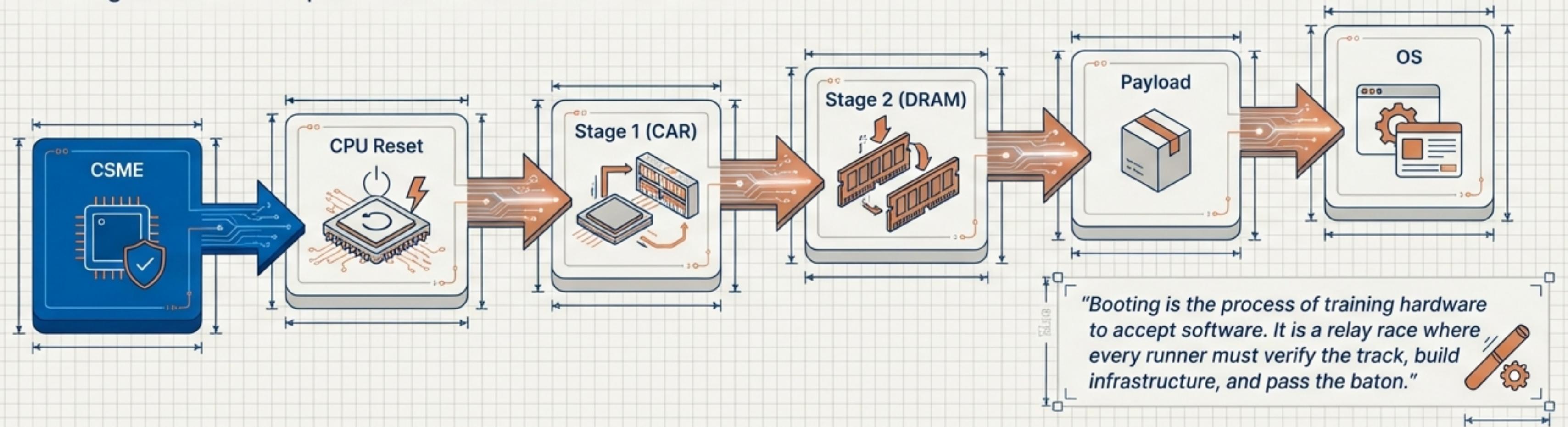


# From Reset to Root

## A Technical Deep Dive into the Intel x86 Boot Flow

Tracing the execution path from Power-On to OS Handoff

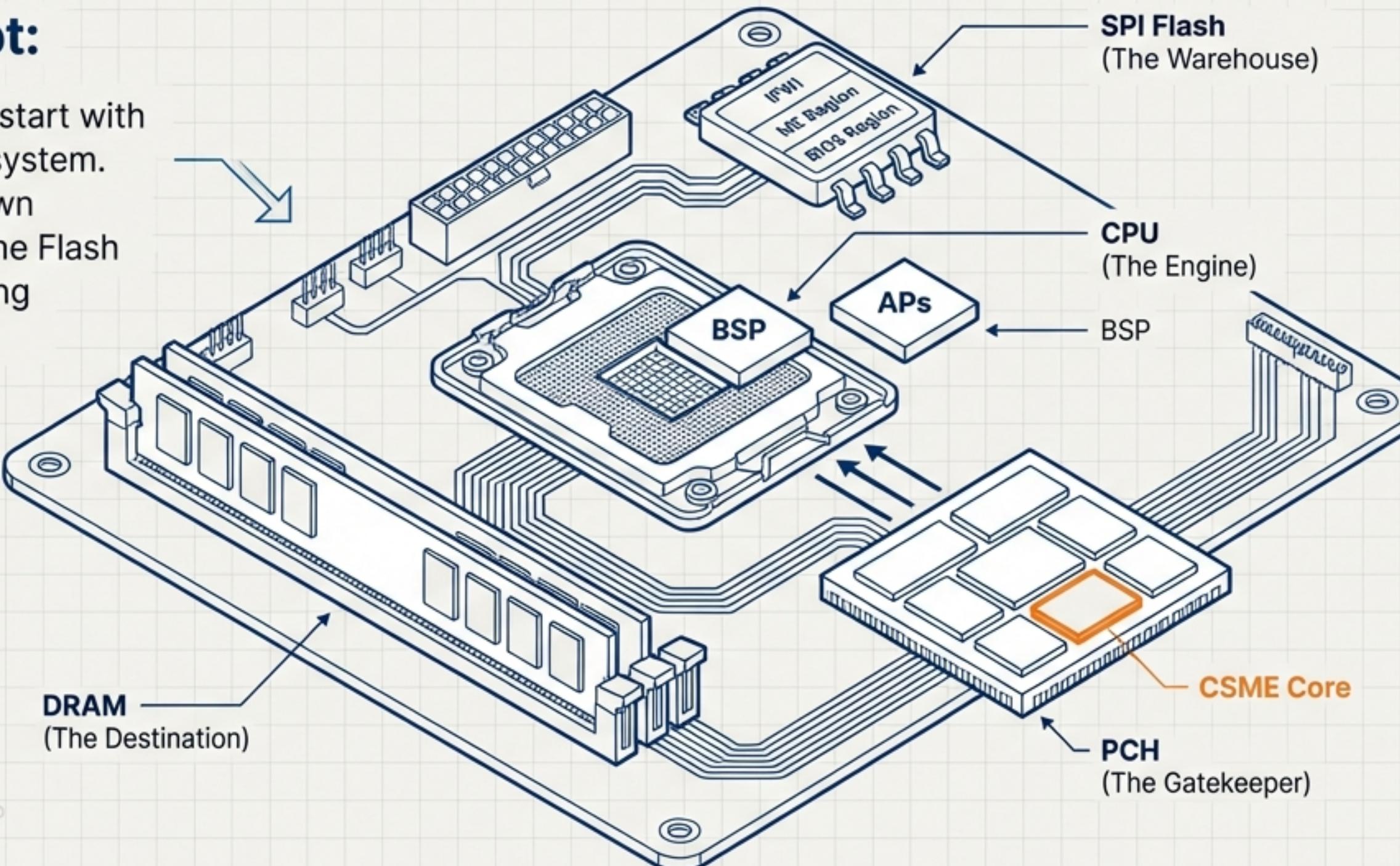


# The Architecture of the Boot

Precision Engineering Schematic meets Swiss Editorial.

## The Concept:

The CPU does not start with knowledge of the system. It must 'fetch' its own instructions from the Flash via memory mapping before RAM exists.



