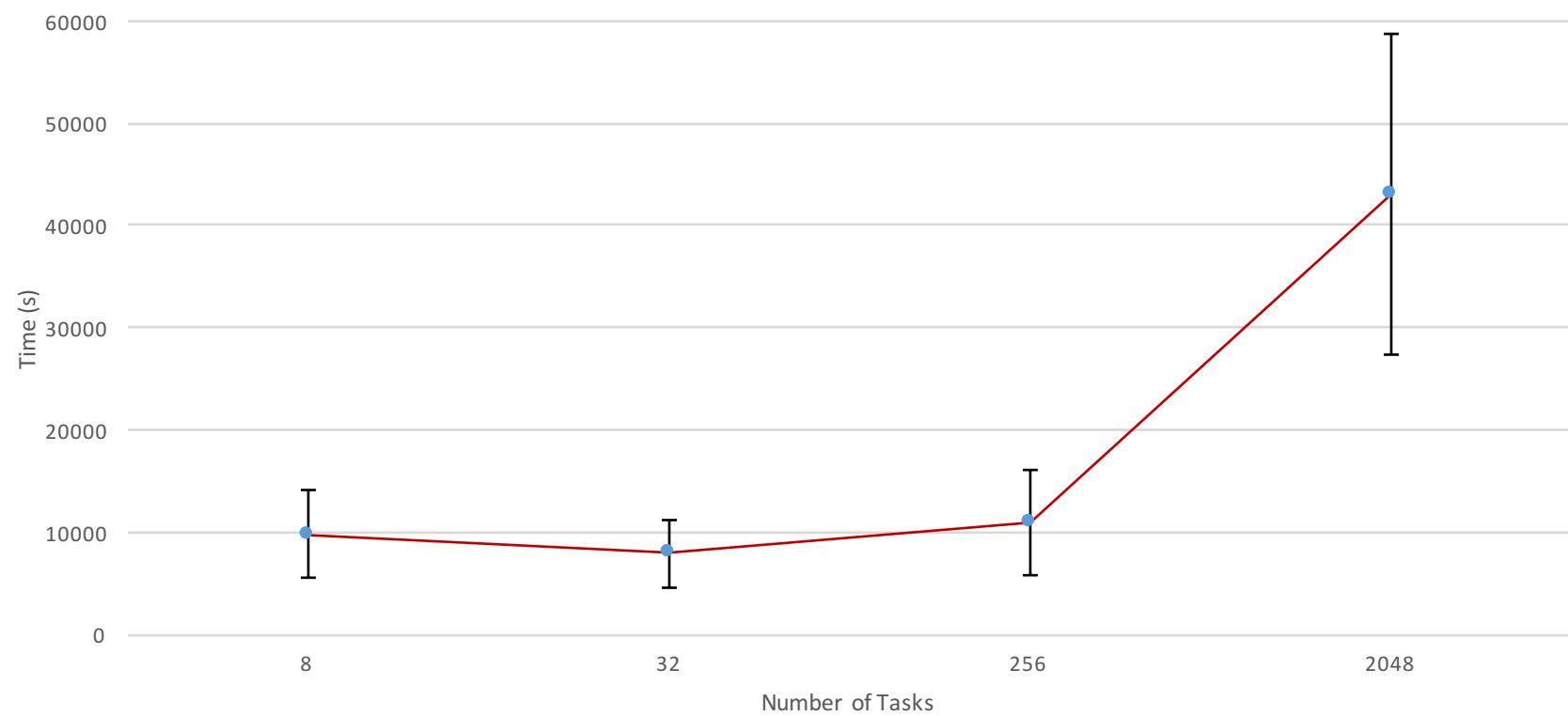


Time to Completion (TTC) - Swift+Coaster

Stampede and Gordon

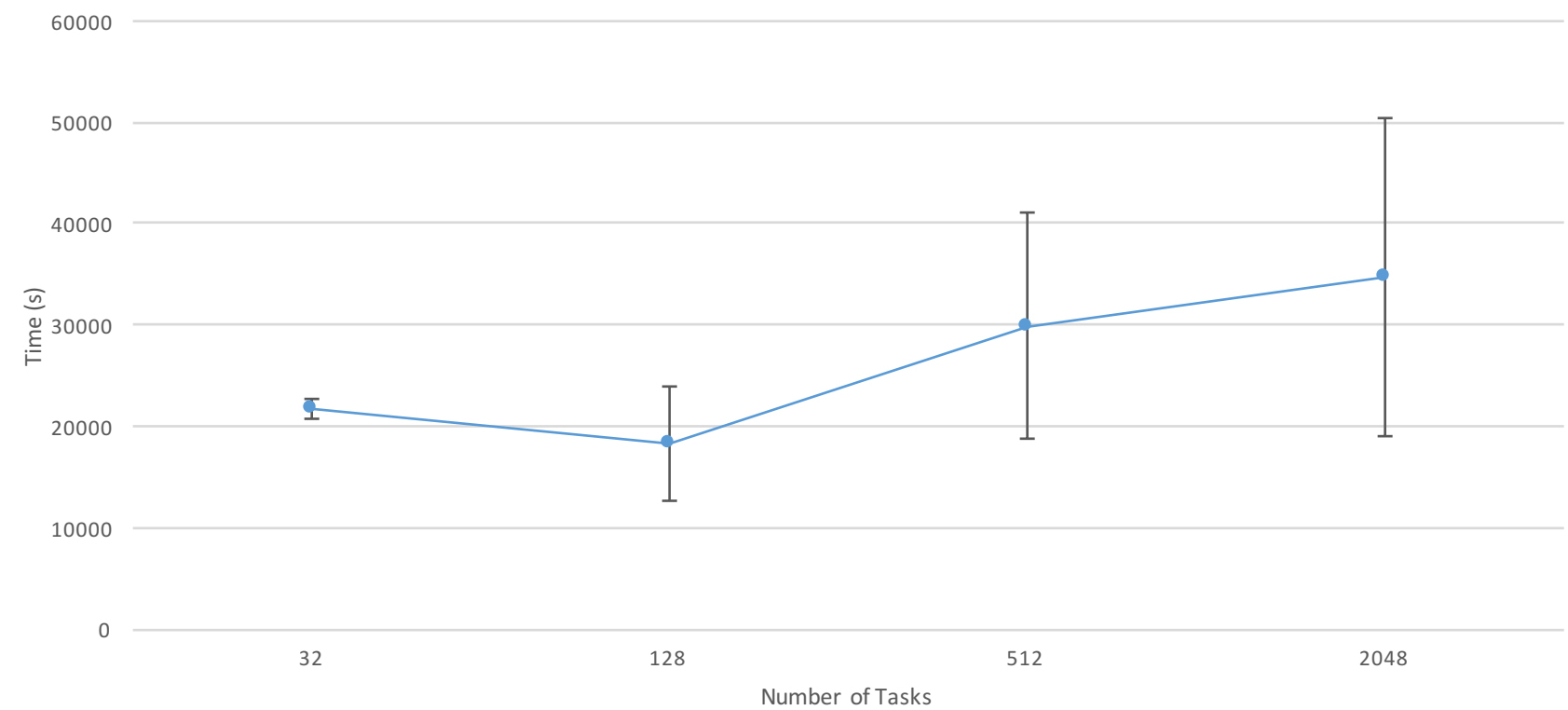
Includes: Setup, queuing, bootstrapping, stage in, execution, stage out, shutdown times
Queuing time accounts for the majority of the timing and of the variation.



