



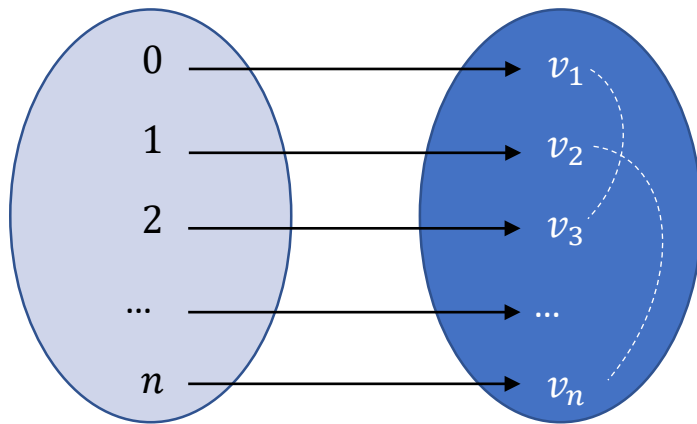
15-110 PRINCIPLES OF COMPUTING – F19

LECTURE 21: SETS

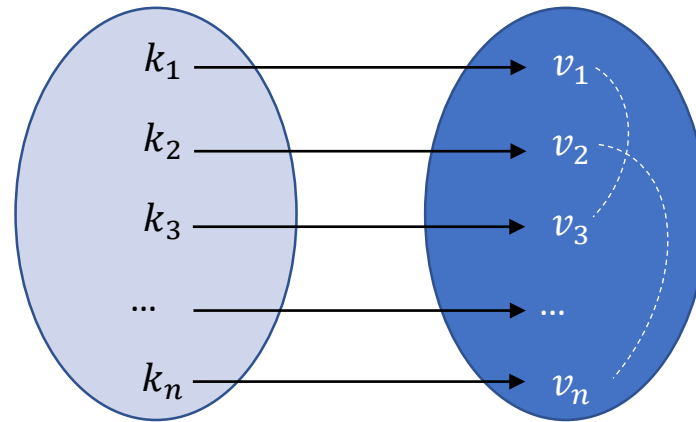
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Sets: unordered, unhashed, non-scalar data structures

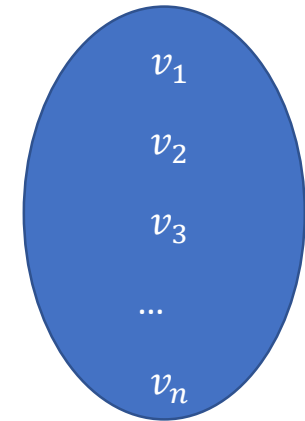
- **Set data structure:** unordered collection of items where every element is unique (no duplicates) and must be immutable
- The set itself is mutable: elements can be inserted and removed, aliases between sets can be created



Sequences
(Lists, tuples)



Dictionaries



Sets

Creation of a set

- Use of {} brackets with literals:

```
new_set = {1, 2, 3, 4.5, 5.3, True, (1,2), 'Hello'}  
print(new_set, type(new_set))
```

- ✓ Any mixed collection of immutable types is admitted

```
new_set = {1, 2, 3, [1,2]} → Error, the list [1,2] is a mutable object
```

- ✓ The set variable itself is mutable

Creation of a set: aliasing (=) and cloning (copy() method)

✓ **Aliasing** (same content, same identity):

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

```
B = A
```

```
B.add(11)
```

```
print(A,B)    #Output: {1,2,3,11} {1,2,3,11}
```

✓ **Cloning** (shallow copy):

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

```
B = A.copy()
```

```
B.add(11)
```

```
print(A,B)    #Output: {1,2,3} {1,2,3,11}
```

Creation of a set

- Use of built-in function `set()` to create a new set from an *iterable* (string, list/tuple, dictionary, set): each element of the iterable object defines an element of the set, **duplicates are discarded**

```
l = [1, 2, 3, 4.5, 5.3, True, (1,2)]    # set from a generic list
new_set = set(l)
print(new_set, type(new_set))
```

```
numbers = {1: 'p', 2: 'p', 3: 'p', 4: 'r', 5: 'p', 6: 'r'}
```

```
new_set = set(numbers)                # set from a dictionary using the keys, set is {1, 2, 3, 4, 5, 6}
new_set = set(numbers.values())        # set from a dictionary using the values, set is {'p','r'}
new_set = set("apple")                 # set from a string, new_set is {'e', 'a', 'l', 'p'}
new_set = set(["apple"])               # set from a list of strings, new_set is {'apple'}
empty_set = set()                     # empty set
```

