



# **RDMA Aware Networks Programming User Manual**

Rev 1.6

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## Revision History

**Table 1 - Revision History**

Rev.	Date	Changes
Rev 1.6	June 2014	<ul style="list-style-type: none"> <li>Added Chapter A, “Experimental APIs” (page 195)</li> </ul>
Rev 1.5	Jan 2014	<ul style="list-style-type: none"> <li>Updated Table 3, "Transport Mode Capabilities"</li> </ul>
Rev 1.4	Feb. 2013	<ul style="list-style-type: none"> <li>Merged Chapter 2 (Introduction to the Programming User Guide) into Chapter 1</li> <li>Reformatted sections of Chapter 8: “Programming Examples Using RDMA Verbs”</li> </ul>
Rev 1.3	Sep. 2012	<ul style="list-style-type: none"> <li>Added new verbs and structures from verbs.h</li> <li>Added new verbs and structures from rdma_cma.h</li> <li>Added new verbs and structures from rdma_verbs.h</li> <li>Added RDMA_CM_EVENTS</li> <li>Added IBV_EVENTS</li> <li>Added IBV_WC Status Codes</li> <li>Added additional programming examples using RDMA Verbs: APM, Multicast and SRQ</li> <li>Added discussion regarding the differences between RDMA over IB transport versus RoCE</li> </ul>
Rev 1.2	Jan. 2010	<ul style="list-style-type: none"> <li>Updated Programming Example Appendix A</li> <li>Added RDMAoE support</li> </ul>
Rev 1.1	Oct. 2009	<ul style="list-style-type: none"> <li>Integrated Low-Latency-Ethernet API, RDMA_CM, VPI and Multicast code example</li> </ul>
Rev 1.0	Mar. 2009	<ul style="list-style-type: none"> <li>Reorganized programming example</li> </ul>



# Glossary

**Table 2 - Glossary (Sheet 1 of 4)**

Term	Description
Access Layer	Low level operating system infrastructure (plumbing) used for accessing the inter-connect fabric (VPI™, InfiniBand®, Ethernet, FCoE). It includes all basic transport services needed to support upper level network protocols, middleware, and management agents.
AH (Address Handle)	An object which describes the path to the remote side used in UD QP
CA (Channel Adapter)	A device which terminates an InfiniBand link, and executes transport level functions
CI (Channel Interface)	Presentation of the channel to the Verbs Consumer as implemented through the combination of the network adapter, associated firmware, and device driver software
CM (Communication Manager)	An entity responsible to establish, maintain, and release communication for RC and UC QP service types The Service ID Resolution Protocol enables users of UD service to locate QPs supporting their desired service. There is a CM in every IB port of the end nodes.
Compare & Swap	Instructs the remote QP to read a 64-bit value, compare it with the compare data provided, and if equal, replace it with the swap data, provided in the QP.
CQ (Completion Queue)	A queue (FIFO) which contains CQEs
CQE (Completion Queue Entry)	An entry in the CQ that describes the information about the completed WR (status size etc.)
DMA (Direct Memory Access)	Allowing Hardware to move data blocks directly to and from the memory, bypassing the CPU
Fetch & Add	Instructs the remote QP to read a 64-bit value and replace it with the sum of the 64-bit value and the added data value, provided in the QP.
GUID (Globally Unique Identifier)	A 64 bit number that uniquely identifies a device or component in a subnet
GID (Global Identifier)	A 128-bit identifier used to identify a Port on a network adapter, a port on a Router, or a Multicast Group. A GID is a valid 128-bit IPv6 address (per RFC 2373) with additional properties / restrictions defined within IBA to facilitate efficient discovery, communication, and routing.
GRH (Global Routing Header)	A packet header used to deliver packets across a subnet boundary and also used to deliver Multicast messages This Packet header is based on IPv6 protocol.

**Table 2 - Glossary (Sheet 2 of 4)**

Term	Description
Network Adapter	A hardware device that allows for communication between computers in a network.
Host	A computer platform executing an Operating System which may control one or more network adapters
IB	InfiniBand
Join operation	An IB port must explicitly join a multicast group by sending a request to the SA to receive multicast packets.
lkey	A number that is received upon registration of MR is used locally by the WR to identify the memory region and its associated permissions.
LID (Local IDentifier)	A 16 bit address assigned to end nodes by the subnet manager. Each LID is unique within its subnet.
LLE (Low Latency Ethernet)	RDMA service over CEE (Converged Enhanced Ethernet) allowing IB transport over Ethernet.
NA (Network Adapter)	A device which terminates a link, and executes transport level functions.
MGID (Multicast Group ID)	IB multicast groups, identified by MGIDs, are managed by the SM. The SM associates a MLID with each MGID and explicitly programs the IB switches in the fabric to ensure that the packets are received by all the ports that joined the multicast group.
MR (Memory Region)	A contiguous set of memory buffers which have already been registered with access permissions. These buffers need to be registered in order for the network adapter to make use of them. During registration an L_Key and R_Key are created and associated with the created memory region
MTU (Maximum Transfer Unit)	The maximum size of a packet payload (not including headers) that can be sent / received from a port
MW (Memory Window)	An allocated resource that enables remote access after being bound to a specified area within an existing Memory Registration. Each Memory Window has an associated Window Handle, set of access privileges, and current R_Key.
Outstanding Work Request	WR which was posted to a work queue and its completion was not polled
pkey (Partition key)	The pkey identifies a partition that the port belongs to. A pkey is roughly analogous to a VLAN ID in ethernet networking. It is used to point to an entry within the port's partition key (pkey) table. Each port is assigned at least one pkey by the subnet manager (SM).
PD (Protection Domain)	Object whose components can interact with only each other. AHs interact with QPs, and MRs interact with WQs.
QP (Queue Pair)	The pair (send queue and receive queue) of independent WQs packed together in one object for the purpose of transferring data between nodes of a network. Posts are used to initiate the sending or receiving of data. There are three types of QP: UD Unreliable Datagram, Unreliable Connection, and Reliable Connection.

**Table 2 - Glossary (Sheet 3 of 4)**

Term	Description
RC (Reliable Connection)	A QP Transport service type based on a connection oriented protocol. A QP (Queue pair) is associated with another single QP. The messages are sent in a reliable way (in terms of the correctness and order of the information.)
RDMA (Remote Direct Memory Access)	Accessing memory in a remote side without involvement of the remote CPU
RDMA_CM (Remote Direct Memory Access Communication Manager)	API used to setup reliable, connected and unreliable datagram data transfers. It provides an RDMA transport neutral interface for establishing connections. The API is based on sockets, but adapted for queue pair (QP) based semantics: communication must be over a specific RDMA device, and data transfers are message based.
Requestor	The side of the connection that will initiate a data transfer (by posting a send request)
Responder	The side of the connection that will respond to commands from the requestor which may include a request to write to the responder memory or read from the responder memory and finally a command requesting the responder to receive a message.
rkey	A number that is received upon registration of MR is used to enforce permissions on incoming RDMA operations
RNR (Receiver Not Ready)	The flow in an RC QP where there is a connection between the sides but a RR is not present in the Receive side
RQ (Receive Queue)	A Work Queue which holds RRs posted by the user
RR (Receive Request)	A WR which was posted to an RQ which describes where incoming data using a send opcode is going to be written. Also note that a RDMA Write with immediate will consume a RR.
RTR (Ready To Receive)	A QP state in which an RR can be posted and be processed
RTS (Ready To Send)	A QP state in which an SR can be posted and be processed
SA (Subnet Administrator)	The interface for querying and manipulating subnet management data
SGE (Scatter /Gather Elements)	An entry to a pointer to a full or a part of a local registered memory block. The element hold the start address of the block, size, and lkey (with its associated permissions).
S/G Array	An array of S/G elements which exists in a WR that according to the used opcode either collects data from multiple buffers and sends them as a single stream or takes a single stream and breaks it down to numerous buffers
SM (Subnet Manager)	An entity that configures and manages the subnet Discovers the network topology Assign LIDs Determines the routing schemes and sets the routing tables One master SM and possible several slaves (Standby mode) Administers switch routing tables thereby establishing paths through the fabric
SQ (Send Queue)	A Work Queue which holds SRs posted by the user

**Table 2 - Glossary (Sheet 4 of 4)**

Term	Description
SR (Send Request)	A WR which was posted to an SQ which describes how much data is going to be transferred, its direction, and the way (the opcode will specify the transfer)
SRQ (Shared Receive Queue)	A queue which holds WQEs for incoming messages from any RC/UC/UD QP which is associated with it. More than one QPs can be associated with one SRQ.
TCA (Target Channel Adapter)	A Channel Adapter that is not required to support verbs, usually used in I/O devices
UC (Unreliable Connection)	A QP transport service type based on a connection oriented protocol, where a QP (Queue pair) is associated with another single QP. The QPs do not execute a reliable Protocol and messages can be lost.
UD (Unreliable Datagram)	A QP transport service type in which messages can be one packet length and every UD QP can send/receive messages from another UD QP in the subnet Messages can be lost and the order is not guaranteed. UD QP is the only type which supports multicast messages. The message size of a UD packet is limited to the Path MTU
Verbs	An abstract description of the functionality of a network adapter. Using the verbs, any application can create / manage objects that are needed in order to use RDMA for data transfer.
VPI (Virtual Protocol Interface)	Allows the user to change the layer 2 protocol of the port.
WQ (Work Queue)	One of Send Queue or Receive Queue.
WQE (Work Queue Element)	A WQE, pronounced “wookie”, is an element in a work queue.
WR (Work Request)	A request which was posted by a user to a work queue.

# 1 RDMA Architecture Overview

## 1.1 InfiniBand

InfiniBand (IB) is a high-speed, low latency, low CPU overhead, highly efficient and scalable server and storage interconnect technology. One of the key capabilities of InfiniBand is its support for native Remote Direct Memory Access (RDMA). InfiniBand enables data transfer between servers and between server and storage without the involvement of the host CPU in the data path. InfiniBand uses I/O channels for data communication (up to 16 million per host), where each channel provides the semantics of a virtualized NIC or HCA (security, isolations etc). InfiniBand provides various technology or solution speeds ranging from 10Gb/s (SDR) up to 56Gb/s (FDR) per port, using copper and optical fiber connections. InfiniBand efficiency and scalability have made it the optimal performance and cost/performance interconnect solution for the world's leading high-performance computing, cloud, Web 2.0, storage, database and financial data centers and applications. InfiniBand is a standard technology, defined and specified by the IBTA organization.

## 1.2 Virtual Protocol Interconnect® (VPI)

The Mellanox Virtual Protocol Interconnect (VPI) architecture provides a high performance, low latency and reliable means for communication among network adapters and switches supporting both InfiniBand and Ethernet semantics. A VPI adapter or switch can be set to deliver either InfiniBand or Ethernet semantics per port. A dual-port VPI adapter, for example, can be configured to one of the following options:

- An adapter (HCA) with two InfiniBand ports
- A NIC with two Ethernet ports
- An adapter with one InfiniBand port and one Ethernet port at the same time

Similarly, a VPI switch can have InfiniBand-only ports, Ethernet-only ports, or a mix of both InfiniBand and Ethernet ports working at the same time.

Mellanox-based VPI adapters and switches support both the InfiniBand RDMA and the Ethernet RoCE solutions.

## 1.3 RDMA over Converged Ethernet (RoCE)

RoCE is a standard for RDMA over Ethernet that is also defined and specified by the IBTA organization. RoCE provides true RDMA semantics for Ethernet as it does not require the complex and low performance TCP transport (needed for iWARP, for example).

RoCE is the most efficient low latency Ethernet solution today. It requires a very low CPU overhead and takes advantage of Priority Flow Control in Data Center Bridging Ethernet for lossless connectivity. RoCE has been fully supported by the Open Fabrics Software since the release of OFED 1.5.1.

## 1.4 Comparison of RDMA Technologies

Currently, there are three technologies that support RDMA: InfiniBand, Ethernet RoCE and Ethernet iWARP. All three technologies share a common user API which is defined in this document, but have different physical and link layers.

When it comes to the Ethernet solutions, RoCE has clear performance advantages over iWARP — both for latency, throughput and CPU overhead. RoCE is supported by many leading solutions, and is incorporated within Windows Server software (as well as InfiniBand).

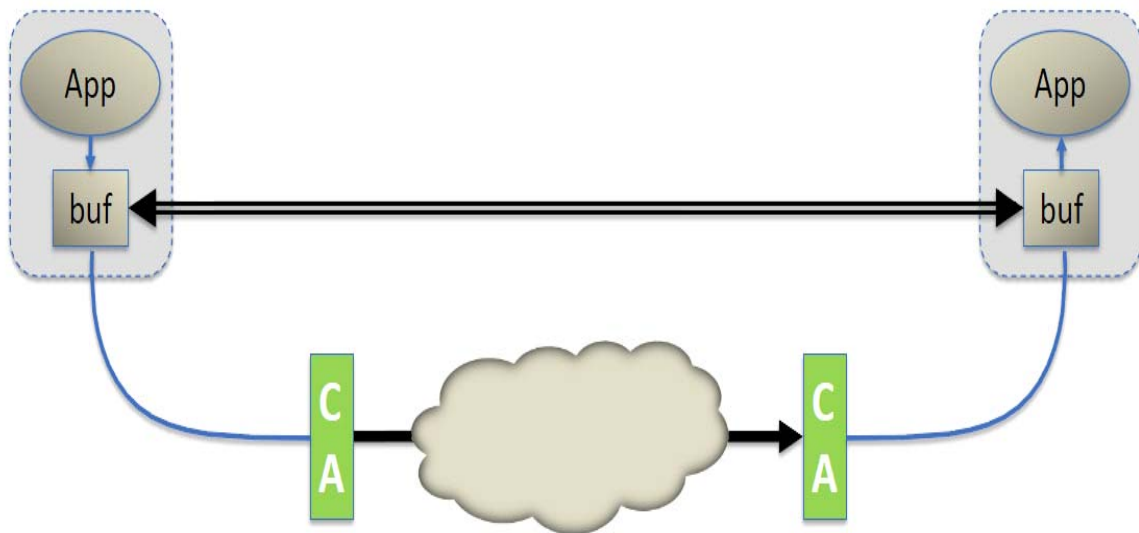
RDMA technologies are based on networking concepts found in a traditional network but there are differences between them and their counterparts in IP networks. The key difference is that RDMA provides a messaging service which applications can use to directly access the virtual memory on remote computers. The messaging service can be used for Inter Process Communication (IPC), communication with remote servers and to communicate with storage devices using Upper Layer Protocols (ULPs) such as iSCSI Extensions for RDMA (ISER) and SCSI RDMA Protocol (SRP), Storage Message Block (SMB), Samba, Lustre, ZFS and many more.

RDMA provides low latency through stack bypass and copy avoidance, reduces CPU utilization, reduces memory bandwidth bottlenecks and provides high bandwidth utilization. The key benefits that RDMA delivers accrue from the way that the RDMA messaging service is presented to the application and the underlying technologies used to transport and deliver those messages. RDMA provides Channel based IO. This channel allows an application using an RDMA device to directly read and write remote virtual memory.

In traditional sockets networks, applications request network resources from the operating system through an API which conducts the transaction on their behalf. However RDMA uses the OS to establish a channel and then allows applications to directly exchange messages without further OS intervention. A message can be an RDMA Read, an RDMA Write operation or a Send/Receive operation. IB and RoCE also support Multicast transmission.

The IB Link layer offers features such as a credit based flow control mechanism for congestion control. It also allows the use of Virtual Lanes (VLs) which allow simplification of the higher layer level protocols and advanced Quality of Service. It guarantees strong ordering within the VL along a given path. The IB Transport layer provides reliability and delivery guarantees.

The Network Layer used by IB has features which make it simple to transport messages directly between applications' virtual memory even if the applications are physically located on different servers. Thus the combination of IB Transport layer with the Software Transport Interface is better thought of as a RDMA message transport service. The entire stack, including the Software Transport Interface comprises the IB messaging service.



The most important point is that every application has direct access to the virtual memory of devices in the fabric. This means that applications do not need to make requests to an operating system to transfer messages. Contrast this with the traditional network environment where the shared network resources are owned by the operating system and cannot be accessed by a user application. Thus, an application must rely on the involvement of the operating system to move data from the application's virtual buffer space, through the network stack and out onto the wire. Similarly, at the other end, an application must rely on the operating system to retrieve the data on the wire on its behalf and place it in its virtual buffer space.



TCP/IP/Ethernet is a byte-stream oriented transport for passing bytes of information between sockets applications. TCP/IP is lossy by design but implements a reliability scheme using the Transmission Control Protocol (TCP). TCP/IP requires Operating System (OS) intervention for every operation which includes buffer copying on both ends of the wire. In a byte stream-ori-

ented network, the idea of a message boundary is lost. When an application wants to send a packet, the OS places the bytes into an anonymous buffer in main memory belonging to the operating system and when the byte transfer is complete, the OS copies the data in its buffer into the receive buffer of the application. This process is repeated each time a packet arrives until the entire byte stream is received. TCP is responsible for retransmitting any lost packets due to congestion.

In IB, a complete message is delivered directly to an application. Once an application has requested transport of an RDMA Read or Write, the IB hardware segments the outbound message as needed into packets whose size is determined by the fabric path maximum transfer unit. These packets are transmitted through the IB network and delivered directly into the receiving application's virtual buffer where they are re-assembled into a complete message. The receiving application is notified once the entire message has been received. Thus neither the sending nor the receiving application is involved until the entire message is delivered into the receiving application's buffer.

## 1.5 Key Components

These are being presented only in the context of the advantages of deploying IB and RoCE. We do not discuss cables and connectors.

### Host Channel Adapter

HCAs provide the point at which an IB end node (for example, a server) connects to an IB network. These are the equivalent of the Ethernet (NIC) card but they do much more. HCAs provide address translation mechanism under the control of the operating system which allows an application to access the HCA directly. The same address translation mechanism is the means by which an HCA accesses memory on behalf of a user level application. The application refers to virtual addresses while the HCA has the ability to translate these addresses into physical addresses in order to affect the actual message transfer.

### Range Extenders

InfiniBand range extension is accomplished by encapsulating the InfiniBand traffic onto the WAN link and extending sufficient buffer credits to ensure full bandwidth across the WAN.

### Subnet Manager

The InfiniBand subnet manager assigns Local Identifiers (LIDs) to each port connected to the InfiniBand fabric and develops a routing table based on the assigned LIDs. The IB Subnet Manager is a concept of Software Defined Networking (SDN) which eliminates the interconnect complexity and enables the creation of very large scale compute and storage infrastructures.

### Switches

IB switches are conceptually similar to standard networking switches but are designed to meet IB performance requirements. They implement flow control of the IB Link Layer to prevent packet dropping, and to support congestion avoidance and adaptive routing capabilities, and advanced Quality of Service. Many switches include a Subnet Manager. At least one Subnet Manager is required to configure an IB fabric.

## 1.6 Support for Existing Applications and ULPs

IP applications are enabled to run over an InfiniBand fabric using IP over IB (IPoIB) or Ethernet over IB (EoIB) or RDS ULPs. Storage applications are supported via iSER, SRP, RDS,



NFS, ZFS, SMB and others. MPI and Network Direct are all supported ULPs as well, but are outside the scope of this document.

## 1.7 References

- IBTA Intro to IB for End Users  
[http://members.infinibandta.org/kwspub/Intro\\_to\\_IB\\_for\\_End\\_Users.pdf](http://members.infinibandta.org/kwspub/Intro_to_IB_for_End_Users.pdf)
- Mellanox InfiniBandFAQ\_FQ\_100.pdf  
[http://www.mellanox.com/pdf/whitepapers/InfiniBandFAQ\\_FQ\\_100.pdf](http://www.mellanox.com/pdf/whitepapers/InfiniBandFAQ_FQ_100.pdf)
- Mellanox WP\_2007\_IB\_Software\_and\_Protocols.pdf  
[http://www.mellanox.com/pdf/whitepapers/WP\\_2007\\_IB\\_Software\\_and\\_Protocols.pdf](http://www.mellanox.com/pdf/whitepapers/WP_2007_IB_Software_and_Protocols.pdf)
- Mellanox driver software stacks and firmware are available for download from Mellanox Technologies' Web pages: <http://www.mellanox.com>

## 2 RDMA-Aware Programming Overview

The VPI architecture permits direct user mode access to the hardware. Mellanox provides a dynamically loaded library, creating access to the hardware via the verbs API. This document contains verbs and their related inputs, outputs, descriptions, and functionality as exposed through the operating system programming interface.

Note: This programming manual and its verbs are valid only for user space. See header files for the kernel space verbs.

Programming with verbs allows for customizing and optimizing the RDMA-Aware network. This customizing and optimizing should be done only by programmers with advanced knowledge and experience in the VPI systems.

In order to perform RDMA operations, establishment of a connection to the remote host, as well as appropriate permissions need to be set up first. The mechanism for accomplishing this is the Queue Pair (QP). For those familiar with a standard IP stack, a QP is roughly equivalent to a socket. The QP needs to be initialized on both sides of the connection. Communication Manager (CM) can be used to exchange information about the QP prior to actual QP setup.

Once a QP is established, the verbs API can be used to perform RDMA reads, RDMA writes, and atomic operations. Serialized send/receive operations, which are similar to socket reads/writes, can be performed as well.

### 2.1 Available Communication Operations

#### 2.1.1 Send/Send With Immediate

The send operation allows you to send data to a remote QP's receive queue. The receiver must have previously posted a receive buffer to receive the data. The sender does not have any control over where the data will reside in the remote host.

Optionally, an immediate 4 byte value may be transmitted with the data buffer. This immediate value is presented to the receiver as part of the receive notification, and is not contained in the data buffer.

#### 2.1.2 Receive

This is the corresponding operation to a send operation. The receiving host is notified that a data buffer has been received, possibly with an inline immediate value. The receiving application is responsible for receive buffer maintenance and posting.

#### 2.1.3 RDMA Read

A section of memory is read from the remote host. The caller specifies the remote virtual address as well as a local memory address to be copied to. Prior to performing RDMA operations, the remote host must provide appropriate permissions to access its memory. Once these permissions are set, RDMA read operations are conducted with no notification whatsoever to the remote host. For both RDMA read and write, the remote side isn't aware that this operation being done (other than the preparation of the permissions and resources).

### 2.1.4 RDMA Write / RDMA Write With Immediate

Similar to RDMA read, but the data is written to the remote host. RDMA write operations are performed with no notification to the remote host. RDMA write with immediate operations, however, do notify the remote host of the immediate value.

### 2.1.5 Atomic Fetch and Add / Atomic Compare and Swap

These are atomic extensions to the RDMA operations.

The atomic fetch and add operation atomically increments the value at a specified virtual address by a specified amount. The value prior to being incremented is returned to the caller.

The atomic compare and swap will atomically compare the value at a specified virtual address with a specified value and if they are equal, a specified value will be stored at the address.

## 2.2 Transport Modes

There are several different transport modes you may select from when establishing a QP. Operations available in each mode are shown below in Table 3. RD is not supported by this API.

**Table 3 - Transport Mode Capabilities**

Operation	UD	UC	RC	RD
Send (with immediate)	X	X	X	X
Receive	X	X	X	X
RDMA Write (with immediate)		X	X	X
RDMA Read			X	X
Atomic: Fetch and Add/ Cmp and Swap			X	X
Max message size	MTU	1GB	1GB	1GB

### 2.2.1 Reliable Connection (RC)

Queue Pair is associated with only one other QP.

Messages transmitted by the send queue of one QP are reliably delivered to receive queue of the other QP.

Packets are delivered in order.

A RC connection is very similar to a TCP connection.

### 2.2.2 Unreliable Connection (UC)

A Queue Pair is associated with only one other QP.

The connection is not reliable so packets may be lost.

Messages with errors are not retried by the transport, and error handling must be provided by a higher level protocol.

### 2.2.3 Unreliable Datagram (UD)

A Queue Pair may transmit and receive single-packet messages to/from any other UD QP.

Ordering and delivery are not guaranteed, and delivered packets may be dropped by the receiver. Multicast messages are supported (one to many).

A UD connection is very similar to a UDP connection.

## 2.3 Key Concepts

### 2.3.1 Send Request (SR)

An SR defines how much data will be sent, from where, how and, with RDMA, to where.

struct `ibv_send_wr` is used to implement SRs.

### 2.3.2 Receive Request (RR)

An RR defines buffers where data is to be received for non-RDMA operations. If no buffers are defined and a transmitter attempts a send operation or a RDMA Write with immediate, a receive not ready (RNR) error will be sent. struct `ibv_recv_wr` is used to implement RRs.

### 2.3.3 Completion Queue

A Completion Queue is an object which contains the completed work requests which were posted to the Work Queues (WQ). Every completion says that a specific WR was completed (both successfully completed WRs and unsuccessfully completed WRs).

A Completion Queue is a mechanism to notify the application about information of ended Work Requests (status, opcode, size, source).

CQs have n Completion Queue Entries (CQE). The number of CQEs is specified when the CQ is created.

When a CQE is polled it is removed from the CQ.

CQ is a FIFO of CQEs.

CQ can service send queues, receive queues, or both.

Work queues from multiple QPs can be associated with a single CQ.

struct `ibv_cq` is used to implement a CQ.

### 2.3.4 Memory Registration

Memory Registration is a mechanism that allows an application to describe a set of virtually contiguous memory locations or a set of physically contiguous memory locations to the network adapter as a virtually contiguous buffer using Virtual Addresses.

The registration process pins the memory pages (to prevent the pages from being swapped out and to keep physical <-> virtual mapping).

During the registration, the OS checks the permissions of the registered block.

The registration process writes the virtual to physical address table to the network adapter.

When registering memory, permissions are set for the region. Permissions are local write, remote read, remote write, atomic, and bind.

Every MR has a remote and a local key (r\_key, l\_key). Local keys are used by the local HCA to access local memory, such as during a receive operation. Remote keys are given to the remote HCA to allow a remote process access to system memory during RDMA operations.

The same memory buffer can be registered several times (even with different access permissions) and every registration results in a different set of keys.

struct `ibv_mr` is used to implement memory registration.

### 2.3.5 Memory Window

An MW allows the application to have more flexible control over remote access to its memory. Memory Windows are intended for situations where the application:

- wants to grant and revoke remote access rights to a registered Region in a dynamic fashion with less of a performance penalty than using deregistration/registration or reregistration.
- wants to grant different remote access rights to different remote agents and/or grant those rights over different ranges within a registered Region.

The operation of associating an MW with an MR is called Binding.

Different MWs can overlap the same MR (event with different access permissions).

### 2.3.6 Address Vector

An Address Vector is an object that describes the route from the local node to the remote node.

In every UC/RC QP there is an address vector in the QP context.

In UD QP the address vector should be defined in every post SR.

struct `ibv_ah` is used to implement address vectors.

### 2.3.7 Global Routing Header (GRH)

The GRH is used for routing between subnets. When using RoCE, the GRH is used for routing inside the subnet and therefore is a mandatory. The use of the GRH is mandatory in order for an application to support both IB and RoCE.

When global routing is used on UD QPs, there will be a GRH contained in the first 40 bytes of the receive buffer. This area is used to store global routing information, so an appropriate address vector can be generated to respond to the received packet. If GRH is used with UD, the RR should always have extra 40 bytes available for this GRH.

struct `ibv_grh` is used to implement GRHs.

### 2.3.8 Protection Domain

Object whose components can interact with only each other. These components can be AH, QP, MR, and SRQ.

A protection domain is used to associate Queue Pairs with Memory Regions and Memory Windows, as a means for enabling and controlling network adapter access to Host System memory.

PDs are also used to associate Unreliable Datagram queue pairs with Address Handles, as a means of controlling access to UD destinations.

struct `ibv_pd` is used to implement protection domains.

### 2.3.9 Asynchronous Events

The network adapter may send async events to inform the SW about events that occurred in the system.

There are two types of async events:

**Affiliated events:** events that occurred to personal objects (CQ, QP, SRQ). Those events will be sent to a specific process.

**Unaffiliated events:** events that occurred to global objects (network adapter, port error). Those events will be sent to all processes.

### 2.3.10 Scatter Gather

Data is being gathered/scattered using scatter gather elements, which include:

Address: address of the local data buffer that the data will be gathered from or scattered to.

Size: the size of the data that will be read from / written to this address.

L\_key: the local key of the MR that was registered to this buffer.

struct `ibv_sge` implements scatter gather elements.

### 2.3.11 Polling

Polling the CQ for completion is getting the details about a WR (Send or Receive) that was posted.

If we have completion with bad status in a WR, the rest of the completions will be all be bad (and the Work Queue will be moved to error state).

Every WR that does not have a completion (that was polled) is still outstanding.

Only after a WR has a completion, the send / receive buffer may be used / reused / freed.

The completion status should always be checked.

When a CQE is polled it is removed from the CQ.

Polling is accomplished with the `ibv_poll_cq` operation.

## 2.4 Typical Application

This documents provides two program examples:

- The first code, `RDMA_RC_example`, uses the VPI verbs API, demonstrating how to perform RC: Send, Receive, RDMA Read and RDMA Write operations.
- The second code, `multicast example`, uses `RDMA_CM` verbs API, demonstrating Multicast UD.

The structure of a typical application is as follows. The functions in the programming example that implement each step are indicated in **bold**.

1. Get the device list;

First you must retrieve the list of available IB devices on the local host. Every device in this list contains both a name and a GUID. For example the device names can be: `mtca0`, `mlx4_1`.

Implemented in programming example by **7.1.4 resources\_create**

2. Open the requested device;

Iterate over the device list, choose a device according to its GUID or name and open it.

Implemented in programming example by **7.1.4 resources\_create**.

### 3. Query the device capabilities;

The device capabilities allow the user to understand the supported features (APM, SRQ) and capabilities of the opened device.

Implemented in programming example by **7.1.4 resources\_create**.

### 4. Allocate a Protection Domain to contain your resources;

A Protection Domain (PD) allows the user to restrict which components can interact with only each other. These components can be AH, QP, MR, MW, and SRQ.

Implemented in programming example by **7.1.4 resources\_create**.

### 5. Register a memory region;

VPI only works with registered memory. Any memory buffer which is valid in the process's virtual space can be registered. During the registration process the user sets memory permissions and receives local and remote keys (lkey/rkey) which will later be used to refer to this memory buffer.

Implemented in programming example by **7.1.4 resources\_create**.

### 6. Create a Completion Queue (CQ);

A CQ contains completed work requests (WR). Each WR will generate a completion queue entry (CQE) that is placed on the CQ. The CQE will specify if the WR was completed successfully or not.

Implemented in programming example by **7.1.4 resources\_create**.

### 7. Create a Queue Pair (QP);

Creating a QP will also create an associated send queue and receive queue.

Implemented in programming example by **7.1.4 resources\_create**.

### 8. Bring up a QP;

A created QP still cannot be used until it is transitioned through several states, eventually getting to Ready To Send (RTS). This provides needed information used by the QP to be able send / receive data.

Implemented in programming example by **7.1.6 connect\_qp**, **7.1.7 modify\_qp\_to\_init**, **7.1.8 post\_receive**, **7.1.10 modify\_qp\_to\_rtr**, and **7.1.11 modify\_qp\_to\_rts**.

### 9. Post work requests and poll for completion;

Use the created QP for communication operations.

Implemented in programming example by **7.1.12 post\_send** and **7.1.13 poll\_completion**.

### 10. Cleanup;

Destroy objects in the reverse order you created them:

Delete QP

Delete CQ

Deregister MR

Deallocate PD

Close device

Implemented in programming example by **7.1.14 resources\_destroy**.

## 3 VPI Verbs API

This chapter describes the details of the VPI verbs API.

### 3.1 Initialization

#### 3.1.1 `ibv_fork_init`

**Template:**

```
int ibv_fork_init(void)
```

**Input Parameters:**

None

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

`ibv_fork_init` initializes libibverbs' data structures to handle the `fork()` function safely and avoid data corruption, whether `fork()` is called explicitly or implicitly such as in `system()` calls.

It is not necessary to call `ibv_fork_init` if all parent process threads are always blocked until all child processes end or change address space via an `exec()` operation.

This function works on Linux kernels supporting the `MADV_DONTFORK` flag for `madvise()` (2.6.17 and higher).

Setting the environment variable `RDMAV_FORK_SAFE` or `IBV_FORK_SAFE` to any value has the same effect as calling `ibv_fork_init()`.

Setting the environment variable `RDMAV_HUGEPAGES_SAFE` to any value tells the library to check the underlying page size used by the kernel for memory regions. This is required if an application uses huge pages either directly or indirectly via a library such as `libhugetlbfs`.

Calling `ibv_fork_init()` will reduce performance due to an extra system call for every memory registration, and the additional memory allocated to track memory regions. The precise performance impact depends on the workload and usually will not be significant.

Setting `RDMAV_HUGEPAGES_SAFE` adds further overhead to all memory registrations.



## 3.2 Device Operations

The following commands are used for general device operations, allowing the user to query information about devices that are on the system as well as opening and closing a specific device.

### 3.2.1 `ibv_get_device_list`

**Template:**

```
struct ibv_device **ibv_get_device_list(int *num_devices)
```

**Input Parameters:**

none

**Output Parameters:**

`num_devices` (optional) If non-null, the number of devices returned in the array will be stored here

**Return Value:**

NULL terminated array of VPI devices or NULL on failure.

**Description:**

**`ibv_get_device_list`** returns a list of VPI devices available on the system. Each entry on the list is a pointer to a struct `ibv_device`.

struct `ibv_device` is defined as:

```
struct ibv_device
{
    struct ibv_device_ops      ops;
    enum ibv_node_type         node_type;
    enum ibv_transport_type    transport_type;
    char                       name[IBV_SYSFS_NAME_MAX];
    char                       dev_name[IBV_SYSFS_NAME_MAX];
    char                       dev_path[IBV_SYSFS_PATH_MAX];
    char                       ibdev_path[IBV_SYSFS_PATH_MAX];
};
```

<code>ops</code>	pointers to alloc and free functions
<code>node_type</code>	<code>IBV_NODE_UNKNOWN</code> <code>IBV_NODE_CA</code> <code>IBV_NODE_SWITCH</code> <code>IBV_NODE_ROUTER</code> <code>IBV_NODE_RNIC</code>
<code>transport_type</code>	<code>IBV_TRANSPORT_UNKNOWN</code> <code>IBV_TRANSPORT_IB</code> <code>IBV_TRANSPORT_IWARP</code>
<code>name</code>	kernel device name eg "mthca0"
<code>dev_name</code>	uverbs device name eg "uverbs0"
<code>dev_path</code>	path to infiniband_verbs class device in sysfs

`ibdev_path`                      path to infiniband class device in sysfs

The list of `ibv_device` structs shall remain valid until the list is freed. After calling `ibv_get_device_list`, the user should open any desired devices and promptly free the list via the `ibv_free_device_list` command.

### 3.2.2 `ibv_free_device_list`

**Template:**

```
void ibv_free_device_list(struct ibv_device **list)
```

**Input Parameters:**

`list`                              list of devices provided from `ibv_get_device_list` command

**Output Parameters:**

none

**Return Value:**

none

**Description:**

`ibv_free_device_list` frees the list of `ibv_device` structs provided by `ibv_get_device_list`. Any desired devices should be opened prior to calling this command. Once the list is freed, all `ibv_device` structs that were on the list are invalid and can no longer be used.

### 3.2.3 `ibv_get_device_name`

**Template:**

```
const char *ibv_get_device_name(struct ibv_device *device)
```

**Input Parameters:**

`device`                              struct `ibv_device` for desired device

**Output Parameters:**

none

**Return Value:**

Pointer to device name char string or NULL on failure.

**Description:**

`ibv_get_device_name` returns a pointer to the device name contained within the `ibv_device` struct.

### 3.2.4 `ibv_get_device_guid`

**Template:**

```
uint64_t ibv_get_device_guid(struct ibv_device *device)
```

**Input Parameters:**

`device`                              struct `ibv_device` for desired device

**Output Parameters:**

none

**Return Value:**

64 bit GUID

**Description:**

**ibv\_get\_device\_guid** returns the devices 64 bit Global Unique Identifier (GUID) in network byte order.

### 3.2.5 ibv\_open\_device

**Template:**

```
struct ibv_context *ibv_open_device(struct ibv_device *device)
```

**Input Parameters:**

device                      struct ibv\_device for desired device

**Output Parameters:**

none

**Return Value:**

A verbs context that can be used for future operations on the device or NULL on failure.

**Description:**

**ibv\_open\_device** provides the user with a verbs context which is the object that will be used for all other verb operations.

### 3.2.6 ibv\_close\_device

**Template:**

```
int ibv_close_device(struct ibv_context *context)
```

**Input Parameters:**

context                      struct ibv\_context from **ibv\_open\_device**

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

**Description:**

**ibv\_close\_device** closes the verb context previously opened with **ibv\_open\_device**. This operation does not free any other objects associated with the context. To avoid memory leaks, all other objects must be independently freed prior to calling this command.

