Learn Julia in Y minutes (3)

Get the code: learnjulia.jl

1. Functions
2. Types
3. Multiple-Dispatch
4. Assignments

Functions

The keyword 'function' creates new functions

```
function name(arglist)
  body...
end

function add(x, y)
    println("x is $x and y is $y")

    # Functions return the value of their last statement
    x + y
end

add(5, 6) # => 11 after printing out "x is 5 and y is 6"

x is 5 and y is 6
```

Compact assignment of functions

```
f_add(x, y) = x + y # => "f (generic function with 1 method)"
f_add(3, 4) # => 7
```

Function can also return multiple values as tuple

```
f(x, y) = x + y, x - y
f(3, 4) # => (7, -1)
```

You can define functions that take a variable number of positional arguments

```
function varargs(args...)
    return args
    # use the keyword return to return anywhere in the functi
end
# => varargs (generic function with 1 method)

varargs(1,2,3) # => (1,2,3)
```

Splat

- The ... is called a splat.

```
add([5,6]...) # this is equivalent to add(5,6)

x is 5 and y is 6


x = (5,6)       # => (5,6)
add(x...)       # this is equivalent to add(5,6)

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Splat

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- We just used it in a function definition.
- It can also be used in a function call,
- where it will splat an Array or Tuple's contents into the argument list.

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x = (5,6)       # => (5,6)
add(x...)       # this is equivalent to add(5,6)

x is 5 and y is 6
```

You can define functions with optional positional arguments

```
function defaults(a,b,x=5,y=6)
    return "$a $b and $x $y"
end

defaults('h','g') # => "h g and 5 6"
defaults('h','g','j') # => "h g and j 6"
defaults('h','g','j','k') # => "h g and j k"
try
    defaults('h') # => ERROR: no method defaults(Char,)
    defaults() # => ERROR: no methods defaults()
catch e
    println(e)
end

MethodError(Weave.ReportSandBox1.defaults,('h',))
```

You can define functions that take keyword arguments

```
function keyword_args(;k1=4,name2="hello") # note the ;
    return Dict("k1"=>k1,"name2"=>name2)
end

keyword_args(name2="ness") # => ["name2"=>"ness","k1"=>4]
keyword_args(k1="mine") # => ["k1"=>"mine","name2"=>"hello"]
keyword_args() # => ["name2"=>"hello","k1"=>4]
```

You can combine all kinds of arguments in the same function

```
function all_the_args(normal_arg,
        optional_positional_arg=2; keyword_arg="foo")
    println("normal arg: $normal_arg")
    println("optional arg: $optional_positional_arg")
    println("keyword arg: $keyword_arg")
end
all_the_args(1, 3, keyword_arg=4)
```

prints:

```
#   normal arg: 1
#   optional arg: 3
#   keyword arg: 4
```

Julia has first class functions

```
function create_adder(x)
    adder = function (y)
        return x + y
    end
    return adder
end
```

This is “stabby lambda syntax” for creating anonymous functions

```
(x -> x > 2)(3) # => true
```

This function is identical to create_adder implementation above.

```
function create_adder(x)
    y -> x + y
end
```

You can also name the internal function, if you want

```
function create_adder(x)
    function adder(y)
        x + y
    end
    adder
end

add_10 = create_adder(10)
add_10(3) # => 13
```

There are built-in higher order functions

```
map(add_10, [1,2,3]) # => [11, 12, 13]
filter(x -> x > 5, [3, 4, 5, 6, 7]) # => [6, 7]
```

We can use list comprehensions for nicer maps

```
[add_10(i) for i=[1, 2, 3]] # => [11, 12, 13]
[add_10(i) for i in [1, 2, 3]] # => [11, 12, 13]
```

Types

Julia has a type system.

Every value has a type; variables do not have types themselves. You can use the `typeof` function to get the type of a value.

```
typeof(5) # => Int64
```

Types are first-class values

```
typeof(Int64) # => DataType
typeof(DataType) # => DataType
```

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- Types are used for documentation, optimizations, and dispatch.
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- Users can define types
- They are like records or structs in other languages.
- New types are defined using the `type` keyword.

type Name

```
type Name
   field::OptionalType
   ...
end

type Tiger
  taillength::Float64
  coatcolor # not including a type annotation
            # is the same as `::Any`
end
```

The default constructor's arguments

are the properties of the type, in the order they are listed in the definition

```
tigger = Tiger(3.5,"orange") # => Tiger(3.5,"orange")
```

The type doubles as the constructor function for values of that type

```
sherekhan = typeof(tigger)(5.6,"fire") # => Tiger(5.6,"fire")
```

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- They can be instantiated, but cannot have subtypes.
- The other kind of types is abstract types.

abstract Name

```
abstract Cat # just a name and point in the type hierarchy
```

Abstract types cannot be instantiated, but can have subtypes.

