



BIONODE.IO

Tutorial

STREAMS

Streams are a first-class construct in Node.js for handling data.



PROCESS DATA IN CHUNKS

PROCESS DATA IN CHUNKS

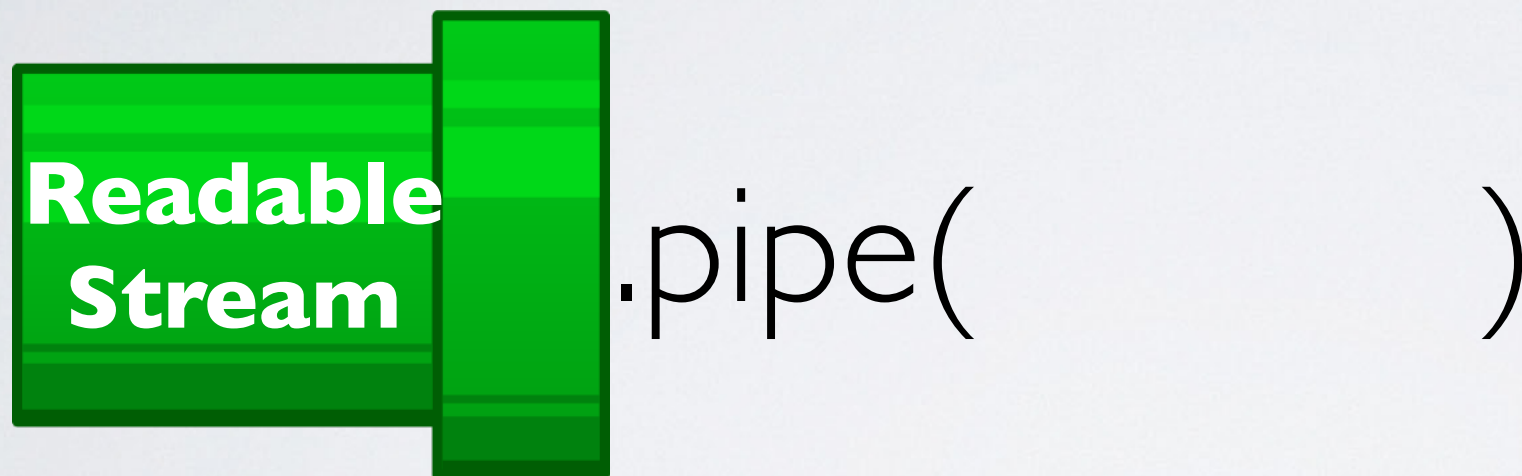


`fs.createReadStream(file)`

`request(url)`

`process.stdin()`

PROCESS DATA IN CHUNKS

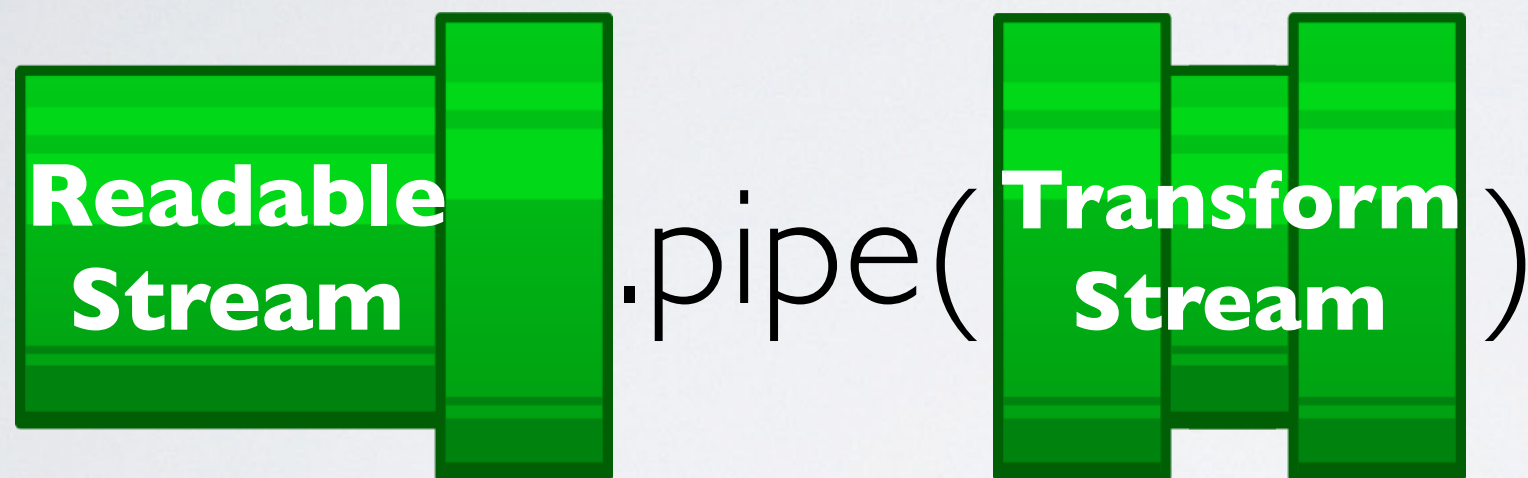


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`request(url)`

`process.stdin()`

PROCESS DATA IN CHUNKS



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`request(url)`

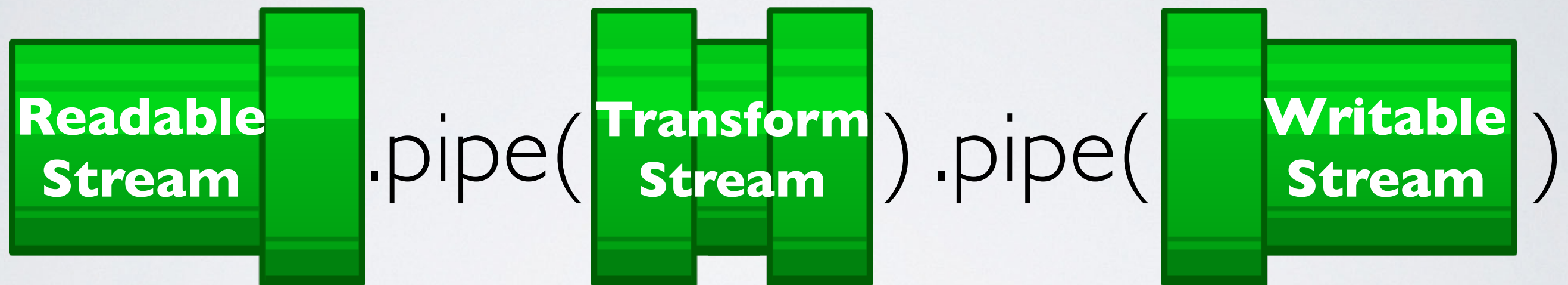
`process.stdin()`

`JSONStream.parse()`

`filterFunction()`

`multithreadAnalysis()`

PROCESS DATA IN CHUNKS



`fs.createReadStream(file)`

`request(url)`

`process.stdin()`

