



# 64-bit Intel® Xeon® Processor MP with up to 8 MB L3 Cache

## Specification Update

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| *May 2009*

**Notice:** The 64-bit Intel® Xeon® processor MP with up to 8 MB L3 cache may contain design defects or errors known as errata that may cause the product to deviate from published specifications. Current characterized errata are documented in this specification update.

Document Number: 306757-013



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## Revision History

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Version	Description	Date
-001	Initial revision of 64-bit Intel® Xeon® processor MP with up to 8 MB L3 Cache Specification Update.	March 2005
-002	Fix trademarking for Hyper-Threading Technology (HT Technology).	April 2005
-003	Added erratum U67.	July 2005
-004	Added erratum U68.	August 2005
-005	Added errata U69-U70.	September 2005
-006	Added erratum U71.	October 2005
-007	Added erratum U72.	November 2005
-008	Added erratum U73-U74.	December 2005
-009	Updated erratum U17.	January 2006
-010	In Documentation changes, updated reference to <i>IA-32 Intel® Architecture Software Developer's Manual</i> to reflect volumes 3A and 3B. Added Errata U75-U79.	April 2006
-011	Added AD, AE, and AF to the Codes Used in Summary Table. Updated Errata U61.	May 2006
-012	Added erratum U80.	June 2006
-013	Added erratum U81. Added Extended Family/Extended Model/Type Information Added AG through AAL Codes to Summary Table	May 2009

## Preface

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This is an update to the specifications in the documents listed in the “Affected Documents” and tables. It is a compilation of device and document errata and specification clarifications/changes, and is intended for hardware system manufacturers and software developers.

Information types defined in the [Nomenclature](#) section of this document are consolidated into this document and are no longer published in other documents. This document may also contain previously unpublished information.

## Affected Documents

Document	Document #
<i>64-bit Intel® Xeon® Processor MP with up to 8 MB L3 Cache Datasheet</i>	306754
<i>IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide, Volume 1: Basic Architecture</i>	253665
<i>IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide, Volume 2A: Instruction Set Reference, A-M</i>	253666
<i>IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide, Volume 2B: Instruction Set Reference, N-Z</i>	253667
<i>IA-32 Intel® Architecture Software Developer's Manual, Volume 3A: System Programming Guide</i>	253668
<i>IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide</i>	253669

## Nomenclature

**S-Spec Number** is a five-digit code used to identify products. Products are differentiated by their unique characteristics, e.g., core speed, L3 cache size, package type, etc. as described in the processor identification information table. Care should be taken to read all notes associated with each S-Spec number.

**Errata** are design defects or errors. Errata may cause the processor's behavior to deviate from published specifications. Hardware and software designed to be used with any given processor must assume that all errata documented for that processor are present on all devices unless otherwise noted.

**Specification Changes** are modifications to the current published specifications. These changes will be incorporated in the next release of the specifications.

**Specification Clarifications** describe a specification in greater detail or further highlight a specification's impact to a complex design situation. These clarifications will be incorporated in the next release of the specifications.

**Documentation Changes** include typos, errors, or omissions from the current published specifications. These changes will be incorporated in the next release of the specifications.

# Identification Information

Figure 1. Top-Side Processor Marking Example

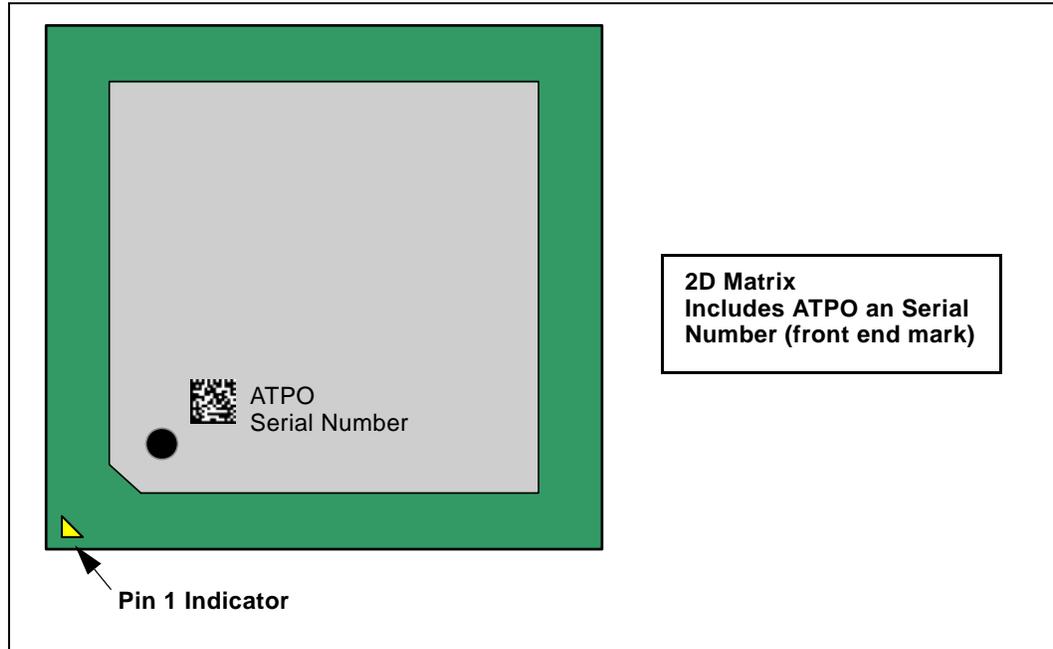
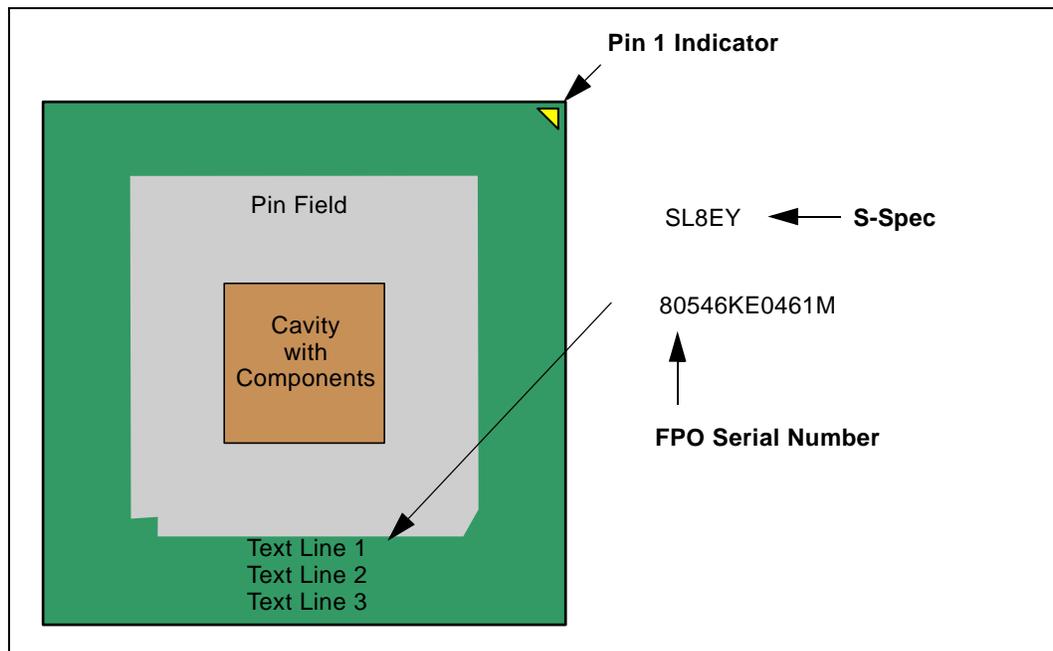


Figure 2. Bottom-Side Processor Marking Example



**Table 1. Identification Information**

Extended Family <sup>1</sup>	Extended Model <sup>2</sup>	Type <sup>3</sup>	Family <sup>4</sup>	Model <sup>5</sup>
00000000b	0000b	00b	1111b	0100b

**NOTES:**

1. The Extended Family corresponds to bits [27:20] of the EDX register after RESET, bits [27:20] of the EAX register after the CPUID instruction is executed with a 1 in the EAX register, and the generation field of the Device ID register accessible through Boundary Scan.
2. The Extended Model corresponds to bits [19:16] of the EDX register after RESET, bits [19:16] of the EAX register after the CPUID instruction is executed with a 1 in the EAX register, and the model field of the Device ID register accessible through Boundary Scan.
3. The Type corresponds to bits [13:12] of the EDX register after RESET, bits [13:12] of the EAX register after the CPUID instruction is executed with a 1 in the EAX register, and the generation field of the Device ID register accessible through Boundary Scan.
4. The Family corresponds to bits [11:8] of the EDX register after RESET, bits [11:8] of the EAX register after the CPUID instruction is executed with a 1 in the EAX register, and the generation field of the Device ID register accessible through Boundary Scan.
5. The Model corresponds to bits [7:4] of the EDX register after RESET, bits [7:4] of the EAX register after the CPUID instruction is executed with a 1 in the EAX register, and the model field of the Device ID register accessible through Boundary Scan.

Cache and TLB descriptor parameters are provided in the EAX, EBX, ECX and EDX registers after the CPUID instruction is executed with a 2 in the EAX register. Please refer to the *AP-485 Intel® Processor Identification and the CPUID Instruction* Application Note for further information on the CPUID instruction.

**Table 2. 64-bit Intel® Xeon® Processor MP with up to 8 MB L3 Cache Identification Information**

S-Spec	Core Stepping	CPUID	Core Freq (GHz)	Data Bus Freq (MHz)	L3 Cache Size	Processor Package Revision	Package And Revision	Notes
SL8EY	C-0	00000F41h	3.333	667	8 MB	01	604-pin micro-PGA with 53.3 x 53.3 mm FC-PGA4 package	1, 2, 3, 4, 5
SL8EW	C-0	00000F41h	3.000	667	8 MB	01	604-pin micro-PGA with 53.3 x 53.3 mm FC-PGA4 package	1, 2, 3, 4, 5
SL8ED	C-0	00000F41h	2.830	667	4 MB	01	604-pin micro-PGA with 53.3 x 53.3 mm FC-PGA4 package	1, 2, 3, 4, 5, 6

**NOTES:**

1. These components have Hyper-Threading Technology (HT Technology) enabled.
2. These parts have been enabled with Intel® Extended Memory 64 Technology (Intel® EM64T)
3. These parts have Tcontrol programmed.
4. These parts are enabled for Enhanced Intel SpeedStep® Technology (EIST).
5. These parts are enabled for Enhanced Halt State (CIE).
6. These parts do not support Thermal Monitor 2 feature.

