DATA MANAGEMENT WITH RULES ENGINE

Storing telemetry data from IoT devices in a database for later retrieval is useful for a variety of reasons. It can help you or your audience understand changes in environmental readings over time, serve as input to a machine learning model, and more.

In this tutorial, we'll save the data in a database. Many databases are supported by the Rules Engine but this tutorial will use:

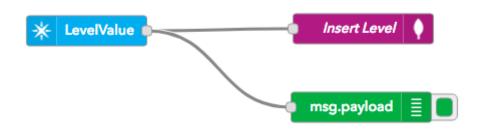
- MongoDB
- Firebase

Using the Rules Engine makes it easy to manipulate the data published from the device into the exact format you want to store in your database.

We'll continue to use the device level sensor and device firmware from the first tutorial, Realtime alerting.

Creating the Flow

We'll be starting with a new flow because there are number of changes from the last one.



- From the **Particle** group, drag **subscribe** node to your flow.
- Double click to edit it.
- Set Name to LevelValue (can be anything).

- Set **Auth** to the authentication we created in the real-time alerting tutorial.
- Set Event to LevelValue.
- Leave the **Device** field empty
- Leave the Scope at User.
- Click **Done**.

Edit subscribe node				
DELETE	CANCEL			
✓ NODE PROPERTIE	S			
🗣 Name	LevelValue			
🛎 Auth	rulesengine-2316			
🗭 Event	LevelValue			
Device	Device name or ID			
Scope	• User O Product			

• From the **output** group drag a **debug** node to the flow as well. Leave the default as outputting **msg.payload**.



• You can use this as a basis for any of the database tutorials.

MongoDB Tutorial

Getting a database

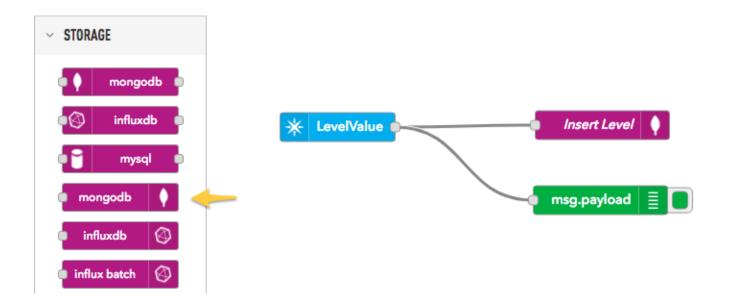
This example uses MongoDB. If you don't already have a MongoDB instance you can connect to, or have one installed on your computer, you can also use a hosted solution like MongoDB atlas that takes care of all of the hard work.

Creating the MongoDB flow

Drag the Copy Rules button into the Rules Engine window to create the flow automatically, or you can create the flow from scratch with the steps below.

Copy Rules

• From the **Storage** section drag the **mongdb** (out) node to your flow.



- Double click on the **mongodb** node to edit the configuration.
- Click on the pencil icon to edit the server configuration.

Edit mongodb o	ut node
DELETE	CANCEL DONE
\sim Node propert	IES
Server	Add new mongodb 🗘
Collection	
🖋 Operation	save 🜲
	Only store msg.payload object
Name	Name
Tip: If no collection name	ection is set, ensure msg.collection will contain the me

- In **Host** enter the hostname of your mongodb server. You cannot use a locally hosted server (127.0.0.1) since the Rules Engine is hosted remotely.
- In **Database** enter the database name.
- In **Username** enter your database username. Since you can't use a locally hosted MongoDB, you will almost certainly need a username and password.
- In **Password** enter the password.
- In **Name** you can enter whatever name you'd like.

	0			
Edit mongodb out node > Add new mongodb config node				
		CANCEL	ADD	
Host	mongo.	Port 2701		
Database	rules			
🌡 Username	rules			
Password	•••••			
Name	My Mongo DB			

- After configuring the Server, set the remaining items.
- In **Collection** specify the collection that you will be storing into.
- In **Operation** change to **Insert** because you want to add a new item to the collection for each publish.
- Leave the **Only store msg.payload object** checkbox unchecked.
- Set Name to whatever you'd like.

