Contents

1 Introduction ....................................................... 2
2 Getting around .................................................. 2
3 Basic literals and types ......................................... 3
4 Special literals and types ......................................... 4
  4.1 Tuples and NamedTuples ..................................... 4
  4.2 Arrays ......................................................... 5
  4.3 Composite types ............................................. 7
  4.4 Dictionaries .................................................. 7
5 Strings ............................................................ 7
6 Programming constructs ......................................... 8
7 Variable scoping ................................................ 9
8 Modules .......................................................... 10
9 Operators ........................................................ 11
10 Essential general usage functions ......................... 12
11 Reading and writing data ..................................... 12
12 Random numbers .............................................. 12
13 Statistics and machine learning ............................. 13
14 Macros ......................................................... 13
15 Plotting .......................................................... 13
16 The Joy of Julia .................................................. 14
1 Introduction

The Purpose of this document is to introduce programmers to the Julia programming by example. This is a simplified exposition of the language.¹

It is simplest to execute these examples by copy-pasting to the Julia REPL (https://docs.julialang.org/en/latest/stdlib/REPL/) or copying them to a file and next running them using include function. The difference is that copy-paste approach will echo output of each instruction to the terminal.

If some package is missing on your system switch to the package manager mode by pressing ] in the Julia REPL, and then write add [package name] to require installing it.

This is an introductory document. Important topics that a person learning the Julia should be aware of, that are not covered are:

1) parametric types;
2) parallel and distributed processing;
3) advanced I/O operations;
4) advanced package management;
5) interaction with system shell; see run;
6) exception handling; see try;
7) creation of coroutines;
8) integration with C, Fortran, Python and R.

You can read about them in the latest Julia documentation at http://julia.readthedocs.org/en/latest/manual/.

The Julia Express was tested using the following 64-bit Julia version:

```text
versioninfo()
# Julia Version 1.1.0
# Commit 80516ca202 (2019-01-21 21:24 UTC)
# Platform Info:
# OS: Windows (x86_64-w64-mingw32)
# CPU: Intel(R) Core(TM) i7-8550U CPU @ 1.80GHz
# WORD_SIZE: 64
# LIBM: libopenlibm
# LLVM: libLLVM-6.0.1 (ORCJIT, skylake)
```

All suggestions how this guide can be improved are welcomed. Please contact me at bkamins@sgh.waw.pl.

2 Getting around

Running julia invokes an interactive (REPL) mode. In this mode some useful commands are:

1) ^D (exits Julia);
2) ^C (interrupts computations);
3) ? (enters help mode);
4) ; (enters system shell mode);
5) ] (enters package manager mode);
6) Ctrl-l clears screen;
7) putting ; after the expression will disable showing its value in REPL (not needed in scripts).

Examples of some essential functions in the Julia REPL (they can be also invoked in scripts):

```text
@edit max(1,2)  # show the definition of max function when invoked with arguments 1 and 2
varinfo()  # list of global variables and their types
cd("D:/")  # change working directory to D:/ (on Windows you can use /)
pwd()  # get current working directory
include("file.jl")  # execute source file
exit(1)  # exit Julia with code 1 (exit code 0 is used by default)
clipboard([1,2])  # copy data to system clipboard
clipboard()  # load data from system clipboard as a string
```

You can execute a Julia script from OS shell by running julia script.jl.

Try saving the following example script to a file and run it (more examples of all the constructs used are given in following sections):

¹The rocket ship clip is free for download at http://www.clipartlord.com/free-cartoon-rocketship-clip-art-2/.
function es(n::Int)  # accepts one integer argument
    isprime = trues(n)  # n-element vector of true-s
    isprime[1] = false  # 1 is not a prime
    for i in 2:isqrt(n)  # loop integers less or equal than sqrt(n)
        if isprime[i]  # conditional evaluation
            for j in i^2:i:n  # sequence with step i
                isprime[j] = false
            end
        end
    end
    return filter(x -> isprime[x], 1:n)  # filter using an anonymous function
end

println(es(100))  # print all primes less or equal than 100
@time length(es(10^6))  # check function execution time and memory usage

