

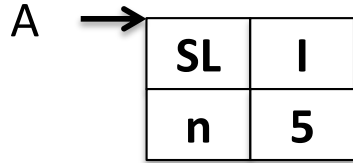
# Ambiente

## Run-time & Run-time Simulation

# Un esempio

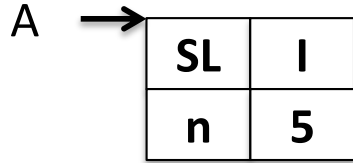
```
let n = 5;;  
let h = fun x -> n + x ;;  
let rec f g n = if n = 1 then g(n) else n * f g (n-1);;  
f h 2;;
```

# Run-time Stack



```
let n = 5;;  
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



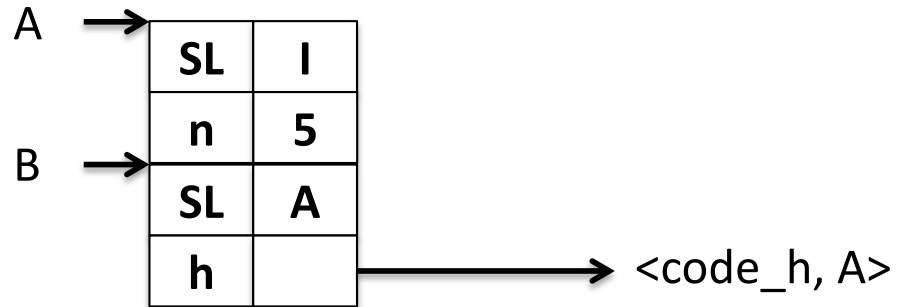
Env\_A(n) = 5

Env\_A(m) = unbond

for all m ≠ n

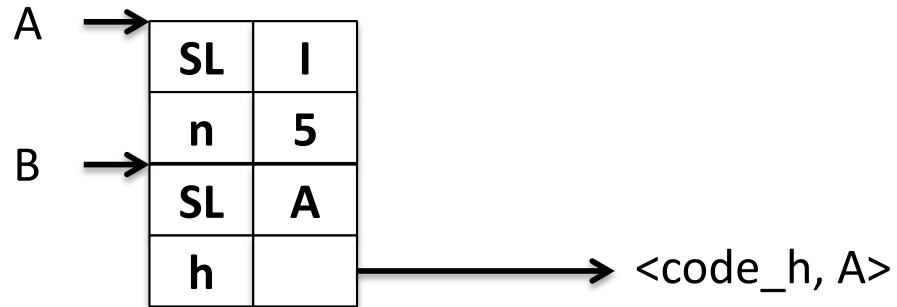
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let n = 5;;  
let h = fun x -> n + x ;;  
let rec f g n = if n = 1 then g(n) else n * f g (n-1);;  
f h 2;;
```

# Run-time Stack



```
let n = 5;;  
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



Env\_A(n) = 5

Env\_A(m) = unbond

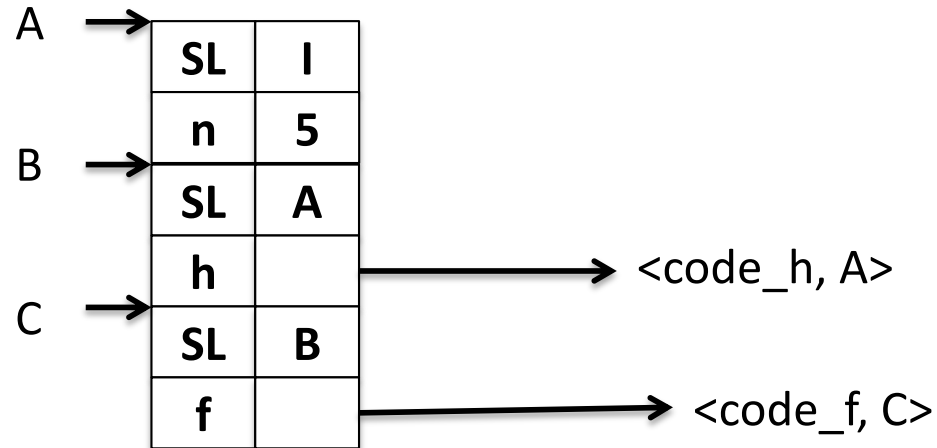
for all m != n

Env\_B (n) = 5

Env\_B(h) = <code\_h, Env\_A>

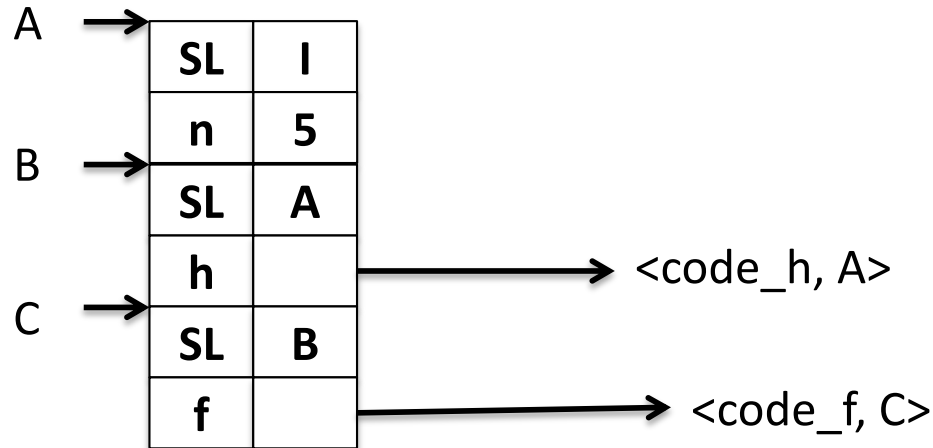
```
let n = 5;;  
let h = fun x -> n + x ;;  
let rec f g n = if n = 1 then g(n) else n * f g (n-1);;  
f h 2;;
```

# Run-time Stack



