Lecture 5 – Collections, Sets, Dictionaries

https://cw.fel.cvut.cz/wiki/courses/be5b33prg/start

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• Everything in Python is **object**
• Python is **dynamically typed** language

• The methods and variables are created on the **stack memory**
• The objects and instances are created on the **heap memory**
• New **stack frame** is created on invocation of a **function / method** and references are assigned & counted

• Stack frames are destroyed as soon as the function / method returns
• Mechanism to clean up the dead objects is **Garbage collector** (algorithm used is **Reference Counting** and immediate object removal if count == 0)

source [https://www.youtube.com/watch?v=arxWaw-E8QQ&t=1s](https://www.youtube.com/watch?v=arxWaw-E8QQ&t=1s)
**RECAP: LISTS**

- Lists are **mutable** *(we can change their elements)*
- Strings are **immutable** *(we cannot change their elements)*
- Use **slicing principles** *(indexes in between characters / items)*

```python
>>> my_string = "TEST"
>>> my_string[2] = "X"
Traceback (most recent call last):
  File "<interactive input>", line 1, in <module>
TypeError: 'str' object does not support item assignment

>>> my_list = ["T", "E", "S", "T"]
>>> my_list[2] = "X"
>>> my_list
["T", "E", "X", "T"]
```

source [http://openbookproject.net/thinkcs/python/english3e/lists.html](http://openbookproject.net/thinkcs/python/english3e/lists.html)
A substring of a string is obtained by taking a **slice**

Slice a list to refer to some **sublist** of the items in the list

The operator **[n:m]** returns the part of the string from the *n*’*th* character to the *m*’*th* character, **including the first but excluding the last** (**indices pointing between the characters**)

Slice operator **[n:m]** **copies** out the part of the paper between the *n* and *m* positions

Result of **[n:m]** will be of **length (m-n)**

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source [http://openbookproject.net/thinkcs/python/english3e/strings.html](http://openbookproject.net/thinkcs/python/english3e/strings.html)
RECAP: STRINGS vs. LISTS

Strings

1. \( a = "banana" \)
2. \( b = "banana" \)

\[
\begin{array}{c}
>>> a \text{ is } b \\
True
\end{array}
\]

Lists

\[
\begin{array}{c}
>>> a = [1, 2, 3] \\
>>> b = [1, 2, 3] \\
>>> a == b \\
True \\
>>> a \text{ is } b \\
False
\end{array}
\]

- Variables \( a \) and \( b \) refer to string object with letters "banana"
- Use \texttt{is} operator or \texttt{id} function to find out the reference
- Strings are immutable:
  
  \textit{Python optimizes resources by making two names that refer to the same string value refer to the same object}

- Not the case of lists: \( a \) and \( b \) have the same value (content) but do not refer to the same object

source [http://openbookproject.net/thinkcs/python/english3e/lists.html](http://openbookproject.net/thinkcs/python/english3e/lists.html)
If we assign one variable to another, both variables refer to the same object.

The same list has two different names we say that it is aliased (changes made with one alias affect the other).

Recommendation is to avoid aliasing.

If need to modify a list and keep a copy of the original use the slice operator (taking any slice of a creates a new list).

source: http://openbookproject.net/thinkcs/python/english3e/lists.html
RECAP: LIST PARAMETERS

```python
def double_stuff(a_list):
    """ Overwrite each element in a_list with double its value. """
    for (idx, val) in enumerate(a_list):
        a_list[idx] = 2 * val
```

```python
things = [2, 5, 9]
double_stuff(things)
print(things)
```

[4, 10, 18]

• Passing a list as an argument passes a reference to the list, not a copy or clone of the list

• So parameter passing creates an alias (one of the most common sources of error)

source http://openbookproject.net/thinkcs/python/english3e/lists.html
• **Concept:** pure functions vs. modifiers
• Pure function does not produce side effects!
• Pure function communicates with the calling program only through parameters *(it does not modify)* and a return value
• *Do not alter the input parameters unless really necessary*
• Programs that use pure functions are faster to develop and less error-prone than programs that use modifiers
functions that produce lists

- def fcn(par):
- initialize result as empty list
- loop
  - create a new element
- add to the result
- return result
• Sequences of items support the following operations:
  
  • membership operator `in`
  • querying for size / number of items `len`
  • indexing and slicing `[]`
  • are iterables

• `string`: immutable ordered sequence of characters
• `tuple`: immutable ordered sequence of items of *any data type*
• `list`: mutable ordered sequence of items of *any data type*
• Set types support the following operations:

