**G Julia**

Julia is a scientific programming language that is free and open source. It is a relatively new language that borrows inspiration from languages like Python, MATLAB, and R. It was selected for use in this book because it is sufficiently high level so that the algorithms can be compactly expressed and readable while also being fast. This book is compatible with Julia version 1.6. This appendix introduces the concepts necessary for understanding the included code, omitting many of the advanced features of the language.

### G.1 Types

Julia has a variety of basic types that can represent data given as truth values, numbers, strings, arrays, tuples, and dictionaries. Users can also define their own types. This section explains how to use some of the basic types and how to define new types.

#### G.1.1 Booleans

The *Boolean* type in Julia, written `Bool`, includes the values `true` and `false`. We can assign these values to variables. Variable names can be any string of characters, including Unicode, with a few restrictions.

```plaintext
α = true  
done = false
```

The variable name appears on the left-hand side of the equal sign; the value that variable is to be assigned is on the right-hand side.
We can make assignments in the Julia console. The console, or REPL (for read, eval, print, loop), will return a response to the expression being evaluated. The # symbol indicates that the rest of the line is a comment.

```julia
julia> x = true
true
julia> y = false; # semicolon suppresses the console output
julia> typeof(x)
Bool
julia> x == y # test for equality
false
```

The standard Boolean operators are supported.

```julia
julia> !x    # not
false
julia> x && y # and
false
julia> x || y # or
true
```

### G.1.2 Numbers

Julia supports integer and floating point numbers as shown here:

```julia
julia> typeof(42)
Int64
julia> typeof(42.0)
Float64
```

Here, `Int64` denotes a 64-bit integer, and `Float64` denotes a 64-bit floating point value.\(^3\) We can perform the standard mathematical operations:

```julia
julia> x = 4
4
julia> y = 2
2
julia> x + y
6
julia> x - y
2
julia> x * y
8
julia> x / y
2.0
```

\(^3\) On 32-bit machines, an integer literal like 42 is interpreted as an `Int32`.
Note that the result of \( x / y \) is a \texttt{Float64}, even when \( x \) and \( y \) are integers. We can also perform these operations at the same time as an assignment. For example, \( x += 1 \) is shorthand for \( x = x + 1 \).

We can also make comparisons:

\begin{verbatim}
julia> 3 > 4
false
julia> 3 >= 4
false
julia> 3 ≥ 4  # unicode also works, use \ge[tab] in console
false
julia> 3 < 4
true
julia> 3 <= 4
true
julia> 3 ≤ 4  # unicode also works, use \le[tab] in console
true
julia> 3 == 4
false
julia> 3 < 4 < 5
true
\end{verbatim}

### G.1.3 Strings

A \textit{string} is an array of characters. Strings are not used very much in this textbook except for reporting certain errors. An object of type \texttt{String} can be constructed using " characters. For example:

\begin{verbatim}
julia> x = "optimal"
"optimal"
julia> typeof(x)
String
\end{verbatim}
G.1.4 Symbols

A symbol represents an identifier. It can be written using the : operator or constructed from strings.

```julia
julia> :A
:A
julia> :Battery
:Battery
julia> Symbol("Failure")
:Failure
```

G.1.5 Vectors

A vector is a one-dimensional array that stores a sequence of values. We can construct a vector using square brackets, separating elements by commas.

```julia
julia> x = [];           # empty vector
julia> x = trues(3);    # Boolean vector containing three trues
julia> x = ones(3);     # vector of three ones
julia> x = zeros(3);    # vector of three zeros
julia> x = rand(3);     # vector of three random numbers between 0 and 1
julia> x = [3, 1, 4];   # vector of integers
julia> x = [3.1415, 1.618, 2.7182]; # vector of floats
```

An array comprehension can be used to create vectors.

```julia
julia> [sin(x) for x in 1:5]
5-element Vector{Float64}:
  0.8414709848078965
  0.9092974268256817
  0.1411200080598672
 -0.7568024953079282
 -0.9589242746631385
```

