

tutorial

September 7, 2017

1 Julia Basics

This is a *basic* introduction to an IJulia notebook.

```
In [1]: 1+1
```

```
Out[1]: 2
```

```
In [2]: x = 3
```

```
Out[2]: 3
```

```
In [3]: x
```

```
Out[3]: 3
```

```
In [4]: 3*x + x^3 + sin(x)
```

```
Out[4]: 36.141120008059865
```

```
In [5]: z = 3 + 4im
```

```
Out[5]: 3 + 4im
```

```
In [6]: z^3
```

```
Out[6]: -117 + 44im
```

```
In [7]: exp(z)
```

```
Out[7]: -13.128783081462158 - 15.200784463067954im
```

```
In [8]: sqrt(z)
```

```
Out[8]: 2.0 + 1.0im
```

```
In [9]: sqrt(-2+0im)
```

```
Out[9]: 0.0 + 1.4142135623730951im
```

```
In [10]: abs(Out[12])
```

```
KeyError: key 12 not found
```

```
in getindex(::Dict{Int64,Any}, ::Int64) at ./dict.jl:688
```

```
In [11]: abs(3+4im)
```

```
Out[11]: 5.0
```

```
In [12]: x = [1,2,3]
```

```
Out[12]: 3-element Array{Int64,1}:  
 1  
 2  
 3
```

```
In [13]: y = [1 2 3]
```

```
Out[13]: 1×3 Array{Int64,2}:  
 1 2 3
```

```
In [14]: y * x
```

```
Out[14]: 1-element Array{Int64,1}:  
 14
```

```
In [15]: x * y
```

```
Out[15]: 3×3 Array{Int64,2}:  
 1 2 3  
 2 4 6  
 3 6 9
```

```
In [16]: x + y
```

```
DimensionMismatch("dimensions must match")
```

```
in promote_shape(::Tuple{Base.OneTo{Int64},Base.OneTo{Int64}}, ::Tuple{Base.OneTo{Int64}}) at .
```

```
in promote_shape(::Tuple{Base.OneTo{Int64}}, ::Tuple{Base.OneTo{Int64},Base.OneTo{Int64}}) at .
```

```
in promote_shape(::Array{Int64,1}, ::Array{Int64,2}) at ./operators.jl:397
```

```
in _elementwise(::Base.#+, ::Type{Int64}, ::Array{Int64,1}, ::Array{Int64,2}) at ./arraymath.jl
```

```
in +(::Array{Int64,1}, ::Array{Int64,2}) at ./arraymath.jl:49
```

```
In [17]: A = x .+ y
```

```
Out[17]: 3×3 Array{Int64,2}:  
 2 3 4  
 3 4 5  
 4 5 6
```

```
In [18]: x .* x
```

```
Out[18]: 3-element Array{Int64,1}:  
 1  
 4  
 9
```

```
In [19]: x = rand(20)
```

```
Out[19]: 20-element Array{Float64,1}:
 0.865113
 0.933176
 0.618455
 0.617167
 0.401063
 0.73383
 0.435374
 0.0494422
 0.937702
 0.26655
 0.369985
 0.361838
 0.498797
 0.173794
 0.948838
 0.108735
 0.262631
 0.0768341
 0.825819
 0.620872
```

```
In [20]: x[2]
```

```
Out[20]: 0.9331756932130784
```

```
In [21]: x[2:5]
```

```
Out[21]: 4-element Array{Float64,1}:
 0.933176
 0.618455
 0.617167
 0.401063
```

```
In [22]: x[7:2:end] # x[7], x[9], x[11], ... end of array
```

```
Out[22]: 7-element Array{Float64,1}:
 0.435374
 0.937702
 0.369985
 0.498797
 0.948838
 0.262631
 0.825819
```

```
In [23]: x[x .> 0.5]
```

```
Out[23]: 9-element Array{Float64,1}:
 0.865113
 0.933176
 0.618455
 0.617167
 0.73383
 0.937702
```

```
0.948838
0.825819
0.620872
```

Any function `f` can be applied elementwise to an array `x` by the syntax `f.(x)`.

You may be thinking that Matlab and Numpy do this without dots, but it turns out that the `.` in `f.(x)` enables extensive possibilities that aren't possible in other language. See also [this blog post on the real power of this syntax](#).

e.g. compute $e^{\sin x_i}$ for each element $x_i=x[i]$ of the array `x`:

```
In [24]: exp.(sin.(x))
```

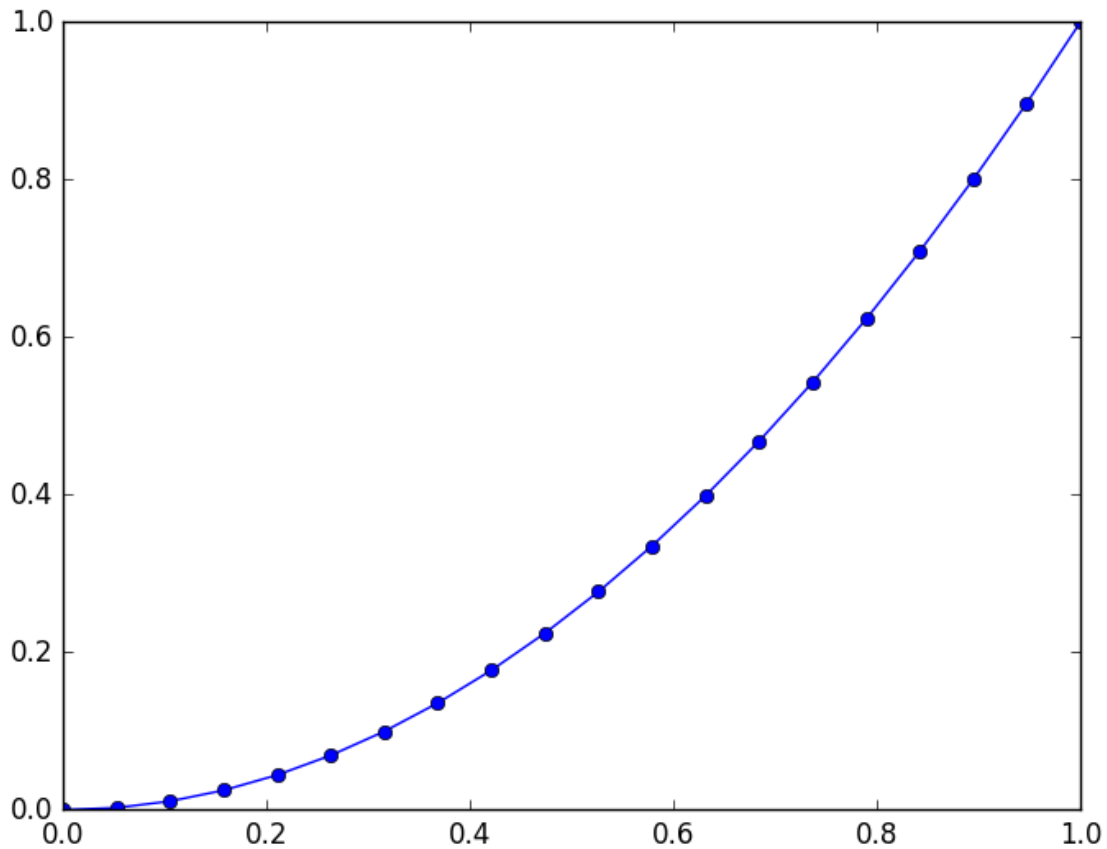
```
Out[24]: 20-element Array{Float64,1}:
```

```
2.14078
2.23338
1.78564
1.78377
1.47757
1.95369
1.52463
1.05066
2.23938
1.30135
1.43563
1.42475
1.61344
1.18877
2.25407
1.11463
1.29644
1.07978
2.0857
1.78916
```

1.1 Plotting

```
In [27]: using PyPlot # thin wrapper around Python Matplotlib
```

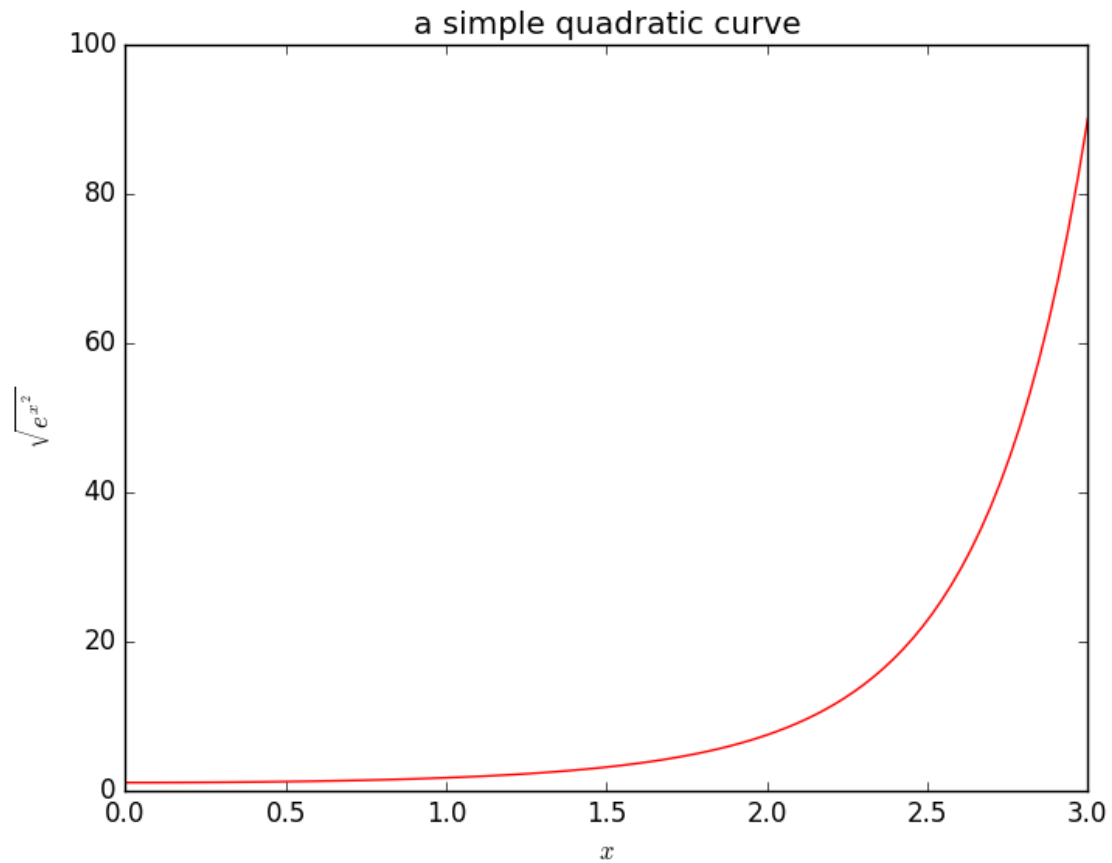
```
In [29]: x = linspace(0,1,20)
         plot(x, x.*x, "bo-")
```



```
Out[29]: 1-element Array{Any,1}:  
          PyObject <matplotlib.lines.Line2D object at 0x322f17250>
```

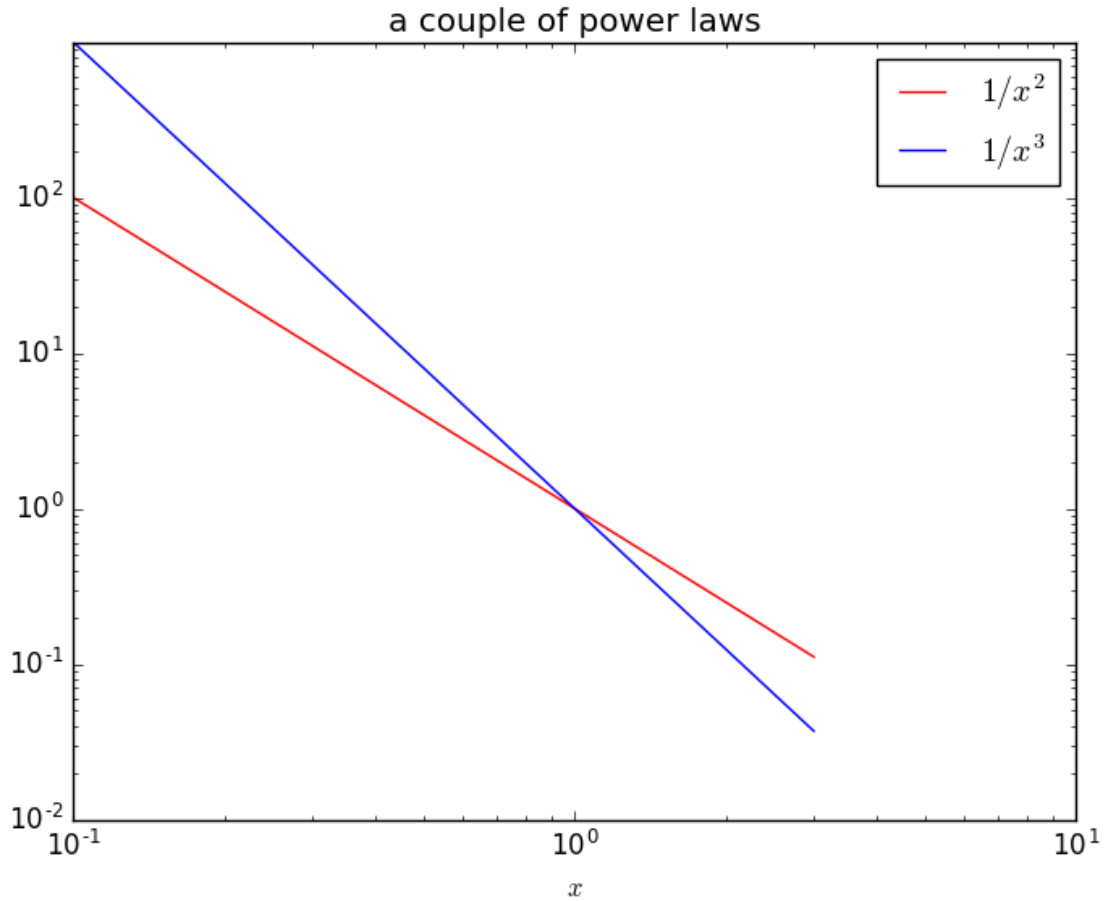
Let's plot a more complicated function, $\sqrt{e^{x^2}} = e^{x^2/2}$:

```
In [30]: x = linspace(0, 3, 100)  
         plot(x, sqrt(exp(x.*x)), "r-")  
         title("a simple quadratic curve")  
         xlabel(L"x")  
         ylabel(L"\sqrt{e^{x^2}}")
```



Out[30]: PyObject <matplotlib.text.Text object at 0x322f615d0>

```
In [31]: x = linspace(0.1, 3, 100)
loglog(x, x.^(-2), "r-")
loglog(x, x.^(-3), "b-")
title("a couple of power laws")
xlabel(L"x")
legend([L"1/x^2", L"1/x^3"])
```



Out[31]: PyObject <matplotlib.legend.Legend object at 0x323328610>

1.2 Linear algebra

In [32]: A = [1 2 3 4; 5 6 7 8; 9 10 11 12]

Out[32]: 3×4 Array{Int64,2}:
 1 2 3 4
 5 6 7 8
 9 10 11 12

In [33]: A = [1 2 3 4
 5 6 7 8
 9 10 11 12]

Out[33]: 3×4 Array{Int64,2}:
 1 2 3 4
 5 6 7 8
 9 10 11 12

In [34]: A = rand(4,4)

```
Out [34]: 4x4 Array{Float64,2}:
 0.354297  0.796286  0.817323  0.0345978
 0.690757  0.545312  0.10516   0.960872
 0.534802  0.541574  0.910064  0.547655
 0.246295  0.804683  0.217789  0.227035
```

```
In [35]: A = randn(1000,1000)
```

```
Out [35]: 1000x1000 Array{Float64,2}:
-1.65081  -0.240849  0.303505  ...  -1.7985    1.58347    2.17258
 1.1676   -1.14529  -0.79521    0.757942  0.136036  -0.202522
-0.42534  -0.636201 -0.271092    0.636029  0.432697  0.982919
 0.548365  0.813392  0.180881    0.892248  -2.66757  0.623155
 0.358272 -1.32407  -1.62438    -0.583573  1.39367   1.84467
-0.522505  0.635723 -1.83343  ...  0.373494  0.880843  0.197541
-1.36032  0.328761  0.966728    0.214797  -0.519872  0.786407
-1.96225  -1.18058  0.0220994   1.03323   1.73717  -1.02543
-2.3271   2.59105  -0.105579   -0.740164 -0.588027  -1.22532
 0.455888 -1.17448  -1.23745    1.26299  -0.996511 -0.0343119
-1.37476  -0.695493 -0.349228  ...  0.623711  -0.118538  -2.10232
 0.385374  0.500938  0.328916    1.69133   0.0510919 -1.33315
 0.367484 -0.88171  -0.0158286  -0.0158428  0.0727947  0.330221
  ⋮
 2.07491  0.301412  -2.88188    -2.13433  -1.46011  -1.33492
 0.445576  0.200213  0.867564    2.16332  -0.607085  -0.719657
 1.15989   1.38095  0.0995334  ...  0.656682  -0.286683  1.1383
 1.49364   1.61671  1.74414    2.3082   -0.608303  -0.857497
 1.00611  -0.49429  -0.999569   -1.72488  0.0250074  1.70796
-0.653577 -0.867363  -1.2563     -1.27231  0.629835  0.731937
 0.381445  0.974918  -0.0255441  -0.824598  -1.34282  0.00359473
 0.695848  0.0786676  1.72538    ...  -0.0131363  -0.859186  -0.483053
-0.775784 -1.15708  -0.238277    0.658991  -0.40027  1.3225
 0.733769  0.673854  -1.31093    0.176824  -1.0881   -1.46115
-0.240597  0.142289  0.265261    0.365702  -1.2539   0.0856285
-1.05008  -0.707914  0.447666    0.743693  0.61162  1.02591
```

```
In [36]: b = randn(1000)
```

```
Out [36]: 1000-element Array{Float64,1}:
 0.704118
-0.096427
-0.733399
-0.343855
 1.94833
-0.712985
 0.37097
 0.438342
-0.486407
 0.772552
 0.370966
-1.60214
 0.0380739
  ⋮
-1.5625
```



```
0.67892
-0.305153
0.872263
1.37475
-0.0145622
1.55491
-2.12784
-1.57598
0.625179
1.07015
-0.840333
```

Let's solve $Ax = b$:

```
In [37]: x = inv(A) * b
```

```
Out[37]: 1000-element Array{Float64,1}:
```

```
0.582043
1.18294
-0.045209
-0.671191
1.51479
-2.11266
-0.849299
1.68512
0.101655
0.228883
-0.619881
-0.755786
-4.20192
⋮
-1.57702
3.67938
-1.59842
2.11529
-2.26215
-0.348302
-2.48251
2.41252
2.1558
-2.08519
-1.97143
-1.54951
```

```
In [38]: x = A \ b
```

```
Out[38]: 1000-element Array{Float64,1}:
```

```
0.582043
1.18294
-0.045209
-0.671191
1.51479
-2.11266
-0.849299
1.68512
```

```

0.101655
0.228883
-0.619881
-0.755786
-4.20192
⋮
-1.57702
3.67938
-1.59842
2.11529
-2.26215
-0.348302
-2.48251
2.41252
2.1558
-2.08519
-1.97143
-1.54951

```

```
In [39]:  $\lambda$  = eigvals(A)
```

```

Out[39]: 1000-element Array{Complex{Float64},1}:
 23.8373+20.5315im
 23.8373-20.5315im
 16.9749+26.496im
 16.9749-26.496im
 16.5081+26.5372im
 16.5081-26.5372im
 31.0478+5.66555im
 31.0478-5.66555im
 29.4471+11.4433im
 29.4471-11.4433im
 28.0514+14.2995im
 28.0514-14.2995im
 30.288+6.98167im
 ⋮
-0.353185-3.43256im
 3.2686+1.52675im
 3.2686-1.52675im
 3.89872+0.0im
 1.85608+2.95923im
 1.85608-2.95923im
-0.532069+2.10994im
-0.532069-2.10994im
 1.4669+1.1996im
 1.4669-1.1996im
 -1.4334+0.0im
 0.659698+0.0im

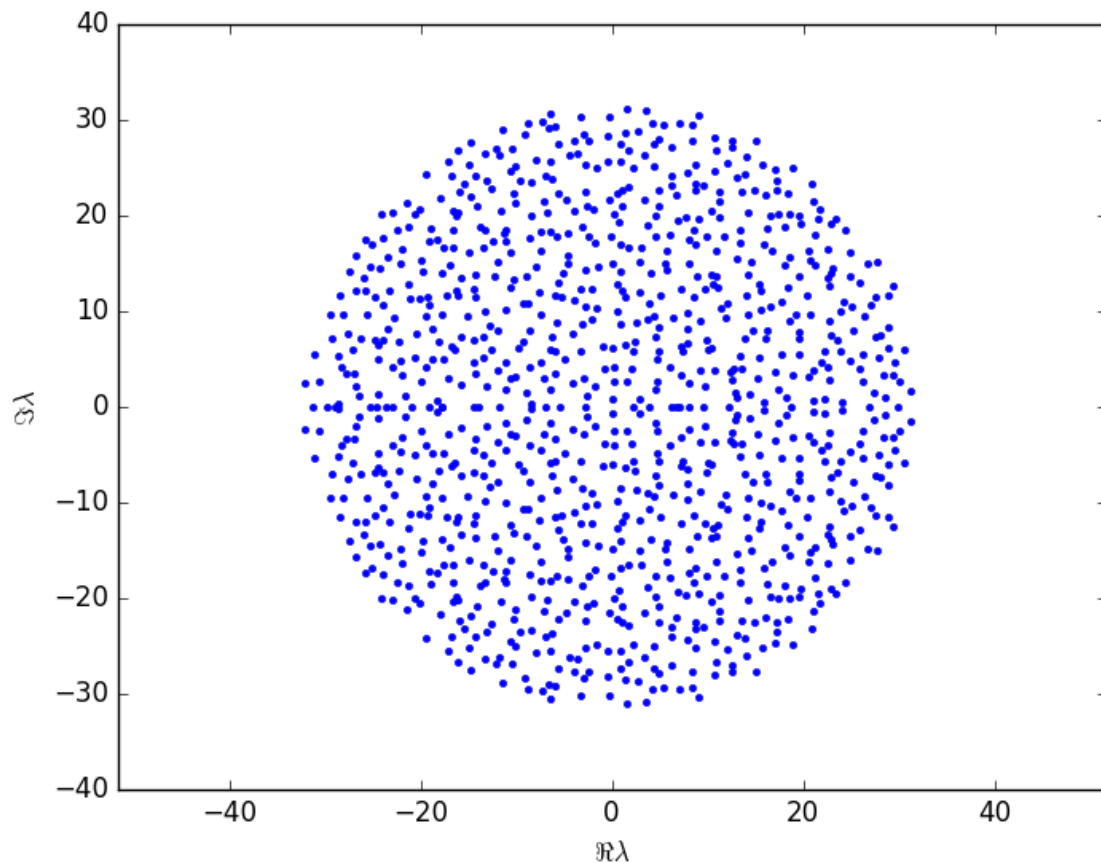
```

