Intel® Architecture Instruction Set Extensions and Future Features

Programming Reference

September 2022

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Revision History

Revision	Description	Date
-025	• Removed instructions that now reside in the Intel® 64 and IA-32 Architectures Software Developer's Manual. • Minor updates to chapter 1. • Updates to Table 2-1, Table 2-2 and Table 2-8 (leaf 07H) to indicate support for AVX512_4VNNIW and AVX512_4FMAPS. • Minor update to Table 2-8 (leaf 15H) regarding ECX definition. • Minor updates to Section 4.6.2 and Section 4.6.3 to clarify the effects of "suppress all exceptions". • Footnote addition to CLWB instruction indicating operand encoding requirement. • Removed PCOMMIT.	September 2016
-026	• Removed CLWB instruction; it now resides in the Intel® 64 and IA-32 Architectures Software Developer's Manual. • Added additional 512-bit instruction extensions in chapter 6.	October 2016
-027	• Added TLB CPUID leaf in chapter 2. • Added VPOPCNTD/Q instruction in chapter 6,and CPUID details in chapter 2.	December 2016
-028	• Updated intrinsics for VPOPCNTD/Q instruction in chapter 6.	December 2016
-029	• Corrected typo in CPUID leaf 18H. • Updated operand encoding table format; extracted tuple information from operand encoding. • Added VPERMB back into chapter 5; inadvertently removed. • Moved all instructions from chapter 6 to chapter 5. • Updated operation section of VPMULTISHIFTQB.	April 2017
-030	• Removed unnecessary information from document (chapters 2, 3 and 4). • Added table listing recent instruction set extensions introduction in Intel 64 and IA-32 Processors. • Updated CPUID instruction with additional details. • Added the following instructions: GF2P8AFFINEINVQB, GF2P8AFFINEQB, GF2P8MULB, VAESDEC, VAESDECLAST, VAESENC, VAESENCLAST, VPCLMULQDQ, VPCOMPRESS, VPDPBUSD, VPDPBUSDS, VPDPWSSD, VPDPWSSDS, VPEXPAND, VPOPCNT, VPSHLD, VPSHLDV, VPSHRD, VPSHRDV, VPSHUFBITQMB. • Removed the following instructions: VPMADD52HUQ, VPMADD52LUQ, VPERMB, VPERMI2B, VPERMT2B, and VPMULTISHIFTQB. They can be found in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volumes 2A, 2B, 2C & 2D. • Moved instructions unique to processors based on the Knights Mill microarchitecture to chapter 3. • Added chapter 4: EPT-Based Sub-Page Permissions. • Added chapter 5: Intel® Processor Trace: VMX Improvements.	October 2017

Revision	Description	Date
-031	• Updated change log to correct typo in changes from previous release. • Updated instructions with imm8 operand missing in operand encoding table. • Replaced “VLMAX” with “MAXVL” to align terminology used across documentation. • Added back information on detection of Intel AVX-512 instructions. • Added Intel® Memory Encryption Technologies instructions PCONFIG and WBNOINVD. These instructions are also added to Table 1-1 “Recent Instruction Set Extensions Introduction in Intel 64 and IA-32 Processors”. Added Section 1.5 “Detection of Intel® Memory Encryption Technologies (Intel® MKTME) Instructions”. • CPUID instruction updated with PCONFIG and WBNOINVD details. • CPUID instruction updated with additional details on leaf 07H: Intel® Xeon Phi™ only features identified and listed. • CPUID instruction updated with new Intel® SGX features in leaf 12H. • CPUID instruction updated with new PCONFIG information sub-leaf 1BH. • Updated short descriptions in the following instructions: VPDPBUSD, VPDPBUSDS, VPDPWSSD and VPDPWSSDS. • Corrections and clarifications in Chapter 4 “EPT-Based Sub-Page Permissions”. • Corrections and clarifications in Chapter 5 “Intel® Processor Trace: VMX Improvements”.	January 2018
-032	• Corrected PCONFIG CPUID feature flag on instruction page. • Minor updates to PCONFIG instruction pages: Changed Table 2-2 to use Hex notation; changed “RSVD, MBZ” to “Reserved, must be zero” in two places in Table 2-3. • Minor typo correction in WBNOINVD instruction description.	January 2018
-033	• Updated Table 1-2 “Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors” . • Added Section 1.4, “Detection of Future Instructions and Features”. • Added CLDEMOTE, MOVDIRI, MOVDIR64B, TPAUSE, UMONITOR and UMWAIT instructions. • Updated the CPUID instruction with details on new instructions/features added, as well as new power management details and information on hardware feedback interface ISA extensions. • Corrections to PCONFIG instruction. • Moved instructions unique to processors based on the Knights Mill microarchitecture to the Intel® 64 and IA-32 Architectures Software Developer’s Manual. • Added Chapter 5 “Hardware Feedback Interface ISA Extensions”. • Added Chapter 6 “AC Split Lock Detection”.	March 2018
-034	• Added clarification to leaf 07H in the CPUID instruction. • Added MSR index for IA32_UMWAIT_CONTROL MSR. • Updated registers in TPAUSE and UMWAIT instructions. • Updated TPAUSE and UMWAIT intrinsics.	May 2018

Revision	Description	Date
-035	• Updated Table 1-2 "Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors" to list the AVX512_VNNI instruction set architecture on a separate line due to presence on future processors available sooner than previously listed. • Updated CPUID instruction in various places. • Removal of NDD/DDS/NDS terms from instructions. Note: Previously, the terms NDS, NDD and DDS were used in instructions with an EVEX (or VEX) prefix. These terms indicated that the vvvv field was valid for encoding, and specified register usage. These terms are no longer necessary and are redundant with the instruction operand encoding tables provided with each instruction. The instruction operand encoding tables give explicit details on all operands, indicating where every operand is stored and if they are read or written. If vvvv is not listed as an operand in the instruction operand encoding table, then EVEX (or VEX) vvvv must be 0b1111. • Added additional #GP exception condition to TPAUSE and UMWAIT. • Updated Chapter 5 "Hardware Feedback Interface ISA Extensions" as follows: changed scheduler/software to operating system or OS, changed LP0 Scheduler Feedback to LP0 Capability Values, various description updates, clarified that capability updates are independent, and added an update to clarify that bits 0 and 1 will always be set together in Section 5.1.4. • Added IA32_CORE_CAPABILITY MSR to Chapter 6 "AC Split Lock Detection".	October 2018
-036	• Added AVX512_BF16 instructions in chapter 2; related CPUID information updated in chapter 1. • Added new section to chapter 1 describing bfloat16 format. • CPUID leaf updates to align with the Intel® 64 and IA-32 Architectures Software Developer's Manual. • Removed CLDEMOTE, TPAUSE, UMONITOR, and UMWAIT instructions; they now reside in the Intel® 64 and IA-32 Architectures Software Developer's Manual. • Changes now marked by green change bars and green font in order to view changes at a text level.	April 2019
-037	• Removed chapter 3, "EPT-Based Sub-Page Permissions", chapter 4, "Intel® Processor Trace: VMX Improvements", and chapter 6, "Split Lock Detection"; this information is in the Intel® 64 and IA-32 Architectures Software Developer's Manual. • Removed MOVDIRI and MOVDIR64B instructions; they now reside in the Intel® 64 and IA-32 Architectures Software Developer's Manual. • Updated Table 1-2 with new features in future processors. • Updated Table 1-3 with support for AVX512_VP2INTERSECT. • Updated Table 1-5 with support for ENQCMD: Enqueue Stores. • Added ENQCMD/ENQCMDS and VP2INTERSECTD/VP2INTERSECTQ instructions, and updated CPUID accordingly. • Added new chapter: Chapter 4, Enqueue Stores and Process Address Space Identifiers (PASIDs).	May 2019

Revision	Description	Date
-038	• Removed instruction extensions/features from Table 1-2 "Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors" that are available in processors covered in the Intel® 64 and IA-32 Architectures Software Developer's Manual. This information can be found in Chapter 5 "Instruction Set Summary", of Volume 1. • In Section 1.7, "Detection of Future Instructions", removed instructions from Table 1-5 "Future Instructions" that are available in processors covered in the Intel® 64 and IA-32 Architectures Software Developer's Manual. • Removed instructions with the following CPUID feature flags: AVX512_VNNI, VAES, GFNI (AVX/AVX512), AVX512_VBMI2, VPCLMULQDQ, AVX512_BITALG; they now reside in the Intel® 64 and IA-32 Architectures Software Developer's Manual. • CPUID instruction updated with Hybrid information sub-leaf 1AH, SERIALIZE and TSXLDTRK support, updates to the L3 Cache Intel RDT Monitoring Capability Enumeration Sub-leaf, and updates to the Memory Bandwidth Allocation Enumeration Sub-leaf. • Replaced ← with := notation in operation sections of instructions. These changes are not marked with change bars. • Added the following instructions: SERIALIZE, XRESLDTRK, XSUSLDTRK. • Update to the VDPBF16PS instruction. • Updates to Chapter 4, "Hardware Feedback Interface ISA Extensions". • Added Chapter 5, "TSX Suspend Load Address Tracking". • Added Chapter 6, "Hypervisor-managed Linear Address Translation". • Added Chapter 7, "Architectural Last Branch Records (LBRs)". • Added Chapter 8, "Non-Write-Back Lock Disable Architecture". • Added Chapter 9, "Intel® Resource Director Technology Feature Updates".	March 2020
-039	• Updated Section 1.1 "About this Document" to reflect chapter changes in this release. • Added Section 1.2 "DisplayFamily and DisplayModel for Future Processors". • Updated Table 1-2 "Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors". • CPUID instruction updated. • Removed Chapter 4 "Hardware Feedback Interface". This information is now in the Intel® 64 and IA-32 Architectures Software Developer's Manual. • Updated Figure 5-1 "Example HLAT Software Usage". • Added Table 6-5 "Encodings for 64-Bit Guest-State Fields (0010_10xx_xxxx_xxxAb)" to Chapter 6. • Added Chapter 8 "Bus Lock and VM Notify".	June 2020
-040	• Updated Section 1.1 "About this Document" to reflect chapter changes in this release. • Updated Table 1-2 "Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors". • CPUID instruction updated. • Added notation updates to the beginning of Chapter 2. Updated ENQCMD and ENQCMDS instructions to use this notation. • Added Chapter 3, "Intel® AMX Instruction Set Reference, A-Z". • Minor updates to Chapter 6, "Hypervisor-managed Linear Address Translation".	June 2020

Revision	Description	Date
-041	• Updated Section 1.1 “About this Document” to reflect chapter changes in this release. • Updated Table 1-2 “Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors”. • CPUID instruction updated for enumeration of several new features. • PCONFIG instruction updated. • Added CLUI, HRESET, SENDUIPI, STUI, TESTUI, UIRET, VPDPBUSD, VPDPBUSDS, VPDPWSSD, and VPDPWSSDS instructions to Chapter 2. • Updated Figure 3-2, “The TMUL Unit”. • Update to pseudocode of TILELOADD/TILELOADDT1 instruction. • Addition to Section 6.2, “VMCS Changes”. • Update to Section 7.1.2.4, “Call-Stack Mode”. • Update to Section 9.1 “Bus Lock Debug Exception”. • Added Chapter 11, “User Interrupts”. • Added Chapter 12, “Performance Monitoring Updates”. • Added Chapter 13, “Enhanced Hardware Feedback Interface”.	October 2020
-042	• CPUID instruction updated. • Removed the following instructions: VCVTNE2PS2BF16, VCVTNEPS2BF16, VDPBF16PS, VP2INTERSECTD/VP2INTERSECTQ, and WBNOINVD. They can be found in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2C. • Updated bit positions in Section 6.12, “Changes to VMX Capability Reporting”. • Typo correction in Chapter 8, “Non-Write-Back Lock Disable Architecture”. • Several updates to Chapter 13, “Enhanced Hardware Feedback Interface (EHFI)”. • Added Chapter 14, “Linear Address Masking (LAM)”. • Added Chapter 15, “Error Codes for Processors Based on Sapphire Rapids Microarchitecture”.	December 2020
-043	• Updated CPUID instruction. • Typo correction in Table 8-2, “TEST_CTRL MSR”. • Typo corrections in Section 14.1, “Enumeration, Enabling, and Configuration”.	February 2021
-044	• Updated Table 1-2, “Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors”. • Updated CPUID instruction. • Updates to the ENQCMD and ENQCMDS instructions. • Removed the PCONFIG instruction; it can be found in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B. • Corrected typo in the VPDPBUSD instruction. • Updates to Table 3-1, “Intel® AMX Exception Classes “. • Change in terminology updates in Chapter 7, “Architectural Last Branch Records (LBRs)”. • Updated Chapter 6 to introduce the official technology name: Intel® Virtualization Technology - Redirect Protection. • Added Chapter 16, “IPI Virtualization”.	May 2021

Revision	Description	Date
-045	• Chapter 1: Updated the CPUID instruction. • Chapter 2: Updated ENQCMD and ENQCMDS to remove statements that these instructions ignore unused bits; this is incorrect. Removed HRESET, SERIALIZE, VPDPBUSD, VPDPBUSDS, VPDPWSSD, and VPDPWSSDS instructions; these instructions can be found in the Intel 64 and IA-32 Architectures Software Developer's Manual. Updates to SENDUIPI instruction operand encoding and 64-bit mode exceptions. Update to UIRET pseudocode. • Chapter 3: Updated Section 3.3., "Recommendations for System Software". • Removed Chapter 6, "Intel® Virtualization Technology: Redirect Protection"; this information can be found in the Intel 64 and IA-32 Architectures Software Developer's Manual. • Removed Chapter 7, "Architectural Last Branch Records (LBRs)"; this information can be found in the Intel 64 and IA-32 Architectures Software Developer's Manual. • Removed Chapter 12, "Performance Monitoring Updates"; this information can be found in the Intel 64 and IA-32 Architectures Software Developer's Manual. • Removed Chapter 13, "Enhanced Hardware Feedback Interface (EHFI)"; this information can be found in the Intel 64 and IA-32 Architectures Software Developer's Manual. • Updated Section 7.1.1, "Bus Lock VM Exit" to provide additional clarity and details. • Updated Chapter 8, "Intel® Resource Director Technology Feature Updates" to update MBA 3.0 information. • Update to Section 9.5.1, "User-Interrupt Notification Identification". • Minor updates to Chapter 10, "Linear Address Masking (LAM)", to provide additional clarity. • Corrected two typos in the current Table 11-1, "Intel IMC MC Error Codes for IA32_MCi_STATUS (i= 13-20)." • Added Chapter 13, "Asynchronous Enclave Exit Notify and the EDECCSSA User Leaf Function."	June 2022
-046	• Chapter 1: Updated Table 1-1, "CPUID Signature Values of DisplayFamily_DisplayModel." Updated Table 1-2, "Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors." Updated the CPUID instruction. • Chapter 2: Added the following instructions: AADD, AAND, AOR, AXOR, CMPccXADD, RDMSRLIST, VBCSTNEBF162PS, VBCSTNESH2PS, VCVTNEEBF162PS, VCVTNEEPH2PS, VCVTNEOBF162PS, VCVTNEOPH2PS, VCVTNEPS2BF16, VPDPB[SU,UU,SS]D[,S], VPMADD52HUQ, VPMADD52LUQ, WRMSRLIST, and WRMSRNS. • Chapter 3: Added section 3.4, "Operand Restrictions," and added the TDPFP16PS instruction. • Added Chapter 14, "Code Prefetch Instruction Updates." • Added Chapter 15, "Next Generation Performance Monitoring Unit (PMU)."	September 2022

TABLES

FIGURES

CHAPTER 1
FUTURE INTEL® ARCHITECTURE INSTRUCTION EXTENSIONS AND FEATURES

1.1 ABOUT THIS DOCUMENT

This document describes the software programming interfaces of Intel® architecture instruction extensions and features which may be included in future Intel processor generations. Intel does not guarantee the availability of these interfaces and features in any future product.

The instruction set extensions cover a diverse range of application domains and programming usages. The 512-bit SIMD vector SIMD extensions, referred to as Intel® Advanced Vector Extensions 512 (Intel® AVX-512) instructions, deliver comprehensive set of functionality and higher performance than Intel® Advanced Vector Extensions (Intel® AVX) and Intel® Advanced Vector Extensions 2 (Intel® AVX2) instructions. Intel AVX, Intel AVX2 and many Intel AVX-512 instructions are covered in Intel® 64 and IA-32 Architectures Software Developer's Manual. The reader can refer to them for basic and more background information related to various features referenced in this document.

The base of the 512-bit SIMD instruction extensions are referred to as Intel AVX-512 Foundation instructions. They include extensions of the Intel AVX and Intel AVX2 family of SIMD instructions but are encoded using a new encoding scheme with support for 512-bit vector registers, up to 32 vector registers in 64-bit mode, and conditional processing using opmask registers.

Chapter 2 is an instruction set reference, providing details on new instructions.

Chapter 3 describes the Intel® Advanced Matrix Extensions (Intel® AMX).

Chapter 4 describes ENQCMD/ENQCMDS instructions and virtualization support.

Chapter 5 describes Intel® TSX Suspend Load Address Tracking.

Chapter 6 describes non-write-back lock disable architecture.

Chapter 7 describes bus lock and VM notify features.

Chapter 8 describes Intel® Resource Director Technology feature updates.

Chapter 9 describes user interrupts.

Chapter 10 describes Linear Address Masking (LAM).

Chapter 11 describes the machine error codes for processors based on Sapphire Rapids microarchitecture.

Chapter 12 describes IPI Virtualization.

Chapter 13 describes Asynchronous Enclave Exit Notify, an extension to Intel® SGX; and EDECCSSA, a new Intel SGX user leaf function.

Chapter 14 describes updates to the code prefetch instructions available in future processors.

Chapter 15 describes the next generation Performance Monitoring Unit enhancements available in future processors.

1.2 DISPLAYFAMILY AND DISPLAYMODEL FOR FUTURE PROCESSORS

Table 1-1 lists the signature values of DisplayFamily and DisplayModel for future processor families discussed in this document.

Table 1-1. CPUID Signature Values of DisplayFamily_DisplayModel

DisplayFamily_DisplayModel	Processor Families/Processor Number Series
06_8FH	Future processors based on Sapphire Rapids Server microarchitecture
06_B5H, 06_AAH, 06_ACH	Future processors based on Meteor Lake microarchitecture
06_B6H	Future processors based on Grand Ridge microarchitecture

Table 1-1. CPUID Signature(Continued)Values of DisplayFamily_DisplayModel (Continued)

DisplayFamily_DisplayModel	Processor Families/Processor Number Series
06_B7H	Future processors based on Raptor Lake microarchitecture
06_ADH, 06_AEH	Future processors based on Granite Rapids microarchitecture
06_AFH	Future processors based on Sierra Forest microarchitecture

1.3 INSTRUCTION SET EXTENSIONS AND FEATURE INTRODUCTION IN INTEL® 64 AND IA-32 PROCESSORS

Recent instruction set extensions and features are listed in Table 1-2. Within these groups, most instructions and features are collected into functional subgroups.

Table 1-2. Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors[1]

Instruction Set Architecture / Feature	Introduction
Direct stores: MOVDIRI, MOVDIR64B	Tremont, Tiger Lake, Sapphire Rapids
AVX512_BF16	Cooper Lake, Sapphire Rapids
CET: Control-flow Enforcement Technology	Tiger Lake, Sapphire Rapids
AVX512_VP2INTERSECT	Tiger Lake (not currently supported in any other processors)
Enqueue Stores: ENQCMD and ENQCMDS	Sapphire Rapids
CLDEMOTE	Tremont, Alder Lake, Sapphire Rapids
PTWRITE	Goldmont Plus, Alder Lake, Sapphire Rapids
User Wait: TPAUSE, UMONITOR, UMWAIT	Tremont, Alder Lake, Sapphire Rapids
Architectural LBRs	Alder Lake, Sapphire Rapids
HLAT	Alder Lake, Sapphire Rapids
SERIALIZE	Alder Lake, Sapphire Rapids
Intel® TSX Suspend Load Address Tracking (TSXLDTRK)	Sapphire Rapids
Intel® Advanced Matrix Extensions (Intel® AMX) Includes CPUID Leaf 1EH, "TMUL Information Main Leaf", and CPUID bits AMX-BF16, AMX-TILE, and AMX-INT8.	Sapphire Rapids
AVX-VNNI	Alder Lake[2], Sapphire Rapids
User Interrupts (UINTR)	Sapphire Rapids
Intel® Trust Domain Extensions (Intel® TDX)[3]	Future Processors
Supervisor Memory Protection Keys (PKS)[4]	Sapphire Rapids
Linear Address Masking (LAM)	Future Processors
IPI Virtualization	Sapphire Rapids
RAO-INT	Grand Ridge
PREFETCHIT0/1	Granite Rapids
AMX-FP16	Granite Rapids
CMPCCXADD	Sierra Forest, Grand Ridge
AVX-IFMA	Sierra Forest, Grand Ridge
AVX-NE-CONVERT	Sierra Forest, Grand Ridge
AVX-VNNI-INT8	Sierra Forest, Grand Ridge

Table 1-2. Recent Instruction Set Extensions / Features Introduction in Intel® 64 and IA-32 Processors[1] (Continued)

Instruction Set Architecture / Feature	Introduction
RDMSRLIST/WRMSRLIST	Sierra Forest, Grand Ridge
WRMSRNS	Sierra Forest, Grand Ridge

NOTES:

1. Visit Intel Ark for Intel® product specifications, features and compatibility quick reference guide, and code name decoder.
2. Alder Lake Intel Hybrid Technology will not support Intel® AVX-512. ISA features such as Intel® AVX, AVX-VNNI, Intel® AVX2, and UMONITOR/UMWAIT/TPAUSE are supported.
3. Details on Intel® Trust Domain Extensions can be found here: https://software.intel.com/content/www/us/en/develop/articles/intel-trust-domain-extensions.html.
4. Details on Supervisor Memory Protection Keys (PKS) can be found in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A.

1.4 DETECTION OF FUTURE INSTRUCTIONS AND FEATURES

Future instructions and features are enumerated by a CPUID feature flag; details can be found in Table 1-3.

1.5 CPUID INSTRUCTION

CPUID—CPU Identification

Opcode	Instruction	64-Bit Mode	Compat/ Leg Mode	Description
0F A2	CPUID	Valid	Valid	Returns processor identification and feature information to the EAX, EBX, ECX, and EDX registers, as determined by input entered in EAX (in some cases, ECX as well).

Description

The ID flag (bit 21) in the EFLAGS register indicates support for the CPUID instruction. If a software procedure can set and clear this flag, the processor executing the procedure supports the CPUID instruction. This instruction operates the same in non-64-bit modes and 64-bit mode.

CPUID returns processor identification and feature information in the EAX, EBX, ECX, and EDX registers.[1] The instruction's output is dependent on the contents of the EAX register upon execution (in some cases, ECX as well). For example, the following pseudocode loads EAX with 00H and causes CPUID to return a Maximum Return Value and the Vendor Identification String in the appropriate registers:

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

Table 1-3 shows information returned, depending on the initial value loaded into the EAX register.

Two types of information are returned: basic and extended function information. If a value is entered for CPUID.EAX is invalid for a particular processor, the data for the highest basic information leaf is returned. For example, using the Intel Core 2 Duo E6850 processor, the following is true:

```
CPUID.EAX = 05H (* Returns MONITOR/MWAIT leaf. *)
CPUID.EAX = 0AH (* Returns Architectural Performance Monitoring leaf. *)
CPUID.EAX = 0BH (* INVALID: Returns the same information as CPUID.EAX = 0AH. *)[2]
CPUID.EAX =1FH (* Returns V2 Extended Topology Enumeration leaf. *)[2]
```

1. On Intel 64 processors, CPUID clears the high 32 bits of the RAX/RBX/RCX/RDX registers in all modes.

CPUID.EAX = 80000008H (* Returns virtual/physical address size data. *)
CPUID.EAX = 8000000AH (* INVALID: Returns same information as CPUID.EAX = 0AH. *)

When CPUID returns the highest basic leaf information as a result of an invalid input EAX value, any dependence on input ECX value in the basic leaf is honored.

CPUID can be executed at any privilege level to serialize instruction execution. Serializing instruction execution guarantees that any modifications to flags, registers, and memory for previous instructions are completed before the next instruction is fetched and executed.

See also:

"Serializing Instructions" in Chapter 8, "Multiple-Processor Management," in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A.

"Caching Translation Information" in Chapter 4, "Paging," in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A.

Table 1-3. Information Returned by CPUID Instruction

Initial EAX Value	Information Provided about the Processor	
	Basic CPUID Information	
0H	EAX EBX ECX EDX	Maximum Input Value for Basic CPUID Information "Genu" "ntel" "inel"
01H	EAX	Version Information: Type, Family, Model, and Stepping ID (see Figure 1-1)
	EBX	Bits 7-0: Brand Index Bits 15-8: CLFLUSH line size (Value ∗ 8 = cache line size in bytes) Bits 23-16: Maximum number of addressable IDs for logical processors in this physical package*. Bits 31-24: Initial APIC ID**
	ECX EDX	Feature Information (see Figure 1-2 and Table 1-5) Feature Information (see Figure 1-3 and Table 1-6)
		NOTES: * The nearest power-of-2 integer that is not smaller than EBX[23:16] is the maximum number of unique initial APIC IDs reserved for addressing different logical processors in a physical package. ***The 8-bit initial APIC ID in EBX[31:24] is replaced by the 32-bit x2APIC ID, available in Leaf 0BH and Leaf 1FH.*
02H	EAX EBX ECX EDX	Cache and TLB Information (see Table 1-7) Cache and TLB Information Cache and TLB Information Cache and TLB Information
03H	EAX	Reserved
	EBX	Reserved
	ECX	Bits 00-31 of 96 bit processor serial number. (Available in Pentium III processor only; otherwise, the value in this register is reserved.)
	EDX	Bits 32-63 of 96 bit processor serial number. (Available in Pentium III processor only; otherwise, the value in this register is reserved.)
		NOTES: Processor serial number (PSN) is not supported in the Pentium 4 processor or later. On all models, use the PSN flag (returned using CPUID) to check for PSN support before accessing the feature.

2. CPUID leaf 1FH is a preferred superset to leaf 0BH. Intel recommends first checking for the existence of CPUID leaf 1FH before using leaf 0BH.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor
	CPUID leaves > 3 < 80000000 are visible only when IA32_MISC_ENABLES.BOOT_NT4[bit 22] = 0 (default).
	Deterministic Cache Parameters Leaf
04H	**NOTES:** Leaf 04H output depends on the initial value in ECX. See also: "INPUT EAX = 4: Returns Deterministic Cache Parameters for each level" on page 1-35. EAX: Bits 4-0: Cache Type Field 0 = Null - No more caches 1 = Data Cache 2 = Instruction Cache 3 = Unified Cache 4-31 = Reserved Bits 7-5: Cache Level (starts at 1) Bits 8: Self Initializing cache level (does not need SW initialization) Bits 9: Fully Associative cache Bits 13-10: Reserved Bits 25-14: Maximum number of addressable IDs for logical processors sharing this cache*, ** Bits 31-26: Maximum number of addressable IDs for processor cores in the physical package*, ***, **** EBX: Bits 11-00: L = System Coherency Line Size* Bits 21-12: P = Physical Line partitions* Bits 31-22: W = Ways of associativity* ECX: Bits 31-00: S = Number of Sets* EDX: Bit 0: WBINVD/INVD behavior on lower level caches Bit 10: Write-Back Invalidate/Invalidate 0 = WBINVD/INVD from threads sharing this cache acts upon lower level caches for threads sharing this cache 1 = WBINVD/INVD is not guaranteed to act upon lower level caches of non-originating threads sharing this cache. Bit 1: Cache Inclusiveness 0 = Cache is not inclusive of lower cache levels. 1 = Cache is inclusive of lower cache levels. Bit 2: Complex cache indexing 0 = Direct mapped cache 1 = A complex function is used to index the cache, potentially using all address bits. Bits 31-03: Reserved = 0 **NOTES:** * Add one to the return value to get the result. ** The nearest power-of-2 integer that is not smaller than (1 + EAX[25:14]) is the number of unique initial APIC IDs reserved for addressing different logical processors sharing this cache. *** The nearest power-of-2 integer that is not smaller than (1 + EAX[31:26]) is the number of unique Core_IDs reserved for addressing different processor cores in a physical package. Core ID is a subset of bits of the initial APIC ID. ****The returned value is constant for valid initial values in ECX. Valid ECX values start from 0.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	MONITOR/MWAIT Leaf	
05H	EAX	Bits 15-00: Smallest monitor-line size in bytes (default is processor's monitor granularity) Bits 31-16: Reserved = 0
	EBX	Bits 15-00: Largest monitor-line size in bytes (default is processor's monitor granularity) Bits 31-16: Reserved = 0
	ECX	Bit 00: Enumeration of Monitor-Mwait extensions (beyond EAX and EBX registers) supported Bit 01: Supports treating interrupts as break-event for MWAIT, even when interrupts disabled Bits 31-02: Reserved
	EDX	Bits 03-00: Number of C0* sub C-states supported using MWAIT Bits 07-04: Number of C1* sub C-states supported using MWAIT Bits 11-08: Number of C2* sub C-states supported using MWAIT Bits 15-12: Number of C3* sub C-states supported using MWAIT Bits 19-16: Number of C4* sub C-states supported using MWAIT Bits 23-20: Number of C5* sub C-states supported using MWAIT Bits 27-24: Number of C6* sub C-states supported using MWAIT Bits 31-28: Number of C7* sub C-states supported using MWAIT **NOTE:** * The definition of C0 through C7 states for MWAIT extension are processor-specific C-states, not ACPI C-states.
	Thermal and Power Management Leaf	
06H	EAX	Bit 00: Digital temperature sensor is supported if set Bit 01: Intel® Turbo Boost Technology Available (see description of IA32_MISC_ENABLE[38]). Bit 02: ARAT. APIC-Timer-always-running feature is supported if set. Bit 03: Reserved Bit 04: PLN. Power limit notification controls are supported if set. Bit 05: ECMD. Clock modulation duty cycle extension is supported if set. Bit 06: PTM. Package thermal management is supported if set. Bit 07: HWP. HWP base registers (IA32_PM_ENABLE[bit 0], IA32_HWP_CAPABILITIES, IA32_HWP_REQUEST, IA32_HWP_STATUS) are supported if set. Bit 08: HWP_Notification. IA32_HWP_INTERRUPT MSR is supported if set. Bit 09: HWP_Activity_Window. IA32_HWP_REQUEST[bits 41:32] is supported if set. Bit 10: HWP_Energy_Performance_Preference. IA32_HWP_REQUEST[bits 31:24] is supported if set. Bit 11: HWP_Package_Level_Request. IA32_HWP_REQUEST_PKG MSR is supported if set. Bit 12: Reserved. Bit 13: HDC. HDC base registers IA32_PKG_HDC_CTL, IA32_PM_CTL1, IA32_THREAD_STALL MSRs are supported if set. Bit 14: Intel® Turbo Boost Max Technology 3.0 available. Bit 15: HWP Capabilities. Highest Performance change is supported if set. Bit 16: HWP PECI override is supported if set. Bit 17: Flexible HWP is supported if set. Bit 18: Fast access mode for the IA32_HWP_REQUEST MSR is supported if set. Bit 19: HW_FEEDBACK. IA32_HW_FEEDBACK_PTR, IA32_HW_FEEDBACK_CONFIG, IA32_PACKAGE_THERM_STATUS bit 26 and IA32_PACKAGE_THERM_INTERRUPT bit 25 are supported if set. Bit 20: Ignoring Idle Logical Processor HWP request is supported if set. Bits 22-21: Reserved. Bit 23: Intel® Thread Director supported if set. IA32_HW_FEEDBACK_CHAR and IA32_HW_FEEDBACK_THREAD_CONFIG MSRs are supported if set. Bits 31-24: Reserved.
	EBX	Bits 03-00: Number of Interrupt Thresholds in Digital Thermal Sensor. Bits 31-04: Reserved.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	ECX	Bit 00: Hardware Coordination Feedback Capability (Presence of IA32_MPERF and IA32_APERF). The capability to provide a measure of delivered processor performance (since last reset of the counters), as a percentage of the expected processor performance when running at the TSC frequency. Bits 02-01: Reserved = 0. Bit 03: The processor supports performance-energy bias preference if CPUID.06H:ECX.SETBH[bit 3] is set and it also implies the presence of a new architectural MSR called IA32_ENERGY_PERF_BIAS (1B0H). Bits 07 -04: Reserved = 0. Bits 15-08: Enumerates the number of Enhanced Hardware Feedback interface classes supported by the processor. Information for that many classes is written into the EHFI structure by the hardware. Bits 31-16: Reserved = 0.
	EDX	Bits 7-0: Bitmap of supported hardware feedback interface capabilities. 0 = When set to 1, indicates support for performance capability reporting. 1 = When set to 1, indicates support for energy efficiency capability reporting. 2-7 = Reserved Bits 11-8: Enumerates the size of the hardware feedback interface structure in number of 4 KB pages; add one to the return value to get the result. Bits 31-16: Index (starting at 0) of this logical processor's row in the hardware feedback interface structure. Note that on some parts the index may be same for multiple logical processors. On some parts the indices may not be contiguous, i.e., there may be unused rows in the hardware feedback interface structure. **NOTE:** Bits 0 and 1 will always be set together.
Structured Extended Feature Flags Enumeration Leaf (Output depends on ECX input value)		
07H		**NOTES:** Leaf 07H main leaf (ECX = 0). If ECX contains an invalid sub leaf index, EAX/EBX/ECX/EDX return 0. Sub-leaf index n is invalid if n exceeds the value that sub-leaf 0 returns in EAX.
	EAX	Bits 31-00: Reports the maximum number sub-leaves that are supported in leaf 07H.
	EBX	Bit 00: FSGSBASE. Supports RDFSBASE/RDGSBASE/WRFSBASE/WRGSBASE if 1. Bit 01: IA32_TSC_ADJUST MSR is supported if 1. Bit 02: SGX Bit 03: BMI1 Bit 04: HLE Bit 05: Intel® AVX2 Bit 06: FDP_EXCPTN_ONLY. x87 FPU Data Pointer updated only on x87 exceptions if 1. Bit 07: SMEP. Supports Supervisor Mode Execution Protection if 1. Bit 08: BMI2 Bit 09: Supports Enhanced REP MOVSB/STOSB if 1. Bit 10: INVPCID Bit 11: RTM Bit 12: RDT-M. Supports Intel® Resource Director Technology (Intel® RDT) Monitoring capability if 1. Bit 13: Deprecates FPU CS and FPU DS values if 1. Bit 14: Intel® Memory Protection Extensions Bit 15: RDT-A. Supports Intel® Resource Director Technology (Intel® RDT) Allocation capability if 1. Bit 16: AVX512F Bit 17: AVX512DQ Bit 18: RDSEED Bit 19: ADX Bit 20: SMAP Bit 21: AVX512_IFMA Bit 22: Reserved

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
		Bit 23: CLFLUSHOPT Bit 24: CLWB Bit 25: Intel Processor Trace Bit 26: AVX512PF (Intel® Xeon Phi™ only.) Bit 27: AVX512ER (Intel® Xeon Phi™ only.) Bit 28: AVX512CD Bit 29: SHA Bit 30: AVX512BW Bit 31: AVX512VL
	ECX	Bit 00: PREFETCHWT1 (Intel® Xeon Phi™ only.) Bit 01: AVX512_VBMI Bit 02: UMIP. Supports user-mode instruction prevention if 1. Bit 03: PKU. Supports protection keys for user-mode pages if 1. Bit 04: OSPKE. If 1, OS has set CR4.PKE to enable protection keys (and the RDPKRU/WRPKRU instructions). Bit 05: WAITPKG Bit 06: AVX512_VBMI2 Bit 07: CET_SS. Supports CET shadow stack features if 1. Processors that set this bit define bits 1:0 of the IA32_U_CET and IA32_S_CET MSRs. Enumerates support for the following MSRs: IA32_INTERRUPT_SPP_TABLE_ADDR, IA32_PL3_SSP, IA32_PL2_SSP, IA32_PL1_SSP, and IA32_PL0_SSP. Bit 08: GFNI Bit 09: VAES Bit 10: VPCLMULQDQ Bit 11: AVX512_VNNI Bit 12: AVX512_BITALG Bit 13: TME_EN. If 1, the following MSRs are supported: IA32_TME_CAPABILITY, IA32_TME_ACTIVATE, IA32_TME_EXCLUDE_MASK, and IA32_TME_EXCLUDE_BASE. Bit 14: AVX512_VPOPCNTDQ Bit 15: Reserved Bit 16: LA57. Supports 57-bit linear addresses and five-level paging if 1. Bits 21-17: The value of MAWAU used by the BNDLDX and BNDSTX instructions in 64-bit mode. Bit 22: RDPID and IA32_TSC_AUX are available if 1. Bit 23: KL. Supports Key Locker if 1. Bit 24: BUS_LOCK_DETECT. If 1, indicates support for bus lock debug exceptions. Bit 25: CLDEMOTE. Supports cache line demote if 1. Bit 26: Reserved Bit 27: MOVDIRI. Supports MOVDIRI if 1. Bit 28: MOVDIR64B. Supports MOVDIR64B if 1. Bit 29: ENQCMD: Supports Enqueue Stores if 1. Bit 30: SGX_LC. Supports SGX Launch Configuration if 1. Bit 31: PKS. Supports protection keys for supervisor-mode pages if 1.
	EDX	Bits 01-00: Reserved Bit 02: AVX512_4VNNIW (Intel® Xeon Phi™ only.) Bit 03: AVX512_4FMAPS (Intel® Xeon Phi™ only.) Bit 04: Fast Short REP MOV Bit 05: UINTR. If 1, the processor supports user interrupts. Bits 07-06: Reserved Bit 08: AVX512_VP2INTERSECT Bit 09: SRBDS_CTRL. If 1, enumerates support for the IA32_MCU_OPT_CTRL MSR and indicates that its bit 0 (RNGDS_MITG_DIS) is also supported. Bit 10: MD_CLEAR supported. Bit 11: RTM_ALWAYS_ABORT. If set, any execution of XBEGIN immediately aborts and transitions to the specified fallback address. Bit 12: Reserved

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
		Bit 13: If 1, RTM_FORCE_ABORT supported. Processors that set this bit support the TSX_FORCE_ABORT MSR. They allow software to set TSX_FORCE_ABORT[0] (RTM_FORCE_ABORT). Bit 14: SERIALIZE Bit 15: Hybrid. If 1, the processor is identified as a hybrid part. Bit 16: TSXLDTRK. If 1, the processor supports Intel TSX suspend load address tracking. Bit 17: Reserved Bit 18: PCONFIG Bit 19: Architectural LBRs. If 1, indicates support for architectural LBRs. Bit 20: CET_IBT. Supports CET indirect branch tracking features if 1. Processors that set this bit define bits 5:2 and bits 63:10 of the IA32_U_CET and IA32_S_CET MSRs. Bit 21: Reserved Bit 22: AMX-BF16. If 1, the processor supports tile computational operations on bfloat16 numbers. Bit 23: AVX512_FP16 Bit 24: AMX-TILE. If 1, the processor supports tile architecture. Bit 25: AMX-INT8. If 1, the processor supports tile computational operations on 8-bit integers. Bit 26: Enumerates support for indirect branch restricted speculation (IBRS) and the indirect branch predictor barrier (IBPB). Processors that set this bit support the IA32_SPEC_CTRL MSR and the IA32_PRED_CMD MSR. They allow software to set IA32_SPEC_CTRL[0] (IBRS) and IA32_PRED_CMD[0] (IBPB). Bit 27: Enumerates support for single thread indirect branch predictors (STIBP). Processors that set this bit support the IA32_SPEC_CTRL MSR. They allow software to set IA32_SPEC_CTRL[1] (STIBP). Bit 28: Enumerates support for L1D_FLUSH. Processors that set this bit support the IA32_FLUSH_CMD MSR. They allow software to set IA32_FLUSH_CMD[0] (L1D_FLUSH). Bit 29: Enumerates support for the IA32_ARCH_CAPABILITIES MSR. Bit 30: Enumerates support for the IA32_CORE_CAPABILITIES MSR. IA32_CORE_CAPABILITIES is an architectural MSR that enumerates model-specific features. A bit being set in this MSR indicates that a model specific feature is supported; software must still consult CPUID family/model/stepping to determine the behavior of the enumerated feature as features enumerated in IA32_CORE_CAPABILITIES may have different behavior on different processor models. Additionally, on hybrid parts (CPUID.07H.0H:EDX[15]=1), software must consult the native model ID and core type from the Hybrid Information Enumeration Leaf. Bit 31: Enumerates support for Speculative Store Bypass Disable (SSBD). Processors that set this bit support the IA32_SPEC_CTRL MSR. They allow software to set IA32_SPEC_CTRL[2] (SSBD).
Structured Extended Feature Enumeration Sub-leaf (EAX = 07H, ECX = 1)		
07H		**NOTES:** Leaf 07H output depends on the initial value in ECX. If ECX contains an invalid sub leaf index, EAX/EBX/ECX/EDX return 0.
	EAX	This field reports 0 if the sub-leaf index, *1*, is invalid. Bits 02-00: Reserved. Bit 03: RAO-INT. If 1, supports the RAO-INT instructions. Bit 04: AVX-VNNI. AVX (VEX-encoded) versions of the Vector Neural Network Instructions. Bit 05: AVX512_BF16. Vector Neural Network Instructions supporting bfloat16 inputs and conversion instructions from IEEE single precision. Bit 06: Reserved. Bit 07: CMPCCXADD. If 1, supports the CMPccXADD instruction. Bit 08: ArchPerfmonExt. If 1, supports ArchPerfmonExt. When set, indicates that the Architectural Performance Monitoring Extended Leaf (EAX = 23H) is valid. Bit 09: Reserved. Bit 10: If 1, supports fast zero-length MOVSB. Bit 11: If 1, supports fast short STOSB. Bit 12: If 1, supports fast short CMPSB, SCASB. Bits 18-13: Reserved.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
		Bit 19: WRMSRNS. If 1, supports the WRMSRNS instruction. Bit 20: Reserved. Bit 21: AMX-FP16. If 1, the processor supports tile computational operations on FP16 numbers. Bit 22: HRESET. If 1, supports history reset and the IA32_HRESET_ENABLE MSR. When set, indicates that the Processor History Reset Leaf (EAX = 20H) is valid. Bit 23: AVX-IFMA. If 1, supports the AVX-IFMA instructions. Bits 25-24: Reserved. Bit 26: LAM. If 1, supports Linear Address Masking. Bit 27: MSRLIST. If 1, supports the RDMSRLIST and WRMSRLIST instructions and the IA32_BARRIER MSR. Bits 31-28: Reserved.
	EBX	This field reports 0 if the sub-leaf index, 1, is invalid; otherwise it is reserved. Bit 00: Enumerates the presence of the IA32_PPIN and IA32_PPIN_CTL MSRs. If 1, these MSRs are supported. Bits 31-01: Reserved.
	ECX	This field reports 0 if the sub-leaf index, *1*, is invalid; otherwise it is reserved.
	EDX	This field reports 0 if the sub-leaf index, *1*, is invalid. Bits 03-00: Reserved. Bit 04: AVX-VNNI-INT8. If 1, supports the AVX-VNNI-INT8 instructions. Bit 05: AVX-NE-CONVERT. If 1, supports the AVX-NE-CONVERT instructions. Bits 13-06: Reserved. Bit 14: PREFETCHITI. If 1, supports the PREFETCHIT0/1 instructions. Bits 31-15: Reserved.
	Structured Extended Feature Enumeration Sub-leaves (EAX = 07H, ECX = n, n ≥ 2)	
07H		**NOTES:** Leaf 07H output depends on the initial value in ECX. If ECX contains an invalid sub leaf index, EAX/EBX/ECX/EDX return 0.
	EAX	This field reports 0 if the sub-leaf index, *n*, is invalid*; otherwise it is reserved.
	EBX	This field reports 0 if the sub-leaf index, *n*, is invalid*; otherwise it is reserved.
	ECX	This field reports 0 if the sub-leaf index, *n*, is invalid*; otherwise it is reserved.
	EDX	This field reports 0 if the sub-leaf index, *n*, is invalid*; otherwise it is reserved.
	Direct Cache Access Information Leaf	
09H	EAX EBX ECX EDX	Value of bits [31:0] of IA32_PLATFORM_DCA_CAP MSR (address 1F8H) Reserved Reserved Reserved
	Architectural Performance Monitoring Leaf	
0AH	EAX	Bits 07-00: Version ID of architectural performance monitoring. Bits 15- 08: Number of general-purpose performance monitoring counter per logical processor. Bits 23-16: Bit width of general-purpose, performance monitoring counter. Bits 31-24: Length of EBX bit vector to enumerate architectural performance monitoring events.
	EBX	Bit 00: Core cycle event not available if 1 or if EAX[31:24]<1. Bit 01: Instruction retired event not available if 1 or if EAX[31:24]<2. Bit 02: Reference cycles event not available if 1 or if EAX[31:24]<3. Bit 03: Last-level cache reference event not available if 1 or if EAX[31:24]<4. Bit 04: Last-level cache misses event not available if 1 or if EAX[31:24]<5. Bit 05: Branch instruction retired event not available if 1 or if EAX[31:24]<6. Bit 06: Branch mispredict retired event not available if 1 or if EAX[31:24]<7.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
		Bit 07: Top-down slots event not available if 1 or if EAX[31:24]<8. Bits 31-08: Reserved = 0.
	ECX	Bits 31-00: Supported fixed counters. If bit 'i' is set, it implies that Fixed Counter 'i' is supported. Software is recommended to use the following logic to check if a Fixed Counter is supported on a given processor: FxCtr[i]_is_supported := ECX[i] || (EDX[4:0] > i);
	EDX	Bits 04-00: Number of contiguous fixed-function performance counters starting from 0 (if Version ID > 1). Bits 12-05: Bit width of fixed-function performance counters (if Version ID > 1). Bits 14-13: Reserved = 0. Bit 15: AnyThread deprecation. Bits 31-16: Reserved = 0.
	Extended Topology Enumeration Leaf	
0BH		**NOTES:** *CPUID leaf 1FH is a preferred superset to leaf 0BH. Intel recommends first checking for the existence of Leaf 1FH before using leaf 0BH.* Most of Leaf 0BH output depends on the initial value in ECX. The EDX output of leaf 0BH is always valid and does not vary with input value in ECX. Output value in ECX[7:0] always equals input value in ECX[7:0]. For sub-leaves that returns an invalid level-type of 0 in ECX[15:8]; EAX and EBX will return 0. If an input value N in ECX returns the invalid level-type of 0 in ECX[15:8], other input values with ECX > N also return 0 in ECX[15:8]
	EAX	Bits 04-00: Number of bits to shift right on x2APIC ID to get a unique topology ID of the next level type*. All logical processors with the same next level ID share current level. Bits 31-05: Reserved.
	EBX	Bits 15-00: Number of logical processors at this level type. The number reflects configuration as shipped by Intel**. Bits 31-16: Reserved.
	ECX	Bits 07-00: Level number. Same value in ECX input. Bits 15-08: Level type***. Bits 31-16: Reserved.
	EDX	Bits 31-00: x2APIC ID the current logical processor.
		NOTES: * Software should use this field (EAX[4:0]) to enumerate processor topology of the system. ** Software must not use EBX[15:0] to enumerate processor topology of the system. This value in this field (EBX[15:0]) is only intended for display/diagnostic purposes. The actual number of logical processors available to BIOS/OS/Applications may be different from the value of EBX[15:0], depending on software and platform hardware configurations. *** The value of the "level type" field is not related to level numbers in any way, higher "level type" values do not mean higher levels. Level type field has the following encoding: 0: invalid 1: SMT 2: Core 3-255: Reserved

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	Processor Extended State Enumeration Main Leaf (EAX = 0DH, ECX = 0)	
0DH		**NOTES:** Leaf 0DH main leaf (ECX = 0).
	EAX	Bits 31-00: Reports the valid bit fields of the lower 32 bits of the XFEATURE_ENABLED_MASK register. If a bit is 0, the corresponding bit field in XCR0 is reserved. Bit 00: Legacy x87. Bit 01: 128-bit SSE. Bit 02: 256-bit AVX Bits 04-03: MPX state Bit 07-05: AVX-512 state. Bit 08: Used for IA32_XSS. Bit 09: PKRU state. Bits 12-10: Reserved. Bits 14-13: Used for IA32_XSS. Bits 15: Reserved. Bit 16: Used for IA32_XSS. Bit 17: XTILECFG. Bit 18: XTILEDATA. Bits 31-19: Reserved.
	EBX	Bits 31-00: Maximum size (bytes, from the beginning of the XSAVE/XRSTOR save area) required by enabled features in XCR0. May be different than ECX if some features at the end of the XSAVE save area are not enabled.
	ECX	Bit 31-00: Maximum size (bytes, from the beginning of the XSAVE/XRSTOR save area) of the XSAVE/XRSTOR save area required by all supported features in the processor, i.e all the valid bit fields in XCR0.
	EDX	Bit 31-00: Reports the valid bit fields of the upper 32 bits of the XCR0 register. If a bit is 0, the corresponding bit field in XCR0 is reserved
	Processor Extended State Enumeration Sub-leaf (EAX = 0DH, ECX = 1)	
0DH	EAX	Bit 00: XSAVEOPT is available. Bit 01: Supports XSAVEC and the compacted form of XRSTOR if set. Bit 02: Supports XGETBV with ECX = 1 if set. Bit 03: Supports XSAVES/XRSTORS and IA32_XSS if set. Bit 04: Supports Extended Feature Disable (XFD) if set. Bits 31-05: Reserved.
	EBX	Bits 31-00: The size in bytes of the XSAVE area containing all states enabled by XCR0 | IA32_XSS. **NOTES:** If EAX[3] is enumerated as 0 and EAX[1] is enumerated as 1, EBX enumerates the size of the XSAVE area containing all states enabled by XCR0. If EAX[1] and EAX[3] are both enumerated as 0, EBX enumerates zero.
	ECX	Bits 31-00: Reports the supported bits of the lower 32 bits of the IA32_XSS MSR. IA32_XSS[n] can be set to 1 only if ECX[n] is 1. Bits 07-00: Used for XCR0. Bit 08: PT state. Bit 09: Used for XCR0. Bit 10: Reserved. Bit 11: CET user state. Bit 12: CET supervisor state. Bit 13: HDC state. Bit 14: UINTR state. Bits 15: Reserved.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	ECX	Bit 16: HWP state. Bits 31-17: Reserved.
	EDX	Bits 31-00: Reports the supported bits of the upper 32 bits of the IA32_XSS MSR. IA32_XSS[n+32] can be set to 1 only if EDX[n] is 1. Bits 31-00: Reserved
Processor Extended State Enumeration Sub-leaves (EAX = 0DH, ECX = n, n > 1)		
0DH		**NOTES:** Leaf 0DH output depends on the initial value in ECX. Each sub-leaf index (starting at position 2) is supported if it corresponds to a supported bit in either the XCR0 register or the IA32_XSS MSR. * If ECX contains an invalid sub-leaf index, EAX/EBX/ECX/EDX return 0. Sub-leaf n (0 ≤ n ≤ 31) is invalid if sub-leaf 0 returns 0 in EAX[n] and sub-leaf 1 returns 0 in ECX[n]. Sub-leaf n (32 ≤ n ≤ 63) is invalid if sub-leaf 0 returns 0 in EDX[n-32] and sub-leaf 1 returns 0 in EDX[n-32].
	EAX	Bits 31-00: The size in bytes (from the offset specified in EBX) of the save area for an extended state feature associated with a valid sub-leaf index, *n*. This field reports 0 if the sub-leaf index, *n*, is invalid*.
	EBX	Bits 31-00: The offset in bytes of this extended state component's save area from the beginning of the XSAVE/XRSTOR area. This field reports 0 if the sub-leaf index, n, does not map to a valid bit in the XCR0 register*.
	ECX	Bit 0 is set if the bit n (corresponding to the sub-leaf index) is supported in the IA32_XSS MSR; it is clear if bit n is instead supported in XCR0. Bit 1 is set if, when the compacted format of an XSAVE area is used, this extended state component located on the next 64-byte boundary following the preceding state component (otherwise, it is located immediately following the preceding state component). Bit 2 is set to indicate support for XFD faulting. Bits 31-03 are reserved. This field reports 0 if the sub-leaf index, n, is invalid*.
	EDX	This field reports 0 if the sub-leaf index, *n*, is invalid*; otherwise it is reserved.
Intel Resource Director Technology (Intel RDT) Monitoring Enumeration Sub-leaf (EAX = 0FH, ECX = 0)		
0FH		**NOTES:** Leaf 0FH output depends on the initial value in ECX. Sub-leaf index 0 reports valid resource type starting at bit position 1 of EDX.
	EAX	Reserved.
	EBX	Bits 31-0: Maximum range (zero-based) of RMID within this physical processor of all types.
	ECX	Reserved.
	EDX	Bit 00: Reserved. Bit 01: Supports L3 Cache Intel RDT Monitoring if 1. Bits 31-02: Reserved

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
L3 Cache Intel RDT Monitoring Capability Enumeration Sub-leaf (EAX = 0FH, ECX = 1)		
0FH		**NOTES:** Leaf 0FH output depends on the initial value in ECX.
	EAX	No bits set: 24-bit counters. Bits 07 - 00: Encode counter width offset from 24b: 0x0 = 24-bit counters. 0x1 = 25-bit counters. 0x25 = 61-bit counters. Bit 08: Indicates that bit 61 in IA32_QM_CTR MSR is an overflow bit. Bits 31 - 09: Reserved.
	EBX	Bits 31-00: Conversion factor from reported IA32_QM_CTR value to occupancy metric (bytes) and Memory Bandwidth Monitoring (MBM) metrics.
	ECX	Maximum range (zero-based) of RMID of this resource type.
	EDX	Bit 00: Supports L3 occupancy monitoring if 1. Bit 01: Supports L3 Total Bandwidth monitoring if 1. Bit 02: Supports L3 Local Bandwidth monitoring if 1. Bits 31-03: Reserved
Intel Resource Director Technology (Intel RDT) Allocation Enumeration Sub-leaf (EAX = 10H, ECX = 0)		
10H		**NOTES:** Leaf 10H output depends on the initial value in ECX. Sub-leaf index 0 reports valid resource identification (ResID) starting at bit position 1 of EBX.
	EAX	Reserved.
	EBX	Bit 00: Reserved. Bit 01: Supports L3 Cache Allocation Technology if 1. Bit 02: Supports L2 Cache Allocation Technology if 1. Bit 03: Supports Memory Bandwidth Allocation if 1. Bits 31-04: Reserved.
	ECX	Reserved.
	EDX	Reserved.
L3 Cache Allocation Technology Enumeration Sub-leaf (EAX = 10H, ECX = ResID =1)		
10H		**NOTES:** Leaf 10H output depends on the initial value in ECX.
	EAX	Bits 04-00: Length of the capacity bit mask for the corresponding ResID using minus-one notation. Bits 31-05: Reserved
	EBX	Bits 31-00: Bit-granular map of isolation/contention of allocation units.
	ECX	Bit 00: Reserved. Bit 01: Updates of COS should be infrequent if 1. Bit 02: Code and Data Prioritization Technology supported if 1. Bits 31-03: Reserved
	EDX	Bits 15-00: Highest COS number supported for this ResID. Bits 31-16: Reserved

