



AP-485

**APPLICATION
NOTE**

Intel® Processor Identification and the CPUID Instruction

November 2002

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REVISION HISTORY

Revision	Revision History	Date
-001	Original Issue.	05/93
-002	Modified Table 2, Intel486™ and Pentium® Processor Signatures.	10/93
-003	Updated to accommodate new processor versions. Program examples modified for ease of use, section added discussing BIOS recognition for OverDrive® processors and feature flag information updated.	09/94
-004	Updated with Pentium Pro and OverDrive processors information. Modified Tables 1, 3 and 5. Inserted Tables 6, 7 and 8. Inserted Sections 3.4. and 3.5.	12/95
-005	Added Figures 1 and 3. Added Footnotes 1 and 2. Modified Figure 2. Added Assembly code example in Section 4. Modified Tables 3, 5 and 7. Added two bullets in Section 5.0. Modified cpuid3b.ASM and cpuid3b.C programs to determine if processor features MMX™ technology. Modified Figure 6.0.	11/96
-006	Modified Table 3. Added reserved for future member of P6 family of processors entry. Modified table header to reflect Pentium II processor family. Modified Table 5. Added SEP bit definition. Added Section 3.5. Added Section 3.7 and Table 9. Corrected references of P6 family to reflect correct usage. Modified cpuid3a.asm, cpuid3b.asm and cpuid3.c example code sections to check for SEP feature bit and to check for, and identify, the Pentium II processor. Added additional disclaimer related to designers and errata.	03/97
-007	Modified Table 2. Added Pentium II processor, model 5 entry. Modified existing Pentium II processor entry to read "Pentium II processor, model 3". Modified Table 5. Added additional feature bits, PAT and FXSR. Modified Table 7. Added entries 44h and 45h. Removed the note "Do not assume a value of 1 in a feature flag indicates that a given feature is present. For future feature flags, a value of 1 may indicate that the specific feature is not present" in section 4.0. Modified cpuid3b.asm and cpuid3.c example code section to check for, and identify, the Pentium II processor, model 5. Modified existing Pentium II processor code to print Pentium II processor, model 3.	01/98
-008	Added note to identify Intel Celeron® processor, model 5 in section 3.2. Modified Table 2. Added Intel Celeron processor & Pentium® OverDrive® processor with MMX™ technology entry. Modified Table 5. Added additional feature bit, PSE-36. Modified cpuid3b.asm and cpuid3.c example code to check for, and identify, the Intel Celeron processor.	04/98
-009	Added note to identify Pentium II Xeon™ processor in section 3.2. Modified Table 2. Added Pentium II Xeon processor entry. Modified cpuid3b.asm and cpuid3.c example code to check for, and identify, the Pentium II Xeon processor.	06/98
-010	No Changes	
-011	Modified Table 2. Added Intel Celeron processor, model 6 entry. Modified cpuid3b.asm and cpuid3.c example code to check for, and identify, the Intel Celeron processor, model 6.	12/98

REVISION HISTORY

Revision	Revision History	Date
-012	<p>Modified Figure 1 to add the reserved information for the Intel386 processors. Modified Figure 2. Added the Processor serial number information returned when the CPUID instruction is executed with EAX=3. Modified Table 1. Added the Processor serial number parameter. Modified Table 2. Added the Pentium III processor and Pentium III Xeon processor. Added Section 4 "Processor serial number".</p> <p>Modified cpuid3a.asm, cpuid3b.asm and cpuid3.c example code to check for and identify the Pentium III processor and the Pentium III Xeon processor.</p>	12/98
-013	<p>Modified Figure 2. Added the Brand ID information returned when the CPUID instruction is executed with EAX=1. Added section 5 "Brand ID". Added Table 10 that shows the defined Brand ID values.</p> <p>Modified cpuid3a.asm, cpuid3b.asm and cpuid3.c example code to check for and identify the Pentium III processor, model 8 and the Pentium III Xeon processor, model 8.</p>	10/99
-014	<p>Modified Table 4. Added Intel Celeron processor, model 8</p>	03/00
-015	<p>Modified Table 4. Added Pentium III Xeon processor, model A. Modified Table 7, Added the 8-way set associative 1M, and 8-way set associative 2M cache descriptor entries.</p>	05/00
-016	<p>Revised Figure 2 to include the Extended Family and Extended Model when CPUID is executed with EAX=1.</p> <p>Added section 6 which describes the Brand String.</p> <p>Added section 10 Alternate Method of Detecting Features and sample code Example 4.</p> <p>Added the Pentium 4 processor signature to Table 4.</p> <p>Added new feature flags (SSE2, SS and TM) to Table 5.</p> <p>Added new cache descriptors to Table 7.</p> <p>Removed Pentium Pro cache descriptor example.</p>	11/00
-017	<p>Modified Figure 2 to include additional features reported by the Pentium 4 processors.</p> <p>Modified Table 7 to include additional Cache and TLB descriptors defined by the Intel® NetBurst™ microarchitecture.</p> <p>Added Section 11 and program Example 5 which describes how to detect if a processor supports the DAZ feature.</p> <p>Added Section 12 and program Example 6 which describes a method of calculating the actual operating frequency of the processor.</p>	02/01
-018	<p>Changed the second 66h cache descriptor in Table 7 to 68h.</p> <p>Added the 83h cache descriptor to Table 7.</p> <p>Added the Pentium III processor, model B, processor signature and the Intel Xeon processor, processor signature to Table 4.</p> <p>Modified Table 4 to include the extended family and extended model fields.</p> <p>Modified Table 1 to include the information returned by the extended CPUID functions.</p>	06/01

REVISION HISTORY

Revision	Revision History	Date
-019	<p>Changed to use registered trademark for Intel® Celeron® throughout entire document.</p> <p>Modified Table 10 to include new Brand ID values supported by the Intel® processors with Intel® NetBurst™ microarchitecture.</p> <p>Added Hyper-Threading Technology Flag to Table 5 and Logical Processor Count to Table 1.</p> <p>Modified cpuid3b.asm and cpuid3.c example code to check for and identify Intel® processors based on the updated Brand ID values contained in Table 10.</p>	01/02
-020	<p>Modified Table 8 to include new Cache Descriptor values supported by the Intel® processors with Intel® NetBurst™ microarchitecture.</p> <p>Modified Table 10 to include new Brand ID values supported by the Intel® processors with Intel® NetBurst™ microarchitecture.</p> <p>Modified cpuid3b.asm and cpuid3.c example code to check for and identify Intel® processors based on the updated Brand ID values contained in Table 10.</p>	03/02
-021	<p>Modified Table 4 to include additional processors that return a processor signature with a value in the family code equal to 0Fh.</p> <p>Modified Table 8 to include new Cache Descriptor values supported by various Intel processors.</p> <p>Modified Table 10 to include new Brand ID values supported by the Intel® processors with Intel® NetBurst™ microarchitecture.</p> <p>Modified cpuid3b.asm and cpuid3.c example code to check for and identify Intel processors based on the updated Brand ID values contained in Table 10.</p>	05/02
-022	<p>Modified Table 8 with correct Cache Descriptor descriptions .</p> <p>Modified Table 5 with new feature flags returned in EDX.</p> <p>Added Table 6 the feature flags returned in ECX.</p> <p>Modified Table 4, broke out the processors with family 'F' by model numbers.</p>	11/02



1 INTRODUCTION

As the Intel® Architecture evolves with the addition of new generations and models of processors (8086, 8088, Intel286, Intel386™, Intel486™, Pentium® processors, Pentium® OverDrive® processors, Pentium® processors with MMX™ technology, Pentium® OverDrive® processors with MMX™ technology, Pentium® Pro processors, Pentium® II processors, Pentium® II Xeon™ processors, Pentium® II Overdrive® processors, Intel® Celeron® processors, Mobile Intel® Celeron® processors, Pentium® III processors, Mobile Intel® Pentium® III Processor - M, Pentium® III Xeon™ processors, Pentium® 4 processors, Mobile Intel® Pentium® 4 processor - M, Intel® Xeon™ processors and Intel® Xeon™ processor MP), it is essential that Intel provide an increasingly sophisticated means with which software can identify the features available on each processor. This identification mechanism has evolved in conjunction with the Intel Architecture as follows:

1. Originally, Intel published code sequences that could detect minor implementation or architectural differences to identify processor generations.
2. Later, with the advent of the Intel386 processor, Intel implemented processor signature identification that provided the processor family, model, and stepping numbers to software, but only upon reset.
3. As the Intel Architecture evolved, Intel extended the processor signature identification into the CPUID instruction. The CPUID instruction not only provides the processor signature, but also provides information about the features supported by and implemented on the Intel processor.

The evolution of processor identification was necessary because, as the Intel Architecture proliferates, the computing market must be able to tune processor functionality across processor generations and models that have differing sets of features. Anticipating that this trend will continue with future processor generations, the Intel Architecture implementation of the CPUID instruction is extensible.

This application note explains how to use the CPUID instruction in software applications, BIOS implementations, and various processor tools. By taking advantage of the CPUID instruction, software developers can create software applications and tools that can execute compatibly across the widest range of Intel processor generations and models, past, present, and future.

1.1 Update Support

You can obtain new Intel processor signature and feature bits information from the developer’s manual, programmer’s reference manual or appropriate documentation for a processor. In addition, you can receive updated versions of the programming examples included in this application note; contact your Intel representative for more information, or visit Intel’s website at <http://developer.intel.com/>.

2 DETECTING THE CPUID INSTRUCTION

The Intel486 family and subsequent Intel processors provide a straightforward method for determining whether the processor’s internal architecture is able to execute the CPUID instruction. This method uses the ID flag in bit 21 of the EFLAGS register. If software can change the value of this flag, the CPUID instruction is executable¹ (see Figure 1).

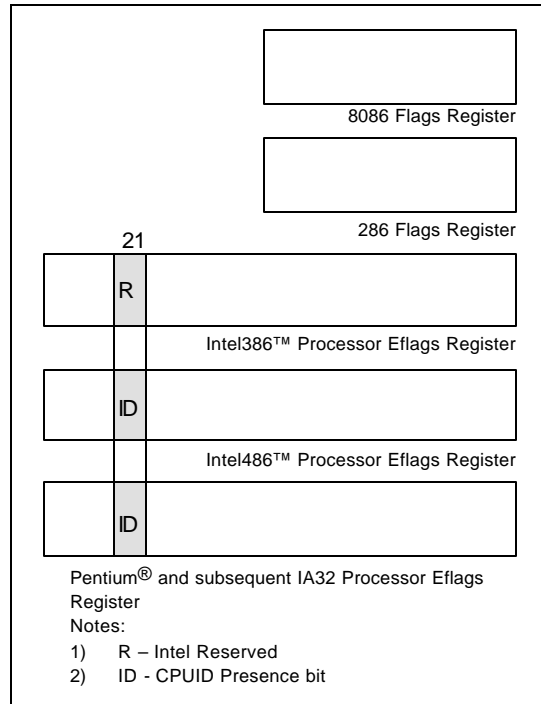


Figure 1. Flag Register Evolution

¹ Only in some Intel486™ and succeeding processors. Bit 21 in the Intel386™ processor’s Eflag register cannot be changed by software, and the Intel386 processor cannot execute the CPUID instruction. Execution of CPUID on a processor that does not support this instruction will result in an invalid opcode exception.

The POPF, POPFD, PUSHF, and PUSHFD instructions are used to access the Flags in Eflags register. The program examples at the end of this application note show how you use the PUSHFD instruction to read and the POPFD instruction to change the value of the ID flag.

3 OUTPUT OF THE CPUID INSTRUCTION

The CPUID instruction supports two sets of functions. The first set returns basic processor information. The second set returns extended processor information. Figure 2 summarizes the basic processor information output by the CPUID instruction. The output from the CPUID instruction is fully dependent upon the contents of the EAX register. This means, by placing different values in the EAX register and then executing CPUID, the CPUID instruction will perform a specific function dependent upon whatever value is resident in the EAX register (see Table 1). In order to determine the highest acceptable value for the EAX register input and CPUID functions that return the basic processor information, the program should set the EAX register parameter value to “0” and then execute the CPUID instruction as follows

```
MOV    EAX, 00H
CPUID
```

After the execution of the CPUID instruction, a return value will be present in the EAX register. Always use an EAX parameter value that is equal to or greater than zero and less than or equal to this highest EAX “returned” value.

In order to determine the highest acceptable value for the EAX register input and CPUID functions that return the extended processor information, the program should set the EAX register parameter value to “80000000h” and then execute the CPUID instruction as follows

```
MOV    EAX, 80000000H
CPUID
```

After the execution of the CPUID instruction, a return value will be present in the EAX register. Always use an EAX parameter value that is equal to or greater than 80000000h and less than or equal to this highest EAX “returned” value. On current and future IA-32 processors, bit 31 in the EAX register will be clear when CPUID is executed with an input parameter greater than highest value for either set of functions, and when the extended functions are not supported. All other bit values returned by the processor in response to a CPUID instruction with EAX set to a value higher than appropriate for that processor are model specific and should not be relied upon.

3.1 Vendor ID String

In addition to returning the highest value in the EAX register, the Intel Vendor-ID string can be simultaneously verified as well. If the EAX register contains an input value of 0, the CPUID instruction also returns the vendor identification string in the EBX, EDX, and ECX registers (see Figure 2). These registers contain the ASCII string:

GenuineIntel

While any imitator of the Intel Architecture can provide the CPUID instruction, no imitator can legitimately claim that its part is a genuine Intel part. So the presence of the “GenuineIntel” string is an assurance that the CPUID instruction and the processor signature are implemented as described in this document. If the “GenuineIntel” string is not returned after execution of the CPUID instruction, do not rely upon the information described in this document to interpret the information returned by the CPUID instruction.



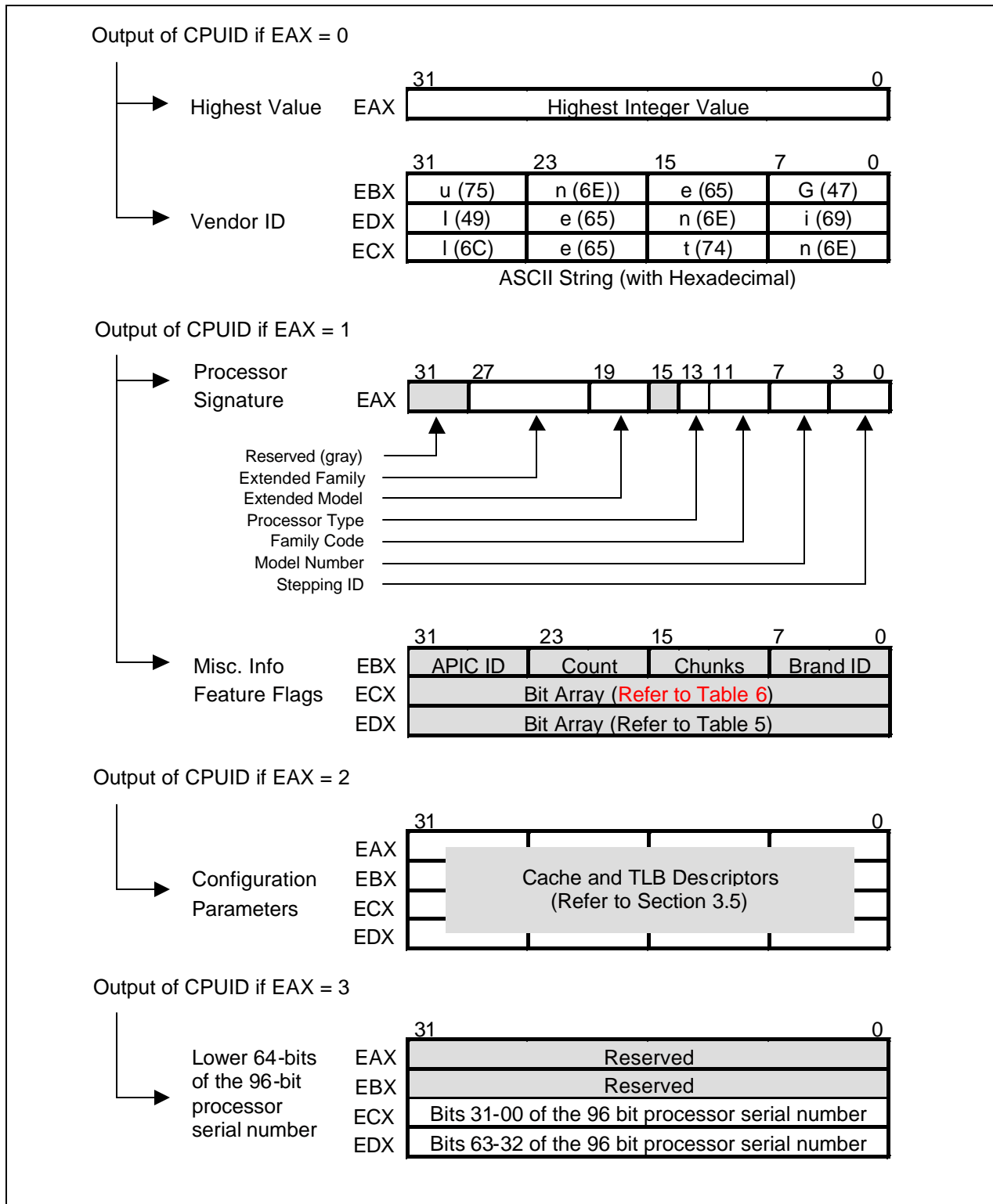


Figure 2. CPUID Instruction Outputs

Table 1. Information Returned by the CPUID Instruction

Initial EAX Value	Information Provided about the Processor
	Basic CPUID Information
0H	EAX Maximum Input Value for Basic CPUID Information EBX "Genu" ECX "ntel" EDX "inel"
1H	EAX 32-bit Processor Signature (Extended Family, Extended Model, Type, Family, Model and Stepping ID) also bits 95-64 of the 96-bit processor serial number when the PSN feature flag is set. EBX Bits 7-0: Brand Index – Not supported if the value = 00h. Bits 15-8: CLFLUSH line size. (Value returned * 8 = cache line size) Valid only if CLFSH feature flag is set. Bits 23-16: Count of logical processors. Valid only if Hyper-Threading Technology flag is set Bits 31-24: Processor local APIC physical ID Valid for Pentium 4 and subsequent processors ECX Feature Flags (see Table 6) EDX Feature Flags (see Table 5)
2H	EAX, EBX, ECX, EDX Cache and TLB Descriptors
3H	EAX Reserved EBX Reserved ECX Bits 31-0 of 96-bit processor serial number. (Available only in Pentium III processors when the PSN feature flag is set; otherwise, the value in this register is reserved.) EDX Bits 31-0 the 96-bit processor serial number. (Available only in Pentium III processors when the PSN feature flag is set; otherwise, the value in this register is reserved.)
	Extended Function CPUID Information
80000000H	EAX Maximum Input Value for Extended Function CPUID Information EBX, ECX, EDX Reserved
80000001H	EAX Extended Processor Signature and Extended Feature Bits (Currently Reserved.) EBX, ECX, EDX Reserved
80000002H	EAX Processor Brand String EBX, ECX, EDX Processor Brand String Continued
80000003H	EAX, EBX, ECX, EDX Processor Brand String Continued
80000004H	EAX, EBX, ECX, EDX Processor Brand String Continued

3.2 Processor Signature

Beginning with the Intel486 processor family, the EDX register contains the processor identification signature after reset (see Figure 3). **The processor identification signature is a 32-bit value.** The processor signature is composed from 8 different bit fields. The fields in gray represent reserved bits, and should be masked out when utilizing the processor signature. The remaining 6 fields form the processor identification signature.

