

Types and Mutability

Basic Terminology

- *object* – data stored in a program
- each object has three attributes:
 - 1) identity – `id()` function
 - 2) type
 - 3) value

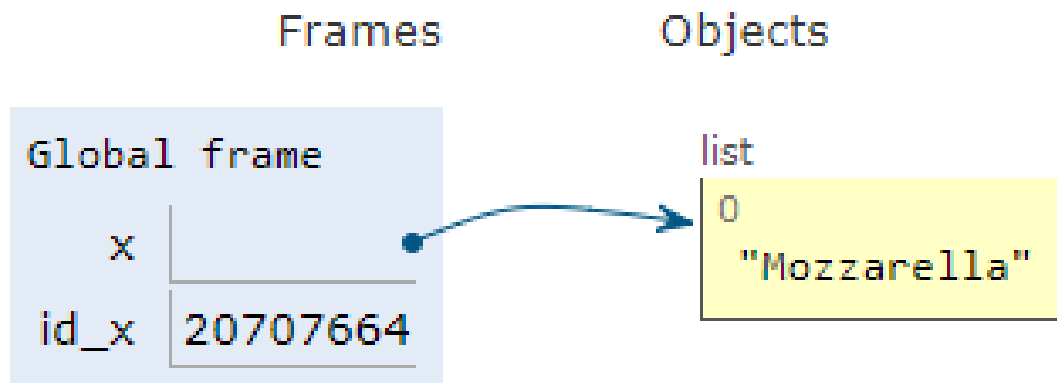
```
>>> x = ['Mozzarella']
```

```
>>> id_x = id(x)
```

```
>>> type(x)
```

```
<type 'list'>
```

```
TypeError: unhashable type: 'list'
```



Standard Data Types

(1) number

```
>>> x = 5
```

(2) string

```
>>> x = "Mozzarella"
```

(3) list

```
>>> x = ["Mozzarella"]
```

(4) dictionary

```
>>> x = {1: "Mozzarella", 2: "Brie"}
```

(5) set

```
>>> x = {"Mozzarella"}
```

(6) tuple

```
>>> x = ("Mozzarella", )
```

Object Mutability

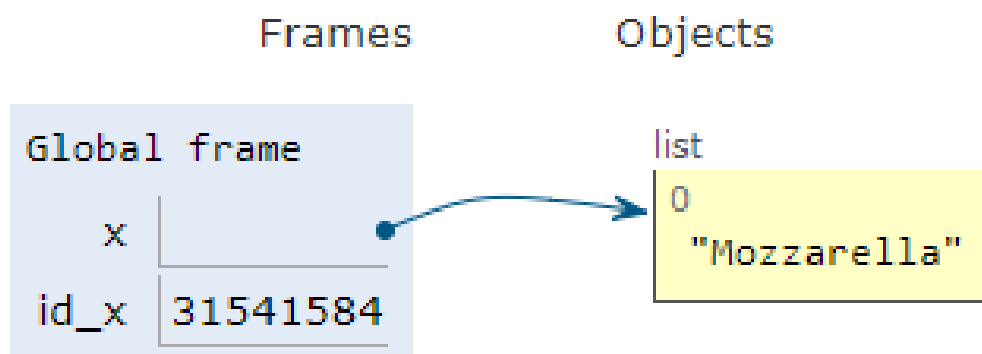
- mutable objects can change value in-place (same id)
- example(s) of mutable objects: lists and dictionaries
- immutable objects: cannot change value, need to change reference to new value (new id)
- example(s) of immutable objects: strings, tuples, integers

