

IBM I + node-RED =  
succeed *faster*  
in programming

# Who are we?



- Small IBM i ISV and IBM business partner located in Oostkamp, (near Bruges) Belgium.
- Working with IBM i and its predecessors for more than 40 years.
- Applications : accountancy, real estate and customs.
- Expertise in RPG, SQL, PHP, HTML, Unity, nodejs, linux...
- Website : [www.cdinvest.be](http://www.cdinvest.be)
- IBM Champion 2018/2019 and IBM Fresh Face 2017
- **What you don't know how to do, we do.**

# Case studies



- JORI : <https://www.ibm.com/case-studies/jori>
- Fibrocit : <https://www.ibm.com/case-studies/fibrocit-systems-furniture-design>
- Cras : <https://www.ibm.com/case-studies/cras-systems-open-source>
- Oris : <https://www.ibm.com/case-studies/ORIS>
- Deknudt Frames : <https://www.ibm.com/case-studies/deknudt-frames>
- Bonehill : <https://www.ibm.com/case-studies/immo-bonehill-systems-hardware-website-compliance>
- Vanmaele : <https://www.ibm.com/case-studies/wijnen-van-maele-systems-software-ibm-i>
- Winsol : <https://www.ibm.com/case-studies/winsol-systems-hardware-manufacturing-digitization>

# Agenda

- what is node-RED ?
- first flows
- visual recognition app
- dashboard app
- chatbot app
- db2 integration + AI analysis



# Agenda

- real life use of node-RED
- deep learning – what is it ?
- geomarketing – deep learning example
- next steps

# Why Node-RED

Ever had one of those days...

Where the Application works!

And then...

- Can we also get some data from the this whatchamacallit?
- And send the logs off to this other server...
- And add some additional REST endpoints...

# Why Node-RED - The Problem

We don't have a simple tool for co-ordinating Events, Business events – status of processes, alerts from machines Social events – tweets, alerts, Internet of Things events – temperatures, weather, lights, doors, ...

Something that anyone can use to build situational applications

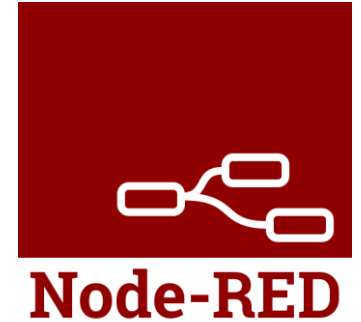
“Wouldn't it be neat if, when x happens it can tell me...

... and alert Fred...

... and kick off the xyz process...

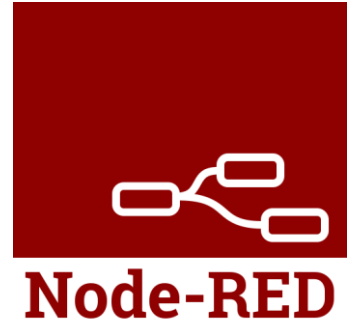
... or just go ping !”

# Why Node-RED



- The internet does not have a one-size-fits-all solution
- Every new “thing” has a new API that must be understood
- Solutions often require pulling together several different device API's and online services in new and interesting ways
- Time spent pondering how to access a serial port, or complete an OAuth flow to Twitter is not time spent on creating the real time of a solution

# Node-RED =

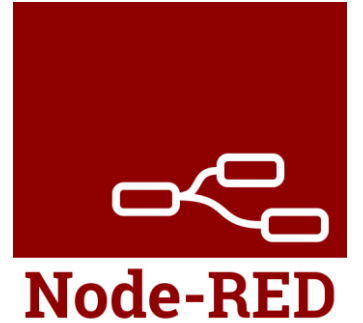


- An application composition tool experience
- A lightweight proof of concept runtime
- Easy to use for simple tasks
- Simple to extend to add new capabilities and types of integration
- Capable of creating the back-end glue between social applications and business applications
- A great way to try...

“can I just get this data from here to there?”

“and maybe change it just slightly along the way...”

# Node-RED ≠



- A fully-scalable, high-performance, enterprise-capable application runtime
- A dashboard with widgets
- A mobile application builder
- ...

## On the other hand ...

- Node-RED is deployed in a manufacturing production line
- Node-RED can be deployed on IBM i glue applications together
- Can be used to --quickly-- build a proof of concept
- Runs on Raspberry Pi's + Arduinos + Sensors
- Sensor readings and initial processing coordinated via Node-RED
- Able to adapt and change quickly – redeploying during support phone calls!

# Architecture of Node-RED

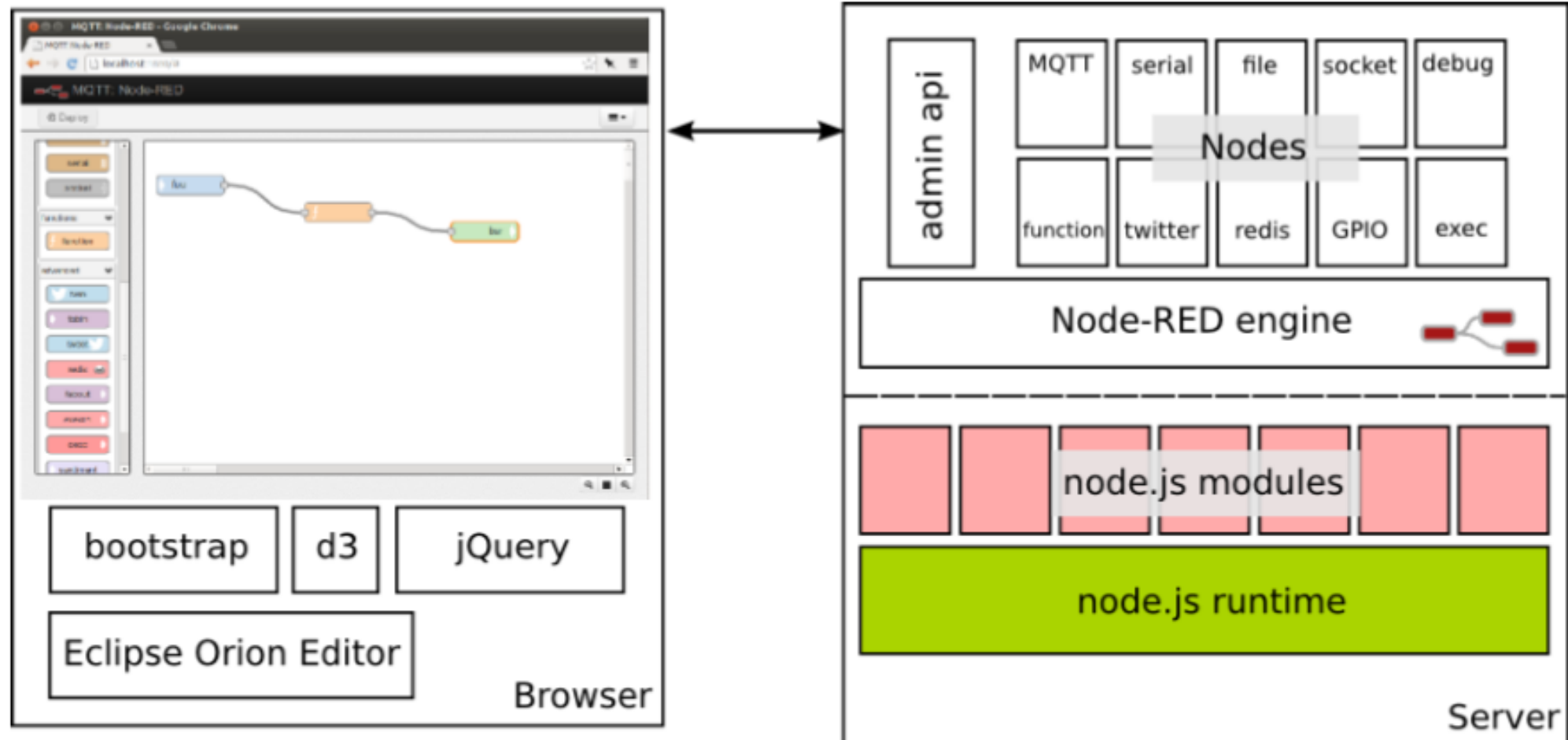
- **Node.js v8-engine driven;**  
so it's fast and can use the 29000+ open-source npm modules...
- **Event-driven, asynchronous io;**  
it's all about the events
- **Single-threaded eventqueue;**  
built for fairness
- **Javascript front and back;**  
only one language runtime to deal with
- Built using express, d3, jquery and ws



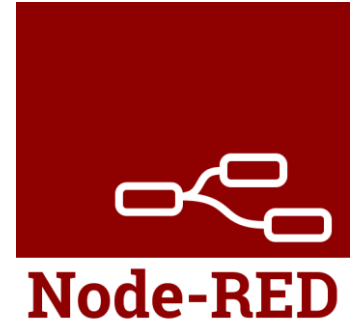
# Architecture of Node-RED

- Node-RED nodes provide integration with other systems. Each node is defined in their own pair of JavaScript and html files using a simple API and are dynamically loaded by the engine.
- Web interface can be secured or run headless;

# Architecture of Node-RED



# Node-RED



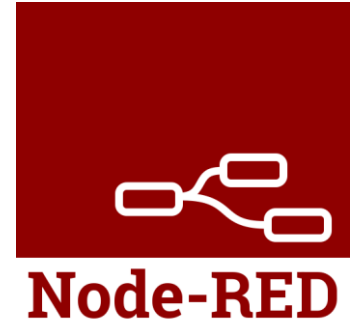
## New developers & education

- Short learning curve
- Easy to use
- Low barrier to entry

## App Developers

- Rapid prototyping
- Easy to integrate with existing tools and applications
- Easy to extend with richer/bespoke functionality

# Node-RED



## Community developers

- Open standards
- Flexibility
- Ability to share

## Hackers

- Runs on Raspberry Pi, Beaglebone, C.H.I.P., other low power devices
- Works with Arduino, etc...

# Basic Node types



## Inject node

- Allows manual triggering of flows
- Can inject events at scheduled intervals



## Debug node

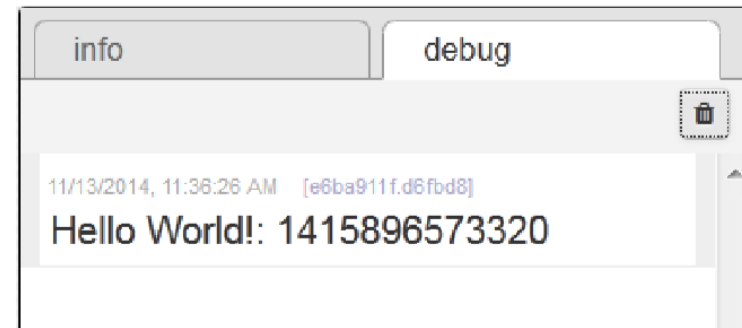
- Show message content; either payload or entire object



## Template Node

- Modifies the output based on a Mustache Template

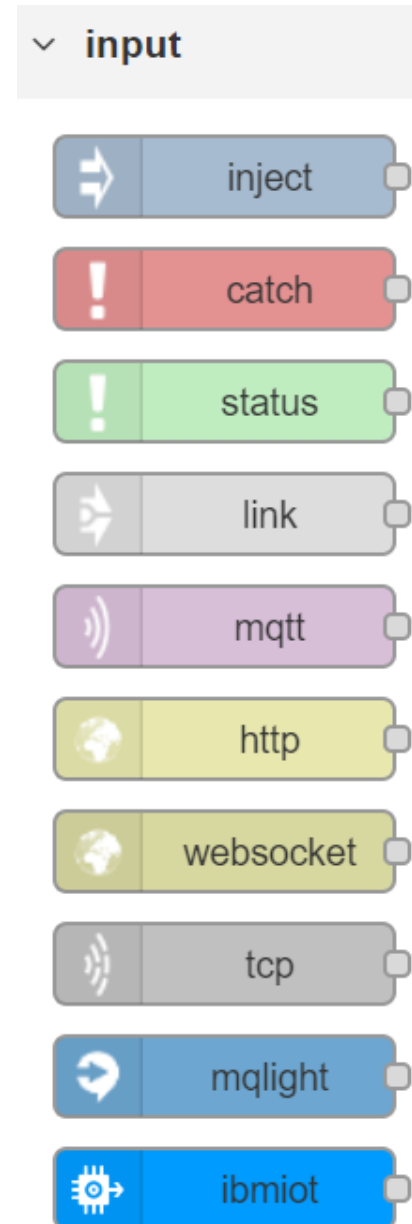
# Node-RED Hello World



When you click on the Inject Node, it sends an event through the flow – triggering the template node and sending the result to the Debug node

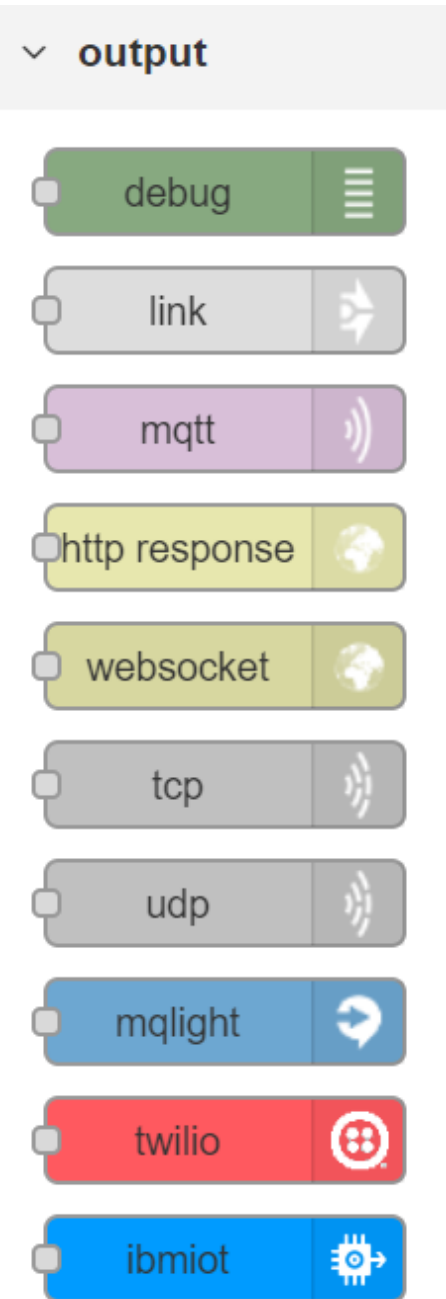
# Other input nodes

- HTTP – Act as an HTTP endpoint; great for building RESTful services
- IBM IOT – Receive messages from an attached IOT Foundation account
- Also can receive from Websockets, MQTT (pick your own broker), TCP and MQ Light



# Other output nodes

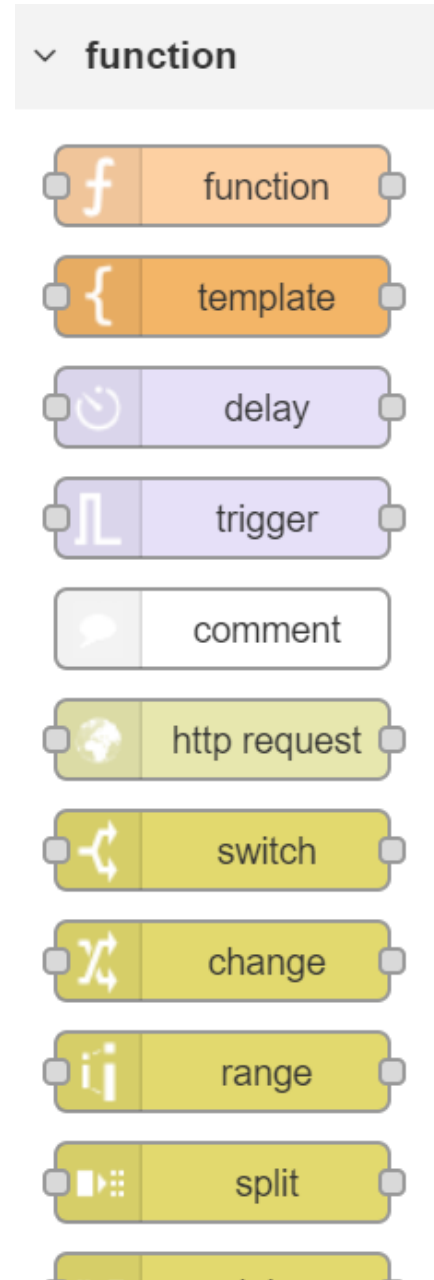
- HTTP Response; required as the final node when the input comes from an HTTP Request
- IBM IOT – send events out to the attached IOT Foundation account
- Twilio – send SMS messages via the Twilio service
- IBM Push – Send Push notifications to mobile devices
- Also can send requests through TCP, UDP, MQLight, WebSockets.





# Function node types

- Function node
- Run user-defined node.js code on the messages going by
- Uses vm.createScript under the covers to sandbox execution
- Console, util, Buffer included for convenience
- Switch node changes flow to different options based on a comparison



# Creating your own nodes

<https://nodered.org/docs/creating-nodes/first-node.html>

- Easy to wrap any npm module into a palette node
- Each node is defined in a pair of files
- .js: server-side behavior
- .html: appearance in editor and help
- Can be shared and installed via npm
- `npm install node-red-node-xmpp`

# Online flow library

Node-RED

home about blog documentation forum **flows** github

sign in with GitHub

## Node-RED Library

Find new nodes, share your flows and see what other people have done with Node-RED.

Search library

☒ flows ☒ nodes 2570 of 2570 things

Sort by:

- ☒ recent
- ☐ downloads
- ☐ rating

Add a flow

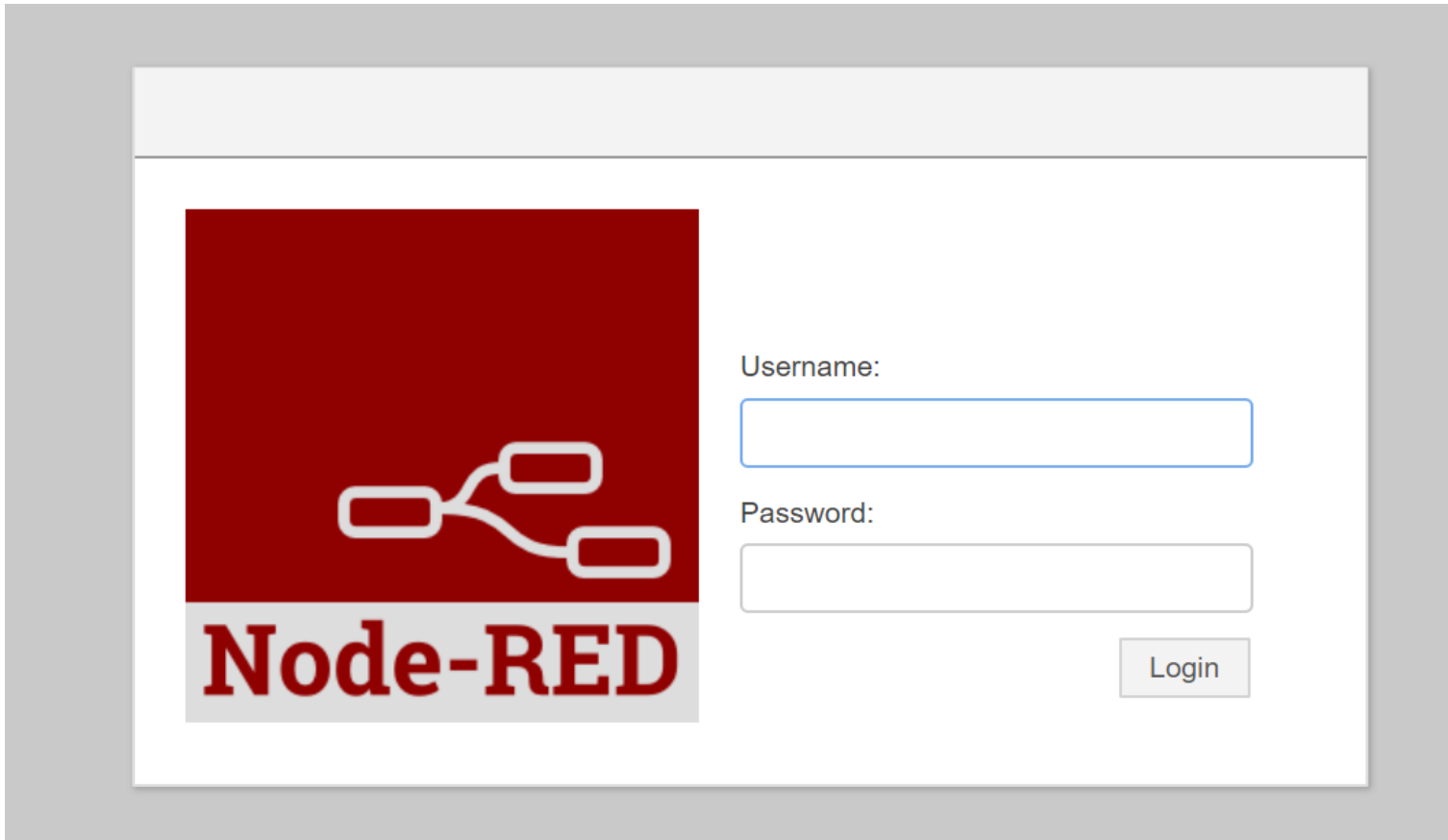
Contributors add flows through Github

# FIRST FLOW

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# Create your first flow

- Logon to the editor

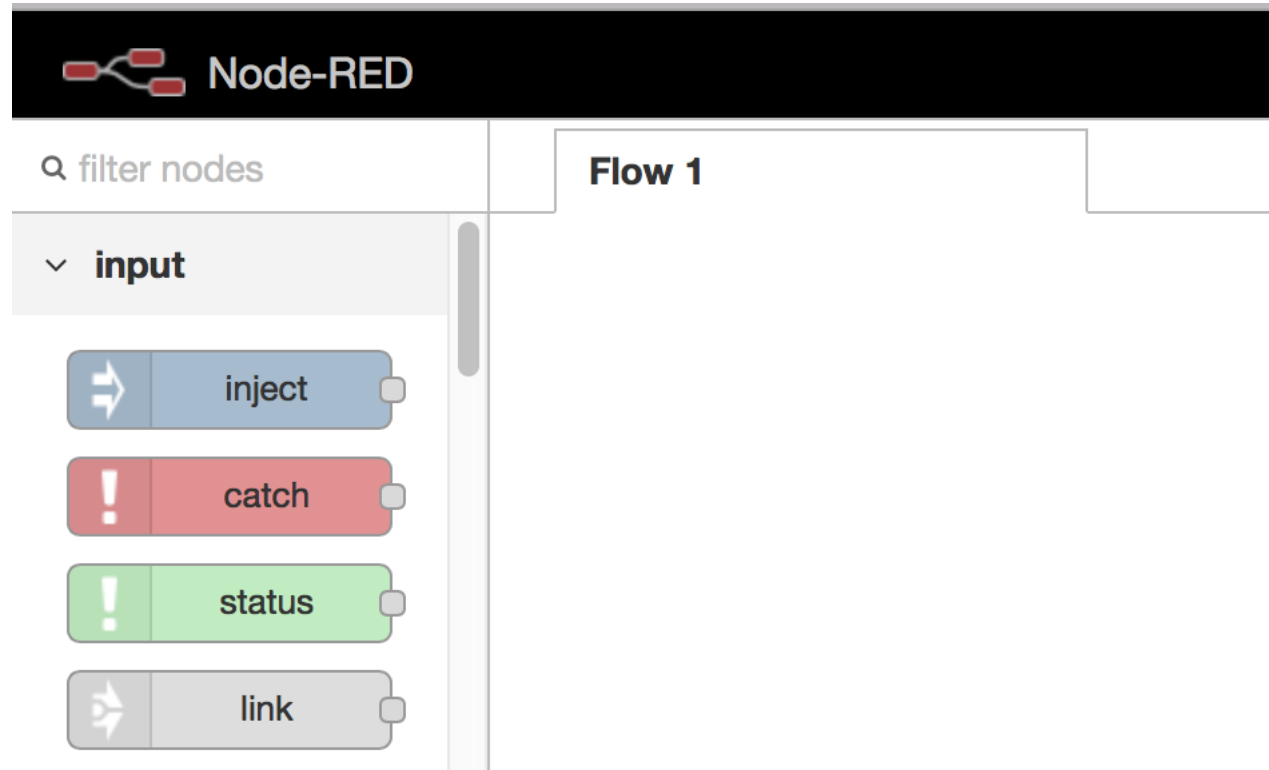
The image shows the Node-RED login page. On the left is the Node-RED logo, which consists of a red square with a white flow diagram (three nodes connected by lines) and the text "Node-RED" in red below it. To the right of the logo are two input fields: "Username:" and "Password:". Below the password field is a "Login" button.

Username:

Password:

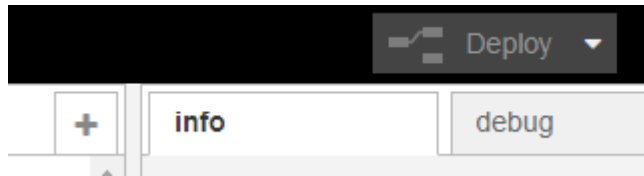
Login

# Create your first flow



# Create your first flow

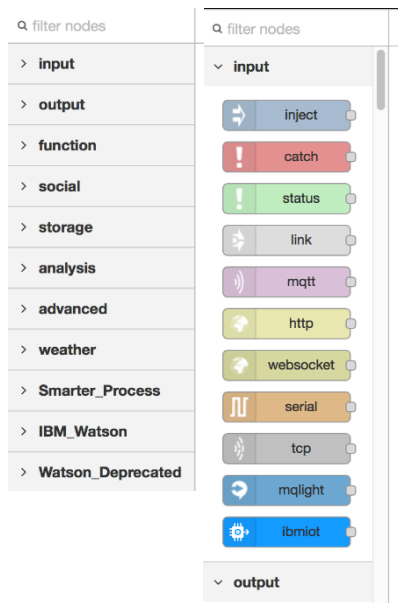
- Click the **Add** icon (+) to create a new flow.



- An application in Node-RED is called a *flow*.

# Create your first flow

- The palette in the left column shows you all the available nodes.
- The nodes are grouped by category. The main categories of nodes are input, output, and function.



Use input nodes to input data into a Node-RED application, or flow.

Use output nodes to send data outside of a Node-RED flow.

Use function nodes to process data. You can use the function node to pass messages through a JavaScript function.

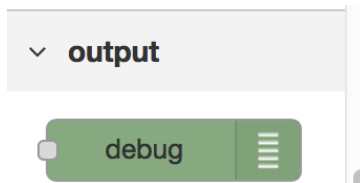


# Create your first flow

- Select an input **inject** node and drag it onto the canvas.



- Select an output **debug** node and drag it onto the canvas.



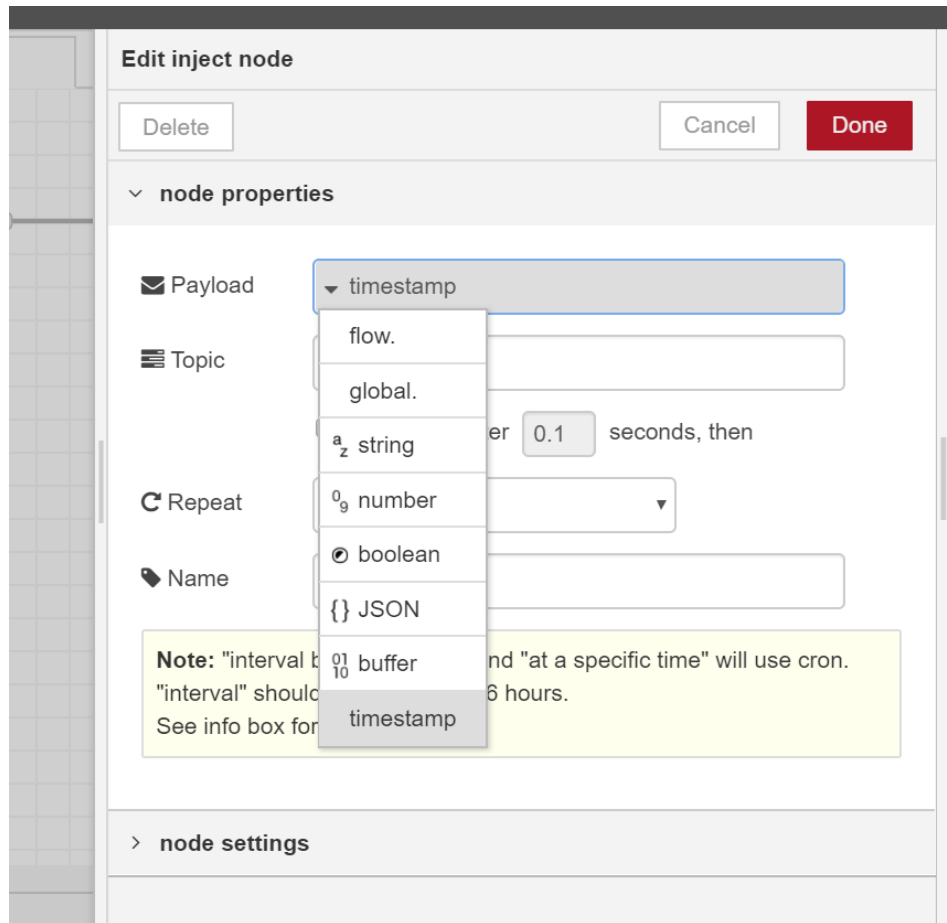
# Create your first flow

- Link, or wire, the two nodes together by clicking and dragging your cursor from one node to the other. Note that the debug and inject nodes change their display names when you drag them onto the canvas. This name change is expected and shows additional context for the node.



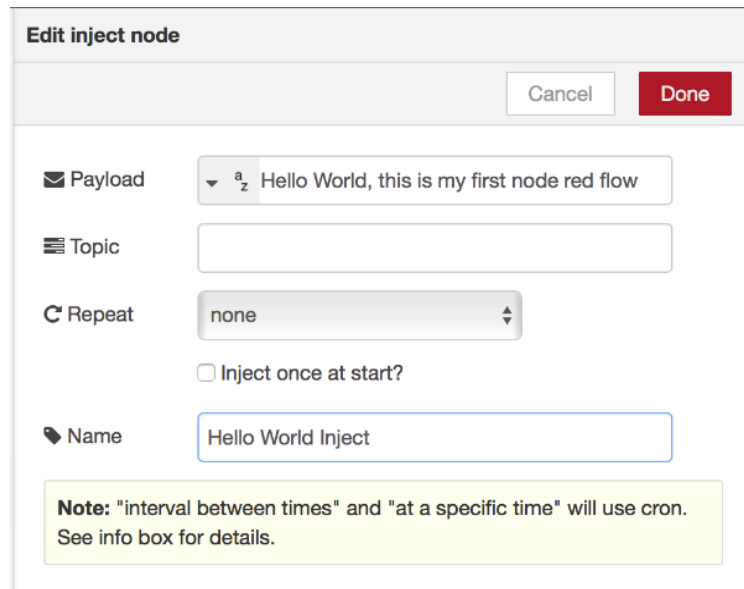
# Create your first flow

- Double-click the **timestamp** node. For the **Payload** field, select **string**.



