:mod:'operator' --- Standard operators as functions

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```
.. module:: operator
    :synopsis: Functions corresponding to the standard operators.
```

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Unknown directive type "sectionauthor".

.. sectionauthor:: Skip Montanaro <skip@automatrix.com>

Source code: :source:`Lib/operator.py`

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Unknown directive type "testsetup".

```
.. testsetup::
  import operator
  from operator import itemgetter, iadd
```

The $\underline{\mathsf{mod}}$ operator' module exports a set of efficient functions corresponding to the intrinsic operators of Python. For example, $\underline{\mathsf{operator.add}}(x, y)$ is equivalent to the expression x+y. Many function names are those used for special methods, without the double underscores. For backward compatibility, many of these have a variant with the double underscores kept. The variants without the double underscores are preferred for clarity.

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The functions fall into categories that perform object comparisons, logical operations, mathematical operations and sequence operations.

The object comparison functions are useful for all objects, and are named after the rich comparison operators they support:

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```
.. function:: lt(a, b)
    le(a, b)
    eq(a, b)
    ne(a, b)
    ge(a, b)
    gt(a, b)
```

```
__lt__(a, b)
__le__(a, b)
__le__(a, b)
__eq__(a, b)
__ne__(a, b)
__ge__(a, b)
__gt__(a, b)

Perform "rich comparisons" between *a* and *b*. Specifically, ``lt(a, b)`` is equivalent to ``a < b``, ``le(a, b)`` is equivalent to ``a <= b``, ``eq(a, b)`` is equivalent to ``a != b``, ``gt(a, b)`` is equivalent to ``a > b`` and ``ge(a, b)`` is equivalent to ``a >= b``. Note that these functions can return any value, which may or may not be interpretable as a Boolean value. See :ref:`comparisons` for more information about rich comparisons.
```

The logical operations are also generally applicable to all objects, and support truth tests, identity tests, and boolean operations:

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```
.. function:: truth(obj)

Return :const:`True` if *obj* is true, and :const:`False` otherwise. This is
equivalent to using the :class:`bool` constructor.
```

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```
.. function:: is_(a, b)
Return ``a is b``. Tests object identity.
```

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```
.. function:: is_not(a, b)
Return ``a is not b``. Tests object identity.
```

The mathematical and bitwise operations are the most numerous:

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```
.. function:: abs(obj)
```

```
__abs__(obj)

Return the absolute value of *obj*.
```

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```
.. function:: and_(a, b)
    __and__(a, b)

Return the bitwise and of *a* and *b*.
```

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```
.. function:: neg(obj)
    __neg__(obj)

Return *obj* negated (``-obj``).
```

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```
.. function:: or_(a, b)
    __or__(a, b)

Return the bitwise or of *a* and *b*.
```

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```
.. function:: pos(obj)
    __pos__(obj)

Return *obj* positive (``+obj``).
```

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```
.. function:: sub(a, b)
__sub__(a, b)
Return ``a - b``.
```

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```
.. function:: xor(a, b)
    __xor__(a, b)

Return the bitwise exclusive or of *a* and *b*.
```

Operations which work with sequences (some of them with mappings too) include:

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```
.. function:: contains(a, b)
    __contains__(a, b)

Return the outcome of the test ``b in a``. Note the reversed operands.
```

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Unknown directive type "function".

```
.. function:: countOf(a, b)
Return the number of occurrences of *b* in *a*.
```

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```
.. function:: indexOf(a, b)
Return the index of the first of occurrence of *b* in *a*.
```

