My Project

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    Entry point for the GLT dynamic library.
- void __attribute__ ((destructor)) glt_end(void)

    Ending point for the GLT dynamic library.
- void glt_init (int argc, char ∗argv[ ])

    GLT initialization function.
- void glt_finalize ()

    GLT finalization function.

3.1.1 Detailed Description

These functions start/stop and open/close the underlying GLT libraries. They are used in dynamic and static implementations.

3.1.2 Function Documentation

3.1.2.1 void __attribute__ ((constructor))

Entry point for the GLT dynamic library.

`glt_start()` is the first called function when the GLT dynamic library is loaded

3.1.2.2 void __attribute__ ((destructor))

Ending point for the GLT dynamic library.

`glt_end()` is the last called function when the GLT dynamic library is unloaded

3.1.2.3 void glt_finalize ( )

GLT finalization function.

`glt_finalize()` destroys the GLT environment. It is not mandatory and should be the last GLT function call.

3.1.2.4 void glt_init (int *argc*, char ∗ *argv[]*)

GLT initialization function.

`glt_init()` sets the GLT environment up. It is mandatory and needs to be the first GLT function call.

Parameters

`in`	*argc*	
`in`	*argv*	

3.2 Barrier functions

Functions

- void glt_barrier_create (int num_waiters, GLT_barrier ∗barrier)

  Creates a barrier.
- void glt_barrier_free (GLT_barrier ∗barrier)

  Destroys a barrier.
- void glt_barrier_wait (GLT_barrier ∗barrier)

  Waits into a barrier.

3.2.1 Detailed Description

These functions manage the GLT barriers for the ULTs.

3.2.2 Function Documentation

3.2.2.1 void glt_barrier_create (int *num_waiters*, GLT_barrier ∗ *barrier*)

Creates a barrier.

`glt_barrier_create()` creates a barrier for ULTs.

Parameters

`in`	*num_waiters*	Indicates the number of ULTs requested to continue
`in,out`	*barrier*	Hande to newly created `GLT_barrier`

3.2.2.2 void glt_barrier_free (GLT_barrier ∗ *barrier*)

Destroys a barrier.

`glt_barrier_free()` destroys a barier for ULTs.

Parameters

`in`	*barrier*	Handle to the target `GLT_barrier`.

3.2.2.3 void glt_barrier_wait (GLT_barrier ∗ *barrier*)

Waits into a barrier.

`glt_barrier_wait()` Executed by a ULT, it waits until the number of waiters is achieved.

Parameters

`in`	*barrier*	Handle to the target `GLT_barrier`.

3.3 Condition functions

Functions

- void glt_cond_create (GLT_cond *cond)

  Creates a condition.
- void glt_cond_free (GLT_cond *cond)

  Destroys a condition.
- void glt_cond_signal (GLT_cond cond)

  Sends a signal for a condition.
- void glt_cond_wait (GLT_cond cond, GLT_mutex mutex)

  A ULT waits in this point for a signal.
- void glt_cond_broadcast (GLT_cond cond)

  Broadcast a signal for a condition.

3.3.1 Detailed Description

These functions manage the GLT conditions for the ULTs.

3.3.2 Function Documentation

3.3.2.1 void glt_cond_broadcast (GLT_cond *cond*)

Broadcast a signal for a condition.

`glt_cond_broadcast()` broadcasts a signal for ULTs.

Parameters

`in`	*cond*	Handle to the target `GLT_condition`.

3.3.2.2 void glt_cond_create (GLT_cond * *cond*)

Creates a condition.

`glt_cond_create()` creates a condition for ULTs.

Parameters

`in,out`	*cond*	Hande to newly created `GLT_condition`

3.3.2.3 void glt_cond_free (GLT_cond * *cond*)

Destroys a condition.

`glt_cond_free()` destroys a condition for ULTs.

Parameters

`in`	*cond*	Handle to the target `GLT_condition`.

3.3.2.4 void glt_cond_signal (GLT_cond *cond*)

Sends a signal for a condition.

`glt_cond_signal()` sends a signal for ULTs.

Parameters

`in`	*cond*	Handle to the target `GLT_condition`.

