• To enumerate all distinct multisets of a given size over a given set of elements, see itertools.combinations\_with\_replacement():

```
map(Counter, combinations_with_replacement('ABC', 2)) # --> AA AB AC BB
```

# deque objects

### class collections. deque([iterable[, maxlen]])

Returns a new deque object initialized left-to-right (using append()) with data from *iterable*. If *iterable* is not specified, the new deque is empty.

Deques are a generalization of stacks and queues (the name is pronounced "deck" and is short for "double-ended queue"). Deques support thread-safe, memory efficient appends and pops from either side of the deque with approximately the same O(1) performance in either direction.

Though list objects support similar operations, they are optimized for fast fixed-length operations and incur O(n) memory movement costs for pop(0) and insert(0, v) operations which change both the size and position of the underlying data representation.

If *maxlen* is not specified or is None, deques may grow to an arbitrary length. Otherwise, the deque is bounded to the specified maximum length. Once a bounded length deque is full, when new items are added, a corresponding number of items are discarded from the opposite end. Bounded length deques provide functionality similar to the tail filter in Unix. They are also useful for tracking transactions and other pools of data where only the most recent activity is of interest.

Deque objects support the following methods:

#### append(x)

Add x to the right side of the deque.

## appendleft(x)

Add x to the left side of the deque.

### clear()

Remove all elements from the deque leaving it with length 0.

### copy()

Create a shallow copy of the deque.

New in version 3.5.

### count(x)

Count the number of deque elements equal to x.

New in version 3.2.

#### extend(iterable)

Extend the right side of the deque by appending elements from the iterable argument.

#### extendleft(iterable)

Extend the left side of the deque by appending elements from *iterable*. Note, the series of left appends results in reversing the order of elements in the iterable argument.

## index(x[, start[, stop]])

Return the position of x in the deque (at or after index start and before index stop). Returns the first match or raises ValueError if not found.

New in version 3.5.

#### insert(i, x)

Insert *x* into the deque at position *i*.

If the insertion would cause a bounded deque to grow beyond *maxlen*, an IndexError is raised.

New in version 3.5.

### pop()

Remove and return an element from the right side of the deque. If no elements are present, raises an IndexError.

### popleft()

Remove and return an element from the left side of the deque. If no elements are present, raises an IndexError.

## remove(value)

Remove the first occurrence of *value*. If not found, raises a *ValueError*.

### reverse()

Reverse the elements of the deque in-place and then return None.

New in version 3.2.

### rotate(n=1)

Rotate the deque *n* steps to the right. If *n* is negative, rotate to the left.

When the deque is not empty, rotating one step to the right is equivalent to d.appendleft(d.pop()), and rotating one step to the left is equivalent to d.append(d.popleft()).

Deque objects also provide one read-only attribute:

#### maxlen

Maximum size of a deque or None if unbounded.

In addition to the above, deques support iteration, pickling, len(d), reversed(d), copy.copy(d), copy.deepcopy(d), membership testing with the in operator, and subscript references such as d[0] to access the first element. Indexed access is O(1) at both ends but slows to O(n) in the middle. For fast random access, use lists instead.

Starting in version 3.5, deques support \_\_add\_\_(), \_\_mul\_\_(), and \_\_imul\_\_().