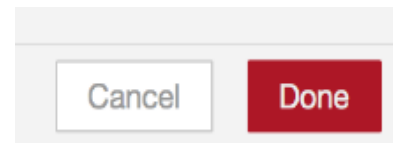
# Create your first flow

- Enter a string, such as Hello, this is my first Node-RED application.
- In the **Name** field, enter a name for this node, such as Hello World inject.



The screenshot shows the 'Edit inject node' dialog box. At the top right are 'Cancel' and 'Done' buttons. The 'Payload' field is a text input containing 'Hello World, this is my first node red flow'. The 'Topic' field is empty. The 'Repeat' dropdown is set to 'none'. Below it is an unchecked checkbox labeled 'Inject once at start?'. The 'Name' field contains 'Hello World Inject'. A yellow note box at the bottom states: 'Note: "interval between times" and "at a specific time" will use cron. See info box for details.'

- Click **Done**.



A close-up of the bottom right corner of the dialog, showing the 'Cancel' and 'Done' buttons. The 'Done' button is highlighted in red.

# Create your first flow

- The blue circles indicate that your flow has unsaved changes, which means that the application needs to be deployed.



- Click **Deploy** to deploy and save your changes.



# Create your first flow

- The **debug** node writes to the **debug** tab, which helps you monitor the flow through your application.
- To initiate the flow, click the tab linked to the **inject** node.+

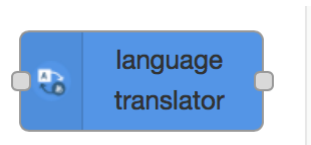


- You now see the output on the debug tab.



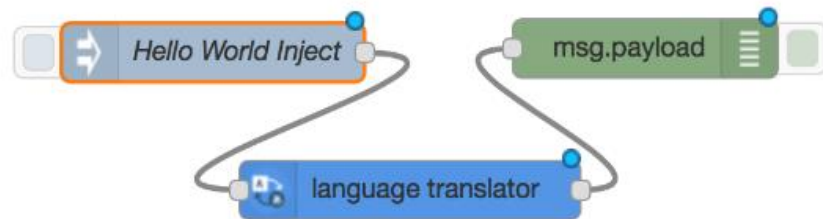
# Create your first flow

- In the **filter nodes** search field, enter translator to find the **language translator** node.



Drag the node onto the canvas so that it lies in between the **inject** and **debug** nodes. You can move the nodes to make more space.

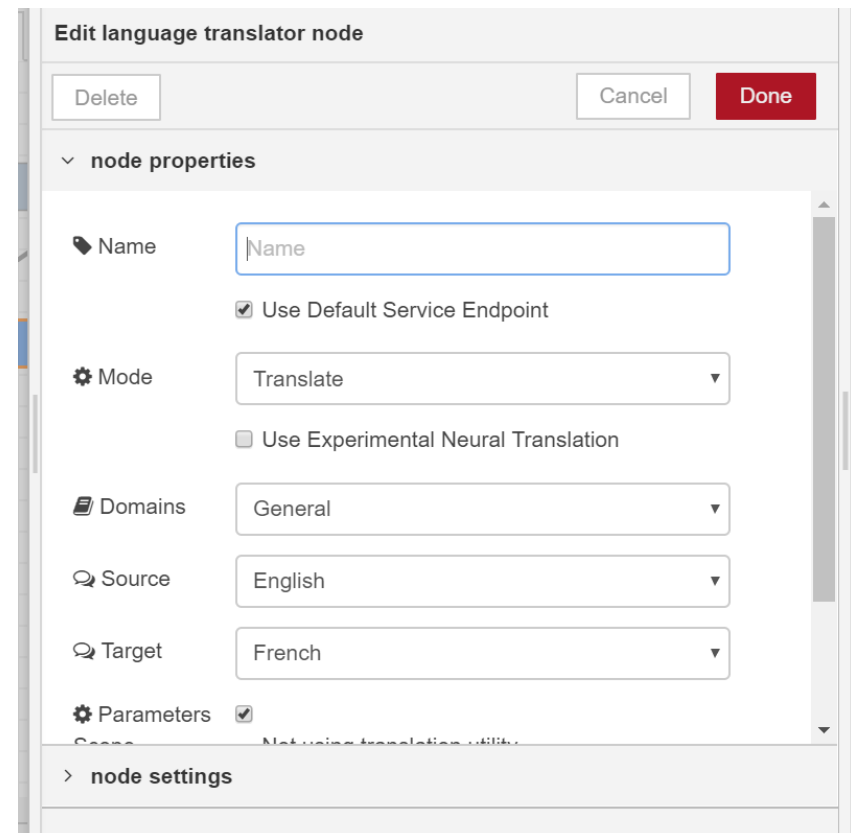
To remove an unwanted line, select the line and press Delete on your keyboard.



# Create your first flow

Double-click the **language translator** node. Select to translate from the inject English to another language.

Click **Done** to save your changes

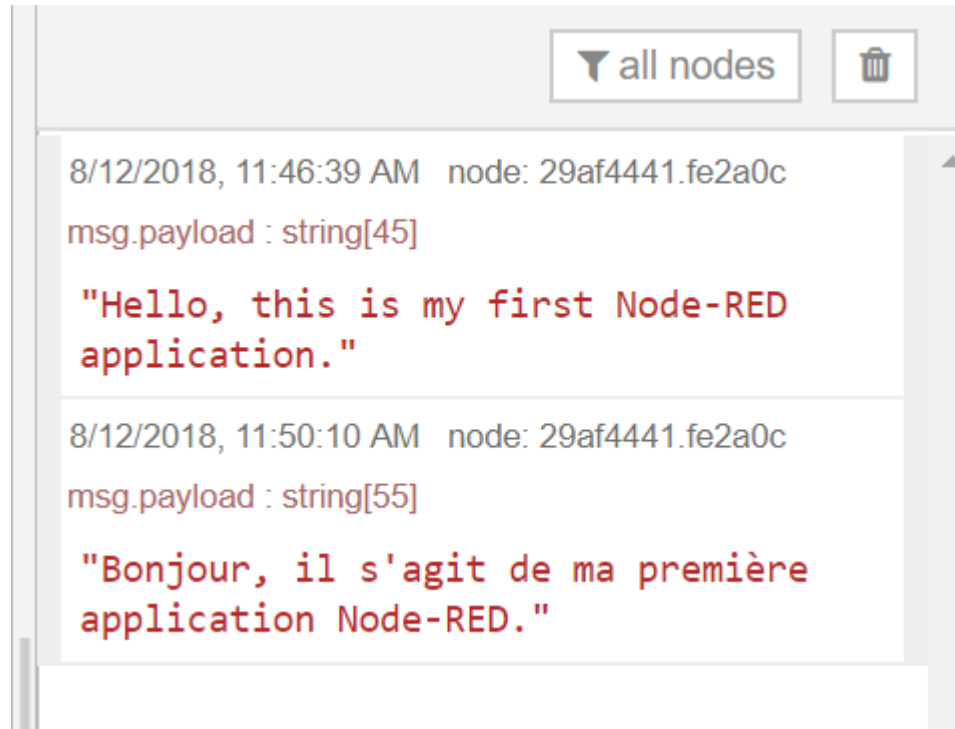


The screenshot shows the 'Edit language translator node' dialog box. At the top, there are three buttons: 'Delete', 'Cancel', and 'Done'. Below the buttons is a section titled 'node properties' with a downward arrow. This section contains several configuration options: 'Name' with a text input field containing 'Name'; 'Use Default Service Endpoint' with a checked checkbox; 'Mode' with a dropdown menu set to 'Translate'; 'Use Experimental Neural Translation' with an unchecked checkbox; 'Domains' with a dropdown menu set to 'General'; 'Source' with a dropdown menu set to 'English'; 'Target' with a dropdown menu set to 'French'; and 'Parameters' with a checked checkbox. Below the 'Parameters' section is a partially visible text input field. At the bottom of the dialog is a section titled 'node settings' with a rightward arrow.



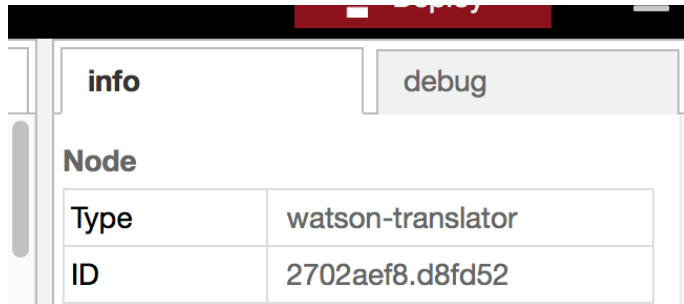
# Create your first flow

Deploy and click on the input node gives us :



# Create your first flow

- Select the **language translator** node and click the **info** tab.



Notice that the node puts its translated output in `msg.translation`. **msg** is a reserved object that Node-RED uses to allow individual nodes to communicate with each other. Think of **msg** as an envelope into which one node places information that allows another node to read it. The **language translator** node is expecting to find a payload that is already in the msg envelope, and it will insert a translation into the msg envelope.

# Create your first flow

The Watson Language Translator service enables you to translate text from one language to another and to add your own translation models.

## **Translation Mode.**

The text to translate should be passed in on `msg.payload`.

The translated text will be returned on `msg.payload`.

The full response from the service will be returned on `msg.translation`

Source and destination language parameters

# Create your first flow

- Open the **debug** node and change the output to msg.translation. Enter the word translation after msg. Click **Done** to save your changes. Then, deploy your flow.

Edit debug node

Cancel

Done

☰ Output

▼ msg. translation

↻ to

debug tab

🔑 Name

Name

# Create your first flow

Initiate the flow by clicking the tab on the **inject** node.



- View the translated text in the **debug** tab. The application is translating the text that you entered in the **Payload** field of the **inject** node.

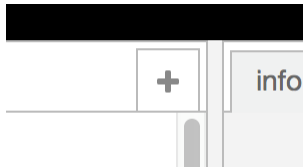
```
8/12/2018, 12:01:23 PM node: 29af4441.fe2a0c
msg.translation : Object
▼ object
  ▼ response: object
    ▼ translations: array[1]
      ▼ 0: object
        translation: "Bonjour, il
s'agit de ma première
application Node-RED."
word_count: 7
character_count: 45
```

# RPG WEBSERVICES

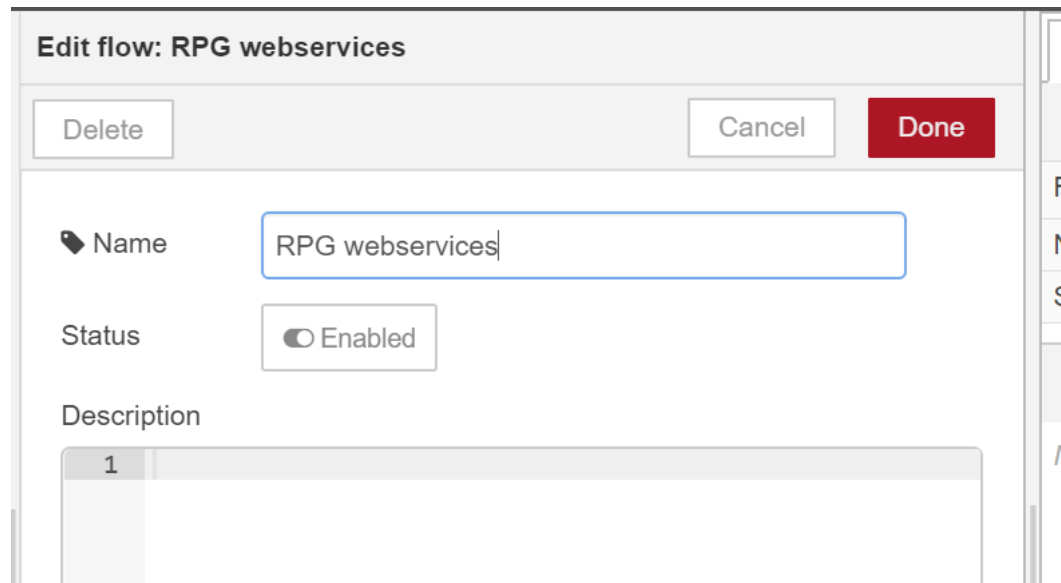
---

# RPG webservices

- Create a new flow tab by clicking +.



- Double-click the new tab and enter a name for the new flow tab. Then click **Done**. **If the edit screen does not appear click the right menu and rename.**

A screenshot of the 'Edit flow: RPG webservices' screen. The screen has a light gray header with the title 'Edit flow: RPG webservices'. Below the header, there are three buttons: 'Delete', 'Cancel', and 'Done'. The 'Done' button is red. The main content area has a 'Name' field with the text 'RPG webservices', a 'Status' field with a toggle switch labeled 'Enabled', and a 'Description' field with a list item '1'.

# RPG webservices

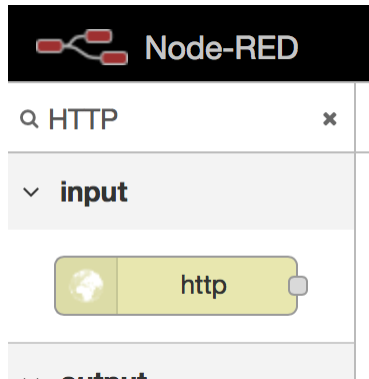
- Drag and drop a comment node onto the canvas and change the title of the node to **Display an initial web page**



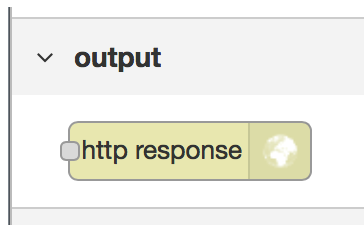


# RPG webservices

- Drag and drop an input **http** node onto the canvas. Use the **filter nodes** search field to find the nodes.

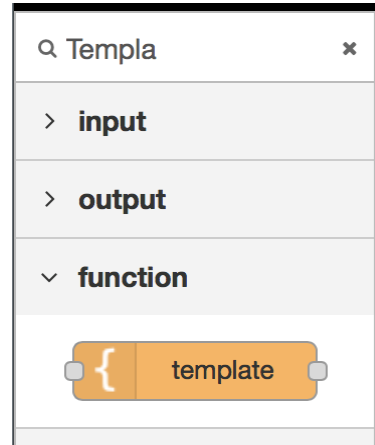


- Drag and drop an output **http response** node onto the canvas.

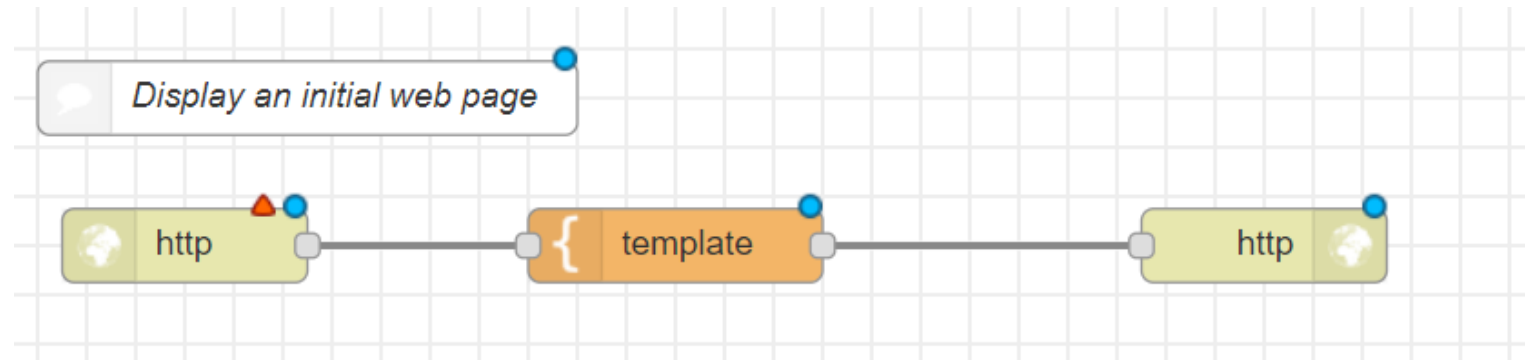


# RPG webservices

- Drag and drop a **template** node onto the canvas between the **http** and **http response** nodes.



- Wire the three nodes together.



# RPG webservices

- Double-click the input **http** node. Edit it to create an HTTP route to your web page by entering /welcome in the **URL** field. Enter **Initial request** as name.

Edit http in node

Delete

Cancel

Done

▼ node properties

Method

GET

URL

/welcome

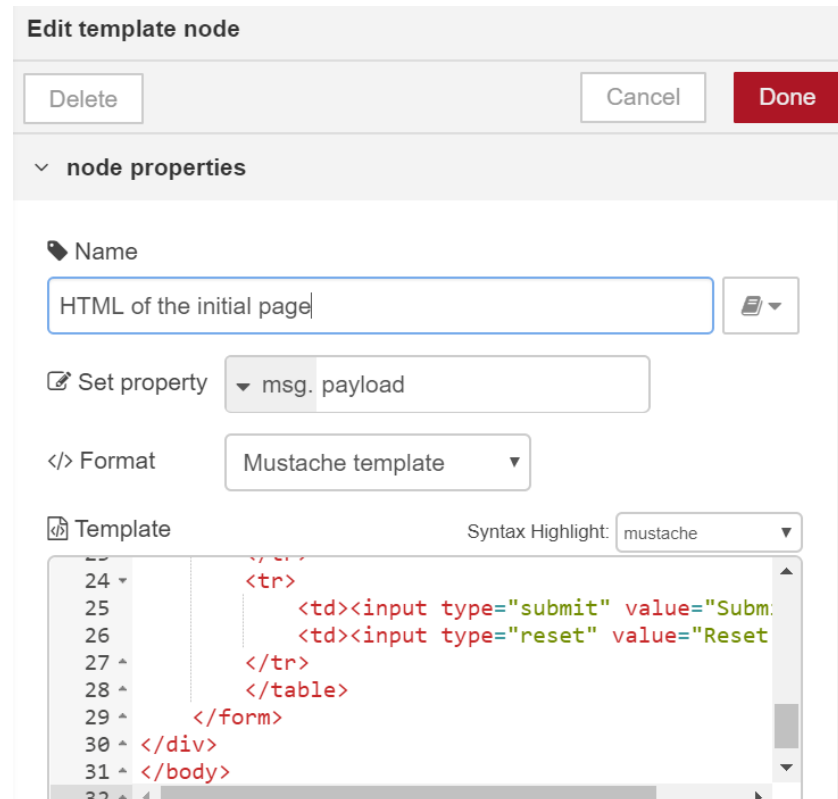
Name

Initial request

- Click **Done**

# RPG webservices

- Double-click the **template** node to edit it. Copy the HTML code from the initial html file and click done.



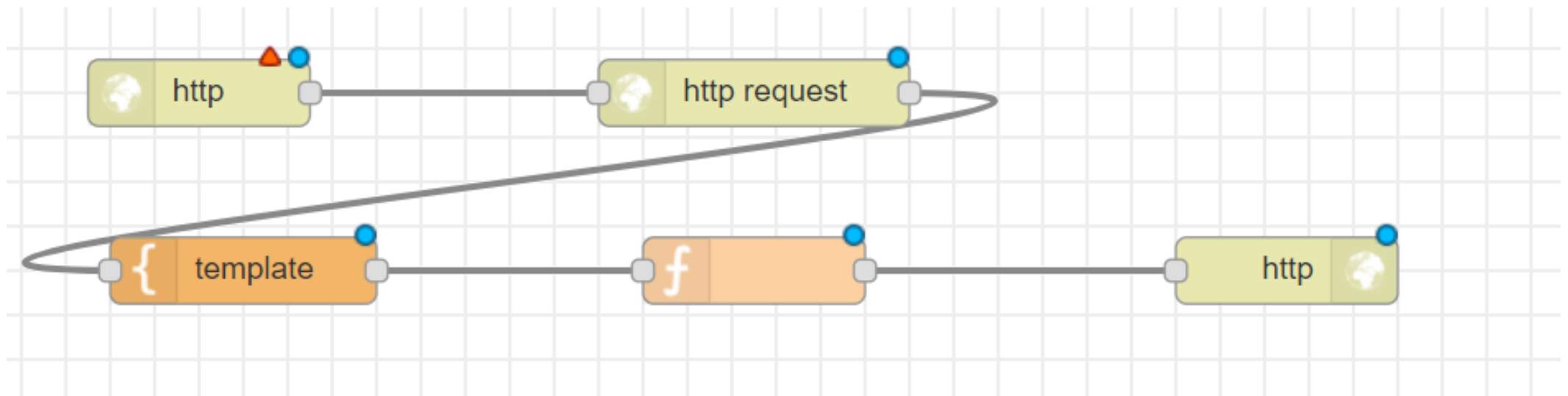
# RPG webservices

- Drag and drop a comment node onto the canvas and change the title of the node to **Query the customer information by using received ID as the key**



# RPG webservices

- Drag a HTTP in, HTTP request, template, function and HTTP output node on the canvas and tie them together.



# RPG webservices

- Change the properties of the HTTP input node into
  - method = post
  - url /queryCustomer
  - name Request for the query of the details of the customer

▼ node properties

☰ Method

POST ▼

☐

Accept file uploads?

🌐 URL

/queryCustomer

🏷️ Name

Request for the query of the details of the customi

# RPG webservices

- Edit the HTTP request node as follows :
  - Method = get
  - URL = <http://www.cdinvest.be/commonp/custpgm.pgm?customerid={{payload.customerID}}>
  - Return = a parsed JSON object
  - Name = Invoking ILE RPG REST API

▼ node properties

Method

GET

URL

<http://www.cdinvest.be/commonp/custpgm.pgm?c>

☐ Enable secure (SSL/TLS) connection

☐ Use basic authentication

Return

a parsed JSON object

Name

Invoking ILE RPG REST API



# RPG webservices

- Set the name of the template node to HTML of the result of the query and copy the output.html file content into the template field.

▼ node properties

🔑 Name

HTML of the result of the query

✎ Set property ▼ msg. payload

</> Format Mustache template ▼

📄 Template Syntax Highlight: mustache ▼

```
1 <!DOCTYPE HTML>
2 <html>
3 <head>
4 <title>Query Result - RPG webservice -</title>
5
6 <meta http-equiv="Content-Type" content="text/html">
7
8 </head>
9
```

# RPG webservices

- Set the name of the function node to “setting of the header” and copy the function :

```
msg.headers = {"Content-type" : "text/html"};
```

```
return msg;
```

Web browsers need a valid content header.

## ▼ node properties

🔑 Name



🔑 Function

```
1 msg.headers = {"Content-type" : "text/html"};  
2 return msg;
```

# RPG webservices

- Deploy your changes.
- Test your application by entering 938472 as customerid.

---

## welcome - RPG webservice call -

---

Enter Customer ID you want to see the details.

Customer ID (\*)

---

## Query Result - RPG webservice -

---

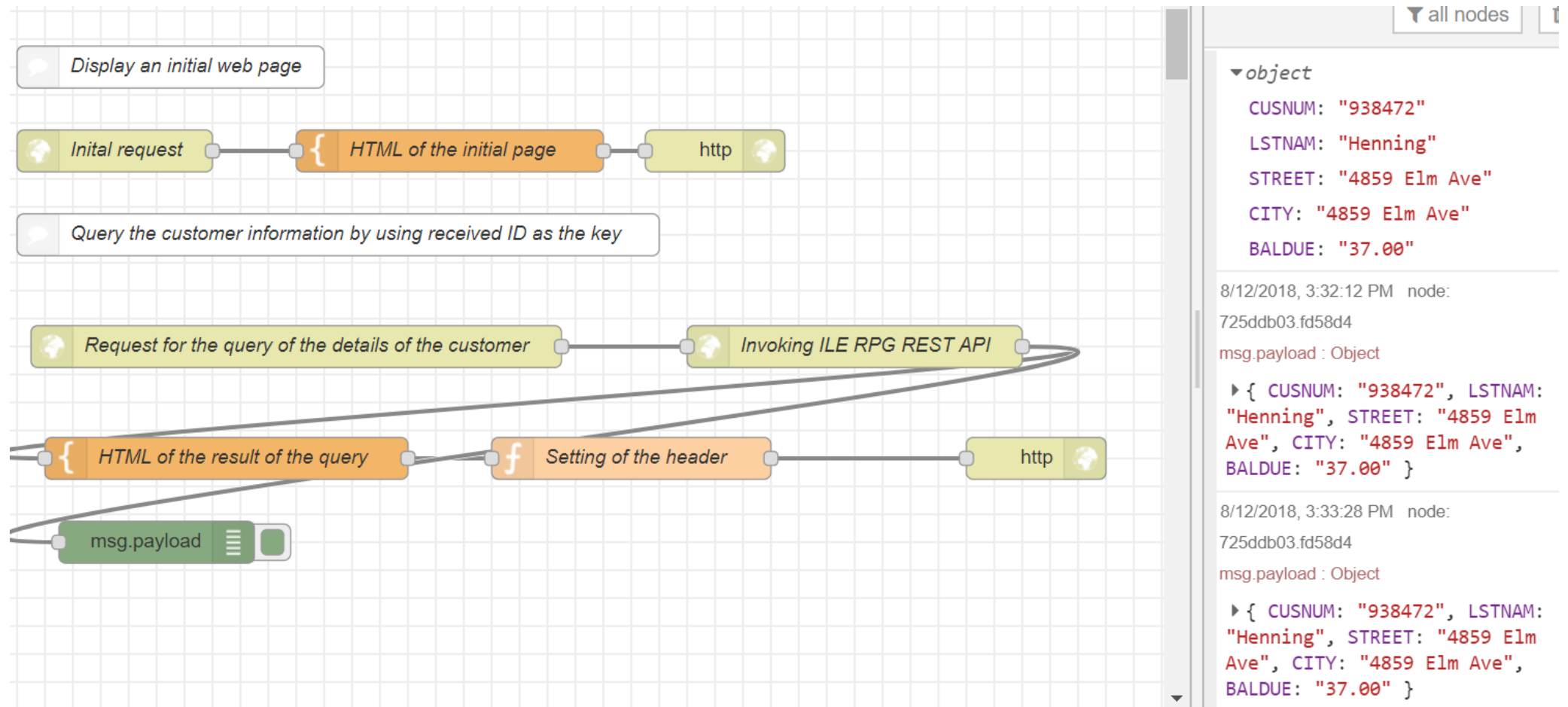
Customer ID: 938472

The details of the Customer

Customer ID	938472
Customer Name	Henning
Customer Street	4859 Elm Ave
Customer City	Dallas
Balance due	37.00

# RPG webservices

- Add a debug node, link it to the request output, you can then see debug output as well



# RPG webservices

- Add a template node to display an error message in case the customer was not found and insert the notfound html

Name

HTML customer not found

Set property msg. payload

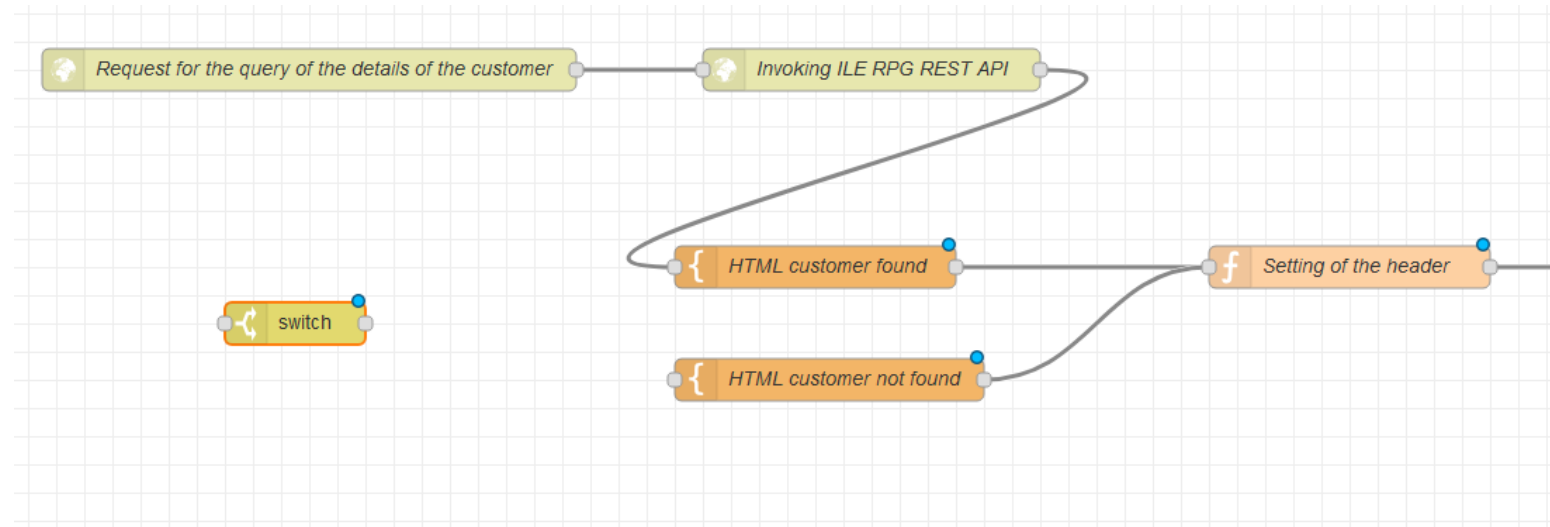
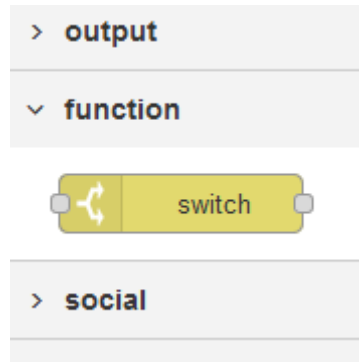
Format Mustache template

Template Syntax Highlight: mustache

```
1 <!DOCTYPE HTML>
2 <html>
3 <head>
4 <title>Query Result - RPG webservice -</title>
5
6 <meta http-equiv="Content-Type" content="text/html;
7
8 </head>
9 <body>
10 <div style="text-align:center">
11     <hr/>
12     <h2>Query Result - RPG webservice -</h2>
13     <hr/>
14     Customer not found !
15 </div>
16 </body>
17 </html>
```

# RPG webservices

- Remove the debug node and link, remove the link from the http request and add a switch node.



# RPG webservices

- Link the request node to the input of the switch node. Edit the switch node as follows and click done.

**Edit switch node**

Delete Cancel Done

▼ node properties

Name found ?

