

C++26 Reflection for JSON Serialization

A Practical Journey

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JSON

- Portable, simple
- Used by ~97% of API requests.

[Landscape of API Traffic 2021 - Cloudflare](#)

- scalar values
 - strings (must be escaped)
 - numbers (but not `Nan` or `Inf`)
- composed values
 - objects (key/value)
 - arrays (list)

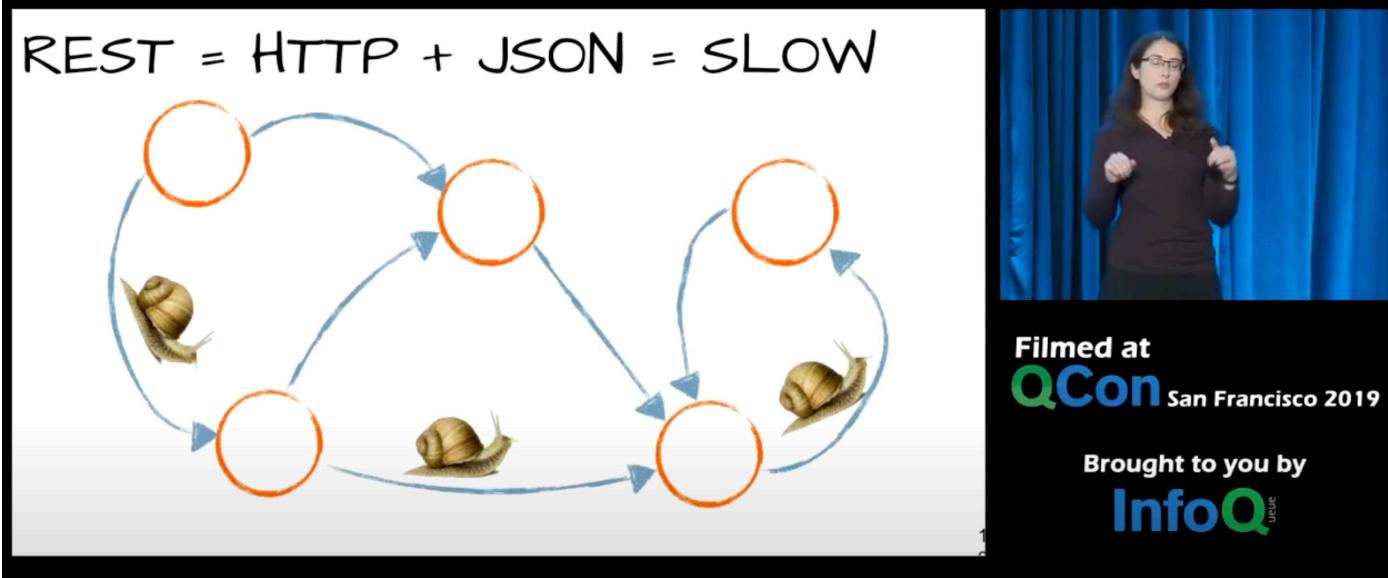
```
{  
  "username": "Alice",  
  "level": 42,  
  "health": 99.5,  
  "inventory": ["sword", "shield", "potion"]  
}
```

JSON Downside?

Reading and writing JSON can be *slow*. E.g., 100 MB/s to 300 MB/s.

- Slower than fast disks or fast networks

```
$ go run parse_twitter.go  
Parsed 0.63 GB in 6.961 seconds (90.72 MB/s)
```



Source: Gwen (Chen) Shapira

Micron shows off world's fastest PCIe 6.0 SSD, hitting 27 GB/s speeds — Astera Labs PCIe 6.0 switch enables impressive sequential reads

News

By [Sunny Grimm](#) published March 8, 2025

The next-gen of networking and storage is hitting the trade shows

Parsing at Gigabytes per Second

- simdjson was the first library to break the gigabyte per second barrier
 - Parsing Gigabytes of JSON per Second, VLDB Journal 28 (6), 2019
 - On-Demand JSON: A Better Way to Parse Documents? SPE 54 (6), 2024
- JSON for Modern C++ (nlohmann/json) can be $10\times$ slower!



SIMD (Single Instruction, multiple data)

- Allows us to process 16 (or more) bytes or more with one instruction
- Supported on all modern CPUs (phone, laptop)
- Data-parallel types (SIMD) (recently added to C++26)

Not All Processors are Equal

processor	year	arithmetic logic units	SIMD units
Apple M*	2019	6+	4×128
Intel Lion Cove	2024	6	4×256
AMD Zen 5	2024	6	4×512

