

[220] Objects+References

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**Do not post > 5 lines on
Piazza!**

**Cheaters caught: 0
(Through P5)**

Test yourself!

A

what is the type of the following? {}

1

set

2

dict

B

if S is a string and L is a list, which line definitely fails?

1

S[-1] = "."

2

L[len(S)] = S

C

which type is immutable?

1

str

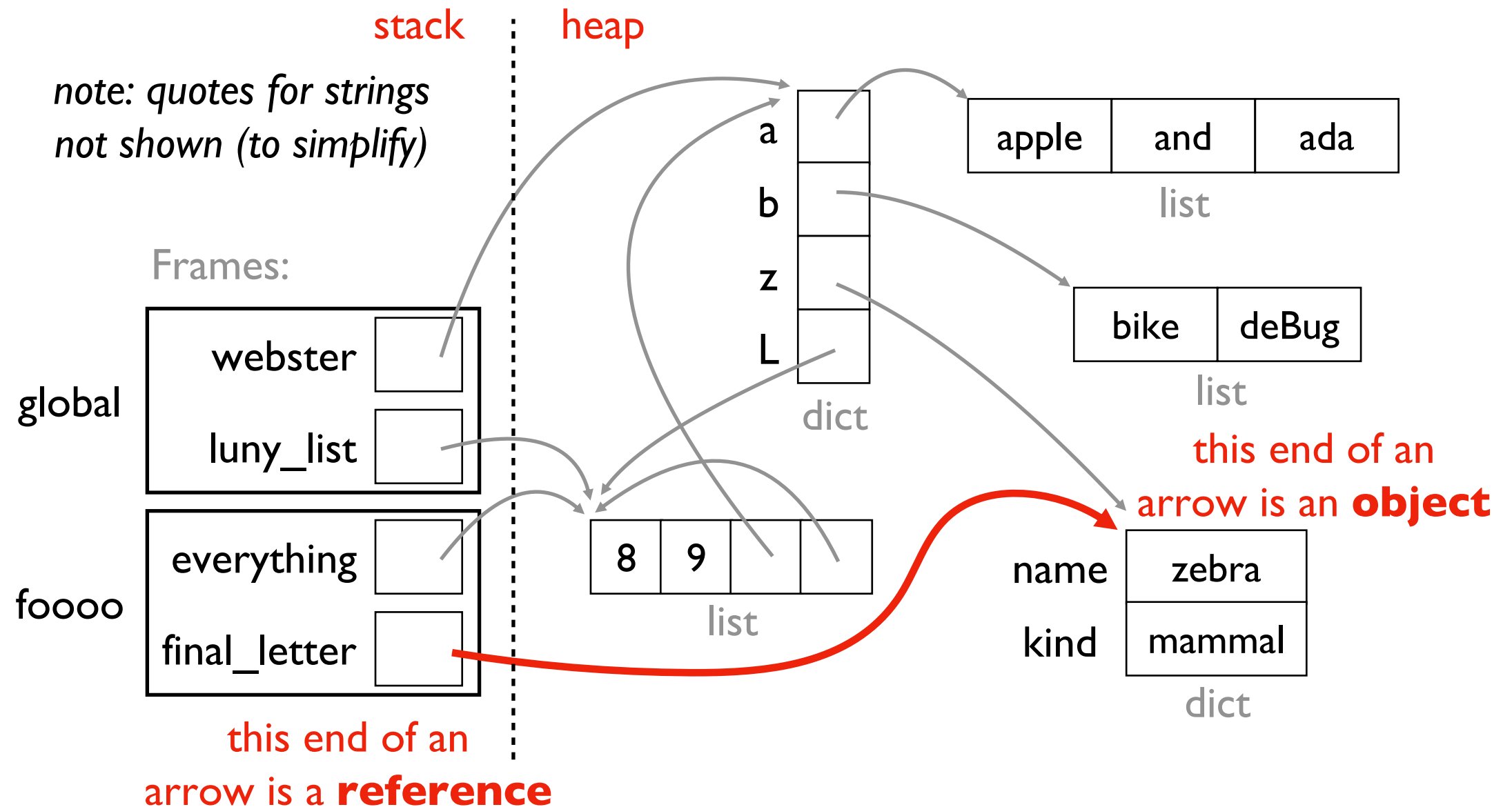
2

list

3

dict

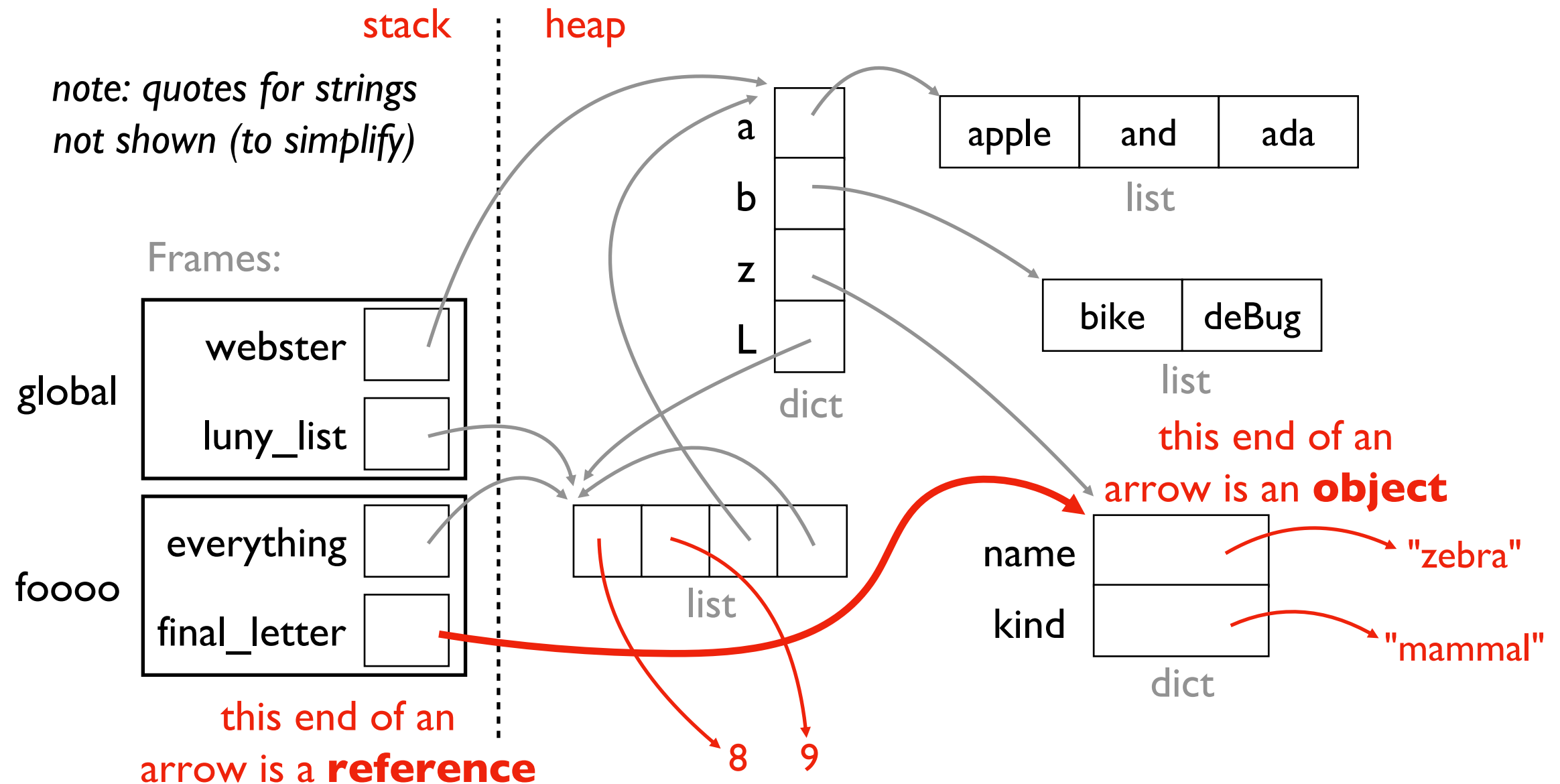
Objects and References



Observations

1. objects have a "life of their own" beyond variables or even function frames
2. here there are dict and list objects (others are possible)
3. references show up two places: as variables and values in data structures

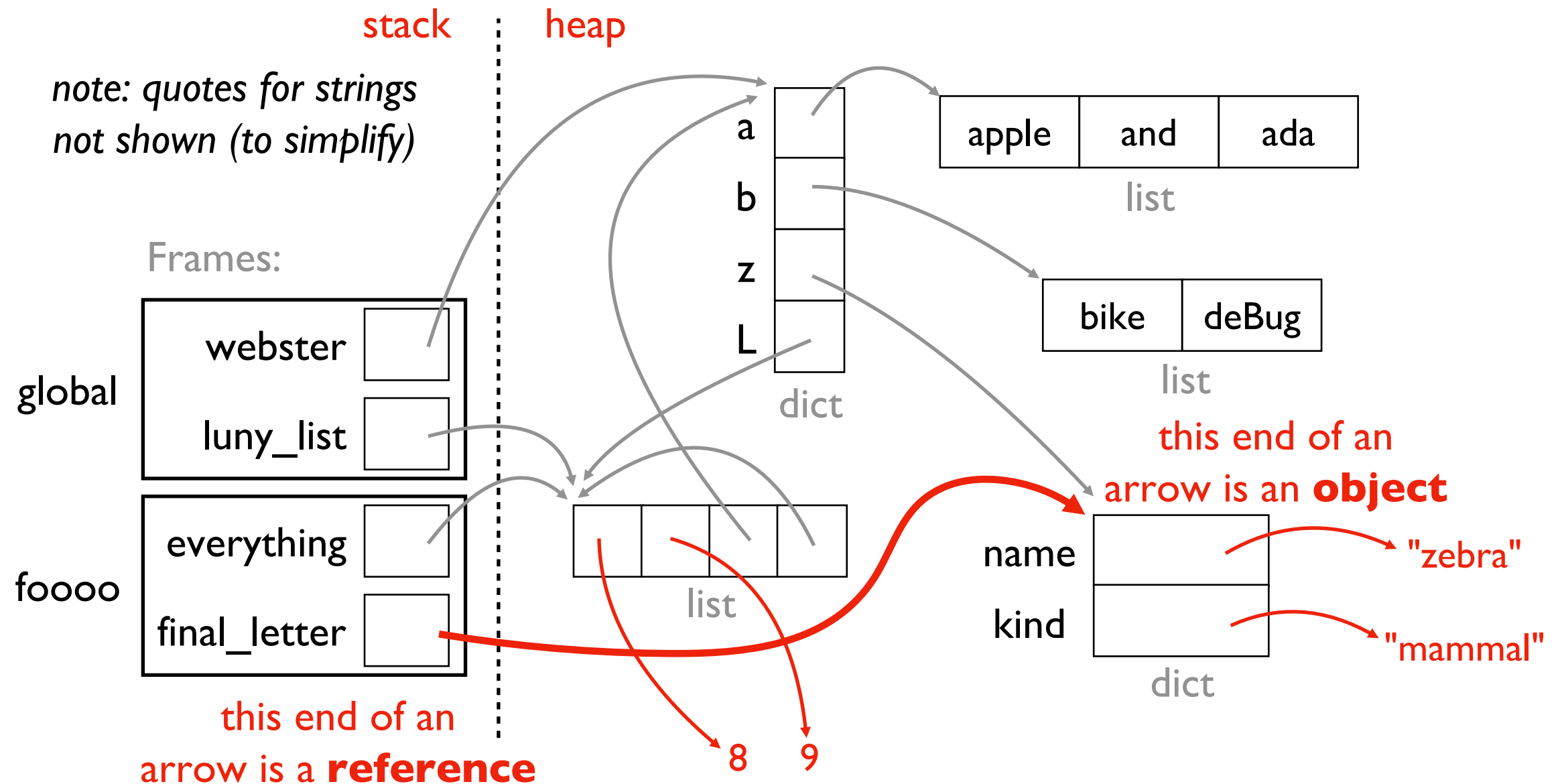
Objects and References



Observations

1. objects have a "life of their own" beyond variables or even function frames
2. here there are dict and list objects (others are possible)
3. references show up two places: as variables and values in data structures
4. technically ints and strs (and all values) are objects too in Python...