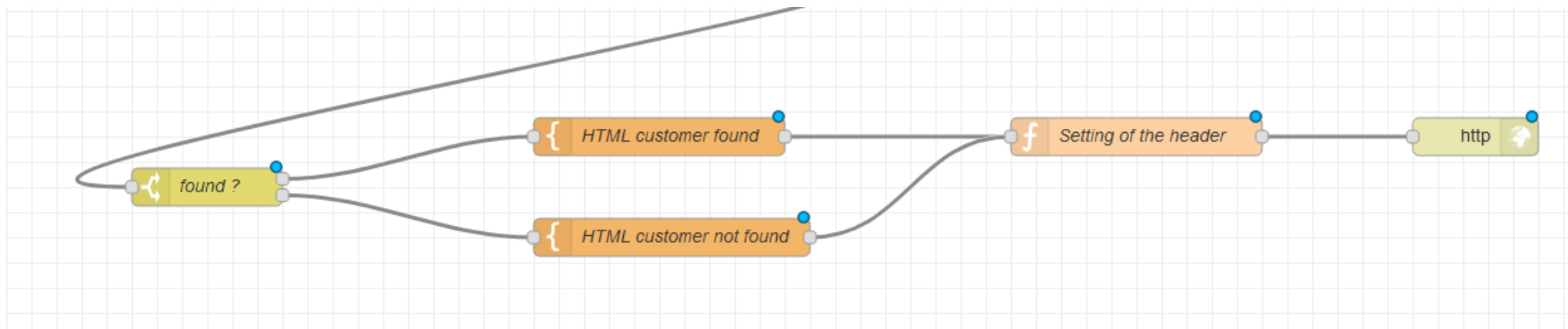
Property ▼ msg.payload.SUCCESS

== ▼ a\_z 1 → 1

otherwise → 2

# RPG webservices

- Link the the top output of the switch node to the original html ouput, link the bottom node to the new not found template. Link the new not found template to the http header function and click Deploy.





# RPG webservices

- Deploy your changes.
- Test your application by entering 123456 as customerid.

---

## welcome - RPG webservice call -

---

Enter Customer ID you want to see the details.

Customer ID (\*)

---

## Query Result - RPG webservice -

---

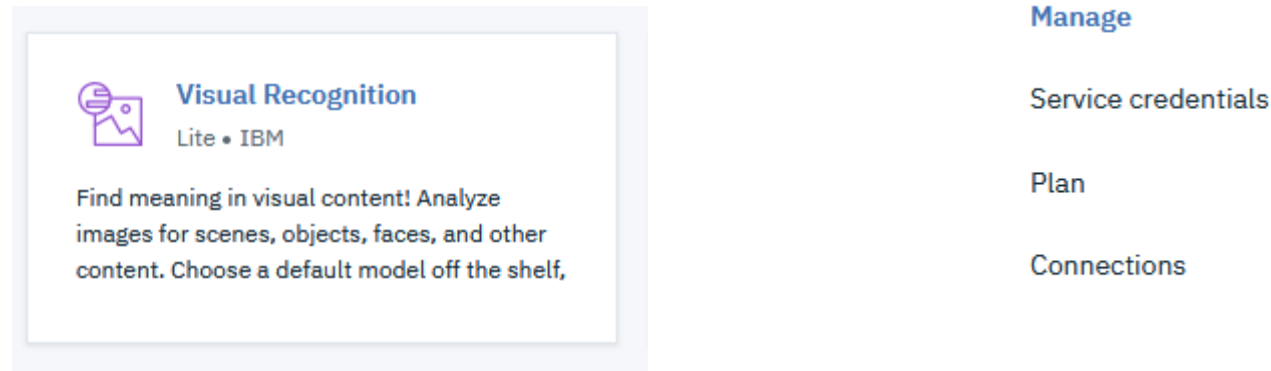
Customer not found !

# **VISUAL RECOGNITION**

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# Visual recognition

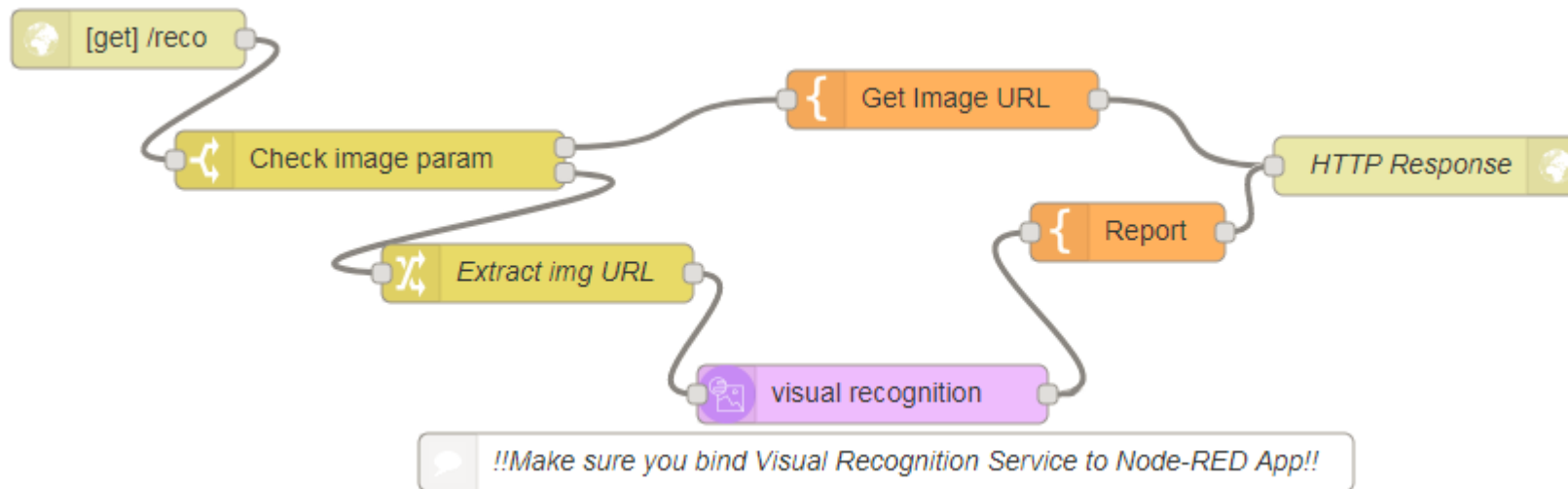
- Go to the IBM Cloud catalog and search for the Visual recognition service.



- Click **connections** after the create. Select your instance and restage the node-red instance. On your own server you will have to enter the credentials on the visual recognition node.

# Visual recognition

- The flow will present a simple web page with a text field of where to input the image's URL, then submit it to Watson Visual Recognition. It will output the labels that have been found on the reply Web page.



# Visual recognition

- The nodes required to build this flow are:

 node, configured with a /recognition URL

 node to test for the presence of the imageurl query parameter

**Edit switch node**

Delete Cancel Done


▼ node properties

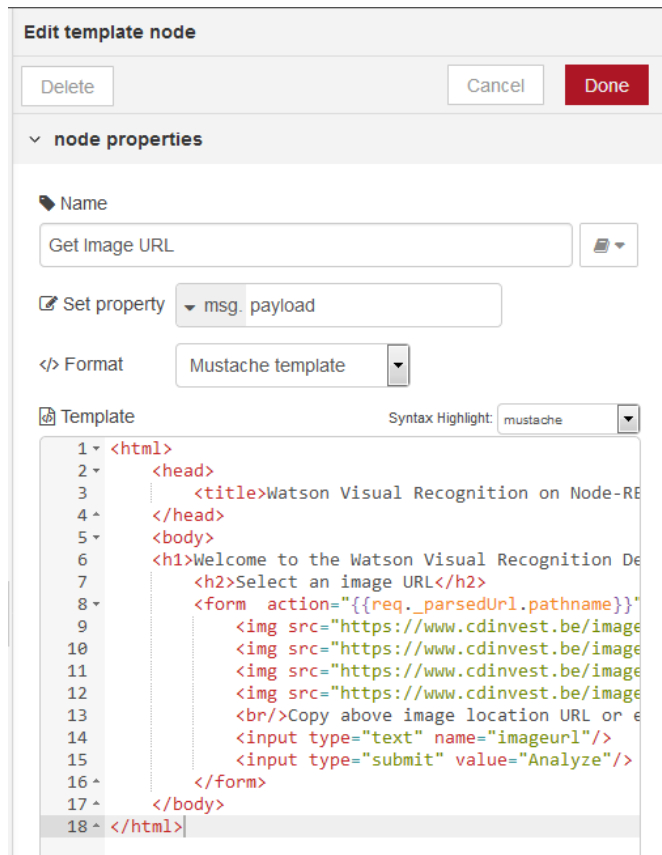
Name

Property

is null	→ 1	x
otherwise	→ 2	x

# Visual recognition

 node, configured to output an HTML input field and suggest a few selected images stored on our webserver. (visual1.html) Linked to the top output of the switch node. Change the output as to blanks or plain text !



**Edit template node**

Delete Cancel Done

▼ node properties

Name  
Get Image URL


Set property ▼ msg.payload

</> Format ▼ Mustache template

Template Syntax Highlight: ▼ mustache

```
1 <html>
2   <head>
3     <title>Watson Visual Recognition on Node-RED</title>
4   </head>
5   <body>
6     <h1>Welcome to the Watson Visual Recognition Demo</h1>
7     <h2>Select an image URL</h2>
8     <form action="{{req.parsedUrl.pathname}}">
9       
10      
11      
12      
13      <br/>Copy above image location URL or enter your own
14      <input type="text" name="imageurl"/>
15      <input type="submit" value="Analyze"/>
16    </form>
17  </body>
18 </html>
```

# Visual recognition

-  **change** node (named Extract img url here) to extract the imageurl query parameter from the web request and assign it to the payload to be provided as input to the visual recognition service.


**Edit change node**

Delete


Cancel

Done

**node properties**

 Name

Extract img URL

 Rules


Set

msg. payload

to

msg. payload.imageurl

# Visual recognition

 visual recognition node. Make sure that the credentials are setup from IBM Cloud, i.e. that the service is bound to the application. This can be verified by checking that the properties for the Visual Recognition node are clear:

**Edit visual recognition node**


Delete

Cancel


Done


▼


 node properties

 Detect:

Classify an image ▼

 Name

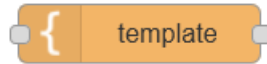
Name 

 Language

English ▼



# Visual recognition

 node, configured to output an HTML which returns the output returned from the visual recognition node. (report.html)

Name  
report

Set property ▼ msg: payload

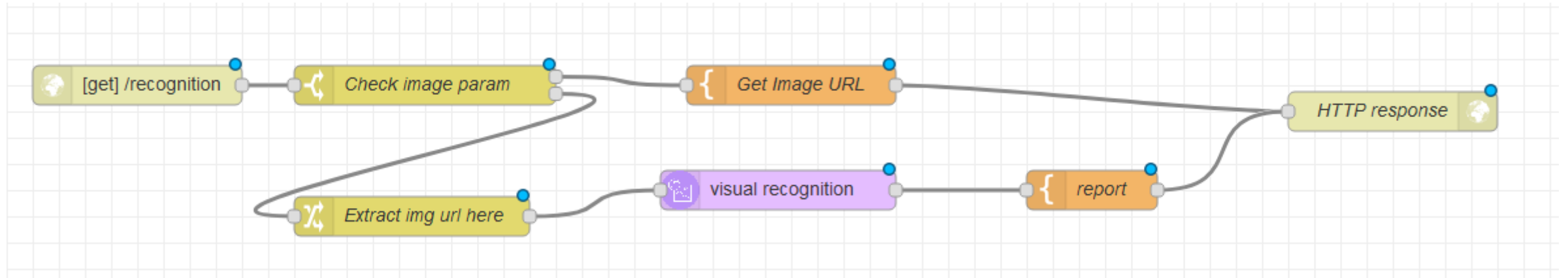
</> Format Mustache template ▼

Template Syntax Highlight: mustache ▼

```
1 <html>
2   <head><title>Watson Visual Recognition on Node-
3   <body>
4     <h1>Node-RED Watson Visual Recognition outp
5     <p>Analyzed image: {{payload}}<br/><img src
6     <table border='1'>
7       <thead><tr><th>Name</th><th>Score</th><
8       {{#result.images.0.classifiers.0.classes}}
9       <tr><td><b>{{class}}</b></td><td><i>{{score
10      {{/result.images.0.classifiers.0.classes}}
11    </table>
12    <form action="{{req._parsedUrl.pathname}}
13      <input type="submit" value="Try again"/
14    </form>
15  </body>
16 </html>
```

# Visual recognition

-  de, linked with both template nodes to output the HTML.



# Visual recognition

- Click Deploy
- To run the web page, point your browser to <https://XXXXXX.eu-gb.mybluemix.net/recognition> and enter the URL of some image.
- The URL of the pre-selected images can be copied to clipboard and pasted into the text field.
- The Watson Visual Recognition API will return an array with the recognized features, which will be formatted in a HTML table by the template. A print screen can be found on the next slide.

# Visual recognition

## Node-RED Watson Visual Recognition output

Analyzed image: <https://raw.githubusercontent.com/watson-developer-cloud/visual-recognition-nodejs/master/public/images/samples/2.jpg>



Name	Score
clothing store	0.948
shop	0.951
retail store	0.973
building	0.973
department store	0.533
dressing room	0.5
indoors	0.5
sage green color	0.838
charcoal color	0.607

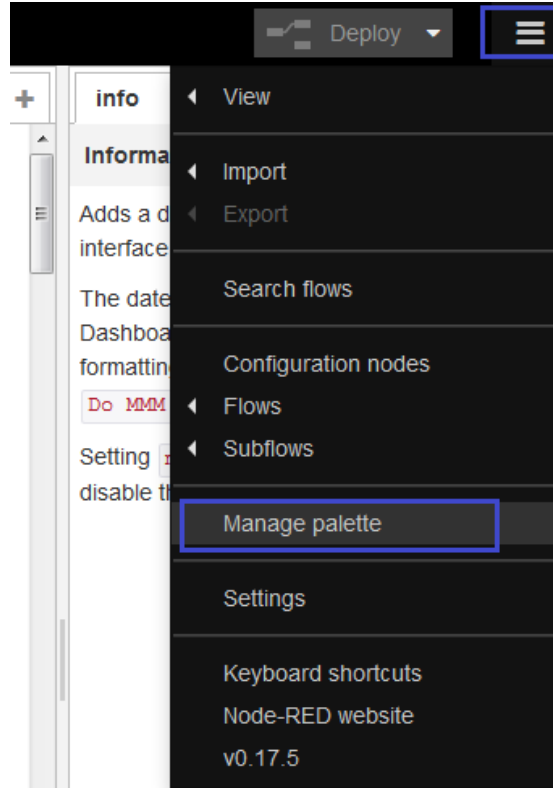
Try again

# DASHBOARD

---

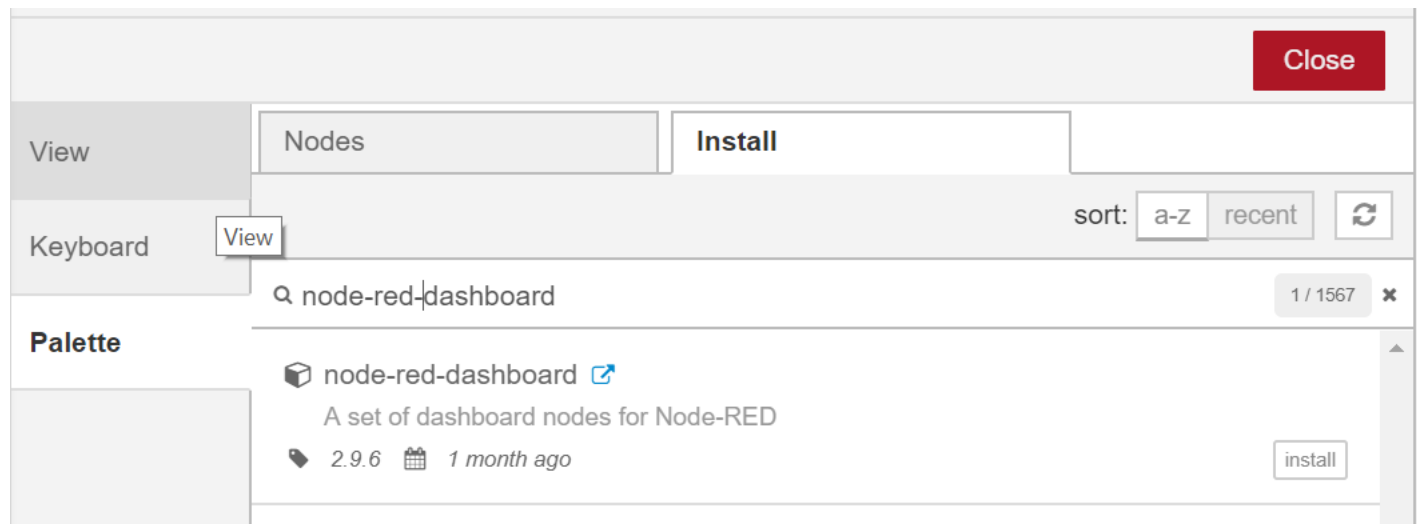
# Dashboard

First, we need to install the *node-red-dashboard* node in our Node-RED palette. In Node-RED, click the button at the upper-right corner and click **Manage palette**.



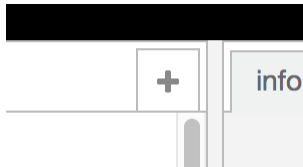
# Dashboard

- On the **Install** tab, search for *node-red-dashboard*, and click **Install**. Wait for the installation confirmation dialog box to be displayed, and then restart Node-RED if necessary.

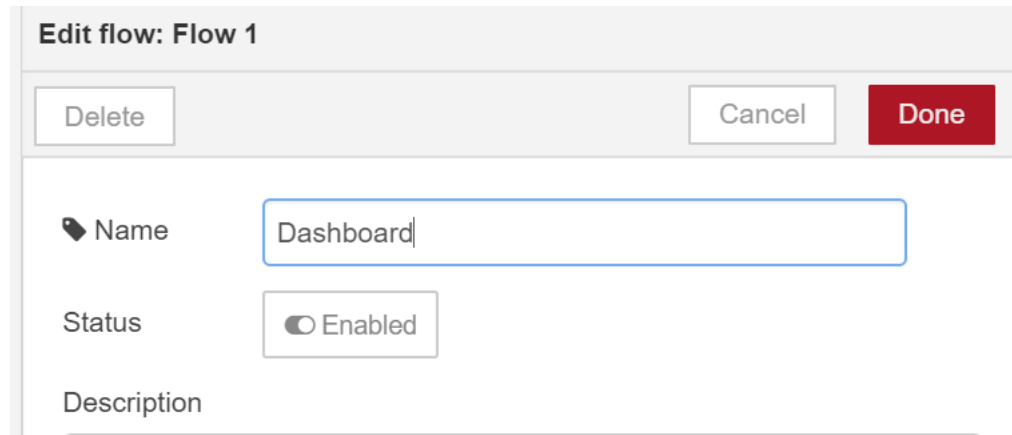


# Dashboard

- Create a new flow tab by clicking +.



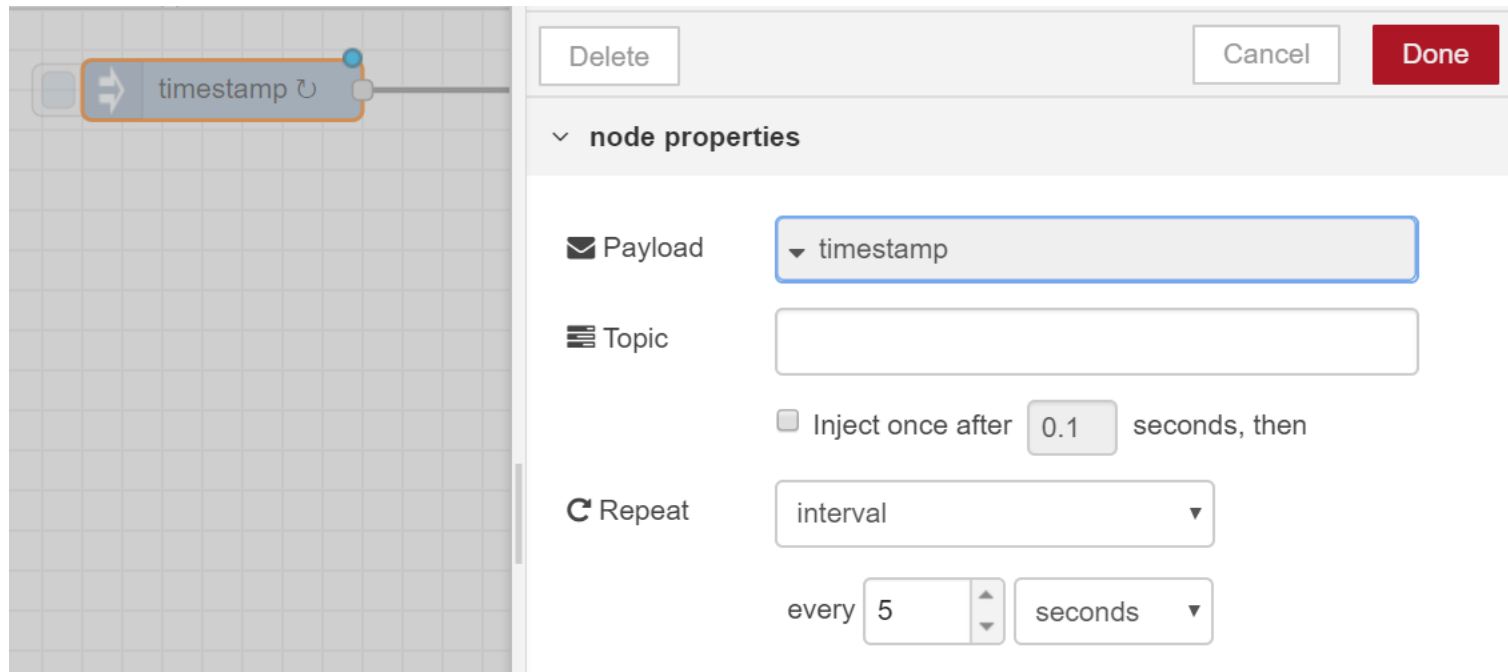
- Double-click the new tab and enter a name for the new flow tab. Then click **Done**. **If the edit screen does not appear click the right menu and rename.**

A screenshot of a dialog box titled "Edit flow: Flow 1". At the top, there are three buttons: "Delete", "Cancel", and "Done" (which is highlighted in red). Below the buttons, there are three fields: "Name" with a text input containing "Dashboard", "Status" with a toggle switch labeled "Enabled", and "Description" with a text input area.




# Dashboard

- Set up a simple flow to send a random number every 5 seconds to a chart.
- Add an inject node to send a timestamp every 5 seconds by setting the ***payload*** to timestamp and the ***repeat*** field to an interval of 5 seconds.



# Dashboard

- Add a function node  to return a random number. Link it to the inject node

Function :

```
msg.payload = Math.round(Math.random()*100);
```

```
return msg;
```

Edit function node

Delete

Cancel

Done

node properties


Name

Random number

Function

```
1 msg.payload = Math.round(Math.random()*100);
2 return msg;
```

# Dashboard

- Add a chart node  and link it to our function node. Change the X-axis to last 5 minutes and click on the pencil next to the group field to configure the tabs of the UI.

Edit chart node

Delete

Cancel

Done

node properties

Group

Add new ui\_group...

Size

auto

Label

chart

Type

Line chart

☐ enlarge points

X-axis

last

5

minute:

OR

1000

points

X-axis Label

HH:mm:ss

Y-axis

min

max

Legend

None

Interpolate


linear



# Dashboard


- The next screen appears. Click on the pencil next to the tab field.

Edit chart node > **Add new dashboard group config node**

Cancel Add

 Name

 Tab  

 Width

☒ Display group name

☐ Allow group to be collapsed


# Dashboard

- Setup the tab config as home and click **Add**.


Edit chart node > Add new dashboard group config node > **Add new dashboard tab config node**

Cancel

Add

 Name

Home

 Icon


dashboard




# Dashboard


- On the add group config click **Add** and click **Done** to save the chart node.

Edit chart node > Add new dashboard group config node

Cancel Add

 Name

 Tab   

 Width

☒ Display group name

☐ Allow group to be collapsed

# Dashboard

- Click **Deploy** and go to <https://<yourinstancename>.eu-gb.mybluemix.net/ui/> and watch the chart change each 5 seconds.

Home

Default

chart

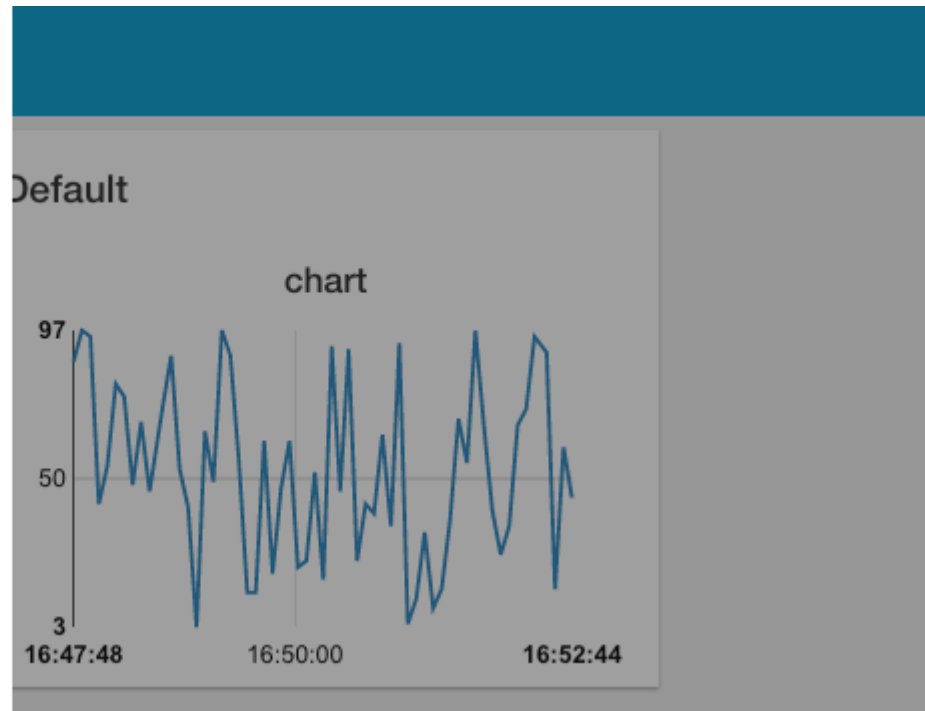


# Dashboard

- If you look at the top left of the web page, you can see that we are, by default, on the home tab. If you had created your own tab then when you click the selector top left you'll get a pull down menu of your tab options:


■ Home

■ anotherTab

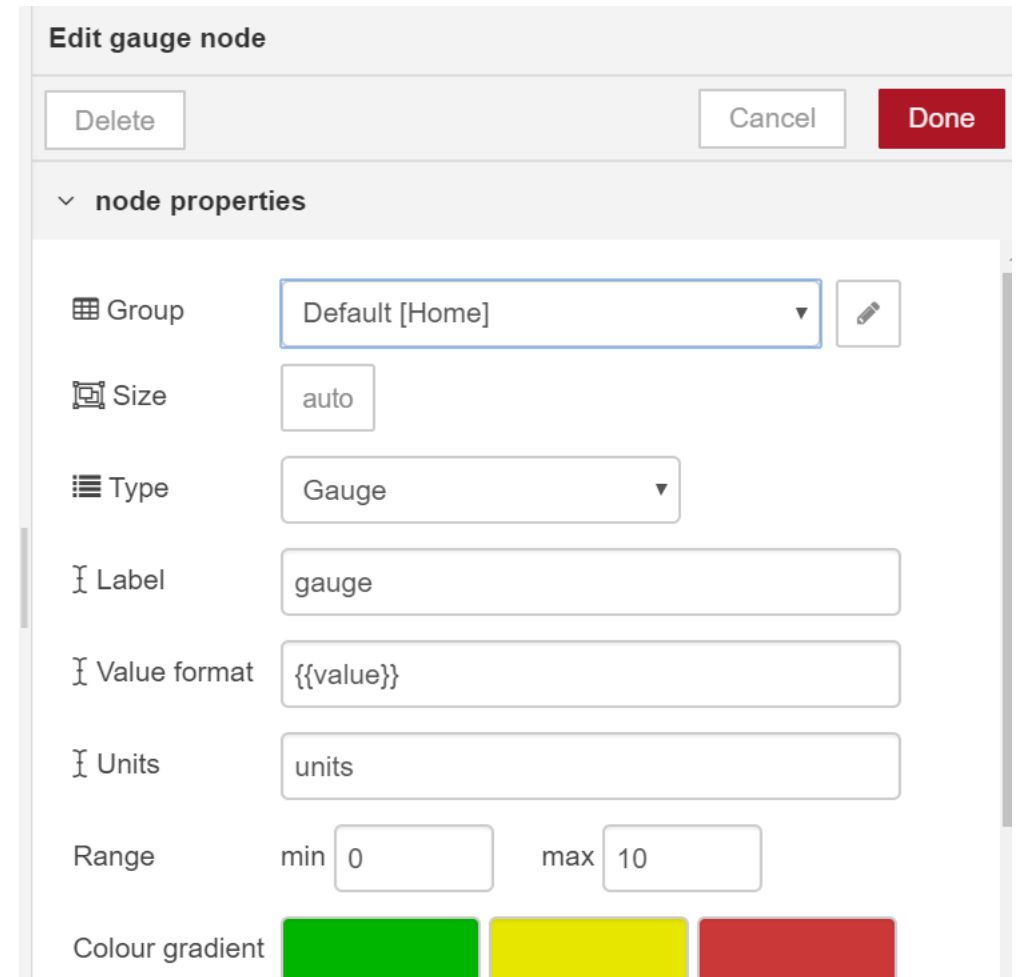




# Dashboard

- Add a gauge node  and also link it to our random number function node. We add it to our same group.

The Min and Max fields allow you to set the min and max values the gauge will shown. Make sure the max is set to 100 which is the most that the random number function node will generate. You can also change the ***Colour gradient*** to show different colours on the widget.

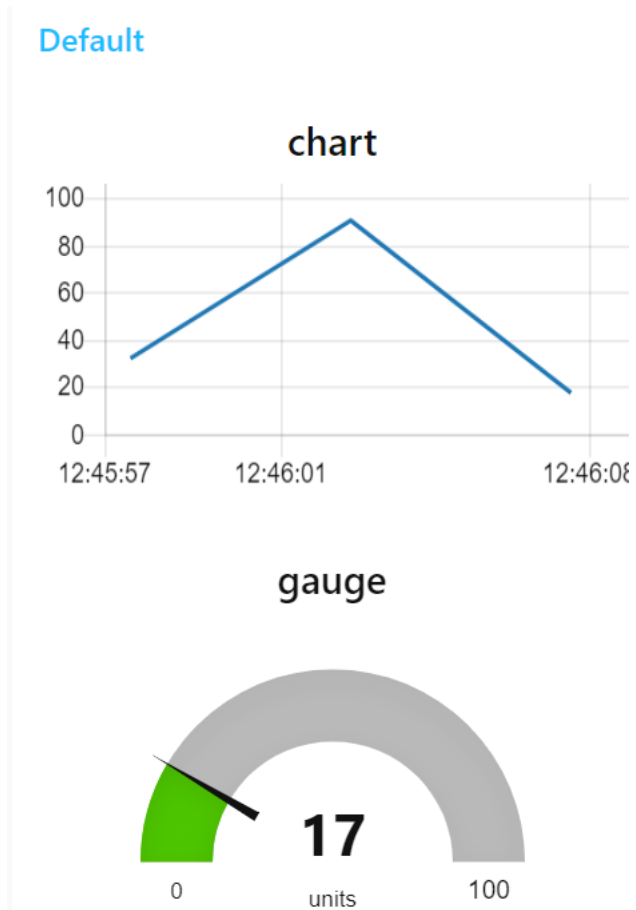


The screenshot shows the 'Edit gauge node' dialog box with the following settings:

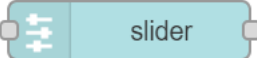
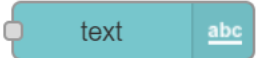
- Group:** Default [Home]
- Size:** auto
- Type:** Gauge
- Label:** gauge
- Value format:** {{value}}
- Units:** units
- Range:** min 0, max 10
- Colour gradient:** A gradient bar with green, yellow, and red segments.

