



Arm® SBSA Architecture Compliance Bare-metal

Version 8.0.0

User Guide

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Arm® SBSA Architecture Compliance Bare-metal User Guide

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1. Overview to SBSA ACS

This chapter provides an overview on Arm SBSA ACS, the ACS design, and steps to customize the bare-metal code.

1.1 Abbreviations

The following table lists the abbreviations used in this document.

Table 1-1: Abbreviations and expansions

Abbreviation	Expansion
ACS	Architecture Compliance Suite
ETE	Embedded Trace Extension
DMA	Direct Memory Access
ECAM	Enhanced Configuration Access Mechanism
GIC	Generic Interrupt Controller
HMAT	Heterogenous Memory Attribute Table
IORT	Input Output Remapping Table
IOVIRT	Input Output Virtualization
ITS	Interrupt Translation Service
MMU	Memory Management Unit
MPAM	Memory System Resource Partitioning and Monitoring
MPIDR	Multiprocessor ID Register
MSI	Message-Signaled Interrupt
PAL	Platform Abstraction Layer
PCC	Platform Communications Channel
PCIe	Peripheral Component Interconnect Express
PE	Processing Element
PMU	Performance Monitoring Unit
PPTT	Processor Properties Topology Table
RAS	Reliability, Availability, and Serviceability
RC	Root Complex
RP	Root Port
SBSA	Server Base System Architecture
SoC	System on Chip
SMC	Secure Monitor Call
SMMU	System Memory Management Unit
SRAT	System Resource Affinity Table
UART	Universal Asynchronous Receiver and Transmitter

Abbreviation	Expansion
UEFI	Unified Extensible Firmware Interface
VAL	Validation Abstraction Layer

1.2 SBSA ACS

Arm specifies a hardware system architecture which is based on Arm 64-bit architecture that server system software such as operating systems, hypervisors, and firmware can rely on. This ensures standard system architecture to enable a suitably built single OS image to run on all the hardware compliant with this specification.

Arm provides the SBSA Architecture Compliance Suite (ACS) which contains self-checking portable C-based test cases to verify the compliance of hardware platforms to Server Base System Architecture (SBSA).

For more information on Arm SBSA ACS, see the [README](#).

1.3 ACS design

The ACS is designed in a layered architecture that consists of the following components:

- Platform Abstraction Layer (PAL) is a C-based, Arm-defined API that you can implement. It abstracts features whose implementation varies from one target system to another. Each test platform requires a PAL implementation of its own. PAL APIs are meant for the compliance test to reach or use other abstractions in the test platform such as the UEFI infrastructure and bare-metal abstraction.
 - For each component, PAL implementation must populate a data structure which involves supplying SoC-specific information such as base addresses, IRQ numbers, capabilities of PE, PCIe, RC, SMMU, DMA, and others.
 - PAL also uses client drivers underneath to retrieve certain device-specific information and to configure the devices.
- Validation Abstraction Layer (VAL) provides an abstraction over PAL and does not change based on the platform. This layer uses PAL layer to achieve a certain functionality. The following example achieves read memory functionality.

```
val_PCIE_read_cfg -> pal_PCIE_read_cfg
```

- Test pool is a layer which contains a list of test cases implemented for each component.
- Application is the top-level layer which allocates memory for component-specific tables and executes the test cases for each component.

The ACS test components are classified as follows:

- PE
- GIC

- PCIe
- Exerciser
- I/O virtualization
- SMMU
- Watchdog
- Memory
- MPAM
- PMU
- RAS
- HMAT
- NIST
- ETE

1.4 Boot framework

The bootwrapper is a simple implementation of a boot loader to boot up the system and transition to the ACS where specific set of tests are run.

The bootwrapper initializes the hardware and loads the ACS into the memory, allowing the system to start up, independent of UEFI and execute ACS tests automatically. This further reduces porting complexity for the partners and provides them with off-the-shelf system Init code.

1.4.1 Boot process and boot flow

The boot process is the sequence of operations that occurs when a computer system is powered-on or restarted, allowing it to transition from a power-off state to an operational state, where the operating system can run.

A boot loader, also known as a boot manager, is a piece of software responsible for initiating the boot process and loading the operating system into memory. Boot loader is located in firmware or a dedicated boot partition and is executed when the system is powered-on or restarted.

The cold boot path in this implementation of TF-A depends on the execution state. For AArch64, it is divided into five steps (in the order of execution):

- Boot Loader stage 1 (BL1) - AP Trusted ROM
- Boot Loader stage 2 (BL2) - Trusted Boot Firmware
- Boot Loader stage 3-1 (BL31) - EL3 Run time Software
- Boot Loader stage 3-2 (BL32) - Secure-EL1 Payload (optional)
- Boot Loader stage 3-3 (BL33) - Non-trusted Firmware

1.4.2 Boot framework for Bare-metal

With the introduction of bootwrapper, the UEFI layer is bypassed in the ACS boot flow. SBSA ACS with bootwrapper runs as non-trusted firmware at BL33.

The following figures show the overview of System boot flow and ACS boot flow in a system environment.

Figure 1-1: System boot flow

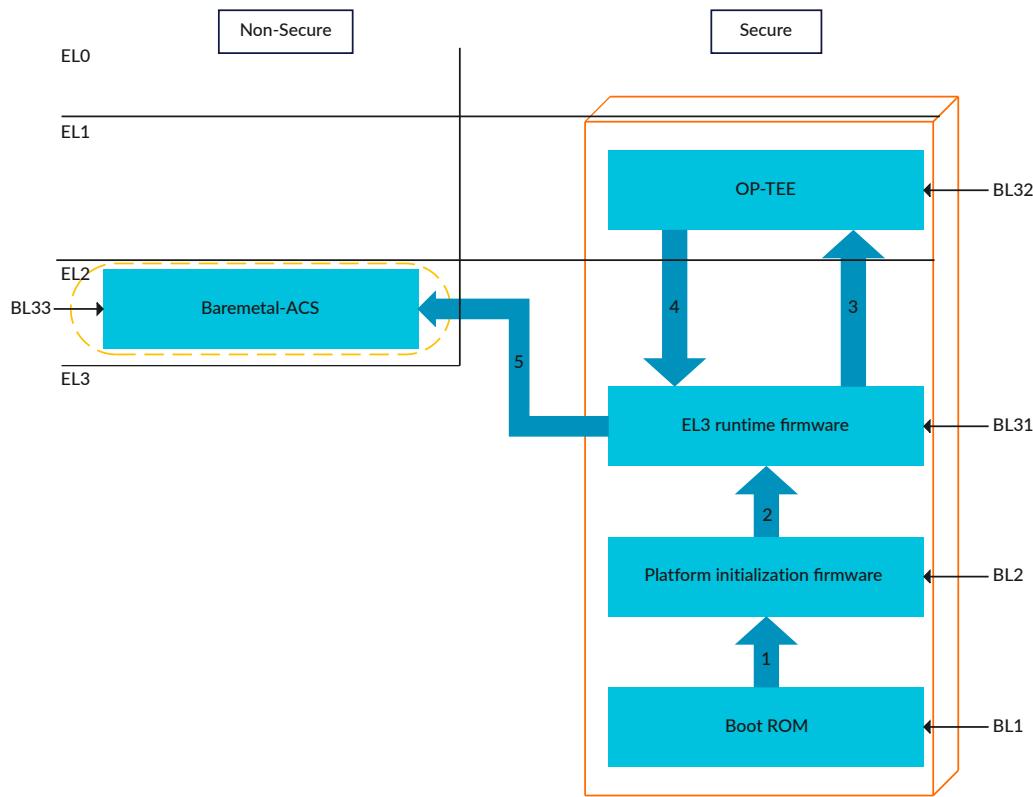
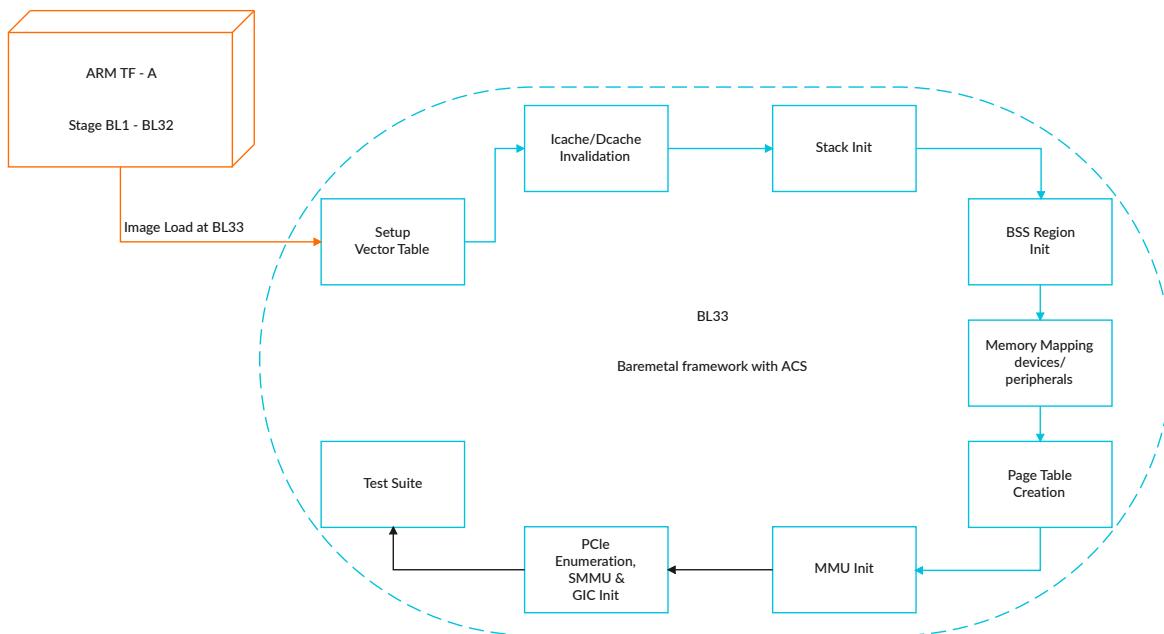


Figure 1-2: ACS Boot framework flow

1.5 Steps to customize bare-metal code

The following are the steps to customize bare-metal code for different platforms.



The `pal_baremetal` reference code is located in [baremetal](#).

Note

1. Run the command `./generate.py <platform_name>`.


```
mkdir <platform_name>
```
2. Running the command creates the folder with the platform name and the PAL APIs under `target/<platform_name>/src/pal_sbsa.c` to be filled.


```
cp -r RDN2/ platform_name/
```
3. Port all the required APIs. For more details on the list of APIs, see the [Porting requirements](#).
4. Modify the files `target/<platform_name>/include/platform_override_fvp.h` and `target/<platform_name>/include/platform_image_def.h` with platform-specific information. For more details on sample implementation, see the [Execution of SBSA ACS](#).

1.5.1 Test suites

The following table lists the bare-metal components for each test implementation.