### 3.2.7 ibv\_node\_type\_str

**Template:**

```
const char *ibv_node_type_str (enum ibv_node_type node_type)
```

**Input Parameters:**

**node\_type**                      **ibv\_node\_type** enum value which may be an HCA, Switch, Router, RNIC or Unknown

**Output Parameters:**

none

**Return Value:**

A constant string which describes the enum value node\_type

**Description:**

**ibv\_node\_type\_str** returns a string describing the node type enum value, node\_type. This value can be an InfiniBand HCA, Switch, Router, an RDMA enabled NIC or unknown

```
enum ibv_node_type {
    IBV_NODE_UNKNOWN          = -1,
    IBV_NODE_CA               = 1,
    IBV_NODE_SWITCH,
    IBV_NODE_ROUTER,
    IBV_NODE_RNIC
};
```

### 3.2.8 ibv\_port\_state\_str

**Template:**

```
const char *ibv_port_state_str (enum ibv_port_state port_state)
```

**Input Parameters:**

**port\_state**                      **The enumerated value of the port state**

**Output Parameters:**

None

**Return Value:**

A constant string which describes the enum value port\_state

**Description:**

**ibv\_port\_state\_str** returns a string describing the port state enum value, port\_state.

```
enum ibv_port_state {
    IBV_PORT_NOP              = 0,
    IBV_PORT_DOWN            = 1,
    IBV_PORT_INIT            = 2,
    IBV_PORT_ARMED           = 3,
    IBV_PORT_ACTIVE          = 4,
    IBV_PORT_ACTIVE_DEFER    = 5
};
```

### 3.3 Verb Context Operations

The following commands are used once a device has been opened. These commands allow you to get more specific information about a device or one of its ports, create completion queues (CQ), completion channels (CC), and protection domains (PD) which can be used for further operations.

#### 3.3.1 `ibv_query_device`

**Template:**

```
int ibv_query_device(struct ibv_context *context, struct ibv_device_attr *device_attr)
```

**Input Parameters:**

context                      struct ibv\_context from **ibv\_open\_device**

**Output Parameters:**

device\_attr                struct ibv\_device\_attr containing device attributes

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_query\_device** retrieves the various attributes associated with a device. The user should malloc a struct `ibv_device_attr`, pass it to the command, and it will be filled in upon successful return. The user is responsible to free this struct.

struct `ibv_device_attr` is defined as follows:

```
struct ibv_device_attr
{
    char                fw_ver[64];
    uint64_t            node_guid;
    uint64_t            sys_image_guid;
    uint64_t            max_mr_size;
    uint64_t            page_size_cap;
    uint32_t            vendor_id;
    uint32_t            vendor_part_id;
    uint32_t            hw_ver;
    int                 max_qp;
    int                 max_qp_wr;
    int                 device_cap_flags;
    int                 max_sge;
    int                 max_sge_rd;
    int                 max_cq;
    int                 max_cqe;
    int                 max_mr;
    int                 max_pd;
    int                 max_qp_rd_atom;
    int                 max_ee_rd_atom;
    int                 max_res_rd_atom;
    int                 max_qp_init_rd_atom;
    int                 max_ee_init_rd_atom;
```

```

enum ibv_atomic_cap
{
    int max_ee;
    int max_rdd;
    int max_mw;
    int max_raw_ipv6_qp;
    int max_raw_ethy_qp;
    int max_mcast_grp;
    int max_mcast_qp_attach;
    int max_total_mcast_qp_attach;
    int max_ah;
    int max_fmr;
    int max_map_per_fmr;
    int max_srq;
    int max_srq_wr;
    int max_srq_sge;
    uint16_t max_pkeys;
    uint8_t local_ca_ack_delay;
    uint8_t phys_port_cnt;
}

fw_ver          Firmware version
node_guid       Node global unique identifier (GUID)
sys_image_guid  System image GUID
max_mr_size     Largest contiguous block that can be registered
page_size_cap  Supported page sizes
vendor_id       Vendor ID, per IEEE
vendor_part_id  Vendor supplied part ID
hw_ver         Hardware version
max_qp         Maximum number of Queue Pairs (QP)
max_qp_wr      Maximum outstanding work requests (WR) on any queue
device_cap_flags
IBV_DEVICE_RESIZE_MAX_WR
IBV_DEVICE_BAD_PKEY_CNTR
IBV_DEVICE_BAD_QKEY_CNTR
IBV_DEVICE_RAW_MULTI
IBV_DEVICE_AUTO_PATH_MIG
IBV_DEVICE_CHANGE_PHY_PORT
IBV_DEVICE_UD_AV_PORT_ENFORCE
IBV_DEVICE_CURR_QP_STATE_MOD
IBV_DEVICE_SHUTDOWN_PORT
IBV_DEVICE_INIT_TYPE
IBV_DEVICE_PORT_ACTIVE_EVENT
IBV_DEVICE_SYS_IMAGE_GUID
IBV_DEVICE_RC_RNR_NAK_GEN
IBV_DEVICE_SRQ_RESIZE
IBV_DEVICE_N_NOTIFY_CQ
IBV_DEVICE_XRC
max_sge         Maximum scatter/gather entries (SGE) per WR for non-RD QPs
max_sge_rd     Maximum SGEs per WR for RD QPs
max_cq         Maximum supported completion queues (CQ)
max_cqe        Maximum completion queue entries (CQE) per CQ

```

<code>max_mr</code>	Maximum supported memory regions (MR)
<code>max_pd</code>	Maximum supported protection domains (PD)
<code>max_qp_rd_atom</code>	Maximum outstanding RDMA read and atomic operations per QP
<code>max_ee_rd_atom</code>	Maximum outstanding RDMA read and atomic operations per End to End (EE) context (RD connections)
<code>max_res_rd_atom</code>	Maximum resources used for incoming RDMA read and atomic operations
<code>max_qp_init_rd_atom</code>	Maximum RDMA read and atomic operations that may be initiated per QP
<code>max_ee_init_atom</code>	Maximum RDMA read and atomic operations that may be initiated per EE
<code>atomic_cap</code>	IBV_ATOMIC_NONE - no atomic guarantees IBV_ATOMIC_HCA - atomic guarantees within this device IBV_ATOMIC_GLOB - global atomic guarantees
<code>max_ee</code>	Maximum supported EE contexts
<code>max_rdd</code>	Maximum supported RD domains
<code>max_mw</code>	Maximum supported memory windows (MW)
<code>max_raw_ipv6_qp</code>	Maximum supported raw IPv6 datagram QPs
<code>max_raw_ethy_qp</code>	Maximum supported ethernet datagram QPs
<code>max_mcast_grp</code>	Maximum supported multicast groups
<code>max_mcast_qp_attach</code>	Maximum QPs per multicast group that can be attached
<code>max_total_mcast_qp_attach</code>	Maximum total QPs that can be attached to multicast groups
<code>max_ah</code>	Maximum supported address handles (AH)
<code>max_fmr</code>	Maximum supported fast memory regions (FMR)
<code>max_map_per_fmr</code>	Maximum number of remaps per FMR before an unmap operation is required
<code>max_srq</code>	Maximum supported shared receive queues (SRQ)
<code>max_srq_wr</code>	Maximum work requests (WR) per SRQ
<code>max_srq_sge</code>	Maximum SGEs per SRQ
<code>max_pkeys</code>	Maximum number of partitions
<code>local_ca_ack_delay</code>	Local CA ack delay
<code>phys_port_cnt</code>	Number of physical ports

### 3.3.2 `ibv_query_port`

#### Template:

```
int ibv_query_port(struct ibv_context *context, uint8_t port_num, struct ibv_port_attr *port_attr)
```

#### Input Parameters:

<code>context</code>	struct <code>ibv_context</code> from <b><code>ibv_open_device</code></b>
<code>port_num</code>	physical port number (1 is first port)

#### Output Parameters:

<code>port_attr</code>	struct <code>ibv_port_attr</code> containing port attributes
------------------------	--

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_query\_port** retrieves the various attributes associated with a port. The user should allocate a struct `ibv_port_attr`, pass it to the command, and it will be filled in upon successful return. The user is responsible to free this struct.

struct `ibv_port_attr` is defined as follows:

```
struct ibv_port_attr
{
    enum ibv_port_state      state;
    enum ibv_mtu             max_mtu;
    enum ibv_mtu             active_mtu;
    int                      gid_tbl_len;
    uint32_t                 port_cap_flags;
    uint32_t                 max_msg_sz;
    uint32_t                 bad_pkey_cntr;
    uint32_t                 qkey_viol_cntr;
    uint16_t                 pkey_tbl_len;
    uint16_t                 lid;
    uint16_t                 sm_lid;
    uint8_t                  lmc;
    uint8_t                  max_vl_num;
    uint8_t                  sm_sl;
    uint8_t                  subnet_timeout;
    uint8_t                  init_type_reply;
    uint8_t                  active_width;
    uint8_t                  active_speed;
    uint8_t                  phys_state;
};
```

state	IBV_PORT_NOP IBV_PORT_DOWN IBV_PORT_INIT IBV_PORT_ARMED IBV_PORT_ACTIVE IBV_PORT_ACTIVE_DEFER
max_mtu	Maximum Transmission Unit (MTU) supported by port. Can be: IBV_MTU_256 IBV_MTU_512 IBV_MTU_1024 IBV_MTU_2048 IBV_MTU_4096
active_mtu	Actual MTU in use
gid_tbl_len	Length of source global ID (GID) table
port_cap_flags	Supported capabilities of this port. There are currently no enumerations/defines declared in <code>verbs.h</code>
max_msg_sz	Maximum message size
bad_pkey_cntr	Bad P_Key counter



qkey_viol_cntr	Q_Key violation counter
pkey_tbl_len	Length of partition table
lid	First local identifier (LID) assigned to this port
sm_lid	LID of subnet manager (SM)
lmc	LID Mask control (used when multiple LIDs are assigned to port)
max_vl_num	Maximum virtual lanes (VL)
sm_sl	SM service level (SL)
subnet_timeout	Subnet propagation delay
init_type_reply	Type of initialization performed by SM
active_width	Currently active link width
active_speed	Currently active link speed
phys_state	Physical port state

### 3.3.3 ibv\_query\_gid

#### Template:

```
int ibv_query_gid(struct ibv_context *context, uint8_t port_num, int index, union ibv_gid *gid)
```

#### Input Parameters:

context	struct ibv_context from <b>ibv_open_device</b>
port_num	physical port number (1 is first port)
index	which entry in the GID table to return (0 is first)

#### Output Parameters:

gid	union ibv_gid containing gid information
-----	--

#### Return Value:

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

#### Description:

**ibv\_query\_gid** retrieves an entry in the port's global identifier (GID) table. Each port is assigned at least one GID by the subnet manager (SM). The GID is a valid IPv6 address composed of the globally unique identifier (GUID) and a prefix assigned by the SM. GID[0] is unique and contains the port's GUID.

The user should allocate a union `ibv_gid`, pass it to the command, and it will be filled in upon successful return. The user is responsible to free this union.

union `ibv_gid` is defined as follows:

```
union ibv_gid
{
    uint8_t                raw[16];
    struct
    {
        uint64_t            subnet_prefix;
        uint64_t            interface_id;
    };
};
```

```
    } global;
};
```

### 3.3.4 ibv\_query\_pkey

**Template:**

```
int ibv_query_pkey(struct ibv_context *context, uint8_t port_num, int index, uint16_t *pkey)
```

**Input Parameters:**

context	struct ibv_context from <b>ibv_open_device</b>
port_num	physical port number (1 is first port)
index	which entry in the pkey table to return (0 is first)

**Output Parameters:**

pkey	desired pkey
------	--------------

**Return Value:**

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

**Description:**

**ibv\_query\_pkey** retrieves an entry in the port's partition key (pkey) table. Each port is assigned at least one pkey by the subnet manager (SM). The pkey identifies a partition that the port belongs to. A pkey is roughly analogous to a VLAN ID in Ethernet networking.

The user passes in a pointer to a uint16 that will be filled in with the requested pkey. The user is responsible to free this uint16.

### 3.3.5 ibv\_alloc\_pd

**Template:**

```
struct ibv_pd *ibv_alloc_pd(struct ibv_context *context)
```

**Input Parameters:**

context	struct ibv_context from <b>ibv_open_device</b>
---------	--

**Output Parameters:**

none	
------	--

**Return Value:**

Pointer to created protection domain or NULL on failure.

**Description:**

**ibv\_alloc\_pd** creates a protection domain (PD). PDs limit which memory regions can be accessed by which queue pairs (QP) providing a degree of protection from unauthorized access. The user must create at least one PD to use VPI verbs.

### 3.3.6 ibv\_dealloc\_pd

**Template:**

```
int ibv_dealloc_pd(struct ibv_pd *pd)
```

**Input Parameters:**

pd                                struct ibv\_pd from **ibv\_alloc\_pd**

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_dealloc\_pd** frees a protection domain (PD). This command will fail if any other objects are currently associated with the indicated PD.

### 3.3.7 **ibv\_create\_cq**

**Template:**

```
struct ibv_cq *ibv_create_cq(struct ibv_context *context, int cqe, void *cq_context, struct
ibv_comp_channel *channel, int comp_vector)
```

**Input Parameters:**

context	struct ibv_context from <b>ibv_open_device</b>
cqe	Minimum number of entries CQ will support
cq_context	(Optional) User defined value returned with completion events
channel	(Optional) Completion channel
comp_vector	(Optional) Completion vector

**Output Parameters:**

none

**Return Value:**

pointer to created CQ or NULL on failure.

**Description:**

**ibv\_create\_cq** creates a completion queue (CQ). A completion queue holds completion queue entries (CQE). Each Queue Pair (QP) has an associated send and receive CQ. A single CQ can be shared for sending and receiving as well as be shared across multiple QPs.

The parameter `cqe` defines the minimum size of the queue. The actual size of the queue may be larger than the specified value.

The parameter `cq_context` is a user defined value. If specified during CQ creation, this value will be returned as a parameter in **ibv\_get\_cq\_event** when using a completion channel (CC).

The parameter `channel` is used to specify a CC. A CQ is merely a queue that does not have a built in notification mechanism. When using a polling paradigm for CQ processing, a CC is unnecessary. The user simply polls the CQ at regular intervals. If, however, you wish to use a

pend paradigm, a CC is required. The CC is the mechanism that allows the user to be notified that a new CQE is on the CQ.

The parameter `comp_vector` is used to specify the completion vector used to signal completion events. It must be  $\geq 0$  and  $< \text{context} \rightarrow \text{num\_comp\_vectors}$ .

### 3.3.8 `ibv_resize_cq`

**Template:**

```
int ibv_resize_cq(struct ibv_cq *cq, int cqe)
```

**Input Parameters:**

<code>cq</code>	CQ to resize
<code>cqe</code>	Minimum number of entries CQ will support

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

`ibv_resize_cq` resizes a completion queue (CQ).

The parameter `cqe` must be at least the number of outstanding entries on the queue. The actual size of the queue may be larger than the specified value. The CQ may (or may not) contain completions when it is being resized thus, it can be resized during work with the CQ.

### 3.3.9 `ibv_destroy_cq`

**Template:**

```
int ibv_destroy_cq(struct ibv_cq *cq)
```

**Input Parameters:**

<code>cq</code>	CQ to destroy
-----------------	---------------

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

`ibv_destroy_cq` frees a completion queue (CQ). This command will fail if there is any queue pair (QP) that still has the specified CQ associated with it.

### 3.3.10 `ibv_create_comp_channel`

**Template:**

```
struct ibv_comp_channel *ibv_create_comp_channel(struct ibv_context *context)
```

**Input Parameters:**

context                      struct ibv\_context from **ibv\_open\_device**

**Output Parameters:**

none

**Return Value:**

pointer to created CC or NULL on failure.

**Description:**

**ibv\_create\_comp\_channel** creates a completion channel. A completion channel is a mechanism for the user to receive notifications when new completion queue event (CQE) has been placed on a completion queue (CQ).

### 3.3.11 ibv\_destroy\_comp\_channel

**Template:**

```
int ibv_destroy_comp_channel(struct ibv_comp_channel *channel)
```

**Input Parameters:**

channel                      struct ibv\_comp\_channel from **ibv\_create\_comp\_channel**

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_destroy\_comp\_channel** frees a completion channel. This command will fail if there are any completion queues (CQ) still associated with this completion channel.

## 3.4 Protection Domain Operations

Once you have established a protection domain (PD), you may create objects within that domain. This section describes operations available on a PD. These include registering memory regions (MR), creating queue pairs (QP) or shared receive queues (SRQ) and address handles (AH).

### 3.4.1 `ibv_reg_mr`

#### Template:

```
struct ibv_mr *ibv_reg_mr(struct ibv_pd *pd, void *addr, size_t length, enum
ibv_access_flags access)
```

#### Input Parameters:

<code>pd</code>	protection domain, struct <code>ibv_pd</code> from <code>ibv_alloc_pd</code>
<code>addr</code>	memory base address
<code>length</code>	length of memory region in bytes
<code>access</code>	access flags

#### Output Parameters:

none

#### Return Value:

pointer to created memory region (MR) or NULL on failure.

#### Description:

`ibv_reg_mr` registers a memory region (MR), associates it with a protection domain (PD), and assigns it local and remote keys (lkey, rkey). All VPI commands that use memory require the memory to be registered via this command. The same physical memory may be mapped to different MRs even allowing different permissions or PDs to be assigned to the same memory, depending on user requirements.

Access flags may be bitwise or one of the following enumerations:

<code>IBV_ACCESS_LOCAL_WRITE</code>	Allow local host write access
<code>IBV_ACCESS_REMOTE_WRITE</code>	Allow remote hosts write access
<code>IBV_ACCESS_REMOTE_READ</code>	Allow remote hosts read access
<code>IBV_ACCESS_REMOTE_ATOMIC</code>	Allow remote hosts atomic access
<code>IBV_ACCESS_MW_BIND</code>	Allow memory windows on this MR

Local read access is implied and automatic.

Any VPI operation that violates the access permissions of the given memory operation will fail. Note that the queue pair (QP) attributes must also have the correct permissions or the operation will fail.

If `IBV_ACCESS_REMOTE_WRITE` or `IBV_ACCESS_REMOTE_ATOMIC` is set, then `IBV_ACCESS_LOCAL_WRITE` must be set as well.

`struct ibv_mr` is defined as follows:

```
struct ibv_mr
{
    struct ibv_context    *context;
```

```

        struct ibv_pd          *pd;
        void                   *addr;
        size_t                  length;
        uint32_t                handle;
        uint32_t                lkey;
        uint32_t                rkey;
};

```

### 3.4.2 ibv\_dereg\_mr

#### Template:

```
int ibv_dereg_mr(struct ibv_mr *mr)
```

#### Input Parameters:

mr                                  struct ibv\_mr from **ibv\_reg\_mr**

#### Output Parameters:

none

#### Return Value:

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

#### Description:

**ibv\_dereg\_mr** frees a memory region (MR). The operation will fail if any memory windows (MW) are still bound to the MR.

### 3.4.3 ibv\_create\_qp

#### Template:

```
struct ibv_qp *ibv_create_qp(struct ibv_pd *pd, struct ibv_qp_init_attr *qp_init_attr)
```

#### Input Parameters:

pd                                  struct ibv\_pd from **ibv\_alloc\_pd**  
qp\_init\_attr                      initial attributes of queue pair

#### Output Parameters:

qp\_init\_attr                      actual values are filled in

#### Return Value:

pointer to created queue pair (QP) or NULL on failure.

#### Description:

**ibv\_create\_qp** creates a QP. When a QP is created, it is put into the RESET state.

struct qp\_init\_attr is defined as follows:

```

struct ibv_qp_init_attr
{
    void                   *qp_context;
    struct ibv_cq          *send_cq;
};

```

```

    struct ibv_cq                *recv_cq;
    struct ibv_srq                *srq;
    struct ibv_qp_cap             cap;
    enum ibv_qp_type              qp_type;
    int                            sq_sig_all;
    struct ibv_xrc_domain          *xrc_domain;
};

```

**qp\_context** (optional) user defined value associated with QP.

**send\_cq** send CQ. This must be created by the user prior to calling `ibv_create_qp`.

**recv\_cq** receive CQ. This must be created by the user prior to calling `ibv_create_qp`. It may be the same as `send_cq`.

**srq** (optional) shared receive queue. Only used for SRQ QP's.

**cap** defined below.

**qp\_type** must be one of the following:  
`IBV_QPT_RC = 2,`  
`IBV_QPT_UC,`  
`IBV_QPT_UD,`  
`IBV_QPT_XRC,`  
`IBV_QPT_RAW_PACKET = 8,`  
`IBV_QPT_RAW_ETH = 8`

**sq\_sig\_all** If this value is set to 1, all send requests (WR) will generate completion queue events (CQE). If this value is set to 0, only WRs that are flagged will generate CQE's (see **`ibv_post_send`**).

**xrc\_domain** (Optional) Only used for XRC operations.

`struct ibv_qp_cap` is defined as follows:

```

struct ibv_qp_cap
{
    uint32_t                max_send_wr;
    uint32_t                max_recv_wr;
    uint32_t                max_send_sge;
    uint32_t                max_recv_sge;
    uint32_t                max_inline_data;
};

```

**max\_send\_wr** Maximum number of outstanding send requests in the send queue.

**max\_recv\_wr** Maximum number of outstanding receive requests (buffers) in the receive queue.

**max\_send\_sge** Maximum number of scatter/gather elements (SGE) in a WR on the send queue.

**max\_recv\_sge** Maximum number of SGEs in a WR on the receive queue.

**max\_inline\_data** Maximum size in bytes of inline data on the send queue.

### 3.4.4 `ibv_destroy_qp`

**Template:**



```
int ibv_destroy_qp(struct ibv_qp *qp)
```

**Input Parameters:**

qp                      struct ibv\_qp from **ibv\_create\_qp**

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

**Description:**

**ibv\_destroy\_qp** frees a queue pair (QP).

### 3.4.5 **ibv\_create\_srq**

**Template:**

```
struct ibv_srq *ibv_create_srq(struct ibv_pd *pd, struct ibv_srq_init_attr *srq_init_attr)
```

**Input Parameters:**

pd                      The protection domain associated with the shared receive queue (SRQ)

srq\_init\_attr          A list of initial attributes required to create the SRQ

**Output Parameters:**

ibv\_srq\_\_attr          Actual values of the struct are set

**Return Value:**

A pointer to the created SRQ or NULL on failure

**Description:**

**ibv\_create\_srq** creates a shared receive queue (SRQ). srq\_attr->max\_wr and srq\_attr->max\_sge are read to determine the requested size of the SRQ, and set to the actual values allocated on return. If **ibv\_create\_srq** succeeds, then max\_wr and max\_sge will be at least as large as the requested values.

struct ibv\_srq is defined as follows:

```
struct ibv_srq {
    struct ibv_context    *context; struct ibv_context from ibv_open_device
    void                  *srq_context;
    struct ibv_pd          *pd;      Protection domain
    uint32_t               handle;
    pthread_mutex_t        mutex;
    pthread_cond_t         cond;
    uint32_t               events_completed;
}
```

struct ibv\_srq\_init\_attr is defined as follows:

```
struct ibv_srq_init_attr
```

```

{
    void                                *srq_context;
    struct ibv_srq_attr                attr;
};

srq_context    struct ibv_context from ibv_open_device
attr           An ibv_srq_attr struct defined as follows:

```

struct `ibv_srq_attr` is defined as follows:

```

struct ibv_srq_attr
{
    uint32_t                max_wr;
    uint32_t                max_sge;
    uint32_t                srq_limit;
};

max_wr           Requested maximum number of outstanding WRs in the SRQ
max_sge          Requested number of scatter elements per WR
srq_limit;       The limit value of the SRQ (irrelevant for ibv_create_srq)

```

### 3.4.6 `ibv_modify_srq`

#### Template:

int `ibv_modify_srq` (struct `ibv_srq` \*srq, struct `ibv_srq_attr` \*srq\_attr, int srq\_attr\_mask)

#### Input Parameters:

<code>srq</code>	The SRQ to modify
<code>srq_attr</code>	Specifies the SRQ to modify (input)/the current values of the selected SRQ attributes are returned (output)
<code>srq_attr_mask</code>	A bit-mask used to specify which SRQ attributes are being modified

#### Output Parameters:

<code>srq_attr</code>	The struct <code>ibv_srq_attr</code> is returned with the updated values
-----------------------	--

#### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

#### Description:

**`ibv_modify_srq`** modifies the attributes of the SRQ `srq` using the attribute values in `srq_attr` based on the mask `srq_attr_mask`. `srq_attr` is an `ibv_srq_attr` struct as defined above under the verb `ibv_create_srq`. The argument `srq_attr_mask` specifies the SRQ attributes to be modified. It is either 0 or the bitwise OR of one or more of the flags:

<code>IBV_SRQ_MAX_WR</code>	Resize the SRQ
<code>IBV_SRQ_LIMIT</code>	Set the SRQ limit

If any of the attributes to be modified is invalid, none of the attributes will be modified. Also, not all devices support resizing SRQs. To check if a device supports resizing, check if the `IBV_DEVICE_SRQ_RESIZE` bit is set in the device capabilities flags.

Modifying the SRQ limit arms the SRQ to produce an `IBV_EVENT_SRQ_LIMIT_REACHED` 'low watermark' async event once the number of WRs in the SRQ drops below the SRQ limit.

### 3.4.7 `ibv_destroy_srq`

**Template:**

```
int ibv_destroy_srq(struct ibv_srq *srq)
```

**Input Parameters:**

`srq`                                The SRQ to destroy

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

`ibv_destroy_srq` destroys the specified SRQ. It will fail if any queue pair is still associated with this SRQ.

### 3.4.8 `ibv_open_xrc_domain`

**Template:**

```
struct ibv_xrc_domain *ibv_open_xrc_domain(struct ibv_context *context, int fd, int oflag)
```

**Input Parameters:**

`context`                                struct `ibv_context` from `ibv_open_device`  
`fd`                                        The file descriptor to be associated with the XRC domain  
`oflag`                                    The desired file creation attributes

**Output Parameters:**

A file descriptor associated with the opened XRC domain

**Return Value:**

A reference to an opened XRC domain or `NULL`

**Description:**

`ibv_open_xrc_domain` opens an eXtended Reliable Connection (XRC) domain for the RDMA device context. The desired file creation attributes `oflag` can either be 0 or the bitwise OR of `O_CREAT` and `O_EXCL`. If a domain belonging to the device named by the context is already associated with the inode, then the `O_CREAT` flag has no effect. If both `O_CREAT` and `O_XCL` are set, open will fail if a domain associated with the inode already exists. Otherwise a new XRC domain will be created and associated with the inode specified by `fd`.

Please note that the check for the existence of the domain and creation of the domain if it does not exist is atomic with respect to other processes executing open with fd naming the same inode.

If fd equals -1, then no inode is associated with the domain, and the only valid value for oflag is O\_CREAT.

Since each `ibv_open_xrc_domain` call increments the `xrc_domain` object's reference count, each such call must have a corresponding `ibv_close_xrc_domain` call to decrement the `xrc_domain` object's reference count.

### 3.4.9 `ibv_create_xrc_srq`

#### Template:

```
struct ibv_srq *ibv_create_xrc_srq(struct ibv_pd *pd,
                                   struct ibv_xrc_domain *xrc_domain,
                                   struct ibv_cq *xrc_cq,
                                   struct ibv_srq_init_attr *srq_init_attr)
```

#### Input Parameters:

<code>pd</code>	The protection domain associated with the shared receive queue
<code>xrc_domain</code>	The XRC domain
<code>xrc_cq</code>	The CQ which will hold the XRC completion
<code>srq_init_attr</code>	A list of initial attributes required to create the SRQ (described above)

#### Output Parameters:

<code>ibv_srq_attr</code>	Actual values of the struct are set
---------------------------	-------------------------------------

#### Return Value:

A pointer to the created SRQ or NULL on failure

#### Description:

`ibv_create_xrc_srq` creates an XRC shared receive queue (SRQ) associated with the protection domain `pd`, the XRC domain `domain_xrc` and the CQ which will hold the completion `xrc_cq`

`struct ibv_xrc_domain` is defined as follows:

```
struct ibv_xrc_domain {
    struct ibv_context    *context; struct ibv_context from ibv_open_device
    uint64_t              handle;
```

### 3.4.10 `ibv_close_xrc_domain`

#### Template:

```
int ibv_close_xrc_domain(struct ibv_xrc_domain *d)
```

#### Input Parameters:

d	A pointer to the XRC domain the user wishes to close
---	--

### Output Parameters:

none

### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_close\_xrc\_domain** closes the XRC domain, d. If this happens to be the last reference, then the XRC domain will be destroyed. This function decrements a reference count and may fail if any OP or SRQ are still associated with the XRC domain being closed.

### 3.4.11 `ibv_create_xrc_rcv_qp`

**Template:**

```
int ibv_create_xrc_rev_qp(struct ibv_qp_init_attr *init_attr, uint32_t *xrc_rev_qpnr)
```

### Input Parameters:

init_attr	The structure to be populated with QP information
xrc_rcv_qpn	The QP number associated with the receive QP to be created

### Output Parameters:

init_attr	Populated with the XRC domain information the QP will be associated with
xrc rcv qpn	The QP number associated with the receive QP being created

### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_create\_xrc\_rcv\_qp** creates an XRC queue pair (QP) to serve as a receive side only QP and returns the QP number through `xrc_rcv_qpn`. This number must be passed to the remote (sender) node. The remote node will use `xrc_rcv_qpn` in `ibv_post_send` when it sends messages to an XRC SRO on this host in the same `xrc` domain as the XRC receive OP.

The QP with number `xrc_rcv_qpn` is created in kernel space and persists until the last process registered for the QP called `ibv_unreg_xrc_rcv_qp`, at which point the QP is destroyed. The process which creates this QP is automatically registered for it and should also call `ibv_unreg_xrc_rcv_qp` at some point to unregister.

Any process which wishes to receive on an XRC SRQ via this QP must call `ibv_reg_xrc_rcv_qp` for this QP to ensure that the QP will not be destroyed while they are still using it.

Please note that because the QP `xrc_rcv_qpn` is a receive only QP, the send queue in the `init_attr` struct is ignored.

### 3.4.12 `ibv_modify_xrc_rcv_qp`

**Template:**

```
int ibv_modify_xrc_rcv_qp(struct ibv_xrc_domain *xrc_domain, uint32_t xrc_qp_num, struct
ibv_qp_attr *attr, int attr_mask)
```

**Input Parameters:**

<code>xrc_domain</code>	The XRC domain associated with this QP
<code>xrc_qp_num</code>	The queue pair number to identify this QP
<code>attr</code>	The attributes to use to modify the XRC receive QP
<code>attr_mask</code>	The mask to use for modifying the QP attributes

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_modify\_xrc\_rcv\_qp** modifies the attributes of an XRC receive QP with the number `xrc_qp_num` which is associated with the attributes in the struct `attr` according to the mask `attr_mask`. It then moves the QP through the following transitions: Reset->Init->RTR

At least the following masks must be set (the user may add optional attributes as needed)

**Next State**

**Next State Required attributes**

**Init**

IBV\_QP\_STATE, IBV\_QP\_PKEY\_INDEX, IBV\_QP\_PORT, IBV\_QP\_ACCESS\_FLAGS

**RTR**

IBV\_QP\_STATE, IBV\_QP\_AV, IBV\_QP\_PATH\_MTU, IBV\_QP\_DEST\_QPN, IBV\_QP\_RQ\_PSN, IBV\_QP\_MAX\_DEST\_RD\_ATOMIC, IBV\_QP\_MIN\_RNR\_TIMER

Please note that if any attribute to modify is invalid or if the mask as invalid values, then none of the attributes will be modified, including the QP state.

### 3.4.13 `ibv_reg_xrc_rcv_qp`

**Template:**

```
int ibv_reg_xrc_rcv_qp(struct ibv_xrc_domain *xrc_domain, uint32_t xrc_qp_num)
```

**Input Parameters:**

<code>xrc_domain</code>	The XRC domain associated with the receive QP
<code>xrc_qp_num</code>	The number associated with the created QP to which the user process is to be registered

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_reg\_xrc\_rcv\_qp** registers a user process with the XRC receive QP whose number is `xrc_qp_num` associated with the XRC domain `xrc_domain`.

This function may fail if the number `xrc_qp_num` is not the number of a valid XRC receive QP (for example if the QP is not allocated or it is the number of a non-XRC QP), or the XRC receive QP was created with an XRC domain other than `xrc_domain`.

**3.4.14 ibv\_unreg\_xrc\_rcv\_qp****Template:**

```
int ibv_unreg_xrc_rcv_qp(struct ibv_xrc_domain *xrc_domain, uint32_t xrc_qp_num)
```

**Input Parameters:**

<code>xrc_domain</code>	The XRC domain associated with the XRC receive QP from which the user wishes to unregister
<code>xrc_qp_num</code>	The QP number from which the user process is to be unregistered

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_unreg\_xrc\_rcv\_qp** unregisters a user process from the XRC receive QP number `xrc_qp_num` which is associated with the XRC domain `xrc_domain`. When the number of user processes registered with this XRC receive QP drops to zero, the QP is destroyed.

**3.4.15 ibv\_create\_ah****Template:**

```
struct ibv_ah *ibv_create_ah(struct ibv_pd *pd, struct ibv_ah_attr *attr)
```

**Input Parameters:**

<code>pd</code>	struct <code>ibv_pd</code> from <code>ibv_alloc_pd</code>
<code>attr</code>	attributes of address

**Output Parameters:**

none

**Return Value:**

pointer to created address handle (AH) or NULL on failure.

**Description:**

**ibv\_create\_ah** creates an AH. An AH contains all of the necessary data to reach a remote destination. In connected transport modes (RC, UC) the AH is associated with a queue pair (QP). In the datagram transport modes (UD), the AH is associated with a work request (WR).

struct **ibv\_ah\_attr** is defined as follows:

```
struct ibv_ah_attr
{
    struct ibv_global_route    grh;
    uint16_t                  dlid;
    uint8_t                   sl;
    uint8_t                   src_path_bits;
    uint8_t                   static_rate;
    uint8_t                   is_global;
    uint8_t                   port_num;
};
```

grh                      defined below  
dlid                      destination lid  
sl                        service level  
src\_path\_bits            source path bits  
static\_rate              static rate  
is\_global                this is a global address, use grh.  
port\_num                physical port number to use to reach this destination

struct **ibv\_global\_route** is defined as follows:

```
struct ibv_global_route
{
    union ibv_gid              dgid;
    uint32_t                   flow_label;
    uint8_t                    sgid_index;
    uint8_t                    hop_limit;
    uint8_t                    traffic_class;
};
```

dgid                      destination GID (see **ibv\_query\_gid** for definition)  
flow\_label                flow label  
sgid\_index                index of source GID (see **ibv\_query\_gid**)  
hop\_limit                hop limit  
traffic\_class            traffic class

### 3.4.16 ibv\_destroy\_ah

**Template:**

```
int ibv_destroy_ah(struct ibv_ah *ah)
```

**Input Parameters:**

ah                        struct **ibv\_ah** from **ibv\_create\_ah**

**Output Parameters:**

none



**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**`ibv_destroy_ah`** frees an address handle (AH). Once an AH is destroyed, it can't be used anymore in UD QPs

## 3.5 Queue Pair Bringup (`ibv_modify_qp`)

Queue pairs (QP) must be transitioned through an incremental sequence of states prior to being able to be used for communication.

QP States:

RESET	Newly created, queues empty.
INIT	Basic information set. Ready for posting to receive queue.
RTR	Ready to Receive. Remote address info set for connected QPs, QP may now receive packets.
RTS	Ready to Send. Timeout and retry parameters set, QP may now send packets.

These transitions are accomplished through the use of the `ibv_modify_qp` command.