We can inspect the type of a vector:

```julia
julia> typeof([3, 1, 4])           # 1-dimensional array of Int64s
Vector{Int64} (alias for Array{Int64, 1})
julia> typeof([3.1415, 1.618, 2.7182]) # 1-dimensional array of Float64s
Vector{Float64} (alias for Array{Float64, 1})
julia> Vector{Float64}              # alias for a 1-dimensional array
Vector{Float64} (alias for Array{Float64, 1})
```

We index into vectors using square brackets.
We can pull out a range of elements from an array. Ranges are specified using a colon notation.

```julia
 julia> x = [1, 2, 5, 3, 1]
 5-element Vector{Int64}:
  1
  2
  5
  3
  1
 julia> x[1:3]  # pull out the first three elements
 3-element Vector{Int64}:
  1
  2
  5
 julia> x[1:2:end]  # pull out every other element
 3-element Vector{Int64}:
  1
  5
  1
 julia> x[end:-1:1]  # pull out all the elements in reverse order
 5-element Vector{Int64}:
  1
  3
  5
  2
  1
```

We can perform a variety of different operations on arrays. The exclamation mark at the end of function names is used to indicate that the function *mutates* (i.e., changes) the input.

```julia
 julia> length(x)
 5
 julia> [x, x]  # concatenation
 2-element Vector{Vector{Int64}}:
```

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2021-09-11 23:35:49-07:00, revision db8cdea, comments to bugs@algorithmsbook.com
[1, 2, 5, 3, 1]
[1, 2, 5, 3, 1]

```julia
julia> push!(x, -1)  # add an element to the end
6-element Vector{Int64}:
  1
  2
  5
  3
  1
-1
```

```julia
julia> pop!(x)  # remove an element from the end
-1
```

```julia
julia> append!(x, [2, 3])  # append [2, 3] to the end of x
7-element Vector{Int64}:
  1
  2
  5
  3
  1
  2
  3
```

```julia
julia> sort!(x)  # sort the elements, altering the same vector
7-element Vector{Int64}:
  1
  1
  2
  2
  3
  3
  5
```

```julia
julia> sort(x);  # sort the elements as a new vector
```

```julia
julia> x[1] = 2; print(x)  # change the first element to 2
[2, 1, 2, 2, 3, 3, 5]
```

```julia
julia> x = [1, 2];
```

```julia
julia> y = [3, 4];
```

```julia
julia> x + y  # add vectors
2-element Vector{Int64}:
  4
  6
```

```julia
julia> 3x - [1, 2]  # multiply by a scalar and subtract
2-element Vector{Int64}:
  2
  4
```

```julia
julia> using LinearAlgebra
```

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It is often useful to apply various functions elementwise to vectors. This is a form of broadcasting. With infix operators (e.g., ‡, †, and †), a dot is prefixed to indicate elementwise broadcasting. With functions like \texttt{sqrt} and \texttt{sin}, the dot is postfix.

\begin{verbatim}
\texttt{julia} \dot{x, y} \# dot product available after using LinearAlgebra
\texttt{julia} x\cdot y \# dot product using unicode character, use \texttt{\textbackslash cdot[tab]} in console
\texttt{julia} prod(y) \# product of all the elements in y
\end{verbatim}

\texttt{julia} x .* y \# elementwise multiplication
2-element Vector\{Int64\}:
  3
  8
\texttt{julia} x .^ 2 \# elementwise squaring
2-element Vector\{Int64\}:
  1
  4
\texttt{julia} \texttt{sin.(x)} \# elementwise application of \texttt{sin}
2-element Vector\{Float64\}:
  0.8414709848078965
  0.9092974268256817
\texttt{julia} \texttt{sqrt.(x)} \# elementwise application of \texttt{sqrt}
2-element Vector\{Float64\}:
  1.0
  1.4142135623730951

\section*{G.1.6 Matrices}

A matrix is a two-dimensional array. Like a vector, it is constructed using square brackets. We use spaces to delimit elements in the same row and semicolons to delimit rows. We can also index into the matrix and output submatrices using ranges.