A Mutable Object

- a list is a mutable object

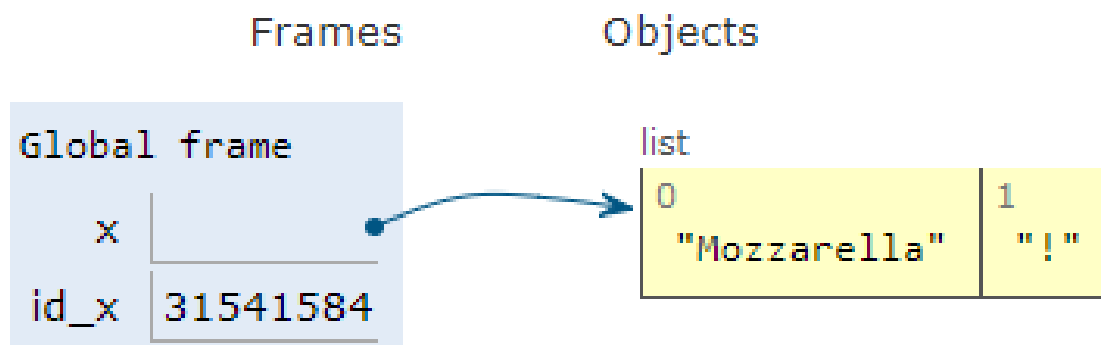
```
>>> x = ["Mozzarella"]
```

```
>>> id_x = id(x)
```



```
>>> x.append("!")
```

```
>>> id_x = id(x)
```



- changed object, same id

An Immutable Object

- a string is an immutable object

```
>>> x = "Mozzarella"
```

```
>>> id_x = id(x)
```

Frames

Objects

```
Global frame
```

x	"Mozzarella"
id_x	140141662759936

```
>>> x.append("!")
```

```
>>> id_x = id(x)
```

Frames

Objects

```
Global frame
```

x	"Mozzarella!"
id_x	140141662759120

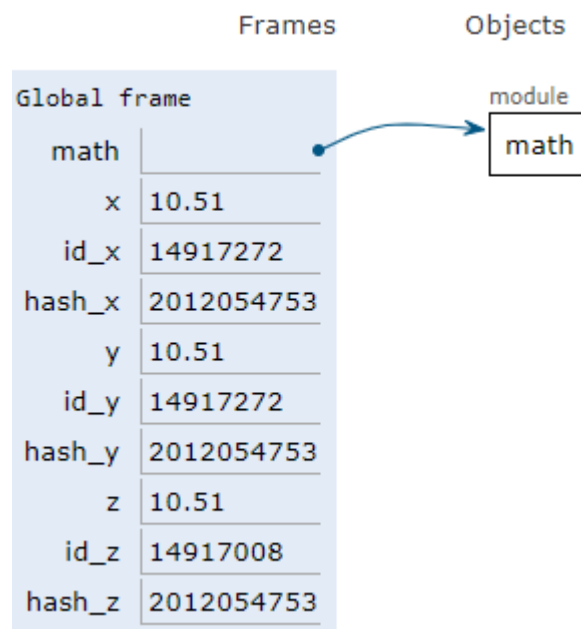
- changed object, different id

hash() **Function**

- map data to a hash value
- used for indexing and detection of duplicates
- same hash for same value (not same object)
- intuitively, want hashing for faster search and comparison of complex objects

Hashing and Object Id

```
>>> import math
>>> x = 10.51
>>> id_x = id(x)
>>> hash_x = hash(x)
>>> y = x
>>> id_y = id(y)
>>> hash_y = hash(y)
>>> z = round(10.51111,2) # 10.51
>>> id_z = id(z)
>>> hash_z = hash(z)
```

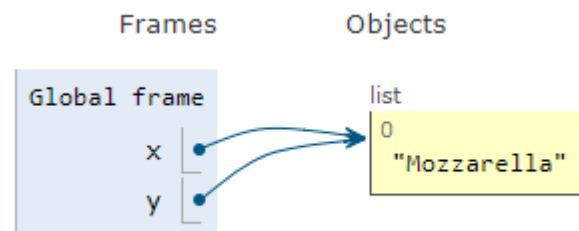


Variable References: *id()*

- check if variables point to same object

```
>>> x = ["Mozzarella"]
```

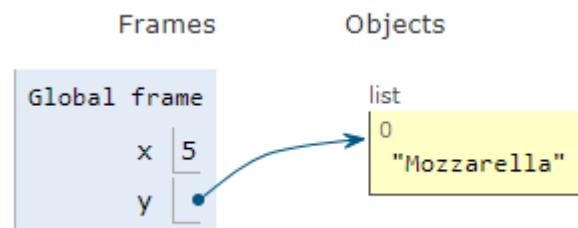
```
>>> y = x
```



```
>>> id(x), id(y)
```

```
>>> (38803792, 38803792)
```

```
>>> x = 5
```