### CSME:

Converged Security Management Engine  
(i486 core)

### BSP:

Bootstrap Processor  
(Main execution core)

### FSP:

Firmware Support Package  
(Silicon Init Binaries)

Blue/White: Wireframe & Solid Components

Orange: Highlighted Core/Package

Text: Helvetica Now Display / Inter / JetBrains Mono

NotebookLM

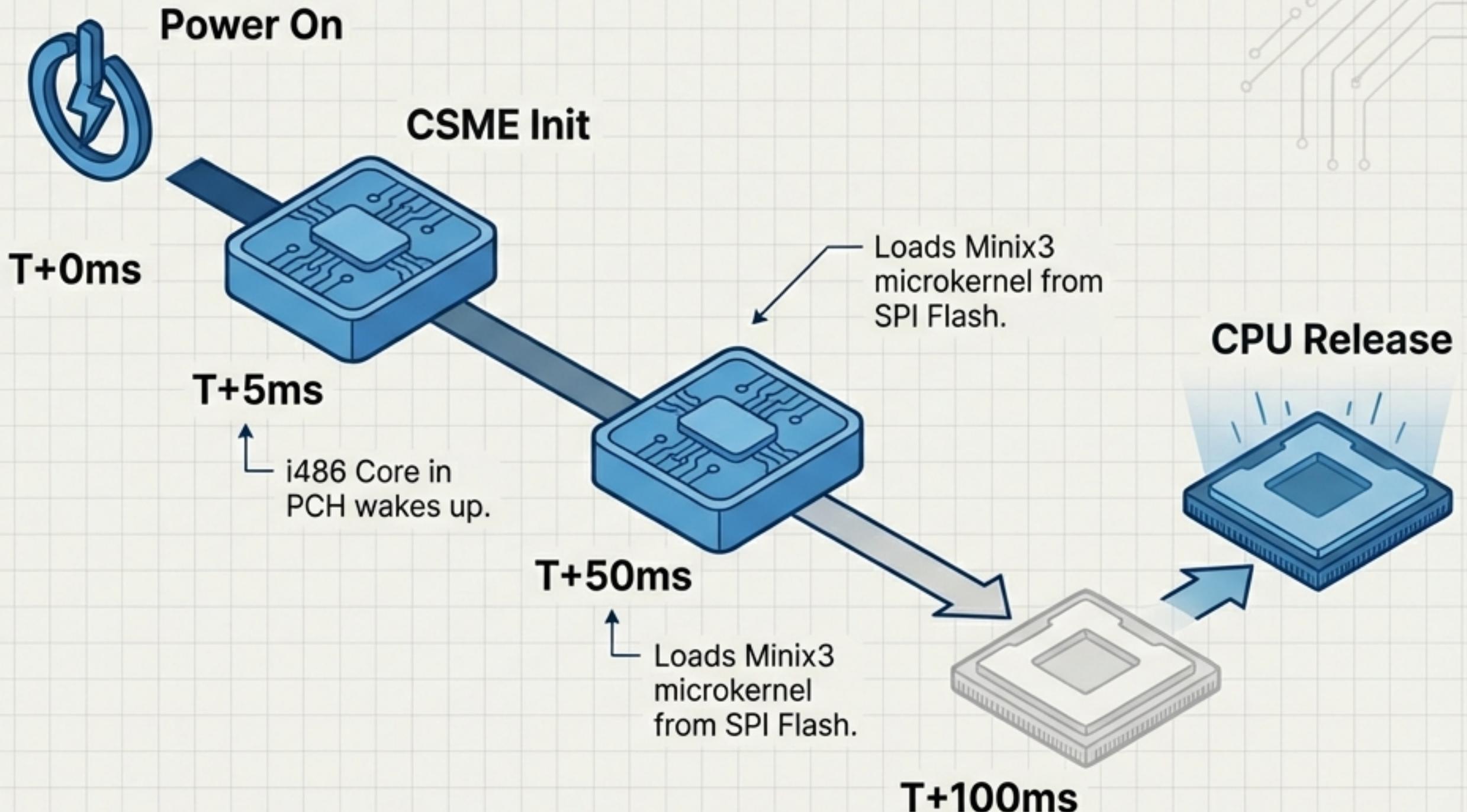
# Pre-CPU: The Shadow Ruler (CSME)

## The Hardware:

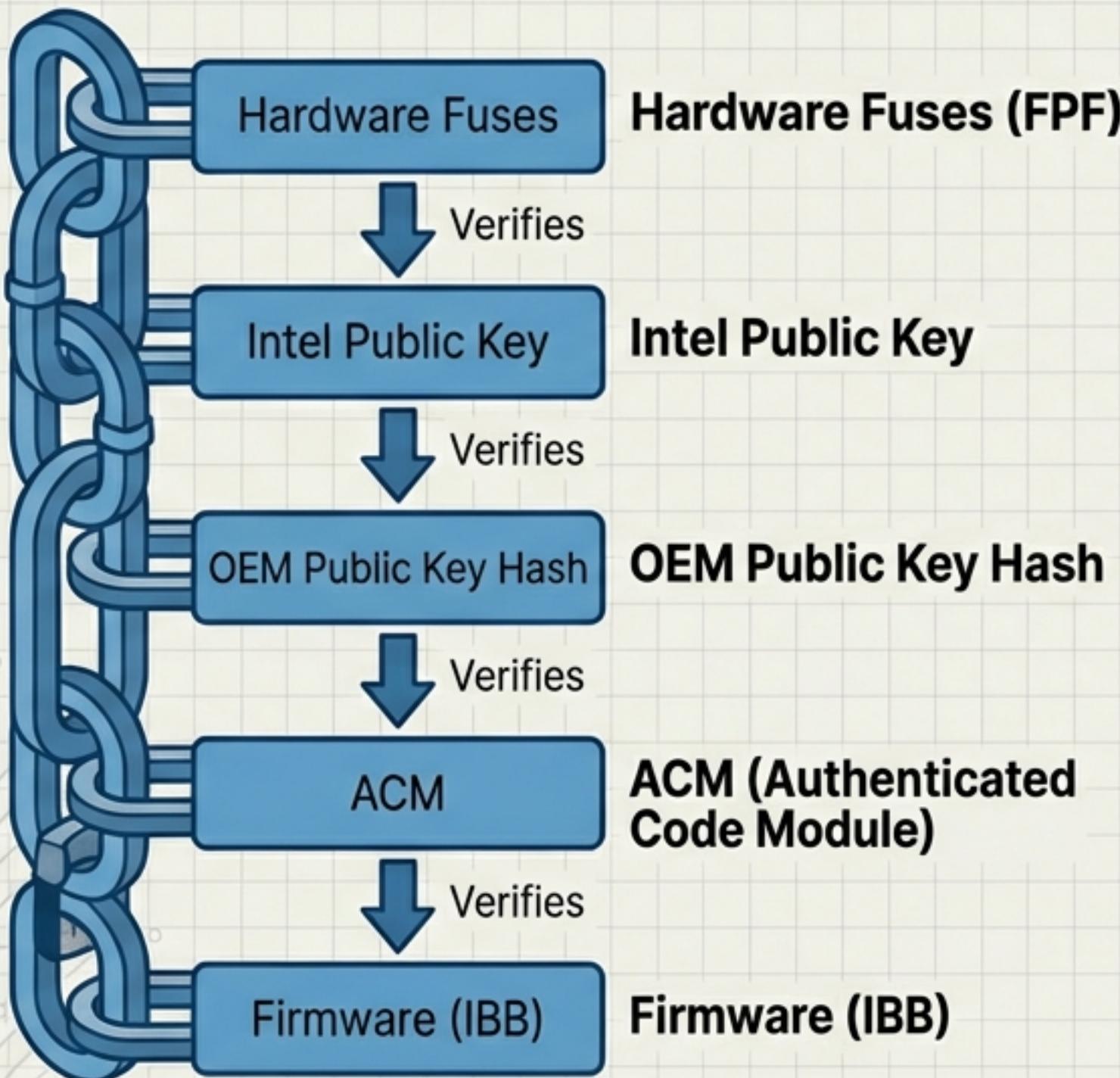
The CSME is an embedded processor inside the PCH. It operates independently of the main CPU, utilizing its own 128KB ROM and ~1.5MB SRAM.

