

# CATC IBTrainer InfiniBand Exerciser

## User's Manual



**For Software Version 2.0**

Manual Version 1.0

16 August, 2002

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## Important Notice

### Manual PartNumber

730-0040-00

### Revision

Revision 1.0, August 2002

Printed in U.S.A.

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### Safety Notices



#### CAUTION

A CAUTION notice denotes a hazard. It calls attention to an operating procedure, practice, or the like that, if not correctly performed or adhered to, could result in damage to the product or loss of important data. Do not proceed beyond a CAUTION notice until the indicated conditions are fully understood and met.



#### WARNING

A WARNING notice denotes a hazard. It calls attention to an operating procedure, practice, or the like that, if not correctly performed or adhered to, could result in personal injury or death. Do not proceed beyond a WARNING notice until the indicated conditions are fully understood and met.

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## Safety Information

The following general safety precautions must be observed during all phases of operation of this instrument. Failure to comply with these precautions or with specific warnings elsewhere in this manual violates safety standards of design, manufacture, and intended use of the instrument.

CATC assumes no liability for the customer's failure to comply with these requirements.

Before operation, review the instrument and manual for safety markings and instructions. You must follow these to ensure safe operation and to maintain the instrument in safe condition.

**Safety Summary** This product is a Safety Class 1 instrument (provided with a protective earth terminal). The protective features of this product may be impaired if it is used in a manner not specified in the operation instructions.

All Light Emitting Diodes (LEDs) used in this product are Class 1 LEDs as per IEC 60825-1.

**Environmental conditions** This instrument is intended for indoor use in an installation category II, pollution degree 2 environment. It is designed to operate at a maximum relative humidity of 95% and at altitudes of up to 2000 meters.

Refer to the specifications tables for the ac mains voltage requirements and ambient operating temperature range.

**Before applying power** Verify that the product is set to match the available line voltage, the correct fuse is installed, and all safety precautions are taken.

**Ground the instrument** To minimize shock hazard, the instrument chassis and cover must be connected to an electrical protective earth ground. The instrument must be connected to the ac power mains through a grounded power cable, with the ground wire firmly connected to an electrical ground (safety ground) at the power outlet. Any interruption of the protective (grounding) conductor or disconnection of the protective earth terminal will cause a potential shock hazard that could result in personal injury.

**Do not operate in an explosive atmosphere** Do not operate the instrument in the presence of flammable gases or fumes.

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**Do not remove the instrument cover** Operating personnel must not remove instrument covers. Component replacement and internal adjustments must be made only by qualified personnel.

Instruments that appear damaged or defective should be made inoperative and secured against unintended operation until they can be repaired by qualified service personnel.

### **EU Conformance Statement**

This equipment complies with the EMC Directive 89/336/EEC and the Low Voltage Directive 73/23/EEC, and their associated amendments for Class A ISM Equipment. It has been tested and found to comply with EN55022 and EN55011 (EN61000-4-2, EN61000-4-3, EN61000-4-4, EN61000-4-5, EN61000-4-6, EN61000-4-11), and EN61010-1.

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# About this Manual

**Aims** This document provides the information necessary to program tests for the CATC InfiniBand Exerciser for InfiniBand.

**Target Audience** The target audience is as follows:

- Device designers  
Device users use the *IBTrainer* for debugging InfiniBand devices.
- Software engineers  
Software engineers set up test environments for validating InfiniBand devices.

Both groups should have a good knowledge of the InfiniBand specification. In addition, software engineers should have good working knowledge of the TCL (Tools Command Language) language or C++.

## Document History

All revisions and updates of this document are listed below.

Date	Document Revision	Description
August 2002	1.0	Initial version of the documentation



# Getting Started with the IBTrainer

The *IBTrainer* is an exerciser for InfiniBand, designed as a standalone unit.

Its primary purpose is to generate, receive, and analyze arbitrary InfiniBand packets. It can serve as an endnode within an InfiniBand fabric, insert errors, and monitor protocol compliance and performance data on the InfiniBand link.

It is controlled by an external PC over a USB connection.

This chapter shows you how to install and use the *IBTrainer* and its software. It also provides instructions on how to perform your first test.

## Installing the Software

When you insert the delivered CD-ROM, the installation program of the software starts automatically. If the Autorun function is disabled on your PC, you can start the installation program by double-clicking on the *setup.exe* file located at the root of the CD-ROM.

If you purchased the *IBTrainer* Compliance Test Suite, you should have also received the necessary key. During installation, the installation program prompts you to enter the key. The Compliance Test Suite provides you with a large number of easy-to-use tests for quickly verifying InfiniBand devices.

**NOTE** If you did not purchase the *IBTrainer* Compliance Test Suite, the installation programs still installs the user interface of the Compliance Test Suite with a few free tests.

# Setting Up the IBTrainer

Plug in the *IBTrainer* and use the delivered USB cable to connect it to your PC.

**NOTE** The *IBTrainer* has a USB 1.1 port. The delivered USB cable has therefore two different ends (one for the *IBTrainer*, one for the PC).

Now start the software to make sure that the *IBTrainer* is connected to the PC:

◆ Press Start>Programs>CATC> IBTrainer (Release) >GUI.

The shortcut changes with the release installed. For example, if your release is 2.0.1.0, then the name of the shortcut is IBTrainer2.0.1.0>GUI.

When the software starts, it looks for attached *IBTrainers*. The *List of Available Generators* dialog box should contain the name of your *IBTrainer*. If your *IBTrainer* is not listed, double-check the USB connection. Please also keep in mind that Windows NT does not support USB.

## Performing a First Test

Once you have connected the *IBTrainer* to your PC, you can:

- Connect the DUT to the *IBTrainer*.  
Refer to “*How to Connect to the DUT*” on page 13 for more information.
- Set up the link state of the *IBTrainer*
- Set up and send an SMP packet to get the NodeInfo from the DUT.  
Refer to “*Sending an SMP Packet*” on page 15 for more information.
- Evaluate the returned packet. Refer to “*Evaluating the Returned Packet*” on page 17 for more information.

## How to Connect to the DUT

After you have:

- Connected the *IBTrainer* to your PC
- Started the software
- Turned on the DUT

you can establish the connection between the *IBTrainer* and the DUT:

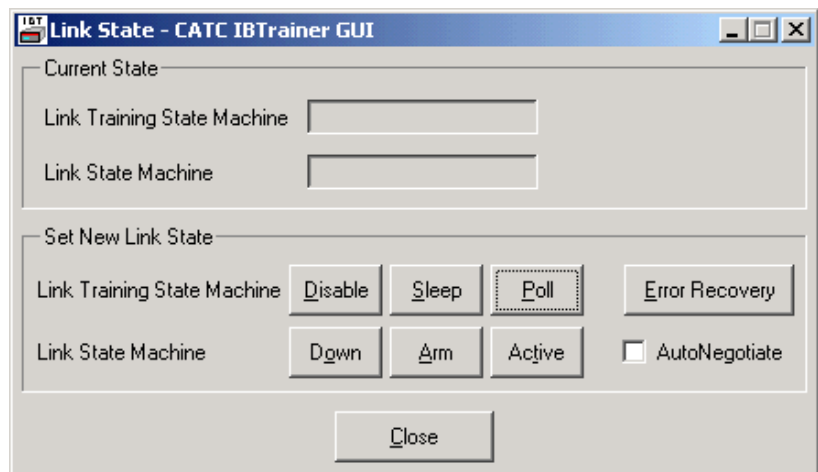
**1** Connect the DUT to the *IBTrainer* with the InfiniBand cable. The InfiniBand port is located on the front of the *IBTrainer*.

The *List of Available Generators* dialog box should be opened.

**2** Connect the *IBTrainer* to the DUT by clicking *Connect*.

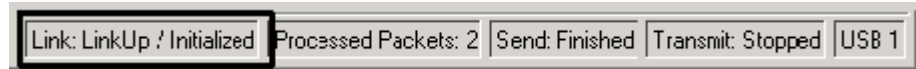
The *Link State* dialog box opens. “*Controlling the Link State of the IBTrainer*” on page 14 describes this dialog box in detail.

**3** Click the button corresponding to the link state that you want to reach.

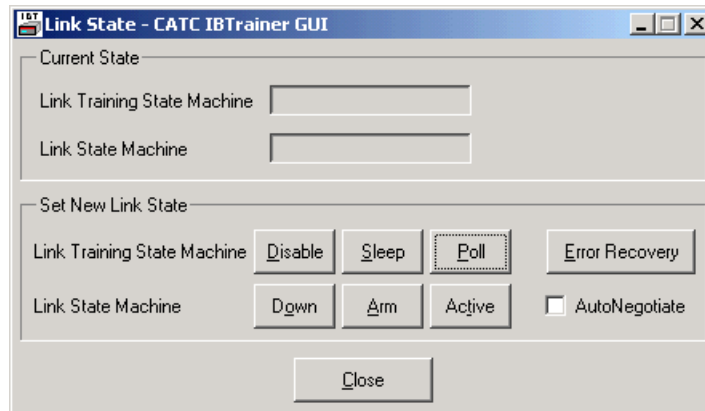


## Controlling the Link State of the IBTrainer

The status bar shows you the current link state of the *IBTrainer*.



If the link state does not correspond to the desired transmission packet, you can set the link state by selecting *Generator>Link State*. The *Link State* dialog box opens.



This dialog box consists of two groups, reflecting the conventions given in the InfiniBand specification:

- **Link Training State Machine**, corresponding to the *Physical layer*  
Link initialization, configuration, and link error recovery operations are performed by the link training state machine. The primary states for the link training state machine that you can set in the *Link State* dialog box are *Disabled*, *Sleep* or *Poll*.
- **Link State Machine**, corresponding to the *Link layer*  
As described in the InfiniBand specification, the link layer handles the sending and receiving of data across the links at the packet level. The specification uses state machines to define the logical operation of the link layer. The different stages of the link state machine that you can set in the *Link State* dialog box are *Down*, *Arm* or *Active*.

The InfiniBand specification requires that the current link states of two InfiniBand devices connected together must be identical before the link state of one of the devices can be set a level higher. Here, you can activate *AutoNegotiate* to let the *IBTrainer* handle the intermediate steps for reaching the desired link state for both the *IBTrainer* and the DUT, provided that no Subnet Manager is attached to the network.

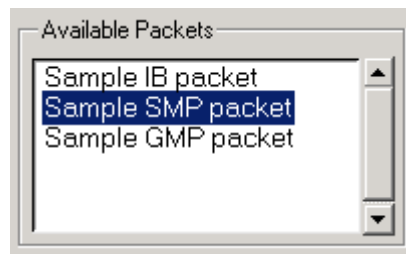
For instance, if both devices are set to *Initialized*, you can select *AutoNegotiate* and click *Active* to have both devices set as *Active*: the *IBTrainer* sets the link state from *Initialized* to *Armed* and then from *Armed* to *Active* for both devices.

Because we intend to only send Subnet Management packets (SMP) in the current test, we only need to set the link training of the *IBTrainer* to *Poll*. In that case, the status of the link training state machine eventually becomes *LinkUp* and the link state machine *Initialized*.

## Sending an SMP Packet

The software is delivered with three sample packets that you can use for your first tests:

- *Sample SMP packet* which is a Subnet Management Packet
- *Sample IB packet* which is a standard InfiniBand packet
- *Sample GMP packet* which is a Management datagram (MAD) packet



For our first test, we use the *Sample SMP* packet. To set up and send this packet:

- 1 Check that this packet is set up so that the *IBTrainer* queries the *NodeInfo* property of the DUT by double-clicking *Sample SMP packet*. The *SMP Packet: Sample SMP Packet* dialog box opens.

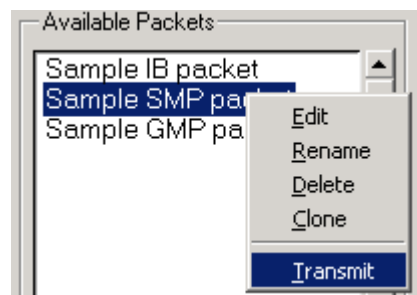
SMP packet: Sample SMP packet - CATC IBTrainer GUI			
SMP routing type	Direct Routed	Transaction ID	0x00000000:00000000
Local/Global	Local (no GRH included)	Attribute Modifier	0x00000000
Destination Local Identifier	0xffff	HOP pointer	0x01
Source Local Identifier	0xffff	HOP count	0x01
DrDLID	0xffff	InitialPath	0x00000000:00000000:00
DrSLID	0xffff	ReturnPath	0x00000000:00000000:00
Direction	0x0	Method	0x01 - Get
Status	0x0000	Attribute ID	0x11 - NodeInfo
M_Key	0x00000000:00000000	<a href="#">Show advanced attributes</a>	

This dialog box shows the properties of the selected packet. Following default values should be set:

- *Method* is set to *0x01 - Get*.
- *Attribute ID* is set to *0x11 - NodeInfo*.

If not set, change these values to the ones above, and click *Ok* to accept changes and close the window.

- 2 Right-click on *Sample SMP*, and select *Transmit* to send the packet.

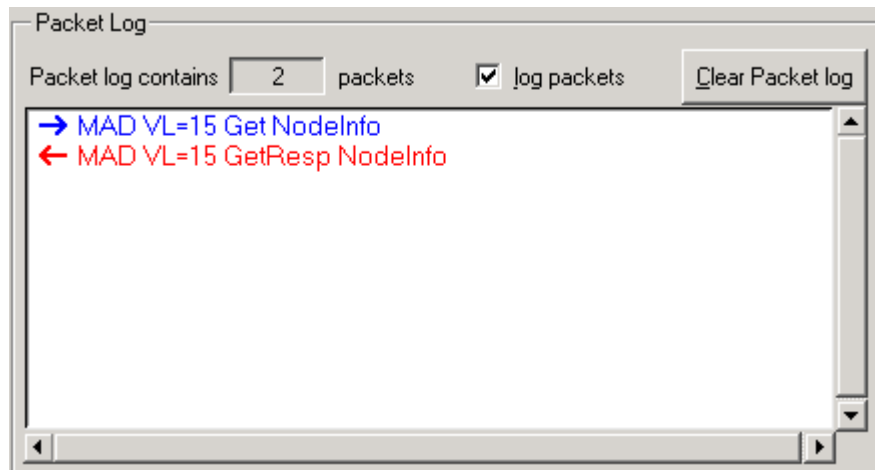




## Evaluating the Returned Packet

After you have sent the SMP packet, an entry appears in blue in the *Packet Log* window. The *IBTrainer* then listens for a response from the DUT.

When the DUT answers, a new entry corresponding to the returned packet appears in red in the *Packet Log* window, as shown in the figure below.



Double-click the returned packet's entry. The *SMP packet: MAD VL=15 getResp NodeInfo* dialog box opens. The NodeInfo properties are then displayed in the *SMP Data* list in this dialog box, as shown in the following figure.

SMP Data	
Base Version	0x01
Class Version	0x01
Node Type	0x01
Number of Ports	0x01
Reserved (32)	0x00000000:00000000
GUID	0x0030d300:00000000
Port GUID	0x0030d300:00000000
Partition Cap	0x0001
Device ID	0x2953
Revision	0x00000001
Local Port Number	0x01
Vendor ID	0x0030d3

You can compare the received NodeInfo properties with the DUT's values to ensure that the packet was correctly transmitted.