## Mixed Steppings in the Processor Family MP Systems

Intel Corporation fully supports mixed steppings of 64-bit Intel® Xeon® processor MP with up to 8 MB L3 Cache. The following list and processor matrix describes the requirements to support mixed steppings:

- Mixed steppings are only supported with processors that have identical family numbers as indicated by the CPUID instruction.
- While Intel has done nothing to specifically prevent processors operating at differing frequencies from functioning within a multiprocessor system, there may be uncharacterized errata that exist in such configurations. Intel does not support such configurations. In mixed stepping systems, all processors must operate at identical front side bus frequency (i.e., the highest frequency rating commonly supported by all processors).
- While there are no known issues associated with the mixing of processors with differing cache sizes in a multiprocessor system, and Intel has done nothing to specifically prevent such system configurations from operating, Intel does not support such configurations since there may be uncharacterized errata that exist. In mixed stepping systems, all processors must be of the same cache size.
- While Intel believes that certain customers may wish to perform validation of system configurations with mixed frequency or cache sizes, and that those efforts are an acceptable option to our customers, customers would be fully responsible for the validation of such configurations.
- Intel requires that the proper microcode update be loaded on each processor operating in a multiprocessor system. Any processor that does not have the proper microcode update loaded is considered by Intel to be operating out of specification.
- The workarounds identified in this and following specification updates must be properly applied to each processor in the system. Certain errata are specific to the multiprocessor environment. Errata for all processor steppings will affect system performance if not properly worked around. Also see [Table 2](#) for additional details on which processors are affected by specific errata.
- In mixed stepping systems, the processor with the lowest feature-set, as determined by the CPUID Feature Bytes, must be the Bootstrap Processor (BSP). In the event of a tie in feature-set, the tie should be resolved by selecting the BSP as the processor with the lowest stepping as determined by the CPUID instruction.

## Summary Table of Changes

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The following table indicates the Errata, Documentation Changes, Specification Clarifications, or Specification Changes that apply to Intel processors. Intel intends to fix some of the errata in a future stepping of the component, and to account for the other outstanding issues through documentation or specification changes as noted. This table uses the following notation:

### Codes Used in Summary Table

X:	Erratum, Specification Change or Clarification that applies to the given processor stepping.
(No mark) or (Blank Box):	This erratum is fixed in listed stepping or specification change does not apply to listed stepping.
Doc:	Document change or update that will be implemented.
Plan Fix:	This erratum may be fixed in a future of the product.
Fixed:	This erratum has been previously fixed.
No Fix:	There are no plans to fix this erratum.
	Change bar to left of table row indicates this item is either new or modified from the previous version of this document.

Each Specification Update item will be prefixed with a capital letter to distinguish the product. The key below details the letters that are used in Intel's microprocessor Specification Updates:

A	= Dual-Core Intel® Xeon® processor 7000 sequence
B	= Mobile Intel® Pentium® II processor
C	= Intel® Celeron® processor
D	= Dual-Core Intel® Xeon® processor 2.80 GHz
E	= Intel® Pentium® III processor
F	= Intel® Pentium® processor Extreme Edition and Intel® Pentium® D processor
G	= Intel® Pentium® III Xeon® processor
H	= Mobile Intel® Celeron® processor at 466/433/400/366/333/300 and 266 MHz
J	= 64-bit Intel® Xeon® processor MP with 1 MB L2 cache
K	= Mobile Intel® Pentium® III processor
L	= Intel® Celeron® D processor
M	= Mobile Intel® Celeron® processor
N	= Intel® Pentium® 4 processor
O	= Intel® Xeon® processor MP
P	= Intel® Xeon® processor
Q	= Mobile Intel® Pentium® 4 processor supporting Hyper-Threading Technology on 90 nm process technology
R	= Intel® Pentium® 4 processor on 90 nm process
S	= 64-bit Intel® Xeon® processor with 800 MHz system bus (1 MB and 2 MB L2 cache versions)
T	= Mobile Intel® Pentium® 4 processor-M
U	= 64-bit Intel® Xeon® processor MP with up to 8 MB L3 cache
V	= Mobile Intel® Celeron® processor on .13 micron process in micro-FCPGA package

- W = Intel® Celeron® M processor
- X = Intel® Pentium® M processor on 90 nm process with 2 MB L2 cache
- Y = Intel® Pentium® M processor
- Z = Mobile Intel® Pentium® 4 processor with 533 MHz system bus
- AA = Intel® Pentium® processor Extreme Edition and Intel® Pentium® D processor on 65nm process
- AB = Intel® Pentium® 4 processor on 65 nm process
- AC = Intel® Celeron® processor in 478-pin package
- AD = Intel® Celeron® D processor on 65nm process
- AE = Intel® Core™ Duo Processor and Intel® Core™ Solo processor on 65nm process
- AF = Dual-Core Intel® Xeon® processor LV
- AG = Dual-Core Intel® Xeon® processor 5100 series
- AH = Intel® Core™2 Duo/Solo Processor for Intel® Centrino® Duo Processor Technology'
- AI = Intel® Core™2 Extreme processor X6800<sup>d</sup> and Intel® Core™2 Duo desktop processor E6000<sup>d</sup> and E4000<sup>d</sup> sequence
- AJ = Quad-Core Intel® Xeon® processor 5300 series
- AK = Intel® Core™2 Extreme quad-core processor QX6000<sup>d</sup> sequence and Intel® Core™2 Quad processor Q6000<sup>d</sup> sequence
- AL = Dual-Core Intel® Xeon® processor 7100 series
- AM = Intel® Celeron® processor 400 sequence
- AN = Intel® Pentium® dual-core processor
- AO = Quad-Core Intel® Xeon® processor 3200 series
- AP = Dual-Core Intel® Xeon® processor 3000 series
- AQ = Intel® Pentium® dual-core desktop processor E2000<sup>d</sup> sequence
- AR = Intel® Celeron processor 500 series
- AS = Dual-Core Intel® Xeon® Processor 7200 Series and Quad-Core Intel® Xeon® Processor 7300 Series
- AT = Intel® Celeron® Processor 200 Series
- AV = Intel® Core™2 Extreme processor QX9000<sup>d</sup> series and Intel® Core™2 Quad processor Q9000<sup>d</sup> series
- AW = Intel® Core™ 2 Duo processor E8000 series
- AX = Quad-Core Intel® Xeon® processor 5400 series
- AY = Dual-Core Intel® Xeon® processor 5200 series
- AZ = Intel® Core™2 Duo Processor and Intel® Core™2 Extreme Processor on 45-nm Process
- AAA = Quad-Core Intel® Xeon® processor 3300 series
- AAB = Dual-Core Intel® Xeon® E3110 Processor
- AAC = Intel® Celeron® dual-core processor E1000 series
- AAD = Intel® Core™2 Extreme Processor QX9775<sup>d</sup>
- AAE = Intel® Atom™ processor Z5xx series
- AAF = Intel® Atom™ processor 200 series
- AAG = Intel® Atom™ processor N series
- AAH = Intel® Atom™ Processor 300 series
- AAI = Intel® Xeon® Processor 7400 Series
- AAJ = Intel® Core™ i7 and Intel® Core™ i7 Extreme Edition
- AAK = Intel® Xeon® Processor 5500 Series
- AAL = Intel® Pentium Dual-Core Processor E5000<sup>d</sup> Series

The Specification Updates for the Pentium® processor, Pentium® Pro processor, and other Intel products do not use this convention.

## Errata (Sheet 1 of 3)

No.	C-0/ 0F41h	Plans	ERRATA
U1	X	No Fix	Transaction is not retired after BINIT#
U2	X	No Fix	Invalid opcode 0FFFh requires A ModRM byte
U3	X	No Fix	Processor may hang due to speculative page walks to nonexistent system memory
U4	X	No Fix	Memory type of the load lock different from its corresponding store unlock
U5	X	No Fix	Machine check architecture error reporting and recovery may not work as expected
U6	X	No Fix	Debug mechanisms may not function as expected
U7	X	No Fix	Cascading of performance counters does not work correctly when forced overflow is enabled
U8	X	No Fix	EMON event counting of x87 loads may not work as expected
U9	X	No Fix	System bus interrupt messages without data and which receive a hard failure response may hang the processor
U10	X	No Fix	The processor signals Page Fault exception (#PF) instead of Alignment Check exception (#AC) on an unlocked CMPXCHG8B instruction
U11	X	No Fix	FSW may not be Completely Restored after Page Fault on FRSTOR or FLDENV instructions
U12	X	No Fix	Processor issues inconsistent transaction size attributes for locked operation
U13	X	No Fix	When the processor is in the System Management Mode (SMM), debug registers may be fully writeable
U14	X	No Fix	Shutdown and IERR# may result due to a machine check exception on a HT Technology enabled processor
U15	X	No Fix	Processor may hang under certain frequencies and 12.5% STPCLK# duty cycle
U16	X	No Fix	System may hang if a fatal cache error causes Bus Write Line (BWL) transaction to occur to the same cache line address as an outstanding Bus Read Line (BRL) or Bus Read-Invalidate Line (BRIL)
U17	X	No Fix	A write to an APIC register sometimes may appear to have not occurred
U18	X	No Fix	Parity error in the L1 cache may cause the processor to hang
U19	X	No Fix	Sequence of locked operations can cause two threads to receive stale data and cause application hang
U20	X	No Fix	Bus locks and SMC detection may cause the processor to temporarily hang
U21	X	No Fix	Incorrect debug exception (#DB) may occur when a data breakpoint is set on an FP instruction
U22	X	No Fix	xAPIC may not report some illegal vector errors
U23	X	No Fix	Enabling no-eviction mode (NEM) may prevent the operation of the second logical processor in a HT Technology enabled Boot Strap Processor (BSP)
U24	X	No Fix	Task Priority Register (TPR) updates during voltage transitions of power management events may cause a system hang
U25	X	No Fix	Incorrect duty cycle is chosen when on-demand clock modulation is enabled in a processor supporting HT Technology
U26	X	No Fix	Memory aliasing of pages as uncacheable memory type and Write Back (WB) may hang the system
U27	X	No Fix	Interactions between the Instruction Translation Lookaside Buffer (ITLB) and the Instruction streaming buffer may cause unpredictable software behavior
U28	X	No Fix	Using STPCLK# and executing code from very slow memory could lead to a system hang
U29	X	No Fix	Processor provides a 4-byte store unlock after an 8-byte load lock
U30	X	No Fix	Data breakpoints on the high half of a floating-point line split may not be captured

