

# Introduction to PYTHON

Demystifying the World of Artificial  
Intelligence and Exploring Its Potential



# TUPLES

- an ordered sequence of elements, can mix element types
- cannot change element values, **immutable**
- represented with parentheses

```
te = () empty tuple
t = (2, "mit", 3)
t[0] → evaluates to 2
(2, "mit", 3) + (5, 6) → evaluates to (2, "mit", 3, 5, 6)
t[1:2] → slice tuple, evaluates to ("mit",) extra comma means a tuple with one element
t[1:3] → slice tuple, evaluates to ("mit", 3)
len(t) → evaluates to 3
t[1] = 4 → gives error, can't modify object
```

# TUPLES

- conveniently used to **swap** variable values

`x = y`

`y = x`



`temp = x`

`x = y`

`y = temp`



`(x, y) = (y, x)`



- conveniently used to **swap** variable values

```
def quotient_and_remainder(x, y):
```

```
    q = x // y
```

```
    r = x % y
```

```
    return (q, r)
```

```
(quot, rem) = quotient_and_remainder(4, 5)
```

*integer  
division*

# LISTS

- **ordered sequence** of information, accessible by index
- a list is denoted by **square brackets**, []
- a list contains **elements**
  - usually homogeneous (ie, all integers)
  - can contain mixed types (not common)
- list elements can be changed so a list is **mutable**

# INDICES AND ORDERING

`a_list = []` *empty list*

`L = [2, 'a', 4, [1, 2]]`

`len(L)` → evaluates to 4

`L[0]` → evaluates to 2

`L[2]+1` → evaluates to 5

`L[3]` → evaluates to `[1, 2]`, another list!

`L[4]` → gives an error

`i = 2`

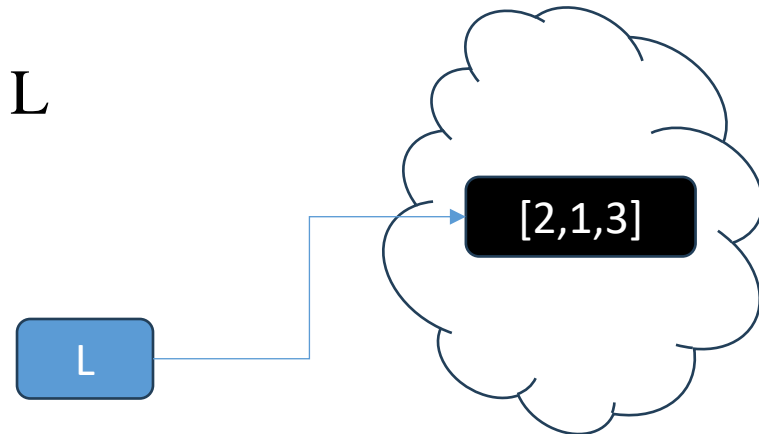
`L[i-1]` → evaluates to 'a' since `L[1] = 'a'` above

# CHANGING ELEMENTS

- lists are **mutable**!
- assigning to an element at an index changes the value

```
L = [2, 1, 3]  
L[1] = 5
```

- L is now [2, 5, 3], note this is the **same object** L



# ITERATING OVER A LIST

- compute the **sum of elements** of a list
- common pattern, iterate over list elements

```
total = 0
for i in range(len(L)):
    total += L[i]
print total
```

```
total = 0
for i in L:
    total += i
print total
```

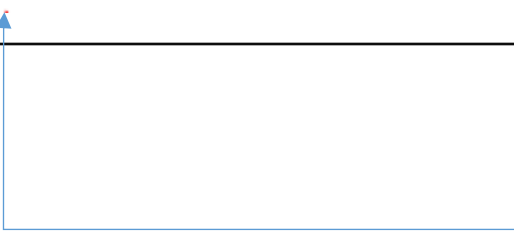
like strings,  
can iterate  
over list  
elements  
directly

- **notice**
  - list elements are indexed 0 to  $\text{len}(L)-1$
  - $\text{range}(n)$  goes from 0 to  $n-1$

# OPERATIONS ON LISTS - **ADD**

- **add** elements to end of list with `L.append(element)`
- **mutates** the list!

```
L = [2, 1, 3]  
L.append(5)    → L is now [2, 1, 3, 5]
```



- what is the **dot**?
  - lists are Python objects, everything in Python is an object
  - objects have data
  - objects have methods and functions
  - access this information by `object_name.do_something()`
  - will learn more about these later