`JSONStream.parse()`

`filterFunction()`

`multithreadAnalysis()`

`fs.createWriteStream(file)`

`process.stdout()`

PROCESS DATA IN CHUNKS



PROCESS DATA IN CHUNKS

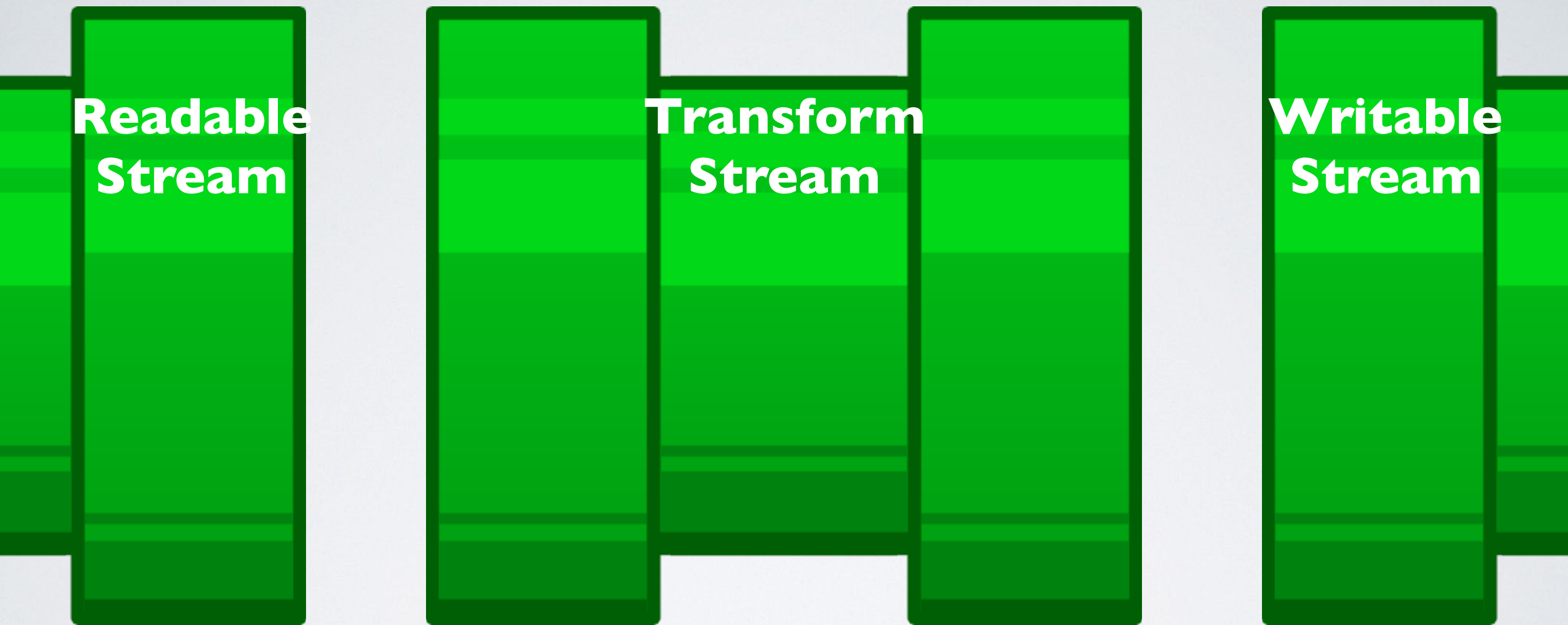


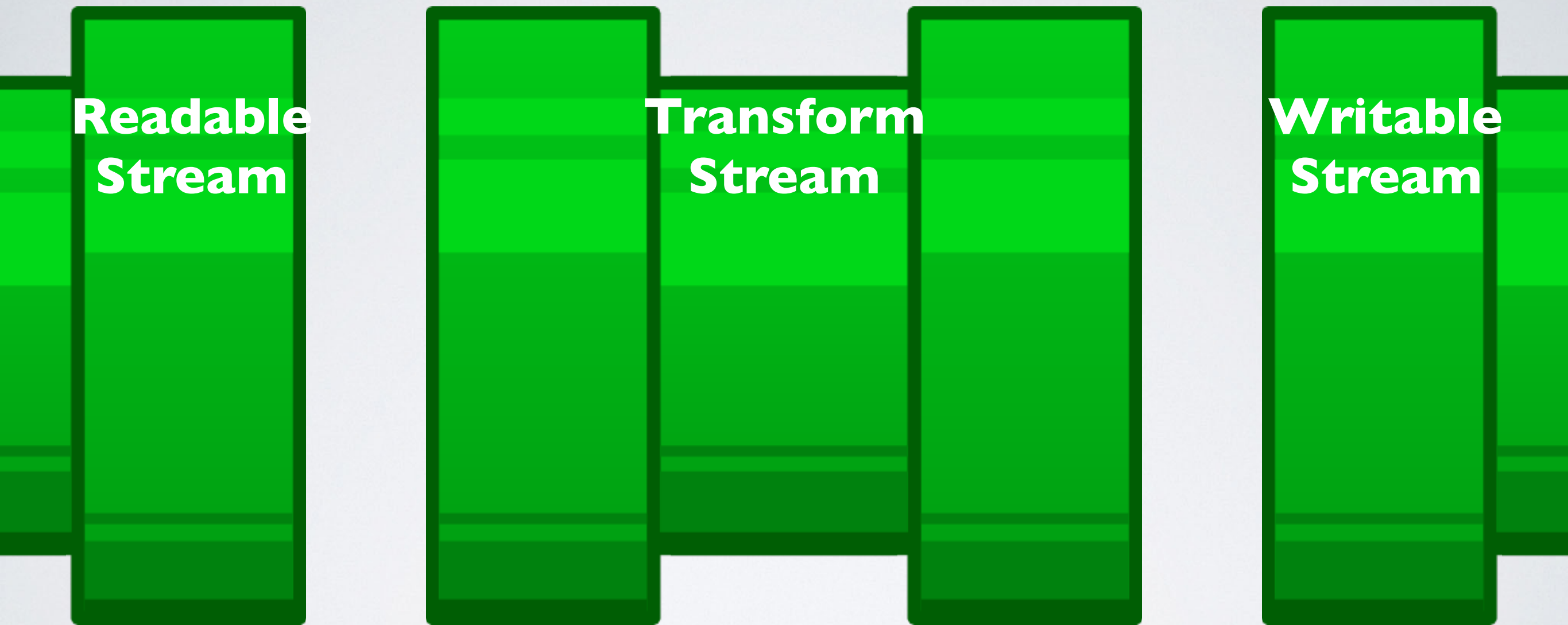
PROCESS DATA IN CHUNKS

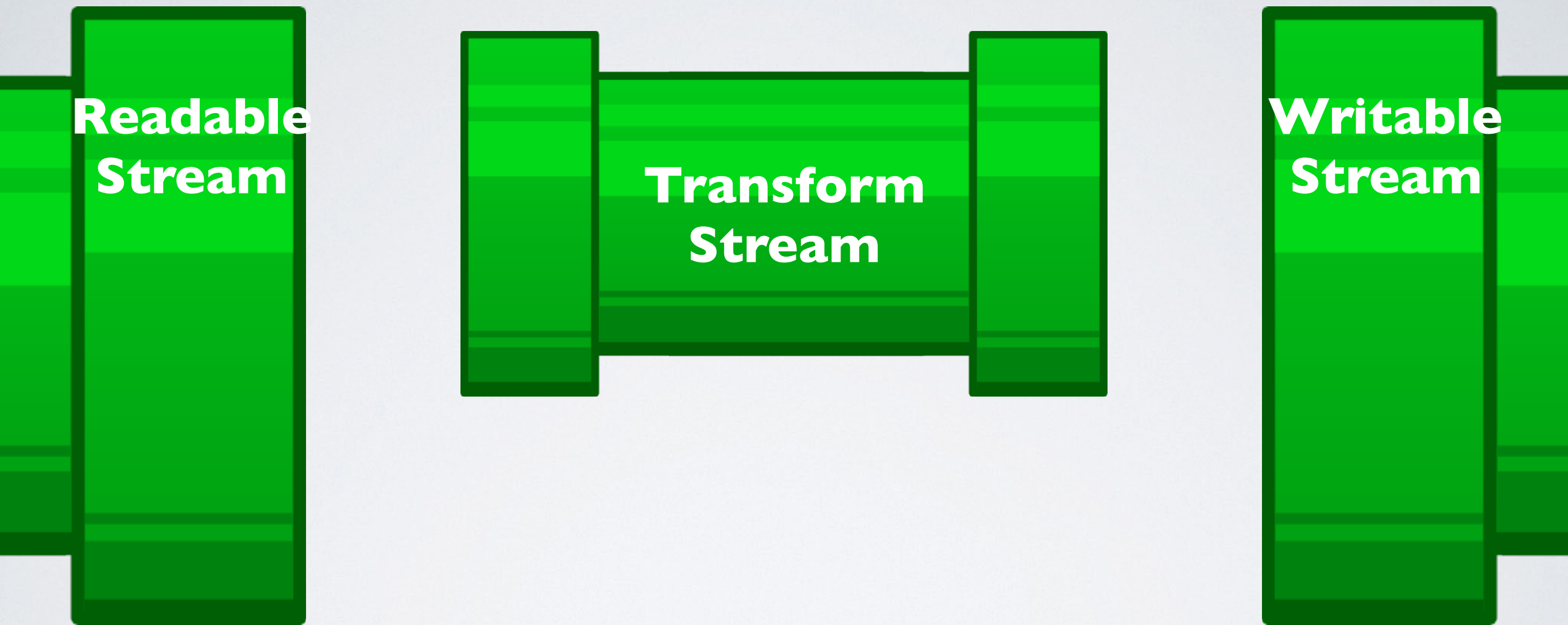


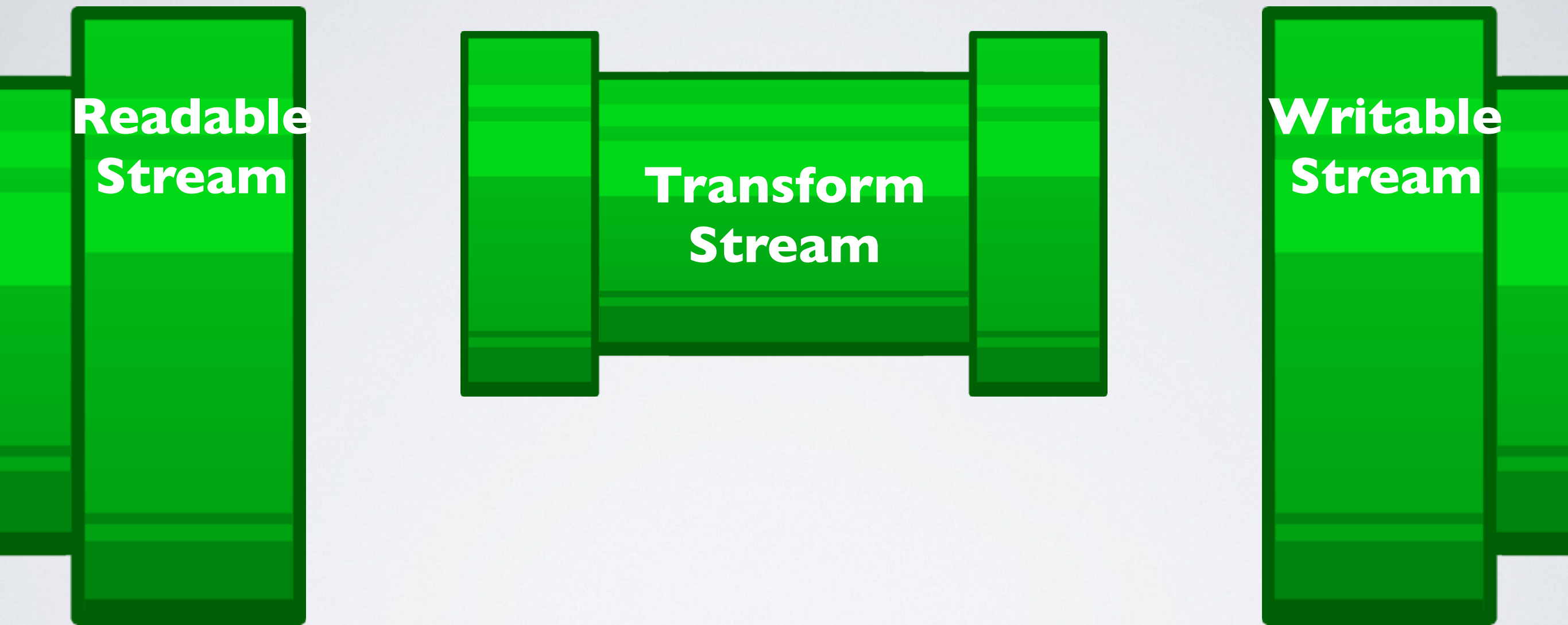
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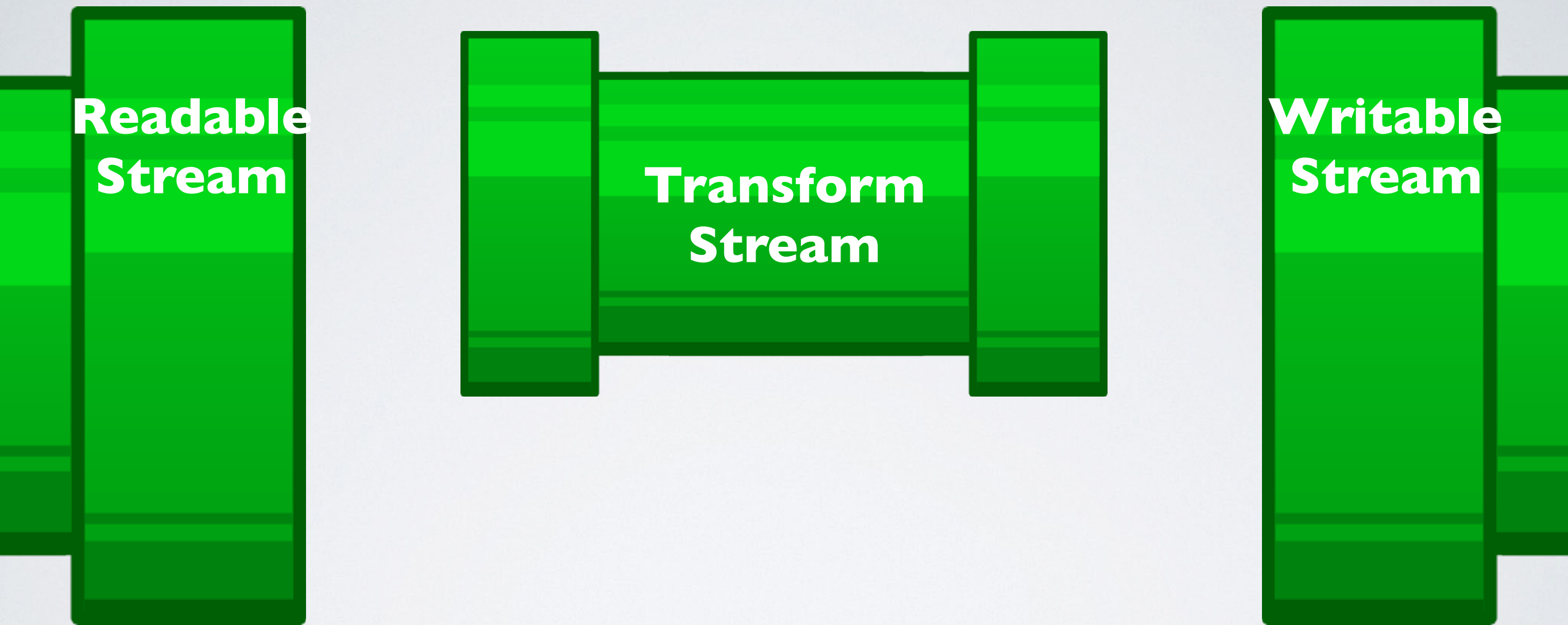




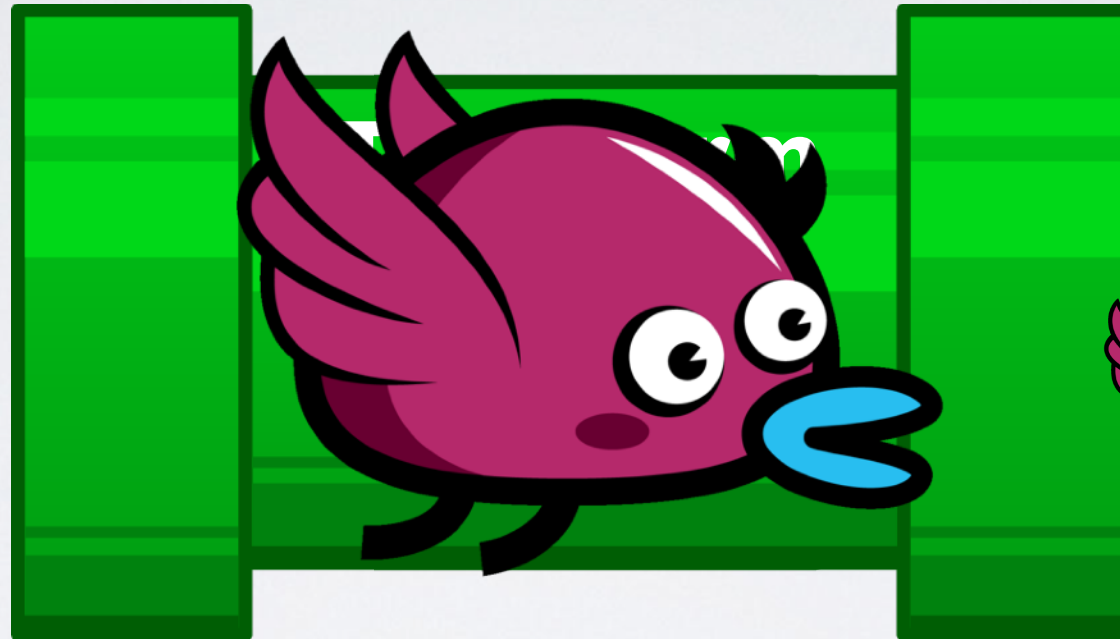








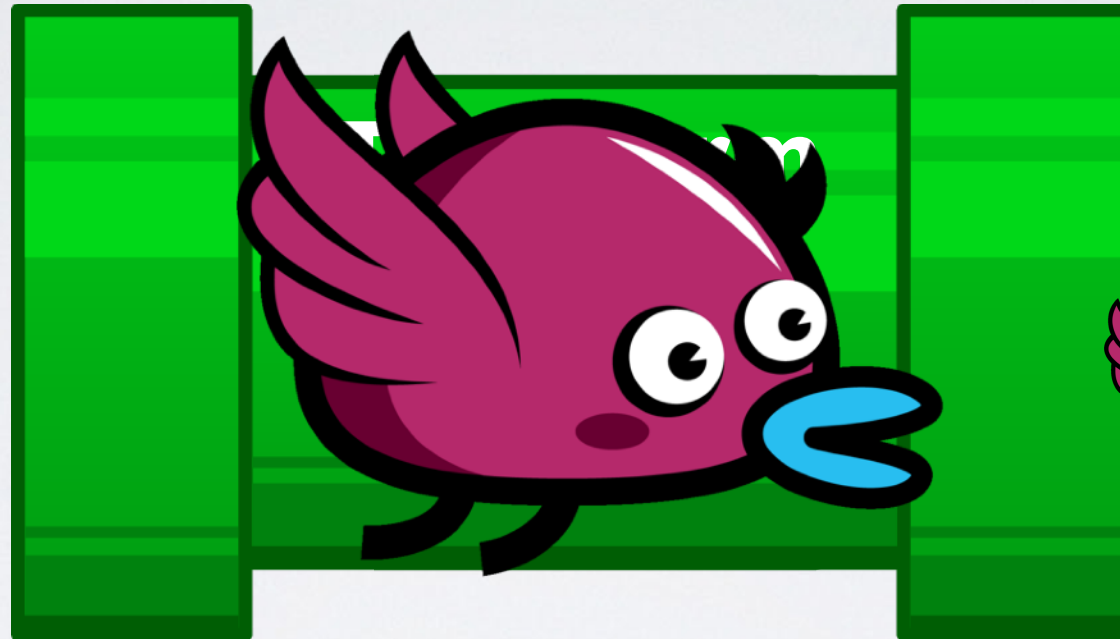
**Readable
Stream**



**Writable
Stream**



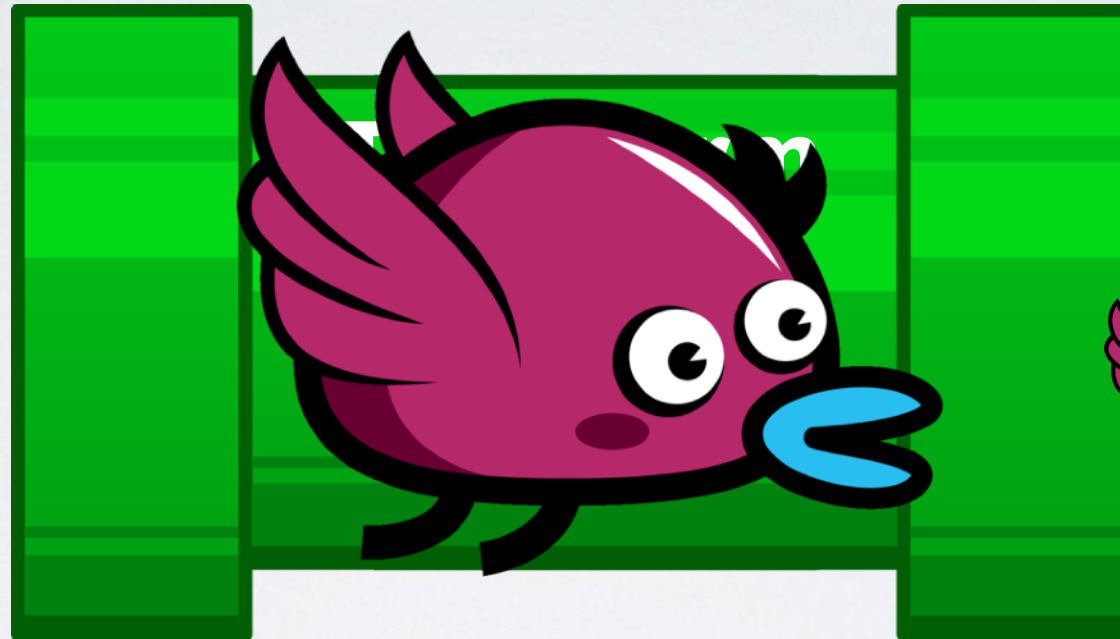
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**Writable
Stream**