### 3.5.1 `ibv_modify_qp`

**Template:**

```
int ibv_modify_qp(struct ibv_qp *qp, struct ibv_qp_attr *attr, enum ibv_qp_attr_mask attr_mask)
```

**Input Parameters:**

qp	struct <code>ibv_qp</code> from <code>ibv_create_qp</code>
attr	QP attributes
attr_mask	bit mask that defines which attributes within attr have been set for this call

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**`ibv_modify_qp`** this verb changes QP attributes and one of those attributes may be the QP state. Its name is a bit of a misnomer, since you cannot use this command to modify qp attributes at will. There is a very strict set of attributes that may be modified during each transition, and transitions must occur in the proper order. The following subsections describe each transition in more detail.

struct `ibv_qp_attr` is defined as follows:

```
struct ibv_qp_attr
{
    enum ibv_qp_state      qp_state;
    enum ibv_qp_state      cur_qp_state;
    enum ibv_mtu           path_mtu;
    enum ibv_mig_state      path_mig_state;
    uint32_t               qkey;
```

$\} i$ 

The following values select one of the above attributes and should be OR'd into the `attr_mask` field:

```

IBV_QP_STATE
IBV_QP_CUR_STATE
IBV_QP_EN_SQD_ASYNC_NOTIFY
IBV_QP_ACCESS_FLAGS
IBV_QP_PKEY_INDEX
IBV_QP_PORT
IBV_QP_QKEY
IBV_QP_AV
IBV_QP_PATH_MTU
IBV_QP_TIMEOUT
IBV_QP_RETRY_CNT
IBV_QP_RNR_RETRY
IBV_QP_RQ_PSN
IBV_QP_MAX_QP_RD_ATOMIC
IBV_QP_ALT_PATH
IBV_QP_MIN_RNR_TIMER
IBV_QP_SQ_PSN
IBV_QP_MAX_DEST_RD_ATOMIC
IBV_QP_PATH_MIG_STATE
IBV_QP_CAP
IBV_QP_DEST_QPN

```

### 3.5.2 RESET to INIT

When a queue pair (QP) is newly created, it is in the RESET state. The first state transition that needs to happen is to bring the QP in the INIT state.

**Required Attributes:**

```
*** All QPs ***
qp state / IBV QP STATE      IBV QPS INIT
```

pkey_index / IBV_QP_PKEY_INDEX	pkey index, normally 0
port_num / IBV_QP_PORT	physical port number (1...n)
qp_access_flags /	
IBV_QP_ACCESS_FLAGS	access flags (see <b>ibv_reg_mr</b> )

\*\*\* Unconnected QPs only \*\*\*

qkey / IBV_QP_QKEY	qkey (see <b>ibv_post_send</b> )
--------------------	----------------------------------

#### Optional Attributes:

none

#### Effect of transition:

Once the QP is transitioned into the INIT state, the user may begin to post receive buffers to the receive queue via the **ibv\_post\_recv** command. At least one receive buffer should be posted before the QP can be transitioned to the RTR state.

### 3.5.3 INIT to RTR

Once a queue pair (QP) has receive buffers posted to it, it is now possible to transition the QP into the ready to receive (RTR) state.

#### Required Attributes:

\*\*\* All QPs \*\*\*

qp_state / IBV_QP_STATE	IBV_QPS_RTR
path_mtu / IBV_QP_PATH_MTU	IB_MTU_256
	IB_MTU_512 (recommended value)
	IB_MTU_1024
	IB_MTU_2048
	IB_MTU_4096

\*\*\* Connected QPs only \*\*\*

ah_attr / IBV_QP_AV	an address handle (AH) needs to be created and filled in as appropriate. Minimally, ah_attr.dlid needs to be filled in.
dest_qp_num / IBV_QP_DEST_QPN	QP number of remote QP.
rq_psn / IBV_QP_RQ_PSN	starting receive packet sequence number (should match remote QP's sq_psn)
max_dest_rd_atomic /	
IBV_MAX_DEST_RD_ATOMIC	maximum number of resources for incoming RDMA requests
min_rnr_timer /	
IBV_QP_MIN_RNR_TIMER	minimum RNR NAK timer (recommended value: 12)

#### Optional Attributes:

\*\*\* All QPs \*\*\*

qp_access_flags /	
-------------------	--

IBV_QP_ACCESS_FLAGS	access flags (see <b>ibv_reg_mr</b> )
pkey_index / IBV_QP_PKEY_INDEX	pkey index, normally 0
*** Connected QPs only ***	
alt_ah_attr / IBV_QP_ALT_PATH	AH with alternate path info filled in
*** Unconnected QPs only ***	
qkey / IBV_QP_QKEY	qkey (see <b>ibv_post_send</b> )

#### Effect of transition:

Once the QP is transitioned into the RTR state, the QP begins receive processing.

### 3.5.4 RTR to RTS

Once a queue pair (QP) has reached ready to receive (RTR) state, it may then be transitioned to the ready to send (RTS) state.

#### Required Attributes:

*** All QPs ***	
qp_state / IBV_QP_STATE	IBV_QPS_RTS
*** Connected QPs only ***	
timeout / IBV_QP_TIMEOUT	local ack timeout (recommended value: 14)
retry_cnt / IBV_QP_RETRY_CNT	retry count (recommended value: 7)
rnr_retry / IBV_QP_RNR_RETRY	RNR retry count (recommended value: 7)
sq_psn / IBV_SQ_PSN	send queue starting packet sequence number (should match remote QP's rq_psn)
max_rd_atomic / IBV_QP_MAX_QP_RD_ATOMIC	number of outstanding RDMA reads and atomic operations allowed.

#### Optional Attributes:

*** All QPs ***	
qp_access_flags / IBV_QP_ACCESS_FLAGS	access flags (see <b>ibv_reg_mr</b> )
*** Connected QPs only ***	
alt_ah_attr / IBV_QP_ALT_PATH	AH with alternate path info filled in
min_rnr_timer / IBV_QP_MIN_RNR_TIMER	minimum RNR NAK timer
*** Unconnected QPs only ***	
qkey / IBV_QP_QKEY	qkey (see <b>ibv_post_send</b> )

**Effect of transition:**

Once the QP is transitioned into the RTS state, the QP begins send processing and is fully operational. The user may now post send requests with the **ibv\_post\_send** command.

## 3.6 Active Queue Pair Operations

A QP can be queried starting at the point it was created and once a queue pair is completely operational, you may query it, be notified of events and conduct send and receive operations on it. This section describes the operations available to perform these actions.

### 3.6.1 `ibv_query_qp`

**Template:**

```
int ibv_query_qp(struct ibv_qp *qp, struct ibv_qp_attr *attr, enum ibv_qp_attr_mask
attr_mask, struct ibv_qp_init_attr *init_attr)
```

**Input Parameters:**

<code>qp</code>	struct <code>ibv_qp</code> from <b>ibv_create_qp</b>
<code>attr_mask</code>	bitmask of items to query (see <b>ibv_modify_qp</b> )

**Output Parameters:**

<code>attr</code>	struct <code>ibv_qp_attr</code> to be filled in with requested attributes
<code>init_attr</code>	struct <code>ibv_qp_init_attr</code> to be filled in with initial attributes

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_query\_qp** retrieves the various attributes of a queue pair (QP) as previously set through **ibv\_create\_qp** and **ibv\_modify\_qp**.

The user should allocate a struct `ibv_qp_attr` and a struct `ibv_qp_init_attr` and pass them to the command. These structs will be filled in upon successful return. The user is responsible to free these structs.

struct `ibv_qp_init_attr` is described in **ibv\_create\_qp** and struct `ibv_qp_attr` is described in **ibv\_modify\_qp**.

### 3.6.2 `ibv_query_srq`

**Template:**

```
int ibv_query_srq(struct ibv_srq *srq, struct ibv_srq_attr *srq_attr)
```

**Input Parameters:**

<code>srq</code>	The SRQ to query
<code>srq_attr</code>	The attributes of the specified SRQ

**Output Parameters:**

<code>srq_attr</code>	The struct <code>ibv_srq_attr</code> is returned with the attributes of the specified SRQ
-----------------------	---

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate

the reason for the failure.

#### Description:

**ibv\_query\_srq** returns the attributes list and current values of the specified SRQ. It returns the attributes through the pointer `srq_attr` which is an `ibv_srq_attr` struct described above under `ibv_create_srq`. If the value of `srq_limit` in `srq_attr` is 0, then the SRQ limit reached ('low watermark') event is not or is no longer armed. No asynchronous events will be generated until the event is re-armed.

### 3.6.3 ibv\_query\_xrc\_rcv\_qp

#### Template:

```
int ibv_query_xrc_rcv_qp(struct ibv_xrc_domain *xrc_domain, uint32_t xrc_qp_num,
                        struct ibv_qp_attr *attr, int attr_mask,
                        struct ibv_qp_init_attr *init_attr)
```

#### Input Parameters:

<code>xrc_domain</code>	The XRC domain associated with this QP
<code>xrc_qp_num</code>	The queue pair number to identify this QP
<code>attr</code>	The <code>ibv_qp_attr</code> struct in which to return the attributes
<code>attr_mask</code>	A mask specifying the minimum list of attributes to retrieve
<code>init_attr</code>	The <code>ibv_qp_init_attr</code> struct to return the initial attributes

#### Output Parameters:

<code>attr</code>	A pointer to the struct containing the QP attributes of interest
<code>init_attr</code>	A pointer to the struct containing initial attributes

#### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

#### Description:

**ibv\_query\_xrc\_rcv\_qp** retrieves the attributes specified in `attr_mask` for the XRC receive QP with the number `xrc_qp_num` and domain `xrc_domain`. It returns them through the pointers `attr` and `init_attr`.

The `attr_mask` specifies a minimal list to retrieve. Some RDMA devices may return extra attributes not requested. Attributes are valid if they have been set using the `ibv_modify_xrc_rcv_qp`. The exact list of valid attributes depends on the QP state. Multiple `ibv_query_xrc_rcv_qp` calls may yield different returned values for these attributes: `qp_state`, `path_mig_state`, `sq_draining`, `ah_attr` (if automatic path migration (APM) is enabled).

### 3.6.4 ibv\_post\_recv

#### Template:

```
int ibv_post_recv(struct ibv_qp *qp, struct ibv_recv_wr *wr, struct ibv_recv_wr **bad_wr)
```

#### Input Parameters:

<code>qp</code>	struct <code>ibv_qp</code> from <code>ibv_create_qp</code>
-----------------	--



wr                              first work request (WR) containing receive buffers

#### Output Parameters:

bad\_wr                        pointer to first rejected WR

#### Return Value:

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

#### Description:

**ibv\_post\_recv** posts a linked list of WRs to a queue pair's (QP) receive queue. At least one receive buffer should be posted to the receive queue to transition the QP to RTR. Receive buffers are consumed as the remote peer executes Send, Send with Immediate and RDMA Write with Immediate operations. Receive buffers are **NOT** used for other RDMA operations. Processing of the WR list is stopped on the first error and a pointer to the offending WR is returned in bad\_wr.

struct ibv\_recv\_wr is defined as follows:

```
struct ibv_recv_wr
{
    uint64_t                wr_id;
    struct ibv_recv_wr      *next;
    struct ibv_sge           *sg_list;
    int                     num_sge;
};

wr_id                user assigned work request ID
next                 pointer to next WR, NULL if last one.
sg_list              scatter array for this WR
num_sge              number of entries in sg_list
```

struct ibv\_sge is defined as follows:

```
struct ibv_sge
{
    uint64_t                addr;
    uint32_t                length;
    uint32_t                lkey;
};

addr                address of buffer
length              length of buffer
lkey                 local key (lkey) of buffer from ibv_reg_mr
```

### 3.6.5 ibv\_post\_send

#### Template:

```
int ibv_post_send(struct ibv_qp *qp, struct ibv_send_wr *wr, struct ibv_send_wr **bad_wr)
```

#### Input Parameters:

qp                              struct ibv\_qp from **ibv\_create\_qp**  
wr                              first work request (WR)

**Output Parameters:**

`bad_wr` pointer to first rejected WR

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_post\_send** posts a linked list of WRs to a queue pair's (QP) send queue. This operation is used to initiate all communication, including RDMA operations. Processing of the WR list is stopped on the first error and a pointer to the offending WR is returned in `bad_wr`.

The user should not alter or destroy AHs associated with WRs until the request has been fully executed and a completion queue entry (CQE) has been retrieved from the corresponding completion queue (CQ) to avoid unexpected behaviour.

The buffers used by a WR can only be safely reused after the WR has been fully executed and a WCE has been retrieved from the corresponding CQ. However, if the `IBV_SEND_INLINE` flag was set, the buffer can be reused immediately after the call returns.

`struct ibv_send_wr` is defined as follows:

```
struct ibv_send_wr
{
    uint64_t                wr_id;
    struct ibv_send_wr      *next;
    struct ibv_sge          *sg_list;
    int                     num_sge;
    enum ibv_wr_opcode      opcode;
    enum ibv_send_flags     send_flags;
    uint32_t                imm_data; /* network byte order */
    union
    {
        struct
        {
            uint64_t        remote_addr;
            uint32_t        rkey;
        } rdma;
        struct
        {
            uint64_t        remote_addr;
            uint64_t        compare_add;
            uint64_t        swap;
            uint32_t        rkey;
        } atomic;
        struct
        {
            struct ibv_ah    *ah;
            uint32_t         remote_qpn;
            uint32_t         remote_qkey;
        } ud;
    } wr;
    uint32_t                xrc_remote_srq_num;
};

wr_id        user assigned work request ID
next         pointer to next WR, NULL if last one.
```

<code>sg_list</code>	scatter/gather array for this WR
<code>num_sge</code>	number of entries in <code>sg_list</code>
<code>opcode</code>	<code>IBV_WR_RDMA_WRITE</code> <code>IBV_WR_RDMA_WRITE_WITH_IMM</code> <code>IBV_WR_SEND</code> <code>IBV_WR_SEND_WITH_IMM</code> <code>IBV_WR_RDMA_READ</code> <code>IBV_WR_ATOMIC_CMP_AND_SWP</code> <code>IBV_WR_ATOMIC_FETCH_AND_ADD</code>
<code>send_flags</code>	(optional) - this is a bitwise OR of the flags. See the details below.
<code>imm_data</code>	immediate data to send in network byte order
<code>remote_addr</code>	remote virtual address for RDMA/atomic operations
<code>rkey</code>	remote key (from <code>ibv_reg_mr</code> on remote) for RDMA/atomic operations
<code>compare_add</code>	compare value for compare and swap operation
<code>swap</code>	swap value
<code>ah</code>	address handle (AH) for datagram operations
<code>remote_qpn</code>	remote QP number for datagram operations
<code>remote_qkey</code>	Qkey for datagram operations
<code>xrc_remote_srq_num</code>	shared receive queue (SRQ) number for the destination extended reliable connection (XRC). Only used for XRC operations.

`send_flags:`

<code>IBV_SEND_FENCE</code>	set fence indicator
<code>IBV_SEND_SIGNALED</code>	send completion event for this WR. Only meaningful for QPs that had the <code>sq_sig_all</code> set to 0
<code>IBV_SEND_SEND_SOLICITED</code>	set solicited event indicator
<code>IBV_SEND_INLINE</code>	send data in <code>sge_list</code> as inline data.

struct `ibv_sge` is defined in `ibv_post_recv`.

### 3.6.6 `ibv_post_srq_recv`

#### Template:

```
int ibv_post_srq_recv(struct ibv_srq *srq, struct ibv_recv_wr *recv_wr, struct ibv_recv_wr **bad_recv_wr)
```

#### Input Parameters:

<code>srq</code>	The SRQ to post the work request to
<code>recv_wr</code>	A list of work requests to post on the receive queue

#### Output Parameters:

<code>bad_recv_wr</code>	pointer to first rejected WR
--------------------------	------------------------------

#### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate

the reason for the failure.

**Description:**

**ibv\_post\_srq\_recv** posts a list of work requests to the specified SRQ. It stops processing the WRs from this list at the first failure (which can be detected immediately while requests are being posted), and returns this failing WR through the `bad_recv_wr` parameter.

The buffers used by a WR can only be safely reused after WR the request is fully executed and a work completion has been retrieved from the corresponding completion queue (CQ).

If a WR is being posted to a UD QP, the Global Routing Header (GRH) of the incoming message will be placed in the first 40 bytes of the buffer(s) in the scatter list. If no GRH is present in the incoming message, then the first 40 bytes will be undefined. This means that in all cases for UD QPs, the actual data of the incoming message will start at an offset of 40 bytes into the buffer(s) in the scatter list.

### 3.6.7 **ibv\_req\_notify\_cq**

**Template:**

```
int ibv_req_notify_cq(struct ibv_cq *cq, int solicited_only)
```

**Input Parameters:**

<code>cq</code>	struct <code>ibv_cq</code> from <b>ibv_create_cq</b>
<code>solicited_only</code>	only notify if WR is flagged as solicited

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_req\_notify\_cq** arms the notification mechanism for the indicated completion queue (CQ). When a completion queue entry (CQE) is placed on the CQ, a completion event will be sent to the completion channel (CC) associated with the CQ. If there is already a CQE in that CQ, an event won't be generated for this event. If the `solicited_only` flag is set, then only CQEs for WRs that had the solicited flag set will trigger the notification.

The user should use the **ibv\_get\_cq\_event** operation to receive the notification.

The notification mechanism will only be armed for one notification. Once a notification is sent, the mechanism must be re-armed with a new call to **ibv\_req\_notify\_cq**.

### 3.6.8 **ibv\_get\_cq\_event**

**Template:**

```
int ibv_get_cq_event(struct ibv_comp_channel *channel, struct ibv_cq **cq, void **cq_context)
```

**Input Parameters:**

<code>channel</code>	struct <code>ibv_comp_channel</code> from <b>ibv_create_comp_channel</b>
----------------------	--

**Output Parameters:**

<code>cq</code>	pointer to completion queue (CQ) associated with event
<code>cq_context</code>	user supplied context set in <b>ibv_create_cq</b>

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_get\_cq\_event** waits for a notification to be sent on the indicated completion channel (CC). Note that this is a blocking operation. The user should allocate pointers to a struct `ibv_cq` and a void to be passed into the function. They will be filled in with the appropriate values upon return. It is the user's responsibility to free these pointers.

Each notification sent MUST be acknowledged with the **ibv\_ack\_cq\_events** operation. Since the **ibv\_destroy\_cq** operation waits for all events to be acknowledged, it will hang if any events are not properly acknowledged.

Once a notification for a completion queue (CQ) is sent on a CC, that CQ is now "disarmed" and will not send any more notifications to the CC until it is rearmed again with a new call to the **ibv\_req\_notify\_cq** operation.

This operation only informs the user that a CQ has completion queue entries (CQE) to be processed, it does not actually process the CQEs. The user should use the **ibv\_poll\_cq** operation to process the CQEs.

**3.6.9 ibv\_ack\_cq\_events****Template:**

```
void ibv_ack_cq_events(struct ibv_cq *cq, unsigned int nevents)
```

**Input Parameters:**

<code>cq</code>	struct <code>ibv_cq</code> from <b>ibv_create_cq</b>
<code>nevents</code>	number of events to acknowledge (1...n)

**Output Parameters:**

None

**Return Value:**

None

**Description:**

**ibv\_ack\_cq\_events** acknowledges events received from **ibv\_get\_cq\_event**. Although each notification received from **ibv\_get\_cq\_event** counts as only one event, the user may acknowledge multiple events through a single call to **ibv\_ack\_cq\_events**. The number of events to acknowledge is passed in `nevents` and should be at least 1. Since this operation takes a mutex, it is somewhat expensive and acknowledging multiple events in one call may provide better performance.

See **ibv\_get\_cq\_event** for additional details.

### 3.6.10 ibv\_poll\_cq

**Template:**

```
int ibv_poll_cq(struct ibv_cq *cq, int num_entries, struct ibv_wc *wc)
```

**Input Parameters:**

<code>cq</code>	struct <code>ibv_cq</code> from <code>ibv_create_cq</code>
<code>num_entries</code>	maximum number of completion queue entries (CQE) to return

**Output Parameters:**

<code>wc</code>	CQE array
-----------------	-----------

**Return Value:**

Number of CQEs in array `wc` or -1 on error

**Description:**

**ibv\_poll\_cq** retrieves CQEs from a completion queue (CQ). The user should allocate an array of struct `ibv_wc` and pass it to the call in `wc`. The number of entries available in `wc` should be passed in `num_entries`. It is the user's responsibility to free this memory.

The number of CQEs actually retrieved is given as the return value.

CQs must be polled regularly to prevent an overrun. In the event of an overrun, the CQ will be shut down and an async event `IBV_EVENT_CQ_ERR` will be sent.

struct `ibv_wc` is defined as follows:

```
struct ibv_wc
{
    uint64_t                wr_id;
    enum ibv_wc_status      status;
    enum ibv_wc_opcode      opcode;
    uint32_t                vendor_err;
    uint32_t                byte_len;
    uint32_t                imm_data; /* network byte order */
    uint32_t                qp_num;
    uint32_t                src_qp;
    enum ibv_wc_flags       wc_flags;
    uint16_t                pkey_index;
    uint16_t                slid;
    uint8_t                 sl;
    uint8_t                 dlid_path_bits;
};
```

wr_id	user specified work request id as given in <b>ibv_post_send</b> or <b>ibv_post_recv</b>
status	IBV_WC_SUCCESS IBV_WC_LOC_LEN_ERR IBV_WC_LOC_QP_OP_ERR IBV_WC_LOC_EEC_OP_ERR IBV_WC_LOC_PROT_ERR IBV_WC_WR_FLUSH_ERR IBV_WC_MW_BIND_ERR IBV_WC_BAD_RESP_ERR IBV_WC_LOC_ACCESS_ERR IBV_WC_REM_INV_REQ_ERR IBV_WC_REM_ACCESS_ERR IBV_WC_REM_OP_ERR IBV_WC_RETRY_EXC_ERR IBV_WC_RNR_RETRY_EXC_ERR IBV_WC_LOC_RDD_VIOL_ERR IBV_WC_REM_INV_RD_REQ_ERR IBV_WC_REM_ABORT_ERR IBV_WC_INV_EECN_ERR IBV_WC_INV_EEC_STATE_ERR IBV_WC_FATAL_ERR IBV_WC_RESP_TIMEOUT_ERR IBV_WC_GENERAL_ERR
opcode	IBV_WC_SEND, IBV_WC_RDMA_WRITE, IBV_WC_RDMA_READ, IBV_WC_COMP_SWAP, IBV_WC_FETCH_ADD, IBV_WC_BIND_MW, IBV_WC_RECV= 1 << 7, IBV_WC_RECV_RDMA_WITH_IMM
vendor_err	vendor specific error
byte_len	number of bytes transferred
imm_data	immediate data
qp_num	local queue pair (QP) number
src_qp	remote QP number
wc_flags	see below
pkey_index	index of pkey (valid only for GSI QPs)
slid	source local identifier (LID)
sl	service level (SL)
dlid_path_bits	destination LID path bits
flags:	
IBV_WC_GRH	global route header (GRH) is present in UD packet
IBV_WC_WITH_IMM	immediate data value is valid

### 3.6.11 `ibv_init_ah_from_wc`

#### Template:

```
int ibv_init_ah_from_wc(struct ibv_context *context, uint8_t port_num,
                        struct ibv_wc *wc, struct ibv_grh *grh,
                        struct ibv_ah_attr *ah_attr)
```

#### Input Parameters:

context	struct <code>ibv_context</code> from <b>ibv_open_device</b> . This should be the device the completion queue entry (CQE) was received on.
port_num	physical port number (1..n) that CQE was received on
wc	received CQE from <b>ibv_poll_cq</b>
grh	global route header (GRH) from packet (see description)

#### Output Parameters:

ah_attr	address handle (AH) attributes
---------	--------------------------------

#### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

#### Description:

**ibv\_init\_ah\_from\_wc** initializes an AH with the necessary attributes to generate a response to a received datagram. The user should allocate a struct `ibv_ah_attr` and pass this in. If appropriate, the GRH from the received packet should be passed in as well. On UD connections the first 40 bytes of the received packet may contain a GRH. Whether or not this header is present is indicated by the `IBV_WC_GRH` flag of the CQE. If the GRH is not present on a packet on a UD connection, the first 40 bytes of a packet are undefined.

When the function **ibv\_init\_ah\_from\_wc** completes, the `ah_attr` will be filled in and the `ah_attr` may then be used in the **ibv\_create\_ah** function. The user is responsible for freeing `ah_attr`.

Alternatively, **ibv\_create\_ah\_from\_wc** may be used instead of this operation.

### 3.6.12 `ibv_create_ah_from_wc`

#### Template:

```
struct ibv_ah *ibv_create_ah_from_wc(struct ibv_pd *pd, struct ibv_wc *wc, struct ibv_grh
*grh, uint8_t port_num)
```

#### Input Parameters:

pd	protection domain (PD) from <b>ibv_alloc_pd</b>
wc	completion queue entry (CQE) from <b>ibv_poll_cq</b>
grh	global route header (GRH) from packet
port_num	physical port number (1..n) that CQE was received on

#### Output Parameters:

none

#### Return Value:



Created address handle (AH) on success or -1 on error

**Description:**

**ibv\_create\_ah\_from\_wc** combines the operations **ibv\_init\_ah\_from\_wc** and **ibv\_create\_ah**. See the description of those operations for details.

### 3.6.13 ibv\_attach\_mcast

**Template:**

```
int ibv_attach_mcast(struct ibv_qp *qp, const union ibv_gid *gid, uint16_t lid)
```

**Input Parameters:**

qp	QP to attach to the multicast group
gid	The multicast group GID
lid	The multicast group LID in host byte order

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**ibv\_attach\_mcast** attaches the specified QP, qp, to the multicast group whose multicast group GID is gid, and multicast LID is lid.

Only QPs of Transport Service Type IBV\_QPT\_UD may be attached to multicast groups.

In order to receive multicast messages, a join request for the multicast group must be sent to the subnet administrator (SA), so that the fabric's multicast routing is configured to deliver messages to the local port.

If a QP is attached to the same multicast group multiple times, the QP will still receive a single copy of a multicast message.

### 3.6.14 ibv\_detach\_mcast

**Template:**

```
int ibv_detach_mcast(struct ibv_qp *qp, const union ibv_gid *gid, uint16_t lid)
```

**Input Parameters:**

qp	QP to attach to the multicast group
gid	The multicast group GID
lid	The multicast group LID in host byte order

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate

the reason for the failure.

**Description:**

**ibv\_detach\_mcast** detaches the specified QP, qp, from the multicast group whose multicast group GID is gid, and multicast LID is lid.

## 3.7 Event Handling Operations

### 3.7.1 `ibv_get_async_event`

**Template:**

```
int ibv_get_async_event(struct ibv_context *context, struct ibv_async_event *event)
```

**Input Parameters:**

<code>context</code>	struct <code>ibv_context</code> from <code>ibv_open_device</code>
<code>event</code>	A pointer to use to return the async event

**Output Parameters:**

<code>event</code>	A pointer to the async event being sought
--------------------	---

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

`ibv_get_async_event` gets the next asynchronous event of the RDMA device context 'context' and returns it through the pointer 'event' which is an `ibv_async_event` struct. All async events returned by `ibv_get_async_event` must eventually be acknowledged with `ibv_ack_async_event`.

`ibv_get_async_event()` is a blocking function. If multiple threads call this function simultaneously, then when an async event occurs, only one thread will receive it, and it is not possible to predict which thread will receive it.

struct `ibv_async_event` is defined as follows:

```
struct ibv_async_event {
    union {
        struct ibv_cq *cq;           The CQ that got the event
        struct ibv_qp *qp;           The QP that got the event
        struct ibv_srq *srq;         The SRQ that got the event
        int    port_num;             The port number that got the event
    } element;
    enum ibv_event_type              event_type; Type of event
};
```

One member of the element union will be valid, depending on the `event_type` member of the structure. `event_type` will be one of the following events:

**QP events:**

<code>IBV_EVENT_QP_FATAL</code>	Error occurred on a QP and it transitioned to error state
<code>IBV_EVENT_QP_REQ_ERR</code>	Invalid Request Local Work Queue Error
<code>IBV_EVENT_QP_ACCESS_ERR</code>	Local access violation error
<code>IBV_EVENT_COMM_EST</code>	Communication was established on a QP
<code>IBV_EVENT_SQ_DRAINED</code>	Send Queue was drained of outstanding messages in progress
<code>IBV_EVENT_PATH_MIG</code>	A connection has migrated to the alternate path
<code>IBV_EVENT_PATH_MIG_ERR</code>	A connection failed to migrate to the alternate path
<code>IBV_EVENT_QP_LAST_WQE_REACHED</code>	Last WQE Reached on a QP associated with an SRQ

**CQ events:**

IBV\_EVENT\_CQ\_ERR CQ is in error (CQ overrun)

**SRQ events:**

IBV\_EVENT\_SRQ\_ERR Error occurred on an SRQ

IBV\_EVENT\_SRQ\_LIMIT\_REACHED SRQ limit was reached

**Port events:**

IBV\_EVENT\_PORT\_ACTIVE Link became active on a port

IBV\_EVENT\_PORT\_ERR Link became unavailable on a port

IBV\_EVENT\_LID\_CHANGE LID was changed on a port

IBV\_EVENT\_PKEY\_CHANGE P\_Key table was changed on a port

IBV\_EVENT\_SM\_CHANGE SM was changed on a port

IBV\_EVENT\_CLIENT\_REREGISTER SM sent a CLIENT\_REREGISTER request to a port

IBV\_EVENT\_GID\_CHANGE GID table was changed on a port

**CA events:**

IBV\_EVENT\_DEVICE\_FATAL CA is in FATAL state

**3.7.2 ib\_ack\_async\_event****Template:**

```
void ibv_ack_async_event(struct ibv_async_event *event)
```

**Input Parameters:**

event A pointer to the event to be acknowledged

**Output Parameters:**

None

**Return Value:**

None

**Description:**

All async events that `ibv_get_async_event()` returns must be acknowledged using `ibv_ack_async_event()`. To avoid races, destroying an object (CQ, SRQ or QP) will wait for all affiliated events for the object to be acknowledged; this avoids an application retrieving an affiliated event after the corresponding object has already been destroyed.

**3.7.3 ibv\_event\_type\_str****Template:**

```
const char *ibv_event_type_str(enum ibv_event_type event_type)
```

**Input Parameters:**

event\_type ibv\_event\_type enum value

**Output Parameters:**

None

**Return Value:**

A constant string which describes the enum value `event_type`

**Description:**

**ibv\_event\_type\_str** returns a string describing the event type enum value, `event_type`. `event_type` may be any one of the 19 different enum values describing different IB events.

```
ibv_event_type {
    IBV_EVENT_CQ_ERR,
    IBV_EVENT_QP_FATAL,
    IBV_EVENT_QP_REQ_ERR,
    IBV_EVENT_QP_ACCESS_ERR,
    IBV_EVENT_COMM_EST,
    IBV_EVENT_SQ_DRAINED,
    IBV_EVENT_PATH_MIG,
    IBV_EVENT_PATH_MIG_ERR,
    IBV_EVENT_DEVICE_FATAL,
    IBV_EVENT_PORT_ACTIVE,
    IBV_EVENT_PORT_ERR,
    IBV_EVENT_LID_CHANGE,
    IBV_EVENT_PKEY_CHANGE,
    IBV_EVENT_SM_CHANGE,
    IBV_EVENT_SRQ_ERR,
    IBV_EVENT_SRQ_LIMIT_REACHED,
    IBV_EVENT_QP_LAST_WQE_REACHED,
    IBV_EVENT_CLIENT_REREGISTER,
    IBV_EVENT_GID_CHANGE,
};
```

## 4 RDMA\_CM API

### 4.1 Event Channel Operations

#### 4.1.1 `rdma_create_event_channel`

**Template:**

```
struct rdma_event_channel * rdma_create_event_channel (void)
```

**Input Parameters:**

void                                  no arguments

**Output Parameters:**

none

**Return Value:**

A pointer to the created event channel, or NULL if the request fails. On failure, `errno` will be set to indicate the failure reason.

**Description:**

Opens an event channel used to report communication events. Asynchronous events are reported to users through event channels.

**Notes:**

Event channels are used to direct all events on an `rdma_cm_id`. For many clients, a single event channel may be sufficient, however, when managing a large number of connections or `cm_ids`, users may find it useful to direct events for different `cm_ids` to different channels for processing.

All created event channels must be destroyed by calling `rdma_destroy_event_channel`. Users should call `rdma_get_cm_event` to retrieve events on an event channel.

Each event channel is mapped to a file descriptor. The associated file descriptor can be used and manipulated like any other fd to change its behavior. Users may make the fd non-blocking, poll or select the fd, etc.

**See Also:**

`rdma_cm`, `rdma_get_cm_event`, `rdma_destroy_event_channel`

#### 4.1.2 `rdma_destroy_event_channel`

**Template:**

```
void rdma_destroy_event_channel (struct rdma_event_channel *channel)
```

**Input Parameters:**

channel                                  The communication channel to destroy.

**Output Parameters:**

none

**Return Value:**

none

**Description:**

Close an event communication channel. Release all resources associated with an event channel and closes the associated file descriptor.

**Notes:**

All `rdma_cm_id`'s associated with the event channel must be destroyed, and all returned events must be acked before calling this function.

**See Also:**

`rdma_create_event_channel`, `rdma_get_cm_event`, `rdma_ack_cm_event`

## 4.2 Connection Manager (CM) ID Operations

### 4.2.1 rdma\_create\_id

**Template:**

```
int rdma_create_id(struct rdma_event_channel *channel, struct rdma_cm_id **id, void
*context, enum rdma_port_space ps)
```

**Input Parameters:**

channel	The communication channel that events associated with the allocated rdma_cm_id will be reported on.
id	A reference where the allocated communication identifier will be returned.
context	User specified context associated with the rdma_cm_id.
ps	RDMA port space.

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

**Description:**

Creates an identifier that is used to track communication information.

**Notes:**

rdma\_cm\_ids are conceptually equivalent to a socket for RDMA communication. The difference is that RDMA communication requires explicitly binding to a specified RDMA device before communication can occur, and most operations are asynchronous in nature. Communication events on an rdma\_cm\_id are reported through the associated event channel. Users must release the rdma\_cm\_id by calling rdma\_destroy\_id.

PORT SPACES	Details of the services provided by the different port spaces are outlined below.
RDMA_PS_TCP	Provides reliable, connection-oriented QP communication. Unlike TCP, the RDMA port space provides message, not stream, based communication.
RDMA_PS_UDP	Provides unreliable, connection less QP communication. Supports both datagram and multicast communication.

**See Also:**

rdma\_cm, rdma\_create\_event\_channel, rdma\_destroy\_id, rdma\_get\_devices, rdma\_bind\_addr, rdma\_resolve\_addr, rdma\_connect, rdma\_listen, rdma\_set\_option

### 4.2.2 rdma\_destroy\_id

**Template:**

```
int rdma_destroy_id (struct rdma_cm_id *id)
```



**Input Parameters:**

`id`                                The communication identifier to destroy.

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

Destroys the specified `rdma_cm_id` and cancels any outstanding asynchronous operation.

**Notes:**

Users must free any associated QP with the `rdma_cm_id` before calling this routine and ack an related events.

**See Also:**

`rdma_create_id`, `rdma_destroy_qp`, `rdma_ack_cm_event`

### 4.2.3 `rdma_migrate_id`

**Template:**

```
int rdma_migrate_id(struct rdma_cm_id *id, struct rdma_event_channel *channel)
```

**Input Parameters:**

`id`                                An existing RDMA communication identifier to migrate  
`channel`                           The new event channel for `rdma_cm_id` events

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**`rdma_migrate_id`** migrates a communication identifier to a different event channel and moves any pending events associated with the `rdma_cm_id` to the new channel.

No polling for events on the `rdma_cm_id`'s current channel nor running of any routines on the `rdma_cm_id` should be done while migrating between channels. `rdma_migrate_id` will block while there are any unacknowledged events on the current event channel.

If the channel parameter is NULL, then the specified `rdma_cm_id` will be placed into synchronous operation mode. All calls on the `id` will block until the operation completes.

### 4.2.4 `rdma_set_option`

**Template:**

int **rdma\_set\_option**(struct rdma\_cm\_id \*id, int level, int optname, void \*optval, size\_t optlen)

**Input Parameters:**

id	RDMA communication identifier
level	Protocol level of the option to set
optname	Name of the option to set
optval	Reference to the option data
optlen	The size of the option data (optval) buffer

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

**Description:**

**rdma\_set\_option** sets communication options for an rdma\_cm\_id. Option levels and details may be found in the enums in the relevant header files.

## 4.2.5 rdma\_create\_ep

**Template:**

int **rdma\_create\_ep**(struct rdma\_cm\_id \*\*id, struct rdma\_addrinfo \*res, struct ibv\_pd \*pd, struct ibv\_qp\_init\_attr \*qp\_init\_attr)

**Input Parameters:**

id	A reference where the allocated communication identifier will be returned
res	Address information associated with the rdma_cm_id returned from rdma_getaddrinfo
pd	Optional protection domain if a QP is associated with the rdma_cm_id
qp_init_attr	Optional initial QP attributes

**Output Parameters:**

id                      The communication identifier is returned through this reference

**Return Value:**

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure

**Description:**

**rdma\_create\_ep** creates an identifier and optional QP used to track communication information.

If qp\_init\_attr is not NULL, then a QP will be allocated and associated with the rdma\_cm\_id, id. If a protection domain (PD) is provided, then the QP will be created on that PD. Otherwise the QP will be allocated on a default PD.

