

# Sets

Lecture 6-1

Hyung-Sin Kim



SNU Graduate School of Data Science

# Sets

- Differently from Lists, Sets store **unordered** and **distinct** items
- Like Lists, Sets are **mutable** and can be used as **function arguments**
- Just as int, float, str, bool, and list, set is also a class that has its own methods
- Declare a set using {xxxx}
  - `>>> vowels = {"a", "e", "i", "o", "u", "a", "u", "i", "e"}`
  - `>>> vowels ➡ {'a', 'u', 'e', 'o', 'i'}`
    - No particular order (different from that we typed)
    - No duplicate items
- Check if duplicates are ignored
  - `>>> {"a", "e", "i", "o", "u", "a", "u", "i", "e"} == {'a', 'u', 'e', 'o', 'i'}`
  - True

# Sets

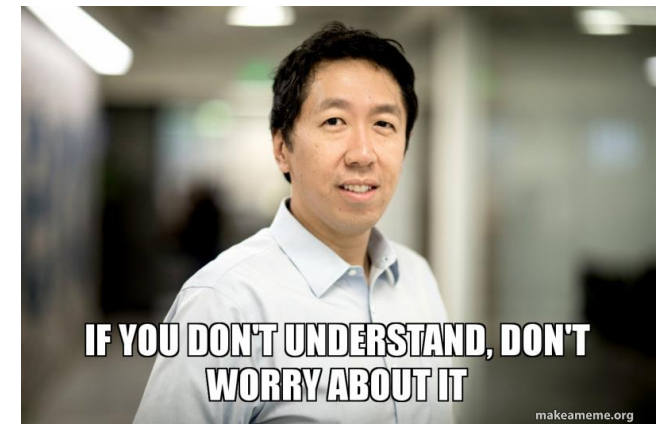
- An empty set
  - `>>> a = set()` - Not `{}` !
- We can change a list to a set
  - `>>> set([2, 3, 2, 5, 5, 5]) ➡ {2, 3, 5}`
- We can loop over a set
  - `>>> students = set(["inhoe", "yesong", "jaehyuk", "yeha", "suun", "nayeon"])`
  - `>>> for student in students:`
  - `... print(student)`

# Sets – Methods

- `digits = set([0, 1, 2, 3, 4, 5])`    /    `odds = set([1, 3, 5, 7, 9])`
  - `>>> digits.add(6)`
  - `>>> digits.remove(2)`
  - `>>> digits.clear()`
  - `>>> digits.issubset(odds)`                      `== digits <= odds`
  - `>>> digits.issuperset(odds)`                      `== digits >= odds`
  - `>>> digits.difference(odds)`                      `== digits - odds`
  - `>>> digits.intersection(odds)`                      `== digits & odds`
  - `>>> digits.symmetric_difference(odds)`                      `== digits ^ odds`
  - `>>> digits.union(odds)`                      `== digits | odds`

# Sets – Immutable Content

- Set supports “**in**” operator (value\_A in set\_A)
- Checking for set membership is fast (directly done) since it uses mathematical technique called *hashing*
  - In contrast, checking for list membership needs scanning the whole items
- Hashing assumes that all elements of a set are **immutable** and a mutable element like List cannot be an element of a set
  - ```
>>> S = set()
```
  - ```
>>> L = [1, 2, 3]
```
  - ```
>>> S.add(L)
```
  - Error ^0^



# Tuples

Lecture 6-1

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# Tuples

- Like Lists, Tuples have **ordered** items
- Unlike Lists (and like Strings), Tuples are **immutable**
- Declare a tuple using ()
  - `>>> nums = ()`
  - `>>> nums = (8,)`
  - `>>> nums = (5+3,)`      to differentiate from arithmetic operations
- Loop over a tuple
  - `>>> nums = (1, 2, 3, 4)`
  - `>>> for num in nums:`
  - `...      print(num)`

# Tuples

- Tuples **cannot** be mutated
  - `>>> family = ("dad", "mom", "me", "brother")`
  - `>>> family[0] = "grand father"`
  - Error ^0^
- Objects inside tuples **can** be mutated
  - `>>> family = ("dad", 60, "mom", 58, "me", 27, "brother", 24)`
  - `>>> family[0][1] = 61`
  - `>>> family ➡ ("dad", 61, "mom", 58, "me", 27, "brother", 24)`