SIMD Support in simjson

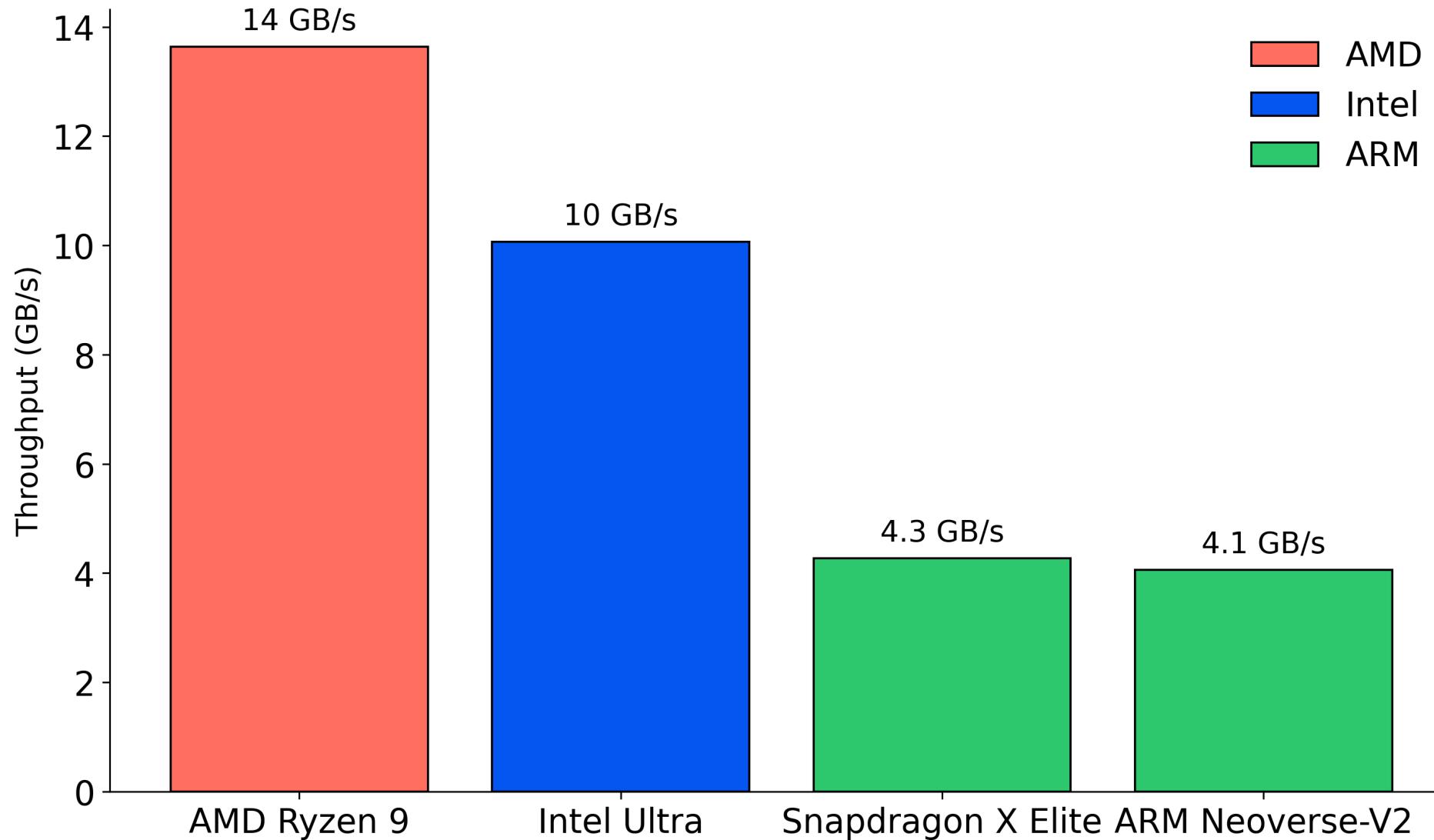
- x64: SSSE3 (128-bit), AVX-2 (256-bit), AVX-512 (512-bit)
- ARM NEON
- POWER (PPC64)
- Loongson: LSX (128-bit) and LASX (256-bit)
- RISC-V: *upcoming*



simdjson: Design

- First scan identifies the structural characters, start of all strings at about 10 GB/s using SIMD instructions.
- Validates Unicode at 30 GB/s.
- Rest of parsing relies on the generated index.
- Allows fast skipping. (Only parse what we need)
- Can minify JSON at 10 to 20 GB/s





Usage

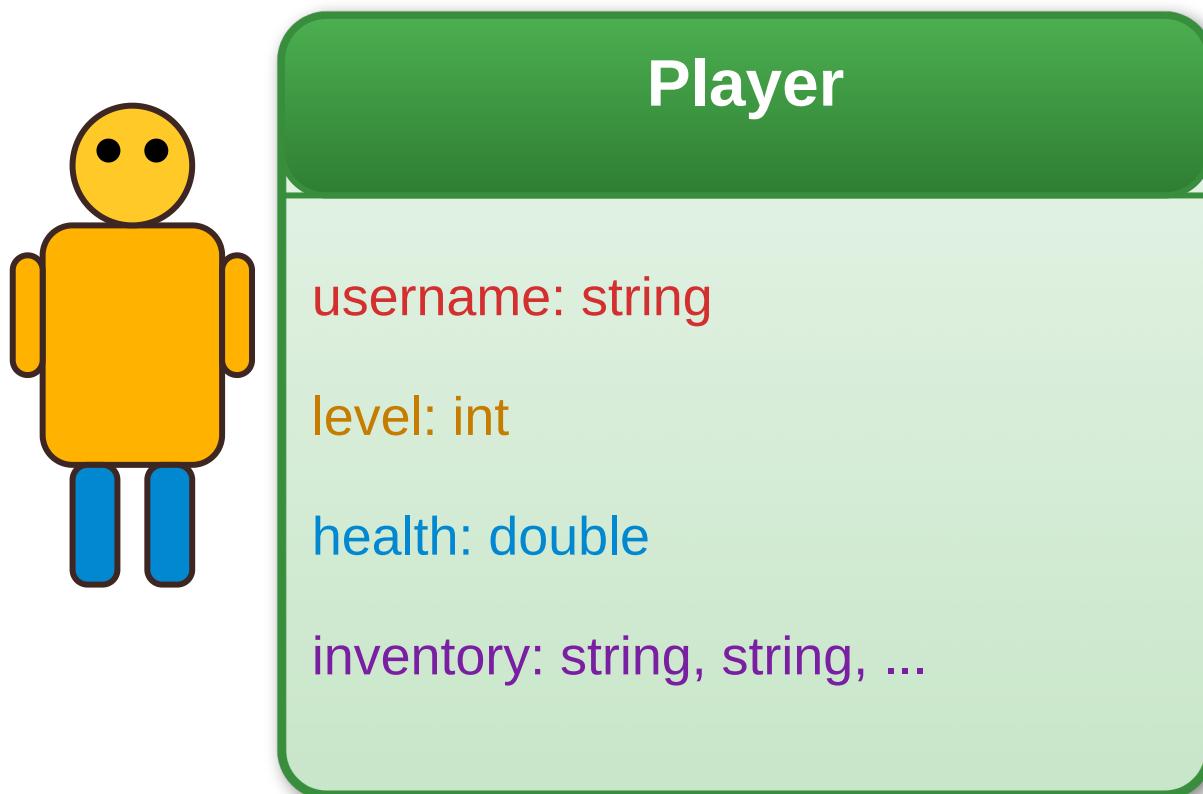
You are probably using simdjson:

