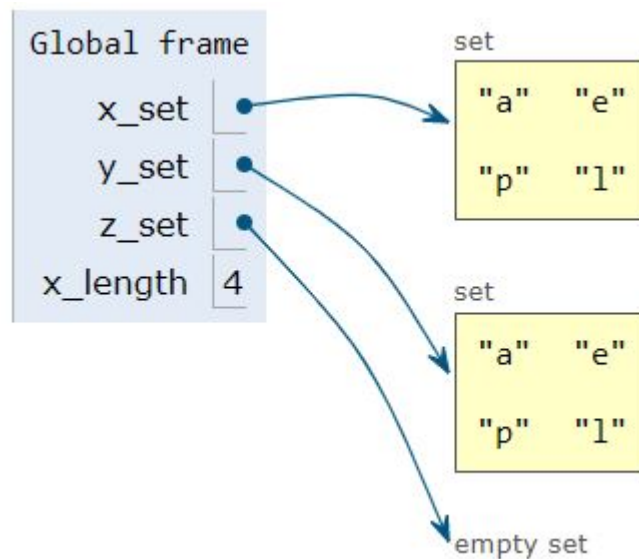


# SETS

# A Python Set

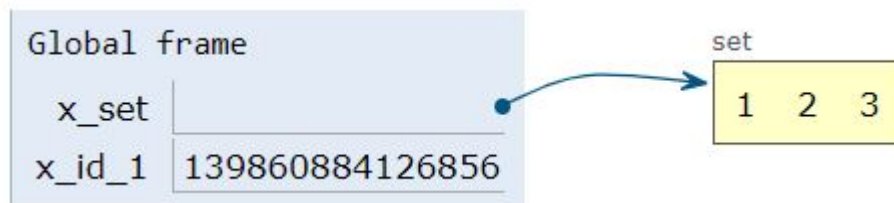
```
x_set = {'a', 'p', 'p', 'l', 'e'}  
y_set = set('apple')  
z_set = set()  
x_length = len(x_set)
```



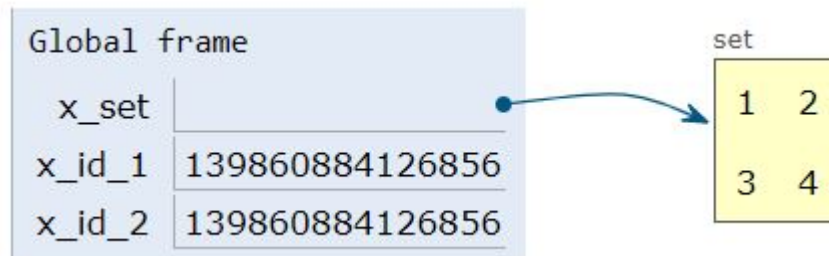
- un-ordered & mutable
- unique hashable elements

# Sets and Mutability

```
x_set = {1, 3, 3, 2}
x_id_1 = id(x_set)
```



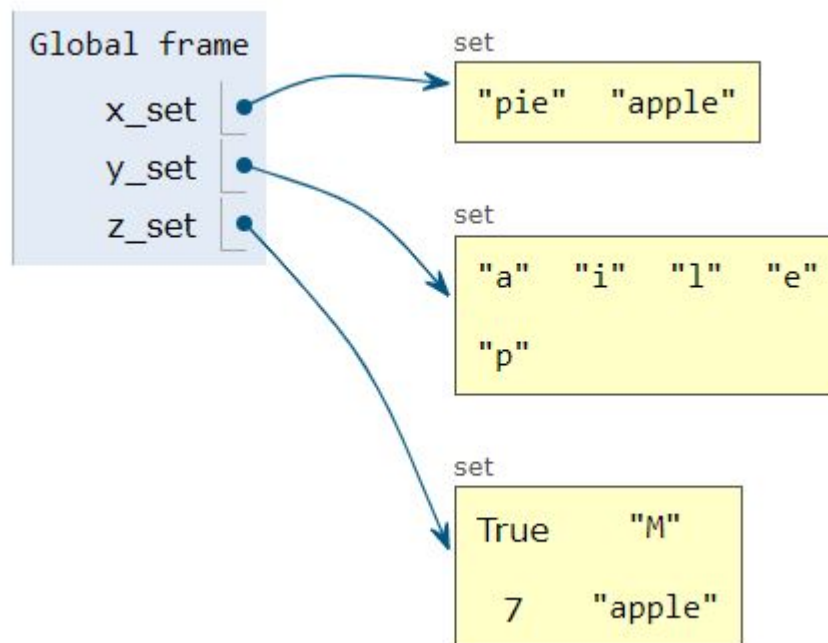
```
x_set.add(2)          # duplicate: not added
x_set.add(4)          # new element: added
x_id_2 = id(x_set)
```



