

presented by



Innovation at the **CORE**



Debug Methodology Under UEFI

UEFI Fall Plugfest – October 24-27, 2011

Presented by Jack Wang

Phoenix Technologies

Agenda



- Comparing Debug Options
 - UEFI vs Legacy BIOS Debug
- Problems to Solve
- Design Considerations
- Typical Design
- Example Solution
- Q & A



Comparing Debug Options



*Software
Solution*

*Hardware
Solution (ICE)*

Interface	Simple	Complicated
Capability	Limited	Strong
Availability	Platform Independent	Platform Dependent
Cost	Low	Extremely High
Connection	Universal	Limited

UEFI vs Legacy BIOS Debug



*Nowadays
(UEFI)*

*Prior Art
(Legacy BIOS)*

Language	C Base	Assembly Base
Debugging	Source Level	Symbolic
Status Output	Message Driven	POST Code Driven
Status Interface	ReportStatusCode Device (e.g. Port 80+81)	Port 80
Debug Interface	USB/I2C/SPI/Wireless	Serial/Parallel/PCI Slot

Problems to Solve



- Legacy Debug Interfaces Are Going Away
 - Serial Port, Parallel Port, PCI Slot, etc.
- Board Design Issues
 - Lack of J-TAG/XDP/USB 2.0 Debug Port
- Reliability
 - Complicated Data Communication
- Conflict
 - Debug Interface Not Always Available

Device Considerations



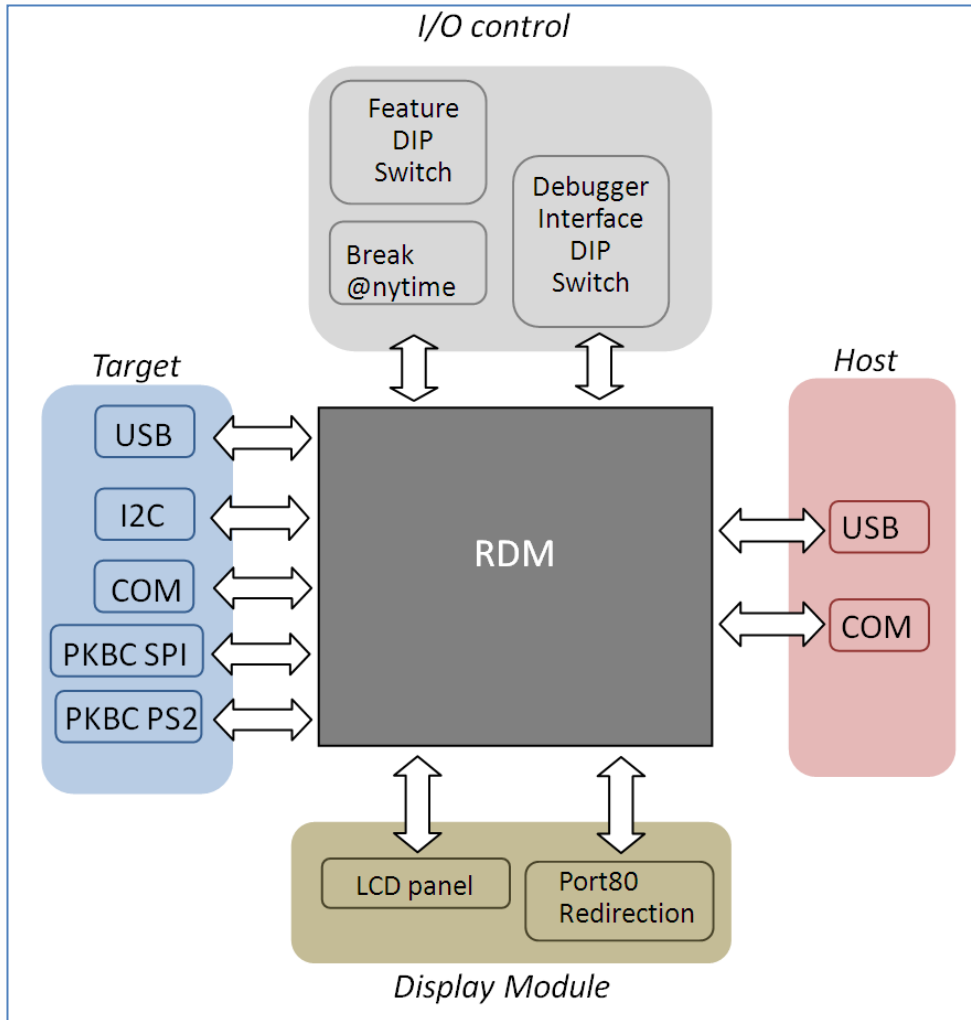
- Cross-Platform (Intel/AMD/ARM...)
- Multiple Connection Methods
- Usability
 - POST Time & Runtime
 - Use in R&D or After Market
 - Use on CRB or Production Hardware
- Status Reporting
 - I/O Port 80/81 (Checkpoints)
 - Debug Messages (Log)

