

Examining the Identity of a Sliced Python Object

**David Prager Branner
Hacker School and PyGotham, New York
20140814 and 20140816**

Slicing is a quick way to make a deep copy

Slicing is a quick way to make a deep copy — a copy of the actual values

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

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

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

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

```
>>> b = a
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

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

```
>>> b = a
```

```
>>> b
```


Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

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

```
>>> b = a
```

```
>>> b
```

```
[1, 2, 3]
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

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

```
>>> b = a
```

```
>>> b
```

```
[1, 2, 3]
```

```
>>> a[0] = 'безумный'
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = u'безумный'
>>> b
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = u'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439'
 \u0434\u044b\u0439', 2, 3]
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = u'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = u'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = u'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
['\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
```


Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[у'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[у'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
```

Slicing is a quick way to make a deep copy — a copy of the actual values — of a sequence such as a list whose elements would otherwise be copied by reference:

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[1, 2, 3] # unaffected by change to a
```

“Copying” by reference does not actually produce a new object

“Copying” by reference does not actually produce a new object, whereas slicing does.

“Copying” by reference does not actually produce a new object, whereas slicing does. We can determine whether two objects are the same or not

“Copying” by reference does not actually produce a new object, whereas slicing does. We can determine whether two objects are the same or not, at the moment they are being compared

“Copying” by reference does not actually produce a new object, whereas slicing does. We can determine whether two objects are the same or not, at the moment they are being compared, by testing the congruence of their identities, returned by the built-in `id()` function.

“Copying” by reference does not actually produce a new object, whereas slicing does. We can determine whether two objects are the same or not, at the moment they are being compared, by testing the congruence of their identities, returned by the built-in `id()` function.

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
>>> id(a) == id(b)
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[1, 2, 3] # unaffected by change to a
>>> id(a) == id(b)
```

“Copying” by reference does not actually produce a new object, whereas slicing does. We can determine whether two objects are the same or not, at the moment they are being compared, by testing the congruence of their identities, returned by the built-in `id()` function.

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = u'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
>>> id(a) == id(b)
True
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
>>> a[0] = u'безумный'
>>> b
[1, 2, 3] # unaffected by change to a
>>> id(a) == id(b)
False
```

“Copying” by reference does not actually produce a new object, whereas slicing does. We can determine whether two objects are the same or not, at the moment they are being compared, by testing the congruence of their identities, returned by the built-in `id()` function.

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
>>> id(a) == id(b)
True
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[1, 2, 3] # unaffected by change to a
>>> id(a) == id(b)
False
```

“Copying” by reference does not actually produce a new object, whereas slicing does. We can determine whether two objects are the same or not, at the moment they are being compared, by testing the congruence of their identities, returned by the built-in `id()` function.

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
>>> id(a) == id(b)
True
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[1, 2, 3] # unaffected by change to a
>>> id(a) == id(b)
False
```

The `id()` function returns an integer that (in CPython) is the memory address of the argument.

“Copying” by reference does not actually produce a new object, whereas slicing does. We can determine whether two objects are the same or not, at the moment they are being compared, by testing the congruence of their identities, returned by the built-in `id()` function.

```
>>> a = [1, 2, 3]
>>> b = a
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[u'\u0431\u0435\u0437\u0443\u043c\u043d\u044b\u0439', 2, 3]
>>> id(a) == id(b)
True
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
>>> a[0] = 'безумный'
>>> b
[1, 2, 3] # unaffected by change to a
>>> id(a) == id(b)
False
```

The `id()` function returns an integer that (in CPython) is the memory address of the argument. Different objects that coexist at some moment have different memory addresses.

