

# Different Dynamic Options for Integrating SVG

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# SVG – Files can be lengthy

```
<svg xmlns="http://www.w3.org/2000/svg">  
  <g id="circle1">  
    <circle cx="999" cy="100" r="100" style="..."/>  
    ...  
  </g>  
  ...  
</svg>
```

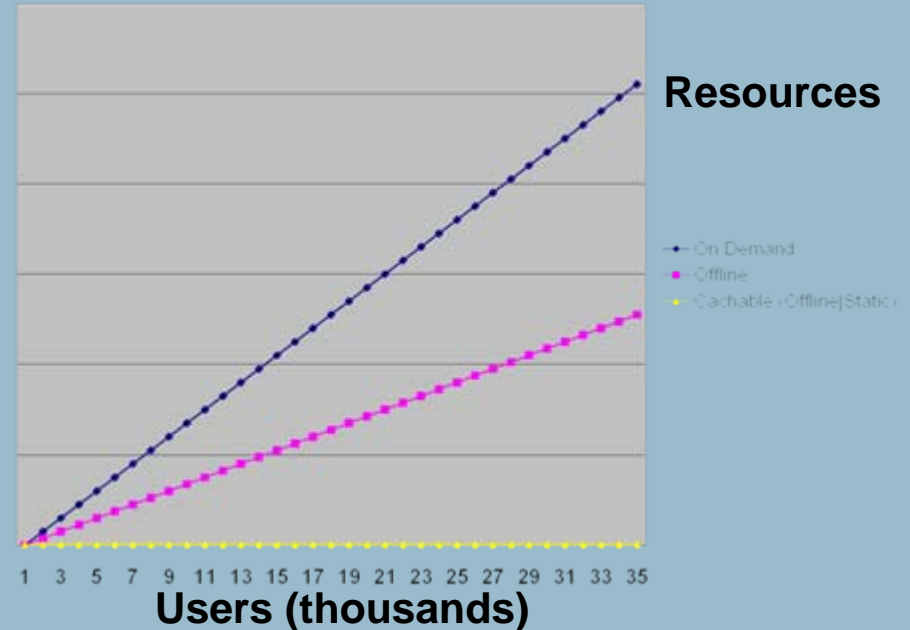
# Delivering SVG images

## Large image descriptions:

- Dynamic generation requires server-side resources
- Transmission requires significant bandwidth
- Successive related images require regeneration and retransmission