Edit mongodb out node				
DELETE	CANCEL			
✓ NODE PROPERT	ES			
Server	My Mongo DB			
Collection	level			
🖋 Operation	insert \$			
	□ Only store msg.payload object			
🖲 Name	Insert Level			

- If you haven't connected all of the nodes up yet, connect them up now.
- Deploy your flow.
- In the Debug panel on the right, you can watch events as they arrive:

8/1/2018, 2:42:25 PM msg.payload : string[8] "0.769231"	node: ac961fdd.05169
8/1/2018, 2:43:25 PM msg.payload : string[8] "0.770452"	node: ac961fdd.05169
8/1/2018, 2:44:25 PM msg.payload : string[8] "1.323565"	node: ac961fdd.05169
8/1/2018, 2:45:25 PM msg.payload : string[8] "1.322344"	node: ac961fdd.05169

• If you view the database (in this case, with Robo3T), you can see all of the fields that were automatically added to the database.

🔲 level 🕔 0.005 sec.		
(ey	Value	Type
(1) ObjectId("5b61fc6d7ef7ad00152dec77")	{ 6 fields }	Object
id	ObjectId("5b61fc6d7ef7ad00152dec77")	Objectio
"" event	LevelValue	String
💴 payload	0.196581	String
published_at	2018-08-01T18:31:09.216Z	String
device_id	And the second se	String
📟 _msgid	80f53481.ffafa8	String

• Or, more usefully, in table view:

🔲 level 🕔 0.00)3 sec.				
_id	event	payload	published_at	device_id	_msgid
1 ObjectId("" LevelValue	···· 0.196581	2018-08-01T18:31:09.216Z	📟 1e00	📟 80f5348
2 🔲 ObjectId("" LevelValue	0.196581	2018-08-01T18:32:25.690Z	📟 1e00	3b5bb7e
3 🗌 ObjectId("" LevelValue	···· 0.769231	2018-08-01T18:33:25.692Z	<u>1e00</u>	"" a4df184
4 Dbjectld("" LevelValue	0.769231	2018-08-01T18:34:25.690Z	💷 1e00	···· 70982e6
5 🗌 Objectld(LevelValue		📟 2018-08-01T18:35:25.689Z	📟 1e00	📟 bb88127
6 🔲 ObjectId(LevelValue	0.769231	···· 2018-08-01T18:36:25.689Z	📟 1e00	📟 71444dc
7 ObjectId(LevelValue		📟 2018-08-01T18:37:25.688Z	📟 1e00	📟 6691b20
8 🔲 Objectld(···· LevelValue	0.769231	2018-08-01T18:38:25.690Z	📟 1e00	📟 88909fd
9 🗌 ObjectId("" LevelValue	0.769231	📟 2018-08-01T18:39:25.687Z	📟 1e00	📟 997697b
10 🔲 ObjectId("" LevelValue	0.770452	📟 2018-08-01T18:40:25.686Z	📟 1e00	📟 7b4b3d1
11 🔲 ObjectId("" LevelValue	0.769231	2018-08-01T18:41:25.686Z	📟 1e00	💷 c12582d
12 🔲 ObjectId(LevelValue	0.769231	···· 2018-08-01T18:42:25.685Z	📟 1e00	== 526edfe
13 🗌 Objectld(E LevelValue	···· 0.770452	📟 2018-08-01T18:43:25.684Z	📟 1e00	📟 908061ff
14 🔲 ObjectId(LevelValue		2018-08-01T18:44:25.684Z	📟 1e00	📟 6bed87e
15 🗌 Objectld(LevelValue	···· 1.322344	📟 2018-08-01T18:45:25.686Z	📟 1e00	📟 6df1e1ad
16 🔲 ObjectId(LevelValue		2018-08-01T18:46:25.700Z	📟 1e00	📟 76e031f
17 🗌 Objectld(LevelValue	···· 1.323565	2018-08-01T18:47:25.689Z	📟 1e00	📟 acb839f
18 🔲 ObjectId(LevelValue	1.323565	2018-08-01T18:48:25.694Z	💷 1e00	📰 f8380d6

Google Firebase

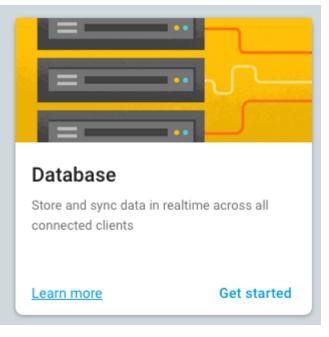
Another place you can easily save data is in Google Firebase.

