced on the Source (except for the special case of buffers created with the COI_SAME_ADDRESS flag).

Parameters

<i>in_Process</i>	[in] The process for which the address should be returned. Special handle value 0 can be passed to the function; in this case, address for the first valid process will be returned
<i>in_Buffer</i>	[in] Buffer handle
<i>out_pAddress</i>	[out] pointer to a uint64_t* that will be filled with the address.

Returns

COI_SUCCESS upon successful return of the buffer's address.
 COI_INVALID_HANDLE if the passed in buffer or process handle was invalid.
 COI_INVALID_POINTER if the out_pAddress parameter was invalid.
 COI_OUT_OF_RANGE if the in_Process is not valid for in_Buffer at the moment of calling the function.

5.13.5.10 COIACCESSAPI COIRESULT COIBufferMap (COIBUFFER *in_Buffer*, uint64_t *in_Offset*, uint64_t *in_Length*, COI_MAP_TYPE *in_Type*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*, COIMAPINSTANCE * *out_pMapInstance*, void ** *out_ppData*)

This call initiates a request to access a region of a buffer.

Multiple overlapping (or non overlapping) regions can be mapped simultaneously for any given buffer. If a completion event is specified this call will queue a request for the data which will be satisfied when the buffer is available. Once all conditions are met the completion event will be signaled and the user can access the data at out_ppData. The user can call COIEventWait with out_pCompletion to find out when the map operation has completed. If the user accesses the data before the map operation is complete the results are undefined. If out_pCompletion is NULL then this call blocks until the map operation completes and when this call returns out_ppData can be safely accessed. This call returns a map instance handle in an out parameter which must be passed into COIBufferUnmap when the user no longer needs access to that region of the buffer.

The address returned from COIBufferMap may point to memory that Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) manages on behalf of the user. The user must not free or reallocate this memory, Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) will perform any necessary cleanup when the buffer is destroyed.

Note that different types of buffers behave differently when mapped. For instance, mapping a COI_BUFFER_NORMAL for write must stall if the buffer is currently being written to by a run function. The asynchronous operation of COIBufferMap will likely be most useful when paired with a COI_BUFFER_NORMAL.

Parameters

<i>in_Buffer</i>	[in] Handle for the buffer to map.
<i>in_Offset</i>	[in] Offset into the buffer that a pointer should be returned for. The value 0 can be passed in to signify that the mapped region should start at the beginning of the buffer.
<i>in_Length</i>	[in] Length of the buffer area to map. This parameter, in combination with <i>in_Offset</i> , allows the caller to specify that only a subset of an entire buffer need be mapped. A value of 0 can be passed in only if <i>in_Offset</i> is 0, to signify that the mapped region is the entire buffer.
<i>in_Type</i>	[in] The access type that is needed by the application. This will affect how the data can be accessed once the map operation completes. See the COI_MAP_TYPE enum for more details.
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the <i>in_pDependencies</i> array. This may be 0 if the caller does not want the map call initiation to wait for any events to be signaled before starting the map operations.
<i>in_pDependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this map operation will wait for before starting. This allows the user to create dependencies between asynchronous map calls and other operations such as run functions or other asynchronous map calls. The user may pass in NULL if they do not wish to wait for any dependencies to complete before initiating map operations.
<i>out_pCompletion</i>	[out] An optional pointer to a COIEVENT object that will be signaled when a map call with the passed in buffer would complete immediately, that is, the buffer memory has been allocated on the source and its contents updated. The user may pass in NULL if the user wants COI-BufferMap to perform a blocking map operation.
<i>out_pMapInstance</i>	[out] A pointer to a COIMAPIINSTANCE which represents this mapping of the buffer and must be passed in to COIBufferUnmap when access to this region of the buffer data is no longer needed.
<i>out_ppData</i>	[out] Pointer to the buffer data. The data will only be valid when the completion object is signaled, or for a synchronous map operation with the call to map returns.

Returns

COI_SUCCESS if the map request succeeds.

COI_OUT_OF_RANGE if *in_Offset* of (*in_Offset* + *in_Length*) exceeds the size of the buffer.

COI_OUT_OF_RANGE if *in_Length* is 0, but *in_Offset* is not 0.

COI_OUT_OF_RANGE if *in_Type* is not a valid COI_MAP_TYPE.

COI_ARGUMENT_MISMATCH if *in_NumDependencies* is non-zero while *in_pDependencies* was passed in as NULL.

COI_ARGUMENT_MISMATCH if *in_pDependencies* is non-NULL but *in_NumDependencies* is zero.

COI_ARGUMENT_MISMATCH if the *in_Type* of map is not a valid type for *in_Buffer*'s type of buffer.

COI_INVALID_HANDLE if *in_Buffer* is not a valid buffer handle.

COI_INVALID_POINTER if *out_pMapInstance* or *out_ppData* is NULL.

5.13.5.11 COIACCESSAPI COIRERESULT COIBufferRead (COIBUFFER *in_SourceBuffer*, uint64_t *in_Offset*, void * *in_pDestData*, uint64_t *in_Length*, COI_COPY_TYPE *in_Type*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*)

Copy data from a buffer into local memory.

Please note that COIBufferRead does not follow implicit buffer dependencies. If a buffer is in use in a run function or has been added to a process using COIBufferAddRef the call to COIBufferRead will not wait, it will still copy data immediately. This is to facilitate a usage model where a buffer is being used outside of a run function, for example in a spawned thread, but data still needs to be transferred to or from the buffer. Additionally this means that if more than one DMA channel is enabled, (See COIProcessConfigureDMA) operations to the same buffer may happen in parallel if they can be assigned to different DMA hardware. So it is highly recommended to use explicit event dependencies to order operations where needed.

Parameters

<i>in_SourceBuffer</i>	[in] Buffer to read from.
<i>in_Offset</i>	[in] Location in the buffer to start reading from.
<i>in_pDestData</i>	[in] A pointer to local memory that should be written into from the provided buffer.
<i>in_Length</i>	[in] The number of bytes to write from <i>in_SourceBuffer</i> into <i>in_pDestData</i> . Must not be larger than the size of <i>in_SourceBuffer</i> and must not over run <i>in_SourceBuffer</i> if an <i>in_Offset</i> is provided.
<i>in_Type</i>	[in] The type of copy operation to use, one of either <code>COI_COPY_UNSPECIFIED</code> , <code>COI_COPY_USE_DMA</code> , <code>COI_COPY_USE_CPU</code> .
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the <i>in_pDependencies</i> array. This may be 0 if the caller does not want the read call to wait for any additional events to be signaled before starting the read operation.
<i>in_pDependencies</i>	[in] An optional array of handles to previously created <code>COIEVENT</code> objects that this read operation will wait for before starting. This allows the user to create dependencies between buffer read calls and other operations such as run functions and map calls. The user may pass in <code>NULL</code> if they do not wish to wait for any additional dependencies to complete before doing the read.
<i>out_pCompletion</i>	[out] An optional event to be signaled when the read has completed. This event can be used as a dependency to order the read with regard to future operations. If no completion event is passed in then the read is synchronous and will block until the transfer is complete.

Returns

`COI_SUCCESS` if the buffer was copied successfully.
`COI_INVALID_HANDLE` if the buffer handle was invalid.
`COI_OUT_OF_RANGE` if *in_Offset* is beyond the end of the buffer.
`COI_ARGUMENT_MISMATCH` if the *in_pDependencies* is non `NULL` but *in_NumDependencies* is 0.
`COI_ARGUMENT_MISMATCH` if *in_pDependencies* is `NULL` but *in_NumDependencies* is not 0.
`COI_OUT_OF_RANGE` if *in_Offset* + *in_Length* exceeds the size of the buffer.
`COI_OUT_OF_RANGE` if *in_Length* is 0.
`COI_INVALID_POINTER` if the *in_pDestData* pointer is `NULL`.
`COI_RETRY` if *in_SourceBuffer* is mapped and is not a `COI_BUFFER_OPENCL` buffer.

5.13.5.12 COIACCESSAPI COIRERESULT COIBufferReadMultiD (`COIBUFFER` *in_SourceBuffer*, `uint64_t` *in_Offset*, `struct arr_desc *` *in_DestArray*, `struct arr_desc *` *in_SrcArray*, `COI_COPY_TYPE` *in_Type*, `uint32_t` *in_NumDependencies*, `const COIEVENT *` *in_pDependencies*, `COIEVENT *` *out_pCompletion*)

Copy data specified by multi-dimensional array data structure from an existing `COIBUFFER` to another multi-dimensional array located in memory.

Arrays with more than 3 dimensions are not supported. Different numbers of elements between source and destination are not supported. Please note that `COIBufferReadMultiD` does not follow implicit buffer dependencies. If a buffer is in use in a run function or has been added to a process using `COIBufferAddRef` the call to `COIBufferReadMultiD` will not wait, it will still copy data immediately. This is to facilitate a usage model where a buffer is being used outside of a run function, for example in a spawned thread, but data still needs to be transferred to or from the buffer. Additionally this means that if more than one DMA channel is enabled, (See `COIProcessConfigureDMA`) operations to the same buffer may happen in parallel if they can be assigned to different DMA hardware. So it is highly recommended to use explicit event dependencies to order operations where needed.

Parameters

<i>in_SourceBuffer</i>	[in] Buffer to read from.
<i>in_Offset</i>	[in] Start location of the source array within the buffer.
<i>in_DestArray</i>	[in] A pointer to a data structure describing the structure of the data array in the buffer. Total size must not be larger than the size of in_DestBuffer. The base field of this structure will be ignored.
<i>in_SrcArray</i>	[in] A pointer to a data structure describing the structure of the data array in local memory that should be copied. in_SrcArray and in_DestArray must have the same number of elements. The base field of this structure should be the virtual pointer to the local memory in which this array is located.
<i>in_Type</i>	[in] The type of copy operation to use, one of either COI_COPY_UNSPECIFIED, COI_COPY_USE_DMA, COI_COPY_USE_CPU.
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the in_pDependencies array. This may be 0 if the caller does not want the write call to wait for any additional events to be signaled before starting the write operation.
<i>in_pDependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this write operation will wait for before starting. This allows the user to create dependencies between buffer write calls and other operations such as run functions and map calls. The user may pass in NULL if they do not wish to wait for any additional dependencies to complete before doing the write.
<i>out_pCompletion</i>	[out] An optional event to be signaled when the write has completed. This event can be used as a dependency to order the write with regard to future operations. If no completion event is passed in then the write is synchronous and will block until the transfer is complete.

Returns

COI_SUCCESS if the buffer was written successfully.
 COI_INVALID_HANDLE if the buffer or process handle was invalid.
 COI_OUT_OF_RANGE if in_Offset is beyond the end of the buffer.
 COI_ARGUMENT_MISMATCH if the in_pDependencies is non NULL but in_NumDependencies is 0.
 COI_ARGUMENT_MISMATCH if in_pDependencies is NULL but in_NumDependencies is not 0.
 COI_NOT_SUPPORTED or dimension of destination or source arrays are greater than 3 or less than 1
 COI_INVALID_POINTER if the pointer in_DestArray->base is NULL.
 COI_OUT_OF_RANGE if in_Offset + size of in_SourceArray exceeds the size of the buffer.
 COI_OUT_OF_MEMORY if any allocation of memory fails
 COI_RETRY if in_SourceBuffer is mapped and is not a COI_BUFFER_OPENCL buffer.

5.13.5.13 COIACCESSAPI COIRERESULT COIBufferReleaseRefcnt (COIPROCESS in_Process, COIBUFFER in_Buffer, uint64_t in_ReleaseRefcnt)

Releases the reference count on the specified buffer and process by in_ReleaseRefcnt.

The returned result being COI_SUCCESS indicates that the specified process contains a reference to the specified buffer that has a refcnt that can be decremented. Otherwise, if the buffer or process specified do not exist, then COI_INVALID_HANDLE will be returned. If the process does not contain a reference to the specified buffer then COI_OUT_OF_RANGE will be returned.

Parameters

<i>in_Process</i>	[in] The COI Process whose reference count for the specified buffer the user wants to decrement.
<i>in_Buffer</i>	[in] The buffer used in the specified coi process in which the user wants to decrement the reference count.

<i>in_Release-Refcnt</i>	[in] The value the reference count will be decremented by.
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Returns

COI_SUCCESS if the reference count was successfully decremented.
 COI_INVALID_HANDLE if *in_Buffer* or *in_Process* are invalid handles.
 COI_OUT_OF_RANGE if the reference for the specified buffer or process does not exist.

5.13.5.14 COIACCESSAPI COIRESULT COIBufferSetState (COIBUFFER *in_Buffer*, COIPROCESS *in_Process*, COI_BUFFER_STATE *in_State*, COI_BUFFER_MOVE_FLAG *in_DataMove*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*)

This API allows an experienced Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) developer to set where a COIBUFFER is located and when the COIBUFFER's data is moved.

This functionality is useful when the developer knows when and where a buffer is going to be accessed. It allows the data movement to happen sooner than if the Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) runtime tried to manage the buffer placement itself. The advantage of this API is that the developer knows much more about their own application's data access patterns and can therefore optimize the data access to be much more efficient than the Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) runtime. Using this API may yield better memory utilization, lower latency and overall improved workload throughput. This API does respect implicit dependencies for buffer read/write hazards. For example, if the buffer is being written in one COIPROCESS and the user requests the buffer be placed in another COIPROCESS then this API will wait for the first access to complete before moving the buffer. This API is not required for program correctness. It is intended solely for advanced Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) developers who wish to fine tune their application performance. Cases where "a change in state" is an error condition the change just gets ignored without any error. This is because the SetState can be a nonblocking call and in such cases we can't rely on the state of the buffer at the time of the call. We can do the transition checks only at the time when the actual state change happens (which is something in future). Currently there is no way to report an error from something that happens in future and that is why such state transitions are nop. One example is using VALID_MAY_DROP with COI_SINK_OWNERS when buffer is not valid at source. This operation will be a nop if at the time of actual state change the buffer is not valid at source.

Parameters

<i>in_Buffer</i>	[in] The buffer to modify.
<i>in_Process</i>	[in] The process where the state is being modified for this buffer. To modify buffer's state on source process use COI_PROCESS_SOURCE as process handle. To modify buffer's state on all processes where buffer is valid use COI_SINK_OWNERS as the process handle.
<i>in_State</i>	[in] The new state for the buffer. The buffer's state could be set to invalid on one of the sink processes where it is being used.
<i>in_DataMove</i>	[in] A flag to indicate if the buffer's data should be moved when the state is changed. For instance, a buffer's state may be set to valid on a process and the data move flag may be set to COI_BUFFER_MOVE which would cause the buffer contents to be copied to the process where it is now valid.
<i>in_Num-Dependencies</i>	[in] The number of dependencies specified in the <i>in_pDependencies</i> array. This may be 0 if the caller does not want the SetState call to wait for any additional events to be signaled before starting this operation.
<i>in_p-Dependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this SetState operation will wait for before starting. This allows the user to create dependencies between buffer SetState calls and other operations such as run functions and map calls. The user may pass in NULL if they do not wish to wait for any additional dependencies to complete before doing the SetState

<i>out_pCompletion</i>	[out] An optional event to be signaled when the SetState has completed. This event can be used as a dependency to order the SetState with regard to future operations. If no completion event is passed in then the state changing is synchronous and will block until the SetState and dma transfers related to this operation are complete.
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Returns

COI_SUCCESS if the buffer's state was changed successfully.
 COI_INVALID_HANDLE if in_Buffer or in_Process is invalid.
 COI_NOT_SUPPORTED if the in_Buffer is of any type other than COI_BUFFER_NORMAL or COI_BUFFER_OPENCL.
 COI_ARGUMENT_MISMATCH if the in_State is COI_BUFFER_VALID_MAY_DROP and the in_Process is COI_PROCESS_SOURCE.
 COI_ARGUMENT_MISMATCH if the in_Process is COI_SINK_OWNERS and the COI_BUFFER_MOVE is passed as move flag.
 COI_MISSING_DEPENDENCY if buffer was not created on the process handle that was passed in.

5.13.5.15 COIACCESSAPI COIRESET COIBufferUnmap (COIMAPINSTANCE *in_MapInstance*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*)

Disables Source access to the region of the buffer that was provided through the corresponding call to COIBufferMap.

The number of calls to COIBufferUnmap() should always match the number of calls made to COIBufferMap(). The data pointer returned from the COIBufferMap() call will be invalid after this call.

Parameters

<i>in_MapInstance</i>	[in] buffer map instance handle to unmap.
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the in_pDependencies array. This may be 0 if the caller does not want the unmap call to wait for any events to be signaled before performing the unmap operation.
<i>in_pDependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this unmap operation will wait for before starting. This allows the user to create dependencies between asynchronous unmap calls and other operations such as run functions or other asynchronous unmap calls. The user may pass in NULL if they do not wish to wait for any dependencies to complete before initiating unmap operations.
<i>out_pCompletion</i>	[out] An optional pointer to a COIEVENT object that will be signaled when the unmap is complete. The user may pass in NULL if the user wants COIBufferUnmap to perform a blocking unmap operation.

Returns

COI_SUCCESS upon successful unmapping of the buffer instance.
 COI_INVALID_HANDLE if the passed in map instance handle was NULL.
 COI_ARGUMENT_MISMATCH if the in_pDependencies is non NULL but in_NumDependencies is 0.
 COI_ARGUMENT_MISMATCH if in_pDependencies is NULL but in_NumDependencies is not 0.

5.13.5.16 COIACCESSAPI COIRESET COIBufferWrite (COIBUFFER *in_DestBuffer*, uint64_t *in_Offset*, const void * *in_pSourceData*, uint64_t *in_Length*, COI_COPY_TYPE *in_Type*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*)

Copy data from a normal virtual address into an existing COIBUFFER.

Please note that COIBufferWrite does not follow implicit buffer dependencies. If a buffer is in use in a run function or has been added to a process using COIBufferAddRef the call to COIBufferWrite will not wait, it will still copy data immediately. This is to facilitate a usage model where a buffer is being used outside of a run function, for example in a spawned thread, but data still needs to be transferred to or from the buffer. Additionally this means that if more than one DMA channel is enabled, (See COIProcessConfigureDMA) operations to the same buffer may happen

in parallel if they can be assigned to different DMA hardware. So it is highly recommended to use explicit event dependencies to order operations where needed.

Parameters

<i>in_DestBuffer</i>	[in] Buffer to write into.
<i>in_Offset</i>	[in] Location in the buffer to start writing to.
<i>in_pSourceData</i>	[in] A pointer to local memory that should be copied into the provided buffer.
<i>in_Length</i>	[in] The number of bytes to write from <i>in_pSourceData</i> into <i>in_DestBuffer</i> . Must not be larger than the size of <i>in_DestBuffer</i> and must not over run <i>in_DestBuffer</i> if an <i>in_Offset</i> is provided.
<i>in_Type</i>	[in] The type of copy operation to use, one of either COI_COPY_UNSPECIFIED, COI_COPY_USE_DMA, COI_COPY_USE_CPU.
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the <i>in_pDependencies</i> array. This may be 0 if the caller does not want the write call to wait for any additional events to be signaled before starting the write operation.
<i>in_pDependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this write operation will wait for before starting. This allows the user to create dependencies between buffer write calls and other operations such as run functions and map calls. The user may pass in NULL if they do not wish to wait for any additional dependencies to complete before doing the write.
<i>out_pCompletion</i>	[out] An optional event to be signaled when the write has completed. This event can be used as a dependency to order the write with regard to future operations. If no completion event is passed in then the write is synchronous and will block until the transfer is complete.

Returns

COI_SUCCESS if the buffer was copied successfully.
 COI_INVALID_HANDLE if the buffer handle was invalid.
 COI_OUT_OF_RANGE if *in_Offset* is beyond the end of the buffer.
 COI_ARGUMENT_MISMATCH if the *in_pDependencies* is non NULL but *in_NumDependencies* is 0.
 COI_ARGUMENT_MISMATCH if *in_pDependencies* is NULL but *in_NumDependencies* is not 0.
 COI_INVALID_POINTER if the *in_pSourceData* pointer is NULL.
 COI_OUT_OF_RANGE if *in_Offset* + *in_Length* exceeds the size of the buffer.
 COI_OUT_OF_RANGE if *in_Length* is 0.
 COI_RETRY if *in_DestBuffer* is mapped and is not a COI_BUFFER_OPENCL buffer.

5.13.5.17 COIACCESSAPI COIRERESULT COIBufferWriteEx (COIBUFFER *in_DestBuffer*, const COIPROCESS *in_DestProcess*, uint64_t *in_Offset*, const void * *in_pSourceData*, uint64_t *in_Length*, COI_COPY_TYPE *in_Type*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*)

Copy data from a normal virtual address into an existing COIBUFFER.

