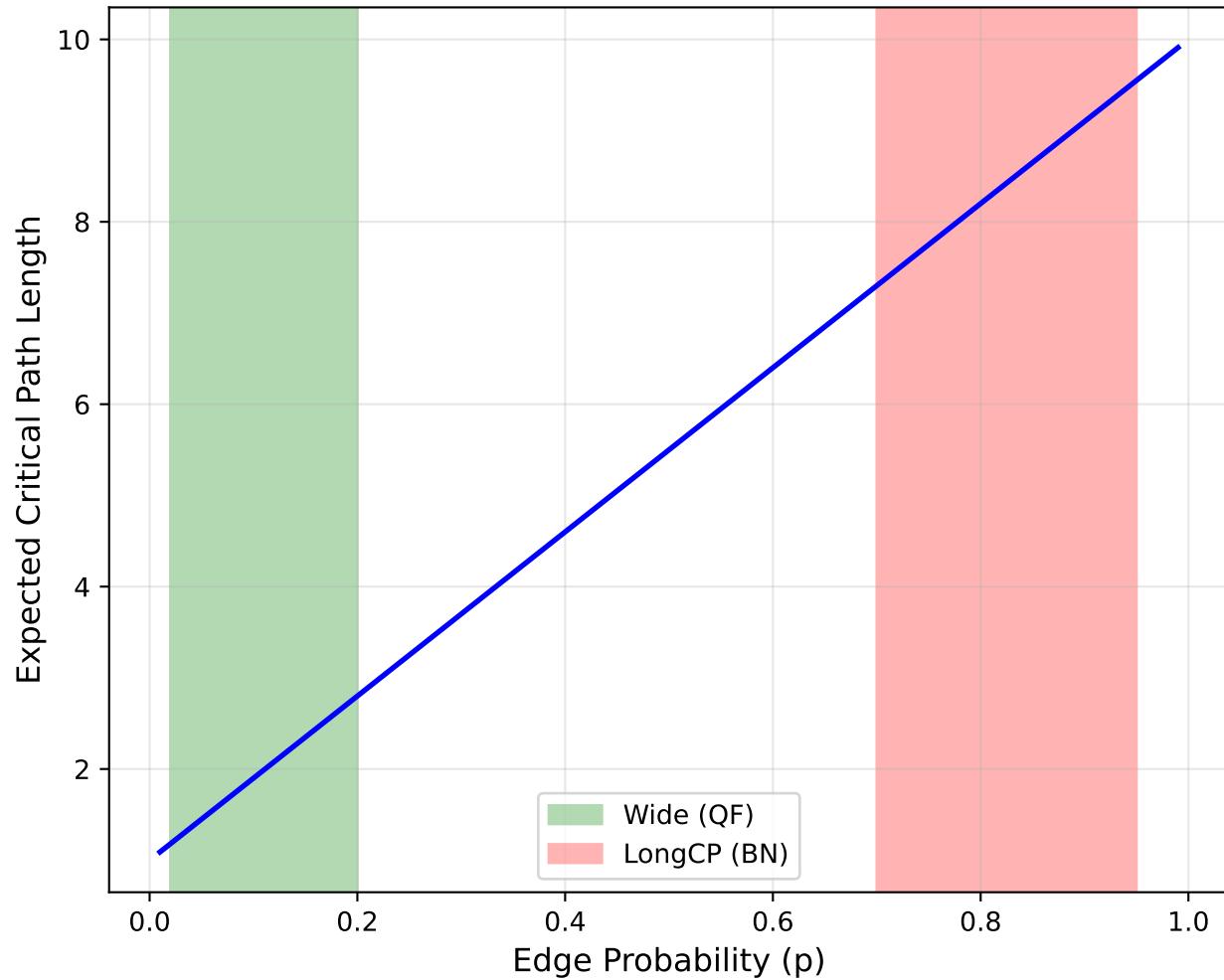
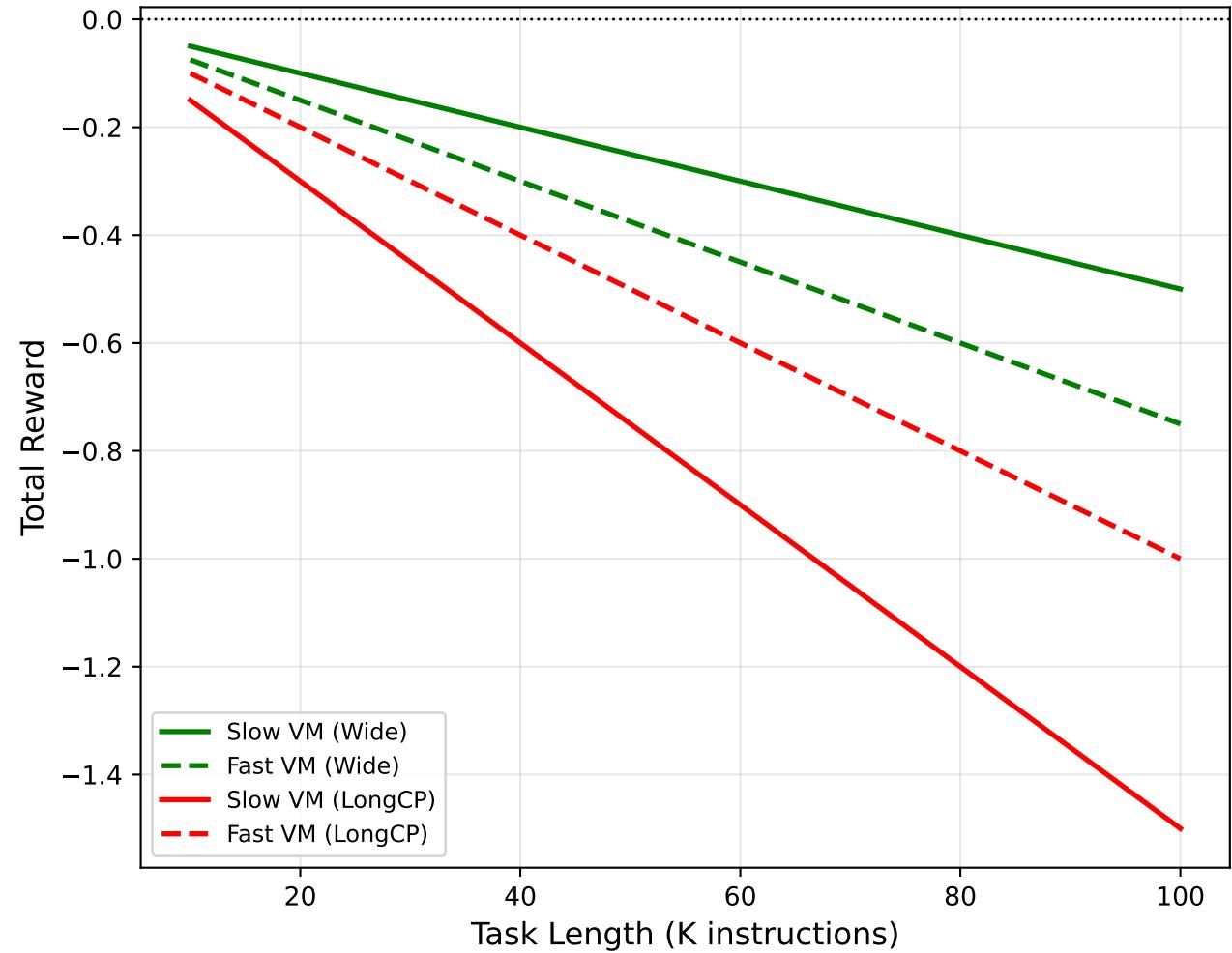


