

Introduction to Julia

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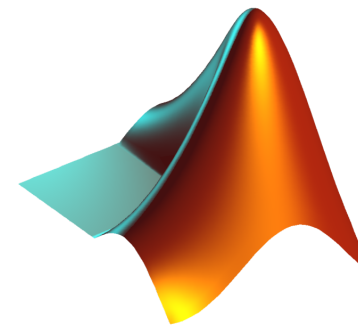


Nowadays there's a plethora of programming languages

Static - Compiled - Speed



Dynamic - Interpreted - Convenience

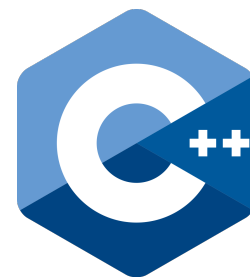


The two language problem

- The two language problem is a **trade-off that developers typically make** when choosing a language: it can either be relatively easy for computer to run, or relatively easy for humans to write, but not both



Prototype



Production



User friendly



Developers

What does physics need from a programming language?

Easy to write and read!

Fast and scalable!

Interactive!



Dynamic

Compiled

User types and standard types

Standalone or glue

Introduction

- Julia is a high-level, high-performance and dynamic programming language
- Adequate for data science, research, scientific computer, among others

Julia: A fresh approach to numerical computing

Jeff Bezanson

Alan Edelman

Stefan Karpinski

Viral B. Shah

First stable release 0.4.6
June 2016

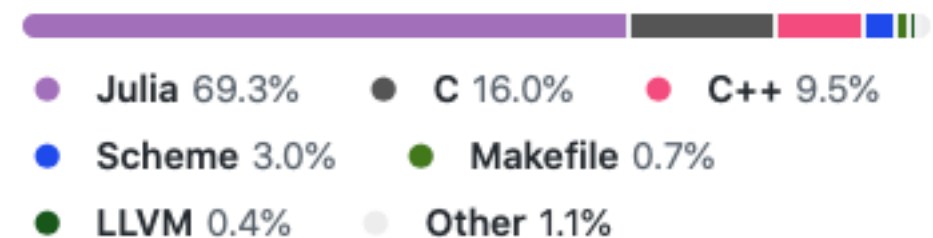
MIT and Julia Computing*
July 7, 2015

Abstract

Bridging cultures that have often been distant, Julia combines expertise from the diverse fields of computer science and computational science to create a new approach to numerical computing. Julia is designed to be easy and fast. Julia questions notions generally held as “laws of nature” by practitioners of numerical computing:

Current release 1.6
Winter 2021

Languages



Julia in a Nutshell

Julia in a Nutshell

Fast

Julia was designed from the beginning for [high performance](#). Julia programs compile to efficient native code for [multiple platforms](#) via LLVM.

Composable

Julia uses [multiple dispatch](#) as a paradigm, making it easy to express many object-oriented and [functional](#) programming patterns. The talk on the [Unreasonable Effectiveness of Multiple Dispatch](#) explains why it works so well.

Dynamic

Julia is [dynamically typed](#), feels like a scripting language, and has good support for [interactive](#) use.

General

Julia provides [asynchronous I/O](#), [metaprogramming](#), [debugging](#), [logging](#), [profiling](#), a [package manager](#), and more. One can build entire [Applications and Microservices](#) in Julia.