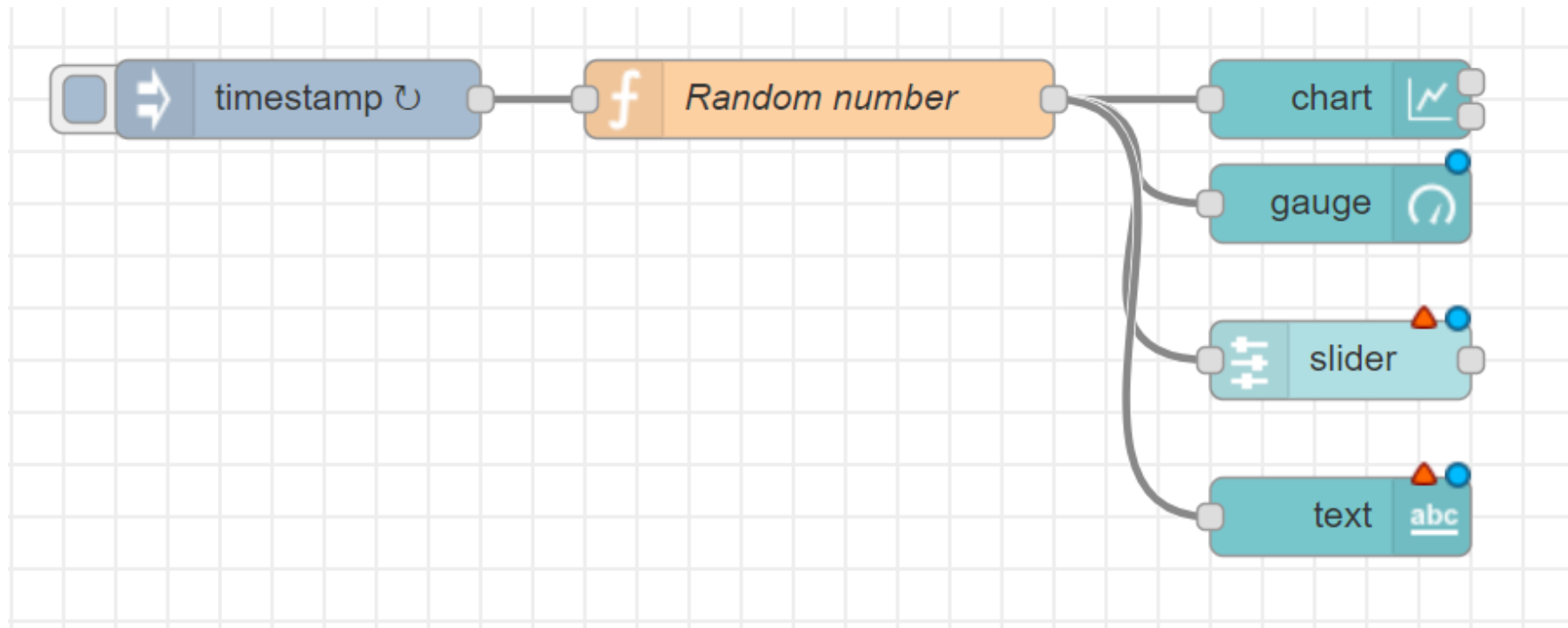
# Dashboard

- Click **Deploy**. You should see the following screen.



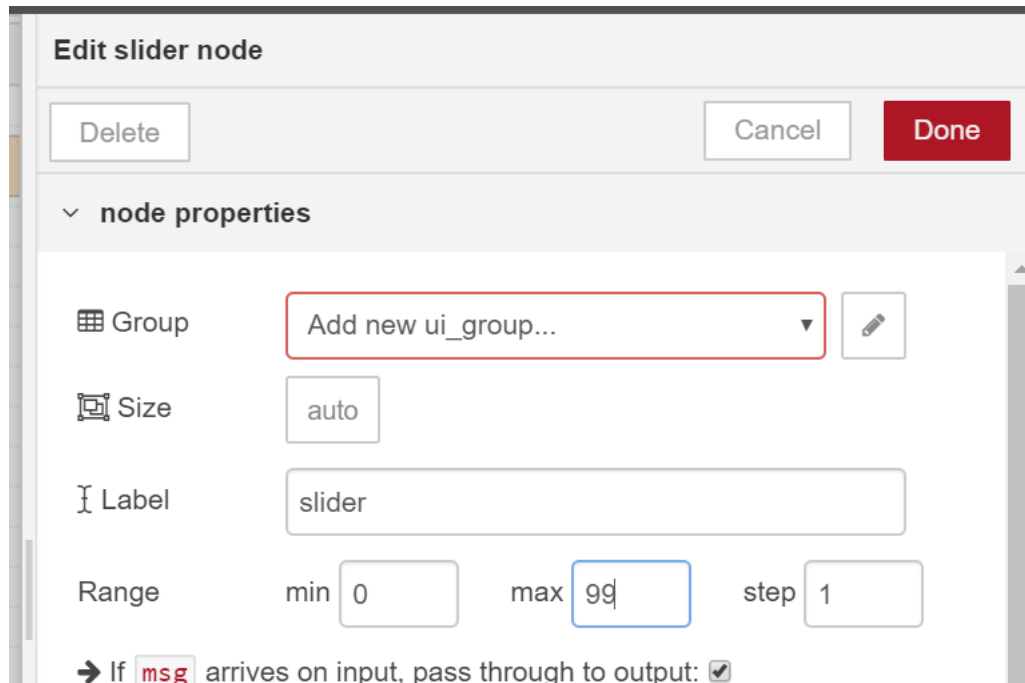
# Dashboard

- Add a slider node  and link it to the random number function
- Add a text node  and link it to the random number function



# Dashboard

- For these two nodes, configure them to use the same tab – “Home” but use group name “anotherWidget”(You will need to click “Add new UI\_group” from the drop down menu of the Group field, and then click the edit button).



The screenshot shows the 'Edit slider node' configuration window. At the top, there are three buttons: 'Delete', 'Cancel', and 'Done'. Below these is a section titled 'node properties' with a dropdown arrow. The properties are as follows:

- Group:** A dropdown menu showing 'Add new ui\_group...' with a red border and an edit icon to its right.
- Size:** A text field containing 'auto'.
- Label:** A text field containing 'slider'.
- Range:** Three input fields: 'min' with '0', 'max' with '99', and 'step' with '1'.


At the bottom, there is a checkbox labeled 'If msg arrives on input, pass through to output:' which is checked.



# Dashboard


- Enter the anotherWidget name and click **Add**.

Edit slider node > Add new dashboard group config node

Cancel Add

 Name

 Tab  

 Width

☒ Display group name

☐ Allow group to be collapsed

# Dashboard

- Set the min/max values on the slider and click **Done**.

Edit slider node

Delete

Cancel

Done

▼ node properties

Group

anotherWidget [Home]

Size

auto

Label

slider

Range

min

0

max

99

step

1

→

If **msg** arrives on input, pass through to output:

☒

☒

When changed, send:

Payload

Current value

# Dashboard

- Set up the text node as follows :

Edit text node

Delete

Cancel

Done

node properties

Group

anotherWidget [Home]

Size

auto

Label

Random number

Value format

{{msg.payload}}

Layout

label value

label value

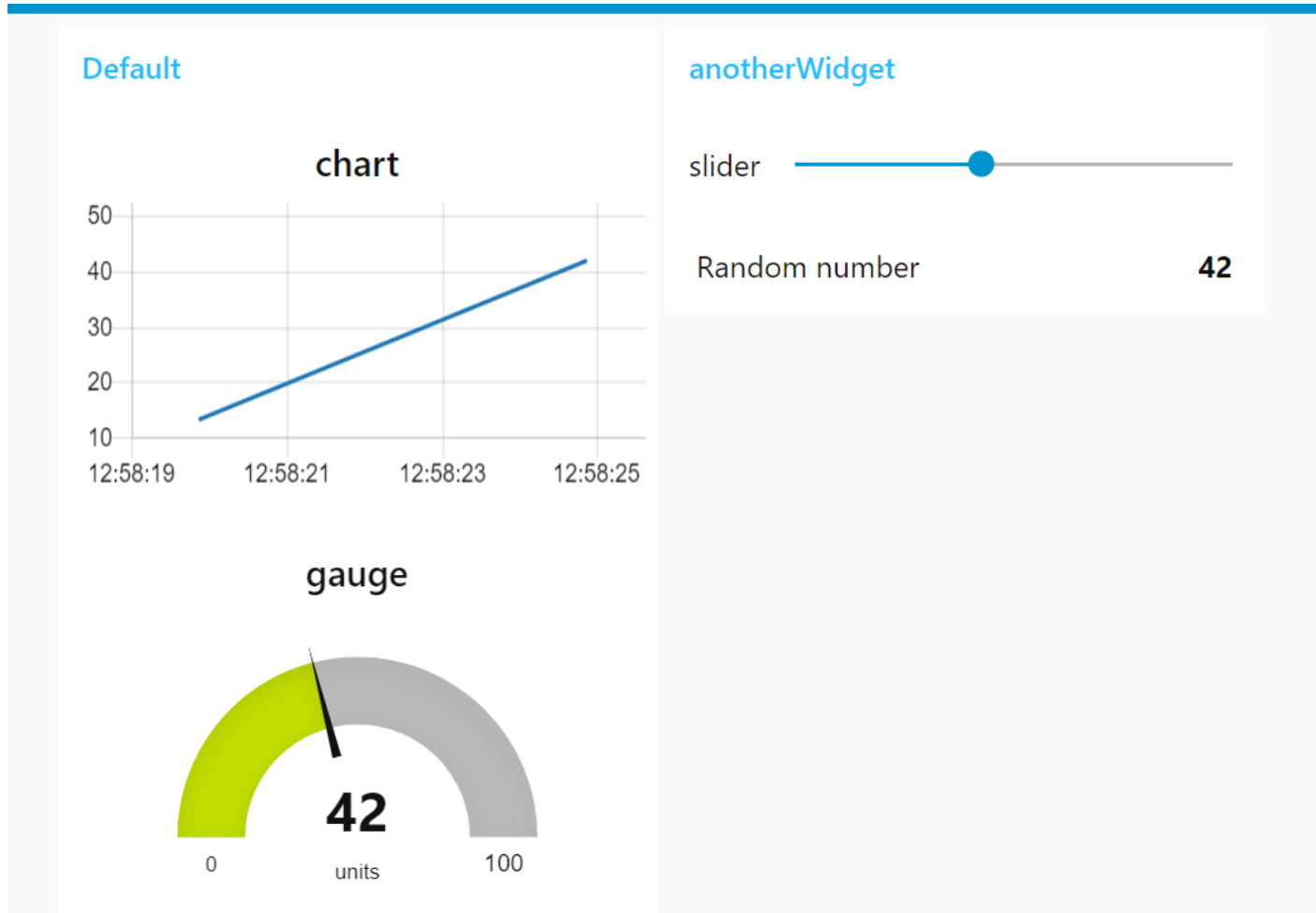
label value

label value

label value

# Dashboard

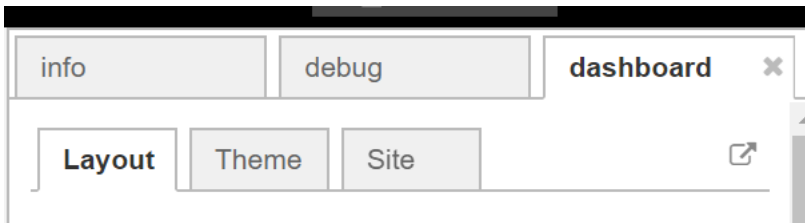
- Click **Deploy**. You should see the following screen.





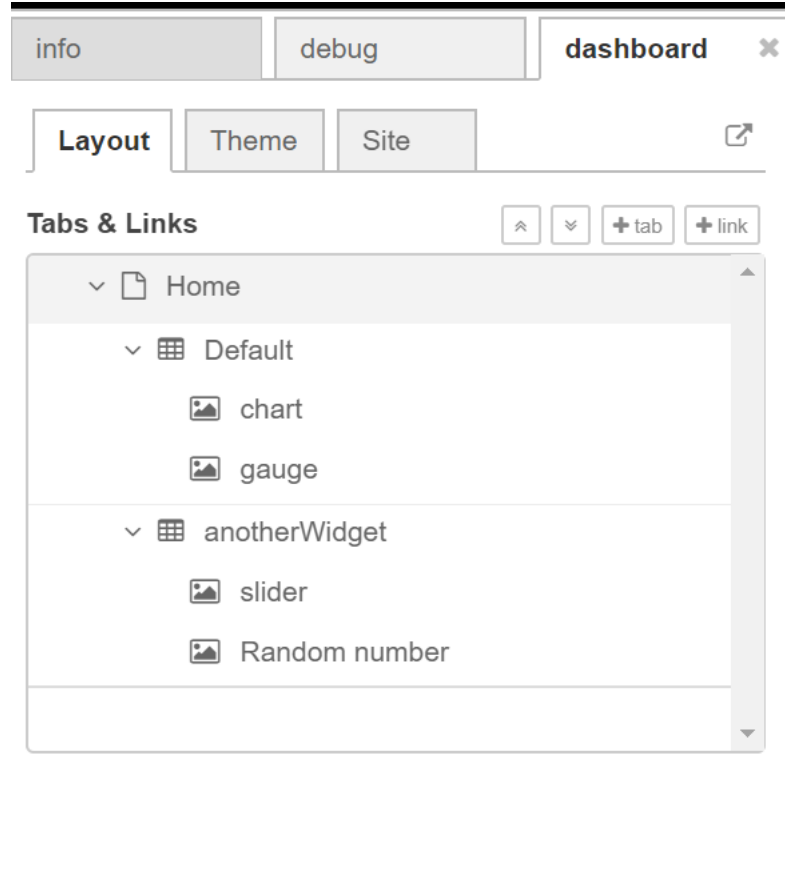
# Dashboard

- In the dashboard tab beside your debug tab, you can also set the theme and order of the elements.



- If you don't see the dashboard tab, click the menu button at top right corner, then select "View" -> "Dashboard".
- You can see all the widgets and tabs showing in a tree structure,
- and you can easily drag the elements to change the orders that they are presented in the dashboard.

# Dashboard

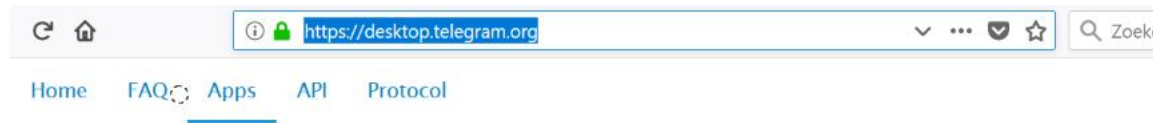


# CHATBOT

---

# Chatbot

- Create a new bot on Telegram's BotFather
- Download and start the telegram app and create a free account. (Telegram.org)



## Telegram Desktop

Fast and secure desktop app, perfectly synced with your mobile phone.

Get Telegram for Windows

Portable version for Windows

# Chatbot

- Search for **@BotFather** at the search bar on top and select it

The screenshot displays the Telegram mobile application interface. At the top, a search bar contains the text '@botfather'. Below the search bar, 'Global search results' are shown, listing three items: 'BotFather' (verified bot, @BotFather), 'Сарказмы на злобу дня' (@botfather2), and 'اشعار حزينه' (@botfatherv). The 'BotFather' entry is highlighted. To the right, the chat window for 'BotFather' is open, showing a welcome message and a list of commands categorized into 'Edit Bots', 'Bot Settings', and 'Games'. On the far right, the 'Bot Info' panel for BotFather is visible, showing the bot's profile picture, name, username, and a toggle for notifications.

**Search Results:**

- BotFather @BotFather
- Сарказмы на злобу дня @botfather2
- اشعار حزينه @botfatherv

No messages found

**BotFather chat window:**

BotFather  
bot

I can help you create and manage Telegram bots. If you're new to the Bot API, please [see the manual](#).

You can control me by sending these commands:

- [/newbot](#) - create a new bot
- [/mybots](#) - edit your bots [beta]

**Edit Bots**

- [/setname](#) - change a bot's name
- [/setdescription](#) - change bot description
- [/setabouttext](#) - change bot about info
- [/setuserpic](#) - change bot profile photo
- [/setcommands](#) - change the list of commands
- [/deletebot](#) - delete a bot

**Bot Settings**

- [/token](#) - generate authorization token
- [/revoke](#) - revoke bot access token
- [/setinline](#) - toggle [inline mode](#)
- [/setinlinegeo](#) - toggle [inline location requests](#)
- [/setinlinefeedback](#) - change [inline feedback](#) settings
- [/setjoingroups](#) - can your bot be added to groups?
- [/setprivacy](#) - toggle [privacy mode](#) in groups

**Games**

- [/mygames](#) - edit your [games](#) [beta]
- [/newgame](#) - create a new [game](#)
- [/listgames](#) - get a list of your games
- [/editgame](#) - edit a game

**Bot Info panel:**

Bot Info

**BotFather**   
bot

BotFather is the one bot to rule them all. Use it to create new bot accounts and manage your existing bots.  
About

@BotFather  
Username

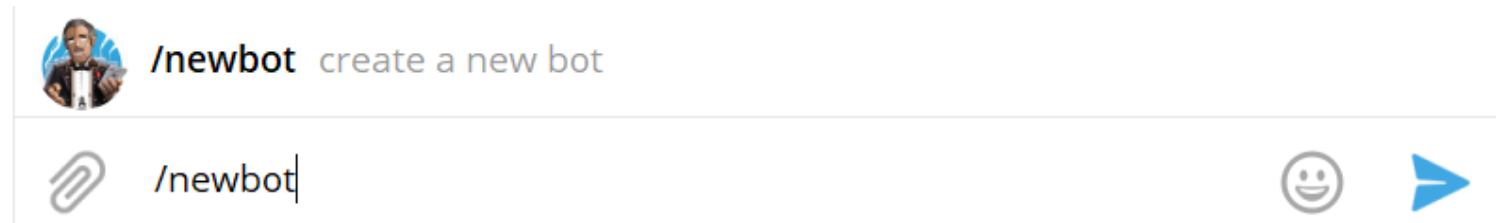
Notifications

1 shared link

Clear history

# Chatbot

- send **/newbot** command / message to **BotFather**



- Enter the name and username of your bot, for example: name: **Watson Chat Bot**
- username: **WatsonChat<your\_initials>Bot** (Replace <your\_initials> with your initials or any other names) (info WatsonChatKDCBot)

# Chatbot

- Once created, you'll be given a token string

Done! Congratulations on your new bot. You will find it at [t.me/WatsonChatKDCBot](https://t.me/WatsonChatKDCBot). You can now add a description, about section and profile picture for your bot, see [/help](#) for a list of commands. By the way, when you've finished creating your cool bot, ping our Bot Support if you want a better username for it. Just make sure the bot is fully operational before you do this.

Use this token to access the HTTP API:

374024329:AAEUX8oCP1gmP0xT78yDD8V03x-0I2Egnwk

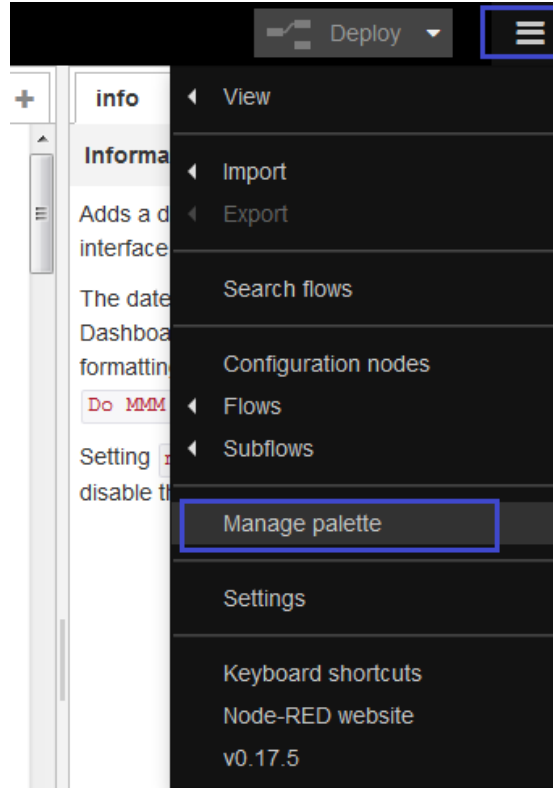
For a description of the Bot API, see this page:

<https://core.telegram.org/bots/api>

14:50

# Chatbot

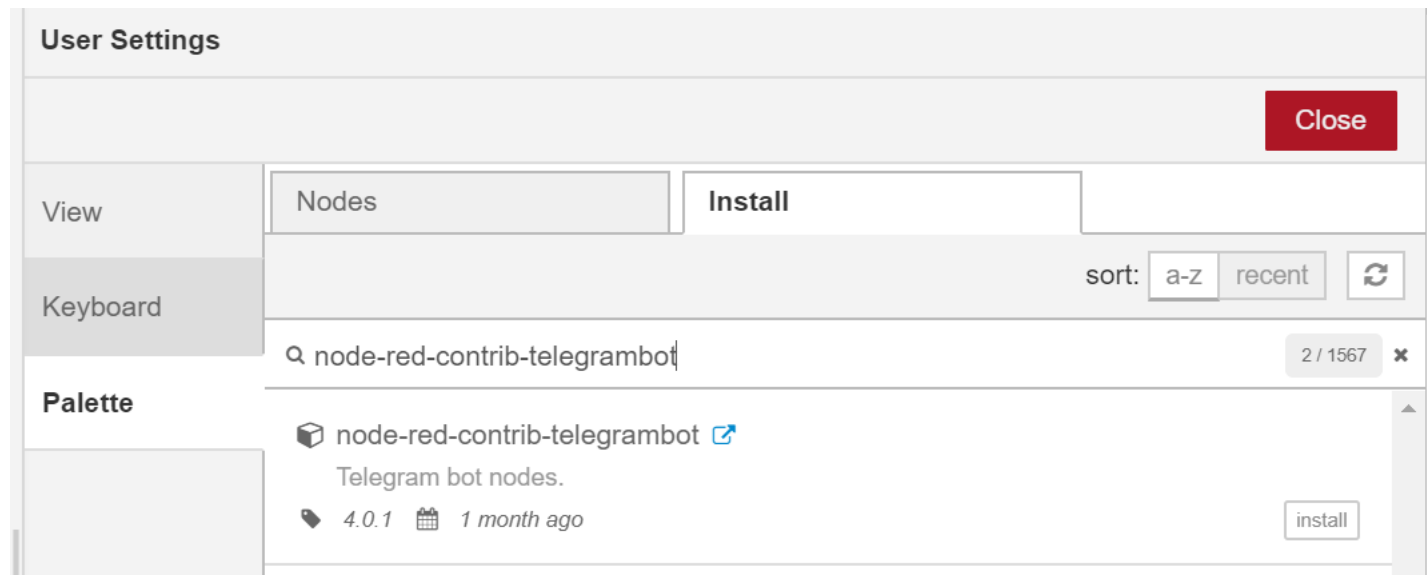
First, we need to install the *node-red-contrib-telegrambot* node in our Node-RED palette. In Node-RED, click the button at the upper-right corner and click **Manage palette**.





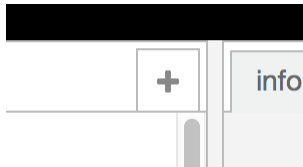
# Chatbot

- On the **Install** tab, search for *node-red-contrib-telegrambot*, and click **Install**. Wait for the installation confirmation dialog box to be displayed, and then restart Node-RED if necessary.

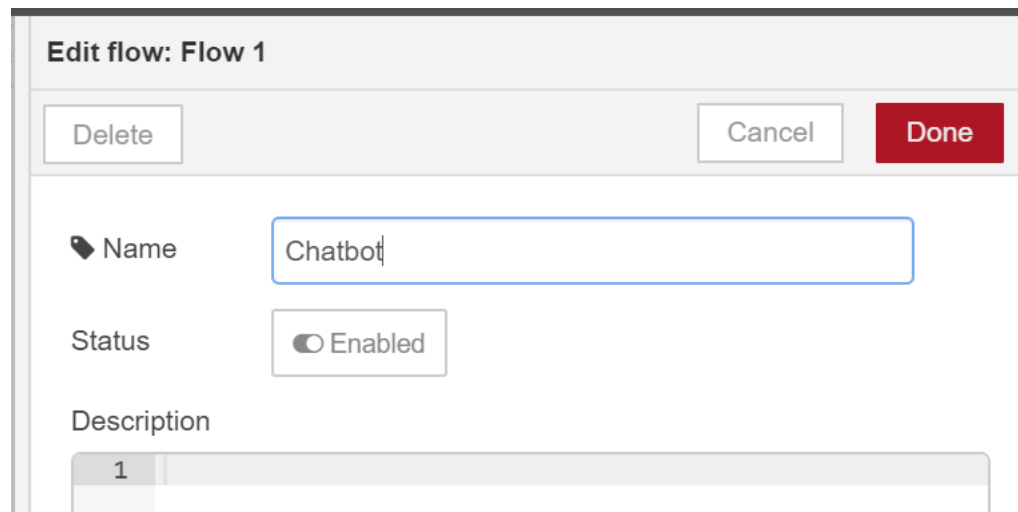


# Chatbot

- Create a new flow tab by clicking +.



- Double-click the new tab and enter a name for the new flow tab. Then click **Done**. **If the edit screen does not appear click the right menu and rename.**

A screenshot of a dialog box titled "Edit flow: Flow 1". At the top, there are three buttons: "Delete", "Cancel", and "Done". Below the buttons, there are three sections: "Name" with a text input field containing "Chatbot", "Status" with a toggle switch labeled "Enabled", and "Description" with a text area containing the number "1".

# Chatbot

-  Drag a telegram command node on the canvas. Enter /echo in the command, change the name to Watson Chat Bot. Click on the pencil to edit the chatbot settings.

**Edit command node**

Delete

Cancel


Done

▼ node properties

✉ Command

/echo

📡 Bot

Add new telegram bot... ▼ 

🏷 Name

Watson Chat Bot

# Chatbot

- Fill in name and Token. Leave other fields blank and click Add and done.

Edit command node > Add new telegram bot config node

Cancel Add

Bot-Name Watson Chat Bot

Token 374024329:AAEUX8oCPIgmPOxT78yDD8V03x-0

Users (Optional list of authorized user names e.g.: hugo,

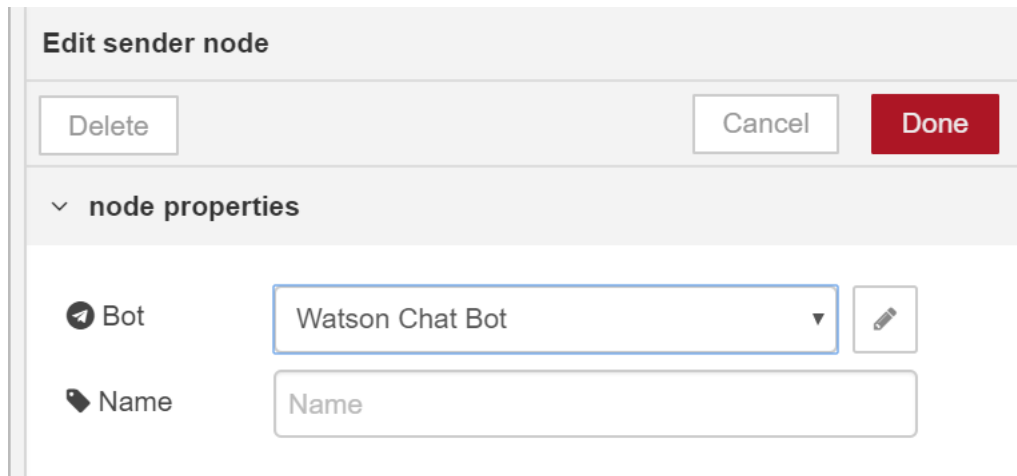
ChatIds (Optional list of authorized chat-ids e.g.: -1234567

Server URL (Optional URL for proxying and testing e.g.: https:

Polling Interval 300

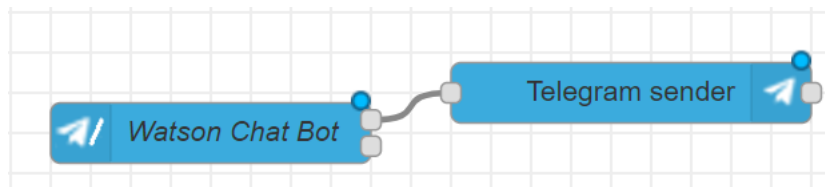
# Chatbot

- Add a telegram sender node. Link it to the top output of the command node. Double click it. Select the bot you just defined and click done.



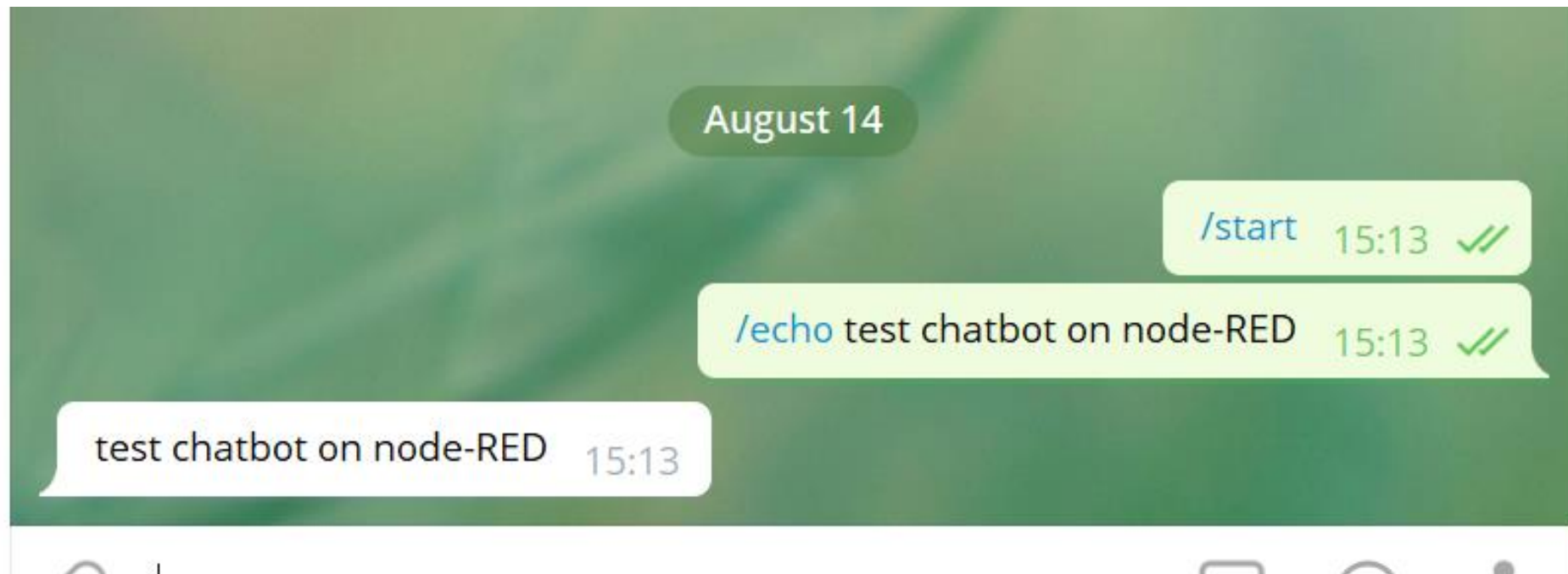
The screenshot shows a dialog box titled "Edit sender node". At the top, there are three buttons: "Delete", "Cancel", and "Done". Below these is a section labeled "node properties" with a downward arrow. Under "node properties", there are two fields: "Bot" and "Name". The "Bot" field is a dropdown menu currently showing "Watson Chat Bot" with a small edit icon to its right. The "Name" field is a text input box containing the text "Name".

