

# Sets and Bit-sets

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# Set operations (theory, not Py)

- 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 diff: `.symmetric_difference()` or `^`
  - Subset: `.issubset()` or `<=`
    - ◆ `A <= B`: everything in A is also in B
  - Superset: `.issuperset()` or `>=`

# Bitsets

- Another way to implement sets is using a **bitset**: **binary** form of an integer represents **flags**:
- e.g., file **permissions**: a user may have permission to read, write, and/or execute
  - Let **4=read** (r) , **2=write** (w), **1=execute** (x)
  - So the number 5 represents **read+execute**
- In Python, using **bitwise shift** operators:

```
readFlag = 1 << 2      # fancy way of saying 4
writeFlag = 1 << 1     # 2
execFlag = 1 << 0      # 1
```

# Bitsets

- We can **combine** these flags using **bitwise logical operators**: **or** (`|`), **and** (`&`)

`5 | 3 == 7`      `# (101) | (011) == (111)`

`5 & 3 == 1`      `# (101) & (011) == (001)`

- **Add** read permission if not already there:

`myPerms |= readFlag`

- **Check** if we have write permission:

`if myPerms & writeFlag:`

- Need read perm on both **file** and **directory**:

`if filePerms & dirPerms & writeFlag:`