```
<ipython-input-1-d849e34d61fb> in func1(a=1, b=0)
      1 def func1(a, b):
----> 2     return a / b
        a = 1
        b = 0
      3
      4 def func2(x):
      5     a = x


ZeroDivisionError: division by zero
```

This extra information can help you narrow in on why the exception is being raised. So why not use the `Verbose` mode all the time? As code gets complicated, this kind of traceback can get extremely long. Depending on the context, sometimes the brevity of `Default` mode is easier to work with.

Debugging: When Reading Tracebacks Is Not Enough

The standard Python tool for interactive debugging is `pdb`, the Python debugger. This debugger lets the user step through the code line by line in order to see what might be causing a more difficult error. The IPython-enhanced version of this is `ipdb`, the IPython debugger.

There are many ways to launch and use both these debuggers; we won't cover them fully here. Refer to the online documentation of these two utilities to learn more.

In IPython, perhaps the most convenient interface to debugging is the `%debug` magic command. If you call it after hitting an exception, it will automatically open an interactive debugging prompt at the point of the exception. The `ipdb` prompt lets you explore the current state of the stack, explore the available variables, and even run Python commands!

Let's look at the most recent exception, then do some basic tasks—print the values of `a` and `b`, and type **`quit`** to quit the debugging session:

```
In[7]: %debug

> <ipython-input-1-d849e34d61fb>(2)func1()
      1 def func1(a, b):
----> 2     return a / b
      3

ipdb> print(a)
1
ipdb> print(b)
0
ipdb> quit
```

The interactive debugger allows much more than this, though—we can even step up and down through the stack and explore the values of variables there:

```
In[8]: %debug

> <ipython-input-1-d849e34d61fb>(2)func1()
      1 def func1(a, b):
----> 2     return a / b
      3

ipdb> up
> <ipython-input-1-d849e34d61fb>(7)func2()
      5     a = x
      6     b = x - 1
----> 7     return func1(a, b)

ipdb> print(x)
1
ipdb> up
> <ipython-input-6-b2e110f6fc8f>(1)<module>()
----> 1 func2(1)

ipdb> down
> <ipython-input-1-d849e34d61fb>(7)func2()
      5     a = x
      6     b = x - 1
----> 7     return func1(a, b)

ipdb> quit
```

This allows you to quickly find out not only what caused the error, but also what function calls led up to the error.

If you'd like the debugger to launch automatically whenever an exception is raised, you can use the `%pdb` magic function to turn on this automatic behavior:

```
In[9]: %xmode Plain
       %pdb on
       func2(1)

Exception reporting mode: Plain
Automatic pdb calling has been turned ON


Traceback (most recent call last):


  File "<ipython-input-9-569a67d2d312>", line 3, in <module>
    func2(1)


  File "<ipython-input-1-d849e34d61fb>", line 7, in func2
    return func1(a, b)
  File "<ipython-input-1-d849e34d61fb>", line 2, in func1
    return a / b


ZeroDivisionError: division by zero



> <ipython-input-1-d849e34d61fb>(2)func1()
      1 def func1(a, b):
----> 2     return a / b
      3

ipdb> print(b)
0
ipdb> quit
```

Finally, if you have a script that you'd like to run from the beginning in interactive mode, you can run it with the command `%run -d`, and use the `next` command to step through the lines of code interactively.

Partial list of debugging commands

There are many more available commands for interactive debugging than we've listed here; the following table contains a description of some of the more common and useful ones:

Command	Description
`list`	Show the current location in the file
`h(elp)`	Show a list of commands, or find help on a specific command
`q(uit)`	Quit the debugger and the program
`c(ontinue)`	Quit the debugger; continue in the program
`n(ext)`	Go to the next step of the program
`<enter>`	Repeat the previous command
`p(rint)`	Print variables
`s(tep)`	Step into a subroutine
`r(eturn)`	Return out of a subroutine

For more information, use the `help` command in the debugger, or take a look at `ipdb`'s online documentation.

Profiling and Timing Code

In the process of developing code and creating data processing pipelines, there are often trade-offs you can make between various implementations. Early in developing your algorithm, it can be counterproductive to worry about such things. As Donald Knuth famously quipped, "We should forget about small efficiencies, say about 97% of the time: premature optimization is the root of all evil."

But once you have your code working, it can be useful to dig into its efficiency a bit. Sometimes it's useful to check the execution time of a given command or set of commands; other times it's useful to dig into a multiline process and determine where the bottleneck lies in some complicated series of operations. IPython provides access to a wide array of functionality for this kind of timing and profiling of code. Here we'll discuss the following IPython magic commands:

`%time`
: Time the execution of a single statement

`%timeit`
: Time repeated execution of a single statement for more accuracy

`%prun`
: Run code with the profiler

`%lprun`
: Run code with the line-by-line profiler

`%memit`
: Measure the memory use of a single statement

`%mprun`
: Run code with the line-by-line memory profiler

The last four commands are not bundled with IPython—you'll need to install the `line_profiler` and `memory_profiler` extensions, which we will discuss in the following sections.

Timing Code Snippets: %timeit and %time

We saw the `%timeit` line magic and `%%timeit` cell magic in the introduction to magic functions in "IPython Magic Commands" on page 10; `%%timeit` can be used to time the repeated execution of snippets of code:

```
In[1]: %timeit sum(range(100))

100000 loops, best of 3: 1.54 µs per loop
```