计算机组成

IO Bridge

系统

系统总线

CPU

ALU

Registers

PC

CU

MMU

cache

内存

系统

内存总线

IO总线

USB

显卡

磁盘控制器

网卡驱动

多核CPU

核1

ALU

Registers

PC

L1

L2

核2

ALU

Registers

PC

L1

L2

L3

核1

ALU

Registers

PC

L1

L2

核2

ALU

Registers

PC

L1

L2

L3

内存

ReentrantLock

ReentrantLock

Sync extends AbstractQueuedSynchronizer

nonfairTryAcquire

tryRelease

NonfairSync extends Sync

tryAcquire(){

return nonfairTryAcquire();

}

lock()

FairSync extends Sync

lock(){

acquire(1);

}

tryAcquire

private volatile int state;

AbstractQueuedSynchronizer extends AbstractOwnableSynchronizer

private transient Thread exclusiveOwnerThread;

**AbstractOwnableSynchronizer**

getState(){

return state;

}

acquireQueued

addWaiter

acquire

release