

Why Binary XML – Document Size

- There is a great deal of structural overhead for typical business data
 - `<myns:shoeSize>9</myns:shoeSize>`
 - `<myns:path>`
 - `<myns:position><myns:x>23</myns:x><myns:y>14</myns:y></myns:position>`
 - `<myns:position><myns:x>24</myns:x><myns:y>16</myns:y></myns:position>`
 - `<myns:position><myns:x>25</myns:x><myns:y>18</myns:y></myns:position>`
- This overhead can be critical in bandwidth limited environments (e.g., client support, both traditional and pervasive) or when messages are large.
- Possible fixes:
 - Short, non-mnemonic tags: `<x:z>9</x:z>`
 - Custom value representations: `<myns:path>(23,14)(24,16)(25,18)</myns:path>`
 - Zip-style compression



Why Binary XML – Processing Time

- Lexical rules are somewhat complex
- There is a great deal of string processing
- Validation, signing and encryption can all be very expensive
- This overhead can be critical in high volume scenarios, low-footprint scenarios, and processing constrained scenarios.
- Possible fixes:
 - Striped down parsers
 - Don't validate
 - Hardware assist
 - Schema compilers



Binary encoding levels

- 1. Stream-structured binary** – only XML structure is in binary, values are still characters
 - Preserves all XML values except direct human readability
- 2. Tree-structured binary** – only XML structure is in binary, values are still characters, tree structure is captured (parent, child, siblings)
 - Cannot be streamed, but may be more efficient for partial message processing
 - Additional structure information increases message size
- 3. Full binary** – both structure and values are in binary
 - May be somewhat faster to process, probably neutral on message size
 - Introduces values representation and portability issues
- 4. Schema dependent binary** – Knowledge of the document's schema is used to remove tags and compress values
 - Can be very compact
 - Message becomes very fragile
 - Very complex encoding rules



CBXML Goals: Reduce XML costs without compromising XML value

- **Benefits**
 - Remove much of the space overhead from XML structure
 - Streamline the lexical phase of XML to reduce parsing footprint and processing time
- **Values**
 - Preserve the portability of XML messages (no byte order issues, no platform bias)
 - Preserve the self-descriptive nature of XML, keep all tags
 - Accurate rendering of the full XML infoset including namespaces (could extend to full XML 1.1 spec) – Can easily define an exact conversion to/from character XML for a simple canonical form
 - Simple standalone tool to convert to/from CBXML to support human viewing and editing
 - Conversion to/from CBXML does not require any context (External dictionary, Schema or DTD)
 - Support streamed processing (pull parsing, partial parsing)
- **Issues**
 - It's a new encoding – raises interoperability and support issues
 - It's not directly human viewable or editable with simple text editors



CBXML Design

- Sequence of typed clauses
- Two primitive types: variable length integer, encoded string
 - Variable length integers: each byte holds 7 bits of data and a flag bit
 - Encoded strings are run-length delimited byte sequences
- Objects (qualified names, namespace maps, content strings, ...) are encoded inline on first occurrence and by reference after the first occurrence. However, strings can be duplicated to avoid a requirement for fully sequential processing or to reduce generation costs. (E.g., start over for SOAP body.)
- Document is just a serialization of the essential content of the XML infoset as a series of typed clauses based on the primitives given above



CBXML Encoding Example

```
[ 346] startElementAttributes----- 3
[ 347] old: unqualified element name----- 3 = "():person"
[ 348] number of attributes----- 2
[ 349] old: unqualified attribute name---- 2 = "():id"
[ 350] new: attribute value----- 1
[ 351] ----- 10,"one.worker"
[ 362] old: unqualified attribute name---- 3 = "():contr"
[ 363] old: attribute value----- 3 = "false"
=====
[ 364] startElementNamespaceDecls----- 4
[ 365] number of NS Maps----- 1
[ 366] old: namespace map----- 3 = "xmlns=http://foo.com/hr"
[ 367] old: qualified element name----- 4 = "(http://foo.com/hr):name"
[ 368] number of attributes----- 0
=====
[ 369] startElement----- 2
[ 370] old: qualified element name----- 5 = "(http://foo.com/hr):family"
=====
[ 371] characters----- 1
[ 372] new: content----- 1
[ 373] ----- 6,"Worker"
=====
[ 380] endElement----- 5
=====
[ 381] endElement----- 5
=====
[ 382] endElement----- 5
```

```
...
<person id="one.worker" contr="false">
  <name xmlns="http://foo.com/hr">
    <family>Worker</family>
  </name>
</person>
...
```