\begin{verbatim}
\texttt{julia} X = [1 2 3; 4 5 6; 7 8 9; 10 11 12];
\texttt{julia} typeof(X) \# a 2-dimensional array of Int64s
\texttt{Matrix\{Int64\} (alias for Array\{Int64, 2\})}
\texttt{julia} X[2] \# second element using column-major ordering
4
\texttt{julia} X[3,2] \# element in third row and second column
8
\end{verbatim}
We can also construct a variety of special matrices and use array comprehensions:

```julia
julia> Matrix(1.0I, 3, 3) # 3x3 identity matrix
3x3 Matrix{Float64}:
  1.0  0.0  0.0
  0.0  1.0  0.0
  0.0  0.0  1.0

julia> Matrix(Diagonal([3, 2, 1])) # 3x3 diagonal matrix with 3, 2, 1 on diagonal
3x3 Matrix{Int64}:
  3  0  0
  0  2  0
  0  0  1

julia> zeros(3,2) # 3x2 matrix of zeros
3x2 Matrix{Float64}:
  0.0  0.0
  0.0  0.0
  0.0  0.0

julia> rand(3,2) # 3x2 random matrix
3x2 Matrix{Float64}:
  0.585053  0.970334
```
0.980265  0.150437
0.188731  0.281895

julia> [sin(x + y) for x in 1:3, y in 1:2] # array comprehension
3×2 Matrix{Float64}:
   0.909297  0.14112
   0.14112  -0.756802
-0.756802  -0.958924

Matrix operations include the following:

julia> X'                # complex conjugate transpose
3×4 adjoint(::Matrix{Int64}) with eltype Int64:
1  4  7  10
2  5  8  11
3  6  9  12

julia> 3X .+ 2          # multiplying by scalar and adding scalar
4×3 Matrix{Int64}:
5  8  11
14 17 20
23 26 29
32 35 38

julia> X = [1 3; 3 1];  # create an invertible matrix
julia> inv(X)           # inversion
2×2 Matrix{Float64}:
  -0.125  0.375
  0.375  -0.125

julia> pinv(X)          # pseudoinverse (requires LinearAlgebra)
2×2 Matrix{Float64}:
  -0.125  0.375
  0.375  -0.125

julia> det(X)           # determinant (requires LinearAlgebra)
-8.0

julia> [X X]            # horizontal concatenation, same as hcat(X, X)
2×4 Matrix{Int64}:
1  3  1  3
3  1  3  1

julia> [X; X]           # vertical concatenation, same as vcat(X, X)
4×2 Matrix{Int64}:
1  3
3  1
1  3
3  1

julia> sin.(X)          # elementwise application of sin
2×2 Matrix{Float64}:
0.841471  0.14112
0.14112 0.841471

**julia>** map(sin, X)  # elementwise application of sin
2×2 Matrix{Float64}:
  0.841471  0.14112
  0.14112  0.841471

**julia>** vec(X)  # reshape an array as a vector
4-element Vector{Int64}:
  1
  3
  3
  1

### G.1.7 Tuples

A *tuple* is an ordered list of values, potentially of different types. They are constructed with parentheses. They are similar to vectors, but they cannot be mutated.

**julia>** x = ()  # the empty tuple
()

**julia>** isempty(x)
true

**julia>** x = (1, )  # tuples of one element need the trailing comma
(1,)

**julia>** typeof(x)
Tuple{Int64}

**julia>** x = (1, 0, [1, 2], 2.5029, 4.6692)  # third element is a vector
(1, 0, [1, 2], 2.5029, 4.6692)

**julia>** typeof(x)
Tuple{Int64, Int64, Vector{Int64}, Float64, Float64}

**julia>** x[2]
0

**julia>** x[end]
4.6692

**julia>** x[4:end]
(2.5029, 4.6692)

**julia>** length(x)
5

**julia>** x = (1, 2)
(1, 2)

**julia>** a, b = x;

**julia>** a
1

**julia>** b
2
G.1.8 Named Tuples

A named tuple is like a tuple but where each entry has its own name.

```julia
g.1. types
629
julia> x = (a=1, b=-Inf)
(a = 1, b = -Inf)
```

```julia
julia> x isa NamedTuple
true
```

```julia
julia> x.a
1
```

```julia
julia> a, b = x;
julia> a
1
```

```julia
julia> (; :a=>10)
(a = 10,)
```

```julia
julia> (; :a=>10, :b=>11)
(a = 10, b = 11)
```

```julia
julia> merge(x, (d=3, e=10))  # merge two named tuples
(a = 1, b = -Inf, d = 3, e = 10)
```

