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
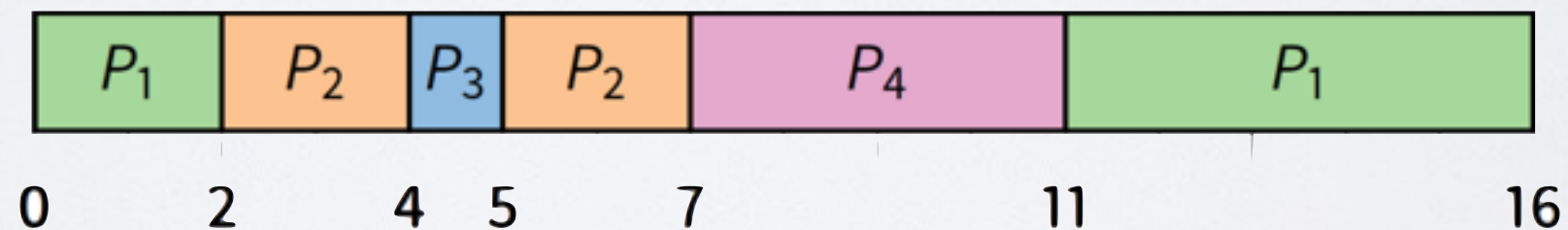
✓ **Good :** optimize waiting time

◉ **Problem :** can lead to starvation

RR - Round Robin (preemptive)

➡ Each job is given a time slice called a quantum, preempt job after duration of quantum, move to back of FIFO queue

P_1	P_2	P_3	P_1	P_2	P_1

✓ **Good :** fair allocation of CPU, low waiting time (interactive)

◉ **Problem :** no priority between threads