- sets are mutable

# Sets from Primitive Types

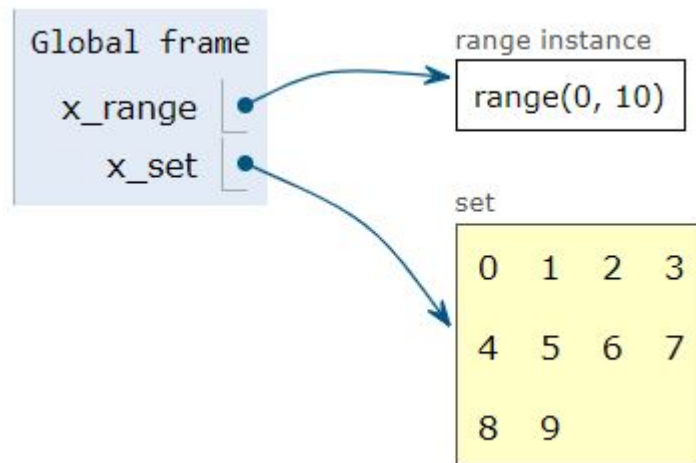
```
x_set = {'apple', 'pie'}  
y_set = set('applepie')  
z_set = {'apple', 7, True, 'M', 2+3j}
```



- all primitive types are hashable!!!

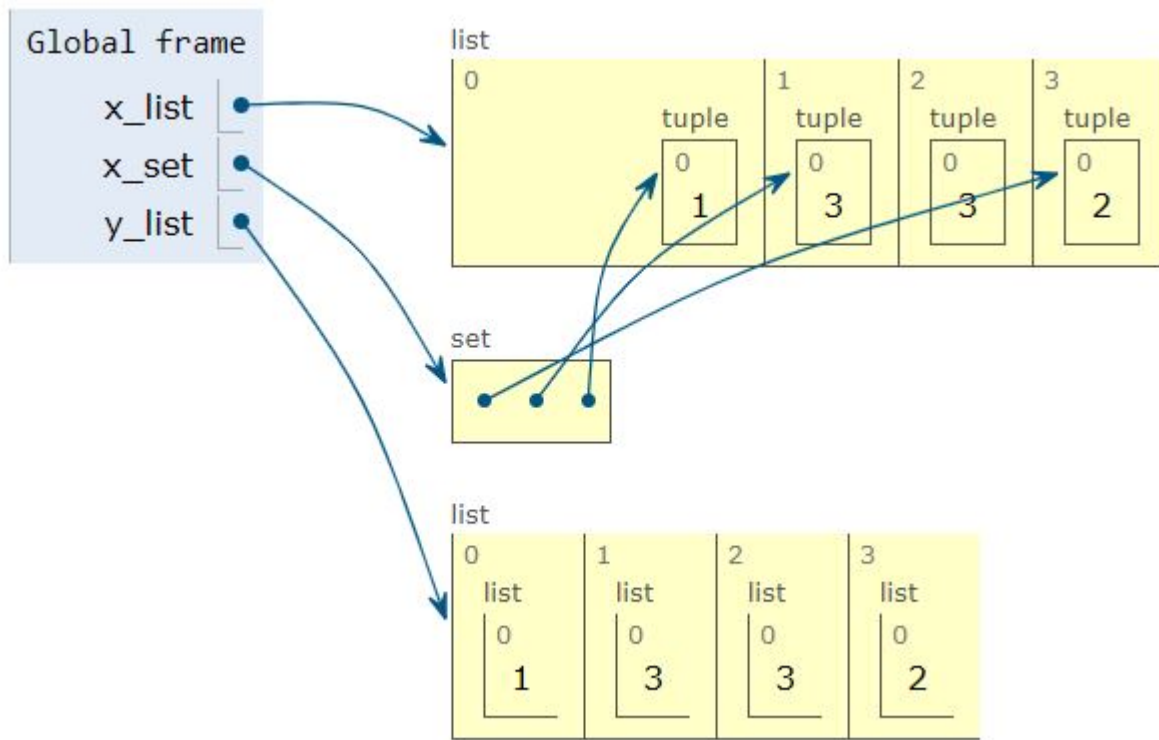
# Sets from Ranges

```
x_set = set(range(10))
```



