Python Data Structures

Dr. Emily Hill

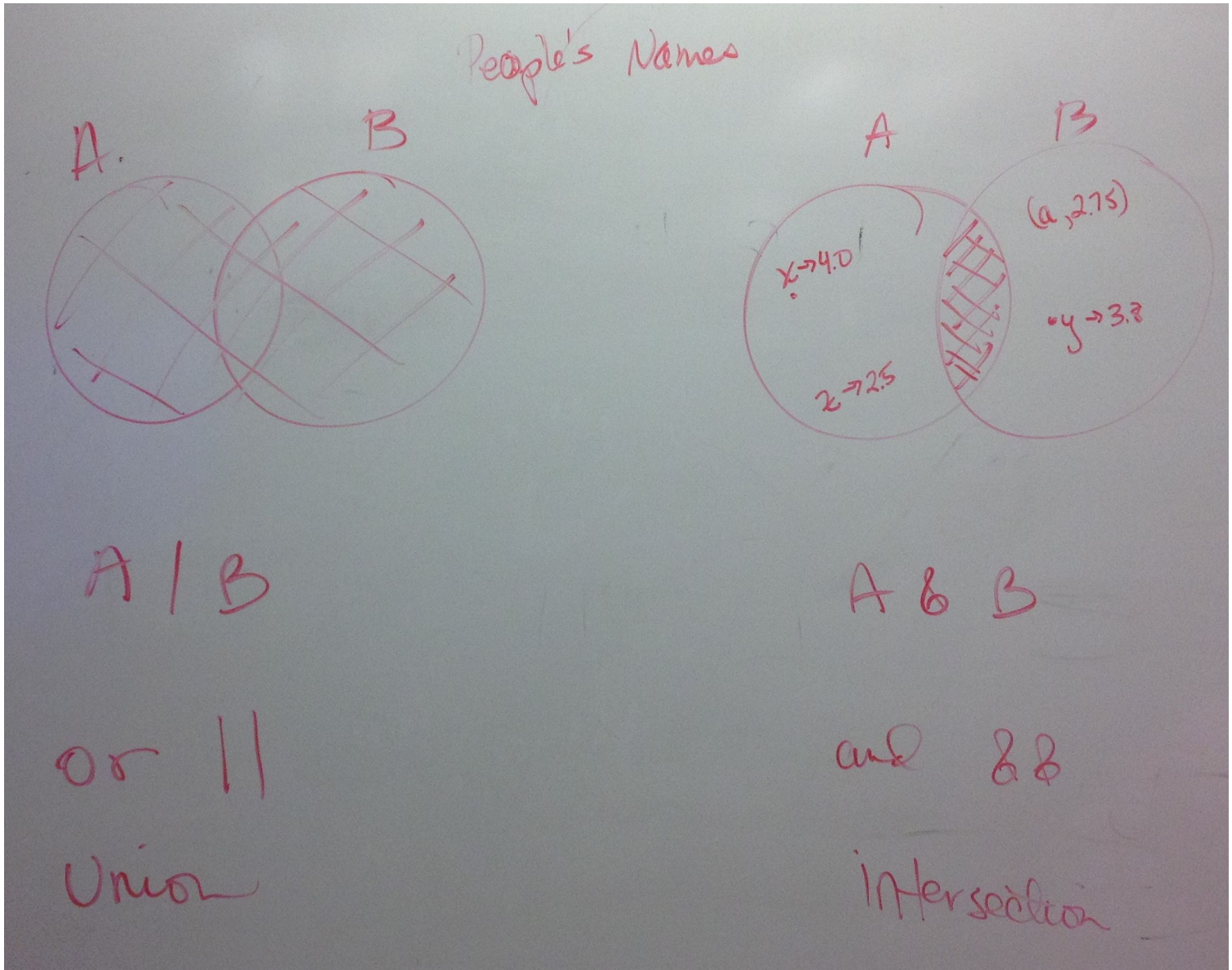
The 7 Programming Basics

	Concept	Example from Math
1.	Variables	$x = 5$ *hellothere* = "howdy"
2.	Math & Logic	$5 * 7 + a - 3 / b \% 4$ a is 5 AND $x < 7$ OR *degree* ≥ 98
3.	Input/Output (IO)	print "Hello World"
4.	Conditionals	**if** $(x == f(x))$ **then** print "x is 0 or 1" **else** print "x is not 0 or 1"
5.	Loops	**foreach** x **in** (*array*) print x
6.	Functions	$f(x) = x^2$
7.	Lists	*array* = 1:5 *array* = 1, 4, 7, 8, a, b, c, d

