

```
struct Register{  
    string name;      → 8 bytes  
    pair<int,int> loc; → 4+4 bytes  
};
```

16 bytes

```
graph LR
    name[string name] -- 8 bytes --> total[16 bytes]
    loc[pair<int,int> loc] -- 4+4 bytes --> total
```

```
...  
vector<Register> registers;
```

```
...  
for(Register r : registers){  
    r.loc = make_pair(...);  
}
```