The `rdma_cm_id` will be set to use synchronous operations (connect, listen and get\_request). To use asynchronous operations, `rdma_cm_id` must be migrated to a user allocated event channel using `rdma_migrate_id`.

`rdm_cm_id` must be released after use, using `rdma_destroy_ep`.

`struct rdma_addrinfo` is defined as follows:

```
struct rdma_addrinfo {
    int                ai_flags;
    int                ai_family;
    int                ai_qp_type;
    int                ai_port_space;
    socklen_t          ai_src_len;
    socklen_t          ai_dst_len;
    struct sockaddr    *ai_src_addr;
    struct sockaddr    *ai_dst_addr;
    char               *ai_src_canonname;
    char               *ai_dst_canonname;
    size_t             ai_route_len;
    void               *ai_route;
    size_t             ai_connect_len;
    void               *ai_connect;
    struct rdma_addrinfo *ai_next;
};
```

<code>ai_flags</code>	Hint flags which control the operation. Supported flags are: <code>RAI_PASSIVE</code> , <code>RAI_NUMERICHOST</code> and <code>RAI_NOROUTE</code>
<code>ai_family</code>	Address family for the source and destination address ( <code>AF_INET</code> , <code>AF_INET6</code> , <code>AF_IB</code> )
<code>ai_qp_type</code>	The type of RDMA QP used
<code>ai_port_space</code>	RDMA port space used ( <code>RDMA_PS_UDP</code> or <code>RDMA_PS_TCP</code> )
<code>ai_src_len</code>	Length of the source address referenced by <code>ai_src_addr</code>
<code>ai_dst_len</code>	Length of the destination address referenced by <code>ai_dst_addr</code>
<code>*ai_src_addr</code>	Address of local RDMA device, if provided
<code>*ai_dst_addr</code>	Address of destination RDMA device, if provided
<code>*ai_src_canonname</code>	The canonical for the source
<code>*ai_dst_canonname</code>	The canonical for the destination
<code>ai_route_len</code>	Size of the routing information buffer referenced by <code>ai_route</code> .
<code>*ai_route</code>	Routing information for RDMA transports that require routing data as part of connection establishment
<code>ai_connect_len</code>	Size of connection information referenced by <code>ai_connect</code>
<code>*ai_connect</code>	Data exchanged as part of the connection establishment process
<code>*ai_next</code>	Pointer to the next <code>rdma_addrinfo</code> structure in the list

## 4.2.6 rdma\_destroy\_ep

**Template:**

```
int rdma_destroy_ep (struct rdma_cm_id *id)
```

**Input Parameters:**

`id` The communication identifier to destroy

#### Output Parameters:

None

#### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure

#### Description:

**`rdma_destroy_ep`** destroys the specified `rdma_cm_id` and all associated resources, including QPs associated with the `id`.

### 4.2.7 `rdma_resolve_addr`

#### Template:

```
int rdma_resolve_addr (struct rdma_cm_id *id, struct sockaddr *src_addr, struct sockaddr
*dst_addr, int timeout_ms)
```

#### Input Parameters:

<code>id</code>	RDMA identifier.
<code>src_addr</code>	Source address information. This parameter may be NULL.
<code>dst_addr</code>	Destination address information.
<code>timeout_ms</code>	Time to wait for resolution to complete.

#### Output Parameters:

None

#### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

#### Description:

**`rdma_resolve_addr`** resolves destination and optional source addresses from IP addresses to an RDMA address. If successful, the specified `rdma_cm_id` will be bound to a local device.

#### Notes:

This call is used to map a given destination IP address to a usable RDMA address. The IP to RDMA address mapping is done using the local routing tables, or via ARP. If a source address is given, the `rdma_cm_id` is bound to that address, the same as if `rdma_bind_addr` were called. If no source address is given, and the `rdma_cm_id` has not yet been bound to a device, then the `rdma_cm_id` will be bound to a source address based on the local routing tables. After this call, the `rdma_cm_id` will be bound to an RDMA device. This call is typically made from the active side of a connection before calling `rdma_resolve_route` and `rdma_connect`.

#### InfiniBand Specific

This call maps the destination and, if given, source IP addresses to GIDs. In order to perform the mapping, IPoIB must be running on both the local and remote nodes.

**See Also:**

rdma\_create\_id, rdma\_resolve\_route, rdma\_connect, rdma\_create\_qp, rdma\_get\_cm\_event, rdma\_bind\_addr, rdma\_get\_src\_port, rdma\_get\_dst\_port, rdma\_get\_local\_addr, rdma\_get\_peer\_addr

**4.2.8 rdma\_bind\_addr****Template:**

```
int rdma_bind_addr (struct rdma_cm_id *id, struct sockaddr *addr)
```

**Input Parameters:**

id	RDMA identifier.
addr	Local address information. Wildcard values are permitted.

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

**Description:**

**rdma\_bind\_addr** associates a source address with an rdma\_cm\_id. The address may be wildcarded. If binding to a specific local address, the rdma\_cm\_id will also be bound to a local RDMA device.

**Notes:**

Typically, this routine is called before calling rdma\_listen to bind to a specific port number, but it may also be called on the active side of a connection before calling rdma\_resolve\_addr to bind to a specific address. If used to bind to port 0, the rdma\_cm will select an available port, which can be retrieved with rdma\_get\_src\_port.

**See Also:**

rdma\_create\_id, rdma\_listen, rdma\_resolve\_addr, rdma\_create\_qp, rdma\_get\_local\_addr, rdma\_get\_src\_port

**4.2.9 rdma\_resolve\_route****Template:**

```
int rdma_resolve_route (struct rdma_cm_id *id, int timeout_ms)
```

**Input Parameters:**

id	RDMA identifier.
addr	Local address information. Wildcard values are permitted.

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_resolve\_route** resolves an RDMA route to the destination address in order to establish a connection. The destination must already have been resolved by calling `rdma_resolve_addr`. Thus this function is called on the client side after `rdma_resolve_addr` but before calling `rdma_connect`. For InfiniBand connections, the call obtains a path record which is used by the connection.

## 4.2.10 rdma\_listen

**Template:**

```
int rdma_listen(struct rdma_cm_id *id, int backlog)
```

**Input Parameters:**

<code>id</code>	RDMA communication identifier
<code>backlog</code>	The backlog of incoming connection requests

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_listen** initiates a listen for incoming connection requests or datagram service lookup. The listen is restricted to the locally bound source address.

Please note that the `rdma_cm_id` must already have been bound to a local address by calling `rdma_bind_addr` before calling `rdma_listen`. If the `rdma_cm_id` is bound to a specific IP address, the listen will be restricted to that address and the associated RDMA device. If the `rdma_cm_id` is bound to an RDMA port number only, the listen will occur across all RDMA devices.

## 4.2.11 rdma\_connect

**Template:**

```
int rdma_connect(struct rdma_cm_id *id, struct rdma_conn_param *conn_param)
```

**Input Parameters:**

<code>id</code>	RDMA communication identifier
<code>conn_param</code>	Optional connection parameters

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate

the reason for the failure.

### Description:

**rdma\_connect** initiates an active connection request. For a connected `rdma_cm_id`, `id`, the call initiates a connection request to a remote destination. or an unconnected `rdma_cm_id`, it initiates a lookup of the remote QP providing the datagram service. The user must already have resolved a route to the destination address by having called `rdma_resolve_route` or `rdma_create_ep` before calling this method.

For InfiniBand specific connections, the QPs are configured with minimum RNR NAK timer and local ACK values. The minimum RNR NAK timer value is set to 0, for a delay of 655 ms. The local ACK timeout is calculated based on the packet lifetime and local HCA ACK delay. The packet lifetime is determined by the InfiniBand Subnet Administrator and is part of the resolved route (path record) information. The HCA ACK delay is a property of the locally used HCA. Retry count and RNR retry count values are 3-bit values.

Connections established over iWarp RDMA devices currently require that the active side of the connection send the first message.

`struct rdma_conn_param` is defined as follows:

```
struct rdma_conn_param {
    const void *private_data;
    uint8_t private_data_len;
    uint8_t responder_resources;
    uint8_t initiator_depth;
    uint8_t flow_control;
    uint8_t retry_count;                ignored when accepting
    uint8_t rnr_retry_count;
    uint8_t srq;                        ignored if QP created on the rdma_cm_id
    uint32_t qp_num;                   ignored if QP created on the rdma_cm_id
};
```

Here is a more detailed description of the `rdma_conn_param` structure members:

<code>private_data</code>	References a user-controlled data buffer. The contents of the buffer are copied and transparently passed to the remote side as part of the communication request. May be NULL if <code>private_data</code> is not required.
<code>private_data_len</code>	Specifies the size of the user-controlled data buffer. Note that the actual amount of data transferred to the remote side is transport dependent and may be larger than that requested.
<code>responder_resources</code>	The maximum number of outstanding RDMA read and atomic operations that the local side will accept from the remote side. Applies only to RDMA_PS_TCP. This value must be less than or equal to the local RDMA device attribute <code>max_qp_rd_atom</code> and remote RDMA device attribute <code>max_qp_init_rd_atom</code> . The remote endpoint can adjust this value when accepting the connection.
<code>initiator_depth</code>	The maximum number of outstanding RDMA read and atomic operations that the local side will have to the remote side. Applies only to RDMA_PS_TCP. This value must be less than or equal to the local RDMA device attribute <code>max_qp_init_rd_atom</code> .

and remote RDMA device attribute `max_qp_rd_atom`. The remote endpoint can adjust this value when accepting the connection.

<code>flow_control</code>	Specifies if hardware flow control is available. This value is exchanged with the remote peer and is not used to configure the QP. Applies only to <code>RDMA_PS_TCP</code> .
<code>retry_count</code>	The maximum number of times that a data transfer operation should be retried on the connection when an error occurs. This setting controls the number of times to retry send, RDMA, and atomic operations when timeouts occur. Applies only to <code>RDMA_PS_TCP</code> .
<code>nr_retry_count</code>	The maximum number of times that a send operation from the remote peer should be retried on a connection after receiving a receiver not ready (RNR) error. RNR errors are generated when a send request arrives before a buffer has been posted to receive the incoming data. Applies only to <code>RDMA_PS_TCP</code> .
<code>srq</code>	Specifies if the QP associated with the connection is using a shared receive queue. This field is ignored by the library if a QP has been created on the <code>rdma_cm_id</code> . Applies only to <code>RDMA_PS_TCP</code> .
<code>qp_num</code>	Specifies the QP number associated with the connection. This field is ignored by the library if a QP has been created on the <code>rdma_cm_id</code> . Applies only to <code>RDMA_PS_TCP</code> .

## 4.2.12 `rdma_get_request`

### Template:

```
int rdma_get_request (struct rdma_cm_id *listen, struct rdma_cm_id **id)
```

### Input Parameters:

<code>listen</code>	Listening <code>rdma_cm_id</code>
<code>id</code>	<code>rdma_cm_id</code> associated with the new connection

### Output Parameters:

<code>id</code>	A pointer to <code>rdma_cm_id</code> associated with the request
-----------------	--

### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

### Description:

**`rdma_get_request`** retrieves the next pending connection request event. The call may only be used on listening `rdma_cm_ids` operating synchronously. If the call is successful, a new `rdma_cm_id` (`id`) representing the connection request will be returned to the user. The new `rdma_cm_id` will reference event information associated with the request until the user calls



`rdma_reject`, `rdma_accept`, or `rdma_destroy_id` on the newly created identifier. For a description of the event data, see `rdma_get_cm_event`.

If QP attributes are associated with the listening endpoint, the returned `rdma_cm_id` will also reference an allocated QP.

### 4.2.13 `rdma_accept`

**Template:**

```
int rdma_accept(struct rdma_cm_id *id, struct rdma_conn_param *conn_param)
```

**Input Parameters:**

<code>id</code>	RDMA communication identifier
<code>conn_param</code>	Optional connection parameters (described under <code>rdma_connect</code> )

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**`rdma_accept`** is called from the listening side to accept a connection or datagram service lookup request.

Unlike the socket accept routine, `rdma_accept` is not called on a listening `rdma_cm_id`. Instead, after calling `rdma_listen`, the user waits for an `RDMA_CM_EVENT_CONNECT_REQUEST` event to occur. Connection request events give the user a newly created `rdma_cm_id`, similar to a new socket, but the `rdma_cm_id` is bound to a specific RDMA device. `rdma_accept` is called on the new `rdma_cm_id`.

### 4.2.14 `rdma_reject`

**Template:**

```
int rdma_reject(struct rdma_cm_id *id, const void *private_data, uint8_t private_data_len)
```

**Input Parameters:**

<code>id</code>	RDMA communication identifier
<code>private_data</code>	Optional private data to send with the reject message
<code>private_data_len</code>	Size (in bytes) of the private data being sent

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_reject** is called from the listening side to reject a connection or datagram service lookup request.

After receiving a connection request event, a user may call **rdma\_reject** to reject the request. The optional private data will be passed to the remote side if the underlying RDMA transport supports private data in the reject message.

#### 4.2.15 rdma\_notify

**Template:**

```
int rdma_notify(struct rdma_cm_id *id, enum ibv_event_type event)
```

**Input Parameters:**

id	RDMA communication identifier
event	Asynchronous event

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_notify** is used to notify the `librdmacm` of asynchronous events which have occurred on a QP associated with the `rdma_cm_id`, `id`.

Asynchronous events that occur on a QP are reported through the user's device event handler. This routine is used to notify the `librdmacm` of communication events. In most cases, use of this routine is not necessary, however if connection establishment is done out of band (such as done through InfiniBand), it is possible to receive data on a QP that is not yet considered connected. This routine forces the connection into an established state in this case in order to handle the rare situation where the connection never forms on its own. Calling this routine ensures the delivery of the `RDMA_CM_EVENT_ESTABLISHED` event to the application. Events that should be reported to the CM are: `IB_EVENT_COMM_EST`.

#### 4.2.16 rdma\_disconnect

**Template:**

```
int rdma_disconnect(struct rdma_cm_id *id)
```

**Input Parameters:**

id	RDMA communication identifier
----	-------------------------------

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_disconnect** disconnects a connection and transitions any associated QP to the error state. This action will result in any posted work requests being flushed to the completion queue. **rdma\_disconnect** may be called by both the client and server side of the connection. After successfully disconnecting, an **RDMA\_CM\_EVENT\_DISCONNECTED** event will be generated on both sides of the connection.

**4.2.17 rdma\_get\_src\_port****Template:**

```
uint16_t rdma_get_src_port(struct rdma_cm_id *id)
```

**Input Parameters:**

id                                      RDMA communication identifier

**Output Parameters:**

None

**Return Value:**

Returns the 16-bit port number associated with the local endpoint of 0 if the **rdma\_cm\_id**, **id**, is not bound to a port

**Description:**

**rdma\_get\_src\_port** retrieves the local port number for an **rdma\_cm\_id** (**id**) which has been bound to a local address. If the **id** is not bound to a port, the routine will return 0.

**4.2.18 rdma\_get\_dst\_port****Template:**

```
uint16_t rdma_get_dst_port(struct rdma_cm_id *id)
```

**Input Parameters:**

id                                      RDMA communication identifier

**Output Parameters:**

None

**Return Value:**

Returns the 16-bit port number associated with the peer endpoint of 0 if the **rdma\_cm\_id**, **id**, is not connected

**Description:**

**rdma\_get\_dst\_port** retrieves the port associated with the peer endpoint. If the **rdma\_cm\_id**, **id**, is not connected, then the routine will return 0.

**4.2.19 rdma\_get\_local\_addr****Template:**

```
struct sockaddr *rdma_get_local_addr(struct rdma_cm_id *id)
```

**Input Parameters:**

id                                      RDMA communication identifier

**Output Parameters:**

None

**Return Value:**

Returns a pointer to the local sockaddr address of the rdma\_cm\_id, id. If the id is not bound to an address, then the contents of the sockaddr structure will be set to all zeros

**Description:**

**rdma\_get\_local\_addr** retrieves the local IP address for the rdma\_cm\_id which has been bound to a local device.

## 4.2.20 rdma\_get\_peer\_addr

**Template:**

```
struct sockaddr * rdma_get_peer_addr (struct rdma_cm_id *id)
```

**Input Parameters:**

id                                      RDMA communication identifier

**Output Parameters:**

None

**Return Value:**

A pointer to the sockaddr address of the connected peer. If the rdma\_cm\_id is not connected, then the contents of the sockaddr structure will be set to all zeros

**Description:**

**rdma\_get\_peer\_addr** retrieves the remote IP address of a bound rdma\_cm\_id.

## 4.2.21 rdma\_get\_devices

**Template:**

```
struct ibv_context ** rdma_get_devices (int *num_devices)
```

**Input Parameters:**

num\_devices                              If non-NULL, set to the number of devices returned

**Output Parameters:**

num\_devices                              Number of RDMA devices currently available

**Return Value:**

Array of available RDMA devices on success or NULL if the request fails

**Description:**

**rdma\_get\_devices** retrieves an array of RDMA devices currently available. Devices remain opened while librdmacm is loaded and the array must be released by calling **rdma\_free\_devices**.

#### 4.2.22 rdma\_free\_devices

**Template:**

```
void rdma_free_devices (struct ibv_context **list)
```

**Input Parameters:**

list                      List of devices returned from **rdma\_get\_devices**

**Output Parameters:**

None

**Return Value:**

None

**Description:**

**rdma\_free\_devices** frees the device array returned by the **rdma\_get\_devices** routine.

#### 4.2.23 rdma\_getaddrinfo

**Template:**

```
int rdma_getaddrinfo(char *node, char *service, struct rdma_addrinfo *hints, struct
rdma_addrinfo **res)
```

**Input Parameters:**

node	Optional: name, dotted-decimal IPv4 or IPv6 hex address to resolve
service	The service name or port number of the address
hints	Reference to an <b>rdma_addrinfo</b> structure containing hints about the type of service the caller supports resA pointer to a linked list of <b>rdma_addrinfo</b> structures containing response information

**Output Parameters:**

res	An <b>rdma_addrinfo</b> structure which returns information needed to establish communication
-----	---

**Return Value:**

0 on success, -1 on error. If the call fails, **errno** will be set to indicate the reason for the failure.

**Description:**

**rdma\_getaddrinfo** provides transport independent address translation. It resolves the destination node and service address and returns information required to establish device communication. It is the functional equivalent of **getaddrinfo**.

Please note that either node or service must be provided. If hints are provided, the operation will be controlled by hints.ai\_flags. If RAI\_PASSIVE is specified, the call will resolve address information for use on the passive side of a connection.

The rdma\_addrinfo structure is described under the rdma\_create\_ep routine.

#### 4.2.24 rdma\_freeaddrinfo

**Template:**

```
void rdma_freeaddrinfo(struct rdma_addrinfo *res)
```

**Input Parameters:**

res                                The rdma\_addrinfo structure to free

**Output Parameters:**

None

**Return Value:**

None

**Description:**

**rdma\_freeaddrinfo** releases the rdma\_addrinfo (res) structure returned by the rdma\_getaddrinfo routine. Note that if ai\_next is not NULL, rdma\_freeaddrinfo will free the entire list of addrinfo structures.

#### 4.2.25 rdma\_create\_qp

**Template:**

```
int rdma_create_qp (struct rdma_cm_id *id, struct ibv_pd *pd, struct ibv_qp_init_attr
*qp_init_attr)
```

**Input Parameters:**

id                                RDMA identifier.  
pd                                protection domain for the QP.  
qp\_init\_attr                    initial QP attributes.

**Output Parameters:**

qp\_init\_attr The actual capabilities and properties of the created QP are returned through this structure

**Return Value:**

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

**Description:**

**rdma\_create\_qp** allocates a QP associated with the specified rdma\_cm\_id and transitions it for sending and receiving. The actual capabilities and properties of the created QP will be returned to the user through the qp\_init\_attr parameter.

**Notes:**

The `rdma_cm_id` must be bound to a local RDMA device before calling this function, and the protection domain must be for that same device. QPs allocated to an `rdma_cm_id` are automatically transitioned by the `librdmacm` through their states. After being allocated, the QP will be ready to handle posting of receives. If the QP is unconnected, it will be ready to post sends.

**See Also:**

`rdma_bind_addr`, `rdma_resolve_addr`, `rdma_destroy_qp`, `ibv_create_qp`, `ibv_modify_qp`

## 4.2.26 `rdma_destroy_qp`

**Template:**

```
void rdma_destroy_qp (struct rdma_cm_id *id)
```

**Input Parameters:**

`id` RDMA identifier.

**Output Parameters:**

none

**Return Value:**

none

**Description:**

**`rdma_destroy_qp`** destroys a QP allocated on the `rdma_cm_id`.

**Notes:**

Users must destroy any QP associated with an `rdma_cm_id` before destroying the ID.

**See Also:**

`rdma_create_qp`, `rdma_destroy_id`, `ibv_destroy_qp`

## 4.2.27 `rdma_join_multicast`

**Template:**

```
int rdma_join_multicast (struct rdma_cm_id *id, struct sockaddr *addr, void *context)
```

**Input Parameters:**

`id` Communication identifier associated with the request.  
`addr` Multicast address identifying the group to join.  
`context` User-defined context associated with the join request.

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_join\_multicast** joins a multicast group and attaches an associated QP to the group.

**Notes:**

Before joining a multicast group, the `rdma_cm_id` must be bound to an RDMA device by calling `rdma_bind_addr` or `rdma_resolve_addr`. Use of `rdma_resolve_addr` requires the local routing tables to resolve the multicast address to an RDMA device, unless a specific source address is provided. The user must call `rdma_leave_multicast` to leave the multicast group and release any multicast resources. After the join operation completes, any associated QP is automatically attached to the multicast group, and the join context is returned to the user through the `private_data` field in the `rdma_cm_event`.

**See Also:**

`rdma_leave_multicast`, `rdma_bind_addr`, `rdma_resolve_addr`, `rdma_create_qp`,  
`rdma_get_cm_event`

**4.2.28 rdma\_leave\_multicast****Template:**

```
int rdma_leave_multicast (struct rdma_cm_id *id, struct sockaddr *addr)
```

**Input Parameters:**

<code>id</code>	Communication identifier associated with the request.
<code>addr</code>	Multicast address identifying the group to leave.

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_leave\_multicast** leaves a multicast group and detaches an associated QP from the group.

**Notes:**

Calling this function before a group has been fully joined results in canceling the join operation. Users should be aware that messages received from the multicast group may still be queued for completion processing immediately after leaving a multicast group. Destroying an `rdma_cm_id` will automatically leave all multicast groups.

**See Also:**

`rdma_join_multicast`, `rdma_destroy_qp`



## 4.3 Event Handling Operations

### 4.3.1 rdma\_get\_cm\_event

**Template:**

```
int rdma_get_cm_event (struct rdma_event_channel *channel, struct rdma_cm_event
**event)
```

**Input Parameters:**

channel	Event channel to check for events.
event	Allocated information about the next communication event.

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, errno will be set to indicate the reason for the failure.

**Description:**

Retrieves a communication event. If no events are pending, by default, the call will block until an event is received.

**Notes:**

The default synchronous behavior of this routine can be changed by modifying the file descriptor associated with the given channel. All events that are reported must be acknowledged by calling rdma\_ack\_cm\_event. Destruction of an rdma\_cm\_id will block until related events have been acknowledged.

**Event Data**

Communication event details are returned in the rdma\_cm\_event structure. This structure is allocated by the rdma\_cm and released by the rdma\_ack\_cm\_event routine. Details of the rdma\_cm\_event structure are given below.

id	The rdma_cm identifier associated with the event. If the event type is RDMA_CM_EVENT_CONNECT_REQUEST, then this references a new id for that communication.
listen_id	For RDMA_CM_EVENT_CONNECT_REQUEST event types, this references the corresponding listening request identifier.
event	Specifies the type of communication event which occurred. See EVENT TYPES below.
status	Returns any asynchronous error information associated with an event. The status is zero unless the corresponding operation failed.
param	Provides additional details based on the type of event. Users should select the conn or ud subfields based on the rdma_port_space of the rdma_cm_id associated with the event. See UD EVENT DATA and CONN EVENT DATA below.

**UD Event Data**

Event parameters related to unreliable datagram (UD) services:

RDMA\_PS\_UDP and RDMA\_PS\_IPOIB. The UD event data is valid for RDMA\_CM\_EVENT\_ESTABLISHED and RDMA\_CM\_EVENT\_MULTICAST\_JOIN events, unless stated otherwise.

private_data	References any user-specified data associated with RDMA_CM_EVENT_CONNECT_REQUEST or RDMA_CM_EVENT_ESTABLISHED events. The data referenced by this field matches that specified by the remote side when calling rdma_connect or rdma_accept. This field is NULL if the event does not include private data. The buffer referenced by this pointer is deallocated when calling rdma_ack_cm_event.
private_data_len	The size of the private data buffer. Users should note that the size of the private data buffer may be larger than the amount of private data sent by the remote side. Any additional space in the buffer will be zeroed out.
ah_attr	Address information needed to send data to the remote endpoint(s). Users should use this structure when allocating their address handle.
qp_num	QP number of the remote endpoint or multicast group.
qkey	QKey needed to send data to the remote endpoint(s).

#### Conn Event Data

Event parameters related to connected QP services: RDMA\_PS\_TCP. The connection related event data is valid for RDMA\_CM\_EVENT\_CONNECT\_REQUEST and RDMA\_CM\_EVENT\_ESTABLISHED events, unless stated otherwise.

private_data	References any user-specified data associated with the event. The data referenced by this field matches that specified by the remote side when calling rdma_connect or rdma_accept. This field is NULL if the event does not include private data. The buffer referenced by this pointer is deallocated when calling rdma_ack_cm_event.
private_data_len	The size of the private data buffer. Users should note that the size of the private data buffer may be larger than the amount of private data sent by the remote side. Any additional space in the buffer will be zeroed out.
responder_resources	The number of responder resources requested of the recipient. This field matches the initiator depth specified by the remote node when calling rdma_connect and rdma_accept.
initiator_depth	The maximum number of outstanding RDMA read/atomic operations that the recipient may have outstanding. This field matches the responder resources specified by the remote node when calling rdma_connect and rdma_accept.
flow_control	Indicates if hardware level flow control is provided by the sender.
retry_count	For RDMA_CM_EVENT_CONNECT_REQUEST events only, indicates the number of times that the recipient should retry send operations.
nr_retry_count	The number of times that the recipient should retry receiver not ready (RNR) NACK errors.
srq	Specifies if the sender is using a shared-receive queue.
qp_num	Indicates the remote QP number for the connection.

## Event Types

The following types of communication events may be reported.

### RDMA\_CM\_EVENT\_ADDR\_RESOLVED

Address resolution (rdma\_resolve\_addr) completed successfully.

### RDMA\_CM\_EVENT\_ADDR\_ERROR

Address resolution (rdma\_resolve\_addr) failed.

### RDMA\_CM\_EVENT\_ROUTE\_RESOLVED

Route resolution (rdma\_resolve\_route) completed successfully.

### RDMA\_CM\_EVENT\_ROUTE\_ERROR

Route resolution (rdma\_resolve\_route) failed.

### RDMA\_CM\_EVENT\_CONNECT\_REQUEST

Generated on the passive side to notify the user of a new connection request.

### RDMA\_CM\_EVENT\_CONNECT\_RESPONSE

Generated on the active side to notify the user of a successful response to a connection request. It is only generated on rdma\_cm\_id's that do not have a QP associated with them.

### RDMA\_CM\_EVENT\_CONNECT\_ERROR

Indicates that an error has occurred trying to establish or a connection. May be generated on the active or passive side of a connection.

### RDMA\_CM\_EVENT\_UNREACHABLE

Generated on the active side to notify the user that the remote server is not reachable or unable to respond to a connection request.

### RDMA\_CM\_EVENT\_REJECTED

Indicates that a connection request or response was rejected by the remote end point.

### RDMA\_CM\_EVENT\_ESTABLISHED

Indicates that a connection has been established with the remote end point.

### RDMA\_CM\_EVENT\_DISCONNECTED

The connection has been disconnected.

### RDMA\_CM\_EVENT\_DEVICE\_REMOVAL

The local RDMA device associated with the rdma\_cm\_id has been removed. Upon receiving this event, the user must destroy the related rdma\_cm\_id.

### RDMA\_CM\_EVENT\_MULTICAST\_JOIN

The multicast join operation (rdma\_join\_multicast) completed successfully.

### RDMA\_CM\_EVENT\_MULTICAST\_ERROR

An error either occurred joining a multicast group, or, if the group had already been joined, on an existing group. The specified multicast group is no longer accessible and should be rejoined, if desired.

### RDMA\_CM\_EVENT\_ADDR\_CHANGE

The network device associated with this ID through address resolution changed its HW address, eg following of bonding failover. This event can serve as a hint for applications who want the links used for their RDMA sessions to align with the network stack.

### RDMA\_CM\_EVENT\_TIMEWAIT\_EXIT

The QP associated with a connection has exited its timewait state and is now ready to be re-used. After a QP has been disconnected, it is maintained in a timewait state to allow any in

flight packets to exit the network. After the timewait state has completed, the `rdma_cm` will report this event.

**See Also:**

`rdma_ack_cm_event`, `rdma_create_event_channel`, `rdma_resolve_addr`, `rdma_resolve_route`, `rdma_connect`, `rdma_listen`, `rdma_join_multicast`, `rdma_destroy_id`, `rdma_event_str`

### 4.3.2 `rdma_ack_cm_event`

**Template:**

`int rdma_ack_cm_event (struct rdma_cm_event *event)`

**Input Parameters:**

`event`                      Event to be released.

**Output Parameters:**

none

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

`rdma_ack_cm_event` frees a communication event. All events which are allocated by `rdma_get_cm_event` must be released, there should be a one-to-one correspondence between successful gets and acks. This call frees the event structure and any memory that it references.

**See Also:**

`rdma_get_cm_event`, `rdma_destroy_id`

### 4.3.3 `rdma_event_str`

**Template:**

`char *rdma_event_str (enum rdma_cm_event_type event)`

**Input Parameters:**

`event`                      Asynchronous event.

**Output Parameters:**

none

**Return Value:**

A pointer to a static character string corresponding to the event

**Description:**

`rdma_event_str` returns a string representation of an asynchronous event.

**See Also:**

`rdma_get_cm_event`

## 5 RDMA Verbs API

### 5.1 Protection Domain Operations

#### 5.1.1 `rdma_reg_msgs`

**Template:**

```
struct ibv_mr *rdma_reg_msgs(struct rdma_cm_id *id, void *addr, size_t length)
```

**Input Parameters:**

<code>id</code>	A reference to the communication identifier where the message buffer(s) will be used
<code>addr</code>	The address of the memory buffer(s) to register
<code>length</code>	The total length of the memory to register

**Output Parameters:**

<code>ibv_mr</code>	A reference to an <code>ibv_mr</code> struct of the registered memory region
---------------------	--

**Return Value:**

A reference to the registered memory region on success or NULL on failure

**Description:**

`rdma_reg_msgs` registers an array of memory buffers for sending or receiving messages or for RDMA operations. The registered memory buffers may then be posted to an `rdma_cm_id` using `rdma_post_send` or `rdma_post_recv`. They may also be specified as the target of an RDMA read operation or the source of an RDMA write request.

The memory buffers are registered with the protection domain associated with the `rdma_cm_id`. The start of the data buffer array is specified through the `addr` parameter and the total size of the array is given by the `length`.

All data buffers must be registered before being posted as a work request. They must be deregistered by calling `rdma_dereg_mr`.

#### 5.1.2 `rdma_reg_read`

**Template:**

```
struct ibv_mr *rdma_reg_read(struct rdma_cm_id *id, void *addr, size_t length)
```

**Input Parameters:**

<code>id</code>	A reference to the communication identifier where the message buffer(s) will be used
<code>addr</code>	The address of the memory buffer(s) to register
<code>length</code>	The total length of the memory to register

**Output Parameters:**

<code>ibv_mr</code>	A reference to an <code>ibv_mr</code> struct of the registered memory region
---------------------	--

**Return Value:**

A reference to the registered memory region on success or NULL on failure. If an error occurs, `errno` will be set to indicate the failure reason.

**Description:**

**rdma\_reg\_read** Registers a memory buffer that will be accessed by a remote RDMA read operation. Memory buffers registered using `rdma_reg_read` may be targeted in an RDMA read request, allowing the buffer to be specified on the remote side of an RDMA connection as the `remote_addr` of `rdma_post_read`, or similar call.

`rdma_reg_read` is used to register a data buffer that will be the target of an RDMA read operation on a queue pair associated with an `rdma_cm_id`. The memory buffer is registered with the protection domain associated with the identifier. The start of the data buffer is specified through the `addr` parameter, and the total size of the buffer is given by `length`.

All data buffers must be registered before being posted as work requests. Users must deregister all registered memory by calling the `rdma_dereg_mr`.

**See Also**

`rdma_cm(7)`, `rdma_create_id(3)`, `rdma_create_ep(3)`, `rdma_reg_msgs(3)`, `rdma_reg_write(3)`, `ibv_reg_mr(3)`, `ibv_dereg_mr(3)`, `rdma_post_read(3)`

### 5.1.3 `rdma_reg_write`

**Template:**

```
struct ibv_mr *rdma_reg_write(struct rdma_cm_id *id, void *addr, size_t length)
```

**Input Parameters:**

<code>id</code>	A reference to the communication identifier where the message buffer(s) will be used
<code>addr</code>	The address of the memory buffer(s) to register
<code>length</code>	The total length of the memory to register

**Output Parameters:**

<code>ibv_mr</code>	A reference to an <code>ibv_mr</code> struct of the registered memory region
---------------------	--

**Return Value:**

A reference to the registered memory region on success or NULL on failure. If an error occurs, `errno` will be set to indicate the failure reason.

**Description:**

**rdma\_reg\_write** registers a memory buffer which will be accessed by a remote RDMA write operation. Memory buffers registered using this routine may be targeted in an RDMA write request, allowing the buffer to be specified on the remote side of an RDMA connection as the `remote_addr` of an `rdma_post_write` or similar call.

The memory buffer is registered with the protection domain associated with the `rdma_cm_id`. The start of the data buffer is specified through the `addr` parameter, and the total size of the buffer is given by the `length`.

All data buffers must be registered before being posted as work requests. Users must deregister all registered memory by calling the `rdma_dereg_mr`.

**See Also**

`rdma_cm(7)`, `rdma_create_id(3)`, `rdma_create_ep(3)`, `rdma_reg_msgs(3)`, `rdma_reg_read(3)`, `ibv_reg_mr(3)`, `ibv_dereg_mr(3)`, `rdma_post_write(3)`

### 5.1.4 `rdma_dereg_mr`

**Template:**

```
int rdma_dereg_mr(struct ibv_mr *mr)
```

**Input Parameters:**

**mr**                                      A reference to a registered memory buffer

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

`rdma_dereg_mr` deregisters a memory buffer which has been registered for RDMA or message operations. This routine must be called for all registered memory associated with a given `rdma_cm_id` before destroying the `rdma_cm_id`.

### 5.1.5 `rdma_create_srq`

**Template:**

```
int rdma_create_srq(struct rdma_cm_id *id, struct ibv_pd *pd, struct ibv_srq_init_attr *attr)
```

**Input Parameters:**

**id**                                      The RDMA communication identifier

**pd**                                      Optional protection domain for the shared request queue (SRQ)

**attr**                                    Initial SRQ attributes

**Output Parameters:**

**attr**                                    The actual capabilities and properties of the created SRQ are returned through this structure

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

`rdma_create_srq` allocates a shared request queue associated with the `rdma_cm_id`, `id`. The `id` must be bound to a local RDMA device before calling this routine. If the protection domain, `pd`,

is provided, it must be for that same device. After being allocated, the SRQ will be ready to handle posting of receives. If a `pd` is `NULL`, then the `rdma_cm_id` will be created using a default protection domain. One default protection domain is allocated per RDMA device. The initial SRQ attributes are specified by the `attr` parameter.

If a completion queue, CQ, is not specified for the XRC SRQ, then a CQ will be allocated by the `rdma_cm` for the SRQ, along with corresponding completion channels. Completion channels and CQ data created by the `rdma_cm` are exposed to the user through the `rdma_cm_id` structure. The actual capabilities and properties of the created SRQ will be returned to the user through the `attr` parameter.

An `rdma_cm_id` may only be associated with a single SRQ.

### 5.1.6 `rdma_destroy_srq`

**Template:**

```
void rdma_destroy_srq(struct rdma_cm_id *id)
```

**Input Parameters:**

<code>id</code>	The RDMA communication identifier whose associated SRQ we wish to destroy.
-----------------	--

**Output Parameters:**

None

**Return Value:**

none

**Description:**

**`rdma_destroy_srq`** destroys an SRQ allocated on the `rdma_cm_id`, `id`. Any SRQ associated with an `rdma_cm_id` must be destroyed before destroying the `rdma_cm_id`, `id`.



