

LOC	OBJECT CODE	ADDR1	ADDR2	STMT
				2 *****
				3 *
				4 * CLCLE Unaligned Buffers Test
				5 *
				6 * NOTE: This is a copy of the CLCL Unaligned Buffers Test
				7 * modified to test the CLCLE instruction and CC=3
				8 * with lengths > 4096.
				9 * James Wekel August 2022
				10 *****
				11 *
				12 * This program tests proper functioning of the CLCLE instruction's
				13 * optimization logic (specifically, the "mem_cmp" function that the
				14 * CLCLE instruction makes use of) to ensure the location of the in-
				15 * equality is properly reported.
				16 *
				17 * Depending on the alignment of the two operands being compared, if
				18 * the length of the compare is large enough that it would cause the
				19 * comparison to cross a page boundary for both operands and the in-
				20 * equality occurs at an offset past the distance each operand is
				21 * from its respective page boundary added together, then the address
				22 * of the inequality that CLCLE returns would be off by the shorter
				23 * of the two distances.
				24 *
				25 * For example, if the operand addresses were X'123456' and X'456789'
				26 * (and the page size was X'800') and the inequality was at (or past)
				27 * X'123877', then CLCLE would incorrectly report the address of the
				28 * inequality as being at address X'123877' - X'77' = X'123800':
				29 *
				30 * X'123456' is X'3AA' bytes from the end of its page boundary.
				31 * X'456789' is X'77' bytes from the end of its page boundary.
				32 * The true inequality is at X'123877' (X'123456' + X'77' + X'3AA').
				33 *
				34 * The optimization logic would perform three separate compares: the
				35 * first starting at X'123456' for a length of X'77'. The second one
				36 * at address X'1234CD' (X'123456' + X'77') for a length of X'3AA',
				37 * and the third and final compare at address X'123877' (X'123456' +
				38 * X'77' + X'3AA') for a length of at least one byte.
				39 *
				40 * Due to a bug in the original optimization logic however the length
				41 * of the first compare would not be added to the calculated offset of
				42 * where the inequality was located at. That is to say, the offset of
				43 * the inequality would be calculated as operand-1 + X'3AA' instead of
				44 * operand-1 + X'77' + X'3AA'. The X'77' offset would get erroneously
				45 * lost, thereby causing the location of the inequality to be reported
				46 * X'77' bytes BEFORE where the actual inequality was actually located
				47 * at! (Oops!)
				48 *
				49 * The bug has since been fixed of course but to ensure such does not
				50 * occur again, this standalone runtest test performs a series of CLCL
				51 * comparisons whose parameters are such that they end up tripping the
				52 * bug as described. Thank you to Dave Kreiss for reporting the bug.
				53 *
				54 *****

```

56 *****
57 *
58 *           EXAMPLE RUNTEST TEST CASE
59 *
60 *           *Testcase CLCLE-02-unaligned-buffers Test
61 *
62 *           archlvl      390
63 *           mainsize     3
64 *           numcpu       1
65 *           sysclear
66 *
67 *           loadcore      "$(testpath)/CLCLE-02-unaligned-buffers.core"
68 *
69 *           runtest       0.1
70 *           *Done
71 *
72 *****

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LOC	OBJECT CODE	ADDR1	ADDR2	STMT
				74 PRINT OFF
				3455 PRINT ON
				3457 *****
				3458 * SATK prolog stuff...