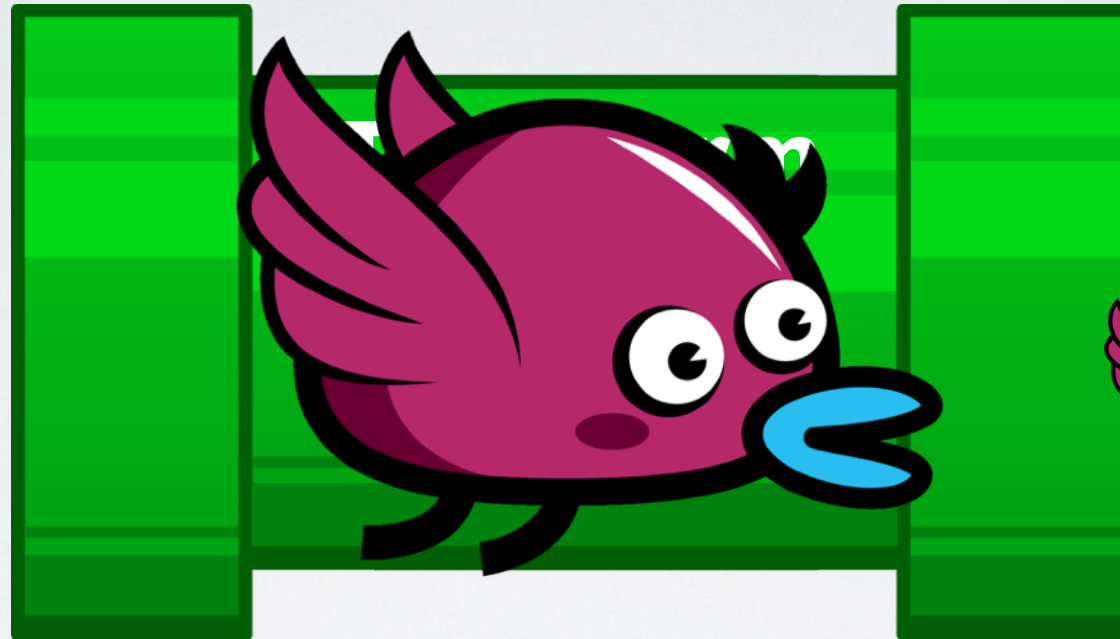
**Readable
Stream**



**Writable
Stream**



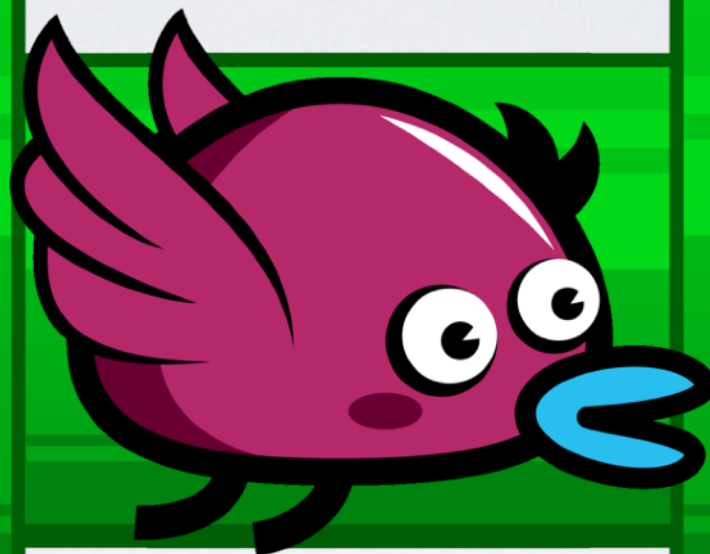
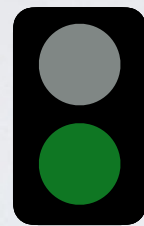
**Readable
Stream**



**Writable
Stream**



**Readable
Stream**

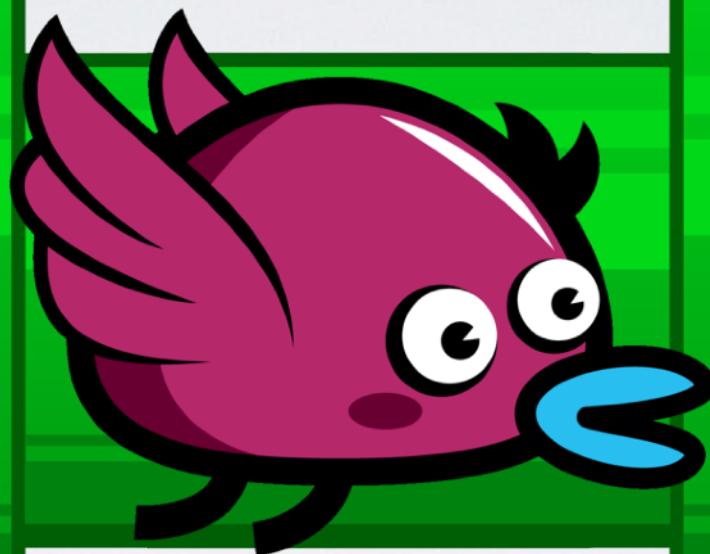
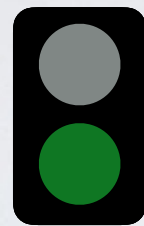


**Writable
Stream**

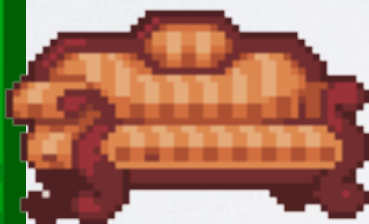


Buffer

**Readable
Stream**

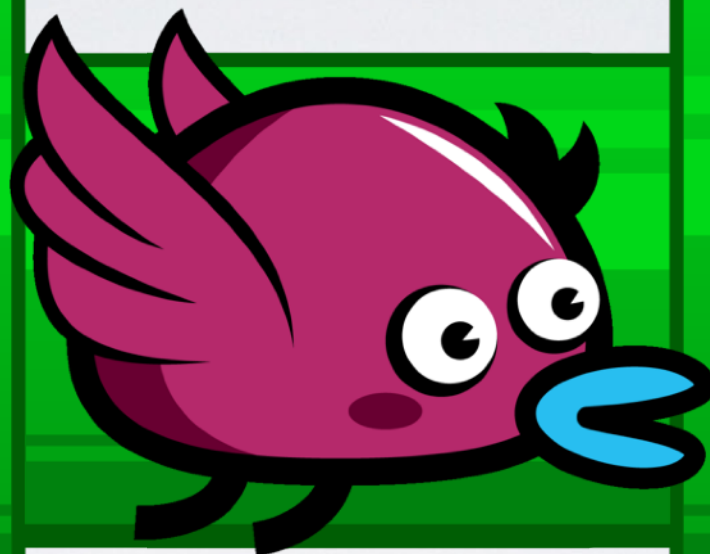
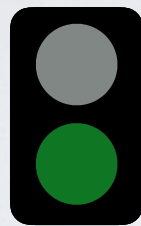


**Writable
Stream**



Buffer

**Readable
Stream**



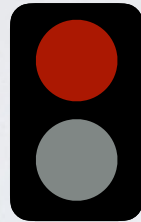
**Writable
Stream**



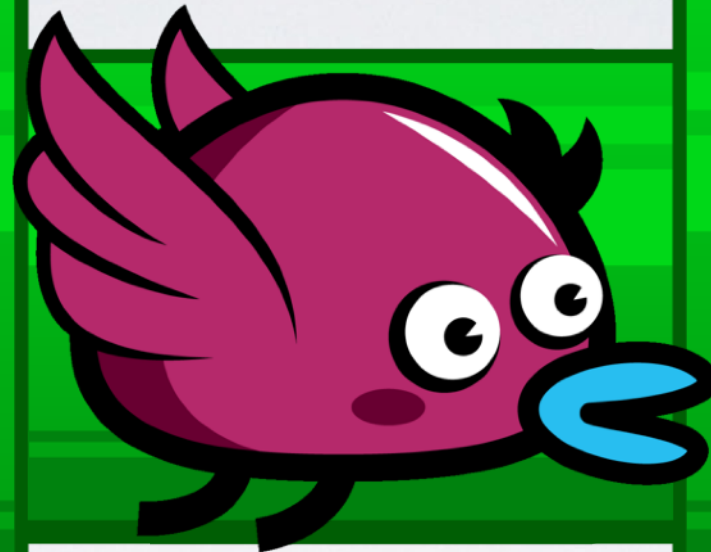
Buffer

this.push(data)
FALSE

**Readable
Stream**



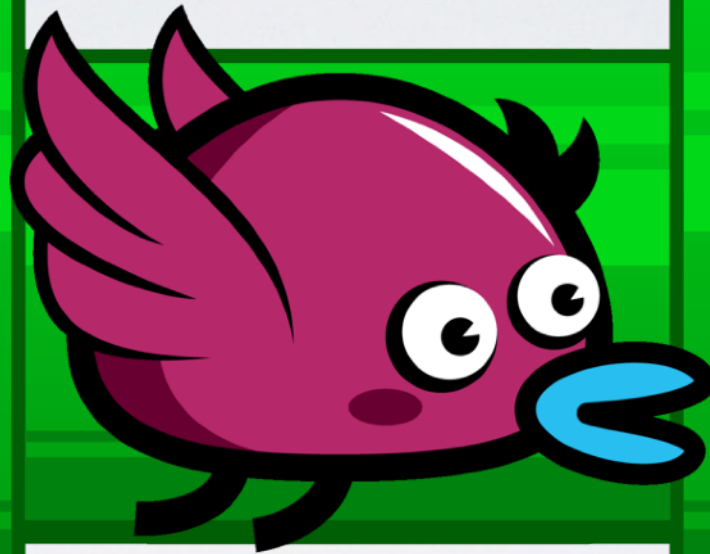
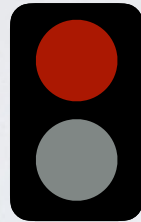
Buffer



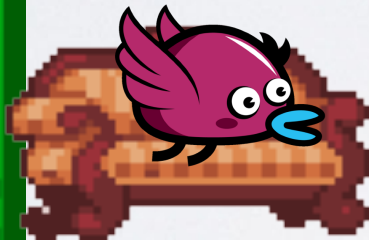
**Writable
Stream**

this.push(data)
FALSE

**Readable
Stream**



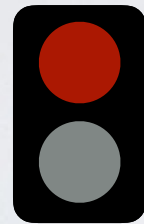
**Writable
Stream**



Buffer

this.push(data)
FALSE

**Readable
Stream**

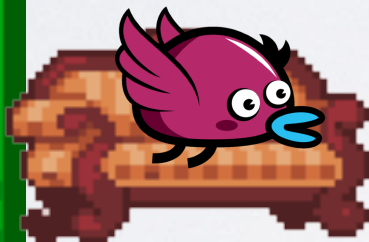


**Transform
Stream**

this.push(data)
TRUE



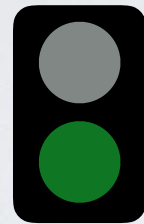
**Writable
Stream**



Buffer



**Readable
Stream**



**Transform
Stream**



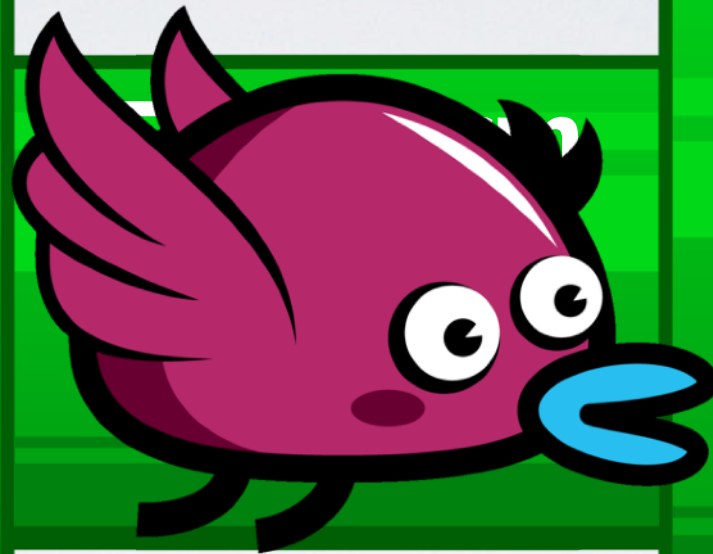
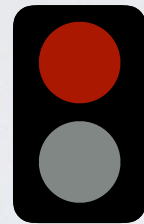
**Writable
Stream**