# Sets from Lists

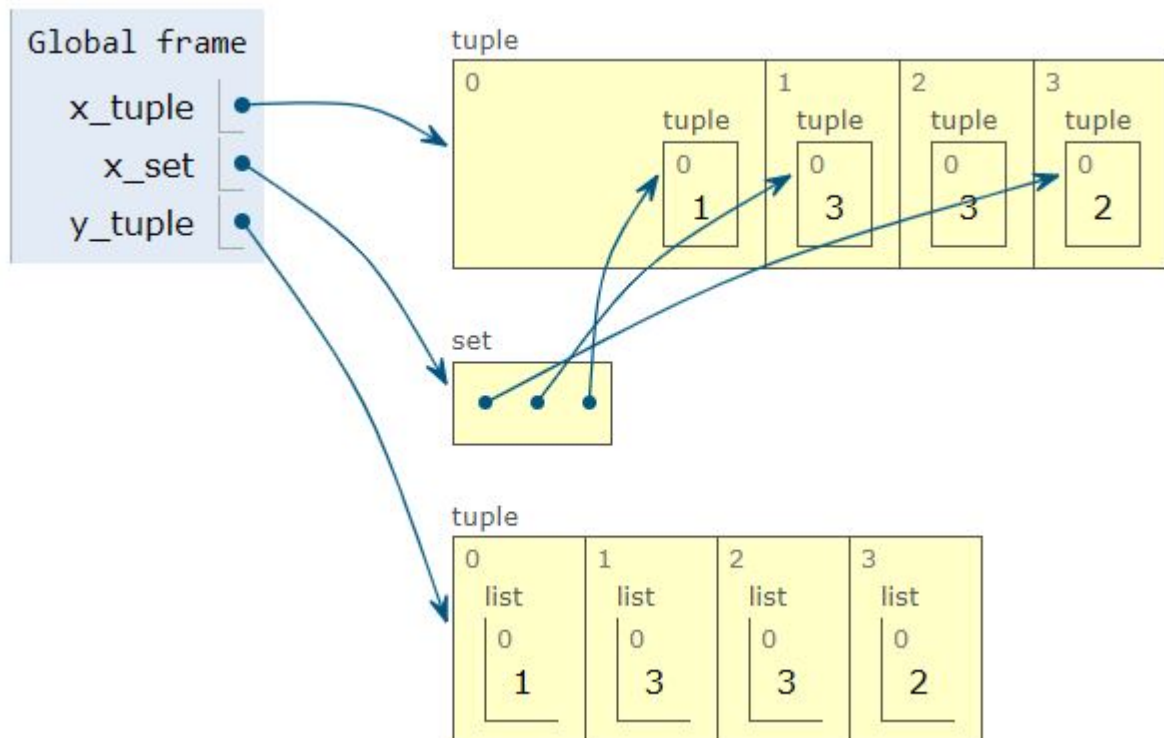
```
x_list = [ (1,), (3,), (3,), (2,)]
x_set = set(x_list)
y_list = [ [1], [3], [3], [2] ]
y_set = set(y_list) # illegal (unhashable)
```



- hashable elements only!

# Sets from Tuples

```
x_tuple = ( (1,), (3,), (3,), (2,))  
x_set   = set(x_tuple)  
y_tuple = ( [1], [3], [3], [2] ) # illegal
```



- hashable elements only!

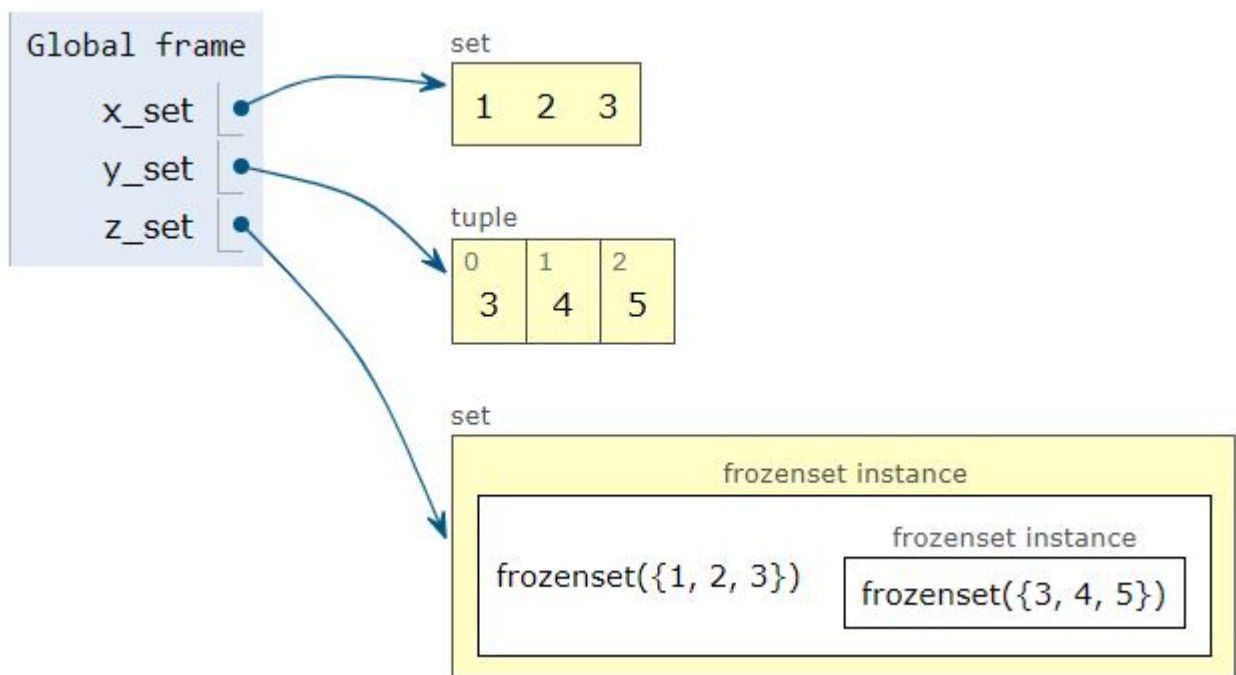
# Sets from Frozen Sets

```
x_set = {1, 2, 3}
```

```
y_set = (3, 4, 5)
```

```
z_set = { frozenset(x_set), frozenset(y_set) }
```

```
w_set = { x_set, y_set } # illegal
```