You may be wondering how to type λ . It turns out you can just type `\lambda` (the LaTeX code for λ) and then hit `tab`. You can type much more complicated variable names this way. (This is all thanks to Julia's support for something called [Unicode](#).)

```
In [50]:  $x_{\hat{2}}' = 7 \# x_{\hat{2}}'_{\prime}$ 
```

Out[50]: 7

```
In [40]: A = randn(1000,1000)
 $\lambda$  = eigvals(A)
plot(real( $\lambda$ ), imag( $\lambda$ ), "b.")
axis("equal")
xlabel(L"\Re \lambda")
ylabel(L"\Im \lambda")
savefig("foo.pdf")
```



```
In [41]: A = rand(5,5)
```

```
Out[41]: 5×5 Array{Float64,2}:
 0.654851  0.870059  0.0121391  0.28378  0.281063
 0.185478  0.835295  0.921174  0.211865  0.792001
 0.402456  0.174917  0.385094  0.104552  0.449979
 0.0853418 0.462815  0.404998  0.0762736 0.566363
 0.501122  0.769946  0.985798  0.533097  0.331967
```

```
In [42]:  $\lambda$ , X = eig(A)
```

```
Out[42]: (Complex{Float64}[2.33956+0.0im,0.202439+0.471556im,0.202439-0.471556im,-0.504527+0.0im,0.04357+0.0im],
Complex{Float64}[0.439548+0.0im 0.731467+0.0im ... -0.0449559+0.0im -0.283944+0.0im; 0.564317+0.0im])
```

In [43]: λ

```
Out[43]: 5-element Array{Complex{Float64},1}:
 2.33956+0.0im
 0.202439+0.471556im
 0.202439-0.471556im
-0.504527+0.0im
 0.0435738+0.0im
```

In [44]: X

```
Out[44]: 5×5 Array{Complex{Float64},2}:
 0.439548+0.0im  0.731467+0.0im  ...  -0.0449559+0.0im  -0.283944+0.0im
 0.564317+0.0im  -0.317749+0.340296im  0.184355+0.0im  -0.177871+0.0im
 0.28513+0.0im  -0.0230972-0.413087im  0.349483+0.0im  -0.268076+0.0im
 0.32097+0.0im  -0.134243+0.232145im  0.41431+0.0im  0.840298+0.0im
 0.551383+0.0im  -0.0572381-0.042745im  -0.818658+0.0im  0.331318+0.0im
```

In [45]: λ , X

```
Out[45]: (Complex{Float64}[2.33956+0.0im,0.202439+0.471556im,0.202439-0.471556im,-0.504527+0.0im,0.0435738+0.0im],
Complex{Float64}[0.439548+0.0im 0.731467+0.0im ... -0.0449559+0.0im -0.283944+0.0im; 0.564317+0.0im ... 0.331318+0.0im])
```

