Lecture 5
Tuples

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FUNCTIONS AS ARGUMENTS

- arguments can take on any type, even functions

```
def func_a():
    print('inside func_a')

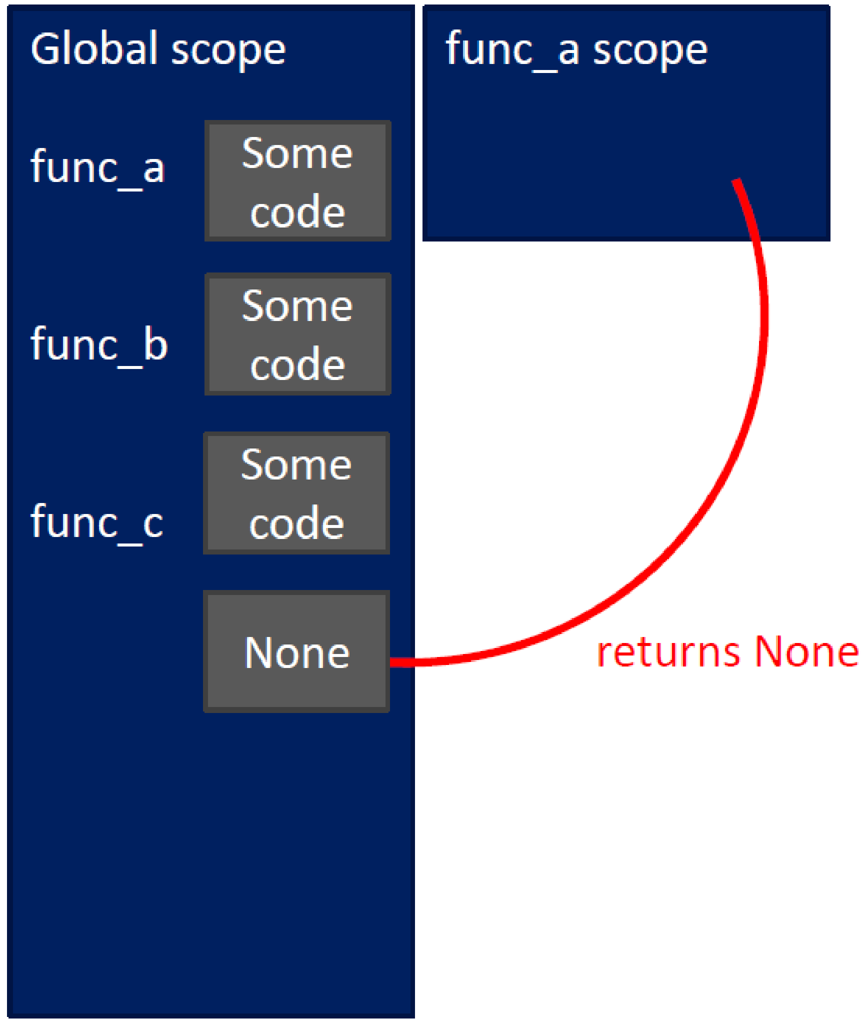
def func_b(y):
    print('inside func_b')
    return y

def func_c(z):
    print('inside func_c')
    return z()

print(func_a())
print(5+func_b(2))
print(func_c(func_a))
```

FUNCTIONS AS ARGUMENTS

```
def func_a():
    print 'inside func_a'
def func_b(y):
    print 'inside func_b'
    return y
def func_c(z):
    print 'inside func_c'
    return z()
print func_a()
print 5 + func_b(2)
print func_c(func_a)
```



FUNCTIONS AS ARGUMENTS

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    print 'inside func_c'
    return z()
print func_a()
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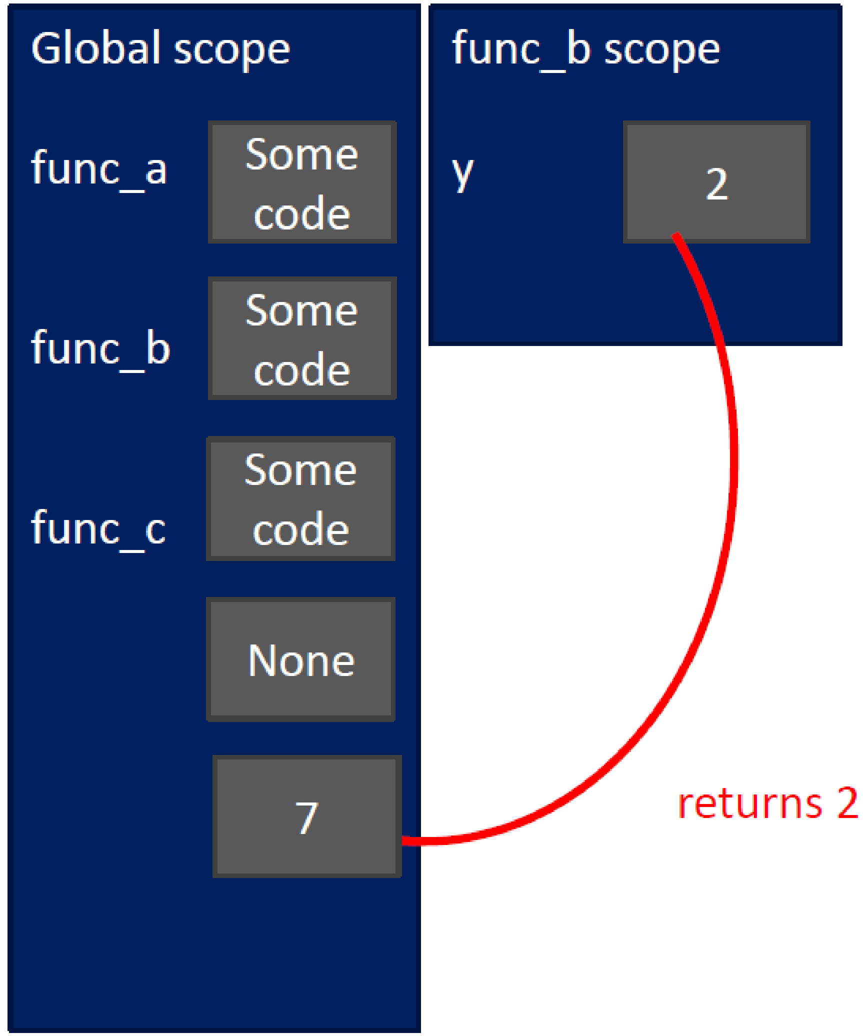
print func_c(func_a)
```



FUNCTIONS AS ARGUMENTS

```
def func_a():
    print 'inside func_a'
def func_b(y):
    print 'inside func_b'
    return y
def func_c(z):
    print 'inside func_c'
    return z()
print func_a()
print 5 + func_b(2)
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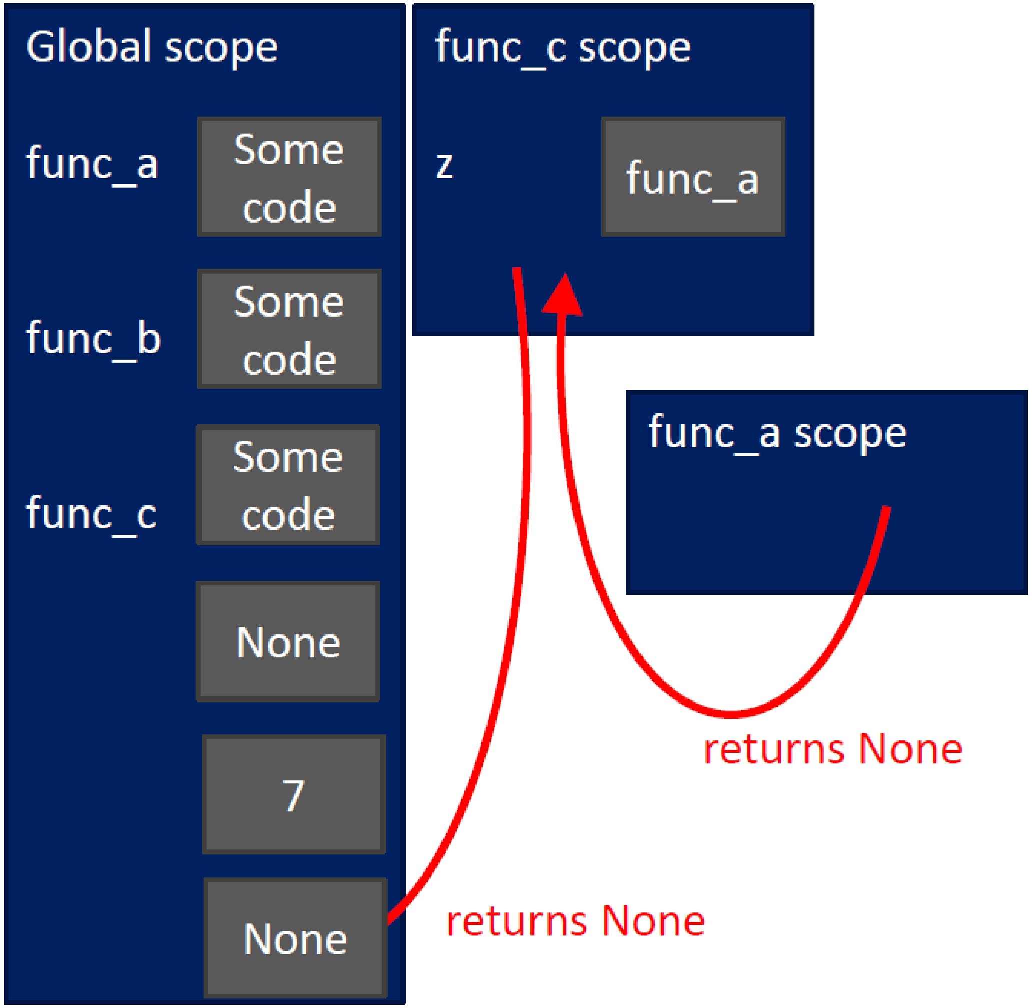
```



SCOPE EXAMPLE

- inside a function, **can access** a variable defined outside
- inside a function, **cannot modify** a variable defined outside -- can using **global variables**, but frowned upon

```python
def f(y):
    x = 1
    x += 1
    print(x)

x = 5
f(x)
print(x)
```

x is re-defined in scope of f

different x objects

```python
def g(y):
    print(x)
    print(x + 1)

x = 5
g(x)
print(x)
```

x from outside g

x inside g is picked up from scope that called function g

```python
def h(y):
    x += 1

x = 5
h(x)
print(x)
```

UnboundLocalError: local variable 'x' referenced before assignment

SCOPE EXAMPLE

- inside a function, **can access** a variable defined outside
- inside a function, **cannot modify** a variable defined outside -- can using **global variables**, but frowned upon

```
def f(y):
    x = 1
    x += 1
    print(x)
x = 5
f(x)
print(x)
```

```
def g(y):
    print(x)
    print(x+1)
x = 5
g(x)
print(x)
```

```
def h(y):
    pass
    #x += 1 #leads to an error without
# line `global x` inside h
x = 5
h(x)
print(x)
```

HARDER SCOPE EXAMPLE

IMPORTANT
and
TRICKY!

Python Tutor is your best friend to help sort this out!

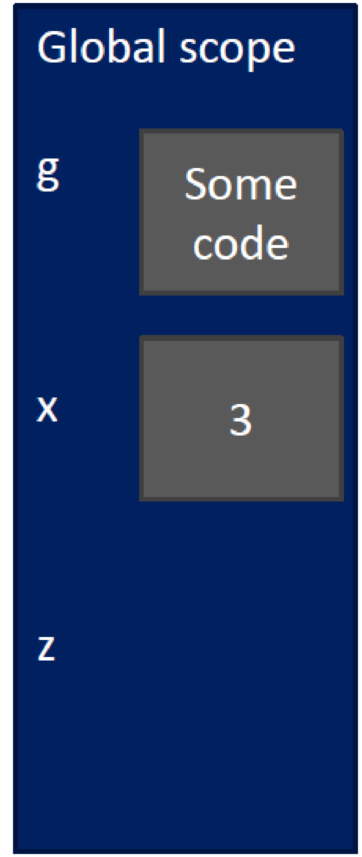
http://www.pythontutor.com/

SCOPE DETAILS

