The computer labs provide computational experience related to the analytic theory presented in the lectures. The main tool for these exercises is a programming language called Julia designed for the implementation of numerical algorithms that combines the compiled efficiency of C and Fortran with the interactive and notational convenience of MATLAB and Python.

In science and engineering an important goal is to become a skilled practitioner by doing it yourself. To this end the computers in the lab have been provisioned with a Linux programming environment similar to what is deployed on the university high-performance cluster, all other supercomputers worldwide and for most cloud computing. To access Linux please restart the computer using the USB network boot key for this class.

Rather than using the lab equipment it is also possible to freely install Julia on your personal laptop. While using your own computer goes along well with doing it yourself, I will unfortunately be unable to help with any technical problems that might crop up in that case. Even so, I'd recommend trying to install Julia at home, if only to avoid coming in after hours to complete the homework. You may also use your laptop in the lab.

Note that it is possible to forgo Julia and perform all your computations using a different programming language. Although I would be happy to grade assignments completed using such alternatives, my opinion is Julia makes numerical methods much easier than a general-purpose programming language. I am also able to provide more help with Julia.

Quadratic Equations

Our lab exercises start with solving a quadratic equation. Suppose we seek to solve $x^2 + x = 5$. The quadratic formula tells us

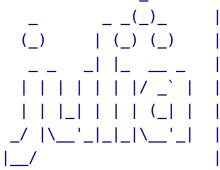
$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$
 where $a = 1$, $b = 1$ and $c = -5$.

Since how to perform this calculation with a pocket calculator is likely well known, the focus for this lab is on using the computer and turning the results in for grading. How to accomplish this with Julia will now be described in step-by-step detail.

I would again emphasize in my opinion that even if you know another language well, Julia will make numerical methods easier. We now begin by using the interactive read-evaluate-print loop in Julia as a desktop calculator to plug in the numbers of the quadratic formula. Computer Lab 01 _____

To start Julia open a terminal window and type the command julia followed by the enter key. If you are using your personal computer the technique for starting Julia may involving clicking a menu item. In either case the display on the screen should look like

\$ julia



```
Documentation: https://docs.julialang.org
Type "?" for help, "]?" for Pkg help.
Version 1.6.1 (2021-04-23)
```

julia>

The prompt julia> indicates Julia is in interative mode waiting to be used as a calculator. Enter the quadratic formula as two functions

xplus(a,b,c)=(-b+sqrt(b^2-4*a*c))/(2*a) xminus(a,b,c)=(-b-sqrt(b^2-4*a*c))/(2*a)

Note that after entering the first function, the second one can be obtained by pressing the up-arrow key, making the needed changes and then pressing enter. Using the arrow keys to recall, edit and execute previous commands in the Julia REPL can save lots of typing. You can also cut and paste the necessary input from this document.

The new lines on the screen should look like

```
julia> xplus(a,b,c)=(-b+sqrt(b^2-4*a*c))/(2*a)
xplus (generic function with 1 method)
julia> xminus(a,b,c)=(-b-sqrt(b^2-4*a*c))/(2*a)
xminus (generic function with 1 method)
```

If you make an error, press the up-arrow key, edit the line to correct the error and then press enter to run it again. By default some errors result in a long series of messages called a stack trace. While overwhelming at first, such stack traces will become easier to understand over time.

When solving $x^2 + x = 5$ the values of a, b and c in the quadratic formula are a = 1, b = 1 and c = -5. Therefore, the two solutions may be obtained by typing xplus(1,1,-5) and xminus(1,1,-5) in the Julia read-evaluate-print loop.

So far we have done all our work interactively, so there is no program nor program output, but just the transcript of the interactive session. It is tempting to take a photograph of the screen and turn that in; however, in anticipation of more involved calculations it is worth learning a better way.

Submitting Your Work

In general two things should be uploaded for grading:

- A working computer program.
- The output from running the program.

Keeping your work organized to avoid mistakes and confusion is important for any type of science. Therefore, it may be useful to place your files in working directories specific for each lab assignment. I have found naming the directory lab01 and following a consistent pattern thereafter works well.

Although it is possible to create new directories and then organize your files by means of drag and drop with a mouse, consider the alternative of using the command line. Advantages of the command line are that

- Tasks performed from a text-based interface are possible to automate as scripts.
- After this class you may find yourself using a cloud or high-performance computing cluster with only a terminal interface.
- Using the command line for simple things flattens the learning curve for when we need it to perform other tasks in the future.

To gradually become more familiar with the command line leave the window with Julia running and open a new terminal window. Type mkdir lab01 at the prompt to make a subdirectory and then change your working directory to the new one by typing cd lab01.

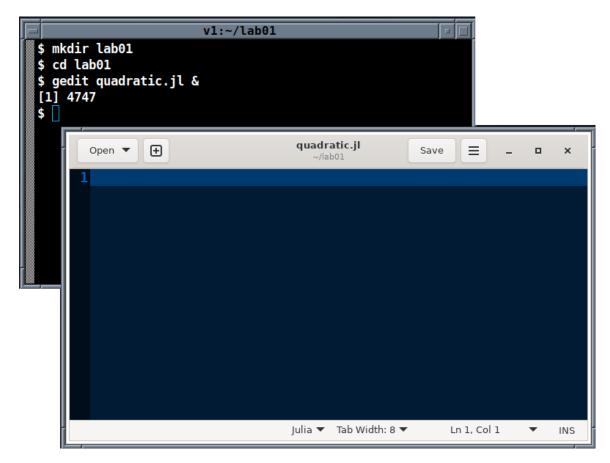
At this point the output should look like

```
$ mkdir lab01
$ cd lab01
$
```

Note the commands mkdir and cd produce output only when they fail. Thus, the fact that no additional output appears indicates they were successful.

Interactive computing is great for experimentation and visualization, but not so much when performing a sequence of long-running numerical calculations. Therefore, it is increasingly common to switch back and forth from interactive computing to non-interactive jobs that run in batch queues on remote systems. We now convert the interactive Julia session for solving the quadratic equation into a real computer program. Writing a program also provides something to submit for grading.

To this end create a file called quadratic.jl in an editor such as gedit or pluma. This may be done by typing gedit quadratic.jl & at the prompt in the terminal window. An editor window should open up. The relevant windows on the screen might look like



Note carefully the & typed at the end of the gedit command above. This is necessary so the terminal window will continue to accept commands while the editor is running. Not typing the & can lead to confusion. If this happens close the editor window and try again.

The next activity is to copy and paste the commands from the interactive Julia session into the editor. Since $\langle \text{ctrl} \rangle$ -c means interrupt the process in the terminal window, then $\langle \text{ctrl} \rangle$ - $\langle \text{shift} \rangle$ -c must be used to copy text from the Julia REPL. To find the definition of xplus type first two letters xp and repeatedly press the up-arrow key until the definition appears. Highlight the definition and press $\langle \text{ctrl} \rangle$ - $\langle \text{shift} \rangle$ -c to copy it to the mouse. Finally click on the editor and press $\langle \text{ctrl} \rangle$ -v to paste it.

Adding $\langle \text{shift} \rangle$ to the usual copy and paste keystrokes is not needed for the editor window but only the terminal. In particular, to copy text the other direction press $\langle \text{ctrl} \rangle$ -c in the editor, select the terminal window and then press $\langle \text{ctrl} \rangle$ - $\langle \text{shift} \rangle$ - ν to paste the result into the interactive session.

Continue copying commands from the Julia REPL to the editor until the contents of quadratic.jl looks like

```
1 xplus(a,b,c)=(-b+sqrt(b^2-4*a*c))/(2*a)
```

```
2 xminus(a,b,c)=(-b-sqrt(b^2-4*a*c))/(2*a)
```

3 xplus(1,1,-5)

```
4 xminus(1,1,-5)
```

The line numbers which appear to the left are not part of the file. Depending on the settings the line numbers may not be displayed by the editor. As such line numbers are often referred to in the error messages reported by Julia please turn them on if they do not appear.

Numbering the lines also provides a convenient way to identify different parts of the program for further discussion in this document.

The above are the exact lines of code that were run interactively; however, changes need to be made to turn them into a program. In the REPL the return value of each command is automatically displayed in the interactive session. Since a program is like a new command, only the return value of line 4 is displayed by default. Thus, without further modification the value of xplus(1,1,-5) will not be reported when the program is run.

To fix this problem change line 3 (and also 4 for consistency) to explicitly print and label the answers. The finished program is

```
1 xplus(a,b,c)=(-b+sqrt(b^2-4*a*c))/(2*a)
2 xminus(a,b,c)=(-b-sqrt(b^2-4*a*c))/(2*a)
3 println("xplus=",xplus(1,1,-5))
4 println("xminus=",xminus(1,1,-5))
```

Press $\langle \text{ctrl} \rangle$ -s in the editor to save the file. Leave the editor window open and switch to terminal window that does not have Julia running in it. Type ls at the prompt to check the code has been saved. Modulo any mistakes made earlier the contents of that window should now be

```
$ mkdir lab01
$ cd lab01
$ gedit quadratic.jl &
[1] 4747
$ ls
quadratic.jl
$
```

If quadratic.jl doesn't appear in the lab01 directory, chances are that it had been saved elsewhere. Go back to the editor and check; otherwise, it is time to run the program.

Type julia quadratic.jl to run the program. The output should be

```
$ julia quadratic.jl
xplus=1.79128784747792
xminus=-2.79128784747792
$
```

Once the program is working properly, it is time to make an output file to upload along with the program source for grading. This can be done by means of a slight modification to the command just used to run the program. Type julia quadratic.jl >quadratic.out to place the output in the file quadratic.out. Then type cat quadratic.out to check that the output is as expected.

The results should look like

```
$ julia quadratic.jl >quadratic.out
$ cat quadratic.out
xplus=1.79128784747792
xminus=-2.79128784747792
$
```

If you have reached this point, then congratulations you have finished the lab. Only one more step needs to be completed in order to submit your work: The files quadratic.jl and quadratic.out need to be converted to PDF format so they can be viewed and annotated by the course management system. In the lab the command

```
j2pdf -o submit01.pdf quadratic.jl quadratic.out
```

may be used to produce a file submit01.pdf suitable for uploading.

On Microsoft Windows suitable files for upload can be generated by printing quadratic.jl and quadratic.out to PDF from within Notepad. For example, if code01.pdf corresponds to the printout of quadratic.jl and run01.pdf to quadratic.out, then upload both code01.pdf and run01.pdf for grading. A similar technique will work for MacOS.

Subsequent lab assignments will require more independent work but follow a similar sequence of steps to produce files suitable for upload that can be viewed and annotated by the grader.

Before leaving don't forget to close the applications open on your desktop and logout. Exit the Julia REPL by typing $\langle ctrl \rangle$ -d and then $\langle ctrl \rangle$ -d again to close the terminal. The editor has a menu at the top. If using one of the lab computers, please reboot it into Microsoft Windows.