Working with Lists

Informatics 1 for Biomedical Engineers
Tutor Session 5

KTI, Knowledge Technologies Institute

13. November 2016





Today's Topics

- List comprehension
- Wrapping lists (eg.: enumerate())
- Generators



Student Goals

- Feel comfortable with lists
- Know how to use the various comprehension features
- Understand how generators work



Rehearsal

- Lists
 - Ordered list of items of multiple data-types
- Sets
 - Unordered collection of uniqueitems (must be hashable)
 - Can do intersections and unions
- Dictionaries
 - Key-Value based data structure
 - Keys must be hashable and values can be any data-type





List comprehension

- Perform an operation on an iterable in a single line
- Exists for dicts, lists, sets, tuples, ...
- Not in-place (returns new object)
 - Tuple creates generator (good for memory)
- Syntax

```
<new_iterable> = [<operation> for <item> in <iterable>]
# also supports statements like 'if'
```

- # can be nested



Improves readability and speed





List comprehension

Task: Square all odd numbers in a list

- Using normal loops (range(len(list)))
- 2. Using list comprehension



Odd Squares "normal loop version"

```
fibonacci = [0, 1, 1, 2, 3, 5, 8, 13, 21, 34] # Long enough...

odd_squared = []

for entry in fibonacci:
    if entry % 2 == 1:
        odd_squared.append(entry**2)

else:
    odd_squared.append(entry)

print(odd_squared) # [0, 1, 1, 2, 9, 25, 8, 169, 441, 34]
```





Odd Squares "one-liner"

```
fibonacci = [0, 1, 1, 2, 3, 5, 8, 13, 21, 34] # Long enough...

odd_squared = [x**2 if x % 2 == 1 else x for x in fibonacci ]

print(odd_squared)
```





Generators

- Fast and memory saving way for defining iterables
- use the yield statement
 - Returns function value but remembers state



enumerate()

```
fibonacci = [0, 1, 1, 2, 3, 5, 8, 13, 21, 34] # Long enough...
 2
     for index, value in enumerate(fibonacci):
         print(index, value)
 5
     # 0, 0
 6
7
     # 1, 1
     # 2, 1
 8
     # 3, 2
     # 4.3
10
     # 5, 8
11
     # 6, 13
12
     # 7, 21
13
     # 8, 34
```



enumerate()





Generators

Task: Cumulative sum of the Fibonacci series
$$(F_n = F_{n-1} + F_{n-2})$$

- 1. Using normal loops
- 2. Using list comprehension



Fibonacci sum "normal loop version"

```
fibonacci = [0, 1, 1, 2, 3, 5, 8, 13, 21, 34] # Long enough...
fibonacci_sum = []
current_sum = 0

for entry in fibonacci:
    current_sum += entry
    fibonacci_sum.append(current_sum)

print(fibonacci_sum) # [0, 1, 2, 4, 7, 12, 20, 33, 54, 88]
```







Fibonacci sum "generator version"

```
fibonacci = [0, 1, 1, 2, 3, 5, 8, 13, 21, 34] # Long enough...
3
     # the generator
     def accumulate( list):
5
         total = 0
6
        for x in _list:
            total += x
8
            yield total
10
     # the 1-liner
11
     fibonacci_sum = list(accumulate(fibonacci))
12
     print(fibonacci_sum) # [0, 1, 2, 4, 7, 12, 20, 33, 54, 88]
```







Complex example

Task: Calculate a retirement fund

- Estimate values
 - Current income
 - Remaining work years
 - Your burn rate in returement
 - Assume you earn 3% extra every year
 - Interest at a set 1% per year
 - Ignore inflation
- How long do you last?
- "What percentage of your income should you save?"

5

6



Let's estimate the parameters

```
#set up the base values
current_income = 2500 # how much we make right now
remaining_years = 40 # how many more years do we work
ratio = 0.15 # what rate of our income do we save?
burn_rate = 2300 # how much money do we need once retired?

income_increase = 1.03
interest = 1.01
```



current = _base

def salary(_base, _factor, _vears):



Define our generators for income and retirement





if _savings < 0:
 break</pre>



Calculate your savings for the time you work

```
savings = [interest**(remaining_years - year) * ((income*ratio) * 12)
          for year, income
          in salary(current_income, income_increase, remaining_years)]
#print(savings)
```

Calculate how long we would last

```
[print(years, remaining)
for years, remaining
in enumerate(retirement(total savings, burn rate, interest))]
```







Student Task

Task: 1-player scrabble

- Get all ASCII uppercase letters (import string)
 - transform to list to separate
- Assign values to letters (randomly 1-5 points)
- Present the user with 10 letters
 - at least 4 different characters (import random)
 - 4 totally random characters
 - add 2 vowels at the end
- Check and score user input (NO dictionary check)



Student Task - Solution

```
# import the packages we need
import string
import random

# set up our letters
letters = list(string.ascii_uppercase)
vowels = ["A", "E", "I", "O", "U"]
```





assign value for each letter
dictionary = {letter: random.randint(1,5) for letter in letters}



```
# get the first 4 sampled letters
user_letters = random.sample(letters, 4)

# lets add 4 totally random ones and finally 2 vowels
user_letters +=
[letters[random.randint(0,len(letters) - 1)] for i in range(4)] +
[vowels[random.randint(0,len(vowels) - 1)] for i in range(2)]
# this is just one line of code!
```

5

6

8

10

11 12

13



Start game loop and ask for input

```
correct word = False
while not correct word:
   print("These are your letters: " + str(user_letters))
   user_input = input("Please, enter, your, word:").upper()
   print("You entered: " + user_input)
   input_letters = list(user_input)
   # make a copy of the letters so we can remove them one by one
   remaining_letters = user_letters
   score = 0
   # we start by assuming the input is correct
   correct word = True
```



6

8

10

11

12 13

14

15

16 17



```
# check each letter
for input_letter in input_letters:
   # tell the user he is incorrect and jump back to the start
   if input_letter not in remaining_letters:
       print("Invalid letter: " + input_letter + "'")
       correct_word = False
       break
   # remove the current letter from the allowed list and increase the score
   remaining_letters.remove(input_letter)
   score += dictionarv[input_letter]
# if all letters were allowed the user was correct.
if correct word:
   print("You, entered, '" + user_input + "'.")
   print("You_get_" + str(score) + "_points!")
   hreak
```

