





## Is Julia ready to be adopted by HEP?

JuliaHEP 2023 - ECAP 06. - 09. November 2023

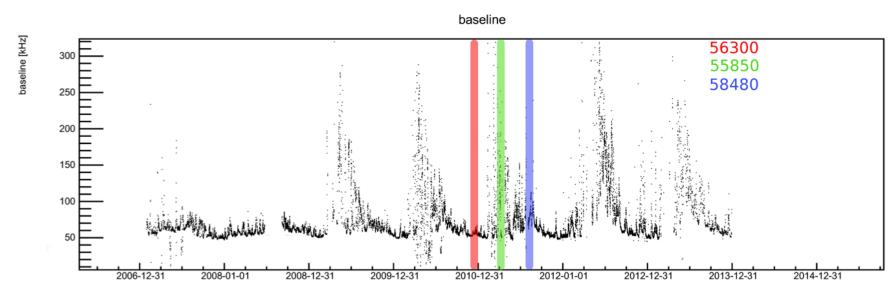
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https://indico.cern.ch/event/1292759/contributions/5614633/

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# My first encounter with the HEP software world as a graduate student and research assistant in 2012

- Analysing and visualising bioluminescence data recorded by the ANTARES neutrino detector
- Using a ROOT-based framework (which was btw. a nightmare to install on my MacBook running Mac OS X 10.6)
- Why ROOT? Because people who established ANTARES were familiar with ROOT and humans crave convenience, stick to old habits

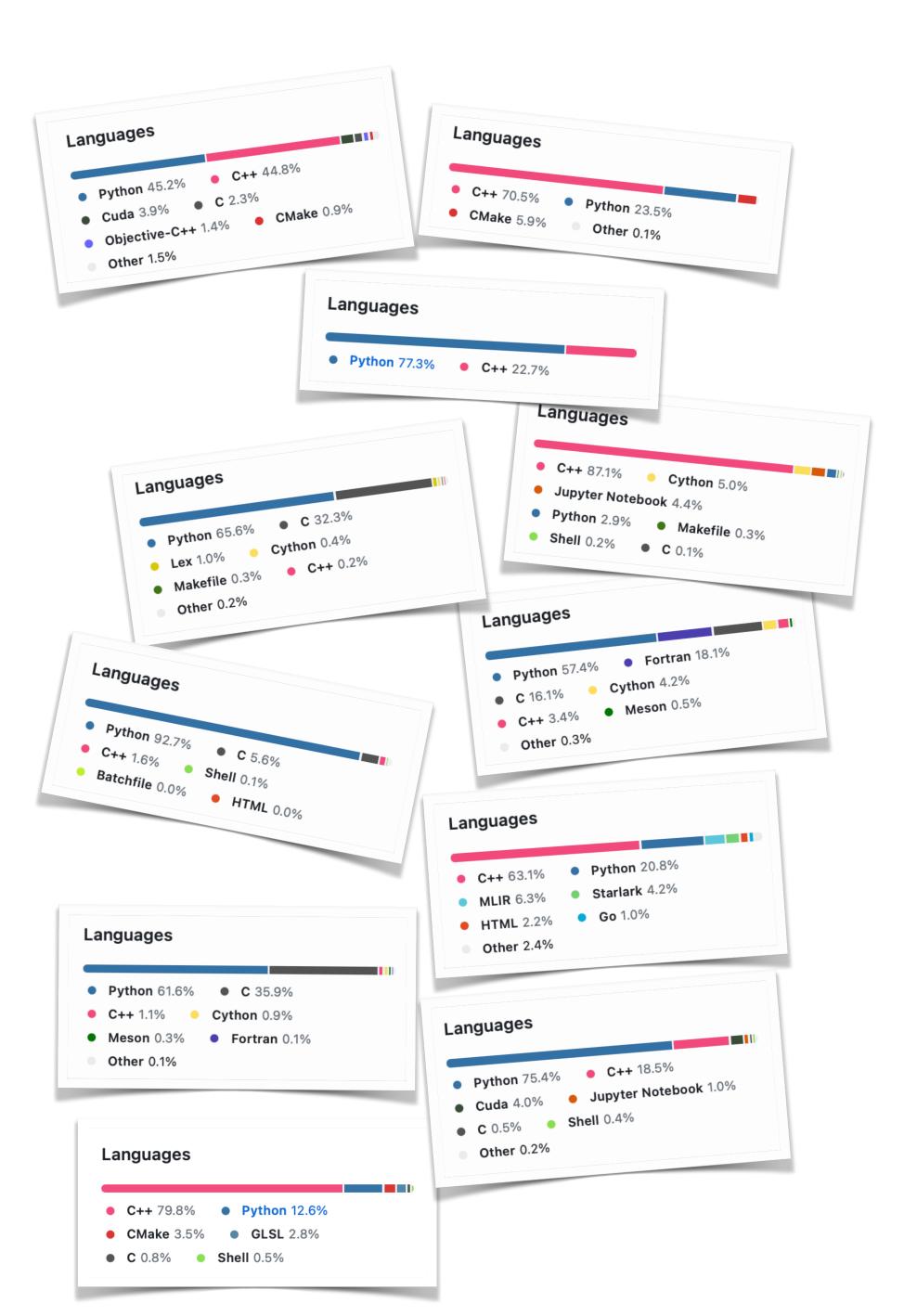


Source: "Untersuchung von Biolumineszenz im ANTARES Neutrinoteleskop", Maximilian Schandri

