

Serializing Things Descriptions

Objectives

→ **Represent** TD information

What do we want **optimize**?

— compactness?

— usefulness for processing?

What are our **assumptions** about the devices...

— holding TDs?

— processing TDs?

Maximizing compactness

- Use traditional data compression
 - e.g., deflate (algorithm behind gzip)
 - LZ77: exploit bitwise sharing over window
- no relation to semantics
- compression requires view of window
- decompression is a copying process

Choosing a compressor

- LZ77: Sharing via <distance, length>
- Need entropy encoder, too
 - Huffman, Arithmetic
 - Recent advances

Classical algorithms:

- Deflate (RFC 1951 from 1996): LZ77 + Huffman
- LZ4 (low complexity)

Maximizing processability

- Keep data in a processable form
- Minimize the need for copying
 - avoid escaping
 - avoid piecing together
- Maybe avoid a classical compressor
 - "Semantic Sharing"?

Experiment

wot-thing-description/test-bed/data/plugfest/2017-05-osaka/MyLED_f.jsonld

- JSON file: 3116
- **JSON no whitespace: 1447**
 - deflate: 323, lz4: 415, lz4hc: 411
- **CBOR: 1210**
 - deflate: 325, lz4: 416, lz4hc: 404
- CBOR packed (semantic sharing only): 793
- CBOR packed (prefix compression, too): 564

Conclusion

- Packing (exploiting structural sharing)
 - maintains processability
 - saves ~ 1/3 (implementation not yet complete)
- Prefix sharing helps with URLs, another 20 %
 - but reduces processability
- Could further improve by adding static dictionary
 - In the example: 119 bytes of mostly static data:

```
["name", "@type", "links", "application/json", "outputData", "mediaType", "href",  
 {"valueType": {"type": "number"}}, ["Property"], "writable", "valueType", "type"]
```