

# OpenTechSchool Beginner Workshop Julia

March 2, 2019 @Co-Up Berlin



Code of Conduct

<http://www.opentechschoo1.org/code-of-conduct/>

WiFi

login: co\_up      pw: clubmate

Juliabox (please login/sign-up)

<https://www.juliabox.com/>

# Agenda

## 10 am: Intro

- 0) Code of Conduct
- 1) How Julia differs from Python and C
- 2) Which applications are particularly promising
- 3) How to get started programming in Julia

**10.45 am:** We split into **balanced groups** and **work through the tutorials** on `julibox.org`; coaches help whenever you get stuck.

**2 pm:** We will be a bit **more creative** and work on several projects, e.g.

- writing our own opentechschoo tutorial(s)
  - implementing your current project into Julia
  - working on more advanced stuff
- [https://etherpad.net/p/Julia\\_teaching-material](https://etherpad.net/p/Julia_teaching-material)

# THE RULES

## 1) OpenTechSchool Code of Conduct (implicit agreement!)

- Inclusiveness
- Friendly, safe and welcoming environment
- Open [Source/Culture/Tech] Citizenship

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## 2) And beyond this...

### Do

- ☺ Keep it simple
- ☺ How can you foster diversity?
- ☺ Enforce good behavior

### Don't

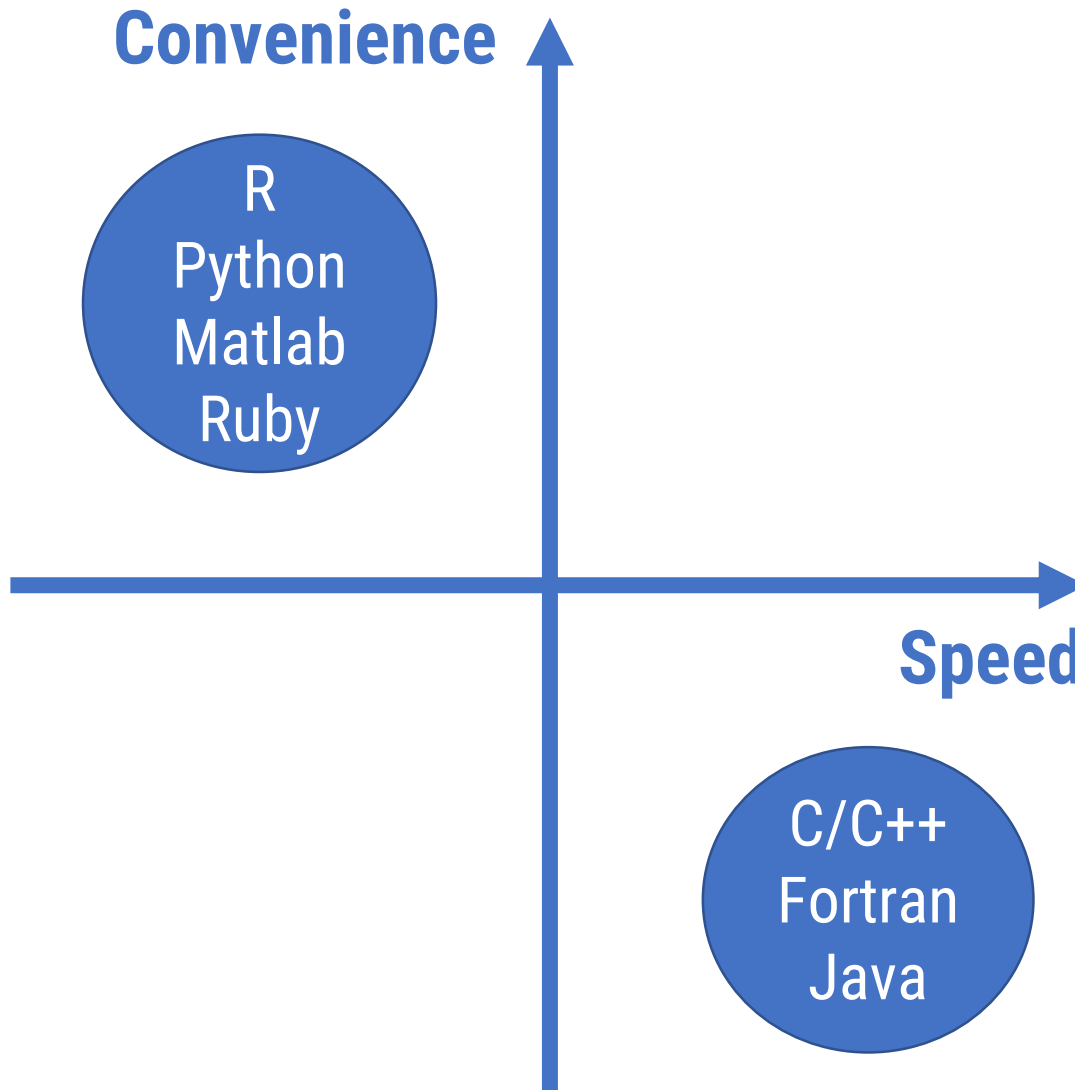
- ☹ Sales pitch, recruitment
- ☹ Typing on somebody else's keyboard
- ☹ Language bashing