## Errata (Sheet 2 of 3)

No.	C-0/ 0F41h	Plans	ERRATA
U31	X	No Fix	Machine check exceptions may not update Last-Exception Record MSRs (LERs)
U32	X	No Fix	MOV CR3 performs incorrect reserved bit checking when in PAE paging
U33	X	No Fix	Stores to page tables may not be visible to page walks for subsequent loads without serializing or invalidating the page table entry
U34	X	No Fix	Execution of IRET or INTn instructions may cause unexpected system behavior
U35	X	No Fix	Recursive page walks may cause a system hang
U36	X	No Fix	VERR/VERW instructions may cause #GP fault when descriptor is in non-canonical space
U37	X	No Fix	The base of a null segment may be non-zero on a processor supporting Intel® Extended Memory 64 Technology (Intel® EM64T)
U38	X	No Fix	Upper 32 bits of FS/GS with null base may not get cleared in Virtual-8086 Mode on processors with Intel® Extended Memory 64 Technology (Intel® EM64T) Enabled
U39	X	No Fix	Processor may fault when the upper 8 bytes of segment selector is loaded from a far jump through a call gate via the Local Descriptor Table
U40	X	No Fix	Loading a stack segment with a selector that references a non-canonical address can lead to a #SS fault on a processor supporting Intel® Extended Memory 64 Technology (Intel® EM64T)
U41	X	No Fix	FXRSTOR may not restore non-canonical effective addresses on processors with Intel® Extended Memory 64 Technology (Intel® EM64T) enabled
U42	X	No Fix	A push of ESP that faults may zero the upper 32-bits of RSP
U43	X	No Fix	Enhanced halt state (C1E) voltage transition may affect a system's power management in a HT Technology enabled processor
U44	X	No Fix	Enhanced halt state (C1E) may not be entered in a HT Technology enabled processor
U45	X	No Fix	When the Execute Disable Bit function is enabled a page fault in a mispredicted branch may result in a page fault exception
U46	X	No Fix	Execute Disable Bit set with AD assist may cause livelock
U47	X	No Fix	The Execute Disable Bit fault may be reported before other types of page fault when both occur
U48	X	No Fix	Writes to IA32_MISC_ENABLE may not update flags for both logical processors
U49	X	No Fix	Execute Disable Bit set with CR4.PAE may cause livelock
U50	X	No Fix	Checking of page table base address may not match address bit width supported by the platform
U51	X	No Fix	A32_MCI_STATUS MSR may improperly indicate that additional MCA information may have been captured
U52	X	No Fix	With Trap Flag (TF) asserted, FP instruction that triggers unmasked FP Exception may tank single step trap before retirement of instruction
U53	X	No Fix	PDE/PTE loads and continuous locked updates to the same cache line may cause system livelock
U54	X	No Fix	Branch Trace Store (BTS) and Precise Event-Based Sampling (PEBS) may update memory outside the BTS/PEBS buffer
U55	X	No Fix	The base of an Local Descriptor Table (LDT) register may be non-zero on a processor supporting Intel® Extended Memory 64 Technology (Intel® EM64T)
U56	X	No Fix	L-bit of the CS and LMA bit of the IA32_EFER register may have an erroneous value for one instruction following a mode transition in a Hyper-Threading enabled processor supporting Intel® Extended Memory 64 Technology (Intel® EM64T)
U57	X	No Fix	Control Register 2 (CR2) can be updated during a REP MOVSB/STOSB instruction with fast strings enabled
U58	X	No Fix	REP STOSB/MOVB instructions with RCX >= 2^32 may cause a system hang

## Errata (Sheet 3 of 3)

No.	C-0/ 0F41h	Plans	ERRATA
U59	X	No Fix	An REP MOVS or an REP STOS instruction with RCX $\geq 2^{32}$ may fail to execute to completion or may write to incorrect memory locations on processors supporting Intel® Extended Memory 64 Technology (Intel® EM64T)
U60	X	No Fix	An REP LODSB or an REP LODSD or an REP LODSQ instruction with RCX $\geq 2^{32}$ may cause a system hang on processors supporting Intel® Extended Memory 64 Technology (Intel® EM64T)
U61	X	No Fix	The IA32_MC0_STATUS/IA32_MC1_STATUS/ IA32_MC4_STATUS Overflow Bit is not set when multiple un-correctable machine check errors occur at the same time.
U62	X	No Fix	Disabled correctable machine check errors may be logged as disabled uncorrectable errors
U63	X	No Fix	Machine check registers may contain incorrect information if a correctable error is followed by a un-correctable error
U64	X	No Fix	Deferred Phase Support (DPS#) and Deferred Enable (DEN#) are asserted when Branch Trace Messages (BTMs) are issued
U65	X	No Fix	A data Access which spans both the canonical and the non-canonical address space may hang the system
U66	X	No Fix	A 64-bit value of Linear Instruction Pointer (LIP) may be reported incorrectly in the Branch Trace Store (BTS) Memory or in the Precise Event Based Sampling (PEBS) memory record
U67	X	Plan Fix	It is possible that two specific invalid opcodes may cause unexpected memory accesses
U68	X	No Fix	At core-to-bus ratios of 16:1 and above Defer Reply transactions with non-zero REQb values may cause a Front Side Bus stall
U69	X	No Fix	The processor may issue Front Side Bus transactions up to 6 clocks after RESET# is asserted
U70	X	No Fix	Front Side Bus machine checks may be reported as a result of on-going transactions during warm reset
U71	X	No Fix	Writing the Local Vector Table (LVT) when an interrupt is pending may cause an unexpected interrupt
U72	X	No Fix	The processor may issue multiple code fetches to the same cache line for systems with slow memory
U73	X	No Fix	Starting BCLK prior to VCC being stable may cause start up problems with PLL
U74	X	No Fix	IRET under certain conditions may cause an unexpected Alignment Check Exception
U75	X	No Fix	Using 2M/4M pages when A20M# is asserted may result in incorrect address translations.
U76	X	No Fix	Writing shared unaligned data that crosses a cache line without proper semaphores or barriers may expose a memory ordering issue.
U77	X	No Fix	Processor may hang during entry into No-Fill Mode or No-Eviction Mode.
U78	X	No Fix	FPU operand pointer may not be cleared following FINIT/FNINIT.
U79	X	No Fix	L2 cache ECC machine check errors may be erroneously reported after an asynchronous RESET# assertion.
U80	X	No Fix	Debug Status Register (DR6) Breakpoint Condition Detected Flags may be set incorrectly.
U81	X	No Fix	A Page Fault May Not be Generated When the PS bit is set to "1" in a PML4E or PDPTE.

## Specification Changes

No.	SPECIFICATION CHANGES
	None for this revision of the Specification Update

## Specification Clarifications

No.	SPECIFICATION CLARIFICATIONS
U1	Specification Clarification with respect to Time-Stamp Counter

## Documentation Changes

No.	DOCUMENTATION CHANGES
	None for this revision of the Specification Update.

## Errata

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### U1 Transaction is not retired after BINIT#

**Problem:** If the first transaction of a locked sequence receives a HITM# and DEFER# during the snoop phase it should be retried and the locked sequence restarted. However, if BINIT# is also asserted during this transaction, the transaction will not be retried.

**Implication:** When this erratum occurs, locked transactions will not be retried.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### U2 Invalid opcode 0FFFh requires A ModRM byte

**Problem:** Some invalid opcodes require a ModRM byte and other following bytes, while others do not. The invalid opcode 0FFFh did not require a ModRM in previous generation microprocessors such as Pentium® II or Pentium III processors, but it is required in the Intel® Xeon® processor.

**Implication:** The use of an invalid opcode 0FFFh without the ModRM byte may result in a page or limit fault on the Intel Xeon processor. When this erratum occurs, locked transactions will not be retried.

**Workaround:** To avoid this erratum use ModRM byte with invalid 0FFFh opcode.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### U3 Processor may hang due to speculative page walks to nonexistent system memory

**Problem:** A load operation issued speculatively by the processor that misses the Data Translation Lookaside Buffer (DTLB) results in a page walk. A branch instruction older than the load retires so that this load operation is now in the mispredicted branch path. Due to an internal boundary condition, in some instances the load is not canceled before the page walk is issued.

The Page Miss Handler (PMH) starts a speculative page-walk for the Load and issues a cacheable load of the Page Directory Entry (PDE). This PDE load returns data that points to a page table entry in uncacheable (UC) memory. The PMH issues the PTE Load to UC space, which is issued on the Front Side Bus. No response comes back for this load PTE operation since the address is pointing to system memory, which does not exist.

This load to non-existent system memory causes the processor to hang because other bus requests are queued up behind this UC PTE load, which never gets a response. If the load was accessing valid system memory, the speculative page-walk would successfully complete and the processor would continue to make forward progress.

**Implication:** Processor may hang due to speculative page walks to non-existent system memory.

**Workaround:** Page directories and page tables in UC memory space must point to system memory that exists.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### U4 Memory type of the load lock different from its corresponding store unlock

**Problem:** The Intel Xeon processor employs a use-once protocol to ensure that a processor in a multiprocessor system may access data that is loaded into its cache on a Read-for-Ownership (RFO) operation at least once before it is snooped out by another processor. This protocol is necessary to avoid a dual processor livelock scenario where no processor in the system can gain ownership of a line and modify it before that data is snooped out by another processor. In the case of this erratum, the use-once protocol incorrectly activates for split load lock instructions. A load

lock operation accesses data that splits across a page boundary with both pages of WB memory type. The use-once protocol activates and the memory type for the split halves get forced to UC. Since use-once does not apply to stores, the store unlock instructions go out as WB memory type. The full sequence on the Bus is: locked partial read (UC), partial read (UC), partial write (WB), locked partial write (WB). The Use-once protocol should not be applied to Load locks.

**Implication:** When this erratum occurs, the memory type of the load lock will be different than the memory type of the store unlock operation. This behavior (Load Locks and Store Unlocks having different memory types) does not however introduce any functional failures such as system hangs or memory corruption.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

## U5 Machine check architecture error reporting and recovery may not work as expected

**Problem:** When the processor detects errors it should attempt to report and/or recover from the error. In the situations described below, the processor does not report and/or recover from the error(s) as intended.

- When a transaction is deferred during the snoop phase and subsequently receives a hard failure response, the transaction should be removed from the bus queue so that the processor may proceed. Instead, the transaction is not properly removed from the bus queue, the bus queue is blocked, and the processor will hang.
- When a hardware prefetch results in an uncorrectable tag error in the L2 cache, MC0\_STATUS.UNCOR and MC0\_STATUS.PCC are set but no machine check exception (MCE) is signaled. No data loss or corruption occurs because the data being prefetched has not been used. If the data location with the uncorrectable tag error is subsequently accessed, an MCE will occur. However, upon this MCE, or any other subsequent MCE, the information for that error will not be logged because MC0\_STATUS.UNCOR has already been set and the MCA status registers will not contain information about the error which caused the MCE assertion but instead will contain information about the prefetch error event.
- When the reporting of errors is disabled for Machine Check Architecture (MCA) Bank 2 by setting all MC2\_CTL register bits to 0, uncorrectable errors should be logged in the IA32\_MC2\_STATUS register but no machine-check exception should be generated. Uncorrectable loads on bank 2, which would normally be logged in the IA32\_MC2\_STATUS register, are not logged.
- When one half of a 64 byte instruction fetch from the L2 cache has an uncorrectable error and the other 32 byte half of the same fetch from the L2 cache has a correctable error, the processor will attempt to correct the correctable error but cannot proceed due to the uncorrectable error. When this occurs the processor will hang.
- When an L1 cache parity error occurs, the cache controller logic should write the physical address of the data memory location that produced that error into the IA32\_MC1\_ADDR REGISTER (MC1\_ADDR). In some instances of a parity error on a load operation that hits the L1 cache, however, the cache controller logic may write the physical address from a subsequent load or store operation into the IA32\_MC1\_ADDR register.
- When an error exists in the tag field of a cache line such that a request for ownership (RFO) issued by the processor hits multiple tag fields in the L2 cache (the correct tag and the tag with the error) and the accessed data also has a correctable error, the processor will correctly log the multiple tag match error but will hang when attempting to execute the MCE handler.
- If a memory access receives a machine check error on both 64 byte halves of a 128-byte L2 cache sector, the IA32\_MC0\_STATUS register records this event as multiple errors, i.e., the valid error bit and the overflow error bit are both set indicating that a machine check error

occurred while the results of a previous error were in the error-reporting bank. The IA32\_MC1\_STATUS register should also record this event as multiple errors but instead records this event as only one correctable error.