For example, `Number` is an abstract type

```
subtypes(Number) # => 2-element Array{Any,1}:
                 #      Complex{T<:Real}
                 #      Real
subtypes(Cat) # => 0-element Array{Any,1}
```

AbstractString, as the name implies, is also an abstract type

```
subtypes(AbstractString)      # 8-element Array{Any,1}:
                              #  Base.SubstitutionString{T<:Abs
                              #  DirectIndexString
                              #  RepString
                              #  RevString{T<:AbstractString}
                              #  RopeString
                              #  SubString{T<:AbstractString}
                              #  UTF16String
                              #  UTF8String
```

Every type has a super type; use the super function to get it.

```
typeof(5) # => Int64
super(Int64) # => Signed
super(Signed) # => Integer
super(Integer) # => Real
super(Real) # => Number
super(Number) # => Any
super(super(Signed)) # => Real
super(Any) # => Any
```

All of these type, except for Int64, are abstract

```
typeof("fire") # => ASCIIString
super(ASCIIString) # => DirectIndexString
super(DirectIndexString) # => AbstractString
```

Likewise here with ASCIIString

```
# <: is the subtyping operator
type Lion <: Cat # Lion is a subtype of Cat
  mane_color
  roar::AbstractString
end
```

Constructors

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Constructors

- You can define more constructors for your type
- Just define a function of the same name as the type
- and call an existing constructor to get a value of the correct type

```
Lion(roar::AbstractString) = Lion("green",roar)
```

This is an outer constructor because it's outside the type definition

```
type Panther <: Cat # Panther is also a subtype of Cat
  eye_color
  Panther() = new("green")
  # Panthers will only have this constructor, and no default c
end
```

Using inner constructors,

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- like Panther does, gives you control over how values of the type can be created.
- When possible, you should use outer constructors rather than inner ones.

Multiple-Dispatch

Functions (generic) and methods (specific)

1. In Julia, all named functions are generic functions

For a non-constructor example, let's make a function meow:

```
# Definitions for Lion, Panther, Tiger
function meow(animal::Lion)
  animal.roar # access type properties using dot notation
end

function meow(animal::Panther)
  "grrr"
end

function meow(animal::Tiger)
  "rawwwr"
end
```

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Functions (generic) and methods (specific)

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3. Each constructor for Lion is a method of the generic function Lion.

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function meow(animal::Tiger)
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end
```

Testing the meow function

```
meow(tigger) # => "rawwr"
meow(Lion("brown","ROAAR")) # => "ROAAR"
meow(Panther()) # => "grrr"
```

Review the local type hierarchy

```
issubtype(Tiger,Cat) # => false
issubtype(Lion,Cat) # => true
issubtype(Panther,Cat) # => true
```

Defining a function that takes Cats

```
function pet_cat(cat::Cat)
  println("The cat says $(meow(cat))")
end

pet_cat(Lion("42")) # => prints "The cat says 42"

try
    pet_cat(tigger) # => ERROR: no method pet_cat(Tiger,)
catch e
    println(e)
end
```

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1. In OO languages, single dispatch is common;
2. this means that the method is picked based on the type of the first argument.
3. In Julia, all of the argument types contribute to selecting the best method.

Let's define a function with more arguments, so we can see the difference

```
function fight(t::Tiger,c::Cat)
  println("The $(t.coatcolor) tiger wins!")
end
# => fight (generic function with 1 method)

fight(tigger,Panther()) # => prints The orange tiger wins!
fight(tigger,Lion("ROAR")) # => prints The orange tiger wins!

# Let's change the behavior when the Cat is specifically a Lion
fight(t::Tiger,l::Lion) = println("The $(l.mane_color)-maned lion wi
# => fight (generic function with 2 methods)

fight(tigger,Panther()) # => prints The orange tiger wins!
fight(tigger,Lion("ROAR")) # => prints The green-maned lion wins!
```

Assignments

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5. Open and read the second file in an 2-array named `EV`

2. Compute the edges incident on a node

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2. Write a file putting of each row the indices of edges incident on each node