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Data Structures and Algorithms

Python Data Types

Week 2

Class Quiz!

Time:
5 min

bit.ly/DSA1920Quiz1

In-Built Python - Exercise

- Get into groups of 3 - no laptops allowed
- List all of the in-built python data types that you know.
- Categorise whether they are 'atomic' or 'collective' data types

In-Built Python

- **Atomic** - integers, floats, complex numbers, booleans
- **Collective** - strings, dictionaries, lists, tuples, set, range, iterators
- There are many others that you can find [here](#) but we focus on the main ones
- `type()` - gives you the type of any object (even user-defined ones)
- You can often convert between types e.g. `int('32')` or `str(1.823)` or `list('abc')`
- Some types are **immutable** - any changes point to a different object
 - Int, Float, Complex Numbers, Booleans, Strings, Tuples, Range
- Others are **mutable** - change the object that the variable points to
 - List, Dictionary, Set

In-Built Python - Exercise 2

- Group 1 - Numbers (Ints, Floats, Complex)
- Group 2 - Booleans
- Group 3 - Strings

You have 10 minutes to find out as much as you can about your chosen data structure and its' implementation in Python.

2 from each group will present to the class on your findings.

Assume the class has zero knowledge on the data structure. Start from nothing.

Numbers

- Integers e.g. -1, 0 , 7 , 2**100
 - No size limit in Python 3 (Use longs in Python 2 for this property)
 - Default - base 10 (decimal), can be base 8 or base 16 (useful for brevity)
- Floating Point Numbers e.g. -2.0, 34.3453, 2.5e6, 2E-10
 - Decimals - `sys.float_info.dig` tells you max digits Python can differentiate between
 - Operations between `Int` and `Float` give you a float
 - **`float('Inf')`** and **`float('Nan')`** are special floats useful for calculations
- Complex Numbers e.g. -2+3j, 2.4+1.2j, 1+1j (*not supported in all Python installations*)

Numbers

- Operators (in order of completion)
 - `**` - exponentiation
 - `*`, `/` - multiplication and division
 - `%`, `//` - remainder and quotient on integer division
 - `+`, `-` - addition and subtraction
- Bitwise Operations (Convert to Bits and operate e.g. `-`, `&`, `|`, `^`, `>>`, `<<`)
- Mathematical Functions (round, max, min, abs)
- Use the **math** module for more mathematical functions (sqrt, log, floor, exp, ceil, sin etc)
- Use the **random** module for more randomisation functions

Booleans

- Two possible values - True, False
- There are only two objects stored. You can have multiple reference to them.
- Each additional reference takes up 4 or 8 bytes of memory to store the reference.
- `bool()` - can be applied on any object and returns **true** unless it is:
 - None, False, 0, "", [], (), {}
 - Objects from classes defined to have a `__nonzero__` method
 - Objects from classes defined to return 0 or False in the `__len__` method
- `x and y` - if `bool(x)` is False, return x, otherwise return y
- `x or y` - if `bool(x)` is False, return y, otherwise return x
- `not x` - if `bool(x)` is False, return True, otherwise return False

Booleans

- Comparison Operators return booleans: `<`, `>`, `<=`, `>=`, `==`, `!=`
- Comparisons must be objects of same type (one-element at a time for collective DS)
- You can chain multiple comparisons together e.g. `1 < 2 < 3` returns `True`
- **is** and **is not** tell you if two variables point to the same object
- **in** and **not in** tell you if a variable is contained in a sequence (collective data type)
- **all** and **any** tell you if there are all or any true statements in a collective DS
- Order of Operations:
 - Calculations → Comparisons → not → and → or
 - Better to use brackets for clarity

Booleans - a few exercises

- What is the result of?
 - not 17- 8 and 3
 - $[1,2] > []$ and $[1,3,2] > [2,1]$ or $[]$
- Implement the following using boolean operators
 - nor - positive if and only if both inputs are negative
 - xor - positive if and only if one of two inputs are negative
 - nand - negative if and only if both inputs are positive
 - xnor - positive if and only if both inputs are the same

String

- Sequence of letters, symbols and numbers (known as **characters**)
- Can be declared in many ways - 'hello', "what's the time", " hi ", ""what's up""
- Triple quotes are used for multi-line quotes, double for including apostrophes
- You can treat them like lists: "hi" + " bye", "hello"[2], "hi" * 3, 'hello'[1:-1], len("hi")
- Can be **formatted** in a print statement or using string.format() with the % sign
- A huge number of built-in string methods
 - .lower(), .upper(), .find(), .count(), .split(), .isdigit(), .capitalize(), .title(), .replace()
 - Can built one string from a list of strings using .join() (.split() breaks string to list)
 - Very complex but useful module named **regex** for analysing strings (texts)
- mystr = "hello", mystr[1] = "a" will not work as strings are **immutable**!

Strings - a few exercises

- Implement the following functions in Python
 - Count the number of capital letters in a string
 - Check if a string is a palindrome (same forward as backwards)
 - Input a string and replace all instances of multiple spaces (2 or more) with tab `'\t'`
 - Convert an integer to a string with commas e.g. 1000 \rightarrow '1,000'

Other Useful Data Types

- **datetime** package is very useful for working with dates and times (e.g. timeseries)
- **numpy.datetime64** and **pandas.timestamp** are also good options
- **decimal** package is good for more advanced real number manipulations
- We will look at lists but **numpy arrays** or **array** package will generally be more efficient
- **pandas dataframes** are convenient for manipulating tables

Time:
7 min

Questions

Next Steps

1. Commit Week 1 Implementations
2. Group 1 - Lists, Group 2- Dictionaries, Group 3 - Sets, Group 4 - Tuples.
 - a. What is this data structure and what can we do with it?
 - b. When should we use it? Which kind of situations?
 - c. What are its' limitations? When should we not use it?
3. More challenges posted on Piazza (by End of Day)