

Intel® System Studio 2016 Update 3 Installation Guide and Release Notes

Installation Guide and Release Notes for Windows* Host

22 April 2016

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1 Introduction

This document provides a brief overview of the Intel® System Studio 2016 and provides pointers to where you can find additional product information, technical support, articles and whitepapers.

It also explains how to install the Intel® System Studio product. Installation is a multi-step process and may contain components for the development host and the development target. Please read this document in its entirety before beginning and follow the steps in sequence.

The Intel® System Studio consists of multiple components for developing, debugging, tuning and deploying system and application code targeted towards embedded, Intelligent Systems, Internet of Things and mobile designs.

The tool suite covers several different use cases targeting development for embedded intelligent system platforms ranging from Intel® Atom™ Processor based low-power embedded platforms to 3rd, 4th, 5th and 6th generation Intel® Core™ microarchitecture based designs. Please refer to the Intel® System Studio User's Guide for guidance on how to apply Intel® System Studio to the various use case scenarios that are available with this versatile product.

Due to the nature of this comprehensive integrated software development tools solution, different Intel® System Studio components may be covered by different licenses. Please see the licenses included in the distribution as well as the [Disclaimer and Legal Information](#) section of these release notes for details.

2 What's New

This section highlights important changes in the actual product release.

More detailed information about new features and changes in the respective product release notes (s. also section '6.1 Release Notes and User Guide Location')

Intel® System Studio 2016 Update 3

1. Intel® C++ Compiler:

- Annotated source listing
 - This feature annotates source files with compiler optimization reports. The listing format may be specified as either text or html.
- New attribute, pragma, and compiler options for code alignment
- Additional C++14 features supported
- Additional C11 features supported
- New and Changed Compiler Options

View the full release notes for more details.

2. Intel® Math Kernel Library (Intel® MKL):

- Introducing Deep Neural Networks (DNN) primitives including convolution, normalization, activation and pooling functions intended to accelerate convolutional neural networks (CNNs) and Deep neural networks (DNNs) on Intel® Architecture
- The SP2DP interface library is removed
- Removed pre-compiled BLACS library for MPICH v1; MPICH users can still build the BLACS library with MPICH support via Intel [MKL MPI wrappers](#)
- Sparse BLAS:
 - Improved performance of parallel BSRMV functionality for processor supporting Intel® Advanced Vector Extensions 2 (Intel® AVX2) instruction set
- Intel MKL PARDISO:
 - Added support for mkl_progress in Parallel Direct Sparse Solver for Clusters
- DFT:
 - Improved performance of batched 1D FFT with large batch size on processor supporting Intel® Advanced Vector Extensions(Intel® AVX), Intel AVX2, Intel® Advanced Vector Extensions 512 (Intel® AVX512) and IntelAVX512_MIC instruction sets
- Data Fitting:
 - Introduced 2 new storage formats for interpolation results (DF_MATRIX_STORAGE_SITES_FUNCS_DERS, DF_MATRIX_STORAGE_SITES_DERS_FUNCS)

3. Intel® Performance Primitives (Intel® IPP):

- Added new APIs (Intel® IPP 64x functions) to support 64-bit data length in the image and signal processing domains:
 - This release provides the 64x functions for memory allocation, image addition, subtraction, multiplication, division, resizing, and filtering operations.

- The Intel® IPP 64x functions are implemented as wrappers over Intel® IPP functions operating on 32-bit sizes by using tiling and multithreading. The 64x APIs support external threading for Intel® IPP functions, and are provided in the form of source and pre-built binaries.
- Added integration wrappers for some image processing and computer vision functions. The wrappers provide the easy-to-use C and C++ APIs for Intel® IPP functions, and they are available as a separate download in the form of source and pre-built binaries.
- Performance and Optimization:
 - Extended optimization for Intel® Advanced Vector Extensions 512 (Intel® AVX-512) instruction set on Intel® Many Integrated Core Architectures (Intel® MIC Architectures). Please see the Intel® IPP Functions Optimized for Intel® AVX-512 article for more information.
 - Extended optimization for Intel® AVX-512 instruction set on Intel® Xeon® processors.
 - Extended optimization for Intel® Advanced Vector Extensions 2 (Intel® AVX2) instruction set on the 6th Generation Intel® Core™ processors. Please see the Intel® IPP Functions Optimized for Intel® AVX2 article for more information.
 - Extended optimization for Intel® Streaming SIMD Extensions 4.2 (Intel® SSE4.2) instruction set on Intel® Atom™ processors.
- Signal Processing:
 - Added the ippsIIRIIR functions that perform zero-phase digital IIR filtering.
 - Added 64-bit data length support to the ippsSortRadixAscend functions.
- Image Processing:
 - Added the ippiScaleC functions to support image data scaling and shifting for different data types.
- Data Compression:
 - Added the patch files for the zlib compression and decompression functions. The patches provide drop-in optimization with Intel® IPP functions, and support zlib version 1.2.5.3, 1.2.6.1, 1.2.7.3 and 1.2.8.
- Removed the tutorial from the installation package, and its sample code and documentation are now provided online (<https://software.intel.com/en-us/product-code-samples>).
- Threading Notes: Though Intel® IPP threaded libraries are not installed by default, these threaded libraries are available by the custom installation, so the code written with these libraries will still work as before. However, the multi-threaded libraries are deprecated and moving to external threading is recommended. Your feedback on this is welcome

4. Intel® Threading Building Blocks:

- Removed a few cases of excessive user data copying in the flow graph.
- Improved robustness of concurrent_bounded_queue::abort() in case of simultaneous push and pop operations.
- Modified parallel_sort to not require a default constructor for values and to use iter_swap() for value swapping.
- Added support for creating or initializing a task_arena instance that is connected to the arena currently used by the thread.

Preview Features:

- Added template class `opencl_node` to the flow graph API. It allows a flow graph to offload computations to OpenCL* devices.
 - Extended `join_node` to use type-specified message keys. It simplifies the API of the node by obtaining message keys via functions associated with the message type (instead of node ports).
 - Added `static_partitioner` that minimizes overhead of `parallel_for` and `parallel_reduce` for well-balanced workloads.
 - Improved template class `async_node` in the flow graph API to support user settable concurrency limits.
 - Class `global_control` supports the value of 1 for `max_allowed_parallelism`.
 - Added `tbb::flow::async_msg`, a special message type to support communications between the flow graph and external asynchronous activities.
 - `async_node` modified to support use with C++03 compilers
- Bugs fixed:**
- Fixed a bug in dynamic memory allocation replacement for Windows* OS.
 - Fixed excessive memory consumption on Linux* OS caused by enabling zero-copy `realloc`.

5. Intel® System Debugger:

- Support for Eclipse* 4.5 (Mars.2) for the trace viewer. The package is also included in the Intel® System Studio installation package for optional installation.
- Support for debug format Dwarf4
- SMM support for Intel® Core™ based processors debugging.
- A new EFI script and three buttons are added for loading PEI/DXE modules easily in System Debug

6. Intel® VTune™ Amplifier for Systems

- Support for the next generation **Intel® Xeon® Processor E5 v4 Family** (formerly codenamed "Broadwell-EP")
 - Detection of the **OpenCL™ 2.0 Shared Virtual Memory (SVM)** usage types per kernel instance
 - **Driverless** event-based sampling collection for uncore events enabled for the Memory Access analysis.
 - Support for the **Microsoft* Visual Studio 2015 Update 2**
- Preview features:**
- **Disk Input and Output** analysis that monitors utilization of the disk subsystem, CPU and processor buses, helps identify long latency of I/O requests and imbalance between I/O and compute operations
 - **GPU Hotspots** analysis targeted for GPU-bound applications and providing options to analyze execution of OpenCL™ kernels and Intel Media SDK tasks
 - Basic Hotspots analysis extended to **support Python* applications** running via the Launch Application or Attach to Process modes.

