

wait-free system			
timeline	Time 1	Time 2	Time 3
Overall	3 × progress	3 × progress	3 × progress
Thread 1	progress	progress	progress
Thread 2	progress	progress	progress
Thread 3	progress	progress	progress

lock-free system			
timeline	Time 1	Time 2	Time 3
Overall	1 × progress	0 × progress	1 × progress
Thread 1	progress	suspend	suspend
Thread 2	wait	wait	progress
Thread 3	wait	wait	wait

obstruction-free system			
timeline	Time 1	Time 2	Time 3
Overall	1 × progress	0 × progress	0 × progress
Thread 1	progress	suspend	suspend
Thread 2	wait	wait	wait
Thread 3	wait	wait	wait