Changing a set: add(), update()

- ✓ No indexing, no hashing make sense in sets

- Add single elements with method `add()` :

```
my_set = {1, 3, 5}
```

```
my_set.add(2)
```

```
my_set.add(1)    → no error is thrown but no duplicate element is inserted since 1 is already in set
```

- Add multiple elements with method `update(iterable)` that takes as input iterables (strings, tuples/lists, dictionaries, sets) and add each element into the set, no duplicates are inserted

```
my_set = {1, 3, 5}
```

```
my_set.update([2, 3, 4])
```

```
# my_set now contains {1,2,3,4,5}
```

```
my_set.update({2, 2, 2})
```

```
# my_set is left unchanged, it still contains {1,2,3,4,5}
```

```
my_set.update({'c':1, 'b':2})
```

```
# my_set now contains {1, 2, 3, 4, 5, 'b', 'c'}
```

```
my_set.update("apple")
```

```
# my_set now contains {1, 2, 3, 4, 5, 'b', 'c', 'e', 'a', 'l', 'p'}
```

Changing a set: discard(), remove ()

- Remove single element, no error is thrown if the element isn't there: `discard()`

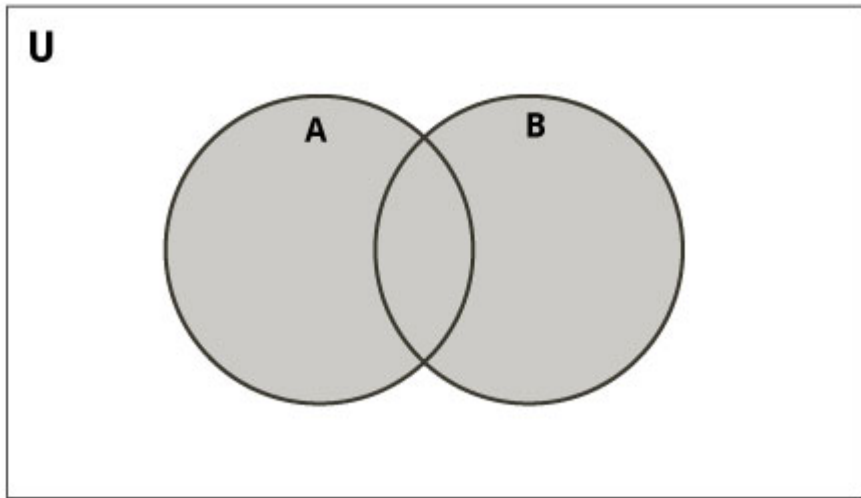
```
my_set = {1, 3, 5}
my_set.discard(3)    # my_set is now {1,5}
my_set.discard(4)    → no error is thrown, set stays unchanged
```

- Remove single element, an error is thrown if the element isn't there: `remove()`

```
my_set = {1, 3, 5}
my_set.remove(3)     # my_set is now {1,5}
my_set.remove(4)     → an error is thrown!
```

Operations with sets: Union

- Sets are mathematical objects, and we can perform the usual mathematical operations on them: **union, intersection, difference, symmetric difference**



- In-place union (update / modify A):
 - $A \mid= B$
 - `A.update(B)` (returns None)

- Union operator $|$
- Union method: `C = A.union(B)`

```
A = {1, 2, 3, 4, 5}
```

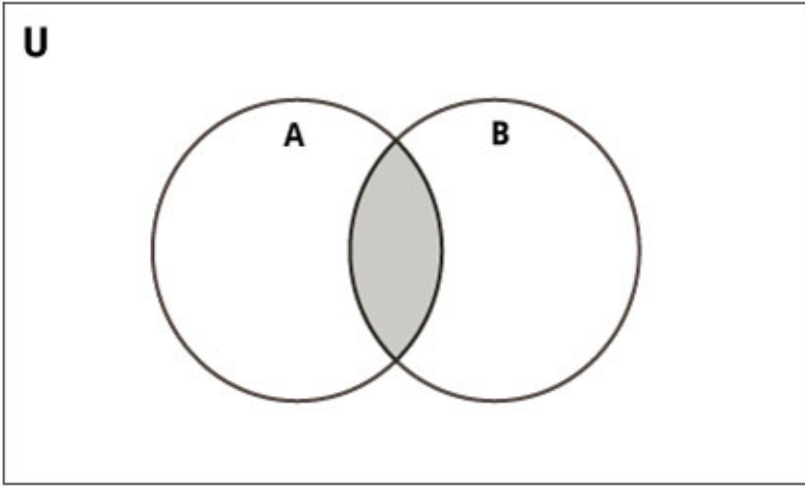
```
B = {4, 5, 6, 7, 8}
```

```
C = A.union(B)
```

```
print(A | B, C == (A|B))
```

```
#Output: {1, 2, 3, 4, 5, 6, 7, 8} True
```


