

*ML provides an elegant  
exception handling mechanism*

1. built-in exceptions
2. partial functions
3. user-defined exceptions
4. exception handling
5. further applications

# Built-in Exceptions

Exceptions

Amtoft  
from Hatcliff

Raising Exceptions

Handling Exceptions

Application

```
- 5 div 0;  
uncaught exception Div [divide by zero]  
  raised at: ...  
  
- chr(500);  
uncaught exception Chr  
  raised at: ...  
  
- hd(nil: int list);  
uncaught exception Empty  
  raised at: ...
```

# Exceptions for Non-Total Functions

Some functions are naturally **un**defined for some input.  
Dealing with that can be awkward:

```
fun lookup_table x nil = NONE
  | lookup_table x ((x',v')::t)
    = if x = x' then SOME v'
      else lookup_table x t;

(* 'a -> ('a * 'b) list -> 'b option *)
```

Instead, one may **explicitly raise** an exception:

```
exception Empty_table;

fun lookup_table x nil = raise Empty_table
  | lookup_table x ((x',v')::t)
    = if x = x' then v'
      else lookup_table x t;

(* 'a -> ('a * 'b) list -> 'b *)
```

# Exceptions with Parameters

```

exception Empty_table of string;
fun lookup_table x nil
    = raise Empty_table(x)
  | lookup_table x ((x',v')::t)
    = if x = x' then v'
      else lookup_table x t;

(* string -> (string * 'a) list -> 'a *)

```

Note: polymorphism of function has been lost

```

- lookup_table "mary" [("joe" ,12),("ed" ,7)];
uncaught exception Empty_table

```

```

- Empty_table;
val it = fn : string -> exn

```

```

- raise Empty_table;
Error: argument of raise is not an exception

```

Wrap a **handler** around an exception returning expression:

```
fun lookup_table ' x v
    = lookup_table x v
      handle Empty_table(s)
        => (print("Entry_not_found:~");
            print(x);
            print("\n");
            0);
(* string -> (string * int) list -> int *)
```

```
- lookup_table "ed" [("joe",12),("ed",7)];
val it = 7 : int
```

```
- lookup_table "mary" [("joe",12),("ed",7)];
Entry not found: mary
val it = 0 : int
```

# Giving Change

Problem: given a set of **coins** (infinite supply of each denomination), produce

- ▶ **exact** change for a given amount
- ▶ involving **minimal** number of coins.

This may **not** always be possible

*return 7c using 5c coins and 3c coins*

but is always possible if we have 1c coins.

- ▶ We would like not to test all combinations

**Greedy Strategy**: return as many as possible from highest denomination, then as many as possible from second-highest denomination, etc.

- ▶ this is **not** always optimal:

*return 8c using 5c,4c,1c*

- ▶ but for US coin set  $\{25,10,5,1\}$  it **is** optimal (though not trivial to prove)

# Greedy Implementation

```
fun change (coins ,0) = []  
| change (c :: coins , amount) =  
  if amount < c  
  then change(coins , amount)  
    (* take largest coin possible *)  
  else c :: change(c :: coins , amount - c)
```

```
change ([25 , 10 , 5 , 1] , 48);  
val it = [25 , 10 , 10 , 1 , 1 , 1] : int list
```

```
change ([5 , 2] , 16);  
uncaught exception Match  
  [nonexhaustive match failure]
```

```
change ([5 , 4 , 1] , 8);  
val it = [5 , 1 , 1 , 1] : int list
```

# Exhaustive Search

```
(* expects: current_solution , coins , amount
   returns: list of solutions *)
fun FindAll (sol , _ , 0) = [sol]
| FindAll (- , [] , -) = []
| FindAll(sol , c::coins , amount) =
    if amount < 0 then []
    else FindAll(c::sol , c::coins , amount-c)
         @ FindAll(sol , coins , amount)
fun change_exh(coins , amount) =
    FindAll([], coins , amount)
```

```
change_exh ([5 , 2] , 16);
val it = [[2 , 2 , 2 , 5 , 5] , [2 , 2 , 2 , 2 , 2 , 2 , 2 , 2]]
       : int list list
```

```
change_exh ([5 , 4 , 1] , 8);
val it = [[1 , 1 , 1 , 5] , [4 , 4] , [1 , 1 , 1 , 1 , 4] ,
          [1 , 1 , 1 , 1 , 1 , 1 , 1 , 1]] : int list list
```

```
change_exh ([25 , 10 , 5 , 1] , 48);
```



# Exceptions for Backtracking

```
exception Failure
fun change1 (coins ,0) = []
|   change1 ([], amount) = raise Failure
|   change1 (c::coins , amount) =
    if amount < c
    then change1(coins , amount)
    else (c :: change1(c::coins , amount-c))
        handle Failure =>
            change1(coins , amount)
```

```
change1 ([5,2],16);
val it = [5,5,2,2,2] : int list
```

```
change1 ([25,10,5,1],48);
val it = [25,10,10,1,1,1] : int list
```

```
change1 ([5,4,1],8);
val it = [5,1,1,1] : int list
```