



Out-of-order Data Placement

Note

This feature is only supported on:

- NVIDIA® ConnectX®-5 adapters and above
- RC and XRC QPs
- DC transport

In certain fabric configurations, InfiniBand packets for a given QP may take up different paths in a network from source to destination. This results into packets being received in an out-of-order manner. These packets can now be handled instead of being dropped, in order to avoid retransmission, by:

- Achieving better network utilization
- Decreasing latency

Data will be placed into host memory in an out-of-order manner when out-of-order messages are received.

For information on how to set up out-of-order processing by the QP, please refer to [HowTo Configure Adaptive Routing and SHIELD](#) community post.

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