

Examining the Identity of a “Whole-Sliced” Python Sequence

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(Here I use “`object`” to represent a literal object rather than a variable representing it.)

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>>> x = (1, 2, 3) # integers are immutable
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```
>>> a = [6, 7, 8] # lists are mutable
>>> x = (a, 2, 3) # so “x” is “changeable”
>>> id((a, 2, 3)) == id((a, 2, 3)[:])
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We can summarize what we have shown so far in a table:

question	list, array, bytearray	buffer	tuple	string
<code>id(object) == id(object[:])</code>	False	False	False but...	True
<code>id(object[:]) == id(object[:])</code>	False	True	False but...	True
<i>mutable?</i>	yes	can be	no	no

Mutability alone is apparently not sufficient to explain this pattern of behaviors. In addition to mutability, there is the question of “changeability”: we can get different results for a tuple if it contains a mutable object:

```
>>> x = (1, 2, 3) # integers are immutable
>>> id((1, 2, 3)) == id((1, 2, 3)[:])
False
>>> id((1, 2, 3)[:]) == id((1, 2, 3)[:])
False
```

```
>>> a = [6, 7, 8] # lists are mutable
>>> x = (a, 2, 3) # so “x” is “changeable”
>>> id((a, 2, 3)) == id((a, 2, 3)[:])
True
>>> id((a, 2, 3)[:]) == id((a, 2, 3)[:])
True
```

A variable to which an object is assigned also has a different pattern of slice-identity among the various types of sequences:

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There are some other interesting inconsistencies of this sort documented in Appendix 2, but I omit them here for the sake of brevity.

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<code>var = object</code> <code>id(var[:]) == id(var[:])</code>	True	True	True	True
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<code>id(object[:]) == id(object[:])</code>	False	C / Py J	False but...	C Py / J
<code>var = object</code> <code>id(var[:]) == id(var[:])</code>	C Py / J	C / Py J	C Py / J	C / Py J
<code>var2 = var[:]</code> <code>id(var[:]) == id(var2[:])</code>	C Py / J	Py C / J	C Py / J	C / Py J

Key: **blue & bold = True**; red & non-bold = False

C: CPython; Py: PyPy; J: Jython.

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<code>var = object</code> <code>id(var[:]) == id(var[:])</code>	C Py /J	C / Py J	C Py /J	C / Py J
<code>var2 = var[:]</code> <code>id(var[:]) == id(var2[:])</code>	C Py /J	Py C /J	C Py /J	C / Py J

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<code>id(object[:]) == id(object[:])</code>	False	C / Py J	False but...	C Py / J
<code>var = object</code> <code>id(var[:]) == id(var[:])</code>	C Py / J	C / Py J	C Py / J	C / Py J
<code>var2 = var[:]</code> <code>id(var[:]) == id(var2[:])</code>	C Py / J	Py C / J	C Py / J	C / Py J

Key: **blue & bold = True**; red & non-bold = False

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<code>id(object) == id(object[:])</code>	False	False	False but...	C Py /J
<code>id(object[:]) == id(object[:])</code>	False	C / Py J	False but...	C Py /J
<code>var = object</code> <code>id(var[:]) == id(var[:])</code>	C Py /J	C / Py J	C Py /J	C / Py J
<code>var2 = var[:]</code> <code>id(var[:]) == id(var2[:])</code>	C Py /J	Py C /J	C Py /J	C / Py J

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The point: The behavior of the `id()` function with sliced sequences is

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<code>var = object</code> <code>id(var[:]) == id(var[:])</code>	C Py/J	C/Py J	C Py/J	C/Py J
<code>var2 = var[:]</code> <code>id(var[:]) == id(var2[:])</code>	C Py/J	Py C/J	C Py/J	C/Py J

Key: **blue & bold = True**; red & non-bold = False

C: CPython; Py: PyPy; J: Jython.

The point: The behavior of the `id()` function with sliced sequences is

- 1) not uniform with respect to the various sequences in the standard implementation;
- 2) not uniform among the three main implementations;
- 3) most uniform in Jython, which assigns a distinct ID to each full-sliced sequence.

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Thanks to Amber Wilcox-Hearn of Hacker School for a clarifying question on an earlier version of this talk.

Appendix 1: For reference here is how “identity” is defined in the three implementations:

- CPython: “Return the ‘identity’ of an object. This is an integer which is guaranteed to be unique and constant for this object during its lifetime. Two objects with non-overlapping lifetimes may have the same `id()` value. CPython implementation detail: **This is the address of the object in memory.**” <https://docs.python.org/2.7/library/functions.html?#id>.
Python 2.7.8 (default, Jul 2 2014, 10:14:46) [GCC 4.2.1 Compatible Apple LLVM 5.1 (clang-503.0.40)] on darwin
- PyPy: **“Using the default GC (called minimark), the built-in function `id()` [of PyPy] works like it does in CPython.** With other GCs it returns numbers that are not real addresses (because an object can move around several times) and calling it a lot can lead to performance problem.” http://pypy.readthedocs.org/en/latest/cpython_differences.html Python 2.7.6 (32f35069a16d, Jun 06 2014, 20:12:47) [PyPy 2.3.1 with GCC 4.2.1 Compatible Apple LLVM 5.0 (clang-500.2.79)] on darwin
- Jython: “Return the ‘identity’ of an object. This is an integer (or long integer) which is guaranteed to be unique and constant for this object during its lifetime. Two objects with non-overlapping lifetimes may have the same `id()` value. (Implementation note: **this is the address of the object.**)” <http://www.jython.org/docs/library/functions.html> Jython 2.7b2
(default:a5bc0032cf79+, Apr 22 2014, 21:20:17) [Java HotSpot(TM) 64-Bit Server VM (Oracle Corporation)] on java1.7.0_51

Appendix 2: A fuller list of examples.

<i>question</i>	<i>list, array, bytearray</i>	<i>buffer</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	False but...	C Py/J
<code>id(object[:]) == id(object[:])</code>	False	C/Py J	False but...	C Py/J
<code>var = object</code> <code>id(var) == id(var[:])</code>	False	False	C Py/J	C/Py J
<code>var2 = var[:]</code> <code>id(var) == id(var2)</code>	False	False	C Py/J	C/Py J
<code>id(var[:]) == id(var[:])</code>	C Py/J	C/Py J	C Py/J	C/Py J
<code>id(var[:]) == id(var2[:])</code>	C Py/J	Py C/J	C Py/J	C/Py J
<code>id(var) == id(object)</code>	False	False	False	C Py/J
<code>id(var2) == id(object)</code>	False	False	False	C Py/J
<code>id(var[:]) == id(object)</code>	C Py/J	False	False	C Py/J

Key: **blue & bold = True**; red & non-bold = False

Appendix 3: Another interesting feature is that CPython alternates the IDs of a sliced object and a sliced variable differently if they are simply printed rather than in the same comparison:

>>> def test_list():	>>> def test_list():
... x = [1, 2, 3][:]	... print id([1, 2, 3][:])
... print id(x[:])	... print id([1, 2, 3][:])
... print id(x[:])	... print id([1, 2, 3][:])
... print id(x[:])	... print id([1, 2, 3][:])
... print id(x[:])	
>>> test_list()	>>> test_list()
4451744728	4451745160
4451744728	4451676816
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... print id(x[:])	... print id([1, 2, 3][:])
... print id(x[:])	
>>> test_list()	>>> test_list()
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For a list, the literal object uses two alternating memory addresses in this example, while a variable uses the same memory address.

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>>> def test_list():	>>> def test_list():
... x = [1, 2, 3][:]	... print id([1, 2, 3][:]) # do this four times
... print id(x[:]) # do this four times	
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4451744728 ...	4451676816 ...

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<i>question</i>	<i>list, array, bytearray, tuple, buffer</i>	<i>string</i>
id(var[:]), 4x in fn same	C True Py/J	C/Py True J

<i>question</i>	<i>list, array</i>	<i>bytearray</i>	<i>tuple</i>	<i>buffer, string</i>
id(object[:]), 4x in fn same	C False*; Py/J	C True Py/J	False	C/Py True J

* IDs appear in alternation.

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(really, this time)