Objects and References



Questions

1. why do we need this more complicated model?
2. how can we create new types of objects?
3. how can we compare objects and references?
4. how can we copy objects to create new objects?

Today's Outline

New Types of Objects

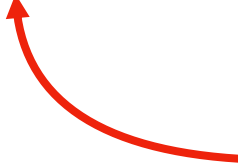
- tuple
- namedtuple
- recordclass

References

- motivation
- bugs: accidental argument modification
- “is” vs. “==”

Tuple Sequence

```
nums_list    = [200, 100, 300]  
nums_tuple   = (200, 100, 300)
```



if you use parentheses (round)
instead of brackets [square]
you get a tuple instead of a list

Tuple Sequence

```
nums_list    = [200, 100, 300]  
nums_tuple   = (200, 100, 300)
```

What is a tuple? A new kind of sequence!

Like a list

- for loop, indexing, slicing, other methods

Unlike a list:

- immutable (like a string)

Tuple Sequence

```
nums_list = [200, 100, 300]  
nums_tuple = (200, 100, 300)
```

```
x = nums_list[2]  
x = nums_tuple[2]
```

both put 300 in x

Like a list


- for loop, indexing, slicing, other methods


Unlike a list:

- immutable (like a string)

Tuple Sequence

```
nums_list = [200, 100, 300]
nums_tuple = (200, 100, 300)
```

✓ `nums_list[0] = 99` 

✗ `nums_tuple[0] = 99`  **changes list to**
[99, 100, 300]

Crashes!

```
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'tuple' object does not support item assignment
```

Like a list

- for loop, indexing, slicing, other methods

Unlike a list:


- **immutable** (like a string)

Why would we ever want immutability?

1. avoid certain bugs
2. some use cases require it (e.g., dict keys)

Example: location -> building mapping

```
buildings = {  
    [0,0]: "Comp Sci",  
    [0,2]: "Psychology",  
    [4,0]: "Noland",  
    [1,8]: "Van Vleck"  
}
```




trying to use x,y coordinates as key

FAILS!

```
Traceback (most recent call last):  
  File "test2.py", line 1, in <module>  
    buildings = {[0,0]: "CS"}  
TypeError: unhashable type: 'list'
```

Example: location -> building mapping

```
buildings = {  
    (0,0): "Comp Sci",  
    (0,2): "Psychology",  
    (4,0): "Noland",  
    (1,8): "Van Vleck"  
}
```



trying to use x,y coordinates as key

Succeeds!
(with tuples)

A note on parenthetical characters

type of parenthesis

uses

parentheses: (and)

specifying order: $(1+2) * 3$

(1+2)

function invocation: $f()$

tuple: $(1, 2, 3)$

(1+2,)

tuple of size 1

brackets: [and]

list creation: $s = [1, 2, 3]$

sequence indexing: $s[-1]$

sequence slicing: $s[1:-2]$

dict lookup: $d["one"]$

braces: { and }

dict creation: $d = \{ "one": 1, "two": 2 \}$

set creation: $\{1, 2, 3\}$

Today's Outline

New Types of Objects

- tuple
- namedtuple
- recordclass

References

- motivation
- bugs: accidental argument modification
- “is” vs. “==”

See any bugs?



1

```
people=[
    {"Fname": "Alice", "lname": "Anderson", "age": 30},
    {"fname": "Bob", "lname": "Baker", "age": 31},
]
p = people[0]
print("Hello " + p["fname"] + " " + p["lname"])
```

dict

2

```
people=[
    ("Alice", "Anderson", 30),
    ("Bob", "Baker", 31),
]
p = people[1]
print("Hello " + p[1] + " " + p[2])
```

tuple

Vote: Which is Better Code?

1

```
people=[
    {"fname": "Alice", "lname": "Anderson", "age": 30},
    {"fname": "Bob", "lname": "Baker", "age": 31},
]
p = people[0]
print("Hello " + p["fname"] + " " + p["lname"])
```

dict

2

```
people=[
    ("Alice", "Anderson", 30),
    ("Bob", "Baker", 31),
]
p = people[1]
print("Hello " + p[0] + " " + p[1])
```

tuple

1

```
people=[
    {"fname": "Alice", "lname": "Anderson", "age": 30},
    {"fname": "Bob", "lname": "Baker", "age": 31},
]
p = people[0]
print("Hello " + p["fname"] + " " + p["lname"])
```

dict

2

```
people=[
    ("Alice", "Anderson", 30),
    ("Bob", "Baker", 31),
]
p = people[1]
print("Hello " + p[0] + " " + p[1])
```

tuple

3

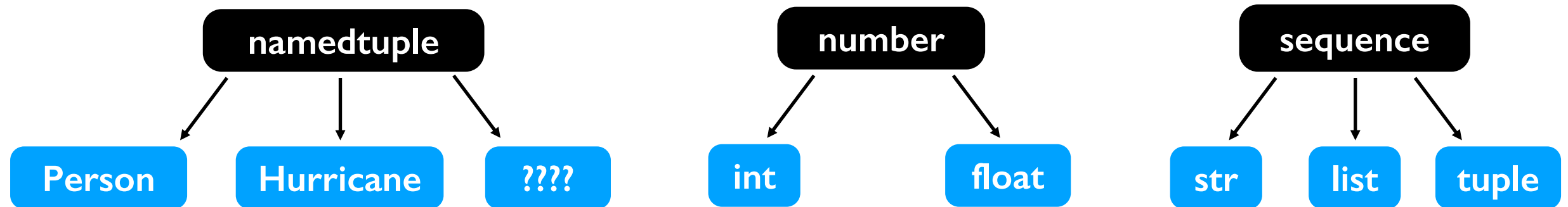
```
from collections import namedtuple
Person = namedtuple("Person", ["fname", "lname", "age"])
people=[
    Person("Alice", "Anderson", 30),
    Person("Bob", "Baker", 31),
]
p = people[0]
print("Hello " + p.fname + " " + p.lname)
```

namedtuple

```
from collections import namedtuple
```

need to import this data struct

```
Person = namedtuple("Person", ["fname", "lname", "age"])
```



```
p = Person("Alice", "Anderson", 30)
```

creates a object of type Person (sub type of namedtuple)
(like **str(3)** creates a new string or **list()** creates a new list)

```
print("Hello " + p.fname + " " + p.lname)
```

```
from collections import namedtuple
```

```
Person = namedtuple("Person", ["fname", "lname", "age"])
```

```
p = Person("Alice", "Anderson", 30)
```



can use either **positional** or keyword arguments to create a Person

```
print("Hello " + p.fname + " " + p.lname)
```

```
from collections import namedtuple
```

```
Person = namedtuple("Person", ["fname", "lname", "age"])
```

```
p = Person(age=30, fname="Alice", lname="Anderson")
```



can use either positional or **keyword** arguments to create a Person

```
print("Hello " + p.fname + " " + p.lname)
```

```
from collections import namedtuple
```

```
Person = namedtuple("Person", ["fname", "lname", "age"])
```

```
p = Person(age=30, Fname="Alice", lname="Anderson")
```

crashes
immediately
(good!)

```
print("Hello " + p.fname + " " + p.lname)
```

```
from collections import namedtuple
```

```
Person = namedtuple("Person", ["fname", "lname", "age"])
```

```
p = Person(age=30, fname="Alice", lname="Anderson")
```

```
print("Hello " + p.fname + " " + p.lname)
```



The diagram consists of two blue arrows. The first arrow originates from the `p.fname` attribute access in the `print` statement and points diagonally upwards to the `fname="Alice"` argument in the `Person` constructor. The second arrow originates from the `p.lname` attribute access in the `print` statement and points diagonally upwards to the `lname="Anderson"` argument in the `Person` constructor.

Today's Outline

New Types of Objects

- tuple
- namedtuple
- recordclass  mutable equivalent of a namedtuple

References

- motivation
- bugs: accidental argument modification
- “is” vs. “==”

which type supports birthdays mutability?

```
from collections import namedtuple
```

```
Person = namedtuple("Person", ["fname", "lname", "age"])
```

```
p = Person(age=30, fname="Alice", lname="Anderson")
```



```
p.age += 1 # it's a birthday!
```

```
print("Hello " + p.fname + " " + p.lname)
```



namedtuple

```
from recordclass import recordclass # not in collections!
```

```
Person = recordclass("Person", ["fname", "lname", "age"])
```

```
p = Person(age=30, fname="Alice", lname="Anderson")
```



```
p.age += 1 # it's a birthday!
```

```
print("Hello " + p.fname + " " + p.lname)
```



recordclass

need to install recordclass:

```
pip install recordclass
```

```
from recordclass import recordclass # not in collections!
```

```
Person = recordclass("Person", ["fname", "lname", "age"])
```

```
p = Person(age=30, fname="Alice", lname="Anderson")
```



```
p.age += 1 # it's a birthday!
```

```
print("Hello " + p.fname + " " + p.lname)
```



recordclass

Today's Outline

New Types of Objects

- tuple
- namedtuple
- recordclass



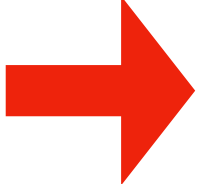
let's evolve our mental model of state!

