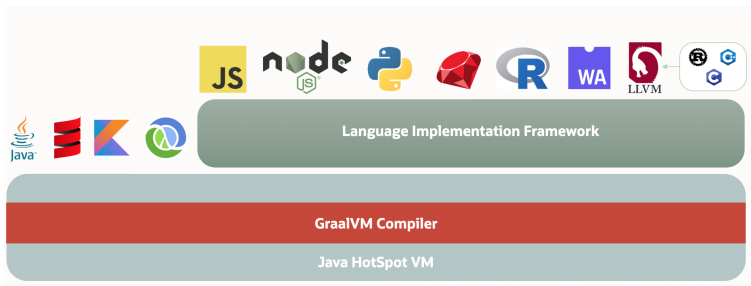# Native Image u okviru projekta GraalVM

David Nestorović
Momčilo Knežević

Matematički fakultet

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Uvod

- Motivacija
- GraalVM komponente
  - JIT kompajler
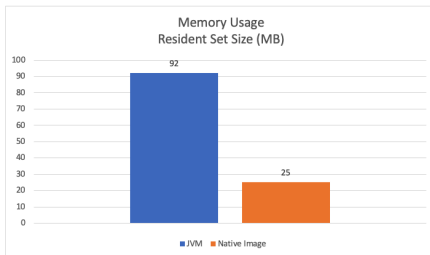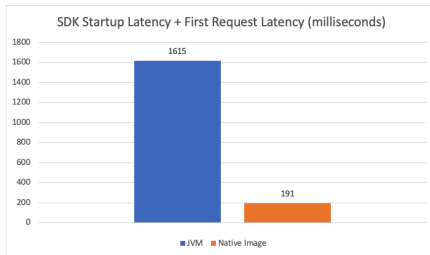 - AOT kompajler(Native Image)
  - Truffle

Native Image

- Princip zatvorenog sveta
- Faze izgradnje i izvršavanja
- Izgradnja slike:
    - Analiza pokazivača
    - Izvršavanje inicijalizacija
    - Kreiranje slike hip-a

Problemi

Problem	Rešenje
Refleksija	Konfiguracioni fajlovi
Dinamičnost jezika	Substitucije
Komunikacija izmedju faza	Image Singleton

Performanse

SDK Startup Latency + First Request Latency (milliseconds)

Memory Usage
Resident Set Size (MB)

Zaključak

- Bolje performanse jezika
- Ekonomičnost pre svega u Cloud primeni
- Integracija
- Nema alternativa

Literatura

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