

[Patch:003/004]Unify pxm_to_node id ver.3.(for x86-64)

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2006-03/msg09535.html>

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 - *Date:* Tue, 28 Mar 2006 19:17:14 +0900
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This is to remove the code of pxm_to_node from x86-64 code.

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arch/x86_64/mm/srat.c | 33 +-----
include/asm-x86_64/numa.h | 1 -
2 files changed, 1 insertion(+), 33 deletions(-)

Index: pxm_ver3/arch/x86_64/mm/srat.c

```
=====
--- pxm_ver3.orig/arch/x86_64/mm/srat.c 2006-03-27 12:09:14.000000000 +0900
+++ pxm_ver3/arch/x86_64/mm/srat.c 2006-03-27 14:07:14.000000000 +0900
@@ -22,35 +22,15 @@
static struct acpi_table_slit *acpi_slit;
```

```
static nodemask_t nodes_parsed __initdata;
-static nodemask_t nodes_found __initdata;
static struct bootnode nodes[MAX_NUMNODES] __initdata;
-static u8 pxm2node[256] = { [0 ... 255] = 0xff };
```

```
/* Too small nodes confuse the VM badly. Usually they result
from BIOS bugs. */
```

```
#define NODE_MIN_SIZE (4*1024*1024)
```

```
-static int node_to_pxm(int n);
-
-int pxm_to_node(int pxm)
-{
- if ((unsigned)pxm >= 256)
- return -1;
- /* Extend 0xff to (int)-1 */
- return (signed char)pxm2node[pxm];
-}
-
static __init int setup_node(int pxm)
{
- unsigned node = pxm2node[pxm];
```

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```
- if (node == 0xff) {
- if (nodes_weight(nodes_found) >= MAX_NUMNODES)
- return -1;
- node = first_unset_node(nodes_found);
- node_set(node, nodes_found);
- pxm2node[pxm] = node;
- }
- return pxm2node[pxm];
+ return acpi_map_pxm_to_node(pxm);
}
```

```
static __init int conflicting_nodes(unsigned long start, unsigned long end)
@@ -292,17 +272,6 @@ int __init acpi_scan_nodes(unsigned long
return 0;
}
```

```
-static int node_to_pxm(int n)
- {
- int i;
- if (pxm2node[n] == n)
- return n;
- for (i = 0; i < 256; i++)
- if (pxm2node[i] == n)
- return i;
- return 0;
- }
```

```
int __node_distance(int a, int b)
{
int index;
```

Index: pxm_ver3/include/asm-x86_64/numa.h

```
=====
--- pxm_ver3.orig/include/asm-x86_64/numa.h 2006-03-27 12:09:17.000000000 +0900
+++ pxm_ver3/include/asm-x86_64/numa.h 2006-03-27 14:05:12.000000000 +0900
@@ -9,7 +9,6 @@ struct bootnode {
};
```

```
extern int compute_hash_shift(struct bootnode *nodes, int numnodes);
-extern int pxm_to_node(int nid);
```

```
#define ZONE_ALIGN (1UL << (MAX_ORDER+PAGE_SHIFT))
```

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Yasunori Goto

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