CPUID Simulation of Intel Processors

Grigory Rechistov* Name Surname[†]

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1 Introduction

TODO Write me

1.1 Contributions

In this paper we make the following contributions.

- 1. Evaluate and compare existing means of processor features identification of different architectures.
- $2. \ \ Describe, implement and evaluate a structured solution to the simulation of CPUID instruction of Intel IA-32.$

^{*}grigory.rechistov@phystech.edu

 $^{^\}dagger$ email@mail.com

2 Overview of Processor Identification

- 2.1 MIPS
- 2.2 ARM
- 2.3 PowerPC
- 2.4 Intel IA-64 (Itanium)

[1]

2.5 Intel IA-32 and Intel 64

The common PC architecture, starting from Intel Pentium and its clones, provides CPUID [2] instruction. There is a number of complications that have resulted from long uncontrolled expansion of the CPUID

Elements adressing

- Leaves
- Subleaves
- Registers
- Bit range

Non-constant values Firmware is able to suppress certain features indicated by CPUID by manipulating bits of model specific register (MSR) IA32 MISC ENABLE. For example: TODO NX, Leaf3, 1GB pages

Topology-varaible elements Finally, it should be noted that, besides EAX, EBX, ECX, EDX, one more register may be affected by CPUID, namely IA32 SIGNATURE TODO.

3 Existing Approaches to CPUID Simulation

What is required from a CPUId model.

- Be accurate **TODO**
- Be configurable TODO
- 3.1 Bochs
- 3.2 Xen
- 3.3 Qemu
- 3.4 Simics
- 4 The Structured Approach
- 5 Evaluation
- 6 Conclusions
- 7 Acknowledgements

References

- [1] Intel Corporation, Intel® Itanium® Architecture Software Developer's Manual, 2010.
- [2] Intel Corporation, Intel® 64 and IA-32 Architectures Software Developer's Manual. Volumes 1-3, 2012.