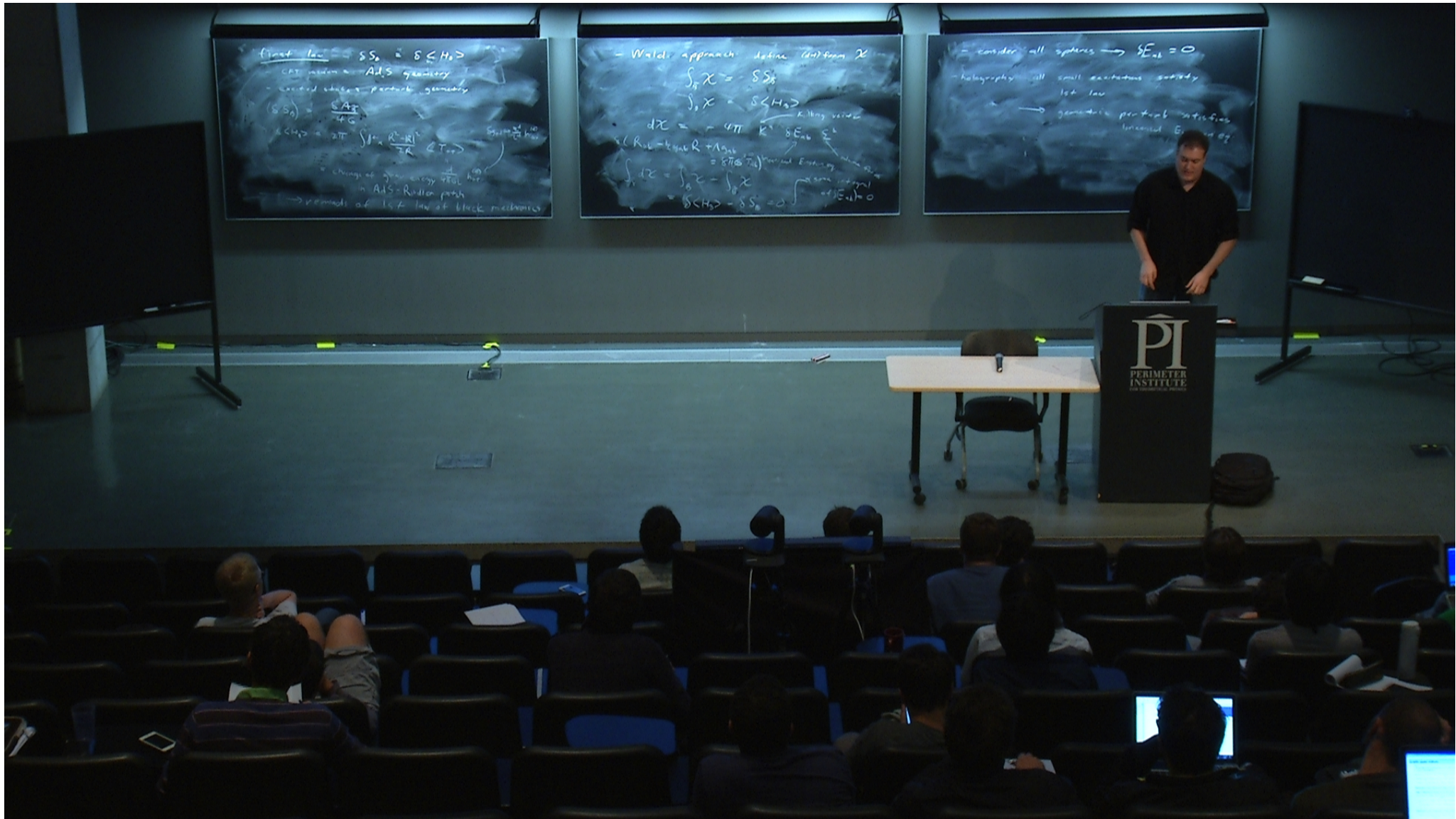


Title: TBA

Date: Aug 29, 2015 12:00 PM

URL: <http://pirsa.org/15080057>

Abstract: TBA





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# Jason Harris Wolfram Research

## Introduction

This talk will focus on some of the more advanced aspects of *Mathematica* including performance considerations, parallel programming, compilation, linking to external programs, touch on GPGPU programming, introduce Manipulate, front end considerations like the box language and introduce the Notation package, some physics examples, and touch on AI / ML.

