

new/usr/src/uts/i86pc/io/acpi/acpidev/acpidev_cpu.c

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XXXX acpidev_cpu_query_MAT() needs to be more paranoid

_____unchanged_portion_omitted_____

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240 /*
241  * Extract information for enabled CPUs from the buffer returned
242  * by the _MAT method.
243  */
244 static ACPI_STATUS
245 acpidev_cpu_query_MAT(ACPI_SUBTABLE_HEADER *ap, void *context)
246 {
247     ACPI_MADT_LOCAL_APIC *mpa;
248     ACPI_MADT_LOCAL_X2APIC *mpx2a;
249     struct acpidev_cpu_MAT_arg *rp;
250
251     rp = (struct acpidev_cpu_MAT_arg *)context;
252     switch (ap->Type) {
253     case ACPI_MADT_TYPE_LOCAL_APIC:
254         mpa = (ACPI_MADT_LOCAL_APIC *)ap;
255         if (mpa->LapicFlags & ACPI_MADT_ENABLED) {
256             ASSERT(mpa->Id != 255);
257             rp->found = B_TRUE;
258             rp->proc_id = mpa->ProcessorId;
259             rp->apic_id = mpa->Id;
260             if (mpa->LapicFlags & ACPI_MADT_ENABLED) {
261                 rp->enabled = B_TRUE;
262             } else {
263                 rp->enabled = B_FALSE;
264                 if (mpa->ProcessorId == 255) {
265                     /*
266                      * Some platforms give us ProcessorId of
267                      * 255 and apic_id of 255. Callers might
268                      * be able to handle apic_id of 255, but
269                      * proc_id of 255 will be problematic.
270                      * Consider the MAT query a failure in that
271                      * case.
272                      */
273                     rp->found = B_FALSE;
274                     ACPIDEV_DEBUG(CE_WARN,
275                                     "!acpidev: encountered CPU "
276                                     "with APIC Proc Id == 255 in _MAT.");
277                 } else {
278                     /*
279                      * NOTE: apic_id may be 255, but callers who
280                      * care about apic_id use other methods to
281                      * get it, for some strange reason.
282                      */
283                     rp->found = B_TRUE;
284                     rp->proc_id = mpa->ProcessorId;
285                     rp->apic_id = mpa->Id;
286                 }
287             }
288         }
289     case ACPI_MADT_TYPE_LOCAL_X2APIC:
290         mpx2a = (ACPI_MADT_LOCAL_X2APIC *)ap;
291         if (mpx2a->LocalApicId >= 255) {
292             rp->found = B_TRUE;
293             rp->proc_id = mpx2a->Uid;
294             rp->apic_id = mpx2a->LocalApicId;
295             if (mpx2a->LapicFlags & ACPI_MADT_ENABLED) {
296                 rp->enabled = B_TRUE;
297             } else {
```

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298         rp->enabled = B_FALSE;
299     }
300     } else {
301         return (AE_CTRL_TERMINATE);
302     }
303     ACPIDEV_DEBUG(CE_WARN, "!acpidev: encountered CPU "
304                 "with X2APIC Id < 255 in _MAT.");
305     }
306     break;
307
308     case ACPI_MADT_TYPE_LOCAL_APIC_NMI:
309         /* UNIMPLEMENTED */
310         break;
311
312     case ACPI_MADT_TYPE_LOCAL_X2APIC_NMI:
313         /* UNIMPLEMENTED */
314         break;
315
316     default:
317         /*
318          * According to the ACPI Spec, the buffer returned by _MAT
319          * for a processor object should only contain Local APIC,
320          * Local SAPIC, and local APIC NMI entries.
321          * x2APIC Specification extends it to support Processor
322          * x2APIC and x2APIC NMI Structure.
323          */
324         ACPIDEV_DEBUG(CE_NOTE,
325                     "!acpidev: unknown APIC entry type %u in _MAT.", ap->Type);
326         break;
327
328     return (AE_OK);
329 }
330 _____unchanged_portion_omitted_____
```