



# Effective **X**ML **C**ommunication Using **S**chemas and **A**utomata

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## Parse

**complex text-based messages**

- **XML**
- **JSON**

**on**

## Microcontrollers

- **slow CPU**
- **not enough RAM**





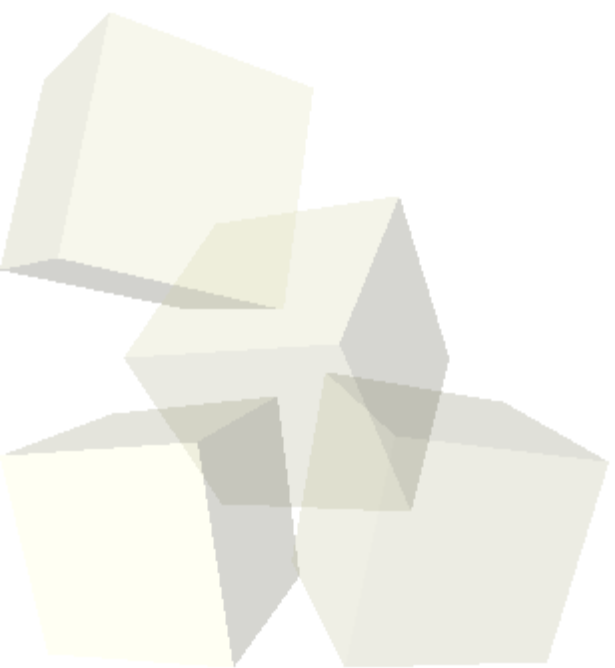
```
<status>  
  <fire>false</fire>  
  <light>4</light>  
  <temp>23.4</temp>  
  <temp>18.3</temp>  
  <temp>20.7</temp>  
  <client>mitra</client>  
  <client>spectra</client>  
  ...  
</status>
```



```
<element name="status">
  <complexType>
    <sequence>
      <element name="fire" type="s:boolean" />
      <element name="light" type="s:integer" />
      <element name="temp" type="s:float"
        minOccurs="3" maxOccurs="3" />
      <element name="client" type="s:string"
        minOccurs="0" maxOccurs="unbounded" />
    </sequence>
  </complexType>
</element>
```



XML Schema  
→  
Grammar  
→  
Finite State Machine  
→  
Code  
→  
Profit!