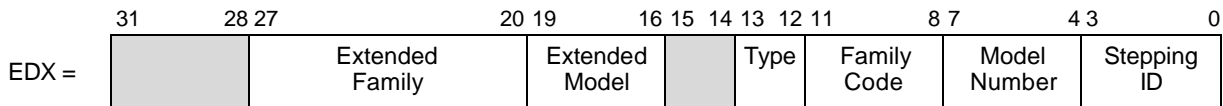


Figure 3. EDX Register after RESET

Processors that implement the CPUID instruction also return the 32-bit processor identification signature after reset; however, the CPUID instruction gives you the flexibility of checking the processor signature at any time. Figure 3 shows the format of the 32-bit processor signature for the Intel486, and subsequent Intel processors. Note that the EDX processor signature value after reset is equivalent to the processor signature output value in the EAX register in Figure 2. Table 4 shows the values returned in the EAX register currently defined for these processors.

The extended family, bit positions 20 through 27 are used in conjunction with the family code, specified in bit positions 8 through 11, to indicate whether the processor belongs to the Intel386, Intel486, Pentium, Pentium Pro or Pentium 4 family of processors. P6 family processors include all processors based on the Pentium® Pro processor architecture and have an extended family equal to 00h and a family code equal to 6h. Pentium 4 family processors include all processors based on the Intel® NetBurst™ micro-architecture and have an extended family equal to 00h and a family code equal to 0Fh.

The extended model, bit positions 16 through 19 in conjunction with the model number, specified in bits 4 though 7, are used to identify the model of the processor within the processor’s family. The stepping ID in bits 0 through 3 indicates the revision number of that model.

The processor type, specified in bit positions 12 and 13 of Table 2 indicates whether the processor is an original OEM processor, an OverDrive processor, or a dual processor (capable of being used in a dual processor system). Table 2 shows the processor type values returned in bits 12 and 13 of the EAX register.

Table 2. Processor Type (Bit Positions 13 and 12)

Value	Description
00	Original OEM processor
01	OverDrive® processor
10	Dual processor
11	Intel reserved (Do not use.)

The Pentium II processor, model 5, the Pentium II Xeon processor, model 5, and the Intel Celeron processor, model 5 share the same extended family, family code, extended model and model number. To differentiate between the processors, software should check the cache descriptor values through executing CPUID instruction with EAX = 2. If no L2 cache is returned, the processor is identified as an Intel Celeron processor, model 5. If 1M or 2M L2 cache size is reported, the processor is the Pentium II Xeon processor otherwise it is a Pentium II processor, model 5 or a Pentium II Xeon processor with 512K L2 cache.

The Pentium III processor, model 7, and the Pentium III Xeon processor, model 7, share the same extended family, family code, extended model and model number. To differentiate between the processors, software should check the cache descriptor values through executing CPUID instruction with EAX = 2. If 1M or 2M L2 cache size is reported, the processor is the Pentium III Xeon processor otherwise it is a Pentium III processor or a Pentium III Xeon processor with 512K L2 cache.

The processor brand for the Pentium III processor, model 8, the Pentium III Xeon processor, model 8, and the Intel Celeron processor, model 8, can be determined by using the Brand ID values returned by the CPUID instruction when executed with EAX equal to 1. Table 9 shows the processor brands defined by the Brand ID.

Older versions of Intel486 SX, Intel486 DX and IntelDX2 processors do not support the CPUID instruction,² so they can only return the processor signature at reset. Refer to Table 4 to determine which processors support the CPUID instruction.

² All Intel486 SL-enhanced and Write-Back enhanced processors are capable of executing the CPUID instruction. See Table 4.

Figure 4 shows the format of the processor signature for Intel386 processors, which are different from other processors. Table 3 shows the values currently defined for these Intel386 processors.

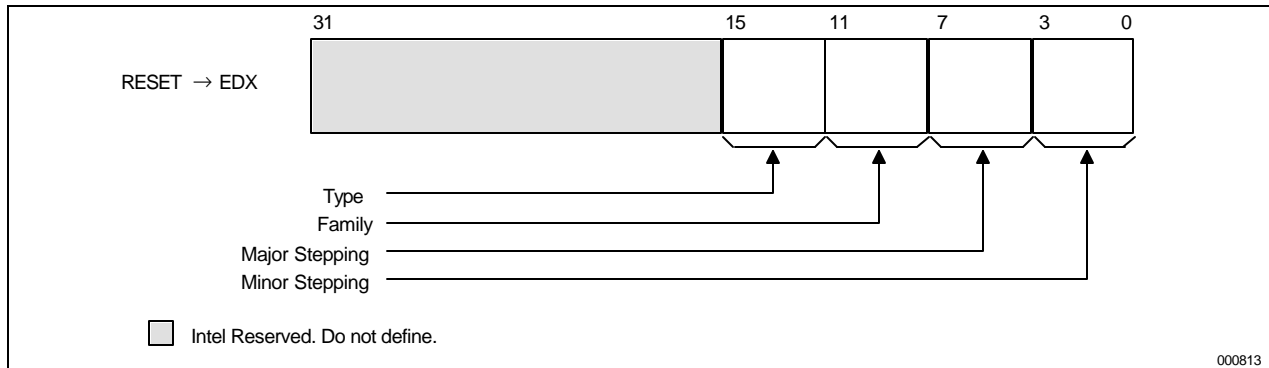


Figure 4. Processor Signature Format on Intel386™ Processors

Table 3. Intel386™ Processor Signatures

Type	Family	Major Stepping	Minor Stepping	Description
0000	0011	0000	xxxx	Intel386™ DX processor
0010	0011	0000	xxxx	Intel386 SX processor
0010	0011	0000	xxxx	Intel386 CX processor
0010	0011	0000	xxxx	Intel386 EX processor
0100	0011	0000 and 0001	xxxx	Intel386 SL processor
0000	0011	0100	xxxx	RapidCAD® coprocessor



Table 4. Intel486™, and Subsequent Processor Signatures

Extended Family	Extended Model	Type	Family Code	Model Number	Stepping ID	Description
00000000	0000	00	0100	000x	xxxx (1)	Intel486™ DX processors
00000000	0000	00	0100	0010	xxxx (1)	Intel486 SX processors
00000000	0000	00	0100	0011	xxxx (1)	Intel487™ processors
00000000	0000	00	0100	0011	xxxx (1)	IntelDX2™ processors
00000000	0000	00	0100	0011	xxxx (1)	IntelDX2 OverDrive® processors
00000000	0000	00	0100	0100	xxxx (3)	Intel486 SL processor
00000000	0000	00	0100	0101	xxxx (1)	IntelSX2™ processors
00000000	0000	00	0100	0111	xxxx (3)	Write-Back Enhanced IntelDX2 processors
00000000	0000	00	0100	1000	xxxx (3)	IntelDX4™ processors
00000000	0000	0x	0100	1000	xxxx (3)	IntelDX4 OverDrive processors
00000000	0000	00	0101	0001	xxxx (2)	Pentium® processors (60, 66)
00000000	0000	00	0101	0010	xxxx (2)	Pentium processors (75, 90, 100, 120, 133, 150, 166, 200)
00000000	0000	01 (4)	0101	0001	xxxx (2)	Pentium OverDrive processor for Pentium processor (60, 66)
00000000	0000	01 (4)	0101	0010	xxxx (2)	Pentium OverDrive processor for Pentium processor (75, 90, 100, 120, 133)
00000000	0000	01	0101	0011	xxxx (2)	Pentium OverDrive processors for Intel486 processor-based systems
00000000	0000	00	0101	0100	xxxx (2)	Pentium processor with MMX™ technology (166, 200)
00000000	0000	01	0101	0100	xxxx (2)	Pentium OverDrive processor with MMX™ technology for Pentium processor (75, 90, 100, 120, 133)
00000000	0000	00	0110	0001	xxxx (2)	Pentium Pro processor
00000000	0000	00	0110	0011	xxxx (2)	Pentium II processor, model 3
00000000	0000	00	0110	0101(5)	xxxx (2)	Pentium II processor, model 5, Pentium II Xeon processor, model 5, and Intel Celeron processor, model 5
00000000	0000	00	0110	0110	xxxx (2)	Intel Celeron processor, model 6
00000000	0000	00	0110	0111(6)	xxxx (2)	Pentium III processor, model 7, and Pentium III Xeon processor, model 7
00000000	0000	00	0110	1000(7)	xxxx (2)	Pentium III processor, model 8, Pentium III Xeon processor, model 8, and Intel Celeron processor, model 8
00000000	0000	00	0110	1010	xxxx (2)	Pentium III Xeon processor, model A
00000000	0000	00	0110	1011	xxxx (2)	Pentium III processor, model B
00000000	0000	01	0110	0011	xxxx (2)	Intel Pentium II OverDrive processor
00000000	0000	00	1111	0000	xxxx (2)	Pentium 4 processor, Intel Xeon processor. All processors are manufactured using the 0.18 micron process.

Table 4. Intel486™, and Subsequent Processor Signatures

Extended Family	Extended Model	Type	Family Code	Model Number	Stepping ID	Description
00000000	0000	00	1111	0001	xxxx (2)	Pentium 4 processor, Intel Xeon processor, Intel Xeon processor MP, and Intel Celeron processor. All processors are manufactured using the 0.18 micron process.
00000000	0000	00	1111	0010	xxxx (2)	Pentium 4 processor, Mobile Intel Pentium 4 processor – M, Intel Xeon processor, Intel Xeon processor MP, Intel Celeron processor, and Mobile Intel Celeron processor. All processors are manufactured using the 0.13 micron process.



NOTES:

1. This processor does not implement the CPUID instruction.
2. Refer to the Intel486™ documentation, the Pentium® Processor Specification Update (Order Number 242480), the Pentium® Pro Processor Specification Update (Order Number 242689), the Pentium® II Processor Specification Update (Order Number 243337), the Pentium® II Xeon Processor Specification Update (Order Number 243776), the Intel Celeron Processor Specification Update (Order Number 243748), the Pentium® III Processor Specification Update (Order Number 244453), the Pentium® III Xeon™ Processor Specification Update (Order Number 244460), the Pentium® 4 Processor Specification Update (Order Number 249199), the Intel® Xeon™ Processor Specification Update (Order Number 249678) or the Intel® Xeon™ Processor MP Specification Update (Order Number 290741) for the latest list of stepping numbers.
3. Stepping 3 implements the CPUID instruction.
4. The definition of the type field for the OverDrive® processor is 01h. An erratum on the Pentium OverDrive processor will always return 00h as the type.
5. To differentiate between the Pentium II processor, model 5, Pentium II Xeon processor and the Intel Celeron processor, model 5, software should check the cache descriptor values through executing CPUID instruction with EAX = 2. If no L2 cache is returned, the processor is identified as an Intel Celeron processor, model 5. If 1M or 2M L2 cache size is reported, the processor is the Pentium II Xeon processor otherwise it is a Pentium II processor, model 5 or a Pentium II Xeon processor with 512K L2 cache size.
6. To differentiate between the Pentium III processor, model 7 and the Pentium III Xeon processor, model 7, software should check the cache descriptor values through executing CPUID instruction with EAX = 2. If 1M or 2M L2 cache size is reported, the processor is the Pentium III Xeon processor otherwise it is a Pentium III processor or a Pentium III Xeon processor with 512K L2 cache size.
7. To differentiate between the Pentium III processor, model 8 and the Pentium III Xeon processor, model 8, software should check the Brand ID values through executing CPUID instruction with EAX = 1.

3.3 Feature Flags

When the EAX register contains a value of 1, the CUID instruction (in addition to loading the processor signature in the EAX register) loads the EDX and ECX register with the feature flags. The feature flags (when a Flag = 1) indicate what features the processor supports. Table 5 lists the currently defined feature flag values.

For future processors, refer to the programmer's reference manual, user's manual, or the appropriate documentation for the latest feature flag values.

Use the feature flags in your applications to determine which processor features are supported. By using the CUID feature flags to determine processor features, your software can detect and avoid incompatibilities introduced by the addition or removal of processor features.

Table 5. Feature Flag Values Reported in the EDX Register

Bit	Name	Description when Flag = 1	Comments
0	FPU	Floating-point unit on-Chip	The processor contains an FPU that supports the Intel387 floating-point instruction set.
1	VME	Virtual Mode Extension	The processor supports extensions to virtual-8086 mode.
2	DE	Debugging Extension	The processor supports I/O breakpoints, including the CR4.DE bit for enabling debug extensions and optional trapping of access to the DR4 and DR5 registers.
3	PSE	Page Size Extension	The processor supports 4-Mbyte pages.
4	TSC	Time Stamp Counter	The RDTSC instruction is supported including the CR4.TSD bit for access/privilege control.
5	MSR	Model Specific Registers	Model Specific Registers are implemented with the RDMSR, WRMSR instructions
6	PAE	Physical Address Extension	Physical addresses greater than 32 bits are supported.
7	MCE	Machine Check Exception	Machine Check Exception, Exception 18, and the CR4.MCE enable bit are supported
8	CX8	CMPXCHG8 Instruction Supported	The compare and exchange 8 bytes instruction is supported.
9	APIC	On-chip APIC Hardware Supported	The processor contains a software-accessible Local APIC.
10		Reserved	Do not count on their value.
11	SEP	Fast System Call	Indicates whether the processor supports the Fast System Call instructions, SYSENTER and SYSEXIT. NOTE: Refer to Section 3.4 for further information regarding SYSENTER/ SYSEXIT feature and SEP feature bit.
12	MTRR	Memory Type Range Registers	The Processor supports the Memory Type Range Registers specifically the MTRR_CAP register.
13	PGE	Page Global Enable	The global bit in the page directory entries (PDEs) and page table entries (PTEs) is supported, indicating TLB entries that are common to different processes and need not be flushed. The CR4.PGE bit controls this feature.
14	MCA	Machine Check Architecture	The Machine Check Architecture is supported, specifically the MCG_CAP register.
15	CMOV	Conditional Move Instruction Supported	The processor supports CMOVcc, and if the FPU feature flag (bit 0) is also set, supports the FCMOVCC and FCOMI instructions.

Table 5. Feature Flag Values Reported in the EDX Register

Bit	Name	Description when Flag = 1	Comments
16	PAT	Page Attribute Table	Indicates whether the processor supports the Page Attribute Table. This feature augments the Memory Type Range Registers (MTRRs), allowing an operating system to specify attributes of memory on 4K granularity through a linear address.
17	PSE-36	36-bit Page Size Extension	Indicates whether the processor supports 4-Mbyte pages that are capable of addressing physical memory beyond 4GB. This feature indicates that the upper four bits of the physical address of the 4-Mbyte page is encoded by bits 13-16 of the page directory entry.
18	PSN	Processor serial number is present and enabled	The processor supports the 96-bit processor serial number feature, and the feature is enabled.
19	CLFSH	CLFLUSH Instruction supported	Indicates that the processor supports the CLFLUSH instruction.
20		Reserved	Do not count on their value.
21	DS	Debug Store	Indicates that the processor has the ability to write a history of the branch to and from addresses into a memory buffer.
22	ACPI	Thermal Monitor and Software Controlled Clock Facilities supported	The processor implements internal MSRs that allow processor temperature to be monitored and processor performance to be modulated in predefined duty cycles under software control.
23	MMX	Intel Architecture MMX technology supported	The processor supports the MMX technology instruction set extensions to Intel Architecture.
24	FXSR	Fast floating point save and restore	Indicates whether the processor supports the FXSAVE and FXRSTOR instructions for fast save and restore of the floating point context. Presence of this bit also indicates that CR4.OSFXSR is available for an operating system to indicate that it uses the fast save/restore instructions.
25	SSE	Streaming SIMD Extensions supported	The processor supports the Streaming SIMD Extensions to the Intel Architecture.
26	SSE2	Streaming SIMD Extensions 2	Indicates the processor supports the Streaming SIMD Extensions - 2 Instructions.
27	SS	Self-Snoop	The processor supports the management of conflicting memory types by performing a snoop of its own cache structure for transactions issued to the bus.
28	HTT	Hyper-Threading Technology	This processor's microarchitecture has the capability to operate as multiple logical processors within the same physical package. This field does not indicate that Hyper-Threading Technology has been enabled for this specific processor. To determine if Hyper-Threading Technology is supported, check the value returned in EBX[23:16] after executing CPUID with EAX=1. If EBX[23:16] contains a value >1, then the processor supports Hyper-Threading Technology.
29	TM	Thermal Monitor supported	The processor implements the Thermal Monitor automatic thermal control circuit (TCC).
30		Reserved	Do not count on their value.
31	SBF	Signal Break on FERR	The processor supports the Signal Break on FERR feature. The FERR signal is asserted if an interrupt is pending and STPCLK is asserted.

Table 6. Feature Flag Values Reported in the ECX Register

Bit	Name	Description when Flag = 1	Comments
0 - 9		Reserved	Do not count on their value.
10	CID	Context ID	The L1 data cache mode can be set to either adaptive mode or shared mode by the BIOS.
11 - 31		Reserved	Do not count on their value.