Lists & Tuples & Sets

- Tuples are an immutable list, use () instead of []
  - Like lists & strings support * in & slicing [:]
  - Built-in functions: min, max, len
- Sets can only hold unique values (use {})
  - Support len & in
  - Add, remove, discard, pop, clear
  - Union (|), intersection (&), difference (-)
  - Subset (<, <=) & superset (>, >=)
- Can convert between with built-in list, tuple, and set functions

Sets


People's Names
A
B
A
B
(a, 2.75)
x → 4.0
y → 3.8
z → 2.5
A | B
or ||
Union
A & B
and &&
Intersection

Dictionaries

Dr. Emily Hill

How Does **in** Work for Lists?

- Example: guess **in** prevGuesses, where prevGuesses is a list object
  - For each element in list, checks if element equals (==) guess
- In the worst case, how many elements does **in** have to check?

Faster Lookups

- In my phone's contacts app, if I wanted to know my friend's phone number, …
  - Would I search through an ordered list of phone numbers?
  - No, I would look up my friend and find the phone number **associated** with my friend
- This type of data structure is known as a **dictionary** in Python
  - Maps a **key** to a **value**
  - Contacts' key: "Friend's name", value: phone number

Examples of Dictionaries

Dictionary	**Keys**	**Values**
Dictionary		
Textbook's index		
Cookbook		
URL (Uniform Resource Locator)		

Examples of Dictionaries

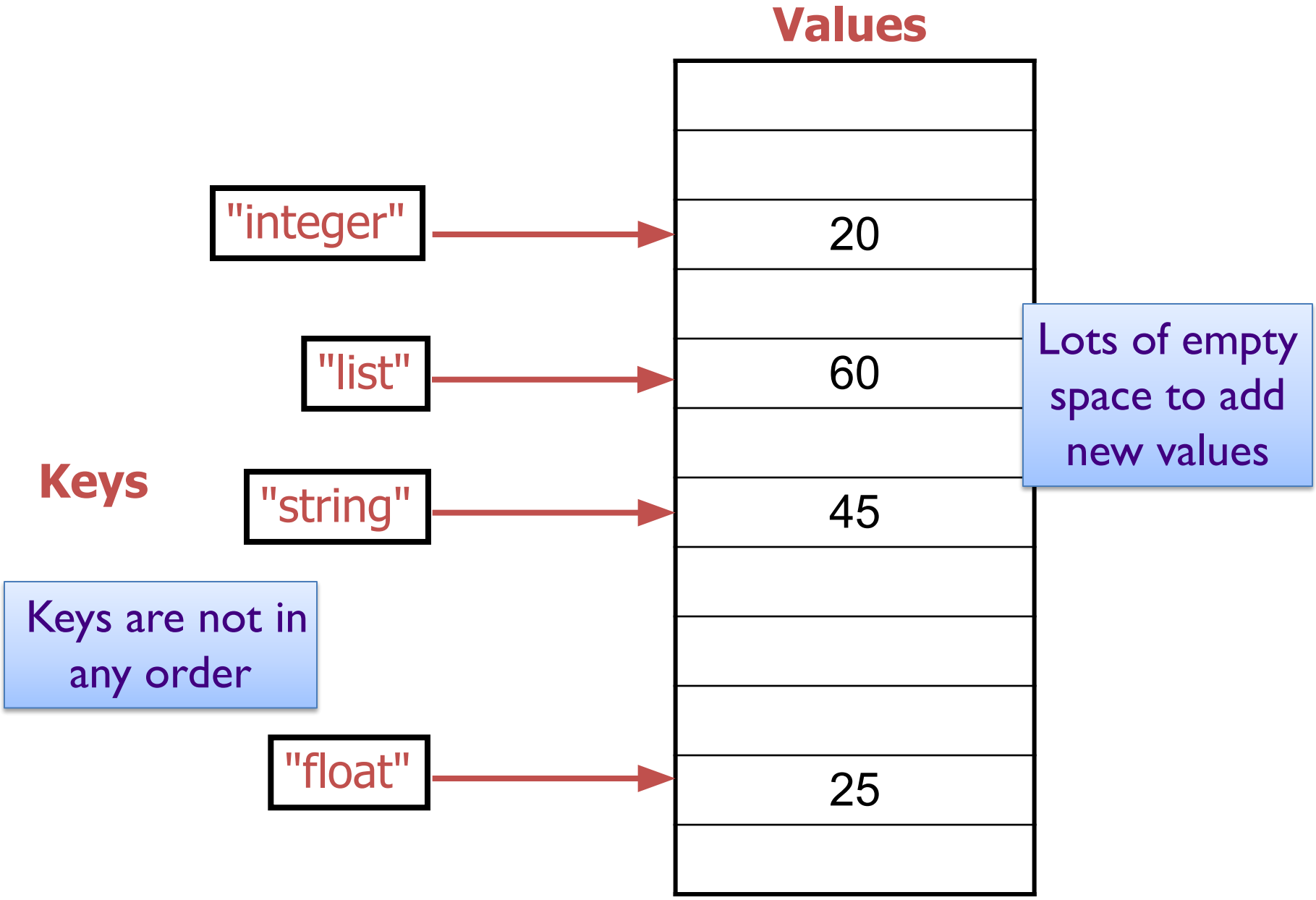
Dictionary	Keys	Values
Dictionary	Word	Definition
Textbook's index	Keyword	Page number
Cookbook	Food type	Recipes
URL (Uniform Resource Locator)	URL	Web page

