

Lab 2: RV64 内核线程调度

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一、实验目的和要求

1.1 实验目的：

- 了解线程概念，并学习线程相关结构体，并实现线程的初始化功能。
- 了解如何使用时钟中断来实现线程的调度。
- 了解线程切换原理，并实现线程的切换。
- 掌握简单的线程调度算法，并完成两种简单调度算法的实现。

1.2 实验环境：

- 计算机（Intel Core i5以上，4GB内存以上）系统
- Ubuntu 22.04.2 LTS

二、实验过程和数据记录

2.1 准备工程：

- 从 `repo` 同步以下代码: `rand.h/rand.c`, `string.h/string.c`, `mm.h/mm.c`, `proc.h/proc.c`, `test.h/test_schedule.h`, `schedule_test.c`, 同步后代码结构如下：

```
fengnian@MICROSO-VU1H310:/mnt/d/study/OS/os23fall-stu/src/lab2$ tree
.
├── Makefile
├── arch
│   ├── riscv
│   │   ├── Makefile
│   │   ├── include
│   │   │   ├── clock.h
│   │   │   ├── defs.h
│   │   │   ├── mm.h
│   │   │   ├── proc.h
│   │   │   └── sbi.h
│   │   └── kernel
│   │       ├── Makefile
│   │       ├── clock.c
│   │       ├── entry.S
│   │       ├── head.S
│   │       ├── mm.c
│   │       ├── proc.c
│   │       ├── sbi.c
│   │       ├── trap.c
│   │       └── vmlinux.lds
│   └── include
│       ├── print.h
│       ├── printk.h
│       ├── rand.h
│       ├── schedule_test.h
│       ├── stddef.h
│       ├── string.h
│       ├── test.h
│       └── types.h
├── init
│   ├── Makefile
│   ├── main.c
│   └── test.c
├── lib
│   ├── Makefile
│   ├── print.c
│   ├── printk.c
│   ├── rand.c
│   ├── schedule_test.c
│   └── string.c
└── test
    ├── Makefile
    └── schedule_test.c
```

- 在 `_start` 中调用 `mm_init` (`jal mm_init`)，来初始化内存管理系统

```
arch > riscv > kernel > ASM head.S
1  .extern start_kernel
2
3  .section .text.init
4  .globl _start
5  _start:
6  #将栈顶指针放入sp
7  la sp, boot_stack_top
8  jal mm_init
```

- 在初始化时用一些自定义的宏，需修改 `defs.h`，在 `defs.h` 添加如下内容：

```
1  #define PHY_START 0x0000000080000000
2  #define PHY_SIZE  128 * 1024 * 1024 // 128MB, QEMU 默认内存大小
3  #define PHY_END    (PHY_START + PHY_SIZE)
4
5  #define PGSIZE 0x1000 // 4KB
6  #define PGROUNDUP(addr) ((addr + PGSIZE - 1) & ~(PGSIZE - 1))
7  #define PGROUNDDOWN(addr) (addr & ~(PGSIZE - 1))
```

2.2 线程调度功能实现

2.2.1 线程初始化

- 为 `idle` 设置 `task_struct`。并将 `current`，`task[0]` 都指向 `idle`，代码如下所示：

```
1 // 1. 调用 kalloc() 为 idle 分配一个物理页
2 idle = kalloc();
3 // 2. 设置 state 为 TASK_RUNNING;
4 idle->state = TASK_RUNNING;
5 // 3. 由于 idle 不参与调度 可以将其 counter / priority 设置为 0
6 idle->counter = 0;
7 idle->priority = 0;
8 // 4. 设置 idle 的 pid 为 0
9 idle->pid = 0;
10 // 5. 将 current 和 task[0] 指向 idle
11 current = idle;
12 task[0] = idle;
```

- 将 `task[1] ~ task[NR_TASKS - 1]` 全部初始化
 - 调用 `kalloc()` 为 `task[i]` 分配一个物理页
 - 每个线程的 `state` 为 `TASK_RUNNING`
 - `ra` 设置为 `__dummy` 的地址, `sp` 设置为 该线程申请的物理页的高地址

```
1 for(int i = 1 ; i < NR_TASKS ; i++){
2     task[i] = kalloc();
3     task[i]->pid = i;
4     task[i]->counter = task_test_counter[i];
5     task[i]->priority = task_test_priority[i];
6     task[i]->state = TASK_RUNNING;
7     uint64 ra_address = &__dummy;
8     uint64 sp_address = (uint64)task[i] + PGSIZE;
9     task[i]->thread.ra = ra_address;
10    task[i]->thread.sp = sp_address;
11 }
```