- Node.js, Electron,...
- ClickHouse
- WatermelonDB, Apache Doris, Meta Velox, Milvus, QuestDB, StarRocks



The Problem

Imagine you're building a game server that needs to persist player data.



You start simple:

```
struct Player {  
    std::string username;  
    int level;  
    double health;  
    std::vector<std::string> inventory;  
};
```

The Traditional Approach: Manual Serialization

Without reflection, you may write this tedious code:

```
// Serialization - converting Player to JSON
fmt::format(
    "{{"
    "\"username\": \"{}\", "
    "\"level\": {}, "
    "\"health\": {}, "
    "\"inventory\": {}"
    "}}",
    escape_json(p.username),
    p.level,
    std::isfinite(p.health) ? p.health : -1.0,
    p.inventory| std::views::transform(escape_json)
);
```

Manual Deserialization (simdjson)

```
object obj = json.get_object();
p.username = obj["username"].get_string();
p.level = obj["level"].get_int64();
p.health = obj["health"].get_double();
array arr = obj["inventory"].get_array();
for (auto item : arr) {
    p.inventory.emplace_back(item.get_string());
}
```

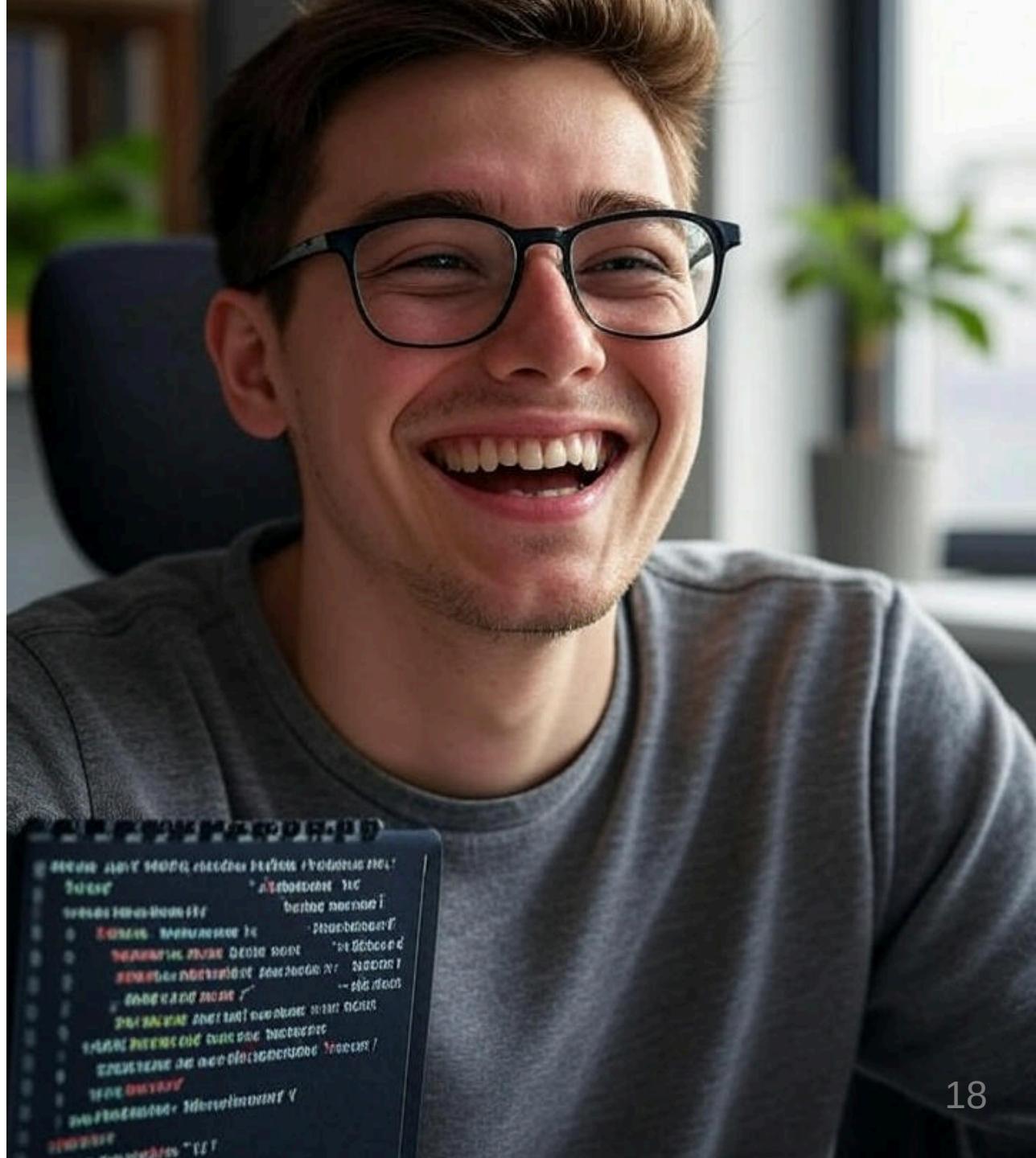
When Your Game Grows...

```
struct Equipment {
    std::string name;
    int damage; int durability;
};

struct Achievement {
    std::string title; std::string description; bool unlocked;
    std::chrono::system_clock::time_point unlock_time;
};

struct Player {
    std::string username;
    int level; double health;
    std::vector<std::string> inventory;
    std::map<std::string, Equipment> equipped;           // New!
    std::vector<Achievement> achievements;                // New!
    std::optional<std::string> guild_name;                 // New!
};
```

