

POWER8 Functional Simulator User's Guide

Advance

Version 1.1 24 October 2014



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Printed in the United States of America October 2014

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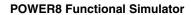
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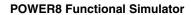






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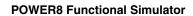






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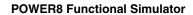




Revision Log

Each release of this document supersedes all previously released versions. The revision log lists all significant changes made to the document since its initial release. In the rest of the document, change bars in the margin indicate that the adjacent text was modified from the previous release of this document.

Revision Date	Pages	Description
23 October 2014		Version 1.1.
	12	Updated Related Documents.
	13	Updated Help and Support.
	15	Updated Figure 1-1 Simulator Stack for the POWER8 Processor.
	16	Updated Section 1.2 Installing and Invoking the Simulator.
	18	Replaced Table 1-1 Basic User Commands.
	19	Updated Section 1.3.3 Modifying the Root File System.
	27	Updated Section 2.3 Simulator Commands.
	27	Updated Figure 2-4 Linux Console and Command Line Screen.
	33	Updated Section 3.1 The Callthru Utility.
	34	Updated Section 3.2.4 The Bogus Network Device Driver.
6 June 2014	_	Initial release (1.0).







About this Document

The IBM® POWER8™ Functional Simulator has been developed and refined in conjunction with several design projects built upon the IBM Power architecture. The POWER8 Functional Simulator enables hardware and software developers to simulate a POWER8 processor-based system to develop and enhance application support for this platform.

The IBM POWER8 Functional Simulator User's Guide describes the basic structure and operation of the POWER8 Functional Simulator and its command-line user interface.

Intended Audience

This document is intended for designers and programmers who are developing and testing applications that are designed to run on systems based on the POWER8 processor. Potential users include:

- System and software designers
- · Hardware and software tool developers
- · Application and product engineers

Using this Guide

The guide is organized into topics that cover concepts and procedures for initiating and running a functional simulation of a POWER8 system. This book includes the following chapters:

- Section 1 Introduction to the POWER8 Functional Simulator describes the POWER8 Functional Simulator and introduces the POWER8 platform modeled by the POWER8 Functional Simulator.
- Section 2 Command Syntax and Usage describes the POWER8 Functional Simulator command framework and introduces the structure, format, and usage of simulator commands.
- Section 3 Accessing the Host Environment describes several mechanisms that are provided to allow interactions between the host and simulated systems.

Conventions

This guide provides screen captures to illustrate example interface elements and uses code samples to represent example implementations. Your software interface or development environment might vary from these examples depending on your system and product environment.

The typographical conventions shown in the following table are used to indicate the command syntax and to clarify meaning.



Typographical Conventions

Convention	Description
Bold typeface	Represents information and controls displayed on screen, including menu options, application pages, windows, dialogs, and field names.
Italics typeface	Used to emphasize new concepts and terms, and to stress important ideas.
Bookmaster Gothic typeface	Represents example code, such as XML output or C/C++ code examples. When referenced in the main text, it also represents information such as: • Commands, file names, and directories • In-line programming elements, such as function names and XML elements Italic Bookmaster Gothic in code and commands represent values for variables that you must supply, such as arguments to commands or path names for your particular system. For example: cd /users/your_name
(Horizontal or Vertical ellipsis)	In format and syntax descriptions, an ellipsis indicates that some material has been omitted to simplify a discussion.
{ } (Braces)	Enclose a list from which you must choose an item or information in syntax descriptions.
[] (Brackets)	Enclose optional items in format and syntax descriptions. For example, in the statement SELECT [DISTINCT], DISTINCT is an optional keyword.
l (Vertical rule)	Separates items in a list of choices enclosed in { } (braces) in format and syntax descriptions.
UPPERCASE	Indicates keys or key combinations that you can use. For example, press CTRL + ALT + DEL.
<u>Hyperlink</u>	URLs are displayed in blue text to denote a virtual link to an external site. For example: http://www.ibm.com
Note: This is note text.	"Note:" denotes information that emphasizes a concept or provides peripheral information.

Related Documents

The simulator's command interface is implemented as an extension of the Tool Control Language (Tcl). Information about Tcl syntax and features can be found in:

• Practical Programming in Tcl and Tk by Brent B. Welch. Prentice Hall, Inc.

For detailed information about the commands, see the *POWER8 Functional Simulator Command Reference User's Manual*. It is available on the POWER8 Functional Simulator download site under the <u>Install & Use</u> tab.

Among the documents available in <u>OpenPOWER Connect</u>, an IBM online technical library, the following are particularly helpful in understanding the operation of the POWER8 Functional Simulator:

- POWER8 Processor User's Manual for the Single-Chip Module
- POWER8 Processor Datasheet for the Single-Chip Module
- POWER8 Processor SCM and Memory Buffer Hardware Errata Notice
- Power ISA User Instruction Set Architecture Book I (Version 2.07)
- Power ISA Virtual Environment Architecture Book II (Version 2.07)
- Power ISA Operating Environment Architecture (Server Environment) Book III-S (Version 2.07)

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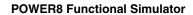


Help and Support

For questions or to request technical support:

- 1. Go to IBM_Customer Connect (https://www.ibm.com/technologyconnect/tgcm/login.isp).
- 2. Sign in with your IBM ID. (New users must register first. Click "Registration" in the right navigation panel.)
- 3. Click on "Help and support" in the left navigation panel.
- 4. Scroll down to the section for POWER8 Functional Simulator Support.
- 5. Select either "Open a new Customer Connect support request" or "Manage existing Customer Connect support requests."

