## COMPUTER SCIENCE TRIPOS Part IA - 2016 - Paper 1

## 2 Foundations of Computer Science (LCP)

(a) A prime number sieve is an algorithm for finding all prime numbers up to a given limit n. The algorithm maintains a list, which initially holds the integers from 2 to n. The following step is then repeated: remove the head of this list, which will be a prime number, and remove all its multiples from the list. Write code for the algorithm above as an ML function of type int -> int list.

[4 marks]

- (b) Consider the problem of eliminating all duplicates from a list of strings. Write code for a function of type string list -> string list such that the output contains the same elements as the input, possibly reordered, but where every element occurs exactly once. The worst-case performance must be better than quadratic in the length of the list.

  [6 marks]
- (c) Consider the task of determining whether a given word (a string) can be expressed by joining together various chunks (non-empty strings). If the chunks are abra, cad and hal, then the word abracadabra can be expressed as abra|cad|abra. Note that if the available chunks are ab, bra, cad and abra, then the first two are no good for expressing abracadabra, and yet a solution can be found using cad and abra. The chunks can be used any number of times and in any order.

Write code for a function that takes a list of chunks along with a word, and returns a list of chunks that yield the word when concatenated. For the examples above, the result should be ["abra", "cad", "abra"]. Exception Fail should be raised if no solution exists. [10 marks]

Note: You are given a function delPrefix for removing an initial part of a string. For example, delPrefix ("abra", "abracadabra") returns "cadabra", but delPrefix ("bra", "abracadabra") raises exception Fail.

All ML code must be explained clearly and should be free of needless complexity. Well-known utility functions may be assumed to be available.