Julia Programming Language



Overview

- numerical/technical computing
- general purpose
- web development
- About as fast as C → but JIT

<u>https://julialang.org/downloads/</u> <u>Current stable release: v1.8.5 (January 8, 2023)</u>

 Julia has a set of supported Platforms categorized in different tiers, which indicate if Julia compiles to a 100% or not given the specific resources of the destination computer

General

- Started in 2009 by Jeff Bezanson, Stefan Karpinski, Viral B. Shah, and Alan Edelman
- First blog post in 2012 where he stated why it is called Julia
 - in 2012 also the launch of pre-1.0 Julia happened
- In the next 10 years the community grew
- 2019 the inventors claimed the "James H. Wilkinson Prize for Numerical Software" award for (Julia 1.1 at that time)
 - "for the creation of Julia, an innovative environment for the creation of high-performance tools that enable the analysis and solution of computational science problems."
- January 2023 Julia 1.8.5



Language Overview (1)

- high-level, dynamic programming lanugage
- parametric polymorphism → multiple dispatch (core programming paradigm)
- Uses the JIT compiler, or also called JAOT in the community
 - Julia compiles code by default to machine code before running it.
- supports concurrent, (composable) parallel and distributed computing
- direct calling of C and Fortran libraries without glue code

Language Overview (2)

- garbage-collected
- uses eager evaluation
- includes efficient libraries for
 - floating-point calculations
 - linear algebra
 - random number generation
 - regular expression matching

Features

- Dynamically typed
 - assigns a type to all the variables at run-time by its value
- Build-in package manager
- Metaprogramming
 - code represented as data structure
- Interface with other languages like C, R, Scala/Java and Python
- Multiple dispatch



Single/Dynamic Dispatch

- Choice of which method version is called is defined by the object it executes
- Supported by common object-oriented languages

- typed language
 - the dispatch mechanism will be performed based on the type of the arguments (mostly type of the receiver of a message).
- weak / non typed language
 - carry a dispatch table as part of the object (for each object)
 - instance behaviour



Multiple Dispatch

- generalization of single-dispatch polymorphism
- dispatch based on combination of multiple arguments

```
abstract type Person end
abstract type Tourist <:Person end
abstract type Deer end

encounter(a::Deer, b::Tourist) = "bows politely"
encounter(a::Tourist, b::Deer) = "feeds"
encounter(a::Person, b::Deer) = "beckons"
encounter(a::Deer, b::Person) = "ignores"
encounter(a::Tourist, b::Deer, foo::String) = "feeds deer $foo"</pre>
```

Syntax(1)

if - else if - else

```
if condition
Statement
else
Statement
end
```

```
if A[1,2] == 5
  println("This true")
else
  println("This is false")
end
```

Syntax(2)

```
for loop
```

Output:

0 10 20 30 40 50 60 70 80 90 100

red green yellow

Syntax(3)

Generator expression

 $sum(x^2 for x in 1:10)$

Output:

385

Syntax(4)

Areas of Application

Data science

Companies developing in Julia.

- Intel
- Disney
- Amazon
- Google
- Microsoft
- NASA
- IBM



Examples (1)

using DataFrames
using CSV
using Plots

df = CSV.read("trees.csv", DataFrame)
print(describe(df))

4×7 DataFrame							
Row	variable	mean	min	median	max	nmissing	eltype
	Symbol	Float64	Real	Float64	Real	Int64	DataType
1	Index	16.0	1	16.0	31	0	Int64
2	Girth (in)	13.2484	8.3	12.9	20.6	0	Float64
3	Height (ft)	76.0	63	76.0	87	0	Int64
4	Volume(ft^3)	30.171	10.2	24.2	77.0	0	Float64

Examples (2)

Distribution of tree height using Plots using RDatasets, StatsPlots

@df df boxplot(:"Height (ft)")