To provide additional feedback, contact OpenPOWER@us.ibm.com.







1. Introduction to the POWER8 Functional Simulator

This chapter provides an overview of the POWER8 Functional Simulator, also referred to in this document as systemsim-p8. It provides concepts and procedures for using the simulator for the POWER8 Processor. It also describes configuration parameters for setting up and running the simulation environment in standalone and Linux mode. Topics in this chapter include:

- Simulator Overview
- · Installing and Invoking the Simulator
- Simulator Basics

1.1 Simulator Overview

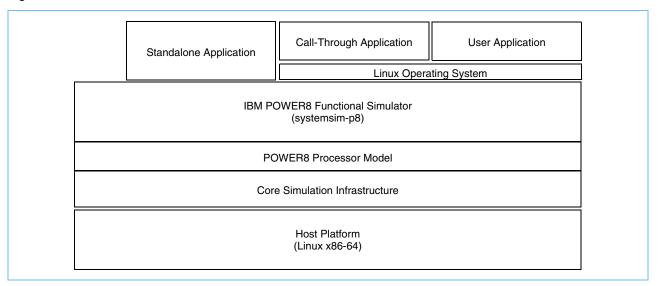
The POWER8 Functional Simulator for the POWER8 Processor is a software enablement tool that runs on a x86_64 Linux host system and allows users to develop and debug software for POWER8 processors. It simulates the architectural behavior of the system to test the features and functions of a software program developed for, or ported to, the POWER8 platform. It includes generalized simulation of the memory, disk, network, and system console. Some simulator configurations are extensible. They can be modified using Tool Command Language (Tcl) commands to produce customized run scripts for booting operating systems and loading and running user application code for debug or analysis.

Figure 1-1 shows the simulation stack. The simulator can be run as part of the software development kit (SDK) for PowerLinux, which is available at:

http://www-304.ibm.com/webapp/set2/sas/f/lopdiags/sdklop.html

It can also be run outside of this environment with the user interacting directly with the simulator. This document focuses on the latter usage method.

Figure 1-1. Simulator Stack for the POWER8 Processor





1.2 Installing and Invoking the Simulator

To install the simulator, first download the installation package from http://www14.soft-ware.ibm.com/webapp/set2/sas/f/pwrfs/home.html.

There are two installation packages. If you are installing on an x86_64 system running a RHEL7, Fedora 20, or SLES12 Linux distribution, download the package with the .rpm suffix. If you are installing on an x86_64 system running a Ubuntu 14.10 Linux distribution, download the package with the .deb suffix.

To do an initial install of the system, use the following commands:

```
$ sudo rpm -ivh systemsim-p8-<version>.x86_64.rpm
or
$ sudo dpkg -i systemsim-p8-<version>.amd64.deb
```

To update the simulator if you already have a version installed, use the following commands:

```
$ sudo rpm -Uvh ./systemsim-p8-<version>.x86_64.rpm
or
$ sudo dpkg -i ./systemsim-p8-<version>.amd64.deb
```

Follow the instructions under the Install & Use tab on the POWER8 Functional Simulator download site.

By default, the simulator is installed in the /opt/ibm/systemsim-p8 directory. This directory is used in all the examples shown in this document.

The simulator is invoked by using the power8 shell script, which is located in the /opt/ibm/systemsim-p8/run/pegasus directory.

When the simulator starts, it loads an initial run script, which typically configures and initializes the simulated machine. The name of the initial run script can be passed to the power8 script with the -f option. When not specified on the command line, the simulator uses the lib/pegasus/systemsim.tcl file, which is provided as part of the systemsim-p8 release.

When specified using the -f option, the name of the initial run script can contain an absolute or relative path. The simulator searches for initial run scripts with a relative path by first looking in the current directory, and then in the lib/pegasus directory of the systemsim-p8 release. If the simulator fails to find the initial run script specified with the -f option, it issues an error message and exits.

It is generally the task of the initial run script to locate the operating-system and file-system images to be used by the simulated machine. For booting a big-endian Linux kernel, the default run script is boot-linux.tcl. For booting a little-endian Linux kernel, the default run script is boot-linux-le.tcl. Both scripts are installed in the /opt/ibm/systemsim-p8/run/pegasus/linux directory. The script searches for a Linux kernel named vmlinux and a file-system image named disk.img. The script looks in the current directory. If it fails to find either of these images, it prints an error message and terminates the simulator.

Users who are working with systemsim-p8 in the SDK Eclipse development environment do not need to be concerned about this because the SDK handles it for them. Users running the simulator without the SDK must follow the instructions in /opt/ibm/systemsim-p8/examples/linux/README to obtain vmlinux and disk.img. They then edit the boot-linux.tcl or boot-linux-le.tcl script to point to the location of these two files.

The following examples illustrate various ways to invoke the simulator. These examples assume that the simulator was installed into /opt/ibm/systemsim-p8.



Note: By default, the Tcl shell and command line interpreter do not support history recall. To add this feature, install the "rlwrap" package.

