```
static void psset_stats_insert(psset_t* psset, hpdata_t *ps) {
      if (hpdata empty(ps)) {
           psset bin stats insert(psset, psset->stats.empty slabs, ps);
        else if (hpdata full(ps)) {
           psset bin stats insert(psset, psset->stats.full slabs, ps);
 6
        else {
           pszind_t pind = psset_hpdata_heap_index(ps);
           psset bin stats insert(psset, psset->stats.nonfull slabs[pind],
               ps);
10
11 }
                 void psset_insert(psset_t *psset, hpdata_t *ps) {
                     hpdata_in_psset_set(ps, true);
                     psset stats insert psset, ps)
                     if (hpdata alloc allowed get(ps))
                         psset alloc container insert(psset, ps);
               8
                     psset maybe insert purge list(psset, ps);
               9
               10
                     if (hpdata_hugify_allowed_get(ps)) {
                         hpdata_in_psset_hugify_container_set(ps, true);
               12
                         hpdata_hugify_list_append(&psset->to_hugify, ps);
               13
              14 }
```

方法A

```
static void psset bin stats insert(psset t *psset, psset bin stats t *binstats,
       hpdata t *ps) {
       nsset him stats insert_remove(psset, binstats, ps, true);
4 }
   JEMALLOC ALWAYS INLINE void psset bin stats insert remove(psset t *psset, psset bin stats t *binstats,
      hpdata t *ps, bool insert) {
      size t mul = insert ? (size t)1 : (size t)-1:
      size t huge idx = (size t)hpdata huge get(ps);
      binstats[huge idx].npageslabs += mul * 1:
      binstats[huge idx].nactive += mul * hpdata nactive get(ps);
      binstats[huge idx].ndirtv += mul * hpdata ndirtv get(ps);
      psset->merged_stats.npageslabs += mul * 1;
      psset->merged stats.nactive += mul * hpdata nactive get(ps);
      psset->merged_stats.ndirty += mul * hpdata_ndirty_get(ps);
      if (config debug) {
          psset bin stats t check stats = \{0\}:
          for (size t huge = 0; huge <= 1; huge++) {</pre>
              psset_bin_stats_accum(&check_stats,
                  &psset->stats.full_slabs[huge]);
              psset_bin_stats_accum(&check_stats,
20
                  &psset->stats.empty_slabs[huge]);
21
              for (pszind_t pind = 0; pind < PSSET_NPSIZES; pind++) {</pre>
22
23
                  psset_bin_stats_accum(&check_stats,
                       &psset->stats.nonfull slabs[pind][huge]);
24
```