

Py ch11: Dictionaries

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CMPT14x

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Addendum on class variables

- Two kinds of **attributes** of an object:

- **Class** attributes: **shared** by all instances

```
class Fraction:
```

```
    numer = 0
```

```
    denom = 1
```

- **Instance** attributes: specific to **this** instance

```
class Fraction:
```

```
    def __init__(self, n=0, d=1):
```

```
        self.numer = n
```

```
        self.denom = d
```

- For **records**, it's actually better to use **instance** attributes, not class attributes

What's on for today (Py ch10)

- Dictionaries
 - Keys and values
 - Basic dictionary methods:
 - ◆ `.keys()`, `.values()`, `.items()`
 - Iterating through dictionaries
 - Other dictionary methods:
 - ◆ `len()`, `del`, `in`, `.get()`, `.copy()`
 - Application: hinting
 - ◆ Fibonacci example

Python type hierarchy (partial)

- **Atomic** types

- Numbers

- ◆ Integers (int, long, bool): **5, 500000L, True**
- ◆ Reals (float) (only double-precision): **5.0**
- ◆ Complex numbers (complex): **5+2j**

- Container (**aggregate**) types

- Immutable sequences

- ◆ Strings (str): **"Hello"**
- ◆ Tuples (tuple): **(2, 5.0, "hi")**

- Mutable sequences

- ◆ Lists (list): **[2, 5.0, "hi"]**

- Mappings

- ◆ Dictionaries (dict): **{"apple": 5, "orange": 8}**

Dictionaries

- Python **dictionaries** are mutable, unsorted containers holding associative key-value pairs
- **Create** a dictionary with curly braces `{}`:
 - ◆ `appleInv = {'Fuji': 10, 'Gala': 5, 'Spartan': 7}`
- **Index** a dictionary using a **key**:
 - ◆ `appleInv['Fuji']` # returns 10
- **Values** can be any object; need not be same type:
 - ◆ `appleInv['Rome'] = range(3)`
- **Keys** can be any **immutable** type:
 - ◆ `appleInv[('BC', 'Red Delicious')] = 12`

Dictionaries: keys() and values()

- All dictionaries have the following **methods**:
 - **keys()**: returns a list of all the **keys**
 - ◆ `appleInv.keys()`
['Fuji', 'Spartan', 'Rome', 'Gala', ('BC', 'Red Delicious')]
 - **values()**: returns a list of all the **values**
 - ◆ `appleInv.values()`
[10, 7, [0, 1, 2], 5, 12]
- Dictionaries are **unsorted!**
 - The order of `keys()` and `values()` will correspond if the dictionary isn't modified

Iterating through dictionaries

- To print our apple inventory:
 - ◆ `for appleType in appleInv.keys():`
 - `print "We have", appleInv[appleType], \`
 - `appleType, "apples."`
- Output:
 - ◆ We have 10 Fuji apples.
 - ◆ We have 7 Spartan apples.
 - ◆ We have [0, 1, 2] Rome apples.
 - ◆ We have 5 Gala apples.
 - ◆ We have 12 ('BC', 'Red Delicious') apples.

Other dictionary methods

- `len(appleInv)`
- `del appleInv['Fuji']`
- `'Fuji' in appleInv`
- `appleInv.get('Braeburn', 0)`
 - Return **default** value if key is not in dictionary
- `appleInv.items()`
 - Returns a copy of the dictionary as a **list** of (key, value) **tuples**
- `appleInv.copy()`
 - **Shallow** copy

Dictionary application: hinting

- Py ch10 illustrates a cool use of **dictionaries**:
- **Hinting**: save (cache) previously-calculated values for future use
- **Fibonacci** example:

```
def fib(n):
```

```
    if n == 0 or n == 1:
```

```
        return 1
```

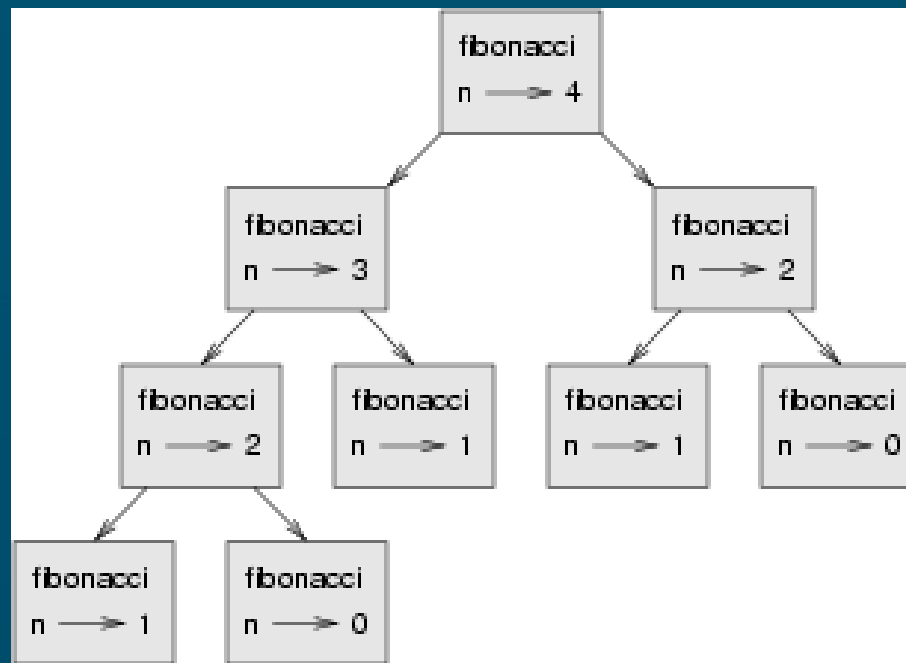
```
    return fib(n-1) + fib(n-2)
```

- But this is very slow and **inefficient!**
 - Try `fib(28)`, `fib(29)`, `fib(30)`,

- Fibonacci numbers get very **big** very fast

Fibonacci revisited

- The call-graph for `fib()` shows that, e.g, `fib(2)` gets recalculated many times:



$O(n^2)$ calls
in the
graph

- If we **save** the value of `fib(2)` the first time it's calculated, we can **reuse** that **hint**

Hinting Fibonacci

- Use a **dictionary** to store the precalculated **hints**:
 - **Key** is **n**; **value** is **fib(n)**
 - When we calculate a **fib()**, **add** it to the dict
 - Before calculating a **fib()**, **check** to see if it's already in the dictionary of **hints**

```
fibHints = {0:1, 1:1}
```

```
def hFib(n):
```

```
    if n in fibHints.keys():
```

```
        return fibHints[n]
```

```
    fibHints[n] = hFib(n-2) + hFib(n-1)
```

```
    return fibHints[n]
```

Iterative Fibonacci

- Actually, we **don't need** recursion to solve Fibonacci:

```
def iFib(n):  
    current = 1  
    parent = 1  
    grandparent = 0  
    for i in range( int(n) ):  
        current = grandparent + parent  
        grandparent = parent  
        parent = current  
    return current
```

- We show hFib() just to illustrate the concept of **hinting**

Review of today (Py ch10)

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