



iDiv

German Centre for Integrative Biodiversity Research (iDiv)
Halle-Jena-Leipzig



HELMHOLTZ
Zentrum für Umweltforschung

Why I like Julia

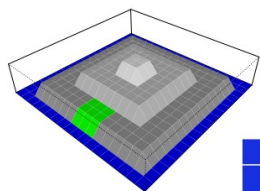
Performance, flexibility, and elegance

Daniel Vedder

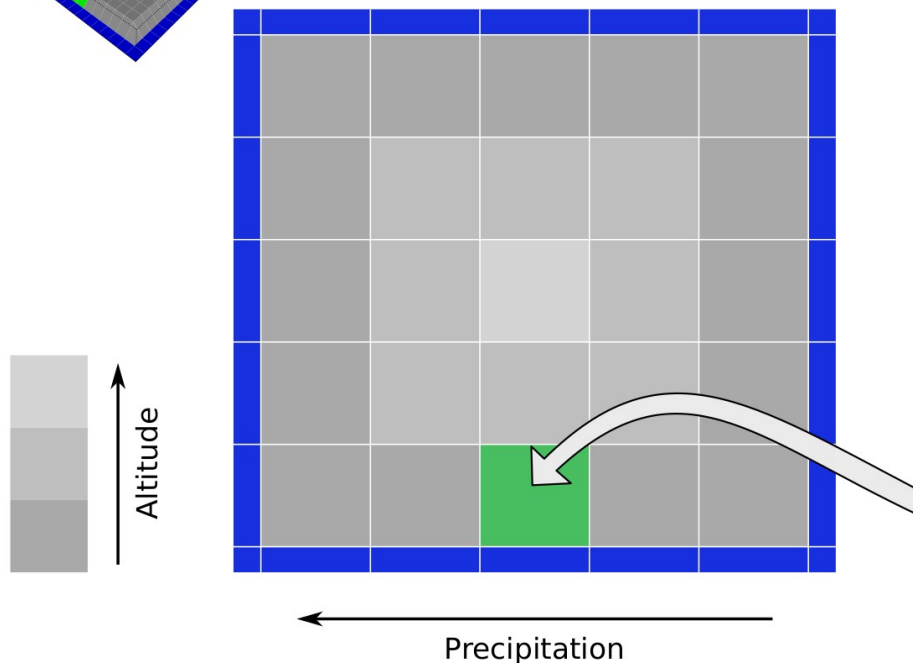
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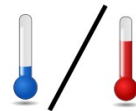
First steps: island plants



Simulation arena



Scenarios



15°C vs. 35°C
lowland temperature



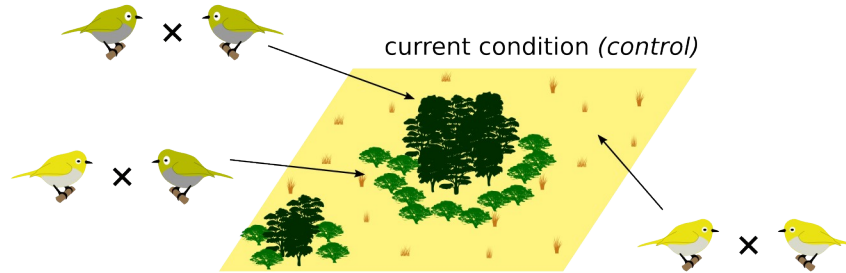
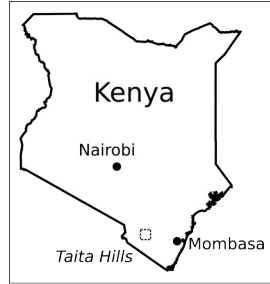
1% vs. 10%
disturbance mortality



1 vs. 10 plants per year
propagule pressure

Vedder, D., Leidinger, L., & Sarmento Cabral, J. (2021). Propagule pressure and an invasion syndrome determine invasion success in a plant community model. *Ecology and Evolution*, 11(23), 17106–17116. <https://doi.org/10.1002/ece3.8348>