G.1.9 Dictionaries

A dictionary is a collection of key-value pairs. Key-value pairs are indicated with a double arrow operator `=>`. We can index into a dictionary using square brackets just as with arrays and tuples.

```julia
julia> x = Dict();  # empty dictionary
```

```julia
julia> x[3] = 4  # associate key 3 with value 4
```

```julia
julia> x = Dict(3=>4, 5=>1)  # create a dictionary with two key-value pairs
Dict{Int64, Int64} with 2 entries:
  5 => 1
  3 => 4
```

```julia
julia> x[5]  # return the value associated with key 5
1
```

```julia
julia> haskey(x, 3)  # check whether dictionary has key 3
true
```

```julia
julia> haskey(x, 4)  # check whether dictionary has key 4
false
```

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G.1.10 Composite Types

A composite type is a collection of named fields. By default, an instance of a composite type is immutable (i.e., it cannot change). We use the struct keyword and then give the new type a name and list the names of the fields.

```julia
struct A
    a
    b
end
```

Adding the keyword mutable makes it so that an instance can change.

```julia
mutable struct B
    a
    b
end
```

Composite types are constructed using parentheses, between which we pass in values for each field. For example,

```julia
x = A(1.414, 1.732)
```

The double-colon operator can be used to specify the type for any field.

```julia
struct A
    a::Int64
    b::Float64
end
```

These type annotations require that we pass in an Int64 for the first field and a Float64 for the second field. For compactness, this text does not use type annotations, but it is at the expense of performance. Type annotations allow Julia to improve runtime performance because the compiler can optimize the underlying code for specific types.

G.1.11 Abstract Types

So far we have discussed concrete types, which are types that we can construct. However, concrete types are only part of the type hierarchy. There are also abstract types, which are supertypes of concrete types and other abstract types.

We can explore the type hierarchy of the Float64 type shown in figure G.1 using the supertype and subtypes functions.

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Julia supports parametric types, which are types that take parameters. The parameters to a parametric type are given within braces and delimited by commas. We have already seen a parametric type with our dictionary example.

```julia
julia> x = Dict(3=>1.4, 1=>5.9)
Dict{Int64, Float64} with 2 entries:
  3 => 1.4
  1 => 5.9
```

For dictionaries, the first parameter specifies the key type, and the second parameter specifies the value type. The example has Int64 keys and Float64 values, making the dictionary of type Dict{Int64, Float64}. Julia was able to infer these types based on the input, but we could have specified it explicitly.
While it is possible to define our own parametric types, we do not need to do so in this text.

### G.2 Functions

A function maps its arguments, given as a tuple, to a result that is returned.

#### G.2.1 Named Functions

One way to define a named function is to use the `function` keyword, followed by the name of the function and a tuple of names of arguments.

```julia
function f(x, y)
    return x + y
end
```

We can also define functions compactly using assignment form.

```julia
f(x, y) = x + y;
```

#### G.2.2 Anonymous Functions

An anonymous function is not given a name, though it can be assigned to a named variable. One way to define an anonymous function is to use the arrow operator.

```julia
h = x -> x^2 + 1 # assign anonymous function with input x to a variable h
```

```julia
julia> g(f, a, b) = [f(a), f(b)]; # applies function f to a and b and returns array
julia> g(h, 5, 10)
2-element Vector{Int64}:
  26
  101
julia> g(x->sin(x)+1, 10, 20)
2-element Vector{Float64}:
  0.4559788891106302
  1.9129452507276277
```
G.2.3 Callable Objects