## 5.2 Active Queue Pair Operations

### 5.2.1 rdma\_post\_recvv

**Template:**

```
int rdma_post_recvv(struct rdma_cm_id *id, void *context, struct ibv_sge *sgl, int nsge)
```

**Input Parameters:**

<code>id</code>	A reference to the communication identifier where the message buffer(s) will be posted
<code>context</code>	A user-defined context associated with the request
<code>sgl</code>	A scatter-gather list of memory buffers posted as a single request
<code>nsge</code>	The number of scatter-gather entries in the <code>sgl</code> array

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_post\_recvv** posts a single work request to the receive queue of the queue pair associated with the `rdma_cm_id`, `id`. The posted buffers will be queued to receive an incoming message sent by the remote peer.

Please note that this routine supports multiple scatter-gather entries. The user is responsible for ensuring that the receive is posted, and the total buffer space is large enough to contain all sent data before the peer posts the corresponding send message. The message buffers must have been registered before being posted, and the buffers must remain registered until the receive completes.

Messages may be posted to an `rdma_cm_id` only after a queue pair has been associated with it. A queue pair is bound to an `rdma_cm_id` after calling `rdma_create_ep` or `rdma_create_qp`, if the `rdma_cm_id` is allocated using `rdma_create_id`.

The user-defined context associated with the receive request will be returned to the user through the work completion work request identifier (`wr_id`) field.

### 5.2.2 rdma\_post\_sendv

**Template:**

```
int rdma_post_sendv(struct rdma_cm_id *id, void *context, struct ibv_sge *sgl, int nsge, int flags)
```

**Input Parameters:**

<code>id</code>	A reference to the communication identifier where the message buffer will be posted
<code>context</code>	A user-defined context associated with the request

<b>sgl</b>	A scatter-gather list of memory buffers posted as a single request
<b>nsge</b>	The number of scatter-gather entries in the sgl array
<b>flags</b>	Optional flags used to control the send operation

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_post\_sendv** posts a work request to the send queue of the queue pair associated with the `rdma_cm_id`, `id`. The contents of the posted buffers will be sent to the remote peer of the connection.

The user is responsible for ensuring that the remote peer has queued a receive request before issuing the send operations. Also, unless the send request is using inline data, the message buffers must already have been registered before being posted. The buffers must remain registered until the send completes.

This routine supports multiple scatter-gather entries.

Send operations may not be posted to an `rdma_cm_id` or the corresponding queue pair until a connection has been established.

The user-defined context associated with the send request will be returned to the user through the work completion work request identifier (`wr_id`) field.

### 5.2.3 rdma\_post\_readv

**Template:**

```
int rdma_post_readv(struct rdma_cm_id *id, void *context, struct ibv_sge *sgl, int nsge, int flags, uint64_t remote_addr, uint32_t rkey)
```

**Input Parameters:**

<b>id</b>	A reference to the communication identifier where the request will be posted
<b>context</b>	A user-defined context associated with the request
<b>sgl</b>	A scatter-gather list of the destination buffers of the read
<b>nsge</b>	The number of scatter-gather entries in the sgl array
<b>flags</b>	Optional flags used to control the read operation
<b>remote_addr</b>	The address of the remote registered memory to read from
<b>rkey</b>	The registered memory key associated with the remote address

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_post\_readv** posts a work request to the send queue of the queue pair associated with the `rdma_cm_id`, `id`. The contents of the remote memory region at `remote_addr` will be read into the local data buffers given in the `sgl` array.

The user must ensure that both the remote and local data buffers have been registered before the read is issued. The buffers must remain registered until the read completes.

Read operations may not be posted to an `rdma_cm_id` or the corresponding queue pair until a connection has been established.

The user-defined context associated with the read request will be returned to the user through the work completion work request identifier (`wr_id`) field.

**5.2.4 rdma\_post\_writev****Template:**

```
int rdma_post_writev(struct rdma_cm_id *id, void *context, struct ibv_sge *sgl, int nsge, int flags, uint64_t remote_addr, uint32_t rkey)
```

**Input Parameters:**

<code>id</code>	A reference to the communication identifier where the request will be posted
<code>context</code>	A user-defined context associated with the request
<code>sgl</code>	A scatter-gather list of the source buffers of the write
<code>nsge</code>	The number of scatter-gather entries in the <code>sgl</code> array
<code>flags</code>	Optional flags used to control the write operation
<code>remote_addr</code>	The address of the remote registered memory to write into
<code>rkey</code>	The registered memory key associated with the remote address

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_post\_writev** posts a work request to the send queue of the queue pair associated with the `rdma_cm_id`, `id`. The contents of the local data buffers in the `sgl` array will be written to the remote memory region at `remote_addr`.

Unless inline data is specified, the local data buffers must have been registered before the write is issued, and the buffers must remain registered until the write completes. The remote buffers must always be registered.

Write operations may not be posted to an `rdma_cm_id` or the corresponding queue pair until a connection has been established.

The user-defined context associated with the write request will be returned to the user through the work completion work request identifier (`wr_id`) field.

## 5.2.5 rdma\_post\_recv

### Template:

```
int rdma_post_recv(struct rdma_cm_id *id, void *context, void *addr, size_t length, struct
ibv_mr *mr)
```

### Input Parameters:

<b>id</b>	A reference to the communication identifier where the message buffer will be posted
<b>context</b>	A user-defined context associated with the request
<b>addr</b>	The address of the memory buffer to post
<b>length</b>	The length of the memory buffer
<b>mr</b>	A registered memory region associated with the posted buffer

### Output Parameters:

None

### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

### Description:

**rdma\_post\_recv** posts a work request to the receive queue of the queue pair associated with the `rdma_cm_id`, `id`. The posted buffer will be queued to receive an incoming message sent by the remote peer.

The user is responsible for ensuring that receive buffer is posted and is large enough to contain all sent data before the peer posts the corresponding send message. The buffer must have already been registered before being posted, with the `mr` parameter referencing the registration. The buffer must remain registered until the receive completes.

Messages may be posted to an `rdma_cm_id` only after a queue pair has been associated with it. A queue pair is bound to an `rdma_cm_id` after calling `rdma_create_ep` or `rdma_create_qp`, if the `rdma_cm_id` is allocated using `rdma_create_id`.

The user-defined context associated with the receive request will be returned to the user through the work completion request identifier (`wr_id`) field.

Please note that this is a simple receive call. There are no scatter-gather lists involved here.

## 5.2.6 rdma\_post\_send

### Template:

```
int rdma_post_send(struct rdma_cm_id *id, void *context, void *addr, size_t length, struct
ibv_mr *mr, int flags)
```

### Input Parameters:

<b>id</b>	A reference to the communication identifier where the message buffer will be posted
<b>context</b>	A user-defined context associated with the request
<b>addr</b>	The address of the memory buffer to post
<b>length</b>	The length of the memory buffer

<b>mr</b>	Optional registered memory region associated with the posted buffer
<b>flags</b>	Optional flags used to control the send operation

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_post\_send** posts a work request to the send queue of the queue pair associated with the `rdma_cm_id`, `id`. The contents of the posted buffer will be sent to the remote peer of the connection.

The user is responsible for ensuring that the remote peer has queued a receive request before issuing the send operations. Also, unless the send request is using inline data, the message buffer must already have been registered before being posted, with the `mr` parameter referencing the registration. The buffer must remain registered until the send completes.

Send operations may not be posted to an `rdma_cm_id` or the corresponding queue pair until a connection has been established.

The user-defined context associated with the send request will be returned to the user through the work completion work request identifier (`wr_id`) field.

## 5.2.7 rdma\_post\_read

**Template:**

```
int rdma_post_read(struct rdma_cm_id *id, void *context, void *addr, size_t length, struct ibv_mr *mr, int flags, uint64_t remote_addr, uint32_t rkey)
```

**Input Parameters:**

<b>id</b>	A reference to the communication identifier where the request will be posted
<b>context</b>	A user-defined context associated with the request
<b>addr</b>	The address of the local destination of the read request
<b>length</b>	The length of the read operation
<b>mr</b>	Registered memory region associated with the local buffer
<b>flags</b>	Optional flags used to control the read operation
<b>remote_addr</b>	The address of the remote registered memory to read from
<b>rkey</b>	The registered memory key associated with the remote address

**Output Parameters:**

None

**Return Value:**

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

**Description:**

**rdma\_post\_read** posts a work request to the send queue of the queue pair associated with the `rdma_cm_id`. The contents of the remote memory region will be read into the local data buffer.

For a list of supported flags, see `ibv_post_send`. The user must ensure that both the remote and local data buffers must have been registered before the read is issued, and the buffers must remain registered until the read completes.

Read operations may not be posted to an `rdma_cm_id` or the corresponding queue pair until it has been connected.

The user-defined context associated with the read request will be returned to the user through the work completion `wr_id`, work request identifier, field.

## 5.2.8 rdma\_post\_write

### Template:

```
int rdma_post_write(struct rdma_cm_id *id, void *context, void *addr, size_t length, struct
ibv_mr *mr, int flags, uint64_t remote_addr, uint32_t rkey)
```

### Input Parameters:

<code>id</code>	A reference to the communication identifier where the request will be posted
<code>context</code>	A user-defined context associated with the request
<code>addr</code>	The local address of the source of the write request
<code>length</code>	The length of the write operation
<code>mr</code>	Optional registered memory region associated with the local buffer
<code>flags</code>	Optional flags used to control the write operation
<code>remote_addr</code>	The address of the remote registered memory to write into
<code>rkey</code>	The registered memory key associated with the remote address

### Output Parameters:

None

### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

### Description:

**rdma\_post\_write** posts a work request to the send queue of the queue pair associated with the `rdma_cm_id`, `id`. The contents of the local data buffer will be written into the remote memory region.

Unless inline data is specified, the local data buffer must have been registered before the write is issued, and the buffer must remain registered until the write completes. The remote buffer must always be registered.

Write operations may not be posted to an `rdma_cm_id` or the corresponding queue pair until a connection has been established.

The user-defined context associated with the write request will be returned to the user through the work completion work request identifier (`wr_id`) field.

## 5.2.9 rdma\_post\_ud\_send

### Template:

```
int rdma_post_ud_send(struct rdma_cm_id *id, void *context, void *addr, size_t length,
struct ibv_mr *mr, int flags, struct ibv_ah *ah, uint32_t remote_qpn)
```

### Input Parameters:

<b>id</b>	A reference to the communication identifier where the request will be posted
<b>context</b>	A user-defined context associated with the request
<b>addr</b>	The address of the memory buffer to post
<b>length</b>	The length of the memory buffer
<b>mr</b>	Optional registered memory region associated with the posted buffer
<b>flags</b>	Optional flags used to control the send operation
<b>ah</b>	An address handle describing the address of the remote node
<b>remote_qpn</b>	The destination node's queue pair number

### Output Parameters:

None

### Return Value:

0 on success, -1 on error. If the call fails, `errno` will be set to indicate the reason for the failure.

### Description:

**rdma\_post\_ud\_send** posts a work request to the send queue of the queue pair associated with the `rdma_cm_id`, `id`. The contents of the posted buffer will be sent to the specified destination queue pair, `remote_qpn`.

The user is responsible for ensuring that the destination queue pair has queued a receive request before issuing the send operations. Unless the send request is using inline data, the message buffer must have been registered before being posted, with the `mr` parameter referencing the registration. The buffer must remain registered until the send completes.

The user-defined context associated with the send request will be returned to the user through the work completion work request identifier (`wr_id`) field.

## 5.2.10 rdma\_get\_send\_comp

### Template:

```
int rdma_get_send_comp(struct rdma_cm_id *id, struct ibv_wc *wc)
```

### Input Parameters:

<b>id</b>	A reference to the communication identifier to check for completions
<b>wc</b>	A reference to a work completion structure to fill in

### Output Parameters:

**wc** A reference to a work completion structure. The structure will contain information about the completed request when routine returns

#### Return Value:

A non-negative value (0 or 1) equal to the number of completions found on success, or -1 on failure. If the call fails, `errno` will be set to indicate the reason for the failure.

#### Description:

**rdma\_get\_send\_comp** retrieves a completed work request for a send, RDMA read or RDMA write operation. Information about the completed request is returned through the `ibv_wc`, `wc` parameter, with the `wr_id` set to the context of the request. Please see `ibv_poll_cq` for details on the work completion structure, `ibv_wc`.

Please note that this call polls the send completion queue associated with the `rdma_cm_id`, `id`. If a completion is not found, the call blocks until a request completes. This means, therefore, that the call should only be used on `rdma_cm_ids` which do not share CQs with other `rdma_cm_ids`, and maintain separate CQs for sends and receive completions.

## 5.2.11 rdma\_get\_recv\_comp

#### Template:

```
int rdma_get_recv_comp(struct rdma_cm_id *id, struct ibv_wc *wc)
```

#### Input Parameters:

**id** A reference to the communication identifier to check for completions

**wc** A reference to a work completion structure to fill in

#### Output Parameters:

**wc** A reference to a work completion structure. The structure will contain information about the completed request when routine returns

#### Return Value:

A non-negative value equal to the number of completions found on success, or `errno` on failure

#### Description:

**rdma\_get\_recv\_comp** retrieves a completed work request a receive operation. Information about the completed request is returned through the `ibv_wc`, `wc` parameter, with the `wr_id` set to the context of the request. Please see `ibv_poll_cq` for details on the work completion structure, `ibv_wc`.

Please note that this call polls the receive completion queue associated with the `rdma_cm_id`, `id`. If a completion is not found, the call blocks until a request completes. This means, therefore, that the call should only be used on `rdma_cm_ids` which do not share CQs with other `rdma_cm_ids`, and maintain separate CQs for sends and receive completions.



## 6 Events

This chapter describes the details of the events that occur when using the VPI API

### 6.1 IBV Events

#### 6.1.1 IBV\_EVENT\_CQ\_ERR

This event is triggered when a Completion Queue (CQ) overrun occurs or (rare condition) due to a protection error. When this happens, there are no guarantees that completions from the CQ can be pulled. All of the QPs associated with this CQ either in the Read or Send Queue will also get the IBV\_EVENT\_QP\_FATAL event. When this event occurs, the best course of action is for the user to destroy and recreate the resources.

#### 6.1.2 IBV\_EVENT\_QP\_FATAL

This event is generated when an error occurs on a Queue Pair (QP) which prevents the generation of completions while accessing or processing the Work Queue on either the Send or Receive Queues. The user must modify the QP state to Reset for recovery. It is the responsibility of the software to ensure that all error processing is completed prior to calling the modify QP verb to change the QP state to Reset.

If the problem that caused this event is in the CQ of that Work Queue, the appropriate CQ will also receive the IBV\_EVENT\_CQ\_ERR event. In the event of a CQ error, it is best to destroy and recreate the resources

#### 6.1.3 IBV\_EVENT\_QP\_REQ\_ERR

This event is generated when the transport layer of the RDMA device detects a transport error violation on the responder side. The error may be caused by the use of an unsupported or reserved opcode, or the use of an out of sequence opcode.

These errors are rare but may occur when there are problems in the subnet or when an RDMA device sends illegal packets.

When this happens, the QP is automatically transitioned to the IBV\_QPS\_ERR state by the RDMA device. The user must modify the states of any such QPs from the error state to the Reset state for recovery

This event applies only to RC QPs.

#### 6.1.4 IBV\_EVENT\_QP\_ACCESS\_ERR

This event is generated when the transport layer of the RDMA device detects a request error violation on the responder side. The error may be caused by

- Misaligned atomic request
- Too many RDMA Read or Atomic requests
- R\_Key violation
- Length errors without immediate data

These errors usually occur because of bugs in the user code.

When this happens, the QP is automatically transitioned to the IBV\_QPS\_ERR state by the RDMA device. The user must modify the QP state to Reset for recovery.

This event is relevant only to RC QPs.

### 6.1.5 IBV\_EVENT\_COMM\_EST

This event is generated when communication is established on a given QP. This event implies that a QP whose state is IBV\_QPS\_RTR has received the first packet in its Receive Queue and the packet was processed without error.

This event is relevant only to connection oriented QPs (RC and UC QPs). It may be generated for UD QPs as well but that is driver implementation specific.

### 6.1.6 IBV\_EVENT\_SQ\_DRAINED

This event is generated when all outstanding messages have been drained from the Send Queue (SQ) of a QP whose state has now changed from IBV\_QPS\_RTS to IBV\_QPS\_SQD. For RC QPs, this means that all the messages received acknowledgements as appropriate.

Generally, this event will be generated when the internal QP state changes from SQD.draining to SQD.drained. The event may also be generated if the transition to the state IBV\_QPS\_SQD is aborted because of a transition, either by the RDMA device or by the user, into the IBV\_QPS\_SQE, IBV\_QPS\_ERR or IBV\_QPS\_RESET QP states.

After this event, and after ensuring that the QP is in the IBV\_QPS\_SQD state, it is safe for the user to start modifying the Send Queue attributes since there aren't are no longer any send messages in progress. Thus it is now safe to modify the operational characteristics of the QP and transition it back to the fully operational RTS state.

### 6.1.7 IBV\_EVENT\_PATH\_MIG

This event is generated when a connection successfully migrates to an alternate path. The event is relevant only for connection oriented QPs, that is, it is relevant only for RC and UC QPs.

When this event is generated, it means that the alternate path attributes are now in use as the primary path attributes. If it is necessary to load attributes for another alternate path, the user may do that after this event is generated.

### 6.1.8 IBV\_EVENT\_PATH\_MIG\_ERR

This event is generated when an error occurs which prevents a QP which has alternate path attributes loaded from performing a path migration change. The attempt to effect the path migration may have been attempted automatically by the RDMA device or explicitly by the user.

This error usually occurs if the alternate path attributes are not consistent on the two ends of the connection. It could be, for example, that the DLID is not set correctly or if the source port is invalid.CQ The event may also occur if a cable to the alternate port is unplugged.

### 6.1.9 IBV\_EVENT\_DEVICE\_FATAL

This event is generated when a catastrophic error is encountered on the channel adapter. The port and possibly the channel adapter becomes unusable.

When this event occurs, the behavior of the RDMA device is undetermined and it is highly recommended to close the process immediately. Trying to destroy the RDMA resources may fail and thus the device may be left in an unstable state.

### 6.1.10 IBV\_EVENT\_PORT\_ACTIVE

This event is generated when the link on a given port transitions to the active state. The link is now available for send/receive packets.

This event means that the `port_attr.state` has moved from one of the following states

IBV\_PORT\_DOWN  
IBV\_PORT\_INIT  
IBV\_PORT\_ARMED

to either

IBV\_PORT\_ACTIVE  
IBV\_PORT\_ACTIVE\_DEFER

This might happen for example when the SM configures the port.

The event is generated by the device only if the `IBV_DEVICE_PORT_ACTIVE_EVENT` attribute is set in the `dev_cap.device_cap_flags`.

### 6.1.11 IBV\_EVENT\_PORT\_ERR

This event is generated when the link on a given port becomes inactive and is thus unavailable to send/receive packets.

The `port_attr.state` must have been in either `IBV_PORT_ACTIVE` or `IBV_PORT_ACTIVE_DEFER` state and transitions to one of the following states:

IBV\_PORT\_DOWN  
IBV\_PORT\_INIT  
IBV\_PORT\_ARMED

This can happen when there are connectivity problems within the IB fabric, for example when a cable is accidentally pulled.

This will not affect the QPs associated with this port, although if this is a reliable connection, the retry count may be exceeded if the link takes a long time to come back up.

### 6.1.12 IBV\_EVENT\_LID\_CHANGE

The event is generated when the LID on a given port changes. This is done by the SM. If this is not the first time that the SM configures the port LID, it may indicate that there is a new SM on the subnet or that the SM has reconfigured the subnet. If the user cached the structure returned from `ibv_query_port()`, then these values must be flushed when this event occurs.

### 6.1.13 IBV\_EVENT\_PKEY\_CHANGE

This event is generated when the P\_Key table changes on a given port. The PKEY table is configured by the SM and this also means that the SM can change it. When that happens, an `IBV_EVENT_PKEY_CHANGE` event is generated.

Since QPs use GID table indexes rather than absolute values (as the source GID), it is suggested for clients to check that the GID indexes used by the client's QPs are not changed as a result of this event.

If a user caches the values of the P\_Key table, then these must be flushed when the `IBV_EVENT_PKEY_CHANGE` event is received.

### 6.1.14 IBV\_EVENT\_SM\_CHANGE

This event is generated when the SM being used at a given port changes. The user application must re-register with the new SM. This means that all subscriptions previously registered from the given port, such as one to join a multicast group, must be reregistered.

### 6.1.15 IBV\_EVENT\_SRQ\_ERR

This event is generated when an error occurs on a Shared Receive Queue (SRQ) which prevents the RDMA device from dequeuing WRs from the SRQ and reporting of receive completions.

When an SRQ experiences this error, all the QPs associated with this SRQ will be transitioned to the IBV\_QPS\_ERR state and the IBV\_EVENT\_QP\_FATAL asynchronous event will be generated for them. Any QPs which have transitioned to the error state must have their state modified to Reset for recovery.

### 6.1.16 IBV\_EVENT\_SRQ\_LIMIT\_REACHED

This event is generated when the limit for the SRQ resources is reached. This means that the number of SRQ Work Requests (WRs) is less than the SRQ limit. This event may be used by the user as an indicator that more WRs need to be posted to the SRQ and rearm it.

### 6.1.17 IBV\_EVENT\_QP\_LAST\_WQE\_REACHED

This event is generated when a QP which is associated with an SRQ is transitioned into the IBV\_QPS\_ERR state either automatically by the RDMA device or explicitly by the user. This may have happened either because a completion with error was generated for the last WQE, or the QP transitioned into the IBV\_QPS\_ERR state and there are no more WQEs on the Receive Queue of the QP.

This event actually means that no more WQEs will be consumed from the SRQ by this QP.

If an error occurs to a QP and this event is not generated, the user must destroy all of the QPs associated with this SRQ as well as the SRQ itself in order to reclaim all of the WQEs associated with the offending QP. At the minimum, the QP which is in the error state must have its state changed to Reset for recovery.

### 6.1.18 IBV\_EVENT\_CLIENT\_REREGISTER

This event is generated when the SM sends a request to a given port for client reregistration for all subscriptions previously requested for the port. This could happen if the SM suffers a failure and as a result, loses its own records of the subscriptions. It may also happen if a new SM becomes operational on the subnet.

The event will be generated by the device only if the bit that indicates a client reregister is supported is set in `port_attr.port_cap_flags`.

### 6.1.19 IBV\_EVENT\_GID\_CHANGE

This event is generated when a GID changes on a given port. The GID table is configured by the SM and this also means that the SM can change it. When that happens, an IBV\_EVENT\_GID\_CHANGE event is generated. If a user caches the values of the GID table, then these must be flushed when the IBV\_EVENT\_GID\_CHANGE event is received.

## **6.2 IBV WC Events**

### **6.2.1 IBV\_WC\_SUCCESS**

The Work Request completed successfully.

### **6.2.2 IBV\_WC\_LOC\_LEN\_ERR**

This event is generated when the receive buffer is smaller than the incoming send. It is generated on the receiver side of the connection.

### **6.2.3 IBV\_WC\_LOC\_QP\_OP\_ERR**

This event is generated when a QP error occurs. For example, it may be generated if a user neglects to specify `responder_resources` and `initiator_depth` values in `struct rdma_conn_param` before calling `rdma_connect()` on the client side and `rdma_accept()` on the server side.

### **6.2.4 IBV\_WC\_LOC\_EEC\_OP\_ERR**

This event is generated when there is an error related to the local EEC's receive logic while executing the request packet. The responder is unable to complete the request. This error is not caused by the sender.

### **6.2.5 IBV\_WC\_LOC\_PROT\_ERR**

This event is generated when a user attempts to access an address outside of the registered memory region. For example, this may happen if the Lkey does not match the address in the WR.

### **6.2.6 IBV\_WC\_WR\_FLUSH\_ERR**

This event is generated when an invalid remote error is thrown when the responder detects an invalid request. It may be that the operation is not supported by the request queue or there is insufficient buffer space to receive the request.

### **6.2.7 IBV\_WC\_MW\_BIND\_ERR**

This event is generated when a memory management operation error occurs. The error may be due to the fact that the memory window and the QP belong to different protection domains. It may also be that the memory window is not allowed to be bound to the specified MR or the access permissions may be wrong.

### **6.2.8 IBV\_WC\_BAD\_RESP\_ERR**

This event is generated when an unexpected transport layer opcode is returned by the responder.

### **6.2.9 IBV\_WC\_LOC\_ACCESS\_ERR**

This event is generated when a local protection error occurs on a local data buffer during the process of an RDMA Write with Immediate Data operation sent from the remote node.

### 6.2.10 IBV\_WC\_REM\_INV\_REQ\_ERR

This event is generated when the receive buffer is smaller than the incoming send. It is generated on the sender side of the connection. It may also be generated if the QP attributes are not set correctly, particularly those governing MR access.

### 6.2.11 IBV\_WC\_REM\_ACCESS\_ERR

This event is generated when a protection error occurs on a remote data buffer to be read by an RDMA Read, written by an RDMA Write or accessed by an atomic operation. The error is reported only on RDMA operations or atomic operations.

### 6.2.12 IBV\_WC\_REM\_OP\_ERR

This event is generated when an operation cannot be completed successfully by the responder. The failure to complete the operation may be due to QP related errors which prevent the responder from completing the request or a malformed WQE on the Receive Queue.

### 6.2.13 IBV\_WC\_RETRY\_EXC\_ERR

This event is generated when a sender is unable to receive feedback from the receiver. This means that either the receiver just never ACKs sender messages in a specified time period, or it has been disconnected or it is in a bad state which prevents it from responding.

### 6.2.14 IBV\_WC\_RNR\_RETRY\_EXC\_ERR

This event is generated when the RNR NAK retry count is exceeded. This may be caused by lack of receive buffers on the responder side.

### 6.2.15 IBV\_WC\_LOC\_RDD\_VIOL\_ERR

This event is generated when the RDD associated with the QP does not match the RDD associated with the EEC.

### 6.2.16 IBV\_WC\_REM\_INV\_RD\_REQ\_ERR

This event is generated when the responder detects an invalid incoming RD message. The message may be invalid because it has an invalid Q\_Key or there may be a Reliable Datagram Domain (RDD) violation.

### 6.2.17 IBV\_WC\_REM\_ABORT\_ERR

This event is generated when an error occurs on the responder side which causes it to abort the operation.

### 6.2.18 IBV\_WC\_INV\_EECN\_ERR

This event is generated when an invalid End to End Context Number (EECN) is detected.

### 6.2.19 IBV\_WC\_INV\_EEC\_STATE\_ERR

This event is generated when an illegal operation is detected in a request for the specified EEC state.

### 6.2.20 IBV\_WC\_FATAL\_ERR

This event is generated when a fatal transport error occurs. The user may have to restart the RDMA device driver or reboot the server to recover from the error.

### 6.2.21 IBV\_WC\_RESP\_TIMEOUT\_ERR

This event is generated when the responder is unable to respond to a request within the timeout period. It generally indicates that the receiver is not ready to process requests.

### 6.2.22 IBV\_WC\_GENERAL\_ERR

This event is generated when there is a transport error which cannot be described by the other specific events discussed here.

## 6.3 RDMA\_CM Events

### 6.3.1 RDMA\_CM\_EVENT\_ADDR\_RESOLVED

This event is generated on the client (active) side in response to `rdma_resolve_addr()`. It is generated when the system is able to resolve the server address supplied by the client.

### 6.3.2 RDMA\_CM\_EVENT\_ADDR\_ERROR

This event is generated on the client (active) side. It is generated in response to `rdma_resolve_addr()` in the case where an error occurs. This may happen, for example, if the device cannot be found such as when a user supplies an incorrect device. Specifically, if the remote device has both ethernet and IB interfaces, and the client side supplies the ethernet device name instead of the IB device name of the server side, an `RDMA_CM_EVENT_ADDR_ERROR` will be generated.

### 6.3.3 RDMA\_CM\_EVENT\_ROUTE\_RESOLVED

This event is generated on the client (active) side in response to `rdma_resolve_route()`. It is generated when the system is able to resolve the server address supplied by the client.

### 6.3.4 RDMA\_CM\_EVENT\_ROUTE\_ERROR

This event is generated when `rdma_resolve_route()` fails.

### 6.3.5 RDMA\_CM\_EVENT\_CONNECT\_REQUEST

This is generated on the passive side of the connection to notify the user of a new connection request. It indicates that a connection request has been received.

### 6.3.6 RDMA\_CM\_EVENT\_CONNECT\_RESPONSE

This event may be generated on the active side of the connection to notify the user that the connection request has been successful. The event is only generated on `rdma_cm_ids` which do not have a QP associated with them.

### 6.3.7 RDMA\_CM\_EVENT\_CONNECT\_ERROR

This event may be generated on the active or passive side of the connection. It is generated when an error occurs while attempting to establish a connection.

### 6.3.8 RDMA\_CM\_EVENT\_UNREACHABLE

This event is generated on the active side of a connection. It indicates that the (remote) server is unreachable or unable to respond to a connection request.

### 6.3.9 RDMA\_CM\_EVENT\_REJECTED

This event may be generated on the client (active) side and indicates that a connection request or response has been rejected by the remote device. This may happen for example if an attempt is made to connect with the remote end point on the wrong port.

### 6.3.10 RDMA\_CM\_EVENT\_ESTABLISHED

This event is generated on both sides of a connection. It indicates that a connection has been established with the remote end point.

### 6.3.11 RDMA\_CM\_EVENT\_DISCONNECTED

This event is generated on both sides of the connection in response to `rdma_disconnect()`. The event will be generated to indicate that the connection between the local and remote devices has been disconnected. Any associated QP will transition to the error state. All posted work requests are flushed. The user must change any such QP's state to Reset for recovery.

### 6.3.12 RDMA\_CM\_EVENT\_DEVICE\_REMOVAL

This event is generated when the RDMA CM indicates that the device associated with the `rdma_cm_id` has been removed. Upon receipt of this event, the user must destroy the related `rdma_cm_id`.

### 6.3.13 RDMA\_CM\_EVENT\_MULTICAST\_JOIN

This event is generated in response to `rdma_join_multicast()`. It indicates that the multicast join operation has completed successfully.

### 6.3.14 RDMA\_CM\_EVENT\_MULTICAST\_ERROR

This event is generated when an error occurs while attempting to join a multicast group or on an existing multicast group if the group had already been joined. When this happens, the multicast group will no longer be accessible and must be rejoined if necessary.

### 6.3.15 RDMA\_CM\_EVENT\_ADDR\_CHANGE

This event is generated when the network device associated with this ID through address resolution changes its hardware address. For example, this may happen following bonding fail over. This event may serve to aid applications which want the links used for their RDMA sessions to align with the network stack.



### 6.3.16 RDMA\_CM\_EVENT\_TIMEWAIT\_EXIT

This event is generated when the QP associated with the connection has exited its timewait state and is now ready to be re-used. After a QP has been disconnected, it is maintained in a timewait state to allow any in flight packets to exit the network. After the timewait state has completed, the rdma\_cm will report this event.

## 7 Programming Examples Using IBV Verbs

This chapter provides code examples using the IBV Verbs

### 7.1 Synopsis for RDMA\_RC Example Using IBV Verbs

The following is a synopsis of the functions in the programming example, in the order that they are called.

#### 7.1.1 Main

Parse command line. The user may set the TCP port, device name, and device port for the test. If set, these values will override default values in config. The last parameter is the server name. If the server name is set, this designates a server to connect to and therefore puts the program into client mode. Otherwise the program is in server mode.

Call `print_config`.

Call `resources_init`.

Call `resources_create`.

Call `connect_qp`.

If in server mode, do a call `post_send` with `IBV_WR_SEND` operation.

Call `poll_completion`. Note that the server side expects a completion from the `SEND` request and the client side expects a `RECEIVE` completion.

If in client mode, show the message we received via the `RECEIVE` operation, otherwise, if we are in server mode, load the buffer with a new message.

Sync client<->server.

At this point the server goes directly to the next sync. All RDMA operations are done strictly by the client.

\*\*\*Client only \*\*\*

Call `post_send` with `IBV_WR_RDMA_READ` to perform a RDMA read of server's buffer.

Call `poll_completion`.

Show server's message.

Setup send buffer with new message.

Call `post_send` with `IBV_WR_RDMA_WRITE` to perform a RDMA write of server's buffer.

Call `poll_completion`.

\*\*\* End client only operations \*\*\*

Sync client<->server.

If server mode, show buffer, proving RDMA write worked.

Call `resources_destroy`.

Free device name string.

Done.

### 7.1.2 **print\_config**

Print out configuration information.

### 7.1.3 **resources\_init**

Clears resources struct.

### 7.1.4 **resources\_create**

Call `sock_connect` to connect a TCP socket to the peer.

Get the list of devices, locate the one we want, and open it.

Free the device list.

Get the port information.

Create a PD.

Create a CQ.

Allocate a buffer, initialize it, register it.

Create a QP.

### 7.1.5 **sock\_connect**

If client, resolve DNS address of server and initiate a connection to it.

If server, listen for incoming connection on indicated port.

### 7.1.6 **connect\_qp**

Call `modify_qp_to_init`.

Call `post_receive`.

Call `sock_sync_data` to exchange information between server and client.

Call `modify_qp_to_rtr`.

Call `modify_qp_to_rts`.

Call `sock_sync_data` to synchronize client<->server

### 7.1.7 **modify\_qp\_to\_init**

Transition QP to INIT state.

### 7.1.8 **post\_receive**

Prepare a scatter/gather entry for the receive buffer.

Prepare an RR.

Post the RR.

### 7.1.9 **sock\_sync\_data**

Using the TCP socket created with `sock_connect`, synchronize the given set of data between client and the server. Since this function is blocking, it is also called with dummy data to synchronize the timing of the client and server.

### 7.1.10 modify\_qp\_to\_rtr

Transition QP to RTR state.

### 7.1.11 modify\_qp\_to\_rts

Transition QP to RTS state.

### 7.1.12 post\_send

Prepare a scatter/gather entry for data to be sent (or received in RDMA read case).

Create an SR. Note that IBV\_SEND\_SIGNALED is redundant.

If this is an RDMA operation, set the address and key.

Post the SR.

### 7.1.13 poll\_completion

Poll CQ until an entry is found or MAX\_POLL\_CQ\_TIMEOUT milliseconds are reached.

### 7.1.14 resources\_destroy

Release/free/deallocate all items in resource struct.

