

Simulator Engine

{imbalance context}

P: # processes

T: # tasks

S_P : slowdown scale

num_sld_procs: #
slowdown processes

exe_rate: execution
rate/process

read_context()

1: queue_setup()

<<iterative>>

Simulation Engine spec.

4: increase_clock()

4.1: profile_simulation()

4.2: visualize_simulation()

Clocking

Task Executor

Queuing

Balancer

Migrator

Interaction 1

2.2: offload_task()

ref

Interaction 2

Profiler

2: check_queue()

2.1: check_Rimb()

3: check_exe_tasks()