3.4 SYSENTER/SYSEXIT – SEP Features Bit

The SYSENTER Present (SEP) bit 11 of CPUID indicates the presence of this facility. An operating system that detects the presence of the SEP bit must also qualify the processor family and model to ensure that the SYSENTER/SYSEXIT instructions are actually present:

```

IF (CPUID SEP bit is set)
{
  IF ((Processor Signature & 0x0FFF3FFF) < 0x00000633)
    Fast System Call is NOT supported
  ELSE
    Fast System Call is supported
}

```

The Pentium Pro processor (Model = 1) returns a set SEP CPUID feature bit, but should not be used by software.

3.5 Cache Size, Format and TLB Information

When the EAX register contains a value of 2, the CPUID instruction loads the EAX, EBX, ECX and EDX registers with descriptors that indicate the processors cache and TLB characteristics. The lower 8 bits of the EAX register (AL) contain a value that identifies the number of times the CPUID has to be executed to obtain a complete image of the processor’s caching systems. For example, the Pentium 4 processor returns a value of 1 in the lower 8 bits of the EAX register to indicate that the CPUID instruction need only be executed once (with EAX = 2) to obtain a complete image of the processor configuration.

The remainder of the EAX register, the EBX, ECX and EDX registers contain the cache and TLB descriptors. Table 6 shows that when bit 31 in a given register is zero, that register contains valid 8bit descriptors. To decode descriptors, move sequentially from the most significant byte of the register down through the least significant byte of the register. Assuming bit 31 is 0, then that register contains valid cache or TLB descriptors in bits 24 through 31, bits 16 through 23, bits 8 through 15 and bits 0 through 7. Software must compare the value contained in each of the descriptor bit fields with the values found in Table 7 to determine the cache and TLB features of a processor.

Table 7. Descriptor Formats

Register bit 31	Descriptor Type	Description
1	Reserved	Reserved for future use.
0	8 bit descriptors	Descriptors point to a parameter table to identify cache characteristics. The descriptor is null if it has a 0 value.

Table 7 lists the current cache and TLB descriptor values and their respective characteristics. This list will be extended in the future as necessary. Between models and steppings of processors the cache and TLB information may change bit field locations, therefore it is important that software not assume fixed locations when parsing the cache and TLB descriptors.

Table 8. Descriptor Decode Values

Value	Cache or TLB Description
00h	Null
01h	Instruction TLB: 4K-byte Pages, 4-way set associative, 32 entries
02h	Instruction TLB: 4M-byte Pages, fully associative, 2 entries
03h	Data TLB: 4K-byte Pages, 4-way set associative, 64 entries
04h	Data TLB: 4M-byte Pages, 4-way set associative, 8 entries
06h	1 st-level instruction cache: 8K-bytes, 4-way set associative, 32 byte line size
08h	1 st-level instruction cache: 16K-bytes, 4-way set associative, 32 byte line size
0Ah	1 st-level data cache: 8K-bytes, 2-way set associative, 32 byte line size
0Ch	1 st-level data cache: 16K-bytes, 4-way set associative, 32 byte line size
22h	3rd-level cache: 512K-bytes, 4-way set associative, dual-sectored line, 64-byte sector size
23h	3rd-level cache: 1M-bytes, 8-way set associative, dual-sectored line, 64-byte sector size
25h	3rd-level cache: 2M-bytes, 8-way set associative, dual-sectored line, 64-byte sector size
29h	3rd-level cache: 4M-bytes, 8-way set associative, dual-sectored line, 64-byte sector size
39h	2nd-level cache: 128K-bytes, 4-way set associative, dual-sectored line, 64-byte sector size
3Bh	2nd-level cache: 128KB, 2-way set associative, dual-sectored line, 64-byte sector size
3Ch	2nd-level cache: 256K-bytes, 4-way set associative, dual-sectored line, 64-byte sector size
40h	No 2nd-level cache or, if processor contains a valid 2nd-level cache, no3rd-level cache
41h	2nd-level cache: 128K-bytes, 4-way set associative, 32 byte line size
42h	2nd-level cache: 256K-bytes, 4-way set associative, 32 byte line size
43h	2nd-level cache: 512K-bytes, 4-way set associative, 32 byte line size
44h	2nd-level cache: 1M-bytes, 4-way set associative, 32 byte line size
45h	2nd-level cache: 2M-bytes, 4-way set associative, 32 byte line size
50h	Instruction TLB: 4K, 2M or 4M pages, fully associative, 64 entries
51h	Instruction TLB: 4K, 2M or 4M pages, fully associative, 128 entries
52h	Instruction TLB: 4K, 2M or 4M pages, fully associative, 256 entries
5Bh	Data TLB: 4K or 4M pages, fully associative, 64 entries
5Ch	Data TLB: 4K or 4M pages, fully associative, 128 entries
5Dh	Data TLB: 4K or 4M pages, fully associative, 256 entries
66h	1 st-level data cache: 8K-bytes, 4-way set associative, dual-sectored line, 64-byte sector size
67h	1 st-level data cache: 16K-bytes, 4-way set associative, dual-sectored line, 64-byte sector size
68h	1 st-level data cache: 32K-bytes, 4 way set associative, dual-sectored line, 64-byte sector size
70h	Trace cache: 12K-uops, 8-way set associative
71h	Trace cache: 16K-uops, 8-way set associative
72h	Trace cache: 32K-uops, 8-way set associative
79h	2nd-level cache: 128K-bytes, 8-way set associative, dual-sectored line, 64-byte sector size
7Ah	2nd-level cache: 256K-bytes, 8-way set associative, dual-sectored line, 64-byte sector size
7Bh	2nd-level cache: 512K-bytes, 8-way set associative, dual-sectored line, 64-byte sector size
7Ch	2nd-level cache: 1M-bytes, 8-way set associative, dual-sectored line, 64-byte sector size
82h	2nd-level cache: 256K-bytes, 8-way set associative, 32 byte line size
83h	2nd-level cache: 512K-bytes, 8-way set associative, 32 byte line size
84h	2nd-level cache: 1M-bytes, 8-way set associative, 32 byte line size
85h	2nd-level cache: 2M-bytes, 8-way set associative, 32 byte line size

3.6 Pentium® 4 Processor, Model 0 Output Example

The Pentium 4 processor, model 0 returns the values shown in Table 8. Since the value of AL=1, it is valid to interpret the remainder of the registers. Table 8 also shows the MSB (bit 31) of all the registers are 0 which indicates that each register contains valid 8-bit descriptor. The register values in Table 8 show that this Pentium 4 processor has the following cache and TLB characteristics:

- (66h) A 1st-level data cache that is 8K-bytes, 4-way set associative, dual-sectored line, with 64-byte sector size.
- (5Bh) A data TLB that maps 4K or 4M pages, is fully associative, and has 64 entries.
- (50h) An instruction TLB that maps 4K, 2M or 4M pages, is fully associative, and has 64 entries.
- (7Ah) A 2nd-level cache that is 256K-bytes, 8-way set associative, dual-sectored line, with 64-byte sector size.
- (70h) A trace cache that can store up to 12K-uops, and is 8-way set associative.
- (40h) No 3rd-level cache.

Table 9. Pentium® 4 Processor, model 0 with 256K L2 Cache, CPUID (EAX=2) Example Return Values

	31	23	15	7	0
EAX	66h	5Bh	50h	01h	
EBX	00h	00h	00h	00h	
ECX	00h	00h	00h	00h	
EDX	00h	7Ah	70h	40h	

4 PROCESSOR SERIAL NUMBER

The processor serial number extends the concept of processor identification. Processor serial number is a 96-bit number accessible through the CPUID instruction. Processor serial number can be used by applications to identify a processor, and by extension, its system.

The processor serial number creates a software accessible identity for an individual processor. The processor serial number, combined with other qualifiers, could be applied to user identification. Applications include membership authentication, data backup/restore protection, removable storage data protection, managed access to files, or to confirm document exchange between appropriate users.

Processor serial number is another tool for use in asset management, product tracking, remote systems load and configuration, or to aid in boot-up configuration. In the case of system service, processor serial number could be used to differentiate users during help desk access, or track error reporting. Processor serial number provides an identifier for the processor, but should not be assumed to be unique in itself. There are potential modes in which erroneous processor serial numbers may be reported. For example, in the event a processor is operated outside its recommended operating specifications, (e.g. voltage, frequency, etc.) the processor serial number may not be correctly read from the processor. Improper BIOS or software operations could yield an inaccurate processor serial number. These events could lead to possible erroneous or duplicate processor serial numbers being reported. System manufacturers can strengthen the robustness of the feature by including redundancy features, or other fault tolerant methods.

Processor serial number used as a qualifier for another independent number could be used to create an electrically accessible number that is likely to be distinct. Processor serial number is one building block useful for the purpose of enabling the trusted, connected PC.

4.1 Presence of Processor Serial Number

To determine if the processor serial number feature is supported, the program should set the EAX register parameter value to “1” and then execute the CPUID instruction as follows:

```
MOV    EAX, 01H
CPUID
```

After execution of the CPUID instruction, the ECX and EDX register contains the Feature Flags. If the PSN Feature Flags, (EDX register, bit 18) equals “1”, the processor serial number feature is supported, and enabled. **If the PSN Feature Flags equals “0”, the processor serial number feature is either not supported, or disabled.**

4.2 Forming the 96-bit Processor Serial Number

The 96-bit processor serial number is the concatenation of three 32-bit entities.

To access the most significant 32-bits of the processor serial number the program should set the EAX register parameter value to “1” and then execute the CPUID instruction as follows:

```
MOV    EAX, 01H
CPUID
```

After execution of the CPUID instruction, the EAX register contains the Processor Signature. The Processor Signature comprises the most significant 32-bits of the processor serial number. The value in EAX should be saved prior to gathering the remaining 64-bits of the processor serial number.

To access the remaining 64-bits of the processor serial number the program should set the EAX register parameter value to “3” and then execute the CPUID instruction as follows:

```
MOV    EAX, 03H
CPUID
```

After execution of the CPUID instruction, the EDX register contains the middle 32-bits, and the ECX register contains the least significant 32-bits of the processor serial number. Software may then concatenate the saved Processor Signature, EDX, and ECX before returning the complete 96-bit processor serial number.

Processor serial number should be displayed as 6 groups of 4 hex nibbles (Ex. XXXX-XXXX-XXXX-XXXX-XXXX-XXXX where X represents a hex digit). Alpha hex characters should be displayed as capital letters.



5 BRAND ID

Beginning with the Pentium III processors, model 8, the Pentium III Xeon processors, model 8, and Intel Celeron processor, model 8, the concept of processor identification is further extended with the addition of Brand ID. Brand ID is an 8-bit number accessible through the CPUID instruction. Brand ID may be used by applications to assist in identifying the processor.

Processors that implement the Brand ID feature return the Brand ID in bits 7 through 0 of the EBX register when the CPUID instruction is executed with EAX=1 (see Table 9). Processors that do not support the feature return a value of 0 in EBX bits 7 through 0.

To differentiate previous models of the Pentium II processor, Pentium II Xeon processor, Intel Celeron processor, Pentium III processor and Pentium III Xeon processor, application software relied on the L2 cache descriptors. In a few cases, the results were ambiguous; for example, software could not accurately differentiate a Pentium II processor from a Pentium II Xeon processor with a 512K L2 cache. Brand ID eliminates this ambiguity by providing a software accessible value unique to each processor brand. Table 9 shows the values defined for each processor.

6 BRAND STRING

The Brand string is a new extension to the CPUID instruction implemented in some Intel IA-32 processors, including the Pentium 4 processor. Using the brand string feature, future IA-32 architecture based processors will return their ASCII brand identification string and maximum operating frequency via an extended CPUID instruction. Note that the frequency returned is the maximum operating frequency that the processor has been qualified for and not the current operating frequency of the processor.

When CPUID is executed with EAX set to the values listed in Table 10, the processor will return an ASCII brand string in the general-purpose registers as detailed in Table 10.

The brand/frequency string is defined to be 48 characters long, 47 bytes will contain characters and the 48th byte is defined to be NULL (0). A processor may return less than the 47 ASCII characters as long as the string is null terminated and the processor returns valid data when CPUID is executed with EAX = 80000002h, 80000003h and 80000004h.

The cpuid3a.asm program shows how software forms the brand string (see Example 1). To determine if the brand string is supported on a processor, software must follow the step below:

1. Execute the CPUID instruction with EAX=80000000h
2. If ((returned value in EAX) > 80000000h) then the processor supports the extended CPUID functions and EAX contains the largest extended function supported.
3. The processor brand string feature is supported if EAX > 80000000h

Table 10. Brand ID, CPUID (EAX=1) Return Values in EBX (bits 7 through 0)

Value	Description
00h	Unsupported
01h	Intel® Celeron® processor
02h	Intel® Pentium® III processor
03h	Intel® Pentium® III Xeon™ processor If processor signature = 000006B1h, then "Intel® Celeron® processor"
04h	Intel® Pentium® III processor
06h	Mobile Intel® Pentium® III Processor-M
07h	Mobile Intel® Celeron® processor
08h	Intel® Pentium® 4 processor If processor signature is >=00000F13h, then "Intel® Genuine processor"
09h	Intel® Pentium® 4 processor
0Ah	Intel® Celeron® Processor
0Bh	Intel® Xeon™ processor If processor signature is <00000F13h, then "Intel® Xeon™ processor MP"
0Ch	Intel® Xeon™ processor MP
0Eh	Mobile Intel® Pentium® 4 processor—M If processor signature is <00000F13h, then "Intel® Xeon™ processor"
0Fh	Mobile Intel® Celeron® Processor
All other values	Reserved

Table 11. Processor Brand String Feature

EAX input value	Function	Return value
80000000h	Largest Extended Function Supported	EAX=80000004, EBX = ECX = EDX = Reserved
80000001h	Extended Processor Signature and Extended Feature Bits	EAX = EBX = ECX = EDX = Reserved
80000002h	Processor Brand String	EAX, EBX, ECX, EDX contain ASCII brand string
80000003h	Processor Brand String	EAX, EBX, ECX, EDX contain ASCII brand string
80000004h	Processor Brand String	EAX, EBX, ECX, EDX contain ASCII brand string

7 USAGE GUIDELINES

This document presents Intel-recommended feature-detection methods. Software should not try to identify features by exploiting programming tricks, undocumented features, or otherwise deviating from the guidelines presented in this application note.

The following guidelines are intended to help programmers maintain the widest range of compatibility for their software.

- Do not depend on the absence of an invalid opcode trap on the CPUID opcode to detect the CPUID instruction. Do not depend on the absence of an invalid opcode trap on the PUSHFD opcode to detect a 32-bit processor. Test the ID flag, as described in Section 2.0. and shown in Section 8.
- **Do not assume that a given family or model has any specific feature. For example, do not assume the family value 5 (Pentium processor) means there is a floating-point unit on-chip. Use the feature flags for this determination.**
- Do not assume processors with higher family or model numbers have all the features of a processor with a lower family or model number. For example, a processor with a family value of 6 (P6 family processor) may not necessarily have all the features of a processor with a family value of 5.
- Do not assume that the features in the OverDrive processors are the same as those in the OEM version of the processor. Internal caches and instruction execution might vary.
- Do not use undocumented features of a processor to identify steppings or features. For example, the Intel386 processor A-step had bit instructions that were withdrawn with the B-step. Some software attempted to execute these instructions and depended on the invalid-opcode exception as a signal that it was not running on the A-step part. The software failed to work correctly when the Intel486 processor used the same opcodes for different instructions. The software should have used the stepping information in the processor signature.
- Test feature flags individually and do not make assumptions about undefined bits. For example, it would be a mistake to test the FPU bit by comparing the feature register to a binary 1 with a compare instruction.
- Do not assume the clock of a given family or model runs at a specific frequency, and do not write processor speed-dependent code, such as timing loops. For instance, an OverDrive Processor could operate at a higher internal frequency and still report the same family and/or model. Instead, use a combination of the system's timers to measure elapsed time and the TSC (Time Stamp Counter) to measure processor core clocks to allow direct calibration of the processor core. See Section 12 and Example 6 for details.
- Processor model-specific registers may differ among processors, including in various models of the Pentium processor. Do not use these registers unless identified for the installed processor. This is particularly important for systems upgradeable with an OverDrive processor. Only use Model Specific registers that are defined in the BIOS writers guide for that processor.
- Do not rely on the result of the CPUID algorithm when executed in virtual 8086 mode.
- Do not assume any ordering of model and/or stepping numbers. They are assigned arbitrarily.

- Do not assume processor serial number is a unique number without further qualifiers.
- Display processor serial number as 6 groups of 4 hex nibbles (Ex. XXXX-XXXX-XXXX-XXXX-XXXX-XXXX where X represents a hex digit).
- Display alpha hex characters as capital letters.
- A zero in the lower 64 bits of the processor serial number indicate the processor serial number is invalid, not supported, or disabled on this processor.

8 PROPER IDENTIFICATION SEQUENCE

To identify the processor using the CUID instructions, software should follow the following steps.

1. Determine if the CUID instruction is supported by modifying the ID flag in the EFLAGS register. If the ID flag cannot be modified, the processor cannot be identified using the CUID instruction.
2. Execute the CUID instruction with EAX equal to 80000000h. CUID function 80000000h is used to determine if Brand String is supported. If the CUID function 80000000h returns a value in EAX greater than 80000000h the Brand String feature is supported and software should use CUID functions 80000002h through 80000004h to identify the processor.
3. If the Brand String feature is not supported, execute CUID with EAX equal to 1. CUID function 1 returns the processor signature in the EAX register, and the Brand ID in the EBX register bits 0 through 7. If the EBX register bits 0 through 7 contain a non-zero value, the Brand ID is supported. Software should scan the list of Brand IDs (see Table 9) to identify the processor.
4. If the Brand ID feature is not supported, software should use the processor signature (see Figure 2) in conjunction with the cache descriptors (see Table 7) to identify the processor.

The cpuid3a.asm program example demonstrates the correct use of the CUID instruction (see Example 1). It also shows how to identify earlier processor generations that do not implement the Brand String, Brand ID, processor signature or CUID instruction (see Figure 5). This program example contains the following two procedures:

- `get_cpu_type` identifies the processor type. Figure 5 illustrates the flow of this procedure.
- `get_fpu_type` determines the type of floating-point unit (FPU) or math coprocessor (MCP).