- The overflow bit should be set to indicate when more than one error has occurred. The overflow bit being set indicates that more than one error has occurred. Because of this erratum, if any further errors occur, the MCA overflow bit will not be updated, thereby incorrectly indicating only one error has been received.
- If an I/O instruction (IN, INS, REP INS, OUT, OUTS, or REP OUTS) is being executed, and if the data for this instruction becomes corrupted, the processor will signal a MCE. If the instruction is directed at a device that is powered down, the processor may also receive an assertion of SMI#. Since MCEs have higher priority, the processor will call the MCE handler, and the SMI# assertion will remain pending. However, while attempting to execute the first instruction of the MCE handler, the SMI# will be recognized and the processor will attempt to execute the SMM handler. If the SMM handler is successfully completed, it will attempt to restart the I/O instruction, but will not have the correct machine state due to the call to the MCE handler. This can lead to failure of the restart and shutdown of the processor.
- If PWRGOOD is deasserted during a RESET# assertion causing internal glitches, the MCA registers may latch invalid information.
- If RESET# is asserted, then deasserted, and reasserted, before the processor has cleared the MCA registers, then the information in the MCA registers may not be reliable, regardless of the state or state transitions of PWRGOOD.
- If MCERR# is asserted by one processor and observed by another processor, the observing processor does not log the assertion of MCERR#. The MCE handler called upon assertion of MCERR# will not have any way to determine the cause of the MCE.
- The Overflow Error bit (bit 62) in the IA32\_MC0\_STATUS register indicates, when set, that a machine check error occurred while the results of a previous error were still in the error reporting bank (i.e. The Valid bit was set when the new error occurred). If an uncorrectable error is logged in the error-reporting bank and another error occurs, the overflow bit will not be set.
- A different mechanism than the rest of the register writes the MCA Error Code field of the IA32\_MC0\_STATUS register. For uncorrectable errors, the other fields in the IA32\_MC0\_STATUS register are only updated by the first error. Any further errors that are detected will update the MCA Error Code field without updating the rest of the register, thereby leaving the IA32\_MC0\_STATUS register with stale information.
- When a speculative load operation hits the L2 cache and receives a correctable error, the IA32\_MC1\_Status Register may be updated with incorrect information. The IA32\_MC1\_Status Register should not be updated for speculative loads.
- The processor should only log the address for L1 parity errors in the IA32\_MC1\_Status register if a valid address is available. If a valid address is not available, the Address Valid bit in the IA32\_MC1\_Status register should not be set. In instances where an L1 parity error occurs and the address is not available because the linear to physical address translation is not complete or an internal resource conflict has occurred, the Address Valid bit is incorrectly set.
- The processor may hang when an instruction code fetch receives a hard failure response from the Front Side Bus. This occurs because the bus control logic does not return data to the core, leaving the processor empty. IA32\_MC0\_STATUS MSR does indicate that a hard fail response occurred.
- The processor may hang when the following events occur and the MCE is enabled, CR4.MCE=1. A processor that has its STPCLK# pin asserted will internally enter the Stop Grant State and finally issue a Stop Grant Acknowledge special cycle to the bus. If an uncorrectable error is generated during the Stop Grant process it is possible for the Stop Grant

special cycle to be issued to the bus before the processor vectors to the machine check handler. Once the chipset receives its last Stop Grant special cycle it is allowed to ignore any bus activity from the processors. As a result, processor accesses to the machine check handler may not be acknowledged, resulting in a processor hang.

**Implication:** The processor is unable to correctly report and/or recover from certain errors

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

## U6 **Debug mechanisms may not function as expected**

Certain debug mechanisms may not function as expected on the processor. The cases are as follows:

- When the following conditions occur: 1) An FLD instruction signals a stack overflow or underflow, 2) the FLD instruction splits a page-boundary or a 64 byte cache line boundary, 3) the instruction matches a Debug Register on the high page or cache line respectively, and 4) the FLD has a stack fault and a memory fault on a split access, the processor will only signal the stack fault and the debug exception will not be taken.
- When a data breakpoint is set on the ninth and/or tenth byte(s) of a floating-point (FP) store using the Extended Real data type, and an unmasked FP exception occurs on the store, the break point will not be captured.
- When any instruction has multiple debug register matches, and any one of those debug registers is enabled in DR7, all of the matches should be reported in DR6 when the processor goes to the debug handler. This is not true during a REP instruction. As an example, during execution of a REP MOVSW instruction the first iteration a load matches DR0 and DR2 and sets DR6 as FFFF0FF5h. On a subsequent iteration of the instruction, a load matches only DR0. The DR6 register is expected to still contain FFFF0FF5h, but the processor will update DR6 to FFFF0FF1h.
- A Data breakpoint that is set on a load to uncacheable memory may be ignored due to an internal segment register access conflict. In this case the system will continue to execute instructions, bypassing the intended breakpoint. Avoiding having instructions that access segment descriptor registers e.g. LGDT, LIDT close to the UC load, and avoiding serialized instructions before the UC load will reduce the occurrence of this erratum.

**Implication:** Certain debug mechanisms do not function as expected on the processor.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

## U7 **Cascading of performance counters does not work correctly when forced overflow is enabled**

**Problem:** The performance counters are organized into pairs. When the CASCADE bit of the Counter Configuration Control Register (CCCR) is set, a counter that overflows will continue to count in the other counter of the pair. The FORCE\_OVF bit forces the counters to overflow on every non-zero increment. When the FORCE\_OVF bit is set, the counter overflow bit will be set but the counter no longer cascades.

**Implication:** The performance counters do not cascade when the FORCE\_OVF bit is set.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U8 EMON event counting of x87 loads may not work as expected**

**Problem:** If a performance counter is set to count x87 loads and FP exceptions are unmasked, the FPU Operand (Data) Pointer (FDP) may become corrupted.

**Implication:** When this erratum occurs, FPU Operand (Data) Pointer (FDP) may become corrupted.

**Workaround:** This erratum will not occur with FP exceptions masked. If FP exceptions are unmasked, then performance counting of x87 loads should be disabled.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U9 System bus interrupt messages without data and which receive a hard failure response may hang the processor**

**Problem:** When a system bus agent (processor or chipset) issues an interrupt transaction without data onto the system bus, and the transaction receives a hard failure response, a potential processor hang can occur. The processor, which generates an inter-processor interrupt (IPI) that receives hard failure response, will still log the MCA error event cause as hard failure, even if the APIC causes a hang. Other processors, which are true targets of the IPI, will also hang on hard failure-without-data, but will not record an MCA hard failure event as a cause. If a hard Failure response occurs on a system bus interrupt message with data, the APIC will complete the operation so as not to hang the processor.

**Implication:** The processor may hang

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U10 The processor signals Page Fault exception (#PF) instead of Alignment Check exception (#AC) on an unlocked CMPXCHG8B instruction**

**Problem:** If a page fault exception (#PF) and alignment check exception (#AC) both occur for an unlocked CMPXCHG8B instruction, then #PF will be flagged.

**Implication:** Software that depends on the #AC before the #PF will be affected since #PF is signaled in this case.

**Workaround:** Remove the software's dependency on #AC having precedence over #PF. Alternately, correct the page fault in the page fault handler and then restart the faulting instruction.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U11 FSW may not be Completely Restored after Page Fault on FRSTOR or FLDENV instructions**

**Problem:** If the FPU operating environment or FPU state (operating environment and register stack) being loaded by an FLDENV or FRSTOR instruction wraps around a 64-Kbyte or 4-Gbyte boundary and a page fault (#PF) or segment limit fault (#GP or #SS) occurs on the instruction near the wrap boundary, the upper byte of the FPU status word (FSW) might not be restored. If the fault handler does not restart program execution at the faulting instruction, stale data may exist in the FSW.

**Implication:** When this erratum occurs, stale data will exist in the FSW.

**Workaround:** Ensure that the FPU operating environment and FPU state do not cross 64-Kbyte or 4-Gbyte boundaries. Alternately, ensure that the page fault handler restarts program execution at the faulting instruction after correcting the paging problem.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U12 Processor issues inconsistent transaction size attributes for locked operation**

**Problem:** When the processor is in the Page Address Extension (PAE) mode and detects the need to set the Access and/or Dirty bits in the page directory or page table entries, the processor sends an 8 byte

load lock onto the system bus. A subsequent 8 byte store unlock is expected, but instead a 4 byte store unlock occurs. Correct data is provided since only the lower bytes change, however external logic monitoring the data transfer may be expecting an 8-byte store unlock.

**Implication:** No known commercially available chipsets are affected by this erratum.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U13 When the processor is in the System Management Mode (SMM), debug registers may be fully writeable**

**Problem:** When in System Management Mode (SMM), the processor executes code and stores data in the SMRAM space. When the processor is in this mode and writes are made to DR6 and DR7, the processor should block writes to the reserved bit locations. Due to this erratum, the processor may not block these writes. This may result in invalid data in the reserved bit locations.

**Implication:** Reserved bit locations within DR6 and DR7 may become invalid.

**Workaround:** Software may perform a read/modify/write when writing to DR6 and DR7 to ensure that the values in the reserved bits are maintained.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U14 Shutdown and IERR# may result due to a machine check exception on a HT Technology enabled processor**

**Problem:** When a MCE occurs due to an internal error, both logical processors on a HT Technology enabled processor normally vector to the MCE handler. However, if one of the logical processors is in the “Wait for SIPI” state, that logical processor will not have a MCE handler and will shut down and assert IERR#.

**Implication:** A processor with a logical processor in the “Wait for SIPI” state will shut down when an MCE occurs on the other thread.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U15 Processor may hang under certain frequencies and 12.5% STPCLK# duty cycle**

**Problem:** If a system deasserts STPCLK# at a 12.5% duty cycle, and the processor is running below 2 GHz and the processor thermal control circuit (TCC) on-demand clock modulation is active, the processor may hang. This erratum does not occur under the automatic mode of the TCC.

**Implication:** When this erratum occurs, the processor will hang.

**Workaround:** If use of the on-demand mode of the processor's TCC is desired in conjunction with STPCLK# modulation, then assure that STPCLK# is not asserted at a 12.5% duty cycle.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U16 System may hang if a fatal cache error causes Bus Write Line (BWL) transaction to occur to the same cache line address as an outstanding Bus Read Line (BRL) or Bus Read-Invalidate Line (BRIL)**

**Problem:** A processor internal cache fatal data ECC error may cause the processor to issue a BWL transaction to the same cache line address as an outstanding BRL or BRIL. As it is not typical behavior for a single processor to have a BWL and a BRL/BRIL concurrently outstanding to the same address, this may represent an unexpected scenario to system logic within the chipset.

**Implication:** The processor may not be able to fully execute the machine check handler in response to the fatal cache error if system logic does not ensure forward progress on the system bus under this scenario.

