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Summary

This article discusses a major setback for computer graphics on mobile devices, and how over time such issues are becoming easier to overcome due to advances in technology with such devices. What this article focuses on is the fact that mobile devices run on a limited power supply, and will need to in order to still be considered “mobile.” While normal computers can just be plugged into a wall or power supply, mobile devices run on a battery, for which such graphic interfaces rely heavily on to function smoothly. As battery lives continue to improve with cellphones and other devices, GUI applications are able to become more immersive and useful. However, this does not mean mobile computer graphics do not need to account for such power usage. Since such technology cannot be practical if it uses up a large majority of the device’s power supply, the graphics community has been working toward making such graphical interfaces less reliant on large amounts of power, as well as reducing the unwanted latency to improve the efficiency of their work. By implementing a kernel level display server for these devices, the authors look to mitigate the duplication of event handling and fully access power saving strategies found within the hardware to help achieve this goal.