SJF - Shortest-Job-First (non-preemptive)

➡ Choose the thread with the shortest processing time

| P_2 | P_3 | P_1 |

0   3   6   30
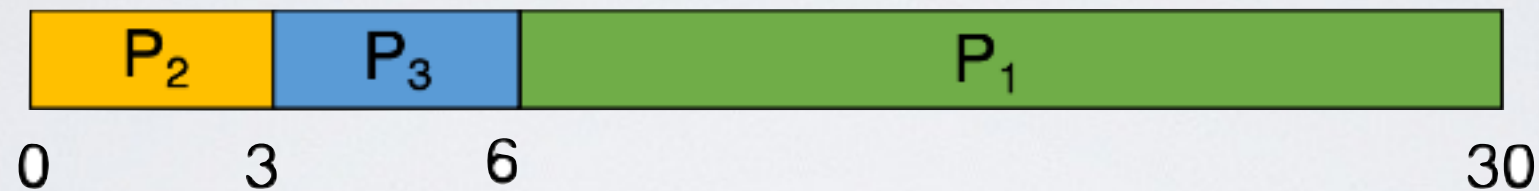
Throughput	3 / 30 = 0.1 jobs/sec
Turnaround	(30 + 3 + 6) / 3 = 13 sec in average
Waiting Time	(0 + 3 + 6) / 3 = 3 sec in average

⦿ **Problem :** we need to know processing time in advance

SRTF - Shortest-Remaining-Time-First (preemptive)

Process	Arrival Time	Burst Time
P_1	0	7
P_2	2	4
P_3	4	1
P_4	5	4

➡ if a new thread arrives with CPU burst length less than remaining time of current executing thread, preempt current thread

P_1	P_2	P_3	P_2	P_4	P_1

0   2   4 5   7   11   16
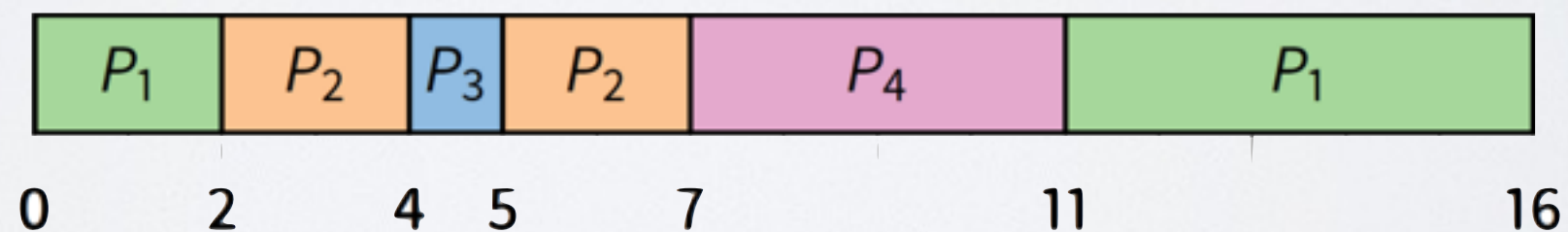
✓ **Good :** optimize waiting time

◉ **Problem :** can lead to starvation