## The Handoff:

The main CPU is held in a RESET state. It is only released when the CSME has verified the hardware profile and initialized basic power clocks.



# CPU Reset & The Root of Trust



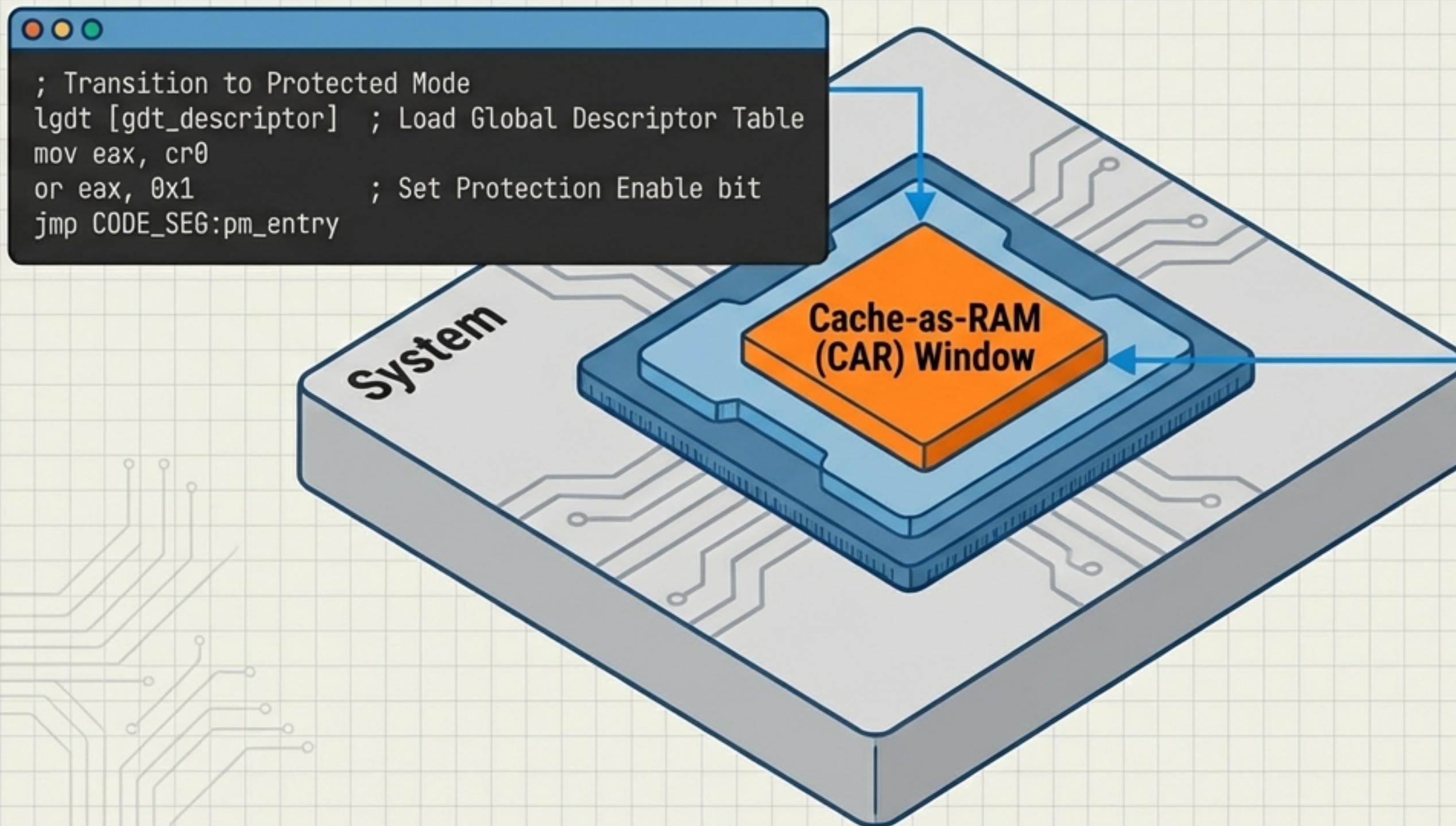
## The First Breath

- **Reset Vector: 0xFFFFFFF0**  
The CPU wakes here. It contains a FAR JMP instruction.
- **Microcode:** Loaded from Flash and verified against Intel's key ***before*** the first instruction completes.
- **Boot Guard:** The ACM runs in the CPU cache. It reads the OEM Key Hash from the fuses to cryptographically verify the Initial Boot Block (IBB).

