

**fq**

jq for binary formats

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## What is fq?

- Tool, language and decoders for working with data
- Inspired and based on jq
- Query and display data in a useful ways
- Interactive REPL with auto-completion
- Available for Linux, macOS, Windows, BSD
- Debugger for files

# Why jq?

- CLI friendly syntax
  - Terse and composable `a | b | ...`
  - Generators to iterate and recurse `.[] | ...`, `.. | ...`
- DSL to select and transform data
  - Superset of JSON `{a: [1,2+3,empty]}` → `{"a": [1,5]}`
  - `{"a": 1, "b": 2}` → `{sum: (.a+.b)}` → `{"sum:" 3}`
- Purely functional language based on generators and backtracking
  - Conditionals, functions, bindings, special forms to collect and reduce etc
- Single filter run on each input
  - Can behave different using `inputs`, `slurp`, etc

# Supported formats

- Currently 113 formats
- Media containers (MP3, MP4, Ogg, FLAC, Matroska, PNG, JPEG, Exif, ...)
  - Some demux and decode samples (AAC, NALU, h264, MP3 frames, ...)
- Executables (ELF, Macho, Wasm)
- Archives and compression (ZIP, Tar, gz, bz2, ...)
- Network protocols (PCAP, Ethernet, UDP, TCP, IPV4, ...)
  - TCP reassembly and IPv4 defragmentation
- Serialization formats (MsgPack, ASN1 BER, CBOR, ProtoBuf, bplist, ...)
- Can also decode/encode text formats (YAML, XML, HTML, Toml, CSV, URLs, ...)

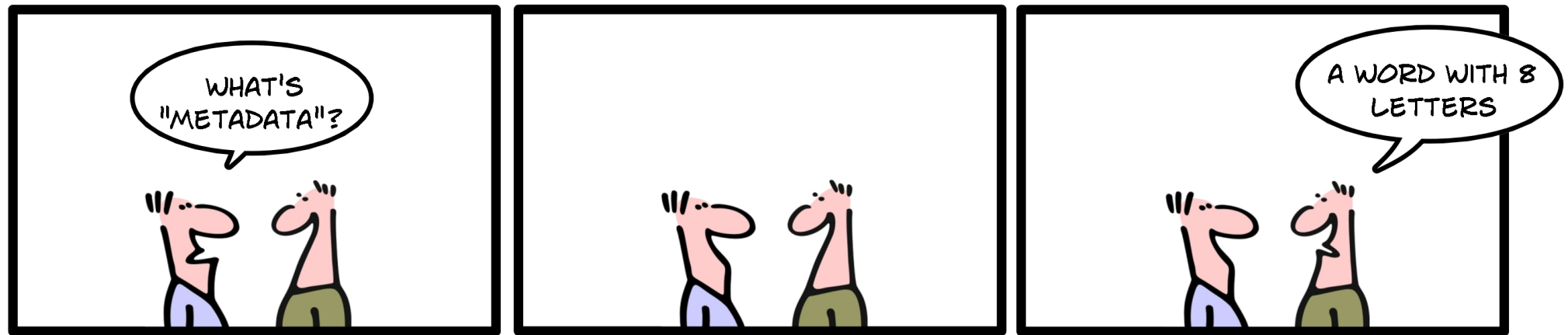
## Decode in what way?

- A format decoder produces a JSON compatible structure
  - Each value has a bit range and optional description, mapping etc
- For media usually decode most things except the actual media
- For other formats more or less everything
- Some formats broken down into independent sub formats
  - `flac` into `flac_frame`, `flac_metadatablock`, `flac_streaminfo`, ...
- Format can use other formats
  - `pcap` uses `ether8023_frame` that uses `ipv4_packet` that uses `tcp_segment`
  - `mp3` → `id3v2` → `jpeg` → `exif` → `icc_profile`
  - Can pass data between formats

# My own use cases for fq

## SIMPLY EXPLAINED: METADATA

geek & poke



CC-BY-3.0 - <https://geek-and-poke.com/geekandpoke/2010/4/17/meta.html>

# My own use cases for fq

## “multimedia is basically neverending pain”

— wm4, mpv-player lead

- That file actually has an end
  - Segment linking or **dref** atom loop ( $A \rightarrow B \rightarrow A \rightarrow B \rightarrow \dots$ )
  - **LOOP** entry in udta atom
- That the video track is even a video “codec”
  - PowerPoint-in-MOV, FIRE, VNC commands, RAR in MKV
- That you can easily downmix or play a stereo track on a mono speaker
  - Phase cancellation is great fun

