

Lecture 7, 1 September 2026

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Programming and Data Structures with Python

Type errors

Forgetting to initialize empty dictionary / list

Error is only detected when code is run

In a "good" PL, type errors should be caught syntactically, before execution

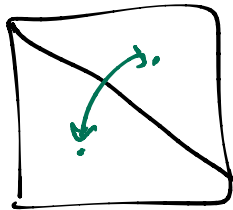
Indexing nested collections

$l[i][j]$

not $l[i,j]$

Matrix transpose

Square



$$M[i][j] \leftarrow M[j][i]$$

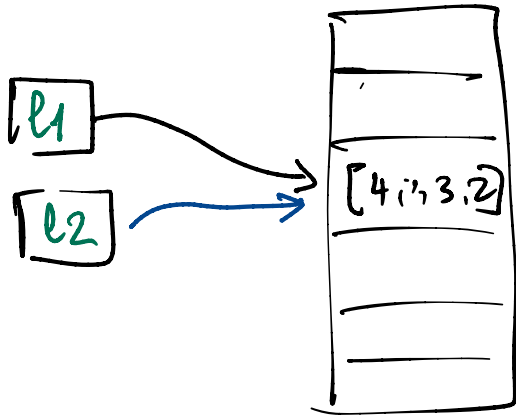
$$M[j][i] \leftarrow M[i][j]$$

$$M_{ij}, M_{ji} = M_{ji}, M_{ij}$$

Mutability

$l_1 = [4, 1, 3, 2] \Rightarrow$

$l_2 = l_1 \xrightarrow{\text{orange arrow}}$



$$\text{zero_row} = [\overset{1}{\cancel{0}}, \overset{1}{\cancel{0}}, 0, 0, 0]$$

$$\text{zero_matrix} = [\text{zero_row}, \text{zero_row}, \dots, \text{zero_row}]$$

$$\text{zero_matrix}[0] = \text{zero_row}$$

$$\text{zero_matrix}[1] = \text{zero_row}$$

Call by reference	$\approx$ mutable	Lists, Dictionaries
Call by value	$\approx$ immutable	Everything else
		int
		float
		bool
		tuples
		string

Calling functions

```
def mysum(a,b):  
    return (a+b)
```

$x = 5$

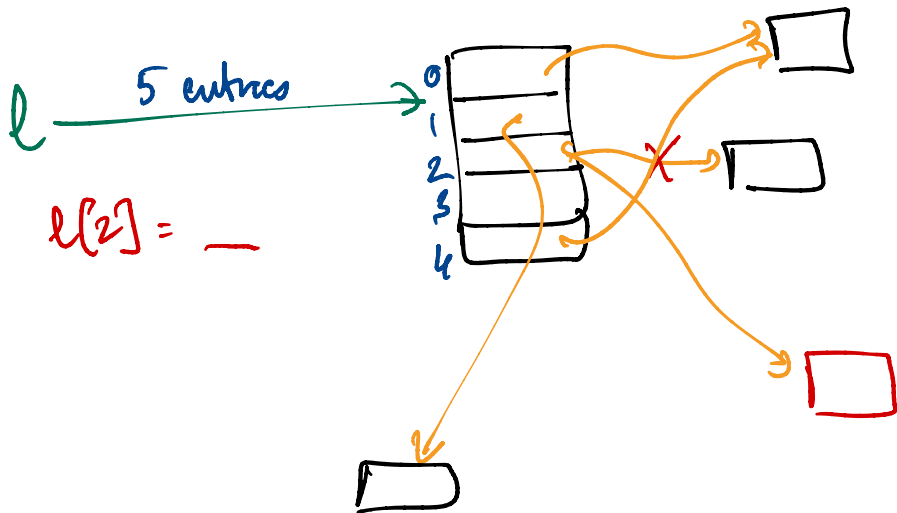
$y = 7$

$z = \text{mysum}(x,y)$

$a = x$
 $b = y$
 $\text{return } (a+b)$

$\Downarrow$ obeys rules of mutability

Mutable collection



Swap

$t = y$
 $y = x$
 $x = t$

$\text{myswap}(x, y) =$

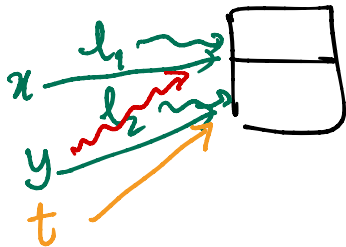
$t = y$

$y = x$
 $x = t$

new y

$\therefore \text{myswap}(l1, l2)$

$x = l1$
 $y = l2$



Rearranging a mutable name in a function,
it becomes a new name