Goal Implement register allocation based on graph coloring.

Download the Project Tests

Download and unzip the tests \square for this project under j/j-.

Run the following command inside the j_{j-1} - directory to compile the *j*-- compiler with your changes:

>_ ~/workspace/j	
\$ ant]

To compile a j-- program P. java for the MIPS target, using register allocation based on "graph coloring", run the following command:

```
$ bash ./bin/j-- -s graph P.java
```

Use the -r <num> argument to specify the number of physical registers available for allocation. The default value is 8.

Run the following command to run the MIPS program P.s:

>_ ~/workspace/j	
<pre>\$ spim -f P.s</pre>	

Problem 1. (*Register Allocation*) Modify the file j/j-/src/jminusminus/NGraphRegisterAllocator.java to implement register allocation algorithm based on graph coloring.

Directions:

- Build liveness intervals.
- Use the liveness intervals to build an interference graph G.
- Apply "degree < r" heuristic to determine if G is r-colorable, where r is the number of physical registers available.
- If G is r-colorable, allocate physical registers to the virtual registers there's no need to generate spill instructions.
- If G is not r-colorable, allocate physical registers to the virtual registers, generating spill instructions as needed.

```
>_ ~/workspace/j-
```

```
$ $j/j--/bin/j-- -s graph -r 3 project6/Factorial.java
$ spim -f Factorial.s
SPIM Version 8.0 of January 8, 2010
Copyright 1990-2010, James R. Larus.
All Rights Reserved.
See the file README for a full copyright notice.
Loaded: /usr/lib/spim/exceptions.s
5040
5040
```

Before you submit your files, make sure:

- Your code is adequately commented and follows good programming principles.
- You use the template file report.txt for your report.
- Your report meets the prescribed guidelines.

Files to submit:

- 1. NGraphRegisterAllocator.java
- report.txt