- Even with more than 15 years of (self-taught) coding experience in different programming languages: it was a real challenge
- Lot of work spent until the first results were presentable (kind of embarrassing how long it took to create some simple scatter plots)
- Most of my fellow students had a much worse starting situation, having almost no coding experience at all
- Python came to the rescue and started to gain some momentum in science; I was already using it for a decade as a shell scripting replacement.
- Decided to work on (high-level) Python tools to reduce boilerplates, make things more accessible and exploit the benefits of
  interactiveness to lower the entry barrier especially for new-comers

# The years after... aka the "The Era of Python"

- I joined KM3NeT (the ANTARES neutrino detector's successor) and pushed hard for Python
- Lot's of library code and packages written to do both low-level calculations (e.g. real-time detector time calibrations using K40 coincidences) and high-level analysis ("big-data", machinelearning, HDF5, ...)
- Convinced many people that Python is able to compete with "compiled rivals" (mainly C++/ROOT) by using the right tools to overcome its weak spots regarding performance (GIL, duck typing, extremely slow loops...)
- Virtual environments and the Python packaging system allowed to increase the reusability of code and reproducibility of analyses
- Still, we ended up in a technological Mikado



## The Reality

#### The "two-language problem"

- Crafting high-performant code in the "Python" programming language is demanding
- It requires a profound understanding of
  - computer architecture
  - languages interdependencies
  - the art of producing reusable code libraries
- Many "solution attempts" exists to tackle the "two-language problem"
- The maintenance overhead rapidly escalates with each additional technology, which are mandatory
- Python is often merely utilised as the high-level layer, restricting access to low-level modifications
- Loops in Python are a disaster (as we all know), yet they remain a familiar paradigm for many programmers
- The solutions require to make lots of compromises

We need stuff like this to be able to enjoy Python's strengths...













