

Dictionaries and Sets

- dict
- set
- frozenset
- set/dict comprehensions

Dictionaries (type dict)

$\{ key_1: value_1, \dots, key_k: value_k \}$

- Stores a mutable set of (key, value) pairs, denoted *items*, with distinct keys, i.e. *maps* keys to values
- Constructing empty dictionary: `dict()` or `{}`
- `dict[key]` lookup for key in dictionary, and returns associated value. Key must be present otherwise a `KeyError` is raised.
- `dict[key] = value` assigns value to *key*, overriding existing value if present.

key	value
'a'	7
'foo'	'42nd'
5	29
'5'	44
5.5	False
False	True
(3, 4)	'abc'




distinct keys,
i.e. not "=="

Dictionaries (type dict)

Python shell

```
> d = {'a': 42, 'b': 57}
> d
| {'a': 42, 'b': 57}
> d.keys()
| dict_keys(['a', 'b'])
> list(d.keys())
| ['a', 'b']
> d.items()
| dict_items([('a', 42), ('b', 57)])
> list(d.items())
| [('a', 42), ('b', 57)]
```

```
> for key in d:
    print(key)
| a
| b
> for key, val in d.items():
    print("Key", key, "has value", val)
| Key a has value 42
| Key b has value 57
> {5: 'a', 5.0: 'b'}
| {5: 'b'}
```



Python shell

```
> surname = dict(zip(['Donald', 'Mickey', 'Scrooge'], ['Duck', 'Mouse', 'McDuck']))
> surname['Mickey']
| 'Mouse'
```

Dictionaries (type dict)

Python shell

```
> gradings = [('A', 7), ('B', 4), ('A', 12), ('C', 10), ('A', 7)]
> grades = {} # empty dictionary
> for student, grade in gradings:
    if student not in grades:
        grades[student] = []
    grades[student].append(grade)
> grades
| {'A': [7, 12, 7], 'B': [4], 'C': [10]}
> print(grades['A'])
| [7, 12, 7]
> print(grades['E']) # can only lookup keys in dictionary
| KeyError: 'E'
> print(grades.get('E')) # .get returns None if key not in dictionary
| None
> print(grades.get('E', [])) # change default return value
| []
> print(grades.get('A', []))
| [7, 12, 7]
```

Dictionary initialization

Python shell

```
> d1 = {'A': 7, 'B': 42}
> d2 = dict([('A', 7), ('B', 42)]) # list of (key, value) pairs
> d3 = dict(A=7, B=42) # keyword arguments to constructor
> d1 == d2 == d3
| True
```

- **Note:** *keyword initialization* only works if keys are strings which are valid keyword arguments to a function – but saves writing a lot of quotes

Python shell

```
> d1 = dict(A=1, B=2)
> d2 = dict(B=3, C=4)
> d1 | d2 # merge dictionaries
| {'A': 1, 'B': 3, 'C': 4} # rightmost value for 'B' wins
> {**d1, **d2, 'D': 5} # ** inserts dictionary content
| {'A': 1, 'B': 3, 'C': 4, 'D': 5} # rightmost value for 'B' wins
> d1 |= d2 # same as d1.update(d2)
> d1
| {'A': 1, 'B': 3, 'C': 4}
```



| and |=

new in
Python 3.9
[PEP 584](#)

Dictionary operation	Description
len(d)	Items in dictionary
d[key]	Lookup key
d[key] = value	Update value of key
del d[key]	Delete an existing key
key in d	Key membership
key not in d	Key non-membership
clear()	Remove all items
copy()	Shallow copy
get(key), get(key, default)	d[key] if key in dictionary, otherwise <code>None</code> or default
items()	<i>View</i> of the dictionaries items
keys()	<i>View</i> of the dictionaries keys
values()	<i>View</i> of the dictionaries values
pop(key)	Remove key and return previous value
popitem()	Remove and return an arbitrary item
update()	Update key/value pairs from another dictionary

Order returned by `list(d.keys())` ?