```
def g(x):
    def h():
        x = 'abc'
    x = x + 1
    print('g: x =', x)
    h()
    return x

x = 3
z = g(x)
```

Some code



SCOPE DETAILS

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    print('g: x =', x)
    h()
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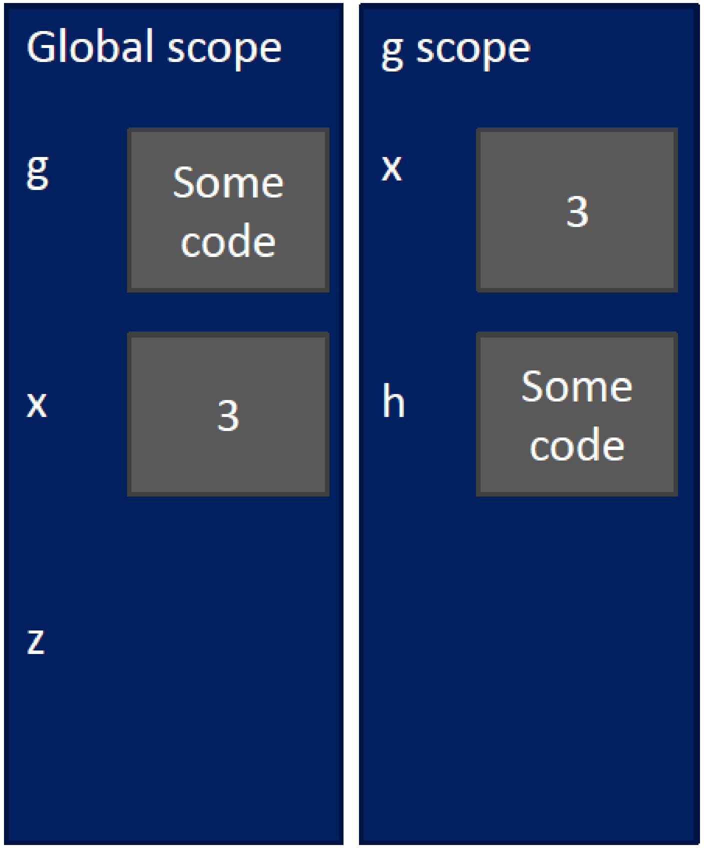
```



SCOPE DETAILS

```
def g(x):
    def h():
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    x = x + 1
    print('g: x =', x)
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x = 3
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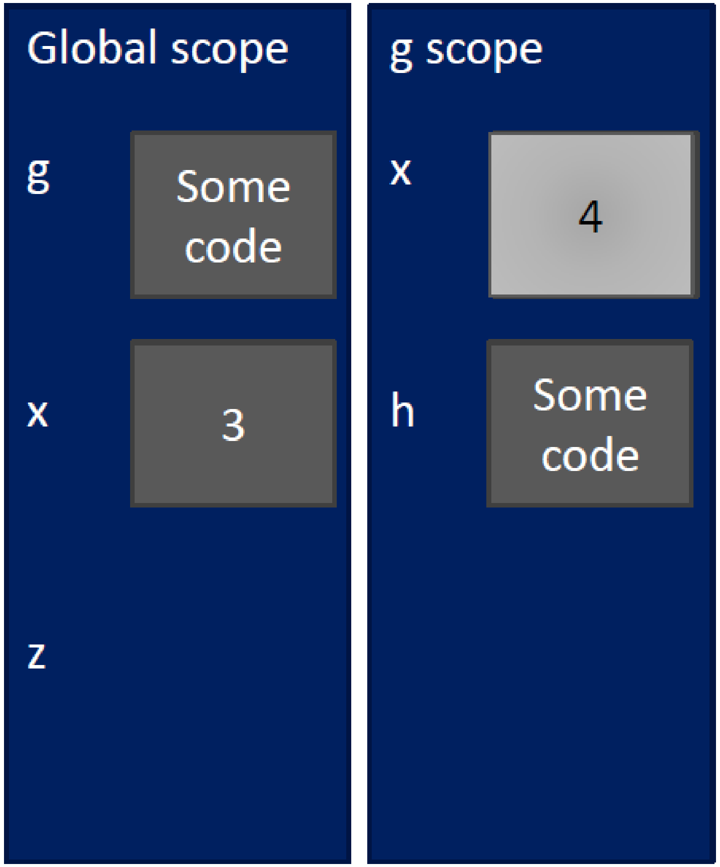
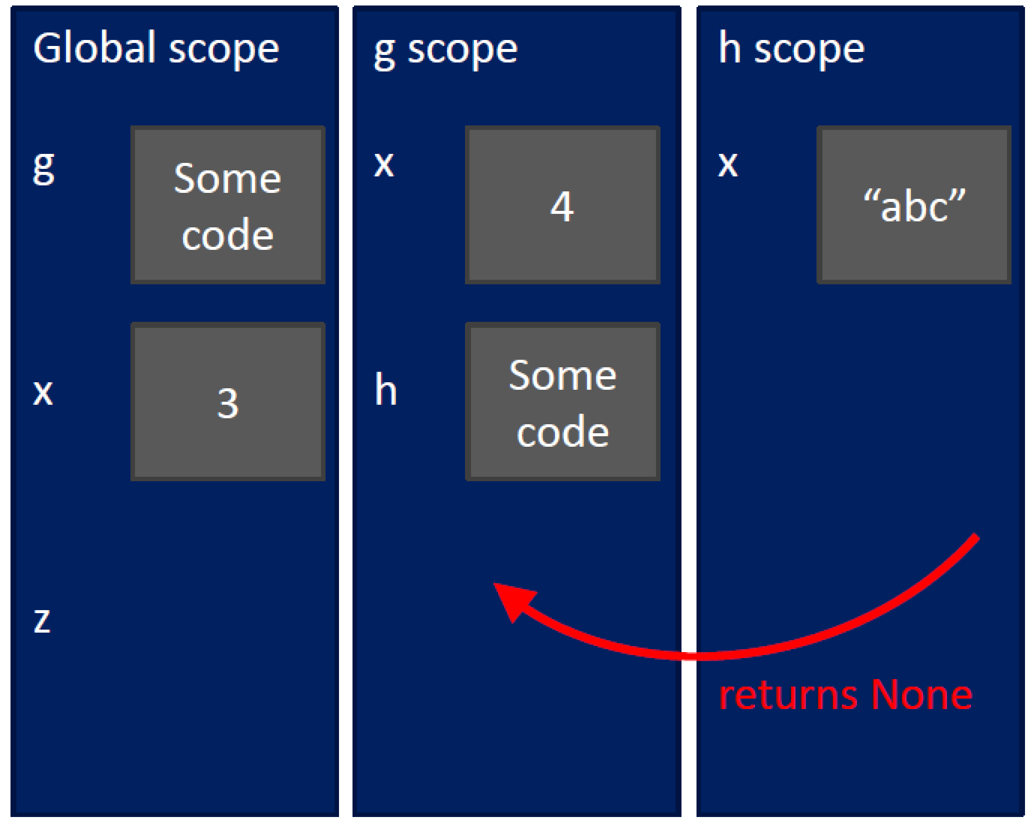


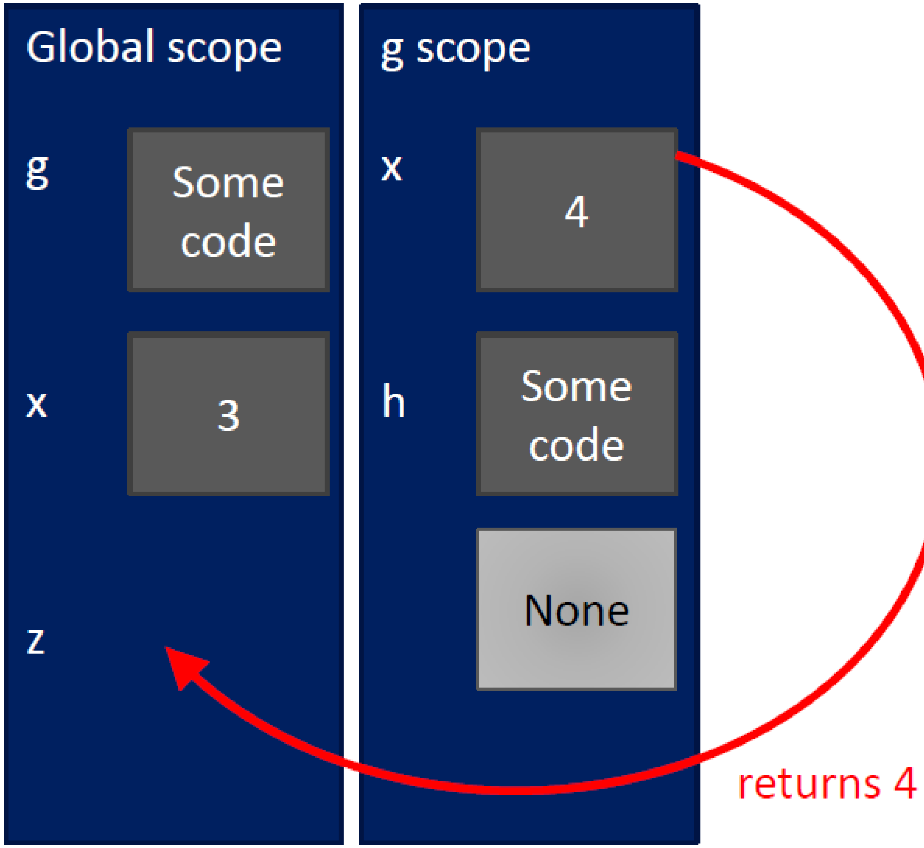
SCOPE DETAILS

```
def g(x):
    def h():
        x = 'abc'
    x = x + 1
    print('g: x =', x)
    h()
    return x

x = 3
z = g(x)
```



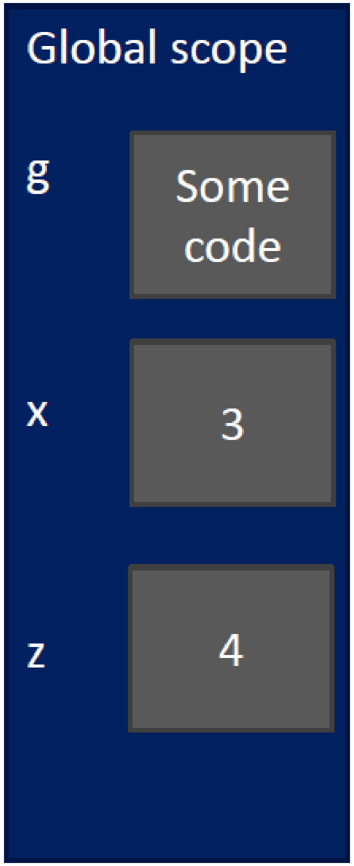
SCOPE DETAILS

```
def g(x):
    def h():
        x = 'abc'
    x = x + 1
    print('g: x =', x)
    h()
    return x

x = 3
z = g(x)
```



SCOPE DETAILS

```
def g(x):
    def h():
        x = 'abc'
    x = x + 1
    print('g: x =', x)
    h()
    return x

x = 3
z = g(x)
```



DECOMPOSITION & ABSTRACTION

- powerful together
- code can be used many times but only has to be debugged once!

LAST TIME

- functions
- decomposition – create structure
- abstraction – suppress details
- from now on will be using functions a lot

TODAY

- have seen variable types: `int`, `float`, `bool`, `string`
- introduce new **compound data types**
  - tuples
  - lists
- idea of aliasing
- idea of mutability
- idea of cloning

TUPLES

- an ordered sequence of elements, can mix element types
- cannot change element values, **immutable**
- represented with parentheses

remember strings?

```
te = ()
```

empty tuple

```
t = (2,"mit",3)
```

`t[0]` → evaluates to 2

`(2,"mit",3) + (5,6)` → evaluates to `(2,"mit",3,5,6)`

`t[1:2]` → slice tuple, evaluates to `("mit",)`

`t[1:3]` → slice tuple, evaluates to `("mit",3)`

`len(t)` → evaluates to 3

`t[1] = 4` → gives error, can't modify object

extra comma means a tuple with one element

TUPLES

- conveniently used to **swap** variable values

```
x = y
y = x
```

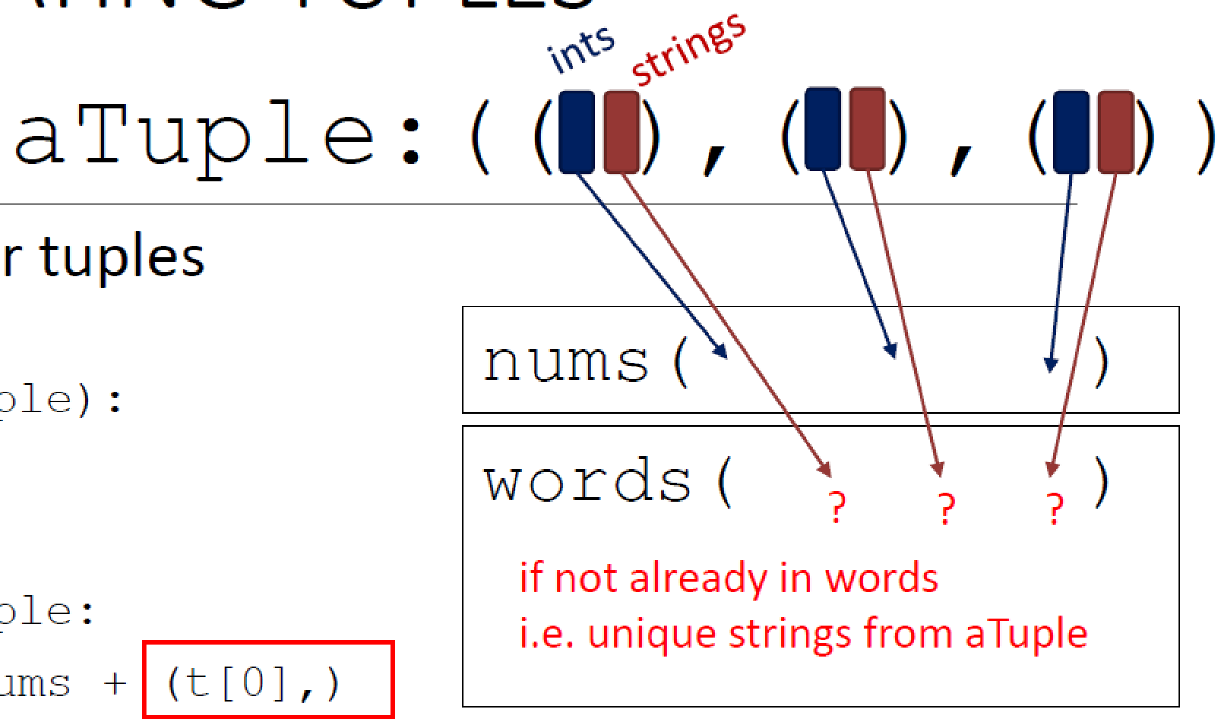
```
temp = x
x = y
y = temp
```