This procedure has been tested with 8086, 80286, Intel386, Intel486, Pentium processor, Pentium processor with MMX technology, OverDrive processor with MMX technology, Pentium Pro processors, Pentium II processors, Pentium II Xeon processors, Pentium II Overdrive processors, Intel Celeron processors, Pentium III processors, Pentium III Xeon processors and Pentium 4 processors. This program example is written in assembly language and is suitable for inclusion in a run-time library, or as system calls in operating systems.

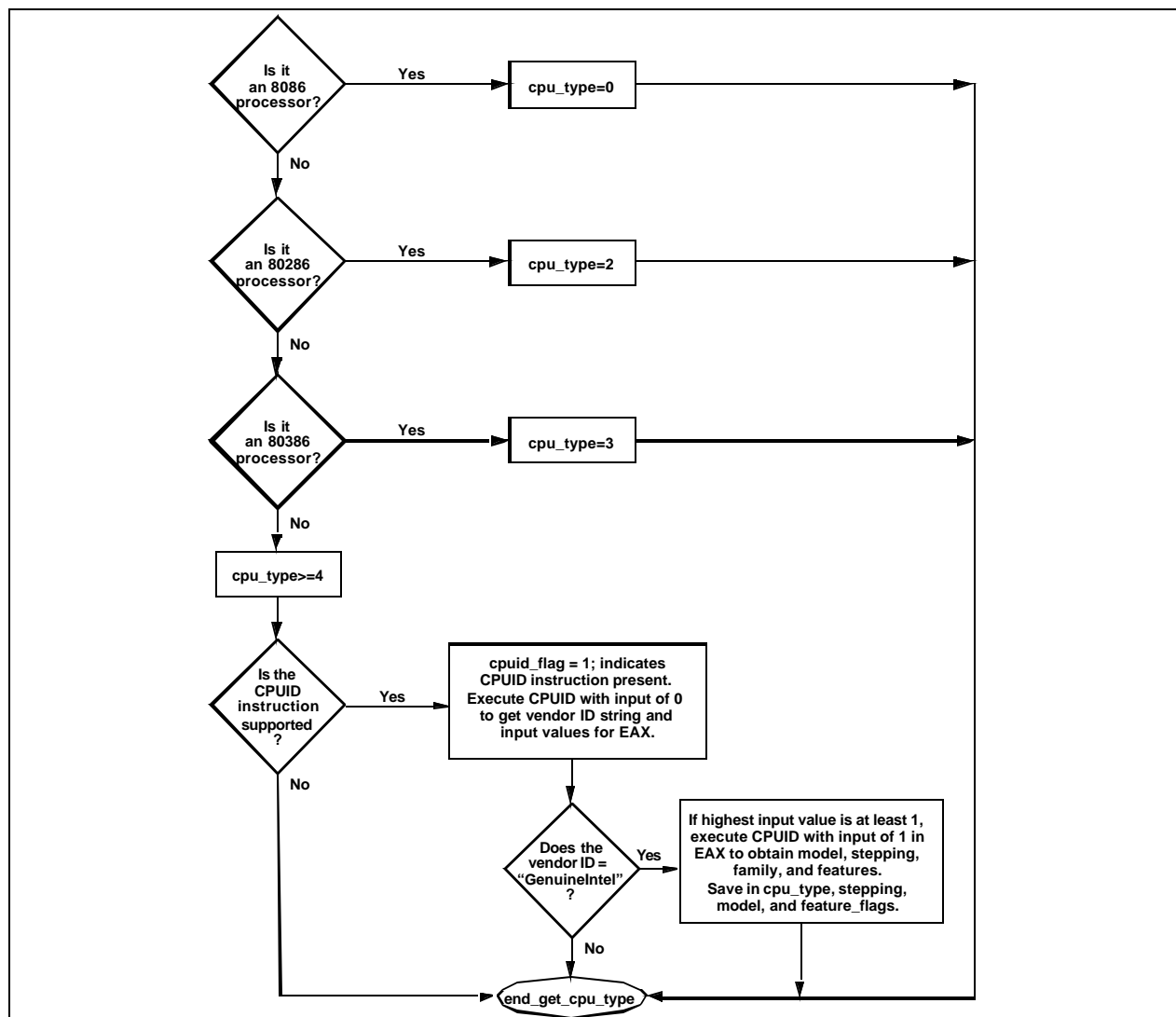


Figure 5. Flow of Processor get_cpu_type Procedure

9 USAGE PROGRAM EXAMPLES

The cpuid3b.asm or cpuid3.c program examples demonstrate applications that call get_cpu_type and get_fpu_type procedures and interpret the returned information. This code is shown in Example 2 and Example 3. The results, which are displayed on the monitor, identify the installed processor and features. The cpuid3b.asm example is written in assembly language and demonstrates an application that displays the returned information in the DOS environment. The cpuid3.c example is written in the C language (see Example 2 and Example 3). Figure 6 presents an overview of the relationship between the three program examples.

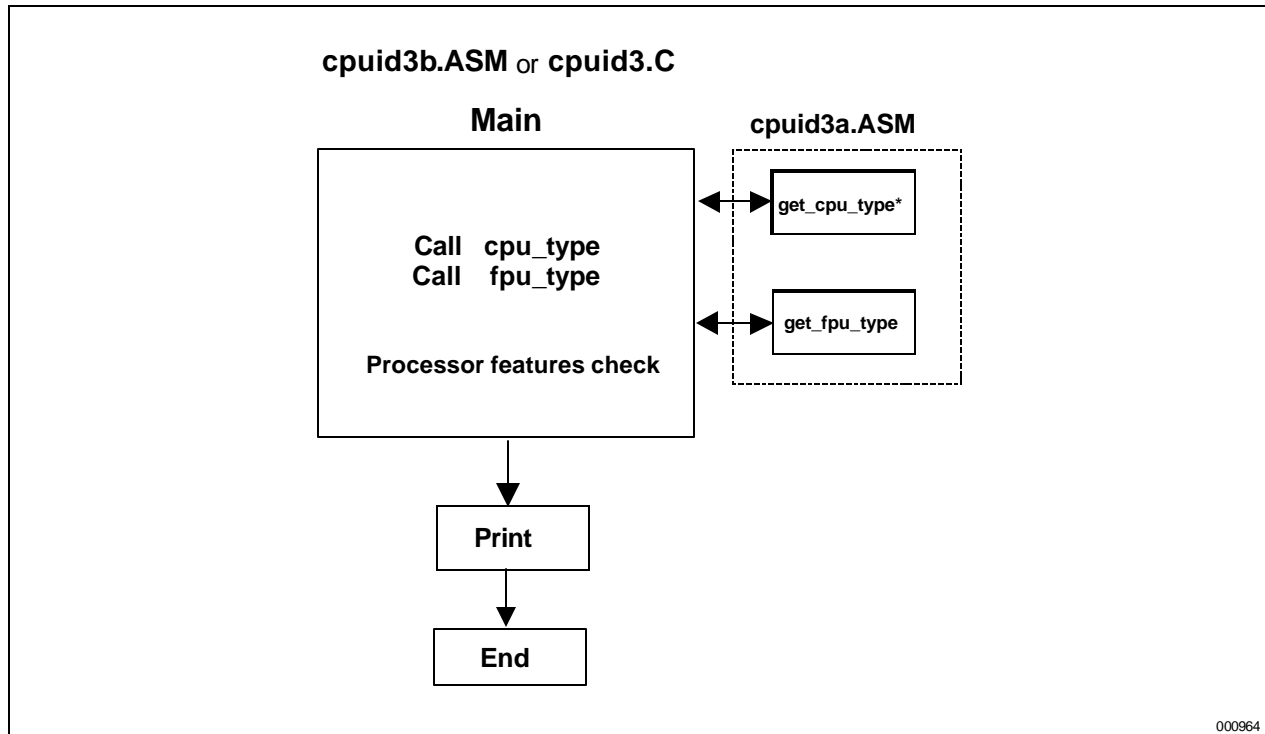


Figure 6. Flow of Processor Identification Extraction Procedure

10 ALTERNATE METHOD OF DETECTING FEATURES

Some feature flags indicate support of instruction set extensions (i.e. MMX, SSE and SSE2). The preferred mechanism for determining support of instruction extensions is through the use of the CPUID instruction, and testing the feature flags. However, an alternate method for determining processor support of instruction extensions is to install an exception handler and execute one of the instructions. If the instruction executes without generating an exception, then the processor supports that set of instruction extensions. If an exception is raised, and the exception handler is executed, then those instruction extensions are not supported by the processor. Before installing the exception handler, the software should execute the CPUID instruction with `EAX = 0`. If the CPUID instruction returns the Intel vendor-ID string "GenuineIntel", then software knows that it can test for the Intel instruction extensions. As long as the CPUID instruction returns the Intel vendor-ID, this method can be used to support future Intel processors. This method does not require software to check the family and model.

The `features.cpp` program is written using the C++ language (see Example 4) and demonstrates the use of exceptions to determine support of SSE2, SSE, and MMX instruction extensions. `Features.cpp` performs the following steps:

1. Check that the vendor-ID == "GenuineIntel"
2. Install exception handler for SSE2 test
3. Attempt to execute a SSE2 instruction (`paddq xmm1, xmm2`)
4. Install exception handler for SSE test
5. Attempt to execute a SSE instruction (`orps xmm1, xmm2`)
6. Install exception handler for MMX test
7. Attempt to execute a MMX instruction (`emms`)
8. Print supported instruction set extensions.

11 DENORMALS ARE ZERO

With the introduction of the SSE2 extensions, some Intel Architecture processors have the ability to convert SSE and SSE2 source operand denormal numbers to zero. This feature is referred to as Denormals-Are-Zero (DAZ). The DAZ mode is not compatible with IEEE Standard 754. The DAZ mode is provided to improve processor performance for applications such as streaming media processing, where rounding a denormal operand to zero does not appreciably affect the quality of the processed data.

Some processor steppings support SSE2 but do not support the DAZ mode. To determine if a processor supports the DAZ mode, software must perform the following steps.

1. Execute the CPUID instruction with an input value of EAX=0 and ensure the vendor-ID string returned is “GenuineIntel”.
2. Execute the CPUID instruction with EAX=1. This will load the EDX register with the feature flags.
3. Ensure that the FXSR feature flag (EDX bit 24) is set. This indicates the processor supports the FXSAVE and FXRSTOR instructions.
4. Ensure that the XMM feature flag (EDX bit 25) or the EMM feature flag (EDX bit 26) is set. This indicates that the processor supports at least one of the SSE/SSE2 instruction sets and its MXCSR control register.
5. Zero a 16-byte aligned, 512-byte area of memory. This is necessary since some implementations of FXSAVE do not modify reserved areas within the image.
6. Execute an FXSAVE into the cleared area.
7. Bytes 28-31 of the FXSAVE image are defined to contain the MXCSR_MASK. If this value is 0, then the processor's MXCSR_MASK is 0xFFBF, otherwise MXCSR_MASK is the value of this dword.
8. If bit 6 of the MXCSR_MASK is set, then DAZ is supported.

After completing this algorithm, if DAZ is supported, software can enable DAZ mode by setting bit 6 in the MXCSR register save area and executing the FXRSTOR instruction. Alternately software can enable DAZ mode by setting bit 6 in the MXCSR by executing the LDMXCSR instruction. Refer to the chapter titled “*Programming with the Streaming SIMD Extensions (SSE)*” in the *Intel Architecture Software Developer’s Manual volume 1: Basic Architecture*.

The assembly language program `dazdetect.asm` (see Example 5) demonstrates this DAZ detection algorithm.

12 OPERATING FREQUENCY

With the introduction of the Time Stamp Counter, it is possible for software operating in real mode or protected mode with ring 0 privilege to calculate the actual operating frequency of the processor. To calculate the operating frequency, the software needs a reference period. The reference period can be a periodic interrupt, or another timer that is based on time, and not based on a system clock. Software needs to read the Time Stamp Counter (TSC) at the beginning and ending of the reference period. Software can read the TSC by executing the RDTSC instruction, or by setting the ECX register to 10h and executing the RDMSR instruction. Both instructions copy the current 64-bit TSC into the EDX:EAX register pair.

To determine the operating frequency of the processor, software performs the following steps. The assembly language program `frequenc.asm` (see Example 6) demonstrates the frequency detection algorithm.

1. Execute the CPUID instruction with an input value of EAX=0 and ensure the vendor-ID string returned is “GenuineIntel”.
2. Execute the CPUID instruction with EAX=1 to load the EDX register with the feature flags.
3. Ensure that the TSC feature flag (EDX bit 4) is set. This indicates the processor supports the Time Stamp Counter and RDTSC instruction.
4. Read the TSC at the beginning of the reference period
5. Read the TSC at the end of the reference period.
6. Compute the TSC delta from the beginning and ending of the reference period.



7. Compute the actual frequency by dividing the TSC delta by the reference period.

Actual frequency = (Ending TSC value – Beginning TSC value) / reference period

Note: The measured accuracy is dependent on the accuracy of the reference period. A longer reference period produces a more accurate result. In addition, repeating the calculation multiple times may also improve accuracy.

Example 1. Processor Identification Extraction Procedure

```

;
; Filename: cpuid3a.asm
; Copyright (c) Intel Corporation 1993-2002
;
;
; This program has been developed by Intel Corporation. Intel
; has various intellectual property rights which it may assert
; under certain circumstances, such as if another
; manufacturer's processor mis-identifies itself as being
; "GenuineIntel" when the CPUID instruction is executed.
;
;
; Intel specifically disclaims all warranties, express or
; implied, and all liability, including consequential and other
; indirect damages, for the use of this program, including
; liability for infringement of any proprietary rights,
; and including the warranties of merchantability and fitness
; for a particular purpose. Intel does not assume any
; responsibility for any errors which may appear in this program
; nor any responsibility to update it.
;
;
; This code contains two procedures:
;
; _get_cpu_type: Identifies processor type in _cpu_type:
;               0=8086/8088 processor
;               2=Intel 286 processor
;               3=Intel386(TM) family processor
;               4=Intel486(TM) family processor
;               5=Pentium(R) family processor
;               6=P6 family of processors
;               F=Pentium 4 family of processors
;
;
; _get_fpu_type: Identifies FPU type in _fpu_type:
;               0=FPU not present
;               1=FPU present
;               2=287 present (only if _cpu_type=3)
;               3=387 present (only if _cpu_type=3)
;
;
; This program has been tested with the Microsoft Developer Studio.
; This code correctly detects the current Intel 8086/8088,
; 80286, 80386, 80486, Pentium(R) processor, Pentium(R) Pro
; processor, Pentium(R) II processor, Pentium II Xeon(TM) processor,
; Pentium II Overdrive(R), Intel Celeron processor, Pentium III processor,
; Pentium III Xeon processor, Pentium 4 processors and
; Intel(R) Xeon(TM) processors.
;
;
; NOTE:  When using this code with C program cpuid3.c, 32-bit
;        segments are recommended.
;
;
; To assemble this code with TASM, add the JUM PS directive.
; jumps                                ; Uncomment this line for TASM
;
;
; TITLE  cpuid3a
;
; comment this line for 32-bit segments
;
; DOSSEG
;
;
; uncomment the following 2 lines for 32-bit segments
;
; .386

```

```

; .model flat
;
; comment this line for 32-bit segments
;
.model small

CPU_ID MACRO
    db 0fh ; Hardcoded CPUID instruction
    db 0a2h
ENDM

.data
public _cpu_type
public _fpu_type
public _v86_flag
public _cpuid_flag
public _intel_CPU
public _vendor_id
public _cpu_signature
public _features_ecx
public _features_edx
public _features_ebx
public _cache_eax
public _cache_ebx
public _cache_ecx
public _cache_edx
public _sep_flag
public _brand_string

_cpu_type db 0
_fpu_type db 0
_v86_flag db 0
_cpuid_flag db 0
_intel_CPU db 0
_sep_flag db 0
_vendor_id db "-----"
intel_id db "GenuineIntel"
_cpu_signature dd 0
_features_ecx dd 0
_features_edx dd 0
_features_ebx dd 0
_cache_eax dd 0
_cache_ebx dd 0
_cache_ecx dd 0
_cache_edx dd 0
fp_status dw 0
_brand_string db 48 dup (0)

.code
;
; comment this line for 32-bit segments
;
; .8086
;
; uncomment this line for 32-bit segments
;
; .386

*****
public _get_cpu_type
_get_cpu_type proc

```



```

; This procedure determines the type of processor in a system
; and sets the _cpu_type variable with the appropriate
; value. If the CPUID instruction is available, it is used
; to determine more specific details about the processor.
; All registers are used by this procedure, none are preserved.
; To avoid AC faults, the AM bit in CR0 must not be set.

; Intel 8086 processor check
; Bits 12-15 of the FLAGS register are always set on the
; 8086 processor.

;
; For 32-bit segments comment the following lines down to the next
; comment line that says "STOP"
;
check_8086:
    pushf                ; push original FLAGS
    pop ax               ; get original FLAGS
    mov cx, ax          ; save original FLAGS
    and ax, 0fffh       ; clear bits 12-15 in FLAGS
    push ax              ; save new FLAGS value on stack
    popf                ; replace current FLAGS value
    pushf               ; get new FLAGS
    pop ax              ; store new FLAGS in AX
    and ax, 0f000h      ; if bits 12-15 are set, then
    cmp ax, 0f000h      ; processor is an 8086/8088
    mov _cpu_type, 0    ; turn on 8086/8088 flag
    jne check_80286     ; go check for 80286
    push sp              ; double check with push sp
    pop dx               ; if value pushed was different
    cmp dx, sp          ; means it's really an 8086
    jne end_cpu_type    ; jump if processor is 8086/8088
    mov _cpu_type, 10h  ; indicate unknown processor
    jmp end_cpu_type

; Intel 286 processor check
; Bits 12-15 of the FLAGS register are always clear on the
; Intel 286 processor in real-address mode.

.286
check_80286:
    smsw ax              ; save machine status word
    and ax, 1            ; isolate PE bit of MSW
    mov _v86_flag, al    ; save PE bit to indicate V86

    or cx, 0f000h       ; try to set bits 12-15
    push cx              ; save new FLAGS value on stack
    popf                ; replace current FLAGS value
    pushf               ; get new FLAGS
    pop ax              ; store new FLAGS in AX
    and ax, 0f000h      ; if bits 12-15 are clear
    mov _cpu_type, 2    ; processor=80286, turn on 80286 flag
    jz end_cpu_type     ; jump if processor is 80286

; Intel386 processor check
; The AC bit, bit #18, is a new bit introduced in the EFLAGS
; register on the Intel486 processor to generate alignment
; faults.
; This bit cannot be set on the Intel386 processor.