# Overview of the IBTrainer

The *IBTrainer* is a 4x Exerciser for InfiniBand, designed as standalone units. It is controlled by an external PC using the USB connection and can be programmed to generate arbitrary InfiniBand packets behaving as endpoint or endnode within an InfiniBand network.

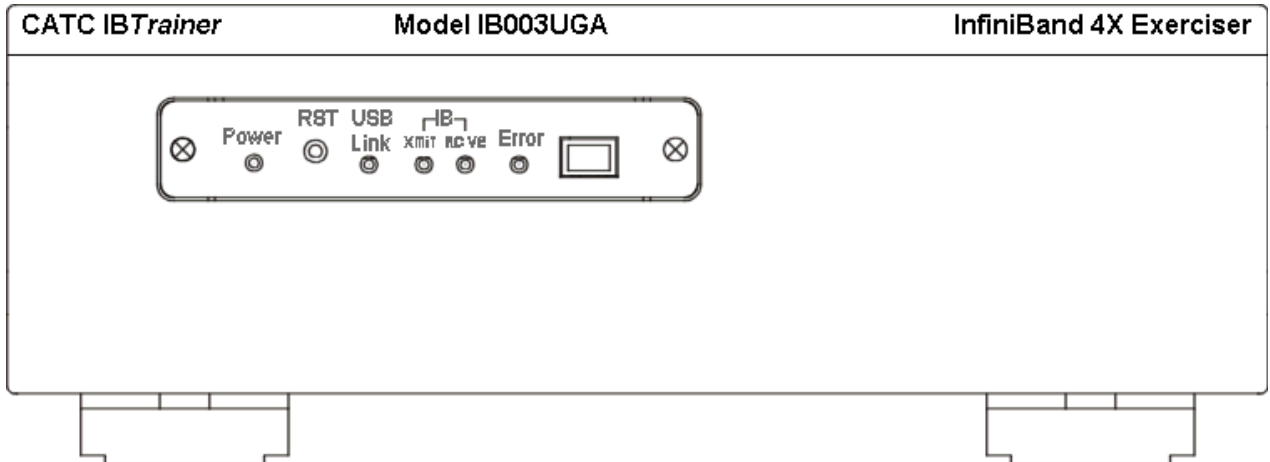


In the following, *IBTrainer* stands for both generators. This chapter describes:

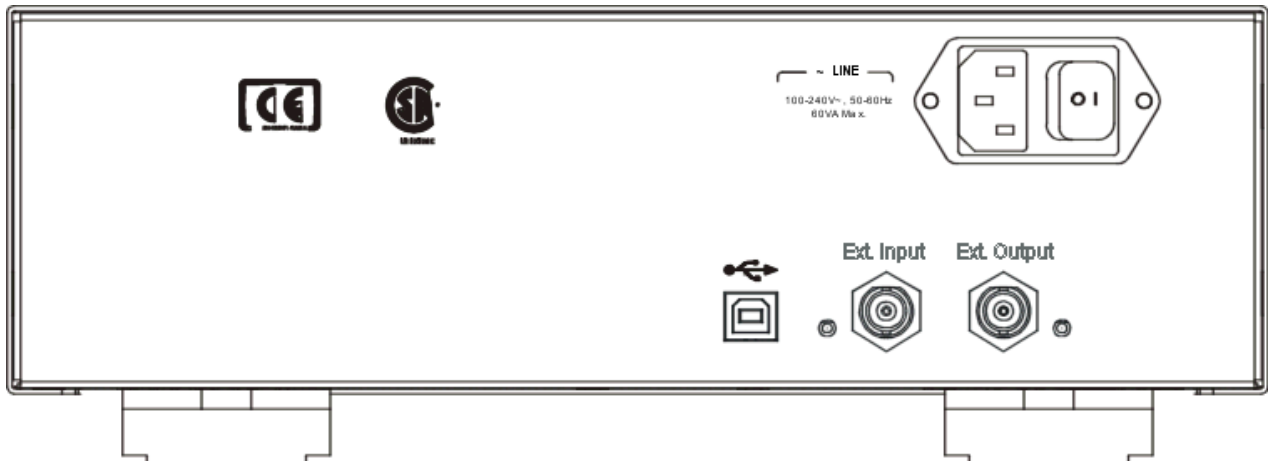
- *“Description of the Hardware” on page 20*
- *“InfiniBand” on page 23*
- *“Description of the Software” on page 24*
- *“Testing Capabilities of the IBTrainer” on page 26*

# Description of the Hardware

The front panel of the IBTrainer is as follows:



The rear panel of the IBTrainer is as follows:



**LEDs** The front panel of the IBTrainer contains the following LEDs:

LED	Lights when...
Power indicator	Main power is switched on.
USB Link	USB link to the control PC has been established.
IB XMIT	Xmit LED is lit when InfiniBand link is up; flashes when packets are transmitted.
IB RCVE	Packets are being received.
Red Error	An error has occurred.

Its front panel contains the following LEDs:

LED	Lights when...
Pwr	Main power is switched on.
Usb	USB link to the control PC has been established.
Link	Lights when InfiniBand link is up.
Tx	Blinks when packets are transmitted.
Rx	Blinks when packets are being received.
Err	An error has occurred.

**Push-button and Connector** Additional elements on the front panel are:

- RST push-button to reset the InfiniBand link or run built-in self-test (press the RST button for about 5 s).
- InfiniBand connector

**NOTE** Here is what happens when you press the RST push-button for about 5 seconds to run the built-in self-test:

- You hear four short beeps.
- all LEDs light and then turn off.
- RX, TX and Link LEDs light

If the test passes, two short high-pitch beeps sound, and eventually the power LED comes on, all other LEDs are off (normal power-up state).

if the test fails, error LED comes on, three longer low-pitch beeps sound, and RX, TX and link show specific pattern. You need to contact your CATC representative.

**Rear Panel Connectors** The rear panel has various connectors:

- Wide-range AC connector module  
Power socket with power on/off switch
- USB port
- External input (for triggering) with following cable specifications:  
LVTTTL level, low active, internal termination: 50 ohm to +2.5V, level sensitive  
The associated LED indicates trigger activity.
- External output (for triggering) with following cable specifications:  
LVTTTL level, low active  
The associated LED indicates trigger activity.

**WARNING**

- Do not open the unit. There are no operator serviceable parts inside. For servicing contact your CATC representative.
- To prevent the influence of ESD on measurements, all tests must be performed in an ESD-protected environment.

## Installation and Maintenance

**Initial Inspection**

Inspect the shipping container for damage. If the container or cushioning material is damaged, keep it until the contents of the shipment have been checked for completeness and the instrument has been verified both mechanically and electrically.

**WARNING**

To avoid hazardous electric shock, do not perform electrical tests when there are signs of shipping damage to any part of the instrument's outer covers or panels.

If the contents are incomplete, or there is mechanical damage, or if the instrument does not work as expected within its specifications, notify the nearest CATC office.

**Power Requirements**

The instrument can operate from any single-phase AC power source supplying 100 – 240 V in the frequency range from 50 – 60 Hz. The maximum power consumption is 100 VA with all options installed. When the instrument is switched on the power supply adapts automatically to the applied AC power (Auto Selection) and monitors the AC power range during operation.

**Ventilation Requirements**

Make sure that there is adequate clearance of 30 mm at the left and the right side to ensure adequate air flow. If the air flow is restricted, the internal operating temperature will be higher, reducing the instrument's reliability.

**NOTE**

Do not cover the ventilation holes.

**Cleaning Recommendation**

Use a dry cloth or one slightly dampened with water to clean external case parts. Do not attempt to clean internally.

**WARNING**

To prevent electrical shock, disconnect the instrument from mains before cleaning.

# InfiniBand

**InfiniBand architecture** The InfiniBand Architecture (IBA) is designed around a point-to-point, switched I/O fabric, whereby end node devices (which can range from very inexpensive I/O devices like single chip SCSI or ethernet adapters to very complex host computers) are interconnected by cascaded switch devices. The physical properties of the IBA interconnect support two predominant environments, with bandwidth, distance and cost optimizations appropriate for these environments:

- Module-to-module, as typified by computer systems that support I/O module add-in slots
- Chassis-to-chassis, as typified by interconnecting computers, external storage systems, and external LAN/WAN access devices (such as switches, hubs, and routers) in a data-center environment.

**InfiniBand specification** The design and implementation of the *IBTrainer* and its test capabilities is based on the InfiniBand Specification *InfiniBand™ Architecture Specification Volume 1 and 2 Release 1.0.a* from June 19, 2001.

The *IBTrainer* 4x (by four) Exerciser for InfiniBand uses the electrical 4x connection as set down in the InfiniBand Specification.

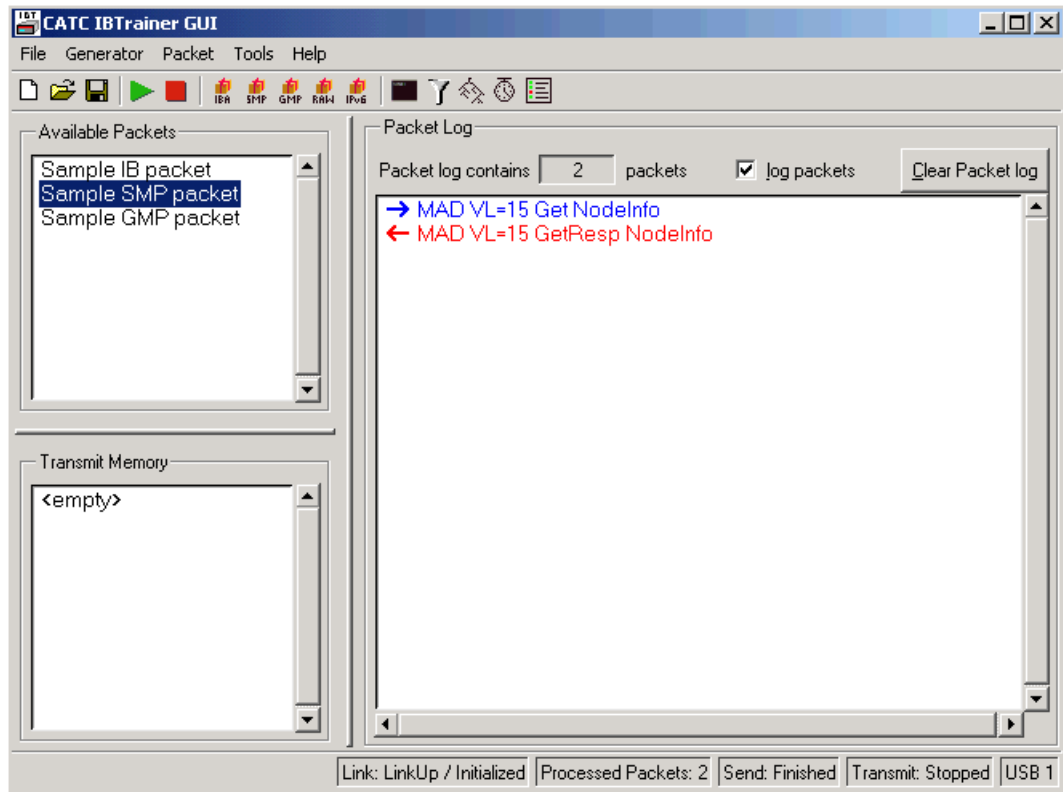
- The signalling rate for encoded data on the media is 2.5 Gbits/sec, which results in a data rate that can be considered to be 250 MBytes/second. The connections are point to point and full duplex, unidirectional.
- The byte stream on each physical lane is encoded using the industry standard 8B/10B coding.
- The following interface width is available for the *IBTrainer*:  
8 differential pairs, 4 per direction for a total of 16 wires

# Description of the Software

The *IBTrainer* can only be controlled by a PC. This can be done by programming TCL scripts or C++ programs using the API or by using the Graphical User Interface (GUI).

**Graphical User Interface** The Graphical User Interface provides an easy way of:

- Performing simple tests on InfiniBand devices.
- Determining and displaying the traffic performance as a diagram.
- Visualizing the topology of the InfiniBand network containing the *IBTrainer* as end-node.



**API** For more extensive testing, such as the validation of an InfiniBand device, programs written in TCL or C++ can be used to control the *IBTrainer*.

**NOTE** The TCL interpreter is installed with the software.



**Optional software module** The *IBTrainer* comes with an optional InfiniBand Compliance test module. This module can be called directly from the GUI. It consists of a series of prewritten InfiniBand compliance tests that you can run to automatically verify a large number of compliance statements defined in the InfiniBand specification, providing a pass/fail result.

**Requirements** The *IBTrainer* works with any personal computer using:

- Windows 98SE ®
- Windows 2000 ®
- Windows XP ®
- Windows NT ® only in demo/offline mode
- Windows ME ® operating systems

The software can also be used offline for demonstration or test development purposes.

**Licensing** No license is necessary to run the Graphical User Interface.

For the Compliance Test software, the standard shipment includes eight free tests. To install additional tests, you have to purchase the *IBTrainer* Compliance Test Suite option. You will receive a license key that you have to enter during installation.

# Testing Capabilities of the IBTrainer

This section lists the key test capabilities of the *IBTrainer*. They are structured along the following ISO/OSI layers as described in the InfiniBand specification:

- Physical layer
- Link layer
- Network layer
- Transport layer

*“Testing Capabilities in Terms of Concrete Tests” on page 31* gives a list of the capabilities of the *IBTrainer* as defined by the Compliance Interoperability Work Group (CIWG).

## Physical Layer

The *IBTrainer* is not capable of testing the physical layer.

As described in the IB specification, the physical layer is the physical connection between two devices. Thus, there are certain aspects of InfiniBand connections that the *IBTrainer* does not test:

- Signal level, quality, and frequency
- 8B/10B encoding and decoding

The *IBTrainer* makes comma and skip insertions according to the InfiniBand specification (1 comma and 3 skip symbols occur every 4352 to 4608 clocks). The number of skips cannot be influenced. The *IBTrainer* generates idle packets as described in the InfiniBand specification.

You can, however, insert running disparity errors into the data stream. Running disparity errors can be created only within packets. This is controlled by the packet behavior setting. Such packet behavior is controlled by the packet property setting.

## Link Layer

**Definition** As described in the InfiniBand specification, services provided by the link layer include:

- Flow control  
Refer to “*Flow Control*” on page 27 for more information.
- Addressing  
Refer to “*Addressing*” on page 28 for more information.
- Error detection  
Refer to “*Error Detection*” on page 29 for more information.
- Switching  
Switching is not a capability of the *IBTrainer*.

The *IBTrainer* automatically sets up the link. Its hardware sends and receives training sequences and link packets. The link status (link up / link down / no signal) can be read out of the status registers.

**NOTE** A behavior is a property setting that applies to a single packet.

**Virtual Lanes** The *IBTrainer* supports all the possible virtual lanes, including VL 15, which is used for management purposes. The particular virtual lanes that are to be supported are user-selectable using a resource and enabling mechanism.