3 Basic literals and types

Basic scalar literals are the following:

1::Int  # 64 bit integer on 64 bit Julia, no overflow warnings
1.0::Float64  # 64 bit float, defines NaN, -Inf, Inf
true::Bool  # boolean, allows "true" and "false"
'c'::Char  # character, allows Unicode
"s"::AbstractString  # strings, allows Unicode, see also Strings below

The syntax x::Type is a literal x with type Type assertion. In practice the type assertion is not needed. Here we use it only to show the type of each kind of a literal. All basic types listed above are immutable.

Type assertions for variables are made in the same way and they can be useful to catch bugs in your code.

An important feature of integers in Julia is that by default they are 64 bit on 64 bit Julia and 32 bit on 32 bit Julia. This means that 1::Int32 assertion will fail on 64-bit Julia. Notably Int is a constant whose value is either Int64 or Int32 depending on version (the same with unsigned integer UInt).

There is no automatic type conversion, unless some function explicitly performs it. This is especially important in function calls. The simplest way to perform the conversion of a value x to type T by writing T(x), for example:

Int64('a')  # character to integer
Int64(2.0)  # float to integer
Int64(1.3)  # inexact error
Int64("a")  # error no conversion possible
Float64(1)  # integer to float
Bool(1)  # converts to boolean true
Bool(0)  # converts to boolean false
Bool(2)  # conversion error
Char(89)  # integer to char
string(true)  # cast Bool to string (works with other types, note small caps)
string(1,true)  # string can take more than one argument and concatenate them
zero(10.0)  # zero of type of 10.0
one(Int64)  # one of type Int64

General conversion can be done using convert(Type, x) (typically convert will not perform a copy if x already has type Type):

convert(Int64, 1.0)  # convert float to integer

Parsing strings can be done using parse(Type, str):

parse(Int64, "1")  # parse '1' string as Int64

Automatic promotion of many arguments to common type (if any exists) can be achieved using promote:

promote(true, BigInt(1)//3, 1.0)  # tuple (see Tuples) of BigFloats, true promoted to 1.0
promote("a", 1)  # promotion to a common type is not possible
Many operations (arithmetic, assignment) are defined in a way that performs automatic type promotion (so this is a way to work around no automatic type conversion rule in Julia).

One can verify type of a value in the following way:

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>typeof(&quot;abc&quot;)</td>
<td># String returned which is a AbstractString subtype</td>
</tr>
<tr>
<td>isa(&quot;abc&quot;, AbstractString)</td>
<td># true</td>
</tr>
<tr>
<td>isa(1, Float64)</td>
<td># false, integer is not a float</td>
</tr>
<tr>
<td>isa(1.0, Float64)</td>
<td># true</td>
</tr>
<tr>
<td>1.0 isa Number</td>
<td># an alternative syntax; true, Number is abstract type</td>
</tr>
<tr>
<td>supertype(Int64)</td>
<td># supertype of Int64</td>
</tr>
<tr>
<td>subtypes(Real)</td>
<td># subtypes of abstract type Real</td>
</tr>
</tbody>
</table>

It is possible to perform calculations using arbitrary precision arithmetic, complex and rational numbers:

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BigInt(10)^1000</td>
<td># big integer</td>
</tr>
<tr>
<td>BigFloat(10)^1000</td>
<td># big float, see documentation how to change default precision</td>
</tr>
<tr>
<td>big(1.5)</td>
<td># value of big type chosen appropriately, in this case BigFloat</td>
</tr>
<tr>
<td>1 + 1im</td>
<td># a complex number</td>
</tr>
<tr>
<td>123//456</td>
<td># rational numbers are created using // operator</td>
</tr>
</tbody>
</table>

Type hierarchy of all standard numeric types is given in Figure 1.

