7524 - Teoría de la programación

TP Individual

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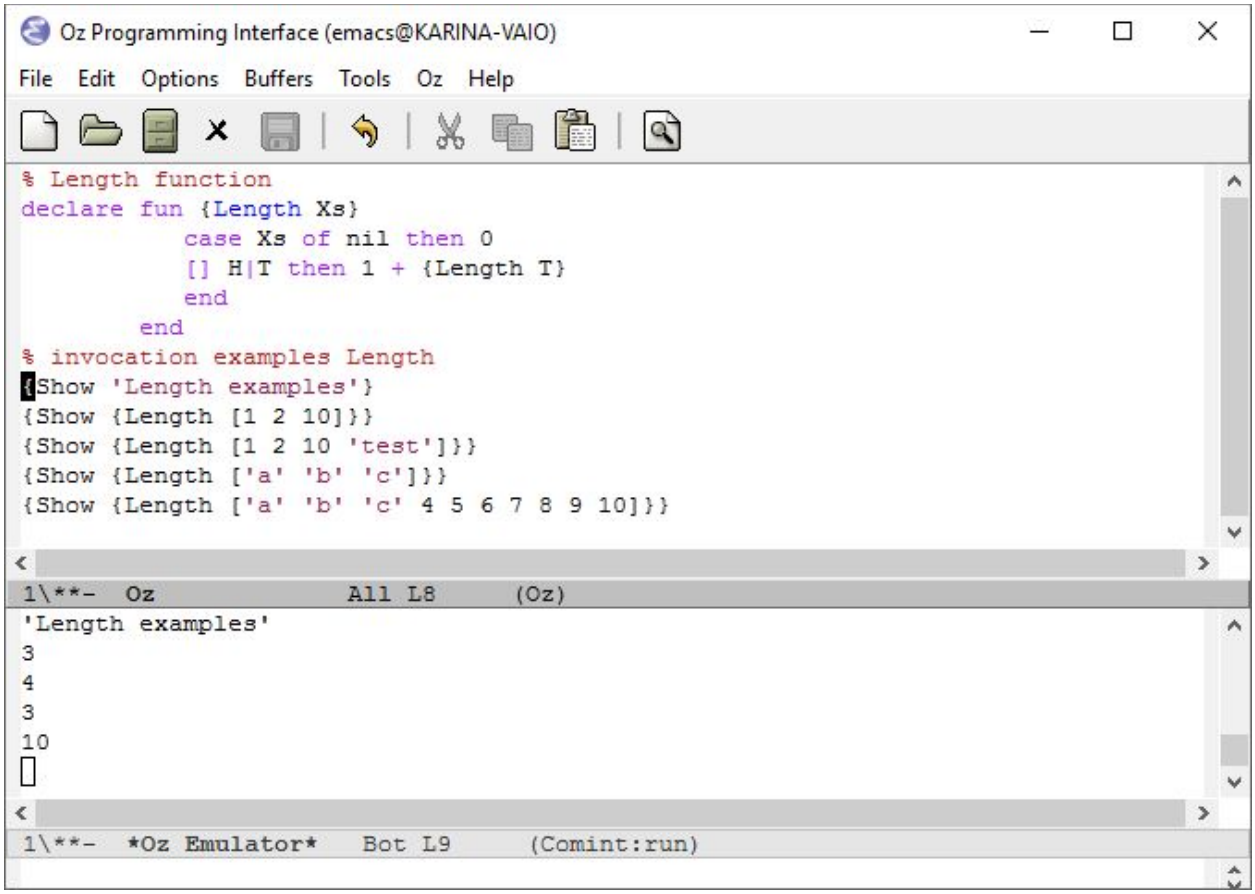
Ejercicio 1) - Procesamiento de listas

1. Length

a. Código Oz

```
% Length function
declare fun {Length Xs}
         case Xs of nil then 0
         [] H|T then 1 + {Length T}
         end
      end
```

b. Ejemplos de ejecución

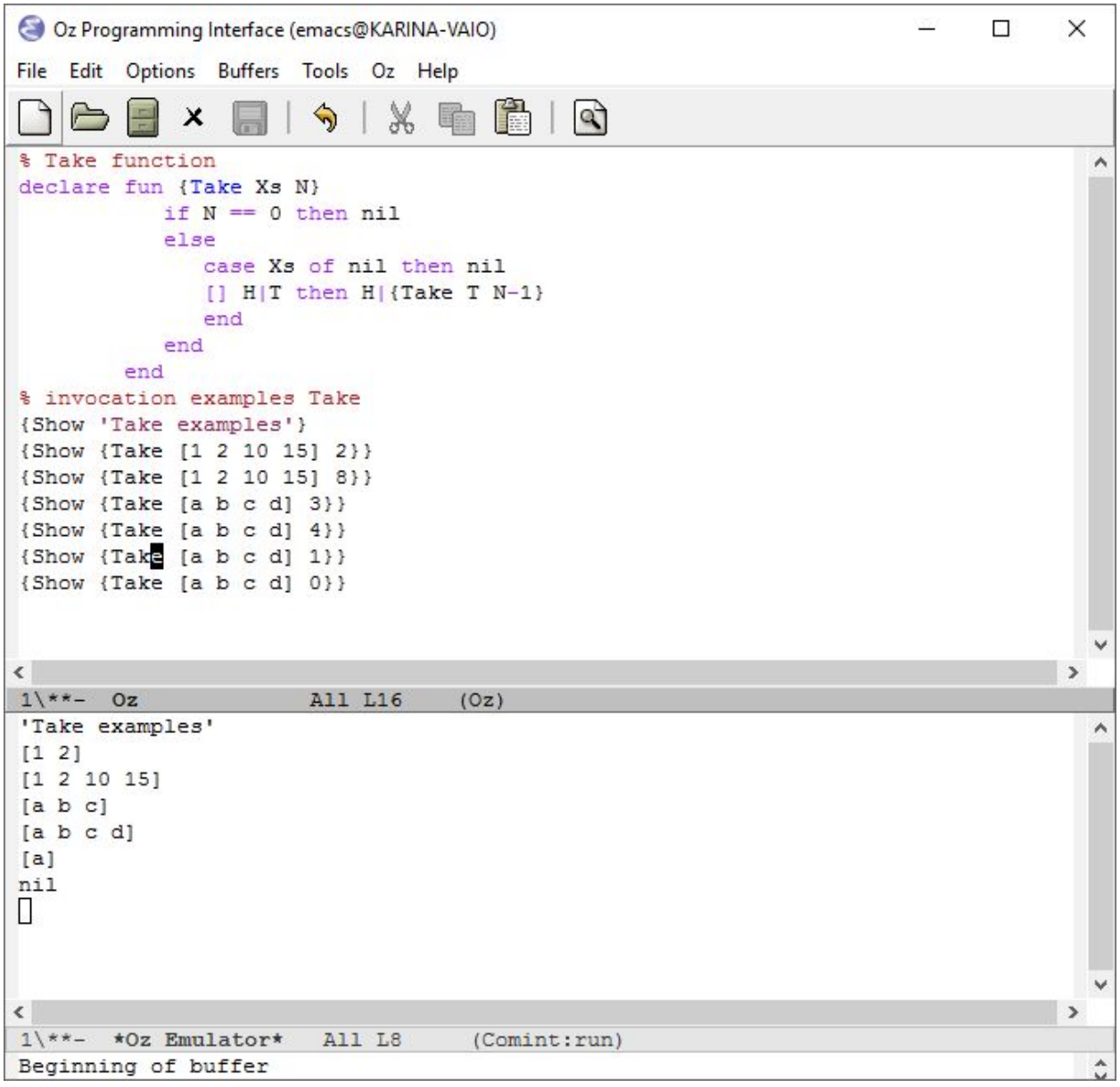


2. Take

a. Código Oz

```
% Take function
declare fun {Take Xs N}
         if N == 0 then nil
         else
            case Xs of nil then nil
            [] H|T then H|{Take T N-1}
            end
         end
      end
```

b. Ejemplos de ejecución

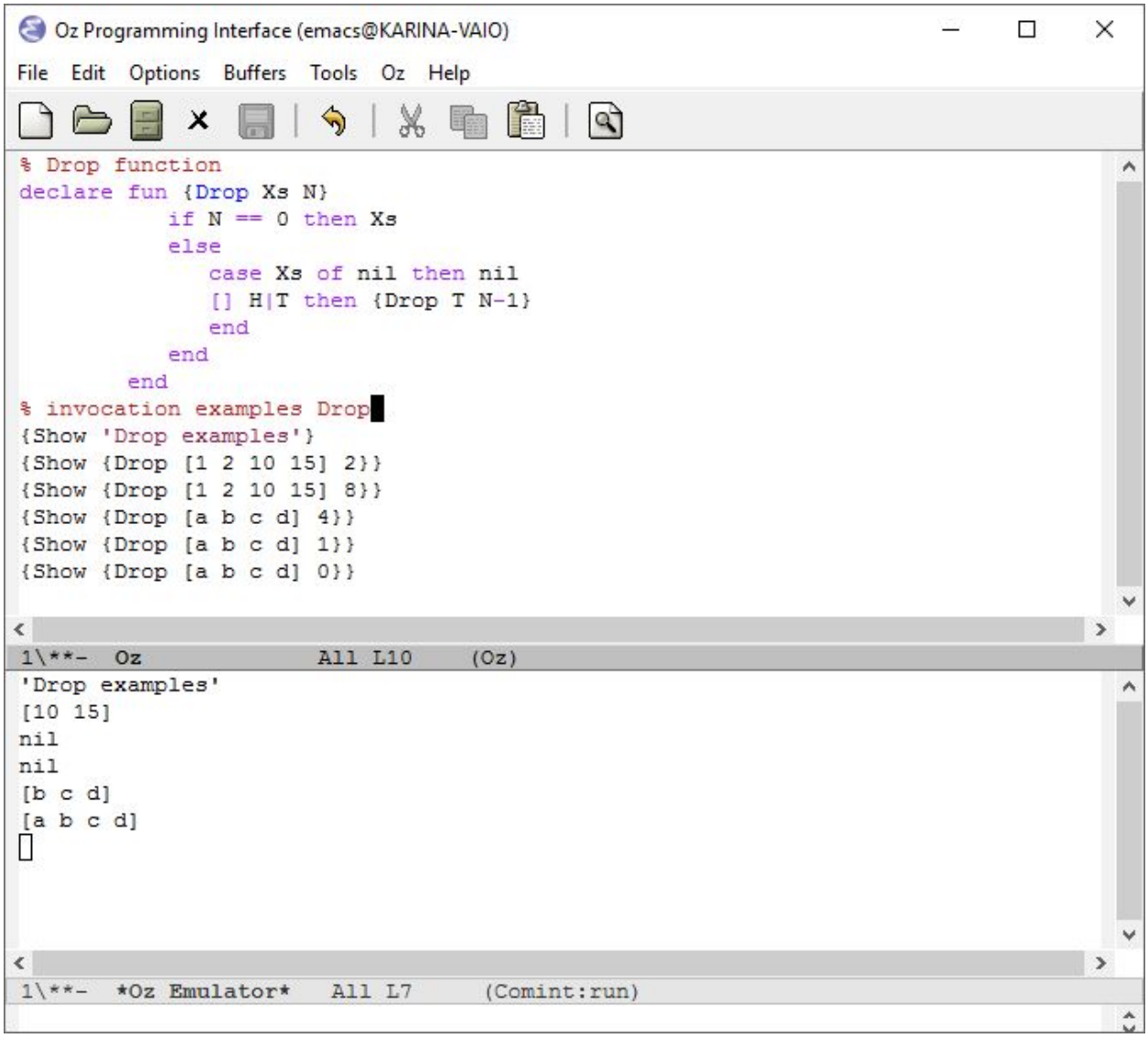


3. Drop

a. Código Oz

```
% Drop function
declare fun {Drop Xs N}
         if N == 0 then Xs
         else
            case Xs of nil then nil
            [] H|T then {Drop T N-1}
            end
         end
      end
```

b. Ejemplos de ejecución

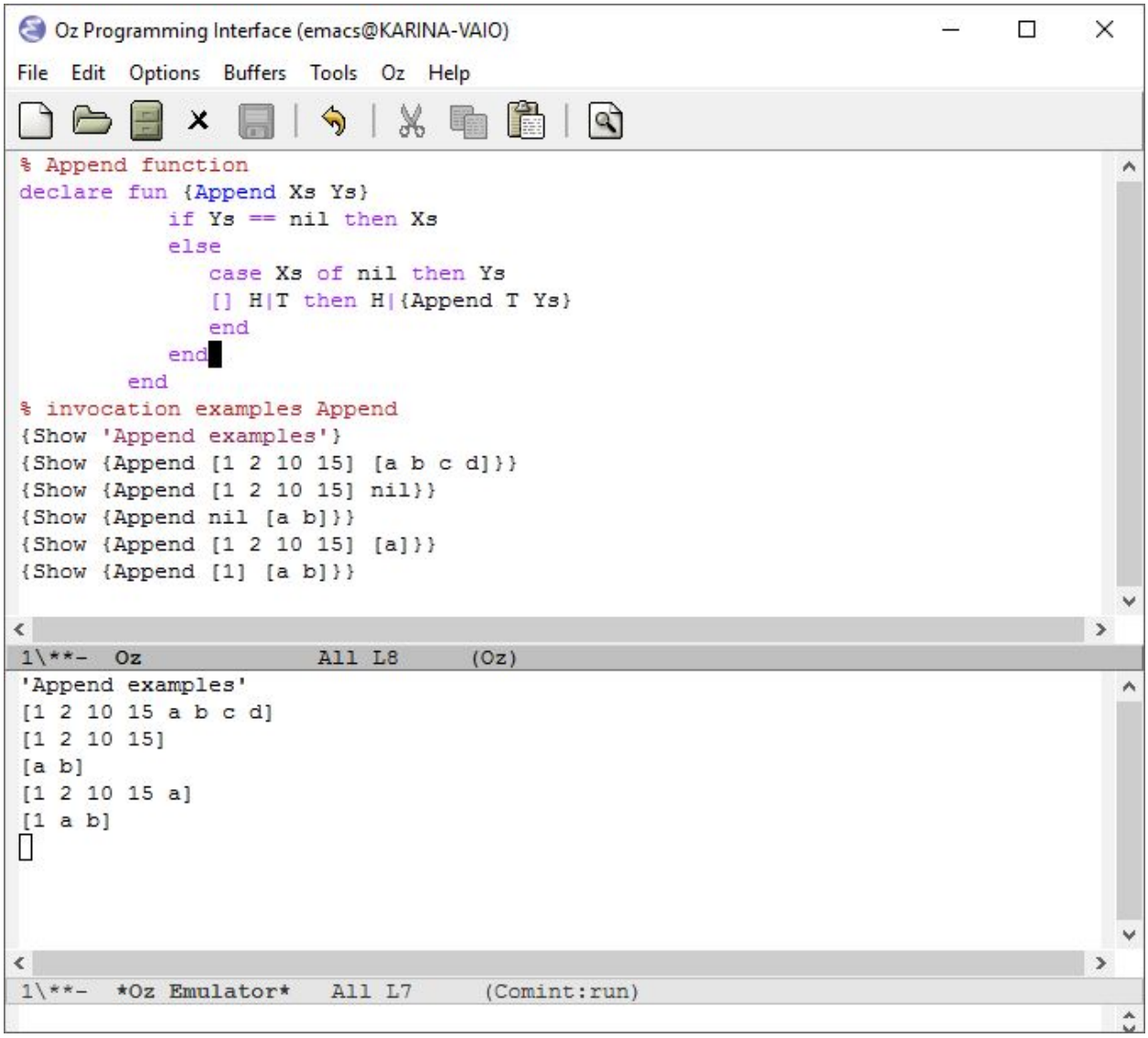


4. Append

a. Código Oz

```
% Append function
declare fun {Append Xs Ys}
         if Ys == nil then Xs
         else
            case Xs of nil then Ys
            [] H|T then H|{Append T Ys}
            end
         end
      end
```