## Flow Control

Flow control packets are generated automatically by the *IBTrainer*. The packets also pass credits back and forth within the InfiniBand network. You can influence the credit system of the *IBTrainer* in several ways.

**Receive Credits** Credits are given per virtual lane. Each virtual lane can be configured to behave in two different ways:

- Credits can be given out automatically, which turns the *IBTrainer* into an unlimited data sink. Maximum credit is given out for any virtual lane set to this mode. This mode is called the *data sink mode*.
- Credits are given out until such time that the data receive memory is full. It is then up to the software to process each packet, and you can instruct the software to give out credits as soon as the receive memory is read out (until such time that the memory is full again). This mode is called the *packet control mode*.

The receive memory of the *IBTrainer* consists of a single block of 2 Mbytes. By selecting a virtual lane resource you decide which path the data stream is to use. Refer to “*Receiving Packets*” on page 31 for more information.

**Transmit Credits** You can set a behavior for each packet to either ignore credits or to behave according to the specification.

Detailed organization of the *IBTrainer* credit system is as follows:

- The FCCL calculation is based on a 12-bit Adjusted Blocks Received (ABR) counter maintained for each virtual lane at the receiver. The ABR counter is set to zero when the link initializes. This is in accordance with the specification. Upon receipt of each flow control packet, the ABR sets the value of the FCTBS (Flow Control Total Blocks Sent) field.
- Upon receipt of each data packet, the ABR is incremented by the number of blocks received, modulo 4096. The ABR does not get incremented due to received packets that have been discarded due to the lack of receive capacity in the receiver. You can adjust this capacity for the *IBTrainer* in the data sink mode.
- Upon transmission of a flow control packet, the FCCL is set to one of the following:
  - If the current buffer state of the receiver permits reception of 2048 or more blocks from all combinations of valid InfiniBand packets without discarding them, the FCCL is set to ABR plus 2048 modulo 4096.
  - Otherwise the FCCL is set to ABR plus the number of blocks the receiver is capable of receiving from all combinations of valid InfiniBand packets without discarding these, modulo 4096.

## Addressing

Source addresses are generated automatically depending on the address supplied to the *IBTrainer* by the subnet manager. Source addresses can be overwritten. This way the *IBTrainer* can emulate a switch or a router. The *IBTrainer* is capable of generating all types of InfiniBand packets as allowed by the specification. This includes any MAD packets, any regular InfiniBand packets, Raw or RawIPv6 packets. Refer to section 5.2 in the InfiniBand specification (data packet format) for more details.

The destination address for the packets is always defined by the user.

## Error Detection

The *IBTrainer* calculates the ICRC (Invariant CRC) and the VCRC (Variant CRC) automatically. You can influence this by making one of the following choices:

- The behavior 'bad packet' causes the *IBTrainer* to end the packet with a bad packet delimiter (EBP).
- The behavior 'bad ICRC' corrupts the ICRC.
- The behavior 'bad VCRC' corrupts the VCRC.

To corrupt a packet, the *IBTrainer* places the 1's complement of the appropriate CRC calculated for the transmitted packet in the CRC field.

## Packet Length

The *IBTrainer* distinguishes between the real packet length and the shown packet length. The real packet length is purely an internally used value, which can, but does not have to, correlate with the packet length shown in the packet header. You can create an illegal packet length by setting the shown length to a value that is at variance with the real packet length. You can set this behavior on a per-packet basis.

## Network Layer

The network and link protocols deliver a packet to the desired destination. The transport portion of the packet delivers the packet to the proper Queue Pair and instructs the Queue Pair how to process the packet's data.

The receiver part of the *IBTrainer* can be programmed to either discard or keep invalid packets that arrive at the generator (wrong IP version field, wrong DGID and so on).

## Transport Layer

The *IBTrainer* lets you set up or program all elements of the transport layer. With the user interface delivered with the *IBTrainer* or self-written TCL scripts or C++ applications you can control the *IBTrainer* to generate all types of InfiniBand traffic.

**Transmitting Packets** The programming of the *IBTrainer* is packet based (not message based). You have two basic choices of generating packets with the *IBTrainer*:

- Direct packet FIFO

This FIFO can be used to generate arbitrary packets directly out of software. The direct software call `void PacketSend (IGCPacket & packet) ;` from the `IGCGenerator` class passes a packet down to this packet buffer and sends it out immediately. This method of sending packets has priority over the transmit memory-based packet generation. Its purpose is to generate MAD (Management Datagram) packets (for subnet management) or any other high priority packets whenever this is required, without having to wait for the transmit memory to finish sending packets and get reprogrammed with the next sequence.

- Memory-based packet generation

You can fill a block memory with up to 1024 InfiniBand packets which are then executed in a row. There are additional properties that you can set, such as the inter-packet delay. All behaviors are listed under "*Using the Transmit Memory for Generating Sequences of Packets*" on page 41. The transmit memory can be looped and offers a feature to repeatedly send single packets from the programmed packet sequence. Additionally the transmit memory can increase the packet sequence number automatically to generate continuous streams of packets (and can include very large data payloads).

**Receiving Packets** The *IBTrainer* is capable of responding to incoming packets under software control. The receive memory amounts to 2 MBytes for the *IBTrainer*.

To filter incoming packets, you can apply a pattern matcher on the incoming packets. These can be passed either into the receive buffer or into the memory block of the receive memory or simply discarded. Each pattern matcher can, if active, fire a certain action in addition to selecting the path for each received packet. Refer to “*Using Matching Patterns for Filtering Incoming Packets*” on page 48 for more information.

By setting a behavior for each virtual lane you can determine whether the incoming packets should be stored in the receive memory or discarded (see “*How to Configure Virtual Lanes for Rerouting Incoming Packets*” on page 54). All packets stored in the receive memory must be handled by the user application.

## Testing Capabilities in Terms of Concrete Tests

**Code Group Test** The Code Group test requires the following capabilities:

- Send/receive code groups
- Test the Physical Layer and parts of the Link Layer

Using the settings for the packet send command, you can utilize the *IBTrainer* to introduce illegal code groups or bursts of illegal code groups into the packet data stream.

**Packet Test** The Packet test requires the following capabilities:

- Send / receive link and data packets
- Test the Link and Network Layer

The *IBTrainer* is ideally suited for this type of test. Its programming interface is designed for this type of test.

**MAD Test** The MAD test requires the following capabilities:

- A more abstract packet test
- Send / receive MADs

The *IBTrainer* is capable of this type of test.

**Transport Test** The Transport test requires the following capabilities:

- A full Verbs-like interface

This type of test is not ideally covered by the *IBTrainer*. A standard Host Channel Adapter (HCA) is likely to be better suited than the *IBTrainer*.



# Testing with the User Interface

This section gives information about the test architecture and shows how to set up and run the desired test.

- Testing Principles  
Overview of the process used to perform a test
- Setting Up the Test  
Instructions for setting up the packets to be sent to the DUT
- Running the Test  
Information on the test execution
- Viewing the Results  
Interpretation of the results

# Testing Principles

**Sending packets** With the *IBTrainer*, you send InfiniBand packets to the DUT and analyze the answer of the DUT. These packets can be valid InfiniBand packets or can also contain errors injected manually.

This section shows the major steps necessary for setting up and performing a test on a DUT with the *IBTrainer* and its software. Testing with the Graphical User Interface means:

1. Connecting to the DUT

Refer to *“How to Connect to the DUT”* on page 13 for more information.

2. Setting up the test

You can set up the InfiniBand properties of the packet to be sent. In addition, the software lets you also set additional attributes like inserting bad CRC values in the packet, or enabling to inject errors to the packet. Refer to *“Configuring Outgoing Packets to Be Transmitted”* on page 36 for more information.

The software lets you also use the transmit memory of the *IBTrainer* to send generate several packets at the same time. Refer to *“Using the Transmit Memory for Generating Sequences of Packets”* on page 41 for more information.

You can also insert a delay between the four lanes and verify that your DUT reacts as expected by the InfiniBand specification. Refer to *“How to Control Skew Between the Four Lanes”* on page 43 to find out how.

3. Running the test

After you have set up the packets to be sent, you can send them to the DUT. *“Running the Test”* on page 44 tells you how.

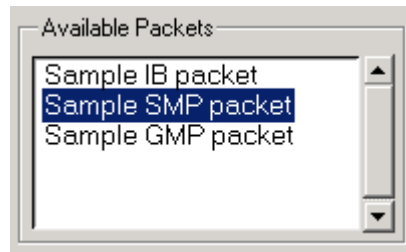
4. Interpreting the results

After packets have been sent to the DUT, the DUT may answer or not depending on the packet sent. *“Viewing the Results”* on page 46 tells you how.

**Setting invalid generator properties** Another possibility for testing a DUT is to set up invalid properties for the current *IBTrainer* generator. Each DUT connected to the generator asking for the generator’s properties becomes a packet with invalid generator’s properties. You can then check whether the DUT behaves as expected. Refer to *“Setting Invalid Generator Properties”* on page 55 for more information.

# Setting Up the Test

**Using pre-defined packets** The software is delivered with three sample packets that you can use for your tests:



- *Sample SMP packet*, which is a Subnet Management Packet  
This packet is set up so that the *IBTrainer* queries the *NodeInfo* property of the DUT.
- *Sample GMP packet*, which is a General Management Packet.  
Each node may contain additional management agents (besides the Subnet Management Agent which is transmitted with the SMPs) referred to as General Services Agent (GSA).  
As specified in the InfiniBand specification, SMP packets are used for managing communication between nodes, GMP packets (General Management Packets) are needed for the communication with the GSA. You can verify the GSA of a node using GMPs just like you verify the SMA using the SMPs.  
This GMP sample packet is set up to query the performance management of the DUT for *PortSamplesControl*.
- *Sample IB packet*, which is a standard InfiniBand packet  
This packet is set up with the opcode *RC SEND only*.

You can send one of these three packets directly to the DUT or you can customize them before sending. “*Configuring Outgoing Packets to Be Transmitted*” on page 36 tells you how.

**Creating packets from scratch** You can also create a packet from scratch. Click the button on the toolbar corresponding to the type of packet that you want to create: The software prompts you to name the packet and places the packet in the *Available Packet* list.



In addition to IBA, SMP and GMP packets, you can create packets of the following types:

- RAW packet

RAW packets may be routed on InfiniBand fabrics but do not contain InfiniBand transport headers. From the InfiniBand point of view, these packets contain only InfiniBand routing headers, payload and CRC.

- IPv6 packet

IPv6 packets are RAW packets containing IPv6 transport headers.

You can customize a newly created packet before sending it.

*“Configuring Outgoing Packets to Be Transmitted” on page 36* tells you how.

**NOTE** Before sending a packet to the DUT, make sure that the necessary link state of the *IBTrainer* has been set up. Refer to *“Controlling the Link State of the IBTrainer” on page 14* for more information.

## Configuring Outgoing Packets to Be Transmitted

After you have created a new packet or selected a pre-defined one, you can:

- Change the properties of the packet, as described in the InfiniBand specification.

InfiniBand packet properties are described in detail in the *Properties and Programmatic Settings* section of the *API Reference*.

- Set advanced attributes.

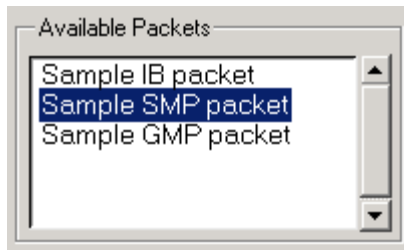
In addition to pure InfiniBand packet properties, the software sends commands in form of attributes to the DUT. These attributes are aimed at testing the DUT and are described in detail in *“Advanced Attributes” on page 39*.

## How to Set Up Outgoing Packets

To change the properties of a given packet:

### 1 Select the packet.

The packet can be located either in the *Available Packets* list if you want to send it directly to the DUT or in the *Transmit Memory* list if you want to use the transmit memory. Refer to “*Using the Transmit Memory for Generating Sequences of Packets*” on page 41 to get more information about the transmit memory.



### 2 Double-click the packet.

The dialog box that opens lists the properties of the selected packet. You can change InfiniBand properties directly or/and set advanced attributes by clicking *Advanced attributes*.

**NOTE** Packet properties change with the type of packet selected (SMP, IBA, GMP, RAW or IPv6).

### 3 For the RAW, IPv6 and IBA packets, you can type in the payload of the packet directly or load an existing file containing the payload of the packet by clicking *Load Payload from File*.

The following figure shows an example of an IBA packet for which the payload has been specified directly.

**IBA packet: Sample IB packet - CATC IBTrainer GUI**

Opcode	0x04 - RC SEND Only	Destination Global Identifier	0x00000000:00000000:00
Include GRH	Global (GRH included)	Solicited Event	0
Virtual Lane	0x0	Migration Request	0
Service Level	0x0	PAD count	0x0
Source Local Identifier	0x0000	Transport header version	0x0
Destination Local Identifier	0x0000	Partition Key	0x0000
IP Version	0x6	Destination QP	0x000000
Traffic Class	0x00	Acknowledge Request	0
Flow Label	0x00000	Packet Sequence Number	0x000000
HOP Limit	0x00	<a href="#">Show advanced attributes</a>	
Source Global Identifier	0x00000000:00000000:00		

Payload

0x0000	54 65 73 74	Test
0x0010		
0x0020		
0x0030		
0x0040		
0x0050		
0x0060		
0x0070		
0x0080		
0x0090		
0x00a0		
0x00b0		

## Advanced Attributes

Advanced attributes are sent with the packet and allow you to perform various testing operations. Special attributes are given in the following table.

Attribute	Range	Default	Description
Repeat	0 - 3	0	(only considered for packets sent through the transmit memory) Defines the repeat counter to be taken for this packet. A value of 0 means a fix repeat value of 1. All other values must be set as generator properties. <i>"How to Send a Single Packet Multiple Times" on page 42 describes this method in detail.</i>
UsePRBS	0 - 1	0	Uses PRBS instead of programmed payload.
PRBS payload length	0 - 4096	0	PRBS Payload length in Bytes.
Wait Trigger In	0 - 1	0	Waits for trigger in. <i>"How to Trigger the Transmission from an External Signal" on page 45 describes this method in detail.</i>
Assert Trigger Out	0 - 1	0	Asserts trigger out (at beginning of packet before inter packet delay starts).
WaitStep	0 - 1	0	(only considered for packets sent through the transmit memory) Waits for a <i>TransmitStep</i> event. Puts a packet on hold until the user issues a <i>TransmitStep</i> call or a pattern term asserts this signal, which allows waiting for software controlled acknowledges or specific external events (via pattern term).
InterPacket Delay Offset	0 - 3	0	(only considered for packets sent through the transmit memory)
Inter Packet Delay Exponent	0 - 7	0	Inter Packet Delay (before this packet). The real value "d" for the delay is calculated using the following formula: $d = \text{offset} + 8^{\text{exponent}} - 1$
Insert Error	0 - 6	0 = no error	Code for the error to be inserted at the end of the packet. For a detailed list of error codes, see error list, see <i>"How to Inject Errors in Outgoing Packets" on page 40.</i>
Bad ICRC	0 - 1		Creates bad ICRC.
Bad VCRC	0 - 1		Creates bad VCRC.
IgnoreCredit	0 - 1		Ignores Credit status (send anyway).
Auto-Calculate PSN	0 - 1	0	Calculates the PSN automatically starting with a generic start value out of a register.

