Data structures

Inteligencia Artificial en los Sistemas de Control Autónomo Máster Universitario en Ingeniería Industrial

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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Data structures

Introduction

Programming is about information representation.

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

Reality uses to be more complicated.

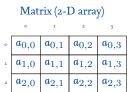
- A class represent an object.
- How can we store several objects?
- How can we represent complex data?

We need powerful mechanisms to store information: Data structures.

Array

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Advantajes:

Very fast

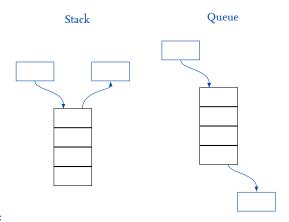
Disadvantajes:

- Fixed size
- Nor supported in Python by default



Data structures

Data structures (I): Stack and queue



Operations:

• push(value) and pop(value)

Implemented as lists in python



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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
Кеү 4	Value 4

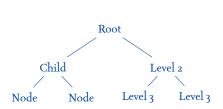
Operations:

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

Trees (I)

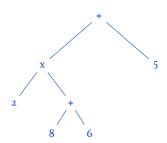
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Trees



Operations:

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

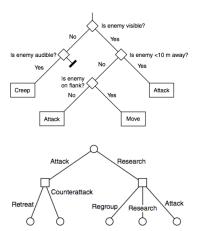


$$2*(8+6)+5$$

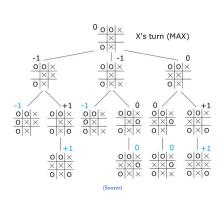


Trees (II)

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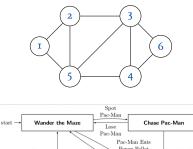
Source: Ian Millington, John Funge. "Artificial Intelligence for Games". Ed. Morgan-Kaufmann, 2000.

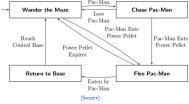


Data structures

Graphs

Graphs









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Overview

High-level, language-defined data structures:

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



Lists (I)

List initialization

list = [item1, ..., itemN]

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)

```
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])
print (t[:: -1])
```



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()
>>> 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

```
>>> 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 ordered 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.
- Lists and tuples are ordered

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)
```

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)
cclass 'set's
>>> seti = set()
>>> sett
seti()
>>>  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)
>>> 33 in set1
True
```



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_mixi. discard (False)
>>> set mixt
{ 'a', 'b', 'c', 'd', 'e', True}
```

Other data structures in Python

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 mixt
{'a', 'b', 'c', 'd', 'e'}
>>> set_mixi.pop()
101
>>> set mixi
{'a', 'b', 'd', 'e'}
>>> set_mix1.clear()
>>> set mixt
set()
>>> set_mixi = \{2, 5\}
>>> set_mix_2 = \{i, 2, 3\}
>>> set_mix1.union(set_mix2)
\{1, 2, 5, 3\}
```

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

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)
```



Other data structures in Python

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.



Other data structures in Python

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 {o}? It is {1}.'.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)
```

Other data structures in Python 0000000000000

More on conditions (I)

Comparison operators

- == Equal to
- != Not equal to
- Similar to != (deprecated in 3.x)
- > 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)

```
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>
```



Other data structures in Python

More on conditions (III)

Identity operators 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:"))
```



•

	MUTABLE	Ordered	Initialization
List	Yes	Yes	li = [1, 2, 3]
Tuple	No	Yes	tu = (1, 2, 3)
			tu = 1, 2, 3
Set	No	No	se = {1, 2, 3}
Dictionary	Yes	No	dic = {'abc' : 1, 'bca' : 2}