Table 1-2: Bare-metal components

Test suites	Files
PE	pal_pe.c
GIC	pal_gic.c
PCIe	pal_pcie.c, pal_PCIE_enumeration.c
Exerciser	pal_exerciser.c
IOVIRT	pal_iovirt.c
SMMU	pal_smmu.c
Timer and Watchdog	pal_timer_wd.c
Peripherals (UART and Memory)	pal_peripherals.c
DMA	pal_dma.c
MPAM	pal_mpam.c
PMU	pal_pmu.c
RAS	pal_ras.c
HMAT	pal_hmat.c
Miscellaneous	pal_misc.c



PAL implementation requires porting when the underlying platform design changes.

Note

2. Execution of SBSA ACS

This chapter provides information on the execution of the SBSA ACS on a full-chip SoC emulation environment.

2.1 SoC emulation environment

Executing SBSA ACS on a full-chip emulation environment requires implementation of PAL. This involves providing a collection of SoC-specific information such as capabilities, base addresses, IRQ numbers to the test logic.

In Unified Extensible Firmware Interface (UEFI) base systems, all the static information is present in UEFI tables. The PAL implementation which is based on UEFI, uses the generated header file for populating data structures. For a bare-metal system, this information must be supplied in a tabular format which becomes easy for PAL API implementation.

2.1.1 PE

This section provides information on the number of PEs in the system.

PE-specific information

Tests contain comparison of Multiprocessor ID Register (MPIDR) values with actual values read from register. Such interrupts are generated for the Performance Monitoring Unit (PMU) lines and tested.

PLATFORM_OVERRIDE_PEx_MPIDR:

MPIDR register value represents the xth PE hierarchy (cluster, core).

PLATFORM_OVERRIDE_PEx_INDEX:

Represents the xth PE.

PLATFORM_OVERRIDE_PEx_PMU_GSIV:

PMU interrupt number for xth PE.

A platform with eight PEs is populated as follows:

```
#define PLATFORM_OVERRIDE_PE_CNT          0x8  
  
#define PLATFORM_OVERRIDE_PE0_INDEX        0x0  
#define PLATFORM_OVERRIDE_PE0_MPIDR        0x0  
#define PLATFORM_OVERRIDE_PE0_PMU_GSIV      0x17  
  
#define PLATFORM_OVERRIDE_PE1_INDEX        0x1  
#define PLATFORM_OVERRIDE_PE1_MPIDR        0x100  
#define PLATFORM_OVERRIDE_PE1_PMU_GSIV      0x17  
  
#define PLATFORM_OVERRIDE_PE2_INDEX        0x2  
#define PLATFORM_OVERRIDE_PE2_MPIDR        0x200
```

```
#define PLATFORM_OVERRIDE_PE2_PMU_GSIV 0x17
#define PLATFORM_OVERRIDE_PE3_INDEX 0x3
#define PLATFORM_OVERRIDE_PE3_MPIDR 0x300
#define PLATFORM_OVERRIDE_PE3_PMU_GSIV 0x17

#define PLATFORM_OVERRIDE_PE4_INDEX 0x4
#define PLATFORM_OVERRIDE_PE4_MPIDR 0x10000
#define PLATFORM_OVERRIDE_PE4_PMU_GSIV 0x17

#define PLATFORM_OVERRIDE_PE5_INDEX 0x5
#define PLATFORM_OVERRIDE_PE5_MPIDR 0x10100
#define PLATFORM_OVERRIDE_PE5_PMU_GSIV 0x17

#define PLATFORM_OVERRIDE_PE6_INDEX 0x6
#define PLATFORM_OVERRIDE_PE6_MPIDR 0x10200
#define PLATFORM_OVERRIDE_PE6_PMU_GSIV 0x17

#define PLATFORM_OVERRIDE_PE7_INDEX 0x7
#define PLATFORM_OVERRIDE_PE7_MPIDR 0x10300
#define PLATFORM_OVERRIDE_PE7_PMU_GSIV 0x17
```

Header file representation:

```
typedef struct {
    uint32_t num_of_pe;
} PE_INFO_HDR;

/**
@brief structure instance for PE entry
**/

typedef struct {
    uint32_t pe_num;                                /* PE Index */
    uint32_t attr;                                  /* PE attributes */
    uint64_t mpidr;                                 /* PE MPIDR */
    uint32_t pmu_gsiv;                             /* PMU Interrupt */
    uint32_t gmain_gsiv;                           /* GIC Maintenance Interrupt */
    uint32_t acpi_proc_uid;                         /* ACPI Processor UID */
    uint32_t level_1_res[MAX_L1_CACHE_RES];        /* index of level 1 cache(s) in
    cache_info_table */
    uint32_t trbe_interrupt;                        /* TRBE Interrupt */
} PE_INFO_ENTRY;

typedef struct {
    PE_INFO_HDR header;
    PE_INFO_ENTRY pe_info[];
} PE_INFO_TABLE;
```

SMBIOS-specific information

The parameters required for SMBIOS with reference values are as follows:

```
#define PLATFORM_OVERRIDE_SMBIOS_SLOT_COUNT 0x1
#define PLATFROM_OVERRIDE_SMBIOS_SLOT0_FAMILY 0x102
#define PLATFROM_OVERRIDE_SMBIOS_SLOT0_CORE_COUNT 16
```

Header file representation:

```
typedef struct {
    uint16_t processor_family;
    uint16_t core_count;
} PE_SMBIOS_TYPE4_INFO;
```

```

typedef struct {
    uint32_t slot_count;
    PE_SMBIOS_TYPE4_INFO type4_info[];
} PE_SMBIOS_PROCESSOR_INFO_TABLE;

```

2.1.1.1 Cache configuration

This section provides information on the cache info for each PE:

```

#define PLATFORM_OVERRIDE_CACHE_CNT      0x30
#define PLATFORM_CACHEX_FLAGS           0xFF
#define PLATFORM_CACHEX_OFFSET          0x68
#define PLATFORM_CACHEX_NEXT_LEVEL_INDEX 1
#define PLATFORM_CACHEX_SIZE            0x10000
#define PLATFORM_CACHEX_CACHE_ID        0x1
#define PLATFORM_CACHEX_IS_PRIVATE      0x1
#define PLATFORM_CACHEX_TYPE            0

```

2.1.2 PCIe

This section provides information on the number of Peripheral Component Interconnect express (PCIe) root ports and the information required for PCIe enumeration.

```

#define PLATFORM_OVERRIDE_PCIE_ECAM0_HB_COUNT 1
#define PLATFORM_OVERRIDE_PCIE_ECAM0_SEG_NUM   0x0
#define PLATFORM_OVERRIDE_PCIE_ECAM0_START_BUS_NUM 0x0
#define PLATFORM_OVERRIDE_PCIE_ECAM0_END_BUS_NUM 0x8
#define PLATFORM_OVERRIDE_PCIE_ECAM0_EP_BAR64   0x4000100000
#define PLATFORM_OVERRIDE_PCIE_ECAM0_RP_BAR64   0x4000000000
#define PLATFORM_OVERRIDE_PCIE_ECAM0_EP_NPBAR32  0x60000000
#define PLATFORM_OVERRIDE_PCIE_ECAM0_EP_PBAR32   0x60600000
#define PLATFORM_OVERRIDE_PCIE_ECAM0_RP_BAR32   0x60850000

```

PLATFORM_OVERRIDE_PCIE_ECAMx_EP_BAR64:

The address required for 64-bit Prefetchable Memory Base for an PCIe End Point.

PLATFORM_OVERRIDE_PCIE_ECAMx_RP_BAR64:

The address required for 64-bit Prefetchable Memory Base for PCIe Type 1 devices.

PLATFORM_OVERRIDE_PCIE_ECAMx_EP_NPBAR32:

The address required for 32-bit Non-Prefetchable Memory Base for an PCIe End Point.

PLATFORM_OVERRIDE_PCIE_ECAMx_EP_PBAR32:

The address required for 32-bit Prefetchable Memory Base for an PCIe End Point.

PLATFORM_OVERRIDE_PCIE_ECAMx_RP_BAR32:

The address required for 32-bit Memory Base for a PCIe Type 1 devices.

Parameters required for the PCIe enumeration for a platform is populated as follows:

PLATFORM_OVERRIDE_NUM_ECAM:

Represents the number of Enhanced Configuration Access Mechanism (ECAM) regions in the system.

PLATFORM_MAX_HB_COUNT:

Represents the maximum number of Host bridges in the system..

PLATFORM_OVERRIDE_PCIE_ECAM_BASE_ADDR_x:

ECAM base address: ECAM maps PCIe configuration space to a memory address. The memory address to the current configuration space must be provided here.

PLATFORM_OVERRIDE_PCIE_SEGMENT_GRP_NUM_x:

Segment number of the xth ECAM region.

PLATFORM_OVERRIDE_PCIE_START_BUS_NUM_x:

Starting bus number of the xth ECAM region.

PLATFORM_OVERRIDE_PCIE_END_BUS_NUM_x:

Ending bus number of the xth ECAM region.

A platform with one ECAM region is populated as follows:

```
/* PCIE platform config parameters */
#define PLATFORM_OVERRIDE_NUM_ECAM 1

/* Platform config parameters for ECAM_0 */
#define PLATFORM_OVERRIDE_PCIE_ECAM_BASE_ADDR_0 0x60000000
#define PLATFORM_OVERRIDE_PCIE_SEGMENT_GRP_NUM_0 0x0
#define PLATFORM_OVERRIDE_PCIE_START_BUS_NUM_0 0x0
#define PLATFORM_OVERRIDE_PCIE_END_BUS_NUM_0 0xFF
```

Header file representation:

```
typedef struct {
    uint64_t ecam_base; // ECAM Base address
    uint32_t segment_num; // Segment number of this ECAM
    uint32_t start_bus_num; // Start Bus number for this ecam space
    uint32_t end_bus_num; // Last Bus number
} PCIE_INFO_BLOCK;

typedef struct {
    uint32_t num_entries;
    PCIE_INFO_BLOCK block[];
} PCIE_INFO_TABLE;
```

2.1.2.1 PCIe device hierarchy table

This hierarchy table is used to obtain platform-specific support such as DMA, P2P and so on.