Reproducible

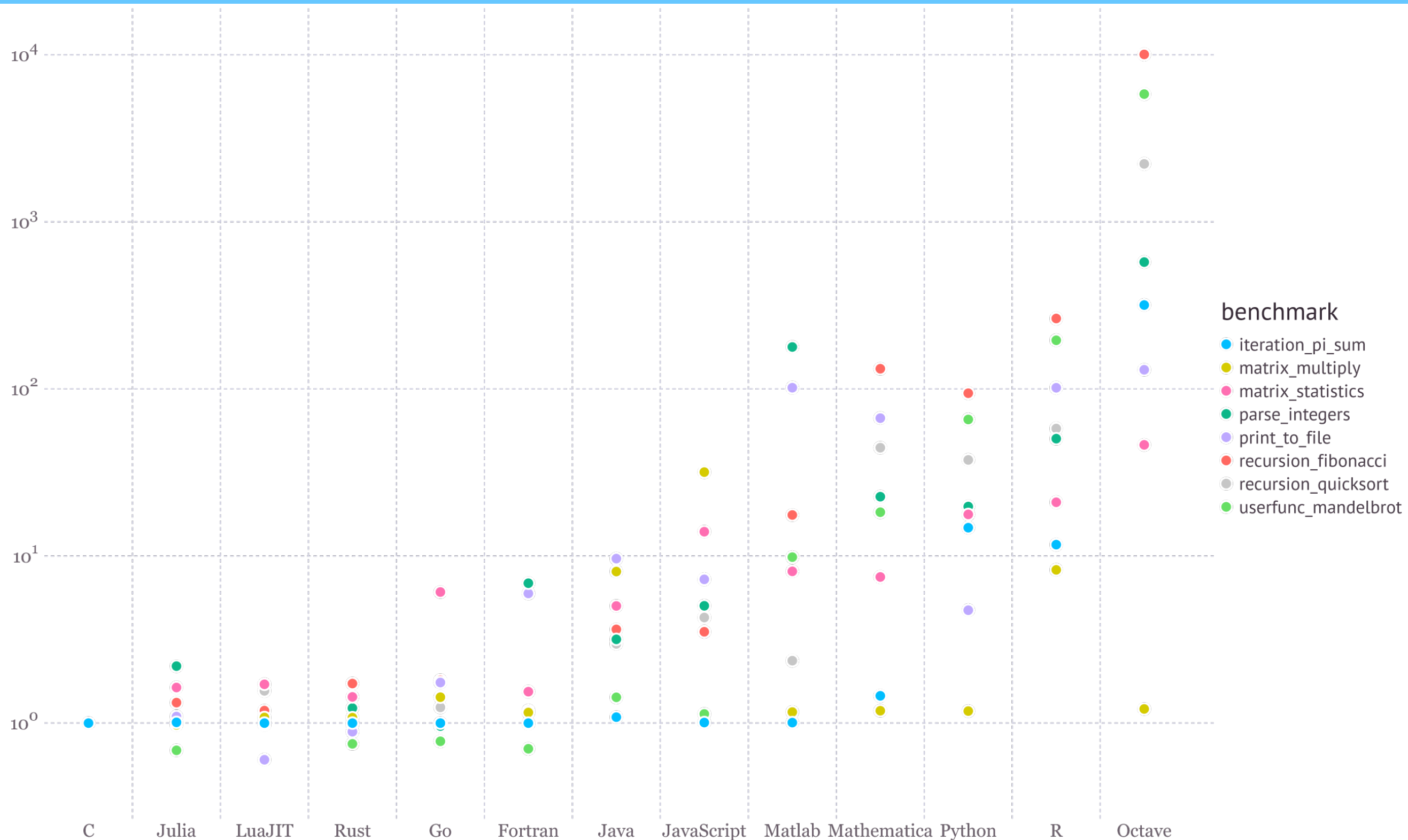
[Reproducible environments](#) make it possible to recreate the same Julia environment every time, across platforms, with [pre-built binaries](#).

Open source

Julia is an open source project with over 1,000 contributors. It is made available under the [MIT license](#). The [source code](#) is available on GitHub.

