

# Why are mobile OSes interesting?

Now an essential device part of people's daily life  
(sometimes the only computing device)

- ➔ Mobile OSes and traditional OSes share the same core abstractions ... but also have many unique designs

# Design considerations for mobile OS

Resources are very constrained

- Limited memory
- Limited storage
- Limited battery life
- Limited processing power
- Limited network bandwidth
- Limited size

- ➔ User perception are important: Latency  $\gg$  throughput  
Users will be frustrated if an app takes several seconds to launch
- ➔ Environment are frequently changing  
Cellular signals from strong to weak and then back to strong