**Workaround:** System logic should ensure completion of the outstanding transactions. Note that during recovery from a fatal data ECC error, memory image coherency of the BWL with respect to BRL/BRIL transactions is not important. Forward progress is the primary requirement.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U17. A write to an APIC register sometimes may appear to have not occurred**

**Problem:** With respect to the retirement of instructions, stores to the uncacheable memory-based APIC register space are handled in a non-synchronized way. For example if an instruction that masks the interrupt flag, e.g. CLI, is executed soon after an uncacheable write to the Task Priority Register (TPR) that lowers the APIC priority, the interrupt masking operation may take effect before the actual priority has been lowered. This may cause interrupts whose priority is lower than the initial TPR, but higher than the final TPR, to not be serviced until the interrupt enabled flag is finally set, i.e. by STI instruction. Interrupts will remain pending and are not lost.

**Implication:** In this example the processor may allow interrupts to be accepted but may delay their service.

**Workaround:** This non-synchronization can be avoided by issuing an APIC register read after the APIC register write. This will force the store to the APIC register before any subsequent instructions are executed. No commercial operating system is known to be impacted by this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U18 Parity error in the L1 cache may cause the processor to hang**

**Problem:** If a locked operation accesses a line in the L1 cache that has a parity error, it is possible that the processor may hang while trying to evict the line.

**Implication:** If this erratum occurs, it may result in a system hang. Intel has not observed this erratum with any commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U19 Sequence of locked operations can cause two threads to receive stale data and cause application hang**

**Problem:** While going through a sequence of locked operations, it is possible for the two threads to receive stale data. This is a violation of expected memory ordering rules and causes the application to hang.

**Implication:** When this erratum occurs in an HT Technology enabled system, an application may hang.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U20 Bus locks and SMC detection may cause the processor to temporarily hang**

**Problem:** The processor may temporarily hang in an HT Technology enabled system, if one logical processor executes a synchronization loop that includes one or more locks and is waiting for release by the other logical processor. If the releasing logical processor is executing instructions that are within the detection range of the self modifying code (SMC) logic, then the processor may be locked in the synchronization loop until the arrival of an interrupt or other event.

**Implication:** If this erratum occurs in an HT Technology enabled system, the application may temporarily stop making forward progress. Intel has not observed this erratum with any commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U21 Incorrect debug exception (#DB) may occur when a data breakpoint is set on an FP instruction**

**Problem:** The default microcode FP event handler routine executes a series of loads to obtain data about the FP instruction that is causing the FP event. If a data breakpoint is set on the instruction causing the FP event, the load in the microcode routine will trigger the data breakpoint resulting in a debug exception.

**Implication:** An incorrect debug exception (#DB) may occur if data breakpoint is placed on an FP instruction. Intel has not observed this erratum with any commercially available software or system.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U22 xAPIC may not report some illegal vector errors**

**Problem:** The local xAPIC has an error status register, which records all errors it detects. Bit 6 of this register, the receive Illegal Vector bit, is set when the local xAPIC detects an illegal vector in a message that it receives. When an illegal vector error is received on the same internal clock that the error status register is being written due to a previous error, bit 6 does not get set and illegal vector errors are not flagged.

**Implication:** The xAPIC may not report some Illegal Vector errors when they occur at approximately the same time as other xAPIC errors. The other xAPIC errors will continue to be reported.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U23 Enabling no-eviction mode (NEM) may prevent the operation of the second logical processor in a HT Technology enabled Boot Strap Processor (BSP)**

**Problem:** In an HT Technology enabled system, when NEM is enabled by setting Bit 0 of MSR 080h (IA32\_BIOS\_CACHE\_AS\_RAM), the second logical processor associated with the BSP may fail to wake up from “Wait-for-SIPI” state.

**Implication:** In an HT Technology enabled system, the second logical processor associated with the BSP may not respond to SIPI. The OS will continue to operate but with one less logical processor than expected.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U24 Task Priority Register (TPR) updates during voltage transitions of power management events may cause a system hang**

**Problem:** Systems with Echo TPR Disable (R/W) bit (bit [23] of IA32\_MISC\_ENABLE register) set to '0' (default), where xTPR messages are being transmitted on the system bus to the processor, may experience a system hang during voltage transitions caused by the power management events.

**Implication:** This may cause a system hang during voltage transitions of power management events.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum. The BIOS workaround disables the Echo TPR updates on affected steppings.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U25 Incorrect duty cycle is chosen when on-demand clock modulation is enabled in a processor supporting HT Technology**

**Problem:** When a processor supporting HT Technology enables on-demand clock modulation on both logical processors, the processor is expected to select the lowest duty cycle of the two potentially different values. When one logical processor enters the AUTOHALT state, the duty cycle implemented

should be unaffected by the halted logical processor. Due to this erratum, the duty cycle is incorrectly chosen to be the higher duty cycle of both logical processors.

**Implication:** Due to this erratum, higher duty cycle may be chosen when the on-demand clock modulation is enabled on both logical processors.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

## **U26 Memory aliasing of pages as uncacheable memory type and Write Back (WB) may hang the system**

**Problem:** When a page is being accessed as either UC or write combining (WC) and write back (WB), under certain bus and memory timing conditions, the system may loop in a continual sequence of UC fetch, implicit write back, and RFO retries.

**Implication:** This erratum has not been observed in any commercially available operating system or application. The aliasing of memory regions, a condition necessary for this erratum to occur, is documented as being unsupported in the IA-32 Intel® Architecture Software Developer's Manual, Volume 3, Section 10.12.4, Programming the PAT. However, if this erratum occurs the system may hang.

**Workaround:** The pages should not be mapped as either UC or WC and WB at the same time.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

## **U27 Interactions between the Instruction Translation Lookaside Buffer (ITLB) and the Instruction streaming buffer may cause unpredictable software behavior**

**Problem:** Complex interactions within the instruction fetch/decode unit may make it possible for the processor to execute instructions from an internal streaming buffer containing stale or incorrect information.

**Implication:** When this erratum occurs, an incorrect instruction stream may be executed resulting in unpredictable software behavior.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

## **U28 Using STPCLK# and executing code from very slow memory could lead to a system hang**

**Problem:** The system may hang when the following conditions are met:

1. Periodic STPCLK# mechanism is enabled via the chipset.
2. HT Technology is enabled.
3. One logical processor is waiting for an event (i.e. hardware interrupt).
4. The other logical processor executes code from very slow memory such that every code fetch is deferred long enough for the STPCLK# to be reasserted.

**Implication:** If this erratum occurs, the processor will go into and out of the sleep state without making forward progress, since the logical processor will not be able to service any pending event. This erratum has not been observed in any commercial platform running commercial software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U29 Processor provides a 4-byte store unlock after an 8-byte load lock**

**Problem:** When the processor is in the Page Address Extension (PAE) mode and detects the need to set the Access and/or Dirty bits in the page directory or page table entries, the processor sends an 8 byte load lock onto the system bus. A subsequent 8 byte store unlock is expected, but instead a 4 byte store unlock occurs. Correct data is provided since only the lower bytes change, however external logic monitoring the data transfer may be expecting an 8 byte load lock.

**Implication:** No known commercially available chipsets are affected by this erratum.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U30 Data breakpoints on the high half of a floating-point line split may not be captured**

**Problem:** When a FP load which splits a 64-byte cache line gets a FP stack fault, and a data breakpoint register maps to the high line of the FP load, internal boundary conditions exist that may prevent the data breakpoint from being captured.

**Implication:** When this erratum occurs, a data breakpoint will not be captured.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U31 Machine check exceptions may not update Last-Exception Record MSRs (LERs)**

**Problem:** The Last-Exception Record MSRs (LERs) may not get updated when MCE occur.

**Implication:** When this erratum occurs, the LER may not contain information relating to the MCE. They will contain information relating to the exception prior to the MCE.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U32 MOV CR3 performs incorrect reserved bit checking when in PAE paging**

**Problem:** The MOV CR3 instruction should perform reserved bit checking on the upper unimplemented address bits. This checking range should match the address width reported by CPUID instruction 0x8000008. This erratum applies whenever PAE is enabled.

**Implication:** Software that sets the upper address bits on a MOV CR3 instruction and expects a fault may fail. This erratum has not been observed with commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U33 Stores to page tables may not be visible to page walks for subsequent loads without serializing or invalidating the page table entry**

**Problem:** Under rare timing circumstances, a page table load on behalf of a programmatically younger memory access may not get data from a programmatically older store to the page table entry if there is not a fencing operation or page translation invalidate operation between the store and the younger memory access. Refer to the IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide for the correct way to update page tables. Software that conforms to the Software Developer's Manual will operate correctly.

**Implication:** If the guidelines in the IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide are not followed, stale data may be loaded into the processor's

translation lookaside buffer (TLB) and used for memory operations. This erratum has not been observed with any commercially available software.

**Workaround:** The guidelines in the IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide should be followed.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U34 Execution of IRET or INTn instructions may cause unexpected system behavior**

**Problem:** There is a small window of time, requiring alignment of many internal micro architectural events, during which the speculative execution of the IRET or INTn instructions in protected or IA-32e mode may result in unexpected software or system behavior.

**Implication:** This erratum may result in unexpected instruction execution, events, interrupts or a system hang when the IRET instruction is executed. The execution of the INTn instruction may cause debug breakpoints to be missed.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U35 Recursive page walks may cause a system hang**

**Problem:** A page walk, accessing the same page table entry multiple times but at different levels of the page table, which causes the page table entry to have its Access bit set, may result in a system hang.

**Implication:** When this erratum occurs, the system may experience a hang.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U36 VERR/VERW instructions may cause #GP fault when descriptor is in non-canonical space**

**Problem:** If a descriptor referenced by the selector specified for the VERR or VERW instructions is in Non-canonical space, it may incorrectly cause a #GP fault on a processor supporting Intel® Extended Memory 64 Technology (Intel® EM64T).

**Implication:** Operating systems or drivers that reference a selector in non-canonical space may experience an unexpected #GP fault. Intel has not observed this erratum with any commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U37 The base of a null segment may be non-zero on a processor supporting Intel® Extended Memory 64 Technology (Intel® EM64T)**

**Problem:** In IA-32e mode of the Intel EM64T processor, the base of a null segment may be non-zero.

**Implication:** Due to this erratum, Intel EM64T enabled systems may encounter unexpected behavior when accessing memory using the null selector.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U38 Upper 32 bits of FS/GS with null base may not get cleared in Virtual-8086 Mode on processors with Intel® Extended Memory 64 Technology (Intel® EM64T) Enabled**

**Problem:** For processors with Intel EM64T enabled, the upper 32 bits of the FS and GS data segment registers corresponding to a null base may not get cleared when segments are loaded in Virtual-8086 mode.

**Implication:** This erratum may cause incorrect data to be loaded or stored to memory if FS/GS is not initialized before use in 64-bit mode. Intel has not observed this erratum with any commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U39 Processor may fault when the upper 8 bytes of segment selector is loaded from a far jump through a call gate via the Local Descriptor Table**

**Problem:** In IA-32e mode of the Intel EM64T processor, control transfers through a call gate via the Local Descriptor Table (LDT) that uses a 16-byte descriptor, the upper 8-byte access may wrap and access an incorrect descriptor in the LDT. This only occurs on an LDT with a LIMIT>0x10008 with a 16-byte descriptor that has a selector of 0xFFFFC.