# Who are you?

## **Quickly introduce yourself**

**C/C++, Python,...**  
**Julia?**

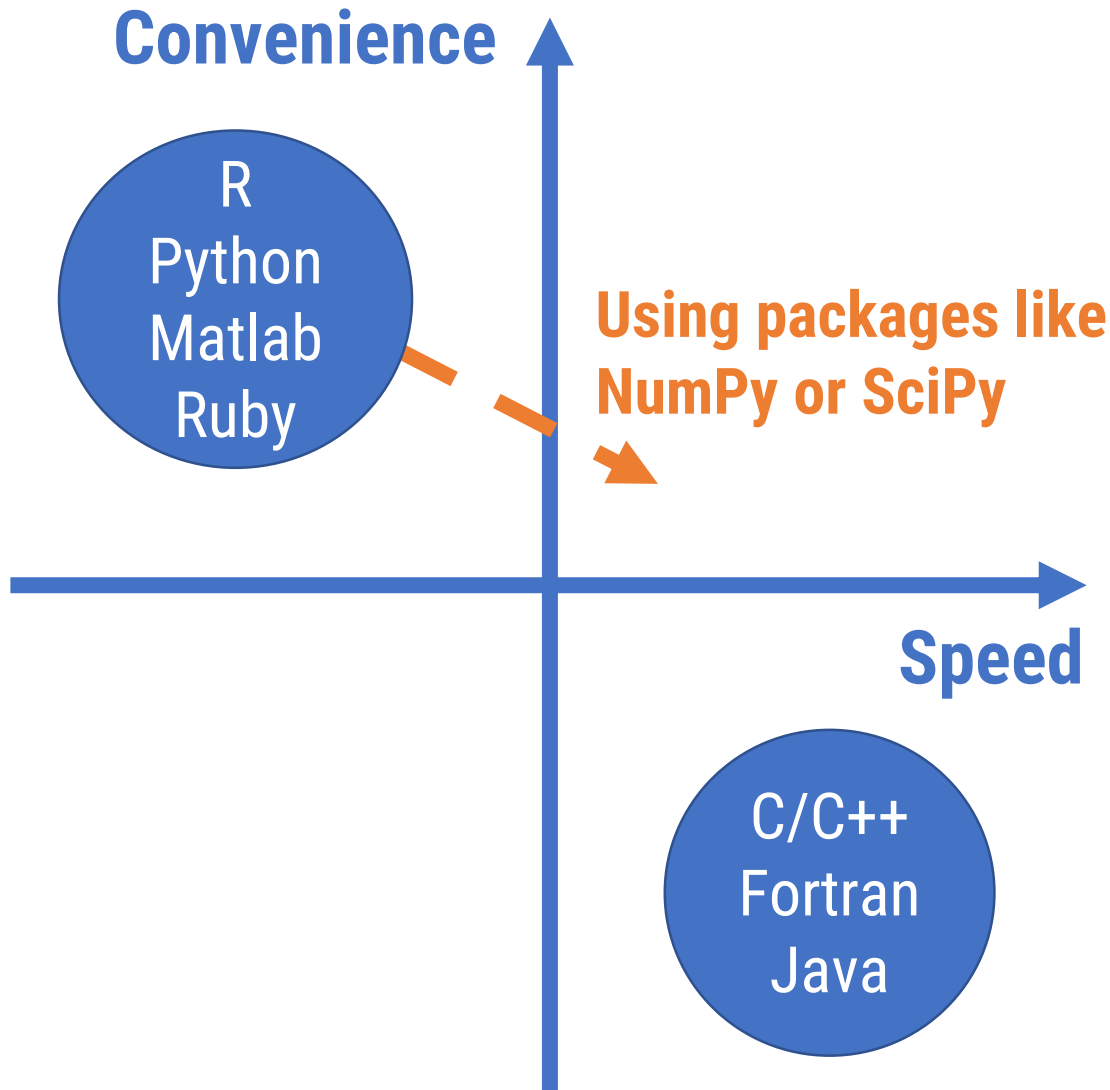
# The two-language problem



Typical workflow

1. Develop algorithms and in a language like MATLAB or Python.
2. Rewrite parts of it or the whole thing in a compiled language like C/C++ or Fortran.

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# Speed vs. convenience – Why?

From high level...

...to...

...low level language

Source code  
= what you type

Assembler code  
= what it becomes  
after optimizing

Machine code  
= what the  
CPU can run

Compiler  
or  
Interpreter

```
int main() {
```

```
int a = 2;
```

```
int b = 3;
```

```
int c = a + b;
```

```
return c;
```

```
}
```

```
push rbp
```

```
mov rbp, rsp
```

```
mov DWORD PTR [rbp-4], 2
```

```
mov DWORD PTR [rbp-8], 3
```

```
mov eax, DWORD PTR [rbp-8]
```

```
mov edx, DWORD PTR [rbp-4]
```

```
add eax, edx
```

```
mov DWORD PTR [rbp-12], eax
```

```
mov eax, DWORD PTR [rbp-12]
```

```
pop rbp
```

```
ret
```

55

48 89 E5

C7 45 FC 02

C7 45 F8 03

8B 45 F8

8B 55 FC

01 D0

89 45 F4

8B 45 F4

5D

C3

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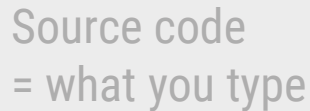
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**Running a  
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8B	
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C3	

## Compiler produces optimized assembler code

## Interpreter “just” gets things running

- ⇒ Without knowing the type of a variable, more memory must be reserved (save a float, int...?)
- ⇒ Functions cannot be optimized when input type is unknown (add a matrix, string, integer?)

