```
5-11
  assign-homes : X (vars) >> X (10 vars)
   -tee slack is vast, but it is slow
   -registers are four and fast
                     (۲ اه)
(let v := 1 m
(let w= 46 m
(let x == v + 7 in
(let y = 4 + x in
(let Z := x+w m
(+ Z (-41)))))
```

7-21 assign up of to regs as we Ev3 226 seelling mary \$1, !v // let v== 1 EUNS mary, \$46, In 11 let ~ 1= 46 live set= acothe wars (x, ~3 move Iv, 1x coddy 17, 1x 11 let x= v+7 Ex, w3 mory ! x, !y [x, w, 43 adda 34, 14 Ex, w, y3 } 11 let y=4+x mong 1x, 12 Ewy123 aff !w, 12 11 let z = x+w [7,2] 24,23 may !y , !+ 11 (- 4) [4,23 negg !+ movy ! = , % rax 2+3 addy 1+, % rax 11 (+ 2 +) Delin-after

5-31		
Mostres io in	or { % rox}	
Live After (K) = Ø	if k = n	
	ne (K+1) o.v.	
Live Before (k) = (Live After (k) \ w(k)) u R(k)		
W=Mst=> set (vars and reg) we storvete		
Rinst -> setliers and reggi		
	m: arg => sof(un andres)	
W (popg a) = M(a)	m % = 58r3	
R (paper a) = Ø	$m r = {v}$	
w (push g a) = d		
R (pushg a) = M(a)		
•		

5-4/		
w (negg a) = M(a)	R(negga) = Ma)	
w (addg sne, dst) = M(dst)	R(adda src, dst)=M(soc) u	
U	M(sst)	
w (mong src, dst) = M(lst)	R(morg sre,dst) = M(sre)	
move !x, ! = laddler = Ew, y, =3		
w={23 R={x3		
(EW, y, Z3 \ EZ3) U Ex3		
= {x,y,w3		

5-5) interference: When we need two wars at He same time V= Evans and regs 3 yelges = I x I y iff 3k. LiveAfter(k) 2 Exiy3 More-bigging = M

2.	-6

Suppose ingst 15 ...

(adly s d)

Yv & Live Affer (k). we'll add (d, v) to I

except for v = d

(mong s d)

Yv & Live Affer (k). we'll add (d, v) to I

except on v = d or v = s

If instr beats a beaton "special" then add

(r, v) to I for all ve live Affer (k)

cally it treats caller saed rys special and % rax

by rax, dx, rex, 15, pd 6, r 8-r 11