

CRAY T90 SERIES MDB INTERFACE REFERENCE

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**PRELIMINARY INFORMATION
DO NOT DISSEMINATE**

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


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This document is a quick reference guide to the options available on the simulator bugger/debugger (MDB). Using the simulator and MDB will help you understand problems customers can encounter, which will help you identify and solve future problems more quickly. Use this document to familiarize yourself with the options available on the MDB interface.

Notational Conventions

While you read this document, keep in mind the following notational conventions:

- Buttons are shown the way they appear in windows: .
- Settings are shown the way they appear in windows:  OR .
- The arrow symbol (->) indicates that you should hold down the MENU mouse button while moving the mouse pointer to an adjoining menu item.
- Courier type indicates a command you *can* enter.
- Courier bold type indicates commands you *should* enter.
- Helvetica type indicates references to text in the MDB interface windows.
- Helvetica bold type indicates menu entries you should choose from the interface; for example, **File -> Load -> Bug** refers to three adjoining menus (refer to illustration at left).



Interface Components

Figure 1 shows the MDB interface base window. The sections following the figure describe, in clockwise order, the components of the interface called out in the illustration.

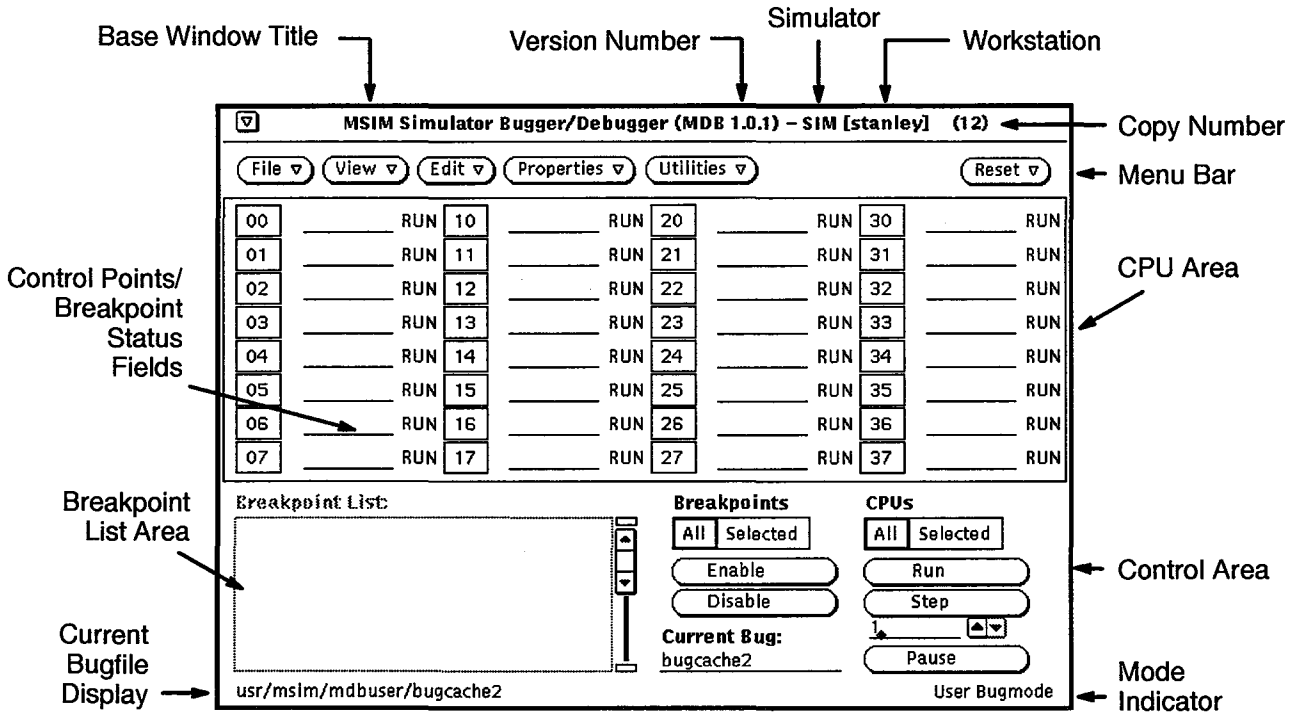


Figure 1. MDB Interface Base Window Components

Base Window Title

The base window title area displays the name of the program: MSIM Simulator Buggger/Debugger (MDB).

Version Number

The version number area indicates which version of the software you are using.

Simulator Indicator

The simulator indicator shows that MDB is running with the simulator (indicated by SIM in Figure 1).

Workstation

The workstation indicator shows the name of the workstation on which MDB is running (indicated by stanley in Figure 1).

Copy Number

The copy number indicates the copy of MDB you are using (indicated by (12) in Figure 1).