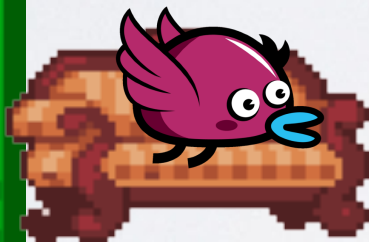
Buffer

callback()

**Readable
Stream**



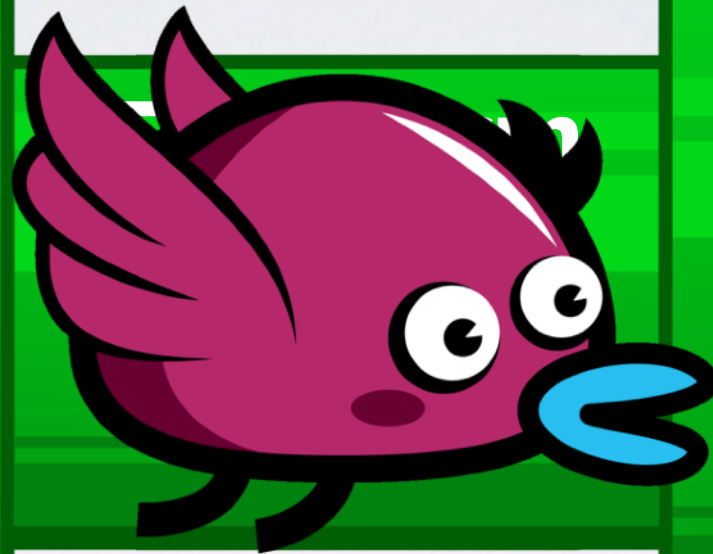
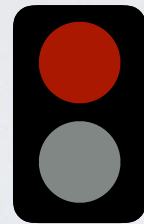
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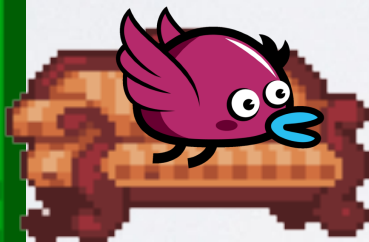
Buffer

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**Readable
Stream**



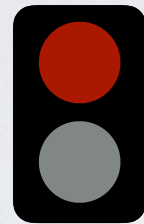
**Writable
Stream**



Buffer

**this.push(data)
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**Readable
Stream**

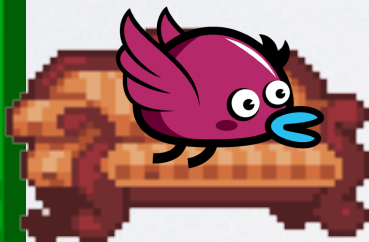


Transform

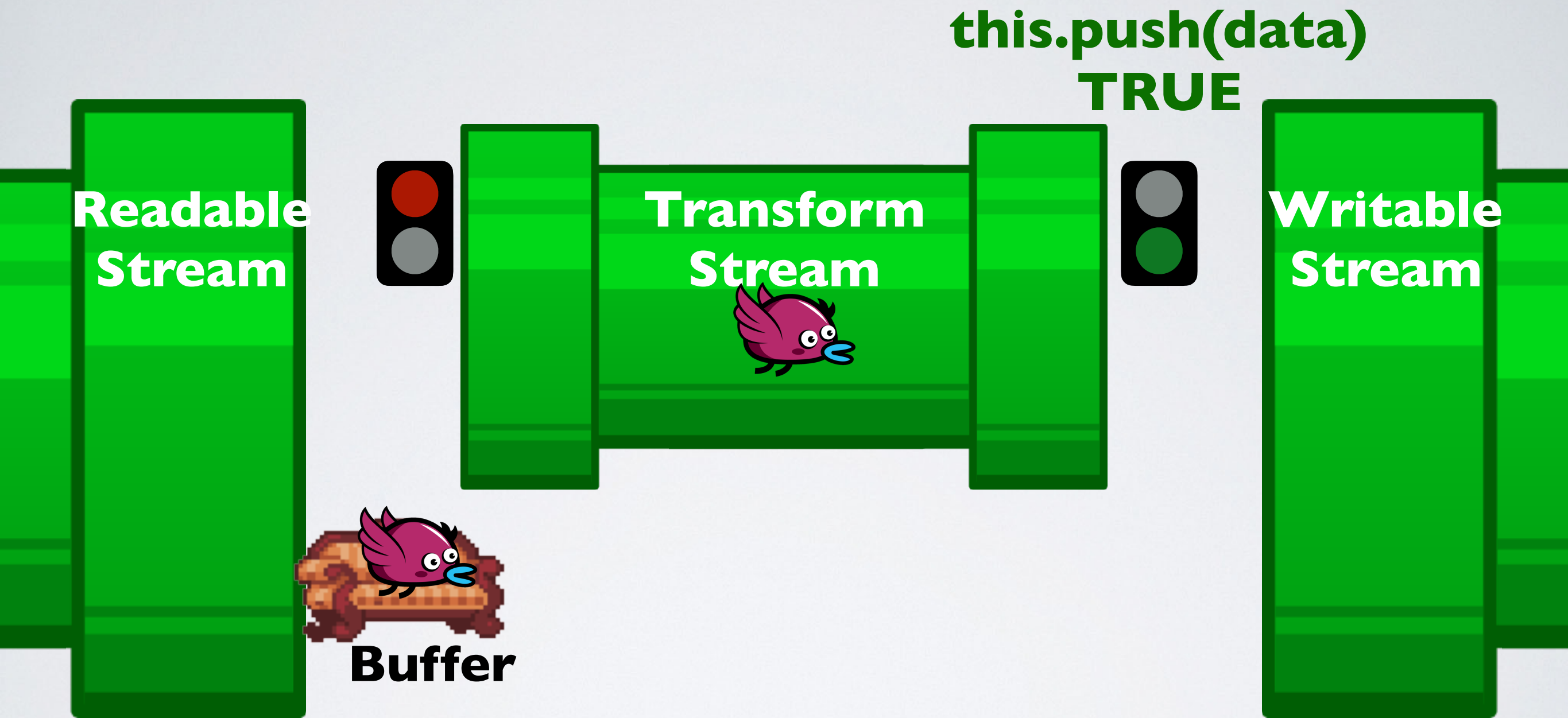


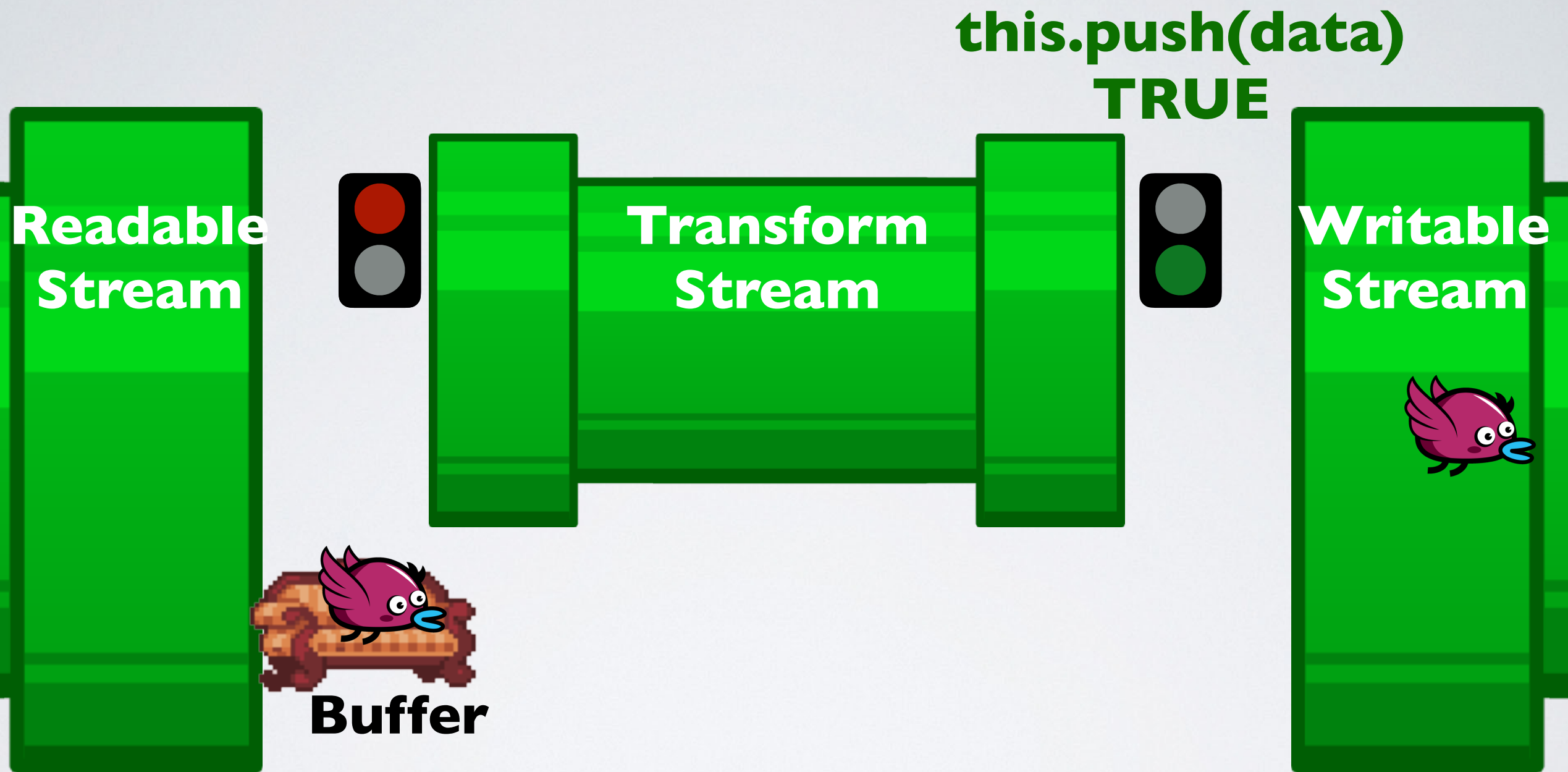
**Writable
Stream**

**this.push(data)
TRUE**

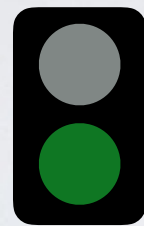


Buffer





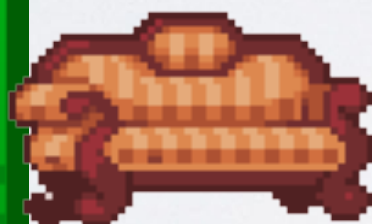
**Readable
Stream**



**Transform
Stream**



**Writable
Stream**

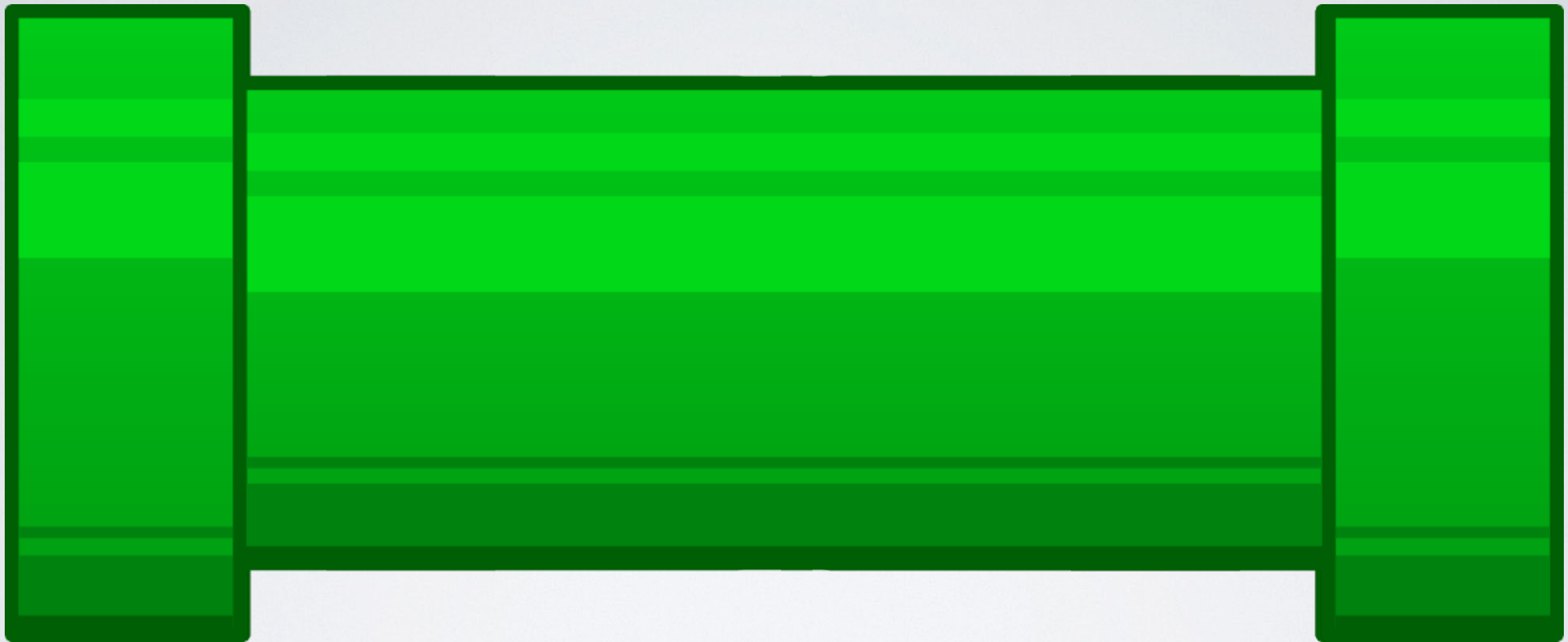


Buffer

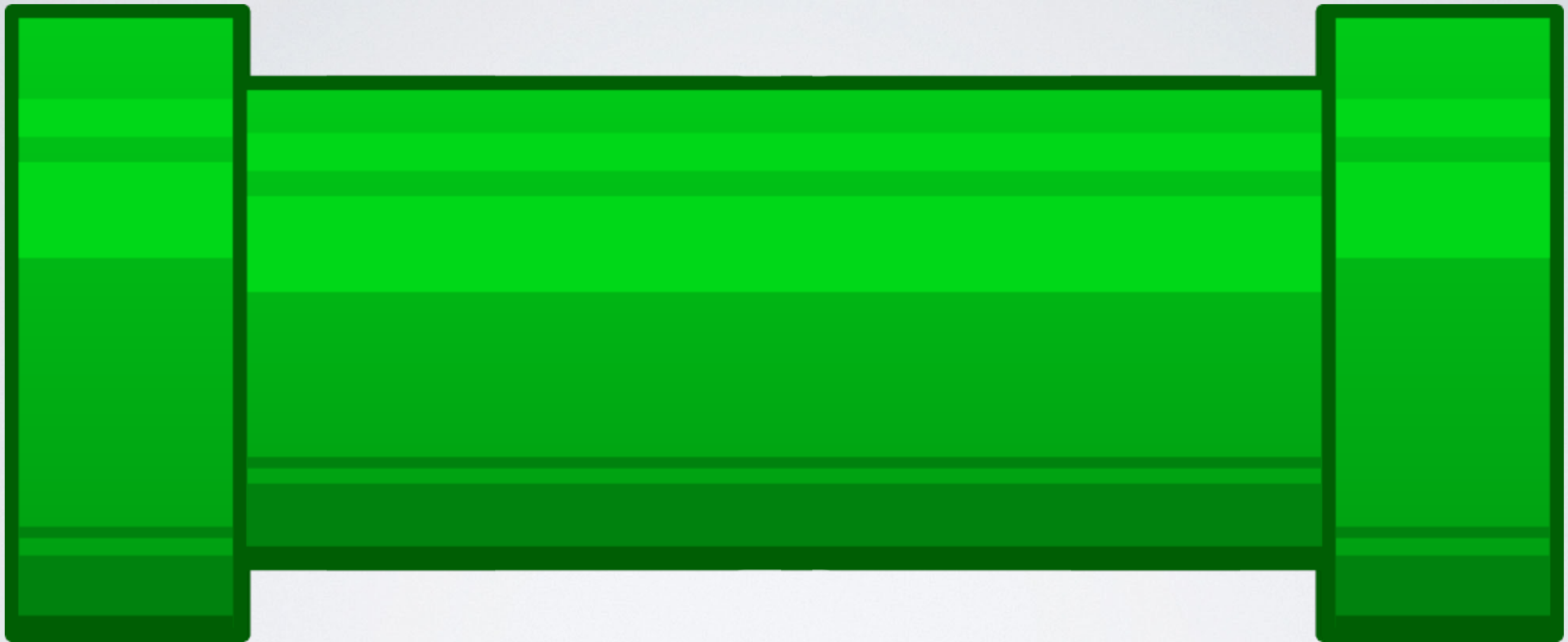
callback()

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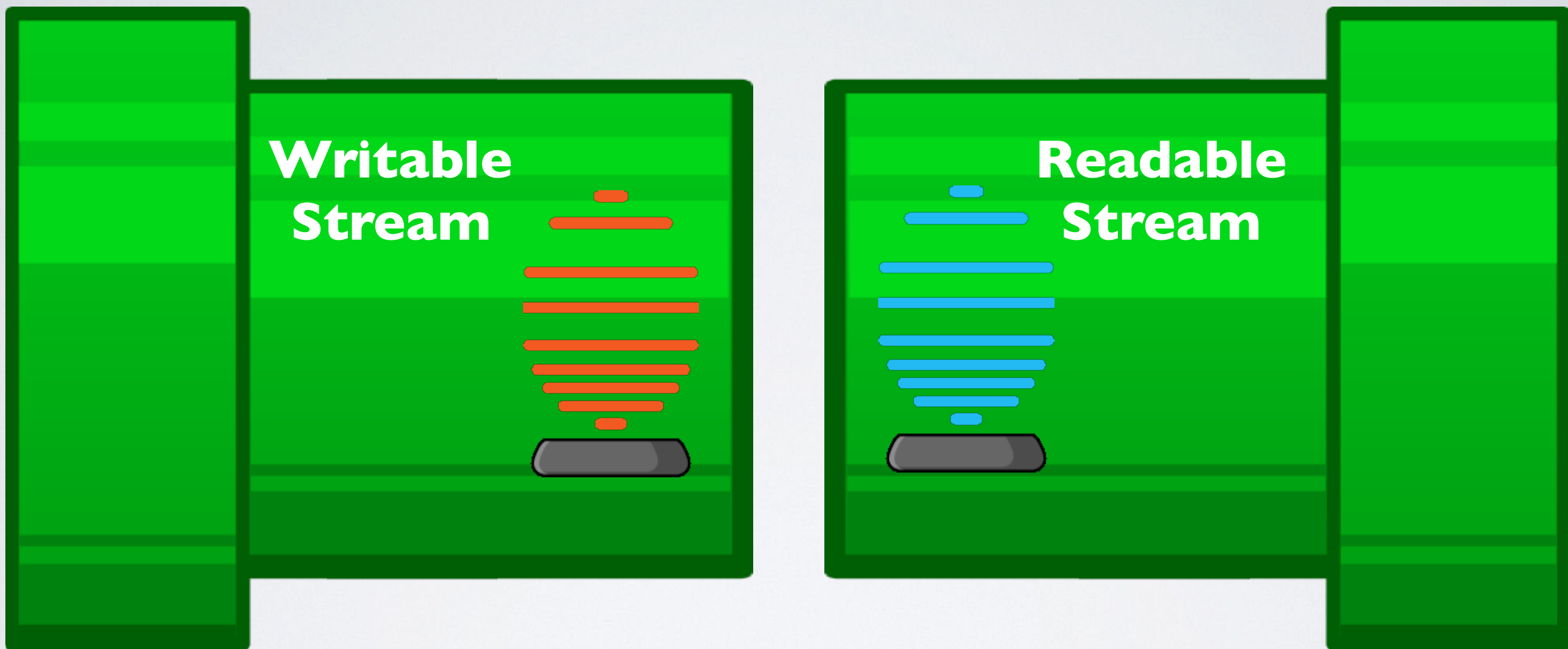
DUPLEX STREAM



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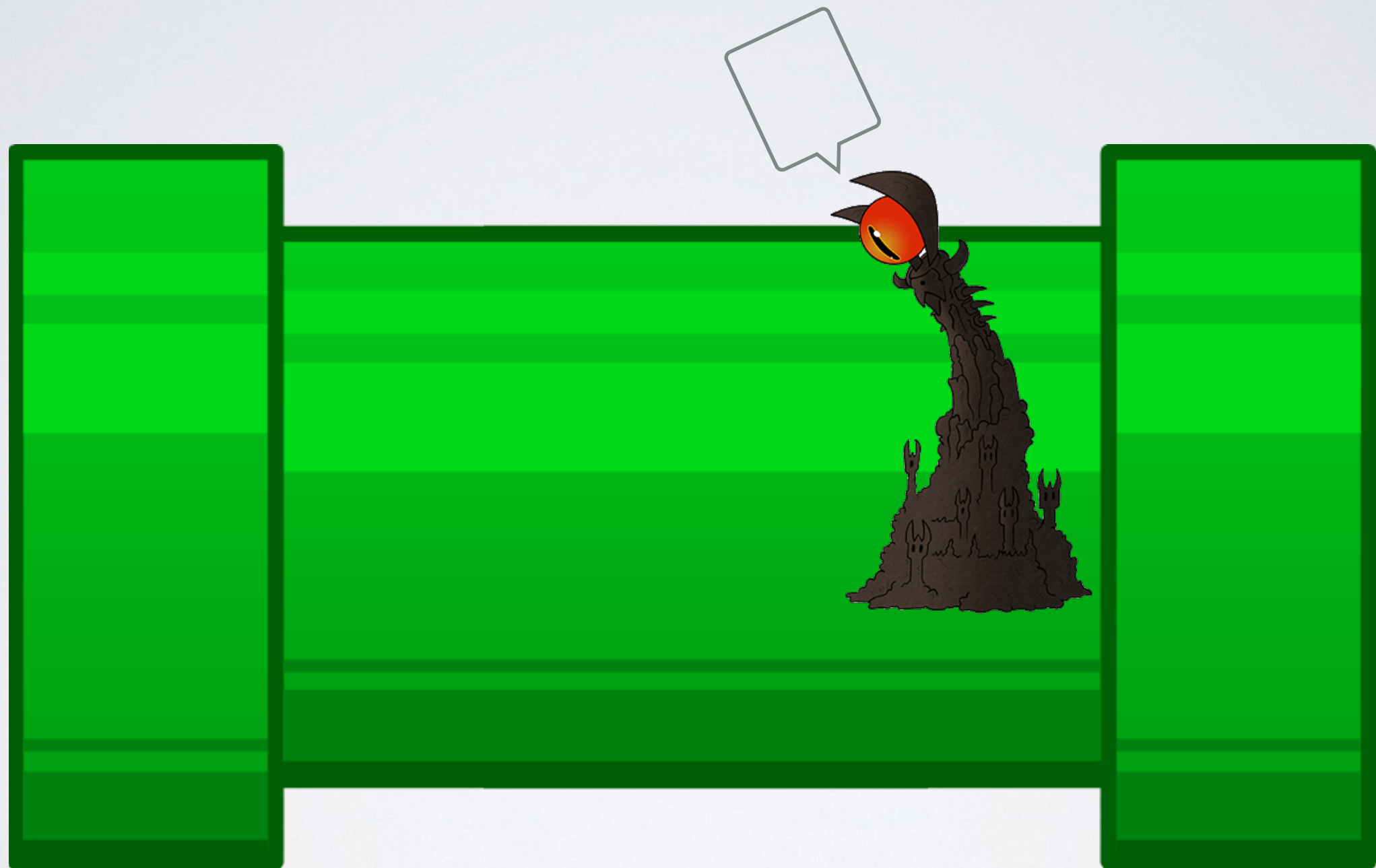
PASSTHROUGH STREAM



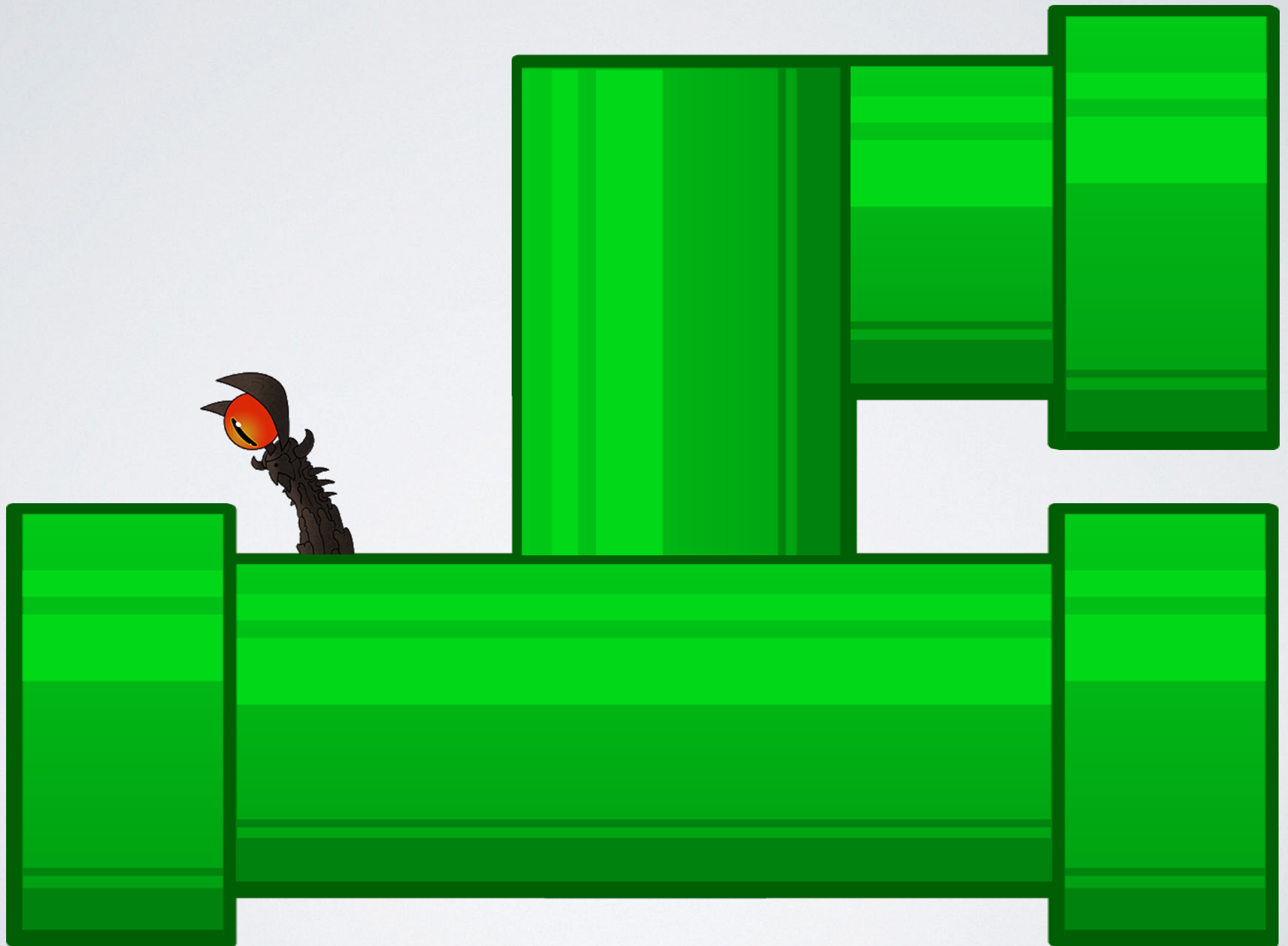
PASSTHROUGH STREAM



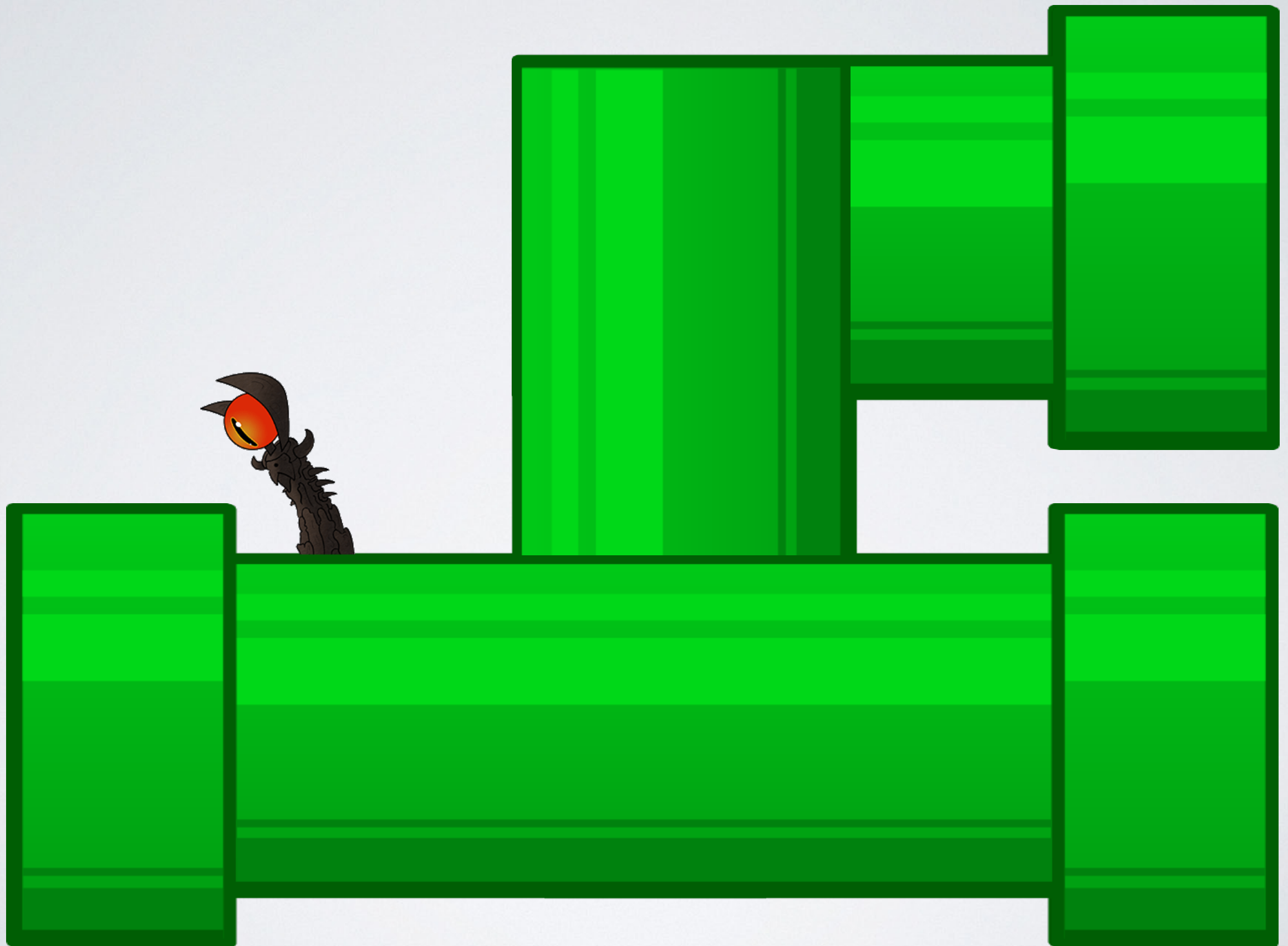
PASSTHROUGH STREAM



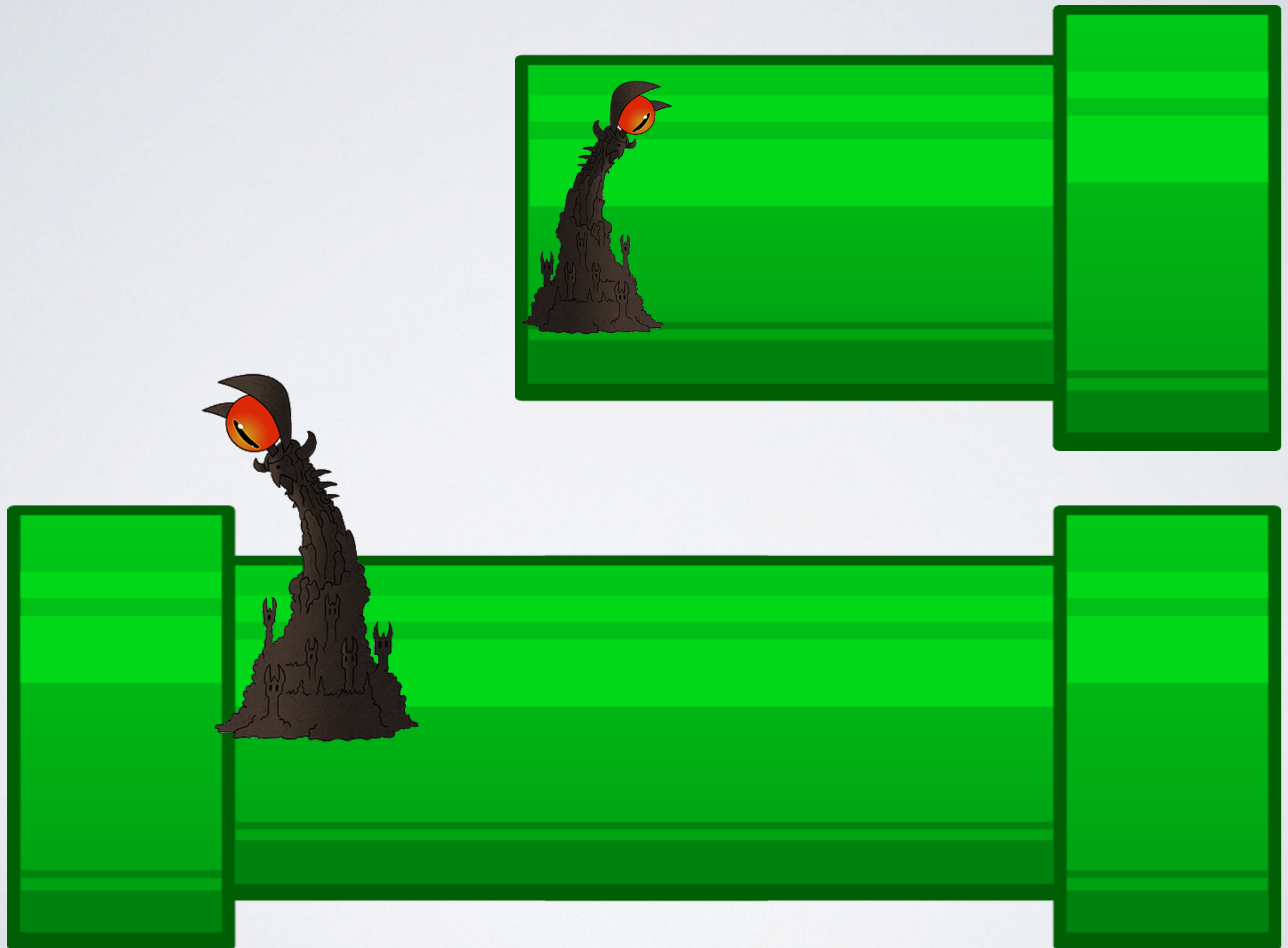
PASSTHROUGH STREAM



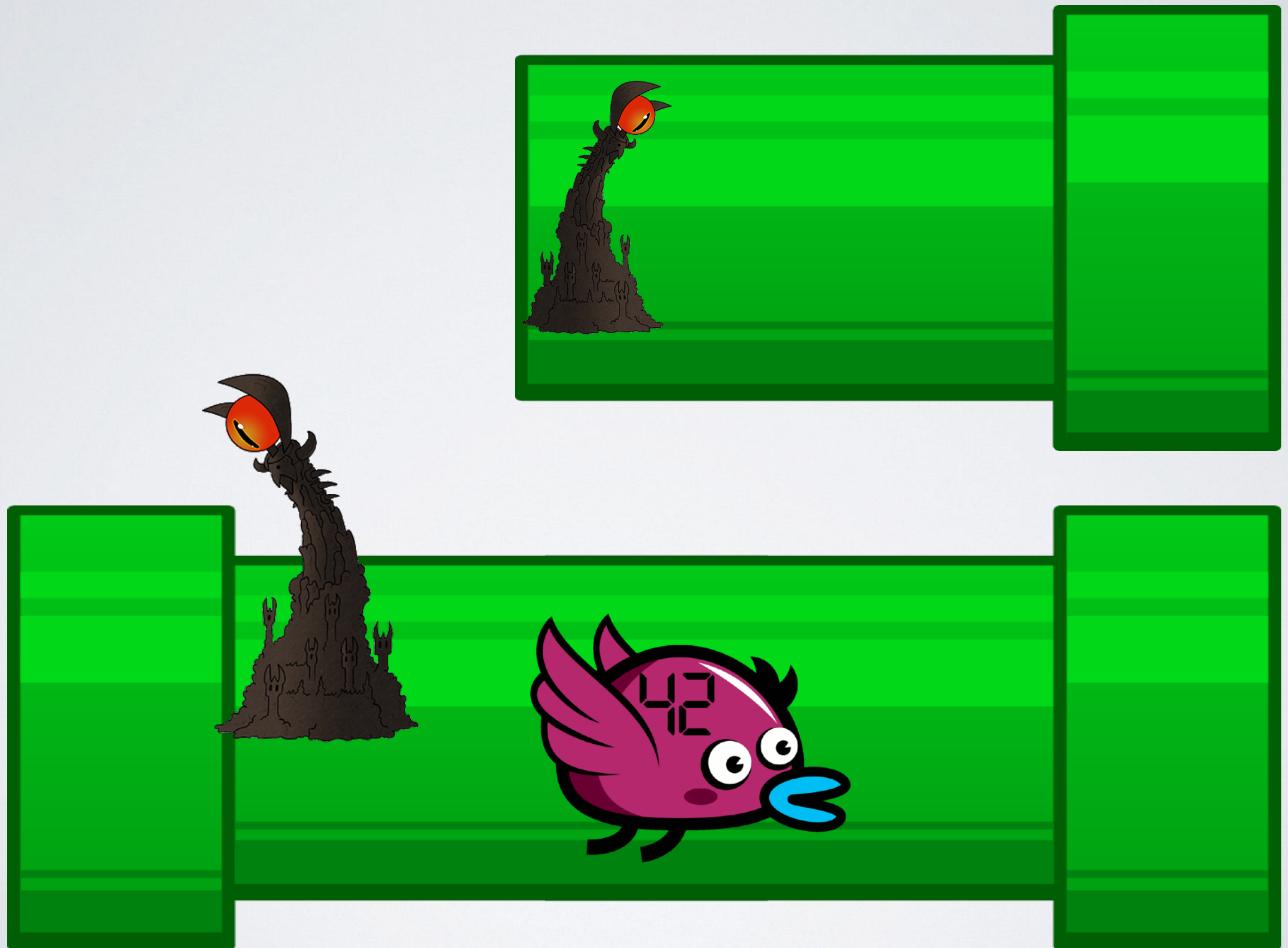
PASSTHROUGH STREAM



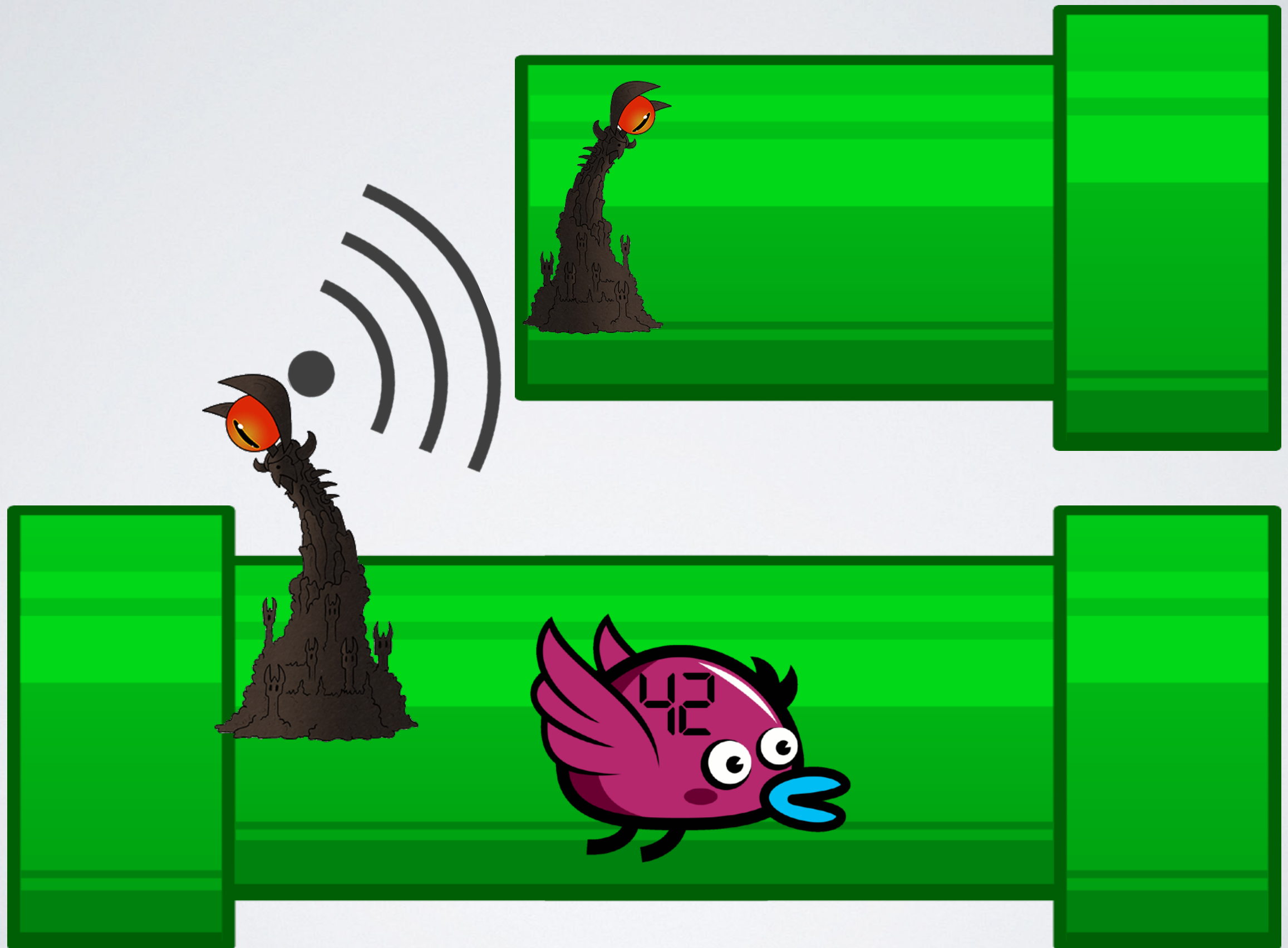
PASSTHROUGH STREAM



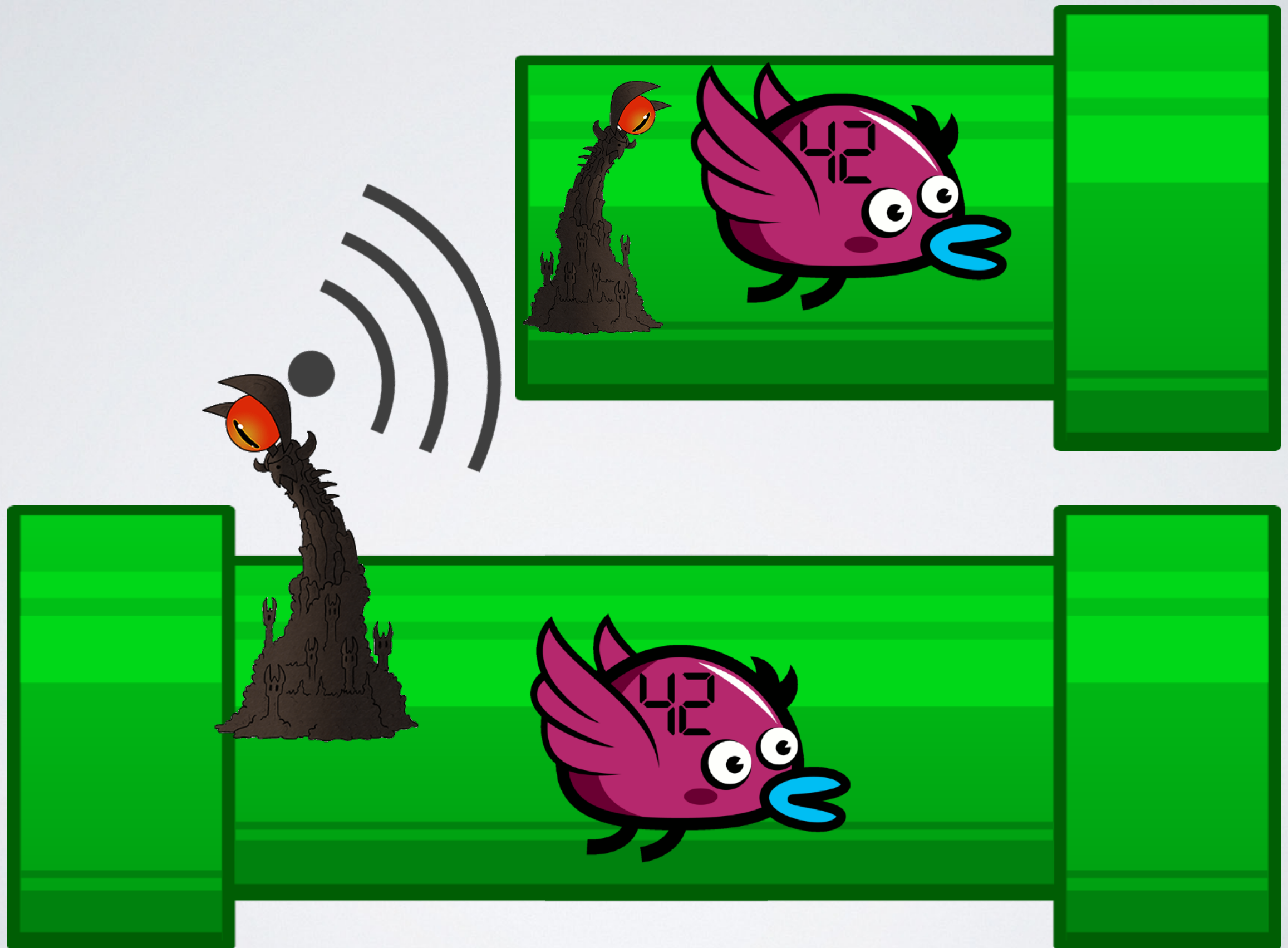
PASSTHROUGH STREAM



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PASSTHROUGH STREAM



STREAM BENEFITS



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- Lazily produce or consume data in buffered chunks.

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- Lazily produce or consume data in buffered chunks.
- Evented and non-blocking
- Low memory footprint
- Automatically handle back-pressure
- Buffers allow you to work around the V8 heap memory limit
- Most core Node.js content sources/sinks are streams already!

STREAMS CLASSES



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- Readable -- Data Sources

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- Readable -- Data Sources
- Writable -- Data Sinks

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STREAMS CLASSES

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- Passthrough -- Stream spy

HOW TO IMPLEMENT



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- Use handy abstractions like `mississippi` module (easy way)

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- Use handy abstractions like `mississippi` module (easy way)
- Subclass appropriate Stream Class and implement required methods, i.e., `_read()`, `_write()`, etc (hard way)

github.com/maxogden/mississippi

a collection of useful stream utility modules

```
var miss = require('mississippi')
```

- **from** - Make a custom readable stream
- **to** - Make a custom writable stream
- **through** - Make a custom transform stream.
- **duplex** - Take two separate streams, a writable and a readable, and turn them into a single duplex (readable and writable) stream.
- **pipeline** - Combine streams together
check [github](#) for example code

LINKS

<https://github.com/bionode-hack/discussions#useful-nodejs-modules>

<https://github.com/bionode-hack/discussions#presentation-slides>

Follow @maxogden, @mafintosh and @substack

IMAGES SOURCES

<http://opengameart.org/content/bevouliin-green-flappy-bird-sprite-sheets>

