All systems
  Fairness - 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 systems
  Throughput - maximize jobs per hour
  Turnaround time - minimize time between submission and termination
  CPU utilization - keep the CPU busy all the time

Interactive systems
  Response time - respond to requests quickly
  Proportionality - meet users' expectations

Real-time systems
  Meeting deadlines - avoid losing data
  Predictability - avoid quality degradation in multimedia systems