				3459 *****
				3461 ARCHLVL ZARCH=NO,MNOTE=NO
				3463+\$AL OPSYN AL
				3464+\$ALR OPSYN ALR
				3465+\$B OPSYN B
				3466+\$BAS OPSYN BAS
				3467+\$BASR OPSYN BASR
				3468+\$BC OPSYN BC
				3469+\$BCTR OPSYN BCTR
				3470+\$BE OPSYN BE
				3471+\$BH OPSYN BH
				3472+\$BL OPSYN BL
				3473+\$BM OPSYN BM
				3474+\$BNE OPSYN BNE
				3475+\$BNH OPSYN BNH
				3476+\$BNL OPSYN BNL
				3477+\$BNM OPSYN BNM
				3478+\$BNO OPSYN BNO
				3479+\$BNP OPSYN BNP
				3480+\$BNZ OPSYN BNZ
				3481+\$BO OPSYN BO
				3482+\$BP OPSYN BP
				3483+\$BXLE OPSYN BXLE
				3484+\$BZ OPSYN BZ
				3485+\$CH OPSYN CH
				3486+\$L OPSYN L
				3487+\$LH OPSYN LH
				3488+\$LM OPSYN LM
				3489+\$LPSW OPSYN LPSW
				3490+\$LR OPSYN LR
				3491+\$LTR OPSYN LTR
				3492+\$NR OPSYN NR
				3493+\$SL OPSYN SL
				3494+\$SLR OPSYN SLR
				3495+\$SR OPSYN SR
				3496+\$ST OPSYN ST
				3497+\$STM OPSYN STM
				3498+\$X OPSYN X
				3499+\$AHI OPSYN AHI
				3500+\$B OPSYN J
				3501+\$BC OPSYN BRC
				3502+\$BE OPSYN JE
				3503+\$BH OPSYN JH
				3504+\$BL OPSYN JL
				3505+\$BM OPSYN JM
				3506+\$BNE OPSYN JNE
				3507+\$BNH OPSYN JNH
				3508+\$BNL OPSYN JNL
				3509+\$BNM OPSYN JNM
				3510+\$BNO OPSYN JNO

LOC	OBJECT	CODE	ADDR1	ADDR2	STMT
					3519 *****
					3520 * Initiate the CLCLE CSECT in the CODE region
					3521 * with the location counter at 0
					3522 *****
					3524 CLCLE ASALOAD REGION=CODE
			00000000	00081831	3525+CLCLE START 0, CODE
00000000	000A0000	00000008			3527+ PSW 0,0,2,0,X'008' 64-bit Restart ISR Trap New PSW
00000008			00000008	00000058	3528+ ORG CLCLE+X'058'
00000058	000A0000	00000018			3530+ PSW 0,0,2,0,X'018' 64-bit External ISR Trap New PSW
00000060	000A0000	00000020			3531+ PSW 0,0,2,0,X'020' 64-bit Supervisor Call ISR Trap New PSW
00000068	000A0000	00000028			3532+ PSW 0,0,2,0,X'028' 64-bit Program ISR Trap New PSW
00000070	000A0000	00000030			3533+ PSW 0,0,2,0,X'030' 64-bit Machine Check Trap New PSW
00000078	000A0000	00000038			3534+ PSW 0,0,2,0,X'038' 64-bit Input/Output Trap New PSW
00000080			00000080	00000200	3535+ ORG CLCLE+512
					3537 *****
					3538 * Create IPL (restart) PSW
					3539 *****
					3541 ASAIPL IA=BEGIN
			00000000	00081831	3542+CLCLE CSECT
00000200			00000200	00000000	3543+ ORG CLCLE
00000000	00080000	00000200			3544+ PSW 0,0,0,0,BEGIN,24
00000008			00000008	00000200	3545+ ORG CLCLE+512 Reset CSECT to end of assigned storage area
			00000000	00081831	3546+CLCLE CSECT
					3548 *****
					3549 * The actual "CLCLE" program itself...
					3550 *****
					3551 *
					3552 * Architecture Mode: ESA/390
					3553 *
					3554 * Addressing Mode: 31-bit
					3555 *
					3556 * Register Usage: R12 - R13 Base registers
					3557 * R0 - R1 CLCLE Operand-1
					3558 * R14 - R15 CLCLE Operand-2
					3559 * R2 - R11 Work registers
					3560 *
					3561 *****
00000200			00000200		3563 USING BEGIN,R12 FIRST Base Register
00000200			00001200		3564 USING BEGIN+4096,R13 SECOND Base Register
00000200	05C0				3566 BEGIN BALR R12,0 Inititalize FIRST base register
00000202	06C0				3567 BCTR R12,0 Inititalize FIRST base register
00000204	06C0				3568 BCTR R12,0 Inititalize FIRST base register
00000206	41D0 C800			00000800	3570 LA R13,2048(,R12) Inititalize SECOND base register
0000020A	41D0 D800			00000800	3571 LA R13,2048(,R13) Inititalize SECOND base register

LOC	OBJECT	CODE	ADDR1	ADDR2	STMT
					3573 *****
					3574 * Compare DATA1 and DATA2 one BUFFSIZE at a time...
