Excessive Writes and Hitting the Write Barrier

Writing to a memory address by modifying an old object causes a range of memory to be flagged as modified. The GC then treats those objects as roots it needs to analyze in order to determine if any objects need to be collected. Older objects aren't typically written to, so this is efficient in many programs. However, if a complex model is stored, as detailed in the previous section, and is modified, it will affect performance by forcing the GC to start tracking more objects.