Next steps: sky-island birds



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Management scenarios:

edge depletion
(decrease habitat area)



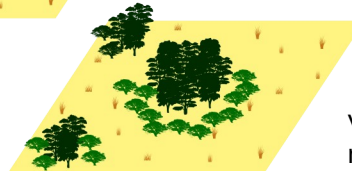
corridor planting
(increase connectivity)



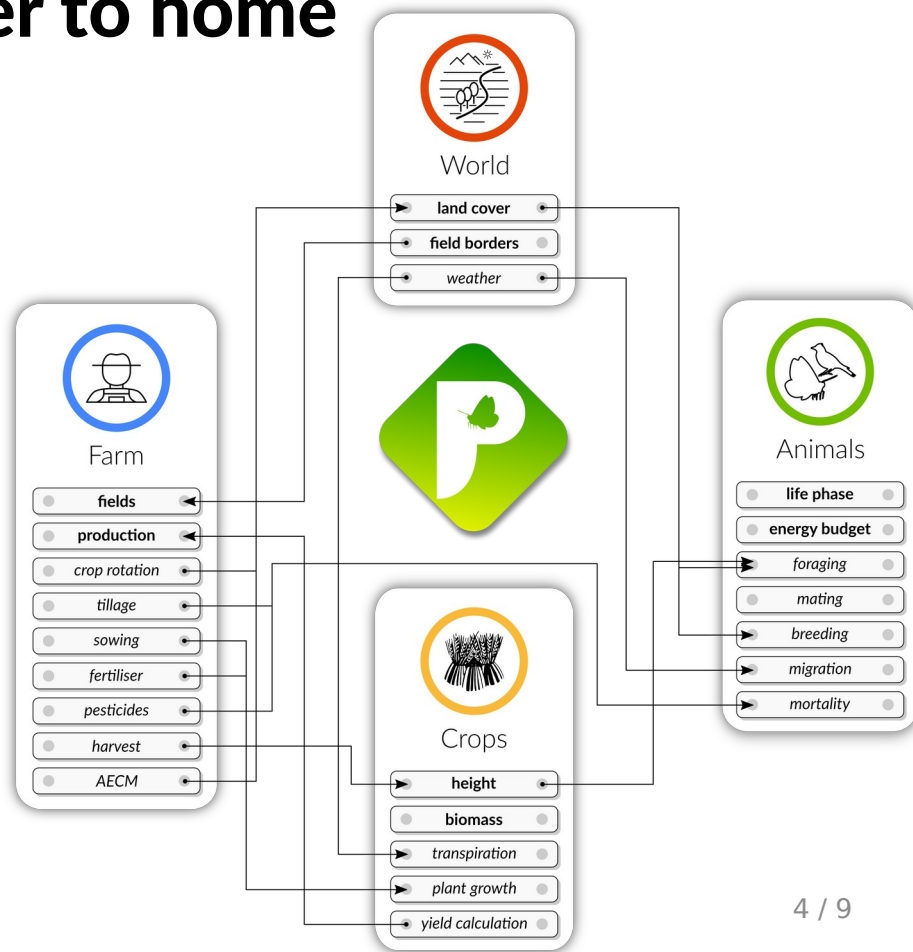
fragment clearing
(decrease connectivity)



plantation conversion
(increase habitat area)



Now: more birds, but closer to home



<https://persefone-model.eu>

“After having used all of these languages at various times, our working group has settled on Julia as our current ‘ideal candidate’. [...] Overall, our experiences with the language have been almost entirely positive.”

