$v_j$   $v_j + v_{j'}$   $v_j + v_{j'} + v_{j''}$ Reward up to time t Figure 1: The figure demonstrates a sample execution according to our model. We select job j at time t = 1, which gives a value  $v_i$ , and causes the system to be busy for  $S_i$  time units. Once free, we select job j' from the set of available jobs and obtain (additional) value  $v_{i'}$ , and so on. This process continues sequentially choosing items j, j', and j'' as the server becomes free during the process.