* Purpose: how to use fix striping…(以下越上面的，代表越上層的函數or變數)
  + In Mark\_for\_specific function If ptr\_buffer\_cache->ptr\_current\_mark\_node->StripWay=1 will enter mark\_for\_page striping function
  + Mark\_for\_page\_striping function： ptr\_buffer\_cache->ptr\_current\_mark\_node->page->strip=strip
  + in Check\_whick\_node\_to\_evict：
    - strip\_way=c\_node ->page->strip
      * c\_node=ptr\_head=ptr\_buffer\_cache->ptr\_current\_mark\_node…it is same link list….
    - if R\_intensive>W\_intensity then strip\_way=1 else strip\_way=0
      * strip\_way will infect ptr\_buffer\_cache->ptr\_current\_mark\_node->StripWay(they will be the same)
  + (int A\_kick…)lru\_node->strip will decide page striping count or block striping count will increase
    - Lru\_node=current\_block[channel\_num][plane].ptr\_lru\_node=ptr\_buffer\_cache->ptr\_current\_mark\_node
  + Kick\_page\_striping\_count