# OPERATIONS ON LISTS - ADD

- to combine lists together use **concatenation**, + operator, to give you a new list
- **mutate** list with L.extend(some\_list)

```
L1 = [2, 1, 3]
```

```
L2 = [4, 5, 6]
```

```
L3 = L1 + L2
```

→ L3 is [2, 1, 3, 4, 5, 6]  
L1, L2 unchanged

```
L1.extend([0, 6])
```

→ mutated L1 to [2, 1, 3, 0, 6]

# OPERATIONS ON LISTS - REMOVE

- delete element at a **specific index** with `del(L[index])`
- remove element at **end of list** with `L.pop()`, returns the removed element
- remove a **specific element** with `L.remove(element)`
  - looks for the element and removes it
  - if element occurs multiple times, removes first occurrence
  - if element not in list, gives an error

all these  
operations  
mutate  
the list

```
L = [2, 1, 3, 6, 3, 7, 0] # do below in order
L.remove(2) → mutates L = [1, 3, 6, 3, 7, 0]
L.remove(3) → mutates L = [1, 6, 3, 7, 0]
del(L[1])   → mutates L = [1, 3, 7, 0]
L.pop()     → returns 0 and mutates L = [1, 3, 7]
```

# CONVERT LISTS TO STRINGS AND BACK

- convert **string to list** with `list(s)`, returns a list with every character from `s` as an element in `L`
- can use `s.split()`, to **split a string on a character** parameter, splits on spaces if called without a parameter
- use `".join(L)` to turn a **list of characters into a string**, can give a character in quotes to add char between every element

```
s = "I<3 cs"  
list(s)  
s.split('<')  
L = ['a', 'b', 'c']  
' '.join(L)  
'_'.join(L)
```

→ `s` is a string

→ returns `['I', '<', '3', ' ', 'c', 's']`

→ returns `['I', '3 cs']`

→ `L` is a list

→ returns `"abc"`

→ returns `"a_b_c"`

# OTHER LIST OPERATIONS

- `sort()` and `sorted()`
- `reverse()`
- and many more! [HERE](#)

```
L=[9,6,0,3]
```

```
sorted(L)
```

```
L.sort()
```

```
L.reverse()
```

→ returns sorted list, does **not mutate** L

→ **mutates** L=[0,3,6,9]

→ **mutates** L=[9,6,3,0]

# List operators

- + is used to concatenate lists:

```
lst1 = ['Toronto', 'Montreal', 'Vancouver']  
lst2 = ['Ottawa', 'London', 'Guelph']  
print(lst1 + lst2)
```

```
['Toronto', 'Montreal', 'Vancouver', 'Ottawa', 'London', 'Guelph']
```

- \* is used for repetition:

```
lst = ['CS1910', 'ENGN2020']  
print(lst*4)
```

```
['CS1910', 'ENGN2020', 'CS1910', 'ENGN2020', 'CS1910', 'ENGN2020', 'CS1910', 'ENGN2020']
```

# List operators

- **in** and **not in** are used to check membership:

```
lst = ['Toronto', 'Montreal', 'Vancouver', 'Ottawa', 'London']  
print('Toronto' in lst)  
print('Montreal' not in lst)
```

