Lecture #10: Containers and Sequences

Announcements

- Please submit exam conflict forms by Thursday (see Piazza @318).
- Drop deadline today.
- Ask questions on the Piazza thread for today's lecture (Piazza @794).

Containers

- So far, we've looked at numbers and functions.
- Numbers are a kind of *atomic* data: we don't really think of them as having parts, but rather deal with them as wholes.
- But how are we to handle *containers* of data: data that consists of other data?
- In fact, we can already do that with what we have!

Simple Pairs (Take 1)

- Let's suppose I'd like to be able to represent a *pair* of values as a single data value.
- What should I be able to do with this type?
  - *Construct* new pairs from two values.
  - *Select* one or the other of the two values used to construct the pair.
- So our goal might be summarized with these specifications:

```
def pair(a, b):

    """Return a value that represents the ordered pair of values
       (A, B)."""



def left(p):
    """Assuming that P was created by pair(x, y), return the value x."""

def right(p):
    """Assuming that P was created by pair(x, y), return the value y."""
```

- With what we have, how can we make this work?

Fun Side Trip: Pairs of Integers

- One trick works with pairs of integers. Here, let's just stick with non-negative integers.
- (Kurt Gödel used this in a very famous theorem.)
- Define

```
def pair(a, b):
    """Return a value that represents the ordered pair of
    non-negative integer values (A, B)."""
    return 2**a * 3**b

def left(p):
    return multiplicity(2, p)

def right(p):
    return multiplicity(3, p)

def multiplicty(factor, n):
    """Assuming FACTOR and N are integers with FACTOR > 1, return
    the number of times N may be evenly divided by FACTOR."""
    # Implementation left to the reader
```

- Of course, this representation is not particularly practical!

Another Representation

- Instead of integers, we can use functions for our representation:

```
def pair(a, b):
    """Return a value that represents the ordered pair of values
       (A, B)."""
    return ??

def left(p):
    """Assuming that P was created by pair(x, y), return the value x."""
    return ??

def right(p):
    """Assuming that P was created by pair(x, y), return the value y."""
    return ??
```

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    """Return a value that represents the ordered pair of values
       (A, B)."""
    return ??

def left(p):
    """Assuming that P was created by pair(x, y), return the value x."""
    return p(0)

def right(p):
    """Assuming that P was created by pair(x, y), return the value y."""
    return p(1)
```

Another Representation

- Instead of integers, we can use functions for our representation:

```
def pair(a, b):
    """Return a value that represents the ordered pair of values
       (A, B)."""
    return lambda which: a if which == 0 else b

def left(p):
    """Assuming that P was created by pair(x, y), return the value x."""
    return p(0)

def right(p):
    """Assuming that P was created by pair(x, y), return the value y."""
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```

- Feature 1: This is the same spec as the previous one (aside from the restriction to integers). Any program using pairs of integers will work *without change* with this new representation.
- Feature 2: With just these functions, these values are *immutable*: to change either part of the pair, one must create a new pair.

Adding Mutability

- What if we want to expand the spec a bit to make it possible to *set* one or the other members of a given pair? That is, add the following:

```
def set_left(p, v):
    """Given that P represents the pair (x, y), cause P to
    represent (v, y), returning None."""

def set_right(p, v):
    """Given that P represents the pair (x, y), cause P to
    represent (x, v), returning None."""
```

Attempt #1

- Well, let's just try an extension of the same idea.
- First, define the new methods as follows

```
def set_left(p, v):
    p(2, v)

def set_right(p, v):
    p(3, v)
```

- Next, re-implement `pair`:

```
def pair(a, b):
    def pair_func(which, v=None):
        if which == 0:
            return a
        elif which == 1:
            return b
        elif which == 2:        # What goes wrong?
            a = v
        else:
            b = v
    return pair_func
```

Attempt #1

- Well, let's just try an extension of the same idea.
- First, define the new methods as follows

```
def set_left(p, v):
    p(2, v)

def set_right(p, v):
    p(3, v)
```

- Next, re-implement `pair`:

```
def pair(a, b):
    def pair_func(which, v=None):
        if which == 0:
            return a             # Not the right a and b!
        elif which == 1:
            return b
        elif which == 2:         # What goes wrong?
            a = v
        else:
            b = v
    return pair_func
```

Nonlocal

- Assignment in Python usually creates or sets a *local variable* in the currently executing environment frame.
- But that's useless in the attempted implementation (see the `test_bad_pair` function in 10.py).
- We need instead to indicate that we actually want to set the variables `a` and `b` introduced *outside* the `pair_func` function in the enclosing (parent) function's (`pair`'s) frame.
- The declaration

  `nonlocal` *var*$_1$, *var*$_2$, ...

  means "assignment to any of the variables *var*$_i$ in the current frame actually assigns to those variables in its parent's frame, grandparent's frame, etc. (not including the global frame)."
- Furthermore, those variables must already exists in one of these ancestor frames.

Attempt #2

- So the fix is to rewrite pair as follows:

```
def pair(a, b):         # <--- The nonlocal a and b.
    def pair_func(which, v=None):
        nonlocal a, b  # a and b refer to variables in pair's header.
        if which == 0:
            return a
        elif which == 1:
            return b
        elif which == 2:
            a = v
        else:
            b = v
    return pair_func
```

Getting Real

- It's interesting to see the function-base implementation of `pair` because it shows how one can get by with very few basic features in a language.
- You'll see something like this employed in Javascript programs, in fact, although for somewhat different purposes.
- However, as a way to represent data structures such as tuples, it is rather inefficient.
- Therefore, Python provides other, more customized representation and syntax for these things.