Safety Orange

**Modes:** Verified Boot (Halt on Failure) vs. Measured Boot (Record in TPM).

# Stage 1A: The 'No-RAM' Environment



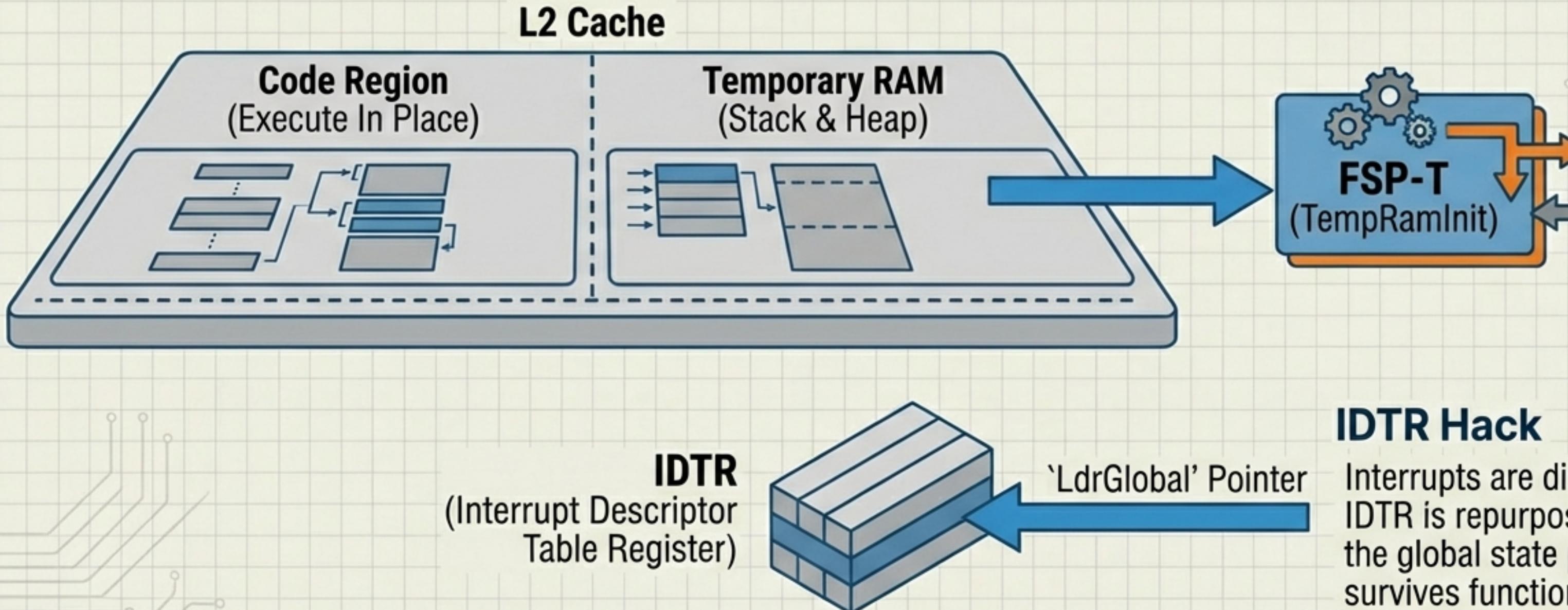
## The Problem:

You cannot run complex C code without a stack. You cannot have a stack without RAM. And DRAM is not initialized yet.

## The Solution:

We must trick the CPU cache into behaving like RAM. Using MTRRs, we mark the cache as 'Write-back' with no eviction, creating a temporary scratchpad.

# FSP-T & The Temporary World

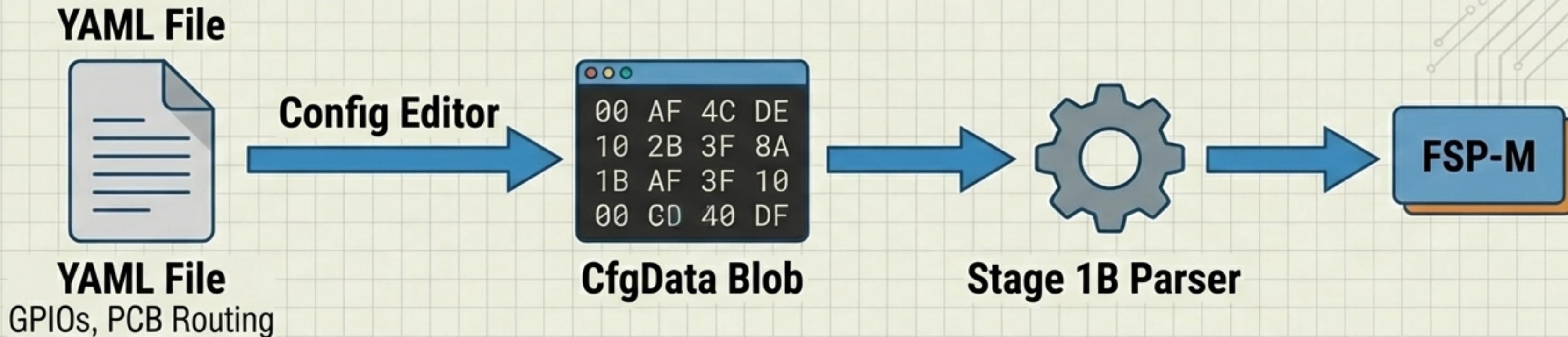


**FSP-T Output:** Returns the range of available temporary memory  
**JetBraïns Mono** in registers `'ECX'` (Start) and `'EDX'` (End).

## IDTR Hack

Interruptions are disabled. The IDTR is repurposed to store the global state pointer so it survives function calls.

# Stage 1B: The Configuration Database



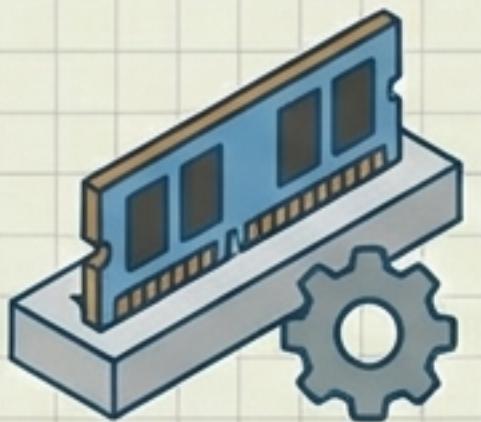
## Verification:

Stage 1A calculates the SHA-256 hash of Stage 1B. If it matches the manifest, execution jumps to `_ModuleEntryPoint`.

## Why it matters:

FSP binaries are generic silicon drivers. They do not know the motherboard layout. Stage 1B loads the Config Data to tell the FSP how to train memory for *this specific* board.

