






Dynamic schemas with serde

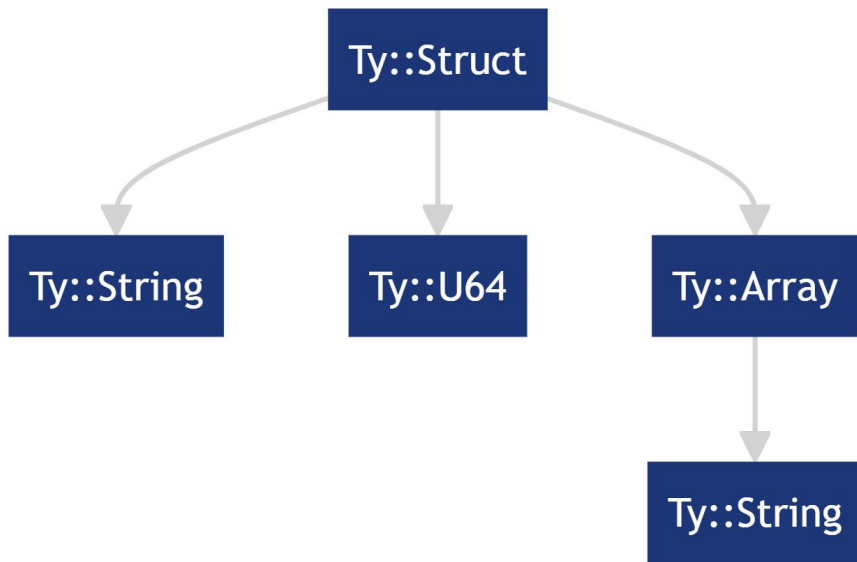
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Dynamic schema



```
pub enum Ty {  
    Bool,  
    U64,  
    I64,  
    F64,  
    Bytes,  
    String,  
    Array { inner: Box<Ty> },  
    Struct { fields: Box<[Field]> },  
}  
  
pub struct Field {  
    pub name: Box<str>,  
    pub ty: Ty,  
}
```



The mission

Store JSON documents on disk

Validate input against the schema

Take advantage of schema to save space (*e.g. don't store object keys*)

Optimise performance

```
let schema = struct_def!({  
  "name": Ty::String,  
  "age": Ty::U64,  
  "hobbies": array_def!(Ty::String),  
});
```

```
{  
  "name": "Alex",  
  "age": 27,  
  "hobbies": ["coding", "music"]  
}
```

Example schema and conforming JSON

Simple approach

Use `Value` as intermediary, as it can represent arbitrary JSON

Simple but inefficient

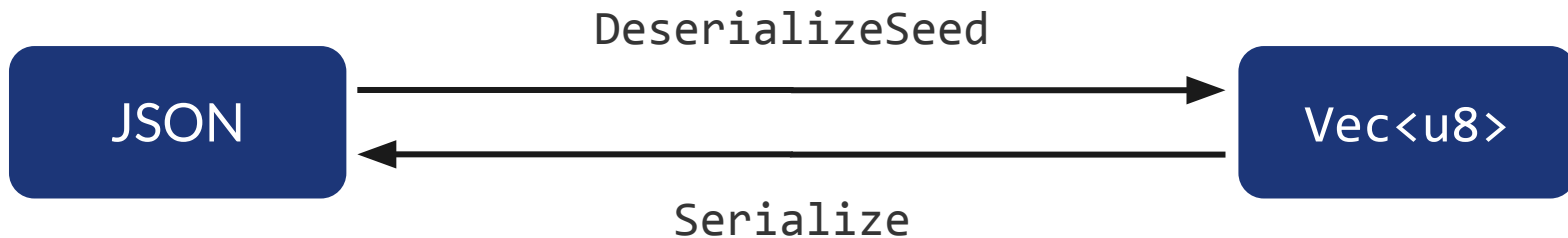
```
pub enum Value {  
    Null,  
    Bool(bool),  
    Number(Number),  
    String(String),  
    Array(Vec<Value>),  
    Object(Map<String, Value>),  
}
```



More efficient approach

Implement `Serialize` and `DeserializeSeed` traits to inject the dynamic schema into the serialization/deserialization process

Allows us to go directly from JSON to encoded bytes and back again



Serialization

Vec<u8>



JSON

```
// 1. Package the data and the schema into a single struct
struct TypedBytes<'a> {
    bytes: &'a [u8], // Binary encoding of document
    ty: &'a Ty,      // How to interpret the encoded data
}

// 2. Then implement `Serialize` on it
impl<'a> Serialize for TypedValue<'a> {
    fn serialize<S: Serializer>(&self, serializer: S) -> Result<S::Ok, S::Error> {
        // Decode `self.bytes` using `self.ty` and pass the result to `serializer`
    }
}
```