```



```

.386
;
; "STOP"
;
; ; it is safe to use 386 instructions
check_80386:
    pushfd                ; push original EFLAGS
    pop     eax            ; get original EFLAGS
    mov     ecx, eax       ; save original EFLAGS
    xor     eax, 40000h    ; flip AC bit in EFLAGS
    push   eax            ; save new EFLAGS value on stack
    popfd                ; replace current EFLAGS value
    pushfd                ; get new EFLAGS
    pop     eax            ; store new EFLAGS in EAX
    xor     eax, ecx       ; can't toggle AC bit, processor=80386
    mov     _cpu_type, 3   ; turn on 80386 processor flag
    jz     end_cpu_type    ; jump if 80386 processor
    push   ecx            ; restore AC bit in EFLAGS first
    popfd

; Intel486 processor check
; Checking for ability to set/clear ID flag (Bit 21) in EFLAGS
; which indicates the presence of a processor with the CPUID
; instruction.

.486
check_80486:
    mov     _cpu_type, 4   ; turn on 80486 processor flag
    mov     eax, ecx       ; get original EFLAGS
    xor     eax, 200000h   ; flip ID bit in EFLAGS
    push   eax            ; save new EFLAGS value on stack
    popfd                ; replace current EFLAGS value
    pushfd                ; get new EFLAGS
    pop     eax            ; store new EFLAGS in EAX
    xor     eax, ecx       ; can't toggle ID bit,
    je     end_cpu_type    ; processor=80486

; Execute CPUID instruction to determine vendor, family,
; model, stepping and features. For the purpose of this
; code, only the initial set of CPUID information is saved.

    mov     _cpuid_flag, 1 ; flag indicating use of CPUID inst.
    push   ebx            ; save registers
    push   esi
    push   edi
    mov     eax, 0        ; set up for CPUID instruction
    CPUID                ; get and save vendor ID

    mov     dword ptr _vendor_id, ebx
    mov     dword ptr _vendor_id[+4], edx
    mov     dword ptr _vendor_id[+8], ecx

    cmp     dword ptr intel_id, ebx
    jne     end_cpuid_type
    cmp     dword ptr intel_id[+4], edx
    jne     end_cpuid_type
    cmp     dword ptr intel_id[+8], ecx
    jne     end_cpuid_type ; if not equal, not an Intel processor

    mov     _intel_CPU, 1 ; indicate an Intel processor
    cmp     eax, 1        ; make sure 1 is valid input for CPUID

```

```

jl     end_cpuid_type           ; if not, jump to end
mov    eax, 1
CPU_ID
mov    _cpu_signature, eax
mov    _features_ebx, ebx
mov    _features_edx, edx
mov    _features_ecx, ecx

shr    eax, 8                   ; isolate family
and    eax, 0fh
mov    _cpu_type, al           ; set _cpu_type with family

;
; Execute CPUID instruction to determine the cache descriptor
; information.

mov    eax, 0                   ; set up to check the EAX value
CPU_ID
cmp    ax, 2                    ; Are cache descriptors supported?
jl     end_cpuid_type

mov    eax, 2                   ; set up to read cache descriptor
CPU_ID
cmp    al, 1                    ; Is one iteration enough to obtain
jne    end_cpuid_type          ; cache information?
; This code supports one iteration
; only.
mov    _cache_eax, eax          ; store cache information
mov    _cache_ebx, ebx          ; NOTE: for future processors, CPUID
mov    _cache_ecx, ecx          ; instruction may need to be run more
mov    _cache_edx, edx          ; than once to get complete cache
; information

mov    eax, 80000000h           ; check if brand string is supported
CPU_ID
cmp    eax, 80000000h
jbe    end_cpuid_type          ; take jump if not supported

mov    di, offset _brand_string

mov    eax, 80000002h           ; get first 16 bytes of brand string
CPU_ID
mov    dword ptr [di], eax      ; save bytes 0 .. 15
mov    dword ptr [di+4], ebx
mov    dword ptr [di+8], ecx
mov    dword ptr [di+12], edx
add    di, 16

mov    eax, 80000003h           ; save bytes 16 .. 31
CPU_ID
mov    dword ptr [di], eax
mov    dword ptr [di+4], ebx
mov    dword ptr [di+8], ecx
mov    dword ptr [di+12], edx
add    di, 16

mov    eax, 80000004h           ; save bytes 32 .. 47
CPU_ID
mov    dword ptr [di], eax
mov    dword ptr [di+4], ebx
mov    dword ptr [di+8], ecx
mov    dword ptr [di+12], edx

```



```

end_cpuid_type:
    pop     edi                ; restore registers
    pop     esi
    pop     ebx
;
;     comment this line for 32-bit segments
;
;
; .8086
end_cpu_type:
    ret
_get_cpu_type    endp

;*****
;
;     public  _get_fpu_type
;     _get_fpu_type    proc
;
;     This procedure determines the type of FPU in a system
;     and sets the _fpu_type variable with the appropriate value.
;     All registers are used by this procedure, none are preserved.
;
;     Coprocessor check
;     The algorithm is to determine whether the floating-point
;     status and control words are present. If not, no
;     coprocessor exists. If the status and control words can
;     be saved, the correct coprocessor is then determined
;     depending on the processor type. The Intel386 processor can
;     work with either an Intel287 NDP or an Intel387 NDP.
;     The infinity of the coprocessor must be checked to determine
;     the correct coprocessor type.
;
;     fninit                ; reset FP status word
;     mov     fp_status, 5a5ah ; initialize temp word to non-zero
;     fnstsw  fp_status      ; save FP status word
;     mov     ax, fp_status  ; check FP status word
;     cmp     al, 0          ; was correct status written
;     mov     _fpu_type, 0   ; no FPU present
;     jne     end_fpu_type
;
;
;     check_control_word:
;     fnstcw  fp_status      ; save FP control word
;     mov     ax, fp_status  ; check FP control word
;     and     ax, 103fh     ; selected parts to examine
;     cmp     ax, 3fh       ; was control word correct
;     mov     _fpu_type, 0
;     jne     end_fpu_type  ; incorrect control word, no FPU
;     mov     _fpu_type, 1
;
;     ; 80287/80387 check for the Intel386 processor
;
;
;     check_infinity:
;     cmp     _cpu_type, 3
;     jne     end_fpu_type
;     fldl                    ; must use default control from FNINIT
;     fldz                    ; form infinity
;     fdiv                    ; 8087/Intel287 NDP say +inf = -inf
;     fld     st               ; form negative infinity
;     fchs                    ; Intel387 NDP says +inf <> -inf
;     fcompp                   ; see if they are the same
;     fstsw  fp_status        ; look at status from FCOMPP

```

```
        mov     ax, fp_status
        mov     _fpu_type, 2           ; store Intel287 NDP for FPU type
        sahf
        jz     end_fpu_type          ; see if infinities matched
        mov     end_fpu_type
        mov     _fpu_type, 3         ; jump if 8087 or Intel287 is present
end_fpu_type:
        ret
_get_fpu_type     endp
; store Intel387 NDP for FPU type

end
```



Example 2. Processor Identification Procedure in Assembly Language

```

;      Filename: cpuid3b.asm
;      Copyright (c) Intel Corporation 1993-2002
;
;      This program has been developed by Intel Corporation. Intel
;      has various intellectual property rights which it may assert
;      under certain circumstances, such as if another
;      manufacturer's processor mis-identifies itself as being
;      "GenuineIntel" when the CPUID instruction is executed.
;
;      Intel specifically disclaims all warranties, express or
;      implied, and all liability, including consequential and
;      other indirect damages, for the use of this program,
;      including liability for infringement of any proprietary
;      rights, and including the warranties of merchantability and
;      fitness for a particular purpose. Intel does not assume any
;      responsibility for any errors which may appear in this
;      program nor any responsibility to update it.
;
;      This program contains three parts:
;      Part 1:  Identifies processor type in the variable
;               _cpu_type:
;
;      Part 2:  Identifies FPU type in the variable _fpu_type:
;
;      Part 3:  Prints out the appropriate message. This part is
;               specific to the DOS environment and uses the DOS
;               system calls to print out the messages.
;
;      This program has been tested with the Microsoft Developer Studio. If
;      this code is assembled with no options specified and linked
;      with the cpuid3a module, it correctly identifies the current
;      Intel 8086/8088, 80286, 80386, 80486, Pentium(R), Pentium(R) Pro,
;      Pentium(R) II processors, Pentium(R) II Xeon(TM) processors, Pentium(R) II
;      Overdrive(R) processors, Intel(R) Celeron(R) processors, Pentium(R) III
;      processors, Pentium(R) III Xeon(TM) processors, Pentium(R) 4 processors
;      and Intel(R) Xeon(TM) processors DP and MP when executed in the real-address mode.
;
; NOTE: This code is written using 16-bit Segments
;
;      To assemble this code with TASM, add the JUMPS directive.
;      jumps                               ; Uncomment this line for TASM
;
;      TITLE  cpuid3b
;
DOSSEG
.model  small

.stack  100h

OP_O   MACRO
db      66h                               ; hardcoded operand override
ENDM

.data

extrn  _cpu_type:      byte
extrn  _fpu_type:      byte
extrn  _cpuid_flag:    byte
extrn  _intel_CPU:     byte

```

```

        extrn        _vendor_id:        byte
        extrn        _cpu_signature:    dword
        extrn        _features_ecx:     dword
        extrn        _features_edx:     dword
        extrn        _features_ebx:     dword
        extrn        _cache_eax:        dword
        extrn        _cache_ebx:        dword
        extrn        _cache_ecx:        dword
        extrn        _cache_edx:        dword
        extrn        _brand_string:     byte

;      The purpose of this code is to identify the processor and
;      coprocessor that is currently in the system.  The program
;      first determines the processor type.  Then it determines
;      whether a coprocessor exists in the system.  If a
;      coprocessor or integrated coprocessor exists, the program
;      identifies the coprocessor type.  The program then prints
;      the processor and floating point processors present and type.

.code
.8086
start:
        mov     ax, @data
        mov     ds, ax                ; set segment register
        mov     es, ax                ; set segment register
        and     sp, not 3              ; align stack to avoid AC fault
        call    _get_cpu_type         ; determine processor type
        call    _get_fpu_type
        call    print

        mov     ax, 4c00h
        int     21h

;*****

        extrn    _get_cpu_type: proc

;*****

        extrn    _get_fpu_type: proc

;*****

FPU_FLAG        equ 0001h
VME_FLAG        equ 0002h
DE_FLAG         equ 0004h
PSE_FLAG        equ 0008h
TSC_FLAG        equ 0010h
MSR_FLAG        equ 0020h
PAE_FLAG        equ 0040h
MCE_FLAG        equ 0080h
CX8_FLAG        equ 0100h
APIC_FLAG       equ 0200h
SEP_FLAG        equ 0800h
MTRR_FLAG       equ 1000h
PGE_FLAG        equ 2000h
MCA_FLAG        equ 4000h
CMOV_FLAG       equ 8000h
PAT_FLAG        equ 10000h
PSE36_FLAG      equ 20000h
PSNUM_FLAG      equ 40000h

```



```

CLFLUSH_FLAG      equ 80000h
DTS_FLAG          equ 200000h
ACPI_FLAG         equ 400000h
MMX_FLAG          equ 800000h
FXSR_FLAG         equ 1000000h
SSE_FLAG          equ 2000000h
SSE2_FLAG         equ 4000000h
SS_FLAG           equ 8000000h
HTT_FLAG          equ 10000000h
TM_FLAG           equ 20000000h

.data
id_msg            db      "This system has a$"
cp_error          db      "n unknown processor$"
cp_8086           db      "n 8086/8088 processor$"
cp_286            db      "n 80286 processor$"
cp_386            db      "n 80386 processor$"

cp_486            db      "n 80486DX, 80486DX2 processor or"
                  db      " 80487SX math coprocessor$"
cp_486sx          db      "n 80486SX processor$"

fp_8087           db      " and an 8087 math coprocessor$"
fp_287            db      " and an 80287 math coprocessor$"
fp_387            db      " and an 80387 math coprocessor$"

intel486_msg      db      " Genuine Intel486(TM) processor$"
intel486dx_msg    db      " Genuine Intel486(TM) DX processor$"
intel486sx_msg    db      " Genuine Intel486(TM) SX processor$"
inteldx2_msg      db      " Genuine IntelDX2(TM) processor$"
intelsx2_msg      db      " Genuine IntelSX2(TM) processor$"
inteldx4_msg      db      " Genuine IntelDX4(TM) processor$"
inteldx2wb_msg    db      " Genuine Write-Back Enhanced"
                  db      " IntelDX2(TM) processor$"
pentium_msg       db      " Genuine Intel(R) Pentium(R) processor$"
pentiumpro_msg    db      " Genuine Intel Pentium(R) Pro processor$"

pentiumiiimodel3_msg db      " Genuine Intel(R) Pentium(R) II processor, model 3$"
pentiumiixeon_m5_msg db      " Genuine Intel(R) Pentium(R) II processor, model 5 or Intel(R) Pentium(R) II
Xeon(TM) processor$"
pentiumiixeon_msg db      " Genuine Intel(R) Pentium(R) II Xeon(TM) processor$"
celeron_msg       db      " Genuine Intel(R) Celeron(R) processor, model 5$"
celeronmodel6_msg db      " Genuine Intel(R) Celeron(R) processor, model 6$"
celeron_brand     db      " Genuine Intel(R) Celeron(R) processor$"
pentiumiii_msg    db      " Genuine Intel(R) Pentium(R) III processor, model 7 or Intel Pentium(R) III Xeon(TM)
processor, model 7$"
pentiumiiiixeon_msg db      " Genuine Intel(R) Pentium(R) III Xeon(TM) processor, model 7$"
pentiumiiiixeon_brand db      " Genuine Intel(R) Pentium(R) III Xeon(TM) processor$"
pentiumiii_brand  db      " Genuine Intel(R) Pentium(R) III processor$"
mobile_piii_brand db      " Genuine Mobile Intel(R) Pentium(R) III Processor-M$"
mobile_icp_brand  db      " Genuine Mobile Intel(R) Celeron(R) processor$"
mobile_p4_brand   db      " Genuine Mobile Intel(R) Pentium(R) 4 processor - M$"
pentium4_brand    db      " Genuine Intel(R) Pentium(R) 4 processor$"
xeon_brand        db      " Genuine Intel(R) Xeon(TM) processor$"
xeon_mp_brand     db      " Genuine Intel(R) Xeon(TM) processor MP$"
unknown_msg       db      "n unknown Genuine Intel(R) processor$"

brand_entry      struct
                  brand_value db      ?
                  brand_string dw      ?
brand_entry      ends

```



```

brand_table    brand_entry    <01h, offset celeron_brand>
brand_table    brand_entry    <02h, offset pentiumiii_brand>
brand_table    brand_entry    <03h, offset pentiumiiixeon_brand>
brand_table    brand_entry    <04h, offset pentiumiii_brand>
brand_table    brand_entry    <06h, offset mobile_piii_brand>
brand_table    brand_entry    <07h, offset mobile_icp_brand>
brand_table    brand_entry    <08h, offset pentium4_brand>
brand_table    brand_entry    <09h, offset pentium4_brand>
brand_table    brand_entry    <0Ah, offset celeron_brand>
brand_table    brand_entry    <0Bh, offset xeon_brand>
brand_table    brand_entry    <0Ch, offset xeon_mp_brand>
brand_table    brand_entry    <0Eh, offset mobile_p4_brand>
brand_table    brand_entry    <0Fh, offset mobile_icp_brand>

```

```
brand_table_size    equ    ($ - offset brand_table) / (sizeof brand_entry)
```

; The following 16 entries must stay intact as an array

```

intel_486_0    dw    offset intel486dx_msg
intel_486_1    dw    offset intel486dx_msg
intel_486_2    dw    offset intel486sx_msg
intel_486_3    dw    offset intel486dx2_msg
intel_486_4    dw    offset intel486_msg
intel_486_5    dw    offset intelsx2_msg
intel_486_6    dw    offset intel486_msg
intel_486_7    dw    offset intel486dx2wb_msg
intel_486_8    dw    offset intel486dx4_msg
intel_486_9    dw    offset intel486_msg
intel_486_a    dw    offset intel486_msg
intel_486_b    dw    offset intel486_msg
intel_486_c    dw    offset intel486_msg
intel_486_d    dw    offset intel486_msg
intel_486_e    dw    offset intel486_msg
intel_486_f    dw    offset intel486_msg
; end of array

```

```

family_msg    db    13,10,"Processor Family: $"
model_msg     db    13,10,"Model:      $"
stepping_msg  db    13,10,"Stepping:   $"
ext_fam_msg   db    13,10," Extended Family: $"
ext_mod_msg   db    13,10," Extended Model: $"
cr_lf         db    13,10,"$"
turbo_msg     db    13,10,"The processor is an OverDrive(R)"
              db    " processor$"
dp_msg        db    13,10,"The processor is the upgrade"
              db    " processor in a dual processor system$"
fpu_msg       db    13,10,"The processor contains an on-chip"
              db    " FPU$"
vme_msg       db    13,10,"The processor supports Virtual"
              db    " Mode Extensions$"
de_msg        db    13,10,"The processor supports Debugging"
              db    " Extensions$"
pse_msg       db    13,10,"The processor supports Page Size"
              db    " Extensions$"
tsc_msg       db    13,10,"The processor supports Time Stamp"
              db    " Counter$"
msr_msg       db    13,10,"The processor supports Model"
              db    " Specific Registers$"
pae_msg       db    13,10,"The processor supports Physical"
              db    " Address Extensions$"
mce_msg       db    13,10,"The processor supports Machine"

