

The Format Galaxy (DRAFT)

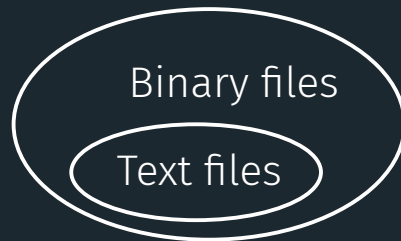
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Text Editors

- Have been around for ~50 years
- Open file → Text appears on screen → Edit → Save
- Editing is natural and efficient
- Require text files
-

Text files

- Subset of binary files
- Sequence of characters



ASCII:

A \longleftrightarrow 0x41

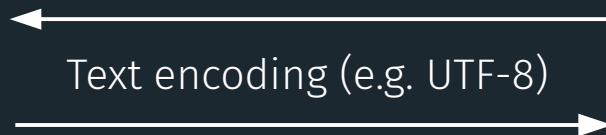
B \longleftrightarrow 0x42

...

- Pros
 - Compatibility
- Cons
 - Efficiency
 - Low-level format
 - Mix of content and presentation

The Idea

Regular text editor

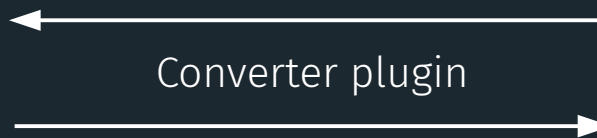


Text file

Generalized text editor



`fn present(bytes) → Result<String>`



`fn store(string) → Result<Bytes>`



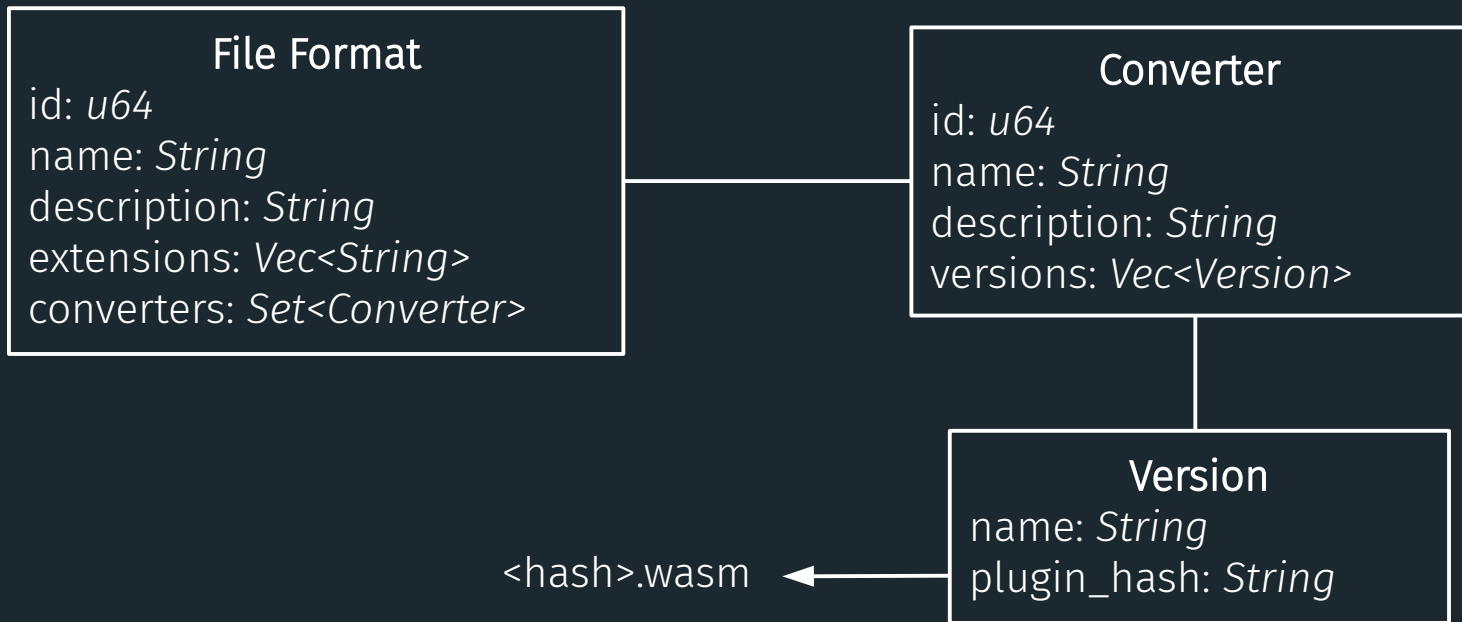
Any file

Converter Plugins

- WebAssembly modules (*.wasm file)
- Two functions:
 - `fn present(bytes: &[u8]) → Result<String, String>`
 - `fn store(s: &[str]) → Result<Vec<u8>, String>`
- Workflow
 - User opens some file
 - Editor checks file type and lets user choose a compatible converter plugin
 - Plugin's `present` is used to convert the file content into a text
 - Regular text editing by user
 - When saving, plugin's `store` is used to convert edited text into storage representation

Format Galaxy Index

- Public registry of converter plugins



Format Galaxy Container Format

- Simple wrapper format storing the format id of the file's content
- File extension: .fg
- Format: `<prelude><format_id><payload>`
 - `prelude`: "FMTGALv1" encoded in ascii
 - `format_id`: 64-bit little-endian unsigned integer identifying the format
 - `payload`: actual data to be stored

- Example:

```
|-----FMTGALv1-----|-----Format id 5-----|-----Payload (text) ABCD12345!-----|
46 4D 54 47 41 4C 76 31 05 00 00 00 00 00 00 00 41 42 43 44 31 32 33 34 35 21
```

Json-Like Format

- Binary format having a data model similar to JSON
- Type-Length-Value (TLV) encoding
 - **type**: single byte encoding the type of value (bool, number, ...)
 - **length**: 64-bit LE unsigned integer encoding the length / number of elements (for some variants)
 - **value**: actual data to be stored for each variant

```
pub enum Value {  
    Null,  
    Bool(bool),  
    Number(u64),  
    String(String),  
    Array(Vec<Value>),  
    Object(IndexMap<String, Value>),  
}
```

type	length	value
0		
1		1 byte boolean (0=false, 1=true)
2		8 byte LE unsigned integer
3	<len>	<len> bytes utf-8 encoded string
4	<len>	<len> Values
5	<len>	<len> pairs of a string (length+value) and a Value

Json-Like Format - Examples

pub enum Value {	type	length	value
Null,	0		
Bool(bool),	1		1 byte boolean (0=false, 1=true)
Number(u64),	2		8 byte LE unsigned integer
String(String),	3	<len>	<len> bytes utf-8 encoded string
Array(Vec<Value>),	4	<len>	<len> Values
Object(IndexMap<String, Value>),	5	<len>	<len> pairs of a string (length+value) and a Value
}			

- Examples:

- 00	Null
- 01 00	Bool(false)
- 01 01	Bool(true)
- 02 09 00 00 00 00 00 00 00	Number(9)
- 03 03 00 00 00 00 00 00 00 61 62 63	String("abc")
- 04 02 00 00 00 00 00 00 00 01 01 00	Array(Bool(true), Null)
- 05 02 00 00 00 00 00 00 00	
01 00 00 00 00 00 00 00 61 01 01	
01 00 00 00 00 00 00 00 61 00	Object("a": Bool(true), "b": Null)