




A Tightly-coupled XML Encoder-decoder For 3D Data Transaction

Commission III – Spatial Information Management


Siew Chengxi Bernad
Khairul Hafiz Sharkawi

3D GIS Research Lab, Faculty of Geoinformation
and Real Estate,
Universiti Teknologi Malaysia




Outline

- Introduction
- The Implementations
- Encoding Results
- Javascript Decoder
- Conclusions
- Acknowledgements









FIG

Introduction




- 3D spatial data sharing are getting popular in 3D SDI especially in urban modelling
- Large datasets file size is expected (\geq LoD3 ~1Megabytes to 25MB each building)
- 3D data sharing use cases:
 1. Only visualizations?
 2. Visualizations + event-based semantics retrieval?
 3. Semantics + Geometries both presence for analysis














FIG

Introduction (cont.)




- Scenario 3 is not practical by sending CityGML data to clients
- Existing compression techniques does not solve the problem well:
 - Non-query-able
 - Non-streaming
 - General usages
 - No partial decompression









FIG

Introduction (cont.)




- Encoder-decoder is innovated for this purpose
- This coupling layer allows:
 - Query-able on compressed document
 - Hence allow partial decompression
 - Schema-aware, adapt to large CityGML geometries dataset
- An encoding framework within or with web services for spatial data transfer improves efficiencies




FIG

The Implementation




- Encoding based on 7 main components (elements, attributes, attribute values, values, geometries, URI)
- Geometries are encoded based on scaled integer.
- All components are stored in dictionary in uniform 16-bit symbols
- The encoder adapts non-progressive, lossless point, streaming and random access behavior



FIG

Scaled Integer



- Scaled Integer (To store geometry information with smaller size)

100.52 100.02 100.38

A B

50 14

Store 1: 100.52

Store 2: 0.01

Store 3: 50 -> represents A

Store 4: 14 -> represents B


← Double

← Double

← Integer


← Integer

Note: Example by using scaled integer – 100.02 can be stored in integer (4 bytes) instead of double (8 bytes)




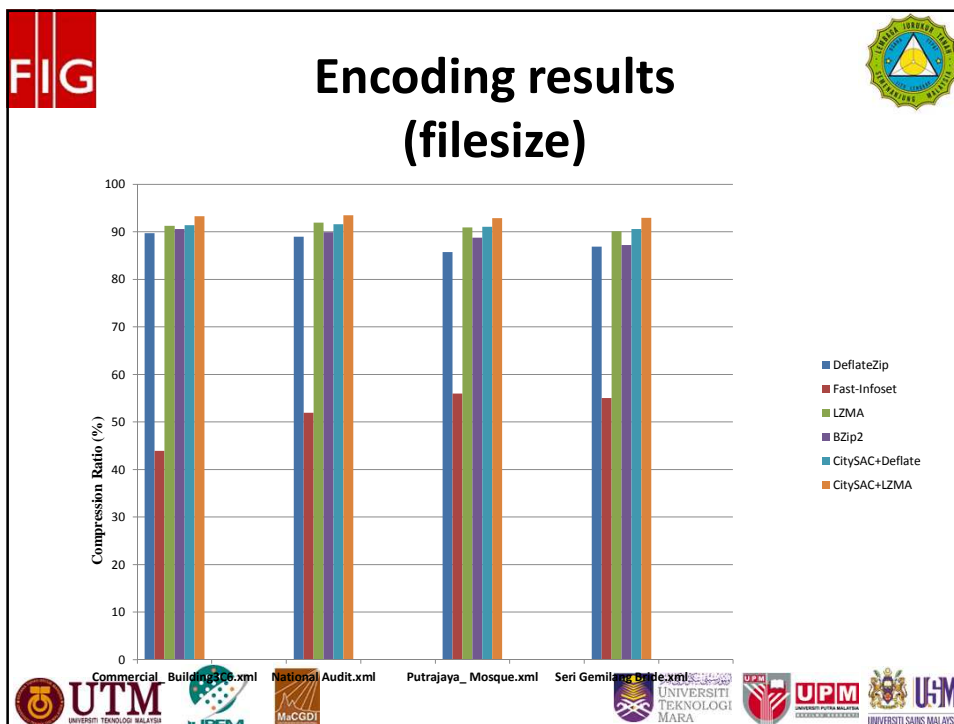
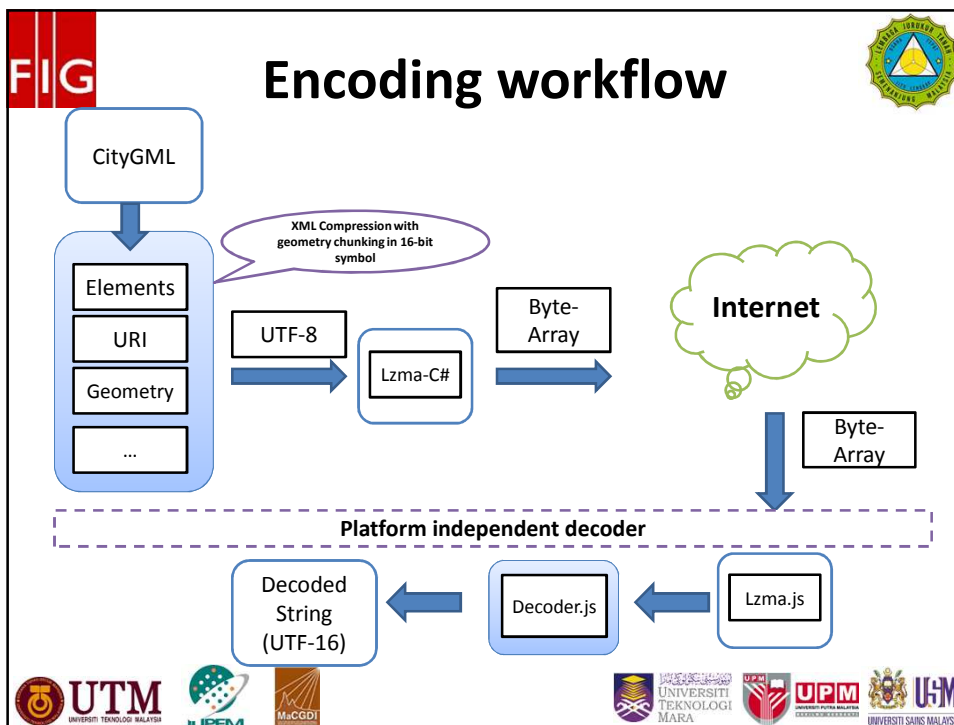
FIG