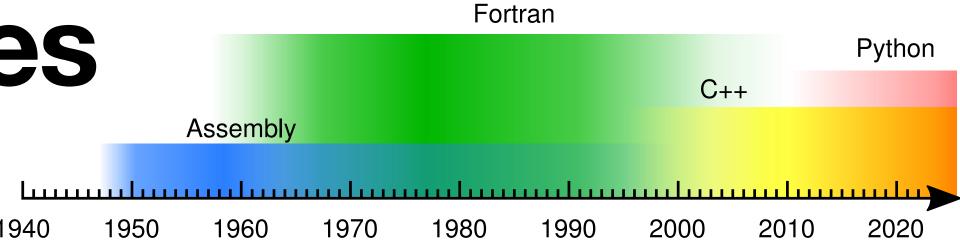




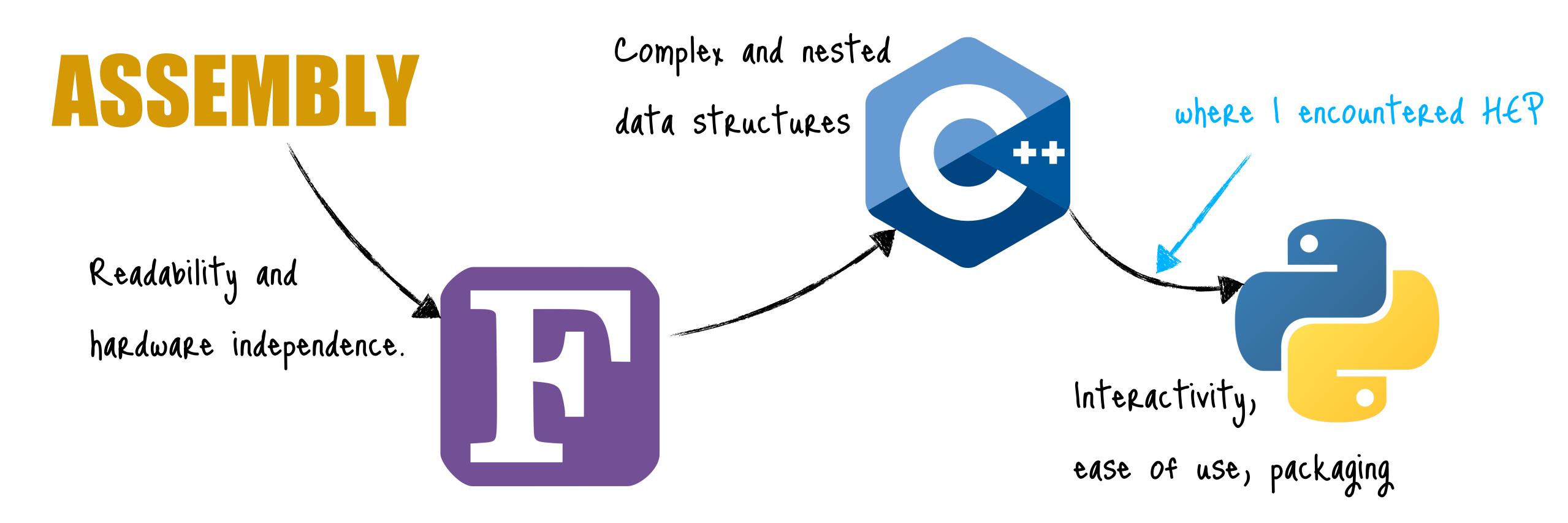


## Reasons to switch languages

A simplified storyline in HEP



Taken from "Jagged, ragged, awkward arrays" by Jim Pivarski (Strange Loop Conference 2019)



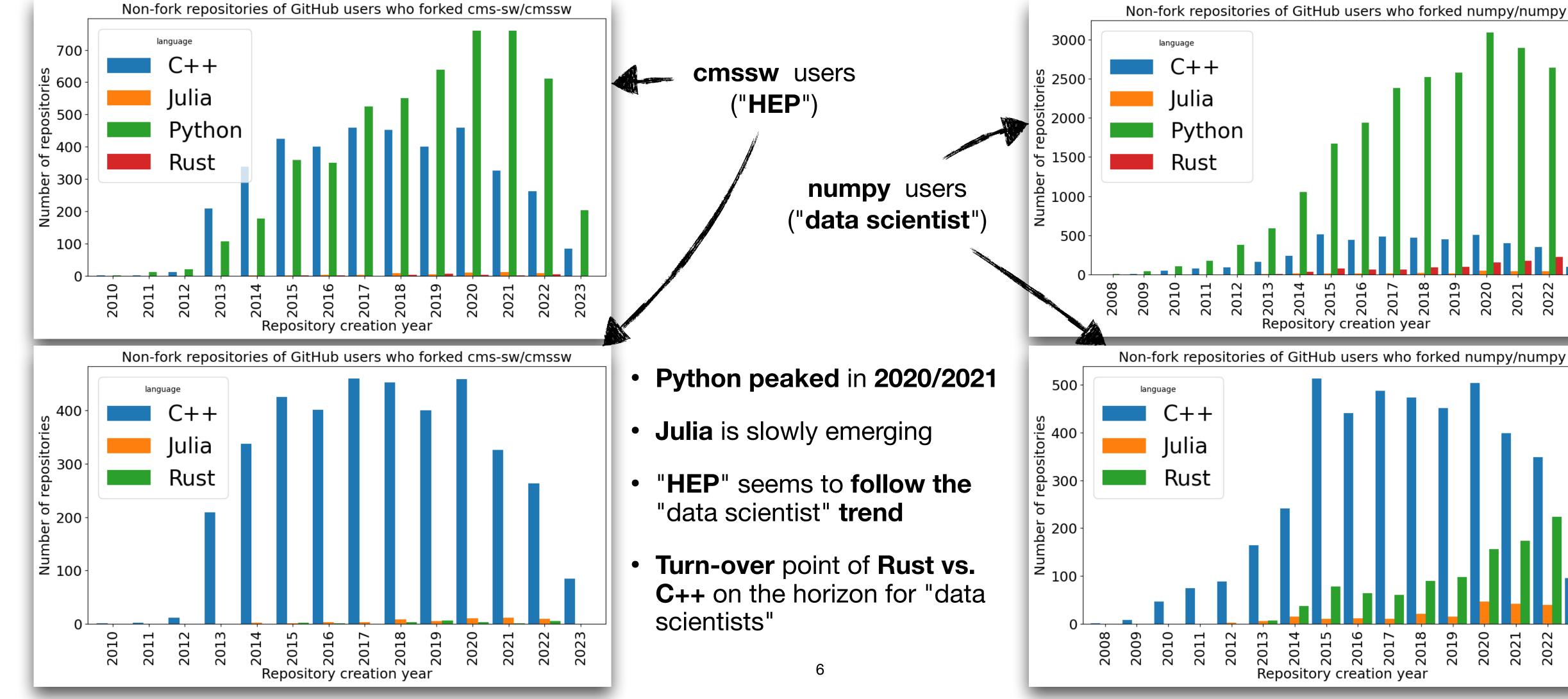
### Language usage development in the past 13 years

Based on counting non-fork GitHub repositories created by people who forked a specific software.