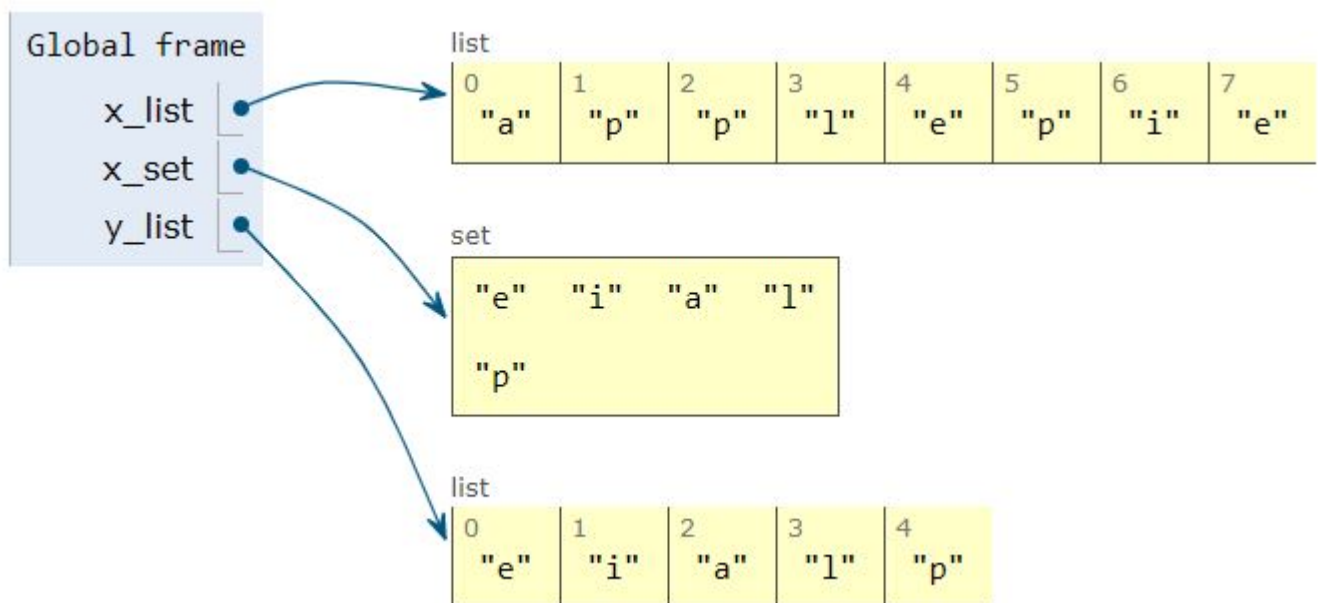


- make sets immutable ('frozen')



# Example: Remove Duplicates

```
x_list = list('applepie')  
x_set  = set(x_list)  
y_list = list(x_set)
```



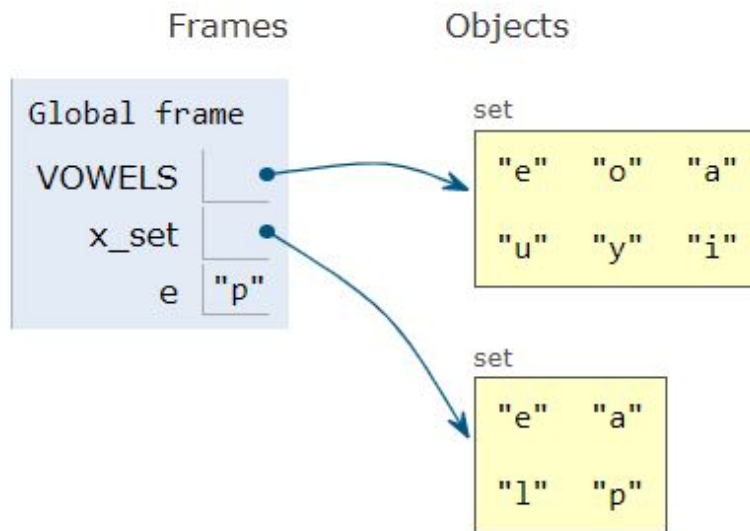
- no guarantee for ordering

# Membership & Iteration

```
VOWELS = set('aeoiuy')
x_set = {'a', 'p', 'p', 'l', 'e'}
for e in x_set:
    if e in VOWELS:
        print(e)
```

Print output (drag lower right corner to resize)

