

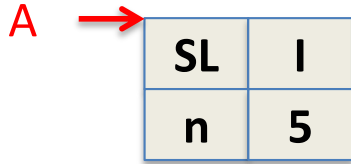
Ambiente

Run-time & Run-time Simulation

Un esempio

```
let n = 5;;  
let h = fun x -> n + x ;;  
let rec f g n = if n = 1 then g(n) else n * f g (n-1);;  
f h 2;;
```

Run-time Stack



```
let n = 5;;  
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let rec f g n = if n = 1 then g(n) else n * f g (n-1);;  
f h 2;;
```

Run-time Stack: simulation

A →

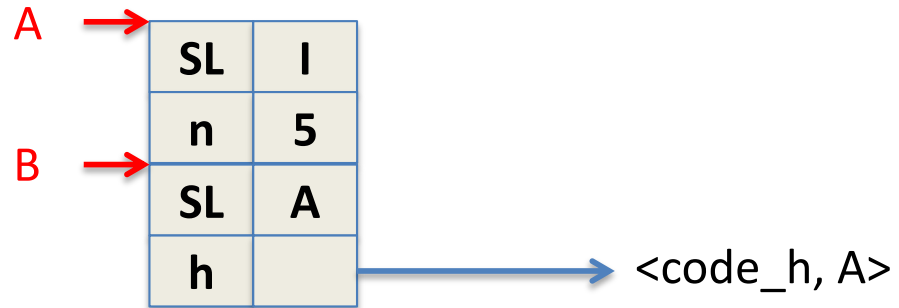
SL	I
n	5

Env_A(n) = 5

Env_A(m) = unbond
for all m != n

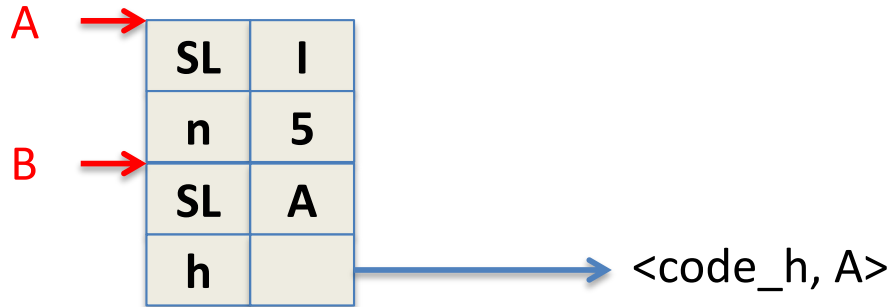
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Run-time Stack



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Run-time Stack: simulation



$\text{Env_A}(n) = 5$

$\text{Env_A}(m) = \text{unbond}$

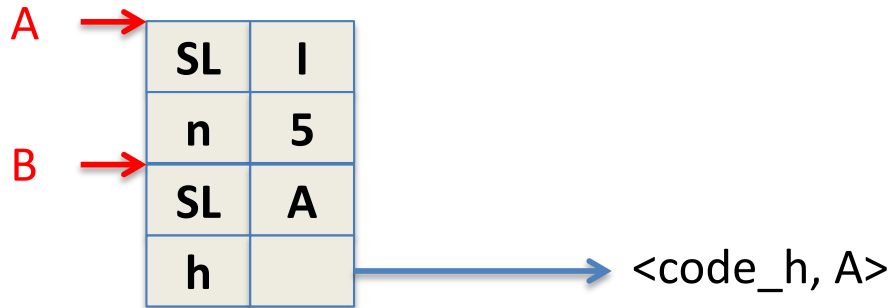
for all $m \neq n$

$\text{Env_B}(n) = 5$

$\text{Env_B}(h) = \langle \text{code_h}, \text{Env_A} \rangle$

```
let n = 5;;  
let h = fun x -> n + x ;;  
let rec f g n = if n = 1 then g(n) else n * f g (n-1);;  
f h 2;;
```

Run-time Stack: simulation



$\text{Env_A}(n) = 5$

$\text{Env_A}(m) = \text{unbond}$
for all $m \neq n$

$\text{Env_B}(n) = 5$

$\text{Env_B}(h) = \langle \text{code_h}, \text{Env_A} \rangle$

:

Let(h, fun(x, Plus(n,x)), ebody) ->

let fclosure = eval fun(x, Plus(n,x)), env_A) in

eval ebody (bind env_A h fclosure)

(* fclosure= Closure(x, Plus(n,x), env_A) *)