2020

2021

2022

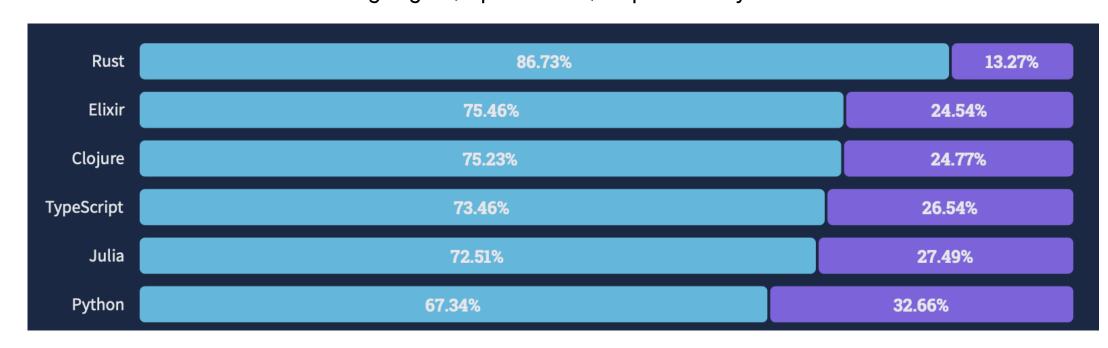


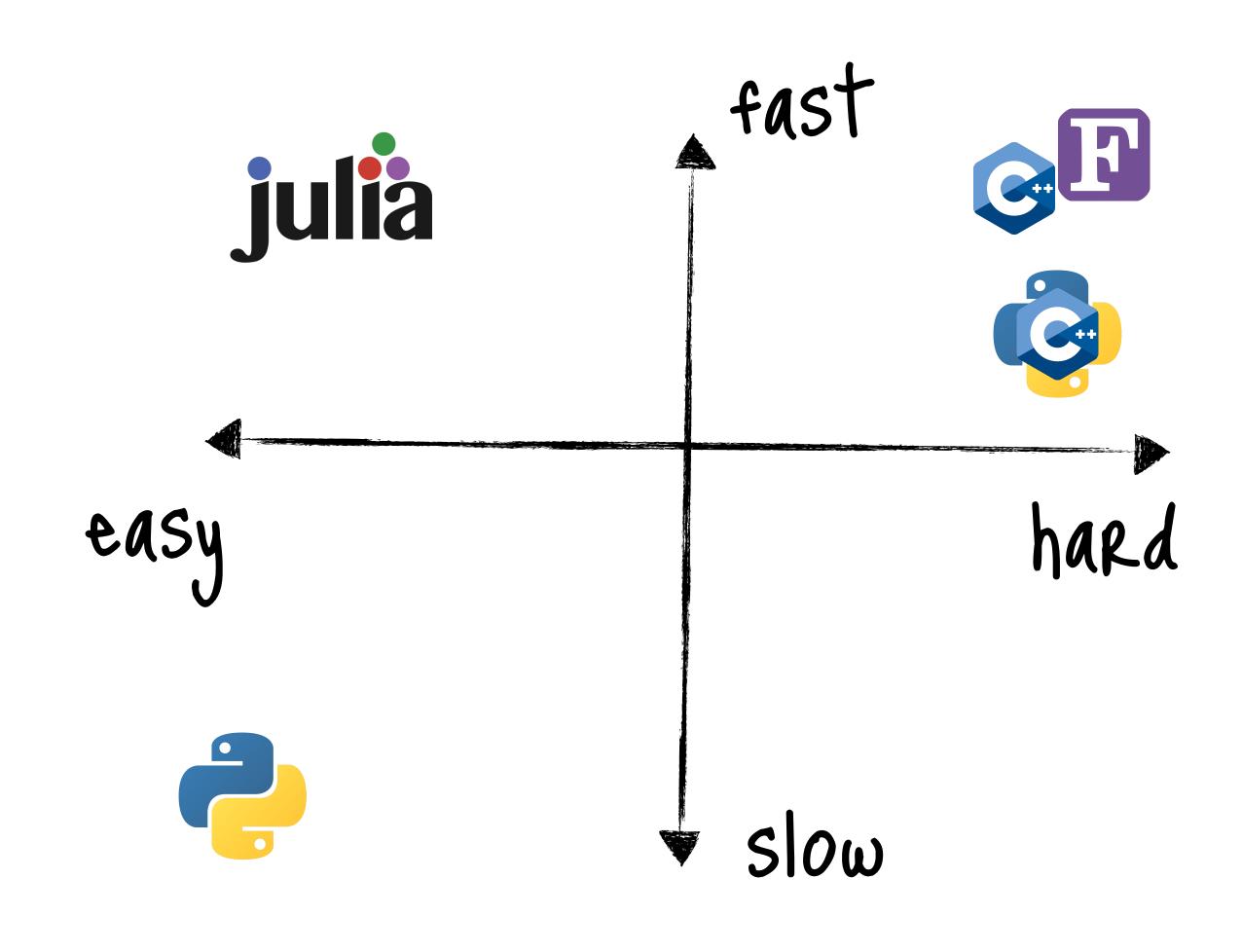
## Which language would we have picked in 2013 if we had to choose from today's programming languages?

