

Data Serialization

Data serialization is the process of storing a data structure or object state into a format that can be stored (or transmitted) and reconstructed later.

- Wikipedia

Data serialization is just about
reading and writing files la
- Gerald Wong

...what is data?

Let's think about data

What are we loading/saving?

Where are we loading/saving?

How are we loading/saving?

Why are we loading/saving?

Examples?

Non-exhaustive uses of data serialization

- Image files (jpeg, png, bmp)
- Game save files/custom data files (csv? json? txt?)
- Sound files (wav, mp3, ogg)
- Video files (mp4, avi, mkv, flv)
- Web pages (html, js, css)
- Web services (databases)
- Password storage

How about these?

- .exe files
- .sln files
- .c files
- .zip files
- directories? File systems?

DATA



DATA EVERYWHERE

But *why*?

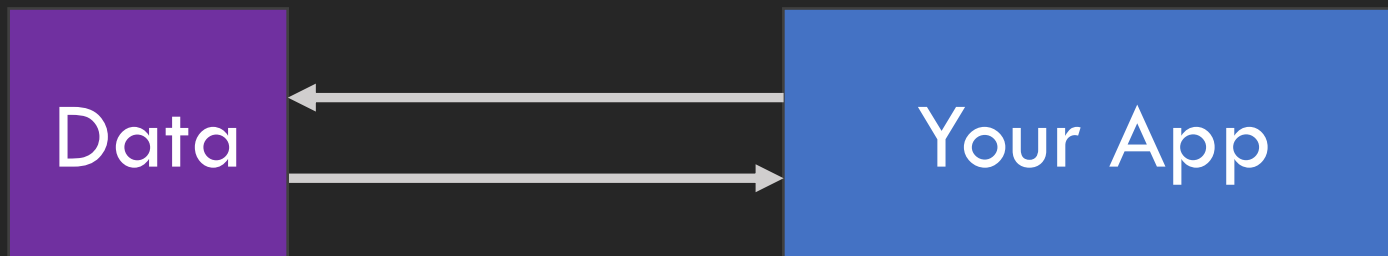
Data serialization is useful because
you separate data away from the
program for later consumption
(by itself or even other apps!)

One advantage is that you **don't have to recompile your program** every time
your data changes!

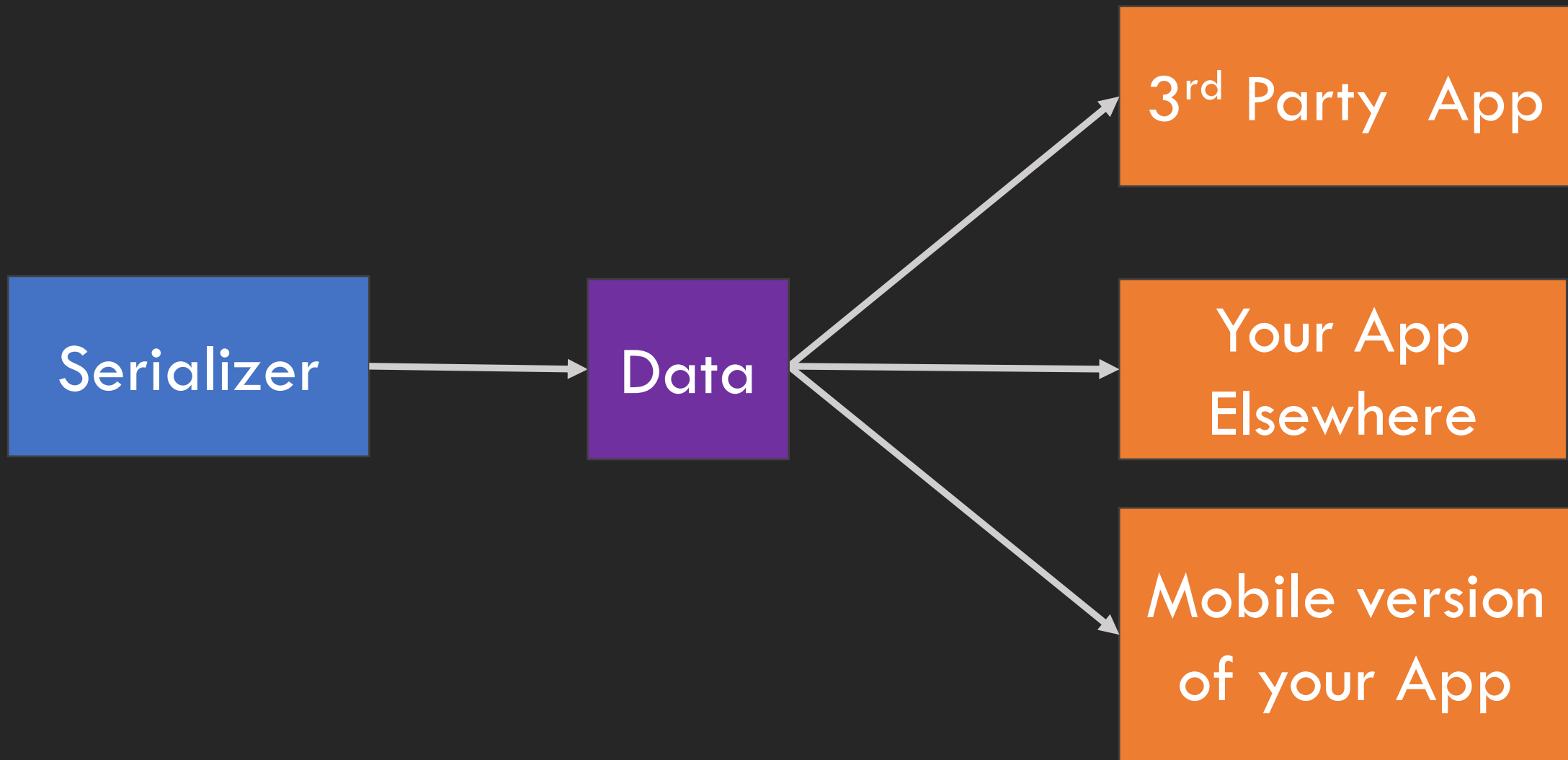
(e.g. position of objects in your game)

