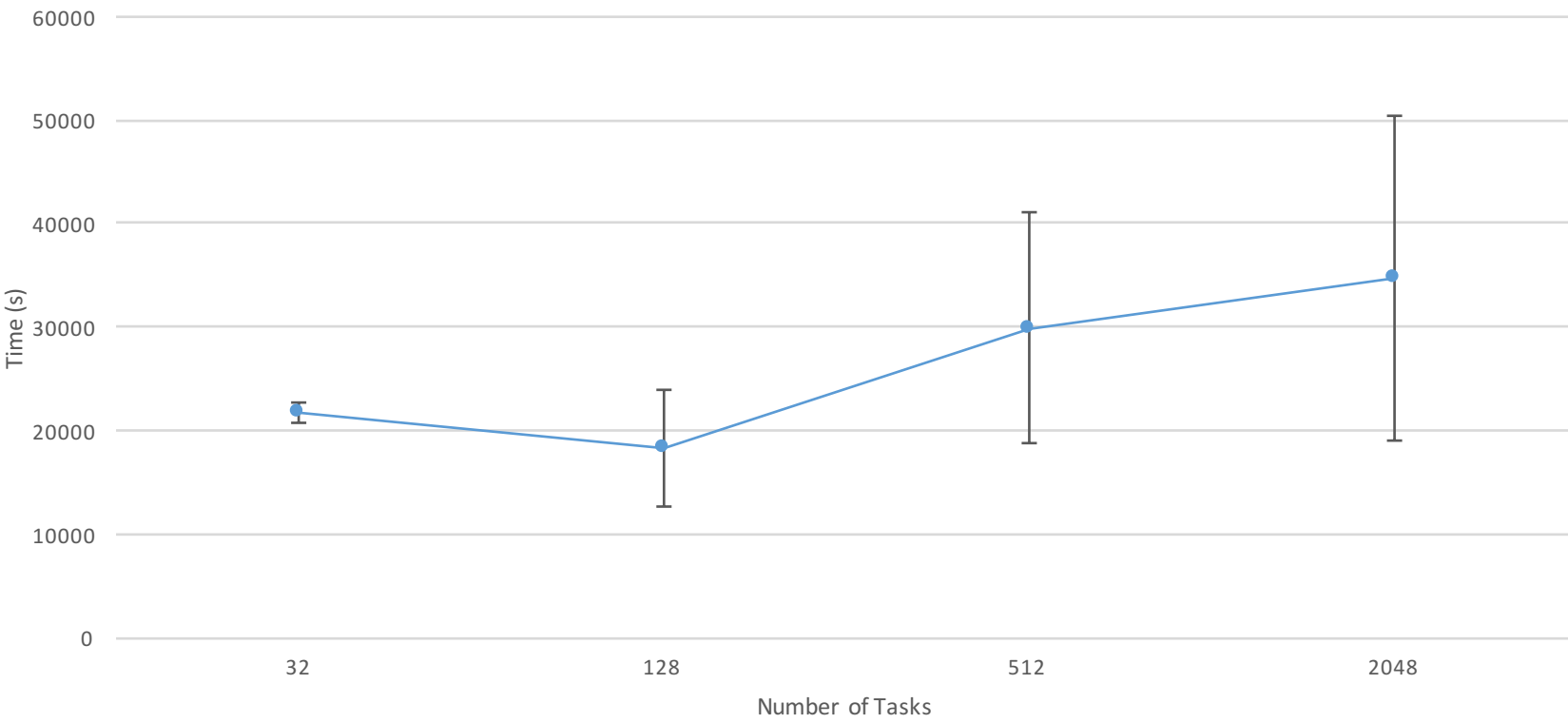


Strategy 2 - Time to Completion (TTC) - Swift+Coaster

Stampede

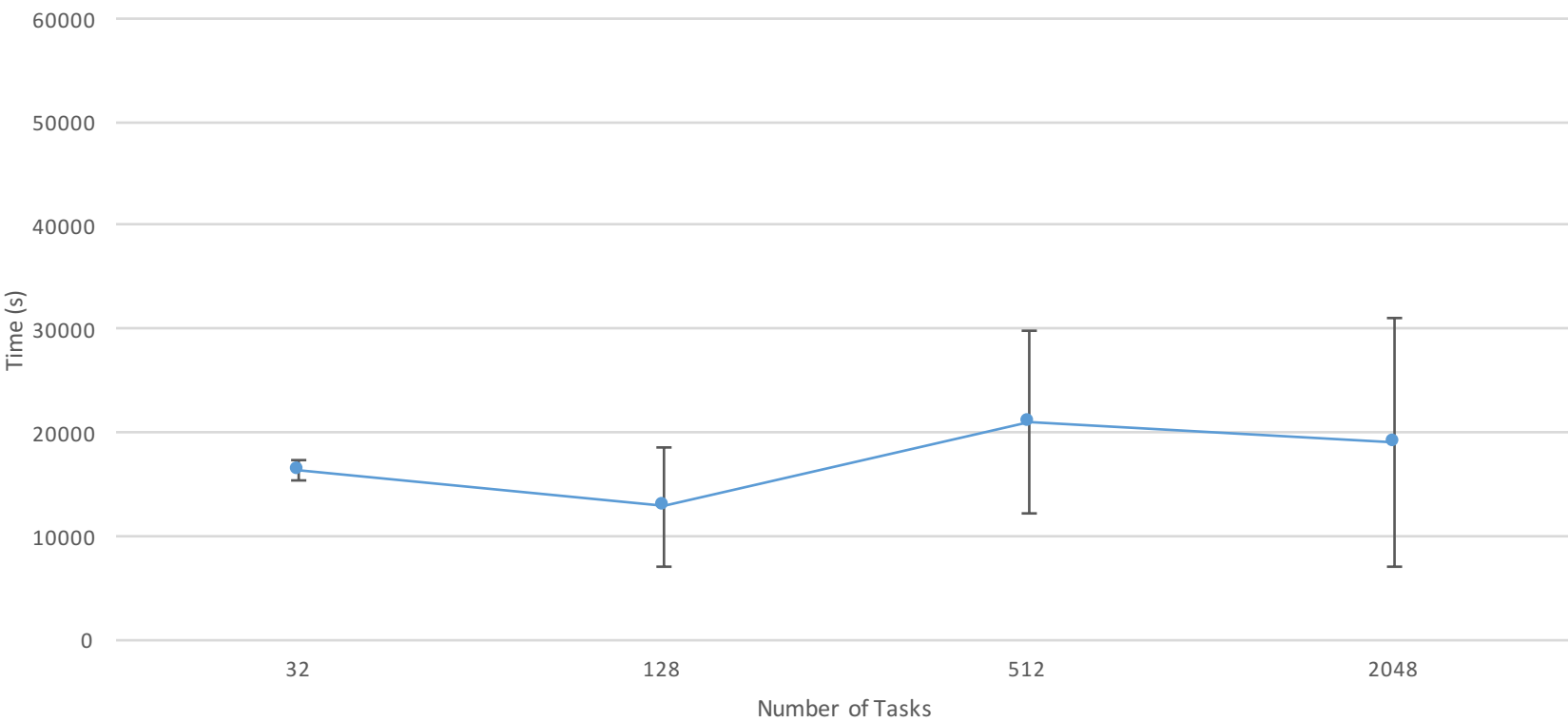
Includes: Setup, queuing, bootstrapping, stage in, execution, stage out, shutdown times  
Queuing time accounts for the majority of the timing and of the variation.



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.



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.