Vedder, D., Ankenbrand, M., & Cabral, J. S. (2021).
Dealing with software complexity in individual-based models.
Methods in Ecology and Evolution, 12(12), 2324–2333.
<https://doi.org/10.1111/2041-210X.13716>

What I like about Julia

- **Performance:** complicated simulations of 100.000s of individuals over 100s of updates (with dozens of replicates) are feasible
- **Flexibility:** the language provides just the right tools for the job – and when necessary, you can adapt it to your needs
- **Elegance:** the language doesn't just get out of your way, it speeds you on your way

Extending the language: AnnualDates

```
21 mutable struct AnnualDate
22     month::Int64
23     day::Int64
24 end
25
26 # allow creating AnnualDates from a string of the format "8 August"
27 AnnualDate(ad::String) = AnnualDate(Date(ad, dateformat"d U"))
28 Base.convert{::Type{AnnualDate}, ad::String} = AnnualDate(ad)
29 Base.parse{::Type{AnnualDate}, ad::String} = AnnualDate(ad)
30
31 # Interface with Dates
32 AnnualDate(date::Date) = AnnualDate(month(date), day(date))
33 Base.convert{::Type{AnnualDate}, ad::Date} = AnnualDate(ad)
34 Dates.month(ad::AnnualDate) = ad.month
35 Dates.day(ad::AnnualDate) = ad.day
36 Dates.monthday(ad::AnnualDate) = (ad.month, ad.day)
37 Date(year::Int64, ad::AnnualDate) = Date(year, ad.month, ad.day)
38
39 # Addition and subtraction of date periods
40 Base.:+(ad::AnnualDate, time::DatePeriod) =
41 Base.- (ad::AnnualDate, time::DatePeriod) =
42 Base.- (ad1::AnnualDate, ad2::AnnualDate) =
43     Date(2022, ad1) - Date(2022, ad2) :
44     Date(2022, ad1) - Date(2021, ad2)
45
46 # Taking ranges
47 Base.:(:)(start::AnnualDate, stop::AnnualDate) =
48     if start < stop # normal case, e.g. Easter
49         AnnualDate.(Date(2022, start):Date(2022, stop))
50     else # handle wrap-around, e.g. Christmas
51         AnnualDate.(Date(2021, start):Date(2022, stop))
52     end
```

```
julia> christmas = AnnualDate(12, 24)
```


```
julia> today() < christmas
true
```

```
julia> birthday::AnnualDate = "21 August"
```

```
julia> christmas - birthday
125 days
```

Molding the language: species macros

```
11 @species Mermaid begin
12     ageofmaturity = 2
13     pesticidemortality = 1.0
14 end
15
16 @create Mermaid begin
17     @debug "Created $(animalid(self))."
18 end
19
20 @phase Mermaid life begin
21     @debug "$(animalid(self)) is swimming happily in its pond."
22     @respond pesticide @kill(self.pesticidemortality, "poisoning")
23     @respond harvesting @setphase(drought)
24     if self.sex == female && length(@neighbours()) < 3 &&
25         self.age >= self.ageofmaturity && @landcover() == water
26         @reproduce()
27     end
28 end
29
30 @phase Mermaid drought begin
31     n = sum(1 for a in @neighbours())
32     @debug "$(animalid(self)) is experiencing drought"
33     @respond sowing @setphase(life)
34 end
35
36 @populate Mermaid begin
37     birthphase = life
38     initphase = life
39     habitat = @habitat(@landcover() == water)
40     pairs=true
41 end
```



```
45 function life(self::Mermaid, model::SimulationModel)
46     pos = self.pos
47     @debug "$(animalid(self)) is swimming happily in its pond."
48     if pesticide in model.landscape[pos...].events
49         kill!(self, model, self.pesticidemortality, "poisoning")
50     end
51     if harvesting in model.landscape[pos...].events
52         self.phase = drought
53     end
54     if self.sex == female && length(neighbours(self, model)) < 3 &&
55         self.age >= self.ageofmaturity && landcover(pos, model) == water
56         reproduce(self, model)
57     end
58 end
```


Happy hacking!