

debug.txt
ACPI Debug Output

The ACPI CA, the Linux ACPI core, and some ACPI drivers can generate debug output. This document describes how to use this facility.

Compile-time configuration

ACPI debug output is globally enabled by CONFIG_ACPI_DEBUG. If this config option is turned off, the debug messages are not even built into the kernel.

Boot- and run-time configuration

When CONFIG_ACPI_DEBUG=y, you can select the component and level of messages you're interested in. At boot-time, use the `acpi.debug_layer` and `acpi.debug_level` kernel command line options. After boot, you can use the `debug_layer` and `debug_level` files in `/sys/module/acpi/parameters/` to control the debug messages.

`debug_layer` (component)

The "`debug_layer`" is a mask that selects components of interest, e.g., a specific driver or part of the ACPI interpreter. To build the `debug_layer` bitmask, look for the "`#define _COMPONENT`" in an ACPI source file.

You can set the `debug_layer` mask at boot-time using the `acpi.debug_layer` command line argument, and you can change it after boot by writing values to `/sys/module/acpi/parameters/debug_layer`.

The possible components are defined in `include/acpi/acoutput.h` and `include/acpi/acpi_drivers.h`. Reading `/sys/module/acpi/parameters/debug_layer` shows the supported mask values, currently these:

| | |
|------------------------|------------|
| ACPI_UTILITIES | 0x00000001 |
| ACPI_HARDWARE | 0x00000002 |
| ACPI_EVENTS | 0x00000004 |
| ACPI_TABLES | 0x00000008 |
| ACPI_NAMESPACE | 0x00000010 |
| ACPI_PARSER | 0x00000020 |
| ACPI_DISPATCHER | 0x00000040 |
| ACPI_EXECUTER | 0x00000080 |
| ACPI_RESOURCES | 0x00000100 |
| ACPI_CA_DEBUGGER | 0x00000200 |
| ACPI_OS_SERVICES | 0x00000400 |
| ACPI_CA_DISASSEMBLER | 0x00000800 |
| ACPI_COMPILER | 0x00001000 |
| ACPI_TOOLS | 0x00002000 |
| ACPI_BUS_COMPONENT | 0x00010000 |
| ACPI_AC_COMPONENT | 0x00020000 |
| ACPI_BATTERY_COMPONENT | 0x00040000 |
| ACPI_BUTTON_COMPONENT | 0x00080000 |
| ACPI_SBS_COMPONENT | 0x00100000 |

| | |
|------------------------------|------------|
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| ACPI_FAN_COMPONENT | 0x00200000 |
| ACPI_PCI_COMPONENT | 0x00400000 |
| ACPI_POWER_COMPONENT | 0x00800000 |
| ACPI_CONTAINER_COMPONENT | 0x01000000 |
| ACPI_SYSTEM_COMPONENT | 0x02000000 |
| ACPI_THERMAL_COMPONENT | 0x04000000 |
| ACPI_MEMORY_DEVICE_COMPONENT | 0x08000000 |
| ACPI_VIDEO_COMPONENT | 0x10000000 |
| ACPI_PROCESSOR_COMPONENT | 0x20000000 |

debug_level

The "debug_level" is a mask that selects different types of messages, e.g., those related to initialization, method execution, informational messages, etc. To build debug_level, look at the level specified in an ACPI_DEBUG_PRINT() statement.

The ACPI interpreter uses several different levels, but the Linux ACPI core and ACPI drivers generally only use ACPI_LV_INFO.

You can set the debug_level mask at boot-time using the acpi.debug_level command line argument, and you can change it after boot by writing values to /sys/module/acpi/parameters/debug_level.

The possible levels are defined in include/acpi/acoutput.h. Reading /sys/module/acpi/parameters/debug_level shows the supported mask values, currently these:

| | |
|-------------------------|------------|
| ACPI_LV_INIT | 0x00000001 |
| ACPI_LV_DEBUG_OBJECT | 0x00000002 |
| ACPI_LV_INFO | 0x00000004 |
| ACPI_LV_INIT_NAMES | 0x00000020 |
| ACPI_LV_PARSE | 0x00000040 |
| ACPI_LV_LOAD | 0x00000080 |
| ACPI_LV_DISPATCH | 0x00000100 |
| ACPI_LV_EXEC | 0x00000200 |
| ACPI_LV_NAMES | 0x00000400 |
| ACPI_LV_OPREGION | 0x00000800 |
| ACPI_LV_BFIELD | 0x00001000 |
| ACPI_LV_TABLES | 0x00002000 |
| ACPI_LV_VALUES | 0x00004000 |
| ACPI_LV_OBJECTS | 0x00008000 |
| ACPI_LV_RESOURCES | 0x00010000 |
| ACPI_LV_USER_REQUESTS | 0x00020000 |
| ACPI_LV_PACKAGE | 0x00040000 |
| ACPI_LV_ALLOCATIONS | 0x00100000 |
| ACPI_LV_FUNCTIONS | 0x00200000 |
| ACPI_LV_OPTIMIZATIONS | 0x00400000 |
| ACPI_LV_MUTEX | 0x01000000 |
| ACPI_LV_THREADS | 0x02000000 |
| ACPI_LV_IO | 0x04000000 |
| ACPI_LV_INTERRUPTS | 0x08000000 |
| ACPI_LV_AML_DISASSEMBLE | 0x10000000 |
| ACPI_LV_VERBOSE_INFO | 0x20000000 |
| ACPI_LV_FULL_TABLES | 0x40000000 |

```
ACPI_LV_EVENTS                                debug.txt
                                              0x80000000
```

Examples

For example, `drivers/acpi/bus.c` contains this:

```
#define _COMPONENT                ACPI_BUS_COMPONENT
...
ACPI_DEBUG_PRINT((ACPI_DB_INFO, "Device insertion detected\n"));
```

To turn on this message, set the `ACPI_BUS_COMPONENT` bit in `acpi.debug_layer` and the `ACPI_LV_INFO` bit in `acpi.debug_level`. (The `ACPI_DEBUG_PRINT` statement uses `ACPI_DB_INFO`, which is macro based on the `ACPI_LV_INFO` definition.)

Enable all AML "Debug" output (stores to the Debug object while interpreting AML) during boot:

```
acpi.debug_layer=0xffffffff acpi.debug_level=0x2
```

Enable PCI and PCI interrupt routing debug messages:

```
acpi.debug_layer=0x400000 acpi.debug_level=0x4
```

Enable all ACPI hardware-related messages:

```
acpi.debug_layer=0x2 acpi.debug_level=0xffffffff
```

Enable all `ACPI_DB_INFO` messages after boot:

```
# echo 0x4 > /sys/module/acpi/parameters/debug_level
```

Show all valid component values:

```
# cat /sys/module/acpi/parameters/debug_layer
```