## Parallel Programming

*Mathematica 7* added built in parallel processing capabilities.

**\$ProcessorCount**

**ParallelEvaluate** [**\$ProcessID**]

**FactorInteger** [ $10^{20} + 3$ ]

**Table** [**ParallelSubmit** [{**i**}, **FactorInteger**[**i**]],  
{**i**,  $10^{54} + 50$ ,  $10^{54} + 70$ }]

**WaitAll** @ %



```
Out[3]= {6807, 6808, 6809, 6810, 6811, 6812, 6813, 6814}
```

```
In[4]:= FactorInteger[1020 + 3]
```

```
Out[4]= {{373, 1}, {155 773, 1}, {1 721 071 782 307, 1}}
```

```
Table[ParallelSubmit[{i}, FactorInteger[i]],  
      {i, 1054 + 50, 1054 + 70}]
```

```
WaitAll @ %
```

```
Table[FactorInteger[i], {i, 1050 + 3, 1050 + 20}]
```

AbsoluteTiming of the above and the ParallelTable and Parallelize versions

## ▶ Product of 2 matrices 4 threads

Out[5]= {

 <<13>> [1 <<52>> 50] ready for processing	,	 <<13>> [1 <<52>> 51] ready for processing	,	 <<13>> [1 <<52>> 52] ready for processing	,
 <<13>> [1 <<52>> 53] ready for processing	,	 <<13>> [1 <<52>> 54] ready for processing	,	 <<13>> [1 <<52>> 55] ready for processing	,
 <<13>> [1 <<52>> 56] ready for processing	,	 <<13>> [1 <<52>> 57] ready for processing	,	 <<13>> [1 <<52>> 58] ready for processing	,
 <<13>> [1 <<52>> 59] ready for processing	,	 <<13>> [1 <<52>> 60] ready for processing	,	 <<13>> [1 <<52>> 61] ready for processing	,
 <<13>> [1 <<52>> 62] ready for processing	,	 <<13>> [1 <<52>> 63] ready for processing	,	 <<13>> [1 <<52>> 64] ready for processing	,
 <<13>> [1 <<52>> 65] ready for processing	,	 <<13>> [1 <<52>> 66] ready for processing	,	 <<13>> [1 <<52>> 67] ready for processing	,
 <<13>> [1 <<52>> 68] ready for processing	,	 <<13>> [1 <<52>> 69] ready for processing	,	 <<13>> [1 <<52>> 70] ready for processing	}

WaitAll @ %

I

```
In[12]:= ParallelTable[FactorInteger[1], {1, 1050 + 3, 1050 + 20}], // AbsoluteTiming
```

Out[12]= {0.633863, Null}

```
In[13]:= Parallelize[Table[FactorInteger[i], {i, 1050 + 3, 1050 + 20}]]; // AbsoluteTiming
```

Out[13]= {0.619231, Null}

AbsoluteTiming of the above and the ParallelTable and Parallelize versions

### Product of 2 matrices 4 threads

```
a = RandomReal[{1, 10}, {4000, 4000}];
```

```
b = RandomReal[{1, 10}, {4000, 4000}];
```

```
SetSystemOptions["ParallelOptions" -> "MKLThreadNumber" -> 4];
```

```
a.b; // Timing
```

Setting the number of threads to 1 we have

```
SetSystemOptions["ParallelOptions" -> "MKLThreadNumber" -> 1];
```

```
a.b; // Timing
```

```
SystemOptions[]
```

Use absolute timing above

```
MyCentralMoments[data_List, moments_List] :=
```

```
Block[{n, w, means},
```

```
n = Length @ data;
```

```
w = Length @ moments;
```

```
means = (Plus @@ data) / n;
```

$$\frac{1}{n} \sum_{i=1}^n \prod_{j=1}^w (data[[i, j]] - means[[j]])^{moments[[j]]}$$

```
]
```

### Simple Verification

```
In[37]:= Plus @@ data / 4
```

$$\text{Out[37]} = \left\{ \frac{1}{4} (x_1 + x_2 + x_3 + x_4), \frac{1}{4} (y_1 + y_2 + y_3 + y_4), \frac{1}{4} (z_1 + z_2 + z_3 + z_4) \right\}$$

```
In[30]:= data = {{x1, y1, z1}, {x2, y2, z2}, {x3, y3, z3}, {x4, y4, z4}};
moments = {1, 1, 1};
```

```
MyCentralMoments[data, moments] ==
```



```
In[42]:= MyCentralMoments[data, moments] ==  
        CentralMoment[data, moments]
```