**Implication:** In the event this erratum occurs, the upper 8-byte access may wrap and access an incorrect descriptors within the LDT, potentially resulting in a fault or system hang. Intel has not observed this erratum with any commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U40 Loading a stack segment with a selector that references a non-canonical address can lead to a #SS fault on a processor supporting Intel® Extended Memory 64 Technology (Intel® EM64T)**

**Problem:** When a processor supporting Intel EM64T is in IA-32e mode, loading a stack segment with a selector which references a non-canonical address will result in a #SS fault instead of a #GP fault.

**Implication:** When this erratum occurs, Intel EM64T enabled systems may encounter unexpected behavior.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U41 FXRSTOR may not restore non-canonical effective addresses on processors with Intel® Extended Memory 64 Technology (Intel® EM64T) enabled**

**Problem:** If an x87 data instruction has been executed with a non-canonical effective address, FXSAVE may store that non-canonical FP Data Pointer (FDP) value into the save image. An FXRSTOR instruction executed with 64-bit operand size may signal a General Protection Fault (#GP) if the FDP or FP Instruction Pointer (FIP) is in non-canonical form.

**Implication:** When this erratum occurs, Intel EM64T enabled systems may encounter an unintended #GP fault.

**Workaround:** Software should avoid using non-canonical effective addressing in Intel EM64T enabled processors. BIOS can contain a workaround for this erratum removing the unintended #GP fault on FXRSTOR.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

#### U42 **A push of ESP that faults may zero the upper 32-bits of RSP**

**Problem:** In the event that a push ESP instruction, that faults, is executed in compatibility mode, the processor will incorrectly zero upper 32-bits of RSP.

**Implication:** A Push of ESP in compatibility mode will zero the upper 32-bits of RSP. Due to this erratum, this instruction fault may change the contents of RSP. This erratum has not been observed in commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

#### U43 **Enhanced halt state (C1E) voltage transition may affect a system's power management in a HT Technology enabled processor**

**Problem:** In an HT Technology enabled system, the second logical Processor may fail to wake up from "Wait-for-SIPI" state during a C1E voltage transition.

**Implication:** This erratum may affect a system's entry into the power management mode offered by the C1E event for HT Technology enabled platforms.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

#### U44 **Enhanced halt state (C1E) may not be entered in a HT Technology enabled processor**

**Problem:** If the IA32\_MISC\_ENABLE MSR (0x1A0) C1E enable bit is not set prior to an INIT event on an HT Technology enabled system; the processor will not enter C1E until the next SIPI wakeup event for the second logical processor.

**Implication:** Due to this erratum, the processor will not enter C1E state.

**Workaround:** If C1E is supported in the system, the IA32\_MISC\_ENABLE MSR should be enabled prior to issuing the first SIPI to the second logical processor.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

#### U45 **When the Execute Disable Bit function is enabled a page fault in a mispredicted branch may result in a page fault exception**

**Problem:** If a page fault in a mispredicted branch occurs in the ITLB, it should not be reported by the processor. However, if the execute disable bit function is enabled (IA32\_EFER.NXE = 1) and there is a page fault in a mispredicted branch in the ITLB, a page fault exception may occur.

**Implication:** When this erratum occurs, a page fault exception may occur.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

#### U46 **Execute Disable Bit set with AD assist may cause livelock**

**Problem:** If Execute Disable Bit is set and the resulting page requires the processor to set the A and/or D bit (Access and/or Dirty bit) in the PTE, then the processor may livelock.

**Implication:** When this erratum occurs, the processor may livelock resulting in a system hang or operating system failure.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U47      The Execute Disable Bit fault may be reported before other types of page fault when both occur**

**Problem:** If the Execute Disable Bit is enabled and both the Execute Disable Bit fault and page faults occur, the Execute Disable Bit fault will be reported prior to other types of page fault being reported.

**Implication:** No impact to properly written code since both types of faults will be generated but in the opposite order.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U48      Writes to IA32\_MISC\_ENABLE may not update flags for both logical processors**

**Problem:** Due On processors supporting HT Technology with Execute Disable Bit feature, writes to IA32\_MISC\_ENABLE may only update IA32\_EFER.NXE for the current logical processor.

**Implication:** Due to this erratum, the non-current logical processor may not update its IA32\_EFER.NXE bit.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U49      Execute Disable Bit set with CR4.PAE may cause livelock**

**Problem:** If the Execute Disable bit of IA32\_MISC\_Enable is set along with the PAE bit of CR4 (IA32\_EFER.NXE & CR4.PAE), the processor may livelock.

**Implication:** When this erratum occurs, the processor may livelock resulting in a system hang or operating system failure.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U50      Checking of page table base address may not match address bit width supported by the platform**

**Problem:** If the page table base address included in the page map level-4 table, page-directory pointer table, page-directory table or page table exceeds the physical address range supported by the platform (e.g. 36 bits) and it is less than the implemented address range (e.g. 40 bits), the processor does not check to see if the address is invalid.

**Implication:** If software sets such an invalid physical address in the listed tables, the processor does not generate a page fault (#PF) upon accessing that virtual address and the access results in an incorrect read or write. If BIOS provides only valid physical address ranges to the operating system, this erratum will not occur.

**Workaround:** Ensure that BIOS provides only valid physical address ranges to the operating system.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U51      A32\_MCi\_STATUS MSR may improperly indicate that additional MCA information may have been captured**

**Problem:** When a data parity error is detected and the bus queue is busy, the ADDR\_V and MISC\_V bits of the IA32\_MCi\_STATUS register may be asserted even though the contents of the IA32\_MCi\_ADDR and IA32\_MCi\_MISC MSRs were not properly captured.

**Implication:** If this erratum occurs, the MCA information captured in the IA32\_MCi\_ADDR and IA32\_MCi\_MISC registers may not correspond to the reported machine-check error, even though the ADDR\_V and MISC\_V are asserted.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U52 With Trap Flag (TF) asserted, FP instruction that triggers unmasked FP Exception may tank single step trap before retirement of instruction**

**Problem:** If an FP instruction generates an unmasked exception with the EFLAGS.TF = 1, it is possible for external events to occur, including a transition to a lower power state. When resuming from a lower power state, it may be possible to take the single step trap before the execution of the original FP instruction completes.

**Implication:** When this erratum occurs, a single step trap will be taken unexpectedly.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U53 PDE/PTE loads and continuous locked updates to the same cache line may cause system livelock**

**Problem:** In a multi-processor configuration, if one processor is continuously doing locked updates to a cache line that is being accessed by another processor doing a page table walk, the page table walk may not complete.

**Implication:** Due to this erratum, the system may livelock until some external event interrupts the locked update. Intel has not observed this erratum with any commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U54 Branch Trace Store (BTS) and Precise Event-Based Sampling (PEBS) may update memory outside the BTS/PEBS buffer**

**Problem:** If the BTS/PEBS buffer is defined such that:

1. The difference between the BTS/PEBS buffer base and the BTS/PEBS absolute maximum is not an integer multiple of the corresponding record sizes,
2. The BTS/PEBS absolute maximum is less than a record size from the end of the virtual address space, and
3. The record that would cross the BTS/PEBS absolute maximum will also continue past the end of the virtual address space,
  - a. BTS/PEBS record can be written that will wrap at the 4-Gbyte boundary (IA-32) or  $2^{64}$  boundary (Intel EM64T mode), and write memory outside of the BTS/PEBS buffer.

**Implication:** Software that uses BTS/PEBS near the 4-Gbyte boundary (IA-32) or  $2^{64}$  boundary (Intel EM64T mode), and defines the buffer such that it does not hold an integer multiple of records, can update memory outside the BTS/PEBS buffer.

**Workaround:** Define the BTS/PEBS buffer such that the BTS/PEBS absolute maximum minus the BTS/PEBS buffer base is an integer multiple of the corresponding record sizes as recommended in the *IA-32 Intel® Architecture Software Developer's Manual*, Volume 3.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U55 The base of an Local Descriptor Table (LDT) register may be non-zero on a processor supporting Intel® Extended Memory 64 Technology (Intel® EM64T)**

**Problem:** In IA-32e mode of an Intel EM64T-enabled processor, the base of an LDT register may be nonzero.

**Implication:** Due to this erratum, Intel EM64T-enabled systems may encounter unexpected behavior when accessing an LDT register using the null selector. There may be no #GP fault in response to this access.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

#### **U56 L-bit of the CS and LMA bit of the IA32\_EFER register may have an erroneous value for one instruction following a mode transition in a Hyper-Threading enabled processor supporting Intel® Extended Memory 64 Technology (Intel® EM64T)**

**Problem:** In an Intel EM64T enabled Processor; the L-bit of the Code Segment (CS) descriptor may not update with the correct value in an HT Technology environment. This may occur in a small window when one logical processor is making a transition from compatibility mode to 64-bit mode (or vice-versa) while the other logical processor is being stalled. A similar problem may occur for the observation of the EFER.LMA bit by the decode logic.

**Implication:** The first instruction following a mode transition may be decoded as if it was still in the previous mode. For example, this may result in an incorrect stack size used for a stack operation, i.e. a write of only 4-bytes and an adjustment to ESP of only 4 in 64-bit mode. The problem can manifest itself, however, on any instruction which would behave differently in 64-bit mode than in compatibility mode.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

#### **U57 Control Register 2 (CR2) can be updated during a REP MOVS/STOS instruction with fast strings enabled**

**Problem:** Under limited circumstances while executing a REP MOVS/STOS string instruction, with fast strings enabled, it is possible for the value in CR2 to be changed as a result of an interim paging event, normally invisible to the user. Any higher priority architectural event that arrives and is handled while the interim paging event is occurring may see the modified value of CR2.

**Implication:** The value in CR2 is correct at the time that an architectural page fault is signaled. Intel has not observed this erratum with any commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

#### **U58 REP STOS/MOVS instructions with RCX >= 2<sup>32</sup> may cause a system hang**

**Problem:** In IA-32e mode using Intel EM64T-enabled processors, executing a repeating string instruction with the iteration count greater than or equal to 2<sup>32</sup> and a pending event may cause the REP STOS/MOVS instruction to live lock and hang.

**Implication:** When this erratum occurs, the processor may live lock and result in a system hang. Intel has not observed this erratum with any commercially available software or system.

**Workaround:** Do not use strings larger than 4 GB.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U59 An REP MOVS or an REP STOS instruction with RCX  $\geq 2^{32}$  may fail to execute to completion or may write to incorrect memory locations on processors supporting Intel® Extended Memory 64 Technology (Intel® EM64T)**

**Problem:** In IA-32e mode using Intel EM64T-enabled processors, an REP MOVS or an REP STOS instruction executed with the register RCX  $\geq 2^{32}$ , may fail to execute to completion or may write data to incorrect memory locations.

