

## *XML in Ptolemy II*

A few reasons why we did what  
we did and would do it again!

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## *What is XML?*

- A Meta-Language for describing other languages
- Similar to SGML/HTML
- Provides for customization of a common markup syntax
  - Document Type Descriptor (DTD)
- Primarily useful for containing small sets of structured data

## *XML Example*

- Document

```
<car>An orange convertible.  
<door>  
  <window/>  
  <handle>Sticks</handle>  
</door>  
<window broken="true"/>  
</car>
```

- DTD

```
<!DOCTYPE car [  
<!ELEMENT car ANY>  
<!ELEMENT door (window, handle)>  
<!ELEMENT handle (#PCDATA)>  
<!ELEMENT window EMPTY>  
<!ATTLIST window  
  broken (true, false) "false">  
>
```

## *Why use XML?*

- Well defined, Standardized syntax
  - Off the shelf editors, parsers, visualization tools
  - Reduced development and testing time
  - Leverage MathML, VML
- Text based
  - Human readable and (almost) createable
  - Un-Endian!

## *Why use XML?*

- Architecture independent
  - Parsers perform character set conversion
  - Transparent to software development
- Language independent
  - Does not depend on Java or C++
  - Same file format useable for Ptolemy Zero!

## *MPEG Audio Layer III Decoder*

- C Reference implementation
  - over 50% of code is I/O!
  - Almost all of the bug fixes are in I/O code
  - STILL requires code patching by hand to work under windows

## *The Schematic Package*

- Uses PTML, a syntax described using XML
- Manages almost all persistent information in Ptolemy II
  - Configuration (The domain library)
  - Actor information (The entity library)
  - Icons (The icon library)
  - and even Schematics!

## *PlotML*

- In development
- Format to save the output from TimePlot, PlotBox
- Similar to current file format, but based on XML
- Anticipate that PlotML will be preferable, since based on XML

## *Summary*

- XML provides a strong, but flexible infrastructure for designing database formats tailored to a specific problem.
- Many XML tools already exist
  - Editors, Parsers, Browsers, etc.
- Easy to use
- Reduced development time