

```
struct page *rb_search_page_cache(struct inode *inode,
                                   unsigned long offset)
{
    struct rb_node *n = inode->i_rb_page_cache.rb_node;
    while (n) {
        struct page *page = rb_entry(n, struct page, rb_page_cache);
        if (offset < page->offset)
            n = n->rb_left;
        else if (offset > page->offset)
            n = n->rb_right;
        else
            return page;
    }
    return NULL;
}
```