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	L2 Cache Allocation Technology Enumeration Sub-leaf (EAX = 10H, ECX = ResID =2)	
10H		**NOTES:** Leaf 10H output depends on the initial value in ECX.
	EAX	Bits 04 - 00: Length of the capacity bit mask for the corresponding ResID using minus-one notation. Bits 31 - 05: Reserved.
	EBX	Bits 31 - 00: Bit-granular map of isolation/contention of allocation units.
	ECX	Bits 31 - 00: Reserved.
	EDX	Bits 15 - 00: Highest COS number supported for this ResID. Bits 31 - 16: Reserved.
	Memory Bandwidth Allocation Enumeration Sub-leaf (EAX = 10H, ECX = ResID =3)	
10H		**NOTES:** Leaf 10H output depends on the initial value in ECX.
	EAX	Bits 11 - 00: Reports the maximum MBA throttling value supported for the corresponding ResID using minus-one notation. Bits 31 - 12: Reserved.
	EBX	Bits 31 - 00: Reserved.
	ECX	Bit 00: Per-thread MBA controls are supported. Bit 01: Reserved. Bit 02: Reports whether the response of the delay values is linear. Bits 31 - 03: Reserved.
	EDX	Bits 15 - 00: Highest COS number supported for this ResID. Bits 31 - 16: Reserved.
	Intel® Software Guard Extensions (Intel® SGX) Capability Enumeration Leaf, sub-leaf 0 (EAX = 12H, ECX = 0)	
12H		**NOTES:** Leaf 12H sub-leaf 0 (ECX = 0) is supported if CPUID.(EAX=07H, ECX=0H):EBX[SGX] = 1.
	EAX	Bit 00: SGX1. If 1, indicates Intel SGX supports the collection of SGX1 leaf functions. Bit 01: SGX2. If 1, indicates Intel SGX supports the collection of SGX2 leaf functions. Bits 04-02: Reserved. Bit 05: If 1, indicates Intel SGX supports ENCLV instruction leaves EINCVIRTCHILD, EDECVIRTCHILD, and ESETCONTEXT. Bit 06: If 1, indicates Intel SGX supports ENCLS instruction leaves ETRACKC, ERDINFO, ELDBC, and ELDUC. Bits 10-07: Reserved. Bit 11: If 1, indicates Intel SGX supports ENCLU instruction leaf EDECCSSA. Bits 31-12: Reserved.
	EBX	Bits 31-00: MISCSELECT. Bit vector of supported extended Intel SGX features.
	ECX	Bits 31-00: Reserved.
	EDX	Bits 07-00: MaxEnclaveSize_Not64. The maximum supported enclave size in non-64-bit mode is 2^(EDX[7:0]). Bits 15-08: MaxEnclaveSize_64. The maximum supported enclave size in 64-bit mode is 2^(EDX[15:8]). Bits 31-16: Reserved.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	Intel SGX Attributes Enumeration Leaf, sub-leaf 1 (EAX = 12H, ECX = 1)	
12H		**NOTES:** Leaf 12H sub-leaf 1 (ECX = 1) is supported if CPUID.(EAX=07H, ECX=0H):EBX[SGX] = 1.
	EAX	Bit 31-00: Reports the valid bits of SECS.ATTRIBUTES[31:0] that software can set with ECREATE.
	EBX	Bit 31-00: Reports the valid bits of SECS.ATTRIBUTES[63:32] that software can set with ECREATE.
	ECX	Bit 31-00: Reports the valid bits of SECS.ATTRIBUTES[95:64] that software can set with ECREATE.
	EDX	Bit 31-00: Reports the valid bits of SECS.ATTRIBUTES[127:96] that software can set with ECREATE.
	Intel SGX EPC Enumeration Leaf, sub-leaves (EAX = 12H, ECX = 2 or higher)	
12H		**NOTES:** Leaf 12H sub-leaf 2 or higher (ECX >= 2) is supported if CPUID.(EAX=07H, ECX=0H):EBX[SGX] = 1. For sub-leaves (ECX = 2 or higher), definition of EDX,ECX,EBX,EAX[31:4] depends on the sub-leaf type listed below.
	EAX	Bit 03-00: Sub-leaf Type 0000b: Indicates this sub-leaf is invalid. 0001b: This sub-leaf enumerates an EPC section. EBX:EAX and EDX:ECX provide information on the Enclave Page Cache (EPC) section. All other type encodings are reserved.
	Type	0000b. This sub-leaf is invalid. EDX:ECX:EBX:EAX return 0.
	Type	0001b. This sub-leaf enumerates an EPC sections with EDX:ECX, EBX:EAX defined as follows. EAX[11:04]: Reserved (enumerate 0). EAX[31:12]: Bits 31:12 of the physical address of the base of the EPC section. EBX[19:00]: Bits 51:32 of the physical address of the base of the EPC section. EBX[31:20]: Reserved. ECX[03:00]: EPC section property encoding defined as follows: If EAX[3:0] 0000b, then all bits of the EDX:ECX pair are enumerated as 0. If EAX[3:0] 0001b, then this section has confidentiality and integrity protection. If EAX[3:0] 0010b, then this section has confidentiality protection only. All other encodings are reserved. ECX[11:04]: Reserved (enumerate 0). ECX[31:12]: Bits 31:12 of the size of the corresponding EPC section within the Processor Reserved Memory. EDX[19:00]: Bits 51:32 of the size of the corresponding EPC section within the Processor Reserved Memory. EDX[31:20]: Reserved.
	Intel Processor Trace Enumeration Main Leaf (EAX = 14H, ECX = 0)	
14H		**NOTES:** Leaf 14H main leaf (ECX = 0).
	EAX	Bits 31-00: Reports the maximum sub-leaf supported in leaf 14H.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	EBX	Bit 00: If 1, indicates that IA32_RTIT_CTL.CR3Filter can be set to 1, and that IA32_RTIT_CR3_MATCH MSR can be accessed. Bits 01: If 1, indicates support of Configurable PSB and Cycle-Accurate Mode. Bits 02: If 1, indicates support of IP Filtering, TraceStop filtering, and preservation of Intel PT MSRs across warm reset. Bits 03: If 1, indicates support of MTC timing packet and suppression of COFI-based packets. Bit 04: If 1, indicates support of PTWRITE. Writes can set IA32_RTIT_CTL[12] (PTWEn) and IA32_R-TIT_CTL[5] (FUPonPTW), and PTWRITE can generate packets. Bit 05: If 1, indicates support of Power Event Trace. Writes can set IA32_RTIT_CTL[4] (PwrEvtEn), enabling Power Event Trace packet generation. Bit 06: If 1, indicates support for PSB and PMI preservation. Writes can set IA32_RTIT_CTL[56] (InjectPsbPmiOnEnable), enabling the processor to set IA32_RTIT_STATUS[7] (PendTopaPMI) and/or IA32_RTIT_STATUS[6] (PendPSB) in order to preserve ToPA PMIs and/or PSBs otherwise lost due to Intel PT disable. Writes can also set PendToPAPMI and PendPSB. Bits 31-07: Reserved
	ECX	Bit 00: If 1, Tracing can be enabled with IA32_RTIT_CTL.ToPA = 1, hence utilizing the ToPA output scheme; IA32_RTIT_OUTPUT_BASE and IA32_RTIT_OUTPUT_MASK_PTRS MSRs can be accessed. Bit 01: If 1, ToPA tables can hold any number of output entries, up to the maximum allowed by the MaskOrTableOffset field of IA32_RTIT_OUTPUT_MASK_PTRS. Bits 02: If 1, indicates support of Single-Range Output scheme. Bits 03: If 1, indicates support of output to Trace Transport subsystem. Bit 30-04: Reserved Bit 31: If 1, generated packets which contain IP payloads have LIP values, which include the CS base component.
	EDX	Bits 31-00: Reserved
	Intel Processor Trace Enumeration Sub-leaf (EAX = 14H, ECX = 1)	
14H	EAX	Bits 02-00: Number of configurable Address Ranges for filtering. Bits 15-03: Reserved Bit 31-16: Bitmap of supported MTC period encodings
	EBX	Bits 15-00: Bitmap of supported Cycle Threshold value encodings Bit 31-16: Bitmap of supported Configurable PSB frequency encodings
	ECX	Bits 31-00: Reserved
	EDX	Bits 31-00: Reserved
	Time Stamp Counter and Core Crystal Clock Information Leaf	
15H		**NOTES:** If EBX[31:0] is 0, the TSC and "core crystal clock" ratio is not enumerated. EBX[31:0]/EAX[31:0] indicates the ratio of the TSC frequency and the core crystal clock fre-quency. If ECX is 0, the core crystal clock frequency is not enumerated. "TSC frequency" = "core crystal clock frequency" * EBX/EAX. The core crystal clock may differ from the reference clock, bus clock, or core clock frequencies.
	EAX	Bits 31-00: An unsigned integer which is the denominator of the TSC/"core crystal clock" ratio.
	EBX	Bits 31-00: An unsigned integer which is the numerator of the TSC/"core crystal clock" ratio.
	ECX	Bits 31-00: An unsigned integer which is the nominal frequency of the core crystal clock in Hz.
	EDX	Bits 31-00: Reserved = 0.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	Processor Frequency Information Leaf	
16H	EAX	Bits 15-00: Processor Base Frequency (in MHz). Bits 31-16: Reserved =0
	EBX	Bits 15-00: Maximum Frequency (in MHz). Bits 31-16: Reserved = 0
	ECX	Bits 15-00: Bus (Reference) Frequency (in MHz). Bits 31-16: Reserved = 0
	EDX	Reserved
		NOTES: * Data is returned from this interface in accordance with the processor's specification and does not reflect actual values. Suitable use of this data includes the display of processor information in like manner to the processor brand string and for determining the appropriate range to use when displaying processor information e.g. frequency history graphs. The returned information should not be used for any other purpose as the returned information does not accurately correlate to information / counters returned by other processor interfaces. While a processor may support the Processor Frequency Information leaf, fields that return a value of zero are not supported.
	System-On-Chip Vendor Attribute Enumeration Main Leaf (EAX = 17H, ECX = 0)	
17H		**NOTES:** Leaf 17H main leaf (ECX = 0). Leaf 17H output depends on the initial value in ECX. Leaf 17H sub-leaves 1 through 3 reports SOC Vendor Brand String. Leaf 17H is valid if MaxSOCID_Index >= 3. Leaf 17H sub-leaves 4 and above are reserved.
	EAX	Bits 31-00: MaxSOCID_Index. Reports the maximum input value of supported sub-leaf in leaf 17H.
	EBX	Bits 15-00: SOC Vendor ID. Bit 16: IsVendorScheme. If 1, the SOC Vendor ID field is assigned via an industry standard enumeration scheme. Otherwise, the SOC Vendor ID field is assigned by Intel. Bits 31-17: Reserved = 0.
	ECX	Bits 31-00: Project ID. A unique number an SOC vendor assigns to its SOC projects.
	EDX	Bits 31-00: Stepping ID. A unique number within an SOC project that an SOC vendor assigns.
	System-On-Chip Vendor Attribute Enumeration Sub-leaf (EAX = 17H, ECX = 1..3)	
17H	EAX	Bit 31-00: SOC Vendor Brand String. UTF-8 encoded string.
	EBX	Bit 31-00: SOC Vendor Brand String. UTF-8 encoded string.
	ECX	Bit 31-00: SOC Vendor Brand String. UTF-8 encoded string.
	EDX	Bit 31-00: SOC Vendor Brand String. UTF-8 encoded string.
		NOTES: Leaf 17H output depends on the initial value in ECX. SOC Vendor Brand String is a UTF-8 encoded string padded with trailing bytes of 00H. The complete SOC Vendor Brand String is constructed by concatenating in ascending order of EAX:EBX:ECX:EDX and from the sub-leaf 1 fragment towards sub-leaf 3.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	System-On-Chip Vendor Attribute Enumeration Sub-leaves (EAX = 17H, ECX > MaxSOCID_Index)	
17H		**NOTES:** Leaf 17H output depends on the initial value in ECX.
	EAX	Bits 31-00: Reserved = 0.
	EBX	Bits 31-00: Reserved = 0.
	ECX	Bits 31-00: Reserved = 0.
	EDX	Bits 31-00: Reserved = 0.
	Deterministic Address Translation Parameters Main Leaf (EAX = 18H, ECX = 0)	
18H		**NOTES:** Each sub-leaf enumerates a different address translations structure. Valid sub-leaves do not need to be contiguous or in any particular order. A valid sub-leaf may be in a higher input ECX value than an invalid sub-leaf or than a valid sub-leaf of a higher or lower-level structure. If ECX contains an invalid sub-leaf index, EAX/EBX/ECX/EDX return 0. Sub-leaf index n is invalid if n exceeds the value that sub-leaf 0 returns in EAX. * Add one to the return value to get the result.
	EAX	Bits 31-00: Reports the maximum input value of supported sub-leaf in leaf 18H.
	EBX	Bit 00: 4K page size entries supported by this structure. Bit 01: 2MB page size entries supported by this structure. Bit 02: 4MB page size entries supported by this structure. Bit 03: 1 GB page size entries supported by this structure. Bits 07-04: Reserved. Bits 10-08: Partitioning (0: Soft partitioning between the logical processors sharing this structure). Bits 15-11: Reserved. Bits 31-16: W = Ways of associativity.
	ECX	Bits 31-00: S = Number of Sets.
	EDX	Bits 04-00: Translation cache type field. 00000b: Null (indicates this sub-leaf is not valid). 00001b: Data TLB. 00010b: Instruction TLB. 00011b: Unified TLB. 00100b: Load Only TLB. Hit on loads; fills on both loads and stores. 00101b: Store Only TLB. Hit on stores; fill on stores. All other encodings are reserved. Bits 07-05: Translation cache level (starts at 1). Bit 08: Fully associative structure. Bits 13-09: Reserved. Bits 25-14: Maximum number of addressable IDs for logical processors sharing this translation cache* Bits 31-26: Reserved.
	Deterministic Address Translation Parameters Sub-leaf (EAX = 18H, ECX ≥ 1)	
18H		**NOTES:** If ECX contains an invalid sub-leaf index, EAX/EBX/ECX/EDX return 0. Sub-leaf index n is invalid if n exceeds the value that sub-leaf 0 returns in EAX. * Add one to the return value to get the result.
	EAX	Bits 31-00: Reserved.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	EBX	Bit 00: 4K page size entries supported by this structure. Bit 01: 2MB page size entries supported by this structure. Bit 02: 4MB page size entries supported by this structure. Bit 03: 1 GB page size entries supported by this structure. Bits 07-04: Reserved. Bits 10-08: Partitioning (0: Soft partitioning between the logical processors sharing this structure). Bits 15-11: Reserved. Bits 31-16: W = Ways of associativity.
	ECX	Bits 31-00: S = Number of Sets.
	EDX	Bits 04-00: Translation cache type field. 0000b: Null (indicates this sub-leaf is not valid). 0001b: Data TLB. 0010b: Instruction TLB. 0011b: Unified TLB. All other encodings are reserved. Bits 07-05: Translation cache level (starts at 1). Bit 08: Fully associative structure. Bits 13-09: Reserved. Bits 25-14: Maximum number of addressable IDs for logical processors sharing this translation cache* Bits 31-26: Reserved.
	Key Locker Leaf (EAX = 19H)	
19H	EAX	Bit 00: Key Locker restriction of CPL0-only supported. Bit 01: Key Locker restriction of no-encrypt supported. Bit 02: Key Locker restriction of no-decrypt supported. Bits 31-03: Reserved.
	EBX	Bit 00: AESKLE. If 1, the AES Key Locker instructions are fully enabled. Bit 01: Reserved. Bit 02: If 1, the AES wide Key Locker instructions are supported. Bit 03: Reserved. Bit 04: If 1, the platform supports the Key Locker MSRs and backing up the internal wrapping key. Bits 31-05: Reserved.
	ECX	Bit 00: If 1, the NoBackup parameter to LOADIWKEY is supported. Bit 01: If 1, KeySource encoding of 1 (randomization of the internal wrapping key) is supported. Bits 31- 02: Reserved.
	EDX	Reserved.
	Hybrid Information Sub-leaf (EAX = 1AH, ECX = 0)	
1AH	EAX	Enumerates the native model ID and core type. Bits 31-24: Core type 10H: Reserved 20H: Intel Atom® 30H: Reserved 40H: Intel® Core™ Bits 23-0: Reserved
	EBX	Reserved.
	ECX	Reserved.
	EDX	Reserved.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	PCONFIG Information Sub-leaf (EAX = 1BH, ECX ≥ 0)	
1BH		**NOTES:** Leaf 1BH is supported if CPUID.(EAX=07H, ECX=0H):EDX[18] = 1. For sub-leaves of 1BH, the definition of EDX, ECX, EBX, EAX depends on the sub-leaf type listed below. * Currently MKTME is the only defined target and is indicated by identifier 1. An identifier of 0 indicates an invalid target. If MKTME is a supported target, the MKTME_KEY_PROGRAM leaf of PCONFIG is available.
	EAX	Bits 11-00: Sub-leaf type 0: Invalid sub-leaf. On an invalid sub-leaf type returned, subsequent sub-leaves are also invalid. EBX, ECX and EDX all return 0 for this case. 1: Target Identifier. This sub-leaf enumerates PCONFIG targets supported on the platform. Software must scan until an invalid sub-leaf type is returned. EBX, ECX and EDX are defined below for this case. Bits 31-12: 0
	EBX	* Identifier of target 3n+1 (where n is the sub-leaf number, the initial value of ECX).
	ECX	* Identifier of target 3n+2.
	EDX	* Identifier of target 3n+3.
	Last Branch Records Information Leaf (EAX = 1CH, ECX = 0)	
1CH		**NOTES:** This leaf pertains to the architectural feature. For leaf 01CH, CPUID will ignore the ECX value.
	EAX	Bits 07 - 00: Supported LBR Depth Values. For each bit n set in this field, the IA32_LBR_DEPTH.DEPTH value 8*(n+1) is supported. Bits 29 - 08: Reserved. Bit 30: Deep C-state Reset. If set, indicates that LBRs may be cleared on an MWAIT that requests a C-state numerically greater than C1. Bit 31: IP Values Contain LIP. If set, LBR IP values contain LIP. If clear, IP values contain Effective IP.
	EBX	Bit 00: CPL Filtering Supported. If set, the processor supports setting IA32_LBR_CTL[2:1] to non-zero value. Bit 01: Branch Filtering Supported. If set, the processor supports setting IA32_LBR_CTL[22:16] to non-zero value. Bit 02: Call-stack Mode Supported. If set, the processor supports setting IA32_LBR_CTL[3] to 1. Bits 31 - 03: Reserved.
	ECX	Bit 00: Mispredict Bit Supported. IA32_LBR_x_INFO[63] holds indication of branch misprediction (MISPRED). Bit 01: Timed LBRs Supported. IA32_LBR_x_INFO[15:0] holds CPU cycles since last LBR entry (CYC_CNT), and IA32_LBR_x_INFO[60] holds an indication of whether the value held there is valid (CYC_CNT_VALID). Bit 02: Branch Type Field Supported. IA32_LBR_INFO_x[59:56] holds indication of the recorded operation's branch type (BR_TYPE). Bits 31 - 03: Reserved.
	EDX	Bits 31 - 00: Reserved.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	Tile Information Main Leaf (EAX = 1DH, ECX = 0)	
1DH		**NOTES:** For sub-leaves of 1DH, they are indexed by the palette id. Leaf 1DH sub-leaves 2 and above are reserved.
	EAX	Bits 31-00: max_palette. Highest numbered palette sub-leaf. Value = 1.
	EBX	Bits 31-00: Reserved = 0.
	ECX	Bits 31-00: Reserved = 0.
	EDX	Bits 31-00: Reserved = 0.
	Tile Palette 1 Sub-leaf (EAX = 1DH, ECX = 1)	
1DH	EAX	Bits 15-00: Palette 1 total_tile_bytes. Value = 8192. Bits 31-16: Palette 1 bytes_per_tile. Value = 1024.
	EBX	Bits 15-00: Palette 1 bytes_per_row. Value = 64. Bits 31-16: Palette 1 max_names (number of tile registers). Value = 8.
	ECX	Bits 15-00: Palette 1 max_rows. Value = 16. Bits 31-16: Reserved = 0.
	EDX	Bits 31-00: Reserved = 0.
	TMUL Information Main Leaf (EAX = 1EH, ECX = 0)	
1EH		**NOTE:** Leaf 1EH sub-leaf 1 and above are reserved.
	EAX	Bits 31-00: Reserved = 0.
	EBX	Bits 07-00: tmul_maxk (rows or columns). Value = 16. Bits 23-08: tmul_maxn (column bytes). Value = 64. Bits 31-24: Reserved = 0.
	ECX	Bits 31-00: Reserved = 0.
	EDX	Bits 31-00: Reserved = 0.
	V2 Extended Topology Enumeration Leaf	
1FH		**NOTES:** *CPUID leaf 1FH is a preferred superset to leaf 0BH. Intel recommends first checking for the existence of Leaf 1FH and using this if available.* Most of Leaf 1FH output depends on the initial value in ECX. The EDX output of leaf 1FH is always valid and does not vary with input value in ECX. Output value in ECX[7:0] always equals input value in ECX[7:0]. Sub-leaf index 0 enumerates SMT level. Each subsequent higher sub-leaf index enumerates a higher-level topological entity in hierarchical order. For sub-leaves that return an invalid level-type of 0 in ECX[15:8]; EAX and EBX will return 0. If an input value n in ECX returns the invalid level-type of 0 in ECX[15:8], other input values with ECX > n also return 0 in ECX[15:8].
	EAX	Bits 04 - 00: Number of bits to shift right on x2APIC ID to get a unique topology ID of the next level type*. All logical processors with the same next level ID share current level. Bits 31 - 05: Reserved.
	EBX	Bits 15 - 00: Number of logical processors at this level type. The number reflects configuration as shipped by Intel**. Bits 31- 16: Reserved.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	ECX	Bits 07 - 00: Level number. Same value in ECX input. Bits 15 - 08: Level type***. Bits 31 - 16: Reserved.
	EDX	Bits 31- 00: x2APIC ID the current logical processor. **NOTES:** * Software should use this field (EAX[4:0]) to enumerate processor topology of the system. ** Software must not use EBX[15:0] to enumerate processor topology of the system. This value in this field (EBX[15:0]) is only intended for display/diagnostic purposes. The actual number of logical processors available to BIOS/OS/Applications may be different from the value of EBX[15:0], depending on software and platform hardware configurations. *** The value of the "level type" field is not related to level numbers in any way, higher "level type" values do not mean higher levels. Level type field has the following encoding: 0: Invalid. 1: SMT. 2: Core. 3: Module. 4: Tile. 5: Die. 6-255: Reserved.
	Processor History Reset Sub-leaf (EAX = 20H, ECX = 0)	
20H	EAX	Reports the maximum number of sub-leaves that are supported in leaf 20H.
	EBX	Indicates which bits may be set in the IA32_HRESET_ENABLE MSR to enable enhanced hardware feedback interface history. Bit 00: Indicates support for both HRESET's EAX[0] parameter, and IA32_HRESET_ENABLE[0] set by the OS to enable reset of EHFI history. Bits 31-01: Reserved for other history reset capabilities.
	ECX	Reserved.
	EDX	Reserved.
	Architectural Performance Monitoring Extended Leaf (Output depends on ECX input value)	
23H		**NOTES:** Leaf 23H main leaf (ECX = 0).
	EAX	Bits 31-00: Reports the valid sub-leaves that are supported in leaf 23H.
	EBX	Bits 31-00: Reserved.
	ECX	Bits 31-00: Reserved.
	EDX	Bits 31-00: Reserved.
	Architectural Performance Monitoring Extended Sub-Leaf (EAX = 23H, ECX = 1)	
23H	EAX	Bits 31-00: General counters bitmap. For each bit *n* set in this field, the processor supports general-purpose performance monitoring counter *n*.
	EBX	Bits 31-00: Fixed counters bitmap. For each bit *m* set in this field, the processor supports fixed-function performance monitoring counter *m*.
	ECX	Bits 31-00: Reserved.
	EDX	Bits 31-00: Reserved.

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	Architectural Performance Monitoring Extended Sub-Leaf (EAX = 23H, ECX = 3)	
23H		Architectural Performance Monitoring Events Bitmap. For each bit *n* set in this field, the processor supports Architectural Performance Monitoring Event of index *n*.
	EAX	Bit 00: Core cycles. Bit 01: Instructions retired. Bit 02: Reference cycles. Bit 03: Last level cache references. Bit 04: Last level cache misses. Bit 05: Branch instructions retired. Bit 06: Branch mispredicts retired. Bit 07: Topdown slots. Bit 08: Topdown backend bound. Bit 09: Topdown bad speculation. Bit 10: Topdown frontend bound. Bit 11: Topdown retiring. Bits 31-12: Reserved.
	EBX	Bits 31-00: Reserved.
	ECX	Bits 31-00: Reserved.
	EDX	Bits 31-00: Reserved.
	Unimplemented CPUID Leaf Functions	
21H		Invalid. No existing or future CPU will return processor identification or feature information if the initial EAX value is 21H. If the value returned by CPUID.0:EAX (the maximum input value for basic CPUID information) is at least 21H, 0 is returned in the registers EAX, EBX, ECX, and EDX. Otherwise, the data for the highest basic information leaf is returned.
40000000H - 4FFFFFFFH		Invalid. No existing or future CPU will return processor identification or feature information if the initial EAX value is in the range 40000000H to 4FFFFFFFH.
	Extended Function CPUID Information	
80000000H	EAX	Maximum Input Value for Extended Function CPUID Information.
	EBX ECX EDX	Reserved Reserved Reserved
80000001H	EAX EBX ECX	Extended Processor Signature and Feature Bits. Reserved Bit 00: LAHF/SAHF available in 64-bit mode Bits 04-01: Reserved Bit 05: LZCNT available Bits 07-06: Reserved Bit 08: PREFETCHW Bits 31-09: Reserved

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
	EDX	Bits 10-00: Reserved Bit 11: SYSCALL/SYSRET available (when in 64-bit mode) Bits 19-12: Reserved = 0 Bit 20: Execute Disable Bit available Bits 25-21: Reserved = 0 Bit 26: 1-GByte pages are available if 1 Bit 27: RDTSCP and IA32_TSC_AUX are available if 1 Bits 28: Reserved = 0 Bit 29: Intel® 64 Architecture available if 1 Bits 31-30: Reserved = 0
80000002H	EAX EBX ECX EDX	Processor Brand String Processor Brand String Continued Processor Brand String Continued Processor Brand String Continued
80000003H	EAX EBX ECX EDX	Processor Brand String Continued Processor Brand String Continued Processor Brand String Continued Processor Brand String Continued
80000004H	EAX EBX ECX EDX	Processor Brand String Continued Processor Brand String Continued Processor Brand String Continued Processor Brand String Continued
80000005H	EAX EBX ECX EDX	Reserved = 0 Reserved = 0 Reserved = 0 Reserved = 0
80000006H	EAX EBX ECX EDX	Reserved = 0 Reserved = 0 Bits 07-00: Cache Line size in bytes Bits 11-08: Reserved Bits 15-12: L2 Associativity field * Bits 31-16: Cache size in 1K units Reserved = 0 **NOTES:** * L2 associativity field encodings: 00H - Disabled 01H - 1 way (direct mapped) 02H - 2 ways 03H - Reserved 04H - 4 ways 05H - Reserved 06H - 8 ways 07H - See CPUID leaf 04H, sub-leaf 2** 08H - 16 ways 09H - Reserved 0AH - 32 ways 0BH - 48 ways 0CH - 64 ways 0DH - 96 ways 0EH - 128 ways 0FH - Fully associative ** CPUID leaf 04H provides details of deterministic cache parameters, including the L2 cache in sub-leaf 2

Table 1-3. Information Returned by CPUID Instruction(Continued)

Initial EAX Value	Information Provided about the Processor	
80000007H	EAX EBX ECX EDX	Reserved = 0 Reserved = 0 Reserved = 0 Bits 07-00: Reserved = 0 Bit 08: Invariant TSC available if 1 Bits 31-09: Reserved = 0
80000008H	EAX EBX ECX EDX	Virtual/Physical Address size Bits 07-00: #Physical Address Bits* Bits 15-08: #Virtual Address Bits Bits 31-16: Reserved = 0 Bits 08-00: Reserved = 0 Bit 09: WBNOINVD is available if 1 Bits 31-10: Reserved = 0 Reserved = 0 Reserved = 0 NOTES: * If CPUID.80000008H:EAX[7:0] is supported, the maximum physical address number supported should come from this field.

INPUT EAX = 0H: Returns CPUID's Highest Value for Basic Processor Information and the Vendor Identification String

When CPUID executes with EAX set to 0H, the processor returns the highest value the CPUID recognizes for returning basic processor information. The value is returned in the EAX register and is processor specific.

A vendor identification string is also returned in EBX, EDX, and ECX. For Intel processors, the string is "GenuineIntel" and is expressed:

```
EBX := 756e6547h (* "Genu", with G in the low 4 bits of BL *)
EDX := 49656e69h (* "inel", with i in the low 4 bits of DL *)
ECX := 6c65746eh (* "ntel", with n in the low 4 bits of CL *)
```

INPUT EAX = 80000000H: Returns CPUID's Highest Value for Extended Processor Information

When CPUID executes with EAX set to 0H, the processor returns the highest value the processor recognizes for returning extended processor information. The value is returned in the EAX register and is processor specific.

IA32_BIOS_SIGN_ID Returns Microcode Update Signature

For processors that support the microcode update facility, the IA32_BIOS_SIGN_ID MSR is loaded with the update signature whenever CPUID executes. The signature is returned in the upper DWORD. For details, see Chapter 10 in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A.

INPUT EAX = 01H: Returns Model, Family, Stepping Information

When CPUID executes with EAX set to 01H, version information is returned in EAX (see Figure 1-1). For example: model, family, and processor type for the Intel Xeon processor 5100 series is as follows:

- Model — 1111B
- Family — 0101B
- Processor Type — 00B

See Table 1-4 for available processor type values. Stepping IDs are provided as needed.

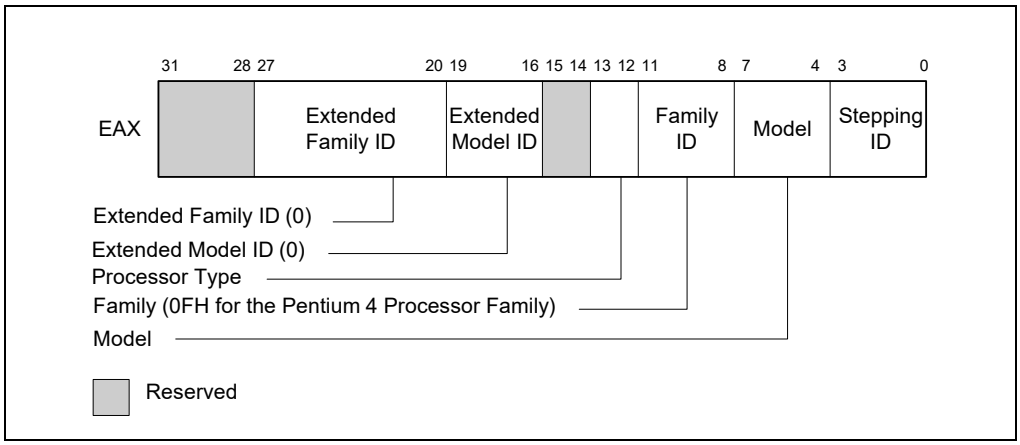


Figure 1-1. Version Information Returned by CPUID in EAX

Table 1-4. Processor Type Field

Type	Encoding
Original OEM Processor	00B
Intel OverDrive® Processor	01B
Dual processor (not applicable to Intel486 processors)	10B
Intel reserved	11B

NOTE

See "Caching Translation Information" in Chapter 4, "Paging," in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A, and Chapter 16 in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1, for information on identifying earlier IA-32 processors.

The Extended Family ID needs to be examined only when the Family ID is 0FH. Integrate the fields into a display using the following rule:

```
IF Family_ID ≠ 0FH
    THEN Displayed_Family = Family_ID;
    ELSE Displayed_Family = Extended_Family_ID + Family_ID;
    (* Right justify and zero-extend 4-bit field. *)
FI;
(* Show Display_Family as HEX field. *)
```

The Extended Model ID needs to be examined only when the Family ID is 06H or 0FH. Integrate the field into a display using the following rule:

```
IF (Family_ID = 06H or Family_ID = 0FH)
    THEN Displayed_Model = (Extended_Model_ID << 4) + Model_ID;
    (* Right justify and zero-extend 4-bit field; display Model_ID as HEX field.*)
    ELSE Displayed_Model = Model_ID;
FI;
(* Show Display_Model as HEX field. *)
```

INPUT EAX = 01H: Returns Additional Information in EBX

When CPUID executes with EAX set to 01H, additional information is returned to the EBX register:

- Brand index (low byte of EBX) — this number provides an entry into a brand string table that contains brand strings for IA-32 processors. More information about this field is provided later in this section.
- CLFLUSH instruction cache line size (second byte of EBX) — this number indicates the size of the cache line flushed with CLFLUSH instruction in 8-byte increments. This field was introduced in the Pentium 4 processor.
- Local APIC ID (high byte of EBX) — this number is the 8-bit ID that is assigned to the local APIC on the processor during power up. This field was introduced in the Pentium 4 processor.

INPUT EAX = 01H: Returns Feature Information in ECX and EDX

When CPUID executes with EAX set to 01H, feature information is returned in ECX and EDX.

- Figure 1-2 and Table 1-5 show encodings for ECX.
- Figure 1-3 and Table 1-6 show encodings for EDX.

For all feature flags, a 1 indicates that the feature is supported. Use Intel to properly interpret feature flags.

NOTE

Software must confirm that a processor feature is present using feature flags returned by CPUID prior to using the feature. Software should not depend on future offerings retaining all features.

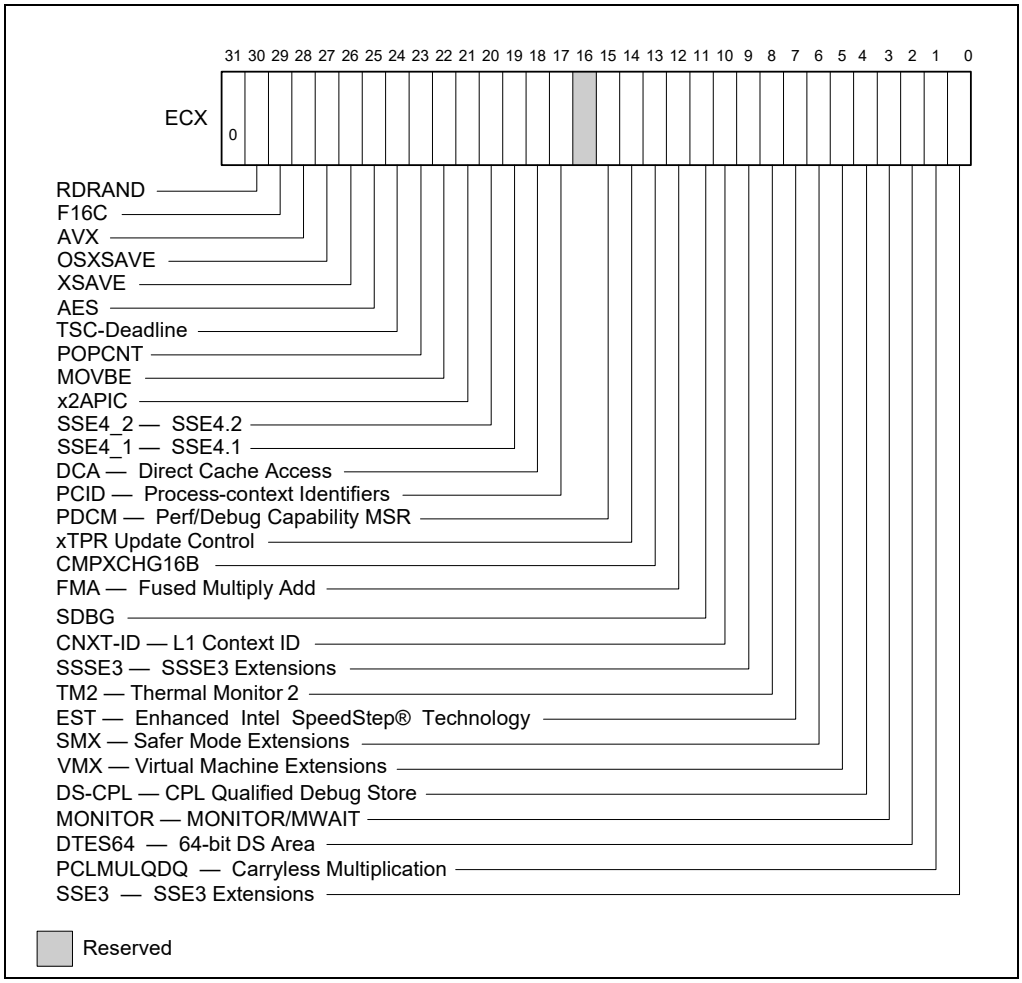


Figure 1-2. Feature Information Returned in the ECX Register

Table 1-5. Feature Information Returned in the ECX Register

Bit #	Mnemonic	Description
0	SSE3	**Intel® Streaming SIMD Extensions 3 (Intel® SSE3).** A value of 1 indicates the processor supports this technology.
1	PCLMULQDQ	A value of 1 indicates the processor supports PCLMULQDQ instruction.
2	DTES64	**64-bit DS Area.** A value of 1 indicates the processor supports DS area using 64-bit layout.
3	MONITOR	**MONITOR/MWAIT.** A value of 1 indicates the processor supports this feature.
4	DS-CPL	**CPL Qualified Debug Store.** A value of 1 indicates the processor supports the extensions to the Debug Store feature to allow for branch message storage qualified by CPL.
5	VMX	Virtual Machine Extensions. A value of 1 indicates that the processor supports this technology.
6	SMX	Safer Mode Extensions. A value of 1 indicates that the processor supports this technology. See Chapter 6, "Safer Mode Extensions Reference".
7	EST	**Enhanced Intel SpeedStep® Technology.** A value of 1 indicates that the processor supports this technology.
8	TM2	**Thermal Monitor 2.** A value of 1 indicates whether the processor supports this technology.
9	SSSE3	A value of 1 indicates the presence of the Supplemental Streaming SIMD Extensions 3 (SSSE3). A value of 0 indicates the instruction extensions are not present in the processor.
10	CNXT-ID	**L1 Context ID.** A value of 1 indicates the L1 data cache mode can be set to either adaptive mode or shared mode. A value of 0 indicates this feature is not supported. See definition of the IA32_MISC_ENABLE MSR Bit 24 (L1 Data Cache Context Mode) for details.
11	SDBG	A value of 1 indicates the processor supports IA32_DEBUG_INTERFACE MSR for silicon debug.
12	FMA	A value of 1 indicates the processor supports FMA extensions using YMM state.
13	CMPXCHG16B	**CMPXCHG16B Available.** A value of 1 indicates that the feature is available.
14	xTPR Update Control	**xTPR Update Control.** A value of 1 indicates that the processor supports changing IA32_MISC_ENABLES[bit 23].
15	PDCM	**Perfmon and Debug Capability.** A value of 1 indicates the processor supports the performance and debug feature indication MSR IA32_PERF_CAPABILITIES.
16	Reserved	Reserved
17	PCID	**Process-context identifiers.** A value of 1 indicates that the processor supports PCIDs and that software may set CR4.PCIDE to 1.
18	DCA	A value of 1 indicates the processor supports the ability to prefetch data from a memory mapped device.
19	SSE4.1	A value of 1 indicates that the processor supports SSE4.1.
20	SSE4.2	A value of 1 indicates that the processor supports SSE4.2.
21	x2APIC	A value of 1 indicates that the processor supports x2APIC feature.
22	MOVBE	A value of 1 indicates that the processor supports MOVBE instruction.
23	POPCNT	A value of 1 indicates that the processor supports the POPCNT instruction.
24	TSC-Deadline	A value of 1 indicates that the processor's local APIC timer supports one-shot operation using a TSC deadline value.
25	AES	A value of 1 indicates that the processor supports the AESNI instruction extensions.
26	XSAVE	A value of 1 indicates that the processor supports the XSAVE/XRSTOR processor extended states feature, the XSETBV/XGETBV instructions, and XCR0.
27	OSXSAVE	A value of 1 indicates that the OS has set CR4.OSXSAVE[bit 18] to enable XSETBV/XGETBV instructions to access XCR0 and to support processor extended state management using XSAVE/XRSTOR.
28	AVX	A value of 1 indicates that processor supports AVX instructions operating on 256-bit YMM state, and three-operand encoding of 256-bit and 128-bit SIMD instructions.

Table 1-5. Feature Information Returned in the ECX Register (Continued)

Bit #	Mnemonic	Description
29	F16C	A value of 1 indicates that processor supports 16-bit floating-point conversion instructions.
30	RDRAND	A value of 1 indicates that processor supports RDRAND instruction.
31	Not Used	Always return 0.

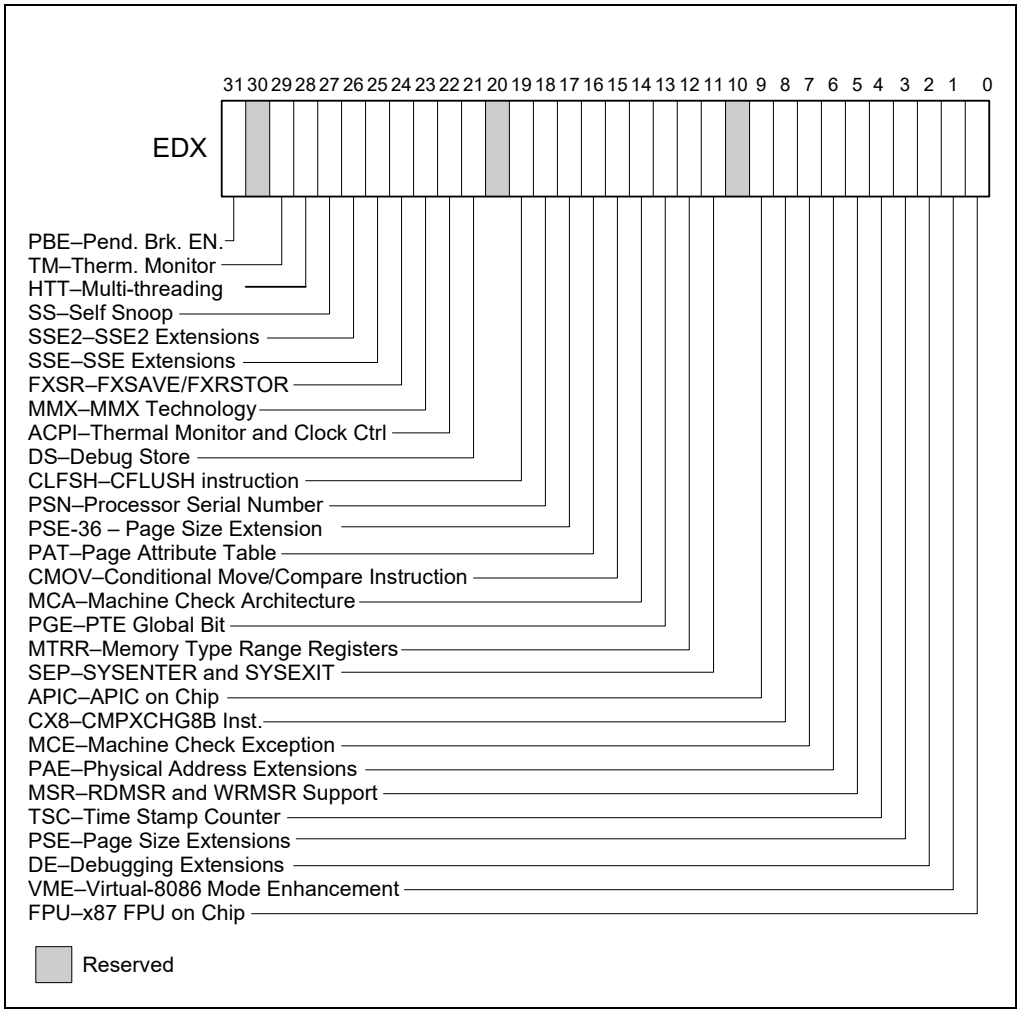


Figure 1-3. Feature Information Returned in the EDX Register

Table 1-6. More on Feature Information Returned in the EDX Register

Bit #	Mnemonic	Description
0	FPU	**Floating-point Unit On-Chip.** The processor contains an x87 FPU.
1	VME	**Virtual 8086 Mode Enhancements.** Virtual 8086 mode enhancements, including CR4.VME for controlling the feature, CR4.PVI for protected mode virtual interrupts, software interrupt indirection, expansion of the TSS with the software indirection bitmap, and EFLAGS.VIF and EFLAGS.VIP flags.
2	DE	**Debugging Extensions.** Support for I/O breakpoints, including CR4.DE for controlling the feature, and optional trapping of accesses to DR4 and DR5.

Table 1-6. More on Feature Information Returned in the EDX Register(Continued)

Bit #	Mnemonic	Description
3	PSE	**Page Size Extension.** Large pages of size 4 MByte are supported, including CR4.PSE for controlling the feature, the defined dirty bit in PDE (Page Directory Entries), optional reserved bit trapping in CR3, PDEs, and PTEs.
4	TSC	**Time Stamp Counter.** The RDTSC instruction is supported, including CR4.TSD for controlling privilege.
5	MSR	**Model Specific Registers RDMSR and WRMSR Instructions.** The RDMSR and WRMSR instructions are supported. Some of the MSRs are implementation dependent.
6	PAE	**Physical Address Extension.** Physical addresses greater than 32 bits are supported: extended page table entry formats, an extra level in the page translation tables is defined, 2-MByte pages are supported instead of 4 Mbyte pages if PAE bit is 1. The actual number of address bits beyond 32 is not defined, and is implementation specific.
7	MCE	**Machine Check Exception.** Exception 18 is defined for Machine Checks, including CR4.MCE for controlling the feature. This feature does not define the model-specific implementations of machine-check error logging, reporting, and processor shutdowns. Machine Check exception handlers may have to depend on processor version to do model specific processing of the exception, or test for the presence of the Machine Check feature.
8	CX8	**CMPXCHG8B Instruction.** The compare-and-exchange 8 bytes (64 bits) instruction is supported (implicitly locked and atomic).
9	APIC	**APIC On-Chip.** The processor contains an Advanced Programmable Interrupt Controller (APIC), responding to memory mapped commands in the physical address range FFFE0000H to FFFE0FFFH (by default - some processors permit the APIC to be relocated).
10	Reserved	Reserved
11	SEP	**SYSENTER and SYSEXIT Instructions.** The SYSENTER and SYSEXIT and associated MSRs are supported.
12	MTRR	**Memory Type Range Registers.** MTRRs are supported. The MTRRcap MSR contains feature bits that describe what memory types are supported, how many variable MTRRs are supported, and whether fixed MTRRs are supported.
13	PGE	**Page Global Bit.** The global bit is supported in paging-structure entries that map a page, 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, which provides a compatible mechanism for error reporting in P6 family, Pentium 4, Intel Xeon processors, and future processors, is supported. The MCG_CAP MSR contains feature bits describing how many banks of error reporting MSRs are supported.
15	CMOV	**Conditional Move Instructions.** The conditional move instruction CMOV is supported. In addition, if x87 FPU is present as indicated by the CPUID.FPU feature bit, then the FCOMI and FCMOV instructions are supported
16	PAT	**Page Attribute Table.** Page Attribute Table is supported. This feature augments the Memory Type Range Registers (MTRRs), allowing an operating system to specify attributes of memory accessed through a linear address on a 4KB granularity.
17	PSE-36	**36-Bit Page Size Extension.** 4-MByte pages addressing physical memory beyond 4 GBytes are supported with 32-bit paging. This feature indicates that upper bits of the physical address of a 4-MByte page are encoded in bits 20:13 of the page-directory entry. Such physical addresses are limited by MAXPHYADDR and may be up to 40 bits in size.
18	PSN	**Processor Serial Number.** The processor supports the 96-bit processor identification number feature and the feature is enabled.
19	CLFSH	**CLFLUSH Instruction.** CLFLUSH Instruction is supported.
20	Reserved	Reserved
21	DS	**Debug Store.** The processor supports the ability to write debug information into a memory resident buffer. This feature is used by the branch trace store (BTS) and precise event-based sampling (PEBS) facilities (see Chapter 22, "Introduction to Virtual-Machine Extensions," in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3C).

Table 1-6. More on Feature Information Returned in the EDX Register(Continued)

Bit #	Mnemonic	Description
22	ACPI	**Thermal Monitor and Software Controlled Clock Facilities.** 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 MMX Technology.** The processor supports the Intel MMX technology.
24	FXSR	**FXSAVE and FXRSTOR Instructions.** The FXSAVE and FXRSTOR instructions are supported 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 supports the FXSAVE and FXRSTOR instructions.
25	SSE	**SSE.** The processor supports the SSE extensions.
26	SSE2	**SSE2.** The processor supports the SSE2 extensions.
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	**Max APIC IDs reserved field is Valid.** A value of 0 for HTT indicates there is only a single logical processor in the package and software should assume only a single APIC ID is reserved. A value of 1 for HTT indicates the value in CPUID.1.EBX[23:16] (the Maximum number of addressable IDs for logical processors in this package) is valid for the package.
29	TM	**Thermal Monitor.** The processor implements the thermal monitor automatic thermal control circuitry (TCC).
30	Reserved	Reserved
31	PBE	**Pending Break Enable.** The processor supports the use of the FERR#/PBE# pin when the processor is in the stop-clock state (STPCLK# is asserted) to signal the processor that an interrupt is pending and that the processor should return to normal operation to handle the interrupt. Bit 10 (PBE enable) in the IA32_MISC_ENABLE MSR enables this capability.

INPUT EAX = 02H: Cache and TLB Information Returned in EAX, EBX, ECX, EDX

When CPUID executes with EAX set to 02H, the processor returns information about the processor's internal caches and TLBs in the EAX, EBX, ECX, and EDX registers.

The encoding is as follows:

- The least-significant byte in register EAX (register AL) indicates the number of times the CPUID instruction must be executed with an input value of 02H to get a complete description of the processor's caches and TLBs. The first member of the family of Pentium 4 processors will return a 01H.
- The most significant bit (bit 31) of each register indicates whether the register contains valid information (set to 0) or is reserved (set to 1).
- If a register contains valid information, the information is contained in 1 byte descriptors. Table 1-7 shows the encoding of these descriptors. Note that the order of descriptors in the EAX, EBX, ECX, and EDX registers is not defined; that is, specific bytes are not designated to contain descriptors for specific cache or TLB types. The descriptors may appear in any order.

Table 1-7. Encoding of Cache and TLB Descriptors

Descriptor Value	Cache or TLB Description
00H	Null descriptor
01H	Instruction TLB: 4 KByte pages, 4-way set associative, 32 entries
02H	Instruction TLB: 4 MByte pages, 4-way set associative, 2 entries
03H	Data TLB: 4 KByte pages, 4-way set associative, 64 entries
04H	Data TLB: 4 MByte pages, 4-way set associative, 8 entries
05H	Data TLB1: 4 MByte pages, 4-way set associative, 32 entries
06H	1st-level instruction cache: 8 KBytes, 4-way set associative, 32 byte line size
08H	1st-level instruction cache: 16 KBytes, 4-way set associative, 32 byte line size

Table 1-7. Encoding of Cache and TLB Descriptors (Continued)

Descriptor Value	Cache or TLB Description
0AH	1st-level data cache: 8 KBytes, 2-way set associative, 32 byte line size
0BH	Instruction TLB: 4 MByte pages, 4-way set associative, 4 entries
0CH	1st-level data cache: 16 KBytes, 4-way set associative, 32 byte line size
22H	3rd-level cache: 512 KBytes, 4-way set associative, 64 byte line size, 2 lines per sector
23H	3rd-level cache: 1 MBytes, 8-way set associative, 64 byte line size, 2 lines per sector
25H	3rd-level cache: 2 MBytes, 8-way set associative, 64 byte line size, 2 lines per sector
29H	3rd-level cache: 4 MBytes, 8-way set associative, 64 byte line size, 2 lines per sector
2CH	1st-level data cache: 32 KBytes, 8-way set associative, 64 byte line size
30H	1st-level instruction cache: 32 KBytes, 8-way set associative, 64 byte line size
40H	No 2nd-level cache or, if processor contains a valid 2nd-level cache, no 3rd-level cache
41H	2nd-level cache: 128 KBytes, 4-way set associative, 32 byte line size
42H	2nd-level cache: 256 KBytes, 4-way set associative, 32 byte line size
43H	2nd-level cache: 512 KBytes, 4-way set associative, 32 byte line size
44H	2nd-level cache: 1 MByte, 4-way set associative, 32 byte line size
45H	2nd-level cache: 2 MByte, 4-way set associative, 32 byte line size
46H	3rd-level cache: 4 MByte, 4-way set associative, 64 byte line size
47H	3rd-level cache: 8 MByte, 8-way set associative, 64 byte line size
49H	3rd-level cache: 4MB, 16-way set associative, 64-byte line size (Intel Xeon processor MP, Family 0FH, Model 06H); 2nd-level cache: 4 MByte, 16-way set associative, 64 byte line size
4AH	3rd-level cache: 6MByte, 12-way set associative, 64 byte line size
4BH	3rd-level cache: 8MByte, 16-way set associative, 64 byte line size
4CH	3rd-level cache: 12MByte, 12-way set associative, 64 byte line size
4DH	3rd-level cache: 16MByte, 16-way set associative, 64 byte line size
4EH	2nd-level cache: 6MByte, 24-way set associative, 64 byte line size
50H	Instruction TLB: 4 KByte and 2-MByte or 4-MByte pages, 64 entries
51H	Instruction TLB: 4 KByte and 2-MByte or 4-MByte pages, 128 entries
52H	Instruction TLB: 4 KByte and 2-MByte or 4-MByte pages, 256 entries
56H	Data TLB0: 4 MByte pages, 4-way set associative, 16 entries
57H	Data TLB0: 4 KByte pages, 4-way associative, 16 entries
5BH	Data TLB: 4 KByte and 4 MByte pages, 64 entries
5CH	Data TLB: 4 KByte and 4 MByte pages,128 entries
5DH	Data TLB: 4 KByte and 4 MByte pages,256 entries
60H	1st-level data cache: 16 KByte, 8-way set associative, 64 byte line size
66H	1st-level data cache: 8 KByte, 4-way set associative, 64 byte line size
67H	1st-level data cache: 16 KByte, 4-way set associative, 64 byte line size
68H	1st-level data cache: 32 KByte, 4-way set associative, 64 byte line size
70H	Trace cache: 12 K-µop, 8-way set associative
71H	Trace cache: 16 K-µop, 8-way set associative
72H	Trace cache: 32 K-µop, 8-way set associative
78H	2nd-level cache: 1 MByte, 4-way set associative, 64byte line size
79H	2nd-level cache: 128 KByte, 8-way set associative, 64 byte line size, 2 lines per sector

Table 1-7. Encoding of Cache and TLB Descriptors (Continued)

Descriptor Value	Cache or TLB Description
7AH	2nd-level cache: 256 KByte, 8-way set associative, 64 byte line size, 2 lines per sector
7BH	2nd-level cache: 512 KByte, 8-way set associative, 64 byte line size, 2 lines per sector
7CH	2nd-level cache: 1 MByte, 8-way set associative, 64 byte line size, 2 lines per sector
7DH	2nd-level cache: 2 MByte, 8-way set associative, 64byte line size
7FH	2nd-level cache: 512 KByte, 2-way set associative, 64-byte line size
82H	2nd-level cache: 256 KByte, 8-way set associative, 32 byte line size
83H	2nd-level cache: 512 KByte, 8-way set associative, 32 byte line size
84H	2nd-level cache: 1 MByte, 8-way set associative, 32 byte line size
85H	2nd-level cache: 2 MByte, 8-way set associative, 32 byte line size
86H	2nd-level cache: 512 KByte, 4-way set associative, 64 byte line size
87H	2nd-level cache: 1 MByte, 8-way set associative, 64 byte line size
B0H	Instruction TLB: 4 KByte pages, 4-way set associative, 128 entries
B1H	Instruction TLB: 2M pages, 4-way, 8 entries or 4M pages, 4-way, 4 entries
B3H	Data TLB: 4 KByte pages, 4-way set associative, 128 entries
B4H	Data TLB1: 4 KByte pages, 4-way associative, 256 entries
F0H	64-Byte prefetching
F1H	128-Byte prefetching

Example 1-1. Example of Cache and TLB Interpretation

The first member of the family of Pentium 4 processors returns the following information about caches and TLBs when the CPUID executes with an input value of 2:

```
EAX     66 5B 50 01H
EBX     0H
ECX     0H
EDX     00 7A 70 00H
```

Which means:

- The least-significant byte (byte 0) of register EAX is set to 01H. This indicates that CPUID needs to be executed once with an input value of 2 to retrieve complete information about caches and TLBs.
- The most-significant bit of all four registers (EAX, EBX, ECX, and EDX) is set to 0, indicating that each register contains valid 1-byte descriptors.
- Bytes 1, 2, and 3 of register EAX indicate that the processor has:
  - 50H - a 64-entry instruction TLB, for mapping 4-KByte and 2-MByte or 4-MByte pages.
  - 5BH - a 64-entry data TLB, for mapping 4-KByte and 4-MByte pages.
  - 66H - an 8-KByte 1st level data cache, 4-way set associative, with a 64-Byte cache line size.
- The descriptors in registers EBX and ECX are valid, but contain NULL descriptors.
- Bytes 0, 1, 2, and 3 of register EDX indicate that the processor has:
  - 00H - NULL descriptor.
  - 70H - Trace cache: 12 K-μop, 8-way set associative.
  - 7AH - a 256-KByte 2nd level cache, 8-way set associative, with a sectored, 64-byte cache line size.
  - 00H - NULL descriptor.

INPUT EAX = 04H: Returns Deterministic Cache Parameters for Each Level

When CPUID executes with EAX set to 04H and ECX contains an index value, the processor returns encoded data that describe a set of deterministic cache parameters (for the cache level associated with the input in ECX). Valid index values start from 0.

Software can enumerate the deterministic cache parameters for each level of the cache hierarchy starting with an index value of 0, until the parameters report the value associated with the cache type field is 0. The architecturally defined fields reported by deterministic cache parameters are documented in Table 1-3.

The CPUID leaf 4 also reports data that can be used to derive the topology of processor cores in a physical package. This information is constant for all valid index values. Software can query the raw data reported by executing CPUID with EAX=04H and ECX=0H and use it as part of the topology enumeration algorithm described in Chapter 8, "Multiple-Processor Management," in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A.

INPUT EAX = 05H: Returns MONITOR and MWAIT Features

When CPUID executes with EAX set to 05H, the processor returns information about features available to MONITOR/MWAIT instructions. The MONITOR instruction is used for address-range monitoring in conjunction with MWAIT instruction. The MWAIT instruction optionally provides additional extensions for advanced power management. See Table 1-3.

INPUT EAX = 06H: Returns Thermal and Power Management Features

When CPUID executes with EAX set to 06H, the processor returns information about thermal and power management features. See Table 1-3.

INPUT EAX = 07H: Returns Structured Extended Feature Enumeration Information

When CPUID executes with EAX set to 07H and ECX = 0H, the processor returns information about the maximum number of sub-leaves that contain extended feature flags. See Table 1-3.

When CPUID executes with EAX set to 07H and ECX = n (n ≥ 1 and less than the number of non-zero bits in CPUID.(EAX=07H, ECX= 0H).EAX), the processor returns information about extended feature flags. See Table 1-3. In sub-leaf 0, only EAX has the number of sub-leaves. In sub-leaf 0, EBX, ECX & EDX all contain extended feature flags.

INPUT EAX = 09H: Returns Direct Cache Access Information

When CPUID executes with EAX set to 09H, the processor returns information about Direct Cache Access capabilities. See Table 1-3.

INPUT EAX = 0AH: Returns Architectural Performance Monitoring Features

When CPUID executes with EAX set to 0AH, the processor returns information about support for architectural performance monitoring capabilities. Architectural performance monitoring is supported if the version ID (see Table 1-3) is greater than Pn 0. See Table 1-3.

For each version of architectural performance monitoring capability, software must enumerate this leaf to discover the programming facilities and the architectural performance events available in the processor. The details are described in Chapter 17, "Debug, Branch Profile, TSC, and Intel® Resource Director Technology (Intel® RDT) Features," in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A.

INPUT EAX = 0BH: Returns Extended Topology Information

CPUID leaf 1FH is a preferred superset to leaf 0BH. Intel recommends first checking for the existence of Leaf 1FH before using leaf 0BH.

When CPUID executes with EAX set to 0BH, the processor returns information about extended topology enumeration data. Software must detect the presence of CPUID leaf 0BH by verifying (a) the highest leaf index supported by CPUID is >= 0BH, and (b) CPUID.0BH:EBX[15:0] reports a non-zero value. See Table 1-3.

INPUT EAX = 0DH: Returns Processor Extended States Enumeration Information

When CPUID executes with EAX set to 0DH and ECX = 0H, the processor returns information about the bit-vector representation of all processor state extensions that are supported in the processor and storage size requirements of the XSAVE/XRSTOR area. See Table 1-3.

When CPUID executes with EAX set to 0DH and ECX = n (n > 1, and is a valid sub-leaf index), the processor returns information about the size and offset of each processor extended state save area within the XSAVE/XRSTOR area. See Table 1-3. Software can use the forward-extendable technique depicted below to query the valid sub-leaves and obtain size and offset information for each processor extended state save area:

```
For i = 2 to 62 // sub-leaf 1 is reserved
    IF (CPUID.(EAX=0DH, ECX=0):VECTOR[i] = 1 ) // VECTOR is the 64-bit value of EDX:EAX
        Execute CPUID.(EAX=0DH, ECX = i) to examine size and offset for sub-leaf i;
    FI;
```

INPUT EAX = 0FH: Returns Intel Resource Director Technology (Intel RDT) Monitoring Enumeration Information

When CPUID executes with EAX set to 0FH and ECX = 0, the processor returns information about the bit-vector representation of QoS monitoring resource types that are supported in the processor and maximum range of RMID values the processor can use to monitor of any supported resource types. Each bit, starting from bit 1, corresponds to a specific resource type if the bit is set. The bit position corresponds to the sub-leaf index (or ResID) that software must use to query QoS monitoring capability available for that type. See Table 1-3.

When CPUID executes with EAX set to 0FH and ECX = n (n >= 1, and is a valid ResID), the processor returns information software can use to program IA32_PQR_ASSOC, IA32_QM_EVTSEL MSRs before reading QoS data from the IA32_QM_CTR MSR.

INPUT EAX = 10H: Returns Intel Resource Director Technology (Intel RDT) Allocation Enumeration Information

When CPUID executes with EAX set to 10H and ECX = 0, the processor returns information about the bit-vector representation of QoS Enforcement resource types that are supported in the processor. Each bit, starting from bit 1, corresponds to a specific resource type if the bit is set. The bit position corresponds to the sub-leaf index (or ResID) that software must use to query QoS enforcement capability available for that type. See Table 1-3.

When CPUID executes with EAX set to 10H and ECX = n (n >= 1, and is a valid ResID), the processor returns information about available classes of service and range of QoS mask MSRs that software can use to configure each class of services using capability bit masks in the QoS Mask registers, IA32_resourceType_Mask_n.

INPUT EAX = 12H: Returns Intel SGX Enumeration Information

When CPUID executes with EAX set to 12H and ECX = 0H, the processor returns information about Intel SGX capabilities. See Table 1-3.

When CPUID executes with EAX set to 12H and ECX = 1H, the processor returns information about Intel SGX attributes. See Table 1-3.

When CPUID executes with EAX set to 12H and ECX = n (n > 1), the processor returns information about Intel SGX Enclave Page Cache. See Table 1-3.

INPUT EAX = 14H: Returns Intel Processor Trace Enumeration Information

When CPUID executes with EAX set to 14H and ECX = 0H, the processor returns information about Intel Processor Trace extensions. See Table 1-3.

When CPUID executes with EAX set to 14H and ECX = n (n > 0 and less than the number of non-zero bits in CPUID.(EAX=14H, ECX= 0H).EAX), the processor returns information about packet generation in Intel Processor Trace. See Table 1-3.

INPUT EAX = 15H: Returns Time Stamp Counter and Nominal Core Crystal Clock Information

When CPUID executes with EAX set to 15H and ECX = 0H, the processor returns information about Time Stamp

Counter and Core Crystal Clock. See Table 1-3.

INPUT EAX = 16H: Returns Processor Frequency Information

When CPUID executes with EAX set to 16H, the processor returns information about Processor Frequency Information. See Table 1-3.

INPUT EAX = 17H: Returns System-On-Chip Information

When CPUID executes with EAX set to 17H, the processor returns information about the System-On-Chip Vendor Attribute Enumeration. See Table 1-3.

INPUT EAX = 18H: Returns Deterministic Address Translation Parameters Information

When CPUID executes with EAX set to 18H, the processor returns information about the Deterministic Address Translation Parameters. See Table 1-3.

INPUT EAX = 19H: Returns Key Locker Information

When CPUID executes with EAX set to 19H, the processor returns information about Key Locker. See Table 1-3.

INPUT EAX = 1AH: Returns Hybrid Information

When CPUID executes with EAX set to 1AH, the processor returns information about hybrid capabilities. See Table 1-3.

INPUT EAX = 1BH: Returns PCONFIG Information

When CPUID executes with EAX set to 1BH, the processor returns information about PCONFIG capabilities. See Table 1-3.

INPUT EAX = 1CH: Returns Last Branch Record Information

When CPUID executes with EAX set to 1CH, the processor returns information about LBRs (the architectural feature). See Table 1-3.

INPUT EAX = 1DH: Returns Tile Information

When CPUID executes with EAX set to 1DH and ECX = 0H, the processor returns information about tile architecture. See Table 1-3.

When CPUID executes with EAX set to 1DH and ECX = 1H, the processor returns information about tile palette 1. See Table 1-3.

INPUT EAX = 1EH: Returns TMUL Information

When CPUID executes with EAX set to 1EH and ECX = 0H, the processor returns information about TMUL capabilities. See Table 1-3.

INPUT EAX = 1FH: Returns V2 Extended Topology Information

When CPUID executes with EAX set to 1FH, the processor returns information about extended topology enumeration data. Software must detect the presence of CPUID leaf 1FH by verifying (a) the highest leaf index supported by CPUID is >= 1FH, and (b) CPUID.1FH:EBX[15:0] reports a non-zero value. See Table 1-3.

INPUT EAX = 20H: Returns Processor History Reset Information

When CPUID executes with EAX set to 20H, the processor returns information about processor history reset. See Table 1-3.