# Dictionaries


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# Dictionaries

- Dictionaries have **ordered mutable** items without **duplicates**
  - Insertion order
- Unlike those in sets, items in dictionaries are **key/value pairs**
  - Key is like index in Lists
- Declare using {}
  - `>>> dict_empty = {}`
  - `>>> dict_grades = {"inhoe": "A", "yesong": "A+", "jaewook": "A++"}`
- Access using keys 
  - `>>> dict_grades["inhoe"]`      `"A"`

# Dictionaries

- Updating and checking membership of Dictionaries
  - `>>> dict_grades = {}`
  - `>>> dict_grades["inhoe"] = "A"` (adding a new key/value pair)
  - `>>> dict_grades["inhoe"] = "B"` (modifying an existing pair, not adding another)
  - `>>> "inhoe" in dict_grades` (this is fast like sets)
  - `>>> del dict_grades["inhoe"]`

# Looping

- Looping over dictionaries
  - for <<variable>> in <<dictionary>>:
  - <<block>>
  - The loop variable is assigned each **key** from the dictionary
- Example
  - >>> for student in dict\_grades:
  - >>>     print(student, “got grade”, dict\_grades[student])
  - inhoe got grade A
  - yesong got grade A+
  - jaewook got grade A++

# Methods

- `dict_grades.clear()`
  - Remove all key/value pairs
- `dict_grades.keys()`
  - Returns all keys as a set-like object (unique entries)
- `dict_grades.items()`
  - Returns all key/value pairs as set-like objects (unique entries)
- `dict_grades.values()`
  - Returns all values as a list-like object (maybe not unique entries)
- `dict_grades.get(k)`
  - Returns the value associated with key `k`
- `dict_grades.get(k, v)`
  - Same + returns `v` if key `k` is not present

# Methods

- `dict_grades.pop(k)`
  - Removes key `k` and returns the value associated with the key
- `dict_grades.pop(k,v)`
  - Same + returns `v` if key `k` is not present
- `dict_grades.setdefault(k)`
  - Returns the value associated with key `k`, if key `k` is not present, add it and set its associated value to `None`
- `dict_grades.setdefault(k,v)`
  - Returns the value associated with key `k`, if key `k` is not present, add it and set its associated value to `v`
- `dict_grades.update(dict2)`
  - Update `dict_grades` with the contents of `dict2`

# “in” Operation

- `grades = {"inhoe": "A", "yesong": "A+", "jaewook": "A", "hyung-sin": "C"}`
- “in” operator only checks if a value is one of the dictionary’s **keys** (ignoring values)
  - `>>> "jaewook" in grades`
  - `True`
  - `>>> "A" in grades`
  - `False`

# Invert a Dictionary!

- `grades = {"inhoe": "A", "yesong": "A+", "jaewook": "A", "hyung-sin": "C"}`
- Write a program that provides a dictionary **grades\_inv** that has inverted key-value pairs (grades' keys become values and values become keys)
- What is the main challenge?



# Invert a Dictionary! (Solution)

- `grades = {"inhoe": "A", "yesong": "A+", "jaewook": "A", "hyung-sin": "C"}`
- `>>> grades_inv = {}`
- `>>> for student, grade in grades.items():`
- `>>> if grade in grades_inv:`
- `>>> grades_inv[grade].append(student)`
- `>>> else:`
- `>>> grades_inv[grade] = [student]`