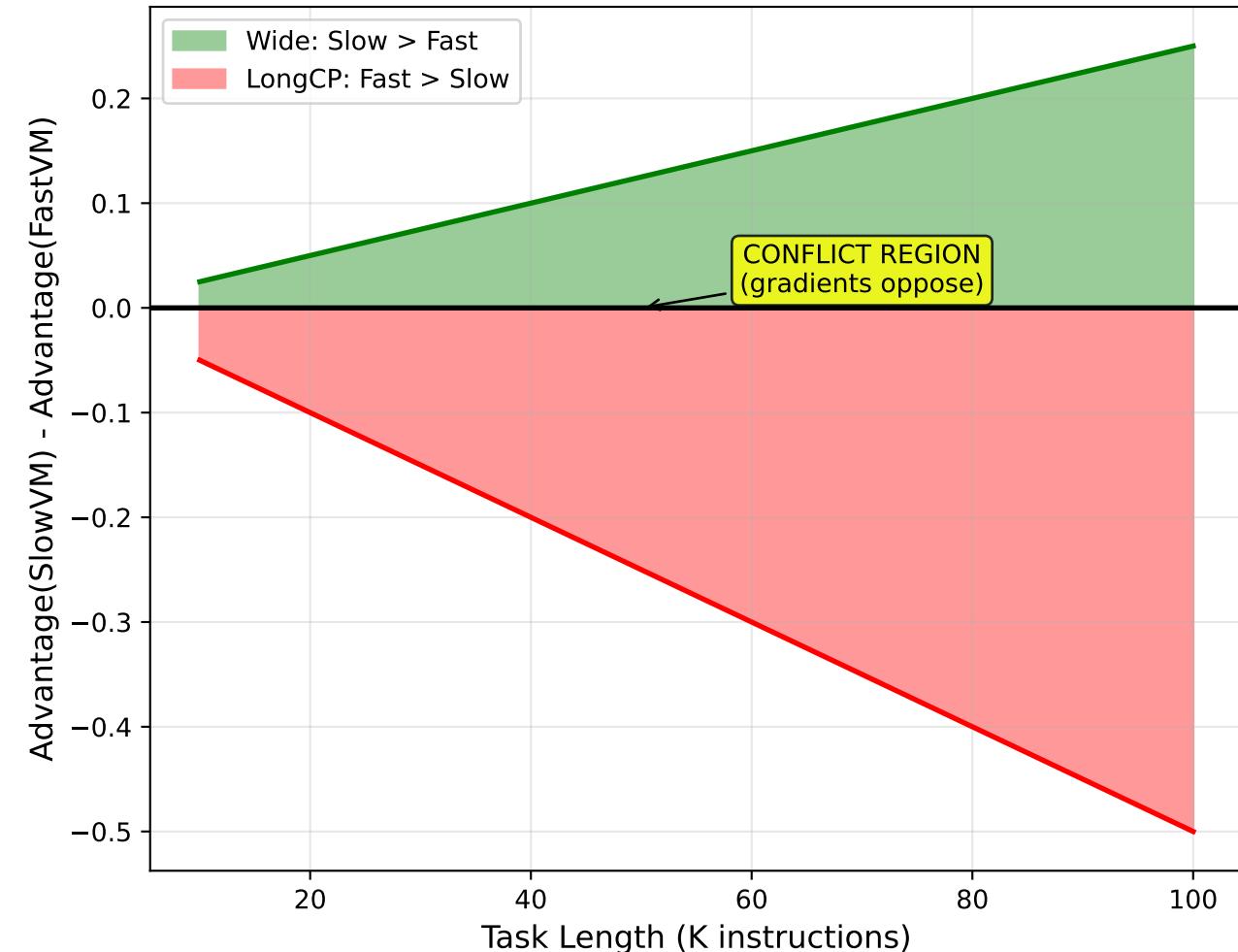
**(a) Critical Path Length vs DAG Density
(n=10 tasks)**