Menu Bar

The menu bar contains six menu buttons. Use the commands that appear when you press these buttons to manipulate MDB. Refer to "Menu Button Commands" for more detailed information about the menu button options.

CPU Area

This area shows the total number of CPUs available to the MDB control program. If a CPU does not have its status set to N/A, then it is available. If any CPU or CPUs (00 through 37) appear highlighted in a bold face outline (on a monochrome display) or appear pressed in (on a color display), they are selected.

Control Area

The following controls reside in the control area of the MDB interface base window (Figure 1 shows the location of the control area):

<u>Control</u>	<u>Description</u>
<p><input type="checkbox"/> All <input checked="" type="checkbox"/> Selected (breakpoints)</p>	<p>Determines which breakpoints are affected when you use the <input type="button" value="Enable"/> and <input type="button" value="Disable"/> buttons. The selected breakpoint refers to a breakpoint enclosed in a box in the Breakpoint List scroll box of the base window.</p>
<p><input type="checkbox"/> All <input checked="" type="checkbox"/> Selected (CPUs)</p>	<p>Determines which CPUs are affected when you use the <input type="button" value="Run"/>, <input type="button" value="Step"/>, <input type="button" value="Pause"/>, <input type="button" value="Enable"/>, and <input type="button" value="Disable"/> buttons. If you use <input type="checkbox"/> All CPUs, then all CPUs not marked as N/A are affected by the <input type="button" value="Run"/>, <input type="button" value="Step"/>, and <input type="button" value="Pause"/> buttons; and all CPUs assigned to the currently selected breakpoint are affected by the <input type="button" value="Enable"/> and <input type="button" value="Disable"/> buttons.</p>
<p><input type="button" value="Enable"/></p>	<p>Enables specified breakpoints. One or more CPUs must be selected.</p>
<p><input type="button" value="Disable"/></p>	<p>Disables specified breakpoints.</p>
<p><input type="button" value="Run"/></p>	<p>Runs <input type="checkbox"/> All or <input checked="" type="checkbox"/> Selected CPUs until a breakpoint is reached, until you click on <input type="button" value="Pause"/>, until you click on <input type="button" value="Step"/>, or until the simulated mainframe is master cleared by MME.</p>
<p><input type="button" value="Step"/></p>	<p>Runs step mode on <input type="checkbox"/> All or <input checked="" type="checkbox"/> Selected CPUs. The CPUs in step mode issue the specified number of instructions and then pause (unless a breakpoint is reached).</p>
<p><input type="button" value="Pause"/></p>	<p>Pauses <input type="checkbox"/> All or <input checked="" type="checkbox"/> Selected CPUs. When a CPU pauses, PAU appears to the right of that CPU in the interface.</p>
<p>Current Bug:</p>	<p>Displays the bugfile loaded with the File -> Load -> Bug command.</p>

Mode Indicator

The mode indicator shows the type of mode you are currently using. There are two modes: *auto mode* and *user mode*. The system supplies default settings in automatic mode, or you can specify your own settings in user mode.

Current Bugfile Display

This display shows the bugfile currently in operation.

Breakpoint List Area

This area displays breakpoints you can select and manipulate. The Edit → Set Breakpoint command (described later in this document) brings up the MDB Set Breakpoint window. Selecting the button from this window adds the breakpoint to the breakpoint scroll box in the MDB base window.

Control Points/Breakpoint Status Fields

Breakpoint status fields are to the right of the corresponding CPU numbers in the MDB interface base window. The letters in the breakpoint status fields identify the status of each CPU regarding the currently selected breakpoint:

- B indicates that the breakpoint is currently triggered.
- D indicates that the breakpoint is currently disabled.
- E indicates that the breakpoint is currently enabled.

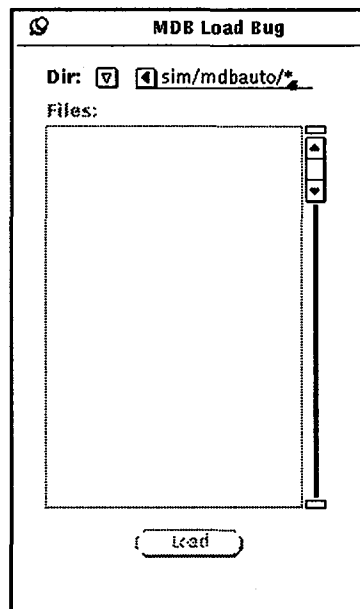
Menu Button Commands

This subsection describes each MDB menu button command available from the menu bar (refer again to Figure 1). Figure 2 (at the end of this document) shows all menu selections possible from the MDB interface base window and provides a page number to which you can refer for more information about each menu selection. Refer to this illustration as you read about each selection.

