Data Structures & Common Python Patterns (OA Cheatsheet)

Code lines	What it achieves	Notes (only if necessary)

`d = {}`
`d[key] = val`
`val = d.get(key)`
	Hash table insert + safe lookup	`get` avoids `KeyError`

`val = d.get(key, default)`	Lookup with explicit default	Very common for “return null/false if missing”
`if key in d:`	Membership test	Average O(1)
`d.pop(key, None)`	Safe delete	Returns removed value or `None`
`for k, v in d.items():`	Iterate key/value	Prefer `items()` when you need values

`from collections import defaultdict`
`dd = defaultdict(list)`
`dd[k].append(x)`
	Dict of lists without guards	For grouping / adjacency lists

`dd = defaultdict(set)` `dd[k].add(x)`	Dict of sets	Inverted indexes, ownership sets
`lst = d.setdefault(k, [])` `lst.append(x)`	Default-init without defaultdict	Keeps plain dict semantics

`s = set()`
`s.add(x)`
`x in s`
	Set insert + membership	Average O(1)

`s.discard(x)`	Remove if present (no error)	Safer than `remove`

`from collections import Counter`
`cnt = Counter(arr)`
`cnt[x] += 1`
	Frequency counting	`Counter` behaves like dict

`from collections import deque`
`q = deque()`
`q.append(x)`
`x = q.popleft()`
	Queue (FIFO)	Don’t use `list.pop(0)`

`stack = []`
`stack.append(x)`
`x = stack.pop()`
	Stack (LIFO)	Standard

`import heapq`
`h = []`
`heapq.heappush(h, x)`
`x = heapq.heappop(h)`
	Min-heap priority queue	Heap is min-only

`heapq.heappush(h, (prio, item))` `prio, item = heapq.heappop(h)`	Heap with priorities	Tuples compare lexicographically

`heapq.heappush(h, (-prio, item))`
`p, item = heapq.heappop(h)`
`prio = -p`
	Max-heap behavior	Negate priority

`heapq.heapify(arr)`	Build heap in-place	O(n) build
`import bisect` `i = bisect.bisect_left(a, x)`	Binary search position	`a` must be sorted
`bisect.insort(a, x)`	Insert while keeping list sorted	Insert is O(n)
`a.sort()`	In-place sort	Stable sort in Python
`a.sort(key=lambda x: (-x.size, x.name))`	Multi-key sort	Common “size desc, name asc” pattern
`best = max(items, key=lambda it: (it.size, it.name))`	Argmax with tie-break	Tuple tie-break is automatic
`res = [x for x in arr if pred(x)]`	Filter with list comprehension	Often clearer than `filter()`
`res = [f(x) for x in arr]`	Map/transform with list comprehension	Often clearer than `map()`
`res = [f(x) for x in arr if pred(x)]`	Filter + map in one pass	Keep it readable (don’t nest too much)
`mp = {k: v for k, v in pairs}`	Dict comprehension	Quick remap/build
`st = {x for x in arr if pred(x)}`	Set comprehension	Dedup + filter
`any(pred(x) for x in arr)`	Existence check	Short-circuits
`all(pred(x) for x in arr)`	Universal check	Short-circuits
`total = sum(x.size for x in items)`	Aggregate derived values	Generator avoids temp list
`op = q[0]` `args = q[1:]`	Clean query parsing	Reduces indexing errors
`op, ts, key, field = q`	Unpacking fixed-arity queries	Only if you’re sure of length

`from itertools import groupby`
`items.sort(key=lambda x: x.cat)`
`for cat, grp in groupby(items, key=lambda x: x.cat):`
	Grouping by key	Must sort by same key first

`from itertools import accumulate` `pref = list(accumulate(arr))`	Prefix sums	Useful for range sums
`import copy` `snap = copy.deepcopy(state)`	Deep copy state	Needed for backups/snapshots
`a2 = a[:]` `d2 = dict(d)`	Shallow copies	Won’t copy nested objects

`seen = set()`
`for x in arr:`
`if x in seen: ...`
`seen.add(x)`
	Duplicate detection	O(n) average

`i, j = 0, len(a)-1`
`while i < j:`
`s = a[i] + a[j]`
`...`
	Two pointers on sorted array	Requires sorted input

`left = 0`
`for right, x in enumerate(arr):`
`add(x)`
`while bad():`
`remove(arr[left]); left += 1`
	Sliding window template	Define `add/remove/bad`