Intel® Energy Profiler for Windows:

- Update to version v1.14.1
- Extended collection start time information to include microseconds to better enable correlation with event trace logs.

- Corrected reporting of Gfx P-states on Intel® 6th Generation Core™ (formerly code-named “Skylake”) platform.

7. Intel® Inspector

- No update vs. Update 2

8. Intel® Graphics Performance Analyzers (Intel® GPA)

- **New Features for Analyzing Microsoft DirectX* Applications**

Intel GPA now provides alpha-level support for DirectX* 12 application profiling. This version has limited profiling and debug capabilities and might work unstable on some workloads. You can find more details regarding the supported features below.

- Graphics Frame Analyzer provides detailed GPU hardware metrics for Intel® graphics. For third-party GPUs, GPU Duration and graphics pipeline statistics metrics are available.
- DirectX states, Geometry, Shader code, Static and dynamic textures, Render targets resources are available for frame-based analysis in Graphics Frame Analyzer.
- Simple Pixel Shader, Disable Erg(s) performance experiments, Highlighting and Disable draw calls visual experiments are available in Graphics Frame Analyzer
- Time-based GPU metrics for Intel graphics, CPU metrics, Media and Power metrics in System Analyzer.
- System Analyzer HUD includes support for hotkeys, the same set of metrics as in System Analyzer, messages and settings.

Note: In order to capture DirectX 12 application frames, enable the **Force DirectX12 injection** option in the Graphics Monitor **Preferences** dialog box.

Note: System memory consumption is expected to be high in this release at both time of capture and during playback. Needed memory is related to workload and frame complexity and varies greatly. 8GB is minimum, 16GB is recommended, with some workloads requiring more.

- **New Features for Analyzing OpenGL/OpenGL ES* Applications**

- Enabled support for GPU hardware metrics in System Analyzer and Graphics Frame Analyzer on the 6th Generation Intel® Core™ Processors for Ubuntu* targets.
- Several OpenGL API calls (e.g. glTexImage2D, glReadPixels, glCopyTexImage2D, etc.) are now represented as ergs in Graphics Frame Analyzer, which allows measuring GPU metrics for them and see the used input and output.
- Resource History was implemented in Graphics Frame Analyzer. When you select a particular texture or program in the Resource viewer, colored markers appear in the bar chart, indicating the ergs where these resources are used. The color of these markers corresponds to the type of the resource: input, execution, or output.

View the full [release notes](#) for more details.

2.1 Versions History

This section highlights important changes in previous Intel® System Studio 2016 product versions.

Intel® System Studio 2016 Update 2

1. Intel® C++ Compiler:

- Support for Microsoft Visual Studio* 2015 Update 1
- Intrinsic for the Short Vector Random Number Generator (SVRNG) Library
 - The Short Vector Random Number Generator (SVRNG) library provides intrinsic for the IA-32 and Intel® 64 architectures running on supported operating systems. The SVRNG library partially covers both standard C++ and the random number generation functionality of the Intel® Math Kernel Library (Intel® MKL). Complete documentation may be found in the Intel® C++ Compiler 16.0 User and Reference Guide.
- Intel® SIMD Data Layout Templates (Intel® SDLT)
 - Intel® SDLT is a library that helps you leverage SIMD hardware and compilers without having to be a SIMD vectorization expert.
 - Intel® SDLT can be used with any compiler supporting ISO C++11, Intel® Cilk™ Plus SIMD extensions, and #pragma ivdep
 - Intel® SIMD Data Layout Templates:
- New C++14 and C11 features supported
- And many others ... For a full list of new features please refer to the Composer Edition product release notes

2. Intel® Math Kernel Library (Intel® MKL)

- Introduced mkl_finalize function to facilitate usage models when Intel MKL dynamic libraries or third party dynamic libraries are linked with Intel MKL statically are loaded and unloaded explicitly
- Introduced sorting algorithm
- Performance improvements for BLAS, LAPACK, ScaLAPACK, Sparse BLAS
- Several new features for Intel MKL PARDISO
- Added Intel® Threading Building Blocks threading support for all and OpenMP* for some BLAS level-1 functions.

3. Intel® Performance Primitives (Intel® IPP)

- Image Processing:
 - Added the contiguous volume format (C1V) support to the following 3D data processing functions: ipprWarpAffine, ipprRemap, and ipprFilter.
 - Added the ippiFilterBorderSetMode function to support high accuracy rounding mode in ippiFilterBorder.
 - Added the ippiCopyMirrorBorder function for copying the image values by adding the mirror border pixels.
 - Added mirror border support to the following filtering functions: ippiFilterBilateral, ippiFilterBoxBorder, ippiFilterBorder, ippiFilterSobel, and ippiFilterScharr.
 - Kernel coefficients in the ippiFilterBorder image filtering functions are used in direct order, which is different from the ippiFilter functions in the previous releases.
- Computer Vision:
 - Added 32-bit floating point input data support to the ippiSegmentWatershed function.

- Added mirror border support to the following filtering functions:
ippiFilterGaussianBorder, ippiFilterLaplacianBorder, ippiMinEigenVal,
ippiHarrisCorner, ippiPyramidLayerDown, and ippiPyramidLayerUp.
- Signal Processing:
 - Added the ippsThreshold_LTAbsVal function, which uses the vector absolute value.
 - Added the ippsIIRIIR64f functions to perform zero-phase digital IIR filtering.
- The multi-threaded libraries only depend on the OpenMP* libraries; their dependencies on the other Intel® Compiler runtime libraries were removed.

4. Intel® System Debugger:

- Unified installer now for all components of the Intel® System Debugger (for system debug, system trace and WinDbg* extension)
- Support for Eclipse* 4.4 (Luna) integration with Intel® Trace Viewer
- New ‘Trace Profiles’ feature for System Trace Viewer to configure the destination for streaming mode for:
 - BIOS Reserved Trace Memory
 - Intel® Trace Hub Memory
 - Streaming to DCI-Closed Chassis Adapter (BSSB CCA)
- Tracing to memory support (Intel® Trace Hub or system DRAM memory) for 6th Gen Intel® Core™ processors (PCH) via Intel® XDP3 JTAG probe.
- Various stability bug fixes in Trace Viewer: Handling of decoder-instance-parameters. Crash on stop capture. Errors resulting from renaming capture files. Fix for persistent page up/down navigation. Decoding linked files containing spaces in path. Sporadic Eclipse error when switching target
- Trace Viewer improvements: Event distribution viewer. New progress bar when stopping a trace to memory. Rules are saved now in Eclipse workspace and restored during Eclipse restart. Improved memory download with wrapping enabled.
- Debugging support for Intel® Xeon® Processor D-1500 Product Family on the Grangeville platform.
- System Debugger improvements: Export memory window to text file.