```
(x, y) = (y, x)
```

- used to **return more than one value** from a function

```
def quotient_and_remainder(x, y):
    q = x // y
    r = x % y
    return (q, r)

(quot, rem) = quotient_and_remainder(5,3)
print(quot)
print(rem)
```

MANIPULATING TUPLES



- can **iterate** over tuples

empty tuple

singleton tuple

```
def get_data(aTuple):
    nums = ()
    words = ()
    for t in aTuple:
        nums = nums + (t[0],)
        if t[1] not in words:
            words = words + (t[1],)
    min_n = min(nums)
    max_n = max(nums)
    unique_words = len(words)
    return (min_n, max_n, unique_words)
```

```
def get_data(aTuple):
nums = ()    # empty tuple
    words = ()
    for t in aTuple:
        # concatenating with a singleton tuple
        nums = nums + (t[0],)
        # only add words haven't added before
        if t[1] not in words:
            words = words + (t[1],)
    min_n = min(nums)
    max_n = max(nums)
    unique_words = len(words)
    return (min_n, max_n, unique_words)
```

LISTS

- **ordered sequence** of information, accessible by index
- a list is denoted by **square brackets**, [ ]
- a list contains **elements**
  - usually homogeneous (ie, all integers)
  - can contain mixed types (not common)
- list elements can be changed so a list is **mutable**

INDICES AND ORDERING

`a_list = []` empty list

`L = [2, 'a', 4, [1,2]]`

`len(L)` → evaluates to 4

`L[0]` → evaluates to 2

`L[2]+1` → evaluates to 5

`L[3]` → evaluates to `[1,2]`, another list!

`L[4]` → gives an error

```
i = 2
```

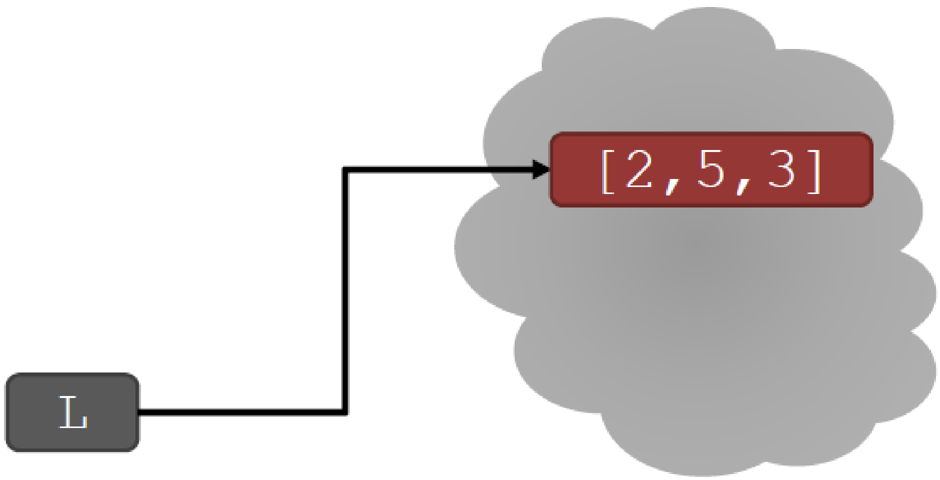
`L[i-1]` → evaluates to 'a' since `L[1]='a'` above

CHANGING ELEMENTS

- lists are **mutable**!
- assigning to an element at an index changes the value

```
L = [2, 1, 3]
L[1] = 5
```

- `L` is now `[2, 5, 3]`, note this is the **same object** `L`



ITERATING OVER A LIST

- compute the **sum of elements** of a list
- common pattern, iterate over list elements

```
total = 0
for i in range(len(L)):
    total += L[i]
print total
```

```
total = 0
for i in L:
    total += i
print total
```

like strings, can iterate over list elements directly

- notice
  - list elements are indexed `0` to `len(L)-1`
  - `range(n)` goes from `0` to `n-1`

```python
def sum_elem_method1(L):
  total = 0
  for i in range(len(L)):
      total += L[i]
  return total
```

```python
def sum_elem_method2(L):
    total = 0
    for i in L:
        total += i
    return total
```

```python
print(sum_elem_method1([1,2,3,4]))
print(sum_elem_method2([1,2,3,4]))
```

OPERATIONS ON LISTS - ADD

- **add** elements to end of list with `L.append(element)`
- **mutates** the list!

```
L = [2,1,3]
L.append(5)
```
→ L is now `[2,1,3,5]`

- what is the dot?
  - lists are Python objects, everything in Python is an object
  - objects have data
  - objects have methods and functions
  - access this information by `object_name.do_something()`
  - will learn more about these later

OPERATIONS ON LISTS - ADD

- to combine lists together use **concatenation**, + operator, to give you a new list
- **mutate** list with `L.extend(some_list)`

```
L1 = [2,1,3]
L2 = [4,5,6]
L3 = L1 + L2        → L3 is [2,1,3,4,5,6]
                      L1, L2 unchanged

L1.extend([0,6])    → mutated L1 to [2,1,3,0,6]
```

OPERATIONS ON LISTS - REMOVE

- delete element at a **specific index** with `del(L[index])`
- remove element at **end of list** with `L.pop()`, returns the removed element
- remove a **specific element** with `L.remove(element)`
  - looks for the element and removes it
  - if element occurs multiple times, removes first occurrence
  - if element not in list, gives an error

all these operations mutate the list

```
L = [2,1,3,6,3,7,0]    # Do below in order
L.remove(2)            → mutates L = [1,3,6,3,7,0]
L.remove(3)            → mutates L = [1,6,3,7,0]
del(L[1])              → mutates L = [1,3,7,0]
print(L.pop())         → returns 0 and mutates L = [1,3,7]
```

CONVERT LISTS TO STRINGS AND BACK

- convert **string to list** with `list(s)`, returns a list with every character from `s` an element in `L`
- can use `s.split()`, to **split a string on a character** parameter, splits on spaces if called without a parameter
- use `''.join(L)` to turn a **list of characters into a string**, can give a character in quotes to add char between every element

`s = "I<3 cs"`	→ `s` is a string
`print(list(s))`	→ returns `['I','<','3',' ','c','s']`
`print(s.split('<'))`	→ returns `['I', '3 cs']`
`L = ['a', 'b', 'c']`	→ `L` is a list
`print(''.join(L))`	→ returns `"abc"`
`print('_'.join(L))`	→ returns `"a_b_c"`

OTHER LIST OPERATIONS

- `sort()` and `sorted()`
- `reverse()`
- and many more!

https://docs.python.org/3/tutorial/datastructures.html

```
L=[9,6,0,3]
print(sorted(L))
L.sort()
L.reverse()
```

→ returns sorted list, does **not mutate** `L`

→ **mutates** `L=[0,3,6,9]`

→ **mutates** `L=[9,6,3,0]`

MUTATION, ALIASING, CLONING

IMPORTANT
and
TRICKY!

Again, Python Tutor is your best friend to help sort this out!

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LISTS IN MEMORY

- lists are **mutable**
- behave differently than immutable types
- is an object in memory
- variable name points to object
- any variable pointing to that object is affected
- key phrase to keep in mind when working with lists is **side effects**

AN ANALOGY

- attributes of a person
  - singer, rich
- he is known by many names
- all nicknames point to the **same person**
  - add new attribute to **one nickname** ...

Justin Bieber	singer	rich	troublemaker

  - ... **all his nicknames** refer to old attributes AND all new ones

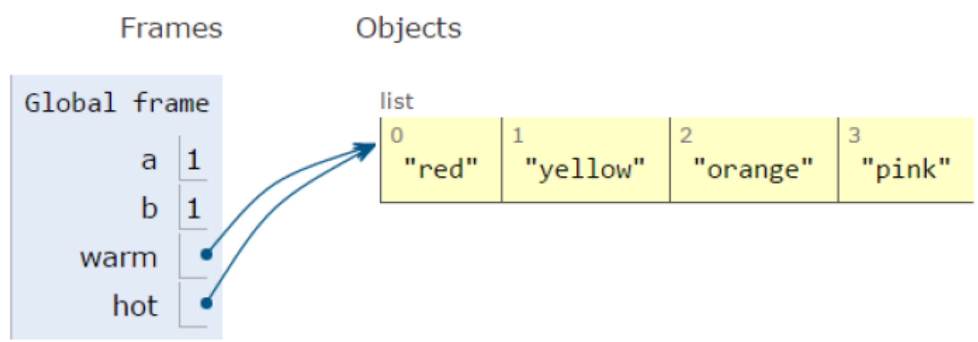
The Bieb	singer	rich	troublemaker
JBeebs	singer	rich	troublemaker

ALIASES

- `hot` is an **alias** for `warm` – changing one changes the other!
- `append()` has a side effect

```
a = 1
b = a
print(a)
print(b)

warm = ['red', 'yellow', 'orange']
hot = warm
hot.append('pink')
print(hot)
print(warm)
```

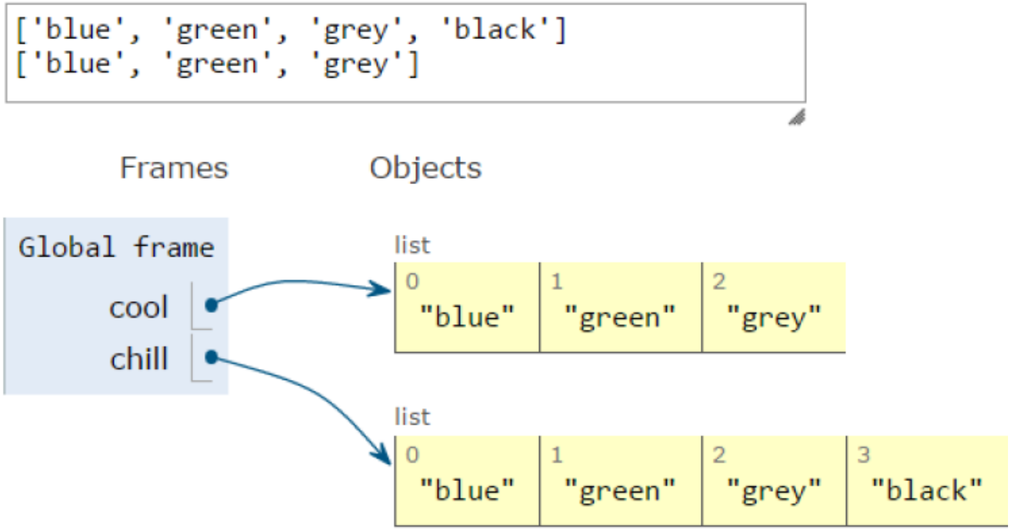
```
1
1
['red', 'yellow', 'orange', 'pink']
['red', 'yellow', 'orange', 'pink']
```



CLONING A LIST

- create a new list and **copy every element** using
  `chill = cool[:]`

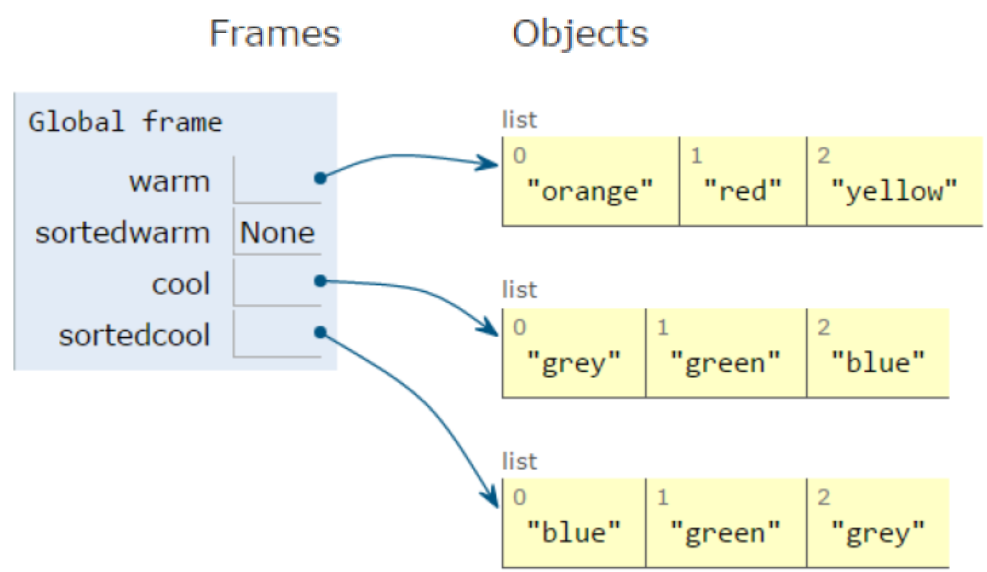
```
cool = ['blue', 'green', 'grey']
chill = cool[:]
chill.append('black')
print(chill)
print(cool)
```



SORTING LISTS

- calling `sort()` **mutates** the list, returns nothing
- calling `sorted()` **does not mutate** list, must assign result to a variable