# Mutability

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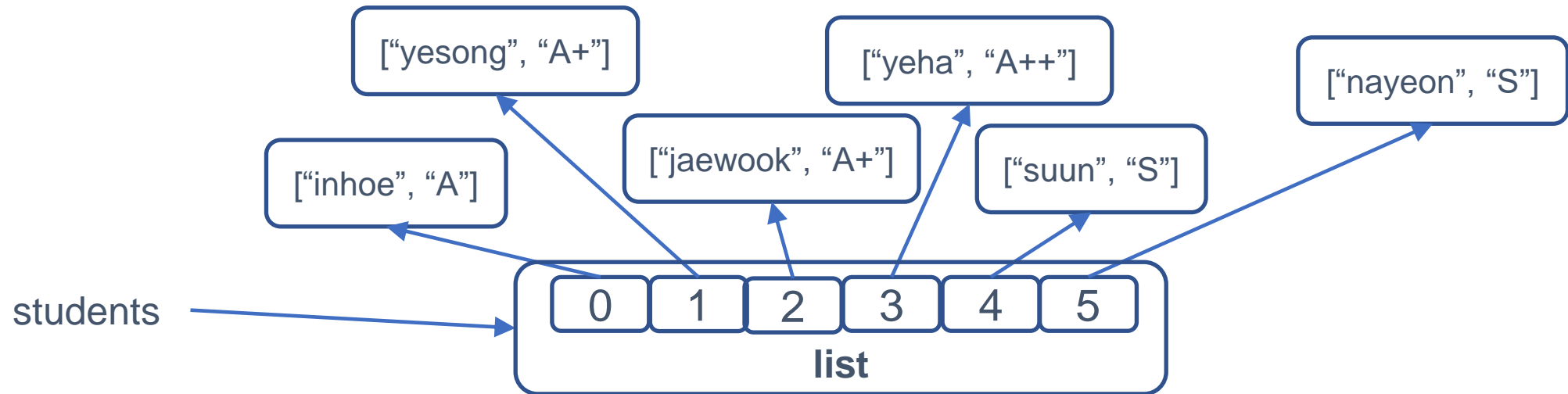


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*Lets review the various data structures we've learnt so far,  
in terms of **mutability***

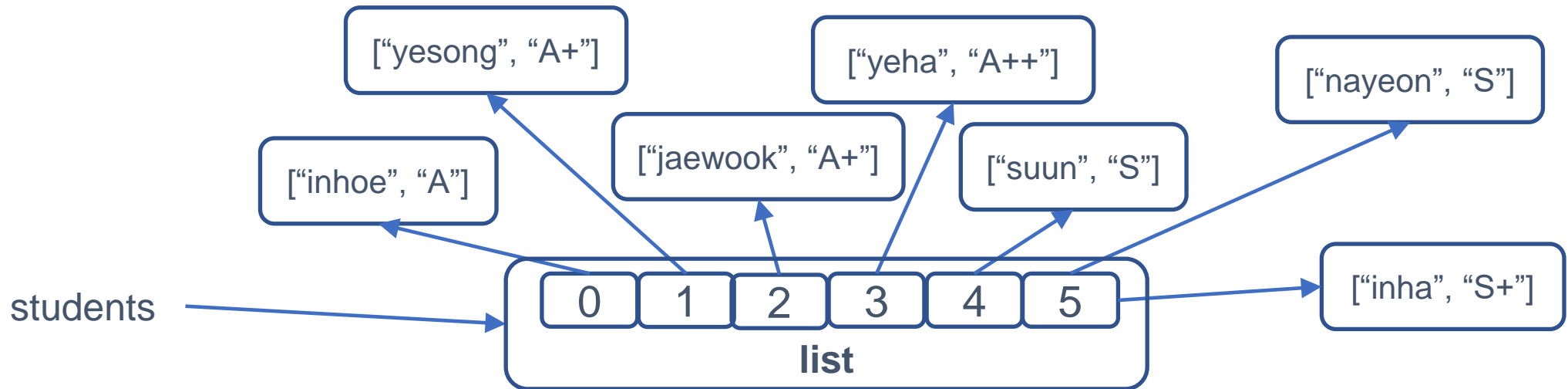
# Mutability – List

- List (mutable container with mutable elements)
  - `student[5] = ["inha", "S+"]`



# Mutability – List

- List (mutable container with mutable elements)
  - `student[5] = ["inha", "S+"]`
  - `student[5]` is pointing at a **different object (address)**