INPUT EAX = 23H: Returns Architectural Performance Monitoring Extended Information

When CPUID executes with EAX set to 23H, the processor returns architectural performance monitoring extended information. See Table 1-3.

METHODS FOR RETURNING BRANDING INFORMATION

Use the following techniques to access branding information:

1. Processor brand string method; this method also returns the processor's maximum operating frequency
2. Processor brand index; this method uses a software supplied brand string table.

These two methods are discussed in the following sections. For methods that are available in early processors, see Section: "Identification of Earlier IA-32 Processors" in Chapter 16 of the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1.

The Processor Brand String Method

Figure 1-4 describes the algorithm used for detection of the brand string. Processor brand identification software should execute this algorithm on all Intel 64 and IA-32 processors.

This method (introduced with Pentium 4 processors) returns an ASCII brand identification string and the maximum operating frequency of the processor to the EAX, EBX, ECX, and EDX registers.

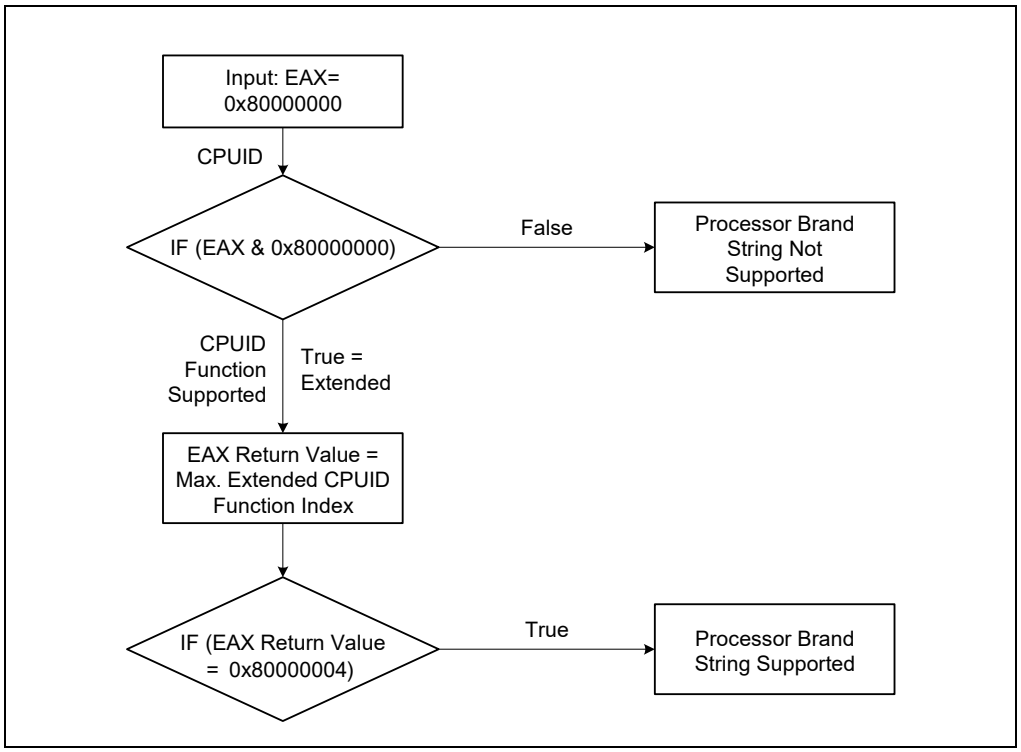


Figure 1-4. Determination of Support for the Processor Brand String

How Brand Strings Work

To use the brand string method, execute CPUID with EAX input of 8000002H through 80000004H. For each input value, CPUID returns 16 ASCII characters using EAX, EBX, ECX, and EDX. The returned string will be NULL-terminated.

Table 1-8 shows the brand string that is returned by the first processor in the Pentium 4 processor family.

Table 1-8. Processor Brand String Returned with Pentium 4 Processor

EAX Input Value	Return Values	ASCII Equivalent
80000002H	EAX = 20202020H	" "
	EBX = 20202020H	" "
	ECX = 20202020H	" "
	EDX = 6E492020H	"nI "
80000003H	EAX = 286C6574H	"(let"
	EBX = 50202952H	"P)R"
	ECX = 69746E65H	"itne"
	EDX = 52286D75H	"R(mu"
80000004H	EAX = 20342029H	" 4)"
	EBX = 20555043H	" UPC"
	ECX = 30303531H	"0051"
	EDX = 007A484DH	"\0zHM"

Extracting the Maximum Processor Frequency from Brand Strings

Figure 1-5 provides an algorithm which software can use to extract the maximum processor operating frequency from the processor brand string.

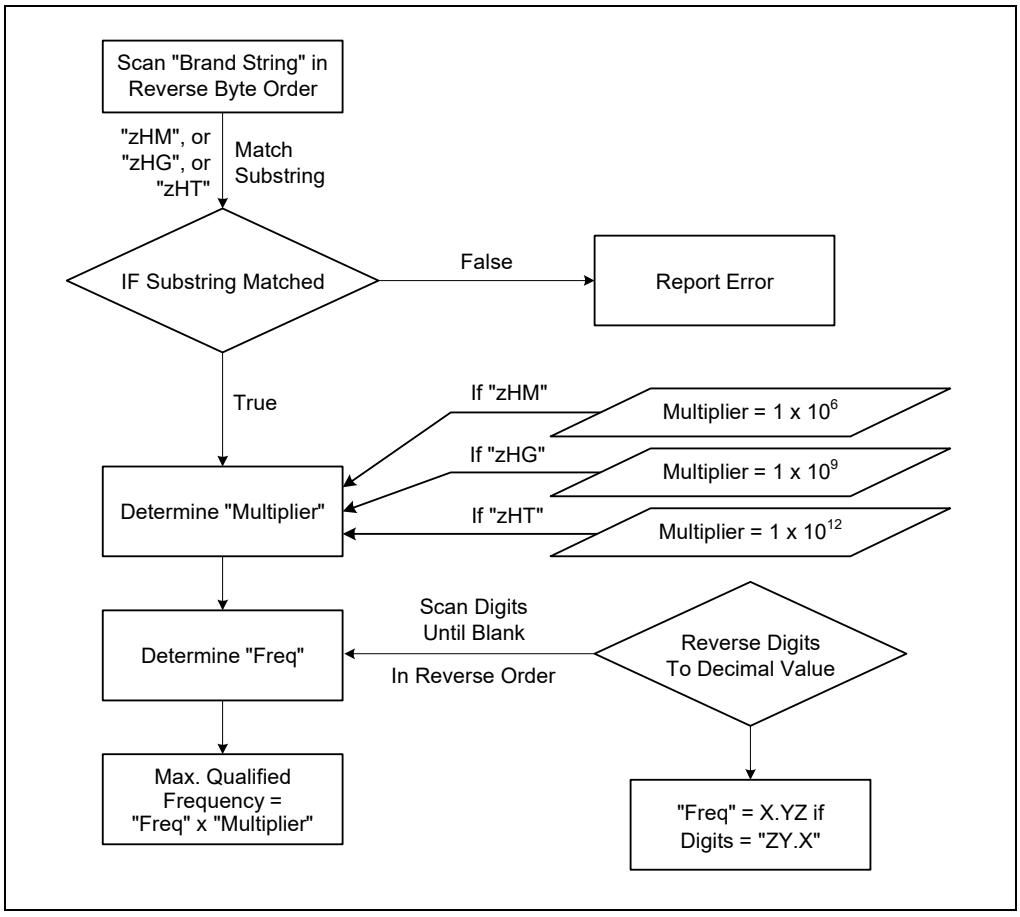


Figure 1-5. Algorithm for Extracting Maximum Processor Frequency

NOTE

When a frequency is given in a brand string, it is the maximum qualified frequency of the processor, not the frequency at which the processor is currently running.

The Processor Brand Index Method

The brand index method (introduced with Pentium® III Xeon® processors) provides an entry point into a brand identification table that is maintained in memory by system software and is accessible from system- and user-level code. In this table, each brand index is associate with an ASCII brand identification string that identifies the official Intel family and model number of a processor.

When CPUID executes with EAX set to 01H, the processor returns a brand index to the low byte in EBX. Software can then use this index to locate the brand identification string for the processor in the brand identification table. The first entry (brand index 0) in this table is reserved, allowing for backward compatibility with processors that do not support the brand identification feature. Starting with processor signature family ID = 0FH, model = 03H, brand index method is no longer supported. Use brand string method instead.

Table 1-9 shows brand indices that have identification strings associated with them.

Table 1-9. Mapping of Brand Indices; and Intel 64 and IA-32 Processor Brand Strings

Brand Index	Brand String
00H	This processor does not support the brand identification feature
01H	Intel(R) Celeron(R) processor[1]
02H	Intel(R) Pentium(R) III processor[1]
03H	Intel(R) Pentium(R) III Xeon(R) processor; If processor signature = 000006B1h, then Intel(R) Celeron(R) processor
04H	Intel(R) Pentium(R) III processor
06H	Mobile Intel(R) Pentium(R) III processor-M
07H	Mobile Intel(R) Celeron(R) processor[1]
08H	Intel(R) Pentium(R) 4 processor
09H	Intel(R) Pentium(R) 4 processor
0AH	Intel(R) Celeron(R) processor[1]
0BH	Intel(R) Xeon(R) processor; If processor signature = 00000F13h, then Intel(R) Xeon(R) processor MP
0CH	Intel(R) Xeon(R) processor MP
0EH	Mobile Intel(R) Pentium(R) 4 processor-M; If processor signature = 00000F13h, then Intel(R) Xeon(R) processor
0FH	Mobile Intel(R) Celeron(R) processor[1]
11H	Mobile Genuine Intel(R) processor
12H	Intel(R) Celeron(R) M processor
13H	Mobile Intel(R) Celeron(R) processor[1]
14H	Intel(R) Celeron(R) processor
15H	Mobile Genuine Intel(R) processor
16H	Intel(R) Pentium(R) M processor
17H	Mobile Intel(R) Celeron(R) processor[1]
18H – 0FFH	RESERVED

NOTES:
1.Indicates versions of these processors that were introduced after the Pentium III

IA-32 Architecture Compatibility

CPUID is not supported in early models of the Intel486 processor or in any IA-32 processor earlier than the Intel486 processor.

Operation

```
IA32_BIOS_SIGN_ID MSR := Update with installed microcode revision number;

CASE (EAX) OF
    EAX = 0:
        EAX := Highest basic function input value understood by CPUID;
        EBX := Vendor identification string;
        EDX := Vendor identification string;
        ECX := Vendor identification string;
    BREAK;
    EAX = 1H:
        EAX[3:0] := Stepping ID;
        EAX[7:4] := Model;
        EAX[11:8] := Family;
        EAX[13:12] := Processor type;
        EAX[15:14] := Reserved;
        EAX[19:16] := Extended Model;
        EAX[27:20] := Extended Family;
        EAX[31:28] := Reserved;
        EBX[7:0] := Brand Index; (* Reserved if the value is zero. *)
        EBX[15:8] := CLFLUSH Line Size;
        EBX[16:23] := Reserved; (* Number of threads enabled = 2 if MT enable fuse set. *)
        EBX[24:31] := Initial APIC ID;
        ECX := Feature flags; (* See Figure 1-2. *)
        EDX := Feature flags; (* See Figure 1-3. *)
    BREAK;
    EAX = 2H:
        EAX := Cache and TLB information;
        EBX := Cache and TLB information;
        ECX := Cache and TLB information;
        EDX := Cache and TLB information;
    BREAK;
    EAX = 3H:
        EAX := Reserved;
        EBX := Reserved;
        ECX := ProcessorSerialNumber[31:0];
        (* Pentium III processors only, otherwise reserved. *)
        EDX := ProcessorSerialNumber[63:32];
        (* Pentium III processors only, otherwise reserved. *
    BREAK
    EAX = 4H:
        EAX := Deterministic Cache Parameters Leaf; (* See Table 1-3. *)
        EBX := Deterministic Cache Parameters Leaf;
        ECX := Deterministic Cache Parameters Leaf;
        EDX := Deterministic Cache Parameters Leaf;
    BREAK;
    EAX = 5H:
        EAX := MONITOR/MWAIT Leaf; (* See Table 1-3. *)
        EBX := MONITOR/MWAIT Leaf;
```

```
        ECX := MONITOR/MWAIT Leaf;
        EDX := MONITOR/MWAIT Leaf;
    BREAK;
    EAX = 6H:
        EAX := Thermal and Power Management Leaf; (* See Table 1-3. *)
        EBX := Thermal and Power Management Leaf;
        ECX := Thermal and Power Management Leaf;
        EDX := Thermal and Power Management Leaf;
    BREAK;
    EAX = 7H:
        EAX := Structured Extended Feature Leaf; (* See Table 1-3. *);
        EBX := Structured Extended Feature Leaf;
        ECX := Structured Extended Feature Leaf;
        EDX := Structured Extended Feature Leaf;
    BREAK;
    EAX = 8H:
        EAX := Reserved = 0;
        EBX := Reserved = 0;
        ECX := Reserved = 0;
        EDX := Reserved = 0;
    BREAK;
    EAX = 9H:
        EAX := Direct Cache Access Information Leaf; (* See Table 1-3. *)
        EBX := Direct Cache Access Information Leaf;
        ECX := Direct Cache Access Information Leaf;
        EDX := Direct Cache Access Information Leaf;
    BREAK;
    EAX = AH:
        EAX := Architectural Performance Monitoring Leaf; (* See Table 1-3. *)
        EBX := Architectural Performance Monitoring Leaf;
        ECX := Architectural Performance Monitoring Leaf;
        EDX := Architectural Performance Monitoring Leaf;
        BREAK
    EAX = BH:
        EAX := Extended Topology Enumeration Leaf; (* See Table 1-3. *)
        EBX := Extended Topology Enumeration Leaf;
        ECX := Extended Topology Enumeration Leaf;
        EDX := Extended Topology Enumeration Leaf;
    BREAK;
    EAX = CH:
        EAX := Reserved = 0;
        EBX := Reserved = 0;
        ECX := Reserved = 0;
        EDX := Reserved = 0;
    BREAK;
    EAX = DH:
        EAX := Processor Extended State Enumeration Leaf; (* See Table 1-3. *)
        EBX := Processor Extended State Enumeration Leaf;
        ECX := Processor Extended State Enumeration Leaf;
        EDX := Processor Extended State Enumeration Leaf;
    BREAK;
    EAX = EH:
        EAX := Reserved = 0;
        EBX := Reserved = 0;
```

```
        ECX := Reserved = 0;
        EDX := Reserved = 0;
    BREAK;
    EAX = FH:
        EAX := Platform Quality of Service Monitoring Enumeration Leaf; (* See Table 1-3. *)
        EBX := Platform Quality of Service Monitoring Enumeration Leaf;
        ECX := Platform Quality of Service Monitoring Enumeration Leaf;
        EDX := Platform Quality of Service Monitoring Enumeration Leaf;
    BREAK;
    EAX = 10H:
        EAX := Platform Quality of Service Enforcement Enumeration Leaf; (* See Table 1-3. *)
        EBX := Platform Quality of Service Enforcement Enumeration Leaf;
        ECX := Platform Quality of Service Enforcement Enumeration Leaf;
        EDX := Platform Quality of Service Enforcement Enumeration Leaf;
    BREAK;
    EAX = 12H:
        EAX := Intel SGX Enumeration Leaf; (* See Table 1-3. *)
        EBX := Intel SGX Enumeration Leaf;
        ECX := Intel SGX Enumeration Leaf;
        EDX := Intel SGX Enumeration Leaf;
    BREAK;
    EAX = 14H:
        EAX := Intel Processor Trace Enumeration Leaf; (* See Table 1-3. *)
        EBX := Intel Processor Trace Enumeration Leaf;
        ECX := Intel Processor Trace Enumeration Leaf;
        EDX := Intel Processor Trace Enumeration Leaf;
    BREAK;
    EAX = 15H:
        EAX := Time Stamp Counter and Core Crystal Clock Information Leaf; (* See Table 1-3. *)
        EBX := Time Stamp Counter and Core Crystal Clock Information Leaf;
        ECX := Time Stamp Counter and Core Crystal Clock Information Leaf;
        EDX := Time Stamp Counter and Core Crystal Clock Information Leaf;
    BREAK;
    EAX = 16H:
        EAX := Processor Frequency Information Enumeration Leaf; (* See Table 1-3. *)
        EBX := Processor Frequency Information Enumeration Leaf;
        ECX := Processor Frequency Information Enumeration Leaf;
        EDX := Processor Frequency Information Enumeration Leaf;
    BREAK;
    EAX = 17H:
        EAX := System-On-Chip Vendor Attribute Enumeration Leaf; (* See Table 1-3. *)
        EBX := System-On-Chip Vendor Attribute Enumeration Leaf;
        ECX := System-On-Chip Vendor Attribute Enumeration Leaf;
        EDX := System-On-Chip Vendor Attribute Enumeration Leaf;
    BREAK;
    EAX = 18H:
        EAX := Deterministic Address Translation Parameters Enumeration Leaf; (* See Table 1-3. *)
        EBX := Deterministic Address Translation Parameters Enumeration Leaf;
        ECX :=Deterministic Address Translation Parameters Enumeration Leaf;
        EDX := Deterministic Address Translation Parameters Enumeration Leaf;
    BREAK;
    EAX = 19H:
        EAX := Key Locker Enumeration Leaf; (* See Table 1-3. *)
        EBX := Key Locker Enumeration Leaf;
```

```
        ECX := Key Locker Enumeration Leaf;
        EDX := Key Locker Enumeration Leaf;
    BREAK;
    EAX = 1AH:
        EAX := Hybrid Information Enumeration Leaf; (* See Table 1-3. *)
        EBX := Hybrid Information Enumeration Leaf;
        ECX := Hybrid Information Enumeration Leaf;
        EDX := Hybrid Information Enumeration Leaf;
    BREAK;
    EAX = 1BH:
        EAX := PCONFIG Information Enumeration Leaf; (* See Table 1-3. *)
        EBX := PCONFIG Information Enumeration Leaf;
        ECX := PCONFIG Information Enumeration Leaf;
        EDX := PCONFIG Information Enumeration Leaf;
    BREAK;
    EAX = 1CH:
        EAX := Last Branch Record Information Enumeration Leaf; (* See Table 1-3. *)
        EBX := Last Branch Record Information Enumeration Leaf;
        ECX := Last Branch Record Information Enumeration Leaf;
        EDX := Last Branch Record Information Enumeration Leaf;
    BREAK;
    EAX = 1DH:
        EAX := Tile Information Enumeration Leaf; (* See Table 1-3. *)
        EBX := Tile Information Enumeration Leaf;
        ECX := Tile Information Enumeration Leaf;
        EDX := Tile Information Enumeration Leaf;
    BREAK;
    EAX = 1EH:
        EAX := TMUL Information Enumeration Leaf; (* See Table 1-3. *)
        EBX := TMUL Information Enumeration Leaf;
        ECX := TMUL Information Enumeration Leaf;
        EDX := TMUL Information Enumeration Leaf;
    BREAK;
    EAX = 1FH:
        EAX := V2 Extended Topology Enumeration Leaf; (* See Table 1-3. *)
        EBX := V2 Extended Topology Enumeration Leaf;
        ECX := V2 Extended Topology Enumeration Leaf;
        EDX := V2 Extended Topology Enumeration Leaf;
    BREAK;
    EAX = 20H:
        EAX := Processor History Reset Enumeration Leaf; (* See Table 1-3. *)
        EBX := Processor History Reset Enumeration Leaf;
        ECX := Processor History Reset Enumeration Leaf;
        EDX := Processor History Reset Enumeration Leaf;
    BREAK;
    EAX = 23H:
        EAX := Architectural Performance Monitoring Extended Leaf; (* See Table 1-3. *)
        EBX := Architectural Performance Monitoring Extended Leaf;
        ECX := Architectural Performance Monitoring Extended Leaf;
        EDX := Architectural Performance Monitoring Extended Leaf;
    BREAK;
    EAX = 80000000H:
        EAX := Highest extended function input value understood by CPUID;
        EBX := Reserved;
```

```
        ECX := Reserved;
        EDX := Reserved;
    BREAK;
    EAX = 80000001H:
        EAX := Reserved;
        EBX := Reserved;
        ECX := Extended Feature Bits (* See Table 1-3.*);
        EDX := Extended Feature Bits (* See Table 1-3. *);
    BREAK;
    EAX = 80000002H:
        EAX := Processor Brand String;
        EBX := Processor Brand String, continued;
        ECX := Processor Brand String, continued;
        EDX := Processor Brand String, continued;
    BREAK;
    EAX = 80000003H:
        EAX := Processor Brand String, continued;
        EBX := Processor Brand String, continued;
        ECX := Processor Brand String, continued;
        EDX := Processor Brand String, continued;
    BREAK;
    EAX = 80000004H:
        EAX := Processor Brand String, continued;
        EBX := Processor Brand String, continued;
        ECX := Processor Brand String, continued;
        EDX := Processor Brand String, continued;
    BREAK;
    EAX = 80000005H:
        EAX := Reserved = 0;
        EBX := Reserved = 0;
        ECX := Reserved = 0;
        EDX := Reserved = 0;
    BREAK;
    EAX = 80000006H:
        EAX := Reserved = 0;
        EBX := Reserved = 0;
        ECX := Cache information;
        EDX := Reserved = 0;
    BREAK;
    EAX = 80000007H:
        EAX := Reserved = 0;
        EBX := Reserved = 0;
        ECX := Reserved = 0;
        EDX := Reserved = 0;
    BREAK;
    EAX = 80000008H:
        EAX := Reserved = 0;
        EBX := Reserved = 0;
        ECX := Reserved = 0;
        EDX := Reserved = 0;
    BREAK;
    DEFAULT: (* EAX = Value outside of recognized range for CPUID. *)
        (* If the highest basic information leaf data depend on ECX input value, ECX is honored.*)
        EAX := Reserved; (* Information returned for highest basic information leaf. *)
```

```
        EBX := Reserved; (* Information returned for highest basic information leaf. *)
        ECX := Reserved; (* Information returned for highest basic information leaf. *)
        EDX := Reserved; (* Information returned for highest basic information leaf. *)
    BREAK;
ESAC;
```

Flags Affected

None.

Exceptions (All Operating Modes)

#UD	If the LOCK prefix is used.

In earlier IA-32 processors that do not support the CPUID instruction, execution of the instruction results in an invalid opcode (#UD) exception being generated.§

1.6 COMPRESSED DISPLACEMENT (DISP8*N) SUPPORT IN EVEX

For memory addressing using disp8 form, EVEX-encoded instructions always use a compressed displacement scheme by multiplying disp8 in conjunction with a scaling factor N that is determined based on the vector length, the value of EVEX.b bit (embedded broadcast) and the input element size of the instruction. In general, the factor N corresponds to the number of bytes characterizing the internal memory operation of the input operand (e.g., 64 when the accessing a full 512-bit memory vector). The scale factor N is listed in Table 1-10 and Table 1-11 below, where EVEX encoded instructions are classified using the **tupletype** attribute. The scale factor N of each tupletype is listed based on the vector length (VL) and other factors affecting it.

Table 1-10 covers EVEX-encoded instructions which has a load semantic in conjunction with additional computational or data element movement operation, operating either on the full vector or half vector (due to conversion of numerical precision from a wider format to narrower format). EVEX.b is supported for such instructions for data element sizes which are either dword or qword.

EVEX-encoded instruction that are pure load/store, and "Load+op" instruction semantic that operate on data element size less then dword do not support broadcasting using EVEX.b. These are listed in Table 1-11. Table 1-11 also includes many broadcast instructions which perform broadcast using a subset of data elements without using EVEX.b. These instructions and a few data element size conversion instruction are covered in Table 1-11. Instruction classified in Table 1-11 do not use EVEX.b and EVEX.b must be 0, otherwise #UD will occur.

The tupletype will be referenced in the instruction operand encoding table in the reference page of each instruction, providing the cross reference for the scaling factor N to encoding memory addressing operand.

Note that the disp8*N rules still apply when using 16b addressing.

Table 1-10. Compressed Displacement (DISP8*N) Affected by Embedded Broadcast

TupleType	EVEX.b	InputSize	EVEX.W	Broadcast	N (VL=128)	N (VL=256)	N (VL= 512)	Comment
Full	0	32bit	0	none	16	32	64	Load+Op (Full Vector Dword/Qword)
	1	32bit	0	{1tox}	4	4	4	
	0	64bit	1	none	16	32	64	
	1	64bit	1	{1tox}	8	8	8	
Half	0	32bit	0	none	8	16	32	Load+Op (Half Vector)
	1	32bit	0	{1tox}	4	4	4	

Table 1-11. EVEX DISP8*N for Instructions Not Affected by Embedded Broadcast

TupleType	InputSize	EVEX.W	N (VL= 128)	N (VL= 256)	N (VL= 512)	Comment
Full Mem	N/A	N/A	16	32	64	Load/store or subDword full vector
Tuple1 Scalar	8bit	N/A	1	1	1	1Tuple
	16bit	N/A	2	2	2	
	32bit	0	4	4	4	
	64bit	1	8	8	8	
Tuple1 Fixed	32bit	N/A	4	4	4	1 Tuple, memsize not affected by EVEX.W
	64bit	N/A	8	8	8	
Tuple1_4X	32bit	0	16[1]	N/A	16	4FMA(PS)
Tuple2	32bit	0	8	8	8	Broadcast (2 elements)
	64bit	1	NA	16	16	
Tuple4	32bit	0	NA	16	16	Broadcast (4 elements)
	64bit	1	NA	NA	32	
Tuple8	32bit	0	NA	NA	32	Broadcast (8 elements)

Table 1-11. EVEX DISP8*N for Instructions Not Affected by Embedded Broadcast(Continued)

TupleType	InputSize	EVEX.W	N (VL= 128)	N (VL= 256)	N (VL= 512)	Comment
Half Mem	N/A	N/A	8	16	32	SubQword Conversion
Quarter Mem	N/A	N/A	4	8	16	SubDword Conversion
Eighth Mem	N/A	N/A	2	4	8	SubWord Conversion
Mem128	N/A	N/A	16	16	16	Shift count from memory
MOVDDUP	N/A	N/A	8	32	64	VMOVDDUP

NOTES:

1. Scalar

1.7 BFLOAT16 FLOATING-POINT FORMAT

Intel® Deep Learning Boost (Intel® DL Boost) uses bfloat16 format (BF16). Figure 1-6 illustrates BF16 versus FP16 and FP32.

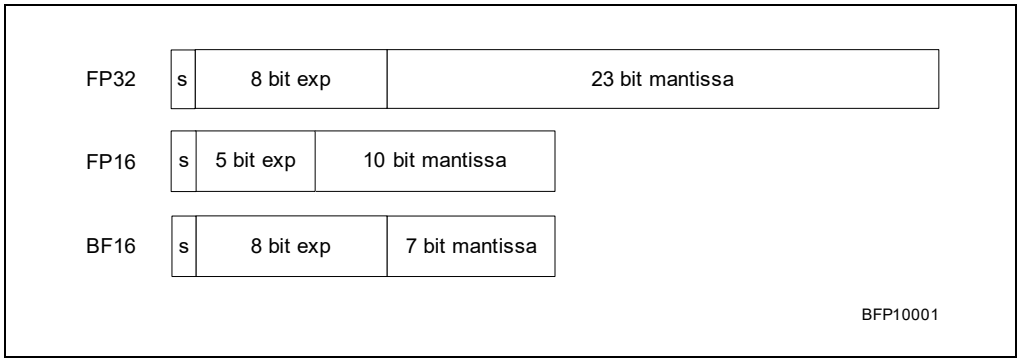


Figure 1-6. Comparison of BF16 to FP16 and FP32

BF16 has several advantages over FP16:

- It can be seen as a short version of FP32, skipping the least significant 16 bits of mantissa.
- There is no need to support denormals; FP32, and therefore also BF16, offer more than enough range for deep learning training tasks.
- FP32 accumulation after the multiply is essential to achieve sufficient numerical behavior on an application level.
- Hardware exception handling is not needed as this is a performance optimization; industry is designing algorithms around checking inf/NaN.

CHAPTER 2
INSTRUCTION SET REFERENCE, A-Z

Instructions described in this document follow the general documentation convention established in *Intel® 64 and IA-32 Architectures Software Developer's Manual Volume 2A*. Additionally, some instructions use notation conventions as described below.

In the instruction encoding, the MODRM byte is represented several ways depending on the role it plays. The MODRM byte has 3 fields: 2-bit MODRM.MOD field, a 3-bit MODRM.REG field and a 3-bit MODRM.RM field. When all bits of the MODRM byte have fixed values for an instruction, the 2-hex nibble value of that byte is presented after the opcode in the encoding boxes on the instruction description pages. When only some fields of the MODRM byte must contain fixed values, those values are specified as follows:

- If only the MODRM.MOD must be 0b11, and MODRM.REG and MODRM.RM fields are unrestricted, this is denoted as **11:rrr:bbb**. The **rrr** correspond to the 3-bits of the MODRM.REG field and the **bbb** correspond to the 3-bits of the MODMR.RM field.
- If the MODRM.MOD field is constrained to be a value other than 0b11, i.e., it must be one of 0b00, 0b01, or 0b10, then we use the notation !(11).
- If for example only the MODRM.REG field had a specific required value, e.g., 0b101, that would be denoted as mm:101:bbb.

NOTE

Historically the Intel® 64 and IA-32 Architectures Software Developer's Manual only specified the MODRM.REG field restrictions with the notation /0 ... /7 and did not specify restrictions on the MODRM.MOD and MODRM.RM fields in the encoding boxes.

2.1 INSTRUCTION SET REFERENCE

AADD—Atomically Add

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
NP 0F38 FC !(11):rrr:bbb AADD *my, ry*	A	V/V	RAO-INT	Atomically add *my* with *ry* and store the result in *my*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:r/m (r, w)	ModRM:reg (r)	N/A	N/A

Description

This instruction atomically adds the destination operand (first operand) and the source operand (second operand), and then stores the result in the destination operand.

The destination operand is a memory location and the source operand is a register. In 64-bit mode, the instruction's default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. The destination operand must be naturally aligned with respect to the data size, at a 4-byte boundary, or an 8-byte boundary if used with a REX.W prefix in 64-bit mode.

This instruction requires that the destination operand has a write-back (WB) memory type and it is implemented using the weakly-ordered memory consistency model of write combining (WC) memory type. Before the operation, the cache line is written-back (if modified) and invalidated from the processor cache. When the operation completes, the processor may optimize the cacheability of the destination address by writing the result only to specific levels of the cache hierarchy. Because this instructions uses a weakly-ordered memory consistency model, a fencing operation implemented with LFENCE, SFENCE, or MFENCE instruction should be used in conjunction with AADD if a stronger ordering is required. However, note that AADD is not ordered with respect to a younger LFENCE, as this instruction is not loading data from memory into the processor.

Any attempt to execute the AADD instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

AADD dest, src

```
dest := dest + src;
```

Flags Affected

None.

Protected Mode Exceptions

#GP(0)	For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments. If the memory address is not naturally aligned to the operand size. If the memory address memory type is not write-back (WB).
#SS(0)	For an illegal address in the SS segment.
#PF(fault-code)	If a page fault occurs.
#UD	If the LOCK prefix is used. If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

Real-Address Mode Exceptions

#GP	If any part of the operand lies outside the effective address space from 0 to FFFFH.
	If the memory address is not naturally aligned to the operand size.
	If the memory address memory type is not write-back (WB).
#SS	For an illegal address in the SS segment.
#UD	If the LOCK prefix is used.
	If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#GP(0)	If the memory address is in a non-canonical form.
	If the memory address is not naturally aligned to the operand size.
	If the memory address memory type is not write-back (WB).
#SS(0)	If a memory address referencing the SS segment is in a non-canonical form.
#PF(fault-code)	If a page fault occurs.
#UD	If the LOCK prefix is used.
	If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

AAND—Atomically AND

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F38 FC !(11):rrr:bbb AAND *my, ry*	A	V/V	RAO-INT	Atomically AND *my* with *ry* and store the result in *my*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:r/m (r, w)	ModRM:reg (r)	N/A	N/A

Description

This instruction atomically performs a bitwise AND operation of the destination operand (first operand) and the source operand (second operand), and then stores the result in the destination operand.

The destination operand is a memory location and the source operand is a register. In 64-bit mode, the instruction's default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. The destination operand must be naturally aligned with respect to the data size, at a 4-byte boundary, or an 8-byte boundary if used with a REX.W prefix in 64-bit mode.

This instruction requires that the destination operand has a write-back (WB) memory type and it is implemented using the weakly-ordered memory consistency model of write combining (WC) memory type. Before the operation, the cache line is written-back (if modified) and invalidated from the processor cache. When the operation completes, the processor may optimize the cacheability of the destination address by writing the result only to specific levels of the cache hierarchy. Because this instructions uses a weakly-ordered memory consistency model, a fencing operation implemented with LFENCE, SFENCE, or MFENCE instruction should be used in conjunction with AAND if a stronger ordering is required. However, note that AAND is not ordered with respect to a younger LFENCE, as this instruction is not loading data from memory into the processor.

Any attempt to execute the AAND instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

AAND dest, src

```
dest := dest AND src;
```

Flags Affected

None.

Protected Mode Exceptions

#GP(0)	For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments. If the memory address is not naturally aligned to the operand size. If the memory address memory type is not write-back (WB).
#SS(0)	For an illegal address in the SS segment.
#PF(fault-code)	If a page fault occurs.
#UD	If the LOCK prefix is used. If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

Real-Address Mode Exceptions

#GP	If any part of the operand lies outside the effective address space from 0 to FFFFH.
	If the memory address is not naturally aligned to the operand size.
	If the memory address memory type is not write-back (WB).
#SS	For an illegal address in the SS segment.
#UD	If the LOCK prefix is used.
	If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#GP(0)	If the memory address is in a non-canonical form.
	If the memory address is not naturally aligned to the operand size.
	If the memory address memory type is not write-back (WB).
#SS(0)	If a memory address referencing the SS segment is in a non-canonical form.
#PF(fault-code)	If a page fault occurs.
#UD	If the LOCK prefix is used.
	If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

AOR—Atomically OR

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F2 0F38 FC !(11):rrr:bbb AOR *my, ry*	A	V/V	RAO-INT	Atomically OR *my* with *ry* and store the result in *my*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:r/m (r, w)	ModRM:reg (r)	N/A	N/A

Description

This instruction atomically performs a bitwise OR operation of the destination operand (first operand) and the source operand (second operand), and then stores the result in the destination operand.

The destination operand is a memory location and the source operand is a register. In 64-bit mode, the instruction's default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. The destination operand must be naturally aligned with respect to the data size, at a 4-byte boundary, or an 8-byte boundary if used with a REX.W prefix in 64-bit mode.

This instruction requires that the destination operand has a write-back (WB) memory type and it is implemented using the weakly-ordered memory consistency model of write combining (WC) memory type. Before the operation, the cache line is written-back (if modified) and invalidated from the processor cache. When the operation completes, the processor may optimize the cacheability of the destination address by writing the result only to specific levels of the cache hierarchy. Because this instructions uses a weakly-ordered memory consistency model, a fencing operation implemented with LFENCE, SFENCE, or MFENCE instruction should be used in conjunction with AOR if a stronger ordering is required. However, note that AOR is not ordered with respect to a younger LFENCE, as this instruction is not loading data from memory into the processor.

Any attempt to execute the AOR instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

AOR dest, src

```
dest := dest OR src;
```

Flags Affected

None.

Protected Mode Exceptions

#GP(0)	For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments. If the memory address is not naturally aligned to the operand size. If the memory address memory type is not write-back (WB).
#SS(0)	For an illegal address in the SS segment.
#PF(fault-code)	If a page fault occurs.
#UD	If the LOCK prefix is used. If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

Real-Address Mode Exceptions

#GP	If any part of the operand lies outside the effective address space from 0 to FFFFH.
	If the memory address is not naturally aligned to the operand size.
	If the memory address memory type is not write-back (WB).
#SS	For an illegal address in the SS segment.
#UD	If the LOCK prefix is used.
	If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#GP(0)	If the memory address is in a non-canonical form.
	If the memory address is not naturally aligned to the operand size.
	If the memory address memory type is not write-back (WB).
#SS(0)	If a memory address referencing the SS segment is in a non-canonical form.
#PF(fault-code)	If a page fault occurs.
#UD	If the LOCK prefix is used.
	If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

AXOR—Atomically XOR

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F3 0F38 FC !(11):rrr:bbb AXOR *my, ry*	A	V/V	RAO-INT	Atomically XOR *my* with *ry* and store the result in *my*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:r/m (r, w)	ModRM:reg (r)	N/A	N/A

Description

This instruction atomically performs a bitwise XOR operation of the destination operand (first operand) and the source operand (second operand), and then stores the result in the destination operand.

The destination operand is a memory location and the source operand is a register. In 64-bit mode, the instruction's default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. The destination operand must be naturally aligned with respect to the data size, at a 4-byte boundary, or an 8-byte boundary if used with a REX.W prefix in 64-bit mode.

This instruction requires that the destination operand has a write-back (WB) memory type and it is implemented using the weakly-ordered memory consistency model of write combining (WC) memory type. Before the operation, the cache line is written-back (if modified) and invalidated from the processor cache. When the operation completes, the processor may optimize the cacheability of the destination address by writing the result only to specific levels of the cache hierarchy. Because this instructions uses a weakly-ordered memory consistency model, a fencing operation implemented with LFENCE, SFENCE, or MFENCE instruction should be used in conjunction with AXOR if a stronger ordering is required. However, note that AXOR is not ordered with respect to a younger LFENCE, as this instruction is not loading data from memory into the processor.

Any attempt to execute the AXOR instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

AXOR dest, src

```
dest := dest XOR src;
```

Flags Affected

None.

Protected Mode Exceptions

#GP(0)	For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments. If the memory address is not naturally aligned to the operand size. If the memory address memory type is not write-back (WB).
#SS(0)	For an illegal address in the SS segment.
#PF(fault-code)	If a page fault occurs.
#UD	If the LOCK prefix is used. If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

Real-Address Mode Exceptions

#GP	If any part of the operand lies outside the effective address space from 0 to FFFFH.
	If the memory address is not naturally aligned to the operand size.
	If the memory address memory type is not write-back (WB).
#SS	For an illegal address in the SS segment.
#UD	If the LOCK prefix is used.
	If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#GP(0)	If the memory address is in a non-canonical form.
	If the memory address is not naturally aligned to the operand size.
	If the memory address memory type is not write-back (WB).
#SS(0)	If a memory address referencing the SS segment is in a non-canonical form.
#PF(fault-code)	If a page fault occurs.
#UD	If the LOCK prefix is used.
	If CPUID.(EAX=07H, ECX=01H):EAX.RAO-INT[bit 3] = 0.

CLUI—Clear User Interrupt Flag

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F3 0F 01 EE CLUI	ZO	V/I	UINTR	Clear user interrupt flag; user interrupts blocked when user interrupt flag cleared.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
ZO	N/A	N/A	N/A	N/A	N/A

Description

CLUI clears the user interrupt flag (UIF). Its effect takes place immediately: a user interrupt cannot be delivered on the instruction boundary following CLUI.

An execution of CLUI inside a transactional region causes a transactional abort; the abort loads EAX as it would have had it been caused due to an execution of CLI.

Operation

```
UIF := 0;
```

Flags Affected

None.

Protected Mode Exceptions

#UD	The CLUI instruction is not recognized in protected mode.

Real-Address Mode Exceptions

#UD	The CLUI instruction is not recognized in real-address mode.

Virtual-8086 Mode Exceptions

#UD	The CLUI instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

#UD	The CLUI instruction is not recognized in compatibility mode.

64-Bit Mode Exceptions

#UD	If the LOCK prefix is used. If executed inside an enclave. If CR4.UINTR = 0. If CPUID.(EAX=07H, ECX=0H):EDX.UINTR[bit 5] = 0.

CMP*cc*XADD—Compare and Add if Condition is Met

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.66.0F38.W0 E6 !(11):rrr:bbb CMPBEXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If below or equal (CF=1 or ZF=1), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 E6 !(11):rrr:bbb CMPBEXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If below or equal (CF=1 or ZF=1), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 E2 !(11):rrr:bbb CMPBXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If below (CF=1), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 E2 !(11):rrr:bbb CMPBXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If below (CF=1), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 EE !(11):rrr:bbb CMPLEXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If less or equal (ZF=1 or SF≠OF), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 EE !(11):rrr:bbb CMPLEXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If less or equal (ZF=1 or SF≠OF), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 EC !(11):rrr:bbb CMPLXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If less (SF≠OF), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 EC !(11):rrr:bbb CMPLXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If less (SF≠OF), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 E7 !(11):rrr:bbb CMPNBEXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If not below or equal (CF=0 and ZF=0), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.66.0F38.W1 E7 !(11):rrr:bbb CMPNBEXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If not below or equal (CF=0 and ZF=0), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 E3 !(11):rrr:bbb CMPNBXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If not below (CF=0), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 E3 !(11):rrr:bbb CMPNBXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If not below (CF=0), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 EF !(11):rrr:bbb CMPNLEXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If not less or equal (ZF=0 and SF=OF), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 EF !(11):rrr:bbb CMPNLEXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If not less or equal (ZF=0 and SF=OF), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 ED !(11):rrr:bbb CMPNLXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If not less (SF=OF), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 ED !(11):rrr:bbb CMPNLXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If not less (SF=OF), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 E1 !(11):rrr:bbb CMPNOXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If not overflow (OF=0), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 E1 !(11):rrr:bbb CMPNOXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If not overflow (OF=0), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.66.0F38.W0 EB !(11):rrr:bbb CMPNPXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If not parity (PF=0), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 EB !(11):rrr:bbb CMPNPXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If not parity (PF=0), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 E9 !(11):rrr:bbb CMPNSXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If not sign (SF=0), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 E9 !(11):rrr:bbb CMPNSXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If not sign (SF=0), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 E5 !(11):rrr:bbb CMPNZXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If not zero (ZF=0), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 E5 !(11):rrr:bbb CMPNZXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If not zero (ZF=0), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 E0 !(11):rrr:bbb CMPOXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If overflow (OF=1), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 E0 !(11):rrr:bbb CMPOXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If overflow (OF=1), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 EA !(11):rrr:bbb CMPPXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If parity (PF=1), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 EA !(11):rrr:bbb CMPPXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If parity (PF=1), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.66.0F38.W0 E8 !(11):rrr:bbb CMPSXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If sign (SF=1), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 E8 !(11):rrr:bbb CMPSXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If sign (SF=1), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.
VEX.128.66.0F38.W0 E4 !(11):rrr:bbb CMPZXADD m32, r32, r32	A	V/N.E.	CMPCCXADD	Compare value in r32 (second operand) with value in m32. If zero (ZF=1), add value from r32 (third operand) to m32 and write new value in m32. The second operand is always updated with the original value from m32.
VEX.128.66.0F38.W1 E4 !(11):rrr:bbb CMPZXADD m64, r64, r64	A	V/N.E.	CMPCCXADD	Compare value in r64 (second operand) with value in m64. If zero (ZF=1), add value from r64 (third operand) to m64 and write new value in m64. The second operand is always updated with the original value from m64.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:r/m (r, w)	ModRM:reg (r, w)	VEX.vvvv (r)	N/A

Description

This instruction compares the value from memory with the value of the second operand. If the specified condition is met, then the processor will add the third operand to the memory operand and write it into memory, else the memory is unchanged by this instruction.

This instruction must have MODRM.MOD equal to 0, 1, or 2. The value 3 for MODRM.MOD is reserved and will cause an invalid opcode exception (#UD).

The second operand is always updated with the original value of the memory operand. The EFLAGS conditions are updated from the results of the comparison.The instruction uses an implicit lock. This instruction does not permit the use of an explicit lock prefix.

Operation

CMPCCXADD srcdest1, srcdest2, src3

```
tmp1 := load lock srcdest1
tmp2 := tmp1 + src3
EFLAGS.CS,OF,SF,ZF,AF,PF := CMP tmp1, srcdest2
IF <condition>:
    srcdest1 := store unlock tmp2
ELSE
    srcdest1 := store unlock tmp1
srcdest2 :=tmp1
```

Flags Affected

The EFLAGS conditions are updated from the results of the comparison.

SIMD Floating-Point Exceptions

None.

Exceptions

Exceptions Type 14. See Table 2-1, "Type 14 Class Exception Conditions".

Table 2-1. Type 14 Class Exception Conditions

Exception	Real	Virtual-8086	Protected and Compatibility	64-bit	Cause of Exception
Invalid Opcode, #UD	X	X	X		Only supported in 64-bit mode.
				X	If any LOCK, REX, F2, F3, or 66 prefixes precede a VEX prefix.
				X	If any corresponding CPUID feature flag is '0'.
Stack, #SS(0)				X	If a memory address referencing the SS segment is in a non-canonical form.
General Protection, #GP(0)				X	If not naturally aligned (4/8 bytes).
				X	If the memory address is in a non-canonical form.
Page Fault #PF(fault-code)				X	If a page fault occurs.

ENQCMD—Enqueue Command

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F2 0F 38 F8 !(11):rrr:bbb ENQCMD r32/r64, m512	A	V/V	ENQCMD	Atomically enqueue 64-byte user command with PASID from source memory operand to destination offset in ES segment specified in register operand as offset in ES segment.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

The ENQCMD instruction allows software to write commands to **enqueue registers**, which are special device registers accessed using memory-mapped I/O (MMIO).

Enqueue registers expect writes to have the following format:

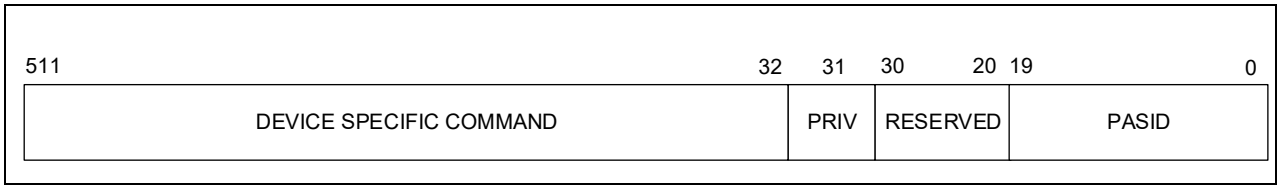


Figure 2-1. 64-Byte Data Written to Enqueue Registers

Bits 19:0 convey the process address space identifier (PASID), a value which system software may assign to individual software threads. Bit 31 contains privilege identification (0 = user; 1 = supervisor). Devices implementing enqueue registers may use these two values along with a device-specific command in the upper 60 bytes. Chapter 4 provides more details regarding how ENQCMD uses PASIDs.

The ENQCMD instruction begins by reading 64 bytes of command data from its source memory operand. This is an ordinary load with cacheability and memory ordering implied normally by the memory type. The source operand need not be aligned, and there is no guarantee that all 64 bytes are loaded atomically. Bits 31:0 of the source operand must be zero.

The instruction then formats those 64 bytes into **command data** with a format consistent with that given in Figure 2-1:

- Command[19:0] get IA32_PASID[19:0].[1]
- Command[30:20] are zero.
- Command[31] is 0 (indicating user).
- Command[511:32] get bits 511:32 of the source operand that was read from memory.

The ENQCMD instruction uses an **enqueue store** (defined below) to write this command data to the destination operand. The address of the destination operand is specified in a general-purpose register as an offset into the ES segment (the segment cannot be overridden).[2] The destination linear address must be 64-byte aligned. The operation of an enqueue store disregards the memory type of the destination memory address.

1. It is expected that system software will load the IA32_PASID MSR so that bits 19:0 contain the PASID of the current software thread. The MSR's valid bit, IA32_PASID[31], must be 1. The PASID MSR is discussed in more detail in Section 4.1.
2. In 64-bit mode, the width of the register operand is 64 bits (32 bits with a 67H prefix). Outside 64-bit mode when CS.D = 1, the width is 32 bits (16 bits with a 67H prefix). Outside 64-bit mode when CS.D=0, the width is 16 bits (32 bits with a 67H prefix).

An enqueue store is not ordered relative to older stores to WB or WC memory (including non-temporal stores) or to executions of the CLFLUSHOPT or CLWB (when applied to addresses other than that of the enqueue store). Software can enforce such ordering by executing a fencing instruction such as SFENCE or MFENCE before the enqueue store.

An enqueue store does not write the data into the cache hierarchy, nor does it fetch any data into the cache hierarchy. An enqueue store's command data is never combined with that of any other store to the same address.

Unlike other stores, an enqueue store returns a status, which the ENQCMD instruction loads into the ZF flag in the RFLAGS register:

- ZF = 0 (success) reports that the 64-byte command data was written atomically to a device's enqueue register and has been accepted by the device. (It does not guarantee that the device has acted on the command; it may have queued it for later execution.)
- ZF = 1 (retry) reports that the command data was not accepted. This status is returned if the destination address is an enqueue register but the command was not accepted due to capacity or other temporal reasons. This status is also returned if the destination address was not an enqueue register (including the case of a memory address); in these cases, the store is dropped and is written neither to MMIO nor to memory.

Availability of the ENQCMD instruction is indicated by the presence of the CPUID feature flag ENQCMD (CPUID.(EAX=07H, ECX=0H):ECX[bit 29]).

Operation

```
IF IA32_PASID[31] = 0
    THEN #GP;
ELSE
    COMMAND := (SRC & ~FFFFFFFFH) | (IA32_PASID & FFFFFH);
    DEST := COMMAND;
FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

ENQCMD int_enqcmd(void *dst, const void *src)

Flags Affected

The ZF flag is set if the enqueue-store completion returns the retry status; otherwise it is cleared. All other flags are cleared.

SIMD Floating-Point Exceptions

None.

Protected Mode Exceptions

#GP(0)	For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
	If destination linear address is not aligned to a 64-byte boundary.
	If the PASID Valid field (bit 31) is 0 in IA32_PASID MSR.
	If bits 31:0 of the source operand are not all zero.
#SS(0)	For an illegal address in the SS segment.
#PF(fault-code)	For a page fault.
#UD	If CPUID.(EAX=07H, ECX=0H):ECX.ENQCMD[bit 29] = 0.
	If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP	If any part of the operand lies outside the effective address space from 0 to FFFFH.
	If destination linear address is not aligned to a 64-byte boundary.
	If the PASID Valid field (bit 31) is 0 in IA32_PASID MSR.
	If bits 31:0 of the source operand are not all zero.

#UD	If CPUID.(EAX=07H, ECX=0H):ECX.ENQCMD[bit 29] = 0. If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

Same exceptions as in real-address mode. Additionally:

#PF(fault-code)	For a page fault.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0)	If a memory address referencing the SS segment is in non-canonical form.
#GP(0)	If the memory address is in non-canonical form. If destination linear address is not aligned to a 64-byte boundary. If the PASID Valid field (bit 31) is 0 in IA32_PASID MSR. If bits 31:0 of the source operand are not all zero.
#PF(fault-code)	For a page fault.
#UD	If CPUID.(EAX=07H, ECX=0H):ECX.ENQCMD[bit 29]. If the LOCK prefix is used.

ENQCMDS—Enqueue Command Supervisor

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F3 0F 38 F8 !(11):rrr:bbb ENQCMDS r32/r64, m512	A	V/V	ENQCMD	Atomically enqueue 64-byte command from source memory operand to destination offset in ES segment specified in register operand as offset in ES segment.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

The ENQCMDS instruction allows system software to write commands to **enqueue registers**, which are special device registers accessed using memory-mapped I/O (MMIO).

Enqueue registers expect writes to have the format given in Figure 2-1 and explained in the section on "ENQCMD—Enqueue Command."

The ENQCMDS instruction begins by reading 64 bytes of command data from its source memory operand. This is an ordinary load with cacheability and memory ordering implied normally by the memory type. The source operand need not be aligned, and there is no guarantee that all 64 bytes are loaded atomically. Bits 30:20 of the source operand must be zero.

ENQCMDS formats its source data differently from ENQCMD. Specifically, it formats them into **command data** as follows:

- Command[19:0] get bits 19:0 of the source operand that was read from memory. These 20 bits communicate a process address-space identifier (PASID). Chapter 4 provides more details regarding how ENQCMDS uses PASIDs.
- Command[30:20] are zero.
- Command[511:31] get bits 511:31 of the source operand that was read from memory. Bit 31 communicates a privilege identification (0 = user; 1 = supervisor).

The ENQCMDS instruction then uses an **enqueue store** (defined below) to write this command data to the destination operand. The address of the destination operand is specified in a general-purpose register as an offset into the ES segment (the segment cannot be overridden).[1] The destination linear address must be 64-byte aligned. The operation of an enqueue store disregards the memory type of the destination memory address.

An enqueue store is not ordered relative to older stores to WB or WC memory (including non-temporal stores) or to executions of the CLFLUSHOPT or CLWB (when applied to addresses other than that of the enqueue store). Software can enforce such ordering by executing a fencing instruction such as SFENCE or MFENCE before the enqueue store.

An enqueue store does not write the data into the cache hierarchy, nor does it fetch any data into the cache hierarchy. An enqueue store's command data is never combined with that of any other store to the same address.

Unlike other stores, an enqueue store returns a status, which the ENQCMDS instruction loads into the ZF flag in the RFLAGS register:

- ZF = 0 (success) reports that the 64-byte command data was written atomically to a device's enqueue register and has been accepted by the device. (It does not guarantee that the device has acted on the command; it may have queued it for later execution.)
- ZF = 1 (retry) reports that the command data was not accepted. This status is returned if the destination address is an enqueue register but the command was not accepted due to capacity or other temporal reasons.

1. In 64-bit mode, the width of the register operand is 64 bits (32 bits with a 67H prefix). Outside 64-bit mode when CS.D = 1, the width is 32 bits (16 bits with a 67H prefix). Outside 64-bit mode when CS.D=0, the width is 16 bits (32 bits with a 67H prefix).

This status is also returned if the destination address was not an enqueue register (including the case of a memory address); in these cases, the store is dropped and is written neither to MMIO nor to memory.

The ENQCMDS instruction may be executed only if CPL = 0. Availability of the ENQCMDS instruction is indicated by the presence of the CPUID feature flag ENQCMD (CPUID.(EAX=07H, ECX=0H):ECX[bit 29]).

Operation

```
DEST := SRC & ~7FF00000H;          // clear bits 30:20
```

Intel C/C++ Compiler Intrinsic Equivalent

ENQCMDS int_enqcmds(void *dst, const void *src)

Flags Affected

The ZF flag is set if the enqueue-store completion returns the retry status; otherwise it is cleared. All other flags are cleared.

SIMD Floating-Point Exceptions

None.

Protected Mode Exceptions

#GP(0)	For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
	If destination linear address is not aligned to a 64-byte boundary.
	If the current privilege level is not 0.
	If bits 30:20 of the source operand are not all zero.
#SS(0)	For an illegal address in the SS segment.
#PF(fault-code)	For a page fault.
#UD	If CPUID.(EAX=07H, ECX=0H):ECX.ENQCMD[bit 29] = 0.
	If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP	If any part of the operand lies outside the effective address space from 0 to FFFFH.
	If destination linear address is not aligned to a 64-byte boundary.
	If bits 30:20 of the source operand are not all zero.
#UD	If CPUID.(EAX=07H, ECX=0H):ECX.ENQCMD[bit 29] = 0.
	If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0)	The ENQCMDS instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0)	If a memory address referencing the SS segment is in non-canonical form.
#GP(0)	If the memory address is in non-canonical form.
	If destination linear address is not aligned to a 64-byte boundary.
	If the current privilege level is not 0.
	If bits 30:20 of the source operand are not all zero.
#PF(fault-code)	For a page fault.

#UD	If CPUID.(EAX=07H, ECX=0H):ECX.ENQCMD[bit 29]. If the LOCK prefix is used.

RDMSRLIST—Read List of Model Specific Registers

Opcode / Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F2 0F 01 C6 RDMSRLIST	ZO	V/N.E.	MSRLIST	Read the requested list of MSRs, and store the read values to memory.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
ZO	N/A	N/A	N/A	N/A

Description

This instruction reads a software-provided list of up to 64 MSRs and stores their values in memory.

RDMSRLIST takes three implied input operands:

- RSI: Linear address of a table of MSR addresses (8 bytes per address).
- RDI: Linear address of a table into which MSR data is stored (8 bytes per MSR).
- RCX: 64-bit bitmask of valid bits for the MSRs. Bit 0 is the valid bit for entry 0 in each table, etc.

For each RCX bit [n] from 0 to 63, if RCX[n] is 1, RDMSRLIST will read the MSR specified at entry [n] in the RSI table and write it out to memory at the entry [n] in the RDI table.

This implies a maximum of 64 MSRs that can be processed by this instruction. The processor will clear RCX[n] after it finishes handling that MSR. Similar to repeated string operations, RDMSRLIST supports partial completion for interrupts, exceptions, and traps. In these situations, the RIP register saved will point to the RDMSRLIST instruction while the RCX register will have cleared bits corresponding to all completed iterations.

This instruction must be executed at privilege level 0; otherwise, a general protection exception #GP(0) is generated. This instruction performs MSR specific checks and respects the VMX MSR VM-execution controls in the same manner as RDMSR.

Although RDMSRLIST accesses the entries in the two tables in order, the actual reads of the MSRs may be performed out of order: for table entries m < n, the processor may read the MSR for entry n before reading the MSR for entry m. (This may be true also for a sequence of executions of RDMSR.) Ordering is guaranteed if the address of the IA32_BARRIER MSR (2FH) appears in the table of MSR addresses. Specifically, if IA32_BARRIER appears at entry m, then the MSR read for any entry n with n > m will not occur until (1) all instructions prior to RDMSRLIST have completed locally; and (2) MSRs have been read for all table entries before entry m.

The processor is allowed to (but not required to) "load ahead" in the list. Examples:

- Use old memory type or TLB translation for loads/stores to list memory despite an MSR written by a previous iteration changing MTRR or invalidating TLBs.
- Cause a page fault or EPT violation for a memory access to an entry > "n" in MSR address or data tables, despite the processor only having read or written "n" MSRs.[1]

Virtualization Behavior—VM Exit Causes

Like RDMSR, the RDMSRLIST instruction executed in VMX non-root operation causes a VM exit if any of the following are true:

- The "use MSR bitmaps" VM-execution control is 0.
- The value of MSR address is not in the ranges 00000000H–00001FFFH and C0000000H–C0001FFFH.
- The value of MSR address is in the range 00000000H–00001FFFH and bit n in read bitmap for low MSRs is 1, where n is the value of the MSR address.

1. For example, the processor may take a page fault due to a linear address for the 10th entry in the MSR address table despite only having completed the MSR writes up to entry 5.

- The value of ECX is in the range C0000000H–C0001FFFH and bit n in read bitmap for high MSRs is 1, where n is the value of the MSR address & 00001FFFH.

A VM exit for the above reasons for the RDMSRLIST instruction will specify exit reason 78 (decimal). The exit qualification is set to the MSR address causing the VM exit if "use MSR bitmaps" VM-execution control is 1. If "use MSR bitmaps" VM-execution control is 0, then the VM-exit qualification will be 0.

If software wants to emulate a single iteration of RDMSRLIST after a VM exit, it can use the exit qualification to identify the MSR. Such software will need to write to the table of data. It can calculate the guest-linear address of the table entry to write by using the values of RDI (the guest-linear address of the table) and RCX (the lowest bit set in RCX identifies the specific table entry.

Virtualization Behavior—Changed Behavior in Non-Root Operation

The previous section identifies when executions of the RDMSRLIST instruction cause VM exits. Under the following situations, a #UD will occur instead of a VM exit or a fault due to CPL 0:

- The "Enable MSRLIST Instructions" VM-execution control is 0.
- The "Activate tertiary controls" VM-execution control is 0.

If that does not occur and there is no fault due to CPL > 0 nor a VM exit, the instruction's behavior may be modified for certain values of MSR address in the same manner as RDMSR for a read of the same MSR.

Operation

```
WHILE (RCX != 0) {
    MSR_index = TZCNT(RCX)
    MSR_address = mem[RSI + (MSR_index * 8) ]
    VM exit if specified by VM-execution controls (for specified MSR_address)
    #GP(0) if MSR_address[61:32] !=0
    #GP(0) if MSR_address is not accessible for RDMSR
    mem[RDI + (MSR_index * 8)]) = RDMSR (MSR_address)
    Clear RCX [MSR_index]
    Take any pending interrupts/traps
}
```

Flags Affected

None.

Protected Mode Exceptions

#UD	The RDMSRLIST instruction is not recognized in protected mode.

Real-Address Mode Exceptions

#UD	The RDMSRLIST instruction is not recognized in real-address mode.

Virtual-8086 Mode Exceptions

#UD	The RDMSRLIST instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

#UD	The RDMSRLIST instruction is not recognized in compatibility mode.

64-Bit Mode Exceptions

#GP(0)	If the current privilege level is not 0. If RSI [2:0] ≠ 0 OR RDI [2:0] ≠ 0. If an execution of RDMSR from a specified MSR would generate a general protection exception #GP(0).

#UD	If the LOCK prefix is used. If not in 64-bit mode. If CPUID.(EAX=07H, ECX=01H):EAX.MSRLIST[bit 27] = 0.

SENDUIPI—Send User Interprocessor Interrupts

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F3 0F C7 /6 SENDUIPI reg	A	V/I	UINTR	Send interprocessor user interrupt.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (r)	N/A	N/A	N/A

Description

The SENDUIPI instruction takes a single register operand. The operand always has 64 bits; operand-size overrides (e.g., the prefix 66) are ignored.

Although SENDUIPI may be executed at any privilege level, all of the instruction's memory accesses are performed with supervisor privilege.

Virtualization of the SENDUIPI instruction (in particular, that of the sending of the notification interrupt) is discussed in Section 9.9.2.5.

The Operation section refers to the values UITTADDR and UITTSZ. The values are defined in Section 9.3.1. It also includes operations on a user posted-interrupt descriptor (UPID). The format of a UPID is defined in Section 9.5.

Operation