```
['orange', 'red', 'yellow']
None
['grey', 'green', 'blue']
['blue', 'green', 'grey']
```



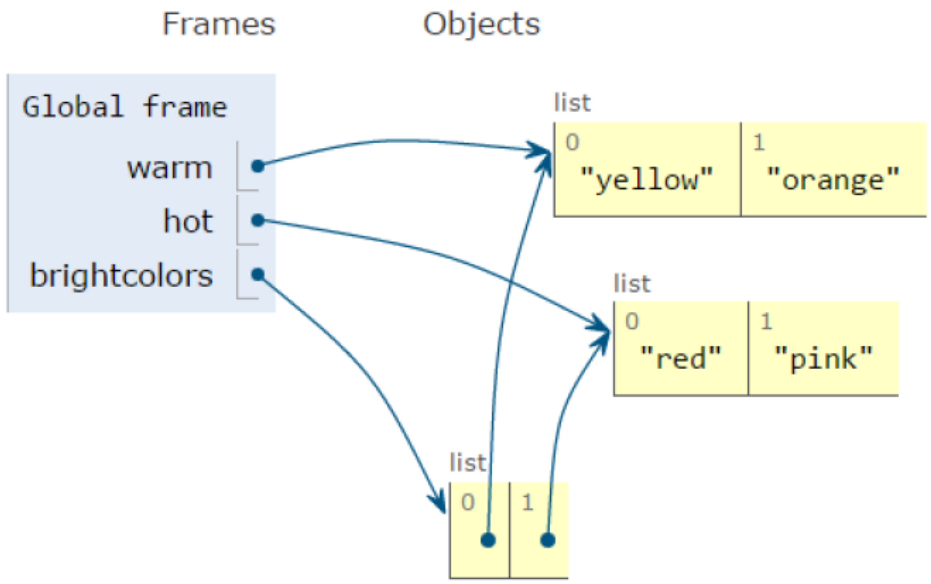

```
warm = ['red', 'yellow', 'orange']
sortedwarm = warm.sort()
print(warm)
print(sortedwarm)

cool = ['grey', 'green', 'blue']
sortedcool = sorted(cool)
print(cool)
print(sortedcool)
```

LISTS OF LISTS OF LISTS OF....

- can have **nested** lists
- side effects still possible after mutation

```
[['yellow', 'orange'], ['red']]
['red', 'pink']
[['yellow', 'orange'], ['red', 'pink']]
```

```
warm = ['yellow', 'orange']
hot = ['red']
brightcolors = [warm]
brightcolors.append(hot)
print(brightcolors)
hot.append('pink')
print(hot)
print(brightcolors)
```



MUTATION AND ITERATION Try this in Python Tutor!

- **avoid** mutating a list as you are iterating over it

```
def remove_dups(L1, L2):
    for e in L1:
        if e in L2:
            L1.remove(e)
```

```
def remove_dups(L1, L2):
    L1_copy = L1[:]
    for e in L1_copy:
        if e in L2:
            L1.remove(e)
```

```
L1 = [1, 2, 3, 4]
L2 = [1, 2, 5, 6]
remove_dups(L1, L2)
```

clone list first, note that `L1_copy = L1` does NOT clone

- `L1` is `[2,3,4]` not `[3,4]` Why?
  - Python uses an internal counter to keep track of index it is in the loop
  - mutating changes the list length but Python doesn't update the counter
  - loop never sees element 2

```
def remove_dups(L1, L2):
    for e in L1:
        if e in L2:
            L1.remove(e)


L1 = [1, 2, 3, 4]
L2 = [1, 2, 5, 6]
remove_dups(L1, L2)
print(L1, L2)
```

```
def remove_dups_new(L1,
L2):
    L1_copy = L1[:]
    for e in L1_copy:
        if e in L2:
            L1.remove(e)

L1 = [1, 2, 3, 4]
L2 = [1, 2, 5, 6]
remove_dups_new(L1, L2)
print(L1, L2)
```

```python
def remove_dups(L1, L2):
    for e in L1:
        if e in L2:
            L1.remove(e)



L1 = [1, 2, 3, 4]
L2 = [1, 2, 5, 6]
remove_dups(L1, L2)
print(L1, L2)
```

```python
def remove_dups_new(L1, L2):
    L1_copy = L1[:]
    for e in L1_copy:
        if e in L2:
            L1.remove(e)

L1 = [1, 2, 3, 4]
L2 = [1, 2, 5, 6]
remove_dups_new(L1, L2)
print(L1, L2)
```

Previously

- tuples - immutable
- lists - mutable
- aliasing, cloning
- mutability side effects

Now

- recursion – divide/decrease and conquer
- dictionaries – another mutable object type

RECURSION

Recursion is the process of repeating items in a self similar way

WHAT IS RECURSION?

- Algorithmically: a way to design solutions to problems by **divide-and-conquer** or **decrease-and-conquer**
  - reduce a problem to simpler versions of the same problem
- Semantically: a programming technique where a **function calls itself**
  - in programming, goal is to NOT have infinite recursion
    - must have **1 or more base cases** that are easy to solve
    - must solve the same problem on **some other input** with the goal of simplifying the larger problem input

ITERATIVE ALGORITHMS SO FAR

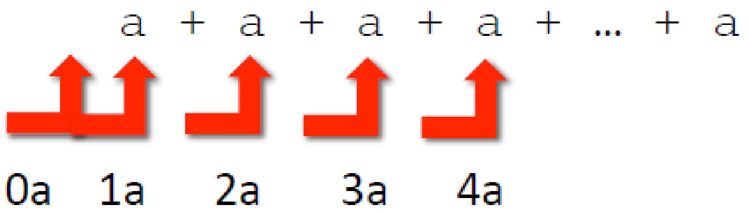
- looping constructs (`while` and `for` loops) lead to **iterative** algorithms
- can capture computation in a set of **state variables** that update on each iteration through loop

MULTIPLICATION – ITERATIVE SOLUTION

- "multiply `a * b`" is equivalent to "add `a` to itself `b` times"
- capture **state** by
  - an **iteration** number (`i`) starts at b

    `i ← i-1` and stop when 0
  - a current **value of computation** (`result`)

    `result ← result + a`




```
def mult_iter(a, b):
    result = 0
    while b > 0:
        result += a
        b -= 1
    return result
```

iteration

current value of computation, a running sum

current value of iteration variable

MULTIPLICATION – RECURSIVE SOLUTION

- **recursive step**
  - think how to reduce problem to a **simpler/ smaller version** of same problem
- **base case**
  - keep reducing problem until reach a simple case that can be **solved directly**
  - when b = 1, a*b = a

$$a*b = \underbrace{a + a + a + a + \ldots + a}_{\text{b times}}$$

$$= a + \underbrace{a + a + a + \ldots + a}_{\text{b-1 times}}$$

$$= a + \boxed{a * (b-1)}$$

recursive reduction

```
def mult(a, b):
    if b == 1:
        return a
    else:
        return a + mult(a, b-1)
```

base case

recursive step

FACTORIAL

`n! = n*(n-1)*(n-2)*(n-3)* … * 1`

- for what `n` do we know the factorial?

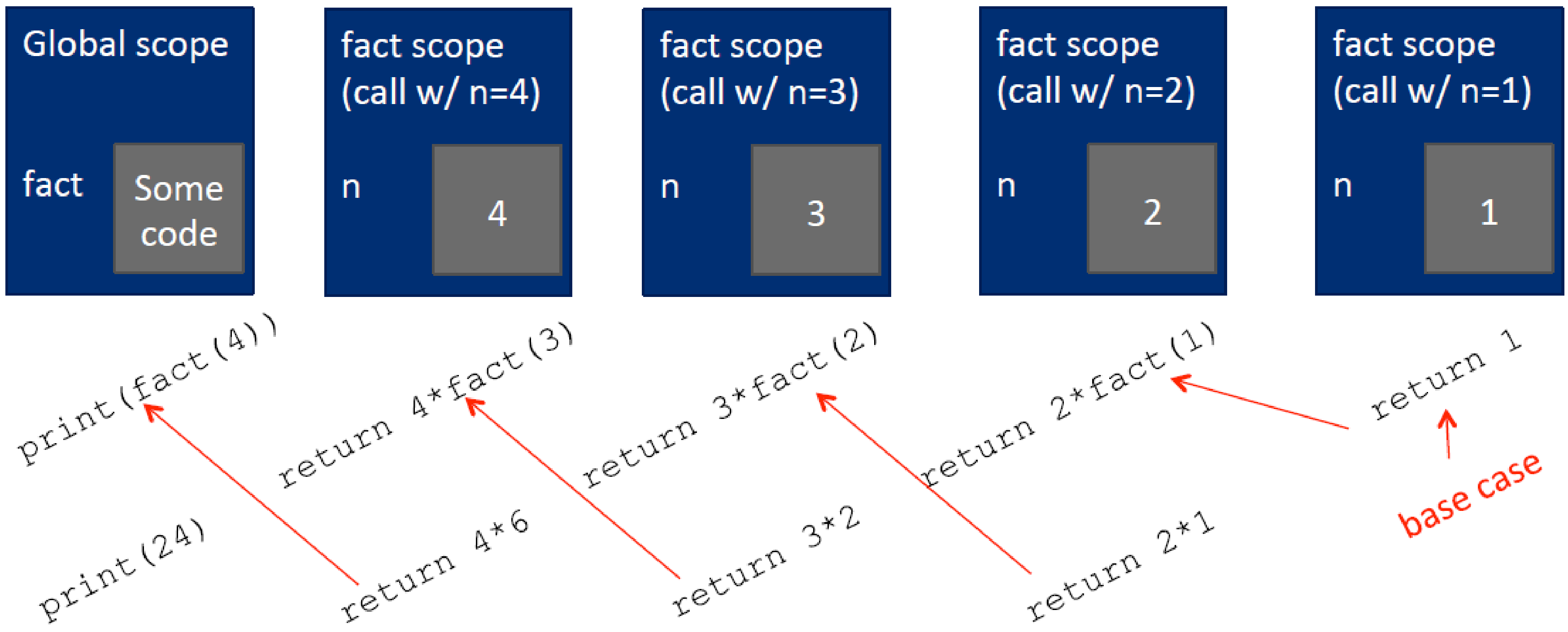
  n = 1 →
  ```
  if n == 1:
      return 1
  ```
  base case

- how to reduce problem? Rewrite in terms of something simpler to reach base case

  n*(n-1)! →
  ```
  else:
      return n*factorial(n-1)
  ```
  recursive step

RECURSIVE FUNCTION SCOPE EXAMPLE

```
def fact(n):
    if n == 1:
        return 1
    else:
        return n*fact(n-1)

print(fact(4))
```



SOME OBSERVATIONS

using the same variable names but they are different objects in separate scopes

- each recursive call to a function creates its **own scope/environment**
- **bindings of variables** in a scope are not changed by recursive call
- flow of control passes back to **previous scope** once function call returns value

ITERATION vs. RECURSION

```
def factorial_iter(n):
    prod = 1
    for i in range(1,n+1):
        prod *= i
    return prod
```

```
def factorial(n):
    if n == 1:
        return 1
    else:
        return n*factorial(n-1)
```

- recursion may be simpler, more intuitive
- recursion may be efficient from programmer POV
- recursion may not be efficient from computer POV

INDUCTIVE REASONING

- How do we know that our recursive code will work?
- `mult_iter` terminates because b is initially positive, and decreases by 1 each time around loop; thus must eventually become less than 1
- `mult` called with b = 1 has no recursive call and stops
- `mult` called with b > 1 makes a recursive call with a smaller version of b; must eventually reach call with b = 1

```
def mult_iter(a, b):
    result = 0
    while b > 0:
        result += a
        b -= 1
    return result


def mult(a, b):
    if b == 1:
        return a
    else:
        return a + mult(a, b-1)
```

MATHEMATICAL INDUCTION

- To prove a statement indexed on integers is true for all values of n:
  - Prove it is true when n is smallest value (e.g. $n = 0$ or $n = 1$)
  - Then prove that if it is true for an arbitrary value of n, one can show that it must be true for $n+1$

EXAMPLE OF INDUCTION

- $0 + 1 + 2 + 3 + \ldots + n = (n(n+1))/2$
- Proof:
  - If $n = 0$, then LHS is 0 and RHS is $0*1/2 = 0$, so true
  - Assume true for some k, then need to show that

    $$0 + 1 + 2 + \ldots + k + (k+1) = ((k+1)(k+2))/2$$

    - LHS is $k(k+1)/2 + (k+1)$ by assumption that property holds for problem of size k
    - This becomes, by algebra, $((k+1)(k+2))/2$
  - Hence expression holds for all $n >= 0$

RELEVANCE TO CODE?

- Same logic applies

