

Protocol Buffer (Protobuf)

This is a solution for the serialization of structured data, developed by Google. The interface description is also displayed for this data integration method.

Protobuf are designed to be a compact and efficient binary format for transmitting data over a network or storing it on disk. They use a binary format that is smaller and faster to serialize and deserialize than text-based formats such as XML or JSON.

More details can be found here:

<https://developers.google.com/protocol-buffers/docs/tutorials>

- 1.) Install the translator from the official website. <https://github.com/protocolbuffers/protobuf/releases> - in the case of Windows, unzip the file protoc-XXX.zip.
- 2.) Create a directory called `./proto` and the file `book.proto` with the following content:

```
syntax = "proto3";

message Book {
    int32 id = 1;
    string title = 2;
    string author = 3;
    float price = 4;
}

message Books {
    repeated Book books = 1;
}
```

We have created two messages named `Book` and `Books`. `Books` can contain several `Books`. `= 1, = 2` at the end of the lines indicates the internal position of the structure field, numbering starts from one.

- 3.) Run the following command:

```
.\protoc\bin\protoc.exe --python_out=.\ book.proto
```

After running, `book_pb2.py` is created, which is generated source code and contains the data interface. This can be used to manage (serialize and de-serialize) the data.

- 4.) Upgrade protobuf interface

```
pip install --upgrade protobuf
```

- 5.) Create the `server.py` file with the following content:

```
import socket
import book_pb2
import create_books as c

# protoc/bin/protoc --python_out=./ book.proto
# pip3 install --upgrade protobuf

books = c.create_books()

book_store = book_pb2.Books()
for book in books:
    book_store.books.append(book)

bytes_to_send = book_store.SerializeToString()

#TCP socket server
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.bind((socket.gethostname(), 4100))
s.listen(10)

while True:
    client_socket, address = s.accept()
    print(f"server> Connection from {address} has been established!\n")

    client_socket.send(bytes_to_send)
    print(f"server> Message sent: {bytes_to_send}\n")

    msg = client_socket.recv(1024)
    print(f"client> {msg}\n")
    client_socket.close()

    if msg == b'bye':
        break

s.close()
```

6.) Create the create_books.py file with the following content:

```
import book_pb2

def create_books():
    books = []

    books.append(book_pb2.Book())
    books[0].id = 1
    books[0].title = "Solaris"
    books[0].author = "Stanislaw Lem"
    books[0].price = 7.54
```

```
books.append(book_pb2.Book())
books[1].id = 2
books[1].title = "Dune"
books[1].author = "Frank Herbert"
books[1].price = 9.87

books.append(book_pb2.Book())
books[2].id = 3
books[2].title = "Foundation"
books[2].author = "Isaac Asimov"
books[2].price = 5.07

return books
```

7.) Create the client.py file with the following content:

```
import socket
import book_pb2
from google.protobuf.json_format import MessageToJson
import json

#TCP socket client
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.connect((socket.gethostname(), 4100))

msg = s.recv(1024)
print(f"server> {msg}\n")

s.sendall(b'bye')
print(f"client> Message sent: {b'bye'}\n")

s.close()

books = book_pb2.Books()
books.ParseFromString(msg)

json_obj = MessageToJson(books)
print(f"client> The server's message in JSON:\n{json_obj}")

dict_obj = json.loads(json_obj)

with open('data.json', 'w', encoding='utf-8') as f:
    json.dump(dict_obj, f, ensure_ascii=False, indent=4)
    print("client> data.json saved\n")

with open('data.bytes', 'wb') as fb:
    fb.write(msg)
    print("client> data.bytes saved\n")
```

8.) Run the server and client. python server.py then python client.py commands and let's see and

analyze what happens?

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Permanent link: https://edu.iit.uni-miskolc.hu/tanszek:oktatas:iss_t:modern_data_integration_based_on_protocol_buffer?rev=1710694939

Last update: **2024/03/17 17:02**