					3575 *****
0000020E	9849	C090		00000290	3577 * R4 R5 R6 R7 R8 R9
					3578 LM R4,R9,=A(BUFFER1,DATA1,BUFFER2,DATA2,BUFFSIZE,DATASIZE)
00000212	1598				3580 CLR R9,R8 DATASIZE greater than BUFFSIZE?
00000214	47B0	C01A		0000021A	3581 BNL CHNKLOOP Yes, get started...
00000218	1889				3582 LR R8,R9 No, only compare however much we have!
					3584 * Fill buffers with next chunk of data...
0000021A	1804				3586 CHNKLOOP LR R0,R4 R0 --> BUFFER1
0000021C	1825				3587 LR R2,R5 R2 --> DATA1
0000021E	1818				3588 LR R1,R8 R1 <= BUFFSIZE
00000220	1838				3589 LR R3,R8 R3 <= BUFFSIZE
00000222	0E02				3590 MVCL R0,R2 Copy into BUFFER1 <= next DATA1 chunk
00000224	1806				3592 LR R0,R6 R0 --> BUFFER2
00000226	1827				3593 LR R2,R7 R2 --> DATA2
00000228	1818				3594 LR R1,R8 R1 <= BUFFSIZE
0000022A	1838				3595 LR R3,R8 R3 <= BUFFSIZE
0000022C	0E02				3596 MVCL R0,R2 Copy into BUFFER2 <= next DATA2 chunk
					3598 * Prepare for CLCLE...
0000022E	1804				3600 LR R0,R4 R0 --> BUFFER1
00000230	18E6				3601 LR R14,R6 R14 --> BUFFER2
00000232	1818				3602 LR R1,R8 R1 <= BUFFSIZE
00000234	18F8				3603 LR R15,R8 R15 <= BUFFSIZE
					3605 * Compare the two buffers...
					3607 * Compare BUFFER1 with BUFFER2..
00000236	A90E	0000		00000000	3608 CONTINUE CLCLE R0,R14,0 with padding x'00'
0000023A	4710	C036		00000236	3609 BC B'0001',CONTINUE CC=3, not finished
0000023E	4780	C05C		0000025C	3610 BE NXTCHUNK Equal: Buffer compare complete
					3612 * Inequality found: VERIFY ITS ACCURACY!
00000242	18A0				3614 LR R10,R0 R10 --> Supposed unequal byte
00000244	D500	A000 E000	00000000	00000000	3615 CLC 0(1,R10),0(R14) Valid inequality?
0000024A	4780	C080		00000280	3616 BE FAILURE Bogus inequality! CLCLE BUG! FAIL!
					3618 * CLCLE was correct. Get past inequality
					3619 * and finish comparing the buffer data if
					3620 * there is any data remaining in the buffer
					3621 * that we haven't compared yet...
0000024E	4A00	C0A8		000002A8	3623 AH R0,=H'1' Get past unequal byte
00000252	4AE0	C0A8		000002A8	3624 AH R14,=H'1' Get past unequal byte
00000256	0610				3625 BCTR R1,0 Get past unequal byte
00000258	46F0	C036		00000236	3626 BCT R15,CONTINUE Go finish buffer if any bytes remain...
					3628 * Go on to next chunk of data -- if there is one.

