

**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**

**ibv\_ud\_pingpong** [-p port] [-d device] [-i ib port] [-s size] [-r rx depth] [-n iters] [-l sl] [-e] [-g gid index]

**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)**

## AUTHORS

Roland Dreier

*<rolandd@cisco.com>*

## 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.