```cpp
#define GEMMs 2
struct __align__(16) Task {
    const byte* aData;
    array<const byte*, GEMMs> bData;
    array<byte*, GEMMs> cData;
    array<const byte*, GEMMs> dData;
    byte* rcData;
    uint64_t* flags;
    uint M;
    uint syncIdx;
    uint tileIdx;
    uint batchIdx;
    uint peerIdx;
    uint expertIdx;
    uint isPeerRemote;
    TaskType taskType;
    uint16_t tileSize;
    // Pad till 128-byte cache line
    uint padding[6] = {};
}
```