

**NAME**

*rping* - RDMA CM connection and RDMA ping-pong test.

**SYNOPSIS**

```
rping -s [-v] [-V] [-d] [-P] [-a address] [-p port]
          [-C message_count] [-S message_size]
rping -c [-v] [-V] [-d] [-I address] -a address [-p port]
          [-C message_count] [-S message_size]
```

**DESCRIPTION**

Establishes a reliable RDMA connection between two nodes using the librdmacm, optionally performs RDMA transfers between the nodes, then disconnects.

**OPTIONS**

-s Run as the server.

-c Run as the client.

-a address

On the server, specifies the network address to bind the connection to. To bind to any address with IPv6 use -a ::0 . On the client, specifies the server address to connect to.

-I address

The address to bind to as the source IP address to use. This is useful if you have multiple addresses on the same network or complex routing.

-p Port number for listening server.

-v Display ping data.

-V Validate ping data.

-d Display debug information.

-C message\_count

The number of messages to transfer over each connection. (default infinite)

-S message\_size

The size of each message transferred, in bytes. (default 100)

- P Run the server in persistent mode. This allows multiple rping clients to connect to a single server instance. The server will run until killed.

**NOTES**

Because this test maps RDMA resources to userspace, users must ensure that they have available system resources and permissions. See the libibverbs README file for additional details.

**SEE ALSO**

rdma\_cm(7), ucmatose(1), udaddy(1), mckey(1)