**Implication:** This erratum may cause an incomplete instruction execution or incorrect data in the memory. Intel has not observed this erratum with any commercially available software or system.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U60 An REP LODSB or an REP LODSD or an REP LODSQ instruction with RCX  $\geq 2^{32}$  may cause a system hang on processors supporting Intel® Extended Memory 64 Technology (Intel® EM64T)**

**Problem:** In IA-32e mode using Intel EM64T-enabled processors, an REP LODSB or an REP LODSD or an REP LODSQ instruction executed with the register RCX  $\geq 2^{32}$  may fail to complete execution causing a system hang. Additionally, there may be no #GP fault due to the non-canonical address in the RSI register.

**Implication:** This erratum may cause a system hang on Intel EM64T-enabled platforms. Intel has not observed this erratum with any commercially available software or system.

**Workaround:** It is possible for the BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U61. The IA32\_MC0\_STATUS/IA32\_MC1\_STATUS/ IA32\_MC4\_STATUS Overflow Bit is not set when multiple un-correctable machine check errors occur at the same time.**

**Problem:** When two enabled MC0/MC1/MC4 un-correctable machine check errors are detected in the same bank in the same internal clock cycle, the highest priority error will be logged in IA32\_MC0\_STATUS / IA32\_MC1\_STATUS / IA32\_MC4\_STATUS register, but the overflow bit may not be set.

**Implication:** The highest priority error will be logged and signaled if enabled, but the overflow bit in the IA32\_MC0\_STATUS / IA32\_MC1\_STATUS / IA32\_MC4\_STATUS register may not be set.

**Workaround:** None identified.

**Status:** No Fix

**U62 Disabled correctable machine check errors may be logged as disabled uncorrectable errors**

**Problem:** Disabled correctable machine check errors may be logged as disabled un-correctable errors in the IA32\_MC4\_STATUS register. This behavior can only occur if the correctable error is not enabled in the IA32\_MC4\_CTL register.

**Implication:** Due to this erratum, the Un-Correctable (UC) and Processor Context Corrupt (PCC) flags could be set when a disabled correctable error is detected.

**Workaround:** It is possible for the BIOS to workaround this erratum by enabling the correctable error bits in IA32\_MC4\_CTRL.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U63 Machine check registers may contain incorrect information if a correctable error is followed by a un-correctable error**

**Problem:** If any two machine check errors (correctable or un-correctable) are detected within the same bus clock, the address and miscellaneous register information for IA32\_MC4\_ADDR and IA32\_MC4\_MISC may not be reliable.

**Implication:** Due to this erratum, the contents of IA32\_MC4\_MISC and IA32\_MC4\_ADDR may be incorrect if two MCA errors are detected within the same bus clock.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U64 Deferred Phase Support (DPS#) and Deferred Enable (DEN#) are asserted when Branch Trace Messages (BTMs) are issued**

**Problem:** The processor asserts the extended function signals, DEN# and DPS#, with BTM transactions. It is required that the BTM transaction must be completed in order without being retired or deferred. The assertion of DEN# and/or DPS# for BTM transactions is not consistent with that requirement.

**Implication:** A footnote to Table 4-20 in Section 4.3.3 of the current *RS - Intel® Pentium® 4 and Intel® Xeon™ Processor External Hardware Specification* states: “BTM may or may not have DEN# asserted. However, BTM must not have DEFER# asserted during its Snoop Phase.” No mention is made of the DEN# and DPS# for BTM transactions in *RS - 64-bit Intel® Xeon™ processor MP with up to 8 MB L3 Cache External Hardware Specification Addendum*. This may have left an ambiguity in the central agent's handling of BTM transactions when the DEN# and/or DPS# is asserted.

**Workaround:** The central agent must adhere to the “do not defer/do not retry” warning of the *RS - 64-bit Intel® Xeon™ processor MP with up to 8 MB L3 Cache External Hardware Specification Addendum* concerning PTM transactions without regard to the DEN# or the DPS# signals.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U65 A data Access which spans both the canonical and the non-canonical address space may hang the system**

**Problem:** If a data access causes a page split across the canonical to non-canonical address space the processor may livelock which in turn would cause a system hang.

**Implication:** When this erratum occurs, the processor may livelock resulting in a system hang. Intel has not observed this erratum with any commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U66 A 64-bit value of Linear Instruction Pointer (LIP) may be reported incorrectly in the Branch Trace Store (BTS) Memory or in the Precise Event Based Sampling (PEBS) memory record**

**Problem:** On a processor supporting Intel EM64T,

- If an instruction fetch wraps around the 4G boundary in Compatibility Mode, the 64-bit value of LIP in the BTS memory record will be incorrect (upper 32 bits will be set to FFFFFFFFh when they should be 0).
- If a PEBS event occurs on a instruction whose last byte is at memory location FFFFFFFFh, the 64-bit value of LIP in the PEBS record will be incorrect (upper 32 bits will be set to FFFFFFFFh when they should be 0).

**Implication:** Intel has not observed this erratum on any commercially available software. When this erratum occurs, the processor may livelock resulting in a system hang. Intel has not observed this erratum with any commercially available software.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U67 It is possible that two specific invalid opcodes may cause unexpected memory accesses**

**Problem:** A processor is expected to respond with an undefined opcode (#UD) fault when executing either opcode 0F 78 or a Grp 6 opcode with bits 5:3 of the Mod/RM field set to 6, however the processor may respond instead, with a load to an incorrect address.,

**Implication:** This erratum may cause unpredictable system behavior or system hang.

**Workaround:** It is possible for BIOS to contain a workaround for this erratum.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U68 At core-to-bus ratios of 16:1 and above Defer Reply transactions with non-zero REQb values may cause a Front Side Bus stall**

**Problem:** Certain processors are likely to hang the Front Side Bus (FSB) if the following conditions are met:

1. A Defer Reply transaction has a REQb[2:0] value of either 010b, 011b, 100b, 110b, or 111b, and
2. The operating bus ratio is 16:1 or higher.

When these conditions are met, the processor may incorrectly and indefinitely assert a snoop stall for the Defer Reply transaction. Such an event will block further progress on the FSB.

**Implication:** If this erratum occurs, the system may hang. Intel has not observed this erratum with any commercially available system.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U69 The processor may issue Front Side Bus transactions up to 6 clocks after RESET# is asserted**

**Problem:** The processor may issue transactions beyond the documented 3 Front Side Bus (FSB) clocks and up to 6 FSB clocks after RESET# is asserted in the case of a warm reset. A warm reset is where the chipset asserts RESET# when the system is running.

**Implication:** The processor may issue transactions up to 6 FSB clocks after RESET# is asserted.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

### **U70 Front Side Bus machine checks may be reported as a result of on-going transactions during warm reset**

**Problem:** Processor FSB protocol/signal integrity machine checks may be reported if the transactions are initiated or in-progress during a warm reset. A warm reset is where the chipset asserts RESET# when the system is running.

**Implication:** The processor may log FSB protocol/signal integrity machine checks if transactions are allowed to occur during RESET# assertions.

**Workaround:** BIOS may clear FSB protocol/signal integrity machine checks for systems/chipsets which do not block new transactions during RESET# assertions.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U71. Writing the Local Vector Table (LVT) when an interrupt is pending may cause an unexpected interrupt**

**Problem:** If a local interrupt is pending when the LVT entry is written, an interrupt may be taken on the new interrupt vector even if the mask bit is set.

**Implication:** An interrupt may immediately be generated with the new vector when a LVT entry is written, even if the new LVT entry has the mask bit set. If there is no Interrupt Service Routine (ISR) set up for that vector the system will GP fault. If the ISR does not do an End of Interrupt (EOI) the bit for the vector will be left set in the in-service register and mask all interrupts at the same or lower priority.

**Workaround:** Any vector programmed into an LVT entry must have an ISR associated with it, even if that vector was programmed as masked. This ISR routine must do an EOI to clear any unexpected interrupts that may occur. The ISR associated with the spurious vector does not generate an EOI, therefore the spurious vector should not be used when writing the LVT.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U72. The processor may issue multiple code fetches to the same cache line for systems with slow memory**

**Problem:** Systems with long latencies on returning code fetch data from memory, for example BIOS ROM, may cause the processor to issue multiple fetches to the same cache line, once per each instruction executed.

**Implication:** This erratum may slow down system boot time. Intel has not observed a failure, as a result of this erratum, in a commercially available system.

**Workaround:** None identified.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U73. Starting BCLK prior to VCC being stable may cause start up problems with PLL**

**Problem:** The PLL (Phase Lock Loop) may attempt to lock inappropriately if BCLK (Bus Clock) is started prior to VCC being stable.

**Implication:** The processor may fail to boot due to this erratum.

**Workaround:** BCLK needs to be inactive until VCC is stable.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U74. IRET under certain conditions may cause an unexpected Alignment Check Exception**

**Problem:** In IA-32e mode, it is possible to get an Alignment Check Exception (#AC) on the IRET instruction even though alignment checks were disabled at the start of the IRET. This can only occur if the IRET instruction is returning from CPL3 code to CPL3 code. IRETs from CPL0/1/2 are not affected. This erratum can occur if the EFLAGS value on the stack has the AC flag set, and the interrupt handler's stack is misaligned. In IA-32e mode, RSP is aligned to a 16-byte boundary before pushing the stack frame.

**Implication:** In IA-32e mode, under the conditions given above, an IRET can get a #AC even if alignment checks are disabled at the start of the IRET. This erratum can only be observed with a software generated stack frame.

**Workaround:** Software should not generate misaligned stack frames for use with IRET.

**Status:** For the steppings affected, see the *Summary Table of Changes*.

**U75. Using 2M/4M pages when A20M# is asserted may result in incorrect address translations**

**Problem:** An external A20M# pin if enabled forces address bit 20 to be masked (forced to zero) to emulate real-address mode address wraparound at 1 MB. However, if all of the following conditions are met, address bit 20 may not be masked. Paging is enabled a linear address has bit 20 set the address references a large page A20M# is enabled

**Implication:** When A20M# is enabled and an address references a large page the resulting translated physical address may be incorrect. This erratum has not been observed with any commercially available operating system.

**Workaround:** Operating systems should not allow A20M# to be enabled if the masking of address bit 20 could be applied to an address that references a large page. A20M# is normally only used with the first megabyte of memory.

**Status:** No Fix

**U76. Writing shared unaligned data that crosses a cache line without proper semaphores or barriers may expose a memory ordering issue**

**Problem:** Software which is written so that multiple agents can modify the same shared unaligned memory location at the same time may experience a memory ordering issue if multiple loads access this shared data shortly thereafter. Exposure to this problem requires the use of a data write which spans a cache line boundary.

**Implication:** This erratum may cause loads to be observed out of order. Intel has not observed this erratum with any commercially available software or system.

**Workaround:** Software should ensure at least one of the following is true when modifying shared data by multiple agents:

- The shared data is aligned.
- Proper semaphores or barriers are used in order to prevent concurrent data accesses.

**Status:** No Fix

**U77. Processor may hang during entry into No-Fill Mode or No-Eviction Mode**

**Problem:** Only one logical processor per core can be active when processor is put in No-Fill Mode or No-Eviction Mode. If the other logical processor is active or there is an internal or external event pending to wake that logical processor, the processor may hang when writing to MSR IA32\_BIOS\_CACHE\_AS\_RAM (80H).