- Any other things we've done/used in class?

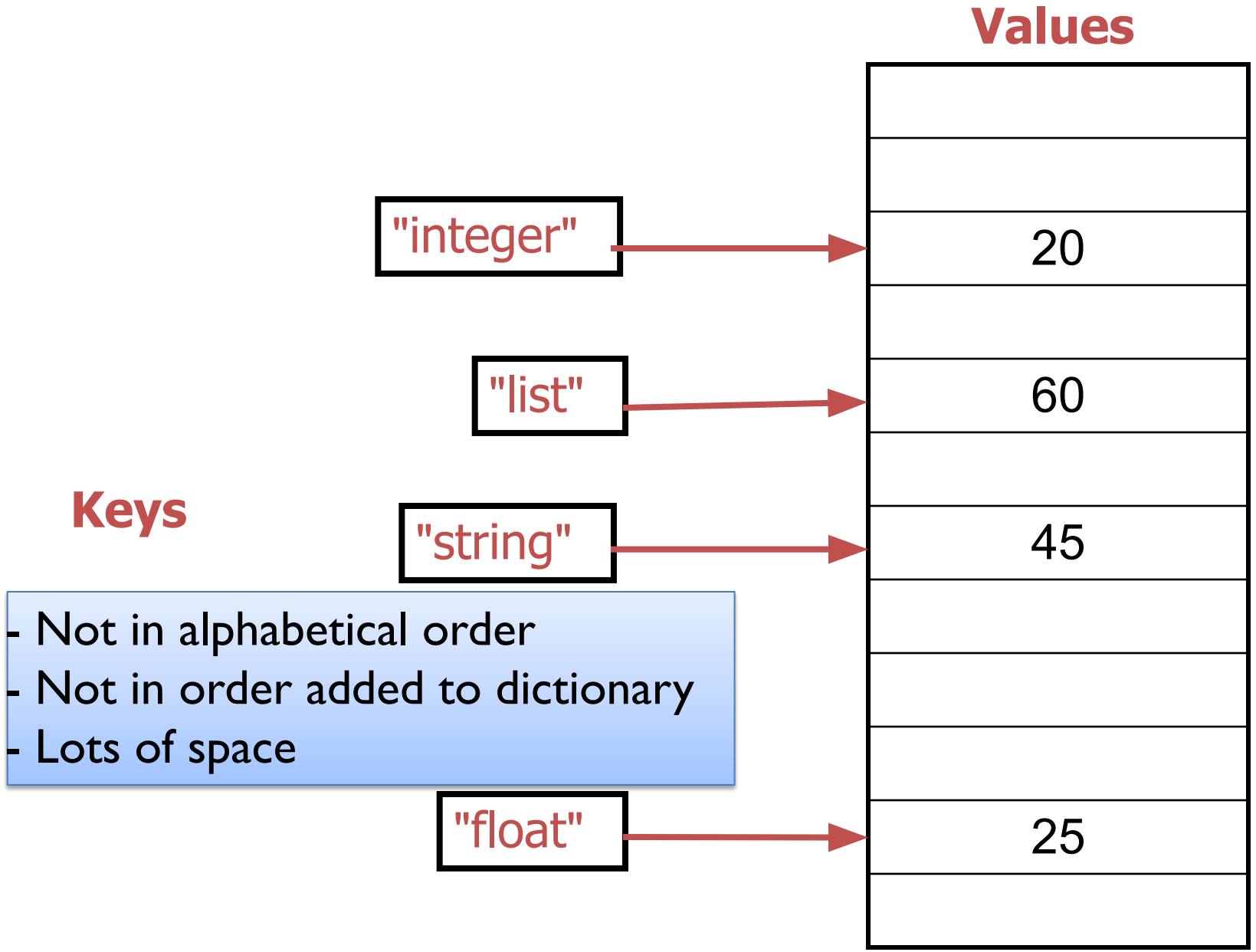
Examples of Dictionaries

- Real-world:
  - Dictionary
  - Textbook's index
  - Cookbook
  - URL (Uniform Resource Locator)
- Examples from class
  - Variable name □ value
  - Function name □ function definition

Example: Textbook's Index



Textbook's Index



Dictionaries in Python

- Map **keys** to **values**
  - Keys are probably **not** alphabetized
  - Mappings are from ***one*** key to **one** value
    - Keys are ***unique***, Values are not necessarily unique
      - Example: student id □ last name
    - Keys must be **immutable** (numbers, strings)
- Similar to Hashtables/HashMaps in other languages

How would we handle if there is more than one *value* for a given key?

Why Dictionaries?

- Another way to store data
- Allow fast lookup of data
  - Requires unique keys
    - Data may not have a natural mapping

Pros	Cons
Fast lookup (*much* faster than lists if a lot of elements)	Requires a lot of space, unique keys

Creating Dictionaries in Python

Syntax:

{<key>:<value>, …, <key>:<value>}

```
empty = {}
ascii = { 'a':97, 'b':98, 'c':99, …, 'z':122 }
```

Dictionary Operations

Indexing	<dict>[<key>]
Length (# of keys)	len(<dict>)
Iteration	**for** <key> **in** <dict>:
Membership	<key> **in** <dict>
Deletion	del <dict>[<key>]

Unlike strings and lists, doesn't make sense to do slicing, concatenation, repetition for dictionaries

Dictionary Methods

Method Name	Functionality
<dict>.clear()	Remove all items from dictionary
<dict>.keys()	Returns a copy of dictionary's keys (a set-like object)