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice:

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice:

```
>>> import array
```

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice:

```
>>> import array  
>>> id(array.array('i', [1, 2, 3])) == id(array.array('i', [1, 2, 3])[:]) # array
```


It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice:

```
>>> import array
>>> id(array.array('i', [1, 2, 3])) == id(array.array('i', [1, 2, 3])[:]) # array
False
```

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice:

```
>>> import array
>>> id(array.array('i', [1, 2, 3])) == id(array.array('i', [1, 2, 3])[:]) # array
False
```

<i>question</i>	<i>list</i>	<i>array</i>
<code>id(object) == id(object[:])</code>	False	False

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice:

```
>>> import array
>>> id(array.array('i', [1, 2, 3])) == id(array.array('i', [1, 2, 3])[:]) # array
False
```

<i>question</i>	<i>list</i>	<i>array</i>
<code>id(object) == id(object[:])</code>	False	False

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

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice:

```
>>> id((1, 2, 3)) == id((1, 2, 3)[:]) # tuple
```

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice:

```
>>> id((1, 2, 3)) == id((1, 2, 3)[:]) # tuple  
False
```

<i>question</i>	<i>list</i>	<i>array</i>	<i>tuple</i>
<code>id(object) == id(object[:])</code>	False	False	False

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice:

```
>>> id((1, 2, 3)) == id((1, 2, 3)[:]) # tuple  
False
```

<i>question</i>	<i>list</i>	<i>array</i>	<i>tuple</i>
<code>id(object) == id(object[:])</code>	False	False	False

But it may be surprising that not all do...

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice. But it may be surprising that not all do:

```
>>> id('123') == id('123'[:]) # string
```

It isn't surprising that some other Python sequence types display the same behavior as a list when comparing the `id()` of the original object with a beginning-to-end slice. But it may be surprising that not all do:

```
>>> id('123') == id('123'[:]) # string
```

True

<i>question</i>	<i>list</i>	<i>array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	False	True

And it turns out that there are a number of identity questions we can ask about slices of objects that have different answers depending on the kind of object and the way we ask the question:

And it turns out that there are a number of identity questions we can ask about slices of objects that have different answers depending on the kind of object and the way we ask the question:

```
>>> id([1, 2, 3][:]) == id([1, 2, 3][:]) # Are concurrent whole slices of a list one object?
```

```
False
```

And it turns out that there are a number of identity questions we can ask about slices of objects that have different answers depending on the kind of object and the way we ask the question:

```
>>> id([1, 2, 3][:]) == id([1, 2, 3][:]) # Are concurrent whole slices of a list one object?
```

```
False
```

```
>>> id(array.array('i', [1, 2, 3])[:]) == id(array.array('i', [1, 2, 3])[:]) # ditto, of array
```

```
False
```

And it turns out that there are a number of identity questions we can ask about slices of objects that have different answers depending on the kind of object and the way we ask the question:

```
>>> id([1, 2, 3][:]) == id([1, 2, 3][:]) # Are concurrent whole slices of a list one object?
```

```
False
```

```
>>> id(array.array('i', [1, 2, 3])[:]) == id(array.array('i', [1, 2, 3])[:]) # ditto, array
```

```
False
```

```
>>> id((1, 2, 3)[:]) == id((1, 2, 3)[:]) # ditto, tuple
```

```
False
```

And it turns out that there are a number of identity questions we can ask about slices of objects that have different answers depending on the kind of object and the way we ask the question:

```
>>> id([1, 2, 3][:]) == id([1, 2, 3][:]) # Are concurrent whole slices of a list one object?
```

```
False
```

```
>>> id(array.array('i', [1, 2, 3])[:]) == id(array.array('i', [1, 2, 3])[:]) # ditto, array
```

```
False
```

```
>>> id((1, 2, 3)[:]) == id((1, 2, 3)[:]) # ditto, tuple
```

```
False
```

```
>>> id('123'[:]) == id('123'[:]) # ditto, string
```

```
True
```