5. Intel® Graphics Performance Analyzers (Intel® GPA)

- Added support for 32-bit and 64-bit applications on Android M (6.0, Marshmallow).
- Intel Graphics Performance Analyzers are now in a single package for Windows users.
- Added support for OS X 10.11 El Capitan.
- Implemented texture storage parameters modification experiment - you can now change dimensions and sample count parameters for input textures without recompiling your app.
- Can now export textures in KTX/DDS/PNG file formats.
- And much more....

View the full [release notes](#) for more details.

6. Intel® VTune™ Amplifier for Systems

- Support for the Microsoft Windows* 10 November update
- Support for the ITT Counters API used to observe user-defined global characteristic counters that are unknown to the VTune Amplifier

- Support for the Load Module API used to analyze code that is loaded in an alternate location that is not accessible by the VTune Amplifier
- Option to limit the collected data size by setting a timer to save tracing data only for the specified last seconds of the data collection added for hardware event-based sampling analysis types
- New Arbitrary Targets group added to create command line configurations to be launched from a different host. This option is especially useful for microarchitecture analysis since it provides easy access to the hardware events available on a platform you choose for configuration.
- Source/Assembly analysis available for OpenCL™ kernels (with no metrics data)
- SGX Hotspots analysis support for identifying hotspots inside security enclaves for systems with the Intel Software Guard Extensions (Intel SGX) feature enabled
- Metric-based navigation between call stack types replacing the former Data of Interest selection
- Updated filter bar options, including the selection of a filtering metric used to calculate the contribution of the selected program unit (module, thread, and so on)
- DRAM Bandwidth overtime and histogram data is scaled according to the maximum achievable DRAM bandwidth

7. Intel® Inspector

- Support for the Microsoft Windows* 10 OS support
- Support for Microsoft Visual Studio* 2015 IDE integration

Intel® System Studio 2016 Update 1

1. Intel® C++ Compiler:

- Enhancements for offloading to Intel® Graphics Technology
- Support for Windows* 10
- Support for Microsoft Visual Studio* 2015

2. Intel® Energy Profiler (SoC Watch):

- Added support for collection of gfx-cstate and ddr-bw metrics on platforms based on Intel® Core™ architecture.

3. Intel® System Debugger:

- New options for the debugger's "Restart" command
- System Trace Viewer:
 - New "Event Distribution View" feature
 - Several improvements in the Trace Viewer GUI.

3 Intel® Software Manager

The Intel® Software Manager, automatically installed with the Intel® System Studio product, is a Windows System Tray application to provide a simplified delivery mechanism for product updates, current license status and news on all installed Intel software products.

You can also volunteer to provide Intel anonymous usage information about these products to help guide future product design. This option, the Intel® Software Improvement Program, is not enabled by default – you can opt-in during installation or at a later time, and may opt-out at any time. For more information please see <http://intel.ly/SoftwareImprovementProgram>.

4 Product Contents

The product contains the following components:

1. Intel® C++ Compiler 16.0 Update 3
2. Intel® Integrated Performance Primitives 9.0 Update 3
3. Intel® Math Kernel Library 11.3 Update 3
4. Intel® Threading Building Blocks 4.4 Update 4
5. Intel® System Debugger 2016
 - 5.1. Intel® System Debugger notification module xdbntf.ko (Provided under GNU General Public License v2)
6. OpenOCD 0.8.0 library (Provided under GNU General Public License v2+) (64-bit host only)
 - 6.1. OpenOCD 0.8.0 source (Provided under GNU General Public License v2+)
7. GNU* GDB 7.8 (Provided under GNU General Public License v3) (64-bit host only)
 - 7.1. Source of GNU* GDB 7.8 (Provided under GNU General Public License v3)
8. Intel® VTune™ Amplifier 2016 Update 3 for Systems with Intel® Energy Profiler
9. Intel® Inspector 2016 for Systems
10. Intel® Graphics Performance Analyzers 2016 R1

5 Getting Started

Please refer to the Getting Started Guide and Intel® System Studio User's Guide for guidance on Intel® System Studio use cases and supported usage models.

The following paths are given relative to the installation directory <install-dir>. The default installation directory is `C:\Program Files (x86)\IntelSWTools` unless indicated differently.

Intel® System Studio User's Guide

- `<install-dir>\documentation_2016\en\iss2016\iss_ug.pdf`

Intel® System Studio Getting Started Guide

- <install-dir>\documentation_2016\en\iss2016\iss_gsg_win.htm

6 Technical Support and Documentation

6.1 Release / Installation Notes and User Guides Location

The release notes and getting started guides for the tools components making up the Intel® System Studio product can be found at the following locations after installation is complete.

Please refer also to ch. ‘8.1 Development target package installation’ for more information on how to set up target systems.

Intel® System Studio Release Notes and Installation Guide

- <install-dir>\documentation_2016\en\iss2016\all-release-install.pdf

Intel® C++ Compiler

- <install-dir>\documentation_2016\en\compiler_c\ReleaseNotes_ISS_Compiler.pdf
- <install-dir>\documentation_2016\en\compiler_c\iss2016\l_a_compiler_get_started.htm

GNU* GDB / Intel® Debugger for Heterogeneous Compute

- <install-dir>\documentation_2016\en\debugger\iss2016\gdb\get_started.htm
- <install-dir>\documentation_2016\en\debugger\iss2016\gdb\GDB_Release_notes.pdf
- <install-dir>\documentation_2016\en\debugger\gdb-ia\gdb.pdf

Intel® Integrated Performance Primitives

- <install-dir>\documentation_2016\en\ipp\iss2016\ReleaseNotes.htm
- <install-dir>\documentation_2016\en\ipp\common\get_started.htm

Intel® Math Kernel Library

- <install-dir>\documentation_2016\en\mkl\common\Release_Notes.htm
- <install-dir>\documentation_2016\en\mkl\iss2016\get_started.htm

Intel® Threading Building Blocks

- <install-dir>\documentation_2016\en\tbb\common\Release_Notes.txt
- <install-dir>\documentation_2016\en\tbb\common\get_started.htm

Intel® System Debugger

- <install-dir>\documentation_2016\en\debugger\iss2016\system_debugger\system_debug\sysdebug-release-install.pdf
- <install-dir>\documentation_2016\en\debugger\iss2016\system_debugger\system_trace\systrace-release-install.pdf
- <install-dir>\documentation_2016\en\debugger\iss2016\system_debugger\get_started.htm
- <install-dir>\documentation_2016\en\debugger\iss2016\system_debugger\system_trace\system-trace-user-guide.pdf

Intel® VTune™ Amplifier for Systems

- <install-dir>\Vtune Amplifier for Systems\documentation\en\amplsys_install_guide_windows.pdf
- <install-dir>\Vtune Amplifier for Systems\documentation\en\release_notes_amplifier_for_systems_windows.pdf
- <install-dir>\Vtune Amplifier for Systems\documentation\en\socwatch_<OS>_release_notes.pdf
- <install-dir>\Vtune Amplifier for Systems\documentation\en\socwatch_<OS>_users_guide.pdf
- <install-dir>\Vtune Amplifier for Systems\documentation\en\SEP_Users_Guide.pdf
- <install-dir>\Vtune Amplifier for Systems\documentation\en\emon_user_guide.pdf

