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* * *

Group Calls¶

Group primitives define the behavior of the current thread to avoid blocking.

They can therefore be used from multiple threads independently.

Related links: [Group Calls](../usage/groups.html#group-calls).

ncclGroupStart¶

[ncclResult_t](types.html#c.ncclResult_t "ncclResult_t") `ncclGroupStart`()

Start a group call.

All subsequent calls to NCCL until `ncclGroupEnd` will not block due to inter-CPU synchronization.

ncclGroupEnd¶

[ncclResult_t](types.html#c.ncclResult_t "ncclResult_t") `ncclGroupEnd`()

End a group call.

Returns when all operations since `ncclGroupStart` have been processed. This means the communication primitives have been enqueued to the provided streams, but are not necessarily complete.

When used with the `ncclCommInitRank` call, the `ncclGroupEnd` call waits for all communicators to be initialized.

```
## ncclGroupSimulateEnd¶
```

```
[ncclResult_t](types.html#c.ncclResult_t "ncclResult_t")
```

```
`ncclGroupSimulateEnd` ([ncclSimInfo_t](types.html#c.ncclSimInfo_t  
"ncclSimInfo_t")*_ simInfo_)¶
```

Simulate a `ncclGroupEnd()` call and return NCCL's simulation info in a structure passed as an argument.

[Next](p2p.html "Point To Point Communication Functions") [
Previous](colls.html "Collective Communication Functions")

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Built with [Sphinx](http://sphinx-doc.org/) using a

[theme](https://github.com/rtfd/sphinx_rtd_theme) provided by [Read the Docs](https://readthedocs.org).