```
let n = 5;;  
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



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>

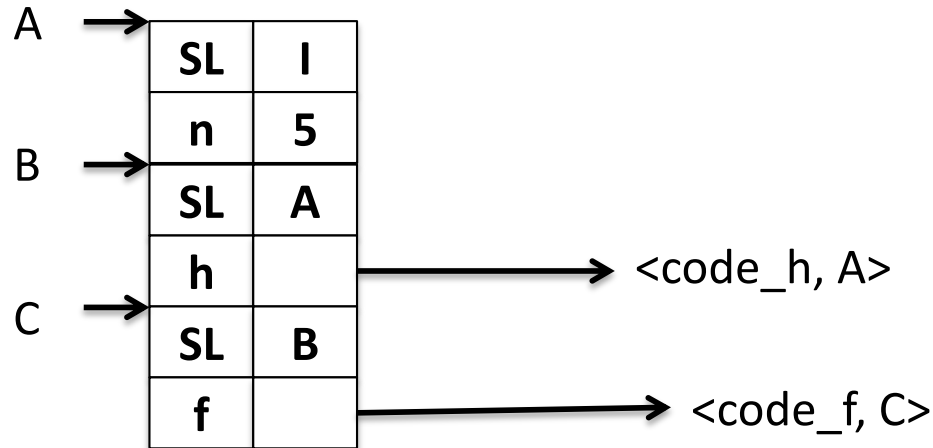
Env\_C(h) = <code\_h, Env\_A>

Env\_C(n) = 5

```
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



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>

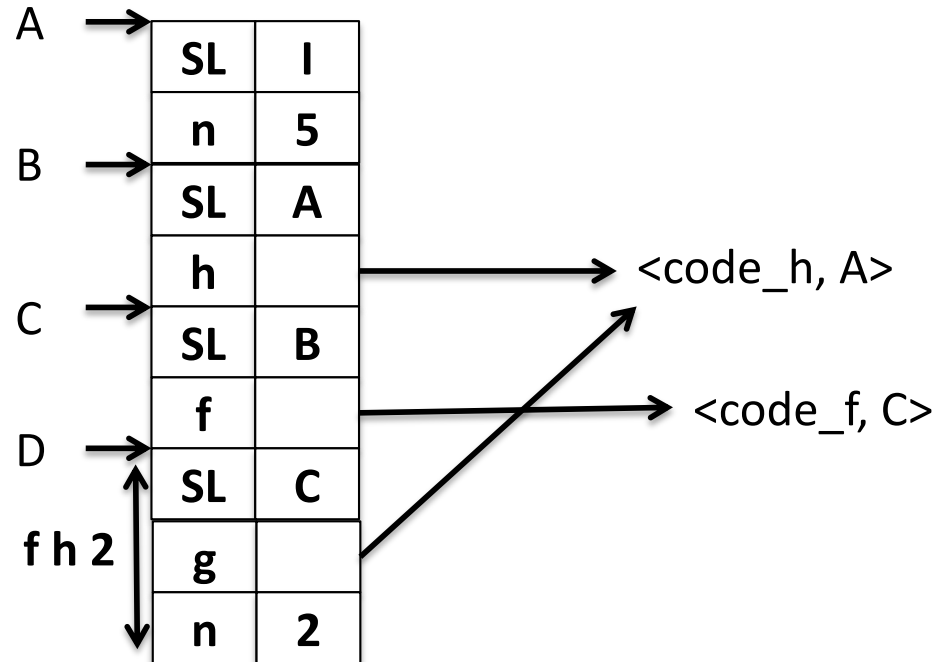
Env\_C(h) = <code\_h, Env\_A>

Env\_C(n) = 5

Definizione ricorsiva:

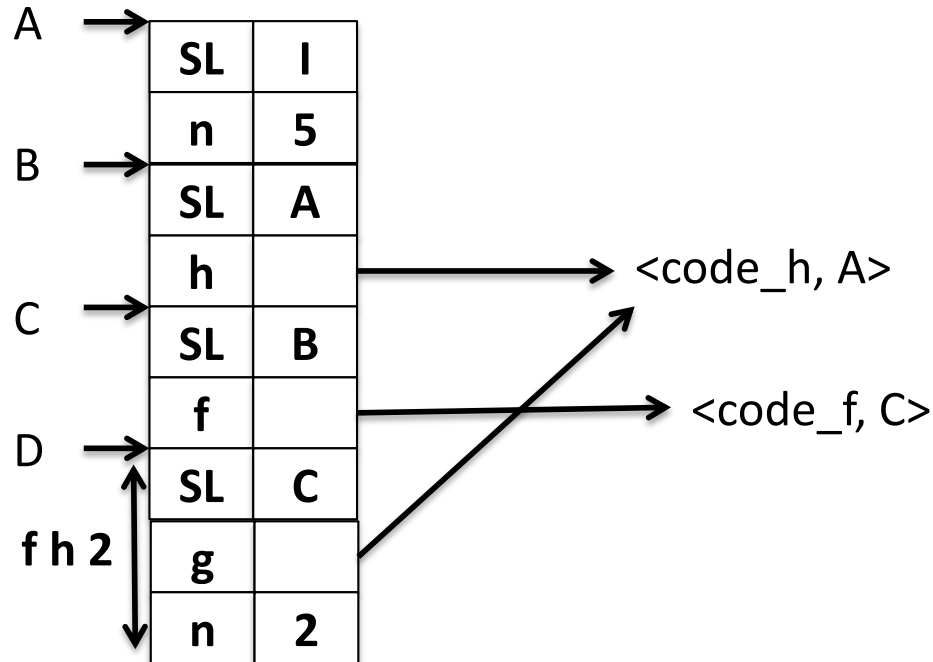
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let n = 5;;
let h = fun x -> n + x ;;
let rec f g n = if n = 1 then g(n) else n * f g (n-1);;
f h 2;;
```

# Run-time Stack



```
let n = 5;;  
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



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

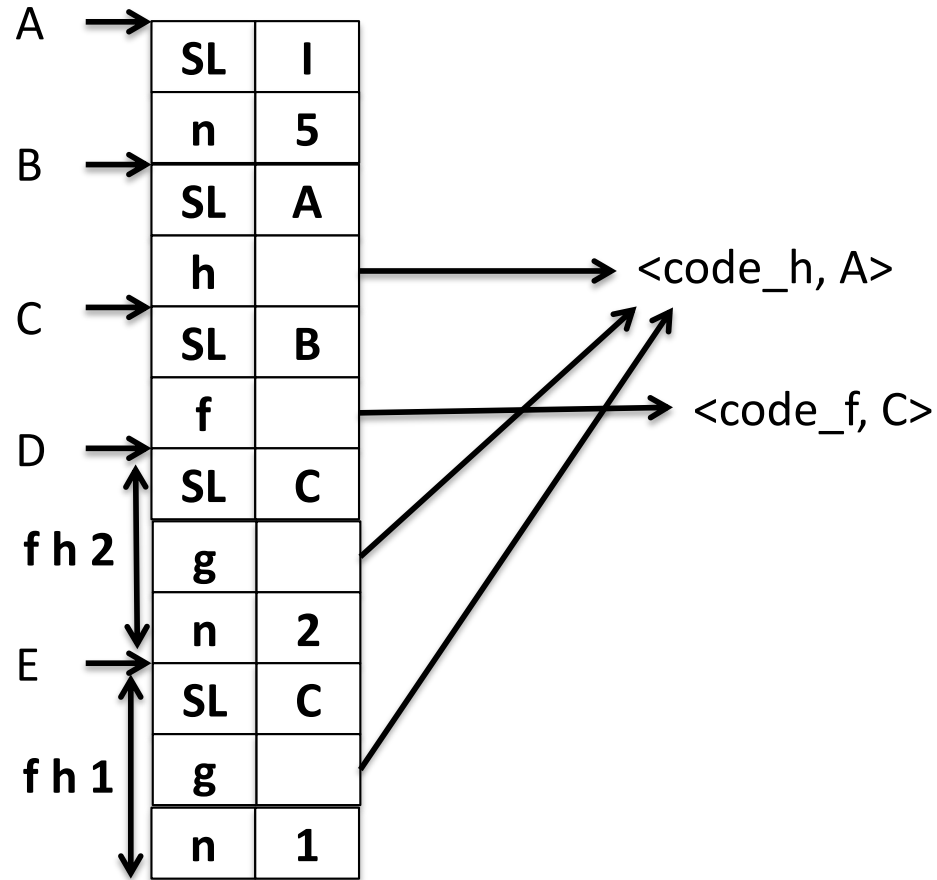
Env\_D(f) = <code\_f, Env\_C>

Env\_D(h) <code\_h, Env\_A>