# Memory Initialization (FSP-M)

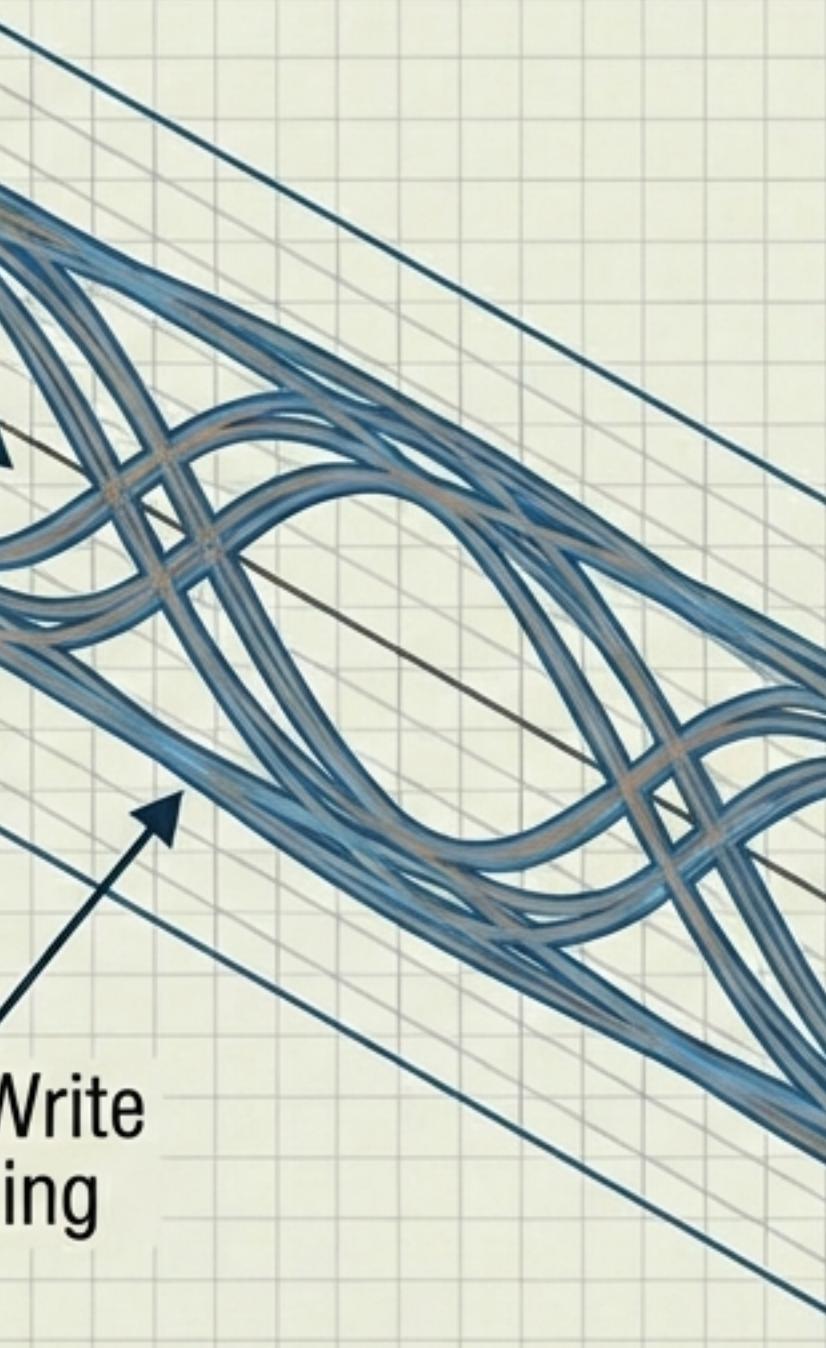


## The Task:

FSP-M reads SPD data from the DIMMs and electrically trains the memory bus to align timing.

Signal Training  
(DQ/DQS)

Read/Write  
Leveling



## Hand-Off Block

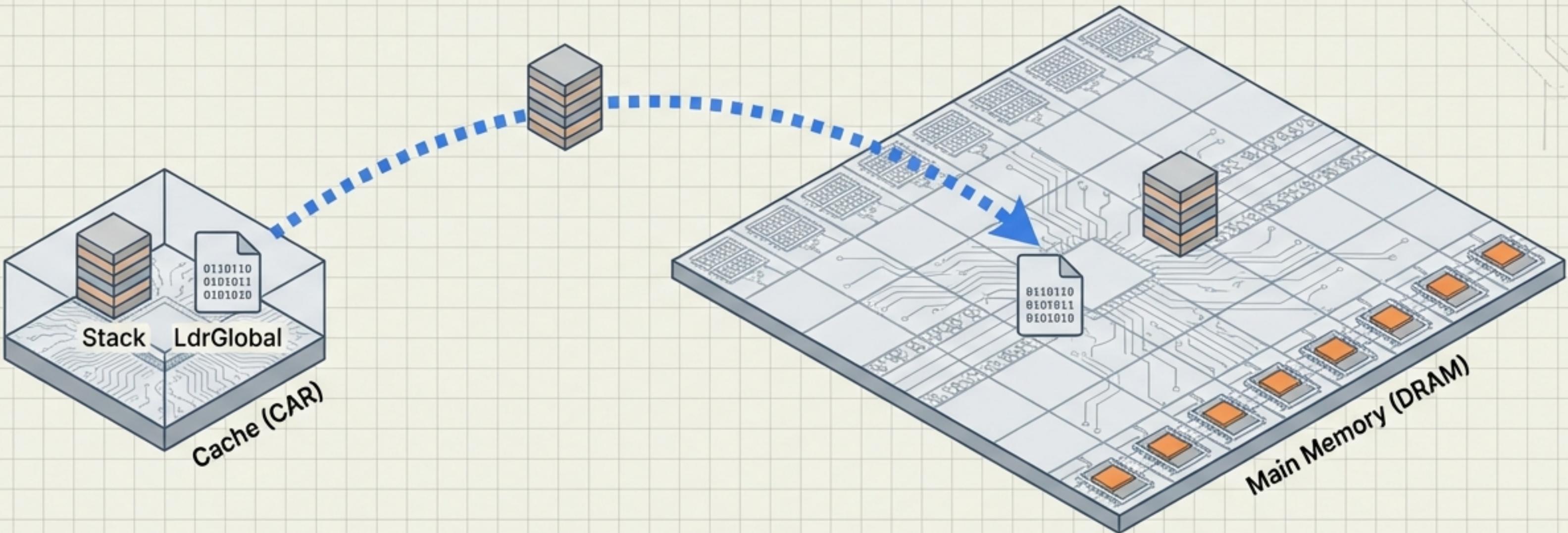
### Resource Descriptor HOB

PhysicalStart: 0x00000000  
PhysicalEnd: 0xFFFFFFFF  
Type: EfiConventionalMemory

## The Baton Pass:

FSP-M produces HOBs to tell the rest of the system what memory is valid and what is reserved.