### 4 Special literals and types

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any</td>
<td># all objects are of this type</td>
</tr>
<tr>
<td>Union()</td>
<td># subtype of all types, no object can have this type</td>
</tr>
<tr>
<td>Nothing</td>
<td># type indicating nothing (absence of a value), a subtype of Any</td>
</tr>
<tr>
<td>nothing</td>
<td># only instance of Nothing</td>
</tr>
<tr>
<td>Missing</td>
<td># type indicating missing value (a value exists but is unknown), a subtype of Any</td>
</tr>
<tr>
<td>missing</td>
<td># only instance of Missing</td>
</tr>
</tbody>
</table>

Additionally #undef indicates an incompletely initialized object element (see documentation for details).

### 4.1 Tuples and NamedTuples

Tuples are immutable sequences indexed from 1:

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>()</td>
<td># an empty tuple</td>
</tr>
<tr>
<td>(1,)</td>
<td># a one element tuple</td>
</tr>
<tr>
<td>(&quot;a&quot;, 1)</td>
<td># a two element tuple</td>
</tr>
<tr>
<td>(&quot;a&quot;, false)::Tuple(Char, Bool)</td>
<td># tuple type assertion</td>
</tr>
</tbody>
</table>
x = (1, 2, 3)
x[1]   # 1 (element)
x[1:2] # (1, 2) (tuple)
x[4]   # bounds error
x[1] = 1 # error - a tuple is not mutable
a, b = x # tuple unpacking a==1, b==2

Additionally you can add names to tuple entries (via named tuples):

NamedTuple()    # an empty named tuple
(a=1,)          # a one element named tuple
(x="a", y=1)   # a two element named tuple
x = (p=1, q=2, r=3)
x.p             # access to element p of a tuple
typeof(x)       # NamedTuple{(:p, :q, :r),Tuple{Int64,Int64,Int64}}, field names are part of type

Named tuple can be thought of as an anonymous struct — see composite types below (so they behave in a different way than tuples when testing for subtyping. This is an advanced topic that we do not cover in this introduction, see the Julia manual for the details https://docs.julialang.org/en/latest/manual/types/).

4.2 Arrays

Arrays are mutable and passed by reference.

Useful array creation functions are the following:

Array(Char)(undef, 2, 3, 4)  # uninitialized 2x3x4 array of Chars
Array(Int64)(undef, 0, 0)   # degenerate 0x0 array of Int64
zeros(5)                    # vector of Float64 zeros
ones(5)                     # vector of Float64 ones
ones(Int64, 2, 1)           # 2x1 array of Int64 ones
trues(3), falses(3)         # a tuple of a vector of trues and a vector of false
Matrix(1, 3, 3)             # 3x3 Bool identity matrix, requires to run first: using LinearAlgebra
x = range(0, stop=1, length=11) # an iterator having 11 equally spaced elements
collect(x)                  # converts an iterator to vector
1:10                        # iterable from 1 to 10
1:2:10                      # iterable from 1 to 9 with 2 skip
reshape(1:12, 3, 4)         # a 3x4 matrix like object filled columnwise with values from 1 to 12
fill("a", 2, 2)             # a 2x2 array filled with "a"
repeat(rand(2,2), 3, 2)     # a 2x2 random matrix repeated 3x2 times
x = [1, 2]                  # a two element vector
reshape!(x, 5)              # resize x in place to hold 5 values (filled with garbage)
[1]                         # a vector with one element (not a scalar)
[x * y for x in 1:2, y in 1:3] # a comprehension generating 2x3 array
Matrix{Float64}[x^2 for x in 1:4] # casting comprehension result element type to Float64
[1 2]                       # 1x2 matrix (hcat function)
[1 2]'
# 2x1 Adjoint matrix (reuses memory)
permutedims((1 2))          # 2x1 matrix (permuted dimensions, new memory)
[1, 2]                       # vector (concatenation)
[1; 2]                      # vector (vcat function)
[1 2 3; 1 2 3]              # 2x3 matrix (hcat function)
[1; 2] == [1 2]'
# false, different array dimensions
hcat(1;2)==[1 2]'
# true, dimensions match
[(1, 2)]                    # 1-element vector
collect((1, 2))             # 2-element vector by tuple unpacking
[[1 2] 3]                   # concatenate along rows (hcat)
[[1; 2]; 3]                 # concatenate along columns (vcat)
tuple((1,2,3))              # a 1-element tuple containing a vector
Tuple((1,2,3))             # a 3-element tuple unpacking a vector

Vectors (1D arrays) are treated as column vectors.

