

Is Julia ready to be adopted by HEP?

26th International Conference on Computing in High Energy & Nuclear Physics (CHEP2023)

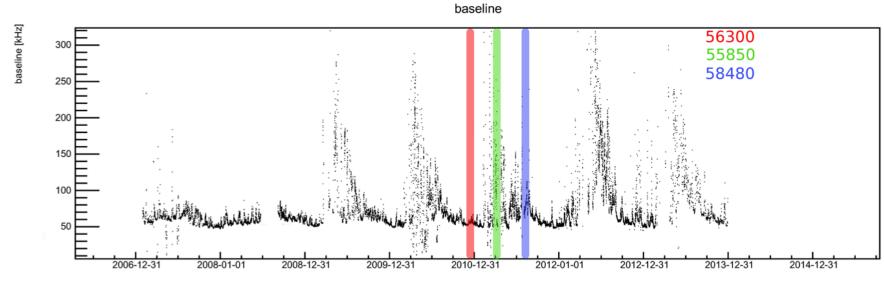
Tamas Gal – Erlangen Centre for Astroparticle Physics

https://indico.jlab.org/event/459/contributions/11521/

Philippe Gras (IRFU, CEA, Université Paris-Saclay, Gif-sur-Yvette, France), **Pere Mato** (CERN, Switzerland), **Jerry Ling** (Harvard University), **Oliver Schulz** (TU Dormunt, Germany), **Uwe Hernandez Acosta** (CASUS, Görlitz, Germany), **Graeme A Stewart** (CERN, Switzerland)