113 characters => 36 bytes

Table example

```
<table:table>
...
<table:row>
...
<table:column>209</table:column>
<table:column>80</table:column>
...
</table:row>
...
</table:table>
```

XML = 63 bytes

Current CBXML:

2,4,1,1,3,2,0,9,5,2,4,1,24,5 = 14 bytes

CBXML with leaf node support:

12,4,1,3,2,0,9,12,4,24 = 10 bytes

Old style binary: 8 bytes

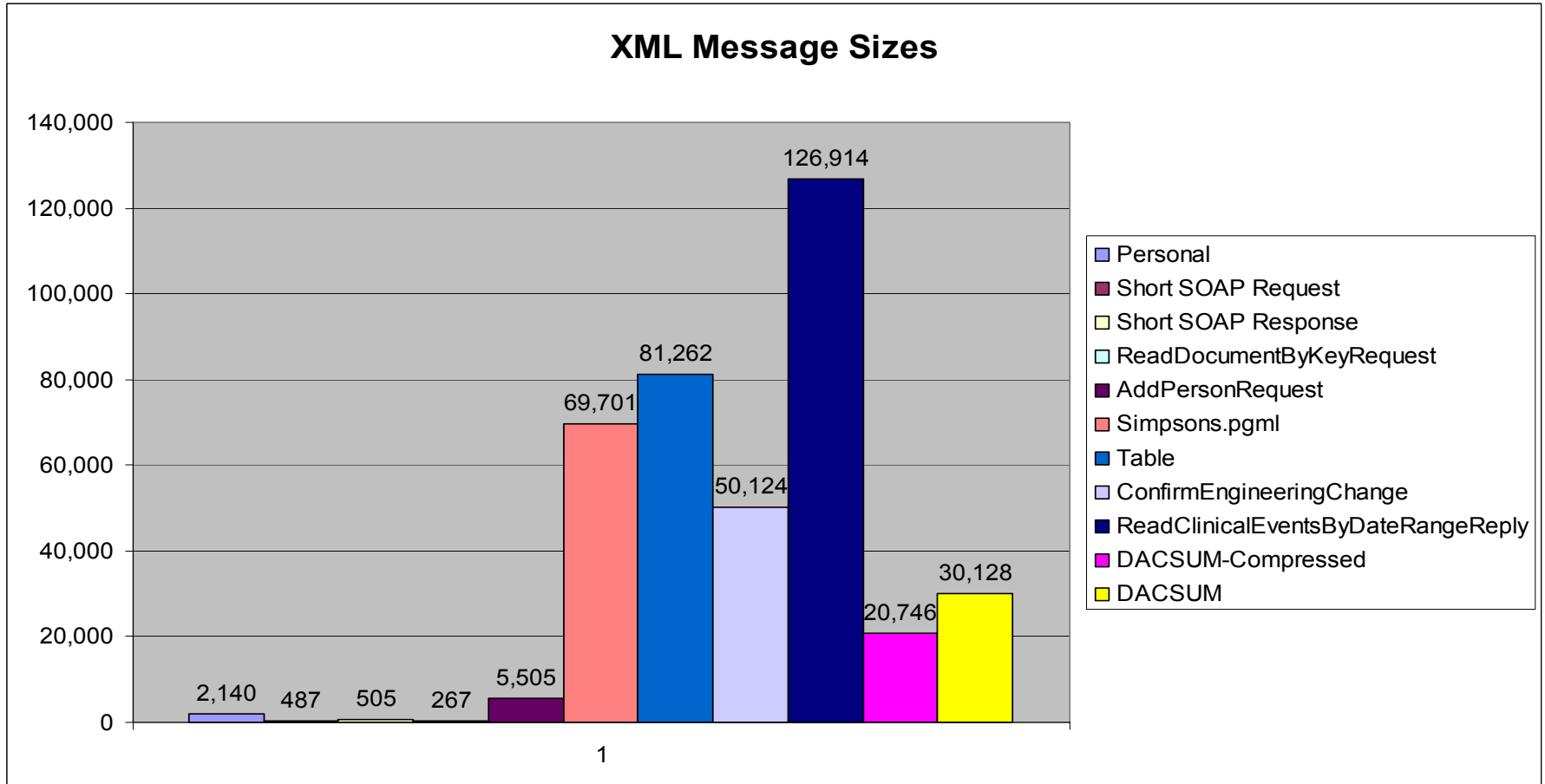
```
[ 280] startElement----- 2
[ 281] old: qualified element name----- 4 = "(http://com.ibm.cbxml.testns)table:column"
=====
[ 282] characters----- 1
[ 283] new: content----- 1
[ 284] ----- 3, "209"
=====
[ 288] endElement----- 5
=====
[ 289] startElement----- 2
[ 290] old: qualified element name----- 4 = "(http://com.ibm.cbxml.testns)table:column"
=====
[ 291] characters----- 1
[ 292] old: content----- 24 = "80"
=====
[ 293] endElement----- 5
```


