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Register allocator

Graph coloring

spill(f, var, prefix)

f with var spilled

f without variables and with registers

Your work

Code analysis

L2 program

L1 program

L1c

L2c

a.out

Your work

f without variables and with registers
Homework #3

L2 function \( f \)  
\[ \downarrow \]
Register allocator

L2 function \( f \) with registers only  
\[ \downarrow \]
(stack-arg) translator

L2 function \( f \) with registers only and without (stack-arg)  
\[ \downarrow \]
L1 function
Compiling and testing your L2 compiler

• Under L2/tests there are the L2 programs you’ll translate
• Build your L1 compiler:
  • Keep your L1 compiler sources in L1/src
  • Compile your L1 compiler: cd L1 ; make
• Build your L2 compiler:
  • Build your homework #2 under L2/src
  • Write new code to complete the translation from L2 to L1 in L2/src
  • Compile your L2 compiler: cd L2 ; make
• To test: cd L2 ; make test