Feature Consideration



- Multiple Phase Support
 - PEI/DXE/SMM/CSM/Runtime
 - Selectable Debug Phase (PEI/DXE/SMM/CSM)
- Pre-RAM Debugging
- Convenience
 - Automatic Source Level Detection
 - Debug Mode Auto-Enabling
 - Debug Interface Auto-Detection
 - Debug Driver Auto-Download
 - Debug/Release Build Override
- Target-Defined Debug Features

Typical Design (Phoenix PDD)



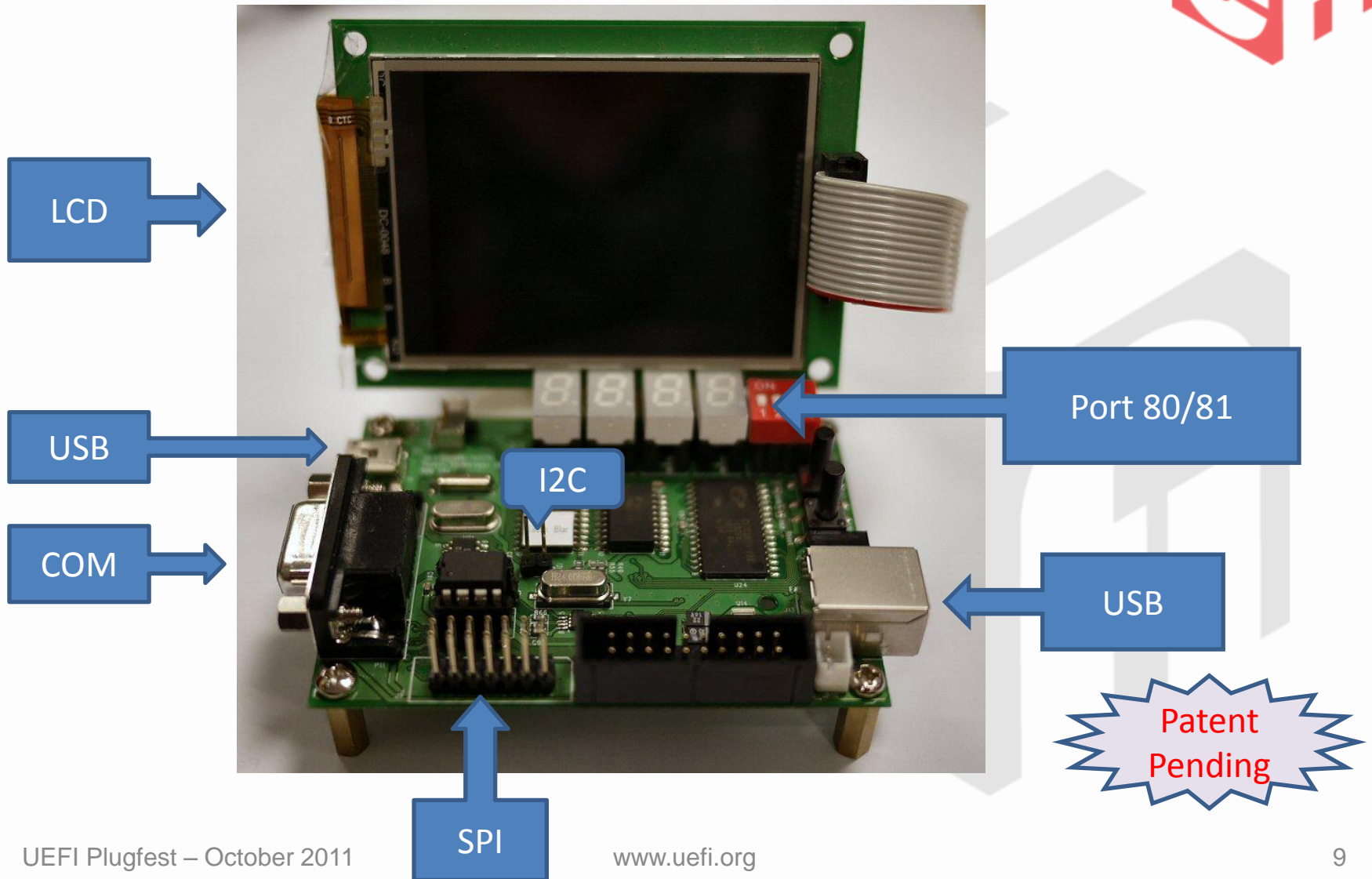
Multiple Interfaces

- Platform End
 - ✓ USB
 - ✓ I2C (DDR2/3), GPIO
 - ✓ Serial
 - ✓ SPI
 - ✓ PS2
- Host End
 - ✓ USB
 - ✓ Serial