**Implication:** A processor may hang due to this erratum. Intel has not observed this erratum with any commercially available software or system.

**Workaround:** None identified.

**Status:** No Fix

**U78. FPU operand pointer may not be cleared following FINIT/FNINIT**

**Problem:** Initializing the floating point state with either FINIT or FNINIT, may not clear the x87 FPU Operand (Data) Pointer Offset and the x87 FPU Operand (Data) Pointer Selector (both fields form the FPUDataPointer). Saving the floating point environment with FSTENV, FNSTENV, or floating point state with FSAVE, FNSAVE or FXSAVE before an intervening FP instruction may save uninitialized values for the FPUDataPointer.

**Implication:** When this erratum occurs, the values for FPUDataPointer in the saved floating point image or floating point environment structure may appear to be random values. Executing any non-control FP instruction with memory operand will initialize the FPUDataPointer. Intel has not observed this erratum with any commercially available software.

**Workaround:** After initialization, do not expect the FPUDDataPointer in a floating point state or floating point environment saved memory image to be correct, until at least one non-control FP instruction with a memory operand has been executed.

**Status:** No Fix

### **U79. L2 cache ECC machine check errors may be erroneously reported after an asynchronous RESET# assertion**

**Problem:** Problem: Machine check status MSRs may incorrectly report the following L2 Cache ECC machine-check errors when cache transactions are in-flight and RESET# is asserted:

- Instruction Fetch Errors (IA32\_MC2\_STATUS with MCA error code 153)
- L2 Data Write Errors (IA32\_MC1\_STATUS with MCA error code 145)

**Implication:** Uncorrected or corrected L2 ECC machine check errors may be erroneously reported. Intel has not observed this erratum on any commercially available system.

**Workaround:** When a real run-time L2 Cache ECC machine check occurs, a corresponding valid error will normally be logged in the IA32\_MC0\_STATUS register. BIOS may clear IA32\_MC2\_STATUS and/or IA32\_MC1\_STATUS for these specific errors when IA32\_MC0\_STATUS does not have its VAL flag set.

**Status:** No Fix

### **U80. Debug Status Register (DR6) Breakpoint Condition Detected Flags May be Set Incorrectly**

**Problem:** The Debug Status Register (DR6) may report detection of a spurious breakpoint condition under certain boundary conditions when either:

- A "MOV SS" or "POP SS" instruction is immediately followed by a hardware debugger breakpoint instruction, or
- Any debug register access ("MOV DRx, r32" or "MOV r32, DRx") results in a general-detect exception condition.

**Implication:** Due to this erratum the breakpoint condition detected flags may be set incorrectly.

**Workaround:** None identified.

**Status:** No Fix.

### **U81 A Page Fault May Not be Generated When the PS bit is set to "1" in a PML4E or PDPTE**

**Problem:** On processors supporting Intel® 64 architecture, the PS bit (Page Size, bit 7) is reserved in PML4Es and PDPTEs. If the translation of the linear address of a memory access encounters a PML4E or a PDPTE with PS set to 1, a page fault should occur. Due to this erratum, PS of such an entry is ignored and no page fault will occur due to its being set.

**Implication:** Software may not operate properly if it relies on the processor to deliver page faults when reserved bits are set in paging-structure entries.

**Workaround:** Software should not set bit 7 in any PML4E or PDPTE that has Present Bit (Bit 0) set to "1".

**Status:** No Fix.

## Specification Changes

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**There are no new Specification Changes for this revision.**

The Specification Changes listed in this section apply to the following documents:

1. *64-bit Intel® Xeon® Processor MP with up to 8 MB L3 Cache Datasheet*

All Specification Changes will be incorporated into a future version of the appropriate Intel Xeon processor documentation.

# Specification Clarifications

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**There are no new Specification Clarifications for this revision.**

The Specification Clarifications listed in this section apply to the following documents:

1. IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide (Document Number 253668)
2. IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide (Document Number 253669)
3. *64-bit Intel® Xeon® Processor MP with up to 8 MB L3 Cache Datasheet*

All Specification Clarifications will be incorporated into a future version of the appropriate Intel Xeon processor documentation.

## U1 Specification Clarification with respect to Time-Stamp Counter

In the “Debugging and Performance Monitoring” chapter (Section 15.8, Section 15.10.9 and Section 15.10.9.3) of the *IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide, Volume 3: System Programming Guide*, the Time-Stamp Counter definition has been updated to include support for the future processors. This change will be incorporated in the next revision of the *IA-32 Intel® Architecture Software Developer's Manual, Volume 3B: System Programming Guide, Volume 3: System Programming Guide*.

## 15.8 Time-Stamp Counter

The IA-32 architecture (beginning with the Pentium® processor) defines a time-stamp counter mechanism that can be used to monitor and identify the relative time occurrence of processor events. The counter's architecture includes the following components:

- **TSC flag** — A feature bit that indicates the availability of the time-stamp counter. The counter is available in an IA-32 processor implementation if the function CPUID.1:EDX.TSC[bit 4] = 1.
- **IA32\_TIME\_STAMP\_COUNTER MSR** (called TSC MSR in P6 family and Pentium processors) — The MSR used as the counter.
- **RDTSC instruction** — An instruction used to read the time-stamp counter.
- **TSD flag** — A control register flag is used to enable or disable the time-stamp counter (enabled if CR4.TSD[bit 2] = 1).

The time-stamp counter (as implemented in the P6 family, Pentium, Pentium M, Pentium 4, and Intel® Xeon® processors) is a 64-bit counter that is set to 0 following a RESET of the processor. Following a RESET, the counter will increment even when the processor is halted by the HLT instruction or the external STPCLK# pin. Note that the assertion of the external DPSLP# pin may cause the time-stamp counter to stop.

Members of the processor families increment the time-stamp counter differently:

- For Pentium M processors (family [06H], models [09H, 0DH]); for Pentium 4 processors, Intel Xeon processors (family [0FH], models [00H, 01H, or 02H]); and for P6 family processors: the time-stamp counter increments with every internal processor clock cycle. The internal processor clock cycle is determined by the current core-clock to bus-clock ratio. Intel SpeedStep® technology transitions may also impact the processor clock.

- For Pentium 4 processors, Intel Xeon processors (family [0FH], models [03H and higher]): the time-stamp counter increments at a constant rate. That rate may be set by the maximum core-clock to bus-clock ratio of the processor or may be set by the frequency at which the processor is booted. The specific processor configuration determines the behavior. Constant TSC behavior ensures that the duration of each clock tick is uniform and supports the use of the TSC as a wall clock timer even if the processor core changes frequency. This is the architectural behavior moving forward.

**Note:** To determine average processor clock frequency, Intel recommends the use of Performance Monitoring logic to count processor core clocks over the period of time for which the average is required. See Section 15.10.9 and Appendix A in this manual for more information.

The RDTSC instruction reads the time-stamp counter and is guaranteed to return a monotonically increasing unique value whenever executed, except for a 64-bit counter wraparound. Intel guarantees that the time-stamp counter will not wraparound within 10 years after being reset. The period for counter wrap is longer for Pentium 4, Intel Xeon, P6 family, and Pentium processors.

Normally, the RDTSC instruction can be executed by programs and procedures running at any privilege level and in virtual-8086 mode. The TSD flag allows use of this instruction to be restricted to programs and procedures running at privilege level 0. A secure operating system would set the TSD flag during system initialization to disable user access to the time-stamp counter. An operating system that disables user access to the time-stamp counter should emulate the instruction through a user-accessible programming interface.

The RDTSC instruction is not serializing or ordered with other instructions. It does not necessarily wait until all previous instructions have been executed before reading the counter. Similarly, subsequent instructions may begin execution before the RDTSC instruction operation is performed.

The RDMSR and WRMSR instructions read and write the time-stamp counter, treating the time-stamp counter as an ordinary MSR (address 10H). In the Pentium 4, Intel Xeon, and P6 family processors, all 64-bits of the time-stamp counter are read using RDMSR (just as with RDTSC). When WRMSR is used to write the time-stamp counter on processors before family [0FH], models [03H, 04H]: only the low order 32-bits of the time-stamp counter can be written (the high-order 32 bits are cleared to 0). For family [0FH], models [03H, 04H]: all 64 bits are writeable.

## 15.10.9 Counting Clocks

The count of cycles, also known as clockticks, forms the basis for measuring how long a program takes to execute. Clockticks are also used as part of efficiency ratios like cycles per instruction (CPI). Processor clocks may stop ticking under circumstances like the following:

- The processor is halted when there is nothing for the CPU to do. For example, the processor may halt to save power while the computer is servicing an I/O request. When Hyper-Threading Technology is enabled, both logical processors must be halted for performance-monitoring counters to be powered down.
- The processor is asleep as a result of being halted or because of a power-management scheme. There are different levels of sleep. In the some deep sleep levels, the time-stamp counter stops counting.

There are three ways to count processor clock cycles to monitor performance. These are:

- **Non-halted clockticks** — Measures clock cycles in which the specified logical processor is not halted and is not in any power-saving state. When Hyper-Threading Technology is enabled, these ticks can be measured on a per-logical-processor basis.
- **Non-sleep clockticks** — Measures clock cycles in which the specified physical processor is not in a sleep mode or in a power-saving state. These ticks cannot be measured on a logical-processor basis.

- **Time-stamp counter** — Some processor models permit clock cycles to be measured when the physical processor is not in deep sleep (by using the time-stamp counter and the RDTSC instruction). Note that such ticks cannot be measured on a per-logical-processor basis. See Section 10.8 for detail on processor capabilities.

The first two methods use performance counters and can be set up to cause an interrupt upon overflow (for sampling). They may also be useful where it is easier for a tool to read a performance counter than to use a time stamp counter (the timestamp counter is accessed using the RDTSC instruction).

For applications with a significant amount of I/O, there are two ratios of interest:

- **Non-halted CPI** — Non-halted clockticks/instructions retired measures the CPI for phases where the CPU was being used. This ratio can be measured on a logical-processor basis when Hyper-Threading Technology is enabled.
- **Nominal CPI** — Time-stamp counter ticks/instructions retired measures the CPI over the duration of a program, including those periods when the machine halts while waiting for I/O.

### 15.10.9.3 Incrementing the Time-Stamp Counter

The time-stamp counter increments when the clock signal on the system bus is active and when the sleep pin is not asserted. The counter value can be read with the RDTSC instruction.

The time-stamp counter and the non-sleep clockticks count may not agree in all cases and for all processors. See Section 10.8 for more information on counter operation.

## Documentation Changes

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**Note:** Documentation changes for *IA-32 Intel® Architecture Software Developer's Manual* volumes 1, 2A, 2B, 3A and 3B will be posted in the separate document *IA-32 Intel® Architecture Software Developer's Manual Documentation Changes*. Follow the link below to become familiar with this file.

<http://developer.intel.com/design/pentium4/specupdt/252046.htm>

**There are no new Documentation Changes for this revision.**

The Documentation Changes listed in this section apply to the following documents:

1. *64-bit Intel® Xeon® Processor MP with up to 8 MB L3 Cache Datasheet*

All Documentation Changes will be incorporated into a future version of the appropriate Intel Xeon processor documentation.