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

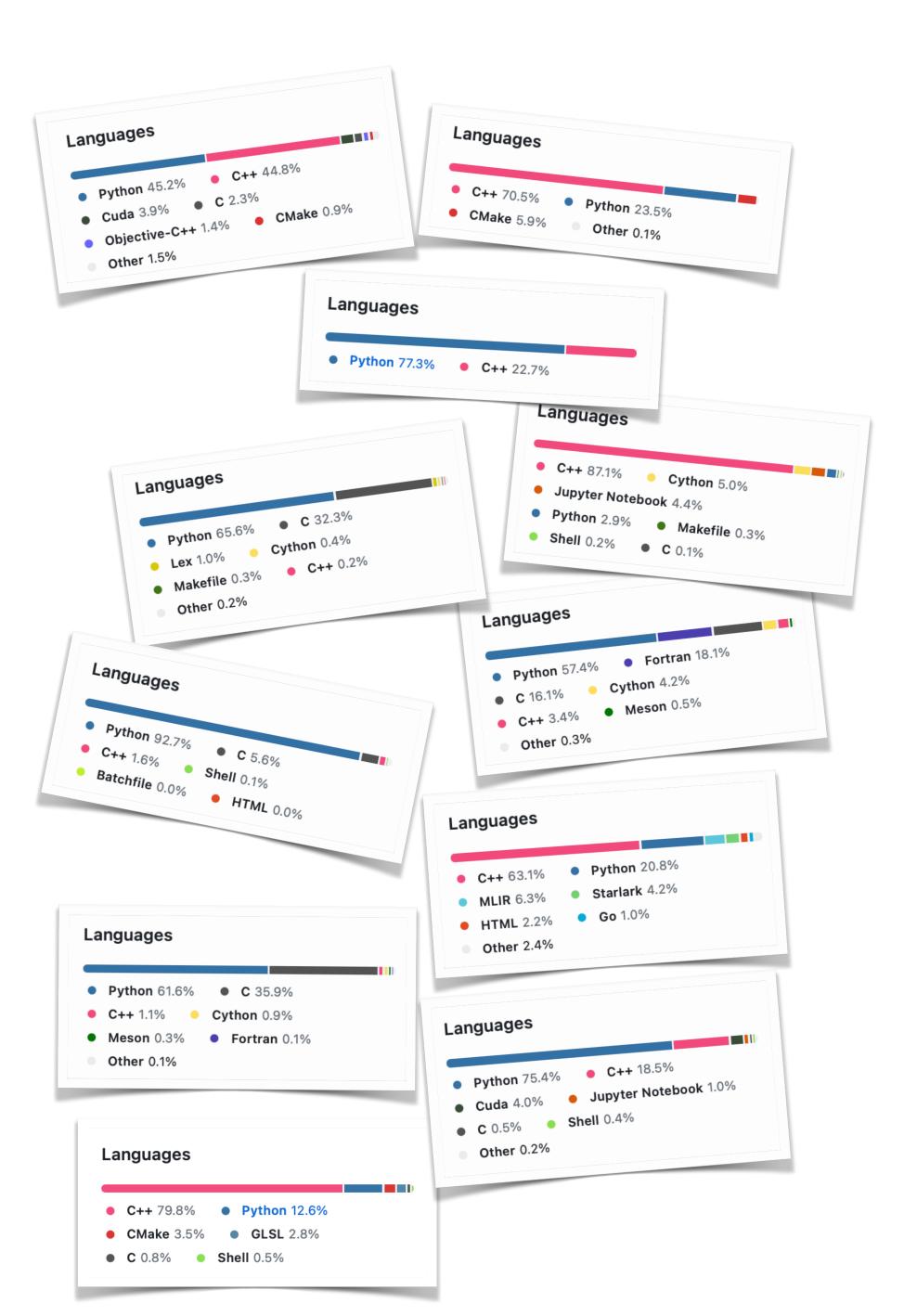


Source: "Untersuchung von Biolumineszenz im ANTARES Neutrinoteleskop", Maximilian Schandr

- 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 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...