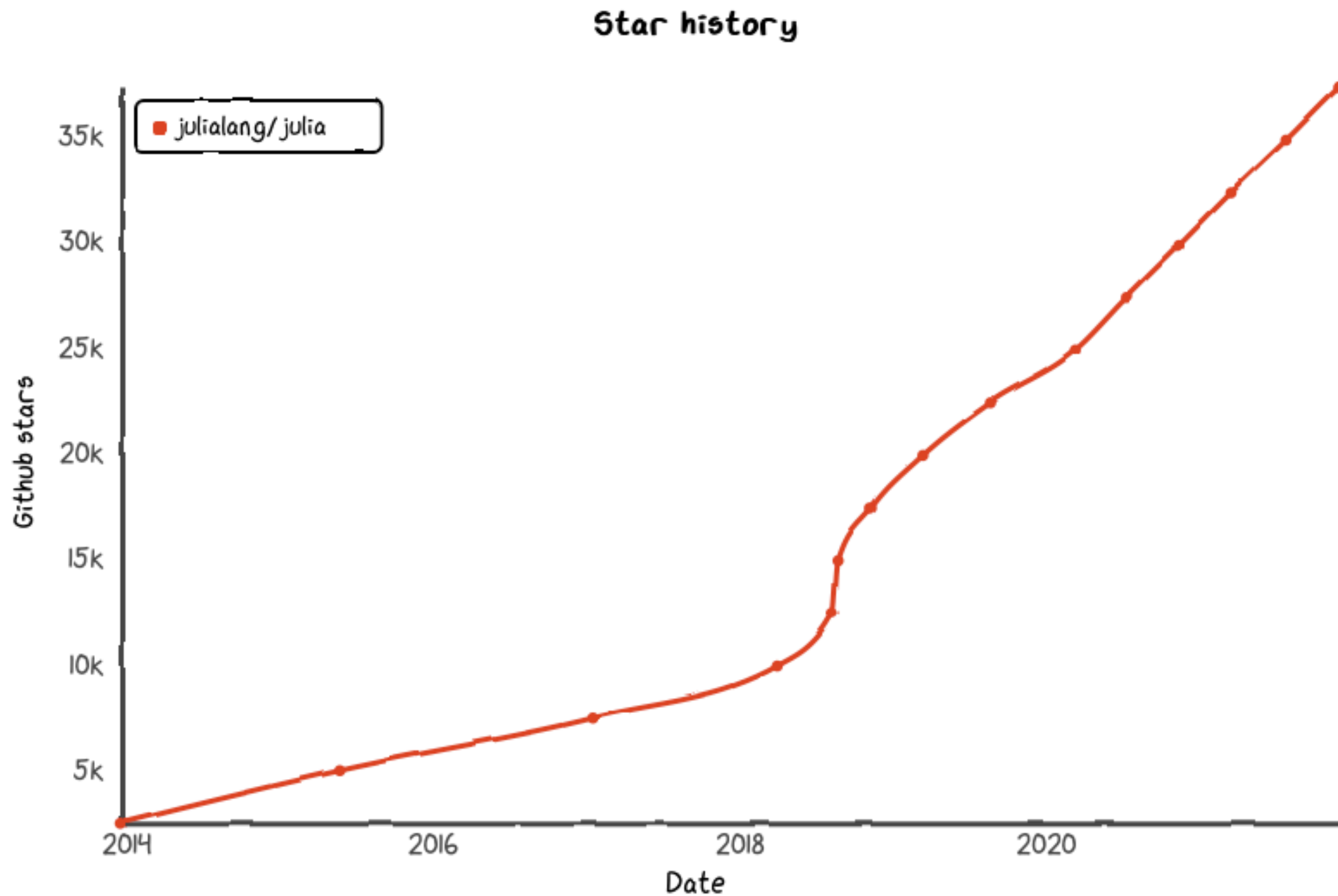
[<https://julialang.org>]

Benchmark



[<https://julialang.org/benchmarks>]

GitHub stars



How to install Julia

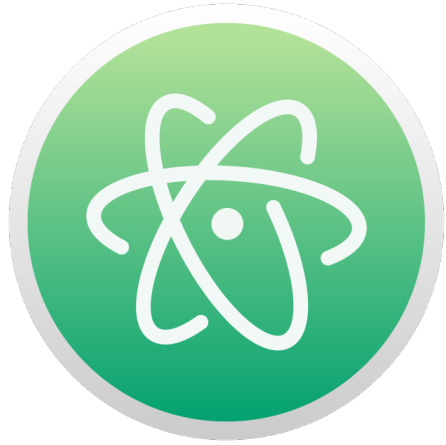
- Install Julia version **1.6.4** (latest stable version) [click here to download](#)

Windows [help]	64-bit (installer), 64-bit (portable)		32-bit (installer), 32-bit (portable)
macOS [help]	64-bit		
Generic Linux on x86 [help]	64-bit (GPG), 64-bit (musl) ^[1] (GPG)		32-bit (GPG)
Generic Linux on ARM [help]	64-bit (AArch64) (GPG)		32-bit (ARMv7-a hard float) (GPG)
Generic FreeBSD on x86 [help]	64-bit (GPG)		
Source	Tarball (GPG)	Tarball with dependencies (GPG)	GitHub