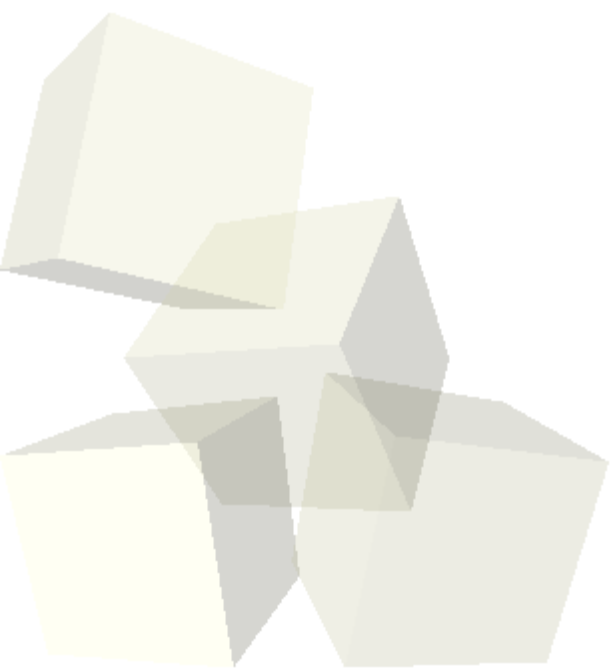




`<element name="tag" type="s:integer" />`

$A \rightarrow \langle \text{tag} \rangle B \langle / \text{tag} \rangle$

$B \rightarrow \{ \textit{integer} \}$





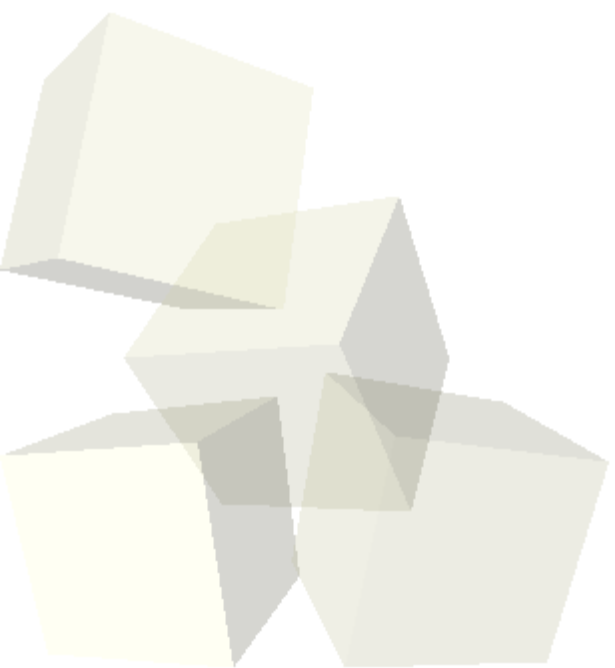
# Optional Element

```
<element name="tag" type="s:integer"
  minOccurs="0" />
```

$A \rightarrow \langle \text{tag} \rangle B \langle / \text{tag} \rangle$

$A \rightarrow \epsilon$

$B \rightarrow \{integer\}$





# Repeating Element

```
<element name="tag" type="s:integer"  
  minOccurs="1" maxOccurs="3" />
```

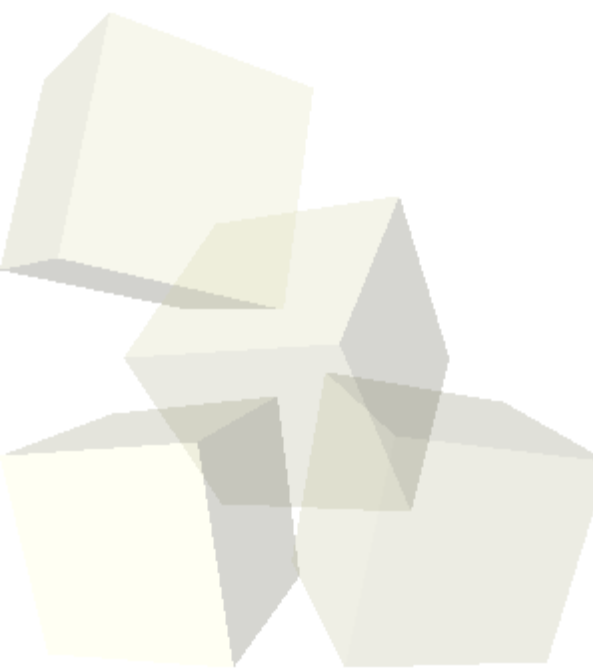
*A* → *BBB*

*A* → *BB*

*A* → *B*

*B* → <tag> *C* </tag>

*C* → {*integer*}







# Infinitely Repeating Element

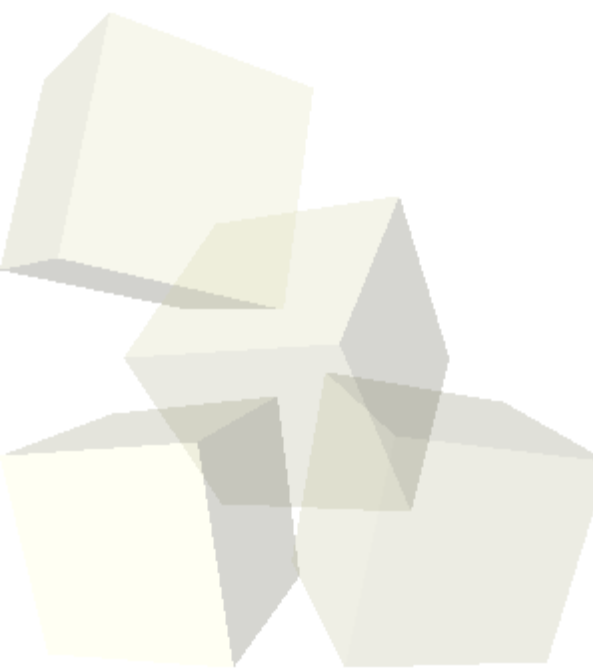
```
<element name="tag" type="s:integer"  
  minOccurs="0" maxOccurs="unbounded"/>
```