File -> Load -> Bug

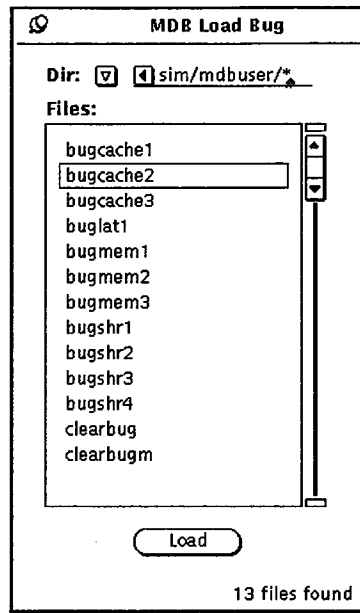


The File -> Load -> Bug command, as shown at left, enables you to load a bugfile. When you choose this command, the following window appears:



Currently, there are no auto bug files.

To choose user bug mode and display user bug files, select Properties -> Bug Mode -> User and then choose the File -> Load -> Bug command. The MDB Load Bug window appears:



Choosing a bug file in the MDB Load Bug window in user bug mode and pressing the button causes that bugfile to appear in one of the MSIM bugmaker windows. Refer to "Utilities -> Bugmaker -> Shared" and "Utilities -> Bugmaker -> Memory" later in this document for more information about the bugmaker utilities.

The currently loaded bug file is shown in the Current Bug: field of the MDB base window.

View → Registers



The View → Registers command, as shown at left, opens the MDB View Registers Setup window, which enables you to verify or modify register parameters.

MDB View Registers Setup

Format:

Byte	Half	Hex
Parcel	Word	

Registers:

Exchange	V0	V4
B Regs	V1	V5
T Regs	V2	V6
Shared	V3	V7

Size:

Small
Medium
Large
X-Large

Font:

Small
Medium
Large
X-Large

CPU: View...

(procedure to be provided)

Clicking on the View... button displays the specified register:

CPU0 Regs

```

CPU 00
P 000000000a A0 000000 000000 000000 000000 S0 000000 000000 000000 000000
PN 000 A1 000000 000000 000000 000000 S1 000000 000000 000000 000000
XA 000000 A2 000000 000000 000000 000000 S2 000000 000000 000000 000000
EX0 000000 A3 000000 000000 000000 000000 S3 000000 000000 000000 000000
EX1 000000 A4 000000 000000 000000 000000 S4 000000 000000 000000 000000
EX2 000000 A5 000000 000000 000000 000000 S5 000000 000000 000000 000000
EX3 000000 A6 000000 000000 000000 000000 S6 000000 000000 000000 000000
EX4 000000 A7 000000 000000 000000 000000 S7 000000 000000 000000 000000

CN 000 VL 000 MODES 00 SCE TRI ESL BDM MM STATS 00 VNU FPS WS BML

IM 000000 IRP IUM IFP IOR IPR FEX IBP ICM IMC IRT IIP IIO IPC IDL IMI FNX IAM
IF 000000 RPE MUE FPE ORE PRE EEX BPI MEC MCU RTI ICP IOI PCI DL MII NEX AMI

LAT0 RWXC 00 RWXD 00 PB 00000000000000 LB 00000000000000 LL 00000000000000
LAT1 RWXC 00 RWXD 00 PB 00000000000000 LB 00000000000000 LL 00000000000000
LAT2 RWXC 00 RWXD 00 PB 00000000000000 LB 00000000000000 LL 00000000000000
LAT3 RWXC 00 RWXD 00 PB 00000000000000 LB 00000000000000 LL 00000000000000
LAT4 RWXC 00 RWXD 00 PB 00000000000000 LB 00000000000000 LL 00000000000000
LAT5 RWXC 00 RWXD 00 PB 00000000000000 LB 00000000000000 LL 00000000000000
LAT6 RWXC 00 RWXD 00 PB 00000000000000 LB 00000000000000 LL 00000000000000
LAT7 RWXC 00 RWXD 00 PB 00000000000000 LB 00000000000000 LL 00000000000000
    
```

View → Channels



The View → Channels command, as shown at left, opens the MDB View Channels Setup window, which enables you to specify or verify channel information.

MDB View Channels Setup

Format:

Byte	Half	Hex
Parcel	Word	

Channel Type:

VHISP
LOSP

Size:

Small
Medium
Large
X-Large

Font:

Small
Medium
Large
X-Large

Channel #: View...

