

## Simulator Engine

{imbalance context}

T: # tasks

P: # processes

Slowdown info:  $S_P$ ,  $Slow$   
scale

Num. slowdown processes:  
num\_sld\_procs

Overhead info:  $O_{balancing}$ ,  $d$

read\_context()

1: queue\_setup()

<<iterative>>

### Module Communication

Clocking

Task Executor

Queuing

2.1: check\_Rimb()

2: check\_queue()

3: check\_exe\_tasks()

4: increase\_clock()

4.1: profile\_simulation()

4.2: visualize\_simulation()

ref

Interaction 2

Profiler

ref

Balancer

Migrator

2.2: offload\_task()

Interaction 1