

# Package ‘sewage’

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**Type** Package

**Title** A Light-Weight Data Pipelining Tool

**Version** 0.2.5

**Description** Provides a simple interface to developing complex data pipelines which can be executed in a single call.  
'sewage' makes it easy to test, debug, and share data pipelines through it's interface and visualizations.

**License** MIT + file LICENSE

**Encoding** UTF-8

**RoxygenNote** 7.2.1

**URL** <https://github.com/mwhalen18/sewage>,  
<https://mwhalen18.github.io/sewage/>

**BugReports** <https://github.com/mwhalen18/sewage/issues>

**Suggests** testthat (>= 3.0.0), dplyr

**Config/testthat/edition** 3

**Imports** DiagrammeR, glue, cli

**NeedsCompilation** no

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**Repository** CRAN

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add_node	<i>add node to a sewage pipeline</i>
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## Description

add\_node() will place a new node in the specified pipeline. This will be executed sequentially when the pipeline is executed using run()

## Usage

```
add_node(pipeline, component, name, input, ...)
```

## Arguments

pipeline	an initialized sewage pipeline
component	a function to be executed. Must be a valid function specification or exported sewage object including Joiner and Splitter
name	a name to give to the given component. This will be used as the 'input' parameter for downstream nodes
input	the node to use as input into 'component'. Inputs should be either (1) the name of an existing node in the pipeline, or (2) the name(s) of any argument(s) in the first ndoe of the pipeline. These names can be whatever you want, but should match the arguments you pass to run()
...	additional arguments to be passed to the 'component' argument

## Value

a sewage\_pipeline object

## Examples

```
my_func = function(df) {
  df %>%
    head(15)
}
pipeline = Pipeline()
pipeline = pipeline |>
  add_node(name = 'processor', component = my_func, input = 'file')
```

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draw.sewage\_pipeline    *Visualize a pipeline*

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### Description

This function draws a DAG of the existing pipeline flow. For additional information see `igraph::spec_viz`

### Usage

```
## S3 method for class 'sewage_pipeline'
draw(pipeline, ...)

draw(pipeline, ...)
```

### Arguments

pipeline	an instantiated pipeline object
...	reserved for future use

### Value

an `htmlwidget` object

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Joiner                    *Initialize a Joiner object*

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### Description

The Joiner takes in objects and joins them according to a defined method into a single node.

### Usage

```
Joiner(method)
```

### Arguments

method	function to join incoming objects together
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### Value

a `sewage_joiner` object

### Note

additional arguments to be passed to `method` should be passed in the `...` of `[add_node()]`

**Examples**

```
pipeline = Pipeline() |>
  add_node(Joiner(method = rbind), name = "Joiner", input = c("file1", "file2"))
```

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Pipeline	<i>Initialize a sewage Pipeline</i>
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**Description**

Initialize a sewage Pipeline

**Usage**

```
Pipeline()
```

**Value**

A sewage pipeline object

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print.sewage_pipeline	<i>Printing Pipelines</i>
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**Description**

print a sewage pipeline

this will print all nodes and their inputs in the pipeline. Once the pipeline has been executed, print will show the outputs available through [pull\_output()]

**Usage**

```
## S3 method for class 'sewage_pipeline'
print(x, ...)
```

**Arguments**

x	a [Pipeline()] object
...	not used

**Value**

formatted sewage pipeline output

**Examples**

```
pipeline = Pipeline() |>
  add_node(component = head, name = "Head", input = "file")
print(pipeline)
```

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pull_output	<i>Extract output components from a pipeline</i>
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**Description**

Extract output components from a pipeline

**Usage**

```
pull_output(x, component, ...)

## S3 method for class 'sewage_pipeline'
pull_output(x, component, ...)
```

**Arguments**

x	an executed pipeline object
component	a character string specifying which output component to pull
...	reserved for future use

**Value**

output from a terminating node of an executed sewage pipeline

**Examples**

```
pipeline = Pipeline() |>
  add_node(component = head, name = "Head", input = 'file')
result = run(pipeline, file = iris)
pull_output(result, "Head")
```

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run	<i>Run a pipeline</i>
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**Description**

This function is the entry point for executing a pipeline object

**Usage**

```
run(pipeline, start = NULL, halt = NULL, ...)
```

**Arguments**

<code>pipeline</code>	an initialized pipeline object
<code>start</code>	node at which to start execution. If NULL then execution will start at the first node
<code>halt</code>	halt execution at a specified node. Adding this parameter will halt execution of the remainder of the pipeline. Note that because pipelines are executed sequentially in the order you add them to the pipeline, in the case of a branching pipeline, any nodes from a different branch that were specified earlier in the pipeline will still be executed.
<code>...</code>	parameter(s) to pass to starting node of the pipeline. This should match the 'input' parameter of 'add_node' of the starting node. In the case that you have multiple inputs or are starting at a later point in the pipeline, each argument should match the name of a starting node in your pipeline.

**Value**

an executed `sewage_pipeline` object

**Examples**

```
func1 = function(x) {
  x
}
pipeline = Pipeline() |>
  add_node(component = func1, name = "Func1", input = "file") |>
  add_node(component = func1, name = "Func2", input = "Func1") |>
  add_node(component = func1, name = "Func3", input = "Func2")
run(pipeline, file = mtcars)
run(pipeline, start = "Func2", Func1 = iris)
run(pipeline, halt = "Func2", file = mtcars)
```

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Splitter

*Initialize a splitter object*

---

**Description**

Splitter takes in exactly one input node and propogates the input to  $n$  output nodes.

**Usage**

```
Splitter(edges = 2)
```

**Arguments**

`edges` number out outputs. Must be greater than 1

**Details**

After executing a `Splitter` object, the pipeline will contains  $n$  outputs and will be named as `SplitterName_output{i}`.

**Value**

a `sewage_splitter` object

**Note**

The outputs of a `Splitter` object are accessed through the naming convention `{name}.output_{i}` where `name` is the specified name of the `Splitter` object. This allows you to pass split objects to downstream nodes or access them through the pipeline results.

**Examples**

```
pipeline = Pipeline()
pipeline = pipeline |>
  add_node(name = 'Splitter', component = Splitter(), input = 'file')
result = run(pipeline, file = mtcars)
pull_output(result, 'Splitter.output_1')
pull_output(result, 'Splitter.output_2')
```

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