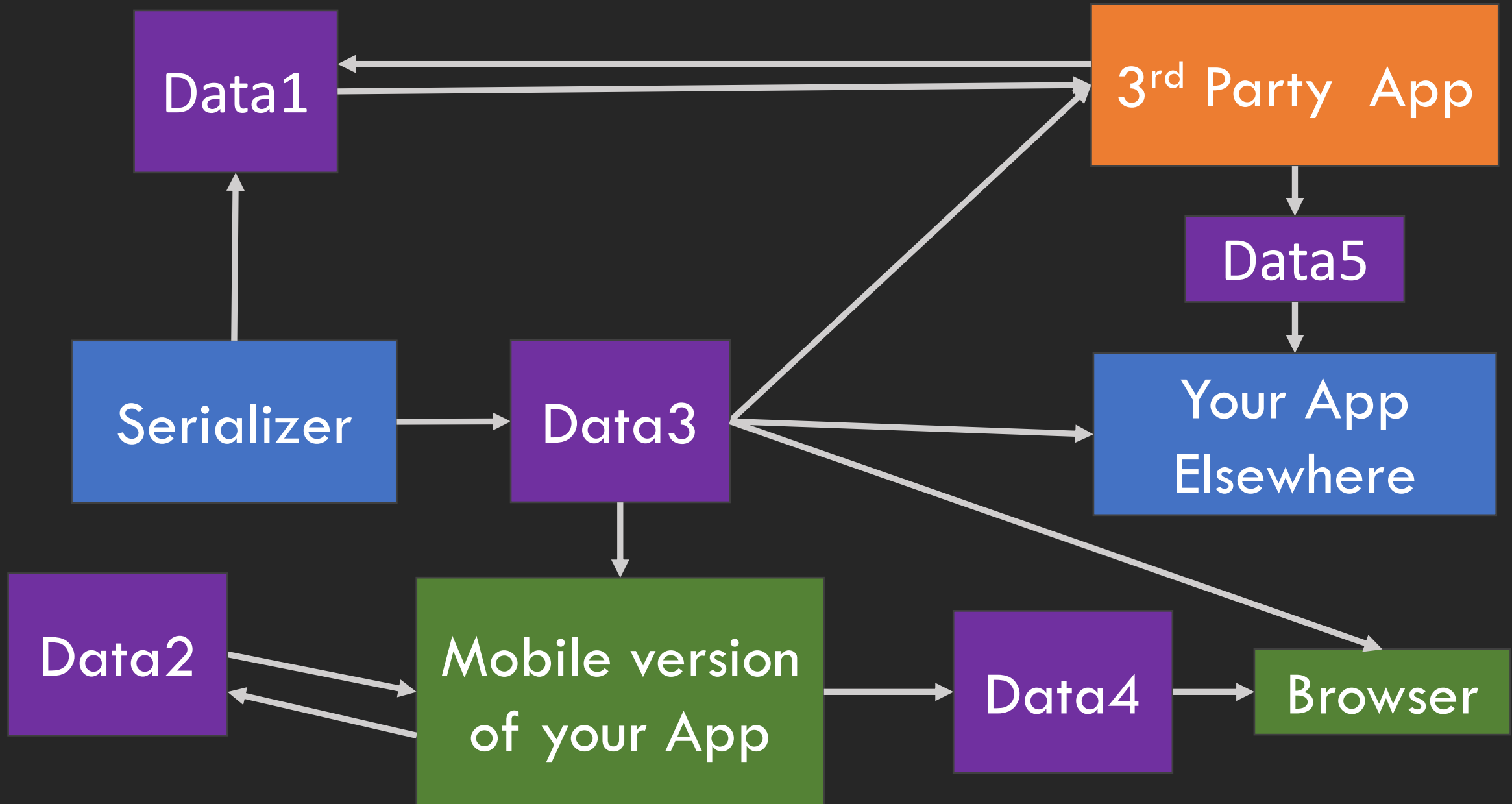
The hard part is figuring out what data should be serialized in your program, how to serialize that data, and how to structure your program to handle the serialization logic.

(Hint: it's mostly case-by-case)









DATA SERIALIZATION



Data serialization comes down
to two main problems:

- How to read the data
- How to write the data

But what IS **the data** (concretely)?

Before we even talk about reading or writing the data, we must first KNOW the format of the data.

We have two main choices

- Roll your own **custom file format**.
 - Customized to your needs.
 - Write your own reader/writer.
- Choose an **existing file format**.
 - Find a format that fits your needs the best along with.
 - Write your own or use an existing reader/writer.

Rolling your own format

- Two main choices:
 - **Binary**. Easier to parse in code and for computer to read but harder for our human eyes. Not that portable.
 - **Text**. Easy to read with human eyes but harder to parse in code for computer to read. More portable.

