

# ZeroBuf

Zero-copy, zero-serialize, zero-hassle protocol buffers

- Zero-copy: object data is directly distributable
- Zero-serialize: one portable data storage buffer per class
- Zero-hassle: random read/write access to serialised data
- An alternative to protobuf, flatbuffers and Cap'n Proto

# Example: Static sized ZeroBuf

## FBS Schema

```
namespace zerobuf.render;

table Vector3f
{
  x: float;
  y: float;
  z: float;
}

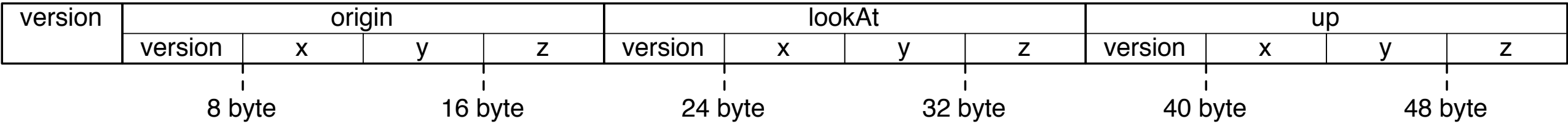
table Camera
{
  origin: Vector3f = 0, 0, 1;
  lookAt: Vector3f;
  up: Vector3f = 0, 1, 0;
}
```

## C++ Code

```
namespace render = zerobuf::render;

render::Camera camera;
camera.getOrigin() = render::Vector3f(0, 0, 1);
```

## Memory Layout



# Example: Dynamic sized ZeroBuf

## FBS Schema

```
namespace zerobuf.render;

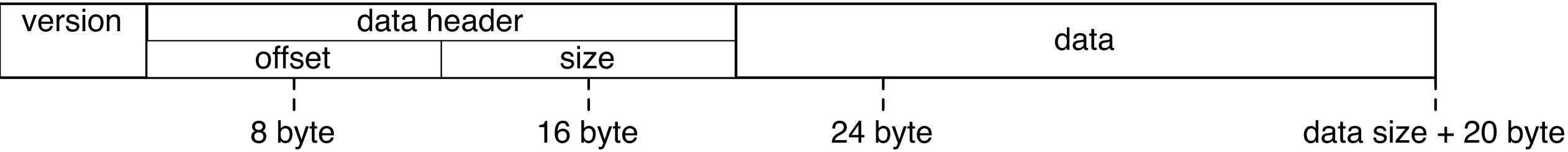
table ImageJPEG
{
  data:[ubyte];
}
```

## C++ Code

```
namespace render = zerobuf::render;

render::ImageJPEG imageJPEG;
glReadPixels( ... );
tjCompress2( ..., ptr, size );
imageJPEG.setData( ptr, size );
```

## Memory Layout



- Python .fbs to C++ code generator
- Setters and getters for all members
- Static arrays and dynamic vectors
- Nested structures
  - Static and dynamic sized members
  - Arrays and vectors of static elements (builtin and static Zerobuf)
- Copyable, assignable
- toJSON, fromJSON

- Zero-copy read access to all members
- Seamless integration with ZeroEQ
  - `zeq::Publisher::publish( zerobufObject );`
  - `zeq::Subscriber::subscribe( zerobufObject );`
  - `zeq::http::Server::add( zerobufObject );`
- Universally unique type identifier
- `toBinary`, `fromBinary`: directly forwarded to memory buffer
- Update notification

- Endian swap on receive
- Zerocopy in ZeroEq
  - Lock or COW zerobuf until async zmq\_send completes?
- Profiling and Optimisation
  - Allocator behaviour in real scenarios
  - Alignment of members
  - No offset iff one dynamic member
  - Automatic compact?