















Working with grasshopper sets

-  Create Set
-  Set Difference
-  Set Difference (S)
-  Set Intersection
-  Set Majority
-  Set Union

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-  Cartesian Product
-  Disjoint
-  Member Index
-  Replace Members
-  SubSet

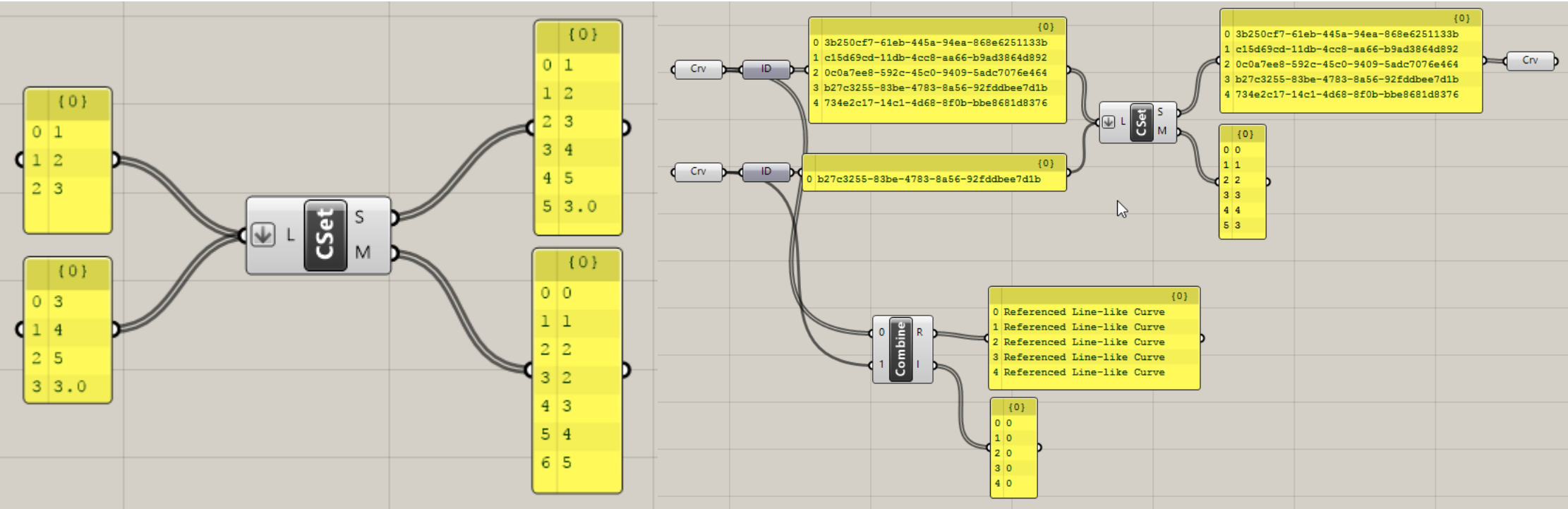
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-  Delete Consecutive
-  Find similar member
-  Key/Value Search

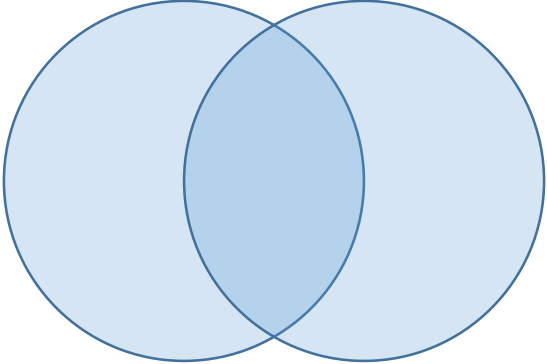
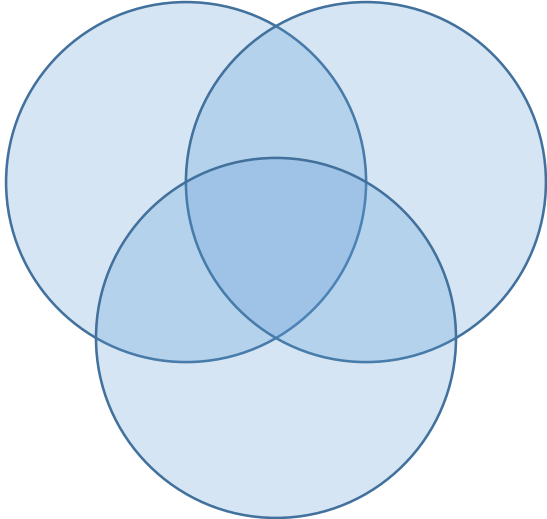
# Creating Sets, using them to find unique objects

Sets are much like lists, except they contain only unique objects (no repeats where the test of repetition is equality, n.b. equality is by both type and value  $3(\text{integer}) \neq 3.0(\text{float}) \neq 3.0(\text{double})$ )

Therefore sets are more limited in the types of data they can carry, only those that can be subjected to a test for equality (no curves, breps etc). However, these objects have a Geometry ID Number in Grasshopper, and these strings can be used in a set if this is helpful. Input the Geometry IDs back into a geometry container afterwards and they reconstituted to the referenced objects rather than the Geometry ID strings.