Please note that COIBufferWrite does not follow implicit buffer dependencies. If a buffer is in use in a run function or has been added to a process using COIBufferAddRef the call to COIBufferWrite will not wait, it will still copy data immediately. This is to facilitate a usage model where a buffer is being used outside of a run function, for example in a spawned thread, but data still needs to be transferred to or from the buffer. Additionally this means that if more than one DMA channel is enabled, (See COIProcessConfigureDMA) operations to the same buffer may happen in parallel if they can be assigned to different DMA hardware. So it is highly recommended to use explicit event dependencies to order operations where needed.

Parameters

<i>in_DestBuffer</i>	[in] Buffer to write into.
<i>in_DestProcess</i>	[in] A pointer to the process to which the data will be written. Buffer is updated only in this process and invalidated in other processes. Only a single process can be specified. Can be left NULL and default behavior will be chosen, which chooses the first valid process in which regions are found. Other buffer regions are invalidated if not updated.

<i>in_Offset</i>	[in] Location in the buffer to start writing to.
<i>in_pSourceData</i>	[in] A pointer to local memory that should be copied into the provided buffer.
<i>in_Length</i>	[in] The number of bytes to write from <i>in_pSourceData</i> into <i>in_DestBuffer</i> . Must not be larger than the size of <i>in_DestBuffer</i> and must not over run <i>in_DestBuffer</i> if an <i>in_Offset</i> is provided.
<i>in_Type</i>	[in] The type of copy operation to use, one of either COI_COPY_UNSPECIFIED, COI_COPY_USE_DMA, COI_COPY_USE_CPU.
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the <i>in_pDependencies</i> array. This may be 0 if the caller does not want the write call to wait for any additional events to be signaled before starting the write operation.
<i>in_pDependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this write operation will wait for before starting. This allows the user to create dependencies between buffer write calls and other operations such as run functions and map calls. The user may pass in NULL if they do not wish to wait for any additional dependencies to complete before doing the write.
<i>out_pCompletion</i>	[out] An optional event to be signaled when the write has completed. This event can be used as a dependency to order the write with regard to future operations. If no completion event is passed in then the write is synchronous and will block until the transfer is complete.

Returns

COI_SUCCESS if the buffer was written successfully.
 COI_INVALID_HANDLE if the buffer handle was invalid.
 COI_OUT_OF_RANGE if *in_Offset* is beyond the end of the buffer.
 COI_ARGUMENT_MISMATCH if the *in_pDependencies* is non NULL but *in_NumDependencies* is 0.
 COI_ARGUMENT_MISMATCH if *in_pDependencies* is NULL but *in_NumDependencies* is not 0.
 COI_INVALID_POINTER if the *in_pSourceData* pointer is NULL.
 COI_OUT_OF_RANGE if *in_Offset* + *in_Length* exceeds the size of the buffer.
 COI_OUT_OF_RANGE if *in_Length* is 0.
 COI_RETRY if *in_DestBuffer* is mapped and is not COI_BUFFER_OPENCL buffer.

5.13.5.18 COIACCESSAPI COIRERESULT COIBufferWriteMultiD (COIBUFFER *in_DestBuffer*, const COIPROCESS *in_DestProcess*, uint64_t *in_Offset*, struct arr_desc * *in_DestArray*, struct arr_desc * *in_SrcArray*, COI_COPY_TYPE *in_Type*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*)

Copy data specified by multi-dimensional array data structure into another multi-dimensional array in an existing COIBUFFER.

Arrays with more than 3 dimensions are not supported. Different numbers of elements between src and destination is not supported. Please note that COIBufferWriteMultiD does not follow implicit buffer dependencies. If a buffer is in use in a run function or has been added to a process using COIBufferAddRef the call to COIBufferWriteMultiD will not wait, it will still copy data immediately. This is to facilitate a usage model where a buffer is being used outside of a run function, for example in a spawned thread, but data still needs to be transferred to or from the buffer. Additionally this means that if more than one DMA channel is enabled, (See COIProcessConfigureDMA) operations to the same buffer may happen in parallel if they can be assigned to different DMA hardware. So it is highly recommended to use explicit event dependencies to order operations where needed.

Parameters

<i>in_DestBuffer</i>	[in] Buffer to write into.
<i>in_DestProcess</i>	[in] A pointer to the process to which the data will be written. Buffer is updated only in this process and invalidated in other processes. Only a single process can be specified. Can be left NULL and default behavior will be chosen, which chooses the first valid process in which regions are found. Other buffer regions are invalidated if not updated.

<i>in_Offset</i>	[in] Start location of the destination array within the buffer.
<i>in_DestArray</i>	[in] A pointer to a data structure describing the structure of the data array in the buffer. Total size must not be larger than the size of in_DestBuffer. The base field of this structure will be ignored.
<i>in_SrcArray</i>	[in] A pointer to a data structure describing the structure of the data array in local memory that should be copied. in_SrcArray and in_DestArray must have the same number of elements. The base field of this structure should be the virtual pointer to the local memory in which this array is located.
<i>in_Type</i>	[in] The type of copy operation to use, one of either COI_COPY_UNSPECIFIED, COI_COPY_USE_DMA, COI_COPY_USE_CPU.
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the in_pDependencies array. This may be 0 if the caller does not want the write call to wait for any additional events to be signaled before starting the write operation.
<i>in_pDependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this write operation will wait for before starting. This allows the user to create dependencies between buffer write calls and other operations such as run functions and map calls. The user may pass in NULL if they do not wish to wait for any additional dependencies to complete before doing the write.
<i>out_pCompletion</i>	[out] An optional event to be signaled when the write has completed. This event can be used as a dependency to order the write with regard to future operations. If no completion event is passed in then the write is synchronous and will block until the transfer is complete.

Returns

COI_SUCCESS if the buffer was copied successfully.
 COI_INVALID_HANDLE if the buffer or process handle was invalid.
 COI_OUT_OF_RANGE if in_Offset is beyond the end of the buffer.
 COI_ARGUMENT_MISMATCH if the in_pDependencies is non NULL but in_NumDependencies is 0.
 COI_ARGUMENT_MISMATCH if in_pDependencies is NULL but in_NumDependencies is not 0.
 COI_NOT_SUPPORTED or dimension of destination or source arrays are greater than 3 or less than 1
 COI_INVALID_POINTER if the pointer in_SrcArray->base is NULL.
 COI_OUT_OF_RANGE if in_Offset + size of in_DestArray exceeds the size of the buffer.
 COI_OUT_OF_MEMORY if any allocation of memory fails
 COI_RETRY if in_DestBuffer is mapped and is not a COI_BUFFER_OPENCL buffer.

5.14 COIEngineSource

Data Structures

- struct [COI_ENGINE_INFO](#)
This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.
- struct [COI_ENGINE_INFO_SCIF](#)
This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

Macros

- #define [COI_MAX_DRIVER_VERSION_STR_LEN](#) 255
- #define [COI_MAX_HW_THREADS](#) 1024
- #define [CPU_VENDOR_ID_LEN](#) 13

Typedefs

- typedef struct [COI_ENGINE_INFO](#) [COI_ENGINE_INFO](#)
This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.
- typedef struct [COI_ENGINE_INFO_SCIF](#) [COI_ENGINE_INFO_SCIF](#)
This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

Enumerations

- enum [coi_eng_misc](#) {
 [COI_ENG_ECC_DISABLED](#) = 0,
 [COI_ENG_ECC_ENABLED](#) = 0x00000001,
 [COI_ENG_ECC_UNKNOWN](#) = 0x00000002 }
This enum defines miscellaneous information returned from the COIGetEngineInfo() function.
- enum [COI_INTERCONNECTION_TYPE](#) {
 [COI_INTERCONN_INVALID](#) = 0,
 [COI_INTERCONN_PCIE](#),
 [COI_INTERCONN_FABRIC](#) }
Interconnection type for the target device.

Functions

- COIACCESSAPI [COIRESULT](#) [COIEngineGetCount](#) ([COI_DEVICE_TYPE](#) in_DeviceType, uint32_t *out_pNumEngines)
Returns the number of engines in the system that match the provided device type.
- COIACCESSAPI [COIRESULT](#) [COIEngineGetHandle](#) ([COI_DEVICE_TYPE](#) in_DeviceType, uint32_t in_EngineIndex, [COIENGINE](#) *out_pEngineHandle)
Returns the handle of a user specified engine.
- COIACCESSAPI [COIRESULT](#) [COIEngineGetHostname](#) ([COIENGINE](#) in_EngineHandle, char *out_Hostname)
Returns the remote hostname for a specified COIEngine.
- COIACCESSAPI [COIRESULT](#) [COIEngineGetInfo](#) ([COIENGINE](#) in_EngineHandle, uint32_t in_EngineInfoSize, [COI_ENGINE_INFO](#) *out_pEngineInfo)
Returns information related to a specified engine.

5.14.1 Detailed Description

5.14.2 Macro Definition Documentation

5.14.2.1 `#define COI_MAX_DRIVER_VERSION_STR_LEN 255`

Definition at line 56 of file COIEngine_source.h.

5.14.2.2 `#define COI_MAX_HW_THREADS 1024`

Definition at line 59 of file COIEngine_source.h.

5.14.2.3 `#define CPU_VENDOR_ID_LEN 13`

Definition at line 57 of file COIEngine_source.h.

5.14.3 Typedef Documentation

5.14.3.1 `typedef struct COI_ENGINE_INFO COI_ENGINE_INFO`

This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

A pointer to this structure is passed into the COIGetEngineInfo() function, which fills in the data before returning to the caller.

5.14.3.2 `typedef struct COI_ENGINE_INFO_SCIF COI_ENGINE_INFO_SCIF`

This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

A pointer to this structure is passed into the COIGetEngineInfo() function, which fills in the data before returning to the caller.

5.14.4 Enumeration Type Documentation

5.14.4.1 `enum coi_eng_misc`

This enum defines miscellaneous information returned from the COIGetEngineInfo() function.

Enumerator

COI_ENG_ECC_DISABLED

COI_ENG_ECC_ENABLED

COI_ENG_ECC_UNKNOWN

Definition at line 65 of file COIEngine_source.h.

5.14.4.2 `enum COI_INTERCONNECTION_TYPE`

Interconnection type for the target device.

Enumerator

COI_INTERCONN_INVALID

COI_INTERCONN_PCIE

COI_INTERCONN_FABRIC

Definition at line 75 of file COIEngine_source.h.

5.14.5 Function Documentation

5.14.5.1 COIACCESSAPI COIRERESULT COIEngineGetCount (COI_DEVICE_TYPE *in_DeviceType*, uint32_t * *out_pNumEngines*)

Returns the number of engines in the system that match the provided device type.

Note that it is possible to enumerate different types of offload devices that can be used for the current session. The devices can be either coprocessors connected via PCIe (Intel(R) XeonPhi(TM) x100 or x200 based) or servers connected via Intel(R) OmniPath(TM) fast fabric. Other fabric types can also work, if supported OpenFabrics Interface (libfabric) library is present in the system. Mixing devices connected via fabric and PCIe is not supported.

The number of available coprocessor devices (i.e. cards connected via PCIe) is detected by the COI runtime. The number of devices connected via fabric is determined using environmental variable COI_OFFLOAD_NODES. It should contain comma-separated list of host names and/or IP addresses of machines that should be available as offload targets. Please note that actual connectivity is not checked at the moment of calling this function. The variable is parsed during the first call to COIEngineGetCount function and is not parsed again later.

The user can limit the number of devices available for offloading over fabric using COI_OFFLOAD_DEVICES variable. The format of this variable is comma-separated list of integer values that are indices of nodes listed in COI_OFFLOAD_NODES. Only devices selected by COI_OFFLOAD_DEVICES are available. Alternatively user can set COI_OFFLOAD_NODES_FILE environment variable which points to a file containing description of the desired offload topology. The file should be available on all nodes (e.g. via network file system or by copying it to each machine). Each line in this file corresponds to a system consisting of an offload host and up to 8 targets. The offloading runtime expects a hostname of the offload host at the start of the line followed by a space-separated list of offload target hostnames. Exemplary offload topology file:

```
host0 target0 target1 host1 target2 target3 host2 target4 target5
```

Please note that COI_OFFLOAD_NODES environment variable has higher priority than the COI_OFFLOAD_NODES_FILE.

If the sink process is started with proxy enabled, users may choose to additionally tag its output to distinguish it from outputs of the host or other engines. One tag can be assigned to each engine. To assign a proxy tag to an engine please set the COI_PROXY_DEVICE_TAG environment variable. The variable format is a comma-separated list of tags which are then assigned to each engine in order. If there are less tags than devices, then an empty tag is assigned. If there are more tags than devices, then any redundant tags are not assigned.

Example usage: COI_PROXY_DEVICE_TAG=target0,target1,target2,target3

Parameters

<i>in_DeviceType</i>	[in] Specifies the ISA type of the engine requested.
<i>out_pNumEngines</i>	[out] The number of engines available. This can be used to index into the engines using COIEngineGetHandle() .

Returns

COI_SUCCESS if the function completed without error.
 COI_DOES_NOT_EXIST if the *in_DeviceType* parameter is not valid.
 COI_DOES_NOT_EXIST if file pointed by COI_OFFLOAD_NODES_FILE does not exist.
 COI_INVALID_POINTER if the *out_pNumEngines* parameter is NULL.
 COI_OUT_OF_RANGE if number of selected devices is greater than 8.
 COI_INCORRECT_FORMAT if COI_OFFLOAD_NODES or COI_OFFLOAD_DEVICES is incorrectly formatted or contains unsupported values.
 COI_INCORRECT_FORMAT if COI_OFFLOAD_NODES_FILE content is incorrectly formatted or contains unsupported values.

5.14.5.2 COIACCESSAPI COIRERESULT COIEngineGetHandle (COI_DEVICE_TYPE *in_DeviceType*, uint32_t *in_EngineIndex*, COIENGINE * *out_pEngineHandle*)

Returns the handle of a user specified engine.

The COI_AUTH_MODE environment variable can be used to specify the method of authentication for offloading over fabric. Its value can be set to:

- munge for MUNGE authentication (MUNGE Uid 'N' Gid Emporium), requires MUNGE environment
- noauth for no authentication, not secure connection
- ssh for ssh connection

If the variable is set to an empty value or not set, the default authentication method is used (ssh). If an invalid value is provided, the COI_NOT_SUPPORTED error code is returned. Please note, that in munge and noauth modes coi_daemon must be manually spawned across all offloading targets and additionally COI_DAEMON_PORT must be specified on host. Please refer to the documentation for further configuration aspects.

In case multiple fabric interfaces are present in the system, user can choose which one COI should use by providing interface name in COI_IB_LISTENING_IF_NAME. COI_IB_LISTENING_IF_NAME can be specified on both host and offload targets. In case COI_IB_LISTENING_IF_NAME is set to an empty value or not set, first available fabric interface found in the system is used.

Parameters

<i>in_DeviceType</i>	[in] Specifies the ISA type of the engine requested.
<i>in_EngineIndex</i>	[in] A unsigned integer which specifies the zero-based position of the engine in a collection of engines. The makeup of this collection is defined by the in_DeviceType parameter.
<i>out_pEngineHandle</i>	[out] The address of a COIENGINE handle.

Returns

COI_SUCCESS if the function completed without error.
 COI_DOES_NOT_EXIST if the in_DeviceType parameter is not valid.
 COI_OUT_OF_RANGE if in_EngineIndex is greater than or equal to the number of engines that match the in_DeviceType parameter.
 COI_INVALID_POINTER if the out_pEngineHandle parameter is NULL.
 COI_VERSION_MISMATCH if the version of Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) on the host is not compatible with the version on the device.
 COI_NOT_INITIALIZED if the engine requested exists but is offline.
 COI_BAD_PORT if COI_DAEMON_PORT environment variable is set but contains unsupported value.
 COI_NOT_SUPPORTED if COI_AUTH_MODE environment variable is set but contains unsupported value.
 COI_ERROR any other error. However in offloading over fabric mode it most often indicates that coi_daemon is not working.

5.14.5.3 COIACCESSAPI COIRERESULT COIEngineGetHostname (COIENGINE *in_EngineHandle*, char * *out_Hostname*)

Returns the remote hostname for a specified COIEngine.

Parameters

<i>in_EngineHandle</i>	[in] The connected COI Engine Handle passed in by the user that is used to request the hostname of the remote host connected by this COIEngine.
<i>out_Hostname</i>	[out] The hostname of the remote host connected by this COIEngine. COI will write at most 4096 bytes and the user must make sure that the size of the memory pointed by this argument is large enough.

Returns

COI_SUCCESS if the hostname was retrieved without error.
 COI_ERROR if the function was unable to retrieve the hostname and/or the retrieved out_Hostname is NULL.
 COI_INVALID_HANDLE if the in_EngineHandle is invalid.
 COI_INVALID_POINTER if the out_Hostname is NULL.

5.14.5.4 COIACCESSAPI COIRERESULT COIEngineGetInfo (COIENGINE *in_EngineHandle*, uint32_t *in_EngineInfoSize*, COI_ENGINE_INFO * *out_pEngineInfo*)

Returns information related to a specified engine.

Note that if the runtime is unable to query a value it will be returned as zero but the call will still succeed.

Parameters

<i>in_Engine-Handle</i>	[in] The COIENGINE structure as provided from COIEngineGetHandle() which to query for device level information.
<i>in_EngineInfo-Size</i>	[in] The size of the structure that <i>out_pEngineInfo</i> points to. Used for version safety of the function call.
<i>out_pEngineInfo</i>	[out] The address of a user allocated COI_ENGINE_INFO structure. Upon success, the contents of the structure will be updated to contain information related to the specified engine.

Returns

COI_SUCCESS if the function completed without error.

COI_INVALID_HANDLE if the *in_EngineHandle* handle is not valid.

COI_SIZE_MISMATCH if *in_EngineInfoSize* does not match any current or previous [COI_ENGINE_INFO](#) structure sizes.

COI_INVALID_POINTER if the *out_pEngineInfo* pointer is NULL.

5.15 COIPipelineSource

Files

- file [COIPipeline_source.h](#)

Macros

- `#define COI_PIPELINE_MAX_IN_BUFFERS 16384`
- `#define COI_PIPELINE_MAX_IN_MISC_DATA_LEN 32768`
- `#define COI_PIPELINE_MAX_PIPELINES 512`

Typedefs

- typedef enum [COI_ACCESS_FLAGS](#) [COI_ACCESS_FLAGS](#)
These flags specify how a buffer will be used within a run function.

Enumerations

- enum [COI_ACCESS_FLAGS](#) {
 [COI_SINK_READ](#) = 1,
 [COI_SINK_WRITE](#),
 [COI_SINK_WRITE_ENTIRE](#),
 [COI_SINK_READ_ADDREF](#),
 [COI_SINK_WRITE_ADDREF](#),
 [COI_SINK_WRITE_ENTIRE_ADDREF](#) }
These flags specify how a buffer will be used within a run function.

Functions

- COIACCESSAPI [COIRESULT](#) [COIPipelineClearCPUMask](#) ([COI_CPU_MASK](#) *in_Mask)
Clears a given mask.
- COIACCESSAPI [COIRESULT](#) [COIPipelineCreate](#) ([COIPROCESS](#) in_Process, [COI_CPU_MASK](#) in_Mask, [uint32_t](#) in_StackSize, [COIPIPELINE](#) *out_pPipeline)
Create a pipeline associated with a remote process.
- COIACCESSAPI [COIRESULT](#) [COIPipelineDestroy](#) ([COIPIPELINE](#) in_Pipeline)
Destroys the indicated pipeline, releasing its resources.
- COIACCESSAPI [COIRESULT](#) [COIPipelineGetEngine](#) ([COIPIPELINE](#) in_Pipeline, [COIENGINE](#) *out_pEngine)
Retrieve the engine that the pipeline is associated with.
- COIACCESSAPI [COIRESULT](#) [COIPipelineRunFunction](#) ([COIPIPELINE](#) in_Pipeline, [COIFUNCTION](#) in_Function, [uint32_t](#) in_NumBuffers, const [COIBUFFER](#) *in_pBuffers, const [COI_ACCESS_FLAGS](#) *in_pBufferAccessFlags, [uint32_t](#) in_NumDependencies, const [COIEVENT](#) *in_pDependencies, const void *in_pMiscData, [uint16_t](#) in_MiscDataLen, void *out_pAsyncReturnValue, [uint16_t](#) in_AsyncReturnValueLen, [COIEVENT](#) *out_pCompletion)
Enqueues a function in the remote process binary to be executed.
- COIACCESSAPI [COIRESULT](#) [COIPipelineSetCPUMask](#) ([COIPROCESS](#) in_Process, [uint32_t](#) in_CoreID, [uint8_t](#) in_ThreadID, [COI_CPU_MASK](#) *out_pMask)
Add a particular core:thread pair to a COI_CPU_MASK.

