

Table of Contents

Preface	ix
Chapter 1: The Julia Environment	1
Introduction	1
Philosophy	2
Role in data science and big data	3
Comparison with other languages	4
Features	5
Getting started	6
Julia sources	7
Building from source	8
Installing on CentOS	8
Mac OS X and Windows	11
Exploring the source stack	12
Juno	13
IJulia	14
A quick look at some Julia	15
Julia via the console	16
Installing some packages	20
A bit of graphics creating more realistic graphics with Winston	22
My benchmarks	24
Package management	24
Listing, adding, and removing	24
Choosing and exploring packages	26
Statistics and mathematics	27
Data visualization	27
Web and networking	28
Database and specialist packages	29
How to uninstall Julia	29
Adding an unregistered package	30

What makes Julia special	30
Parallel processing	30
Multiple dispatch	31
Homoiconic macros	31
Interlanguage cooperation	31
Summary	32
Chapter 2: Developing in Julia	33
Integers, bits, bytes, and booleans	33
Integers	34
Logical and arithmetic operators	36
Booleans	36
Arrays	37
Operations on matrices	39
Elemental operations	40
A simple Markov chain – cat and mouse	41
Char and strings	42
Characters	42
Strings	42
Unicode support	44
Regular expressions	44
Byte array literals	45
Version literals	46
An example	46
Real, complex, and rational numbers	48
Reals	48
Operators and built-in functions	49
Special values	49
BigFloats	49
Rationals	50
Complex numbers	50
Julia sets	51
Composite types	54
More about matrices	55
Vectorized and devetorized code	55
Multidimensional arrays	56
Broadcasting	58
Sparse matrices	59
Data arrays and data frames	60
Dictionaries, sets, and others	61
Dictionaries	61
Sets	63

Other data structures

Summary

Chapter 3: Types and Dispatch

Functions

- First-class objects
- Passing arguments
 - Default and optional arguments
 - Variable argument list
 - Named parameters
- Scope
- The Queen's problem

Julia's type system

- A look at the rational type
- A vehicle datatype
 - Type aliases and unions

Enumerations (revisited)

Multiple dispatch

- Parametric types
- Conversion and promotion
 - Conversion
 - Promotion
- A fixed vector module

Summary

Chapter 4: Interoperability

Interfacing with other programming environments

- Calling C and Fortran
 - Mapping C types
 - Calling a Fortran routine
 - Calling curl to retrieve a web page
- Python
- Some others to watch
- The Julia API
- Calling API from C

Metaprogramming

- Symbols
- Macros
- Testing
 - Error handling
- The enum macro

Tasks

- Parallel operations

Distributed arrays	130
A simple MapReduce	132
Executing commands	132
Running commands	134
Working with the filesystem	136
Redirection and pipes	137
Perl one-liners	139
Summary	141
Chapter 5: Working with Data	143
Basic I/O	143
Terminal I/O	143
Disk files	145
Text processing	148
Binary files	150
Structured datasets	152
CSV and DLM files	153
HDF5	157
XML files	160
DataFrames and RDatasets	163
The DataFrames package	163
DataFrames	164
RDatasets	167
Subsetting, sorting, and joining data	168
Statistics	172
Simple statistics	173
Samples and estimations	175
Pandas	175
Selected topics	177
Time series	177
Distributions	180
Kernel density	181
Hypothesis testing	183
GLM	185
Summary	188
Chapter 6: Scientific Programming	189
Linear algebra	190
Simultaneous equations	190
Decompositions	192
Eigenvalues and eigenvectors	193

Special matrices	
A symmetric eigenproblem	
Signal processing	
Frequency analysis	
Filtering and smoothing	
Digital signal filters	
Image processing	
Differential equations	
The solution of ordinary differential equations	
Non-linear ordinary differential equations	
Partial differential equations	
Optimization problems	
JuMP	
Optim	
NLOpt	
Using with the MathProgBase interface	
Stochastic problems	
Stochastic simulations	
SimJulia	
Bank teller example	
Bayesian methods and Markov processes	
Monte Carlo Markov Chains	
MCMC frameworks	
Summary	
Chapter 7: Graphics	
Basic graphics in Julia	
Text plotting	
Cairo	
Winston	
Data visualization	
Gadfly	
Compose	
Graphic engines	
PyPlot	
Gaston	
PGF plots	
Using the Web	
Bokeh	
Plotly	

Raster graphics	259
Cairo (revisited)	260
Winston (revisited)	261
Images and ImageView	262
Summary	265
Chapter 8: Databases	267
A basic view of databases	267
The red pill or the blue pill?	268
Interfacing to databases	269
Other considerations	270
Relational databases	271
Building and loading	272
Native interfaces	275
ODBC	278
Other interfacing techniques	283
DBI	283
SQLite	283
MySQL	283
PostgreSQL	285
PyCall	286
JDBC	288
NoSQL datastores	290
Key-value systems	291
Document datastores	294
RESTful interfacing	296
JSON	297
Web-based databases	299
Graphic systems	302
Summary	304
Chapter 9: Networking	305
Sockets and servers	305
Well-known ports	305
UDP and TCP sockets in Julia	306
A "Looking-Glass World" echo server	307
Named pipes	311
Working with the Web	311
A TCP web service	312
The JuliaWeb group	313
The "quotes" server	316
WebSockets	318

Messaging
E-mail
Twitter
SMS and esendex
Cloud services
Introducing Amazon Web Services
The AWS.jl package
The Google Cloud
Summary
Chapter 10: Working with Julia
Under the hood
Femtolisp
The Julia API
Code generation
Performance tips
Best practice
Profiling
Lint
Debugging
Developing a package
Anatomy
Taxonomy
Using Git
Publishing
Community groups
Classifications
JuliaAstro
Cosmology models
The Flexible Image Transport System
JuliaGPU
What's missing?
Summary
Index