

# Snakemake vs Nextflow

SEDNA Computational Roundtable Series

17 April 2025

# Overview

- Nextflow and Snakemake are pipeline frameworks / workflow management tools
- Give ability to manage and execute multistep computational analyses
- Both contribute to reproducibility, portability, and scalability of analyses
- Both have public repositories of workflows
  - <https://snakemake.github.io/snake-workflow-catalog/index.html>
  - <https://nf-co.re/pipelines/>
- Create reproducible environments with containers or Conda



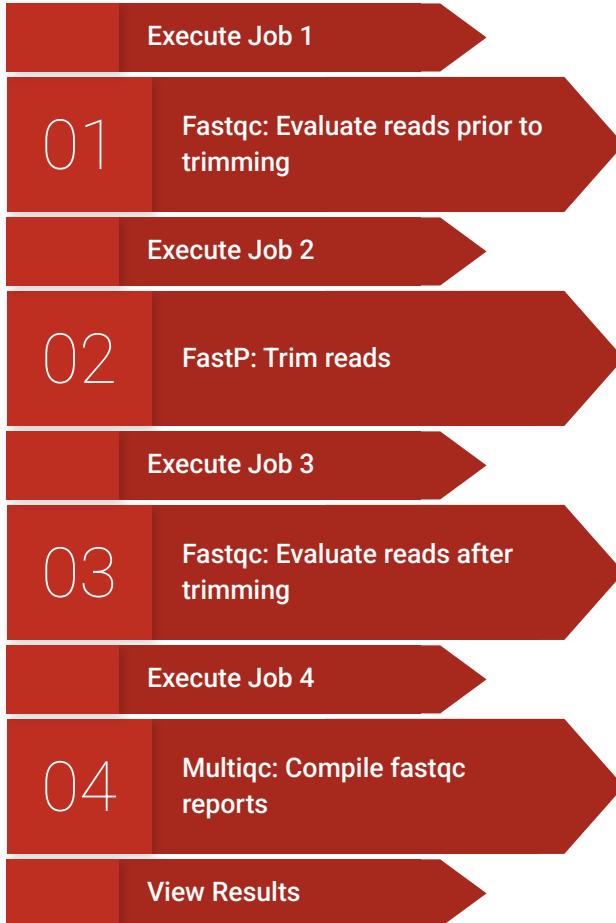
	<b>Snakemake</b>	<b>Nextflow</b>
Language	Python	Groovy (combo of Java, Python, and others)
Organization	<ul style="list-style-type: none"> <li>File based/ file dependent: order of pipeline is defined by input and output at each step</li> <li>DAG constructed by file dependencies</li> <li>Rules</li> </ul>	<ul style="list-style-type: none"> <li>Input and Output Channels</li> <li>Modularization via channels and modules</li> <li>Outputs do not have to be actual files on system</li> </ul>
Execution	<ul style="list-style-type: none"> <li><b>Pull-based</b> (rules executed when output is needed). Dependency graph results in efficient resource usage</li> </ul>	<ul style="list-style-type: none"> <li><b>Push-based</b> (data / processes occur in pipeline as data becomes available). This is better for large-scale or parallel workflows but can create bottlenecks</li> </ul>
Potential Pros	<ul style="list-style-type: none"> <li>Popular in academia</li> <li>Easier debugging</li> <li>Dry-run mode</li> </ul>	<ul style="list-style-type: none"> <li>Popular in industry</li> <li>Dynamic ordering (not file dependent)</li> <li>Nextflow tower UI monitor jobs</li> </ul>
Potential Cons	<ul style="list-style-type: none"> <li>Clunky framework (output drives input / task)</li> <li>Dependency graph can get very complicated with lots of looping / complex workflows</li> </ul>	<ul style="list-style-type: none"> <li>Steep learning curve with Groovy</li> <li>Complex to troubleshoot - no dry-run mode and hidden log file</li> <li>Large temp files / temp work directories</li> </ul>

# Questions and Discussion points

- Why?
  - Use for scalability and reproducibility of projects
- When to use?
  - May be tool dependent - might not be worth it if complex to set up
  - Small tasks (trimming, QC) may be easier to just run slurm script
- Logistics
  - Can both resume when failed?
  - Do both take up similar amounts of space?
  - How can I control resource usage?
  - Are both efficient with resources and space?
- What types of features are most important in a pipeline / workflow software?

# Working without a workflow manager

- Simple trim and quality control of sequencing data
  - Write slurm script for each step (or one big slurm script)
  - Wait for job to run before submitting job for next step
  - Manually check output and error files
  - Alternatively, run interactively and have no log of errors, output, nodes, etc
- Workflow managers track execution of each job and manages output
  - Extremely cumbersome for large workflows

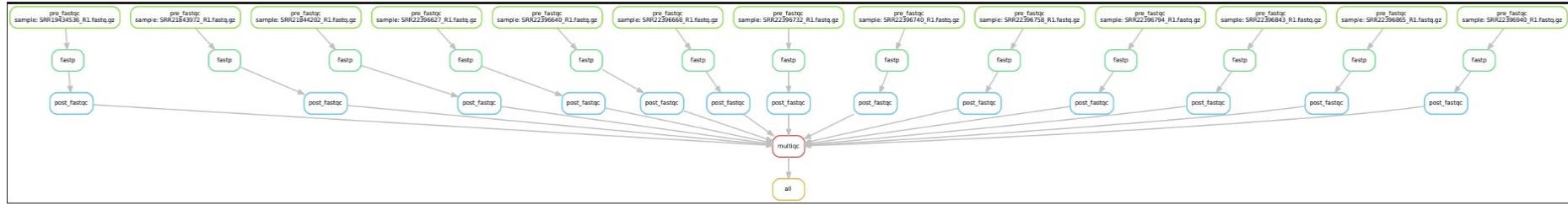


# Workflow managers facilitate running large pipelines

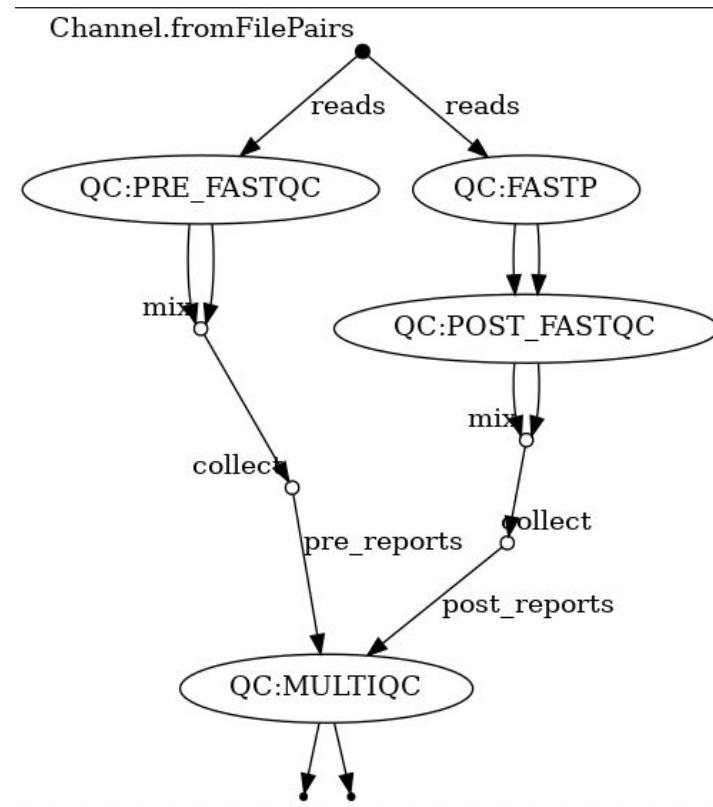
- We have prepared two mirrored workflows for read trimming and QC and provided them on GitHub
  - SEDNA compatible
  - Executable in the queue and in interactive session
  - <https://github.com/ccpowers-NOAA/PEMAD-PBB-fastp>



# Snakemake workflow diagram



# Nextflow workflow diagram



# Nextflow

```
// PARAMETERS
params.input = "hello world"
// PROCESSES
process STEP1 {
    inputs:
    outputs:
    script:
}
process STEP2 {
    // inputs, outputs, script
}
// WORKFLOW
workflow {
    STEP1(params.input)
    STEP2(OUTPUT_FROM_STEP1)
}
```

# basic script syntax

# Snakemake

```
rule all:
    input:
        "OUTPUT_FROM_STEP2"
rule STEP1:
    input:
        "hello world"
    output:
        "OUTPUT_FROM_STEP1"
    shell:
        "script"
rule STEP2:
    input:
        "OUTPUT_FROM_STEP1"
    output:
        "OUTPUT_FROM_STEP2"
    shell:
        "script"
```