Parameters to be populated for each PCIe device is as follows:

PLATFORM_PCIE_DEVx_CLASSCODE	0x6040000
PLATFORM_PCIE_DEVx_VENDOR_ID	0x13B5
PLATFORM_PCIE_DEVx_DEV_ID	0xDEF
PLATFORM_PCIE_DEVx_BUS_NUM	0

```

PLATFORM_PCIE_DEVx_DEV_NUM          1
PLATFORM_PCIE_DEVx_FUNC_NUM         0
PLATFORM_PCIE_DEVx_SEG_NUM          0
PLATFORM_PCIE_DEVx_DMA_SUPPORT      0
PLATFORM_PCIE_DEVx_DMA_COHERENT    0
PLATFORM_PCIE_DEVx_P2P_SUPPORT      1
PLATFORM_PCIE_DEVx_DMA_64BIT        0
PLATFORM_PCIE_DEVx_BEHIND_SMMU      1
PLATFORM_PCIE_DEVx_ATC_SUPPORT      0

```

Header file representation:

```

typedef struct {
    uint64_t class_code;
    uint32_t device_id;
    uint32_t vendor_id;
    uint32_t bus;
    uint32_t dev;
    uint32_t func;
    uint32_t seg;
    uint32_t dma_support;
    uint32_t dma_coherent;
    uint32_t p2p_support;
    uint32_t dma_64bit;
    uint32_t behind_smmu;
    uint32_t atc_present;
    PERIPHERAL_IRQ_MAP irq_map;
} PCIE_READ_BLOCK;

```

2.1.3 DMA

This section provides the configuration options for Direct Memory Access (DMA) controller-based tests. Additionally, it describes the parameters for the number of DMA bus Requesters, and DMA Requester attributes that can be customized.

2.1.3.1 Number of DMA controllers

Header file representation:

```
#define PLATFORM_OVERRIDE_DMA_CNT 0
```

PLATFORM_OVERRIDE_DMA_CNT:

Represents the number of DMA controllers in the system.

2.1.3.2 DMA Requester attributes

Header file representation:

```

typedef struct {
    DMA_INFO_TYPE_e type;
    void           *target;
    void           *port;
    void           *host;
}

```

```
    uint32_t      flags;  
} DMA_INFO_BLOCK;
```

The actual information stored in the above pointers are implementation-specific.

2.1.4 SMMU and device tests

This section provides an overview on SMMU and the device tests. It also provides information on the number of IOVIRT nodes, SMMUs, RC, Named component, PMCG, ITS blocks, I/O virtualization node-specific information, SMMU node-specific information, RC-specific information, and I/O virtual address mapping.

2.1.4.1 Number of IOVIRT Nodes

Parameters to be filled are:

```
#define IORT_NODE_COUNT 0x13
```

IORT_NODE_COUNT:

Represents the total number of Root Complex (RC), SMMU, ITS, PMCG, and other nodes represented in IORT structure.

2.1.4.2 Number of SMMUs

Parameters to be filled are:

```
#define IOVIRT_SMMUV3_COUNT 5
```

```
#define IOVIRT_SMMUV2_COUNT 0
```

SMMU_COUNT:

Represents the number of SMMUs in the system.

2.1.4.3 Number of RCs

Parameters to be filled are:

```
#define RC_COUNT 0x1
```

RC_COUNT:

Represents the number of RCs present in the system.

2.1.4.4 Number of PMCGs

Parameters to be filled are:

```
#define PMCG_COUNT 0x1
```

PMCG_COUNT:

Represents the number of Performance Monitor Counter Groups (PMCGs) present in the system.

2.1.4.5 Number of named components

Parameters to be filled are:

```
#define IOVIRT_NAMED_COMPONENT_COUNT 2
```

IOVIRT_NAMED_COMPONENT_COUNT

Represents the number of named components present in the system.

2.1.4.6 Number of ITS blocks

Parameters to be filled are:

```
#define IOVIRT_ITS_COUNT 0x1
```

IOVIRT_ITS_COUNT:

Represents the number of Interrupt Translation Service (ITS) nodes in the system.

2.1.4.7 I/O virtualization node-specific information

Header file representation:

```
typedef struct {
    uint32_t type;
    uint32_t num_data_map;
    NODE_DATA data;
    uint32_t flags;
    NODE_DATA_MAP data_map[];
} IOVIRT_BLOCK;

typedef union {
    char name[MAX_NAMED_COMP_LENGTH];
    IOVIRT_RC_INFO_BLOCK rc;
    IOVIRT_PMCG_INFO_BLOCK pmcg;
    uint32_t its_count;
    SMMU_INFO_BLOCK smmu;
} NODE_DATA;
```

2.1.4.8 SMMU node-specific information

Header file representation:

```
typedef struct {
    uint32_t arch_major_rev;    ///< Version 1 or 2 or 3
    uint64_t base;             ///< SMMU controller base address
} SMMU_INFO_BLOCK;
```

IOVIRT_SMMUV3_BASE_ADDRESS:

Represents the SMMU base address in the system.

2.1.4.9 Root Complex node specific information

Header file representation:

```
typedef struct {
    uint32_t segment;
    uint32_t ats_attr;
    uint32_t cca;           //Cache Coherency Attribute
    uint64_t smmu_base;
} IOVIRT_RC_INFO_BLOCK;
```

2.1.4.10 PMCG node-specific information

Header file representation:

```
typedef struct {
    uint64_t base;
    uint32_t overflow_gsiv;
    uint32_t node_ref;
} IOVIRT_PMCG_INFO_BLOCK;
```

2.1.4.11 Named component node specific information

Header file representation:

```
typedef struct {
    uint64_t smmu_base; /* SMMU base to which component is attached, else NULL */
    uint32_t cca;      /* Cache Coherency Attribute */
    char name[MAX_NAMED_COMP_LENGTH]; /* Device object name */
} IOVIRT_NAMED_COMP_INFO_BLOCK;
```

Named component-specific information on Coresight components

Header file representation

```
typedef struct {
    char identifier[MAX_CS_COMP_LENGTH]; // Hardware ID for Coresight ARM
        implementations
```

```

char dev_name[MAX_CS_COMP_LENGTH]; // Device name of Coresight components
} PLATFORM_OVERRIDE_CORESIGHT_COMP_INFO_BLOCK;

typedef struct {
PLATFORM_OVERRIDE_CORESIGHT_COMP_INFO_BLOCK component[CS_COMPONENT_COUNT];
} PLATFORM_OVERRIDE_CS_COMP_NODE_DATA;

```

2.1.4.12 I/O virtual address mapping

Header file representation:

```

typedef struct {
uint32_t input_base;
uint32_t id_count;
uint32_t output_base;
uint32_t output_ref;
} ID_MAP;

```

2.1.5 GIC

This section provides the parameters for Generic Interrupt Controller (GIC) specific test.

GIC-specific tests

Parameters to be filled are:

```

#define PLATFORM_OVERRIDE_GICD_COUNT          0x1
#define PLATFORM_OVERRIDE_GICRD_COUNT         0x1
#define PLATFORM_OVERRIDE_GICITS_COUNT        0x1
#define PLATFORM_OVERRIDE_GICH_COUNT          0x1
#define PLATFORM_OVERRIDE_GICMSIFRAME_COUNT   0x0
#define PLATFORM_OVERRIDE_GICC_TYPE           0x1000
#define PLATFORM_OVERRIDE_GICD_TYPE           0x1001
#define PLATFORM_OVERRIDE_GICC_GICRD_TYPE     0x1002
#define PLATFORM_OVERRIDE_GICR_GICRD_TYPE     0x1003
#define PLATFORM_OVERRIDE_GICITS_TYPE         0x1004
#define PLATFORM_OVERRIDE_GICMSIFRAME_TYPE    0x1005
#define PLATFORM_OVERRIDE_GICH_TYPE           0x1006
#define PLATFORM_OVERRIDE_GICC_BASE           0x30000000
#define PLATFORM_OVERRIDE_GICD_BASE           0x30000000
#define PLATFORM_OVERRIDE_GICRD_BASE          0x300C0000
#define PLATFORM_OVERRIDE_GICITS_BASE         0x30040000
#define PLATFORM_OVERRIDE_GICH_BASE           0x2C010000
#define PLATFORM_OVERRIDE_GICITS_ID           0
#define PLATFORM_OVERRIDE_GICIRD_LENGTH       (0x20000*8)

```

Header file representation:

```

typedef struct {
uint32_t gic_version;
uint32_t num_gicc;
uint32_t num_gicd;
uint32_t num_gicrd;
uint32_t num_gicits;
uint32_t num_gich;
uint32_t num_msiframes;
uint32_t gicc_type;
uint32_t gicd_type;
uint32_t gicrd_type;

```

```

uint32_t gicrd_length;
uint32_t gicsts_type;
uint64_t gicc_base[PLATFORM_OVERRIDE_GICC_COUNT];
uint64_t gicd_base[PLATFORM_OVERRIDE_GICD_COUNT];
uint64_t gicrd_base[PLATFORM_OVERRIDE_GICRD_COUNT];
uint64_t gicsts_base[PLATFORM_OVERRIDE_GICSTS_COUNT];
uint64_t gicsts_id[PLATFORM_OVERRIDE_GICSTS_COUNT];
uint64_t gich_base[PLATFORM_OVERRIDE_GICH_COUNT];
uint64_t gicmsiframe_base[PLATFORM_OVERRIDE_GICMSIFRAME_COUNT];
uint64_t gicmsiframe_id[PLATFORM_OVERRIDE_GICMSIFRAME_COUNT];
uint32_t gicmsiframe_flags[PLATFORM_OVERRIDE_GICMSIFRAME_COUNT];
uint32_t gicmsiframe_spi_count[PLATFORM_OVERRIDE_GICMSIFRAME_COUNT];
uint32_t gicmsiframe_spi_base[PLATFORM_OVERRIDE_GICMSIFRAME_COUNT];
} PLATFORM_OVERRIDE_GIC_INFO_TABLE;

```

2.1.6 Timer

This section provides the parameters for timer-specific tests.

2.1.6.1 Timer information

Parameters to be filled are:

```

#define PLATFORM_OVERRIDE_PLATFORM_TIMER_COUNT 0x2
#define PLATFORM_OVERRIDE_S_EL1_TIMER_GSIV 0x1D
#define PLATFORM_OVERRIDE_NS_EL1_TIMER_GSIV 0x1E
#define PLATFORM_OVERRIDE_NS_EL2_TIMER_GSIV 0x1A
#define PLATFORM_OVERRIDE_VIRTUAL_TIMER_GSIV 0x1B
#define PLATFORM_OVERRIDE_EL2_VIR_TIMER_GSIV 28

```

Header file representation:

```

typedef struct {
    uint32_t s_el1_timer_flag;
    uint32_t ns_el1_timer_flag;
    uint32_t el2_timer_flag;
    uint32_t el2_virt_timer_flag;
    uint32_t s_el1_timer_gsiv;
    uint32_t ns_el1_timer_gsiv;
    uint32_t el2_timer_gsiv;
    uint32_t virtual_timer_flag;
    uint32_t virtual_timer_gsiv;
    uint32_t el2_virt_timer_gsiv;
    uint32_t num_platform_timer;
    uint32_t num_watchdog;
    uint32_t sys_timer_status;
} TIMER_INFO_HDR;

typedef struct {
    uint32_t type;
    uint32_t timer_count;
    uint64_t block_cntl_base;
    uint8_t frame_num[8];
    uint64_t GtCnBase[8];
    uint64_t GtCnEl0Base[8];
    uint32_t gsiv[8];
    uint32_t virt_gsiv[8];
    uint32_t flags[8];
} TIMER_INFO_GTBLOCK;

```

```
typedef struct {
    TIMER_INFO_HDR header;
    TIMER_INFO_GTBLOCK gt_info[];
} TIMER_INFO_TABLE;
```

2.1.7 Watchdog timer

This section provides the parameters for the number of watchdog timer tests and watchdog information.

