A Set is an abstract data type representing an unordered collection of distinct items.

Sets appear in many problems: All the words used by Shakespeare. All correctly spelled words. All prime numbers. All the pixels of a given color. All the bomb locations in MineSweeper.

We could represent a set as an array or a list, but that is not natural (and often not efficient): Lists are ordered sequences of not necessarily distinct elements.

## • set(elements) Create new set with given elements.

- len(s) Return size of set.
- x in s ls  $x \in s$ ?
- s == t Are sets equal?
- s.issubset(t) Is  $s \subseteq t$ ?
- s.issuperset(t) Is  $s \supseteq t$ ?
- s.add(el) Add el to set.
- s.remove(el) Remove existing element el from set.
- s.discard(el) Remove el from set.
- s.union(t) Return  $s \cup t$ .
- s.intersection(t) Return  $s \cap t$ .
- s.difference(t) Return  $s \setminus t$ .
- for el in s: lterate over set elements.

## KAIST CS206

A simple spell checker

```
def read_words():
    s = open("words.txt", "r")
    words = set()
    for w in s.readlines():
        words.add(w.strip())
    return words

def spell():
    words = read_words()
    while True:
        w = input("Tell me a word> ").strip().lower()
        if w in words:
            print("'%s' is a word" % w)
        else:
            print("Error: '%s' is not a word" % w)
```

## KAIST CS206

**Applications** 

- A spell checker.
   (Use set of correctly spelled words.)
- Measuring similarity between texts.
   (Consider set of words of each text, look at the size of their intersection and union.)
- Computing prime numbers. (Sieve of Erathosthenes).
- Remembering visited positions in a maze.
- Storing bomb positions in MineSweeper.

## Implementing the Set ADT

Let's try to implement the Set ADT ourselves, using a Python List to store the elements.

```
def __init__(self):
    self._data = []

def __contains__(self, el):
    return el in self._data

def __length__(self):
    return len(self._data)

def add(self, el):
    if el not in self._data:
        self._data.append(el)
Our implementation works,
but it is significantly slower
for large sets than the
Python implementation.
```