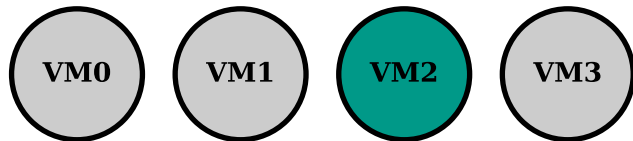


(a) Queue-Free Regime

(Low Load: $\rho \rightarrow 0$)

OPTIMAL
(Minimize Active Energy)



Fast
High Power

Medium

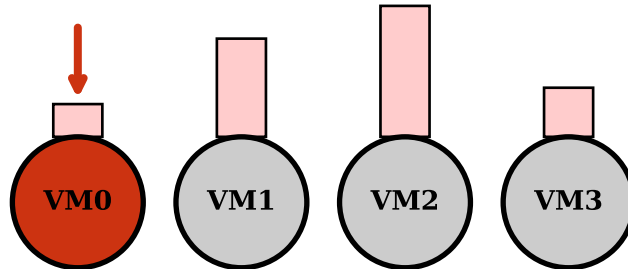
Slow
Efficient

Fastest
High Power

(b) Bottleneck Regime

(High Load: $\rho \rightarrow 1$)

OPTIMAL
(Minimize Makespan)



Queue lengths shown above VMs

(c) Resulting Gradient Conflict

