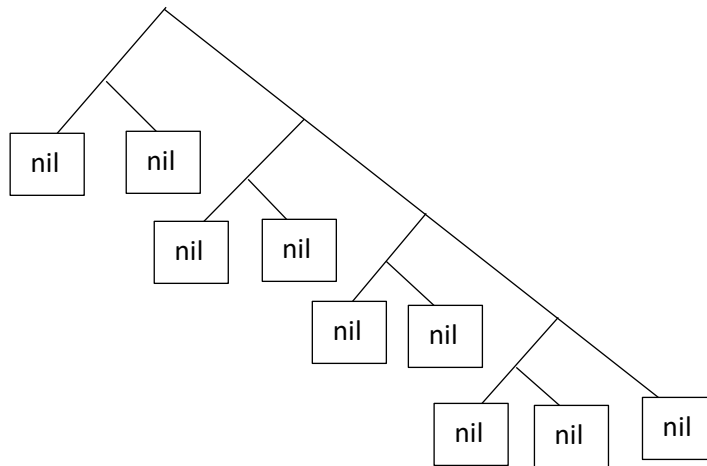


Limits of Computation

Assignment 1

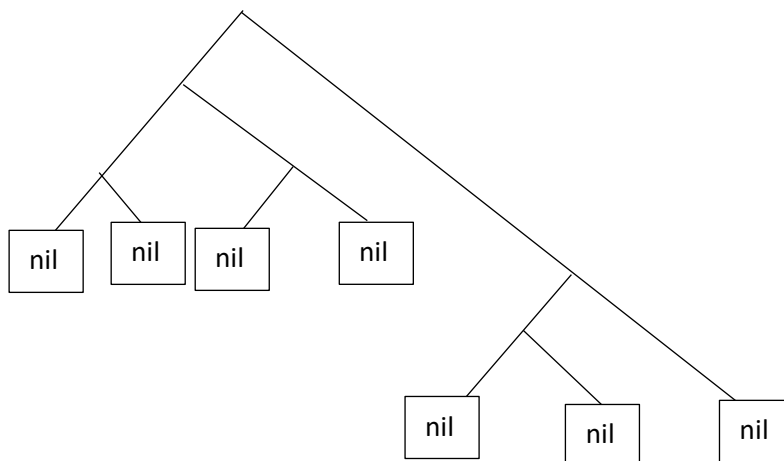
1-) a-) $\langle\langle\text{nil}.\text{nil}\rangle.\langle\langle\text{nil}.\text{nil}\rangle.\langle\langle\text{nil}.\text{nil}\rangle.\langle\langle\text{nil}.\text{nil}\rangle.\text{nil}\rangle\rangle\rangle\rangle$

$[1,1,1,1]$ or $[[0],[0],[0],[0]]$



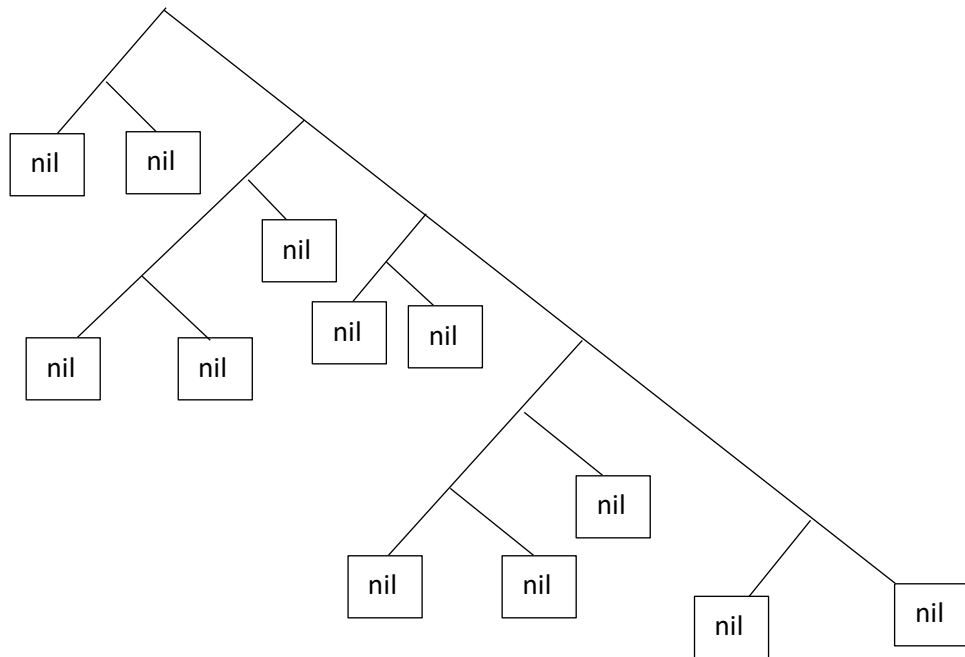
b-) $\langle\langle\langle\text{nil}.\text{nil}\rangle.\langle\text{nil}.\text{nil}\rangle\rangle.\langle\langle\text{nil}.\text{nil}\rangle.\text{nil}\rangle\rangle$