Setting up Firebase

- Go to the Firebase Console
- Add a project. I named mine rules-engine-1

Add a project		×
You're 3 projects away from the proje	ct limit.	
Project name rules-engine-1	 + i05 + > Tip: Projects span apps across platforms ⑦ 	
Project ID ⑦ rules-engine-1 🧪		
Analytics and billing region ⑦		
 Use the default settings for sharing Google Analyt Share your Analytics data with Google to impro Share your Analytics data with Google to enabl Share your Analytics data with Google to enabl Share your Analytics data with Google Account 	ove Google Products and Servic le technical support le Benchmarking	ces
I accept the <u>controller-controller terms</u> . This is req improve Google Products and Services. <u>Learn mor</u>		ata to
	Cancel Create proje	ect

• Click **Get Started** in the **Database** section.



• We'll be using the original **Realtime Database** in this example.

Or choose Realtime Database

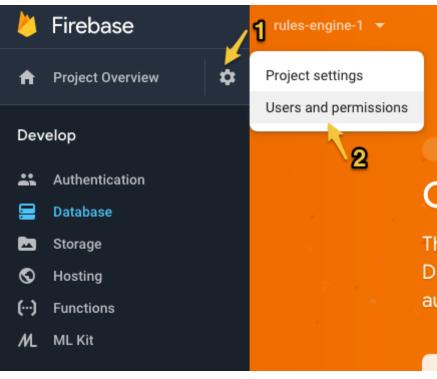
Realtime Database
Firebase's original database. Like Cloud Firestore, it supports realtime data synchronization.
■ <u>View the docs</u> Q <u>Learn more</u>
Create database

- You should use the locked settings. We're using an authentication token to write to the database so the locked settings will work perfectly.
- In the main Database window, note your Firebase URL. In this example, it's https://rulesengine-1.firebaseio.com.

붣 Firebase	rules-engine-1 🔻		
🔒 Project Overview 🌣	Database 🔚 Realtime Database 👻		
Develop	Data Rules Backups Usage		
 Authentication Database Storage Hosting 	CD https://rules-engine-1.firebaseio.com/		
(···) Functionsℳ ML Kit	rules-engine-1: null + ×		
Quality Crashlytics, Performance, Test Lab			

- In the main Firebase console window, select the gear icon next to **Project Overview** (1) in the upper left.
- Then select Users and permissions (2).

Data Management | Tutorials | Particle

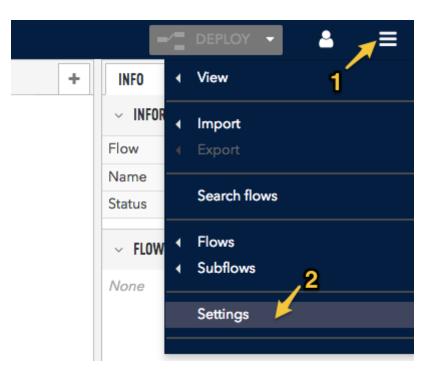


- Select Service Accounts (1).
- Select Database secrets (2).
- Copy the secret key (3). Even though the Firebase secrets are technically deprecated, they're the easiest way to authenticate the Firebase node.

붣 Firebase	rules-engine-1 🔻	Go to docs 🌲
📤 Project Overview 🌼	Settings	~1
Develop	General Cloud Messaging	Integrations Service accounts Data privacy Users and permissions
Authentication		Manage all service accour
 Storage Hosting 	OT Firebase Admin SDK	Database Secrets
(···) Functions M_ ML Kit	Crash Reporting	Database secrets are currently deprecated and use a legacy Firebase token generator. Update your source code with the Firebase Admin SDK.
Quality	Database secrets	Learn more
Crashlytics, Performance, Test Lab		Create custom database authentication tokens using a legacy Firebase token generator. At least one secret mu exist at all times. <u>Learn more</u>
Dashboard, Events, Conversions, Au		Add secr
Grow Predictions, A/B Testing, Cloud Mes		Database Secret
reading, rold reading, along mes		rules-engine-1 •••••

Adding Firebase to the Rules Engine Palette

• In the Rules Engine, click the "hamburger icon" in the upper right of the rules engine window (1) then **Settings** (2).