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DEMUXED



Derek Buitenhuis - Things Developers Believe About Video Files (Proven Wrong by User Uploads) (<https://www.youtube.com/watch?v=cRSO3RtU00k>)

## My own use cases for fq

- Debug, query and assist when working with media files
- Show overview to look for unusual value or structures
- Sample tables, timestamps, decoder configuration, ...
- Find broken media sample
- Automate and aggregate over multiple files

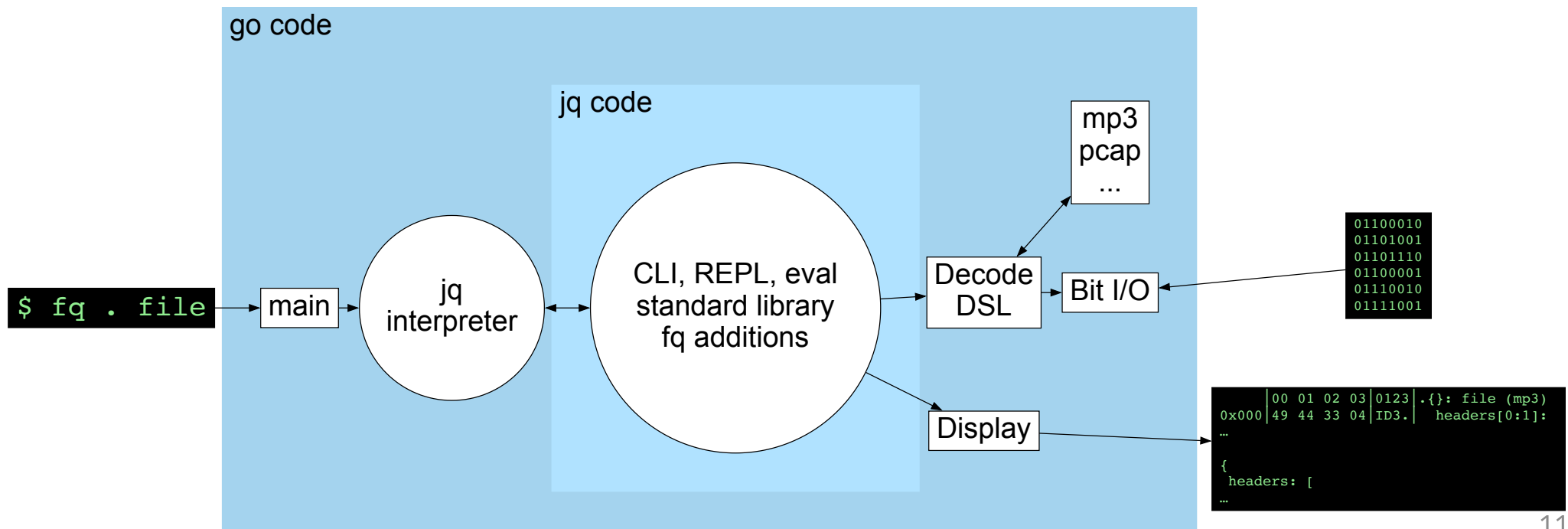


## What it can't do

- Very little encoding support, focus on decoding
  - Not clear how it would work (mov.c + movenc.c in ffmpeg ~17000 lines of dense C)
  - Tip! See next talks by Petr and Jose, both will touch on this I think.
- Can decode broken things but can't magically repair
  - Makes it possible but you probably need deep knowledge
- Decoders in runtime
  - Want to look into decoders in jq
  - Something declarative like Kaitai struct would be nice
  - Currently can slice and construct new binaries

## Why go?

- Previous experience with go
- Two mature jq implementation
  - Original jq in C
  - gojq in go
- Robust, complex and safe decoders in C? 🤔
  - Probably need a VM etc
- Great tooling, fast builds, static binaries, cross platform



```

def input:
  ( next_filename           # next filename from global state
  | open                   # open it for reading
  | decode                 # decode using decode DSL
  );

def inputs: repeat(input); # keep calling input

def main:
  ( parse_arguments as $opts
  | setup_some_global_state
  | if $opts.repl then repl
  else
    ( inputs                # outputs each decoded value
    | eval($opts.filter)   # eval filter given as argument
    | display              # show tree, JSON, binary etc
    )
  end
  );