$A \rightarrow BA$

$A \rightarrow \varepsilon$

$B \rightarrow \langle \text{tag} \rangle C \langle / \text{tag} \rangle$

$C \rightarrow \{integer\}$





# Complex Type: Sequence

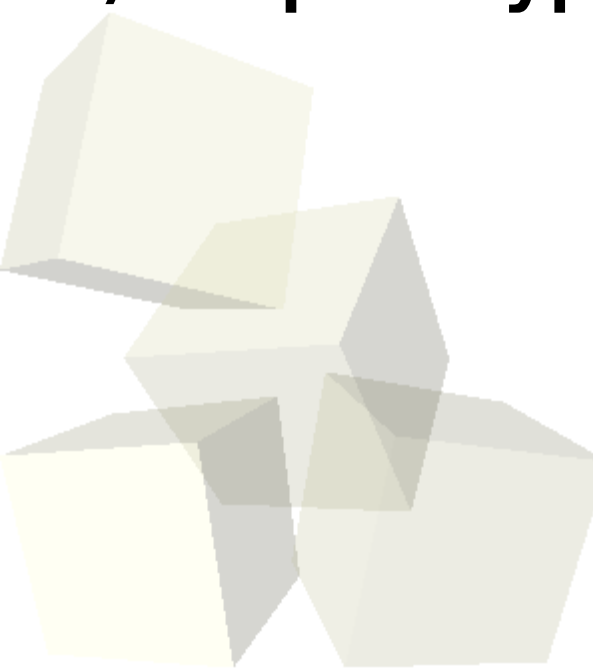
```
<complexType>  
  <sequence>  
    <element name="tag1" type="s:integer" />  
    <element name="tag2" type="s:integer" />  
    <element name="tag3" type="s:integer" />  
  </sequence>  
</complexType>
```

**A** → **BCD**

**B** → <tag1>    **E** </tag1>

**C** → <tag2>    **F** </tag2>

**D** → <tag3>    **G** </tag3>





# Complex Type: Choice

```
<complexType>  
  <choice>  
    <element name="tag1" type="s:integer" />  
    <element name="tag2" type="s:integer" />  
    <element name="tag3" type="s:integer" />  
  </choice>  
</complexType>
```

*A* → *B*

*A* → *C*

*A* → *D*

*B* → <tag1> *E* </tag1>

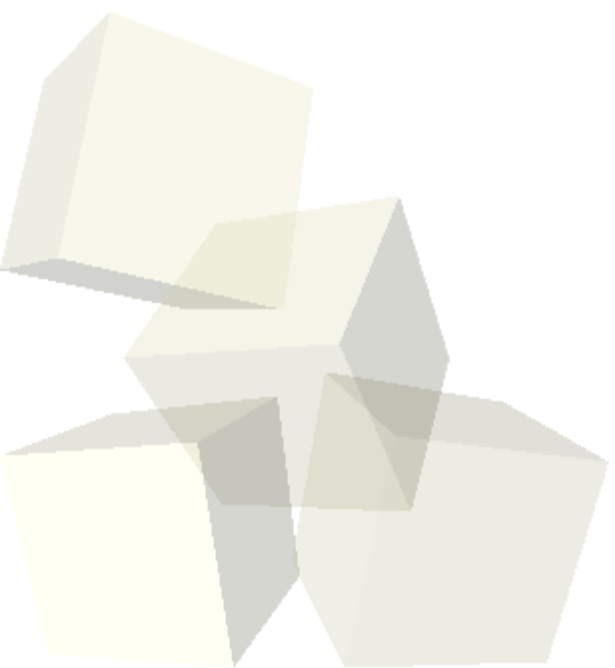
*C* → <tag2> *F* </tag2>

*D* → <tag3> *G* </tag3>



# Complex Type: All

```
<complexType>  
  <all>  
    <element name="tag1" type="s:integer" />  
    <element name="tag2" type="s:integer" />  
    <element name="tag3" type="s:integer" />  
  </all>  
</complexType>
```



*A* → *BCD*  
*A* → *BDC*  
*A* → *CBD*  
*A* → *CDB*  
*A* → *DBC*  
*A* → *DCB*



```
<status>  
  <fire>>false</fire>  
  <light>4</light>  
  <temp>23.4</temp>  
  <temp>18.3</temp>  
  <temp>20.7</temp>  
  <client>mitra</client>  
  <client>spectra</client>  
  ...  
</status>
```