We can define a type and associate functions with it, allowing objects of that type to be *callable*.

```
julia> \((x :: A)() = x.a + x.b\) # adding a zero-argument function to the type A defined earlier
julia> \((x :: A)(y) = y*x.a + x.b\) # adding a single-argument function
julia> x = A(22, 8);
julia> x()
30
julia> x(2)
52
```

G.2.4 Optional Arguments

We can assign a default value to an argument, making the specification of that argument optional.

```
julia> f(x=10) = x^2;
julia> f()
100
julia> f(3)
9
julia> f(x, y, z=1) = x*y + z;
julia> f(1, 2, 3)
5
julia> f(1, 2)
3
```

G.2.5 Keyword Arguments

Functions may use keyword arguments, which are arguments that are named when the function is called. Keyword arguments are given after all the positional arguments. A semicolon is placed before any keywords, separating them from the other arguments.

```
julia> f(; x = 0) = x + 1;
julia> f()
1
julia> f(x = 10)
11
julia> f(x, y = 10; z = 2) = (x + y)*z;
julia> f(1)
```

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G.2.6 Dispatch

The types of the arguments passed to a function can be specified using the double colon operator. If multiple methods of the same function are provided, Julia will execute the appropriate method. The mechanism for choosing which method to execute is called dispatch.

```
 julia> f(x::Int64) = x + 10;
 julia> f(x::Float64) = x + 3.1415;
 julia> f(1)
 11
 julia> f(1.0)
 4.1415
 julia> f(1.3)
 4.4415
```

The method with a type signature that best matches the types of the arguments given will be used.

```
 julia> f(x) = 5;
 julia> f(x::Float64) = 3.1415;
 julia> f([3, 2, 1])
 5
 julia> f(0.00787499699)
 3.1415
```

G.2.7 Splatting

It is often useful to *splat* the elements of a vector or a tuple into the arguments to a function using the ... operator.
G.3 Control Flow

We can control the flow of our programs using conditional evaluation and loops. This section provides some of the syntax used in the book.

G.3.1 Conditional Evaluation

Conditional evaluation will check the value of a Boolean expression and then evaluate the appropriate block of code. One of the most common ways to do this is with an if statement.

```julia
if x < y
    # run this if x < y
elseif x > y
    # run this if x > y
else
    # run this if x == y
end
```

We can also use the ternary operator with its question mark and colon syntax. It checks the Boolean expression before the question mark. If the expression evaluates to true, then it returns what comes before the colon; otherwise it returns what comes after the colon.

```julia
f(x) = x > 0 ? x : 0;
f(-10)
0
f(10)
10
```
G.3.2 Loops

A loop allows for repeated evaluation of expressions. One type of loop is the while loop. It repeatedly evaluates a block of expressions until the specified condition after the while keyword is met. The following example sums the values in the array \( x \).

\[
X = [1, 2, 3, 4, 6, 8, 11, 13, 16, 18]
\]

\[
s = 0
while !isempty(X)
    s += pop!(X)
end
\]

Another type of loop is the for loop. It uses the for keyword. The following example will also sum over the values in the array \( x \) but will not modify \( x \).

\[
X = [1, 2, 3, 4, 6, 8, 11, 13, 16, 18]
\]

\[
s = 0
for y in X
    s += y
end
\]

The in can be substituted with = or \( \in \). The following code block is equivalent.

\[
X = [1, 2, 3, 4, 6, 8, 11, 13, 16, 18]
\]

\[
s = 0
for i = 1:length(X)
    s += X[i]
end
\]

G.3.3 Iterators

We can iterate over collections in contexts such as for loops and array comprehensions. To demonstrate various iterators, we will use the collect function, which returns an array of all items generated by an iterator:

\[
\text{Julia> } X = ["feed", "sing", "ignore"];
\text{Julia> } \text{collect}(\text{enumerate}(X)) \# \text{return the count and the element}
\]