  • membership operator \texttt{in}
  • querying for size \texttt{len}
  • are iterable
  • set operations (comparisons, union, intersection, subset)

• \textbf{Set}: \texttt{mutable} unordered collection of unique items of any type
• \textbf{Frozen set}: \texttt{immutable} unordered collection of unique items of any data type

source courtesy of Petr Posik BE5b33PR 2016/2017
• Set types when iterated over provide items in an arbitrary order

• Only **hashable objects** may be added to a set:
  
  • Immutable data types are **hashable** (hash value does not change, objects compare for equality to other objects: *int*, *float*, *str*, *tuple*, *frozenset*)
  
  • Mutable values are (usually) not hashable (*list*, *dict*, *set*)
An object is **hashable** if it **has a hash value which never changes during its lifetime**: it needs a `__hash__()` method and to be compared to other objects it needs an `__eq__()` method.

- Hashable objects **which compare equal** must have **the same hash value**.
- Hashability makes an object **usable as a dictionary key and a set member**, because *these data structures use the hash value internally*.
- All of Python’s **immutable built-in objects are hashable**; mutable containers (such as lists or dictionaries) are not hashable.
- Objects which are **instances of user-defined classes are hashable by default**. They all compare **unequal** (except with themselves) and their hash value is derived from their `id()`.

source: [https://docs.python.org/3/glossary.html](https://docs.python.org/3/glossary.html)
Creating a set of letters from a sequence of letters:

```
s = set('abracadabra')
s
{'a', 'b', 'c', 'd', 'r'}
```

Iterating over set items:

```
for i in s:
    print(i, end=' ')

d c a b r
```

Membership checking:

```
'a' in s, 'z' in s

(True, False)
```
Adding an item to a set:

```python
s.add('z')
s
{'a', 'b', 'c', 'd', 'r', 'z'}
```

Removing an item from a set:

```python
s.discard('a')  # Nothing happens if 'a' not in s
s
{'b', 'c', 'd', 'r', 'z'}

s.remove('b')    # Raises KeyError if 'b' not in s
s
{'c', 'd', 'r', 'z'}
```
SET OPERATIONS

```python
set('programming'), set('essentials')
({'a', 'g', 'i', 'm', 'n', 'o', 'p', 'r'}, {'a', 'e', 'i', 'l', 'n', 's', 't'})

Union:

```python
set('programming') | set('essentials')
{'a', 'e', 'g', 'i', 'l', 'm', 'n', 'o', 'p', 'r', 's', 't'}

Intersection:

```python
set('programming') & set('essentials')
{'a', 'i', 'n'}

Difference:

```python
set('programming') - set('essentials')
{'g', 'm', 'o', 'p', 'r'}

Symmetric difference: (not in both sets)

```python
set('programming') ^ set('essentials')
{'e', 'g', 'l', 'm', 'o', 'p', 'r', 's', 't'}

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Set "comparisons"

Are two sets disjoint? (i.e., is their intersection empty?)

```python
set('programming').isdisjoint(set('essentials'))
```

False

Is one subset of another?

```python
set('pro') <= set('programming')  # Or, set('pro').issubset(set('programming'))
```

True

Is one superset of another?

```python
set('pro') >= set('programming')  # Or, set('pro').issuperset(set('programming'))
```

False
Set example: unique items

Having a list of (e.g.) words, how do we get a list of unique words?

```python
words = 'three one two one two one'.split()
print(words)

['three', 'one', 'two', 'one', 'two', 'one']

unique_words = list(set(words))
print(unique_words)

['three', 'two', 'one']
```

Note, however, that the new list does not (in general) preserve the order of words in the original list.
Set example: eliminate unwanted items (1)

Having a list of file names, how do we get rid of some of them ("prediction.txt", "truth.txt")?

```python
orig_filenames = 'f1 f2 prediction.txt f3 f4.ext truth.txt f5'.split()

filenames = set(orig_filenames)
print(filenames)

for fname in {'truth.txt', 'prediction.txt'}:
    filenames.discard(fname)
    print(filenames)
```

```
{'f4.ext', 'f1', 'f3', 'f2', 'prediction.txt', 'truth.txt', 'f5'}
{'f4.ext', 'f1', 'f3', 'f2', 'truth.txt', 'f5'}
{'f4.ext', 'f1', 'f3', 'f2', 'f5'}
```
Set example: eliminate unwanted items (2)

Having a list of file names, how do we get rid of some of them ("prediction.txt", "truth.txt")?