**NOTE** When set to a value different from the default one, the attributes *Repeat* and *Insert Error* require that you subsequently change the generator's settings. *"How to Send a Single Packet Multiple Times" on page 42* and *"How to Inject Errors in Outgoing Packets" on page 40* show you how.

## How to Inject Errors in Outgoing Packets

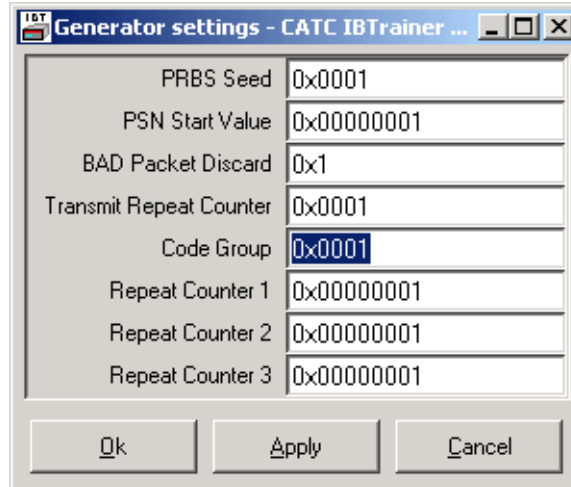
You can insert an error in an outgoing packet. Possible errors are listed in the following table:

Error	Description
EBP	Ends a packet with the 'end of bad packet' symbol.
SLP	Ends a packet with the 'start of link packet' symbol.
SDP	Ends a packet with the 'start of data packet symbol.
InvalidCodeGroup	Each correct packet ends with an <i>End of Good Packet</i> (EGP) symbol. <i>InvalidCodeGroup</i> sends out an invalid code group instead of EGP. This code group is specified in the generator's settings.
RunningDisparityError	Inserts a running disparity error.
RunningDisparityError Burst	Inserts 4 running disparity errors spread out over 16 symbols.  Note: This method corresponds to check whether the InfiniBand link automatically reinitializes.
Reserved	Not used.

Follow these steps to inject errors in outgoing packets:

- 1 Double-click the packet of interest in either the *Available Packets* list or the *Transmit Memory* list.  
The dialog box containing the properties of the packet of interest opens.
- 2 Click *Show Advanced attributes*.
- 3 Select the error method of interest in the *Insert Error* list and click *Ok*.
- 4 If you selected the *InvalidCodeGroup* method, you have to set the invalid error code to be sent in the generator's settings:
  - Click *Generator>Settings*.





- Set the invalid code group in the *Code Group* box. The invalid code group value is a 10B-Code.
- Click *Ok*.

## Using the Transmit Memory for Generating Sequences of Packets

You can fill a block memory with InfiniBand packets that are then sent consecutively. The *IBTrainer* has 2 Mbytes of transmit memory.

There are additional properties that you can set for packets stored in the transmit memory:

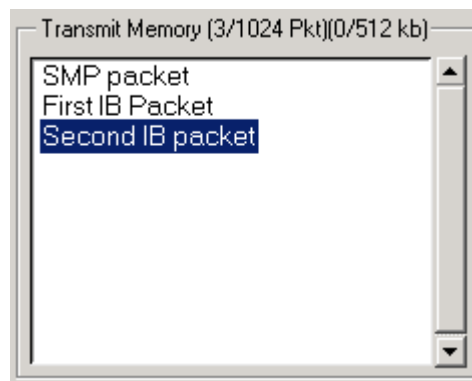
- You can, for instance, set the delay between packets stored in the transmit memory. This method is described in detail in “*Advanced Attributes*” on page 39.
- The transmit memory offers a feature to repeatedly send single packets from the programmed packet sequence. Refer to “*How to Send a Single Packet Multiple Times*” on page 42 for more information.
- If you have set up a lot of packets in the transit memory that should be sent as a response to either a received packet or a software-controlled event, you can specify in the packet properties that a certain packet should wait for a step signal. This special attribute, called *WaitStep*, is set as an advanced attribute in the packets’s properties. Refer to “*How to Set Up Outgoing Packets*” on page 37 for more information.

- Similarly, you can specify the properties of a packet in the transmit memory that should be sent upon an external trigger signal. Refer to “*How to Trigger the Transmission from an External Signal*” on page 45 for more information.

## How to Insert Packets in the Transmit Memory

To insert a new packet in the transmit memory:

- 1 Create a new packet.
  - or –
  - Select a pre-defined packet.
- 2 Drag and drop the selected packet to the *Transmit Memory* list.



- 3 You can set up the properties of the packets stored in the transmit memory before sending them. Refer to “*Configuring Outgoing Packets to Be Transmitted*” on page 36 for more information.

## How to Send a Single Packet Multiple Times

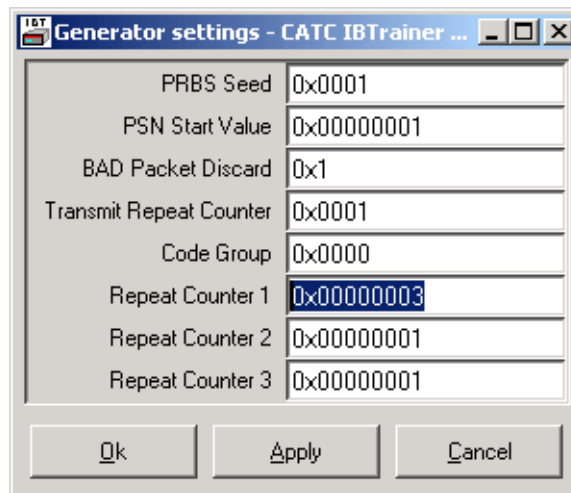
The transmit memory offers a feature to repeatedly send specific packets.

You can set the number of times the packet is sent by using a counter. Three counters are available in the software and must be set in the generator’s settings.

To set up a packet so that the *IBTrainer* sends it multiple times:

- 1 Select the counter that the packet should use.
  - Double-click the packet of interest in the *Transmit Memory* list. The dialog box containing the properties of the packet of interest opens.
  - Click *Show Advanced attributes*.

- Enter the counter's number that you want to use between 0x1 (counter number 1), 0x2 (counter number 2) and 0x3 (counter number 3).
  - Click *Ok*.
- 2** Define how often the packet should be sent.
- Click *Generator>Settings*.
  - The *Generator Settings* dialog box opens.



- Enter the number of times the packet is sent in the box corresponding to the counter you selected.
- Click *Ok*.

## How to Control Skew Between the Four Lanes

From the InfiniBand specification, an InfiniBand device is expected to accept a given lane skew. You can artificially insert a delay between the four lanes to verify that your DUT fulfills this InfiniBand requirement.

To insert a delay between lanes:

- 1** Select *Generator>Lane Skew*.

The *Lane Skew Settings and Status* dialog box opens.

- 2** In the *Transmit Lane Skew* list, set the delay (in symbol times) between the lanes for each lane by means of the adequate lists.

- 3** Click *Apply*.

The DUT should then notice the lane skew and reacts as expected.

**NOTE** The *Receive Lane Skew* list displays the lane skew of the received InfiniBand traffic.

## Running the Test

After you have set up the packet(s) of interest, you can send them to the DUT.

If you have set up a single packet, you just need to right-click it and select *Transmit* from the context menu.



If you have placed packets in the transmit memory, click the *Run* button on the toolbar to send them to the DUT.

### Using an external trigger

In addition, you can specify in the properties of a given packet stored in the transmit memory that the *IBTrainer* waits for an external trigger signal before sending it and the following packets. Refer to “*How to Trigger the Transmission from an External Signal*” on page 45 for more information.

## How to Trigger the Transmission from an External Signal

With the software, you can specify in the properties of a given packet stored in the transmit memory that the *IBTrainer* waits for an external trigger signal before sending it and the following packets.

- 1 Connect the instrument generating the trigger signal to the *IBTrainer* via the *Ext. Input* connector located on the rear of the *IBTrainer*. The cable should have following characteristics: LVTTTL level, low active, internal termination: 50 ohm to +2.5V, level sensitive.

The associated LED indicates trigger activity.



- 2 In the software, create a new packet.

– or –

Use a pre-defined packet.

- 3 Drag and drop this packet to the *Transmit Memory* list.

- 4 Double-click the packet.

The dialog box displaying the properties of the packet opens.

- 5 Click *Advanced attributes*.

- 6 Enter 1 (True) in the *Wait Trigger In* box.

- 7 Click *Ok*.



- 8 On the toolbar, click the *Run* button.

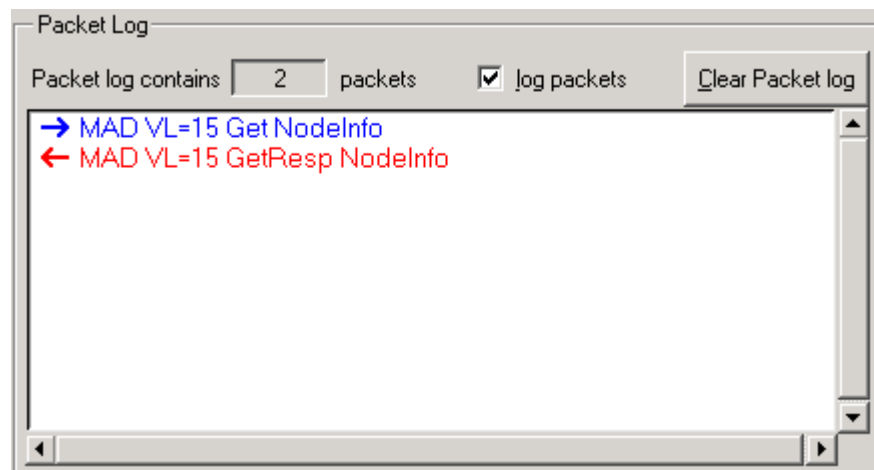
The *IBTrainer* waits for the trigger signal to send the set packet and all following packets to the DUT.

**NOTE** You can also use the *IBTrainer* to trigger another test device when a specific packet is sent. Connect your cable (characteristics: LVTTTL level, low active) to the *Ext. Output* connector. In the dialog box displaying the packet's properties, click *Show advanced attributes* and set *Assert Trigger Out* to 1 (True).

## Viewing the Results

For each packet that you sent to the DUT, a blue entry is shown in the Packet Log. The *IBTrainer* then listens for a response from the DUT.

Depending on the sent packet, the DUT may or may not answer. If the DUT answers, a new red entry corresponding to the returned packet appears in the *Packet Log* window, as shown in the figure below.



Double-click the returned packet's entry. The dialog box displaying the properties of the received packet opens. You can now compare these properties with the expected ones.

To help you sort out the *Packet Log* window, the software lets you filter incoming packets in any of the following ways:

- You can set up conditions on the headers of the incoming packets.  
Refer to "*Filtering Incoming Packets*" on page 47 for more information.
- You can apply a pattern matcher based on bit comparison on incoming packets.  
Refer to "*Using Matching Patterns for Filtering Incoming Packets*" on page 48 for more information.
- You can write small TCL programs to filter incoming packets.  
These programs, called handlers, are called up when a packet is received by the *IBTrainer*. Refer to "*Using Packet Handlers for Managing Incoming Packets*" on page 52 for more information.

## Filtering Incoming Packets

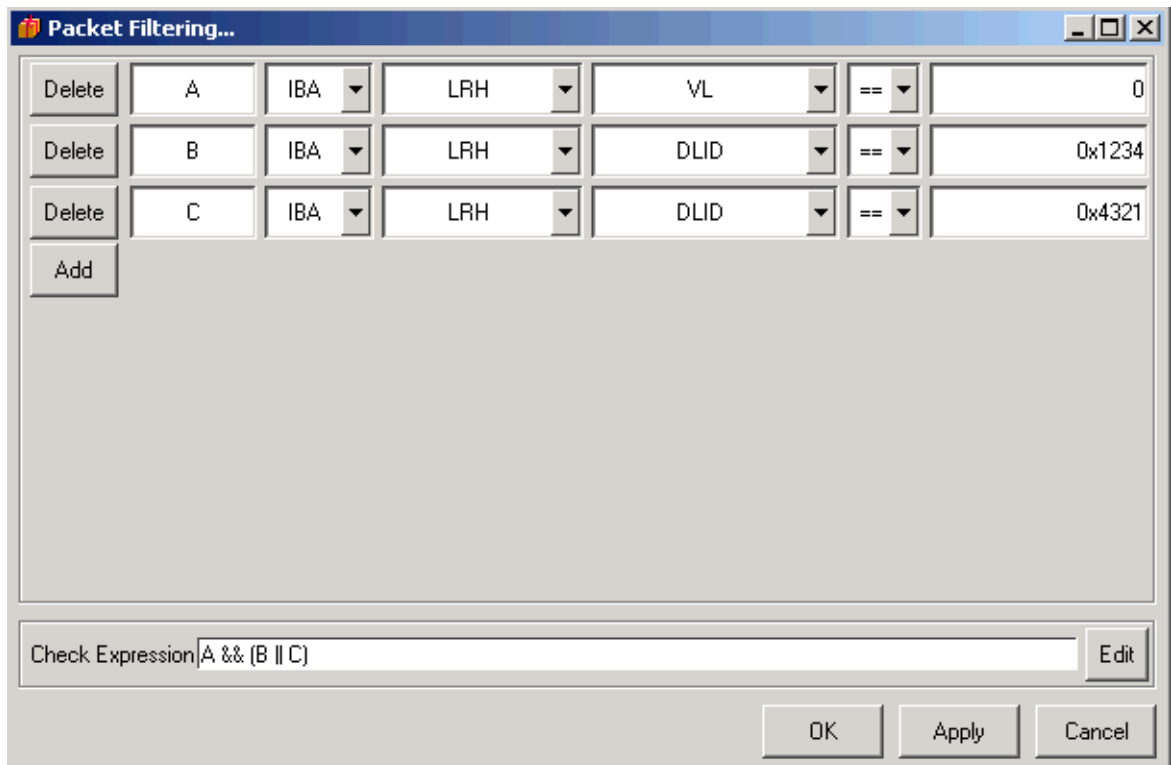
**Creating filter rules** With the software, you can filter incoming packets by setting conditions on one of the properties of the packet's header. You can create your own filter rules by selecting *Tools > Packet Filter*. The *Packet Filtering* dialog box opens.

To create your own filter rule, you need to:

- Name the rule.
- Specify the header's property on which you want to apply the rule, that means, select:
  - The type of packet
  - The header, which depends on the selected type of packet
  - The property itself, which depends on the selected header
- Specify the testing value.

**Associating filter rules** You can associate several rules by using logical operators like `&&`, `||` and/or `!`: Click *Edit* in *Packet Filtering* dialog box.

