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# Truth values

We already saw that empty means FALSE in python.  
The same applies to zero too.

```
1 object = 'somestring'
2
3 if len(object) > 0:
4     print ('my_object is not empty')
5
6 if len(object):
7     print ('my_object is not empty')
8
9 if object != '':
10    print ('my_object is not empty')
11
12 if object:
13    print ('my_object is not empty')
```

# Functions

We have already seen functions. But only the simplest forms. We can have functions

- With arguments having default values
- With keywords as arguments
- With multiple arguments.

```
1 >>> def myfoo(bar, foobar=True):
2 ...     print(bar)
3 ...     if foobar:
4 ...         print("ha ha ha!")
5 ...
6 >>> myfoo("hello")
7 hello
8 ha ha ha!
9 >>> myfoo("hello", foobar=False)
10 hello
11 >>>
```

# Default values taken only once

- The default value of the parameter is initialised only once and it stays the same if not specifically called. Look at the following example.

```
1 >>> def add(this , tothat=()):
2 ...     for e in this:
3 ...         tothat.append(e+1)
4 ...     return tothat
5 ...
6 >>> add((23 , 34))
7 (24 , 35)
8 >>> add((23 , 34))
9 (24 , 35 , 24 , 35)
10 >>> add((23 , 34))
11 (24 , 35 , 24 , 35 , 24 , 35)
12 >>> add((23 , 34))
13 (24 , 35 , 24 , 35 , 24 , 35 , 24 , 35)
14 >>> add((23 , 34) , (1 , 2))
15 (1 , 2 , 24 , 35)
16 >>>
```

# Multiple Arguments

- Functions with a \*-ed argument can have multiple arguments.
- The arguments would be packed in a tuple
- The \*-ed argument must follow the other typed of arguments.



```
1 >>> def mularg(i, j, *rest):
2     ...     print(i+j)
3     ...     for k in rest:
4     ...         print(k)
5     ...
6 >>> mularg(1, 2)
7 3
8 >>> mularg(1, 2, 4)
9 3
10 4
11 >>> mularg('hello', 'world',
12           'this', 'is', 'cool!')
13 helloworld
14 this
15 is
16 cool!
17 >>>
```

# Docstrings

- Strings surrounded by three quotes at the beginning of functions could be used for documentation purposes.
- These strings contain newlines in them.

```
1
2 >>> def simplifiedoc():
3     ...     """This is a simple hello
4     ...         world program - just to reveal
5     ...         the beauty of docstrings"""
6     ...     print("Hello World")
7     ...
8 >>> simplifiedoc.__doc__
9 'This is a simple hello\n          world program - just
10 the beauty of docstrings'
11 >>> print simplifiedoc.__doc__
12 This is a simple hello
13         world program - just to reveal
14         the beauty of docstrings
15 >>> help(simplifiedoc)
16 ...
```

# With expression

- Files are to be always closed after use.
- A keyword named `with`
- Using `with` helps automatic closing of files after use.
- The object which is used with `with` must have the methods - `__enter__` and `__exit__` implemented

```
1  
2  
3  
4 with open(filename) as f:  
5     for line in f:  
6         print line
```

## Flatten A List

```
1 def flatten(e):  
2     if not e:  
3         return ()  
4     if not isinstance(e, list):  
5         return (e)  
6     return flatten(e[0]) + flatten(e[1:])
```

---

```
8 def flatten(vl):  
9     fl = ()  
10    for el in vl:  
11        if isinstance(el, list):  
12            for e in flatten(el):  
13                fl += (e)  
14        else: fl += (el)  
15    return fl
```

# String Theory

- The strings in python contains many methods. One of them is `find` which returns the position of a substring
- But if we need only to check if the substring is present in a big string, we don't need to use that. (More readable code)
- `split` and `join`: These are two string methods which are very useful.

```
1 >>> string = 'Hi there'
2 >>> if string.find('Hi') != -1:
3 ...     print('Success!')
4 ...
5 Success!
6 >>> if 'Hi' in string:
7 ...     print ('Success!')
8 ...
9 Success!
10 >>>
11 >>> mystr = 'this is a one two three string'
12 >>> words = mystr.split()
13 >>> words
14 ('this', 'is', 'a', 'one', 'two', 'three', 'string')
15 >>> '*'.join(words)
16 'this*is*a*one*two*three*string'
17 >>>
```