5.15.1 Detailed Description

5.15.2 Macro Definition Documentation

5.15.2.1 `#define COI_PIPELINE_MAX_IN_BUFFERS 16384`

Definition at line 95 of file COIPipeline_source.h.

5.15.2.2 `#define COI_PIPELINE_MAX_IN_MISC_DATA_LEN 32768`

Definition at line 96 of file COIPipeline_source.h.

5.15.2.3 `#define COI_PIPELINE_MAX_PIPELINES 512`

Definition at line 94 of file COIPipeline_source.h.

5.15.3 Typedef Documentation

5.15.3.1 `typedef enum COI_ACCESS_FLAGS COI_ACCESS_FLAGS`

These flags specify how a buffer will be used within a run function.

They allow the runtime to make optimizations in how it moves the data around. These flags can affect the correctness of an application, so they must be set properly. For example, if a buffer is used in a run function with the `COI_SINK_READ` flag and then mapped on the source, the runtime may use a previously cached version of the buffer instead of retrieving data from the sink.

5.15.4 Enumeration Type Documentation

5.15.4.1 `enum COI_ACCESS_FLAGS`

These flags specify how a buffer will be used within a run function.

They allow the runtime to make optimizations in how it moves the data around. These flags can affect the correctness of an application, so they must be set properly. For example, if a buffer is used in a run function with the `COI_SINK_READ` flag and then mapped on the source, the runtime may use a previously cached version of the buffer instead of retrieving data from the sink.

Enumerator

`COI_SINK_READ` Specifies that the run function will only read the associated buffer.

`COI_SINK_WRITE` Specifies that the run function will write to the associated buffer.

`COI_SINK_WRITE_ENTIRE` Specifies that the run function will overwrite the entire associated buffer and therefore the buffer will not be synchronized with the source before execution.

`COI_SINK_READ_ADDREF` Specifies that the run function will only read the associated buffer and will maintain the reference count on the buffer after run function exit.

`COI_SINK_WRITE_ADDREF` Specifies that the run function will write to the associated buffer and will maintain the reference count on the buffer after run function exit.

`COI_SINK_WRITE_ENTIRE_ADDREF` Specifies that the run function will overwrite the entire associated buffer and therefore the buffer will not be synchronized with the source before execution and will maintain the reference count on the buffer after run function exit.

Definition at line 64 of file COIPipeline_source.h.

5.15.5 Function Documentation

5.15.5.1 COIACCESSAPI COIRESULT COIPipelineClearCPUMask (COI_CPU_MASK * *in_Mask*)

Clears a given mask.

Note that the memory contents of COI_CPU_MASK are not guaranteed to be zero when declaring a COI_CPU_MASK variable. Thus, prior to setting a specific affinity to *in_Mask* it is important to call this function first.

Parameters

<i>in_Mask</i>	[in] Pointer to the mask to clear.
----------------	------------------------------------

Returns

COI_SUCCESS if the mask was cleared.
COI_INVALID_POINTER if *in_Mask* is invalid.

5.15.5.2 COIACCESSAPI COIRESULT COIPipelineCreate (COIPROCESS *in_Process*, COI_CPU_MASK *in_Mask*, uint32_t *in_StackSize*, COIPIPELINE * *out_pPipeline*)

Create a pipeline associated with a remote process.

This pipeline can then be used to execute remote functions and to share data using COIBuffers.

Parameters

<i>in_Process</i>	[in] A handle to an already existing process that the pipeline will be associated with.
<i>in_Mask</i>	[in] An optional mask of the set of hardware threads on which the sink pipeline command processing thread could run.
<i>in_StackSize</i>	[in] An optional value that will be used when the pipeline processing thread is created on the sink. If the user passes in 0 the OS default stack size will be used. Otherwise the value must be PTHREAD_STACK_MIN (16384) bytes or larger and must be a multiple of a page (4096 bytes).
<i>out_pPipeline</i>	[out] Handle returned to uniquely identify the pipeline that was created for use in later API calls.

Returns

COI_SUCCESS if the pipeline was successfully created.
COI_INVALID_HANDLE if the *in_Process* handle passed in was invalid.
COI_INVALID_POINTER if the *out_pPipeline* pointer was NULL.
COI_RESOURCE_EXHAUSTED if no more COIPipelines can be created. The maximum number of pipelines allowed is COI_PIPELINE_MAX_PIPELINES. It is recommended in most cases to not exceed the number of CPU's that are reported on the offload device, performance will suffer.
COI_OUT_OF_RANGE if the *in_StackSize* > 0 && *in_StackSize* < PTHREAD_STACK_MIN or if *in_StackSize* is not a multiple of a page (4096 bytes).
COI_OUT_OF_RANGE if the *in_Mask* is set to all zeroes. If no mask is desired then the *in_Mask* should be passed as NULL, otherwise at least one thread must be set.
COI_TIME_OUT_REACHED if establishing the communication channel with the remote pipeline timed out.
COI_RETRY if the pipeline cannot be created due to the number of source-to-sink connections in use. A subsequent call to COIPipelineCreate may succeed if resources are freed up.
COI_PROCESS_DIED if *in_Process* died.

5.15.5.3 COIACCESSAPI COIRESULT COIPipelineDestroy (COIPIPELINE *in_Pipeline*)

Destroys the indicated pipeline, releasing its resources.

Parameters

<i>in_Pipeline</i>	[in] Pipeline to destroy.
--------------------	---------------------------

Returns

COI_SUCCESS if the pipeline was destroyed

5.15.5.4 COIACCESSAPI COIRERESULT COIPipelineGetEngine (COIPIPELINE *in_Pipeline*, COIENGINE * *out_pEngine*)

Retrieve the engine that the pipeline is associated with.

Parameters

<i>in_Pipeline</i>	[in] Pipeline to query.
<i>out_pEngine</i>	[out] The handle of the Engine.

Returns

COI_SUCCESS if the engine was retrieved.
 COI_INVALID_HANDLE if the pipeline handle passed in was invalid.
 COI_INVALID_POINTER if the out_pEngine parameter is NULL.
 COI_PROCESS_DIED if the process associated with this engine died.

5.15.5.5 COIACCESSAPI COIRERESULT COIPipelineRunFunction (COIPIPELINE *in_Pipeline*, COIFUNCTION *in_Function*, uint32_t *in_NumBuffers*, const COIBUFFER * *in_pBuffers*, const COI_ACCESS_FLAGS * *in_pBufferAccessFlags*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, const void * *in_pMiscData*, uint16_t *in_MiscDataLen*, void * *out_pAsyncReturnValue*, uint16_t *in_AsyncReturnValueLen*, COIEVENT * *out_pCompletion*)

Enqueues a function in the remote process binary to be executed.

The function execution is asynchronous in regards to the Source and all run functions enqueued on a pipeline are executed in-order. The run function will only execute when all of the required buffers are present in the Sink's memory.

Potential Hazards while using Runfunctions:

1. Proper care has to be taken while setting the input dependencies for RunFunctions. Setting it incorrectly can lead to cyclic dependencies and can cause the respective pipeline to stall.
2. RunFunctions can also segfault if enough memory space is not available on the sink for the buffers passed in. Buffers that are AddRef'd need to be accounted for available memory space. In other words, this memory is not available for use until it is freed up.
3. Unexpected segmentation faults or erroneous behavior can occur if handles or data passed in to Runfunction gets destroyed before the RunFunction finishes. For example, if a variable passed in as Misc data or the buffer gets destroyed before the runtime receives the completion notification of the Runfunction, it can cause unexpected behavior. So it is always recommended to wait for RunFunction completion event before any related destroy event occurs.

The runtime expects users to handle such scenarios. COIPipelineRunFunction returns COI_SUCCESS for above cases because it was queued up successfully. Also if you try to destroy a pipeline with a stalled function then the destroy call will hang. COIPipelineDestroy waits until all the functions enqueued are finished executing.

Parameters

<i>in_Pipeline</i>	[in] Handle to a previously created pipeline that this run function should be enqueued to.
<i>in_Function</i>	[in] Previously returned handle from a call to COIPipelineGetFunctionHandle() that represents a function in the application running on the Sink process.
<i>in_NumBuffers</i>	[in] The number of buffers that are being passed to the run function. This number must match the number of buffers in the <i>in_pBuffers</i> and <i>in_pBufferAccessFlags</i> arrays. Must be less than COI_PIPELINE_MAX_IN_BUFFERS.
<i>in_pBuffers</i>	[in] An array of COIBUFFER handles that the function is expected to use during its execution. Each buffer when it arrives at the Sink process will be at least 4k page aligned, thus, using a very large number of small buffers is memory inefficient and should be avoided.
<i>in_pBufferAccessFlags</i>	[in] An array of flag values which correspond to the buffers passed in the <i>in_pBuffers</i> parameter. These flags are used to track dependencies between different run functions being executed from different pipelines.
<i>in_NumDependencies</i>	[in] The number of dependencies specified in the <i>in_pDependencies</i> array. This may be 0 if the caller does not want the run function to wait for any dependencies.
<i>in_pDependencies</i>	[in] An optional array of COIEVENT objects that this run function will wait for before executing. This allows the user to create dependencies between run functions in different pipelines. The user may pass in NULL if they do not wish to wait for any dependencies to complete.
<i>in_pMiscData</i>	[in] Pointer to user defined data, typically used to pass parameters to Sink side functions. Should only be used for small amounts data since the data will be placed directly in the Driver's command buffer. COIBuffers should be used to pass large amounts of data.
<i>in_MiscDataLen</i>	[in] Size of the <i>in_pMiscData</i> in bytes. Must be less than COI_PIPELINE_MAX_IN_MISC_DATA_LEN, and should usually be much smaller, see documentation for the parameter <i>in_pMiscData</i> .
<i>out_pAsyncReturnValue</i>	[out] Pointer to user-allocated memory where the return value from the run function will be placed. This memory should not be read until <i>out_pCompletion</i> has been signaled.
<i>in_AsyncReturnValueLen</i>	[in] Size of the <i>out_pAsyncReturnValue</i> in bytes.
<i>out_pCompletion</i>	[out] An optional pointer to a COIEVENT object that will be signaled when this run function has completed execution. The user may pass in NULL if they wish for this function to be synchronous, otherwise if a COIEVENT object is passed in the function is then asynchronous and closes after enqueueing the RunFunction and passes back the COIEVENT that will be signaled once the RunFunction has completed.

Returns

COI_SUCCESS if the function was successfully placed in a pipeline for future execution. Note that the actual execution of the function will occur in the future.

COI_OUT_OF_RANGE if *in_NumBuffers* is greater than COI_PIPELINE_MAX_IN_BUFFERS or if *in_MiscDataLen* is greater than COI_PIPELINE_MAX_IN_MISC_DATA_LEN.

COI_INVALID_HANDLE if the pipeline handle passed in was invalid.

COI_INVALID_HANDLE if the function handle passed in was invalid.

COI_INVALID_HANDLE if any of the buffers passed in are invalid.

COI_ARGUMENT_MISMATCH if *in_NumDependencies* is non-zero while *in_pDependencies* was passed in as NULL.

COI_ARGUMENT_MISMATCH if *in_pDependencies* is non-NULL but *in_NumDependencies* is zero.

COI_ARGUMENT_MISMATCH if *in_MiscDataLen* is non-zero while *in_pMiscData* was passed in as NULL.

COI_ARGUMENT_MISMATCH if *in_pMiscData* is non-NULL but *in_MiscDataLen* is zero.

COI_ARGUMENT_MISMATCH if *in_NumBuffers* is non-zero and *in_pBuffers* or *in_pBufferAccessFlags* are NULL.

COI_ARGUMENT_MISMATCH if *in_pBuffers* is non-NULL but *in_NumBuffers* is zero.

COI_ARGUMENT_MISMATCH if *in_pBufferAccessFlags* is non-NULL but *in_NumBuffers* is zero.

COI_ARGUMENT_MISMATCH if *in_ReturnValueLen* is non-zero while *in_pReturnValue* was passed in as NULL.

COI_ARGUMENT_MISMATCH if *in_pReturnValue* is non-NULL but *in_ReturnValueLen* is zero.

COI_RETRY if any input buffers are still mapped when passed to the run function.

COI_MISSING_DEPENDENCY if buffer was not created on the process associated with the pipeline that was passed in.

COI_OUT_OF_RANGE if any of the access flags in *in_pBufferAccessFlags* is not a valid COI_ACCESS_FL-

AGS.

5.15.5.6 COIACCESSAPI COIRERESULT COIPipelineSetCPUMask (COIPROCESS *in_Process*, uint32_t *in_CoreID*, uint8_t *in_ThreadID*, COI_CPU_MASK * *out_pMask*)

Add a particular core:thread pair to a COI_CPU_MASK.

Parameters

<i>in_Process</i>	[in] A handle to an already existing process that the pipeline will be associated with.
<i>in_CoreID</i>	[in] Core to affinitize to; must be less than the number of cores on the device.
<i>in_ThreadID</i>	[in] Thread on the core to affinitize to (0 - 3).
<i>out_pMask</i>	[out] Pointer to the mask to set.

Warning

Unless it is explicitly done, the contents of the mask may not be zero when creating or declaring a COI_CPU_MASK variable.

Returns

COI_SUCCESS if the mask was set.
 COI_OUT_OF_RANGE if the *in_CoreID* or *in_ThreadID* is out of range.
 COI_INVALID_POINTER if *out_pMask* is invalid.
 COI_INVALID_HANDLE if *in_Process* is invalid.

5.16 COIProcessSource

Files

- file [COIProcess_source.h](#)

Macros

- `#define COI_FAT_BINARY ((uint64_t)-1)`
This is a flag for COIProcessCreateFromMemory that indicates the passed in memory pointer is a fat binary file and should not have regular validation.
- `#define COI_MAX_FILE_NAME_LENGTH 256`
- `#define COI_MAX_FUNCTION_NAME_LENGTH 256`
- `#define COI_PROCESS_SOURCE ((COIPROCESS)-1)`
This is a special COIPROCESS handle that can be used to indicate that the source process should be used for an operation.

Typedefs

- `typedef enum COI_DMA_MODE COI_DMA_MODE`
These are the different modes of operation that can be selected for the COI_DMA_MODE by the API COIProcess-ConfigureDMA.
- `typedef void(* COI_NOTIFICATION_CALLBACK)(COI_NOTIFICATIONS in_Type, COIPROCESS in_Process, COIEVENT in_Event, const void *in_UserData)`
A callback that will be invoked to notify the user of an internal Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) event.
- `typedef enum COI_NOTIFICATIONS COI_NOTIFICATIONS`
The user can choose to have notifications for these internal events so that they can build their own profiling and performance layer on top of Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI).

Enumerations

- `enum COI_DMA_MODE {
 COI_DMA_MODE_SINGLE = 0,
 COI_DMA_MODE_READ_WRITE,
 COI_DMA_MODE_ROUND_ROBIN,
 COI_DMA_RESERVED }`
These are the different modes of operation that can be selected for the COI_DMA_MODE by the API COIProcess-ConfigureDMA.
- `enum COI_NOTIFICATIONS {
 RUN_FUNCTION_READY = 0,
 RUN_FUNCTION_START,
 RUN_FUNCTION_COMPLETE,
 BUFFER_OPERATION_READY,
 BUFFER_OPERATION_COMPLETE,
 USER_EVENT_SINGALED }`
The user can choose to have notifications for these internal events so that they can build their own profiling and performance layer on top of Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI).

Functions

- `__asm__ (".symver COIProcessLoadLibraryFromMemory,\"COIProcessLoadLibraryFromMemory@COI_1.0")`
- `__asm__ (".symver COIProcessLoadLibraryFromFile,\"COIProcessLoadLibraryFromFile@COI_1.0")`

- COIACCESSAPI void [COINotificationCallbackSetContext](#) (const void *in_UserData)
Set the user data that will be returned in the notification callback.
- COIACCESSAPI [COIRESULT COIProcessConfigureDMA](#) (const uint64_t in_Channels, const [COI_DMA_MODE](#) in_Mode)
Set the number and mode of the physical DMA channels that each COIProcess will establish during COIProcess creation.
- COIACCESSAPI [COIRESULT COIProcessCreateFromFile](#) ([COIENGINE](#) in_Engine, const char *in_pBinaryName, int in_Argc, const char **in_ppArgv, uint8_t in_DupEnv, const char **in_ppAdditionalEnv, uint8_t in_ProxyActive, const char *in_Reserved, uint64_t in_InitialBufferSpace, const char *in_LibrarySearchPath, [COIPROCESS](#) *out_pProcess)
Create a remote process on the Sink and start executing its main() function.
- COIACCESSAPI [COIRESULT COIProcessCreateFromMemory](#) ([COIENGINE](#) in_Engine, const char *in_pBinaryName, const void *in_pBinaryBuffer, uint64_t in_BinaryBufferLength, int in_Argc, const char **in_ppArgv, uint8_t in_DupEnv, const char **in_ppAdditionalEnv, uint8_t in_ProxyActive, const char *in_Reserved, uint64_t in_InitialBufferSpace, const char *in_LibrarySearchPath, const char *in_FileOfOrigin, uint64_t in_FileOfOriginOffset, [COIPROCESS](#) *out_pProcess)
Create a remote process on the Sink and start executing its main() function.
- COIACCESSAPI [COIRESULT COIProcessDestroy](#) ([COIPROCESS](#) in_Process, int32_t in_WaitForMainTimeout, uint8_t in_ForceDestroy, int8_t *out_pProcessReturn, uint32_t *out_pTerminationCode)
Destroys the indicated process, releasing its resources.
- COIACCESSAPI [COIRESULT COIProcessGetFunctionHandles](#) ([COIPROCESS](#) in_Process, uint32_t in_NumFunctions, const char **in_ppFunctionNameArray, [COIFUNCTION](#) *out_pFunctionHandleArray)
Given a loaded native process, gets an array of function handles that can be used to schedule run functions on a pipeline associated with that process.
- [COIRESULT COIProcessLoadLibraryFromFile](#) ([COIPROCESS](#) in_Process, const char *in_pFileName, const char *in_pLibraryName, const char *in_LibrarySearchPath, [COILIBRARY](#) *out_pLibrary)
Loads a shared library into the specified remote process, akin to using dlopen() on a local process in Linux or LoadLibrary() in Windows.
- [COIRESULT COIProcessLoadLibraryFromMemory](#) ([COIPROCESS](#) in_Process, const void *in_pLibraryBuffer, uint64_t in_LibraryBufferLength, const char *in_pLibraryName, const char *in_LibrarySearchPath, const char *in_FileOfOrigin, uint64_t in_FileOfOriginOffset, [COILIBRARY](#) *out_pLibrary)
Loads a shared library into the specified remote process, akin to using dlopen() on a local process in Linux or LoadLibrary() in Windows.
- COIACCESSAPI [COIRESULT COIProcessRegisterLibraries](#) (uint32_t in_NumLibraries, const void **in_ppLibraryArray, const uint64_t *in_pLibrarySizeArray, const char **in_ppFileOfOriginArray, const uint64_t *in_pFileOfOriginOffsetArray)
Registers shared libraries that are already in the host process's memory to be used during the shared library dependency resolution steps that take place during subsequent calls to COIProcessCreate and COIProcessLoadLibrary*.*
- COIACCESSAPI [COIRESULT COIProcessSetCacheSize](#) (const [COIPROCESS](#) in_Process, const uint64_t in_HugePagePoolSize, const uint32_t in_HugeFlags, const uint64_t in_SmallPagePoolSize, const uint32_t in_SmallFlags, uint32_t in_NumDependencies, const [COIEVENT](#) *in_pDependencies, [COIEVENT](#) *out_pCompletion)
Set the minimum preferred COIProcess cache size.
- COIACCESSAPI [COIRESULT COIProcessUnloadLibrary](#) ([COIPROCESS](#) in_Process, [COILIBRARY](#) in_Library)
Unloads a previously loaded shared library from the specified remote process.
- COIACCESSAPI [COIRESULT COIRegisterNotificationCallback](#) ([COIPROCESS](#) in_Process, [COI_NOTIFICATION_CALLBACK](#) in_Callback, const void *in_UserData)
Register a callback to be invoked to notify that an internal Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) event has occurred on the process that is associated with the callback.
- COIACCESSAPI [COIRESULT COIUnregisterNotificationCallback](#) ([COIPROCESS](#) in_Process, [COI_NOTIFICATION_CALLBACK](#) in_Callback)
Unregisters a callback, notifications will no longer be signaled.

COIProcessSetCacheSize flags.