Serialization

Vec<u8>



JSON

```
fn serialize<S: Serializer>(&self, serializer: S) -> Result<S::Ok, S::Error> {
    match self.ty {
        Ty::U64 => serializer.serialize_u64(self.bytes)
        Ty::Array { inner: ty } => {
            let mut seq = serializer.serialize_seq(None)?;
            while let Some(bytes) = read_element(self.bytes) {
                seq.serialize_element(&TypedBytes { ty, bytes })?;
            }
            seq.end()
        }
        // ...other types
    }
}
```

Deserialization

JSON



Vec<u8>

```
pub trait Deserialize<'de>: Sized {  
    fn deserialize<D>(deserializer: D) -> Result<Self, D::Error>  
    where  
        D: Deserializer<'de>;  
}
```

Doesn't work

```
pub trait DeserializeSeed<'de>: Sized {  
    type Value;  
  
    fn deserialize<D>(self, deserializer: D) -> Result<Self::Value, D::Error>  
    where  
        D: Deserializer<'de>;  
}
```

Works!

Deserialization

JSON



Vec<u8>

```
fn deserialize<D: Deserializer<'de>>>(self, de: D) -> Result<(), D::Error> {  
    match self.ty {  
        Ty::Bool => de.deserialize_bool(BoolVisitor { builder }),  
        Ty::U64 => de.deserialize_u64(UIntVisitor { builder }),  
        Ty::I64 => de.deserialize_i64(IntVisitor { builder }),  
        Ty::F64 => de.deserialize_f64(FloatVisitor { builder }),  
    }  
}
```

Deserialization

JSON



Vec<u8>

```
struct BoolVisitor<'a> {
    pub builder: Builder<'a>,
}

impl<'a, 'de> Visitor<'de> for BoolVisitor<'a> {
    type Value = ();

    fn expecting(&self, formatter: &mut fmt::Formatter) -> fmt::Result {
        write!(formatter, "a boolean")
    }

    fn visit_bool<E: serde::de::Error>(self, value: bool) -> Result<(), E> {
        self.builder.write_bool(value);
        Ok(())
    }
}
```



Efficient parsing

In the new approach, the schema drives the deserialization

This allows for efficient parsing of the JSON input

For example, booleans are matched with just one `char`

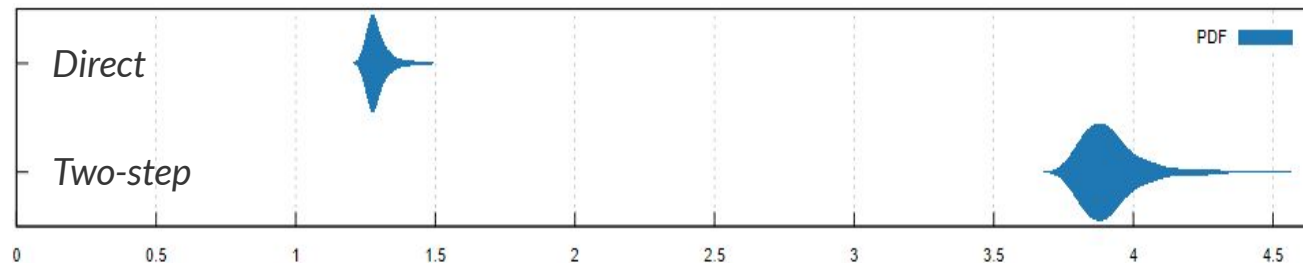
```
let value = match peek {  
    b't' => {  
        self.eat_char();  
        tri!(self.parse_ident(b"rue"));  
        visitor.visit_bool(true)  
    }  
    b'f' => {  
        self.eat_char();  
        tri!(self.parse_ident(b"alse"));  
        visitor.visit_bool(false)  
    }  
    _ => Err(self.peek_invalid_type(&visitor)),  
};
```

serde_json: src/de.rs:1472-1484

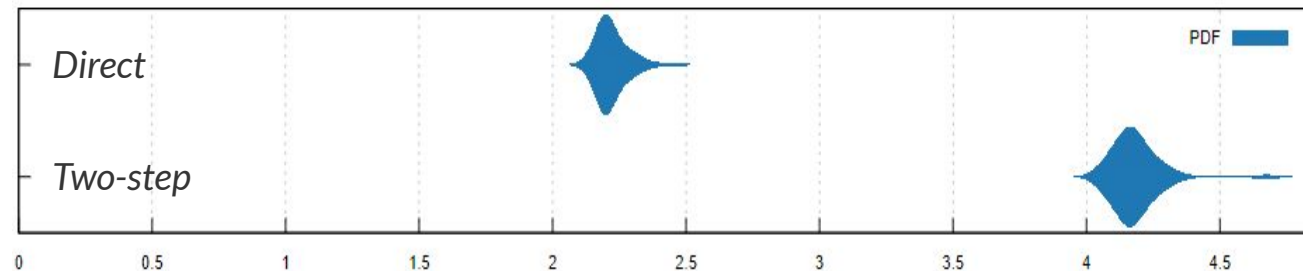
How much faster is it?

Average times in microseconds

Deserialize
(JSON to bytes)



Serialize
(bytes to JSON)



Questions?