Standalone (Host Free)

- Port 80 Redirection
- LCD Message Panel (Optional)
- Wireless Module (Optional)

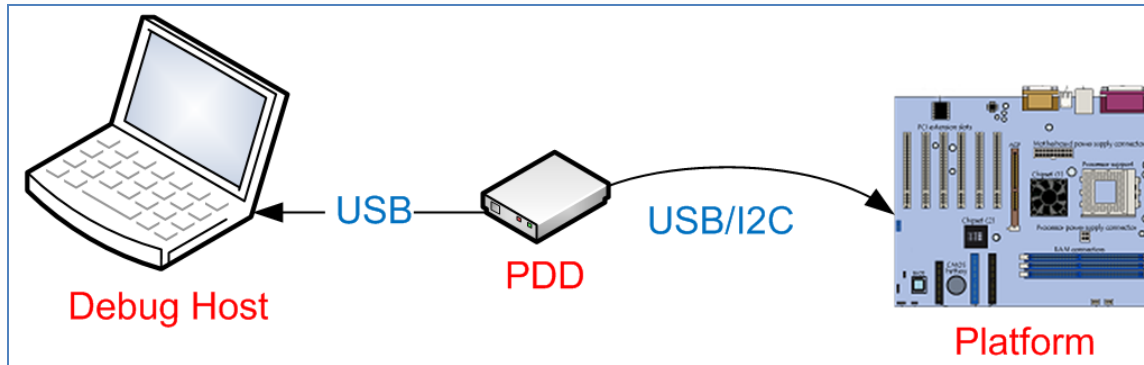
Example Solution



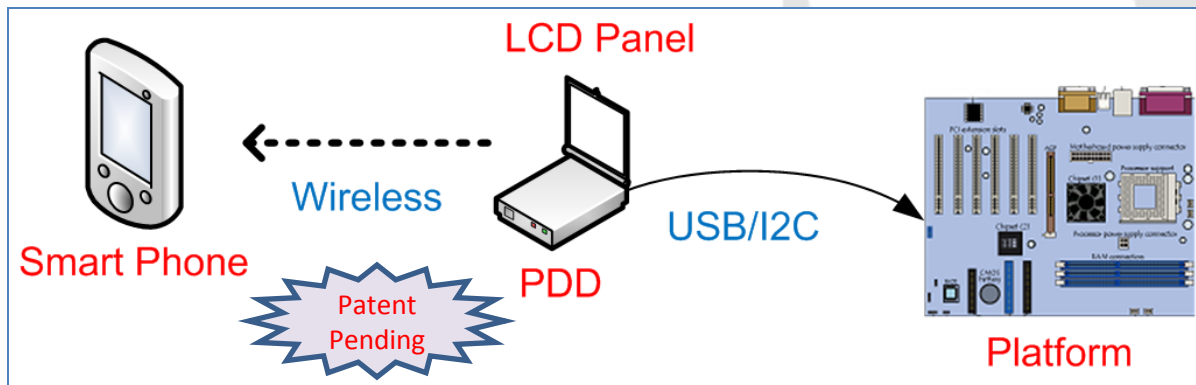
Usage Scenarios



- Remote Debugging (Host <-> Target)



- Standalone Debugging (Host Free)



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Thanks for attending the
UEFI Fall Plugfest 2011



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And that's all for now ...

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UEFI Forum Updates – Dong Wei, VP of the UEFI Forum

T  UEFI Driver Compatibility – American Megatrends, Inc.
Understanding Platform Requirements for UEFI III – Brian Richardson, Intel Corporation

W  UEFI Security Enhancements – David Davis, Insyde Software
How to Protect an OS Environment with UEFI – Tony Mangefeste, Microsoft

Th  Pre-OS Display Switching using UEFI – Jia Huang, Phoenix Technologies
Debug Methodology Under UEFI – Jack Wang, Phoenix Technologies

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