```
def mult(a, b):
    if b == 1:
        return a
    else:
        return a + mult(a, b-1)
```

- Base case, we can show that `mult` must return correct answer
- For recursive case, we can assume that `mult` correctly returns an answer for problems of size smaller than b, then by the addition step, it must also return a correct answer for problem of size b
- Thus by induction, code correctly returns answer

TOWERS OF HANOI

- The story:
  - 3 tall spikes
  - Stack of 64 different sized discs – start on one spike
  - Need to move stack to second spike (at which point universe ends)
  - Can only move one disc at a time, and a larger disc can never cover up a small disc

TOWERS OF HANOI

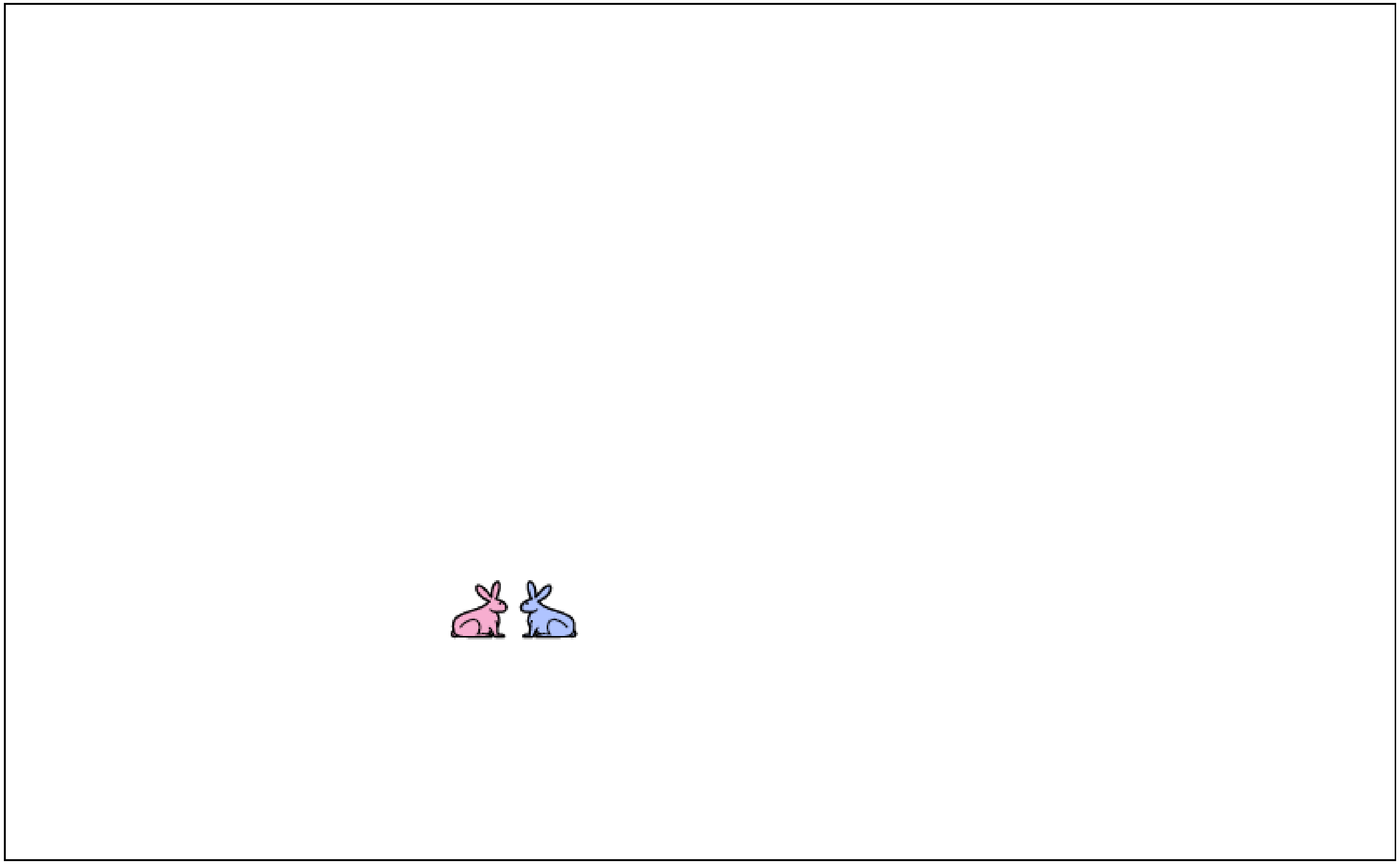
- Having seen a set of examples of different sized stacks, how would you write a program to print out the right set of moves?
- **Think recursively!**
  - Solve a smaller problem
  - Solve a basic problem
  - Solve a smaller problem

TOWERS OF HANOI

```
def printMove(fr, to):
    print('move from ' + str(fr) + ' to ' + str(to))

def Towers(n, fr, to, spare):
    if n == 1:
        printMove(fr, to)
    else:
        Towers(n-1, fr, spare, to)
        Towers(1, fr, to, spare)
        Towers(n-1, spare, to, fr)