e  
a



- iterable but not indexed

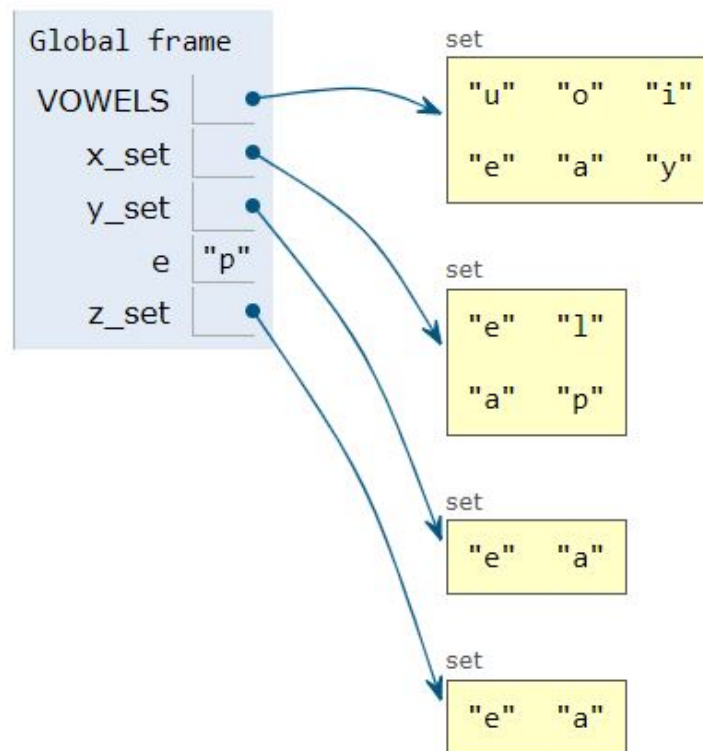
## Exercise(s):

- print consonants in *x\_set*:

```
x_set = set("monday")
```

# Set *comprehension*

```
VOWELS = set('aeiouy')
x_set = {'a', 'p', 'p', 'l', 'e'}
y_set = set()
for e in x_set:
    if e in VOWELS:
        y_set.add(e)
z_set = { e for e in x_set if e in VOWELS }
```



## Exercise(s):

- use set comprehension to construct *y\_set* with negative elements from *x\_set*:

```
x_set = [1, -5, -7, 3, -2]  
y_set = [-5, -7, -2]
```

- use set comprehension to construct a list of consonants in *x\_set*:

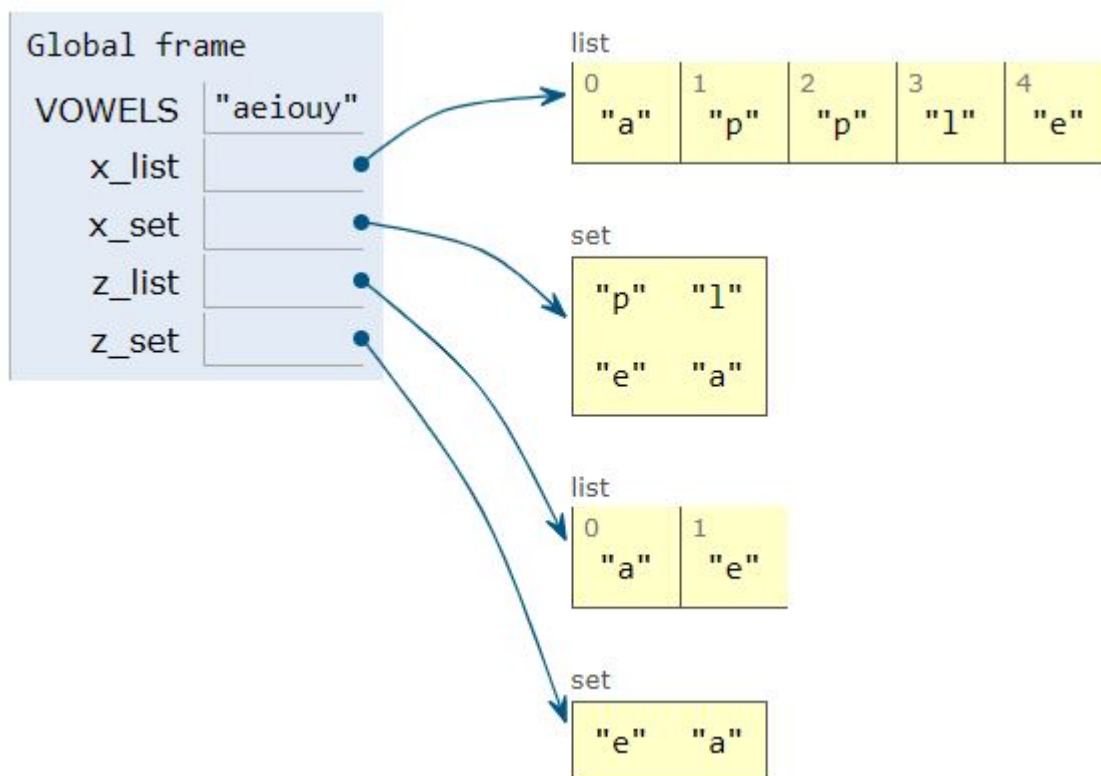
```
x_set = set("wednesday")
```

# Set/List *comprehension*

```

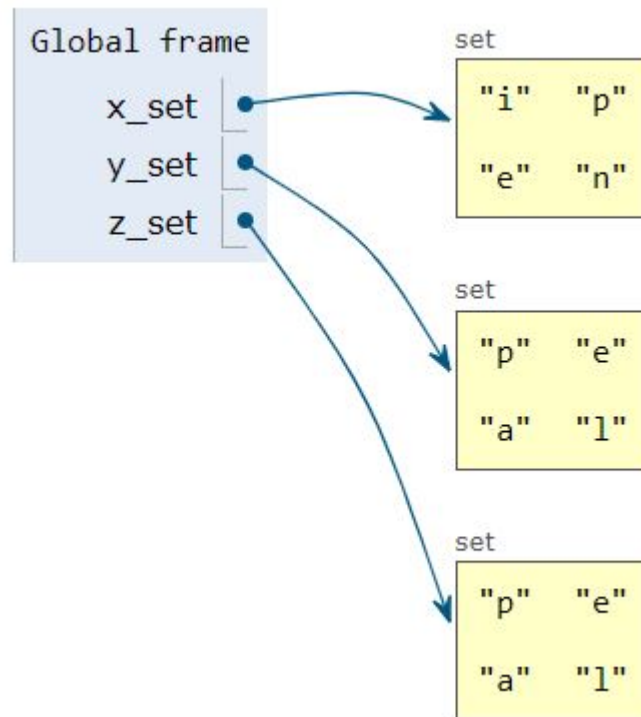
VOWELS = 'aeiouy'
x_list = ['a', 'p', 'p', 'l', 'e']
x_set = {'a', 'p', 'p', 'l', 'e'}
z_list = [ e for e in x_list if e in VOWELS ]
z_set = { e for e in x_set if e in VOWELS }

```



## *update()* Method

```
x_set = {'p', 'i', 'n', 'e'}  
y_set = {'a', 'p', 'p', 'l', 'e'}  
z_set = {'a', 'p', 'p', 'l', 'e'}  
z_set.update(x_set)    # merge two sets
```



## Exercise(s):

- use *update()* to transform *x\_set* into *y\_set*

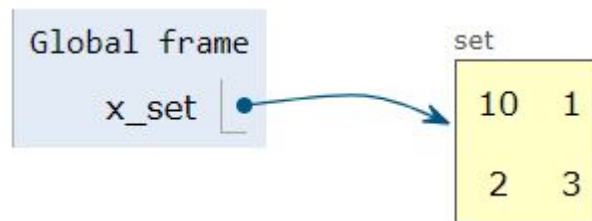
```
x_set = {1, 2, 3, 4, 5}
y_set = {1, 2, 3, 7, 8}
```



# *add()* & *clear()* Methods



```
x_set.add(10)
```



```
x_set.clear()
```



## Exercise(s):

- change (in-place) the contents of *x\_set* from

`x_set = {1, 2, 3}`

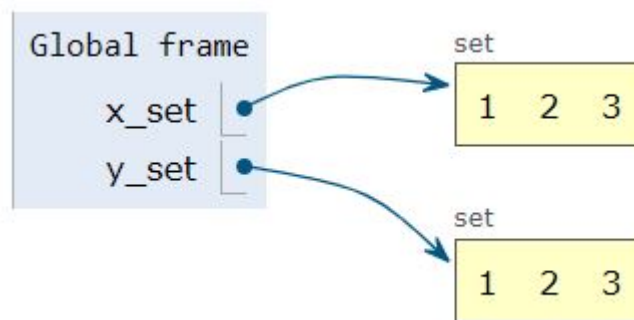
to:

`x_set = {4, 5, 6}`

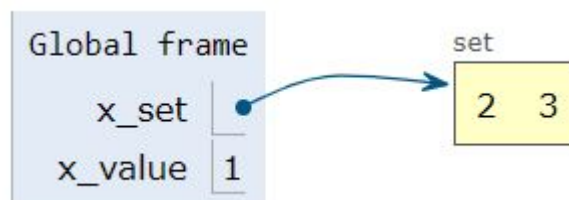
# *copy()* & *pop()* Methods



```
w_set = x_set.copy()
```



```
x_value = x_set.pop()           # remove random
```

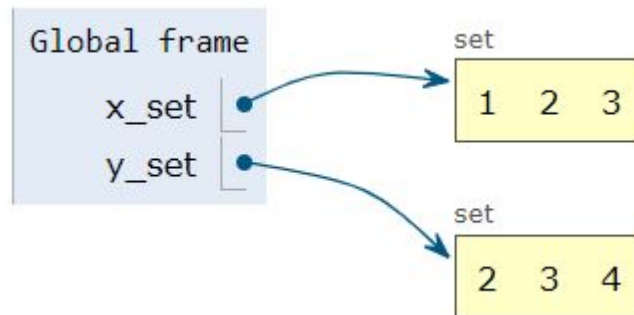


## Exercise(s):

- compute the sum of two elements from *x\_set* chosen at random

```
x_set = set(range(10))
```

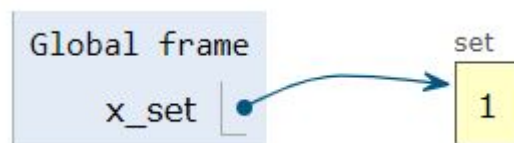
# *difference()* Method(s)



```
z_set = x_set.difference(y_set)
```



```
x_set.difference_update(y_set)
```



## Exercise(s):

- show two ways to construct a set containing elements from  $x\_set$  but not from  $y\_set$ :

```
x_set = {1, 2, 3, 4, 5, 6}
y_set = {3, 4}
```

# *discard()* & *remove()*



```
x_set.discard(2)
```

```
x_set.discard(10) # no error if missing
```



```
x_set.remove(2)
```

```
x_set.remove(10) # error if missing
```