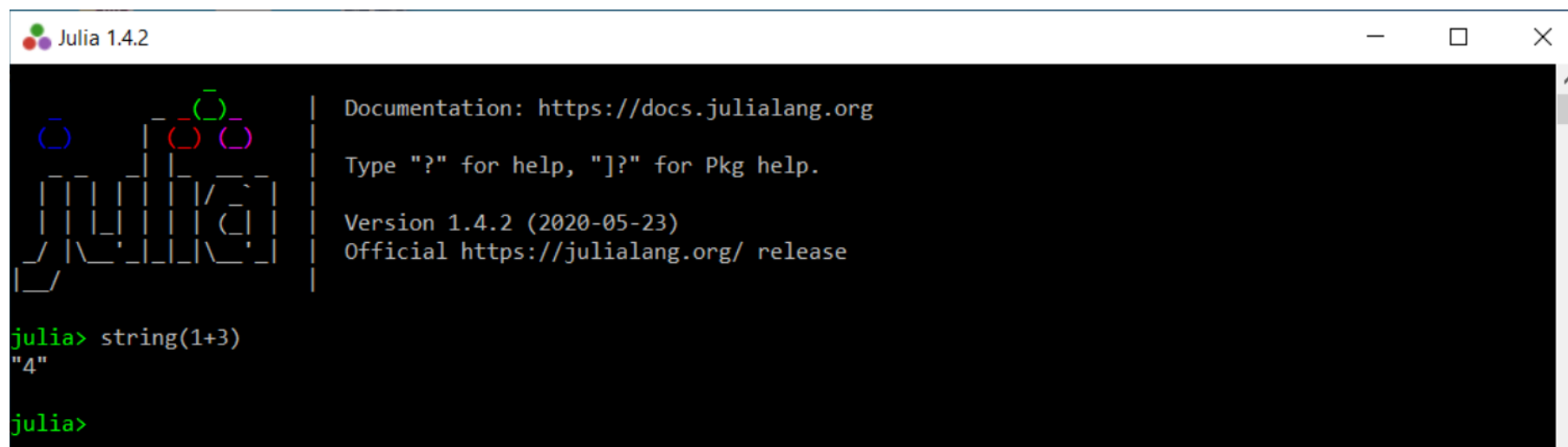
- Finally, create a symbolic link to Julia inside the /usr/local/bin folder

```
sudo ln -s /opt/julia-1.6.3/bin/julia /usr/local/bin/julia
```

Integrated development environments



Visual Studio Code

A screenshot of the Julia REPL (Read-Eval-Print Loop) window. The window title is 'Julia 1.4.2'. The background is black with white and green text. On the left, there is a colorful logo made of small squares. The text in the window includes: 'Documentation: https://docs.julialang.org', 'Type "?" for help, "]?" for Pkg help.', 'Version 1.4.2 (2020-05-23)', 'Official https://julialang.org/ release', and a prompt 'julia>' followed by the command 'string(1+3)' and the output '"4"'.

```
Julia 1.4.2

Documentation: https://docs.julialang.org
Type "?" for help, "]?" for Pkg help.
Version 1.4.2 (2020-05-23)
Official https://julialang.org/ release

julia> string(1+3)
"4"
julia>
```

Built-in types

Integer

Int8

Int16

Int32

Int64

Int128

Unsigned

UInt8

UInt16

UInt32

UInt64

UInt128

Float

Float16

Float32

Float64

Other

String

Char

Complex

Bool

```
julia> struct Foo
    bar
    baz::Int
    qux::Float64
end
```

Functions

```
function _drop(column::Symbol, labels::Array{Symbol}, columns::Array,
               coldata::Array)
    pos = findall(x->x==column, labels)[1]
    deleteat!(labels, pos)
    deleteat!(coldata, pos)
    deleteat!(columns, pos)
end

function _drop(row::Int64, columns::Array)
    [deleteat!(col, row) for col in columns]
end

function _drop(row::Array, columns::Array)
    [deleteat!(col, row) for col in columns]
end
```

Figure from [townrdsdatascience](#)

Package Manager

```
julia> import Pkg

julia> Pkg.add("Example");
  Updating registry at `~/.julia/registries/General`
  Updating git-repo `https://github.com/JuliaRegistries/General.git`
  Resolving package versions...
  No Changes to `~/.julia/environments/v1.6/Project.toml`
  No Changes to `~/.julia/environments/v1.6/Manifest.toml`

julia> using Example
```

```
(@v1.6) pkg> add Example;
  Updating registry at `~/.julia/registries/General`
  Updating git-repo `https://github.com/JuliaRegistries/General.git`
  Resolving package versions...
  Updating `~/.julia/environments/v1.6/Project.toml`
 [7876af07] + Example v0.5.3
  Updating `~/.julia/environments/v1.6/Manifest.toml`
 [7876af07] + Example v0.5.3

(@v1.6) pkg> rm Example
  Updating `~/.julia/environments/v1.6/Project.toml`
 [7876af07] - Example v0.5.3
  Updating `~/.julia/environments/v1.6/Manifest.toml`
 [7876af07] - Example v0.5.3
```

Let's get some practice!