# Basic Set Operations



Set difference

Not in Grasshopper

$A - B$

Set difference (symmetrical)

Not in Grasshopper

$A \cup B - A \cap B$

Set intersection

$(A \cap B) \cup (A \cap C) \cup (B \cap C)$

$A \cap B$

Set majority

$A \cup B \cup C$

N/A

Set union

$A \cup B \cup C$

$A \cup B$

Disjoint

Not in Grasshopper

$A \cap B = \emptyset?$

Subset

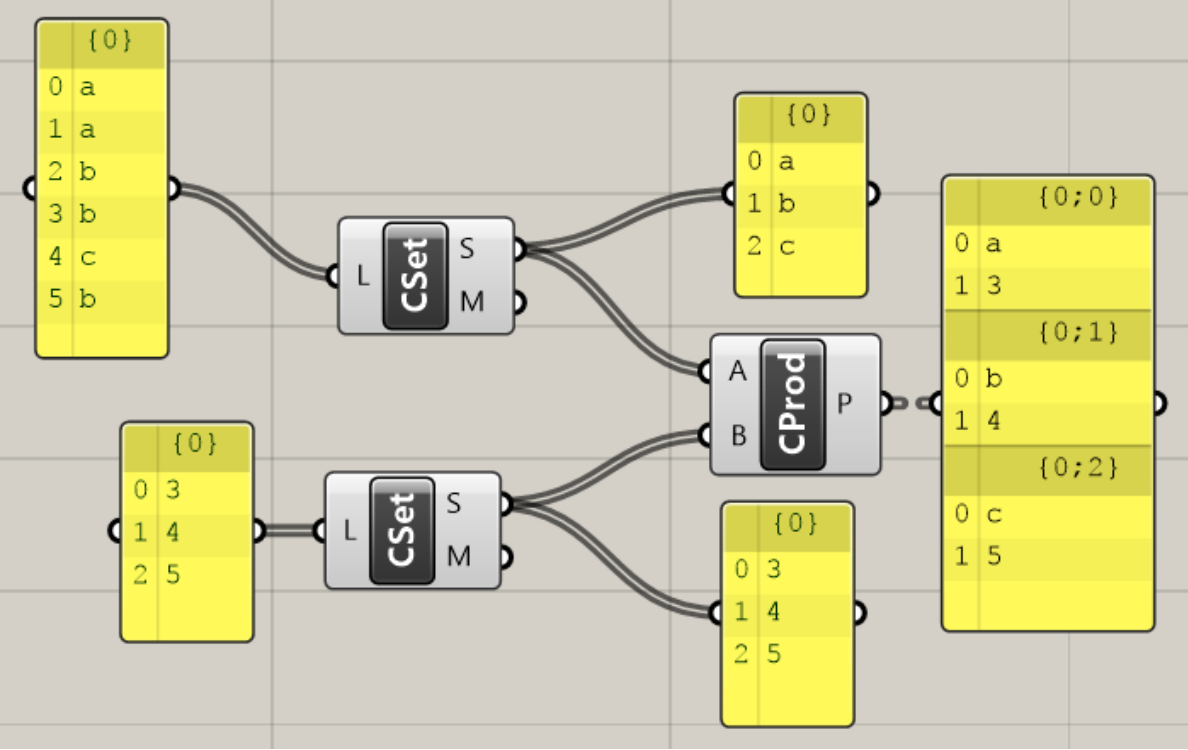
N/A

$B \subseteq A$

# Cartesian Product of Sets (so-called)

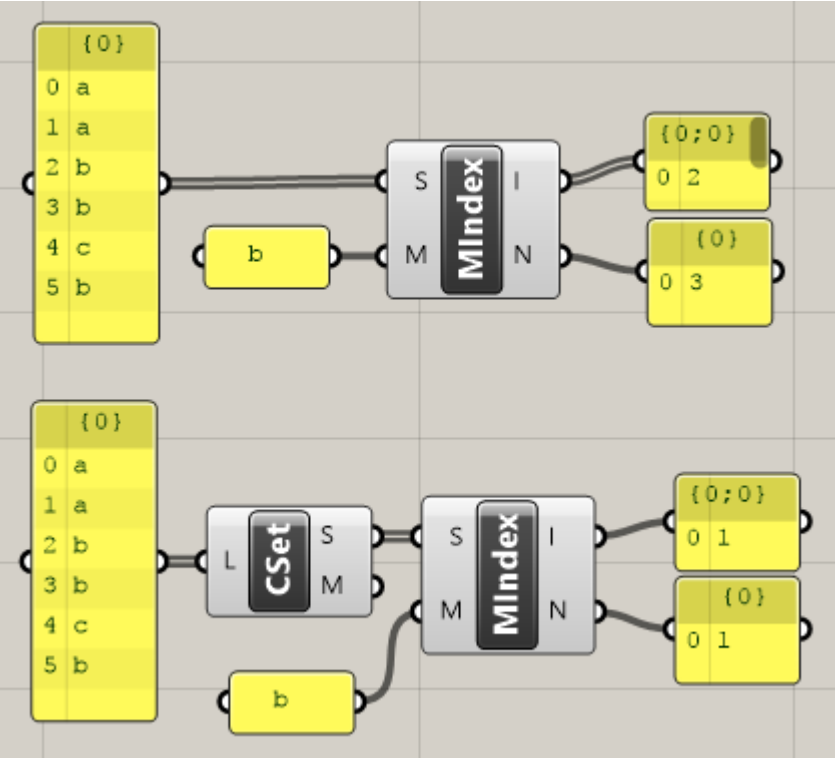
Actually just acts as a zip of lists, giving out a series of lists.

A real cartesian product component would look more like the holistic cross reference component for lists.