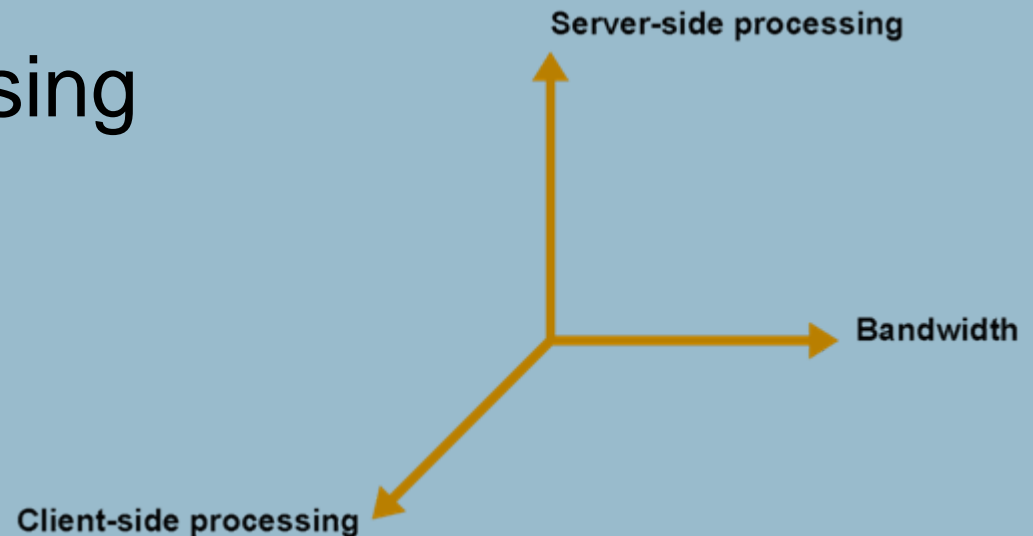
# Fact: Dynamic HTML is expensive

- Non-cachable
- Expensive to generate
- Resources are finite



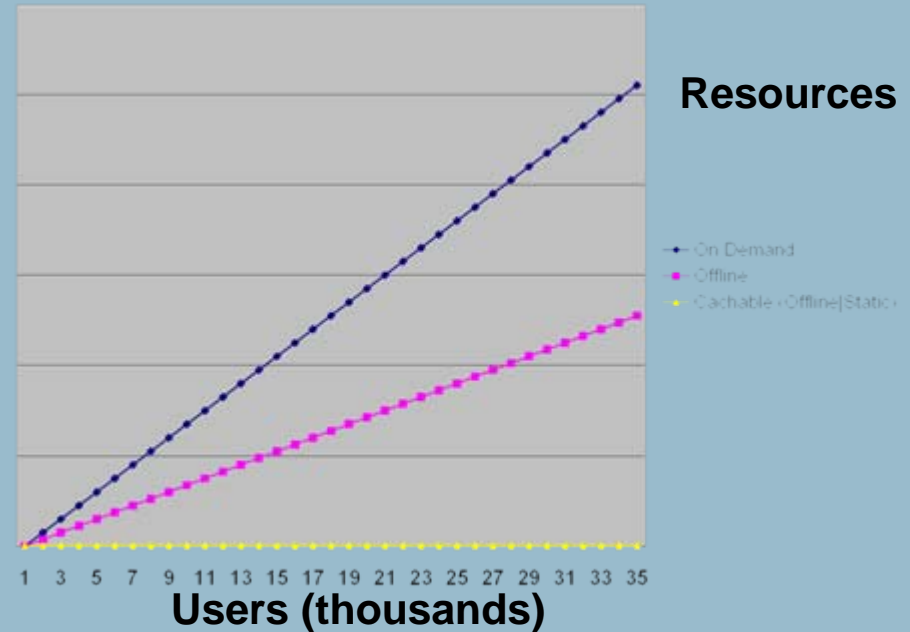
# Multi-axis optimization

- Minimize overall resources
- Client-side resource scale
- Minimize processing



# On demand generation:

- Cannot optimize performance
- Is not scalable
- There is a better way

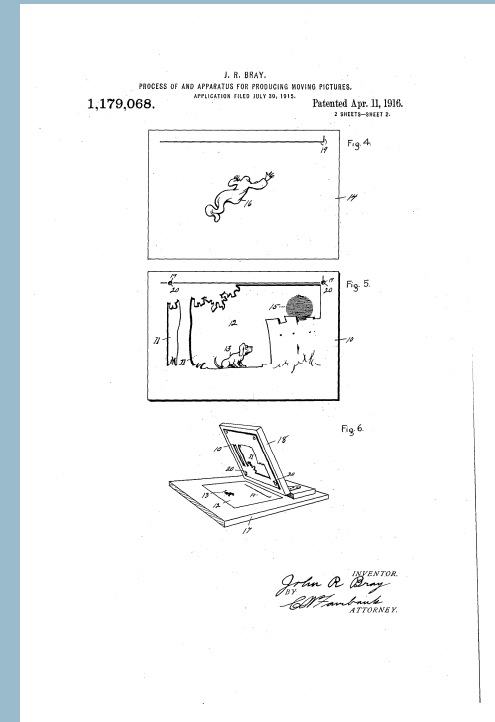
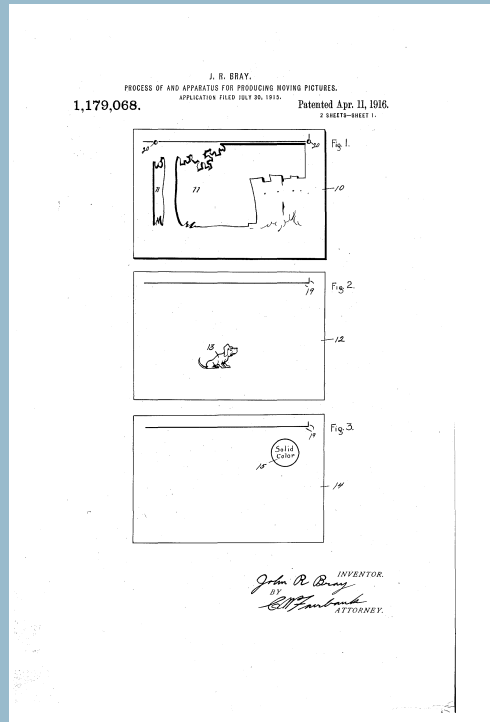


# An answer: Multi-stage compositing

- Static HTML/SVG
- Event-driven non-realtime regeneration (XSLT and other tools)
- AJAX/JavaScript
- Client-side (JavaScript) annotation

# Problem not without precedent

## Classic cinematography patents:



“Process and Apparatus for Producing Motion Pictures”, US Pat 1,179,068  
(filed July 30, 1915)

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# Hierarchy

- Static
- Varying long scale (out of response loop)
- AJAX components
- Client-side annotation/markup (the “client cloud”)
- Dynamic server-side technologies (e.g., ASP, PHP, EJB)

# Scarce resource efficiency

- Minimize realtime server response loop
- Reduce growth of server-side
- Reduce vulnerability to bandwidth issues
- Minimization particularly attractive in mobile context

# Different Object Types

- Manually created
- Programmatically created triggered by external events
- On-Demand generated elements
- Client-side created elements (e.g., annotations)

# IDs act as “registration”

- `getElementById` to identify element
- Dynamically insert subtrees retrieved using `XMLHttpRequest`
- Dynamically generate elements using JavaScript from `XMLHttpRequest` retrieved data (client-side computation)
- Dynamically generate elements using JavaScript based upon user input

# Classic execution-time optimization

- This approach has a rich history in other aspects of computing
- Compiling/interpreting
- “reduction in strength”
- “include files”, object libraries
- Dynamic linking using shareable libraries

# Summary

- The resources used to render a particular page varies dramatically depending upon implementation strategy and technique
- Properly used, both offline element generation and “client-cloud” processing have significant bottom-line impact.

# Questions

## Supplemental Materials, Slides:

<http://www.rlgsc.com/svgopen/2011/options-for-dynamic-svg.html>