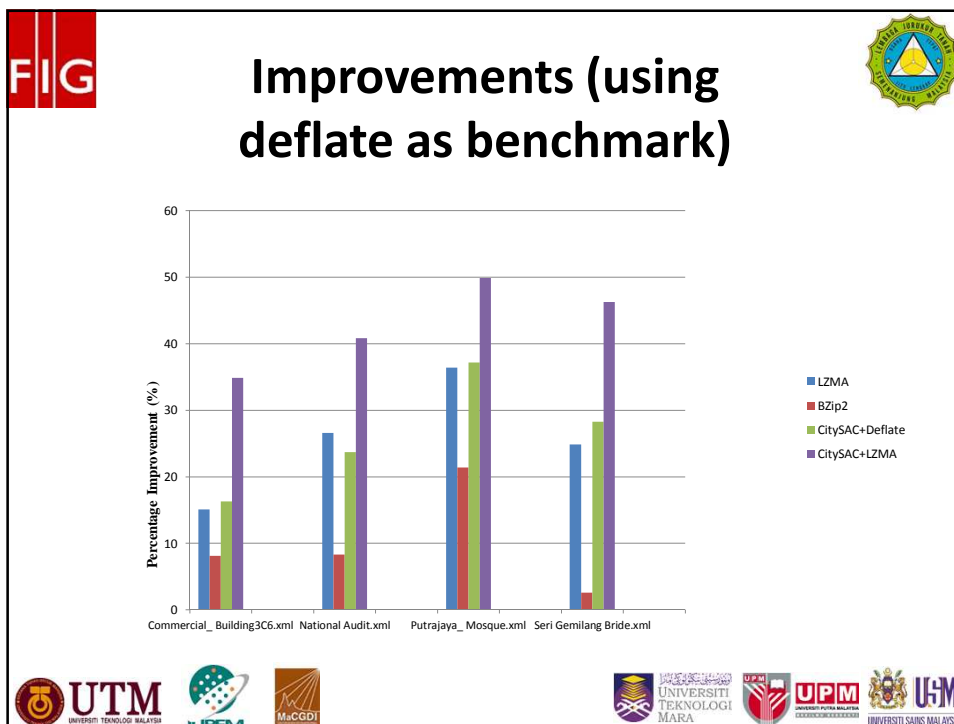
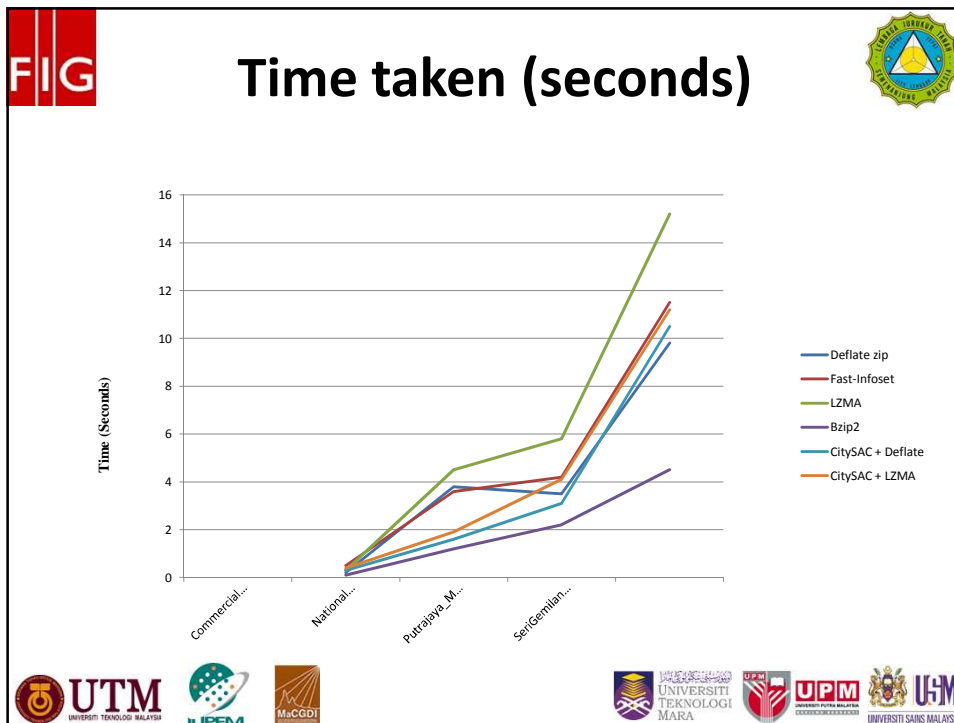
Key components