True

False

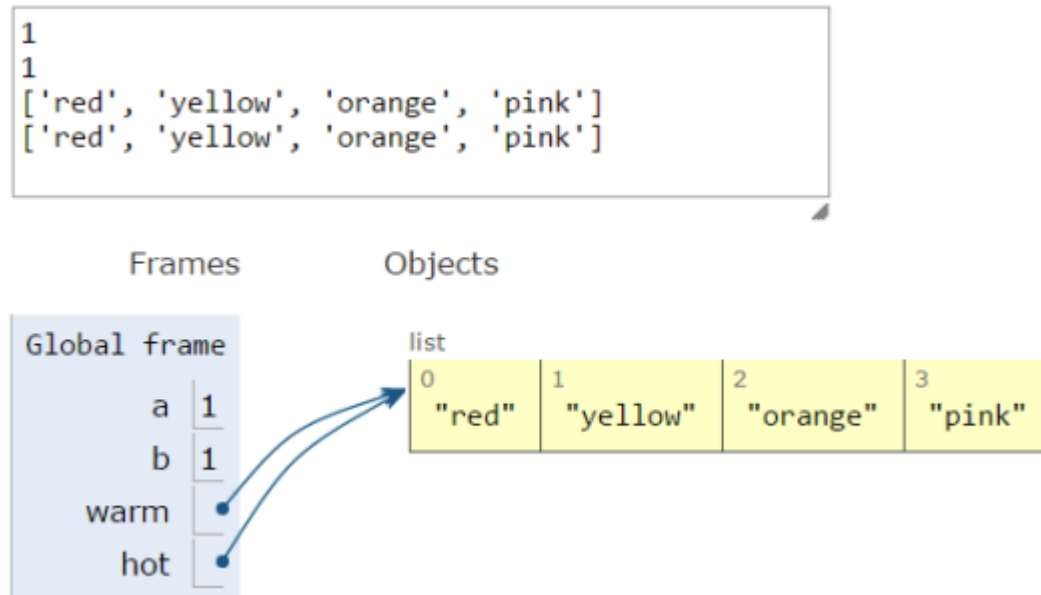
# LISTS IN MEMORY

- lists are **mutable**
- behave differently than immutable types
- is an object in memory
- variable name points to object
- any variable pointing to that object is affected
- key phrase to keep in mind when working with lists is **side effects**

# ALIASES

- hot is an **alias** for warm – changing one changes the other!
- append() has a **side effect**

```
1 a = 1
2 b = a
3 print(a)
4 print(b)
5
6 warm = ['red', 'yellow', 'orange']
7 hot = warm
8 hot.append('pink')
9 print(hot)
10 print(warm)
```



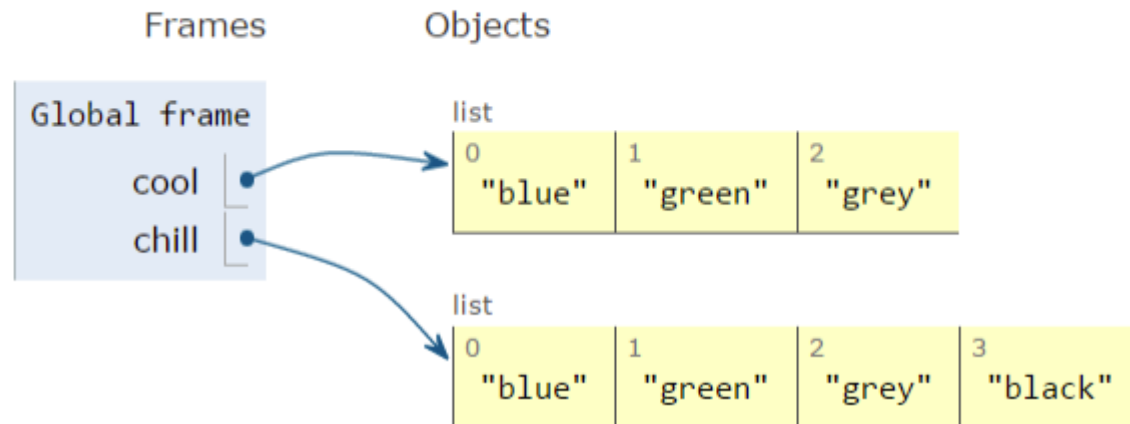


# CLONING A LIST

- create a new list and **copy every element** using  
*chill = cool[:]*

```
1 cool = ['blue', 'green', 'grey']  
2 chill = cool[:]  
3 chill.append('black')  
4 print(chill)  
5 print(cool)
```

```
['blue', 'green', 'grey', 'black']  
['blue', 'green', 'grey']
```