Intel® Inspector for Systems

- <install-dir>\Inspector for Systems\documentation\en\Release_Notes_Inspector_Windows.pdf

Intel® Graphics Performance Analyzers (Intel® GPA)

Release Notes of the latest Intel® GPA 2016 R1 release can be found at:

- <https://software.intel.com/en-us/articles/intel-gpa-release-notes>

Documentation of the Intel® GPA is available at:

<https://software.intel.com/en-us/articles/intel-gpa-online-help>

<https://software.intel.com/en-us/gpa/documentation>

Intel® System Studio - Target User Documentation

After unpacking the <install-

dir>\system_studio_2016.3.xxx\Targets\system_studio_target.tgz package you can find several documentation to setup target systems for operation:

- A user's guide for WuWatch for Android* targets:
[..../system_studio_target/wuwatch_android_v3.x.x/WakeUpWatchForAndroid.pdf](http://system_studio_target/wuwatch_android_v3.x.x/WakeUpWatchForAndroid.pdf)
- User guides for SocWatch for Android* and Linux* targets:

- .. /system_studio_target/socwatch_linux_v2.x_x86[_64]/SoCWatchForLinux.pdf
- .. /system_studio_target/socwatch_linux_v2.x_x86[_64]/ReleaseNotes.pdf
- .. /system_studio_target/socwatch_android_v1.x.x/SoCWatchForAndroid_vx_xx.pdf
- .. /system_studio_target/socwatch_android_v2.x.x/SoCWatchForAndroid.pdf
- .. /system_studio_target/socwatch_android_v2.x.x/ReleaseNotes.pdf
- Release Notes for Inspector for Linux* target:
.. /system_studio_target/inspector_2016_for_systems/documentation/en/Release_Notes_Inspector_Linux.pdf

6.2 Articles and Whitepaper Locations

Intel® System Studio Tutorials and Samples

- <install-dir>\documentation_2016\en\iss2016\samples-and-tutorials.html

Intel® System Studio Articles and Whitepapers

- <https://software.intel.com/en-us/articles/intel-system-studio-articles>
- For a list of all available articles, whitepapers and related resources please visit the Intel® System Studio product page at <http://software.intel.com/en-us/intel-system-studio> and look at the Support tab.

6.3 Support

If you did not register your compiler during installation, please do so at the [Intel® Software Development Products Registration Center](#). Registration entitles you to free technical support, product updates and upgrades for the duration of the support term.

To submit issues related to this product please visit the [Intel Premier Support](#) webpage and submit issues under the product **Intel(R) System Studio**.

Additionally you may submit questions and browse issues in the [Intel® System Studio User Forum](#).

For information about how to find Technical Support, product documentation and samples, please visit <http://software.intel.com/en-us/intel-system-studio>.

Note: If your distributor provides technical support for this product, please contact them for support rather than Intel.

6.4 Support for native code generation for Intel® Graphics Technology

By default, the compiler will generate virtual ISA code for the kernels to be offloaded to Intel® Graphics Technology. The ISA is target independent and will run on processors that have the Intel graphics processor integrated on the platform and that have the proper Intel® HD Graphics

driver installed. The Intel HD Graphics driver contains the offload runtime support and a Jitter (just-in-time compiler) that will translate the virtual ISA to the native ISA at runtime for the platform on which the application runs and do the offload to the processor graphics. The Jitter gets the current processor graphics information at runtime. The new feature allows generation of native ISA at link time by using the option `/Qgpu-arch:<arch>`. The option is described in detail in the User's Guide.

7 System Requirements

7.1 Supported Host Platforms

One of the following operation distributions (this is the list of distributions supported by all components; other distributions may or may not work and are not recommended - please refer to Technical Support if you have questions).

- Windows* 7, 8.x, 10

Individual Intel® System Studio 2016 components may support additional distributions. Please refer to the release notes of the respective components (section ‘6.1 Release Notes and User Guides Locations’).

7.2 Eclipse* Integration Prerequisites

During System Studio installation you have the option to integrate product components into an existing Eclipse* installation, install Eclipse* that is included in the System Studio package or skip Eclipse integration at all.

If you decide to integrate System Studio tools into your existing Eclipse* installation (usually this would be C:\Program Files (x86)\eclipse\), make sure the prerequisites meet the following:

- Eclipse* IDE for C/C++ Developers, supported versions 3.8/4.2 (Juno) – Eclipse* 4.5 (Mars.2)
- Java Runtime Environment (JRE) version 6.0 (also called 1.6) update 11 or later.

7.3 Host Prerequisites and Resource Requirements

7.3.1 Host Space Requirements by Component

	Minimum RAM	Recommended RAM	Disk Space
Intel® System Studio	2Gb	4Gb	7Gb
Intel® C++ Compiler	1Gb	2Gb	2.5Gb
Intel® Integrated Performance Primitives	1Gb	4Gb	1-2Gb
Intel® Math Kernel Library	1Gb	4Gb	2.3Gb
Intel® VTune™ Amplifier for Systems	2Gb	4Gb	650Mb
Intel® Inspector for Systems	2Gb	4Gb	350Mb
GDB	1Gb	2Gb	200Mb
Intel® System Debugger	1Gb	2Gb	300Mb

7.3.2 Intel® Integrated Performance Primitives (Intel® IPP) Details

Intel® Integrated Performance Primitives (Intel® IPP) for IA-32 Hardware Requirements:

- 1800MB of free hard disk space, plus an additional 400MB during installation for download and temporary files.

Intel® Integrated performance Primitives (Intel® IPP) for Intel® 64 Hardware Requirements:

- 1900MB of free hard disk space, plus an additional 700MB during installation for download and temporary files.

7.3.3 Intel® C++ Compiler

Cross-build for Wind River Linux* target currently requires an existing Wind River* Linux 4.x, 5.x or 6.x installation that the compiler can integrate into.

7.4 Target Software Requirements

The target platform should be based on one of the following environments:

- Yocto Project* 1.4, 1.5, 1.6, 1.7 based environment
- CE Linux* PR35 based environment
- Tizen* IVI 3.x
- Wind River* Linux* 4, 5, 6 based environment
- Android* 4.0.x through 4.4.x

Note:

The level of target OS support by a specific Intel® System Studio component may vary.

7.5 Target Prerequisites and Resource Requirements

7.5.1 Target Space Requirement by Component

	Minimum RAM	Dependencies	Disk Space
Intel® C++ Compiler	application dependent	Linux kernel 1.26.18 or newer glibc-2.5 or compatible libgcc-4.1.2 or compatible libstdc++-3.4.7 or compatible	13Mb (IA-32) 15Mb (Intel® 64)
Intel® VTune™ Amplifier CLI	4Gb	Specific kernel configuration reqs. Details below.	200Mb

Intel® VTune™ Amplifier SEP	(# logical cores+2) Mb	Specific kernel configuration reqs. Details below.	8Mb
SoC Watch	(# logical cores+2) Mb	Specific kernel configuration reqs. See SoCWatch documentation	8Mb
WakeUp Watch	(# logical cores+2) Mb	Specific kernel configuration reqs. See WuWatch documentation	8Mb
Intel® Inspector for Systems CLI	2Gb	4Gb	350Mb
gdbserver	negligible	none	1.5Mb
xdbntf.ko	<1Mb	kernel build environment	<1Mb

7.5.2 Intel® VTune™ Amplifier target OS kernel configuration

For Intel® VTune™ Amplifier performance analysis and Intel® Energy Profiler there are minimum kernel configuration requirements. The settings below are required for different analysis features.