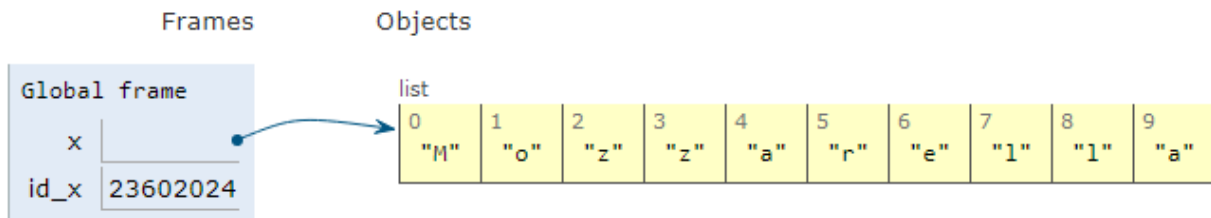
```
>>> id(x), id(y)
```

```
>>> (37104648, 38803792)
```

Variable Binding

```
>>> x = ['Mozzarella']
```

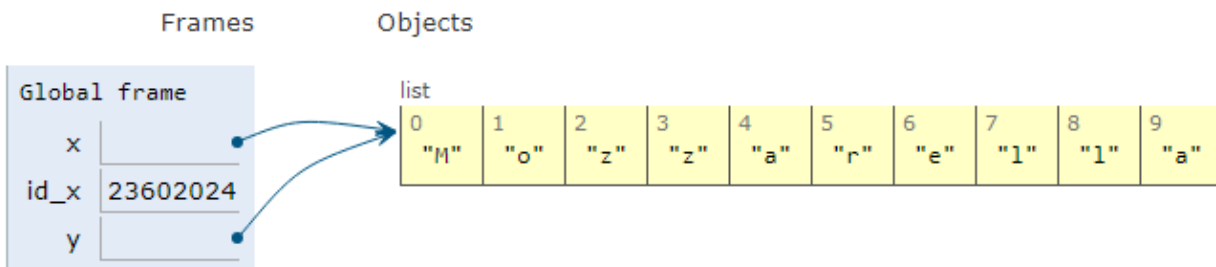
```
>>> id_x = id(x)
```



```
>>> y = x
```

```
>>> id_y = id(y)
```

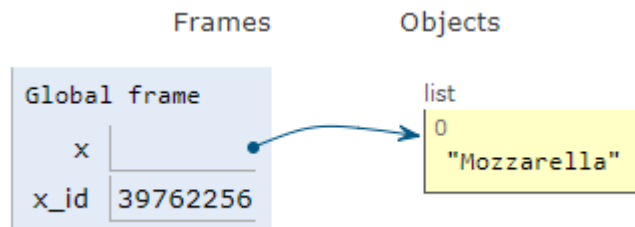
- expect y to have its own copy and id
- not in Python !!!



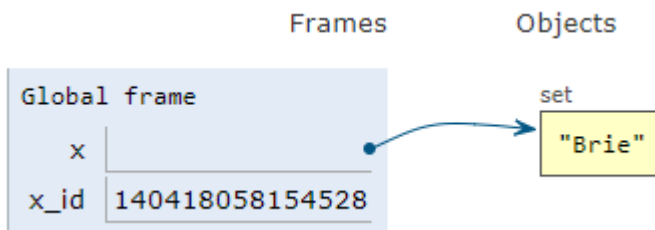
Variable Rebinding

- Python variables are just tags
- not bound to a physical location

```
>>> x = ['Mozzarella']; x_id = id(x)
```



```
>>> x = {'Brie'}; x_id = id(x)
```