3.3.2.5 void glt_cond_wait (GLT_cond *cond*, GLT_mutex *mutex*)

A ULT waits in this point for a signal.

`glt_cond_wait()` a ULT waits at this point for a signal to access the mutex.

Parameters

`in`	*cond*	Handle to the target `GLT_condition`.
`in`	*mutex*	Handle to the target `GLT_mutex`.

3.4 Mutex functions

Functions

- void glt_mutex_create (GLT_mutex ∗mutex)
  Creates a mutex.
- void glt_mutex_lock (GLT_mutex mutex)
  Locks a mutex.
- void glt_mutex_unlock (GLT_mutex mutex)
  Unlocks a mutex.
- void glt_mutex_free (GLT_mutex ∗mutex)
  Destroys a mutex.
- void glt_mutex_trylock (GLT_bool ∗locked, GLT_mutex mutex)
  Tries to lock a mutex.

3.4.1 Detailed Description

These functions manage the GLT mutexes for the ULTs.

3.4.2 Function Documentation

3.4.2.1 void glt_mutex_create (GLT_mutex ∗ *mutex*)

Creates a mutex.

`glt_mutex_create()` creates a mutex for ULTs.

Parameters

`in,out`	*mutex*	Hande to newly created `GLT_mutex`

3.4.2.2 void glt_mutex_free (GLT_mutex ∗ *mutex*)

Destroys a mutex.

`glt_mutex_free()` destroys a mutex for ULTs.

Parameters

`in`	*mutex*	Handle to the target `GLT_mutex`.

3.4.2.3 void glt_mutex_lock (GLT_mutex *mutex*)

Locks a mutex.

`glt_mutex_lock()` locks (if possible) a mutex.

Parameters

`in`	*mutex*	Handle to the target `GLT_mutex`.

3.4.2.4 void glt_mutex_trylock (GLT_bool ∗ *locked,* GLT_mutex *mutex*)

Tries to lock a mutex.

`glt_mutex_trylock()` tries to lock a mutex.

Parameters

`in`	*mutex*	Handle to the target `GLT_mutex`.
`out`	*locked*	`GLT_bool` with the value 1 if the mutex has been locked or 0 if it was not possible.

3.4.2.5 void glt_mutex_unlock (GLT_mutex *mutex*)

Unlocks a mutex.

`glt_mutex_unlock()` unlocks a mutex.

Parameters

`in`	*mutex*	Handle to the target `GLT_mutex`.

3.5 Work-units functions

Functions

- GLT_ult ∗ glt_ult_malloc (int number_of_ult)

  ULT allocation.
- GLT_tasklet ∗ glt_tasklet_malloc (int number_of_tasklets)

  ULT allocation.
- void glt_ult_create (void(∗thread_func)(void ∗), void ∗arg, GLT_ult ∗new_ult)

  ULT creation.
- void glt_ult_create_to (void(∗thread_func)(void ∗), void ∗arg, GLT_ult ∗new_ult, int dest)

  ULT creation in a given destination.
- void glt_tasklet_create (void(∗thread_func)(void ∗), void ∗arg, GLT_tasklet ∗new_ult)

  Tasklet creation.
- void glt_tasklet_create_to (void(∗thread_func)(void ∗), void ∗arg, GLT_tasklet ∗new_ult, int dest)

  Tasklet creation.
- void glt_yield ()

  ULT yields to another ready ULT.
- void glt_yield_to (GLT_ult ult)

  ULT yields to an specific ULT.
- void glt_ult_join (GLT_ult ∗ult)

  Joins an specific ULT.
- void glt_tasklet_join (GLT_tasklet ∗tasklet)

  Joins an specific Tasklet.
- void glt_ult_get_id (GLT_ult_id ∗id, GLT_ult ult)

  Return the unique id of a ULT.
- void glt_workunit_get_thread_id (GLT_thread_id ∗id)

  Return the unique id of a thread.
- void glt_ult_migrate_self_to (GLT_thread_id id)

  Migrates the current ULT to another thread ready queue.
- void glt_ult_self (GLT_ult ∗ult)

  Obtains the current ULT handle.
- void glt_tasklet_self (GLT_tasklet ∗tasklet)

  Obtains the current Tasklet handle.
- void glt_ult_cancel (GLT_ult ult)

  Cancels an specific ULT.
- void glt_tasklet_cancel (GLT_tasklet tasklet)

  Cancels an specific Tasklet.
- void glt_ult_exit ()

  Exits the current ULT.

