5-1/ J2

prog := d ... e

d := define (f x ...) e

e := v | (e ...) | (if e e e)

| x

v := num | bool | prim | f

x ∈ some set of variable names

f ∈ some set of function names

(define (Double x) (+ x x))

(Double (+ (Double 1) 3)) ——

(define (Quad y) (Double (Double y)))

(Quad (+ 1 (Double 3)))

5-2/ $f(x) = 1 + x$

$f(3) = 1 + 3 = 4$

$f(3+4) = f(7) = 1 + 7 = 8$

functions give us variable and substitution

subst : x x v x e → e

subst x x_v v = v

subst x x_v x = x_v

y = y

(if e_c e_t e_f) = if (subst x x_v e_c)

(subst x x_v e_t)

(subst x x_v e_f)

5-3/ interp : e → v

Δ = map (f, d)

interp : Δ × e → v

interp Δ f(v0, ..., vn) = interp Δ ebody'

where ebody' = subst$\vec{}$ (x0 ... xn) (v0 ... vn) ebody

define f(x0, ..., xn) ebody = Δ[f]

$Ck_0 : e \to v$

5-4/ Ck_1 $\quad Ck_1 : \Delta \times e \to v$

7 $\quad \langle v_n, kapp((v_0 \cdots, f), (), k) \rangle$

$\mapsto \langle ebody', k \rangle$

where $ebody' = \overrightarrow{subst}\ (x_0 \cdots x_n)\ (v_0 \cdots v_n)\ ebody$

define $f(x_0 \cdots x_n)\ ebody = \Delta(f)$

5-5/ (define (Double x) (+ x x))
(Double (Double 1))

↓ inject

Δ = [Double ↦ define (Double (x) (+ x x)]

< Double (Double 1), kret > ↓4

< Double, kapp () ((Double 1)) kret > ↓5

< Double 1, kapp (Double) () kret > ↓4

< Double, kapp () (1) (kapp (Double) () kret) > ↓5

< 1, kapp (Double) () (kapp (Double) () kret) > ↓7

subst (+ x x) (x) (1) → (+ 1 1)

< (+ 1 1), kapp (Double) () kret) > ↓4,5,5,6

< 2 , kapp (Double) () kret) > ↓7

< (+ 2 2), kret > ↓4,5,5,6

< 4 , kret > → 4

5-6/ the K structure is implemented by a stack in many languages

```
class Test {
    static int F(int x) { return F(x); }
    public static void main() { F(0); } }
```

"stack overflow ..." F, F, F, F, F, ...

```
(define (F x) (F x))
(F 0)                    Δ = [F ↦ define F(x) (F x)]
<F 0, kret>
<F, kapp () (0) kret>
<0, kapp (F) () kret>
                         Δ(F) = define F(x) (F x)
<subst (x) (0) (F x), kret>
<F 0, kret>
```

"tail-call optimization"

Proper function call implementation