Python IV

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Programming for Scientists

September 24, 2012



Exceptions



Exceptions

Report errors for higher up.

Call Stack



```
def f(x):
    return log(x)**2

def g(x):
    y = f(x)
    return y+1

def h(x):
    return g(x+1) + g(4*x)

print h(0)
```

Exceptions



```
\begin{array}{l} \text{def } \log{(x)}: \\ \text{if } x <= 0.: \\ \text{raise ValueError}( \\ \text{'log: argument must be greater than zero'}) \\ \dots \end{array}
```

Try-Except



```
try:
   h(0)
except:
   print 'Ooops'
```

Try-Except



Exceptions



Exceptions

- Exceptions are objects.
- Exceptions have type and values.

Exception Hierarchy



(Nothing here, folks, look at the blackboard)

Exception Handling



Exception Handling: Error Handling

```
def f(x):
     if x \leq 0.:
          raise ValueError(
               'f: argument must be greater than zero')
     return sqrt(x)+2
 def g(x):
     y = f(x)
     print (y > 2)
 try:
     g(1)
     g(-1)
 except:
     print 'Exception'
 This outputs:
                                  (c)
                                                   (d)
(a)
                 (b)
                                  False
                                                   True
True
                True
                                  Exception
                                                   Exception
True
                 False
```

Standard Library Miscellanea



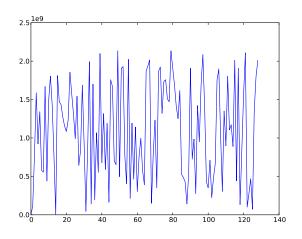
Random numbers

- Truly random numbers
- Pseudo random numbers

Pseudo Random Numbers



$$x_{i+1} = 48271x_i \mod (2^{31}-1)$$



Pseudo Random Numbers



- Are not random
- Some are "more random" than others

Pseudo Random Numbers



- Are not random
- Some are "more random" than others
- For testing/reproducibility, you want pseudo-random numbers.
- For cryptography, you want really random numbers.

Testing with random numbers



```
import random random.seed (32) for i in xrange(16):
qs = [random.randint(0,40) for j in <math>xrange(100)]
s,e = trim(qs, 20)
assert s \le e
assert np.all(qs[s:e] > 20)
```

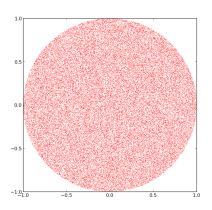
Other Random Things



- Random floating point numbers
- Random normally distributed values
- Shuffle arrays
- ...

Random on a circle





More randomness



- Check out numpy.random
- Check out scipy.stats

Pickle



```
import pickle
something = [12, 'hello']
pickle.dump(something, open('myfile.pkl', 'w'))
Later
import pickle
other = pickle.load(open('myfile.pkl'))
```