b. Ejemplos de ejecución

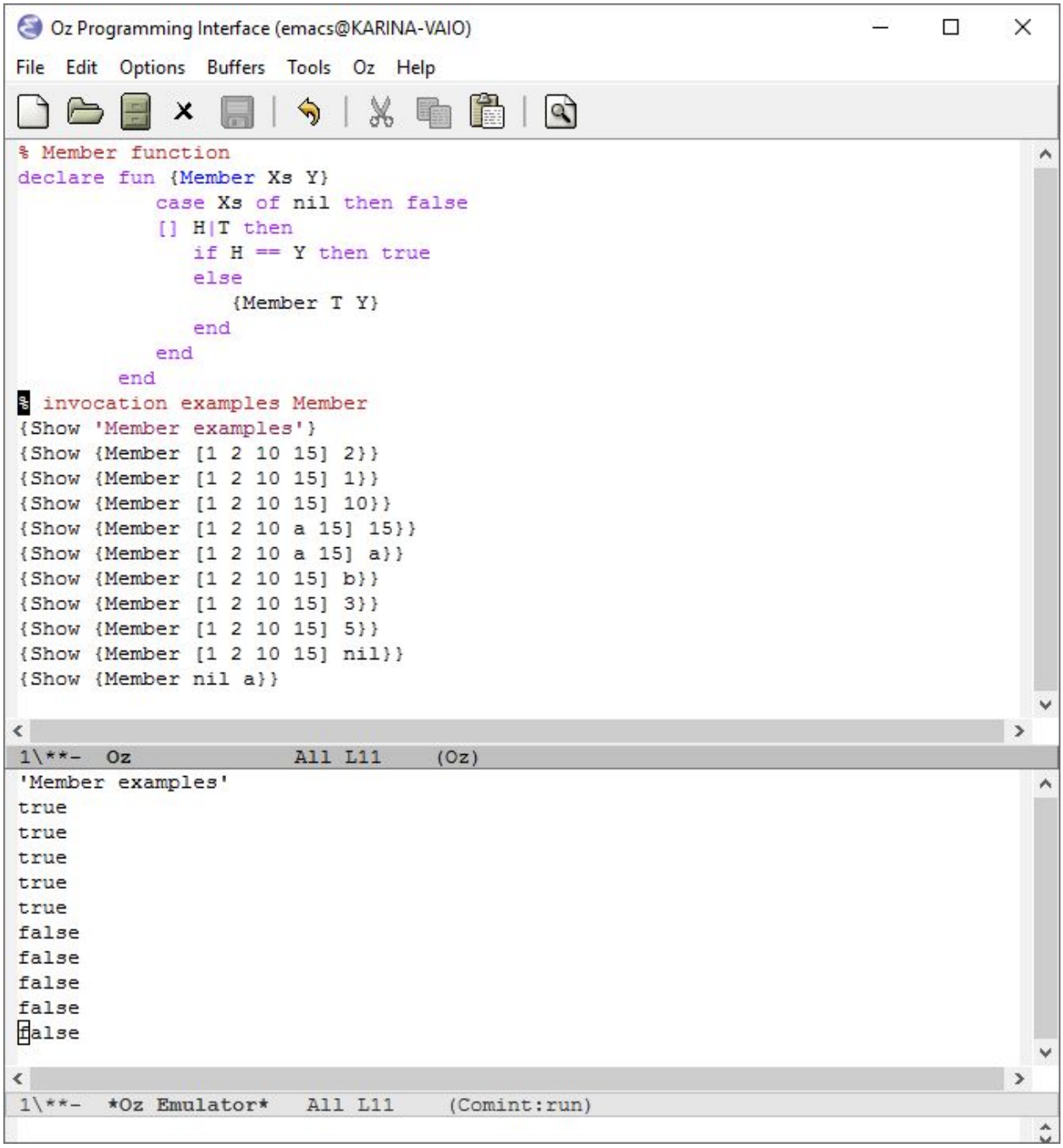


5. Member

a. Código Oz

```
% Member function
declare fun {Member Xs Y}
         case Xs of nil then false
         [] H|T then
            if H == Y then true
            else
             {Member T Y}
            end
         end
      end
```

b. Ejemplos de ejecución

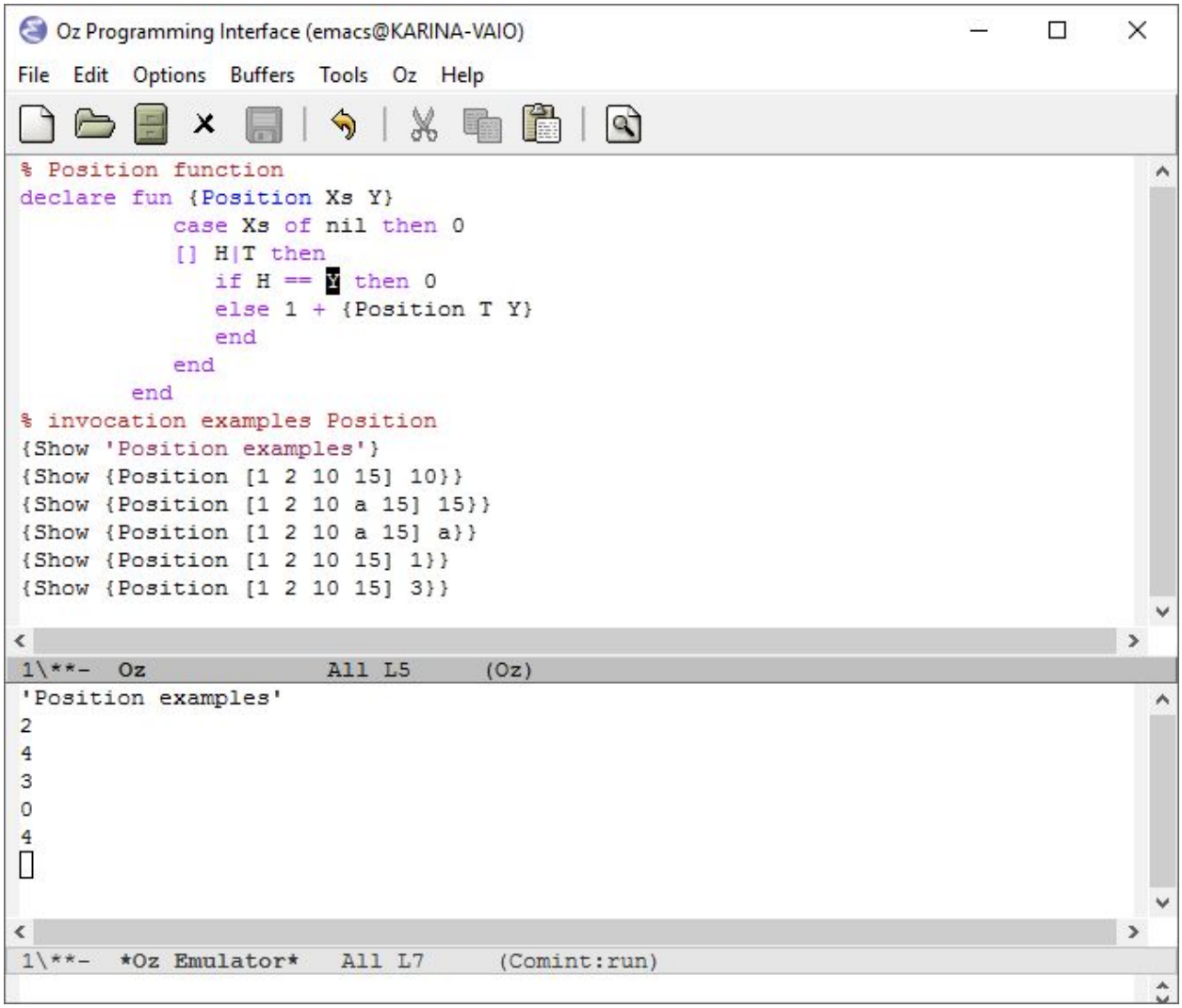

Oz Programming Interface (emacs@KARINA-VAIO)
File Edit Options Buffers Tools Oz Help
% Member function
declare fun {Member Xs Y}
case Xs of nil then false
[] H|T then
if H == Y then true
else
{Member T Y}
end
end
end
% invocation examples Member
{Show 'Member examples'}
{Show {Member [1 2 10 15] 2}}
{Show {Member [1 2 10 15] 1}}
{Show {Member [1 2 10 15] 10}}
{Show {Member [1 2 10 a 15] 15}}
{Show {Member [1 2 10 a 15] a}}
{Show {Member [1 2 10 15] b}}
{Show {Member [1 2 10 15] 3}}
{Show {Member [1 2 10 15] 5}}
{Show {Member [1 2 10 15] nil}}
{Show {Member nil a}}
1**- Oz All L11 (Oz)
'Member examples'
true
true
true
true
true
false
false
false
false
false
1**- *Oz Emulator* All L11 (Comint:run)

6. Position

a. Código Oz

```
% Position function
declare fun {Position Xs Y}
         case Xs of nil then 0
         [] H|T then
            if H == Y then 0
            else 1 + {Position T Y}
            end
         end
      end
```

b. Ejemplos de ejecución



Ejercicio 2) - Referencias externas

1. proc {P X Y} local Z in {Q Z U} end end

   Referencias externas: Q, U

2. proc {P X Y} local Z in {Q Z Y} end end

   Referencias externas: Q

3. proc {P X Y} local Z in {P Z Y} end end

   Referencias externas: ninguna

Ejercicio 3) - Ejemplo de ejecución

Programa 1

Estado inicial

Stack	**Store**	**E**

local B in
if B then
Skip
else
skip
end
end
	-	**-**

=> Ejecución de declaración de variable

Stack	**Store**	**E**

if B then
skip
else
skip
end
	b1	**B-> b1**

=> Ejecución de condicional. Como E(B) no está determinado, el programa se suspende, a la espera que b1 tome algun valor.

Programa 2

Estado inicial

Stack	**Store**	**E**

local B in
B = false
if B then
skip
else
skip
end
end
	-	**-**

=> Ejecución de declaración de variable y composición

Stack	**Store**	**E**

B = false
if B then
skip
else
skip
end
	b1	**B-> b1**

=> Ejecución de binding de variables

Stack	**Store**	**E**

if B then
skip
else
skip
end
	b1 = **false**	B-> b1

=> Ejecución de condicional, como B = false entonces se agrega en el stack la sentencia dentro del else

Stack	**Store**	**E**
skip	b1 = false	B-> b1

=> Ejecución del skip (St6), no hay cambios en el store y se quita la sentencia.

Stack	**Store**	**E**
-	b1 = false	B-> b1

No hay nada mas en el stack, entonces el programa finaliza.

Programa 3

Estado inicial

Stack	**Store**	**E**
local X Z A B P in proc {P X Y} Y = X+Z end Z=7 X=4 {P X A} {P A B} end	-	**-**

=> Ejecución de declaración de variables

Stack	**Store**	**E**
proc {P X Y} Y = X+Z end Z=7 X=4 {P X A} {P A B}	**x1** **z1** **a1** **b1** **p1**	**X -> x1** **Z-> z1** **A -> a1** **B -> b1** **P-> p1**

=> Ejecución de procedure value

Stack	**Store**	**E**
Z=7 X=4 {P X A} {P A B}	x1 z1 a1 b1 p1 = **proc {P X Y}** **Y = X+Z** **end, CE = {Z -> z1}**	X -> x1 Z-> z1 A -> a1 B -> b1 P-> p1

=> Ejecución de binding de variable

Stack	Store	E
X=4 {P X A} {P A B}	x1 z1 = **7** a1 b1 p1 = proc {P X Y} Y = X+Z end, CE = {Z -> z1}	X -> x1 Z-> z1 A -> a1 B -> b1 P-> p1

=> Ejecución de binding de variable

Stack	Store	E
{P X A} {P A B}	x1 = **4** z1 = 7 a1 b1 p1 = proc {P X Y} Y = X+Z end, CE = {Z -> z1}	X -> x1 Z-> z1 A -> a1 B -> b1 P-> p1

=> Ejecución de procedure value

Stack	Store	E
A = X + Z {P A B}	x1 = 4 z1 = 7 a1 b1 p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X -> x1 Z-> z1 A -> a1 B -> b1 P-> p1

=> Asignacion de variable mas suma en base al store

Stack	Store	E
{P A B}	x1 = 4 z1 = 7 a1 = **11** b1 p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X -> x1 Z-> z1 A -> a1 B -> b1 P-> p1

=> Ejecución de procedure value

Stack	Store	E
B = A + Z	x1 = 4 z1 = 7 a1 = 11 b1 p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X -> x1 Z-> z1 A -> a1 B -> b1 P-> p1

=> Asignacion de variable mas suma en base al store

Stack	Store	E
-	x1 = 4 z1 = 7 a1 = 11 b1 = **18** p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X -> x1 Z-> z1 A -> a1 B -> b1 P-> p1