```python
filenames = set(orig_filenames)
print(filenames)

{'f4.ext', 'f1', 'f3', 'f2', 'prediction.txt', 'truth.txt', 'f5'}

filenames = filenames - {'truth.txt', 'prediction.txt'}
filenames

{'f1', 'f2', 'f3', 'f4.ext', 'f5'}
```

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A mapping type is an unordered collection of key-value pairs.

They support:
- membership operator in
- querying for size / number of items len
- are iterable

Only hashable (i.e. immutable) objects can be used as keys.

Each key's associated value may be of any data type.
Strings, lists, and tuples are sequence types using integers as indices to access the values they contain within them.

Dictionaries are Python’s built-in mapping type.
They map keys, any immutable type, to values that can be any type.

**EXAMPLE:** Create a dictionary to translate English words into Spanish (the keys are strings). One way to create a dictionary is to start with the empty dictionary and add key : value pairs.

The empty dictionary is denoted `{}`.
The order of the pairs may not be what was expected. Python uses complex algorithms, designed for very fast access, to determine where the key:value pairs are stored in a dictionary. For our purposes we can think of this ordering as unpredictable.

You also might wonder why we use dictionaries at all when the same concept of mapping a key to a value could be implemented using a list of tuples:

```python
>>> {"apples": 430, "bananas": 312, "oranges": 525, "pears": 217}
{'pears': 217, 'apples': 430, 'oranges': 525, 'bananas': 312}

>>> [('apples', 430), ('bananas', 312), ('oranges', 525), ('pears', 217)]
[(('apples', 430), ('bananas', 312), ('oranges', 525), ('pears', 217))]
```

The reason is dictionaries are very fast, implemented using a technique called hashing, which allows us to access a value very quickly. By contrast, the list of tuples implementation is slow. If we wanted to find a value associated with a key, we would have to iterate over every tuple, checking the 0th element. What if the key wasn’t even in the list? We would have to get to the end of it to find out.
To create a dictionary is to provide a list of key : value pairs using the same syntax as the previous output.

Order of pairs does not matter – the values in a dictionary are accessed with keys, not with indices, no order guaranteed.

Key is used to look up the corresponding value:

**EXAMPLE:** the key "two" yields the value "dos"

Lists, tuples, and strings have been called sequences, because their items occur in order.

The dictionary is compound type that is not a sequence (no indexing or slicing).

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source [http://openbookproject.net/thinkcs/python/english3e/dictionaries.html](http://openbookproject.net/thinkcs/python/english3e/dictionaries.html)
• Keys and values can be defined as separate lists (order matters in this case!)
• Lists can be paired using `zip`
• Once paired, a dictionary can be created using `dict`

source: http://openbookproject.net/thinkcs/python/english3e/dictionaries.html
Creating a dictionary:

course = {'id': 'BE5B33PRG', 'name': 'Programming essentials', 'capacity': 25}
course2 = dict(id='BE5B33PRG', name='Programming essentials', capacity=25)
course3 = dict([('id', 'BE5B33PRG'), ('name', 'Programming essentials'), ('capacity', 25)])
course4 = dict(zip(('id', 'name', 'capacity'), ('BE5B33PRG', 'Programming essentials', 25)))

All the above methods create a dictionary with the same contents:

course

{'capacity': 25, 'id': 'BE5B33PRG', 'name': 'Programming essentials'}

course == course2 == course3 == course4

True

Testing membership in a dictionary (the tested object is assumed to be a key):

'id' in course, 'BE5B33PRG' in course

(True, False)
Querying a dictionary for a value:

course['id']

'BE5B33PRG'

Getting the lists of keys, values and key-value pairs:

```python
print(list(course.keys()))
print(list(course.values()))
print(list(course.items()))
```

[['name', 'capacity', 'id']
['Programming essentials', 25, 'BE5B33PRG']
[('name', 'Programming essentials'), ('capacity', 25), ('id', 'BE5B33PRG')]]

Adding new key-value pairs:

```python
course['lecturer'] = 'Svoboda'
print(course)
```

{'lecturer': 'Svoboda', 'name': 'Programming essentials', 'capacity': 25, 'id': 'BE5B33PRG'}
Replacing a value for an existing key:

```python
course['lecturer'] = 'Posik'
print(course)
```

```json
{'lecturer': 'Posik', 'name': 'Programming essentials', 'capacity': 25, 'id': 'BE5B33PRG'}
```

Removing an item from a dictionary:

```python
del course['lecturer']
print(course)
```

```json
{'name': 'Programming essentials', 'capacity': 25, 'id': 'BE5B33PRG'}
```
Iterating over keys:

```python
for key in course:
    print(key, end=' | ')
```

name | capacity | id |

or

```python
for key in course.keys():
    print(key, end=' | ')
```

name | capacity | id |

Iterating over values:

```python
for val in course.values():
    print(val, end=' | ')
```

Programming essentials | 25 | BE5B33PRG |
Iterating over key-value pairs:

```python
for item in course.items():
    print(item[0], '=' , item[1], end=' | ')
```

name = Programming essentials | capacity = 25 | id = BE5B33PRG |

or, in a better way:

```python
for key, val in course.items():
    print(key, '=' , val, end=' | ')
```

name = Programming essentials | capacity = 25 | id = BE5B33PRG |
**dict.get() method**

- Returns the **value corresponding to the key**, if the key exists in the dictionary

- Returns **None** if key is **not in the dictionary** and **no default value** is given

- Returns a **default value**, if key does not exist in the dictionary and the **default value is specified**
```python
print(course['id'])
```

BE5B33PRG

```python
print(course.get('id'))
```

BE5B33PRG

**Querying a value for a non-existent key:**

```python
course
```

```python
{'capacity': 25, 'id': 'BE5B33PRG', 'name': 'Programming essentials'}
```

```python
# print(course['univ'])  # Raises KeyError
```

```python
print(course.get('univ'))
```

None

```python
print(course.get('univ', 'CTU in Prague'))
```

CTU in Prague

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22/10/20

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Creating a Counter

```
from collections import Counter

# a new, empty counter
c = Counter()

# a new counter from an iterable
c = Counter('abracadabra')

# a new counter from a mapping
# c = Counter({'red': 4, 'blue': 2})

# a new counter from keyword args
# c = Counter(cats=4, dogs=8)
```

- Counter is a special kind of a **mapping type** (dictionary)
- Collection of **elements** which are stored **as keys**, and their **counts** are stored **as values**
- Values are counts, i.e. any integers, including negative
- Defined in **collections module**

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22/10/20
Accessing Counter elements

- Use indexing as for dicts.
- For non-existing keys, Counter returns 0, instead of raising KeyError.

```python
c = Counter(['eggs', 'ham'])
print(c)
Counter({'ham': 1, 'eggs': 1})

print(c['eggs'])
print(c['bacon'])
```

```python
Counter.most_common()
```

```python
c = Counter('abracadabra')
c
Counter({'a': 5, 'b': 2, 'c': 1, 'd': 1, 'r': 2})
c.most_common(3)
[('a', 5), ('b', 2), ('r', 2)]
```

source courtesy of Petr Posik PRG 2016/2017
Adding and subtracting counters

```python
from collections import Counter

c1 = Counter('abracadabra')
c2 = Counter('simsalabim')
print(c1)
print(c2)

Counter({'a': 5, 'b': 2, 'r': 2, 'd': 1, 'c': 1})
Counter({'a': 2, 'm': 2, 'i': 2, 's': 2, 'l': 1, 'b': 1})

print(c1 + c2)

Counter({'a': 7, 'b': 3, 'i': 2, 'r': 2, 'm': 2, 's': 2, 'c': 1, 'd': 1, 'l': 1})

print(c1 - c2)

Counter({'a': 3, 'r': 2, 'c': 1, 'b': 1, 'd': 1})
```

Note, there are no elements with negative values (that could be expected for `s`, `i`, `m`, `...`).

source courtesy of Petr Posik PRG 2016/2017
**Counter.update() and Counter.subtract()**

```python
c = Counter()
c1 = Counter('abrakadabra')
c2 = Counter('avada kedavra')

c.subtract(c1)        # Negative counts
print(c1)
print(c)
Counter({'a': 5, 'b': 2, 'r': 2, 'd': 1, 'k': 1})
Counter({'k': -1, 'd': -1, 'r': -2, 'b': -2, 'a': -5})

c.update(c2)
print(c)
Counter({'v': 2, ' ': 1, 'e': 1, 'd': 1, 'k': 0, 'a': 0, 'r': -1, 'b': -2})

c.update(c1)
c.subtract(c2)
print(c2)
print(c)
Counter({'v': 0, ' ': 0, 'r': 0, 'k': 0, 'e': 0, 'd': 0, 'b': 0, 'a': 0})
```

source courtesy of Petr Posik PRG 2016/2017
• As in the case of lists, because **dictionaries are mutable**, we need to be aware of **aliasing** (!!!)

• Aliasing: whenever two variables refer to the same object, changes to one affect the other

• If we want to modify a dictionary and keep a copy of the original, **use the copy method**

• **EXAMPLE**: **opposites is a dictionary that contains pairs of opposites**