```



```

cx8_msg      db      " Check Exceptions$"
              db      13,10,"The processor supports the"
              db      " CMPXCHG 8B instruction$"
apic_msg     db      13,10,"The processor contains an on-chip"
              db      " APIC$"
sep_msg      db      13,10,"The processor supports Fast System"
              db      " Call$"
no_sep_msg   db      13,10,"The processor does not support Fast"
              db      " System Call$"
mtrr_msg     db      13,10,"The processor supports Memory Type"
              db      " Range Registers$"
pge_msg      db      13,10,"The processor supports Page Global"
              db      " Enable$"
mca_msg      db      13,10,"The processor supports Machine"
              db      " Check Architecture$"
cmov_msg     db      13,10,"The processor supports Conditional"
              db      " Move Instruction$"
pat_msg      db      13,10,"The processor supports Page Attribute"
              db      " Table$"
pse36_msg    db      13,10,"The processor supports 36-bit Page"
              db      " Size Extension$"
psnum_msg    db      13,10,"The processor supports the"
              db      " processor serial number$"
clflush_msg  db      13,10,"The processor supports the"
              db      " CLFLUSH instruction$"
dts_msg      db      13,10,"The processor supports the"
              db      " Debug Trace Store feature$"
acpi_msg     db      13,10,"The processor supports the"
              db      " ACPI registers in MSR space$"
mmx_msg      db      13,10,"The processor supports Intel Architecture"
              db      " MMX(TM) Technology$"
fxsr_msg     db      13,10,"The processor supports Fast floating point"
              db      " save and restore$"
sse_msg      db      13,10,"The processor supports the Streaming"
              db      " SIMD extensions$"
sse2_msg     db      13,10,"The processor supports the Streaming"
              db      " SIMD extensions 2 instructions$"
ss_msg       db      13,10,"The processor supports Self-Snoop$"
htt_msg      db      13,10,"The processor supports Hyper-Threading Technology$"
tm_msg       db      13,10,"The processor supports the"
              db      " Thermal Monitor$"

not_intel    db      "t least an 80486 processor."
              db      13,10,"It does not contain a Genuine"
              db      "Intel part and as a result,"
              db      "the",13,10,"CPUID"
              db      " detection information cannot be"
              db      " determined at this time.$"

```

```

ASC_MSG      MACRO msg
              LOCAL ascii_done          ; local label
              add     al, 30h
              cmp     al, 39h           ; is it 0-9?
              jle    ascii_done
              add     al, 07h
ascii_done:
              mov     byte ptr msg[20], al
              mov     dx, offset msg
              mov     ah, 9h
              int     21h

```

ENDM

```

.code
.8086

print    proc

;      This procedure prints the appropriate cpuid string and
;      numeric processor presence status.  If the CPUID instruction
;      was used, this procedure prints out the CPUID info.
;      All registers are used by this procedure, none are
;      preserved.

        mov     dx, offset id_msg           ; print initial message
        mov     ah, 9h
        int     21h

        cmp     _cpuid_flag, 1             ; if set to 1, processor
;                                           ; supports CPUID instruction
        je      print_cpuid_data          ; print detailed CPUID info

print_86:
        cmp     _cpu_type, 0
        jne     print_286
        mov     dx, offset cp_8086
        mov     ah, 9h
        int     21h
        cmp     _fpu_type, 0
        je      end_print
        mov     dx, offset fp_8087
        mov     ah, 9h
        int     21h
        jmp     end_print

print_286:
        cmp     _cpu_type, 2
        jne     print_386
        mov     dx, offset cp_286
        mov     ah, 9h
        int     21h
        cmp     _fpu_type, 0
        je      end_print

print_287:
        mov     dx, offset fp_287
        mov     ah, 9h
        int     21h
        jmp     end_print

print_386:
        cmp     _cpu_type, 3
        jne     print_486
        mov     dx, offset cp_386
        mov     ah, 9h
        int     21h
        cmp     _fpu_type, 0
        je      end_print
        cmp     _fpu_type, 2
        je      print_287
        mov     dx, offset fp_387
        mov     ah, 9h
        int     21h

```



```

        jmp     end_print

print_486:
    cmp     _cpu_type, 4
    jne     print_unknown      ; Intel processors will have
    mov     dx, offset cp_486sx ; CPUID instruction
    cmp     _fpu_type, 0
    je     print_486sx
    mov     dx, offset cp_486

print_486sx:
    mov     ah, 9h
    int     21h
    jmp     end_print

print_unknown:
    mov     dx, offset cp_error
    jmp     print_486sx

print_cpuid_data:
.486
    cmp     _intel_CPU, 1      ; check for genuine Intel
    jne     not_GenuineIntel   ; processor

    mov     di, offset _brand_string ; brand string supported?
    cmp     byte ptr [di], 0
    je     print_brand_id

    mov     cx, 47              ; max brand string length

skip_spaces:
    cmp     byte ptr [di], ' ' ; skip leading space chars
    jne     print_brand_string

    inc     di
    loop   skip_spaces

print_brand_string:
    cmp     cx, 0              ; Nothing to print
    je     print_brand_id
    cmp     byte ptr [di], 0
    je     print_brand_id

print_brand_char:
    mov     dl, [di]           ; print upto the max chars
    mov     ah, 2
    int     21h

    inc     di
    cmp     byte ptr [di], 0
    je     print_family
    loop   print_brand_char
    jmp    print_family

print_brand_id:
    cmp     _cpu_type, 6
    jb     print_486_type
    ja     print_pentiumiiiintel_type

    mov     eax, dword ptr _cpu_signature
    shr     eax, 4

```

```

        and    al, 0fh
        cmp    al, 8
        jae    print_pentiumiii_model8_type

print_486_type:
        cmp    _cpu_type, 4           ; if 4, print 80486 processor
        jne    print_pentium_type
        mov    eax, dword ptr _cpu_signature
        shr    eax, 4
        and    eax, 0fh               ; isolate model
        mov    dx, intel_486_0[eax*2]
        jmp    print_common

print_pentium_type:
        cmp    _cpu_type, 5           ; if 5, print Pentium processor
        jne    print_pentiumpro_type
        mov    dx, offset pentium_msg
        jmp    print_common

print_pentiumpro_type:
        cmp    _cpu_type, 6           ; if 6 & model 1, print Pentium
                                       ; Pro processor

        jne    print_unknown_type
        mov    eax, dword ptr _cpu_signature
        shr    eax, 4
        and    eax, 0fh               ; isolate model
        cmp    eax, 3
        jge    print_pentiumii_model3_type
        cmp    eax, 1
        jne    print_unknown_type    ; incorrect model number = 2
        mov    dx, offset pentiumpro_msg
        jmp    print_common

print_pentiumii_model3_type:
        cmp    eax, 3                 ; if 6 & model 3, print Pentium
                                       ; II processor, model 3

        jne    print_pentiumii_model5_type
        mov    dx, offset pentiumii_model3_msg
        jmp    print_common

print_pentiumii_model5_type:
        cmp    eax, 5                 ; if 6 & model 5, either Pentium
                                       ; II processor, model 5, Pentium II
                                       ; Xeon processor or Intel Celeron
                                       ; processor, model 5

        je     celeron_xeon_detect

        cmp    eax, 7                 ; If model 7 check cache descriptors
                                       ; to determine Pentium III or Pentium III Xeon

        jne    print_celeron_model6_type
celeron_xeon_detect:

; Is it Pentium II processor, model 5, Pentium II Xeon processor, Intel Celeron processor,
; Pentium III processor or Pentium III Xeon processor.

        mov    eax, dword ptr _cache_eax
        rol    eax, 8
        mov    cx, 3

celeron_detect_eax:
        cmp    al, 40h                ; Is it no L2

```



```

    je    print_celeron_type
    cmp   al, 44h                ; Is L2 >= 1M
    jae   print_pentiumiixeon_type

    rol   eax, 8
    loop  celeron_detect_eax

    mov   eax, dword ptr _cache_ebx
    mov   cx, 4

celeron_detect_ebx:
    cmp   al, 40h                ; Is it no L2
    je    print_celeron_type
    cmp   al, 44h                ; Is L2 >= 1M
    jae   print_pentiumiixeon_type

    rol   eax, 8
    loop  celeron_detect_ebx

    mov   eax, dword ptr _cache_ecx
    mov   cx, 4

celeron_detect_ecx:
    cmp   al, 40h                ; Is it no L2
    je    print_celeron_type
    cmp   al, 44h                ; Is L2 >= 1M
    jae   print_pentiumiixeon_type

    rol   eax, 8
    loop  celeron_detect_ecx

    mov   eax, dword ptr _cache_edx
    mov   cx, 4

celeron_detect_edx:
    cmp   al, 40h                ; Is it no L2
    je    print_celeron_type
    cmp   al, 44h                ; Is L2 >= 1M
    jae   print_pentiumiixeon_type

    rol   eax, 8
    loop  celeron_detect_edx

    mov   dx, offset pentiumiixeon_m5_msg
    mov   eax, dword ptr _cpu_signature
    shr   eax, 4
    and   eax, 0fh                ; isolate model
    cmp   eax, 5
    je    print_common
    mov   dx, offset pentiumiii_msg
    jmp   print_common

print_celeron_type:
    mov   dx, offset celeron_msg
    jmp   print_common

print_pentiumiixeon_type:
    mov   dx, offset pentiumiixeon_msg
    mov   ax, word ptr _cpu_signature
    shr   ax, 4
    and   eax, 0fh                ; isolate model

```

```

    cmp     eax, 5
    je     print_common
    mov     dx, offset pentiumiiiixon_msg
    jmp    print_common

print_celeronmodel6_type:
    cmp     eax, 6                ; if 6 & model 6, print Intel Celeron
                                   ; processor, model 6
    jne    print_pentiumiiiimodel8_type
    mov     dx, offset celeronmodel6_msg
    jmp    print_common

print_pentiumiiiimodel8_type:
    cmp     eax, 8                ; Pentium III processor, model 8, or
                                   ; Pentium III Xeon processor, model 8
    jb     print_unknown_type

    mov     eax, dword ptr _features_ebx
    cmp     al, 0                ; Is brand_id supported?
    je     print_unknown_type

    mov     di, offset brand_table ; Setup pointer to brand_id table
    mov     cx, brand_table_size  ; Get maximum entry count

next_brand:
    cmp     al, byte ptr [di]     ; Is this the brand reported by the processor
    je     brand_found

    add     di, sizeof brand_entry ; Point to next Brand Defined
    loop   next_brand           ; Check next brand if the table is not exhausted
    jmp    print_unknown_type

brand_found:
    mov     eax, dword ptr _cpu_signature
    cmp     eax, 06B1h           ; Check for Pentium III, model B, stepping 1
    jne    not_b1_celeron

    mov     dx, offset celeron_brand ; Assume this is a the special case (see Table 10)
    cmp     byte ptr [di], 3      ; Is this a B1 Celeron?
    je     print_common

not_b1_celeron:
    cmp     eax, 0F13h
    jae    not_xeon_mp

    mov     dx, offset xeon_mp_brand ; Early "Intel(R) Xeon(TM) processor MP"?
    cmp     byte ptr [di], 0Bh
    je     print_common

    mov     dx, offset xeon_brand ; Early "Intel(R) Xeon(TM) processor"?
    cmp     byte ptr [di], 0Eh
    je     print_common

not_xeon_mp:
    mov     dx, word ptr [di+1]    ; Load DX with the offset of the brand string
    jmp    print_common

print_unknown_type:
    mov     dx, offset unknown_msg ; if neither, print unknown

print_common:
    mov     ah, 9h

```

```

        int         21h

; print family, model, and stepping
print_family:
        mov     al, _cpu_type
        ASC_MSG     family_msg     ; print family msg

        mov     eax, dword ptr _cpu_signature
        and     ah, 0fh             ; Check for Extended Family
        cmp     ah, 0fh
        jne     print_model
        mov     dx, offset ext_fam_msg
        mov     ah, 9h
        int     21h
        shr     eax, 20
        mov     ah, al             ; Copy extended family into ah
        shr     al, 4
        and     ax, 0f0fh
        add     ah, '0'           ; Convert upper nibble to ascii
        add     al, '0'           ; Convert lower nibble to ascii
        push    ax
        mov     dl, al
        mov     ah, 2
        int     21h             ; print upper nibble of ext family
        pop     ax
        mov     dl, ah
        mov     ah, 2
        int     21h             ; print lower nibble of ext family

print_model:
        mov     eax, dword ptr _cpu_signature
        shr     ax, 4
        and     al, 0fh
        ASC_MSG     model_msg     ; print model msg

        mov     eax, dword ptr _cpu_signature
        and     al, 0f0h         ; Check for Extended Model
        cmp     ah, 0f0h
        jne     print_stepping
        mov     dx, offset ext_mod_msg
        mov     ah, 9h
        int     21h
        shr     eax, 16
        and     al, 0fh
        add     al, '0'           ; Convert extended model to ascii
        mov     dl, al
        mov     ah, 2
        int     21h             ; print lower nibble of ext family

print_stepping:
        mov     eax, dword ptr _cpu_signature
        and     al, 0fh
        ASC_MSG     stepping_msg  ; print stepping msg

print_upgrade:
        mov     eax, dword ptr _cpu_signature
        test    ax, 1000h        ; check for turbo upgrade
        jz     check_dp
        mov     dx, offset turbo_msg
        mov     ah, 9h
        int     21h

```

```

        jmp     print_features

check_dp:
    test    ax, 2000h                ; check for dual processor
    jz     print_features
    mov     dx, offset dp_msg
    mov     ah, 9h
    int     21h

print_features:
    mov     eax, dword ptr _features_edx
    and     eax, FPU_FLAG            ; check for FPU
    jz     check_VME
    mov     dx, offset fpu_msg
    mov     ah, 9h
    int     21h

check_VME:
    mov     eax, dword ptr _features_edx
    and     eax, VME_FLAG           ; check for VME
    jz     check_DE
    mov     dx, offset vme_msg
    mov     ah, 9h
    int     21h

check_DE:
    mov     eax, dword ptr _features_edx
    and     eax, DE_FLAG            ; check for DE
    jz     check_PSE
    mov     dx, offset de_msg
    mov     ah, 9h
    int     21h

check_PSE:
    mov     eax, dword ptr _features_edx
    and     eax, PSE_FLAG          ; check for PSE
    jz     check_TSC
    mov     dx, offset pse_msg
    mov     ah, 9h
    int     21h

check_TSC:
    mov     eax, dword ptr _features_edx
    and     eax, TSC_FLAG          ; check for TSC
    jz     check_MSR
    mov     dx, offset tsc_msg
    mov     ah, 9h
    int     21h

check_MSR:
    mov     eax, dword ptr _features_edx
    and     eax, MSR_FLAG          ; check for MSR
    jz     check_PAE
    mov     dx, offset msr_msg
    mov     ah, 9h
    int     21h

check_PAE:
    mov     eax, dword ptr _features_edx
    and     eax, PAE_FLAG          ; check for PAE
    jz     check_MCE

```




```

        mov     dx, offset pae_msg
        mov     ah, 9h
        int     21h

check_MCE:
        mov     eax, dword ptr _features_edx
        and     eax, MCE_FLAG           ; check for MCE
        jz     check_CX8
        mov     dx, offset mce_msg
        mov     ah, 9h
        int     21h

check_CX8:
        mov     eax, dword ptr _features_edx
        and     eax, CX8_FLAG           ; check for CMPXCHG8B
        jz     check_APIC
        mov     dx, offset cx8_msg
        mov     ah, 9h
        int     21h

check_APIC:
        mov     eax, dword ptr _features_edx
        and     eax, APIC_FLAG          ; check for APIC
        jz     check_SEP
        mov     dx, offset apic_msg
        mov     ah, 9h
        int     21h

check_SEP:
        mov     eax, dword ptr _features_edx
        and     eax, SEP_FLAG           ; Check for Fast System Call
        jz     check_MTRR

        cmp     _cpu_type, 6             ; Determine if Fast System
        jne     print_sep                ; Calls are supported.

        mov     eax, dword ptr _cpu_signature
        cmp     al, 33h
        jb     print_no_sep

print_sep:
        mov     dx, offset sep_msg
        mov     ah, 9h
        int     21h
        jmp     check_MTRR

print_no_sep:
        mov     dx, offset no_sep_msg
        mov     ah, 9h
        int     21h

check_MTRR:
        mov     eax, dword ptr _features_edx
        and     eax, MTRR_FLAG          ; check for MTRR
        jz     check_PGE
        mov     dx, offset mtrr_msg
        mov     ah, 9h
        int     21h

check_PGE:
        mov     eax, dword ptr _features_edx

```

```

    and     eax, PGE_FLAG           ; check for PGE
    jz      check_MCA
    mov     dx, offset pge_msg
    mov     ah, 9h
    int     21h

check_MCA:
    mov     eax, dword ptr _features_edx
    and     eax, MCA_FLAG           ; check for MCA
    jz      check_CMOV
    mov     dx, offset mca_msg
    mov     ah, 9h
    int     21h

check_CMOV:
    mov     eax, dword ptr _features_edx
    and     eax, CMOV_FLAG          ; check for CMOV
    jz      check_PAT
    mov     dx, offset cmov_msg
    mov     ah, 9h
    int     21h

check_PAT:
    mov     eax, dword ptr _features_edx
    and     eax, PAT_FLAG
    jz      check_PSE36
    mov     dx, offset pat_msg
    mov     ah, 9h
    int     21h

check_PSE36:
    mov     eax, dword ptr _features_edx
    and     eax, PSE36_FLAG
    jz      check_PSNUM
    mov     dx, offset pse36_msg
    mov     ah, 9h
    int     21h

check_PSNUM:
    mov     eax, dword ptr _features_edx
    and     eax, PSNUM_FLAG         ; check for processor serial number
    jz      check_CLFLUSH
    mov     dx, offset psnum_msg
    mov     ah, 9h
    int     21h

check_CLFLUSH:
    mov     eax, dword ptr _features_edx
    and     eax, CLFLUSH_FLAG       ; check for Cache Line Flush
    jz      check_DTS
    mov     dx, offset clflush_msg
    mov     ah, 9h
    int     21h

check_DTS:
    mov     eax, dword ptr _features_edx
    and     eax, DTS_FLAG           ; check for Debug Trace Store
    jz      check ACPI
    mov     dx, offset dts_msg
    mov     ah, 9h
    int     21h

