```
请查阅教材 (表 3.4, 3.5 和 3.6) 和资料, 标出 Linux 的 PCB (task struct) 中标红字段的解
释。
struct task struct {
    volatile long
                                      state;
    void
                                      *stack;
    unsigned int
                                      flags;
    unsigned int
                                      ptrace;
    int
                                      prio;
    int
                                      static prio;
    int
                                      normal prio;
    unsigned int
                                      policy;
    int
                                      nr_cpus_allowed;
    cpumask t
                                      cpus allowed;
    struct sched_info
                                      sched info;
    struct list head
                                      tasks:
                                      *mm;
    struct mm_struct
    struct mm struct
                                      *active mm;
    int
                                      exit state;
    int
                                      exit_code;
    int
                                      exit signal;
    int
                                      pdeath_signal;
    unsigned
                                      sched reset on fork:1;
    unsigned
                                      sched_contributes_to_load:1;
    unsigned
                                      sched migrated:1;
    unsigned
                                      sched remote wakeup:1;
    unsigned long
                                      atomic flags; /* Flags requiring atomic access. */
    struct restart block
                                      restart block;
    pid_t
                                      pid;
    pid t
                                      tgid;
    struct task_struct __rcu
                                      *real_parent;
    struct task struct rcu
                                      *parent;
    struct list_head
                                      children;
    struct list_head
                                      sibling;
                                      *group leader;
    struct task struct
    struct pid
                                      *thread_pid;
                                      comm[TASK COMM LEN];
    char
    struct fs_struct
                                      *fs;
    struct files struct
                                      *files;
    struct signal struct
                                      *signal;
    struct thread_struct
                                      thread;
};
```