1. To run the simulator and boot Linux, change to the run/pegasus/linux directory and issue:

```
../power8 -f boot-linux.tcl
```

2. To run the simulator without a console window (-n) using the run/pegasus/linux directory and the user-created script, myrun.tcl, issue:

```
../power8 -n -f myrun.tcl
```

When the simulator starts, the window in which it was started becomes the simulator command window where you can enter simulator commands. The simulator also creates the console window (unless this was disabled with -n) which is initially labeled UART0 in the window's title bar.

1.3 Simulator Basics

1.3.1 Interacting with the Simulator

There are two ways to interact with the simulator:

- · Issuing commands to the simulated system
- Issuing commands to the simulator

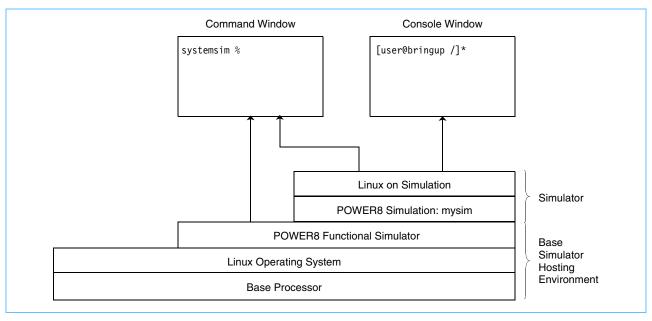
The simulated system is the Linux environment on top of the simulated POWER8, where you run and debug programs. You interact with it by entering commands at the Linux command prompt in the console window. The console window is a Linux shell of the simulated Linux operating system.

You can also control the simulator itself, configuring it to do such tasks as setting breakpoints in code. These commands are entered at the simulator command line in the simulator command window.

Figure 1-2 on page 18 shows the simulator windows and the layers with which they communicate.



Figure 1-2. Simulator Structure



All simulator commands must be entered at the prompt in the command window (that is, in the window in which the simulator was started). *Table 1-1* on page 18 shows some important commands.

Table 1-1. Basic User Commands

Simulator Command	Description
quit	Closes the simulation and exits the simulator.
help	Displays a list of the available simulator commands.
mysim go	Starts or continues the simulation. The first time the command is issued, the simulator boots the Linux operating system on the simulation.
mysim cpu 0 help	Shows a list of the simulator commands available for each CPU. For example: mysim cpu 0 step (number of instructions)

The simulator prompt is displayed in the command window when the simulation is stopped or paused. When the simulation is running, the command window also displays a copy of the output to the console window and simulation-cycle information every few seconds, and the prompt is not available. To stop the simulation and get back the prompt, use the Ctrl-C key sequence. This stops the simulation, and the prompt reappears.

1.3.2 Operating-System Modes

A key attribute of the POWER8 Functional Simulator is its ability to boot and run a complete POWER8 system. By booting an operating system, such as Linux, the POWER8 Functional Simulator can execute many typical application programs that use standard operating-system functions. Alternatively, applications can be run in standalone mode, in which all operating-system functions are supplied by the simulator and normal operating-system effects, such as paging and scheduling, do not occur. These two approaches to running applications on the simulator are referred to as Linux mode and standalone mode.



Linux Mode

In Linux mode, after the simulator is configured and loaded, the simulator boots the Linux operating system on the simulated system. At runtime, the operating system is simulated along with the running programs. The simulated operating system takes care of all the system calls, just as it would in a nonsimulation (real) environment.

Standalone Mode

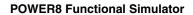
In standalone mode, the application is loaded without an operating system. Standalone applications are user-mode applications that are normally run on an operating system. On a real system, these applications rely on the operating system to perform certain tasks, including loading the program, address translation, and system-call support. In standalone mode, the simulator provides some of this support, allowing applications to run without having to first boot an operating system on the simulator.

There are limitations that apply when building an application to be loaded and run by the simulator without an operating system. For example, applications must be linked statically with any libraries they require because the standard operating system shared libraries are not available in standalone mode. Another example is support for virtual memory address translation. Typically, the operating system provides address-translation support. Since an operating system is not present in standalone mode, the simulator loads executables without address translation, so that the effective address is the same as the real address. Therefore, all addresses referenced in the executable must be valid real addresses. If the simulator has been configured with 64 MB of memory, all addresses must fit in the range x'0' - x'3FFFFFF.

1.3.3 Modifying the Root File System

The details of creating a sysroot disk file can be rather complicated. The sysroot disk provided for use with the IBM SDK for PowerLinux contains a minimal set of build tools and libraries to limit the size of the disk image file. This disk should be sufficient for running most simple applications, but in some cases users will want additional packages installed into the sysroot disk. To modify the contents of the sysroot disk:

- 1. Start the simulator with the boot-linux.tcl startup script.
- 2. Wait for the shell prompt to appear in the console window.
- 3. To copy normal files to the sysroot, use the callthru source command from the console window to copy the files into place from the host file system.
- 4. To install rpm, first copy the rpm file to the simulator file system with the callthru source. Then install the package with sudo rpm -Uvh <package>.rpm. After the package is installed, you can delete the rpm file to preserve space in the simulated file system.
 - To install deb, follow the same procedure using sudo dpkg -i <package>.amd64.deb.
- 5. When all packages are installed, issue two consecutive sync commands to make sure that all changes are written to the sysroot disk file. For example:
 - \$ sync; sync
- 6. Exit the simulator.







