```
uint link;
                                                                    uint esp0;
                                                                  (kernel stack)
                                                                   ushort ss0;
                                                                 ushort padding1;
                                                                   uint *esp1;
                                                                   ushort ss1;
                                                                 ushort padding2;
                    cpus
                                                                   uint *esp2;
                             struct cpu
  GDT
                                                                   ushort ss2;
                                                                 ushort padding3;
                           uchar apicid;
  NULL
                           struct context
seg kcode
                                                                    void *cr3;
                            *scheduler;
seg kdata
                                                                    uint *eip;
                       struct taskstate ts;
                                                                   uint eflags;
seg kcpu-
seg ucode
                                                                    uint eax;
                      struct segdesc gdt[7];
seg udata
                                                                    uint ecx;
 seg tss-
                      volatile uint started;
                                                                    uint edx;
                             int ncli;
                                                                    uint ebx;
                            int intena;
                                                                    uint *esp;
                         struct cpu *cpu;
                                                                    uint *ebp;
                        struct proc *proc;
                                                                    uint esi;
                                                                    uint edi;
                                                                    ushort es;
                                                                 ushort padding4;
                                                                    ushort cs;
                                                                 ushort padding5;
                                                                    ushort ss;
                                                                 ushort padding6;
                                                                    ushort ds;
                                                                 ushort padding7;
                                                                    ushort fs;
                                                                 ushort padding8;
                                                                    ushort gs;
                                                                 ushort padding9;
                                                                   ushort ldt;
                                                                ushort padding10;
                                                                    ushort t;
                                                                   ushort iomb;
```

struct taskstate