Introduction to Julia Cédric Simal

cedric.simal@unamur.be Unamur, Naxys

CISM Training Sessions 09/11/22



Follow along!

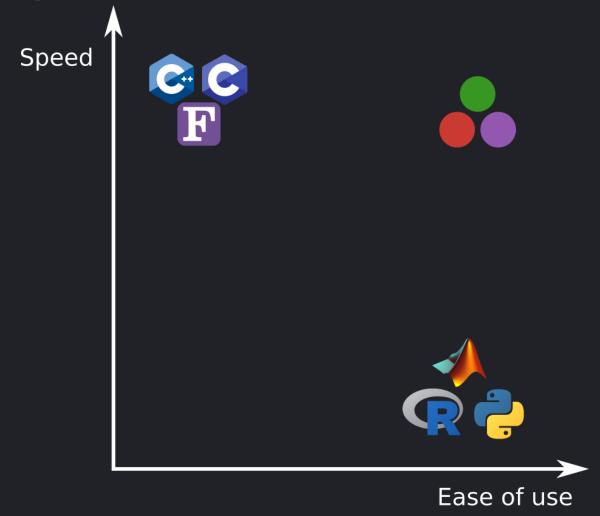


https://github.com/csimal/Julia-CISM

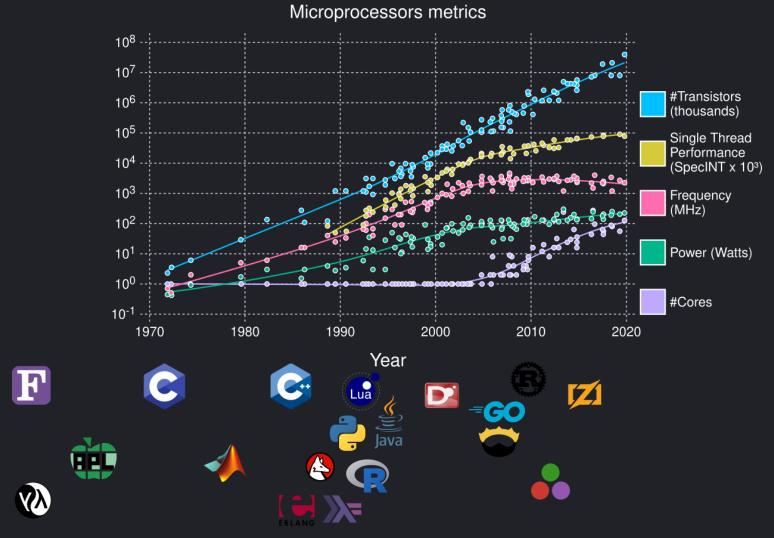
Outline

- 1. Basics of Julia
- 2. Multiple dispatch
- 3. Benchmarking Julia code
- 4. Parallel Programming

Modern Problems in Scientific Computing The two languages problem



Modern Problems in Scientific Computing The rise of parallel computing



data: https://github.com/karlrupp/microprocessor-trend-data

Meet Julia

Julia: A Fast Dynamic Language for Technical Computing

Jeff Bezanson* MIT Stefan Karpinski[†]
MIT

Viral B. Shah[‡]

Alan Edelman[§] MIT

September 25, 2012

Abstract

Dynamic languages have become popular for scientific computing. They are generally considered highly productive, but lacking in performance. This paper presents Julia, a new dynamic language for technical computing, designed for performance from the beginning by adapting and extending modern programming language techniques. A design based on generic functions and a rich type system simultaneously enables an expressive programming model and successful type inference, leading to good performance for a wide range of programs. This makes it possible for much of Julia's library to be written in Julia itself, while also incorporating best-of-breed C and Fortran libraries.

A short history of Julia

2009 2012 2014

2017 2018 2019 2020 2021

Official 0.3 0.6 1.0 1.1 1.4 1.6 announcement Celeste 1.2 1.5 1.7 Project 1.3

Julia Joins Petaflop Club

September 12, 2017

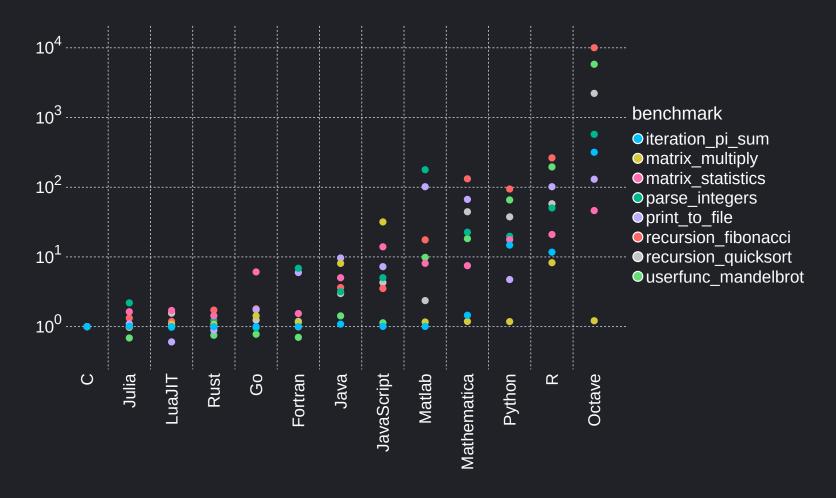
BERKELEY, Calif., Sept. 12, 2017 — Julia has joined the rarefied ranks of computing languages that have achieved peak performance exceeding one petaflop per second – the so-called 'Petaflop Club.'