## 7.2 Code for Send, Receive, RDMA Read, RDMA Write

```

/*
 * BUILD COMMAND:
 * gcc -Wall -I/usr/local/ofed/include -O2 -o RDMA_RC_example -L/usr/local/
ofed/lib64 -L/usr/local/ofed/lib -libverbs RDMA_RC_example.c
 */
/
*****
**
*
*          RDMA Aware Networks Programming Example
*
* This code demonstrates how to perform the following operations using the *
VPI Verbs API:
*
*          Send
*          Receive
*          RDMA Read
*          RDMA Write
*
*****
*/

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <stdint.h>

```

```

#include <inttypes.h>
#include <endian.h>
#include <byteswap.h>
#include <getopt.h>
#include <sys/time.h>
#include <arpa/inet.h>
#include <infiniband/verbs.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netdb.h>

/* poll CQ timeout in millisec (2 seconds) */
#define MAX_POLL_CQ_TIMEOUT 2000
#define MSG "SEND operation"
#define RDMAMSGR "RDMA read operation"
#define RDMAMSGW "RDMA write operation"
#define MSG_SIZE (strlen(MSG) + 1)

#if __BYTE_ORDER == __LITTLE_ENDIAN
static inline uint64_t htonll(uint64_t x) { return bswap_64(x); }
static inline uint64_t ntohll(uint64_t x) { return bswap_64(x); }
#elif __BYTE_ORDER == __BIG_ENDIAN
static inline uint64_t htonll(uint64_t x) { return x; }
static inline uint64_t ntohll(uint64_t x) { return x; }
#else
#error __BYTE_ORDER is neither __LITTLE_ENDIAN nor __BIG_ENDIAN
#endif

/* structure of test parameters */
struct config_t
{
    const char      *dev_name;           /* IB device name */
    char            *server_name;        /* server host name */
    u_int32_t       tcp_port;            /* server TCP port */
    int             ib_port;             /* local IB port to work with */
    int             gid_idx;             /* gid index to use */
};

/* structure to exchange data which is needed to connect the QPs */
struct cm_con_data_t
{
    uint64_t        addr;                /* Buffer address */
    uint32_t        rkey;                /* Remote key */
    uint32_t        qp_num;              /* QP number */
    uint16_t        lid;                 /* LID of the IB port */
    uint8_t         gid[16];             /* gid */
} __attribute__((packed));

/* structure of system resources */
struct resources
{
    struct ibv_device_attr /* Device attributes */
    device_attr;
    struct ibv_port_attr   port_attr;      /* IB port attributes */
    struct cm_con_data_t   remote_props;    /* values to connect to remote side */
    struct ibv_context      *ib_ctx;        /* device handle */
};

```

```

struct ibv_pd          *pd;          /* PD handle */
struct ibv_cq          *cq;          /* CQ handle */
struct ibv_qp          *qp;          /* QP handle */
struct ibv_mr          *mr;          /* MR handle for buf */
char                   *buf;          /* memory buffer pointer, used for RDMA and send
ops */
int                     sock;         /* TCP socket file descriptor */
};

struct config_t config =
{
    NULL,                /* dev_name */
    NULL,                /* server_name */
    19875,               /* tcp_port */
    1,                   /* ib_port */
    -1,                  /* gid_idx */
};

/
*****
**
    Socket operations

    For simplicity, the example program uses TCP sockets to exchange control
    information. If a TCP/IP stack/connection is not available, connection man-
    ager
    (CM) may be used to pass this information. Use of CM is beyond the scope of
    this example

*****
**/

/
*****
**
* Function: sock_connect
*
* Input
*   servername    URL of server to connect to (NULL for server mode)
*   port          port of service
*
* Output
*   none
*
* Returns
*   socket (fd) on success, negative error code on failure
*
* Description
*   Connect a socket. If servername is specified a client connection will be
*   initiated to the indicated server and port. Otherwise listen on the
*   indicated port for an incoming connection.
*
*****
**/

```

```

static int sock_connect(const char *servername, int port)
{
struct addrinfo      *resolved_addr = NULL;
struct addrinfo      *iterator;
char                 service[6];
int                  sockfd = -1;
int                  listenfd = 0;
int                  tmp;

    struct addrinfo hints =
    {
        .ai_flags = AI_PASSIVE,
        .ai_family = AF_INET,
        .ai_socktype = SOCK_STREAM
    };

    if (sprintf(service, "%d", port) < 0)
        goto sock_connect_exit;

    /* Resolve DNS address, use sockfd as temp storage */

    sockfd = getaddrinfo(servername, service, &hints, &resolved_addr);

    if (sockfd < 0)
    {
        fprintf(stderr, "%s for %s:%d\n", gai_strerror(sockfd), servername,
port);
        goto sock_connect_exit;
    }

    /* Search through results and find the one we want */

    for (iterator = resolved_addr; iterator ; iterator = iterator->ai_next)
    {
        sockfd = socket(iterator->ai_family, iterator->ai_socktype, iterator-
>ai_protocol);

        if (sockfd >= 0)
        {
            if (servername)
                /* Client mode. Initiate connection to remote */
                if((tmp=connect(sockfd, iterator->ai_addr, iterator-
>ai_addrlen)))
                {
                    fprintf(stdout, "failed connect \n");
                    close(sockfd);
                    sockfd = -1;
                }
            else
            {
                /* Server mode. Set up listening socket an accept a connection
*/

                listenfd = sockfd;
                sockfd = -1;
                if(bind(listenfd, iterator->ai_addr, iterator->ai_addrlen))

```

```

        goto sock_connect_exit;
    listen(listenfd, 1);
    sockfd = accept(listenfd, NULL, 0);
    }
}

sock_connect_exit:

    if(listenfd)
        close(listenfd);

    if(resolved_addr)
        freeaddrinfo(resolved_addr);

    if (sockfd < 0)
    {
        if(servername)
            fprintf(stderr, "Couldn't connect to %s:%d\n", servername, port);
        else
        {
            perror("server accept");
            fprintf(stderr, "accept() failed\n");
        }
    }

    return sockfd;
}

/
*****
**
* Function: sock_sync_data
*
* Input
* sock          socket to transfer data on
* xfer_size     size of data to transfer
* local_data    pointer to data to be sent to remote
*
* Output
* remote_data   pointer to buffer to receive remote data
*
* Returns
* 0 on success, negative error code on failure
*
* Description
* Sync data across a socket. The indicated local data will be sent to the
* remote. It will then wait for the remote to send its data back. It is
* assumed that the two sides are in sync and call this function in the
* proper
* order.  Chaos will ensue if they are not.  :)
*

```



```

*   Also note this is a blocking function and will wait for the full data to
*   be
*   received from the remote.
*
*****
**/

int sock_sync_data(int sock, int xfer_size, char *local_data, char
*remote_data)
{
    int rc;
    int read_bytes = 0;
    int total_read_bytes = 0;

    rc = write(sock, local_data, xfer_size);
    if(rc < xfer_size)
        fprintf(stderr, "Failed writing data during sock_sync_data\n");
    else
        rc = 0;

    while(!rc && total_read_bytes < xfer_size)
    {
        read_bytes = read(sock, remote_data, xfer_size);
        if(read_bytes > 0)
            total_read_bytes += read_bytes;
        else
            rc = read_bytes;
    }

    return rc;
}

/
*****
**
    End of socket operations
*****
**/

/* poll_completion */
/
*****
**
* Function: poll_completion
*
* Input
*   res                pointer to resources structure
*
* Output
*   none
*
* Returns
*   0 on success, 1 on failure

```

```

*
* Description
* Poll the completion queue for a single event. This function will continue
to
* poll the queue until MAX_POLL_CQ_TIMEOUT milliseconds have passed.
*
*****
**/

static int poll_completion(struct resources *res)
{
struct ibv_wc      wc;
unsigned long      start_time_msec;
unsigned long      cur_time_msec;
struct timeval     cur_time;
int                poll_result;
int                rc = 0;

/* poll the completion for a while before giving up of doing it .. */
gettimeofday(&cur_time, NULL);
start_time_msec = (cur_time.tv_sec * 1000) + (cur_time.tv_usec / 1000);

do
{
    poll_result = ibv_poll_cq(res->cq, 1, &wc);
    gettimeofday(&cur_time, NULL);
    cur_time_msec = (cur_time.tv_sec * 1000) + (cur_time.tv_usec / 1000);
} while ((poll_result == 0) && ((cur_time_msec - start_time_msec) <
MAX_POLL_CQ_TIMEOUT));

if(poll_result < 0)
{
    /* poll CQ failed */
    fprintf(stderr, "poll CQ failed\n");
    rc = 1;
}
else if (poll_result == 0)
{
    /* the CQ is empty */
    fprintf(stderr, "completion wasn't found in the CQ after timeout\n");
    rc = 1;
}
else
{
    /* CQE found */
    fprintf(stdout, "completion was found in CQ with status 0x%x\n",
wc.status);

    /* check the completion status (here we don't care about the comple-
tion opcode */
    if (wc.status != IBV_WC_SUCCESS)
    {
        fprintf(stderr, "got bad completion with status:
0x%x, vendor syndrome: 0x%x\n", wc.status, wc.vendor_err);
        rc = 1;
    }
}
}

```

```

        }

    }

    return rc;
}

/
*****
**
* Function: post_send
*
* Input
*   res      pointer to resources structure
*   opcode    IBV_WR_SEND, IBV_WR_RDMA_READ or IBV_WR_RDMA_WRITE
*
* Output
*   none
*
* Returns
*   0 on success, error code on failure
*
* Description
*   This function will create and post a send work request
*****
**/

static int post_send(struct resources *res, int opcode)
{
    struct ibv_send_wr      sr;
    struct ibv_sge          sge;
    struct ibv_send_wr      *bad_wr = NULL;
    int                     rc;

    /* prepare the scatter/gather entry */
    memset(&sge, 0, sizeof(sge));

    sge.addr = (uintptr_t)res->buf;
    sge.length = MSG_SIZE;
    sge.lkey = res->mr->lkey;

    /* prepare the send work request */
    memset(&sr, 0, sizeof(sr));

    sr.next = NULL;
    sr.wr_id = 0;
    sr.sg_list = &sge;
    sr.num_sge = 1;
    sr.opcode = opcode;
    sr.send_flags = IBV_SEND_SIGNALED;

    if(opcode != IBV_WR_SEND)
    {
        sr.wr.rdma.remote_addr = res->remote_props.addr;
    }

```

```

        sr.wr.rdma.rkey = res->remote_props.rkey;
    }

    /* there is a Receive Request in the responder side, so we won't get any
into RNR flow */
    rc = ibv_post_send(res->qp, &sr, &bad_wr);
    if (rc)
        fprintf(stderr, "failed to post SR\n");
    else
    {
        switch(opcode)
        {
            case IBV_WR_SEND:
                fprintf(stdout, "Send Request was posted\n");
                break;

            case IBV_WR_RDMA_READ:
                fprintf(stdout, "RDMA Read Request was posted\n");
                break;

            case IBV_WR_RDMA_WRITE:
                fprintf(stdout, "RDMA Write Request was posted\n");
                break;

            default:
                fprintf(stdout, "Unknown Request was posted\n");
                break;
        }
    }
}

return rc;
}

/
*****
**
* Function: post_receive
*
* Input
*   res    pointer to resources structure
*
* Output
*   none
*
* Returns
*   0 on success, error code on failure
*
* Description
*
*****/

static int post_receive(struct resources *res)

```

```

{
struct ibv_recv_wr      rr;
struct ibv_sge          sge;
struct ibv_recv_wr      *bad_wr;
int                    rc;

    /* prepare the scatter/gather entry */
    memset(&sge, 0, sizeof(sge));
    sge.addr = (uintptr_t)res->buf;
    sge.length = MSG_SIZE;
    sge.lkey = res->mr->lkey;

    /* prepare the receive work request */
    memset(&rr, 0, sizeof(rr));

    rr.next = NULL;
    rr.wr_id = 0;
    rr.sg_list = &sge;
    rr.num_sge = 1;

    /* post the Receive Request to the RQ */
    rc = ibv_post_recv(res->q, &rr, &bad_wr);
    if (rc)
        fprintf(stderr, "failed to post RR\n");
    else
        fprintf(stdout, "Receive Request was posted\n");

    return rc;
}

/
*****
**
* Function: resources_init
*
* Input
*   res    pointer to resources structure
*
* Output
*   res    is initialized
*
* Returns
*   none
*
* Description
*   res is initialized to default values
*****
**/
static void resources_init(struct resources *res)
{
    memset(res, 0, sizeof *res);
    res->sock = -1;
}

```

```

/  

*****  

**  

* Function: resources_create  

*  

* Input  

*   res    pointer to resources structure to be filled in  

*  

* Output  

*   res    filled in with resources  

*  

* Returns  

*   0 on success, 1 on failure  

*  

* Description  

*  

* This function creates and allocates all necessary system resources. These  

* are stored in res.  

*****  

*/  

static int resources_create(struct resources *res)  

{  

    struct ibv_device **dev_list = NULL;  

    struct ibv_qp_init_attr qp_init_attr;  

    struct ibv_device *ib_dev = NULL;  

    size_t    size;  

    int       i;  

    int       mr_flags = 0;  

    int       cq_size = 0;  

    int       num_devices;  

    int       rc = 0;  

    /* if client side */  

    if (config.server_name)  

    {  

        res->sock = sock_connect(config.server_name, config.tcp_port);  

        if (res->sock < 0)  

        {  

            fprintf(stderr, "failed to establish TCP connection to server %s,  
port %d\n",  
                    config.server_name, config.tcp_port);  

            rc = -1;  

            goto resources_create_exit;  

        }  

    }  

    else  

    {  

        fprintf(stdout, "waiting on port %d for TCP connection\n", con-  
fig.tcp_port);  

        res->sock = sock_connect(NULL, config.tcp_port);  

        if (res->sock < 0)  

        {

```

```

        fprintf(stderr, "failed to establish TCP connection with client on
port %d\n",
        config.tcp_port);
        rc = -1;
        goto resources_create_exit;
    }
}

fprintf(stdout, "TCP connection was established\n");

fprintf(stdout, "searching for IB devices in host\n");

/* get device names in the system */
dev_list = ibv_get_device_list(&num_devices);
if (!dev_list)
{
    fprintf(stderr, "failed to get IB devices list\n");
    rc = 1;
    goto resources_create_exit;
}

/* if there isn't any IB device in host */
if (!num_devices)
{
    fprintf(stderr, "found %d device(s)\n", num_devices);
    rc = 1;
    goto resources_create_exit;
}

fprintf(stdout, "found %d device(s)\n", num_devices);

/* search for the specific device we want to work with */
for (i = 0; i < num_devices; i++)
{
    if(!config.dev_name)
    {
        config.dev_name = strdup(ibv_get_device_name(dev_list[i]));
        fprintf(stdout, "device not specified, using first one found:
%s\n", config.dev_name);
    }
    if (!strcmp(ibv_get_device_name(dev_list[i]), config.dev_name))
    {
        ib_dev = dev_list[i];
        break;
    }
}

/* if the device wasn't found in host */
if (!ib_dev)
{
    fprintf(stderr, "IB device %s wasn't found\n", config.dev_name);
    rc = 1;
    goto resources_create_exit;
}

```

```

/* get device handle */
res->ib_ctx = ibv_open_device(ib_dev);
if (!res->ib_ctx)
{
    fprintf(stderr, "failed to open device %s\n", config.dev_name);
    rc = 1;
    goto resources_create_exit;
}

/* We are now done with device list, free it */

ibv_free_device_list(dev_list);
dev_list = NULL;
ib_dev = NULL;

/* query port properties */
if (ibv_query_port(res->ib_ctx, config.ib_port, &res->port_attr))
{
    fprintf(stderr, "ibv_query_port on port %u failed\n", config.ib_port);
    rc = 1;
    goto resources_create_exit;
}

/* allocate Protection Domain */
res->pd = ibv_alloc_pd(res->ib_ctx);
if (!res->pd)
{
    fprintf(stderr, "ibv_alloc_pd failed\n");
    rc = 1;
    goto resources_create_exit;
}

/* each side will send only one WR, so Completion Queue with 1 entry is
enough */
cq_size = 1;
res->cq = ibv_create_cq(res->ib_ctx, cq_size, NULL, NULL, 0);
if (!res->cq)
{
    fprintf(stderr, "failed to create CQ with %u entries\n", cq_size);
    rc = 1;
    goto resources_create_exit;
}

/* allocate the memory buffer that will hold the data */

size = MSG_SIZE;
res->buf = (char *) malloc(size);

if (!res->buf )
{
    fprintf(stderr, "failed to malloc %Zu bytes to memory buffer\n",
size);
}

```



```

        rc = 1;
        goto resources_create_exit;
    }

    memset(res->buf, 0 , size);

    /* only in the server side put the message in the memory buffer */
    if (!config.server_name)
    {
        strcpy(res->buf, MSG);
        fprintf(stdout, "going to send the message: '%s'\n", res->buf);
    }
    else
        memset(res->buf, 0, size);

    /* register the memory buffer */

    mr_flags = IBV_ACCESS_LOCAL_WRITE | IBV_ACCESS_REMOTE_READ |
IBV_ACCESS_REMOTE_WRITE ;
    res->mr = ibv_reg_mr(res->pd, res->buf, size, mr_flags);
    if (!res->mr)
    {
        fprintf(stderr, "ibv_reg_mr failed with mr_flags=0x%x\n", mr_flags);
        rc = 1;
        goto resources_create_exit;
    }

    fprintf(stdout, "MR was registered with addr=%p, lkey=0x%x, rkey=0x%x,
flags=0x%x\n",
            res->buf, res->mr->lkey, res->mr->rkey, mr_flags);

    /* create the Queue Pair */
    memset(&qp_init_attr, 0, sizeof(qp_init_attr));

    qp_init_attr.qp_type = IBV_QPT_RC;
    qp_init_attr.sq_sig_all = 1;
    qp_init_attr.send_cq = res->cq;
    qp_init_attr.recv_cq = res->cq;
    qp_init_attr.cap.max_send_wr = 1;
    qp_init_attr.cap.max_recv_wr = 1;
    qp_init_attr.cap.max_send_sge = 1;
    qp_init_attr.cap.max_recv_sge = 1;

    res->qp = ibv_create_qp(res->pd, &qp_init_attr);
    if (!res->qp)
    {
        fprintf(stderr, "failed to create QP\n");
        rc = 1;
        goto resources_create_exit;
    }
    fprintf(stdout, "QP was created, QP number=0x%x\n", res->qp->qp_num);

resources_create_exit:

```

```

if(rc)
{
    /* Error encountered, cleanup */

    if(res->qp)
    {
        ibv_destroy_qp(res->qp);
        res->qp = NULL;
    }

    if(res->mr)
    {
        ibv_dereg_mr(res->mr);
        res->mr = NULL;
    }

    if(res->buf)
    {
        free(res->buf);
        res->buf = NULL;
    }

    if(res->cq)
    {
        ibv_destroy_cq(res->cq);
        res->cq = NULL;
    }

    if(res->pd)
    {
        ibv_dealloc_pd(res->pd);
        res->pd = NULL;
    }

    if(res->ib_ctx)
    {
        ibv_close_device(res->ib_ctx);
        res->ib_ctx = NULL;
    }

    if(dev_list)
    {
        ibv_free_device_list(dev_list);
        dev_list = NULL;
    }
    if (res->sock >= 0)
    {
        if (close(res->sock))
            fprintf(stderr, "failed to close socket\n");
        res->sock = -1;
    }
}

```

```

        return rc;
    }

/
*****
**
* Function: modify_qp_to_init
*
* Input
*   qp      QP to transition
*
* Output
*   none
*
* Returns
*   0 on success, ibv_modify_qp failure code on failure
*
* Description
*   Transition a QP from the RESET to INIT state
*****
**/

static int modify_qp_to_init(struct ibv_qp *qp)
{
    struct ibv_qp_attr  attr;
    int                 flags;
    int                 rc;

    memset(&attr, 0, sizeof(attr));

    attr.qp_state = IBV_QPS_INIT;
    attr.port_num = config.ib_port;
    attr.pkey_index = 0;
    attr.qp_access_flags = IBV_ACCESS_LOCAL_WRITE | IBV_ACCESS_REMOTE_READ |
        IBV_ACCESS_REMOTE_WRITE;

    flags = IBV_QP_STATE | IBV_QP_PKEY_INDEX | IBV_QP_PORT |
        IBV_QP_ACCESS_FLAGS;

    rc = ibv_modify_qp(qp, &attr, flags);
    if (rc)
        fprintf(stderr, "failed to modify QP state to INIT\n");

    return rc;
}

/
*****
**
* Function: modify_qp_to_rtr
*
* Input
*   qp      QP to transition
*   remote_qpn  remote QP number

```

```

* dlid          destination LID
* dgid          destination GID (mandatory for RoCEE)
*
* Output
*   none
*
* Returns
*   0 on success, ibv_modify_qp failure code on failure
*
* Description
*   Transition a QP from the INIT to RTR state, using the specified QP number
*****
**/

static int modify_qp_to_rtr(struct ibv_qp *qp, uint32_t remote_qpn, uint16_t
dlid, uint8_t *dgid)
{
struct ibv_qp_attr      attr;
int                     flags;
int                     rc;

    memset(&attr, 0, sizeof(attr));

    attr.qp_state = IBV_QPS_RTR;
    attr.path_mtu = IBV_MTU_256;
    attr.dest_qp_num = remote_qpn;
    attr.rq_psn = 0;
    attr.max_dest_rd_atomic = 1;
    attr.min_rnr_timer = 0x12;
    attr.ah_attr.is_global = 0;
    attr.ah_attr.dlid = dlid;
    attr.ah_attr.sl = 0;
    attr.ah_attr.src_path_bits = 0;
    attr.ah_attr.port_num = config.ib_port;
    if (config.gid_idx >= 0)
    {
        attr.ah_attr.is_global = 1;
        attr.ah_attr.port_num = 1;
        memcpy(&attr.ah_attr.grh.dgid, dgid, 16);
        attr.ah_attr.grh.flow_label = 0;
        attr.ah_attr.grh.hop_limit = 1;
        attr.ah_attr.grh.sgid_index = config.gid_idx;
        attr.ah_attr.grh.traffic_class = 0;
    }

    flags = IBV_QP_STATE | IBV_QP_AV | IBV_QP_PATH_MTU | IBV_QP_DEST_QPN |
            IBV_QP_RQ_PSN | IBV_QP_MAX_DEST_RD_ATOMIC | IBV_QP_MIN_RNR_TIMER;

    rc = ibv_modify_qp(qp, &attr, flags);
    if (rc)
        fprintf(stderr, "failed to modify QP state to RTR\n");

    return rc;
}

```

```

/
*****
**
* Function: modify_qp_to_rts
*
* Input
*   qp      QP to transition
*
* Output
*   none
*
* Returns
*   0 on success, ibv_modify_qp failure code on failure
*
* Description
*   Transition a QP from the RTR to RTS state
*****
**/

static int modify_qp_to_rts(struct ibv_qp *qp)
{
    struct ibv_qp_attr attr;
    int flags;
    int rc;

    memset(&attr, 0, sizeof(attr));

    attr.qp_state      = IBV_QPS_RTS;
    attr.timeout       = 0x12;
    attr.retry_cnt     = 6;
    attr.rnr_retry     = 0;
    attr.sq_psn        = 0;
    attr.max_rd_atomic = 1;

    flags = IBV_QP_STATE | IBV_QP_TIMEOUT | IBV_QP_RETRY_CNT |
            IBV_QP_RNR_RETRY | IBV_QP_SQ_PSN | IBV_QP_MAX_QP_RD_ATOMIC;

    rc = ibv_modify_qp(qp, &attr, flags);
    if (rc)
        fprintf(stderr, "failed to modify QP state to RTS\n");

    return rc;
}

/
*****
**
* Function: connect_qp
*
* Input
*   res      pointer to resources structure
*

```

```

* Output
*   none
*
* Returns
*   0 on success, error code on failure
*
* Description
*   Connect the QP. Transition the server side to RTR, sender side to RTS
*****
**/

static int connect_qp(struct resources *res)
{
    struct cm_con_data_t    local_con_data;
    struct cm_con_data_t    remote_con_data;
    struct cm_con_data_t    tmp_con_data;
    int rc = 0;
    char temp_char;
    union ibv_gid    my_gid;

    if (config.gid_idx >= 0)
    {
        rc = ibv_query_gid(res->ib_ctx, config.ib_port, config.gid_idx,
&my_gid);
        if (rc)
        {
            fprintf(stderr, "could not get gid for port %d, index %d\n", con-
fig.ib_port, config.gid_idx);
            return rc;
        }
    } else
        memset(&my_gid, 0, sizeof my_gid);

    /* exchange using TCP sockets info required to connect QPs */
    local_con_data.addr = htonl((uintptr_t)res->buf);
    local_con_data.rkey = htonl(res->mr->rkey);
    local_con_data.qp_num = htonl(res->qp->qp_num);
    local_con_data.lid = htons(res->port_attr.lid);
    memcpy(local_con_data.gid, &my_gid, 16);

    fprintf(stdout, "\nLocal LID          = 0x%x\n", res->port_attr.lid);

    if (sock_sync_data(res->sock, sizeof(struct cm_con_data_t), (char *)
&local_con_data, (char *) &tmp_con_data) < 0)
    {
        fprintf(stderr, "failed to exchange connection data between sides\n");
        rc = 1;
        goto connect_qp_exit;
    }

    remote_con_data.addr = ntohll(tmp_con_data.addr);
    remote_con_data.rkey = ntohl(tmp_con_data.rkey);

```

```

remote_con_data.qp_num = ntohl(tmp_con_data.qp_num);
remote_con_data.lid = ntohs(tmp_con_data.lid);
memcpy(remote_con_data.gid, tmp_con_data.gid, 16);

/* save the remote side attributes, we will need it for the post SR */
res->remote_props = remote_con_data;

fprintf(stdout, "Remote address   = 0x%"PRIx64"\n", remote_con_data.addr);
fprintf(stdout, "Remote rkey = 0x%x\n", remote_con_data.rkey);

fprintf(stdout, "Remote QP number = 0x%x\n", remote_con_data.qp_num);
fprintf(stdout, "Remote LID = 0x%x\n", remote_con_data.lid);
if (config.gid_idx >= 0)
{
    uint8_t *p = remote_con_data.gid;
    fprintf(stdout, "Remote GID =
%02x:%02x:%02x:%02x:%02x:%02x:%02x:%02x:%02x:%02x:%02x:%02x:%02x:%02x:%
02x\n",
p[0], p[1], p[2], p[3], p[4], p[5], p[6], p[7], p[8], p[9], p[10], p[11],
p[12], p[13], p[14], p[15]);
}

/* modify the QP to init */
rc = modify_qp_to_init(res->qp);
if (rc)
{
    fprintf(stderr, "change QP state to INIT failed\n");
    goto connect_qp_exit;
}

/* let the client post RR to be prepared for incoming messages */
if (config.server_name)
{
    rc = post_receive(res);
    if (rc)
    {
        fprintf(stderr, "failed to post RR\n");
        goto connect_qp_exit;
    }
}

/* modify the QP to RTR */
rc = modify_qp_to_rtr(res->qp, remote_con_data.qp_num,
remote_con_data.lid, remote_con_data.gid);
if (rc)
{
    fprintf(stderr, "failed to modify QP state to RTR\n");
    goto connect_qp_exit;
}

rc = modify_qp_to_rts(res->qp);
if (rc)
{

```

```

        fprintf(stderr, "failed to modify QP state to RTR\n");
        goto connect_qp_exit;
    }

    fprintf(stdout, "QP state was change to RTS\n");

    /* sync to make sure that both sides are in states that they can connect
    to prevent packet loose */
    if (sock_sync_data(res->sock, 1, "Q", &temp_char)) /* just send a dummy
    char back and forth */
    {
        fprintf(stderr, "sync error after QPs are were moved to RTS\n");
        rc = 1;
    }

    connect_qp_exit:

    return rc;
}

/
*****
**
* Function: resources_destroy
*
* Input
*   res    pointer to resources structure
*
* Output
*   none
*
* Returns
*   0 on success, 1 on failure
*
* Description
*   Cleanup and deallocate all resources used
*****
**/

static int resources_destroy(struct resources *res)
{
    int rc = 0;

    if (res->qp)
        if (ibv_destroy_qp(res->qp))
        {
            fprintf(stderr, "failed to destroy QP\n");
            rc = 1;
        }

    if (res->mr)
        if (ibv_dereg_mr(res->mr))
        {

```



```

        fprintf(stderr, "failed to deregister MR\n");
        rc = 1;
    }

    if (res->buf)
        free(res->buf);

    if (res->cq)
        if (ibv_destroy_cq(res->cq))
        {
            fprintf(stderr, "failed to destroy CQ\n");
            rc = 1;
        }

    if (res->pd)
        if (ibv_dealloc_pd(res->pd))
        {
            fprintf(stderr, "failed to deallocate PD\n");
            rc = 1;
        }

    if (res->ib_ctx)
        if (ibv_close_device(res->ib_ctx))
        {
            fprintf(stderr, "failed to close device context\n");
            rc = 1;
        }

    if (res->sock >= 0)
        if (close(res->sock))
        {
            fprintf(stderr, "failed to close socket\n");
            rc = 1;
        }

    return rc;
}

/
*****
**
* Function: print_config
*
* Input
*   none
*
* Output
*   none
*
* Returns
*   none
*
* Description
*   Print out config information

```

```

*****
**/
static void print_config(void)
{
    fprintf(stdout, " -----
\n");
    fprintf(stdout, " Device name      : \"%s\"\\n", config.dev_name);
    fprintf(stdout, " IB port        : %u\\n", config.ib_port);
    if (config.server_name)
        fprintf(stdout, " IP            : %s\\n", config.server_name);
    fprintf(stdout, " TCP port      : %u\\n", config.tcp_port);
    if (config.gid_idx >= 0)
        fprintf(stdout, " GID index     : %u\\n", config.gid_idx);
    fprintf(stdout, " -----
\n\\n");
}

/
*****
**
* Function: usage
*
* Input
*   argv0    command line arguments
*
* Output
*   none
*
* Returns
*   none
*
* Description
*   print a description of command line syntax
*****
**/

static void usage(const char *argv0)
{
    fprintf(stdout, "Usage:\\n");
    fprintf(stdout, "  %s    start a server and wait for connection\\n", argv0);
    fprintf(stdout, "  %s <host>    connect to server at <host>\\n", argv0);
    fprintf(stdout, "\\n");
    fprintf(stdout, "Options:\\n");
    fprintf(stdout, "  -p, --port <port>    listen on/connect to port <port>
(default 18515)\\n");
    fprintf(stdout, "  -d, --ib-dev <dev>    use IB device <dev> (default first
device found)\\n");
    fprintf(stdout, "  -i, --ib-port <port>    use port <port> of IB device
(default 1)\\n");
    fprintf(stdout, "  -g, --gid_idx <gid index>    gid index to be used in GRH
(default not used)\\n");
}

```

```

/  

*****  

**  

* Function: main  

*  

* Input  

*   argc   number of items in argv  

*   argv   command line parameters  

*  

* Output  

*   none  

*  

* Returns  

*   0 on success, 1 on failure  

*  

* Description  

*   Main program code  

*****  

**/

```

```

int main(int argc, char *argv[])
{
    struct resources    res;
    int                 rc = 1;
    char                 temp_char;

    /* parse the command line parameters */
    while (1)
    {
        int c;

        static struct option long_options[] =
        {
            {name="port",    has_arg=1, val='p' },
            {name="ib-dev",  has_arg=1, val='d' },
            {name="ib-port", has_arg=1, val='i' },
            {name="gid-idx", has_arg=1, val='g' },
            {name=NULL,      has_arg=0, val='\0' }
        };

        c = getopt_long(argc, argv, "p:d:i:g:", long_options, NULL);
        if (c == -1)
            break;

        switch (c)
        {
            case 'p':
                config.tcp_port = strtoul(optarg, NULL, 0);
                break;

            case 'd':
                config.dev_name = strdup(optarg);
                break;

```

```

        case 'i':
config.ib_port = strtoul(optarg, NULL, 0);
if (config.ib_port < 0)
{
usage(argv[0]);
return 1;
}

break;

        case 'g':
config.gid_idx = strtoul(optarg, NULL, 0);
if (config.gid_idx < 0)
{
usage(argv[0]);
return 1;
}

break;

        default:
            usage(argv[0]);
            return 1;
    }
}

/* parse the last parameter (if exists) as the server name */
if (optind == argc - 1)
    config.server_name = argv[optind];
else if (optind < argc)
{
    usage(argv[0]);
    return 1;
}

/* print the used parameters for info*/
print_config();

/* init all of the resources, so cleanup will be easy */
resources_init(&res);

/* create resources before using them */
if (resources_create(&res))
{
    fprintf(stderr, "failed to create resources\n");
    goto main_exit;
}

/* connect the QPs */
if (connect_qp(&res))
{
    fprintf(stderr, "failed to connect QPs\n");
    goto main_exit;
}

/* let the server post the sr */

```

```

    if (!config.server_name)
        if (post_send(&res, IBV_WR_SEND))
        {
            fprintf(stderr, "failed to post sr\n");
            goto main_exit;
        }

    /* in both sides we expect to get a completion */
    if (poll_completion(&res))
    {
        fprintf(stderr, "poll completion failed\n");
        goto main_exit;
    }

    /* after polling the completion we have the message in the client buffer
too */
    if (config.server_name)
        fprintf(stdout, "Message is: '%s'\n", res.buf);
    else
    {
        /* setup server buffer with read message */
        strcpy(res.buf, RDMAMSGR);
    }

    /* Sync so we are sure server side has data ready before client tries to
read it */
    if (sock_sync_data(res.sock, 1, "R", &temp_char)) /* just send a dummy
char back and forth */
    {
        fprintf(stderr, "sync error before RDMA ops\n");
        rc = 1;
        goto main_exit;
    }

    /* Now the client performs an RDMA read and then write on server.
Note that the server has no idea these events have occurred */

    if (config.server_name)
    {
        /* First we read contents of server's buffer */

        if (post_send(&res, IBV_WR_RDMA_READ))
        {
            fprintf(stderr, "failed to post SR 2\n");
            rc = 1;
            goto main_exit;
        }

        if (poll_completion(&res))
        {
            fprintf(stderr, "poll completion failed 2\n");
            rc = 1;
            goto main_exit;
        }
    }

```

```

    }

    fprintf(stdout, "Contents of server's buffer: '%s'\n", res.buf);

    /* Now we replace what's in the server's buffer */
    strcpy(res.buf, RDMAMSGW);

    fprintf(stdout, "Now replacing it with: '%s'\n", res.buf);

    if (post_send(&res, IBV_WR_RDMA_WRITE))
    {
        fprintf(stderr, "failed to post SR 3\n");
        rc = 1;
        goto main_exit;
    }

    if (poll_completion(&res))
    {
        fprintf(stderr, "poll completion failed 3\n");
        rc = 1;
        goto main_exit;
    }
}

/* Sync so server will know that client is done mucking with its memory */

if (sock_sync_data(res.sock, 1, "W", &temp_char)) /* just send a dummy
char back and forth */
{
    fprintf(stderr, "sync error after RDMA ops\n");
    rc = 1;
    goto main_exit;
}

if(!config.server_name)
    fprintf(stdout, "Contents of server buffer: '%s'\n", res.buf);

rc = 0;

main_exit:
if (resources_destroy(&res))
{
    fprintf(stderr, "failed to destroy resources\n");
    rc = 1;
}

if(config.dev_name)
    free((char *) config.dev_name);

fprintf(stdout, "\ntest result is %d\n", rc);

return rc;
}

```

## 7.3 Synopsis for Multicast Example Using RDMA\_CM and IBV Verbs

This code example for Multicast, uses RDMA-CM and VPI (and hence can be run both over IB and over LLE).

Notes:

1. In order to run the multicast example on either IB or LLE, no change is needed to the test's code. However if RDMA\_CM is used, it is required that the network interface will be configured and up (whether it is used over RoCE or over IB).
2. For the IB case, a join operation is involved, yet it is performed by the rdma\_cm kernel code.
3. For the LLE case, no join is required. All MGIDs are resolved into MACs at the host.
4. To inform the multicast example which port to use, you need to specify "-b <IP address>" to bind to the desired device port.

### 7.3.1 Main

1. Get command line parameters.
  - m – MC address, destination port
  - M – unmapped MC address, requires also bind address (parameter “b”)
  - s – sender flag.
  - b – bind address.
  - c – connections amount.
  - C – message count.
  - S – message size.
  - p – port space (UDP default; IPoIB)
2. Create event channel to receive asynchronous events.
3. Allocate Node and creates an identifier that is used to track communication information
4. Start the “run” main function.
5. On ending – release and free resources.

API definition files: rdma/rdma\_cma.h and infiniband/verbs.h

### 7.3.2 Run

1. Get source (if provided for binding) and destination addresses – convert the input addresses to socket presentation.
2. Joining:
  - A. For all connections:
    - if source address is specifically provided, then bind the rdma\_cm object to the corresponding network interface. (Associates a source address with an rdma\_cm identifier).
    - if unmapped MC address with bind address provided, check the remote address and then bind.
  - B. Poll on all the connection events and wait that all rdma\_cm objects joined the MC group.
3. Send & receive:
  - A. If sender: send the messages to all connection nodes (function “post\_sends”).
  - B. If receiver: poll the completion queue (function “poll\_cqs”) till messages arrival.