- For event-based sampling (EBS) sep3_x.ko and pax.ko require the following settings:
`CONFIG_PROFILING=y`
`CONFIG_OPROFILE=m (or CONFIG_OPROFILE=y)`
`CONFIG_HAVE_OPROFILE=y`
- For EBS with callstack information vtsspp.ko additionally needs the following settings:
`CONFIG_MODULES=y`
`CONFIG_SMP=y`
`CONFIG_MODULE_UNLOAD=y`
`CONFIG_KPROBES=y`
`RING_BUFFER=y`
`CONFIG_TRACEPOINTS=y (optional but recommended)`
- For power analysis, required by apwr3_x.ko
`CONFIG_MODULES=y`
`CONFIG_MODULE_UNLOAD=y`
`CONFIG_TRACEPOINTS=y`
`CONFIG_FRAME_POINTER=y`
`CONFIG_COMPAT=y`
`CONFIG_TIMER_STATS=y`
`CONFIG_X86_ACPI_CPUFREQ=m (or CONFIG_X86_ACPI_CPUFREQ=y)`
`CONFIG_INTEL_IDLE=y`

7.5.3 Intel® VTune™ Amplifier Feature vs. Resource Matrix

	Event based sampling (EBS) analysis	EBS analysis with stacks	Algorithmic analysis (PIN-based)	Intel Energy Profiler	Remote collection from host	Result view on target	Requirements:
SEP "VTune Amplifier hardware event-based sampling collector for performance analysis"	X						~8 MB disk space (Number of logical cores +2) Mb RAM
amplxe-cl -target "VTune Amplifier collector for power and performance analysis on Embedded Linux systems"	X	X	X	X	X		~25 MB disk space ~64 Mb RAM
amplxe-cl "VTune Amplifier command line interface for text-based power and performance analysis"	X	X	X	X	X	X	~200MB disk space >= 4Gb RAM

7.6 Hardware Requirements

- IA32 or Intel® 64 architecture based host computer
- Development platform based on the Intel® Atom™ processor Z5xx, N4xx, N5xx, D5xx, E6xx, N2xxx, D2xxx, Z2xxx, Z3xxx, E3xxx, C2xxx or Intel® Atom™ processor CE4xxx, CE53xx and the Intel® Puma™ 6 Media Gateway
- Intel® Edison development platform
- Alternatively development platform based on 2nd, 3rd, 4th, 5th or 6th generation Intel® Core™ processor.
- Xeon® processors based on 2nd, 3rd, 4th or 5th generation Intel® Core™ architecture.
- Alternatively development platform based on 5th generation Intel® Core™ M processor

7.7 Intel® Graphics Technology development specific requirements

Up-to-date information on hardware, operating system and driver requirements for offloading computations to the integrated processor graphics can be found on the following page:

<https://software.intel.com/en-us/articles/getting-started-with-compute-offload-to-intelr-graphics-technology>

8 Installation Notes

8.1 Installing the Tool Suite

The installation process as well as prerequisites for using the different Intel® System Studio components are documented online and can be found here:

<https://software.intel.com/en-us/articles/system-studio-install-prerequisites>

The default base installation, in the following referred to as <install-dir> directory is:

C:\Program Files (x86)\IntelSWTools

Important Note: As indicated in the installation process, Intel® System Studio 2015 customers need to upgrade their license either by entering an Intel® System Studio **2016** serial number directly or by obtaining the new license file from Intel® Registration Center. More information on this can be found on the following page:

<https://software.intel.com/en-us/articles/required-license-upgrade-for-intel-system-studio-2016-and-intel-parallel-studio-xe-2016>

8.1.1 Running the Installer

You have the choice to use the online installer which is a small agent that downloads installation packages according to the products you will choose for installation.

Alternatively you can use the full package offline installer which doesn't require an Internet connection for installation.

To start installation, run one of the following (you must have administrator rights):

- Double-click the downloaded online installer agent
system_studio_2016.3.xxx_online.exe
or
- Double-click the downloaded full package offline installer
system_studio_2016.3.xxx.exe

8.1.2 Activating the Product

During installation of the Intel® System Studio 2016 an activation dialog pops up providing the following options

- **Use existing activation** (this option is visible when the product installer recognized an existing valid license on the system)
- **Activation with Serial Number.** (“Online Activation”, requires Internet connection; the format of the serial number is: xxxx-xxxxxxx)
- **Evaluation activation** (no serial number required; installs a 30-days license on the system with full functionality)
- **Use a license manager** (license manager must be running and accessible from the install machine)
- **Use license file** (license file .lic must be available on the install machine, no internet connection required)

The Intel® Software Manager (see section. 3) can be used to manage your activations after product installation. It can for example convert an evaluation activation into a full product activation (after product license purchase) without re-installing the product.

8.1.3 Default / Customized Installation

When the Installation Summary dialog pops up, just click the ‘Next’ for a default installation or on ‘Customize’ button to modify the list of components to install.

8.2 Uninstalling / Modifying / Repairing the Tool Suite

You can uninstall the complete product, modify (if you want to uninstall specific component or install new components) or repair an installation (if you think something has broken). You can choose one of the following

- Start the Windows* system’s Control Panel, choose ‘*Uninstall a program*’ / *Intel System Studio 2016 [Update #]*
- or
- Run the `c:\Program Files (x86)\Intel\Download\system_studio_2016.3.xxx\setup.exe`

and choose the desired option, ‘**Modify**’, ‘**Repair**’ or ‘**Remove**’

8.3 Installation Directory Structure

Intel® System Studio 2016 installs components which are unique to System Studio into `<install-dir>\system_studio_2016.3.xxx` and components which share subcomponents (such as documentation) with other Intel® Software Development Products into `<install-dir>`.

The Intel® System Studio 2016 installation directory contains tools and directories as well as links to shared components into the parent directory for Intel® C++ Compiler, Intel® Integrated Performance Primitives, Intel® Math Kernel Library, Intel® Threading Building Blocks, Intel® System Debugger, Intel® VTune™ Amplifier for Systems, Intel® Inspector for Systems respectively and Wind River Linux* development environment integration as follows:

- `<install-dir>\system_studio_2016.3.xxx\compilers_and_libraries_2016`
- `<install-dir>\system_studio_2016.3.xxx\debugger`
- `<install-dir>\system_studio_2016.3.xxx\documentation_2016`
- `<install-dir>\system_studio_2016.3.xxx\GPA_2016`
- `<install-dir>\system_studio_2016.3.xxx\GraphicsFrameAnalyzerOGL`
- `<install-dir>\system_studio_2016.3.xxx\ide_support_2016`
- `<install-dir>\system_studio_2016.3.xxx\Inspector_for_Systems`
- `<install-dir>\system_studio_2016.3.xxx\licensing`
- `<install-dir>\system_studio_2016.3.xxx\samples_2016`

- <install-dir>\system_studio_2016.3.xxx\Targets
- <install-dir>\system_studio_2016.3.xxx\VTune Amplifier for Systems
- <install-dir>\system_studio_2016.3.xxx\wr-iss-2016

Intel® Software Development Products Common Components Directory with Links from System Studio

- <install-dir>\compilers_and_libraries
- <install-dir>\compilers_and_libraries_2016
- <install-dir>\compilers_and_libraries_2016.3.xxx
- <install-dir>\debugger_2016
- <install-dir>\documentation_2016
- <install-dir>\ide_support_2016
- <install-dir>\Inspector 2016 for Systems
- <install-dir>\Inspector for Systems
- <install-dir>\samples_2016
- <install-dir>\system_studio_2016.3.xxx
- <install-dir>\VTune Amplifier 2016 for Systems
- <install-dir>\VTune Amplifier for Systems

The Intel® System Studio contains components under GNU* Public License (GPL) in addition to commercially licensed components. This includes the GNU* Project Debugger – GDB and the kernel module used by the Intel® System Debugger to export Linux* dynamically kernel module memory load information to host.