# Filter, Map and Reduce

`func_tool(function, sequence)`

- `filter`: Filter accepts two parameters, one is a function and the second one a sequence. It returns a list of the elements of the sequence for which the function is TRUE.
- `map`: The returned list would be the results of applying the function to each member of the sequence.
- `reduce`: Initially, the function is applied to the first two elements of the sequence, and the result used as the parameter along with the next elements of the sequence.

```
1
2 >>> def f(x): return x % 2 != 0 and x % 3 != 0
3 ...
4 >>> list(filter(f, range(2, 25)))
5 (5, 7, 11, 13, 17, 19, 23)
6 >>> def cube(x): return x*x*x
7 ...
8 >>> list(map(cube, range(1, 11)))
9 (1, 8, 27, 64, 125, 216, 343, 512, 729, 1000)
10 >>> seq = range(8)
11 >>> def add(x, y): return x+y
12 ...
13 >>> list(map(add, seq, seq))
14 (0, 2, 4, 6, 8, 10, 12, 14)
```

```
1 >>> def add(x,y): return x+y
2 ...
3 >>> from functools import reduce
4 >>> reduce(add, range(1, 11))
5 55
6 >>> def sum(seq):
7 ...     def add(x,y): return x+y
8 ...     return reduce(add, seq, 0)
9 ...
10 >>> sum(range(1, 11))
11 55
12 >>> sum(())
13 0
```

# ZIP

In case we need to combine two lists, How do we do it?

How do we create a dictionary from two lists?

```
1 >>> l = (x for x in range(1, 10))
2 >>> k = (y for y in range(90, 99))
3 >>> l
4 (1, 2, 3, 4, 5, 6, 7, 8, 9)
5 >>> k
6 (90, 91, 92, 93, 94, 95, 96, 97, 98)
7 >>>
8 >>>
9 >>> lk = ((l(x), k(x)) for x in range(len(l)))
10 >>> lk
11 ((1, 90), (2, 91), (3, 92), (4, 93), (5, 94),
12      (6, 95), (7, 96), (8, 97), (9, 98))
```

```
1 >>>
2 >>> lk1 = list(zip(l, k))
3 >>> lk1
4 ((1, 90), (2, 91), (3, 92), (4, 93), (5, 94),
5      (6, 95), (7, 96), (8, 97), (9, 98))
6 >>>
7 >>> lkd = dict(lk1)
8 >>> lkd
9 {1: 90, 2: 91, 3: 92, 4: 93, 5: 94,
10      6: 95, 7: 96, 8: 97, 9: 98}
11 >>>
```

```
1 >>> t = (5,6,7)
2 >>> d = dict(list(zip(t, range(len(t))))))
3 >>> d
4 {5: 0, 6: 1, 7: 2}
5
6 >>> d = dict(enumerate(t))
7 >>> d
8 {0: 5, 1: 6, 2: 7}
9
10 >>> d = dict((y,x) for x,y in enumerate(t))
```

# How does the knight jump 64 in 64



# Regular Expressions Basics

- Alphabets
- Operators :  $*$ ,  $+$ ,  $?$ ,  $|$
- Examples :  $(0|1)^*$ ,  $a(bc|d)^*$ ,  $a+$

# In Python

In python, there exists a module for regular expressions. Here we can see some example symbols

- `.` - Stands for any character
- `\w` - matches all alphanumeric characters and `'_'`
- `\W` - matches anything which is not `\w`
- `\d` - matches digits

# Using them

The standard way to use regular expressions in python is as follows.