On ending – release network resources (per all connections: leaves the multicast group and detaches its associated QP from the group)

## 7.4 Code for Multicast Using RDMA\_CM and IBV Verbs

### Multicast Code Example

```
/*
 * BUILD COMMAND:
 * gcc -g -Wall -D_GNU_SOURCE -g -O2 -o examples/mckey examples/mckey.c -
libverbs -lrdrmacm
 *
 * $Id$
 */

#include <stdlib.h>
#include <string.h>
#include <stdio.h>
#include <errno.h>
#include <sys/types.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <sys/socket.h>
#include <netdb.h>
#include <byteswap.h>
#include <unistd.h>
#include <getopt.h>

#include <rdma/rdma_cm.h>

struct cmatest_node
{
    int                id;
    struct rdma_cm_id *cma_id;
    int                connected;
    struct ibv_pd      *pd;
    struct ibv_cq      *cq;
    struct ibv_mr      *mr;
    struct ibv_ah      *ah;
    uint32_t           remote_qpn;
    uint32_t           remote_qkey;
    void               *mem;
};

struct cmatest
{
    struct rdma_event_channel *channel;
    struct cmatest_node *nodes;
    int conn_index;
    int connects_left;

    struct sockaddr_in6 dst_in;
    struct sockaddr     *dst_addr;
};
```



```

        struct sockaddr_in6 src_in;
        struct sockaddr      *src_addr;
};

static struct cmatest test;
static int connections = 1;
static int message_size = 100;
static int message_count = 10;
static int is_sender;
static int unmapped_addr;
static char *dst_addr;
static char *src_addr;
static enum rdma_port_space port_space = RDMA_PS_UDP;

static int create_message(struct cmatest_node *node)
{
    if (!message_size)
        message_count = 0;

    if (!message_count)
        return 0;

    node->mem = malloc(message_size + sizeof(struct ibv_grh));
    if (!node->mem)
    {
        printf("failed message allocation\n");
        return -1;
    }
    node->mr = ibv_reg_mr(node->pd, node->mem, message_size + sizeof(struct
ibv_grh),
    IBV_ACCESS_LOCAL_WRITE);
    if (!node->mr)
    {
        printf("failed to reg MR\n");
        goto err;
    }
    return 0;
err:
    free(node->mem);
    return -1;
}

static int verify_test_params(struct cmatest_node *node)
{
    struct ibv_port_attr port_attr;
    int ret;

    ret = ibv_query_port(node->cma_id->verbs, node->cma_id->port_num,
&port_attr);
    if (ret)
        return ret;

    if (message_count && message_size > (1 << (port_attr.active_mtu + 7)))
    {

```

```

        printf("mckey: message_size %d is larger than active mtu %d\n",
message_size, 1 << (port_attr.active_mtu + 7));
        return -EINVAL;
    }

    return 0;
}

static int init_node(struct cmatest_node *node)
{
    struct ibv_qp_init_attr init_qp_attr;
    int cqe, ret;

    node->pd = ibv_alloc_pd(node->cma_id->verbs);
    if (!node->pd)
    {
        ret = -ENOMEM;
        printf("mckey: unable to allocate PD\n");
        goto out;
    }

    cqe = message_count ? message_count * 2 : 2;
    node->cq = ibv_create_cq(node->cma_id->verbs, cqe, node, 0, 0);
    if (!node->cq)
    {
        ret = -ENOMEM;
        printf("mckey: unable to create CQ\n");
        goto out;
    }

    memset(&init_qp_attr, 0, sizeof init_qp_attr);
    init_qp_attr.cap.max_send_wr = message_count ? message_count : 1;
    init_qp_attr.cap.max_recv_wr = message_count ? message_count : 1;
    init_qp_attr.cap.max_send_sge = 1;
    init_qp_attr.cap.max_recv_sge = 1;
    init_qp_attr.qp_context = node;
    init_qp_attr.sq_sig_all = 0;
    init_qp_attr.qp_type = IBV_QPT_UD;
    init_qp_attr.send_cq = node->cq;
    init_qp_attr.recv_cq = node->cq;
    ret = rdma_create_qp(node->cma_id, node->pd, &init_qp_attr);
    if (ret)
    {
        printf("mckey: unable to create QP: %d\n", ret);
        goto out;
    }

    ret = create_message(node);
    if (ret)
    {
        printf("mckey: failed to create messages: %d\n", ret);
        goto out;
    }
out:

```

```

    return ret;
}

static int post_recvs(struct cmatest_node *node)
{
    struct ibv_recv_wr recv_wr, *recv_failure;
    struct ibv_sge sge;
    int i, ret = 0;

    if (!message_count)
        return 0;

    recv_wr.next = NULL;
    recv_wr.sg_list = &sge;
    recv_wr.num_sge = 1;
    recv_wr.wr_id = (uintptr_t) node;

    sge.length = message_size + sizeof(struct ibv_grh);
    sge.lkey = node->mr->lkey;
    sge.addr = (uintptr_t) node->mem;

    for (i = 0; i < message_count && !ret; i++)
    {
        ret = ibv_post_recv(node->cma_id->qp, &recv_wr, &recv_failure);
        if (ret)
        {
            printf("failed to post receives: %d\n", ret);
            break;
        }
    }
    return ret;
}

static int post_sends(struct cmatest_node *node, int signal_flag)
{
    struct ibv_send_wr send_wr, *bad_send_wr;
    struct ibv_sge sge;
    int i, ret = 0;

    if (!node->connected || !message_count)
        return 0;

    send_wr.next = NULL;
    send_wr.sg_list = &sge;
    send_wr.num_sge = 1;
    send_wr.opcode = IBV_WR_SEND_WITH_IMM;
    send_wr.send_flags = signal_flag;
    send_wr.wr_id = (unsigned long)node;
    send_wr.imm_data = htonl(node->cma_id->qp->qpn);

    send_wr.wr.ud.ah = node->ah;
    send_wr.wr.ud.remote_qpn = node->remote_qpn;
    send_wr.wr.ud.remote_qkey = node->remote_qkey;

```

```

    sge.length = message_size;
    sge.lkey = node->mr->lkey;
    sge.addr = (uintptr_t) node->mem;

    for (i = 0; i < message_count && !ret; i++)
    {
        ret = ibv_post_send(node->cma_id->qp, &send_wr, &bad_send_wr);
        if (ret)
            printf("failed to post sends: %d\n", ret);
    }
    return ret;
}

static void connect_error(void)
{
    test.connects_left--;
}

static int addr_handler(struct cmatest_node *node)
{
    int ret;

    ret = verify_test_params(node);
    if (ret)
        goto err;

    ret = init_node(node);
    if (ret)
        goto err;

    if (!is_sender)
    {
        ret = post_recvs(node);
        if (ret)
            goto err;
    }

    ret = rdma_join_multicast(node->cma_id, test.dst_addr, node);
    if (ret)
    {
        printf("mckey: failure joining: %d\n", ret);
        goto err;
    }
    return 0;
err:
    connect_error();
    return ret;
}

static int join_handler(struct cmatest_node *node, struct rdma_ud_param
*param)
{
    char buf[40];

```

```

    inet_ntop(AF_INET6, param->ah_attr.grh.dgid.raw, buf, 40);
    printf("mckey: joined dgid: %s\n", buf);

    node->remote_qpn = param->qpn_num;
    node->remote_qkey = param->qkey;
    node->ah = ibv_create_ah(node->pd, &param->ah_attr);
    if (!node->ah)
    {
        printf("mckey: failure creating address handle\n");
        goto err;
    }

    node->connected = 1;
    test.connects_left--;
    return 0;
err:
    connect_error();
    return -1;
}

static int cma_handler(struct rdma_cm_id *cma_id, struct rdma_cm_event
*event)
{
    int ret = 0;

    switch (event->event)
    {
        case RDMA_CM_EVENT_ADDR_RESOLVED:
            ret = addr_handler(cma_id->context);
            break;
        case RDMA_CM_EVENT_MULTICAST_JOIN:
            ret = join_handler(cma_id->context, &event->param.ud);
            break;
        case RDMA_CM_EVENT_ADDR_ERROR:
        case RDMA_CM_EVENT_ROUTE_ERROR:
        case RDMA_CM_EVENT_MULTICAST_ERROR:
            printf("mckey: event: %s, error: %d\n",      rdma_event_str(event->event),
event->status);
            connect_error();
            ret = event->status;
            break;
        case RDMA_CM_EVENT_DEVICE_REMOVAL:
            /* Cleanup will occur after test completes. */
            break;
        default:
            break;
    }
    return ret;
}

static void destroy_node(struct cmatest_node *node)
{
    if (!node->cma_id)
        return;

```

```

    if (node->ah)
        ibv_destroy_ah(node->ah);

    if (node->cma_id->qp)
        rdma_destroy_qp(node->cma_id);

    if (node->cq)
        ibv_destroy_cq(node->cq);

    if (node->mem)
    {
        ibv_dereg_mr(node->mr);
        free(node->mem);
    }

    if (node->pd)
        ibv_dealloc_pd(node->pd);

    /* Destroy the RDMA ID after all device resources */
    rdma_destroy_id(node->cma_id);
}

static int alloc_nodes(void)
{
    int ret, i;

    test.nodes = malloc(sizeof *test.nodes * connections);
    if (!test.nodes)
    {
        printf("mckey: unable to allocate memory for test nodes\n");
        return -ENOMEM;
    }
    memset(test.nodes, 0, sizeof *test.nodes * connections);

    for (i = 0; i < connections; i++)
    {
        test.nodes[i].id = i;
        ret = rdma_create_id(test.channel, &test.nodes[i].cma_id,
&test.nodes[i], port_space);
        if (ret)
            goto err;
    }
    return 0;
err:
    while (--i >= 0)
        rdma_destroy_id(test.nodes[i].cma_id);
    free(test.nodes);
    return ret;
}

static void destroy_nodes(void)
{
    int i;

```

```

        for (i = 0; i < connections; i++)
            destroy_node(&test.nodes[i]);
        free(test.nodes);
    }

static int poll_cqs(void)
{
    struct ibv_wc wc[8];
    int done, i, ret;

    for (i = 0; i < connections; i++)
    {
        if (!test.nodes[i].connected)
            continue;

        for (done = 0; done < message_count; done += ret)
        {
            ret = ibv_poll_cq(test.nodes[i].cq, 8, wc);
            if (ret < 0)
            {
                printf("mckey: failed polling CQ: %d\n", ret);
                return ret;
            }
        }
        return 0;
    }
}

static int connect_events(void)
{
    struct rdma_cm_event *event;
    int ret = 0;

    while (test.connects_left && !ret)
    {
        ret = rdma_get_cm_event(test.channel, &event);
        if (!ret)
        {
            ret = cma_handler(event->id, event);
            rdma_ack_cm_event(event);
        }
    }
    return ret;
}

static int get_addr(char *dst, struct sockaddr *addr)
{
    struct addrinfo *res;
    int ret;

    ret = getaddrinfo(dst, NULL, NULL, &res);
    if (ret)
    {

```

```

    printf("getaddrinfo failed - invalid hostname or IP address\n");
    return ret;
}

memcpy(addr, res->ai_addr, res->ai_addrlen);
freeaddrinfo(res);
return ret;
}

static int run(void)
{
    int i, ret;

    printf("mckey: starting %s\n", is_sender ? "client" : "server");
    if (src_addr)
    {
        ret = get_addr(src_addr, (struct sockaddr *) &test.src_in);
        if (ret)
            return ret;
    }

    ret = get_addr(dst_addr, (struct sockaddr *) &test.dst_in);
    if (ret)
        return ret;

    printf("mckey: joining\n");
    for (i = 0; i < connections; i++)
    {
        if (src_addr)
        {
            ret = rdma_bind_addr(test.nodes[i].cma_id,
test.src_addr);

            if (ret)
            {
                printf("mckey: addr bind failure: %d\n", ret);
                connect_error();
                return ret;
            }
        }

        if (unmapped_addr)
            ret = addr_handler(&test.nodes[i]);
        else
            ret = rdma_resolve_addr(test.nodes[i].cma_id,
test.src_addr, test.dst_addr, 2000);
        if (ret)
        {
            printf("mckey: resolve addr failure: %d\n", ret);
            connect_error();
            return ret;
        }
    }

    ret = connect_events();

```



```

    if (ret)
        goto out;

    /*
     * Pause to give SM chance to configure switches. We don't want to
     * handle reliability issue in this simple test program.
     */
    sleep(3);

    if (message_count)
    {
        if (is_sender)
        {
            printf("initiating data transfers\n");
            for (i = 0; i < connections; i++)
            {
                ret = post_sends(&test.nodes[i], 0);
                if (ret)
                    goto out;
            }
        }
        else
        {
            printf("receiving data transfers\n");
            ret = poll_cqs();
            if (ret)
                goto out;
        }
        printf("data transfers complete\n");
    }
out:
    for (i = 0; i < connections; i++)
    {
        ret = rdma_leave_multicast(test.nodes[i].cma_id,
test.dst_addr);
        if (ret)
            printf("mckey: failure leaving: %d\n", ret);
    }
    return ret;
}

int main(int argc, char **argv)
{
    int op, ret;

    while ((op = getopt(argc, argv, "m:M:sb:c:C:S:p:")) != -1)
    {
        switch (op)
        {
            case 'm':
                dst_addr = optarg;
                break;
            case 'M':

```

```

        unmapped_addr = 1;
        dst_addr = optarg;
        break;
        case 's':
            is_sender = 1;
            break;
        case 'b':
            src_addr = optarg;
            test.src_addr = (struct sockaddr *) &test.src_in;
            break;
        case 'c':
            connections = atoi(optarg);
            break;
        case 'C':
            message_count = atoi(optarg);
            break;
        case 'S':
            message_size = atoi(optarg);
            break;
        case 'p':
            port_space = strtol(optarg, NULL, 0);
            break;
        default:
            printf("usage: %s\n", argv[0]);
            printf("\t-m multicast_address\n");
            printf("\t[-M unmapped_multicast_address]\n"
                   "\t\t replaces -m and requires -b\n");
            printf("\t[-s(ender)]\n");
            printf("\t[-b bind_address]\n");
            printf("\t[-c connections]\n");
            printf("\t[-C message_count]\n");
            printf("\t[-S message_size]\n");
            printf("\t[-p port_space - %x for UDP (default), %x\n",
                   for IPOIB], RDMA_PS_UDP, RDMA_PS_IPOIB);
            exit(1);
        }
    }

    test.dst_addr = (struct sockaddr *) &test.dst_in;
    test.connects_left = connections;

    test.channel = rdma_create_event_channel();
    if (!test.channel)
    {
        printf("failed to create event channel\n");
        exit(1);
    }

    if (alloc_nodes())
        exit(1);

    ret = run();

    printf("test complete\n");

```

```
    destroy_nodes();  
    rdma_destroy_event_channel(test.channel);  
  
    printf("return status %d\n", ret);  
    return ret;  
}
```

## 8 Programming Examples Using RDMA Verbs

This chapter provides code examples using the RDMA Verbs

### 8.1 Automatic Path Migration (APM)

```

/**
 * Compile Command:
 * gcc apm.c -o apm -libverbs -lrdmacm
 *
 * Description:
 * This example demonstrates Automatic Path Migration (APM). The basic flow is
 * as follows:
 * 1. Create connection between client and server
 * 2. Set the alternate path details on each side of the connection
 * 3. Perform send operations back and forth between client and server
 * 4. Cause the path to be migrated (manually or automatically)
 * 5. Complete sends using the alternate path
 *
 * There are two ways to cause the path to be migrated.
 * 1. Use the ibv_modify_qp verb to set path_mig_state = IBV_MIG_MIGRATED
 * 2. Assuming there are two ports on at least one side of the connection, and
 *    each port has a path to the other host, pull out the cable of the orig-
 *    inal
 *    port and watch it migrate to the other port.
 *
 * Running the Example:
 * This example requires a specific IB network configuration to properly
 * demonstrate APM. Two hosts are required, one for the client and one for the
 * server. At least one of these two hosts must have a IB card with two ports.
 * Both of these ports should be connected to the same subnet and each have a
 * route to the other host through an IB switch.
 * The executable can operate as either the client or server application.
Start
 * the server side first on one host then start the client on the other host.
With default parameters, the
 * client and server will exchange 100 sends over 100 seconds. During that
time,
 * manually unplug the cable connected to the original port of the two port
 * host, and watch the path get migrated to the other port. It may take up to
 * a minute for the path to migrated. To see the path get migrated by soft-
ware,
 * use the -m option on the client side.
 *
 * Server:
 * ./apm -s
 *
 * Client (-a is IP of remote interface):
 * ./apm -a 192.168.1.12
 */
```

```

#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <errno.h>
#include <getopt.h>
#include <rdma/rdma_verbs.h>

#define VERB_ERR(verb, ret) \
    fprintf(stderr, "%s returned %d errno %d\n", verb, ret, errno)

/* Default parameter values */
#define DEFAULT_PORT "51216"
#define DEFAULT_MSG_COUNT 100
#define DEFAULT_MSG_LENGTH 1000000
#define DEFAULT_MSEC_DELAY 500

/* Resources used in the example */
struct context
{
    /* User parameters */
    int server;
    char *server_name;
    char *server_port;
    int msg_count;
    int msg_length;
    int msec_delay;
    uint8_t alt_srcport;
    uint16_t alt_dlid;
    uint16_t my_alt_dlid;
    int migrate_after;

    /* Resources */
    struct rdma_cm_id *id;
    struct rdma_cm_id *listen_id;
    struct ibv_mr *send_mr;
    struct ibv_mr *recv_mr;
    char *send_buf;
    char *recv_buf;
    pthread_t async_event_thread;
};

/*
 * Function:      async_event_thread
 *
 * Input:
 *     arg        The context object
 *
 * Output:
 *     none
 *
 * Returns:
 *     NULL
 */

```

```

* Description:
*   Reads any Asynchronous events that occur during the sending of data
*   and prints out the details of the event. Specifically migration
*   related events.
*/
static void *async_event_thread(void *arg)
{
    struct ibv_async_event event;
    int ret;

    struct context *ctx = (struct context *) arg;

    while (1) {
        ret = ibv_get_async_event(ctx->id->verbs, &event);
        if (ret) {
            VERB_ERR("ibv_get_async_event", ret);
            break;
        }

        switch (event.event_type) {
            case IBV_EVENT_PATH_MIG:
                printf("QP path migrated\n");
                break;
            case IBV_EVENT_PATH_MIG_ERR:
                printf("QP path migration error\n");
                break;
            default:
                printf("Async Event %d\n", event.event_type);
                break;
        }

        ibv_ack_async_event(&event);
    }

    return NULL;
}

/*
* Function:    get_alt_dlid_from_private_data
*
* Input:
*   event      The RDMA event containing private data
*
* Output:
*   dlid       The DLID that was sent in the private data
*
* Returns:
*   0 on success, non-zero on failure
*
* Description:
*   Takes the private data sent from the remote side and returns the
*   destination LID that was contained in the private data
*/

```

```

int  get_alt_dlid_from_private_data(struct  rdma_cm_event  *event,  uint16_t
*dclid)
{
    if (event->param.conn.private_data_len < 4) {
        printf("unexpected private data len: %d",
            event->param.conn.private_data_len);
        return -1;
    }

    *dclid = ntohs(*(uint16_t *) event->param.conn.private_data);
    return 0;
}

/*
 * Function:      get_alt_port_details
 *
 * Input:
 *     ctx        The context object
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     First, query the device to determine if path migration is supported.
 *     Next, queries all the ports on the device to determine if there is
 *     different port than the current one to use as an alternate port. If
so,
 *     copy the port number and dlid to the context so they can be used when
 *     the alternate path is loaded.
 *
 * Note:
 *     This function assumes that if another port is found in the active
state,
 *     that the port is connected to the same subnet as the initial port and
 *     that there is a route to the other hosts alternate port.
 */
int get_alt_port_details(struct context *ctx)
{
    int ret, i;
    struct ibv_qp_attr qp_attr;
    struct ibv_qp_init_attr qp_init_attr;
    struct ibv_device_attr dev_attr;

    /* This example assumes the alternate port we want to use is on the same
 * HCA. Ports from other HCAs can be used as alternate paths as well. Get
 * a list of devices using ibv_get_device_list or rdma_get_devices.*/
    ret = ibv_query_device(ctx->id->verbs, &dev_attr);
    if (ret) {
        VERB_ERR("ibv_query_device", ret);
        return ret;
    }
}

```

```

/* Verify the APM is supported by the HCA */
if (!(dev_attr.device_cap_flags | IBV_DEVICE_AUTO_PATH_MIG)) {
    printf("device does not support auto path migration!\n");
    return -1;
}

/* Query the QP to determine which port we are bound to */
ret = ibv_query_qp(ctx->id->qp, &qp_attr, 0, &qp_init_attr);
if (ret) {
    VERB_ERR("ibv_query_qp", ret);
    return ret;
}

for (i = 1; i <= dev_attr.phys_port_cnt; i++) {
    /* Query all ports until we find one in the active state that is
     * not the port we are currently connected to. */

    struct ibv_port_attr port_attr;
    ret = ibv_query_port(ctx->id->verbs, i, &port_attr);
    if (ret) {
        VERB_ERR("ibv_query_device", ret);
        return ret;
    }

    if (port_attr.state == IBV_PORT_ACTIVE) {
        ctx->my_alt_dlid = port_attr.lid;
        ctx->alt_srcport = i;
        if (qp_attr.port_num != i)
            break;
    }
}

return 0;
}

/*
 * Function:    load_alt_path
 *
 * Input:
 *     ctx      The context object
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     Uses ibv_modify_qp to load the alternate path information and set the
 *     path migration state to rearm.
 */
int load_alt_path(struct context *ctx)
{

```



```

int ret;
struct ibv_qp_attr qp_attr;
struct ibv_qp_init_attr qp_init_attr;

/* query to get the current attributes of the qp */
ret = ibv_query_qp(ctx->id->qp, &qp_attr, 0, &qp_init_attr);
if (ret) {
    VERB_ERR("ibv_query_qp", ret);
    return ret;
}

/* initialize the alternate path attributes with the current path
 * attributes */
memcpy(&qp_attr.alt_ah_attr, &qp_attr.ah_attr, sizeof (struct
ibv_ah_attr));

/* set the alt path attributes to some basic values */
qp_attr.alt_pkey_index = qp_attr.pkey_index;
qp_attr.alt_timeout = qp_attr.timeout;
qp_attr.path_mig_state = IBV_MIG_REARM;

/* if an alternate path was supplied, set the source port and the dlid */
if (ctx->alt_srcport)
    qp_attr.alt_port_num = ctx->alt_srcport;
else
    qp_attr.alt_port_num = qp_attr.port_num;

if (ctx->alt_dlid)
    qp_attr.alt_ah_attr.dlid = ctx->alt_dlid;

printf("loading alt path - local port: %d, dlid: %d\n",
    qp_attr.alt_port_num, qp_attr.alt_ah_attr.dlid);

ret = ibv_modify_qp(ctx->id->qp, &qp_attr,
    IBV_QP_ALT_PATH | IBV_QP_PATH_MIG_STATE);
if (ret) {
    VERB_ERR("ibv_modify_qp", ret);
    return ret;
}
}

/*
 * Function:      reg_mem
 *
 * Input:
 *      ctx      The context object
 *
 * Output:
 *      none
 *
 * Returns:
 *      0 on success, non-zero on failure
 *
 * Description:

```

```

    *      Registers memory regions to use for our data transfer
    */
int reg_mem(struct context *ctx)
{
    ctx->send_buf = (char *) malloc(ctx->msg_length);
    memset(ctx->send_buf, 0x12, ctx->msg_length);

    ctx->recv_buf = (char *) malloc(ctx->msg_length);
    memset(ctx->recv_buf, 0x00, ctx->msg_length);

    ctx->send_mr = rdma_reg_msgs(ctx->id, ctx->send_buf, ctx->msg_length);
    if (!ctx->send_mr) {
        VERB_ERR("rdma_reg_msgs", -1);
        return -1;
    }

    ctx->recv_mr = rdma_reg_msgs(ctx->id, ctx->recv_buf, ctx->msg_length);
    if (!ctx->recv_mr) {
        VERB_ERR("rdma_reg_msgs", -1);
        return -1;
    }

    return 0;
}

/*
 * Function:      getaddrinfo_and_create_ep
 *
 * Input:
 *      ctx      The context object
 *
 * Output:
 *      none
 *
 * Returns:
 *      0 on success, non-zero on failure
 *
 * Description:
 *      Gets the address information and creates our endpoint
 */
int getaddrinfo_and_create_ep(struct context *ctx)
{
    int ret;
    struct rdma_addrinfo *rai, hints;
    struct ibv_qp_init_attr qp_init_attr;

    memset(&hints, 0, sizeof (hints));
    hints.ai_port_space = RDMA_PS_TCP;
    if (ctx->server == 1)
        hints.ai_flags = RAI_PASSIVE; /* this makes it a server */

    printf("rdma_getaddrinfo\n");
    ret = rdma_getaddrinfo(ctx->server_name, ctx->server_port, &hints, &rai);
    if (ret) {

```

```

        VERB_ERR("rdma_getaddrinfo", ret);
        return ret;
    }

    memset(&qp_init_attr, 0, sizeof (qp_init_attr));

    qp_init_attr.cap.max_send_wr = 1;
    qp_init_attr.cap.max_recv_wr = 1;
    qp_init_attr.cap.max_send_sge = 1;
    qp_init_attr.cap.max_recv_sge = 1;

    printf("rdma_create_ep\n");
    ret = rdma_create_ep(&ctx->id, rai, NULL, &qp_init_attr);
    if (ret) {
        VERB_ERR("rdma_create_ep", ret);
        return ret;
    }

    rdma_freeaddrinfo(rai);

    return 0;
}

/*
 * Function:      get_connect_request
 *
 * Input:
 *      ctx      The context object
 *
 * Output:
 *      none
 *
 * Returns:
 *      0 on success, non-zero on failure
 *
 * Description:
 *      Wait for a connect request from the client
 */
int get_connect_request(struct context *ctx)
{
    int ret;

    printf("rdma_listen\n");
    ret = rdma_listen(ctx->id, 4);
    if (ret) {
        VERB_ERR("rdma_listen", ret);
        return ret;
    }

    ctx->listen_id = ctx->id;

    printf("rdma_get_request\n");
    ret = rdma_get_request(ctx->listen_id, &ctx->id);
    if (ret) {

```

```

        VERB_ERR("rdma_get_request", ret);
        return ret;
    }

    if (ctx->id->event->event != RDMA_CM_EVENT_CONNECT_REQUEST) {
        printf("unexpected event: %s",
            rdma_event_str(ctx->id->event->event));
        return ret;
    }

    /* If the alternate path info was not set on the command line, get
     * it from the private data */
    if (ctx->alt_dlid == 0 && ctx->alt_srcport == 0) {
        ret = get_alt_dlid_from_private_data(ctx->id->event, &ctx->alt_dlid);
        if (ret) {
            return ret;
        }
    }

    return 0;
}

/*
 * Function:      establish_connection
 *
 * Input:
 *     ctx        The context object
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     Create the connection. For the client, call rdma_connect. For the
 *     server, the connect request was already received, so just do
 *     rdma_accept to complete the connection.
 */
int establish_connection(struct context *ctx)
{
    int ret;
    uint16_t private_data;
    struct rdma_conn_param conn_param;

    /* post a receive to catch the first send */
    ret = rdma_post_recv(ctx->id, NULL, ctx->recv_buf, ctx->msg_length,
        ctx->recv_mr);

    if (ret) {
        VERB_ERR("rdma_post_recv", ret);
        return ret;
    }

    /* send the dlid for the alternate port in the private data */

```

```

private_data = htons(ctx->my_alt_dlid);

memset(&conn_param, 0, sizeof (conn_param));
conn_param.private_data_len = sizeof (int);
conn_param.private_data = &private_data;
conn_param.responder_resources = 2;
conn_param.initiator_depth = 2;
conn_param.retry_count = 5;
conn_param.rnr_retry_count = 5;

if (ctx->server) {
    printf("rdma_accept\n");
    ret = rdma_accept(ctx->id, &conn_param);
    if (ret) {
        VERB_ERR("rdma_accept", ret);
        return ret;
    }
}
else {
    printf("rdma_connect\n");
    ret = rdma_connect(ctx->id, &conn_param);
    if (ret) {
        VERB_ERR("rdma_connect", ret);
        return ret;
    }

    if (ctx->id->event->event != RDMA_CM_EVENT_ESTABLISHED) {
        printf("unexpected event: %s",
            rdma_event_str(ctx->id->event->event));
        return -1;
    }

    /* If the alternate path info was not set on the command line, get
     * it from the private data */
    if (ctx->alt_dlid == 0 && ctx->alt_srcport == 0) {
        ret = get_alt_dlid_from_private_data(ctx->id->event,
            &ctx->alt_dlid);

        if (ret)
            return ret;
    }
}

return 0;
}

/*
 * Function:      send_msg
 *
 * Input:
 *     ctx        The context object
 *
 * Output:
 *     none
 */

```

```

* Returns:
*      0 on success, non-zero on failure
*
* Description:
*      Performs an Send and gets the completion
*
*/
int send_msg(struct context *ctx)
{
    int ret;
    struct ibv_wc wc;

    ret = rdma_post_send(ctx->id, NULL, ctx->send_buf, ctx->msg_length,
                          ctx->send_mr, IBV_SEND_SIGNALED);

    if (ret) {
        VERB_ERR("rdma_send_recv", ret);
        return ret;
    }

    ret = rdma_get_send_comp(ctx->id, &wc);
    if (ret < 0) {
        VERB_ERR("rdma_get_send_comp", ret);
        return ret;
    }

    return 0;
}

/*
* Function:      recv_msg
*
* Input:
*      ctx      The context object
*
* Output:
*      none
*
* Returns:
*      0 on success, non-zero on failure
*
* Description:
*      Waits for a receive completion and posts a new receive buffer
*/
int recv_msg(struct context *ctx)
{
    int ret;
    struct ibv_wc wc;

    ret = rdma_get_recv_comp(ctx->id, &wc);
    if (ret < 0) {
        VERB_ERR("rdma_get_recv_comp", ret);
        return ret;
    }
}

```

```

        ret = rdma_post_recv(ctx->id, NULL, ctx->recv_buf, ctx->msg_length,
                               ctx->recv_mr);
    if (ret) {
        VERB_ERR("rdma_post_recv", ret);
        return ret;
    }

    return 0;
}

/*
 * Function:      main
 *
 * Input:
 *     ctx        The context object
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *
 */
int main(int argc, char** argv)
{
    int ret, op, i, send_cnt, recv_cnt;
    struct context ctx;
    struct ibv_qp_attr qp_attr;

    memset(&ctx, 0, sizeof (ctx));
    memset(&qp_attr, 0, sizeof (qp_attr));

    ctx.server = 0;
    ctx.server_port = DEFAULT_PORT;
    ctx.msg_count = DEFAULT_MSG_COUNT;
    ctx.msg_length = DEFAULT_MSG_LENGTH;
    ctx.msec_delay = DEFAULT_MSEC_DELAY;
    ctx.alt_dlid = 0;
    ctx.alt_srcport = 0;
    ctx.migrate_after = -1;

    while ((op = getopt(argc, argv, "sa:p:c:l:d:r:m:")) != -1) {
        switch (op) {
            case 's':
                ctx.server = 1;
                break;
            case 'a':
                ctx.server_name = optarg;
                break;
            case 'p':
                ctx.server_port = optarg;
                break;

```

```

        case 'c':
            ctx.msg_count = atoi(optarg);
            break;
        case 'l':
            ctx.msg_length = atoi(optarg);
            break;
        case 'd':
            ctx.alt_dlid = atoi(optarg);
            break;
        case 'r':
            ctx.alt_srcport = atoi(optarg);
            break;
        case 'm':
            ctx.migrate_after = atoi(optarg);
            break;
        case 'w':
            ctx.msec_delay = atoi(optarg);
            break;
        default:
            printf("usage: %s [-s or -a required]\n", argv[0]);
            printf("\t[-s [server mode]]\n");
            printf("\t[-a ip_address]\n");
            printf("\t[-p port_number]\n");
            printf("\t[-c msg_count]\n");
            printf("\t[-l msg_length]\n");
            printf("\t[-d alt_dlid] (requires -r)\n");
            printf("\t[-r alt_srcport] (requires -d)\n");
            printf("\t[-m num_iterations_then_migrate] (client only)\n");
            printf("\t[-w msec_wait_between_sends]\n");
            exit(1);
    }
}

printf("mode:          %s\n", (ctx.server) ? "server" : "client");
printf("address:        %s\n", (!ctx.server_name) ? "NULL" : ctx.server_name);
printf("port:           %s\n", ctx.server_port);
printf("count:          %d\n", ctx.msg_count);
printf("length:         %d\n", ctx.msg_length);
printf("alt_dlid:       %d\n", ctx.alt_dlid);
printf("alt_port:       %d\n", ctx.alt_srcport);
printf("mig_after:      %d\n", ctx.migrate_after);
printf("msec_wait:      %d\n", ctx.msec_delay);
printf("\n");

if (!ctx.server && !ctx.server_name) {
    printf("server address must be specified for client mode\n");
    exit(1);
}

/* both of these must be set or neither should be set */
if (!((ctx.alt_dlid > 0 && ctx.alt_srcport > 0) ||
    (ctx.alt_dlid == 0 && ctx.alt_srcport == 0))) {
    printf("-d and -r must be used together\n");
    exit(1);
}

```



```

}

if (ctx.migrate_after > ctx.msg_count) {
    printf("num_iterations_then_migrate must be less than msg_count\n");
    exit(1);
}

ret = getaddrinfo_and_create_ep(&ctx);
if (ret)
    goto out;

if (ctx.server) {
    ret = get_connect_request(&ctx);
    if (ret)
        goto out;
}

/* only query for alternate port if information was not specified on the
 * command line */
if (ctx.alt_dlid == 0 && ctx.alt_srcport == 0) {
    ret = get_alt_port_details(&ctx);
    if (ret)
        goto out;
}

/* create a thread to handle async events */
pthread_create(&ctx.async_event_thread, NULL, async_event_thread, &ctx);

ret = reg_mem(&ctx);
if (ret)
    goto out;

ret = establish_connection(&ctx);

/* load the alternate path after the connection was created. This can be
 * done at connection time, but the connection must be created and
 * established using all ib verbs */
ret = load_alt_path(&ctx);
if (ret)
    goto out;

send_cnt = recv_cnt = 0;

for (i = 0; i < ctx.msg_count; i++) {
    if (ctx.server) {
        if (recv_msg(&ctx))
            break;

        printf("recv: %d\n", ++recv_cnt);
    }

    if (ctx.msec_delay > 0)
        usleep(ctx.msec_delay * 1000);
}

```

```

        if (send_msg(&ctx))
            break;

        printf("send: %d\n", ++send_cnt);

        if (!ctx.server) {
            if (recv_msg(&ctx))
                break;

            printf("recv: %d\n", ++recv_cnt);
        }

        /* migrate the path manually if desired after the specified number of
         * sends */
        if (!ctx.server && i == ctx.migrate_after) {
            qp_attr.path_mig_state = IBV_MIG_MIGRATED;
            ret = ibv_modify_qp(ctx.id->qp, &qp_attr, IBV_QP_PATH_MIG_STATE);
            if (ret) {
                VERB_ERR("ibv_modify_qp", ret);
                goto out;
            }
        }
    }

    rdma_disconnect(ctx.id);

out:
    if (ctx.send_mr)
        rdma_dereg_mr(ctx.send_mr);

    if (ctx.recv_mr)
        rdma_dereg_mr(ctx.recv_mr);

    if (ctx.id)
        rdma_destroy_ep(ctx.id);

    if (ctx.listen_id)
        rdma_destroy_ep(ctx.listen_id);

    if (ctx.send_buf)
        free(ctx.send_buf);

    if (ctx.recv_buf)
        free(ctx.recv_buf);

    return ret;
}

```

## 8.2 Multicast Code Example Using RDMA CM

```

/*
 * Compile Command:
 * gcc mc.c -o mc -libverbs -lrdmacm

```

```

*
* Description:
* Both the sender and receiver create a UD Queue Pair and join the specified
* multicast group (ctx.mcast_addr). If the join is successful, the sender
must
* create an Address Handle (ctx.ah). The sender then posts the specified
* number of sends (ctx.msg_count) to the multicast group. The receiver waits
* to receive each one of the sends and then both sides leave the multicast
* group and cleanup resources.
*
* Running the Example:
* The executable can operate as either the sender or receiver application. It
* can be demonstrated on a simple fabric of two nodes with the sender
* application running on one node and the receiver application running on the
* other. Each node must be configured to support IPoIB and the IB interface
* (ex. ib0) must be assigned an IP Address. Finally, the fabric must be
* initialized using OpenSM.
*
* Receiver (-m is the multicast address, often the IP of the receiver):
* ./mc -m 192.168.1.12
*
* Sender (-m is the multicast address, often the IP of the receiver):
* ./mc -s -m 192.168.1.12
*
*/
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <errno.h>
#include <getopt.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <rdma/rdma_verbs.h>

#define VERB_ERR(verb, ret) \
    fprintf(stderr, "%s returned %d errno %d\n", verb, ret, errno)

/* Default parameter values */
#define DEFAULT_PORT "51216"
#define DEFAULT_MSG_COUNT 4
#define DEFAULT_MSG_LENGTH 64

/* Resources used in the example */
struct context
{
    /* User parameters */
    int sender;
    char *bind_addr;
    char *mcast_addr;
    char *server_port;
    int msg_count;
    int msg_length;

    /* Resources */

```

```

    struct sockaddr mcast_sockaddr;
    struct rdma_cm_id *id;
    struct rdma_event_channel *channel;
    struct ibv_pd *pd;
    struct ibv_cq *cq;
    struct ibv_mr *mr;
    char *buf;
    struct ibv_ah *ah;
    uint32_t remote_qpn;
    uint32_t remote_qkey;
    pthread_t cm_thread;
};

/*
 * Function:      cm_thread
 *
 * Input:
 *     arg        The context object
 *
 * Output:
 *     none
 *
 * Returns:
 *     NULL
 *
 * Description:
 *     Reads any CM events that occur during the sending of data
 *     and prints out the details of the event
 */
static void *cm_thread(void *arg)
{
    struct rdma_cm_event *event;
    int ret;

    struct context *ctx = (struct context *) arg;

    while (1) {
        ret = rdma_get_cm_event(ctx->channel, &event);
        if (ret) {
            VERB_ERR("rdma_get_cm_event", ret);
            break;
        }

        printf("event %s, status %d\n",
               rdma_event_str(event->event), event->status);

        rdma_ack_cm_event(event);
    }

    return NULL;
}

/*
 * Function:      get_cm_event

