hw6

李晨昊 2017011466

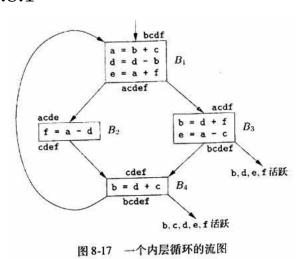
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How many registers does this example need? Give an assignment with the algorithm introduced in the class.

a 的 live range: ${\bf B_1.1}, B_1.2, B_1.3, B_2.1, B_3.1, B_3.2$

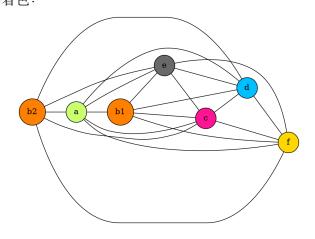
 \mathbf{b}_1 的 live range: $\mathbf{B_1.in}, \mathbf{B_4.1}, B_1.1, B_1.2, B_4.out$

 \mathbf{b}_2 的 live range: $\mathbf{B_3.1}, B_3.2, B_3.out$

c 的 live range: $\mathbf{B_1.in}, B_1.1, B_1.2, B_1.3, B_2.1, B_3.1, B_3.2, B_4.1, B_4.out$

d 的 live range: $\mathbf{B_1.in}, \mathbf{B_1.2}, B_1.1, B_1.3, B_2.1, B_3.1, B_3.2, B_3.out, B_4.1, B_4.out$

e 的 live range: $\mathbf{B_1.3}, \mathbf{B_3.2}, B_3.1, B_2.1, B_3.out, B_4.1, B_4.out$ f 的 live range: $\mathbf{B_1.in}, \mathbf{B_2.1}, B_1.1, B_1.2, B_1.3, B_3.1, B_3.2, B_3.out, B_4.1, B_4.out$ 冲突图及一种可行的着色:



共需要 6 个寄存器,即每个给虚拟寄存器分配一个物理寄存器,才能不发生 spill。