Parameters to be filled are:

```
#define PLATFORM_OVERRIDE_WD_TIMER_COUNT 2
```

2.1.7.1 Watchdog information

The following is the list of watchdog timers present in the system:

- Watchdog timer number
- Control base
- Refresh base
- Interrupt number
- Flags

Header file representation:

```
typedef struct {
    uint64_t wd_ctrl_base;      ///< Watchdog Control Register Frame
    uint64_t wd_refresh_base;   ///< Watchdog Refresh Register Frame
    uint32_t wd_gsiv;          ///< Watchdog Interrupt ID
    uint32_t wd_flags;
} WD_INFO_BLOCK;
```

2.1.8 Memory

This section provides information on the memory map in the system.

PLATFORM_OVERRIDE_MEMORY_ENTRY_COUNT:

Represents the number of memory range entries.

PLATFORM_OVERRIDE_MEMORY_ENTRYx_PHY_ADDR:

Represents the physical address of the xth memory entry.

PLATFORM_OVERRIDE_MEMORY_ENTRYx_VIRT_ADDR:

Represents the virtual address of the xth memory entry.

PLATFORM_OVERRIDE_MEMORY_ENTRYx_SIZE:

Represents the size of the xth memory entry.

PLATFORM_OVERRIDE_MEMORY_ENTRYx_TYPE:

Represents the type of the xth memory entry.

The following is an example for memory map.

#define PLATFORM_OVERRIDE_MEMORY_ENTRY COUNT	0x4
#define PLATFORM_OVERRIDE_MEMORY_ENTRY0_PHY_ADDR	0xC000000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY0_VIRT_ADDR	0xC000000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY0_SIZE	0x4000000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY0_TYPE	MEMORY_TYPE_DEVICE
#define PLATFORM_OVERRIDE_MEMORY_ENTRY1_PHY_ADDR	0x10000000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY1_VIRT_ADDR	0x10000000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY1_SIZE	0xC170000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY1_TYPE	MEMORY_TYPE_NOT_POPULATED
#define PLATFORM_OVERRIDE_MEMORY_ENTRY2_PHY_ADDR	0xFF600000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY2_VIRT_ADDR	0xFF600000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY2_SIZE	0x10000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY2_TYPE	MEMORY_TYPE_RESERVED
#define PLATFORM_OVERRIDE_MEMORY_ENTRY3_PHY_ADDR	0x80000000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY3_VIRT_ADDR	0x80000000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY3_SIZE	0x7F000000
#define PLATFORM_OVERRIDE_MEMORY_ENTRY3_TYPE	MEMORY_TYPE_NORMAL

Header file representation:

```
typedef struct {
    MEM_INFO_TYPE e type;
    uint64_t phy_addr;
    uint64_t virt_addr;
    uint64_t size;
    uint64_t flags; //To Indicate Cacheability etc..
}MEM_INFO_BLOCK;
```

2.1.9 MPAM

This section provides information on the Memory System Resource Partitioning and Monitoring of the system.

Parameters to be filled are:

#define MPAM_MAX_MSC_NODE	0x1
#define MPAM_MAX_RSRC_NODE	0x1
#define PLATFORM_MPAM_MSC_COUNT	0x1
#define PLATFORM_MPAM_MSCx_BASE_ADDR	0x1010028000
#define PLATFORM_MPAM_MSCx_ADDR_LEN	0x2004
#define PLATFORM_MPAM_MSCx_MAX_NRDY	10000000
#define PLATFORM_MPAM_MSCx_RSRC_COUNT	0x1
#define PLATFORM_MPAM_MSCx_RSRCx_RIS_INDEX	0x0
#define PLATFORM_MPAM_MSCx_RSRCx_LOCATOR_TYPE	0x1
#define PLATFORM_MPAM_MSCx_RSRCx_DESCRIPTOR1	0x0
#define PLATFORM_MPAM_MSCx_RSRCx_DESCRIPTOR2	0x0

Header file representation:

```

/*
 * @brief Mpam Resource Node
 */

typedef struct {
    uint8_t ris_index;                                /* Identifies location of this resource */
    uint8_t locator_type;                             /* Primary acpi description of location */
    uint64_t descriptor1;                            /* Secondary acpi description of location */
    uint32_t descriptor2;
} MPAM_RESOURCE_NODE;
/* */

/* @brief Mpam MSC Node
 */

typedef struct {
    uint8_t     intrf_type;                          /* type of interface to this MPAM MSC */
    uint32_t    identifier;                         /* unique id to reference the node */
    uint64_t    msc_base_addr;                      /* base addr of mem-mapped reg space or PCC
                                                       subspace ID based on interface type. */
    uint32_t    msc_addr_len;                       /* MSC mem map size */
    uint32_t    max_nrdy;                           /* max time in microseconds that MSC not ready
                                                       after config change */
    uint32_t    rsrc_count;                          /* number of resource nodes */
    MPAM_RESOURCE_NODE rsrc_node[];                /* Details of resource node */
} MPAM_MSC_NODE;
/* */

/* @brief Mpam info table
 */

typedef struct {
    uint32_t    msc_count;                          /* Number of MSC node */
    MPAM_MSC_NODE msc_node[];                     /* Details of MSC node */
} MPAM_INFO_TABLE;

```

2.1.9.1 SRAT

This section provides information on the System Affinity table of the system.

Parameters to be filled are:

```

#define PLATFORM_OVERRIDE_NUM_SRAT_ENTRIES 17
#define PLATFORM_OVERRIDE_MEM_AFF_CNT      1
#define PLATFORM_OVERRIDE_GICC_AFF_CNT     16

```

The memory affinity and GICC Affinity parameters to be filled are:

```

#define PLATFORM_SRAT_MEMx_PROX_DOMAIN 0x0
#define PLATFORM_SRAT_MEMx_FLAGS      0x1
#define PLATFORM_SRAT_MEMx_ADDR_BASE 0x8080000000
#define PLATFORM_SRAT_MEMx_ADDR_LEN   0x3F7F7FFFFFF
#define PLATFORM_SRAT_GICCx_PROX_DOMAIN 0x0
#define PLATFORM_SRAT_GICCx_PROC_UID 0x0
#define PLATFORM_SRAT_GICCx_FLAGS    0x1
#define PLATFORM_SRAT_GICCx_CLK_DOMAIN 0x0

```

Header file representation :

```

typedef union {
SRAT_MEM_AFF_ENTRY mem_aff;
SRAT_GICC_AFF_ENTRY gicc_aff;
} SRAT_NODE_INFO;

typedef struct {
uint32_t node_type; /* Node type*/
SRAT_NODE_INFO node_data;
} SRAT_INFO_ENTRY;

typedef struct {
uint32_t num_of_srat_entries;
uint32_t num_of_mem_ranges;
SRAT_INFO_ENTRY srat_info[];
} SRAT_INFO_TABLE;

```

2.1.9.2 PCC

Parameters to be filled are:

```

#define PLATFORM_PCC_SUBSPACE_COUNT 0x1
#define PLATFORM_PCC_SUBSPACE0_INDEX 0x0
#define PLATFORM_PCC_SUBSPACE0_TYPE 0x3
#define PLATFORM_PCC_SUBSPACE0_BASE 0x0
#define PLATFORM_PCC_SUBSPACE0_DOORBELL_PRESERVE 0x0
#define PLATFORM_PCC_SUBSPACE0_DOORBELL_WRITE 0x0
#define PLATFORM_PCC_SUBSPACE0_MIN_REQ_TURN_TIME 0x0
#define PLATFORM_PCC_SUBSPACE0_CMD_COMPLETE_CHK_MASK 0x0
#define PLATFORM_PCC_SUBSPACE0_CMD_UPDATE_PRESERVE 0x0
#define PLATFORM_PCC_SUBSPACE0_CMD_COMPLETE_UPDATE_SET 0x0

```

Following fields follow `GENERIC_ADDRESS_STRUCTURE` defined in `platform_override_sbsa_struct.h`

```

#define PLATFORM_PCC_SUBSPACE0_DOORBELL_REG {0x0, 0x0, 0x0, 0x0, 0x0DEADDEAD}
#define PLATFORM_PCC_SUBSPACE0_CMD_COMPLETE_UPDATE_REG {0x0, 0x0, 0x0, 0x0,
0x0DEADDEAD}
#define PLATFORM_PCC_SUBSPACE0_CMD_COMPLETE_CHK_REG {0x0, 0x0, 0x0, 0x0, 0x0DEADDEAD}

```

Header file representation :

```

typedef struct {
uint8_t addr_space_id;
uint8_t reg_bit_width;
uint8_t reg_bit_offset;
uint8_t access_size;
uint64_t addr;
} GENERIC_ADDRESS_STRUCTURE;

typedef struct {
uint64_t base_addr; /* base addr of shared mem-region */
/* */
GENERIC_ADDRESS_STRUCTURE doorbell_reg; /* doorbell register */
/* */
uint64_t doorbell_preserve; /* doorbell register preserve
mask */
/* */
uint64_t doorbell_write; /* doorbell register set mask */

```

```

    uint32_t min_req_turnaround_usec;           /* minimum request turnaround
    time */
    GENERIC_ADDRESS_STRUCTURE cmd_complete_chk_reg; /* command complete check
    register */
    uint64_t cmd_complete_chk_mask;             /* command complete check mask */
    GENERIC_ADDRESS_STRUCTURE cmd_complete_update_reg; /* command complete update
    register */
    uint64_t cmd_complete_update_preserve;      /* command complete update
    preserve */
    uint64_t cmd_complete_update_set;           /* command complete update set
    mask */
} PLATFORM_OVERRIDE_PCC_SUBSPACE_TYPE_3;

typedef union {
    PLATFORM_OVERRIDE_PCC_SUBSPACE_TYPE_3 pcc_ss_type_3; /* PCC type 3 info */
} PLATFORM_OVERRIDE_PCC_TYPE_SPECIFIC_INFO;

typedef struct {
    uint32_t subspace_idx;                      /* PCC subspace index in PCCT
    ACPI Table */
    uint32_t subspace_type;                     /* type of PCC subspace */
    PLATFORM_OVERRIDE_PCC_TYPE_SPECIFIC_INFO
    type_spec_info;                           /* PCC subspace type specific
    info */
} PLATFORM_OVERRIDE_PCC_INFO;

typedef struct {
    uint32_t subspace_cnt;                      /* number of PCC subspace info
    stored */
    PLATFORM_OVERRIDE_PCC_INFO pcc_info[PLATFORM_PCC_SUBSPACE_COUNT];
/* array of PCC info blocks */
} PLATFORM_OVERRIDE_PCC_INFO_TABLE;

```

2.1.10 HMAT

This sections provides information on the Heterogeneous Memory Attribute Table

Parameters required to be populated are:

```

#define PLATFORM_OVERRIDE_HMAT_MEM_ENTRIES          0x4
#define HMAT_NODE_MEM_SLLBIC                       0x1
#define HMAT_NODE_MEM_SLLBIC_DATA_TYPE              0x3
#define HMAT_NODE_MEM_SLLBIC_FLAGS                  0x0
#define HMAT_NODE_MEM_SLLBIC_ENTRY_BASE_UNIT        0x64
#define PLATFORM_HMAT_MEMx_PROX_DOMAIN              0x0
#define PLATFORM_HMAT_MEMx_MAX_WRITE_BW              0x82
#define PLATFORM_HMAT_MEMx_MAX_READ_BW              0x82

```

Header file representation:

```

typedef struct {
    uint32_t mem_prox_domain;                    /* Proximity domain of the memory region*/
    uint64_t write_bw;                          /* Maximum write bandwidth */
    uint64_t read_bw;                          /* Maximum read bandwidth */
} HMAT_BW_ENTRY;

typedef struct {
    uint32_t num_of_mem_prox_domain;            /* Number of Memory Proximity Domains */
    HMAT_BW_ENTRY bw_info[];                   /* Array of bandwidth info based on
    proximity domain */
} */

```

```
    } HMAT_INFO_TABLE;
```

2.1.11 RAS

This section provides Information on the Reliability, Availability and Serviceability features of the system.