3.5.1 Detailed Description

These functions create, map, schedule, join, and execute work-units.

3.5.2 Function Documentation

3.5.2.1 void glt_tasklet_cancel (GLT_tasklet *tasklet*)

Cancels an specific Tasklet.

`glt_tasklet_cancel()` cancels a given `GLT_tasklet`.

Parameters

`in`	*tasklet*	Handle to the target `GLT_tasklet`.

3.5.2.2 void glt_tasklet_create (void(∗)(void ∗) *thread_func*, void ∗ *arg*, GLT_tasklet ∗ *new_ult*)

Tasklet creation.

`glt_tasklet_create()` creates a `GLT_tasklet`.

Parameters

`in`	*thread_func*	Is the function pointer to be executed by the `GLT_tasklet`.
`in`	*arg*	Are the arguments for thread_func.
`out`	*new_ult*	Handle to a newly created `GLT_tasklet`.

3.5.2.3 void glt_tasklet_create_to (void(∗)(void ∗) *thread_func*, void ∗ *arg*, GLT_tasklet ∗ *new_ult*, int *dest*)

Tasklet creation.

`glt_tasklet_create()` creates a `GLT_tasklet`.

Parameters

`in`	*thread_func*	Is the function pointer to be executed by the `GLT_tasklet`.
`in`	*arg*	Are the arguments for thread_func.
`out`	*new_ult*	Handle to a newly created `GLT_tasklet`.
`in`	*dest*	Number of the `GLT_thread` that should execute the newly created `GLT_tasklet`.

3.5.2.4 void glt_tasklet_join (GLT_tasklet ∗ *tasklet*)

Joins an specific Tasklet.

`glt_tasklet_join()` joins a given `GLT_tasklet`.

Parameters

`in`	*tasklet*	Handle to the target `GLT_tasklet`.

3.5.2.5 GLT_tasklet∗ glt_tasklet_malloc (int *number_of_tasklets*)

ULT allocation.

`glt_tasklet_malloc()` allocates memory for a given number of `GLT_tasklet`.

Parameters

`in`	*number_of_tasklets*	Indicates the total number of `GLT_tasklets` that needs to be allocated.

Returns

The pointer to the allocated memory.

3.5.2.6 void glt_tasklet_self (GLT_tasklet ∗ *tasklet*)

Obtains the current Tasklet handle.

`glt_tasklet_self()` returns the current `GLT_tasklet` handler.

Parameters

out	*tasklet*	Handler of the the current `GLT_tasklet`.

3.5.2.7 void glt_ult_cancel (GLT_ult *ult*)

Cancels an specific ULT.

`glt_ult_cancel()` cancels a given `GLT_ult`.

Parameters

in	*ult*	Handle to the target `GLT_ult`.

3.5.2.8 void glt_ult_create (void(∗)(void ∗) *thread_func,* void ∗ *arg,* GLT_ult ∗ *new_ult*)

ULT creation.

`glt_ult_create()` creates a `GLT_ult`.

Parameters

in	*thread_func*	Is the function pointer to be executed by the `GLT_ult`.
in	*arg*	Are the arguments for thread_func.
out	*new_ult*	Handle to a newly created `GLT_ult`.

3.5.2.9 void glt_ult_create_to (void(∗)(void ∗) *thread_func,* void ∗ *arg,* GLT_ult ∗ *new_ult,* int *dest*)

ULT creation in a given destination.

`glt_ult_create_to()` creates a `GLT_ult` in a particular destination.

Parameters

in	*thread_func*	Is the function pointer to be executed by the `GLT_ult`.
in	*arg*	Are the arguments for thread_func.
out	*new_ult*	Handle to a newly created `GLT_ult`.
in	*dest*	Number of the `GLT_thread` that should execute the newly created `GLT_-ult`.