Strategy 2 - Time to Completion (TTC) - Swift+Coaster

Stampede

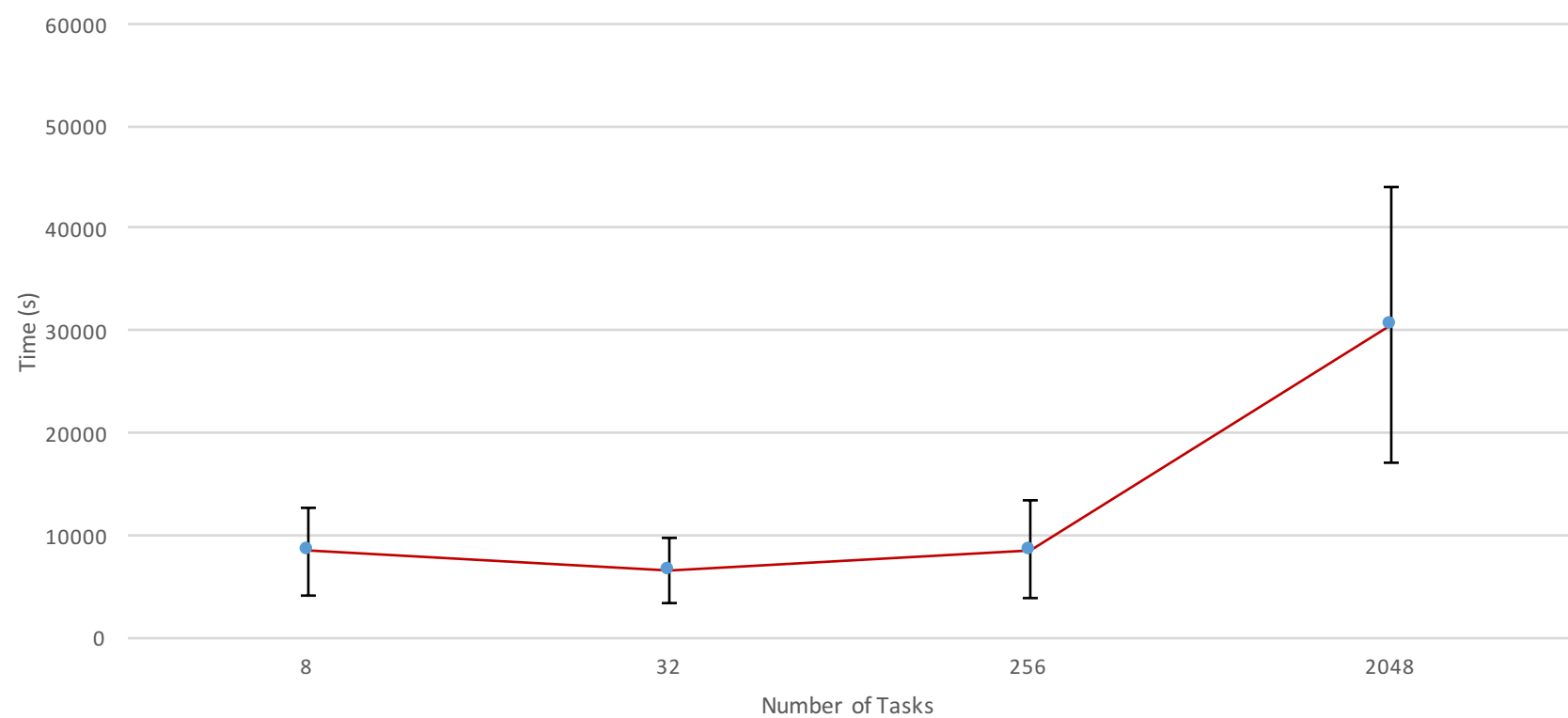
Includes: Setup, queuing, bootstrapping, stage in, execution, stage out, shutdown times
Queuing time accounts for the majority of the timing and of the variation.