- Your flow should look like this. Click Deploy.



# Chatbot

- On your **Telegram** app add the bot that you have created as a contact
- Send the following message: `/echo <any_message_here>`
- You should receive the same message back, without the **/echo** command



# Chatbot

- Go to the IBM Cloud catalog, and search for **Watson Assistant**.
- Select the service and ensure that the region, organization, and space are the same as your Node-RED instance.
- Click **Create** to create the service.



**Watson Assistant (formerly Conversation)**

Lite • IBM

Add a natural language interface to your application to automate interactions with your end users. Common applications include virtual agents and chat bots that can integrate and communicate on any...

Watson /



Assistant : Watson Assistant (formerly Conversati...

Location: United Kingdom

Org: kdecorte@cdinvest.be

Space: dev

# Chatbot

- Click launch tool to start the tool.
- Create a new workspace by clicking **Create**
- Enter **Watson Chat Bot** as the **Name** and click **Create**

Launch tool

Create a Workspace



Create a workspace

Workspaces enable you to maintain separate intents, user examples, entities, and dialogs for each use or application.

Name

Watson Chat Bot

Description

Watson node-RED chat bot

Language


English (U.S.)




Create





# Chatbot


- Click on add intent 
- Enter Intent name: #greetings and click create intent now add the following user examples : hello, hi, howdy, hey, dag

☐ User examples (5) ▼

☐ dag 

☐ hello 

☐ hey 

☐ hi 

# Chatbot

- Create another one with the following values:

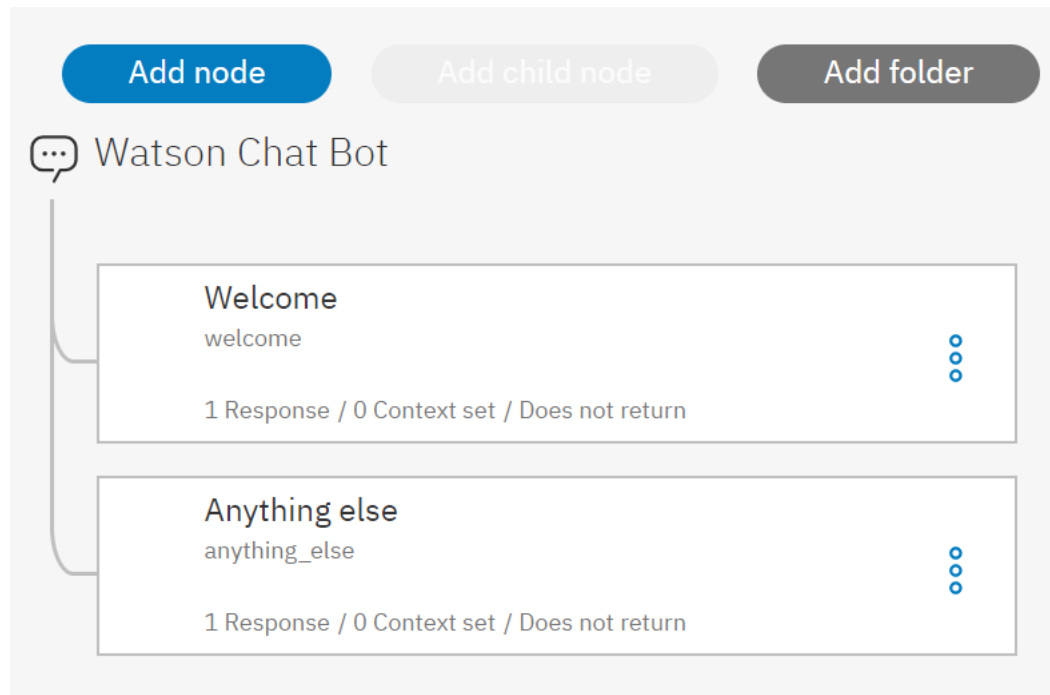
Intent name: #farewell

User example:

- goodbye
- bye
- so long
- see you later
- ciao

# Chatbot

- Click on the Dialog tab to configure the dialog flow
- Click Create
- Click add node button



# Chatbot

- Name this node: Greetings
- If bot recognizes: #greetings
- Then respond with: hello
- Then, click the button on the right of the Greetings node and click Add node below to create another node.
- Name this node: Farewells
- If bot recognizes: #farewell
- Then respond with: goodbye

# Chatbot

 Watson Chat Bot

**Welcome**

welcome



1 Response / 0 Context set / Does not return

**#greetings**



1 Response / 0 Context set / Does not return

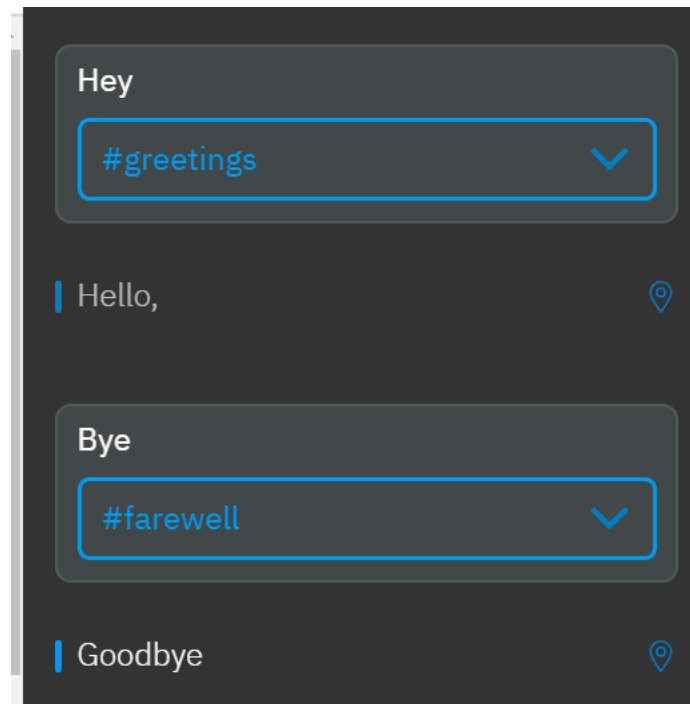
**#farewell**



1 Response / 0 Context set / Does not return

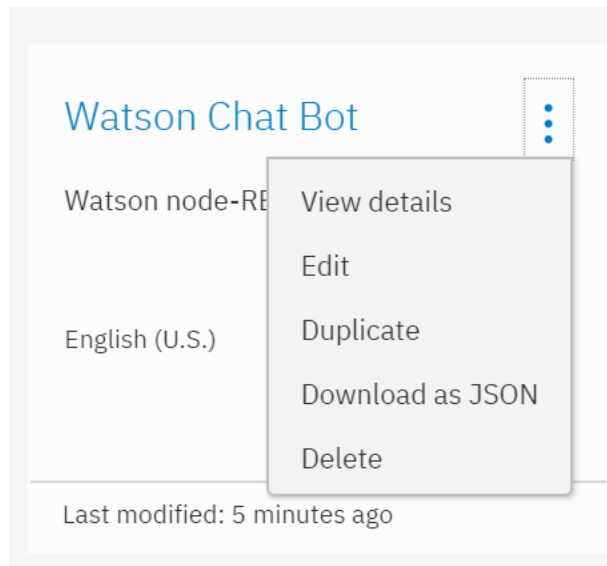
# Chatbot

- To test it, click on the try it icon at the top-right, to open a chat box
- Try saying the user examples that we created earlier, and it should response accordingly
- Even with some minor typos, or missing words, it may recognize your intent and response accordingly




# Chatbot

- Click workspaces, click view details. Copy the workspace ID for use in node-RED



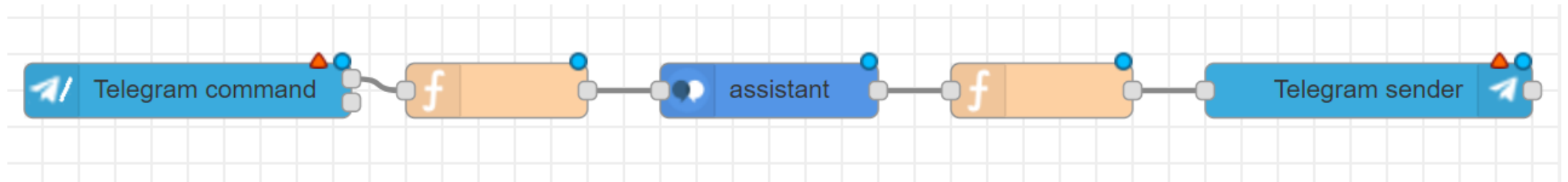
Last modified: 8/14/2018,  
3:59:13 PM  
[Documentation](#)  
[IBM Cloud](#)

Workspace ID: c71e9113-64d4-  
4bf9-9245-3ddb6ac07dba 

2      0      4  
Intents   Entities   Dialog nodes

# Chatbot

- Add another flow with the following connection sequence of nodes and connect the output of the node to the input of the next node: **telegram command- function - assistant - function - telegram sender**



- Configure both telegram nodes to use the **WatsonChatBot** and set the Telegram Command to use the **/watson** command



# Chatbot

- Double click the 1st function node to configure it
- Enter *Prepare for Conversation* as the Name
- Enter the following as the Function and click Done

```
msg.chatId = msg.payload.chatId;  
msg.payload = msg.payload.content;  
return msg;
```

🔑 Name


Prepare for Conversation


🔧 Function


```
1 msg.chatId = msg.payload.chatId;  
2 msg.payload = msg.payload.content;  
3 return msg;  
4
```

# Chatbot


- Double click the Assistant node to configure it
- Enter your credentials
- Enter the Workspace ID that you have copied earlier, then click Done

 Username

 Password

 API Key

☒ Use Default Service Endpoint

 Workspace ID

-

# Chatbot

- Double click the 2nd Function node to configure it
- Enter *Prepare for Telegram* as the Name
- Enter the following as the Function and click Done

```
msg.payload = {  
  chatId : msg.chatId,  
  type : "message",  
  content : msg.payload.output.text[0]};  
return msg;
```

 Name

Prepare for Telegram

 Function

```
1 msg.payload = {  
2   chatId : msg.chatId,  
3   type : "message",  
4   content : msg.payload.output.text[0]};  
5 return msg;
```

# Chatbot

- Click Deploy
- On your Telegram app send the following message to the chat bot: `/watson hey`
- You should receive **hello** message back
- Try with farewell messages instead
- You should receive **goodbye** message back



# Chatbot

- Go to the Watson assistant and create a new intent with the following values:

Intent name: # translate

User example:

- Can you translate?
- Please translate
- Translate
- Do you know how to translate?
- Translate for me please

# Chatbot

Click on the **Entities** tab and click the **Create new** button

- Enter the following and click **Create**:
- Entity name: **language**

Values:

- English
- French
- Italian
- Spanish

# Chatbot

Entity name

@language

Value name

Enter value

Synonyms

Synonyms

Add synonym

Add value

Show recommendations

Dictionary

Annotation <sup>BETA</sup>

☐ Entity values (4) ▼

Type

☐ English

Synonyms

☐ French

Synonyms

☐ Italian

Synonyms

☐ Spanish

Synonyms

# Chatbot

- Click on the Dialog tab and add a new dialog node under #farewell
- Enter the following and click the X button:

Name this node: Translate



If bot recognizes: #translate




Then respond with: What language do you want to translate from?

If bot recognizes:


#translate  

Then respond with:

Move:   

---

What language do you want to translate from? 



# Chatbot

- Add a new child node under #translate
- Enter Source Language as the Name, @language on the “If bot recognizes”, , click on the button on the right under Then respond with, and click Open JSON Editor

Enter the following text:

```
{  
  "context": { "source": "@language" },  
  "output": {  
    "text": {  
      "values": [ "What language do you want to translate to?" ]}}}
```

# Chatbot

- Add another child node under source language
- Enter Destination Language as the Name, @language on the “If bot recognizes”, , click on the button on the right under Then respond with, and click Open JSON Editor
- Enter the following text:

```
{
```

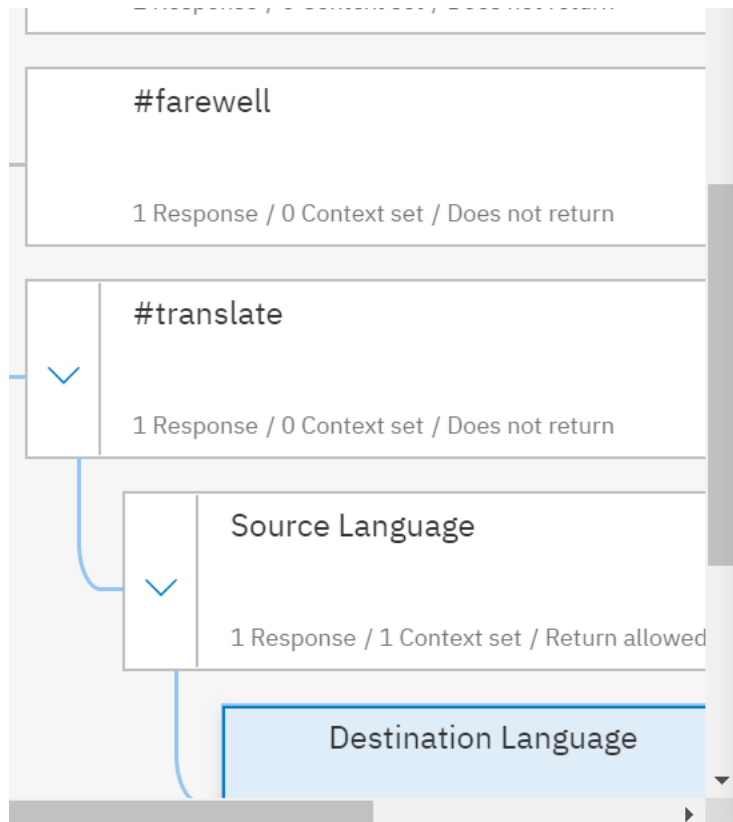
```
  "context": { "destination": "@language" },
```

```
  "output": {
```

```
    "text": {
```

```
      "values": [ "What is the text that you want to translate?" ]}}}
```

# Chatbot



If bot recognizes:

Destination Language

Then respond with:

```
1 {  
2   "context": { "destination": "@language" },  
3   "output": {  
4     "text": {  
5       "values": [ "What is the text that you want to translate?" ]}}}  
}
```

# Chatbot

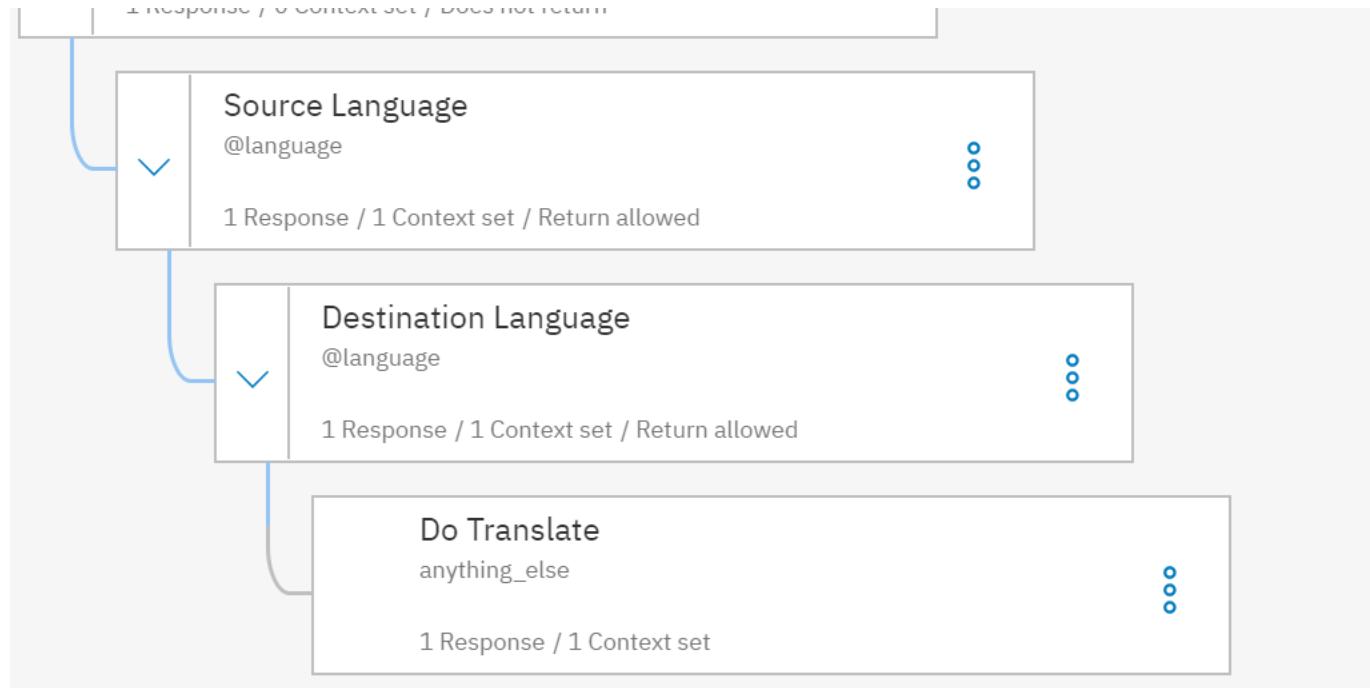
- Add another child node under destination language

Enter Do Translate as the Name, anything\_else on the “If bot recognizes”, click on the button on the right under Then respond with, and click Open JSON Editor

Enter the following text:

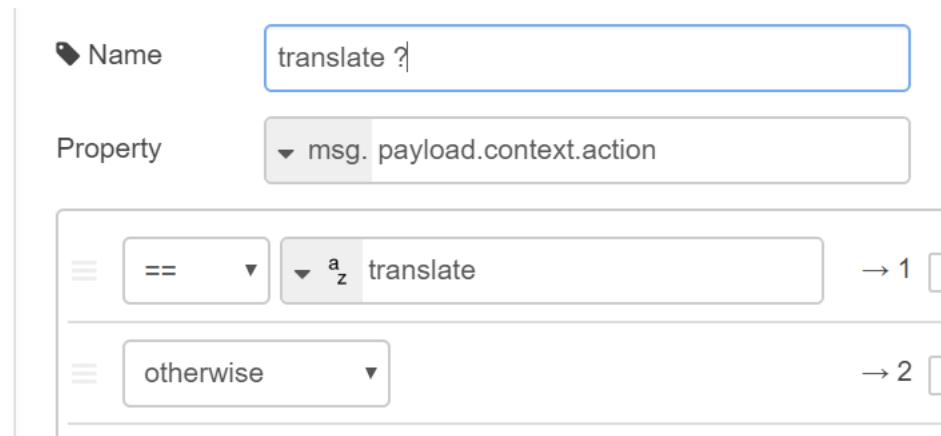
```
{  
  "context": { "action" : "translate" },  
  "output": {}  
}
```

# Chatbot



# Chatbot

- Go back to the Node-RED workspace
- Add a switch node and position it at the right of the assistant node
- Double click the switch node and set the Property to msg.payload.context.action
- At the option below it, select == and enter translate as the value
- Click +add and select otherwise then click Done



The screenshot shows the configuration interface for a Node-RED switch node. The 'Name' field is labeled 'translate ?'. The 'Property' dropdown is set to 'msg.payload.context.action'. Below this, there are two rows of configuration options. The first row has a dropdown set to '==' and a text input field containing 'a\_z translate', with an arrow pointing to '1'. The second row has a dropdown set to 'otherwise' and an arrow pointing to '2'.

# Chatbot

- Add a function node next to the switch node
- Double click the function node to configure it
- Enter Prepare for Translator as the Name
- Enter the following as the Function and click Done

```
msg.srclang = getLanguage(msg.payload.context.source);  
msg.destlang = getLanguage(msg.payload.context.destination);  
msg.payload = msg.payload.input.text;  
  
return msg;
```






# Chatbot

```
function getLanguage(lang) {  
  switch (lang.toLowerCase()) {  
    case "french":  
      return "fr";  
    case "italian":  
      return "it";  
    case "spanish":  
      return "es";  
  }  
  return "en";  
}
```



# Chatbot

- Next, add the language translator node
- Double click the language translator node to configure it

 Name	<input type="text" value="Name"/>
 Username	<input type="text" value="d0710577-3edd-418c-a87c-f392f997ca5c"/>
 Password	<input type="password" value="....."/>
 API Key	<input type="text" value="API Key"/>
	<input checked="" type="checkbox"/> Use Default Service Endpoint
 Mode	<div>Translate ▼</div>
	<input type="checkbox"/> Use Experimental Neural Translation

# Chatbot

- Next, add another function node, name it as Prepare for Telegram 2 and put it to the right of the language translator node
- Enter the following as the Function and click Done

```
msg.payload = {  
  chatId : msg.chatId,  
  type : "message",  
  content : msg.payload  
};  
return msg;
```

# Chatbot

- Add one more function node next to the language translator node and name it Clear Conversation Context
- Enter the following as the Function and click Done

```
msg.payload = "hi";  
msg.params = {  
  context : {}  
}  
return msg;
```

# Chatbot

- Copy the assistant node, put it next to the Clear Conversation Context function node and name it assistant 2
- Disconnect the connection between the conversation and Prepare for Telegram node
- Connect the following nodes accordingly
  - assistant > switch
  - switch (1st output) > Prepare for Translator
  - Prepare for Translator > language translator
  - language translator > Prepare for Telegram 2
  - Prepare for Telegram 2 > Telegram Sender
  - language translator > Clear Context
  - Clear Context > assistant 2
  - switch (2nd output) > Prepare for Telegram
- Then, click the Deploy button

# Chatbot

- Test Language Translator Integration with Node-RED on Telegram
- On your Telegram app send the following message to the chat bot:

/watson please translate

You should receive a reply asking for the source language. Reply:

/watson english

# Chatbot

- You should receive a reply asking for the target language. Reply:

/watson french

- You should receive a reply asking for the text to be translated. Reply with the text you want to translate, for example:

/watson Where is the nearest restroom?

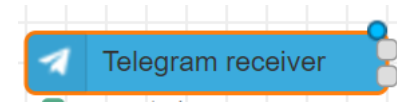
- You should receive a reply with the translated text

# Chatbot



# Chatbot

- Change the telegram command node with a receiver node. You can now do the same thing without adding the /watson command to it.



**Edit receiver node**

Delete

Cancel

Done

▼ node properties

Bot

Watson Chat Bot

▼

Download Directory

Download directory

Name

Name



# Chatbot



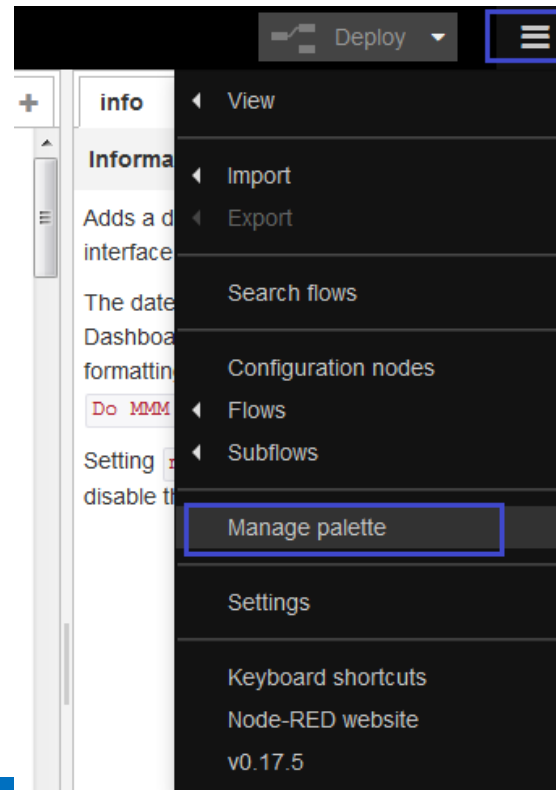
# DB<sub>2</sub> INTEGRATION

---

# DB2 integration

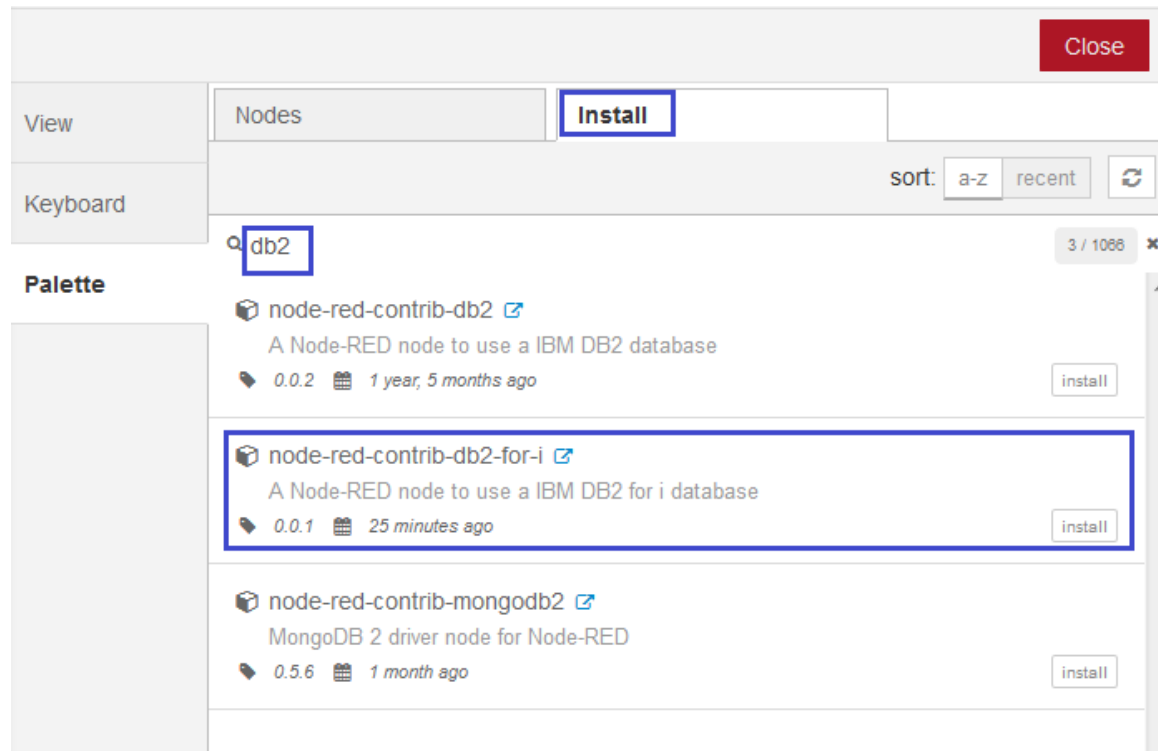
First, we need to install the Db2 for i node in our Node-RED palette. This only works on a Node-Red running on ibm i

- In Node-RED, click the button at the upper-right corner and click **Manage palette**.



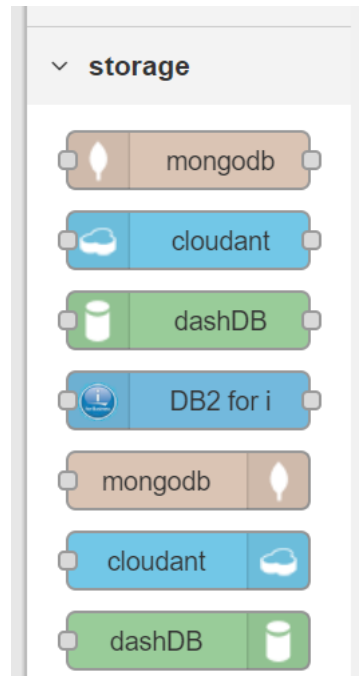
# DB2 integration

- On the **Install** tab, search for **db2**, and then search for **node-red-contrib-db2-for-i**, and click **Install**. Wait for the installation confirmation dialog box to be displayed, and then restart Node-RED.



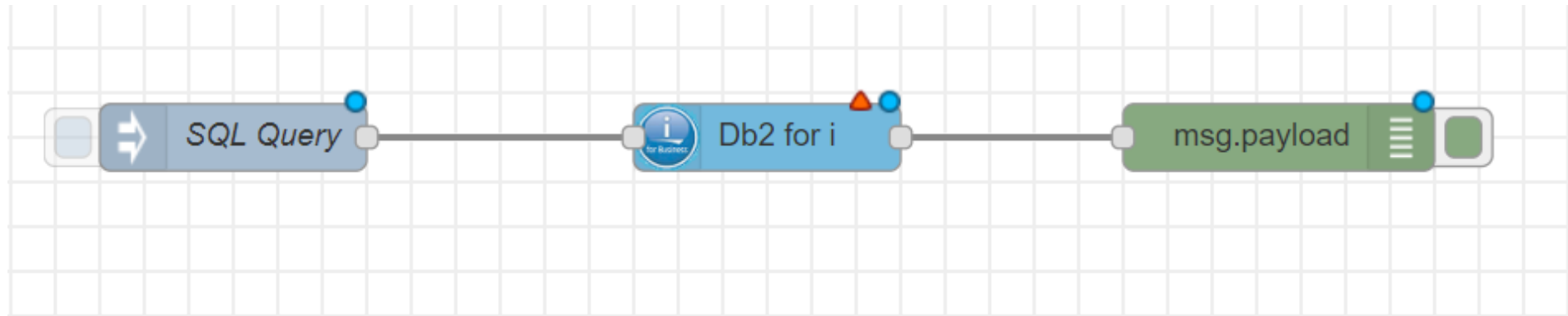
# DB2 integration

- Browse the node palette on the left side and notice that the **Db2 for i** node is available in the **Storage** category.



# DB2 integration

Let's test the node with a simple query. Drag the **Db2 for i** node to a new flow, as shown in the following figure. Then, add **SQL Query** as the inject node and **msg.payload** as the debug node.



