Videogames Technology Escuela Politécnica Superior

Departamento de Automática





Objectives

- I. Understand the need to store information in data structures.
- 2. Understand the need to use the type of data structure most appropriate according to data processing to be performed in the script.
- 3. Know how to use the different types of existing data structure in Python.

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Introduction

Programming is about information representation.

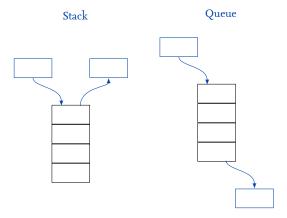
Simple data are easy to represent: Numbers, characters, strings, etc.

Reality uses to be more complicated.

- A class represent an object.
- How can we store several objects?
- How can we represent complex data?

We need powerful mechanisms to store information: Data structures.

Data structures (I): Stack and queue



Operations:

• push(value) and pop(value)



Data structures (II): Lists and hash tables

Lists



Operations:

- insert(pos, value)
- get(pos)

Hash table (associative array, dictionary)

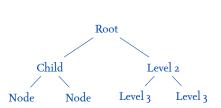
Кеү 1	Value 1
Кеү 2	Value 2
Кеү з	Value 3
Key 4	Value 4

Operations:

- put(key, value)
- get(key)

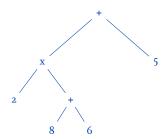
Data structures (III): Trees

Trees



Operations:

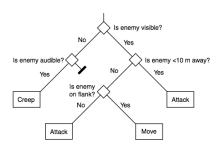
- insert() and remove()
- search()

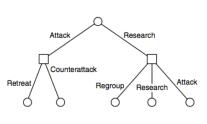


$$2*(8+6)+5$$



Data structures (IV): Trees





Source: Ian Millington, John Funge. "Artificial Intelligence for Games". Ed. Morgan-Kaufmann. 2009.

Overview

High-level, language-defined data structures:

- Lists.
- Tuples and sequences.
- Sets.
- Dictionaries (associative arrays).



Lists (I)

List initialization

^^I^^Ilist = [item1, ..., itemN] ^^T^^T

Lists are objects

Methods:

- list.append(x)
- list.insert(i, x)
- list.remove(x)
- list.pop()
- list.index(x)
- list.count(x)
- list.sort()
- list.reverse()

Lists (II)

```
>>> a = 66.25, 333, 333, 1, 1234.5
>>> print(a.count(333), a.count(66.25), a.count('x'))
2 T O
>>> a.insert(2, -1)
>>> a.append (333)
>>> a
[66.25, 333, -1, 333, 1, 1234.5, 333]
>>> a.index(333)
>>> a.remove (333)
>>> a
[66.25, -1, 333, 1, 1234.5, 333]
>>> a.reverse()
>>> a
[333, 1234.5, 1, 333, -1, 66.25]
>>> a.sort()
>>> a
[-1, 1, 66.25, 333, 333, 1234.5]
```

Lists (III)

Just as strings

```
slices.py
t = [0, 1, 2, 3]
print(t)
print(len(t))
print(t[1])
print(t[1:3])
print(t[2:])
print (t[-1])
print(t[:-1])
print (t[:-3])
```

Lists (IV)

Sometimes it is useful to split a string to build a list (split) and, conversely, join the elements of a list to build a string

```
join-split.py
cadena_ejemplo="Cadena para prueba de join y split"
print (cadena_ejemplo.split())
print ("otra-prueba". split ("-"))
con_lista = [ "Cadena2", "de", "prueba", "de", "join"]
#print (con_lista.join()) # ERROR!
print("".join(con_lista))
print(",".join(con_lista))
```

Lists as stacks

Just use two methods: append() and pop()

```
>>> stack = [3, 4, 5]
>>> stack.append(6)
>>> stack.append(7)
>>> stack
[3, 4, 5, 6, 7]
>>> stack.pop()
>>> stack
[3, 4, 5, 6]
>>> stack.pop()
6
>>> stack.pop()
>>> stack
[3, 4]
```

Lists as queues

Queues with lists is not very efficient

• Use instead the deque module from the collections library.

```
>>> from collections import deque
>>> queue = deque(["Eric", "John", "Michael"])
>>> queue.append("Terry")
>>> queue.append("Graham")
>>> queue.popleft()
'Eric'
>>> queue.popleft()
'Iohn'
>>> queue
deque(['Michael', 'Terry', 'Graham'])
```

New Python feature: Modules

The del statement

del is used to delete items and variables

```
\Rightarrow \Rightarrow a = [-1, 1, 66.25, 333, 333, 1234.5]
>>> del a[0]
>>> a
[1, 66.25, 333, 333, 1234.5]
>>> del a[2:4]
>>> a
[1, 66.25, 1234.5]
>>> del a[:]
>>> a
>>> del a
>>> a
Traceback (most recent call last):
  File "<stdin>", line r, in <module>
 NameError: name 'a' is not defined
```

New Python feature: Error traces

Tuples (I)

Tuple: A sequence of items, very similar to lists.

- However they are not the same.
- Lists are mutable, tuples are inmutable.
- Tuples use to contain, usually, heterogeneus items.
- Lists use to contain, usually, homogeneus items, used to iterate.

Creation

```
tupi = i, 2, 3
tup2 = ("Hi", I.I, 2)
tup3 = (0, (1, 3), 2)
```

Manipulation

```
>>> tupi[0]
>>> tupi
(1, 2, 3)
>>> tupi[i:]
(2, 3)
```

Other data structures in Python Tuples (II)

```
Modification
>>> tuple: = ('a', 'z', 'c')
>>> tuple1[0] = 1
Traceback (most recent call last):
  File "<stdin >", line I, in <module >
TypeError: 'tuple' object does not support item assignment
>>> tuple:.append('x')
Traceback (most recent call last):
  File "<stdin>", line I, in <module>
AttributeError: 'tuple' object has no attribute 'append'
>>> tuple:.index('z')
>>> () == True
False
```

Sets (I)

Set: A collection of items, unordered with no duplicates.