Programa 4

Estado inicial

Stack	Store	E
local X Z A B P in proc {P X Y} Y = X+Z end Z=10 local Z in Z = 2 X=4 {P X A} {P A B} end end	-	-

=> Ejecución de declaración de variables

Stack	Store	E
proc {P X Y} Y = X+Z end Z=10 local Z in Z = 2 X=4 {P X A} {P A B} end	**x1** **z1** **a1** **b1** **p1**	**X - > x1** **Z -> z1** **A -> a1** **B -> b1** **P -> p1**

=> Ejecución de declaración de procedure value

Stack	Store	E
Z=10 local Z in Z = 2 X=4 {P X A} {P A B} end	x1 z1 a1 b1 p1 = **proc {$ X Y}** **Y = X+Z** **end, CE = {Z -> z1}**	X - > x1 Z -> z1 A -> a1 B -> b1 P -> p1

=> Ejecución de asignación de variable

Stack	Store	E
local Z in Z = 2 X=4 {P X A} {P A B} end	x1 z1 = **10** a1 b1 p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X - > x1 Z -> z1 A -> a1 B -> b1 P -> p1

=> Ejecución de declaración de variable Z

Stack	Store	E
Z = 2 X=4 {P X A} {P A B}	x1 z1 = 10 **z2** a1 b1 p1 = proc {$ X Y}	X - > x1 Z -> **z2** A -> a1 B -> b1 P -> p1

	Y = X+Z end, CE = {Z -> z1}	

=> Ejecución de asignación de variable Z (en el nuevo entorno)

Stack	**Store**	**E**
X=4 {P X A} {P A B}	x1 z1 = 10 z2 = **2** a1 b1 p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X - > x1 Z -> z2 A -> a1 B -> b1 P -> p1

=> Ejecución de asignación de variable X (en el nuevo entorno)

Stack	**Store**	**E**
{P X A} {P A B}	x1 = **4** z1 = 10 z2 = 2 a1 b1 p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X - > x1 Z -> z2 A -> a1 B -> b1 P -> p1

=> Ejecución de procedure value (en el nuevo entorno usando su entorno contextual)

Stack	**Store**	**E**
A = X + Z {P A B}	x1 = 4 z1 = 10 z2 = 2 a1 b1 p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X - > x1 Z -> z2 A -> a1 B -> b1 P -> p1

=> Ejecución de la única sentencia del procedure (en el nuevo entorno usando su entorno contextual)

Stack	**Store**	**E**

{P A B}	x1 = 4 z1 = 10 z2 = 2 a1 = **14 (Z -> z1 = 10)** b1 p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X - > x1 Z -> z2 A -> a1 B -> b1 P -> p1

=> Ejecución del procedure value(en el nuevo entorno usando su entorno contextual)

Stack	**Store**	**E**
B = A + Z	x1 = 4 z1 = 10 z2 = 2 a1 = 14 b1 p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X - > x1 Z -> z2 A -> a1 B -> b1 P -> p1

=> Ejecución de la única sentencia del procedure (en el nuevo entorno usando su entorno contextual)

Stack	**Store**	**E**
-	x1 = 4 z1 = 10 z2 = 2 a1 = 14 b1 = **24 (a1:14 +z1:10)** p1 = proc {$ X Y} Y = X+Z end, CE = {Z -> z1}	X - > x1 Z -> z2 A -> a1 B -> b1 P -> p1

Fin del programa

Programa 5

Estado inicial

Stack	**Store**	**E**
local X Y Z P Q in X=6 Y=4 proc {P A B} proc {B U V} local F in F=A+1 V=U+F end end end {P X Q} {Q Y Z} end	-	**-**

=> Declaracion de variables

Stack	**Store**	**E**
X=6 Y=4 proc {P A B} proc {B U V} local F in F=A+1 V=U+F end end end {P X Q} {Q Y Z}	**x1** **y1** **z1** **p1** **q1**	**X -> x1** **Y -> y1** **Z -> z1** **P -> p1** **Q -> q1**

=> Asignación de variable

Stack	Store	E
Y=4 proc {P A B} proc {B U V} local F in	x1 = **6** y1 z1 p1	X -> x1 Y -> y1 Z -> z1 P -> p1

F=A+1 V=U+F end end end {P X Q} {Q Y Z}	q1	Q -> q1

=> Asignación de variable

Stack	Store	E
proc {P A B} proc {B U V} local F in F=A+1 V=U+F end end end {P X Q} {Q Y Z}	x1 = 6 y1 = **4** z1 p1 q1	X -> x1 Y -> y1 Z -> z1 P -> p1 Q -> q1

=> Declaración procedure value

Stack	Store	E
{P X Q} {Q Y Z}	x1 = 6 y1 = 4 z1 p1 = **proc {$ A B}** **proc {B U V}** **local F in** **F=A+1** **V=U+F** **end** **end** **end, CE** = {} q1	X -> x1 Y -> y1 Z -> z1 P -> p1 Q -> q1

=> Ejecución procedure value

Stack	Store	E

proc {Q U V}
  local F in
  F = X + 1
  V = U + F
  end
end
{Q Y Z}
	x1 = 6
	y1 = 4
	z1
	p1 = proc {$ A B}
	  proc {B U V}
	  local F in
	  F=A+1
	  V=U+F
	  end
	  end
	end, CE = {}
	q1
		X -> x1
		Y -> y1
		Z -> z1
		P -> p1
		Q -> q1

=> Declaración procedure value

Stack	Store	E

{Q Y Z}	x1 = 6
	y1 = 4
	z1
	p1 = proc {$ A B}
	  proc {B U V}
	  local F in
	  F=A+1
	  V=U+F
	  end
	  end
	end, CE = {}
	q1 = **proc {$ U V}**
	  local F in
	  F = X + 1
	  V = U + F
	  end
	End, CE = {X-> x1}
		X -> x1
		Y -> y1
		Z -> z1
		P -> p1
		Q -> q1

=> Ejecución procedure value

Stack	Store	E
local F in **F = X + 1** **Z = Y + F** **end**	x1 = 6 y1 = 4 z1 p1 = proc {$ A B} proc {B U V} local F in F=A+1 V=U+F end end end, CE = {} q1 = proc {$ U V} local F in F = X + 1 V = U + F end End, CE = {X-> x1}	X -> x1 Y -> y1 Z -> z1 P -> p1 Q -> q1

=> declaración de variable

Stack	Store	E
F = X + 1 Z = Y + F	x1 = 6 y1 = 4 z1 **f1** p1 = proc {$ A B} proc {B U V} local F in F=A+1 V=U+F end end end, CE = {} q1 = proc {$ U V} local F in F = X + 1 V = U + F end End, CE = {X-> x1, **F -> f1**}	X -> x1 Y -> y1 Z -> z1 P -> p1 Q -> q1

=> Asignación y suma de variables

Stack	Store	E
Z = Y + F	x1 = 6 y1 = 4 z1 f1 = **7** p1 = proc {$ A B} proc {B U V} local F in F=A+1 V=U+F end end end, CE = {} q1 = proc {$ U V} local F in F = X + 1 V = U + F end End, CE = {X-> x1, F -> f1}	X -> x1 Y -> y1 Z -> z1 P -> p1 Q -> q1

=> Asignación y suma de variables

Stack	Store	E
-	x1 = 6 y1 = 4 z1 = **7(f1) + 4(y1) = 11** f1 = 7 p1 = proc {$ A B} proc {B U V} local F in F=A+1 V=U+F end end end, CE = {} q1 = proc {$ U V} local F in F = X + 1 V = U + F end End, CE = {X-> x1, F -> f1}	X -> x1 Y -> y1 Z -> z1 P -> p1 Q -> q1

Programa 6

Estado inicial

Stack	**Store**	**E**
local X Y Z in X = Y try X = 1 Y = 2 Z = 3 catch Exception then skip end {Browse X#Y#Z} end	-	**-**

=> Declaración de variables

Stack	**Store**	**E**
X = Y try X = 1 Y = 2 Z = 3 catch Exception then skip end {Browse X#Y#Z}	**x1** **y1** **z1**	**X -> x1** **Y -> y1** **Z -> z1**

=> Asignación de variables

Stack	**Store**	**E**
try X = 1 Y = 2 Z = 3 catch Exception then skip end {Browse X#Y#Z}	x1 y1 z1	**X -> y1** Y -> y1 Z -> z1

=> Ejecución de try

Stack	**Store**	**E**
X = 1 Y = 2	x1 y1	X -> y1 Y -> y1

Z = 3 catch Exception then skip end {Browse X#Y#Z}	z1	Z -> z1

=> Ejecución de asignación de variable (dentro del catch)

Stack	**Store**	**E**
Y = 2 Z = 3 catch Exception then skip end {Browse X#Y#Z}	x1 y1 = **1** z1	X -> y1 Y -> y1 Z -> z1

=> Ejecución de asignación de variable (dentro del catch)

Stack	**Store**	**E**
Y = 2 Z = 3 catch Exception then skip end {Browse X#Y#Z}	x1 y1 = 1 z1	X -> y1 Y -> y1 Z -> z1

Acá se intenta asignar a y1 el valor 2, pero esta variable ya tiene valor porque X = Y, entonces dispara la Exception y se quitan todas las operaciones hasta la del catch

=> Ejecución Exception

Stack	**Store**	**E**
skip {Browse X#Y#Z}	x1 y1 = 1 z1	X -> y1 Y -> y1 Z -> z1

=> Ejecución Skip

Stack	**Store**	**E**
{Browse X#Y#Z}	x1 y1 = 1 z1	X -> y1 Y -> y1 Z -> z1

=> Ejecución Browse

Stack	Store	E
	x1 y1 = 1 z1	X -> y1 Y -> y1 Z -> z1

Como el valor de Z no esta determinado el browse mostrará un '_' indicando que aun no se definió, en otras operaciones podría suspenderse la ejecución, pero no ocurre con Browse. La ejecución mostrará:

1#1#_

Ejercicio 4) - Case

{Test [b c a]}

Predicción: 'case'(4)

Ejecución: 'case'(4)

La lista no empieza con a como primer elemento, ni es un record, es una lista pero el primer y elemento no son iguales, luego es una lista, entonces case 4.

{Test f(b(3))}

Predicción: 'case'(5)

Ejecución: 'case'(5)

No es lista que empiece con a, si bien es un tupla llamada f, su valor no es a sino b(3), tampoco es una lista, con lo cual saltamos al caso 5 que cumple, dado que es un tupla llamada f y Y tomará el valor b(3)

{Test f(a)}

Predicción: 'case'(2)

Ejecución: 'case'(2)

No es lista, entonces analiza el case 2 donde coincide el nombre de la tupla y el elemento que contiene.

{Test f(a(3))}

Predicción: 'case'(5)

Ejecución: 'case'(5)

No es lista, luego es una tupla llamada f pero el elemento no es a, luego caso 3 y 4 no cumple por no ser una lista, en el caso 5 satisface la condición porque se llama f y el valor de la variable Y será a(3)

{Test f(d)}

Predicción: 'case'(5)

Ejecución: 'case'(5)

No es lista, luego es una tupla llamada f pero el elemento no es a, luego caso 3 y 4 no cumple por no ser una lista, en el caso 5 satisface la condición porque se llama f y el valor de la variable Y será d

{Test [a b c]}

Predición: 'case'(1)

Ejecución: 'case'(1)

Es una lista que empieza con el valor a, cumple la primer condición.

{Test [c a b]}

Prediccion: 'case'(4)

Ejecución:'case'(4)

No es una lista que comience con el valor a, luego no es una tupla, luego no es una lista con los primeros dos elementos iguales. Finalmente es una lista por lo que entra en el caso 4.

{Test a|a}

Predicción: 'case'(1)

Ejecución: 'case'(1)

Es una lista que comienza con el valor a.

{Test 'l'(v b)}

Predicción: 'case'(6)

Ejecución: 'case'(4)

No es una lista que comience con a, tampoco es tupla, no es una lista con dos elementos iguales al inicio, pero si es una lista donde el valor de Zes b. El motivo por el cual mi predicción fue incorrecta es que pensé que el formato aceptado era una cabeza con una cola, o sea que debía ser 'l'(v [b]), pero es incorrecto.

{Test 'l'(a a)}

Predicción: 'case'(6)

Ejecución: 'case'(1)

Es una lista que comienza con a, por el mismo motivo que el punto anterior me equivoqué en la predicción.

{Test 'l'(b b)}

Predicción 'case'(6)

Ejecución: 'case'(3)

No es una lista que comienza con a, luego tampoco es tupla, luego si es una lista con ambos elementos primero y segundo iguales.

{Test 'l'(a b c)}

Predicción 'case'(6)

Ejecución: 'case'(6)

Al tener 3 elementos no coincide con una lista iniciando con a, luego no es tupla ni lista con ambos elementos iguales, tampoco es lista en la 4ta opcion, tampoco tupla llamada f, y queda como única opción el caso 6.

{Test 'l'(a [b c]}

Predicción: 'case'(1)

Ejecución: 'case'(1)

En este caso si crea con la cabeza y la cola la lista con 3 elementos que empiezan con a, por lo tanto coincide la primer condición.

Ejercicio 5) - Recursividad

1. Traducción al lenguaje Kernel

```
local Length in
   Length =  proc {$ Xs N}
             case Xs of nil then
                N = 0
             else
                case Xs of _|T then
                   local U in
                         {Length T U}
                         N = U + 1
                   end
                else
                   skip
                end
             end
            end
end
local K in
   {Length [1 2 3 4] K}
   {Show K}
end
```

2. “Tail Recursive”

```
local Length in
   Length = proc {$ Xs A N}
              case Xs of nil then
               N = A
              else
               case Xs of _|T then
                  local X in
                   X = A + 1
                   {Length T X N}

                  end
               else
                  skip
```

```
               end
            end

         end
end

local K in
   {Length [1 2 3 4] 0 K}
   {Show K}
end
```

En el primer caso no es la llamada recursiva lo último que se ejecuta, entonces voy a tener las operaciones que siguen acumuladas en el stack y hasta que no se termine la invocación de la última llamada recursiva no voy a poder liberar el stack. Al hacerlo tail recursive no tengo en el stack operaciones pendientes, el cual me queda claramente más pequeño. Este es el motivo por el cual siempre debemos tratar de hacer la invocación a la recursividad al final. Esto se verá claramente en el punto 3.