We think Julia is a suitable candidate.

- High-level ("easy" and interactive) language without penalty on performance
- Massive code reuse and sharing due to the multiple-dispatch design
- Interface with legacy code written in different languages
- Well-designed packaging/distribution system
- Parallel and distributed computing are core features of Julia
- Ability to write GPU kernels in native Julia

Most loved languages (top 6 shown) <a href="https://survey.stackoverflow.co/2022">https://survey.stackoverflow.co/2022</a>

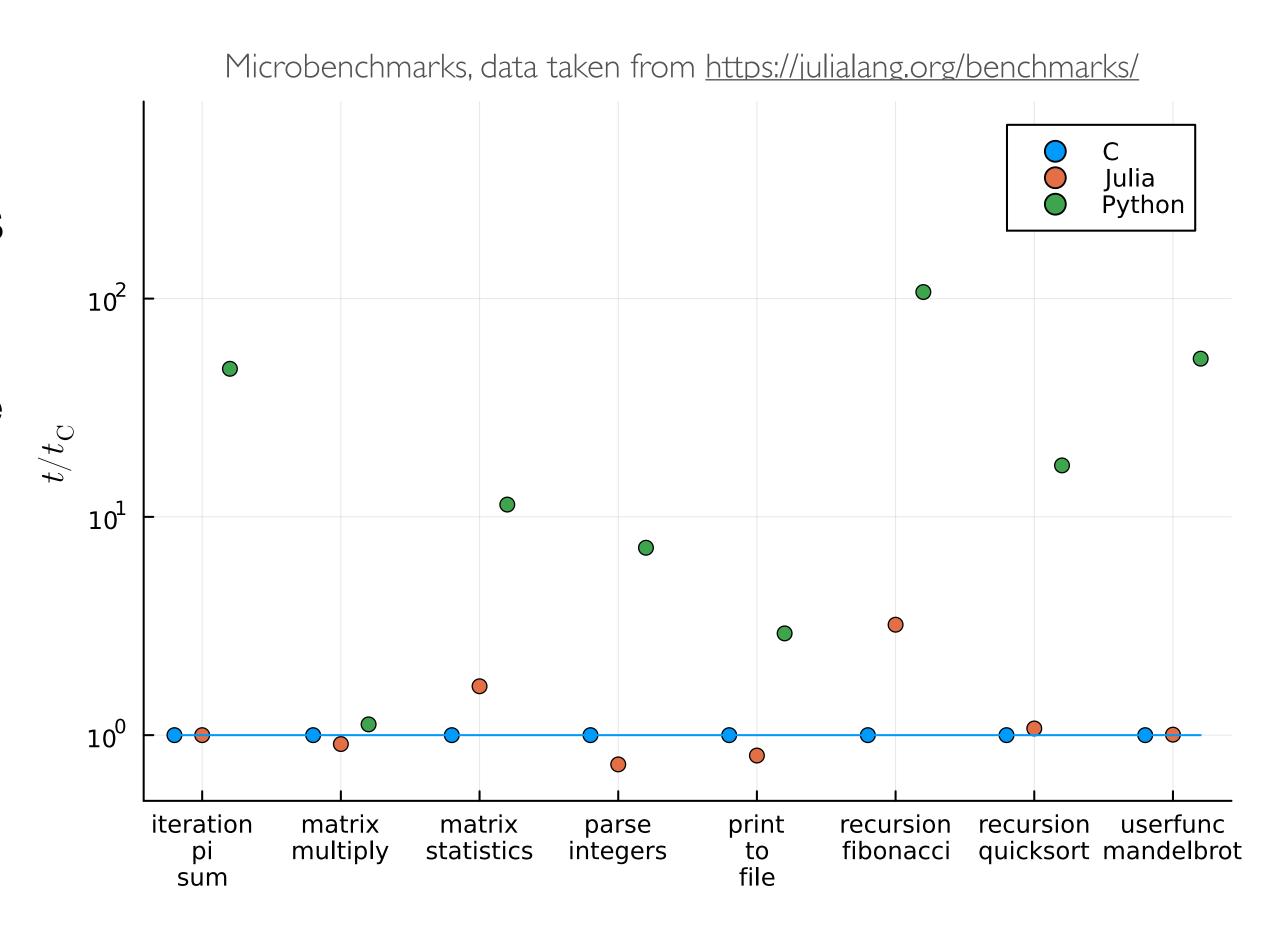




#### Julia's native speed (compared to C and Python)

#### **Microbenchmarks**

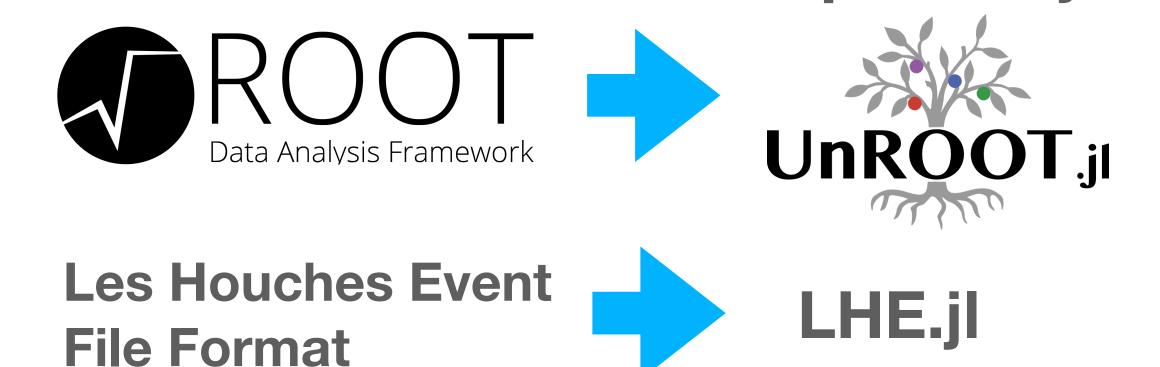
- Code "naively" written in Julia is often close to the peak performance
- It's a big deal since **physics students** do not have CS education and often **approach problems "naively"** 
  - Such a code is (according to my experience) often
     1-2 orders of magnitude slower than it should be
  - memory issues all over the place (vectorised operations with unnecessary temporary allocations)
  - bad scaling due to "whole-meal" programming style
- "Julia: A language that walks like Python, runs like
   C" -- K. S. Kuppusamy



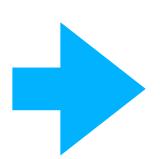
## Accessing data formats used in HEP

The entry point...