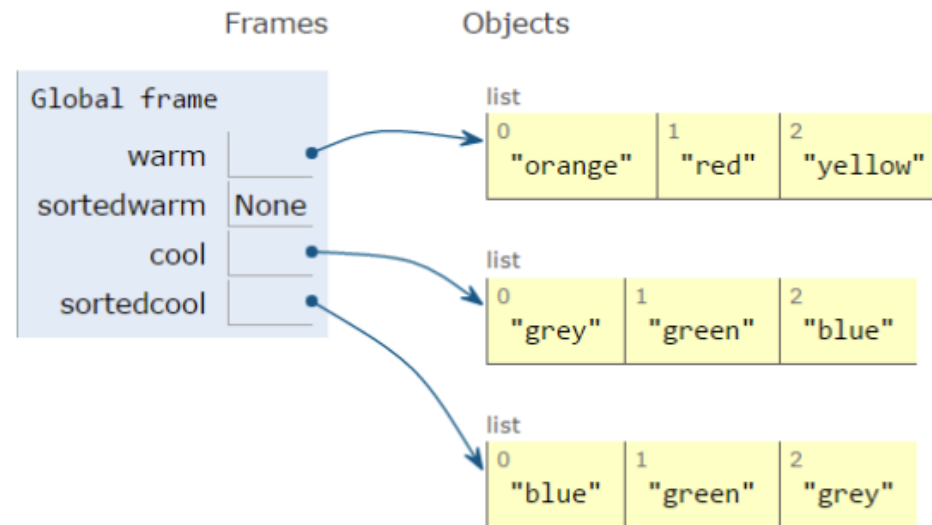


# SORTING LISTS

- calling `sort()` **mutates** the list, returns nothing
- calling `sorted()` **does not mutate** list, must assign result to a variable

```
['orange', 'red', 'yellow']  
None  
['grey', 'green', 'blue']  
['blue', 'green', 'grey']
```

```
1 warm = ['red', 'yellow', 'orange']  
2 sortedwarm = warm.sort()  
3 print(warm)  
4 print(sortedwarm)  
5  
6 cool = ['grey', 'green', 'blue']  
7 sortedcool = sorted(cool)  
8 print(cool)  
9 print(sortedcool)
```

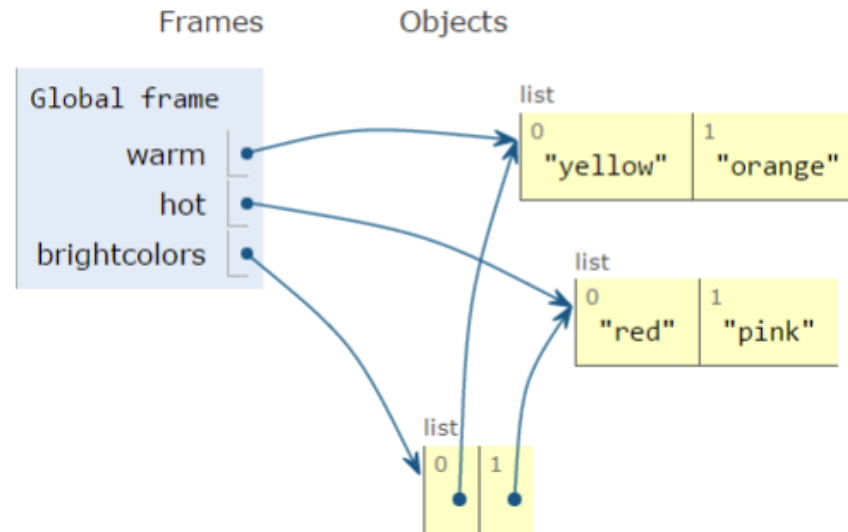


# LISTS OF LISTS OF LISTS OF....

- can have **nested** lists
- side effects still possible after mutation

```
[['yellow', 'orange'], ['red']]  
['red', 'pink']  
[['yellow', 'orange'], ['red', 'pink']]
```

```
1 warm = ['yellow', 'orange']  
2 hot = ['red']  
3 brightcolors = [warm]  
4 brightcolors.append(hot)  
5 print(brightcolors)  
6 hot.append('pink')  
7 print(hot)  
8 print(brightcolors)
```



# MUTATION AND ITERATION

## Try this in Python!

- avoid mutating a list as you are iterating over it

```
def remove_dups(L1, L2):  
    for e in L1:  
        if e in L2:  
            L1.remove(e)
```



```
L1 = [1, 2, 3, 4]  
L2 = [1, 2, 5, 6]  
remove_dups(L1, L2)
```

```
def remove_dups(L1, L2):  
    L1_copy = L1[:]  
    for e in L1_copy:  
        if e in L2:  
            L1.remove(e)
```



clone list first, note  
that `L1_copy = L1`  
does NOT clone

# MUTATION AND ITERATION

## Try this in Python!

- avoid mutating a list as you are iterating over it

```
def remove_dups(L1, L2):  
    for e in L1:  
        if e in L2:  
            L1.remove(e)  
  
L1 = [1, 2, 3, 4]  
L2 = [1, 2, 5, 6]  
remove_dups(L1, L2)
```



```
def remove_dups(L1, L2):  
    L1_copy = L1[:]  
    for e in L1_copy:  
        if e in L2:  
            L1.remove(e)
```



clone list first, note  
that L1\_copy = L1  
does NOT clone

- L1 is [2,3,4] **not** [3,4] **Why?**
  - Python uses an internal counter to keep track of index it is in the loop
  - mutating changes the list length, but Python doesn't update the counter
  - loop never sees element 2