Sequences

- The term *sequence* refers generally to a data structure consisting of an *indexed collection of values,* which we'll generally call *elements*.
- That is, there is a first, second, third value (which CS types call #0, #1, #2, etc.)
- A sequence may be *finite* (with a length) or *infinite.*
- It may be *mutable* (elements can change) or *immutable*.
- It may be *indexable*: its elements may be accessed via *selection* by their indices.
- It may be *iterable*: its values may be accessed *sequentially* from first to last.

Python's Sequences

- There are several different kinds of sequence embodied in the standard Python types:

Type	Elements	Indexable?	Mutable?	Iterable?
tuple	Any type	Yes	No	Yes
list	Any type	Yes	Yes	Yes
string (str)	str (!)	Yes	No	Yes
range	integer	Yes	No	Yes
iterator generator	Any type	No	No	Yes

- We'll take up iterators and generators in a later lecture.
- Python goes to some lengths to provide a uniform interface to all the various sequence types, as well as to its other *collection types,* including *sets* and *dictionaries.*

Construction

Type	**Written**	Sequence of Values
tuple	`(1, 4, "Hello", (2, 3))`	`1, 4, "Hello", (2, 3)`
	`(5,) # Comma needed`	`5`
	`()`	empty sequence
list	`[1, 4, "Hello", (2, 3)]`	`1, 4, "Hello", (2, 3)`
	`[]`	empty sequence
range	range(4)	0, 1, 2, 3
	range(2, 5)	2, 3, 4
	range(1, 12, 2)	1, 3, 5, 7, 9, 11
	range(4, 0, -1)	4, 3, 2, 1

String Literals

- For convenience and readability, strings have a fairly rich variety of literals.

```
'Single-quoted strings may contain "double-quoted strings"'

"Double-quoted strings may contain 'single-quoted strings'"

"""Triple double quotes allow 'this', "this", and ""this"",
as well as newline characters"""

'''Triple single quotes allow "this", 'this', and ''this'',
as well as newline characters'''
```

- Escape sequences allow all these types of string to contain quotes, newlines, backslashes, and other symbols, even non-ASCII characters.

```
>>> "A test of\nescapes\\."
A test of
escapes\.
>>> "Some unicode: \u0395\u1f55\u03c1\u03b7\u03ba\u03b1\u2764"
Some unicode: Ευρεκα♡
>>> r"In raw strings (starting with 'r'), \escapes are not replaced"
In raw strings (starting with 'r'), \escapes are not replaced
```

Selection and Slicing

- *Selection* refers to extracting elements by their index.
- *Slicing* refers to extracting subsequences.
- These work uniformly across sequence types.

```
t = (2, 0, 9, 10, 11)    # Tuple
L = [2, 0, 9, 10, 11]    # List
R = range(2, 13)         # Integers 2-12.
E = range(2, 13, 2)      # Even integers 2-12.
S = "Hello, world!"      # Strings (sequences of characters)

t[2] == L[2] == 9,  R[2] == 4,   E[2] == 6
t[-1] == t[len(t)-1] == 11
S[1] == "e"    # Each element of a string is a one-element string.

t[1:4] == (t[1], t[2], t[3]) == (0, 9, 10),
t[2:] == t[2:len(t)] == (9, 10, 11)
t[::2] == t[0:len(t):2] == (2, 9, 11),  t[::-1] == (11, 10, 9, 0, 2)
S[0:5] == "Hello",  S[0:5:2] == "Hlo", S[4::-1] == "olleH"
S[1:2] == S[1] == "e"
```

Sequence Combination and Conversion

- Sequence types can be converted into each other where needed:

```
list( (1, 2, 3) ) == [1, 2, 3],   tuple([1, 2, 3]) == (1, 2, 3)
list(range(2, 10, 2)) == [2, 4, 6, 8]
list("ABCD") = ['A', 'B', 'C', 'D']
```

- One can construct certain sequences (tuples, lists, strings) by concatenating smaller ones:

```
A = [ 1, 2, 3, 4 ]
B = [ 7, 8, 9 ]
A + B == [ 1, 2, 3, 4, 7, 8, 9 ]
A[1:3] + B[1:] == [ 2, 3, 8, 9]
(1, 2, 3, 4 ) + (7, 8, 9) == (1, 2, 3, 4, 7, 8, 9)
"Hello," + " " + "world" == "Hello, world"
(1, 2, 3, 4) + 3   ERROR (why?)
```

Sequence Iteration: For Loops

- Using selection and the `len` function on sequences (which gives their length), we can operate on each element of a sequence.
- However, we can write more compact and clear versions of **while** loops with the **for** construct:

```
>>> t = (2, 0, 9, 10, 11)
>>> s = 0
>>> k = 0
>>> while k < len(t):
...     x = t[k]
...     s += x
...     k += 1
>>> print(s)
32
```

```
>>> t = (2, 0, 9, 10, 11)
>>> s = 0
>>> for x in t:
...     s += x
>>> print(s)
32
```

- Iteration over numbers is really the same, conceptually:

```
>>> s = 0
>>> k = 1
>>> while k < 10:
...     s += k
...     k += 1
>>> print(s)
45
```

```
>>> s = 0
>>> for k in range(1, 10):
...     s += k
>>> print(s)
45
```