Today

- HW3 Questions
- Go over example HW2

```
movl x, y  
  
  movl $1, x  /* never need to spill */
```

1. movl x, y  
   reg stack  

2. movl x, y  
   reg reg  

3. movl x, y  
   stack stack  

addl x, y  
  
  movl x, tmp  
  addl tmp, y  
* - unspillable
Interference Graph

1 2 3 4 5 6 7 8
registers stack slots
call

A

B

last = x only use