# The Great Migration (CAR to DRAM)



- Update:** Record new Top of Memory (TOLUM) in `LdrGlobal`.
- Shadowing:** `memcpy` Stack and Global Data to DRAM.
- Teardown:** Call `TempRamExit` to restore normal cache behavior.
- Launch:** Load Stage 2 from Flash into DRAM, **verify hash**, decompress (LZ4), and jump.

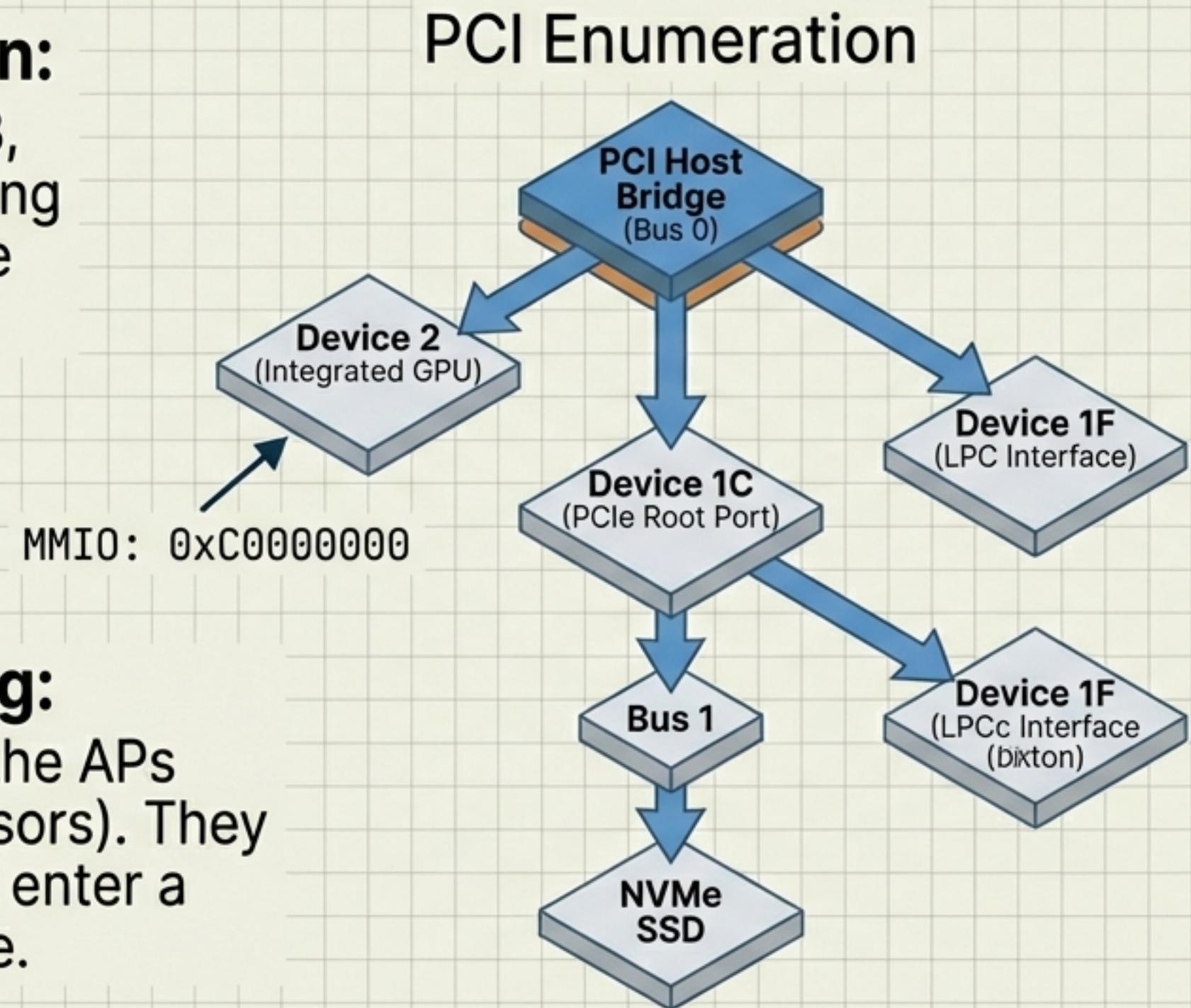
# Stage 2: Silicon & Platform Init (FSP-S)

## PCH Initialization:

FSP-S lights up USB, SATA, and Audio using parameters from the Config Data.

## Multi-Processing:

The BSP wakes up the APs (Application Processors). They load microcode and enter a “Wait-for-SIPI” state.



## PCI Enumeration:

Walking the bus to discover devices, assign Memory-Mapped I/O (MMIO) addresses, and route interrupt lines.

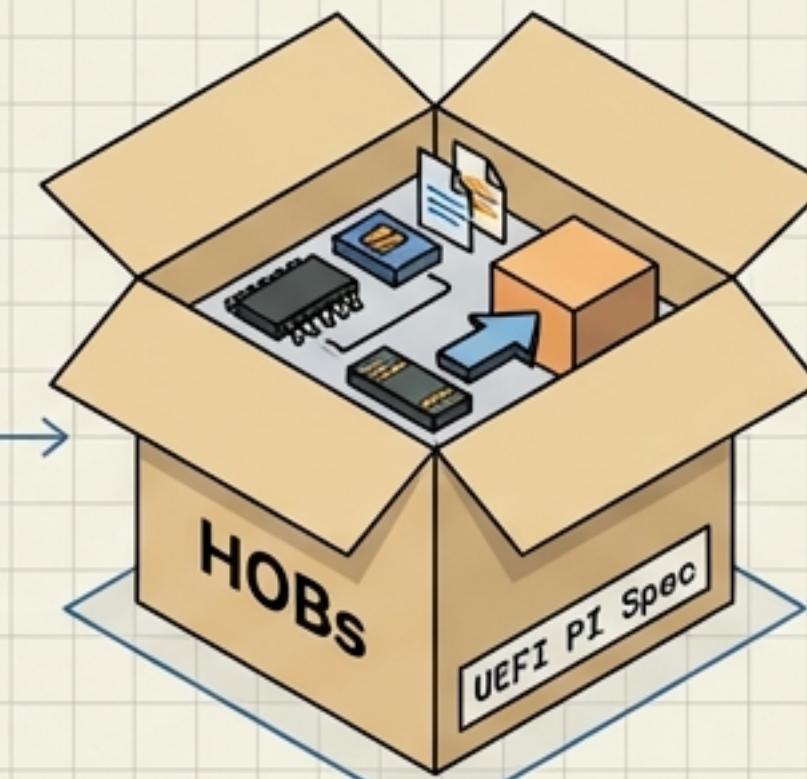
# The Language of Handoffs: LdrGlobal vs. HOBs