Parameters to be filled are:

```
#define PLATFORM_OVERRIDE_NUM_RAS_NODES      0x1
#define PLATFORM_OVERRIDE_NUM_PE_RAS_NODES     0x1
#define PLATFORM_OVERRIDE_NUM_MC_RAS_NODES     0x0
#define RAS2_MAX_NUM_BLOCKS                   0x4
```

Header file representation:

```
typedef struct {
    RAS_NODE_TYPE e type;                                /* Node Type PE/GIC/SMMU */
    uint16_t length;                                     /* Length of the Node */
    uint64_t num_intr_entries;                           /* Number of Interrupt Entry */
    RAS_NODE_DATA node_data;                            /* Node Specific Data */
    RAS_INTERFACE_INFO intf_info;                        /* Node Interface Info */
    RAS_INTERRUPT_INFO intr_info[2];                     /* Node Interrupt Info */
} RAS_NODE_INFO;

typedef struct {
    uint32_t num_nodes;                                  /* Number of total RAS Nodes */
    uint32_t num_pe_node;                               /* Number of PE RAS Nodes */
    uint32_t num_mc_node;                               /* Number of Memory Controller Nodes */
    RAS_NODE_INFO node[];                             /* Array of RAS nodes */
} RAS_INFO_TABLE;

typedef struct {
    RAS2_FEAT_TYPE type;                                /* RAS2 feature type */
    RAS2_BLOCK_INFO block_info;                         /* RAS2 block info */
} RAS2_BLOCK;

typedef struct {
    uint32_t num_all_block;                            /* Number of RAS2 feature blocks */
    uint32_t num_of_mem_block;                         /* Number of memory feature blocks */
    RAS2_BLOCK blocks[];                            /* RAS2 blocks */
} RAS2_INFO_TABLE;
```

2.1.12 PMU

This section provides Information on the Performance Monitoring Unit of the system.

Parameters to be filled are:

```
#define MAX_NUM_OF_PMU_SUPPORTED          512
#define PLATFORM_OVERRIDE_PMU_NODE_CNT    0x1
#define PLATFORM_PMU_NODEX_BASE0          0x1010028000
#define PLATFORM_PMU_NODEX_BASE1          0x0
```

```
#define PLATFORM_PMU_NODEX_TYPE 0x2
#define PLATFORM_PMU_NODEX_PRI_INSTANCE 0x0
#define PLATFORM_PMU_NODEX_SEC_INSTANCE 0x0
#define PLATFORM_PMU_NODEX_DUAL_PAGE_EXT 0x0
```

Header file representation:

```
typedef struct {
    uint8_t type; /* The component that this PMU block is associated with*/
    uint64_t primary_instance; /* Primary node instance, specific to the PMU type*/
    uint32_t secondary_instance; /* Secondary node instance, specific to the PMU type*/
    uint8_t dual_page_extension; /* Support of the dual-page mode*/
    uint64_t base0; /* Base address of Page 0 of the PMU*/
    uint64_t base1; /* Base address of Page 1 of the PMU,
                     valid only if dual_page_extension is 1*/
} PMU_INFO_BLOCK;

typedef struct {
    uint32_t pmu_count; /* Total number of PMU info blocks*/
    PMU_INFO_BLOCK info[]; /* PMU info blocks for each PMU nodes*/
} PMU_INFO_TABLE;
```

2.1.13 MMU Configuration

This section provides information on the MMU for the PE MMU.

The parameters required for the PE MMU are populated as follows:

```
#define PLATFORM_PAGE_SIZE 0x1000
#define PLATFORM_OVERRIDE_MMU_PGT_IAS 48
#define PLATFORM_OVERRIDE_MMU_PGT_OAS 48
```

2.1.14 Peripherals

This section provides information on the peripherals in the system.

Parameters to be filled are:

```
#define PLATFORM_OVERRIDE_PERIPHERAL_COUNT 3 //UART + USB + SATA
#define UART_ADDRESS 0xF98DFE18
#define BASE_ADDRESS_ADDRESS_SPACE_ID 0x0
#define BASE_ADDRESS_REGISTER_BIT_WIDTH 0x20
#define BASE_ADDRESS_REGISTER_BIT_OFFSET 0x0
#define BASE_ADDRESS_ADDRESS_SIZE 0x3
#define BASE_ADDRESS_ADDRESS 0x2A400000
#define UART_BAUD_RATE 115200
#define UART_CLK_RATE_HZ 48000000
#define UART_INTERRUPT_TYPE 8
#define UART_IRQ 0
#define UART_GLOBAL_SYSTEM_INTERRUPT 0x70
#define UART_PCI_DEVICE_ID 0xFFFF
#define UART_PCI_VENDOR_ID 0xFFFF
#define UART_PCI_BUS_NUMBER 0x0
#define UART_PCI_DEV_NUMBER 0x0
```

```
#define UART_PCI_FUNC_NUMBER          0x0  
#define UART_PCI_FLAGS                0x0  
#define UART_PCI_SEGMENT              0x0
```



Ensure that the BASE_ADDRESS_ADDRESS, UART_BAUD_RATE, and UART_CLK_RATE_HZ are configured properly to get PL011 UART prints on the console.

2.2 Bare-metal Boot

This section provides information on the Bare-metal boot requirements of the system.

The following system-specific definitions must be filled to load bootable image.

Parameters to be filled are:

```
#define PLATFORM_OVERRIDE_WORLD_IMAGE_SIZE 0x40000000  
#define PLATFORM_MEMORY_POOL_SIZE          (250 * 100000)  
#define PLATFORM_SHARED_MEMORY_REGION      0x100000  
#define PLATFORM_NORMAL_WORLD_IMAGE_BASE    0xE0000000
```

For more information on how to run SBSA ACS with bootwrapper code, see the [README](#).



PLATFORM_NORMAL_WORLD_IMAGE_BASE is the entry point to BL33.

3. Porting requirements

This chapter provides information on different PAL APIs in PE, GIC, timer, IOVIRT, PCIe, SMMU, peripheral, DMA, PMU, MPAM, RAS, exerciser, and other miscellaneous APIs.

3.1 PAL implementation

PAL is a C-based, Arm-defined API that you can implement. Each test platform requires a PAL implementation of its own.

The bare-metal reference code provides a reference implementation for a subset of APIs. Additional code must be implemented to match the target SoC implementation under the tests.

There are two implementation types for the PAL APIs and are classified in the following tables:



- Yes: indicates that the implementation of this API is already present. Since the values are platform-specific, it must be taken from the platform configuration file.
 - Platform-specific: you must implement all the APIs that are marked as platform-specific.
-

3.1.1 PE

The following table lists the different types of APIs in PE.

Table 3-1: PE APIs and their details

API name	Function prototype	Implementation
create_info_table	<code>void pal_pe_create_info_table(PE_INFO_TABLE *PeTable);</code>	Yes
call_smc	<code>void pal_pe_call_smc(ARM_SMC_ARGS *args);</code>	Yes
execute_payload	<code>void pal_pe_execute_payload(ARM_SMC_ARGS *args);</code>	Yes
update_elr	<code>void pal_pe_update_elr(void *context, uint64_t offset);</code>	Platform-specific
get_esr	<code>uint64_t pal_pe_get_esr(void *context);</code>	Platform-specific
data_cache_ops_by_va	<code>void pal_pe_data_cache_ops_by_va(uint64_t addr, uint32_t type);</code>	Yes
get_far	<code>uint64_t pal_pe_get_far(void *context);</code>	Platform-specific
install_esr	<code>uint32_t pal_pe_install_esr(uint32_t exception_type, void(*esr)(uint64_t, void *));</code>	Platform-specific
get_num	<code>uint32_t pal_pe_get_num();</code>	Yes

API name	Function prototype	Implementation
psci_get_conduit	uint32_t pal_psci_get_conduit(void)	Platform-specific

3.1.2 GIC

The following table lists the different types of APIs in GIC.

Table 3-2: GIC APIs and their details

API name	Function prototype	Implementation
create_info_table	void pal_gic_create_info_table(GIC_INFO_TABLE* gic_info_table);	Yes
install_isr	uint32_t pal_gic_install_isr(uint32_t int_id, void(*isr)(void));	Platform-specific
end_of_interrupt	uint32_t pal_gic_end_of_interrupt(uint32_t int_id);	Platform-specific
request_irq	uint32_t pal_gic_request_irq(unsigned int irq_num, unsigned int mapped_irq_num, void *isr);	Platform-specific
free_irq	void pal_gic_free_irq(unsigned int irq_num, unsigned int mapped_irq_num);	Platform-specific
set_intr_trigger	uint32_t pal_gic_set_intr_trigger(uint32_t int_id INTR_TRIGGER_INFO_TYPE etrigger_type);	Platform-specific
get_num_nongic_ctrl	uint32_t pal_get_num_nongic_ctrl(void);	Platform-specific

3.1.3 Timer

The following table lists the different types of APIs in timer.

Table 3-3: Timer APIs and their details

API name	Function prototype	Implementation
create_info_table	void pal_timer_create_info_table(TIMER_INFO_TABLE *timer_info_table);	Yes
wd_create_info_table	void pal_wd_create_info_table(WD_INFO_TABLE *wd_table);	Yes
get_counter_frequency	uint64_t pal_timer_get_counter_frequency(void);	Yes

3.1.4 IOVIRT

The following table lists the different types of APIs in IOVIRT.