Happy programmer...

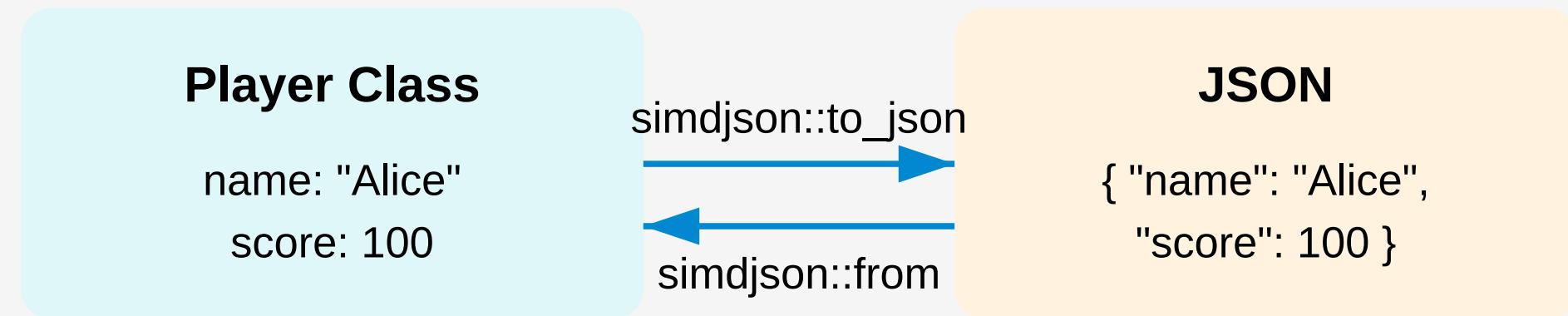


The Pain Points

This manual approach has several problems:

- 1. Maintenance Nightmare:** Add a new field? Update both functions!
- 2. Error-Prone:** Typos in field names, forgotten fields, type mismatches

Our goal: Seamless Serialization/Deserialization



How do other
languages do
it?

C#

```
string jsonString = JsonSerializer.Serialize(player, options);  
  
Player deserializedPlayer = JsonSerializer.Deserialize<Player>(jsonInput, options);
```



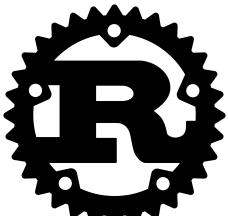
How can C# Implementation be so Elegant?

It is using **reflection** to access the attributes of a struct during runtime.

Rust (serde)

```
#[derive(Serialize, Deserialize)] // Annotation is required
pub struct player {}

// Rust with serde
let json_str = serde_json::to_string(&player)?;
let player: Player = serde_json::from_str(&json_str)?;
```





Rust Reflection

- Rust does not have any built-in reflection capabilities.
- Serde relies on annotation and macros.

Reflection as Accessing the Attributes of a Structure

language	runtime reflection	compile-time reflection
C++ 26	✗	✓
Go	✓	✗
Java	✓	✗
C#	✓	✗
Rust	✗	✗ (macros)

Now it's our Turn to Have Reflection!

With C++26 reflection and simdjson, **all that boilerplate disappears**:

```
// Just define your struct - no extra code needed!
struct Player {
    std::string username;
    int level;
    double health;
    std::vector<std::string> inventory;
    std::map<std::string, Equipment> equipped;
    std::vector<Achievement> achievements;
    std::optional<std::string> guild_name;
};
```

Automatic Serialization

```
// Serialization - one line!
void save_player(const Player& p) {
    std::string json = simdjson::to_json(p); // That's it!
    // Save json to file...
}
```

Automatic Deserialization

```
// Deserialization - one line!
Player load_player(std::string& json_str) {
    return simdjson::from(json_str); // That's it!
}
```

Runnable example at <https://godbolt.org/z/Efr7bK9jn>

Benefits of our implementation

- No manual field mapping
- Minimal maintenance burden
- Handles nested and user-defined structures and containers automatically
- You can still customize things if and when you want to