The Intel® VTune™ Amplifier, Intel® Energy Profiler and Intel® Inspector are available for power and performance tuning as well as memory and thread checking on the installation host.

For additional installation of command-line only versions of Intel® VTune™ Amplifier, SoC Watch, WakeUp Watch and Intel® Inspector on the development target, please follow the sub-chapter on the command line interface (CLI) installations below.

Furthermore a target package system_studio_target.tgz in <install-dir>\system_studio_2016.3.xxx\Targets contains Intel® C++ Compiler runtime libraries, the Intel® VTune™ Amplifier Sampling Enabling Product (SEP), target components for the Intel® VTune™ Amplifier Data Collector and the kernel module used by the Intel® System Debugger to export Linux* dynamically kernel module memory load information to host.

The Intel® System Debugger at this point is intended for Intel® Atom™ processor targeted system software cross-debug.

8.4 Development Target Package Installation

The targets directory contains Intel® C++ Compiler runtime libraries, the Intel® VTune™ Amplifier Sampling Enabling Product (SEP) , target components for the Intel® VTune™ Amplifier Data Collector, target components for the Intel® Inspector, the xdbntf.ko used by the Intel® System Debugger to export Linux* kernel module memory load information to host, and prebuilt gdbserver target debug agents for GDB.

To install it follow the steps below

1. Copy the contents of the `<install-dir>\system_studio_2016.3.xxx\targets` directory to your target platform and unpack the `system_studio_target.tgz` and `debugger_kernel_module.tgz` files contained in this directory there.
Add the compiler runtime libraries that you find in `.../system_studio_target/compilers_and_libraries_2016.3.175/linux/compiler/lib/<OS>` to your target environment search path.
2. For the dynamic kernel module load export feature follow the instructions found at `.../debugger_kernel_module/system_debug/kernel-modules/xdbntf/read.me`.
This is also detailed in the Intel® System Debugger Installation Guide and Release Notes `sysdebug-release-install.pdf`.
3. For the GDB* Debugger remote debug agent `gdbserver` pick the executable that describes your target system from `.../system_studio_target/debugger_2016/gdb/targets/<arch>/<OS>`, where `arch` and `OS` can be the following:
 - o `arch: ia32`
`target: Android, CELinuxPR35, ChromiumOS, KendrickCanyon, TizenIVI, WindRiverLinux4, WindRiverLinux5, WindRiverLinux6, WindRiverLinux7, Yocto1.4, Yocto1.5, Yocto1.6, Yocto1.7, Yocto2.0`
 - o `arch: intel64`
`target: Android`
 - o `arch: intel64_igfx`
`target: N/A (graphic offload, debugger for heterogeneous computing)`
 - o `arch: Quark`
`target: Galileo (eglibc, uclibc)`Run `gdbserver` on the target platform to enable remote application debug.
During the Intel® System Studio product install you can also choose to install the `gdbserver` sources if support for additional target platforms is needed.
4. For the Intel® VTune Amplifier Sampling Enabling Product (SEP) pick `.../system_studio_target/vtune_amplifier_2016_update3_for_systems_target/linux/vtune_amplifier_target_sep_x86[_64].tgz`

arch: 32, 64

5. For the Intel® VTune Amplifier for Systems target package pick
.../system_studio_target/vtune_amplifier_2016_update3_for_systems_target/linux/vtune_amplifier_target_x86[_64].tgz
arch: 32, 64
6. For WakeUp Watch for Android* follow the instructions at
.../system_studio_target/wuwatch_android_v3.1.6b/WakeUpWatchForAndroid.pdf
7. For SoC Watch for Android* follow the instructions at
.../system_studio_target/socwatch_android_vx.x.x/SoCWatchForAndroid_vx_x_x.pdf
8. For SoC Watch for Linux* follow the instructions at
.../system_studio_target/socwatch_linux_v2.1/SoCWatchForLinux.pdf
9. For the Intel® Inspector for Systems follow the instructions in
.../system_studio_target/inspector_2016_for_systems/documentation/en/Release_Notes_Inspector_Linux.pdf

8.4.1 Intel® Inspector Command line interface installation

If you would like to install the Intel® Inspector command line interface only for thread checking and memory checking on a development target device, please follow the steps outlined below:

1. From .../inspector_2016_for_systems/ on the target execute the environment configuration script inspxe-genvars.sh.
2. The fully functional command-line Intel® Inspector installation can be found in the bin32 and bin64 subdirectories for IA32 and Intel® 64 targets respectively.

8.4.2 Intel® VTune™ Amplifier Collectors Installation on Remote Systems

If you would like to install the Intel® VTune™ Amplifier data collector for power tuning and performance tuning on a development target device, please follow the steps outlined below:

1. You will find the Intel® VTune™ Amplifier data collectors at
.../system_studio_target/vtune_amplifier_2016_update3_for_systems_target/linux/vtune_amplifier_target_x86[_64].tgz
arch: 32, 64
on the target.
2. Data collection on both IA32 and Intel® 64 targets is supported.
3. Follow the instructions in Help document in section “User’s guide->Running analysis remotely” for more details, on how to use this utility.

8.4.3 Preparing a Target Android* System for Remote Analysis

If you would like to install the Intel® VTune™ Amplifier data collectors for power tuning and performance tuning on an Android* target device, please follow the steps outlined below:

1. You will find SoC Watch at

`../system_studio_target/socwatch_android_vx.x.x/`
on the target.

- `../system_studio_target/socwatch_android_vx.x.x/SocWatchForAndroid_vx_x_x.pdf`
- The “[Preparing a Target Android* System for Remote Analysis](#)” chapter of the Intel® VTune™ Amplifier User’s Guide.

2. You will find WakeUp Watch at

`../system_studio_target/wuwatch_android_v3.1.6b/`
on the target.

Please follow the instructions for installation and usage in

- `../system_studio_target/socwatch_android/WakeUpWatchForAndroid.pdf`
- The “[Preparing a Target Android* System for Remote Analysis](#)” chapter of the Intel® VTune™ Amplifier User’s Guide.

8.4.4 Intel® VTune™ Amplifier Sampling Enabling Product Installation

If you would like to install the Intel® VTune™ Amplifier Sampling Enabling Product (SEP), please follow the steps outlined below:

1. You will find the Intel® VTune Amplifier Sampling Enabling Product at

`../system_studio_target/vtune_amplifier_2016_update3_for_systems_target/linux/vtune_amplifier_target_sep_x86[_64].tgz`

2. After unpacking this zip file follow the instructions in

`../vtune_amplifier_2016_for_systems.2.x.xxxxxxx\sepdk\src\README.txt`

8.4.5 Intel® Integrated Performance Primitives redistributable installation

If you are using dynamic linking when using the Intel® Integrated Performance Primitives, you will need to copy the relevant Linux* shared objects to the target device along with the application.

