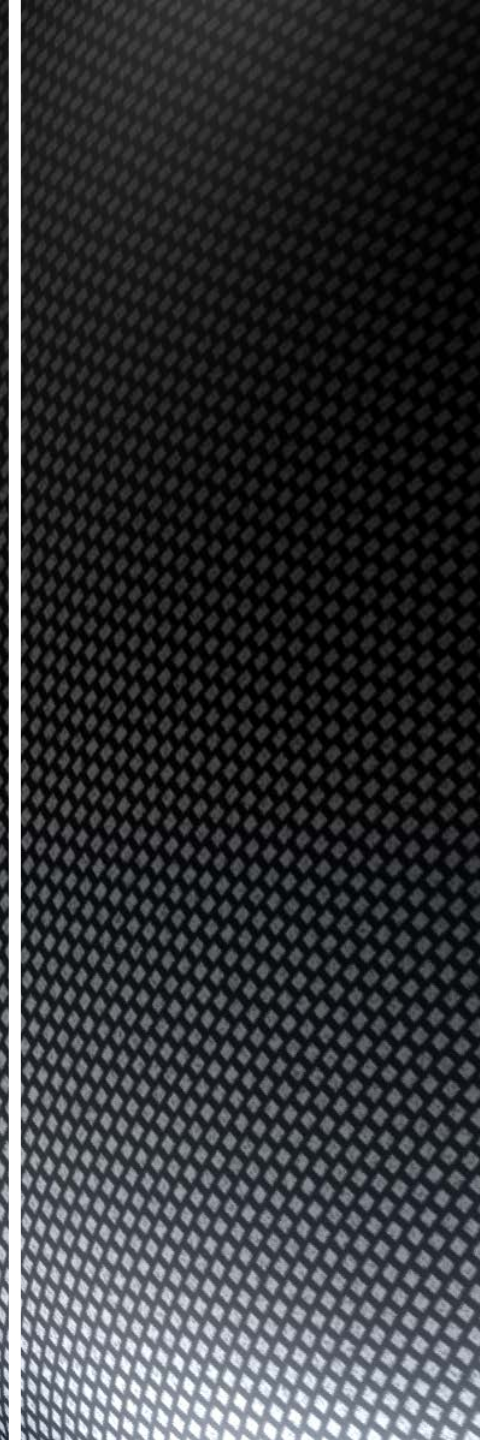


COMPSCI 107

Computer Science Fundamentals

Lecture 05 – Dictionaries



Exercise

- Consider the following methods of sorting information in a sequence. What is the output produced by each program?

```
x = [4, 2, 3, 1]
y = x
z = sorted(x)
print(x, y, z)
```

```
x = [4, 2, 3, 1]
y = x
z = x.sort()
print(x, y, z)
```

Dictionary

- An unordered set of **key** : **value** pairs
 - keys must be unique (within a given dictionary)
 - keys must be *immutable*

```
my_dict = { 'alux001' : 'Andrew',  
            'afer023' : 'Adriana',  
            'rshe001' : 'Robert' }
```

```
>>> my_dict['alux001']  
'Andrew'  
>>> my_dict['rshe001']  
'Robert'  
>>> my_dict['afer023']  
'Adriana'
```

Adding entries to a dictionary

- Variables are created when you assign a value for the first time
 - Assigning a value to a new dictionary entry creates that entry
 - Assigning a value to an existing dictionary entry changes that entry

```
my_dict = {}  
my_dict['alux001'] = 'Andrew'  
my_dict['rshe001'] = 'Robert'  
my_dict['afer023'] = 'Adriana'  
  
my_dict['alux001'] = 'Andrew Luxton-Reilly'
```

Deleting an element from a dictionary

- Use the **del** operator

```
del my_dict['alux001']
```

- Use the **pop** method

```
my_dict.pop('alux001')
```

Iterating through the dictionary

- Order of items in a dictionary is undefined
- Can get a "view" of the keys, values, or (key, value) pairs
 - Can iterate through the "view"

```
for k in my_dict.keys():  
    print(k)
```

```
for v in my_dict.values():  
    print(v)
```

```
for i in my_dict.items():  
    print(i)
```

- Views are dynamic, so they change when the dictionary changes

Getting a value from the dictionary

- Get a value associated with a given key
 - Use the index, use get, or use get with default value

```
>>> my_dict['alux001']  
'Andrew'  
>>> my_dict['ALUX999']  
KeyError: 'ALUX999'
```

```
>>> my_dict.get('alux001')  
'Andrew'  
>>> my_dict.get('ALUX999')  
>>>
```

```
>>> my_dict.get('alux001', 'Not valid')  
'Andrew'  
>>> my_dict.get('ALUX999', 'Not valid')  
'Not valid'
```

Exercise

- Write a function that accepts a string as an argument and prints out a frequency table of all the characters in the string, along with their frequency. The table should be sorted in order of the characters.

```
>>> frequency('this is a short sentence')
4
a 1
c 1
e 3
h 2
i 2
n 2
o 1
r 1
s 4
t 3
```