- 在 `_start` 中调用 `task_init`

```
1 .extern start_kernel
2
3 .section .text.init
4 .globl _start
5 _start:
6     #将栈顶指针放入sp
7     la sp, boot_stack_top
8     jal mm_init
9     jal task_init
```

2.2.2 `__dummy` 与 `dummy`

- 在 `proc.c` 添加 `dummy()`:

```
1 void dummy() {
2     schedule_test();
3     uint64 MOD = 1000000007;
4     uint64 auto_inc_local_var = 0;
5     int last_counter = -1;
6     while(1) {
7         if ((last_counter == -1 || current->counter != last_counter) &&
            current->counter > 0) {
8             if(current->counter == 1){
9                 --(current->counter); // forced the counter to be zero if
                this thread is going to be scheduled
10            } // in case that the new counter is also
                1, leading the information not printed.
11            last_counter = current->counter;
12            auto_inc_local_var = (auto_inc_local_var + 1) % MOD;
13            printk("[PID = %d] is running. auto_inc_local_var = %d\n", current-
                >pid, auto_inc_local_var);
14        }
15    }
16 }
```

- 为线程 **第一次调度** 提供返回函数 `__dummy`, 在 `entry.S` 添加 `__dummy`
 - 在 `__dummy` 中将 `sepc` 设置为 `dummy()` 的地址
 - 使用 `sret` 从中断中返回。

```
1 __dummy:
2     # YOUR CODE HERE
3     la t0, dummy
4     csrw sepc, t0 #在__dummy 中将 sepc 设置为 dummy() 的地址
5     sret #从中断中返回
```

2.2.3 实现线程切换

- 判断下一个执行的线程 `next` 与当前的线程 `current` 是否为同一个线程, 如果是同一个线程, 则无需做任何处理, 否则调用 `__switch_to` 进行线程切换。

```

1 void switch_to(struct task_struct* next) {
2     /* YOUR CODE HERE */
3     //判断下一个执行的线程 next 与当前的线程 current 是否为同一个线程，如果是同一个线程，
    则无需做任何处理，否则调用 __switch_to 进行线程切换。
4     if(current->pid != next->pid){
5         struct task_struct*tmp = current;
6         current = next ;
7         __switch_to(tmp, next);
8     }
9 }

```

- 在 `entry.S` 中实现线程上下文切换 `__switch_to`:
 - `__switch_to` 接受两个 `task_struct` 指针作为参数，分别在 `a0` 和 `a1` 中
 - 保存当前线程的 `ra`, `sp`, `s0~s11` 到当前线程的 `thread_struct` (偏移量为 40, 因为 `thread_struct` 有 5 个成员变量)
 - 将下一个线程的 `thread_struct` 中的相关数据载入到 `ra`, `sp`, `s0~s11` 中

```

1 __switch_to:
2     # save state to prev process
3     # YOUR CODE HERE
4     addi t0, a0, 40
5     sd ra, 8(t0)
6     sd sp, 16(t0)
7     sd s0, 24(t0)
8     sd s1, 32(t0)
9     sd s2, 40(t0)
10    sd s3, 48(t0)
11    sd s4, 56(t0)
12    sd s5, 64(t0)
13    sd s6, 72(t0)
14    sd s7, 80(t0)
15    sd s8, 88(t0)
16    sd s9, 96(t0)
17    sd s10, 104(t0)
18    sd s11, 112(t0)
19    # restore state from next process
20    # YOUR CODE HERE
21    addi t0, a1, 40
22    ld ra, 8(t0)
23    ld sp, 16(t0)
24    ld s0, 24(t0)
25    ld s1, 32(t0)
26    ld s2, 40(t0)
27    ld s3, 48(t0)
28    ld s4, 56(t0)
29    ld s5, 64(t0)
30    ld s6, 72(t0)
31    ld s7, 80(t0)
32    ld s8, 88(t0)

```

```

33     ld s9, 96(t0)
34     ld s10, 104(t0)
35     ld s11, 112(t0)
36
37     ret