old object is garbage collected

X

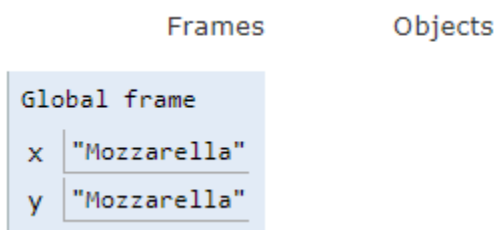
id: 397622256 ['Mozzarella'] type: list	id: 140418058154528 {'Brie'} type: set
---	--

Shared References

- immutable objects:

```
>>> x = "Mozzarella"
```

```
>>> y = x
```

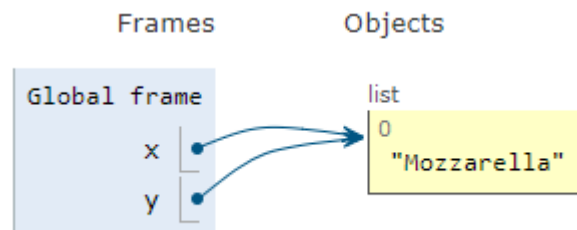


```
>>> id(x), id(y)
(140413023247360, 140413023247360)
```

- mutable objects:

```
>>> x = ["Mozzarella"]
```

```
>>> y = x
```



```
>>> id(x), id(y)
(38803792, 38803792)
```

Hashing and Mutability

- a hashable object has a hash value
- hash value never changes
- immutable objects: bool, bytes, complex, decimal, float, frozenset, int, range, string, tuple – can be hashed

```
>>> x = 'Mozzarella'
```

```
>>> hash(x)
```

```
1070568253
```

- mutable objects: bytearray, dict, list, set, user-defined classes

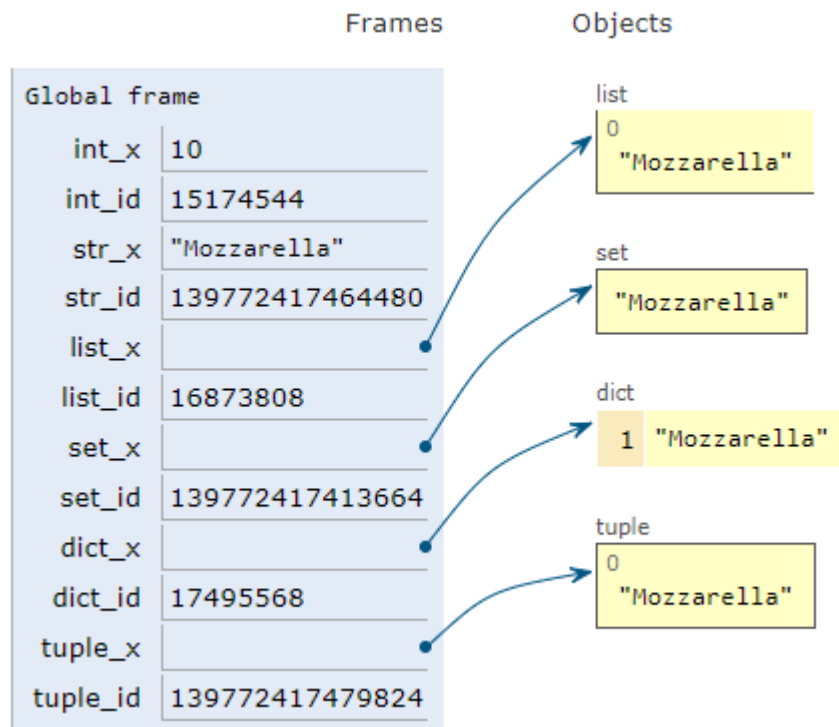
```
>>> x = ['Mozzarella']
```

```
>>> hash(x)
```

```
TypeError: unhashable type: 'list'
```

