Object References, Mutability, and Recycling:

In python, variables are not boxes containing the object itself, but labels sticked to the object. This concept is very important when it comes to referencing an object because an object can have one variable, label, name, or alias, or more than one. But one variable, can only be bound to one object. There are three main concepts that will be discussed, the object’s identity, the object’s value, and the object’s alias, or aliases. Here we see why a tuple can be immutable, but the values that it contains can change, what results in the immutable object, to change.

From this particular situation comes a problem that sometimes can be invisible, or maybe you have never encounter it. This problem is that arguments passed into a function are contained inside of a tuple, and that is for good reason. So, is there going to be a problem if we change the tuple’s value? That doesn’t make much sense now so let’s take a look, to the **Function Parameter Referencing Problem**.

Variables Are Not Boxes:

The figure shown next is a simple interaction that the “variable as boxes” idea can’t explain. The figure follows a code demonstrating in a console session that the boxes idea is wrong, and the labels are more accurate.

Correct and Incorrect way of seeing the assignment in python:

>>> a = [1, 2, 3]

>>> b = a

>>> a.append(4)

>>> b

[1, 2, 3, 4]

Here we can see how the change made in a , also affects b. This is because a and b are not different objects itself, a and b are just a way of referencing the list object [1, 2, 3] in memory, so when the change is done using a to reference the object, when you call it using b, the change will also be visible since what it changed was the object itself. This can be better illustrated in the next figure.

Graphical user interface, text

Description automatically generated

If you imagine variables are like boxes, you can’t make sense of assignment in Python; instead, think of variables as sticky notes

Objects are called before the assignment:

>>> class Gizmo:

... def \_\_init\_\_(self):

... print('Gizmo id: %d' % id(self))

...

>>> x = Gizmo()

Gizmo id: 4301489152

>>> y = Gizmo() \* 10

Gizmo id: 4301489432

Traceback (most recent call last):

File "<stdin>", line 1, in <module>

TypeError: unsupported operand type(s) for \*: 'Gizmo' and 'int'

>>>

>>> dir()

['Gizmo', '\_\_builtins\_\_', '\_\_doc\_\_', '\_\_loader\_\_', '\_\_name\_\_',

'\_\_package\_\_', '\_\_spec\_\_', 'x']

Here we have created a class named Gizmo(), this class’s \_\_init\_\_ method has a print inside of it. This means that whenever the class is initialized, whenever a new object from this class is created, it will print that line. This is very important, and we made is to see clearly step by step what happens when. Let’s focus our attention on the line in blue. We assign the Gizmo()\*10 to the variable y. Obviously, since we didn’t overwrite the \_\_mult\_\_ method from the main object, it will try to do it and it will fail, raising an operational error between a Gizmo object and the int. Now, here is the fun part, we can see a line being printed after the blue line which means that the object was created, and the \_\_init\_\_ function did run, but right after, the Error was raised and even when the object was created, the variable y was never bound to the left side, because an Error was raised, and the variable, was never created, but the object was. We can see that the variable was never created because when we run the dir() command, the variable doesn’t show anywhere in the global variables (Second blue part).

Identity, Equality, and Aliases:

Let’s talk now about when is an object equal to another and when is an object the very object itself (What? Yes, keep reading). We will use a dictionary pointing to someone’s name, a doctor with a very long name.

Lewis Carroll is the pen name of Prof. Charles Lutwidge Dodgson. Mr. Carroll is not only equal to Prof. Dodgson: they are one and the same.

>> charles = {'name': 'Charles L. Dodgson', 'born': 1832}

>>> lewis = charles

>>> lewis is charles

True

>>> id(charles), id(lewis)

(4300473992, 4300473992)

>>> lewis['balance'] = 950

>>> charles

{'name': 'Charles L. Dodgson', 'balance': 950, 'born': 1832}

We can see here that both lewis and charles have the same id, this means that they point to the same position in memory, to the same object. This is why, when we add a new field to the dictionary (the lines in blue), and we do so use the variable lewis, this also affects the variable charles, because ethe variable is just a name, what is actually changed is the object which they reference.

Let’s see another case where we have another dictionary, of another person, who’s data are the same, but the id is different, meaning that it points somewhere else.

>>> alex = {'name': 'Charles L. Dodgson', 'born': 1832, 'balance': 950}

>>> alex == charles

True

>>> alex is not charles

True

Here we have an object that is a replica of the first object referenced with the variables lewis and charles, when we compare them with the == (this is the same that a.\_\_eq\_\_(b) ) they are compared to be equal because that is how the dictionaries are compared to each other. Then, when we use the is not syntaxis we get True. This is because the is uses the same \_\_eq\_\_ method as the original object, it directly compares the object’s ids.

The real meaning of an object’s ID is Implementation-Dependent. In CPython, id() returns the memory address of the object, but it may be something else in another Python interpreter. The key point is that the ID is guaranteed to be a unique numeric label, and it will never change during the life of the object.

Choosing Between == and is:

The == operator compares the values of objects (the data they hold), while is compares their identities. We often care about values and not identities, so == appears more frequently than is in Python code. However, if you are comparing a variable to a singleton, then it makes sense to use is. By far, the most common case is checking whether a variable is bound to None. This is the recommended way to do it:

**x is None**

And the proper way to write its negation is:

**x is not None**

The is operator is faster than == because it cannot be overloaded, so Python does not have to find and invoke special methods to evaluate it, and computing is as simple as comparing two integer IDs. In contrast, a == b is syntactic sugar for a.\_\_eq\_\_(b). The \_\_eq\_\_ method inherited from object compares object IDs, so it produces the same result as is. But most built-in type override \_\_eq\_\_ with more meaningful implementations that actually take into account the values of the object attributes. Equality may involve a lot of processing—for example, when comparing large collections or deeply nested structures.

The Relative Immutability of Tuples:

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