Exact mapping canonical rules

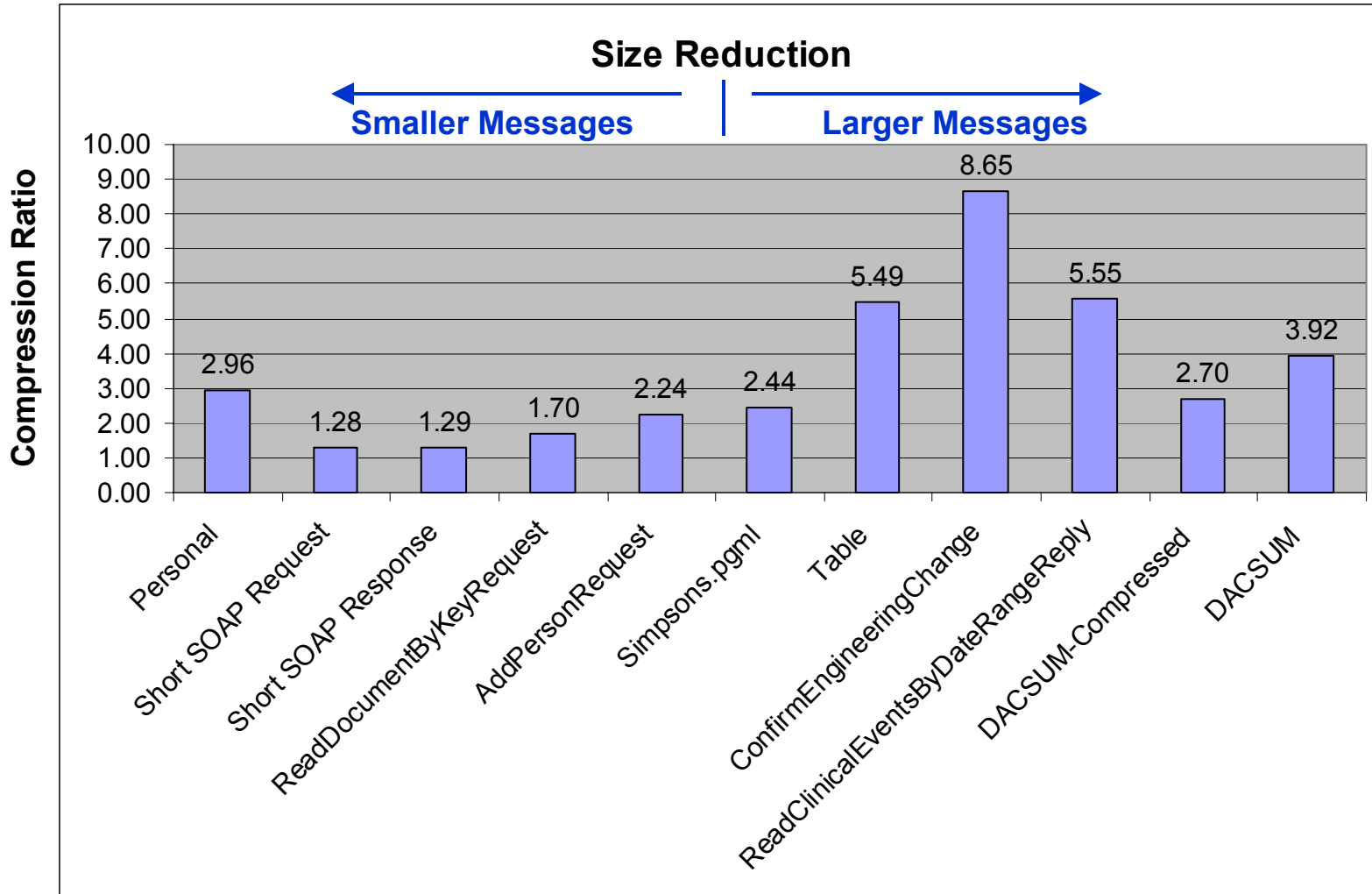
- Start with character representation, canonicalize as follow:
 - Single space between parts of an start element.
 - Double quotes for attribute values (could easily remove this restriction by indicating the quote type on attribute values)
 - No embedded DTD subset
 - Namespace declarations before regular attributes (could relax this if needed)
 - Use <start n=v/> style for elements with no content and no nested elements
- Conversion must follow these rules
 - Preserve order of attributes
 - Preserve content whitespace



