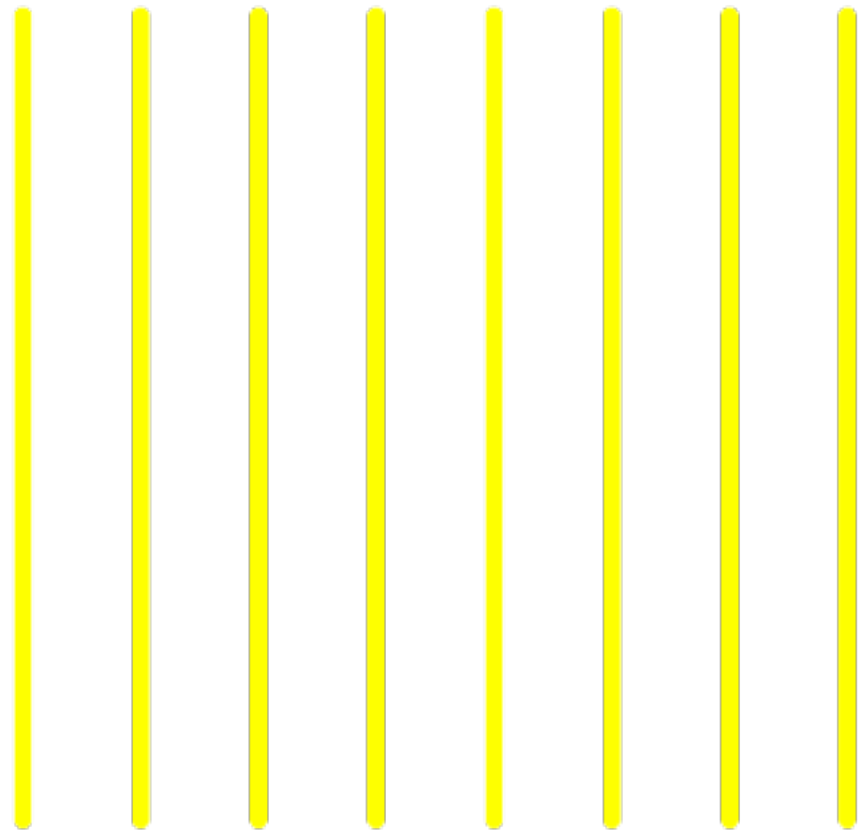


Optimize for speed





Optimize for speed

AOT (Ahead-of-time)

Pre-compute as much as possible at compile-time 

Library-specific AOT