

§9.0-9.9: Sets and Records

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Set operations

- A **set** is an **unordered** collection of items
- Set **membership**: test if an item is in the set
- Set **union**: $A \cup B$:
 - ◆ Anything that's in either A or B
- Set **intersection**: $A \cap B$:
 - ◆ Those items which are in both A and B
- Set **difference**: $A - B$ (or $A \setminus B$):
 - ◆ Those in A but not in B
- Set **symmetric** difference: $A \hat{\ } B$:
 - ◆ Those in exactly one of A or B

Sets in Python

- Python has a built-in type for **sets** (as does M2):
 - **Instantiate** with any iterable (e.g., a list):

```
bagOfApples = set( [ 'Fuji', 'Gala', 'Red Delicious' ] )
```
 - **Add** an apple to the bag:

```
bagOfApples.add( 'Rome' )
```
 - **Remove** an existing apple from the bag:

```
bagOfApples.remove( 'Rome' )
```
 - **Check** if an apple is **in** the bag:

```
if 'Fuji' in bagofApples:
```
- See Python documentation:
<http://docs.python.org/lib/types-set.html>

Python set operators

■ Operators for Python sets:

- Union of two sets: `.union()` or `|`
`bagOfApples.union(yourApples)`
`bagOfApples | yourApples`
- Intersection of two sets: `.intersection()` or `&`
- Difference of two sets: `.difference()` or `-`
- Symmetric difference:
`.symmetric_difference()` or `^`
- Subset: `.issubset()` or `<=`
 - ◆ `A <= B`: everything in A is also in B

- Superset: `.issuperset()` or `>=`

Bitsets

- Another way to use sets in Python is to use the **binary** form of an integer to represent **flags**:
 - e.g., file permissions

```
readFlag = 1 << 2
writeFlag = 1 << 1
execFlag = 1 << 0
myPerms = readFlag | writeFlag # both read/write

if myPerms & readFlag: # have read perm
```
- myPerms is called a **bitset**: it is a compact way of representing a **set**

Records

- Say we want to create a **student info** database:
 - First name
 - Last name
 - Student ID #
 - Year
- How do we **store** this?
 - Four **separate** lists:
 - ◆ `firstNames = ['Tom', 'Alan', 'Yuri', 'Megan', ...]`
 - ◆ `studentID = [38, 28, 10, 49, ...]`
 - Or **one** list of student **records**

User-defined types

- A **record** is a user-defined aggregate type:
 - Define a **StudentRecord** type as:
 - ◆ First name (**string**)
 - ◆ Last name (**string**)
 - ◆ Student ID (**integer**)
 - ◆ Year (**integer between 1 and 4**)
- Then we can store the whole database in **one** list, where each entry of the list has **type StudentRecord**.

Records in M2

- We define a **record** type in M2 like this:

TYPE

StudentRecord =

RECORD

firstname : ARRAY [0 .. 255] OF CHAR;

lastname : ARRAY [0 .. 255] OF CHAR;

ID : CARDINAL;

year : CARDINAL;

END;

- **Declare** and **initialize** a new student:

VAR

student1 : StudentRecord;

student1.firstname := "Joe";

Records in Python: Classes

- In Python, **classes** are user-defined types:
 - ◆ **class StudentRecord:**
 - **def __init__(self):**
 - ◆ **self.firstName = ""**
 - ◆ **self.lastName = ""**
 - ◆ **self.ID = 0**
 - ◆ **self.year = 0**
- **Instantiate** a new object of type **StudentRecord**:
 - ◆ **student1 = StudentRecord()**
 - ◆ **student1.firstName = 'Tom'**
- **student1** is an **instance** of the **class StudentRecord**

Object-oriented programming

- **Procedural** paradigm: programs as lists of actions
 - Focus is on the procedures (**verbs**)
 - **Variables**, data structures get passed into procedures
 - ◆ e.g.: **string.upper('hello')**
- **Object-oriented** paradigm: collections of **objects**
 - Focus is on the data (**nouns**)
 - **Messages** get passed between objects
 - Procedures are **methods** belonging to objects