# DB2 integration

- Configure the **Inject** node with the settings and SQL query as shown in the following figure.

✉ Payload	<div><div>▼ a<sub>z</sub></div><div>Select * FROM QIWS.QCUSTCDT</div></div>
☰ Topic	<div>database</div>
	<div><input type="checkbox"/> Inject once after <div>0.1</div> seconds, then</div>
↻ Repeat	<div>none ▼</div>
🏷 Name	<div>SQL Query</div>

# DB2 integration

- Configure the **Db2 for i** node with the settings as shown in the following figure.

**Edit DB2 for i node**

Delete Cancel Done

▼ node properties

Database Add new DB2 for i Config...

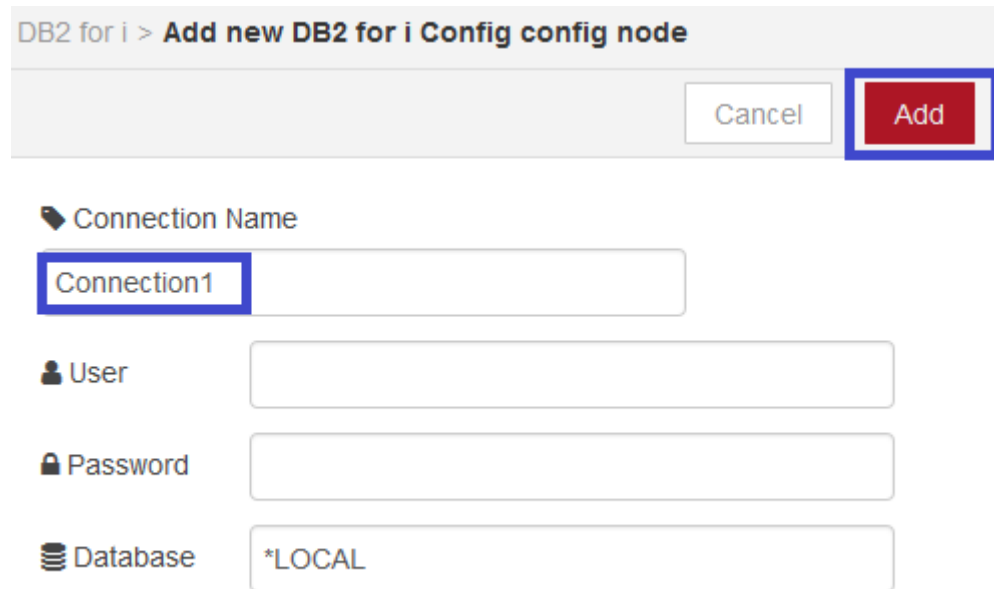
Name Name

☒ Single Array Result mode



# DB2 integration

- Set up a configuration node by specifying a connection name and, optionally, a user name/password if you don't want to use the current user profile running Node-RED, and you want to specify a particular user profile for connecting your database. Then click **Add** and **Done**.



DB2 for i > Add new DB2 for i Config config node

Cancel Add

Connection Name

Connection1

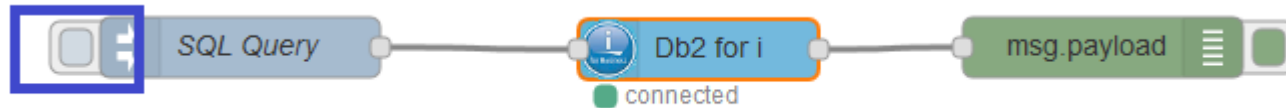
User

Password

Database \*LOCAL

# DB2 integration

- Test this simple flow by clicking **Deploy** and then click the **Inject node** button on the left side of your flow as shown in the following figure.



# DB2 integration

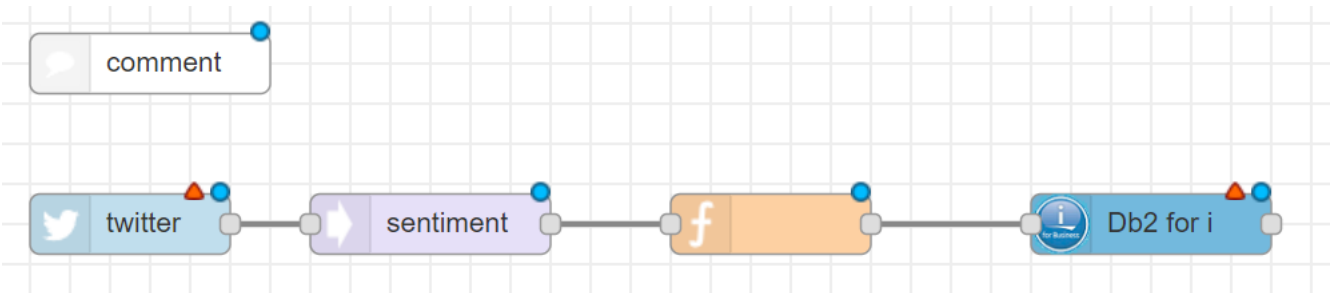
- Look into the results (JSON array of rows) of the SQL query in the **Debug** panel.

The screenshot shows a Node-RED workflow on a grid background. It consists of three nodes connected in a sequence: an 'SQL Query' node (blue), a 'DB2 for i' node (blue), and a 'msg.payload' node (green). The 'DB2 for i' node has a status indicator showing it is 'connected'. To the right of the workflow is the 'Debug' console, which displays the results of the SQL query as a JSON array of rows. The console shows four rows of data, each with a timestamp and node ID at the top, and the database name 'msg.payload' below. The data for each row is as follows:

Timestamp	Node ID	Database	Row Data
8/12/2018, 4:17:29 PM	node: 244e90c7.8ec58	msg.payload : Object	{ CUSNUM: "938472", LSTNAM: "Henning ", INIT: "G K", STREET: "4859 Elm Ave ", CITY: "Dallas" ... }
8/12/2018, 4:17:29 PM	node: 244e90c7.8ec58	msg.payload : Object	{ CUSNUM: "839283", LSTNAM: "Jones ", INIT: "B D", STREET: "21B NW 135 St", CITY: "Clay " ... }
8/12/2018, 4:17:29 PM	node: 244e90c7.8ec58	msg.payload : Object	{ CUSNUM: "392859", LSTNAM: "Vine ", INIT: "S S", STREET: "PO Box 79 ", CITY: "Broton" ... }
8/12/2018, 4:17:29 PM	node: 244e90c7.8ec58	msg.payload : Object	{ CUSNUM: "938485", LSTNAM: "Johnson ", INIT: "J A", STREET: "3 Alpine Way ", CITY: "Helen " ... }

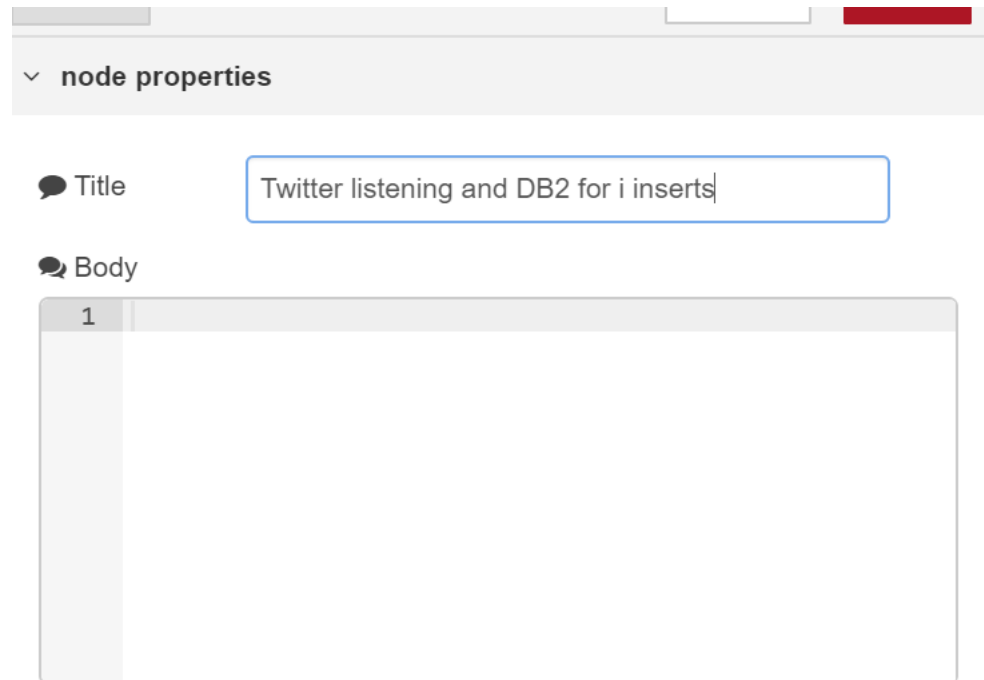
# Call Twitter APIs and feed your Db2 for i database with tweets – IBM example (see links)

- To do so, you just have to manually drag and configure five nodes in your Node-RED flow editor.
  - A comment node
  - A twitter input node
  - A sentiment analysis node
  - A function node
  - A DB2 for i node



# DB2 integration

Change the comment node as follows :



The screenshot shows a web-based interface for editing a node. At the top, there is a tab bar with a red tab selected. Below the tab bar is a section titled "node properties" with a downward arrow. Under this section, there are two fields: "Title" and "Body". The "Title" field is a text input box containing the text "Twitter listening and DB2 for i inserts". The "Body" field is a larger text area, currently empty, with a tab labeled "1" at the top left.

node properties

Title Twitter listening and DB2 for i inserts

Body

1


# DB2 integration

Configure the twitter node :

Edit twitter in node > Add new twitter-credentials config node

Cancel

Add

 Twitter ID

@ koen\_decorte

1. Create your own application at [apps.twitter.com](https://apps.twitter.com)

2. From the 'Keys and Access Tokens' section, copy the Consumer Key and Secret

Consumer Key

Consumer Secret

3. Create a new 'Access Token' and copy the Access Token and Secret

Access Token

Access Token

# DB2 integration

Copy the function javascript in the function node and name it prepare for insert

Edit function node

Delete

Cancel

Done

node properties

Name

Prepare for insert

Function

```
7 ^  
8 msg.payload="INSERT INTO SENTIMENT.TWEETS(TWEET,  
9 txtTweet+","'+  
10 msg.tweet.user.screen_name+","'+  
11 place+","'+  
12 msg.sentiment.score+","'+  
13 "CURRENT TIMESTAMP"+","'+  
14 msg.tweet.timestamp_ms+)"  
15
```

Outputs

1

# DB2 integration

Edit the DB2 for i connection


**Edit DB2 for i node**


Delete


Cancel

Done


▼ node properties

 Database

172.29.153.161 ▼ 

 Name

DB2 for i

☐  Single Array Result mode



# DB2 integration

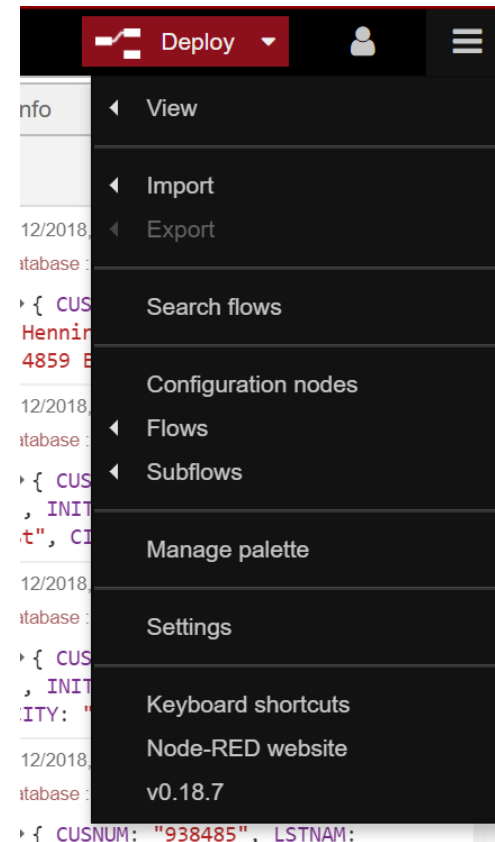
- Click **Deploy** and wait for Twitter activity. You can optionally add a **Debug** node in your flow to see the Twitter activity in the Debug view.
- Verify that your Tweets table is being populated by querying your table occasionally, either from your favorite SQL editor or from a Node-RED flow.

# DB2 integration

We can enrich incoming tweets with IBM Watson services, for example, to translate the incoming tweets into English on the fly before performing sentiment analysis.

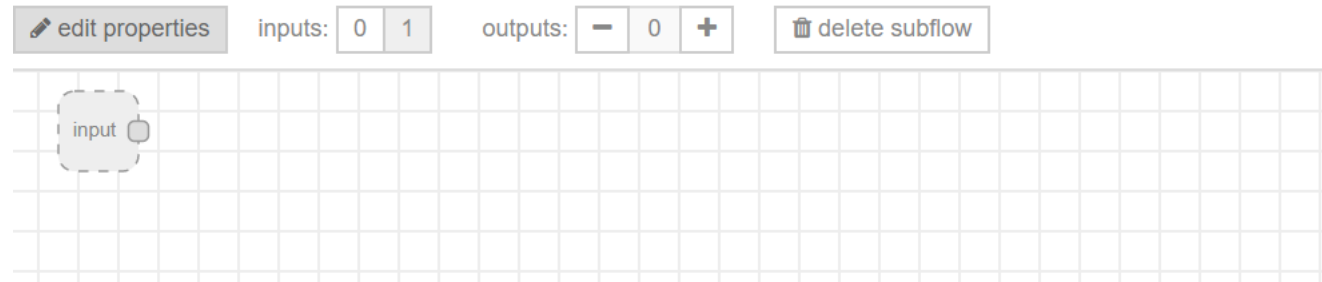
First install **node-red-node-watson** locally.

Create a subflow

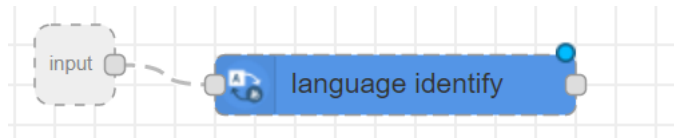


# DB2 integration

- Click 1 on input to add an input to the subflow.

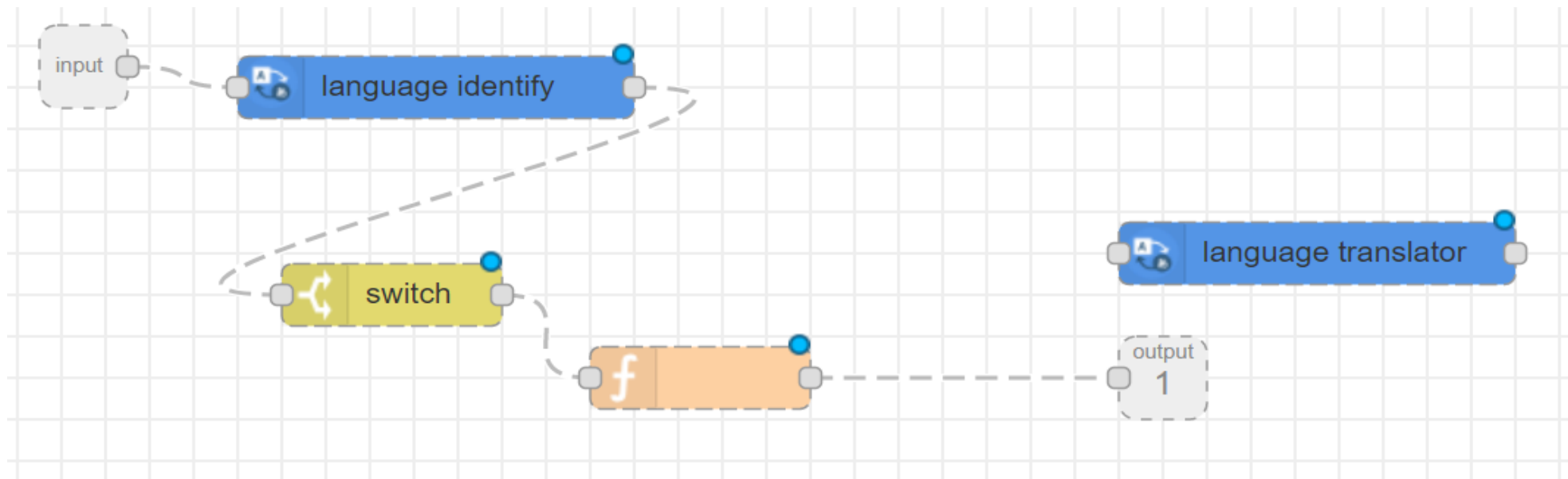


- Add language identify node and link it to the input node



# DB2 integration

- Add a Watson translator node and configure the two Watson nodes (by specifying the user name, password, and endpoint if needed), each pointing to the same IBM Watson service you have just instantiated on IBM Cloud, but each using a different API function (language identity and language translation).
- Add a switch node and link it to the language identify, add a function and link it to the switch add an output and link it to the function



# DB2 integration

- Edit the switch node as follows :

The screenshot shows the 'Edit switch node' dialog box. At the top, there are three buttons: 'Delete', 'Cancel', and 'Done'. Below the buttons is a section titled 'node properties' with a downward arrow. Under 'node properties', there is a 'Name' field with the text 'Name' and a 'Property' field with a dropdown arrow and the text 'msg. lang.language'. Below these fields is a table with two rows. The first row has a dropdown arrow, the text '!=', a dropdown arrow, the text 'a\_z', the text 'eb', and the text '→ 1'. The second row has a dropdown arrow, the text 'otherwise', and the text '→ 2'. The 'otherwise' text is highlighted with a blue border.

**Edit switch node**

Delete Cancel Done

▼ node properties

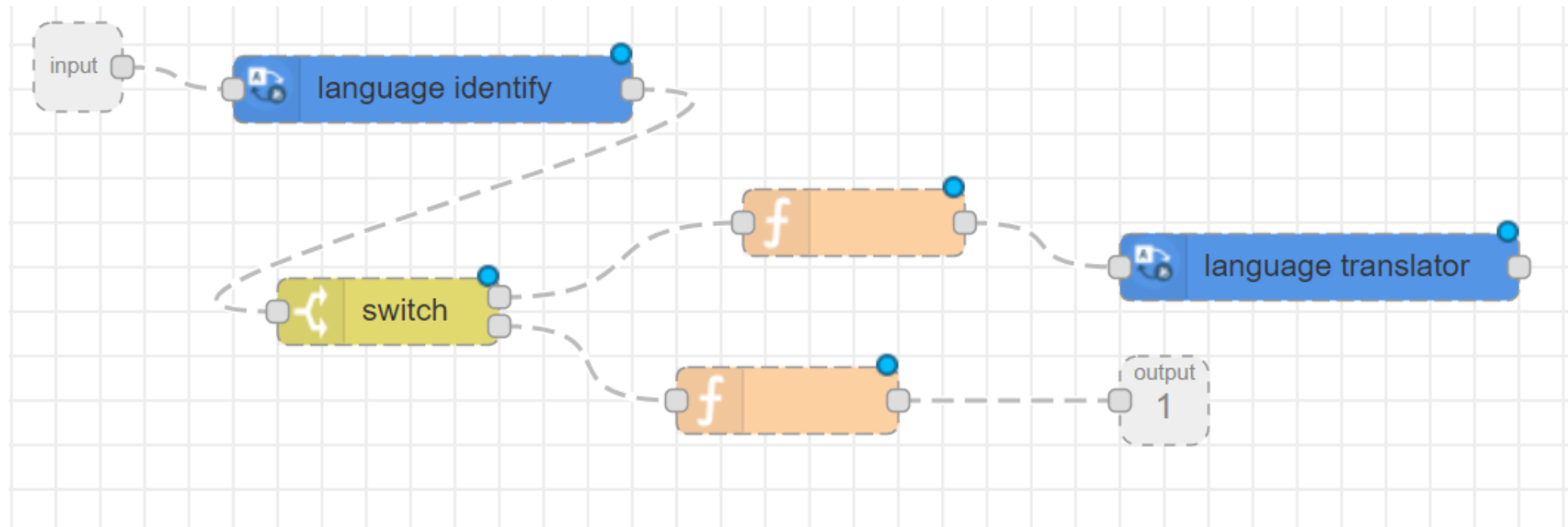
Name Name

Property ▼ msg. lang.language

≡	!= ▼	▼ a_z eb	→ 1
≡	otherwise ▼		→ 2

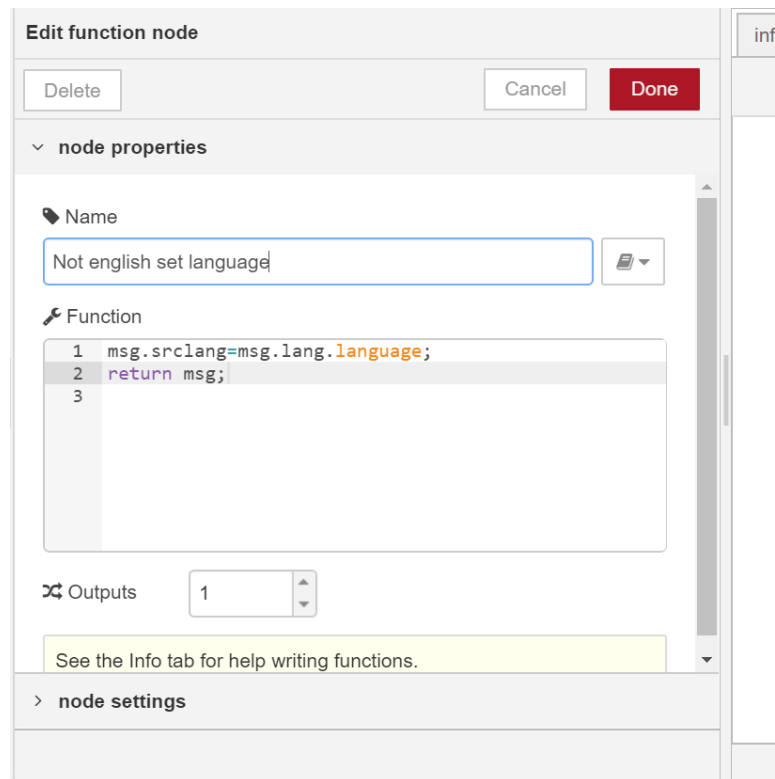
# DB2 integration

- Add a new function and link it to the top switch and language translator.
- Link translator to the bottom function
- Link the bottom switch to the function linked with the output



# DB2 integration

- Edit the function before the translate node as follows :



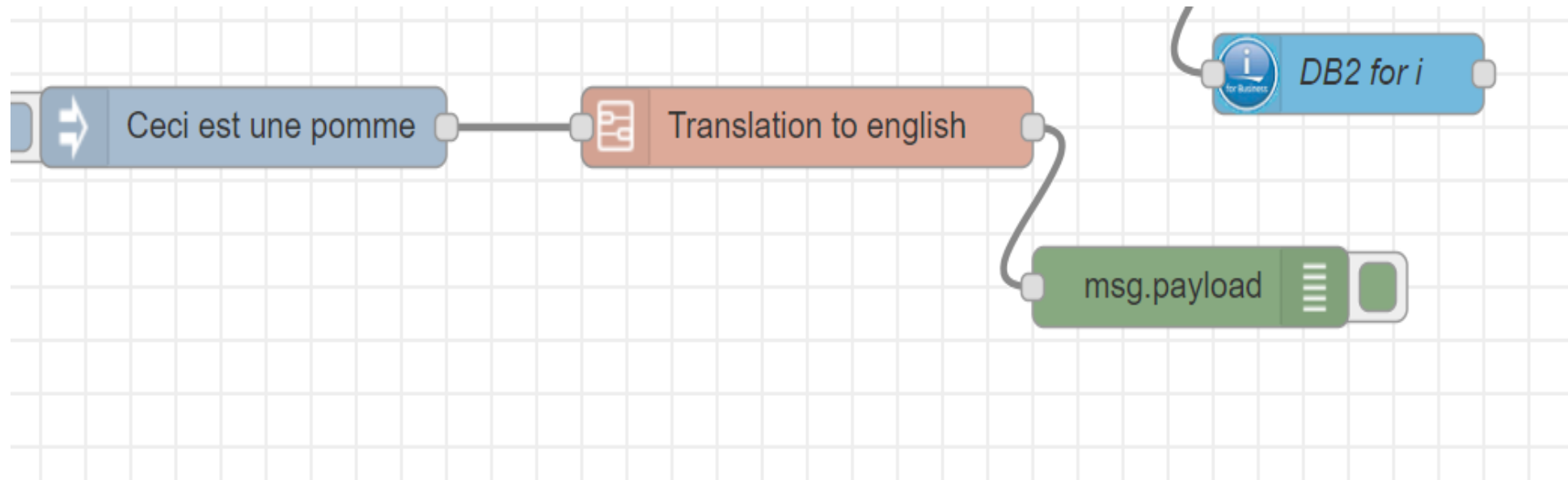
The screenshot shows a dialog box titled "Edit function node" with a tab labeled "inf" on the right. At the top, there are three buttons: "Delete", "Cancel", and "Done". Below these is a section titled "node properties" with a dropdown arrow. Under "node properties", there is a "Name" field containing the text "Not english set language" and a small icon button to its right. Below the name field is a "Function" section with a code editor containing three lines of code: 

```
1 msg.srclang=msg.lang.language;  
2 return msg;  
3
```

 Below the code editor is an "Outputs" section with a dropdown menu showing the number "1". At the bottom of the dialog, there is a yellow highlighted box with the text "See the Info tab for help writing functions." and a section titled "node settings" with a right-pointing arrow.

# DB2 integration

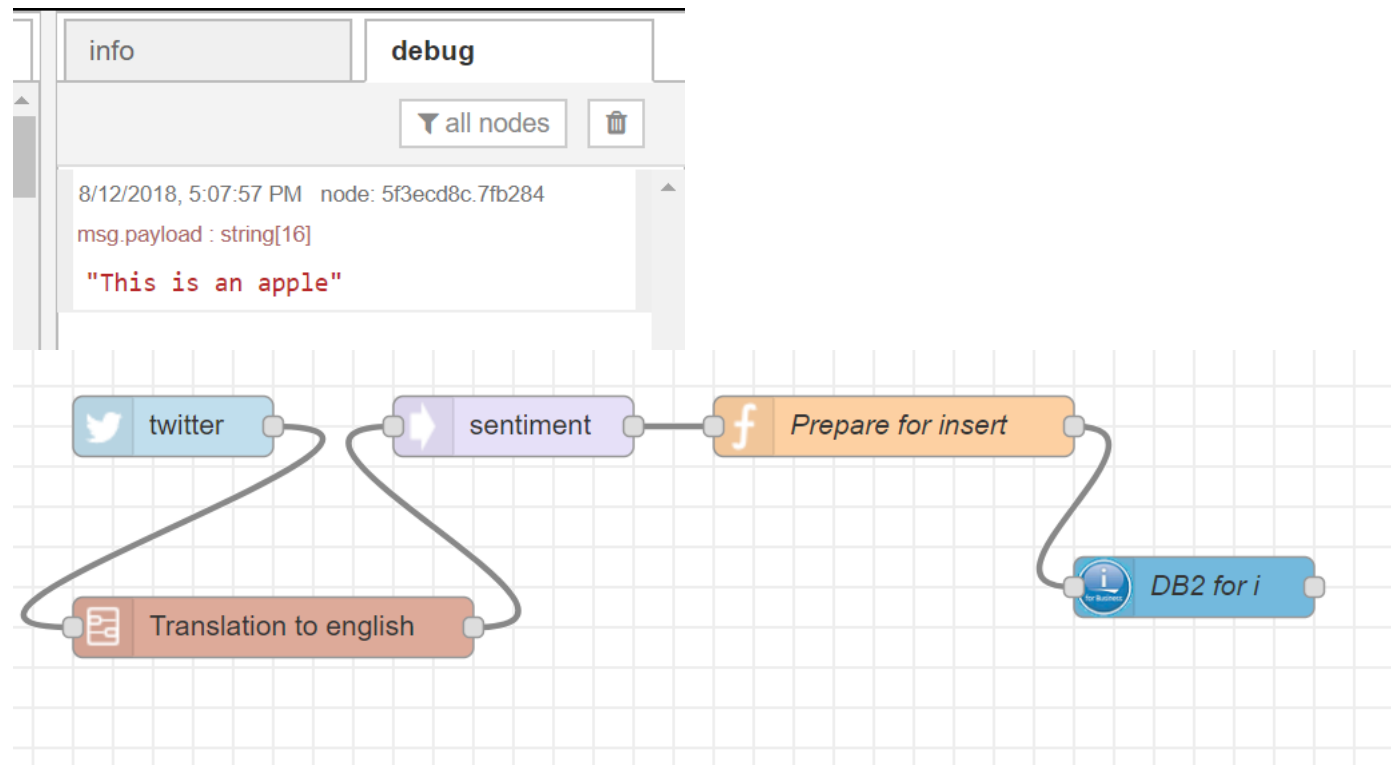
- Deploy the subflow. Add it to the twitter insert flow and add an input and debug node to it.





# DB2 integration

- Change the input node to string and write a string in French. Deploy and click to view the debug data. Then delete the input node and debug node and insert the translation subflow before the sentiment node



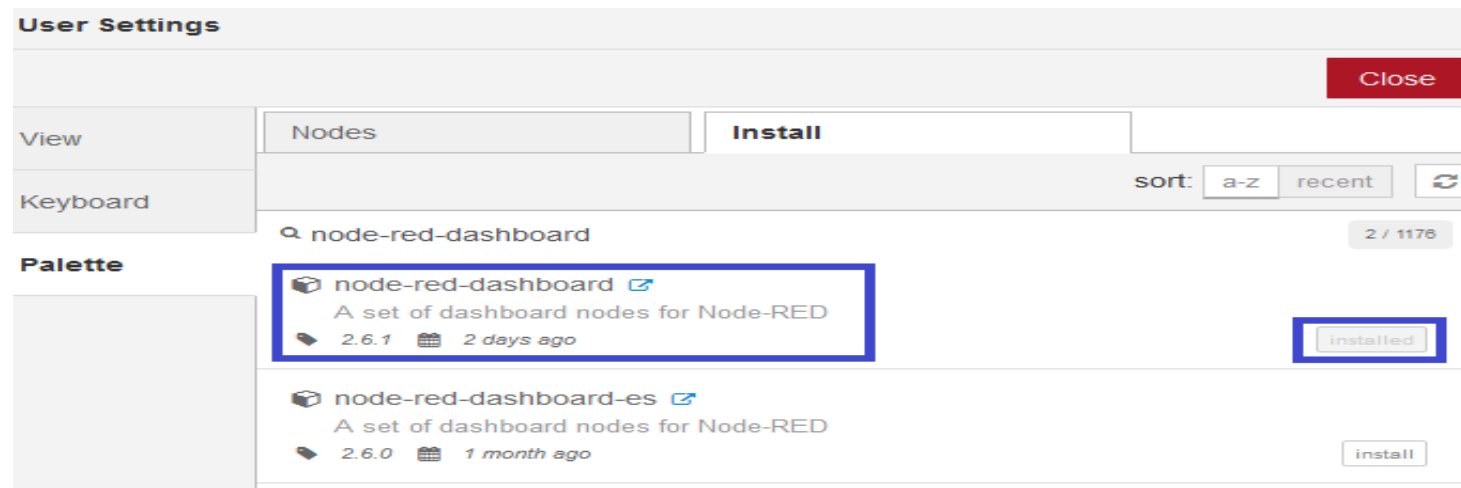
# DB2 integration

- Create a social media dashboard, mixing your business data on Db2 for i with data coming from the IBM Cloud and IoT.