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```
.. function:: setitem(a, b, c)
    __setitem__(a, b, c)
Set the value of *a* at index *b* to *c*.
```

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.. function:: length_hint(obj, default=0)

Return an estimated length for the object *o*. First try to return its actual length, then an estimate using :meth:`object.__length_hint__`, and finally return the default value.

.. versionadded:: 3.4

The following operation works with callables:

The <u>mod</u>: operator' module also defines tools for generalized attribute and item lookups. These are useful for making fast field extractors as arguments for <u>fine</u>; map', <u>fine</u>; sorted', <u>meth</u>: itertools.groupby', or other functions that expect a function argument.

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```
* After ``f = attrgetter('name.first', 'name.last')``, the call ``f(b)``
  returns ``(b.name.first, b.name.last)``.
Equivalent to::
   def attrgetter(*items):
       if any(not isinstance(item, str) for item in items):
           raise TypeError('attribute name must be a string')
       if len(items) == 1:
           attr = items[0]
           def g(obj):
               return resolve attr(obj, attr)
       else:
           def g(obj):
               return tuple(resolve_attr(obj, attr) for attr in items)
       return q
   def resolve_attr(obj, attr):
       for name in attr.split("."):
          obj = getattr(obj, name)
       return obj
```

```
main\Doc\library\[cpython-main][Doc][library]operator.rst, line 305)
Unknown directive type "function".
   .. function:: itemgetter(item)
                  itemgetter(*items)
      Return a callable object that fetches *item* from its operand using the
      operand's :meth: __getitem__ `method. If multiple items are specified, returns a tuple of lookup values. For example:
      * After ``f = itemgetter(2)``, the call ``f(r)`` returns ``r[2]``.
      * After ``g = itemgetter(2, 5, 3)``, the call <math>``g(r)`` returns
         ``(r[2], r[5], r[3])``.
      Equivalent to::
         def itemgetter(*items):
              if len(items) == 1:
                  item = items[0]
                  def g(obj):
                      return obj[item]
              else:
                  def g(obj):
                      return tuple (obj[item] for item in items)
              return g
      The items can be any type accepted by the operand's :meth: `__getitem_
      method. Dictionaries accept any hashable value. Lists, tuples, and
      strings accept an index or a slice:
         >>> itemgetter(1)('ABCDEFG')
         'B'
         >>> itemgetter(1, 3, 5)('ABCDEFG')
         ('B', 'D', 'F')
         >>> itemgetter(slice(2, None))('ABCDEFG')
         'CDEFG'
         >>> soldier = dict(rank='captain', name='dotterbart')
         >>> itemgetter('rank')(soldier)
          'captain'
      Example of using :func: `itemgetter` to retrieve specific fields from a
      tuple record:
         >>> inventory = [('apple', 3), ('banana', 2), ('pear', 5), ('orange', 1)]
         >>> getcount = itemgetter(1)
         >>> list(map(getcount, inventory))
         [3, 2, 5, 1]
         >>> sorted(inventory, key=getcount)
          [('orange', 1), ('banana', 2), ('apple', 3), ('pear', 5)]
```

```
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main\Doc\library\[cpython-main][Doc][library]operator.rst, line 354)
Unknown directive type "function".

.. function:: methodcaller(name, /, *args, **kwargs)

Return a callable object that calls the method *name* on its operand. If
   additional arguments and/or keyword arguments are given, they will be given
   to the method as well. For example:

   * After ``f = methodcaller('name')``, the call ``f(b)`` returns ``b.name()``.

   * After ``f = methodcaller('name', 'foo', bar=1)``, the call ``f(b)``
        returns ``b.name('foo', bar=1)``.

Equivalent to::

   def methodcaller(name, /, *args, **kwargs):
        def caller(obj):
        return getattr(obj, name) (*args, **kwargs)
        return caller
```

Mapping Operators to Functions

This table shows how abstract operations correspond to operator symbols in the Python syntax and the functions in the mod: operator module.

