

# gather

Transfer distributed array or gpuArray to local workspace

## Syntax

```
X = gather(A)
[X1,X2,...,Xn] = gather(A1,A2,...,Xn)
X = gather(C,lab)
[X1,X2,...,Xn] = gather(C1,C2,...,Cn,lab)
```

## Description

`X = gather(A)` can operate on the following array data:

- On a `gpuArray`: Transfers the elements of `A` from the GPU to the local workspace and assigns them to `x`.
- On a distributed array, outside an `spmd` statement: Gathers together the elements of `A` from the multiple workers to the local workspace and assigns them to `x`.
- On a codistributed array, inside an `spmd` statement or communicating job: Gathers together the elements of `A` and replicates them into `x` on every worker.

You can call `gather` on other data types, such as tall arrays (See [gather \(tall\)](#)). If the data type does not support gathering, then `gather` has no effect.

`X = gather(gpuArray(X))`, `X = gather(distributed(X))`, or `X = gather(codistributed(X))` return the original array `x`.

`[X1,X2,...,Xn] = gather(A1,A2,...,Xn)` gathers multiple arrays `A1,A2,...,Xn` into the corresponding outputs `x1,x2,...,Xn`. The number of input arguments and output arguments must match.

`X = gather(C,lab)` converts a codistributed array `C` to a variant array `x`, such that all of the elements are contained on worker `lab`, and `x` is a 0-by-0 empty double on all other workers.

`[X1,X2,...,Xn] = gather(C1,C2,...,Cn,lab)` gathers codistributed arrays `C1,C2,...,Cn` into corresponding outputs `x1,x2,...,Xn`, with all elements on worker `lab`. The number of input arguments and output arguments must match.

If the input argument to `gather` is not a distributed, a codistributed, or a `gpuArray`, the output is the same as the input.

## Examples

[collapse all](#)

### ▼ Gather gpuArrays

Gather the results of a GPU operation to the MATLAB® workspace.

```
G = gpuArray(rand(1024,1));
F = sqrt(G); % Input and output are both gpuArray
W = gather(G); % Return array to workspace
whos
```

Name	Size	Bytes	Class
F	1024x1	108	gpuArray
G	1024x1	108	gpuArray
W	1024x1	8192	double

## ▼ Gather Distributed Arrays

Gather all of the elements from a distributed array D onto the client.

```
n = 10;
D = distributed(magic(n)); % Distribute array to workers
M = gather(D) % Return array to client
```

## ▼ Gather Codistributed Arrays

Distribute a magic square across your workers, then gather the whole matrix onto every worker and then onto the client. This code results in the equivalent of `M = magic(n)` on all workers and the client.

```
n = 10;
spmd
    C = codistributed(magic(n));
    M = gather(C) % Gather all elements to all workers
end
S = gather(C) % Gather elements to client
```

Gather all of the elements of C onto worker 1, for operations that cannot be performed across distributed arrays.

```
n = 10;
spmd
    C = codistributed(magic(n));
    out = gather(C,1);
    if labindex == 1
        % Characteristic sum for this magic square:
        characteristicSum = sum(1:n^2)/n;
        % Ensure that the diagonal sums are equal to the
        % characteristic sum:
        areDiagonalsEqual = isequal ...
            (trace(out),trace(flipud(out)),characteristicSum)
    end
end
```

```
Lab 1:  
    areDiagonalsEqual =  
        1
```

## Tips

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Note that `gather` assembles the codistributed or distributed array in the workspaces of all the workers on which it executes, or on the MATLAB client, respectively, but not both. If you are using `gather` within an `spmd` statement, the gathered array is accessible on the client via its corresponding [Composite](#) object; see [Access Worker Variables with Composites](#). If you are running `gather` in a communicating job, you can return the gathered array to the client as an output argument from the task.

As the `gather` function requires communication between all the workers, you cannot gather data from all the workers onto a single worker by placing the function inside a conditional statement such as `if labindex == 1`.

## See Also

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[arrayfun](#) | [bsxfun](#) | [codistributed](#) | [distributed](#) | [gpuArray](#) | [pagefun](#)

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**Introduced in R2006b**

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