(procedure to be provided)

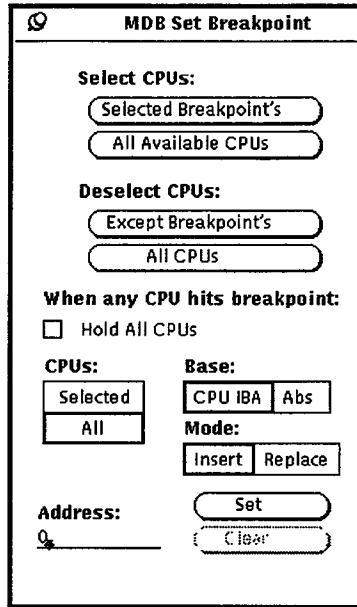
Clicking on the View... button causes a window to appear that displays channel information you specify in the MDB View Channels Setup window. The following illustration shows channel information for LOSP channels:

LOSP Channels																	
ESI 0	EMI-CPU	00	01	02	03	04	05	06	07	10	11	12	13	14	15	16	17
CI 00	IIO-CPU	00	01	02	03	04	05	06	07	10	11	12	13	14	15	16	17
	EMI-CPU	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37
	IIO-CPU	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37
100	CA	0000000000								STAT	0000000000						
	CL	0000000000															
101	CA	0000000000								STAT	0000000000						
	CL	0000000000															
102	CA	0000000000								STAT	0000000000						
	CL	0000000000															
103	CA	0000000000								STAT	0000000000						
	CL	0000000000															
104	CA	0000000000								STAT	0000000000						
	CL	0000000000															
105	CA	0000000000								STAT	0000000000						
	CL	0000000000															
106	CA	0000000000								STAT	0000000000						
	CL	0000000000															
107	CA	0000000000								STAT	0000000000						
	CL	0000000000															

Edit → Set Breakpoint



The Edit → Set Breakpoint command, as shown at left, opens the MDB Set Breakpoint window, which enables you to modify breakpoint parameters.



Follow this procedure to set a breakpoint with this window:

1. Click on the appropriate option under Select CPUs: (or click on the numbered CPU indicators in the base window):

Selected Breakpoint's selects CPUs assigned to the current breakpoint, so you can perform operations on all the CPUs associated with that breakpoint.

All Available CPUs selects all available CPUs if control point tracking is off. It selects only the currently assigned control points (corresponding to MME) if control point tracking is on.

NOTE: If control point tracking is on, the All Available CPUs menu selection means all CPUs assigned to the current MME control point. If control point tracking is off, All Available CPUs means all of the physical CPUs.

- Click on the appropriate option under Deselect CPUs: (or click on the numbered CPU indicators in the base window):

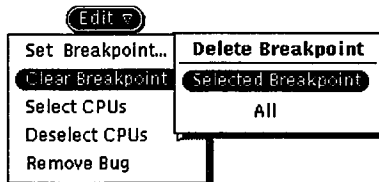
Except Breakpoint's deselects CPUs except for those CPUs with the current breakpoint assigned to them (use this command to choose only the CPUs affected by the breakpoint).

All CPUs deselects all CPUs.

- If you want to hold all CPUs when the breakpoint is reached in any CPU, click on the Hold All CPUs box. To allow other CPUs to keep running when a particular CPU reaches a breakpoint, click on All or Selected CPUs.
- Click on CPU IBA to specify the address relative to the current value in the instruction base address and to have it recalculated after every exchange, or click on Abs (absolute) to use a fixed address in memory.
- Click on Insert to create a new breakpoint, or click on Replace to replace the currently selected breakpoint, including its CPU assignments.
- Click on the address: field and type the value you want.
- Click on to set a breakpoint.
- Click on to clear set breakpoints.

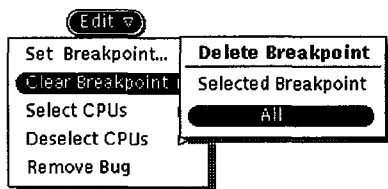
Edit → Clear Breakpoint → Selected Breakpoint

The Edit → Clear Breakpoint → Selected Breakpoint command, as shown at left, enables you to clear breakpoints previously set with the Edit → Set Breakpoint command. Breakpoints in the Breakpoint List: scroll box of the MDB base window are cleared. Unless a breakpoint has been set, this menu selection appears gray in the menu and is not functional.



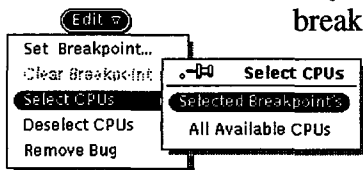
Edit → Clear Breakpoint → All

The Edit → Clear Breakpoint → All command, as shown at left, enables you to clear breakpoints previously set with the Edit → Set Breakpoint command. Breakpoints in the Breakpoint List: scroll box of the MDB base window are cleared. Unless a breakpoint has been set, this menu selection appears gray in the menu and is not functional.



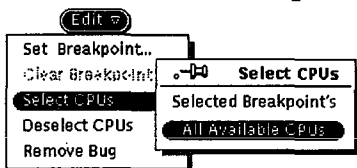
Edit → Select CPUs → Selected Breakpoint's

The Edit → Selected CPUs → Select Breakpoint's command, as shown at left, enables you to select those CPUs assigned to the current breakpoint, so you can perform operations on all the CPUs associated with that breakpoint.



