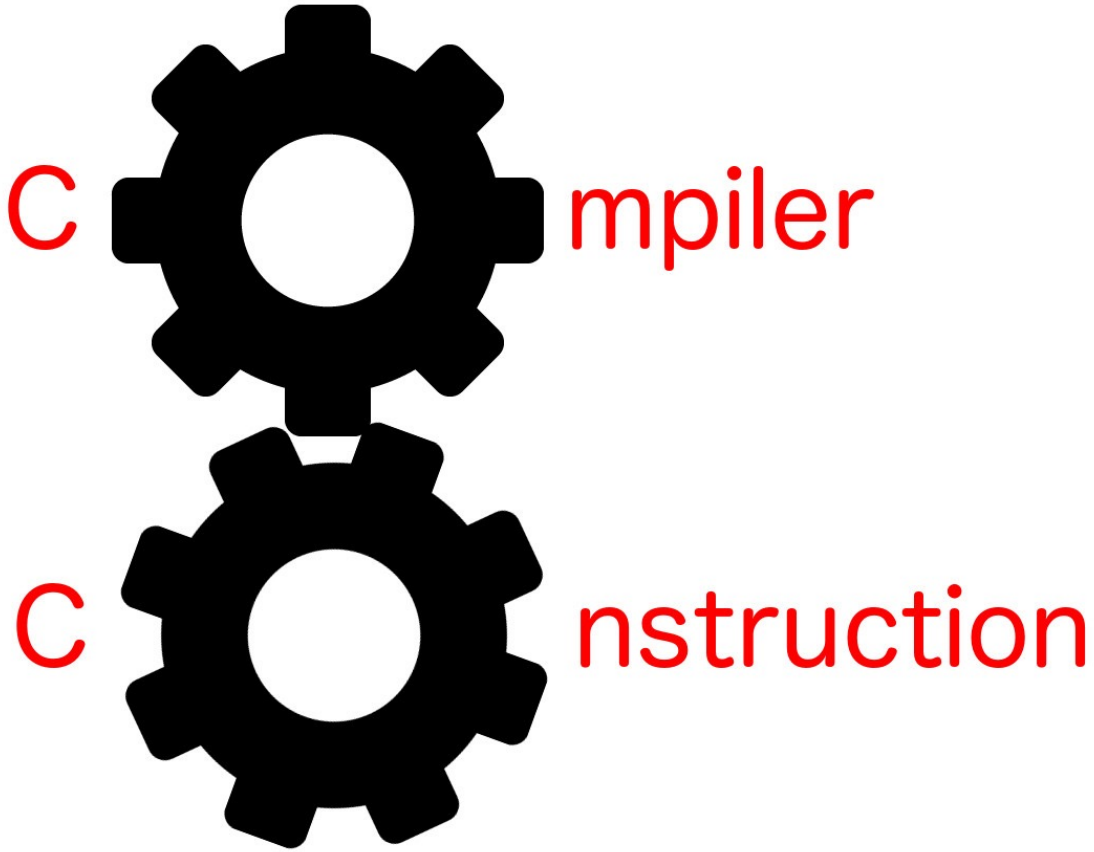

Spilling

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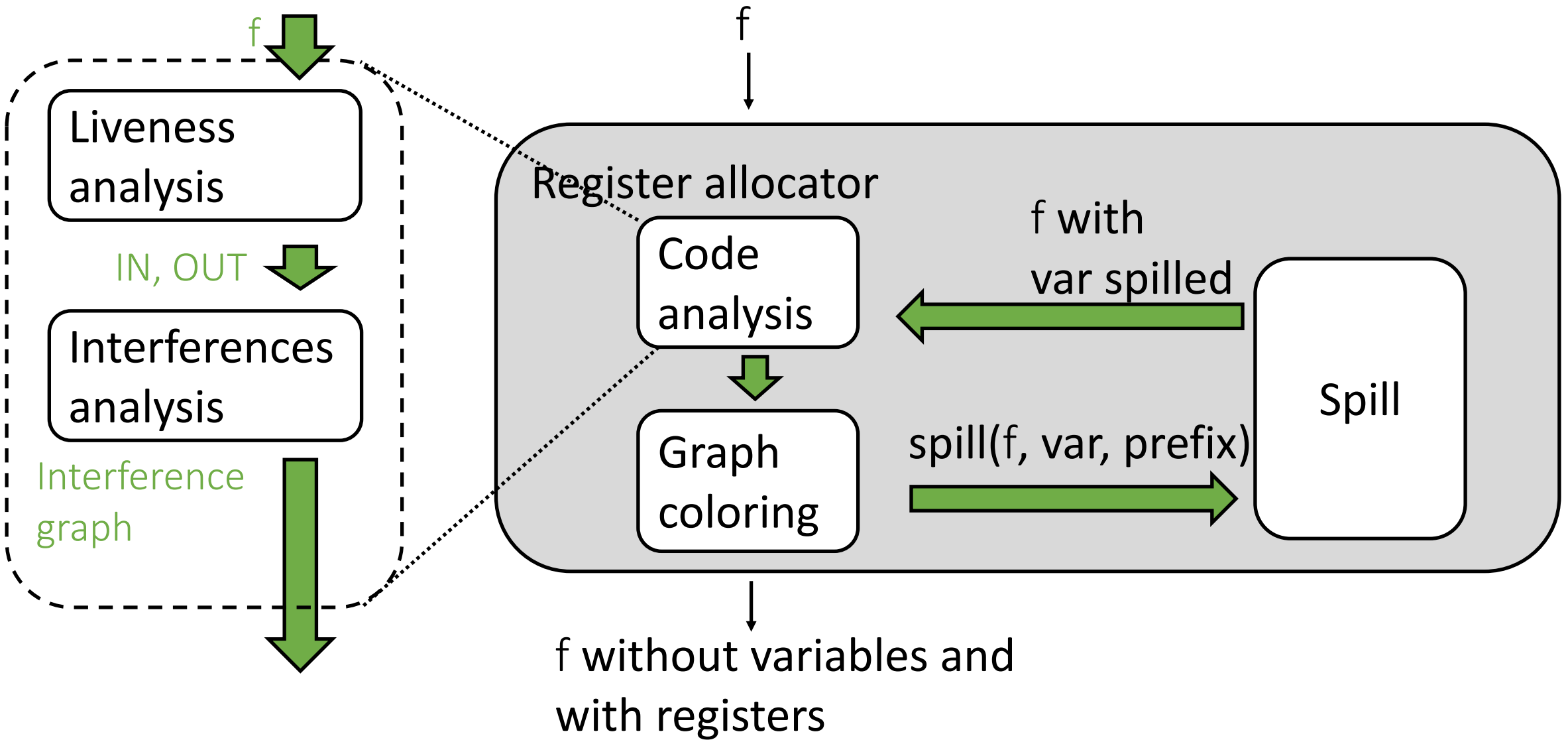
A graph-coloring register allocator structure



Spilling

- Procedure used by a register allocator with the following inputs
  - A function f
  - A variable v that needs to be allocated to the stack (as local in L1)
  - A string (see later)

- This procedure modifies f to allocate v on the stack
  - Make a new location on the stack
  - Replace all writes to v with stores to the new stack location
  - Replace all reads from v with reads from the new stack location

Spilling example

```
(@myF
  0
  %a <- 1
  %x <- %a
  return
)
```

Not possible for L2

idealSpiller(@myF, a)

