# Lab-2 report

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2023-10-11

# task 1

## 实现思路

- 分配一块空间来保存进程的pid,并把这块空间加入到页表的映射中,并且设定用户可访问,这样用户就可以直接访问这块空间来获取进程pid,而不需要通过系统调用来获取
- 在kernel/proc.h的proc结构体中添加一项指针struct usyscall \*upid, 指向保存pid的结构体
- 在kernel/proc.c的allocproc()中,在建立pagetable之前调用kalloc()分配一块空间存储保存pid的结构体,并将当前进程的pid存储进去
- 在kernel/proc.c的proc\_pagetable()中使用mappages()建立映射,将指定地址USYSCALL映射到upid指向的空间,并将这个映射(PTE)写入pagetable中,权限是用户态可读,这样用户可通过USYSCALL来访问upid指向的空间,即访问进程的pid
- 在kernel/proc.c的freeproc()中,释放upid指向的空间(如果存在)
- 在kernel/proc.c的proc freepagetable()中解除USYSCALL到upid的映射关系

## 测试结果

## 实验中遇到的问题,如何思考并解决

• pgtbltest没过一直以为有问题,原来是要完成实验3才能一起过

# task 2

#### 实现思路

#### 参考freewalk函数

```
void vmprint(pagetable_t pagetable, int level)
{
  if (level == 0)
  {
    printf("page table %p\n", pagetable);
```

```
for (int i = 0; i < 512; i++)
{
   pte_t pte = pagetable[i];
   if (pte & PTE_V)
   {
      printf("..");
      for (int j = 0; j < level; j++)
      {
        printf(" ..");
      }
      uint64 pa = PTE2PA(pte);
      printf("%d: pte %p pa %p\n", i, pte, pa);
      if ((pte & (PTE_R | PTE_W | PTE_X)) == 0)
      {
        vmprint((pagetable_t)pa, level + 1);
      }
   }
}</pre>
```

- 通过level表示这是几级页表,并且根据格式打印出pte和pa
- 通过pte来判断是否有下一级页表:参考freewalk()函数,如果这一页表项显示为valid但不能read、write和execute,那么就判断这个页表项实际指向下一级页表
- 如果有下一级页表,则递归调用vmprint

## 测试结果

```
xv6 kernel is booting
hart 1 starting
hart 2 starting
page table 0x0000000087f6b000
..0: pte 0x0000000021fd9c01 pa 0x0000000087f67000
.. ..0: pte 0x0000000021fd9801 pa 0x0000000087f66000
.. .. ..0: pte 0x0000000021fda01b pa 0x0000000087f68000
.....1: pte 0x0000000021fd9417 pa 0x0000000087f65000
.. .. ..2: pte 0x0000000021fd9007 pa 0x0000000087f64000
.. .. ..3: pte 0x0000000021fd8c17 pa 0x0000000087f63000
..255: pte 0x0000000021fda801 pa 0x0000000087f6a000
....511: pte 0x0000000021fda401 pa 0x0000000087f69000
.....509: pte 0x0000000021fdcc13 pa 0x0000000087f73000
.....510: pte 0x0000000021fdd007 pa 0x0000000087f74000
.. .. ..511: pte 0x0000000020001c0b pa 0x0000000080007000
init: starting sh
```

```
== Test pgtbltest ==
$ make qemu-gdb
(2.7s)
== Test
        pgtbltest: ugetpid ==
  pgtbltest: ugetpid: OK
== Test pgtbltest: pgaccess ==
  pgtbltest: pgaccess: OK
== Test pte printout ==
$ make gemu-gdb
pte printout: OK (0.6s)
== Test answers-pgtbl.txt == answers-pgtbl.txt: OK
== Test usertests ==
$ make qemu-gdb
(58.6s)
        usertests: all tests ==
== Test
  usertests: all tests: OK
== Test time ==
time: OK
Score: 46/46
```

实验中遇到的问题,如何思考并解决

• 无

# task 3

#### 实现思路

```
int sys_pgaccess(void)
{
   // lab pgtbl: your code here.
```

```
uint64 base;
 int len;
 uint64 mask;
 argaddr(⊘, &base);
 argint(1, &len);
 argaddr(2, &mask);
 if (len > 32)
   return -1;
  }
 if (base + PGSIZE * len >= MAXVA)
   return -1;
 uint temp = ∅;
 pte_t *pte;
 struct proc *p = myproc();
 for (int i = 0; i < len; i++)
    pte = walk(p->pagetable, base + PGSIZE * i, 0);
   if (*pte & PTE_A)
      temp = temp | (1 << i);
      *pte = *pte ^ PTE_A;
    }
  return copyout(p->pagetable, mask, (char *)&temp, sizeof(temp));
}
```

• 在kernel/riscv.h中定义PTE\_A (访问位) ,根据xv6官方手册,知道PTE\_A是定义在第6位上的,所以PTE\_A的值为1L << 6

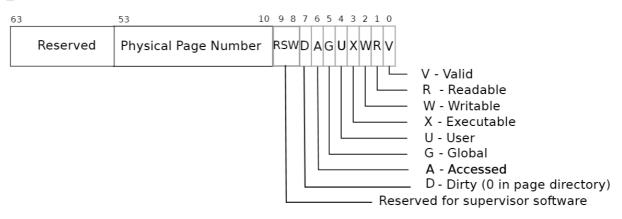


Figure 3.2: RISC-V address translation details.

kernel/sysproc.c中实现sys\_pgaccess():通过argaddr和argint获取参数,先保证检测的page数量小于32(因为掩码为unsigned int,至多32位)以及访问的虚拟地址要小于MAXVA,然后对于第i页,通过walk函数获取对应的pte(将alloc参数设为0,保证不会进行分配,因为这只是检测工作而非TLB miss之后的修改页表工作),如果pte的PTE\_A位为1,则将掩码的第i位设为1,表示第i位被访问过,同

时将pte的PTE\_A位设为0(以免干扰下一次的pgaccess()),最后将掩码通过copyout拷贝到用户空间的指定地址中

# 测试结果

```
== Test pgtbltest ==
$ make qemu-gdb
(2.7s)
== Test pgtbltest: ugetpid ==
  pgtbltest: ugetpid: OK
         pgtbltest: pgaccess ==
== Test
 pgtbltest: pgaccess: OK
== Test pte printout ==
$ make qemu-gdb
pte printout: OK (0.6s)
== Test answers-pgtbl.txt == answers-pgtbl.txt: OK
== Test usertests ==
$ make qemu-gdb
(58.6s)
        usertests: all tests ==
== Test
  usertests: all tests: OK
== Test time ==
time: OK
Score: 46/46
```

# 实验中遇到的问题,如何思考并解决

• 忘了将PTE\_A位重置为0,导致一旦访问过的页就一直被记录下来