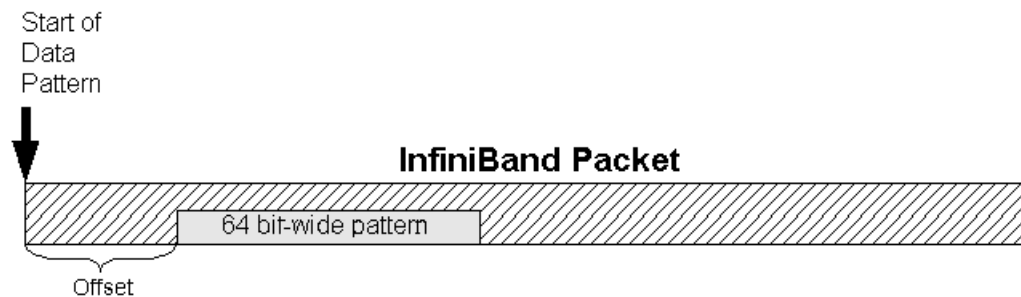
The following figure gives an example of associated filter rules: Only IBA packets coming on the VL 0 and for which the DLID is set to 0x1234 or 0x4321 appear in the Packet Log window.



## Using Matching Patterns for Filtering Incoming Packets

The *IBTrainer* is capable of responding to incoming packets under software control and apply a pattern matching process to these packets. This process is the following:

1. When a packet is received on one of the 15 available lanes, depending on the settings of the *VL Configuration* dialog box (accessible via *Generator > Configure VLs*), it is stored either in the receive buffer (*Buffer*) or in the memory block of the receive memory.  
Refer to “*How to Configure Virtual Lanes for Rerouting Incoming Packets*” on page 54 for more information.
2. The pattern matching process is performed on all packets (*Generic*) or only on packets coming from a given part of the memory.
3. If an offset is specified (in DWORD), only bits coming after the entered offset will be considered.



4. If a mask is specified, the software performs a bitwise AND operation on the incoming packet and the mask. The matching process will be performed on the resulting bits.
5. These bits of the incoming packet are compared to a given *value*.
6. Once the pattern is performed, an additional action can be performed on the incoming packet:
  - You can discard all incoming packets for which the extracted bits do not match the set value (*DISCARDNOHIT*).
  - You can perform the desired actions for packets which are NOT matched (*NEGATEPATTERN*).

If *DISCARDNOHIT* and *NEGATEPATTERN* are set, only matching packets are discarded, and non-matching ones kept.

  - You can launch a step register strobe for all packets for which the extracted bits match the set value (*STEPSTROBE*).



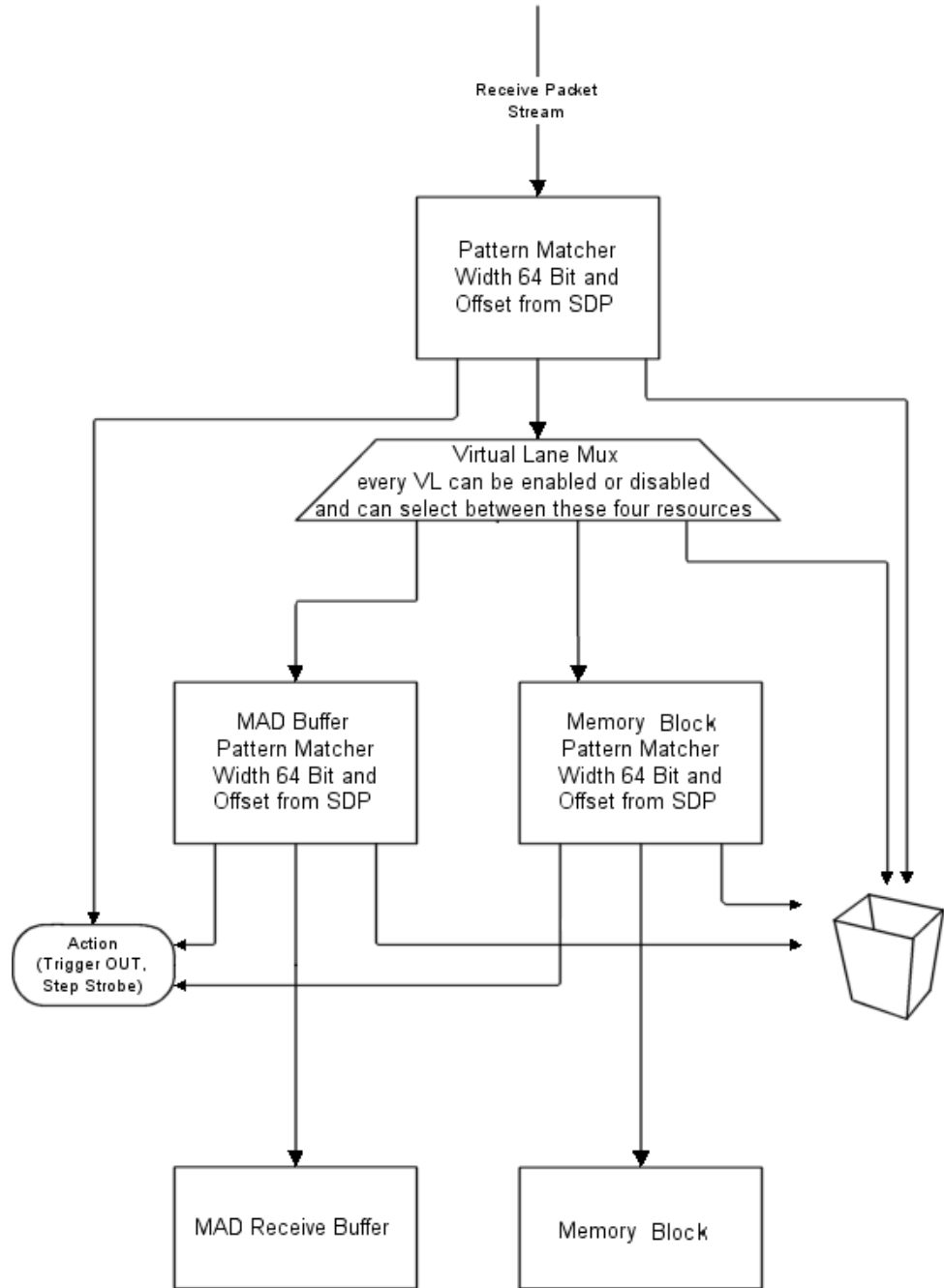
- You can assert the external trigger-out line for all packets for which the extracted bits match the set value (*TRIGGEROUT*).

**NOTE** You can combine several actions.

Refer to “*Example of Pattern Matching*” on page 51 for an example.

### Graphical Representation of the Pattern Matching Process

The matching process used in the software is summarized in the following figure:



SDP refers to Start Data Packet delimiter.

## Example of Pattern Matching

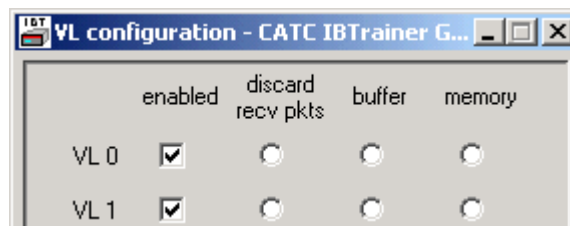
**Scenario** Let's say the following InfiniBand packet is transmitted from the DUT to the VL0 virtual lane of the *IBTrainer*:

Packet structure	Contents
LRH - 8 bytes	0x00 0x02 0x00 0x00 0x00 0x07 0x00 0x00
BTH - 12 bytes	0x04 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
Payload - 4 bytes	0x54 0x65 0x73 0x74

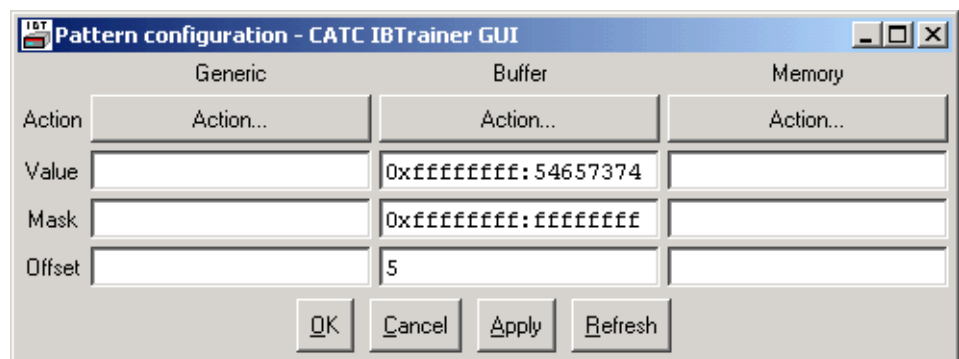
We want to reroute this packet to the memory block of the receive memory and compare its payload with a given value.

**How to** To set up a pattern matcher on the payload's part of this packet:

- 1 First, set up the Generator's settings to dispatch all packets arriving on VL0 to the memory block:
  - Select *Generator>Configure VLS*.
  - Select the *enabled* check box facing to *VL0*, and click the *memory* option.
  - Click *Ok*.



- 2 Select *Generator>Configure Patterns*, and set the following values:



These values correspond to the following:

- The offset of 5 DWORDS (20 bytes) ensures that only the payload of the packet is considered.

- From the set mask value, no masking is performed on the packet.
- The set value matches the incoming packet's payload. Because no action has been set, the packet passes through.

This pattern matcher will then only match packets having the same payload as the one described here.

## Using Packet Handlers for Managing Incoming Packets

With the software, you can write small programs that run when a new packet is received. These scripts, called *handlers*, are TCL-based (Tools Command Language). There is a default handler delivered with the software which is called up when the *IBTrainer* receives a packet. This handler (called *global MAD* handler) answers at queries included in incoming SMP and GMP packets. Without this handler, the *IBTrainer* would be silent when receiving incoming SMP packets.

The software provides a user interface for writing and managing your own packet handlers. These handlers are TCL scripts and require a good knowledge of the *IBTrainer* TCL commands. These commands are listed in the *API Reference* of the *IBTrainer*. “*How to Write Your Own Handler*” on page 53 shows you how to write your own handlers.

The user interface provided for writing your own handlers also allows you to manage your handlers.

## How to Write Your Own Handler

In the software, a default handler is used as template for creating new handlers. This default handler performs the following verification: If the incoming packet is an InfiniBand packet containing the same DLID value as the *IBTrainer*, the handler opens the console and displays “hello”.

To write a new handler:

- 1 Select *Tools>Packet handlers*.

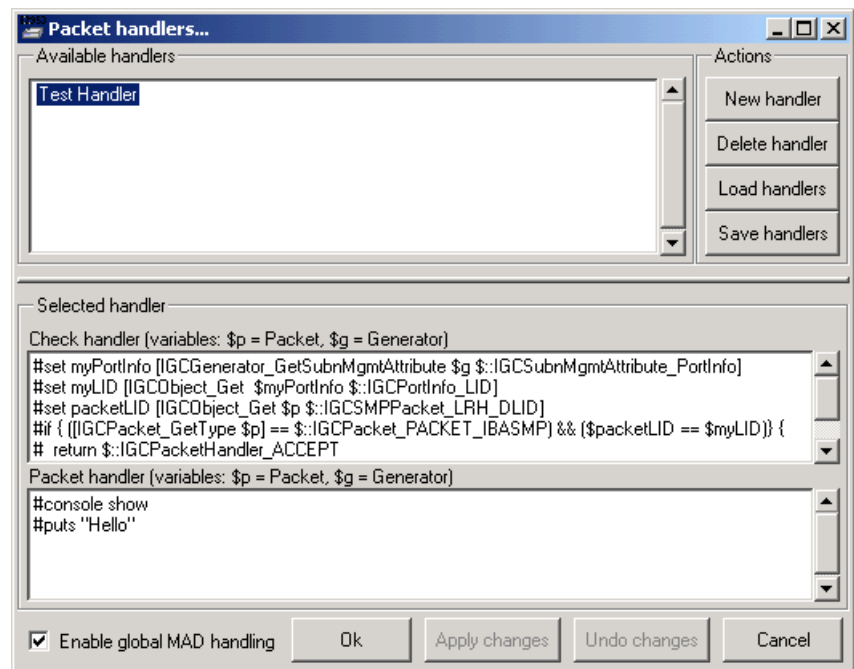
The *Packet handlers* dialog box opens.

- 2 Click *New handler*.

- 3 If necessary, change the code of the *Check handler* and *Packet handler* to meet your requirements.

The *Check handler* contains the code describing the conditions set on the incoming packet, the *Packet handler* contains the code that is executed if the packet fulfills the set conditions.

The following figure shows a new packet created from this default handler.



## Managing Handlers

You can daisy-chain several packet handlers to perform different tasks. They will be called in the order of the *Available handlers* list. If *Enable global MAD handling* is selected, the internal MAD handler will be called first, effectively handling all MAD (and SMP) Set and Get requests.

The first check-routine that returns `IGCPacketHandler_ACCEPT` ends the chain, no subsequent handlers will be called with this packet. Only when the check handler returns either `ACCEPT` or `CHANGE`, the handle-routine of the handler will be called. Returning `REJECT` directly passes the packet to the next handler in the chain.

With the software, you can:

- Delete handlers listed in the *Available handlers* list using the *Delete handler* button.
- Save handlers in external TCL files using the *Save handlers* button.
- Load handlers from external TCL files using the *Load handlers* button.

## How to Configure Virtual Lanes for Rerouting Incoming Packets

You can set up the virtual lanes for the *IBTrainer* in the following ways:

- You can enable all packets coming on a given lane.
- You can discard the packets.
- You can reroute the packets to the buffer or the memory block.

These settings are used by the pattern matcher to filter incoming packets. Refer to “*Using Matching Patterns for Filtering Incoming Packets*” on page 48 for details.

To configure the virtual lanes:

- 1 Select *Generator > Configure VLs*.

The *VL Configuration* dialog box opens. This dialog box changes with the exerciser in use.

- 2 Select the virtual lanes of interest.
- 3 Select the option corresponding to the action that you want to apply to incoming packets through the selected lane, and click *Apply*.

# Setting Invalid Generator Properties

**Why set invalid generator properties** You can set invalid properties for the *IBTrainer*. Each DUT connected to the generator asking for the generator's properties becomes a packet with invalid generator's properties. You can then verify that the DUT behaves as expected.

**Properties that can be set** Here are the generator's properties that you can set:

- **NodeInfo**

(accessible via *Generator>NodeInfo*)

These properties are described in detail in the *Properties and Programmatic Settings* section of the *API Reference*.

- **NodeDescription**

(accessible via *Generator>NodeDescription*)

These properties are described in detail in the *Properties and Programmatic Settings* section of the *API Reference*.

- **PortInfo**

(accessible via *Generator>PortInfo*)

These properties are described in detail in the *Properties and Programmatic Settings* section of the *API Reference*.





