

# Intel® Open Source HD Graphics Programmers' Reference Manual (PRM)

## **Volume 14: Observability Performance Counters**

For the 2014-2015 Intel Atom™ Processors, Celeron™ Processors and Pentium™ Processors based on the "Cherry Trail/Braswell" Platform  
(Cherryview/Braswell graphics)

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## Trace

This section contains the following contents:

- Performance Visibility

## Performance Visibility

### Motivation For Hardware-Assisted Performance Visibility

As the focus on GFX performance and programmability has increased over time, the need for hardware (HW) support to rapidly identify bottlenecks in HW and efficiently tune the work sent to same has become correspondingly important. This part of the PRM describes the HW support for Performance Visibility.

### HW Support

This section contains various reporting counters and registers for hardware support for Performance Visibility.

### Performance Counter Registers

**The following Performance Statistics registers must be part of the power context:**

**OAPERF\_A0 - Aggregate Perf Counter A0**

**OAPERF\_A0\_UPPER - Aggregate Perf Counter A0 Upper DWord**

**OAPERF\_A1 - Aggregate Perf Counter A1**

**OAPERF\_A1\_UPPER - Aggregate Perf Counter A1 Upper DWord**

**OAPERF\_A2 - Aggregate Perf Counter 2**

**OAPERF\_A2\_UPPER - Aggregate Perf Counter A2 Upper DWord**

**OAPERF\_A3 - Aggregate Perf Counter A3**

**OAPERF\_A3\_UPPER - Aggregate Perf Counter A3 Upper DWord**

**OAPERF\_A4 - Aggregate Perf Counter A4**

**OAPERF\_A4\_UPPER - Aggregate Perf Counter A4 Upper DWord**

**OAPERF\_A5 - Aggregate Perf Counter A5**

**OAPERF\_A5\_UPPER - Aggregate Perf Counter A5 Upper DWord**

**OAPERF\_A6 - Aggregate Perf Counter A6**

**OAPERF\_A6\_UPPER - Aggregate Perf Counter A6 Upper DWord**

**OAPERF\_A7 - Aggregate Perf Counter A7**

**OAPERF\_A8 - Aggregate Perf Counter A8**

**OAPERF\_A8\_UPPER - Aggregate Perf Counter A8 Upper DWord**

**OAPERF\_A9 - Aggregate Perf Counter A9**

**OAPERF\_A9\_UPPER - Aggregate Perf Counter A9 Upper DWord**  
**OAPERF\_A10 - Aggregate Perf Counter A10**  
**OAPERF\_A10\_UPPER - Aggregate Perf Counter A10 Upper DWord**  
**OAPERF\_A11 - Aggregate Perf Counter A11**  
**OAPERF\_A11\_UPPER - Aggregate Perf Counter A11 Upper DWord**  
**OAPERF\_A12 - Aggregate Perf Counter A12**  
**OAPERF\_A12\_UPPER - Aggregate Perf Counter A12 Upper DWord**  
**OAPERF\_A13 - Aggregate Perf Counter A13**  
**OAPERF\_A13\_UPPER - Aggregate Perf Counter A13 Upper DWord**  
**OAPERF\_A14 - Aggregate Perf Counter A14**  
**OAPERF\_A14\_UPPER - Aggregate Perf Counter A14 Upper DWord**  
**OAPERF\_A15 - Aggregate Perf Counter A15**  
**OAPERF\_A15\_UPPER - Aggregate Perf Counter A15 Upper DWord**  
**OAPERF\_A16 - Aggregate Perf Counter A16**  
**OAPERF\_A16\_UPPER - Aggregate Perf Counter A16 Upper DWord**  
**OAPERF\_A17 - Aggregate Perf Counter A17**  
**OAPERF\_A17\_UPPER - Aggregate Perf Counter A17 Upper DWord**  
**OAPERF\_A18 - Aggregate Perf Counter A18**  
**OAPERF\_A18\_UPPER - Aggregate Perf Counter A18 Upper DWord**  
**OAPERF\_A19 - Aggregate Perf Counter A19**  
**OAPERF\_A19\_UPPER - Aggregate Perf Counter A19 Upper DWord**  
**OAPERF\_A20 - Aggregate Perf Counter A20**  
**OAPERF\_A20\_UPPER - Aggregate Perf Counter A20 Upper DWord**  
**OAPERF\_A21 - Aggregate Perf Counter A21**  
**OAPERF\_A21\_UPPER - Aggregate Perf Counter A21 Upper DWord**  
**OAPERF\_A22 - Aggregate Perf Counter A22**  
**OAPERF\_A22\_UPPER - Aggregate Perf Counter A22 Upper DWord**  
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**OAPERF\_A24 - Aggregate Perf Counter A24**  
**OAPERF\_A24\_UPPER - Aggregate Perf Counter A24 Upper DWord**  
**OAPERF\_A25 - Aggregate Perf Counter A25**  
**OAPERF\_A25\_UPPER - Aggregate Perf Counter A25 Upper DWord**  
**OAPERF\_A26 - Aggregate Perf Counter A26**

