

- 2. Each call of the POWER subroutine needs 9 stack frames to return. This is because each call of the subroutine has 2 parameters + 1 result + 6 saved registers. For the base case of n = 0, there is only one call of the POWER subroutine.
- n = 0: POWER(x, 0) = 1 call \* 9 frames = 9 stack frames
- n = 1: POWER(x, 1) + POWER(x, 1-1=0) = 2 calls \* 9 frames = 18 stack frames
- n = 2: POWER(x, 2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 3 calls \* 9 frames = 27 stack frames
- n = 3: POWER(x, 3) + POWER(x, 3-1=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 4 calls \* 9 frames = 36 stack frames
- n = 4: POWER(x, 4) + POWER(x, 4/2=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 4 calls \* 9 frames = 36 stack frames
- n = 5: POWER(x, 5) + POWER(x, 5-1=4) + POWER(x, 4/2=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 5 calls \* 9 frames = 45 stack frames
- n = 6: POWER(x, 6) + POWER(x, 6/2=3) + POWER(x, 3-1=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 5 calls \* 9 frames = 45 stack frames
- n = 7: POWER(x, 7) + POWER(x, 7-1=6) + POWER(x, 6/2=3) + POWER(x, 3-1=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 6 calls \* 9 frames = 54 stack frames
- n = 8: POWER(x, 8) + POWER(x, 8/2=4) + POWER(x, 4/2=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 5 calls \* 9 frames = 45 stack frames
- n = 9: POWER(x, 9) + POWER(x, 9-1=8) + POWER(x, 8/2=4) + POWER(x, 4/2=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 6 calls \* 9 frames = 54 stack frames
- n = 10: POWER(x, 10) + POWER(x, 10/2=5) + POWER(x, 5-1=4) + POWER(x, 4/2=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 6 calls \* 9 frames = 54 stack frames
- n = 11: POWER(x, 11) + POWER(x, 11-1=10) + POWER(x, 10/2=5) + POWER(x, 5-1=4) + POWER(x, 4/2=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 1 calls \* 7 frames = 63 stack frames
- n = 12: POWER(x, 12) + POWER(x, 12/2=6) + POWER(x, 6/2=3) + POWER(x, 3-1=2) + POWER(x, 2/2=1) + POWER(x, 1-1=0) = 6 calls \* 9 frames = 63 stack frames