3. Ejecución en la máquina abstracta

Implementación básica

Estado inicial

Stack	**Store**	**E**

`local Length in`
`  Length =  proc {$ Xs N}`
`  case Xs of nil then`
`  N = 0`
`  else`
`  case Xs of _|T then`
`  local U in`
`  {Length T U}`
`  N = U + 1`
`  end`
`  else`
`  skip`
`  end`
`  end`
`  end`
`end`
`local K in`
`  {Length [1 2 3 4] K}`
`  {Show K}`
	-	-

end		

=> Declaración de variable

Stack	**Store**	**E**
Length = proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end local K in {Length [1 2 3 4] K} {Show K} end	length	**length -> Length**

=> Asignación de procedure value

Stack	**Store**	**E**
local K in {Length [1 2 3 4] K} {Show K} end	length = (**proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, CE = {})**	length -> Length

=> Declaración variable K

Stack	**Store**	**E**
{Length [1 2 3 4] K} {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0	**k-> K**

	else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, CE = {}) **k**	

=> Ejecución de procedure

Stack	**Store**	**E**
case Xs of nil then **N = 0** **else** **case Xs of _|T then** **local U in** **{Length T U}** **N = U + 1** **end** **else** **skip** **end** **end** {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k Store* | CE* xs = [1 2 3 4] | xs -> Xs n = | n -> K	k-> K

=> Ejecución de case

Stack	**Store**	**E**
case Xs of _|T then **local U in** **{Length T U}** **N = U + 1** **end** **else** **skip** **end** {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *)	k-> K

	k Store* | CE* xs = [1 2 3 4] | xs -> Xs n = | n -> K	

=> Ejecución de case

Stack	Store	E
local U in **{Length T U}** **N = U + 1** **end** {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k Store* | CE* xs = [1 2 3 4] | xs -> Xs n = | n -> K **t = [2 3 4]** | t -> T	k-> K

=> Declaración de U

Stack	Store	E
{Length T U} **N = U + 1** {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k	k-> K

	Store* | CE* xs = [1 2 3 4] | n -> K n = | t -> T t = [2 3 4] | **u->U** **u =**	

=> Ejecución de Length

Stack	**Store**	**E**
case Xs of nil then **N = 0** **else** **case Xs of _|T then** **local U in** **{Length T U}** **N = U + 1** **end** **else** **skip** **end** **end** N = U + 1 {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k Store* | CE** xs = [1 2 3 4] | **xs' -> Xs** n = | **n' -> N** t = [2 3 4] | t -> T u = | u->U **xs'=[2 3 4]** **n'=**	k-> K

=> Ejecución de case

Stack	**Store**	**E**
case Xs of _|T then **local U in** **{Length T U}** **N = U + 1** **end** **else** **skip** **end**	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip	k-> K

<table>
<tr>
<td>

```
N = U + 1
{Show K}
```

</td>
<td>

```
         end
      end
end, *)
```

k

<table>
<tr><th>Store*</th><th>CE**</th></tr>
<tr><td>xs = [1 2 3 4]
n =
t = [2 3 4]
u =
xs'=[2 3 4]
n'=</td><td>xs' -> Xs
n' -> N
t -> T
u->U</td></tr>
</table>

</td>
<td></td>
</tr>
</table>

=> Ejecución de case

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>

```
local U in
      {Length T U}
      N = U + 1
end
N = U + 1
{Show K}
```

</td>
<td>

length = (

```
proc {$ Xs N}
      case Xs of nil then
         N = 0
      else
         case Xs of _|T then
            local U in
                     {Length T U}
                     N = U + 1
            end
         else
            skip
         end
      end
end, *)
```

k

<table>
<tr><th>Store*</th><th>CE**</th></tr>
<tr><td>xs = [1 2 3 4]
n =
t = [2 3 4]
u =
xs'=[2 3 4]
n'=
t'=[3 4]</td><td>xs' -> Xs
n' -> N
t' -> T
u->U</td></tr>
</table>

</td>
<td>k-> K</td>
</tr>
</table>

=> Declaración de U

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>

```
{Length T U}
N = U + 1
```

</td>
<td>

length = (

```
proc {$ Xs N}
      case Xs of nil then
         N = 0
```

</td>
<td>k-> K</td>
</tr>
</table>

<table>
<tr>
<td>N = U + 1
{Show K}</td>
<td>else
case Xs of _|T then
local U in
{Length T U}
N = U + 1
end
else
skip
end
end
end, *)
k
<table>
<tr><th>Store*</th><th>CE**</th></tr>
<tr><td>xs = [1 2 3 4]
n =
t = [2 3 4]
u =
xs'=[2 3 4]
n'=
t'=[3 4]
u'=</td><td>xs' -> Xs
n' -> N
t' -> T
u'->U</td></tr>
</table>
</td>
<td></td>
</tr>
</table>

=> Ejecución de Length

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>case Xs of nil then
N = 0
else
case Xs of _|T then
local U in
{Length T U}
N = U + 1
end
else
skip
end
end
N = U + 1
N = U + 1
{Show K}</td>
<td>length = (proc {$ Xs N}
case Xs of nil then
N = 0
else
case Xs of _|T then
local U in
{Length T U}
N = U + 1
end
else
skip
end
end
end, *)
k
<table>
<tr><th>Store*</th><th>CE***</th></tr>
<tr><td>xs = [1 2 3 4]
n =
t = [2 3 4]
u =
xs'=[2 3 4]
n'=
t'=[3 4]</td><td>xs'' -> Xs
n'' -> N
t' -> T
u'->U</td></tr>
</table>
</td>
<td>k-> K</td>
</tr>
</table>

	u'= **xs'' = [3 4]** **n'' =**	

=> Ejecución de case

Stack	**Store**	**E**
case Xs of _|T then **local U in** **{Length T U}** **N = U + 1** **end** **else** **skip** **end** N = U + 1 N = U + 1 {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k Store* / CE*** xs = [1 2 3 4] / **xs'' -> Xs** n = / **n'' -> N** t = [2 3 4] / t' -> T u = / u'->U xs'=[2 3 4] n'= t'=[3 4] u'= **xs'' = [3 4]** **n'' =**	k-> K

=> Ejecución de case

Stack	**Store**	**E**
local U in **{Length T U}** **N = U + 1** **end** N = U + 1 N = U + 1 {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else	k-> K

	skip end end end, *) k Store* / CE*** xs = [1 2 3 4] n = t = [2 3 4] u = xs'=[2 3 4] n'= t'=[3 4] u'= xs'' = [3 4] n'' = **t'' = [4]** xs'' -> Xs n'' -> N **t'' -> T** u'->U	

=> Declaración de variable U

Stack	**Store**	**E**
{Length T U} **N = U + 1** N = U + 1 N = U + 1 {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k Store* / CE*** xs = [1 2 3 4] n = t = [2 3 4] u = xs'=[2 3 4] n'= t'=[3 4] u'= xs'' = [3 4] xs'' -> Xs n'' -> N t'' -> T **u''->U**	k-> K

	n'' = t'' = [4] **u'' =**	

=> Ejecución de Length

Stack	**Store**	**E**
case Xs of nil then **N = 0** **else** **case Xs of _|T then** **local U in** **{Length T U}** **N = U + 1** **end** **else** **skip** **end** **end** N = U + 1 N = U + 1 N = U + 1 {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k Store* / CE**** xs = [1 2 3 4] / **xs'''-> Xs** n = / **n''' -> N** t = [2 3 4] / t'' -> T u = / u''->U xs'=[2 3 4] n'= t'=[3 4] u'= xs'' = [3 4] n'' = t'' = [4] u'' = **xs'''= [4]** **n'''=**	k-> K

=> Ejecución de case

Stack	**Store**	**E**
case Xs of _|T then **local U in** **{Length T U}**	length = (proc {$ Xs N} case Xs of nil then N = 0 else	k-> K

<table>
<tr>
<td>

```
            N = U + 1
      end
else
      skip
end
N = U + 1
N = U + 1
N = U + 1
{Show K}
```

</td>
<td>

```
         case Xs of _|T then
            local U in
                     {Length T U}
                     N = U + 1
            end
         else
            skip
         end
      end
end, *)
```

k

<table>
<tr><td>Store*</td><td>CE****</td></tr>
<tr><td>xs = [1 2 3 4]
n =
t = [2 3 4]
u =
xs'=[2 3 4]
n'=
t'=[3 4]
u'=
xs'' = [3 4]
n'' =
t'' = [4]
u'' =
xs'''= [4]
n'''=</td><td>xs'''-> Xs
n''' -> N
t'' -> T
u''->U</td></tr>
</table>

</td>
<td></td>
</tr>
</table>

=> Ejecución de case

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>

```
local U in
      {Length T U}
      N = U + 1
end
N = U + 1
N = U + 1
N = U + 1
{Show K}
```

</td>
<td>

length = (proc {$ Xs N}

```
         case Xs of nil then
            N = 0
         else
            case Xs of _|T then
               local U in
                        {Length T U}
                        N = U + 1
               end
            else
               skip
            end
         end
end, *)
```

k

<table>
<tr><td>Store*</td><td>CE****</td></tr>
<tr><td>xs = [1 2 3 4]</td><td>xs'''-> Xs</td></tr>
</table>

</td>
<td>k-> K</td>
</tr>
</table>

	n = t = [2 3 4] u = xs'=[2 3 4] n'= t'=[3 4] u'= xs'' = [3 4] n'' = t'' = [4] u'' = xs'''= [4] n'''= t''' = nil	n''' -> N **t''' -> T** u''->U

=> Declaración variable U

Stack	**Store**	**E**
{Length T U} **N = U + 1** N = U + 1 N = U + 1 N = U + 1 {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k	k-> K

Store*	CE****
xs = [1 2 3 4] n = t = [2 3 4] u = xs'=[2 3 4] n'= t'=[3 4] u'= xs'' = [3 4] n'' = t'' = [4]	xs'''-> Xs n''' -> N **t''' -> T** **u'''->U**

	u'' = xs'''= [4] n'''= t''' = nil u''' =	

=> Ejecución Length

Stack	**Store**	**E**
case Xs of nil then **N = 0** **else** **case Xs of _|T then** **local U in** **{Length T U}** **N = U + 1** **end** **else** **skip** **end** **end** N = U + 1 N = U + 1 N = U + 1 N = U + 1 {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k Store* / CE**** xs = [1 2 3 4] / **xs''''-> Xs** n = / **n'''' -> N** t = [2 3 4] / t''' -> T u = / u'''->U xs'=[2 3 4] n'= t'=[3 4] u'= xs'' = [3 4] n'' = t'' = [4] u'' = xs'''= [4] n'''= t''' = nil u''' = **xs''''= nil** **n''''=**	k-> K

=> Ejecución case

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>N = 0
N = U + 1
N = U + 1
N = U + 1
N = U + 1
{Show K}</td>
<td>length = (proc {$ Xs N}
case Xs of nil then
N = 0
else
case Xs of _|T then
local U in
{Length T U}
N = U + 1
end
else
skip
end
end
end, *)
k
<table>
<tr><th>Store*</th><th>CE****</th></tr>
<tr><td>xs = [1 2 3 4]
n =
t = [2 3 4]
u =
xs’=[2 3 4]
n’=
t’=[3 4]
u’=
xs’’ = [3 4]
n’’ =
t’’ = [4]
u’’ =
xs’’’= [4]
n’’’=
t’’’ = nil
u’’’ =
xs’’’’= nil
n’’’’=</td><td>xs’’’’-> Xs
n’’’’ -> N
t’’’ -> T
u’’’->U</td></tr>
</table>
</td>
<td>k-> K</td>
</tr>
</table>

=> Ejecución asignación valor

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>N = U + 1
N = U + 1
N = U + 1
N = U + 1
{Show K}</td>
<td>length = (proc {$ Xs N}
case Xs of nil then
N = 0
else
case Xs of _|T then
local U in
{Length T U}
N = U + 1
end</td>
<td>k-> K</td>
</tr>
</table>

	else skip end end end, *) k Store* / CE**** xs = [1 2 3 4] / xs’’’’-> Xs n = / n’’’’ -> N t = [2 3 4] / t’’’ -> T u = / u’’’->U xs’=[2 3 4] n’= t’=[3 4] u’= xs’’ = [3 4] n’’ = t’’ = [4] u’’ = xs’’’= [4] n’’’= t’’’ = nil u’’’ = xs’’’’= nil **n’’’’= 0**	

=> Ejecución asignación valor

Stack	**Store**	**E**
N = U + 1 N = U + 1 N = U + 1 {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k Store* / CE*** xs = [1 2 3 4] / n’’’ -> N	k-> K

	n = t = [2 3 4] u = xs'=[2 3 4] n'= t'=[3 4] u'= xs'' = [3 4] n'' = t'' = [4] u'' = xs'''= [4] n'''= 1 t''' = nil u''' = 0	u'''->U

=> Ejecución asignación valor

Stack	**Store**	**E**

`N = U + 1`
`N = U + 1`
`{Show K}`
	length = (`proc {$ Xs N}`
	`case Xs of nil then`
	`N = 0`
	`else`
	`case Xs of _|T then`
	`local U in`
	`{Length T U}`
	`N = U + 1`
	`end`
	`else`
	`skip`
	`end`
	`end`
	`end, *)`
	k
		k-> K

Store*	CE**
xs = [1 2 3 4] n = t = [2 3 4] u = xs'=[2 3 4] n'= t'=[3 4] u'= xs'' = [3 4] n'' = 2	n'' -> N u''->U

	t'' = [4] u'' = 1	

=> Ejecución asignación valor

Stack	Store	E
N = U + 1 {Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k Store* / CE* xs = [1 2 3 4] n = t = [2 3 4] u = xs'=[2 3 4] n'= 3 t'=[3 4] u'= 2 n' -> N u'->U	k-> K

=> Ejecución asignación valor

Stack	Store	E
{Show K}	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *)	k-> K

	k = 4 Store* | CE xs = [1 2 3 4] n = 4 t = [2 3 4] u = 3 | n -> N u->U	

=> Ejecución de show, muestra un 4

Stack	**Store**	**E**
	length = (proc {$ Xs N} case Xs of nil then N = 0 else case Xs of _|T then local U in {Length T U} N = U + 1 end else skip end end end, *) k = 4	k-> K

Implementación Tail Recursive

Estado inicial

Stack	**Store**	**E**
local Length in Length = proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end	-	-

end end local K in {Length [1 2 3 4] 0 K} {Show K} end		

=> **Declaración de variable**

Stack	**Store**	**E**
Length = proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end end local K in {Length [1 2 3 4] 0 K} {Show K} end	**length** =	**Length ->length**