◆ e.g.: **'hello'.upper()**

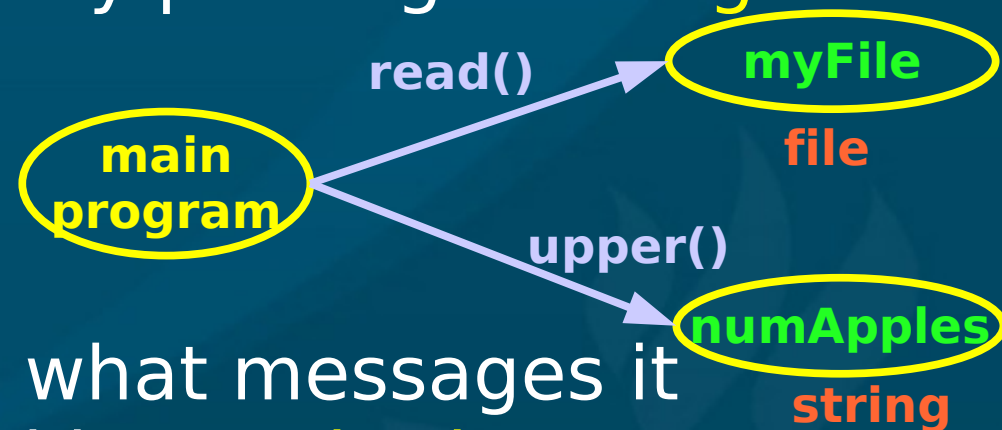
Everything is an object

- In object-oriented programming, all data are **objects**:

- Variables, procedures, even libraries

- We make things happen by passing **messages** between objects

- ◆ `myFile.read(16)`
- ◆ `appleName.upper()`



- The object itself defines what messages it accepts: these are called its **methods**

- e.g., **files** have `read()`, `write()`, etc.
strings have `upper()`, `len()`, etc.

Methods and attributes

- Everything you can do with an object is encapsulated in its object **definition**
 - Methods make up the **interface** to the object
- Objects can also have **attributes** (variables)
- Our fractions.py ADT example:
 - **Methods**: `get_n()`, `get_d()`, `add()`, `mult()`, etc.
 - ◆ Everything you need to interact with a Fraction
 - **Attributes**: tuple (n,d)
 - ◆ Could also have two separate attributes: num, denom

Classes and instances

- We **define** (declare) object **classes** (types)
 - **Attributes**
 - **Methods** (interface)
 - ◆ Constructor and destructor
- Then we **instantiate** the class (declare variables)
- e.g., **frac1** is a variable of type **Fraction**
 - **frac1** is the instance,
 - **Fraction** is the class

More on instantiating classes

- ◆ **class Date:**

- **def __init__(self):**
 - ◆ **self.day = 0**
 - ◆ **self.month = 0**
 - ◆ **self.year = 0**

- ◆ **class StudentRecord:**

- **def __init__(self):**
 - ◆ **self.firstName = ""**
 - ◆ **self.lastName = ""**
 - ◆ **self.birthdate = Date()**

bob

first: Bob
last: Smith
ID: 2389
bday:

The diagram shows a yellow box representing a StudentRecord object named 'bob'. Inside the box, the attributes are listed: first: Bob, last: Smith, ID: 2389, and bday:. A yellow arrow points from the label 'bob' to the box. Another yellow arrow points from the 'bday:' label to a second yellow box representing a Date object.

day: 12
month: 5
year: 1986

The diagram shows a yellow box representing a Date object. Inside the box, the attributes are listed: day: 12, month: 5, and year: 1986. A yellow arrow points from the 'bday:' label in the StudentRecord object to this box.

■ Creating a new **StudentRecord** makes a new **Date**:

- ◆ **bob = StudentRecord()**
- ◆ **bob.birthdate.year = 1986**

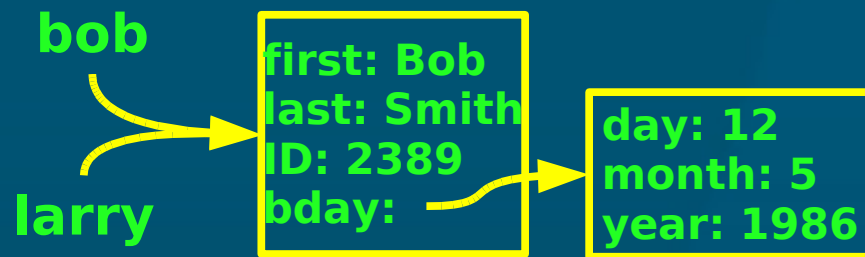
Copy vs. alias for objects

- Objects are **mutable**:
 - ◆ **student1.ID = 25**
 - ◆ **student1.ID = 38**
- This means assignment is just **aliasing**:
 - ◆ **student2 = student1**
 - ◆ **student2.ID = 50** **# affects student1.ID**
- To make a separate copy, use **copy.deepcopy()**:
 - ◆ **import copy**
 - ◆ **student2 = copy.deepcopy(student1)**
- Or create a new **instance**, and copy values:
 - ◆ **student2 = StudentRecord()**
 - ◆ **student2.ID = student1.ID**