```

2.2.4 实现调度入口函数

实现 `do_timer()`，并在 时钟中断处理函数 中调用。

- 如果当前线程是 idle 线程 直接进行调度
- 如果当前线程不是 idle 对当前线程的运行剩余时间减1 若剩余时间仍然大于0 则直接返回 否则进行调度

```

1 void do_timer(void) {
2     if(current == idle){
3         schedule();
4     }
5     else{
6         current->counter--;
7         if(current->counter){
8             return;
9         }
10        else{
11            schedule();
12        }
13    }
14 }

```

```

1 void trap_handler(unsigned long scause, unsigned long sepc) {
2     // 通过 `scause` 判断trap类型
3     // 如果是interrupt 判断是否是timer interrupt
4     // 如果是timer interrupt 则打印输出相关信息，并通过 `clock_set_next_event()` 设置
    下一次时钟中断
5     // `clock_set_next_event()` 见 4.3.4 节
6     // 其他interrupt / exception 可以直接忽略
7     if(scause & 0x8000000000000000){//trap 类型为interrupt
8         if(scause == 0x8000000000000005){//timer interrupt
9             printk("[S] Supervisor Mode Timer Interrupt\n");
10            clock_set_next_event();
11            do_timer();
12        }
13    }
14    else{
15
16    }
17 }

```

2.2.5 实现线程调度

2.2.5.1 短作业优先调度算法

- 遍历线程指针数组 `task` (不包括 `idle` , 即 `task[0]`) , 在所有运行状态 (`TASK_RUNNING`) 下的线程运行剩余时间最少的线程作为下一个执行的线程。
- 如果所有运行状态下的线程运行剩余时间都为0, 则对 `task[1] ~ task[NR_TASKS-1]` 的运行剩余时间重新赋值 (使用 `rand()`) , 之后再重新进行调度。
- 打印设置和switch是的 `pid` 和 `counter` 信息

```
1  int judge_all_0 = 1;
2  int select_task = 0;
3  for(int i = 1 ; i < NR_TASKS ; i++){
4      if(task[i]->counter){
5          judge_all_0 = 0;
6      }
7      if((task[i]->counter < task[select_task]->counter || select_task == 0)
8      && task[i]->state == TASK_RUNNING && task[i]->counter){
9          select_task = i;
10     }
11     if(judge_all_0 == 1){
12         for(int i = 0 ; i < NR_TASKS ; i++){
13             task[i]->counter = rand();
14             printk("SET [PID = %d COUNTER = %d]\n",task[i]->pid,task[i]-
15 >counter);
16         }
17         schedule();
18     }
19     else{
20         printk("\nswitch to [PID = %d COUNTER = %d]\n",task[select_task]-
21 >pid,task[select_task]->counter);
22         switch_to(task[select_task]);
23     }
24 }
```

2.2.5.2 优先级调度算法

- 遍历线程指针数组 `task` (不包括 `idle` , 即 `task[0]`) , 第一轮在所有运行状态 (`TASK_RUNNING`) 下的线程运行剩余时间最多的线程作为下一个执行的线程, 如果时间相同, 选择优先级更高的线程
- 第二轮所有运行状态下的线程运行剩余时间都为0, 将 `(task[i]->counter >> 1) + task[i]->priority` 的结果作为新的时间片, 也就是 `priority` 与 `counter` 一致, 再选择剩余时间最多的线程作为下一个执行的线程就相当于按优先级调度
- 打印设置和switch是的 `pid` 和 `counter` 信息

```
1  int judge_all_0 = 1;
2  int select_task = 0;
3  for( ; ; ){
4      for(int i = NR_TASKS-1 ; i >=1 ; i--){
```

```

5         if(task[i]->counter){
6             judge_all_0 = 0;
7         }
8         if((task[i]->counter > task[select_task]->counter || select_task ==
0) && task[i]->state == TASK_RUNNING && task[i]->counter){
9             select_task = i;
10        }
11    }
12    if(select_task){
13        break;
14    }
15    for(int i = NR_TASKS-1 ; i >=1 ; i--){
16        if (task[i]){
17            task[i]->counter = (task[i]->counter >> 1) +task[i]->priority;
18        }
19    }
20 }
21 if(judge_all_0 == 1){
22     for(int i = 0 ; i < NR_TASKS ; i++){
23         task[i]->counter = rand();
24         printk("SET [PID = %d COUNTER = %d]\n",task[i]->pid,task[i]-
>counter);
25     }
26     schedule();
27 }
28 else{
29     printk("\nswitch to [PID = %d COUNTER = %d PRIORITY =
%d]\n",task[select_task]->pid,task[select_task]->counter,task[select_task]-
>priority);
30     switch_to(task[select_task]);
31 }