3.5.2.10 void glt_ult_exit ( )

Exits the current ULT.

`glt_ult_exit()` cancels the current `GLT_ult`.

3.5.2.11 void glt_ult_get_id (GLT_ult_id ∗ *id,* GLT_ult *ult*)

Return the unique id of a ULT.

`glt_ult_get_id()` returns the id of a given `GLT_ult`.

Parameters

in	*ult*	Handle to the target `GLT_ult`.
out	*id*	Identifier if the the target `GLT_ult`.

3.5.2.12 void glt_ult_join (GLT_ult ∗ *ult*)

Joins an specific ULT.

`glt_ult_join()` joins a given `GLT_ult`.

Parameters

in	*ult*	Handle to the target `GLT_ult`.

3.5.2.13 GLT_ult∗ glt_ult_malloc (int *number_of_ult*)

ULT allocation.

`glt_ult_malloc()` allocates memory for a given number of `GLT_ult`.

Parameters

in	*number_of_ult*	Indicates the total number of `GLT_ult` that needs to be allocated.

Returns

The pointer to the allocated memory.

3.5.2.14 void glt_ult_migrate_self_to (GLT_thread_id *id*)

Migrates the current ULT to another thread ready queue.

`glt_ult_migrate_self_to()` moves the current `GLT_ult` to another `GLT_thread` ready queue.

Parameters

in	*The*	identifier of the the `GLT_thread` destination.

3.5.2.15 void glt_ult_self (GLT_ult ∗ *ult*)

Obtains the current ULT handle.

`glt_ult_self()` returns the current `GLT_ult` handler.

Parameters

out	*ult*	Handler of the the current `GLT_ult`.

3.5.2.16 void glt_workunit_get_thread_id (GLT_thread_id ∗ *id*)

Return the unique id of a thread.

`glt_workunit_get_thread_id()` returns the id of the current `GLT_thread`.

Parameters

out	*id*	Identifier of the the current `GLT_thread`.

3.5.2.17 void glt_yield ( )

ULT yields to another ready ULT.

`glt_yield()` puts the current `GLT_ult` in the ready queue and allows another ready `GLT_ult` to be executed.

3.5.2.18 void glt_yield_to (GLT_ult *ult*)

ULT yields to an specific ULT.

`glt_yield_to()` puts the current `GLT_ult` in the ready queue and allows an specific ready `GLT_ult` to be executed.

Parameters

in	*ult*	Handle to the target `GLT_ult`.

3.6 Timer functions

Functions

- double glt_get_wtime ()

  Returns the current time.
- void glt_timer_create (GLT_timer ∗timer)

  Creates a timer.
- void glt_timer_free (GLT_timer ∗timer)

  Destroys a timer.
- void glt_timer_start (GLT_timer timer)

  Inits a timer.
- void glt_timer_stop (GLT_timer timer)

  Stops a timer.
- void glt_timer_get_secs (GLT_timer timer, double ∗secs)

  Obtains the elapsed time.

3.6.1 Detailed Description

These functions simplify the use of timers.

3.6.2 Function Documentation

3.6.2.1 double glt_get_wtime ( )

Returns the current time.

`glt_get_wtime()` returns the time.

Returns

The time in seconds.

3.6.2.2 void glt_timer_create (GLT_timer ∗ *timer*)

Creates a timer.

`glt_timer_create()` creates a timer.

Parameters

`in,out`	*timer*	Hande to newly created `GLT_timer`.

3.6.2.3 void glt_timer_free (GLT_timer ∗ *timer*)

Destroys a timer.

`glt_timer_free()` destroys a timer.

Parameters

in	*timer*	Handle to the target `GLT_timer`.

3.6.2.4 void glt_timer_get_secs (GLT_timer *timer,* double $*$ *secs*)

Obtains the elapsed time.

`glt_timer_get_secs()` given a timer. It calculates the elapsed time in seconds.

Parameters

in	*timer*	Handle to the target `GLT_timer`.
out	*secs*	Seconds.

3.6.2.5 void glt_timer_start (GLT_timer *timer*)

Inits a timer.