References

- motivation
- bugs: accidental argument modification
- “is” vs. “==”

Mental Model for State (v1)

Code:



```
x = "hello"  
y = x  
y += " world"
```

State:

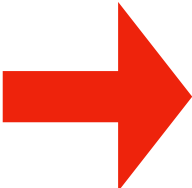
x

y

note: *we're not drawing frame boxes for simplicity since everything is in the global frame*

Mental Model for State (v1)

Code:



```
x = "hello"  
y = x  
y += " world"
```

State:

x hello

y

Mental Model for State (v1)

Code:

```
x = "hello"  
y = x  
→ y += " world"
```

State:

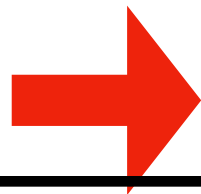
x hello

y hello

Mental Model for State (v1)

Code:

```
x = "hello"  
y = x  
y += " world"
```



State:

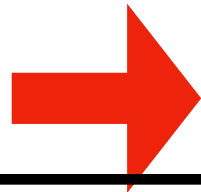
x hello

y hello world

Mental Model for State (v1)

Code:

```
x = "hello"  
y = x  
y += " world"
```



Common mental model

- equivalent for immutable types
- PythonTutor uses for strings, etc

Issues

- incorrect for mutable types
- ignores performance

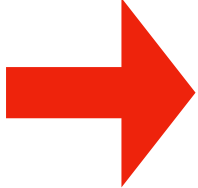
State:

x hello

y hello world

Mental Model for State (v2)

Code:

 `x = "hello"`
`y = x`
`y += " world"`

State:

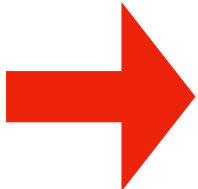
references

objects

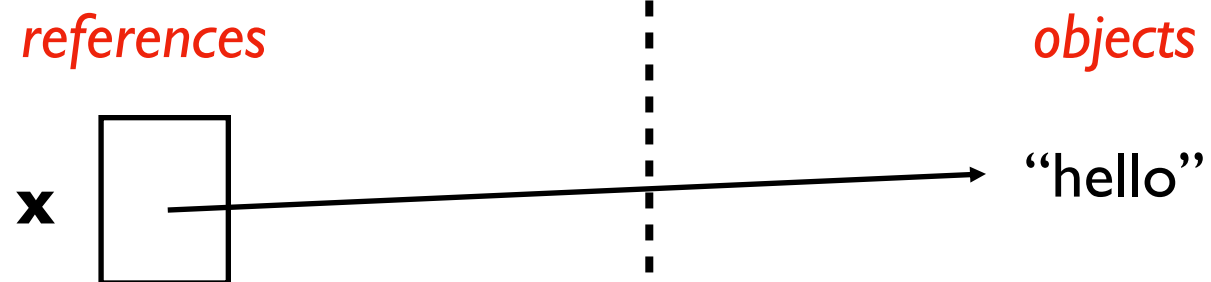
note: *we're still not drawing frame boxes for simplicity since everything is in the global frame*

Mental Model for State (v2)

Code:

 `x = "hello"`
`y = x`
`y += " world"`

State:



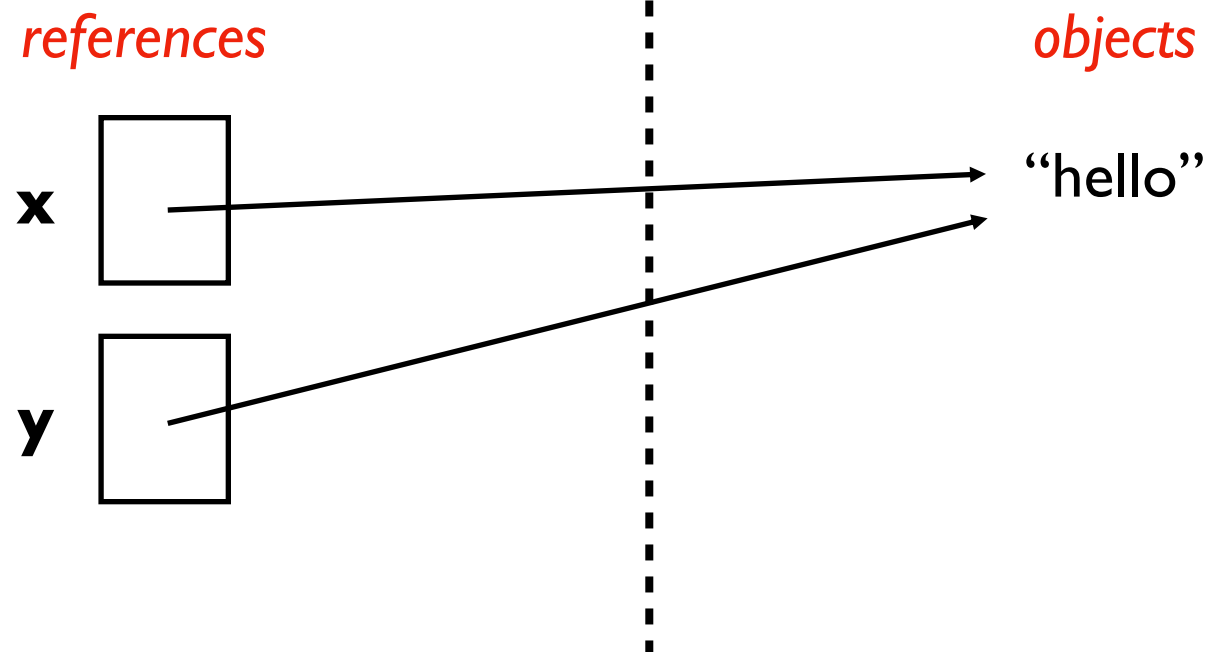
*any box with an arrow is a reference
(variables are one kind of reference)*

Mental Model for State (v2)

Code:

```
x = "hello"  
y = x  
→ y += " world"
```

State:

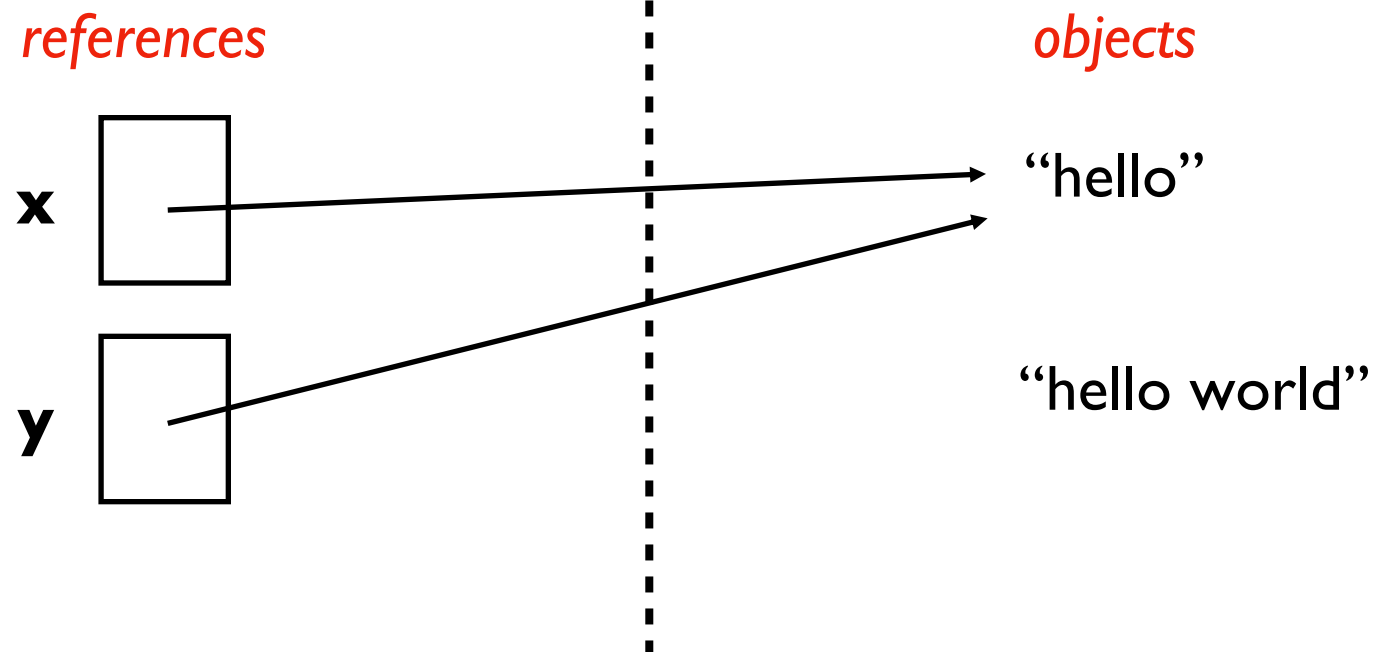


Mental Model for State (v2)

Code:

```
x = "hello"  
y = x  
→ y += " world"
```

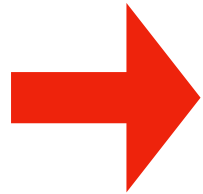
State:



Mental Model for State (v2)

Code:

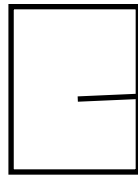
```
x = "hello"  
y = x  
y += " world"
```



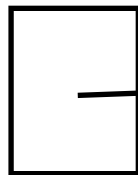
State:

references

x



y



objects

"hello"

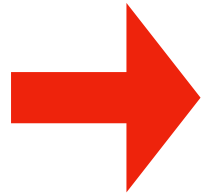
"hello world"



Mental Model for State (v2)

Code:

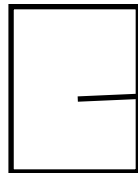
```
x = "hello"  
y = x  
y += " world"    # y = y + " world"
```



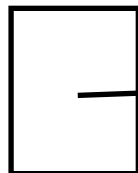
State:

references

x



y



objects

"hello"

"hello world"



Revisiting Assignment and Passing Rules for v2

RULE 1 (assignment)

x = ????

y = **x** # y should reference whatever x references

RULE 2 (argument passing)

```
def f(y):  
    pass
```

x = ????

f(**x**) # y should reference whatever x references

How PythonTutor renders immutable types is configurable...

Code:

```
x = "hello"  
y = x  
y += " world"
```

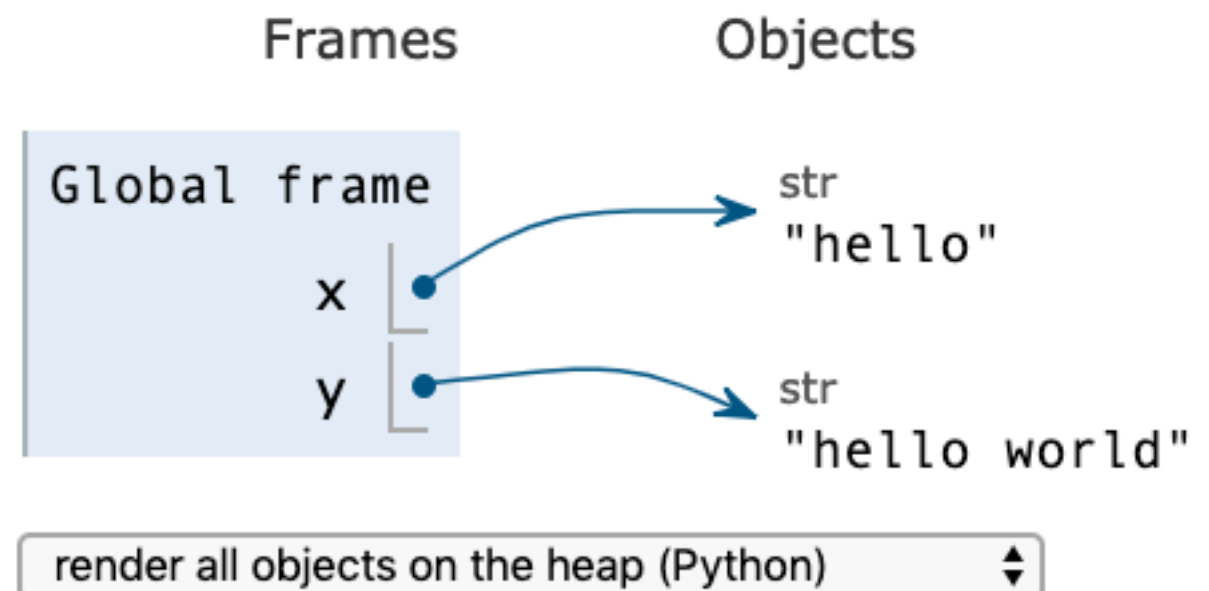
v1



Objects

inline primitives but don't nest objects [default] ⬆⬆

v2



render all objects on the heap (Python) ⬆⬆

Today's Outline

New Types of Objects

- tuple
- namedtuple
- recordclass

References


- motivation
- bugs: accidental argument modification
- “is” vs. “==”

Why does Python have the complexity of separate **references** and **objects**?