=> **Asignación procedure value**

Stack	**Store**	**E**
local K in {Length [1 2 3 4] 0 K} {Show K} end	length =**{proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, CE={}}**	Length ->length

=> Declaración variable K

Stack	Store	E
{Length [1 2 3 4] 0 K} {Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, CE={}} **K=**	Length ->length **K -> k**

=> Ejecución de Length

Stack	Store	E
case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end {Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} K=	Length ->length K -> k

Store*	CE
xs=[1 2 3 4] a =0 n= k =	Xs -> xs A -> a N->n K->k

=> Ejecución de case

Stack	Store	E
case Xs of _|T then local X in X = A + 1 {Length T X N}	length ={proc {$ Xs A N} case Xs of nil then N = A else	Length ->length K -> k

end else skip end {Show K}	case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} K=	

Store*	CE
xs=[1 2 3 4] a =0 n= k =	Xs -> xs A -> a N->n K->k

=> Ejecución de case

Stack	**Store**	**E**
local X in X = A + 1 {Length T X N} end {Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} K=	Length ->length K -> k

Store*	CE
xs=[1 2 3 4] a =0 n= k = **t=[2 3 4]**	Xs -> xs A -> a N->n K->k **T->t**

=> Declaración de variable local X

Stack	**Store**	**E**

<table>
<tr>
<td>

```
X = A + 1
{Length T X N}
{Show K}
```

</td>
<td>
length =

```
{proc {$ Xs A N}
 case Xs of nil then
        N = A
 else
        case Xs of _|T then
                local X in
                        X = A + 1
                        {Length T X N}
             end
        else
                skip
        end
 end, *}
```

K=

<table>
<tr><td>Store*</td><td>CE</td></tr>
<tr><td>xs=[1 2 3 4]
a =0
n=
k =
t=[2 3 4]
x=</td><td>Xs -> xs
A -> a
N->n
K->k
T->t
X->x</td></tr>
</table>

</td>
<td>Length ->length
K -> k</td>
</tr>
</table>

=> Asignación de valor

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>

```
{Length T X N}
{Show K}
```

</td>
<td>
length =

```
{proc {$ Xs A N}
 case Xs of nil then
        N = A
 else
        case Xs of _|T then
                local X in
                        X = A + 1
                        {Length T X N}
             end
        else
                skip
        end
 end, *}
```

K=

<table>
<tr><td>Store*</td><td>CE</td></tr>
<tr><td>xs=[1 2 3 4]
a =0
n=
k =
t=[2 3 4]</td><td>Xs -> xs
A -> a
N->n
K->k
T->t</td></tr>
</table>

</td>
<td>Length ->length
K -> k</td>
</tr>
</table>

	x=1 | X->x	

=> Ejecución de Length

Stack	Store	E
case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end {Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} K=	Length ->length K -> k

Store*	CE*
xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1 **xs'=[2 3 4]** **a'=1** **n'=**	**Xs -> xs'** **A -> a'** **N->n'** K->k T->t X->x

=> Ejecución de case

Stack	Store	E
case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *}	Length ->length K -> k

	K= Store* / CE* xs=[1 2 3 4] / **Xs -> xs'** a =0 / **A -> a'** n= / **N->n'** k = / K->k t=[2 3 4] / T->t x=1 / X->x **xs'=[2 3 4]** **a'=1** **n'=**	

=> Ejecución de case

Stack	**Store**	**E**

`local X in`
`  X = A + 1`
`  {Length T X N}`
`end`
`{Show K}`
	length =`{proc {$ Xs A N}`
	`case Xs of nil then`
	`  N = A`
	`else`
	`  case Xs of _|T then`
	`  local X in`
	`  X = A + 1`
	`  {Length T X N}`
	`  end`
	`  else`
	`  skip`
	`  end`
	`end, *}`
	K=
	
	Store* / CE*
	xs=[1 2 3 4] / Xs -> xs'
	a =0 / A -> a'
	n= / N->n'
	k = / K->k
	t=[2 3 4] / **T->t'**
	x=1 / X->x
	xs'=[2 3 4]
	a'=1
	n'=
	t'=[3 4]
		Length ->length
		K -> k

=> Declaración de X

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>

```
X = A + 1
{Length T X N}
{Show K}
```

</td>
<td>

length =

```
{proc {$ Xs A N}
 case Xs of nil then
        N = A
 else
        case Xs of _|T then
                local X in
                        X = A + 1
                        {Length T X N}
             end
        else
                skip
        end
 end, *}
```

K=

<table>
<tr><th>Store*</th><th>CE*</th></tr>
<tr>
<td>xs=[1 2 3 4]
a =0
n=
k =
t=[2 3 4]
x=1
xs’=[2 3 4]
a’=1
n’=
t’=[3 4]
x’=</td>
<td>Xs -> xs’
A -> a’
N->n’
K->k
T->t’
X->x’</td>
</tr>
</table>

</td>
<td>Length ->length
K -> k</td>
</tr>
</table>

=> Asignación de valor

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>

```
{Length T X N}
{Show K}
```

</td>
<td>

length =

```
{proc {$ Xs A N}
 case Xs of nil then
        N = A
 else
        case Xs of _|T then
                local X in
                        X = A + 1
                        {Length T X N}
             end
        else
                skip
        end
 end, *}
```

K=

</td>
<td>Length ->length
K -> k</td>
</tr>
</table>

	<table><tr><th>Store*</th><th>CE*</th></tr><tr><td>xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1 xs'=[2 3 4] a'=1 n'= t'=[3 4] x'= 2</td><td>Xs -> xs' A -> a' N->n' K->k T->t' X->x'</td></tr></table>	

=> Ejecución de Length

Stack	**Store**	**E**

`case Xs of nil then`
`  N = A`
`else`
`  case Xs of _|T then`
`  local X in`
`  X = A + 1`
`  {Length T X N}`
`  end`
`  else`
`  skip`
`  end`
`end`
{Show K}
	length ={proc {$ Xs A N}
	`case Xs of nil then`
	`  N = A`
	`else`
	`  case Xs of _|T then`
	`  local X in`
	`  X = A + 1`
	`  {Length T X N}`
	`  end`
	`  else`
	`  skip`
	`  end`
	`end, *}`
	K=
	<table><tr><th>Store*</th><th>CE**</th></tr><tr><td>xs=[1 2 3 4]
	a =0
	n=
	k =
	t=[2 3 4]
	x=1
	xs'=[2 3 4]
	a'=1
	n'=
	t'=[3 4]
	x'= 2</td><td>Xs -> xs''
	A -> a''
	N->n''
	K->k
	T->t'
	X->x'</td></tr></table>
		Length ->length
		K -> k

	xs''=[3 4] **a''=2** **n''=**	

=> Ejecución de case

Stack	**Store**	**E**

`case Xs of _|T then`
`  local X in`
`  X = A + 1`
`  {Length T X N}`
`  end`
`else`
`  skip`
`end`
{Show K}
	length ={proc {$ Xs A N}
	`case Xs of nil then`
	`  N = A`
	`else`
	`  case Xs of _|T then`
	`  local X in`
	`  X = A + 1`
	`  {Length T X N}`
	`  end`
	`  else`
	`  skip`
	`  end`
	`end, *}`
	K=
		Length ->length
		K -> k

Store*	CE**
xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1 xs'=[2 3 4] a'=1 n'= t'=[3 4] x'= 2 xs''=[3 4] a''=2 n''=	Xs -> xs'' A -> a'' N->n'' K->k T->t' X->x'

=> Ejecución de case

Stack	**Store**	**E**

local X in X = A + 1 {Length T X N} end {Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} K=	Length ->length K -> k

Store*	CE**
xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1 xs'=[2 3 4] a'=1 n'= t'=[3 4] x'= 2 xs''=[3 4] a''=2 n''= **t''=[4]**	Xs -> xs'' A -> a'' N->n'' K->k **T->t''** X->x'

=> Declaración de variable X

Stack	**Store**	**E**
X = A + 1 {Length T X N} {Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} K=	Length ->length K -> k

	<table><tr><th>Store*</th><th>CE**</th></tr><tr><td>xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1 xs'=[2 3 4] a'=1 n'= t'=[3 4] x'= 2 xs''=[3 4] a''=2 n''= t''=[4] x''=</td><td>Xs -> xs'' A -> a'' N->n'' K->k T->t'' X->x''</td></tr></table>	

=> Asignación de valor

Stack	**Store**	**E**
{Length T X N} {Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} K= <table><tr><th>Store*</th><th>CE**</th></tr><tr><td>xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1</td><td>Xs -> xs'' A -> a'' N->n'' K->k T->t'' X->x''</td></tr></table>	Length ->length K -> k

	xs'=[2 3 4] a'=1 n'= t'=[3 4] x'= 2 xs''=[3 4] a''=2 n''= t''=[4] **x''= 3**	

=> Ejecución de Length

Stack	**Store**	**E**

`case Xs of nil then`
`  N = A`
`else`
`  case Xs of _|T then`
`  local X in`
`  X = A + 1`
`  {Length T X N}`
`  end`
`  else`
`  skip`
`  end`
`end`
{Show K}
	length ={proc {$ Xs A N}
	`case Xs of nil then`
	`  N = A`
	`else`
	`  case Xs of _|T then`
	`  local X in`
	`  X = A + 1`
	`  {Length T X N}`
	`  end`
	`  else`
	`  skip`
	`  end`
	`end, *}`
	K=
		Length ->length
		K -> k

Store*	CE***
xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1 xs'=[2 3 4] a'=1 n'= t'=[3 4] x'= 2 xs''=[3 4] a''=2 n''= t''=[4]	**Xs -> xs'''** **A -> a'''** **N->n'''** K->k T->t'' X->x''

	x''= 3 **xs'''=[4]** **a'''=3** **n'''=**	

=> Ejecución de Case

Stack	**Store**	**E**

`case Xs of _|T then`
`  local X in`
`  X = A + 1`
`  {Length T X N}`
`  end`
`else`
`  skip`
`end`
{Show K}
	length ={proc {$ Xs A N}
	`case Xs of nil then`
	`  N = A`
	`else`
	`  case Xs of _|T then`
	`  local X in`
	`  X = A + 1`
	`  {Length T X N}`
	`  end`
	`  else`
	`  skip`
	`  end`
	`end, *}`
	K=
		Length ->length
		K -> k

Store*	CE***
xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1 xs'=[2 3 4] a'=1 n'= t'=[3 4] x'= 2 xs''=[3 4] a''=2 n''= t''=[4] x''= 3 xs'''=[4] a'''=3 n'''=	Xs -> xs''' A -> a''' N->n''' K->k T->t'' X->x''

=> Ejecución de Case

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>

```
local X in
        X = A + 1
        {Length T X N}
end
{Show K}
```

</td>
<td>

length ={proc {$ Xs A N}

```
 case Xs of nil then
        N = A
 else
        case Xs of _|T then
                local X in
                        X = A + 1
                        {Length T X N}
             end
        else
                skip
        end
 end, *}
```

K=

<table>
<tr><th>Store*</th><th>CE***</th></tr>
<tr><td>xs=[1 2 3 4]
a =0
n=
k =
t=[2 3 4]
x=1
xs’=[2 3 4]
a’=1
n’=
t’=[3 4]
x’= 2
xs’’=[3 4]
a’’=2
n’’=
t’’=[4]
x’’= 3
xs’’’=[4]
a’’’=3
n’’’=
t’’’=nil</td><td>Xs -> xs’’’
A -> a’’’
N->n’’’
K->k
T->t’’’
X->x’’’</td></tr>
</table>

</td>
<td>Length ->length
K -> k</td>
</tr>
</table>

=> Declaración de variable X

<table>
<tr><th>Stack</th><th>Store</th><th>E</th></tr>
<tr>
<td>

```
X = A + 1
{Length T X N}
{Show K}
```

</td>
<td>

length ={proc {$ Xs A N}

```
 case Xs of nil then
        N = A
```

</td>
<td>Length ->length
K -> k</td>
</tr>
</table>

<table>
<tr>
<td></td>
<td>
<pre>
else
        case Xs of _|T then
                local X in
                        X = A + 1
                        {Length T X N}
             end
        else
                skip
        end
end, *}
</pre>
K=
<table>
<tr><th>Store*</th><th>CE***</th></tr>
<tr><td>xs=[1 2 3 4]
a =0
n=
k =
t=[2 3 4]
x=1
xs'=[2 3 4]
a'=1
n'=
t'=[3 4]
x'= 2
xs''=[3 4]
a''=2
n''=
t''=[4]
x''= 3
xs'''=[4]
a'''=3
n'''=
t'''=nil
x'''=</td><td>Xs -> xs'''
A -> a'''
N->n'''
K->k
T->t'''
X->x'''</td></tr>
</table>
</td>
<td></td>
</tr>
</table>

=> Asignación de valor

Stack	**Store**	**E**
{Length T X N} {Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else	Length ->length K -> k

<table>
<tr>
<td></td>
<td>
<pre>
                skip
        end
 end, *}
</pre>
K=
<table>
<tr><th>Store*</th><th>CE***</th></tr>
<tr><td>xs=[1 2 3 4]
a =0
n=
k =
t=[2 3 4]
x=1
xs’=[2 3 4]
a’=1
n’=
t’=[3 4]
x’= 2
xs’’=[3 4]
a’’=2
n’’=
t’’=[4]
x’’= 3
xs’’’=[4]
a’’’=3
n’’’=
t’’’=nil
x’’’=4</td><td>Xs -> xs’’’
A -> a’’’
N->n’’’
K->k
T->t’’’
X->x’’’</td></tr>
</table>
</td>
<td></td>
</tr>
</table>

=> Ejecución de Length

Stack	**Store**	**E**

<pre>case Xs of nil then
       N = A
else
       case Xs of _|T then
               local X in
                       X = A + 1
                       {Length T X N}
            end
       else
               skip
       end
end</pre>{Show K}
	length ={proc {$ Xs A N}
	<pre>case Xs of nil then
	       N = A
	else
	       case Xs of _|T then
	               local X in
	                       X = A + 1
	                       {Length T X N}
	            end
	       else
	               skip
	       end
	end, *}</pre>K=
		Length ->length
		K -> k

	Store* | CE****	
	xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1 xs'=[2 3 4] a'=1 n'= t'=[3 4] x'= 2 xs''=[3 4] a''=2 n''= t''=[4] x''= 3 xs'''=[4] a'''=3 n'''= t'''=nil x'''=4 **xs''''=nil** **a''''=4** **n''''=**	**Xs -> xs''''** **A -> a''''** **N->n''''** K->k T->t''' X->x'''	