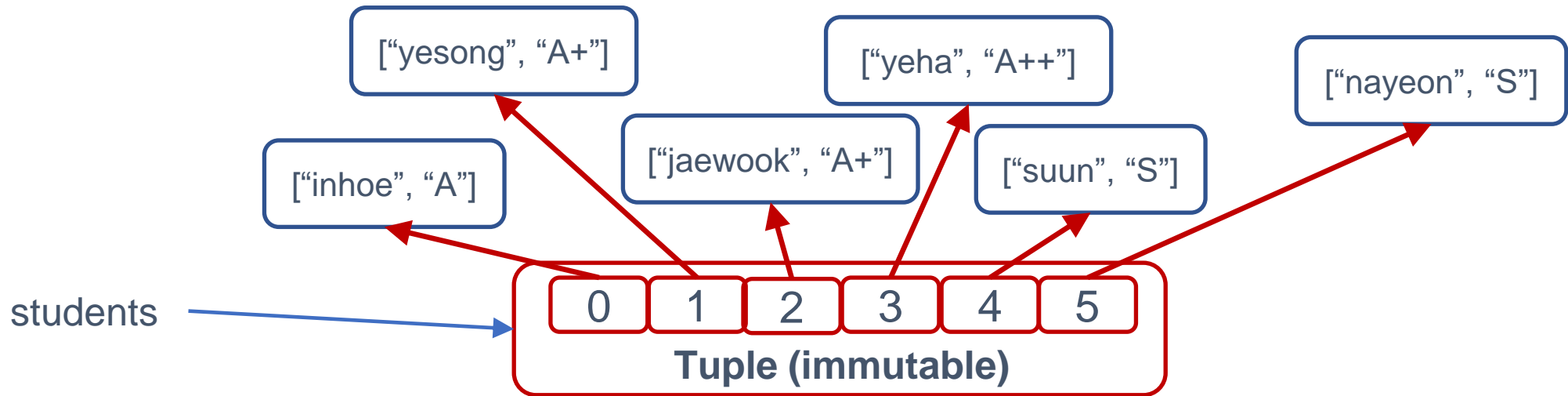


When a container (collection) is **mutable**, after it is defined

- (1) its elements can be added or removed
- (2) Its elements can change what **address (object)** to point at

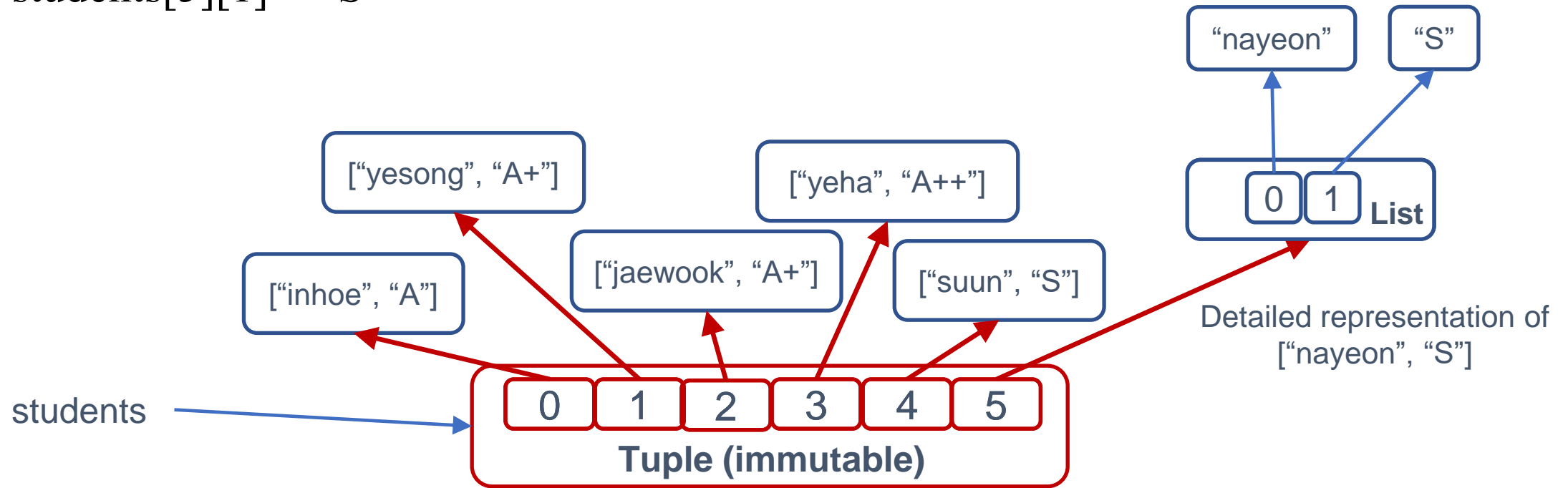
# Mutability – Tuple

- Tuple (immutable container with mutable elements)
  - Once students is defined, # of elements and all the elements' arrows are **fixed**
  - `students[5] = ["inha", "S+"]` does not work since `students[5]` **cannot** point at a **different object**