Out[42]= True

### Using Vector Operations

Let us redo this example using vectorized functions.

```
moment[d_, r_, means_] := Inner[Power, (d - means), r, Times]
```

```
In[3]:= Inner[f, {a, b, c, d}, {x, y, z, w}, Plus]
```

Out[3]= f[a, x] + f[b, y] + f[c, z] + f[d, w]

```
moment[{x1, y1, z1}, {rx, ry, rz}, {μx, μy, μz}]
```

```
MyCentralMomentV[{a__}, r_] :=  
  Block[{means, n},  
    n = Length[{a}];  
    means = Plus[a] / n;  
    (1 / n) (Plus @@ (moment[#, r, means] &) /@ {a})  
  ]
```

$\{0.006974, 8.89724 \times 10^{168}\}$

In[18]:= **MyCentralMoments**[data, moments] // **AbsoluteTiming**

Out[18]=

$\{0.392749, 8.89724 \times 10^{168}\}$

In[20]:= **MyCentralMomentV**[data, moments] // **AbsoluteTiming**

Out[20]=

$\{0.120423, 8.89724 \times 10^{168}\}$

In[21]:= **MyCentralMomentPV**[data, moments] // **AbsoluteTiming**

Out[21]=

$\{0.128077, 8.89724 \times 10^{168}\}$

```
cf = Compile[{x, y},  $\sqrt{xy}$ ]
```

Out[23]=

```
Function[{x, y},  $\sqrt{xy}$ ]
```

Out[24]=

```
CompiledFunction[  Argument count: 2  
Argument types: {_Real, _Real}]
```

**ccf** =

```
Compile[{x, y},  $\sqrt{xy}$ , CompilationTarget -> "C"]
```

```
Do[f[1.4, 7.6], {1 000 000}] // AbsoluteTiming  
Do[cf[1.4, 7.6], {1 000 000}] // AbsoluteTiming  
Do[ccf[1.4, 7.6], {1 000 000}] // AbsoluteTiming
```

```
Mathematica File Edit Insert Format Cell Graphics Evaluation Palettes Window Help
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List[Blank[Real], Blank[Real]],
List[List[3, 0, 0], List[3, 0, 1], List[3, 0, 3]],
List[], List[0, 0, 4, 0, 0],
List[List[16, 0, 1, 2],
  List[40, 57, 3, 0, 2, 3, 0, 3], List[1]],
Function[List[x, y], Sqrt[Times[x, y]]],
Evaluate, LibraryFunction[
  "/Users/jason/Library/Mathematica/
  ApplicationData/CCompilerDriver/BuildFolder
  /tucon-6831/compiledFunction0.dylib",
  "compiledFunction0",
  List[List[Real, 0, "Constant"],
  List[Real, 0, "Constant"]], Real]]
```



```
sum = sum + inc, {i, n}];  
sum] ] ;
```