Flags are divided into two categories: *MODE* and *ACTION* only one of each is valid with each call.

ACTIONS and *MODES* should be bitwised OR'ed together, i.e. |

- #define `COI_CACHE_MODE_MASK` 0x00000007
Current set of DEFINED bits for MODE, can be used to clear or check fields, not useful to pass into APIs.
- #define `COI_CACHE_MODE_NOCHANGE` 0x00000001
Flag to indicate to keep the previous mode of operation.
- #define `COI_CACHE_MODE_ONDEMAND_SYNC` 0x00000002
Mode of operation that indicates that COI will allocate physical cache memory exactly when it is needed.
- #define `COI_CACHE_MODE_ONDEMAND_ASYNC` 0x00000004
Not yet implemented.
- #define `COI_CACHE_ACTION_MASK` 0x00070000
Current set of DEFINED bits for ACTION can be used to clear fields, but not useful to pass into API's.
- #define `COI_CACHE_ACTION_NONE` 0x00010000
No action requested.
- #define `COI_CACHE_ACTION_GROW_NOW` 0x00020000
This ACTION flag will immediately attempt to increase the cache physical memory size to the current set pool size(s).
- #define `COI_CACHE_ACTION_FREE_UNUSED` 0x00040000
Not yet implemented.

5.16.1 Detailed Description

5.16.2 Macro Definition Documentation

5.16.2.1 #define COI_CACHE_ACTION_FREE_UNUSED 0x00040000

Not yet implemented.

Future *ACTION* that will attempt to find unused allocated cache and free it, with the express goal of reducing the footprint on the remote process down to the value of the currently set pool size(s).

Definition at line 1065 of file COIProcess_source.h.

5.16.2.2 #define COI_CACHE_ACTION_GROW_NOW 0x00020000

This *ACTION* flag will immediately attempt to increase the cache physical memory size to the current set pool size(s).

Used to pre-allocate memory on remote processes, so that runfunction will enqueue faster. Also may prevent unused buffer eviction from process reducing overhead in trade for memory allocation cost.

Definition at line 1059 of file COIProcess_source.h.

5.16.2.3 #define COI_CACHE_ACTION_MASK 0x00070000

Current set of DEFINED bits for *ACTION* can be used to clear fields, but not useful to pass into API's.

Used internally.

Definition at line 1046 of file COIProcess_source.h.

5.16.2.4 #define COI_CACHE_ACTION_NONE 0x00010000

No action requested.

With this flag specified it is recommended to NOT provide a out_pCompletion event, as with this flag, modes and values are immediately set. This is valid with *MODE* flags.

Definition at line 1052 of file COIProcess_source.h.

5.16.2.5 `#define COI_CACHE_MODE_MASK 0x00000007`

Current set of DEFINED bits for *MODE*, can be used to clear or check fields, not useful to pass into APIs.

Used internally.

Definition at line 1023 of file `COIProcess_source.h`.

5.16.2.6 `#define COI_CACHE_MODE_NOCHANGE 0x00000001`

Flag to indicate to keep the previous mode of operation.

By default this would be `COI_CACHE_MODE_ONDEMAND_SYNC`. As of this release This is the only mode available. This mode is valid with *ACTION* flags.

Definition at line 1029 of file `COIProcess_source.h`.

5.16.2.7 `#define COI_CACHE_MODE_ONDEMAND_ASYNC 0x00000004`

Not yet implemented.

Future mode that will not stall a COIPipeline but prefer eviction/paging if possible as to immediately execute pipeline. At the same time, enqueue background requests to allocate extra cache so as to provide optimize behavior on subsequent runs.

Definition at line 1041 of file `COIProcess_source.h`.

5.16.2.8 `#define COI_CACHE_MODE_ONDEMAND_SYNC 0x00000002`

Mode of operation that indicates that COI will allocate physical cache memory exactly when it is needed.

COIPipeline execution in the given process will momentarily block until the allocation request is completed. This is and has been the default mode.

Definition at line 1035 of file `COIProcess_source.h`.

5.16.2.9 `#define COI_FAT_BINARY ((uint64_t)-1)`

This is a flag for `COIProcessCreateFromMemory` that indicates the passed in memory pointer is a fat binary file and should not have regular validation.

Definition at line 67 of file `COIProcess_source.h`.

5.16.2.10 `#define COI_MAX_FILE_NAME_LENGTH 256`

Definition at line 61 of file `COIProcess_source.h`.

5.16.2.11 `#define COI_MAX_FUNCTION_NAME_LENGTH 256`

Definition at line 458 of file `COIProcess_source.h`.

5.16.2.12 `#define COI_PROCESS_SOURCE ((COIPROCESS)-1)`

This is a special `COIPROCESS` handle that can be used to indicate that the source process should be used for an operation.

Definition at line 59 of file `COIProcess_source.h`.

5.16.3 Typedef Documentation

5.16.3.1 `typedef enum COI_DMA_MODE COI_DMA_MODE`

These are the different modes of operation that can be selected for the `COI_DMA_MODE` by the API `COIProcess-ConfigureDMA`.

They allow the user to customize the DMA layer behaviour.

5.16.3.2 `typedef void(* COI_NOTIFICATION_CALLBACK)(COI_NOTIFICATIONS in_Type, COIPROCESS in_Process, COIEVENT in_Event, const void *in_UserData)`

A callback that will be invoked to notify the user of an internal Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) event.

Note that the callback is registered per process so any of the above notifications that happen on the registered process will receive the callback. As with any callback mechanism it is up to the user to make sure that there are no possible deadlocks due to reentrancy (i.e. the callback being invoked in the same context that triggered the notification) and also that the callback does not slow down overall processing. If the user performs too much work within the callback it could delay further processing. The callback will be invoked prior to the signaling of the corresponding COIEvent. For example, if a user is waiting for a COIEvent associated with a run function completing they will receive the callback before the COIEvent is marked as signaled.

Parameters

<i>in_Type</i>	[in] The type of internal event that has occurred.
<i>in_Process</i>	[in] The process associated with the operation.
<i>in_Event</i>	[in] The completion event that is associated with the operation that is being notified.
<i>in_UserData</i>	[in] Opaque data that was provided when the callback was registered. Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) simply passes this back to the user so that they can interpret it as they choose.

Definition at line 920 of file COIProcess_source.h.

5.16.3.3 `typedef enum COI_NOTIFICATIONS COI_NOTIFICATIONS`

The user can choose to have notifications for these internal events so that they can build their own profiling and performance layer on top of Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI).

5.16.4 Enumeration Type Documentation

5.16.4.1 `enum COI_DMA_MODE`

These are the different modes of operation that can be selected for the COI_DMA_MODE by the API COIProcess-ConfigureDMA.

They allow the user to customize the DMA layer behaviour.

Enumerator

COI_DMA_MODE_SINGLE This mode will use one common logical channel for all DMA operations. Using this mode requires a channel count of one.

COI_DMA_MODE_READ_WRITE This mode will dedicate on logical channel for write operations and one logical channel for read operations. Requires a minimum of two logical channels, if more than two are used they are ignored in the current implementation.

COI_DMA_MODE_ROUND_ROBIN This mode is not yet implemented and is a placeholder for future releases. Check here for updates when it is implemented. Will require a minimum of two logical channels and a maximum of four channels.

COI_DMA_RESERVED Reserved for internal use.

Definition at line 1197 of file COIProcess_source.h.

5.16.4.2 `enum COI_NOTIFICATIONS`

The user can choose to have notifications for these internal events so that they can build their own profiling and performance layer on top of Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI).

Enumerator

RUN_FUNCTION_READY This event occurs when all explicit and implicit dependencies are satisfied and Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) schedules the run function to begin execution.

RUN_FUNCTION_START This event occurs just before the run function actually starts executing. There may be some latency between the ready and start events if other run functions are already queued and ready to run.

RUN_FUNCTION_COMPLETE This event occurs when the run function finishes. This is when the completion event for that run function would be signaled.

BUFFER_OPERATION_READY This event occurs when all explicit and implicit dependencies are met for the pending buffer operation. Assuming buffer needs to be moved, copied, read, etc... Will not be invoked if no actual memory is moved, copied, read, etc. This means that COIBufferUnmap will never result in a callback as it simply updates the status of the buffer but doesn't initiate any data movement. COIBufferMap, COIBufferSetState, COIBufferWrite, COIBufferRead and COIBufferCopy do initiate data movement and therefore will invoke the callback.

BUFFER_OPERATION_COMPLETE This event occurs when the buffer operation is completed.

USER_EVENT_SIGNALLED This event occurs when a user event is signaled from the remotely a sink process. Local (source triggered) events do not trigger this.

Definition at line 852 of file COIProcess_source.h.

5.16.5 Function Documentation

5.16.5.1 `__asm__ (".symver COIProcessLoadLibraryFromMemory, \"COIProcessLoadLibraryFromMemory @COI_1.0\")`

5.16.5.2 `__asm__ (".symver COIProcessLoadLibraryFromFile, \"COIProcessLoadLibraryFromFile @COI_1.0\")`

5.16.5.3 `COIACCESSAPI void COINotificationCallbackSetContext (const void * in_UserData)`

Set the user data that will be returned in the notification callback.

This data is sticky and per thread so must be set prior to the Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) operation being invoked. If you wish to set the context to be returned for a specific instance of a user event notification then the context must be set using this API prior to registering that user event with COIEventRegister-UserEvent. The value may be set prior to each Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) operation being called to effectively have a unique UserData per callback. Setting this value overrides any value that was set when the callback was registered and will also override any future registrations that occur.

Parameters

<i>in_UserData</i>	[in] Opaque data to pass to the callback when it is invoked. Note that this data is set per thread.
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5.16.5.4 `COIACCESSAPI COIRESET COIProcessConfigureDMA (const uint64_t in_Channels, const COI_DMA_MODE in_Mode)`

Set the number and mode of the physical DMA channels that each COIProcess will establish during COIProcess creation.

By default the runtime will operate in COI_DMA_MODE_SINGLE mode. This API is intended to be called before [COIProcessCreateFromFile\(\)](#) or [COIProcessCreateFromMemory\(\)](#). The values are stored globally and will be used by the creation API's. It is possible to call this API once before each new COIPROCESS is created and thus have each COIPROCESS run in different modes. It is not possible to change the mode on an existing COIPROCESS.

The larger number of logical connections requested will impose a performance penalty on the COIBUFFER creation API's, but unlock better parallelism for DMA transfers during runtime.

A maximum value of four (4) channels is available today, but current implementation will only take advantage of two DMA channels. The option is left available for programmers to use in case future implementations provide performance advantages.

It is important to note that for some operations that enabling this options may increase parallelism and require the user to enforce explicit dependencies for operations on the same buffers. See documentation for COIBufferRead/Write/Copy operations for more details.

Parameters

<i>in_Channels</i>	[in] Number of logical connections to the remote COIProcess that the runtime will establish and use for DMA transfer requests. Will be ignored if <i>in_Mode</i> is set to COI_DMA_MODE_SINGLE.
<i>in_Mode</i>	[in] The mode of operation in which the runtime will use the logical connections to the remote COIProcess.

Returns

COI_SUCCESS if the mode and number of DMA channels requested is valid. The actual create creation of channels and modes is done during [COIProcessCreateFromFile\(\)](#) and [COIProcessCreateFromMemory\(\)](#).
 COI_NOT_SUPPORTED if an invalid value for *in_Channels* or *in_Mode* was requested.
 COI_ARGUMENT_MISMATCH if an invalid combination of *in_Channels* and *in_Mode* was requested. Example could be 2 channels with COI_DMA_MODE_SINGLE, or 1 channel with COI_DMA_MODE_READ_WRITE.

5.16.5.5 COIACCESSAPI COIRERESULT COIProcessCreateFromFile (COIENGINE *in_Engine*, const char * *in_pBinaryName*, int *in_Argc*, const char ** *in_ppArgv*, uint8_t *in_DupEnv*, const char ** *in_ppAdditionalEnv*, uint8_t *in_ProxyActive*, const char * *in_Reserved*, uint64_t *in_InitialBufferSize*, const char * *in_LibrarySearchPath*, COIPROCESS * *out_pProcess*)

Create a remote process on the Sink and start executing its main() function.

For more details about creating a process see [COIProcessCreateFromMemory](#).

Parameters

<i>in_Engine</i>	[in] A handle retrieved via a call to COIEngineGetHandle() that indicates which device to create the process on. This is necessary because there can be more than one device within the system.
<i>in_pBinaryName</i>	[in] Pointer to a null-terminated string that contains the path to the program binary to be instantiated as a process on the sink device. The file name will be accessed via fopen and fread, as such, the passed in binary name must be locatable via these commands. Also, the file name (without directory information) will be used automatically by the system to create the argv[0] of the new process.
<i>in_Argc</i>	[in] The number of arguments being passed in to the process in the <i>in_ppArgv</i> parameter.
<i>in_ppArgv</i>	[in] An array of strings that represent the arguments being passed in. The system will auto-generate argv[0] using <i>in_pBinaryName</i> and thus that parameter cannot be passed in using <i>in_ppArgv</i> . Instead, <i>in_ppArgv</i> contains the rest of the parameters being passed in.
<i>in_DupEnv</i>	[in] A boolean that indicates whether the process that is being created should inherit the environment of the caller.
<i>in_ppAdditional-Env</i>	[in] An array of strings that represent additional environment variables. This parameter must terminate the array with a NULL string. For convenience it is also allowed to be NULL if there are no additional environment variables that need adding. Note that any environment variables specified here will be in addition to but override those that were inherited via <i>in_DupEnv</i> .

<i>in_ProxyActive</i>	[in] A boolean that specifies whether the process that is to be created wants I/O proxy support. If this flag is enabled, then stdout and stderr are forwarded back to the calling process's output and error streams.
<i>in_Reserved</i>	Reserved for future use, best set at NULL.
<i>in_InitialBufferSpace</i>	[in] The initial memory (in bytes) that will be pre-allocated at process creation for use by buffers associated with this remote process. In addition to allocating, Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) will also fault in the memory during process creation. If the total size of the buffers in use by this process exceed this initial size, memory on the sink may continue to be allocated on demand, as needed, subject to the system constraints on the sink.
<i>in_LibrarySearchPath</i>	[in] a path to locate dynamic libraries dependencies for the sink application. If not NULL, this path will override the environment variable SINK_LD_LIBRARY_PATH. If NULL it will use SINK_LD_LIBRARY_PATH to locate dependencies.
<i>out_pProcess</i>	[out] Handle returned to uniquely identify the process that was created for use in later API calls.

Returns

COI_SUCCESS if the remote process was successfully created.
 COI_INVALID_POINTER if *in_pBinaryName* was NULL.
 COI_INVALID_FILE if *in_pBinaryName* is not a "regular file" as determined by stat or if its size is 0.
 COI_DOES_NOT_EXIST if *in_pBinaryName* cannot be found.
 See COIProcessCreateFromMemory for additional errors.

5.16.5.6 COIACCESSAPI COIRERESULT COIProcessCreateFromMemory (COIENGINE *in_Engine*, const char * *in_pBinaryName*, const void * *in_pBinaryBuffer*, uint64_t *in_BinaryBufferLength*, int *in_Argc*, const char ** *in_ppArgv*, uint8_t *in_DupEnv*, const char ** *in_ppAdditionalEnv*, uint8_t *in_ProxyActive*, const char * *in_Reserved*, uint64_t *in_InitialBufferSpace*, const char * *in_LibrarySearchPath*, const char * *in_FileOfOrigin*, uint64_t *in_FileOfOriginOffset*, COIPROCESS * *out_pProcess*)

Create a remote process on the Sink and start executing its main() function.

This will also automatically load any dependent shared objects on to the device. Once the process is created, remote calls can be initiated by using the RunFunction mechanism found in the COIPipeline APIs.

If instead of creating a process you only wish to check for dynamic library dependencies set the environment variable SINK_LD_TRACE_LOADED_OBJECTS to be non empty before making this call.

If there are dynamic link libraries on the source file system that need to be preloaded when the process is created on the device, callers of this API can set the environment variable SINK_LD_PRELOAD to a colon separated list of libraries that need to be copied to the sink and preloaded as part of process creation.

If Sink and host architecture are the same please use sink-dedicated libraries. Otherwise unspecified behavior may occur.

For more information on how dependencies are loaded, see COIProcessLoadLibraryFromMemory.

On Linux hosts users can configure the CPU Affinity for all threads spawned by COI on the host, including the User Event, Pipeline, and DMA async threads. This allows users to prevent COI threads from interfering with their workload latency performance by forcing COI threads to run on CPUs not used by their workload. To use this functionality set the environment variable COI_HOST_THREAD_AFFINITY to a comma-delimited list of CPUs to be used for all COI host threads, e.g.: COI_HOST_THREAD_AFFINITY=0,1,2,3 tells COI to set all new threads created on the host to use CPUs 0,1,2,3.

COI_HOST_THREAD_AFFINITY must be set before the threads are created (before COIProcessCreate) in order to have an effect on the user's workload.

On Windows hosts with 64 cores or less COI creates affinity with a single processor group, it is also impossible to set affinity with multiple processor groups. For hosts with more than 64 cores COI will use the processor group assigned by the OS at the process startup. Therefore, for Windows hosts, COI creates affinity with up to 64 cores, depending on the processor group's size. Users can manually schedule COI threads to different processor groups using Windows API, but it is not recommended.

For example, if 2 CPUs have a total of 72 cores, COI allows using up to 36 cores with the COI_HOST_THREAD_AFFINITY environmental variable.

Offloading runtime can be configured to use either MCDRAM or DDR memory for processes on target devices. This is done using the COI_MEM_KIND environmental variable, which is also used to set fallback mechanism, which defines what happens when the selected type of memory is exhausted. The format of the variable is COI_MEM_KIND=<mem_kind>,<fallback>, where <mem_kind> is either hbw or ddr, and <fallback> is the other memory type or abort.

Correct values of COI_MEM_KIND:

[not set] - Primary MCDRAM, fallback to DDR "hbw,ddr" - Primary MCDRAM, fallback to DDR "ddr,hbw" - Primary DDR, fallback to MCDRAM "hbw,abort" - MCDRAM only "ddr,abort" - DDR only

The COI_MEM_KIND variable is ignored when Intel® Xeon Phi™ Processor x200 memory is configured in cache mode. Cluster modes SNC-2 and SNC-4 are not supported.

Parameters

<i>in_Engine</i>	[in] A handle retrieved via a call to COIEngineGetHandle() that indicates which device to create the process on. This is necessary because there can be more than one device within the system.
<i>in_pBinaryName</i>	[in] Pointer to a null-terminated string that contains the name to give the process that will be created. Note that the final name will strip out any directory information from <i>in_pBinaryName</i> and use the file information to generate an argv[0] for the new process.
<i>in_pBinaryBuffer</i>	[in] Pointer to a buffer whose contents represent the sink-side process that we want to create.
<i>in_BinaryBuffer-Length</i>	[in] Number of bytes in <i>in_pBinaryBuffer</i> .
<i>in_Argc</i>	[in] The number of arguments being passed in to the process in the <i>in_ppArgv</i> parameter.
<i>in_ppArgv</i>	[in] An array of strings that represent the arguments being passed in. The system will auto-generate argv[0] using <i>in_pBinaryName</i> and thus that parameter cannot be passed in using <i>in_ppArgv</i> . Instead, <i>in_ppArgv</i> contains the rest of the parameters being passed in.
<i>in_DupEnv</i>	[in] A boolean that indicates whether the process that is being created should inherit the environment of the caller.
<i>in_ppAdditional-Env</i>	[in] An array of strings that represent additional environment variables. This parameter must terminate the array with a NULL string. For convenience it is also allowed to be NULL if there are no additional environment variables that need adding. Note that any environment variables specified here will be in addition to but override those that were inherited via <i>in_DupEnv</i> .
<i>in_ProxyActive</i>	[in] A boolean that specifies whether the process that is to be created wants I/O proxy support.
<i>in_Reserved</i>	Reserved for future use, best set to NULL.
<i>in_InitialBuffer-Space</i>	[in] The initial memory (in bytes) that will be pre-allocated at process creation for use by buffers associated with this remote process. In addition to allocating, Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) will also fault in the memory during process creation. If the total size of the buffers in use by this process exceed this initial size, memory on the sink may continue to be allocated on demand, as needed, subject to the system constraints on the sink.
<i>in_Library-SearchPath</i>	[in] A path to locate dynamic libraries dependencies for the sink application. If not NULL, this path will override the environment variable SINK_LD_LIBRARY_PATH. If NULL it will use SINK_LD_LIBRARY_PATH to locate dependencies.
<i>in_FileOfOrigin</i>	[in] If not NULL, this parameter indicates the file from which the <i>in_pBinaryBuffer</i> was obtained. This parameter is optional.
<i>in_FileOfOrigin-Offset</i>	[in] If <i>in_FileOfOrigin</i> is not NULL, this parameter indicates the offset within that file where <i>in_pBinaryBuffer</i> begins.

