

Package ‘sewage’

July 23, 2025

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.

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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

Date/Publication 2023-05-22 18:10:02 UTC

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|----------|--------------------------------------|
| add_node | <i>add node to a sewage pipeline</i> |
|----------|--------------------------------------|

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')
```

draw.sewage_pipeline *Visualize a pipeline*

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

Joiner *Initialize a Joiner object*

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

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"))
```

| | |
|----------|-------------------------------------|
| Pipeline | <i>Initialize a sewage Pipeline</i> |
|----------|-------------------------------------|

Description

Initialize a sewage Pipeline

Usage

```
Pipeline()
```

Value

A sewage pipeline object

| | |
|-----------------------|---------------------------|
| print.sewage_pipeline | <i>Printing Pipelines</i> |
|-----------------------|---------------------------|

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)
```

| | |
|-------------|--|
| pull_output | <i>Extract output components from a pipeline</i> |
|-------------|--|

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")
```

| | |
|-----|-----------------------|
| run | <i>Run a pipeline</i> |
|-----|-----------------------|

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)
```

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

| | |
|--------------------|--|
| <code>edges</code> | 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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