2. Command Syntax and Usage

This chapter describes the POWER8 Functional Simulator command framework and introduces the structure, format, and usage of simulator commands. Topics in this chapter include:

- · Understanding and Using Simulator Commands
- · Defining and Managing a Simulated Machine
- Summary of Top-Level Simulator Commands

2.1 Understanding and Using Simulator Commands

The POWER8 Functional Simulator provides a unified, cross-platform application programming interface that enables users to easily set up the simulation environment, manage simulated architecture components, and write debugging and user application routines. The POWER8 Functional Simulator harnesses the power of Tcl to develop a simple and programmable text-oriented syntax that is easily extended. It minimizes the need for proprietary and difficult programming grammar and usage. By extending Tcl with exported functions, data types, and numerous predefined interfaces that are used for all interobject communication, the simulator provides a rapid, cross-platform development environment that enables users to quickly start working in the simulation environment.

The POWER8 Functional Simulator command framework provides a set of commands for simulating processors. Each component in a system is configured by using commands that not only define the component's run-time behavior and characteristics, but govern its relationships and interactions with surrounding components in the system. The *POWER8 Functional Simulator Command Reference* provides syntax and usage information for Tcl commands that are used in the simulator environment.

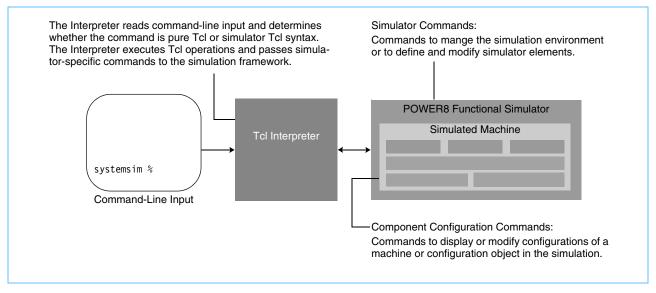
Commands in the POWER8 Functional Simulator are organized into a hierarchy of operations based on the command function. At the top level, commands perform general sets of operations in the simulation environment, such as defining and displaying machine properties and system configurations, modifying configurable parameters, or managing the simulation environment.

The command-line interface can also be used to perform a number of operations on the simulator itself, such as to control a simulation, start debugger tools, and define and load virtual devices and disk images.

Figure 2-1 on page 22 illustrates how commands are processed in the simulation environment and describes the different categories of commands that are available.



Figure 2-1. Categories of Simulator Commands



Once the simulator is started, commands can be entered at the simulator command line or through simulation Tcl scripts. *Figure 2-2* illustrates the simulator command line at startup and the output that is displayed in response to typing "help" at the command prompt.



Figure 2-2. POWER8 Functional Simulator Command Line

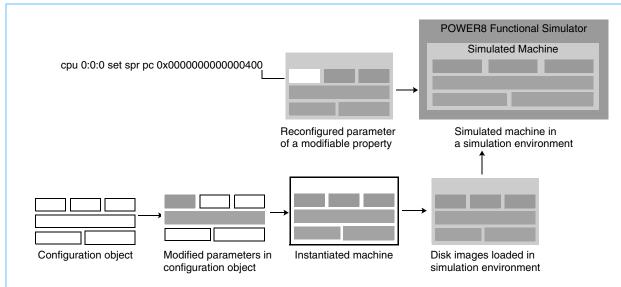
```
File Edit View Search Terminal Help
CAPI Coherent Accelerator Processor Interface Version 0.11
Built: 14:43:28 Oct 16 2014
systemsim % help
Mambo internal commands
_____
Available Commands
         alias ->
         define ->
         display ->
         helprecursive
         modify ->
         quit
         simdebug ->
         simstop
         version ->
Simulators
========
          mvsim
Tcl procedures
==========
         BogusDisk::init
                                          - Initialize the bogus disk
         EmitterReaders::init_default - Initialize some default emitter readers
         EmitterReaders::start_reader - Start an emitter reader
        debug_addr_trans - Enables debug address translation
help - Displays this help information
make_tclindex - Updates the tclIndex files
register_help_command - Adds a help command to this help in
                                           - Adds a help command to this help information
Use 'help' or 'helprecursive' after a command for more help.
Command name abbreviations are allowed if unambiguous.
systemsim %
```

2.2 Defining and Managing a Simulated Machine

The POWER8 Functional Simulator delivers default configurations for the POWER8 processor that it is modeling. Using this configuration, users can instantiate a simulated machine based on a default configuration object to simulate the functionality of a baseline system.

Figure 2-3 on page 24 describes the general sequence of commands that is used to define a machine in the simulation environment.

Figure 2-3. Defining, Creating, and Starting a Simulated Machine



- Create a configuration object for a machine type. The define config command is used to define a new machine type
 for which an empty configuration template is created, or the define dup command is used to duplicate an existing configuration based on predefined settings.
- 2. Modify configurable settings for the configuration object. The [configuration_name] config command is used to customize the default machine configuration by modifying mutable configuration properties.
- 3. Instantiate a machine based on the configuration object. The define machine [machine_name] command is used to create an instance of the machine type. At this point, most machine properties are fixed, although a subset of properties can be changed for the simulated machine (see step 6 below).
- 4. Load the Linux kernel and rootdisk image used by the simulated machine. The [machine_name] load and [machine_name] bogus commands are used to load disk images. Booting an operating system enables the execution of typical application programs that use standard operating-system functions. The Linux operating system (running in the simulated environment) loads the application and is responsible for all operating-system calls.
- 5. Start the simulation. The [machine_name] go command launches the simulator console window, which displays output of the simulated machine and allows users to configure and interact with the simulation.
- 6. Reconfigure a modifiable machine parameter. The [machine_name] set command is used to change values of machine properties that can be modified. When the simulation is started, the revised value is used in the simulation.