# Using Auxiliary Features

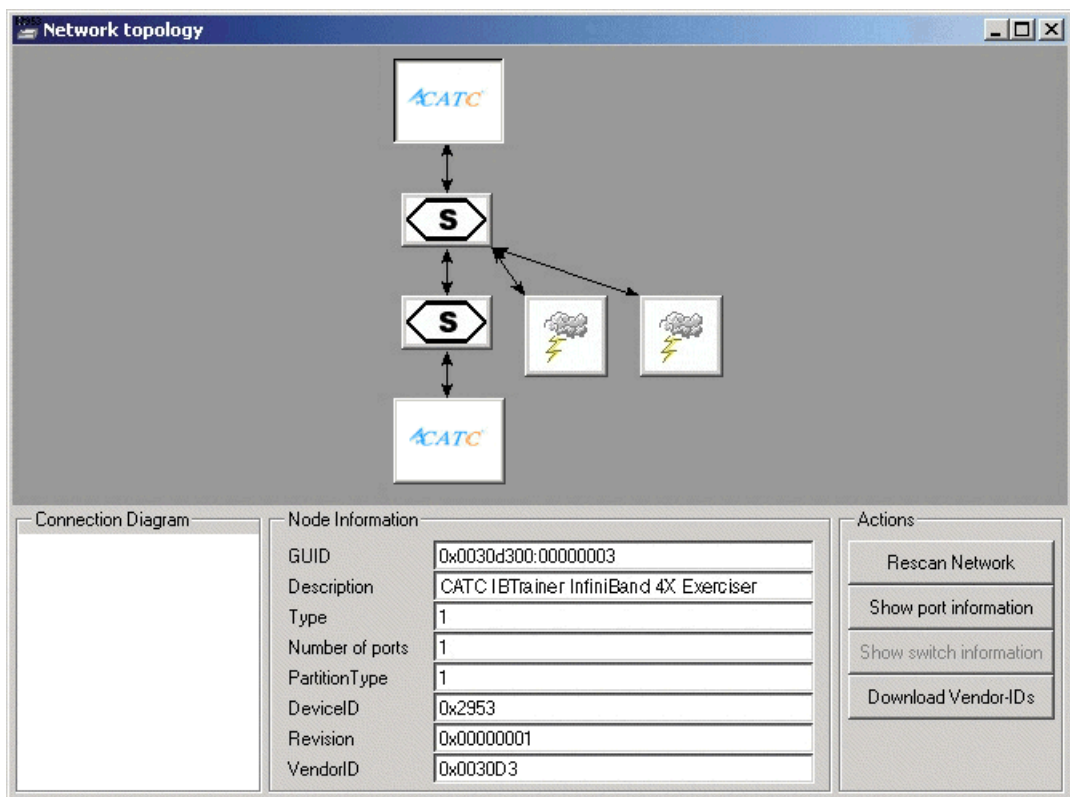
This section provides information about the auxiliary features delivered with the software. These features are:

- Graphical visualization of the network topology
- Monitoring of the performance of the InfiniBand traffic
- Transmission of direct TCL commands to the *IBTrainer*
- IBTrainer



# Visualizing the Network Topology




With the software, you can graphically visualize the network architecture of the network to which your IBTrainer is connected.

Select *Tools>Show network topology*. The *Network Topology* dialog box opens.



This dialog box shows the different InfiniBand devices attached on the InfiniBand network and their interconnections. Following symbols are used to represent InfiniBand devices:

Symbol	Description
	CATC IBTrainer 4X Exerciser (pressed)
	Switch

Symbol	Description
	Router
	Channel adapter
	Device that has link up but does not respond

If you click one of the devices, the software provides the information given in the following table.

Field	Description
GUID	GUID of the device's port
Description	Description as specified by the manufacturer
Type	Type of device (1 for channel adapter, 2 for switch, 3 for router)
Number of ports	Number of physical ports on this node
PartitionType	Type of partition table
DeviceID	Assigned by manufacturer
Revision	Device Revision
VendorID	Device vendor (IEEE)
	The list of vendor IDs can be downloaded and actualized from the IEEE web site via the <i>Download Vendor-IDs</i> button.

You can display the PortInfo parameters of the selected device by clicking the *Show port information* button.

You can rescan the network for all InfiniBand devices by clicking the *Rescan Network* button.

# Determining the Performance of InfiniBand Traffic

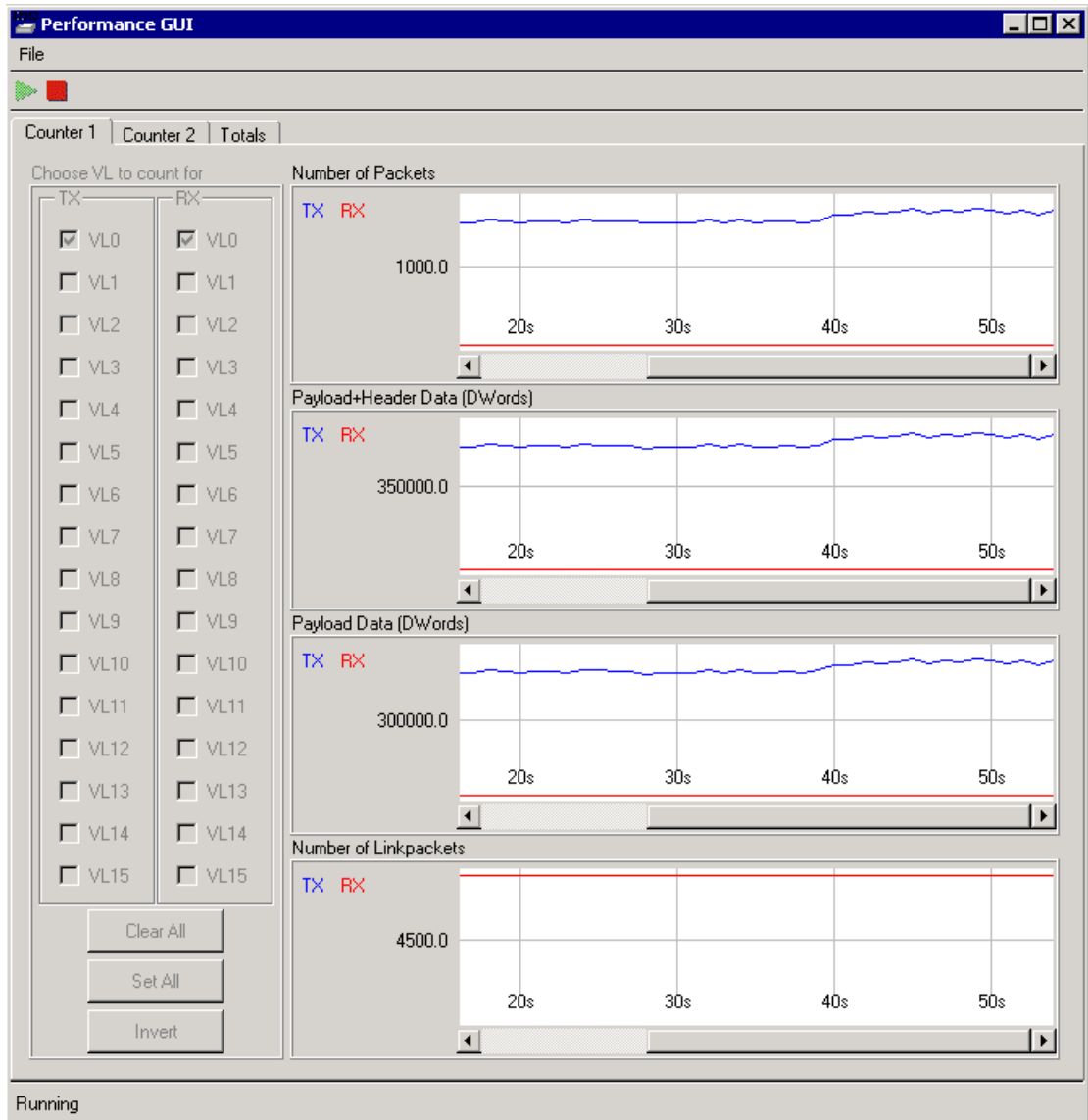
The performance measurement counts values such as the size of payload, the number of good and bad packets and the number of link packets received and transmitted by the exerciser.

The two performance counters that hold the results of the performance measurement are implemented in the software. For each counter, you can separately determine which virtual lanes are to be monitored for incoming and which VLs are to be monitored for outgoing packets.

Before starting the measurement, you must select the virtual lanes that you want to monitor. Then you can start the measurement. When reading out the measurement, the software displays following data in diagrams:

- The number of packets
- The payload and header data (in DWORDS)
- The payload data alone (in DWORDS)
- The number of link packets
- The accumulated values for each counter.

The following screenshot shows an example of performance measurement



## How to Launch a Performance Measurement

To launch a performance measurement:

- 1 Select *Tools>Show Performance Measurements*.
- 2 Click the tab corresponding to the counter that you want to use.
- 3 Select the check boxes corresponding to the virtual lanes to be monitored for the outgoing (*TX*) and incoming (*RX*) packets.
- 4 Click the *Run* button to start the measurement.



During the measurement, the packet information is monitored and displayed in runtime. In the *Totals* tab, the two counters can be compared.

## Sending TCL Commands to the IBTrainer

The release 8.3.4 of the TCL (Tool Command Language) language is installed with the software. The software allows you to send single TCL commands to the *IBTrainer* through the installed TCL console.

To open the TCL console, select *Tools>Debug>Console Window*, and enter the command that you want to send.

Refer to <http://tcl.activestate.com/scripting> for more information about the TCL language.

# Extending the IBTrainer Software with Your Own TCL Scripts

**Overview** This section describes how to extend the Exerciser GUI with your own scripts and modules. There is a specific format that an extension script has to follow. So help, toolbar and menu are created automatically in the GUI.

If the script is structured this way, the software will provide:

- A menu entry in the *Tools* menu
- A toolbar button in the *Tools* toolbar (optional)
- A balloon help popup on the button (optional)
- Help text appearing in the status line if either button or menu entry are selected (optional)

**Script format** An extension script needs the following elements in order to load into the software:

- A procedure that can be called whenever the corresponding toolbar button or the menu entry in *Tools* is selected
- An image that will appear in the toolbar (optional)
- Names and help texts (optional)
- A procedure named `<scriptname>_iginit`. It has to take one argument, which is a pointer to the currently connected generator object. The procedure needs to return a list of information, that the GUI will use to create the tool entries. It must be structured like this:

```
<Command Name> <command> ?help string? ?toolbar image?  
?tooltip text?
```

where:

- `<Command Name>`: text, as it should appear in the *Tools* menu
- `<command>`: TCL command to be called when the button or menu is clicked.
- `Help string`: help string appearing in status line
- `toolbar image`: image for the button (should be 16x16 in size)
- `tooltip text`: text for the balloon help

A variable named `<scriptname>_local` will be set to 1 by the software to indicate the loading of the extension. A script can thus check whether it is called from the software or stand-alone.

An example for this can be `filter.tcl` in the directory `<installation>/lib/tcl`. It provides the procedure `filter_iginit`.



# Using the InfiniBand Compliance Test Suite

The *IBTrainer* comes with an optional InfiniBand Compliance test module. This module consists of a standalone graphical user interface that allows you to execute a number of compliance tests using the *IBTrainer* and a device under test.

The tests are based on the *InfiniBand Architecture Test Specification*, version 0.8 from May 2001, available from the InfiniBand TA.

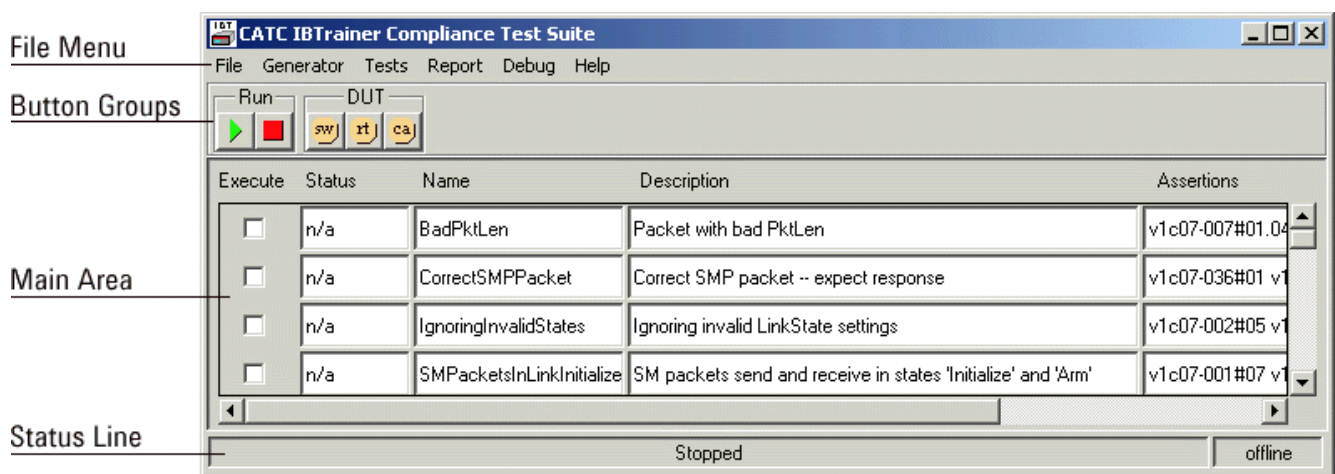
The compliance tests allow you to send correct and incorrect packets to the DUT and verify its behavior. You can test channel adapters, switches and routers.

**NOTE** If you did not purchase the *IBTrainer* Compliance Test Suite, the installation programs still installs the user interface of the Compliance Test Suite with a few free tests.

# Overview of the Compliance Test Suite

The *CATC IBTrainer Compliance Test Suite* window is the user interface for setting up and running system tests.

The Main Window of the User Interface consists of the menu bar, button groups, the main area, and the status line.



**Menu Bar** The different menus in the menu bar give you access to all of the InfiniBand Compliance Tester functions.

**Button Groups** The software provides the following button groups:

**Run** Contains two buttons for running and stopping the tests.

**DUT** Contains three buttons to select all tests for Switches (SW), Routers (RT) and Channel Adapter (CA)

**Main Area** In the main area, a table lists all available tests. The columns of the table provide the following information:

- *Execute*

This column shows which will be executed during the test run.

- *Status*

- If n/a is displayed in the status field, no status for this test is available (the test has not yet been started).

- If the status field background is blue, the test is currently running.

- If the status field background is green, the test was passed.
- If the status field background is red, the test was failed.

- *Name*

This is the name of the function that contains the test. A prefix TD\_ indicates that this is the implementation of a Test Description.

- *Description*

This is a short description of the test.

- *Assertions*

These are the assertions covered by the test.

**Status Line** In the left part of the status line, the current Run/Stop status is displayed. The right part displays *USB <PortNum>* where <PortNum> is the port number, or *offline* if there is no generator connected.

# Testing with the Compliance Tester User Interface

## Starting the Compliance Tester software

You can start the Compliance software from either the *IBTrainer* software or directly from Windows:

- From the *IBTrainer* software

Click *Tools>Compliance*.

- From Windows

Press *Start>Programs>CATC>IBTrainer (Release) >Compliance GUI*.

The shortcut changes with the release installed. For example, if your release is 2.0.1.0, then the name of the shortcut is *IBTrainer 2.0.1.0>Compliance GUI*.

## Testing principles

Testing with the Compliance Tester software means:

1. Add/Update tests. All executable tests are listed in the main area.

See *"How to Add or Update Tests"* on page 69 for details.

2. Select the tests that should be executed.

See *"How to Select Tests"* on page 70 for details.