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Operation	Syntax	Function		
Addition	a + b	add(a, b)		
Concatenation	seq1 + seq2	concat(seq1, seq2)		
Containment Test	obj in seq	contains(seq, obj)		
Division	a / b	truediv(a, b)		
Division	a // b	floordiv(a, b)		
Bitwise And	a & b	and_(a, b)		
Bitwise Exclusive Or	a ^ b	xor(a, b)		
Bitwise Inversion	~ a	invert(a)		
Bitwise Or	a b	or_(a, b)		
Exponentiation	a ** b	pow(a, b)		
Identity	a is b	is_(a, b)		
Identity	a is not b	is_not(a, b)		
Indexed Assignment	obj[k] = v	setitem(obj, k, v)		
Indexed Deletion	del obj[k]	delitem(obj, k)		
Indexing	obj[k]	getitem(obj, k)		
Left Shift	a << b	lshift(a, b)		
Modulo	a % b	mod(a, b)		
Multiplication	a * b	mul(a, b)		
Matrix Multiplication	a @ b	matmul(a, b)		
Negation (Arithmetic)	- a	neg(a)		
Negation (Logical)	not a	not_(a)		
Positive	+ a	pos(a)		
Right Shift	a >> b	rshift(a, b)		
Slice Assignment	seq[i:j] = values	<pre>setitem(seq, slice(i, j), values)</pre>		
Slice Deletion	del seq[i:j]	delitem(seq, slice(i, j))		
Slicing	seq[i:j]	<pre>getitem(seq, slice(i, j))</pre>		
String Formatting	s % obj	mod(s, obj)		
Subtraction	a - b	sub(a, b)		
Truth Test	obj	truth(obj)		
Ordering	a < b	lt(a, b)		

Operation	Syntax	Function	
Ordering	a <= b	le(a, b)	
Equality	a == b	eq(a, b)	
Difference	a != b	ne(a, b)	
Ordering	a >= b	ge(a, b)	
Ordering	a > b	gt(a, b)	

In-place Operators

Many operations have an "in-place" version. Listed below are functions providing a more primitive access to in-place operators than the usual syntax does; for example, the :term`statement` x += y is equivalent to x = perator.iadd(x, y). Another way to put it is to say that z = perator.iadd(x, y) is equivalent to the compound statement z = x; z += y.

```
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```

In those examples, note that when an in-place method is called, the computation and assignment are performed in two separate steps. The in-place functions listed below only do the first step, calling the in-place method. The second step, assignment, is not handled.

For immutable targets such as strings, numbers, and tuples, the updated value is computed, but not assigned back to the input variable:

```
>>> a = 'hello'
>>> iadd(a, ' world')
'hello world'
>>> a
'hello'
```

For mutable targets such as lists and dictionaries, the in-place method will perform the update, so no subsequent assignment is necessary:

```
>>> s = ['h', 'e', 'l', 'l', 'o']
>>> iadd(s, [' ', 'w', 'o', 'r', 'l', 'd'])
['h', 'e', 'l', 'l', 'o', ' ', 'w', 'o', 'r', 'l', 'd']
>>> s
['h', 'e', 'l', 'l', 'o', ' ', 'w', 'o', 'r', 'l', 'd']
```

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```
.. function:: iand(a, b)
    __iand__(a, b)
    ``a = iand(a, b)`` is equivalent to ``a &= b``.
```

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```
.. function:: iconcat(a, b)
    __iconcat__(a, b)
    ``a = iconcat(a, b)`` is equivalent to ``a += b`` for *a* and *b* sequences.
```

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```
.. function:: ifloordiv(a, b)
    __ifloordiv__(a, b)
    ``a = ifloordiv(a, b)`` is equivalent to ``a //= b``.
```

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```
.. function:: ilshift(a, b)
    __ilshift__(a, b)
    ``a = ilshift(a, b)`` is equivalent to ``a <<= b``.</pre>
```

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Unknown directive type "function".

```
.. function:: imatmul(a, b)
    __imatmul__(a, b)
    ``a = imatmul(a, b)`` is equivalent to ``a @= b``.
.. versionadded:: 3.5
```

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```
.. function:: itruediv(a, b)
    __itruediv__(a, b)
    ``a = itruediv(a, b)`` is equivalent to ``a /= b``.
```