# DICTIONARIES

## HOW TO STORE STUDENT INFO

- So far, can store using separate lists for every info

```
names = ['Ana', 'John', 'Denise', 'Katy']  
grade = ['B', 'A+', 'A', 'A']  
course = [2.00, 6.0001, 20.002, 9.01]
```

- a **separate list** for each item
- Each list must have the **same length**
- Info stored across lists at **same index**, each index refers to info for a different person

# DICTIONARIES

## HOW TO UPDATE/RETRIEVE STUDENT INFO

```
def get_grade(student, name_list, grade_list, course_list):  
    i = name_list.index(student)  
    grade = grade_list[i]  
    course = course_list[i]  
    return (course, grade)
```

# DICTIONARIES

## HOW TO UPDATE/RETRIEVE STUDENT INFO

```
def get_grade(student, name_list, grade_list, course_list):  
    i = name_list.index(student)  
    grade = grade_list[i]  
    course = course_list[i]  
    return (course, grade)
```

- **messy** if have a lot of different info to keep track of
- must maintain **many lists** and pass them as arguments
- must **always index** using integers
- must remember to change multiple lists



# DICTIONARIES

## A BETTER AND CLEANER WAY – A DICTIONARY

- nice to **index item of interest directly** (not always int)
- nice to use **one data structure**, no separate lists

**A list**

0	Elem 1
1	Elem 2
2	Elem 3
3	Elem 4
...	...

index      element

**A dictionary**

Key 1	Val 1
Key 2	Val 2
Key 3	Val 3
Key 4	Val 4
...	...

custom  
index by  
label      element

# DICTIONARIES

## A PYTHON DICTIONARY

- store pairs of data
  - key
  - value

'Ana'	'B'
'Denise'	'A'
'John'	'A+'
'Katy'	'A'

custom  
index by  
label

element

my\_dict = { } *empty dictionary*

grades = { 'Ana': 'B', 'John': 'A+', 'Denise': 'A', 'Katy': 'A' }

*key1 val1 key2 val2 key3 val3 key4 val4*

# DICTIONARIES

## DICTIONARY LOOKUP

- similar to indexing into a list
- **looks up** the **key**
- **returns** the **value** associated with the key
- if key isn't found, get an error

'Ana'	'B'
'Denise'	'A'
'John'	'A+'
'Katy'	'A'

```
grades = {'Ana': 'B', 'John': 'A+', 'Denise': 'A', 'Katy': 'A'}
```

```
grades['John']      → evaluates to 'A+'
```

```
grades['Sylvan']    → gives a KeyError
```

# DICTIONARIES

## DICTIONARY OPERATIONS

```
grades = {'Ana':'B', 'John':'A+', 'Denise':'A', 'Katy':'A'}
```

'Ana'	'B'
'Denise'	'A'
'John'	'A+'
'Katy'	'A'
'Sylvan'	'A'

- add an **entry**

```
grades['Sylvan'] = 'A'
```

- **test** if key in dictionary

```
'John' in grades      → returns True  
'Daniel' in grades   → returns False
```

- **delete** entry

```
del (grades['Ana'])
```

# DICTIONARIES

## DICTIONARY OPERATIONS

```
grades = {'Ana':'B', 'John':'A+', 'Denise':'A', 'Katy':'A'}
```

'Ana'	'B'
'Denise'	'A'
'John'	'A+'
'Katy'	'A'

- get an **iterable that acts like a tuple of all keys**

```
grades.keys() → returns ['Denise', 'Katy', 'John', 'Ana']
```

no guaranteed  
order

- get an **iterable that acts like a tuple of all values**

```
grades.values() → returns ['A', 'A', 'A+', 'B']
```

no guaranteed  
order

# DICTIONARIES

## DICTIONARY KEYS and VALUES

- **values**
  - any type (**immutable and mutable**)
  - can be **duplicates**
  - dictionary values can be lists, even other dictionaries!
- **keys**
  - must be **unique**
  - careful with *float* type as a key

# list

vs

# dict

- **ordered** sequence of elements
- look up elements by an integer index
- indices have an **order**
- index is an **integer**

- **matches** "keys" to "values"
- look up one item by another item
- **no order** is guaranteed
- key can be any **immutable** type

# THANK YOU!

Any Question!

