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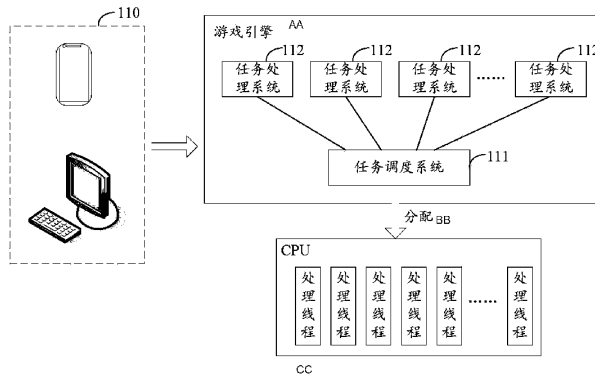
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(54) Title: TASK SCHEDULING METHOD, GAME ENGINE, DEVICE AND STORAGE MEDIUM

(54) 发明名称: 一种任务调度方法、游戏引擎、设备及存储介质



111 Task scheduling system
112 Task processing system
AA Game engine
BB Allocate
CC Processing thread

图 1

(57) Abstract: Disclosed in the embodiments of the present application are a task scheduling method, a game engine, a device and a storage medium. The method is applied to a game engine which comprises a task scheduling system and a plurality of task processing systems, wherein the plurality of task processing systems are respectively responsible for processing different tasks, each task processing system is configured with a corresponding task processing stage and a running association relationship in the task processing stage, and the running association relationship is used for representing a running dependency relationship between the task processing system and other task processing systems. The method comprises: when a game engine operates in a stage to be executed, specific task processing systems respectively generating tasks to be executed that the task processing systems are respectively responsible for processing, and transmitting said tasks to a task scheduling system; and the task scheduling system allocating processing threads in a CPU for said tasks on the basis of the load condition of the processing threads in the CPU and according to respective running association relationships of the specific task processing systems in the stage to be executed. By means of the method, overall control for a parallel condition of a CPU can be realized.

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本国际公布:

— 包括国际检索报告 (条约第21条(3))。

(57) 摘要: 本申请实施例公开了一种任务调度方法、游戏引擎、设备及存储介质, 该方法应用于包括任务调度系统和多个任务处理系统的游戏引擎, 多个任务处理系统各自负责处理的任务不同, 每个任务处理系统配置有对应的任务处理阶段和在该任务处理阶段中的运行关联关系, 运行关联关系用于表征任务处理系统与其它任务处理系统间的运行依赖关系; 当游戏引擎工作在待执行阶段时, 各特定任务处理系统分别生成各自负责处理的待执行任务, 并将待执行任务传输给任务调度系统; 任务调度系统基于CPU中各处理线程的负载情况, 根据各特定任务处理系统各自在待执行阶段中的运行关联关系, 针对各待执行任务分配CPU中的处理线程。该方法能够实现对于CPU并行情况的整体控制。