Table 3-4: IOVIRT APIs and their details

API name	Function prototype	Implementation
create_info_table	void pal_iovirt_create_info_table(IOVIRT_INFO_TABLE *iovirt);	Yes
unique_rid_strid_map	uint32_t pal_iovirt_unique_rid_strid_map(uint64_t rc_block);	Yes

API name	Function prototype	Implementation
check_unique_ctx_initd	uint32_t pal iovirt check unique ctx intid(uint64_t smmu_block);	Yes
get_rc_smmu_base	uint64_t pal iovirt get rc smmu base(IOVIRT_INFO_TABLE *iovirt, uint32_t rc_seg_num, uint32_t rid);	Yes

3.1.5 PCIe

The following table lists the different types APIs in PCIe.

Table 3-5: PCIe APIs and their details

API name	Function prototype	Implementation
create_info_table	void pal_pcie_create_info_table (PCIE_INFO_TABLE *PcieTable);	Yes
read_cfg	uint32_t pal_pcie_read_cfg(uint32_t bdf, uint32_t offset, uint32_t *data);	Yes
get_msi_vectors	uint32_t pal_get_msi_vectors(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn, PERIPHERAL_VECTOR_LIST**mvector);	Platform-specific
get_pcie_type	uint32_t pal_pcie_get_pcie_type(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn);	Yes
p2p_support	uint32_t pal_pcie_p2p_support(void);	Yes
read_ext_cap_word	void pal_pcie_read_ext_cap_word(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn, uint32_t ext_cap_id, uint8_t offset, uint16_t *val);	Yes
get_bdf_wrapper	uint32_t pal_pcie_get_bdf_wrapper (uint32_t class_code, uint32_t start_bdf);	Yes
bdf_to_dev	void *pal_pci_bdf_to_dev(uint32_t bdf);	Yes
pal_pcie_ecam_base	uint64_t pal_pcie_ecam_base(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t tfunc)	Yes
pci_cfg_read	uint32_t pal_pci_cfg_read(uint32_t bus, uint32_t dev, uint32_t func, uint32_t offset, uint32_t *value)	Yes
pci_cfg_write	void pal_pci_cfg_write(uint32_t bus, uint32_t dev, uint32_t func, uint32_t offset, uint32_t data)	Yes
program_bar_reg	void pal_pcie_program_bar_reg(uint32_tbus, uint32_t dev, uint32_t func)	Yes
enumerate_device	uint32_t pal_pcie_enumerate_device(uint32_t bus, uint32_t sec_bus)	Yes
get_bdf	uint32_t pal_pcie_get_bdf(uint32_t ClassCode, uint32_t StartBdf)	Yes
increment_bus_dev	uint32_t pal_increment_bus_dev(uint32_t StartBdf)	Yes
get_base	uint64_t pal_pcie_get_base(uint32_t bdf, uint32_t bar_index)	Yes
io_read_cfg	uint32_t pal_pcie_io_read_cfg(uint32_t Bdf, uint32_t offset, uint32_t *data) ;	Yes
io_write_cfg	void pal_pcie_io_write_cfg(uint32_t bdf, uint32_t offset, uint32_t data);	Yes
get_snoop_bit	uint32_t pal_pcie_get_snoop_bit(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn);	Yes

API name	Function prototype	Implementation
is_device_behind_smmu	uint32_t pal_pcie_is_device_behind_smmu(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn);	Yes
get_dma_support	uint32_t pal_pcie_get_dma_support(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn);	Yes
get_dma_coherent	uint32_t pal_pcie_get_dma_coherent(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn);	Yes
Is_devidedma_64bit	uint32_t pal_pcie_is_devidedma_64bit(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn);	Yes
get_legacy_irq_map	uint32_t pal_pcie_get_legacy_irq_map(uint32_t Seg, uint32_t Bus, uint32_t Dev, uint32_t Fn, PERIPHERAL_IRQ_MAP *IrqMap);	Platform-specific
get_root_port_bdf	uint32_t pal_pcie_get_root_port_bdf(uint32_t *Seg, uint32_t *Bus, uint32_t *Dev, uint32_t *Func);	Yes
dev_p2p_support	uint32_t pal_pcie_dev_p2p_support(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn);	Yes
is_cache_present	uint32_t pal_pcie_is_cache_present(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn);	Yes
is_onchip_peripheral	uint32_t pal_pcie_is_onchip_peripheral(uint32_t bdf);	Platform-specific
check_device_list	uint32_t pal_pcie_check_device_list(void);	Yes
get_rp_transaction_frwd_support	uint32_t pal_pcie_get_rp_transaction_frwd_support(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn)	Platform-specific
check_device_valid	uint32_t pal_pcie_check_device_valid(uint32_t bdf);	Platform-specific
mem_get_offset	uint32_t pal_pcie_mem_get_offset(uint32_t bdf, PCIE_MEM_TYPE_INFO_emem_type);	Platform-specific
bar_mem_read	uint32_t pal_pcie_bar_mem_read(uint32_t Bdf, uint64_t address, uint32_t *data);	Yes
bar_mem_write	uint32_t pal_pcie_bar_mem_write(uint32_t Bdf, uint64_t address, uint32_t data);	Yes
dsm_stc_tags	uint32_t pal_pcie_dsm_stc_tags(void);	No

3.1.6 SMMU

The following table lists the different types of APIs in SMMU.

Table 3-6: SMMU APIs and their details

API name	Function prototype	Implementation
check_device_iova	uint32_t pal_smmu_check_device_iova(void *port, uint64_t dma_addr);	Platform-specific
device_start_monitor_iova	void pal_smmu_device_start_monitor_iova(void *port);	Platform-specific
device_stop_monitor_iova	void pal_smmu_device_stop_monitor_iova(void *port);	Platform-specific
pa2iova	uint64_t pal_smmu_pa2iova(uint64_t smmu_base, unit64_t pa);	Platform-specific

API name	Function prototype	Implementation
smmu_disable	uint32_t pal_smmu_disable(uint64_t smmu_base);	Platform-specific
create_pasid_entry	uint32_t pal_smmu_create_pasid_entry(uint64_t smmu_base, uint32_t pasid);	Platform-specific
get_device_path	uint32_t pal_get_device_path(const char *hid, char hid_path[] [MAX_NAMED_COMP_LENGTH]);	Yes
is_etr_behind_catu	uint32_t pal_smmu_is_etr_behind_catu(char *etr_path);	Platform-specific

3.1.7 Peripheral

The following table lists the different types of APIs in peripheral.

Table 3-7: Peripheral APIs and their details

API name	Function prototype	Implementation
create_info_table	void pal_peripheral_create_info_table(PERIPHERAL_INFO_TABLE *per_info_table);	Yes
is_pcie	uint32_t pal_peripheral_is_pcie(uint32_t seg, uint32_t bus, uint32_t dev, uint32_t fn);	Yes
memory_create_info_table	void pal_memory_create_info_table(MEMORY_INFO_TABLE *memoryInfoTable);	Platform-specific
memory_ioremap	uint64_t pal_memory_ioremap(void *addr, uint32_t size, uint32_t attr);	Platform-specific
memory_unmap	void pal_memory_unmap(void *addr);	Platform-specific
memory_get_unpopulated_addr	uint64_t pal_memory_get_unpopulated_addr(uint64_t *addr, uint32_t instance)	Platform-specific

3.1.8 MPAM

The following table lists the different types of APIs in MPAM:

Table 3-8: MPAM APIs and their details

API name	Functional prototype	Implementation
create_info_table	void pal_mpam_create_info_table(MPAM_INFO_TABLE *MpamTable);	Yes
create_info_table	void pal_hmat_create_info_table(HMAT_INFO_TABLE *HmatTable);	Yes
create_info_table	void pal_srat_create_info_table(SRAT_INFO_TABLE *SratTable);	Yes

API name	Functional prototype	Implementation
create_info_table	<pre>void pal_cache_create_info_table(CACHE_INFO_TABLE *CacheTable, PE_INFO_TABLE *PeTable);</pre>	Yes
create_info_table	<pre>void pal_pcc_create_info_table(PCC_INFO_TABLE *PccInfoTable);</pre>	Yes

3.1.9 RAS

The following table lists the different types of APIs in RAS:

Table 3-9: RAS APIs and their details

API name	Function prototype	Implementation
ras_create_info_table	<pre>void pal_ras_create_info_table(RAS_INFO_TABLE*RasInfoTable);</pre>	Yes
ras2_create_info_table	<pre>void pal_ras2_create_info_table(RAS2_INFO_TABLE*ras2_info_table);</pre>	Yes
setup_error	<pre>uint32_t pal_ras_setup_error(RAS_ERR_IN_t in_param, RAS_ERR_OUT_t *out_param);</pre>	Platform-specific
inject_error	<pre>uint32_t pal_ras_inject_error(RAS_ERR_IN_t in_param, RAS_ERR_OUT_t *out_param);</pre>	Platform-specific
wait_timeout	<pre>void pal_ras_wait_timeout(uint32_t count);</pre>	Platform-specific
check_plat_poison_support	<pre>uint32_t pal_ras_check_plat_poison_support()</pre>	Platform-specific

3.1.10 DMA

The following table lists the different types of APIs in DMA.

Table 3-10: DMA APIs and their details

API name	Function prototype	Implementation
create_info_table	<pre>void pal_dma_create_info_table(DMA_INFO_TABLE *dma_info_table);</pre>	Yes
start_from_device	<pre>uint32_t pal_dma_start_from_device(void *dma_target_buf, uint32_t length, void *host, void *dev);</pre>	Platform-specific
start_to_device	<pre>uint32_t pal_dma_start_to_device(void *dma_source_buf, uint32_t length, void *host, void *target, uint32_t timeout);</pre>	Platform-specific
mem_alloc	<pre>uint64_t pal_dma_mem_alloc(void *buffer, uint32_t length, void *dev, uint32_t flags);</pre>	Platform-specific
scsi_get_dma_addr	<pre>void pal_dma_scsi_get_dma_addr(void *port, void *dma_addr, uint32_t *dma_len);</pre>	Platform-specific
mem_getAttrs	<pre>int pal_dma_mem_getAttrs(void *buf, uint32_t *attr, uint32_t *sh)</pre>	Platform-specific
dma_mem_free	<pre>void pal_dma_mem_free(void *buffer, addr_tmem_dma, unsigned int length, void *port, unsigned int flags);</pre>	Platform-specific

3.1.11 Exerciser

The following table lists the different types of APIs in exerciser.