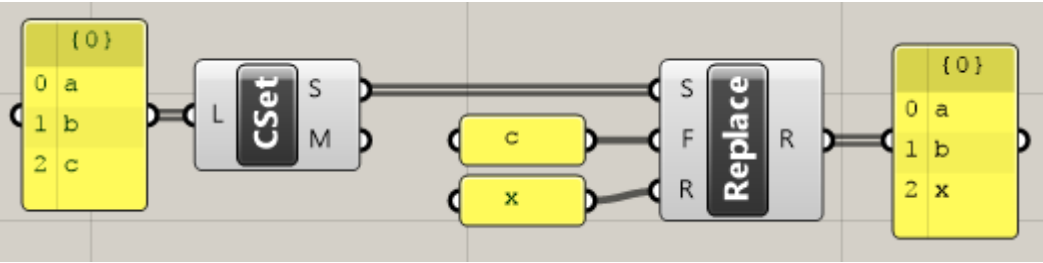


# Member index

Returns the index number, and the number of occurrences (in a set function, really?) of an object in a list/set. Shown once on a list, and once on the set generated from this list.

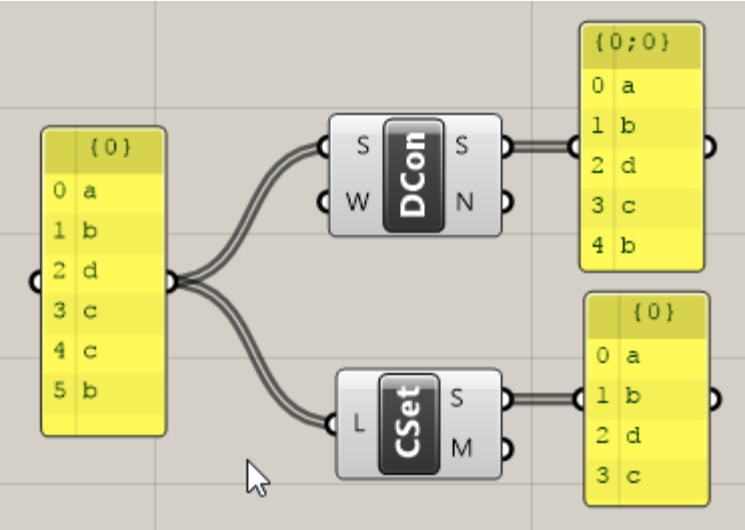


# Replace member



# Delete consecutive

Removes list elements that are equal and next to one another in a list.





# Find similar member

Matches numbers to the nearest match in a list

N.B. Also matches text, so make sure your 'numbers' aren't actually text. Here the "1.5" matches 3 of the 4 characters in "10.5", which is why the behaviour can seem bizarre at times.