**OAPERF\_A26\_UPPER - Aggregate Perf Counter A26 Upper DWord**

**OAPERF\_A27 - Aggregate Perf Counter A27**

**OAPERF\_A27\_UPPER - Aggregate Perf Counter A27 Upper DWord**

**OAPERF\_A28 - Aggregate Perf Counter A28**

**OAPERF\_A28\_UPPER - Aggregate Perf Counter A28 Upper DWord**

**OAPERF\_A29 - Aggregate Perf Counter A29**

**OAPERF\_A29\_UPPER - Aggregate Perf Counter A29 Upper DWord**

**OAPERF\_A30 - Aggregate Perf Counter A30**

**OAPERF\_A30\_UPPER - Aggregate Perf Counter A30 Upper DWord**

**OAPERF\_A31 - Aggregate\_Perf\_Counter\_A31**

**OAPERF\_A31\_UPPER - Aggregate Perf Counter A31 Upper DWord**

**OAPERF\_A32 - Aggregate\_Perf\_Counter\_A32**

**OAPERF\_A33 - Aggregate\_Perf\_Counter\_A33**

**OAPERF\_A34 - Aggregate\_Perf\_Counter\_A34**

**OAPERF\_A35 - Aggregate\_Perf\_Counter\_A35**

**OAPERF\_B0 - Boolean\_Counter\_B0**

**OAPERF\_B1 - Boolean\_Counter\_B1**

**OAPERF\_B2 - Boolean\_Counter\_B2**

**OAPERF\_B3 - Boolean\_Counter\_B3**

**OAPERF\_B4 - Boolean\_Counter\_B4**

**OAPERF\_B5 - Boolean\_Counter\_B5**

**OAPERF\_B6 - Boolean\_Counter\_B6**

**OAPERF\_B7 - Boolean\_Counter\_B7**





## MI\_REPORT\_PERF\_COUNT

### MI\_REPORT\_PERF\_Count

### Aggregating Counters

The table below described the desired high-level functionality from each of the aggregating counters.

Note that there is no counter of 2x2s sent to pixel shader, this is based on the assumption that the pixel shader invocation pipeline statistics counter increments for partially lit 2x2s as well and hence does not require a duplicate performance counter.

Counter #	Event	Description
A0	Render Engine Busy	Render engine is not idle.  GPU Busy aggregate counter doesn't increment under the following conditions: <ol style="list-style-type: none"> <li>1. Context Switch in Progress.</li> <li>2. GPU stalled on executing MI_WAIT_FOR_EVENT.</li> <li>3. GPU stalled on execution MI_SEMAPHORE_MBOX.</li> <li>4. RCS idle but other parts of GPU active (e.g. only media engines active)</li> </ol>
A1	# of Vertex Shader Threads Dispatched	Count of VS threads dispatched to EUs
A2	# of Hull Shader Threads Dispatched	Count of HS threads dispatched to EUs
A3	# of Domain Shader Threads Dispatched	Count of DS threads dispatched to EUs
A4	# of GPGPU Threads Dispatched	Count of GPGPU threads dispatched to EUs
A5	# of Geometry Shader Threads Dispatched	Count of GS threads dispatched to EUs
A6	# of Pixel Shader Threads Dispatched	Count of PS threads dispatched to EUs
A7	Aggregating EU counter 0	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A8	Aggregating EU counter 1	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A9	Aggregating EU counter 2	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A10	Aggregating EU counter 3	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A11	Aggregating EU counter 4	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)