Operations with sets: Intersection



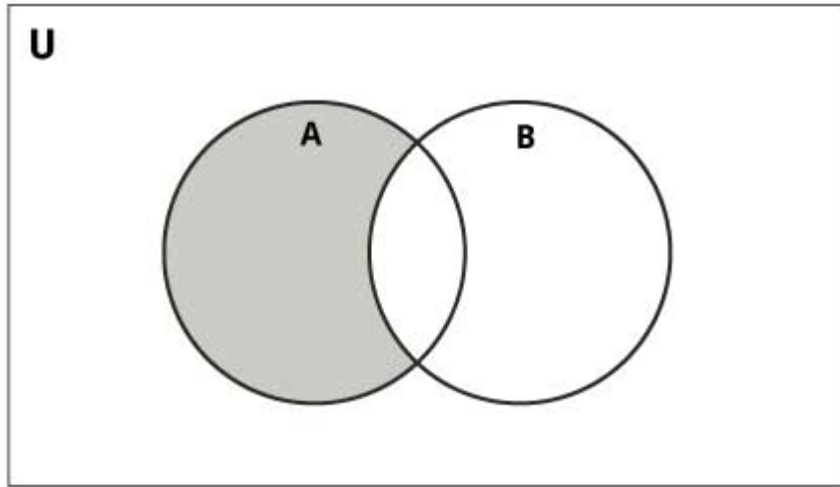
- Intersection, operator `&`
- Intersection, method: `A.intersection(B)`

```
A = {1, 2, 3, 4, 5}
B = {4, 5, 6, 7, 8}
C = A.intersection(B)
```

```
print(A & B, C == (A&B))
#Output: {4, 5} True
```

- In-place intersection (update / modify A):
 - `A.intersection_update(B)` (returns None)
 - `A &= B`

Operations with sets: Difference



- In-place difference (update / modify A):
 - `A.difference_update(B)` (returns `None`)
 - `A -= B`

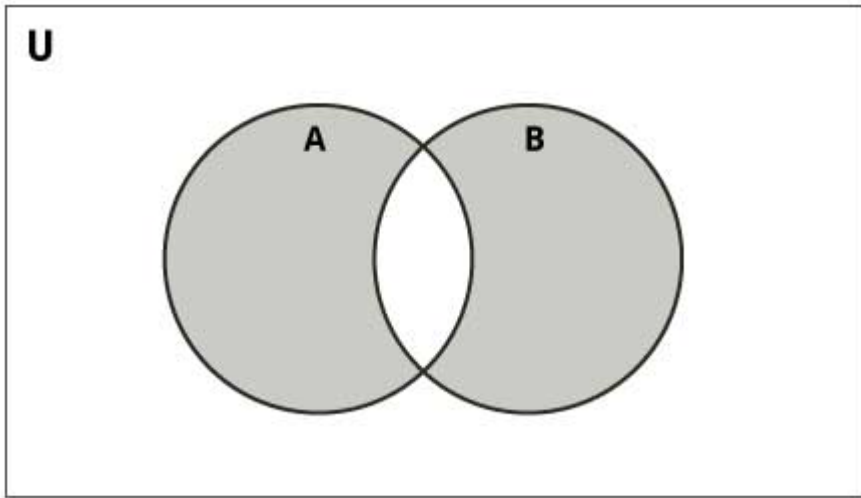
- Difference operator –
- Difference method: `A.difference(B)`

```
A = {1, 2, 3, 4, 5}
B = {4, 5, 6, 7, 8}
C = A.difference(B)
```

```
print(A - B, C == (A-B))
#Output: {1, 2, 3} True
```

```
print(B - A, C == (B-A))
#Output: {6, 7, 8} False
```

