





#### Sets

```
One more built-in Python container type

    Set literals are enclosed in braces

    Duplicate elements are removed on construction

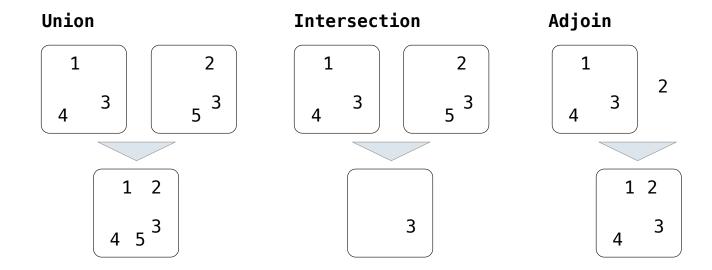
    Sets have arbitrary order, just like dictionary entries

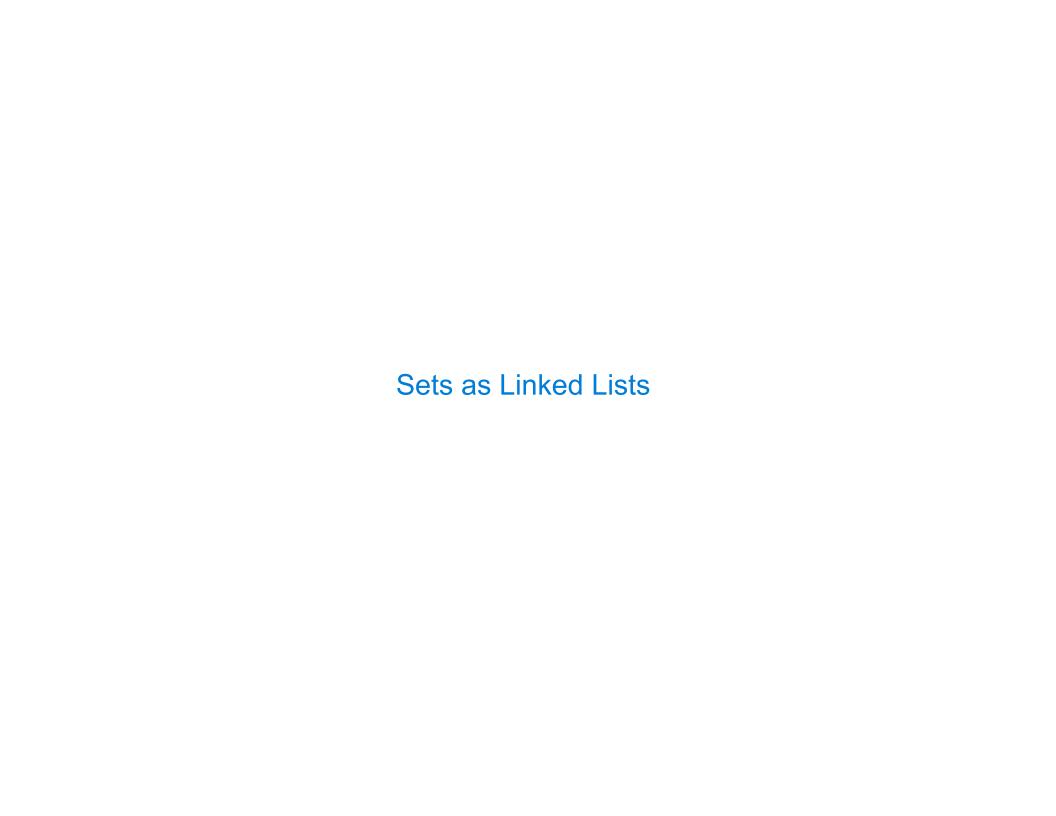
  >>> s = {'one', 'two', 'three', 'four', 'four'}
  >>> S
  {'three', 'one', 'four', 'two'}
  >>> 'three' in s
  True
  >>> len(s)
  >>> s.union({'one', 'five'})
  {'three', 'five', 'one', 'four', 'two'}
  >>> s.intersection({'six', 'five', 'four', 'three'})
  { 'three', 'four'}
  >>> S
  {'three', 'one', 'four', 'two'}
```

### Implementing Sets

What we should be able to do with a set:

- Membership testing: Is a value an element of a set?
- Union: Return a set with all elements in set1 or set2
- Intersection: Return a set with any elements in set1 and set2
- Adjoin: Return a set with all elements in s and a value v





### Sets as Unordered Sequences

Proposal 1: A set is represented by a linked list that contains no duplicate items.

```
def empty(s):
    return s is Link.empty

def contains(s, v):
    """Return whether set s contains value v.

>>> s = Link(1, Link(3, Link(2)))
>>> contains(s, 2)
True
""""
    (Demo)
```

#### Time order of growth

 $\Theta(1)$ 

Time depends on whether & where v appears in s.