```

2.3 编译及测试

- 在 `proc.c` 中使用 `#ifdef` , `#endif` 来控制代码, 用 `#ifdef SJF` , `#else` 实现编译时的代码选择, 完整的 `shedule` 函数如下:

```

1 void schedule(void) {
2     #ifdef SJF
3         int judge_all_0 = 1;
4         int select_task = 0;
5         for(int i = 1 ; i < NR_TASKS ; i++){
6             if(task[i]->counter){
7                 judge_all_0 = 0;
8             }
9             if((task[i]->counter < task[select_task]->counter || select_task ==
0) && task[i]->state == TASK_RUNNING && task[i]->counter){
10                 select_task = i;
11             }

```



```

12     }
13     if(judge_all_0 == 1){
14         for(int i = 0 ; i < NR_TASKS ; i++){
15             task[i]->counter = rand();
16             printk("SET [PID = %d COUNTER = %d]\n",task[i]->pid,task[i]-
>counter);
17         }
18         schedule();
19     }
20     else{
21         printk("\nswitch to [PID = %d COUNTER = %d]\n",task[select_task]-
>pid,task[select_task]->counter);
22         switch_to(task[select_task]);
23     }
24 #else
25     int judge_all_0 = 1;
26     int select_task = 0;
27     for(int i = 1 ; i < NR_TASKS ; i++){
28         if(task[i]->counter){
29             judge_all_0 = 0;
30         }
31         if((task[i]->counter > task[select_task]->counter || select_task ==
0) && task[i]->state == TASK_RUNNING && task[i]->counter){
32             select_task = i;
33         }
34         if(task[i]->counter == task[select_task]->counter && task[i]-
>priority > task[select_task]->priority){
35             select_task = i;
36         }
37     }
38     if(judge_all_0 == 1){
39         for(int i = 0 ; i < NR_TASKS ; i++){
40             task[i]->counter = rand();
41             printk("SET [PID = %d COUNTER = %d]\n",task[i]->pid,task[i]-
>counter);
42         }
43         schedule();
44     }
45     else{
46         printk("\nswitch to [PID = %d COUNTER = %d PRIORITY =
%d]\n",task[select_task]->pid,task[select_task]->counter,task[select_task]-
>priority);
47         switch_to(task[select_task]);
48     }
49 #endif
50 }

```

- `NR_TASKS = 4` 情况下短作业优先调度算法的测试结果：

先修改 `makefile`：

```
12 CFLAG = ${CF} ${INCLUDE} -D SJF
```

```

Boot HART MIDELEG      : 0x0000000000000222
Boot HART MIDELEG      : 0x000000000000b109
...mm_init done!
...proc_init done!
2022 Hello RISC-V
...proc_init done!
[S] Supervisor Mode Timer Interrupt

