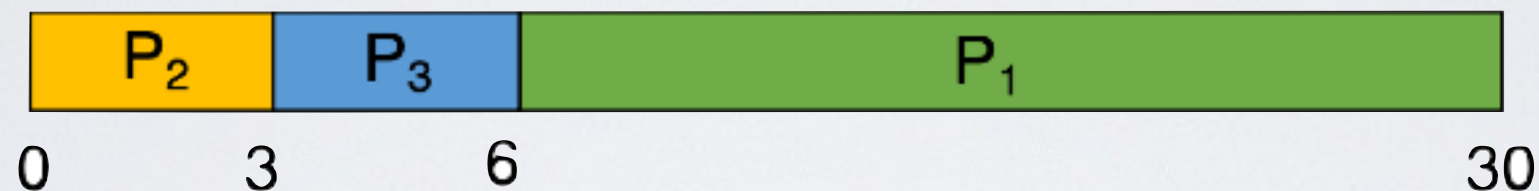


# SJF - Shortest-Job-First (non-preemptive)

➔ Choose the thread with the shortest processing time



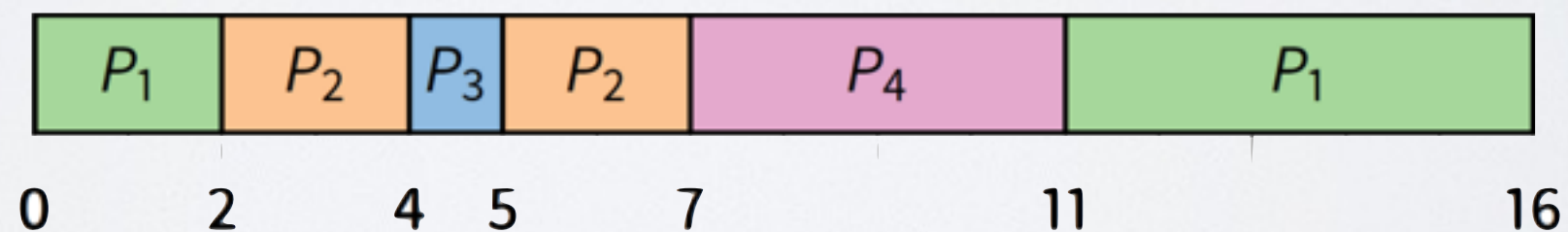
Throughput	$3 / 30 = 0.1$ jobs/sec
Turnaround	$(30 + 3 + 6) / 3 = 13$ sec in average
Waiting Time	$(0 + 3 + 6) / 3 = 3$ sec in average

⦿ **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



- ✓ **Good :** optimize waiting time
- ⊙ **Problem :** can lead to starvation