

MASSACHUSETTS INSTITUTE OF TECHNOLOGY  
Department of Electrical Engineering and Computer Science  
6.037—Structure and Interpretation of Computer Programs  
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**Scheme Basics**

## Sum of all its parts

Write a procedure named `sum-numbers` which takes as input two integers,  $M$  and  $N$ , and returns the sum of all the numbers on the interval  $[M,N]$ . For example:

```
(sum-numbers 1 5)
```

would evaluate to 15. Write two versions of this procedure, one which evolves an iterative process and one which evolves a recursive process.

What happens when you evaluate `(sum-numbers 5 0)`? What do you think should happen?

## Fibonacci

The Fibonacci numbers are the integer sequence 0, 1, 1, 2, 3, 5, 8, 13, etc. Each subsequent element is the sum of the previous two. In other words:  $F_n = F_{n-1} + F_{n-2}$  with initial values  $F_0 = 0$  and  $F_1 = 1$ .

Write a procedure `fib` which, given a non-negative integer  $n$ , returns  $F_n$ . Implement this one in as a recursive process. How many times is the procedure `fib` applied when you evaluate `(fib 4)`?

Then, write another version which is iterative.

## Feel the power

Write a procedure named `my-expt` which, given  $x$  and  $y$ , computes  $x^y$ . Assume that  $x$  is a number and  $y$  is a non-negative integer. Implement two versions, one recursive, one iterative.

How long does it take to evaluate `(my-expt 3 1000000)`? What can be done to improve this? Hint: If  $y$  is even,  $x^y = (x^{y/2})^2$ . Write a new procedure `fast-expt` that takes advantage of this mathematical insight. Why is the resulting procedure faster?