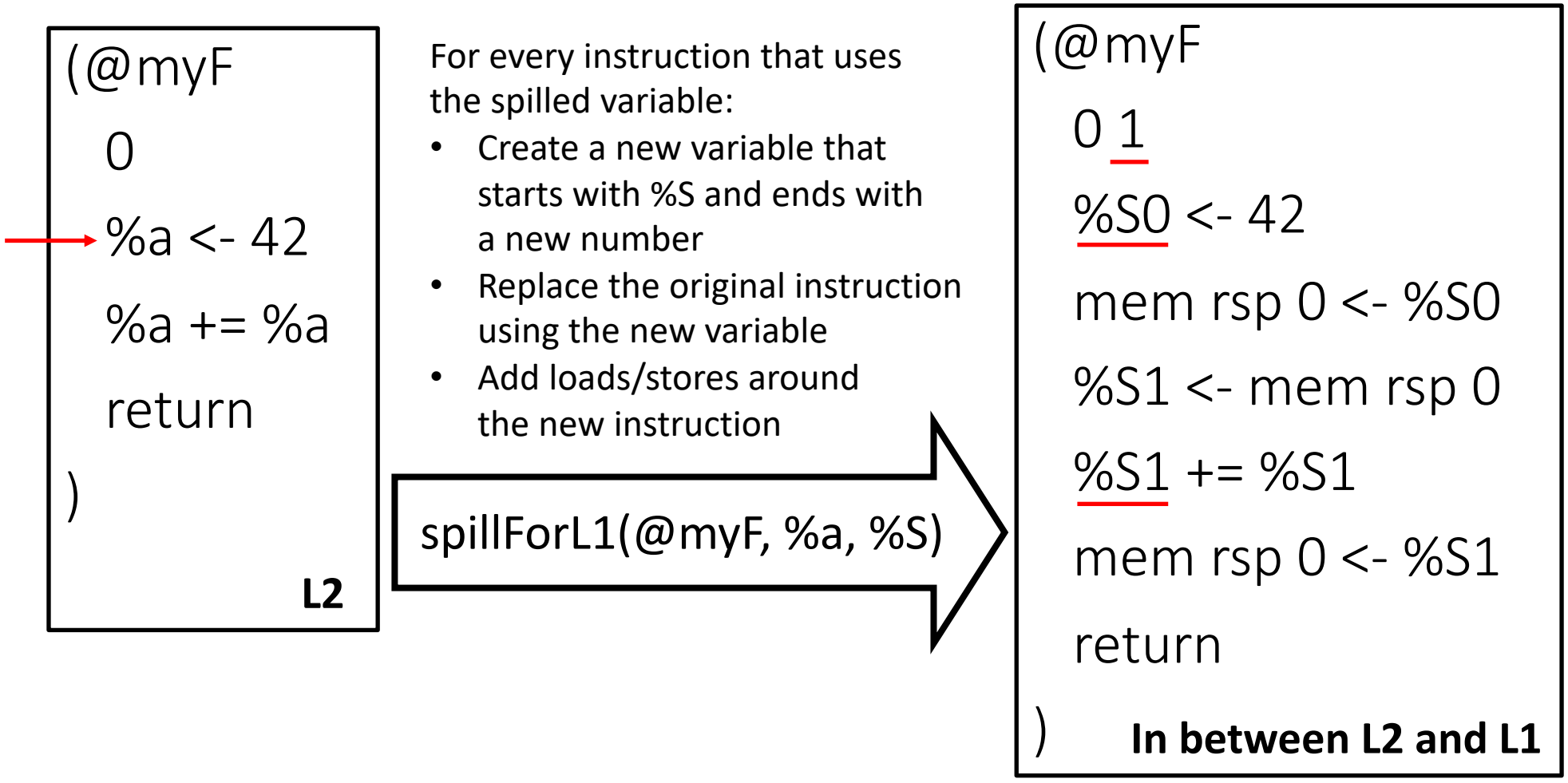
```
(@myF
  0 1
  mem rsp 0 <- 1
  %x <- mem rsp 0
  return
)
```

2 registers are needed

Only 1 register is now needed!