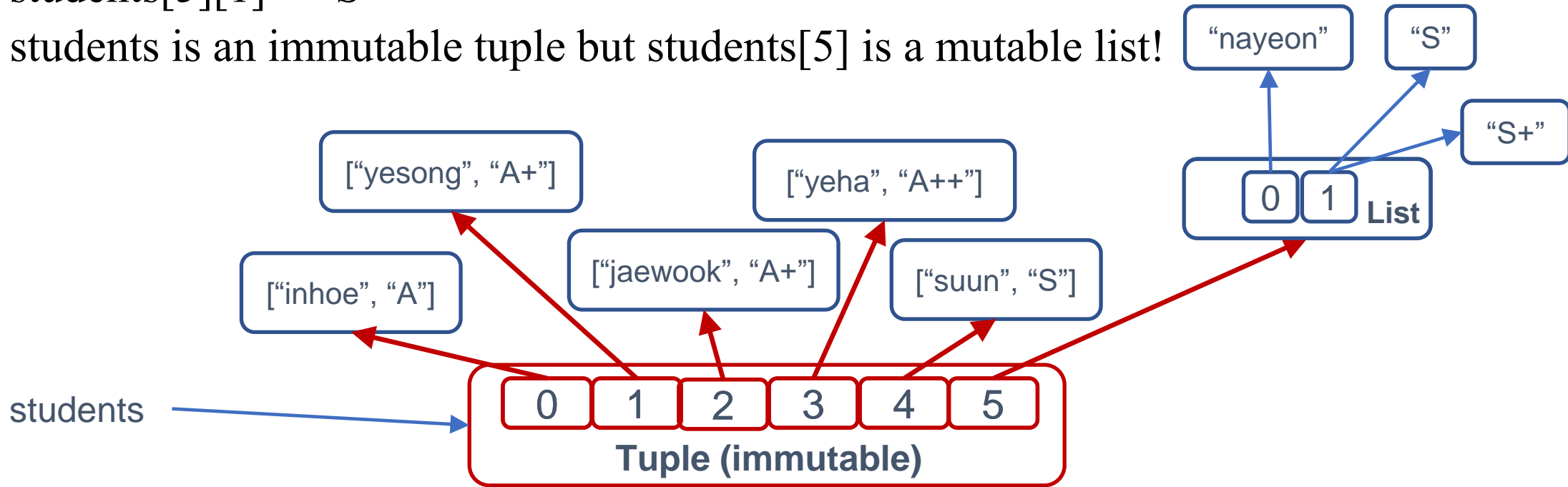
# Mutability – Tuple

- Tuple (immutable container with mutable elements)
  - `students[5][1] = "S+"`



# Mutability – Tuple

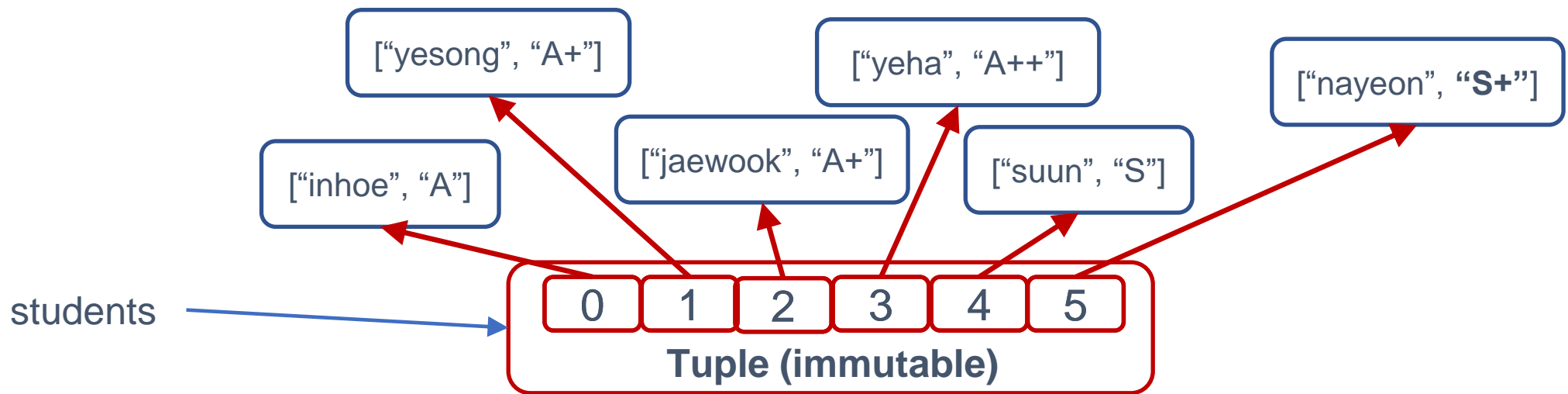
- Tuple (immutable container with mutable elements)
  - `students[5][1] = "S+"`
  - `students` is an immutable tuple but `students[5]` is a mutable list!