- A tuple is a sequence, much like a list
 - A tuple is *immutable*
 - Enclosed in brackets (x, y)

```
>>> point = (1, 2)
>>> point
(1, 2)
>>> point[0]
1
>>> point + (3, 4)
(1, 2, 3, 4)
```

Returning multiple values

```
def translate(point, vector):
```

```
    """Translate a point by a given vector
```

```
    Arguments:
```

```
        point – a tuple representing an (x, y) point on  
                the cartesian plane
```

```
        vector – a tuple representing a translation of  
                (dx, dy) on the cartesian plane
```

```
>>> translate((0, 0), (4, 5))
```

```
(4, 5)
```

```
"""
```

```
    x = point[0] + vector[0]
```

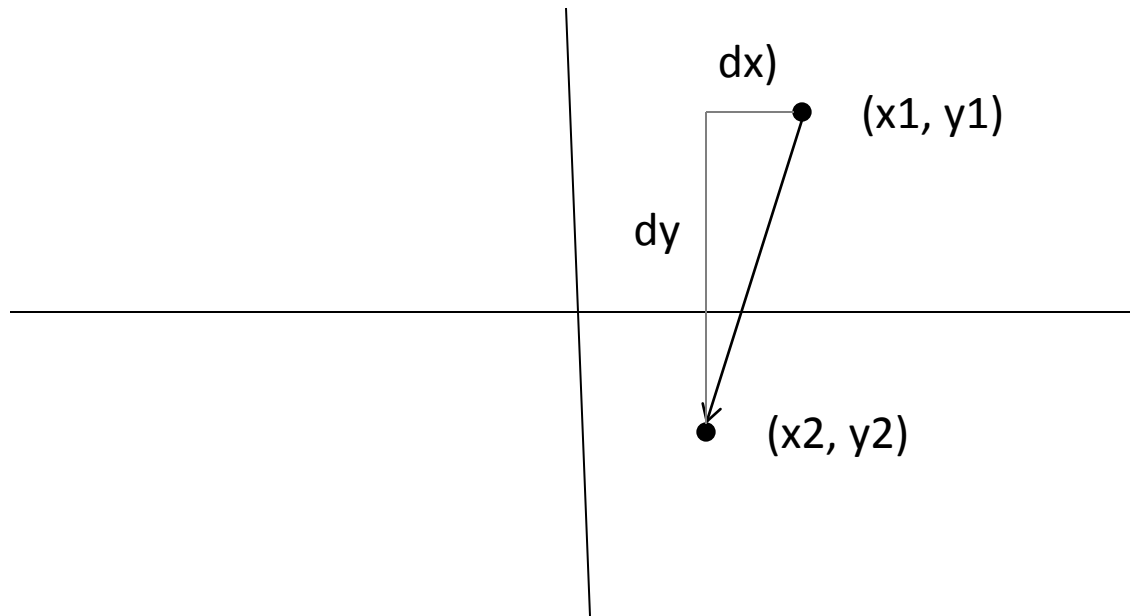
```
    y = point[1] + vector[1]
```

```
    return (x, y)
```

```
>>> new_x, new_y = translate((1, 2), (3, 4))
```

Exercise: Difference between two points

- Write a function that calculates the difference between two points and returns a vector (dx, dy) to translate from one to the other.



Example: Sparse Matrix

- A sparse matrix is a matrix with few non-zero values.

$$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 & 0 & 0 \\ 0 & 0 & 7 & 0 & 0 & 0 & 4 \\ 0 & 0 & 0 & 0 & 0 & 2 & 0 \end{bmatrix}$$

- The most obvious way to represent the matrix is a list of lists:

```
matrix = [ [0, 0, 0, 0, 0, 0, 0],  
           [0, 1, 0, 0, 0, 0, 0],  
           [0, 0, 0, 3, 0, 0, 0],  
           [0, 0, 7, 0, 0, 0, 4],  
           [0, 0, 0, 0, 0, 2, 0] ]
```

Example: Sparse matrix

- Alternative implementation
- Use a dictionary
 - Use the location as the key
 - Store location as a tuple (x, y)

$$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 & 0 & 0 \\ 0 & 0 & 7 & 0 & 0 & 0 & 4 \\ 0 & 0 & 0 & 0 & 0 & 2 & 0 \end{bmatrix}$$

```
matrix = {(1, 1) : 1,  
          (2, 3) : 7,  
          (3, 2) : 3,  
          (5, 4) : 2,  
          (6, 3) : 4 }
```

Accessing the sparse matrix

```
matrix = {(1, 1) : 1,  
          (2, 3) : 7,  
          (3, 2) : 3,  
          (5, 4) : 2,  
          (6, 3) : 4 }
```

- Use the location (x, y) as the index

```
>>> matrix[(3, 2)]  
3  
>>> matrix[(0, 0)]  
KeyError: (0, 0)
```

- Use the location (x, y) as the index, but use a default value

```
>>> matrix.get((4, 3), 0)  
0
```

Summary

- Dictionaries are also known as associative arrays or hash tables
 - Consist of key : value pairs
 - keys must be immutable
 - Syntax is {a : b, c : d, ...}
- Adding an item
 - `d[key] = value`
- Deleting an item
 - `d.pop(key)`
- Getting an item
 - `d.get(key, default)`