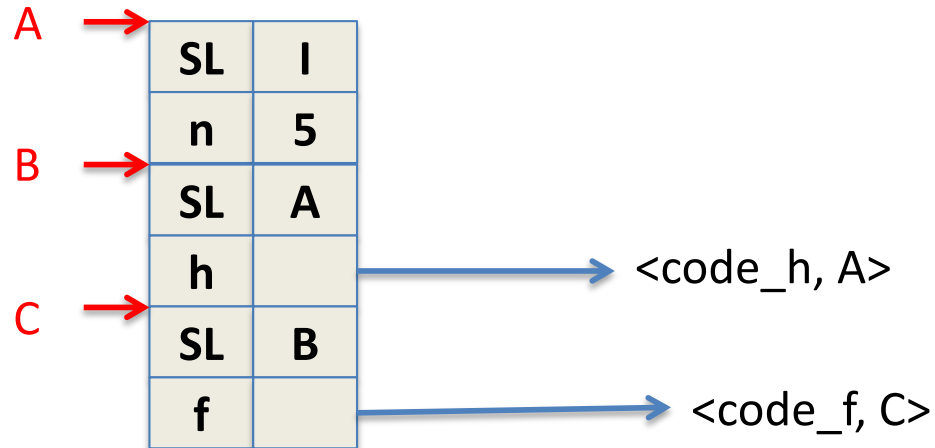
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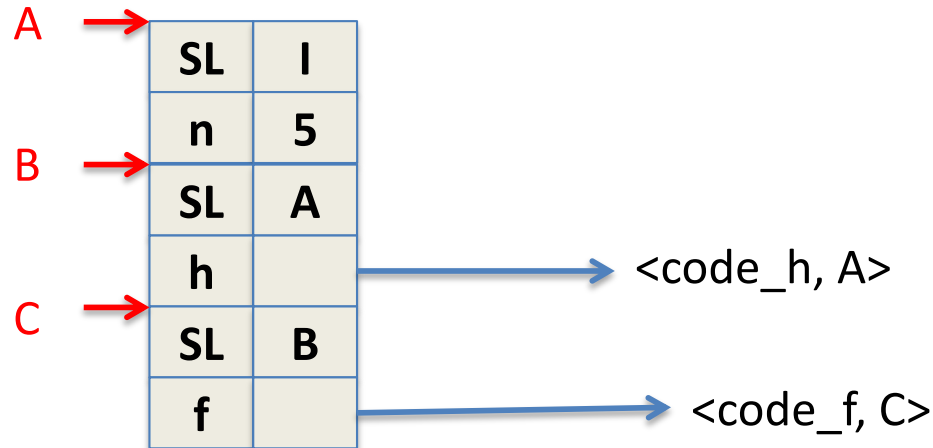
f h 2;;

Run-time Stack



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let h = fun x -> n + x ;;  
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Run-time Stack: simulation



$\text{Env_A}(n) = 5$

$\text{Env_A}(m) = \text{unbond}$
for all $m \neq n$

$\text{Env_B}(n) = 5$

$\text{Env_B}(h) = \langle \text{code_h}, \text{Env_A} \rangle$

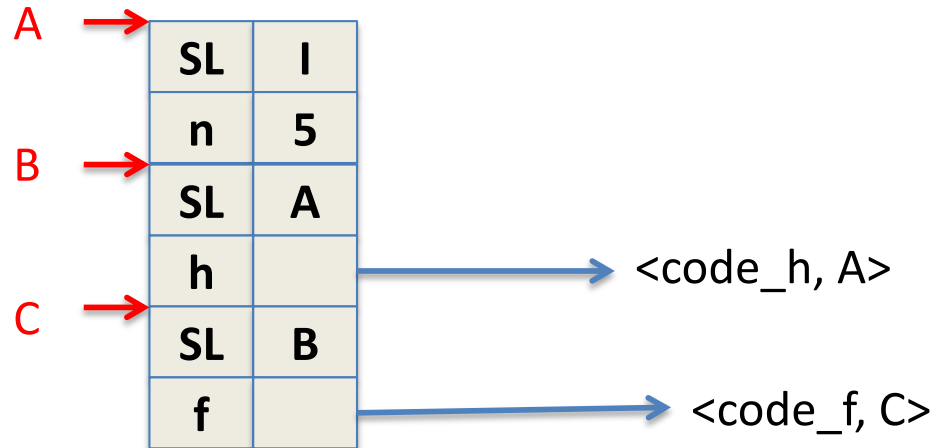
$\text{Env_C}(f) = \langle \text{code_f}, \text{Env_C} \rangle$

$\text{Env_C}(h) = \langle \text{code_h}, \text{Env_A} \rangle$

$\text{Env_C}(n) = 5$

```
let n = 5;;  
let h = fun x -> n + x ;;  
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f h 2;;
```