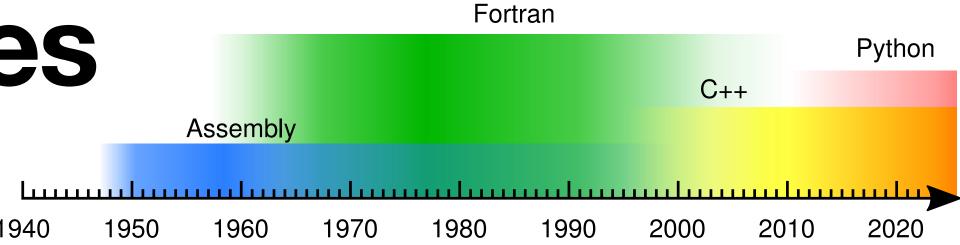




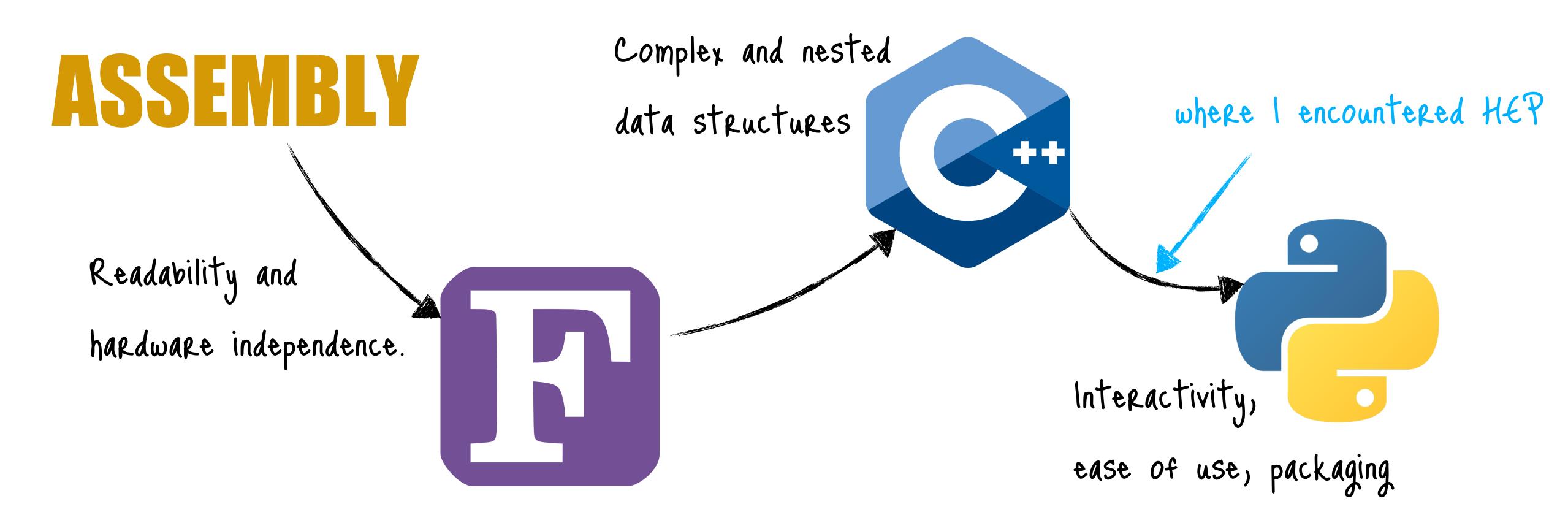


Reasons to switch languages

A simplified storyline in HEP



