* CPU utilization – keep the CPU as busy as possible
* Throughput (thông lượng) – # of processes that complete their execution per time unit
* Turnaround time (thời gian quay vòng) – amount of time to execute a particular process
* Waiting time (thời gian chờ đợi trong queuue) – amount of time a process has been waiting in the ready queue
* Response time (thời gian đáp ứng) – amount of time it takes from when a request was submitted until the first response is produced, **not** output (for time-sharing environment

**Scheduling Algorithm Goals**:

All systemsFairness - giving each process a fair share of the CPU  
Policy enforcement - seeing that stated policy is carried out  
Balance - keeping all parts of the system busy

Batch systemsThroughput - maximize jobs per hour  
Turnaround time - minimize time between submission and termination  
CPU utilization - keep the CPU busy all the time

Interactive systemsResponse time - respond to requests quickly  
Proportionality - meet users’ expectations

Real-time systemsMeeting deadlines - avoid losing data  
Predictability - avoid quality degradation in multimedia system

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**Turnaround time = Exit time - Arrival time**

After 2 seconds, the CPU will be given to P2 and P2 will execute its task. So, the turnaround time will be 2+5 = 7 seconds.