

Computational Structures in Data Science

Lecture: Exceptions



Learning Objectives

- Exceptions give us a formal way to address error conditions
- "Catch" exceptions in a Python Program
- Define and Raise our own exceptions

Errors Can Occur Just About Anywhere!

- Function receives arguments of improper type?
- Resources (e.g. files or some data) are not available
- Network connection is lost or times out?



Grace Hopper's Notebook, 1947, Moth found in a Mark II Computer

Example exceptions ([Docs](#))

- Unhandled, "thrown" back to the top level interpreter
- **Or halt the program**

```
>>> 3/0
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
ZeroDivisionError: division by zero
```

```
>>> str.lower(1)
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
TypeError: descriptor 'lower' requires a 'str' object  
but received a 'int'
```

```
>>> ""[2]
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
IndexError: string index out of range
```

```
>>>
```

Exceptions mean something bad has happened!

Functions

- Q: What is a function supposed to do?
- A: One thing well
- Q: What should it do when it is passed arguments that don't make sense?

```
>>> def divides(x, y):  
...     return y%x == 0
```

```
...
```

```
>>> divides(0, 5)
```

```
???
```

```
>>> def get(data, selector):  
...     return data[selector]
```

```
...
```

```
>>> get({'a': 34, 'cat': '9 lives'}, 'dog')
```

```
????
```

Exceptional exit from functions

- Function doesn't "return" but instead execution is thrown out of the function

```
>>> def divides(x, y):  
...     return y % x == 0  
...
```

```
>>> divides(0, 5)
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
  File "<stdin>", line 2, in divides
```

```
ZeroDivisionError: integer division or modulo by zero
```

```
>>> def get(data, selector):
```

```
...     return data[selector]
```

```
...
```

```
>>> get({'a': 34, 'cat': '9 lives'}, 'dog')
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
  File "<stdin>", line 2, in get
```

```
KeyError: 'dog'
```

```
>>>
```

Reading A "Stack Trace" or "Traceback" ([Docs](#))

- All errors in Python *should* return some structured feedback.
- Errors may be dense but contain some really helpful information!

👉 `python3 -i 18-Exceptions.py`

What is your age? 5

Catching CS88Error

Traceback (most recent call last):

```
File "...Exceptions.py", line 24, in <module>
```

```
    get_age_in_days()
```

```
File "...", line 20, in get_age_in_days
```

```
    raise e
```

```
File "...", line 14, in get_age_in_days
```

```
    raise CS88Error('You seem young!')
```

```
__main__.CS88Error: You seem young!
```


Continue out of multiple calls deep

- Stack “unwinds” until exception is handled or we reach the start of the program

```
def divides(x, y):  
    return y%x == 0  
def divides24(x):  
    return divides(x,24)  
divides24(0)
```

```
-----  
ZeroDivisionError                                Traceback (most recent call last)  
<ipython-input-14-ad26ce8ae76a> in <module>()  
      3 def divides24(x):  
      4     return divides(x,24)  
----> 5 divides24(0)  
  
<ipython-input-14-ad26ce8ae76a> in divides24(x)  
      2     return y%x == 0  
      3 def divides24(x):  
----> 4     return divides(x,24)  
      5 divides24(0)  
  
<ipython-input-14-ad26ce8ae76a> in divides(x, y)  
----> 1 def divides(x, y):  
      2     return y%x == 0  
      3 def divides24(x):  
      4     return divides(x,24)  
      5 divides24(0)
```

ZeroDivisionError: integer division or modulo by zero

Python 3.3

```
1 def divides(x, y):  
2     return y%x == 0  
3 def divides24(x):  
4     return divides(x,24)  
5 divides24(0)
```

[Edit code](#)

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integer division or modulo by zero

Frames

Objects

Global frame

divides → function divides(x, y)

divides24 → function divides24(x)

divides24

x 0

divides

x 0

y 24

Types of exceptions

- Exceptions are just classes in Python, with common types for ease of use / clarity.
 - All inherit from `BaseException`
- `AssertionError` – The of exception raised by a failing assert statement
- `TypeError` -- A function was passed the wrong number/type of argument
- `NameError` -- A name wasn't found
- `KeyError` -- A key wasn't found in a dictionary
- `RuntimeError` -- Catch-all for troubles during interpretation
- Your own exceptions!