```

```
switch to [PID = 1 COUNTER = 4]
B
B[S] Supervisor Mode Timer Interrupt
B
BB[S] Supervisor Mode Timer Interrupt
B
BBB[S] Supervisor Mode Timer Interrupt
B
BBBB[S] Supervisor Mode Timer Interrupt
```

```
switch to [PID = 3 COUNTER = 8]
D
BBBBBD[S] Supervisor Mode Timer Interrupt
D
BBBBDD[S] Supervisor Mode Timer Interrupt
D
BBBBDDD[S] Supervisor Mode Timer Interrupt
D
BBBBDDDD[S] Supervisor Mode Timer Interrupt
D
BBBBDDDDD[S] Supervisor Mode Timer Interrupt
D
BBBBDDDDDD[S] Supervisor Mode Timer Interrupt
D
BBBBDDDDDDD[S] Supervisor Mode Timer Interrupt
```

```
D  
BBBBDDDDDDD[S] Supervisor Mode Timer Interrupt  
D  
BBBBDDDDDDD[S] Supervisor Mode Timer Interrupt  
D  
BBBBDDDDDDD[S] Supervisor Mode Timer Interrupt  
  
switch to [PID = 2 COUNTER = 9]  
C  
BBBBDDDDDDDC[S] Supervisor Mode Timer Interrupt  
C  
BBBBDDDDDDCCC[S] Supervisor Mode Timer Interrupt  
C  
BBBBDDDDDDCCCC[S] Supervisor Mode Timer Interrupt  
C  
BBBBDDDDDDCCCCC[S] Supervisor Mode Timer Interrupt  
C  
BBBBDDDDDDCCCCC[S] Supervisor Mode Timer Interrupt  
C  
BBBBDDDDDDCCCCCC[S] Supervisor Mode Timer Interrupt  
C  
BBBBDDDDDDCCCCCCC[S] Supervisor Mode Timer Interrupt  
C  
BBBBDDDDDDCCCCCCCC[S] Supervisor Mode Timer Interrupt  
C  
BBBBDDDDDDCCCCCCCCC[S] Supervisor Mode Timer Interrupt  
C  
BBBBDDDDDDCCCCCCCCCC[S] Supervisor Mode Timer Interrupt  
NR_TASKS = 4, SJF test passed!  
  
[S] Supervisor Mode Timer Interrupt  
SET [PID = 0 COUNTER = 1]  
SET [PID = 1 COUNTER = 4]  
SET [PID = 2 COUNTER = 10]  
SET [PID = 3 COUNTER = 4]
```

测试通过

- `NR_TASKS = 4` 情况下优先级调度算法的测试结果

```

CCCCCCCCCD[S] Supervisor Mode Timer Interrupt
D
CCCCCCCCCD[S] Supervisor Mode Timer Interrupt
D
CCCCCCCCDDD[S] Supervisor Mode Timer Interrupt
D
CCCCCCCCDDDD[S] Supervisor Mode Timer Interrupt
D
CCCCCCCCDDDDD[S] Supervisor Mode Timer Interrupt
D
CCCCCCCCDDDDD[S] Supervisor Mode Timer Interrupt
D
CCCCCCCCDDDDDD[S] Supervisor Mode Timer Interrupt
D
CCCCCCCCDDDDDD[S] Supervisor Mode Timer Interrupt
D
CCCCCCCCDDDDDD[S] Supervisor Mode Timer Interrupt
D
CCCCCCCCDDDDDD[S] Supervisor Mode Timer Interrupt
D
switch to [PID = 1 COUNTER = 4 PRIORITY = 37]
B
CCCCCCCCDDDDDDDB[S] Supervisor Mode Timer Interrupt
B
CCCCCCCCDDDDDDDB[S] Supervisor Mode Timer Interrupt
B
CCCCCCCCDDDDDDDBB[S] Supervisor Mode Timer Interrupt
B
CCCCCCCCDDDDDDDBB[S] Supervisor Mode Timer Interrupt
B
CCCCCCCCDDDDDDDBBB
NR_TASKS = 4, PRIORITY test passed!

[S] Supervisor Mode Timer Interrupt
SET [PID = 0 COUNTER = 1]
SET [PID = 1 COUNTER = 4]
SET [PID = 2 COUNTER = 10]
SET [PID = 3 COUNTER = 4]