print(Towers(4, 'P1', 'P2', 'P3'))
```

RECURSION WITH MULTIPLE BASE CASES

- Fibonacci numbers
  - Leonardo of Pisa (aka Fibonacci) modeled the following challenge
    - Newborn pair of rabbits (one female, one male) are put in a pen
    - Rabbits mate at age of one month
    - Rabbits have a one month gestation period
    - Assume rabbits never die, that female always produces one new pair (one male, one female) every month from its second month on.
    - How many female rabbits are there at the end of one year?



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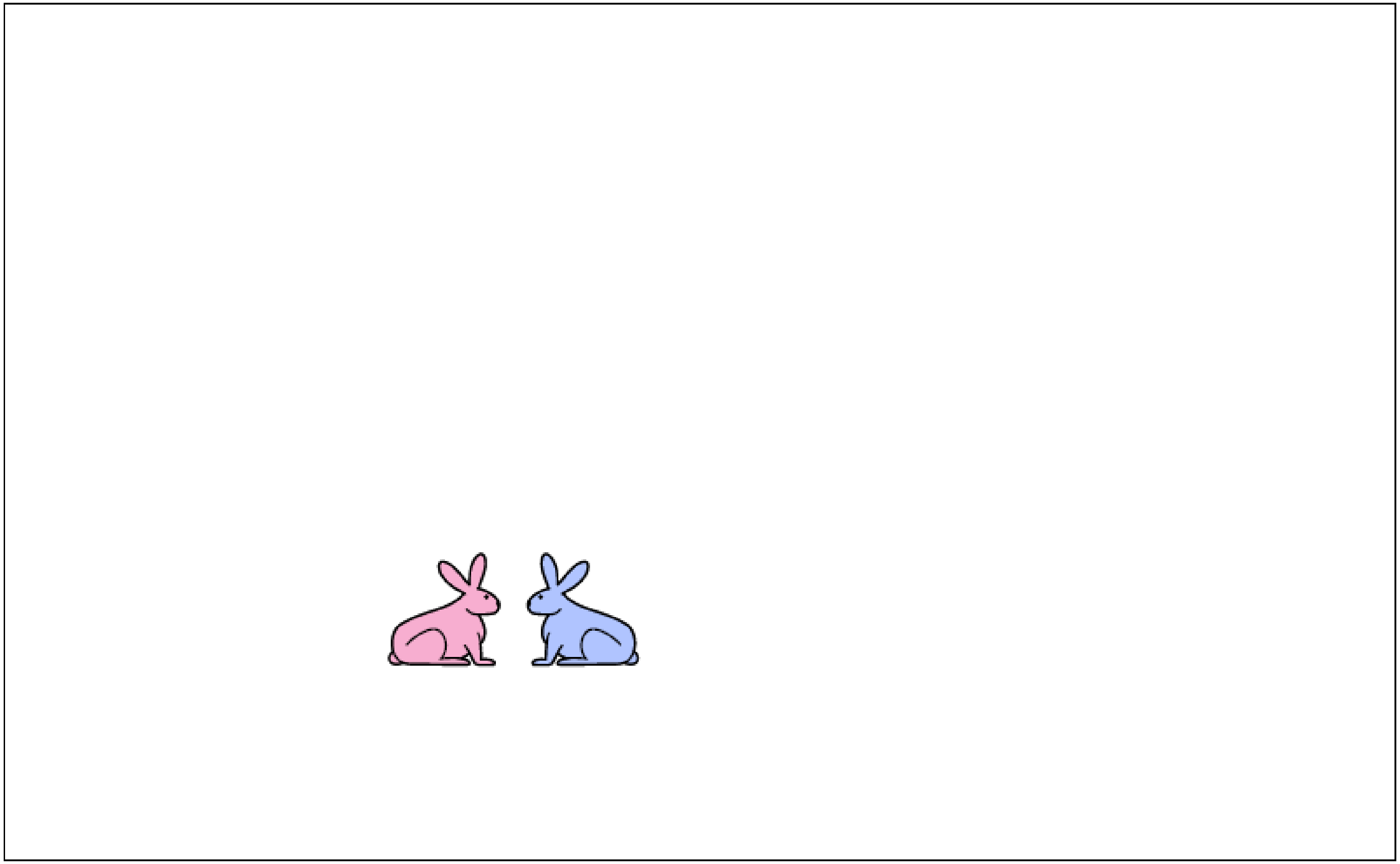

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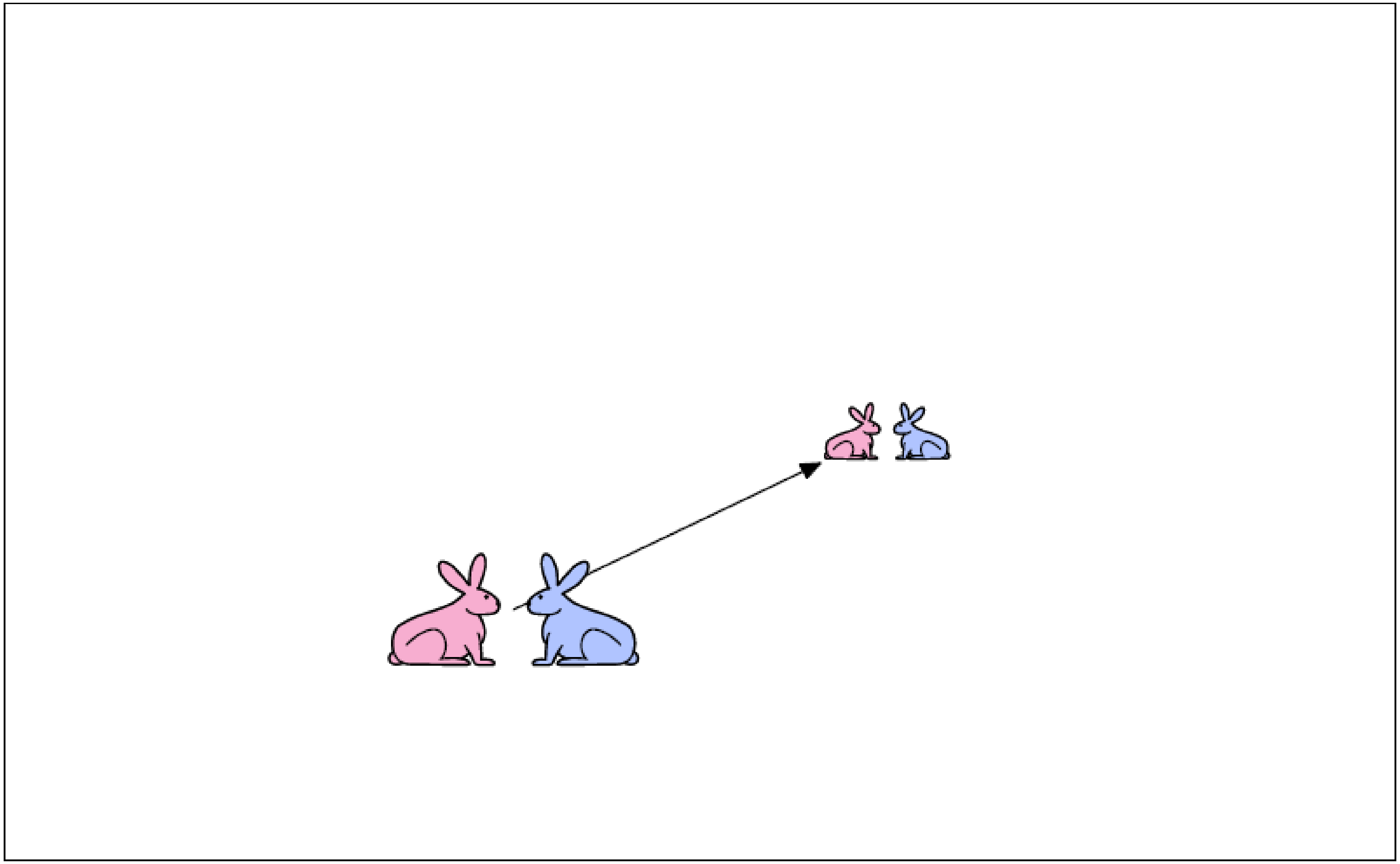

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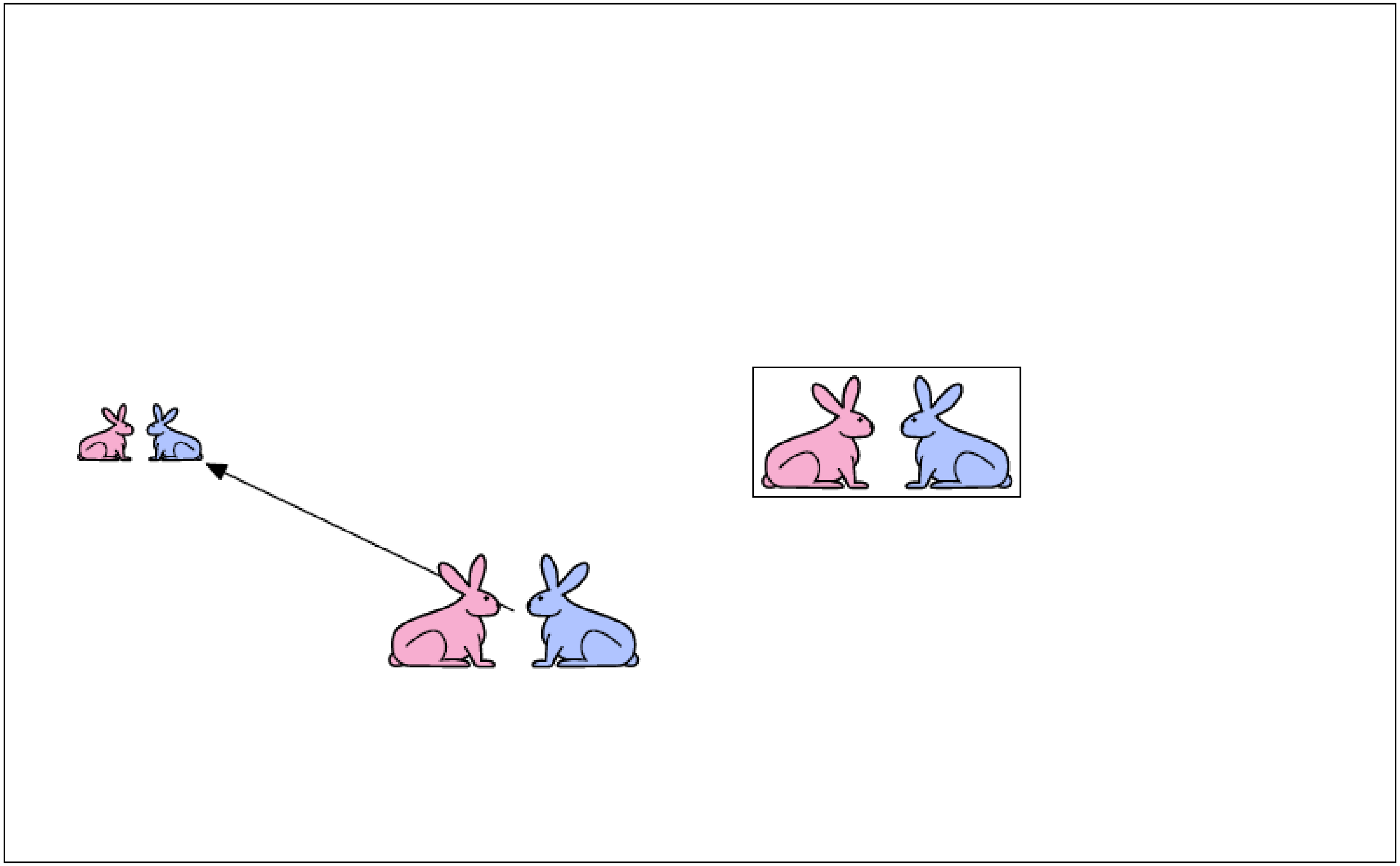

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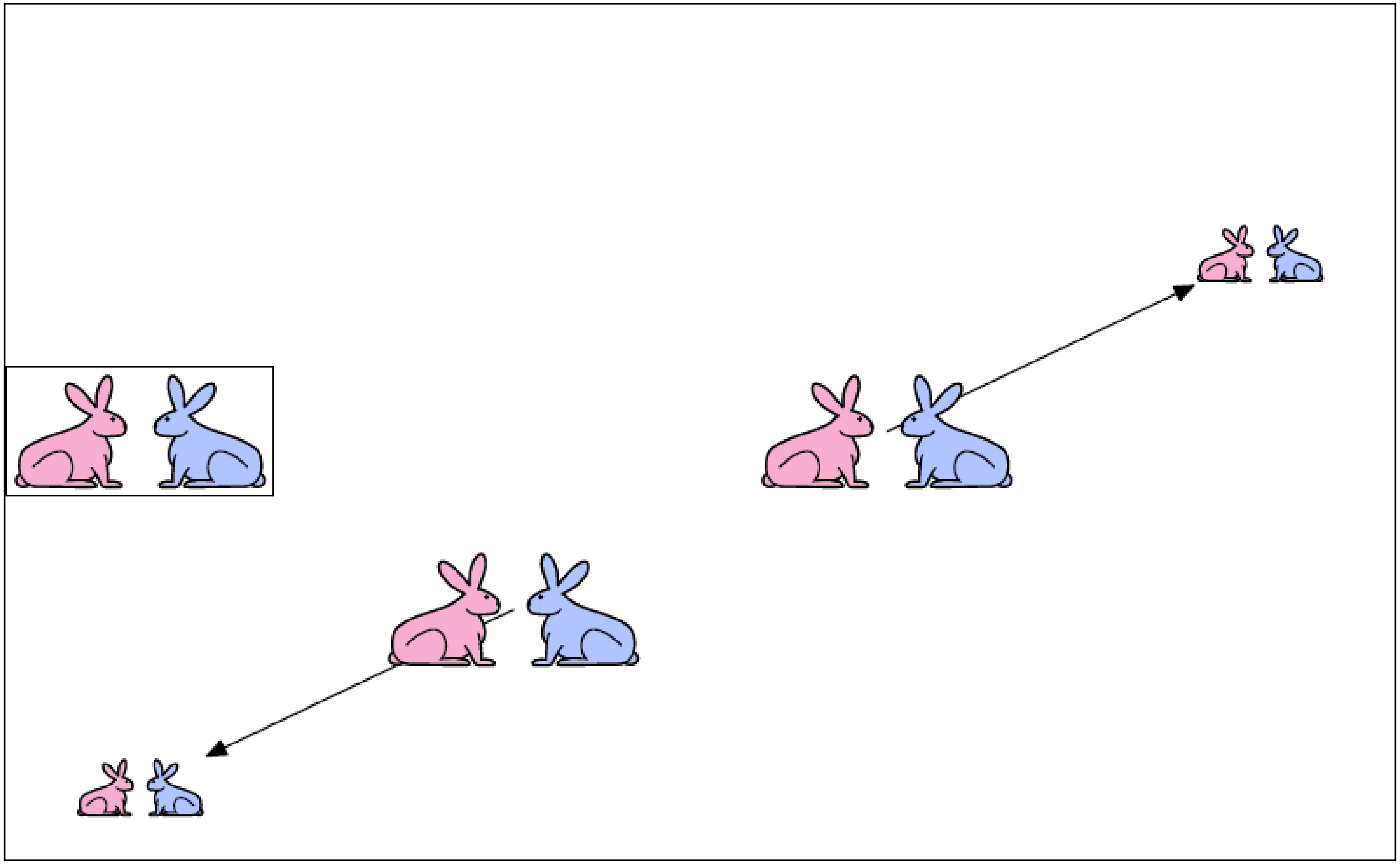