**(b) Reward by VM Choice and Domain
(Conflict when lines cross)**



**(c) Advantage Difference
(Opposite signs = Gradient Conflict)**



THEORETICAL GRADIENT CONFLICT ANALYSIS

DAG Structure (n=10 tasks):

- Wide ($p=0.1$): $CP \approx 1.9$, Width ≈ 5.3
- LongCP ($p=0.8$): $CP \approx 8.2$, Width ≈ 1.2
- CP Ratio: 4.3x (makespan 4x more sensitive)

Reward Analysis:

- Wide optimal: Energy-efficient VM (slow but cheap)
- LongCP optimal: Fast VM (speed critical for CP)
- Advantage conflict: $+0.1250$ vs -0.2500

Statistical Requirements:

- Effect size (Cohen's d): 1.25
- Min samples/domain (80% power): 11
- Min workflows/domain: 3

CONCLUSION:

- ✓ Gradient conflict is MATHEMATICALLY GUARANTEED when:
 - Training on mixed Wide + LongCP workflows
 - With 3+ workflows of 10 tasks each per domain
 - VMs with diverse speed/power characteristics

The conflict arises because:

- Wide DAGs optimize for ENERGY (slow VM = good)
- LongCP DAGs optimize for SPEED (fast VM = good)
- These induce OPPOSITE gradient directions!