The Python Standard Library Mapping Types — dict

“Dictionaries preserve insertion order. Note that updating a key does not affect the order. Keys added after deletion are inserted at the end.” (since Python 3.7)

docs.python.org/3/library/stdtypes.html

Python shell

```
> d = {'d': 1, 'c': 2, 'b': 3, 'a': 4}
> d['x'] = 5    # new key at end
> d['c'] = 6    # overwrite value
> del d['b']    # remove key 'b'
> d['b'] = 7    # reinsert key 'b' at end
> d
| {'d': 1, 'c': 6, 'a': 4, 'x': 5, 'b': 7}
```



[Raymond Hettinger @ Twitter](#)

See also Raymond's talk @ PyCon 2017
[Modern Python Dictionaries](#)
[A confluence of a dozen great ideas](#)

Dictionary comprehension

- Similarly to creating a list using list comprehension, one can create a set of key-value pairs:

`{key : value for variable in list}`

Python shell

```
> names = ['Mickey', 'Donald', 'Scrooge']
> list(enumerate(names, start=1))
| [(1, 'Mickey'), (2, 'Donald'), (3, 'Scrooge')]
> dict(enumerate(names, start=1))
| {1: 'Mickey', 2: 'Donald', 3: 'Scrooge'}
> {name: idx for idx, name in enumerate(names, start=1)}
| {'Mickey': 1, 'Donald': 2, 'Scrooge': 3}
```


Sets (set and frozenset)


$\{value_1, \dots, value_k\}$

- Values of type `set` represent mutable sets, where "==" elements only appear once
- Do **not** support: indexing, slicing
- `frozenset` is an immutable version of `set`

Python shell

```
> S = {2, 5, 'a', 'c'}
> T = {3, 4, 5, 'c'}
> S | T
| {2, 3, 4, 5, 'a', 'c'}
> S & T
| {5, 'c'}
> S ^ T
| {2, 3, 4, 'a'}
> S - T
| {2, 'a'}
> {4, 5, 5.0, 5.1}
| {4, 5, 5.1}
```



Operation	Description
$S \mid T$	Set union
$S \& T$	Set intersection
$S - T$	Set difference
$S \wedge T$	Symmetric difference
<code>set()</code>	Empty set (<code>{}</code> = empty dictionary )
<code>set(L)</code>	Create set from list
<code>x in S</code>	Membership
<code>x not in S</code>	Non-membership
<code>S.isdisjoint(T)</code>	Disjoint sets
$S \leq T$	Subset
$S < T$	Proper subset
$S \geq T$	Superset
$S > T$	Proper superset
<code>len(S)</code>	Size of S
<code>S.add(x)</code>	Add x to S (not frozenset)

<https://docs.python.org/3/tutorial/datastructures.html#sets>

<https://docs.python.org/3/library/stdtypes.html#set-types-set-frozenset>

Question – What value has the expression ?

```
sorted( { 5, 5.5, 5.0, '5' } )
```

a) { '5', 5, 5.0, 5.5 }

b) { 5, 5.5 }

c) ['5', 5, 5.0, 5.5]

d) ['5', 5, 5.5]



e) TypeError

f) Don't know

Set comprehension

- Similarly to creating a list using list comprehension, one can create a set of values (also using nested for- and if-statements):

`{value for variable in list}`

- A value occurring multiple times as *value* will only be included once

primes_set.py

```
n = 101
not_primes = {m for f in range(2, n) for m in range(2 * f, n, f)}
primes = set(range(2, n)) - not_primes
```

Python shell

```
> L = ['a', 'b', 'c']
> {(x, (y, z)) for x in L for y in L for z in L if x != y and y != z and z != x}
| {('a', ('b', 'c')), ('a', ('c', 'b')), ('b', ('a', 'c')), ..., ('c', ('b', 'a'))}
> L = {'a', 'b', 'c'}
> {(x, (y, z)) for x in L for y in L - {x} for z in L - {x, y}}
| {('c', ('b', 'a')), ('c', ('a', 'b')), ('a', ('c', 'b')), ..., ('b', ('a', 'c'))}
```