<i>out_pProcess</i>	[out] Handle returned to uniquely identify the process that was created for use in later API calls.
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Returns

COI_SUCCESS if the remote process was successfully created.
 COI_INVALID_HANDLE if the *in_Engine* handle passed in was invalid.
 COI_INVALID_POINTER if *out_pProcess* was NULL.
 COI_INVALID_POINTER if *in_pBinaryName* or *in_pBinaryBuffer* was NULL.
 COI_MISSING_DEPENDENCY if a dependent library is missing from either *SINK_LD_LIBRARY_PATH* or the *in_LibrarySearchPath* parameter.
 COI_BINARY_AND_HARDWARE_MISMATCH if *in_pBinaryName* or any of its recursive dependencies were built for a target machine that does not match the engine specified.
 COI_RESOURCE_EXHAUSTED if no more COIProcesses can be created, possibly, but not necessarily because *in_InitialBufferSpace* is too large.
 COI_ARGUMENT_MISMATCH if *in_Argc* is 0 and *in_ppArgv* is not NULL.
 COI_ARGUMENT_MISMATCH if *in_Argc* is greater than 0 and *in_ppArgv* is NULL.
 COI_OUT_OF_RANGE if *in_Argc* is less than 0.
 COI_OUT_OF_RANGE if the length of *in_pBinaryName* is greater than or equal to *COI_MAX_FILE_NAME_LENGTH*.
 COI_OUT_OF_RANGE if *in_BinaryBufferLength* is 0.
 COI_TIME_OUT_REACHED if establishing the communication channel with the remote process timed out.
 COI_DOES_NOT_EXIST if *in_FileOfOrigin* is not NULL and does not exist.
 COI_ARGUMENT_MISMATCH if *in_FileOfOrigin* is NULL and *in_FileOfOriginOffset* is not 0.
 COI_INVALID_FILE if *in_FileOfOrigin* is not a "regular file" as determined by *stat* or if its size is 0.
 COI_OUT_OF_RANGE if *in_FileOfOrigin* exists but its size is less than *in_FileOfOriginOffset* + *in_BinaryBufferLength*.
 COI_NOT_INITIALIZED if the environment variable *SINK_LD_TRACE_LOADED_OBJECTS* is set to a non empty string and there are no errors locating the shared library dependencies.
 COI_PROCESS_DIED if at some point during the loading of the remote process the remote process terminated abnormally.
 COI_VERSION_MISMATCH if the version of Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) on the host is not compatible with the version on the device.
 COI_INCORRECT_FORMAT if the environment variable *COI_MEM_KIND* is set to incorrect value.

5.16.5.7 COIACCESSAPI COIRERESULT COIProcessDestroy (COIPROCESS *in_Process*, int32_t *in_WaitForMainTimeout*, uint8_t *in_ForceDestroy*, int8_t * *out_pProcessReturn*, uint32_t * *out_pTerminationCode*)

Destroys the indicated process, releasing its resources.

Note, this will destroy any outstanding pipelines created in this process as well.

Parameters

<i>in_Process</i>	[in] Process to destroy.
<i>in_WaitForMainTimeout</i>	[in] The number of milliseconds to wait for the <i>main()</i> function to return in the sink process before timing out. -1 means to wait indefinitely.
<i>in_ForceDestroy</i>	[in] If this flag is set to true, then the sink process will be forcibly terminated after the timeout has been reached. A timeout value of 0 will kill the process immediately, while a timeout of -1 is invalid. If the flag is set to false then a message will be sent to the sink process requesting a clean shutdown. A value of false along with a timeout of 0 does not send a shutdown message, instead simply polls the process to see if it is alive. In most cases this flag should be set to false. If a sink process is not responding then it may be necessary to set this flag to true.

<i>out_pProcess-Return</i>	[out] The value returned from the main() function executing in the sink process. This is an optional parameter. If the caller is not interested in the return value from the remote process they may pass in NULL for this parameter. The output value of this pointer is only meaningful if COI_SUCCESS is returned.
<i>out_p-TerminationCode</i>	[out] This parameter specifies the termination code. This will be 0 if the remote process exited cleanly. If the remote process exited abnormally this will contain the termination code given by the operating system of the remote process. This is an optional parameter and the caller may pass in NULL if they are not interested in the termination code. The output value of this pointer is only meaningful if COI_SUCCESS is returned.

Returns

COI_SUCCESS if the process was destroyed.
 COI_INVALID_HANDLE if the process handle passed in was invalid.
 COI_OUT_OF_RANGE for any negative in_WaitForMainTimeout value except -1.
 COI_ARGUMENT_MISMATCH if in_WaitForMainTimeout is -1 and in_ForceDestroy is true.
 COI_TIME_OUT_REACHED if the sink process is still running after waiting in_WaitForMainTimeout milliseconds and in_ForceDestroy is false. This is true even if in_WaitForMainTimeout was 0. In this case, out_pProcessReturn and out_pTerminationCode are undefined.

5.16.5.8 COIACCESSAPI COIRESULT COIProcessGetFunctionHandles (COIPROCESS in_Process, uint32_t in_NumFunctions, const char ** in_ppFunctionNameArray, COIFUNCTION * out_pFunctionHandleArray)

Given a loaded native process, gets an array of function handles that can be used to schedule run functions on a pipeline associated with that process.

See the documentation for [COIPipelineRunFunction\(\)](#) for additional information. All functions that are to be retrieved in this fashion must have the define COINATIVEPROCESSEXPORT preceding their type specification. For functions that are written in C++, either the entries in in_pFunctionNameArray in must be pre-mangled, or the functions must be declared as extern "C". It is also necessary to link the binary containing the exported functions with the -rdynamic linker flag. It is possible for this call to successfully find function handles for some of the names passed in but not all of them. If this occurs COI_DOES_NOT_EXIST will return and any handles not found will be returned as NULL.

Parameters

<i>in_Process</i>	[in] Process handle previously returned via COIProcessCreate().
<i>in_Num-Functions</i>	[in] Number of function names passed in to the in_pFunctionNames array.
<i>in_ppFunction-NameArray</i>	[in] Pointer to an array of null-terminated strings that match the name of functions present in the code of the binary previously loaded via COIProcessCreate(). Note that if a C++ function is used, then the string passed in must already be properly name-mangled, or extern "C" must be used for where the function is declared.
<i>out_pFunction-HandleArray</i>	[in out] Pointer to a location created by the caller large enough to hold an array of COIFUNCTION sized elements that has in_numFunctions entries in the array.

Returns

COI_SUCCESS if all function names indicated were found.
 COI_INVALID_HANDLE if the in_Process handle passed in was invalid.
 COI_OUT_OF_RANGE if in_NumFunctions is zero.
 COI_INVALID_POINTER if the in_ppFunctionNameArray or out_pFunctionHandleArray pointers was NULL.
 COI_DOES_NOT_EXIST if one or more function names were not found. To determine the function names that were not found, check which elements in the out_pFunctionHandleArray are set to NULL.
 COI_OUT_OF_RANGE if any of the null-terminated strings passed in via in_ppFunctionNameArray were more than COI_MAX_FUNCTION_NAME_LENGTH characters in length including the null.

Warning

This operation can take several milliseconds so it is recommended that it only be done at load time.

5.16.5.9 COIRESULT COIProcessLoadLibraryFromFile (COIPROCESS *in_Process*, const char * *in_pFileName*, const char * *in_pLibraryName*, const char * *in_LibrarySearchPath*, COILIBRARY * *out_pLibrary*)

Loads a shared library into the specified remote process, akin to using `dlopen()` on a local process in Linux or `LoadLibrary()` in Windows.

For more details, see `COIProcessLoadLibraryFromMemory`.

Parameters

<i>in_Process</i>	[in] Process to load the library into.
<i>in_pFileName</i>	[in] The name of the shared library file on the source's file system that is being loaded. If the file name is not an absolute path, the file is searched for in the same manner as dependencies.
<i>in_pLibraryName</i>	[in] Name for the shared library. This optional parameter can be specified in case the dynamic library doesn't have an <code>SO_NAME</code> field. If specified, it will take precedence over the <code>SO_NAME</code> if it exists. If it is not specified then the library must have a valid <code>SO_NAME</code> field.
<i>in_LibrarySearchPath</i>	[in] a path to locate dynamic libraries dependencies for the library being loaded. If not NULL, this path will override the environment variable <code>SINK_LD_LIBRARY_PATH</code> . If NULL it will use <code>SINK_LD_LIBRARY_PATH</code> to locate dependencies.
<i>out_pLibrary</i>	[out] If <code>COI_SUCCESS</code> or <code>COI_ALREADY_EXISTS</code> is returned, the handle that uniquely identifies the loaded library.

Returns

`COI_SUCCESS` if the library was successfully loaded.
`COI_INVALID_POINTER` if *in_pFileName* is NULL.
`COI_DOES_NOT_EXIST` if *in_pFileName* cannot be found.
`COI_INVALID_FILE` if the file is not a valid shared library.
See `COIProcessLoadLibraryFromMemory` for additional errors.

5.16.5.10 COIRESULT COIProcessLoadLibraryFromMemory (COIPROCESS *in_Process*, const void * *in_pLibraryBuffer*, uint64_t *in_LibraryBufferLength*, const char * *in_pLibraryName*, const char * *in_LibrarySearchPath*, const char * *in_FileOfOrigin*, uint64_t *in_FileOfOriginOffset*, COILIBRARY * *out_pLibrary*)

Loads a shared library into the specified remote process, akin to using `dlopen()` on a local process in Linux or `LoadLibrary()` in Windows.

Dependencies for this library that are not listed with absolute paths are searched for first in current working directory, then in the colon-delimited paths in the environment variable `SINK_LD_LIBRARY_PATH`, and finally on the sink in the standard search paths as defined by the sink's operating system / dynamic loader.

Parameters

<i>in_Process</i>	[in] Process to load the library into.
<i>in_pLibraryBuffer</i>	[in] The memory buffer containing the shared library to load.
<i>in_LibraryBufferLength</i>	[in] The number of bytes in the memory buffer <i>in_pLibraryBuffer</i> .
<i>in_pLibraryName</i>	[in] Name for the shared library. This optional parameter can be specified in case the dynamic library doesn't have an <code>SO_NAME</code> field. If specified, it will take precedence over the <code>SO_NAME</code> if it exists. If it is not specified then the library must have a valid <code>SO_NAME</code> field.
<i>in_LibrarySearchPath</i>	[in] A path to locate dynamic libraries dependencies for the library being loaded. If not NULL, this path will override the environment variable <code>SINK_LD_LIBRARY_PATH</code> . If NULL it will use <code>SINK_LD_LIBRARY_PATH</code> to locate dependencies.

<i>in_LibrarySearchPath</i>	[in] A path to locate dynamic libraries dependencies for the sink application. If not NULL, this path will override the environment variable SINK_LD_LIBRARY_PATH. If NULL it will use SINK_LD_LIBRARY_PATH to locate dependencies.
<i>in_FileOfOrigin</i>	[in] If not NULL, this parameter indicates the file from which the <i>in_pBinaryBuffer</i> was obtained. This parameter is optional.
<i>in_FileOfOriginOffset</i>	[in] If <i>in_FileOfOrigin</i> is not NULL, this parameter indicates the offset within that file where <i>in_pBinaryBuffer</i> begins.
<i>out_pLibrary</i>	[out] If COI_SUCCESS or COI_ALREADY_EXISTS is returned, the handle that uniquely identifies the loaded library.

Returns

COI_SUCCESS if the library was successfully loaded.
 COI_INVALID_HANDLE if the process handle passed in was invalid.
 COI_OUT_OF_RANGE if *in_LibraryBufferLength* is 0.
 COI_INVALID_FILE if *in_pLibraryBuffer* does not represent a valid shared library file.
 COI_MISSING_DEPENDENCY if a dependent library is missing from either SINK_LD_LIBRARY_PATH or the *in_LibrarySearchPath* parameter.
 COI_ARGUMENT_MISMATCH if the shared library is missing an SONAME and *in_pLibraryName* is NULL.
 COI_ARGUMENT_MISMATCH if *in_pLibraryName* is the same as that of any of the dependencies (recursive) of the library being loaded.
 COI_ALREADY_EXISTS if there is an existing COILIBRARY handle that identifies this library, and this COILIBRARY hasn't been unloaded yet.
 COI_BINARY_AND_HARDWARE_MISMATCH if the target machine of the binary or any of its recursive dependencies does not match the engine associated with *in_Process*.
 COI_UNDEFINED_SYMBOL if we are unable to load the library due to an undefined symbol.
 COI_PROCESS_DIED if loading the library on the device caused the remote process to terminate.
 COI_DOES_NOT_EXIST if *in_FileOfOrigin* is not NULL and does not exist.
 COI_ARGUMENT_MISMATCH if *in_FileOfOrigin* is NULL and *in_FileOfOriginOffset* is not 0.
 COI_INVALID_FILE if *in_FileOfOrigin* is not a "regular file" as determined by stat or if its size is 0.
 COI_OUT_OF_RANGE if *in_FileOfOrigin* exists but its size is less than *in_FileOfOriginOffset* + *in_BinaryBufferLength*.
 COI_INVALID_POINTER if *out_pLibrary* or *in_pLibraryBuffer* are NULL.

5.16.5.11 COIACCESSAPI COIRERESULT COIProcessRegisterLibraries (uint32_t *in_NumLibraries*, const void ** *in_ppLibraryArray*, const uint64_t * *in_pLibrarySizeArray*, const char ** *in_ppFileOfOriginArray*, const uint64_t * *in_pFileOfOriginOffsetArray*)

Registers shared libraries that are already in the host process's memory to be used during the shared library dependency resolution steps that take place during subsequent calls to COIProcessCreate* and COIProcessLoadLibrary*.

If listed as a dependency, the registered library will be used to satisfy the dependency, even if there is another library on disk that also satisfies that dependency.

Addresses registered must remain valid during subsequent calls to COIProcessCreate* and COIProcessLoadLibrary*.

If the Sink is Linux, the shared libraries must have a library name (DT_SONAME field). On most compilers this means built with -soname.

If successful, this API registers all the libraries. Otherwise none are registered.

Parameters

<i>in_NumLibraries</i>	[in] The number of libraries that are being registered.
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<i>in_ppLibraryArray</i>	[in] An array of pointers that point to the starting addresses of the libraries.
<i>in_pLibrarySizeArray</i>	[in] An array of pointers that point to the number of bytes in each of the libraries.
<i>in_ppFileOfOriginArray</i>	[in] An array of strings indicating the file from which the library was obtained. This parameter is optional. Elements in the array may be set to NULL.
<i>in_pFileOfOriginOffsetArray</i>	[in] If the corresponding entry in <i>in_ppFileOfOriginArray</i> is not NULL, this parameter indicates the offsets within those files where the corresponding libraries begin.

Returns

COI_SUCCESS if the libraries were registered successfully.
 COI_OUT_OF_RANGE if *in_NumLibraries* is 0.
 COI_INVALID_POINTER if *in_ppLibraryArray* or *in_pLibrarySizeArray* are NULL.
 COI_INVALID_POINTER if any of the pointers in *in_ppLibraryArray* are NULL.
 COI_OUT_OF_RANGE if any of the values in *in_pLibrarySizeArray* is 0.
 COI_ARGUMENT_MISMATCH if either one of *in_ppFileOfOriginArray* and *in_pFileOfOriginOffsetArray* is NULL and the other is not.
 COI_OUT_OF_RANGE if one of the addresses being registered does not represent a valid library.

5.16.5.12 COIACCESSAPI COIRERESULT COIProcessSetCacheSize (const COIPROCESS *in_Process*, const uint64_t *in_HugePagePoolSize*, const uint32_t *in_HugeFlags*, const uint64_t *in_SmallPagePoolSize*, const uint32_t *in_SmallFlags*, uint32_t *in_NumDependencies*, const COIEVENT * *in_pDependencies*, COIEVENT * *out_pCompletion*)

Set the minimum preferred COIProcess cache size.

By default these values are set to 1GB. With the default size of 1GB, Intel(R) COI will only grow the cache with each new buffer up until the set limit is consumed, after which, only required to accommodate additional buffers. This means that after the cache preference is met, a process will act as conservative as possible for memory consumption. This API will allow users to adjust memory consumption aggressiveness.

Additional performance may be gained if the user sets a value higher than default. With high memory consumption user can choose to trade performance between memory allocation cost and transfer speeds to and from the remote process. A last consideration is that if buffers are used only once, it may be best to keep a small cache size, or ensure buffers are fully destroyed after their use.

Adjusting this value to high may result in out of resource conditions.

Parameters

<i>in_pProcess</i>	[in] Handle to uniquely identify the process for which the cache is to be adjusted.
<i>in_HugePagePoolSize</i>	[in] The suggested size of the remote huge page cache in bytes. This value defaults to 1GB. A process will only allocate cache memory if the current cache is smaller than this limit, or it is absolutely necessary to fulfill a request, but preferring to re-use existing memory and paging unused buffers back to the host. Increasing this value will cause a process to aggressively allocate memory on demand up to this value, before evicting/paging memory from the remote process back to the host process.

The net result is that memory consumption is increased, but the user can 'cache' more buffers on the remote process. More time may be spent during first use of run functions as more memory may be allocated, but subsequent run functions will likely see an increase in queueing performance as the data is already valid in the remote process.

Users should tune this value for optimum performance balanced against memory consumption. This value does not affect 4K page cache. Please use *in_SmallPagePoolSize* for 4K pages.

Parameters

<i>in_HugeFlags</i>	[in] Flags to select mode or action for huge page cache. One <i>MODE</i> and one <i>ACTION</i> flag are specified together. Default <i>MODE</i> is COI_CACHE_MODE_ONDEMAND_SYNC. See all COI_CACHE_MODE_* and COI_CACHE_ACTION_* for other modes and actions. Default <i>ACTION</i> is COI_CACHE_ACTION_NONE.
<i>in_SmallPage-PoolSize</i>	[in] The suggested size of the remote 4K cache in bytes. Same function as <i>in_HugePage-PoolSize</i> but affecting only 4K page cache. Defaults to 1GB.
<i>in_SmallFlags</i>	[in] Flags to select mode or action for 4K page cache. One <i>MODE</i> and one <i>ACTION</i> flag are specified together. Default <i>MODE</i> is COI_CACHE_MODE_ONDEMAND_SYNC. See all COI_CACHE_MODE_* and COI_CACHE_ACTION_* for other modes and actions.
<i>in_Num-Dependencies</i>	[in] The number of dependencies specified in the <i>in_pDependencies</i> array. This may be 0 if the caller does not want the call to wait for any events to be signaled.
<i>in_p-Dependencies</i>	[in] An optional array of handles to previously created COIEVENT objects that this operation will wait for before starting. This allows the user to create dependencies between asynchronous calls and other operations such as run functions. The user may pass in NULL if they do not wish to wait for any dependencies. Only useful with <i>ACTION</i> flags, otherwise there is no action to wait on. All <i>MODE</i> changes happen immediately.
<i>out_pCompletion</i>	[out] An optional pointer to a COIEVENT object that will be signaled when the operation is complete. The user may pass in NULL if the user wants the operation to block until completed. Note: This flag is not useful unless paired with a valid <i>ACTION</i> flag.

Returns

COI_SUCCESS if the cache was successfully adjusted. In case of valid flags including *ACTION*, if *out_p-Completion* was specified, this does not indicate the operation succeeded, but rather only it was successfully queued. For further information see that [COIEventWait\(\)](#) for getting return values.

COI_INVALID_HANDLE if the *in_Process* handle passed in was invalid.

COI_RESOURCE_EXHAUSTED if no more cache can be created, possibly, but not necessarily because a pool size was set to large and COI_CACHE_ACTION_GROW_NOW was specified.

COI_NOT_SUPPORTED if more than one *MODE* or *ACTION* was specified.

COI_NOT_SUPPORTED if an invalid *MODE* or *ACTION* was specified.

COI_ARGUMENT_MISMATCH if *in_NumDependencies* is non-zero while *in_pDependencies* was passed in as NULL.

COI_OUT_OF_RANGE if one of the pool sizes was invalid.

COI_PROCESS_DIED if at some point during the mode or action the remote process terminated abnormally. Possible due to an out of memory condition.

5.16.5.13 COIACCESSAPI COIRERESULT COIProcessUnloadLibrary (COIPROCESS *in_Process*, COILIBRARY *in_Library*)

Unloads a previously loaded shared library from the specified remote process.

Parameters

<i>in_Process</i>	[in] Process that we are unloading a library from.
<i>in_Library</i>	[in] Library that we want to unload.