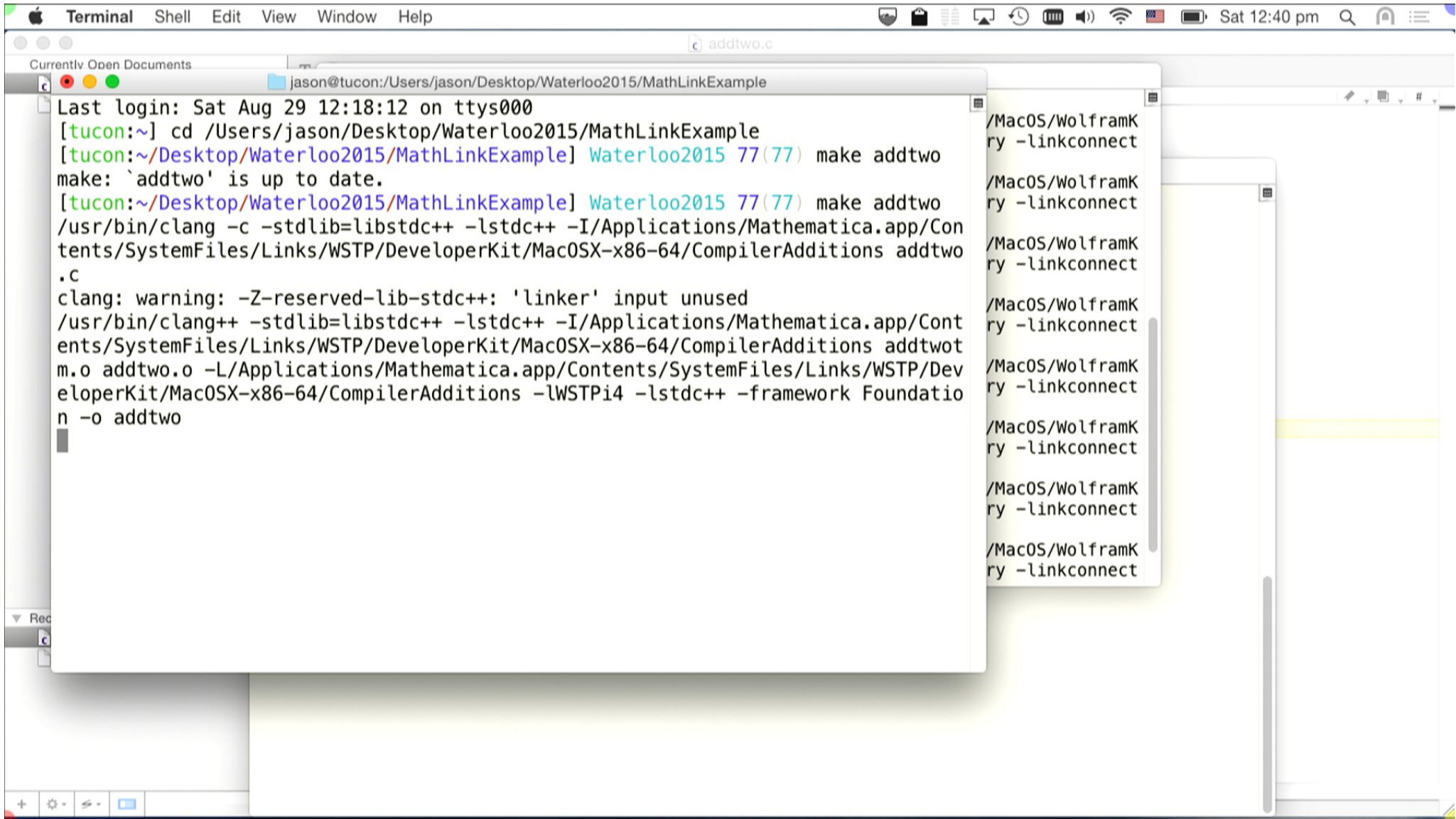
```
In[34]:= fCCC [1.5, 5 000 000] // AbsoluteTiming  
fWVM [1.5, 5 000 000] // AbsoluteTiming  
fMMA [1.5, 5 000 000] // AbsoluteTiming
```

Out[34]=  
{0.020581, 4.48169}

Out[35]=  
{0.644968, 4.48169}

Out[36]=  
{17.8732, 4.48169}

More details are in the [C Code Generation User Guide](#).



## Linking to External C Code Through *MathLink*

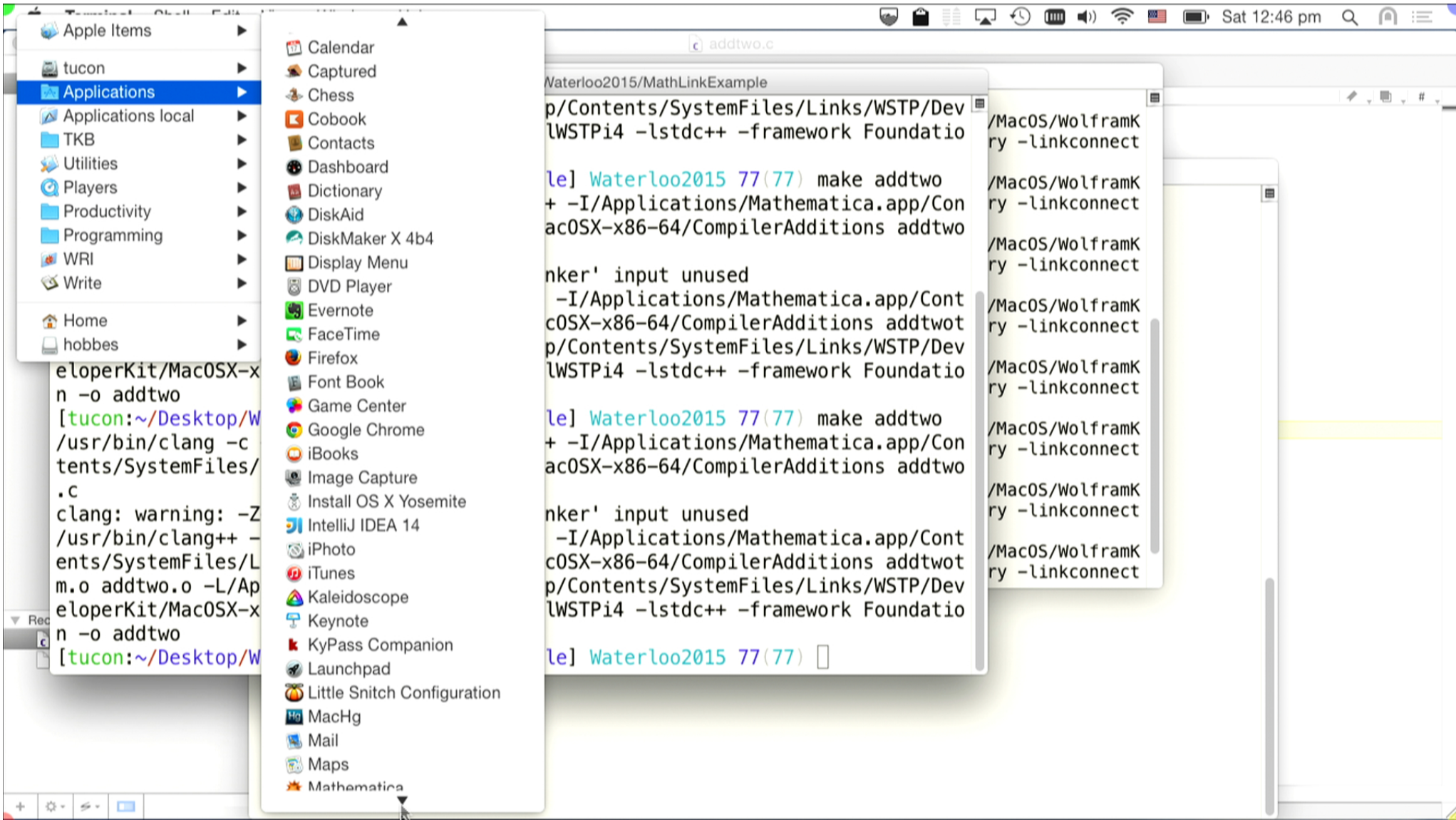
It is easy to create programs in C and C++ which can interoperate with *Mathematica*. Moreover, you can use *JLink* and *.NetLink* for communication to their respective environments.

```
In[43]:= link =  
Install["/Users/jason/Desktop/Waterloo2015/  
MathLinkExample/addtwo"];
```

?? AddTwo

```
In[42]:= AddTwo[30, 10]
```

```
Out[42]=  
300
```





## OpenCL

**Needs** [ "OpenCLLink`" ]

This checks if *OpenCLLink* is supported. If it returns **True**, as shown below, then *OpenCLLink* will work.

**OpenCLQ** [ ]

```
src = "__kernel void myKernel(  
    __global mint * global0Id, __global mint  
    * global1Id, mint width, mint height) {  
    int xIndex = get_global_id(0);  
    int yIndex = get_global_id(1);  
    ...  
}
```

```
src = "__kernel void myKernel(  
    __global mint * global0Id, __global mint  
    * global1Id, mint width, mint height) {  
    int xIndex = get_global_id(0);  
    int yIndex = get_global_id(1);  
    int index = xIndex + yIndex*width;  
    if  
        (xIndex < width && yIndex < height) {  
        global0Id[index] = get_local_id(0);  
        global1Id[index] = get_local_id(1);  
    }  
};  
  
fun =
```