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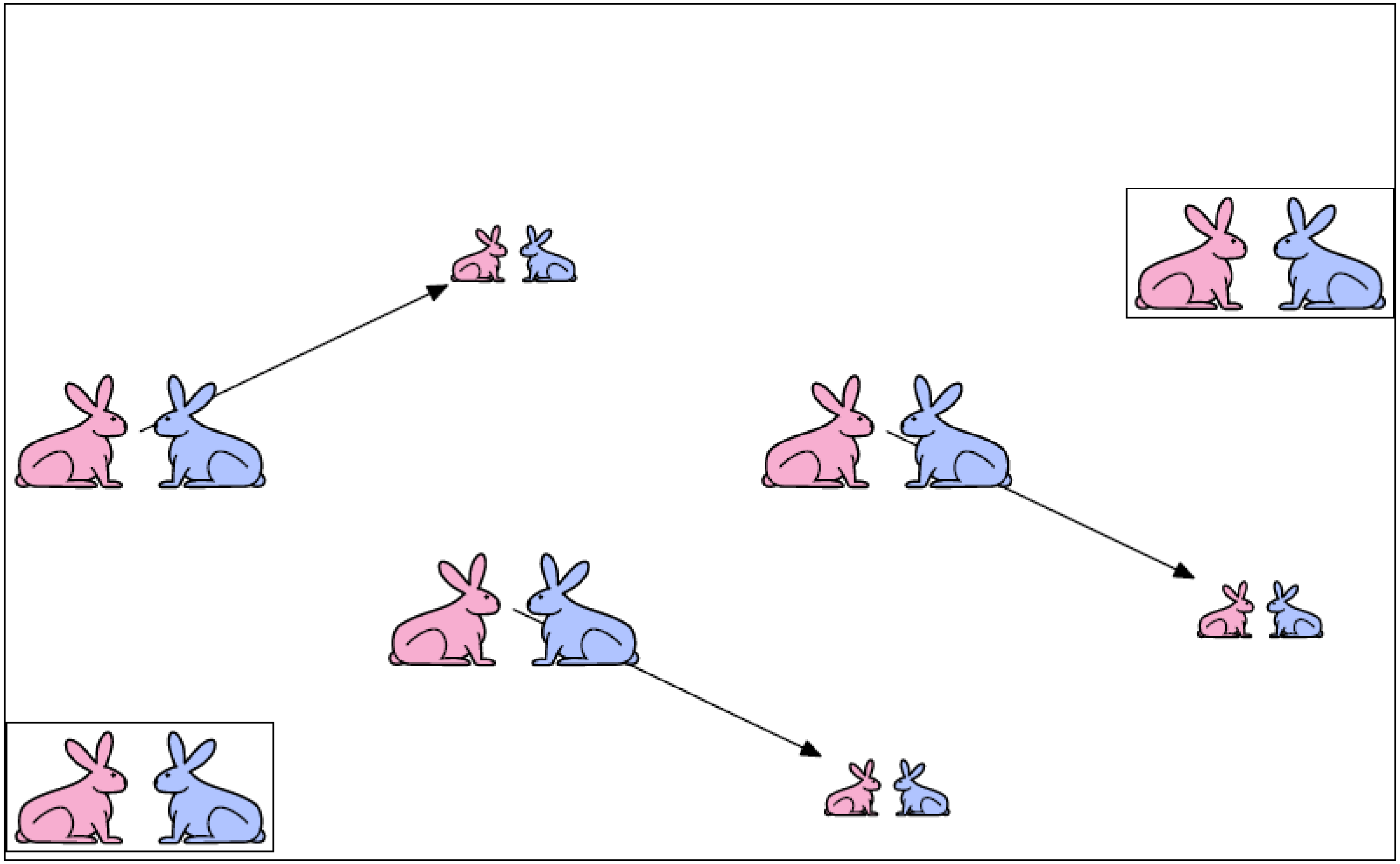

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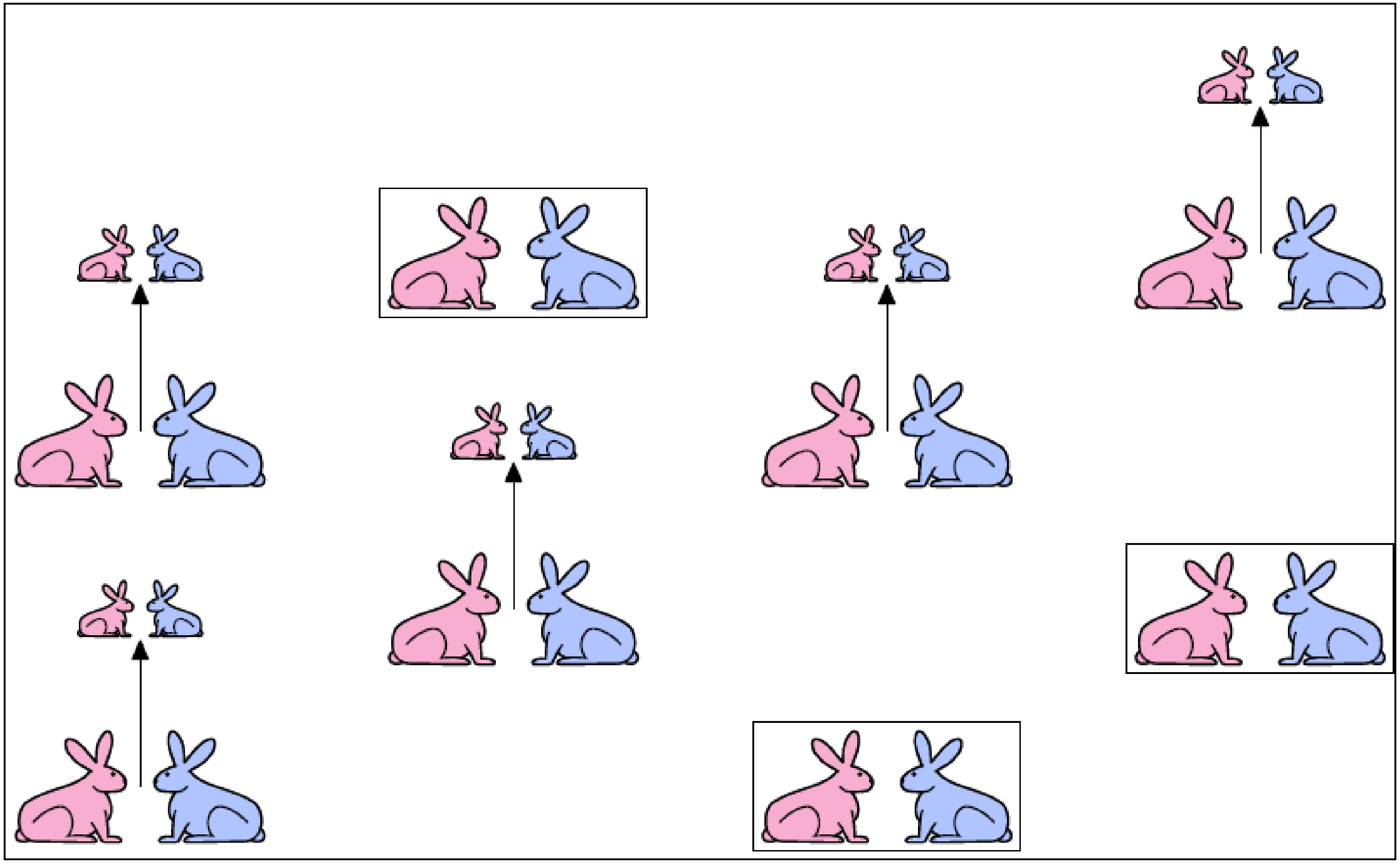

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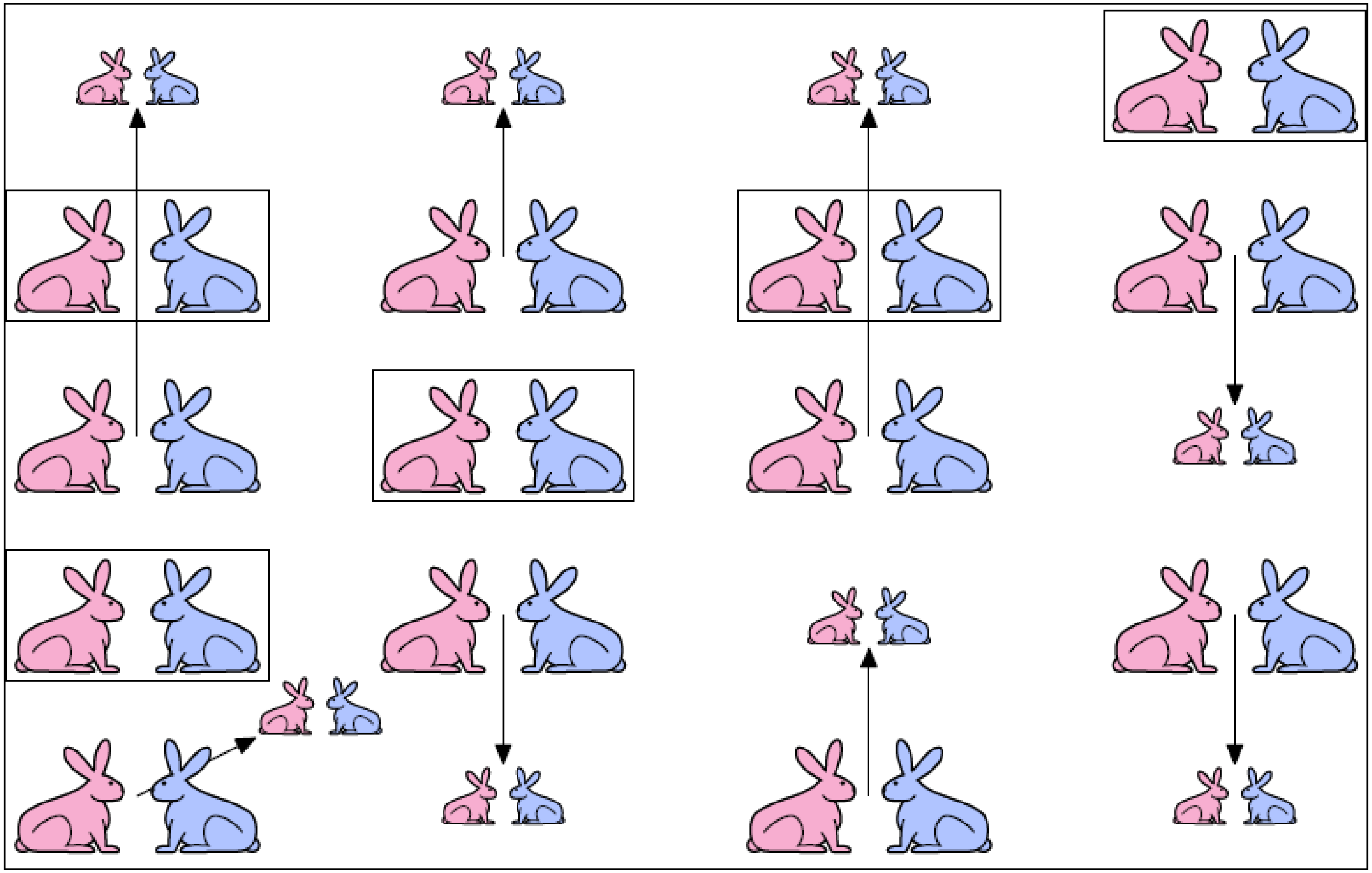

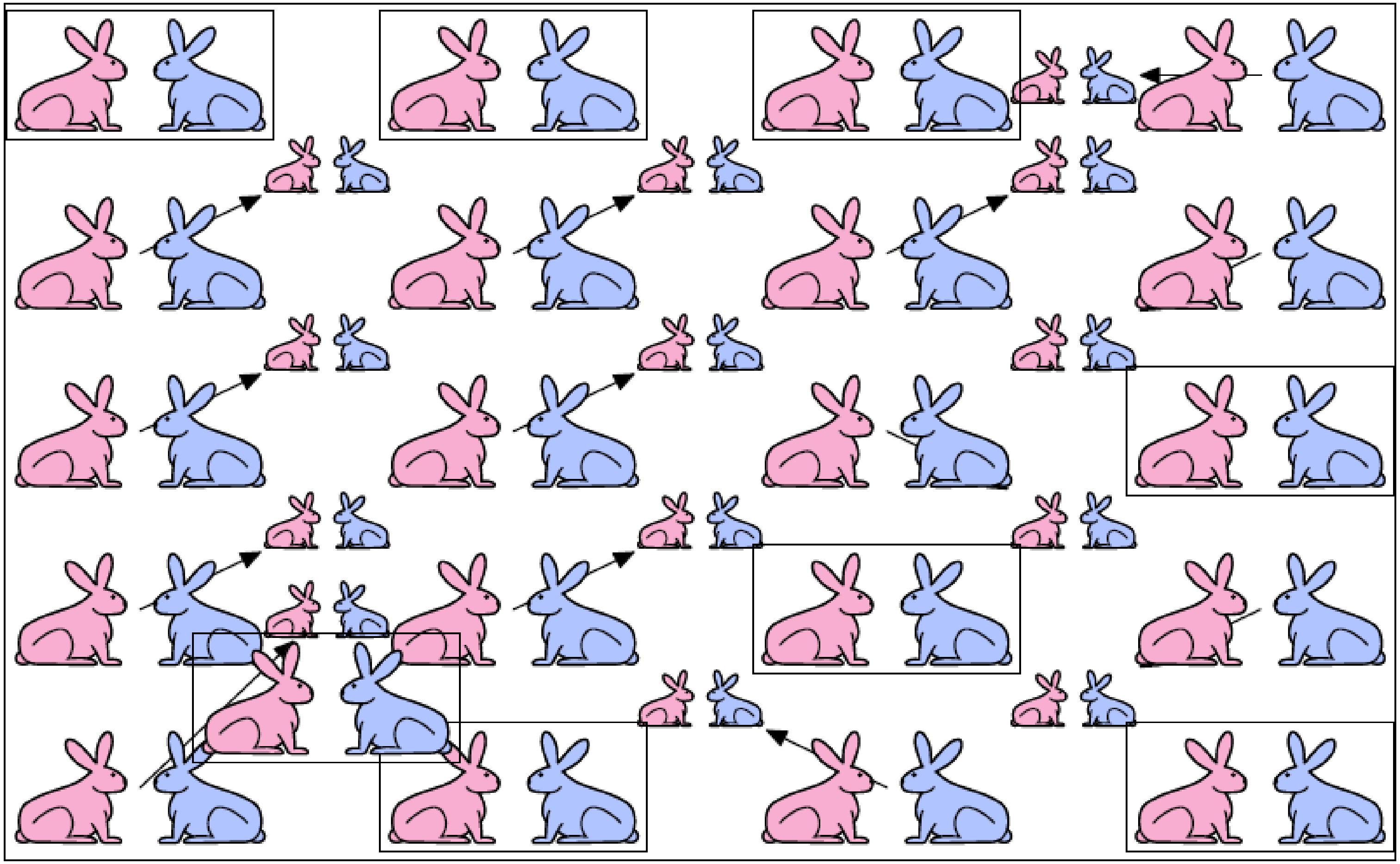

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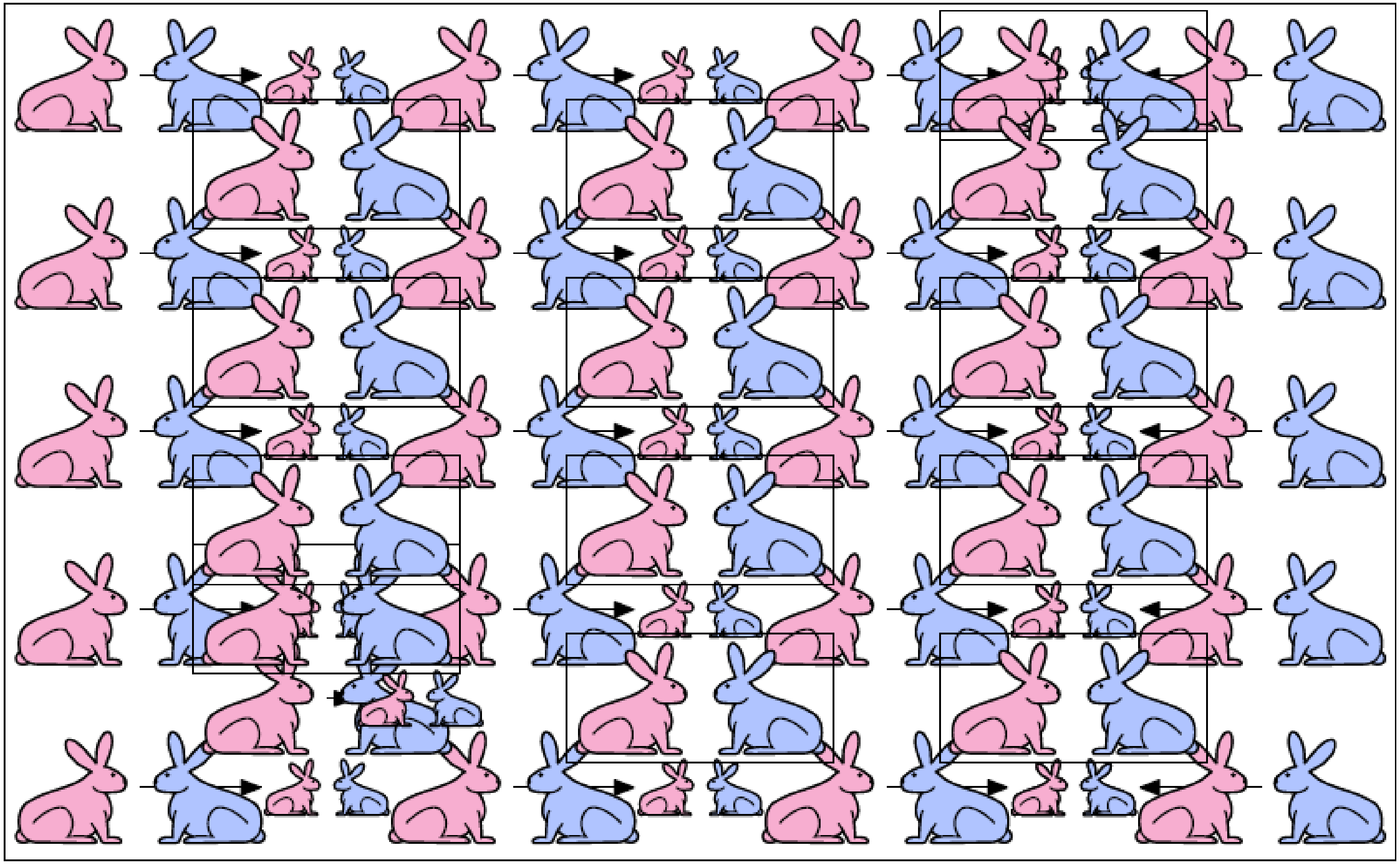

Demo courtesy of Prof. Denny Freeman and Adam Hartz

FIBONACCI

After one month (call it 0) – 1 female

After second month – still 1 female (now pregnant)

After third month – two females, one pregnant, one not

In general, females(n) = females(n-1) + females(n-2)

- Every female alive at month n-2 will produce one female in month n;
- These can be added those alive in month n-1 to get total alive in month n

Month	Females
0	1

FIBONACCI

- Base cases:
  - Females(0) = 1
  - Females(1) = 1
- Recursive case
  - Females(n) = Females(n-1) + Females(n-2)

FIBONACCI