And it turns out that there are a number of identity questions we can ask about slices of objects that have different answers depending on the kind of object and the way we ask the question:

```
>>> id([1, 2, 3][:]) == id([1, 2, 3][:]) # Are concurrent whole slices of a list one object?
```

```
False
```

```
>>> id(array.array('i', [1, 2, 3])[:]) == id(array.array('i', [1, 2, 3])[:]) # ditto, array
```

```
False
```

```
>>> id((1, 2, 3)[:]) == id((1, 2, 3)[:]) # ditto, tuple
```

```
False
```

```
>>> id('123'[:]) == id('123'[:]) # ditto, string
```

```
True
```

<i>question</i>	<i>list</i>	<i>array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	False	True
<code>id(object[:]) == id(object[:])</code>	False	False	False	True

And it turns out that there are a number of identity questions we can ask about slices of objects that have different answers depending on the kind of object and the way we ask the question:

```
>>> id([1, 2, 3][:]) == id([1, 2, 3][:]) # Are concurrent whole slices of a list one object?
```

```
False
```

```
>>> id(array.array('i', [1, 2, 3])[:]) == id(array.array('i', [1, 2, 3])[:]) # ditto, array
```

```
False
```

```
>>> id((1, 2, 3)[:]) == id((1, 2, 3)[:]) # ditto, tuple
```

```
False
```

```
>>> id('123'[:]) == id('123'[:]) # ditto, string
```

```
True
```

<i>question</i>	<i>list</i>	<i>array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	False	True
<code>id(object[:]) == id(object[:])</code>	False	False	False	True

Lists and arrays seem always to behave the same way

And it turns out that there are a number of identity questions we can ask about slices of objects that have different answers depending on the kind of object and the way we ask the question:

```
>>> id([1, 2, 3][:]) == id([1, 2, 3][:]) # Are concurrent whole slices of a list one object?
```

```
False
```

```
>>> id(array.array('i', [1, 2, 3])[:]) == id(array.array('i', [1, 2, 3])[:]) # ditto, array
```

```
False
```

```
>>> id((1, 2, 3)[:]) == id((1, 2, 3)[:]) # ditto, tuple
```

```
False
```

```
>>> id('123'[:]) == id('123'[:]) # ditto, string
```

```
True
```

<i>question</i>	<i>list/array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	True
<code>id(object[:]) == id(object[:])</code>	False	False	True

Lists and arrays seem always to behave the same way, but tuples and strings do not.

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

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

<i>question</i>	<i>list, array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	True
<code>id(object[:]) == id(object[:])</code>	False	False	True
<code>var = object</code> <code>id(var) == id(var[:])</code>	False	True	True
<code>var2 = var[:]</code> <code>id(var) == id(var2)</code>	False	True	True

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

<i>question</i>	<i>list, array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	True
<code>id(object[:]) == id(object[:])</code>	False	False	True
<code>var = object</code> <code>id(var) == id(var[:])</code>	False	True	True
<code>var2 = var[:]</code> <code>id(var) == id(var2)</code>	False	True	True

```
>>> x = (1, 2, 3) # tuple
```

```
>>> id(x) == id(x[:])
```

```
True
```

```
>>> y = x[:]
```

```
>>> id(x) == id(y)
```

```
True
```

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

<i>question</i>	<i>list, array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	True
<code>id(object[:]) == id(object[:])</code>	False	False	True
<code>var = object</code> <code>id(var) == id(var[:])</code>	False	True	True
<code>var2 = var[:]</code> <code>id(var) == id(var2)</code>	False	True	True
<code>id(var[:]) == id(var[:])</code>	True	True	True
<code>id(var[:]) == id(var2[:])</code>	True	True	True

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

<i>question</i>	<i>list, array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	True
<code>id(object[:]) == id(object[:])</code>	False	False	True
<code>var = object</code> <code>id(var) == id(var[:])</code>	False	True	True
<code>var2 = var[:]</code> <code>id(var) == id(var2)</code>	False	True	True
<code>id(var[:]) == id(var[:])</code>	True	True	True
<code>id(var[:]) == id(var2[:])</code>	True	True	True

```
>>> id(x[:]) == id(x[:]) # list
```

```
True
```

```
>>> id(x[:]) == id(y[:]) # list
```

```
True
```

