

collections

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collection模块

1) defaultdict有默认值的字典

```
from collections import defaultdict
```

```
none_dict = defaultdict(lambda: None)
none_dict[10] # add key=10, value=None
print(none_dict)
```

2) OrderedDict有序字典

```
from collections import OrderedDict
```

```
normal_dict = {'a': 2, 'b': 1}
order_dict = OrderedDict(sorted(normal_dict.items(), key=lambda pair:
pair[-1]))
print(order_dict)
```

3) deque双向队列

```
from collections import deque
```

```
deque_list = deque()
```

等价于list，只是对于delete和append的效率更高

```
# deque_list = deque(maxlen=10)
```

还可以设置最大长度，一旦添加元素导致超出，另一端就会pop

4) namedtuple有字段名的tuple

```
from collections import namedtuple
```

```
Point = namedtuple('Point', 'x y')
point1 = Point(1, 2)
```

5) Counter词频统计

```
import re
```

```
from collections import Counter
```

```
terms = re.split(r'\s+', 'this is a python script')
print(terms) # ['this', 'is', 'a', 'python', 'script']
counter = Counter(terms)
print(counter) # Counter({'this': 1, 'is': 1, 'a': 1, 'python': 1, 'script': 1})
```

*ChainMap非常鸡肋，可以不管

operator

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operator库包含了所有的运算

重要的2个函数。attrgetter和itemgetter的速度略快于lambda函数

- attrgetter, 类似于getattr函数

```
class Teacher():
    def __init__(self, name, salary, age):
        self.name = name
        self.age = age
        self.salary = salary
    def __repr__(self):
        return repr((self.name,self.age,self.salary))
```

```
teachers = [
    Teacher("A",1200,30),
    Teacher("B",1200,31),
    Teacher("C",1300,30)
]
```

```
from operator import attrgetter
print(sorted(teachers,key=attrgetter("age"))) # 根据age排序
print(sorted(teachers,key=attrgetter("salary","age"))) # 根据salary和age排序
```

结果:

```
[('A', 30, 1200), ('C', 30, 1300), ('B', 31, 1200)]
[('A', 30, 1200), ('B', 31, 1200), ('C', 30, 1300)]
```

- itemgetter, 类似于__getitem__函数

```
>>> itemgetter(1)('ABCDEFG')
'B'
>>> itemgetter(1,3,5)('ABCDEFG')
('B', 'D', 'F')
>>> itemgetter(slice(2,None))('ABCDEFG')
'CDEFG'
>>> soldier = dict(rank='captain', name='dotterbart')
>>> itemgetter('rank')(soldier)
'captain'

>>> inventory = [('apple', 3), ('banana', 2), ('pear', 5), ('orange', 1)]
>>> getcount = itemgetter(1)
>>> list(map(getcount, inventory))
[3, 2, 5, 1]
>>> sorted(inventory, key=getcount)
[('orange', 1), ('banana', 2), ('apple', 3), ('pear', 5)]
```

Pathlib

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14:37

```
p = Path()
p.resolve() # current path
p = Path('../')
p / Path('_itertools.py') # concate file path
p.resolve() # current path with path, '/*/
_itertools.py'
p.name # file name without path, '_itertools.py'
p.stem # file name without suffix, '_itertools'
p.suffix # file suffix, '.py'
p.parent # os.dirname
p.parents # all parent directions
p.parts # split with '/'
p.exists() # = os.path.exists()
p.is_file() # = os.path.isfile()
p.is_dir() # = os.path.isdir()
p.iterdir() # = os.listdir
p.stat() # file info
p.stat().st_size # file size
p.glob(pattern='*') # = os.listdir, like glob.glob
p.rglob(pattern='*.py') # all files with recursion
p.mkdir(exist_ok=True, parents=True) # =
os.makedirs()
Path('~').expanduser() # = os.path.expanduser()
```

itertools

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itertools模块-迭代器模块

迭代器是实时产生的，不占用存储空间，耗时。但是安全

1) 合并2个序列

```
import itertools
```

```
list1 = [0, 1, 2, 3]
list2 = [0, 1, ]
combination = itertools.chain(list1, list2)
print(list(combination)) # [0, 1, 2, 3, 0, 1]
```