Install the dashboard nodes.

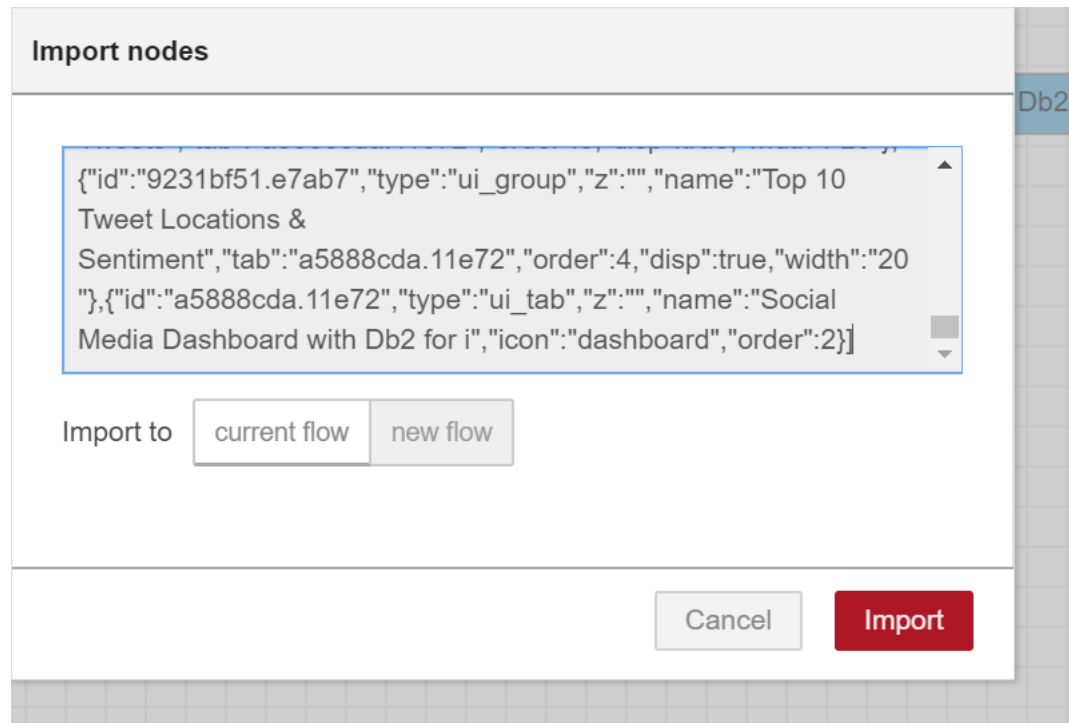
Many Node-RED exist for generating UI and graphs.

From your Node-RED editor, in the upper-right menu, click **Manage palette**, and search for **node-red-dashboard**. Then, click **Install** and restart Node-RED.



# DB2 integration

- Import the JSON file as a flow and change your IBM i settings. The database is provided with the SQL file.

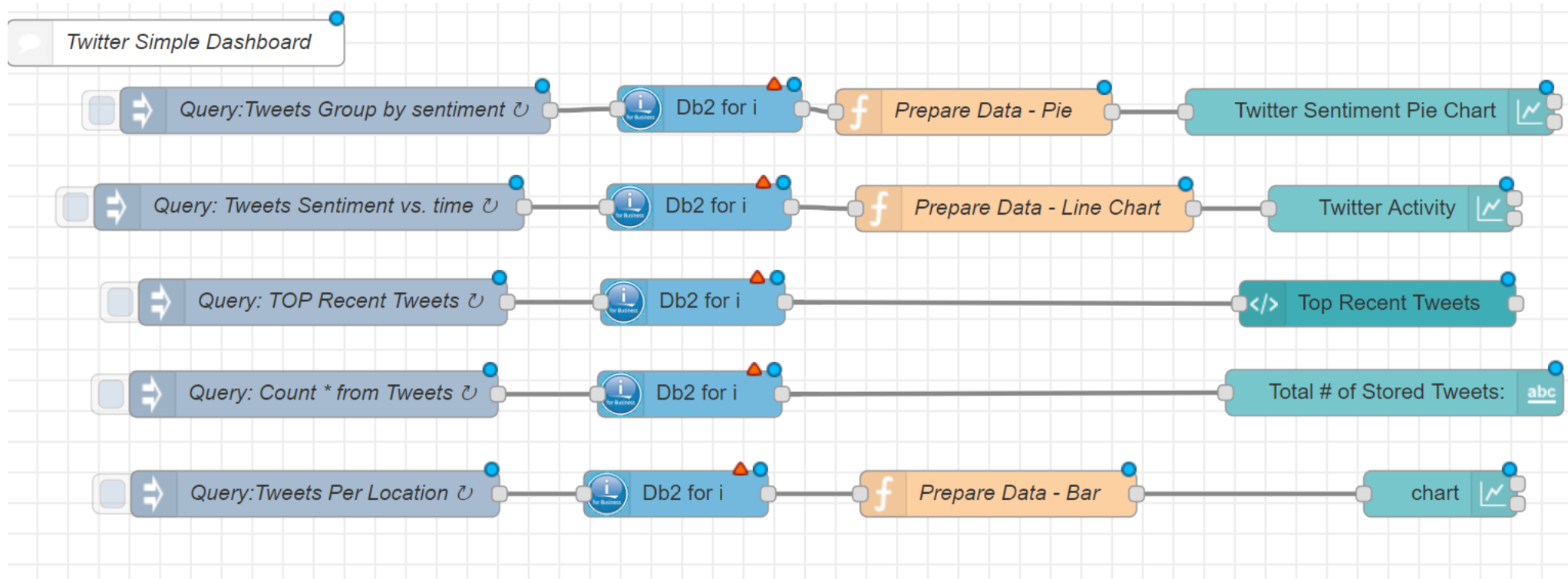


**Import nodes**

```
{
  "id": "9231bf51.e7ab7",
  "type": "ui_group",
  "z": "",
  "name": "Top 10 Tweet Locations & Sentiment",
  "tab": "a5888cda.11e72",
  "order": 4,
  "disp": true,
  "width": "20"
}, {
  "id": "a5888cda.11e72",
  "type": "ui_tab",
  "z": "",
  "name": "Social Media Dashboard with Db2 for i",
  "icon": "dashboard",
  "order": 2
}]
```

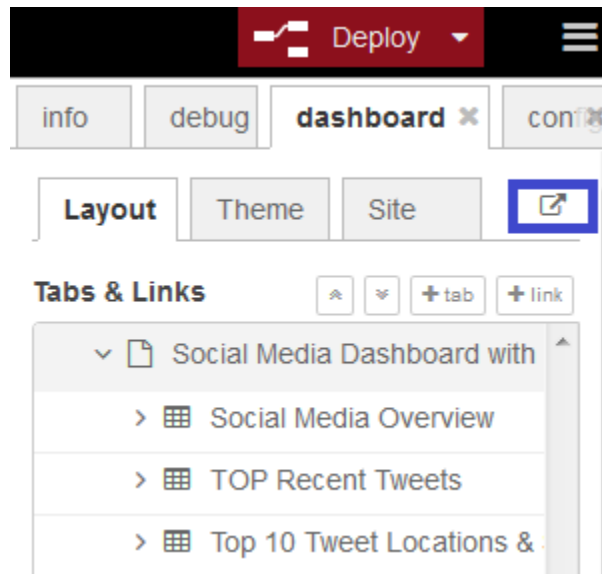
Import to

# DB2 integration



# DB2 integration

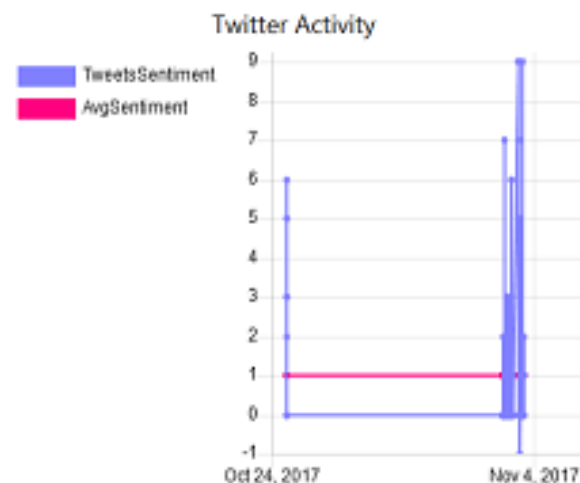
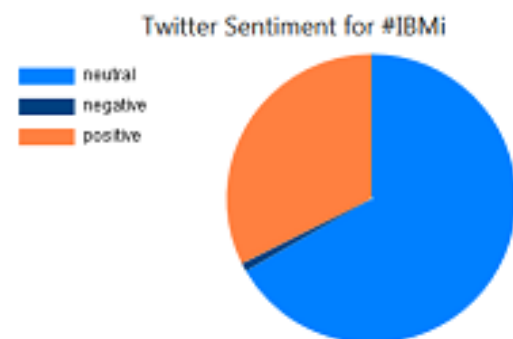
- Change the db2 nodes to your system settings.
- Deploy and access your dashboard. The refresh rate in the just imported code is set to 10 minutes. So, if you don't want to wait, go to your flow editor and force a dashboard refresh by clicking each inject nodes on the left side of your flow. The dashboard URL is available at the right side of the dashboard panel.



# DB2 integration

≡ Social Media Dashboard with Db2 for i

## Social Media Overview

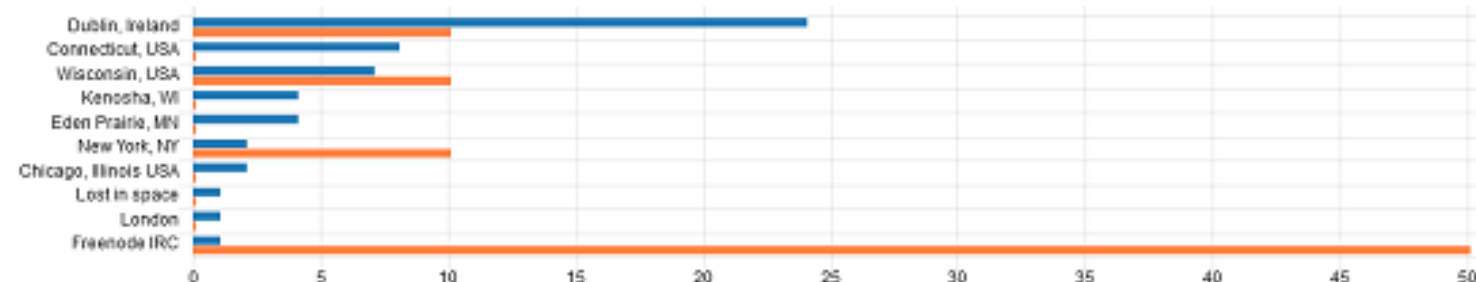


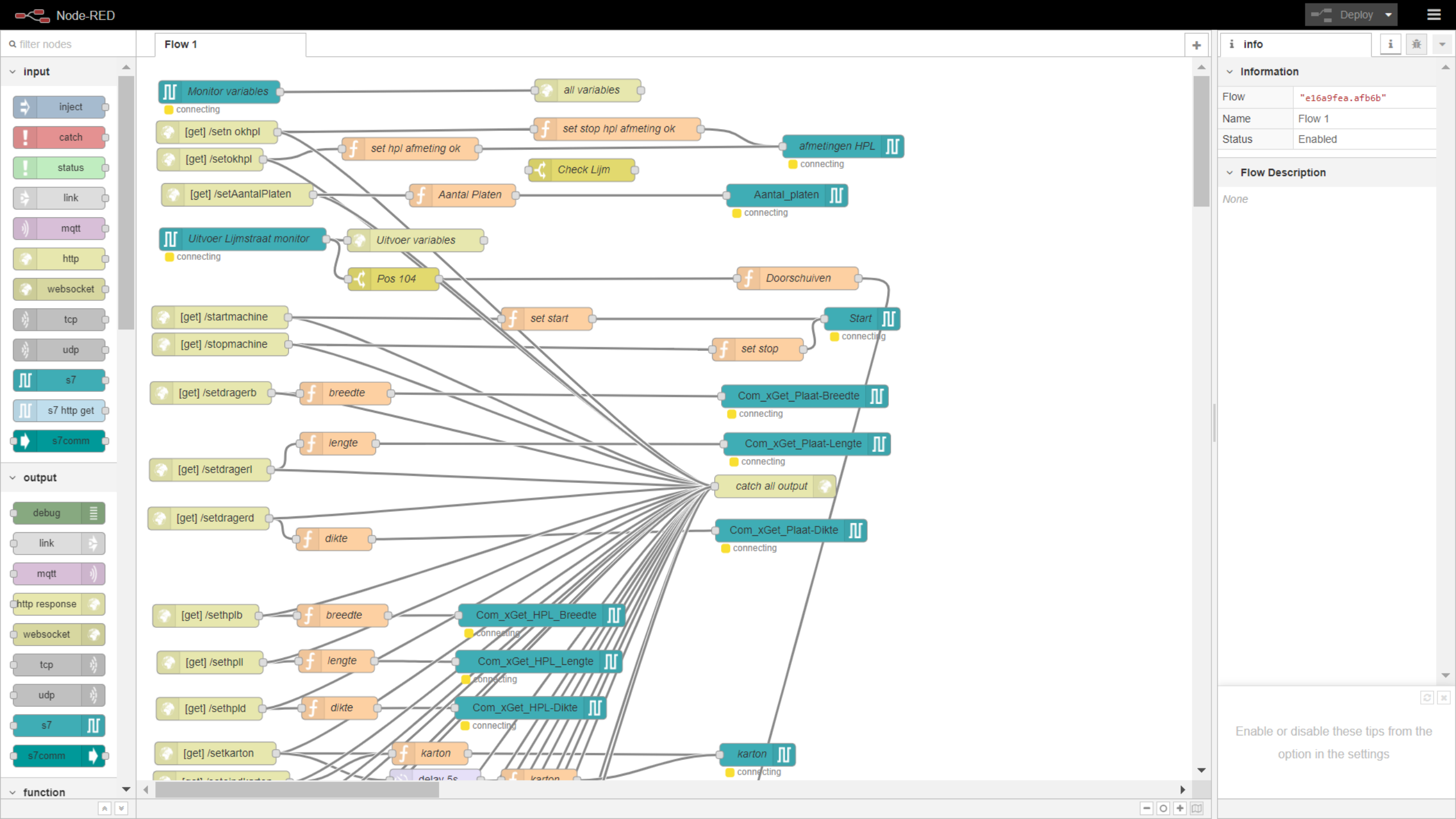
## TOP Recent Tweets

Tweet	Name	Location	Sentiment	TimeStamp
RT: @FloydDelMuro-See how walls co	michentr	Dublin, Ireland	0	2017-11-03-14.55.36.464683
See how walls continue to crumble	FloydDelMuro	Chicago IL	0	2017-11-03-14.55.36.321790
The latest PHP on #IBMi #INI! https	gmantechi	Delavan WI	2	2017-11-03-14.17.52.764318
RT: @COMMONug-RT @J_Buck51: #acc	michentr	Dublin, Ireland	1	2017-11-03-14.17.08.795327
RT @J_Buck51: #accessclientsolutio	COMMONug	Chicago, Illinois USA	1	2017-11-03-14.17.08.533199
RT @COMMONug: Get to know #AccessC	jbuck_jimPower	Wisconsin, USA	0	2017-11-03-13.47.40.825775
RT @AndyYouens: Thank you all who	jbuck_jimPower	Wisconsin, USA	9	2017-11-03-13.47.32.009431
RT @petem59: Where is option to se	jbuck_jimPower	Wisconsin, USA	0	2017-11-03-13.46.52.783031

Total # of Stored Tweets: **108**

## Top 10 Tweet Locations & Sentiment





filter nodes

input

inject

catch

status

link

mqtt

http

websocket

tcp

udp

s7

s7 http get

s7comm

output

debug

link

mqtt

http response

websocket

tcp

udp

s7

s7comm

function

Flow 1

[get] /SetTemp

f

temperatuur

temperatuur

online

[get] /SetDruk

f

Druk

Druk

online

[get] /SetTijd

f

Tijd

Tijd

online

[get] /SetDikte

f

Dikte

Dikte

online

[get] /StartPers

f

Start

Start

online

delay 1s

f

Start

Start

online

[get] /UnloadPers

f

Unload

Unload

online

delay 1s

f

Unload

Unload

online

[get] /SetPistons

f

Piston1

Piston1

online

[get] /SetPistons

f

Piston2

Piston2

online

[get] /SetPistons

f

Piston3

Piston3

online

[get] /SetPistons

f

Piston4

Piston4

online

[get] /SetPistons

f

Piston5

Piston5

online

[get] /SetPistons

f

Piston6

Piston6

online

[get] /SetPistons

f

Piston7

Piston7

online

[get] /SetPistons

f

Piston8

Piston8

online

[get] /SetPistons

f

Piston9

Piston9

online

[get] /SetPistons

f

Piston10

Piston10

online

[get] /SetPistons

f

Piston11

Piston11

online

[get] /SetPistons

f

Piston12

Piston12

online

[get] /SetDrukSet

f

Druk\_set

Druk\_Set

online

[get] /SetAfstapel

f

Teller

Teller

connecting

delay 1s

f

Teller

Teller

connecting

msg

info

Information

Flow

"e16a9fea.afb6b"

Name

Flow 1

Status

Enabled

Flow Description

None

Dragging a node onto a wire will splice it into the link



Druk op

F11

om het volledige scherm te sluiten

## Batches overview

 New batch

 Planning Refresh Settings ▼

↑ Sequenc

[illegible]

Batchid: 56

**Status:** Pick instructies aangemaakt

End date: 20/09/2018

**Description:** Heule 20/09

Number todo: 70

Number done: 0

← Batches

 Planningview Stock problems Delete batch

Reopen batch

 Start picking

 Picking list

 Pickinstructions list

 Cutting list Transport list Machine list

## Buckets 56 Heule 20/09

Bucketid	Produc...	Customer	Temperatu...	Time	Pressure	Quantity	Unit	Status	Picking HPL to cut	Cutting HPL	Picking HPL	Picking plates to cut	Cutting plates	Picking plates	Transport	Machine	
Bucketid: 1 HPL02/MDF01																	
1 HPL0...	150004...	K00456	11	0	0	2	ST	Click to collapse, CTRL/click collapses all others		BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO	
1 HPL0...	150004...	K26278	11	0	0	2	ST		Pick instructies ...	DONE	BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO
1 HPL0...	150004...	K00613	11	0	0	1	ST		Pick instructies ...	DONE	BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO
1 HPL0...	150004...	K00515	11	0	0	1	ST		Pick instructies ...	DONE	BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO
1 HPL0...	150004...	K00484	11	0	0	1	ST		Pick instructies ...	DONE	BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO
1 HPL0...	150004...	K02082	11	0	0	2	ST		Pick instructies ...	DONE	BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO
6						9											
Bucketid: 2 HPL01/MTX01																	
2 HPL0...	150003...	K00823	12	45	15	50	ST	Pick instructies ...	DONE	BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO	
1						50											
Bucketid: 3 HPL01/MTX01																	
3 HPL0...	150003...	K00823	12	45	15	2	ST	Pick instructies ...	DONE	BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO	
1						2											
Bucketid: 4 HPL02/MTX01																	
4 HPL0...	150004...	K05462	17	0	0	2	ST	Pick instructies ...	DONE	BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO	
1						2											
Bucketid: 5 HPL03/MDF02																	
5 HPL0...	150003...	K00061	24	0	0	7	ST	Pick instructies ...	DONE	BUSY	TO DO	NOT NEEDED	NOT NEEDED	TO DO	TO DO	TO DO	
1						7											



Start



Stop



Test batch



Set temperature



Set time



Set pressure



Set kanton



Doorschuiven



Reset teller



Unload pers



End order



Calibration



Reset order



Reset afstapelaar





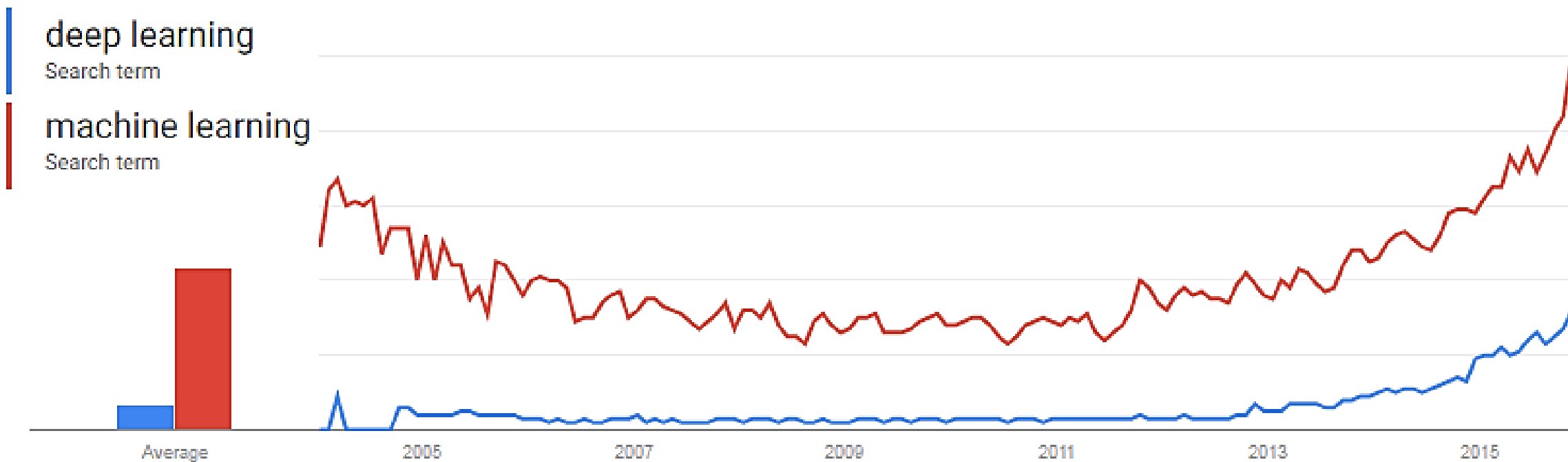




# DEEP LEARNING

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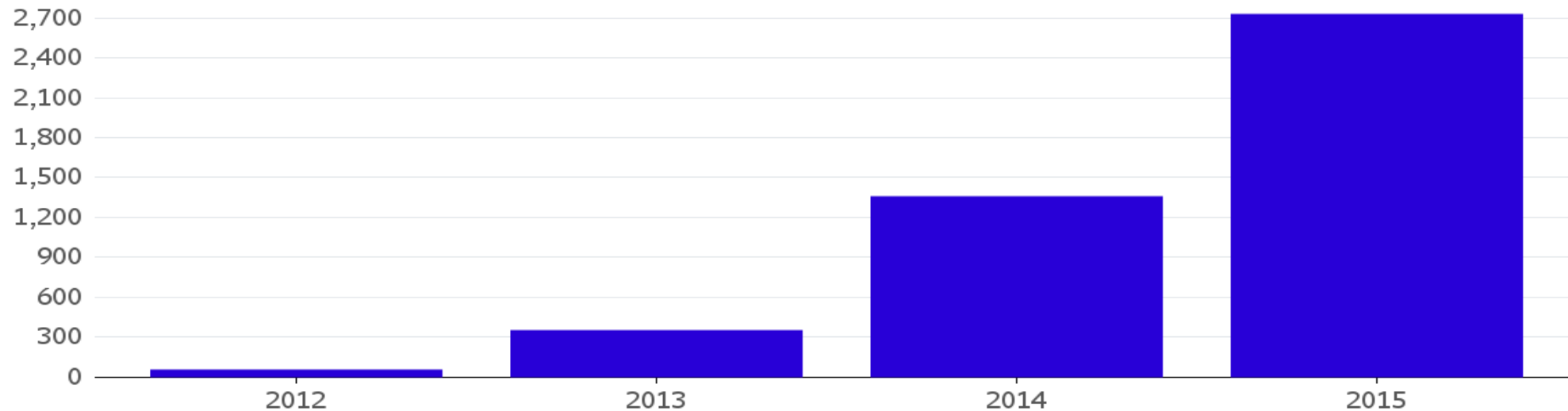
# Google search terms



# Hype or reality ?

## Artificial Intelligence Takes Off at Google

Number of software projects within Google that uses a key AI technology, called Deep Learning.

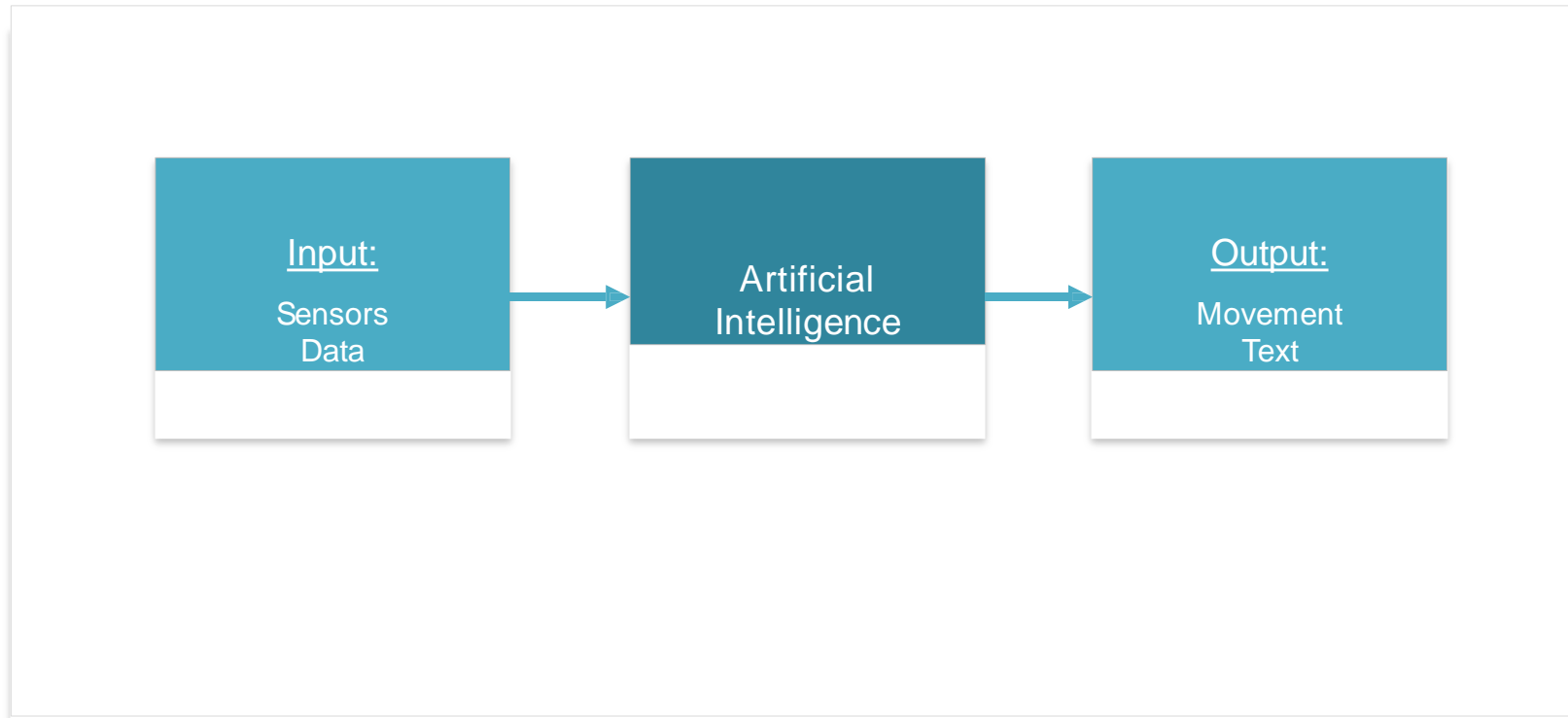


Source: Google

Note: 2015 data does not incorporate data from Q4



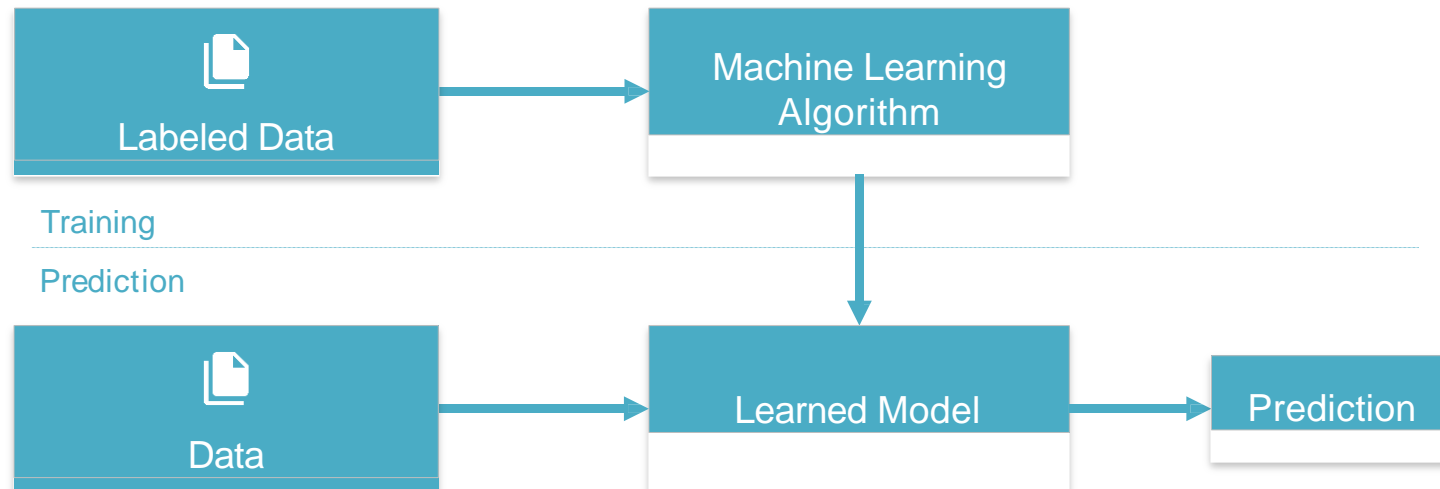
# What is Artificial Intelligence?



# Machine Learning - Basics



Machine Learning is a type of Artificial Intelligence that provides computers with the ability to **learn without being explicitly programmed**.



Provides **various techniques** that can learn from and make predictions on data

# Machine Learning - Learning Approaches



Supervised Learning: Learning with a **labeled training set**  
*Example: email spam detector with training set of already labeled emails*



Unsupervised Learning: **Discovering patterns** in unlabeled data  
*Example: cluster similar documents based on the text content*



Reinforcement Learning: learning based on **feedback** or reward  
*Example: learn to play chess by winning or losing*

# What is Deep Learning?



Part of the **machine learning** field of learning representations of data. Exceptional effective at learning patterns.