The Julia application that achieved this milestone is called <u>Celeste</u>. It was developed by a team of astronomers, physicists, computer engineers and statisticians from UC Berkeley, Lawrence Berkeley National Laboratory, National Energy Research Scientific Computing Center (NERSC), Intel, Julia Computing and the Julia Lab at MIT.

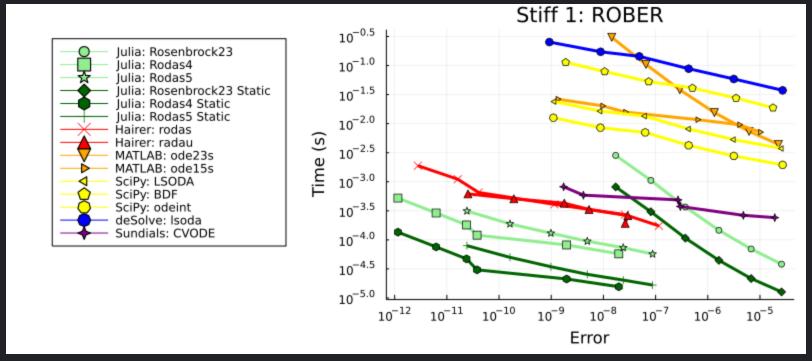


https://juliacomputing.com/case-studies/celeste/

Why you might want to use Julia Julia is fast



Why you might want to use Julia DifferentialEquations.jl is SOTA



https://benchmarks.sciml.ai/stable/MultiLanguage/ode_wrapper_packages/

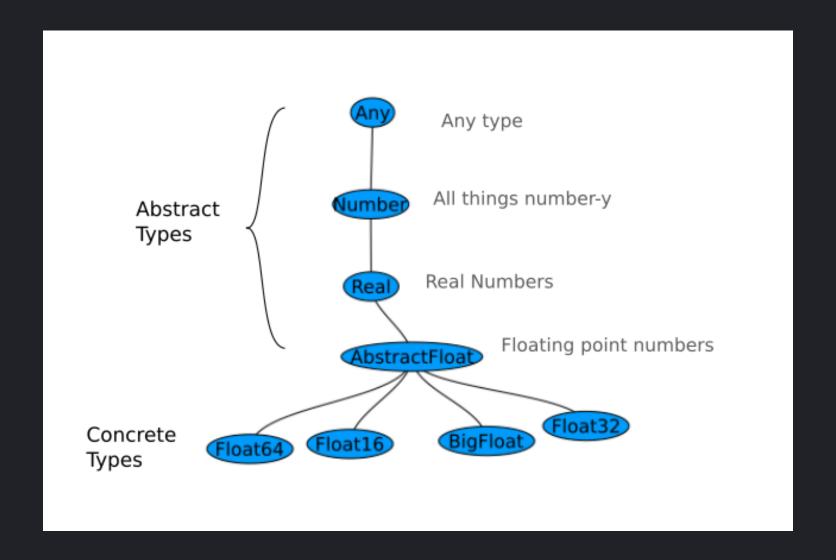
Why you might want to use Julia

- Open Source (MIT license)
 - It's free to use!
 - Faster development than proprietary languages
- Made for numerical computing
- Unicode
 - Code looks like math
- It's secretly a LISP

Why you might NOT want to use Julia

- Open Source
 - Documentation can suck
 - Projects with only one maintainer
- Time to first X
 - Parts of your programs have to be recompiled on startup
- Error messages are not beginner-friendly
- Tiny compared to Python
- Array indices start at 1

Types



Type System

Julia's type system is

- Dynamic, with optional type annotations x::Int
- Parametric Vector{T} (generic types)
- Hierarchical (subtyping) Float64 <: Real

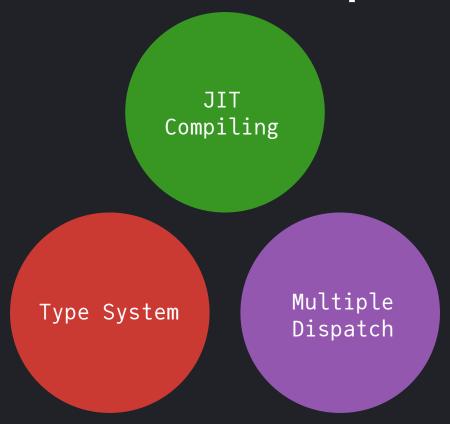
First class citizens

In Julia, the following objects are first class citizens

- Functions (⇒ functional programming)
- Types (Type{T})
- Julia Expressions (⇒ Metaprogramming)

Multiple Dispatch

The secret sauce behind Julia's speed





https://github.com/csimal/Julia-CISM cedric.simal@unamur.be