```
IF reg > UITTSZ;
    THEN #GP(0);
FI;
read tempUITTE from 16 bytes at UITTADDR+ (reg « 4);
IF tempUITTE.V = 0 or tempUITTE sets any reserved bit (see Section 11.7.1)
    THEN #GP(0);
FI;
read tempUPID from 16 bytes at tempUITTE.UPIDADDR;// under lock
IF tempUPID sets any reserved bits or bits that must be zero (see Table 11-1)
    THEN #GP(0); // release lock
FI;
tempUPID.PIR[tempUITTE.UV] := 1;
IF tempUPID.SN = tempUPID.ON = 0
    THEN
        tempUPID.ON := 1;
        sendNotify := 1;
    ELSE sendNotify := 0;
FI;
write tempUPID to 16 bytes at tempUITTE.UPIDADDR;// release lock
IF sendNotify = 1
    THEN
        IF local APIC is in x2APIC mode
            THEN send ordinary IPI with vector tempUPID.NV
                to 32-bit physical APIC ID tempUPID.NDST;
            ELSE send ordinary IPI with vector tempUPID.NV
                to 8-bit physical APIC ID tempUPID.NDST[15:8];
        FI;
FI;
```

Flags Affected

None.

Protected Mode Exceptions

#UD	The SENDUIPI instruction is not recognized in protected mode.

Real-Address Mode Exceptions

#UD	The SENDUIPI instruction is not recognized in real-address mode.

Virtual-8086 Mode Exceptions

#UD	The SENDUIPI instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

#UD	The SENDUIPI instruction is not recognized in compatibility mode.

64-Bit Mode Exceptions

#UD	If the LOCK prefix is used.
	If executed inside an enclave.
	If CR4.UINTR = 0.
	If IA32_UINTR_TT[0] = 0.
	If CPUID.(EAX=07H, ECX=0H):EDX.UINTR[bit 5] = 0.
#PF	If a page fault occurs.
#GP	If the value of the register operand exceeds UITTSZ.
	If the selected UITTE is not valid or sets any reserved bits.
	If the selected UPID sets any reserved bits.
	If there is an attempt to access memory using a linear address that is not canonical relative to the current paging mode.

STUI—Set User Interrupt Flag

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F3 0F 01 EF STUI	ZO	V/I	UINTR	Set user interrupt flag.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
ZO	N/A	N/A	N/A	N/A	N/A

Description

STUI sets the user interrupt flag (UIF). Its effect takes place immediately; a user interrupt may be delivered on the instruction boundary following STUI. (This is in contrast with STI, whose effect is delayed by one instruction).

An execution of STUI inside a transactional region causes a transactional abort; the abort loads EAX as it would have had it been due to an execution of STI.

Operation

```
UIF := 1;
```

Flags Affected

None.

Protected Mode Exceptions

#UD	The STUI instruction is not recognized in protected mode.

Real-Address Mode Exceptions

#UD	The STUI instruction is not recognized in real-address mode.

Virtual-8086 Mode Exceptions

#UD	The STUI instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

#UD	The STUI instruction is not recognized in compatibility mode.

64-Bit Mode Exceptions

#UD	If the LOCK prefix is used. If executed inside an enclave. If CR4.UINTR = 0. If CPUID.(EAX=07H, ECX=0H):EDX.UINTR[bit 5] = 0.

TESTUI—Determine User Interrupt Flag

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F3 0F 01 ED TESTUI	ZO	V/I	UINTR	Copies the current value of UIF into EFLAGS.CF.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
ZO	N/A	N/A	N/A	N/A	N/A

TESTUI copies the current value of the user interrupt flag (UIF) into EFLAGS.CF. This instruction can be executed regardless of CPL.

TESTUI may be executed normally inside a transactional region.

Operation

```
CF := UIF;
ZF := AF := OF := PF := SF := 0;
```

Flags Affected

The ZF, OF, AF, PF, SF flags are cleared and the CF flags to the value of the user interrupt flag.

Protected Mode Exceptions

#UD	The TESTUI instruction is not recognized in protected mode.

Real-Address Mode Exceptions

#UD	The TESTUI instruction is not recognized in real-address mode.

Virtual-8086 Mode Exceptions

#UD	The TESTUI instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

#UD	The TESTUI instruction is not recognized in compatibility mode.

64-Bit Mode Exceptions

#UD	If the LOCK prefix is used. If executed inside an enclave. If CR4.UINTR = 0. If CPUID.(EAX=07H, ECX=0H):EDX.UINTR[bit 5] = 0.

UIRET—User-Interrupt Return

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F3 0F 01 EC UIRET	ZO	V/I	UINTR	Return from handling a user interrupt.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
ZO	N/A	N/A	N/A	N/A	N/A

Description

UIRET returns from the handling of a user interrupt. It can be executed regardless of CPL.

Execution of UIRET inside a transactional region causes a transactional abort; the abort loads EAX as it would have had it been due to an execution of IRET.

UIRET can be tracked by Architectural Last Branch Records (LBRs), Intel Processor Trace (Intel PT), and Performance Monitoring. For both Intel PT and LBRs, UIRET is recorded in precisely the same manner as IRET. Hence for LBRs, UIRETs fall into the OTHER_BRANCH category, which implies that IA32_LBR_CTL.OTHER_BRANCH[bit 22] must be set to record user-interrupt delivery, and that the IA32_LBR_x_INFO.BR_TYPE field will indicate OTHER_BRANCH for any recorded user interrupt. For Intel PT, control flow tracing must be enabled by setting IA32_RTIT_CTL.BranchEn[bit 13].

UIRET will also increment performance counters for which counting BR_INST_RETIRED.FAR_BRANCH is enabled.

Operation

```
Pop tempRIP;
Pop tempRFLAGS; // see below for how this is used to load RFLAGS
Pop tempRSP;
IF tempRIP is not canonical in current paging mode
    THEN #GP(0);
FI;
IF ShadowStackEnabled(CPL)
    THEN
        PopShadowStack SSRIP;
        IF SSRIP ≠ tempRIP
            THEN #CP (FAR-RET/IRET);
        FI;
FI;
RIP := tempRIP;
// update in RFLAGS only CF, PF, AF, ZF, SF, TF, DF, OF, NT, RF, AC, and ID
RFLAGS := (RFLAGS & ~254DD5H) | (tempRFLAGS & 254DD5H);
RSP := tempRSP;
UIF := 1;
Clear any cache-line monitoring established by MONITOR or UMONITOR;
```

Flags Affected

See Operation section.

Protected Mode Exceptions

#UD	The UIRET instruction is not recognized in protected mode.

Real-Address Mode Exceptions

#UD	The UIRET instruction is not recognized in real-address mode.

Virtual-8086 Mode Exceptions

#UD	The UIRET instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

#UD	The UIRET instruction is not recognized in compatibility mode.

64-Bit Mode Exceptions

#GP(0)	If the return instruction pointer is non-canonical.
#SS(0)	If an attempt to pop a value off the stack causes a non-canonical address to be referenced.
#PF(fault-code)	If a page fault occurs.
#AC(0)	If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#CP	If return instruction pointer from stack and shadow stack do not match.
#UD	If the LOCK prefix is used.
	If executed inside an enclave.
	If CR4.UINTR = 0.
	If CPUID.(EAX=07H, ECX=0H):EDX.UINTR[bit 5] = 0.

VBCSTNEBF162PS—Load BF16 Element and Convert to FP32 Element With Broadcast

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F3.0F38.W0 B1 !(11):rrr:bbb VBCSTNEBF162PS xmm1, m16	A	V/V	AVX-NE-CONVERT	Load one BF16 floating-point element from m16, convert to FP32 and store result in xmm1.
VEX.256.F3.0F38.W0 B1 !(11):rrr:bbb VBCSTNEBF162PS ymm1, m16	A	V/V	AVX-NE-CONVERT	Load one BF16 floating-point element from m16, convert to FP32 and store result in ymm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

This instruction loads one BF16 element from memory, converts it to FP32, and broadcasts it to a SIMD register.

This instruction does not generate floating-point exceptions and does not consult or update MXCSR.

Denormal BF16 input operands are treated as zeros (DAZ). Since any BF16 number can be represented in FP32, the conversion result is exact and no rounding is needed.

Operation

VBCSTNEBF162PS dest, src (VEX encoded version)

```
VL = (128, 256)
KL = VL/32

FOR i in range(0, KL):
    tmp.dword[i].word[0] = src.word[0] // reads 16b from memory

FOR i in range(0, KL):
    dest.dword[i] = make_fp32(TMP.dword[i].word[0])
DEST[MAXVL-1:VL] := 0
```

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 5.

VBCSTNESH2PS—Load FP16 Element and Convert to FP32 Element with Broadcast

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.66.0F38.W0 B1 !(11):rrr:bbb VBCSTNESH2PS xmm1, m16	A	V/V	AVX-NE-CONVERT	Load one FP16 element from m16, convert to FP32, and store result in xmm1.
VEX.256.66.0F38.W0 B1 !(11):rrr:bbb VBCSTNESH2PS ymm1, m16	A	V/V	AVX-NE-CONVERT	Load one FP16 element from m16, convert to FP32, and store result in ymm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

This instruction loads one FP16 element from memory, converts it to FP32, and broadcasts it to a SIMD register.

This instruction does not generate floating-point exceptions and does not consult or update MXCSR.

Input FP16 denormals are converted to normal FP32 numbers and not treated as zero. Since any FP16 number can be represented in FP32, the conversion result is exact and no rounding is needed.

Operation

VBCSTNESH2PS dest, src (VEX encoded version)

```
VL = (128, 256)
KL = VL/32

FOR i in range(0, KL):
    tmp.dword[i].word[0] = src.word[0] // read 16b from memory

FOR i in range(0, KL):
    dest.dword[i] = convert_fp16_to_fp32(tmp.dword[i].word[0])  //SAE
DEST[MAXVL-1:VL] := 0
```

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exception Type 5.

VCVTNEEBF162PS—Convert Even Elements of Packed BF16 Values to FP32 Values

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F3.0F38.W0 B0 !(11):rrr:bbb VCVTNEEBF162PS xmm1, m128	A	V/V	AVX-NE-CONVERT	Convert even elements of packed BF16 values from m128 to FP32 values and store in xmm1.
VEX.256.F3.0F38.W0 B0 !(11):rrr:bbb VCVTNEEBF162PS ymm1, m256	A	V/V	AVX-NE-CONVERT	Convert even elements of packed BF16 values from m256 to FP32 values and store in ymm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

This instruction loads packed BF16 elements from memory, converts the even elements to FP32, and writes the result to the destination SIMD register.

This instruction does not generate floating-point exceptions and does not consult or update MXCSR.

Denormal BF16 input operands are treated as zeros (DAZ). Since any BF16 number can be represented in FP32, the conversion result is exact and no rounding is needed.

Operation

VCVTNEEBF162PS dest, src (VEX encoded version)

```
VL = (128, 256)
KL = VL/32

FOR i in range(0, KL):
    dest.dword[i] = make_fp32(src.dword[i].word[0])
DEST[MAXVL-1:VL] := 0
```

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exception Type 4.

VCVTNEEPH2PS—Convert Even Elements of Packed FP16 Values to FP32 Values

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.66.0F38.W0 B0 !(11):rrr:bbb VCVTNEEPH2PS xmm1, m128	A	V/V	AVX-NE-CONVERT	Convert even elements of packed FP16 values from m128 to FP32 values and store in xmm1.
VEX.256.66.0F38.W0 B0 !(11):rrr:bbb VCVTNEEPH2PS ymm1, m256	A	V/V	AVX-NE-CONVERT	Convert even elements of packed FP16 values from m256 to FP32 values and store in ymm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

This instruction loads packed FP16 elements from memory, converts the even elements to FP32, and writes the result to the destination SIMD register.

This instruction does not generate floating-point exceptions and does not consult or update MXCSR.

Input FP16 denormals are converted to normal FP32 numbers and not treated as zero. Since any FP16 number can be represented in FP32, the conversion result is exact and no rounding is needed.

Operation

VCVTNEEPH2PS dest, src (VEX encoded version)

```
VL = (128, 256)
KL = VL/32

FOR i in range(0, KL):
    dest.dword[i] = convert_fp16_to_fp32(src.dword[i].word[0]) //SAE
DEST[MAXVL-1:VL] := 0
```

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exception Type 4.

VCVTNEOBF162PS—Convert Odd Elements of Packed BF16 Values to FP32 Values

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F2.0F38.W0 B0 !(11):rrr:bbb VCVTNEOBF162PS xmm1, m128	A	V/V	AVX-NE-CONVERT	Convert odd elements of packed BF16 values from m128 to FP32 values and store in xmm1.
VEX.256.F2.0F38.W0 B0 !(11):rrr:bbb VCVTNEOBF162PS ymm1, m256	A	V/V	AVX-NE-CONVERT	Convert odd elements of packed BF16 values from m256 to FP32 values and store in ymm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

This instruction loads packed BF16 elements from memory, converts the odd elements to FP32, and writes the result to the destination SIMD register.

This instruction does not generate floating-point exceptions and does not consult or update MXCSR.

Denormal BF16 input operands are treated as zeros (DAZ). Since any BF16 number can be represented in FP32, the conversion result is exact and no rounding is needed.

Operation

VCVTNEOBF162PS dest, src (VEX encoded version)

```
VL = (128, 256)
KL = VL/32

FOR i in range(0, KL):
    dest.dword[i] = make_fp32(src.dword[i].word[1])
DEST[MAXVL-1:VL] := 0
```

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exception Type 4.

VCVTNEOPH2PS—Convert Odd Elements of Packed FP16 Values to FP32 Values

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.NP.0F38.W0 B0 !(11):rrr:bbb VCVTNEOPH2PS xmm1, m128	A	V/V	AVX-NE-CONVERT	Convert odd elements of packed FP16 values from m128 to FP32 values and store in xmm1.
VEX.256.NP.0F38.W0 B0 !(11):rrr:bbb VCVTNEOPH2PS ymm1, m256	A	V/V	AVX-NE-CONVERT	Convert odd elements of packed FP16 values from m256 to FP32 values and store in ymm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

This instruction loads packed FP16 elements from memory, converts the odd elements to FP32, and writes the result to the destination SIMD register.

This instruction does not generate floating-point exceptions and does not consult or update MXCSR.

Input FP16 denormals are converted to normal FP32 numbers and not treated as zero. Since any FP16 number can be represented in FP32, the conversion result is exact and no rounding is needed.

Operation

VCVTNEOPH2PS dest, src (VEX encoded version)

```
VL = (128, 256)
KL = VL/32

FOR i in range(0, KL):
    dest.dword[i] = convert_fp16_to_fp32(src.dword[i].word[1]) //SAE
DEST[MAXVL-1:VL] := 0
```

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exception Type 4.

VCVTNEPS2BF16—Convert Packed Single-Precision Floating-Point Values to BF16 Values

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F3.0F38.W0 72 /r VCVTNEPS2BF16 xmm1, xmm2/m128	A	V/V	AVX-NE-CONVERT	Convert packed single-precision floating-point values from xmm2/m128 to packed BF16 values and store in xmm1.
VEX.256.F3.0F38.W0 72 /r VCVTNEPS2BF16 xmm1, ymm2/m256	A	V/V	AVX-NE-CONVERT	Convert packed single-precision floating-point values from ymm2/m256 to packed BF16 values and store in xmm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

This instruction loads packed FP32 elements from a SIMD register or memory, converts the elements to BF16, and writes the result to the destination SIMD register.

The upper bits of the destination register beyond the down-converted BF16 elements are zeroed.

This instruction uses "Round to nearest (even)" rounding mode. Output denormals are always flushed to zero and input denormals are always treated as zero. MXCSR is not consulted nor updated.

Operation

```
define convert_fp32_to_bfloat16(x):
    IF x is zero or denormal:
        dest[15] := x[31] // sign preserving zero (denormal go to zero)
        dest[14:0] := 0
    ELSE IF x is infinity:
        dest[15:0] := x[31:16]
    ELSE IF x is nan:
        dest[15:0] := x[31:16] // truncate and set msb of the mantisa force qnan
        dest[6] := 1
    ELSE // normal number
        lsb := x[16]
        rounding_bias := 0x00007FFF + lsb
        temp[31:0] := x[31:0] + rounding_bias // integer add
        dest[15:0] := temp[31:16]
return dest
```

VCVTNEPS2BF16 dest, src (VEX encoded version)

```
VL = (128,256)
KL = VL/16

FOR i := 0 to KL/2-1:
    t := src.fp32[i]
    dest.word[i] := convert_fp32_to_bfloat16(t)

DEST[MAXVL-1:VL/2] := 0
```

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4.

VPDPB[SU,UU,SS]D[,S]—Multiply and Add Unsigned and Signed Bytes With and Without Saturation

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F2.0F38.W0 50 /r VPDPBSSD xmm1, xmm2, xmm3/m128	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of signed bytes in xmm3/m128 with corresponding signed bytes of xmm2, summing those products and adding them to the doubleword result in xmm1.
VEX.256.F2.0F38.W0 50 /r VPDPBSSD ymm1, ymm2, ymm3/m256	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of signed bytes in ymm3/m256 with corresponding signed bytes of ymm2, summing those products and adding them to the doubleword result in ymm1.
VEX.128.F2.0F38.W0 51 /r VPDPBSSDS xmm1, xmm2, xmm3/m128	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of signed bytes in xmm3/m128 with corresponding signed bytes of xmm2, summing those products and adding them to the doubleword result, with signed saturation in xmm1.
VEX.256.F2.0F38.W0 51 /r VPDPBSSDS ymm1, ymm2, ymm3/m256	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of signed bytes in ymm3/m256 with corresponding signed bytes of ymm2, summing those products and adding them to the doubleword result, with signed saturation in ymm1.
VEX.128.F3.0F38.W0 50 /r VPDPBSUD xmm1, xmm2, xmm3/m128	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of signed bytes in xmm3/m128 with corresponding unsigned bytes of xmm2, summing those products and adding them to doubleword result in xmm1.
VEX.256.F3.0F38.W0 50 /r VPDPBSUD ymm1, ymm2, ymm3/m256	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of signed bytes in ymm3/m256 with corresponding unsigned bytes of ymm2, summing those products and adding them to doubleword result in ymm1.
VEX.128.F3.0F38.W0 51 /r VPDPBSUDS xmm1, xmm2, xmm3/m128	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of signed bytes in xmm3/m128 with corresponding unsigned bytes of xmm2, summing those products and adding them to doubleword result, with signed saturation in xmm1.
VEX.256.F3.0F38.W0 51 /r VPDPBSUDS ymm1, ymm2, ymm3/m256	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of signed bytes in ymm3/m256 with corresponding unsigned bytes of ymm2, summing those products and adding them to doubleword result, with signed saturation in ymm1.
VEX.128.NP.0F38.W0 50 /r VPDPBUUD xmm1, xmm2, xmm3/m128	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of unsigned bytes in xmm3/m128 with corresponding unsigned bytes of xmm2, summing those products and adding them to doubleword result in xmm1.

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.256.NP.0F38.W0 50 /r VPDPBUUD ymm1, ymm2, ymm3/m256	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of unsigned bytes in ymm3/m256 with corresponding unsigned bytes of ymm2, summing those products and adding them to doubleword result in ymm1.
VEX.128.NP.0F38.W0 51 /r VPDPBUUDS xmm1, xmm2, xmm3/m128	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of unsigned bytes in xmm3/m128 with corresponding unsigned bytes of xmm2, summing those products and adding them to the doubleword result, with unsigned saturation in xmm1.
VEX.256.NP.0F38.W0 51 /r VPDPBUUDS ymm1, ymm2, ymm3/m256	A	V/V	AVX-VNNI-INT8	Multiply groups of 4 pairs of unsigned bytes in ymm3/m256 with corresponding unsigned bytes of ymm2, summing those products and adding them to the doubleword result, with unsigned saturation in ymm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	N/A

Description

Multiplies the individual bytes of the first source operand by the corresponding bytes of the second source operand, producing intermediate word results. The word results are then summed and accumulated in the destination dword element size operand.

For unsigned saturation, when an individual result value is beyond the range of an unsigned doubleword (that is, greater than FFFFF_FFFFH), the saturated unsigned doubleword integer value of FFFF_FFFFH is stored in the doubleword destination.

For signed saturation, when an individual result is beyond the range of a signed doubleword integer (that is, greater than 7FFF_FFFFH or less than 8000_0000H), the saturated value of 7FFF_FFFFH or 8000_0000H, respectively, is written to the destination operand.

Operation

VPDPB[SU,UU,SS]D[,S] dest, src1, src2 (VEX encoded version)

```
VL = (128, 256)
KL = VL/32

ORIGDEST := DEST
FOR i := 0 TO KL-1:

    IF *src1 is signed*:
        src1extend := SIGN_EXTEND // SU, SS
    ELSE:
        src1extend := ZERO_EXTEND // UU
    IF *src2 is signed*:
        src2extend := SIGN_EXTEND // SS
    ELSE:
        src2extend := ZERO_EXTEND // UU, SU

    p1word := src1extend(SRC1.byte[4*i+0]) * src2extend(SRC2.byte[4*i+0])
    p2word := src1extend(SRC1.byte[4*i+1]) * src2extend(SRC2.byte[4*i+1])
    p3word := src1extend(SRC1.byte[4*i+2]) * src2extend(SRC2.byte[4*i+2])
    p4word := src1extend(SRC1.byte[4*i+3]) * src2extend(SRC2.byte[4*i+3])

    IF *saturating*:
        IF *UU instruction version*:
            DEST.dword[i] := UNSIGNED_DWORD_SATURATE(ORIGDEST.dword[i] + p1word + p2word + p3word + p4word)
        ELSE:
            DEST.dword[i] := SIGNED_DWORD_SATURATE(ORIGDEST.dword[i] + p1word + p2word + p3word + p4word)
    ELSE:
        DEST.dword[i] := ORIGDEST.dword[i] + p1word + p2word + p3word + p4word

DEST[MAXVL-1:VL] := 0
```

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4.

VPMADD52HUQ—Packed Multiply of Unsigned 52-Bit Integers and Add the High 52-Bit Products to Qword Accumulators

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.66.0F38.W1 B5 /r VPMADD52HUQ xmm1, xmm2, xmm3/m128	A	V/V	AVX-IFMA	Multiply unsigned 52-bit integers in xmm2 and xmm3/m128 and add the high 52 bits of the 104-bit product to the qword unsigned integers in xmm1.
VEX.256.66.0F38.W1 B5 /r VPMADD52HUQ ymm1, ymm2, ymm3/m256	A	V/V	AVX-IFMA	Multiply unsigned 52-bit integers in ymm2 and ymm3/m256 and add the high 52 bits of the 104-bit product to the qword unsigned integers in ymm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	N/A

Description

Multiplies packed unsigned 52-bit integers in each qword element of the first source operand (the second operand) with the packed unsigned 52-bit integers in the corresponding elements of the second source operand (the third operand) to form packed 104-bit intermediate results. The high 52-bit, unsigned integer of each 104-bit product is added to the corresponding qword unsigned integer of the destination operand (the first operand).

Operation

VPMADDHUQ srcdest, src1, src2 (VEX version)

```
VL = (128,256)
KL = VL/64

FOR i in 0 .. KL-1:
    temp128 := zeroextend64(src1.qword[i][51:0]) *zeroextend64(src2.qword[i][51:0])
    srcdest.qword[i] := srcdest.qword[i] +zeroextend64(temp128[103:52])
srcdest[MAXVL:VL] := 0
```

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4.

VPMADD52LUQ—Packed Multiply of Unsigned 52-Bit Integers and Add the Low 52-Bit Products to Qword Accumulators

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.66.0F38.W1 B4 /r VPMADD52LUQ xmm1, xmm2, xmm3/m128	A	V/V	AVX-IFMA	Multiply unsigned 52-bit integers in xmm2 and xmm3/m128 and add the low 52 bits of the 104-bit product to the qword unsigned integers in xmm1.
VEX.256.66.0F38.W1 B4 /r VPMADD52LUQ ymm1, ymm2, ymm3/m256	A	V/V	AVX-IFMA	Multiply unsigned 52-bit integers in ymm2 and ymm3/m256 and add the low 52 bits of the 104-bit product to the qword unsigned integers in ymm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	N/A

Description

Multiplies packed unsigned 52-bit integers in each qword element of the first source operand (the second operand) with the packed unsigned 52-bit integers in the corresponding elements of the second source operand (the third operand) to form packed 104-bit intermediate results. The low 52-bit, unsigned integer of each 104-bit product is added to the corresponding qword unsigned integer of the destination operand (the first operand).

Operation

VPMADDLUQ srcdest, src1, src2 (VEX version)

```
VL = (128,256)
KL = VL/64

FOR i in 0 .. KL-1:
    temp128 := zeroextend64(src1.qword[i][51:0]) *zeroextend64(src2.qword[i][51:0])
    srcdest.qword[i] := srcdest.qword[i] +zeroextend64(temp128[51:0])
srcdest[MAXVL:VL] := 0
```

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4.

WRMSRLIST—Write List of Model Specific Registers

Opcode / Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F3 0F 01 C6 WRMSRLIST	ZO	V/N.E.	MSRLIST	Write requested list of MSRs with the values specified in memory.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
ZO	N/A	N/A	N/A	N/A

Description

This instruction writes a software provided list of up to 64 MSRs with values loaded from memory.

WRMSRLIST takes three implied input operands:

- RSI: Linear address of a table of MSR addresses (8 bytes per address).
- RDI: Linear address of a table from which MSR data is loaded (8 bytes per MSR).
- RCX: 64-bit bitmask of valid bits for the MSRs. Bit 0 is the valid bit for entry 0 in each table, etc.

For each RCX bit [n] from 0 to 63, if RCX[n] is 1, WRMSRLIST will write the MSR specified at entry [n] in the RSI table with the value read from memory at the entry [n] in the RDI table.

This implies a maximum of 64 MSRs that can be processed by this instruction. The processor will clear RCX[n] after it finishes handling that MSR. Similar to repeated string operations, WRMSRLIST supports partial completion for interrupts, exceptions, and traps. In these situations, the RIP register saved will point to the MSRLIST instruction while the RCX register will have cleared bits corresponding to all completed iterations.

This instruction must be executed at privilege level 0; otherwise, a general protection exception #GP(0) is generated. This instruction performs MSR specific checks and respects the VMX MSR VM-execution controls in the same manner as WRMSR.

Like WRMSRNS (and unlike WRMSR), WRMSRLIST is not defined as a serializing instruction (see "Serializing Instructions" in Chapter 8 of the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A). This means that software should not rely on WRMSRLIST to drain all buffered writes to memory before the next instruction is fetched and executed. For implementation reasons, some processors may serialize when writing certain MSRs, even though that is not guaranteed.

Like WRMSR and WRMSRNS, WRMSRLIST will ensure that all operations before the WRMSRLIST do not use the new MSR value and that all operations after the WRMSRLIST do use the new value. An exception to this rule is certain store-related performance monitor events that only count when those stores are drained to memory. Since WRMSRLIST is not a serializing instruction, if software is using WRMSRLIST to change the controls for such performance monitor events, then stores before the WRMSRLIST may be counted with new MSR values written by WRMSRLIST. Software can insert the SERIALIZE instruction before the WRMSRLIST if so desired.

Those MSRs that cause a TLB invalidation when they are written via WRMSR (e.g., MTRRs) will also cause the same TLB invalidation when written by WRMSRLIST.

In places where WRMSR is being used as a proxy for a serializing instruction, a different serializing instruction can be used (e.g., SERIALIZE).

WRMSRLIST writes MSRs in order, which means the processor will ensure that an MSR in iteration "n" will be written only after previous iterations ("n-1"). If the older MSR writes had a side effect that affects the behavior of the next MSR, the processor will ensure that side effect is honored.

The processor is allowed to (but not required to) "load ahead" in the list. Examples:

- Use old memory type or TLB translation for loads from list memory despite an MSR written by a previous iteration changing MTRR or invalidating TLBs.
- Cause a page fault or EPT violation for a memory access to an entry > "n" in MSR address or data tables, despite the processor only having read or written "n" MSRs.[1]

Virtualization Behavior—VM Exit Causes

Like WRMSR, the WRMSRLIST instruction executed in VMX non-root operation causes a VM exit if any of the following are true:

- The "use MSR bitmaps" VM-execution control is 0.
- The value of MSR address is not in the ranges 00000000H–00001FFFH and C0000000H–C0001FFFH.
- The value of MSR address is in the range 00000000H–00001FFFH and bit n in read bitmap for low MSRs is 1, where n is the value of the MSR address.
- The value of ECX is in the range C0000000H–C0001FFFH and bit n in read bitmap for high MSRs is 1, where n is the value of the MSR address & 00001FFFH.

A VM exit for the above reasons for the WRMSRLIST instruction will specify exit reason 79 (decimal). The exit qualification is set to the MSR address causing the VM exit if "use MSR bitmaps" VM-execution control is 1. If "use MSR bitmaps" VM-execution control is 0, then the VM-exit qualification will be 0.

If software wants to emulate a single iteration of WRMSRLIST after a VM exit, it can use the exit qualification to identify the MSR. Such software will need to read from the table of data. It can calculate the guest-linear address of the table entry to read by using the values of RDI (the guest-linear address of the table) and RCX (the lowest bit set in RCX identifies the specific table entry).

Virtualization Behavior—Changed Behavior in Non-Root Operation

The previous section identifies when executions of the WRMSRLIST instruction cause VM exits. Under the following situations, a #UD will occur instead of a VM exit or a fault due to CPL 0:

- The "Enable MSRLIST Instructions" VM-execution control is 0.
- The "Activate tertiary controls" VM-execution control is 0.

If that does not occur and there is no fault due to CPL > 0 nor a VM exit, the instruction's behavior may be modified for certain values of MSR address in the same manner as WRMSR for a read of the same MSR.

Operation

```
WHILE (RCX != 0) {
    MSR_index = TZCNT(RCX)
    MSR_address = mem[RSI + (MSR_index * 8) ]
    MSR_data = mem[RDI + (MSR_index * 8)]
    VM exit if specified by VM-execution controls (for specified MSR_address)
    #GP(0) if MSR_address[61:32] !=0
    #GP(0) if MSR_address is not accessible for WRMSR
    #GP(0) if MSR_data has reserved bits set for MSR
    #GP(0) for any other MSR_address specific checks
    WRMSRNS (MSR_address) = MSR_data
    Clear RCX [MSR_index]
    Take any pending interrupts/traps
}
```

Flags Affected

None.

1. For example, the processor may take a page fault due to a linear address for the 10th entry in the MSR address table despite only having completed the MSR writes up to entry 5.

Protected Mode Exceptions

#UD	The WRMSRLIST instruction is not recognized in protected mode.

Real-Address Mode Exceptions

#UD	The WRMSRLIST instruction is not recognized in real-address mode.

Virtual-8086 Mode Exceptions

#UD	The WRMSRLIST instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

#UD	The WRMSRLIST instruction is not recognized in compatibility mode.

64-Bit Mode Exceptions

#GP(0)	If the current privilege level is not 0.
	If RSI [2:0] ≠ 0 OR RDI [2:0] ≠ 0.
	If an execution of WRMSR to a specified MSR with a specified value would generate a general-protection exception (#GP(0)).
#UD	If the LOCK prefix is used.
	If not in 64-bit mode.
	If CPUID.(EAX=07H, ECX=01H):EAX.MSRLIST[bit 27] = 0.

WRMSRNS—Non-Serializing Write to Model Specific Register

Opcode/ Instruction	Op/ En	64/32 Bit Mode Support	CPUID Feature Flag	Description
NP 0F 01 C6 WRMSRNS	ZO	V/V	WRMSRNS	Write the value in EDX:EAX to MSR specified by ECX.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
ZO	N/A	N/A	N/A	N/A

Description

WRMSNRS is an instruction that behaves exactly like WRMSR, with the only difference being that it is not a serializing instruction by default.

Writes the contents of registers EDX:EAX into the 64-bit model specific register (MSR) specified in the ECX register. The contents of the EDX register are copied to the high-order 32 bits of the selected MSR and the contents of the EAX register are copied to the low-order 32 bits of the MSR. The high-order 32 bits of RAX, RCX, and RDX are ignored.

This instruction must be executed at privilege level 0 or in real-address mode; otherwise, a general protection exception #GP(0) is generated.

Unlike WRMSR, WRMSRNS is not defined as a serializing instruction (see "Serializing Instructions" in Chapter 8 of the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A). This means that software should not rely on it to drain all buffered writes to memory before the next instruction is fetched and executed. For implementation reasons, some processors may serialize when writing certain MSRs, even though that is not guaranteed.

Like WRMSR, WRMSRNS will ensure that all operations before it do not use the new MSR value and that all operations after the WRMSRNS do use the new value. An exception to this rule is certain store related performance monitor events that only count when those stores are drained to memory. Since WRMSRNS is not a serializing instruction, if software is using WRMSRNS to change the controls for such performance monitor events, then stores before the WRMSRMS may be counted with new MSR values written by WRMSRNS. Software can insert the SERIALIZE instruction before the WRMSRNS if so desired.

Those MSRs that cause a TLB invalidation when they are written via WRMSR (e.g., MTRRs) will also cause the same TLB invalidation when written by WRMSRNS.

In order to improve performance, software may replace WRMSR with WRMSRNS. In places where WRMSR is being used as a proxy for a serializing instruction, a different serializing instruction can be used (e.g., SERIALIZE).

Operation

```
MSR[ECX] := EDX:EAX;
```

Flags Affected

None.

Protected Mode Exceptions

#GP(0)	If the current privilege level is not 0.
	If the value in ECX specifies a reserved or unimplemented MSR address.
	If the value in EDX:EAX sets bits that are reserved in the MSR specified by ECX.
	If the source register contains a non-canonical address and ECX specifies one of the following MSRs: IA32_DS_AREA, IA32_FS_BASE, IA32_GS_BASE, IA32_KERNEL_GS_BASE, IA32_LSTAR, IA32_SYSENTER_EIP, IA32_SYSENTER_ESP.
#UD	If the LOCK prefix is used.
	If CPUID.(EAX=07H, ECX=1):EAX.WRMSRNS[bit 19] = 0.

Real-Address Mode Exceptions

Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions

#GP(0)	The WRMSRNS instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

Same exceptions as in protected mode.

XRESLDTRK—Resume Tracking Load Addresses

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F2 0F 01 E9 XRESLDTRK	ZO	V/V	TSXLDTRK	Specifies the end of an Intel TSX suspend read address tracking region.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
ZO	N/A	N/A	N/A	N/A	N/A

Description

The instruction marks the end of an Intel TSX (RTM) suspend load address tracking region. If the instruction is used inside a suspend load address tracking region it will end the suspend region and all following load addresses will be added to the transaction read set. If this instruction is used inside an active transaction but not in a suspend region it will cause transaction abort.

If the instruction is used outside of a transactional region it behaves like a NOP.

Chapter 5 provides additional information on Intel® TSX Suspend Load Address Tracking.

Operation

XRESLDTRK

```
IF RTM_ACTIVE = 1:
    IF SUSLDTRK_ACTIVE = 1:
        SUSLDTRK_ACTIVE := 0
    ELSE:
        RTM_ABORT
ELSE:
    NOP
```

Flags Affected

None.

Intel C/C++ Compiler Intrinsic Equivalent

XRESLDTRK void _xresldtrk(void);

SIMD Floating-Point Exceptions

None.

Other Exceptions

#UD	If CPUID.(EAX=7, ECX=0):EDX.TSXLDTRK[bit 16] = 0.
	If the LOCK prefix is used.

XSUSLDTRK—Suspend Tracking Load Addresses

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F2 0F 01 E8 XSUSLDTRK	ZO	V/V	TSXLDTRK	Specifies the start of an Intel TSX suspend read address tracking region.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
ZO	N/A	N/A	N/A	N/A	N/A

Description

The instruction marks the start of an Intel TSX (RTM) suspend load address tracking region. If the instruction is used inside a transactional region, subsequent loads are not added to the read set of the transaction. If the instruction is used inside a suspend load address tracking region it will cause transaction abort.

If the instruction is used outside of a transactional region it behaves like a NOP.

Chapter 5 provides additional information on Intel® TSX Suspend Load Address Tracking.

Operation

XSUSLDTRK

```
IF RTM_ACTIVE = 1:
    IF SUSLDTRK_ACTIVE = 0:
        SUSLDTRK_ACTIVE := 1
    ELSE:
        RTM_ABORT
ELSE:
    NOP
```

Flags Affected

None.

Intel C/C++ Compiler Intrinsic Equivalent

XSUSLDTRK void _xsusldtrk(void);

SIMD Floating-Point Exceptions

None.

Other Exceptions

#UD	If CPUID.(EAX=7, ECX=0):EDX.TSXLDTRK[bit 16] = 0.
	If the LOCK prefix is used.

CHAPTER 3
INTEL® AMX INSTRUCTION SET REFERENCE, A-Z

3.1 INTRODUCTION

Intel® Advanced Matrix Extensions (Intel® AMX) is a new 64-bit programming paradigm consisting of two components: a set of 2-dimensional registers (tiles) representing sub-arrays from a larger 2-dimensional memory image, and an accelerator able to operate on tiles, the first implementation is called TMUL (tile matrix multiply unit).

An Intel AMX implementation enumerates to the programmer how the tiles can be programmed by providing a palette of options. Two palettes are supported; palette 0 represents the initialized state, and palette 1 consists of 8 KB of storage spread across 8 tile registers named TMM0..TMM7. Each tile has a maximum size of 16 rows x 64 bytes, (1 KB), however the programmer can configure each tile to smaller dimensions appropriate to their algorithm. The tile dimensions supplied by the programmer (rows and bytes_per_row, i.e., **colsb**) are metadata that drives the execution of tile and accelerator instructions. In this way, a single instruction can launch autonomous multi-cycle execution in the tile and accelerator hardware. The palette value (**palette_id**) and metadata are held internally in a tile related control register (TILECFG). The TILECFG contents will be commensurate with that reported in the palette_table (see "CPUID—CPU Identification" in Chapter 1 for a description of the available parameters).

Intel AMX is an extensible architecture. New accelerators can be added, or the TMUL accelerator may be enhanced to provide higher performance. In these cases, the state (TILEDATA) provided by tiles may need to be made larger, either in one of the metadata dimensions (more rows or colsb) and/or by supporting more names. The extensibility is carried out by adding new palette entries describing the additional state. Since execution is driven through metadata, an existing Intel AMX binary could take advantage of larger storage sizes and higher performance TMUL units by selecting the most powerful palette indicated by CPUID and adjusting loop and pointer updates accordingly.

Figure 3-1 shows a conceptual diagram of the Intel AMX architecture. An Intel architecture host drives the algorithm, the memory blocking, loop indices and pointer arithmetic. Tile loads and stores and accelerator commands are sent to multi-cycle execution units. Status, if required, is reported back. Intel AMX instructions are synchronous in the Intel architecture instruction stream and the memory loaded and stored by the tile instructions is coherent with respect to the host's memory accesses. There are no restrictions on interleaving of Intel architecture and Intel AMX code or restrictions on the resources the host can use in parallel with Intel AMX (e.g., Intel AVX-512). There is also no architectural requirement on the Intel architecture compute capability of the Intel architecture host other than it supports 64-bit mode.

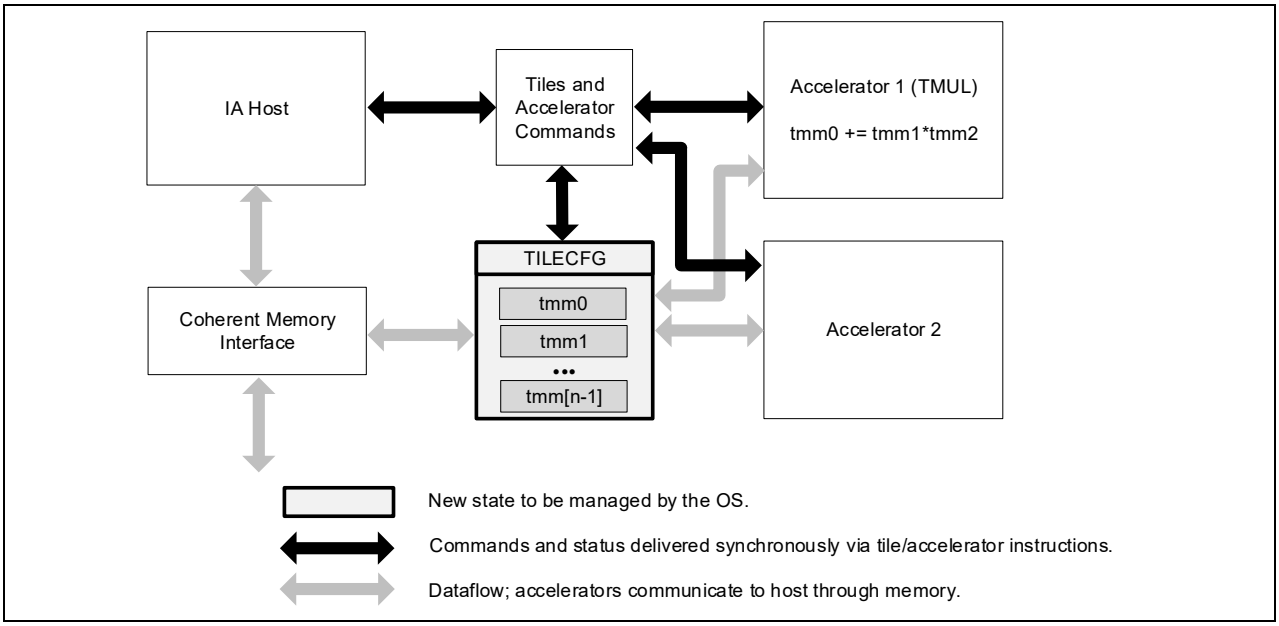


Figure 3-1. Intel® AMX Architecture

Intel AMX instructions use new registers and inherit basic behavior from Intel architecture in the same manner that Intel SSE and Intel AVX did. Tile instructions include loads and stores using the traditional Intel architecture register set as pointers. The TMUL instruction set (defined to be CPUID bits AMX-BF16 and AMX-INT8) only supports reg-reg operations.

TILECFG is programmed using the LDTILECFG instruction. The selected palette defines the available storage and general configuration while the rest of the memory data specifies the number of rows and column bytes for each tile. Consistency checks are performed to ensure the TILECFG matches the restrictions of the palette. A General Protection fault (#GP) is reported if the LDTILECFG fails consistency checks. A successful load of TILECFG with a palette_id other than 0 is represented in this document with TILES_CONFIGURED = 1. When the TILECFG is initialized (palette_id = 0), it is represented in the document as TILES_CONFIGURED = 0. Nearly all Intel AMX instructions will generate a #UD exception if TILES_CONFIGURED is not equal to 1; the exceptions are those that do TILECFG maintenance: LDTILECFG, STTILECFG and TILERELEASE.

If two tiles are configured to contain M rows by N columns of 4-byte data, and two tiles to contain M rows by N columns of 8-byte data, LDTILECFG will ensure that the metadata values are appropriate to the palette (e.g., that rows ≤ 16 and N ≤ 64 for palette 1). The four M and N values can all be different as long as they adhere to the restrictions of the palette. Further dynamic checks are done in the tile and the TMUL instruction set to deal with cases where a legally configured tile may be inappropriate for the instruction operation. Tile registers can be set to 'invalid' by configuring the rows and colsb to '0'.

Tile loads and stores are strided accesses from the application memory to packed rows of data. Algorithms are expressed assuming row major data layout. Column major users should translate the terms according to their orientation.

TILELOAD* and TILESTORE* instructions are restartable and can handle (up to) 2*rows page faults per instruction. Restartability is provided by a **start_row** parameter in the TILECFG register.

The TMUL unit is conceptually a grid of fused multiply-add units able to read and write tiles. The dimensions of the TMUL unit (tmul_maxk and tmul_maxn) are enumerated similar to the maximum dimensions of the tiles (see "CPUID—CPU Identification" in Chapter 1 for details).

The matrix multiplications in the TMUL instruction set compute C[M][N] += A[M][K] * B[K][N]. The M, N and K values will cause the TMUL instruction set to generate a #UD exception if the following constraints are not met:

- M : ≤ palette.max_rows
- K : ≤ colsb / element_size (A), ≤ palette.max_rows (B) and ≤ tmul_maxk
- N : ≤ colsb / element_size (C and B), ≤ tmul_maxn

In Figure 3-2, the number of rows in tile B matches the K dimension in the matrix multiplication pseudocode. K dimensions smaller than that enumerated in the TMUL grid are also possible and any additional computation the TMUL unit can support will not affect the result.

The number of elements specified by colsb of the B matrix is also less than or equal to tmul_maxn. Any remaining values beyond that specified by the metadata will be set to zero.

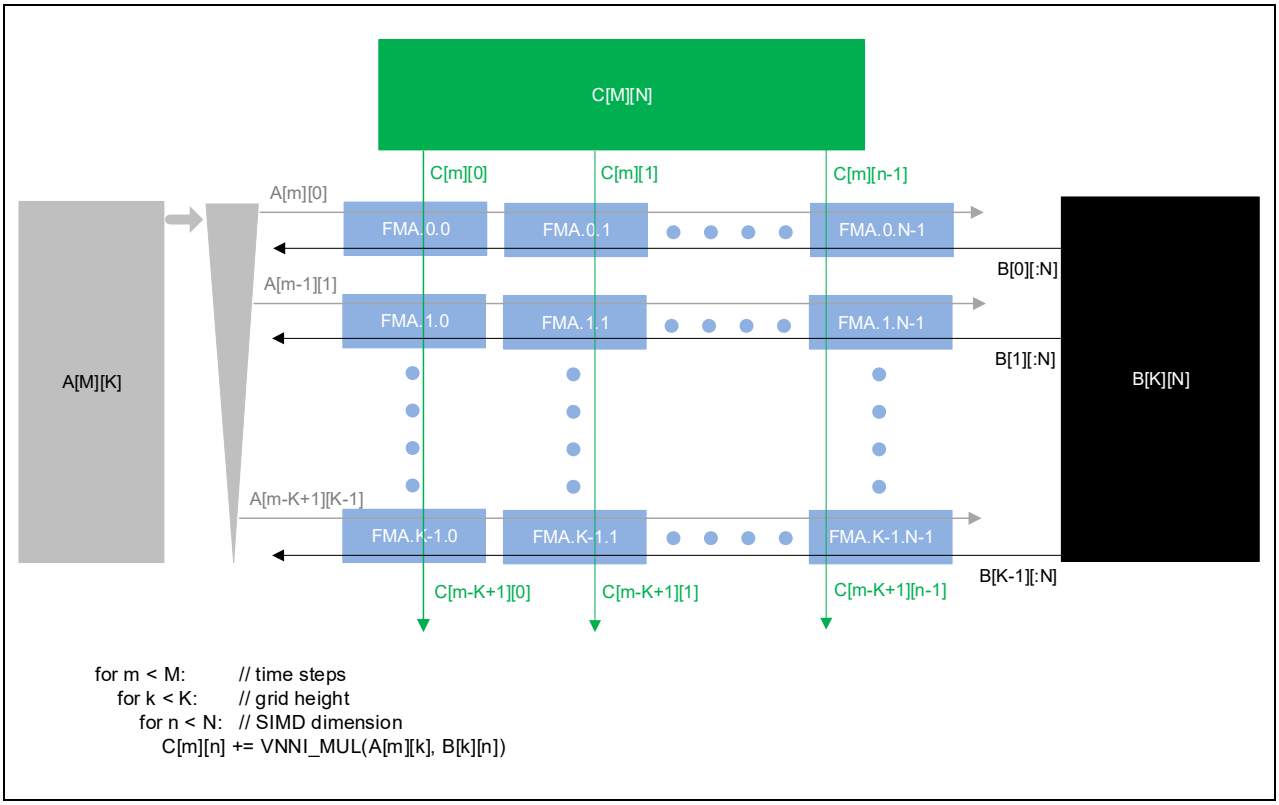


Figure 3-2. The TMUL Unit

The XSAVE feature sets supports context management of the new state defined for Intel AMX. This support is described in Section 3.2.

3.1.1 Tile Architecture Details

The supported parameters for the tile architecture are reported via CPUID; this includes information about how the number of tile registers (max_names) can be configured (the palette). Configuring the tile architecture is intended to be done once when entering a region of tile code using the LDTILECFG instruction specifying the selected palette and describing in detail the configuration for each tile. Incorrect assignments will result in a General Protection fault (#GP). Successful LDTILECFG initializes (zeroes) TILEDATA.

Exiting a tile region is done with the TILERELEASE instruction. It takes no parameters and invalidates all tiles (indicating that the data no longer needs any saving or restoring). Essentially, it is an optimization of LDTILECFG with an implicit palette of 0.

For applications that execute consecutive Intel AMX regions with differing configurations, TILERELEASE is not required between them since the second LDTILECFG will clear all the data while loading the new configuration. There is no instruction set support for automatic nesting of tile regions, though with sufficient effort software can accomplish this by saving and restoring TILEDATA and TILECFG either through the XSAVE architecture or the Intel AMX instructions.

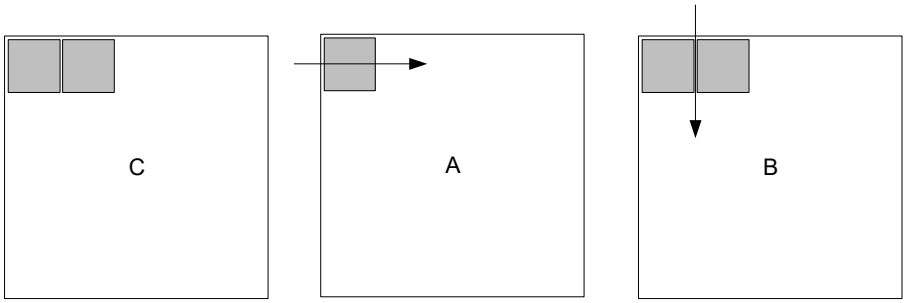
The tile architecture boots in its INIT state, with TILECFG and TILEDATA set to zero. A successfully executing LDTILECFG instruction to a non-zero palette sets the TILES_CONFIGURED=1, indicating the TILECFG is not in the INIT state. The TILERELEASE instruction sets TILES_CONFIGURED = 0 and initializes (zeroes) TILEDATA.

To facilitate handling of tile configuration data, there is a STTILECFG instruction. If the tile configuration is in the INIT state (TILES_CONFIGURED == 0), then STTILECFG will write 64 bytes of zeros. Otherwise STTILECFG will store the TILECFG to memory in the format used by LDTILECFG.

3.1.2 TMUL Architecture Details

The supported parameters for the TMUL architecture are reported via CPUID; see "CPUID—CPU Identification" in Chapter 1, page 1-22, for details. These parameters include a maximum height (**tmul_maxk**) and a maximum SIMD dimension (**tmul_maxn**). The metadata that accompanies the srcdest, src1 and src2 tiles to the TMUL unit will be dynamically checked to see that they match the TMUL unit support for the data type and match the requirements of a meaningful matrix multiplication.

Figure 3-3 shows an example of the inner loop of an algorithm of using the TMUL architecture to compute a matrix multiplication. In this example, we use two result tiles, tmm0 and tmm1, from matrix C to accumulate the intermediate results. One tile from the A matrix (tmm2) is re-used twice as we multiply it by two tiles from the B matrix. The algorithm then advances pointers to load a new A tile and two new B tiles from the directions indicated by the red arrows. An outer loop, not shown, adjusts the pointers for the C tiles.




```
   LDTILECFG [rax]
 // assume some outer loops driving the cache tiling (not shown)
 {
   TILELOADD tmm0, [rsi+rdi]     // srcdst, RSI points to C, RDI is strided value
   TILELOADD tmm1, [rsi+rdi+N]   // second tile of C, unrolling in SIMD dimension N
   MOV r14, 0
 LOOP:
   TILELOADD tmm2, [r8+r9]       // src2 is strided load of A, reused for 2 TMUL instr.
   TILELOADD tmm3, [r10+r11]     // src1 is strided load of B
   TDPBUSD   tmm0, tmm2, tmm3  // update left tile of C
   TILELOADD tmm3, [r10+r11+N]   // src1 loaded with B from next rightmost tile
   TDPBUSD   tmm1, tmm2, tmm3  // update right tile of C
   ADD r8, K                 // update pointers by constants known outside of loop
   ADD r10, K*r11
   ADD r14, K
   CMP r14, LIMIT
   JNE LOOP

   TILESTORED [rsi+rdi],   tmm0  // update the C matrix in memory
   TILESTORED [rsi+rdi+M], tmm1
 } // end of outer loop

   TILERELEASE         // return tiles to INIT state
```

Figure 3-3. Matrix Multiply C+= A*B

3.1.3 Handling of Tile Row and Column Limits

Intel AMX operations will zero any rows and any columns beyond the dimensions specified by TILECFG. Tile operations will zero the data beyond the configured number of columns (factoring in the size of the elements) as each row is written. For example, with 64-byte rows and a tile configured with 10 rows and 12 columns, an operation writing dword elements would write each of the first 10 rows with 12*4 bytes of output/result data and zero the remaining 4*4 bytes in each row. Tile operations also fully zero any rows after the first 10 configured rows. When

using a 1 KByte tile with 64-byte rows, there would be 16 rows, so in this example, the last 6 rows would also be zeroed.

Intel AMX instructions will always obey the metadata on reads and the zeroing rules on writes, and so a subsequent XSAVE would see zeros in the appropriate locations. Tiles that are not written by Intel AMX instructions between XRSTOR and XSAVE will write back with the same image they were loaded with regardless of the value of TILECFG.

3.1.4 Exceptions and Interrupts

Tile instructions are restartable so that operations that access strided memory can restart after page faults. To support restarting instructions after these events, the instructions store information in the **TILECFG.start_row** register. TILECFG.start_row indicates the row that should be used for restart; i.e., it indicates **next row after** the rows that have already been successfully loaded (on a TILELOAD) or written to memory (on a TILESTORE) and prevents repeating work that was successfully done.

The TMUL instruction set is not sensitive to the TILECFG.start_row value; this is due to there not being TMUL instructions with memory operands or any restartable faults.

3.2 INTEL® AMX AND THE XSAVE FEATURE SET

Intel AMX is **XSAVE supported**, meaning that it defines processor registers that can be saved and restored using instructions of the XSAVE feature set. Intel AMX is also **XSAVE enabled**, meaning that it must be enabled by the XSAVE feature set before it can be used.

The XSAVE feature set operates on **state components**, each of which is a discrete set of processor registers (or parts of registers). Intel AMX is associated with two state components, XTILECFG and XTILEDATA. Section 3.2.1 describes these state components.

Section 3.2.2 describes how existing enumeration for the XSAVE feature set applies to Intel AMX. Section 3.2.3 explains how software can enable Intel AMX as an XSAVE-enabled feature.

The XTILEDATA state component is very large, and an operating system may prefer not to allocate memory for the XTILEDATA state of every user thread. Such an operating system that enables Intel AMX might prefer to prevent specific user threads from using the feature. An extension called **extended feature disable** (**XFD**) is added to the XSAVE feature set to support such a usage. XFD is described in Section 3.2.6.

3.2.1 State Components for Intel® AMX

As noted earlier, the XSAVE feature set supports the saving and restoring of state components, each of which is a discrete set of processor registers (or parts of registers). Each state component corresponds to a particular CPU feature. (Some XSAVE-supported features use registers in multiple XSAVE-managed state components.)

The XSAVE feature set organizes state components using **state-component bitmaps**. A state-component bitmap comprises 64 bits; each bit in such a bitmap corresponds to a single state component. Intel AMX defines bits 18:17 for its state components (collectively, these are called **AMX state**):

- State component 17 is used for the 64-byte TILECFG register (**XTILECFG state**).
- State component 18 is used for the 8192 bytes of tile data (**XTILEDATA state**).

These are both **user state components**, meaning that they can be managed by the entire XSAVE feature set. In addition, it implies that setting bits 18:17 of extended control register XCR0 enables Intel AMX. If those bits are zero, execution of an Intel AMX instruction results in an invalid-opcode exception (#UD).

With regard to the XSAVE feature set's init optimization, AMX state is in its initial configuration if the TILECFG register is zero and all tile data are zero.

3.2.2 XSAVE-Related Enumeration for Intel® AMX

A processor enumerates support for the XSAVE feature set and for XSAVE-supported features using the CPUID instruction. Specifically, this is done through sub-functions of CPUID function 0DH. (Software selects a specific sub-function by the value placed in the ECX register.) The following items provide specific details related to Intel AMX:

- CPUID function 0DH, sub-function 0.

  EDX:EAX is a bitmap of all the user state components that can be managed using the XSAVE feature set. (A bit can be set in XCR0 if and only if the corresponding bit is set in this bitmap.) A processor thus enumerates support for Intel AMX by setting both EAX[17] and EAX[18].
- CPUID function 0DH, sub-function 1.

  EAX[4] enumerates general support for extended feature disable (XFD). See Section 3.2.6 for details.
- CPUID function 0DH, sub-function *i* (*i* > 1).

  This sub-function enumerates details for state component *i*. ECX[2] enumerates support for XFD support for this state component.
- CPUID function 0DH, sub-function 17. This sub-function enumerates details for XTILECFG (state component 17). The following items provide specific details:
  - EAX enumerates the size (in bytes) required for XTILECFG, which is 64.
  - EBX enumerates the offset (in bytes, from the base of a standard-format XSAVE area) of the section used for XTILECFG, which is 2752.
  - ECX[0] returns 0, indicating that XTILECFG is a user state component.
  - ECX[1] returns 1, indicating that XTILECFG is located on the next 64-byte boundary following the preceding state component (in a compacted-format XSAVE area).
  - ECX[2] returns 0, indicating no XFD support for XTILECFG.
- CPUID function 0DH, sub-function 18. This sub-function enumerates details for XTILEDATA (state component 18). The following items provide specific details:
  - EAX enumerates the size required for XTILEDATA, which is 8192.
  - EBX enumerates the offset of the section used for XTILEDATA, which is 2816.
  - ECX[0] returns 0, indicating that XTILEDATA is a user state component.
  - ECX[1] returns 1, indicating that XTILEDATA is located on the next 64-byte boundary following the preceding state component.
  - ECX[2] returns 1, indicating XFD support for XTILEDATA.

3.2.3 Enabling Intel® AMX As an XSAVE-Enabled Feature

Executing the XSETBV instruction with ECX = 0 writes the 64-bit value in EDX:EAX to XCR0 (EAX is written to XCR0[31:0] and EDX to XCR0[63:32]). The following paragraphs provide details relevant to Intel AMX.

XCR0[18:17] are associated with AMX state (see Section 3.2.6). Software can use the XSAVE feature set to manage AMX state only if XCR0[18:17] = 11b. In addition, software can execute Intel AMX instructions only if XCR0[18:17] = 11b. Otherwise, any execution of an Intel AMX instruction causes an invalid-opcode exception (#UD).

XCR0[18:17] have value 00b coming out of RESET. As noted in Section 3.2.2, a processor allows software to set XCR0[18:17] to 11b if and only if CPUID.(EAX=0DH,ECX=0):EAX[17:18] = 11b. In addition, executing the XSETBV instruction causes a general-protection fault (#GP) if ECX = 0 and EAX[17] ≠ EAX[18] (XTILECFG and XTILEDATA must be enabled together). This implies that the value of XCR0[17:18] is always either 00b or 11b.

While Intel AMX instructions can be executed only in 64-bit mode, instructions of the XSAVE feature set can operate on XTILECFG and XTILEDATA in any mode. It is recommended that only 64-bit operating systems enable Intel AMX by setting XCR0[18:17].

3.2.4 Loading of XTILECFG and XTILEDATA by XRSTOR and XRSTORS

The LDTILECFG instruction generates a general-protection fault (#GP) if it would load the TILECFG register with an unsupported value. An execution of XRSTOR or XRSTORS does not fault in response to an attempt to load the TILECFG register with such a value. Instead, such executions initialize the register (resulting in TILES_CONFIGURED = 0).

While executions of LDTILECFG initialize TILEDATA, that is not necessarily the case for executions of XRSTOR and XRSTORS that load XTILECFG. An execution of XRSTOR or XRSTORS that is not directed to load XTILEDATA leaves it unmodified, even if the execution is loading XTILECFG.

The current value of the TILECFG register may limit how TMUL instructions access certain parts of XTILEDATA. Such limitations do not apply to XRSTOR and XRSTORS. An execution of either of those instructions loads all 8 KBytes of XTILEDATA regardless of the value in the TILECFG register (or the value that the instruction may be loading into that register).

3.2.5 Saving of XTILEDATA by XSAVE, XSAVEC, XSAVEOPT, and XSAVES

The current value of the TILECFG register may limit how TMUL instructions access certain parts of XTILEDATA. Such limitations do not apply to XSAVE, XSAVEC, XSAVEOPT, and XSAVES. An execution of any of those instructions saves all 8 KBytes of XTILEDATA regardless of the value in the TILECFG register.

3.2.6 Extended Feature Disable (XFD)

An extension called **extended feature disable** (**XFD**) is an extension to the XSAVE feature set that allows an operating system to enable a feature while preventing specific user threads from using the feature. This section describes XFD.

As noted in Section 3.2.2, a processor that supports XFD enumerates CPUID.(EAX=0DH,ECX=1):EAX[4] as 1. Such a processor supports two new MSRs: IA32_XFD (MSR address 1C4H) and IA32_XFD_ERR (MSR address 1C5H). Each of these MSRs contains a state-component bitmap. Bit *i* of either MSR can be set to 1 only if CPUID.(EAX=0DH,ECX=*i*):ECX[2] is enumerated as 1 (see Section 3.2.2). An execution of WRMSR that attempts to set an unsupported bit in either MSR causes a general-protection fault (#GP). The reset values of both of these MSRs is zero.

The first processors to implement Intel AMX will support setting only XTILEDATA (bit 18) in these MSRs.

XFD is enabled for state component *i* if XCR0[*i*] = IA32_XFD[*i*] = 1. (IA32_XFD[*i*] does not affect processor operations if XCR0[*i*] = 0.) When XFD is enabled for a state component, any instruction that would access that state component does not execute and instead generates an device-not-available exception (#NM).

Exceptions are made for certain instructions (including those that initialize the state component). The following items provide details:

- LDTILECFG and TILERELEASE initialize the XTILEDATA state component. An execution of either of these instructions does not generate #NM when XCR0[18] = IA32_XFD[18] = 1; instead, it initializes XTILEDATA normally.
- STTILECFG does not use the XTILEDATA state component. An execution of this instruction does not generate #NM when XCR0[18] = IA32_XFD[18] = 1.
- If XRSTOR or XRSTORS is loading state component *i* and bit *i* of XSTATE_BV field of the XSAVE header is 0, the instruction does not generate #NM when XCR0[*i*] = IA32_XFD[*i*] = 1; instead, it initializes the state component normally. (If bit *i* of XSTATE_BV field of the XSAVE header is 1, the instruction does generate #NM.)
- If XSAVE, XSAVEC, XSAVEOPT, or XSAVES is saving the state component *i*, the instruction does not generate #NM when XCR0[*i*] = IA32_XFD[*i*] = 1; instead, it saves bit *i* of XSTATE_BV field of the XSAVE header as 0 (indicating that the state component is in its initialized state). With the exception of XSAVE, no data is saved for the state component (XSAVE saves the initial value of the state component; for XTILEDATA, this is all zeroes).
- Enclave entry instructions (ENCLU[EENTER] and ENCLU[ERESUME]) generate #NM if XCR0[*i*] = IA32_XFD[*i*] = 1 and bit *i* is set in XFRM field in the attributes of the enclave being entered.

When XFD causes an instruction to generate #NM, the processor loads the IA32_XFD_ERR MSR to identify the disabled state component(s). Specifically, the MSR is loaded with the logical AND of the IA32_XFD MSR and the bitmap corresponding to the state components required by the faulting instruction. (Intel AMX instructions require XTILECFG state and XTILEDATA state to be enabled.)

Device-not-available exceptions that are not due to XFD — those resulting from setting CR0.TS to 1 — do not modify the IA32_XFD_ERR MSR.

3.3 RECOMMENDATIONS FOR SYSTEM SOFTWARE

System software may disable use of Intel AMX by clearing XCR0[18:17], by clearing CR4.OSXSAVE, or by setting IA32_XFD[18]. System software should initialize AMX state (e.g., by executing TILERELEASE) when doing so because maintaining AMX state in a non-initialized state may have negative power and performance implications. In addition, software should not rely on the state of the tile data after setting IA32_XFD[18]; software should always reload or reinitialize the tile data after clearing IA32_XFD[18].

System software should not use XFD to implement a "lazy restore" approach to management of the XTILEDATA state component. This approach will **not** operate correctly for a variety of reasons. One is that the LDTILECFG and TILERELEASE instructions initialize XTILEDATA and do not cause an #NM exception. Another is that an execution of XSAVE by a user thread will save XTILEDATA as initialized instead of the data expected by the user thread.

3.4 OPERAND RESTRICTIONS

Floating-point exceptions, denormal handling, and floating-point rounding: some of the Intel AMX instructions operate on floating-point values. These instructions all function as if floating-point exceptions are masked, and use the round-to-nearest-even (RNE) rounding mode. They also do not set any of the floating-point exception flags in MXCSR. Table 3-1 describes the treatment of denormal inputs and outputs for Intel AMX operations.

Table 3-1. Intel® AMX Treatment of Denormal Inputs and Outputs

Data Type	Denormal Input	Denormal Output
FP16	Allowed	N/A
FP32	Treated as zero	Flushed to zero
BF16	Treated as zero	N/A

3.5 IMPLEMENTATION PARAMETERS

The parameters are reported via CPUID leaf 1DH. Index 0 reports all zeros for all fields.