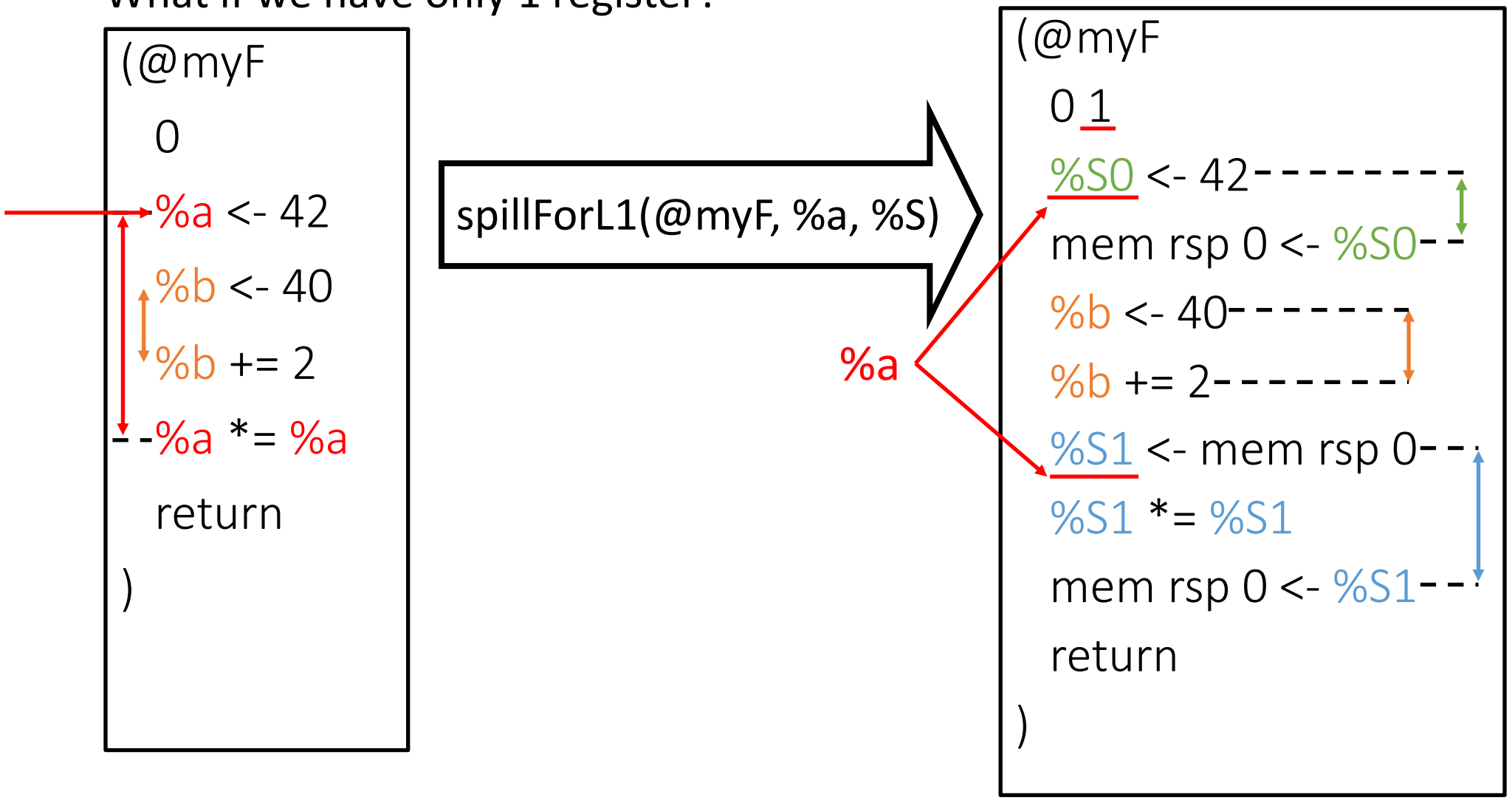
All L2 instructions can use variables,
but only some L1 instructions can access a memory location!

