

Py ch10: Dictionaries

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CMPT14x
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- **Quiz08** (ch9) today

Quiz08 (ch9)

- What are the four binary **set operations** we learned? (set theory, not Python) [4]
- $A = \{x, y, z\}$, $B = \{w, x, y\}$. (set theory, not Python) [4]
 - $A \cup B = ?$
 - $A \cap B = ?$
- Let three flags be: $rFlag = 1$, $wFlag = 2$, $xFlag = 4$.
 - In Python, assign **myPerm** a **bitset** value corresponding to having **r** and **w** permission. [3]
 - Now **revoke** (remove) **w** permission from **myPerm**. [3]
- Come up with an **application** for records, and **define** (in pseudocode) a suitable **record type**. Include the **type** of each record field. [6]

Quiz08 answers #1-2

- What are the four binary **set operations** we learned? (set theory, not Python)
 - Union (or), intersection (and), difference (-), symmetric difference (xor)
- $A = \{x, y, z\}$, $B = \{w, x, y\}$. (set theory, not Python)
 - $A \cup B = ?$
 - ◆ $\{w, x, y, z\}$
 - $A \cap B = ?$
 - ◆ $\{x, y\}$

Quiz08 answer #3-4

- Let three flags be: $rFlag = 1$, $wFlag = 2$, $xFlag = 4$.
 - In Python, assign `myPerm` a `bitset` value corresponding to having `r` and `w` permission.
 - ◆ `myPerm = rFlag | wFlag` `# = 3`
 - Now `revoke` (remove) `w` permission from `myPerm`.
 - ◆ `myPerm ^= wFlag`
- Come up with an `application` for records, and `define` (in pseudocode) a suitable `record type`. Include the `type` of each record field.
 - (Many possible answers)

Review last time (Py appB)

- Creating a new class
- Methods
- Customizations: `__str__`, `__mul__`, etc.
- The constructor and `__init__`
- Default parameters

Addendum on class variables

- Two kinds of **attributes** of an object:
 - **Class** attributes: **shared** by all instances

```
class Fraction:
```

```
    numer = 0
```

```
    denom = 1
```

- **Instance** attributes: specific to **this** instance

```
class Fraction:
```

```
    def __init__(self, n=0, d=1):
```

```
        self.numer = n
```

```
        self.denom = d
```

- For **records**, it's actually better to use **instance** attributes, not class attributes

What's on for today (Py ch10)

- Dictionaries
 - Keys and values
 - Basic dictionary methods:
 - ◆ .keys(), .values(), .items()
 - Iterating through dictionaries
 - Other dictionary methods:
 - ◆ len(), del, in, .get(), .copy()
 - Application: hinting
 - ◆ Fibonacci example

Python type hierarchy (partial)

■ Atomic types

● Numbers

- ◆ Integers (int, long, bool): `5`, `500000L`, `True`
- ◆ Reals (float) (only double-precision): `5.0`
- ◆ Complex numbers (complex): `5+2j`

■ Container (aggregate) types

● Immutable sequences

- ◆ Strings (str): `"Hello"`
- ◆ Tuples (tuple): `(2, 5.0, "hi")`

● Mutable sequences

- ◆ Lists (list): `[2, 5.0, "hi"]`

● Mappings

- ◆ Dictionaries (dict): `{"apple": 5, "orange": 8}`

Dictionaries

- Python **dictionaries** are mutable, unsorted containers holding associative **key-value** pairs
- **Create** a dictionary with curly braces **{}**:
 - ◆ **appleInv = {'Fuji': 10, 'Gala': 5, 'Spartan': 7}**
- **Index** a dictionary using a **key**:
 - ◆ **appleInv['Fuji']** **# returns 10**
- **Values** can be any object; need not be same **type**:
 - ◆ **appleInv['Rome'] = range(3)**
- **Keys** can be any **immutable** type:
 - ◆ **appleInv[('BC', 'Red Delicious')] = 12**

Dictionaries: `keys()` and `values()`

- All dictionaries have the following **methods**:
 - **`keys()`**: returns a list of all the **keys**
 - ◆ `appleInv.keys()`
['Fuji', 'Spartan', 'Rome', 'Gala', ('BC', 'Red Delicious')]
 - **`values()`**: returns a list of all the **values**
 - ◆ `appleInv.values()`
[10, 7, [0, 1, 2], 5, 12]
- Dictionaries are **unsorted**!
 - The order of `keys()` and `values()` will correspond if the dictionary isn't modified

Iterating through dictionaries

- To print our apple inventory:
 - ◆ `for appleType in appleInv.keys():`
 - `print "We have", appleInv[appleType], \`
 - `appleType, "apples."`
- Output:
 - ◆ We have 10 Fuji apples.
 - ◆ We have 7 Spartan apples.
 - ◆ We have [0, 1, 2] Rome apples.
 - ◆ We have 5 Gala apples.
 - ◆ We have 12 ('BC', 'Red Delicious') apples.