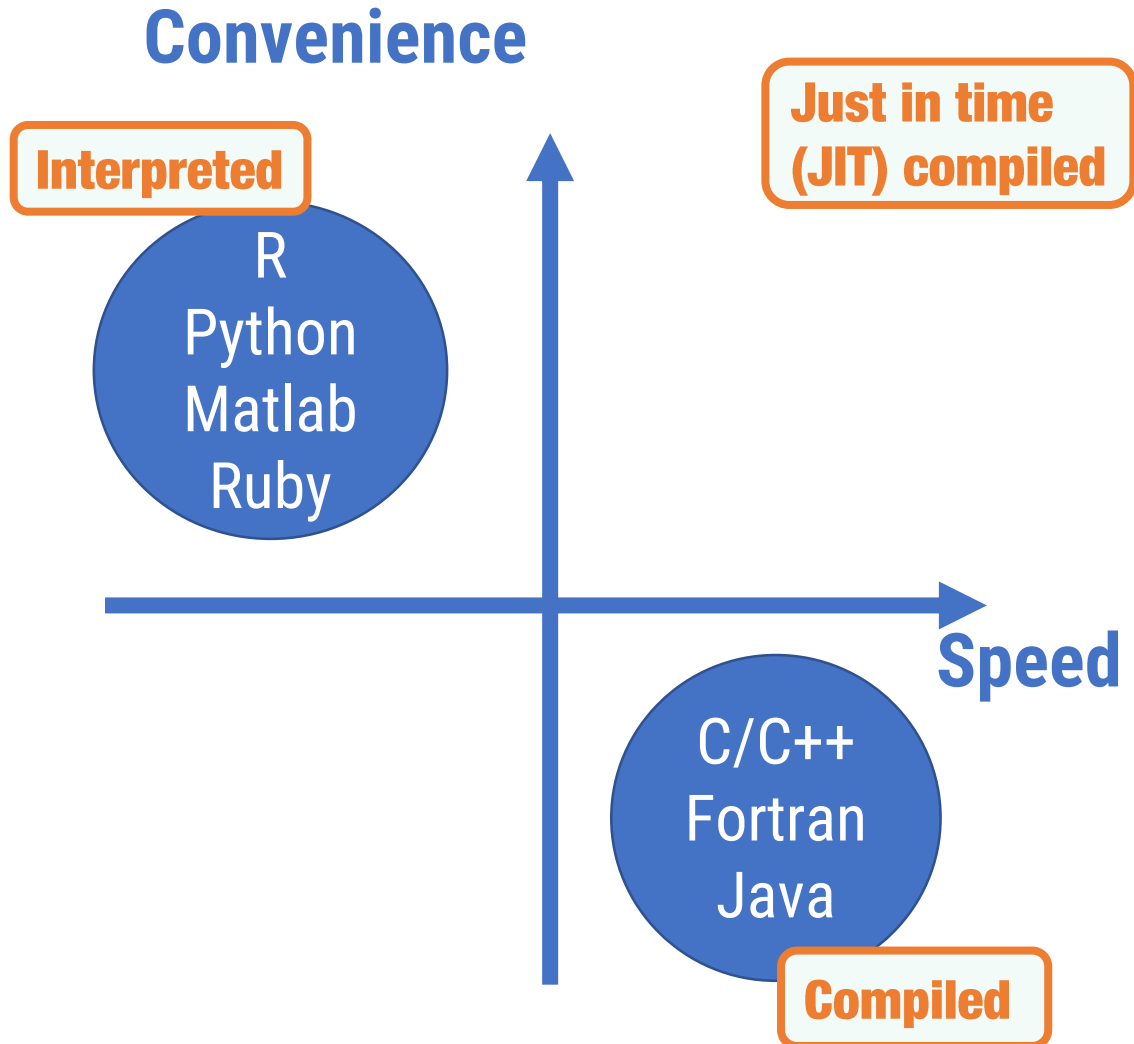
```
return c;
```

```
mov eax, DWO[12]
```

```
pop rbp
```