Waiting Time (Tw) - Swift+Coaster

Stampede and Gordon

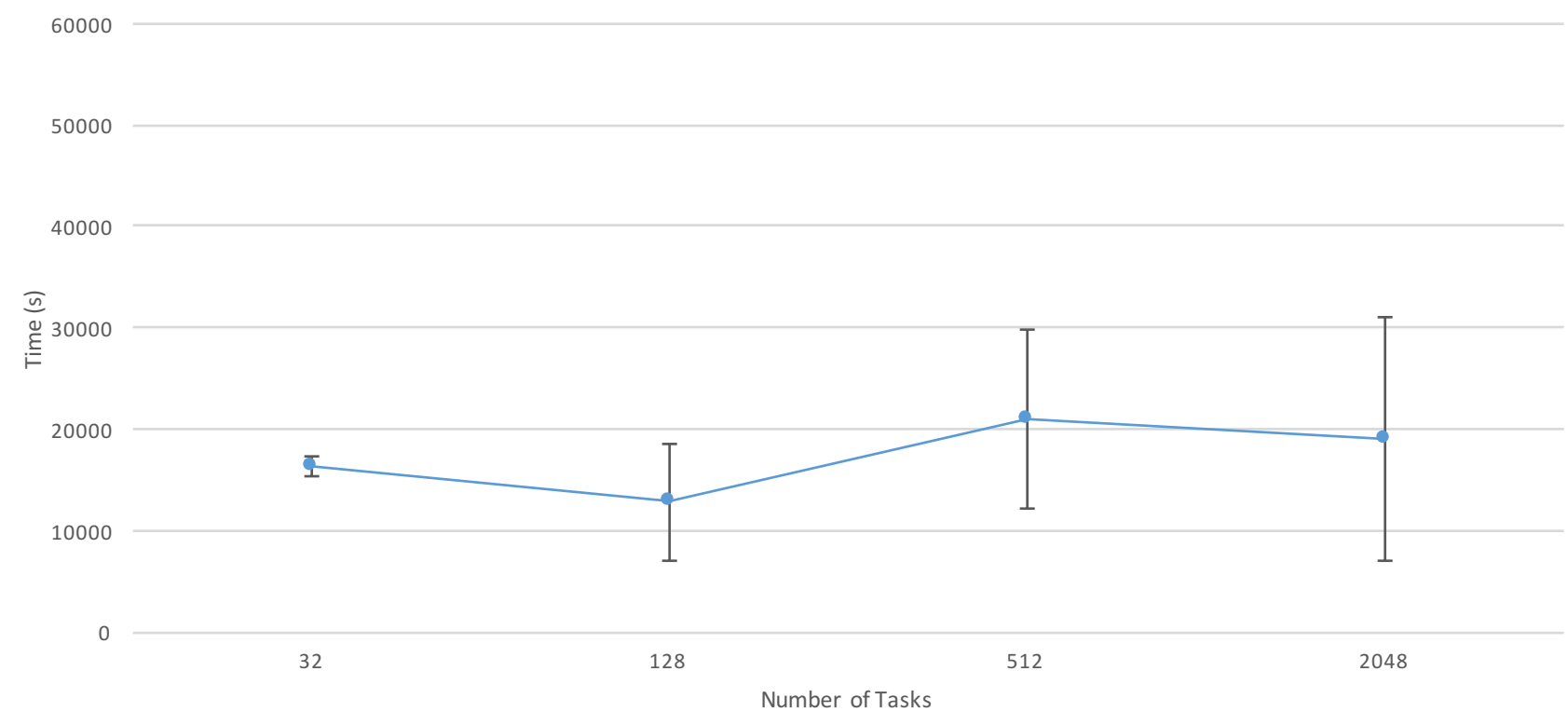
Includes: setup, queueing, and bootstrapping times.
Queuing time accounts for the majority of the timing and of the variation.