What Happens Behind the Scenes

```
// What you write:  
Player p = simdjson::from(runtime_json_string);  
  
// What reflection generates at COMPILE TIME (conceptually):  
Player deserialize_Player(const json& j) {  
    Player p;  
    p.username = j["username"].get<std::string>();  
    p.level = j["level"].get<int>();  
    p.health = j["health"].get<double>();  
    p.inventory = j["inventory"].get<std::vector<std::string>>();  
    // ... etc for all members  
    return p;  
}
```

The Actual Reflection Magic

```
// Simplified snippet, members stores information about the class
// obtained via std::define_static_array(std::meta::nonstatic_data_members_of(^^T, ...))...
ondemand::object obj;

template for (constexpr auto member : members) {
    // These are compile-time constants
    constexpr std::string_view field_name = std::meta::identifier_of(member);
    constexpr auto member_type = std::meta::type_of(member);

    // This generates code for each member
    obj[field_name].get(out.[:member:]);
}
```

See full implementation on [GitHub](#)

Compile-Time vs Runtime: What Happens When

```
struct Player {
    std::string username;      // ← Compile-time: reflection sees this
    int level;                // ← Compile-time: reflection sees this
    double health;             // ← Compile-time: reflection sees this
};

// COMPILE TIME: Reflection reads Player's structure and generates:
// - Code to read "username" as string
// - Code to read "level" as int
// - Code to read "health" as double

// RUNTIME: The generated code processes actual JSON data
std::string json = R"({"username":"Alice","level":42,"health":100.0})";
Player p = simdjson::from(json);
// Runtime values flow through compile-time generated code
```

Try out this example at <https://godbolt.org/z/WWGjhnjWW>

```
struct Meeting {
    std::string title;
    long long start_time;
    std::vector<std::string> attendees;
    std::optional<std::string> location;
    bool is_recurring;
};

// Automatically serializable/deserializable!
std::string json = simdjson::to_json(Meeting{
    .title = "CppCon Planning",
    .start_time = std::chrono::duration_cast<std::chrono::milliseconds>(
        std::chrono::system_clock::now().time_since_epoch()
    ).count(),
    .attendees = {"Alice", "Bob", "Charlie"},
    .location = "Denver",
    .is_recurring = true
});

Meeting m = simdjson::from(json);
```

The Container Challenge

We can say that serializing/parsing the basic types and custom classes/structs is pretty much effortless.

How do we automatically serialize ALL these different containers?

- `std::vector<T>` , `std::list<T>` , `std::deque<T>`
- `std::map<K, V>` , `std::unordered_map<K, V>`
- `std::set<T>` , `std::array<T, N>`
- Custom containers from libraries
- **Future containers not yet invented**

The Naive Approach

```
// The OLD way - repetitive and error-prone! 🤦  
void serialize(string_builder& b, const std::vector<T>& v) { /* ... */ }  
void serialize(string_builder& b, const std::list<T>& v) { /* ... */ }  
void serialize(string_builder& b, const std::deque<T>& v) { /* ... */ }  
void serialize(string_builder& b, const std::set<T>& v) { /* ... */ }  
// ... 20+ more overloads for each container type!
```

Problem: New container type? Write more boilerplate!

The Solution: Concepts as Pattern Matching

Concepts let us say: "If it walks like a duck and quacks like a duck..."

```
template <typename T>
concept container =
    requires(T a) {
        { a.size() } -> std::convertible_to<std::size_t>;
        {
            a[std::declval<std::size_t>()]
        }; // check if elements are accessible for the subscript operator
    };
```

- Could also use iterators (`begin()`).

Containers, but not string types

```
template <typename T>
concept container_but_not_string =
    requires(T a) {
        { a.size() } -> std::convertible_to<std::size_t>;
        {
            a[std::declval<std::size_t>()]
        }; // check if elements are accessible for the subscript operator
    } && !std::is_same_v<T, std::string> &&
    !std::is_same_v<T, std::string_view> && !std::is_same_v<T, const char *>;
```

Serialize 'array-like' Containers

```
template <class T>
    requires(container_but_not_string<T>)
constexpr void atom(string_builder &b, const T &t) {
    if (t.size() == 0) {
        b.append_raw("[]");
        return;
    }
    b.append('[');
    atom(b, t[0]);
    for (size_t i = 1; i < t.size(); ++i) {
        b.append(',');
        atom(b, t[i]);
    }
    b.append(']');
}
```

✓ Works with `vector` , `array` , `deque` , custom containers...

For Deserialization

- Many ways to add values to a container
- `push_back` , `append` , `emplace_back`

```
template <typename T>
concept appendable_containers =
    (details::supports_emplace_back<T> || details::supports_emplace<T> ||
     details::supports_push_back<T> || details::supports_push<T> ||
     details::supports_add<T> || details::supports_append<T> ||
     details::supports_insert<T>);
```

Write a Helper Function

```
template <appendable_containers T, typename... Args>
constexpr decltype(auto) emplace_one(T &vec, Args &&...args) {
    if constexpr (details::supports_emplace_back<T>) {
        return vec.emplace_back(std::forward<Args>(args)...);
    } else if constexpr (details::supports_emplace<T>) {
        return vec.emplace(std::forward<Args>(args)...);
    } else if constexpr (details::supports_push_back<T>) {
        return vec.push_back(std::forward<Args>(args)...);
    } else if constexpr (details::supports_push<T>) {
        return vec.push(std::forward<Args>(args)...);
    } else if constexpr (details::supports_add<T>) {
        return vec.add(std::forward<Args>(args)...);
    } else if constexpr (details::supports_append<T>) {
        return vec.append(std::forward<Args>(args)...);
    } else if constexpr (details::supports_insert<T>) {
        return vec.insert(std::forward<Args>(args)...);
    }
    // ...
}
```

