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EXTENDS

Naturals,

Sequences,

Internal Modules.

RsAccess

CONSTANTS

Nv0000CtrlReserved,

Nv0000CtrlSystem,

Nv0000CtrlGpu,

Nv0000CtrlGsync,

Nv0000CtrlDiag,

Nv0000CtrlEvent,

Nv0000CtrlNvd,

Nv0000CtrlSwInstr,

Nv0000CtrlGspC,

Nv0000CtrlProc,

Nv0000CtrlSyncGpuBoost,

Nv0000CtrlGpuAcct,

Nv0000CtrlVgpu,

Nv0000CtrlClient

Reserved.

Command for system.

Command for *GPU*.

Command for *GSYNC*.

Command for Diagnostics.

Command for Event interactions.

Command for *NVIDIA* Debug Dumps.

Command for *SW* Instruction.

Unknown.

Command for */proc* commands.

Command for *SLI GPU* Boosts.

Command for *GPU* accounting.

Command for *vGPUs*.

Command for Clients.

CLIENTS

CONSTANTS

Nv0000CtrlCmdGetAddrSpaceType,

Query memory address space type associated with an object.

Nv0000CtrlCmdGetHandleInfo,

Query information on a handle.

Nv0000CtrlCmdClientGetAccessRights,

Gets access rights for an object, the object does not need to be owned by the client requesting the access rights.

Nv0000CtrlCmdSetInheritedShare,

Sets an inherited policy list.

<i>Nv0000CtrlCmdGetChildHandle,</i>	Gets the child handle of a given type.
<i>Nv0000CtrlCmdShareObject</i>	Deprecating this command, but it is designed to share an object.
Possible address space types.	
CONSTANTS	
<i>AddrSpaceTypeInvalid,</i> <i>AddrSpaceTypeSysmem,</i> <i>AddrSpaceTypeVidmem,</i> <i>AddrSpaceTypeRegmem,</i> <i>AddrSpaceTypeFabric</i>	
<i>AddrSpaceTypes</i> \triangleq { <i>AddrSpaceTypeInvalid</i> , <i>AddrSpaceTypeSysmem</i> , <i>AddrSpaceTypeVidmem</i> , <i>AddrSpaceTypeRegmem</i> , <i>AddrSpaceTypeFabric</i> }	
Object for getting the address space type.	
<i>NvGetAddrSpaceType</i> \triangleq [<i>object</i> : <i>Nat</i> , <i>mapFlags</i> : <i>Nat</i> , <i>addrSpaceType</i> : <i>AddrSpaceTypes</i>]	Object handle we attempt to look up. [IN] Flags for mapping a space address type. [IN] Type of address space. [OUT]
Possible handle info lookups.	
CONSTANTS	
<i>GetHandleInfoInvalid,</i> <i>GetHandleInfoParent,</i> <i>GetHandleInfoClassId</i>	Invalid lookup. Parent device handle. Class <i>Id</i> of the device.
<i>HandleInfoLookup</i> \triangleq { <i>GetHandleInfoInvalid</i> , <i>GetHandleInfoParent</i> , <i>GetHandleInfoClassId</i> }	
Object for getting the handle information.	
<i>NvGetHandleInfo</i> \triangleq [<i>object</i> : <i>Nat</i> , <i>index</i> : <i>HandleInfoLookup</i>	Object to look up. [IN] Handle info lookup type. [IN]

$, \text{result} : \text{Nat}$ $]$	Result. [OUT]
<p>Object to get the access rights for an object.</p> $\text{NvGetAccessRights} \triangleq$ $[\text{object} : \text{Nat}$ $, \text{client} : \text{Nat}$ $, \text{result} : \text{AccessMask}$ $]$	<p>Object to look up. [IN]</p> <p>Client that owns the object. [IN]</p> <p>Result of the lookup. [OUT]</p>
<p>Object to set inherited share policy.</p> $\text{NvSetInheritedSharePolicy} \triangleq \text{RsSharePolicy}$	
<p>Object to get the child handle.</p> $\text{NvGetChildHandle} \triangleq$ $[\text{parent} : \text{Nat}$ $, \text{classid} : \text{Nat}$ $, \text{object} : \text{Nat}$ $]$	<p>Parent object handle. [IN]</p> <p>Class id of the child. [IN]</p> <p>Object <i>ID</i>. [OUT]</p>
<p>Object to share another object.</p> <p>NOTE: Avoid for releases after <i>R450</i>.</p> $\text{NvShareObject} \triangleq$ $[\text{object} : \text{Nat}$ $, \text{share} : \text{RsSharePolicy}$ $]$	<p>Object to share. [IN]</p> <p>Sharing policy. [IN]</p>

