# Scientific programming with Julia

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- 1 Outline
- 2 Books and online help
- 3 Aims of course
- 4 Part 2: Scientific computing issues
- 5 What is Julia?

Invented by MIT guys with selfish aims

### 6 History

appeared "a few years ago"

## 7 Strengths of $\R$

fast, efficient, great development team

- 8 Graphics example
- 9 Weaknesses of Julia

still developing. precompilation helps, but loading libraries (e.g. Gadfly) v slow.

## 10 Brief comparison to matlab

???

## 11 Using Julia

Julia/Jupyter /Juno.

# 12 My very first Julia session

```
x = randn(50) * 4
50-element Array{Float64,1}:
 4.30425
 5.72249
-0.909512
 1.40633
 2.13246
 0.422634
-6.02775
 1.96249
-2.1927
 1.77533
 3.54728
-0.49318
 1.89536
-5.48103
 0.695747
 1.40389
 1.27129
 -6.28813
 0.108089
 1.8439
-7.16459
-0.462907
-1.22906
-6.18751
-0.90086
-3.53268
-8.04917
 0.213352
-3.93743
-0.679358
-1.45796
-0.0295909
 2.35066
 0.826435
-5.14273
 1.63748
-3.60524
-0.613968
 -3.20238
```

8.93718

```
0.412885
-5.71833
3.52647
3.67592
4.89975
-3.23992
2.17251
-4.94949
0.506986
0.351903

mean(x)
minimum(x), maximum(x)
#Pkg.add("Plots"); Pkg.add("GR")
using Plots; gr()
histogram(x, nbins=10, title="my first plot")
```



## 13 Interacting with Julia

- Can use up/down keys to go through command history.
- Use semicolon to suppresss output and to put multiple commands on one line.
- TAB for completion.

### 14 Objects and Functions

naming conventions for objects. No assignment arrow in Julia.

### 15 Objects and Functions

```
x = 200
half_x = x / 2
threshold = 95.0
age = [15 19 30]
age[2]
length(age)
```

#### 16 Vectors

Fundamental type in Julia. Scalars are distinct from Vectors.

```
julia> y = [10 20 40]
1ÃÛ3 Array{\{}Int64,2{\}}:
10 20 40

julia> y[2]
20

julia> length(y)
3

julia> typeof(y)
Array{\{}Int64,2{\}}

julia> y = 5
5

julia> length(y)
1

julia> typeof(y)
Int64
```

Note how it changes type.

#### 17 Vectors

Some operations work element by elment, others on the whole vector., compare:

```
y = [20 49 16 60 100]
minimum(y)
(minimum(y), maximum(y))
sqrt.(y)
log.(y)
```

TODO: dot notation for extending to vector. Broadcasting.

#### 18 Generating vectors

TODO: Ranges treated differently, to save space. To expand a range from its compact notation to a normal vector, use collect.

```
1:2:9

x = collect(1:2:9)

y = collect(linspace(2, 7, 3))

z = 4:8

a = 1:5

b = [3 9 2]

d = [collect(a)' 10 b]

e = repmat( [1 2], 3)[:]

f = zeros(7)

## TODO: distinction: row vs col vectors
```

## 19 Accessing and setting elements

```
julia> x = collect(100:1:119)
20-element Array{\{}Int64,1{\}}:
101
102
103
104
105
106
107
108
109
 110
111
112
113
114
115
116
117
118
119
julia> x[3] ## just element 3
102
julia> x[[12 14]]
1ÃŮ2 Array{\{}Int64,2{\}}:
111 113
julia> x[1:5]
5-element Array{\{}Int64,1{\}}:
100
101
102
 103
 104
```

```
julia> bad = 1:4
1:4

julia> ## TODO negated indexes not present?
x[end]
119
```

Julia does not index by negation. It does however allow you to use the end keyword to get the last element.

### 20 Accessing and setting elements

```
julia> x = [5 2 9 4]
1ÃÛ4 Array{\{}Int64,2{\}}:
5 2 9 4

julia> v = [true false false true]
1ÃÛ4 Array{\{}Bool,2{\}}:
    true false false true

julia> x[v]
2-element Array{\{}Int64,1{\}}:
5
4
```

Use logical elements to access.

#### 21 Accessing and setting elements

```
x = zeros(10)

x[1:3] = 2

x[5:6] = [-5 NaN]

## x[7:10] = [1 9] ## will error - no recycling
```

# 22 Recycling rule \adv

```
TODO: recyling absent?
repmat() and friends might be needed.
vector + scalar works

[1 2] + 3
```

# 23 Naming indexes of a vector

TODO: not possible?

#### 24 Common functions for vectors

• length()

- reverse()
- sum, cumsum, prod, cumprod
- minimum, maximum, range?, summary?

## 25 Functions as function args

```
x = [3, 2, 9, 4]
y = exp.(x); z1 = find(y .> 20.0) ## case 1
z2 = find( exp.(x) .> 20.0) ## case 2
z1 == z2
true
```

## 26 Default values for function arguments

```
x = [2.091, 4.126, 7.925]
round.(x)
round.(x, 2) # TODO not named arguments... is round best example?
```

- 27 Default values for function arguments
- 28 Argument matching
- 29 Argument matching
- 30 \ldots in function calls \adv

splat?

### 31 Replacement functions \adv

no such equivalent.