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



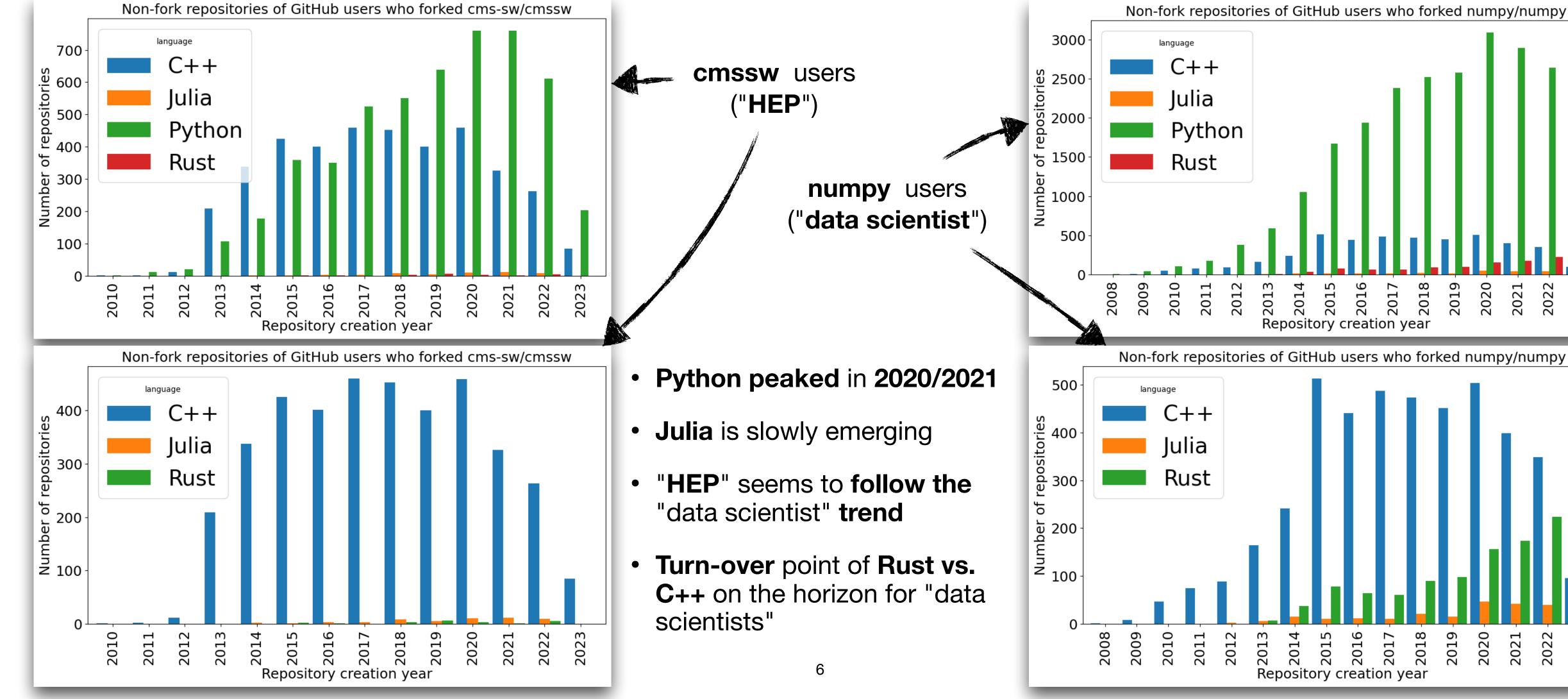
Language usage development in the past 13 years