Deserialize 'array-like' Containers

```
auto arr = json.get_array()
for (auto v : arr) {
    concepts::emplace_one(out, v.get<value_type>());
}
```

Concepts + Reflection = Automatic Support

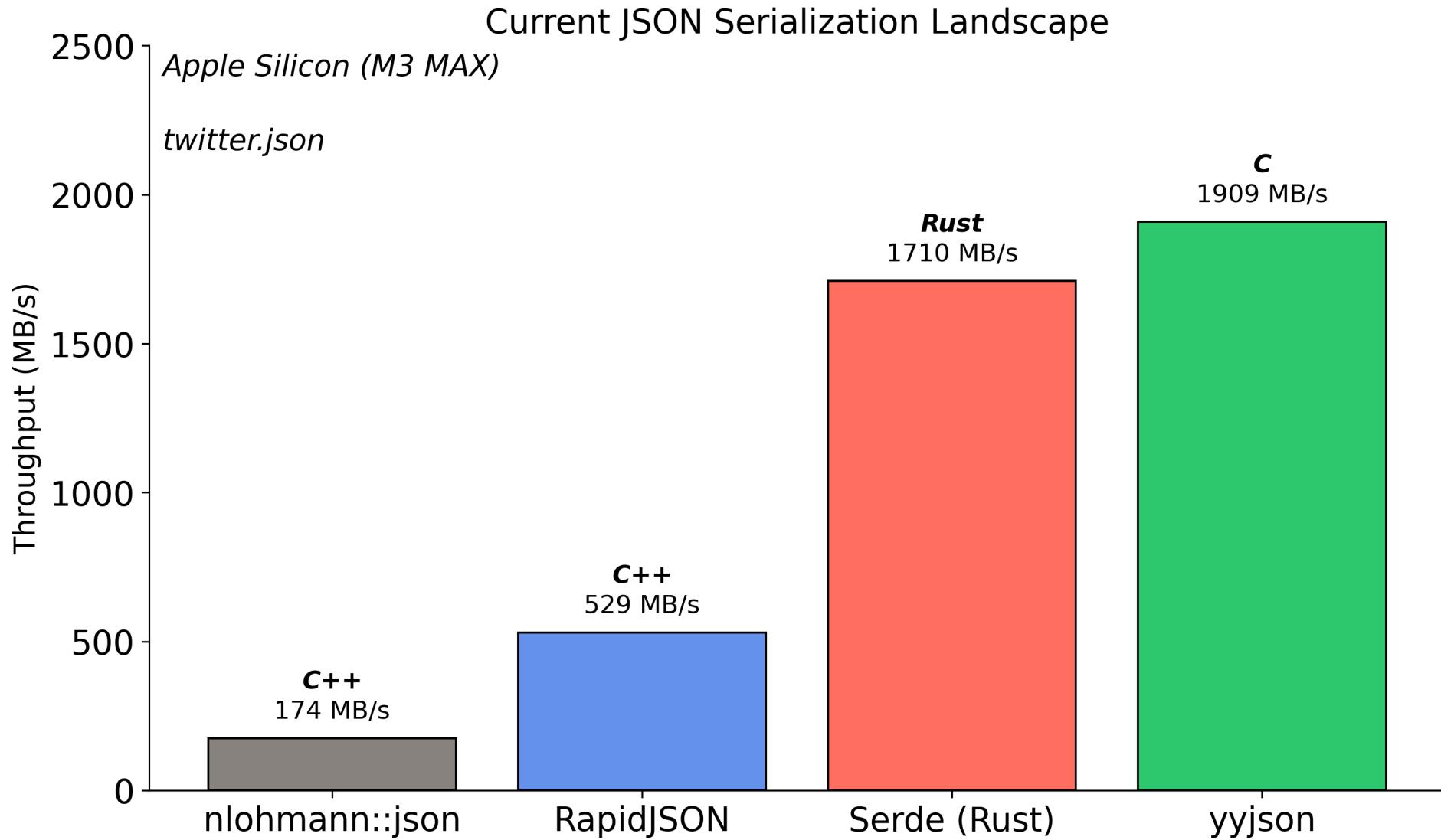
When you write:

```
struct GameData {
    std::vector<int> scores;           // Array-like → [1, 2, 3]
    std::map<string, Player> players;  // Map-like → {"Alice": {...}}
    MyCustomContainer<Item> items;      // Your container → Just works!
};
```