- Being able to read (write) data is essential
- The most popular data formats used in HEP are supported with native Julia packages\*
- Additional formats can be introduced to HEP through Julia



**LCIO** 



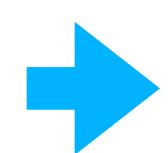
LCIO.jl

UpROOT.jl



Arrow.jl





HDF5.jl

<sup>\*</sup> reading of ROOT files has some limitations writing ROOT relies on the Python package uproot

## High-level and interactive coding

#### Without penalty on performance

- Interactive scientific computing for rapid prototyping has a long history in HEP, introduced by PAW (1986) at CERN and later in ROOT (CINT 1995, Cling 2013)
- Python among other languages popularised the REPL in other scientific fields
- Julia offers the same interactivity without penalty on performance
- Type inference allows generic programming and yet type safety and optimised machine code
- Jupyter notebook support (btw. Ju stands for Julia...)

```
tamasgal@silentbox:~

19:36:46 > root

| Welcome to ROOT 6.28/82 | https://root.cern |
| (c) 1995-2022, The ROOT Team; conception: R. Brun, F. Rademakers |
| Built for macosxarm64 on Mar 21 2023, 11:11:48 |
| From tags/v6-28-02@v6-28-02 |
| With Apple clang version 14.0.3 (clang-1403.0.22.14.1) |
| Try '.help'/'.?', '.demo', '.license', '.credits', '.quit'/'.q' |
| root [0] |
```