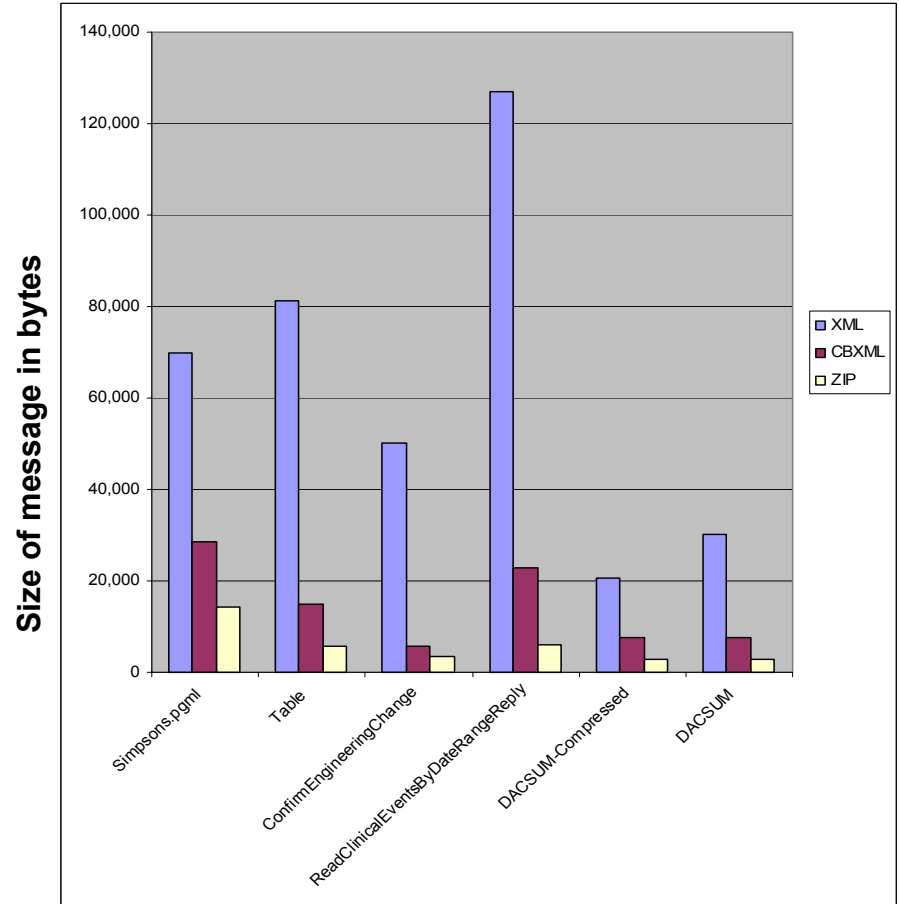