Operations with sets: Symmetric difference



- Symmetric difference, operator \wedge
- Difference method: `A.symmetric_difference(B)`

```
A = {1, 2, 3, 4, 5}
B = {4, 5, 6, 7, 8}
C = A.symmetric_difference(B)

print(A ^ B, C == (A^B))
#Output: {1, 2, 3, 6, 7, 8} True
```

- In-place difference (update / modify A):
 - `A.symmetric_difference_update(B)` (returns None)
 - `A ^= B`

(Regular) Operations with sets: membership, iteration

- **Membership:** `in` operator

```
my_set = set("apple")      # my_set is {'e', 'a', 'l', 'p'}
in_set = 'a' in my_set     # in_set is True
in_set = 2 in my_set       # in_set is False
```

- **Iteration:**

```
my_set = set("apple")
for letter in my_set:      # for loop with letter taking the values in {'e', 'a', 'l', 'p'}
    print(letter)
```

Relational operators

- **Equality:** `==`, `!=`

`A == B` # returns `True` if the two sets are equal in content, `False` otherwise

`A != B` # returns `True` if the two sets have some differences, `False` otherwise

- **Subset of:** `<=`, `A.issubset(B)`

`A <= B` # returns `True` if `A` is a subset of `B`, `False` otherwise

`A.issubset(B)` # returns `True` if `A` is a subset of `B`, `False` otherwise

- **Superset of:** `>=`, `A.issuperset(B)`

`A >= B` # returns `True` if `A` is a superset of `B`, `False` otherwise

`A.issuperset(B)` # returns `True` if `A` is a superset of `B`, `False` otherwise

- **Strictly subset or superset:** `>`, `<`

`A > B` # returns `True` if `A >= B` and `A != B`, `False` otherwise

`A < B` # returns `True` if `A <= B` and `A != B`, `False` otherwise

List of all methods for sets

Method	Description
<code>add()</code>	Adds an element to the set
<code>clear()</code>	Removes all elements from the set
<code>copy()</code>	Returns a copy of the set
<code>difference()</code>	Returns the difference of two or more sets as a new set
<code>difference_update()</code>	Removes all elements of another set from this set
<code>discard()</code>	Removes an element from the set if it is a member. (Do nothing if the element is not in set)
<code>intersection()</code>	Returns the intersection of two sets as a new set
<code>intersection_update()</code>	Updates the set with the intersection of itself and another
<code>isdisjoint()</code>	Returns <code>True</code> if two sets have a null intersection

Use the `help()` function to get complete descriptions inline

<https://docs.python.org/3/library/stdtypes.html> - set-types-set-frozenset

List of all methods for sets

<code>issubset()</code>	Returns <code>True</code> if another set contains this set
<code>issuperset()</code>	Returns <code>True</code> if this set contains another set
<code>pop()</code>	Removes and returns an arbitrary set element. Raise <code>KeyError</code> if the set is empty
<code>remove()</code>	Removes an element from the set. If the element is not a member, raise a <code>KeyError</code>
<code>symmetric_difference()</code>	Returns the symmetric difference of two sets as a new set
<code>symmetric_difference_update()</code>	Updates a set with the symmetric difference of itself and another
<code>union()</code>	Returns the union of sets in a new set
<code>update()</code>	Updates the set with the union of itself and others

Use the `help()` function to get complete descriptions inline

<https://docs.python.org/3/library/stdtypes.html> - set-types-set-frozenset

Useful built-in functions that can be used with sets

Function	Description
<code>all()</code>	Return <code>True</code> if all elements of the set are true (or if the set is empty).
<code>any()</code>	Return <code>True</code> if any element of the set is true. If the set is empty, return <code>False</code> .
<code>enumerate()</code>	Return an enumerate object. It contains the index and value of all the items of set as a pair.
<code>len()</code>	Return the length (the number of items) in the set.
<code>max()</code>	Return the largest item in the set.
<code>min()</code>	Return the smallest item in the set.
<code>sorted()</code>	Return a new sorted list from elements in the set(does not sort the set itself).
<code>sum()</code>	Return the sum of all elements in the set.

Practice

Task 1.9 (5 points) Implement the function `intersect_three(s1, s2, s3)` that takes three sets and returns the intersection of all three (i.e., a set with all elements that are in s1 and s2 and s3).

Task 1.7 (5 points) Implement the function `unique_values(d)` that returns a sorted list containing all unique values that occur in the dictionary `d`.
For example, `unique_values({'a': 2, 'b': 2, 'c': 1})` should return the list `[1,2]`.