τ_u = User Input Task

τ_g = Graphic Task

τ_f = FFT Audio Task

τ_i = Bubble Task

BS = Bubble Scale
VG = Volume Gain

BS   VG

τ_g

AT = Active Tasks

AT

τ_1

P = Priority
T = Period
D = Deadline

P   T   D

τ_u

...

τ_n

Bubble
Trails

Circular
Array

WM = Windowing Method
ET = Elapsed Time

VM   ET

τ_f

FF

FF = Frame Frequencies