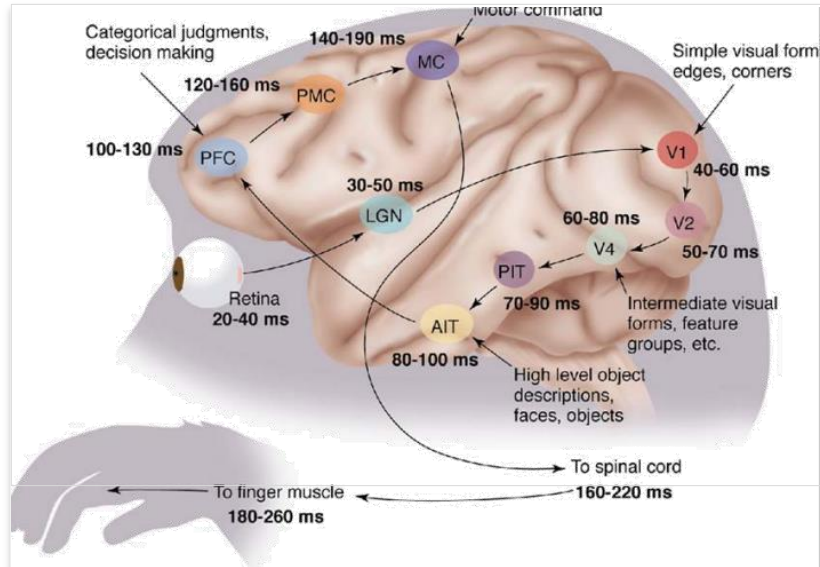


Utilizes learning algorithms that derive meaning out of data by using a **hierarchy** of multiple layers that **mimic the neural networks of our brain**.



If you provide the system tons of information, it begins to understand it and respond in useful ways.

# Inspired by the Brain



The first **hierarchy of neurons** that receives information in the visual cortex are sensitive to specific edges while brain regions further down the visual pipeline are sensitive to more complex structures such as faces.



Our brain has lots of neurons connected together and the **strength of the connections** between neurons represents **long term knowledge**.

1

**One learning algorithm hypothesis:** all significant mental algorithms are learned except for the learning and reward machinery itself.

# Why Deep Learning?



Speech  
Recognition

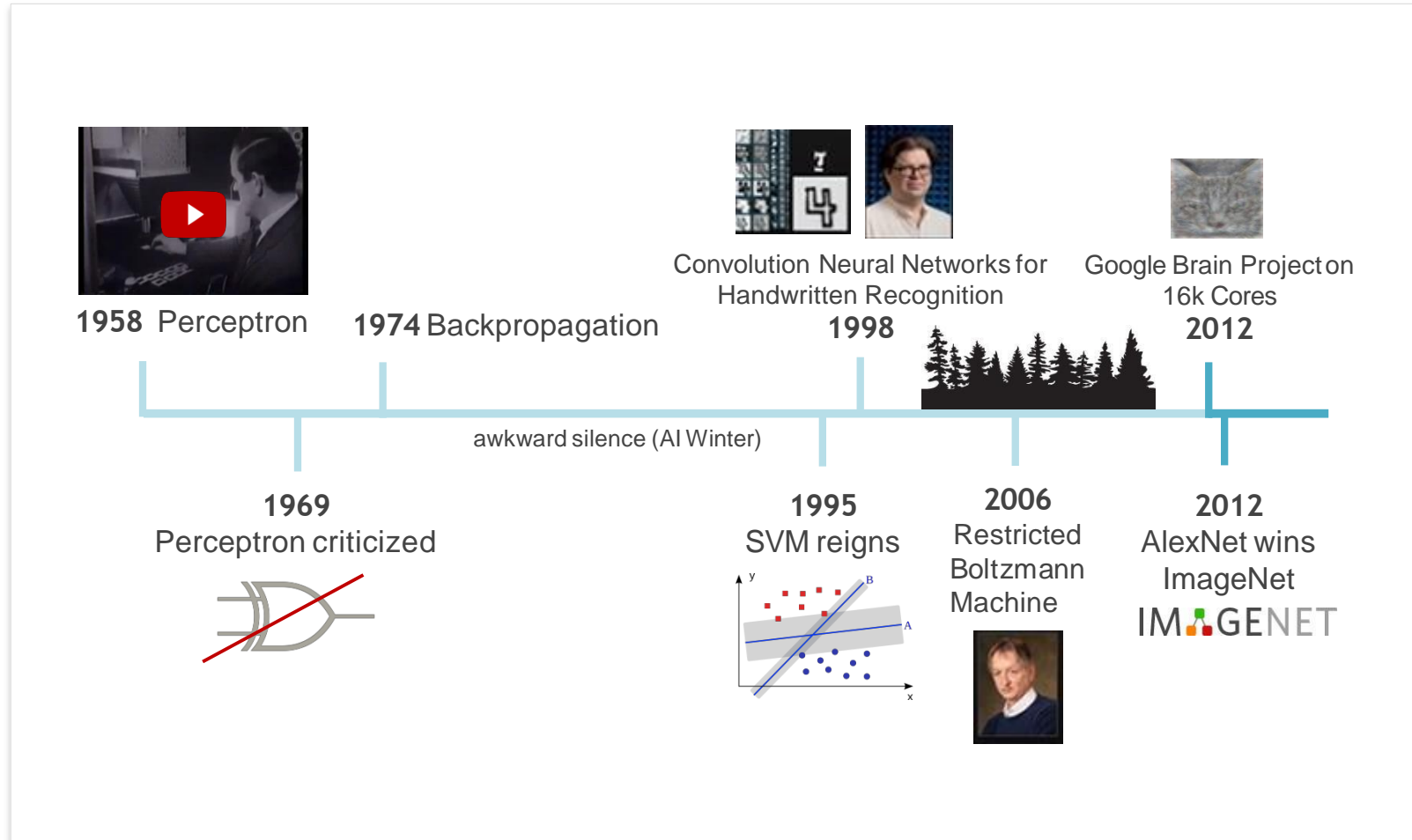


Computer  
Vision



Natural Language  
Processing

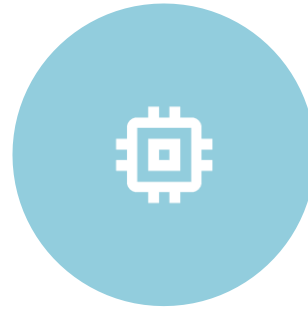
# A brief History



# What changed? Old wine in new bottles



Big Data  
(Digitalization)



Computation  
(**Moore's Law, GPUs**)



Algorithmic  
Progress



# The Big Players



Geoffrey Hinton: University of Toronto & Google



Yann LeCun: New York University & Facebook



Andrew Ng: Stanford & Baidu



Yoshua Bengio: University of Montreal

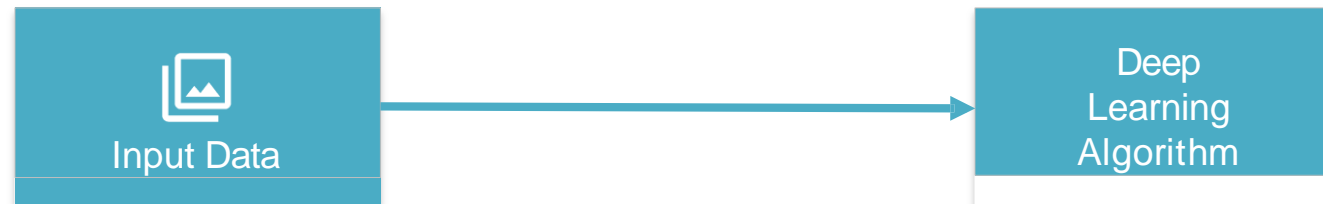


Jürgen Schmidhuber: Swiss AI Lab & NNAISENSE

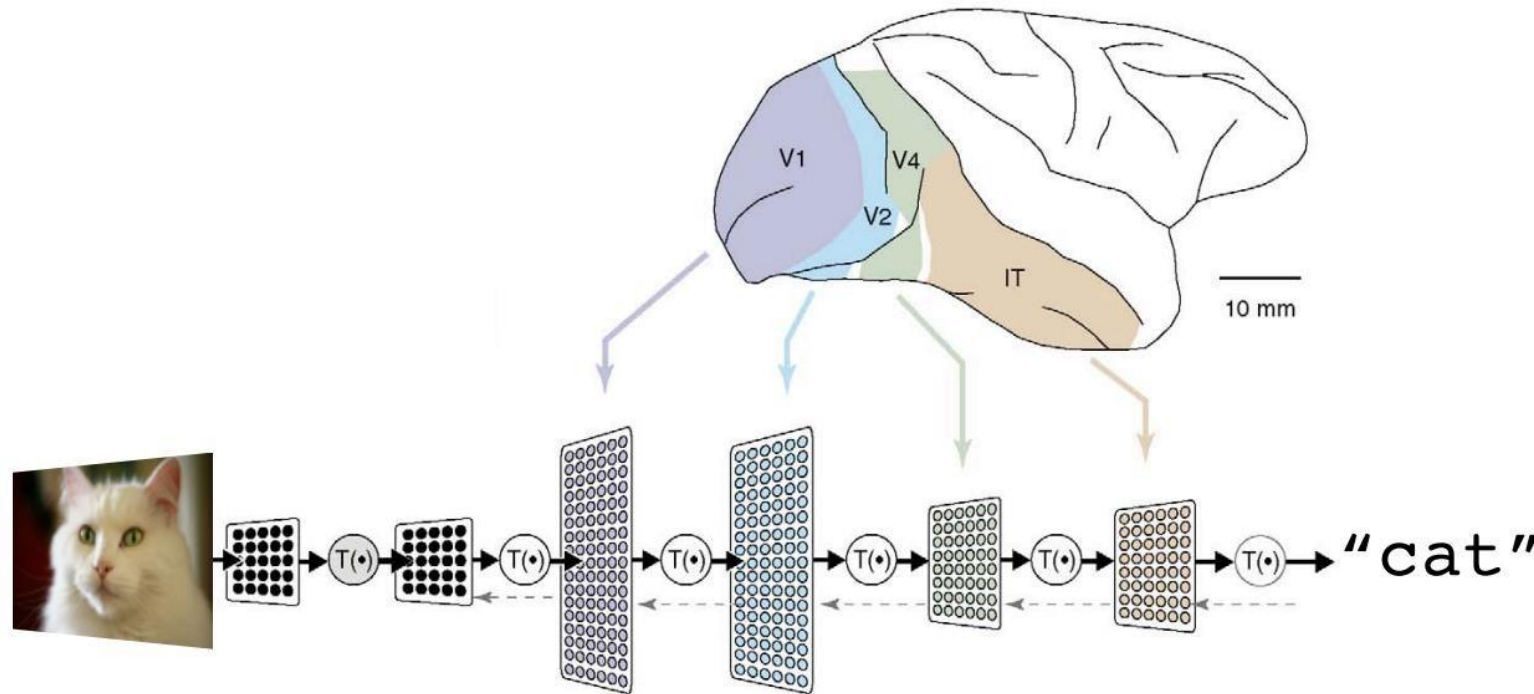
# No more feature engineering



Costs lots of time

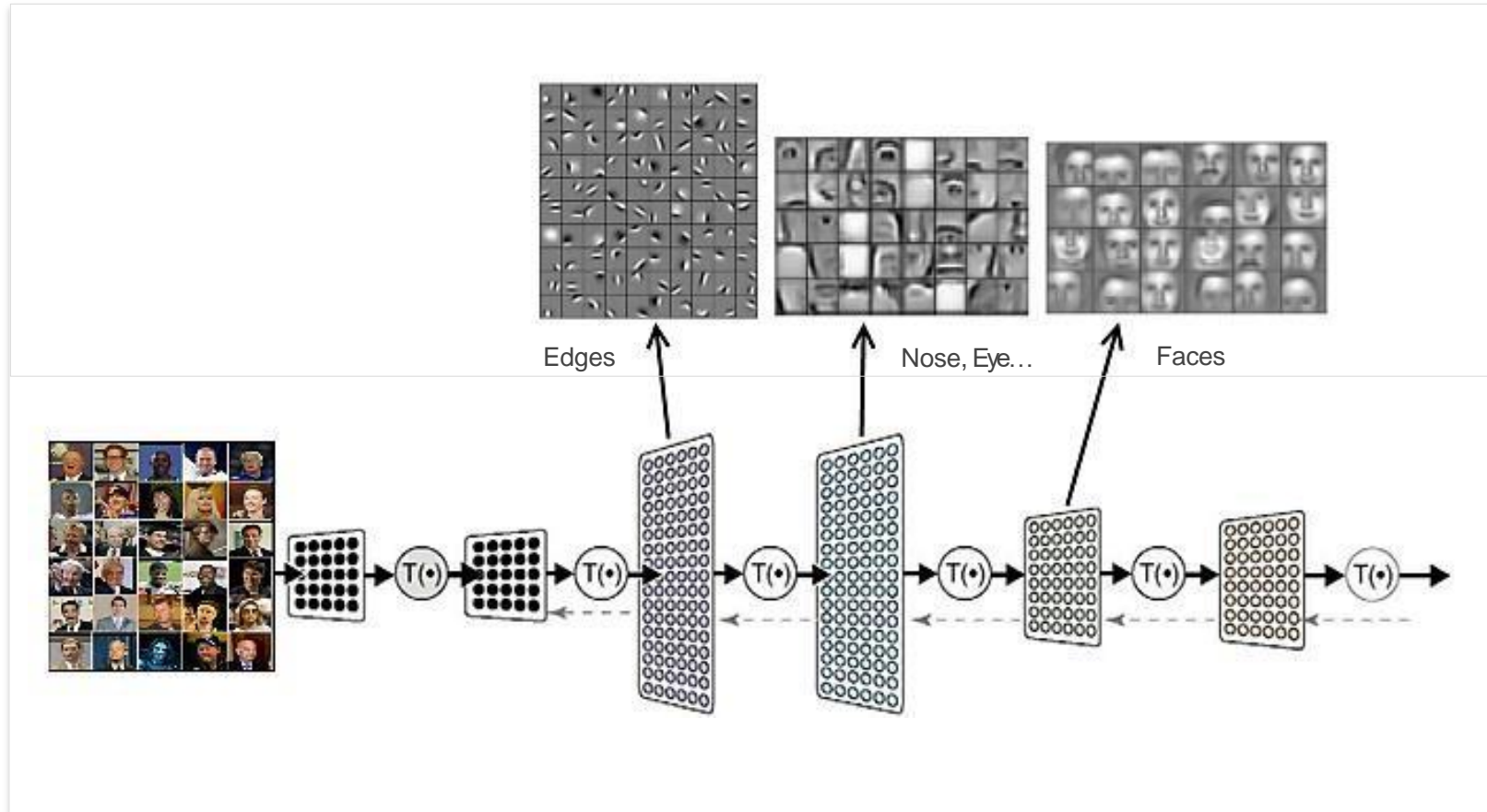


# Deep Learning - Architecture

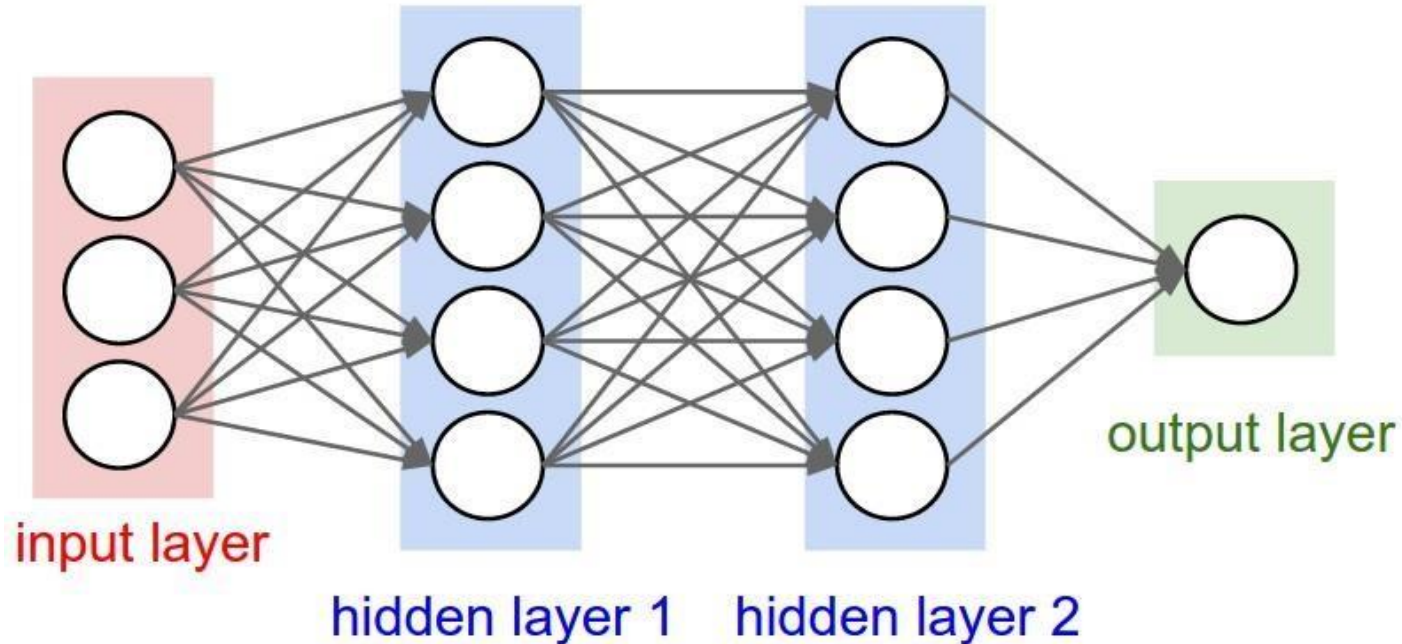


A deep neural network consists of a **hierarchy of layers**, whereby each layer **transforms the input data** into more abstract representations (e.g. edge -> nose -> face). The output layer combines those features to make predictions.

# Deep Learning - What did it learn?

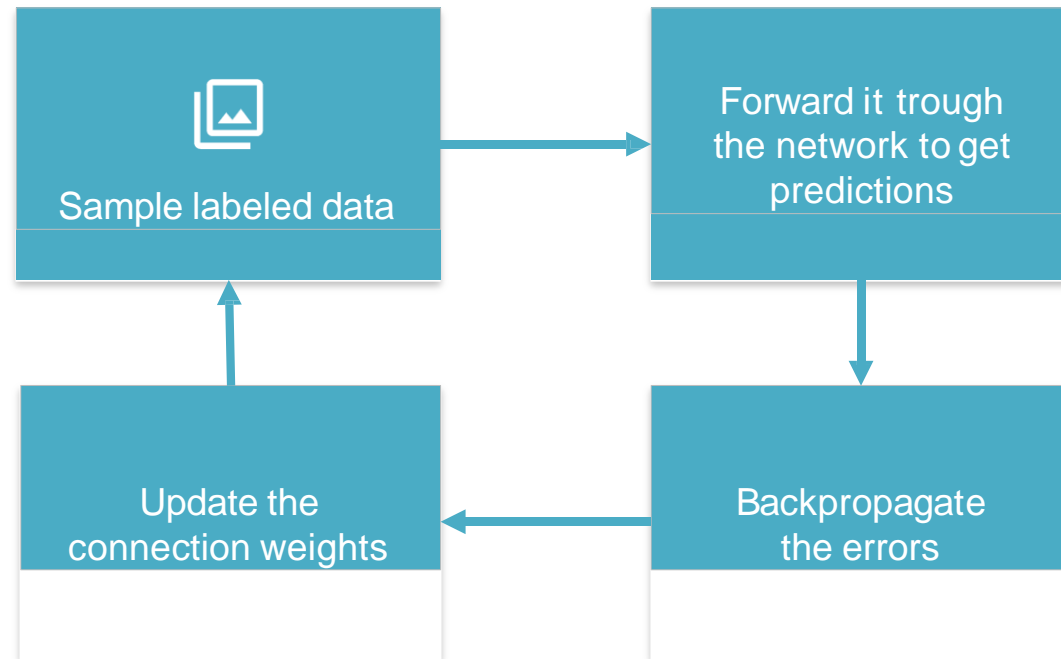


# Deep Learning - Artificial Neural Networks



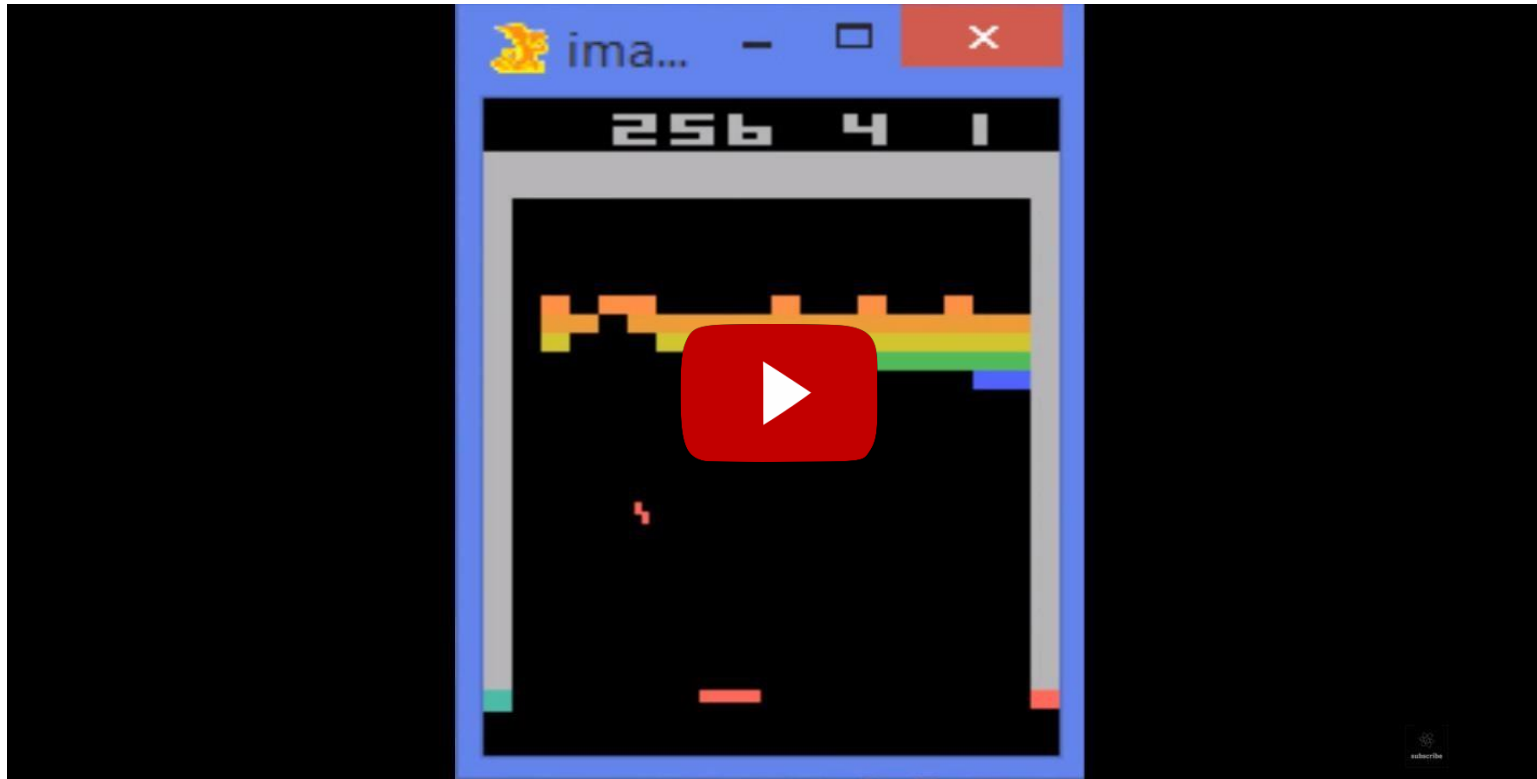
Consists of one input, one output and multiple fully-connected hidden layers in-between. Each layer is represented as a series of neurons and progressively extracts higher and higher-level features of the input until the final layer essentially makes a decision about what the input shows. The more layers the network has, the higher-level features it will learn.

# Deep Learning - The Training Process



Learns by generating an error signal that measures the difference between the predictions of the network and the desired values and then **using this error signal to change the weights** (or parameters) so that predictions get more accurate.

# DeepMind Deep Q-Learning



Outperforms humans in over 30 Atari games just by receiving the pixels on the screen with the goal to maximize the score (Reinforcement Learning)

# Deep Learning – Usage requirements



Large data set with good quality (*input-output mappings*)



Measurable and describable goals (*define the cost*)



Enough computing power (*AWS GPU Instance*)

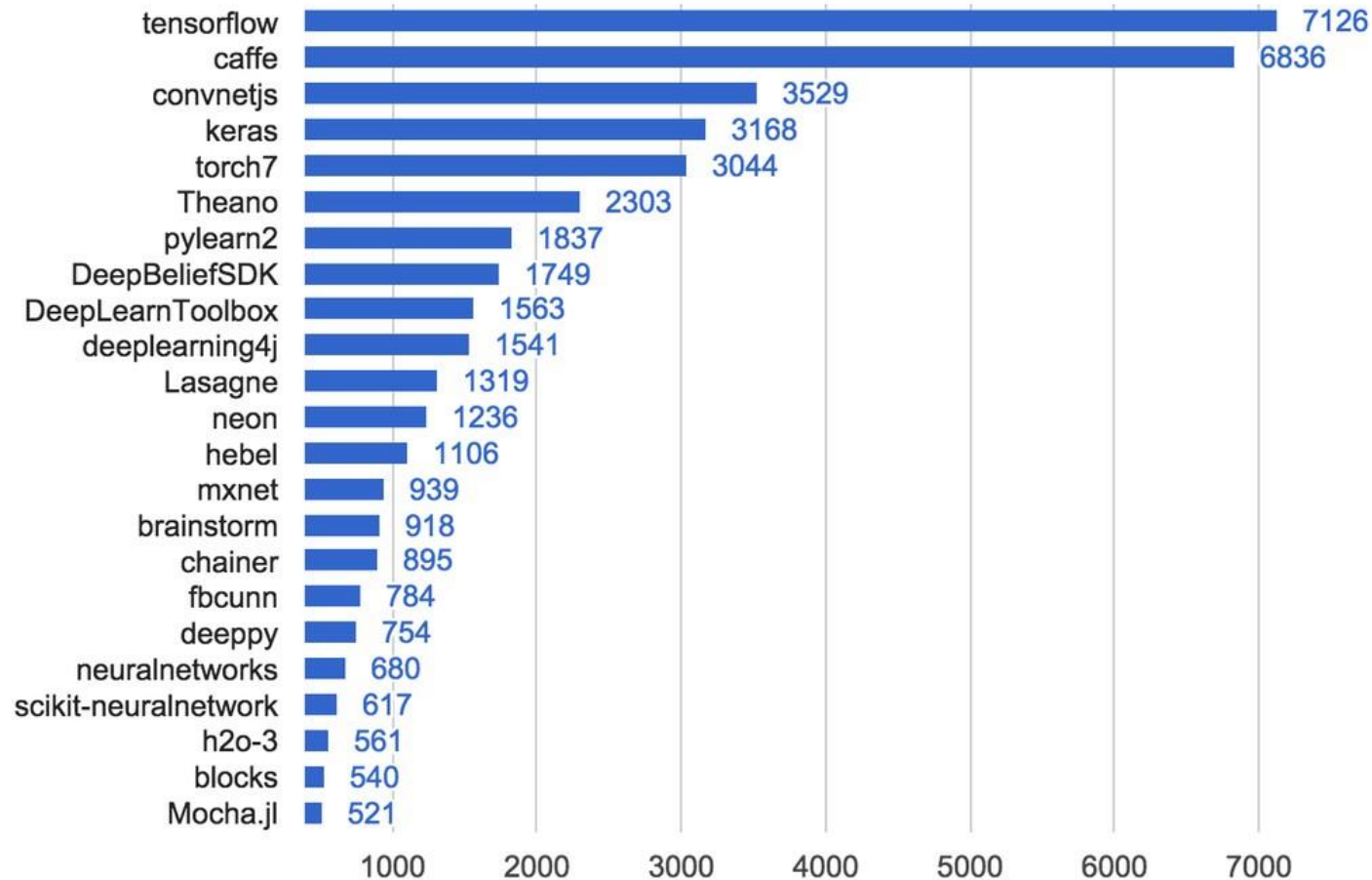


Excels in tasks where the basic unit (*pixel, word*) has very little meaning in itself, but the **combination of such units has a useful meaning**



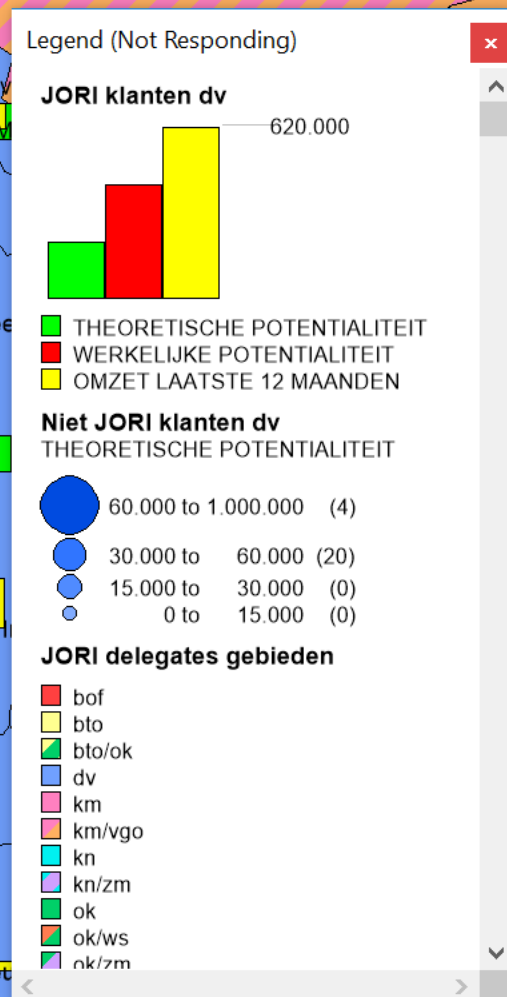
# Deep Learning - Tools

Its all OpenSource



# GEOMARKETING

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# NEXT STEPS

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# Next steps – general info

- <https://nodered.org/>
- [https://www.youtube.com/watch?v=OgsCM\\_l7Sil](https://www.youtube.com/watch?v=OgsCM_l7Sil)



# Next steps – courses and IBM i info

- <https://www.ibm.com/developerworks/ibmi/library/i-running-node-red/index.html>
- <https://www.ibm.com/developerworks/cloud/library/cl-rtchat-app/index.html>
- <https://www.ibm.com/developerworks/ibmi/library/i-it-helpdesk-chatbot/>
- <https://developer.ibm.com/courses/all/node-red-basics-bots/?course=begin#4069>
- <https://www.ibm.com/developerworks/ibmi/library/i-ile-rpg-cloud-integration/>

THANK YOU FOR YOUR ATTENTION