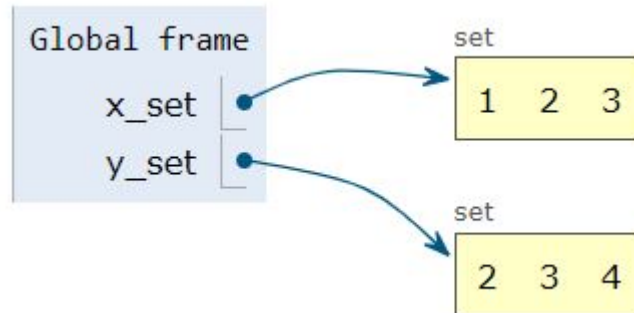
## Exercise(s):

- show two different ways to remove even numbers from *x\_set*

`x_set = {1, 2, 3, 4, 5, 6}`



# *intersection()* Method(s)



```
w_set = x_set.intersection(set_y)
```



```
x_set.intersection_update(y_set)
```

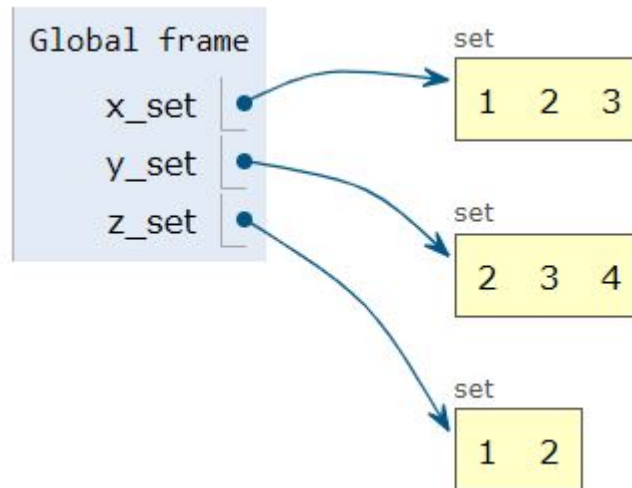


## Exercise(s):

- compute characters that are both in  $x\_set$  and  $y\_set$

```
x_set = set("sunday")  
y_set = set("tuesday")
```

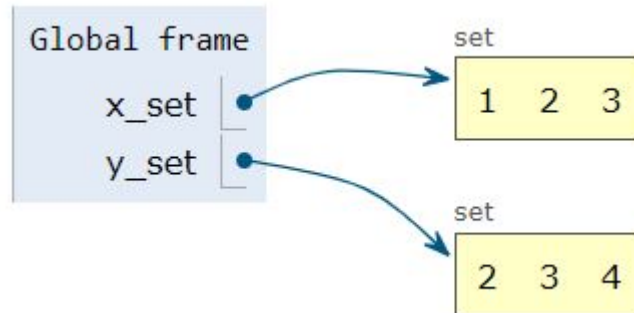
## *subset()* Method(s)



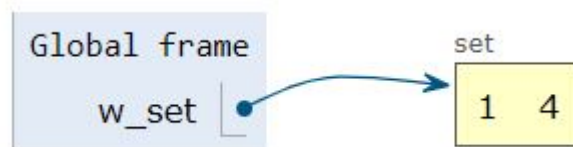
```
are_x_and_y_disjoint = x_set.isdisjoint(y_set)
is_z_subset_of_y      = z_set.issubset(y_set)
does_x_contain_z      = x_set.issuperset(z_set)
```

Global frame	
are_x_and_y_disjoint	False
is_z_subset_of_y	False
does_x_contain_z	True

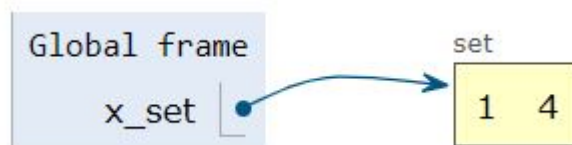
# *symmetric\_difference()*



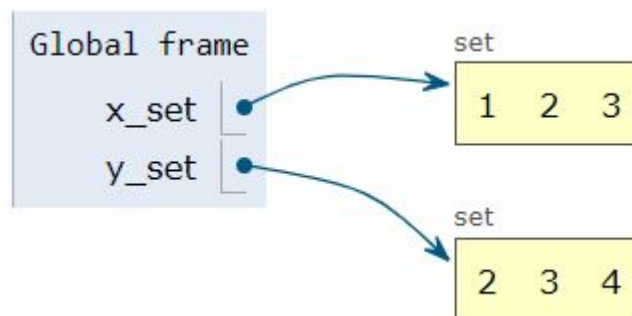
```
w_set = x_set.symmetric_difference(set_y)
```



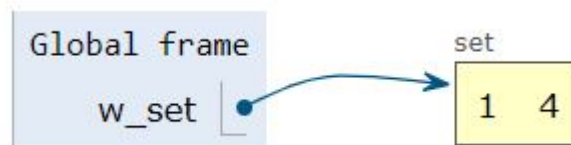
```
x_set.symmetric_difference_update(y_set)
```



# Symmetric Difference vs. Difference



```
w_set = x_set.symmetric_difference(set_y)
```



```
w_set = x_set.difference(y_set)
```