<http://neoriceisgood.deviantart.com/art/100-furniture-sprites-405058884>

<http://android272.deviantart.com/art/Teeworlds-Teleport-570298308>

<http://www.how-to-draw-cartoons-online.com/eye-of-sauron.html>

ACKNOWLEDGMENTS

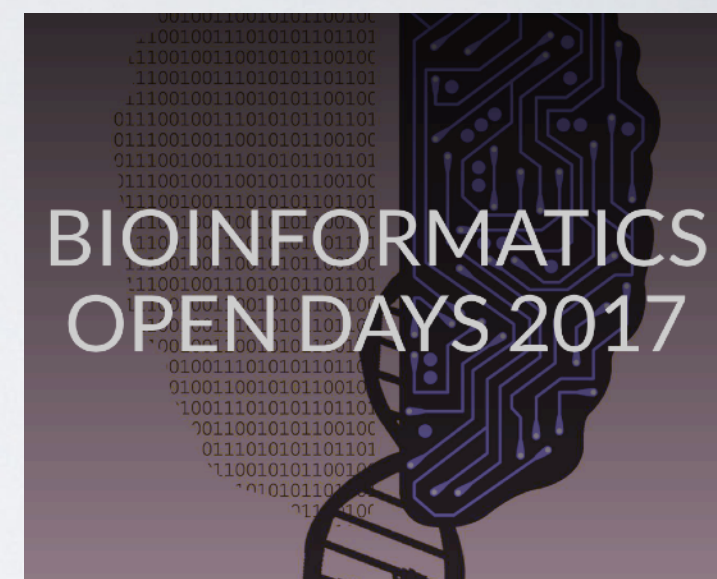
Research group



Community



BOD2017



Mozilla Science Lab



Fellowship Founder



Friends



LIVE CODING!

Module to get data from European Variation Archive EMBL-EBI

```
fish /home/bmpvieira/bionode-eva — docker ◀ -bash — 73x23
~/bionode-eva ▶ node index.js | json | head -n 21
{
  "apiVersion": "v1",
  "warning": "",
  "error": "",
  "queryOptions": {},
  "response": [
    {
      "time": 0,
      "dbTime": 9,
      "numResults": 15,
      "numTotalResults": 15,
      "resultType": "com.mongodb.BasicDBObject",
      "result": [
        {
          "studyId": "PRJEB8661",
          "studyName": "The Exome Aggregation Consortium (ExAC) v0.3"
        },
        {
          "studyId": "PRJEB6042",
          "studyName": "GEUVADIS: Genetic European Variation in Disease"
        }
      ]
    }
  ]
}
```


PROCESS DATA IN CHUNKS

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**Readable
Stream**

PROCESS DATA IN CHUNKS

request ()



**Readable
Stream**

PROCESS DATA IN CHUNKS

request()



**Readable
Stream**

Binary data
Buffer class
chunks of 16kb

PROCESS DATA IN CHUNKS

request()

A green icon for a Readable Stream, consisting of a horizontal rectangle and a vertical rectangle overlapping at the top-left corner.

**Readable
Stream**

Binary data
Buffer class
chunks of 16kb

A green icon for a Writable Stream, consisting of a vertical rectangle and a horizontal rectangle overlapping at the top-right corner.

**Writable
Stream**

PROCESS DATA IN CHUNKS

`request()`

**Readable
Stream**

Binary data
Buffer class
chunks of 16kb

`process
.stdout`

**Writable
Stream**


```
var url = require('url')
var request = require('request')

var urlObject = {
  protocol: 'http',
  host: 'www.ebi.ac.uk',
  pathname: '/eva/webservices/rest/v1/meta/studies/list',
  search: '?species=hsapiens_grch37'
}

var urlString = url.format(urlObject)

request(urlString).pipe(process.stdout)
```

Live Coding Solution

step 1 - get JSON

PROCESS DATA IN CHUNKS

`request()`

**Readable
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Binary data
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chunks of 16kb