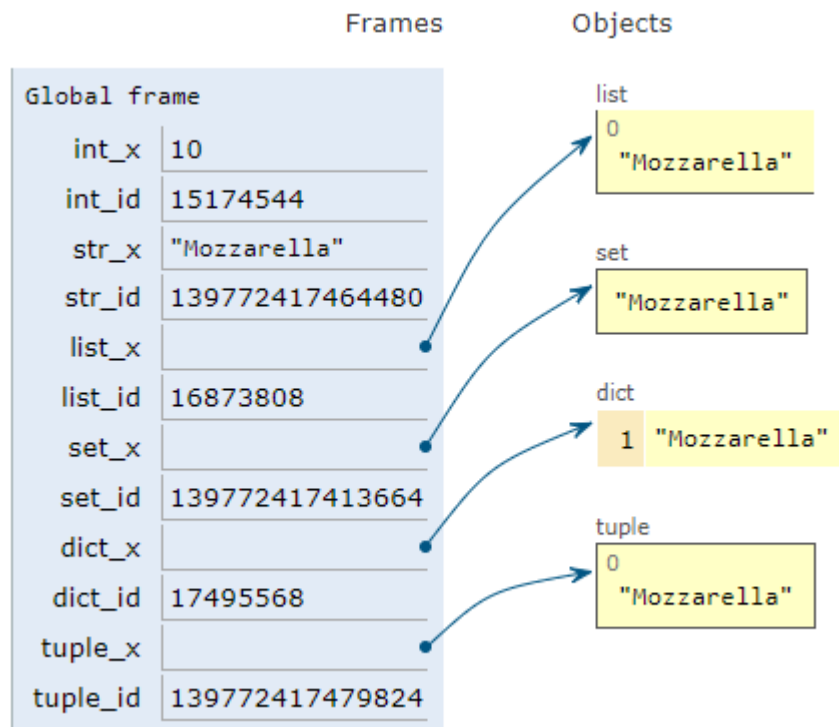
Checking Types Mutability

```
>>> int_x = 5
>>> string_x = "Mozzarella"
>>> list_x = ["Mozzarella"]
>>> set_x = {"Mozzarella"}
>>> dict_x = {1:"Mozzarella"}
>>> tuple_x = ("Mozzarella", )
```



Type Mutability Results

```
>>> int_x = 5
>>> string_x = "Mozzarella"
>>> list_x = ["Mozzarella"]
>>> set_x = {"Mozzarella"}
>>> dict_x = {1:"Mozzarella"}
>>> tuple_x = ("Mozzarella", )
```



int Type Mutability

```
>>> x = 10
```

```
>>> x_id = id(x)
```

Frames

Objects

Global frame	
x	10
x_id	16591760

```
>>> x = x + 10
```

```
>>> x_id = id(x)
```

Frames

Objects

Global frame	
x	20
x_id	16591520

- integers are immutable

str Type Mutability

```
>>> x = "Mozzarella"
```

```
>>> x_id = id(x)
```

Frames

Objects

Global frame	
x	"Mozzarella"
x_id	139930299296768

```
>>> x = x + "Brie"
```

```
>>> x_id = id(x)
```

Frames

Objects

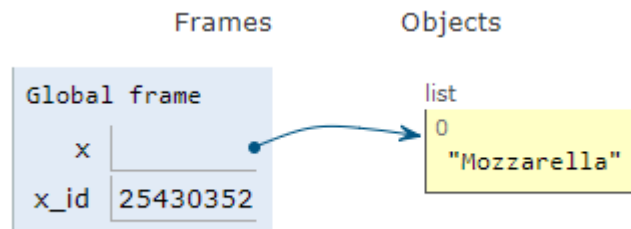
Global frame	
x	"MozzarellaBrie"
x_id	139930299263776