Edit → Select CPUs → All Available CPUs

The Edit → Select CPUs → All Available CPUs command, as shown at left, selects all available CPUs if control point tracking is off. It selects only the currently assigned control points (corresponding to MME) if control point tracking is on.

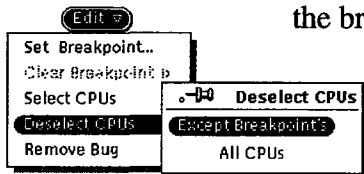


CPUS can also be selected individually by clicking on the appropriate number in the CPU area of the base window (refer to Figure 1).

NOTE: If control point tracking is on, the All Available CPUs menu selection means all CPUs assigned to the current MME control point. If control point tracking is off, All Available CPUs means all of the physical CPUs.

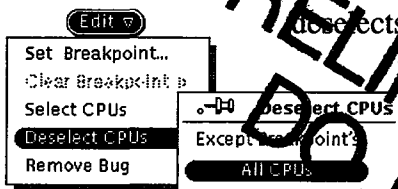
Edit → Deselect CPUs → Except Breakpoint's

The Edit → Deselect CPUs → Except Breakpoint's command, as shown at left, deselects CPUs except for those CPUs with the current breakpoint assigned to them (use this command to choose only the CPUs affected by the breakpoint).



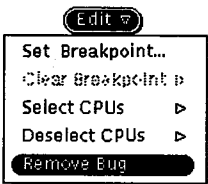
Edit → Deselect CPUs → All CPUs

The Edit → Deselect CPUs → All CPUs command, as shown at left, deselects all CPUs.



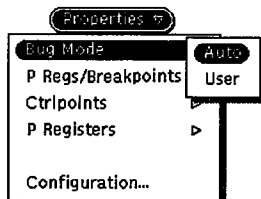
Edit → Remove Bug

The Edit → Remove Bug command removes the bug file, which is then confirmed by a Nobug message in the Current Bug field of the base window.



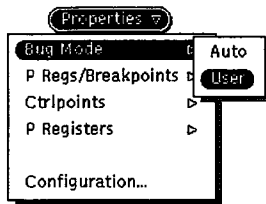
Properties → Bug Mode → Auto

The Properties → Bug Mode → Auto command, as shown at left, selects automatic bug mode. The currently operating bug mode is displayed by the mode indicator in the MDB interface base window (refer again to Figure 1). *This command is not yet implemented.*



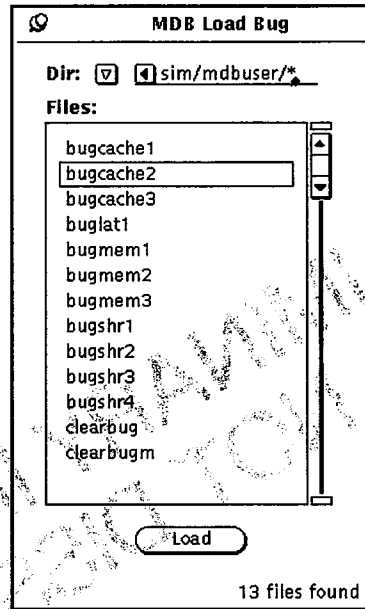
PRELIMINARY INFORMATION
DO NOT DISSEMINATE

Properties → Bug Mode → User



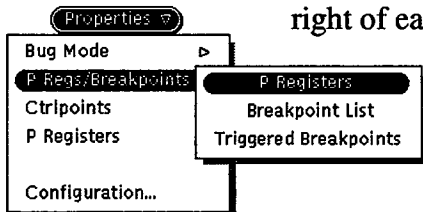
The Properties → Bugmode → User command, as shown at left, selects user bug mode. The currently operating bug mode is displayed by the mode indicator in the MDB interface base window (refer again to Figure 1).

After choosing user bug mode, you can display user bug files by selecting the File → Load → Bug command. The MDB Load Bug window appears:



Choosing a bug file in the MDB Load Bug window (in user mode) and pressing the button causes that bugfile to appear in one of the MSIM bugmaker windows. Refer to “Utilities → Bugmaker → Shared” and “Utilities → Bugmaker → Memory” later in this document for more information about the bugmaker utilities.

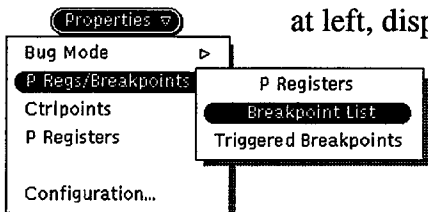
Properties → P Regs/Breakpoints → P Registers



The Properties → P Regs/Breakpoints → P Registers command, as shown at left, enables you to display P registers. P register addresses appear to the right of each CPU number in the base window.