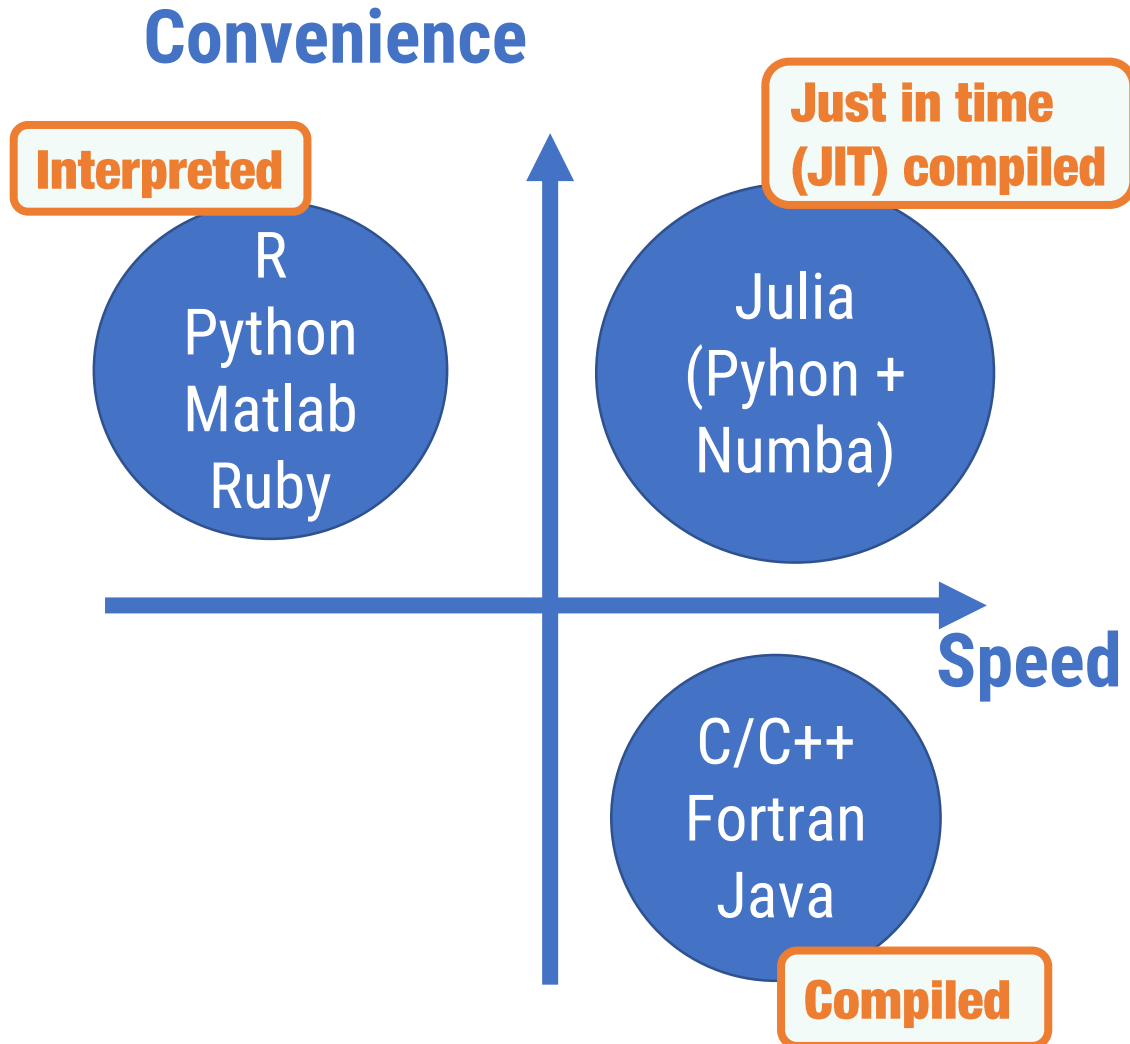
ret

# How to get the best of both worlds in ONE language?



- Some compilation gives a lot of speed

# How to get the best of both worlds in ONE language?



- Some compilation gives a lot of speed
- Julia is designed to make this efficient
- Focus on type-stable code

**Multiple dispatch**

# A simple function to square the input

**f(x) = x \* x**

} Definition of the function with the name **f**

Calling the function **f** with the the argument **2**

**f(2)**

⇒ **x = 2**

⇒ **Returns the value x \* x = 2 \* 2 = ...**

**What do you expect?**

# A simple function to square the input

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f(x) = x * x
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Definition of the function with the name **f**

