Flatbuffers vs Captain Proto

Abhishek Grover (1503611)

Bibliography

I was able to collect the following resources to refer to for this project

1. <https://capnproto.org/news/2014-06-17-capnproto-flatbuffers-sbe.html>
2. <https://google.github.io/flatbuffers/md__benchmarks.html>
3. <https://news.ycombinator.com/item?id=7901991>
4. ​Facebook

<https://code.facebook.com/posts/872547912839369/improving-facebook-s-performance-on-android-with-flatbuffers/>

1. ​Robotics library​

<https://github.com/ahundt/grl>

1. ​Unity game

<http://exiin.com/blog/flatbuffers-for-unity-sample-code/>​

1. <https://github.com/real-logic/simple-binary-encoding/tree/master/perf>
2. <https://qpid.apache.org/proton/overview.html>
3. <http://www.amqp.org/sites/amqp.org/files/amqp.pdf>

Most of these are blogs or websites. There aren’t many research papers about these serialization technies.