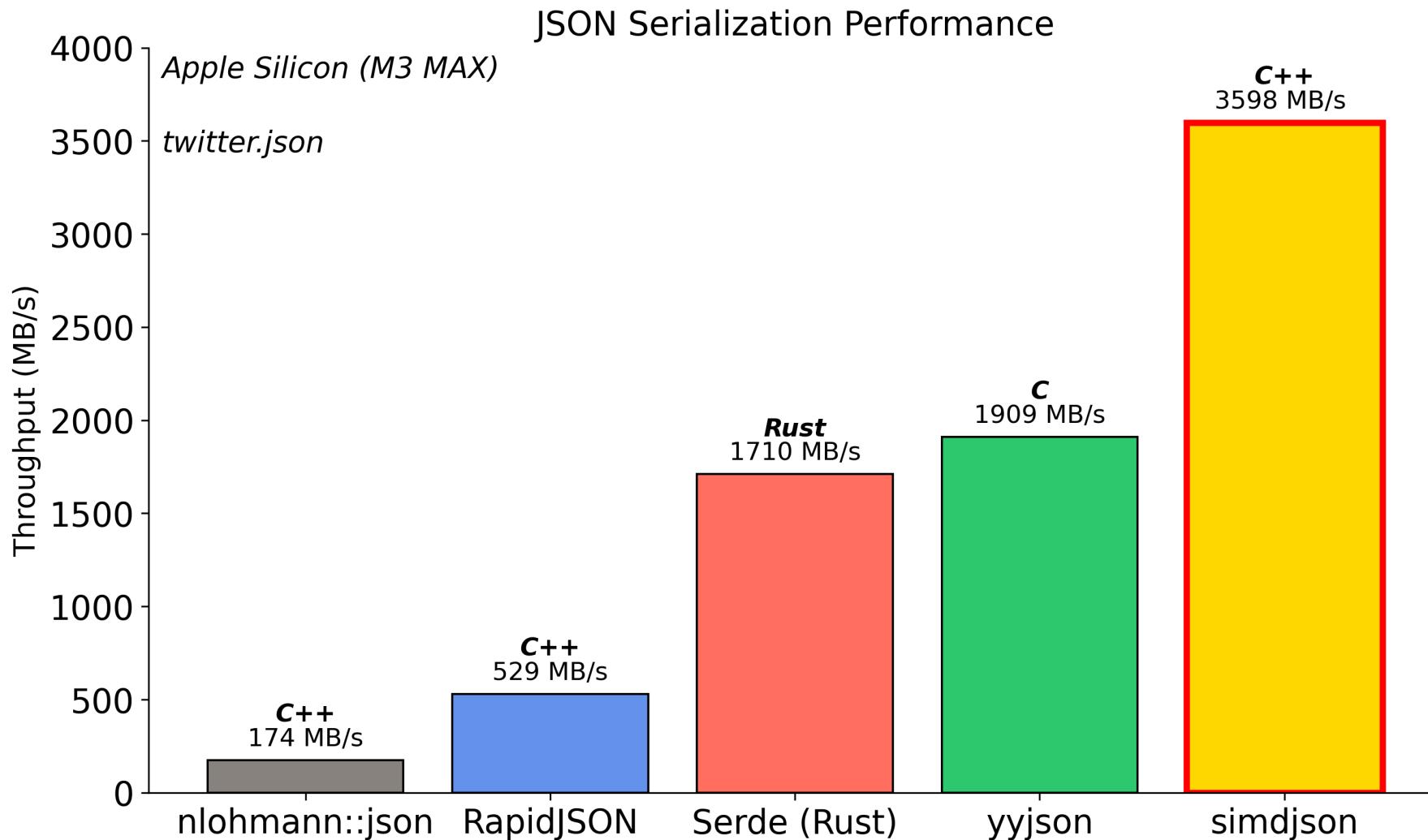
The magic:

1. **Reflection** discovers your struct's fields
2. **Concepts** match container behavior to serialization strategy
3. **Result:** MOST containers work automatically - standard, custom, or future!

