
bitpack Documentation

Release 0.1

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April 22, 2016

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Data serialization library, essentially turning sequences of data structures into a compact binary representation.

Source code

bitpack source code can be found [on GitHub](#) and is released under GPLv3 license. See the `COPYING` file in the source tree for more information.

2.1 Working with bitpack

This section gives you a quick overview of bitpack library usage.

2.2 API documentation

class `bitpack.BitField` (*name, index, width, data_type*)

Bases: `object`

A class representing a single field within a `BitStream`. It handles the serialization / deserialization of the values / data that is passed to it. The following constructor parameters are available:

Parameters

- **name** – the name of the field as it was declared
- **index** – integer, used to keep the order of fields as declared
- **width** – integer, the needed bit-width for the data
- **data_type** – unique identifier of the data type for which there exists a registered serializer / deserializer

data_type

Returns the data type of the field that was specified in the field declaration.

deserialize (*bits*)

Perform deserialization of the passed in data and return it in its deserialized form.

Parameters **bits** – data to be deserialized

name

Returns the name of the field by which it was declared on the `BitStream` class.

classmethod **register_data_type** (*data_type, serializer_fn, deserializer_fn*)

Add a new data serializer and deserializer to all `BitField` objects (including subclasses as well).

Parameters

- **data_type** – name of the type
- **serializer_fn** – function that performs serialization
- **deserializer_fn** – function that performs deserialization

serialize (*value*)

Perform serialization of the passed in value and return it in it's serialized form.

Parameters *value* – value to be serialized

width

Returns the bit-width of the field that was specified in the field declaration.

class `bitpack.BitStream` (*data*)

Bases: `object`

Expected to be subclasses and fields declared on subclasses that define in what way should the data be serialized and deserialized.

Overridable attributes:

Attr `start_marker` A string used to indicate the start of a data record in it's serialized form.

Attr `end_marker` A string used to indicate the end of a data record in it's serialized form.

Constructor arguments:

Parameters *data* – it serves multiple purposes: - as a string it represents the data to be deserialized
- as an iterable of dicts it's the source data to be
serialized

deserialize ()

Perform deserialization of the data that was passed to the constructor and return it in it's deserialized form.

end_marker = `None`

classmethod `from_bytes` (*raw_bytes*)

Helper method to instantiate a class with the passed in *raw_bytes* and implicitly call and return the result of it's `deserialize` method.

Parameters *raw_bytes* – data to be deserialized

serialize ()

Perform serialization of the data that was passed to the constructor and return it in it's serialized form.

start_marker = `None`

classmethod `to_bytes` (*raw_data*)

Helper method to instantiate a class with the passed in *raw_data* and implicitly call and return the result of it's `serialize` method.

Parameters *raw_data* – data to be serialized

`bitpack.register_data_type` (*data_type*, *serializer_fn*, *deserializer_fn*)

Add a new data serializer and deserializer to all `BitField` objects (including subclasses as well). This is just a helper function that simply delegates calls to the classmethod on `BitField` itself.

Parameters

- **data_type** – name of the type
- **serializer_fn** – function that performs serialization
- **deserializer_fn** – function that performs deserialization

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