About This Manual

Objectives of This Manual

The *CMMD Reference Manual* describes the CMMD library, a library of communication routines used for creating message-passing programs (sometimes called MIMD programs) to run on the Connection Machine CM-5 supercomputer. It provides

- a brief introduction to the library and to the host/node message-passing model that it implements.
- reference chapters for each functional group of routines. These chapters provide information on the routines themselves and, in some cases, on the way in which the routines function and the uses to which they may be put.
- a "quick reference" list of routines provided by the library.

Intended Audience

This manual is written for programmers who are developing or porting message-passing programs to run on the Connection Machine CM-5 supercomputer. It assumes some previous knowledge of message-passing programming.

Related Documents

CMMD User's Guide: The *CMMD Reference Manual* should be used in conjunction with the *CMMD User's Guide*, which provides an introduction to the CM-5 supercomputer itself and to the manner in which message-passing programs execute on that machine.

Later chapters of the user's guide describe the tools for compilation, linking, debugging, and program analysis.

Manual Pages: The reference descriptions for individual routines provided in this manual are also available on-line as manual pages accessible via the `man` command.

Revision Information

This edition of the *CMMD Reference Manual* documents Version 3.0 of the CMMD library. Readers should note that this library is still under development and is therefore subject to change.

Notation Conventions

The table below displays the notation conventions observed in this manual.

Convention	Meaning
`bold typewriter`	CMMD functions, and UNIX and CM System Software commands, command options, and filenames, when they appear in syntax statements or embedded in text.
italics	Argument names and placeholders in function and command formats.
`typewriter`	Code examples and code fragments.
`%` **`bold typewriter`** `typewriter`	In interactive examples, user input is shown in bold typewriter and system output is shown in regular typewriter font.