

1 Exercises

Exercise 1. The LIR instructions for the `compute()` method from the `SpimSum` program above are listed below.

```

B0

B1
0: LDC [0] [V32|I]
5: MOVE [V32|I] [V33|I]
10: MOVE $a0 [V34|I]

B2
15: LDC [0] [V35|I]
20: BRANCH [LE] [V34|I] [V35|I] B4

B3
25: LDC [-1] [V36|I]
30: ADD [V34|I] [V36|I] [V37|I]
35: ADD [V33|I] [V34|I] [V38|I]
40: MOVE [V37|I] [V34|I]
45: MOVE [V38|I] [V33|I]
50: BRANCH B2

B4
55: MOVE [V33|I] $v0
60: RETURN $v0
    
```

- a. Compute the `liveUse` and `liveDef` sets (local liveness information) for each basic block in the method.
- b. Compute the `liveIn` and `liveOut` sets (global liveness information) for each basic block in the method.
- c. Compute the liveness interval for each virtual register in the method's LIR, with ranges and use positions.

Exercise 2. Using the liveness intervals for the virtual registers in the LIR for the `SpimSum.compute()` method

- a. Build an interference graph G for the method.
- b. Represent G as an adjacency matrix.
- c. Represent G as an adjacency list.
- d. Is G 2-colorable? If so, give a register allocation using two physical registers r_1 and r_2 .
- e. Is G 3-colorable? If so, give a register allocation using three physical registers r_1 , r_2 , and r_3 .

2 Solutions to Exercises

Solution 1.

a.

```

B0
  liveUse:
  liveDef:

B1
  liveUse: $a0
  liveDef: V32, V33, V34

B2
  liveUse: $a0, V34
  liveDef: V35

B3
  liveUse: V33, V34
  liveDef: V33, V34, V36, V37, V38

B4
  liveUse: V33
  liveDef: $v0
    
```

Register Allocation

b.

```
B4
liveIn:  V33
liveOut:

B3
liveIn:  V33, V34
liveOut: V33

B2
liveIn:  $a0, V34
liveOut: V33, V34

B1
liveIn:  $a0
liveOut: $a0, V34

B0
liveIn:
liveOut: $a0
```

c.

```
v0: [55, 60]
a0: [0, 10]
V32: [0, 5]
V33: [5, 35] [45, 55]
V34: [10, 50]
V35: [15, 20]
V36: [25, 30]
V37: [30, 40]
V38: [35, 45]
```