The redistributable shared objects can be found at

`<install-dir>\system_studio_2016.3.xxx\compilers_and_libraries_2016\linux\ipp\lib`

8.4.6 Intel® Math Kernel Library redistributable shared object installation

If you are using dynamic linking when using the Intel® Math Kernel Libraries, you will need to copy the relevant Linux* shared objects to the target device along with the application.

The redistributable shared objects can be found at

```
<install-dir>\  
system_studio_2016.3.xxx\compilers_and_libraries_2016\linux\mkl\lib
```

8.4.7 Intel® C++ Compiler dynamic runtime library installation

After unpacking system_studio_target.tgz on the target platform you will find the Intel® C++ Compiler runtime libraries at
.../system_studio_target/
compilers_and_libraries_2016.3.xxx/linux/compiler/lib/<arch>,
where <arch> is ia32 or intel64.

8.5 Eclipse* IDE Integration

8.5.1 Installation

During System Studio installation you have the option to integrate product components into an existing Eclipse* installation, install Eclipse* (actually v4.4 Luna) that is included in the System Studio package or skip Eclipse integration at all.

If you decide to integrate System Studio tools into your existing Eclipse* installation (usually this could be C:\Program Files (x86)\eclipse) then make sure the prerequisites meet the following:

- Eclipse* IDE for C/C++ Developers, supported versions 3.8/4.2 (Juno) – Eclipse* 4.5 (Mars.2)
- Java Runtime Environment (JRE) version 6.0 (also called 1.6) update 11 or later.

Note: The Eclipse* integration of the GDB* GNU Project Debugger requires that the Intel® C++ Compiler installation is selected during Intel® System Studio installation as well.

8.5.2 Launching Eclipse for Development with the Intel C++ Compiler

Since Eclipse requires a JRE to execute, you must ensure that an appropriate JRE is available to Eclipse prior to its invocation. You can set the PATH environment variable to the full path of the folder of the java file from the JRE installed on your system or reference the full path of the java executable from the JRE installed on your system in the -vm parameter of the Eclipse command, e.g.:

```
eclipse -vm \JRE folder\bin\java
```

Invoke the Eclipse executable directly from the directory where it has been installed. For example:

```
<eclipse-install-dir>\eclipse\eclipse
```

8.5.3 Editing Compiler Cross-Build Environment Files

Environment File Support appears under “Intel® System Studio - Intel® System Studio Tools Environment File” on the menu bar.

For details on the Environment File Editor, please check the

Intel® C++ Compiler documentation at

```
<install-dir>\documentation_2016\en\compiler_c\iss2016
```

8.5.4 Cheat Sheets

The Intel® C++ Compiler Eclipse* Integration additionally provides Eclipse* style cheat sheets on how to set up a project for embedded use cases using the Intel® C++ Compiler. In the Eclipse* IDE see

Help > Cheat Sheets > Intel® C/C++ Compiler

8.5.5 Integrating the provided GDB into Eclipse* for remote debug

Remote debugging with GDB using the Eclipse* IDE requires installation of the C/C++ Development Toolkit (CDT) (<http://www.eclipse.org/downloads/packages/eclipse-ide-cc-developers/junor2>) as well as Remote System Explorer (RSE) plugins (<http://download.eclipse.org/tm/downloads>). In addition RSE has to be configured from within Eclipse* to establish connection with the target hardware.

1. Copy the `gdbserver` provided by the product installation (`<install-dir>\debugger_2016\gdb\targets\<arch>\<OS>\bin`) to the target system and add it to the execution PATH environment variable on the target.
2. Configure Eclipse* to point to the correct GDB installation:
 - a. Inside the Eclipse* IDE click on Window>Preferences from the pulldown menu.
 - b. Once the preferences dialogue appears select C++>Debug>GDB from the treeview on the left.
 - c. The GDB executable can be chosen by editing the “GDB debugger” text box. Point to `<install-dir>\debugger_2016\gdb\intel64\bin\`,

8.5.6 Integrating the Intel® System Debugger into Eclipse*

To add Intel® System Debugger Eclipse* integration after full Intel® System Studio installation or to add the Intel® System Debugger launcher into Wind River* Workbench* this can be done from within Eclipse* by following these steps:

1. Navigate to the “Help > Install New Software” entry in the pulldown menu
2. Select “Add” and “Archive” in the following menus ...
3. Browse to `<install-dir>\System Debugger 2016\system_debug\ide_plugins\`
4. Click on the `com.intel.debugger.update-site-x.x.x-SNAPSHOT.zip` file.

8.6 Wind River* Workbench* IDE Integration

8.6.1 Documentation

1. You will find a detailed `README` file on the integration particulars of Intel® System Studio in the `wr-iss-2016` subdirectory of the Wind River* Workbench* installation directory. This `README` also goes into the use of the Intel® C++ Compiler as a

- secondary toolchain layer and adding Intel® System Studio recipes to target platforms for both Wind River* Linux* and Yocto Project*.
2. Additionally there is a Wind River* Workbench integration feature and usage description in the [“Using Intel® System Studio with Wind River* Linux* Build Environment”](#) article.

8.6.2 Installation

Intel® System Studio provides Wind River* Linux* build environment integration and platform recipes for Intel® C++ Compiler, Intel® Integrated Performance Primitives, Intel® Math Kernel Library and Intel® VTune™ Amplifier Sampling Collector.

It also integrated IDE launchers for Intel® VTune™ Amplifier for Systems and Intel® System Debugger.

This is offered automatically as a step in the Intel® System Studio product installation. The following steps are taken implicitly:

1. Create folder `wr-iss-2016` in both the Intel® System Studio installation directory and the Wind River* Workbench* installation directory.
2. In the `wr-setup` subdirectory, execute the script `postinst_wr_iss.bat`. This script will register the platform recipes for different Intel® System Studio components and also the IDE integration of Intel® System components such as Intel® C++ Compiler, Intel® VTune™ Amplifier and Intel® System Debugger.

8.6.3 Manual installation

1. Change into the Wind River* Workbench* installation directory and there into the `..\wr-iss-2016\wr-setup` subdirectory.
2. In the `wr-setup` subdirectory, execute the script `postinst_wr_iss.bat <install-dir>`, providing the Intel® System Studio installation directory as a parameter. This script will register the platform recipes for different Intel® System Studio components and also the IDE integration of Intel® System components such as Intel® C++ Compiler, Intel® VTune™ Amplifier and Intel® System Debugger.

Note for Windows* host: As the Wind River* Linux* target platform is defined on Linux* host and only imported into the Wind River* Workbench* on Windows* host, Intel® System Studio platform recipes may not be applicable for Windows* host users.

8.6.4 Uninstall

3. Change into the Wind River* Workbench* installation directory and there into the `..\wr-iss-2016\wr-setup` subdirectory.
4. In the `wr-setup` subdirectory, execute the script `uninst_wr_iss.bat`

8.7 Installing Intel® XDP3 JTAG Probe

If it is not already pre-installed, the Intel® ITP-XDP3 driver is automatically installed as part of the Intel® System Debugger installation process.