Strategy 2 - Waiting Time (Tw) - Swift+Coaster

Stampede

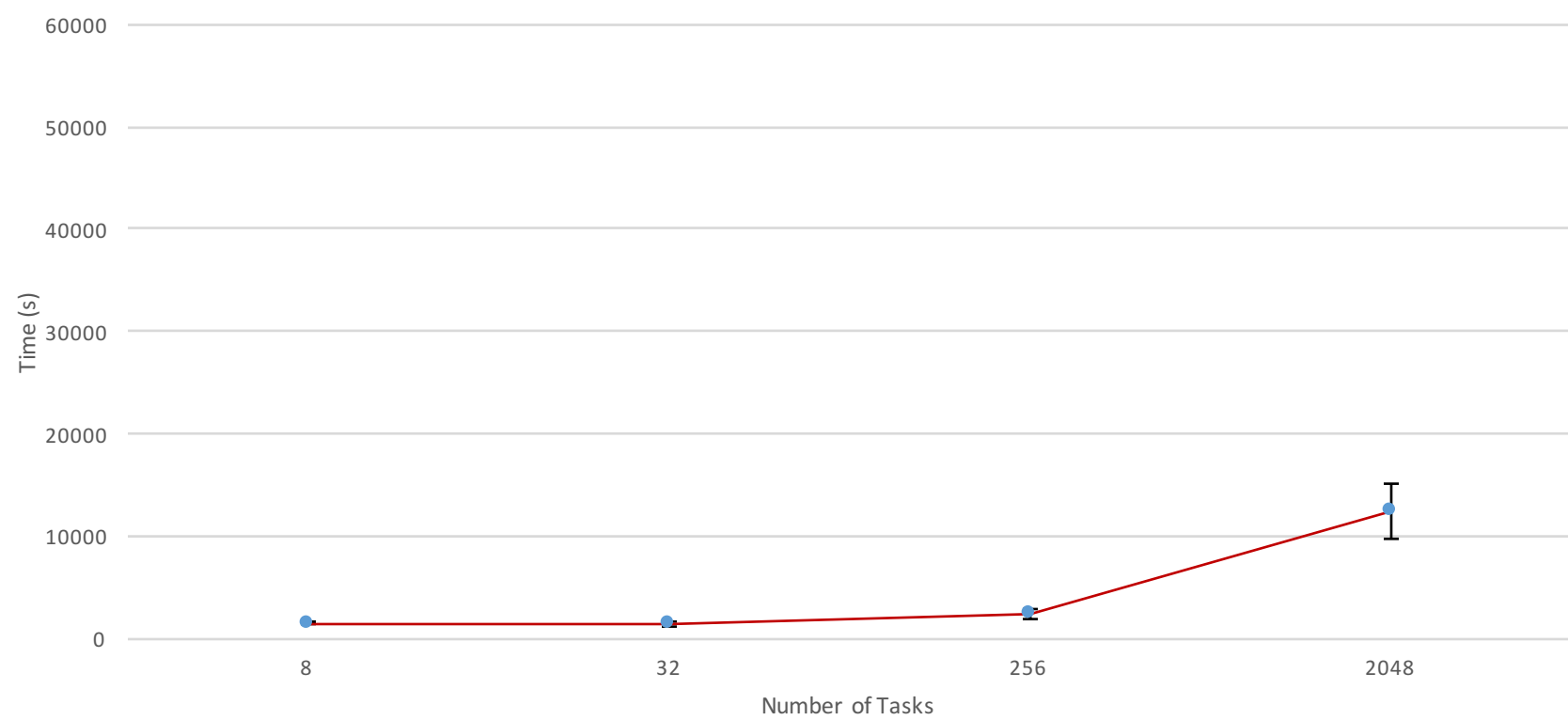
Includes: setup, queueing, and bootstrapping times.
Queuing time accounts for the majority of the timing and of the variation.



Execution Time (Te) - Swift+Coaster

Stampede and Gordon

Includes: stage in, executing, and stage out times.
No staging, very little variation mostly due to log/bootstrap overheads.



Strategy 2 - Executing Time (Te) - Swift+Coaster

Stampede

Includes: stage in, executing, and stage out times.
No staging, very little variation mostly due to log/bootstrap overheads.