=> Ejecución de case

Stack	**Store**	**E**
N = A {Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} K= Store* | CE****	Length ->length K -> k

	xs=[1 2 3 4] a =0 n= k = t=[2 3 4] x=1 xs'=[2 3 4] a'=1 n'= t'=[3 4] x'= 2 xs''=[3 4] a''=2 n''= t''=[4] x''= 3 xs'''=[4] a'''=3 n'''= t'''=nil x'''=4 xs''''=nil a''''=4 n''''=	Xs -> xs'''' A -> a'''' N->n'''' K->k T->t''' X->x'''	

=> Asignación de valor

Stack	**Store**	**E**
{Show K}	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} **K=4**	Length ->length K -> k

Store*	CE****
xs=[1 2 3 4]	Xs -> xs''''

	a =0 n= **k =4** t=[2 3 4] x=1 xs'=[2 3 4] a'=1 **n'=4** t'=[3 4] x'= 2 xs''=[3 4] a''=2 **n''=4** t''=[4] x''= 3 xs'''=[4] a'''=3 **n'''=4** t'''=nil x'''=4 xs''''=nil a''''=4 **n''''=4**	A -> a'''' N->n'''**'** K->k T->t''' X->x'''	

=> Ejecución de show, muestra un K=4 y finaliza la ejecución

Stack	**Store**	**E**
--	length ={proc {$ Xs A N} case Xs of nil then N = A else case Xs of _|T then local X in X = A + 1 {Length T X N} end else skip end end, *} K=4	Length ->length K -> k

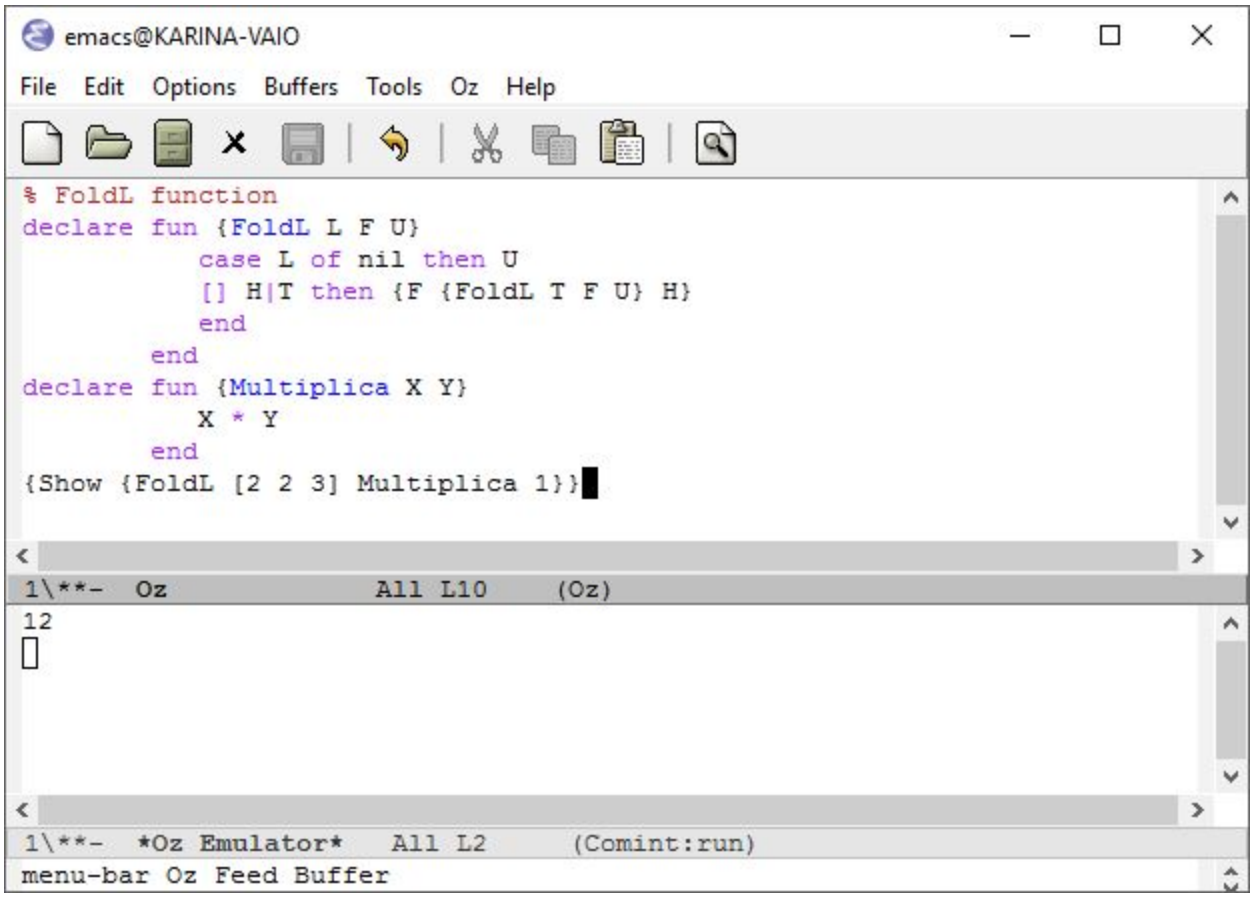
Ejercicio 6) - Alto orden con listas

FoldL

a. Código Oz

```
% FoldL function
declare fun {FoldL L F U}
         case L of nil then U
         [] H|T then {F {FoldL T F U} H}
         end
      end
declare fun {Multiplica X Y}
         X * Y
      end
{Show {FoldL [2 2 3] Multiplica 1}}
```

b. Ejemplo de ejecución

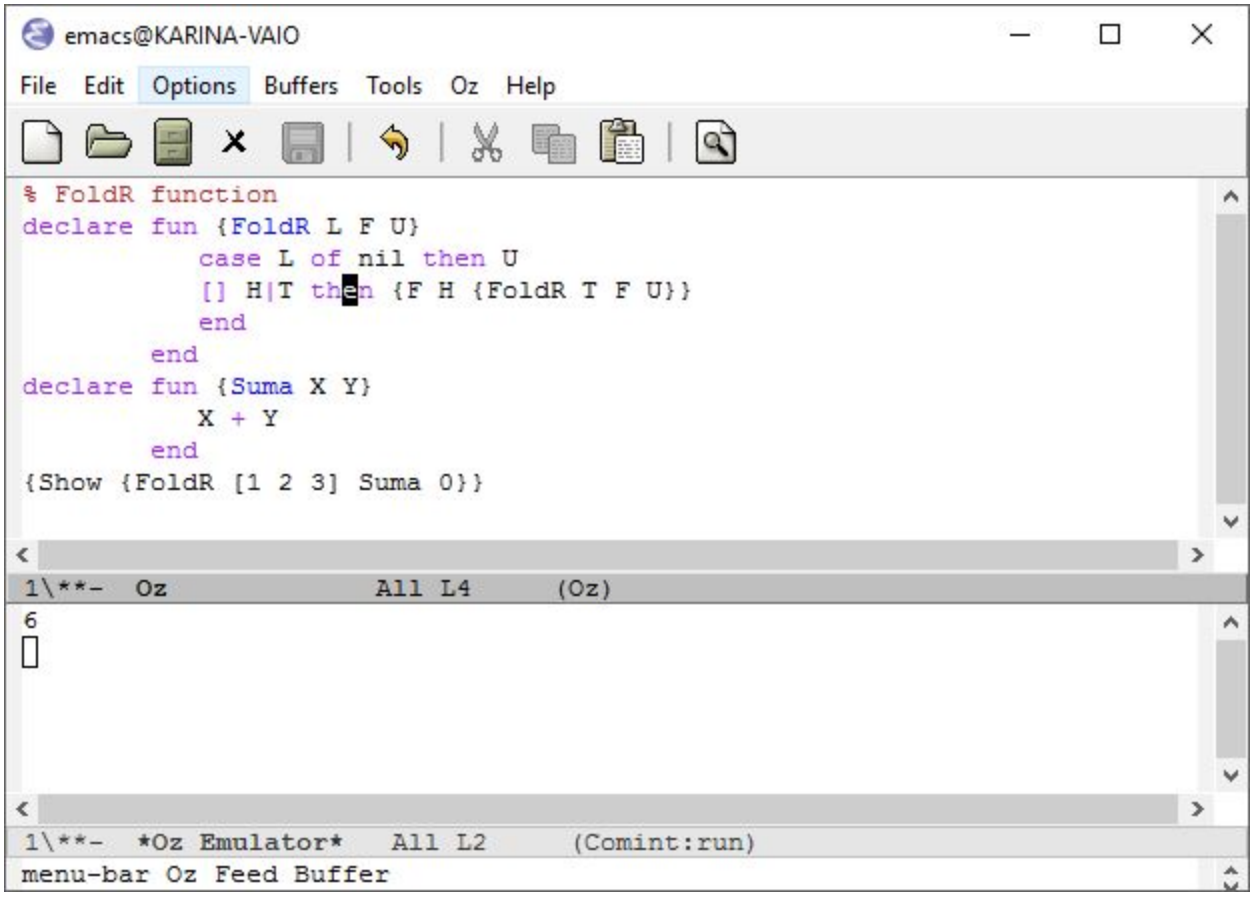


FoldR

a. Código Oz

```
% FoldR function
declare fun {FoldR L F U}
         case L of nil then U
         [] H|T then {F H {FoldR T F U}}
         end
      end
declare fun {Suma X Y}
         X + Y
      end
{Show {FoldR [1 2 3] Suma 0}}
```

b. Ejemplo de ejecución

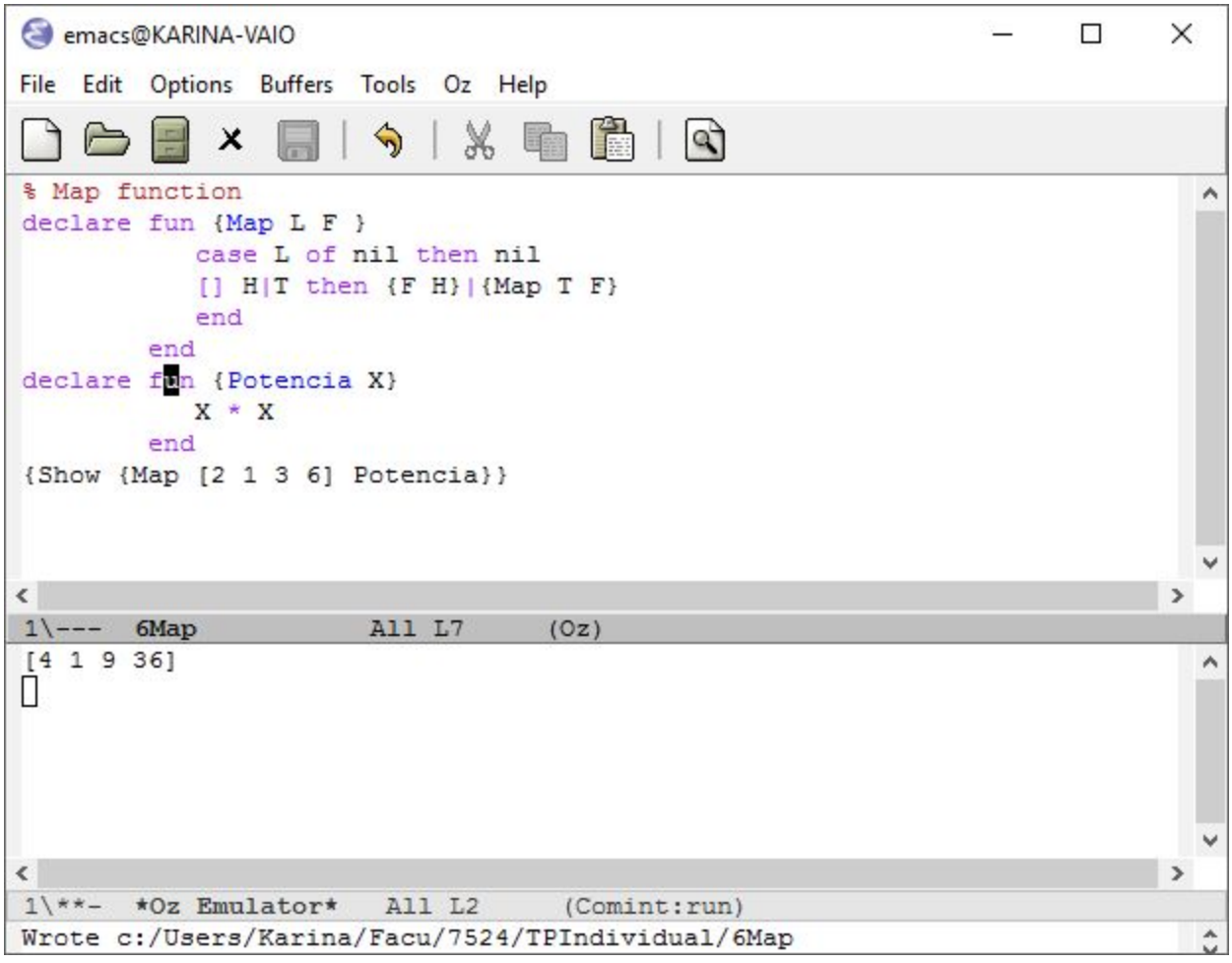


Map

a. Código Oz

```
% Map function
declare fun {Map L F }
         case L of nil then nil
         [] H|T then {F H}|{Map T F}
         end
      end
declare fun {Potencia X}
         X * X
      end
{Show {Map [2 1 3 6] Potencia}}
```

