Numerical Python

CS101 lec14

Errors & Exceptions

2018-11-19

quiz: quiz14 due on Tues 05/11
lab: lab on Fri 08/11
hw: hw07 due 06/11
exam: exam02 from lec06-13 on 13 Nov @ 8 pm
Paper Exam - MCQs + Coding Qestions

Roadmap



Error, Errors Everywhere!

- A. Explain the difference between errors, exceptions, and bugs.
- B. Identify the types of exceptions raised by Python and their sources.
- C. Use exception handling to avoid program crashes.
- D. Identify why numerical (truncation) error occurs and when it is likely to do so, including countermeasures like 'isclose' and 'allclose'.

- A. All models are wrong but some are more useful!
- B. Each state tells the condition of the simulation at that particular time
- C. Print() and Plot() to see what is happening

When Things Go Wrong...

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After 6 hrs still wrong...

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Types of Bugs

A few working definitions:

Errors—errors which cause the program to be unrunnable (cannot be handled at run time). In Python, it is mostly Syntax errors.

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Bugs—include errors and exceptions, but also miswritten, ambiguous, or incorrect code which in fact runs but does not advertise its miscreancy (i.e., does not tell you that anything is wrong)

- A. SyntaxError—check missing colons or parentheses
- B. NameError—check for typos, function definitions
- C. TypeError—check variable types
- D. ValueError—check function parameters
- E. FileNotFoundError—check that files exist

- A. IndexError—don't reference nonexistent list elements
- B. KeyError—similar to an IndexError, but for dictionaries
- C. ZeroDivisionError
- D. IndentationError—check that spaces and tabs aren't mixed

Question

```
# calculate squares
d = list(range(10))
while i < 10:
    d[i] = d[i] ** 2.0
    i += 1</pre>
```

Which error would this code produce?

- A SyntaxError
- **B** IndexError
- $\boldsymbol{\mathsf{C}}$ ValueError
- **D** NameError

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Which of the following would produce TypeError?

A '2' + 2 B 2 / 0 C 2e8 + (1+0j) D '2' * 2 Which of the following would produce TypeError?

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Program stack

Traceback—listing of function calls on the stack at the time the exception arises

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```
def fun1():
    fun2()
def fun2():
    fun3()
def fun3():
    assert 1 == 2
```

fun1()

Program stack

```
AssertionError
                                         Traceback (most recent call last)
<ipython-input-1-b0cb5ad6fd6e> in <module>()
     8
           assert 1 == 2
     9
---> 10 fun1()
<ipython-input-1-b0cb5ad6fd6e> in fun1()
     1 def fun1():
----> 2 fun2()
      3
     4 def fun2():
        fun3()
     5
<ipython-input-1-b0cb5ad6fd6e> in fun2()
     3
     4 def fun2():
----> 5
        fun3()
     6
     7 def fun3():
<ipython-input-1-b0cb5ad6fd6e> in fun3()
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     7 def fun3():
----> 8 assert 1 == 2
     9
    10 fun1()
```

After 6 hrs still wrong...

Handling Exceptions

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```
# calculate square roots
d = list( range( 10 ) )
r = []
for i in d:
    try:
        r[ i ] = sqrt( d[ i ] )
    except:
        print( 'An error occurred.' )
        break
```



The advantage: you can handle the error and **execution** can proceed normally.

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The disadvantage: the traceback doesn't appear automatically.

This also doesn't guard against errors or bugs which don't raise an exception: like your logic errors

Try structure

```
try:
    # the main code
    # if an error occurs, it goes into "except:"
                          immediately
except:
    # an error occurs
else: (optional)
    # if no error occurs
finally: (optional)
    # this always happens, error or no error
Note: except: or except XXXError: both will work.
```

XXXError is the list of errors/exceptions from Python

```
denom = 0
while True:
    try:
        # Read int from console/prompt.
        denom = input()
        # Use as denominator.
        i = 1 / float(denom)
        print(i)
    except:
        print("non-numeric value entered")
    else:
        print(i, "again")
    finally:
        if denom == 'q': break
```

If we lose the information on what and where went wrong, our debugging step may not be appropriate. If we lose the information on what and where went wrong, our debugging step may not be appropriate.

What could have gone wrong in the code below?

```
try:
    filename = 'spring.data'
    datafile = open( filename,'r' )
    data = datafile.readlines()
except:
    print( 'Something went wrong.' )
```

Be specific!!!

Use try at the finest degree of precision you can:

```
filename = 'spring.data'
try:
    datafile = open( filename,'r' )
except:
    print( 'Unable to open file "%s".'%filename )
```

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is better than

```
filename = 'spring.data'
try:
    datafile = open(filename,'r')
    for line in data:
        ...
except:
        ...
```

```
a = [ 'a','n','y' ]
try:
    a[ 3 ] = '.'
except IndexError:
    pass # does nothing
a[0][0] = 'b'
```

Which uncaught error will cause this code to terminate?

- A IndexError
- **B** TypeError
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- B TypeError *(where?)
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```
???
try:
    a[ 4 ] *= 2
except TypeError:
    pass
else:
    print( 'No error arose.' )
```

Which line replacing the ??? will raise an uncaught error?

```
A a = '12345'
B a = [ 1,2,3,4 ]
C a = ( 1,2,3,4,5 )
D a = np.ones( ( 10, ) )
```

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A a = '12345'
B a = [ 1,2,3,4 ] *(why?)
C a = ( 1,2,3,4,5 )
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Numerical Error???

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Out[2]: True

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In [3]	a = 0.2 b = 0.3	- 0.1
	a == b	
Out[3]	False	

floats in binary

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Represent 5.375 in binary?

$5.375 = 2^2 + 2^0 + 2^{-2} + 2^{-3}$

2² 2¹ 2⁰ 2⁻¹2⁻²2⁻³ **1 1 1 1**

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0.2 - 0.1 = 0.000110011 same as 0.1 0.3 - 0.1 = 0.001100111 different from 0.2

from math or numpy,

math.isclose(a, b, rel_tol=1e-05, abs_tol=1e-08)
np.isclose(a, b, rtol=1e-05, atol=1e-08)
np.allclose(a, b, rtol=1e-05, atol=1e-08)
rtol = relative tolerance => abs(a - b) / abs(b)
atol = absolute rolerance => abs(a - b)

> math.isclose() compares numbers

> np.isclose() compares numbers or individual numbers in an array or list or tuple. It returns an array of bool if it compares an array or list or tuple.

> np.allclose() same as np.isclose() but returns
only a single bool. Any false result from the array makes
np.allclose() to return false
erical Error ???

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"Controlling complexity is the essence of computer programming." - Brian Kernighan

When do things go wrong?

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Three categories of problems:

- A. before the code runs
- B. while the code is running
- C. in the results

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- H. Make no assumptions! If your thinking is not precise, your code will not be precise.
 - I. Start over from scratch. Take a fresh look at the problem.



Style

Document your code! Every function should have a docstring.

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help(warning)



Use descriptive variable names.



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Why do we write comments?

For the person who next looks at the code! Also for YOU after you wrote the code a long time ago!



Use functions to structure code.

This makes code more readable (and debuggable!).

- A) List of different errors and exceptions (NameError, SyntaxError etc)
- B) The source of these errors and how we can avoid them
- C) Use try structure at the finest degree of precision that you can
- D) The source of numerical error for float