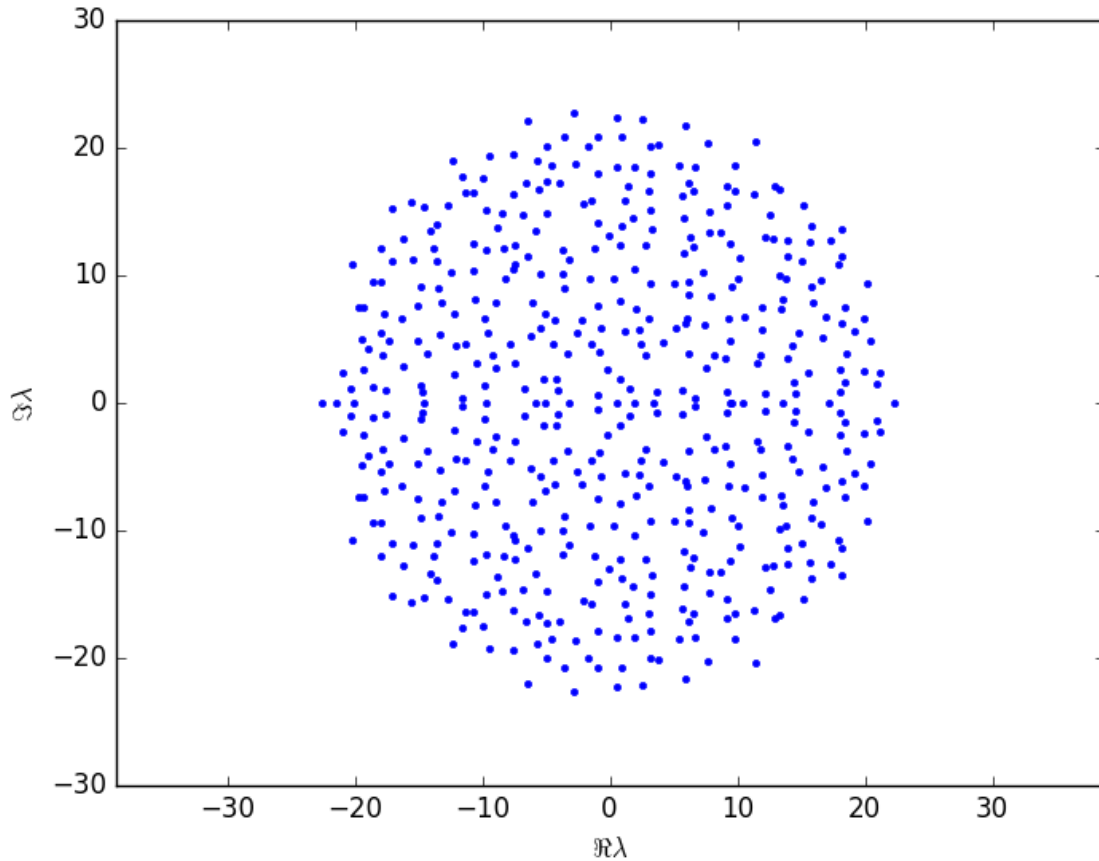
In [46]: using Interact

INFO: Precompiling module DataStructures.

```
In [47]: f = figure()
@manipulate for n in 10:1000
  withfig(f) do
    A = randn(n,n)
     $\lambda$  = eigvals(A)
    plot(real( $\lambda$ ), imag( $\lambda$ ), "b.")
    axis("equal")
    xlabel(L"\Re \lambda")
    ylabel(L"\Im \lambda")
  end
end
```

Interact.Options{:SelectionSlider,Int64}(Signal{Int64}(505, nactions=1),"n",505,"505",Interact.OptionDi

Out[47]:



1.3 Calling Python

Being a young language, Julia doesn't have as many mature libraries and packages as a language like Python. Fortunately, Julia code can *call Python libraries* directly, with the help of the [PyCall](#) package:

```
In [48]: using PyCall
```

```
In [49]: @pyimport scipy.special as special
```

```
In [50]: special.airy(3)
```

```
Out[50]: (0.006591139357460717, -0.011912976705951313, 14.037328963730229, 22.92221496638217)
```

```
In [51]: @pyimport scipy.optimize as opt
```

```
In [52]: opt.newton(cos, 1.4) - pi/2
```

```
Out[52]: 0.0
```

```
In [53]: opt.newton(x -> cos(x) - x, 1.4)
```

```
Out[53]: 0.7390851332151607
```