## Program Optimisation Solutions of Homework 8

1. Here is the CFG for the optimised version of the version swap from the lecture, together with the live variables at each program point. The program uses 8 variables  $A_0, i, j, A_1, A_2, R_1, R_2$  and t.

$$\begin{array}{c} 0 & \{A_0, i, j\} \\ A_1 = A_0 + i; \\ 1 & \{A_1, A_0, j\} \\ R_1 = M[A_1]; \\ 2 & \{A_1, R_1, A_0, j\} \\ A_2 = A_o + j; \\ 3 & \{A_1, A_2, R_1\} \\ R_2 = M[A_2]; \\ 4 & \{A_1, A_2, R_1, R_2\} \\ Pos(R_1 > R_2); \\ 5 & \{A_1, A_2, R_1, R_2\} \\ Pos(R_1 > R_2); \\ 6 & \{A_1, A_2, R_1, R_2\} \\ f = R_2; \\ 6 & \{A_1, A_2, t, R_1\} \\ M[A_2] = R_1; \\ 7 & \{A_1, t\} \\ M[A_1] = t; \\ \hline 3 & \{\} \end{array}$$

The corresponding interval graph is shown in Abbildung 1. By looking at it, we can see that four registers are sufficient. We call these registers *red*, *blue*, *green* and *yellow*. The allocation of registers is also shown in the same figure using colors. We can check that at any program point, all intervals have distinct colors (registers).

- 2. a) Suppose G has no loop. We show that any connected component G' of G can be colored using at most 2 colors. Since G' is connected and has no loops, it is a tree. Let  $V_0 = \{v\}$  where v is the root node. For i > 0 let  $V_i$  be the set of successors of node in  $V_i$ . We color each node in  $V_i$  as red if i is even, and as blue if i is odd.
  - b) Suppose each node in G has degree at most 2. We show that each connected component G' of G can be colored using at most 3 colors. If G' has no loops

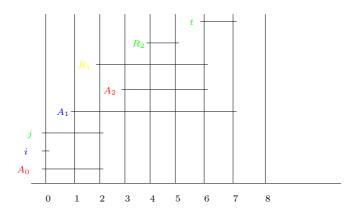


Abbildung 1: Interval graph and allocation of registers

then by the previous part, we know that G' can be colored using at most 2 colors.

If G' has a loop then consider a minimal loop in G'. I.e. we consider pairwise distinct nodes  $v_0, v_1, \ldots, v_n$  for some  $n \ge 1$  such that  $v_i$  is neighbor of  $v_{i+1}$  for  $0 \le i \le n-1$ , and  $v_n$  is a neighbor of  $v_0$ .

We claim that G' has only these n + 1 nodes and n + 1 edges. Otherwise some  $v_i$  would be a neighbor of some node v, where  $v \neq v_j$  for any j. But then  $v_i$  would have degree at least 3 leading to contradiction.

Now for  $0 \le i \le n-1$ , if *i* is even then we color  $v_i$  as red, otherwise we color  $v_i$  as blue. The last node  $v_n$  is colored green.

c) If G has a k-clique, then we have k distinct nodes  $v_1, \ldots, v_k$  such that for any  $1 \leq i, j \leq k$  with  $i \neq j, v_i$  and  $v_j$  are neighbors. Hence  $v_i$  and  $v_j$  should be colored with different colors. In other words, each of the k nodes should have a different color. Hence we required at least k colors for coloring this graph.