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

2020

2021

2022



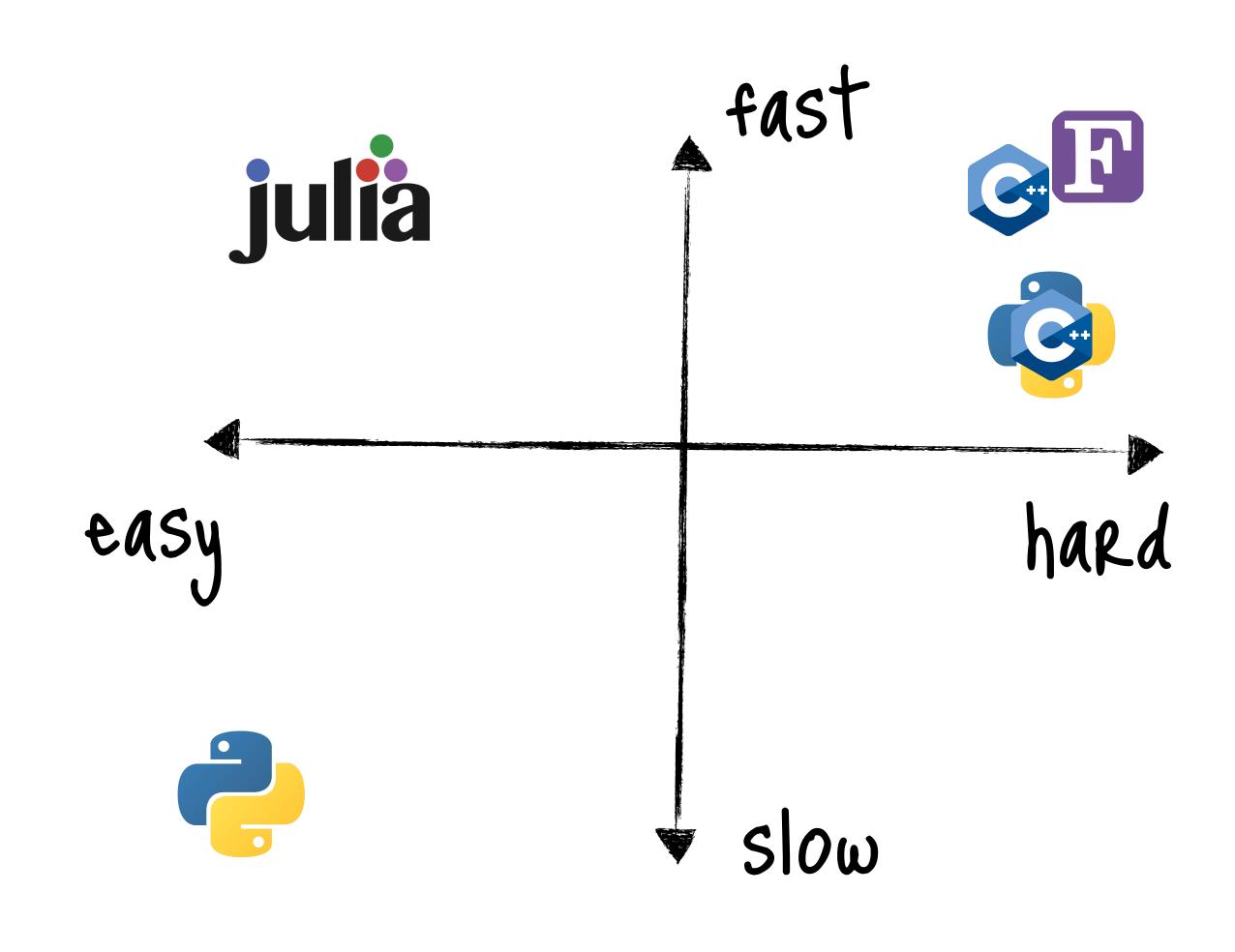
Which language would we have picked in 2013 if we had to choose from today's programming languages?