Commands to configure and initialize a simulated machine are typically provided to the simulator with a Tcl configuration and start-up file, called an initial run script, that is loaded when the simulator starts. The initial run script specifies commands to:

- Create a machine configuration and a machine instance using this configuration
- · Locate and load the operating-system and file system image files
- Prepare the machine to begin execution

The name of the initial run script can be passed to systemsim-p8 with the -f option. If there is no initial run script specified when the simulator is started, the simulator uses the default initial run script provided with the release.



A typical initial run script

The specific commands in an initial run script vary slightly for various machine configurations, but all follow the basic procedure described previously. The following command sequence might be found in a typical initial run script:

1. Set up configuration and utility routines to be used later for booting an operating system. These utilities reside in the /opt/ibm/systemsim-p8/lib/common directory. They are brought in with the tcl source command.

```
source $env(LIB DIR)/common/openfirmware utils.tcl
```

2. The lib/common and lib/pegasus directories also contain standard configuration files that can be used in run scripts to create a simulator named mysim for a machine with the configuration myconf, based on the default POWER8 configuration.

```
proc config_hook { conf } {
        $conf config processor/number_of_threads 1
        $conf config memory_size 2048M
}
source $env(LIB_DIR)/pegasus/systemsim.tcl
source $env(RUN_DIR)/pegasus/p8-devtree.tcl
```

3. Specify a file containing the root file-system (sysroot) image:

```
# bogus disk
mysim bogus disk init 0 disk.img rw
```

The initial run script typically uses a standard search order to locate the sysroot_disk file starting with the current directory. The rw parameter indicates that the disk image has an access type of rw (for readwrite), which indicates that modifications to the root file system during the simulation must be stored back into the sysroot_disk file. When the sysroot_disk is accessed read-write, the user must issue the sync command before exiting the simulator to ensure consistency of the file-system image. If the parameter used is cow (copy on write), it indicates that changes will be stored in <cowfile>. This method treats the contents of the sysroot_disk file as read-only, so that subsequent simulations can be performed with repeatable results.

4. Set up the simulated network (for more information, see *Section 3 Accessing the Host Environment* on page 33):

```
# networking with IRQ off
# need this locally:
# sudo tunctl -u $USER -t tap0
# sudo ifconfig tap0 172.19.98.108 netmask 255.255.255.254
# in sim this:
# ifconfig eth0 172.19.98.109 netmask 255.255.255.254
mysim bogus net init 0 d0:d0:d0:da:da:da tap0 0 0
```

5. Load the operating system kernel into memory:

```
mysim load vmlinux <path_to_vmlinux_file> 0x0
```

POWER8 Functional Simulator

In hardware, this is generally performed by the system firmware. However, the simulator is typically configured without firmware installed. Therefore, a simulator command is used to load the kernel into memory.

In many cases, the initial run script uses a standard search order to locate the vmlinux file, starting with the current directory and then the images directory under the simulator root directory. The 0x0 parameter in this command specifies the address at which to load the kernel file:

```
# Load vmlinux
mysim load vmlinux vmlinux 0x0
```

6. Start the simulation with the mysim go command:

```
mysim mode fastest mysim go
```

7. After the operating system has completed boot, you can execute POWER8 applications by entering commands at the Linux console (see *Figure 2-4* on page 27). To automate console input from within a script, use the mysim console create command. This command automates the interactions that are typically performed by manually typing commands in the simulator console window:

```
mysim console create input in string <console input>
```

where console_input specifies a string containing console commands to execute. The string contents are identical to any commands that are typed in the console window, including new lines (which can be entered with the escape sequence \n). Typically, the last command of the console input is callthru exit to return control to the simulation Tcl command script. For example:

```
mysim console create UARTO in string "\n"
mysim console create UARTO in string "ls -1 /"
mysim console create UARTO in string "cat /proc/cpuinfo"
mysim console create UARTO in string "callthru exit"
```



Figure 2-4. Linux Console and Command Line Screen

```
File Edit View Search Terminal Help
3481601208: (1447295077): Debian GNU/Linux jessie/sid debian-ppc64el-2-0 hvc0
3481712651: (1447406520): debian-ppc64el-2-0 login: mambo^H ^H^H ^H^H ^H^H
61036243565: (1663335773): Password:
66896767493: (1688554313): Last login: Thu Jun 13 22:29:04 UTC 2002 on hvc0
66936422093: (1728208942): Linux debian-ppc64el-2-0 3.16.3-systemsim #2 SMP Fri
Sep 26 13:56:21 UTC 2014 ppc64le
66936714824: (1728501673): The programs included with the Debian GNU/Linux syste
m are free software;
66936743456: (1728530305): the exact distribution terms for each program are des
cribed in the
66936769045: (1728555894): individual files in /usr/share/doc/*/copyright.
66936788746: (1728575595):
                                                           DefaultConsole
o the extent
                                   [ OK ] Started Serial Getty on hvcO.
[ OK ] Reached target Login Prompts.
66936817458: (1728604307):
66973648985: (1745055729):
                                   [FAILED] Failed to start Login Service.
                                   See 'systemctl status systemd-logind.service' for details.
s initialized
                                   [ OK ] Reached target Multi-User System.
[ OK ] Reached target Graphical Interface.
2068126571325: (8486412121
                                   Debian GNU/Linux jessie/sid debian-ppc64e1-2-0 hvc0
                                   debian-ppc64el-2-0 login: root
                                   Last login: Thu Jun 13 22:29:04 UTC 2002 on hvc0
                                   Linux debian-ppc64el-2-0 3.16.3-systemsim #2 SMP Fri Sep 26 13:56:21 UTC 2014 pp
                                   The programs included with the Debian GNU/Linux system are free software;
                                   the exact distribution terms for each program are described in the
                                   individual files in /usr/share/doc/*/copyright.
                                   Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
                                   permitted by applicable law.
                                   root@debian-ppc64el-2-0:~# random: nonblocking pool is initialized
                                   root@debian-ppc64el-2-0:~# 🛛
```