## LdrGlobal (Loader Global Data)



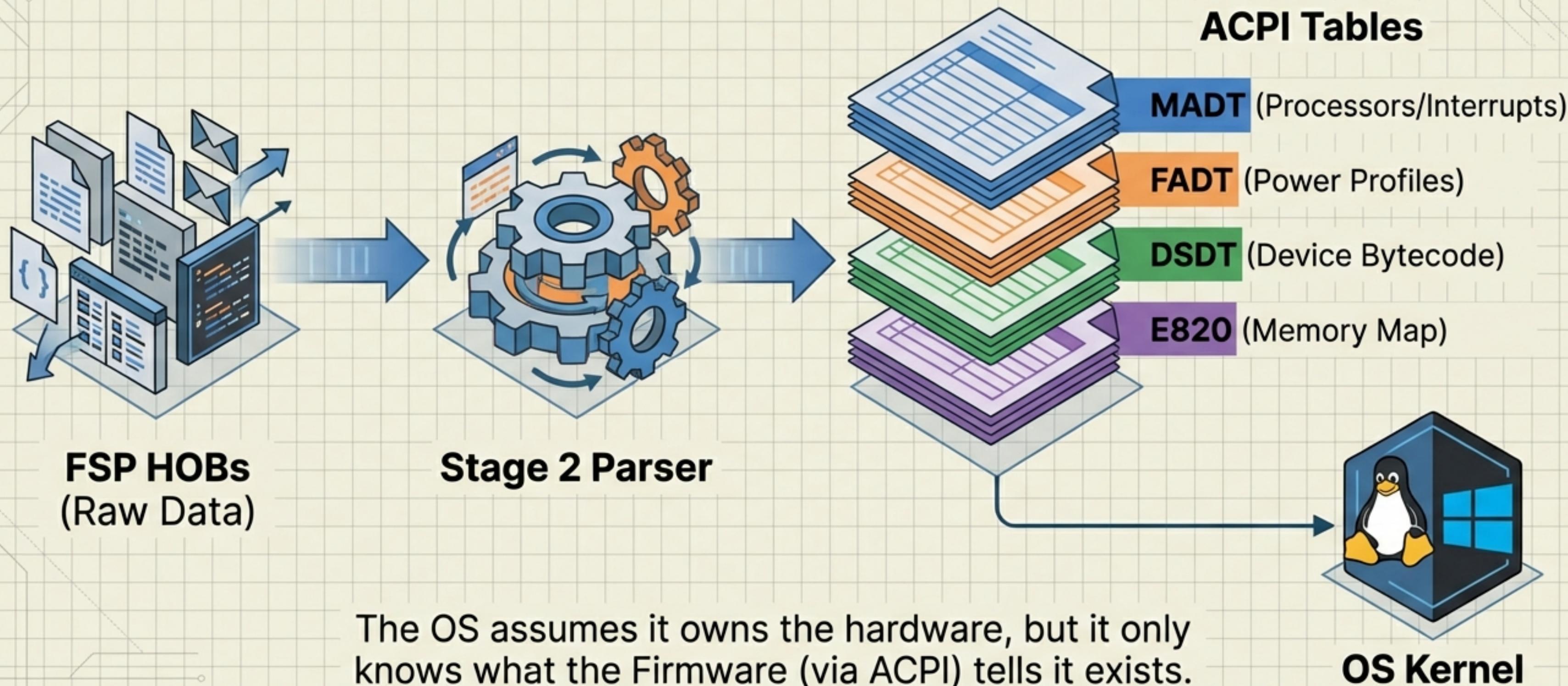
- Proprietary, internal bootloader state.
- Content: Stack pointer, timestamps, debug levels.
- Rule: **NEVER shown to the OS.**

## HOBs (Hand-Off Blocks)

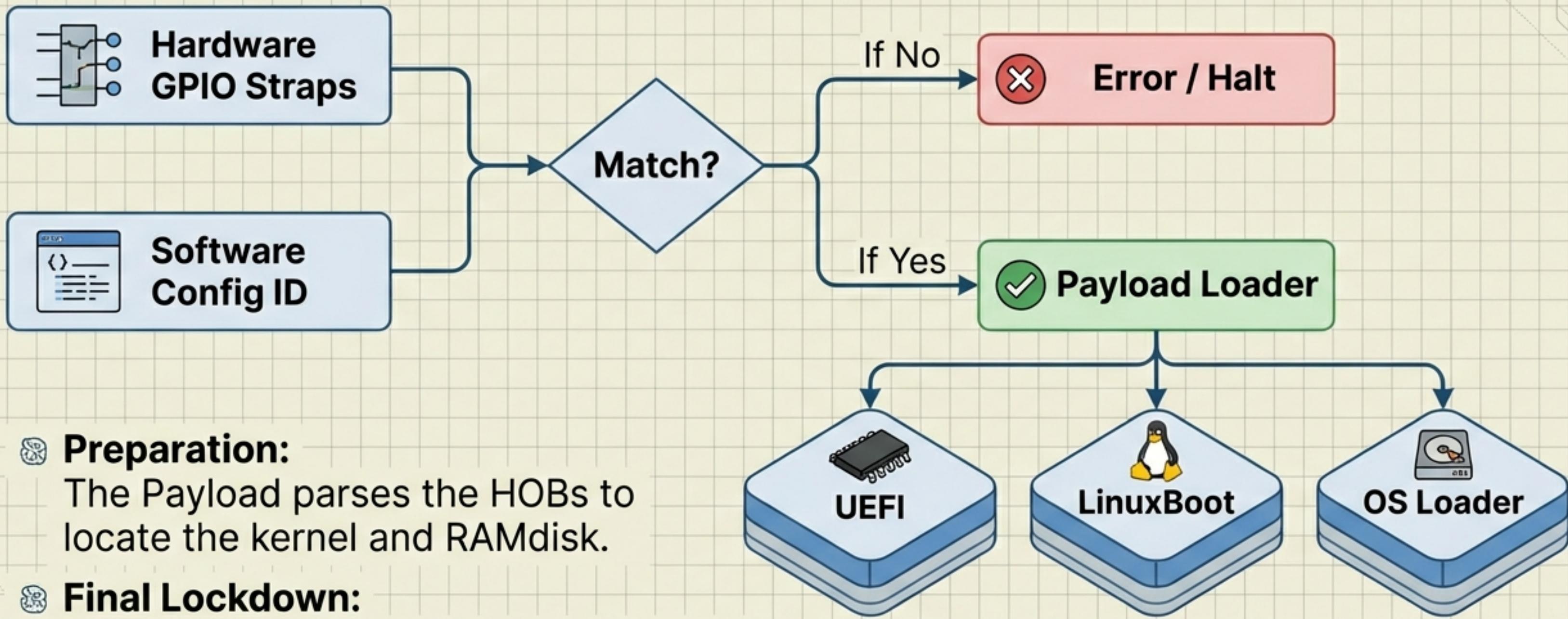


- Universal currency (UEFI PI Spec).
- Content: Memory Maps, Graphics Info, ACPI Pointers.
- Rule: The Public API passed to the Payload.