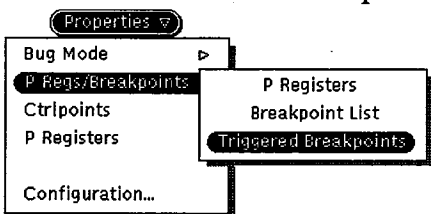
Properties → P Regs/Breakpoints → Breakpoint List

The Properties → P Regs/Breakpoints → Breakpoint List command, as shown at left, displays breakpoint addresses at each selected control point.



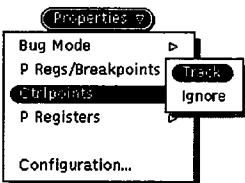
Properties → P Regs/Breakpoints → Triggered Breakpoints

The Properties → P Regs/Breakpoints → Triggered Breakpoints command, as shown at left, displays P register values for all CPUs that have reached a breakpoint.



Properties → Ctrlpoints → Track

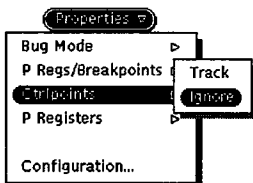
The Properties → Ctrlpoints → Track command, as shown at left, enables you to track control points while you manipulate CPUs and breakpoints.



N/A appears to the right of each CPU that is not assigned to the current control point in MME.

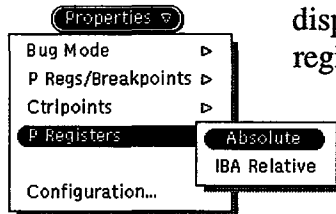
Properties → Ctrlpoints → Ignore

The Properties → Ctrlpoints → Ignore command, as shown at left, enables you to ignore control-point tracking. All CPUs become available for manipulation by MDB regardless of CPU assignments to MME control points.



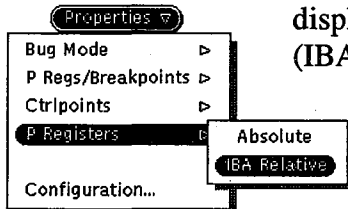
Properties → P Registers → Absolute

The Properties → P Registers → Absolute command, as shown at left, displays the memory locations from program address registers (P registers) in absolute format.



Properties → P Registers → IBA Relative

The Properties → P Registers → IBA Relative command, as shown at left, displays the memory locations from P registers in instruction base address (IBA) format.



Properties → Configuration



The Properties → Configuration command, as shown at left, opens the MSIM Configuration window, which enables you to view and edit MSIM configuration parameters.

MSIM Configuration(YMP-T32)

Memory Size: 512 KWords SSD Type:

SSD Size: 256 KWords Dir: /usr/tmp

Control Point Tuning CPU Synchronization Instruction Buffers

Cache Lats Max CPUs:

Compute Factor

500 1 1000

I/O Factor

1 1 1000

00	04	10	14	20	24	30	34
01	05	11	15	21	25	31	35
02	06	12	16	22	26	32	36
03	07	13	17	23	27	33	37

LOSP Loopback


LOSP Channels →

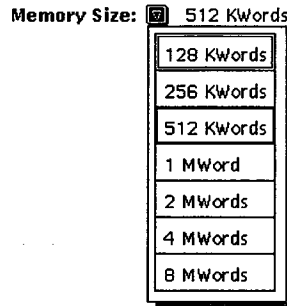
100 <= 101 104 <= 105 110 <= 111 114 <= 115

102 <= 103 106 <= 107 112 <= 113 116 <= 117

NOTE: The MSIM Configuration window opens automatically when you start MDB. You can either use the default configuration, or you can configure MSIM yourself.


Use the following procedure to manipulate the information in this window:

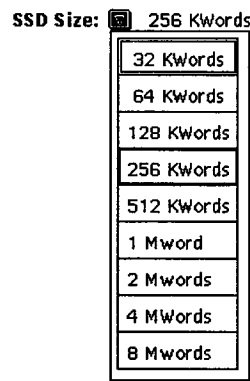
1. Use the MENU mouse button to select the appropriate memory size from the Memory Size  button. The following window appears showing your options:



2. Click on the appropriate setting from the SSD Type: selection area to specify the type of simulated SSD created for running SSD diagnostic programs.

Click on to use the MWS-E memory. Click on File to use a file on the hard disk. Triple click on the Dir: field and type the name of the directory you want to use.

3. Choose the appropriate SSD size from the SSD Size  button. The following window appears showing your options.



4. Control point tuning. *This control is not implemented yet.*

5. Click on the appropriate setting from the CPU Synchronization area:

Sync *Information to be provided.*

Async *Information to be provided.*

Auto *Information to be provided.*

6. Click on the appropriate setting from the Instruction Buffers area:

On enables instruction buffers in the simulator.