3. Run the selected tests.

See *"How to Run Tests"* on page 71 for details.

4. View the test report generated during the test.

The report is displayed in the *CATC IBTrainer Compliance Test Suite - Report* window, but you can also create a report file. See *"How to Set Up and View the Report"* on page 72 for details.

## How to Add or Update Tests

To update current tests and to add tests to the test list in the main area:

- 1 Ensure that you have a encoded package, including the test files and a valid license key.

The test file has the extension `.ctf` (compliance test files).

- 2 In the *Test* menu, select *Add/Update tests*.

This opens a message box, which informs you that during the update, existing tests may be overwritten.

### CAUTION

During the update, the currently existing test files will be replaced with the latest versions. If you have modified any tests, rename them first before you proceed.

- 3 Press *OK* to proceed. You will be prompted to select the encoded package including the test files, and to enter the license key.

This decodes the package including the test files. The new test files are saved into the directory `<InstallDir>\compliance\tests`.

If there are already existing files with the same name, these files are overwritten.

## How to Select Tests

**Selecting Individual Tests** To select individual tests:

- ◆ In the main area, check the *Execute* checkboxes of the respective tests.

Execute	Status	Name
<input type="checkbox"/>	n/a	BadPktLen
<input checked="" type="checkbox"/>	n/a	CorrectSMPPacket
<input type="checkbox"/>	n/a	IgnoringInvalidStates

**Selecting Tests** To select tests for particular DUTs:

- 1 In the *Tests* menu, select *Select tests for DUT*.

A selection list shows all possible DUTs: *Channel Adapters, Switches, Routers, Host Channel Adapters, and Target Channel Adapters*.

- 2 Click the required DUT.

In the main area, the tests available for the DUT are selected.

You can also use the buttons in the DUT group of the toolbar:



- *sw* selects all available tests for switches.
- *rt* selects all available tests for routers.
- *ca* selects all available tests for channel adapters.

**Selecting/Unselecting All** In the *Tests* menu, the *Select all tests/Unselect all tests* items lets you select or unselect all tests.

## How to Run Tests

**Running tests** To run the tests:

- 1 Ensure that for all required tests are selected.
- 2 In the *Tests* menu, select *Run*.

– or –



Click the *Run* button in the toolbar.

All selected tests are executed, starting from the top of the table.

**NOTE** During the test run, a report is generated. For viewing the report and modifying the report options, see “*How to Set Up and View the Report*” on page 72.

**Stopping tests** To stop the test execution during the run (execution normally stops automatically after the last test):

- ◆ In the *Tests* menu, select *Stop*.

– or –



Click the *Stop* button in the toolbar.

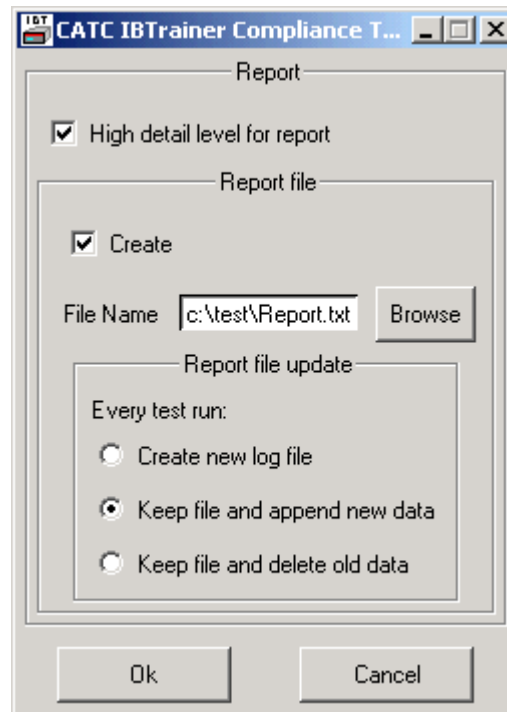
The test execution is stopped. If there is currently a test running, this test will first be completed.

## How to Set Up and View the Report

**Modify Report options** To modify the options for the report:

- ◆ From the *Report* menu, select *Options*.

The *CATC IBTrainer Compliance Test Suite - Options* dialog box opens



In this dialog box, you can:

- Increase the detail level of the report by checking *High detail level for report*.
- Create a report file.

If you select *Create*, enter a name for the report file and choose whether you want to create a new file for each test run, or keep the file and append the new data, or overwrite the old file.

**Viewing the report** To view the report:

- ◆ Select *Report>Show report window*.

The *CATC IBTrainer Compliance Test Suite - Report* window opens. This window shows the report that was generated during a test run.



## Example of Report

The example report file shows the results of executing the following tests:

- BadPktLen
- CorrectSMPPacket
- IgnoringInvalidState
- SMPacketsInLinkInitialize
- StateTransitions

```

*****
IBTrainer Compliance Tester Report File
Compliance GUI Version: 1.0.1.1
IGAPI Version          : 1.0.7.2
Firmware Version       : 1.0.1.1
Capricorn Version      : 1.0.0.6
IBTrainer Serial Number : DE011200P4
Mon Feb 04 18:21:42 2002
*****

SanityCheck ok
+++ vlc07-007#01.04 DUT does not respond to PktLen+1 PASSED
*** Test BadPktLen PASSED ***

SanityCheck ok
*** Test CorrectSMPPacket PASSED ***

SanityCheck ok
Comparing Linkstate of Tester with LinkActive (2)(4) FAIL
LinkState of DUT could be modified by writing a 2 in
PortInfo:PortState
+++ vlc07-002#05 and vlc07-002#01 FAILED
*** Test IgnoringInvalidStates FAILED ***

+++ vlc07-001#07 LinkInitialize does xmit SM data packets PASSED
+++ vlc07-001#14 State LinkArm does transmit or receive SM data
packets PASSED
*** Test SMPacketsInLinkInitializeAndLinkArm PASSED ***

SanityCheck ok
+++ vlc07-001#05 State Link Down transitions to LinkInitialize if
PhyLink=Up PASSED
+++ vlc07-003#01 State LinkInitialize remains in state Initialize
PASSED
+++ vlc07-001#11 LinkState 'Init' transitions to LinkState 'Arm'
PASSED
+++ vlc07-001#18 State LinkArm transitions to LinkActive PASSED
+++ vlc07-001#23 State LinkActive transitions to LinkArm PASSED
+++ vlc07-001#27 State LinkActDefer transitions to LinkActive
PASSED
*** Test StateTransitions PASSED ***

```

# Test Description

The tests described here are based on *InfiniBand Architecture Specification Release 1.0.a* available at <http://www.infinibandta.org/>.

Some of them are implementations of already existing Test Descriptions from *InfiniBand Architecture Test Specification*, version 0.8 from May 2001, available from the InfiniBand TA. These can be recognized by a leading *TD\_* in the name.

## Available Tests

In this section, all tests are described by the following items:

- **Name**

This is the name of the function that contains the test. A prefix *TD\_* indicates that this is the implementation of a *Test Description*.

- **Description**

Short description of the test.

- **Topology**

All tests described here need a *Simple* topology. That means that the DUT must be connected to the *IBTrainer*.

- **Initial link state**

The following initial link states are used (Active or LinkDown)

- **Assertions**

Assertions covered by the test.

- **DUT**

Specifies which DUT the test is valid for.

- **Prerequisites**

For most tests, the *SanityCheck* must be passed before the tests can be carried out..

The *SanityCheck* is performed to ensure a valid InfiniBand connection. It consists of sending the `SubnDirectGet (PortInfo) SMP` to the DUT and waits 1000 ms for a response. This is repeated three times. If no response is detected, the check fails.

- **Test procedure**

Describes what happens during the test execution.

## Packet with Bad DLID

### TD\_10.2.4.1.5

Item	Value
Name	TD_10.2.4.1.5
Description	The test is used to ensure that the DUT does not respond to a packet with a DLID invalid for the DUT.
Topology	Simple
Initial link state	Active
Assertions	v1c07-007#01.08
DUT	Channel Adapter
Prerequisites	SanityCheck
Test procedure	<ol style="list-style-type: none"><li>1 The tester sets the LMC of the DUT to 0.</li><li>2 The tester then sets the LID of the DUT and checks if the DUT responds to that DLID.</li><li>3 Finally the tester sends out a packet with a DLID that is invalid for the DUT (LID of DUT +1) expecting no response.</li></ol>

**TD\_10.3.1.2.2**

Item	Value
Name	TD_10.3.1.2.2
Description	The test is used to ensure that the DUT does not respond to a packet with a DLID invalid for the DUT.
Topology	Simple
Initial link state	Active
Assertions	v1c07-010#02
DUT	Channel Adapter, Switch; Router
Prerequisites	SanityCheck
Test procedure	<ol style="list-style-type: none"><li>1 The tester sets the LMC of the DUT to 0.</li><li>2 The tester then sets the LID of the DUT and checks if the DUT responds to that DLID.</li><li>3 Finally it sends out a packet with a DLID that is invalid for the DUT (LID of DUT +1) expecting no response.</li></ol>

## Packet with Bad ICRC

### TD\_10.2.4.1.2

Item	Value
Name	TD_10.2.4.1.2
Description	The test is used to ensure that the DUT does not respond to a packet with an invalid ICRC.
Topology	Simple
Initial link state	Active
Assertions	v1c07-007#01.02
DUT	Channel Adapter
Prerequisites	SanityCheck  The generator property 'BADPacketDiscard' is set to zero.
Test procedure	A SubnDirectGet(PortInfo) SMP with a bad ICRC is sent to the DUT. No response is expected.

### TD\_10.3.1.1.2

Item	Value
Name	TD_10.3.1.1.2
Description	The test is used to ensure that the DUT does not respond to a packet with invalid ICRC.
Topology	Simple
Initial link state	Active
Assertions	v1c07-009#01.02
DUT	Switch; Router
Prerequisites	SanityCheck  The generator property 'BADPacketDiscard' is set to zero.
Test procedure	A SubnDirectGet(PortInfo) SMP with an invalid ICRC is sent to the DUT. No response is expected.

## Packet with GRH and VL15

### TD\_10.2.4.1.7

Item	Value
Name	TD_10.2.4.1.7
Description	The test is used to ensure that the DUT does not respond to a packet with GRH and VL set to 15.
Topology	Simple
Initial link state	Active
Assertions	v1c07-007#01.10
DUT	Channel Adapter
Prerequisites	SanityCheck
Test procedure	A SubnDirectGet(PortInfo) SMP with a GRH (Global Route Header) is sent to the DUT. No response is expected.

### TD\_10.3.1.1.6

Item	Value
Name	TD_10.3.1.1.6
Description	The test is used to ensure that the DUT does not respond to a packet with GRH and VL set to 15.
Topology	Simple
Initial link state	Active
Assertions	v1c07-009#01.09
DUT	Switch, Router
Prerequisites	SanityCheck
Test procedure	A SubnDirectGet(PortInfo) SMP with a GRH (Global Route Header) is sent to the DUT. No response is expected.

**TD\_10.3.1.2.4**

Item	Value
Name	TD_10.3.1.2.4
Description	The test is used to ensure that the DUT does not respond to a packet with GRH and VL set to 15.
Topology	Simple
Initial link state	Active
Assertions	v1c07-010#04
DUT	Channel Adapter, Switch, Router
Prerequisites	SanityCheck
Test procedure	A SubnDirectGet(PortInfo) SMP with a GRH (Global Route Header) is sent to the DUT. No response is expected.

## Packet with Bad VCRC

### TD\_10.2.4.1.1

Item	Value
Name	TD_10.2.4.1.1
Description	The test is used to ensure that the DUT does not respond to a packet with an invalid VCRC.
Topology	Simple
Initial link state	Active
Assertions	v1c07-007#01.01
DUT	Channel Adapter
Prerequisites	SanityCheck
Test procedure	A SubnDirectGet(PortInfo) SMP with an invalid VCRC is sent to the DUT. No response is expected.

### TD\_10.3.1.1.1

Item	Value
Name	TD_10.3.1.1.1
Description	The test is used to ensure that the DUT does not respond to a packet with an invalid VCRC.
Topology	Simple
Initial link state	Active
Assertions	v1c07-009#01.01
DUT	Switch; Router
Prerequisites	SanityCheck
Test procedure	A SubnDirectGet(PortInfo) SMP with an invalid VCRC is sent to the DUT. No response is expected.



## Packet Receive Statemachine MARKED BAD PKT

### TD\_10.2.4.1.10

Item	Value
Name	TD_10.2.4.1.10
Description	The test is used to ensure that the DUT does not respond to a packet where the 'EGP' of this packet is replaced by an 'EBP'.
Topology	Simple
Initial link state	Active
Assertions	v1c07-007#02.03
DUT	Channel Adapter
Prerequisites	SanityCheck
Test procedure	A SubnDirectGet(PortInfo) packet is sent out, but with 'EBP' (End of Bad Packet) instead of 'EGP' (End of Good Packet). No response is expected.

### TD\_10.3.1.1.9

Item	Value
Name	TD_10.3.1.1.9
Description	The test is used to ensure that the DUT does not respond to a packet where the 'EGP' of this packet is replaced by an 'EBP'.
Topology	Simple
Initial link state	Active
Assertions	v1c07-009#02.03
DUT	Switch; Router
Prerequisites	SanityCheck
Test procedure	A SubnDirectGet(PortInfo) packet is sent out, but with 'EBP' (End of Bad Packet) instead of 'EGP' (End of Good Packet). No response is expected.

## Packet Receive Statemachine BAD PKT

### TD\_10.2.4.1.9

Item	Value
Name	TD_10.2.4.1.9
Description	The test is used to ensure that the DUT does not respond to a packet where the 'EGP' of this packet is replaced by an invalid code group, 'SLP', and 'SDP'.
Topology	Simple
Initial link state	Active
Assertions	v1c07-007#02.01 v1c07-007#02.02
DUT	Channel Adapter
Prerequisites	SanityCheck
Test procedure	<ol style="list-style-type: none"> <li>1 A SubnDirectGet(PortInfo) packet is sent out, but with an invalid code group instead of 'EGP' (End of Good Packet). No response is expected.</li> <li>2 A SubnDirectGet(PortInfo) packet is sent out, but with 'SLP' (Start of Link Packet) instead of 'EGP' (End of Good Packet). No response is expected.</li> <li>3 A SubnDirectGet(PortInfo) packet is sent out, but with 'SDP' (Start of Data Packet) instead of 'EGP' (End of Good Packet). No response is expected.</li> </ol>

**TD\_10.3.1.1.8**

Item	Value
Name	TD_10.3.1.1.8
Description	The test is used to ensure that the DUT does not respond to a packet where the 'EGP' of this packet is replaced by an invalid code group, 'SLP', and 'SDP'.
Topology	Simple
Initial link state	Active
Assertions	v1c07-009#02.01 v1c07-009#02.02
DUT	Switch; Router
Prerequisites	SanityCheck
Test procedure	<ol style="list-style-type: none"> <li data-bbox="879 751 1449 861">1 A SubnDirectGet(PortInfo) packet is sent out, but with an invalid code group instead of 'EGP' (End of Good Packet). No response is expected.</li> <li data-bbox="879 883 1449 993">2 A SubnDirectGet(PortInfo) packet is sent out, but with 'SLP' (Start of Link Packet) instead of 'EGP' (End of Good Packet). No response is expected.</li> <li data-bbox="879 1015 1449 1112">3 A SubnDirectGet(PortInfo) packet is sent out, but with 'SDP' (Start of Data Packet) instead of 'EGP' (End of Good Packet). No response is expected.</li> </ol>

## Packet with Bad LVer

### TD\_10.2.4.1.3

Item	Value
Name	TD_10.2.4.1.3
Description	The test is used to ensure that the DUT does not respond to a packet with invalid settings in the LRH field 'LVer'.
Topology	Simple
Initial link state	Active
Assertions	v1c07-007#01.03
DUT	Channel Adapter
Prerequisites	SanityCheck
Test procedure	Sending SubnDirectGet(PortInfo) SMPs to the DUT with the 'LVer'-field in the LRH set to the invalid values 1-15. No response expected.

