

Andrea Sterbini – sterbini@di.uniroma1.it

## Flow-based programming: NodeRed

## **Flow-based programming**

### **<u>No-code</u>** programming style:

- Connect functional modules
- Configure their properties
- Build User Interfaces



## Node-RED (http://nodered.org)

<u>Flow-based</u> visual programming tool created initially by IBM for IoT

Interconnected <u>JavaScript</u> functional units (installed with NPM)

Wires communicate messages (Javascript objs/dictionaries) aggregating all data

- functional units get / add data to the messages and/or remember info locally
- messages can be split / joined into message sequences

Inherently GET earthquakes debua parallel A node could http request debua contain full programs csv debua MEDIUM debua STRONG switch HUGE text

### Concepts

- Flow: a graph of interconnected nodes
- Node: a functional unit (JavaScript program) triggered by message / event
- Context: a blackboard to share / store data at node / flow / global level
- Wire: a bus interconnecting two nodes, transmitting messages
- Message: a Javascript object/dictionary of info passed from node to nodes
- Subflow: a node containing a flow (==> hierarchical flows)
- Group: a grouped set of nodes with label (for documentation)

Function node: a programmable node updating the message (or blocking it)

#### AA 23-24 Node Red

## **Node properties**

# All nodes have properties that define how they work

### **E.g. the HTTP request**

- Type of method (GET/POST/PUT/DELETE/from parameter)

- URL

- what to do with the msg payload activating this
- authentication / proxy ... etc
- headers
- what to return

an nup request	node	
Delete	Cancel	Done
Properties	\$	
Method	GET ~	
OURL	https://earthquake.usgs.gov/earthquakes/feed/v1.(	
Payload	Ignore ~	
Enable secure	e (SSL/TLS) connection	
✓ Use authentic	ation	
쁍 Туре	basic authentication ~	
Let Username		
Password		
Enable conne	ection keep-alive	
Use proxy		
Only send not	n-2xx responses to Catch node	
Disable strict	HTTP parsing	
O Enabled		

### **Features**

- Typed wires? Functions?
- Functional programming? N
- **Recursion?**
- Loops?
- External languages? File I/O
- **Modularization?**
- **Concurrency?**

- NO (messages / JS dictionaries)
- YES (in JavaScript, inside a node)
- NO? (in Javascript, inside a node)
- YES (in Javascript, inside a node)
- YES (in Javascript or with a node)
- NO? (some app in a node server?)
- YES? (in Javascript, inside a node)
- YES (Subflows)
- YES

### **Programming style**

Low level programming is done in JavaScript in function nodes (if required)

Flows: higher level programming (organization, data exchange)

Good to blend many already available nodes + some personalized

Data exchange style: blackboard messages (JavaScript dictionaries)

- every node can read / write / modify messages from the stream
- there could be many "blackboards" if there are many paths

Some synchronization pattern is slightly cumbersome?

- wait for K data on the stream (count and keep memory)
- wait for K data from different streams (check for all present) A 23-24 Node Red

	> common	
A huge palette of availa	> function	
nttps://flows.nodered.c	> network	
Microcontrollers:	Home automation:	> input
- Rasnherry Pi		> output
	- Alexa	> sequence
- Arduno	- Google Home	
Applications:	- Tuva smart	> parser
- Mysol/ databases	- Tuyu Shlart	> storage
- Excel/ spreadsheets	- Home appliances	> Raspberry Pi
- Excellin spleausileets	- Fritz!Box routers	
Application fields	- Drintors	eXchange
- IoT	- FIIIICIS	> formats
- 41	- Vacuum (Roomba)	Tormado
Crupto	- Washers (Miele)	> movehub
- Crypto		> dashboard
		AA 2: > IBM Watson

### Node Red to teach Computational Thinking?

### PRO

- reuse and connection of functional units
- communication between different servers
- problem mapped to flow of information
- a flow is like a pipeline of transformations ...

### CON

- good Javascript knowledge req.
- not obvious synchronization
- no data typing visualized

- .



**EXAMPLES** 

AA 23-24 Node Red