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

Process management in mobile OS

In desktop/server - an application = a process

Not true in mobile OSes

- When running app foreground
  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