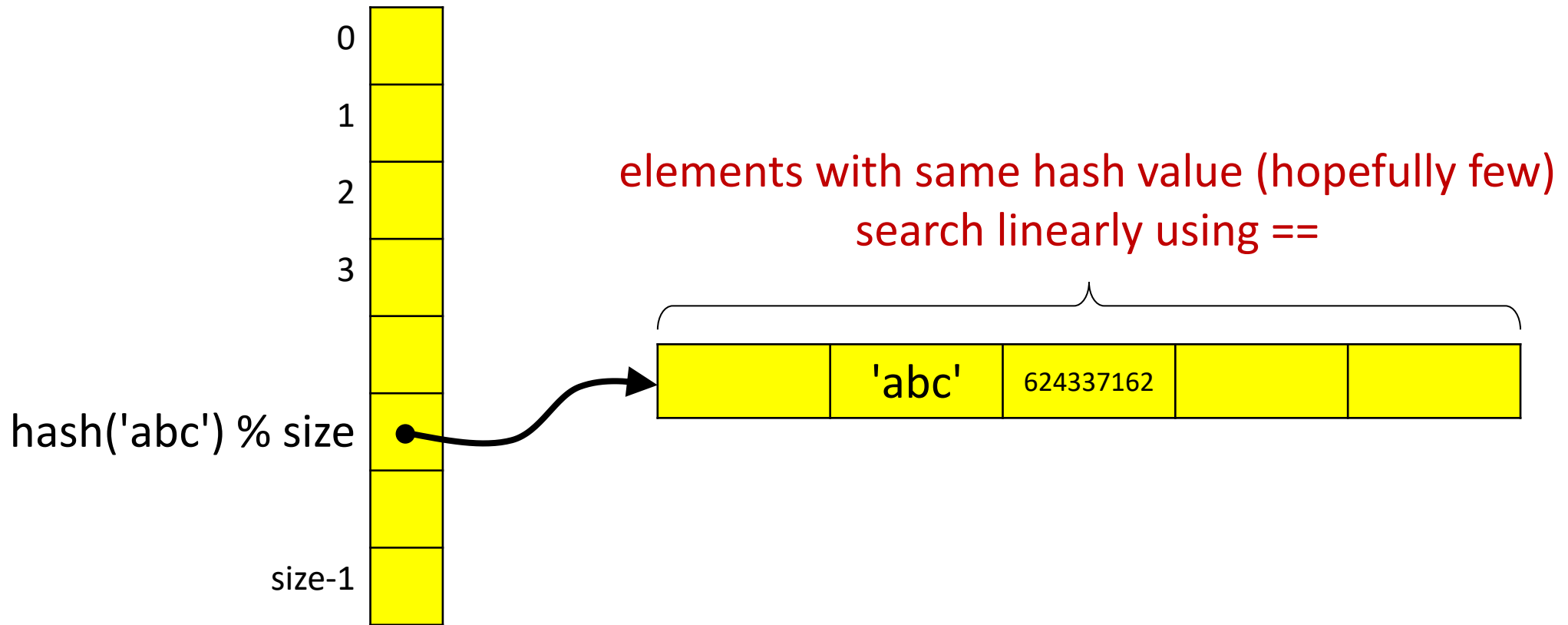
Hash, equality, and immutability

- Keys for dictionaries and sets must be *hashable*, i.e. have a `__hash__()` method returning an integer that does not change over their lifetime and an `__eq__()` method to check for equality with “==”.

`'abc'.__hash__()` could e.g. return 624337162
`(624337162).__hash__()` would also return 624337162

- **All built-in immutable types are hashable.** In particular tuples of immutable values are hashable. I.e. trees represented by nested tuples like `((('a'), 'b'), ('c', ('d', 'e')))` can be used as dictionary keys or stored in a set.

Sketch of internal set implementation




Module `collections` (container datatypes)

- Python builtin containers for data: `list`, `tuple`, `dict`, and `set`.
- The module `collections` provides further alternatives (but these are not part of the language like the builtin containers)

<code>deque</code>	double ended queue
<code>namedtuple</code>	tuples allowing access to fields by name
<code>counter</code>	special dictionary to count occurrences of elements
<code>...</code>	

deque – double ended queues

- Extends lists with efficient updates at the front
-  Inserting at the front of a standard Python list takes linear time in the size of the list – very slow for long lists

Python shell

```
> L = list()
> L.append(1)
> L.append(2)
> L.insert(0, 0) # insert at the front
> L.insert(0, -1) # slow for long lists
> L.insert(0, -2)
> L
| [-2, -1, 0, 1, 2]
```

```
> from collections import deque
> d = deque() # create empty deque
> d.append(1)
> d.append(2)
> d.appendleft(0) # efficient
> d.appendleft(-1)
> d.appendleft(-2)
> d
| deque([2, 1, 0, -1, -2])
> for e in d: print(e, end=', ')
| -2, -1, 0, 1, 2,
```

namedtuple – tuples with field names

- Compromise between `tuple` and `dict`, can increase code readability

Python shell

```
> person = ('Donald Duck', 1934, '3 feet') # as tuple
> person[1] # not clear what is accessed
| 1934
> person = {'name': 'Donald Duck', 'appeared': 1934, 'height': '3 feet'} # as dict
> person['appeared'] # more clear what is accessed, but ['...'] overhead
| 1934
> from collections import namedtuple
> Person = namedtuple('Person', ['name', 'appeared', 'height']) # create new type
> person = Person('Donald Duck', 1934, '3 feet') # as namedtuple
> person
| Person(name='Donald Duck', appeared=1934, height='3 feet')
> person.appeared # short and clear
| 1934
> person[1] # still possible
| 1934
```