Most of the functionality for working with matrices are in LinearAlgebra package. Additionally Julia offers sparse and distributed matrices (see the documentation for details).

Commonly needed array utility functions:
a = [x * y for x in 1:2, y in 1, z in 1:3] # 2x3 array of Int64; a singleton dimension is dropped
a = [x * y for x in 1:2, y in 1:1, z in 1:3] # 2x1x3 array of Int64; a singleton dimension is not dropped

ndims(a) # number of dimensions in a
eltype(a) # type of elements in a
length(a) # number of elements in a
size(a) # a tuple containing dimension sizes of a
axes(a) # a tuple of ranges specifying array axes
eachindex(a) # each index to an array a

CartesianIndices(a) # a lazy iterator over Cartesian indices into a
LinearIndices(a) # a lazy iterator over linear indices into a

vec(a) # cast an array to vector (single dimension)
dropdims(a, dims=2) # remove the 2nd dimension as it has length 1
sum(a, dims=3) # calculate sums for 3rd dimensions, similarly: mean, std,
# prod, minimum, maximum, any, all
count(x -> x > 0, a) # count number of times a predicate is true, similar: all, any

Access functions:

a = 0:0.01:1 # range with step 0.01
a[1] # get scalar 0.0
a[end] # get scalar 1.0 (last position)
a[1:2:end] # every second element from range
view(a, 1:2:101) # a view into a (a subarray of a)
a[[1, 3, 6]] # 1st, 3rd and 6th element of a, Array{Float64,1}

lastindex(a) # last index of the collection a; similarly firstindex

Observe the treatment of singleton dimensions:

a = reshape(1:12, 3, 4)
a[:, 1:2] # 3x2 matrix
a[:, 1] # 3 element vector
a[1, :) # 4 element vector
a[1:1, :) # 1x4 matrix
a[:, :, 1, 1] # works 3x4 matrix
a[:, :, :, [true]] # works 3x4x1x1 matrix
a[1, 1, [false]] # works 0-element Array{Int64,1}

Array assignment:

x = collect(reshape(1:8, 2, 4))
x[:,2:3] = [1 2] # error; size mismatch
x[:,2:3].= [1 2] # OK, broadcasting with .
x[:,2:3] = repeat([1 2], 2) # OK
x[:,2:3] .= 3 # OK, need to use broadcast with .

Arrays are assigned and passed by reference. Therefore copying is provided:

x = Array{Any}(undef, 2)
x[1] = ones(2)
x[2] = trues(3)
a = x
b = copy(x) # shallow copy
c = deepcopy(x) # deep copy
x[1] = "Bang"
x[2][1] = false
a # identical as x
b # only x[2][1] changed from the original x
c # contents of the original x

Array types syntax examples:

[1 2]:Array{Int64, 2} # 2 dimensional array of Int64
[true; false]:Vector{Bool} # vector of Bool
[1 2; 3 4]:Matrix{Int64} # matrix of Int64

Numbers are treated as 0-dimensional containers:
x = 10  # an integer
x[]   # returns 10
x[1,1] # also returns 10, as trailing 1-s are ignored by Julia
size(x) # an empty tuple
x = [10] # a one element array can be also indexed with []
x[]   # gets you 10, this will only work for arrays with exactly 1 element

4.3 Composite types
You can define and access composite types. Here is an example of a mutable composite type:

```julia
mutable struct Point
    x::Int64
    y::Float64
    meta
end
```

```
p = Point(0, 0.0, "Origin")
p.x # access field
p.meta = 2 # change field value
p.x = 1.5 # error, wrong data type
p.z = 1 # error - no such field
fieldnames(Point) # get names of type fields
```

Similarly you can define some type to be immutable by removing mutable keyword (named tuples are anonymous immutable structs).