```python
>>> opposites = {"up": "down", "right": "wrong", "yes": "no"}
>>> alias = opposites
>>> copy = opposites.copy()  # Shallow copy
```
• *Alias* and *opposites* refer to the same object;
• *Copy* refers to a fresh copy of the same dictionary.
• If *alias* is modified, *opposites* is **changed as well**: 

```python
>>> alias['right'] = 'left'
>>> opposites['right']
'left'
```

• If *copy* is modified, *opposites* is **unchanged**: 

```python
>>> copy['right'] = 'privilege'
>>> opposites['right']
'left'
```
• **EXAMPLE:** Function that *counts the number of occurrences* of a letter in a string using a frequency table of the letters in the string (how many times each letter appears)

• Compressing a text file: *because different letters appear with different frequencies*, we can compress a file by using *shorter codes for common letters and longer codes for letters that appear less frequently.*

• Dictionary ideal for frequency tables

source [http://openbookproject.net/thinkcs/python/english3e/dictionaries.html](http://openbookproject.net/thinkcs/python/english3e/dictionaries.html)
ALGORITHM:
• Start with an empty dictionary
• For each letter in the string, find the current count (possibly zero) and increment it
• At the end the dictionary contains pairs of letters and their frequencies
• To display the frequency table in alphabetical order use sort()
• NOTE: in the first line the type conversion function list is called to get from items into a list (needed to use sort method)

source http://openbookproject.net/thinkcs/python/english3e/dictionaries.html
LINEAR SEARCH ALGORITHM

```python
test(search_linear(friends, "Zoe") == 1)
test(search_linear(friends, "Joe") == 0)
test(search_linear(friends, "Paris") == 6)
test(search_linear(friends, "Bill") == -1)
```

```python
def search_linear(xs, target):
    """Find and return the index of target in sequence xs """
    for (i, v) in enumerate(xs):
        if v == target:
            return i
    return -1
```

• **EXAMPLE**: *Search algorithm* – to find the index where a specific item occurs within in a list of items then return the index of the item if it is found or return -1 if the item doesn’t occur in the list

source [http://openbookproject.net/thinkcs/python/english3e/dictionaries.html](http://openbookproject.net/thinkcs/python/english3e/dictionaries.html)
LINEAR SEARCH ALGORITHM

```python
def search_linear(xs, target):
    """ Find and return the index of target in sequence xs """
    for (i, v) in enumerate(xs):
        if v == target:
            return i
    return -1
```

- Searching all items in a sequence from first to last is called **linear search**
- Check whether \( v == target \) is called a **probe**
- Count probes as a measure of how **efficient** the algorithm is (indication of how long the algorithm will take to execute)
- Linear searching is characterized by the fact that the number of probes needed to find some target depends directly on the length of the list

source: [http://openbookproject.net/thinkcs/python/english3e/dictionaries.html](http://openbookproject.net/thinkcs/python/english3e/dictionaries.html)
LINEAR SEARCH ALGORITHM

```python
def search_linear(xs, target):
    """ Find and return the index of target in sequence xs """
    for (i, v) in enumerate(xs):
        if v == target:
            return i
    return -1
```

- Test every item in the list from first to last such that the result is returned by the function as it is found (early return)

- **NEGATIVE**: If searching for a target that is not present in the list, then go all the way to the end before we can return the negative value

- Search has **linear** performance
- Interested in the scalability of our algorithms (how to solve this for million or ten million of items?)

Source: [http://openbookproject.net/thinkcs/python/english3e/dictionaries.html](http://openbookproject.net/thinkcs/python/english3e/dictionaries.html)
This lecture re-uses selected parts of the OPEN BOOK PROJECT

**Learning with Python 3 (RLE)**

[http://openbookproject.net/thinkcs/python/english3e/index.html](http://openbookproject.net/thinkcs/python/english3e/index.html)

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- Version date: October 2012
- by Peter Wentworth, Jeffrey Elkner, Allen B. Downey, and Chris Meyers (based on 2nd edition by Jeffrey Elkner, Allen B. Downey, and Chris Meyers)
- Source repository is at [https://code.launchpad.net/~thinkcspy-rle-team/thinkcspy/thinkcspy3-rle](https://code.launchpad.net/~thinkcspy-rle-team/thinkcspy/thinkcspy3-rle)
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