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) https://survey.stackoverflow.co/2022

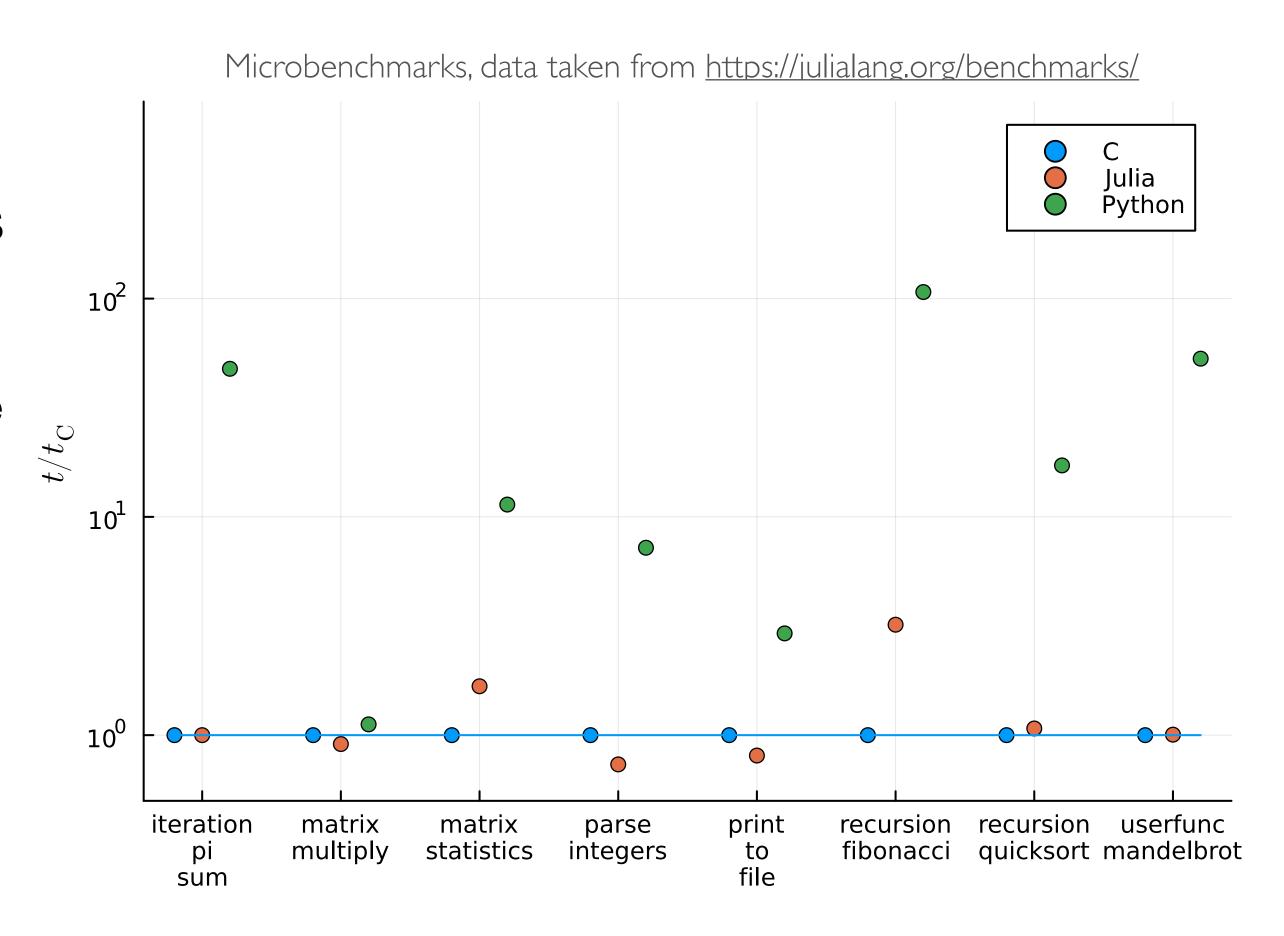




Julia's native speed (compared to C and Python)

Microbenchmarks

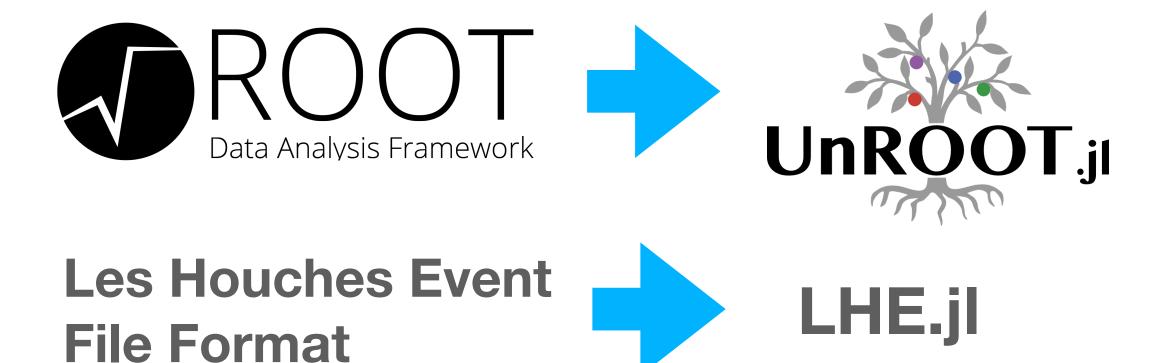
- Code "naively" written in Julia is often close to the peak performance
- It's a big deal since **physics students** do not have CS education and often **approach problems "naively"**
 - Such a code is (according to my experience) often
 1-2 orders of magnitude slower than it should be
 - memory issues 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



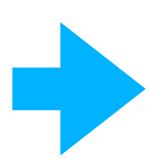
Accessing data formats used in HEP

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*
- Addition formats can be introduced to HEP through Julia