Run-time Stack: simulation



$\text{Env_A}(n) = 5$

$\text{Env_A}(m) = \text{unbond}$
for all $m \neq n$

$\text{Env_B}(n) = 5$

$\text{Env_B}(h) = \langle \text{code_h}, \text{Env_A} \rangle$

$\text{Env_C}(f) = \langle \text{code_f}, \text{Env_C} \rangle$

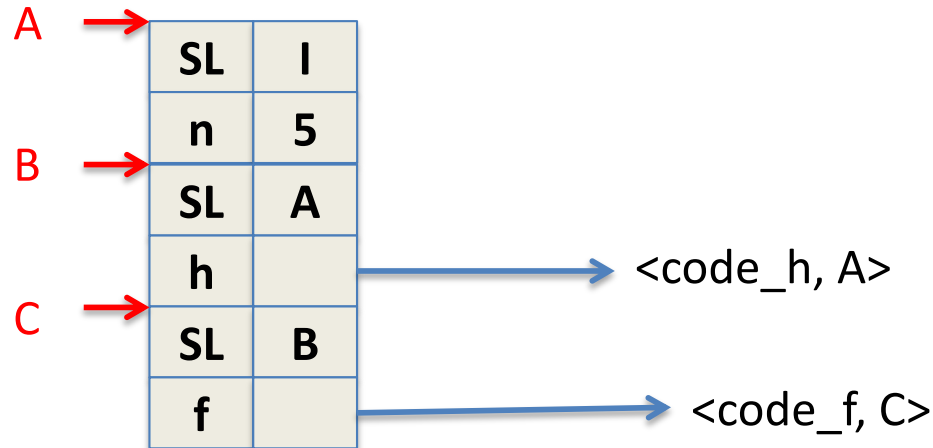
$\text{Env_C}(h) = \langle \text{code_h}, \text{Env_A} \rangle$

$\text{Env_C}(n) = 5$

Definizione ricorsiva:

```
let n = 5;;  
let h = fun x -> n + x ;;  
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f h 2;;
```

Run-time Stack: simulation



$\text{Env_A}(n) = 5$

$\text{Env_A}(m) = \text{unbond}$

for all $m \neq n$

$\text{Env_B}(n) = 5$

$\text{Env_B}(h) = \langle \text{code}_h, \text{Env_A} \rangle$

$\text{Env_C}(f) = \langle \text{code}_f, \text{Env_C} \rangle$

$\text{Env_C}(h) = \langle \text{code}_h, \text{Env_A} \rangle$

$\text{Env_C}(n) = 5$

:

| **Letrec(f, par, fBody, letBody) ->**

let benv =

bind(env_C, f, (Recfunval(f, par, fBody, env_C)))

in eval(letBody, benv)

:

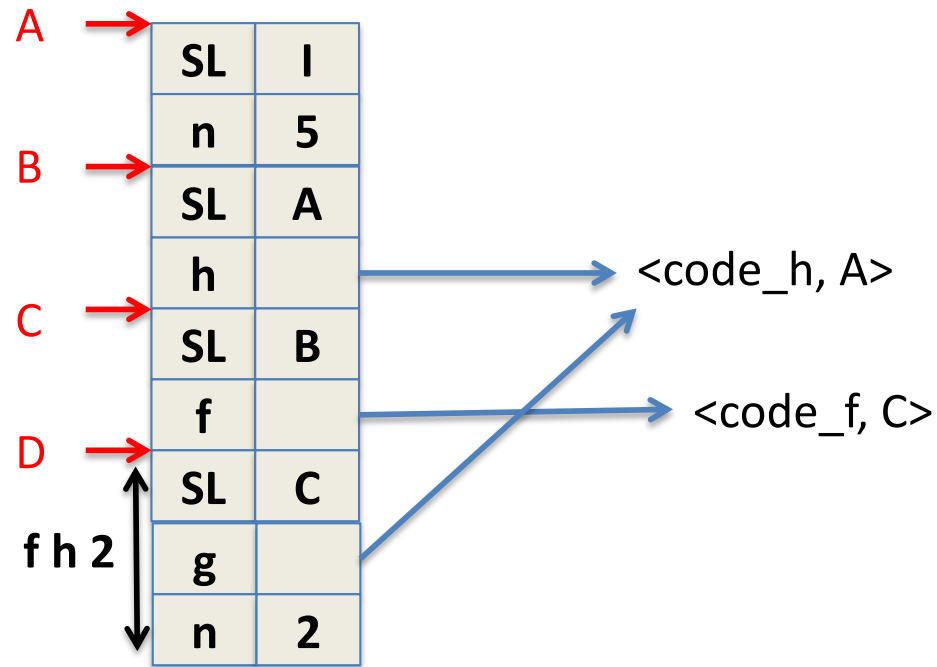
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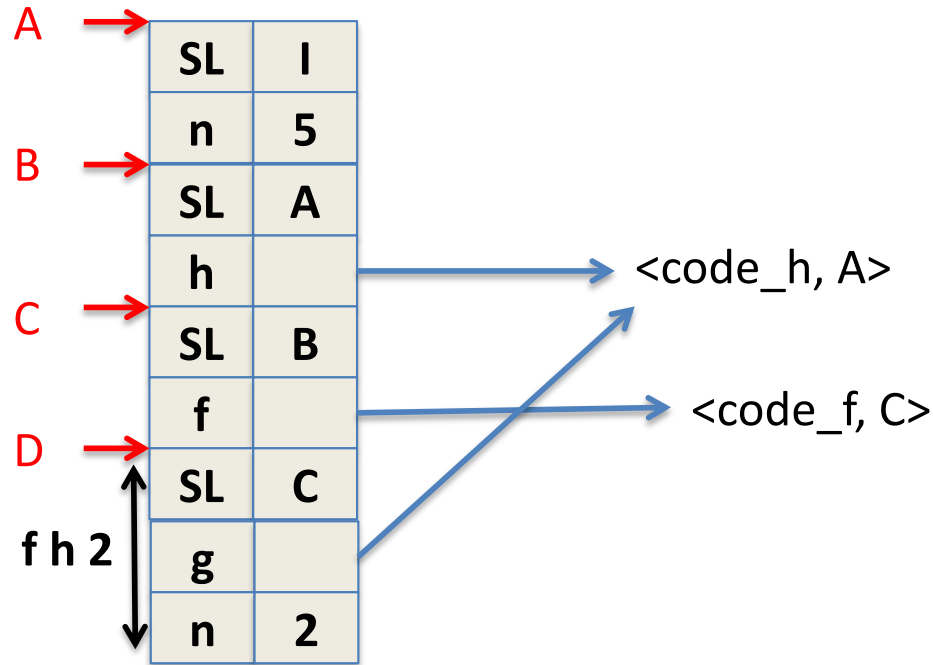
f h 2;;