Remember: at the end of the day,
it's all bits and bytes to the computer 😊

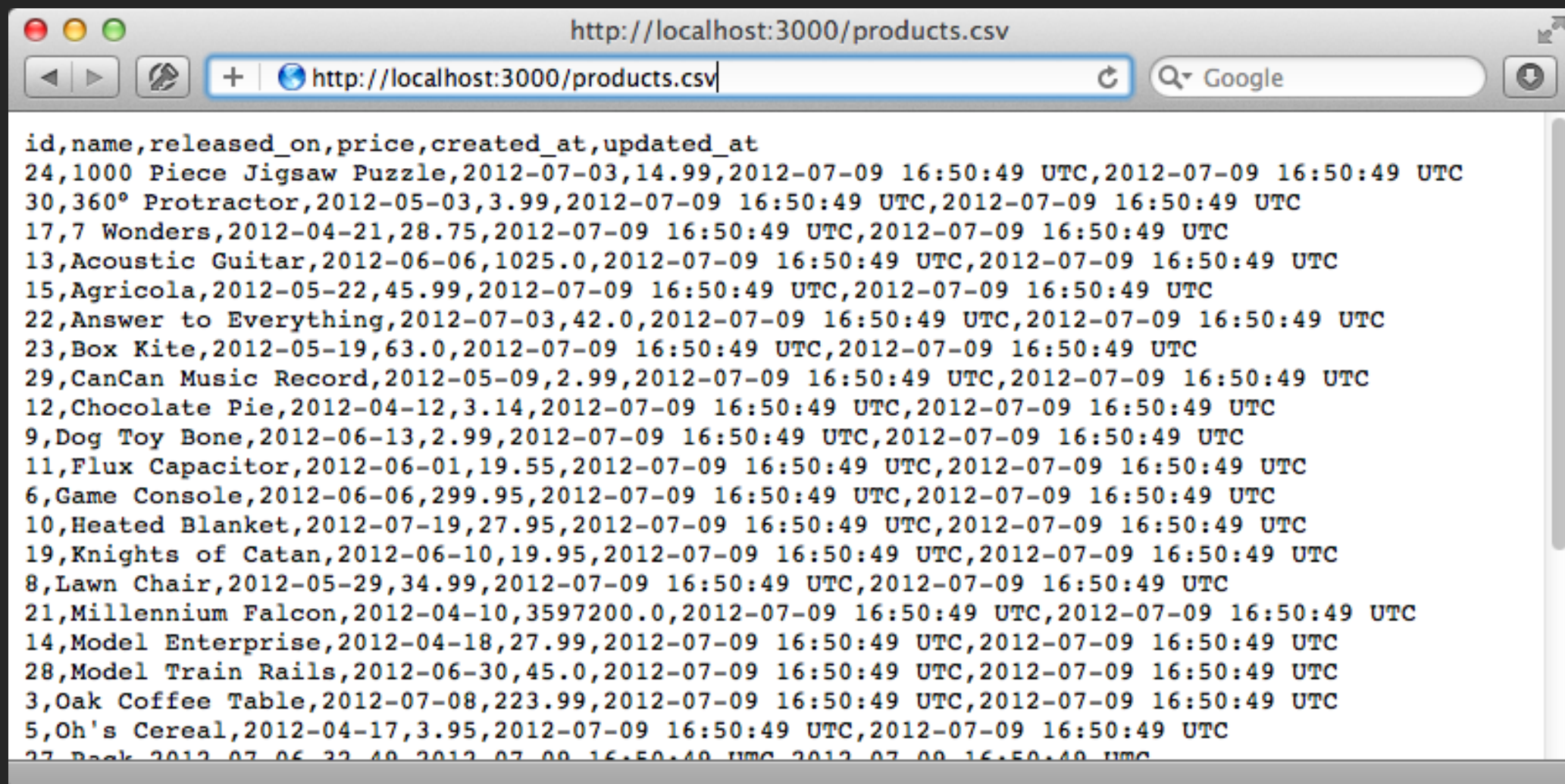
Showcase time!

Demo!

Choosing an existing format

Popular Data Formats

Case 1: CSV



id	name	released_on	price	created_at	updated_at
24	1000 Piece Jigsaw Puzzle	2012-07-03	14.99	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
30	360° Protractor	2012-05-03	3.99	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
17	7 Wonders	2012-04-21	28.75	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
13	Acoustic Guitar	2012-06-06	1025.0	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
15	Agricola	2012-05-22	45.99	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
22	Answer to Everything	2012-07-03	42.0	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
23	Box Kite	2012-05-19	63.0	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
29	CanCan Music Record	2012-05-09	2.99	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
12	Chocolate Pie	2012-04-12	3.14	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
9	Dog Toy Bone	2012-06-13	2.99	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
11	Flux Capacitor	2012-06-01	19.55	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
6	Game Console	2012-06-06	299.95	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
10	Heated Blanket	2012-07-19	27.95	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
19	Knights of Catan	2012-06-10	19.95	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
8	Lawn Chair	2012-05-29	34.99	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
21	Millennium Falcon	2012-04-10	3597200.0	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
14	Model Enterprise	2012-04-18	27.99	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
28	Model Train Rails	2012-06-30	45.0	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
3	Oak Coffee Table	2012-07-08	223.99	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
5	Oh's Cereal	2012-04-17	3.95	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC
27	Book	2012-07-06	22.49	2012-07-09 16:50:49 UTC	2012-07-09 16:50:49 UTC

Case 1: CSV

- Stands for “Comma-Separated Values”
- 2D table representing data.
- Spreadsheet tools can easily view it
 - Microsoft Excel
 - Google Sheets
- Limited on its own, but possible to represent complex objects via multiple related sheets.