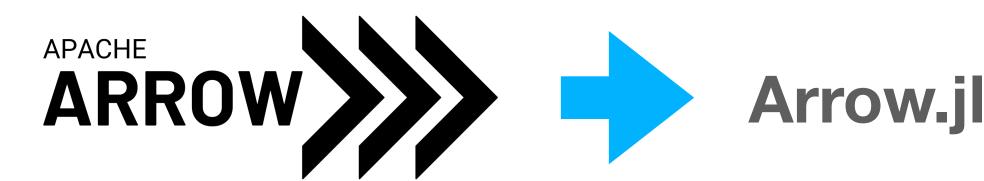


LCIO



LCIO.jl

UpROOT.jl







HDF5.jl

^{*} 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

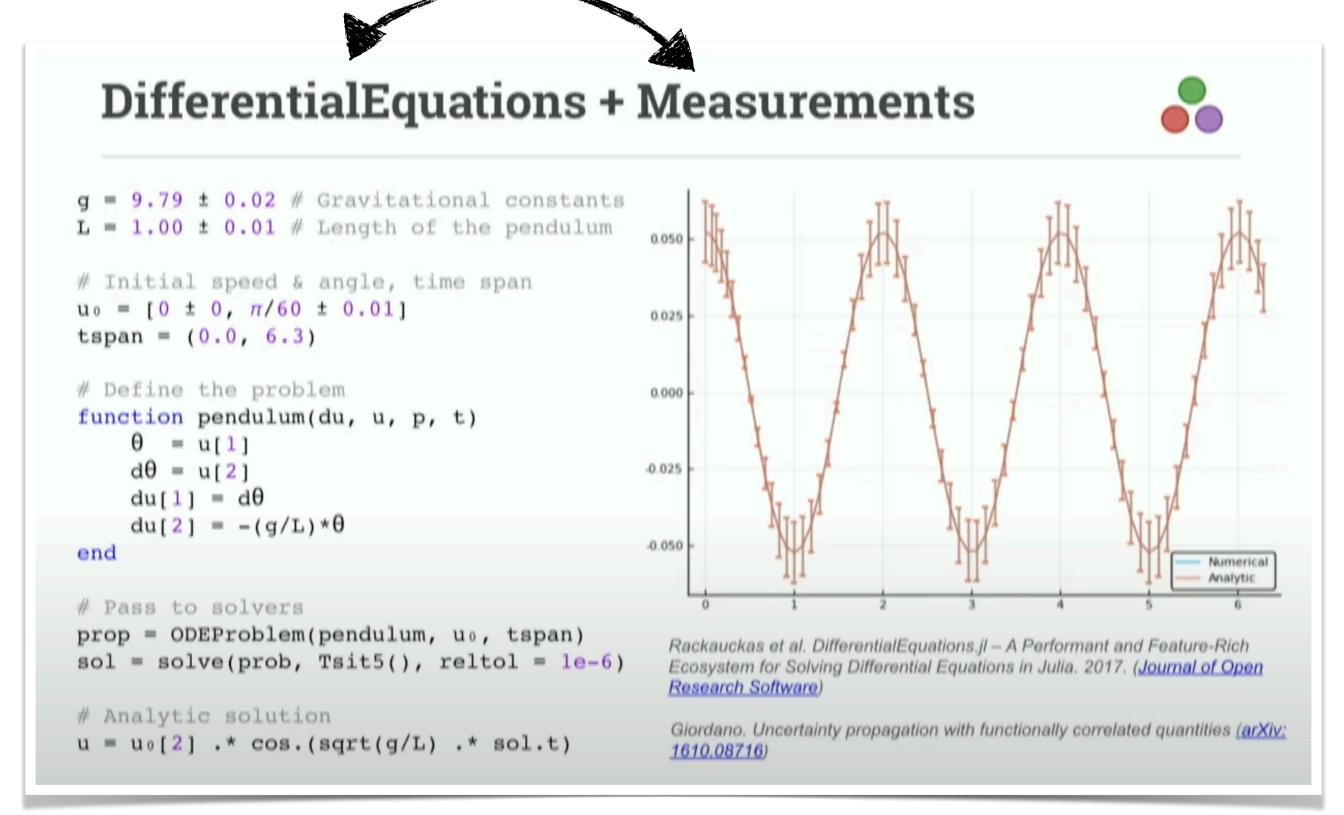
"The Expression Problem"

- 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)

```
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.

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 here 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
```

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 as first-class citizens in Julia
- Upcoming paper:
 Potential of the Julia language for High Energy Physics computing
- Join the JuliaHEP GitHub organisation: https://github.com/JuliaHEP