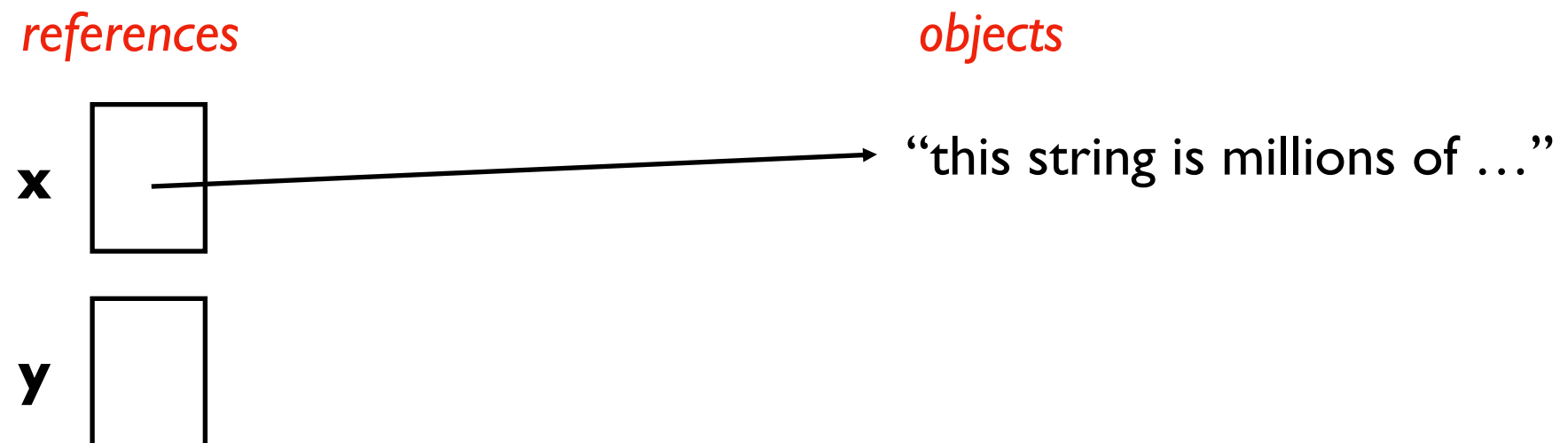
Why not follow the original organization we saw for everything (*i.e.*, boxes of data with labels)?

Reason 1: Performance

Code:

 `x = "this string is millions of characters..."`
`y = x # this is fast!`

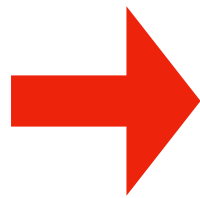
State:



Reason 1: Performance

Code:

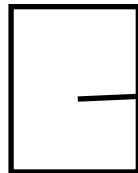
```
x = "this string is millions of characters..."  
y = x # this is fast!
```



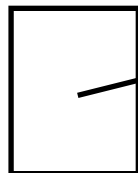
State:

references

x

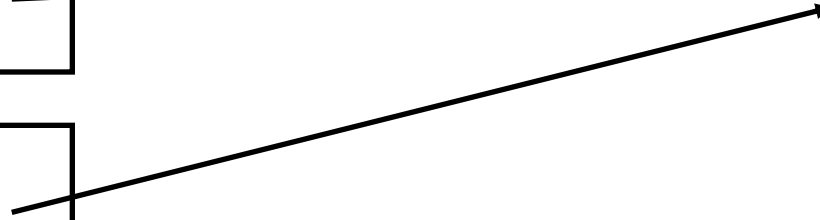


y



objects

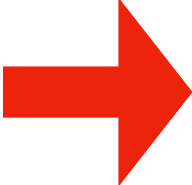
"this string is millions of ..."



Reason 2: Centralized Updates

```
from recordclass import recordclass
```

```
Person = recordclass("Person", ["name", "score", "age"])
```



```
alice = Person(name="Alice", score=10, age=30)  
bob = Person(name="Bob", score=8, age=25)  
winner = alice
```

```
alice.age += 1  
print("Winner age:", winner.age)
```

State:

references

alice



bob



winner

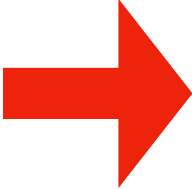


objects

Reason 2: Centralized Updates

```
from recordclass import recordclass
```

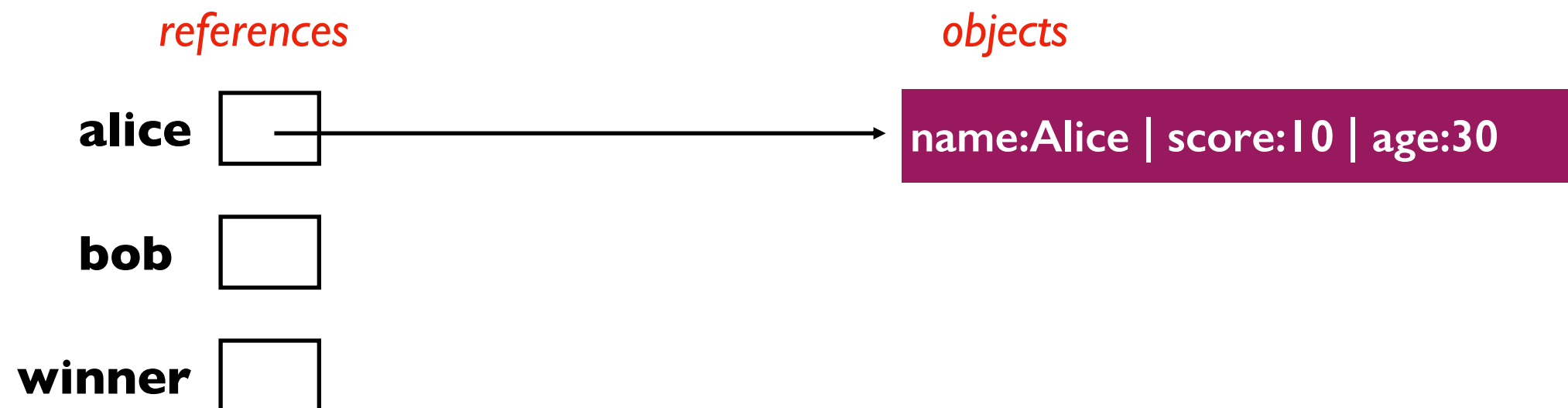
```
Person = recordclass("Person", ["name", "score", "age"])
```



```
alice = Person(name="Alice", score=10, age=30)  
bob = Person(name="Bob", score=8, age=25)  
winner = alice
```

```
alice.age += 1  
print("Winner age:", winner.age)
```

State:



Reason 2: Centralized Updates

```
from recordclass import recordclass
```

```
Person = recordclass("Person", ["name", "score", "age"])
```

```
alice = Person(name="Alice", score=10, age=30)
```

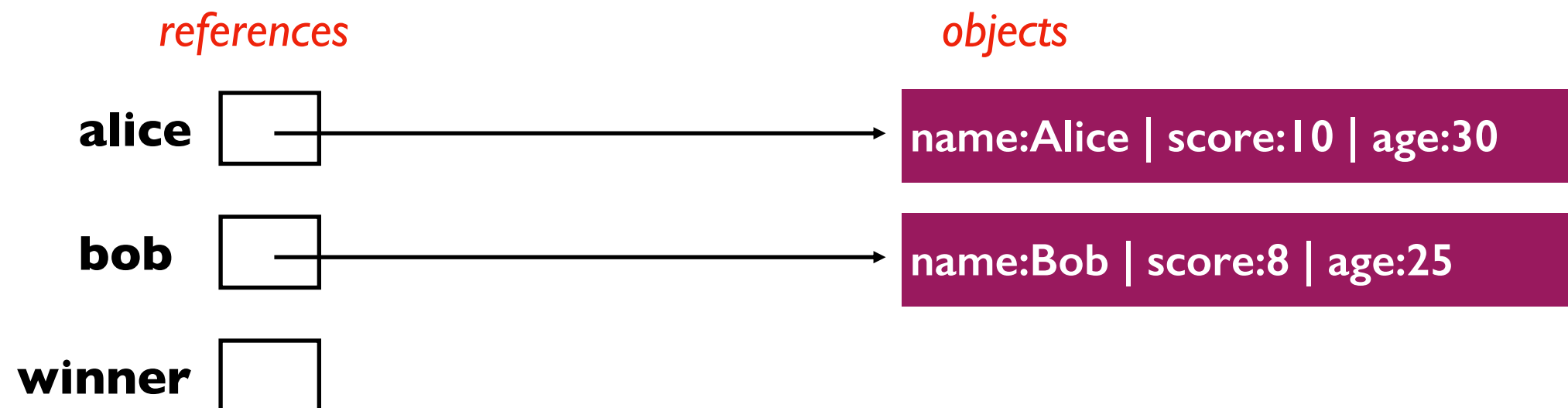
```
bob = Person(name="Bob", score=8, age=25)
```

```
winner = alice
```

```
alice.age += 1
```

```
print("Winner age:", winner.age)
```

State:



Reason 2: Centralized Updates

```
from recordclass import recordclass
```

```
Person = recordclass("Person", ["name", "score", "age"])
```

```
alice = Person(name="Alice", score=10, age=30)
```

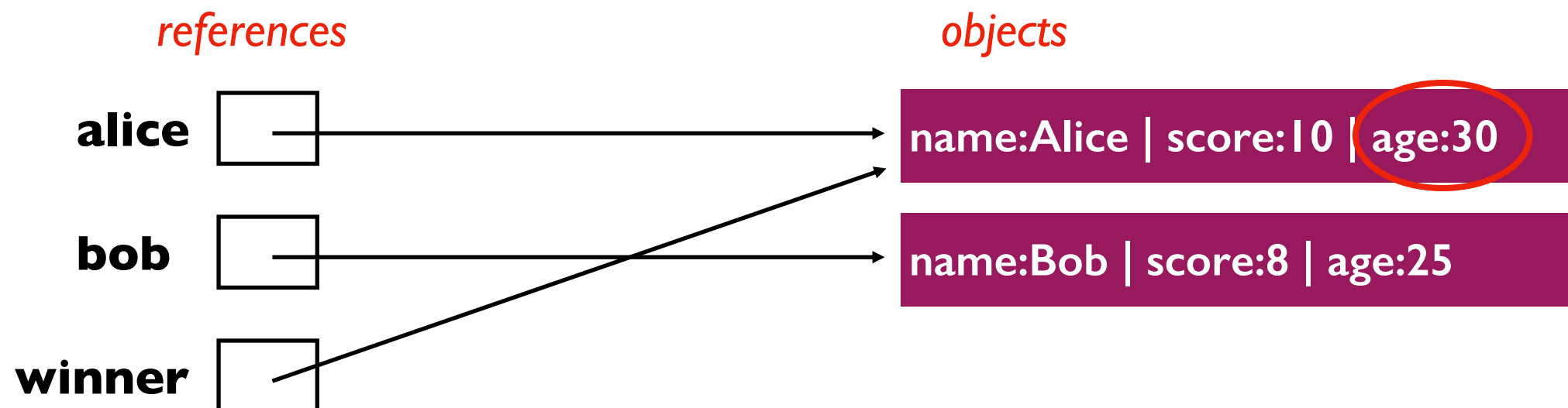
```
bob = Person(name="Bob", score=8, age=25)
```

```
winner = alice
```



```
alice.age += 1  
print("Winner age:", winner.age)
```