2.3 Simulator Commands

For a list of the top-level commands that are used to define, modify, and use the simulator, see the *POWER8* Functional Simulator Command Reference. That document provides the complete command-line syntax and usage of each command or class of commands.

Simulator commands are prefaced with "mysim." *Table 2-1* on page 28 provides a complete list of all the available simulator commands and subcommands. To generate this list at any time, type:

mysim helprecursive



POWER8 Functional Simulator

At any time, users can type the help command at the command line to retrieve a list of command choices that are available from that point in the syntax statement. In most cases, you can also just type a partial command sequence and hit return. For example, at the top level, help displays a list of top-level commands. An arrow indicates that a subsequent level of command functionality is available for this command.

Table 2-1. POWER8 Functional Simulator Commands (Page 1 of 5)

poplia on		
config_on		
cycle {number}		
dtranslate		
exit		
go		
itranslate		
mode {turbolsimplel}		
quit		
setargs [args list]		
stall		
start_thread {PC_address}		
step {number of instructions}		
stop_thread		
tick {number}		
to_cycle {number}		
bogus ->		
disk ->		
cleanup		
display		
init {minor} {imagepath} {rlwlrwlcowlnewcow} [{cowpath} {has		
nsize}]		
stat		
sync {minor}		
net ->		
cleanup		
init {minor} {macaddr} {socket_file} [IRQ IRQ_offset]		
bogushalt ->		
delay		
disable		
display		
enable		
capi ->		
attach {type} {slice} {freq}		
connect {slice} {freq} {server_host} {port}		



Table 2-1. POWER8 Functional Simulator Commands (Page 2 of 5)

debug (level) display (attribute) display (attribute) display (attribute) display (attribute) display (leature) (on/off) console -> destroy (console-id) display (console-id) enable (console-id) enable (console-id) list create (console-id) -> in -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (hostport) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (hostport) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (hostport) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (hostport) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	(age 2 or o)
display (attribute) dtranslate (slice) (ea) dump (slice) enable (feature) (on/off) console -> destroy (console-id) disable (console-id) enable (console-id) ilist oreate (console-id) -> in -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (hostport) string (input-string) inout -> file [file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (hostport) string (input-string) inout -> file [file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (hostport) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (hostport) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	create {p1_base} {p2_base} {slices}
dtranslate (slice) {ea} dump (slice) enable (feature) (on/off) console -> destroy (console-id) disable (console-id) enable (console-id) list create (console-id) -> in -> file (file-name) listen (port) (max_attempts) [time_limit] program (program-name) socket (host.port) string (input-string) inout -> file (file-name) listen (port) (max_attempts) [time_limit] program (program-name) socket (host.port) string (input-string) inout -> file (file-name) listen (port) (max_attempts) [time_limit] program (program-name) socket (host.port) string (input-string) out -> file (file-name) listen (port) (max_attempts) [time_limit] program (program-name) socket (host.port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	debug {level}
dump (slice) enable (feature) (on/off) console > destroy (console-id) disable (console-id) enable (console-id) list create (console-id) -> in -> file (file-name) listen (port) (max_attempts) [time_limit] program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	
enable (feature) (on/off) console -> destroy (console-id) disable (console-id) enable (console-id) list create (console-id) -> in -> file (file-name) listen (port) (max_attempts] (time_limit) program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) (max_attempts] (time_limit) program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) (max_attempts) (time_limit) program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) (max_attempts) (time_limit) program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) (max_attempts) (time_limit) program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	dtranslate {slice} {ea}
console -> destroy (console-id) disable (console-id) enable (console-id) list create (console-id) -> in -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host.port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host.port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host.port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host.port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	dump {slice}
destroy (console-id) disable (console-id) enable (console-id) list create (console-id) -> in -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered set -> buffered (onloff) cpu (cpu-number) ->	enable {feature} {on/off}
disable (console-id) enable (console-id) list create (console-id) -> in -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	console ->
enable (console-id) list create (console-id) -> in -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket {host:port} string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	destroy {console-id}
list create (console-id) -> in -> file {file-name} listen {port} [max_attempts] [time_limit] program (program-name) socket {host:port} string {input-string} inout -> file {file-name} listen {port} [max_attempts] [time_limit] program (program-name) socket {host:port} string {input-string} listen {port} [max_attempts] [time_limit] program (program-name) socket {host:port} string {input-string} out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	disable {console-id}
create (console-id) -> in -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	enable {console-id}
in -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	list
file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	create {console-id} ->
listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} inout -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	in ->
program (program-name) socket (host:port) string (input-string) inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	file {file-name}
socket {host:port} string {input-string} inout -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	listen {port} [max_attempts] [time_limit]
string (input-string) inout -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	program {program-name}
inout -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	socket {host:port}
file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	string {input-string}
listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) out -> file (file-name) listen (port) [max_attempts] [time_limit] program (program-name) socket (host:port) string (input-string) display -> buffered set -> buffered (onloff) cpu (cpu-number) ->	inout ->
program {program-name} socket {host:port} string {input-string} out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	file {file-name}
socket {host:port} string {input-string} out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	listen {port} [max_attempts] [time_limit]
string {input-string} out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	program {program-name}
out -> file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	socket {host:port}
file {file-name} listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	string {input-string}
listen {port} [max_attempts] [time_limit] program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	out ->
program {program-name} socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	file {file-name}
socket {host:port} string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	listen {port} [max_attempts] [time_limit]
string {input-string} display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	program {program-name}
display -> buffered set -> buffered {onloff} cpu {cpu-number} ->	socket {host:port}
buffered set -> buffered {onloff} cpu {cpu-number} ->	string {input-string}
set -> buffered {onloff} cpu {cpu-number} ->	display ->
buffered {onloff} cpu {cpu-number} ->	buffered
cpu {cpu-number} ->	set ->
	buffered {onloff}
display ->	cpu {cpu-number} ->
	display ->
cycles	cycles
features	features