<dict>.values()	Returns a copy of dictionary's values (a set-like object)
<dict>.get(x [, default])	Returns <dict>[x] if x is a key; Otherwise, returns None (or default value)

Accessing Values Using Keys

- Syntax:

  <dictionary>[<key>]

- Examples:

```
ascii['z']

contacts['friendname']
```

- **KeyError** if key is not in dictionary
  - Runtime error; exits program

Accessing Values Using **get** Method

- <dict>.get(*x* [,*default*])
  - Returns <dict>[*x*] if *x* is a key; Otherwise, returns None (or default value)

```
ascii.get('z')

directory.get('friendname')
```

- If no mapping, **None** is returned instead of **KeyError**

Accessing Values

- Typically, you will check if dictionary has a key before trying to access the key

```
if 'friend' in contacts:
    number = contacts['friend']
```

Know mapping exists before trying to access

- Or handle if returns default

```
number = contacts.get('friend')
if number is None:
    # do something …
```

No phone number exists

Review: Special Value **None**

- Special value we can use
  - E.g., Return value from function when there is an error
- Similar to **null** in Java

- If you execute:

```
list = list.sort()
print(list)
```

  - Prints None because list.sort() does **not *return*** anything

Examples using **None**

```
# returns the lowercase letter translated by the key.
# If letter is not a lowercase letter, returns None
def translateLetter( letter, key ):
    if letter < 'a' or letter > 'z':
        return None
    #As usual …
```

```
# example use
encLetter = translateLetter(char, key)
if encLetter is None:
    print("Error in message: ", char)
```