`glt_timer_start()` inits a timer.

Parameters

in	*timer*	Handle to the target `GLT_timer`.

3.6.2.6 void glt_timer_stop (GLT_timer *timer*)

Stops a timer.

`glt_timer_stop()` stops a timer.

Parameters

in	*timer*	Handle to the target `GLT_timer`.

3.7 Util functions

Functions

- int glt_get_thread_num ()

  Obtains the number of the current thread.
- int glt_get_num_threads ()

  Returns the total number of threads.

3.7.1 Detailed Description

These functions return values from the environment set up.

3.7.2 Function Documentation

3.7.2.1 int glt_get_num_threads ( )

Returns the total number of threads.

`glt_get_num_threads()` returns the number threads.

Returns

The number of c\ GLT_threads.

3.7.2.2 int glt_get_thread_num ( )

Obtains the number of the current thread.

`glt_get_thread_num()` returns the number of the current thread.

Returns

The number of the current c\ GLT_thread.

3.8 Scheduler functions

Functions

- void glt_scheduler_config_free (GLT_sched_config ∗config)

  Destroys the scheduler configuration.
- void glt_scheduler_create (GLT_sched_def ∗def, int num_threads, int ∗threads_id, GLT_sched_config config, GLT_sched ∗newsched)

  Creates a new scheduler.
- void glt_schededuler_create_basic (GLT_sched_predef predef, int num_threads, int ∗threads_id, GLT_-sched_config config, GLT_sched ∗newsched)

  Creates a new scheduler with predefined behaviour.
- void glt_scheduler_free (GLT_sched ∗sched)

  Destroys a scheduler.
- void glt_scheduler_finish (GLT_sched sched)

  Finalizes a scheduler.
- void glt_scheduler_exit (GLT_sched sched)

  Stops a scheduler.
- void glt_scheduler_has_to_stop (GLT_sched sched, GLT_bool ∗stop)

  Requires to a scheduler to stop.
- void glt_scheduler_set_data (GLT_sched sched, void ∗data)

  Sets new data to a scheduler.
- void glt_scheduler_get_data (GLT_sched sched, void ∗∗data)

  gets data from a scheduler.
- void glt_scheduler_get_size (GLT_sched sched, size_t ∗size)

  gets the current size from the scheduler.
- void glt_scheduler_get_total_size (GLT_sched sched, size_t ∗size)

  gets the total size from the scheduler.

3.8.1 Detailed Description

These functions manages the configurable scheduler (just with Argobots).

3.8.2 Function Documentation

3.8.2.1 void glt_schededuler_create_basic (GLT_sched_predef *predef,* int *num_threads,* int ∗ *threads_id,* GLT_sched_config *config,* GLT_sched ∗ *newsched*)

Creates a new scheduler with predefined behaviour.

`glt_schededuler_create_basic()` creates a new scheduler for some threads with a predefined behaviour.

Parameters

`in`	*def*	Handle of the target c\ GLT_sched_predef.
`in`	*num_threads*	number of `GLT_thread` affected by this scheduler.
`in`	*threads_id*	pointer to an array of c\ GLT_threads_id.
`in`	*config*	Handle of the target c\ GLT_sched_config.

`out`	*newsched*	Handle of new c\ GLT_sched.

3.8.2.2 void glt_scheduler_config_free (GLT_sched_config ∗ *config*)

Destroys the scheduler configuration.

`glt_scheduler_config_free()` deletes the scheduler configuration.

Parameters

`in`	*config*	Handle of the target c\ GLT_sched_config.

3.8.2.3 void glt_scheduler_create (GLT_sched_def ∗ *def,* int *num_threads,* int ∗ *threads_id,* GLT_sched_config *config,* GLT_sched ∗ *newsched*)

Creates a new scheduler.

`glt_scheduler_create()` creates a new scheduler for some threads.

Parameters

`in`	*def*	Handle of the target c\ GLT_sched_def.
`in`	*num_threads*	number of `GLT_thread` affected by this scheduler.
`in`	*threads_id*	pointer to an array of c\ GLT_threads_id.
`in`	*config*	Handle of the target c\ GLT_sched_config.
`out`	*newsched*	Handle of new c\ GLT_sched.