```
define palette_table[id]:
    uint16_t total_tile_bytes
    uint16_t bytes_per_tile
    uint16_t bytes_per_row
    uint16_t max_names
    uint16_t max_rows
```

The tile parameters are set by LDTILECFG or XRSTOR* of XTILECFG:

```
define tile[tid]:
    byte rows
    word colsb // bytes_per_row
    bool valid
```

3.6 HELPER FUNCTIONS

The helper functions used in Intel AMX instructions are defined below.

```
define write_row_and_zero(treg, r, data, nbytes):
   for j in 0 ...nbytes-1:
       treg.row[r].byte[j] := data.byte[j]

   // zero the rest of the row
   for j in nbytes ... palette_table[tilecfg.palette_id].bytes_per_row-1:
      treg.row[r].byte[j] := 0
```

```
define zero_upper_rows(treg, r):
   for i in r ... palette_table[tilecfg.palette_id].max_rows-1:
      for j in 0 ... palette_table[tilecfg.palette_id].bytes_per_row-1:
            treg.row[i].byte[j] := 0
```

```
define zero_tilecfg_start():
    tilecfg.start_row :=0
```

```
define zero_all_tile_data():
  if XCR0[XTILEDATA]:
      b := CPUID(0xD,XTILEDATA).EAX // size of feature
      for j in 0 ...b:
            TILEDATA.byte[j] := 0
```

```
define xcr0_supports_palette(palette_id):
  if palette_id == 0:
     return 1
  elif palette_id == 1:
     if XCR0[XTILECFG] and XCR0[XTILEDATA]:
        return 1
  return 0
```

3.7 NOTATION

Instructions described in this chapter follow the general documentation convention established in *Intel® 64 and IA-32 Architectures Software Developer's Manual Volume 2A*. Additionally, Intel® Advanced Matrix Extensions use notation conventions as described below.

In the instruction encoding boxes, **sibmem** is used to denote an encoding where a MODRM byte and SIB byte are used to indicate a memory operation where the base and displacement are used to point to memory, and the index register (if present) is used to denote a stride between memory rows. The index register is scaled by the sib.scale field as usual. The base register is added to the displacement, if present.

In the instruction encoding, the MODRM byte is represented several ways depending on the role it plays. The MODRM byte has 3 fields: 2-bit MODRM.MOD field, a 3-bit MODRM.REG field and a 3-bit MODRM.RM field. When all bits of the MODRM byte have fixed values for an instruction, the 2-hex nibble value of that byte is presented after the opcode in the encoding boxes on the instruction description pages. When only some fields of the MODRM byte must contain fixed values, those values are specified as follows:

- If only the MODRM.MOD must be 0b11, and MODRM.REG and MODRM.RM fields are unrestricted, this is denoted as **11:rrr:bbb**. The **rrr** correspond to the 3-bits of the MODRM.REG field and the **bbb** correspond to the 3-bits of the MODMR.RM field.
- If the MODRM.MOD field is constrained to be a value other than 0b11, i.e., it must be one of 0b00, 0b01, or 0b10, then we use the notation !(11).
- If the MODRM.REG field had a specific required value, e.g., 0b101, that would be denoted as mm:101:bbb.

NOTE

Historically the Intel® 64 and IA-32 Architectures Software Developer's Manual only specified the MODRM.REG field restrictions with the notation /0 ... /7 and did not specify restrictions on the MODRM.MOD and MODRM.RM fields in the encoding boxes.

3.8 EXCEPTION CLASSES

Alignment exceptions: The Intel AMX instructions that access memory will never generate #AC exceptions.

Table 3-2. Intel® AMX Exception Classes

Class	Description
AMX-E1	• #UD if preceded by LOCK, 66H, F2H, F3H or REX prefixes. • #UD if CR4.OSXSAVE ≠ 1. • #UD if XCR0[18:17] ≠ 0b11. • #UD if IA32_EFER.LMA ≠ 1 OR CS.L ≠ 1. • #UD if VVVV ≠ 0b1111.
	• #GP based on palette and configuration checks (see pseudocode). • #GP if the memory address is in a non-canonical form.
	• #SS(0) if the memory address referencing the SS segment is in a non-canonical form.
	• #PF if a page fault occurs.
AMX-E2	• #UD if preceded by LOCK, 66H, F2H, F3H or REX prefixes. • #UD if CR4.OSXSAVE ≠ 1. • #UD if XCR0[18:17] ≠ 0b11. • #UD if IA32_EFER.LMA ≠ 1 OR CS.L ≠ 1. • #UD if VVVV ≠ 0b1111.
	• #GP if the memory address is in a non-canonical form.
	• #SS(0) if the memory address referencing the SS segment is in a non-canonical form.
	• #PF if a page fault occurs.
AMX-E3	• #UD if preceded by LOCK, 66H, F2H, F3H or REX prefixes. • #UD if CR4.OSXSAVE ≠ 1. • #UD if XCR0[18:17] ≠ 0b11. • #UD if IA32_EFER.LMA ≠ 1 OR CS.L ≠ 1. • #UD if VVVV ≠ 0b1111. • #UD if not using SIB addressing. • #UD if TILES_CONFIGURED == 0. • #UD if tsrc or tdest are not valid tiles. • #UD if tsrc/tdest are ≥ palette_table[tilecfg.palette_id].max_names. • #UD if tsrc.colbytes mod 4 ≠ 0 OR tdest.colbytes mod 4 ≠ 0. • #UD if tilecfg.start_row ≥ tsrc.rows OR tilecfg.start_row ≥ tdest.rows.
	• #GP if the memory address is in a non-canonical form.
	• #SS(0) if the memory address referencing the SS segment is in a non-canonical form.
	• #PF if any memory operand causes a page fault.
	• #NM if XFD[18] == 1.

Table 3-2. Intel® AMX Exception Classes (Continued)

Class	Description
AMX-E4	• #UD if preceded by LOCK, 66H, F2H, F3H or REX prefixes. • #UD if CR4.OSXSAVE ≠ 1. • #UD if XCR0[18:17] ≠ 0b11. • #UD if IA32_EFER.LMA ≠ 1 OR CS.L ≠ 1. • #UD if srcdest == src1 OR src1 == src2 OR srcdest == src2. • #UD if TILES_CONFIGURED == 0. • #UD if srcdest.colbytes mod 4 ≠ 0. • #UD if src1.colbytes mod 4 ≠ 0. • #UD if src2.colbytes mod 4 ≠ 0. • #UD if srcdest/src1/src2 are not valid tiles. • #UD if srcdest/src1/src2 are ≥ palette_table[tilecfg.palette_id].max_names. • #UD if srcdest.colbytes ≠ src2.colbytes. • #UD if srcdest.rows ≠ src1.rows. • #UD if src1.colbytes / 4 ≠ src2.rows. • #UD if srcdest.colbytes > tmul_maxn. • #UD if src2.colbytes > tmul_maxn. • #UD if src1.colbytes/4 > tmul_maxk. • #UD if src2.rows > tmul_maxk.
	• #NM if XFD[18] == 1.
AMX-E5	• #UD if preceded by LOCK, 66H, F2H, F3H or REX prefixes. • #UD if CR4.OSXSAVE ≠ 1. • #UD if XCR0[18:17] ≠ 0b11. • #UD if IA32_EFER.LMA ≠ 1 OR CS.L ≠ 1. • #UD if VVVV ≠ 0b1111. • #UD if TILES_CONFIGURED == 0. • #UD if tdest is not a valid tile. • #UD if tdest is ≥ palette_table[tilecfg.palette_id].max_names.
	• #NM if XFD[18] == 1.
AMX-E6	• #UD if preceded by LOCK, 66H, F2H, F3H or REX prefixes. • #UD if CR4.OSXSAVE ≠ 1. • #UD if XCR0[18:17] ≠ 0b11. • #UD if IA32_EFER.LMA ≠ 1 OR CS.L ≠ 1. • #UD if VVVV ≠ 0b1111.

3.9 INSTRUCTION SET REFERENCE

LDTILECFG—Load Tile Configuration

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.NP.0F38.W0 49 !(11):000:bbb LDTILECFG m512	A	V/N.E.	AMX-TILE	Load tile configuration as specified in m512.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:r/m (r)	N/A	N/A	N/A

Description

The LDTILECFG instruction takes a operand containing a pointer to a 64-byte memory location containing the description of the tiles to be supported. In order to configure the tiles, the AMX-TILE bit in CPUID must be set and the operating system has to have enabled the tiles architecture.

The memory area first describes the number of tiles selected and then selects from the palette of tile types. Requests must be compatible with the restrictions provided by CPUID.

The memory area describes how many tiles are being used and defines each tile in terms of rows and columns; see Table 3-2 below.

Table 3-2. Memory Area Layout

Byte(s)	Field Name	Description
0	palette	Palette selects the supported configuration of the tiles that will be used.
1	start_row	start_row is used for storing the restart values for interrupted operations.
2-15	reserved, must be zero	
16-17	tile0.colsb	Tile 0 bytes per row.
18-19	tile1.colsb	Tile 1 bytes per row.
20-21	tile2.colsb	Tile 2 bytes per row.
...	(sequence continues)	
30-31	tile7.colsb	Tile 7 bytes per row.
32-47	reserved, must be zero	
48	tile0.rows	Tile 0 rows.
49	tile1.rows	Tile 1 rows.
50	tile2.rows	Tile 2 rows.
...	(sequence continues)	
55	tile7.rows	Tile 7 rows.
56-63	reserved, must be zero	

If a tile row and column pair is not used to specify tile parameters, they must have the value zero. All enabled tiles (based on the palette) must be configured. Specifying tile parameters for more tiles than the implementation limit or the palette limit results in a #GP fault.

If the palette_id is zero, that signifies the INIT state for the both XTILECFG and XTILEDATA. Tiles are zeroed in the INIT state. The only legal non-INIT value for palette_id is 1.

Any attempt to execute the LDTILECFG instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

LDTILECFG mem

```
error := False
buf := read_memory(mem, 64)
temp_tilecfg.palette_id := buf.byte[0]
if temp_tilecfg.palette_id > max_palette:
    error := True
if not xcr0_supports_palette(temp_tilecfg.palette_id):
    error := True
if temp_tilecfg.palette_id !=0:
    temp_tilecfg.start_row := buf.byte[1]
    if buf.byte[2..15] is nonzero:
        error := True
    p := 16
    # configure columns
    for n in 0 ... palette_table[temp_tilecfg.palette_id].max_names-1:
        temp_tilecfg.t[n].colsb:= buf.word[p/2]
        p := p + 2
        if temp_tilecfg.t[n].colsb > palette_table[temp_tilecfg.palette_id].bytes_per_row:
            error := True
    if nonzero(buf[p...47]):
        error := True

    # configure rows
    p := 48
    for n in 0 ... palette_table[temp_tilecfg.palette_id].max_names-1:
        temp_tilecfg.t[n].rows:= buf.byte[p]
        if temp_tilecfg.t[n].rows > palette_table[temp_tilecfg.palette_id].max_rows:
            error := True
        p := p + 1

    if nonzero(buf[p...63]):
        error := True

    # validate each tile's row & col configs are reasonable
    for n in 0 ... palette_table[temp_tilecfg.palette_id].max_names-1:
        if temp_tilecfg.t[n].rows !=0 and temp_tilecfg.t[n].colsb != 0:
            temp_tilecfg.t[n].valid := 1
        elif temp_tilecfg.t[n].rows == 0 and temp_tilecfg.t[n].colsb == 0:
            temp_tilecfg.t[n].valid := 0
        else:
            error := True// one of rows or colsbwas 0 but not both.

if error:
    #GP
elif temp_tilecfg.palette_id == 0:
    TILES_CONFIGURED := 0// init state
    tilecfg := 0// equivalent to 64B of zeros
    zero_all_tile_data()
else:
    tilecfg := temp_tilecfg
    zero_all_tile_data()
    TILES_CONFIGURED := 1
```

Intel C/C++ Compiler Intrinsic Equivalent

LDTILECFG void _tile_loadconfig(const void *);

Flags Affected

None.

Exceptions

AMX-E1; see Section 3.8, “Exception Classes” for details.

STTILECFG—Store Tile Configuration

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.66.0F38.W0 49 !(11):000:bbb STTILECFG m512	A	V/N.E.	AMX-TILE	Store tile configuration in m512.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:r/m (w)	N/A	N/A	N/A

Description

The STTILECFG instruction takes a pointer to a 64-byte memory location (described in Table 3-2) that will, after successful execution of this instruction, contain the description of the tiles that were configured. In order to configure tiles, the AMX-TILE bit in CPUID must be set and the operating system has to have enabled the tiles architecture.

If the tiles are not configured, then STTILECFG stores 64B of zeros to the indicated memory location.

Any attempt to execute the STTILECFG instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

STTILECFG mem

```
if TILES_CONFIGURED == 0:
    //write 64 bytes of zeros at mem pointer
    buf[0..63] := 0
    write_memory(mem, 64, buf)
else:
    buf.byte[0] := tilecfg.palette_id
    buf.byte[1] := tilecfg.start_row
    buf.byte[2..15] := 0

    p := 16
    for n in 0 ... palette_table[tilecfg.palette_id].max_names-1:
        buf.word[p/2] := tilecfg.t[n].colsb
        p := p + 2
    if p < 47:
        buf.byte[p..47] := 0
    p := 48
    for n in 0 ... palette_table[tilecfg.palette_id].max_names-1:
        buf.byte[p++] := tilecfg.t[n].rows
    if p < 63:
        buf.byte[p..63] := 0

    write_memory(mem, 64, buf)
```

Intel C/C++ Compiler Intrinsic Equivalent

STTILECFG void _tile_storeconfig(void *);

Flags Affected

None.

Exceptions

AMX-E2; see Section 3.8, “Exception Classes” for details.

TDPBF16PS—Dot Product of BF16 Tiles Accumulated into Packed Single Precision Tile

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F3.0F38.W0 5C 11:rrr:bbb TDPBF16PS tmm1, tmm2, tmm3	A	V/N.E.	AMX-BF16	Matrix multiply BF16 elements from tmm2 and tmm3, and accumulate the packed single precision elements in tmm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (r, w)	ModRM:r/m (r)	VEX.vvvv (r)	N/A

Description

This instruction performs a set of SIMD dot-products of two BF16 elements and accumulates the results into a packed single precision tile. Each dword element in input tiles tmm2 and tmm3 is interpreted as a BF16 pair. For each possible combination of (row of tmm2, column of tmm3), the instruction performs a set of SIMD dot-products on all corresponding BF16 pairs (one pair from tmm2 and one pair from tmm3), adds the results of those dot-products, and then accumulates the result into the corresponding row and column of tmm1.

"Round to nearest even" rounding mode is used when doing each accumulation of the FMA. Output denormals are always flushed to zero and input denormals are always treated as zero. MXCSR is not consulted nor updated.

Any attempt to execute the TDPBF16PS instruction inside a TSX transaction will result in a transaction abort.

Operation

```
define make_fp32(x):
    // The x parameter is bfloat16. Pack it in to upper 16b of a dword.
    // The bit pattern is a legal fp32 value. Return that bit pattern.
    dword: = 0
    dword[31:16] := x
    return dword
```

TDPBF16PS tsrcdest, tsrc1, tsrc2

```
// C = m x n (tsrcdest), A = m x k (tsrc1), B = k x n (tsrc2)

# src1 and src2 elements are pairs of bfloat16
elements_src1 := tsrc1.colsb / 4
elements_src2 := tsrc2.colsb / 4
elements_dest := tsrcdest.colsb / 4
elements_temp := tsrcdest.colsb / 2          // Count is in bfloat16 prior to horizontal

for m in 0 ... tsrcdest.rows-1:
    temp1[ 0 ... elements_temp-1 ] := 0
    for k in 0 ... elements_src1-1:
        for n in 0 ... elements_dest-1:

            // FP32 FMA with DAZ=FTZ=1, RNE rounding.
            // MXCSR is neither consulted nor updated.
            // No exceptions raised or denoted.

            temp1.fp32[2*n+0] += make_fp32(tsrc1.row[m].bfloat16[2*k+0]) * make_fp32(tsrc2.row[k].bfloat16[2*n+0])
            temp1.fp32[2*n+1] += make_fp32(tsrc1.row[m].bfloat16[2*k+1]) * make_fp32(tsrc2.row[k].bfloat16[2*n+1])

    for n in 0 ... elements_dest-1:
        // DAZ=FTZ=1, RNE rounding.
        // MXCSR is neither consulted nor updated.
        // No exceptions raised or denoted.
        tmpf32 := temp1.fp32[2*n] + temp1.fp32[2*n+1]
        tsrcdest.row[m].fp32[n] := tsrcdest.row[m].fp32[n] + tmpf32
    write_row_and_zero(tsrcdest, m, tmp, tsrcdest.colsb)

zero_upper_rows(tsrcdest, tsrcdest.rows)
zero_tilecfg_start()
```

Intel C/C++ Compiler Intrinsic Equivalent

TDPBF16PS void _tile_dpbf16ps(__tile dst, __tile src1, __tile src2);

Flags Affected

None.

Exceptions

AMX-E4; see Section 3.8, “Exception Classes” for details.

TDPBSSD/TDPBSUD/TDPBUSD/TDPBUUD—Dot Product of Signed/Unsigned Bytes with Dword Accumulation

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F2.0F38.W0 5E 11:rrr:bbb TDPBSSD tmm1, tmm2, tmm3	A	V/N.E.	AMX-INT8	Matrix multiply signed byte elements from tmm2 by signed byte elements from tmm3 and accumulate the dword elements in tmm1.
VEX.128.F3.0F38.W0 5E 11:rrr:bbb TDPBSUD tmm1, tmm2, tmm3	A	V/N.E.	AMX-INT8	Matrix multiply signed byte elements from tmm2 by unsigned byte elements from tmm3 and accumulate the dword elements in tmm1.
VEX.128.66.0F38.W0 5E 11:rrr:bbb TDPBUSD tmm1, tmm2, tmm3	A	V/N.E.	AMX-INT8	Matrix multiply unsigned byte elements from tmm2 by signed byte elements from tmm3 and accumulate the dword elements in tmm1.
VEX.128.NP.0F38.W0 5E 11:rrr:bbb TDPBUUD tmm1, tmm2, tmm3	A	V/N.E.	AMX-INT8	Matrix multiply unsigned byte elements from tmm2 by unsigned byte elements from tmm3 and accumulate the dword elements in tmm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (r, w)	ModRM:r/m (r)	VEX.vvvv (r)	N/A

Description

For each possible combination of (row of tmm2, column of tmm3), the instruction performs a set of SIMD dot-products on all corresponding four byte elements, one from tmm2 and one from tmm3, adds the results of those dot-products, and then accumulates the result into the corresponding row and column of tmm1. Each dword in input tiles tmm2 and tmm3 is interpreted as four byte elements. These may be signed or unsigned. Each letter in the two-letter pattern SU, US, SS, UU indicates the signed/unsigned nature of the values in tmm2 and tmm3, respectively.

Any attempt to execute the TDPBSSD/TDPBSUD/TDPBUSD/TDPBUUD instructions inside an Intel TSX transaction will result in a transaction abort.

Operation

```
define DPBD(c,x,y):// arguments are dwords
    if *x operand is signed*:
        extend_src1 := SIGN_EXTEND
    else:
        extend_src1 := ZERO_EXTEND

    if *y operand is signed*:
        extend_src2 := SIGN_EXTEND
    else:
        extend_src2 := ZERO_EXTEND

    p0dword := extend_src1(x.byte[0]) * extend_src2(y.byte[0])
    p1dword := extend_src1(x.byte[1]) * extend_src2(y.byte[1])
    p2dword := extend_src1(x.byte[2]) * extend_src2(y.byte[2])
    p3dword := extend_src1(x.byte[3]) * extend_src2(y.byte[3])

    c := c + p0dword + p1dword + p2dword + p3dword
```

TDPBSSD, TDPBSUD, TDPBUSD, TDPBUUD tsrcdest, tsrc1, tsrc2 (Register Only Version)

```
// C = m x n (tsrcdest), A = m x k (tsrc1), B = k x n (tsrc2)

tsrc1_elements_per_row := tsrc1.colsb / 4
tsrc2_elements_per_row := tsrc2.colsb / 4
tsrcdest_elements_per_row := tsrcdest.colsb / 4

for m in 0 ... tsrcdest.rows-1:
    tmp := tsrcdest.row[m]
    for k in 0 ... tsrc1_elements_per_row-1:
        for n in 0 ... tsrcdest_elements_per_row-1:
            DPBD( tmp.dword[n], tsrc1.row[m].dword[k], tsrc2.row[k].dword[n] )
    write_row_and_zero(tsrcdest, m, tmp, tsrcdest.colsb)

zero_upper_rows(tsrcdest, tsrcdest.rows)
zero_tilecfg_start()
```

Intel C/C++ Compiler Intrinsic Equivalent

TDPBSSD	void _tile_dpbssd(__tile dst, __tile src1, __tile src2);
TDPBSUD	void _tile_dpbsud(__tile dst, __tile src1, __tile src2);
TDPBUSD	void _tile_dpbusd(__tile dst, __tile src1, __tile src2);
TDPBUUD	void _tile_dpbuud(__tile dst, __tile src1, __tile src2);

Flags Affected

None.

Exceptions

AMX-E4; see Section 3.8, “Exception Classes” for details.

TDPFP16PS—Dot Product of FP16 Tiles Accumulated into Packed Single Precision Tile

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F2.0F38.W0 5C 11:rrr:bbb TDPFP16PS tmm1, tmm2, tmm3	A	V/N.E.	AMX-FP16	Matrix multiply FP16 elements from tmm2 and tmm3, and accumulate the packed single precision elements in tmm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (r, w)	ModRM:r/m (r)	VEX.vvvv (r)	N/A

Description

This instruction performs a set of SIMD dot-products of two FP16 elements and accumulates the results into a packed single precision tile. Each dword element in input tiles tmm2 and tmm3 is interpreted as a FP16 pair. For each possible combination of (row of tmm2, column of tmm3), the instruction performs a set of SIMD dot-products on all corresponding FP16 pairs (one pair from tmm2 and one pair from tmm3), adds the results of those dot-products, and then accumulates the result into the corresponding row and column of tmm1.

"Round to nearest even" rounding mode is used when doing each accumulation of the Fused Multiply-Add (FMA). Output FP32 denormals are always flushed to zero. Input FP16 denormals are always handled and not treated as zero.

MXCSR is not consulted nor updated.

Any attempt to execute the TDPFP16PS instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

TDPFP16PS tsrcdest, tsrc1, tsrc2

```
// C = m x n (tsrcdest), A = m x k (tsrc1), B = k x n (tsrc2)

# src1 and src2 elements are pairs of fp16
elements_src1 := tsrc1.colsb / 4
elements_src2 := tsrc2.colsb / 4
elements_dest := tsrcdest.colsb / 4
elements_temp := tsrcdest.colsb / 2 // Count is in fp16 prior to horizontal

for m in 0 … tsrcdest.rows-1:
    temp1[ 0 … elements_temp-1 ] := 0
    for k in 0 … elements_src1-1:
        for n in 0 … elements_dest-1:

            // For this operation:
            // Handle FP16 denorms. Not forcing input FP16 denorms to 0.
            // FP32 FMA with DAZ=FTZ=1, RNE rounding.
            // MXCSR is neither consulted nor updated.
            // No exceptions raised or denoted.

            temp1.fp32[2*n+0] += cvt_fp16_to_fp32(tsrc1.row[m].fp16[2*k+0]) *cvt_fp16_to_fp32(tsrc2.row[k].fp16[2*n+0])
            temp1.fp32[2*n+1] += cvt_fp16_to_fp32(tsrc1.row[m].fp16[2*k+1]) *cvt_fp16_to_fp32(tsrc2.row[k].fp16[2*n+1])

    for n in 0 … elements_dest-1:
        // DAZ=FTZ=1, RNE rounding.
        // MXCSR is neither consulted nor updated.
```

```
            // No exceptions raised or denoted.
            tmpf32 := temp1.fp32[2*n] + temp1.fp32[2*n+1]
            srcdest.row[m].fp32[n] := srcdest.row[m].fp32[n] + tmpf32
        write_row_and_zero(tsrcdest, m, tmp, tsrcdest.colsb)
zero_upper_rows(tsrcdest, tsrcdest.rows)
zero_tileconfig_start()
```

Flags Affected

None.

Exceptions

AMX-E4; see Section 3.8, "Exception Classes" for details.

TILELOADD/TILELOADDT1—Load Tile

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F2.0F38.W0 4B !(11):rrr:100 TILELOADD tmm1, sibmem	A	V/N.E.	AMX-TILE	Load data into tmm1 as specified by information in sibmem.
VEX.128.66.0F38.W0 4B !(11):rrr:100 TILELOADDT1 tmm1, sibmem	A	V/N.E.	AMX-TILE	Load data into tmm1 as specified by information in sibmem with hint to optimize data caching.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	ModRM:r/m (r)	N/A	N/A

Description

This instruction is required to use SIB addressing. The index register serves as a stride indicator. If the SIB encoding omits an index register, the value zero is assumed for the content of the index register.

This instruction loads a tile destination with rows and columns as specified by the tile configuration. The "T1" version provides a hint to the implementation that the data will likely not be reused in the near future and the data caching can be optimized accordingly.

The TILECFG.start_row in the XTILECFG data should be initialized to '0' in order to load the entire tile and is set to zero on successful completion of the TILELOADD instruction. TILELOADD is a restartable instruction and the TILECFG.start_row will be non-zero when restartable events occur during the instruction execution.

Only memory operands are supported and they can only be accessed using a SIB addressing mode, similar to the V[P]GATHER*/V[P]SCATTER* instructions.

Any attempt to execute the TILELOADD/TILELOADDT1 instructions inside an Intel TSX transaction will result in a transaction abort.

Operation

```
TILELOADD[,T1] tdest, tsib

start := tilecfg.start_row

zero_upper_rows(tdest,start)

membegin := tsib.base + displacement
// if no index register in the SIB encoding, the value zero is used.
stride := tsib.index << tsib.scale
nbytes := tdest.colsb
while start < tdest.rows:
    memptr := membegin + start * stride
    write_row_and_zero(tdest, start, read_memory(memptr, nbytes), nbytes)
    start := start + 1
zero_tilecfg_start()
// In the case of a memory fault in the middle of an instruction, the tilecfg.start_row := start
```

Intel C/C++ Compiler Intrinsic Equivalent

TILELOADD void _tile_loadd(__tile dst, const void *base, int stride);
TILELOADDT1 void _tile_stream_loadd(__tile dst, const void *base, int stride);

Flags Affected

None.

Exceptions

AMX-E3; see Section 3.8, “Exception Classes” for details.

TILERELEASE—Release Tile

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.NP.0F38.W0 49 C0 TILERELEASE	A	V/N.E.	AMX-TILE	Initialize TILECFG and TILEDATA.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	N/A	N/A	N/A	N/A

Description

This instruction returns TILECFG and TILEDATA to the INIT state.

Any attempt to execute the TILERELEASE instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

```
zero_all_tile_data()
tilecfg := 0// equivalent to 64B of zeros
TILES_CONFIGURED := 0
```

Intel C/C++ Compiler Intrinsic Equivalent

TILERELEASE void _tile_release(void);

Flags Affected

None.

Exceptions

AMX-E6; see Section 3.8, “Exception Classes” for details.

TILESTORED—Store Tile

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F3.0F38.W0 4B !(11):rrr:100 TILESTORED sibmem, tmm1	A	V/N.E.	AMX-TILE	Store a tile in sibmem as specified in tmm1.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:r/m (w)	ModRM:reg (r)	N/A	N/A

Description

This instruction is required to use SIB addressing. The index register serves as a stride indicator. If the SIB encoding omits an index register, the value zero is assumed for the content of the index register.

This instruction stores a tile source of rows and columns as specified by the tile configuration.

The TILECFG.start_row in the XTILECFG data should be initialized to '0' in order to store the entire tile and are set to zero on successful completion of the TILESTORED instruction. TILESTORED is a restartable instruction and the TILECFG.start_row will be non-zero when restartable events occur during the instruction execution.

Only memory operands are supported and they can only be accessed using a SIB addressing mode, similar to the V[P]GATHER*/V[P]SCATTER* instructions.

Any attempt to execute the TILESTORED instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

```
TILESTORED tsib, tsrc

start := tilecfg.start_row

membegin := tsib.base + displacement
// if no index register in the SIB encoding, the value zero is used.
stride := tsib.index << tsib.scale

while start < tdest.rows:
    memptr := membegin + start * stride
    write_memory(memptr, tsrc.colsb, tsrc.row[start])
    start := start + 1
zero_tilecfg_start()
// In the case of a memory fault in the middle of an instruction, the tilecfg.start_row := start
```

Intel C/C++ Compiler Intrinsic Equivalent

TILESTORED void _tile_stored(__tile src, void *base, int stride);

Flags Affected

None.

Exceptions

AMX-E3; see Section 3.8, “Exception Classes” for details.

TILEZERO—Zero Tile

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.128.F2.0F38.W0 49 11:rrr:000 TILEZERO tmm1	A	V/N.E.	AMX-TILE	Zero the destination tile.

Instruction Operand Encoding

Op/En	Tuple	Operand 1	Operand 2	Operand 3	Operand 4
A	N/A	ModRM:reg (w)	N/A	N/A	N/A

Description

This instruction zeroes the destination tile.

Any attempt to execute the TILEZERO instruction inside an Intel TSX transaction will result in a transaction abort.

Operation

```
TILEZERO tdest

nbytes := palette_table[palette_id].bytes_per_row

for i in 0 ... palette_table[palette_id].max_rows-1:
    for j in 0 ... nbytes-1:
        tdest.row[i].byte[j] := 0
zero_tilecfg_start()
```

Intel C/C++ Compiler Intrinsic Equivalent

TILEZERO void _tile_zero(__tile dst);

Flags Affected

None.

Exceptions

AMX-E5; see Section 3.8, “Exception Classes” for details.

CHAPTER 4
ENQUEUE STORES AND PROCESS ADDRESS SPACE IDENTIFIERS (PASIDS)

Chapter 2 described the ENQCMD and ENQCMDS instructions. These instructions perform **enqueue stores**, which write command data to special device registers called **enqueue registers**.

Bits 19:0 of the 64-byte command data written by an enqueue store conveys the process address space identifier (PASID) associated with the command. Software can use PASIDs to identify individual software threads. Devices supporting enqueue registers may use these PASIDs in responding to commands submitted through those registers.

As explained in Chapter 2, an execution of ENQCMD formats the command data with the PASID specified in bits 19:0 of the IA32_PASID MSR. It is expected that system software will configure that MSR to contain the PASID associated with the software thread that is executing.

ENQCMDS can be executed only by system software operating with CPL = 0. It is the responsibility of system software executing ENQCMDS to configure the command data with the appropriate PASID.

Section 4.1 provides details of the IA32_PASID MSR. Section 4.2 describes how the XSAVE feature set supports that MSR. Section 4.3 presents PASID virtualization, a virtualization feature that allows a virtual-machine monitor to control the PASID values produced by enqueue stores executed by software in a virtual machine.

4.1 THE IA32_PASID MSR

This section describes the IA32_PASID MSR used by the ENQCMD instruction. The MSR can be read and written with the RDMSR and WRMSR instructions, using MSR index D93H. The MSR has format given in Table 4-1.

Table 4-1. IA32_PASID MSR

Bit Offset	Description
19:0	Process address space identifier (PASID). Specifies the PASID of the currently running software thread.
30:20	Reserved
31	Valid. Execution of ENQCMD causes a #GP if this bit is clear.
63:32	Reserved

An execution of WRMSR causes a general-protection exception (#GP) in response to an attempt to set any bit in the ranges 30:20 or 63:32. Executions of RDMSR always return zero for those bits.

Because system software may associate a PASID with a software thread, it may choose to update the IA32_PASID MSR on context switches. To facilitate such a usage, the XSAVE feature set is extended to manage the IA32_PASID MSR. These extensions are detailed in Section 4.2.

4.2 THE PASID STATE COMPONENT FOR THE XSAVE FEATURE SET

As noted in Section 4.1, system software may choose to update the IA32_PASID MSR on context switches. This usage is supported by extensions to the XSAVE feature set.

The XSAVE feature set supports the saving and restoring of state components. These state components are organized using state-component bitmaps (each bit in such a bitmap corresponds to a state component).

A new state component is introduced called **PASID state**. PASID state comprises the IA32_PASID MSR. It is defined to be state component 10, so PASID state is associated with bit 10 in state component bitmaps. It is a

supervisor state component, meaning that it can be managed only by the XSAVES and XRSTORS instructions. System software can enable those instructions to manage PASID state by setting bit 10 in the IA32_XSS MSR.

Processor support for this management of PASID state is enumerated by the CPUID instruction as follows:

- CPUID function 0DH, sub-function 1, enumerates in EDX:ECX a bitmap of the supervisor state components. ECX[10] will be enumerated as 1 to indicate that PASID state is supported.
- If PASID state is supported, CPUID function 0DH, sub-function 10 enumerates details for state component as follows:
  - EAX enumerates 8 as the size (in bytes) required for PASID state. (The state component comprises only the one MSR.)
  - EBX enumerates value 0, as is the case for supervisor state components.
  - ECX[0] enumerates 1, indicating that PASID state is a supervisor state component.
  - ECX[1] enumerates 0, indicating that state component 10 is located immediately following the preceding state component when the compacted format of the extended region of an XSAVE area is used.
  - ECX[31:2] and EDX enumerate 0, as is the case for all state components.

Like WRMSR, XRSTORS causes a general-protection exception (#GP) in response to an attempt to set any bit in the IA32_PASID MSR in the ranges 30:20 or 63:32. Like RDMSR, XSAVES always saves zero for those bits.

The XSAVES instruction optimizes the amount of data that it writes to memory by not writing data for a state component known to be in its initial configuration. PASID state is in its initial configuration if the IA32_PASID MSR is 0.

4.3 PASID TRANSLATION

As noted earlier, an operating system (OS) may use PASIDs to identify individual software threads that are allowed to access devices supporting enqueue registers.

Intel® Scalable I/O Virtualization (Intel® Scalable IOV) defines an approach to hardware-assisted I/O virtualization, extending it to support seamless addition of resources and dynamic provisioning of containers.[1] With Intel Scalable IOV, a virtual-machine monitor (VMM) needs to control the PASIDs that are used by different virtual machines just as the guest OS controls the PASIDs used by software threads.

To allow a VMM to control the PASIDs used by enqueue stores while still allowing efficient use by a guest OS, a new virtualization feature is introduced, called **PASID translation**. PASID translation, if enabled, applies to any enqueue store performed by software in a virtual machine: the 20-bit PASID value specified by the guest operating system (**guest PASID**) for ENQCMD or ENQCMDS is translated into a 20-bit value (**host PASID**) that is used in the resulting enqueue store.

4.3.1 PASID Translation Structures

PASID translation is implemented by two hierarchies of data structures (**PASID-translation hierarchies**) configured by a VMM. Guest PASIDs 00000H to 7FFFFH are translated through the low PASID-translation hierarchy, while guest PASIDs 80000 to FFFFFH are translated through the high PASID-translation hierarchy.

Each PASID-translation hierarchy includes a 4-KByte **PASID directory**. A PASID directory comprises 512 8-byte entries, each of which has the following format:

- Bit 0 is the entry's present bit. The entry is used only if this bit is 1.
- Bits 11:1 are reserved and must be 0.
- Bits M–1:12 specify the 4-KByte aligned address of a PASID table (see below), where M is the physical-address width supported by the processor.
- Bits 63:M are reserved and must be 0.

1. See the *Intel® Scalable I/O Virtualization Technical Specification* for more details.

A PASID-translation hierarchy also includes up to 512 4-KByte **PASID tables**; these are referenced by PASID directory entries (see above). A PASID table comprises 1024 4-byte entries, each of which has the following format:

- Bits 19:0 are the host PASID specified by the entry.
- Bits 30:20 are reserved and must be 0.
- Bits 31 is the entry's valid bit. The entry is used only if this bit is 1.

Section 4.3.2 explains how the PASID-translation hierarchies are used to translate the PASIDs used for enqueue stores.

4.3.2 The PASID Translation Process

Each execution of ENQCMD or ENQCMDS results in an enqueue store with a PASID value. (ENQCMD obtains the PASID from the IA32_PASID MSR; ENQCMDS obtains it from the instruction's source operand.) When PASID translation is enabled, this PASID value is interpreted as a guest PASID. The guest PASID is converted to a host PASID; the enqueue store uses the host PASID for bits 19:0 of the command data that it writes.

The PASID translation process is illustrated in Figure 4-1.

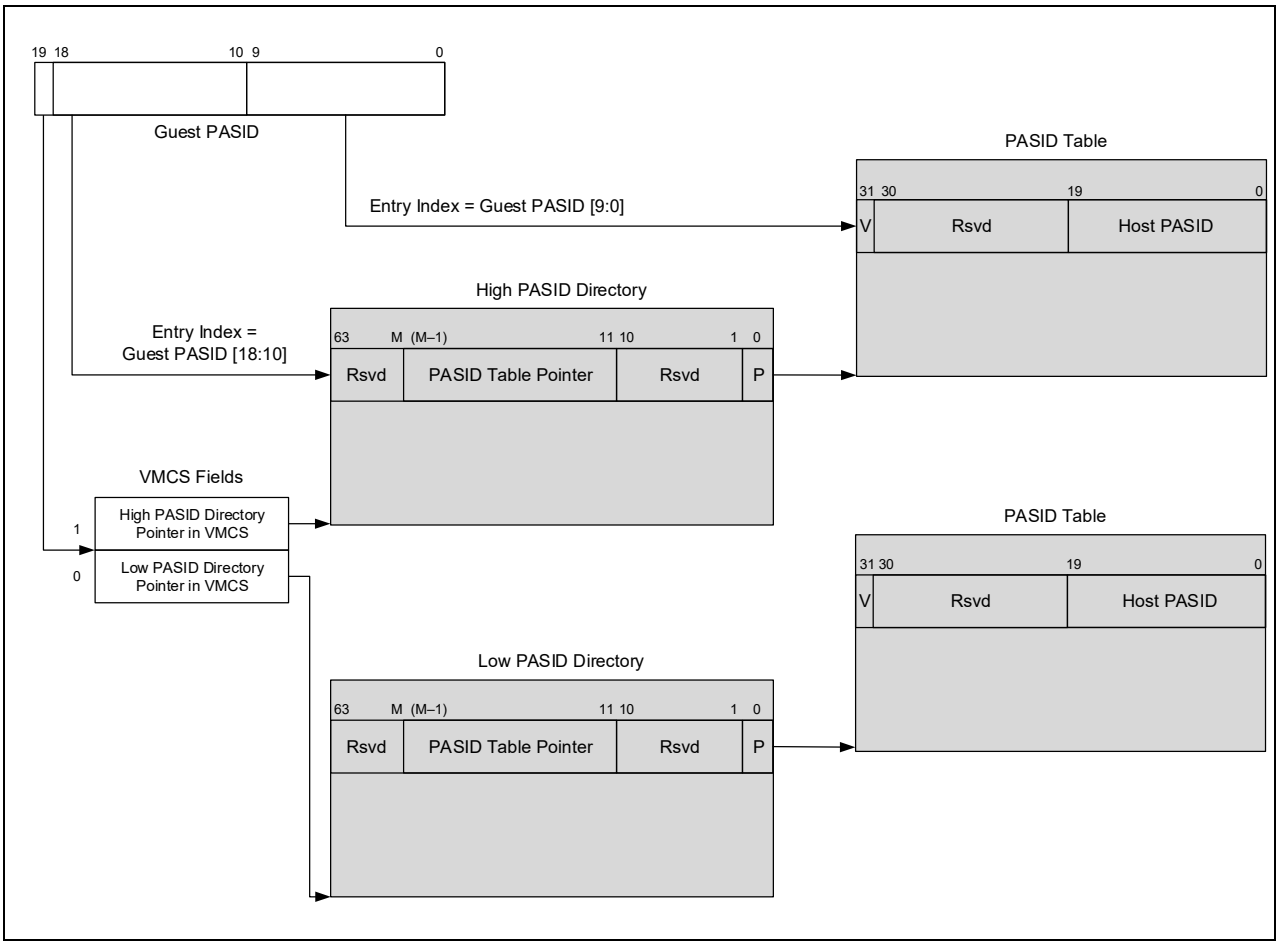


Figure 4-1. PASID Translation Process

The process operates as follows:

- If bit 19 of guest PASID is clear, the low PASID directory is used; otherwise, the high PASID directory is used.

- Bits 18:10 of the guest PASID select an entry from the PASID directory. A VM exit occurs if the entry's valid bit is clear or if any reserved bit is set. Otherwise, bits M:0 of the entry (with bit 0 cleared) contain the physical address of a PASID table, where M is the physical-address width supported by the processor.
- Bits 9:0 of the guest PASID select an entry from the PASID table. A VM exit occurs if the entry's present bit is clear or if any reserved bit is set. Otherwise, bits 19:0 of the entry are the host PASID.

An execution of ENQCMD or ENQCMDS performs PASID translation only after checking for conditions that may result in general-protection exception (the check of IA32_PASID.Valid for ENQCMD; the check of CPL for ENQCMDS) and after loading the instruction's source operand from memory. PASID translation occurs before the actual enqueue store and thus before any faults or VM exits that it may cause (e.g., page faults or EPT violations).

4.3.3 VMX Support

A VMM enables PASID translation by setting secondary processor-based VM-execution control 21. A processor enumerates support for the 1-setting of this control in the normal way (by setting bit 53 of the IA32_VMX_PROC-BASED_CTLS2 MSR). It is expected that any processor that supports the ENQCMD and ENQCMDS instructions will also support PASID virtualization and vice versa.

PASID translation uses two new 64-bit VM-execution control fields in the VMCS: the **low PASID directory address** and the **high PASID directory address**. These are the physical addresses of the low PASID directory and the high PASID directory, respectively. Software can access these new VMCS fields using the encoding pairs 00002038H/00002039H and 0000203AH/0000203BH, respectively.

If the "PASID translation" VM-execution control is 1, VM entry fails if either PASID directory address sets any bit in the ranges 11:0 or 63:M, where M is the physical-address width supported by the processor.

Section 4.3.2 identified situations that may cause a VM exit during PASID translation. Such a VM exit uses basic exit reason 72 (for ENQCMD PASID translation failure) or 73 (ENQCMDS PASID translation failure). The exit qualification is determined as follows:

- For ENQCMD, it is IA32_PASID & 7FFFFH (bits 63:20 are cleared).
- For ENQCMDS, it is SRC & FFFFFFFFH, where SRC is the instruction's source operand (only bits 31:0 may be set).

CHAPTER 5
INTEL® TSX SUSPEND LOAD ADDRESS TRACKING

Chapter 2 described the XSUSLDTRK and XRESLDTRK instructions.

A processor supports Intel® TSX suspend load address tracking if CPUID.07H.EDX.TSXLDTRK [bit 16] = 1. An application must check if the processor supports Intel TSX suspend load address tracking before it uses the Intel TSX suspend load address tracking instructions (XSUSLDTRK, XRESLDTRK). These instructions will generate a #UD exception when used on a processor that does not support TSX suspend load tracking.

Programmers can choose which memory accesses do not need to be tracked in the TSX read set. A programmer who uses the suspend load address tracking feature must ensure that there are no atomicity requirements related to the addresses they choose to exclude from the read set as **hardware will not detect read-write conflicts for those addresses.**

To prevent load addresses from being entered into the read set, the programmer should use the XSUSLDTRK and XRESLDTRK instructions. The XSUSLDTRK instruction specifies the start of a suspend region (addresses of subsequent loads will not be added to the transaction read set), and the XRESLDTRK instruction specifies the end of a suspend region (addresses of subsequent loads will be added to the transaction read set).

The execution of a suspend load address tracking region is very similar to transaction execution with the following exceptions:

- The addresses of loads between suspend/resume are not tracked for read-write conflicts if the addresses are accessed inside the suspend region only (i.e., they are not added to the transaction read set). The addresses are still tracked if they are accessed outside of the suspend region inside the transaction.
- Transaction start/end inside the suspend region is not supported; any execution of XACQUIRE/XBEGIN or XRELEASE/XEND will cause the transaction to abort.
- There is no support for suspend region nesting; XSUSLDTRK will cause a transaction abort.

CHAPTER 6
NON-WRITE-BACK LOCK DISABLE ARCHITECTURE

Locked read-modify-write (RMW) to a memory operation is used explicitly by several Intel architecture set instructions, such as ADD with a lock prefix, and implicitly by other instructions and flows, such as updating a segment access bit or page tables access/dirty bits.

Locked RMW access is usually handled through processor cache in the lower hierarchies, and it only impacts software running on same logical processors that share this cache.

If the memory type of this locked RMW is not write-back, the processor can't handle it within the internal cache and will issue a bus lock operation. This operation will block all logical processors and devices from accessing memory until the operation has completed.

Having a burst of bus locks by one of the logical processors may cause starvation to the rest of the logical processors and devices.

The new architecture will allow software to disable non-WB lock operation. Once the feature is enabled, performing a non-WB lock operation by software will generate a general protection fault (#GP).

6.1 ENUMERATION

The non-write-back lock disable capability will be enumerated through a model specific bit (bit 4) in the IA32_CORE_CAPABILITIES MSR.

Table 6-1. IA32_CORE_CAPABILITIES MSR

Register Address		Architectural MSR Name / Bit Fields	Description
Hex	**Decimal**		
CFH	207	IA32_CORE_CAPABILITIES	IA32 Core Capability Register
		3:0	Reserved
		4	Non-WB Lock disable #GP(0) exception for non-WB locked accesses supported.
		5	Split Lock disable #AC(0) exception for split locked accesses supported.
		63:6	Reserved

6.2 ENABLING

This model specific feature will add a new MSR control bit (bit 28) in the TEST_CTRL MSR in order to generate a general protection fault (#GP) each time a non-WB load lock is detected.

Table 6-2. TEST_CTRL MSR

Register Address		Architectural MSR Name / Bit Fields	Description
Hex	Decimal		
33H	51	TEST_CTRL	Test Control Register
		27:0	Reserved
		28	Enable #GP(0) exception for non-write-back locked accesses.
		29	Enable #AC(0) exception for split locked accesses.
		31:30	Reserved

6.3 INTERACTION WITH INTEL® SOFTWARE GUARD EXTENSIONS (INTEL® SGX)

Processor Reserved Memory (PRM) used for Intel® SGX used can run with non-WB memory accesses by following the steps below.

1. Configure the Memory Type field (bits 2:0) of MSR_PRMRR_BASE_0 (address 2A0H) to be non-WB.
2. Set the cache disable (bit 30) of CR0.

When the processor is configured in this manner, the processor will not generate #GP(0) as a result of locked accesses to non-WB memory when EPT is enabled, even if the non-WB lock disable (bit 28) of TEST_CTRL MSR (address 33H) is set to 1.

6.4 INTERACTION WITH VMX ARCHITECTURE

There are two cases where a locked cycle can be issued on a VMM configuration with non-WB memory type.

1. VMM enabled EPT and EPT A/D and configured EPT memory type to non-WB. In this case, EPT A/D assist will issue a locked load to non-WB memory.
2. VMM set “process posted interrupts” VM-execution control, posted-interrupt descriptor mapped to non-WB memory type. Posted interrupt processing will update the descriptor with locked load to non-WB memory.

When the processor is configured in this manner, the processor will not generate #GP(0) as a result of a locked access to non-WB memory when EPT is enabled even if the non-WB lock disable (bit 28) of TEST_CTRL MSR (address 33H) is set to 1.

6.5 EXPECTED SOFTWARE BEHAVIOR

Software can ensure that bus locks as a result of non-WB locked access are never taken, or at least a general protection fault is signaled, by performing the following operations:

- Set Non-WB Lock Disable (bit 28) of the TEST_CTRL MSR (address 33H).
- Do not set Cache Disable (bit 30) of CR0.
- Configure MSR_PRMRR_BASE_0 (address 2A0H) Memory Type field (bits 2:0) to WB memory type only.
- For a VMM that enabled EPT and EPT A/D, bits must configure EPT paging structures to WB memory type.
- For a VMM that enabled posted-interrupt via the “process posted interrupts” VM-execution control, ensure the posted-interrupt descriptor is mapped to WB memory type.

6.6 BUS LOCKS

Cases for bus locks than can come from non-WB Lock operation are shown in Table 6-3.

Table 6-3. Bus Locks from Non-WB Operation

Category	Instructions/Flows	Conditions
Arithmetic	LOCK + {ADD, SUB, AND, OR, XOR, ADC, SBB, INC, DEC, NOT, NEG}	
Compare/Test	LOCK + {BTC, BTR, BTS}	
Exchange	XCHG, LOCK XADD/CMPXCHG/XCHG	
Segmentation	LSL, LAR, VERR, VERW LDS, LES, LFS, LGS, LSS MOV DS, MOV ES, MOV FS, MOV GS, MOV SS POP DS, POP ES, POP FS, POP GS, POP SS	Setting segment accessed bit in descriptor in non-WB memory.
Call / Interrupt / Exception	Far call, Far JMP Far RET, IRET INTn, INT3, INTO, INT1 Call through interrupt/trap gate	Setting segment accessed bit in descriptor in non-WB memory.
Tasking	LTR, Task Switch	Setting/Clearing TSS busy when TSS in non-WB memory. Setting segment accessed bit in descriptor in non-WB memory.
Paging	Code fetch (A bit update), All instructions that have memory operands (A/D bits update)	Page tables in non-WB memory.
Enclave	ENCLU, ENCLS, AEX	
Posted Interrupts	Updating the posted interrupt descriptor uses locked RMW for atomic operations.	Posted interrupt descriptor in non-WB memory.

CHAPTER 7
BUS LOCK AND VM NOTIFY

7.1 BUS LOCK DEBUG EXCEPTION

A logical processor can be configured to generate a debug exception (#DB) as a trap delivered in the instruction boundary following acquisition of a bus lock if the processor is at privilege level > 0 on this instruction boundary. Software enables these debug exceptions by setting bit 2 of the IA32_DEBUGCTL MSR. The CPU enumerates support for the 1-setting of this bit using CPUID.(EAX=7, ECX=0).ECX[24].

A debug exception due to acquisition of a bus lock is reported as a trap following execution of the instruction acquiring the bus lock if the privilege level is > 0. The processor identifies such debug exceptions using bit 11 of DR6. Because DR6[11] has formerly always been 1, delivery of a bus-lock #DB **clears** DR6[11]. All other debug exceptions leave bit 11 unmodified. To avoid confusion in identifying debug exceptions, software debug-exception handlers should set bit 11 to 1 before returning to the interrupted task.

A VM exit sets bit 11 of the pending debug exception field in the guest-state area of the VMCS to indicate that a bus lock debug exception was pending but not delivered. A VM exit that sets this bit also sets bit 12 of that field. (VM exits also sets bit 12 to indicate that at least one data or I/O breakpoint was met and was enabled in DR7, or that a debug exception related to advanced debugging of RTM transactional regions occurred.)

7.1.1 Bus Lock VM Exit

A new VM-execution control, "bus-lock detection," can be used to cause VM exits on bus locks acquired in VMX non-root operation.

If the "bus-lock detection" VM-execution control is 1, there will be a VM exit following any operation that causes a bus lock. (The VM exit is thus trap-like and does not prevent the bus lock from occurring.) The VM exit uses basic exit reason 74, storing this value in bits 15:0 of the exit-reason field in the VMCS.

An operation may cause a bus lock and then incur a VM exit for some other reason. If this happens, the other VM exit is delivered normally and no bus-lock VM exit (with basic exit reason 74) occurs.

In either case, any VM exit following an operation that caused a bus lock will also set bit 26 of the exit-reason field to indicate that a bus lock had occurred. (The bit is set only if the "bus-lock detection" VM-execution control is 1.)

"Bus-lock detection" is secondary processor-based execution control bit 30. A processor enumerates support for the 1-setting of this control by setting bit 62 of the IA32_VMX_PROCBASED_CTLS2 MSR.

7.2 NOTIFY VM EXIT

A VMM can enable **notification VM exits to occur** if no interrupt windows occur in VMX non-root operation for a specified amount of time (**notify window**). These VM exits are enabled by setting bit 31 of the secondary processor-based execution control. A processor enumerates support for the 1-setting of this control by setting bit 63 of the IA32_VMX_PROCBASED_CTLS2 MSR. The VMM configures the notify window in units of crystal clock cycles in a new 32-bit VM-execution control field in the VMCS (notify window) that can be accessed with the VMREAD and VMWRITE instructions using encoding 00004024H.

A notification VM exit reports basic exit reason 75 and exit qualification determined as follows:

- Bit 0 - VM context invalid.
- Bits 11:1 are reserved.
- Bit 12 - if set the VM exit was incident to an execution of IRET that unblocked NMIs.
- All other bits are reserved.

If the VMM-notify VM exit occurred incident to delivery of a vectored event, then IDT vectoring information and applicable error code are recorded in the VMCS.

CHAPTER 8
INTEL® RESOURCE DIRECTOR TECHNOLOGY FEATURE UPDATES

Intel® Resource Director Technology (Intel® RDT) provides a number of monitoring and control capabilities for shared resources in multiprocessor systems. This chapter covers updates to the feature that will be available in future Intel processors.

8.1 INTEL® RDT FEATURE CHANGES

8.1.1 Intel® RDT on Processors Based on Ice Lake Server Microarchitecture

Processors based on Ice Lake Server microarchitecture add the following Intel RDT enhancements:

- 32-bit MBM counters (vs. 24-bit in prior generations), and new CPUID enumeration capabilities for counter width.
- Second Generation Memory Bandwidth Allocation (MBA 2.0): Introduces an advanced hardware feedback controller which operates at microsecond timescales, and software-selectable min/max delay value resolution capabilities. Note that delay values may be thought of as "throttling values" applied to the threads running on a core, as described in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B. MBA 2.0 also adds a work-conserving feature in which applications that frequently access the L3 cache may be throttled by a lesser amount until they exceed the user-specified memory bandwidth usage threshold, enhancing system throughput and efficiency, in addition to adding more precise calibration and controls.
- 15 MBA / L3 CAT CLOS: Improved feature consistency and interface flexibility. The previous generation of processors supported 16 L3 CAT CLOS, but only 8 MBA 1.0 CLOS. The changes in enumerated CLOS counts per-feature are already enumerated in the architecture via CPUID.

8.1.2 Intel® RDT on Intel Atom® Processors Based on Tremont Microarchitecture

Intel Atom® processors based on Tremont microarchitecture add the following Intel RDT enhancements:

- L2 CAT/CDP: L2 CAT/CDP and L3 CAT/CDP enabled simultaneously. As these are legacy features already defined, no new software enabling should be required.
- Matches Ice Lake Server microarchitecture support for traditional Intel RDT uncore features: L3 CAT/CDP, CMT, MBM, MBA 2.0. As these features are architectural, no new software enabling is required aside from MBA 2.0.
- New features added in Ice Lake Server microarchitecture also carry forward to Tremont microarchitecture, with the same software enabling required. These features include 32-bit MBM counters, MBA 2.0, and 15 MBA/L3 CAT CLOS.

8.1.3 Intel® RDT in Processors Based on Sapphire Rapids Server Microarchitecture

Processors based on Sapphire Rapids Server microarchitecture add the following Intel RDT enhancements:

- STLB QoS: Capability to manage the second-level translation lookaside buffer structure within the core (STLB) in a manner quite similar to CAT (CLOS-based, with capacity masks). This may enable software which is sensitive to TLB performance to achieve better determinism. This is a model-specific feature due to the microarchitectural nature of the STLB structure. The code regions of interest must be manually accessed.

8.1.4 Intel® RDT in Processors Based on Emerald Rapids Server Microarchitecture

Processors based on Emerald Rapids Server microarchitecture add the following Intel RDT enhancements:

- L2 CAT and CDP: Includes control over the L2 cache and the ability to partition the L2 cache into separate code and data virtual caches. No new software enabling is required; this is the same behavior as described in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B.

8.1.5 Future Intel® RDT

Future processors may add the following Intel RDT enhancement:

- Third Generation Memory Bandwidth Allocation (MBA 3.0): New per-thread capability for bandwidth control, enabling precise bandwidth shaping and noisy neighbor control. Some portions of the control infrastructure now operate at core frequencies for controls which are responsive at the nanosecond level.

8.2 ENUMERABLE MEMORY BANDWIDTH MONITORING COUNTER WIDTH

Memory Bandwidth Monitoring (MBM) is an Intel RDT feature which tracks total and local bandwidth generated which misses the L3 cache.

The original Memory Bandwidth Monitoring (MBM) architectural definition defines counters of up to 62 bits in the IA32_QM_CTR MSR, and the first-generation MBM implementation used 24-bit counters. Software is required to poll at ≥ 1Hz to ensure that data is retrieved before a counter rollover occurs more than once. This ≥ 1Hz sampling ensures that under worst-case conditions rollover between samples occurs at most once, but under more typical conditions rollover typically requires multiple seconds to occur.

As bandwidths scale, extensions to more elegantly handle high-bandwidth future systems are desirable. One of these extensions, detailed in this chapter, includes an enumerable MBM counter width. Ice Lake Server microarchitecture utilizes this definition to implement 32-bit MBM counters, but future growth should be anticipated.

8.2.1 Memory Bandwidth Monitoring (MBM) Enabling

Memory Bandwidth Monitoring, like other Intel RDT features, uses CPUID for enumeration, and MSRs for assigning RMIDs and retrieving counter data. For CPUID enumeration details, see the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2A. For additional MBM details, see Chapter 17 in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B.

8.2.2 Augmented MBM Enumeration and MSR Interfaces for Extensible Counter Width

A field is added to CPUID to enumerate the MBM counter width in platforms which support the extensible MBM counter width feature.

Prior to this point, CPUID.0F.[ECX=1]:EAX was reserved. This CPUID output register (EAX) is redefined to provide two new fields:

- Encode counter width as offset from 24b in bits[7:0].
- An overflow bit in bit[8].

See "CPUID—CPU Identification" in Chapter 1 for details.

In EAX bits 7:0, the counter width is encoded as an offset from 24b. A value of zero in this field means 24-bit counters are supported. A value of 8 indicates that 32-bit counters are supported, as in processors based on Ice Lake Server microarchitecture.

With the addition of this enumerable counter width, the requirement that software poll at ≥ 1Hz is removed. Software may poll at a varying rate with reduced risk of rollover, and under typical conditions rollover is likely to require hundreds of seconds (though this value is not explicitly specified and may vary and decrease over time). If software seeks to ensure that rollover does not occur more than once between samples, then sampling at ≥ 1Hz while

consuming the enumerated counter widths' worth of data will provide this guarantee, for a specific platform and counter width, under all conditions.

Software which uses the MBM event retrieval MSR interface should be updated to comprehend this new format, which enables up to 62-bit MBM counters to be provided by future platforms. Higher-level software which consumes the resulting bandwidth values is not expected to be affected.

8.3 SECOND GENERATION MEMORY BANDWIDTH ALLOCATION

The second generation of Memory Bandwidth Allocation (MBA 2.0) is implemented in processors based on Ice Lake Server microarchitecture, and improves the behavior and accuracy of MBA, along with providing increased throughput while using the feature and greater efficiency. Rather than a strict bandwidth control mechanism, a more dynamic hardware controller is used internally which can react to changing bandwidth conditions at the microsecond level.

Prior to using the MBA 2.0 feature, the MBA 2.0 hardware controller requires a BIOS-assisted calibration process which may include inputs such as the number of memory channels populated and other system parameters; this is a change from MBA 1.0 which did not require this. Intel BIOS reference code includes a default configuration which is recommended for general usage.

MBA 2.0 in Ice Lake Server and Tremont microarchitectures moves from static throttling at the core/uncore interface to a more dynamic control scheme based on a hardware controller that tracks actual DRAM bandwidth. This allows software which uses primarily the L3 cache to observe increased throughput for a given throttling level, or benefits for software which exhibits L3-bound phases. Due to the closer consideration of memory bandwidth loading, this enhancement may lead to an increase in system efficiency when using MBA 2.0, relative to MBA 1.0.

MBA 1.0 is established as a legacy feature. Backward compatibility of the software interfaces is preserved, and MBA 2.0 changes manifest as enhancements atop the MBA 1.0 baseline.

As with the prior generation feature, MBA 2.0 uses CPUID for enumeration, and throttling is performed using a mapping created from software thread-to-CLOS (in the IA32_PQR_ASSOC MSR) which is then mapped per-CLOS to delay values via the IA32_L2_QoS_Ext_BW_Thrtl_n MSRs. User software specifies a per-CLOS delay value, 0-90% bandwidth throttling for instance, though the max and granularity are platform dependent and enumerated in CPUID.

8.3.1 MBA 2.0 Advantages

MBA 2.0 adds some additional features over MBA 1.0 as described below.

1. Previously, only the maximum delay value across two CLOS on a physical core could be selected in MBA. MBA 2.0 allows a minimum delay value to also be selected.
2. Only a single calibration table was possible in MBA 1.0, meaning different memory configurations had different linearity / percent delay value error values depending on the configuration. This is addressed by the BIOS support in MBA 2.0, and certain BIOS implementations may program a different calibration table per memory configuration, for instance.
3. The MBA 2.0 controller provides the ability to more closely monitor the memory bandwidth loading and deliver more optimal results.
4. MBA 2.0 includes a hardware controller, reducing the need for a fine-grained software controller to manage application phases. (A software controller is still valuable to translate MBA throttling values to bandwidths in GB/s or application SLAs.)

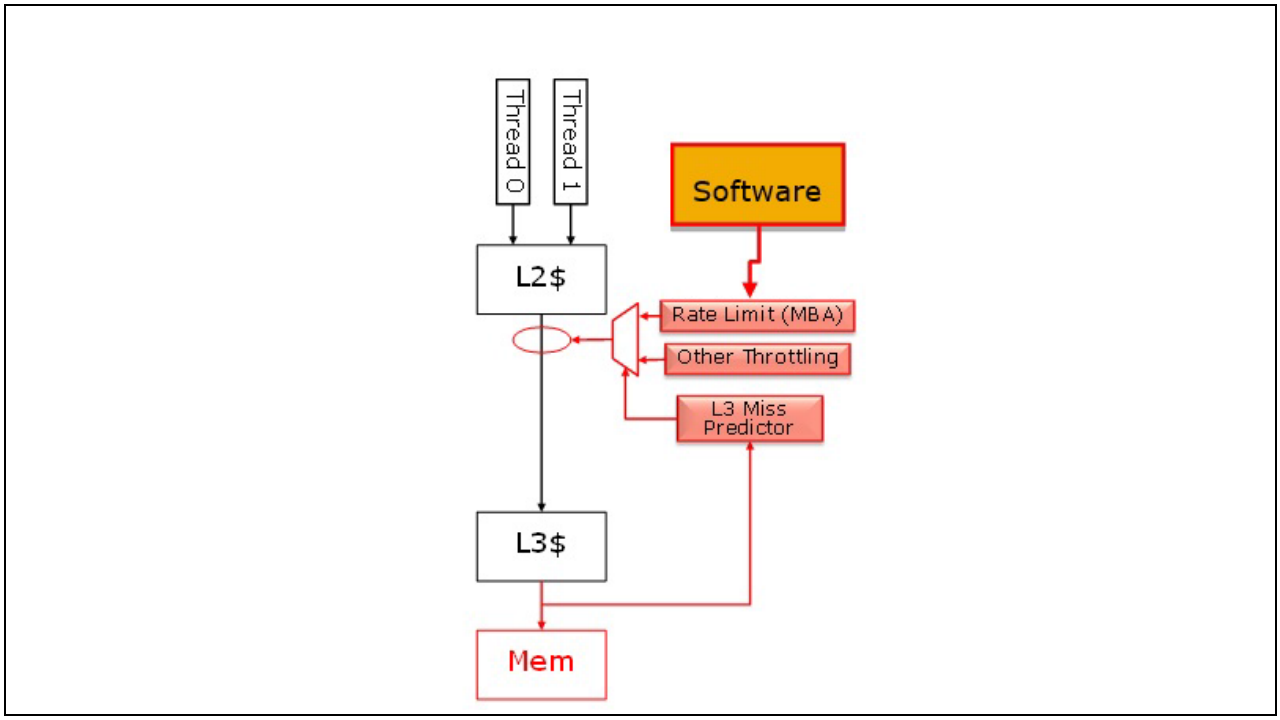


Figure 8-1. MBA 2.0 Concept Based Around a Hardware Controller

MBA 2.0 implementation is shown in Figure 8-1. MBA 2.0 operates through the use of an advanced new hardware controller and feedback mechanism which allows automated hardware monitoring and control around the user-provided delay value set point. This set point and associated delay value infrastructure remains unchanged from MBA 1.0, preserving software compatibility.

MBA 2.0 enhancements over MBA 1.0, in addition to the new hardware controller, include:

1. Configurable delay selection across threads.
    - MBA 1.0 implementation statically picks the max MBADelay across the threads running on a core (by calculating value = max(delayValue(CLOS[thread0]),delayValue(CLOS[thread1]))).
    - Software may have the option to pick either maximum or minimum delay to be resolved and applied across the threads; maximum value remains the default.
2. Increasing CLOSIDs from 8 to 15.
    - Skylake Server microarchitecture has 8 CLOSIDs for MBA 1.0.
3. Ice Lake Server microarchitecture increases this value to 15 (also consistent with L3 CAT).

8.3.2 MBA 2.0 Software-Visible Changes

A new MSR is introduced with MBA 2.0 to allow software to select from the maximum (default) or minimum of resolved delay values (see formula above). This capability is controlled via a bit in the new MBA_CFG MSR, shown below.

Table 8-1. MBA_CFG MSR Definition

Register Address		Architectural MSR Name / Bit Fields	Description
Hex	Decimal		
C84H	3204	MBA_CFG	MBA Configuration Register
		0	Min (1) or max (0) of per-thread MBA delays.
		63:1	Reserved. Attempts to write to reserved bits result in a #GP(0).

Note that bit[0] for min/max configuration is supported in MBA 2.0, but is removed when MBA 3.0 moves the controller logic to per-thread capable. This transient feature existence is why the min/max control remains model-specific.

To enumerate and manage support for the model-specific min/max feature, software may use processor family/model/stepping to match supported products, then CPUID to later detect MBA 3.0 support.

8.4 THIRD GENERATION MEMORY BANDWIDTH ALLOCATION

The third generation MBA (MBA 3.0) feature on future processors further enhances the feature with per-thread control and a further improved controller design. Total memory bandwidth (all LLC miss traffic) is managed by MBA 3.0.

MBA 3.0 follows the past MBA precedent of delivering significant enhancements without a major software overhaul, and while preserving backward compatibility.

8.4.1 MBA 3.0 Hardware Changes

MBA 3.0 builds upon the hardware controller introduced with MBA 2.0, which enabled significant system-level benefits, and removes the per-core throttling limitation. Throttling values are no longer selected as the "min" or "max" of the two delay values for the threads running on the core, instead throttling values are directly applied to the threads running on the core.

While this means that more direct throttling of threads is possible, future usage guidance may be necessary to help explain the effects of Intel® Hyper-Threading Technology contention vs. cache and memory contention, and how these effects may be understood by software.

8.4.2 MBA 3.0 Software-Visible Changes

In order to allow software to change its tuning behavior and detect that per-thread throttling is supported on a particular product generation, a new CPUID bit is added to the MBA CPUID leaf to indicate this. See "CPUID—CPU Identification" in Chapter 1 for details.

Despite another significant improvement of the hardware controller infrastructure architecture and improved capabilities, controller responsiveness, new internal microarchitecture, and transient-arresting capabilities, no new software interface changes are required to make use of MBA 3.0 relative to prior generations. Software previously using the MBA 2.0 min/max selection capability should discontinue use of the MBA_CFG MSR.

CHAPTER 9
USER INTERRUPTS

9.1 INTRODUCTION

This chapter details an architectural feature called user interrupts.

This feature defines user interrupts as new events in the architecture. They are delivered to software operating in 64-bit mode with CPL = 3 without any change to segmentation state. Different user interrupts are distinguished by a 6-bit user-interrupt vector, which is pushed on the stack as part of user-interrupt delivery. A new instruction, UIRET (user-interrupt return) reverses user-interrupt delivery.

The user-interrupt architecture is configured by new supervisor-managed state. This state includes new MSRs. In expected usages, an operating system (OS) will update the content of these MSRs when switch between OS-managed threads.

One of the MSRs references a data structure called the **user posted-interrupt descriptor (UPID)**. User interrupts for an OS-managed thread can be posted in the UPID associated with that thread. Such user interrupts will be delivered after receipt of an ordinary interrupt (also identified in the UPID) called a **user-interrupt notification**.[1]

System software can define operations to post user interrupts and to send user-interrupt notifications. In addition, the user-interrupt architecture defines a new instruction, SENDUIPI, by which application software can send inter-processor user interrupts (user IPIs). An execution of SENDUIPI posts a user interrupt in a UPID and sends a user-interrupt notification.

(Platforms may include mechanisms to process external interrupts as either ordinary interrupts or user interrupts. Those processed as user interrupts would be posted in UPIDs may result in user-interrupt notifications. Specifics of such mechanisms are outside of the scope of this document.)

Section 9.2 explains how a processor enumerates support for user interrupts and how they are enabled by system software. Section 9.3 identifies the new processor state defined for user interrupts. Section 9.4 explains how a processor identifies and delivers user interrupts. Section 9.5 describes how a processor identifies and processes user-interrupt notifications. Section 9.7 defines new support for user inter-processor interrupts (user IPIs). Section 9.8 details how existing instructions support the new processor state and presents instructions to be introduced for user interrupts. Section 9.8.2 and Section 9.9 describe how user interrupts are supported by the XSAVE feature set and the VMX extensions, respectively.

9.2 ENUMERATION AND ENABLING

Software enables user interrupts by setting bit 25 (UINTR) in control register CR4. Setting CR4.UINTR enables user-interrupt delivery (Section 9.4.2), user-interrupt notification identification (Section 9.5.1), and the user-interrupt instructions (Section 9.6). It does not affect the accessibility of the user-interrupt MSRs (Section 9.3) by RDMSR, WRMSR or the XSAVE feature set.

Processor support for user interrupts is enumerated by CPUID.(EAX=7,ECX=0):EDX[5]. If this bit is set, software can set CR4.UINTR to 1 and can access the user-interrupt MSRs using RDMSR and WRMSR (see Section 9.3 and Section 9.8.1).

The user-interrupt feature is XSAVE-managed (see Section 9.8.2). This implies that aspects of the feature are enumerated as part of enumeration of the XSAVE feature set. See Section 9.8.2.2 for details.

1. For clarity, this chapter uses the term **ordinary interrupts** to refer to those events in the existing interrupt architecture, which are typically delivered to system software operating with CPL = 0.

9.3 USER-INTERRUPT STATE AND USER-INTERRUPT MSRS

The user-interrupt architecture defines the following new state. Some of this state can be accessed via the RDMSR and WRMSR instructions (through new user-interrupt MSRs detailed in Section 9.3.2) and some can be accessed using new instructions described in Section 9.6.

9.3.1 User-Interrupt State

The following are the elements of the new state (enumerated here independent of how they are accessed):

- **UIRR: user-interrupt request register.**

  This value includes one bit for each of the 64 user-interrupt vectors. If UIRR[i] = 1, a user interrupt with vector i is requesting service. The notation **UIRRV** is used to refer to the position of the most significant bit set in UIRR; if UIRR = 0, UIRRV = 0.

- **UIF: user-interrupt flag.**

  If UIF = 0, user-interrupt delivery is blocked; if UIF = 1, user interrupts may be delivered. User-interrupt delivery clears UIF, and the new UIRET instruction sets it. Section 9.6 defines other new instructions for accessing UIF.

- **UIHANDLER: user-interrupt handler.**

  This is the linear address of the user-interrupt handler. User-interrupt delivery loads this address into RIP.

- **UISTACKADJUST: user-interrupt stack adjustment.**

  This value controls adjustment to the stack pointer (RSP) prior to user-interrupt delivery. It can account for an OS ABI's "red zone" or be configured to load RSP with an alternate stack pointer.

  The value UISTACKADJUST must be canonical. If bit 0 is 1, user-interrupt delivery loads RSP with UISTACK-ADJUST; otherwise, it subtracts UISTACKADJUST from RSP. Either way, user-interrupt delivery then aligns RSP to a 16-byte boundary. See Section 9.4.2 for details.

- **UINV: user-interrupt notification vector.**

  This is the vector of those ordinary interrupts that are treated as user-interrupt notifications (Section 9.5.1). When the logical processor receives user-interrupt notification, it processes the user interrupts in the **user posted-interrupt descriptor (UPID)** referenced by UPIDADDR (see below and Section 9.5.2).

- **UPIDADDR: user posted-interrupt descriptor address.**

  This is the linear address of the UPID that the logical processor consults upon receiving an ordinary interrupt with vector UINV.

- **UITTADDR: user-interrupt target table address.**

  This is the linear address of user-interrupt target table (UITT), which the logical processor consults when software invokes the SENDUIPI instruction (see Section 9.7).

- **UITTSZ: user-interrupt target table size.**

  This value is the highest index of a valid entry in the UITT (see Section 9.7).

9.3.2 User-Interrupt MSRs

Some of the state elements identified in Section 9.3.1 can be accessed as user-interrupt MSRs using the RDMSR and WRMSR instructions:

- IA32_UINTR_RR MSR (MSR address 985H). This MSR is an interface to UIRR (64 bits).
- IA32_UINTR_HANDLER MSR (MSR address 986H). This MSR is an interface to the UIHANDLER address (see Section 9.8.1 for canonicality checking).
- IA32_UINTR_STACKADJUST MSR (MSR address 987H). This MSR is an interface to the UISTACKADJUST value (see Section 9.8.1 for canonicality checking).
- IA32_UINTR_MISC MSR (MSR address 988H). This MSR is an interface to the UITTSZ and UINV values. The MSR has the following format:

— bits 31:0 are UITTSZ;

— bits 39:32 are UINV; and

— bits 63:40 are reserved (see Section 9.8.1 for reserved-bit checking).

Because this MSR will share an 8-byte portion of the XSAVE area with UIF (see Section 9.8.2), bit 63 of the MSR will never be used and will always be reserved.

- IA32_UINTR_PD MSR (MSR address 989H). This MSR is an interface to the UPIDADDR address (see Section 9.8.1 for canonicality and reserved-bit checking).
- IA32_UINTR_TT MSR (MSR address 98AH). This MSR is an interface to the UITTADDR address (in addition, bit 0 enables SENDUIPI; see Section 9.8.1 for canonicality and reserved-bit checking).

9.4 EVALUATION AND DELIVERY OF USER INTERRUPTS

A processor determines whether there is a user interrupt to deliver based on UIRR. Section 9.4.1 describes this recognition of pending user interrupts. Once a logical processor has recognized a pending user interrupt, it will deliver it on subsequent instruction boundary by causing a control-flow change asynchronous to software execution. Section 9.4.2 details this process of user-interrupt delivery.

9.4.1 User-Interrupt Recognition

There is a user interrupt pending whenever UIRR ≠ 0.

Any instruction or operation that modifies UIRR updates the logical processor's recognition of a pending user interrupt. The following instructions and operations may need to do this:

- WRMSR to the IA32_UINTR_RR MSR (Section 9.8.1).
- XRSTORS of the user-interrupt state component (Section 9.8.2.4).
- User-interrupt delivery (Section 9.4.2).
- User-interrupt notification processing (Section 9.5.2).
- VMX transitions that load the IA32_UINTR_RR MSR (Section 9.9.3.2 and Section 9.9.4.6).

Each of these instructions or operations results in recognition of a pending user interrupt if it completes with UIRR ≠ 0; if it completes with UIRR = 0, no pending user interrupt is recognized.

Once recognized, a pending user interrupt may be delivered to software; see Section 9.4.2.

9.4.2 User-Interrupt Delivery

If CR4.UINTR = 1 and a user interrupt has been recognized (see Section 9.4.1), it will be delivered at an instruction boundary when the following conditions all hold: (1) UIF = 1; (2) there is no blocking by MOV SS or by POP SS[1]; (3) CPL = 3; (4) IA32_EFER.LMA = CS.L = 1 (the logical processor is in 64-bit mode); and (5) software is not executing inside an enclave.

User-interrupt delivery has priority just below that of ordinary interrupts. It wakes a logical processor from the states entered using the TPAUSE and UMWAIT instructions[2]; it does not wake a logical processor in the shutdown state or in the wait-for-SIPI state.

User-interrupt delivery does not change CPL (it occurs entirely with CPL = 3). The following pseudocode details the behavior of user-interrupt delivery:

1. Execution of the STI instruction does not block delivery of user interrupts for one instruction as it does ordinary interrupts. If a user interrupt is delivered immediately following execution of a STI instruction, ordinary interrupts are not blocked after delivery of the user interrupt.
2. User-interrupt delivery occurs only if CPL = 3. Since the HLT and MWAIT instructions can be executed only if CPL = 0, a user interrupt can never be delivered when a logical processor is an activity state that was entered using one of those instructions.