Case 1: CSV

Level.csv

	A	B	C	D	E
1	ID	RoomW	RoomH	PlayerX	PlayerY
2	1	10	10	2	2
3	2	20	20	5	5
4	3	15	20	10	10
5					
6					

Npc.csv

	A	B	C	D
1	ID	LevelID	PositionX	PositionY
2	1	1	3	3
3	2	1	4	5
4	3	1	7	8
5	4	2	3	3
6	5	2	3	10
7	6	2	8	13
8	7	3	2	2
9	8	3	4	4
10	9	3	6	6
11	10	3	8	8
12				

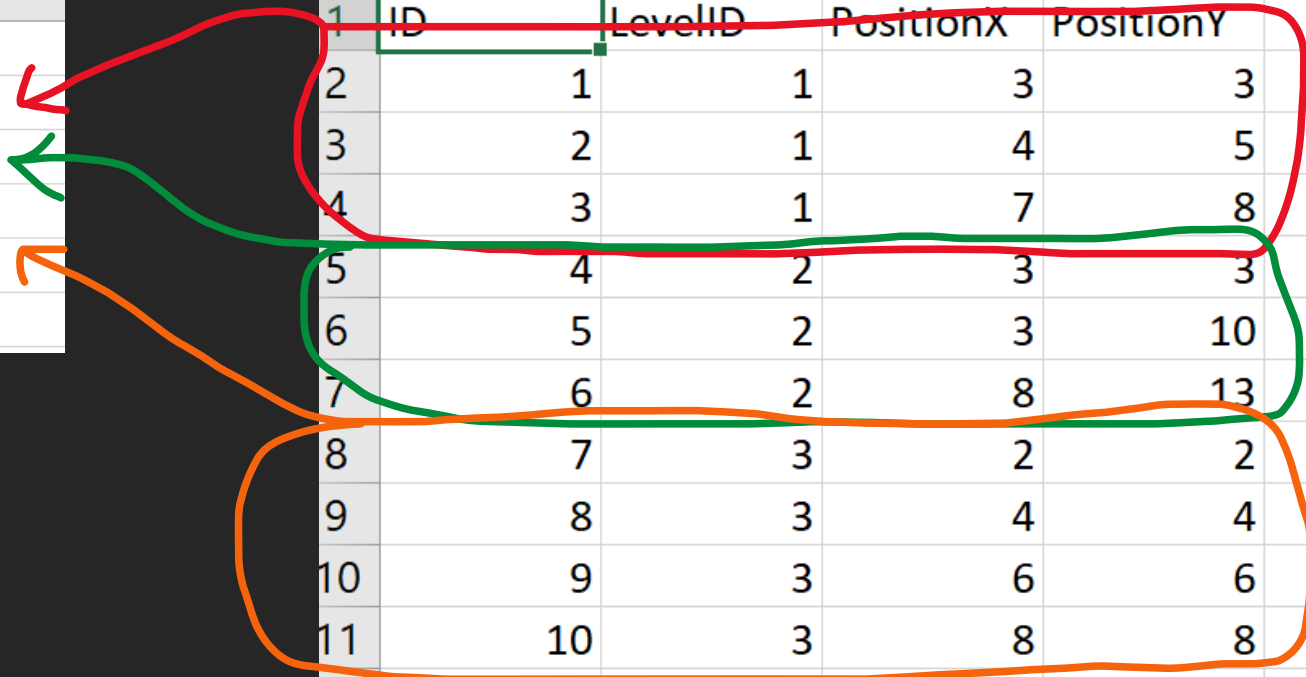
Case 1: CSV

Level.csv

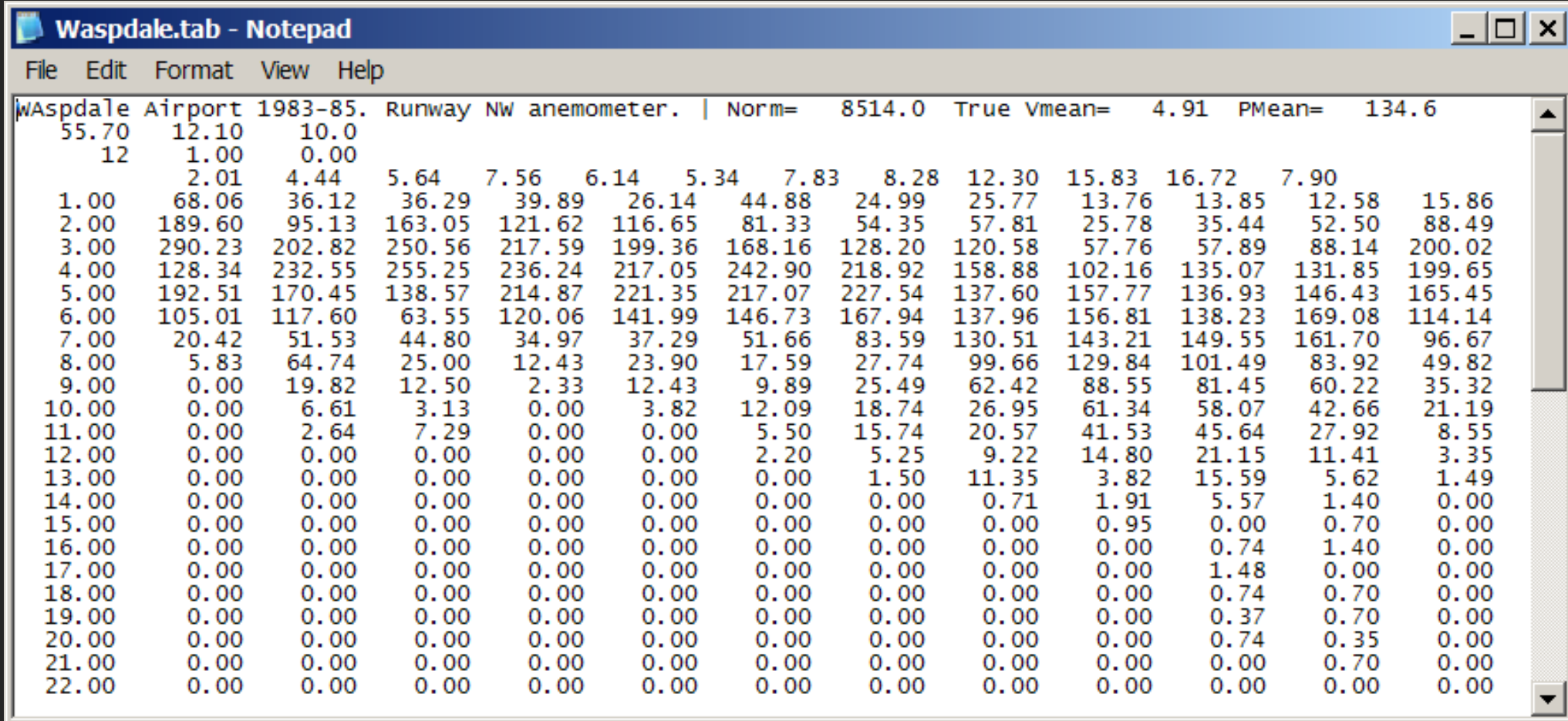
	A	B	C	D	E
1	ID	RoomW	RoomH	PlayerX	PlayerY
2	1	10	10	2	2
3	2	20	20	5	5
4	3	15	20	10	10
5					
6					

Npc.csv

	A	B	C	D
1	ID	LevelID	PositionX	PositionY
2	1	1	3	3
3	2	1	4	5
4	3	1	7	8
5	4	2	3	3
6	5	2	3	10
7	6	2	8	13
8	7	3	2	2
9	8	3	4	4
10	9	3	6	6
11	10	3	8	8
12				