#### 32 Getting help: key commands

?round

### 33 Numbers and special values

Key numerical types:

- Integer
- Float64 ("double")
- Float32 ("single precision")
- TODO: complex values.

TODO: check children of an abstract type  $\hat{a} \check{A} \S$  how to generate tree?

```
typeof(1)
typeof(1.0)
isa(1, Float64)
isa(1.0, Float64)
## TODO isnumber(4)
```

## 34 Numbers and special values

Julia does not have NA in base language (might be in the Statistics modules)

```
0/0
3/0
(-1)/0
isnan(0/0)
isinf(3/0)
nothing
nothing
typeof(nothing)
```

#### 35 Operator precedence

```
3 * 4 + 2 != 3 * (4 + 2)
2^3+1 != 2^(3+1)
1:5-1 # (cf R)
```

## 36 Operator precedence \Rfunction ?Syntax

TODO: find the precedence list

#### 37 Operators

TODO: globals not an issue?

- 38 When things go wrong
- 39 Types of parentheses
- 40 From interactive to source files

EditâĂŞrunâĂŞedit cycle.

See contents of src/trig.jl

### 41 Scripts

```
include("src/trig.jl")
[0.0, 0.0634239, 0.126592, 0.189251, 0.251148, 0.312033, 0.371662, 0.429795
, 0.486197, 0.540641]
```

- 42 Why are scripts a good thing?
- 43 Running scripts in batch \adv
- 44 Rscript

no equivalent

#### 45 Matrices

Matrices can be made directly or converted from vectors.

```
x = reshape(1:6, 2,3)
y = [1 2 3; 4 5 6]
z = hcat(1:3, 4:6)'
x = y
```

#### 46 Matrices

```
x[2,2] ## extracting a value.
x[1,:] ## extracting row
x[1:2, 2:3]
x[:,2] ## not column vector!
```

TODO: consider views vs copies.

#### 47 Typical matrix construction methods

```
reshape(1:6, (2,3))

x = vcat( [1 4 9], [2 6 8], [3 2 1])

y = hcat( [1 2 3]', ones(3,1)*5, [4 5 6]')
```

## 48 Typical matrix construction methods

Matrix indices are not named in Julia

#### 49 Common matrix operations

#### 49.1 Arrays

```
Multidimensional matrices
```

```
a = reshape(collect(1.0:12.0), 2, 2, 3)
```

#### 50 Boolean values

logical values true and false take the values 1 and 0 as in other languages. But you cannot use "1" where a boolean "true" is expected.

```
true + true
```

2

#### 51 Boolean values

```
d = [3.1 1.0 4.0 9.2 2.3 8.1 6.3]
d .> 5.0
d[d .> 5.0]
find( d .> 5.0)

3-element Array{Int64,1}:
4
6
7
```

#### 52 Boolean values

```
ifelse vectorized?
(10 > 20) ? 5 : 3 # just like C
d = collect(1.0:10.0)
ifelse.( d .> 3.0, 1.0, 0.0)
```

# 53 Boolean values âĂŞ \Rfunction ?logical

```
!true
true & false
false | true
xor(true, true)
```

#### false

### 54 Boolean logic: issues

```
Lazy evaluation is complicated here? && and || are lazy operators 
true || sleep(1000)
```

## 55 What is a list?

Two ways of getting a list in Julia; with a Dict so that they can be named (but not indexed by number), or with a vector.

#### 56 Data frames

Not in core Julia; see DataFrames package.

#### 57 Factors

???

## 58 Strings / character arrays

Use double quotes for strings in Julia.

```
x = "good"
```

## 59 Strings / character arrays

```
print("Now computing the steady state\n")
Now computing the steady state

## julia specific bits TODO mode
## push!, pop!, shift!, unshift!
x = 134
print("sqrt of $(x)is $(sqrt(x))")

sqrt of 134 is 11.575836902790225
```

## 60 Strings / character arrays

```
x = collect(1:5); exp_dir = "/home/stephen/res"
## TODO fix
##@sprintf("hello %d %s", x[2], exp_dir)
##[@sprintf("hello %d %s" i, exp_dir) for i in x]
```

TODO: paste doesn't seem to have a flexible friend in Julia. join may be the closest relative.

### 61 Strings

```
## https://docs.julialang.org/en/stable/manual/strings/
s = ["apples" "bee" "cars" "danish" "egg"]
length(s)
length.(s)
## substr todo
```

- 62 Strings
- 63 Strings
- 64 Environments \adv
- 65 Inspecting variables and the environment
- 66 Converting an object from one type to another
- 67 What is an object?
- 68 OO programming in \R
- 69 Basic plotting
- 70 Basic plotting
- 71 Basic plotting
- 72 Options controlling the plot
- 73 Multiple data sources on one plot
- 74 Multiple plots in one figure
- 75 Saving your plots
- 76 Next steps with plotting \adv
- 77 Reading/writing data to file system

14

- 78 Interacting with the file system
- 79 Scan, write, readLines
- 80 Scan, write, readLines
- 81 \Rfunction read.table et al.

```
using Weave
weave("spj.jmd", informat="markdown", out_path = :pwd, doctype = "pandoc")
weave("spj.jmd", informat="markdown", out_path = :pwd, doctype = "md2html")
weave("spj.jmd", informat="markdown", out_path = :pwd, doctype = "md2pdf")
```