Counter #	Event	Description
A12	Aggregating EU counter 5	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A13	Aggregating EU counter 6	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A14	Aggregating EU counter 7	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A15	Aggregating EU counter 8	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A16	Aggregating EU counter 9	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A17	Aggregating EU counter 10	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A18	Aggregating EU counter 11	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A19	Aggregating EU counter 12	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A20	Aggregating EU counter 13	User-defined (details in <a href="#">Flexible EU Event Counters</a> section)
A21	2x2s Rasterized	Count of the number of samples of 2x2 pixel blocks generated from the input geometry before any pixel-level tests have been applied. (Please note that 2x2s may be in terms of pixels or in terms of samples depending on project but are consistent between A21-A27.)
A22	2x2s Failing Fast pre-PS Tests	Count of the number of samples failing fast "early" (i.e. before pixel shader execution) tests (counted at 2x2 granularity). (Please note that 2x2s may be in terms of pixels or in terms of samples depending on project but are consistent between A21-A27.)
A23	2x2s Failing Slow pre-PS Tests	Count of the number of samples of failing slow "early" (i.e. before pixel shader execution) tests (counted at 2x2 granularity). (Please note that 2x2s may be in terms of pixels or in terms of samples depending on project but are consistent between A21-A27.) If a 2x2 sample partially fails the Z/STC test (i.e. some pixels fail and some pixels pass), the OA slow fail counter value will be incorrect.
A24	2x2s Killed in PS	<p>Number of samples entirely killed in the pixel shader as a result of explicit instructions in the kernel (counted in 2x2 granularity). (Please note that 2x2s may be in terms of pixels or in terms of samples depending on project but are consistent between A21-A27.)</p> <p>Behavior of this counter changes when MSAA is enabled based on PS dispatch mode (per-sample versus per-pixel). This leads to discrepancies in how A24/A25 increment versus how A21-A23 and A26/A27 increment when both MSAA and per-pixel PS dispatch are enabled.</p> <p>Counter may be inaccurate when pixel shader outputs output mask (e.g. DX11 oMask declaration)</p>