Returns

COI_SUCCESS if the library was successfully loaded.

COI_INVALID_HANDLE if the process or library handle were invalid.

5.16.5.14 COIACCESSAPI COIRERESULT COIRegisterNotificationCallback (COIPROCESS *in_Process*, COI_NOTIFICATION_CALLBACK *in_Callback*, const void * *in_UserData*)

Register a callback to be invoked to notify that an internal Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) event has occurred on the process that is associated with the callback.

Note that it is legal to have more than one callback registered with a given process but those must all be unique callback pointers. Note that setting a *UserData* value with COINotificationCallbackSetContext will override a value set when registering the callback.

Parameters

<i>in_Process</i>	[in] Process that the callback is associated with. The callback will only be invoked to notify an event for this specific process.
<i>in_Callback</i>	[in] Pointer to a user function used to signal a notification.
<i>in_UserData</i>	[in] Opaque data to pass to the callback when it is invoked.

Returns

COI_SUCCESS if the callback was registered successfully.
COI_INVALID_HANDLE if the *in_Process* parameter does not identify a valid process.
COI_INVALID_POINTER if the *in_Callback* parameter is NULL.
COI_ALREADY_EXISTS if the user attempts to reregister the same callback for a process.

5.16.5.15 COIACCESSAPI COIRERESULT COIUnregisterNotificationCallback (COIPROCESS *in_Process*, COI_NOTIFICATION_CALLBACK *in_Callback*)

Unregisters a callback, notifications will no longer be signaled.

Parameters

<i>in_Process</i>	[in] Process that we are unregistering.
<i>in_Callback</i>	[in] The specific callback to unregister.

Returns

COI_SUCCESS if the callback was unregistered.
COI_INVALID_HANDLE if the *in_Process* parameter does not identify a valid process.
COI_INVALID_POINTER if the *in_Callback* parameter is NULL.
COI_DOES_NOT_EXIST if *in_Callback* was not previously registered for *in_Process*.

5.17 COIBufferSink

Functions

- [COIRESULT COIBufferAddRef](#) (void *in_pBuffer)
Adds a reference to the memory of a buffer.
- [COIRESULT COIBufferReleaseRef](#) (void *in_pBuffer)
Removes a reference to the memory of a buffer.

5.17.1 Detailed Description

5.17.2 Function Documentation

5.17.2.1 COIRESULT COIBufferAddRef (void * in_pBuffer)

Adds a reference to the memory of a buffer.

The memory of the buffer will remain on the device until both a corresponding [COIBufferReleaseRef\(\)](#) call is made and the run function that delivered the buffer returns.

Running this API in a thread spawned within the run function is not supported and will cause unpredictable results and may cause data corruption.

Warning

- 1.It is possible for enqueued run functions to be unable to execute due to all card memory being occupied by AddRef'd buffers. As such, it is important that whenever a buffer is AddRef'd that there be no dependencies on future run functions for progress to be made towards releasing the buffer.
- 2.It is important that AddRef is called within the scope of run function that carries the buffer to be AddRef'd.

Parameters

<i>in_pBuffer</i>	[in] Pointer to the start of a buffer being AddRef'd, that was passed in at the start of the run function.
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Returns

- COI_SUCCESS if the buffer ref count was successfully incremented.
- COI_INVALID_POINTER if the buffer pointer is NULL.
- COI_INVALID_HANDLE if the buffer pointer is invalid.

5.17.2.2 COIRESULT COIBufferReleaseRef (void * in_pBuffer)

Removes a reference to the memory of a buffer.

The memory of the buffer will be eligible for being freed on the device when the following conditions are met: the run function that delivered the buffer returns, and the number of calls to [COIBufferReleaseRef\(\)](#) matches the number of calls to [COIBufferAddRef\(\)](#). Running this API in a thread spawned within the run function is not supported and will cause unpredictable results and may cause data corruption.

Warning

When a buffer is AddRef'd it is assumed that it is in use and all other operations on that buffer waits for ReleaseRef() to happen. So you cannot pass the AddRef'd buffer's handle to RunFunction that calls ReleaseRef(). This is a circular dependency and will cause a deadlock. Buffer's pointer (buffer's sink side address/pointer which is different than source side BUFFER handle) needs to be stored somewhere to retrieve it later to use in ReleaseRef.

Parameters

<i>in_pBuffer</i>	[in] Pointer to the start of a buffer previously AddRef'd, that was passed in at the start of the run function.
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Returns

COI_SUCCESS if the buffer refcount was successfully decremented.

COI_INVALID_POINTER if the buffer pointer was invalid.

COI_INVALID_HANDLE if the buffer did not have [COIBufferAddRef\(\)](#) previously called on it.

5.18 COIPipelineSink

Files

- file [COIPipeline_sink.h](#)

Typedefs

- typedef void(* [RunFunctionPtr_t](#))(uint32_t in_BufferCount, void **in_ppBufferPointers, uint64_t *in_pBufferLengths, void *in_pMiscData, uint16_t in_MiscDataLength, void *in_pReturnValue, uint16_t in_ReturnValueLength)

This is the prototype that run functions should follow.

Functions

- [COIRESET COIPipelineStartExecutingRunFunctions](#) ()

Start processing pipelines on the Sink.

5.18.1 Detailed Description

5.18.2 Typedef Documentation

- 5.18.2.1 typedef void(* [RunFunctionPtr_t](#))(uint32_t in_BufferCount, void **in_ppBufferPointers, uint64_t *in_pBufferLengths, void *in_pMiscData, uint16_t in_MiscDataLength, void *in_pReturnValue, uint16_t in_ReturnValueLength)

This is the prototype that run functions should follow.

Parameters

<i>in_BufferCount</i>	The number of buffers passed to the run function.
<i>in_ppBufferPointers</i>	An array that is in_BufferCount in length that contains the sink side virtual addresses for each buffer passed in to the run function.
<i>in_pBufferLengths</i>	An array that is in_BufferCount in length of uint32_t integers describing the length of each passed in buffer in bytes.
<i>in_pMiscData</i>	Pointer to the MiscData passed in when the run function was enqueued on the source.
<i>in_MiscDataLen</i>	Length in bytes of the MiscData passed in when the run function was enqueued on the source.
<i>in_pReturnValue</i>	Pointer to the location where the return value from this run function will be stored.
<i>in_ReturnValueLength</i>	Length in bytes of the user-allocated ReturnValue pointer.

Returns

A uint64_t that can be retrieved in the out_UserData parameter from the COIPipelineWaitForEvent function.

Definition at line 103 of file COIPipeline_sink.h.

5.18.3 Function Documentation

5.18.3.1 COIRESET COIPipelineStartExecutingRunFunctions ()

Start processing pipelines on the Sink.

This should be done after any required initialization in the Sink's application has finished. No run functions will actually be executed (although they may be queued) until this function is called.

It is an error to associate a pipeline with a COI process and not call COIPipelineStartExecutingRunFunctions in that process. Behavior of the offloading runtime is not defined in that case.

Returns

COI_SUCCESS if the pipelines were successfully started.

5.19 COIProcessSink

Files

- file [COIProcess_sink.h](#)

Functions

- [COIRESULT COIProcessLoadSinkLibraryFromFile](#) (const char *in_pFileName, const char *in_pLibraryName, const char *in_LibrarySearchPath, uint32_t in_Flags, [COILIBRARY](#) *out_pLibrary)
Loads a shared library from host filesystem into the current sink process, akin to using dlopen() on a local process in Linux or LoadLibrary() in Windows.
- [COIRESULT COIProcessProxyFlush](#) ()
This call will block until all stdout and stderr output has been proxied to and written by the source.
- [COIRESULT COIProcessWaitForShutdown](#) ()
This call will block while waiting for the source to send a process destroy message.

5.19.1 Detailed Description

5.19.2 Function Documentation

5.19.2.1 [COIRESULT COIProcessLoadSinkLibraryFromFile](#) (const char * in_pFileName, const char * in_pLibraryName, const char * in_LibrarySearchPath, uint32_t in_Flags, [COILIBRARY](#) * out_pLibrary)

Loads a shared library from host filesystem into the current sink process, akin to using dlopen() on a local process in Linux or LoadLibrary() in Windows.

Parameters

<i>in_pFileName</i>	[in] The name of the shared library file on the source's file system that is being loaded. If the file name is not an absolute path, the file is searched for in the same manner as dependencies.
<i>in_pLibraryName</i>	[in] Name for the shared library. This optional parameter can be specified in case the dynamic library doesn't have an SO_NAME field. If specified, it will take precedence over the SO_NAME if it exists. If it is not specified then the library must have a valid SO_NAME field.
<i>in_LibrarySearchPath</i>	[in] a path to locate dynamic libraries dependencies for the library being loaded. If not NULL, this path will override the environment variable SINK_LD_LIBRARY_PATH. If NULL it will use SINK_LD_LIBRARY_PATH to locate dependencies.
<i>in_Flags</i>	[in] Bitmask of the flags that will be passed in as the dlopen() "flag" parameter on the sink.
<i>out_pLibrary</i>	[out] If COI_SUCCESS or COI_ALREADY_EXISTS is returned, the handle that uniquely identifies the loaded library.

Returns

COI_SUCCESS if the library was successfully loaded.
 COI_INVALID_POINTER if in_pFileName is NULL.
 COI_DOES_NOT_EXIST if in_pFileName cannot be found.
 COI_INVALID_FILE if the file is not a valid shared library.
 COI_MISSING_DEPENDENCY if a dependent library is missing from either SINK_LD_LIBRARY_PATH or the in_LibrarySearchPath parameter.
 COI_ARGUMENT_MISMATCH if the shared library is missing an SONAME and in_pLibraryName is NULL.
 COI_UNDEFINED_SYMBOL if we are unable to load the library due to an undefined symbol.
 COI_ALREADY_EXISTS if there is an existing COILIBRARY handle that identifies this library, and this COILIBRARY hasn't been unloaded yet.
 COI_BINARY_AND_HARDWARE_MISMATCH if the target machine of the binary or any of its recursive dependencies does not match the engine associated with Process.
 COI_NOT_INITIALIZED if setup of remote process on host is not completed yet.

5.19.2.2 COIRESULT COIProcessProxyFlush ()

This call will block until all stdout and stderr output has been proxied to and written by the source.

This call guarantees that any output in a run function is transmitted to the source before the run function signals its completion event back to the source.

Note that having an additional thread printing forever while another calls COIProxyFlush may lead to a hang because the process will be forced to wait until all that output can be flushed to the source before returning from this call.

Returns

COI_SUCCESS once the proxy output has been flushed to and written by the host. Note that Intel® Coprocessor Offload Infrastructure (Intel® COI) on the source writes to stdout and stderr, but does not flush this output.

COI_SUCCESS if the process was created without enabling proxy IO this function.

5.19.2.3 COIRESULT COIProcessWaitForShutdown ()

This call will block while waiting for the source to send a process destroy message.

This provides the sink side application with an event to keep the main() function from exiting until it is directed to by the source. When the shutdown message is received this function will stop any future run functions from executing but will wait for any current run functions to complete. All Intel® Coprocessor Offload Infrastructure (Intel® COI) resources will be cleaned up and no additional Intel® Coprocessor Offload Infrastructure (Intel® COI) APIs should be called after this function returns. This function does not invoke exit() so the application can perform any of its own cleanup once this call returns.

Returns

COI_SUCCESS once the process receives the shutdown message.

6 Data Structure Documentation

6.1 arr_desc Struct Reference

Data Fields

- [int64_t base](#)
- [dim_desc dim](#) [3]
- [int64_t rank](#)

6.1.1 Detailed Description

Definition at line 363 of file COIBuffer_source.h.

6.1.2 Field Documentation

6.1.2.1 [int64_t arr_desc::base](#)

Definition at line 365 of file COIBuffer_source.h.

6.1.2.2 [dim_desc arr_desc::dim](#)[3]

Definition at line 367 of file COIBuffer_source.h.

6.1.2.3 [int64_t arr_desc::rank](#)

Definition at line 366 of file COIBuffer_source.h.

6.2 COI_ENGINE_INFO Struct Reference

This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

Data Fields

- [uint16_t BoardSKU](#)
The SKU of the stepping, EB, ED, etc.
- [uint16_t BoardStepping](#)
The stepping of the board, A0, A1, C0, D0 etc.
- [uint32_t CoreMaxFrequency](#)
The maximum frequency (in MHz) of the cores on the engine.
- [uint8_t CpuFamily](#)
Target CPU family.
- [uint8_t CpuModel](#)
Target CPU Model.
- [uint8_t CpuStepping](#)
Target CPU Stepping.
- [char CpuVendorId](#) [[CPU_VENDOR_ID_LEN](#)]
Target CPU manufacturer.
- [uint16_t Deviceld](#)
The pci config device id.
- [coi_wchar_t DriverVersion](#) [[COI_MAX_DRIVER_VERSION_STR_LEN](#)]
The version string identifying the driver.

- [COI_INTERCONNECTION_TYPE InterconnType](#)
Interconnection type for the target device.
- [COI_DEVICE_TYPE ISA](#)
The DeviceType supported by the engine.
- [uint32_t Load \[COI_MAX_HW_THREADS\]](#)
The load percentage for each of the hardware threads on the engine.
- [coi_eng_misc MiscFlags](#)
Miscellaneous fields.
- [uint32_t NumCores](#)
The number of cores on the engine.
- [uint32_t NumThreads](#)
The number of hardware threads on the engine.
- [uint64_t PhysicalMemory](#)
The amount of physical memory managed by the OS.
- [uint64_t PhysicalMemoryFree](#)
The amount of free physical memory in the OS.
- [uint16_t SubSystemId](#)
The pci config subsystem id.
- [uint64_t SwapMemory](#)
The amount of swap memory managed by the OS.
- [uint64_t SwapMemoryFree](#)
The amount of free swap memory in the OS.
- [uint16_t VendorId](#)
The pci config vendor id.

6.2.1 Detailed Description

This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

A pointer to this structure is passed into the COIGetEngineInfo() function, which fills in the data before returning to the caller.

Definition at line 88 of file COIEngine_source.h.

6.2.2 Field Documentation

6.2.2.1 [uint16_t COI_ENGINE_INFO::BoardSKU](#)

The SKU of the stepping, EB, ED, etc.

Definition at line 137 of file COIEngine_source.h.

6.2.2.2 [uint16_t COI_ENGINE_INFO::BoardStepping](#)

The stepping of the board, A0, A1, C0, D0 etc.

Definition at line 134 of file COIEngine_source.h.

6.2.2.3 [uint32_t COI_ENGINE_INFO::CoreMaxFrequency](#)

The maximum frequency (in MHz) of the cores on the engine.

Definition at line 106 of file COIEngine_source.h.

6.2.2.4 uint8_t COI_ENGINE_INFO::CpuFamily

Target CPU family.

Definition at line 146 of file COIEngine_source.h.

6.2.2.5 uint8_t COI_ENGINE_INFO::CpuModel

Target CPU Model.

Definition at line 149 of file COIEngine_source.h.

6.2.2.6 uint8_t COI_ENGINE_INFO::CpuStepping

Target CPU Stepping.

Definition at line 152 of file COIEngine_source.h.

6.2.2.7 char COI_ENGINE_INFO::CpuVendorId[CPU_VENDOR_ID_LEN]

Target CPU manufacturer.

Definition at line 143 of file COIEngine_source.h.

6.2.2.8 uint16_t COI_ENGINE_INFO::DeviceId

The pci config device id.

Definition at line 128 of file COIEngine_source.h.

6.2.2.9 coi_wchar_t COI_ENGINE_INFO::DriverVersion[COI_MAX_DRIVER_VERSION_STR_LEN]

The version string identifying the driver.

Definition at line 91 of file COIEngine_source.h.

6.2.2.10 COI_INTERCONNECTION_TYPE COI_ENGINE_INFO::InterconnType

Interconnection type for the target device.

Definition at line 140 of file COIEngine_source.h.

6.2.2.11 COI_DEVICE_TYPE COI_ENGINE_INFO::ISA

The DeviceType supported by the engine.

Definition at line 94 of file COIEngine_source.h.

6.2.2.12 uint32_t COI_ENGINE_INFO::Load[COI_MAX_HW_THREADS]

The load percentage for each of the hardware threads on the engine.

Currently this is limited to reporting out a maximum of 1024 HW threads

Definition at line 110 of file COIEngine_source.h.

6.2.2.13 coi_eng_misc COI_ENGINE_INFO::MiscFlags

Miscellaneous fields.

Definition at line 100 of file COIEngine_source.h.

6.2.2.14 uint32_t COI_ENGINE_INFO::NumCores

The number of cores on the engine.

Definition at line 97 of file COIEngine_source.h.

6.2.2.15 uint32_t COI_ENGINE_INFO::NumThreads

The number of hardware threads on the engine.

Definition at line 103 of file COIEngine_source.h.

6.2.2.16 uint64_t COI_ENGINE_INFO::PhysicalMemory

The amount of physical memory managed by the OS.

Definition at line 113 of file COIEngine_source.h.

6.2.2.17 uint64_t COI_ENGINE_INFO::PhysicalMemoryFree

The amount of free physical memory in the OS.

Definition at line 116 of file COIEngine_source.h.

6.2.2.18 uint16_t COI_ENGINE_INFO::SubSystemId

The pci config subsystem id.

Definition at line 131 of file COIEngine_source.h.

6.2.2.19 uint64_t COI_ENGINE_INFO::SwapMemory

The amount of swap memory managed by the OS.

Definition at line 119 of file COIEngine_source.h.

6.2.2.20 uint64_t COI_ENGINE_INFO::SwapMemoryFree

The amount of free swap memory in the OS.

Definition at line 122 of file COIEngine_source.h.

6.2.2.21 uint16_t COI_ENGINE_INFO::VendorId

The pci config vendor id.

Definition at line 125 of file COIEngine_source.h.

6.3 COI_ENGINE_INFO_SCIF Struct Reference

This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

Data Fields

- uint16_t [BoardSKU](#)
The SKU of the stepping, EB, ED, etc.
- uint16_t [BoardStepping](#)
The stepping of the board, A0, A1, C0, D0 etc.
- uint32_t [CoreMaxFrequency](#)
The maximum frequency (in MHz) of the cores on the engine.
- uint16_t [Deviceld](#)
The pci config device id.
- [coi_wchar_t](#) [DriverVersion](#) [[COI_MAX_DRIVER_VERSION_STR_LEN](#)]
The version string identifying the driver.
- [COI_DEVICE_TYPE](#) [ISA](#)
The DeviceType supported by the engine.

- uint32_t [Load](#) [[COI_MAX_HW_THREADS](#)]
The load percentage for each of the hardware threads on the engine.
- [coi_eng_misc](#) [MiscFlags](#)
Miscellaneous fields.
- uint32_t [NumCores](#)
The number of cores on the engine.
- uint32_t [NumThreads](#)
The number of hardware threads on the engine.
- uint64_t [PhysicalMemory](#)
The amount of physical memory managed by the OS.
- uint64_t [PhysicalMemoryFree](#)
The amount of free physical memory in the OS.
- uint16_t [SubSystemId](#)
The pci config subsystem id.
- uint64_t [SwapMemory](#)
The amount of swap memory managed by the OS.
- uint64_t [SwapMemoryFree](#)
The amount of free swap memory in the OS.
- uint16_t [VendorId](#)
The pci config vendor id.

6.3.1 Detailed Description

This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

A pointer to this structure is passed into the COIGetEngineInfo() function, which fills in the data before returning to the caller.

Definition at line 162 of file COIEngine_source.h.

6.3.2 Field Documentation

6.3.2.1 uint16_t COI_ENGINE_INFO_SCIF::BoardSKU

The SKU of the stepping, EB, ED, etc.

Definition at line 211 of file COIEngine_source.h.

6.3.2.2 uint16_t COI_ENGINE_INFO_SCIF::BoardStepping

The stepping of the board, A0, A1, C0, D0 etc.

Definition at line 208 of file COIEngine_source.h.

6.3.2.3 uint32_t COI_ENGINE_INFO_SCIF::CoreMaxFrequency

The maximum frequency (in MHz) of the cores on the engine.

Definition at line 180 of file COIEngine_source.h.

6.3.2.4 uint16_t COI_ENGINE_INFO_SCIF::DeviceId

The pci config device id.

Definition at line 202 of file COIEngine_source.h.

6.3.2.5 coi_wchar_t COI_ENGINE_INFO_SCIF::DriverVersion[COI_MAX_DRIVER_VERSION_STR_LEN]

The version string identifying the driver.

Definition at line 165 of file COIEngine_source.h.

6.3.2.6 COI_DEVICE_TYPE COI_ENGINE_INFO_SCIF::ISA

The DeviceType supported by the engine.