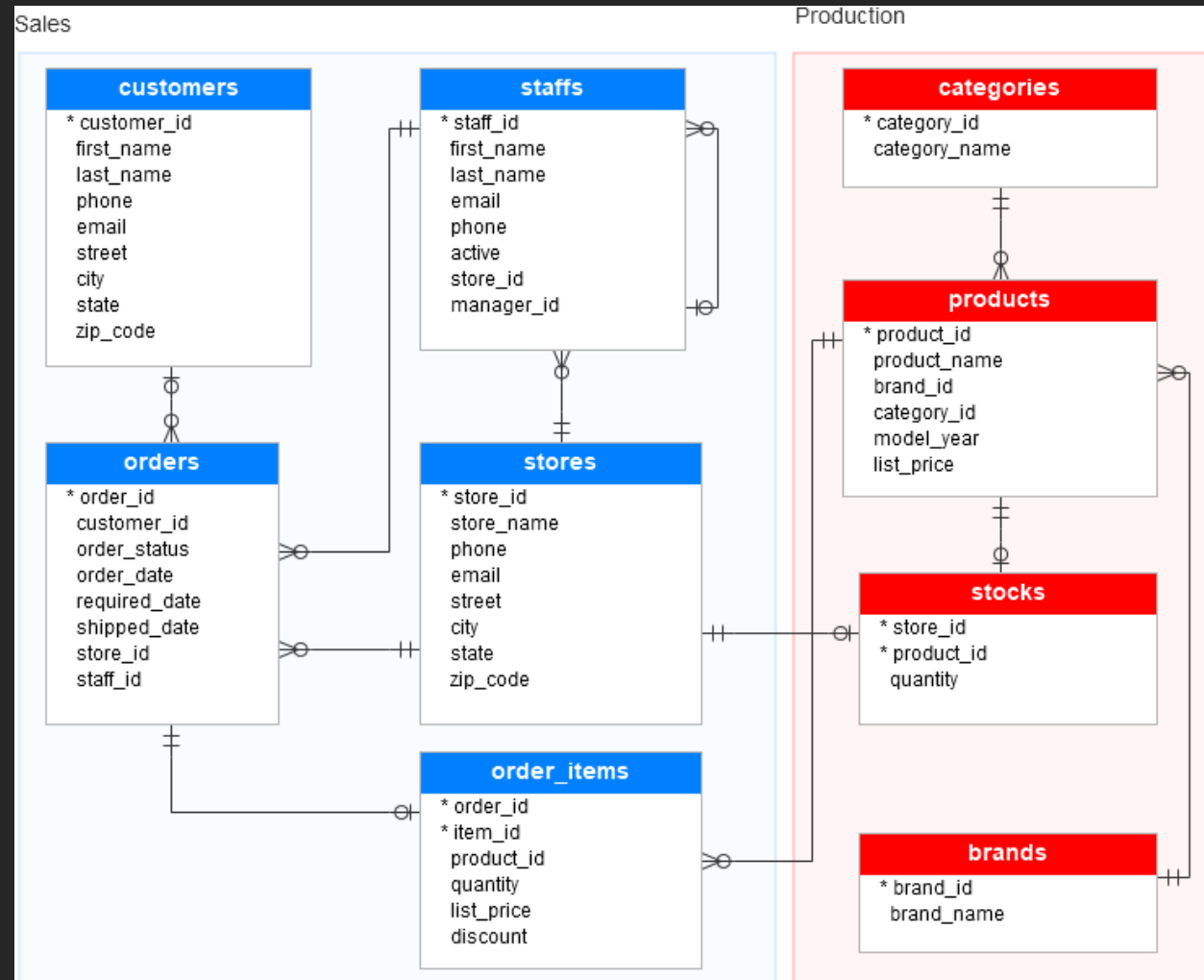
Similar table-style formats



Waspdale	Airport	1983-85.	Runway	NW	anemometer.		Norm=	8514.0	True	Vmean=	4.91	PMean=	134.6
55.70	12.10	10.0											
12	1.00	0.00											
	2.01	4.44	5.64	7.56	6.14	5.34	7.83	8.28	12.30	15.83	16.72	7.90	
1.00	68.06	36.12	36.29	39.89	26.14	44.88	24.99	25.77	13.76	13.85	12.58	15.86	
2.00	189.60	95.13	163.05	121.62	116.65	81.33	54.35	57.81	25.78	35.44	52.50	88.49	
3.00	290.23	202.82	250.56	217.59	199.36	168.16	128.20	120.58	57.76	57.89	88.14	200.02	
4.00	128.34	232.55	255.25	236.24	217.05	242.90	218.92	158.88	102.16	135.07	131.85	199.65	
5.00	192.51	170.45	138.57	214.87	221.35	217.07	227.54	137.60	157.77	136.93	146.43	165.45	
6.00	105.01	117.60	63.55	120.06	141.99	146.73	167.94	137.96	156.81	138.23	169.08	114.14	
7.00	20.42	51.53	44.80	34.97	37.29	51.66	83.59	130.51	143.21	149.55	161.70	96.67	
8.00	5.83	64.74	25.00	12.43	23.90	17.59	27.74	99.66	129.84	101.49	83.92	49.82	
9.00	0.00	19.82	12.50	2.33	12.43	9.89	25.49	62.42	88.55	81.45	60.22	35.32	