Run-time Stack



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let n = 5;;  
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let rec f g n = if n = 1 then g(n) else n * f g (n-1);;  
f h 2;;
```

Run-time Stack:simulation



Env_A(n) = 5

Env_A(m) = unbond

for all m != n

Env_B (n) = 5

Env_B(h) = <code_h, Env_A>

Env_C(f) = <code_f, Env_C>

Env_C(h) <code_h, Env_A>

Env_C(n) = 5

Env_D(g) = <code_h, Env_A>

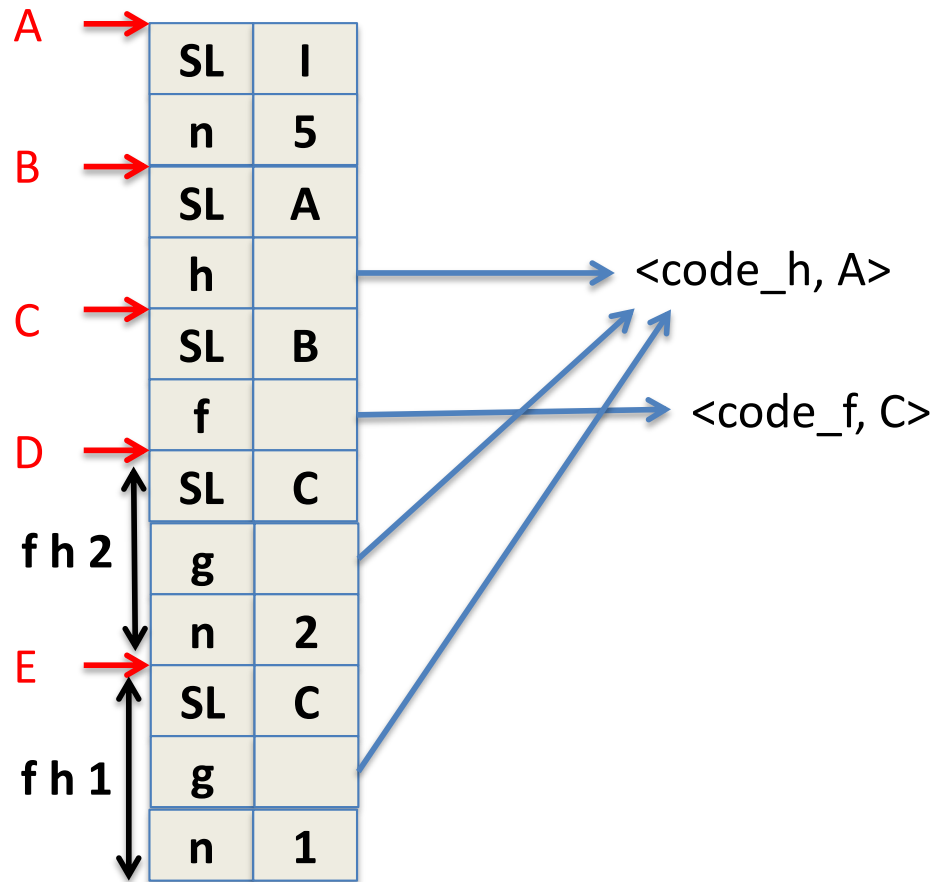
Env_D(n) = 2

Env_D(f) = <code_f, Env_C>

Env_D(h) <code_h, Env_A>

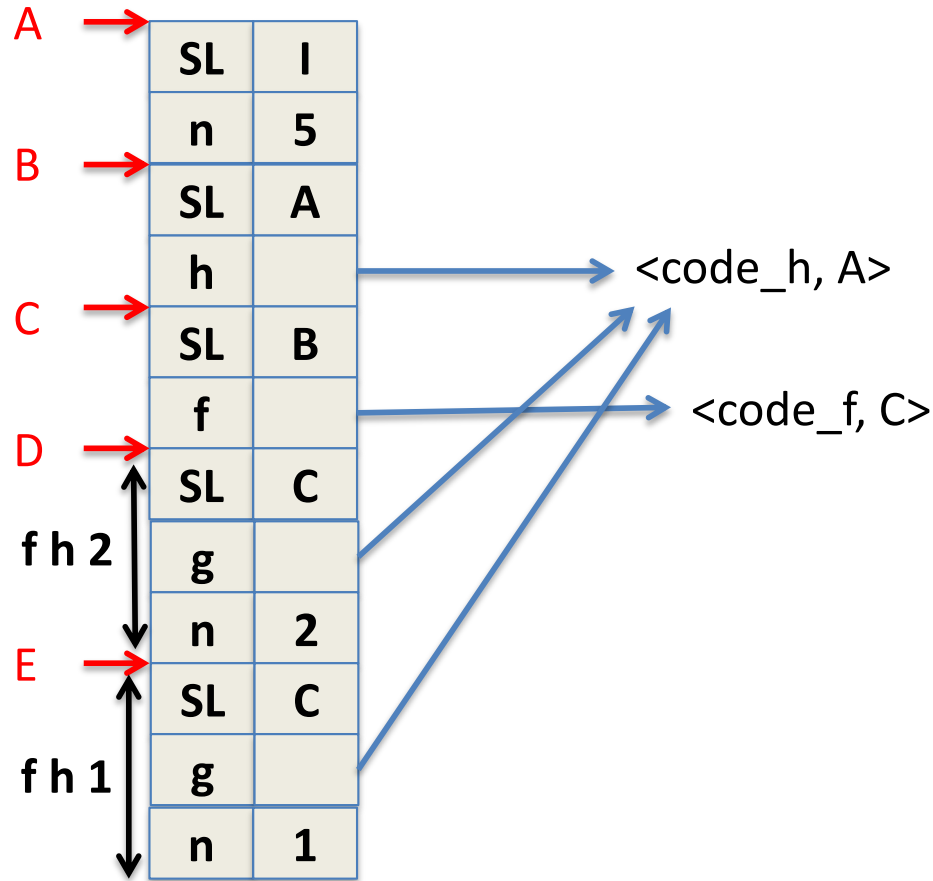
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Run-time Stack



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let n = 5;;  
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f h 2;;
```

Run-time Stack: simulation



Env_A(n) = 5

Env_A(m) = unbond

for all m != n

Env_B (n) = 5

Env_B(h) = <code_h, Env_A>

Env_C(f) = <code_f, Env_C>

Env_C(h) <code_h, Env_A>

Env_C(n) = 5

Env_D(g) = <code_h, Env_A>

Env_D(n) = 2

Env_D(f) = <code_f, Env_C>

Env_D(h) <code_h, Env_A>

Env_E(g) = <code_h, Env_A>

Env_E(n) = 1

Env_E(f) = <code_f, Env_C>

Env_E(h) <code_h, Env_A>

```
let n = 5;;
let h = fun x -> n + x ;;
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f h 2;;
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