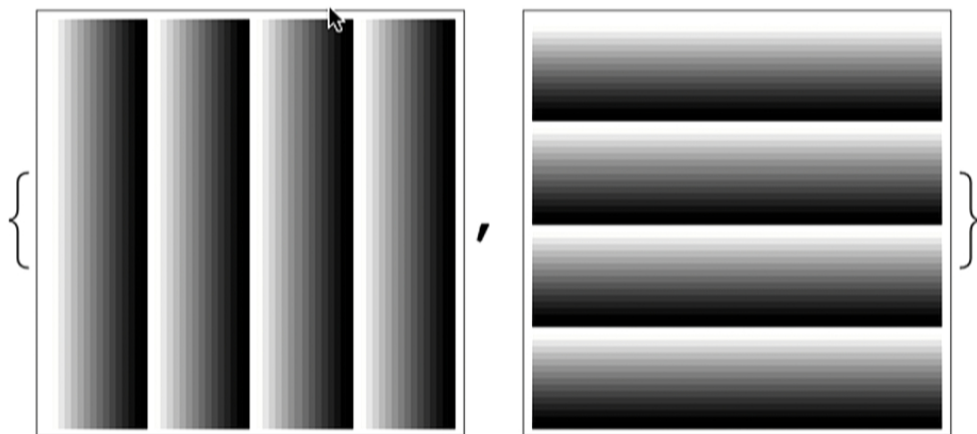
This launches the function.

```
In[9]:= res = fun[global0Id, global1Id, width, height];
```

This visualizes the results.

```
In[10]:= ArrayPlot /@ res
```

Out[10]=



## StyleSheets

Instead of changing individual words with different styles, add styles to the style sheet. Then if you ever need to, you can change a style in the style sheet and all uses of the style will change uniformly in the notebook.

Add styles here. For non-bold and

## Option Inspector

You can use the option inspector to change settings at a deep level.



# Tilte

Lorum Ipsum Lorum Ips  
Lorum Ipsum Lorum Ips

## Chapter 1

Lorum Ipsum Lorum Ips  
Lorum Ipsum Lorum Ips

## Chapter 2

Lorum Ipsum Lorum Ips  
Lorum Ipsum Lorum Ips

## Chapter 3

Style Definitions for Untitled-1

Private Style Definitions for Untitled-1

Choose a style or Enter a style name:  Install Stylesheet ...

Inheriting base definitions from stylesheet "Default.nb"  
Default.nb

---

Local definition for style "Chapter":

Chapter

---

Local definition for style "Text":

Text

100%

Slide

# Tilte

*Lorum Ipsum Lorum Ipsum Lorum Ipsum Lorum Ipsum Lorum Ipsum*  
*Lorum Ipsum Lorum Ipsum Lorum Ipsum*

## Chapter 1

*Lorum Ipsum Lorum Ipsum Lorum Ipsum Lorum Ipsum Lorum Ipsum*  
*Lorum Ipsum Lorum Ipsum Lorum Ipsum*

## Chapter 2

*Lorum Ipsum Lorum Ipsum Lorum Ipsum Lorum Ipsum Lorum Ipsum*  
*Lorum Ipsum Lorum Ipsum Lorum Ipsum*

## Chapter 3

Slide 7

150%

# Manipulate

## Compounding Interest

Let us start with the extremely simple example. Consider the value of a quantity of money  $A$  continually compounding under an interest rate  $r$  for time  $t$ , which is given by  $A(1 + r)^t$ .

