```c
struct sched_entity {
	struct load_weight	load;		/* for load-balancing */
	struct rb_node		run_node;
	struct list_head	group_node;
	unsigned int		on_rq;

	u64			exec_start;
	u64			sum_exec_runtime;
	u64			vruntime;
	u64			prev_sum_exec_runtime;

	u64			last_wakeup;
	u64			avg_overlap;

	u64			nr_migrations;

	u64			start_runtime;
	u64			avg_wakeup;

	/* many state variables elided, enabled only if CONFIG_SCHEDSTATS is set */
};
```