



NTNU

Norwegian University of Science and Technology

Introduction to

Presentation and Workshop

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Trondheim,

March 20, 2025.

Overview

What is Julia?

Installation & REPL

Main features

Packages

Pluto Notebooks

Workshop: Let's get you started with Julia!

What is Julia?

Goal: Scientific Computing & Fast Prototyping

In scientific computing we need

- ▶ high performance to tackle large scale problems
 - ⇒ compiled languages (C/C++, Rust)
 - ▶ all types are known at compile time
 - ▶ static, hence maybe missing flexibility

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 - ⇒ fast prototyping
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 - ▶ code is interpreted (slow)

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Often: Fast code is written in C/C++ and is interfaced.

⇒ new users might have to compile the C/C++ (e.g. MEX files)

Combine both: Julia!

Julia is

- ▶ dynamic with type inference
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A short history

2009 Adam Edelman starts the project with
Jeff Bezanson, Stefan Karpinski, Viral B. Shah

2012 first public version

2018 Julia 1.0, i.e. no breaking releases since then

2024 Julia 1.11

Resources

Main homepage <https://julialang.org>

Documentation <https://docs.julialang.org/en/v1/>

Modern Julia Workflows <https://modernjuliaworkflows.org/>

Discourse <https://discourse.julialang.org>

JuliaHub webfrontend for the General Registry
<https://juliahub.com/ui/Packages>

These slides

[https://github.com/
Julia-Users-Trondheim/Intro-to-Julia/
blob/main/presentation/
introduction-to-julia.pdf](https://github.com/Julia-Users-Trondheim/Intro-to-Julia/blob/main/presentation/introduction-to-julia.pdf)



Installation & REPL

Installation

Windows Install Julia from the Microsoft Store by running this in the command prompt

```
winget install julia -s msstore
```

Mac OS / Linux run the installer for example by

```
curl -fsSL https://install.julialang.org | sh
```

...or install juliaup via your favourite package manager

We can take a closer look at your individual installation after this presentation in the workshop.

Read-Eval-Print Loop (REPL)

The Julia command line is called **REPL**.

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- ▶ easily define variables & functions
- ▶ `include("script.jl");` to run a script.

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Quick commands

^D Quit

^L Clear console screen

Up Arrow last command

REPL modes

Starting with special characters on REPL enters specific modes

? help mode

quick access to the documentation of a function

Example:

? sqrt displays the help for the sqrt function on REPL,
see also the (HTML) documentation

[https:](https://docs.julialang.org/en/v1/base/math/#Base.sqrt-Tuple{Number})

[//docs.julialang.org/en/v1/base/math/#Base.sqrt-Tuple{Number}](https://docs.julialang.org/en/v1/base/math/#Base.sqrt-Tuple{Number})

] package mode

quick access to manage packages

; shell mode

quick access to shell without exiting Julia,
e. g. to change folders

Main features

General philosophy & Code format

Philosophy

- ▶ Write functions not scripts
- ▶ Julia has data types, but not objects
- ▶ write generic code “acting” on data
- ▶ no need to write “vectorized code”
- ▶ avoid global variables

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Format

- ▶ blocks have an **end**
- ▶ Indentation with 4 spaces is recommended but not necessary
- ▶ functions that modify their data should be named with an **!**.

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A **Package** is a **module** (namespace) providing additional functionality.

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```
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This has only to be done once.

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We will continue command demos in the [Pluto notebook](#)
(similar to a Jupyter notebook, but with a persistent state)

Control flow I: for & while

Iterate with for-loops

```
for i=1:4  
    print(i, " ")  
end # prints "1 2 3 4"
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Combine several (and use \in)

```
for i  $\in$  1:3, j  $\in$  1:2  
    print(i,"x",j,", ")  
end # prints 1x1, 1x2, ...
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```

Or through several of same length

```
for (i,j)  $\in$  zip(1:4, 5:8)  
    print(i, "|", j, " ")  
end # prints 1/5 2/6 3/7 4/8
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```

or as a **comprehension** for vectors

```
x = [3*s for s  $\in$  1:3 ]
creates [3, 6, 9]
```

Loops with “unknown end”

```
i = 1;
# do as long as i <= 4
while i <= 4
    print(i, " ");
    i += 1
end # also prints "1 2 3 4"
```

Control flow II: Conditionals

Conditionals require an expression that evaluates to a **Bool**. Then

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if (x > 3) || (z < 2) # brackets (x > 3) are optional
    print("x is at least 3")
else
    print("x is 3 or less")
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Conditionals can be used inline with

```
y = (x > 4) ? 1 : 3*x
```



Defining functions

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"""
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    phase(z)
```

```
    Compute the phase of a complex number z
```

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function phase(z)
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```
    return atan(imag(z), real(z))
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Shorter form

```
magnitude(z) = sqrt(imag(z)^2+real(z)^2)
```

More on functions I: positional and keyword args

- ▶ **positional optional** parameters are defined by providing defaults
`f(a, b=2, c=3) = a*exp(b/c)`
`f(1) #equals f(1,2,3)`
`f(1,3) #equals f(1,3,3)`
`f(1,3,5) #equals f(1,3,5)`
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- ▶ You can “collect and pass on”:

- ▶ `h1(args...) = f(1, args...)`

- ▶ `h2(; kwargs...) = g(1; kwargs...)`

- ▶ or combine both as `h3(args...; kwargs...) = #def here`

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`X = [0.1, 0.2, 0.3]; Y = [1.0, 2.0, 3.0]`

`X.^Y` # same: `[X[i]^Y[i] for i=1:3]` or `[0.1, 0.04, 0.027]`

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- ▶ functions can modify their input

function add_scalar!(X, v)

`X .+= v` *# X an array, v a scalar: add to every entry*

return X *# the X we got passed is now changed*

end

Convention: such a functions name ends in `!`, it returns the modified

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Variant I. default: immutable

```
struct TimeSeries <: ExperimentData
```

```
  name::String
```

```
  data::Vector
```

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end # default constructor:
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```
ts = TimeSeries("A", [1,2,3])
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mutable struct Measurement <: ExperimentData
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```
    value::Float64
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end # same constructor
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```
mutable struct TimeSeries2{T} <: ExperimentData
    param::T          # maybe some concentration
    data::Vector{T}   # actually parametrized by element-type
end # Constructor now maybe a bit clumsy:
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Parametric types & functions

- ▶ ensure two fields have *exactly the same type*
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- ▶ stay flexible to for new use cases

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- ▶ makes the previous (implicit) **Vector{Any}** to a concrete type
- ▶ nicer constructor: Define a **parametric function**

```
function TimeSeries2(c::T, v::Vector{T}) where {T}
    return TimeSeries2{T}(c, v)
end # Then we have back
ts2 = TimeSeries2(3.1415, [1.2, 1.3])
```

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Avoid ambiguities. Defining

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makes `g(1.0,2.0)` ambiguous.

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Operators are Functions

Operators like `+`, `*`, `^` are **functions**. Add a method to `+` via

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    if !(length(t.data)==length(s.data))
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To ensure same type parameter, define a function with

```
Base.:+(t::TimeSeries2{T}, s::TimeSeries2{T}) where {T}
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Functors: function-like structures

Consider (actually taken from the Julia documentation)

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struct Polynomial{R}  
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We can turn a Polynomial into a function as well definiing

```
function (p::Polynomial)(x)
    v = p.coeffs[end] # Horner Schema,  $(a_2x + a_1)x + a_0$ 
    for i = (length(p.coeffs)-1):-1:1
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    end
    return v
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For `p = Polynomial([1, 10, 100]); p(3)` we get
 $100 \cdot 3^2 + 10 \cdot 3 + 1 = 931$

TLDR: Main differences to Python

- ▶ `for`, `if`, `while` etc. blocks are terminated by `end`
- ▶ indentation is nice, but not mandatory
- ▶ Julia is 1-indexed
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- ▶ Matrix multiplication is `A * B`, element wise multiplication `A .* B`
- ▶ Julia has no objects/classes

TLDR: Main differences to R

- ▶ 'single' quotation marks are for characters
- ▶ vectors are constructed with square brackets `v = [1,2,3]`
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- ▶ `1:5` is an **AbstractRange**, use `collect(1:5)` to create the vector
- ▶ you do not need vectorization for performance
- ▶ logical indexing: in R `x[x>3]` has two alternatives in Julia
 - ▶ `x[x .> 3]` (uses a temporary vector memory)
 - ▶ `filter(z->z>3, x)` might be nicer to read
 - ▶ `filter!(z->z>3, x)` updates `x` inplace (avoids the temporary memory)

TLDR: Main differences to Matlab

- ▶ array indexing uses square brackets `A[i,j]`
- ▶ Arrays are not copied by default `A=B` references the same, do `A=copy(B)` for an actual copy
- ▶ *similarly* function arguments are references, **input variables can be modified**
- ▶ 1-dimensional vectors exist and are not $N \times 1$ matrices
- ▶ `42` is an integer, not a float, use `42.0` for the float.
- ▶ `A == B` does not return a matrix of booleans but **true** or **false**
use `A .== B` to get such a matrix
- ▶ dimensions are not “constant-broadcasted”:
 - ▶ `[1:10] + [1:10]'` creates a 10×10 matrix in Matlab
 - ▶ `[1:10] + [1:10]'` is a dimension mismatch,
because a column vector can not be added to a row vector

Packages

Namespaces & Modules

```
module MyModule #Same naming convention as types: CamelCase  
    f(x) = x^2          # is exported  
    struct MyField end # is not exported  
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- ▶ Default packages are among others Base (loaded on start)
LinearAlgebra, Random, Statistics, ...

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After a package is installed, it can be used with

`using` `PackageName`, `PackageA`, `PackageB`,

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Overall: **Reproducible** environment / setup to run your experiments in

Pluto Notebooks

Pluto.jl – Motivation

Similarities & differences to Jupyter

Live Demo

Further topics

- ▶ further default data structures
 - ▶ **Dict** dictionaries
 - ▶ **NamedTuples** as “lightweight, flexible” struct
 - ▶ **IO** reading/writing files
 - ▶ further packages from the Standard Library
- ▶ **@macros** – rewriting code
- ▶ VS Code extension & the debugger
- ▶ specific packages for your concrete problems
- ▶ `Test.jl` and running tests on your own package
- ▶ `Documenter.jl` and creating a documentation for your own package
- ▶ **package extensions** and weak dependencies

Thanks for your attention!

Are there (further) questions?

Workshop: Let's get you started with Julia!