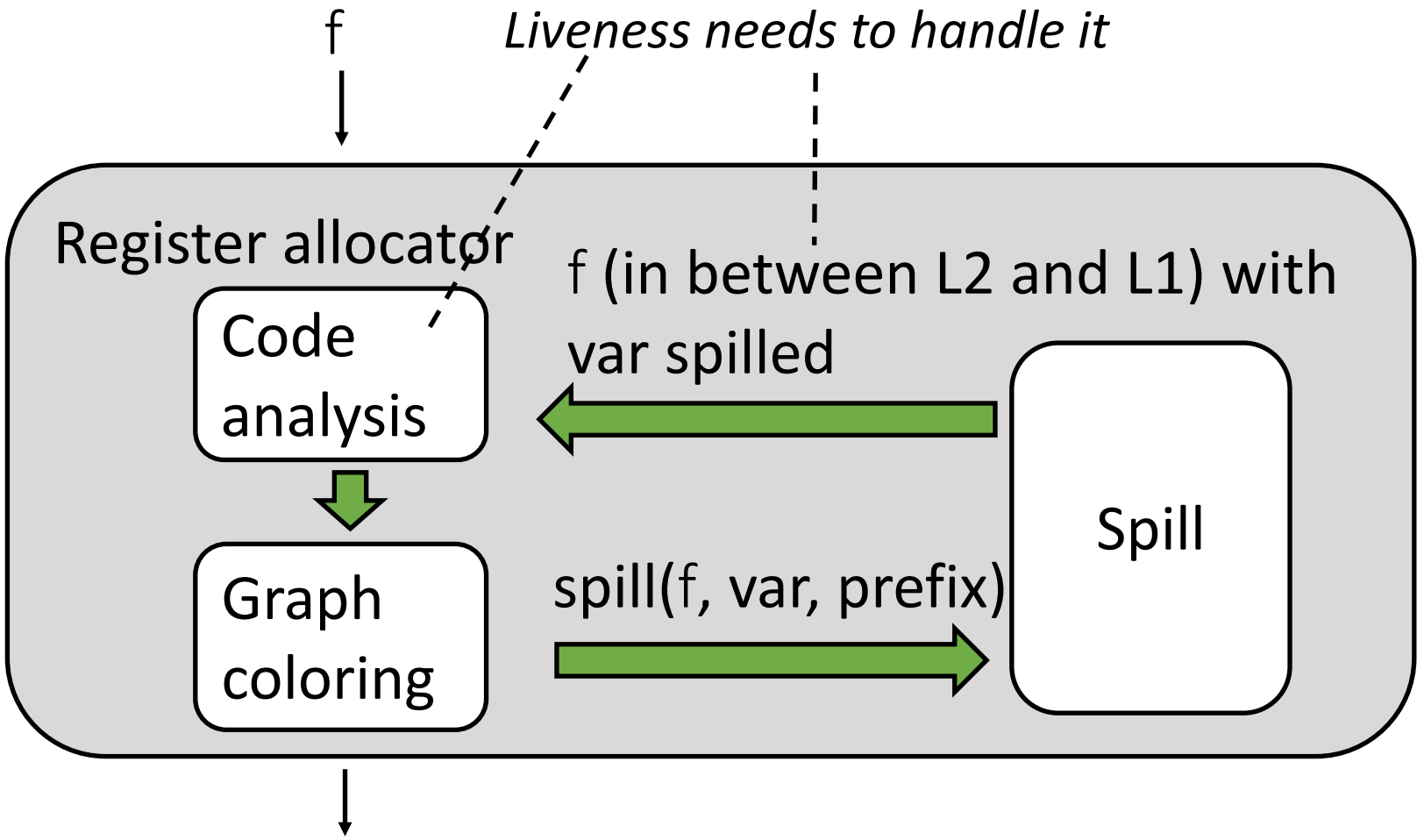
Spilling example (2)



Spilling example (2)

What if we have only 1 register?





- L2 does not have callee-save registers
- Spiller cannot generate callee-save registers
- So the language in between L2 and L1 is just L2 plus stack locals of L1

Testing your spiller for homework #2

- Under L2/tests/spill there are the tests you have to pass

- To test:
  - To check all tests: make test_spill
  - To check one test: ./spill tests/spill/test1.L2f

- Check out each input/output for each test if you have doubts
  - tests/spill/test1.L2f
  - tests/spill/test1.L2f.out

Always have faith in your ability

Success will come your way eventually

Best of luck!