- strings are immutable

list Type Mutability

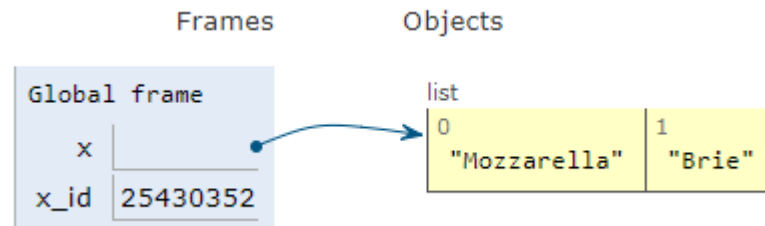
```
>>> x = ['Mozzarella']
```

```
>>> x_id = id(x)
```



```
>>> x = x.append('Brie')
```

```
>>> x_id = id(x)
```

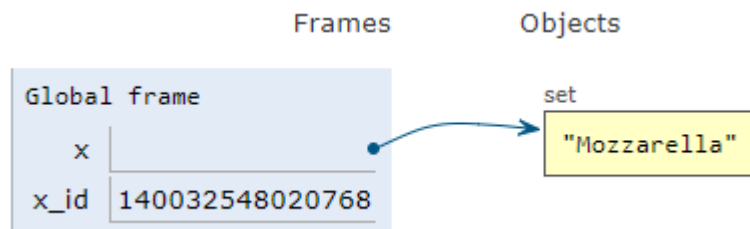


- lists are mutable (same id)

set Type Mutability

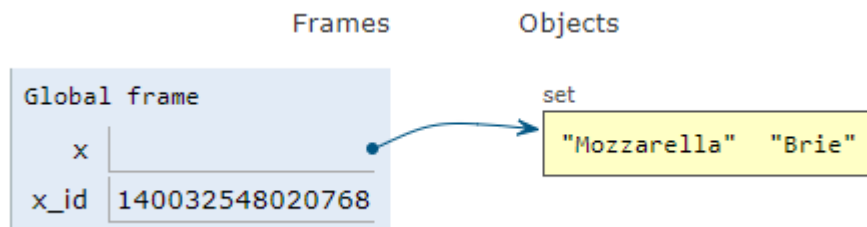
```
>>> x = {"Mozzarella"}
```

```
>>> x_id = id(x)
```



```
>>> x.update({'Brie'})
```

```
>>> x_id = id(x)
```

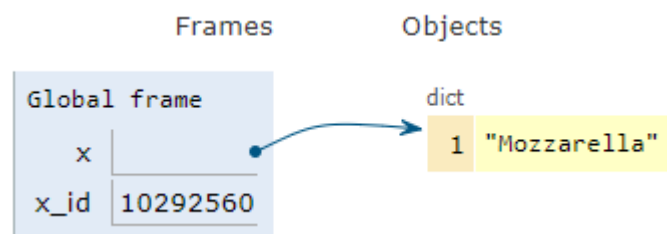


- sets are mutable (same id)

dict Type Mutability

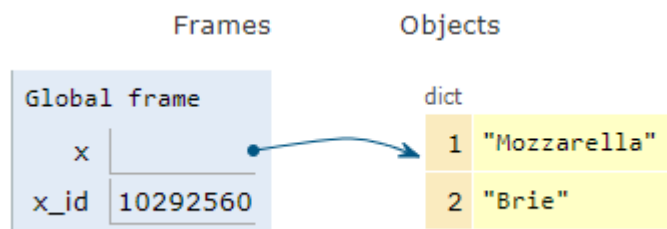
```
>>> x = {1: 'Mozzarella'}
```

```
>>> x_id = id(x)
```



```
>>> x.update({2: 'Brie'})
```

```
>>> x_id = id(x)
```