```
def fib(x):

    """assumes x an int >= 0
       returns Fibonacci of x"""

    if x == 0 or x == 1:
        return 1
    else:
        return fib(x-1) + fib(x-2)
```

RECURSION ON NON-NUMERICS

- how to check if a string of characters is a palindrome, i.e., reads the same forwards and backwards
  - "Able was I, ere I saw Elba" – attributed to Napoleon
  - "Are we not drawn onward, we few, drawn onward to new era?" – attributed to Anne Michaels

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SOLVING RECURSIVELY?

- First, convert the string to just characters, by stripping out punctuation, and converting upper case to lower case
- Then
  - Base case: a string of length 0 or 1 is a palindrome
  - Recursive case:
    - If first character matches last character, then is a palindrome if middle section is a palindrome

EXAMPLE

- 'Able was I, ere I saw Elba' → 'ablewasiereisawleba'
- `isPalindrome('ablewasiereisawleba')` is same as
  - `'a' == 'a'` and `isPalindrome('blewasiereisawleb')`

```
def isPalindrome(s):

    def toChars(s):
        s = s.lower()
        ans = ''
        for c in s:
            if c in 'abcdefghijklmnopqrstuvwxyz':
                ans = ans + c
        return ans

    def isPal(s):
        if len(s) <= 1:
            return True
        else:
            return s[0] == s[-1] and isPal(s[1:-1])

    return isPal(toChars(s))

#print(isPalindrome('eve'))
#print(isPalindrome('Able was I, ere I saw Elba'))
#print(isPalindrome('Is this a palindrome'))
```

DIVIDE AND CONQUER

- an example of a “divide and conquer” algorithm
- solve a hard problem by breaking it into a set of sub-problems such that:
  - sub-problems are easier to solve than the original
  - solutions of the sub-problems can be combined to solve the original

DICTIONARIES

HOW TO STORE STUDENT INFO

- so far, can store using separate lists for every info

```
names = ['Ana', 'John', 'Denise', 'Katy']
grade = ['B', 'A+', 'A', 'A']
course = [2.00, 6.0001, 20.002, 9.01]
```

- a **separate list** for each item
- each list must have the **same length**
- info stored across lists at **same index**, each index refers to info for a different person

HOW TO UPDATE/RETRIEVE STUDENT INFO

```
def get_grade(student, name_list, grade_list, course_list):
    i = name_list.index(student)
    grade = grade_list[i]
    course = course_list[i]
    return (course, grade)
```

- **messy** if have a lot of different info to keep track of
- must maintain **many lists** and pass them as arguments
- must **always index** using integers
- must remember to change multiple lists

A BETTER AND CLEANER WAY – A DICTIONARY

- nice to **index item of interest directly** (not always int)
- nice to use **one data structure**, no separate lists

A list

0	Elem 1
1	Elem 2
2	Elem 3
3	Elem 4
…	…

index element

A dictionary

Key 1	Val 1
Key 2	Val 2
Key 3	Val 3
Key 4	Val 4
…	…

custom index by label element

A PYTHON DICTIONARY

- store pairs of data
  - key
  - value

'Ana'	'B'
'Denise'	'A'
'John'	'A+'
'Katy'	'A'

custom index by label

element

empty dictionary

```
my_dict = {}

grades = {'Ana':'B', 'John':'A+', 'Denise':'A', 'Katy':'A'}
```

key1 val1 key2 val2 key3 val3 key4 val4

DICTIONARY LOOKUP

- similar to indexing into a list
- **looks up** the **key**
- **returns** the **value** associated with the key
- if key isn't found, get an error

'Ana'	'B'
'Denise'	'A'
'John'	'A+'
'Katy'	'A'

```
grades = {'Ana':'B', 'John':'A+', 'Denise':'A', 'Katy':'A'}
```

`grades['John']` → evaluates to `'A+'`

`grades['Sylvan']` → gives a `KeyError`

DICTIONARY OPERATIONS

'Ana'	'B'
'Denise'	'A'
'John'	'A+'
'Katy'	'A'
'Sylvan'	'A'

```
grades = {'Ana':'B', 'John':'A+', 'Denise':'A', 'Katy':'A'}
```

- **add** an entry

```
grades['Sylvan'] = 'A'
```

- **test** if key in dictionary

```
'John' in grades        → returns True
'Daniel' in grades      → returns False
```

- **delete** entry

```
del(grades['Ana'])
```

DICTIONARY OPERATIONS

'Ana'	'B'
'Denise'	'A'
'John'	'A+'
'Katy'	'A'

```
grades = {'Ana':'B', 'John':'A+', 'Denise':'A', 'Katy':'A'}
```

- get an **iterable that acts like a tuple of all keys** no guaranteed order

  `grades.keys()` → returns `['Denise','Katy','John','Ana']`

- get an **iterable that acts like a tuple of all values**

  `grades.values()` → returns `['A', 'A', 'A+', 'B']`

no guaranteed order

DICTIONARY KEYS and VALUES

- values
  - any type (**immutable and mutable**)
  - can be **duplicates**
  - dictionary values can be lists, even other dictionaries!
- keys
  - must be **unique**
  - **immutable** type (`int`, `float`, `string`, `tuple`, `bool`)
    - actually need an object that is **hashable,** but think of as immutable as all immutable types are hashable
  - careful with `float` type as a key
- **no order** to keys or values!

```
d = {4:{1:0}, (1,3):"twelve", 'const':[3.14,2.7,8.44]}
```

`list` vs `dict`

- **ordered** sequence of elements
- look up elements by an integer index
- indices have an **order**
- index is an **integer**

- **matches** “keys” to “values”
- look up one item by another item
- **no order** is guaranteed
- key can be any **immutable** type

EXAMPLE: 3 FUNCTIONS TO ANALYZE SONG LYRICS

1) create a **frequency dictionary** mapping `str:int`

2) find **word that occurs the most** and how many times
- use a list, in case there is more than one word
- return a tuple `(list,int)` for (words_list, highest_freq)

3) find the **words that occur at least X times**
- let user choose "at least X times", so allow as parameter
- return a list of tuples, each tuple is a `(list, int)` containing the list of words ordered by their frequency
- IDEA: From song dictionary, find most frequent word. Delete most common word. Repeat. It works because you are mutating the song dictionary.

CREATING A DICTIONARY

```
def lyrics_to_frequencies(lyrics):
    myDict = {}
    for word in lyrics:
        if word in myDict:
            myDict[word] += 1
        else:
            myDict[word] = 1
    return myDict
```

can iterate over list

can iterate over keys in dictionary

update value associated with key

```
def lyrics_to_frequencies(lyrics):
    myDict = {}
    for word in lyrics:
        if word in myDict:
            myDict[word] += 1
        else:
            myDict[word] = 1
    return myDict

she_loves_you = ['she', 'loves', 'you', 'yeah', 'yeah',
'yeah','she', 'loves', 'you', 'yeah', 'yeah', 'yeah',
'she', 'loves', 'you', 'yeah', 'yeah', 'yeah',

'you', 'think', "you've", 'lost', 'your', 'love',
'well', 'i', 'saw', 'her', 'yesterday-yi-yay',
"it's", 'you', "she's", 'thinking', 'of',
'and', 'she', 'told', 'me', 'what', 'to', 'say-yi-yay']

beatles = lyrics_to_frequencies(she_loves_you)
print(beatles)
```

USING THE DICTIONARY

```
def most_common_words(freqs):
    values = freqs.values()
    best = max(values)
    words = []
    for k in freqs:
        if freqs[k] == best:
            words.append(k)
    return (words, best)
```

this is an iterable, so can apply built-in function

can iterate over keys in dictionary

LEVERAGING DICTIONARY PROPERTIES

```
def words_often(freqs, minTimes):
    result = []
    done = False
    while not done:
        temp = most_common_words(freqs)
        if temp[1] >= minTimes:
            result.append(temp)
            for w in temp[0]:
                del(freqs[w])
        else:
            done = True
    return result


print(words_often(beatles, 5))
```

can directly mutate dictionary; makes it easier to iterate

```python
def most_common_words(freqs):
    values = freqs.values()
    best = max(freqs.values())
    words = []
    for k in freqs:
        if freqs[k] == best:
            words.append(k)
    return (words, best)
```

```python
def words_often(freqs, minTimes):
    result = []
    done = False
    while not done:
        temp = most_common_words(freqs)
        if temp[1] >= minTimes:
            result.append(temp)
            for w in temp[0]:
                del(freqs[w])  #remove word from dict
        else:
            done = True
    return result

#print(words_often(beatles, 5))
```

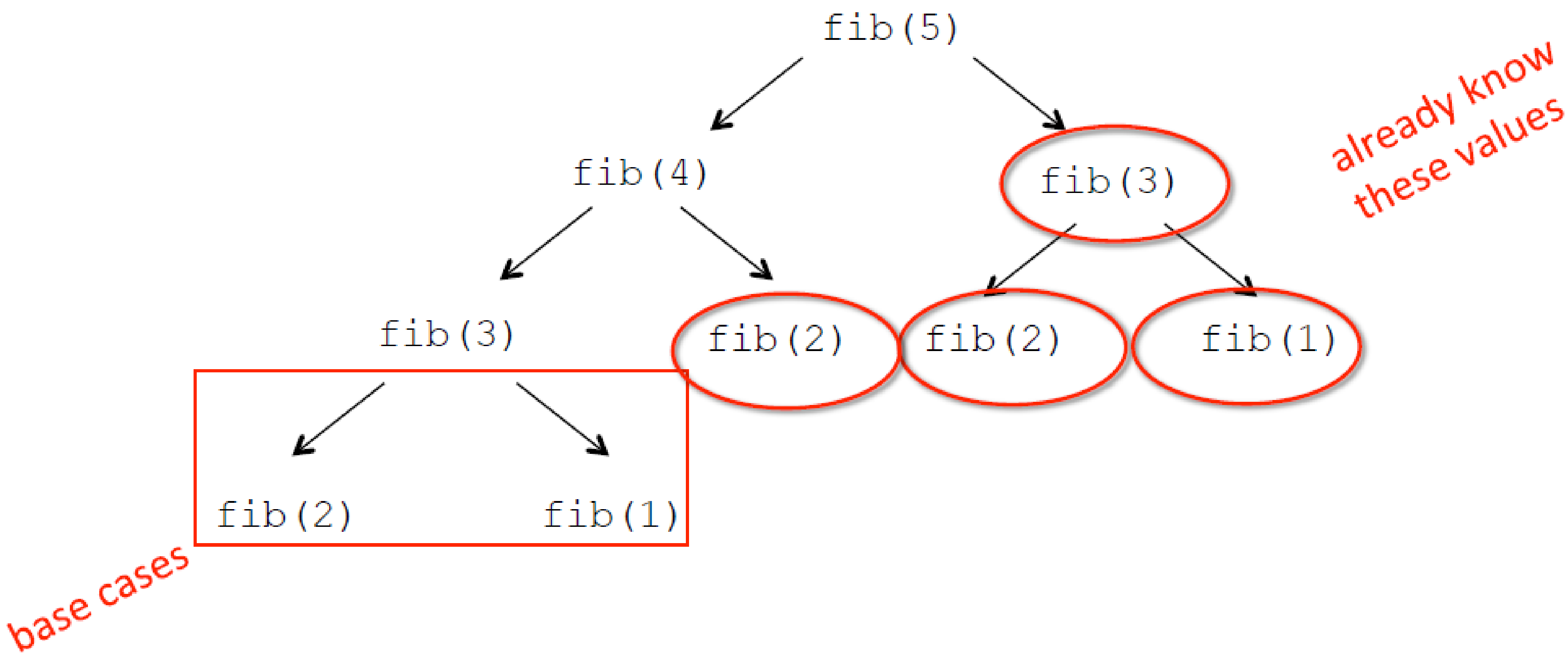
FIBONACCI RECURSIVE CODE

```
def fib(n):
    if n == 1:
        return 1
    elif n == 2:
        return 2
    else:
        return fib(n-1) + fib(n-2)
```

- two base cases
- calls itself twice
- this code is inefficient

INEFFICIENT FIBONACCI

`fib(n) = fib(n-1) + fib(n-2)`



- **recalculating** the same values many times!
- could keep **track** of already calculated values

FIBONACCI WITH A DICTIONARY

```
def fib_efficient(n, d):
    if n in d:
        return d[n]
    else:
        ans = fib_efficient(n-1, d) + fib_efficient(n-2, d)
        d[n] = ans
        return ans

d = {1:1, 2:2}
print(fib_efficient(6, d))
```

Method sometimes called " memoization"

Initialize dictionary with base cases

- do a **lookup first** in case already calculated the value
- **modify dictionary** as progress through function calls

```
def fib_efficient(n, d):
    if n in d:
        return d[n]
    else:
        ans = fib_efficient(n-1, d)+fib_efficient(n-2, d)
        d[n] = ans
        return ans

d = {1:1, 2:2}

argToUse = 34
#print("")
#print('using fib')
#print(fib(argToUse))
#print("")
#print('using fib_efficient')
#print(fib_efficient(argToUse, d))
```

EFFICIENCY GAINS

- Calling fib(34) results in 11,405,773 recursive calls to the procedure
- Calling fib_efficient(34) results in 65 recursive calls to the procedure
- Using dictionaries to capture intermediate results can be very efficient
- But note that this only works for procedures without side effects (i.e., the procedure will always produce the same result for a specific argument independent of any other computations between calls)