



UC Berkeley EECS
Lecturer
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Computational Structures in Data Science



Wrap Up: Why Linked Lists?



Why are linked lists useful?

- Honestly, a list() is easier *most* of the time
 - Python handles all the hard details!
 - When data gets large, there are lots of edge cases.
- In terms of *efficiency*: Linked lists make it fast to move items around, inserts and deletes.
 - But they are slower to finding any single item.
- Linked Lists are a simplified forms of other more complicated structures
 - a Tree: Each "link" can have multiple children
 - a Graph: Each "node" can have many neighbors



Uses for a Linked List

- Modeling a Polynomial Equation
 - each item is (coefficient, exponent, next_term)
- Items in a music playlist
 - each item is a (song, next_song) pair
 - easy to add/remove items
 - » Specifically: often want to remove the first item
- Model real-world relationships
 - Anything that is a "chain" is a good option
 - Next week: We'll extend this idea to "trees"



Efficiency of Linked Lists vs Lists

- Linked Lists generally use less memory.
- Linked Lists:
 - Once you've found an item, inserting / removing is easy, $O(1)$
 - Finding anything other than the first/last item is $O(n)$
- "Regular" Lists:
 - Inserting / Removing items, other than the last is $O(n)$ – due to internal copying
 - Finding any random item is $O(1)$.
- What if you need to iterate over all items in order?
 - $O(n)$ in both cases



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Lecture: Exceptions



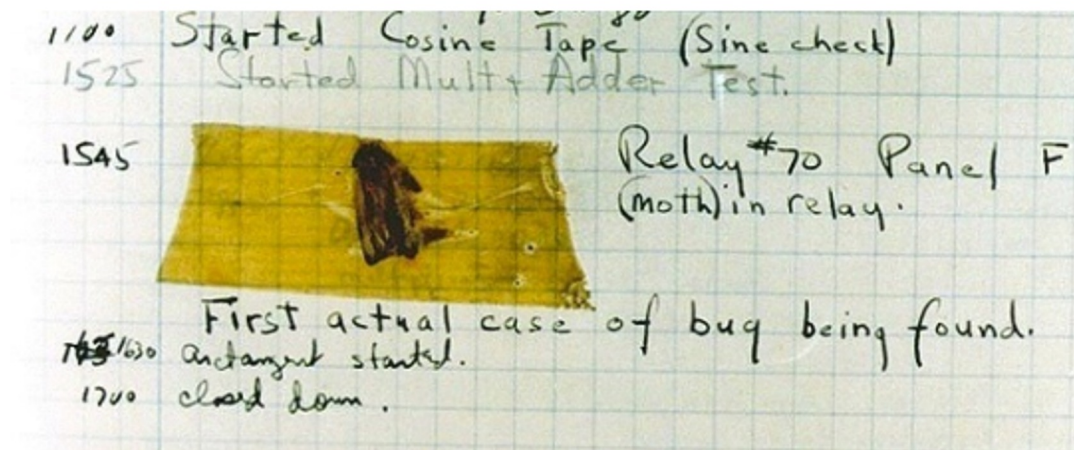
Learning Objectives

- 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)

```
>>> 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
>>>
```

notebook
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- Unhandled, thrown back to the top level interpreter
- Or halt the python program



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

```
>>> 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'
>>>
```

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



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 20-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

```
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

The screenshot shows the Python 3.3 IPython interface. On the left, a traceback displays the error: `ZeroDivisionError: integer division or modulo by zero`. The traceback shows the call sequence: `<ipython-input-14-ad26ce8ae76a> in <module>()`, `<ipython-input-14-ad26ce8ae76a> in divides24(x)`, and `<ipython-input-14-ad26ce8ae76a> in divides(x, y)`. The error occurred at line 2 of the `divides` function: `return y%x == 0`. On the right, the 'Frames' and 'Objects' panels are visible. The 'Frames' panel shows the stack of frames: 'Global frame', 'divides', and 'divides24'. The 'Objects' panel shows the objects: 'function divides(x, y)' and 'function divides24(x)'. The 'divides24' frame shows the variable `x` with the value `0`. The 'divides' frame shows the variables `x` with the value `0` and `y` with the value `24`. The error message `integer division or modulo by zero` is displayed in red text at the bottom of the interface.

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



types of exceptions

- `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!

Demo





Flow of control stops at the exception

- And is 'thrown back' to wherever it is caught

```
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>
```

- Raise an exception of type `AssertionError`
 - `AssertionErrors` can be relatively easily turned off

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




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>`
- `<expression>` must evaluate to a subclass of `BaseException` or an instance of one
- Exceptions are constructed like any other object
`TypeError('Bad argument')`



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's private and hidden? vs What's public?
- Use it to streamline development
- Anticipate exceptional cases and unforeseen problems
 - try ... catch
 - raise / assert