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 ≫ 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