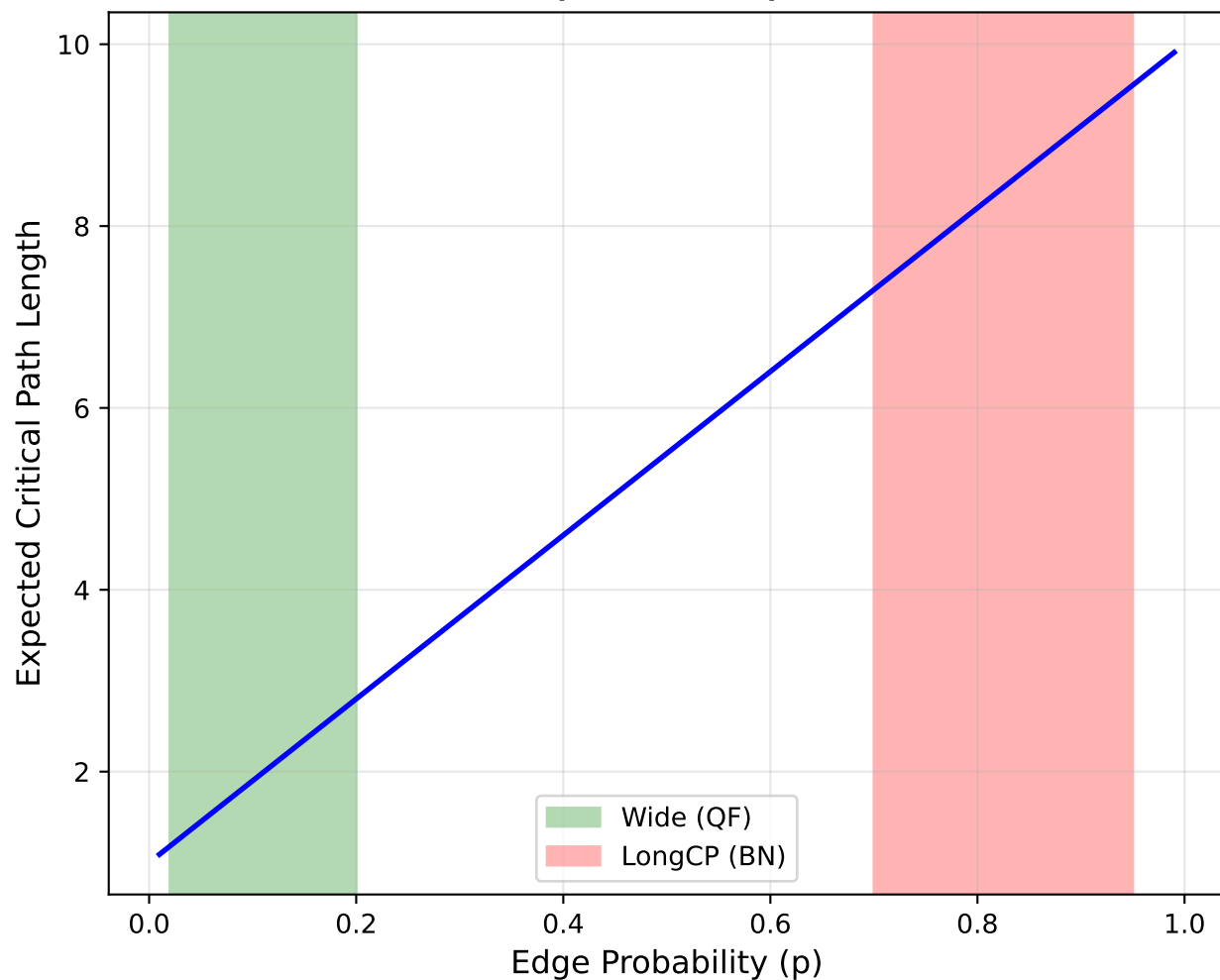
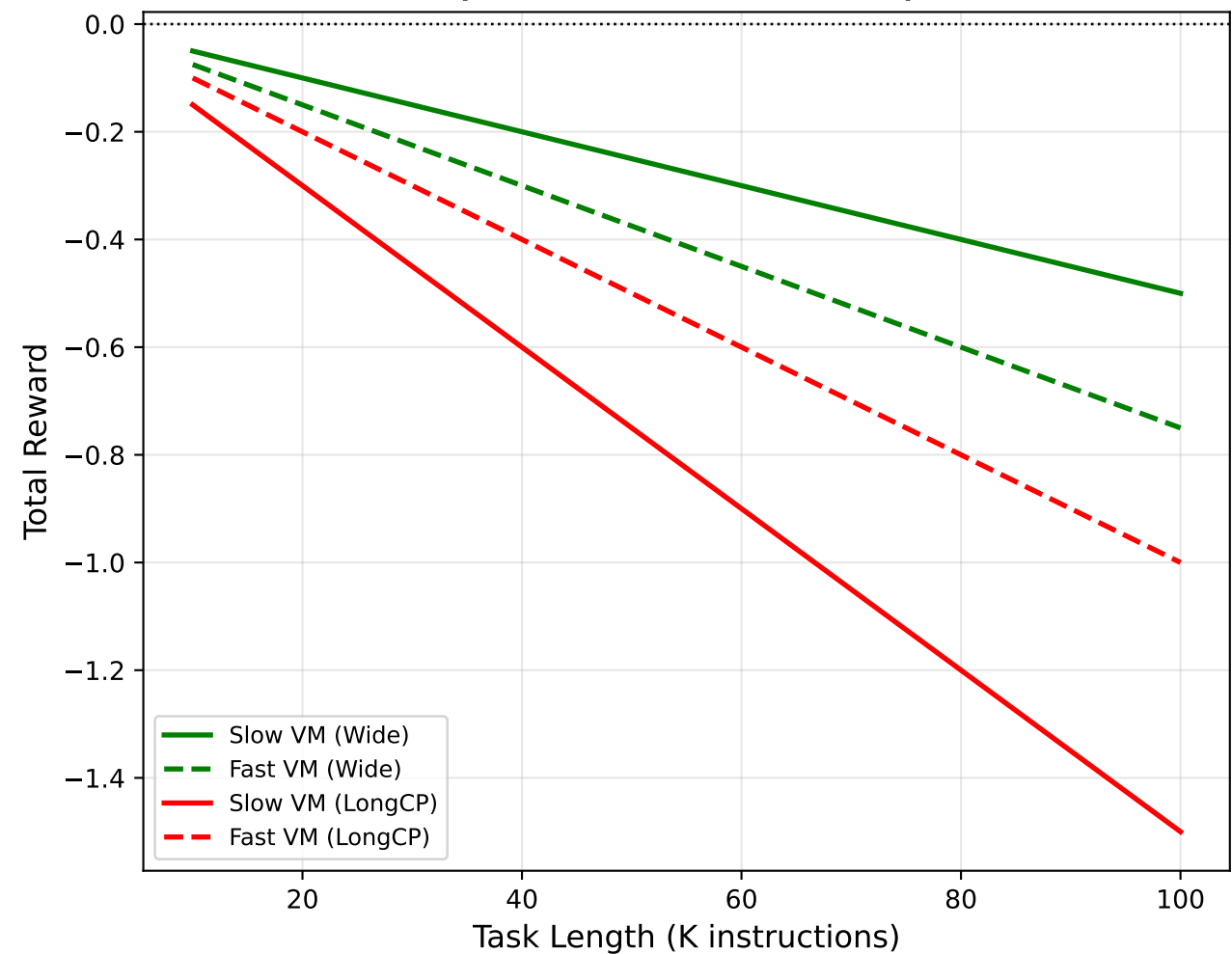


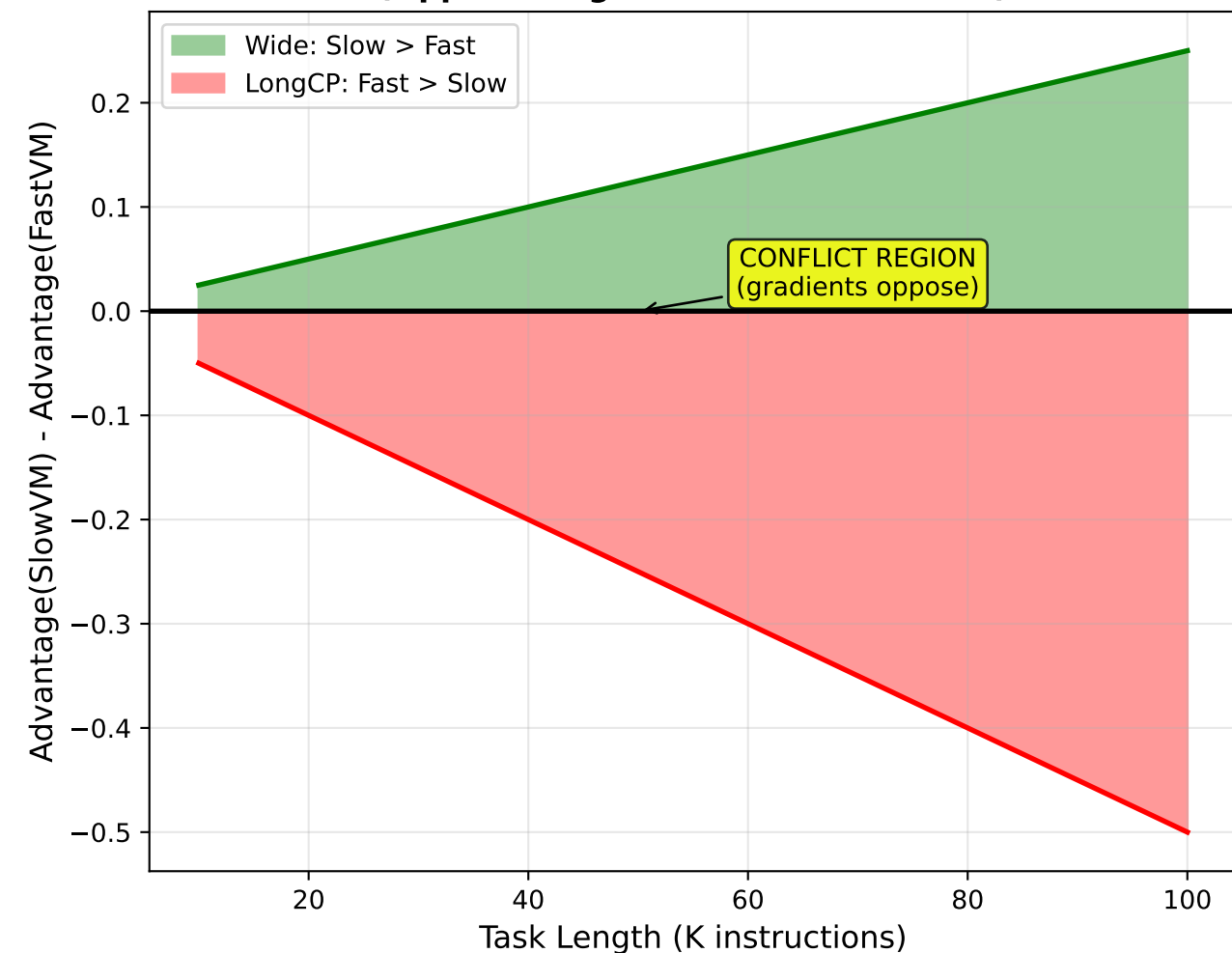
**(a) Critical Path Length vs DAG Density  
(n=10 tasks)**



**(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  $\approx$  5.3
- LongCP (p=0.8): CP  $\approx$  8.2, Width  $\approx$  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!