



### Embedded Linux Audio

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Elixir Cross Referencer

≡ / include / linux / sched.h

All symbols

Search Identifier



```
1  /* SPDX-License-Identifier: GPL-2.0 */
2  #ifndef _LINUX_SCHED_H
3  #define _LINUX_SCHED_H
4
5  /*
6   * Define 'struct task_struct' and provide the main scheduler
7   * APIs (schedule(), wakeup variants, etc.)
8   */
9
10 #include <uapi/linux/sched.h>
11
12 #include <asm/current.h>
13
14 #include <linux/pid.h>
15 #include <linux/sem.h>
16 #include <linux/shm.h>
17 #include <linux/kmsan_types.h>
18 #include <linux/mutex.h>
19 #include <linux/plist.h>
20 #include <linux/hrtimer.h>
21 #include <linux/irqflags.h>
22 #include <linux/seccomp.h>
23 #include <linux/nodemask.h>
24 #include <linux/rcupdate.h>
25 #include <linux/refcount.h>
26 #include <linux/resource.h>
27 #include <linux/latencytop.h>
28 #include <linux/sched/prio.h>
29 #include <linux/sched/types.h>
30 #include <linux/signal_types.h>
31 #include <linux/syscall_user_dispatch.h>
32 #include <linux/mm_types_task.h>
33 #include <linux/task_io_accounting.h>
34 #include <linux/posix-timers.h>
35 #include <linux/rseq.h>
36 #include <linux/seqlock.h>
37 #include <linux/kcsan.h>
38 #include <linux/rv.h>
39 #include <linux/livepatch_sched.h>
40 #include <asm/kmap_size.h>
41
42 /* task_struct member predeclarations (sorted alphabetically): */
```