

# Contents

<b>I</b>	<b>Models of computation</b>	<b>5</b>
<b>1</b>	<b>Introduction</b>	<b>7</b>
<b>2</b>	<b>Mathematical preliminaries</b>	<b>9</b>
	2.0.1 Sets	9
	2.0.2 Relations and Functions	10
	2.0.3 Principle of Mathematical Induction	11
<b>3</b>	<b>A functional model of computation</b>	<b>17</b>
	3.1 The primitive expressions	18
	3.2 Substitution of functions	20
	3.2.1 Substitution using <code>let</code>	21
	3.3 Definition of functions using conditionals	23
	3.4 Functions as inductively defined computational processes	24
	3.5 Recursive processes	26
	3.6 Analysis of correctness and efficiency	28
	3.6.1 Correctness	28
	3.6.2 Efficiency	28
	3.6.3 Efficiency, Why and How?	29
	3.6.4 In the long run: Asymptotic analysis and Orders of growth	30
	3.7 More examples of recursive algorithms	31
	3.8 Scope rules	41
	3.9 Tail-recursion and iterative processes	43
	3.9.1 Correctness of an iterative process	45
	3.10 More examples of iterative processes	46
<b>4</b>	<b>The Imperative model of computation</b>	<b>53</b>
	4.1 The primitives for the imperative model	53
	4.1.1 Variables and the <i>assignment</i> instruction	54
	4.1.2 Assertions	56
	4.1.3 The <i>if then else</i> instruction	57
	4.1.4 The <i>while do</i> instruction	61

4.1.5	Functions and procedures in the imperative model . . . . .	63
<b>5</b>	<b>Step-wise refinement and Procedural Abstraction</b>	<b>67</b>
5.1	Step-wise refinement . . . . .	67
5.1.1	Executable specifications and rapid-prototyping . . . . .	68
5.1.2	Examples of step-wise refinement . . . . .	69
5.2	Procedural abstraction using higher-order functions . . . . .	83
5.2.1	Functions as input parameters . . . . .	83
5.2.2	Polymorphic functions . . . . .	86
5.2.3	Constructing functions using <code>lambda</code> ( $\lambda$ ) . . . . .	89
5.2.4	Functions as returned values . . . . .	91