Deferrable Server

- The simplest bandwidth-preserving server
  - Improves response time of aperiodic jobs, compared to polling server

- Consumption rule:
  - The budget is consumed at the rate of one per unit time whenever the server executes
  - Unused budget is retained throughout the period, to be used whenever there are aperiodic jobs to execute
    - Instead of discarding the budget if no aperiodic job to execute at start of period, keep in the hope a job arrives

- Replenishment rule:
  - The budget is set to e_S at multiples of the period
    - i.e. time instants $k \cdot p_S$, for $k = 0, 1, 2, \ldots$
  - Note: the server is not allowed to carry over budget from period to period