10.00	0.00	6.61	3.13	0.00	3.82	12.09	18.74	26.95	61.34	58.07	42.66	21.19	
11.00	0.00	2.64	7.29	0.00	0.00	5.50	15.74	20.57	41.53	45.64	27.92	8.55	
12.00	0.00	0.00	0.00	0.00	0.00	2.20	5.25	9.22	14.80	21.15	11.41	3.35	
13.00	0.00	0.00	0.00	0.00	0.00	0.00	1.50	11.35	3.82	15.59	5.62	1.49	
14.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.71	1.91	5.57	1.40	0.00	
15.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.95	0.00	0.70	0.00	
16.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.74	1.40	0.00	
17.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	1.48	0.00	0.00	
18.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.74	0.70	0.00	
19.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.37	0.70	0.00	
20.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.74	0.35	0.00	
21.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.70	0.00	
22.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	

TSV

Similar table-style formats



Relational databases (e.g. SQL)

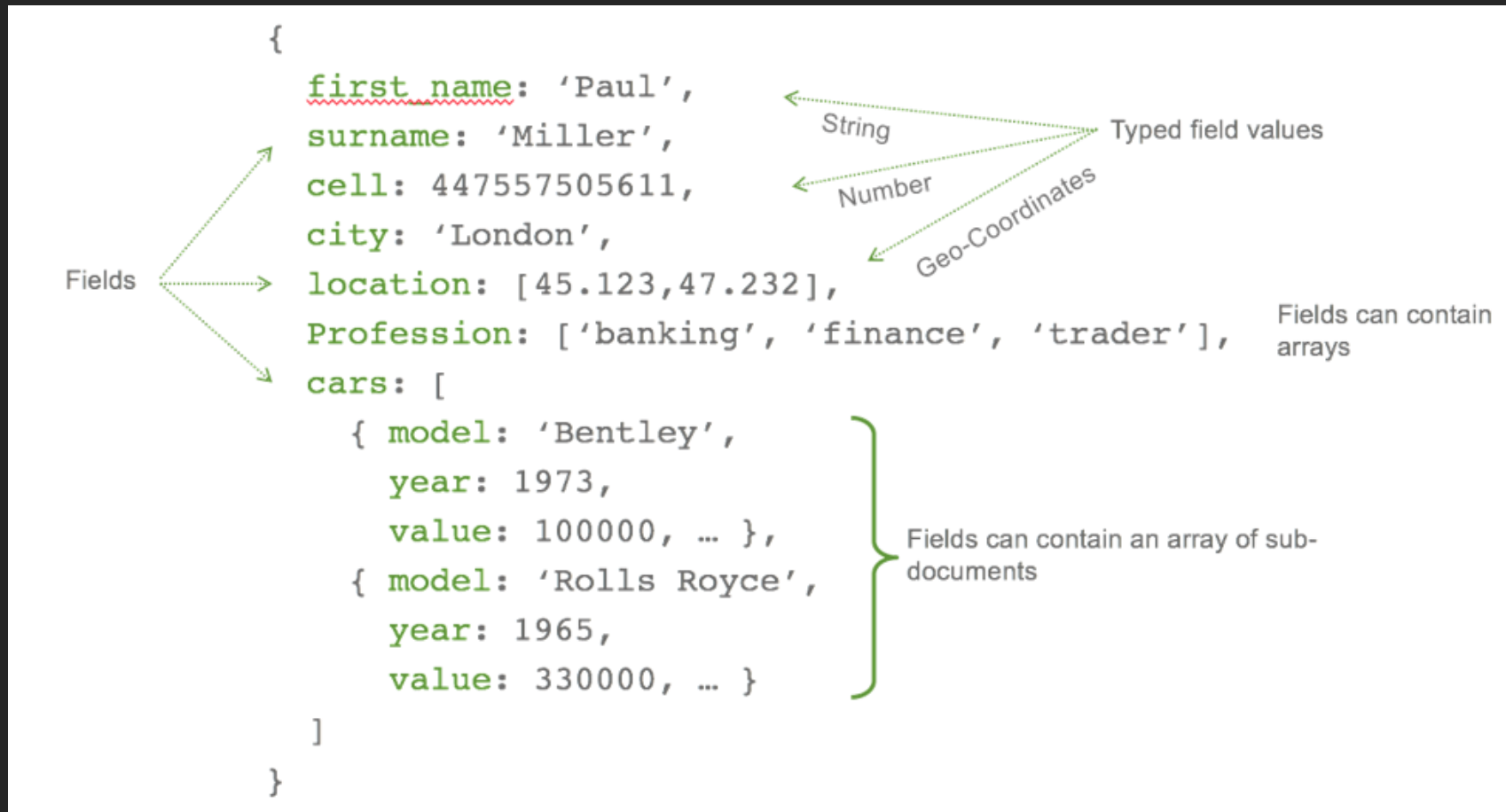
Think you are good with strings?