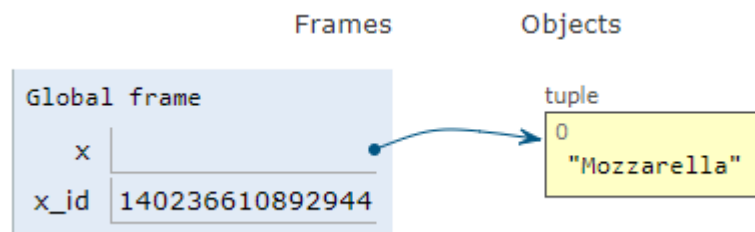


- dictionaries are mutable (same id)

tuple Type Mutability

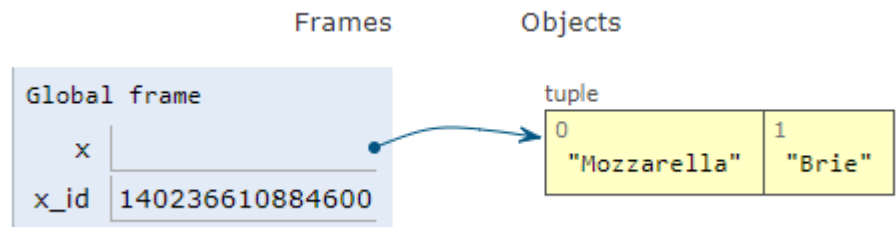
```
>>> x = ("Mozzarella", )
```

```
>>> x_id = id(x)
```



```
>>> x = x + ("Brie" ,)
```

```
>>> x_id = id(x)
```



- tuples are immutable

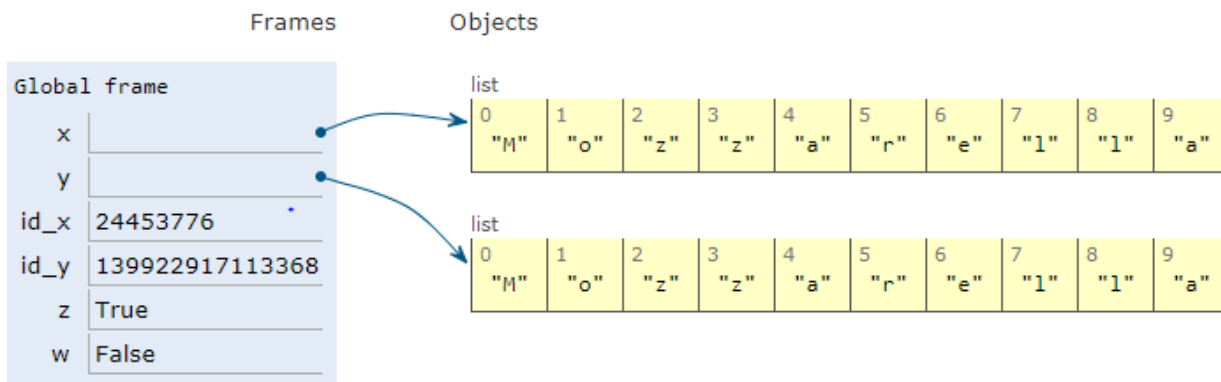
Summary of Type Mutability

type	initial	last	mutable
<i>int</i>	<code>x = 10</code>	<code>x = x + 10</code>	no
<i>str</i>	<code>x = 'Mozzarella'</code>	<code>x = x + 'Brie'</code>	no
<i>list</i>	<code>x = ['Mozzarella']</code>	<code>x.append('Brie')</code>	yes
<i>set</i>	<code>x = ['Mozzarella']</code>	<code>x.update('Brie')</code>	yes
<i>dict</i>	<code>x = {1:'Mozzarella'}</code>	<code>x.update({2: 'Brie'})</code>	yes
<i>tuple</i>	<code>x = ('Mozzarella',)</code>	<code>x = x + ("Brie' ,)</code>	no

- polymorphism (“many”, “forms”)
- same method, different types

Identity vs. Equality

- use '*is*' to check for object equality
- use '*==*' for object identity



```
>>> x = list('Mozzarella')
```

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

```
>>> id_x = id(x)
```

```
>>> id_y = id(y)
```

```
>>> z = (x == y)
```

```
>>> w = (y is x)
```

Review Problems

Interview Problem

- what are immutable built-in types?

Interview Problem

- what are mutable built-in types?