$[[1,1],[0]]$. It does not give a list of numbers, only a list of lists of numbers.



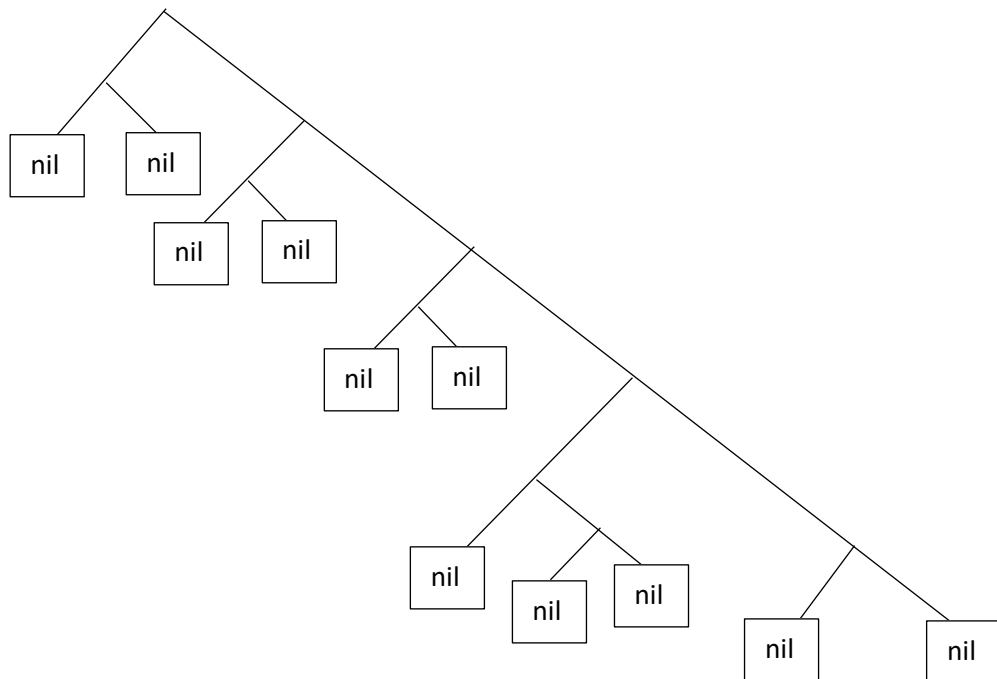
c-) <<nil.nil>.<<<nil.nil>.nil>.<<nil.nil>.<<<nil.nil>.nil>.<nil.nil>>>>>

[[0],[1],[0],[1],[]]. It does not give a list of numbers, only a list of lists of numbers.



d-) <<nil.nil>.<<nil.nil>.<<nil.nil>.<<nil.<nil.nil>>.<nil.nil>>>>>

[1,1,1,2,0] or [[0],[0],[0],[0,0],[]]



2-) As any input $d \in D$ will be a list; the program implements a recursive algorithm to find the length of any given d by putting nil for each element. The output will be a list of nil's and represent a number.

3-)

```
[  
  [appf, [var]] ,  
  [if, [hd, [var]],  
    [cons, [quote, nil], [appf, [cons, [tl, [hd, [var]]], [cons, [tl, [hd, [var]]], [quote, nil]]]],  
    [hd, [tl, [var]]] ]  
]
```

4-) Yes, F-programs still inherit many properties from while-programs; Having a finite number of instructions. If carried out without problems, always produce the desired result in a finite number of steps. Procedures require no insight or ingenuity. The main difference is, F-programs are recursive, and while-programs are iterative. This requires a different approach to the same problem but still makes F-programs a good alternative choice for “effective procedures”.