

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

Process management in mobile OS

In desktop/server - an application = a process

Not true in mobile OSes

- When you see an app present to you it does not mean an actual process is running
- Multiple apps might share processes
- An app might make use of multiple processes
- When you "close" an app, the process might be still running

➔ Different user-application interaction patterns