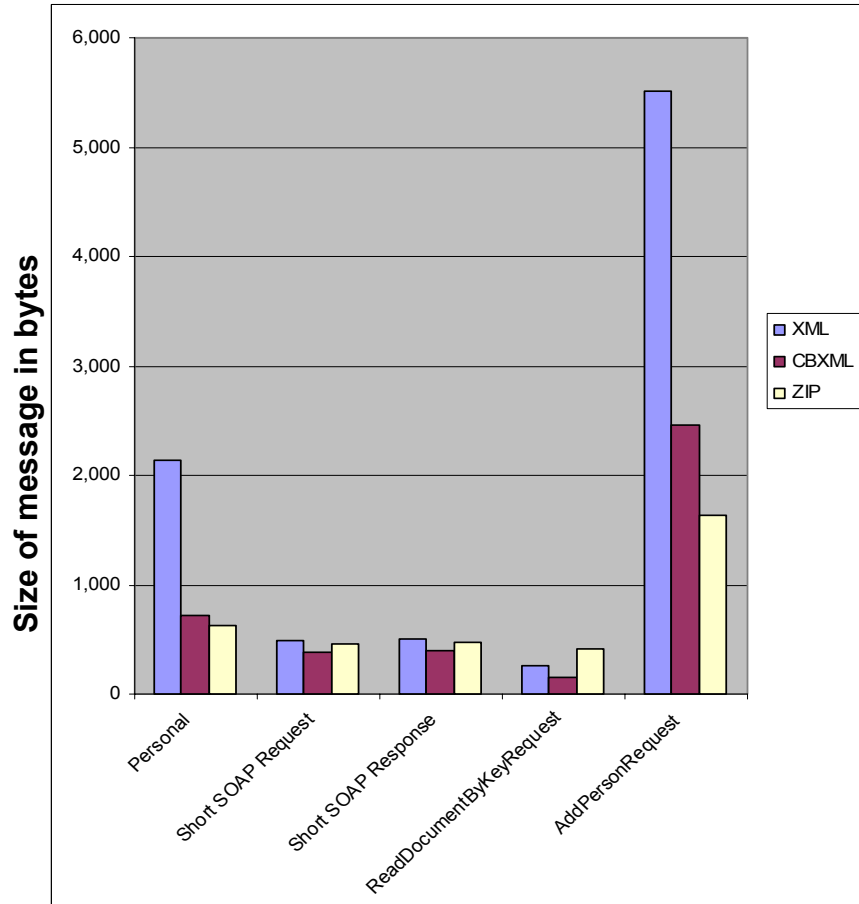
Trial Messages