## Code reusability and extensibility

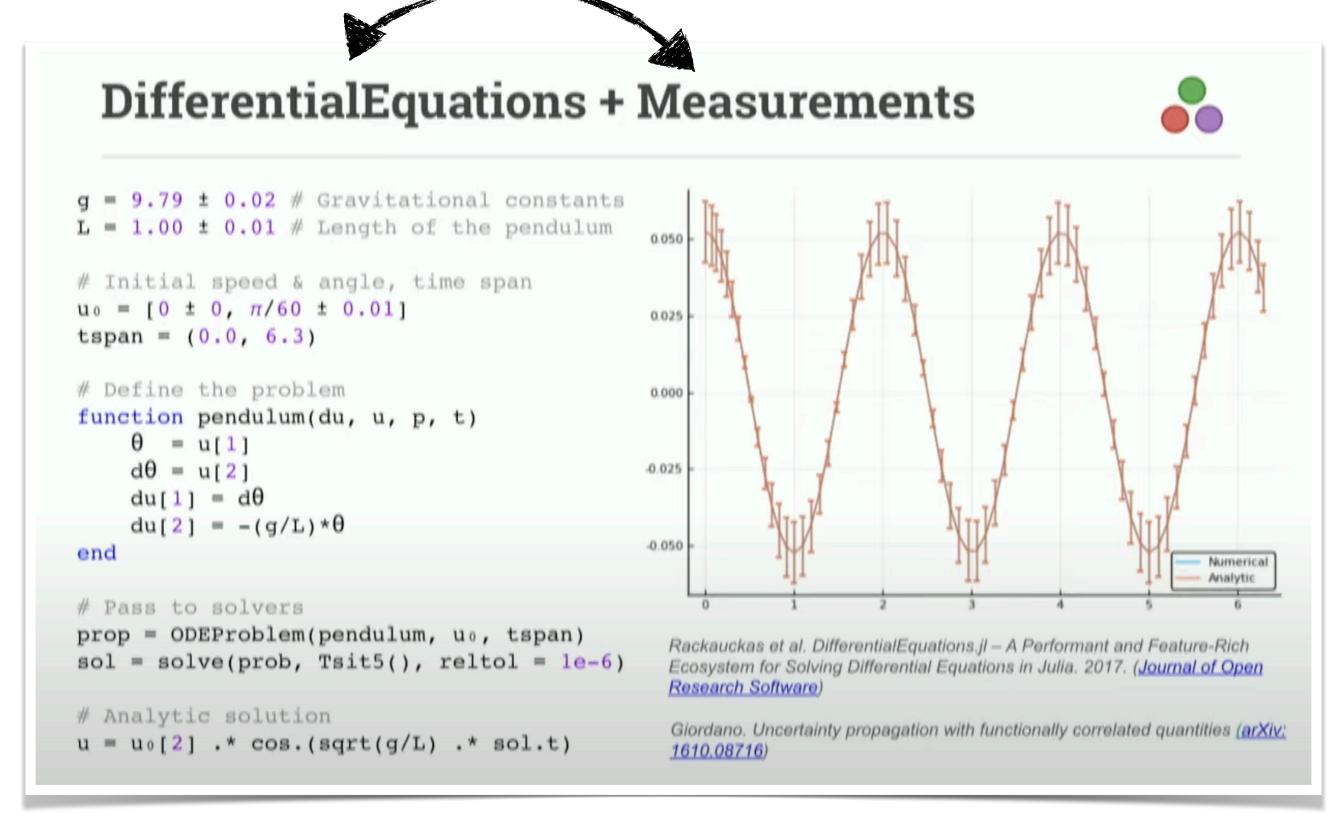
#### "The Expression Problem"

- The ability to easily define new types to which existing operations apply
  - Easy in object-oriented languages / Hard in functional languages
- The ability to easily define new operations which apply to existing types
  - Easy in functional languages / Hard in object-oriented languages
- Being able to do both easily is "The Expression Problem"

An **elegant solution** is **multiple-dispatch** – the **main paradigm** of the **Julia language** 

- "Generic programming" and JIT type inference allows mixing code from different Julia packages
- Add new methods to existing generic functions for new types
- Add new methods to new generic functions for existing types

These two packages don't know about each other!



JuliaCon 2019 | The Unreasonable Effectiveness of Multiple Dispatch | Stefan Karpinski https://www.youtube.com/live/kc9HwsxE1OY

## Interfacing legacy code

- Many high-quality, mature libraries for numerical computing written in C and Fortran were developed and optimised over the past decades
- Julia supports **native call** (without any glue code) **into C and Fortran** libraries (via the built-in ccall() function)
- C++ wrapping available via external packages like CxxWrap.jl
- Zero-overhead Python wrapping (PyCall.jl)
- An honorable mention for a fully wrapped HEP software
  - **Geant4.jl** (fully wrapped using CxxWrap.jl) Join the talk from Pere Mato on Thursday at 11:20: <a href="https://indico.cern.ch/event/1292759/contributions/5613048/">https://indico.cern.ch/event/1292759/</a>
  - https://github.com/JuliaHEP/Geant4.jl

```
julia — 31×19
julia> using PyCall
julia> np = pyimport("numpy");
julia> np.random.rand(3) * 100
3-element Vector{Float64}:
 38.961726053176136
 71.3368957480925
  8.307181033489208
julia> np.sin(rand(5, 2))
5×2 Matrix{Float64}:
 0.784982
            0.282252
 0.202079
            0.220945
 0.637406
            0.0921307
0.0869371 0.395478
 0.383479
            0.150941
julia>
```



## Julia's packaging and distribution system

Reproducible environments, (private) package registries

- Reproducible environments with exact versions of all dependencies is a built-in feature in Julia
- (Private) package registries can be utilised to distribute unpublished packages, seamless integration into the package dependency solver
- **Distribution** of **pre-built binaries** of external dependencies (e.g. HDF5lib, libdeflate, ...) for a **large combinatorics of OS**, **architectures**, **compiler features**, etc.