3-element Vector\{Tuple\{Int64, String\}\}:

\[
(1, "feed")
(2, "sing")
(3, "ignore")
\]

\[
\text{Julia> } \text{collect}(\text{eachindex}(X)) \# \text{equivalent to 1:length(X)}
\]

3-element Vector\{Int64\}:
G.4 Packages

A package is a collection of Julia code and possibly other external libraries that can be imported to provide additional functionality. This section briefly reviews a few of the key packages that we build upon. To add a registered package like Distributions.jl, we can run:

```julia
using Pkg
Pkg.add("Distributions")
```

To update packages, we use:

```julia
using Pkg
Pkg.update()
```
Pkg.update()

To use a package, we use the keyword using:

using Distributions

G.4.1 LightGraphs.jl

We use the LightGraphs.jl package (version 1.3) to represent graphs and perform operations on them:

```
 julia> using LightGraphs
 julia> G = SimpleDiGraph(3); # create a directed graph with three nodes
 julia> add_edge!(G, 1, 3);   # add edge from node 1 to 3
 julia> add_edge!(G, 1, 2);   # add edge from node 1 to 2
 julia> rem_edge!(G, 1, 3);  # remove edge from node 1 to 3
 julia> add_edge!(G, 2, 3);  # add edge from node 2 to 3
 julia> typeof(G)
 LightGraphs.SimpleGraphs.SimpleDiGraph{Int64}
 julia> nv(G)                    # number of nodes (also called vertices)
 3
 julia> outneighbors(G, 1)      # list of outgoing neighbors for node 1
 1-element Vector{Int64}:
 2
 julia> inneighbors(G, 1)       # list of incoming neighbors for node 1
 Int64[]
```

G.4.2 Distributions.jl

We use the Distributions.jl package (version 0.24) to represent, fit, and sample from probability distributions:

```
 julia> using Distributions
 julia> μ, σ = 5.0, 2.5;
 julia> dist = Normal(μ, σ);  # create a normal distribution
 julia> rand(dist)            # sample from the distribution
 3.2514386417314576
 julia> data = rand(dist, 3)  # generate three samples
 3-element Vector{Float64}:
 5.870603192887591
 6.66779639223482
 6.5886845976714685
 julia> data = rand(dist, 1000);  # generate many samples
```

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g.4. packages

julia> Distributions.fit(Normal, data) # fit a normal distribution to the samples
Distributions.Normal{Float64}(μ=4.908694580782936, σ=2.5172279231469434)

julia> μ = [1.0, 2.0];
julia> Σ = [1.0 0.5; 0.5 2.0];
julia> dist = MvNormal(μ, Σ)                     # create a multivariate normal distribution
MvNormal(μ, Σ)
dim: 2
μ: [1.0, 2.0]
Σ: [1.0 0.5; 0.5 2.0]

julia> rand(dist, 3)                      # generate three samples
2×3 Matrix{Float64}:
  -1.11615  0.339213  3.06317
  0.513386 -0.659306  3.05664

julia> dist = Dirichlet(ones(3))            # create a Dirichlet distribution Dir(1,1,1)
Distributions.Dirichlet{Float64, Vector{Float64}, Float64}(α=[1.0, 1.0, 1.0])

julia> rand(dist)                          # sample from the distribution
3-element Vector{Float64}:
  0.21471817411282473
  0.742014282068229
  0.04326754381894633

G.4.3 JuMP.jl

We use the JuMP.jl package (version 0.21) to specify optimization problems that we can then solve using a variety of different solvers, such as those included in GLPK.jl and Ipopt.jl:

julia> using JuMP
julia> using GLPK
julia> model = Model(GLPK.Optimizer)        # create model and use GLPK as solver
A JuMP Model
Feasibility problem with:
  Variables: 0
Model mode: AUTOMATIC
CachingOptimizer state: EMPTY_OPTIMIZER
Solver name: GLPK

julia> @variable(model, x[1:3])             # define variables x[1], x[2], and x[3]
3-element Vector{JuMP.VariableRef}:
  x[1]
  x[2]
  x[3]

julia> @objective(model, Max, sum(x) - x[2]) # define maximization objective
julia> @constraint(model, x[1] + x[2] ≤ 3)  # add constraint
julia> @constraint(model, x[2] + x[3] ≤ 2)  # add another constraint
julia> @constraint(model, x[2] ≥ 0)  # add another constraint
x[2] ≥ 0.0
julia> optimize!(model)  # solve
julia> value.(x)  # extract optimal values for elements in x
3-element Vector{Float64}:
  3.0
  0.0
  2.0