- Membership testing.
- Eliminating duplicate entries.
- Math operations: union(), intersection() and difference().

```
Creation (I)
set1 = {"red", "blue"}
>>> type(set1)
<class 'set'>
>>> set1 = set()
>>> set1
set1()
>>> what_is = {}
>>> type(what_is)
<class 'dict'>
```

```
Creation (II)

list_mix = ['a', True, 33]
>>> set_mix = set(list_mix)
>>> set_mix
{'a', True, 33}
>>> len(set_mix)
3
>>> 33 in setr
True
```

Sequence: All types that behaves like sequences: Strings, lists and tuples.



Sets (II). Modification

```
set_mix1 = { 'a', 'b'}
>>> set_mix1.add('c')
{'a', 'b', 'c'}
>>> set_mix1.add('a')
>>> set mixt
{'a', 'b', 'c'}
>>> set_mixi.update({ 'b', 'c', 'd'}, { 'b', 'e', 'a'})
>>> set mixt
{'a', 'b', 'c', 'd', 'e'}
>>> set_mix1.update(['b', 'c', True])
>>> set mixt
{'a', 'b', 'c', 'd', 'e', True}
>>> set_mix1. discard (False)
>>> set mixt
{'a', 'b', 'c', 'd', 'e', True}
```

Sets (III). Modification

```
>>> set_mixi.remove(False)
Traceback (most recent call last):
  File "<stdin>", line I, in <module>
KeyError: False
>>> set_mixi.remove(True)
>>> set mixi
{'a', 'b', 'c', 'd', 'e'}
>>> set_mixi.pop()
101
>>> set mixt
{'a', 'b', 'd', 'e'}
>>> set_mixi.clear()
>>> set mixi
set()
>>> set_mixi = \{2, 5\}
>>> set_mix_2 = \{i, 2, 3\}
>>> set_mix1.union(set_mix2)
\{1, 2, 5, 3\}
```

Dictionaries (I)

Dictionary: A collection of pairs <key, value>

- Also named as associative array, very similar to hash maps.
- Lists are indexed with a number, dictionaries use keys.
- Key: Numbers, strings, tuples and any inmutable type.

Creation

```
>>> tel = {'jack' : 4098, 'sape'
     : 4139
>>> tel['guido'] = 4127
sss tel
{ 'guido ': 4127, 'jack ': 4098, '
    sape': 4139}
```

Manipulation

```
>>> del tel['sape']
>>> tel
{ 'guido ': 4127, 'jack ': 4098}
>>> list (tel.keys())
['guido', 'jack']
>>> 'guido' in tel
True
```

Dictionaries (II)

Dictionaries can be iterated by key or by value

- Loop syntax is slightly different
- item() method

Dictionary iteration

```
knights = {'gallard': 'the pure', 'robin': 'the brave'}
for k, v in knights.items():
    print(k, v)
```



Looping techniques (I)

```
A bunch of useful functions for looping
```

enumerate() Retrieve position index and value.

zip() Pair two or more sequences.

sorted() Iterate in order.

reversed() Iterate in reverse order.



Looping techniques (II)

```
enumerate()
for i, v in enumerate(['tic', 'tac', 'toe']):
   print(i, v)
```

```
zip()
```

```
questions = ['name', 'quest', 'favorite color']
answers = ['lancelot', 'the holy grail', 'blue']

for q, a in zip(questions, answers):
   print('What is your {0}? It is {r}.'.format(q, a))
```

Looping techniques (III)

```
sorted()
basket = ['apple', 'orange', 'apple', 'pear']
for f in sorted (set (basket)):
    print(f)
```

```
reversed()
for i in reversed (range (1, 10, 2)):
    print(i)
```

More on conditions (I)

Comparison operators

- == Equal to
- != Not equal to
- ⇔ Similar to !=
 - > Greater than
 - < Less than
- >= Less or eq. to
- <= Less or eq. to

Conditional operators and AND or OR not Negation

- Widely used in loops and conditions
- Result: true or false
 - Python supports boolean variables
 - The result is a boolean
- Truth tables represent the conditional operators

Truth tables

A	TTFF
В	TFTF
A and B	TFFF

A	TTFF
В	TFTF
A or B	TTTF



More on conditions (II)

Example

```
value1 = int(input("Give me a number:"))
value2 = int(input("Give me another number:"))
if value1 == value2:
 print("value1 == value2")
else:
 print("value1 != value2")
if value1 > value2:
  print("value1 > value2")
elif value1 < value2:
 print("value1 < value2")</pre>
```



More on conditions (III)

Identity operators is Same objects is not Not same objects

Membership operators
in Contained
not in Not contained

- Identity operators compare objects
 - We will study objects later, do not worry right now
- Membership valid on sequences
 - Remember: A sequence is a string, tuple or list

Example

```
value = int(input("Give me a number between 1 and 5:"))
while value not in range(1, 6):
   value = int(input("Give me a number between 1 and 5:"))
```



Data structure	Initialization
List	li = [1, 2, 3]
Tuple	li = [1, 2, 3] tu = (1, 2, 3) tu = 1, 2, 3 se = {1, 2, 3} dic = {'abc' : 1, 'bca' : 2}
	tu = 1, 2, 3
Set	se = {1, 2, 3}
Dictionary	dic = {'abc' : 1, 'bca' : 2}