$$A = 300;$$

$$r = 0.09;$$

```
Plot[A (1 + r)^t, {t, 0, 7}, PlotRange -> {0, 600}]
```

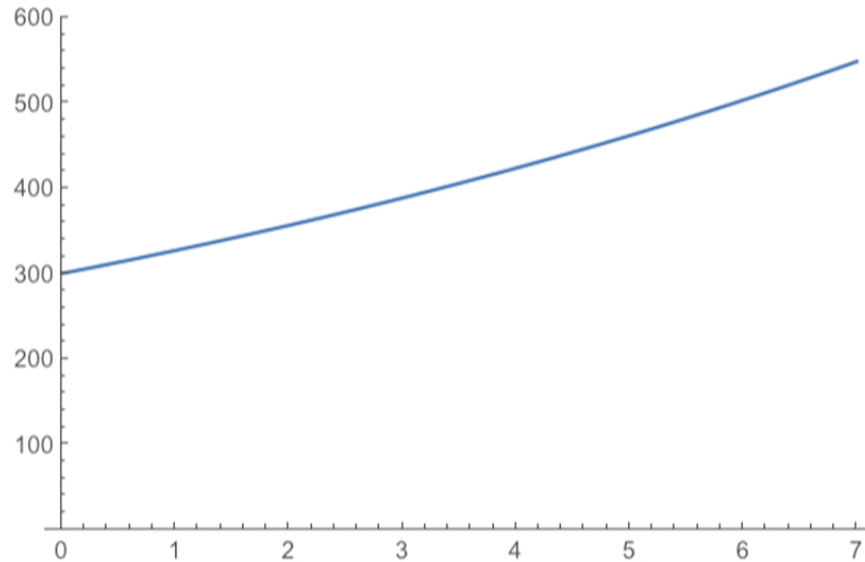
Example  $A(1 + r)^t$  with  $\{A, 0, 200\}$ ,  $\{r, 0, 0.3\}$

Manipulate

```
In[19]:= A = 300;  
r = 0.09;
```

```
In[21]:= Plot [A (1 + r)t, {t, 0, 7}, PlotRange -> {0, 600}]
```

Out[21]=



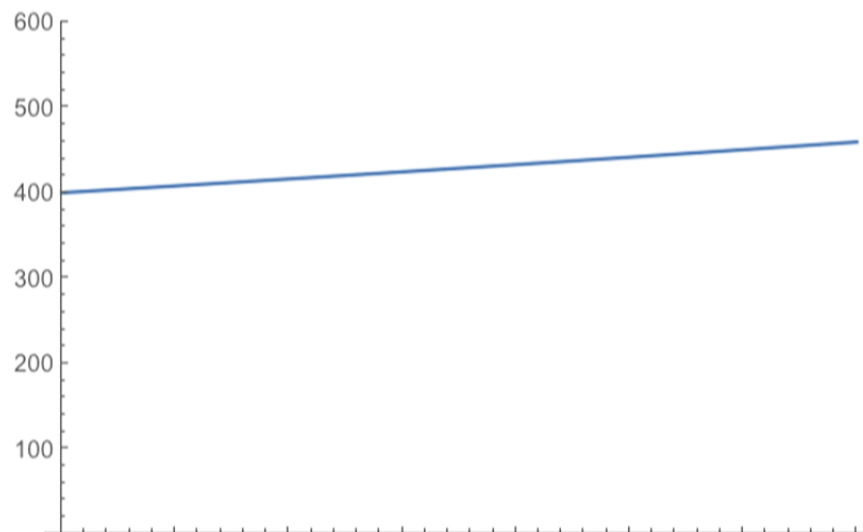


interest rate  $r$  for time  $t$ , which is given by  $A(1 + r)^t$ .

```
In[28]:= A = 400;  
r = 0.02;
```

```
In[30]:= Plot [A (1 + r)t, {t, 0, 7}, PlotRange → {0, 600}]
```

Out[30]=



interest rate  $r$  for time  $t$ , which is given by  $A(1 + r)^t$ .

```
In[28]:= A = 400;  
r = 0.02;
```

```
Manipulate[Plot[A (1 + r)^t, {t, 0, 7},  
PlotRange -> {0, 600}], {r, 0, 0.25}, {
```

Out[30]=



# TemplateBoxes

TemplateBoxes are fantastic things, which generally get their display from the style sheet, thus allowing you to have small box structures which are highly flexible, and which you can uniformly change within a document or environment.

Do Binomial -> BesselJ

$$P_n(x)$$

LegendreP

```
TemplateBox [{"a", "b"}, "Binomial"] // RawBoxes
```

```
TemplateBox [{"a", "b"}, "LegendreP"] // RawBoxes
```

```
TemplateBox [{"a", "b"}, "BesselJ"] // RawBoxes
```

## Commutator Example

```
In[83]:= TemplateBox [{"a", "b"}, "Commutator"] // RawBoxes
```

```
In[85]:= [a, b]- // FullForm
```

```
In[86]:= MyCommutator[q, b]
```

Out[86]=

[q, b]<sub>-</sub>

```
In[84]:= Notation [ [a-, b-]-  $\Leftrightarrow$  MyCommutator[a-, b-] ]
```

```
MakeBoxes [Commutator[a-, b-], StandardForm] :=  
TemplateBox [ {MakeBoxes [a, StandardForm],  
MakeBoxes [b, StandardForm] }, "Commutator" ]
```



There is a stand alone solution. Note I would also use  
TemplateBoxes in the notations but I won't complicate things.