Table 3-11: Exerciser APIs and their details

API name	Function prototype	Implementation
get_ecsr_base	uint64_t pal_exerciser_get_ecsr_base(uint32_t Bdf, uint32_t BarIndex)	Platform-specific
get_PCIE_config_offset	uint64_t pal_exerciser_get_PCIE_config_offset(uint32_t Bdf)	Platform-specific
start_dma_direction	uint32_t pal_exerciser_start_dma_direction(uint64_t Base, EXERCISER_DMA_ATTRDirection)	Platform-specific
find_PCIE_capability	uint32_t pal_exerciser_find_PCIE_capability(uint32_t ID, uint32_t Bdf, uint32_t Value, uint32_t *Offset)	Platform-specific
set_param	uint32_t pal_exerciser_set_param(EXERCISER_PARAM_TYPE type, uint64_t value1, uint64_t value2, uint32_t bdf);	Platform-specific
get_param	uint32_t pal_exerciser_get_param(EXERCISER_PARAM_TYPE type, uint64_t *value1, uint64_t *value2, uint32_t bdf);	Platform-specific
set_state	uint32_t pal_exerciser_set_state(EXERCISER_STATE state, uint64_t *value, uint32_t bdf);	Platform-specific
get_state	uint32_t pal_exerciser_get_state(EXERCISER_STATE *state, uint32_t bdf);	Platform-specific
ops	uint32_t pal_exerciser_ops(EXERCISER_OPS ops, uint64_t param, uint32_t instance);	Platform-specific
get_data	uint32_t pal_exerciser_get_data(EXERCISER_DATA_TYPE type, exerciser_data_t *data, uint32_t bdf, uint64_t ecam);	Platform-specific
is_bdf_exerciser	uint32_t pal_is_bdf_exerciser(uint32_t bdf)	Platform-specific
disable_rp_pio_register	void pal_exerciser_disable_rp_pio_register(uint32_t bdf)	Platform-specific
check_poison_data_forwarding_support	uint32_t pal_exerciser_check_poison_data_forwarding_support()	Platform-specific
get_PCIE_RAS_compliant_err_node	uint32_t pal_exerciser_get_PCIE_RAS_compliant_err_node(uint32_t bdf, uint32_t rp_bdf)	Platform-specific
get_RAS_status	uint64_t pal_exerciser_get_RAS_status(uint32_t ras_node, uint32_t bdf, uint32_t rp_bdf)	Platform-specific
set_bar_response	uint32_t pal_exerciser_set_bar_response(uint32_t bdf)	Platform-specific

3.1.12 Memory map

The following table lists the different types of APIs required for Memory Map.

Table 3-12: Miscellaneous APIs and their descriptions

API name	Function prototype	Description
add_mmap	void pal_mmu_add_mmap(void);	Platform-specific
get_mmap_list	void *pal_mmu_get_mmap_list(void);	Platform-specific
get_mapping_count	uint32_t pal_mmu_get_mapping_count(void);	Platform-specific

3.1.13 Miscellaneous

The following table lists the different types of miscellaneous PAL APIs.

Table 3-13: Miscellaneous APIs and their details

API name	Function prototype	Implementation
mmio_read8	uint8_t pal_mmio_read8(uint64_t addr);	Yes
mmio_read16	uint16_t pal_mmio_read16(uint64_t addr);	Yes
mmio_read	uint32_t pal_mmio_read(uint64_t addr);	Yes
mmio_read64	uint64_t pal_mmio_read64(uint64_t addr);	Yes
mmio_write8	void pal_mmio_write8(uint64_t addr, uint8_t data);	Yes
mmio_write16	void pal_mmio_write16(uint64_t addr, uint16_t data);	Yes
mmio_write	void pal_mmio_write(uint64_t addr, uint32_t data);	Yes
mmio_write64	void pal_mmio_write64(uint64_t addr, uint64_t data);	Yes
print	void pal_print(char8_t *string, uint64_t data);	Platform-specific
uart_print	void pal_uart_print(int log, const char *fmt, ...);	Yes
print_raw	void pal_print_raw(uint64_t addr, char *string, uint64_t data)	Yes
mem_free	void pal_mem_free(void *buffer);	Platform-specific
mem_compare	int pal_mem_compare(void *src, void *dest, uint32_t len);	Yes
mem_set	void pal_mem_set(void *buf, uint32_t size, uint8_t value);	Yes
mem_allocate_shared	void pal_mem_allocate_shared(uint32_t num_pe, uint32_t sizeofentry);	Yes
mem_get_shared_addr	uint64_t pal_mem_get_shared_addr(void);	Yes
mem_free_shared	void pal_mem_free_shared(void);	Yes
mem_alloc	void *pal_mem_alloc(uint32_t size);	Yes
mem_virt_to_phys	void *pal_mem_virt_to_phys(void *va);	Platform-specific
mem_alloc_cacheable	void *pal_mem_alloc_cacheable(uint32_t Bdf, uint32_t Size, void **Pa);	Platform-specific
mem_free_cacheable	void pal_mem_free_cacheable(uint32_t Bdf, uint32_t Size, void *Va, void *Pa);	Platform-specific

API name	Function prototype	Implementation
mem_phys_to_virt	void *pal_mem_phys_to_virt (uint64_t Pa);	Platform-specific
strcmp	uint32_t pal_strcmp(const char8_t *str1, const char8_t *str2, uint32_t len);	Yes
memcpy	void *pal_memcpy(void *DestinationBuffer, const void *SourceBuffer, uint32_t Length);	Yes
time_delay_ms	uint64_t pal_time_delay_ms(uint64_t time_ms);	Platform-specific
page_size	uint32_t pal_mem_page_size();	Platform-specific
alloc_pages	void *pal_mem_alloc_pages (uint32 NumPages);	Platform-specific
free_pages	void pal_mem_free_pages (void *PageBase, uint32_t NumPages);	Platform-specific
mem_calloc	void *pal_mem_calloc(uint32_t num, uint32_t Size);	Yes
aligned_alloc	void *pal_aligned_alloc(uint32_t alignment, uint32_t size);	Yes
mem_free_aligned	void pal_mem_free_aligned(void *buffer);	Platform-specific
strncpy	void *pal_strncpy(void *DestinationStr, const void *SourceStr, uint32_t Length);	Yes
uart_pl011_putc	void pal_driver_uart_pl011_putc(int c);	Yes

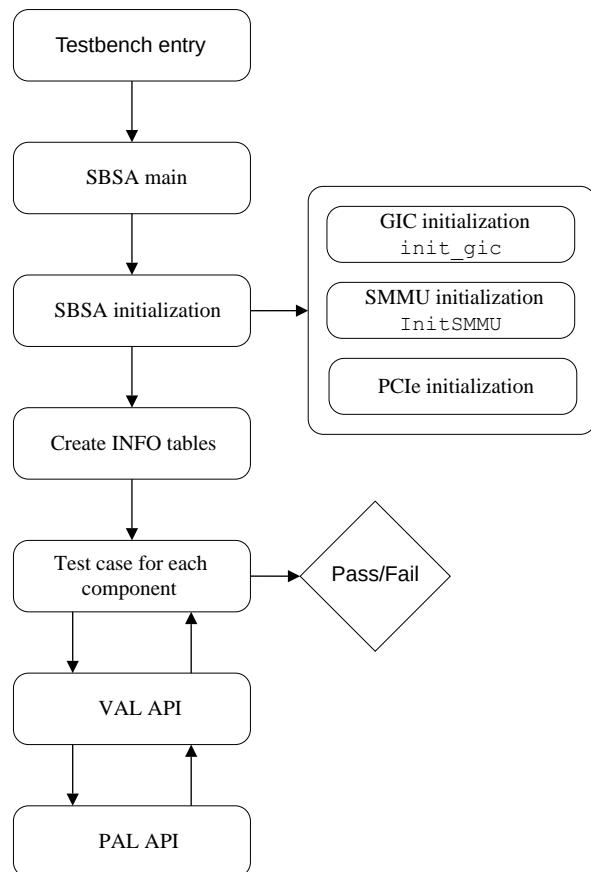
4. SBSA ACS flow

This chapter provides the SBSA ACS flow diagram and SBSA test example flow.

4.1 SBSA ACS flow diagram

The following flow diagram shows the sequence of events from initialization of devices, initialization of SBSA test data structures, and test case execution.

Figure 4-1: SBSA flow diagram

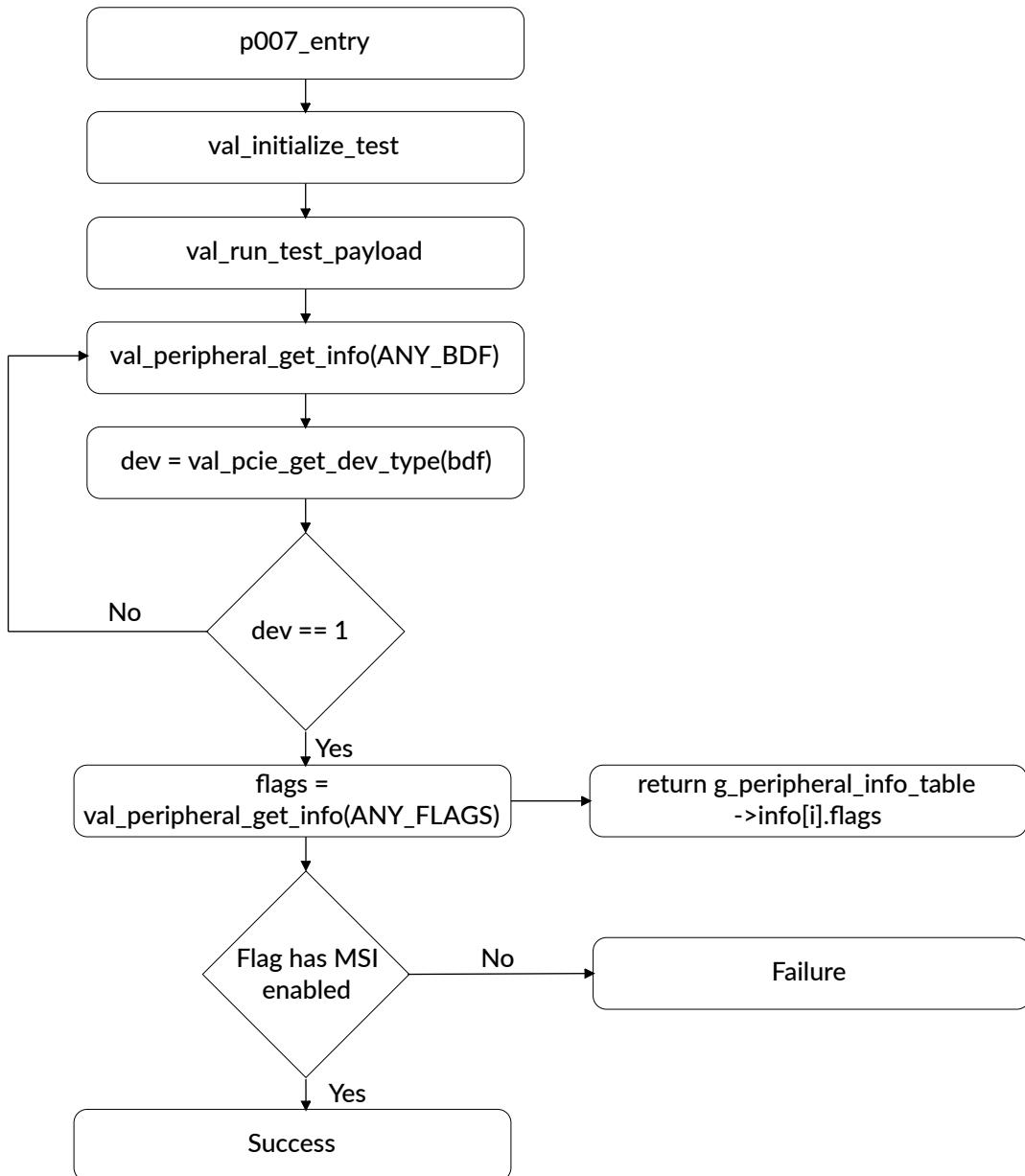


4.2 SBSA test example flow

If the device is Message-Signaled Interrupt (MSI) enabled, then the flag is set to MSI_ENABLED by the PAL layer. The test checks whether the device is of type endpoint and then checks if the flags are set to MSI_ENABLED.