More on copy vs. alias

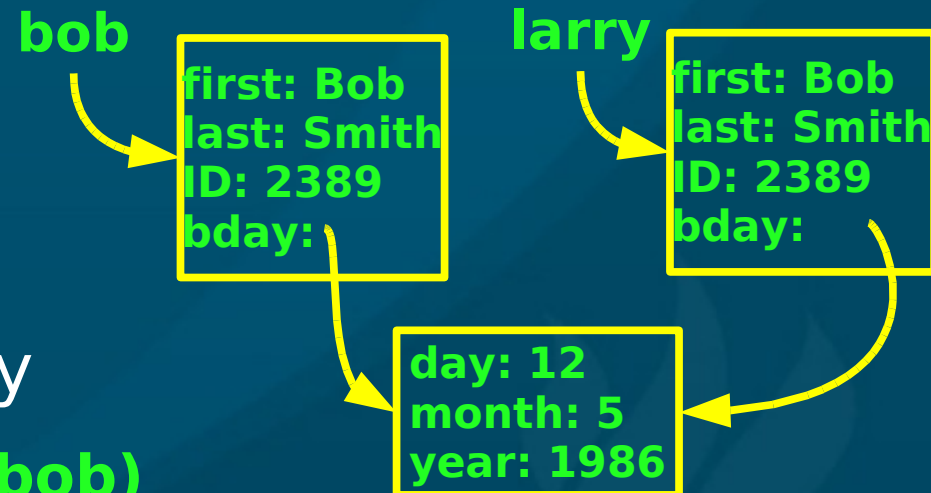
- Assignment: alias

- ◆ `larry = bob`



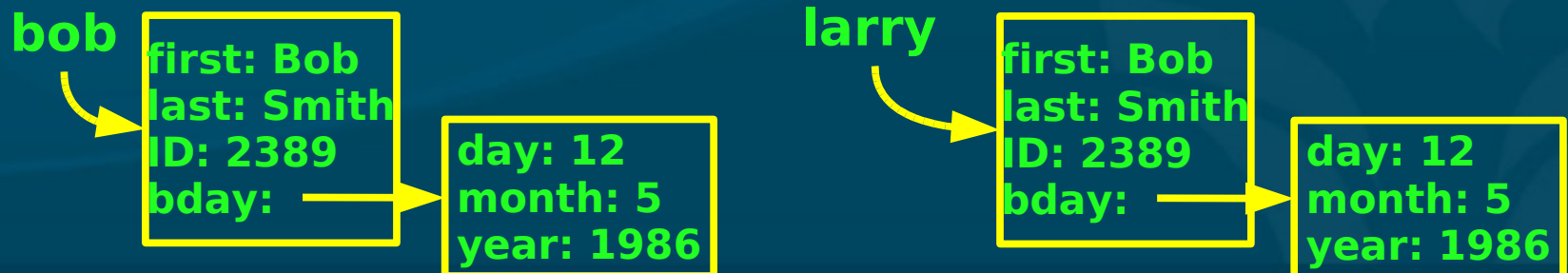
- `copy.copy()`: shallow copy

- ◆ `larry = copy.copy(bob)`



- `copy.deepcopy()`: deep copy

- ◆ `larry = copy.deepcopy(bob)`



Using 'id' to look at aliases

- We can check whether two names are **aliases** or separate **copies** by using the Python built-in 'id':

- ◆ `id(student1)` # 11563216
- ◆ `student2 = student1` # alias
- ◆ `id(student2)` # 11563216
- ◆ `student2 = copy.deepcopy(student1)` # copy
- ◆ `id(student2)` # 18493888

Creating a list of objects

- Our student db is a list of StudentRecords
- Because of aliasing, we can't use this shortcut:
 - ◆ `student = StudentRecord()`
 - ◆ `studentDB = [student] * 35`
 - A list of 35 aliases to the same object!
- Use a for loop to create separate objects:
 - ◆ `studentDB = [0] * 35`
 - ◆ `for idx in range(len(studentDB)):`
 - `studentDB[idx] = StudentRecord()`