 $\Theta(n)$ 

In the worst case: v does not appear in s or

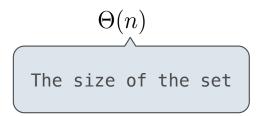
In the average case: appears in a uniformly distributed random location

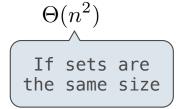
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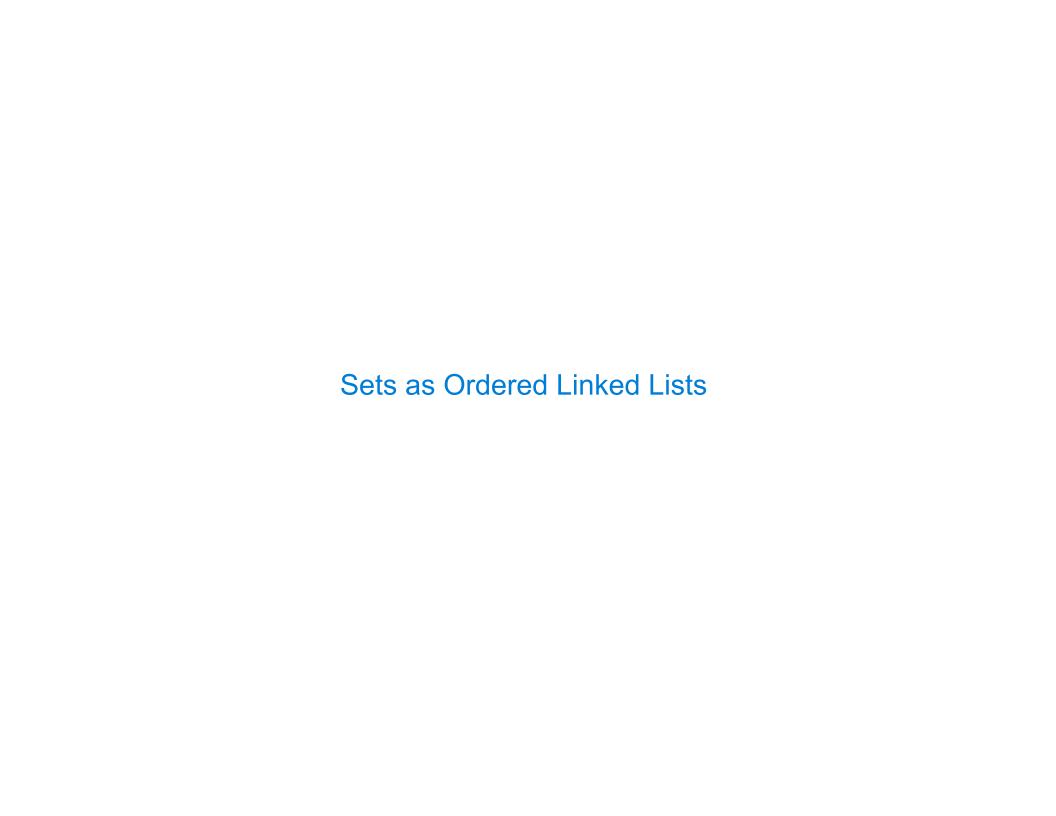
### Sets as Unordered Sequences

```
def adjoin(s, v):
   if contains(s, v):
        return s
   else:
        return Link(v, s)
def intersect(s, t):
    if s is Link.empty:
        return Link.empty
   rest = intersect(s.rest, t)
    if contains(t, s.first):
        return Link(s.first, rest)
   else:
        return rest
```

