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new/usr/src/uts/intel/pcbe/core_pcbe.c
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41991 Tue May 14 03:11:48 2019  
new/usr/src/uts/intel/pcbe/core_pcbe.c  
10951 10895 unfixed 10146  
*****  
unchanged_portion_omitted
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977 static uint64_t  
978 core_pcbe_event_coverage(char *event)  
979 {  
980     uint64_t bitmap;  
981     uint64_t bitmask;  
982     const struct events_table_t *n;  
983     int i;  
984  
985     bitmap = 0;  
986  
987     /* Is it an event that a GPC can track? */  
988     if (versionid >= 3) {  
989         n = find_gpcevent(event);  
990         if (n != NULL) {  
991             bitmap |= (n->supported_counters &  
992                         BITMASK_XBITS(num_gpc));  
993         } else {  
994             if (find_generic_events(event, cmn_generic_events) != NULL) {  
995                 bitmap |= BITMASK_XBITS(num_gpc);  
996             } else if (find_generic_events(event,  
997                         generic_events_pic0) != NULL) {  
998                 generic_events_pic0 |= 1ULL;  
999             } if (find_generic_events(event, generic_events_pic0) != NULL) {  
1000                 bitmap |= 1ULL;  
1001             } else if (find_gpcevent_core_uarch(event,  
1002                         cmn_gpc_events_core_uarch) != NULL) {  
1003                 bitmap |= BITMASK_XBITS(num_gpc);  
1004             } else if (find_gpcevent_core_uarch(event, pic0_events) !=  
1005                         NULL) {  
1006                 bitmap |= 1ULL;  
1007             } else if (find_gpcevent_core_uarch(event, pic1_events) !=  
1008                         NULL) {  
1009                 bitmap |= 1ULL << 1;  
1010             }  
1011         }  
1012         /* Check if the event can be counted in the fixed-function counters */  
1013         if (num_ffc > 0) {  
1014             bitmask = 1ULL << num_gpc;  
1015             for (i = 0; i < num_ffc; i++) {  
1016                 if (strcmp(event, ffc_names[i]) == 0) {  
1017                     bitmap |= bitmask;  
1018                 } else if (strcmp(event, ffc_genericnames[i]) == 0) {  
1019                     bitmap |= bitmask;  
1020                 }  
1021             }  
1022             bitmask = bitmask << 1;  
1023         }  
1024     }  
1025     return (bitmap);  
1026 }
```

unchanged_portion_omitted