	Components	format	size
1.	Bit-Representation	u_char	1 byte
2.	Close	u_char	1 byte
3.	Tag	u_char	1 byte
4.	Attribute	u_char	1 byte
5.	Attribute Value	u_char	1 byte
6.	Value	u_char	1 byte
7.	URI	u_char	1 byte
8.	X	int	4 bytes
	Y	int	4 bytes
	Z	int	4 bytes









FIG

Comparisons




Techniques\Characteristics	Query-able	Partial decompression
Deflate alone	No	No
Bzip2 alone	No	No
LZMA alone	No	No
Fast-Infoset	Yes	Yes
CitySAC	Yes	Yes




FIG

Encoding environment




Processor	Intel Core i7-3610M 2.3Ghz
Memory	6GB DDR3
Hard Disk	1 TB HDD with 34.6GB free space on C:
Operating System	Windows 7 64-bit Professional on DOT.NET Framework 4.5









FIG

The Javascript Decoder




- HTML5 and Javascript is becoming popular.
- Javascript provides platform independent solution via interpreter eg. NodeJS and Browser
- Simple binary transformation and decompression could be done.
- Reading binary file is available in WebGL (little-endian and BigEndian)

FIG




The Javascript Decoder






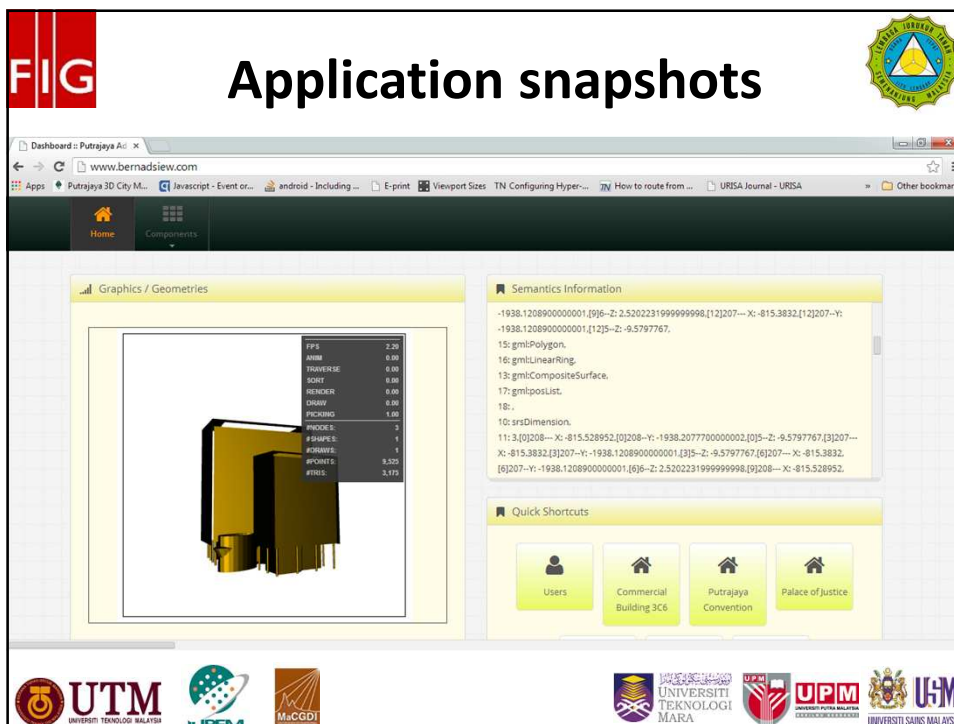
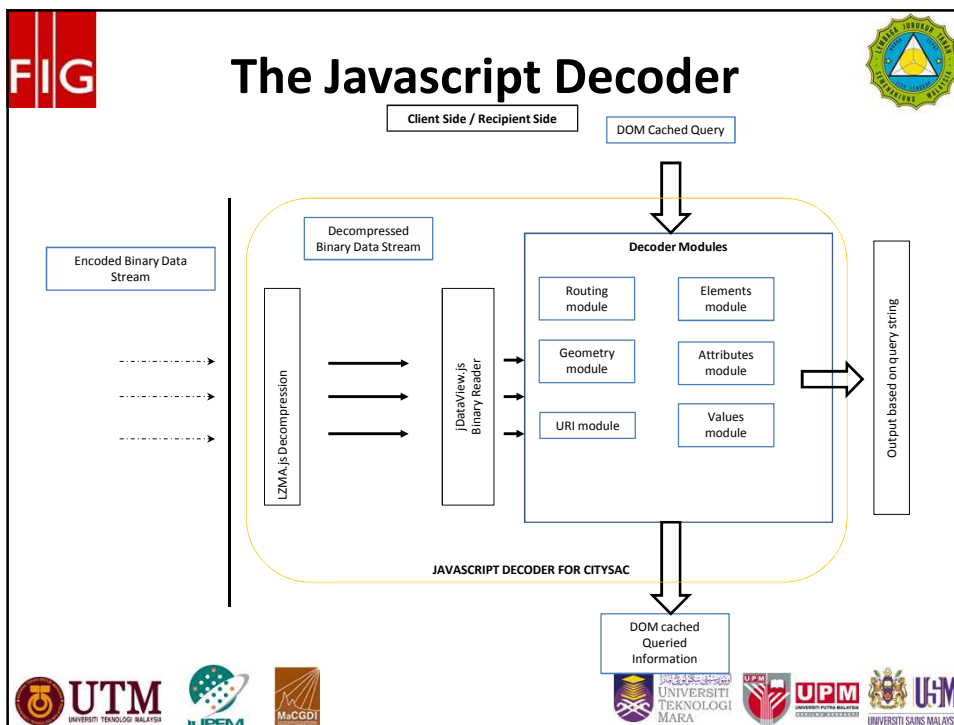
- Query-able modules

Or

- Full decompression to CityGML
Compressed -> Partial decompressed (binary data) -> CityGML














FIG

Conclusions




- Schema-aware encoder able to encode CityGML into smaller size (35% - 50 %) compare to Deflate (WinZIP)
- Schema-aware encoder able to encode CityGML into smaller size (15% - 30 %) and faster compare to LZMA (7-zip)
- Javascript decoder able to provide code-on-demand solution
- Binary representation standard for GML tags?
- XML compression is preferred for large data transaction as partial decompression and query-able compressed document benefits are gained











FIG

Acknowledgment



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**Thank you for your
attention!**

3D GIS Research Lab, FGRE, UTM

Email address:

cbsiew2@live.utm.my

or

bernad@bernadsiew.name