Off disables instruction buffers in the simulator.

Auto *Information to be provided.*

7. Click on the appropriate setting from the Cache area:

On enables cache in the simulator.

Off disables cache in the simulator.

8. Click on the appropriate setting from the Lats area:

On enables lats in the simulator for lat testing.

Off disables lats in the simulator for lat testing.

9. Specify the compute factor by either entering the value you want into the Compute Factor field or by dragging the slider to the value you want. Click on the 1X , 10X , 100X , 1000X or Auto compute factor by which you want to multiply the value in the Compute Factor field.

The compute factor specifies the number of instructions the simulator performs before MME and MDB are updated. The higher the compute factor, the higher the pass counts. The lower the compute factor, the more often MME and MDB are updated with data.

10. Specify the I/O factor either by entering the value you want into the I/O Factor field or by dragging the slider to the value you want. Click on the 1X , 10X , 100X , 1000X or Auto I/O factor by which you want to multiply the value in the I/O Factor field.

The I/O factor determines the speed at which the simulator updates channel activity. The higher the specified number, the faster channel activity is updated.

11. Click on a LOSP Loopback selection to specify the low-speed channel number you want to configure:

100-117 selects LOSP channels 100 through 117.

120-137 selects LOSP channels 120 through 137.

140-157 selects LOSP channels 140 through 157.

160-177 selects LOSP channels 160 through 177.

60-67 selects LOSP channels 60 through 67.

12. Specify the channel connectors by choosing the connector number from the next to each channel indicator:

104 <-	<input type="checkbox"/>		
106 <-	<input type="checkbox"/>	101	107
		103	111
		105	113
		115	117

13. Choose the maximum number of CPUs from the Max CPUs button:

Max CPUs: 32

1
2
4
8
16
32

If you click on an individual CPU under Max CPUs:, you configure the CPU. If you deselect a CPU under Max CPUs:, you remove the CPU from the configuration. You can click on in the MDB base window to check the installed CPUs for the configuration you just created.

14. To apply your changes to the MSIM configuration, click on the button.

- To cancel your changes and return the window to its original settings, click on the **Reset** button.

Utilities → Bugmaker → Shared



The Utilities → Bugmaker → Shared command, as shown at left, enables you to create shared register bugs. User bug mode must be operating (refer to “Properties → Bug Mode → User” earlier in this document). When you select this command, the MSIM Bugmaker (Shared Registers) window appears.

MSIM Bugmaker (Shared Registers)

Bug Dir:
 Bug File: Note: In the MSIM cfg window select Sync and Apply before selecting WS and DL bugs
 Cluster Number:
 Register Number:

Intermittent Percentage: 0 100

WS - Wait on Semaphore
DL - Dead Lock

Select cpu/cpus to bug:
Max CPUs:

User Defined Bugged Bits Format:

<input type="button" value="Byte"/>	<input type="button" value="Parcel"/>	<input type="button" value="Halfword"/>	<input type="button" value="Word"/>
-------------------------------------	---------------------------------------	---	-------------------------------------

User Defined Bugged Bits:

00	04	08	12	16	20	24	28	32	36
01	05	09	13	17	21	25	29	33	37
02	06	10	14	18	22	26	30	34	38
03	07	11	15	19	23	27	31	35	39

Follow this procedure to manipulate the information in this window to create a shared register bug: *(complete procedure to be provided)*

- To apply your changes to the bugmaker window, click on the **Apply** button.
- The **Apply & Save** button adds a bug file to the MDB Load Bug window.
- The **Delete** removes a bug file from the MDB Load Bug window.
- To cancel your changes and return the window to its original settings, click on the **Reset** button.

Utilities → Bugmaker → Memory



The Utilities → Bugmaker → Memory command, as shown at left, enables you to create memory bugs. User bug mode must be operating (refer to “Properties → Bug Mode → User” earlier in this document. When you select this command, the MSIM Bugmaker (Memory) window appears.

MSIM Bugmaker (Memory)

Bug Dir:
Bug File:
Starting Address:

Dma Bug
Block Length:

Register Number:
Lat Bug
Intermittent Percentage:

Bugged Address Bits: **Force Mbe**
Max CPUs:

User Defined Bugged Bits Format:

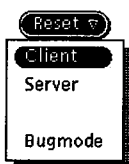
User Defined Bugged Bits:

00	04	10	14	20	24	30	34
01	05	11	15	21	25	31	35
02	06	12	16	22	26	32	36
03	07	13	17	23	27	33	37

Follow this procedure to manipulate the information in this window to create a memory bug: *(complete procedure to be provided)*

1. To apply your changes to the bugmaker window, click on the button.
2. The button adds a bug file to the MDB Load Bug window.
3. The removes a bug file from the MDB Load Bug window.
4. To cancel your changes and return the window to its original settings, click on the button.

