



The Interaction of Compilation Technology and Computer Architecture

By Peter L. Bird

Springer Mai 1994, 1994. Buch. Book Condition: Neu. 235x155x22 mm. This item is printed on demand - Print on Demand Neuware - In brief summary, the following results were presented in this work: - A linear time approach was developed to find register requirements for any specified CS schedule or filled MRT. - An algorithm was developed for finding register requirements for any kernel that has a dependence graph that is acyclic and has no data reuse on machines with depth independent instruction templates. - We presented an efficient method of estimating register requirements as a function of pipeline depth. - We developed a technique for efficiently finding bounds on register requirements as a function of pipeline depth. - Presented experimental data to verify these new techniques. - discussed some interesting design points for register file size on a number of different architectures. REFERENCES [1] Robert P. Colwell, Robert P. Nix, John J O'Donnell, David B Papworth, and Paul K. Rodman. A VLIW Architecture for a Trace Scheduling Compiler. In Architectural Support for Programming Languages and Operating Systems, pages 180-192, 1982. [2] C. Eisenbeis, W. Jalby, and A. Lichnewsky. Compile-Time Optimization of Memory and Register Usage on the...



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