`process
.stdout`

**Writable
Stream**

PROCESS DATA IN CHUNKS

`request()`



Binary data
Buffer class
chunks of 16kb

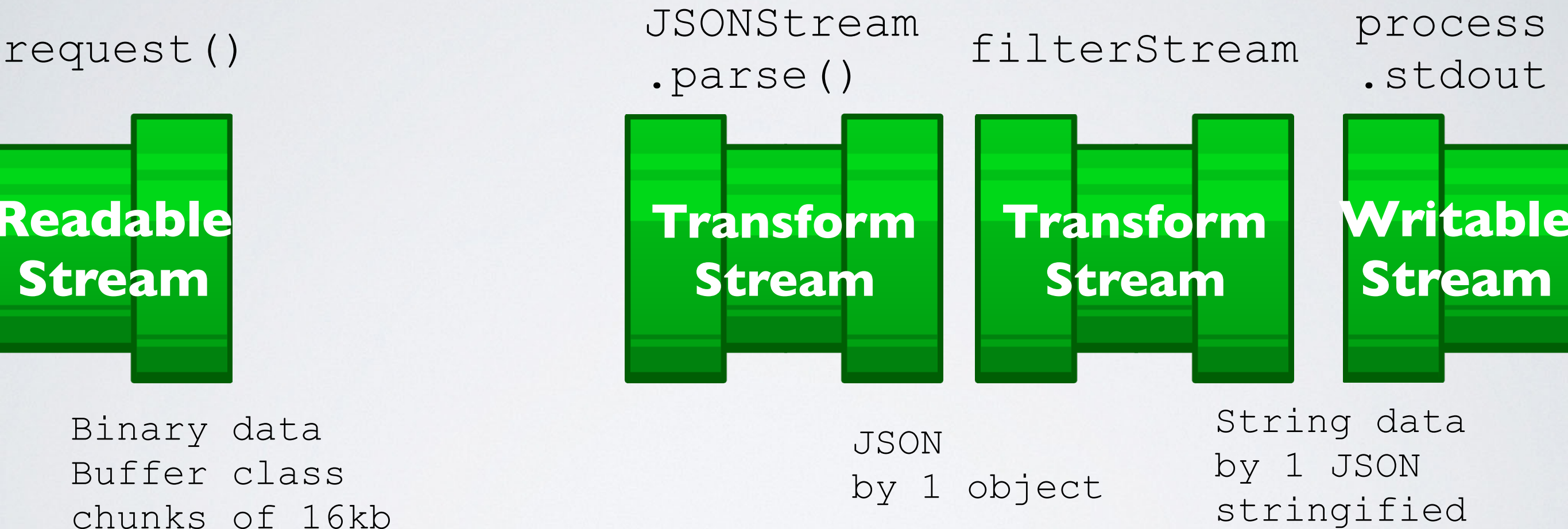
`process
.stdout`



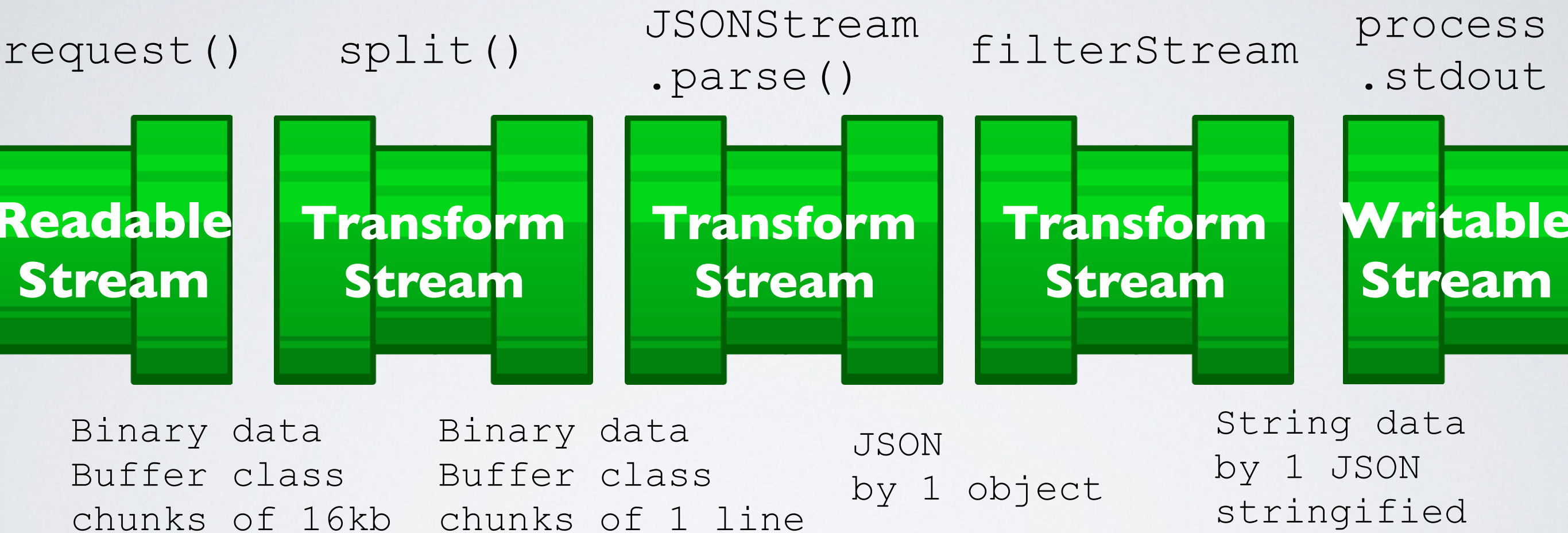
PROCESS DATA IN CHUNKS



PROCESS DATA IN CHUNKS



PROCESS DATA IN CHUNKS



Live Coding Solution step 2 - parse JSON

```
var url = require('url')
var request = require('request')
var split = require('split2')
var JSONStream = require('JSONStream')
var through = require('through2')

var urlObject = {
  protocol: 'http',
  host: 'www.ebi.ac.uk',
  pathname: '/eva/webservices/rest/v1/meta/studies/list',
  search: '?species=hsapiens_grch37'
}

var filterStream = through.obj(filter)

function filter(object, encoding, callback) {
  this.push(JSON.stringify(object))
  callback()
}

var urlString = url.format(urlObject)

request(urlString)
  .pipe(split())
  .pipe(JSONStream.parse())
  .pipe(filterStream)
  .pipe(process.stdout)
```


Live Coding Solution step 3 - filter JSON

```
var os = require('os')
var url = require('url')
var request = require('request')
var split = require('split2')
var JSONStream = require('JSONStream')
var through = require('through2')

var urlObject = {
  protocol: 'http',
  host: 'www.ebi.ac.uk',
  pathname: '/eva/webservices/rest/v1/meta/studies/list',
  search: '?species=hsapiens_grch37'
}

var urlString = url.format(urlObject)

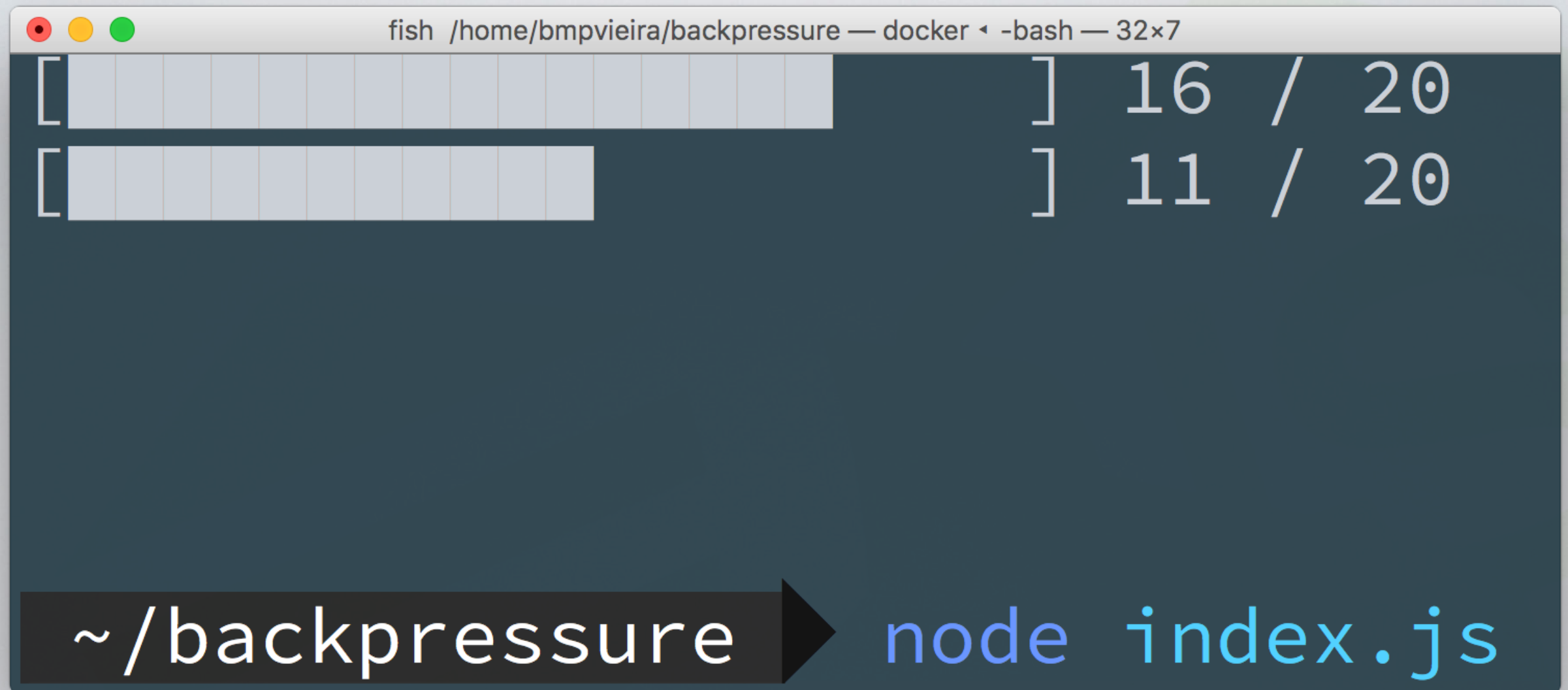
var filterStream = through.obj(filter)

function filter(object, encoding, callback) {
  var self = this
  var results = object.response[0].result
  results.forEach(filterAndPush)
  function filterAndPush(result) {
    if (result.studyName.match('1000 Genomes')) {
      self.push(JSON.stringify(result) + os.EOL)
    }
  }
  callback()
}

request(urlString)
  .pipe(split())
  .pipe(JSONStream.parse())
  .pipe(filterStream)
  .pipe(process.stdout)
```

LIVE EXAMPLE

Show backpressure in action



A terminal window titled "fish /home/bmpvieira/backpressure — docker ◀ -bash — 32x7". It displays two horizontal bars representing buffers. The top bar is 16 units long and is followed by the text "16 / 20". The bottom bar is 11 units long and is followed by the text "11 / 20". At the bottom of the terminal, a dark bar contains the text "~ /backpressure" followed by a right-pointing arrow and the text "node index.js".

```
fish /home/bmpvieira/backpressure — docker ◀ -bash — 32x7  
[ 16 / 20  
[ 11 / 20  
~ /backpressure ➡ node index.js
```



```
var _ = require('lodash')
var through = require('through2')
var exec = require('child_process').exec;
var streamify = require('stream-array')
var multimeter = require('multimeter');
var multi = multimeter(process);

process.stdout.write('\033c'); // Clear the console

var jobs = 20

var progress = {
  fastStream: 1,
  slowStream: 1
}

var fastStreamProgressBar = multi(0, 1, {
  width : jobs,
  solid : { text : '█' },
  empty : { text : ' ' },
})

var slowStreamProgressBar = multi(0, 2, {
  width : jobs,
  solid : { text : '█' },
  empty : { text : ' ' },
})
```



```
var _ = require('lodash')
var through = require('through2')
var exec = require('child_process').exec;
var streamify = require('stream-array')
var multimeter = require('multimeter');
var multi = multimeter(process);
```

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process.stdout.write('\033c'); // Clear the console
```

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var jobs = 20
```

```
var progress = {
  fastStream: 1,
  slowStream: 1
}
```

```
var fastStreamProgressBar = multi(0, 1, {
  width : jobs,
  solid : { text : '█' },
  empty : { text : ' ' },
})
```

```
var slowStreamProgressBar = multi(0, 2, {
  width : jobs,
  solid : { text : '█' },
  empty : { text : ' ' },
})
```

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var through = require('through2')
var exec = require('child_process').exec;
var streamify = require('stream-array')
var multimeter = require('multimeter');
var multi = multimeter(process);
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process.stdout.write('\033c'); // Clear the console
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sourceStream = streamify(_.range(jobs))

var fastStream = through.obj({highWaterMark: 16}, function (obj, enc, next) {
  var self = this
  exec('sleep 1', function (err, stdout, stderr) {
    fastStreamProgressBar.ratio(progress.fastStream++, jobs)
    self.push(obj)
    next()
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var slowStream = through.obj({highWaterMark: 16}, function (obj, enc, next) {
  var self = this
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sourceStream.pipe(fastStream).pipe(slowStream)

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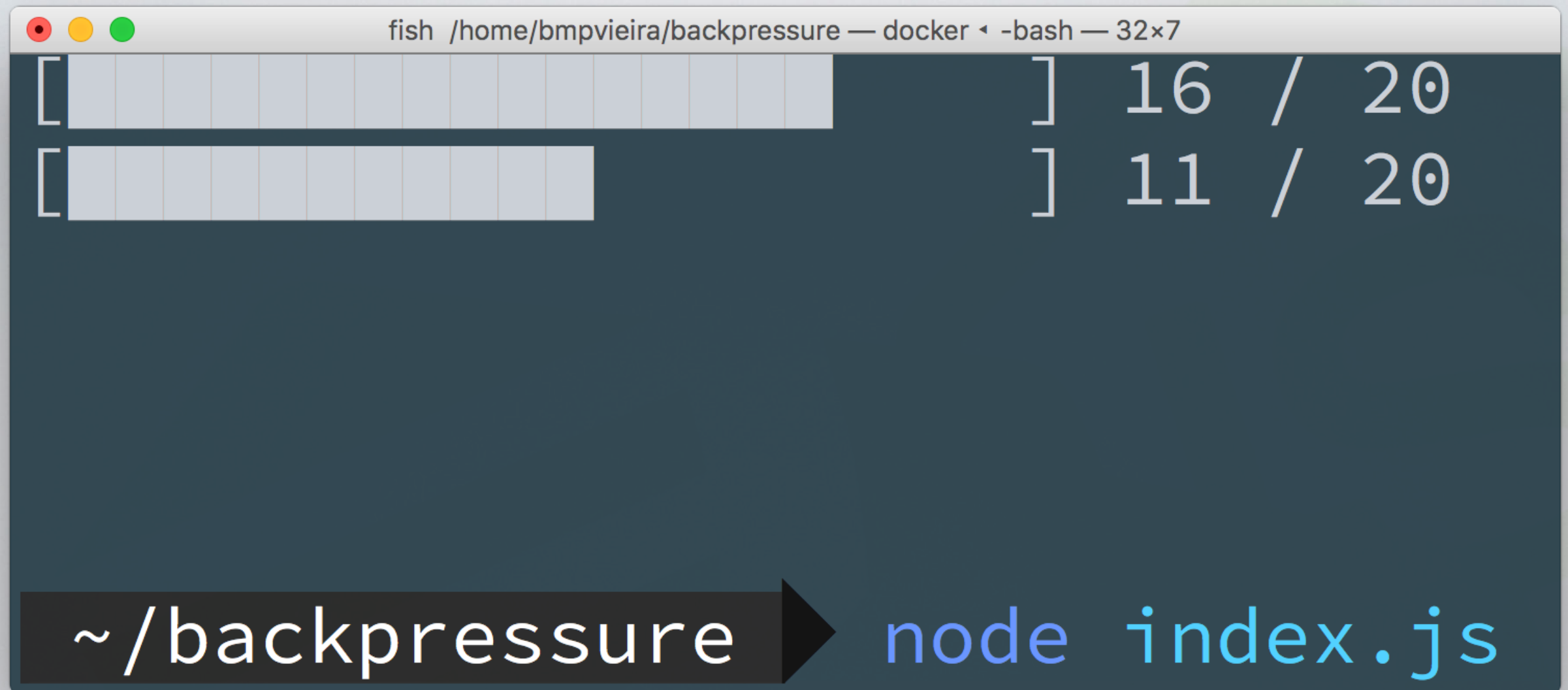
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LIVE EXAMPLE

Show backpressure in action



A terminal window titled "fish /home/bmpvieira/backpressure — docker ◀ -bash — 32x7". It displays two horizontal bars representing buffers. The top bar is 16 units long and is followed by the text "16 / 20". The bottom bar is 11 units long and is followed by the text "11 / 20". At the bottom of the terminal, a dark bar contains the text "~ /backpressure" followed by a right-pointing arrow and the text "node index.js".

```
fish /home/bmpvieira/backpressure — docker ◀ -bash — 32x7  
[ 16 / 20  
[ 11 / 20  
~ /backpressure ➡ node index.js
```