Reset → Client



The **Reset → Client** command, as shown at left, resets the client portion of the MDB application.

Reset → Server



The **Reset → Server** command, as shown at left, resets the server portion of the MDB application.

Reset → Bugmode



The **Reset → Bugmode** command, as shown at left, resets bug mode if you find an error from which your session cannot recover. Any CPUs and breakpoints you selected or bugs you loaded are not lost.

1. [Illegible]
2. [Illegible]
3. [Illegible]

[Illegible]

[Illegible]

[Illegible]

[Illegible]

[Illegible]

[Illegible]

[Illegible]

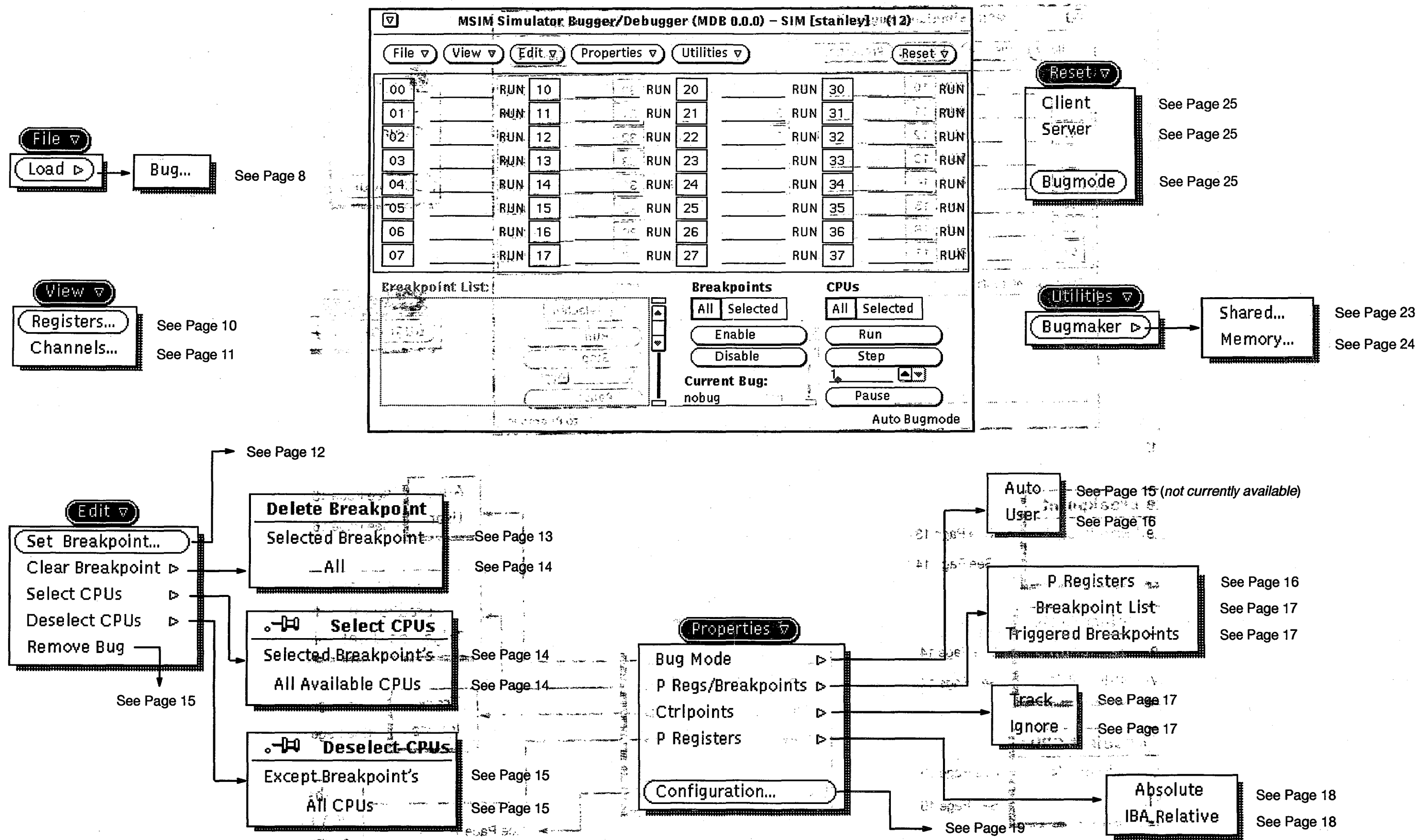


Figure 2. Quick Menu Guide

Reader Comment Form

Title: **CRAY T90 Series**
MDB Interface Reference

Number: **HDM-xxx-0**

Your feedback on this publication will help us provide better documentation in the future. Please take a moment to answer the few questions below.

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Completeness (Check one)

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