exe_state transitions 10000_ [execute]: 1 SA, 1 CI, 1000 cores comet 1 SA, 2 CI, 1000 cores comet [execute]: [execute]: 1 SA, 4 CI, 1000 cores comet 8000 [execute]: 1 SA, 8 CI, 1000 cores comet 2 SA, 1 CI, 1000 cores comet [execute]: [execute]: 2 SA, 2 CI, 1000 cores comet 2 SA, comet [execute]: 4 CI, 1000 cores 6000 #events 8 CI, 1000 cores [execute]: 2 SA, comet 1 CI, 1000 cores/ comet [execute]: 4 SA, 2 CI, 1000 cores [execute]: 4 SA, comet 4000 [execute]: 4 SA 4 CI, 1000 cores comet [execute]; 4 SA, 8 CI, 1000 cores comet [execute]: 8 SA, comet 1 CI, 1000 cores 8 SA, 2 CI, 1000 cores comet [execute]: 2000 4 CI, 1000 cores comet [execute]: 8 SA, comet [execute]: 8 SA, 8 CI, 1000 cores 100 200 300 400 500 time (s)