DIAGNOSTICS

CONSTANTS

$\text{Nv0000CtrlCmdGetLockMeter},$	Returns the current lock meter.
$\text{Nv0000CtrlCmdSetLockMeter},$	Sets the current lock meter.
$\text{Nv0000CtrlCmdGetLockMeterEntries},$	Gets a list of lock meter entries.
$\text{Nv0000CtrlCmdProfileRpc},$	Profiles an <i>RPC</i> in <i>VGX</i> mode.
$\text{Nv0000CtrlCmdDumpRpc}$	Dumps <i>RPC</i> runtime information.

Possible lock meter states.

CONSTANTS

$\text{LockMeterDisabled},$	Disables lock metering.
$\text{LockMeterEnabled},$	Enables lock metering.
LockMeterReset	Clears the locks, but requires it is disabled first.

$\text{LockMeterStates} \triangleq$
 $\{ \text{LockMeterDisabled}$
 $, \text{LockMeterEnabled}$

$, LockMeterReset$ $\}$	
<p>Object for getting a meter lock state.</p> $NvGetLockMeter \triangleq$ $[state : \{LockMeterDisabled$ $, LockMeterEnabled$ $\}$ $, count : Nat$ $, missedCount : Nat$ $, circularBuffer : BOOLEAN$ $]$	<p>Whether the lock meter is enabled or disabled.</p> <p>Number of entries available.</p> <p>Number of missed entries.</p> <p>If the buffer is circular or sequential.</p>
<p>Object for setting a meter lock state.</p> $NvSetMeterLock \triangleq$ $[state : LockMeterStates$ $, circularBuffer : BOOLEAN$ $]$	<p>Possible lock meter states.</p> <p>If the buffer is circular or sequential.</p>
<p>Possible metering tags.</p> <p>CONSTANTS</p> $LockMeterTagAcquireSema,$ $LockMeterTagAcquireSemaForced,$ $LockMeterTagAcquireSemaCond,$ $LockMeterTagReleaseSema,$ $LockMeterTagAcquireApi,$ $LockMeterTagReleaseApi,$ $LockMeterTagAcquireGpus,$ $LockMeterTagReleaseGpus,$ $LockMeterTagData,$ $LockMeterTagRmCtrl,$ $LockMeterTagCfgGet,$ $LockMeterTagCfgSet,$ $LockMeterTagCfgGetEx,$ $LockMeterTagCfgSetEx,$ $LockMeterTagVidHeap,$ $LockMeterTagMapMem,$ $LockMeterTagUnMapMem,$ $LockMeterTagMapMemDma,$ $LockMeterTagUnMapMemDma,$ $LockMeterTagAlloc,$ $LockMeterTagAllocMem,$ $LockMeterTagDupObject,$ $LockMeterTagFreeClient,$	

LockMeterTagFreeDevice,
LockMeterTagFreeSubDevice,
LockMeterTagFreeSubDeviceDiag,
LockMeterTagFreeDisp,
LockMeterTagFreeDispCmn,
LockMeterTagFreeChannel,
LockMeterTagFreeChannelMpeg,
LockMeterTagFreeChannelDisp,
LockMeterTagIdleChannels,
LockMeterTagBindCtxDma,
LockMeterTagAllocCtxDma,
LockMeterTagIsr,
LockMeterTagDpc

LockMeterTags \triangleq

{ LockMeterTagAcquireSema, LockMeterTagAcquireSemaForced,
LockMeterTagAcquireSemaCond, LockMeterTagReleaseSema,
LockMeterTagAcquireApi, LockMeterTagReleaseApi,
LockMeterTagAcquireGpus, LockMeterTagReleaseGpus,
LockMeterTagData, LockMeterTagRmCtrl,
LockMeterTagCfgGet, LockMeterTagCfgSet,
LockMeterTagCfgGetEx, LockMeterTagCfgSetEx,
LockMeterTagVidHeap, LockMeterTagMapMem,
LockMeterTagUnMapMem, LockMeterTagMapMemDma,
LockMeterTagUnMapMemDma, LockMeterTagAlloc,
LockMeterTagAllocMem, LockMeterTagDupObject,
LockMeterTagFreeClient, LockMeterTagFreeDevice,
LockMeterTagFreeSubDevice, LockMeterTagFreeSubDeviceDiag,
LockMeterTagFreeDisp, LockMeterTagFreeDispCmn,
LockMeterTagFreeChannel, LockMeterTagFreeChannelMpeg,
LockMeterTagFreeChannelDisp, LockMeterTagIdleChannels,
LockMeterTagBindCtxDma, LockMeterTagAllocCtxDma,
LockMeterTagIsr, LockMeterTagDpc}

Lock metering entry.