Inserting Key-Value Pairs

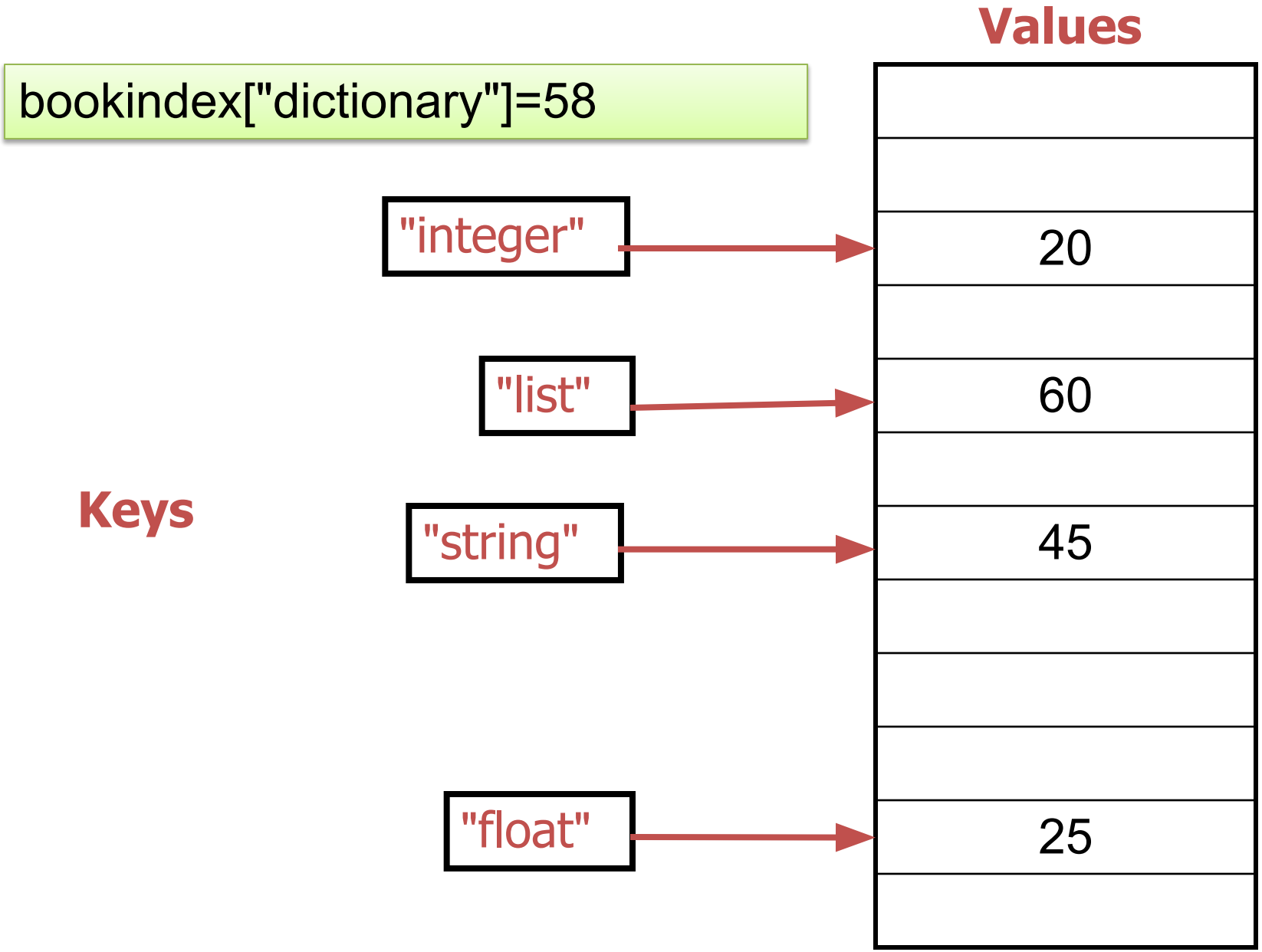
- Syntax:

