

Homework 4

Due Date: Thursday, March 16, 2006, 2:00PM

Your Name: _____

Your Email: _____

Question 1 What is the input to target code generation phase?

What are three possible forms of the output?

Question 2 Describe what I call “Code Generation Algorithm #1”.

Question 3 What is the “register allocation problem”?

What is the “register assignment problem”?

Question 4 The IR code imposes an order on the operations. Does “code generation algorithm #1” change this order? _____

Does “code generation algorithm #2” change this order? _____

Does “code generation algorithm #3 (tiling)” change this order? _____

Question 5 A Basic Block is a sequence of consecutive statements, such that
 control only enters... (where?) _____
 controls only exits... (where?) _____

Question 6 All the basic blocks of a routine are combined into ... what?

Question 7 Given the sequence of IR statements in a routine, we'd like to be able to break it into basic blocks. The approach is to first identify "leaders." Then we define a basic block as a leader and all the statements that follow it, up to (but not including) the next leader. Which statements are leaders?

Question 8 Given a basic block B, define the "use set", USE (B).

Question 9 Given a basic block B, define the "def set", DEF (B).

Question 10 Here is a basic block. What is its USE-set and its DEF-set?

```
w := 5 + x
e := d * b
a := e - w
if w < c then goto Label_45
```

USE (B) = _____

DEF (B) = _____

Question 11 Define what it means for a variable x to be “live” at some point P in a program.

Question 12 Consider this code sequence:

```
a := b + c
< point P >
b := d - 5
d := a * c
```

Is “a” live at point P ? _____

Is “b” live at P ? _____

Is “c” live at P ? _____

Question 13 “Dead code” can mean two things. What are they?

Question 14 A loop with multiple entries is said to be... what? _____
Structured programming (while, if, repeat-until, but not goto’s) results in what kind of loops? _____

Question 15 In determining next-use information within a basic block, do we work through the block in forward or reverse order? _____

Question 16 Code generation algorithm #2 uses two data structures. What are they called?

Variable **y** appears 8 times, **x** appears 5 times, and **s** appears 2 times. If we can only choose 1 of these variables to put in a register, which should we choose and why?

Question 21 Assume the following variables are live simultaneously:

X and Z			
X and U		Y	
Y and Z			
Y and V	X		Z
Z and U			
Z and V	U		W
Z and W			
U and V		V	
V and W			

(1) Finish drawing the register interference graph shown above.

(2) Assume there are three registers / colors:

R0 = red
 R1 = blue
 R2 = green

Following the heuristic graph coloring algorithm, show an order in which the nodes can be eliminate: _____

(3) Add back the nodes and assign colors. Show the colors on the graph from part 1.

(4) Give the final register assignment.

X: _____
 V: _____
 U: _____
 Y: _____
 W: _____
 Z: _____

Question 22 Given a graph with undirected edges and K colors, we would like to assign to each node a color such that adjacent nodes have different colors. In general, finding such a K-coloring is NP-complete (and can therefore be expected to take exponential

time, depending on the size of the graph). However, a heuristic algorithm works well in practice. Describe this graph-coloring algorithm.

Question 23 What is “constant folding”?

Question 24 What is “copy propagation”?

Question 25 What is “(local and global) common sub-expression elimination”?

Question 26 What is an “induction variable”?

Question 27 What is “reduction in strength”?