LOC	OBJECT	CODE	ADDR1	ADDR2	STMT				
0000025C	1E58				3630	NXTCHUNK	ALR	R5,R8	R5 --> Next DATA1 chunk
0000025E	1E78				3631		ALR	R7,R8	R7 --> Next DATA2 chunk
00000260	1B98				3633		SR	R9,R8	Decrement DATA bytes remaining
00000262	4780	C070		00000270	3634		BZ	SUCCESS	None: We're done...
00000266	4720	C01A		0000021A	3635		BP	CHNKLOOP	Lots: Go compare next chunk...
0000026A	1089				3636		LPR	R8,R9	Some: Make R8 <= positive remaining
0000026C	47F0	C01A		0000021A	3637		B	CHNKLOOP	Go compare final chunk...

LOC	OBJECT	CODE	ADDR1	ADDR2	STMT	
					3654 *****	
					3655 * Working Storage	
					3656 *****	
					3657 *	
					3658 * The specific bug that was reported:	
					3659 *	
					3660 * 4DE 787FE B54 87F46 B54	
					3661 * 4DF 787FF B53 87F47 B53	
					3662 *	
					3663 * F32 79252 100 8899A 100 (BOGUS!)	
					3664 *	
					3665 * FEA 7930A 048 88A52 048	
					3666 * FEB 7930B 047 88A53 047	
					3667 *	
					3668 *****	
00000290					3670 LTORG , Literals pool	
00000290	00020320	00060000			3671 =A(BUFFER1,DATA1,BUFFER2,DATA2,BUFFSIZE,DATASIZE)	
000002A8	0001				3672 =H'1'	
			00002000	00000001	3674 BUFFSIZE EQU (8*1024)	
			00001832	00000001	3675 DATASIZE EQU X'1832'	
			00000320	00000001	3677 BUFF10FF EQU X'320'	
			00000A68	00000001	3678 BUFF20FF EQU X'A68'	
000002AA			000002AA	00020320	3680 ORG CLCLE+(1*(128*1024))+BUFF10FF	
00020320	00000000	00000000			3681 BUFFER1 DC (BUFFSIZE/8)XL8'00'	
00022320			00022320	00040A68	3683 ORG CLCLE+(2*(128*1024))+BUFF20FF	
00040A68	00000000	00000000			3684 BUFFER2 DC (BUFFSIZE/8)XL8'00'	
00042A68			00042A68	00060000	3686 ORG CLCLE+(3*(128*1024)) X'60000'	
00060000	00000000	00000000			3687 DATA1 DC (DATASIZE)X'00' X'60000'	
00061832			00061832	00080000	3689 ORG CLCLE+(4*(128*1024)) X'80000'	
00080000	00000000	00000000			3690 DATA2 DC (DATASIZE)X'00' X'80000'	
00081832			00081832	0008104E	3692 ORG DATA2+X'104E'	
0008104E	FF				3693 DC X'FF'	
0008104F			0008104F	0008104F	3695 ORG DATA2+X'104F'	
0008104F	FF				3696 DC X'FF'	
00081050			00081050	000816EA	3698 ORG DATA2+X'16EA'	
000816EA	FF				3699 DC X'FF'	
000816EB			000816EB	000816EB	3701 ORG DATA2+X'16EB'	
000816EB	FF				3702 DC X'FF'	
000816EC			000816EC	00081832	3704 ORG DATA2+DATASIZE	

3727 END

[illegible]

DESC	SYMBOL	SIZE	POS	ADDR
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Entry: 0

Image	IMAGE	530482	00000-81831	00000-81831
Region	CODE	530482	00000-81831	00000-81831
CSECT	CLCLE	530482	00000-81831	00000-81831

STMT	FILE NAME
1	c:\Users\Fish\Documents\Visual Studio 2008\Projects\MyProjects\ASMA-0\CLCLE-02-unaligned-buffers\CLCLE-02-unaligned-buffers.asm
2	C:\Users\Fish\Documents\Visual Studio 2008\Projects\Hercules_Git_Harold\SATK-0\srcasm\satk.mac

** NO ERRORS FOUND **