#### Time order of worst-case growth





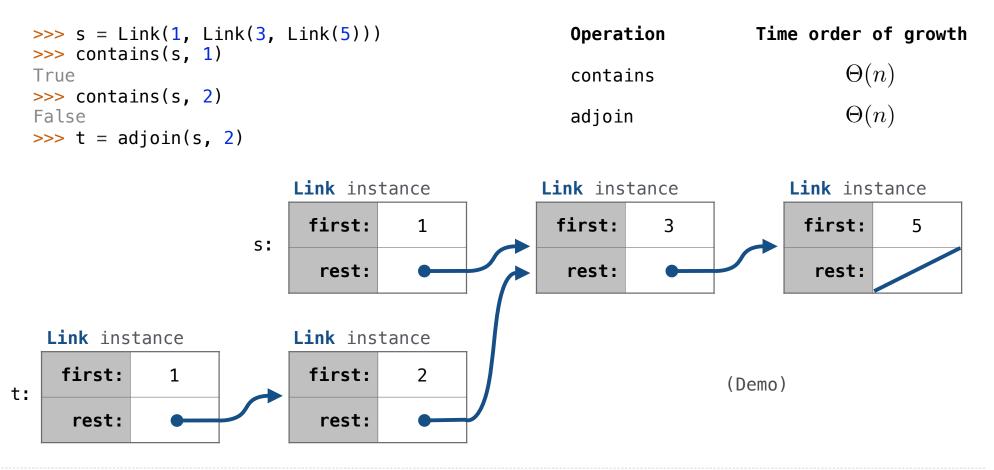


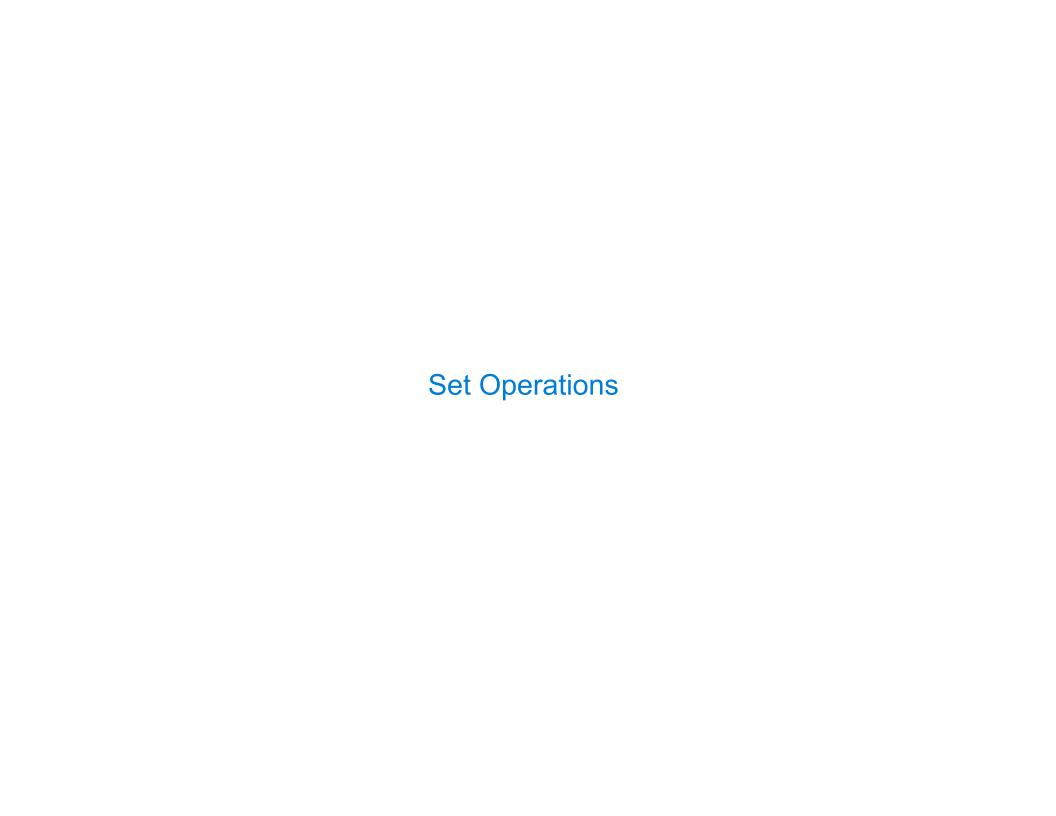
### Sets as Ordered Sequences

Parts of the program that	Assume that sets are	Using
Use sets to contain values	Unordered collections	empty, contains, adjoin, intersect, union
Implement set operations	Ordered linked lists	first, rest, <, >, ==

