Concurrency: multiple units of execution make progress over some (short) time interval
Parallelism: multiple units of execution make progress at the same time

incremental (concurrent)
concurrent (parallel)

- Write barrier: during any write of a pointer, we add the RHS to the worklist (if the RHS has not been marked)
  - called a post-write barrier
- Transfer barrier: during any write of a pointer, we add the LHS before it is overwritten (if it has not been marked)
  - called a pre-write barrier
- Read barrier: during any read of a pointer, we add the RHS (if it has not been marked)

Throughput: the rate that things get done/time it takes to complete a task
Latency: how long it takes to make progress, often as a percentile
  - 95% of operations complete within X ms
  - 99% of operations complete within Y ms

![Diagram of data flow](image-url)