# Plasma on Mobile devices

Application Ecosystem MC

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**KDE** Developer





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## Agenda

- Initial development of the Plasma Mobile
- Basic architecture details
- Advantages to KDE community
- Application ecosystem and development
- Future for Plasma Mobile
- Challenges



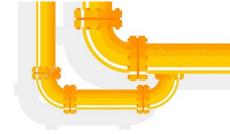
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#### Introduction

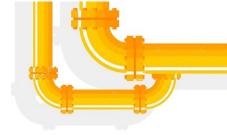
- KDE developer and sysadmin
- Plasma Mobile maintainer and lead developer
- Employed by Bluesystems GmbH
- From Vadodara, India







#### **KDE**



- Previously known as the K Desktop Environment
- Now community, which creates free software for end users
- Several products including Plasma, KDE Frameworks, KDE applications.



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#### Plasma Mobile

- Announced in the July 2015
- Vision of providing completely free and open-source mobile platform which respects user's privacy and freedom.
- Initial prototype on the LG Nexus 5.



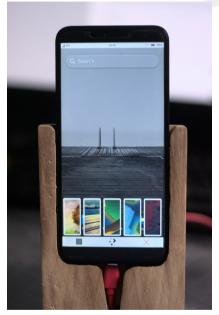














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# Initial Development

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- LGE Nexus 5 as reference device
- Ubuntu Touch 15.04 (vivid) as base system
- Makes use of the Android binary blobs / drivers
- Can also run on the desktop system for development





# Basic architecture details

- KWin wayland as compositor
- DRM/GBM or hwcomposer backends
- plasmashell and mobile shell package
- QtQuickControls2 and Kirigami for application development





# Advantages to KDE community

- Several performance improvements
- Better touch input support in applications and shell
- Improvements in Wayland support
- More modular and re-usable user interfaces



# Application ecosystem and

- development
- QtQuickControls2 and Kirigami as toolkit
- CMake/QMake as a buildsystem
- Various bundle formats as well as native distribution packaging for the distribution





#### Future for Plasma Mobile

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- Looks brighter than ever
- Phone vendors are mainlining their kernel trees
- Phone vendors are creating devices which runs the open drivers (Purism Librem 5, PinePhone, more)
- Community is mainlining off-the-shelf devices

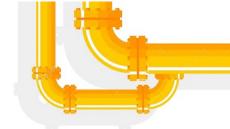




#### Challenges and work areas

- Application life-cycle
- Hardware enablement and bring-up
- Power management





# Application lifecycle

- Limited resources are available on mobile devices
- Start/stop applications from consuming excessive resources
- Giving priority to application in foreground
- Kill the unused applications running in background
- https://invent.kde.org/libraries/kcgroups





### Hardware enablement and bring-up

- Working on bringing traditional GNU/Linux to various off-shelf devices
- Binary drivers and Hardware Abstraction Layers from Android
- Modem devices continues to be blackbox
- Downstream kernels





#### Power Management

- Traditional Desktop systems like Plasma assumes huge source of power is available
- Need for benchmarking various components of the system from energy use perspective
- Adapting the userspace for "mobile" related power management features like autosleep and wakelocks