Other dictionary methods

- `len(appleInv)`
- `del appleInv['Fuji']`
- `'Fuji' in appleInv`
- `appleInv.get('Braeburn', 0)`
 - Return **default** value if key is not in dictionary
- `appleInv.items()`
 - Returns a copy of the dictionary as a **list** of (**key**, **value**) **tuples**
- `appleInv.copy()`
 - **Shallow** copy

Dictionary application: hinting

- Py ch10 illustrates a cool use of **dictionaries**:
- **Hinting**: save (cache) previously-calculated values for future use
- **Fibonacci** example:

```
def fib(n):
```

```
    if n == 0 or n == 1:
```

```
        return 1
```

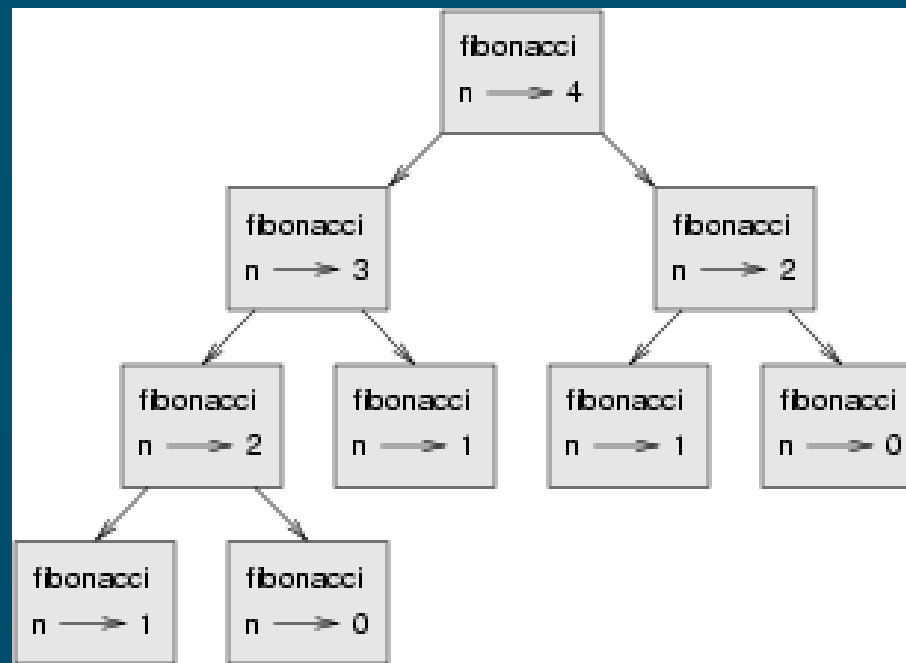
```
    return fib(n-1) + fib(n-2)
```

- But this is very slow and **inefficient**!
 - Try **fib(28)**, **fib(29)**, **fib(30)**,

- Fibonacci numbers get very **big** very fast

Fibonacci revisited

- The **call-graph** for **fib()** shows that, e.g, **fib(2)** gets **recalculated** many times:



$O(n^2)$ calls in
the graph

- If we **save** the value of **fib(2)** the first time it's calculated, we can **reuse** that **hint**

Hinting Fibonacci

- Use a **dictionary** to store the precalculated **hints**:
 - **Key** is **n**; **value** is **fib(n)**
 - When we calculate a **fib()**, **add** it to the dict
 - Before calculating a **fib()**, **check** to see if it's already in the dictionary of **hints**

```
fibHints = {0:1, 1:1}
```

```
def hFib(n):
```

```
    if n in fibHints.keys():
```

```
        return fibHints[n]
```

```
    fibHints[n] = hFib(n-2) + hFib(n-1)
```

```
    return fibHints[n]
```

Review of today (Py ch10)

■ Dictionaries

- Keys and values
- Basic dictionary methods:
 - ◆ `.keys()`, `.values()`, `.items()`
- Iterating through dictionaries
- Other dictionary methods:
 - ◆ `len()`, `del`, `in`, `.get()`, `.copy()`
- Application: hinting
 - ◆ Fibonacci example

TODO

- Lab07 due next week: Ch9 choose one:
 - #37+38: people db, matching
 - #40+41: online chequebook
 - #46: church directory
- Paper topic by Mon 13Nov