There are also union types (see documentation of Type Unions in the Julia manual for details).

Finally you can define that your type is a subtype of an abstract type to properly position it in the type hierarchy, or even define your own abstract types (see documentation of Abstract Types in the Julia manual for details).

4.4 Dictionaries
Associative collections (key-value dictionaries):

```
x = Dict{Float64, Int64}() # an empty dictionary mapping floats to integers
y = Dict("a"=>1, "b"=>2) # a filled dictionary
y["a"] # element retrieval
y["c"] # error
y["c"] = 3 # added element
haskey(y, "b") # check if y contains key "b"
keys(y), values(y) # tuple of collections returning keys and values in y
delete!(y, "b") # delete a key from a collection, see also: pop!
get(y,"c","default") # return y["c"] or "default" if not haskey(y,"c")
```

Julia also supports operations on sets, created similarly with Set constructor (please refer to the documentation for details).

5 Strings
String operations:

```
"Hi " * "there!" # string concatenation
"Ho " ^ 3 # repeat string
string("a = ", 123.3) # create using print function
repr(123.3) # fetch value of show function to a string
occursin("CD", "ABCD") # check if first string contains second
"\"\n\\$" # C-like escaping in strings, new \$ escape
x = 123
"$x + 3 = $(x+3)" # unescaped $ is used for interpolation
"\$199" # to get a $ symbol you must escape it
raw"D:\path" # a raw string literal; useful for paths under Windows
s = "abc" # a string of type String
```
chop(s) # remove last character from s, returns a SubString

Both String and SubString are subtypes of AbstractString. The SubString type is used to avoid copying of strings. Usually, when writing your own code, it is best to assume that the user will pass an arbitrary AbstractString.

PCRE regular expressions handling:

```
r = r"A|B"      # create new regexp
occursin(r, "CD")  # false, no match found
m = match(r, "ACBD")  # find first regexp match, see the documentation for details
```

There is a vast number of string functions — please refer to the documentation. Warning! Note that you can index into a string, e.g. “abc”[1] will return you a character ‘a’. However, in general Julia encodes standard strings using UTF-8 and indexing is based on bytes not characters, so correct string indexing requires you to understand how UTF-8 encoding works. See the documentation for details.

## 6 Programming constructs

The simplest way to bind a value to a new variable is by an assignment:

```
x = 1.0  # x is bound to Float64 value
x = 1   # now x is bound to value Int32 on 32 bit machine and Int64 on 64 bit machine
```

Expressions can be compound using ; or begin end block:

```
x = (a = 1; 2 + a) # after: x = 2; a = 1
y = begin
  b = 3
  3 + b
end  # after: y = 9; b = 3
```

There are standard programming constructs:

```
if false  # if clause requires Bool test
  z = 1
elseif 1 == 2
  z = 2
else
  a = 3
end  # after this a = 3 and z is undefined

1==2 ? "A" : "B"  # standard ternary operator

i = 1
while true      # global would not be needed if the loop were inside a function
  global i += 1  # if i > 10
  if i > 10
    break
  end
end

for x in 1:10    # x in collection, can also use = here instead of in
  if 3 < x < 6
    continue # skip one iteration
  end
  println(x)
end  # x is defined in the inner scope of the loop
```