b. Ejemplo de ejecución

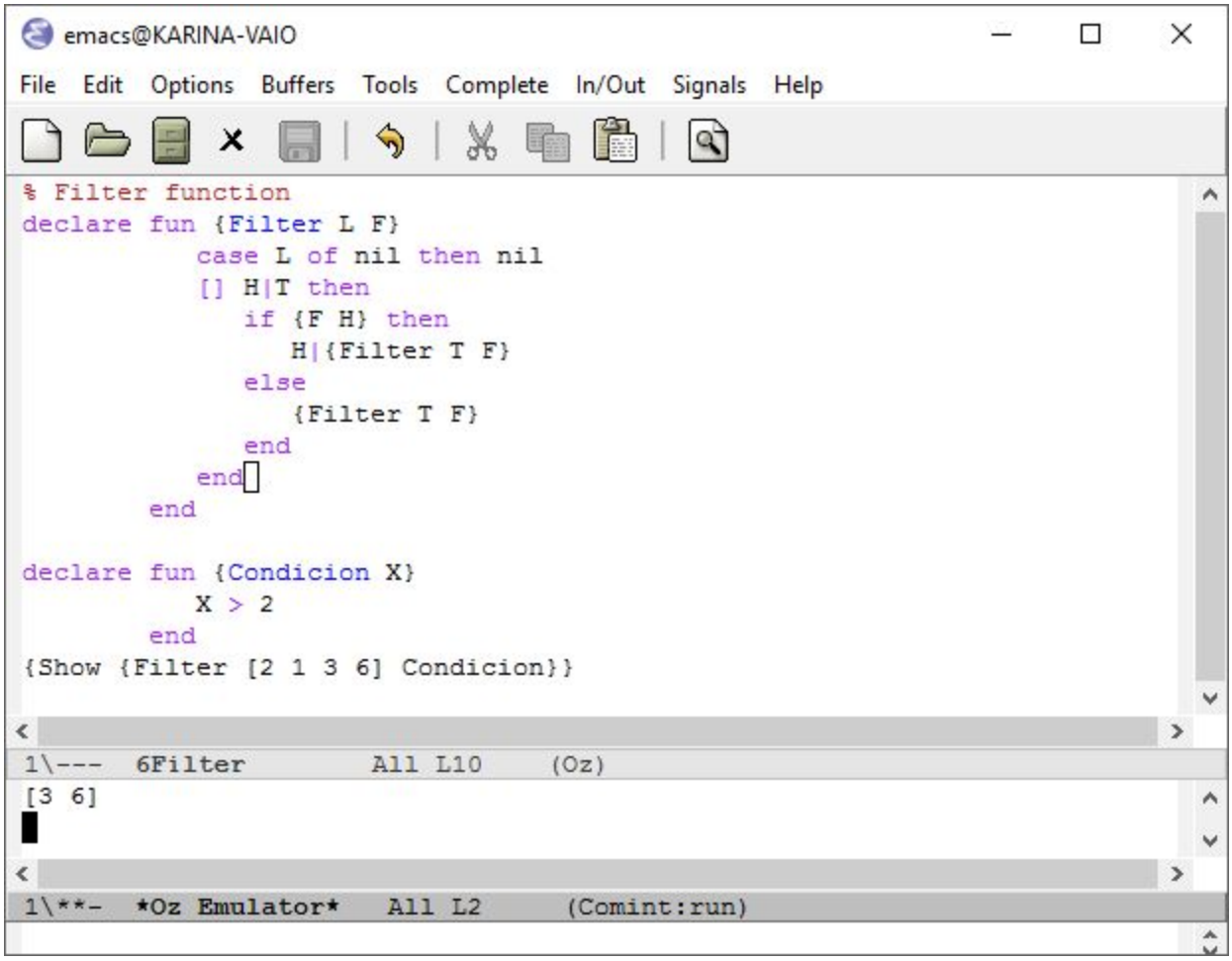


Filter

a. Código Oz

```
% Filter function
declare fun {Filter L F}
         case L of nil then nil
         [] H|T then
            if {F H} then
             H|{Filter T F}
            else
             {Filter T F}
            end
         end
      end

declare fun {Condicion X}
         X > 2
      end
{Show {Filter [2 1 3 6] Condicion}}
```

b. Ejemplo de ejecución



Ejercicio 7) - Hilos

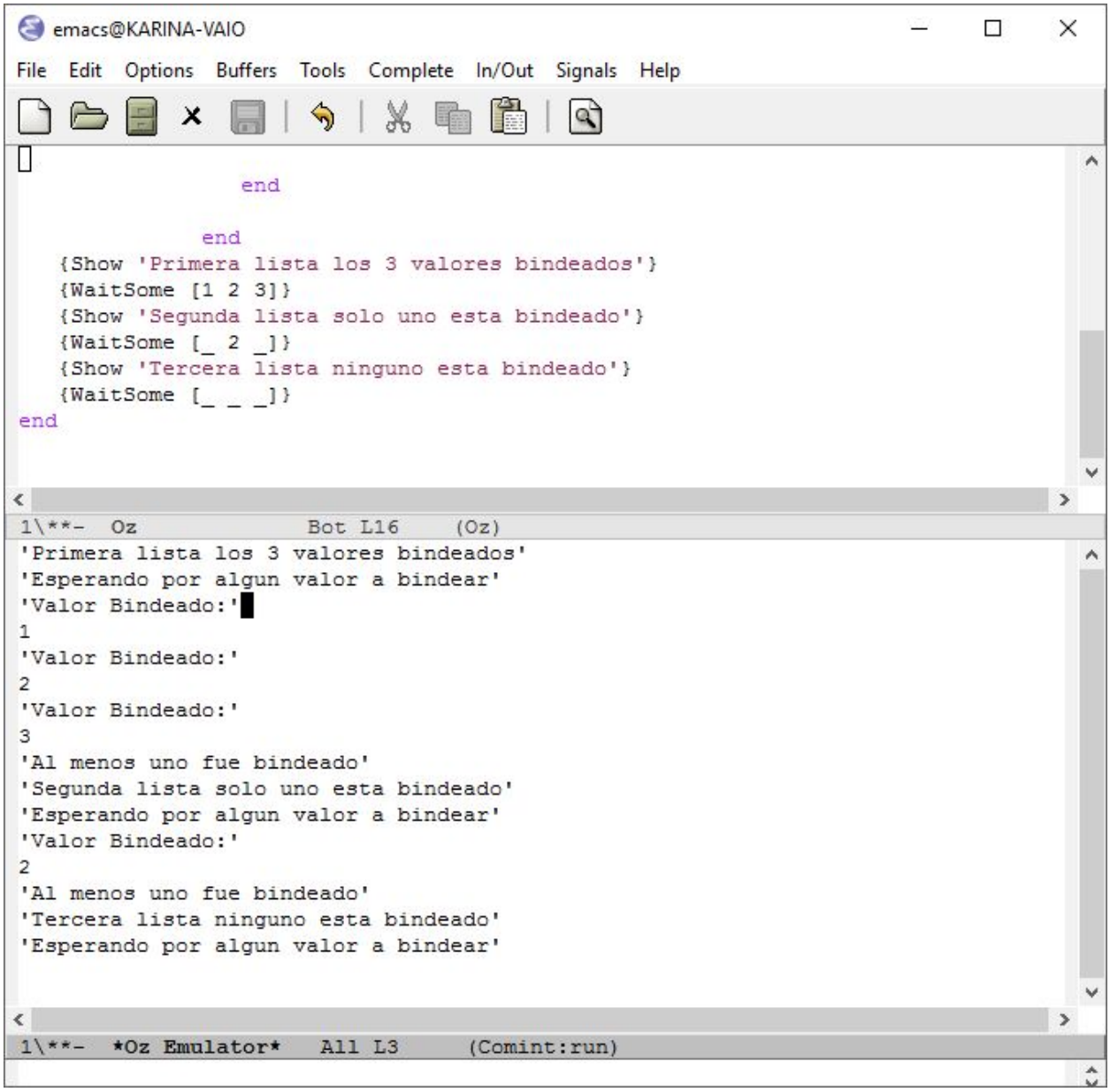
WaitSome

a. Código Oz

```
local WaitSome in
   WaitSome = proc {$ Xs}
              local Y in
                 {ForAll Xs
                  proc {$ X}
                   thread {Wait X}
                      Y = true
                      {Show 'Valor Bindeado:'}
                      {Show X}
                   end
```

```
                end
               }
               {Show 'Esperando por algun valor a bindear'}
               {Wait Y}
               {Show 'Al menos uno fue bindeado'}

            end

           end
   {Show 'Primera lista los 3 valores bindeados'}
   {WaitSome [1 2 3]}
   {Show 'Segunda lista solo uno esta bindeado'}
   {WaitSome [_ 2 _]}
   {Show 'Tercera lista ninguno esta bindeado'}
   {WaitSome [_ _ _]}
end
```

b. Ejemplo de ejecución



Maquina abstracta

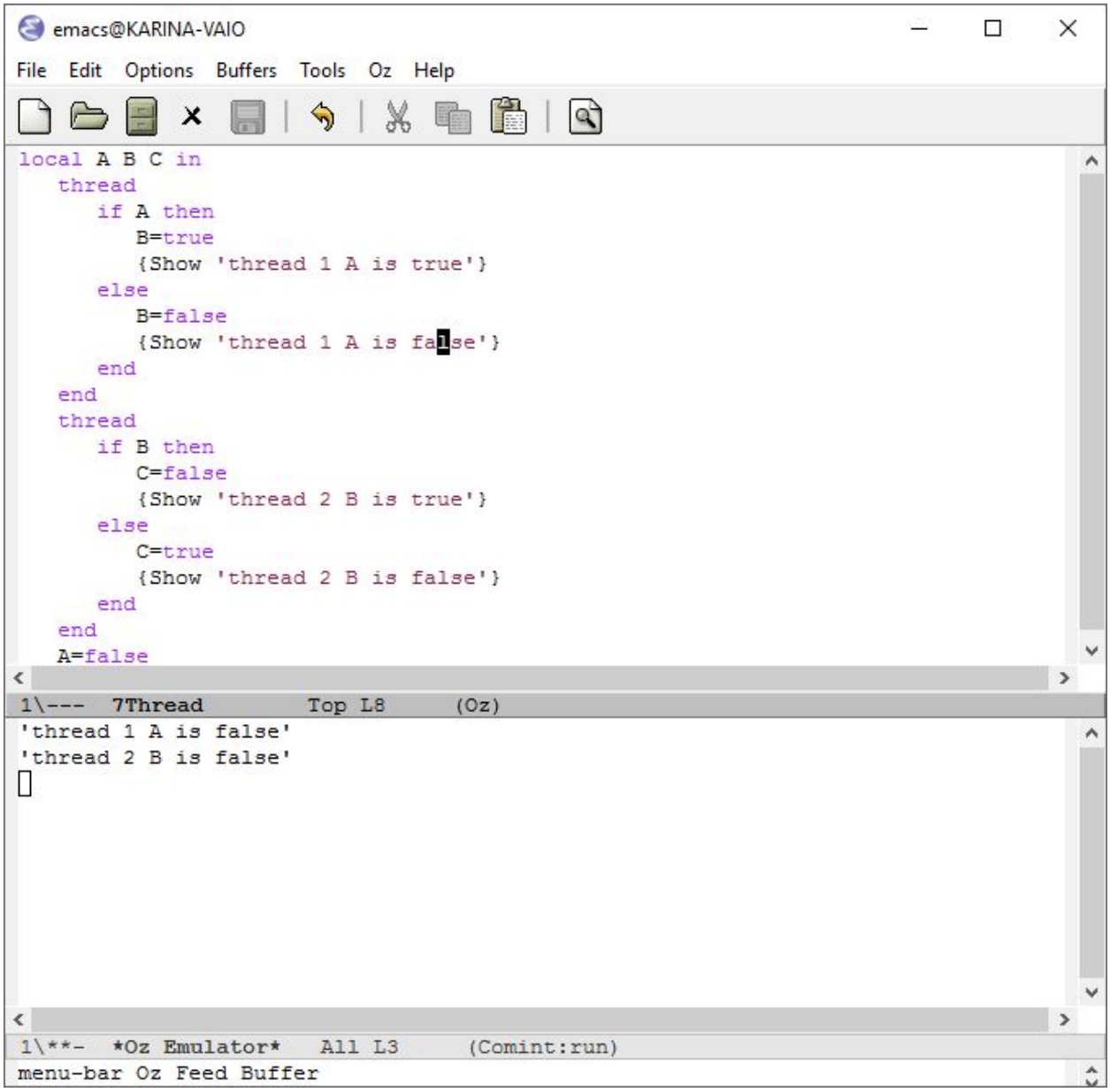
a. Código Oz

```
local A B C in
   thread
      if A then
       B=true
       {Show 'thread 1 A is true'}
      else
```

```
       B=false
       {Show 'thread 1 A is false'}
      end
   end
   thread
      if B then
       C=false
       {Show 'thread 2 B is true'}
      else
       C=true
       {Show 'thread 2 B is false'}
      end
   end
   A=false
end
```

b. Ejemplo de ejecución

Le agregué impresiones por pantalla para poder ver claramente el seguimiento del código. Vemos que se lanzan dos threads de ejecución, ambos comienzan con una sentencia if, la cual se suspende porque ni A ni B están definidos, entonces se suspende. En el momento de ejecutar A=false, el thread 1 se libera puesto que tiene asignado el valor de A y ejecuta la sentencia “B = false”. En consecuencia, B está definido por lo que la ejecución del thread 2 puede continuar y evaluar el if, para finalmente asignar el valor C=true.



