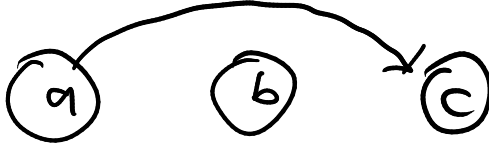Concurrency: multiple units of execution make progress over some (short) time interval
Parallelism: multiple units of execution make progress at the same time

  incremental (concurrent)
  concurrent (parallel)

    - a is in the worklist/unscanned
    - we process a, and queue b to be scanned
    - a.field = a.field.field; b.field = null;

- 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