```
IF UIHANDLER is not canonical in current paging mode
      THEN #GP(0);
FI;
tempRSP := RSP;
IF UISTACKADJUST[0] = 1
      THEN RSP := UISTACKADJUST;
      ELSE RSP := RSP – UISTACKADJUST;
FI;
RSP := RSP & ~FH;                  // force the stack to be 16-byte aligned
Push tempRSP;
Push RFLAGS;
Push RIP;
Push UIRRV;                        // 64-bit push; upper 58 bits pushed as 0
IF shadow stack is enabled for CPL = 3
      THEN ShadowStackPush RIP;
FI;
IF end-branch is enabled for CPL = 3
      THEN IA32_U_CET.TRACKER := WAIT_FOR_ENDBRANCH;
FI;
UIRR[Vector] := 0;
IF UIRR = 0
      THEN cease recognition of any pending user interrupt;
FI;
UIF := 0;
RFLAGS.TF := 0;
RFLAGS.RF := 0;
RIP := UIHANDLER;
```

If UISTACKADJUST[0] = 0, user-interrupt delivery decrements RSP by UISTACKADJUST; otherwise, it loads RSP with UISTACKADJUST. In either case, user-interrupt delivery aligns RSP to a 16-byte boundary by clearing RSP[3:0].

User-interrupt delivery that occurs during transactional execution causes transactional execution to abort and a transition to a non-transactional execution. The transactional abort loads EAX as it would had it been due to an ordinary interrupt. User-interrupt delivery occurs after the transactional abort is processed.

The stack accesses performed by user-interrupt delivery may incur faults (page faults, or stack faults due to canonicality violations). RSP is restored to its original value before such a fault is delivered (memory locations above the top of the stack may have been written). If such a fault produces an error code that uses the EXT bit, that bit will be cleared to 0.

If such a fault occurs, UIRR is not updated and UIF is not cleared and, as a result, the logical processor continues to recognize that a user interrupt is pending and user-interrupt delivery will normally recur after the fault is handled.

If shadow-stack feature of control-flow enforcement technology (CET) is enabled for CPL = 3, user-interrupt delivery pushes the return instruction pointer the shadow stack. If indirect-branch-tracking feature of CET is enabled, user-interrupt delivery transitions the indirect branch tracker to the WAIT_FOR_ENDBRANCH state; an ENDBR64 instruction is expected as first instruction of the user-interrupt handler.

Section 9.9.2.3 discusses VM exits that may occur during user-interrupt delivery.

User-interrupt delivery can be tracked by Architectural Last Branch Records (LBRs), Intel® Processor Trace (Intel® PT), and Performance Monitoring. For both Intel PT and LBRs, user-interrupt delivery is recorded in precisely the same manner as ordinary interrupt delivery. Hence for LBRs, user interrupts fall into the OTHER_BRANCH category, which implies that IA32_LBR_CTL.OTHER_BRANCH[bit 22] must be set to record user-interrupt delivery, and that the IA32_LBR_x_INFO.BR_TYPE field will indicate OTHER_BRANCH for any recorded user interrupt. For Intel PT, control flow tracing must be enabled by setting IA32_RTIT_CTL.BranchEn[bit 13].

User-interrupt delivery will also increment performance counters for which counting BR_INST_RETIRED.FAR_BRANCH is enabled. Some implementations may have dedicated events for counting user-interrupt delivery; see processor-specific event lists at https://download.01.org/perfmon/index/.

9.5 USER-INTERRUPT NOTIFICATION IDENTIFICATION AND PROCESSING

User-interrupt posting is the process by which a platform agent (or software operating on a CPU) records user interrupts in a **user posted-interrupt descriptor** (UPID) in memory. The platform agent (or software) may send an ordinary interrupt (called a **user-interrupt notification**) to the logical processor on which the target of the user interrupt is operating.

A UPID has the format given in Table 9-1.

Table 9-1. Format of User Posted-Interrupt Descriptor — UPID

Bit Position(s)	Name	Description
0	Outstanding notification	If this bit is set, there is a notification outstanding for one or more user interrupts in PIR.
1	Suppress notification	If this bit is set, agents (including SENDUIPI) should not send notifications when posting user interrupts in this descriptor.
15:2	Reserved	User-interrupt notification processing ignores these bits; must be zero for SENDUIPI.
23:16	Notification vector	Used by SENDUIPI.
31:24	Reserved	User-interrupt notification processing ignores these bits; must be zero for SENDUIPI.
63:32	Notification destination	Target physical APIC ID – used by SENDUIPI. In xAPIC mode, bits 47:40 are the 8-bit APIC ID. In x2APIC mode, the entire field forms the 32-bit APIC ID.
127:64	Posted-interrupt requests (PIR)	One bit for each user-interrupt vector. There is a user-interrupt request for a vector if the corresponding bit is 1.

The notation **PIR** (posted-interrupt requests) refers to the 64 posted-interrupt requests in a UPID.

If an ordinary interrupt arrives while CR4.UINTR = IA32_EFER.LMA = 1, the logical processor determines whether the interrupt is a user-interrupt notification. This process is called **user-interrupt notification identification** and is described in Section 9.5.1.

Once a logical processor has identified a user-interrupt notification, it copies user interrupts in the UPID's PIR into UIRR. This process is called **user-interrupt notification processing** and is described in Section 9.5.2.

A logical processor is not interruptible during either user-interrupt notification identification or user-interrupt notification processing or between those operations (when they occur in succession).

9.5.1 User-Interrupt Notification Identification

If CR4.UINTR = IA32_EFER.LMA = 1, a logical processor performs user-interrupt notification identification when it receives an ordinary interrupt. The following algorithm describes the response by the processor to an ordinary maskable interrupt when CR4.UINTR = IA32_EFER.LMA = 1[1]:

1. The local APIC is acknowledged; this provides the processor core with an interrupt vector, V.
2. If V = UINV, the logical processor continues to the next step. Otherwise, an interrupt with vector V is delivered normally through the IDT; the remainder of this algorithm does not apply and user-interrupt notification processing does not occur.

1. If the interrupt arrives between iterations of a REP-prefixed string instruction, the processor first updates state as follows: RIP is loaded to reference the string instruction; RCX, RSI, and RDI are updated as appropriate to reflect the iterations completed; and RFLAGS.RF is set to 1.

3. The processor writes zero to the EOI register in the local APIC; this dismisses the interrupt with vector V = UINV from the local APIC.

User-interrupt notification identification involves acknowledgment of the local APIC and thus occurs only when ordinary interrupts are not masked.

(The behavior described above may be modified in VMX non-root operation; see Section 9.9.2.2 and Section 9.9.3.3.)

If user-interrupt notification identification completes step #3, the logical processor then performs user-interrupt notification processing as described in Section 9.5.2.

An ordinary interrupt that occurs during transactional execution causes the transactional execution to abort and transition to a non-transactional execution. This occurs before user-interrupt notification identification.

An ordinary interrupt that occurs while software is executing inside an enclave causes an asynchronous enclave exit (AEX). This AEX occurs before user-interrupt notification identification.

9.5.2 User-Interrupt Notification Processing

Once a logical processor has identified a user-interrupt notification, it performs **user-interrupt notification processing** using the UPID at the linear address in the IA32_UINTR_PD MSR.

The following algorithm describes user-interrupt notification processing:

1. The logical processor clears the outstanding-notification bit (bit 0) in the UPID. This is done atomically so as to leave the remainder of the descriptor unmodified (e.g., with a locked AND operation).
2. The logical processor reads PIR (bits 127:64 of the UPID) into a temporary register and writes all zeros to PIR. This is done atomically so as to ensure that each bit cleared is set in the temporary register (e.g., with a locked XCHG operation).
3. If any bit is set in the temporary register, the logical processor sets in UIRR each bit corresponding to a bit set in the temporary register (e.g., with an OR operation) and recognizes a pending user interrupt (if it has not already done so).

The logical processor performs the steps above in an uninterruptible manner. Steps #1 and #2 may be combined into a single atomic step. If step #3 leads to recognition of a user interrupt, the processor may deliver that interrupt on the following instruction boundary (see Section 9.4.2).

Although user-interrupt notification processing may occur at any privilege level, all of the memory accesses in steps #1 and #2 are performed with supervisor privilege.

Step #1 and step #2 each access the UPID using a linear address and may therefore incur faults (page faults, or general-protection faults due to canonicality violations). If such a fault produces an error code that uses the EXT bit, that bit will be set to 1.

If such a fault occurs, updates to architectural state performed by the earlier user-interrupt notification identification (Section 9.5.1) remain committed and are not undone; if such a fault occurs at step #2 (if it is not performed atomically with step #1), any update to architectural state performed by step #1 also remains committed. System software is advised to prevent such faults (e.g., by ensuring that no page fault occurs and that the linear address in the IA32_UINTR_PD MSR is canonical with respect to the paging mode in use).

(System software executing in VMX non-root operation is not normally expected to prevent VM exits due to event such as EPT violations. Section 9.9.2.3 discusses the treatment of user-interrupt notification processing when such events occur.)

The user-interrupt notification identification that precedes user-interrupt notification processing may occur due to an ordinary interrupt (Section 9.5.1), a virtual interrupt (Section 9.9.2.2), or an interrupt injected by VM entry (Section 9.9.3.3). The following items specify the activity state of the logical processor for each of these cases of user-interrupt notification processing:

- If user-interrupt notification identification was due to an ordinary interrupt or a virtual interrupt and the logical processor had been in the HLT state before that interrupt, it returns to the HLT state following user-interrupt notification processing.
- If user-interrupt notification identification was due to an interrupt injected by VM entry and the activity-state field in the guest-state area of the VMCS indicated the HLT state, the logical processor enters the HLT state following user-interrupt notification processing.

- In all other cases, the logical processor is in the active state following user-interrupt notification processing.

Section 9.9.2.3 discusses VM exits that may occur during user-interrupt notification processing.

9.6 NEW INSTRUCTIONS

The user-interrupt architecture defines new instructions for control-flow transfer and access to new state. UIRET is a new instruction to effect a return from a user-interrupt handler. Other new instructions allow access by user code to UIF. User IPIs also use a new instruction, SENDUIPI. See Section 2.1, “Instruction Set Reference” for details on instructions.

9.7 USER IPIS

Processors support the sending of interprocessor user interrupts (user IPIs) through a user-interrupt target table (configured by system software) and the SENDUIPI instruction (executed by application software). Operation of SENDUIPI is presented in Section 2.1, “Instruction Set Reference”.

The **user-interrupt target table (UITT)** is a data structure composed of 16-byte entries. Each UITT entry (UITTE) has the following format:

- Bit 0: **V**, a valid bit.
- Bits 7:1 are reserved and must be 0.
- Bits 15:8: **UV**, the user-interrupt vector (in the range 0–63, so bits 15:14 must be 0).
- Bits 63:16 are reserved.
- Bits 127:64: **UPIDADDR**, the linear address of a UPID (64-byte aligned, so bits 69:64 must be 0).

The UITT is located at the linear address UITTADDR; UITTSZ is the highest index of a valid entry in the UITT (thus, the number of entries in the UITT is UITTSZ + 1).

9.8 LEGACY INSTRUCTION SUPPORT

Certain instructions support the user-interrupt architecture. The RDMSR and WRMSR instructions support access to the user-interrupt MSRs (Section 9.8.1). The architecture is also supported by the XSAVE feature set (Section 9.8.2).

9.8.1 Support by RDMSR and WRMSR

The RDMSR and WRMSR instructions support normal read and write operations for the user-interrupt MSRs defined in Section 9.3. These operations are supported even if CR4.UINTR = 0. The following items identify points that are specific to these MSRs:

- IA32_UINTR_RR MSR (MSR address 985H).
  - This MSR holds the current value of UIRR.
  - Following a WRMSR to this MSR, the logical processor recognizes a pending user interrupt if and only if some bit is set in the MSR.
- IA32_UINTR_HANDLER MSR (MSR address 986H).
  - This MSR holds the current value of UIHANDLER. This is a linear address that must be canonical relative to the maximum linear-address width supported by the processor.[1]
  - WRMSR to this MSR causes a general-protection fault (#GP) if its source operand does not meet this requirement.

1. CPUID.80000008H:EAX[15:8] enumerates the maximum linear-address width supported by the processor.

- IA32_UINTR_STACKADJUST MSR (MSR address 987H).
  - This MSR holds the current value of UISTACKADJUST. This value includes a linear address that must be canonical relative to the maximum linear-address width supported by the processor.
  - WRMSR to this MSR causes a general-protection fault (#GP) if its source operand does not meet this requirement.
  - Bit 0 of this MSR corresponds to UISTACKADJUST[0], which controls how user-interrupt delivery updates the stack pointer. WRMSR may set it to either 0 or 1.
- IA32_UINTR_MISC MSR (MSR address 988H).
  - Bits 31:0 of this MSR hold the current value of UITTSZ, while bits 39:32 hold the current value of UINV.
  - Bits 63:40 of this MSR are reserved. WRMSR causes a #GP if it would set any of those bits (if EDX[31:8] ≠ 000000H).
  - Because this MSR shares an 8-byte portion of the XSAVE area with UIF (see Section 9.8.2), bit 63 of the MSR will never be used and will always be reserved.
- IA32_UINTR_PD MSR (MSR address 989H).
  - This MSR holds the current value of UPIDADDR. This is a linear address that must be canonical relative to the maximum linear-address width supported by the processor.
  - WRMSR to this MSR causes a general-protection fault (#GP) if its source operand does not meet this requirement.
  - Bits 5:0 of this MSR are reserved. WRMSR causes a #GP if it would set any of those bits (if EAX[5:0] ≠ 000000b).
- IA32_UINTR_TT MSR (MSR address 98AH).
  - Bit 63:4 of this MSR holds the current value of UITTADDR. This a linear address that must be canonical relative to the maximum linear-address width supported by the processor.
  - WRMSR to this MSR causes a general-protection fault (#GP) if its source operand does not meet this requirement.
  - Bits 3:1 of this MSR are reserved. WRMSR causes a #GP if it would set any of those bits (if EAX[3:1] ≠ 000b).
  - Bit 0 of this MSR determines whether the SENDUIPI instruction is enabled. WRMSR may set it to either 0 or 1.

9.8.2 Support by the XSAVE Feature Set

The state identified in Section 9.3 may be specific to an OS-managed user thread, and system software would then need to change the values of this state when changing user threads. This context management is facilitated by adding support for this state to the XSAVE feature set. This section describes that support.

The XSAVE feature set supports the saving and restoring of **state components**, each of which is a discrete set of processor registers (or parts of registers). Each such state component corresponds to an XSAVE-supported feature. The XSAVE feature set organizes the state components of the XSAVE-supported features using state-component bitmaps. A state-component bitmap comprises 64 bits; each bit in such a bitmap corresponds to a single state component. Some state components are supervisor state components. The XSAVE feature supports **supervisor state components** with only the XSAVES and XRSTORS instructions.

Section 9.8.2.1 defines a new supervisor state component for user interrupts. Section 9.8.2.2 explains XSAVE-specific enumeration of the user-interrupt state component. Section 9.8.2.3 specifies how XSAVES will manage this state component, and Section 9.8.2.4 does the same for XRSTORS.

9.8.2.1 User-Interrupt State Component

The XSAVE feature set will manage the user-interrupt registers with a supervisor **user-interrupt state component**. Bit 14 in the state-component bitmaps is assigned for the user-interrupt state component; this specification will refer to that position with the notation “UINTR.” System software enables the processor to manage the user-

interrupt state component by setting IA32_XSS.UINTR. (This implies that XSETBV will not allow XCR0.UINTR to be set.)

The user-interrupt state component comprises 48 bytes in memory with the following layout:

- Bytes 7:0 are for UIHANDLER (the IA32_UINTR_HANDLER MSR).
- Bytes 15:8 are for UISTACKADJUST (the IA32_UINTR_STACKADJUST MSR).
- Bytes 23:16 are for UITTSZ and UINV (from the IA32_UINTR_MISC MSR) and for UIF, organized as follows:
  - Byte 19:16 is for UITTSZ (bits 31:0 of the IA32_UINTR_MISC MSR).
  - Byte 20 is for UINV (bits 39:32 of the IA32_UINTR_MISC MSR).
  - Bytes 22:21 (2 bytes) and bits 6:0 of byte 23 are reserved. (They may be used for bits 62:40 if the IA32_UINTR_MISC MSR, if they are defined in the future.)
  - Bit 7 of byte 23 is for UIF.

  Because bit 7 of byte 23 is for UIF (which is not part of the IA32_UINTR_MISC MSR), software that reads a value from bytes 23:16 should clear bit 63 of that 64-bit value before attempting to write it to the IA32_UINTR_MISC MSR.
- Bytes 31:24 are for UPIDADDR (the IA32_UINTR_PD MSR).
- Bytes 39:32 are for UIRR (the IA32_UINTR_RR MSR).
- Bytes 47:40 are for UITTADDR (the IA32_UINTR_TT MSR, including the bit 0, the valid bit).

The user-interrupt state component is in its initial state if all user-interrupt registers are zero.

Certain portions of a supervisor state component may be identified as **master-enable state**. XSAVES and XRSTORS treat this state specially. UINV is the master-enable state for the user-interrupt state component. See Section 9.8.2.3 and Section 9.8.2.4 for the treatment of this state by XSAVES and XRSTORS, respectively.

9.8.2.2 XSAVE-Related Enumeration

The XSAVE feature set includes an architecture to enumerate details about each XSAVE-supported state component. The following items provide details of the XSAVE-specific enumeration of the user-interrupt state component:

- CPUID.(EAX=0DH,ECX=1):EBX enumerates the size in bytes of an XSAVE area containing all states currently enabled by XCR0 | IA32_XSS. When IA32_XSS.UINTR[bit 14] = 1, this value will includes the 48 bytes required for the user-interrupt state component (see Section 9.8.2.1).
- CPUID.(EAX=0DH,ECX=1):ECX.UINTR[bit 14] is enumerated as 1, indicating that the user-interrupt state component is a supervisor state component and that IA32_XSS.UINTR can be set to 1.
- CPUID.(EAX=0DH,ECX=14):EAX is enumerated as 48 (30H), the size in bytes of the user-interrupt state component.
- CPUID.(EAX=0DH,ECX=14):EBX is enumerated as 0 (this is the case for any supervisor state component).
- CPUID.(EAX=0DH,ECX=14):ECX[0] is enumerated as 1, indicating that the user-interrupt state component is a supervisor state component.
- CPUID.(EAX=0DH,ECX=14):ECX[1] is enumerated as 0, indicating that the user-interrupt state component need not be aligned on a 64-byte boundary.
- CPUID.(EAX=0DH,ECX=14):ECX[31:2] are reserved and enumerated as 0.
- CPUID.(EAX=0DH,ECX=14):EDX is reserved and enumerated as 0.

9.8.2.3 XSAVES

The management of the user-interrupt state component by XSAVES follows the architecture of the XSAVE feature set. The following items identify points that are specific to saving the user-interrupt state component:

- XSAVES writes the user-interrupt registers to the user-interrupt state component using the format specified in Section 9.8.2.1.
- XSAVES stores zeros to bits and bytes identified in Section 9.8.2.1 as reserved.

- The values saved for UIHANDLER, UPIDADDR, and UITTADDR are always canonical relative to the maximum linear-address width enumerated by CPUID[1].
- After saving the user-interrupt state component, XSAVES clears UINV. (UINV is IA32_UINTR_MISC[39:32]; XSAVES does not modify the remainder of that MSR.)

9.8.2.4 XRSTORS

The management of the user-interrupt state component by XRSTORS follows the architecture of the XSAVE feature set. The following items identify points that are specific to restoring the user-interrupt state component:

- Before restoring the user-interrupt state component, XRSTORS verifies that UINV is 0. If it is not, XRSTORS causes a general-protection fault (#GP) before loading any part of the user-interrupt state component. (UINV is IA32_UINTR_MISC[39:32]; XRSTORS does not check the contents of the remainder of that MSR.)
- If the instruction mask and XSAVE area used by XRSTORS indicates that the user-interrupt state component should be loaded from the XSAVE area, XRSTORS reads the user-interrupt registers from the XSAVE area using the format identified in Section 9.8.2.1. The values read cause a general-protection fault (#GP) in any of the following cases:
  - If any of the bits and bytes identified as reserved is not zero;
  - If the value to be loaded into any one of UIHANDLER, UISTACKADJUST, UPIDADDR, or UITTADDR is not canonical relative to the maximum linear-address width enumerated by CPUID; or
  - If the value to be loaded into either UPIDADDR or UITTADDR sets any of the bits reserved in that register (the reserved bits are bits 5:0 of UPIDADDR and bits 3:1 of UITTADDR; bit 0 of UITTADDR is the valid bit for SENDUIPI).
- If XRSTORS causes a fault or a VM exit after loading any part of the user-interrupt state component, XRSTORS clears UINV before delivering the fault or VM exit. (Other elements of user-interrupt state, including other parts of the IA32_UINTR_MISC MSR, may retain the values that were loaded by XRSTORS.)
- After a non-faulting execution of XRSTORS that loads the user-interrupt state component, the logical processor recognizes a pending user interrupt if and only if some bit is set in the new value of UIRR (see Section 9.4.1).

9.9 VMX SUPPORT

The VMX architecture supports virtualization of the instruction set and its system architecture. Certain extensions are needed to support virtualization of user interrupts. This section describes these extensions.

9.9.1 VMCS Changes

A new VM-exit control is defined called **clear UINV**. The control has been assigned position 27.

A new VM-entry control is defined called **load UINV**. The control has been assigned position 19.

Guest UINV is a new 16-bit field in the guest-state area (encoding to be determined), corresponding to UINV. The VMCS-field encoding for the guest UINV is 00000814H.

The guest UINV field exists only on processors that support the 1-setting of either the "clear UINV" VM-exit control or the "load UINV" VM-entry control.

9.9.2 Changes to VMX Non-Root Operation

This section describes changes to VMX non-root operation to support user interrupts.

1. They need might not be canonical relative to the current paging mode if it supports only smaller linear addresses.

9.9.2.1 Treatment of Ordinary Interrupts

Outside of VMX non-root operation, a logical processor with CR4.UINTR = IA32_EFER.LMA = 1 responds to an ordinary interrupt by performing user-interrupt notification identification (Section 9.5.1) and, if it succeeds, user-interrupt notification processing (see Section 9.5.2).

In VMX non-root operation, the treatment of ordinary interrupts depends on the setting of the "external-interrupt exiting" VM-execution control:

- If the control is 0, user-interrupt notification identification and, if it succeeds, user-interrupt notification processing occur normally.
- If the control is 1, the logical processor does not perform user-interrupt notification identification (or user-interrupt notification processing). Instead, legacy behavior applies: a VM exit occurs (unless the interrupt causes posted-interrupt processing for interrupt virtualization).

9.9.2.2 Treatment of Virtual Interrupts

If the "virtual-interrupt delivery" VM-execution control is 1, a logical processor in VMX non-root operation may deliver virtual interrupts to guest software. This is done by using a virtual interrupt's vector to select a descriptor from the IDT and using that descriptor to deliver the interrupt.

If CR4.UINTR = IA32_EFER.LMA = 1, the delivery of virtual interrupts is modified. Specifically, the logical processor first performs a form of user-interrupt notification identification (modified as indicated from the definition in Section 9.5.1)[1]:

1. Instead of acknowledging the local APIC (as specified in Section 9.5.1), the logical processor performs the initial steps of virtual-interrupt delivery:
   ```
   V := RVI;
   VISR[V] := 1;
   SVI := V;
   VPPR := V & F0H;
   VIRR[V] := 0;
   IF any bit is set in VIRR
       THEN RVI := highest index of bit set in VIRR
       ELSE RVI := 0;
   FI;
   cease recognition of any pending virtual interrupt;
   ```
   (RVI, SVI, VIRR, VISR, and VPPR are defined by the architecture for virtual interrupts.)
2. If V = UINV, the logical processor continues to the next step. Otherwise, a virtual interrupt with vector V is delivered normally through the IDT; the remainder of this algorithm does not apply and user-interrupt notification processing does not occur.
3. Instead of writing zero to the EOI register in the local APIC (as specified in Section 9.5.1), the logical processor performs the initial steps of EOI virtualization:
   ```
   VISR[V] := 0;
   IF any bit is set in VISR
       THEN SVI := highest index of bit set in VISR
       ELSE SVI := 0;
   FI;
   perform PPR virtualization;
   ```
   Unlike EOI virtualization resulting from a guest write to the EOI register (as defined for virtual-interrupt delivery), the logical processor does not check the EOI-exit bitmap as part of this modified form of user-interrupt notification identification, and the corresponding VM exits cannot occur.

This modified form of user-interrupt notification identification occurs only when virtual interrupts are not masked (e.g., only if RFLAGS.IF = 1).

1. If virtual-interrupt delivery occurs between iterations of a REP-prefixed string instruction, the processor will first update state as follows: RIP is loaded to reference the string instruction; RCX, RSI, and RDI are updated as appropriate to reflect the iterations completed; and RFLAGS.RF is set to 1.

If this modified form of user-interrupt notification identification completes step #3, the logical processor then performs user-interrupt notification processing as specified in Section 9.5.2.

A logical processor is not interruptible during this modified form of user-interrupt notification identification or between it and any subsequent user-interrupt notification processing.

A virtual interrupt that occurs during transactional execution causes the transactional execution to abort and transition to a non-transactional execution. This occurs before this modified form of user-interrupt notification identification.

A virtual interrupt that occurs while software is executing inside an enclave normally causes an asynchronous enclave exit (AEX). Such an AEX would occur before this modified form of user-interrupt notification identification.

9.9.2.3 VM Exits Incident to New Operations

The user-interrupt architecture introduces user-interrupt delivery (Section 9.4.2) and user-interrupt notification processing (Section 9.5.2).

These operations access memory using linear addresses: user-interrupt delivery writes to the stack; user-interrupt notification processing read and writes a UPID at the linear address in the IA32_UINTR_PD MSR[1]. Such memory accesses may incur faults (#GP, #PF, etc.) that may cause VM exits (depending on the configuration of the exception bitmap in the VMCS). In addition, memory accesses in VMX non-root operation may incur APIC-access VM exits, EPT violations, EPT misconfigurations, page-modification log-full VM exits, and SPP-induced VM exits[2].

In general, such VM exits are treated normally. The following items present special cases:

- An APIC-access VM exit, an EPT violation, a page-modification log-full VM exit, or SPP-induced VM exit that occurs during user-interrupt delivery will set bit 16 of the exit qualification to 1, indicating that the VM exit was "asynchronous to instruction execution."
- Any VM exit that occurs during user-interrupt notification processing (including those due to faults) will set the IDT-vectoring information field to indicate that the VM exit was incident to an interrupt with the vector UINV (to the value 8000000xyH, where xy = UINV). If the logical processor would have entered the HLT state following user-interrupt notification processing (see Section 9.5.2), the VM exit saves "HLT" into the activity-state field of the guest-state area of the VMCS.

9.9.2.4 Access to the User-Interrupt MSRs

The MSR bitmaps do not affect a logical processor's ability to read or write the user-interrupt MSRs as part of user-interrupt recognition, user-interrupt delivery, user-interrupt notification identification, or user-interrupt notification processing. The MSR bitmaps control only operation of the RDMSR and WRMSR instructions.

9.9.2.5 Operation of SENDUIPI

As noted in Section 2.1, the operation of SENDUIPI concludes with the following step (executed under certain conditions):