## Julia's packaging and distribution system

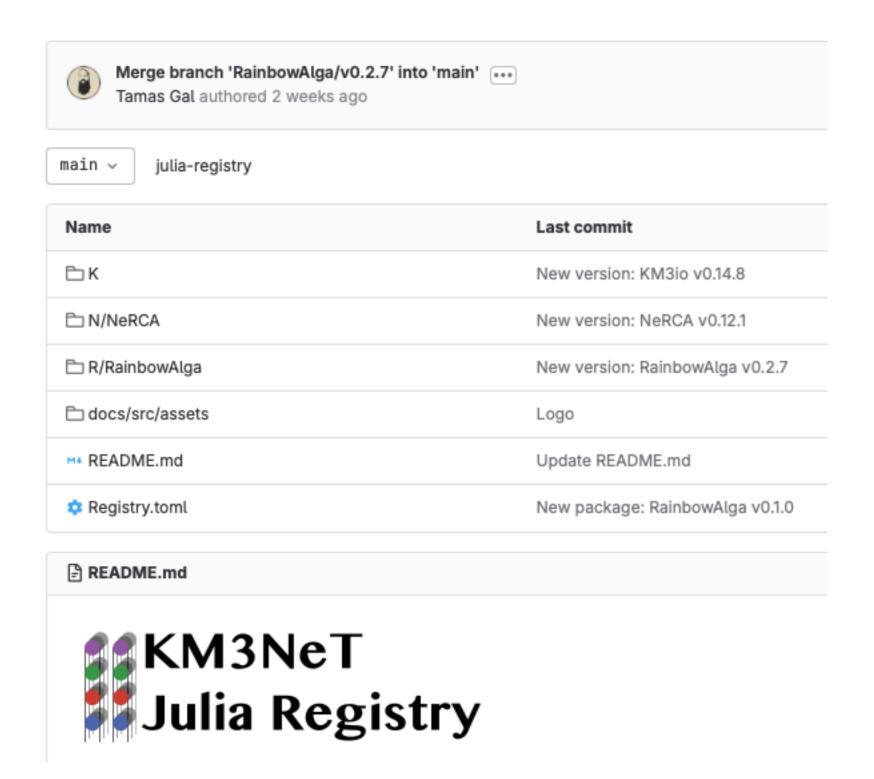
#### Reproducible environments, (private) package registries

- There are two configuration files related to dependency managemen
- Project.toml defines the dependencies of a project/package including constraints on their versions
  - Sufficient for e.g. a software package or library which is meant to be combined with other software
  - The package manager (**Pkg.jl**) will use the information to determine the most suitable versions of all required dependencies
- Manifest.toml contains all the dependencies and their sub-dependencies (including compiled non-julian binaries) with exact versions to be able to fully reproduce the environment
  - Mandatory for e.g. scientific analyses, to be able to reproduce their results

## Julia's packaging and distribution system

Reproducible environments, (private) package registries

- An example of the public KM3NeT Julia registry
- Multiple registries can be active at the same time (similar to Python's pip, but based on metadata and not the actual source distribution)
- Dependencies can spread over multiple registries
- Private registries work seamlessly with SSH key authentication in the background (Git-based, in contrast to pip's simplified webserver approach)



## Parallel, Distributed and GPU Computing

"Built-in" or "built for";)

- Loops can easily be parallelised by adding a keyword (macro-/meta- programming)
- Loop optimization with processor-level parallelisation (SIMD). Can be fine-tuned with third-party packages like LoopVectorization.jl.
  - Related talk at CHEP 2023 from Graeme Stuart https://indico.jlab.org/event/459/contributions/11540
- An impressive example from KernelAbstractions.jl which allows Julia code to be passed as a kernel function to GPUs:
- Distributed (built-in): execute code asynchronously in multiple processes and/or multiple machines (like MPI)

```
# process event
end

julia> Threads.@threads for event ∈ mytree
# process event
end
```

julia> for event ∈ mytree

```
@kernel function mul2_kernel(A)
    I = @index(Global)
    A[I] = 2 * A[I]
end
```

## Paper Published

- A paper on this topic has been published this year in the "Computing and Software for Big Science" Journal of Springer
- Eschle, J., Gál, T., Giordano, M. et al.
   Potential of the Julia Programming

   Language for High Energy Physics
   Computing. Comput Softw Big Sci 7, 10 (2023). <a href="https://doi.org/10.1007/">https://doi.org/10.1007/</a>
   s41781-023-00104-x



## Summary

- We think that the two-language problem needs more attention and a fundamentally different approach than creating more and more Python extensions and libraries
- Julia is an excellent language for scientific computing with high potential for HEP
- HEP specific needs are very well covered by Julia
- Code sharing and extending foreign packages are a no-brainer, thanks to the package distribution system and the multiple dispatch design
- Distributed and parallel computing are first-class citizens in Julia
- Join the JuliaHEP GitHub organisation: <a href="https://github.com/JuliaHEP">https://github.com/JuliaHEP</a>