```

```

*
* Input:
*     channel The event channel
*     type    The event type that is expected
*
* Output:
*     out_ev  The event will be passed back to the caller, if desired
*             Set this to NULL and the event will be acked automatically
*             Otherwise the caller must ack the event using rdma_ack_cm_event
*
* Returns:
*     0 on success, non-zero on failure
*
* Description:
*     Waits for the next CM event and check that it matches the expected
*     type.
*/
int get_cm_event(struct rdma_event_channel *channel,
                enum rdma_cm_event_type type,
                struct rdma_cm_event **out_ev)
{
    int ret = 0;
    struct rdma_cm_event *event = NULL;

    ret = rdma_get_cm_event(channel, &event);
    if (ret) {
        VERB_ERR("rdma_resolve_addr", ret);
        return -1;
    }

    /* Verify the event is the expected type */
    if (event->event != type) {
        printf("event: %s, status: %d\n",
              rdma_event_str(event->event), event->status);
        ret = -1;
    }

    /* Pass the event back to the user if requested */
    if (!out_ev)
        rdma_ack_cm_event(event);
    else
        *out_ev = event;

    return ret;
}

/*
* Function:    resolve_addr
*
* Input:
*     ctx      The context structure
*
* Output:
*     none

```

```

*
* Returns:
*     0 on success, non-zero on failure
*
* Description:
*     Resolves the multicast address and also binds to the source address
*     if one was provided in the context
*/
int resolve_addr(struct context *ctx)
{
    int ret;
    struct rdma_addrinfo *bind_rai = NULL;
    struct rdma_addrinfo *mcast_rai = NULL;
    struct rdma_addrinfo hints;

    memset(&hints, 0, sizeof (hints));
    hints.ai_port_space = RDMA_PS_UDP;

    if (ctx->bind_addr) {
        hints.ai_flags = RAI_PASSIVE;

        ret = rdma_getaddrinfo(ctx->bind_addr, NULL, &hints, &bind_rai);
        if (ret) {
            VERB_ERR("rdma_getaddrinfo (bind)", ret);
            return ret;
        }
    }

    hints.ai_flags = 0;

    ret = rdma_getaddrinfo(ctx->mcast_addr, NULL, &hints, &mcast_rai);
    if (ret) {
        VERB_ERR("rdma_getaddrinfo (mcast)", ret);
        return ret;
    }

    if (ctx->bind_addr) {
        /* bind to a specific adapter if requested to do so */
        ret = rdma_bind_addr(ctx->id, bind_rai->ai_src_addr);
        if (ret) {
            VERB_ERR("rdma_bind_addr", ret);
            return ret;
        }

        /* A PD is created when we bind. Copy it to the context so it can
         * be used later on */
        ctx->pd = ctx->id->pd;
    }

    ret = rdma_resolve_addr(ctx->id, (bind_rai) ? bind_rai->ai_src_addr :
NULL,
                           mcast_rai->ai_dst_addr, 2000);

    if (ret) {
        VERB_ERR("rdma_resolve_addr", ret);
    }
}

```

```

        return ret;
    }

    ret = get_cm_event(ctx->channel, RDMA_CM_EVENT_ADDR_RESOLVED, NULL);
    if (ret) {
        return ret;
    }

    memcpy(&ctx->mcast_sockaddr,
           mcast_rai->ai_dst_addr,
           sizeof (struct sockaddr));

    return 0;
}

/*
 * Function:      create_resources
 *
 * Input:
 *     ctx        The context structure
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     Creates the PD, CQ, QP and MR
 */
int create_resources(struct context *ctx)
{
    int ret, buf_size;
    struct ibv_qp_init_attr attr;

    memset(&attr, 0, sizeof (attr));

    /* If we are bound to an address, then a PD was already allocated
     * to the CM ID */
    if (!ctx->pd) {
        ctx->pd = ibv_alloc_pd(ctx->id->verbs);
        if (!ctx->pd) {
            VERB_ERR("ibv_alloc_pd", -1);
            return ret;
        }
    }

    ctx->cq = ibv_create_cq(ctx->id->verbs, 2, 0, 0, 0);
    if (!ctx->cq) {
        VERB_ERR("ibv_create_cq", -1);
        return ret;
    }

    attr.qp_type = IBV_QPT_UD;

```

```

    attr.send_cq = ctx->cq;
    attr.recv_cq = ctx->cq;
    attr.cap.max_send_wr = ctx->msg_count;
    attr.cap.max_recv_wr = ctx->msg_count;
    attr.cap.max_send_sge = 1;
    attr.cap.max_recv_sge = 1;

    ret = rdma_create_qp(ctx->id, ctx->pd, &attr);
    if (ret) {
        VERB_ERR("rdma_create_qp", ret);
        return ret;
    }

    /* The receiver must allow enough space in the receive buffer for
     * the GRH */
    buf_size = ctx->msg_length + (ctx->sender ? 0 : sizeof (struct ibv_grh));

    ctx->buf = calloc(1, buf_size);
    memset(ctx->buf, 0x00, buf_size);

    /* Register our memory region */
    ctx->mr = rdma_reg_msgs(ctx->id, ctx->buf, buf_size);
    if (!ctx->mr) {
        VERB_ERR("rdma_reg_msgs", -1);
        return -1;
    }

    return 0;
}

/*
 * Function:      destroy_resources
 *
 * Input:
 *     ctx        The context structure
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     Destroys AH, QP, CQ, MR, PD and ID
 */
void destroy_resources(struct context *ctx)
{
    if (ctx->ah)
        ibv_destroy_ah(ctx->ah);

    if (ctx->id->qp)
        rdma_destroy_qp(ctx->id);

    if (ctx->cq)

```



```

        ibv_destroy_cq(ctx->cq);

    if (ctx->mr)
        rdma_dereg_mr(ctx->mr);

    if (ctx->buf)
        free(ctx->buf);

    if (ctx->pd && ctx->id->pd == NULL)
        ibv_dealloc_pd(ctx->pd);

    rdma_destroy_id(ctx->id);
}

/*
 * Function:      post_send
 *
 * Input:
 *     ctx        The context structure
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     Posts a UD send to the multicast address
 */
int post_send(struct context *ctx)
{
    int ret;
    struct ibv_send_wr wr, *bad_wr;
    struct ibv_sge sge;

    memset(ctx->buf, 0x12, ctx->msg_length); /* set the data to non-zero */

    sge.length = ctx->msg_length;
    sge.lkey = ctx->mr->lkey;
    sge.addr = (uint64_t) ctx->buf;

    /* Multicast requires that the message is sent with immediate data
     * and that the QP number is the contents of the immediate data */
    wr.next = NULL;
    wr.sg_list = &sge;
    wr.num_sge = 1;
    wr.opcode = IBV_WR_SEND_WITH_IMM;
    wr.send_flags = IBV_SEND_SIGNALED;
    wr.wr_id = 0;
    wr.imm_data = htonl(ctx->id->qp->qp_num);
    wr.wr.ud.ah = ctx->ah;
    wr.wr.ud.remote_qpn = ctx->remote_qpn;
    wr.wr.ud.remote_qkey = ctx->remote_qkey;

```

```

    ret = ibv_post_send(ctx->id->qp, &wr, &bad_wr);
    if (ret) {
        VERB_ERR("ibv_post_send", ret);
        return -1;
    }

    return 0;
}

/*
 * Function:      get_completion
 *
 * Input:
 *     ctx        The context structure
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     Waits for a completion and verifies that the operation was successful
 */
int get_completion(struct context *ctx)
{
    int ret;
    struct ibv_wc wc;

    do {
        ret = ibv_poll_cq(ctx->cq, 1, &wc);
        if (ret < 0) {
            VERB_ERR("ibv_poll_cq", ret);
            return -1;
        }
    }
    while (ret == 0);

    if (wc.status != IBV_WC_SUCCESS) {
        printf("work completion status %s\n",
            ibv_wc_status_str(wc.status));
        return -1;
    }

    return 0;
}

/*
 * Function:      main
 *
 * Input:
 *     argc        The number of arguments
 *     argv        Command line arguments
 */

```

```

* Output:
*     none
*
* Returns:
*     0 on success, non-zero on failure
*
* Description:
*     Main program to demonstrate multicast functionality.
*     Both the sender and receiver create a UD Queue Pair and join the
*     specified multicast group (ctx.mcast_addr). If the join is successful,
*     the sender must create an Address Handle (ctx.ah). The sender then
posts
*     the specified number of sends (ctx.msg_count) to the multicast group.
*     The receiver waits to receive each one of the sends and then both
sides
*     leave the multicast group and cleanup resources.
*/
int main(int argc, char** argv)
{
    int ret, op, i;
    struct context ctx;
    struct ibv_port_attr port_attr;
    struct rdma_cm_event *event;
    char buf[40];

    memset(&ctx, 0, sizeof (ctx));

    ctx.sender = 0;
    ctx.msg_count = DEFAULT_MSG_COUNT;
    ctx.msg_length = DEFAULT_MSG_LENGTH;
    ctx.server_port = DEFAULT_PORT;

    // Read options from command line
    while ((op = getopt(argc, argv, "shb:m:p:c:l:")) != -1) {
        switch (op) {
            case 's':
                ctx.sender = 1;
                break;
            case 'b':
                ctx.bind_addr = optarg;
                break;
            case 'm':
                ctx.mcast_addr = optarg;
                break;
            case 'p':
                ctx.server_port = optarg;
                break;
            case 'c':
                ctx.msg_count = atoi(optarg);
                break;
            case 'l':
                ctx.msg_length = atoi(optarg);
                break;
            default:

```

```

        printf("usage: %s -m mc_address\n", argv[0]);
        printf("\t\t[-s[ender mode]\n");
        printf("\t\t[-b bind_address]\n");
        printf("\t\t[-p port_number]\n");
        printf("\t\t[-c msg_count]\n");
        printf("\t\t[-l msg_length]\n");
        exit(1);
    }
}

if(ctx.mcast_addr == NULL) {
    printf("multicast address must be specified with -m\n");
    exit(1);
}

ctx.channel = rdma_create_event_channel();
if (!ctx.channel) {
    VERB_ERR("rdma_create_event_channel", -1);
    exit(1);
}

ret = rdma_create_id(ctx.channel, &ctx.id, NULL, RDMA_PS_UDP);
if (ret) {
    VERB_ERR("rdma_create_id", -1);
    exit(1);
}

ret = resolve_addr(&ctx);
if (ret)
    goto out;

/* Verify that the buffer length is not larger than the MTU */
ret = ibv_query_port(ctx.id->verbs, ctx.id->port_num, &port_attr);
if (ret) {
    VERB_ERR("ibv_query_port", ret);
    goto out;
}

if (ctx.msg_length > (1 << port_attr.active_mtu + 7)) {
    printf("buffer length %d is larger then active mtu %d\n",
           ctx.msg_length, 1 << (port_attr.active_mtu + 7));
    goto out;
}

ret = create_resources(&ctx);
if (ret)
    goto out;

if (!ctx.sender) {
    for (i = 0; i < ctx.msg_count; i++) {
        ret = rdma_post_recv(ctx.id, NULL, ctx.buf,
                             ctx.msg_length + sizeof (struct ibv_grh),
                             ctx.mr);

        if (ret) {

```

```

        VERB_ERR("rdma_post_recv", ret);
        goto out;
    }
}

/* Join the multicast group */
ret = rdma_join_multicast(ctx.id, &ctx.mcast_sockaddr, NULL);
if (ret) {
    VERB_ERR("rdma_join_multicast", ret);
    goto out;
}

/* Verify that we successfully joined the multicast group */
ret = get_cm_event(ctx.channel, RDMA_CM_EVENT_MULTICAST_JOIN, &event);
if (ret)
    goto out;

inet_ntop(AF_INET6, event->param.ud.ah_attr.grh.dgid.raw, buf, 40);
printf("joined dgid: %s, mlid 0x%x, sl %d\n", buf,
        event->param.ud.ah_attr.dlid, event->param.ud.ah_attr.sl);

ctx.remote_qpn = event->param.ud.qpn_num;
ctx.remote_qkey = event->param.ud.qkey;

if (ctx.sender) {
    /* Create an address handle for the sender */
    ctx.ah = ibv_create_ah(ctx.pd, &event->param.ud.ah_attr);
    if (!ctx.ah) {
        VERB_ERR("ibv_create_ah", -1);
        goto out;
    }
}

rdma_ack_cm_event(event);

/* Create a thread to handle any CM events while messages are exchanged */
pthread_create(&ctx.cm_thread, NULL, cm_thread, &ctx);

if (!ctx.sender)
    printf("waiting for messages...\n");

for (i = 0; i < ctx.msg_count; i++) {
    if (ctx.sender) {
        ret = post_send(&ctx);
        if (ret)
            goto out;
    }

    ret = get_completion(&ctx);
    if (ret)
        goto out;

    if (ctx.sender)

```

```

        printf("sent message %d\n", i + 1);
    else
        printf("received message %d\n", i + 1);
    }

out:
    ret = rdma_leave_multicast(ctx.id, &ctx.mcast_sockaddr);
    if (ret)
        VERB_ERR("rdma_leave_multicast", ret);

    destroy_resources(&ctx);

    return ret;
}

```

### 8.3 Shared Received Queue (SRQ)

```

/*
 * Compile Command:
 * gcc srq.c -o srq -libverbs -lrdmacm
 *
 * Description:
 * Both the client and server use an SRQ. A number of Queue Pairs (QPs) are
 * created (ctx.qp_count) and each QP uses the SRQ. The connection between the
 * client and server is established using the IP address details passed on the
 * command line. After the connection is established, the client starts
 * blasting sends to the server and stops when the maximum work requests
 * (ctx.max_wr) have been sent. When the server has received all the sends, it
 * performs a send to the client to tell it to continue. The process repeats
 * until the number of requested number of sends (ctx.msg_count) have been
 * performed.
 *
 * Running the Example:
 * The executable can operate as either the client or server application. It
 * can be demonstrated on a simple fabric of two nodes with the server
 * application running on one node and the client application running on the
 * other. Each node must be configured to support IPoIB and the IB interface
 * (ex. ib0) must be assigned an IP Address. Finally, the fabric must be
 * initialized using OpenSM.
 *
 * Server (-a is IP of local interface):
 * ./srq -s -a 192.168.1.12
 *
 * Client (-a is IP of remote interface):
 * ./srq -a 192.168.1.12
 */

#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <errno.h>
#include <getopt.h>

```

```

#include <rdma/rdma_verbs.h>

#define VERB_ERR(verb, ret) \
    fprintf(stderr, "%s returned %d errno %d\n", verb, ret, errno)

/* Default parameters values */
#define DEFAULT_PORT "51216"
#define DEFAULT_MSG_COUNT 100
#define DEFAULT_MSG_LENGTH 100000
#define DEFAULT_QP_COUNT 4
#define DEFAULT_MAX_WR 64

/* Resources used in the example */
struct context
{
    /* User parameters */
    int server;
    char *server_name;
    char *server_port;
    int msg_count;
    int msg_length;
    int qp_count;
    int max_wr;

    /* Resources */
    struct rdma_cm_id *srq_id;
    struct rdma_cm_id *listen_id;
    struct rdma_cm_id **conn_id;
    struct ibv_mr *send_mr;
    struct ibv_mr *recv_mr;
    struct ibv_srq *srq;
    struct ibv_cq *srq_cq;
    struct ibv_comp_channel *srq_cq_channel;
    char *send_buf;
    char *recv_buf;
};

/*
 * Function: init_resources
 *
 * Input:
 *     ctx      The context object
 *     rai      The RDMA address info for the connection
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     This function initializes resources that are common to both the client
 *     and server functionality.
 *     It creates our SRQ, registers memory regions, posts receive buffers

```

```

    *         and creates a single completion queue that will be used for the
receive
    *         queue on each queue pair.
    */
int init_resources(struct context *ctx, struct rdma_addrinfo *rai)
{
    int ret, i;
    struct rdma_cm_id *id;

    /* Create an ID used for creating/accessing our SRQ */
    ret = rdma_create_id(NULL, &ctx->srq_id, NULL, RDMA_PS_TCP);
    if (ret) {
        VERB_ERR("rdma_create_id", ret);
        return ret;
    }

    /* We need to bind the ID to a particular RDMA device
    * This is done by resolving the address or binding to the address */
    if (ctx->server == 0) {
        ret = rdma_resolve_addr(ctx->srq_id, NULL, rai->ai_dst_addr, 1000);
        if (ret) {
            VERB_ERR("rdma_resolve_addr", ret);
            return ret;
        }
    }
    else {
        ret = rdma_bind_addr(ctx->srq_id, rai->ai_src_addr);
        if (ret) {
            VERB_ERR("rdma_bind_addr", ret);
            return ret;
        }
    }

    /* Create the memory regions being used in this example */
    ctx->recv_mr = rdma_reg_msgs(ctx->srq_id, ctx->recv_buf, ctx-
>msg_length);
    if (!ctx->recv_mr) {
        VERB_ERR("rdma_reg_msgs", -1);
        return -1;
    }

    ctx->send_mr = rdma_reg_msgs(ctx->srq_id, ctx->send_buf, ctx-
>msg_length);
    if (!ctx->send_mr) {
        VERB_ERR("rdma_reg_msgs", -1);
        return -1;
    }

    /* Create our shared receive queue */
    struct ibv_srq_init_attr srq_attr;
    memset(&srq_attr, 0, sizeof (srq_attr));
    srq_attr.attr.max_wr = ctx->max_wr;
    srq_attr.attr.max_sge = 1;

```



```

ret = rdma_create_srq(ctx->srq_id, NULL, &srq_attr);
if (ret) {
    VERB_ERR("rdma_create_srq", ret);
    return -1;
}

/* Save the SRQ in our context so we can assign it to other QPs later */
ctx->srq = ctx->srq_id->srq;

/* Post our receive buffers on the SRQ */
for (i = 0; i < ctx->max_wr; i++) {
    ret = rdma_post_recv(ctx->srq_id, NULL, ctx->recv_buf, ctx-
>msg_length,
                        ctx->recv_mr);
    if (ret) {
        VERB_ERR("rdma_post_recv", ret);
        return ret;
    }
}

/* Create a completion channel to use with the SRQ CQ */
ctx->srq_cq_channel = ibv_create_comp_channel(ctx->srq_id->verbs);
if (!ctx->srq_cq_channel) {
    VERB_ERR("ibv_create_comp_channel", -1);
    return -1;
}

/* Create a CQ to use for all connections (QPs) that use the SRQ */
ctx->srq_cq = ibv_create_cq(ctx->srq_id->verbs, ctx->max_wr, NULL,
                        ctx->srq_cq_channel, 0);
if (!ctx->srq_cq) {
    VERB_ERR("ibv_create_cq", -1);
    return -1;
}

/* Make sure that we get notified on the first completion */
ret = ibv_req_notify_cq(ctx->srq_cq, 0);
if (ret) {
    VERB_ERR("ibv_req_notify_cq", ret);
    return ret;
}

return 0;
}

/*
 * Function:      destroy_resources
 *
 * Input:
 *     ctx        The context object
 *
 * Output:
 *     none
 */

```

```

* Returns:
*      0 on success, non-zero on failure
*
* Description:
*      This function cleans up resources used by the application
*/
void destroy_resources(struct context *ctx)
{
    int i;

    if (ctx->conn_id) {
        for (i = 0; i < ctx->qp_count; i++) {
            if (ctx->conn_id[i]) {
                if (ctx->conn_id[i]->qp &&
                    ctx->conn_id[i]->qp->state == IBV_QPS_RTS) {
                    rdma_disconnect(ctx->conn_id[i]);
                }
                rdma_destroy_qp(ctx->conn_id[i]);
                rdma_destroy_id(ctx->conn_id[i]);
            }
        }

        free(ctx->conn_id);
    }

    if (ctx->recv_mr)
        rdma_dereg_mr(ctx->recv_mr);

    if (ctx->send_mr)
        rdma_dereg_mr(ctx->send_mr);

    if (ctx->recv_buf)
        free(ctx->recv_buf);

    if (ctx->send_buf)
        free(ctx->send_buf);

    if (ctx->srq_cq)
        ibv_destroy_cq(ctx->srq_cq);

    if (ctx->srq_cq_channel)
        ibv_destroy_comp_channel(ctx->srq_cq_channel);

    if (ctx->srq_id) {
        rdma_destroy_srq(ctx->srq_id);
        rdma_destroy_id(ctx->srq_id);
    }
}

/*
* Function:      await_completion
*
* Input:
*      ctx      The context object

```

```

*
* Output:
*     none
*
* Returns:
*     0 on success, non-zero on failure
*
* Description:
*     Waits for a completion on the SRQ CQ
*
*/
int await_completion(struct context *ctx)
{
    int ret;
    struct ibv_cq *ev_cq;
    void *ev_ctx;

    /* Wait for a CQ event to arrive on the channel */
    ret = ibv_get_cq_event(ctx->srq_cq_channel, &ev_cq, &ev_ctx);
    if (ret) {
        VERB_ERR("ibv_get_cq_event", ret);
        return ret;
    }

    ibv_ack_cq_events(ev_cq, 1);

    /* Reload the event notification */
    ret = ibv_req_notify_cq(ctx->srq_cq, 0);
    if (ret) {
        VERB_ERR("ibv_req_notify_cq", ret);
        return ret;
    }

    return 0;
}

/*
* Function:    run_server
*
* Input:
*     ctx      The context object
*     rai      The RDMA address info for the connection
*
* Output:
*     none
*
* Returns:
*     0 on success, non-zero on failure
*
* Description:
*     Executes the server side of the example
*/
int run_server(struct context *ctx, struct rdma_addrinfo *rai)
{

```

```

int ret, i;
uint64_t send_count = 0;
uint64_t recv_count = 0;
struct ibv_wc wc;
struct ibv_qp_init_attr qp_attr;

ret = init_resources(ctx, rai);
if (ret) {
    printf("init_resources returned %d\n", ret);
    return ret;
}

/* Use the srq_id as the listen_id since it is already setup */
ctx->listen_id = ctx->srq_id;

ret = rdma_listen(ctx->listen_id, 4);
if (ret) {
    VERB_ERR("rdma_listen", ret);
    return ret;
}

printf("waiting for connection from client...\n");
for (i = 0; i < ctx->qp_count; i++) {
    ret = rdma_get_request(ctx->listen_id, &ctx->conn_id[i]);
    if (ret) {
        VERB_ERR("rdma_get_request", ret);
        return ret;
    }

    /* Create the queue pair */
    memset(&qp_attr, 0, sizeof (qp_attr));

    qp_attr.qp_context = ctx;
    qp_attr.qp_type = IBV_QPT_RC;
    qp_attr.cap.max_send_wr = ctx->max_wr;
    qp_attr.cap.max_recv_wr = ctx->max_wr;
    qp_attr.cap.max_send_sge = 1;
    qp_attr.cap.max_recv_sge = 1;
    qp_attr.cap.max_inline_data = 0;
    qp_attr.recv_cq = ctx->srq_cq;
    qp_attr.srq = ctx->srq;
    qp_attr.sq_sig_all = 0;

    ret = rdma_create_qp(ctx->conn_id[i], NULL, &qp_attr);
    if (ret) {
        VERB_ERR("rdma_create_qp", ret);
        return ret;
    }

    /* Set the new connection to use our SRQ */
    ctx->conn_id[i]->srq = ctx->srq;

    ret = rdma_accept(ctx->conn_id[i], NULL);
    if (ret) {

```

```

        VERB_ERR("rdma_accept", ret);
        return ret;
    }
}

while (recv_count < ctx->msg_count) {
    i = 0;
    while (i < ctx->max_wr && recv_count < ctx->msg_count) {
        int ne;

        ret = await_completion(ctx);
        if (ret) {
            printf("await_completion %d\n", ret);
            return ret;
        }

        do {
            ne = ibv_poll_cq(ctx->srq_cq, 1, &wc);
            if (ne < 0) {
                VERB_ERR("ibv_poll_cq", ne);
                return ne;
            }
            else if (ne == 0)
                break;

            if (wc.status != IBV_WC_SUCCESS) {
                printf("work completion status %s\n",
                    ibv_wc_status_str(wc.status));
                return -1;
            }

            recv_count++;
            printf("recv count: %d, qp_num: %d\n", recv_count, wc.qp_num);

            ret = rdma_post_recv(ctx->srq_id, (void *) wc.wr_id,
                                ctx->recv_buf, ctx->msg_length,
                                ctx->recv_mr);

            if (ret) {
                VERB_ERR("rdma_post_recv", ret);
                return ret;
            }

            i++;
        }
        while (ne);
    }

    ret = rdma_post_send(ctx->conn_id[0], NULL, ctx->send_buf,
                        ctx->msg_length, ctx->send_mr, IBV_SEND_SIGNALED);
    if (ret) {
        VERB_ERR("rdma_post_send", ret);
        return ret;
    }
}

```

```

        ret = rdma_get_send_comp(ctx->conn_id[0], &wc);
        if (ret <= 0) {
            VERB_ERR("rdma_get_send_comp", ret);
            return -1;
        }

        send_count++;
        printf("send count: %d\n", send_count);
    }

    return 0;
}

/*
 * Function:      run_client
 *
 * Input:
 *     ctx        The context object
 *     rai        The RDMA address info for the connection
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     Executes the client side of the example
 */
int run_client(struct context *ctx, struct rdma_addrinfo *rai)
{
    int ret, i, ne;
    uint64_t send_count = 0;
    uint64_t recv_count = 0;
    struct ibv_wc wc;
    struct ibv_qp_init_attr attr;

    ret = init_resources(ctx, rai);
    if (ret) {
        printf("init_resources returned %d\n", ret);
        return ret;
    }

    for (i = 0; i < ctx->qp_count; i++) {
        memset(&attr, 0, sizeof (attr));

        attr.qp_context = ctx;
        attr.cap.max_send_wr = ctx->max_wr;
        attr.cap.max_recv_wr = ctx->max_wr;
        attr.cap.max_send_sge = 1;
        attr.cap.max_recv_sge = 1;
        attr.cap.max_inline_data = 0;
        attr.recv_cq = ctx->srq_cq;
        attr.srq = ctx->srq;
    }
}

```

```

attr.sq_sig_all = 0;

ret = rdma_create_ep(&ctx->conn_id[i], rai, NULL, &attr);
if (ret) {
    VERB_ERR("rdma_create_ep", ret);
    return ret;
}

ret = rdma_connect(ctx->conn_id[i], NULL);
if (ret) {
    VERB_ERR("rdma_connect", ret);
    return ret;
}
}

while (send_count < ctx->msg_count) {
    for (i = 0; i < ctx->max_wr && send_count < ctx->msg_count; i++) {
        /* perform our send to the server */
        ret = rdma_post_send(ctx->conn_id[i % ctx->qp_count], NULL,
                             ctx->send_buf, ctx->msg_length, ctx->send_mr,
                             IBV_SEND_SIGNALED);

        if (ret) {
            VERB_ERR("rdma_post_send", ret);
            return ret;
        }

        ret = rdma_get_send_comp(ctx->conn_id[i % ctx->qp_count], &wc);
        if (ret <= 0) {
            VERB_ERR("rdma_get_send_comp", ret);
            return ret;
        }

        send_count++;
        printf("send count: %d, qp_num: %d\n", send_count, wc.qp_num);
    }

    /* wait for a recv indicating that all buffers were processed */
    ret = await_completion(ctx);
    if (ret) {
        VERB_ERR("await_completion", ret);
        return ret;
    }

    do {
        ne = ibv_poll_cq(ctx->srq_cq, 1, &wc);
        if (ne < 0) {
            VERB_ERR("ibv_poll_cq", ne);
            return ne;
        }
        else if (ne == 0)
            break;

        if (wc.status != IBV_WC_SUCCESS) {
            printf("work completion status %s\n",

```

```

        ibv_wc_status_str(wc.status));
        return -1;
    }

    recv_count++;
    printf("recv count: %d\n", recv_count);

    ret = rdma_post_recv(ctx->srq_id, (void *) wc.wr_id,
                        ctx->recv_buf, ctx->msg_length, ctx->recv_mr);
    if (ret) {
        VERB_ERR("rdma_post_recv", ret);
        return ret;
    }
}
while (ne);
}

return ret;
}

/*
 * Function:      main
 *
 * Input:
 *     argc      The number of arguments
 *     argv      Command line arguments
 *
 * Output:
 *     none
 *
 * Returns:
 *     0 on success, non-zero on failure
 *
 * Description:
 *     Main program to demonstrate SRQ functionality.
 *     Both the client and server use an SRQ. ctx.qp_count number of QPs are
 *     created and each one of them uses the SRQ. After the connection, the
 *     client starts blasting sends to the server upto ctx.max_wr. When the
 *     server has received all the sends, it performs a send to the client to
 *     tell it that it can continue. Process repeats until ctx.msg_count
 *     sends have been performed.
 */
int main(int argc, char** argv)
{
    int ret, op;
    struct context ctx;
    struct rdma_addrinfo *rai, hints;

    memset(&ctx, 0, sizeof (ctx));
    memset(&hints, 0, sizeof (hints));

    ctx.server = 0;
    ctx.server_port = DEFAULT_PORT;
    ctx.msg_count = DEFAULT_MSG_COUNT;

```



```

ctx.msg_length = DEFAULT_MSG_LENGTH;
ctx.qp_count = DEFAULT_QP_COUNT;
ctx.max_wr = DEFAULT_MAX_WR;

/* Read options from command line */
while ((op = getopt(argc, argv, "sa:p:c:l:q:w:")) != -1) {
    switch (op) {
        case 's':
            ctx.server = 1;
            break;
        case 'a':
            ctx.server_name = optarg;
            break;
        case 'p':
            ctx.server_port = optarg;
            break;
        case 'c':
            ctx.msg_count = atoi(optarg);
            break;
        case 'l':
            ctx.msg_length = atoi(optarg);
            break;
        case 'q':
            ctx.qp_count = atoi(optarg);
            break;
        case 'w':
            ctx.max_wr = atoi(optarg);
            break;
        default:
            printf("usage: %s -a server_address\n", argv[0]);
            printf("\t[-s server mode]\n");
            printf("\t[-p port_number]\n");
            printf("\t[-c msg_count]\n");
            printf("\t[-l msg_length]\n");
            printf("\t[-q qp_count]\n");
            printf("\t[-w max_wr]\n");
            exit(1);
    }
}

if (ctx.server_name == NULL) {
    printf("server address required (use -a)!\n");
    exit(1);
}

hints.ai_port_space = RDMA_PS_TCP;
if (ctx.server == 1)
    hints.ai_flags = RAI_PASSIVE; /* this makes it a server */

ret = rdma_getaddrinfo(ctx.server_name, ctx.server_port, &hints, &rai);
if (ret) {
    VERB_ERR("rdma_getaddrinfo", ret);
    exit(1);
}

```

```
/* allocate memory for our QPs and send/recv buffers */
ctx.conn_id = (struct rdma_cm_id **) calloc(ctx.qp_count,
                                           sizeof (struct rdma_cm_id *));
memset(ctx.conn_id, 0, sizeof (ctx.conn_id));

ctx.send_buf = (char *) malloc(ctx.msg_length);
memset(ctx.send_buf, 0, ctx.msg_length);
ctx.recv_buf = (char *) malloc(ctx.msg_length);
memset(ctx.recv_buf, 0, ctx.msg_length);

if (ctx.server)
    ret = run_server(&ctx, rai);
else
    ret = run_client(&ctx, rai);

destroy_resources(&ctx);
free(rai);

return ret;
}
```

## Appendix A: Experimental APIs

### A.1 Dynamically Connected Transport

Dynamically Connected (DC) transport is a new transport service that allows a DCT to handle multiple concurrent RC connections from end points on different hosts. The hosts can be in the same subnet or in different subnets. A connection is initiated by a Dynamic Connection Initiator (DCI) by simply posting a Work Request (WR) to the send queue targeting a DCT. The DCT is identified by an address vector similar to that used in UD transport.

DCI can post WRs to the send queue targeting different DCTs. Connections are created on demand. DCTs and DCIs must use the same DC key to be able to communicate.

#### A.1.1 Create DCT

```
/* create a DC target object */
struct ibv_dct *ibv_exp_create_dct(struct ibv_context *context,
                                   struct ibv_exp_dct_init_attr *attr);
```

- context - Context to the InfiniBand device as returned from `ibv_open_device`.
- attr - Defines attributes of the DCT and include
  - Struct `ibv_pd *pd` - The PD to verify access validity with respect to protection domains
  - struct `ibv_cq *cq` - CQ used to report receive completions
  - Struct `ibv_srq *srq` - The SRQ that will provide the received buffers.

Note that the PD is not checked against the PD of the scatter entry. This check is done with the PD of the DC target.
- DC access key - A 64 bit key (see explanation above)
- Port number - The port number this DCT is bound to
- access flags - Semantics similar to RC QPs
  - oremote read
  - oremote write
  - oremote atomics
- Minimum rnr nak time required from the requester between successive requests of a message that was previously rejected due to insufficient receive buffers. IB spec 9.7.5.2.8
- tclass- Used by packets sent by the DCT in case GRH is used
- Flow label - Used by packets sent by the DCT in case GRH is used
- MTU
- Pkey\_index - pkey index used by the DC target
- Gid index associated with the DCT. Used to verify incoming packets if GRH is used. This field is mandatory
- Hop limit - Used by packets sent by the DCT in case GRH is used
- Create flags
  - `IBV_DCT_CREATE_FLAG_RCV_INLINE` - The DCT will try to be configured to receive short enough messages into the CQE. This is best effort service and is not guaranteed. The user of the verb must assure that IB virtual address in the WQE is equivalent to the address of the buffer in the process's address space.

### A.1.2 Destroy DCT

```
/* destroy a DCT object */
int ibv_exp_destroy_dct(struct ibv_dct *dct);
```

Destroy a DC target. This call may take some time till all DCRs are disconnected.

### A.1.3 Query DCT

```
/* query DCT attributes */
int ibv_exp_query_dct(struct ibv_dct*dct, struct ibv_exp_dct_attr *attr);
```

Attributes queried are:

- DCT state
- Cq handle
- Access flags
- Mit rnr time
- Pd handle
- Tclass
- Flow label
- DC access key
- MTU
- Port number
- Pkey inde
- Mgid index
- Hop limit
- Access violation counter
- PD - pointer to PD object
- SRQ - pointer to SRQ object
- CQ - pointer to CQ object

### A.1.4 Arm DCT

A DC target can be armed to request notification of DC key violations. After return from a call to `ibv_exp_arm_dct`, the DC target is moved into an "ARMED" state. If a packet targeting this DCT with wrong key is received, the DCT moves to a "FIRED" state and the event `IBV_EXP_EVENT_DCT_KEY_VIOLATION` is generated. The user can read these events by calling `ibv_get_async_event`. Events must be acked with `ibv_ack_async_event`.

```
struct ibv_exp_arm_attr {
    uint32_t      comp_mask;
};
int ibv_exp_arm_dct(struct ibv_exp_dct *dct,
                   struct ibv_exp_arm_attr *attr);
```

- `dct` - Pointer to a previously create DC target
- `attr` - Pointer to arm DCT attributes. This struct has a single `comp_mask` field that must be zero in this version

### A.1.5 Create DCI

DCI is created by calling `ibv_exp_create_qp()` with a new QP type, `IBV_QPT_DC_INI`

The semantics is similar to regular QPs. A DCI is an initiator endpoint which connects to DC targets with a matching DC Key. Matching rules are identical to those of QKEY for UD. However, the key is 64 bits. A DCI is not a responder, it's only an initiator.

The following are the valid state transitions for DCI with required and optional params

From	To	Required	Optional
Reset	Init	QP_PKEY_INDEX, QP_PORT, QP_DC_KEY	
Init	Init	QP_PKEY_INDEX, QP_PORT, QP_ACCESS_FLAGS	
Init	RTR	QP_AV, QP_PATH_MTU	QP_PKEY_INDEX, QP_DC_KEY
RTR	RTS	QP_TIMEOUT, QP_RETRY_CNT, QP_RNR_RETRY, QP_MAX_QP_RD_ATOMIC	QP_ALT_PATH, QP_MIN_RNR_TIMER, QP_PATH_MIG_STATE
RTS	RTS		QP_ALT_PATH, QP_PATH_MIG_STATE, QP_MIN_RNR_TIMER

**Note:** `IBV_` prefix should be added to all listed as required/optional.