Module 09: Additional Options for Organizing Data

Topics:
• Dictionaries
• Classes

Readings: ThinkP 11, 15, 16, 17
Collections of key-value pairs

• In CS115, you studied collections of key-value pairs, where
  – Key: describes something basic and unique about an object (e.g. student ID, SIN, cell’s DNA signature)
  – Value: a property of that object (e.g. student’s major, person name, type of organism)
• Key-value pairs are basic to computer applications:
  – Looking up someone in an online phonebook
  – Logging onto a server with your userid and password
  – Opening up a document by specifying its name
Dictionaries, or key-value collections

• Built into Python
• Use {} for dictionaries
• Very fast – key retrieval is essentially $O(1)$
• The type used for the key must be immutable (e.g. Str, Int)
• Any type can be used for the value
• Keys are not sorted or ordered
• No reverse look-up by value (brute-force only)
Creating Dictionaries

• Create a dictionary by listing multiple key:value pairs

wavelengths = {'blue': 400, 'green': 500, 'yellow': 600, 'red': 700}

• Create an empty dictionary

students = {}
Using a dictionary

• Retrieve a value by using its key as an index
  wavelengths['blue'] => 400

• Update a value by using its key as an index
  wavelengths['red'] = 720

• Add a value by using its key as an index
  wavelengths['orange'] = 630
Dictionary methods and functions

Module is called `dict`

- `len(d) =>` number of pairs in `d`
- `d.keys() =>` a view of keys in `d`
- `d.values() =>` a view of values in `d`
  - Views can be used in for loops
- `k in d => True if k is a key in d`
- `d.pop(k) => value for k, and removes k:value from d`
- See `dir(dict)` for more
- Automatically imported in your program
Specifying a dictionary’s type

Since we have both keys and values, both must be specified:

(dictof Key_type Value_type)

Example: \texttt{wavelengths} is of type

(dictof \texttt{Str Nat})

requires: keys are nonempty strings

Each value > 0
When to use dictionaries

• Generally faster to look up keys in a dictionary than in a list
• Only use dictionaries if the order is not important
  – If order is important, use a list instead
• Very useful when counting number of times an item occurs in a collection (e.g. characters or words in a document)
Example: Counting number of times distinct characters occur in a string

```python
## character_count: Str -> (dictof Str Nat)
def character_count (sentence):
    characters = {}
    for char in sentence:
        if char in characters:
            characters[char] += 1
        else:
            characters[char] = 1
    return characters
```
Next, find the most common character in a string

```python
## most_common_character: Str -> Str
## requires: len(sentence) > 0

def most_common_character(sentence):
    chars = character_count(sentence)
    most_common = ""
    max_times = 0

    for curr_char in chars:
        if chars[curr_char] > max_times:
            most_common = curr_char
            max_times = chars[curr_char]

    return most_common
```

Run-time basics for important dictionary operations

For a dictionary $d$ contains $n$ keys, assume the following runtimes:

- $d[k]$ is $O(1)$
- $d[k] = v$ is $O(1)$
- $k \text{ in } d$ is $O(1)$
- $\text{list}(d.\text{keys}())$ is $O(n)$
- $\text{list}(d.\text{values}())$ is $O(n)$

Note: the dictionary runtimes are more complicated than this, but we will work with these assumptions
Exercise

Write a Python function `common_keys` that consumes two dictionaries with a common key type, and produces a list of all keys which occur in both dictionaries.
Dictionaries are mutable

- Dictionaries can be mutated:
  - Key:Value pairs added
  - Key:Value pairs deleted
  - Values updated for a particular Key
- Like lists, dictionaries can have aliases as well. Note that the following mutates `d1`.

```python
d1 = {3:'three', 2:'two'}
d2 = d1
d2[1] = 'one'
```
A function can mutate a dictionary too

def purge(d):
    keys = list(d.keys())
    for k in keys:
        if d[k] == "":
            d.pop(k)

Suppose
dt = {2:'xx', 1:'x', 0:'', 4:'xxxx', -3:'', 3:'xxx'},
what is the value of dt after calling purge(dt)?
Recall: Structures in Scheme

To declare a new structure in Scheme:

```
(define-struct Country
    (continent leader population))

;; A Country is a
;; (make-Country Str Str Nat)
```
Classes: like structures (but different)

To declare a similar thing in Python:

class Country:
    '''Fields: continent (Str),
    leader (Str),
    population (Nat)'''
Using classes