State:



Reason 2: Centralized Updates

```
from recordclass import recordclass
```

```
Person = recordclass("Person", ["name", "score", "age"])
```

```
alice = Person(name="Alice", score=10, age=30)
```

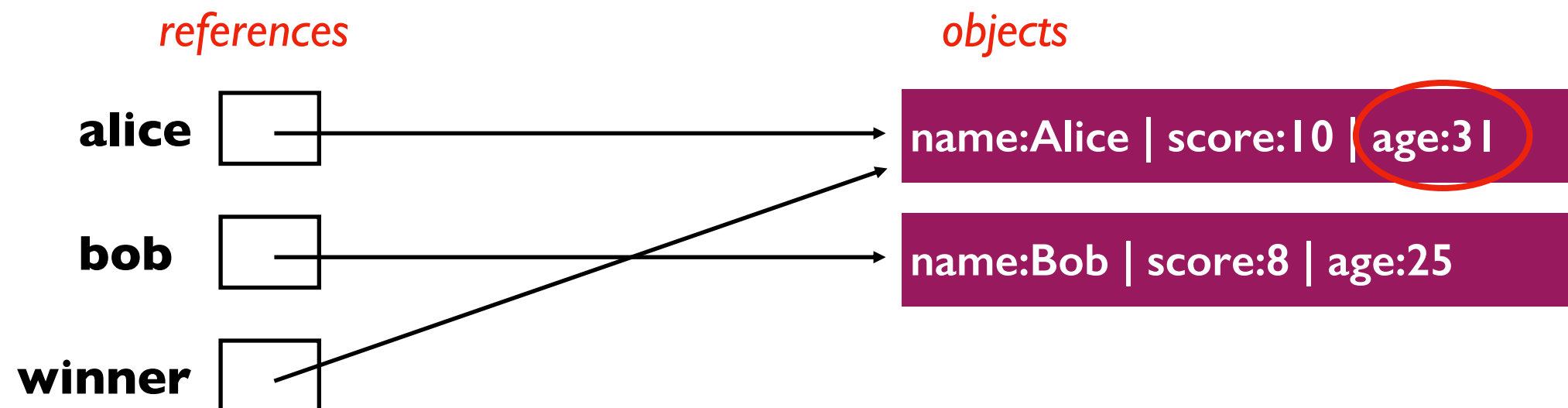
```
bob = Person(name="Bob", score=8, age=25)
```

```
winner = alice
```



```
alice.age += 1  
print("Winner age:", winner.age)
```

State:



Reason 2: Centralized Updates

```
from recordclass import recordclass
```

```
Person = recordclass("Person", ["name", "score", "age"])
```

```
alice = Person(name="Alice", score=10, age=30)
```

```
bob = Person(name="Bob", score=8, age=25)
```

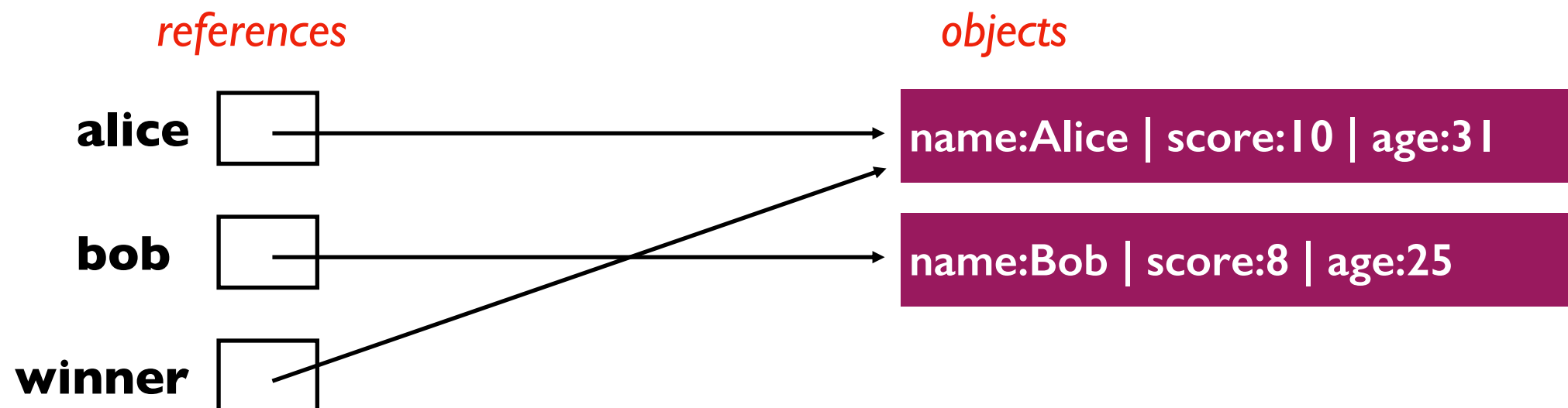
```
winner = alice
```

```
alice.age += 1
```

```
print("Winner age:", winner.age)
```

prints 31, even though we didn't
directly modify winner

State:



Today's Outline

New Types of Objects

- tuple
- namedtuple
- recordclass

References

- motivation
- bugs: accidental argument modification
- “is” vs. “==”

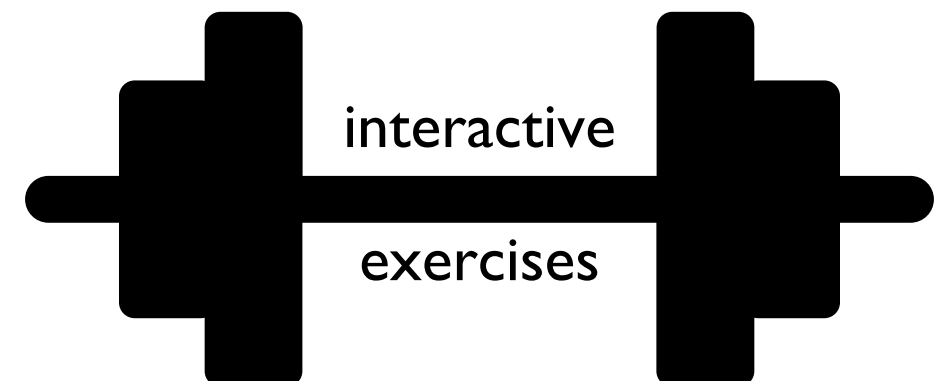
References and Arguments/Parameters

Python Tutor **always** illustrates references with an arrow for mutable types

Thinking carefully about a few examples will prevent many debugging headaches...

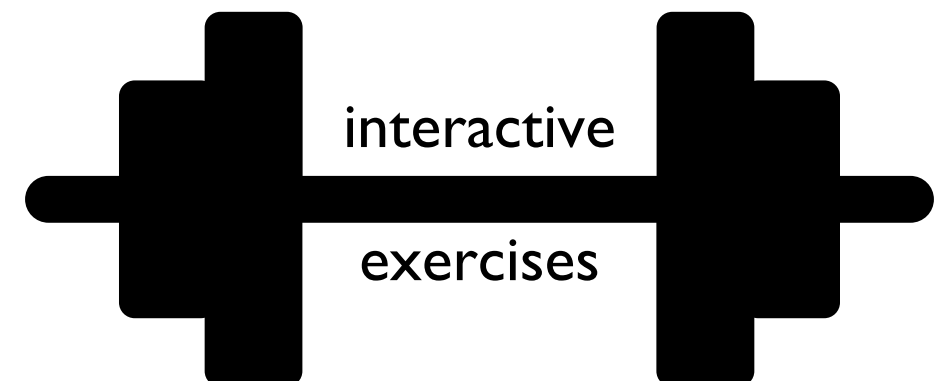
Example 1: reassign parameter

```
def f(x):  
    x *= 3  
    print("f:", x)  
  
num = 10  
f(num)  
print("after:", num)
```



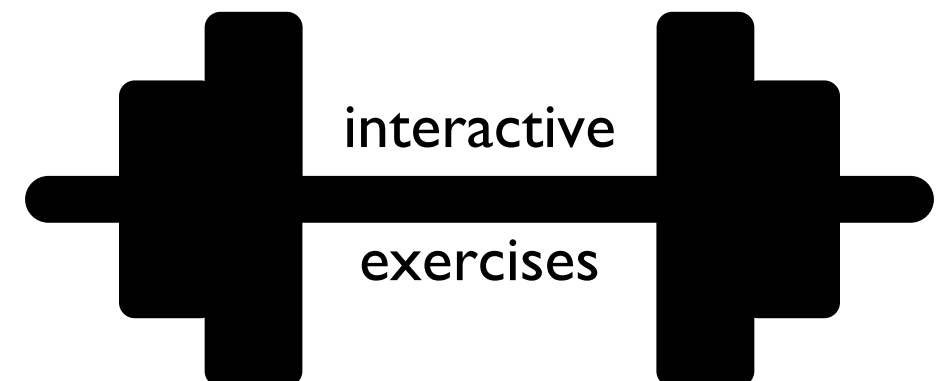
Example 2: modify list via param

```
def f(items):  
    items.append("!!!")  
    print("f:", items)  
  
words = ['hello', 'world']  
f(words)  
print("after:", words)
```



Example 3: reassign new list to param

```
def f(items):  
    items = items + ["!!!"]  
    print("f:", items)  
  
words = ['hello', 'world']  
f(words)  
print("after:", words)
```

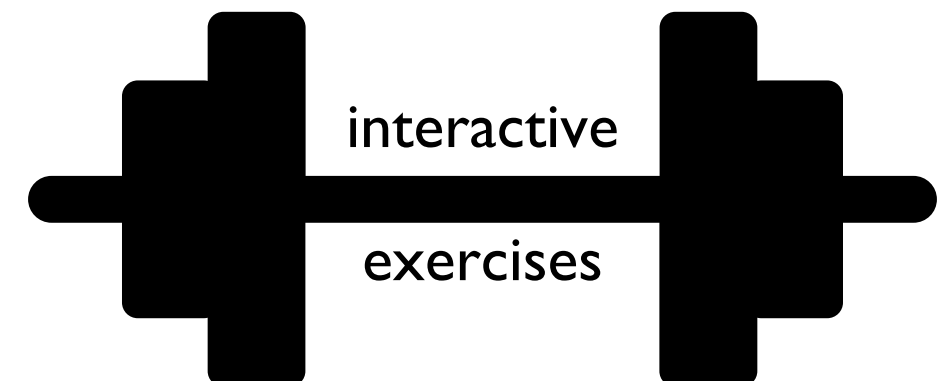


Example 4: in-place sort

```
def first(items):  
    return items[0]
```

```
def smallest(items):  
    items.sort()  
    return items[0]
```

```
numbers = [4,5,3,2,1]  
print("first:", first(numbers))  
print("smallest:", smallest(numbers))  
print("first:", first(numbers))
```