Are you bored and want more
programming exercises?

Here's a challenge:

Write your own CSV reader/writer!

Case 2: JSON



Case 2: JSON

- Robust and Scalable
 - Can represent complex structures and be changed easily
 - The middle-ground between Human and Machine language.
 - We can read it and it represents typical programming data structures (objects, arrays, etc.)

Other similar object-style formats

```
<schema>
  <!-- Relative path for file attr works here; absolute path can be used too -->
  <table name="customers" file="customer-data.xml" path="/customers/customer">
    <column name="customer_id" path="customer_id" type="Integer"/>
    <column name="first_name" path="first_name" type="String" size="128"/>
    <column name="last_name" path="last_name" type="String" size="128"/>
    <column name="email" path="email" type="String" size="128"/>
  </table>

  <!-- Relative path for file attr works here; absolute path can be used too -->
  <table name="orders" file="order-data.xml" path="/orders/order">
    <column name="order_id" path="order_id" type="Integer"/>
    <column name="product_code" path="product_code" type="String" size="3"/>
    <column name="price" path="price" type="Decimal"/>
    <column name="customer_id" path="customer_id" type="Integer"/>
  </table>
</schema>
```

XML

Think you are REALLY GOOD with strings?

Are you bored and want more
programming exercises?

Here's a challenge:

Write your own JSON reader/writer!

(err...)

Other similar object-style formats

```
--- !clarkevans.com/^invoice
invoice: 34843
date : 2001-01-23
bill-to: &id001
  given : Chris
  family : Dumars
  address:
    lines: |
      458 Walkman Dr.
      Suite #292
    city : Royal Oak
    state : MI
    postal : 48046
ship-to: *id001
product:
  - sku : BL394D
    quantity : 4
    description : Basketball
    price : 450.00
  - sku : BL4438H
    quantity : 1
    description : Super Hoop
    price : 2392.00
tax : 251.42
total: 4443.52
comments: >
  Late afternoon is best.
  Backup contact is Nancy
  Billsmer @ 338-4338.
```

SCALAR

COLLECTIONS

MULTI-LINE COLLECTIONS

LISTS/DICTIONARIES

MULTI-LINE FORMATTING

YAML

Case 3: Binary

- Stores information in 'raw' format, typically matching what was in the memory.
- **Idea:** If data = memory, we should be able to dump the memory back to reload our scene right?

Case 3: Binary

- Issues with platform specific encoding
 - Mac might read binary differently from Windows.
 - 32-bit systems might read differently from 64 bit systems.
- The leanest data format you can get (i.e. fast!)
- Hard to work with without a visual tool.
 - Have fun trying to edit in a hex editor!
 - Which some people (e.g, modders/hackers) do



Brw.exe

00051474	20 75 73 65	2E 00 00 00	43 6F 6E 74	use. Cont	■■. ■■
00051480	61 69 6E 65	72 20 69 73	20 6E 6F 74	ainer is not	■■■■■■
0005148C	20 6F 70 65	6E 2E 00 00	43 6F 6E 74	open. Cont	■■■ ■■
00051498	61 69 6E 65	72 20 69 73	20 61 6C 72	ainer is alr	■■■■■■
000514A4	65 61 64 79	20 6F 70 65	6E 2E 00 00	eady open.	■■■■■
000514B0	54 68 69 73	20 6F 70 65	72 61 74 69	This operati	■■■■■■
000514BC	6F 6E 20 69	73 20 6E 6F	74 20 61 6C	on is not al	■■■■■■
000514CD	6C 6F 77 65	64 6C 20 66	6F 72 20 65	lowed for e	■■■■■■
000514D4	78 69 73 74	69 6E 67 20	63 6F 6E 74	xisting cont	■■■■■■
000514E0	61 69 6E 65	72 2E 00 00	46 61 69 6C	ainer. Fail	■■■ ■■
000514FC	65 64 20 74	6F 20 63 72	65 61 74 65	ed to create	■■ ■■■