```
IF local APIC is in x2APIC mode
        THEN send ordinary IPI with vector tempUPID.NV
                to 32-bit physical APIC ID tempUPID.NDST;
        ELSE send ordinary IPI with vector tempUPID.NV
                to 8-bit physical APIC ID tempUPID.NDST[15:8];
FI;
```

Outside of VMX non-root operation, the logical processor will send this IPI by writing to the local APIC's interrupt-command register (ICR). In VMX non-root operation, behavior depends on the settings of the "use TPR shadow" and "virtualize APIC accesses" VM-execution controls:

---

1. The new UIRET and SENDUIPI instructions also access memory with linear addresses. Because they are instructions, the existing VMX architecture fully defines the operation of any resulting VM exits.
2. SPP-induced VM exits include both SPP misses and SPP misconfigurations.

1. If the "use TPR shadow" VM-execution control is 0, the behavior is not modified: the logical processor sends the specified IPI by writing to the local APIC's ICR as specified above.
2. If the "use TPR shadow" VM-execution control is 1 and the "virtualize APIC accesses" VM-execution control is 0, the logical processor virtualizes the sending of an x2APIC-mode IPI by performing the following steps:
   a. Writing the 64-bit value Z to offset 300H on the virtual-APIC page (VICR), where Z[7:0] = tempUPID.NV (the 8-bit virtual vector), Z[63:32] = tempUPID.NDST (the 32-bit virtual APIC ID) and Z[31:8] = 000000H (indicating a physically addressed fixed-mode IPI).
   b. Causing an APIC-write VM exit with exit qualification 300H.

   APIC-write VM exits are trap-like: the value of CS:RIP saved in the guest-state area of the VMCS references the instruction after SENDUIPI. The basic exit reason for an APIC-write VM exit is "APIC write" (56). The exit qualification is the page offset of the write access that led to the VM exit — 300H in this case.
3. If the "use TPR shadow" and "virtualize APIC accesses" VM-execution controls are both 1, the logical processor virtualizes the sending of an xAPIC-mode IPI by performing the following steps:
   a. Writing the 32-bit value X to offset 310H on the virtual-APIC page (VICR_HI), where X[31:24] = tempUPID.NDST[15:8] (the 8-bit virtual APIC ID) and X[23:0] = 000000H[1].
   b. Writing the 32-bit value Y to offset 300H on the virtual-APIC page (VICR_LO), where Y[7:0] = tempUPID.NV (the 8-bit virtual vector) and Y[31:8] = 000000H (indicating a physically addressed fixed-mode IPI).
   c. Causing an APIC-write VM exit with exit qualification 300H (see above).

9.9.3 Changes to VM Entries

This section describes how the user-interrupt architecture affects the operation of VM entries.

9.9.3.1 Checks on the Guest-State Area

If the "load UINV" VM-entry control is 1, VM entries ensure that bits 15:8 of the guest UINV field are 0. VM entry fails if this check fails. Such failures are treated as all VM-entry failures that occur during or after loading guest state.

9.9.3.2 Loading MSRs

VM entries may load MSRs from the VM-entry MSR-load area. If a VM entry loads any of the user-interrupt MSRs, it does so in a manner consistent with that of WRMSR (see Section 9.8.1).

9.9.3.3 Event Injection

The legacy behavior of VM entry is such that, if the VM-entry interruption-information field has a value of the form 8000000xyH, VM entry injects an interrupt with vector V = xyH. This is done by using V to select a descriptor from the IDT and using that descriptor to deliver the interrupt.

If bit 25 (UINTR) is set to 1 in the CR4 field in the guest-state area of the VMCS and the "IA-32e mode guest" VM-entry control is 1, VM entry is modified if it is injecting an interrupt. Specifically, the logical processor first performs a form of user-interrupt notification identification (modified as indicated from the definition in Section 9.5.1):

1. This step, acknowledging the local APIC, is omitted.
2. If UINV = V (where V is the vector of the interrupt being injected), the logical processor continues to the next step[2]. Otherwise, an interrupt with vector V is delivered normally through the IDT; the remainder of this algorithm does not apply and user-interrupt notification processing does not occur.

---

1. For xAPIC mode (which is virtualized if the "virtualize APIC accesses" VM-execution control is 1), the destination APIC ID is in byte 1 (not byte 0) of the UPID's 4-byte NDST field.
2. If VM entry loaded UINV from the VMCS, the checking of UINV is based on the value loaded.

3. This step, writing zero to the EOI register in the local APIC, is omitted.

Because VM entry allows interrupt injection only when interrupts are not masked in a guest (e.g., when RFLAGS is being loaded with a value that sets bit 9, IF), this modified form of user-interrupt notification identification occurs only when virtual interrupts are not masked.

If user-interrupt notification identification completes step #2, the logical processor then performs user-interrupt notification processing as detailed Section 9.5.2.

A logical processor is not interruptible during this modified form of user-interrupt notification identification or between it and any subsequent user-interrupt notification processing.

This change in VM-entry event injection occurs as long as UINTR is set to 1 in the CR4 field in the guest-state area of the VMCS and the "IA-32e mode guest" VM-entry control is 1; the settings of the "external-interrupt exiting" and "virtual-interrupt delivery" VM-execution controls do not affect this change.

9.9.3.4 User-Interrupt Recognition After VM Entry

A VM entry results in recognition of a pending user interrupt if it completes with UIRR ≠ 0; if it completes with UIRR = 0, no pending user interrupt is recognized.

9.9.4 Changes to VM Exits

This section describes how the user-interrupt architecture affects the operation of VM exits.

9.9.4.1 Recording VM-Exit Information

As noted in Section 9.9.2.3, an APIC-access VM exit, an EPT violation, or a page-modification log-full VM exit that occurs during user-interrupt delivery sets bit 16 of the exit qualification to 1, indicating that the VM exit was "asynchronous to instruction execution."

A VM exit that occurs during user-interrupt notification processing sets the IDT-vectoring information field to indicate that the VM exit was incident to an interrupt with the vector UINV (to the value 8000000xyH, where xy = UINV).

9.9.4.2 Saving Guest State

If a processor supports user interrupts, every VM exit saves UINV into the guest UINV field in the VMCS (bits 15:8 of the field are cleared).

9.9.4.3 Saving MSRs

VM exits may save MSRs into the VM-exit MSR-store area. If a VM exit saves any of the user-interrupt MSRs, it does so in a manner consistent with that of RDMSR (see Section 9.8.1).

9.9.4.4 Loading Host State

If the "clear UINV" VM-exit control is 1, VM exit clears UINV.

9.9.4.5 Loading MSRs

VM exits may load MSRs from the VM-exit MSR-load area. If a VM exit loads any of the user-interrupt MSRs, it does so in a manner consistent with that of WRMSR (see Section 9.8.1).

9.9.4.6 User-Interrupt Recognition After VM Exit

A VM exit results in recognition of a pending user interrupt if it completes with UIRR ≠ 0; if it completes with UIRR = 0, no pending user interrupt is recognized.

9.9.5 Changes to VMX Capability Reporting

Section 9.9.1 identified a new VM-exit control "clear UINV" at bit position 27. Processors supporting the 1-settings of this control enumerate that support by setting bit 59 in each of the IA32_VMX_EXIT_CTLS MSR (index 483H) and the IA32_VMX_TRUE_EXIT_CTLS MSR (index 48FH).

Section 9.9.1 identified a new VM-entry control "load UINV" at bit position 19. Processors supporting the 1-settings of this control enumerate that support by setting bit 51 in each of the IA32_VMX_ENTRY_CTLS MSR (index 484H) and the IA32_VMX_TRUE_ENTRY_CTLS MSR (index 490H).

Section 9.2 defined CR4[25] as CR4.UINTR, a new bit that can be set in CR4. Processors supporting the 1-settings of that bit in VMX operation enumerate that support by setting bit 25 in the IA32_VMX_CR4_FIXED1 MSR (index 489H).

CHAPTER 10
LINEAR ADDRESS MASKING (LAM)

This chapter describes a new feature called **linear-address masking** (**LAM**). LAM modifies the checking that is applied to 64-bit linear addresses, allowing software to use of the untranslated address bits for metadata.

In 64-bit mode, linear address have 64 bits and are translated either with 4-level paging, which translates the low 48 bits of each linear address, or with 5-level paging, which translates 57 bits. The upper linear-address bits are reserved through the concept of **canonicality**. A linear address is 48-bit canonical if bits 63:47 of the address are identical; it is 57-bit canonical if bits 63:56 are identical. (Clearly, any linear address that is 48-bit canonical is also 57-bit canonical.) When 4-level paging is active, the processor requires all linear addresses used to access memory to be 48-bit canonical; similarly, 5-level paging ensures that all linear addresses are 57-bit canonical.

Software usages that associate metadata with a pointer might benefit from being able to place metadata in the upper (untranslated) bits of the pointer itself. However, the canonicality enforcement mentioned earlier implies that software would have to mask the metadata bits in a pointer (making it canonical) before using it as a linear address to access memory. LAM allows software to use pointers with metadata without having to mask the meta-data bits. With LAM enabled, the processor masks the metadata bits in a pointer before using it as a linear address to access memory.

LAM is supported only in 64-bit mode and applies only addresses used for data accesses. LAM doe not apply to addresses used for instruction fetches or to those that specify the targets of jump and call instructions.

10.1 ENUMERATION, ENABLING, AND CONFIGURATION

LAM support by the processor is enumerated by the CPUID feature flag CPUID.(EAX=07H, ECX=01H):EAX.LAM[bit 26]. Enabling and configuration of LAM is controlled by the following new bits in control registers: CR3[62] (**LAM_U48**), CR3[61] (**LAM_U57**), and CR4[28] (**LAM_SUP**). The use of these control bit is explained below.

LAM supports configurations that differ regarding which pointer bits are masked and can be used for metadata. With **LAM48**, pointer bits in positions 62:48 are masked (resulting in a **LAM width** of 15); with **LAM57**, pointer bits in positions 62:57 are masked (a LAM width of 6). The LAM width may be configured differently for user and supervisor pointers. LAM identifies pointer as a user pointer if bit 63 of the pointer is 0 and as a supervisor pointer if bit 63 of the pointer is 1.

CR3.LAM_U48 and CR3.LAM_U57 enable and configure LAM for user pointers:

- If CR3.LAM_U48 = CR3.LAM_U57 = 0, LAM is not enabled for user pointers.
- If CR3.LAM_U48 = 1 and CR3.LAM_U57 = 0, LAM48 is enabled for user pointers (a LAM width of 15).
- If CR3.LAM_U57 = 1, LAM57 applies to user pointers (a LAM width of 6; CR3.LAM_U48 is ignored).

CR4.LAM_SUP enables and configures LAM for supervisor pointers:

- If CR3.LAM_SUP = 0, LAM is not enabled for supervisor pointers.
- If CR3.LAM_SUP = 1, LAM is enabled for supervisor pointers with a width determined by the paging mode:
  - If 4-level paging is enabled, LAM48 is enabled for supervisor pointers (a LAM width of 15).
  - If 5-level paging is enabled, LAM57 is enabled for supervisor pointers (a LAM width of 6).

Note that the LAM identification of a pointer as user or supervisor is based solely on the value of pointer bit 63 and does not, for the purposes of LAM, depend on the CPL.

10.2 TREATMENT OF DATA ACCESSES WITH LAM ACTIVE FOR USER POINTERS

Recall that, without LAM, canonicality checks are defined so that 4-level paging requires bits 63:47 of each pointer to be identical, while 5-level paging requires bits 63:56 to be identical. LAM allows some of these bits to be used as metadata by modifying canonicality checking.

When LAM48 is enabled for user pointers (see Section 10.1), the processor allows bits 62:48 of a user pointer to be used as metadata. Regardless of the paging mode, the processor performs a modified canonicality check that enforces that bit 47 of the pointer matches bit 63. As illustrated in Figure 10-1, bits 62:48 are not checked and are thus available for software metadata. After this modified canonicality check is performed, bits 62:48 are masked by sign-extending the value of bit 47 (0), and the resulting (48-bit canonical) address is then passed on for translation by paging.

(Note also that, without LAM, canonicality checking with 5-level paging does not apply to bit 47 of a user pointer; when LAM48 is enabled for user pointers, bit 47 of a user pointer must be 0. Note also that linear-address bits 56:47 are translated by 5-level paging. When LAM48 is enabled for user pointers, these bits are always 0 in any linear address derived from a user pointer: bits 56:48 of the pointer contained metadata, while bit 47 is required to be 0.)

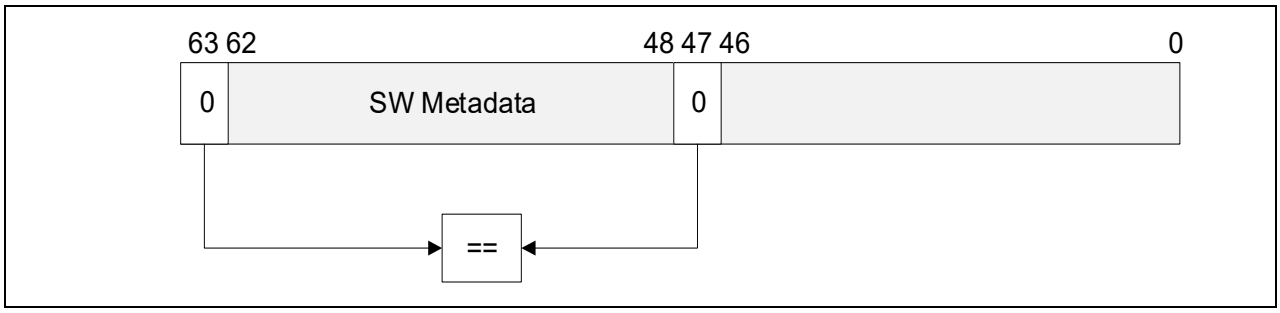


Figure 10-1. Canonicality Check When LAM48 is Enabled for User Pointers

When LAM57 is enabled for user pointers, the processor allows bits 62:57 of a user pointer to be used as metadata. With 5-level paging, the processor performs a modified canonicality check that enforces only that bit 56 of the pointer matches bit 63. As illustrated in Figure 10-2, bits 62:57 are not checked and are thus available for software metadata. After this modified canonicality check is performed, bits 62:57 are masked by sign-extending the value of bit 56 (0), and the resulting (57-bit canonical) address is then passed on for translation by 5-level paging.

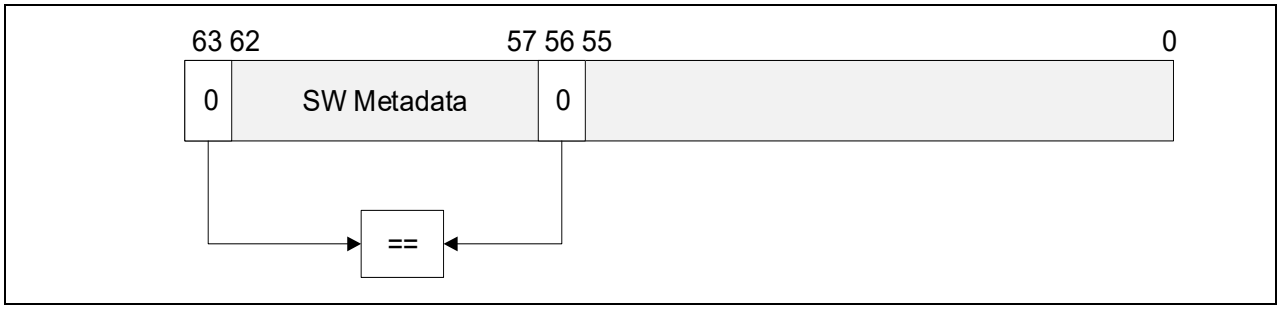


Figure 10-2. Canonicality Check When LAM57 is Enabled for User Pointers with 5-Level Paging

When LAM57 is enabled for user pointers with 4-level paging, the processor performs a modified canonicality check that enforces only that bits 56:47 of a user pointer match bit 63. As illustrated in Figure 10-3, bits 62:57 are not checked and are thus available for software metadata. After this modified canonicality check is performed, bits 62:57 are masked by sign-extending the value of bit 56 (0), and the resulting (48-bit canonical) address is then passed on for translation by 4-level paging.

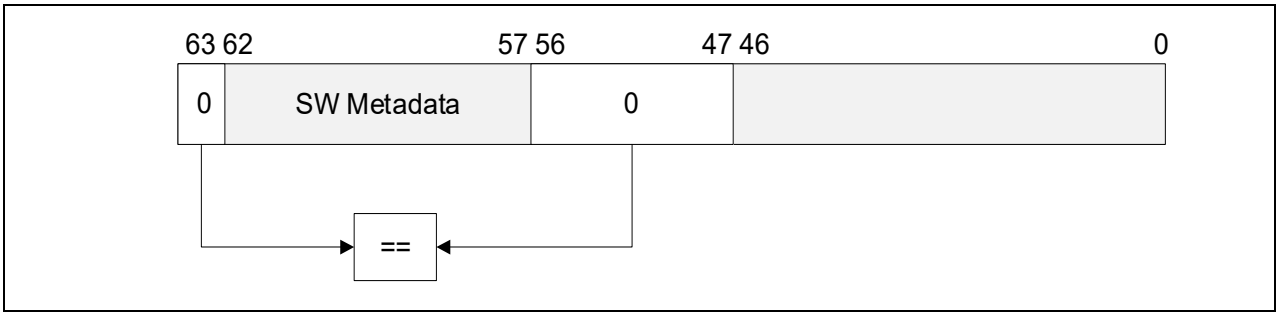


Figure 10-3. Canonicality Check When LAM57 is Enabled for User Pointers with 4-Level Paging

10.3 TREATMENT OF DATA ACCESSES WITH LAM ACTIVE FOR SUPERVISOR POINTERS

As with user pointers (Section 10.2), LAM can be configured to modify canonicality checking to allow use of meta-data in supervisor pointers. For supervisor pointers, the number of metadata bits (the LAM width) available depends on the paging mode active: with 5-level paging, enabling LAM for supervisor pointers results in LAM57; with 4-level paging, it results in LAM48 (see Section 10.1).

When LAM57 is enabled for supervisor pointers (5-level paging), the processor performs a modified canonicality check that enforces only that bit 56 of a supervisor pointer matches bit 63. As illustrated in Figure 10-4, bits 62:57 are not checked and are thus available for software metadata. After this modified canonicality check is performed, bits 62:57 are masked by sign-extending the value of bit 56 (1), and the resulting (57-bit canonical) address is then passed on for translation by 5-level paging.

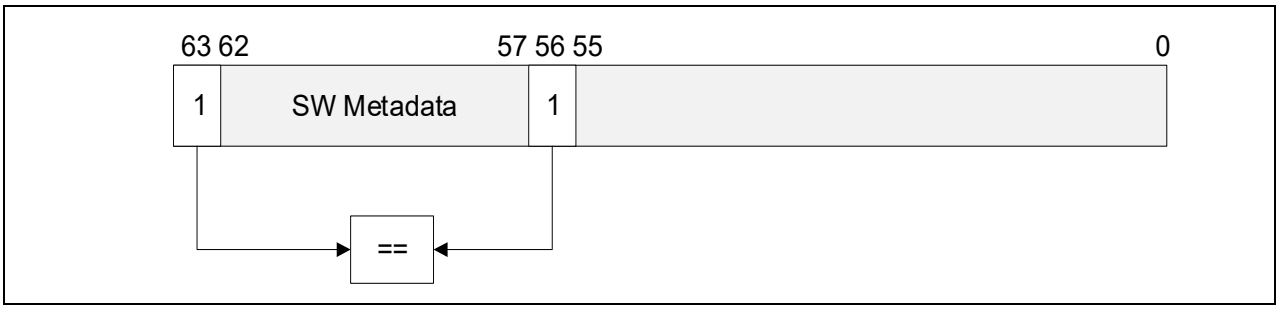


Figure 10-4. Canonicality Check When LAM57 is Enabled for Supervisor Pointers with 5-Level Paging

When LAM48 is enabled for supervisor pointers (4-level paging), the processor performs a modified canonicality check that enforces only that bit 47 of a supervisor pointer matches bit 63. As illustrated in Figure 10-5, bits 62:48 are not checked and are thus available for software metadata. After this modified canonicality check is performed, bits 62:48 are masked by sign-extending the value of bit 47 (1), and the resulting (48-bit canonical) address is then passed on for translation by 4-level paging.

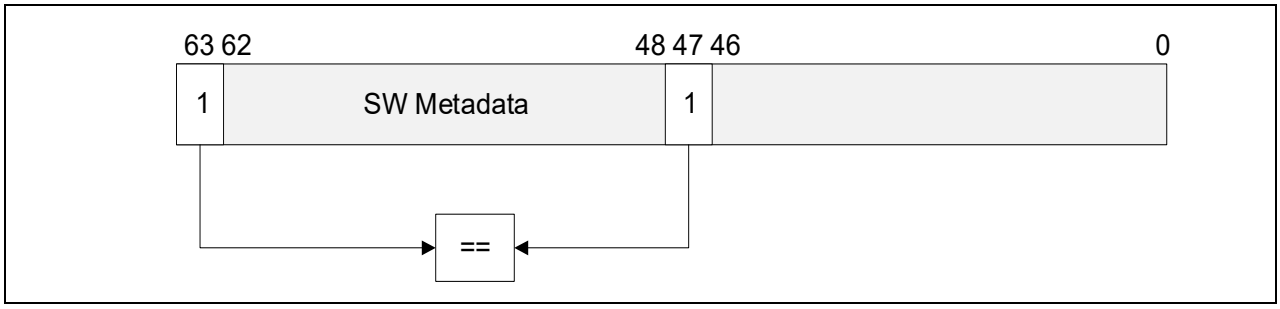


Figure 10-5. Canonicality Check When LAM48 is Enabled for Supervisor Pointers with 4-Level Paging

10.4 CANONICALITY CHECKING FOR DATA ADDRESSES WRITTEN TO CONTROL REGISTERS AND MSRS

Processors that support LAM continue to require the addresses written to control registers or MSRs be 57-bit canonical if the processor supports 5-level paging or 48-bit canonical if it supports only 4-level paging; LAM masking is not performed on these writes. When the contents of such registers are used as pointers to access memory, the processor performs canonicality checking and masking based on paging mode and LAM mode configuration active at the time of access.

10.5 PAGING INTERACTIONS

As explained in Section 10.2 and Section 10.3, LAM masks certain bits in a pointer by sign-extension, resulting in a linear address to be translated by paging.

In most cases, the address bits in the masked positions are not used by address translation. However, if 5-level paging is active and LAM48 is enabled for user pointers, bit 47 of a user pointer must be zero and is extended over bits 62:48 to form a linear address — even though bits 56:48 are used by 5-level paging. This implies that, when LAM48 is enabled for user pointers, bits 56:47 are 0 in any linear address translated for a user pointer.

Page faults report the faulting linear address in CR2. Because LAM masking (by sign-extension) applies before paging, the faulting linear address recorded in CR2 does not contain the masked metadata.

The INVLPG instruction is used to invalidate any translation lookaside buffer (TLB) entries for a memory address specified with the source operand. LAM does not apply to the specified memory address. Thus, in 64-bit mode, if the memory address specified is in non-canonical form then the INVLPG is the same as a NOP.

The INVPCID instruction invalidates mappings in the TLB and paging structure caches based on the processor context identifier (PCID). The INVPCID descriptor provides the memory address to invalidate when the descriptor is of type 0 (individual-address invalidation). LAM does not apply to the specified memory address, and in 64-bit mode if this memory address is in non-canonical form then the processor generates a #GP(0) exception.

10.6 VMX INTERACTIONS

10.6.1 Guest Linear Address

Certain VM exits save in a VMCS field the guest linear address pertaining to the VM exit. Because such a linear address results from masking the original pointer, the processor does not report the masked metadata in the VMCS. The guest linear address saved is always the result of the sign-extension described in Section 10.2 and Section 10.3.

10.6.2 VM-Entry Checking of Values of CR3 and CR4

VM entry checks the values of the CR3 and CR4 fields in the guest-area and host-state area of the VMCS. In particular, the bits in these fields that correspond to bits reserved in the corresponding register are checked and must be 0.

On processors that enumerate support for LAM (Section 10.1), VM entry allows bits 62:61 to be set in either CR3 field and allows bit 28 to be set in either CR4 field.

10.6.3 CR3-Target Values

If the "CR3-load exiting" VM-execution control is 1, execution of MOV to CR3 in VMX non-root operation causes a VM exit unless the value of the instruction's source operand is equal to one of the CR3-target values specified in the VMCS.

Processor support for LAM does not change this behavior. The comparison of the instruction source operand to each of the CR3-target values considers all 64 bits, including the two new bits that determine LAM enabling for user pointers (see Section 10.1).

10.6.4 Hypervisor-Managed Linear Address Translation (HLAT)

Hypervisor-managed linear-address translation (HLAT) is enabled when the "enable HLAT" tertiary processor-based VM-execution control is 1. See Chapter 6, "Non-Write-Back Lock Disable Architecture", for additional details.

When HLAT is enabled for a guest, the processor translates a linear address using HLAT paging structures (instead of guest paging structures) if the address matches the Protected Linear Range (PLR). When LAM is active, it is the linear address (derived from a pointer by masking) that is checked for a PLR match.

The hierarchy of HLAT paging structures is located using a guest-physical address in the VMCS (instead of the guest-physical address in CR3). Nevertheless, LAM enabling and configuration for user pointers is based on the value of CR3[62:61] (see Section 10.1) even when the guest-physical address in CR3 is not used for translating the linear addresses derived from user pointers.

10.7 DEBUG AND TRACING INTERACTIONS

10.7.1 Debug Registers

Debug registers DR0-DR3 can be programmed with linear addresses that are matched against memory accesses for data breakpoints or instruction breakpoints. When LAM is active, it is the linear address (derived from a pointer by masking) that is checked for matching the contents of the debug registers.

10.7.2 Intel® Processor Trace

Intel Processor Trace supports a CR3-filtering mechanism by which generation of packets containing architectural states can be enabled or disabled based on the value of CR3 matching the contents of the IA32_RTIT_CR3_MATCH MSR. On processors that support LAM, bits 62:61 of the CR3 (see Section 10.1) must also match bits 62:61 of this MSR to enable tracing.

10.8 INTEL® SGX INTERACTIONS

Memory operands of ENCLS, ENCLU, and ENCLV that are data pointers follow the LAM architecture and mask suitably. Code pointers continue to not mask metadata bits. ECREATE does not mask BASEADDR specified in SECS, and the unmasked BASEADDR must be canonical.

Two new SECS attribute bits are defined for LAM support in enclave mode:

- ATTRIBUTE.LAM_U48 (bit 9) - Activate LAM for user data pointers and use of bits 62:48 as masked metadata in enclave mode. This bit can be set if CPUID.(EAX=12H, ECX=01H):EAX[9] is 1.
- ATTRIBUTE.LAM_U57 (bit 8) - Activate LAM for user data pointers and use of bits 62:57 as masked metadata in enclave mode. This bit can be set if CPUID.(EAX=12H, ECX=01H):EAX[8] is 1.

ECREATE causes #GP(0) if ATTRIBUTE.LAM_U48 bit is 1 and CPUID.(EAX=12H, ECX=01H):EAX[9] is 0, or if ATTRIBUTE.LAM_U57 bit is 1 and CPUID.(EAX=12H, ECX=01H):EAX[8] is 0.

If SECS.ATTRIBUTES.LAM_U57 is 1, then LAM57 is enabled for user pointers during execution of an enclave controlled by the SECS (regardless of the value of CR3). If SECS.ATTRIBUTES.LAM_U57 is 0 and SECS.ATTRIBUTES.LAM_U48 is 1, then LAM48 is enabled for user pointers during execution of an enclave controlled by the SECS (regardless of the value of CR3).

When in enclave mode, supervisor data pointers are not subject to any masking.

The following ENCLU leaf functions check for linear addresses to be within the ELRANGE. When LAM is active, this check is performed on the linear addresses that result from masking metadata bits in user pointers used by the leaf functions.

- EACCEPT
- EACCEPTCOPY
- EGETKEY
- EMODPE
- EREPORT

The following linear address fields in the Intel SGX data structures hold linear addresses that are either loaded into the EPCM or are written out from the EPCM and do not contain any metadata.

- SECS.BASEADDR
- PAGEINFO.LINADDR

10.9 SYSTEM MANAGEMENT MODE (SMM) INTERACTIONS

On processors that enumerate support for LAM (Section 10.1), RSM allows restoring CR3 with a value that sets either or both bit 62 and bit 61 and restoring a value of CR4 with a value that sets bit 28.

CHAPTER 11
ERROR CODES FOR PROCESSORS BASED ON SAPPHIRE RAPIDS MICROARCHITECTURE

11.1 INTEGRATED MEMORY CONTROLLER MACHINE CHECK ERRORS

MC error codes associated with integrated memory controllers for future processors based on Sapphire Rapids microarchitecture are reported in the MSRs IA32_MC13_STATUS — IA32_MC20_STATUS.

The supported error codes follow the architectural MCACOD definition type 1MMMCCCC (see Chapter 15, "Machine-Check Architecture" in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B).

Table 11-1. Intel IMC MC Error Codes for IA32_MCi_STATUS (i= 13-20)

Type	Bit No.	Bit Function	Bit Description
MCA error codes[1]	15:0	MCACOD	Memory Controller error format: 0000 0000 1MMM CCCC
Model specific errors	31:16	Reserved except for the following	0001H - Address parity error. 0002H - Data parity error. 0003H - Data ECC error. 0004H - Data byte enable parity error. 0007H - Transaction ID parity error. 0008H - Corrected patrol scrub error. 0010H - Uncorrected patrol scrub error. 0020H - Corrected spare error. 0040H - Uncorrected spare error. 0080H - Corrected read error. 00A0H - Uncorrected read error. 00C0H - Uncorrected metadata. 0100H - WDB read parity error. 0106H - DDR_T_DPPP data BE error. 0107H - DDR_T_DPPP data error. 0108H - DDR link failure. 0111H - PCLS CAM error. 0112H - PCLS data error. 0200H - DDR5 command / address parity error. 0220H - HBM command / address parity error. 0221H - HBM data parity error. 0400H - RPQ0 parity (primary) error. 0800H - DDR-T bad request. 0801H - DDR Data response to an invalid entry. 0802H - DDR data response to an entry not expecting data. 0803H - DDR5 completion to an invalid entry. 0804H - DDR-T completion to an invalid entry. 0805H - DDR data/completion FIFO overflow. 0806H - DDR-T ERID correctable parity error.

Type	Bit No.	Bit Function	Bit Description
			0807H - DDR-T ERID uncorrectable error. 0808H - DDR-T interrupt received while outstanding interrupt was not ACKed. 0809H - ERID FIFO overflow. 080AH - DDR-T error on FNV write credits. 080BH - DDR-T error on FNV read credits. 080CH -DDR-T scheduler error. 080DH - DDR-T FNV error event. 080EH - DDR-T FNV thermal event. 080FH - CMI packet while idle. 0810H - DDR_T_RPQ_REQ_PARITY_ERR. 0811H - DDR_T_WPQ_REQ_PARITY_ERR. 0812H - 2LM_NMFILLWR_CAM_ERR. 0813H - CMI_CREDIT_OVERSUB_ERR. 0814H - CMI_CREDIT_TOTAL_ERR. 0815H - CMI_CREDIT_RSVD_POOL_ERR. 0816H - DDR_T_RD_ERROR. 0817H - WDB_FIFO_ERR. 0818H - CMI_REQ_FIFO_OVERFLOW. 0819H - CMI_REQ_FIFO_UNDERFLOW. 081AH - CMI_RSP_FIFO_OVERFLOW. 081BH - CMI_RSP_FIFO_UNDERFLOW. 081CH - CMI_MISC_MC_CRDT_ERRORS. 081DH - CMI_MISC_MC_ARB_ERRORS. 081EH - DDR_T_WR_CMPL_FIFO_OVERFLOW. 081FH - DDR_T_WR_CMPL_FIFO_UNDERFLOW. 0820H - CMI_RD_CPL_FIFO_OVERFLOW. 0821H - CMI_RD_CPL_FIFO_UNDERFLOW. 0822H - TME_KEY_PAR_ERR. 0823H - TME_CMI_MISC_ERR. 0824H - TME_CMI_OVFL_ERR. 0825H - TME_CMI_UFL_ERR. 0826H - TME_TEM_SECURE_ERR. 0827H - TME_UFILL_PAR_ERR. 0829H - INTERNAL_ERR. 082AH - TME_INTEGRITY_ERR. 082BH - TME_TDX_ERR 082CH - TME_UFILL_TEM_SECURE_ERR. 082DH - TME_KEY_POISON_ERR. 082EH - TME_SECURITY_ENGINE_ERR. 1008H - CORR_PATSCRUB_MIRR2ND_ERR. 1010H - UC_PATSCRUB_MIRR2ND_ERR. 1020H - COR_SPARE_MIRR2ND_ERR. 1040H - UC_SPARE_MIRR2ND_ERR. 1080H - HA_RD_MIRR2ND_ERR. 10A0H - HA_UNCORR_RD_MIRR2ND_ERR.

Type	Bit No.	Bit Function	Bit Description
	37:32	Other info	Other Info.
	56:38		See Chapter 15, "Machine-Check Architecture" in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B.
Status register validity indicators[1]	63:57		

NOTES:

1. These fields are architecturally defined. Refer to Chapter 15, "Machine-Check Architecture," in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B for more information.

CHAPTER 12
IPI VIRTUALIZATION

12.1 INTRODUCTION

This document is an architectural specification of a new VT-x feature for the virtualization of inter-processor interrupts (IPIs). This feature builds on the existing architecture for virtual-interrupt delivery.

Section 12.2 outlines the basic architecture for IPIs, and Section 12.3 describes some existing features for APIC virtualization. Section 12.4 identifies the VMCS changes made for IPI virtualization. Section 12.5 and Section 12.6 explain how IPI virtualization affects VM entries and VMX non-root operation. Section 12.7 details enumeration using VMX capability MSRs.

12.2 INTERPROCESSOR INTERRUPTS

Software can send an interprocessor interrupt (IPI) by writing to the interrupt command register (ICR) of the local APIC (see Section 10.6 of the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A). The ICR is a 64-bit register with the following format:

- Bits 7:0 contain the interrupt vector.
- Bits 10:8 determine the delivery mode. For IPIs, the delivery mode is typically "fixed" (value 0).
- Bit 11 determines the destination mode (0 = physical; 1 = logical).
- Bit 12 reports delivery status. The value written by software is not used. This bit is not used in x2APIC mode.
- Bit 14 is used only for the INIT level de-assert delivery mode and is otherwise 1.
- Bit 15 determines the trigger mode. For IPIs, the trigger mode is typically "edge" (value 0).
- Bits 19:18 determine any destination shorthand (values include 0 for "no shorthand" and 1 for "self").
- Bits 63:32 determine the IPI destination.
- Bits 13, 17:16, and 31:20 are not used.

The method by which software accesses the ICR depends on the mode of the local APIC:

- In xAPIC mode, the APIC's control registers are accessed using memory accesses to the 4-KByte region of the physical address specified in the IA32_APIC_BASE MSR (the **APIC page**). The registers are written as 32-bit values, each at a 16-byte aligned address.

  The upper half (bits 63:32; the destination field) of the ICR (ICR_HI) are written at offset 310H on the APIC page. In xAPIC mode, the APIC uses only the upper 8 bits of the destination field.

  The lower half (bits 31:0) of the ICR (ICR_LO) are written at offset 300H on the APIC page. It is the writing to ICR_LO that causes the APIC to send an IPI.
- In x2APIC mode, the APIC's control registers are accessed using the WRMSR instruction.

  All 64 bits of the ICR are written by using WRMSR to access the MSR with index 830H. If ECX = 830H, WRMSR writes the 64-bit value in EDX:EAX to the ICR, causing the APIC to send an IPI. If any of bits 13, 17:16, or 31:20 are set in EAX, WRMSR detects a reserved-bit violation and causes a general-protection exception (#GP).

  If the local APIC is in x2APIC mode, software can also send an IPI with destination shorthand "self" simply by using WRMSR to write an 8-bit interrupt vector to the MSR with index 83FH.
- The SENDUIPI instruction may send an IPI by writing to the local APIC's ICR. See Section 9.7 and Section 12.6.3.

12.3 EXISTING FEATURES TO VIRTUALIZE APIC AND INTERRUPTS

There are existing features that support virtualization of interrupts generally and the APIC specifically. This section reviews those that relate to IPI virtualization.

12.3.1 Virtual-APIC Page and Virtualizing Writes to APIC Registers

Processor-based interrupt virtualization is supported using a **virtual-APIC page** in memory. This is a 4-KByte data structure with a format based on the hardware APIC's control-register space. Just as there is one hardware APIC for every logical processor, a VMM establishes a separate virtual-APIC page for every virtual processor. The physical address of virtual processor's virtual-APIC page is contained in a field in the virtual processor's VMCS.

This specification uses the following notation to refer to fields on the virtual-APIC page:

- VICR_LO refers the 32-bit field at offset 300H on the virtual-APIC page. When the "virtual APIC accesses" VM-execution control is 1, this field is used to virtualize the lower half of the ICR.
- VICR_HI refers the 32-bit field at offset 310H on the virtual-APIC page. When the "virtual APIC accesses" VM-execution control is 1 (indicating virtualization of xAPIC mode), this field is used to virtualize the upper half of the ICR.
- VICR refers the 64-bit field at offset 300H on the virtual-APIC page. When the "virtualize x2APIC mode" VM-execution control is 1 (indicating virtualization of x2APIC mode), this field is used to virtualize the entire ICR.

The virtual-APIC page can be used to virtualize some reads from and writes to APIC control registers. How this is done depends on the APIC mode that is being virtualized: if the "virtualize APIC accesses" VM-execution control is 1, xAPIC mode is virtualized; if the "virtualize x2APIC mode" VM-execution control is 1, x2APIC mode is virtualized. (VM entry fails if both controls are 1.)

The following items outline how writes to APIC registers are virtualized:

- If "virtualize APIC accesses" is 1 (xAPIC virtualization), the processor uses another VMCS field called the **APIC-access address**. The processor recognizes writes to the 4-KByte range (the **APIC-access page**) at that physical address and treats them as APIC-register writes to be virtualized[1]. One of three treatments applies to each write, depending on the APIC register and the settings of various VM-execution controls:
  - The write may cause a VM exit, called an **APIC-access VM exit**. Such a VM exit is "fault-like," meaning that the affected instruction does not execute and that a pointer to it is saved as guest RIP in the VMCS.
  - The write may be redirected the virtual-APIC page (at the same offset as the access to the APIC-access page) and then a VM exit occurs. This is called an **APIC-write VM exit**. Such a VM exit is "trap-like," meaning that the affected instruction has completed and that a pointer to the next instruction is saved as guest RIP in the VMCS.
  - The write may be redirected the virtual-APIC page (as above) and then emulated by the processor.[2] (This is done for only a small set of APIC registers associated with specific VM-execution controls.) No VM exit occurs and control passes to the next instruction.
- If "virtualize x2APIC mode" is 1 (x2APIC virtualization), the processor treats as an APIC-register write any execution of WRMSR for which the value of ECX is in the range 800H–8FFH.[3] One of two treatments applies to each write, depending on the APIC register and the settings of various VM-execution controls:
  - For a small set of APIC registers associated with specific VM-execution controls, the write is redirected to the virtual-APIC page (at offset X = (reg & FFH) « 4, where reg is the index of the APIC MSR being written) and then emulated by the processor.
  - For any other APIC registers, the execution of WRMSR is directed to the actual APIC. (It is expected that VMM software will prevent this by using the MSR bitmaps.)

1. This discussion applies to writes using linear addresses. Writes originating with guest-physical addresses might not get all the benefits of these features. (A VMM should ensure that there are no accesses to the APIC-access page that originate with physical addresses such a VMCS pointer.) Reads are also virtualized, but they are outside the scope of this discussion. See Section 12.6.5.
2. ICR_HI is one of the registers that may receive this treatment. Because writes to ICR_HI have no immediate side effect, the processor may redirect a write to ICR_HI to the virtual-APIC page may with no processor-based emulation.
3. The WRMSR instruction may cause a VM exit based on existing features, such as the MSR bitmaps referenced by pointers in the VMCS. If so configured, such a VM exit occurs and takes priority over any functionality described here.

12.3.2 Virtual-Interrupt Posting

Certain platforms support a feature called **virtual-interrupt posting** by which certain hardware agents (e.g., an IOMMU) can direct virtual interrupts to a specific virtual processor.

The general idea is that an agent "posts" the interrupt in a data structure (**posted-interrupt descriptor** or **PID**) and then sends an interrupt (**notification**) to the logical processor on which the target virtual processor is operating. When that logical processor receives the notification, it uses information in the PID to deliver the virtual interrupt to the virtual processor. (Details of the last part, virtual-interrupt delivery, are outside the scope of this document.)

The PID is a 64-byte data structure. There is one PID for each virtual processor; the virtual processor's VMCS contains a pointer to its PID. A PID has the following format (other fields are not used):

- Bits 255:0: posted-interrupt requests (PIR). There is a posted virtual interrupt for a vector if the corresponding bit is 1.
- Bits 319:256: notification information, organized as follows:
  - Bit 256: outstanding notification (ON). If this bit is set, there is a notification outstanding for one or more posted interrupts in PIR.
  - Bit 257: suppress notify (SN). Setting this bit directs agents not to send notifications.
  - Bits 279:272: notify vector (NV). Notifications will use this vector.
  - Bits 319:288: notify destination (NDST). Notifications will be directed to this physical APIC ID.

A hardware agent posts a virtual interrupt to a virtual processor as follows:

1. Read the PIR field in the virtual processor's PID and write it back atomically, setting the bit that corresponds to the virtual interrupt's vector.
2. Read the notification-information field in the PID and write it back atomically, setting the ON bit if the ON and SN bits were both 0 in the value read. (Step #2 may be done atomically with step #1.)
3. If step #2 changed the ON bit from 0 to 1, send a notification. The notification is an ordinary interrupt sent to the physical APIC ID NDST with vector NV.

A logical processor recognizes as a notification any interrupt with the **posted-interrupt notification vector** (a field in the VMCS). When this occurs, the logical processor atomically reads and clears the current PID's PIR field as well as its ON bit. It then causes the virtual interrupts posted in the PIR field to be delivered to the virtual processor (using the virtual-interrupt delivery feature).

As will be described in Section 12.6.4, IPI virtualization feature has a logical processor (on which a sending virtual processor is running) post virtual interrupts in the same way that an IOMMU does.

12.4 CHANGES TO VMCS AND RELATED STRUCTURES

The IPI virtualization feature introduces a new VM-execution control (Section 12.4.1) and a new data structure referenced by the VMCS (Section 12.4.2).

12.4.1 New VM-Execution Control

Bit 4 of the tertiary processor-based VM-execution controls is defined to be **IPI virtualization**. VM entry ensures that this control is not 1 unless the "use TPR shadow" VM-execution control is 1.

12.4.2 PID-Pointer Table

When the "IPI virtualization" VM-execution control is 1, the processor uses a data structure called the **PID-pointer table**. Each entry in the PID-pointer table contains the 64-bit physical address of a PID as defined in Section 12.3.2. Each such address must be 64-byte aligned: bit 0 is valid bit and bits 5:1 are reserved and must be 0.

A PID-pointer table may have up to $2^{16}-1$ entries. The processor indexes into a PID-pointer table using a virtual APIC ID (see Section 12.6.4).

VMM software configures a virtual processor's PID-pointer table using the following new VM-execution control fields in the virtual processor's VMCS:

- **PID-pointer table address**. This is a 64-bit physical address of a PID-pointer table. If the "IPI virtualization" VM-execution control is 1, the logical processor uses entries in this table to virtualize IPIs. The encodings for this field are 00002042H (all 64 bits in 64-bit mode; low 32 bits in legacy mode) and 00002043H (high 32 bits).
- **Last PID-pointer index**. This is a 16-bit field with encoding 00000008H. This field contains the index of the last entry in the PID-pointer table.

These fields do not exist on processors that do not support the 1-setting of the "IPI virtualization" VM-execution control.

12.5 CHANGES TO VM ENTRIES

If the "activate tertiary controls" and "IPI virtualization" VM-execution controls are both 1, VM entries ensure the following:

- The "use TPR shadow" VM-execution control is 1.
- Bits 2:0 of the PID-pointer table address are 0.
- The PID-pointer table address does not set any bits beyond the processor's physical-address width.
- The address of the last entry in the PID-pointer table does not set any bits beyond the processor's physical-address width. (This address is the PID-pointer table address plus 8 times the last PID-pointer index.)

VM entry fails if any of these checks fail. When such a failure occurs, control is passed to the next instruction, RFLAGS.ZF is set to 1 to indicate the failure, and the VM-instruction error field is loaded with value 7, indicating "VM entry with invalid control field(s)."

These checks may be performed in any order with respect to other checks on VMX controls and the host-state area. Different processors may thus give different error numbers for the same VMCS.

12.6 VMX NON-ROOT OPERATION

There are existing VM-execution controls that enable the APIC virtualization. "IPI virtualization" is another such control. When it is 1, the processor emulates writes to APIC registers that would send IPIs. Specifically, it changes the treatment of writes to offset 300H on the APIC-access page (Section 12.6.1), of executions of the WRMSR instruction with ECX = 830H (Section 12.6.2), and of some executions of SENDUIPI (Section 12.6.3).

12.6.1 Virtualizing Memory-Mapped Writes to ICR_LO

If the "virtualize APIC accesses" VM-execution control is 1, the processor recognizes writes to offset 300H (interrupt command — low) of the APIC-access page, causing the data to be written to that offset on the virtual APIC page (VICR_LO), if any of the following VM-execution controls are 1: "virtual-interrupt delivery," "APIC-register virtualization," or "IPI virtualization." (If all of these controls are 0, writes to offset 300H of the APIC-access page cause APIC-access VM exits.)

Following the write, the processor performs APIC-write emulation, depending up on setting of the VM-execution controls and the value that was written to VICR_LO:

1. If "virtual-interrupt delivery" is 1 and VICR_LO indicates a self-IPI, the processor performs self-IPI virtualization. (This is legacy behavior and not detailed here.)
2. If "IPI virtualization" is 1, the processor checks the value of VICR_LO to determine whether the following are all true:
   - Reserved bits (31:20, 17:16, 13) and bit 12 (delivery status) are all 0.
   - Bits 19:18 (destination shorthand) are 00B (no shorthand).
   - Bit 15 (trigger mode) is 0 (edge).
   - Bit 11 (destination mode) is 0 (physical).

— Bits 10:8 (delivery mode) are 000B (fixed).

If all of the items above are true, the processor performs IPI virtualization (Section 12.6.4) using the 8-bit vector in byte 0 of VICR_LO and the APIC ID in VICR_HI[31:24] (VICR_HI is offset 310H on the virtual-APIC page).

Note that this behavior applies even if "virtual-interrupt delivery" is 0.

3. If neither #1 nor #2 applies (either because the identified control is 0 or the VICR_LO value does not satisfy the conditions indicated for those steps), an APIC-write VM exit occurs. The basic exit reason for an APIC-write VM exit is "APIC write." The exit qualification is the page offset of the write that led to the VM exit (300H in this case).

12.6.2 Virtualizing WRMSR to ICR

If the "virtualize x2APIC mode" VM-execution control is 1, the processor virtualizes execution of the WRMSR instruction when ECX indicates certain x2APIC MSRs (those in the range 800H – 8FFH).

If the "IPI virtualization" VM-execution control is also 1, new behavior applies to those executions of WRMSR with ECX = 830H (ICR) that do not fault (e.g., because CPL > 0) or cause a VM exit (e.g., due to the MSR bitmaps):

- No general-protection exception (#GP) is produced due to the fact that the local APIC is in xAPIC mode.
- Normal reserved bit checking applies: a #GP occurs if any of bits 31:20, 17:16, or 13 of EAX is non-zero.
- If there is no fault, WRMSR stores EDX:EAX at offset 300H on the virtual-APIC page (VICR). Following this, the processor checks the value of VICR to determine whether the following are all true:
  - — Bits 19:18 (destination shorthand) are 00B (no shorthand).
  - — Bit 15 (trigger mode) is 0 (edge).
  - — Bit 12 (unused) is 0.
  - — Bit 11 (destination mode) is 0 (physical).
  - — Bits 10:8 (delivery mode) are 000B (fixed).

  If all of the items above are true, the processor performs IPI virtualization (Section 12.6.4) using the 8-bit vector in byte 0 of VICR and the APIC ID in VICR[63:32]. Otherwise, the logical processor causes an APIC-write VM exit. The basic exit reason is "APIC write" and the exit qualification is 300H.

12.6.3 Virtualizing SENDUIPI

The user-interrupt feature includes a new instruction, SENDUIPI, that software operating with CPL = 3 can use to send user interrupts to another software thread ("user IPIs"). The SENDUIPI instruction has the following high-level operation:

read selected entry from user-interrupt target table;
use address in entry to read the referenced user posted-interrupt descriptor (UPID);
update certain fields in UPID;
if necessary, send ordinary IPI indicated in UPID's notification information;

The last step uses two fields in the UPID: an 8-bit notification vector (UPID.NV) and a 32-bit notification destination (an APIC ID, UPID.NDST). Outside of VMX non-root operation, the processor implements the last step as follows:

- If the local APIC is in xAPIC mode, it writes UPID.NDST[15:8] to ICR_HI[31:24] (offset 310H from IA32_APIC_BASE) and then writes UPID.NV to ICR_LO (offset 300H).
- If the local APIC is in x2APIC mode, it performs the control-register write that would be done by an execution of WRMSR with ECX = 310H (ICR), EAX = UPID.NV, and EDX = UPID.NDST.

In VMX non-root operation, implementation of the step depends on the settings of the "use TPR shadow," "virtualize APIC accesses," and "IPI virtualization" VM-execution controls:[1]

1. If the "use TPR shadow" VM-execution control is 0, the behavior is not modified: the logical processor sends the specified IPI by writing to the local APIC's ICR as specified above (based on the current mode of the local APIC).

1. The setting of the "virtualize x2APIC mode" VM-execution control does not affect this operation.

2. If the "use TPR shadow" VM-execution control is 1 and the "virtualize APIC accesses" VM-execution control is 0, the logical processor virtualizes the sending of an x2APIC-mode IPI with the following steps:[1]
   a. The 64-bit value Z is written to offset 300H on the virtual-APIC page (VICR), where Z[7:0] = UPID.NV (the 8-bit virtual vector), Z[63:32] = UPID.NDST (the 32-bit virtual APIC ID) and Z[31:8] = 000000H (indicating a physically addressed fixed-mode IPI).
   b. If the "IPI virtualization" VM-execution control is 1, IPI virtualization (Section 12.6.4) is performed using the vector UPID.NV and the APIC ID UPID.NDST. Note that this behavior applies even if "virtual-interrupt delivery" is 0.
   c. If the "IPI virtualization" VM-execution control is 0, an APIC-write VM exit occurs. The basic exit reason is "APIC write" and the exit qualification is 300H. APIC-write VM exits are trap-like: the value of CS:RIP saved in the guest-state area of the VMCS references the instruction after SENDUIPI.
3. If the "use TPR shadow" and "virtualize APIC accesses" VM-execution controls are both 1, the logical processor virtualizes the sending of an xAPIC-mode IPI by performing the following steps:
   a. The 32-bit value X is written to offset 310H on the virtual-APIC page (VICR_HI), where X[31:24] = UPID.NDST[15:8] (the 8-bit virtual APIC ID) and X[23:0] = 000000H.[2]
   b. The 32-bit value Y is written to offset 300H on the virtual-APIC page (VICR_LO), where Y[7:0] = UPID.NV (the 8-bit virtual vector) and Y[31:8] = 000000H (indicating a physically addressed fixed-mode IPI).
   c. If the "IPI virtualization" VM-execution control is 1, IPI virtualization (Section 12.6.4) is performed using the vector UPID.NV and the APIC ID UPID.NDST[15:8]. For this step, IPI virtualization should use only the 8-bit APIC ID from bits 15:8 of the UPID's destination field (the 8-bit value that step #1 wrote to bits 31:24 of VICR_HI).
   d. If the "IPI virtualization" VM-execution control is 0, an APIC-write VM exit occurs as in case 2c above.

12.6.4 IPI Virtualization

If the "IPI virtualization" VM-execution control is 1, the processor performs **IPI virtualization** in response to the following operations: (1) virtualization of a write to offset 300H on the APIC-access page (Section 12.6.1); (2) virtualization of the WRMSR instruction with ECX = 830H (Section 12.6.2); and (3) virtualization of some executions of SENDUIPI (Section 12.6.3).

Each operation that leads to IPI virtualization provides an 8-bit virtual vector V and an 32-bit virtual APIC ID T. IPI virtualization uses the values to initiate the indicated virtual IPI using the PID-pointer table:

```
IF V < 16
    THEN APIC-write VM exit;                                  // illegal vector
ELSE IF T ≤ last PID-pointer index
    THEN
        PID_ADDR := 8 bytes at (PID-pointer table address + (T « 3));
        IF PID_ADDR sets bits beyond the processor's physical-address width OR
                PID_ADDR[5:0] ≠ 000001b                       // PID pointer not valid or reserved bits set
            THEN APIC-write VM exit;
            ELSE
                PIR := 32 bytes at PID_ADDR;                  // with lock; could read just portion with bit V
                PIR[V] := 1;
                store PIR at PID_ADDR;                        // unlock
                NotifyInfo := 8 bytes at PID_ADDR + 32;        // with lock
                IF NotifyInfo.ON = 0 AND NotifyInfo.SN = 0
                    THEN
                        NotifyInfo.ON := 1;
                        SendNotify := 1;
                    ELSE SendNotify := 0;
                FI;
                store NotifyInfo at PID_ADDR + 32;            // unlock
                IF SendNotify = 1
                    THEN send an IPI specified by NotifyInfo.NDST and NotifyInfo.NV;
```

1. Note that these steps occur even if the "virtualize x2APIC mode" VM-execution control is 0.
2. For xAPIC mode (which is virtualized if the "virtualize APIC accesses" VM-execution control is 1), the destination APIC ID is in byte 1 (**not** byte 0) of the UPID's 4-byte NDST field.

```
                FI;
        FI;
    ELSE APIC-write VM exit;                    // virtual APIC ID beyond end of tables
FI;
```

The sending of the notification IPI is indicated by fields in the selected PID: NDST (PID[319:288]) and NV (PID[279:272]):

- If the local APIC is in xAPIC mode, this is the IPI that would be generated by writing NDST[15:8] (PID[303:296]) to ICR_HI[31:24] (offset 310H from IA32_APIC_BASE) and then writing NV to ICR_LO (offset 300H from IA32_APIC_BASE).
- If the local APIC is in x2APIC mode, this is the IPI that would be generated by executing WRMSR with ECX = 830H (ICR), EAX = NV, and EDX = NDST.

If the pseudocode specifies an APIC-write VM exit, the basic exit reason is "APIC write" and the exit qualification is 300H.

12.6.5 Other Accesses to APIC Registers

The IPI virtualization feature affects only memory-mapped writes to ICR_LO (Section 12.6.1), and WRMSR to the ICR MSR (Section 12.6.2), and SENDUIPI (Section 12.6.3). The following items discuss the virtualization of other API accesses related to IPIs:

- Memory-mapped writes to ICR_HI.

  If the "virtualize APIC accesses" VM-execution control is 1, the processor recognizes writes to offset 310H (interrupt command — high) of the APIC-access page. If the "APIC-register virtualization" VM-execution control is also 1, the data is written to that offset on the virtual APIC page (VICR_HI); no VM exit or other emulation occurs. If "APIC-register virtualization" is 0, writes to offset 310H of the APIC-access page cause APIC-access VM exits.

  The setting of the "IPI virtualization" VM-execution control has no effect on these writes.
- Memory-mapped reads from ICR_LO.

  If the "virtualize APIC accesses" VM-execution control is 1, the processor recognizes reads from offset 300H (interrupt command — low) of the APIC-access page. If either the "APIC-register virtualization" VM-execution control or the "virtual-interrupt delivery" VM-execution control is also 1, data is read from that offset on the virtual APIC page (VICR_LO). If both those controls are 0, reads from offset 310H of the APIC-access page cause APIC-access VM exits.

  The setting of the "IPI virtualization" VM-execution control has no effect on these reads.
- Memory-mapped reads from ICR_HI.

  If the "virtualize APIC accesses" VM-execution control is 1, the processor recognizes reads from offset 310H of the APIC-access page. If the "APIC-register virtualization" VM-execution control is also 1, data is read from VICR_HI. If "APIC-register virtualization" is 0, reads from offset 310H of the APIC-access page cause APIC-access VM exits.

  The setting of the "IPI virtualization" VM-execution control has no effect on these reads.
- RDMSR from ICR.

  If the "virtualize x2APIC mode" VM-execution control is 1, the processor recognizes RDMSR from MSR 830H (ICR). If the "APIC-register virtualization" VM-execution control is also 1, data is read from offset 300H on the virtual-APIC page (VICR). If "APIC-register virtualization" is 0, RDMSR from MSR 830H operates normally.[1]

  The setting of the "IPI virtualization" VM-execution control has no effect on RDMSR.

12.7 CHANGES TO VMX CAPABILITY REPORTING

Section 12.4 specified bit 4 of the tertiary processor-based VM-execution controls is defined to be "IPI virtualization." A processor that supports the 1-setting of "IPI virtualization" sets bit 4 of the IA32_VMX_PROCBASED_CTLS3

1. If the local APIC is in x2APIC mode, EDX and EAX are loaded with the value of ICR. If the local APIC is not in x2APIC mode, a general-protection exception occurs. In most cases, if "APIC-register virtualization" is 0, the MSR bitmaps will be configured so that RDMSR of ICR causes a VM exit.

MSR (index 492H): RDMSR of that MSR returns 1 in bit 4 of EAX. Enumeration of the 1-setting also implies support for the VMCS fields PID-pointer table address and last PID-pointer index.

CHAPTER 13
ASYNCHRONOUS ENCLAVE EXIT NOTIFY AND THE EDECCSSA USER LEAF FUNCTION

13.1 INTRODUCTION

Asynchronous Enclave Exit Notify (AEX-Notify) is an extension to Intel® SGX that allows Intel SGX enclaves to be notified after an asynchronous enclave exit (AEX) has occurred. EDECCSSA is a new Intel SGX user leaf function (ENCLU[EDECCSSA]) that can facilitate AEX notification handling, as well as software exception handling. This chapter provides information about changes to the Intel SGX architecture that support AEX-Notify and ENCLU[EDECCSSA].

The following list summarizes the additions to existing Intel SGX data structures to support AEX-Notify (further details are provided in Section 13.3):

- SECS.ATTRIBUTES.AEXNOTIFY: This enclave supports AEX-Notify.
- TCS.FLAGS.AEXNOTIFY: This enclave thread may receive AEX notifications.
- SSA.GPRSGX.AEXNOTIFY: Enclave-writable byte that allows enclave software to dynamically enable/disable AEX notifications.

An AEX notification is delivered by ENCLU[ERESUME] when the following conditions are met:

1. TCS.FLAGS.AEXNOTIFY is set.
2. TCS.CSSA (the current slot index of an SSA frame) is greater than zero.
3. TCS.SSA[TCS.CSSA-1].GPRSGX.AEXNOTIFY[0] is set.

Note that AEX increments TCS.CSSA, and ENCLU[ERESUME] decrements TCS.CSSA, except when an AEX notification is delivered. Instead of decrementing TCS.CSSA and restoring state from the SSA, ENCLU[ERESUME] delivers an AEX notification by behaving as ENCLU[EENTER]. Implications of this behavior include:

- The enclave thread is resumed at EnclaveBase + TCS.OENTRY.
- EAX contains the (non-decremented) value of TCS.CSSA.
- RCX contains the address of the IP following ENCLU[ERESUME].
- The architectural state saved by the most recent AEX is preserved in TCS.SSA[TCS.CSSA-1].

The enclave thread can return to the previous SSA context by invoking ENCLU[EDECCSSA], which decrements TCS.CSSA.

NOTE

A thread can only enter an enclave if SECS.ATTRIBUTES.AEXNOTIFY is equal to TCS.FLAGS.AEXNOTIFY, unless TCS.FLAGS.DBGOPTIN is set to 1.

13.2 ENUMERATION AND ENABLING

Processor support for ENCLU[EDECCSSA] is enumerated by the Intel SGX Capability Enumeration Leaf. If CPUID.(EAX=12H, ECX=0):EAX[11] is set to 1, then a user thread executing in enclave mode can invoke the EDECCSSA user leaf function.

Processor support for AEX-Notify is enumerated by the Intel SGX Attributes Enumeration Leaf. If CPUID.(EAX=12H, ECX=1):EAX[10] is set to 1, then software can set the SECS.ATTRIBUTES.AEXNOTIFY bit (see Section 13.3.3) with ENCLS[ECREATE].

Enclave threads can choose to receive AEX notifications only if the enclave has set the AEXNOTIFY attribute bit to 1. Furthermore, an enclave thread can choose to receive AEX notifications only if it enters the enclave through a TCS with TCS.FLAGS.AEXNOTIFY set to 1. An enclave thread can choose to receive AEX notifications by setting TCS.SSA.GPRSGX.AEXNOTIFY[0] to 1 for each SSA context in which the thread should receive AEX notifications.

NOTE

On some platforms, AEX-Notify and the EDECCSSA user leaf function may be enumerated by CPUID following a microcode update.

13.3 CHANGES TO ENCLAVE DATA STRUCTURES

13.3.1 TCS.FLAGS Changes

A new flag, AEXNOTIFY, is defined. The bit position is 1. A thread that enters the enclave cannot receive AEX notifications unless this flag is set to 1.

13.3.2 SSA.GPRSGX Changes

A new byte, AEXNOTIFY, is defined. The byte position is 167.

A new bit is defined within SSA.GPRSGX.AEXNOTIFY at bit position 0. This bit, SSA.GPRSGX.AEXNOTIFY[0], allows enclave software to dynamically enable/disable AEX notifications. All other bits are reserved.

13.3.3 ATTRIBUTES Changes

A new bit, AEXNOTIFY, is defined. The bit position is 10. The bit indicates that threads within the enclave may receive AEX notifications. Note that this bit also has a corresponding bit in ATTRIBUTEMASK, in the same bit position.

13.4 CHANGES TO INTEL® SGX USER LEAF FUNCTIONS

When a thread enters an enclave through a given TCS, ENCLU[EENTER] and ENCLU[ERESUME] will cause a general protection fault (#GP) if SECS.ATTRIBUTES.AEXNOTIFY is not equal to TCS.FLAGS.AEXNOTIFY.

If the EPCM checks succeed for all pages within TCS.SSA[TCS.CSSA-1], then ENCLU[ERESUME] checks the TCS.SSA[TCS.CSSA-1].GPRSGX.AEXNOTIFY[0] bit (see Section 13.3.2). If this bit is set, then ENCLU[ERESUME] will behave as ENCLU[EENTER]. The implications of this behavior are discussed in Section 13.1.

The operational changes to ENCLU[EENTER] and ENCLU[ERESUME] are detailed in Section 13.8.

13.5 NEW INTEL® SGX USER LEAF FUNCTION: EDECCSSA

EDECCSSA—Decrements TCS.CSSA

Opcode/ Instruction	Op/En	64/32 bit Mode Support	CPUID Feature Flag	Description
EAX = 09H ENCLU[EDECCSSA]	IR	V/V	EDECCSSA	This leaf function decrements TCS.CSSA.

Instruction Operand Encoding

Op/En	EAX
IR	EDECCSSA (In)

Description

This leaf function switches the current SSA frame by decrementing TCS.CSSA for the current enclave thread. This instruction leaf can only be executed inside an enclave.

EDECCSSA Memory Parameter Semantics

TCS
Read/Write access by Enclave

The instruction faults if any of the following occurs:

EDECCSSA Faulting Conditions

TCS.CSSA is 0.	TCS is not valid or available or locked.
The SSA frame is not valid or in use.	

Concurrency Restrictions

Table 13-1. Base Concurrency Restrictions of EDECCSSA

Leaf	Parameter	Base Concurrency Restrictions		
		Access	On Conflict	SGX_CONFLICT VM Exit Qualification
EDECCSSA	TCS [CR_TCS_PA]	Shared	GP	

Table 13-2. Additional Concurrency Restrictions of EDECCSSA

Leaf	Parameter	Additional Concurrency Restrictions					
		vs. EACCEPT, EACCEPTCOPY, EMODPE, EMODPR, EMODT		vs. EADD, EEXTEND, EINIT		vs. ETRACK, ETRACKC	
		Access	On Conflict	Access	On Conflict	Access	On Conflict
EDECCSSA	TCS [CR_TCS_PA]	Concurrent		Concurrent		Concurrent	

Operation

Temp Variables in EDECCSSA Operational Flow

Name	Type	Size (bits)	Description
TMP_SSA	Effective Address	32/64	Address of current SSA frame.
TMP_XSIZE	Integer	64	Size of XSAVE area based on SECS.ATTRIBUTES.XFRM.
TMP_SSA_PAGE	Effective Address	32/64	Pointer used to iterate over the SSA pages in the target frame.
TMP_GPR	Effective Address	32/64	Address of the GPR area within the target SSA frame.
TMP_XSAVE_PAGE_PA_n	Physical Address	32/64	Physical address of the nth page within the target SSA frame.
TMP_CET_SAVE_AREA	Effective Address	32/64	Address of the current CET save area.
TMP_CET_SAVE_PAGE	Effective Address	32/64	Address of the current CET save area page.