Calling the function **f** with the the argument **2**

```
f(2)
```

⇒ **x = 2**

⇒ **Returns the value  $x * x = 2 * 2 = 4$**

Calling the function **f** with the the argument **"hello"**

```
f("hello")
```

⇒ **x = "hello"**

⇒ **Returns the value  $x * x = \text{"hello"} * \text{"hello"} = \dots$**

**What do you expect?**



# A simple function to square the input

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f(x) = x * x
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Definition of the function with the name **f**

Calling the function **f** with the the argument **2**

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Calling the function **f** with the the argument "**hello**"

```
f("hello")
```

⇒ **x = "hello"**

⇒ **Returns the value x \* x = "hello" \* "hello" = "hellohello"**

# Let's use a different method for Strings

```
f(x) = x * x
```

Definition of the function with the name **f**

```
f(x::String) = x *  
" 2 "
```

Definition of what the function **f** does  
with Strings

Calling the function **f** with the the argument **2**

```
f(2)
```

⇒ **x = 2**

⇒ Returns the value **x \* x = 2 \* 2 = ...**

**expect?**

**What do you**

# Let's use a different method for Strings

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f("hello")
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⇒ **x = "hello"**

⇒ **Returns the value**  $x * " 2 " = "hello" * " 2 " = \dots$

**What do you expect?**

# Multiple dispatch

- A function can have  
different methods for different data types  
⇒ Actually, think of a function as a collection of methods

# Multiple dispatch

- A function can have different methods for different data types
  - ⇒ Actually, think of a function as a collection of methods
- If no limitation is specified, it's the method for all data types (except those that have their special method)
  - ⇒ Do not limit the applicability of your code by unnecessarily specifying the input type
  - ⇒ If you specify the input type, do it generous, e.g., use **AbstractFloat** instead of **Float64** as this allows to use your code with different precision ( AD )

**Where does Julia  
shine?**

# Performance and time of writing the code matters



## Julia

Currently NOT the case for

- Supercomputers so expensive that having programmers writhing Fortran code is efficient
- Problems where time doesn't matter and great solutions exist

# New (scientific) algorithms



## Julia

### Pro

- Writing for-loops is fine
- Composes well with other Julia packages e.g. `NeuralNetDiffEq.jl` rests on `DifferentialEquations.jl`, which rests on `AutoDiff.jl`
- Open source
- Use other languages (Python, R, C)

### Con

- Adaptation is slow (e.g. SPSS)
- Existing libraries
- No company like Mathworks behind it



# If multiple languages are deadly

## Julia

Why?

Your Python code  
(e.g. a for-loop)

**No optimization  
beyond this point**



Used C libraries  
(e.g. Tensorflow)

Your Julia code  
(e.g. a for loop)

**Jointly optimized**

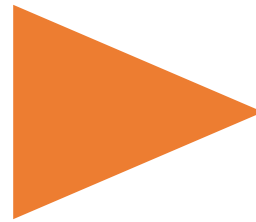


Used Julia  
libraries  
(e.g. Flux)

Why Not?

Tensorflow  
focuses on Swift  
(unless you have  
a Windows PC)

# If code reusability matters



# Julia

## Why?

Multiple dispatch allows to write generic functions

⇒ Convenient adaptation of algorithms for different hardware

Array



DistributedArrays (many CPUs)



CuArray (with GPUs)



XRTArray (with TPUs)



## Why Not?

Tensorflow focuses on Swift (unless you have a Windows PC)

# Inclusive language from the beginning to the end



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Why?

Julia

- is as convenient as Python
- has better access to “deep” concepts than C/C++

Why Not?

Current Julia community  
= early adopters

⇒ Mainly expert level

⇒ Mainly from fields with  
“traditionally exclusive  
mindset”

# Getting started

<https://youtu.be/y4MMK7JxvZI?t=63>

# How to get started?

⇒ [juliabox.org](https://juliabox.org)