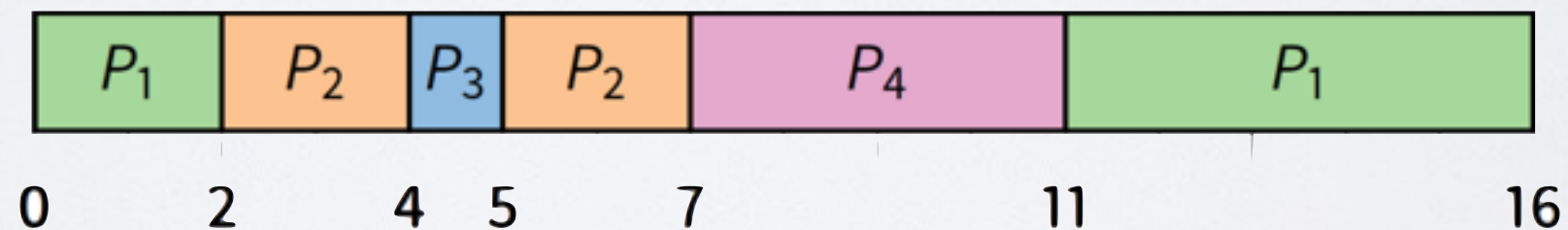


# SRTF - Shortest-Remaining-Time-First (preemptive)

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

# 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



- ✓ **Good** : fair allocation of CPU, low waiting time (interactive)
- ⦿ **Problem** : no priority between threads