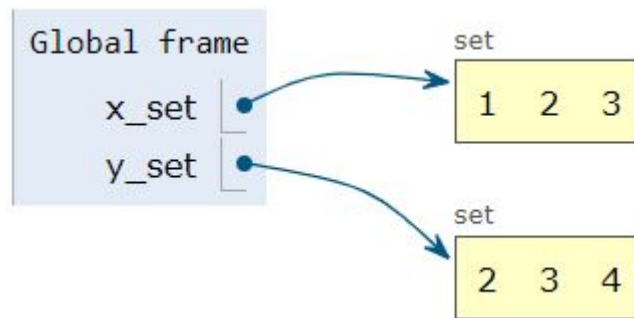
## Exercise(s):

- find a set of characters that are in *x\_set* but not in *y\_set*

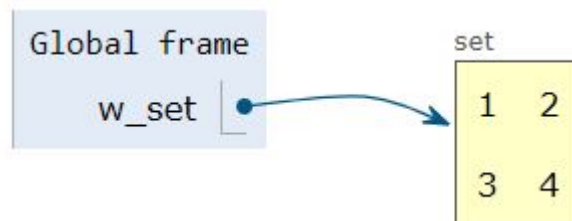
```
x_set = set("sunday")
```

```
y_set = set("tuesday")
```

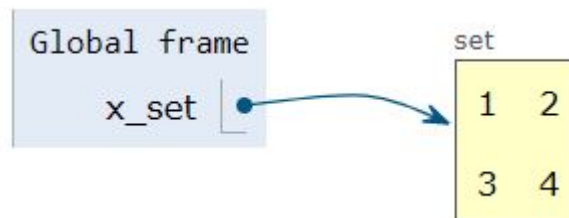
# *union()* **vs.** *update()*



```
w_set = x_set.union(set_y)
```



```
x_set.update(y_set)
```



## Exercise(s):

- find a set of characters that are either in *x\_set* or *y\_set*

```
x_set = set("sunday")  
y_set = set("tuesday")
```



# Jacard's Similarity

- similarity metric for sets

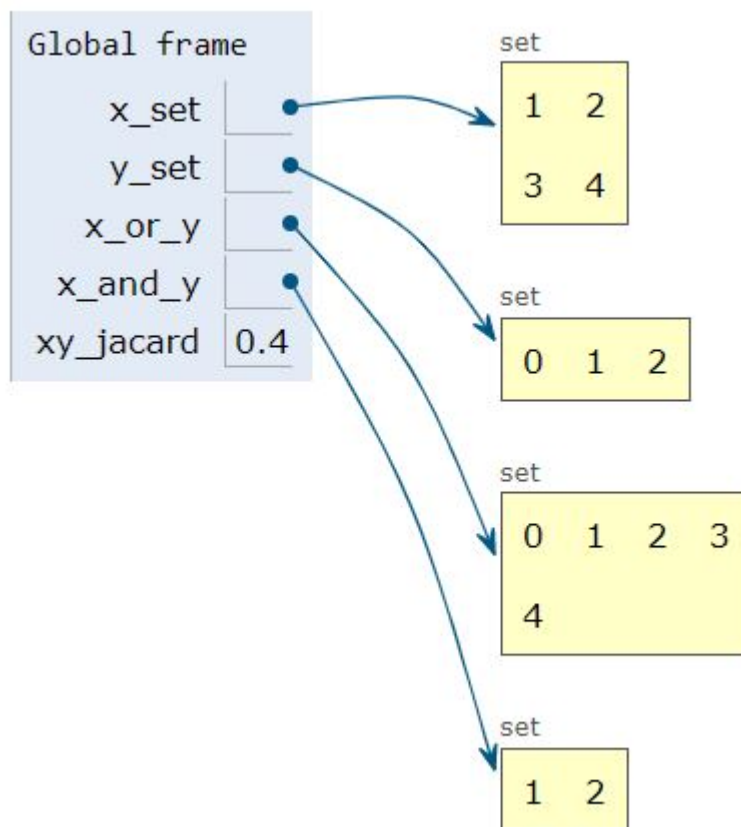
$$\text{Jacard}(A, B) = \frac{|A \cap B|}{|A \cup B|}$$

- widely used in data science
- minimum 0 (A, B disjoint)
- maximum 1 (A, B identical)

```
x_set      = {1, 2, 3, 4}
y_set      = {0, 1, 2}
x_or_y     = x_set.union(y_set)
x_and_y    = x_set.intersection(y_set)
xy_jacard  = len(x_and_y) / len(x_or_y)
```

# Jacard's Similarity

$$\text{Jacard}(A, B) = \frac{|A \cap B|}{|A \cup B|}$$



## Exercise(s):

- compute Jacard's similarity for each pair of sets from  $x\_set$ ,  $y\_set$ ,  $z\_set$ :

```
x_set = set("sunday")  
y_set = set("tuesday")  
z_set = set("thursday")
```

- which two sets are most similar?

```
x_set = set("wednesday")
```

## Summary:

- unordered collection
- iterable and mutable
- unique, immutable and hashable elements
- many methods