NOTE: We are ignoring the following for this portion:

- freq
- line
- filename
- *cpuNum*
- irq
- *threadId*

NvLockMeterEntry \triangleq

[*counter* : *Nat*

, *tag* : *LockMeterTags*

Nanoseconds since last boot.

Which kind of tag is this meter.

<i>Nv0000CtrlCmdSetNotification,</i>	Sets an event notification for system events.
<i>Nv0000CtrlCmdGetSystemEventStatus</i>	Returns the status of a specified system event type.
Notification actions.	
CONSTANTS	
<i>EventSetNotificationActionDisable,</i>	Disables event notification.
<i>EventSetNotificationActionSingle,</i>	Enables for a single shot event.
<i>EventSetNotificationActionRepeat</i>	Repeats the event notification.
<i>EventSetNotifications</i> \triangleq { <i>EventSetNotificationActionDisable</i> , <i>EventSetNotificationActionSingle</i> , <i>EventSetNotificationActionRepeat</i> }	
Event types.	
CONSTANTS	
<i>NotificationDisplayChange,</i>	Notification if a display changes.
<i>NotificationEventNonePending,</i>	Notification if none are pending.
<i>NotificationVmStart,</i>	VM started notification.
<i>NotificationGpuBindEvent,</i>	VM additional gpu bound.
<i>NotificationTelemetryReport</i>	Report from the telemetry.
<i>NvNotificationEvents</i> \triangleq { <i>NotificationDisplayChange</i> , <i>NotificationEventNonePending</i> , <i>NotificationVmStart</i> , <i>NotificationGpuBindEvent</i> , <i>NotificationTelemetryReport</i> }	
Object to set an event notification.	
<i>TODO</i> : Get a list of event classes.	
<i>NvEventSetNotification</i> \triangleq [<i>event</i> : <i>NvNotificationEvents</i> , <i>action</i> : <i>EventSetNotifications</i>]	In the set of event classes. Action to preform.
Object to get the system event status.	
<i>NvGetSystemEventStatus</i> \triangleq [<i>event</i> : <i>NvNotificationEvents</i> , <i>status</i> : <i>Nat</i>]	Event to get the notifier on. <i>RmStatus</i> .

GPU

This is the NV0000 Allocation Object.

$Nv0000AllocParams \triangleq [client : Nat$

$, processID : Nat$

$]$

This is the client id which allows the process to interact with the driver.

This is the *processID* to lock the resources to.

There is also a name parameter which we removed as it serves no purpose in our specs.

$Nv0000Ctrls \triangleq$

$[Nv0000CtrlReserved : \{\}] \cup$

$[Nv0000CtrlClient : \{Nv0000CtrlCmdGetAddrSpaceType$
 $, Nv0000CtrlCmdGetHandleInfo$
 $, Nv0000CtrlCmdClientGetAccessRights$
 $, Nv0000CtrlCmdSetInheritedShare$
 $, Nv0000CtrlCmdGetChildHandle$
 $, Nv0000CtrlCmdShareObject$
 $\}] \cup$

$[Nv0000CtrlEvent : \{Nv0000CtrlCmdSetNotification$
 $, Nv0000CtrlCmdGetSystemEventStatus$
 $\}] \cup$

$[Nv0000CtrlDiag : \{Nv0000CtrlCmdGetLockMeter$
 $, Nv0000CtrlCmdSetLockMeter$
 $, Nv0000CtrlCmdGetLockMeterEntries$
 $, Nv0000CtrlCmdProfileRpc$
 $, Nv0000CtrlCmdDumpRpc$
 $\}] \cup$

$[Nv0000CtrlGspC : \{\}]$

\ * Modification History
 \ * Last modified Tue Jun 21 15:39:35 EDT 2022 by mbuchel
 \ * Created Fri Jun 17 11:04:19 EDT 2022 by mbuchel