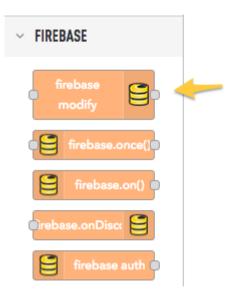


- Click Palette (1).
- Click Install (2).
- Type in the search field **firebase** (3).
- Click Install (4) for node-red-contrib-firebase.

User Settings			
		2	CLOSE
VIEW	NODES	INSTALL	<u> </u>
KEYBOARD 1	8		sort: a-z recent
PALETTE	Q firebase 🥖		6/1553 🗙
	 node-red-contrib-fcm-push Node-red Node interface to Fi 0.0.2 mutheta 1 year, 1 month ago node-red-contrib-firebase Node-Red module for interact 1.1.1 mutheta 4 months ago node-red-contrib-firebase NodeRED nodes to manage fi 1.1.0 mutheta 3 months ago 	irebase Cloud Messaging (FCM) fo 	or Android and iOS install install install
		ing with google firebase	-

Setting up the firebase flow

• From the Firebase section, drag the firebase modify (out) node to your flow.



- Double click the firebase modify node to edit it.
- Click the pencil icon to Add new firebase config...

Edit firebase modify node					
DELETE		CANCEL	DONE		
V NODE PROPERTIES					
Firebase	Add new firebase config	\$	<i>a</i>		
)			
🚠 Child Path	path-to/the/data				
>_ Method	. set 🗘 ()				
🖹 Value	msg.payload				
Name	Name				

- Edit the **Firebase** item with your Firebase URL.
- Set the Auth Type to JSON Web Token.
- Copy and paste in your **Database Secret**.
- Click Update.

Edit firebase modify node > Edit firebase config node				
DELETE	CANCEL			
📥 Firebase	https:// rules-engine-1 .firebaseio.com/			
Auth Type	JSON Web Token			
a Secret	•••••			

- Continue editing in the Edit firebase modify node.
- Set the **Child Path** to the key to hold your values. I used **levels**.
- Set the **Method** to **Push**. This creates a new entry for each event.
- Set the Value to msg.payload.
- Set the Name to whatever you want. I used Write to Firebase.
- Click Done.

Edit firebase modify node					
DELETE	CANCEL				
✓ NODE PROPERTIES					
Firebase	https://rules-engine-1.firebaseio.com/ - 、 🛊 🖉				
🚠 Child Path	levels				
>_ Method	. push 🔹 ()				
Ualue	msg.payload				
Name Name	Write to Firebase				

Setting up the flow

Drag the Copy Rules button into the Rules Engine window to create the flow automatically, or you can create the flow from scratch with the steps below.

Copy Rules

This is the flow we'll be creating:



• The flow begins with **subscribe** node from the **Particle** group. Set the settings as for other subscribe nodes in this tutorial.

Edit subscribe node					
DELETE	CANCEL				
V NODE PROPERTIES					
🗣 Name	LevelValue				
🛎 Auth	rulesengine-2316				
Event	LevelValue				
Device	Device name or ID				
Scope	 User				

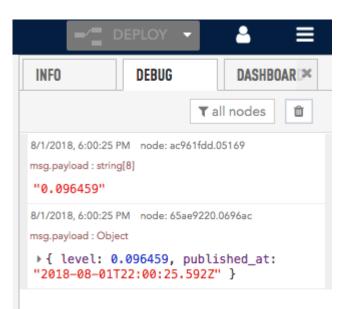
- From the **Function** group, drag a **function** into the flow. (Note: this is the function function, not the Particle function!)
- Set the Name to Format Database Data (or whatever you want)
- Set the function to:

```
msg.payload =
{'level':parseFloat(msg.payload),'published_at':msg.published_at};
return msg;
```

Edit fun	ction node		
DELET	ΓE	CANCEL	DONE
~ NODE	PROPERTIES		
Nar Form	ne at Database Data		
✓ Fun 1 2 3	<pre>nction msg.payload = {'level':parseFloat(msg return msg;</pre>	.payload),'pı	ublished_

This determines what data will be uploaded to Firebase. In this case, a floating point value containing the level and a timestamp from the event.

- From the **Output** section of the palette, drag a **debug** into your flow. This makes debugging easier.
- Finally, connect all of the nodes as shown above.
- Deploy your flow and hopefully everything will work.
- Viewing the **Debug** tab on the right side of the window should show data as it's published.



• And viewing the database in the Firebase console should show the data.