Definition at line 168 of file COIEngine_source.h.

6.3.2.7 uint32_t COI_ENGINE_INFO_SCIF::Load[COI_MAX_HW_THREADS]

The load percentage for each of the hardware threads on the engine.

Currently this is limited to reporting out a maximum of 1024 HW threads

Definition at line 184 of file COIEngine_source.h.

6.3.2.8 coi_eng_misc COI_ENGINE_INFO_SCIF::MiscFlags

Miscellaneous fields.

Definition at line 174 of file COIEngine_source.h.

6.3.2.9 uint32_t COI_ENGINE_INFO_SCIF::NumCores

The number of cores on the engine.

Definition at line 171 of file COIEngine_source.h.

6.3.2.10 uint32_t COI_ENGINE_INFO_SCIF::NumThreads

The number of hardware threads on the engine.

Definition at line 177 of file COIEngine_source.h.

6.3.2.11 uint64_t COI_ENGINE_INFO_SCIF::PhysicalMemory

The amount of physical memory managed by the OS.

Definition at line 187 of file COIEngine_source.h.

6.3.2.12 uint64_t COI_ENGINE_INFO_SCIF::PhysicalMemoryFree

The amount of free physical memory in the OS.

Definition at line 190 of file COIEngine_source.h.

6.3.2.13 uint16_t COI_ENGINE_INFO_SCIF::SubSystemId

The pci config subsystem id.

Definition at line 205 of file COIEngine_source.h.

6.3.2.14 uint64_t COI_ENGINE_INFO_SCIF::SwapMemory

The amount of swap memory managed by the OS.

Definition at line 193 of file COIEngine_source.h.

6.3.2.15 uint64_t COI_ENGINE_INFO_SCIF::SwapMemoryFree

The amount of free swap memory in the OS.

Definition at line 196 of file COIEngine_source.h.

6.3.2.16 uint16_t COI_ENGINE_INFO_SCIF::VendorId

The pci config vendor id.

Definition at line 199 of file COIEngine_source.h.

6.4 coievent Struct Reference

Data Fields

- uint64_t [opaque](#) [2]

6.4.1 Detailed Description

Definition at line 58 of file COITypes_common.h.

6.5 dim_desc Struct Reference

Data Fields

- int64_t [index](#)
- int64_t [lower](#)
- int64_t [size](#)
- int64_t [stride](#)
- int64_t [upper](#)

6.5.1 Detailed Description

Definition at line 352 of file COIBuffer_source.h.

6.5.2 Field Documentation

6.5.2.1 int64_t dim_desc::index

Definition at line 355 of file COIBuffer_source.h.

6.5.2.2 int64_t dim_desc::lower

Definition at line 356 of file COIBuffer_source.h.

6.5.2.3 int64_t dim_desc::size

Definition at line 354 of file COIBuffer_source.h.

6.5.2.4 int64_t dim_desc::stride

Definition at line 358 of file COIBuffer_source.h.

6.5.2.5 int64_t dim_desc::upper

Definition at line 357 of file COIBuffer_source.h.

7 File Documentation

7.1 COIBuffer_sink.h File Reference

Functions

- [COIRESULT COIBufferAddRef](#) (void *in_pBuffer)
Adds a reference to the memory of a buffer.
- [COIRESULT COIBufferReleaseRef](#) (void *in_pBuffer)
Removes a reference to the memory of a buffer.

7.2 COIBuffer_source.h File Reference

Data Structures

- struct [arr_desc](#)
- struct [dim_desc](#)

Macros

- #define [COI_SINK_OWNERS](#) ((COIPROCESS)-2)

COIBUFFER creation flags.

Please see the `COI_VALID_BUFFER_TYPES_AND_FLAGS` matrix below which describes the valid combinations of buffer types and flags.

- #define [COI_SAME_ADDRESS_SINKS](#) 0x00000001
Create the buffer such that it has the same virtual address on all of the sink processes with which it is associated.
- #define [COI_SAME_ADDRESS_SINKS_AND_SOURCE](#) 0x00000002
Create the buffer such that it has the same virtual address on all of the sink processes with which it is associated and in the source process.
- #define [COI_OPTIMIZE_SOURCE_READ](#) 0x00000004
Hint to the runtime that the source will frequently read the buffer.
- #define [COI_OPTIMIZE_SOURCE_WRITE](#) 0x00000008
Hint to the runtime that the source will frequently write the buffer.
- #define [COI_OPTIMIZE_SINK_READ](#) 0x00000010
Hint to the runtime that the sink will frequently read the buffer.
- #define [COI_OPTIMIZE_SINK_WRITE](#) 0x00000020
Hint to the runtime that the sink will frequently write the buffer.
- #define [COI_OPTIMIZE_NO_DMA](#) 0x00000040
Used to delay the pinning of memory into physical pages, until required for DMA.
- #define [COI_OPTIMIZE_HUGE_PAGE_SIZE](#) 0x00000080
Hint to the runtime to try to use huge page sizes for backing store on the sink.
- #define [COI_SINK_MEMORY](#) 0x00000100
Used to tell Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) to create a buffer using memory that has already been allocated on the sink.

Typedefs

- typedef struct [arr_desc](#) [arr_desc](#)
- typedef enum [COI_BUFFER_TYPE](#) [COI_BUFFER_TYPE](#)
The valid buffer types that may be created using COIBufferCreate.
- typedef enum [COI_COPY_TYPE](#) [COI_COPY_TYPE](#)
The valid copy operation types for the COIBufferWrite, COIBufferRead, and COIBufferCopy APIs.
- typedef enum [COI_MAP_TYPE](#) [COI_MAP_TYPE](#)
These flags control how the buffer will be accessed on the source after it is mapped.
- typedef struct [dim_desc](#) [dim_desc](#)

Enumerations

- enum `COI_BUFFER_MOVE_FLAG` {
`COI_BUFFER_MOVE` = 0,
`COI_BUFFER_NO_MOVE` }

Note: A `VALID_MAY_DROP` declares a buffer's copy as secondary on a given process.

- enum `COI_BUFFER_STATE` {
`COI_BUFFER_VALID` = 0,
`COI_BUFFER_INVALID`,
`COI_BUFFER_VALID_MAY_DROP`,
`COI_BUFFER_RESERVED` }

The buffer states are used to indicate whether a buffer is available for access in a `COIPROCESS`.

- enum `COI_BUFFER_TYPE` {
`COI_BUFFER_NORMAL` = 1,
`COI_BUFFER_RESERVED_1`,
`COI_BUFFER_RESERVED_2`,
`COI_BUFFER_RESERVED_3`,
`COI_BUFFER_OPENCL` }

The valid buffer types that may be created using `COIBufferCreate`.

- enum `COI_COPY_TYPE` {
`COI_COPY_UNSPECIFIED` = 0,
`COI_COPY_USE_DMA`,
`COI_COPY_USE_CPU`,
`COI_COPY_UNSPECIFIED_MOVE_ENTIRE`,
`COI_COPY_USE_DMA_MOVE_ENTIRE`,
`COI_COPY_USE_CPU_MOVE_ENTIRE` }

The valid copy operation types for the `COIBufferWrite`, `COIBufferRead`, and `COIBufferCopy` APIs.

- enum `COI_MAP_TYPE` {
`COI_MAP_READ_WRITE` = 1,
`COI_MAP_READ_ONLY`,
`COI_MAP_WRITE_ENTIRE_BUFFER` }

These flags control how the buffer will be accessed on the source after it is mapped.

Functions

- `COIACCESSAPI COIRESET COIBufferAddRefcnt` (`COIPROCESS` in_Process, `COIBUFFER` in_Buffer, `uint64_t` in_AddRefcnt)

Increments the reference count on the specified buffer and process by in_AddRefcnt.

- `COIACCESSAPI COIRESET COIBufferCopy` (`COIBUFFER` in_DestBuffer, `COIBUFFER` in_SourceBuffer, `uint64_t` in_DestOffset, `uint64_t` in_SourceOffset, `uint64_t` in_Length, `COI_COPY_TYPE` in_Type, `uint32_t` in_NumDependencies, const `COIEVENT` *in_pDependencies, `COIEVENT` *out_pCompletion)

Copy data between two buffers.

- `COIACCESSAPI COIRESET COIBufferCopyEx` (`COIBUFFER` in_DestBuffer, const `COIPROCESS` in_DestProcess, `COIBUFFER` in_SourceBuffer, `uint64_t` in_DestOffset, `uint64_t` in_SourceOffset, `uint64_t` in_Length, `COI_COPY_TYPE` in_Type, `uint32_t` in_NumDependencies, const `COIEVENT` *in_pDependencies, `COIEVENT` *out_pCompletion)

Copy data between two buffers.

- `COIACCESSAPI COIRESET COIBufferCreate` (`uint64_t` in_Size, `COI_BUFFER_TYPE` in_Type, `uint32_t` in_Flags, const void *in_pInitData, `uint32_t` in_NumProcesses, const `COIPROCESS` *in_pProcesses, `COIBUFFER` *out_pBuffer)

Creates a buffer that can be used in `RunFunctions` that are queued in pipelines.

- `COIACCESSAPI COIRESET COIBufferCreateFromMemory` (`uint64_t` in_Size, `COI_BUFFER_TYPE` in_Type, `uint32_t` in_Flags, void *in_Memory, `uint32_t` in_NumProcesses, const `COIPROCESS` *in_pProcesses, `COIBUFFER` *out_pBuffer)

Creates a buffer from some existing memory that can be used in `RunFunctions` that are queued in pipelines.

- COIACCESSAPI **COIRESULT COIBufferCreateSubBuffer** (**COIBUFFER** in_Buffer, uint64_t in_Length, uint64_t in_Offset, **COIBUFFER** *out_pSubBuffer)
Creates a sub-buffer that is a reference to a portion of an existing buffer.
- COIACCESSAPI **COIRESULT COIBufferDestroy** (**COIBUFFER** in_Buffer)
Destroys a buffer.
- COIACCESSAPI **COIRESULT COIBufferGetSinkAddress** (**COIBUFFER** in_Buffer, uint64_t *out_pAddress)
Gets the Sink's virtual address of the buffer for the first process that is using the buffer.
- COIACCESSAPI **COIRESULT COIBufferGetSinkAddressEx** (**COIPROCESS** in_Process, **COIBUFFER** in_Buffer, uint64_t *out_pAddress)
Gets the Sink's virtual address of the buffer.
- COIACCESSAPI **COIRESULT COIBufferMap** (**COIBUFFER** in_Buffer, uint64_t in_Offset, uint64_t in_Length, **COI_MAP_TYPE** in_Type, uint32_t in_NumDependencies, const **COIEVENT** *in_pDependencies, **COIEVENT** *out_pCompletion, **COIMAPINSTANCE** *out_pMapInstance, void **out_ppData)
This call initiates a request to access a region of a buffer.
- COIACCESSAPI **COIRESULT COIBufferRead** (**COIBUFFER** in_SourceBuffer, uint64_t in_Offset, void *in_pDestData, uint64_t in_Length, **COI_COPY_TYPE** in_Type, uint32_t in_NumDependencies, const **COIEVENT** *in_pDependencies, **COIEVENT** *out_pCompletion)
Copy data from a buffer into local memory.
- COIACCESSAPI **COIRESULT COIBufferReadMultiD** (**COIBUFFER** in_SourceBuffer, uint64_t in_Offset, struct **arr_desc** *in_DestArray, struct **arr_desc** *in_SrcArray, **COI_COPY_TYPE** in_Type, uint32_t in_NumDependencies, const **COIEVENT** *in_pDependencies, **COIEVENT** *out_pCompletion)
Copy data specified by multi-dimensional array data structure from an existing COIBUFFER to another multi-dimensional array located in memory.
- COIACCESSAPI **COIRESULT COIBufferReleaseRefcnt** (**COIPROCESS** in_Process, **COIBUFFER** in_Buffer, uint64_t in_ReleaseRefcnt)
Releases the reference count on the specified buffer and process by in_ReleaseRefcnt.
- COIACCESSAPI **COIRESULT COIBufferSetState** (**COIBUFFER** in_Buffer, **COIPROCESS** in_Process, **COI_BUFFER_STATE** in_State, **COI_BUFFER_MOVE_FLAG** in_DataMove, uint32_t in_NumDependencies, const **COIEVENT** *in_pDependencies, **COIEVENT** *out_pCompletion)
This API allows an experienced Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) developer to set where a COIBUFFER is located and when the COIBUFFER's data is moved.
- COIACCESSAPI **COIRESULT COIBufferUnmap** (**COIMAPINSTANCE** in_MapInstance, uint32_t in_NumDependencies, const **COIEVENT** *in_pDependencies, **COIEVENT** *out_pCompletion)
Disables Source access to the region of the buffer that was provided through the corresponding call to COIBufferMap.
- COIACCESSAPI **COIRESULT COIBufferWrite** (**COIBUFFER** in_DestBuffer, uint64_t in_Offset, const void *in_pSourceData, uint64_t in_Length, **COI_COPY_TYPE** in_Type, uint32_t in_NumDependencies, const **COIEVENT** *in_pDependencies, **COIEVENT** *out_pCompletion)
Copy data from a normal virtual address into an existing COIBUFFER.
- COIACCESSAPI **COIRESULT COIBufferWriteEx** (**COIBUFFER** in_DestBuffer, const **COIPROCESS** in_DestProcess, uint64_t in_Offset, const void *in_pSourceData, uint64_t in_Length, **COI_COPY_TYPE** in_Type, uint32_t in_NumDependencies, const **COIEVENT** *in_pDependencies, **COIEVENT** *out_pCompletion)
Copy data from a normal virtual address into an existing COIBUFFER.
- COIACCESSAPI **COIRESULT COIBufferWriteMultiD** (**COIBUFFER** in_DestBuffer, const **COIPROCESS** in_DestProcess, uint64_t in_Offset, struct **arr_desc** *in_DestArray, struct **arr_desc** *in_SrcArray, **COI_COPY_TYPE** in_Type, uint32_t in_NumDependencies, const **COIEVENT** *in_pDependencies, **COIEVENT** *out_pCompletion)
Copy data specified by multi-dimensional array data structure into another multi-dimensional array in an existing COIBUFFER.

7.3 COIEngine_common.h File Reference

Macros

- #define **COI_ISA_INVALID COI_DEVICE_INVALID**

List of deprecated device types for backward compatibility.

- #define `COI_ISA_KNC COI_DEVICE_KNC`
- #define `COI_ISA_KNF COI_DEVICE_KNF`
- #define `COI_ISA_MIC COI_DEVICE_MIC`
- #define `COI_ISA_x86_64 COI_DEVICE_SOURCE`
- #define `COI_MAX_ISA_KNC_DEVICES 0`
- #define `COI_MAX_ISA_KNF_DEVICES 0`
- #define `COI_MAX_ISA_KNL_DEVICES COI_MAX_ISA_MIC_DEVICES`
- #define `COI_MAX_ISA_MIC_DEVICES 128`
- #define `COI_MAX_ISA_x86_64_DEVICES 128`

Typedefs

- typedef `COI_DEVICE_TYPE COI_ISA_TYPE`

Enumerations

- enum `COI_DEVICE_TYPE` {
`COI_DEVICE_INVALID = 0,`
`COI_DEVICE_SOURCE,`
`COI_DEVICE_MIC,`
`COI_DEVICE_DEPRECATED_0,`
`COI_DEVICE_DEPRECATED_1,`
`COI_DEVICE_KNL,`
`COI_DEVICE_MAX,`
`COI_DEVICE_KNF = COI_DEVICE_DEPRECATED_0,`
`COI_DEVICE_KNC = COI_DEVICE_DEPRECATED_1 }`

List of ISA types of supported engines.

Functions

- COIACCESSAPI `COIRESULT COIEngineGetIndex (COI_DEVICE_TYPE *out_pType, uint32_t *out_pIndex)`
Get the information about the COIEngine executing this function call.

7.4 COIEngine_source.h File Reference

Data Structures

- struct `COI_ENGINE_INFO`
This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.
- struct `COI_ENGINE_INFO_SCIF`
This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

Macros

- #define `COI_MAX_DRIVER_VERSION_STR_LEN 255`
- #define `COI_MAX_HW_THREADS 1024`
- #define `CPU_VENDOR_ID_LEN 13`

Typedefs

- typedef struct [COI_ENGINE_INFO](#) [COI_ENGINE_INFO](#)
This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.
- typedef struct [COI_ENGINE_INFO_SCIF](#) [COI_ENGINE_INFO_SCIF](#)
This structure returns information about an Intel(R) Xeon Phi(TM) coprocessor.

Enumerations

- enum [coi_eng_misc](#) {
 [COI_ENG_ECC_DISABLED](#) = 0,
 [COI_ENG_ECC_ENABLED](#) = 0x00000001,
 [COI_ENG_ECC_UNKNOWN](#) = 0x00000002 }
This enum defines miscellaneous information returned from the COIGetEngineInfo() function.
- enum [COI_INTERCONNECTION_TYPE](#) {
 [COI_INTERCONN_INVALID](#) = 0,
 [COI_INTERCONN_PCIE](#),
 [COI_INTERCONN_FABRIC](#) }
Interconnection type for the target device.

Functions

- COIACCESSAPI [COIRESULT](#) [COIEngineGetCount](#) ([COI_DEVICE_TYPE](#) in_DeviceType, uint32_t *out_pNumEngines)
Returns the number of engines in the system that match the provided device type.
- COIACCESSAPI [COIRESULT](#) [COIEngineGetHandle](#) ([COI_DEVICE_TYPE](#) in_DeviceType, uint32_t in_EngineIndex, [COIENGINE](#) *out_pEngineHandle)
Returns the handle of a user specified engine.
- COIACCESSAPI [COIRESULT](#) [COIEngineGetHostname](#) ([COIENGINE](#) in_EngineHandle, char *out_Hostname)
Returns the remote hostname for a specified COIEngine.
- COIACCESSAPI [COIRESULT](#) [COIEngineGetInfo](#) ([COIENGINE](#) in_EngineHandle, uint32_t in_EngineInfoSize, [COI_ENGINE_INFO](#) *out_pEngineInfo)
Returns information related to a specified engine.

7.5 COIEvent_common.h File Reference

Functions

- COIACCESSAPI [COIRESULT](#) [COIEventSignalUserEvent](#) ([COIEVENT](#) in_Event)
Signal one shot user event.

7.6 COIEvent_source.h File Reference

Macros

- #define [COI_EVENT_ASYNC](#) (([COIEVENT](#)*)1)
Special case event values which can be passed in to APIs to specify how the API should behave.
- #define [COI_EVENT_INITIALIZER](#) { { 0, (uint64_t)-1 } }
- #define [COI_EVENT_SYNC](#) (([COIEVENT](#)*)2)
This can be used to initialize a COIEVENT to a known invalid state.

Typedefs

- typedef void(* [COI_EVENT_CALLBACK](#))(COIEVENT in_Event, const COIRERESULT in_Result, const void *in_UserData)

A callback that will be invoked to notify the user of an internal runtime event completion.

Functions

- COIACCESSAPI COIRERESULT COIEventRegisterCallback (const COIEVENT in_Event, [COI_EVENT_CALLBACK](#) in_Callback, const void *in_UserData, const uint64_t in_Flags)

Registers any COIEVENT to receive a one time callback, when the event is marked complete in the offload runtime.

- COIACCESSAPI COIRERESULT COIEventRegisterUserEvent (COIEVENT *out_pEvent)

Register a User COIEVENT so that it can be fired.

- COIACCESSAPI COIRERESULT COIEventUnregisterUserEvent (COIEVENT in_Event)

Unregister a User COIEVENT.

- COIACCESSAPI COIRERESULT COIEventWait (uint16_t in_NumEvents, const COIEVENT *in_pEvents, int32_t in_TimeoutMilliseconds, uint8_t in_WaitForAll, uint32_t *out_pNumSignaled, uint32_t *out_pSignaled-Indices)

Wait for an arbitrary number of COIEVENTs to be signaled as completed, eg when the run function or asynchronous map call associated with an event has finished execution.

7.7 COIMacros_common.h File Reference

Commonly used macros.