- Compile the expression to a pattern object.
- Then the object is matched against the test.
- If successfully matches, a Match object is returned, with the relevant information.

```
1
2 >>> import re
3 >>> pattern = re.compile('a(a*)b')
4 >>> text = 'xyzaaaab3sf'
5 >>> matcher = pattern.search(text)
6 >>> print(matcher.group())
7 aaaab
8 >>>
9 >>>
```

More in next lecture

# Powerful tools

We saw lambda functions and the other functional programming methods of python. They can be used together to have very powerful routines with simple code.

```
1 def add(a,b): return a+b  
2  
3 add2 = lambda a,b: a+b  
4  
5 squares = list(map(lambda a: a*a, (1,2,3,4,5)))  
6
```

# Syntax

A lambda function has the syntax: `lambda variable(s) : expression`

variable(s)	a comma-separated list. No keywords; No parentheses.
expression	python expression. Scope: local scope and variable(s). This is what the function returns.



```
1 >>> foo = (2, 18, 9, 22, 17, 24, 8, 12, 27)
2 >>>
3 >>> print(list(filter(lambda x: x % 3 == 0, foo)))
4 (18, 9, 24, 12, 27)
5 >>>
6 >>> print(list(map(lambda x: x * 2 + 10, foo)))
7 (14, 46, 28, 54, 44, 58, 26, 34, 64)
8 >>>
9 >>> print(reduce(lambda x, y: x + y, foo))
10 139
11
12 >>> nums = range(2, 50)
13 >>> for i in range(2, 8):
14 ...     nums = list(filter(lambda x:
15 ...         x == i or x % i, nums))
16 ...
17 >>> print nums
```

```
18 (2, 3, 5, 7, 11, 13, 17, 19,  
19      23, 29, 31, 37, 41, 43, 47)
```

# Iterators

# Iterators

For loop is used a lot in Python. One can iterate over almost every type of collection. How is this made possible?

```
1 for element in (1, 2, 3):  
2     print element  
3 for element in (1, 2, 3):  
4     print element  
5 for key in {'one':1, 'two':2}:  
6     print key  
7 for char in "123":  
8     print char  
9 for line in open("myfile.txt"):  
10    print line
```

# Iterators

- When `for` statement is called, a method `iter` is called on the object.
- This returns an object on which, the method `next` is implemented (which can go through the items)
- `next` keeps on giving elements, one by one.
- When there are no more elements, an exception `StopIteration` is raised. (Loop stops)

```
1
2 >>> s = 'abc'
3 >>> it = iter(s)
4 >>> it
5 <iterator object at 0x00A1DB50>
6 >>> it.next()
7 'a'
8 >>> it.next()
9 'b'
10 >>> it.next()
11 'c'
12 >>> it.next()
13
14 Traceback (most recent call last):
15   File "<stdin>", line 1, in ?
16     it.next()
17 StopIteration
```

# How to make Iterable Classes?

To make a collection (personal class) iterable:

- It needs to have the method `__iter__` implemented. This is the function which enables `iter` to be called.
- `__iter__` should return an object with `next` implemented.
- Example below.



```
1 class Reverse:
```

```
2     """Iterator for looping over a  
3     sequence backwards"""
```

```
4     def __init__(self, data):
```

```
5         self.data = data
```

```
6         self.index = len(data)
```

```
7     def __iter__(self):
```

```
8         return self
```

```
9     def next(self):
```

```
10         if self.index == 0:
```

```
11             raise StopIteration
```

```
12         self.index = self.index - 1
```

```
13         return self.data[self.index]
```

```
1
2 >>> for char in Reverse('spam'):
3     print(char)
4     ...
5 m
6 a
7 p
8 s
```

# Advantages/Disadvantages

- When we have Iterator implemented on an object, the for loop would not copy the object. So, especially for large collections, this is advantageous.
- Troubles: When the list (collection) has to be changed, an iterator can lead to catastrophe.
- In case of lists, use slicing. (Example)