```



```

check ACPI:
    mov     eax, dword ptr _features_edx
    and     eax, ACPI_FLAG           ; check for processor serial number
    jz     check_MMX
    mov     dx, offset acpi_msg
    mov     ah, 9h
    int     21h

check_MMX:
    mov     eax, dword ptr _features_edx
    and     eax, MMX_FLAG           ; check for MMX technology
    jz     check_FXSR
    mov     dx, offset mmx_msg
    mov     ah, 9h
    int     21h

check_FXSR:
    mov     eax, dword ptr _features_edx
    and     eax, FXSR_FLAG         ; check for FXSR
    jz     check_SSE
    mov     dx, offset fxsr_msg
    mov     ah, 9h
    int     21h

check_SSE:
    mov     eax, dword ptr _features_edx
    and     eax, SSE_FLAG         ; check for Streaming SIMD
    jz     check_SSE2             ; Extensions
    mov     dx, offset sse_msg
    mov     ah, 9h
    int     21h

check_SSE2:
    mov     eax, dword ptr _features_edx
    and     eax, SSE2_FLAG        ; check for Streaming SIMD
    jz     check_SS               ; Extensions 2
    mov     dx, offset sse2_msg
    mov     ah, 9h
    int     21h

check_SS:
    mov     eax, dword ptr _features_edx
    and     eax, SS_FLAG          ; check for Self Snoop
    jz     check_HTT
    mov     dx, offset ss_msg
    mov     ah, 9h
    int     21h

check_HTT:
    mov     eax, dword ptr _features_edx
    and     eax, HTT_FLAG         ; check for Hyper-Thread Technology
    jz     check_TM

    mov     eax, dword ptr _features_ebx
    bswap   eax                   ; Put Logical processor count in reg AH
    cmp     ah, 1                 ; Logical processor count > 1?
    je     check_TM

    mov     dx, offset htt_msg     ; Supports HTT
    mov     ah, 9h

```

```
        int      21h

check_TM:
    mov     eax, dword ptr _features_edx
    and    eax, TM_FLAG          ; check for Thermal Monitor
    jz     end_print
    mov    dx, offset tm_msg
    mov    ah, 9h
    int    21h

    jmp    end_print

not_GenuineIntel:
    mov    dx, offset not_intel
    mov    ah, 9h
    int    21h

end_print:
    mov    dx, offset cr_lf
    mov    ah, 9h
    int    21h
    ret
print    endp

    end start
```



Example 3. Processor Identification Procedure in the C Language

```

/* FILENAME: CPUID3.C */
/* Copyright (c) Intel Corporation 1994-2002 */
/*
/* This program has been developed by Intel Corporation. Intel has
/* various intellectual property rights which it may assert under
/* certain circumstances, such as if another manufacturer's
/* processor mis-identifies itself as being "GenuineIntel" when
/* the CPUID instruction is executed.
/*
/* Intel specifically disclaims all warranties, express or implied,
/* and all liability, including consequential and other indirect
/* damages, for the use of this program, including liability for
/* infringement of any proprietary rights, and including the
/* warranties of merchantability and fitness for a particular
/* purpose. Intel does not assume any responsibility for any
/* errors which may appear in this program nor any responsibility
/* to update it.
/*
/*
/* This program contains three parts:
/* Part 1: Identifies CPU type in the variable _cpu_type:
/*
/* Part 2: Identifies FPU type in the variable _fpu_type:
/*
/* Part 3: Prints out the appropriate message.
/*
/* This program has been tested with the Microsoft Developer Studio.
/* If this code is compiled with no options specified and linked
/* with the cpuid3a module, it correctly identifies the current
/* Intel 8086/8088, 80286, 80386, 80486, Pentium(R), Pentium(R) Pro,
/* Pentium(R) II, Pentium(R) II Xeon(TM), Pentium(R) II OverDrive(R),
/* Intel(R) Celeron(R), Pentium(R) III processors, Pentium(R) III Xeon(TM)
/* processors, Pentium(R) 4 processors and Intel(R) Xeon(TM) processors
*/

#define FPU_FLAG      0x0001
#define VME_FLAG     0x0002
#define DE_FLAG      0x0004
#define PSE_FLAG     0x0008
#define TSC_FLAG     0x0010
#define MSR_FLAG     0x0020
#define PAE_FLAG     0x0040
#define MCE_FLAG     0x0080
#define CX8_FLAG     0x0100
#define APIC_FLAG    0x0200
#define SEP_FLAG     0x0800
#define MTRR_FLAG    0x1000
#define PGE_FLAG     0x2000
#define MCA_FLAG     0x4000
#define CMOV_FLAG    0x8000
#define PAT_FLAG     0x10000
#define PSE36_FLAG   0x20000
#define PSNUM_FLAG   0x40000
#define CLFLUSH_FLAG 0x80000
#define DTS_FLAG     0x200000
#define ACPI_FLAG    0x400000
#define MMX_FLAG     0x800000
#define FXSR_FLAG    0x1000000
#define SSE_FLAG     0x2000000

```

```
#define SSE2_FLAG      0x4000000
#define SS_FLAG       0x8000000
#define HTT_FLAG      0x10000000
#define TM_FLAG       0x20000000
```

```
extern char cpu_type;
extern char fpu_type;
extern char cpuid_flag;
extern char intel_CPU;
extern char vendor_id[12];
extern long cpu_signature;
extern long features_ecx;
extern long features_edx;
extern long features_ebx;
extern long cache_eax;
extern long cache_ebx;
extern long cache_ecx;
extern long cache_edx;
extern char brand_string[48];
extern int  brand_id;
```

```
long cache_temp;
long celeron_flag;
long pentiumxeon_flag;
```

```
struct brand_entry {
    long    brand_value;
    char    *brand_string;
};
```

```
#define brand_table_size 13
```

```
struct brand_entry brand_table[brand_table_size] = {
    0x01, " Genuine Intel(R) Celeron(R) processor",
    0x02, " Genuine Intel(R) Pentium(R) III processor",
    0x03, " Genuine Intel(R) Pentium(R) III Xeon(TM) processor",
    0x04, " Genuine Intel(R) Pentium(R) III processor",
    0x06, " Genuine Mobile Intel(R) Pentium(R) III Processor-M",
    0x07, " Genuine Mobile Intel(R) Celeron(R) processor",
    0x08, " Genuine Intel(R) Pentium(R) 4 processor",
    0x09, " Genuine Intel(R) Pentium(R) 4 processor",
    0x0A, " Genuine Intel(R) Celeron(R) processor",
    0x0B, " Genuine Intel(R) Xeon(TM) processor",
    0x0C, " Genuine Intel(R) Xeon(TM) processor MP",
    0x0E, " Genuine Mobile Intel(R) Pentium(R) 4 processor",
    0x0F, " Genuine Mobile Intel(R) Celeron(R) processor"
```

```
};
```

```
int main() {
    get_cpu_type();
    get_fpu_type();
    print();
    return(0);
}
```

```
int print() {
    int    brand_index = 0;
```



```

printf("This system has a");
if (cpuid_flag == 0) {
    switch (cpu_type) {
    case 0:
        printf("n 8086/8088 processor");
        if (fpu_type) printf(" and an 8087 math coprocessor");
        break;
    case 2:
        printf("n 80286 processor");
        if (fpu_type) printf(" and an 80287 math coprocessor");
        break;
    case 3:
        printf("n 80386 processor");
        if (fpu_type == 2)
            printf(" and an 80287 math coprocessor");
        else if (fpu_type)
            printf(" and an 80387 math coprocessor");
        break;
    case 4:
        if (fpu_type)
            printf("n 80486DX, 80486DX2 processor or 80487SX math coprocessor");
        else
            printf("n 80486SX processor");
        break;
    default:
        printf("n unknown processor");
    }
}
else {
/* using cpuid instruction */
    if (intel_CPU) {
        if (brand_string[0]) {
            brand_index = 0;
            while ((brand_string[brand_index] == ' ') && (brand_index < 48))
                brand_index++;
            if (brand_index != 48)
                printf(" %s", &brand_string[brand_index]);
        }
        else if (cpu_type == 4) {
            switch ((cpu_signature >> 4) & 0xf) {
            case 0:
            case 1:
                printf(" Genuine Intel486(TM) DX processor");
                break;
            case 2:
                printf(" Genuine Intel486(TM) SX processor");
                break;
            case 3:
                printf(" Genuine IntelDX2(TM) processor");
                break;
            case 4:
                printf(" Genuine Intel486(TM) processor");
                break;
            case 5:
                printf(" Genuine IntelSX2(TM) processor");
                break;
            case 7:
                printf(" Genuine Write-Back Enhanced \
                    IntelDX2(TM) processor");
                break;
            case 8:

```

```

        printf(" Genuine IntelDX4(TM) processor");
        break;
    default:
        printf(" Genuine Intel486(TM) processor");
    }
}
else if (cpu_type == 5)
    printf(" Genuine Intel Pentium(R) processor");
else if ((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 1))
    printf(" Genuine Intel Pentium(R) Pro processor");
else if ((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 3))
    printf(" Genuine Intel Pentium(R) II processor, model 3");
else if (((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 5)) ||
        ((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 7)))
{
    celeron_flag = 0;
    pentiumxeon_flag = 0;
    cache_temp = cache_eax & 0xFF000000;
    if (cache_temp == 0x40000000)
        celeron_flag = 1;
    if ((cache_temp >= 0x44000000) && (cache_temp <= 0x45000000))
        pentiumxeon_flag = 1;

    cache_temp = cache_eax & 0xFF0000;
    if (cache_temp == 0x400000)
        celeron_flag = 1;
    if ((cache_temp >= 0x440000) && (cache_temp <= 0x450000))
        pentiumxeon_flag = 1;

    cache_temp = cache_eax & 0xFF00;
    if (cache_temp == 0x4000)
        celeron_flag = 1;
    if ((cache_temp >= 0x4400) && (cache_temp <= 0x4500))
        pentiumxeon_flag = 1;

    cache_temp = cache_ebx & 0xFF000000;
    if (cache_temp == 0x40000000)
        celeron_flag = 1;
    if ((cache_temp >= 0x44000000) && (cache_temp <= 0x45000000))
        pentiumxeon_flag = 1;

    cache_temp = cache_ebx & 0xFF0000;
    if (cache_temp == 0x400000)
        celeron_flag = 1;
    if ((cache_temp >= 0x440000) && (cache_temp <= 0x450000))
        pentiumxeon_flag = 1;

    cache_temp = cache_ebx & 0xFF00;
    if (cache_temp == 0x4000)
        celeron_flag = 1;
    if ((cache_temp >= 0x4400) && (cache_temp <= 0x4500))
        pentiumxeon_flag = 1;

    cache_temp = cache_ebx & 0xFF;
    if (cache_temp == 0x40)
        celeron_flag = 1;
    if ((cache_temp >= 0x44) && (cache_temp <= 0x45))
        pentiumxeon_flag = 1;

    cache_temp = cache_ecx & 0xFF000000;
    if (cache_temp == 0x40000000)

```




```

        celeron_flag = 1;
    if ((cache_temp >= 0x44000000) && (cache_temp <= 0x45000000))
        pentiumxeon_flag = 1;

    cache_temp = cache_ecx & 0xFF0000;
    if (cache_temp == 0x400000)
        celeron_flag = 1;
    if ((cache_temp >= 0x440000) && (cache_temp <= 0x450000))
        pentiumxeon_flag = 1;

    cache_temp = cache_ecx & 0xFF00;
    if (cache_temp == 0x4000)
        celeron_flag = 1;
    if ((cache_temp >= 0x4400) && (cache_temp <= 0x4500))
        pentiumxeon_flag = 1;

    cache_temp = cache_ecx & 0xFF;
    if (cache_temp == 0x40)
        celeron_flag = 1;
    if ((cache_temp >= 0x44) && (cache_temp <= 0x45))
        pentiumxeon_flag = 1;

    cache_temp = cache_edx & 0xFF000000;
    if (cache_temp == 0x40000000)
        celeron_flag = 1;
    if ((cache_temp >= 0x44000000) && (cache_temp <= 0x45000000))
        pentiumxeon_flag = 1;

    cache_temp = cache_edx & 0xFF0000;
    if (cache_temp == 0x400000)
        celeron_flag = 1;
    if ((cache_temp >= 0x440000) && (cache_temp <= 0x450000))
        pentiumxeon_flag = 1;

    cache_temp = cache_edx & 0xFF00;
    if (cache_temp == 0x4000)
        celeron_flag = 1;
    if ((cache_temp >= 0x4400) && (cache_temp <= 0x4500))
        pentiumxeon_flag = 1;

    cache_temp = cache_edx & 0xFF;
    if (cache_temp == 0x40)
        celeron_flag = 1;
    if ((cache_temp >= 0x44) && (cache_temp <= 0x45))
        pentiumxeon_flag = 1;

    if (celeron_flag == 1)
        printf(" Genuine Intel Celeron(R) processor, model 5");
    else
    {
        if (pentiumxeon_flag == 1) {
            if (((cpu_signature >> 4) & 0x0f) == 5)
                printf(" Genuine Intel Pentium(R) II Xeon(TM)
processor");
            else
                printf(" Genuine Intel Pentium(R) III Xeon(TM)
processor,");
            printf(" model 7");
        }
        else {
            if (((cpu_signature >> 4) & 0x0f) == 5) {

```

```

        printf(" Genuine Intel Pentium(R) II processor, model 5 ");
        printf("or Intel Pentium(R) II Xeon(TM) processor");
    }
    else {
        printf(" Genuine Intel Pentium(R) III processor, model 7");
        printf(" or Intel Pentium(R) III Xeon(TM) processor,");
        printf(" model 7");
    }
}
}
}
else if ((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 6))
    printf(" Genuine Intel Celeron(R) processor, model 6");
else if ((features_ebx & 0xff) != 0) {
    while ((brand_index < brand_table_size) &&
           ((features_ebx & 0xff) != brand_table[brand_index].brand_value))
        brand_index++;
    if (brand_index < brand_table_size) {
        if ((cpu_signature == 0x6B1) &&
            (brand_table[brand_index].brand_value == 0x3))
            printf(" Genuine Intel(R) Celeron(R) processor");
        else if ((cpu_signature < 0xF13) &&
                 (brand_table[brand_index].brand_value == 0x0B))
            printf(" Genuine Intel(R) Xeon(TM) processor MP");
        else if ((cpu_signature < 0xF13) &&
                 (brand_table[brand_index].brand_value == 0x0E))
            printf(" Genuine Intel(R) Xeon(TM) processor");
        else
            printf("%s", brand_table[brand_index].brand_string);
    }
    else
        printf("\n unknown Genuine Intel processor");
}
else
    printf("\n unknown Genuine Intel processor");
printf("\nProcessor Family: %X", cpu_type);
if (cpu_type == 0xf)
    printf("\n Extended Family: %x", (cpu_signature >> 20) & 0xff);
printf("\nModel:      %X", (cpu_signature >> 4) & 0xf);
if (((cpu_signature >> 4) & 0xf) == 0xf)
    printf("\n Extended Model: %x", (cpu_signature >> 16) & 0xf);
printf("\nStepping:    %X\n", cpu_signature & 0xf);
if (cpu_signature & 0x1000)
    printf("\nThe processor is an OverDrive(R) processor");
else if (cpu_signature & 0x2000)
    printf("\nThe processor is the upgrade processor in a dual processor system");
if (features_edx & FPU_FLAG)
    printf("\nThe processor contains an on-chip FPU");
if (features_edx & VME_FLAG)
    printf("\nThe processor supports Virtual Mode Extensions");
if (features_edx & DE_FLAG)
    printf("\nThe processor supports the Debugging Extensions");
if (features_edx & PSE_FLAG)
    printf("\nThe processor supports Page Size Extensions");
if (features_edx & TSC_FLAG)
    printf("\nThe processor supports Time Stamp Counter");
if (features_edx & MSR_FLAG)
    printf("\nThe processor supports Model Specific Registers");
if (features_edx & PAE_FLAG)
    printf("\nThe processor supports Physical Address Extension");
if (features_edx & MCE_FLAG)

```

```

        printf("\nThe processor supports Machine Check Exceptions");
    if (features_edx & CX8_FLAG)
        printf("\nThe processor supports the CMPXCHG8B instruction");
    if (features_edx & APIC_FLAG)
        printf("\nThe processor contains an on-chip APIC");
    if (features_edx & SEP_FLAG) {
        if ((cpu_type == 6) && ((cpu_signature & 0xff) < 0x33))
            printf("\nThe processor does not support the Fast System Call");
        else
            printf("\nThe processor supports the Fast System Call");
    }
    if (features_edx & MTRR_FLAG)
        printf("\nThe processor supports the Memory Type Range Registers");
    if (features_edx & PGE_FLAG)
        printf("\nThe processor supports Page Global Enable");
    if (features_edx & MCA_FLAG)
        printf("\nThe processor supports the Machine Check Architecture");
    if (features_edx & CMOV_FLAG)
        printf("\nThe processor supports the Conditional Move Instruction");
    if (features_edx & PAT_FLAG)
        printf("\nThe processor supports the Page Attribute Table");
    if (features_edx & PSE36_FLAG)
        printf("\nThe processor supports 36-bit Page Size Extension");
    if (features_edx & PSNUM_FLAG)
        printf("\nThe processor supports the processor serial number");
    if (features_edx & CLFLUSH_FLAG)
        printf("\nThe processor supports the CLFLUSH instruction");
    if (features_edx & DTS_FLAG)
        printf("\nThe processor supports the Debug Trace Store feature");
    if (features_edx & ACPI_FLAG)
        printf("\nThe processor supports ACPI registers in MSR space");
    if (features_edx & MMX_FLAG)
        printf("\nThe processor supports Intel Architecture MMX(TM) technology");
    if (features_edx & FXSR_FLAG)
        printf("\nThe processor supports the Fast floating point save and restore");
    if (features_edx & SSE_FLAG)
        printf("\nThe processor supports the Streaming SIMD extensions to the Intel
Architecture");
    if (features_edx & SSE2_FLAG)
        printf("\nThe processor supports the Streaming SIMD extensions 2 instructions");
    if (features_edx & SS_FLAG)
        printf("\nThe processor supports Self-Snoop");
    if ((features_edx & HTT_FLAG) &&
        (((features_ebx >> 16) & 0x0FF) > 1))
        printf("\nThe processor supports Hyper-Threading Technology");
    if (features_edx & TM_FLAG)
        printf("\nThe processor supports the Thermal Monitor");
    }
    else {
        printf("t least an 80486 processor. ");
        printf("\nIt does not contain a Genuine Intel part and as a result, the ");
        printf("\nCUID detection information cannot be determined at this time.");
    }
    }
    printf("\n");
    return(0);
}

