

Dictionaries

Chapter 11

A Dictionary is like a List

- Like a `list`, but more general. Indices can be (almost) any type
- Contains a collection of indices (**keys**) and their corresponding **values**.

List

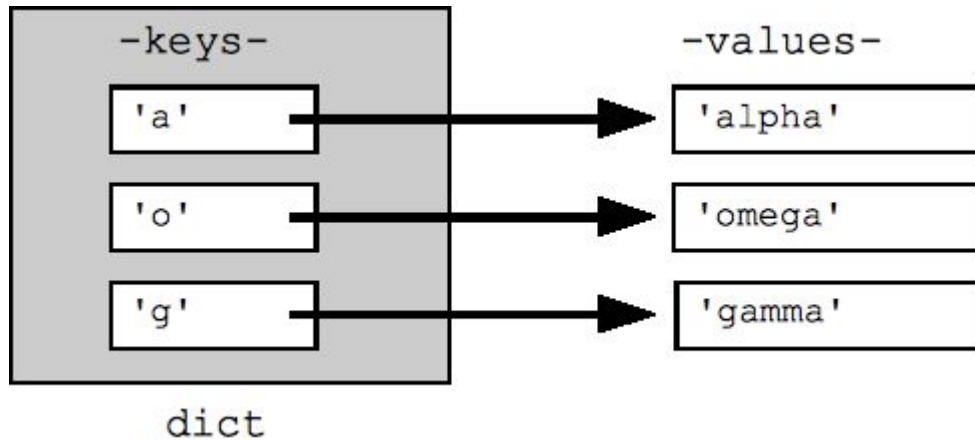
index	value
0	"Eggs"
1	"Milk"
2	"Cheese"
3	"Yogurt"
4	"Butter"
5	"More Cheese"

Dictionary

key	value
'Eggs'	2.59
'Milk'	3.19
'Cheese'	4.80
'Yogurt'	1.35
'Butter'	2.59
'More Cheese'	6.19

A Dictionary is a Mapping

- Each key is associated with a single value. This association is called a **key-value pair** or an **item**.
- Each key “maps to” a value.



Creating a Dictionary

```
>>> eng2sp = dict()      # creates a new dictionary
```

```
>>> eng2sp  
{ }                      # empty dictionary
```

```
>>> eng2sp[' one' ] = ' uno'  # entering an item
```

```
>>> eng2sp  
{ ' one' : ' uno' }      # key:value pair
```

Creating a Dictionary (cont.)

```
>>> eng2sp = {'one' : 'uno', 'two': 'dos', 'three': 'tres'}  
# creating a dictionary with items
```

```
>>> eng2sp  
{ ' one' : ' uno' , ' three' : ' tres' , ' two' : ' dos' }  
# what about the order?
```

```
>>> eng2sp[' two' ]  
' dos'
```

```
>>> eng2sp['four' ]  
KeyError: 'four'
```

Creating a Dictionary (cont.2)

```
>>> len(eng2sp)          # number of items (key-value pairs)
3
```

```
>>> 'one' in eng2sp      # search for a key
True
```

```
>>> 'uno' in eng2sp
False
```

```
>>> vals = eng2sp.values() # get all the values
>>> 'uno' in vals          # search for a value
True
```

String

'hello'

sequence of
characters

immutable

$s[i]$

i^{th} character in s

~~$s[i] = x$~~

List

$['alpha', 23]$

list of
elements

mutable

$p[i]$

i^{th} element of p

$p[i] = u$

replace value of
 i^{th} element with v

Dictionary

$\{'hydrogen': 1, 'helium': 2\}$

set of
<key, value>

pairs
mutable

$d[k]$

value associated
with k in d

$d[k] = v$

update $k \rightarrow v$

Dictionary as a Collection of Counters

Problem:

Given a string, count how many times each letter appears.

Ex:

```
>>> count('banana')
```

```
b : 1
```

```
a : 3
```

```
n : 2
```


Dictionary as a Collection of Counters (cont.)

Solution-1:

Create 26 variables. Traverse the string, increment the corresponding counter. Use chained conditionals.

Solution-2:

Create a list of 26 elements. Convert each character to a number. Use the number as index, and increment the appropriate counter.

Solution-3:

Create a dictionary with characters as keys and counters as the corresponding values. The first time you see a character, add to list. Next time, just increment.

Dictionary as a Collection of Counters (cont.2)

- Each of the above solutions performs the same computation, but each of them implements that computation in a different way.
- An **implementation** is a way of performing a computation; some implementations are better than others.

Dictionary as a Collection of Counters (cont.3)

```
def histogram(s):    # s is a string
    d = dict()
    for c in s:      # c is a character
        if c not in d:    # add new if doesn't exist
            d[c] = 1
        else:           # otherwise, increment the existing one
            d[c] += 1
    return d
```

Dictionary as a Collection of Counters (cont.4)

```
>>> h = histogram('brontosaurus')
```

```
>>> h
```

```
{ 'a':1, 'b':1, 'o':2, 'n':1, 's':2, 'r':2, 'u':2, 't':1 }
```

get method

```
>>> h = histogram('a')
```

```
>>> h
```

```
{'a' : 1}
```

```
>>> h.get('a' , 0)  # 0 is the default value
```

```
1
```

```
>>> h.get('b' , 0)
```

```
0
```

Looping and Dictionaries

```
def print_hist(h):  
    for c in h:  
        print(c, h[c])
```

```
>>> h = histogram(' parrot' )
```

```
>>> print_hist(h)
```

```
a 1
```

```
p 1
```

```
r 2
```

```
t 1
```

```
o 1
```

Looping and Dictionaries (cont.)

- The above output has no particular order.

```
>>> for key in sorted(h):  
...     print(key, h[key])
```

```
a 1  
o 1  
p 1  
r 2  
t 1
```