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Table 2-1. POWER8 Functional Simulator Commands (Page 3 of 5)

fpr {number}	
fpr_as_fp {number}	
fprs	
gpr {numberlvalues}	
gprs	
instruction_count	
memory_size	
memorymap [listformat]	
mode	
name	
nfpr	
ngpr	
number_of_MCMs	
slb {numberlvalidlall}	
spr {namellistlvalues}	
tm {namellist}	
vmx {reg-num} {size}	
vmxr {reg-num}	
vsxr {reg-num}	
interrupt ->	
AlignmentException {Load Store}	
DataStoragePageFault {LoadIStore}	
DataStorageProtection {Load Store}	
DataStorageReservationWithWriteThrough {dar_value} {LoadlStore}	
DataStorageSegmentFault {dar_value} {LoadlStore}	
Decrementer	
External {msilraisellower} <interrupt_source_number></interrupt_source_number>	
FPUnavailable	
НМІ	
HV_Decrementer	
HvSystemCall	
IllegalInstruction	
InstStorageG1	
IPI	
MachineCheck	
MER	
PerfMonitor	
PreciseMachineCheck	



Table 2-1. POWER8 Functional Simulator Commands (Page 4 of 5)

	PrivilegedInstruction
	SystemCall
	SystemError
	SystemReset
	TrapInstruction
	VMX_Assist
	VMXUnavailable
load	
	elf {filename}
	linux {filename}
	vmlinux {filename} {address}
	xcoff {filename} {entry point}
mcm	{mcm-number} ->
mem	nory ->
	display {address} {unit-size} [repeat_count]
	fread {address} {bytes-to-read} {filename}
	freadcmp {address} {bytes-to-read} {compressed-filename}
	freadgz {address} {bytes-to-read} {compressed-filename}
	fwrite {address} {bytes-to-write} {filename} {append}
	fwritecmp {address} {bytes-to-write} {compressed-filename}
	fwritegz {address} {bytes-to-write} {compressed-filename}
	set {address} {unit-size} {64-bit value}
	use_swap
of ->	
	addchild {parent-handle} {driver-name} {unit-address}
	child {parent-handle}
	clear
	enuminfo {enum-func-name}
	find_device {device-spec}
	getprop {package-handle} {prop-name}
	getproplen {package-handle} {prop-name}
	getproptype {package-handle} {prop-name}
	machineinfo
	mmapinfo {map-name}
	nextprop {package-handle} [previous-prop]
	package_to_path {package-handle}
	peer {sibling-handle}

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Table 2-1. POWER8 Functional Simulator Commands (Page 5 of 5)

setprop {package-handle} {property-name} {property-value} test {service-name} process -> current switch newpid thread {thread-number} -> util -> dtranslate dtranslate_wimg itranslate itranslate_wimg ppc_disasm {instruction} {address}	rtasinfo {rtas-func-name}	
process -> current switch newpid thread {thread-number} -> util -> dtranslate dtranslate_wimg itranslate itranslate_wimg	setprop {package-handle} {property-name} {package-handle}	roperty-value}
current switch newpid thread {thread-number} -> util -> dtranslate dtranslate_wimg itranslate itranslate_wimg	test {service-name}	
switch newpid thread {thread-number} -> util -> dtranslate dtranslate_wimg itranslate itranslate_wimg	process ->	
thread {thread-number} -> util -> dtranslate dtranslate_wimg itranslate itranslate_wimg	current	
util -> dtranslate dtranslate_wimg itranslate itranslate_wimg	switch newpid	
dtranslate dtranslate_wimg itranslate itranslate_wimg	thread {thread-number} ->	
dtranslate_wimg itranslate itranslate_wimg	util ->	
itranslate itranslate_wimg	dtranslate	
itranslate_wimg	dtranslate_wimg	
	itranslate	
ppc_disasm {instruction} {address}	itranslate_wimg	
	ppc_disasm {instruction} {address}	
stuff {instruction}	stuff {instruction}	