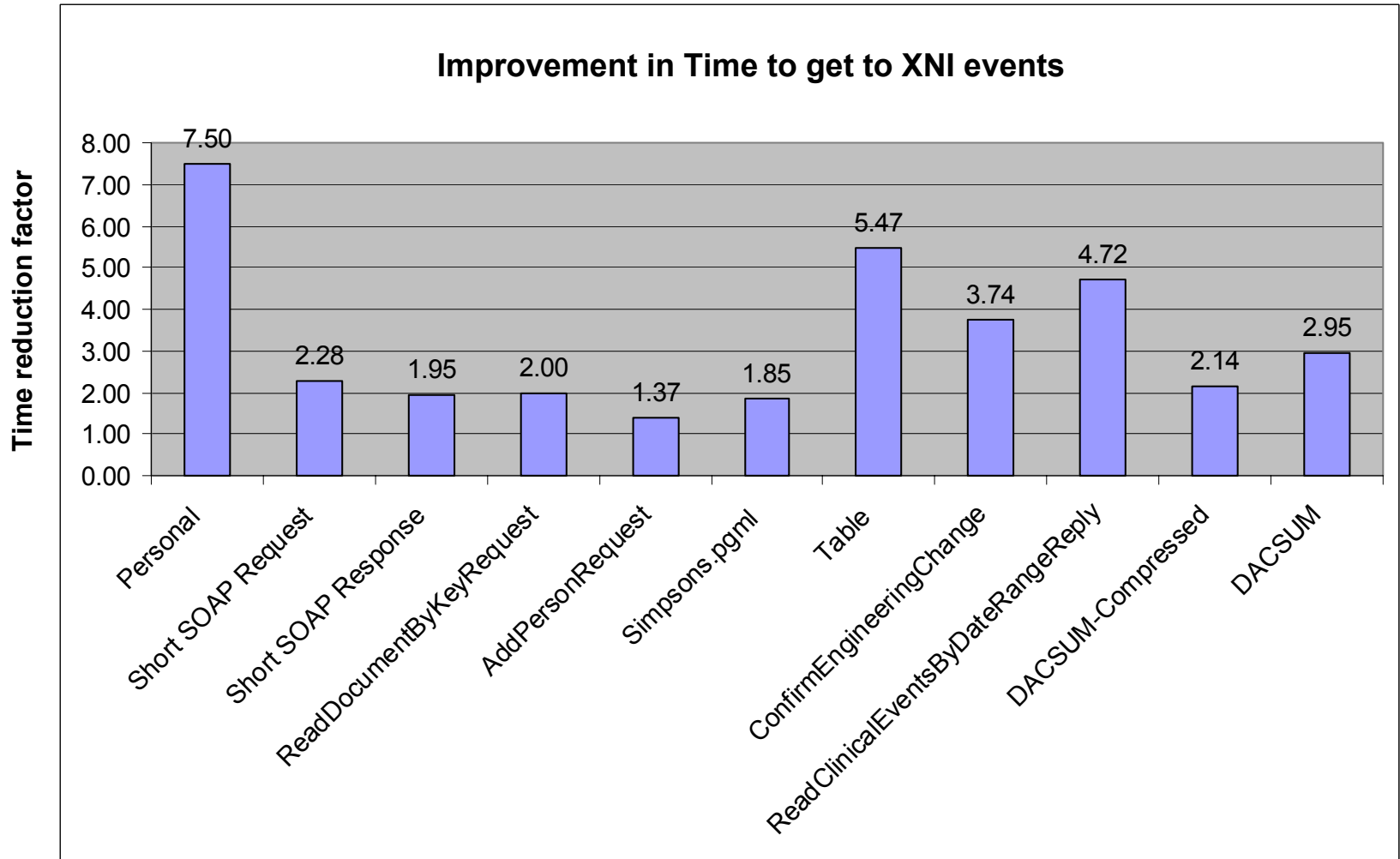
CBXML: Space Advantage



Comparison to ZIP

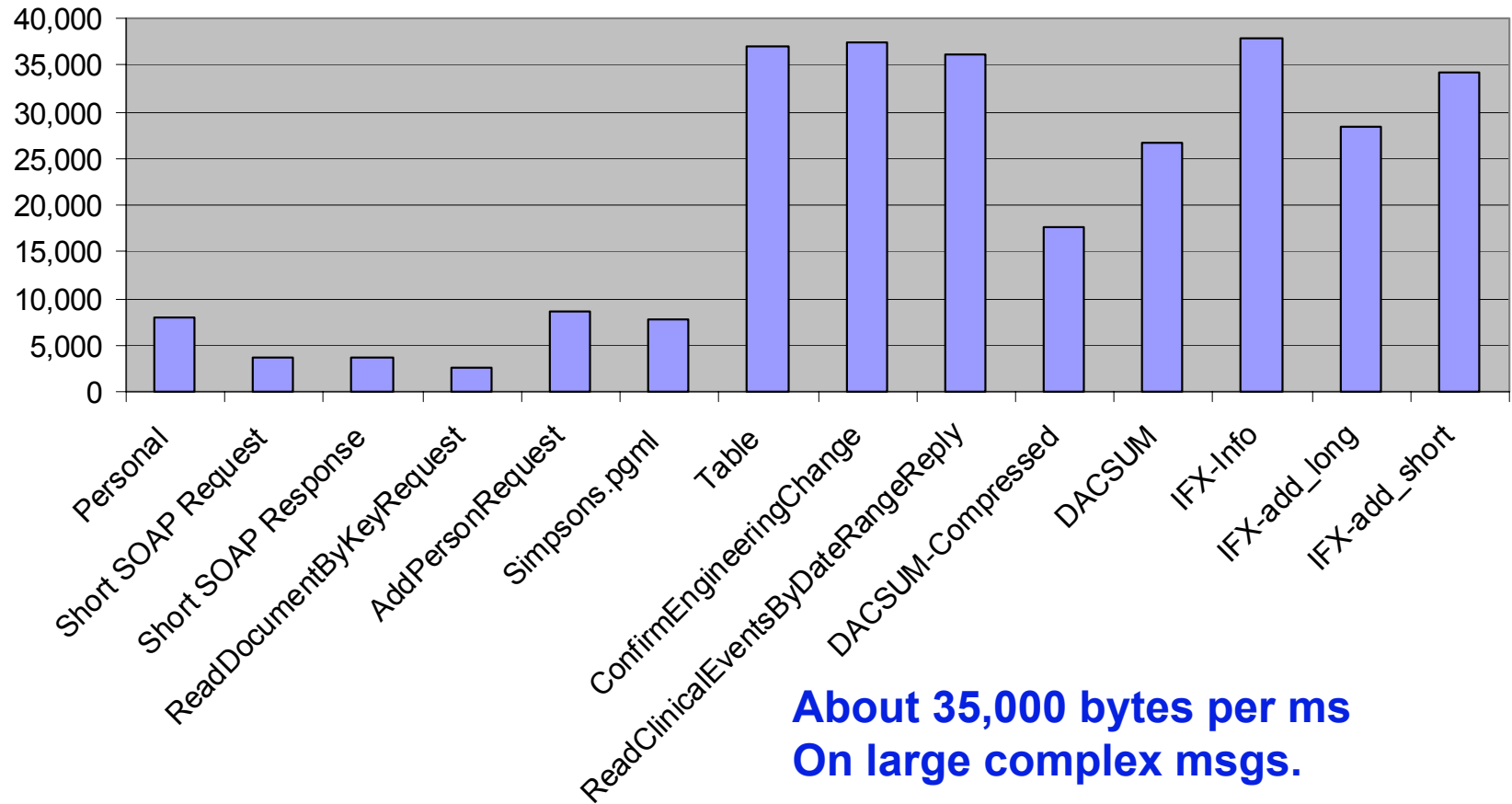


CBXML: Time Advantage



Throughput on .8 Ghz Thinkpad of C

Throughput in bytes per ms for CBXML messages



**About 35,000 bytes per ms
On large complex msgs.**

Conclusions

- Substantial space and processing time savings can be achieved while preserving almost all of the XML values.
- CBXML examines an approach to binary encoding. The approach can be taken further without compromise to its values or efficiency: idioms, full XML 1.1 representation, relaxed canonicalization rules
- Binary encoding of values (other than mime data) probably is not worth the impact
- ZIP-style compression offers the best size reduction, but can complement binary encoding for increased effect. Comes at a processing cost.
- Speculation: Moving to schema dependent encodings, in any form, would have minor value over stream-structured binary for complex messages, and is not optimal for small messages. (The dictionary is the issue for very small messages.)