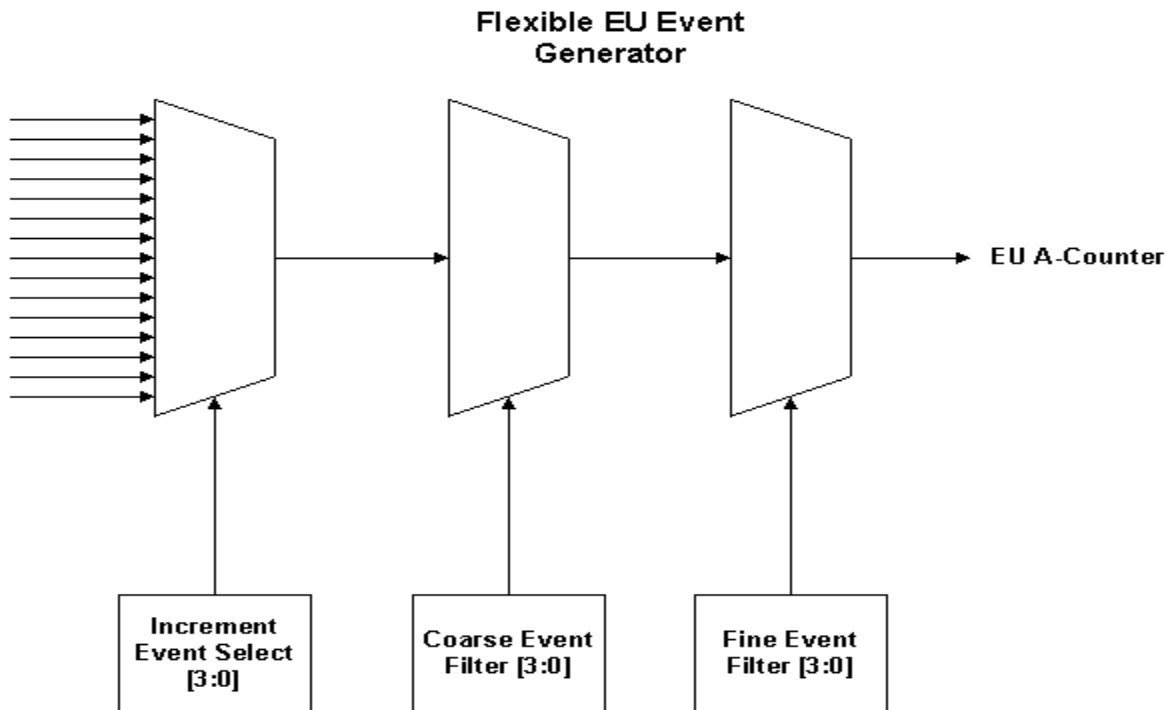
Counter #	Event	Description
A25	2x2s Failing post-PS Tests	Number of samples that entirely fail "late" tests (i.e. tests that can only be performed after pixel shader execution). Counted at 2x2 granularity. (Please note that 2x2s may be in terms of pixels or in terms of samples depending on project but are consistent between A21-A27.) Counter may be inaccurate when pixel shader is allowed to modify output mask (e.g. DX11 oMask declaration) Behavior of this counter changes when MSAA is enabled based on PS dispatch mode (per-sample versus per-pixel). This leads to discrepancies in how A24/A25 increment versus how A21-A23 and A26/A27 increment when both MSAA and per-pixel PS dispatch are enabled.
A26	2x2s Written To Render Target	Number of samples that are written to render target.(counted at 2x2 granularity). MRT case will report multiple writes per 2x2 processed by the pixel shader. (Please note that 2x2s may be in terms of pixels or in terms of samples depending on project but are consistent between A21-A27.)
A27	Blended 2x2s Written to Render Target	Number of samples of blendable that are written to render target.(counted at 2x2 granularity). MRT case will report multiple writes per 2x2 processed by the pixel shader. (Please note that 2x2s may be in terms of pixels or in terms of samples depending on project but are consistent between A21-A27.)
A28	2x2s Requested from Sampler	Aggregated total 2x2 texel blocks requested from all EUs to all instances of sampler logic.
A29	Sampler L1 Misses	Aggregated misses from all sampler L1 caches. Please note that the number of L1 accesses varies with requested filtering mode and in other implementation specific ways. Hence it is not possible in general to draw a direct relationship between A28 and A29. However, a high number of sampler L1 misses relative to texel 2x2s requested frequently degrades sampler performance.
A30	SLM Reads	Total read requests from an EU to SLM (including reads generated by atomic operations).
A31	SLM Writes	Total write requests from an EU to SLM (including writes generated by atomic operations).
A32	Other Shader Memory Accesses	Reserved, can generate per HDC version by looking at (hdc_cput == 1) && (hdc_dest[2:0] == 0b000    hdc_dest[2:0] == 0b010).
A32	Other Shader Memory Accesses	Aggregated total requests from all EUs to memory surfaces other than render target or texture surfaces (e.g. shader constants).
A34	Atomic Accesses	Aggregated total atomic accesses from all EUs. This counter increments on atomic accesses to both SLM and URB.
A35	Barrier Messages	Aggregated total completed barriers (one per barrier).
A35	Barrier Messages	Aggregated total kernel barrier messages from all Eus (one per thread in barrier).

## Flexible EU Event Counters

Since EU performance events are most interesting in many cases when aggregated across all EUs and many interesting EU performance events are limited to certain APIs (e.g. hull shader kernel stats only applicable when running a DX11+ workload), CHV, BSW adds some additional flexibility to the aggregated counters coming from the EU array.

The following block diagram shows the high-level flow that generates each flexible EU event.

Note that no support is provided for differences between flexible EU event programming between EUs because the resulting output from each EU is eventually merged into a single OA counter anyway.