3. Accessing the Host Environment

This chapter describes several mechanisms that are provided to allow interactions between the host and simulated systems. Topics in this chapter include:

- The Callthru Utility
- · Bogus Network Support
- · Bogus Disk Driver Support

3.1 The Callthru Utility

There are two callthru utilities, one for use with big-endian kernels and one for use with little-endian kernels. They are installed as a binary applications in the simulator system in the <code>/opt/ibm/systemsim-p8/examples</code> directory. The callthru utilities allow you to copy files between the host system and the simulated system while it is running. These utilities run within the simulated system and access files in the host system using special call-through functions of the simulator. The callthru utilities support the following options:

• To write standard input into <filename> on the host system, issue:

```
callthru sink <filename>
```

• To write the contents of <filename> on the host system to standard output, issue:

```
callthru source <filename>
```

Redirecting appropriately lets you copy files between the host and the simulated system. For example, to copy the /tmp/ matrix_mul application from the host into the simulated system and then run it, issue the following commands in the console window of the simulated system:

```
callthru source /tmp/matrix_mul > matrix_mul
chmod +x matrix_mul
./matrix mul
```

Another commonly used feature of the callthru utilities is the exit option, which stops the simulation and is initiated by the callthru utility inside the simulator. This is especially useful for constructing "scripted" executions of the simulator that involve alternating steps in the simulator and the simulated system.

• To stop the simulator and return control back to the currently active run script, issue:

```
callthru exit <filename>
```

3.2 Bogus Network Support

Bogus network support enables network communications with reasonable performance between the simulated system and other systems. This is accomplished by using a special Ethernet device that uses call-through functions of the simulator to send and receive network packets to the host system. To enable communication with other systems, the host system must be configured to relay packets from the simulated system out to the real network.

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Advance

The bogus network facility can be configured and used in a variety of ways. A detailed description of the Linux and systemsim-p8 commands to set up and manage bogus network communications follows. For user convenience, the most common approach to using the bogus network has been automated using Tcl procedures. These are described first because most users should find these sufficient for simple network communication between the host and the simulated system.

3.2.1 Extended Description of Bogus Network Support

There are three key components to bogus network communications:

- 1. A facility on the host system that provides systemsim-p8 with a path to the network. The TUN/TAP support available for Linux is a good choice for this component, and we assume TUN/TAP in the remainder of this description.
- 2. The systemsim-p8 support for the bogus network. This support is not enabled by default. Simulator commands are used to enable the bogus network support.
- 3. An operating-system kernel with a bogus network driver.

3.2.2 Setting up TUN/TAP on the Host System

You must have root privileges on your system to set up bogus network operation. Execute the following commands:

```
sudo tunctl -u $USER -t tap0
sudo ifconfig tap0 172.19.98.108 netmask 255.255.255.254
```

3.2.3 Configuring systemsim-p8 Support for the Bogus Network

To enable bogus network support, issue simulator commands that configure and initialize the bogus network. These commands must be issued before booting the Linux kernel on the simulator so that Linux recognizes the bogus network device during its boot process. The general form of the command to initialize the bogus network is:

```
mysim bogus net init 0 <mac address> <interface name> <irq>
```

The <mac address> parameter is the media access control (MAC) hardware address that you want the emulated Ethernet to use. It must be unique on your network (that is, not used by any other emulated hosts or by any host network adapter). The <interface name> parameter is the name of the interface to be used, typically "tap0". The <irq> parameter specifies the interrupt request queue ID to be used by the bogus network device; use 0 0 for the POWER8 Functional Simulator.

3.2.4 The Bogus Network Device Driver

The final component required for bogus network communication is an operating-system kernel with the bogus network device driver. Binary patches for the bogus network and disk device drivers can be downloaded from the unicamp file <u>FTP</u> site. Instructions for downloading patches, along with pointers for kernel binary download, can be found in the readme file in the <code>/opt/ibm/systemsim-p8/examples/linux</code> directory.



3.2.5 Connecting to the Simulation Host

Once these components are in place, you are ready to use the bogus network for network communications with the simulated system. Start the simulation. At the Linux prompt, enter the following commands on the simulated console (UART):

% mount /proc
% ifconfig eth0 172.19.98.109 netmask 255.255.254.0

You can then ping the host system from the simulated system (and vice versa)

% ping -c 1 172.19.98.108

3.2.6 Troubleshooting the Bogus Network

Ping of system host from simulated host results in ping icmp open socket: Operation not permitted:

First, check to see if you can ping the simulated host from the system host. If this is working, the bogus network traffic is flowing in both directions. The problem is probably with the kernel or root disk, most likely the latter.

Operations seems to hang:

Beware of firewalls, ipchains, and iptables. A firewall of some sort is probably blocking the port. Either disable the firewall or open up the specific port.

3.3 Bogus Disk Driver Support

To enable bogus disk support, issue simulator commands that configure and initialize the bogus disk system. These commands must be issued before booting the Linux kernel on the simulator so that Linux recognizes the bogus disk device during its boot process. The general form of the command to initialize bogus disk is:

mysim bogus disk init 0 disk.img rw

This configures the disk support for read/write operations.

You can find examples of how to configure both bogus disk and bogus network support in the example Linux boot script, boot-linux.tcl.