# Mutability – Tuple

- Tuple (immutable container with mutable elements)
  - `students[5][1] = "S+"`
  - `students` is an immutable tuple but `students[5]` is a mutable list!

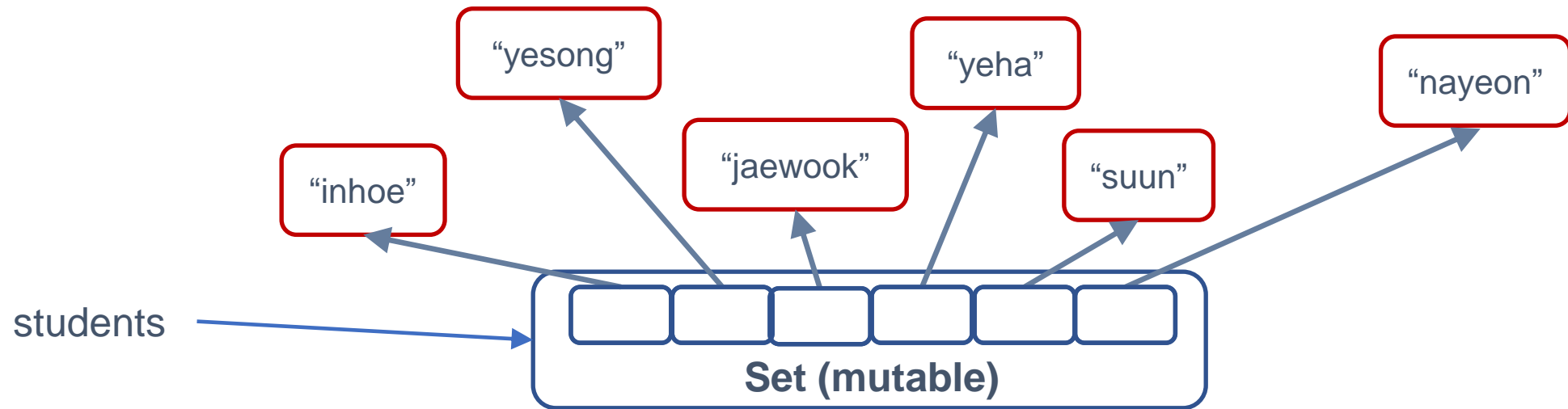


It is a valid operation because `student[5]` is still pointing at the **same** address (object)

Tuple is immutable but its elements can be mutable objects

# Mutability – Set

- Set (mutable container with immutable elements)
  - Feel free to add (or remove) elements to (or from) students
  - But each element must point at an **immutable (hashable)** object



# Summary

| Collection        | Mutable? | Ordered? | Use When...                                                                                                                              |
|-------------------|----------|----------|------------------------------------------------------------------------------------------------------------------------------------------|
| <b>str</b>        | No       | Yes      | You want to keep track of text                                                                                                           |
| <b>list</b>       | Yes      | Yes      | You want to keep track of an ordered sequence that you want update                                                                       |
| <b>tuple</b>      | No       | Yes      | You want to build an ordered sequence that you know won't change or that you want to use as a key in a dictionary or as a value in a set |
| <b>set</b>        | Yes      | No       | You want to keep track of values, but order doesn't matter, and you don't want duplicates. The values must be immutable.                 |
| <b>dictionary</b> | Yes      | Yes      | You want to keep a mapping of keys to values. The keys must be immutable.                                                                |

*Thanks!*