```
IF (CR_TCS_PA.CSSA = 0)
    THEN #GP(0); FI;

(* Compute linear address of SSA frame *)
TMP_SSA := CR_TCS_PA.OSSA + CR_ACTIVE_SECS.BASEADDR + 4096 * CR_ACTIVE_SECS.SSAFRAMESIZE * (CR_TCS_PA.CSSA - 1);
TMP_XSIZE := compute_XSAVE_frame_size(CR_ACTIVE_SECS.ATTRIBUTES.XFRM);

FOR EACH TMP_SSA_PAGE = TMP_SSA to TMP_SSA + TMP_XSIZE
    (* Check page is read/write accessible *)
    Check that DS:TMP_SSA_PAGE is read/write accessible;
    If a fault occurs, release locks, abort and deliver that fault;
    IF (DS:TMP_SSA_PAGE does not resolve to EPC page)
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF (EPCM(DS:TMP_SSA_PAGE).VALID = 0)
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF (EPCM(DS:TMP_SSA_PAGE).BLOCKED = 1)
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF ((EPCM(DS:TMP_SSA_PAGE).PENDING = 1) or (EPCM(DS:TMP_SSA_PAGE_.MODIFIED = 1))
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF ( ( EPCM(DS:TMP_SSA_PAGE).ENCLAVEADDRESS ≠ DS:TMPSSA_PAGE) or
    (EPCM(DS:TMP_SSA_PAGE).PT ≠ PT_REG) or
    (EPCM(DS:TMP_SSA_PAGE).ENCLAVESECS ≠ EPCM(CR_TCS_PA).ENCLAVESECS) or
    (EPCM(DS:TMP_SSA_PAGE).R = 0) or (EPCM(DS:TMP_SSA_PAGE).W = 0))
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    TMP_XSAVE_PAGE_PA_n := Physical_Address(DS:TMP_SSA_PAGE);
ENDFOR

(* Compute address of GPR area*)
TMP_GPR := TMP_SSA + 4096 * CR_ACTIVE_SECS.SSAFRAMESIZE - sizeof(GPRSGX_AREA);
Check that DS:TMP_SSA_PAGE is read/write accessible;
If a fault occurs, release locks, abort and deliver that fault;
IF (DS:TMP_GPR does not resolve to EPC page)
    THEN #PF(DS:TMP_GPR); FI;
```

```
IF (EPCM(DS:TMP_GPR).VALID = 0)
    THEN #PF(DS:TMP_GPR); FI;
IF (EPCM(DS:TMP_GPR).BLOCKED = 1)
    THEN #PF(DS:TMP_GPR); FI;
IF ((EPCM(DS:TMP_GPR).PENDING = 1) or (EPCM(DS:TMP_GPR).MODIFIED = 1))
    THEN #PF(DS:TMP_GPR); FI;
IF ( ( EPCM(DS:TMP_GPR).ENCLAVEADDRESS ≠ DS:TMP_GPR) or
    (EPCM(DS:TMP_GPR).PT ≠ PT_REG) or
    (EPCM(DS:TMP_GPR).ENCLAVESECS ≠ EPCM(CR_TCS_PA).ENCLAVESECS) or
    (EPCM(DS:TMP_GPR).R = 0) or (EPCM(DS:TMP_GPR).W = 0) )
        THEN #PF(DS:TMP_GPR); FI;

IF (TMP_MODE64 = 0)
    THEN
        IF (TMP_GPR + (sizeof(GPRSGX_AREA) -1) is not in DS segment)
            THEN #GP(0); FI;
FI;

IF (CPUID.(EAX=12H, ECX=1):EAX[6] = 1)
    THEN
        IF ((CR_ACTIVE_SECS.CET_ATTRIBUTES.SH_STK_EN == 1) OR (CR_ACTIVE_SECS.CET_ATTRIBUTES.ENDBR_EN == 1))
            THEN
                (* Compute linear address of what will become new CET state save area and cache its PA *)
                TMP_CET_SAVE_AREA := CR_TCS_PA.OCETSSA + CR_ACTIVE_SECS.BASEADDR + (CR_TCS_PA.CSSA - 1) * 16;
                TMP_CET_SAVE_PAGE := TMP_CET_SAVE_AREA & ~0xFFF;
                Check the TMP_CET_SAVE_PAGE page is read/write accessible
                If fault occurs release locks, abort and deliver fault

                (* read the EPCM VALID, PENDING, MODIFIED, BLOCKED and PT fields atomically *)
                IF ((DS:TMP_CET_SAVE_PAGE Does NOT RESOLVE TO EPC PAGE) OR
                (EPCM(DS:TMP_CET_SAVE_PAGE).VALID = 0) OR
                (EPCM(DS:TMP_CET_SAVE_PAGE).PENDING = 1) OR
                (EPCM(DS:TMP_CET_SAVE_PAGE).MODIFIED = 1) OR
                (EPCM(DS:TMP_CET_SAVE_PAGE).BLOCKED = 1) OR
                (EPCM(DS:TMP_CET_SAVE_PAGE).R = 0) OR
                (EPCM(DS:TMP_CET_SAVE_PAGE).W = 0) OR
                (EPCM(DS:TMP_CET_SAVE_PAGE).ENCLAVEADDRESS ≠ DS:TMP_CET_SAVE_PAGE) OR
                (EPCM(DS:TMP_CET_SAVE_PAGE).PT ≠ PT_SS_REST) OR
                (EPCM(DS:TMP_CET_SAVE_PAGE).ENCLAVESECS ≠ EPCM(CR_TCS_PA).ENCLAVESECS))
            THEN #PF(DS:TMP_CET_SAVE_PAGE); FI;
        FI;
FI;

(* At this point, the instruction is guaranteed to complete *)
CR_TCS_PA.CSSA := CR_TCS_PA.CSSA - 1;

CR_GPR_PA := Physical_Address(DS:TMP_GPR);

FOR EACH TMP_XSAVE_PAGE_n
    CR_XSAVE_PAGE_n := TMP_XSAVE_PAGE_PA_n;
ENDFOR

IF (CPUID.(EAX=12H, ECX=1):EAX[6] = 1)
    THEN
```

```
        IF ((TMP_SECS.CET_ATTRIBUTES.SH_STK_EN == 1) OR
        (TMP_SECS.CET_ATTRIBUTES.ENDBR_EN == 1))
            THEN
                CR_CET_SAVE_AREA_PA := Physical_Address(DS:TMP_CET_SAVE_AREA);
        FI;
FI;
```

Flags Affected

None

Protected Mode Exceptions

#GP(0)	If executed outside an enclave. If CR_TCS_PA.CSSA = 0.
#PF(error code)	If a page fault occurs in accessing memory. If one or more pages of the target SSA frame are not readable/writable, or do not resolve to a valid PT_REG EPC page. If CET is enabled for the enclave and the target CET SSA frame is not readable/writable, or does not resolve to a valid PT_REG EPC page.

64-Bit Mode Exceptions

#GP(0)	If executed outside an enclave. If CR_TCS_PA.CSSA = 0.
#PF(error code)	If a page fault occurs in accessing memory. If one or more pages of the target SSA frame are not readable/writable, or do not resolve to a valid PT_REG EPC page. If CET is enabled for the enclave and the target CET SSA frame is not readable/writable, or does not resolve to a valid PT_REG EPC page.

13.6 IMPLICATIONS FOR ENCLAVE CODE DEBUG AND PROFILING

Whenever an opt-in enclave entry is used to perform enclave code debugging or profiling, the debugger or profiling tool may clear TCS.FLAGS.AEXNOTIFY to prevent AEX notifications from being delivered whenever an AEX occurs.

13.7 INTERACTION WITH INTEL® CET

Because the current CET SSA frame is indicated by TCS.CSSA, ENCLU[EDECCSSA] changes the current CET SSA frame as well as the current SSA frame.

13.8 CHANGES TO INTEL® SGX USER LEAF FUNCTION OPERATION

All changes to existing operation are highlighted in green.

13.8.1 Changes to EENTER Operation

EENTER is a serializing instruction. The instruction faults if any of the following occurs:

Address in RBX is not properly aligned.	Any TCS.FLAGS's must-be-zero bit is not zero.
TCS pointed to by RBX is not valid or available or locked.	Current 32/64 mode does not match the enclave mode in SECS.ATTRIBUTES.MODE64.
The SECS is in use.	Either of TCS-specified FS and GS segment is not a subsets of the current DS segment.
Any one of DS, ES, CS, SS is not zero.	If XSAVE available, CR4.OSXSAVE = 0, but SECS.ATTRIBUTES.XFRM ≠ 3.
CR4.OSFXSR ≠ 1.	If CR4.OSXSAVE = 1, SECS.ATTRIBUTES.XFRM is not a subset of XCR0.
If SECS.ATTRIBUTES.AEXNOTIFY ≠ TCS.FLAGS.AEXNOTIFY and TCS.FLAGS.DBGOPTIN = 0.	

Operation

```
TMP_MODE64 := ((IA32_EFER.LMA = 1) && (CS.L = 1));

(* Make sure DS is usable, expand up *)
IF (TMP_MODE64 = 0 and (DS not usable or ((DS[S] = 1) and (DS[bit 11] = 0) and DS[bit 10] = 1)))
    THEN #GP(0); FI;

(* Check that CS, SS, DS, ES.base is 0 *)
IF (TMP_MODE64 = 0)
    THEN
        IF(CS.base ≠ 0 or DS.base ≠ 0) #GP(0); FI;
        IF(ES usable and ES.base ≠ 0) #GP(0); FI;
        IF(SS usable and SS.base ≠ 0) #GP(0); FI;
        IF(SS usable and SS.B = 0) #GP(0); FI;
FI;

IF (DS:RBX is not 4KByte Aligned)
    THEN #GP(0); FI;

IF (DS:RBX does not resolve within an EPC)
    THEN #PF(DS:RBX); FI;

(* Check AEP is CPU-canonical*)
IF (TMP_MODE64 = 1 and (CS:RCX is not CPU-canonical))
    THEN #GP(0); FI;

(* Check concurrency of TCS operation*)
IF (Other Intel SGX instructions are operating on TCS)
    THEN #GP(0); FI;

(* TCS verification *)
IF (EPCM(DS:RBX).VALID = 0)
    THEN #PF(DS:RBX); FI;

IF (EPCM(DS:RBX).BLOCKED = 1)
    THEN #PF(DS:RBX); FI;

IF ( (EPCM(DS:RBX).ENCLAVEADDRESS ≠ DS:RBX) or (EPCM(DS:RBX).PT ≠ PT_TCS))
```

```
    THEN #PF(DS:RBX); FI;

IF ((EPCM(DS:RBX).PENDING = 1) or (EPCM(DS:RBX).MODIFIED = 1))
    THEN #PF(DS:RBX); FI;

IF ( (DS:RBX).OSSA is not 4KByte Aligned)
    THEN #GP(0); FI;

(* Check proposed FS and GS *)
IF (((DS:RBX).OFSBASE is not 4KByte Aligned) or ((DS:RBX).OGSBASE is not 4KByte Aligned))
    THEN #GP(0); FI;

(* Get the SECS for the enclave in which the TCS resides *)
TMP_SECS := Address of SECS for TCS;

(* Ensure that the FLAGS field in the TCS does not have any reserved bits set *)
IF (((DS:RBX).FLAGS & FFFFFFFFFFFFFFFCH) ≠ 0)
    THEN #GP(0); FI;

(* SECS must exist and enclave must have previously been EINITted *)
IF (the enclave is not already initialized)
    THEN #GP(0); FI;

(* make sure the logical processor's operating mode matches the enclave *)
IF ((TMP_MODE64 ≠ TMP_SECS.ATTRIBUTES.MODE64BIT))
    THEN #GP(0); FI;

IF (CR4.OSFXSR = 0)
    THEN #GP(0); FI;

(* Check for legal values of SECS.ATTRIBUTES.XFRM *)
IF (CR4.OSXSAVE = 0)
    THEN
        IF (TMP_SECS.ATTRIBUTES.XFRM ≠ 03H) THEN #GP(0); FI;
    ELSE
        IF ((TMP_SECS.ATTRIBUTES.XFRM & XCR0) ≠ TMP_SECS.ATTRIBUES.XFRM) THEN #GP(0); FI;
FI;

IF ((DS:RBX).CSSA.FLAGS.DBGOPTIN = 0) and (DS:RBX).CSSA.FLAGS.AEXNOTIFY ≠ TMP_SECS.ATTRIBUTES.AEXNOTIFY))
    THEN #GP(0); FI;

(* Make sure the SSA contains at least one more frame *)
IF ( (DS:RBX).CSSA ≥ (DS:RBX).NSSA)
    THEN #GP(0); FI;

(* Compute linear address of SSA frame *)
TMP_SSA := (DS:RBX).OSSA + TMP_SECS.BASEADDR + 4096 * TMP_SECS.SSAFRAMESIZE * (DS:RBX).CSSA;
TMP_XSIZE := compute_XSAVE_frame_size(TMP_SECS.ATTRIBUTES.XFRM);

FOR EACH TMP_SSA_PAGE = TMP_SSA to TMP_SSA + TMP_XSIZE
    (* Check page is read/write accessible *)
    Check that DS:TMP_SSA_PAGE is read/write accessible;
    If a fault occurs, release locks, abort and deliver that fault;
```

```
    IF (DS:TMP_SSA_PAGE does not resolve to EPC page)
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF (EPCM(DS:TMP_SSA_PAGE).VALID = 0)
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF (EPCM(DS:TMP_SSA_PAGE).BLOCKED = 1)
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF ((EPCM(DS:TMP_SSA_PAGE).PENDING = 1) or (EPCM(DS:TMP_SSA_PAGE).MODIFIED = 1))
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF ( ( EPCM(DS:TMP_SSA_PAGE).ENCLAVEADDRESS ≠ DS:TMP_SSA_PAGE) or (EPCM(DS:TMP_SSA_PAGE).PT ≠ PT_REG) or
        (EPCM(DS:TMP_SSA_PAGE).ENCLAVESECS ≠ EPCM(DS:RBX).ENCLAVESECS) or
        (EPCM(DS:TMP_SSA_PAGE).R = 0) or (EPCM(DS:TMP_SSA_PAGE).W = 0) )
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    CR_XSAVE_PAGE_n := Physical_Address(DS:TMP_SSA_PAGE);
ENDFOR

(* Compute address of GPR area*)
TMP_GPR := TMP_SSA + 4096 * DS:TMP_SECS.SSAFRAMESIZE - sizeof(GPRSGX_AREA);
If a fault occurs; release locks, abort and deliver that fault;

IF (DS:TMP_GPR does not resolve to EPC page)
    THEN #PF(DS:TMP_GPR); FI;
IF (EPCM(DS:TMP_GPR).VALID = 0)
    THEN #PF(DS:TMP_GPR); FI;
IF (EPCM(DS:TMP_GPR).BLOCKED = 1)
    THEN #PF(DS:TMP_GPR); FI;
IF ((EPCM(DS:TMP_GPR).PENDING = 1) or (EPCM(DS:TMP_GPR).MODIFIED = 1))
    THEN #PF(DS:TMP_GPR); FI;
IF ((EPCM(DS:TMP_GPR).ENCLAVEADDRESS ≠ DS:TMP_GPR) or (EPCM(DS:TMP_GPR).PT ≠ PT_REG) or
    (EPCM(DS:TMP_GPR).ENCLAVESECS EPCM(DS:RBX).ENCLAVESECS) or
    (EPCM(DS:TMP_GPR).R = 0) or (EPCM(DS:TMP_GPR).W = 0))
    THEN #PF(DS:TMP_GPR); FI;

IF (TMP_MODE64 = 0)
    THEN
        IF (TMP_GPR + (GPR_SIZE -1) is not in DS segment) THEN #GP(0); FI;
FI;

CR_GPR_PA := Physical_Address (DS: TMP_GPR);

(* Validate TCS.OENTRY *)
TMP_TARGET := (DS:RBX).OENTRY + TMP_SECS.BASEADDR;
IF (TMP_MODE64 = 1)
    THEN
        IF (TMP_TARGET is not CPU-canonical) THEN #GP(0); FI;
    ELSE
        IF (TMP_TARGET > CS limit) THEN #GP(0); FI;
FI;

(* Check proposed FS/GS segments fall within DS *)
IF (TMP_MODE64 = 0)
    THEN
        TMP_FSBASE := (DS:RBX).OFSBASE + TMP_SECS.BASEADDR;
        TMP_FSLIMIT := (DS:RBX).OFSBASE + TMP_SECS.BASEADDR + (DS:RBX).FSLIMIT;
        TMP_GSBASE := (DS:RBX).OGSBASE + TMP_SECS.BASEADDR;
```

```
        TMP_GSLIMIT := (DS:RBX).OGSBASE + TMP_SECS.BASEADDR + (DS:RBX).GSLIMIT;
        (* if FS wrap-around, make sure DS has no holes*)
        IF (TMP_FSLIMIT < TMP_FSBASE)
            THEN
                IF (DS.limit < 4GB) THEN #GP(0); FI;
            ELSE
                IF (TMP_FSLIMIT > DS.limit) THEN #GP(0); FI;
        FI;
        (* if GS wrap-around, make sure DS has no holes*)
        IF (TMP_GSLIMIT < TMP_GSBASE)
            THEN
                IF (DS.limit < 4GB) THEN #GP(0); FI;
            ELSE
                IF (TMP_GSLIMIT > DS.limit) THEN #GP(0); FI;
        FI;
    ELSE
        TMP_FSBASE := (DS:RBX).OFSBASE + TMP_SECS.BASEADDR;
        TMP_GSBASE := (DS:RBX).OGSBASE + TMP_SECS.BASEADDR;
        IF ( (TMP_FSBASE is not CPU-canonical) or (TMP_GSBASE is not CPU-canonical))
            THEN #GP(0); FI;
FI;

(* Ensure the enclave is not already active and this thread is the only one using the TCS*)
IF (DS:RBX.STATE = ACTIVE)
    THEN #GP(0); FI;

TMP_IA32_U_CET := 0
TMP_SSP : = 0

IF CPUID.(EAX=12H, ECX=1):EAX[6] = 1
    THEN
        IF ( CR4.CET = 0 )
            THEN
                (* If part does not support CET or CET has not been enabled and enclave requires CET then fail *)
                IF (TMP_SECS.CET_ATTRIBUTES ≠ 0 OR TMP_SECS.CET_LEG_BITMAP_OFFSET ≠ 0) #GP(0); FI;
        FI;
        (* If indirect branch tracking or shadow stacks enabled but CET state save area is not 16B aligned then fail EENTER *)
        IF (TMP_SECS.CET_ATTRIBUTES.SH_STK_EN = 1 OR TMP_SECS.CET_ATTRIBUTES.ENDBR_EN = 1)
            THEN
                IF (DS:RBX.OCETSSA is not 16B aligned) #GP(0); FI;
        FI;

    IF (TMP_SECS.CET_ATTRIBUTES.SH_STK_EN OR TMP_SECS.CET_ATTRIBUTES.ENDBR_EN)
        THEN
            (* Setup CET state from SECS, note tracker goes to IDLE *)
            TMP_IA32_U_CET = TMP_SECS.CET_ATTRIBUTES;
            IF (TMP_IA32_U_CET.LEG_IW_EN = 1 AND TMP_IA32_U_CET.ENDBR_EN = 1)
                THEN
                    TMP_IA32_U_CET := TMP_IA32_U_CET + TMP_SECS.BASEADDR;
                    TMP_IA32_U_CET := TMP_IA32_U_CET + TMP_SECS.CET_LEG_BITMAP_BASE;
            FI;

            (* Compute linear address of what will become new CET state save area and cache its PA *)
            TMP_CET_SAVE_AREA = DS:RBX.OCETSSA + TMP_SECS.BASEADDR + (DS:RBX.CSSA) * 16
```

```
            TMP_CET_SAVE_PAGE = TMP_CET_SAVE_AREA & ~0xFFF;

            Check the TMP_CET_SAVE_PAGE page is read/write accessible
            If fault occurs release locks, abort and deliver fault

            (* Read the EPCM VALID, PENDING, MODIFIED, BLOCKED and PT fields atomically *)
            IF ((DS:TMP_CET_SAVE_PAGE Does NOT RESOLVE TO EPC PAGE) OR
                  (EPCM(DS:TMP_CET_SAVE_PAGE).VALID = 0) OR
                  (EPCM(DS:TMP_CET_SAVE_PAGE).PENDING = 1) OR
                  (EPCM(DS:TMP_CET_SAVE_PAGE).MODIFIED = 1) OR
                  (EPCM(DS:TMP_CET_SAVE_PAGE).BLOCKED = 1) OR
                  (EPCM(DS:TMP_CET_SAVE_PAGE).R = 0) OR
                  (EPCM(DS:TMP_CET_SAVE_PAGE).W = 0) OR
                  (EPCM(DS:TMP_CET_SAVE_PAGE).ENCLAVEADDRESS ≠ DS:TMP_CET_SAVE_PAGE) OR
                  (EPCM(DS:TMP_CET_SAVE_PAGE).PT ≠ PT_SS_REST) OR
                  (EPCM(DS:TMP_CET_SAVE_PAGE).ENCLAVESECS ≠ EPCM(DS:RBX).ENCLAVESECS))
                        THEN
                              #PF(DS:TMP_CET_SAVE_PAGE);
                  FI;

                  CR_CET_SAVE_AREA_PA := Physical address(DS:TMP_CET_SAVE_AREA)

                  IF TMP_IA32_U_CET.SH_STK_EN = 1
                        THEN
                              TMP_SSP = TCS.PREVSSP;
                  FI;
      FI;
FI;

CR_ENCLAVE_MODE := 1;
CR_ACTIVE_SECS := TMP_SECS;
CR_ELRANGE := (TMPSECS.BASEADDR, TMP_SECS.SIZE);

(* Save state for possible AEXs *)
CR_TCS_PA := Physical_Address (DS:RBX);
CR_TCS_LA := RBX;
CR_TCS_LA.AEP := RCX;

(* Save the hidden portions of FS and GS *)
CR_SAVE_FS_selector := FS.selector;
CR_SAVE_FS_base := FS.base;
CR_SAVE_FS_limit := FS.limit;
CR_SAVE_FS_access_rights := FS.access_rights;
CR_SAVE_GS_selector := GS.selector;
CR_SAVE_GS_base := GS.base;
CR_SAVE_GS_limit := GS.limit;
CR_SAVE_GS_access_rights := GS.access_rights;

(* If XSAVE is enabled, save XCR0 and replace it with SECS.ATTRIBUTES.XFRM*)
IF (CR4.OSXSAVE = 1)
    CR_SAVE_XCR0 := XCR0;
    XCR0 := TMP_SECS.ATTRIBUTES.XFRM;
FI;
```

```
RCX := RIP;
RIP := TMP_TARGET;
RAX := (DS:RBX).CSSA;
(* Save the outside RSP and RBP so they can be restored on interrupt or EEXIT *)
DS:TMP_SSA.U_RSP := RSP;
DS:TMP_SSA.U_RBP := RBP;

(* Do the FS/GS swap *)
FS.base := TMP_FSBASE;
FS.limit := DS:RBX.FSLIMIT;
FS.type := 0001b;
FS.W := DS.W;
FS.S := 1;
FS.DPL := DS.DPL;
FS.G := 1;
FS.B := 1;
FS.P := 1;
FS.AVL := DS.AVL;
FS.L := DS.L;
FS.unusable := 0;
FS.selector := 0BH;

GS.base := TMP_GSBASE;
GS.limit := DS:RBX.GSLIMIT;
GS.type := 0001b;
GS.W := DS.W;
GS.S := 1;
GS.DPL := DS.DPL;
GS.G := 1;
GS.B := 1;
GS.P := 1;
GS.AVL := DS.AVL;
GS.L := DS.L;
GS.unusable := 0;
GS.selector := 0BH;

CR_DBGOPTIN := TCS.FLAGS.DBGOPTIN;
Suppress_all_code_breakpoints_that_are_outside_ELRANGE;

IF (CR_DBGOPTIN = 0)
    THEN
        Suppress_all_code_breakpoints_that_overlap_with_ELRANGE;
        CR_SAVE_TF := RFLAGS.TF;
        RFLAGS.TF := 0;
        Suppress_monitor_trap_flag for the source of the execution of the enclave;
        Suppress any pending debug exceptions;
        Suppress any pending MTF VM exit;
    ELSE
        IF RFLAGS.TF = 1
            THEN pend a single-step #DB at the end of EENTER; FI;
        IF the “monitor trap flag” VM-execution control is set
            THEN pend an MTF VM exit at the end of EENTER; FI;
FI;
```

```
IF ((CPUID.(EAX=7H, ECX=0):EDX[CET_IBT] = 1) OR (CPUID.(EAX=7H, ECX=0):ECX[CET_SS] = 1)
    THEN
        (* Save enclosing application CET state into save registers *)
        CR_SAVE_IA32_U_CET := IA32_U_CET
        (* Setup enclave CET state *)
        IF CPUID.(EAX=07H, ECX=00h):ECX[CET_SS] = 1
            THEN
                CR_SAVE_SSP := SSP
                SSP := TMP_SSP
        FI;

        IA32_U_CET := TMP_IA32_U_CET;

FI;

Flush_linear_context;
Allow_front_end_to_begin_fetch_at_new_RIP;
```

Protected Mode Exceptions

#GP(0)	If DS:RBX is not page aligned.
	If the enclave is not initialized.
	If part or all of the FS or GS segment specified by TCS is outside the DS segment or not properly aligned.
	If the thread is not in the INACTIVE state.
	If CS, DS, ES or SS bases are not all zero.
	If executed in enclave mode.
	If any reserved field in the TCS FLAG is set.
	If the target address is not within the CS segment.
	If CR4.OSFXSR = 0.
	If CR4.OSXSAVE = 0 and SECS.ATTRIBUTES.XFRM ≠ 3.
	If CR4.OSXSAVE = 1 and SECS.ATTRIBUTES.XFRM is not a subset of XCR0.
	If SECS.ATTRIBUTES.AEXNOTIFY ≠ TCS.FLAGS.AEXNOTIFY and TCS.FLAGS.DBGOPTIN = 0.
#PF(error code)	If a page fault occurs in accessing memory.
	If DS:RBX does not point to a valid TCS.
	If one or more pages of the current SSA frame are not readable/writable, or do not resolve to a valid PT_REG EPC page.

64-Bit Mode Exceptions

#GP(0)	If DS:RBX is not page aligned.
	If the enclave is not initialized.
	If the thread is not in the INACTIVE state.
	If CS, DS, ES or SS bases are not all zero.
	If executed in enclave mode.
	If part or all of the FS or GS segment specified by TCS is outside the DS segment or not properly aligned.
	If the target address is not CPU-canonical.
	If CR4.OSFXSR = 0.
	If CR4.OSXSAVE = 0 and SECS.ATTRIBUTES.XFRM ≠ 3.
	If CR4.OSXSAVE = 1and SECS.ATTRIBUTES.XFRM is not a subset of XCR0.
	If SECS.ATTRIBUTES.AEXNOTIFY ≠ TCS.FLAGS.AEXNOTIFY and TCS.FLAGS.DBGOPTIN = 0.

#PF(error code)	If a page fault occurs in accessing memory operands. If DS:RBX does not point to a valid TCS. If one or more pages of the current SSA frame are not readable/writable, or do not resolve to a valid PT_REG EPC page.

13.8.2 Changes to ERESUME Operation

The instruction faults if any of the following occurs:

Address in RBX is not properly aligned.	Any TCS.FLAGS's must-be-zero bit is not zero.
TCS pointed to by RBX is not valid or available or locked.	Current 32/64 mode does not match the enclave mode in SECS.ATTRIBUTES.MODE64.
The SECS is in use by another enclave.	Either of TCS-specified FS and GS segment is not a subset of the current DS segment.
Any one of DS, ES, CS, SS is not zero.	If XSAVE available, CR4.OSXSAVE = 0, but SECS.ATTRIBUTES.XFRM ≠ 3.
CR4.OSFXSR ≠ 1.	If CR4.OSXSAVE = 1, SECS.ATTRIBUTES.XFRM is not a subset of XCR0.
Offsets 520-535 of the XSAVE area not 0.	The bit vector stored at offset 512 of the XSAVE area must be a subset of SECS.ATTRIBUTES.XFRM.
The SSA frame is not valid or in use.	If SECS.ATTRIBUTES.AEXNOTIFY ≠ TCS.FLAGS.AEXNOTIFY and TCS.FLAGS.DBGOPTIN = 0.

Operation

Temp Variables in ERESUME Operational Flow

Name	Type	Size	Description
TMP_FSBASE	Effective Address	32/64	Proposed base address for FS segment.
TMP_GSBASE	Effective Address	32/64	Proposed base address for FS segment.
TMP_FSLIMIT	Effective Address	32/64	Highest legal address in proposed FS segment.
TMP_GSLIMIT	Effective Address	32/64	Highest legal address in proposed GS segment.
TMP_TARGET	Effective Address	32/64	Address of first instruction inside enclave at which execution is to resume.
TMP_SECS	Effective Address	32/64	Physical address of SECS for this enclave.
TMP_SSA	Effective Address	32/64	Address of current SSA frame.
TMP_XSIZE	integer	64	Size of XSAVE area based on SECS.ATTRIBUTES.XFRM.
TMP_SSA_PAGE	Effective Address	32/64	Pointer used to iterate over the SSA pages in the current frame.
TMP_GPR	Effective Address	32/64	Address of the GPR area within the current SSA frame.
TMP_BRANCH_RECORD	LBR Record		From/to addresses to be pushed onto the LBR stack.
TMP_NOTIFY	Boolean	1	When set to 1, deliver an AEX notification.

```
TMP_MODE64 := ((IA32_EFER.LMA = 1) && (CS.L = 1));

(* Make sure DS is usable, expand up *)
IF (TMP_MODE64 = 0 and (DS not usable or ( ( DS[S] = 1) and (DS[bit 11] = 0) and DS[bit 10] = 1))))
    THEN #GP(0); FI;

(* Check that CS, SS, DS, ES.base is 0 *)
IF (TMP_MODE64 = 0)
```

```
    THEN
        IF(CS.base ≠ 0 or DS.base ≠ 0) #GP(0); FI;
        IF(ES usable and ES.base ≠ 0) #GP(0); FI;
        IF(SS usable and SS.base ≠ 0) #GP(0); FI;
        IF(SS usable and SS.B = 0) #GP(0); FI;
FI;

IF (DS:RBX is not 4KByte Aligned)
    THEN #GP(0); FI;

IF (DS:RBX does not resolve within an EPC)
    THEN #PF(DS:RBX); FI;

(* Check AEP is CPU-canonical*)
IF (TMP_MODE64 = 1 and (CS:RCX is not CPU-canonical))
    THEN #GP(0); FI;

(* Check concurrency of TCS operation*)
IF (Other Intel SGX instructions are operating on TCS)
    THEN #GP(0); FI;

(* TCS verification *)
IF (EPCM(DS:RBX).VALID = 0)
    THEN #PF(DS:RBX); FI;

IF (EPCM(DS:RBX).BLOCKED = 1)
    THEN #PF(DS:RBX); FI;

IF ((EPCM(DS:RBX).PENDING = 1) or (EPCM(DS:RBX).MODIFIED = 1))
    THEN #PF(DS:RBX); FI;

IF ( (EPCM(DS:RBX).ENCLAVEADDRESS ≠ DS:RBX) or (EPCM(DS:RBX).PT ≠ PT_TCS))
    THEN #PF(DS:RBX); FI;

IF ( (DS:RBX).OSSA is not 4KByte Aligned)
    THEN #GP(0); FI;

(* Check proposed FS and GS *)
IF ( ( (DS:RBX).OFSBASE is not 4KByte Aligned) or ( (DS:RBX).OGSBASE is not 4KByte Aligned))
    THEN #GP(0); FI;

(* Get the SECS for the enclave in which the TCS resides *)
TMP_SECS := Address of SECS for TCS;

(* Make sure that the FLAGS field in the TCS does not have any reserved bits set *)
IF ( ( (DS:RBX).FLAGS & FFFFFFFFFFFFFFFCH) ≠ 0)
    THEN #GP(0); FI;

(* SECS must exist and enclave must have previously been EINITted *)
IF (the enclave is not already initialized)
    THEN #GP(0); FI;

(* make sure the logical processor's operating mode matches the enclave *)
IF ( (TMP_MODE64 ≠ TMP_SECS.ATTRIBUTES.MODE64BIT))
```

```
    THEN #GP(0); FI;

IF (CR4.OSFXSR = 0)
    THEN #GP(0); FI;

(* Check for legal values of SECS.ATTRIBUTES.XFRM *)
IF (CR4.OSXSAVE = 0)
    THEN
        IF (TMP_SECS.ATTRIBUTES.XFRM ≠ 03H) THEN #GP(0); FI;
    ELSE
        IF ( (TMP_SECS.ATTRIBUTES.XFRM & XCR0) ≠ TMP_SECS.ATTRIBUTES.XFRM) THEN #GP(0); FI;
FI;

IF ( (DS:RBX).CSSA.FLAGS.DBGOPTIN = 0) and (DS:RBX).CSSA.FLAGS.AEXNOTIFY ≠ TMP_SECS.ATTRIBUTES.AEXNOTIFY))
    THEN #GP(0); FI;

(* Make sure the SSA contains at least one active frame *)
IF ( (DS:RBX).CSSA = 0)
    THEN #GP(0); FI;

(* Compute linear address of SSA frame *)
TMP_SSA := (DS:RBX).OSSA + TMP_SECS.BASEADDR + 4096 * TMP_SECS.SSAFRAMESIZE * ( (DS:RBX).CSSA - 1);
TMP_XSIZE := compute_XSAVE_frame_size(TMP_SECS.ATTRIBUTES.XFRM);

FOR EACH TMP_SSA_PAGE = TMP_SSA to TMP_SSA + TMP_XSIZE
    (* Check page is read/write accessible *)
    Check that DS:TMP_SSA_PAGE is read/write accessible;
    If a fault occurs, release locks, abort and deliver that fault;
    IF (DS:TMP_SSA_PAGE does not resolve to EPC page)
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF (EPCM(DS:TMP_SSA_PAGE).VALID = 0)
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF (EPCM(DS:TMP_SSA_PAGE).BLOCKED = 1)
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF ((EPCM(DS:TMP_SSA_PAGE).PENDING = 1) or (EPCM(DS:TMP_SSA_PAGE_.MODIFIED = 1))
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    IF ( ( EPCM(DS:TMP_SSA_PAGE).ENCLAVEADDRESS ≠ DS:TMPSSA_PAGE) or (EPCM(DS:TMP_SSA_PAGE).PT ≠ PT_REG) or
        (EPCM(DS:TMP_SSA_PAGE).ENCLAVESECS ≠ EPCM(DS:RBX).ENCLAVESECS) or
        (EPCM(DS:TMP_SSA_PAGE).R = 0) or (EPCM(DS:TMP_SSA_PAGE).W = 0) )
        THEN #PF(DS:TMP_SSA_PAGE); FI;
    CR_XSAVE_PAGE_n := Physical_Address(DS:TMP_SSA_PAGE);
ENDFOR

(* Compute address of GPR area*)
TMP_GPR := TMP_SSA + 4096 * DS:TMP_SECS.SSAFRAMESIZE - sizeof(GPRSGX_AREA);
Check that DS:TMP_SSA_PAGE is read/write accessible;
If a fault occurs, release locks, abort and deliver that fault;
IF (DS:TMP_GPR does not resolve to EPC page)
    THEN #PF(DS:TMP_GPR); FI;
IF (EPCM(DS:TMP_GPR).VALID = 0)
    THEN #PF(DS:TMP_GPR); FI;
IF (EPCM(DS:TMP_GPR).BLOCKED = 1)
    THEN #PF(DS:TMP_GPR); FI;
IF ((EPCM(DS:TMP_GPR).PENDING = 1) or (EPCM(DS:TMP_GPR).MODIFIED = 1))
```

```
    THEN #PF(DS:TMP_GPR); FI;
IF ( ( EPCM(DS:TMP_GPR).ENCLAVEADDRESS ≠ DS:TMP_GPR) or (EPCM(DS:TMP_GPR).PT ≠ PT_REG) or
    (EPCM(DS:TMP_GPR).ENCLAVESECS ≠ EPCM(DS:RBX).ENCLAVESECS) or
    (EPCM(DS:TMP_GPR).R = 0) or (EPCM(DS:TMP_GPR).W = 0))
    THEN #PF(DS:TMP_GPR); FI;

IF (TMP_MODE64 = 0)
    THEN
        IF (TMP_GPR + (GPR_SIZE -1) is not in DS segment) THEN #GP(0); FI;
FI;

CR_GPR_PA := Physical_Address (DS: TMP_GPR);

IF ((DS:RBX).FLAGS.AEXNOTIFY = 1) and (DS:TMP_GPR.AEXNOTIFY[0] = 1))
    THEN
        TMP_NOTIFY := 1;
    ELSE
        TMP_NOTIFY := 0;
FI;

IF (TMP_NOTIFY = 1)
    THEN
        (* Make sure the SSA contains at least one more frame *)
        IF ((DS:RBX).CSSA ≥ (DS:RBX).NSSA)
            THEN #GP(0); FI;

        TMP_SSA := TMP_SSA + 4096 * TMP_SECS.SSAFRAMESIZE;
        TMP_XSIZE := compute_XSAVE_frame_size(TMP_SECS.ATTRIBUTES.XFRM);

        FOR EACH TMP_SSA_PAGE = TMP_SSA to TMP_SSA + TMP_XSIZE
            (* Check page is read/write accessible *)
            Check that DS:TMP_SSA_PAGE is read/write accessible;
            If a fault occurs, release locks, abort and deliver that fault;

            IF (DS:TMP_SSA_PAGE does not resolve to EPC page)
                THEN #PF(DS:TMP_SSA_PAGE); FI;
            IF (EPCM(DS:TMP_SSA_PAGE).VALID = 0)
                THEN #PF(DS:TMP_SSA_PAGE); FI;
            IF (EPCM(DS:TMP_SSA_PAGE).BLOCKED = 1)
                THEN #PF(DS:TMP_SSA_PAGE); FI;
            IF ((EPCM(DS:TMP_SSA_PAGE).PENDING = 1) or
            (EPCM(DS:TMP_SSA_PAGE).MODIFIED = 1))
                THEN #PF(DS:TMP_SSA_PAGE); FI;
            IF ((EPCM(DS:TMP_SSA_PAGE).ENCLAVEADDRESS ≠ DS:TMP_SSA_PAGE) or
            (EPCM(DS:TMP_SSA_PAGE).PT ≠ PT_REG) or
            (EPCM(DS:TMP_SSA_PAGE).ENCLAVESECS ≠ EPCM(DS:RBX).ENCLAVESECS) or
            (EPCM(DS:TMP_SSA_PAGE).R = 0) or (EPCM(DS:TMP_SSA_PAGE).W = 0))
                THEN #PF(DS:TMP_SSA_PAGE); FI;
            CR_XSAVE_PAGE_n := Physical_Address(DS:TMP_SSA_PAGE);
        ENDFOR

        (* Compute address of GPR area*)
        TMP_GPR := TMP_SSA + 4096 * DS:TMP_SECS.SSAFRAMESIZE - sizeof(GPRSGX_AREA);
        If a fault occurs; release locks, abort and deliver that fault;
```

```
        IF (DS:TMP_GPR does not resolve to EPC page)
            THEN #PF(DS:TMP_GPR); FI;
        IF (EPCM(DS:TMP_GPR).VALID = 0)
            THEN #PF(DS:TMP_GPR); FI;
        IF (EPCM(DS:TMP_GPR).BLOCKED = 1)
            THEN #PF(DS:TMP_GPR); FI;
        IF ((EPCM(DS:TMP_GPR).PENDING = 1) or (EPCM(DS:TMP_GPR).MODIFIED = 1))
            THEN #PF(DS:TMP_GPR); FI;
        IF ((EPCM(DS:TMP_GPR).ENCLAVEADDRESS ≠ DS:TMP_GPR) or
        (EPCM(DS:TMP_GPR).PT ≠ PT_REG) or
        (EPCM(DS:TMP_GPR).ENCLAVESECS EPCM(DS:RBX).ENCLAVESECS) or
        (EPCM(DS:TMP_GPR).R = 0) or (EPCM(DS:TMP_GPR).W = 0))
            THEN #PF(DS:TMP_GPR); FI;

        IF (TMP_MODE64 = 0)
            THEN
                IF (TMP_GPR + (GPR_SIZE -1) is not in DS segment) THEN #GP(0); FI;
        FI;

        CR_GPR_PA := Physical_Address (DS: TMP_GPR);

        TMP_TARGET := (DS:RBX).OENTRY + TMP_SECS.BASEADDR;
    ELSE
        TMP_TARGET := (DS:TMP_GPR).RIP;
FI;

IF (TMP_MODE64 = 1)
    THEN
        IF (TMP_TARGET is not CPU-canonical) THEN #GP(0); FI;
    ELSE
        IF (TMP_TARGET > CS limit) THEN #GP(0); FI;
FI;

(* Check proposed FS/GS segments fall within DS *)
IF (TMP_MODE64 = 0)
    THEN
        TMP_FSBASE := (DS:RBX).OFSBASE + TMP_SECS.BASEADDR;
        TMP_FSLIMIT := (DS:RBX).OFSBASE + TMP_SECS.BASEADDR + (DS:RBX).FSLIMIT;
        TMP_GSBASE := (DS:RBX).OGSBASE + TMP_SECS.BASEADDR;
        TMP_GSLIMIT := (DS:RBX).OGSBASE + TMP_SECS.BASEADDR + (DS:RBX).GSLIMIT;
        (* if FS wrap-around, make sure DS has no holes*)
        IF (TMP_FSLIMIT < TMP_FSBASE)
            THEN
                IF (DS.limit < 4GB) THEN #GP(0); FI;
            ELSE
                IF (TMP_FSLIMIT > DS.limit) THEN #GP(0); FI;
        FI;
        (* if GS wrap-around, make sure DS has no holes*)
        IF (TMP_GSLIMIT < TMP_GSBASE)
            THEN
                IF (DS.limit < 4GB) THEN #GP(0); FI;
            ELSE
                IF (TMP_GSLIMIT > DS.limit) THEN #GP(0); FI;
```

```
        FI;
    ELSE
        IF (TMP_NOTIFY = 1)
            THEN
                TMP_FSBASE := (DS:RBX).OFSBASE + TMP_SECS.BASEADDR;
                TMP_GSBASE := (DS:RBX).OGSBASE + TMP_SECS.BASEADDR;
            ELSE
                TMP_FSBASE := DS:TMP_GPR.FSBASE;
                TMP_GSBASE := DS:TMP_GPR.GSBASE;
        FI;
        IF ((TMP_FSBASE is not CPU-canonical) or (TMP_GSBASE is not CPU-canonical))
            THEN #GP(0); FI;
FI;

(* Ensure the enclave is not already active and this thread is the only one using the TCS*)
IF (DS:RBX.STATE = ACTIVE))
    THEN #GP(0); FI;

TMP_IA32_U_CET := 0
TMP_SSP := 0

IF (CPUID.(EAX=12H, ECX=1):EAX[6] = 1)
    THEN
        IF ( CR4.CET = 0 )
            THEN
                (* If part does not support CET or CET has not been enabled and enclave requires CET then fail *)
                IF (TMP_SECS.CET_ATTRIBUTES ≠ 0 OR TMP_SECS.CET_LEG_BITMAP_OFFSET ≠ 0) #GP(0); FI;
        FI;
        (* If indirect branch tracking or shadow stacks enabled but CET state save area is not 16B aligned then fail ERESUME *)
        IF (TMP_SECS.CET_ATTRIBUTES.SH_STK_EN = 1 OR TMP_SECS.CET_ATTRIBUTES.ENDBR_EN = 1)
            THEN
                IF (DS:RBX.OCETSSA is not 16B aligned) #GP(0); FI;
        FI;

IF (TMP_SECS.CET_ATTRIBUTES.SH_STK_EN OR TMP_SECS.CET_ATTRIBUTES.ENDBR_EN)
    THEN
        (* Setup CET state from SECS, note tracker goes to IDLE *)
        TMP_IA32_U_CET = TMP_SECS.CET_ATTRIBUTES;
        IF (TMP_IA32_U_CET.LEG_IW_EN = 1 AND TMP_IA32_U_CET.ENDBR_EN = 1)
            THEN
                TMP_IA32_U_CET := TMP_IA32_U_CET + TMP_SECS.BASEADDR;
                TMP_IA32_U_CET := TMP_IA32_U_CET + TMP_SECS.CET_LEG_BITMAP_BASE;
        FI;

        (* Compute linear address of what will become new CET state save area and cache its PA *)
        IF (TMP_NOTIFY = 1)
            THEN
                TMP_CET_SAVE_AREA = DS:RBX.OCETSSA + TMP_SECS.BASEADDR + (DS:RBX.CSSA) * 16;
            ELSE
                TMP_CET_SAVE_AREA = DS:RBX.OCETSSA + TMP_SECS.BASEADDR + (DS:RBX.CSSA - 1) * 16;
        FI;
        TMP_CET_SAVE_PAGE = TMP_CET_SAVE_AREA & ~0xFFF;

        Check the TMP_CET_SAVE_PAGE page is read/write accessible
```

```
        If fault occurs release locks, abort and deliver fault

        (* read the EPCM VALID, PENDING, MODIFIED, BLOCKED and PT fields atomically *)
        IF ((DS:TMP_CET_SAVE_PAGE Does NOT RESOLVE TO EPC PAGE) OR
         (EPCM(DS:TMP_CET_SAVE_PAGE).VALID = 0) OR
         (EPCM(DS:TMP_CET_SAVE_PAGE).PENDING = 1) OR
         (EPCM(DS:TMP_CET_SAVE_PAGE).MODIFIED = 1) OR
         (EPCM(DS:TMP_CET_SAVE_PAGE).BLOCKED = 1) OR
         (EPCM(DS:TMP_CET_SAVE_PAGE).R = 0) OR
         (EPCM(DS:TMP_CET_SAVE_PAGE).W = 0) OR
         (EPCM(DS:TMP_CET_SAVE_PAGE).ENCLAVEADDRESS ≠ DS:TMP_CET_SAVE_PAGE) OR
         (EPCM(DS:TMP_CET_SAVE_PAGE).PT ≠ PT_SS_REST) OR
         (EPCM(DS:TMP_CET_SAVE_PAGE).ENCLAVESECS ≠ EPCM(DS:RBX).ENCLAVESECS))
              THEN
                   #PF(DS:TMP_CET_SAVE_PAGE);
        FI;

        CR_CET_SAVE_AREA_PA := Physical address(DS:TMP_CET_SAVE_AREA)
        IF (TMP_NOTIFY = 1)
              THEN
                   IF TMP_IA32_U_CET.SH_STK_EN = 1
                        THEN TMP_SSP = TCS.PREVSSP; FI;
              ELSE
                   TMP_SSP = CR_CET_SAVE_AREA_PA.SSP
                   TMP_IA32_U_CET.TRACKER = CR_CET_SAVE_AREA_PA.TRACKER;
                   TMP_IA32_U_CET.SUPPRESS = CR_CET_SAVE_AREA_PA.SUPPRESS;
                   IF ( (TMP_MODE64 = 1 AND TMP_SSP is not CPU-canonical) OR
                         (TMP_MODE64 = 0 AND (TMP_SSP & 0xFFFFFFFF00000000) ≠ 0) OR
                        (TMP_SSP is not 4 byte aligned) OR
                        (TMP_IA32_U_CET.TRACKER = WAIT_FOR_ENDBRANCH AND TMP_IA32_U_CET.SUPPRESS = 1) OR
                        (CR_CET_SAVE_AREA_PA.Reserved ≠ 0) ) #GP(0); FI;
                   FI;
        FI;
FI;

IF (TMP_NOTIFY = 0)
    THEN
        (* SECS.ATTRIBUTES.XFRM selects the features to be saved. *)
        (* CR_XSAVE_PAGE_n: A list of 1 or more physical address of pages that contain the XSAVE area. *)
        XRSTOR(TMP_MODE64, SECS.ATTRIBUTES.XFRM, CR_XSAVE_PAGE_n);

        IF (XRSTOR failed with #GP)
              THEN
                   DS:RBX.STATE := INACTIVE;
                   #GP(0);
        FI;
FI;

CR_ENCLAVE_MODE := 1;
CR_ACTIVE_SECS := TMP_SECS;
CR_ELRANGE := (TMP_SECS.BASEADDR, TMP_SECS.SIZE);

(* Save sate for possible AEXs *)
CR_TCS_PA := Physical_Address (DS:RBX);
```

```
CR_TCS_LA := RBX;
CR_TCS_LA.AEP := RCX;

(* Save the hidden portions of FS and GS *)
CR_SAVE_FS_selector := FS.selector;
CR_SAVE_FS_base := FS.base;
CR_SAVE_FS_limit := FS.limit;
CR_SAVE_FS_access_rights := FS.access_rights;
CR_SAVE_GS_selector := GS.selector;
CR_SAVE_GS_base := GS.base;
CR_SAVE_GS_limit := GS.limit;
CR_SAVE_GS_access_rights := GS.access_rights;

IF (TMP_NOTIFY = 1)
    THEN
        (* If XSAVE is enabled, save XCR0 and replace it with SECS.ATTRIBUTES.XFRM*)
        IF (CR4.OSXSAVE = 1)
            THEN
                CR_SAVE_XCR0 := XCR0;
                XCR0 := TMP_SECS.ATTRIBUTES.XFRM;
        FI;
FI;

RIP := TMP_TARGET;

IF (TMP_NOTIFY = 1)
    THEN
        RCX := RIP;
        RAX := (DS:RBX).CSSA;
        (* Save the outside RSP and RBP so they can be restored on interrupt or EEXIT *)
        DS:TMP_SSA.U_RSP := RSP;
        DS:TMP_SSA.U_RBP := RBP;
    ELSE
        Restore_GPRs from DS:TMP_GPR;

        (*Restore the RFLAGS values from SSA*)
        RFLAGS.CF := DS:TMP_GPR.RFLAGS.CF;
        RFLAGS.PF := DS:TMP_GPR.RFLAGS.PF;
        RFLAGS.AF := DS:TMP_GPR.RFLAGS.AF;
        RFLAGS.ZF := DS:TMP_GPR.RFLAGS.ZF;
        RFLAGS.SF := DS:TMP_GPR.RFLAGS.SF;
        RFLAGS.DF := DS:TMP_GPR.RFLAGS.DF;
        RFLAGS.OF := DS:TMP_GPR.RFLAGS.OF;
        RFLAGS.NT := DS:TMP_GPR.RFLAGS.NT;
        RFLAGS.AC := DS:TMP_GPR.RFLAGS.AC;
        RFLAGS.ID := DS:TMP_GPR.RFLAGS.ID;
        RFLAGS.RF := DS:TMP_GPR.RFLAGS.RF;
        RFLAGS.VM := 0;
        IF (RFLAGS.IOPL = 3)
            THEN RFLAGS.IF := DS:TMP_GPR.RFLAGS.IF; FI;

        IF (TCS.FLAGS.OPTIN = 0)
            THEN RFLAGS.TF := 0; FI;
```

```
        (* If XSAVE is enabled, save XCR0 and replace it with SECS.ATTRIBUTES.XFRM*)
        IF (CR4.OSXSAVE = 1)
            THEN
                CR_SAVE_XCR0 := XCR0;
                XCR0 := TMP_SECS.ATTRIBUTES.XFRM;
        FI;

        (* Pop the SSA stack*)
        (DS:RBX).CSSA := (DS:RBX).CSSA -1;
FI;

(* Do the FS/GS swap *)
FS.base := TMP_FSBASE;
FS.limit := DS:RBX.FSLIMIT;
FS.type := 0001b;
FS.W := DS.W;
FS.S := 1;
FS.DPL := DS.DPL;
FS.G := 1;
FS.B := 1;
FS.P := 1;
FS.AVL := DS.AVL;
FS.L := DS.L;
FS.unusable := 0;
FS.selector := 0BH;

GS.base := TMP_GSBASE;
GS.limit := DS:RBX.GSLIMIT;
GS.type := 0001b;
GS.W := DS.W;
GS.S := 1;
GS.DPL := DS.DPL;
GS.G := 1;
GS.B := 1;
GS.P := 1;
GS.AVL := DS.AVL;
GS.L := DS.L;
GS.unusable := 0;
GS.selector := 0BH;

CR_DBGOPTIN := TCS.FLAGS.DBGOPTIN;
Suppress all code breakpoints that are outside ELRANGE;

IF (CR_DBGOPTIN = 0)
    THEN
        Suppress all code breakpoints that overlap with ELRANGE;
        CR_SAVE_TF := RFLAGS.TF;
        RFLAGS.TF := 0;
        Suppress any MTF VM exits during execution of the enclave;
        Clear all pending debug exceptions;
        Clear any pending MTF VM exit;
    ELSE
        IF (TMP_NOTIFY = 1)
            THEN
```

```
                IF RFLAGS.TF = 1
                    THEN pend a single-step #DB at the end of EENTER; FI;
        IF the “monitor trap flag” VM-execution control is set
            THEN pend an MTF VM exit at the end of EENTER; FI;
        ELSE
            Clear all pending debug exceptions;
            Clear pending MTF VM exits;
        FI;
FI;

IF ((CPUID.(EAX=7H, ECX=0):EDX[CET_IBT] = 1) OR (CPUID.(EAX=7, ECX=0):ECX[CET_SS] = 1)
    THEN
        (* Save enclosing application CET state into save registers *)
        CR_SAVE_IA32_U_CET := IA32_U_CET
        (* Setup enclave CET state *)
        IF CPUID.(EAX=07H, ECX=00h):ECX[CET_SS] = 1
            THEN
                CR_SAVE_SSP := SSP
                SSP := TMP_SSP;
        FI;
        IA32_U_CET := TMP_IA32_U_CET;
FI;

(* Assure consistent translations *)
Flush_linear_context;
Clear_Monitor_FSM;
Allow_front_end_to_begin_fetch_at_new_RIP;
```

Flags Affected

RFLAGS.TF is cleared on opt-out entry

Protected Mode Exceptions

#GP(0)	If DS:RBX is not page aligned.
	If the enclave is not initialized.
	If the thread is not in the INACTIVE state.
	If CS, DS, ES or SS bases are not all zero.
	If executed in enclave mode.
	If part or all of the FS or GS segment specified by TCS is outside the DS segment.
	If any reserved field in the TCS FLAG is set.
	If the target address is not within the CS segment.
	If CR4.OSFXSR = 0.
	If CR4.OSXSAVE = 0 and SECS.ATTRIBUTES.XFRM ≠ 3.
	If CR4.OSXSAVE = 1and SECS.ATTRIBUTES.XFRM is not a subset of XCR0.
	If SECS.ATTRIBUTES.AEXNOTIFY ≠ TCS.FLAGS.AEXNOTIFY and TCS.FLAGS.DBGOPTIN = 0.
#PF(error code)	If a page fault occurs in accessing memory.
	If DS:RBX does not point to a valid TCS.
	If one or more pages of the current SSA frame are not readable/writable, or do not resolve to a valid PT_REG EPC page.

64-Bit Mode Exceptions

#GP(0)	If DS:RBX is not page aligned.
	If the enclave is not initialized.
	If the thread is not in the INACTIVE state.
	If CS, DS, ES or SS bases are not all zero.
	If executed in enclave mode.
	If part or all of the FS or GS segment specified by TCS is outside the DS segment.
	If any reserved field in the TCS FLAG is set.
	If the target address is not CPU-canonical.
	If CR4.OSFXSR = 0.
	If CR4.OSXSAVE = 0 and SECS.ATTRIBUTES.XFRM ≠ 3.
	If CR4.OSXSAVE = 1and SECS.ATTRIBUTES.XFRM is not a subset of XCR0.
	If SECS.ATTRIBUTES.AEXNOTIFY ≠ TCS.FLAGS.AEXNOTIFY and TCS.FLAGS.DBGOPTIN = 0.
#PF(error code)	If a page fault occurs in accessing memory operands.
	If DS:RBX does not point to a valid TCS.
	If one or more pages of the current SSA frame are not readable/writable, or do not resolve to a valid PT_REG EPC page.

CHAPTER 14
CODE PREFETCH INSTRUCTION UPDATES

All changes to existing operation are highlighted in green.

PREFETCH*h*—Prefetch Data or Code Into Caches

Opcode/ Instruction	Op/ En	64/32 Bit Mode Support	Description
0F 18 /1 PREFETCHT0 *m8*	M	V/V	Move data from *m8* closer to the processor using T0 hint.
0F 18 /2 PREFETCHT1 *m8*	M	V/V	Move data from *m8* closer to the processor using T1 hint.
0F 18 /3 PREFETCHT2 *m8*	M	V/V	Move data from *m8* closer to the processor using T2 hint.
0F 18 /0 PREFETCHNTA *m8*	M	V/V	Move data from *m8* closer to the processor using NTA hint.
0F 18 /7 PREFETCHIT0 m8	M	V/I	Move code from relative address closer to the processor using IT0 hint.
0F 18 /6 PREFETCHIT1 m8	M	V/I	Move code from relative address closer to the processor using IT1 hint.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
M	ModRM:r/m (r)	N/A	N/A	N/A

Description

Fetches the line of data or code (instructions' bytes) from memory that contains the byte specified with the source operand to a location in the cache hierarchy specified by a locality hint:

- T0 (temporal data)—prefetch data into all levels of the cache hierarchy.
- T1 (temporal data with respect to first level cache misses)—prefetch data into level 2 cache and higher.
- T2 (temporal data with respect to second level cache misses)—prefetch data into level 3 cache and higher, or an implementation-specific choice.
- NTA (non-temporal data with respect to all cache levels)—prefetch data into non-temporal cache structure and into a location close to the processor, minimizing cache pollution.
- IT0 (temporal code)—prefetch code into all levels of the cache hierarchy.
- IT1 (temporal code with respect to first level cache misses)—prefetch code into all but the first-level of the cache hierarchy.

The source operand is a byte memory location. (The locality hints are encoded into the machine level instruction using bits 3 through 5 of the ModR/M byte.) Some locality hints may prefetch only for RIP-relative memory addresses; see additional details below. The address to prefetch is NextRIP + 32-bit displacement, where NextRIP is the first byte of the instruction that follows the prefetch instruction itself.

If the line selected is already present in the cache hierarchy at a level closer to the processor, no data movement occurs. Prefetches from uncacheable or WC memory are ignored.

The PREFETCH*h* instruction is merely a hint and does not affect program behavior. If executed, this instruction moves data closer to the processor in anticipation of future use.

The implementation of prefetch locality hints is implementation-dependent, and can be overloaded or ignored by a processor implementation. The amount of data or code lines prefetched is also processor implementation-dependent. It will, however, be a minimum of 32 bytes. Additional details of the implementation-dependent locality hints are described in Section 7.4 of Intel® 64 and IA-32 Architectures Optimization Reference Manual.

It should be noted that processors are free to speculatively fetch and cache data from system memory regions that are assigned a memory-type that permits speculative reads (that is, the WB, WC, and WT memory types). A PREFETCH*h* instruction is considered a hint to this speculative behavior. Because this speculative fetching can occur at any time and is not tied to instruction execution, a PREFETCH*h* instruction is not ordered with respect to the fence instructions (MFENCE, SFENCE, and LFENCE) or locked memory references. A PREFETCH*h* instruction is also unordered with respect to CLFLUSH and CLFLUSHOPT instructions, other PREFETCH*h* instructions, or any other general instruction. It is ordered with respect to serializing instructions such as CPUID, WRMSR, OUT, and MOV CR.

PREFETCHIT0/1 apply when in 64-bit mode with RIP-relative addressing; they stay NOPs otherwise. For optimal performance, the addresses used with these instructions should be the starting byte of a real instruction.

PREFETCHIT0/1 instructions are enumerated by CPUID.(EAX=07H, ECX=01H).EDX.PREFETCHI[bit 14].The encodings stay NOPs in processors that do not enumerate these instructions.

Operation

```
FETCH (m8);
```

Intel C/C++ Compiler Intrinsic Equivalent

void _mm_prefetch(char *p, int i)

The argument "*p" gives the address of the byte (and corresponding cache line) to be prefetched. The value "i" gives a constant (_MM_HINT_T0, _MM_HINT_T1, _MM_HINT_T2, or _MM_HINT_NTA, _MM_HINT_IT0, _MM_HINT_IT1) that specifies the type of prefetch operation to be performed.

Numeric Exceptions

None.

Exceptions (All Operating Modes)

#UD	If the LOCK prefix is used.

CHAPTER 15
NEXT GENERATION PERFORMANCE MONITORING UNIT (PMU)

The next generation Performance Monitoring Unit (PMU)[1] offers additional enhancements beyond what is available in both the 12th generation Intel® Core™ processor based on Alder Lake performance hybrid architecture and the 13th generation Intel® Core™ processor:

- Timed PEBS
- New (Hybrid) Enumeration Architecture
  - General-Purpose Counters
  - Fixed-Function Counters
  - Architectural Performance Monitoring Events
    - Topdown Microarchitecture Analysis (TMA) Level 1 Architectural Performance Monitoring Events
  - Non-Architectural Capabilities

15.1 NEW ENUMERATION ARCHITECTURE

A new Architectural Performance Monitoring Extended Leaf 23H is added to the CPUID instruction for enhanced enumeration of PMU architectural features; see Chapter 1, "Architectural Performance Monitoring Extended Leaf (Output depends on ECX input value)" on page 23 for details.

NOTE

CPUID leaf 0AH continues to report useful attributes, such as architectural performance monitoring version ID and counter width (# bits).

CPUID leaf 23H enhances previous enumeration of PMU capabilities:

- Employs CPUID sub-leafing to accommodate future PMU extensions.
- Exposes hybrid resources per core-type.
- Introduces a bitmap enumeration of general-purpose counters availability.
- A bitmap enumeration of fixed-function counters availability.
- A bitmap enumeration of architectural performance monitoring events.

Processors that support this enhancement set CPUID.(EAX=07H, ECX=01H):EAX.ArchPerfmonExt[bit 8].

Additionally, the IA32_PERF_CAPABILITIES MSR enhances enumeration for PMU non-architectural features (see Section 15.1.6).

15.1.1 CPUID Sub-Leafing

CPUID leaf 23H contains additional architectural PMU capabilities. This leaf supports sub-leafing, providing each distinct PMU feature with an individual sub-leaf for enumerating its details.

The availability of sub-leaves is enumerated via CPUID.(EAX=23H, ECX=0H):EAX. For each bit *n* set in this field, sub-leaf *n* under CPUID leaf 23H is supported.

1. The next generation PMU incorporates PEBS_FMT=5h as described in Section 19.6.2.4.2 of the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B.

15.1.2 Reporting of Hybrid Resources

CPUID leaf 23H provides a true-view of per core-type PMU capabilities. For hybrid processors, those that set CPUID.(EAX=07H, ECX=0H):EDX.Hybrid[bit 15], the new leaf reports the actual support of the individual core-type the CPUID instruction was executed on. This implies that values returned by this leaf may vary based on the core-type. This applies to all sub-leaves and registers.

Conversely, CPUID leaf 0AH provides a maximum common set of capabilities across core types when a feature is not supported by all core types.

NOTE

Locating a PMU feature under CPUID leaf 023H alerts software that the features may be not supported uniformly across all core types.

15.1.3 General-Purpose Counters Bitmap

CPUID.(EAX=23H, ECX=01H):EAX reports a bitmap for available general-purpose counters. (CPUID leaf 0AH reports only the total number of general-purpose counters).

This capability enables a virtual-machine monitor to reserve lower-index counters for its own use, while exposing higher-index counters to guest software. This is especially important should the general-purpose counters not be fully homogeneous.

Software should utilize the new bitmap reporting, including for detecting the number of available general-purpose counters. To facilitate this transition, the number of general-purpose counters in CPUID leaf 0AH will not go beyond eight, even if the processor has support for more than eight general-purpose counters.

15.1.4 Fixed-Function Counters Hybrid Bitmap

CPUID.(EAX=23H, ECX=01H):EBX reports a bitmap for available fixed-function counters. (CPUID leaf 0AH reports the common number of contiguous fixed-function counters in addition to a common bitmap of fixed-function counters availability.)

This capability enables privileged software to expose per core-type enumeration of fixed-function counters. This is especially important should the fixed-function counters not be available on all logical processors.

15.1.5 Architectural Performance Monitoring Events Bitmap

CPUID.(EAX=23H, ECX=03H):EAX provides a true-view of per core-type available architectural performance monitoring events. For each bit *n* set in this field, the processor supports Architectural Performance Monitoring Event of index *n* (positive polarity).

Conversely, CPUID leaf 0AH provides a maximum common set of architectural performance monitoring events supported by all core types, where if bit *n* is set, it denotes the processor does not necessarily support Architectural Performance Monitoring Event of index *n* on all logical processors (negative polarity).

15.1.6 Non-Architectural Performance Capabilities

The IA32_PERF_CAPABILITIES MSR provides enumeration of non-architectural PMU features. Some fields in the MSR are of type "common," meaning that they report the same value on all cores in a hybrid part. Other fields have type "hybrid" and report values that may differ across cores (the value reported on each core pertains only to that core). Table 15-1 enumerates the fields in the MSR and indicates the type of each.

Table 15-1. IA32_PERF_CAPABILITIES Hybrid Enumeration

Field Name	Bits[1]	Type
LBR FMT	5:0	Common
PEBS Trap	6	Common
PEBS Arch Regs	7	Common
PEBS FMT	11:8	Common
Freeze while SMM	12	Common
Full Write	13	Common
PEBS Baseline	14	Common
Perf Metrics Available	15	Hybrid
PEBS Output PT Available	16	Hybrid
PEBS Timing Info	17	Common

NOTES:

1. For more information on bit 17, see Section 15.3.1. For information on other bits, see Section 19.8 in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B.

15.2 NEW ARCHITECTURAL EVENTS

Next generation PMU introduces additional architectural performance monitoring events with details summarized in Table 15-2. Descriptions are provided in the sub-sections that follow.

Table 15-2. New Architectural Performance Monitoring Events

Bit Position in CPUID.0AH.EBX and CPUID.023H.03H.EAX	Event Name	Event Select	UMask
8	Topdown Backend Bound	A4H	02H
9	Topdown Bad Speculation	73H	00H
10	Topdown Frontend Bound	9CH	01H
11	Topdown Retiring	C2H	02H

15.2.1 Topdown Microarchitecture Analysis Level 1

15.2.1.1 Topdown Backend Bound–Event Select A4H, Umask 02H

This event counts a subset of the Topdown Slots event that was not consumed by the back-end pipeline due to lack of back-end resources, as a result of memory subsystem delays, execution unit limitations, or other conditions.

The count may be distributed among unhalted logical processors who share the same physical core, in processors that support Intel® Hyper-Threading Technology.

Software can use this event as the numerator for the Backend Bound metric (or top-level category) of the Topdown Microarchitecture Analysis method.

15.2.1.2 Topdown Bad Speculation—Event Select 73H, Umask 00H

This event counts a subset of the Topdown Slots event that was wasted due to incorrect speculation as a result of incorrect control-flow or data speculation. Common examples include branch mispredictions and memory ordering clears.

The count may be distributed among impacted logical processors who share the same physical core, for some processors that support Intel Hyper-Threading Technology.

Software can use this event as the numerator for the Bad Speculation metric (or top-level category) of the Topdown Microarchitecture Analysis method.

15.2.1.3 Topdown Frontend Bound—Event Select 9CH, Umask 01H

This event counts a subset of the Topdown Slots event that had no operation delivered to the back-end pipeline due to instruction fetch limitations when the back-end could have accepted more operations. Common examples include instruction cache misses and x86 instruction decode limitations.

The count may be distributed among unhalted logical processors who share the same physical core, in processors that support Intel Hyper-Threading Technology.

Software can use this event as the numerator for the Frontend Bound metric (or top-level category) of the Topdown Microarchitecture Analysis method.

15.2.1.4 Topdown Retiring—Event Select C2H, Umask 02H

This event counts a subset of the Topdown Slots event that is utilized by operations that eventually get retired (committed) by the processor pipeline. Usually, this event positively correlates with higher performance as measured by the instructions-per-cycle metric.

Software can use this event as the numerator for the Retiring metric (or top-level category) of the Topdown Microarchitecture Analysis method.

15.3 PROCESSOR EVENT BASED SAMPLING (PEBS) ENHANCEMENTS

15.3.1 Timed Processor Event Based Sampling

Timed Processor Event Based Sampling (Timed PEBS) enables recording of time in every PEBS record. It extends all PEBS records with timing information in a new "Retire Latency" field that is placed in the Basic Info group of the PEBS record as shown in Table 15-3.

Table 15-3. Basic Info Group

Offset	Field Name	Bits
0x0	Record Format	[31:0]
	Retire Latency	[47:32]
	Record Size	[63:48]
0x8	Instruction Pointer	[63:0]
0x10	Applicable Counters	[63:0]
0x18	TSC	[63:0]

The Retire Latency field reports the number of elapsed core clocks between the retirement of the current instruction (as indicated by the Instruction Pointer field of the PEBS record) and the retirement of the prior instruction. All ones are reported when the number exceeds 16 bits.

- Processors that support this enhancement set a new bit: IA32_PERF_CAPABILITIES.PEBS_TIMING_INFO[bit 17].