```

Example 4. Instruction Extension Detection Using Exception Handlers

```
// FILENAME: FEATURES.CPP
// Copyright (c) Intel Corporation 2000-2002
//
// This program has been developed by Intel Corporation. Intel has
// various intellectual property rights which it may assert under
// certain circumstances, such as if another manufacturer's
// processor mis-identifies itself as being "GenuineIntel" when
// the CPUID instruction is executed.
//
// Intel specifically disclaims all warranties, express or implied,
// and all liability, including consequential and other indirect
// damages, for the use of this program, including liability for
// infringement of any proprietary rights, and including the
// warranties of merchantability and fitness for a particular
// purpose. Intel does not assume any responsibility for any
// errors which may appear in this program nor any responsibility
// to update it.
//
#include "stdio.h"
#include "string.h"
#include "excpt.h"

// The follow code sample demonstrate using exception handlers to identify available IA-32 features,
// The sample code Identifies IA-32 features such as support for Streaming SIMD Extensions 2
// (SSE2), support for Streaming SIMD Extensions (SSE), support for MMX (TM) instructions.
// This technique can be used safely to determined IA-32 features and provide
// forward compatibility to run optimally on future IA-32 processors.
// Please note that the technique of trapping invalid opcodes is not suitable
// for identifying the processor family and model.

int main(int argc, char* argv[])
{
    char sSupportSSE2[80]="Don't know";
    char sSupportSSE[80]="Don't know";
    char sSupportMMX[80]="Don't know";

    // To identify whether SSE2, SSE, or MMX instructions are supported on an x86 compatible
    // processor in a fashion that will be compatible to future IA-32 processors,
    // The following tests are performed in sequence: (This sample code will assume cpuid
    // instruction is supported by the target processor.)
    // 1. Test whether target processor is a Genuine Intel processor, if yes
    // 2. Test if executing an SSE2 instruction would cause an exception, if no exception occurs,
    // SSE2 is supported; if exception occurs,
    // 3. Test if executing an SSE instruction would cause an exception, if no exception occurs,
    // SSE is supported; if exception occurs,
    // 4. Test if executing an MMX instruction would cause an exception, if no exception occurs,
    // MMX instruction is supported,
    // if exception occurs, MMX instruction is not supported by this processor.

    // For clarity, the following stub function "IsGenuineIntelProcessor()" is not shown in this example,
    // The function "IsGenuineIntelProcessor()" can be adapted from the sample code implementation of
    // the assembly procedure "_get_cpu_type". The purpose of this stub function is to examine
    // whether the Vendor ID string, which is returned when executing
    // cpuid instruction with EAX = 0, indicates the processor is a genuine Intel processor.

    if (IsGenuineIntelProcessor())
    {
        // First, execute an SSE2 instruction to see whether an exception occurs
    }
}
```

```

__try
{
    __asm {
        paddq xmm1, xmm2           // this is an instruction available in SSE2
    }
    strcpy(&sSupportSSE2[0], "Yes"); // No exception executing an SSE2 instruction
}

__except( EXCEPTION_EXECUTE_HANDLER ) // SSE2 exception handler
{
    // exception occurred when executing an SSE2 instruction
    strcpy(&sSupportSSE2[0], "No");
}

// Second, execute an SSE instruction to see whether an exception occurs

__try
{
    __asm {
        orps xmm1, xmm2           // this is an instruction available in SSE
    }
    strcpy(&sSupportSSE[0], "Yes"); // no exception executing an SSE instruction
}

__except( EXCEPTION_EXECUTE_HANDLER ) // SSE exception handler
{
    // exception occurred when executing an SSE instruction
    strcpy(&sSupportSSE[0], "No");
}

// Third, execute an MMX instruction to see whether an exception occurs

__try
{
    __asm {
        emms                       // this is an instruction available in MMX
    }
    strcpy(&sSupportMMX[0], "Yes"); // no exception executing an MMX instruction
}

__except( EXCEPTION_EXECUTE_HANDLER ) // MMX exception handler
{
    // exception occurred when executing an MMX instruction
    strcpy(&sSupportMMX[0], "No");
}

}

printf("This Processor supports the following instruction extensions: \n");
printf("SSE2 instruction: \t\t%s \n", &sSupportSSE2[0]);
printf("SSE instruction: \t\t%s \n", &sSupportSSE[0]);
printf("MMX instruction: \t\t%s \n", &sSupportMMX[0]);
return 0;
}

```

technology

Example 5. Detecting Denormals-Are-Zero Support

```

; Filename: DAZDTECT.ASM
; Copyright (c) Intel Corporation 2001-2002
;
; This program has been developed by Intel Corporation. Intel
; has various intellectual property rights which it may assert
; under certain circumstances, such as if another
; manufacturer's processor mis-identifies itself as being
; "GenuineIntel" when the CPUID instruction is executed.
;
; Intel specifically disclaims all warranties, express or
; implied, and all liability, including consequential and other
; indirect damages, for the use of this program, including
; liability for infringement of any proprietary rights,
; and including the warranties of merchantability and fitness
; for a particular purpose. Intel does not assume any
; responsibility for any errors which may appear in this program
; nor any responsibility to update it.
;
; This example assumes the system has booted DOS.
; This program runs in Real mode.
;
;*****
;
; This program was assembled using MASM 6.14.8444.
;
; This program performs the following 8 steps to determine if the
; processor supports the SSE/SSE2 DAZ mode.
;
; Step 1. Execute the CPUID instruction with an input value of EAX=0 and
; ensure the vendor-ID string returned is "GenuineIntel".
;
; Step 2. Execute the CPUID instruction with EAX=1. This will load the
; EDX register with the feature flags.
;
; Step 3. Ensure that the FXSR feature flag (EDX bit 24) is set.
; This indicates the processor supports the FXSAVE and FXRSTOR
; instructions.
;
; Step 4. Ensure that the XMM feature flag (EDX bit 25) or the EMM feature
; flag (EDX bit 26) is set. This indicates that the processor supports
; at least one of the SSE/SSE2 instruction sets and its MXCSR control
; register.
;
; Step 5. Zero a 16-byte aligned, 512-byte area of memory.
; This is necessary since some implementations of FXSAVE do not
; modify reserved areas within the image.
;
; Step 6. Execute an FXSAVE into the cleared area.
;
; Step 7. Bytes 28-31 of the FXSAVE image are defined to contain the
; MXCSR_MASK. If this value is 0, then the processor's MXCSR_MASK
; is 0xFFBF, otherwise MXCSR_MASK is the value of this dword.
;
; Step 8. If bit 6 of the MXCSR_MASK is set, then DAZ is supported.
;
;*****
;
.DOSSEG

```

```

.MODEL small, c
.STACK

; Data segment

.DATA

buffer          DB      512+16 DUP (0)

not_intel       DB      "This is not an Genuine Intel processor.", 0Dh, 0Ah, "$"
noSSEorSSE2    DB      "Neither SSE or SSE2 extensions are supported.", 0Dh, 0Ah, "$"
no_FXSAVE      DB      "FXSAVE not supported.", 0Dh, 0Ah, "$"
daz_mask_clear DB      "DAZ bit in MXCSR_MASK is zero (clear).", 0Dh, 0Ah, "$"
no_daz         DB      "DAZ mode not supported.", 0Dh, 0Ah, "$"
supports_daz   DB      "DAZ mode supported.", 0Dh, 0Ah, "$"

; Code segment

.CODE
.686p
.XMM

dazdetect PROC NEAR

.startup                ; Allow assembler to create code that
                        ; initializes stack and data segment
                        ; registers

; Step 1.

;Verify Genuine Intel processor by checking CPUID generated vendor ID

mov     eax, 0
cpuid

cmp     ebx, 'uneG'      ; Compare first 4 letters of Vendor ID
jne     notIntelprocessor ; Jump if not Genuine Intel processor
cmp     edx, 'eni'      ; Compare next 4 letters of Vendor ID
jne     notIntelprocessor ; Jump if not Genuine Intel processor
cmp     ecx, 'letn'     ; Compare last 4 letters of Vendor ID
jne     notIntelprocessor ; Jump if not Genuine Intel processor

; Step 2, 3, and 4

; Get CPU feature flags
; Verify FXSAVE and either SSE or
; SSE2 are supported

mov     eax, 1
cpuid
bt     edx, 24t          ; Feature Flags Bit 24 is FXSAVE support
jnc     noFxsave        ; jump if FXSAVE not supported

bt     edx, 25t          ; Feature Flags Bit 25 is SSE support
jc     sse_or_sse2_supported ; jump if SSE is not supported

bt     edx, 26t          ; Feature Flags Bit 26 is SSE2 support
jnc     no_sse_sse2     ; jump if SSE2 is not supported

```

sse_or_sse2_supported:

```

; FXSAVE requires a 16-byte aligned
; buffer so get offset into buffer

mov     bx, OFFSET buffer      ; Get offset of the buffer into bx
and     bx, 0FFF0h
add     bx, 16t                ; DI is aligned at 16-byte boundary

```

; Step 5.

```

; Clear the buffer that will be
; used for FXSAVE data

push    ds
pop     es
mov     di, bx
xor     ax, ax
mov     cx, 512/2
cld
rep     stosw                  ; Fill at FXSAVE buffer with zeroes

```

; Step 6.

```

fxsave [bx]

```

; Step 7.

```

mov     eax, DWORD PTR [bx][28t] ; Get MXCSR_MASK
cmp     eax, 0                    ; Check for valid mask
jne     check_mxcsr_mask
mov     eax, 0FFBFh               ; Force use of default MXCSR_MASK

```

check_mxcsr_mask:

; EAX contains MXCSR_MASK from FXSAVE buffer or default mask

; Step 8.

```

bt     eax, 6t                    ; MXCSR_MASK Bit 6 is DAZ support
jc     supported                  ; Jump if DAZ supported

mov     dx, OFFSET daz_mask_clear
jmp     notSupported

```

supported:

```

mov     dx, OFFSET supports_daz  ; Indicate DAZ is supported.
jmp     print

```

notIntelProcessor:

```

mov     dx, OFFSET not_intel     ; Assume not an Intel processor
jmp     print

```

no_sse_sse2:

```

mov     dx, OFFSET noSSEorSSE2  ; Setup error message assuming no SSE/SSE2
jmp     notSupported

```

noFxsave:

```

mov     dx, OFFSET no_FXSAVE

```

notSupported:

```

mov     ah, 09h                  ; Execute DOS print string function

```



```
int 21h
mov dx, OFFSET no_daz
print:
mov ah, 09h ; Execute DOS print string function
int 21h
exit:
.exit ; Allow assembler to generate code
; that returns control to DOS
ret
dazdtect ENDP
END
```

Example 6. Frequency Calculation

```

; Filename: FREQUENC.ASM
; Copyright (c) Intel Corporation 2001-2002
;
; This program has been developed by Intel Corporation. Intel
; has various intellectual property rights which it may assert
; under certain circumstances, such as if another
; manufacturer's processor mis-identifies itself as being
; "GenuineIntel" when the CPUID instruction is executed.
;
; Intel specifically disclaims all warranties, express or
; implied, and all liability, including consequential and other
; indirect damages, for the use of this program, including
; liability for infringement of any proprietary rights,
; and including the warranties of merchantability and fitness
; for a particular purpose. Intel does not assume any
; responsibility for any errors which may appear in this program
; nor any responsibility to update it.
;
; This example assumes the system has booted DOS.
; This program runs in Real mode.
;
;*****
;
; This program was assembled using MASM 6.14.8444 and tested on a
; system with a Pentium(r) II processor, a system with a
; Pentium(r) III processor, a system with a Pentium(r) 4 processor,
; B2 stepping, and a system with a Pentium(r) 4 processor,
; C1 stepping.
;
; This program performs the following 8 steps to determine the
; actual processor frequency.
;
; Step 1. Execute the CPUID instruction with an input value of EAX=0
; and ensure the vendor-ID string returned is "GenuineIntel".
; Step 2. Execute the CPUID instruction with EAX=1 to load the EDX
; register with the feature flags.
; Step 3. Ensure that the TSC feature flag (EDX bit 4) is set. This
; indicates the processor supports the Time Stamp Counter
; and RDTSC instruction.
; Step 4. Read the TSC at the beginning of the reference period
; Step 5. Read the TSC at the end of the reference period.
; Step 6. Compute the TSC delta from the beginning and ending of the
; reference period.
; Step 7. Compute the actual frequency by dividing the TSC delta by
; the reference period.
;
;*****

.DOSSEG
.MODEL small, pascal
.STACK ;4096

wordToDec PROTO NEAR PASCAL decAddr:WORD, hexData:WORD

;-----
; Macro printst
; This macro is used to print a string passed as an input
; parameter and a word value immediately after the string.

```



```

;      The string is declared in the data segment routine during
;      assembly time. The word is converted to dec ascii and
;      printed after the string.
;
; Input:  stringData = string to be printed.
;        wordData = word to be converted to dec ascii and printed
;
; Destroys: None
;
; Output: None
;
; Assumes: Stack is available
;
;-----
printst MACRO    stringdata, hexWord
                local    stringlabel, decData

                .data

stringlabel    DB    stringdata
decData       DB    5 dup (0)
               DB    0dh, 0ah, '$'

                .code

                pushf
                pusha

                ; Convert the word into hex ascii and store in the string
                invoke wordToDec, offset decData, hexWord

                mov     dx, offset stringlabel           ; Setup string to be printed
                mov     ah, 09h                         ; Execute DOS print function
                int     21h

                popa
                popf

ENDM

SEG_BIOS_DATA_AREA EQU    40h
OFFSET_TICK_COUNT  EQU    6ch
INTERVAL_IN_TICKS EQU    10

; Data segment

                .DATA

; Code segment

                .CODE
                .686p

cpufreq PROC NEAR
                local    tscLoDword:DWORD, \
                       tscHiDword:DWORD, \
                       mhz:WORD, \
                       Nearest66Mhz:WORD, \

```

```
Nearest50Mhz:WORD,\
delta66Mhz:WORD
```

```
.startup                                ; Allow assembler to create code that
                                         ; initializes stack and data segment
                                         ; registers

; Step 1.

;Verify Genuine Intel processor by checking CPUID generated vendor ID

mov    eax, 0
cpuid

cmp    ebx, 'uneG'                       ; Check VendorID = GenuineIntel
jne    exit                               ; Jump if not Genuine Intel processor
cmp    edx, 'Ieni'
jne    exit
cmp    ecx, 'letn'
jne    exit

; Step 2 and 3

; Get CPU feature flags
; Verify TSC is supported

mov    eax, 1
cpuid
bt     edx, 4t                            ; Flags Bit 4 is TSC support
jnc    exit                               ; jump if TSC not supported

push   SEG_BIOS_DATA_AREA
pop    es
mov    si, OFFSET_TICK_COUNT             ; The BIOS tick count updated
mov    ebx, DWORD PTR es:[si]            ; ~ 18.2 times per second.

wait_for_new_tick:
cmp    ebx, DWORD PTR es:[si]           ; Wait for tick count change
je     wait_for_new_tick

; Step 4

; **Timed interval starts**

; Read CPU time stamp
rdtsc                                    ; Read and save TSC immediately
mov    tscLoDword, eax                   ; after a tick
mov    tscHiDword, edx

add    ebx, INTERVAL_IN_TICKS + 1       ; Set time delay value ticks.

wait_for_elapsed_ticks:
cmp    ebx, DWORD PTR es:[si]           ; Have we hit the delay?
jne    wait_for_elapsed_ticks

; Step 5

; **Time interval ends**

; Read CPU time stamp immediatly after tick delay reached.
rdtsc
```

; Step 6

```
sub    eax, tscLoDword    ; Calculate TSC delta from
sbb   edx, tscHiDword    ; beginning to end of interval
```

; Step 7

```
;
; 54945 = (1 / 18.2) * 1,000,000 This adjusts for MHz.
; 54945*INTERVAL_IN_TICKS adjusts for number of ticks in interval
;
```

```
mov    ebx, 54945*INTERVAL_IN_TICKS
div    ebx
```

; ax contains measured speed in MHz

```
mov    mhz, ax
```

; Find nearest full/half multiple of 66/133 MHz

```
xor    dx, dx
mov    ax, mhz
mov    bx, 3t
mul    bx
add    ax, 100t
mov    bx, 200t
div    bx
mul    bx
xor    dx, dx
mov    bx, 3
div    bx
```

; ax contains nearest full/half multiple of 66/100 MHz

```
mov    Nearest66Mhz, ax
sub    ax, mhz
jge    delta66
neg    ax    ; ax = abs(ax)
```

delta66:

; ax contains delta between actual and nearest 66/133 multiple

```
mov    Delta66Mhz, ax
```

; Find nearest full/half multiple of 100 MHz

```
xor    dx, dx
mov    ax, mhz
add    ax, 25t
mov    bx, 50t
div    bx
mul    bx
```

; ax contains nearest full/half multiple of 100 MHz

```
mov    Nearest50Mhz, ax
sub    ax, mhz
jge    delta50
neg    ax    ; ax = abs(ax)
```

delta50:

; ax contains delta between actual and nearest 50/100 MHz multiple

```
mov    bx, Nearest50Mhz
cmp    ax, Delta66Mhz
```

```

        jb     useNearest50Mhz
        mov    bx, Nearest66Mhz

        ; Correction for 666 MHz (should be reported as 667 MHz)
        cmp    bx, 666
        jne    correct666
        inc    bx
correct666:

useNearest50MHz:
        ; bx contains nearest full/half multiple of 66/100/133 MHz

        printst "Reported MHz = ~", bx
        printst "Measured MHz = ", mhz           ; print decimal value

exit:

        .exit                                   ; returns control to DOS

        ret

cpufreq ENDP

;-----
; Procedure      wordToDec
;               This routine will convert a word value into a 5 byte decimal
;               ascii string.
;
; Input:  decAddr = address to 5 byte location for converted string
;         (near address assumes DS as segment)
;         hexData = word value to be converted to hex ascii
;
; Destroys: ax, bx, cx
;
; Output:      5 byte converted hex string
;
; Assumes:     Stack is available
;-----

wordToDec PROC NEAR PUBLIC uses es,
            decAddr:WORD, hexData:WORD

        pusha
        mov    di, decAddr
        push  @data
        pop    es                               ; ES:DI -> 5-byte converted string

        mov    ax, hexData
        xor    dx, dx
        mov    bx, 10000t
        div   bx
        add    ax, 30h
        stosb

        mov    ax, dx
        xor    dx, dx
        mov    bx, 1000t
        div   bx
        add    ax, 30h
        stosb

```

```
mov    ax, dx
xor    dx, dx
mov    bx, 100t
div    bx
add    ax, 30h
stosb

mov    ax, dx
xor    dx, dx
mov    bx, 10t
div    bx
add    ax, 30h
stosb

mov    ax, dx
add    ax, 30h
stosb

popa
ret

wordToDec    ENDP

END
```