```

- NR_TASKS = 16 情况下短作业优先调度算法的测试结果:

```
L
IH0OOLL[S] Supervisor Mode Timer Interrupt
L
IH0OOLLL[S] Supervisor Mode Timer Interrupt

switch to [PID = 13 COUNTER = 3]
N
IH0OOLLNL[S] Supervisor Mode Timer Interrupt
N
IH0OOLLNN[S] Supervisor Mode Timer Interrupt
N
IH0OOLLNNN[S] Supervisor Mode Timer Interrupt

switch to [PID = 1 COUNTER = 4]
B
IH0OOLLNNNB[S] Supervisor Mode Timer Interrupt
B
IH0OOLLNNBB[S] Supervisor Mode Timer Interrupt
B
IH0OOLLNNBBB[S] Supervisor Mode Timer Interrupt
B
IH0OOLLNNBBBB[S] Supervisor Mode Timer Interrupt
```



```

0x8020014c < __switch_to+20> sd s2,40(t0)
0x80200150 < __switch_to+24> sd s3,48(t0)
0x80200154 < __switch_to+28> sd s4,56(t0)
0x80200158 < __switch_to+32> sd s5,64(t0)
0x8020015c < __switch_to+36> sd s6,72(t0)
0x80200160 < __switch_to+40> sd s7,80(t0)
0x80200164 < __switch_to+44> sd s8,88(t0)
0x80200168 < __switch_to+48> sd s9,96(t0)
0x8020016c < __switch_to+52> sd s10,104(t0)
0x80200170 < __switch_to+56> sd s11,112(t0)
0x80200174 < __switch_to+60> addi t0,a1,40
0x80200178 < __switch_to+64> ld ra,8(t0)
> 0x8020017c < __switch_to+68> ld sp,16(t0)
0x80200180 < __switch_to+72> ld s0,24(t0)
0x80200184 < __switch_to+76> ld s1,32(t0)
0x80200188 < __switch_to+80> ld s2,40(t0)
0x8020018c < __switch_to+84> ld s3,48(t0)

remote Thread 1.1 In: switch to
ra 0x80200128 0x80200128 < __dummy>
sp 0x80204e40 0x80204e40
gp 0x0 0x0
tp 0x80018000 0x80018000
t0 0x87fe7028 2281599016
t1 0x0 0
t2 0x0 0
fp 0x80204e70 0x80204e70
s1 0x1 1

```

- 运行到第二次保存 ra 的地方，查看此时 ra 的值还是 0x802004c4 (switch+92)

```

B+ 0x80200138 < __switch_to> addi t0,a0,40
0x8020013c < __switch_to+4> sd ra,8(t0)
0x80200140 < __switch_to+8> sd sp,16(t0)
> 0x80200144 < __switch_to+12> sd s0,24(t0)
0x80200148 < __switch_to+16> sd s1,32(t0)
0x8020014c < __switch_to+20> sd s2,40(t0)
0x80200150 < __switch_to+24> sd s3,48(t0)
0x80200154 < __switch_to+28> sd s4,56(t0)
0x80200158 < __switch_to+32> sd s5,64(t0)
0x8020015c < __switch_to+36> sd s6,72(t0)
0x80200160 < __switch_to+40> sd s7,80(t0)
0x80200164 < __switch_to+44> sd s8,88(t0)
0x80200168 < __switch_to+48> sd s9,96(t0)
0x8020016c < __switch_to+52> sd s10,104(t0)
0x80200170 < __switch_to+56> sd s11,112(t0)
0x80200174 < __switch_to+60> addi t0,a1,40
0x80200178 < __switch_to+64> ld ra,8(t0)

remote Thread 1.1 In: switch to
ra 0x802004c4 0x802004c4 <switch_to+92>
sp 0x87fe7ca0 0x87fe7ca0
gp 0x0 0x0
tp 0x80018000 0x80018000
t0 0x87fe7028 2281599016
t1 0x0 0
t2 0x0 0
fp 0x87fe7cd0 0x87fe7cd0
s1 0x0 0

```

- 之后都是第一次被调度，ra 的变化一样
- 直到进程第二次被调度，此时恢复 ra 的时候，ra 不再是为 dummy 的地址，而是 0x802004c4 (switch+92)


```

0x80200154 <__switch_to+28> sd s4,56(t0)
0x80200158 <__switch_to+32> sd s5,64(t0)
0x8020015c <__switch_to+36> sd s6,72(t0)
0x80200160 <__switch_to+40> sd s7,80(t0)
0x80200164 <__switch_to+44> sd s8,88(t0)
0x80200168 <__switch_to+48> sd s9,96(t0)
0x8020016c <__switch_to+52> sd s10,104(t0)
0x80200170 <__switch_to+56> sd s11,112(t0)
0x80200174 <__switch_to+60> addi t0,a1,40
0x80200178 <__switch_to+64> ld ra,8(t0)
> 0x8020017c <__switch_to+68> ld sp,16(t0)
0x80200180 <__switch_to+72> ld s0,24(t0)
0x80200184 <__switch_to+76> ld s1,32(t0)
0x80200188 <__switch_to+80> ld s2,40(t0)
0x8020018c <__switch_to+84> ld s3,48(t0)
0x80200190 <__switch_to+88> ld s4,56(t0)
0x80200194 <__switch_to+92> ld s5,64(t0)

remote Thread 1.1 In: switch_to
ra 0x802004c4 0x802004c4 <switch_to+92>
sp 0x87ff9c70 0x87ff9c70
gp 0x0 0x0
tp 0x80018000 0x80018000
t0 0x87ffa028 2281676840
t1 0x0 0
t2 0x0 0
fp 0x87ff9ca0 0x87ff9ca0
s1 0x87ff8000 228166808