## Supported Increment Events

Increment Event	Encoding	Notes
EU FPU0 Pipeline Active	0b0000	Signal that is high on every EU clock where the EU FPU0 pipeline is actively executing a Gen ISA instruction.
		Please note that FPU0 in this EU is the closest match to previous Gen EU's FPU pipe.
EU FPU1 Pipeline Active	0b0001	Signal that is high on every EU clock where the EU FPU1 pipeline is actively executing a Gen ISA instruction.
		Please note that FPU1 in this EU is the closest match to previous Gen EU's EM pipe.
EU SEND Pipeline Active	0b0010	Signal that is high on every EU clock where the EU send pipeline is actively executing a Gen ISA instruction. Only fine event filters 0b0000,0b0101, 0b0110, 0b0111, 0b1000, 0b1001, and 0b1010 are supported with this increment event.
EU FPU0 & FPU1 Pipelines Concurrently Active	0b0011	Signal that is high on every EU clock where the EU FPU0 and FPU1 pipelines are both actively executing a Gen ISA instruction. Only coarse event filters 0b0000, 0b0111, and 0b1000 are supported with this increment event. Only fine event filters 0b0000, 0b0111, 0b1000, 0b1001, and 0b1010 are supported with this increment event.
Some EU Pipeline Active	0b0100	Signal that is high on every EU clock where at least one EU pipeline is actively executing a Gen ISA instruction. Only coarse event filters 0b0000, 0b0111, and 0b1000 are supported with this increment event. Only fine event filters 0b0000,0b0101, 0b0110, 0b0111, 0b1000, 0b1001, and 0b1010 are supported with this increment event.
At Least 1 Thread Loaded But No EU Pipeline Active	0b0101	Signal that is high on every EU clock where at least one thread is loaded but no EU pipeline is actively executing a Gen ISA instruction. Only coarse event filters 0b0000, 0b0111, and 0b1000 are supported with this increment event. Only fine event filters 0b0000, 0b0111, 0b1000, 0b1001, and 0b1010 are supported with this increment event.
Threads loaded integrator == max threads for current HW SKU	0b1000	Implies an accumulator which increases every EU clock by the number of loaded threads, signal pulses high for one clock when the accumulator exceeds a multiple of the number of thread slots (e.g. for a 8-thread EU, signal pulses high every clock where the increment causes a 3-bit accumulator to overflow). Only coarse event filters 0b0000, 0b0111, and 0b1000 are supported with this increment event. Only fine event filters 0b0000, 0b0111, 0b1000, 0b1001, and 0b1010 are supported with this increment event.

### Supported Coarse Event Filters

Coarse Event Filter	Encoding	Notes
No mask	0b0000	Never masks increment event.
Currently executing thread came from VS	0b0001	Masks increment event unless the FFID which dispatched the currently executing thread equals FFID of VS.
Currently executing thread came from HS	0b0010	Masks increment event unless the FFID which dispatched the currently executing thread equals FFID of HS.
Currently executing thread came from DS	0b0011	Masks increment event unless the FFID which dispatched the currently executing thread equals FFID of DS.
Currently executing thread came from GS	0b0100	Masks increment event unless the FFID which dispatched the currently executing thread equals FFID of GS.
Currently executing thread came from PS	0b0101	Masks increment event unless the FFID which dispatched the currently executing thread equals FFID of PS.
Currently executing thread came from TS	0b0110	Masks increment event unless the FFID which dispatched the currently executing thread equals FFID of TS.
Row = 0	0b0111	Masks increment event unless the row ID for this EU is 0 (control register is in TDL so only have to check within quarter-slice).
Row = 1	0b1000	Masks increment event unless the row ID for this EU is 1 (control register is in TDL so only have to check within quarter-slice).

## Fine Event Filters

Fine Event Filter	Encoding	Notes
None	0b0000	Never mask increment event.
Cycles where hybrid instructions are being executed	0b0001	Masks increment event unless the instruction(s) being executed on the pipeline(s) selected by the increment event are hybrid instructions.
		Filter behaves unreliably when shader ISA uses 64-bit immediate values.
Cycles where ternary instructions are being executed	0b0010	Masks increment event unless the instruction(s) being executed on the pipeline(s) selected by the increment event are ternary instructions.
Cycles where binary instructions are being executed	0b0011	Masks increment event unless the instruction(s) being executed on the pipeline(s) selected by the increment event are binary instructions.
Cycles where mov instructions are being executed	0b0100	Masks increment event unless the instruction(s) being executed on the pipeline(s) selected by the increment event are mov instructions.
Cycles where sends start being executed	0b0101	Masks increment event unless the instruction(s) being executed on the pipeline(s) selected by the increment event are send start of dispatch. Note that if this fine event filter is used in combination with increment events not related to the EU send pipeline (e.g. FPU0 active), the associated flexible event counter will increment in an implementation-specific manner.
EU# = 0b00	0b0111	Masks increment event unless the EU number for this EU is 0b00.
EU# = 0b01	0b1000	Masks increment event unless the EU number for this EU is 0b01.
EU# = 0b10	0b1001	Masks increment event unless the EU number for this EU is 0b10.
EU# = 0b11	0b1010	Masks increment event unless the EU number for this EU is 0b11.