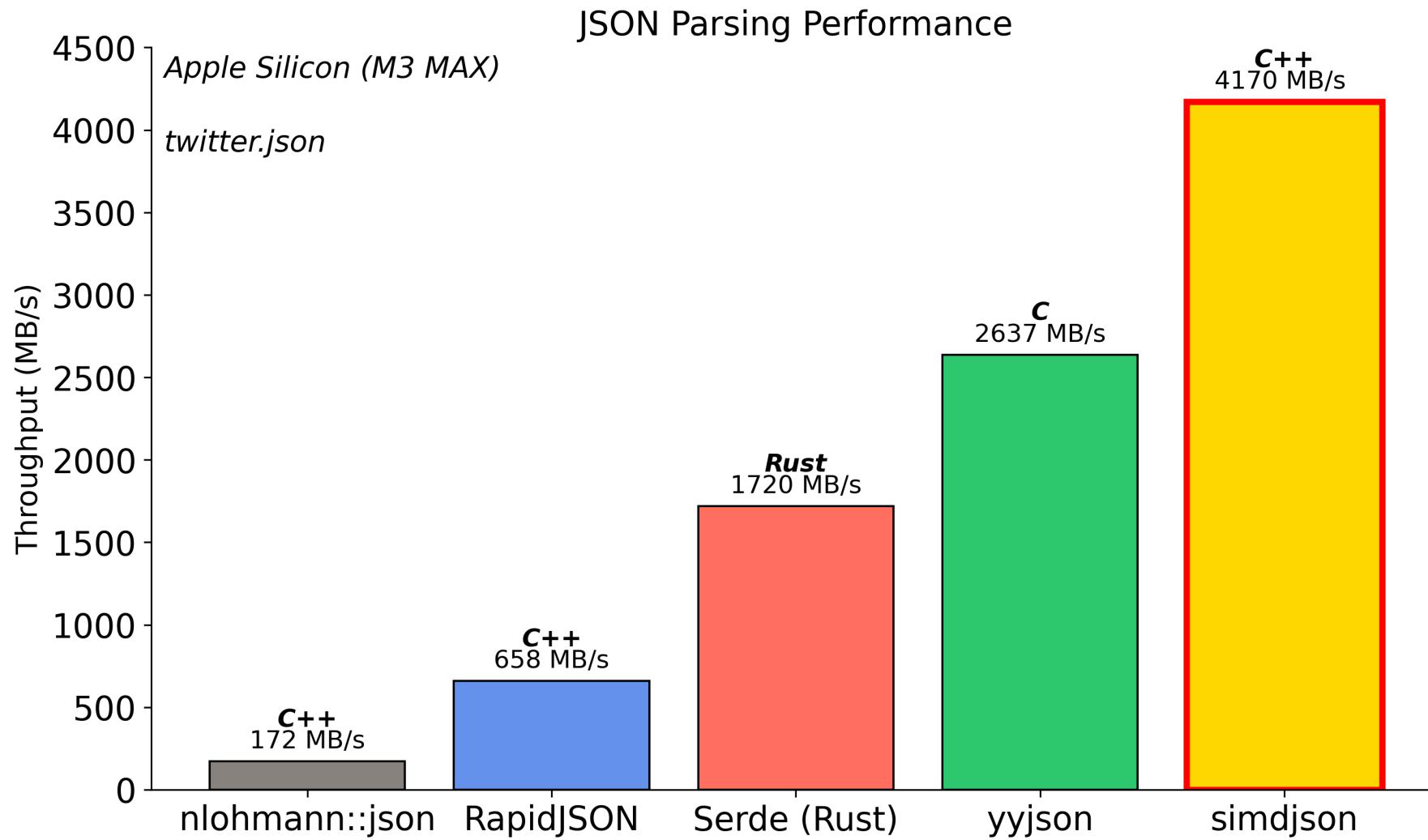
Write once, works everywhere™



How fast are we?



3.6 GB/s - 14x faster than nlohmann, 2.1x faster than Serde!



Serialization Ablation Study

How We Achieved 3.6 GB/s

What is Ablation?

From neuroscience: systematically remove parts to understand function

Our Approach (Apple Silicon M3 MAX):

1. **Baseline:** All optimizations enabled (3,600 MB/s)
2. **Disable one optimization** at a time
3. **Measure performance impact**
4. **Calculate contribution:** $(\text{Baseline} - \text{Disabled}) / \text{Disabled}$

Three Key Optimizations

1. **Consteval**: Compile-time field name processing
2. **SIMD String Escaping**: Vectorized character checks
3. **Fast Integer Serialization**: Optimized number handling

Combined Performance Impact

Optimization	Twitter Contribution	CITM Contribution
Consteval	+100% (2.00x)	+141% (2.41x)
SIMD Escaping	+42% (1.42x)	+4% (1.04x)
Fast Digits	+6% (1.06x)	+34% (1.34x)

Optimization #1: Consteval

The Power of Compile-Time

The Insight: JSON field names are known at compile time!

Traditional (Runtime):

```
// Every serialization call:  
write_string("\"username\""); // Quote & escape at runtime  
write_string("\"level\""); // Quote & escape again!
```

With Consteval (Compile-Time):

```
constexpr auto username_key = "\"username\":"; // Pre-computed!  
b.append_literal(username_key); // Just memcpy!
```

Optimization #2: SIMD String Escaping

The Problem: JSON requires escaping " , \ , and control chars

Traditional (1 byte at a time):

```
for (char c : str) {
    if (c == '"' || c == '\\\'' || c < 0x20)
        return true;
}
```

SIMD (16 bytes at once):

```
auto chunk = load_16_bytes(str);
auto needs_escape = check_all_conditions_parallel(chunk);
if (!needs_escape)
    return false; // Fast path!
```

Optimization #3: Fast Integer serialization

- Use the equivalent of `std::to_chars`
- Could use SIMD if we wanted to
 - "Converting integers to decimal strings faster with AVX-512," in Daniel Lemire's blog, March 28, 2022, <https://lemire.me/blog/2022/03/28/converting-integers-to-decimal-strings-faster-with-avx-512/>.
- Replace fast digit count by naive approach based on `std::to_string`

```
std::to_string(value).length();
```
- Only 34% worse in one dataset.

What about compilation time?

We've observed a 6% slow-down when compiling simdjson with static reflection enabled. (clang p2996 experimental branch).



Learning Curve

```
error: invalid use of incomplete type 'std::reflect::member_info<
std::reflect::get_public_data_members_t<Person>[0]>'
in instantiation of function template specialization
'get_member_name<Person, 0>' requested here
note: in instantiation of function template specialization
'serialize_impl<Person>' requested here
note: while substituting template arguments for class template
```

Key Technical Insights

1. With reflection and concepts, code is shorter and more general
2. Fast compile time
3. Compile-Time optimizations can be awesome
4. SIMD: String operations benefit
5. Many optimizations may help



Thank You!

C++ Reflection Paper Authors

- The authors of P2996 for making compile-time reflection a reality

Compiler Implementation Teams

- Everyone that implemented P2996 and made it publicly available.
- Early adopters testing and providing feedback

Compiler Explorer Team

- Matt Godbolt and contributors

simdjson Community

- All contributors and users (John Keiser, Geoff Langdale, Paul Dreik...)

Questions?

Daniel Lemire and Francisco Geiman

Thiesen

GitHub:

github.com/simdjson/simdjson

Thank you!