```

- 之后无论保存还是恢复，ra 的值均为0x802004c4 (switch+92)，不再变化

```

B+ 0x80200138 <__switch_to> addi t0,a0,40
0x8020013c <__switch_to+4> sd ra,8(t0)
> 0x80200140 <__switch_to+8> sd sp,16(t0)
0x80200144 <__switch_to+12> sd s0,24(t0)
0x80200148 <__switch_to+16> sd s1,32(t0)
0x8020014c <__switch_to+20> sd s2,40(t0)
0x80200150 <__switch_to+24> sd s3,48(t0)
0x80200154 <__switch_to+28> sd s4,56(t0)
0x80200158 <__switch_to+32> sd s5,64(t0)
0x8020015c <__switch_to+36> sd s6,72(t0)
0x80200160 <__switch_to+40> sd s7,80(t0)
0x80200164 <__switch_to+44> sd s8,88(t0)
0x80200168 <__switch_to+48> sd s9,96(t0)
0x8020016c <__switch_to+52> sd s10,104(t0)
0x80200170 <__switch_to+56> sd s11,112(t0)
0x80200174 <__switch_to+60> addi t0,a1,40
0x80200178 <__switch_to+64> ld ra,8(t0)

remote Thread 1.1 In: switch_to
ra 0x802004c4 0x802004c4 <switch_to+92>
sp 0x87ff8ca0 0x87ff8ca0
gp 0x0 0x0
tp 0x80018000 0x80018000
t0 0x87ff8028 2281668648
t1 0x0 0
t2 0x0 0
fp 0x87ff8cd0 0x87ff8cd0
s1 0x0 0

```

这个返回的地址 (proc.c:31) 就是调用switch_to的下一行

```

0x802004a4 <switch_to+60> sd a5,-24(s0)
0x802004a8 <switch_to+64> auipc a5,0x5
0x802004ac <switch_to+68> addi a5,a5,-1176
0x802004b0 <switch_to+72> ld a4,-40(s0)
0x802004b4 <switch_to+76> sd a4,0(a5)
0x802004b8 <switch_to+80> ld a1,-40(s0)
0x802004bc <switch_to+84> ld a0,-24(s0)
0x802004c0 <switch_to+88> jal ra,0x80200138 <__switch_to>
> 0x802004c4 <switch_to+92> nop
0x802004c8 <switch_to+96> ld ra,40(sp)
0x802004cc <switch_to+100> ld s0,32(sp)
0x802004d0 <switch_to+104> addi sp,sp,48
0x802004d4 <switch_to+108> ret
0x802004d8 <task_init> addi sp,sp,-48
0x802004dc <task_init+4> sd ra,40(sp)
0x802004e0 <task_init+8> sd s0,32(sp)
0x802004e4 <task_init+12> addi s0,sp,48

remote Thread 1.1 In: switch_to
(gdb) n
(gdb) n
(gdb) n
(gdb) n
(gdb) n
(gdb) n
(gdb) n
(gdb) n
(gdb) n
switch_to (next=0x87ffa000) at proc.c:31

```



```
23 void switch_to(struct task_struct* next) {
24     /* YOUR CODE HERE */
25     //判断下一个执行的线程 next 与当前的线程 current 是否为同一个线程，如果是同一个线程，则无需做任何处理，否则调用 __switch_to 进行线程切换。
26     if(current->pid != next->pid){
27         struct task_struct*tmp = current;
28         current = next ;
29         __switch_to(tmp, next);
30     }
31 }
```

四、遇到的问题与心得

通过操作系统的第一次实验，我了解了线程的概念，并学习了线程相关结构体，最后实现了线程的调度，在实验过程中，由于对相关知识的不了解，遇到了一些问题，我在搜索了解相关知识以及自己尝试后终于解决了如下问题：

1. 没有在下_start里调用初始化函数导致一直卡住，在反复调试后还是不知道出现什么问题，最后仔细看实验指导才发现有问题
2. 对于优先级调度算法一开始理解错误，以为是先考虑优先级再考虑时间，导致结果错误