Different parts of a program may make different assumptions about data

### Searching an Ordered List



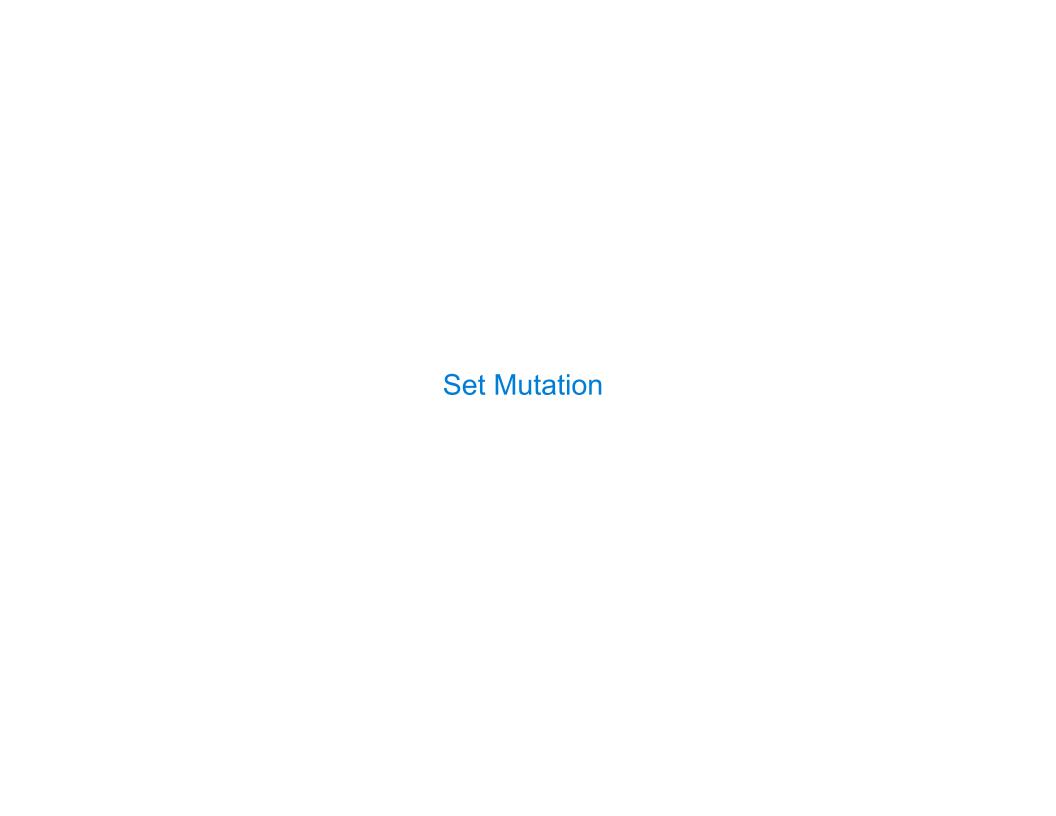


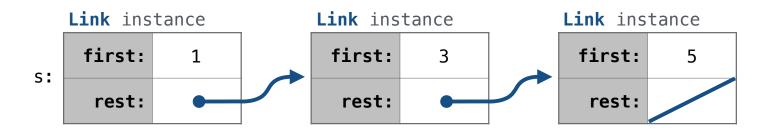
### Intersecting Ordered Linked Lists

Proposal 2: A set is represented by a linked list with unique elements that is
ordered from least to greatest

