|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| \* | BION | BSON | Protocol Buffers | JSON | Xml |
| Basic Types | ✓ | ✓ | ✓ | ✓ | ✓ |
| Complex Types | ✓ | ✓ | Extension[1] | ✓ | ✓ |
| Anonymous Types | ✓ | ✓ | 🗶 | ✓ | ✓ |
| Small Size | ✓ | Partial[2] | ✓ | 🗶 | 🗶 |
| Very Fast | ✓ | 🗶 | ✓ | 🗶 | 🗶 |
| Dictionary Support | ✓ | ✓ | 🗶 | ✓ | 🗶 |
| Self-Descriptive | 🗶 | ✓ | 🗶 | ✓ | ✓ |
| Flexible | 🗶 [3] | ✓ | Partial | ✓ | ✓ |
| Text/Binary | Binary | Binary | Binary | Text | Text |
|  |  |  |  |  |  |

\* This table is based on supported features in .NET implementation of the protocols.

[1] Protocol Buffers doesn’t support complex types, but .NET implementation has limited support.

[2] BSON size is smaller than JSON but still object names are serialized, which consumes more space.

[3] BION doesn’t support any change in serialized data, but the target object type can have more properties than source object.