Ejercicio 8) - Evaluación perezosa

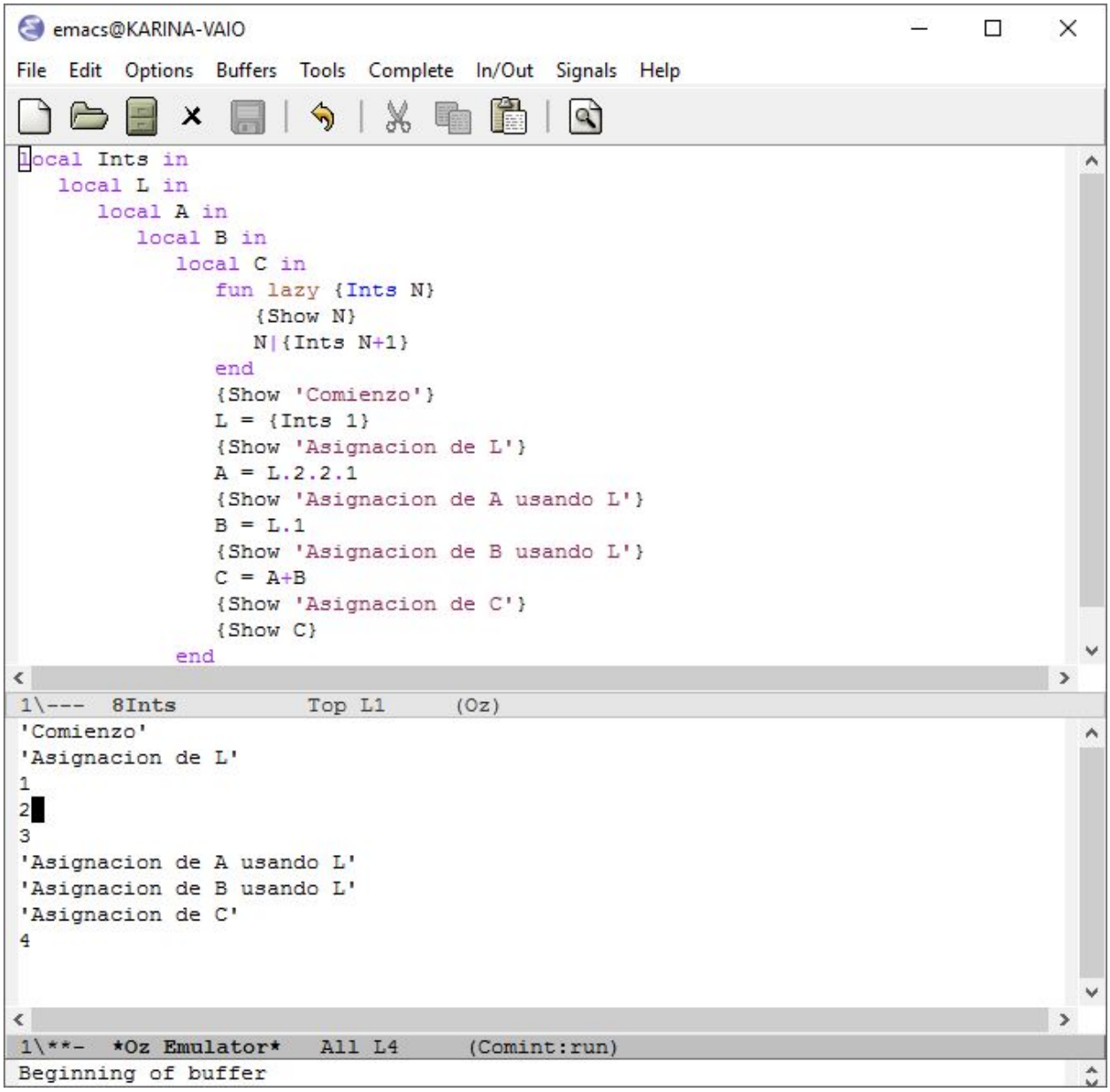
8.1 Maquina Abstracta

a. Código Oz

```
local Ints in
   local L in
      local A in
```

```
      local B in
         local C in
            fun lazy {Ints N}
             {Show N}
             N|{Ints N+1}
            end
            {Show 'Comienzo'}
            L = {Ints 1}
            {Show 'Asignacion de L'}
            A = L.2.2.1
            {Show 'Asignacion de A usando L'}
            B = L.1
            {Show 'Asignacion de B usando L'}
            C = A+B
            {Show 'Asignacion de C'}
            {Show C}
         end
      end
     end
  end
end
```

b. Ejemplo de ejecución



8.2 Reverse

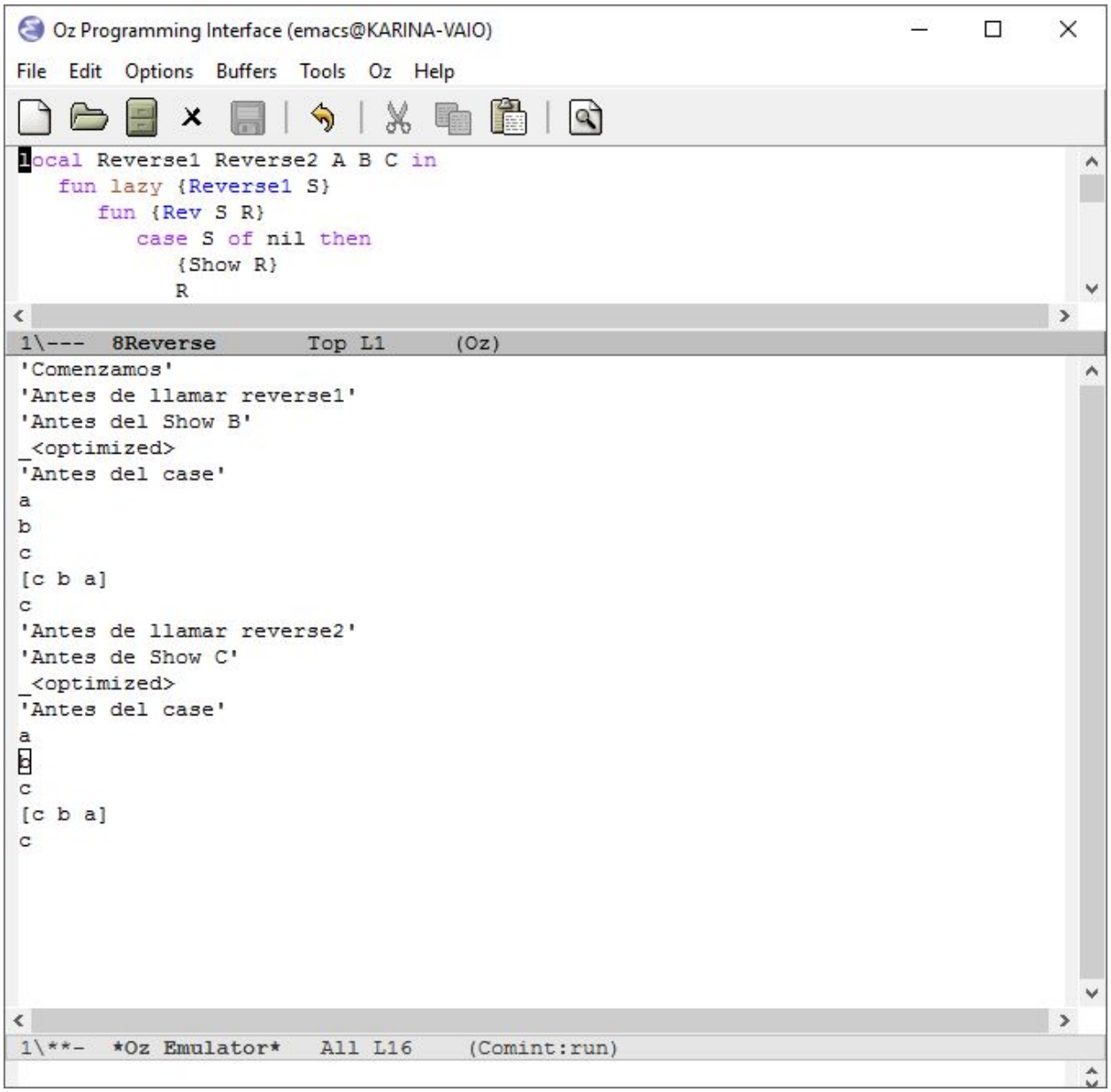
- La diferencia en comportamiento es que la función Rev al ser lazy en la segunda implementación, solo va a ser ejecutada, cuando realmente sea necesario y no antes. Lo que ocurre es que como a su vez se encuentra dentro de otra funcion lazy, tambien va a ser ejecutada cuando necesitemos los valores de la lista y eso va a ocurrir al mismo tiempo, la necesidad de ejecución de una, en este caso fuerza a la ejecución de la otra.

- Ambas funciones retornan el mismo resultado, recién se ejecutan la función recursiva al hacer uso de los elementos de la lista. A continuación un ejemplo de ejecución:

Codigo oz

```
local Reverse1 Reverse2 A B C in
   fun lazy {Reverse1 S}
      fun {Rev S R}
       case S of nil then
          {Show R}
          R

       [] X|S2 then
          {Show X}
          {Rev S2 X|R}

       end
      end
   in {Rev S nil} end

   fun lazy {Reverse2 S}
      fun lazy {Rev S R}
       case S of nil then
          {Show R}
          R

       [] X|S2 then
          {Show X}
          {Rev S2 X|R}

       end
      end
   in {Rev S nil} end
   {Show 'Comenzamos'}
   A = [a b c]
   {Show 'Antes de llamar reverse1'}
   B = {Reverse1 A}
   {Show 'Antes del Show B'}
  % {Show  {Reverse1 A}}
  % {Show A}
   {Show B}
   {Show 'Antes del case'}
   case B of K|_ then
      {Show K}
   end
   {Show 'Antes de llamar reverse2'}
```

```
   C = {Reverse2 A}
   {Show 'Antes de Show C'}
   %{Show {Reverse2 A}}
   {Show C}
   {Show 'Antes del case'}
   case C of M|_ then
      {Show M}
   end
end
```

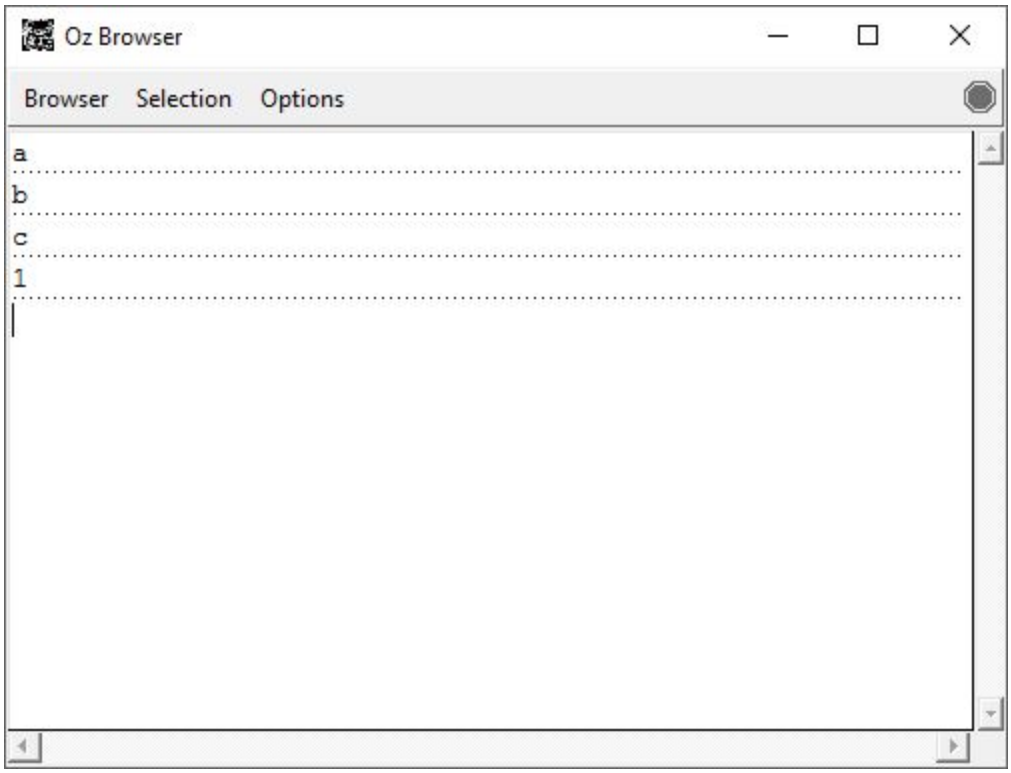


Ejercicio 9) - Mensajes

a. Código Oz

```
declare P in
local S in
   {NewPort S P}
   thread {ForAll S proc {$ M} {Browse M} end} end
   {Send P a}
   {Send P b}
   {Send P c}
   {Send P 1}
end
```

b. Ejemplo de ejecución

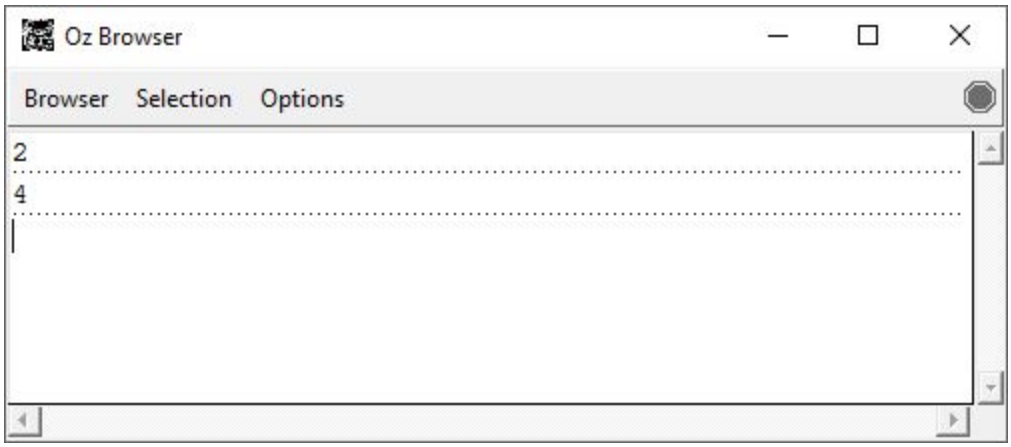


Ejercicio 10) - Servidor de filtros

a. Código Oz

```
%funcion unaria
declare fun {EsPar A}
         if (A mod 2 == 0) then
            true
         else
            false
         end
      end
%P1 puerto donde envio todos los elementos
%P2 puerto donde envio solo los elementos que pasan el filtro
declare P1 P2 in
local S1 S2 in
   {NewPort S1 P1}
   {NewPort S2 P2}
   thread {ForAll S1 proc {$ M}
                  if {EsPar M} then
                     {Send P2 M}
                  end
                 end} end
   thread {ForAll S2 proc {$ M} {Browse M} end} end
   {Send P1 1}
   {Send P1 2}
   {Send P1 3}
   {Send P1 4}
end
```

b. Ejemplo de ejecución



Ejercicio 11) - Celdas de memoria

Explicación linea a linea

`declare` `X={NewCell 0}`	Declara la celda X y le asigna el valor inicial 0.
`{Assign X 5}`	A la celda X le asigna el nuevo valor 5
`Y=X`	A la celda Y le asigna X, ambas variables son la misma y tienen el mismo valor.
`{Assign Y 10}`	A la celda Y e asigna el valor 10, también cambiará el valor de X porque es la misma celda que puedo acceder con dos identificadores.
`{Browse {Access X}==10}`	Pregunta si el valor de X es 10, lo cual es verdadero. Imprime true
`{Browse X==Y}`	Pregunta si la celda X es igual a la celda Y, dado que son la misma celda, el valor es verdadero. Imprime true
`Z={NewCell 10}`	Declara una nueva celda Z, le asigna el valor 10
`{Browse Z==Y}`	Pregunta si la celda Z es igual a la celda Y, como son dos celdas diferentes la comparación es falsa. Imprime false
`{Browse @X==@Z}`	Pregunta si el valor de la celda X, que es 10 es igua al valor de la celda Z que también es 10 son iguales, la condicion es verdadera. Imprime true