3.8.2.4 void glt_scheduler_exit (GLT_sched *sched*)

Stops a scheduler.

`glt_scheduler_exit()` Stops a scheduler.

Parameters

`in`	*sched*	Handle of the target c\ GLT_sched.

3.8.2.5 void glt_scheduler_finish (GLT_sched *sched*)

Finalizes a scheduler.

`glt_scheduler_finish()` finalizes a scheduler.

Parameters

`in`	*sched*	Handle of the target c\ GLT_sched.

3.8.2.6 void glt_scheduler_free (GLT_sched ∗ *sched*)

Destroys a scheduler.

`glt_scheduler_free()` destroys a scheduler.

Parameters

`in`	*sched*	Handle of the target c\ GLT_sched.

3.8.2.7 void glt_scheduler_get_data (GLT_sched *sched*, void $**$ *data*)

gets data from a scheduler.

`glt_scheduler_get_data()` gets data from a scheduler.

Parameters

`in`	*sched*	Handle of the target c\ GLT_sched.
`out`	*data*	obtained.

3.8.2.8 void glt_scheduler_get_size (GLT_sched *sched*, size_t $*$ *size*)

gets the current size from the scheduler.

`glt_scheduler_get_size()` gets size from a scheduler.

Parameters

`in`	*sched*	Handle of the target c\ GLT_sched.
`out`	*size*	obtained.

3.8.2.9 void glt_scheduler_get_total_size (GLT_sched *sched*, size_t $*$ *size*)

gets the total size from the scheduler.

`glt_scheduler_get_total_size()` gets the total size from a scheduler.

Parameters

`in`	*sched*	Handle of the target c\ GLT_sched.
`out`	*size*	obtained.

3.8.2.10 void glt_scheduler_has_to_stop (GLT_sched *sched*, GLT_bool $*$ *stop*)

Requires to a scheduler to stop.

`glt_scheduler_has_to_stop()` Requires a scheduler to stop.

Parameters

`in`	*sched*	Handle of the target c\ GLT_sched.
`out`	*stop*	shows the answer of the scheduler.

3.8.2.11 void glt_scheduler_set_data (GLT_sched *sched*, void $*$ *data*)

Sets new data to a scheduler.

`glt_scheduler_set_data()` Sets data to a scheduler.

Parameters

`in`	*sched*	Handle of the target c\ GLT_sched.
`in`	*data*	to be set.

3.9 Key functions

Functions

- void glt_key_create (void(∗destructor)(void ∗value), GLT_key ∗newkey)

  Creates a key.
- void glt_key_free (GLT_key ∗key)

  Destroys a key.
- void glt_key_set (GLT_key key, void ∗value)

  Sets new value to a key.
- void glt_key_get (GLT_key key, void ∗∗value)

  Gets value from a key.

3.9.1 Detailed Description

These functions manage the GLT keys for the ULTs.

3.9.2 Function Documentation

3.9.2.1 void glt_key_create (void(∗)(void ∗value) *destructor,* GLT_key ∗ *newkey*)

Creates a key.

`glt_key_create()` creates a key.

Parameters

`in`	*destructor*	Hande to newly created `GLT_ult`.
`out`	*newkey*	Hande to newly created `GLT_key`.

3.9.2.2 void glt_key_free (GLT_key ∗ *key*)

Destroys a key.

`glt_key_free()` destroys a key for ULTs.

Parameters

`in`	*key*	Handle to the target `GLT_key`.

3.9.2.3 void glt_key_get (GLT_key *key,* void ∗∗ *value*)

Gets value from a key.

`glt_key_get()` Gets value from a key.

Parameters

`in`	*key*	Handle of the target c\ GLT_key.
`out`	*value*	obtained value.

3.9.2.4 void glt_key_set (GLT_key *key,* void ∗ *value*)

Sets new value to a key.

`glt_key_set()` Sets value to a key.

Parameters

`in`	*key*	Handle of the target c\ GLT_key.
`in`	*value*	to be set.

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