G.5 Convenience Functions

There are a few functions that allow us to more compactly specify the algorithms in the body of this book. Julia 1.7 will support a two-argument version of `findmax`, where we can pass in a function and a collection. It returns the maximum of the function when evaluated on the elements of the collection along with the first maximizing element. The `argmax` function is similar, but it only returns the first maximizing element. To support this in Julia 1.6, we manually extend these functions.

```julia
function Base.findmax(f::Function, xs)
    f_max = -Inf
    x_max = first(xs)
    for x in xs
        v = f(x)
        if v > f_max
            f_max, x_max = v, x
        end
    end
    return f_max, x_max
end

Base.argmax(f::Function, xs) = findmax(f, xs)[2]
```

julia> findmax(x->x^2, [0, -10, 3])
(100, -10)
julia> argmax(abs, [0, -10, 3])
-10

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The following functions are useful when working with dictionaries and named tuples:

```
Base.Dict{Symbol,V}(a::NamedTuple) where V = Dict{Symbol,V}(n⇒v for (n,v) in zip(keys(a), values(a)))
Base.convert(::Type{Dict{Symbol,V}}, a::NamedTuple) where V = Dict{Symbol,V}(a)
Base.isequal(a::Dict(Symbol, <:Any}, nt::NamedTuple) =
  length(a) == length(nt) &&
  all(a[n] == v for (n,v) in zip(keys(nt), values(nt)))
```

```
julia> a = Dict{Symbol,Integer}((a=1, b=2, c=3))
Dict{Symbol, Integer} with 3 entries:
  :a => 1
  :b => 2
  :c => 3
julia> isequal(a, (a=1, b=2, c=3))
true
julia> isequal(a, (a=1, c=3, b=2))
true
julia> Dict{Dict{Symbol, Integer}, Float64}((a=1, b=1)⇒0.2, (a=1, b=2)⇒0.8)
Dict{Dict{Symbol, Integer}, Float64} with 2 entries:
  Dict(:a⇒1, :b⇒1) => 0.2
  Dict(:a⇒1, :b⇒2) => 0.8
```

We define `SetCategorical` to represent distributions over discrete sets.

```
struct SetCategorical{S}
    elements::Vector{S} # Set elements (could be repeated)
    distr::Categorical # Categorical distribution over set elements

    function SetCategorical(elements::AbstractVector{S}) where S
        weights = ones(length(elements))
        return new{S}(elements, Categorical(normalize(weights, 1)))
    end

    function SetCategorical(elements::AbstractVector{S}, weights::AbstractVector{Float64}) where S
        ℓ₁ = norm(weights, 1)
        if ℓ₁ < 1e-6 || isinf(ℓ₁)
            return SetCategorical(elements)
        end
        distr = Categorical(normalize(weights, 1))
        return new{S}(elements, distr)
    end
end
```

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2021-09-11 23:35:49-07:00, revision db8cdea, comments to bugs@algorithmsbook.com
Distributions.rand(D::SetCategorical) = D.elements[rand(D.distr)]
Distributions.rand(D::SetCategorical, n::Int) = D.elements[rand(D.distr, n)]
function Distributions.pdf(D::SetCategorical, x)
    sum(e == x ? w : 0.0 for (e,w) in zip(D.elements, D.distr.p))
end

julia> D = SetCategorical(["up", "down", "left", "right"],[0.4, 0.2, 0.3, 0.1]);
julia> rand(D)
"left"

julia> rand(D, 5)
5-element Vector{String}:
    "up"
    "left"
    "left"
    "down"
    "left"

julia> pdf(D, "up")
0.3999999999999999