```

```

func decodeFoss(d *decode.D, in any) any {
    var length uint64
    d.FieldStruct("header", func(d *decode.D) {
        d.FieldUTF8("signature", 4, d.StrAssert("foss"))
        d.FieldU8("license", scalar.UintMapSymStr{
            0: "GPL",
            1: "MIT",
        })
        length = d.FieldU16("length")
    })
    d.FramedFn(int64(length)*8, func(d *decode.D) {
        d.FieldArray("sections", func(d *decode.D) {
            for !d.End() {
                d.FieldFormat("section", sectionFormat, nil)
            }
        })
    })
    return nil
}

```

```

$ fq . file.foss
00 01 02 03 04 05 06 07 | 01234567 | .{}: file.foss (foss)
0x00 66 6f 73 73 01 00 0d | foss... | header{}:
0x00 | | 05 | . | sections[0:2]:
0x08 68 65 6c 6c 6f 06 66 6f | hello.fo
0x10 73 64 65 6d | sdem|

$ fq d file.foss
00 01 02 03 04 05 06 07 | 01234567 | .{}: file.foss (foss)
0x00 66 6f 73 73 | foss | header{}:
0x00 | | 01 | . | signature: "foss" (valid)
0x00 | | 00 0d | .. | license: "MIT" (1)
| | | | | length: 13
| | | | | sections[0:2]:
00 01 02 03 04 05 06 07 | 01234567 | [0]{}: section (foss_section)
0x00 | | | | 05 | . | length: 5
0x08 68 65 6c 6c 6f | hello | text: "hello"
00 01 02 03 04 05 06 07 | 01234567 | [1]{}: section (foss_section)
0x08 | | | | 06 | . | length: 6
0x08 | | | | 66 6f | fo | text: "fosdem"
0x10 73 64 65 6d | sdem|

$ fq ".sections[1]" file.foss
00 01 02 03 04 05 06 07 | 01234567 | .sections[1]{}: section (foss_section)
0x08 | | | | 06 | . | length: 6
0x08 | | | | 66 6f | fo | text: "fosdem"
0x10 73 64 65 6d | sdem|

```

```
$ fq tovalue file
{
  "header": {
    "length": 13,
    "license": "MIT",
    "signature": "foss"
  },
  "sections": [
    {
      "length": 5,
      "text": "hello"
    },
    {
      "length": 6,
      "text": "fosdem"
    }
  ]
}
```

```
$ fq torepr file
{
  "sections": [
    "hello",
    "fosdem"
  ],
  "type": null
}
```

```

$ fg -r '[.sections[] | .text] | join(" ")' file.foss
hello fosdem

$ fg ".sections[1] | tobytes" file.foss | hexdump -C
00000000 06 66 6f 73 64 65 6d |.fosdem|
00000007

$ fg ".sections[1] | tobytes" file.foss | fg -d foss_section
0x0 | 00 01 02 03 04 05 06 07 | 01234567 | .{}: <stdin> (foss_section)
0x0 | 06 | . | length: 6
0x0 | 66 6f 73 64 65 6d | fosdem | text: "fosdem"

$ fg ".sections[1] | foss_section" file.foss
0x08 | 00 01 02 03 04 05 06 07 | 01234567 | .{}: (foss_section)
0x08 | | | . | length: 6
0x08 | 66 6f | fo | text: "fosdem"
0x10 | 73 64 65 6d | sdem |

$ fg '.header.signature | [tobytes.size, tovalue, "huh"] | foss_section' file.fo
0x0 | 00 01 02 03 04 05 06 07 | 01234567 | .{}: (foss_section)
0x0 | 04 | . | length: 4
0x0 | 66 6f 73 73 | foss | text: "foss"
0x0 | 68 75 68 | huh | gap0: raw bits

$ fg -n "[0b11001100, 0xe2] | map(bsr(.; 1)) | implode"
"fq"

```



## Thanks and useful tools

- itchyiny for gojq
- Stephen Dolan and others for jq
- HexFiend
- GNU poke
- Kaitai struct
- Wireshark
- [vscode-jq](https://github.com/wader/vscode-jq) (https://github.com/wader/vscode-jq)
- [jq-lsp](https://github.com/wader/jq-lsp) (https://github.com/wader/jq-lsp)

# Thank you

jq for binary formats

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<https://github.com/wader/fq> (https://github.com/wader/fq)

<https://fosstodon.org/@wader> (https://fosstodon.org/@wader)