Navigation

Start	End	Size
000514B0	000514CD	29

Streams

Modified



Data

Address	Size	String
00051755	54	Please instal
000514B0	54	Requested c
00051B7C	53	Unable to ini

Data Fields

Strings

Ready

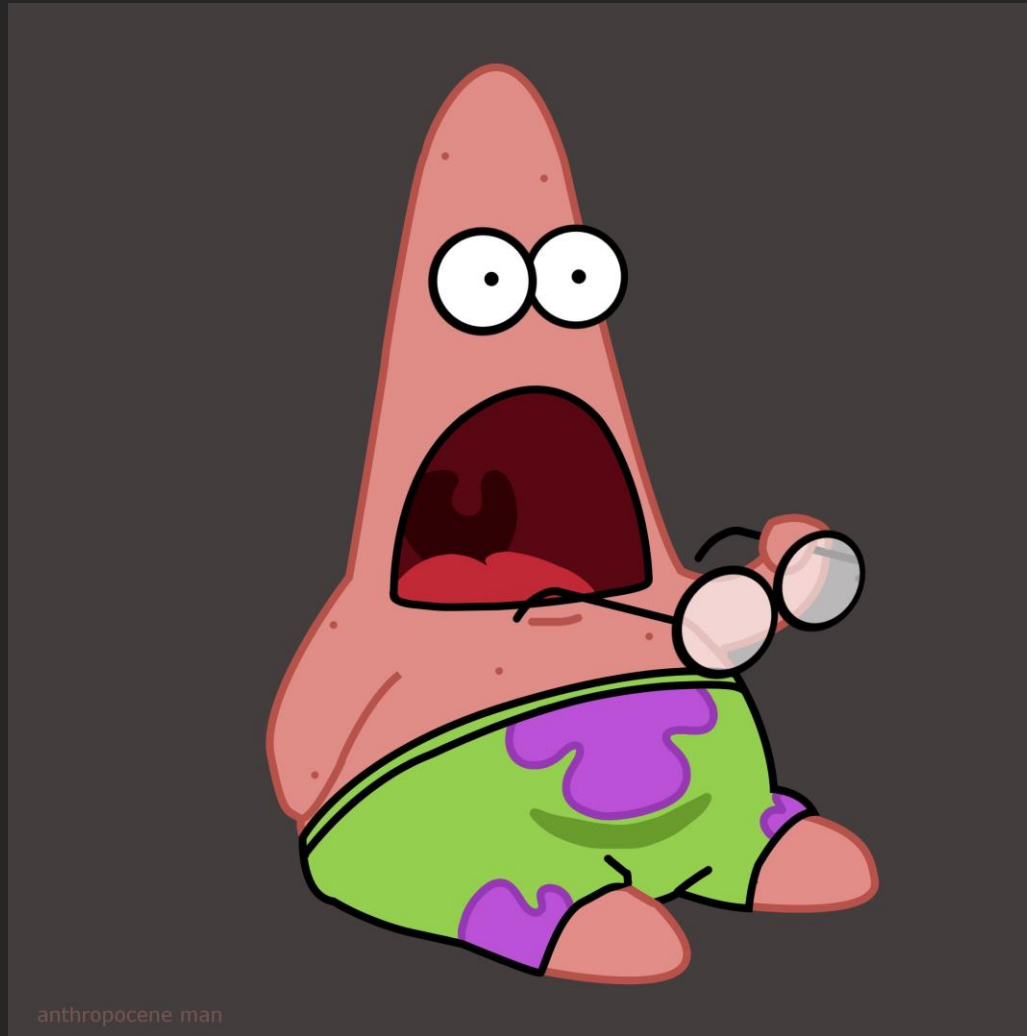
Size: 540,672 bytes



SPARSE

MODIFIED

OVERWRITE



Most of our files are binary!
(jpeg, png, pdf...)

Case 3: Binary

- Issues with platform specific encoding
 - Mac might read binary differently from Windows.
 - 32-bit systems read differently from 64 bit systems.
 - ENDIAN-NESS?!
- The leanest data format you can get (i.e. fast!)
- Hard to work with without a visual tool.
 - Have fun trying to edit in a hex editor!
 - Which some people (e.g, modders/hackers) do

Think you are REALLY GOOD with binary?

Are you bored and want more
programming exercises?

Here's a challenge:

Write your own BMP reader/writer!

(this is actually doable!)

Binary Format documentations

- Most binary formats **usually comes with documentation** because it is not obvious how to decode/encode them (unlike CSV)
 - PNG: <https://datatracker.ietf.org/doc/html/rfc2083>
 - BMP: <https://www.fileformat.info/format/bmp/egff.htm>



The Age of Patching
Data-Serialization is Key

Ending notes and advice

- If unsure, stick with CSV, JSON or a simple text format you can easily read, write and understand.
- There is no one size fit all solution (yet).
 - Yes, you can use JSON for many things, but please give it some thought.
- Write code that runs first, then think about what makes sense to export into a data format to read in.
 - Typically, things that frequency change which you don't want to recompile a new binary for (e.g. levels)