# ACPI & The OS Map



# Payload Selection & Execution



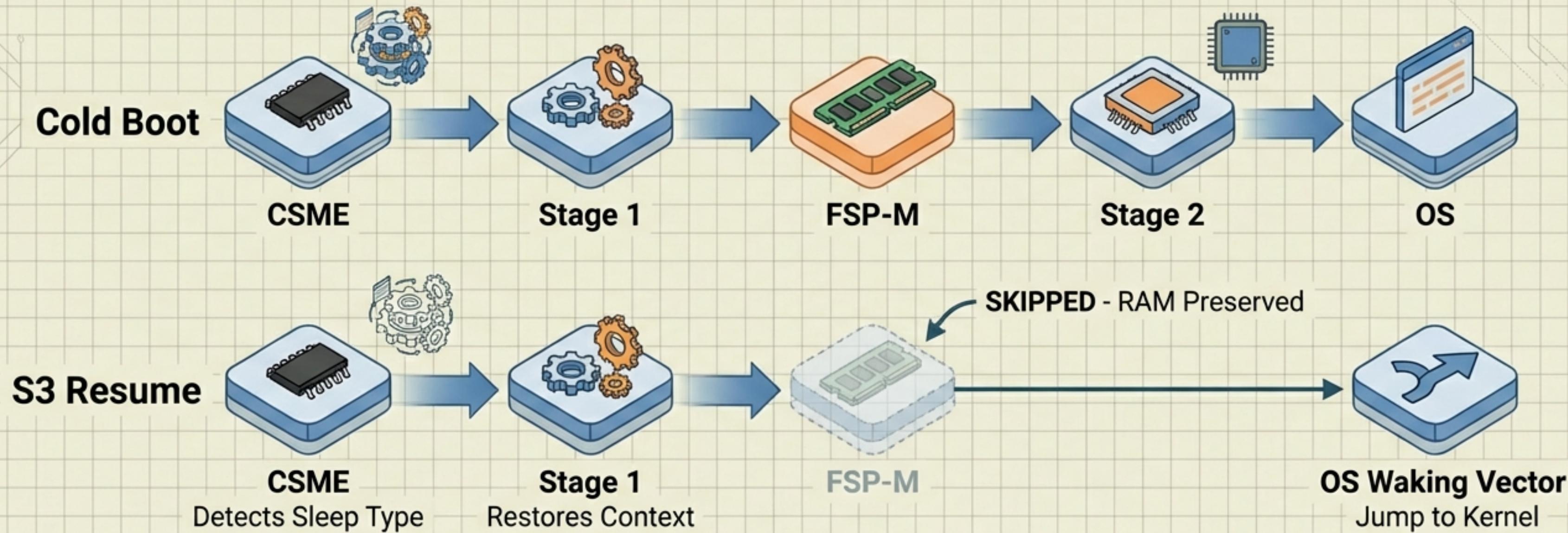
## Preparation:

The Payload parses the HOBs to locate the kernel and RAMdisk.

## Final Lockdown:

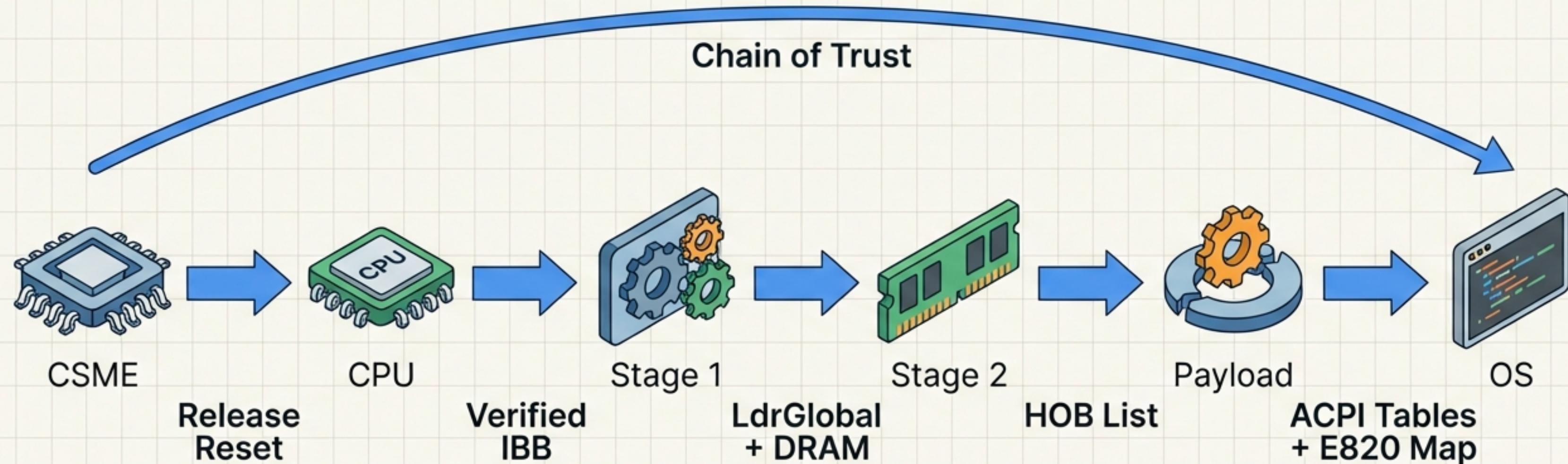
`NotifyPhase(ReadyToBoot)` is called.  
SMM is locked, and temporary memory is scrubbed.

# The S3 Resume Path (The Shortcut)



- ⦿ **The Difference:** RAM is in Self-Refresh (powered). Data is preserved.
- ⦿ **The Shortcut:** Because memory is already trained, we skip the time-consuming FSP-M stage. The CPU restores state from the ACPI 'Waking Vector' instead of booting from scratch.

# Summary: The Chain of Trust



## Final Takeaways:

1. **Security** is hardware-anchored (Fuses).
2. **Evolution** moves from Flash (XIP) to Cache (CAR) to DRAM.
3. **Data** evolves from proprietary `LdrGlobal` to standard HOBs, and finally to OS-readable ACPI.