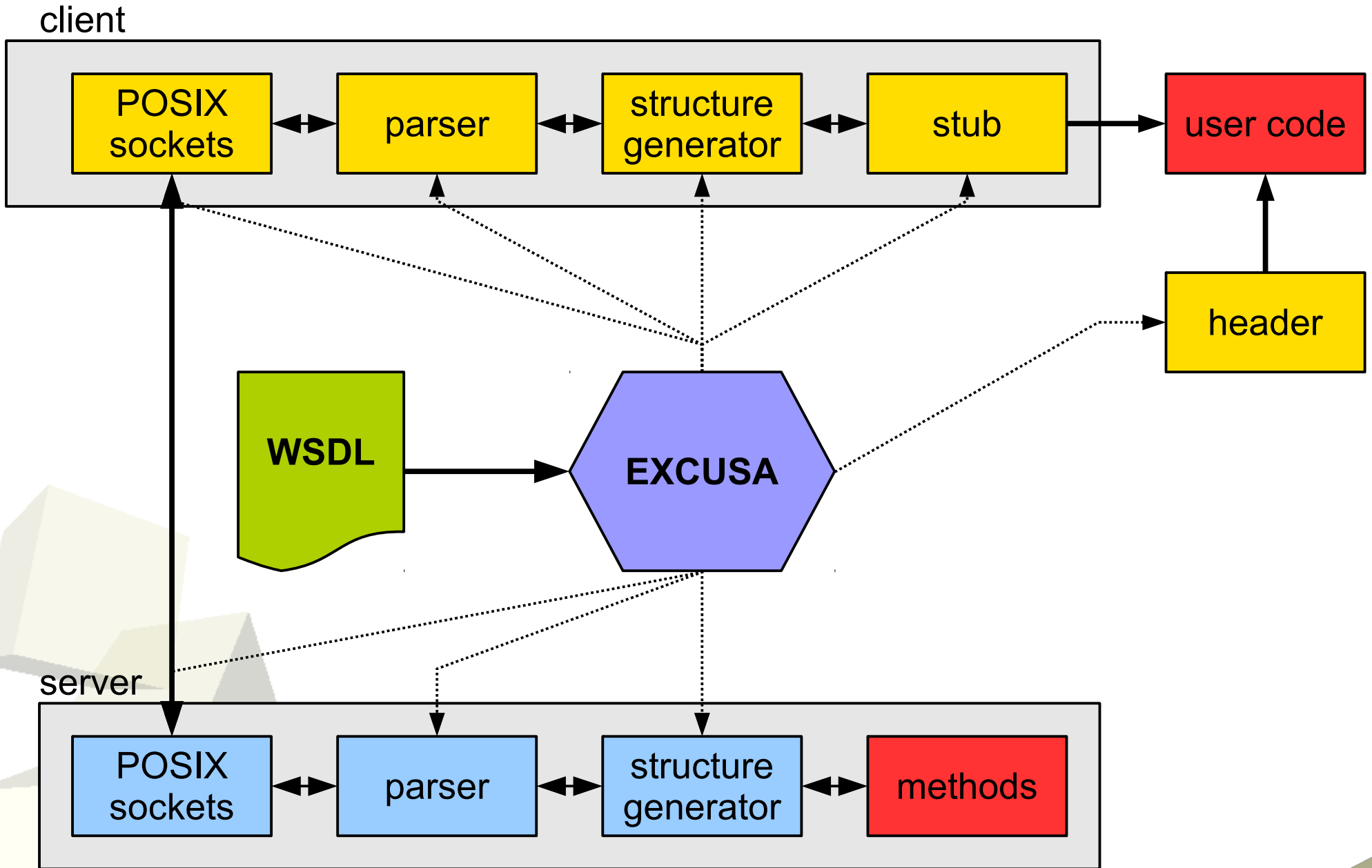
**S** → <status> **A** </status>  
**A** → **BDFI**  
**B** → <fire> **C** </fire>  
**C** → {*boolean*}  
**D** → <light> **E** </light>  
**E** → {*integer*}  
**F** → **GGG**  
**G** → <temp> **H** </temp>  
**H** → {*float*}  
**I** → **IJ**  
**J** → ε  
**K** → <client> **L** </client>  
**L** → {*string*}

rule types:

- tag
- substitution
- value type



# EXCUSA Schema





**Thanks!**

<http://github.com/prusnak/excusa>

