

IAP.S096 (class for credit)

Performance Computing in a High-Level Language

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This course bridges the gap between traditional high-level computer languages, such as Python and Matlab, and what is really happening at a low level in the computer.

Using the **julia** language, we show how one can simultaneously write high-level, generic, interactive programs that are nonetheless optimized for performance, and which implement their own “inner loops”, without relying on external libraries.

Prerequisite: Knowledge of a programming language

Topics include:

- Representation of objects in memory
- Processor architectures
- Memory locality
- Metaprogramming
- Run time vs compile time
- Parallel computing
- Machine learning