Counter – dictionaries for counting

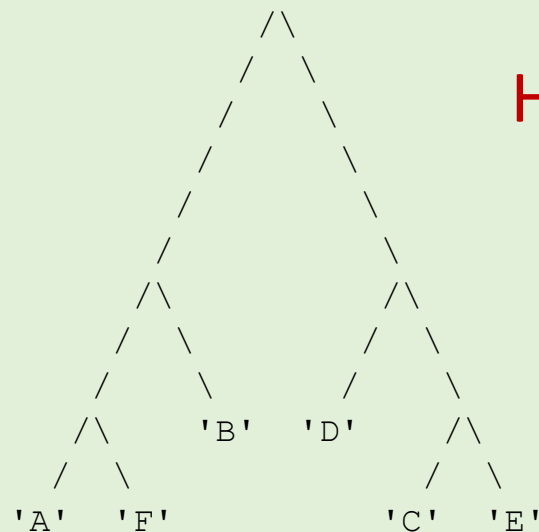
Python shell

```
> from collections import Counter
> fq = Counter('abracadabra') # create new counter from a sequence
> fq
| Counter({'a': 5, 'b': 2, 'r': 2, 'c': 1, 'd': 1}) # frequencies of the letters
> fq['a']
| 5
> fq.most_common(3)
| [('a', 5), ('b', 2), ('r', 2)]
> fq['x'] += 5 # increase count of 'x', also valid if 'x' not in Counter yet
> Counter('aaabbbcc') - Counter('aabdd') # counters can be subtracted
| Counter({'b': 2, 'c': 2, 'a': 1})
> Counter([1, 2, 1, 3, 4, 5]) + Counter([3, 3, 3]) # counters can be added
| Counter({3: 4, 1: 2, 2: 1, 4: 1, 5: 1})
> T = 'AfD adsf dsa f dsaf daf dsaf DSA fda f SA dsa f dsa fdsa f dsAf sAf f dsaf'
> Counter(T.lower().split()).most_common(3)
| [('f', 5), ('dsa', 4), ('dsaf', 4)]
```

Handin 3 & 4 – Triplet distance (Dobson, 1975)

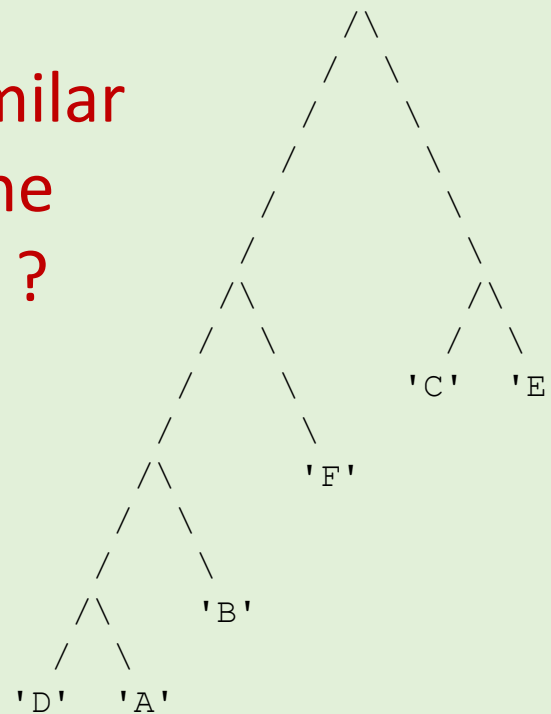
((('A', 'F'), 'B'), ('D', ('C', 'E')))) (((('D', 'A'), 'B'), 'F'), ('C', 'E')))

(a)



How similar
are the
trees ?

(b)



Handin 3 & 4 – Triplet distance (Dobson, 1975)

Consider all $\binom{n}{3}$ subsets of size three, and count how many do not have identical substructure (topology) in the two trees.