Flow of control stops at the exception

- And is 'thrown back' to wherever it is caught, by default no where.

```
def divides24(x):  
    return noisy_divides(x,24)
```

```
divides24(0)
```

```
-----  
ZeroDivisionError                                Traceback (most recent call last)  
<ipython-input-24-ea94e81be222> in <module>()  
----> 1 divides24(0)
```

```
<ipython-input-23-c56bc11b3032> in divides24(x)  
      1 def divides24(x):  
----> 2     return noisy_divides(x,24)
```

```
<ipython-input-20-df96adb0c18a> in noisy_divides(x, y)  
      1 def noisy_divides(x, y):  
----> 2     result = (y % x == 0)  
      3     if result:  
      4         print("{0} divides {1}".format(x, y))  
      5     else:
```

```
ZeroDivisionError: integer division or modulo by zero
```

Assert Statements

- Allow you to make assertions about assumptions that your code relies on
 - Use them liberally!
 - Incoming data is "dirty" and unsafe till you've "cleaned" it

```
assert <assertion expression>, <string for failed>
```
- They "do nothing" if the statement is true.
- Raise an exception of type `AssertionError`
- You can turn them off:
 - Ignored in optimize flag: `python3 -O ...`
 - Governed by bool `__debug__`

```
def divides(x, y):  
    assert x != 0, "Denominator  
must be non-zero"  
    return y % x == 0
```

Demo

- See an exception get raised
- Use an assert statement to validate input
- Use try/catch to recover from an exception

Handling Errors – try / except

- Wrap your code in try – except statements

```
try:  
    <try suite>  
except <exception class> as <name>:  
    <except suite>  
... # continue here if <try suite> succeeds w/o exception
```

- Execution rule
 - <try suite> is executed first
 - If during this an exception is raised and not handled otherwise
 - And if the exception inherits from <exception class>
 - Then <except suite> is executed with <name> bound to the exception
- Control jumps to the except suite of the most recent try that handles the exception

Demo

```
def safe_apply_fun(f,x):  
    try:  
        return f(x)           # normal execution, return the result  
    except Exception as e:    # exceptions are objects of class deri  
        return e              # value returned on exception
```

```
def divides(x, y):  
    assert x != 0, "Bad argument to divides - denominator should be non-zero"  
    if (type(x) != int or type(y) != int):  
        raise TypeError("divides only takes integers")  
    return y%x == 0
```

Raise statement

- Exception are raised with a raise statement
 - `raise <exception>`, e.g.:
 - `raise NameError(f"The property {name} does not exist")`
- `<expression>` must evaluate to a subclass of `BaseException` or an instance of one
- Exceptions are constructed like any other object
 - `TypeError('Bad argument')`
- **Raise Exceptions for unrecoverable errors!**
 - Something bad has gone on and you cannot continue.

Exceptions are Classes

```
class NoisyException(Exception):  
    def __init__(self, stuff):  
        print("Bad stuff happened", stuff)
```

```
class CS88Error(Exception):  
    pass # The one time you can skip init. ;)
```

```
try:  
    return fun(x)  
except:  
    raise NoisyException((fun, x))
```

Demo

Summary

- Approach use of exceptions as a design problem
 - Meaningful behavior => methods [& attributes]
 - ADT methodology: What should a function do?
 - What's private and hidden? vs What's public?
- Use it to streamline development

- Anticipate exceptional cases and unforeseen problems
 - try ... except
 - raise / assert