Macros

- #define [SYMBOL_VERSION](#)(SYMBOL, VERSION) SYMBOL ## VERSION
- #define [UNREFERENCED_CONST_PARAM](#)(P)
- #define [UNREFERENCED_PARAM](#)(P) (P = P)
- #define [UNUSED_ATTR](#) __attribute__((unused))

Functions

- static int [__COI_CountBits](#) (uint64_t n)
- static void [COI_CPU_MASK_AND](#) (COI_CPU_MASK dst, const COI_CPU_MASK src1, const COI_CPU_MASK src2)
- static int [COI_CPU_MASK_COUNT](#) (const COI_CPU_MASK cpu_mask)
- static int [COI_CPU_MASK_EQUAL](#) (const COI_CPU_MASK cpu_mask1, const COI_CPU_MASK cpu_mask2)
- static uint64_t [COI_CPU_MASK_ISSET](#) (int bitNumber, const COI_CPU_MASK cpu_mask)
- static void [COI_CPU_MASK_OR](#) (COI_CPU_MASK dst, const COI_CPU_MASK src1, const COI_CPU_MASK src2)
- static void [COI_CPU_MASK_SET](#) (int bitNumber, COI_CPU_MASK cpu_mask)
- static void [COI_CPU_MASK_XLATE](#) (COI_CPU_MASK dest, const cpu_set_t *src)
- static void [COI_CPU_MASK_XLATE_EX](#) (cpu_set_t *dest, const COI_CPU_MASK src)
- static void [COI_CPU_MASK_XOR](#) (COI_CPU_MASK dst, const COI_CPU_MASK src1, const COI_CPU_MASK src2)
- static void [COI_CPU_MASK_ZERO](#) (COI_CPU_MASK cpu_mask)

7.7.1 Detailed Description

Commonly used macros.

Definition in file [COIMacros_common.h](#).

7.7.2 Macro Definition Documentation

7.7.2.1 `#define SYMBOL_VERSION(SYMBOL, VERSION) SYMBOL ## VERSION`

Definition at line 65 of file [COIMacros_common.h](#).

7.7.2.2 `#define UNREFERENCED_CONST_PARAM(P)`

Value:

```
{ void* x UNUSED_ATTR = \
    (void*)(uint64_t)P; \
}
```

Definition at line 51 of file [COIMacros_common.h](#).

7.7.2.3 `#define UNREFERENCED_PARAM(P)(P = P)`

Definition at line 58 of file [COIMacros_common.h](#).

7.7.2.4 `#define UNUSED_ATTR __attribute__((unused))`

Definition at line 48 of file [COIMacros_common.h](#).

7.7.3 Function Documentation

7.7.3.1 `static int __COI_CountBits(uint64_t n) [inline],[static]`

Definition at line 133 of file [COIMacros_common.h](#).

Referenced by [COI_CPU_MASK_COUNT\(\)](#).

7.7.3.2 `static void COI_CPU_MASK_AND(COI_CPU_MASK dst, const COI_CPU_MASK src1, const COI_CPU_MASK src2) [inline],[static]`

Definition at line 103 of file [COIMacros_common.h](#).

7.7.3.3 `static int COI_CPU_MASK_COUNT(const COI_CPU_MASK cpu_mask) [inline],[static]`

Definition at line 143 of file [COIMacros_common.h](#).

References [__COI_CountBits\(\)](#).

7.7.3.4 `static int COI_CPU_MASK_EQUAL(const COI_CPU_MASK cpu_mask1, const COI_CPU_MASK cpu_mask2) [inline],[static]`

Definition at line 157 of file [COIMacros_common.h](#).

7.7.3.5 `static uint64_t COI_CPU_MASK_ISSET(int bitNumber, const COI_CPU_MASK cpu_mask) [inline],[static]`

Definition at line 82 of file [COIMacros_common.h](#).

Referenced by [COI_CPU_MASK_XLATE_EX\(\)](#).

7.7.3.6 `static void COI_CPU_MASK_OR (COI_CPU_MASK dst, const COI_CPU_MASK src1, const COI_CPU_MASK src2) [inline],[static]`

Definition at line 123 of file COIMacros_common.h.

7.7.3.7 `static void COI_CPU_MASK_SET (int bitNumber, COI_CPU_MASK cpu_mask) [inline],[static]`

Definition at line 90 of file COIMacros_common.h.

Referenced by COI_CPU_MASK_XLATE().

7.7.3.8 `static void COI_CPU_MASK_XLATE (COI_CPU_MASK dest, const cpu_set_t * src) [inline],[static]`

Definition at line 172 of file COIMacros_common.h.

References COI_CPU_MASK_SET(), and COI_CPU_MASK_ZERO().

7.7.3.9 `static void COI_CPU_MASK_XLATE_EX (cpu_set_t * dest, const COI_CPU_MASK src) [inline],[static]`

Definition at line 196 of file COIMacros_common.h.

References COI_CPU_MASK_ISSET().

7.7.3.10 `static void COI_CPU_MASK_XOR (COI_CPU_MASK dst, const COI_CPU_MASK src1, const COI_CPU_MASK src2) [inline],[static]`

Definition at line 113 of file COIMacros_common.h.

7.7.3.11 `static void COI_CPU_MASK_ZERO (COI_CPU_MASK cpu_mask) [inline],[static]`

Definition at line 97 of file COIMacros_common.h.

Referenced by COI_CPU_MASK_XLATE().

7.8 COIPerf_common.h File Reference

Performance Analysis API.

Functions

- COIACCESSAPI uint64_t [COIPerfGetCycleCounter](#) (void)
Returns a performance counter value.
- COIACCESSAPI uint64_t [COIPerfGetCycleFrequency](#) (void)
Returns the calculated system frequency in hertz.

7.8.1 Detailed Description

Performance Analysis API.

Definition in file [COIPerf_common.h](#).

7.9 COIPipeline_sink.h File Reference

Typedefs

- typedef void(* [RunFunctionPtr_t](#))(uint32_t in_BufferCount, void **in_ppBufferPointers, uint64_t *in_pBufferLengths, void *in_pMiscData, uint16_t in_MiscDataLength, void *in_pReturnValue, uint16_t in_ReturnValueLength)

This is the prototype that run functions should follow.

Functions

- [COIRESULT COIPipelineStartExecutingRunFunctions \(\)](#)

Start processing pipelines on the Sink.

7.10 COIPipeline_source.h File Reference

Macros

- [#define COI_PIPELINE_MAX_IN_BUFFERS 16384](#)
- [#define COI_PIPELINE_MAX_IN_MISC_DATA_LEN 32768](#)
- [#define COI_PIPELINE_MAX_PIPELINES 512](#)

Typedefs

- [typedef enum COI_ACCESS_FLAGS COI_ACCESS_FLAGS](#)
These flags specify how a buffer will be used within a run function.

Enumerations

- [enum COI_ACCESS_FLAGS {](#)
[COI_SINK_READ = 1,](#)
[COI_SINK_WRITE,](#)
[COI_SINK_WRITE_ENTIRE,](#)
[COI_SINK_READ_ADDREF,](#)
[COI_SINK_WRITE_ADDREF,](#)
[COI_SINK_WRITE_ENTIRE_ADDREF }](#)
These flags specify how a buffer will be used within a run function.

Functions

- [COIACCESSAPI COIRESULT COIPipelineClearCPUMask \(COI_CPU_MASK *in_Mask\)](#)
Clears a given mask.
- [COIACCESSAPI COIRESULT COIPipelineCreate \(COIPROCESS in_Process, COI_CPU_MASK in_Mask, uint32_t in_StackSize, COIPIPELINE *out_pPipeline\)](#)
Create a pipeline associated with a remote process.
- [COIACCESSAPI COIRESULT COIPipelineDestroy \(COIPIPELINE in_Pipeline\)](#)
Destroys the indicated pipeline, releasing its resources.
- [COIACCESSAPI COIRESULT COIPipelineGetEngine \(COIPIPELINE in_Pipeline, COIENGINE *out_pEngine\)](#)
Retrieve the engine that the pipeline is associated with.
- [COIACCESSAPI COIRESULT COIPipelineRunFunction \(COIPIPELINE in_Pipeline, COIFUNCTION in_Function, uint32_t in_NumBuffers, const COIBUFFER *in_pBuffers, const COI_ACCESS_FLAGS *in_pBufferAccessFlags, uint32_t in_NumDependencies, const COIEVENT *in_pDependencies, const void *in_pMiscData, uint16_t in_MiscDataLen, void *out_pAsyncReturnValue, uint16_t in_AsyncReturnValueLen, COIEVENT *out_pCompletion\)](#)
Enqueues a function in the remote process binary to be executed.
- [COIACCESSAPI COIRESULT COIPipelineSetCPUMask \(COIPROCESS in_Process, uint32_t in_CoreID, uint8_t in_ThreadID, COI_CPU_MASK *out_pMask\)](#)
Add a particular core:thread pair to a COI_CPU_MASK.

7.11 COIPProcess_sink.h File Reference

Functions

- [COIRERESULT COIPProcessLoadSinkLibraryFromFile](#) (const char *in_pFileName, const char *in_pLibrary-Name, const char *in_LibrarySearchPath, uint32_t in_Flags, [COILIBRARY](#) *out_pLibrary)
Loads a shared library from host filesystem into the current sink process, akin to using dlopen() on a local process in Linux or LoadLibrary() in Windows.
- [COIRERESULT COIPProcessProxyFlush](#) ()
This call will block until all stdout and stderr output has been proxied to and written by the source.
- [COIRERESULT COIPProcessWaitForShutdown](#) ()
This call will block while waiting for the source to send a process destroy message.

7.12 COIPProcess_source.h File Reference

Macros

- [#define COI_FAT_BINARY](#) ((uint64_t)-1)
This is a flag for COIPProcessCreateFromMemory that indicates the passed in memory pointer is a fat binary file and should not have regular validation.
- [#define COI_MAX_FILE_NAME_LENGTH](#) 256
- [#define COI_MAX_FUNCTION_NAME_LENGTH](#) 256
- [#define COI_PROCESS_SOURCE](#) ((COIPROCESS)-1)
This is a special COIPROCESS handle that can be used to indicate that the source process should be used for an operation.

COIPProcessSetCacheSize flags.

Flags are divided into two categories: *MODE* and *ACTION* only one of each is valid with each call.

ACTIONS and *MODES* should be bitwised OR'ed together, i.e. |

- [#define COI_CACHE_MODE_MASK](#) 0x00000007
Current set of DEFINED bits for MODE, can be used to clear or check fields, not useful to pass into APIs.
- [#define COI_CACHE_MODE_NOCHANGE](#) 0x00000001
Flag to indicate to keep the previous mode of operation.
- [#define COI_CACHE_MODE_ONDEMAND_SYNC](#) 0x00000002
Mode of operation that indicates that COI will allocate physical cache memory exactly when it is is needed.
- [#define COI_CACHE_MODE_ONDEMAND_ASYNC](#) 0x00000004
Not yet implemented.
- [#define COI_CACHE_ACTION_MASK](#) 0x00070000
Current set of DEFINED bits for ACTION can be used to clear fields, but not useful to pass into API's.
- [#define COI_CACHE_ACTION_NONE](#) 0x00010000
No action requested.
- [#define COI_CACHE_ACTION_GROW_NOW](#) 0x00020000
This ACTION flag will immediately attempt to increase the cache physical memory size to the current set pool size(s).
- [#define COI_CACHE_ACTION_FREE_UNUSED](#) 0x00040000
Not yet implemented.

Typedefs

- [typedef enum COI_DMA_MODE COI_DMA_MODE](#)
These are the different modes of operation that can be selected for the COI_DMA_MODE by the API COIPProcess-ConfigureDMA.
- [typedef void\(* COI_NOTIFICATION_CALLBACK\)](#) (COI_NOTIFICATIONS in_Type, COIPROCESS in_Process, COIEVENT in_Event, const void *in_UserData)

A callback that will be invoked to notify the user of an internal Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) event.

- typedef enum **COI_NOTIFICATIONS** **COI_NOTIFICATIONS**

The user can choose to have notifications for these internal events so that they can build their own profiling and performance layer on top of Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI).

Enumerations

- enum **COI_DMA_MODE** {
COI_DMA_MODE_SINGLE = 0,
COI_DMA_MODE_READ_WRITE,
COI_DMA_MODE_ROUND_ROBIN,
COI_DMA_RESERVED }

These are the different modes of operation that can be selected for the **COI_DMA_MODE** by the API **COIProcessConfigureDMA**.

- enum **COI_NOTIFICATIONS** {
RUN_FUNCTION_READY = 0,
RUN_FUNCTION_START,
RUN_FUNCTION_COMPLETE,
BUFFER_OPERATION_READY,
BUFFER_OPERATION_COMPLETE,
USER_EVENT_SINGALED }

The user can choose to have notifications for these internal events so that they can build their own profiling and performance layer on top of Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI).

Functions

- **__asm__** ("symver **COIProcessLoadLibraryFromMemory**,""**COIProcessLoadLibraryFromMemory@COI_1.0**")
- **__asm__** ("symver **COIProcessLoadLibraryFromFile**,""**COIProcessLoadLibraryFromFile@COI_1.0**")
- **COIACCESSAPI** void **COINotificationCallbackSetContext** (const void *in_UserData)

Set the user data that will be returned in the notification callback.

- **COIACCESSAPI** **COIRESET** **COIProcessConfigureDMA** (const uint64_t in_Channels, const **COI_DMA_MODE** in_Mode)

Set the number and mode of the physical DMA channels that each **COIProcess** will establish during **COIProcess** creation.

- **COIACCESSAPI** **COIRESET** **COIProcessCreateFromFile** (**COIENGINE** in_Engine, const char *in_pBinaryName, int in_Argc, const char **in_ppArgv, uint8_t in_DupEnv, const char **in_ppAdditionalEnv, uint8_t in_ProxyActive, const char *in_Reserved, uint64_t in_InitialBufferSpace, const char *in_LibrarySearchPath, **COIPROCESS** *out_pProcess)

Create a remote process on the Sink and start executing its **main()** function.

- **COIACCESSAPI** **COIRESET** **COIProcessCreateFromMemory** (**COIENGINE** in_Engine, const char *in_pBinaryName, const void *in_pBinaryBuffer, uint64_t in_BinaryBufferLength, int in_Argc, const char **in_ppArgv, uint8_t in_DupEnv, const char **in_ppAdditionalEnv, uint8_t in_ProxyActive, const char *in_Reserved, uint64_t in_InitialBufferSpace, const char *in_LibrarySearchPath, const char *in_FileOfOrigin, uint64_t in_FileOfOriginOffset, **COIPROCESS** *out_pProcess)

Create a remote process on the Sink and start executing its **main()** function.

- **COIACCESSAPI** **COIRESET** **COIProcessDestroy** (**COIPROCESS** in_Process, int32_t in_WaitForMainTimeout, uint8_t in_ForceDestroy, int8_t *out_pProcessReturn, uint32_t *out_pTerminationCode)

Destroys the indicated process, releasing its resources.

- **COIACCESSAPI** **COIRESET** **COIProcessGetFunctionHandles** (**COIPROCESS** in_Process, uint32_t in_NumFunctions, const char **in_ppFunctionNameArray, **COIFUNCTION** *out_pFunctionHandleArray)

Given a loaded native process, gets an array of function handles that can be used to schedule run functions on a pipeline associated with that process.

- [COIRESULT COIProcessLoadLibraryFromFile](#) ([COIPROCESS](#) in_Process, const char *in_pFileName, const char *in_pLibraryName, const char *in_LibrarySearchPath, [COILIBRARY](#) *out_pLibrary)

Loads a shared library into the specified remote process, akin to using dlopen() on a local process in Linux or LoadLibrary() in Windows.

- [COIRESULT COIProcessLoadLibraryFromMemory](#) ([COIPROCESS](#) in_Process, const void *in_pLibraryBuffer, uint64_t in_LibraryBufferLength, const char *in_pLibraryName, const char *in_LibrarySearchPath, const char *in_FileOfOrigin, uint64_t in_FileOfOriginOffset, [COILIBRARY](#) *out_pLibrary)

Loads a shared library into the specified remote process, akin to using dlopen() on a local process in Linux or LoadLibrary() in Windows.

- [COIACCESSAPI COIRESULT COIProcessRegisterLibraries](#) (uint32_t in_NumLibraries, const void **in_ppLibraryArray, const uint64_t *in_pLibrarySizeArray, const char **in_ppFileOfOriginArray, const uint64_t *in_pFileOfOriginOffsetArray)

Registers shared libraries that are already in the host process's memory to be used during the shared library dependency resolution steps that take place during subsequent calls to COIProcessCreate and COIProcessLoadLibrary*.*

- [COIACCESSAPI COIRESULT COIProcessSetCacheSize](#) (const [COIPROCESS](#) in_Process, const uint64_t in_HugePagePoolSize, const uint32_t in_HugeFlags, const uint64_t in_SmallPagePoolSize, const uint32_t in_SmallFlags, uint32_t in_NumDependencies, const [COIEVENT](#) *in_pDependencies, [COIEVENT](#) *out_pCompletion)

Set the minimum preferred COIProcess cache size.

- [COIACCESSAPI COIRESULT COIProcessUnloadLibrary](#) ([COIPROCESS](#) in_Process, [COILIBRARY](#) in_Library)

Unloads a previously loaded shared library from the specified remote process.

- [COIACCESSAPI COIRESULT COIRegisterNotificationCallback](#) ([COIPROCESS](#) in_Process, [COI_NOTIFICATION_CALLBACK](#) in_Callback, const void *in_UserData)

Register a callback to be invoked to notify that an internal Intel(R) Coprocessor Offload Infrastructure (Intel(R) COI) event has occurred on the process that is associated with the callback.

- [COIACCESSAPI COIRESULT COIUnregisterNotificationCallback](#) ([COIPROCESS](#) in_Process, [COI_NOTIFICATION_CALLBACK](#) in_Callback)

Unregisters a callback, notifications will no longer be signaled.

7.13 COIResult_common.h File Reference

Typedefs

- typedef enum [COIRESULT](#) [COIRESULT](#)

Enumerations

- enum COIRESET {
 - COI_SUCCESS = 0,
 - COI_ERROR,
 - COI_NOT_INITIALIZED,
 - COI_ALREADY_INITIALIZED,
 - COI_ALREADY_EXISTS,
 - COI_DOES_NOT_EXIST,
 - COI_INVALID_POINTER,
 - COI_OUT_OF_RANGE,
 - COI_NOT_SUPPORTED,
 - COI_TIME_OUT_REACHED,
 - COI_MEMORY_OVERLAP,
 - COI_ARGUMENT_MISMATCH,
 - COI_SIZE_MISMATCH,
 - COI_OUT_OF_MEMORY,
 - COI_INVALID_HANDLE,
 - COI_RETRY,
 - COI_RESOURCE_EXHAUSTED,
 - COI_ALREADY_LOCKED,
 - COI_NOT_LOCKED,
 - COI_MISSING_DEPENDENCY,
 - COI_UNDEFINED_SYMBOL,
 - COI_PENDING,
 - COI_BINARY_AND_HARDWARE_MISMATCH,
 - COI_PROCESS_DIED,
 - COI_INVALID_FILE,
 - COI_EVENT_CANCELED,
 - COI_VERSION_MISMATCH,
 - COI_BAD_PORT,
 - COI_AUTHENTICATION_FAILURE,
 - COI_COMM_NOT_INITIALIZED,
 - COI_INCORRECT_FORMAT,
 - COI_MAX_LOCKED_MEMORY,
 - COI_NUM_RESULTS }

Functions

- COIACCESSAPI const char * COIResultGetName (COIRESET in_ResultCode)

Returns the string version of the passed in COIRESET.

7.14 COISysInfo_common.h File Reference

This interface allows developers to query the platform for system level information.

Macros

- #define INITIAL_APIC_ID_BITS 0xFF000000

Functions

- COIACCESSAPI uint32_t COISysGetAPICID (void)
- COIACCESSAPI uint32_t COISysGetCoreCount (void)
- COIACCESSAPI uint32_t COISysGetCoreIndex (void)

- COIACCESSAPI uint32_t [COISysGetHardwareThreadCount](#) (void)
- COIACCESSAPI uint32_t [COISysGetHardwareThreadIndex](#) (void)
- COIACCESSAPI uint32_t [COISysGetL2CacheCount](#) (void)
- COIACCESSAPI uint32_t [COISysGetL2CacheIndex](#) (void)

7.14.1 Detailed Description

This interface allows developers to query the platform for system level information.

Definition in file [COISysInfo_common.h](#).

7.15 COITypes_common.h File Reference

Data Structures

- struct [coievent](#)

Typedefs

- typedef uint64_t [COI_CPU_MASK](#) [16]
- typedef wchar_t [coi_wchar_t](#)
On Windows, coi_wchar_t is a uint32_t.
- typedef struct coibuffer * [COIBUFFER](#)
- typedef struct coiengine * [COIENGINE](#)
- typedef struct [coievent](#) [COIEVENT](#)
- typedef struct coifunction * [COIFUNCTION](#)
- typedef struct coilibrary * [COILIBRARY](#)
- typedef struct coimapinst * [COIMAPINSTANCE](#)
- typedef struct coipipeline * [COIPIPELINE](#)
- typedef struct coiprocess * [COIPROCESS](#)

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