### TD\_10.3.1.1.3

Item	Value
Name	TD_10.3.1.1.3
Description	The test is used to ensure that the DUT does not respond to a packet with invalid settings in the LRH field 'LVer'.
Topology	Simple
Initial link state	Active
Assertions	v1c07-009#01.03
DUT	Switch, Router
Prerequisites	SanityCheck
Test procedure	Sending SubnDirectGet(PortInfo) SMPs to the DUT with the 'LVer'-field in the LRH set to the invalid values 1-15. No response expected.

**TD\_10.3.1.2.1**

Item	Value
Name	TD_10.3.1.2.1
Description	The test is used to ensure that the DUT does not respond to a packet with invalid settings in the LRH field 'LVer'.
Topology	Simple
Initial link state	Active
Assertions	v1c07-010#01
DUT	Channel Adapter, Switch, Router
Prerequisites	SanityCheck
Test procedure	Sending SubnDirectGet(PortInfo) SMPs to the DUT with the 'LVer'-field in the LRH set to the invalid values 1-15. No response expected.

**Packet with Bad PktLen****BadPktLen**

Item	Value
Name	BadPktLen
Description	The test is used to ensure that the DUT does not respond to a packet with an invalid setting in the LRH field 'PktLen'.
Topology	Simple
Initial link state	Active
Assertions	v1c07-007#01.04 v1c07-009#01.04
DUT	Channel Adapter, Switch
Prerequisites	SanityCheck
Test procedure	The packet length of a SubnDirectGet(PortInfo) SMP is set to its true value + 1 and sent to the DUT. No response is expected.

## The SL Field Shall be Ignored by DUT When Using VL15

### v1c07-025

Item	Value
Name	v1c07-025
Description	The 'SL' field in the LRH of a SMP is set to invalid values.
Topology	Simple
Initial link state	Active
Assertions	v1c07-025#01 v1c07-025#02
DUT	Channel Adapter, Switch, Router
Prerequisites	SanityCheck
Test procedure	A SubnDirectGet(PortInfo) SMP is sent to the DUT setting the value of the 'SL' field in the LRH to the invalid values 1-15. If the DUT does not respond, or the 'SL'-field in the response is not zero, the test fails.

## LMC Check

### TD\_10.10.1.1.1

Item	Value
Name	TD_10.10.1.1.1
Description	The 'DLID' field in the LRH of a SMP is set to values covered by the LMC of the DUT.
Topology	Simple
Initial link state	Active
Assertions	v1c07-066#01 v1c07-066#02
Prerequisites	SanityCheck
Test procedure	<p>The DUT must respond to all LIDs covered by the LMC value in the PortInfo attribute of the DUT. The algorithm for the test is as follows:</p> <pre> for (NEWLMC = 0; NEWLMC&lt;8; NEWLMC++) {   1. BASELID=2^NEWLMC   2. in PortInfo of DUT set 'LMC' to NEWLMC      and 'LID' to BASELID   3. LID routed packets with DLID set to valid and in-      valid values are now sent to the DUT:- a response is      expected for        DLID='BASELID-1+2^LMC'- no response is expect-        ed for        DLID='BASELID-1' and            DLID='BASELID+2^LMC' } </pre>

## Number of VLs Supported

### v1c07-015

Item	Value
Name	v1c07-015
Description	The 'OperationalVLs' field in the PortInfo of the DUT is set to values covered 'VLCap'.
Topology	Simple
Initial link state	Active
Assertions	v1c07-015#01
Prerequisites	SanityCheck
Test procedure	<p>The number of VLs supported by the DUT is requested from the PortInfo attribute 'VLCap':</p> <p>The PortInfo attribute 'OperationalVLs' of the DUT is configured with all valid values. It is checked if the DUT set the VL correctly.</p>



## State Transitions

### StateTransitions

Item	Value
Name	StateTransitions
Description	Valid transitions of the link state machine of the DUT are tested.
Topology	Simple
Initial link state	Active
Assertions	v1c07-001#05 v1c07-003#01 v1c07-001#11 v1c07-001#18 v1c07-001#23 v1c07-002#03 v1c07-002#04 v1c07-001#27
Prerequisites	SanityCheck
Test procedure	<ol style="list-style-type: none"> <li>1 The Link Training State machine of the tester is set to 'Sleep' and then to 'Poll'. After 300 ms, the link state of the DUT is expected to be 'Initialized'.</li> <li>2 After another 1000 ms, the DUT is expected to be still in 'Initialized'.</li> <li>3 The DUT is requested to switch to link state 'Arm' and expected to transition into this state.</li> <li>4 The generator is set into link state 'Arm' and the DUT is requested to switch to link state 'Active' and expected to transition into this state.</li> <li>5 The DUT is requested to switch back to link state 'Arm' and expected to transition into this state.</li> <li>6 The DUT is set back to link state 'Active'. The tester is then set into link state 'Down'. Because the link is up, the link state of the tester switches to 'Initialize'. The DUT is expected to switch to state 'Initialize' as well.</li> </ol>

## SMP Send and Receive in States "Initialize" and "Arm"

### SMPacketsInLinkInitializeAndLinkArm

Item	Value
Name	SMPacketsInLinkInitializeAndLinkArm
Description	In link state 'Initialize' and 'Arm', SMPs are send to the DUT.
Topology	Simple
Initial link state	LinkDown
Assertions	v1c07-001#07 v1c07-001#14
Prerequisites	None
Test procedure	<ol style="list-style-type: none"> <li>1 If the tester is in link state 'Initialize', the port number (PortNum) and the link state of the DUT are requested. If there is a response and the link state of the DUT is 'Initialize', this part of the test passes.</li> <li>2 The link state of both the tester and the DUT is set to 'Arm'. If there is a reponse to the request of the link state of the DUT, the test passes.</li> </ol>

## Ignoring Invalid Link State Settings

### IgnoringInvalidStates

Item	Value
Name	IgnoringInvalidStates
Description	The 'PortState' field in the PortInfo of the DUT is set to invalid values.
Topology	Simple
Initial link state	Active
Assertions	v1c07-002#05 v1c07-002#01
DUT	Channel Adapter
Prerequisites	SanityCheck
Test procedure	<p>The 'PortState' field in the PortInfo of the DUT is set to the invalid states 2 and 0x5..0xF.</p> <p>If the link state of the tester changes from 'Active' into another state, this indicates that the DUT reacted to an invalid setting, and the test fails.</p>

## EUI-64 GUID Assigned by Manufacturer

### v1c04-001

Item	Value
Name	v1c04-001
Description	The 'GUID' field in the NodeInfo of the DUT is tested.
Topology	Simple
Initial link state	Active
Assertions	v1c04-001
Prerequisites	None
Test procedure	Requests the GUID of the DUT and checks it. The 24-bit company ID of the GUID is expected to be non-zero.

## Four Running Disparity Errors in a Sequence

### v2c05-013

Item	Value
Name	v2c05-013
Description	The test is used to ensure that the DUT does not respond to a packet where the symbol 'EGP' is replaced by 4 running disparity errors within 13 symbols.
Topology	Simple
Initial link state	Active
Assertions	v2c05-013
Prerequisites	SanityCheck
Test procedure	A SubnDirectGet(PortInfo) packet is sent to the DUT. Instead of the symbol "EGP", 4 running disparity errors spread out over 13 symbols are inserted. No response is expected.

## Basic Directed Route SMP Response

### TD\_17.1.2.1.1

Item	Value
Name	TD_17.1.2.1.1
Description	The test is used to ensure that the DUT correctly responds to a direct route SMP.
Topology	Simple
Initial link state	Active
Assertions	v1c14-009#02.07 v1c14-010#01 v1c14-010#02 v1c14-010#03 v1c14-011#04.02 v1c14-010#04 v1c14-011#03 v1c14-008#01 v1c14-009#02.01
Prerequisites	None
Test procedure	<p>Sending a SubnDirectGet(NodeInfo) SMP, the following tests are performed:</p> <ol style="list-style-type: none"> <li>1 Check if there is a response.</li> <li>2 Check if the 'Status' does not indicate problems.</li> <li>3 Check if the direction bit is 1.</li> <li>4 Check if the following values in the request packet and the response packet are equal: MgmtClass, HopCount, DrSLID, DrDLID, InitialPath.</li> <li>5 Check if HopPointer and HopCount are equal in response packet.</li> <li>6 Check if 'BaseVersion' and 'ClassVersion' are equal 1 in response packet.</li> <li>7 Compare if 'TransactionID' and 'AttributeID' are equal in request and response packet.</li> <li>8 In response packet, compare VL to 15, LVer to 0, SL to 0, Resv12 to 0, LNH with 2, Resv32 to 0, PktLen with expected packet length, OpCode with 'UD Send Only', PadCnt to 0, TVer with 0</li> <li>9 Verify correct position of the DUTs LocalPortNum in the ReturnPath.</li> </ol>

## Correct SMP Packet - Expect Response

### CorrectSMPPacket

Item	Value
Name	CorrectSMPPacket
Description	A correct SMP packet is sent to the DUT.
Topology	Simple
Initial link state	Active
Assertions	v1c07-036#01 v1c07-036#02
Prerequisites	none
Test procedure	A SubnDIRECTGet(PortInfo) is sent to the DUT. A response is expected.

## SLID Check

### TD\_10.6.6.1.1

Item	Value
Name	TD_10.6.6.1.1
Description	SLID Check
Topology	Simple
Initial link state	Active
Assertions	v1c070-046#01
Prerequisites	SanityCheck
Test procedure	<ol style="list-style-type: none"> <li>1 In the PortInfo attribute of the DUT, the LMC value is set to zero.</li> <li>2 The LID in the PortInfo attribute of the DUT is set to the value <math>2^N</math> and N is increased from 0 to 15.</li> <li>3 If the LID value in the PortInfo of the response packet is not the same as in the request packet, the test fails.</li> </ol>

# Specifications

This section describes the specifications of the *IBTrainer* Generator for InfiniBand.

## Operating Characteristics

<b>Probing characteristics</b>	Connection: <ul style="list-style-type: none"><li>• MicroGigaCN receptacles</li><li>• Standard InfiniBand by 4 cables</li></ul>
<b>Transmit and Receive memory size</b>	2048 M x 8-bit DRAM for transmit and 2048 M x 8-bit DRAM for receive.
<b>External Trigger In and Out</b>	<p>The <i>IBTrainer</i> Generator for InfiniBand can generate external <code>trigger_out</code> and can react to incoming <code>trigger_in</code> signals.</p> <p>The cable should have following characteristics:</p> <p><b>Trigger In</b>    LVTTTL level, low active, internal termination: 50 ohm to +2.5V, level sensitive</p> <p><b>Trigger Out</b>    LVTTTL level, low active</p>

# Certification

FCC (Class A), CE Mark

Condition	Value Range
Overvoltage/Insulation	Category II
Pollution	Degree 2
CTI	Index III
Altitude	Up to 2000m (6000 feet)
Manual Operating Temperature	0 to 55 °C (32 to 130 °F)

**Ventilation Requirements** Provide at least 3 cm (1") clearance on either side of the generator cabinet for air flow.

# Power Requirements

## WARNING

Refer servicing to qualified service personnel only.

Power: 100 - 240 V ~ / 50 - 60 Hz / 100 VA max

Fuse of the ASTEC Adapter NTQ123:

- Ref. Des.: F1
- Type: F 4A 250V



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# Glossary

This glossary conforms to the CIWG (Compliance Interoperability Workgroup).

## **A Analyzer**

An abstract description of test equipment that passively observes signals on a link in support of response checking. Analyzers have different capabilities, ranging from detailed observation of electrical signals to observation of packets. An ideal analyzer records the entire history of activity it observes.

## **C Capability**

An abstract definition of test equipment functionality. Capabilities are used to implement response checking for test descriptions as well as to specify stimulus generation. Capabilities are expressed as action phrases with optional modifiers that parameterize the action.

## **Component**

A device in a topology definition. Examples of components include a switch, an endnode, or a cable.

## **Device Under Test (DUT)**

The component that is the target of stimulus and whose responses are checked as specified in a Test Description.

## **Endnode**

An endnode is any node that contains a Channel Adapter and thus has multiple queue pairs and is permitted to establish connections, end-to-end context, and to generate messages. Functional capabilities of an endnode are a superset of those of an endpoint. For the purpose of defining topologies, Port 0 of a switch is considered an endnode in that it consumes and generates MADs.

## **Endpoint**

A node at the end of the link that is capable of maintaining the link state and sends or receives packets but does not source or sink any InfiniBand protocol data units. A switch is an example of an endpoint.

### **Exerciser**

An abstract definition of a test device, which is able to take part in communication and has influence on various test parameters, such as control over all bits sent, error insertion, analysis of generated and received traffic, and other test concepts.

### **G Generator**

(Sometimes synonymously used with the word Exerciser)

An abstract description of test equipment that generates signals on a link for the purpose of testing endpoints. A generator that is capable of maintaining the link state can send or receive packets, and is capable of sourcing or sinking InfiniBand protocol data units as well as receiving and handling SMA packets.

### **M Monitor**

An abstract description of analyzer test equipment used to implement a context-free subset of the response checking capabilities defined in testers. Capabilities may be drawn from any tester.

### **R Response Checker**

An abstract function of a Tester that allows observation of received signals or packets in order to verify proper operation of a device under test. Implementations may include endpoints, endnodes, analyzers, or monitors.

### **S Stimulus Generator**

An abstract function of a Tester that allows the control of a stimulus from an endpoint or endnode. The actions that can be carried out by Stimulus Generation are defined as a set of capabilities per Tester.

### **T Test Agent**

A process on the device under test that responds to a client tester using messages over an InfiniBand channel. The test agent is used to elicit behavior such as generating InfiniBand messages, reporting the state of the device under test, or creating particular responses.

**Test Agent Algorithm**

A particular sequence of steps that defines the behavior of a Test Agent process in support of a particular Test Description.

**Test Agent Message**

A message delivered using an InfiniBand channel between a Tester and a Test Agent. The Test Agent Message invokes behavior on the Test Agent.

**Tester**

An abstract definition of test equipment that combines stimulus generation and/or response checking. Tester functionality is described by a set of Capabilities that imply an operating mode and response checking or stimulus activity. Actual implementation of a tester is not specified and may involve several pieces of equipment.



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