The following flowchart shows the test that checks MSI support in a PCIe device.

Figure 4-2: SBSA example flow diagram



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PRE-1121-V1.0

Product and document information

Read the information in these sections to understand the release status of the product and documentation, and the conventions used in the Arm documents.

Product status

All products and Services provided by Arm require deliverables to be prepared and made available at different levels of completeness. The information in this document indicates the appropriate level of completeness for the associated deliverables.

Product completeness status

The information in this document is for a Beta product, that is a product under development.

Revision history

These sections can help you understand how the document has changed over time.

Document release information

The Document history table gives the issue number and the released date for each released issue of this document.

Document history

Issue	Date	Confidentiality	Change
0800-01	10 December 2025	Non-Confidential	REL 8.0.0 BETA release
0701-08	28 May 2025	Non-Confidential	REL 7.2.2 EAC release
0701-07	29 October 2024	Non-Confidential	REL 7.2.1 EAC release
0701-06	29 March 2024	Non-Confidential	REL 7.2.0 BETA release
0701-05	19 December 2023	Non-Confidential	REL 7.1.4 EAC release
0701-04	7 November 2023	Non-Confidential	REL 7.1.3 EAC release
0701-03	28 September 2023	Non-Confidential	REL 7.1.3 EAC release
0701-02	29 June 2023	Non-Confidential	REL 7.1.2 EAC release
0701-01	28 March 2023	Non-Confidential	REL 7.1.1 BETA-1 release
0302-01	26 July 2022	Non-Confidential	Fifth release

Issue	Date	Confidentiality	Change
0301-01	27 September 2021	Non-Confidential	Fourth release
0100-03	11 May 2021	Non-Confidential	Third release
0100-02	25 March 2021	Non-Confidential	Second release
0100-01	25 November 2020	Non-Confidential	First release

The Change history tables describe the technical changes between released issues of this document in reverse order. Issue numbers match the revision history in [Document release information](#) on page 42.

Table 2: Issue A

Change	Location
First release.	-

Table 3: Differences between Issue A and Issue 0100-02

Change	Location
1. Changed the file name of the component Timer and Watchdog. 2. Added two more components - DMA and Miscellaneous.	See 1.5.1 Test suites on page 9.
Changed the node count in IOVIRT nodes.	See 2.1.4.1 Number of IOVIRT Nodes on page 16.
Added <code>PLATFORM_OVERRIDE_GICITS_ID</code> and <code>PLATFORM_OVERRIDE_GICIRD_LENGTH</code> in the GIC-specific tests section.	See 2.1.5 GIC on page 19.
Removed <code>request_msi</code> , <code>free_msi</code> , <code>its_configure</code> , and <code>get_max_lpi_id</code> APIs in the GIC section.	See 3.1.2 GIC on page 30.
Removed <code>pal_pci_read_config_byte</code> and <code>pci_write_config_byte</code> and added 10 new APIs in the PCIe section.	See 3.1.5 PCIe on page 31.
Removed the <code>create_info_table</code> API in the SMMU section.	See 3.1.6 SMMU on page 32.
Removed <code>pal_PCIE.c</code> and <code>pal_PCIE_enumeration.c</code> APIs and added 8 new APIs in the Peripheral section.	See 3.1.7 Peripheral on page 33.
Renamed <code>pal_mem_alloc_coherent</code> API to <code>pal_mem_alloc_cacheable</code> API and <code>pal_mem_free_coherent</code> API to <code>pal_mem_free_cacheable</code> API. Added <code>pal_mem_phys_to_virt</code> API in the Miscellaneous section.	See 3.1.13 Miscellaneous on page 36.

Table 4: Differences between Issue 0100-02 and Issue 0100-03

Change	Location
Added <code>get_rp_transaction_frwd_support</code> API in PCIe.	See 3.1.5 PCIe on page 31.
Added <code>pal_is_bdf_exerciser</code> API in Exerciser.	See 3.1.11 Exerciser on page 35.

Table 5: Differences between Issue 0100-03 and Issue 0301-01

Change	Location
Updated the Execution of SBSA ACS	See 2. Execution of SBSA ACS on page 11.
Updated the Porting requirements	See 3. Porting requirements on page 29.
Added memory topic.	See 2.1.8 Memory on page 21.

Change	Location
Updated the SBSA example flow diagram.	See 4.2 SBSA test example flow on page 38.

Table 6: Differences between Issue 0301-01 and Issue 0302-01

Change	Location
Updated information for the PCIe enumeration	See 2. Execution of SBSA ACS on page 11.
Added new APIs in Timer, PCIe, and Miscellaneous	See 3.1.3 Timer on page 30, 3.1.5 PCIe on page 31, and 3.1.13 Miscellaneous on page 36.

Table 7: Differences between Issue 0302-01 and Issue 0701-01

Change	Location
Changes to cp -r FVP/RDN2/platform_name	See 1.5 Steps to customize bare-metal code on page 9
Added MPAM, PMU, RAS and HMAT components	See: <ul style="list-style-type: none">• 2.1.9 MPAM on page 22• 2.1.12 PMU on page 26• 2.1.11 RAS on page 26• 2.1.10 HMAT on page 25
Added PAL APIs	See: <ul style="list-style-type: none">• 3.1.8 MPAM on page 33• 3.1.9 RAS on page 34• 3.1.13 Miscellaneous on page 36

Table 8: Differences between Issue 0701-01 and Issue 0701-02

Change	Location
Added Named component specific information on Coresight components	See 2.1.4.11 Named component node specific information on page 18
Added PAL APIs	See 3.1.5 PCIe on page 31

Table 9: Differences between Issue 0701-02 and Issue 0701-03

Change	Location
Updated the steps to customize bare-metal code.	See 1.5 Steps to customize bare-metal code on page 9
Removed the API max_pasids from the SMMU APIs table.	See 3.1.6 SMMU on page 32
Updated SBSA example flow diagram in SBSA test example flow.	See 4.2 SBSA test example flow on page 38

Table 10: Differences between Issue 0701-03 and Issue 0701-04

Change	Location
Added new sections, Boot framework, Boot process and boot flow, and Boot framework for Bare-metal.	See, 1.4 Boot framework on page 7, 1.4.1 Boot process and boot flow on page 7, and Boot framework for Bare-metal
Updated the information required for PCIe enumeration.	See, 2.1.2 PCIe on page 13.
Added MMU in abbreviation.	See 1.1 Abbreviations on page 5
Added a new section for MMU configuration.	See, 2.1.13 MMU Configuration on page 27.
Added a new section Peripherals.	See, Peripherals .
Added a new section Bare-metal Boot.	See, Bare-metal Boot .

Change	Location
Added new APIs in Miscellaneous APIs and their details table and updated the Function prototype.	See, 3.1.13 Miscellaneous on page 36.

Table 11: Differences between Issue 0701-04 and Issue 0701-05

Change	Location
Added a new section for Memory map.	See, 3.1.12 Memory map on page 35.
Updated the Miscellaneous APIs and their details table.	See, 3.1.13 Miscellaneous on page 36.
Updated the PCIe APIs and their details table.	See, 2.1.2 PCIe on page 13.

Table 12: Differences between Issue 0701-05 and Issue 0701-06

Change	Location
Updated the folder name from pal_baremetal to baremetal/target/.	See, 1.5 Steps to customize bare-metal code on page 9.
Updated the PCIe root ports and parameters.	See, 2.1.2 PCIe on page 13.
Added new APIs in the Exerciser APIs and their details table.	See, 3.1.11 Exerciser on page 35.

Table 13: Differences between Issue 0701-06 and Issue 0701-07

Change	Location
Updated MPAM, Header file representation.	See, 2.1.9 MPAM on page 22.
Added PCC component.	See, 2.1.9.2 PCC on page 24.
Added a new API in the PCIe APIs and their details table.	See, 3.1.5 PCIe on page 31.
Added a new API in the MPAM APIs and their details table.	See, 3.1.8 MPAM on page 33.

Table 14: Differences between Issue 0701-07 and Issue 0701-08

Change	Location
Updated the steps to customize the bare-metal code.	See, 1.5 Steps to customize bare-metal code on page 9.

Table 15: Differences between Issue 0701-08 and Issue 0800-01

Change	Location
No technical changes.	-

Conventions

The following subsections describe conventions used in Arm documents.

Glossary

The Arm Glossary is a list of terms used in Arm documentation, together with definitions for those terms. The Arm Glossary does not contain terms that are industry standard unless the Arm meaning differs from the generally accepted meaning.

See the Arm Glossary for more information: developer.arm.com/glossary.

Typographic conventions

Arm documentation uses typographical conventions to convey specific meaning.

Convention	Use
italic	Citations.
bold	Interface elements, such as menu names. Terms in descriptive lists, where appropriate.
monospace	Text that you can enter at the keyboard, such as commands, file and program names, and source code.
monospace <u>underline</u>	A permitted abbreviation for a command or option. You can enter the underlined text instead of the full command or option name.
<and>	Encloses replaceable terms for assembler syntax where they appear in code or code fragments. For example: <code>MRC p15, 0, <Rd>, <CRn>, <CRm>, <Opcode_2></code>
SMALL CAPITALS	Terms that have specific technical meanings as defined in the Arm® <i>Glossary</i> . For example, IMPLEMENTATION DEFINED , IMPLEMENTATION SPECIFIC , UNKNOWN , and UNPREDICTABLE .



We recommend the following. If you do not follow these recommendations your system might not work.



Your system requires the following. If you do not follow these requirements your system will not work.



You are at risk of causing permanent damage to your system or your equipment, or of harming yourself.



This information is important and needs your attention.



This information might help you perform a task in an easier, better, or faster way.

**Remember**

This information reminds you of something important relating to the current content.

Useful resources

This document contains information that is specific to this product. See the following resources for other useful information.

Arm documents are available on developer.arm.com/documentation.

Confidential documents are only available to licensees, when logged in. Each document link in the following tables provides direct access to the online version of the document.

Arm product resources	Document ID	Confidentiality
Arm® SBSA Architecture Compliance Test Scenario	PJDOC-2042731200-3439	Non-Confidential
Arm® SBSA Architecture Compliance User Guide	101547	Non-Confidential
Arm® SBSA Architecture Compliance Validation Methodology	101544	Non-Confidential
Arm® Server Base System Architecture 7.1	DEN0029H	Non-Confidential