

## Problem 1

1. (8.1)
  - a. `twice(pred,1);`  
result: `val it = 0 : int`  
`Excpt(0)` was raised when executing `pred(0)`, the outer `f`. Expression is `Excpt` of `int` and pattern was also the `excpt` of `int`, so it returns `x`.
  - b. `Twice(dumb, 1);`  
Result: `val it = 1 : int`  
`Excpt(1)` was raised when executing the inner `f` for `f(f(x))`.
  - c. `Twice(smart,0);`
  - d. Result: `var it = 1: int`  
`Excpt(0)` was raised when executing `pred(0)`.
2. (8.2)

`hd(nil)` raised an uncaught exception `Hd`, this uncaught exception `hd` is caught by `g's` handler `Hd`, so `g(nil)` returns `nil` regardless what `tl(l)` returns, the evaluation of `tl(nil)` is skipped.
3. (8.4)

call `f(5)`  
call `f(3)`  
call `f(1)`  
raise exception `Odd`  
pop activation record of `f(1)` off stack  
pop activation record of `f(3)` off stack without returning control to the `f(3)`  
handle exception `Odd` in `f(5)`  
return -5 from `f(5)`  
return -5 from `f(7)`  
return -5 from `f(9)`  
return -5 from `f(11)`  
pop
4. (8.5)

NO, we can't use tail recursion elimination to optimize the whole program, but we can optimize it partially.

Tail recursion elimination depends on reuse the same activation record for each call to the function, but the exception handling expects to be able to pop activation records off the stack until a handler is found, so tail recursion elimination may not work for functions that establish handlers.

To solve this problem, we can use un-optimized calls for `f(0, count)` and `f(1, count)`, but optimized tail recursion calls for other numbers.

Try to partially optimize:

Exception `OddNum`;

fun `find(x) =`  
    let fun `f(x, count) =`

```
        if x = 0 then count else
            if x = 1 then raise OddNum else f(x-2, count+1)
in f(x, 0) handle OddNum=> -1
end;
```