• Python includes a very basic set-up for classes
• We will include several very important methods in our classes to help with
  – Creating objects
  – Printing objects
  – Comparing objects
• These methods will use the local name `self` to refer to the object being used
Constructing objects with `__init__`

class Country:
    '''Fields: continent (Str), leader (Str), population (Nat)'''
    def __init__(self, cont, lead, pop):
        self.continent = cont
        self.leader = lead
        self.population = pop

To create a Country object:
    canada = Country("North America", "Trudeau", 35344962)
Memory model for classes

canada = Country("North America", "Trudeau", 35344962)
Accessing the fields of an object

```python
india = Country("Asia", "Modi", 1241491960)
print (india.continent)
print (india.leader == "Modi")
india.population += 1
```
__str__ : Very helpful for debugging

```python
>>> print(canada)
<__main__.Country instance at 0x0286EC10>
```

However, including the following

class Country:

```python
    # __init__ code ...
    def __str__(self):
        return "CNT: {0.continent}; L: {0.leader}; POP: {0.population}".format(self)
```

makes things much better!

```python
>>> print(canada)
CNT: North America; L: Trudeau; POP: 34500000
```
Aliases

\[
\text{india\_alias} = \text{india} \\
\text{india\_alias}.\text{population} += 1
\]

The population of both \textbf{india} and \textbf{india\_alias} is increased (since there is only one \textbf{Country} object here)
What if you want another copy of an object, rather than an alias?

• Create a new object, and set all the fields

```python
india_copy = Country
    (india.continent, india.leader, india.population)
```
$r = \text{Country}("A", "B", 10)$

$s = r$

$t = \text{Country}("A", "B", 10)$
Comparing objects for equality

• Are two objects actually aliases? Use `is`
  – `india_alias` is `india` \(\rightarrow\) True
  – `india_copy` is `india` \(\rightarrow\) False

• Are the fields of two objects equal?
  – Would like
    • `india_copy == india` \(\rightarrow\) True
  – But, that is not the default in Python
  – We need to provide another function first
__eq__ : specifying object equality

For objects $x, y$, $x == y \rightarrow True$

only if $x$ and $y$ are aliases

If we want $x == y \Rightarrow True$ if the corresponding fields are equal, we can specify this by providing a function called __eq__

class Country:
    # __init__ and __str__ code ...
    def __eq__(self, other):
        return isinstance(other, Country) and
        self.continent == other.continent and
        self.leader == other.leader and
        self.population == other.population
Exercise: Write a function that produces Country with higher population

def higher_population(c1, c2):
    if c1.population >= c2.population:
        return c1
    else:
        return c2

canada = Country("North America", "Trudeau", 34108752)
us = Country("North America", 'Obama', 311591917)

## Test 1: second country has higher population
check.expect("T1", higher_population(canada, us), us)
Exercise

Write a function `leader_most_populous` that consumes a nonempty list of `Country` objects, and produces the leader of the most populous country in the list.
There’s a lot more to Python classes

• Use \texttt{dir(c)} to see available methods and fields, where \texttt{c} is object or the type name
• Classes join a related set of values into a single compound object (like Scheme structures)
• With classes, we can attach methods to types of objects (like for \texttt{str}, \texttt{list}, \texttt{dict})
Class Methods

• Functions defined within the class (should be indented the same as `__init__`)  
  • First parameter is always `self`:  
    – The function can mutate the fields of `self`.  
    – The function can use the fields of `self` in calculations and comparisons.

• Class methods are called using the same dot notation as the string and list methods.

• Class methods are like other functions. They may  
  – Return values (or not)  
  – Print information (or not)
Example **Country** class method:

```python
# Must be indented same amount as __init__
def election(self, winner):
    print("Election Results:")
    if self.leader == winner:
        print("{0} re-elected".format(self.leader))
    else:
        print("{0} replaces {1} as leader".format(winner, self.leader))
    self.leader = winner
```
Using `election`

```python
>>> us = Country("North America", "Obama", 307006550)
```

```python
>>> us.election("Trump")
```

Election Results:
Trump replaces Obama as leader

```python
>>> us.leader
```
Trump
Object-oriented design

• Classes are used to associate methods with the objects they work on
• Classes and modules allow programmers to divide a large project into smaller parts
• Different people can work on different parts
• Managing this division (and putting the pieces back together) is a key part of software engineering
• See CS246 or CS430 to learn more
Goals of Module 09

• Use dictionaries to associate keys and values for extremely fast lookup
• Be able to define a class to group related information into a single compound object