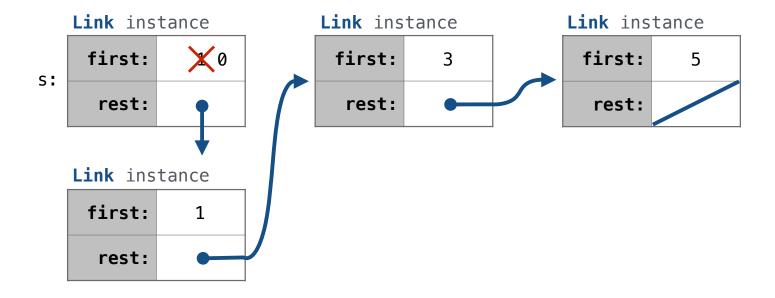
```
def intersect(s, t):
    if empty(s) or empty(t):
        return Link.empty
    else:
        e1, e2 = s.first, t.first
        if e1 == e2:
            return Link(e1, intersect(s.rest, t.rest))
        elif e1 < e2:
            return intersect(s.rest, t)
        elif e2 < e1:
            return intersect(s, t.rest)

Order of growth? If s and t are sets of size n, then \Theta(n) (Demo)
```



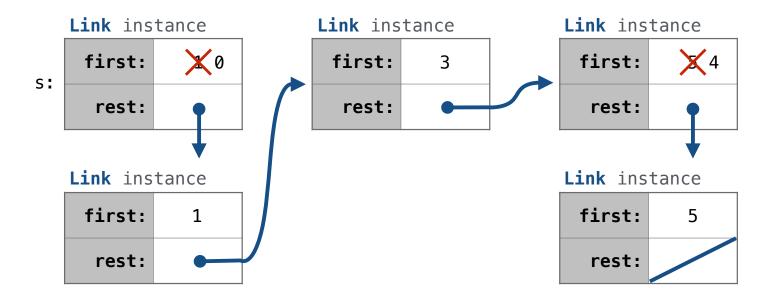


add(s, 0) Try to return the same object as input

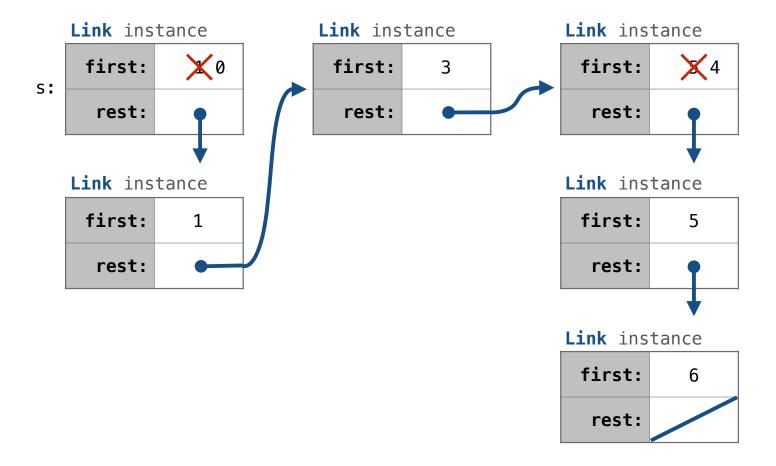


add(s, 3)

add(s, 4)



add(s, 6)



### Adding to a Set Represented as an Ordered List

```
def add(s, v):
                                                            Link instance
                                                                             Link instance
                                                                                             Link instance
    """Add v to a set s, returning modified s."""
                                                              first:
                                                                              first:
                                                                                              first:
                                                         s:
    >>> s = Link(1, Link(3, Link(5)))
                                                                              rest:
                                                                                              rest:
                                                              rest:
    >>> add(s, 0)
    Link(0, Link(1, Link(3, Link(5))))
                                                             Link instance
                                                                                             Link instance
    >>> add(s, 3)
                                                              first:
                                                                    1
                                                                                              first:
    Link(0, Link(1, Link(3, Link(5))))
                                                              rest:
                                                                                              rest:
    >>> add(s, 4)
    Link(0, Link(1, Link(3, Link(4, Link(5)))))
                                                                                             Link instance
    >>> add(s, 6)
                                                                                              first:
    Link(0, Link(1, Link(3, Link(4, Link(5, Link(6)))))
                                                                                              rest:
    if empty(s): return Link(v)
    if s.first > v:
                                                                   Link(s.first, s.rest)
         s.first, s.rest =
    elif s.first < v and empty(s.rest):</pre>
                                                    Link(v, s.rest)
         s_rest =
    elif s.first < v:
                                                     add(s.rest, v)
    return s
```