The Intel® ITP-XDP3 driver installer will issue a warning that the publisher could not be verified. Please acknowledge the warning and proceed with the installation.

8.8 Ordering JTAG Probe for the Intel® System Debugger

1. To order the Intel XDP3 JTAG probe, please go to:
http://designintools.intel.com/product_p/itpxdp3brext.htm (ITP-XDP 3BRKit)
2. To order the closed-chassis adapter, please go to:
http://designintools.intel.com/product_p/itpxdpsvt.htm (Intel SVT Closed Chassis Adapter)

We will also gladly assist with the ordering process. If you have any questions please submit an issue in the Intel® System Studio product of Intel® Premier Support <https://premier.intel.com> or send an email to IntelSystemStudio@intel.com.

9 Known Issues and Limitations

For known issues of individual Intel® System Studio components please refer to the individual component release notes. Their location in the installed product can be found in chapter 2: [Technical Support and Documentation](#)

9.1.1 Documentation Links and FAT32 file system

If Intel® System Studio is installed on a FAT32 file-system, the symbolic links for Intel® VTune™ Amplifier for Systems and Intel® Inspector for Systems documentation from <install-dir>\system_studio_2016.3.xxx\documentation_2016\ may not work.

Please refer directly to the

<install-dir>\system_studio_2016.3.xxx\VTune Amplifier for Systems\documentation\en\

and

<install-dir>\system_studio_2016.3.xxx\Inspector for Systems\documentation\en\

9.1.2 Running online-installer behind proxy server fails

Running online-installer behind proxy server produces error: "Connection to the IRC site cannot be established". Please see the [Installation Notes](#) for more details

9.1.3 Some hyperlinks in HTML documents may not work when you use Internet Explorer.

Try using another browser, such as Chrome or Firefox, or right-click the link, select Copy shortcut, and paste the link into a new Internet Explorer window.

9.2 Graphics Analysis Tools

9.2.1 Installation failure on Windows* host with script custom actions

The installation of Intel® System Studio System Analyzer, Frame Analyzer and Platform Analyzer may fail on rare occasions with the following Windows* error message:

1. 2738, Could not access VBScript run time for custom action [2].
2. 2739, Could not access JScript run time for custom action [2].

If this error message occurs, the installation can be completed after applying the following steps:

- Check that vbscript.dll and jscript.dll aren't registered in HKEY_CURRENT_USER (HKCU), checking for the registry keys below.
- VBScript, HKCU\SOFTWARE\Classes\CLSID\{ B54F3741-5B07-11CF-A4B0-00AA004A55E8}
- JScript, HKCU\SOFTWARE\Classes\CLSID\{ F414C260-6AC0-11CF-B6D1-00AA00BBBB58}
- JScript, HKCU\SOFTWARE\Classes\CLSID\{ F414C261-6AC0-11CF-B6D1-00AA00BBBB58}
- JScript, HKCU\SOFTWARE\Classes\CLSID\{ F414C262-6AC0-11CF-B6D1-00AA00BBBB58}
- Remove these keys if they exist in HKEY_CURRENT_USER..

9.2.2 Support for Intel® Atom™ Processor Z3560 and Z3580 code-named “Moorefield” missing

Support for Intel® Atom™ Processor Z3560 and Z3580 code-named “Moorefield” is currently not available

9.3 Intel® Energy Profiler

9.3.1 \boot\config-`uname -r` file must be present on platform.

In order to enable CPU power data collection for Intel® VTune™ Amplifier please make sure your environment does have a file named \boot\config-`uname -r` located in your \boot\config directory

If there is no such file you should run the following command:

```
$ cat \proc\config.gz | gunzip - > \boot\config-`uname -r`
```

9.3.2 Power and Frequency Analysis support for Intel® Atom™ Processor covers Android* OS only.

Power and frequency analysis currently requires at least a 2nd generation Intel® Core™ Processor Family based platform or an Intel® Atom™ Processor Z2xxx or Z3xxx running Android* OS

9.4 Intel® VTune™ Amplifier Usage with Yocto Project*

9.4.1 Building Sampling Collector (SEP) for Intel® VTune™ Amplifier driver on host Linux* system

For Yocto Project* targeted development additional kernel utilities required for building drivers and kernel modules need to be present in the kernel source tree. The following utilities need to be manually added to the standard Yocto Project* 1.x kernel build tree: viz, recordmcount, fixdep, and modpost.

9.4.2 Remote Intel® VTune™ Amplifier Sampling on Intel® 64 Yocto Project* Builds

The GNU linker ld is installed in a non-standard path on Yocto Project* 1.5 for Intel® 64 (x86_64). For remote sampling with amplxe-runss to work correctly "/lib64/ld-linux-x86-64.so.2 " has to be added as a symlink to /lib/ld-linux-x86-64.so.2 on the target filesystem.

9.4.3 Building 64bit Sampling Collector against Yocto Project* targeting Intel® Atom™ Processor E38xx requires additional build flags

Building the Intel® VTune™ Amplifier for Systems Sampling Collector driver SEPDK against the x86_64 version of Yocto Project 1.6 (Daisy) for Intel® Atom™ Processor E38xx requires a modification of the Makefile in ../sepdk/src and ../sepdk/pax.

In both cases the EXTRA_CFLAGS entry needs to be amended with the option

-DCONFIG_COMPAT:

```
EXTRA_CFLAGS += -I$(LDDINCDIR) -I$(LDDINCDIR1) -DCONFIG_COMPAT
```

9.5 Intel® System Debugger

9.5.1 Intel® Puma™ 6 Media Gateway Firmware Recovery Tool not available

The start_xdb_firmware_recovery.sh / start_xdb_firmware_recovery.bat utility to allow recovery of corrupted flash memory on the Intel® Puma 6 Media Gateway is not functional in the Intel® System Debugger 2016.

9.5.2 Using the symbol browser on large data sets and large symbol info files not recommended

It is recommended to use the source files window to browse to the function to debug instead of the symbol browser as the use of the symbol browser on large data sets and large symbol information files (e.g. Android* kernel image) can lead to debugger stall.

9.5.3 Limited support for Dwarf Version 4 symbol information

If when debugging binaries generated with GNU* GCC 4.8 or newer the line information and variable resolution in the debugger is unsatisfactory, please try to rebuild your project using the `-gdwarf-3` option instead of simply `-g`.

9.6 GDB* - GNU* Project Debugger

9.6.1 Eclipse* integration of GDB* requires Intel® C++ Compiler install

The Eclipse* integration of the GDB* GNU Project Debugger requires that the Intel® C++ Compiler installation is selected during Intel® System Studio installation as well.

9.7 Intel® Integrated Performance Primitives

9.7.1 Some Intel® IPP domains are not installed by default

Several Intel® IPP domains (ippRR, ippGEN, ippJP, ippAC, ippVC, and ippSC) are not installed by default. Please use the Intel® System Studio installation customization option to add them.

9.8 Intel® C++ Compiler

9.8.1 “libgcc_s.so.1” should be installed on the target system

By default the Intel® C++ Compiler links the compiled binary with the library “libgcc_s.so.1”. Some embedded device OSs, for example Yocto-1.7, don't have it in default

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