2) 创造多个序列的迭代器

```
a = itertools.chain.from_iterable([list1, list2])
print(a.__next__())
```

3) 迭代器，用于for/while循环，只能用break跳出循环

```
itertools.count(start=1, step=2)
```

4) 筛选条件为false的数据

```
print(list(itertools.filterfalse(None, [1, 0]))) # [0]
print(list(itertools.filterfalse(lambda x: x < 2, range(5)))) # [2, 3, 4]
```

5) 筛选条件为True的数据

```
print(list(itertools.compress(['a', 'b', 'c'], [True, False, False]))) # ['a']
```

6) itertools.cycle(range(10))重复迭代器

7) 映射函数，类似于map

```
print(list(itertools.starmap(max, [(1, 2), (2, 3)]))) # [2, 3]
```

8) 重复函数

```
itertools.repeat(object, times)
```

9) 笛卡尔积组合。将不同迭代器的**按照次序**组合而成，repeat是重复的次数，默认为1

```
print(list(itertools.product('ab', '12', repeat=1)))
# [('a', '1'), ('a', '2'), ('b', '1'), ('b', '2')]
print(list(itertools.product('ab', '12', repeat=2)))
# ('a', '1', 'a', '1'), ('a', '1', 'a', '2'), ('a', '1', 'b', '1'), ('a', '1', 'b', '2'), \
# ('a', '2', 'a', '1'), ('a', '2', 'a', '2'), ('a', '2', 'b', '1'), ('a', '2', 'b', '2'), \
# ('b', '1', 'a', '1'), ('b', '1', 'a', '2'), ('b', '1', 'b', '1'), ('b', '1', 'b', '2'), \
# ('b', '2', 'a', '1'), ('b', '2', 'a', '2'), ('b', '2', 'b', '1'), ('b', '2', 'b', '2')]
```

10) 随机组合，随机选择迭代器中的若干元素，组合（给出所有组合方式）。

```
print(list(itertools.permutations(range(3), 2)))
# [(0, 1), (0, 2), (1, 0), (1, 2), (2, 0), (2, 1)]
```

11) 一个迭代器的子序列

```
print(list(itertools.combinations(range(3), 2))) # [(0, 2), (0, 2), (1, 2)]
```

Dict
in > __contains__

functools

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functools模块

1) partial函数, 用于生成新的函数

```
from functools import partial
```

```
def sum(a, b, c):  
    return a + b + c
```

```
add = partial(sum, 1) # set a=1, and make a new function  
print(add(2, 3)) # set b=2, c=3
```

2) reduce累计运算, 定义运算方式

```
from functools import reduce
```

```
numbers = list(range(1, 10))  
print(numbers) # [1, 2, 3, 4, 5, 6, 7, 8, 9]  
result = reduce(lambda x, y: x + y, numbers)  
print(result) # 45
```

3) total_ordering, 定义比较函数。必须定义2个比较函数

1. `__eq__`

2. `__lt__`, `__le__`, `__gt__`, `__ge__` 中的一个

```
from functools import total_ordering
```

```
@total_ordering
```

```
class Person:
```

```
    def __eq__(self, other):
```

```
        return ((self.lastname.lower(), self.firstname.lower()) ==  
                (other.lastname.lower(), other.firstname.lower()))
```

```
    def __lt__(self, other):
```

```
        return ((self.lastname.lower(), self.firstname.lower()) <  
                (other.lastname.lower(), other.firstname.lower()))
```

```
p1 = Person()
```

```
p2 = Person()
```

```
p1.lastname = "123"
```

```
p1.firstname = "000"
```

```
p2.lastname = "1231"
```

```
p2.firstname = "000"
```

```
print(p1 < p2)
print(p1 <= p2)
print(p1 == p2)
print(p1 > p2)
print(p1 >= p2)
```

4) lru_cache给函数的输入/输出，建立一个缓冲池，加速处理

```
@lru_cache(maxsize=None)
def fib(n):
    if n < 2:
        return n
    return fib(n-1) + fib(n-2)
```