

NAME

ibv_ud_pingpong - simple InfiniBand UD transport test

SYNOPSIS

ibv_ud_pingpong [-p port] [-d device] [-i ib port] [-s size] [-r rx depth] [-n iters] [-l sl] [-e] [-g gid index] **HOSTNAME**

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DESCRIPTION

Run a simple ping-pong test over InfiniBand via the unreliable datagram (UD) transport.

OPTIONS

-p, --port=PORT

use TCP port *PORT* for initial synchronization (default 18515)

-d, --ib-dev=DEVICE

use IB device *DEVICE* (default first device found)

-i, --ib-port=PORT

use IB port *PORT* (default port 1)

-s, --size=SIZE

ping-pong messages of size *SIZE* (default 2048)

-r, --rx-depth=DEPTH

post *DEPTH* receives at a time (default 500)

-n, --iters=ITERS

perform *ITERS* message exchanges (default 1000)

-l, --sl=SL

send messages with service level *SL* (default 0)

-e, --events

sleep while waiting for work completion events (default is to poll for completions)

-g, --gid-idx=*GIDINDEX*
local port *GIDINDEX*

SEE ALSO

ibv_rc_pingpong(1), ibv_uc_pingpong(1), ibv_srq_pingpong(1), ibv_xsrq_pingpong(1)

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BUGS

The network synchronization between client and server instances is weak, and does not prevent incompatible options from being used on the two instances. The method used for retrieving work completions is not strictly correct, and race conditions may cause failures on some systems.