  <dictionary>[<key>] = <value>

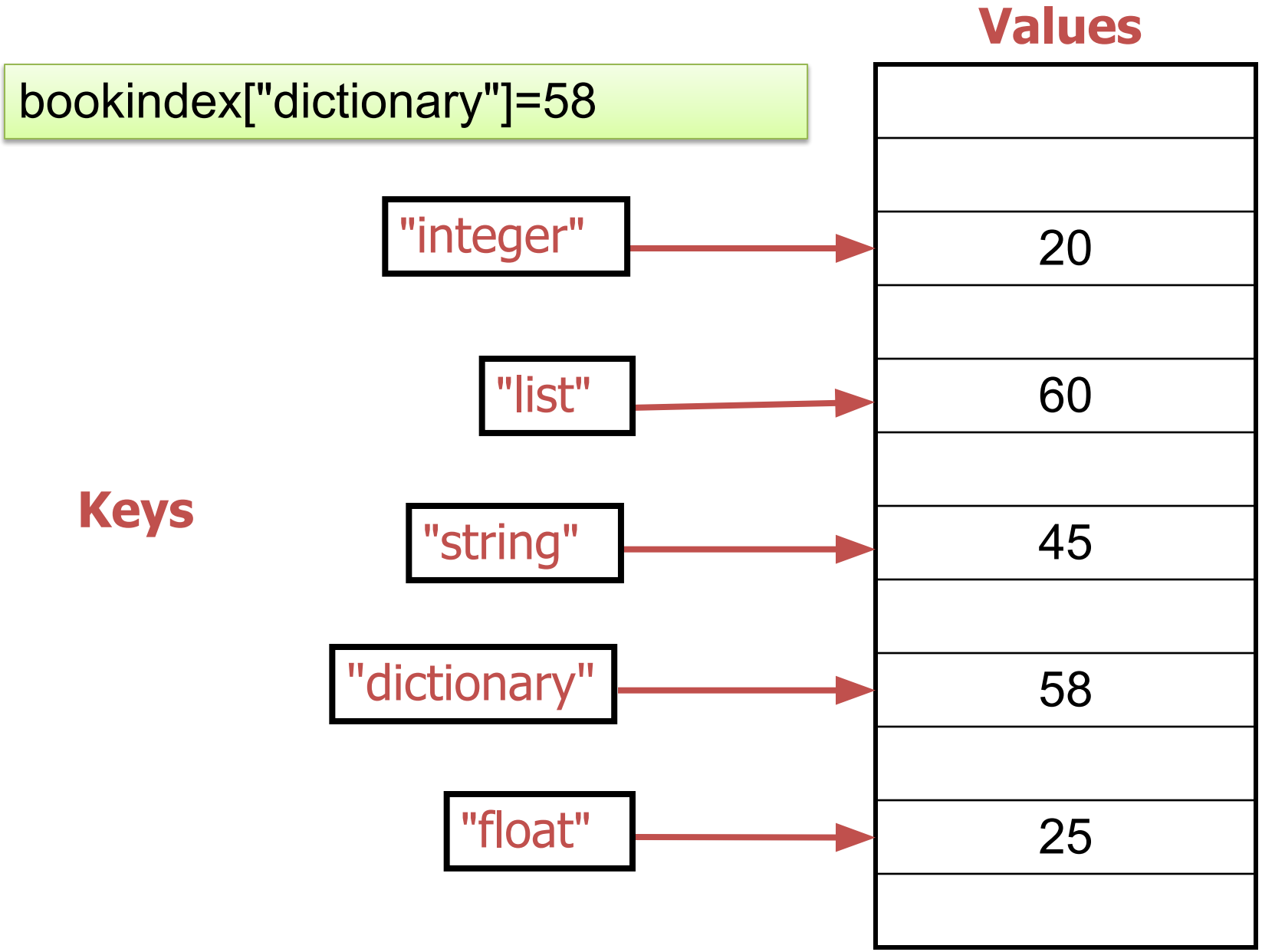
- ascii['a'] = 97
  - Creates new mapping of 'a' □ 97

ascii_dictionary.py

Textbook's Index



Textbook's Index



Adding/Modifying Key-Value Pairs

- Syntax:

  <dictionary>[<key>] = <value>

- directory[‘registrar’] = 3025
  - Adds mapping for ‘registrar’ to 3025

  OR

  - Modifies old entry if it existed to 3025

Using Dictionaries

using_dictionary.py

Methods keys() and values()

- Don’t actually return a list object
- But can be used similarly to a list
- If you want to make them into a list:

```
keys = list(mydict.keys())
```

Discussion

- Compare lists and dictionaries
  - What are their properties?
  - How are they similar?
  - How are they different?
  - When do you use one or the other?

Lists vs. Dictionaries

Lists	Dictionaries
integer *positions* (0, …) to any type of value	Map immutable *keys* (int, float, string) to any type of value
Ordered	Unordered
Slower to find a value (**in**)	Fast to find a value (use key)
Fast to print in order	Slower to print in order (by key)
Only as big as you make it	Takes up a lot of space (so can add elements in the middle)