```

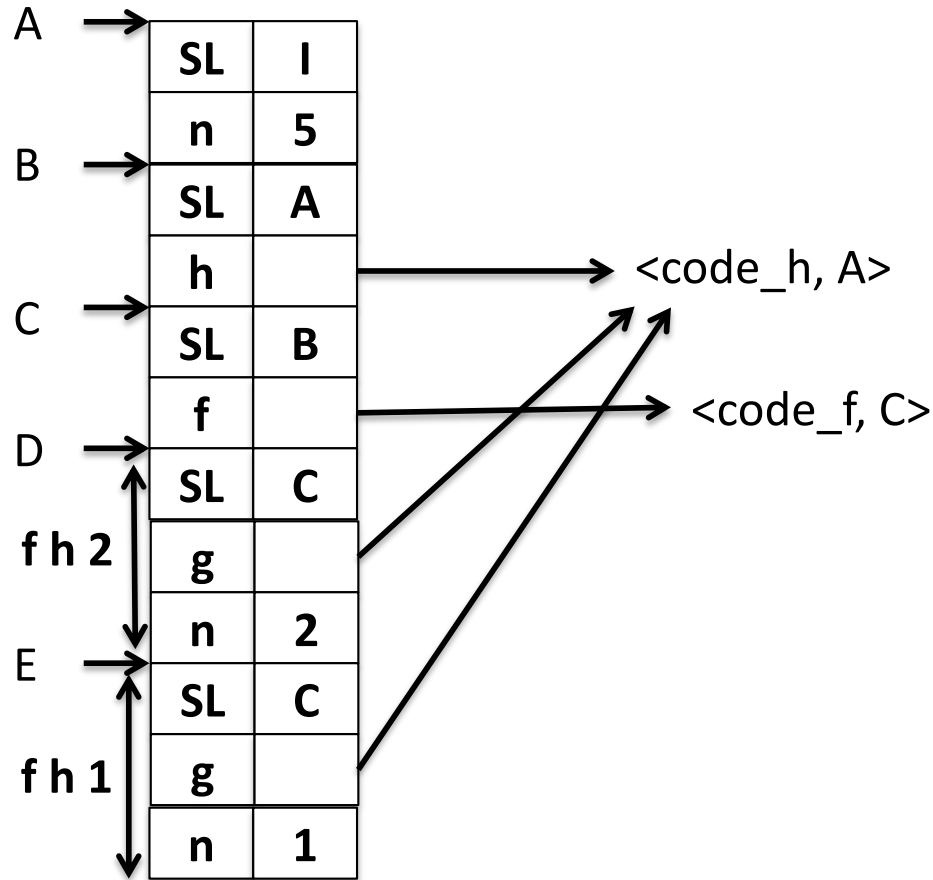
let n = 5;;
let h = fun x -> n + x ;;
let rec f g n = if n = 1 then g(n) else n * f g (n-1);;
f h 2;;
    
```

# Run-time Stack



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f h 2;;
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# Run-time Stack: simulation



```

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;;
    
```

```

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>
    
```