	1	$R_{[1+S_j]}$	$R_{[1+S_j+S_{j'}]}$	
Time (t)		$1 + S_j$	$1 + S_j + S_{j'}$	
Available Jobs $[n]$		j'	j''	$\cdots$
Job Run j		j'	j''	
Reward up to time t v_j		$v_j + v_{j'}$	$v_j + v_{j'} + v_{j''}$	

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_j, and causes the system to be busy for S_j time units. Once free, we select job j' from the set of available jobs and obtain (additional) value $v_{j'}$, and so on.