Variables and the objects from which they were originally assigned also behave differently:

Variables and the objects from which they were originally assigned also behave differently:

<i>question</i>	<i>list, array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	True
<code>id(object[:]) == id(object[:])</code>	False	False	True
<code>var = object</code> <code>id(var) == id(var[:])</code>	False	True	True
<code>var2 = var[:]</code> <code>id(var) == id(var2)</code>	False	True	True
<code>id(var[:]) == id(var[:])</code>	True	True	True
<code>id(var[:]) == id(var2[:])</code>	True	True	True
<code>id(var) == id(object)</code>	False	False	True
<code>id(var2) == id(object)</code>	False	False	True
<code>id(var[:]) == id(object)</code>	True	False	True

Variables and the objects from which they were originally assigned also behave differently:

<i>question</i>	<i>list, array</i>	<i>tuple</i>	<i>string</i>
<code>id(object) == id(object[:])</code>	False	False	True
<code>id(object[:]) == id(object[:])</code>	False	False	True
<code>var = object</code> <code>id(var) == id(var[:])</code>	False	True	True
<code>var2 = var[:]</code> <code>id(var) == id(var2)</code>	False	True	True
<code>id(var[:]) == id(var[:])</code>	True	True	True
<code>id(var[:]) == id(var2[:])</code>	True	True	True
<code>id(var) == id(object)</code>	False	False	True
<code>id(var2) == id(object)</code>	False	False	True
<code>id(var[:]) == id(object)</code>	True	False	True

```
>>> id(x[:]) == id([1, 2, 3]) # list
True
```

```
>>> id(x) == id((1, 2, 3)) # tuple
False
```


It seems random.

It seems random. Is it?

It seems random. Is it? Or is there a deep moral correctness in this diverse behavior?

It seems random. Is it? Or is there a deep moral correctness in this diverse behavior?

In particular, is there some reason why an object being compared with itself should sometimes be considered to be the same object in both cases and sometimes two different objects?

An answer by distribution, not internals: The three implementations CPython, PyPy, and Jython (each v. 2.7) all return different patterns of **True** and **False** with respect to these questions:

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

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

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

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

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

That is the main point of this presentation.

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

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

That is the main point of this presentation. (Note that Jython tests **False** everywhere that CPython tests **True** here; PyPy is mixed.)

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

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

That is the main point of this presentation. (Note that Jython tests **False** everywhere that CPython tests **True** here; PyPy is mixed.) In sum: the behavior of the `id(.)` function is uniform neither with respect to the various sequences nor among the three main implementations.

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

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

That is the main point of this presentation. (Note that Jython tests **False** everywhere that CPython tests **True** here; PyPy is mixed.) In sum: the behavior of the `id(.)` function is uniform neither with respect to the various sequences nor among the three main implementations. It seems doubtful that this is a matter of performance following prescription.

(For reference here is how “identity” is defined in the three versions illustrated here:

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)

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> [PyPy 2.3.1 with GCC 4.2.1 Compatible Apple LLVM 5.0 (clang-500.2.79)] on darwin 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)

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 appearing 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
4451744728	4451745160
4451744728	4451676816

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 appearing 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
4451744728	4451745160
4451744728	4451676816

For a list, the literal object uses two alternating memory addresses in this example, while a variable uses the same memory address.

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 appearing in the same comparison:

>>> 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	
>>> test_list()	>>> test_list()
4451744728	4451745160
4451744728 ...	4451676816 ...

The three implementations behave differently in this respect;

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 appearing in the same comparison:

>>> 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	
>>> test_list()	>>> test_list()
4451744728	4451745160
4451744728 ...	4451676816 ...

The three implementations behave differently in this respect; Jython again is always False:

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 appearing in the same comparison:

>>> 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	
>>> test_list()	>>> test_list()
4451744728	4451745160
4451744728 ...	4451676816 ...

The three implementations behave differently in this respect; Jython again is always False:

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

* IDs appear in alternation.

劇
終