#### Example:

```
>>> from collections import deque
>>> d = deque('ghi')
                                     # make a new deque with three items
>>> for elem in d:
                                     # iterate over the deque's elements
        print(elem.upper())
G
Н
Ι
>>> d.append('j')
                                    # add a new entry to the right side
>>> d.appendleft('f')
                                     # add a new entry to the Left side
>>> d
                                     # show the representation of the deque
deque(['f', 'g', 'h', 'i', 'j'])
>>> d.pop()
                                     # return and remove the rightmost item
'j'
                                     # return and remove the leftmost item
>>> d.popleft()
'f'
>>> list(d)
                                     # list the contents of the deque
['g', 'h', 'i']
>>> d[0]
                                     # peek at Leftmost item
'g'
                                     # peek at rightmost item
>>> d[-1]
'i'
>>> list(reversed(d))
                                     # list the contents of a deque in reverse
['i', 'h', 'g']
>>> 'h' in d
                                     # search the deque
True
>>> d.extend('jkl')
                                     # add multiple elements at once
deque(['g', 'h', 'i', 'j', 'k', 'l'])
                                     # right rotation
>>> d.rotate(1)
>>> d
deque(['l', 'g', 'h', 'i', 'j', 'k'])
                                     # left rotation
>>> d.rotate(-1)
>>> d
deque(['g', 'h', 'i', 'j', 'k', 'l'])
>>> deque(reversed(d))
                                     # make a new deque in reverse order
deque(['l', 'k', 'j', 'i', 'h', 'g'])
>>> d.clear()
                                     # empty the deque
>>> d.pop()
                                     # cannot pop from an empty deque
Traceback (most recent call last):
```

## deque Recipes

This section shows various approaches to working with deques.

Bounded length deques provide functionality similar to the tail filter in Unix:

```
def tail(filename, n=10):
    'Return the last n lines of a file'
    with open(filename) as f:
        return deque(f, n)
```

Another approach to using deques is to maintain a sequence of recently added elements by appending to the right and popping to the left:

```
def moving_average(iterable, n=3):
    # moving_average([40, 30, 50, 46, 39, 44]) --> 40.0 42.0 45.0 43.0
    # http://en.wikipedia.org/wiki/Moving_average
    it = iter(iterable)
    d = deque(itertools.islice(it, n-1))
    d.appendleft(0)
    s = sum(d)
    for elem in it:
        s += elem - d.popleft()
        d.append(elem)
        yield s / n
```

A round-robin scheduler can be implemented with input iterators stored in a deque. Values are yielded from the active iterator in position zero. If that iterator is exhausted, it can be removed with popleft(); otherwise, it can be cycled back to the end with the rotate() method:

```
def roundrobin(*iterables):
    "roundrobin('ABC', 'D', 'EF') --> A D E B F C"
    iterators = deque(map(iter, iterables))
    while iterators:
        try:
        while True:
            yield next(iterators[0])
            iterators.rotate(-1)
        except StopIteration:
            # Remove an exhausted iterator.
            iterators.popleft()
```

The rotate() method provides a way to implement deque slicing and deletion. For example, a pure Python implementation of del d[n] relies on the rotate() method to position elements to be popped:

```
def delete_nth(d, n):
    d.rotate(-n)
    d.popleft()
    d.rotate(n)
```

To implement deque slicing, use a similar approach applying rotate() to bring a target element to the left side of the deque. Remove old entries with popleft(), add new entries with extend(), and then reverse the rotation. With minor variations on that approach, it is easy to implement Forth style stack manipulations such as dup, drop, swap, over, pick, rot, and roll.

# defaultdict objects

```
class collections. defaultdict(default_factory=None, /[, ...])
```

Return a new dictionary-like object. defaultdict is a subclass of the built-in dict class. It overrides one method and adds one writable instance variable. The remaining functionality is the same as for the dict class and is not documented here.

The first argument provides the initial value for the default\_factory attribute; it defaults to None. All remaining arguments are treated the same as if they were passed to the dict constructor, including keyword arguments.

defaultdict objects support the following method in addition to the standard dict operations:

```
__missing__(key)
```

If the default\_factory attribute is None, this raises a KeyError exception with the *key* as argument.

If default\_factory is not None, it is called without arguments to provide a default value for the given *key*, this value is inserted in the dictionary for the *key*, and returned.

If calling default\_factory raises an exception this exception is propagated unchanged.

This method is called by the <u>\_\_getitem\_\_()</u> method of the <u>dict</u> class when the requested key is not found; whatever it returns or raises is then returned or raised by <u>\_\_getitem\_\_()</u>.

Note that <u>\_\_missing\_\_()</u> is *not* called for any operations besides <u>\_\_getitem\_\_()</u>. This means that get() will, like normal dictionaries, return None as a default rather than using default\_factory.

defaultdict objects support the following instance variable: