

```
1  { int x;  
2    int y;  
3    y := 1;  
4    { int f(int x) {  
5      if x=0 then {  
6        y := 1 }  
7      else {  
8        y := f(x-1)*y+1 };  
9      return y;  
10   };  
11   x := f(2);  
12 };  
13 }
```

Using the simplified activation record/runtime stack model.

```
  []  
2 [y=?, x=?]  
3 [y=1, x=?]  
4 [f={}, y=1, x=?]  
11 >>>  
  5 [x=2, f={}, y=1, x=?]  
  8 >>>  
    5 [x=1, x=2, f={}, y=1, x=?]  
    8 >>>  
      5 [x=0, x=1, x=2, f={}, y=1, x=?]  
      6 [x=0, x=1, x=2, f={}, y=1, x=?]  
      9 [res=1 x=0, x=1, x=2, f={}, y=1, x=?]  
      <<<  
      8 [x=1, x=2, f={}, y=2, x=?]  
      9 [res=2, x=1, x=2, f={}, y=2, x=?]  
      <<<  
    8 [x=2, f={}, y=5, x=?]  
    9 [res=5, x=2, f={}, y=5, x=?]  
    <<<  
11 [f={}, y=5, x=5]  
12 [y=5, x=5]  
13 []
```

EXERCISE 2 [15+15 = 30 Points]

```
1  { int x;  
2    int y;  
3    int z;  
4    x := 3;  
5    y := 7;  
6    { int f(int y) { return x*y };  
7      int y;  
8      y := 11;  
9      { int g(int x) { return f(y) };  
10        { int y;  
11          y := 13;  
12          z := g(2);  
13        };  
14      };  
15    };  
16  }
```

(a)

```
5 [z=?, y=7, x=3]  
8 [y=11, f={}, z=?, y=7, x=3]  
9 [g={}, y=11, f={}, z=?, y=7, x=3]
```

```

11 [y=13, g={}, y=11, f={}, z=?, y=7, x=3]
12 >>>
9 [x=2, y=13, g={}, y=11, f={}, z=?, y=7, x=3]
9 >>>
6 [y=11, x=2, y=13, g={}, y=11, f={}, z=?, y=7, x=3]
6 [res=33, y=11, x=2, y=13, g={}, y=11, f={}, z=?, y=7, x=3]
<<<<
9 [res=33, x=2, y=13, g={}, y=11, f={}, z=?, y=7, x=3]
<<<<
12 [y=13, g={}, y=11, f={}, z=33, y=7, x=3]

```

Answer: z=33

```

(b)
5 [z=?, y=7, x=3]
8 [y=11, f={}, z=?, y=7, x=3]
9 [g={}, y=11, f={}, z=?, y=7, x=3]
11 [y=13, g={}, y=11, f={}, z=?, y=7, x=3]
12 >>>
9 [x=2, y=13, g={}, y=11, f={}, z=?, y=7, x=3]
9 >>>
6 [y=13, x=2, y=13, g={}, y=11, f={}, z=?, y=7, x=3]
6 [res=26, y=13, x=2, y=13, g={}, y=11, f={}, z=?, y=7, x=3]
<<<<
9 [res=26, x=2, y=13, g={}, y=11, f={}, z=?, y=7, x=3]
<<<<
12 [y=13, g={}, y=11, f={}, z=26, y=7, x=3]

```

Answer: z=26

EXERCISE 3 [30+25 = 55 Points]

```

1  { int y;
2    int z;
3    y := 7;
4    { int f(int a) {
5        y := a+1;
8        return (y+a)
9    };
10   int g(int x) {
11       y := f(x+1)+1;
12       z := f(x-y+3);
13       return (z+1)
14   }
15   z := g(y*2);
16 };
17 }

```

(a) Call-by-name

```

14 [g={}, f={}, z=?, y=7]
12 >>>
10 [x=y*2, g={}, f={}, z=?, y=7]
11 >>>
4 [a=x+1, x=y*2, g={}, f={}, z=?, y=7]
5 [a=x+1, x=y*2, g={}, f={}, z=?, y=16]
{ x=14, a=15 ==> y:=a+1=16 }
8 [res=49, a=x+1, x=y*2, g={}, f={}, z=?, y=16]
{ y=16, x=32, a=33 ==> res=y+a=16+33=49 }
<<<<
11 [x=y*2, g={}, f={}, z=?, y=50]
12 >>>
4 [a=x-y+3, x=y*2, g={}, f={}, z=?, y=50]
5 [a=x-y+3, x=y*2, g={}, f={}, z=?, y=54]
{ x=100, a=53 ==> y:=a+1=54 }
8 [res=111, a=x-y+3, x=y*2, g={}, f={}, z=?, y=54]
{ y=54, x=108, a=57 ==> res=y+a=54+57=111 }
<<<<
13 [x=y*2, g={}, f={}, z=?, y=54]

```

```
12  [x=y*2, g={}, f={}, z=111, y=54]
13  [res=112, x=y*2, g={}, f={}, z=111, y=54]
    &lt;&lt;
15  [g={}, f={}, z=112, y=54]
```

(b) Call-by-need

```
14  [g={}, f={}, z=?, y=7]
15  &gt;&gt;
10  [x=y*2, g={}, f={}, z=?, y=7]
11  &gt;&gt;
    4  [a=x+1, x=y*2, g={}, f={}, z=?, y=7]
    5  [a=15, x=14, g={}, f={}, z=?, y=16]
        { x=14, a=15 ==> y:=a+1=16 }
    8  [res=31, a=15, x=14, g={}, f={}, z=?, y=16]
        { y=16, a=15 ==> res=y+a=16+15=31 }
    &lt;&lt;
11  [x=14, g={}, f={}, z=?, y=32]
12  &gt;&gt;
    4  [a=x-y+3, x=14, g={}, f={}, z=?, y=32]
    5  [a=-15, x=14, g={}, f={}, z=?, y=31]
        { x=14, a=-15 ==> y:=a+1=-14 }
    8  [res=-29, a=-15, x=14, g={}, f={}, z=?, y=-14]
        { y=-14, a=-15 ==> res=y+a=-14+-15=-29 }
    &lt;&lt;
12  [x=14, g={}, f={}, z=-29, y=-14]
13  [res=-28, x=14, g={}, f={}, z=-29, y=-14]
    &lt;&lt;
15  [g={}, f={}, z=-28, y=-14]
```

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