## Notations

```
Needs ["Notation`"]
```

```
InfixNotation [ · , NonCommutativeTimes ] ;
```

Notations for the creation and annihilation operators

```
Notation [ am_ ↔ AnnihilationOp [m_] ]
```

```
Notation [ a†m_ ↔ CreationOp [m_] ]
```

Implement flattening manually instead of using attributes

```
EmptyQ[a_] := False
```

```
EmptyQ[] := True
```

```
l___ . b_NonCommutativeTimes . r___ :=  
  l . (Sequence @@ b) . r
```

```
l___ . (c_?ConstQ a_) . r___ := c l . a . r
```

```
l___ . (a_ + b_) . r___ := l . a . r + l . b . r
```

```
l___ . c_?ConstQ . r___ :=  
  c (l . r) /; ! EmptyQ[l, r]
```

```
NonCommutativeTimes[a_] := a
```

## Summary:

- You can execute things in parallel
- You can compile Code to the WVM, or to a C target
- You can link to external C libraries
- Everything internally in the Front End is a box
- Most advanced typesetting is done through TemplateBoxes
- Having a nice notation can greatly enhance readability

$\langle | \mathbf{a} \rightarrow \mathbf{b}, \mathbf{c} - |$

■ Having a nice notation can greatly enhance readability

```
In[76]:= Normal [ < | a → b, c → r | > ]
```

```
In[77]:= { a → b, c → r, a → b }
```

```
Out[77]=
```

```
{ a → b, c → r, a → b }
```

```
In[78]:= Association [ { a → b, c → r, a → b } ]
```

```
Out[78]=
```

```
< | a → b, c → r | >
```

```
In[73]:= a /. < | a → b, c → r | >
```

```
Out[73]=
```

```
b
```

# Digit Classification

Train a digit recognizer on some examples from the MNIST database of handwritten digits:

```
digitData = ExampleData [ {"MachineLearning", "MNIST"},  
  "Data" ];  
DumpSave [ "LocalDigitData.mx", digitData ];  
DumpGet [ "LocalDigitData.mx" ]  
RandomSample [digitData, 50]  
mc = Classify [RandomSample [digitData, 200],  
  Method → "LogisticRegression"]  
rr = RandomSample [digitData, 50]
```



# Digit Classification

Train a digit recognizer on some examples from the MNIST database of handwritten digits:

```
digitData =  
  ExampleData [{"MachineLearning", "MNIST"},  
  "Data"];  
DumpSave ["LocalDigitData.mx", digitData];  
DumpGet ["LocalDigitData.mx"]  
RandomSample [digitData, 50]  
mc = Classify [RandomSample [digitData, 200],  
  Method → "LogisticRegression"]
```

{ 2 → 2, 7 → 7, 6 → 6, 5 → 5, 9 → 9, 0 → 0, 1 → 1,  
 1 → 1, 8 → 8, 7 → 7, 2 → 2, 9 → 9, 6 → 6, 7 → 7,  
 2 → 2, 8 → 8, 6 → 6, 7 → 7, 8 → 8, 7 → 7,  
 1 → 1, 0 → 0, 5 → 5, 1 → 1, 0 → 0, 1 → 1,  
 2 → 2, 1 → 1, 1 → 1, 5 → 5, 1 → 1, 5 → 5,  
 9 → 9, 9 → 9, 3 → 3, 0 → 0, 4 → 4, 5 → 5,  
 0 → 0, 6 → 6, 9 → 9, 4 → 4, 2 → 2, 9 → 9,  
 8 → 8, 4 → 4, 0 → 0, 0 → 0, 3 → 3, 2 → 2 }

▼ {mc [First /@ rr], Last|/@ rr

Last ⓘ

Out[89]=

{ 2, 7, 6, 4, 1, 0, 1, 1, 5, 7, 2, 9, 6, 7, 2, 7, 6,  
 7, 8, 7, 1, 0, 5, 1, 0, 7, 2, 1, 8, 5, 1, 5, 9, 8,