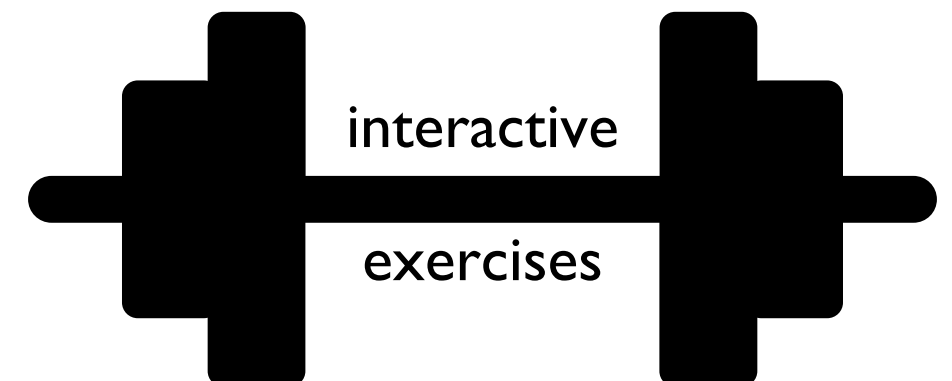


Example 5: sorted sort

```
def first(items):  
    return items[0]
```

```
def smallest(items):  
    items = sorted(items)  
    return items[0]
```

```
numbers = [4,5,3,2,1]  
print("first:", first(numbers))  
print("smallest:", smallest(numbers))  
print("first:", first(numbers))
```



Today's Outline

New Types of Objects

- tuple
- namedtuple
- recordclass

References

- motivation
- bugs: accidental argument modification
- “is” vs. “==”

are two objects equivalent?

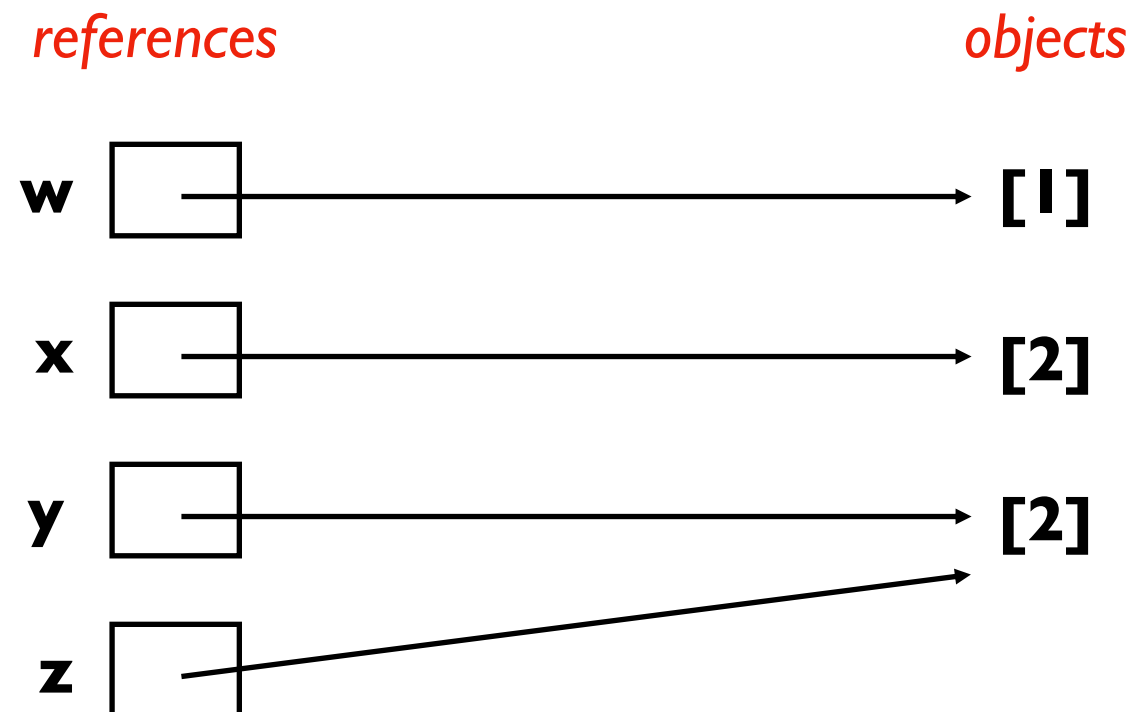
are two references equivalent?

== and is

```
w = [1]
x = [2]
y = [2]
z = y
```

observation: **x** and **y** are **equal** to each other,
but **y** and **z** are **MORE equal** to each other

State:



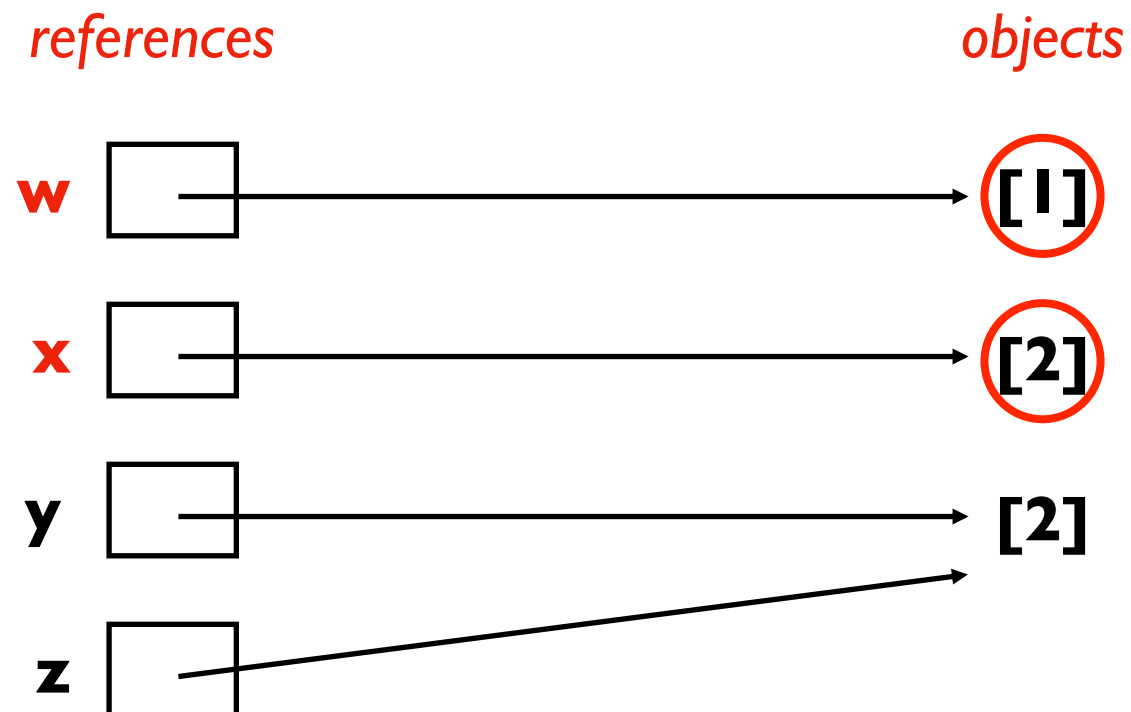
== and is

```
w = [1]
x = [2]
y = [2]
z = y
```

w == x

False

State:

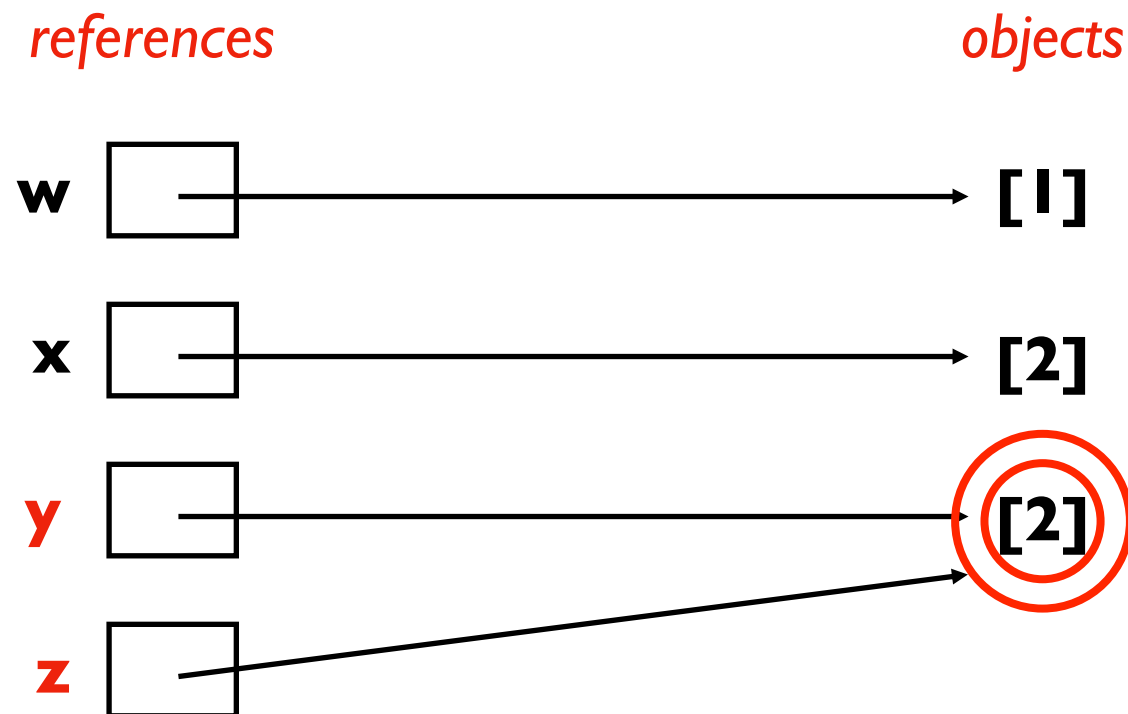


== and is

```
w = [1]  
x = [2]  
y = [2]  
z = y
```

y == z

State:



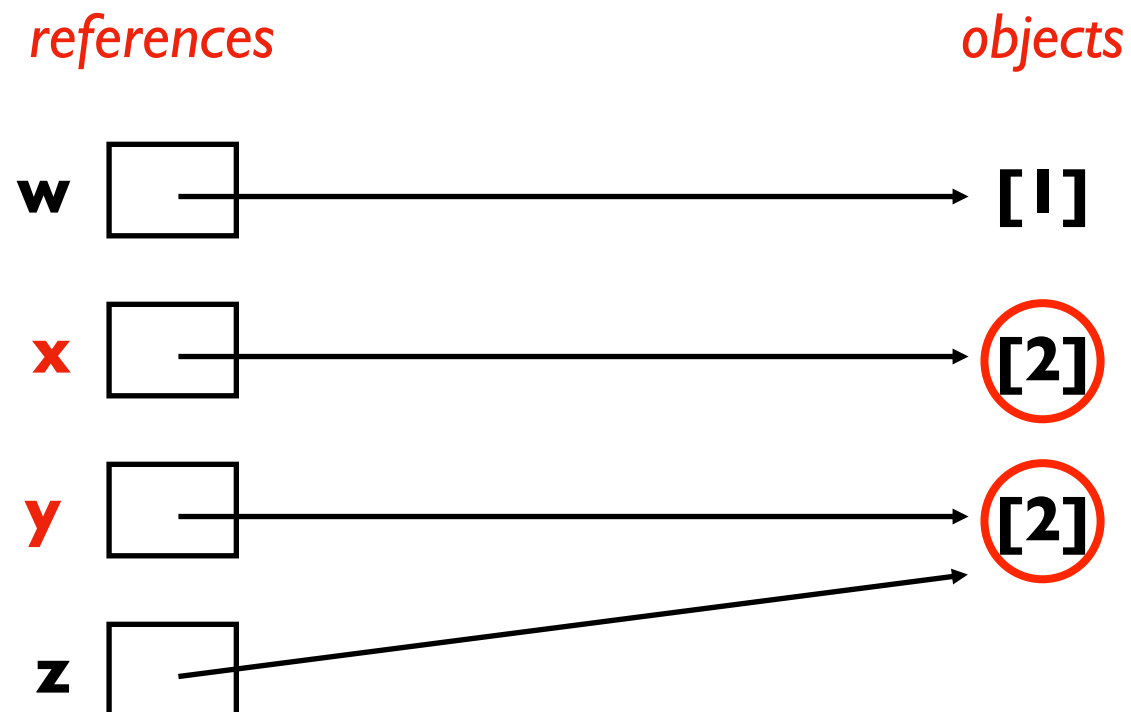
== and is

```
w = [1]
x = [2]
y = [2]
z = y
```

x == y

????

State:



== and is

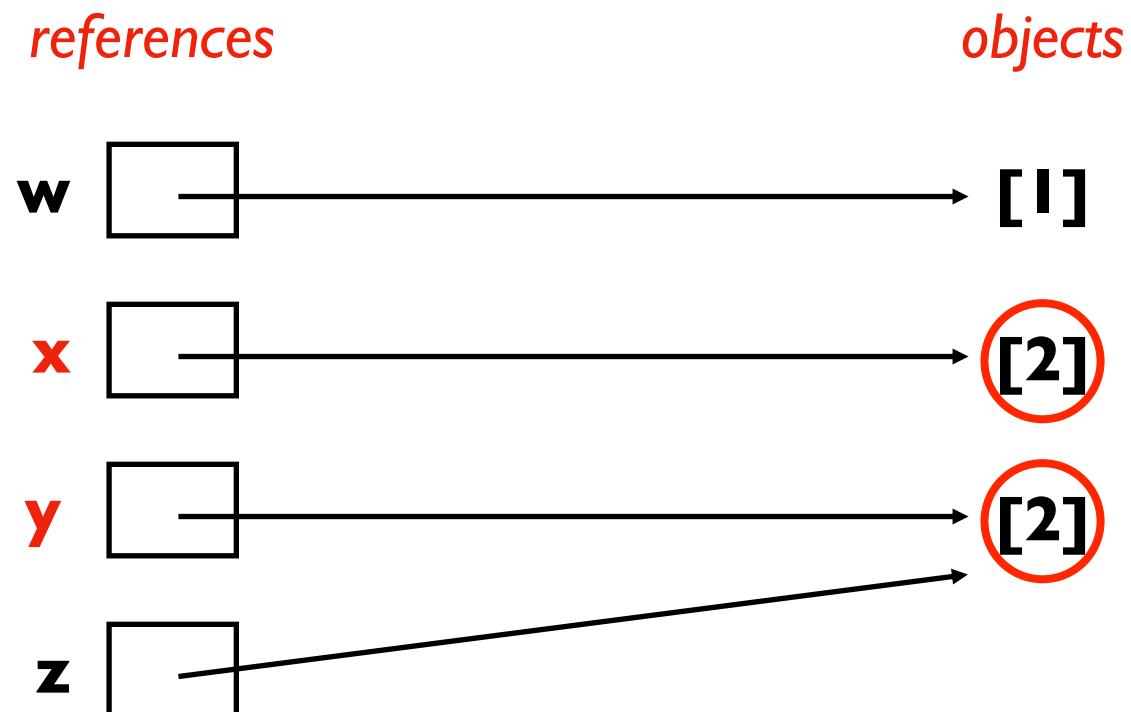
```
w = [1]
x = [2]
y = [2]
z = y
```

x == y

True

because x and y refer to
two equivalent objects

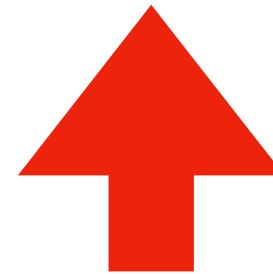
State:



== and is

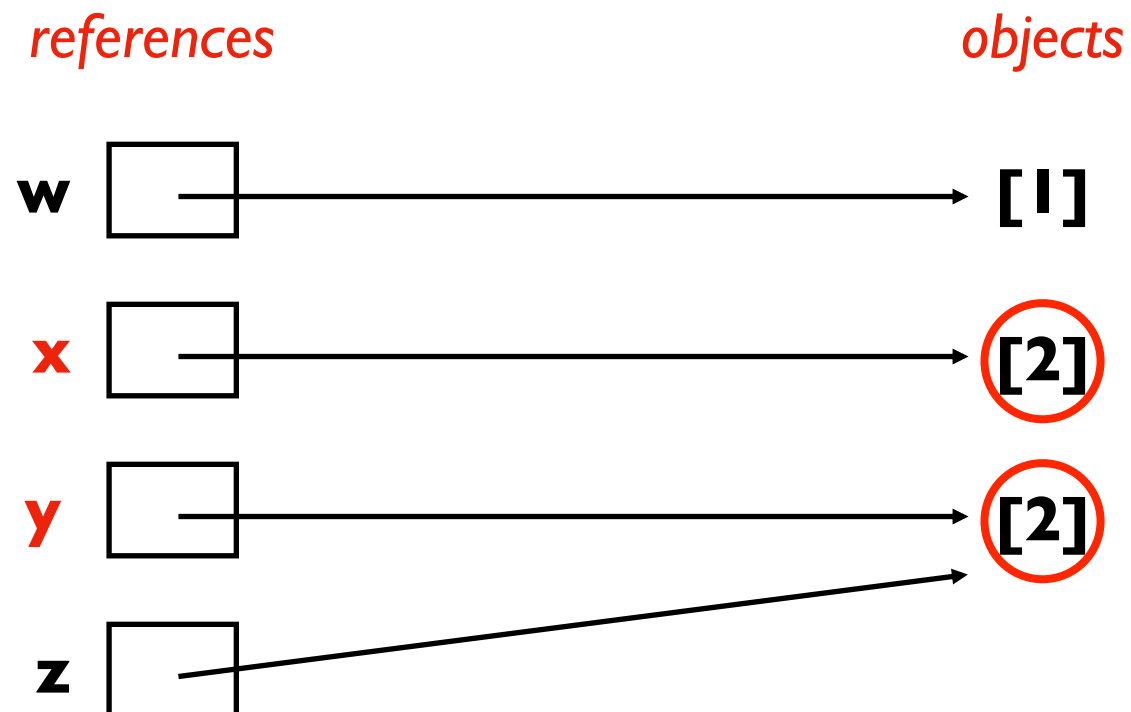
```
w = [1]
x = [2]
y = [2]
z = y
```

x is y



**new operator to check if two
references refer to the same object**

State:



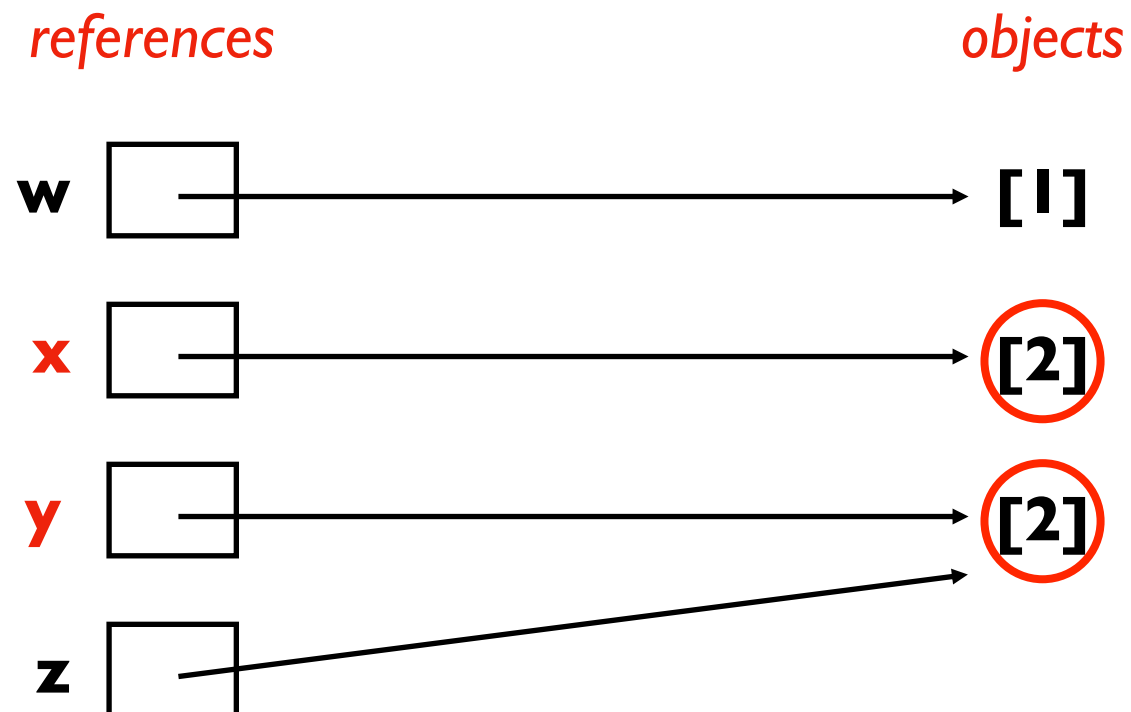
== and is

```
w = [1]
x = [2]
y = [2]
z = y
```

x is y

False

State:



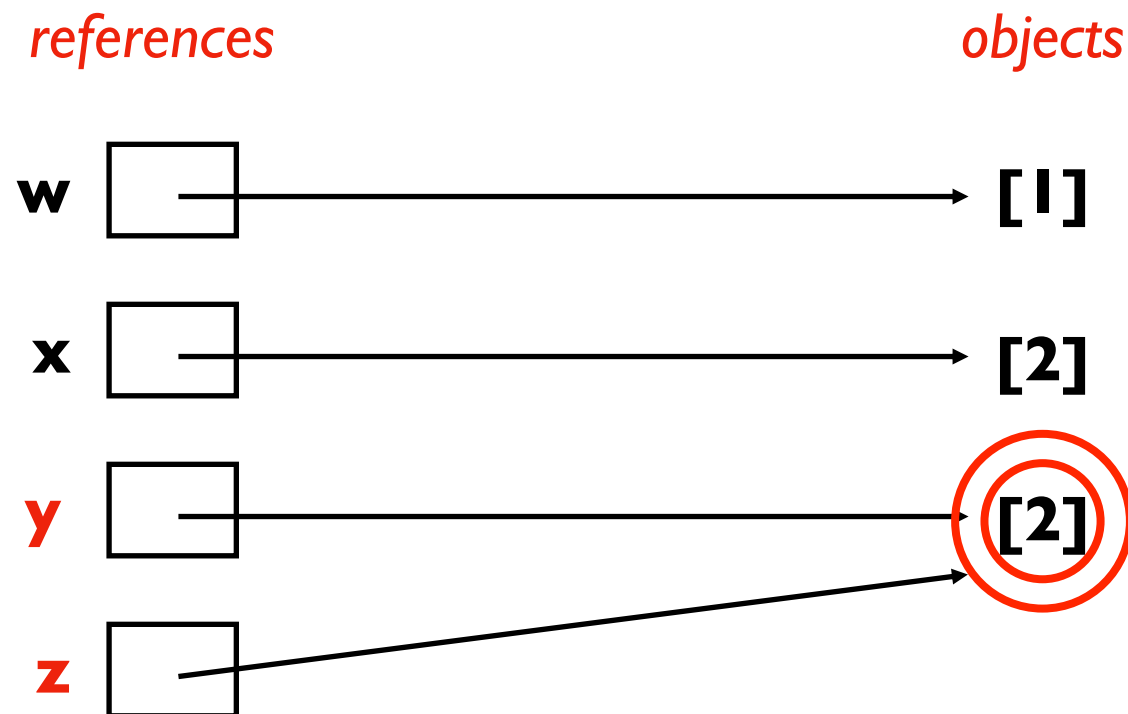
== and is

```
w = [1]
x = [2]
y = [2]
z = y
```

y is z

????

State:



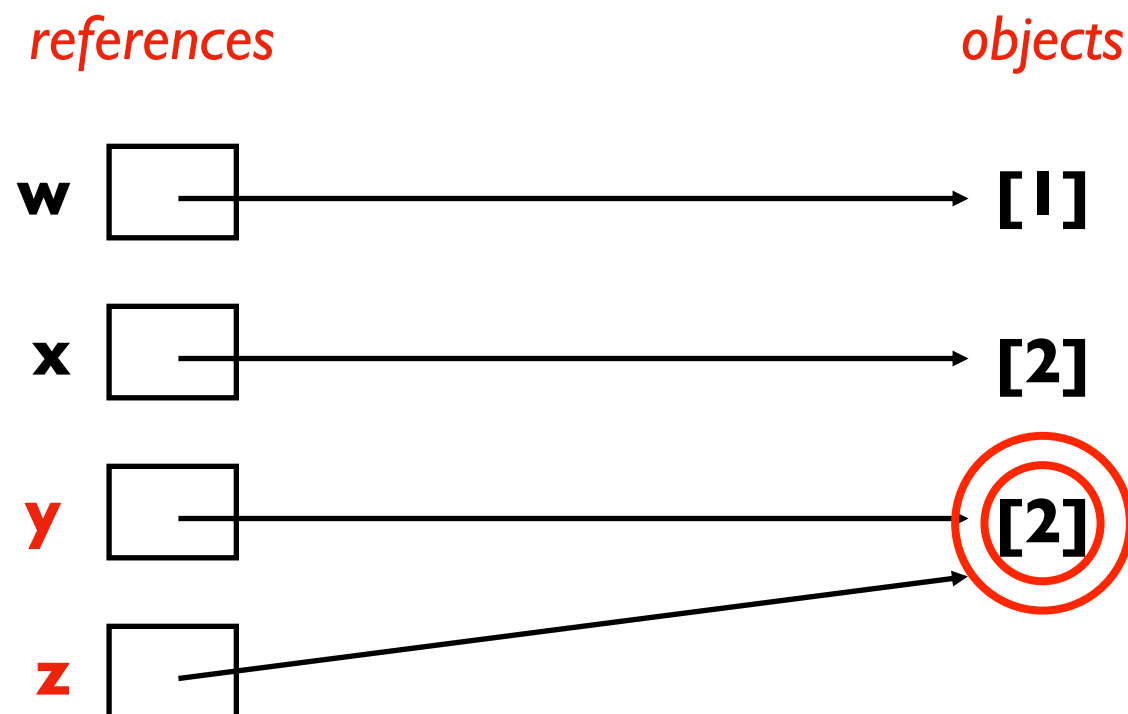
== and is

```
w = [1]  
x = [2]  
y = [2]  
z = y
```

y is z

True

State:



== and is

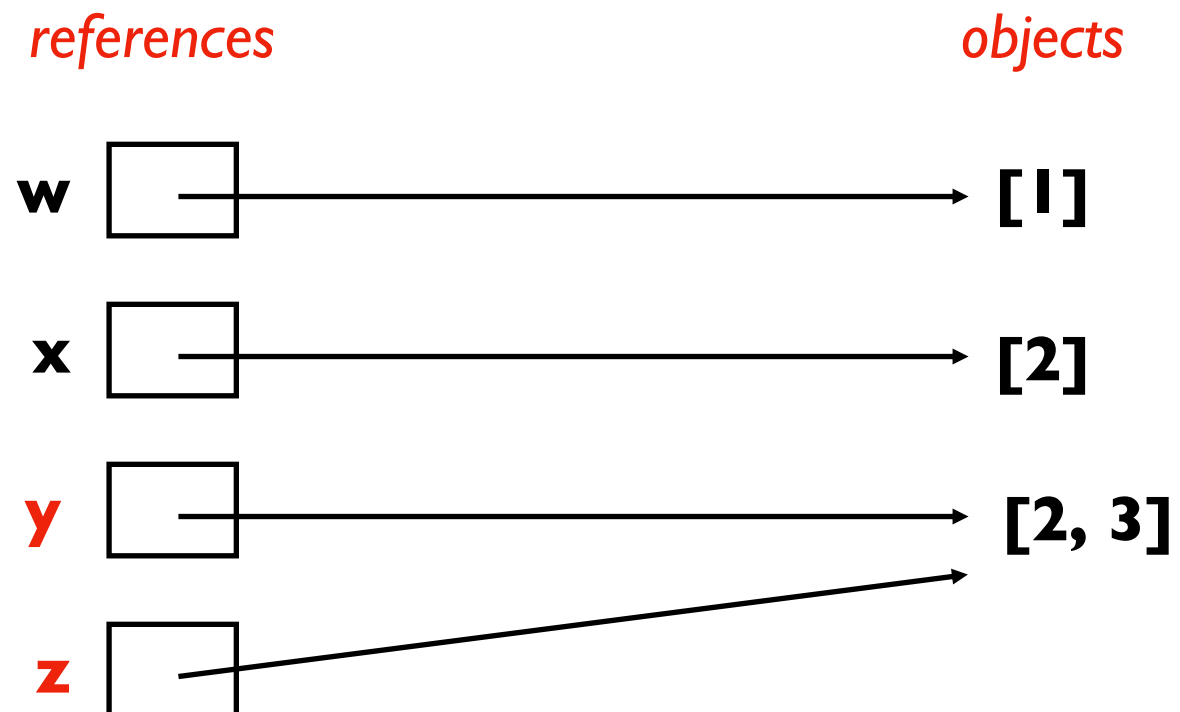
```
w = [1]
x = [2]
y = [2]
z = y
y.append(3)
```

y is z

True

This tells you that changes to
y will show up if we check z

State:



== and is

```
w = [1]
```

```
x = [2]
```

```
y = [2]
```

```
z = y
```

```
y.append(3)
```

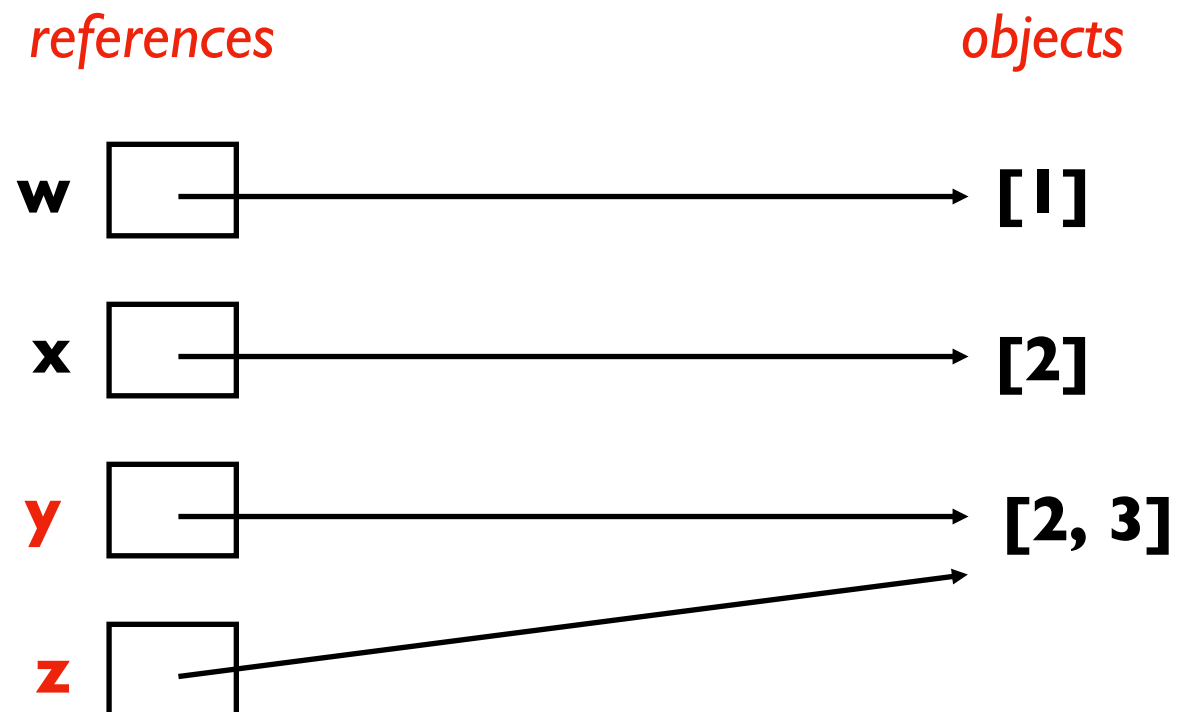
```
print(z) # [2, 3]
```

y is z

True

This tells you that changes to
y will show up if we check z

State:



Be careful with `is`!

Python sometimes “deduplicates” equal immutable values

- This is an unpredictable optimization (called interning)
- 90% of the time, you want `==` instead of `is`
(then you don’t need to care about this optimization)
- Play with changing replacing `10` with other numbers to see potential pitfalls:

```
a = 'ha' * 10
b = 'ha' * 10
print(a == b)
print(a is b)
```

Conclusion

New Types of Objects

- **tuple**: immutable equivalent as list
- **namedtuple**: make your own immutable types!
 - choose names, don't need to remember positions
- **recordclass**: mutable equivalent of namedtuple
 - need to install with “pip install recordclass”

References

- **motivation**: faster and allows centralized update
- **gotchas**: mutating a parameter affects arguments
- **is operation**: do two variables refer to the same object?