I want all the squares upto 121 (not single digit)  
and I want also every double digit square + 30.

```
1
2 >>> lis = (x**2 for x in range(4, 12))
3 >>>
4 >>>
5 >>> for i in lis:
6 ...     if i < 100:
7 ...         lis.append(i+30)
8 ...
9 >>> lis
10 (16, 25, 36, 49, 64, 81, 100, 121, 46,
11  55, 66, 79, 94, 111, 76, 85, 96, 109,
12  124, 106, 115, 126)
13 >>>
```

```
14 >>>
15 >>> lis = (x**2 for x in range(4, 12))
16 >>> for i in lis (:):
17 ...     if i < 100:
18 ...         lis .append(i+30)
19 ...
20 >>> lis
21 (16, 25, 36, 49, 64, 81, 100, 121, 46,
22     55, 66, 79, 94, 111)
23 >>>
```

# Applied/Used

- In for slices
- In list comprehensions, for expressions
- in If operators `if x in this`
- In almost all the collections.
- More efficient than copying.

# In Dicts

- `iter(d)` gives an iterator over the keys of the dict
  - 1 `d.iterkeys`
  - 2 `d.itervalues`
  - 3 `d.iteritems`
- Iterators over `d.keys`, `d.values`, `d.items`
- No lists are created.

# Pickle

- Module in python
- Serialisation and de-serialisation of python objects
- Serialisation : converting to a byte stream.
- The reverse to get the object back.



# Pickling

- Marshalling <sup>1</sup>
- Serialisation
- Flattening
- Pickling / Unpickling

---

<sup>1</sup>Nothing to do with the object Marshal

# cPickle and Marshal

- cPickle is the very same module implemented in C
- cPickle, yes, it is fast: about 1000 times.
- Pickle keeps track of serialisation and there is no repeated serialisation (unlike marshal)
- Shelve (for dictionaries)

# How to Pickle?

- `pickle.dump(obj, file)`
- `pickle.load(file)`
- `pickle.dumps(obj)`
- `pickle.loads(str)`

A write permission to the file is required for the `dump` to work. Also, the file should have `read` and `readline` functions implemented for the `load` to be functional.

# What All?

- None, True, and False
- integers, long integers, floating point numbers, complex numbers
- normal and Unicode strings
- Collections with only picklable objects
- functions defined at the top level of a module
- built-in functions defined at the top level of a module
- classes that are defined at the top level of a module

```
1 >>> import pickle
2 >>> class Foo:
3 ...     attr = 'a class attr'
4 ...
5 >>> picklestring = pickle.dumps(Foo)
6 >>>
7 >>> x = Foo()
8 >>> picklestring2 = pickle.dumps(x)
9 >>>
10 >>> picklestring
11 'c__main__\nFoo\np0\n.'
12 >>> picklestring2
13 '(i__main__\nFoo\np0\n(dp1\nb.'
14 >>>
15 >>> y = pickle.loads(picklestring2)
16 >>>
17 >>> isinstance(y, Foo)
```

```
18 True
19 >>> isinstance(x, Foo)
20 True
21 >>>
```

# Shelves

- A shelf is a persistent dictionary object in python
- A dictionary in the secondary storage
- Could be opened and used as needed.
- `open` and `close` are the usual methods needed.

```
1 >>> import shelve
2 >>> d = shelve.open("myfile.shelf")
3 >>> d('lala') = 'booboo'
4 >>> d('kiki') = 'myamya'
5 >>> d
6 {'lala': 'booboo', 'kiki': 'myamya'}
7 >>> d('xx') = range(4)
8 >>> d
9 {'lala': 'booboo', 'xx': (0, 1, 2, 3),
10      'kiki': 'myamya'}
11 >>> d.close()
12 >>>
13 (sadanand@lxmayr10
14 myfile.shelf.bak  myfile.shelf.dat
15      myfile.shelf.dir
16 (sadanand@lxmayr10
17 >>> import shelve
```



```
18 >>> d = shelve.open("myfile.shelf")
19 >>> d
20 {'kiki': 'myamya', 'xx': (0, 1, 2, 3),
21     'lala': 'booboo'}
```

# Kiki Booba

Kiki

Booba

# Problems

- BST
- Eval Expression
- Set Operations with lambda/map/filter
- Methods for Order Statistics
- Reversal
  - 3 for reversal (string/list)
  - Use that to implement `rev` functionality of UNIX