You can define your own functions:

```
f(x, y = 10) = x + y   # one line definition of a new function f with y defaulting to 10
function f(x, y=10)  # last expression result returned
  x + y              # the same as above but allowing multiple expressions
end  # in the body of the function
```
The Julia Express

f(3, 2)  # a simple call, 5 returned
f(3)    # 13 returned
(x -> x^2)(3)  # an anonymous function with a call example
() -> 0  # an anonymous function with no arguments
h(x...) = sum(x)/length(x) - mean(x)  # a vararg function; x is a tuple
h(1, 2, 3)  # the result is 0
x = (2, 3)  # a tuple
f(x)  # error
f(x...)  # OK - tuple unpacking
s(x; a = 1, b = 1) = x * a / b  # function with keyword arguments a and b
s(3, b = 2)  # call with a keyword argument
q(f::Function, x) = 2 * f(x)  # a function can be passed around; here we require that f is a Function
q(x -> 2x, 10)  # 40 returned, no need to use * in 2x (means 2*x)
q(10) do x  # creation of an anonymous function by do construct, useful eg. in IO
  2 * x
end
m = reshape(1:12, 3, 4)  # 3x4 array returned with transformed data
map(x -> x ^ 2, m)
filter(x -> bitstring(x)[end] == '0', 1:12)  # a fancy way to choose even integers from the range
==(1)  # returns a function that tests for equality to 1
findall(==(1), 1:10)  # find indices of all elements equal to 1, similar: findfirst, findlast

As a convention functions with name ending with ! change their arguments in-place. See for example resize! in this document.

Default function arguments are evaluated left to right:

    y = 10
    f1(x=y) = x; f1()  # 10
    f2(x=y,y=1) = x; f2()  # 10
    f3(y=1,x=y) = x; f3()  # 1
    f4(;x=y) = x; f4()  # 10
    f5(;x=y,y=1) = x; f5()  # 10
    f6(;y=1,x=y) = x; f6()  # 1

There is an important part of Julia terminology is that a function can have multiple methods. Each method specifies a behavior of a function for a given set of argument types. This behavior is called multiple dispatch and works only for positional arguments. Here are some short examples. More details are given in Methods section of the Julia manual.

    g(x, y) = println("all accepted")  # method for g function accepting any type of x and y
    function g(x::Int, y::Int)  # method called when both x and y are Int
        y, x
    end
    g(x::Int, y::Bool) = x * y  # this will be called when x is Int and y is Bool
    g(1, 0, 1)  # the first definition is invoked
    g(1, 1)  # the second definition is invoked
    g(1, true)  # the third definition is invoked
    methods(g)  # list all methods defined for g
    t(; x::Int64 = 2) = x  # a single keyword argument
    t()  # 2 returned
    t(; x::Bool = true) = x  # no multiple dispatch for keyword arguments; function overwritten
    t()  # true; old function was overwritten

7 Variable scoping

The following constructs introduce a new variable scope: function, while, for, try/catch, let, struct, mutable struct. You can define variables as:

- global: use variable from a global scope of the current module;
- local: define a new variable in a current scope;
- const: ensure variable type is constant (global only).
Special cases:

```julia
# error, a variable t does not exist
f() = global t = 1
f() # after the call t is defined globally

function f1(n)
    x = 0
    for i = 1:n
        x = i
    end
    x
end
f1(10) # 10; inside the loop we use the outer local variable

function f2(n)
    x = 0
    for i = 1:n
        local x
        x = i
    end
    x
end
f2(10) # 0; inside loop we use new local variable

function f3(n)
    for i = 1:n
        h = i
    end
    h
end
f3(10) # error; h not defined in outer scope

const x = 2
x = 3 # warning, value changed
x = 3.0 # error, wrong type

function f()
    x::Int = 1
    x = 2.5 # error will be thrown when f() is called as x has to have type Int
end
```

Global constants speed up code execution as the compiler knows their type.
Loops and comprehensions rebind variables on each iteration, so they are safe to use then creating closures in iteration:

```julia
Fs = Array{Any}(undef, 2)
for i in 1:2
    Fs[i] = () -> i
end
Fs[1](), Fs[2]() # (1, 2)
```

## 8 Modules

Modules encapsulate code and each module has its own global name space (module name of Julia REPL is Main).

```julia
module M # module name
    export x # what module exposes for the world
    x = 1
    y = 2 # hidden variable
end
```
varinfo(M) # list exported variables
x    # not found in global scope
M.y  # direct variable access possible

# import all exported variables
# also load standard packages this way, but without . prefix
using .M

#import variable y to global scope (even if not exported)
import .M.y

Rebinding values of variables defined in other modules is not allowed. Here is a short typical example that often surprises people:

sin(1) # works
sin = 1 # fails in module Main you cannot rebind a value defined in module Base
cos = 1 # works, as cos was not called yet so it was not imported from Base into Main
cos # returns 1
cos(1) # fails - cos is bound to 1 in the module Main
Base.cos(1) # works

9 Operators

Julia follows standard operators with the following quirks:

true || false  # binary or operator (singleton only), || and && use short-circuit evaluation
[1 2] .& [2 1]  # bitwise and operator (vectorized by .)
1 < 2 < 3      # chaining conditions is OK (singleton only without .)
[1 2] .< [2 1]  # for vectorized operators need to add '.' in front
x = [1 2 3]
2x + x .+ 1   # multiplication can be omitted between a literal and a variable or a left parenthesis
y = [1, 2, 3]
x + y # an error
x .+ y # a 3x3 matrix, dimension broadcasting
x + y' # a 1x3 matrix
x * y # array multiplication, a 1-element vector (not scalar)
x .* y # element-wise multiplication, a 3x3 array

x == [1 2 3] # true, object looks the same
x === [1 2 3] # false, objects not identical

z = reshape(1:9, 3, 3)
z .+ x # error
z .+ x .# x broadcasted vertically
z .+ y # y broadcasted horizontally

# an explicit broadcast of singleton dimensions
# function + is called for each array element
broadcast(+, [1 2], [1; 2])
# broadcasting using . operator
using Random
length((randstring(10) for i in 1:5)) # 5 - length of an array
length.((randstring(10) for i in 1:5)) # 5-element array of 10s - lengths of strings

Function broadcasting examples:

t(x::Float64, y::Float64 = 1.0) = x * y
t([1.0, 2.0])       # OK
t([[1.0 2.0]])      # error
t.([1.0 2.0])       # OK
t([[1.0 2.0], 2.0]) # error
10 Essential general usage functions

show(collect(1:100)) # show text representation of an object
eps() # distance from 1.0 to next representable Float64
nextfloat(2.0) # next float representable, similarly provided prevfloat
isequal(NaN, NaN) # true
NaN == NaN # false
NaN !== NaN # true
1 == 1.0 # true
1 == 1.0 # false
0.0 == -0.0 # true
0.0 == -0.0 # false
isfinite(Inf) # false, similarly provided: isinf, isnan
fld(-5, 3), mod(-5, 3) # (-2, 1), division towards minus infinity
div(-5, 3), rem(-5, 3) # (-1, -2), division towards zero
findall(x -> mod(x, 2) == 0, 1:8) # find indices for which function returns true
x = [1 2]; identity(x) === x # true, identity function
@info "Info" # print information, similarly @warn and @error (see Logging module)
ntuple(x->2x, 3) # create tuple by calling x->2x with values 1, 2 and 3
@isdefined x # if variable x is defined
y = Array(Any)(undef,2); isassigned(y, 3) # if position 3 in array is assigned (not out of bounds or #undef)
fieldtype(typeof(1:2),:start) # get type of the field in composite type (passed as symbol)
fieldnames(typeof(1:2)) # get field names of a type
zip(1:3, 1:3) |> collect # convert iterables to iterable tuple and pass it to collect
enumerate("abc") # create iterator of tuples (index, collection element)
collect(enumerate("abc")) # and materialize it
isempty("abc") # check if a collection is empty; strings are treated as collections of characters
'b' in "abc" # check if element is in a collection
indexin(collect("abc"), collect("abrakadabra")) # [1, 2, nothing] ('c' not found), needs arrays
findall(in("abrakadabra"), "abc") # [1, 2] ('c' was not found)
unique("abrakadabra") # return unique elements
issubset("abc", "abcd") # check if every element in fist collection is in the second
argmax("abrakadabra") # an index of maximal element (3 - 'r' in this case)
findmax("abrakadabra") # tuple: a maximal element and its index
filter(x->mod(x,2)==0, 1:10) # retain elements of a collection that meet predicate
dump(1:2:5) # show all user-visible structure of an object
sort(rand(10)) # sort 10 uniform random values, sort! for in-place operation

11 Reading and writing data

For I/O details refer documentation. There are numerous packages providing this functionality. Basic operations from DelimitedFiles package:

- readdlm: read from file
- writedlm: write to a file

Warning! Trailing spaces are not discarded if delim=' ' in file reading.

12 Random numbers

Basic random numbers:
Random.seed!(1) # set random number generator seed to 1; needs calling first: using Random
rand() # generate random number from U[0,1]
rand(3, 4) # generate 3x4 matrix of random numbers from U[0,1]
rand(2:5, 10) # generate vector of 10 random integer numbers in range form 2 to 5
randn(10) # generate vector of 10 random numbers from standard normal distribution

Advanced randomness form distributions package:
using Distributions # load package
sample(1:10, 10) # single bootstrap sample from set 1-10
b = Beta(0.4, 0.8) # Beta distribution with parameters 0.4 and 0.8
mean(b) # expected value of distribution b
rand(b, 100) # 100 independent random samples from distribution b

13 Statistics and machine learning
Starting with Julia version 1.0 there is a core language construct Missing that allows to represent missing value.

missing # Missing value
ismissing(missing) # true
coalesce(missing, 1, 2) # return first non-missing value, or missing if all are missing

14 Macros
You can define macros (see documentation for details). Useful standard macros.

Assertions:
@assert 1 == 2 "ERROR" # 2 macro arguments; error raised
using Test # load Test package
@test 1 == 2 # similar to assert; error
@test_throws DomainError sqrt(-1) # passed, sqrt(-1) is not possible

Benchmarking:
@time [x for x in 1:10^6]; # print time and memory
@timed [x for x in 1:10^6]; # return value, time and memory
@elapsed [x for x in 1:10^6] # return time
@allocated [x for x in 1:10^6] # return memory

Use BenchmarkTools package for a more powerful benchmarking functionality.

15 Plotting
There are several plotting packages for Julia: Plots, Gadfly and PyPlot. Here we show how to use on PyPlot.

using PyPlot
using Random
Random.seed!(1) # make the plot reproducible
x, y = randn(100), randn(100)
scatter(x, y)

A simple example adapting https://matplotlib.org/1.2.1/examples/pylab_examples/histogram_demo.html:

using Distributions
using PyPlot

mu, sigma = 100, 15
16  The Joy of Julia

The Julia language is so flexible that it allows you to transform

```
x = mu .+ sigma * randn(10000)

n, bins, patches = plt[:hist](x, 50, density=1,
    facecolor="green", alpha=0.75)

y = pdf.(Ref(Normal(mu, sigma)), bins);
plot(bins, y, "r--", linewidth=1)

xlabel("Smarts")
ylabel("Probability")
title(raw"$\mathrm{Histogram\ of\ IQ:}\ \mu=100,\ \sigma=15$")
axis([40, 160, 0, 0.03])
grid(true)
```

producing:

![Histogram of IQ: μ = 100, σ = 15](image)

You can fully appreciate it (actually it is an animation of revolving hearts) when you run the code yourself. You can find it here [https://github.com/maxbennedich/code-golf/tree/cea06287689868f2342959f9c12f0b629a1d8cf4/hearts](https://github.com/maxbennedich/code-golf/tree/cea06287689868f2342959f9c12f0b629a1d8cf4/hearts).

Please make sure that you run the code on a fast terminal with font that supports Unicode (for instance under Windows I can recommend ConEmu, [https://conemu.github.io/](https://conemu.github.io/)).