

Abstract

This is an introduction to internationalization on the World Wide Web. The audience will learn about the standards that provide for global interoperability and come away with an understanding of how to work with multilingual data on the Web. Character representation and the Unicode-based Reference Processing Model are described in detail. HTML, including HTML5, XHTML, XML (eXtensible Markup Language; for general markup), and CSS (Cascading Style Sheets; for styling information) are given particular emphasis.

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Objectives

- Describe the standards that define the architecture & principles for I18N on the web
- · Scope limited to markup languages
- Provide practical advice for working with international data on the web, including the design and implementation of multilingual web sites and localization considerations
- · Be introductory level
 - Condense 3 hours to 75-90 minutes.

This presentation and example code are available at: www.xencraft.com/training/webstandards.html

Web Internationalization – Standards and Practice

Legend For This Presentation Icons used to indicate current product support: Google Chrome Chrome

How does the multilingual Web work?

- How does the server know
 - my language?
 - The encodings my browser supports?
- Which Unicode normalization is best?
- Are all Unicode characters useful on the Web?
- Should I use character escapes or text?
- Can CSS designs support multiple languages?

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A Simple HTML Example Page

Nous **espérons** que vos applications e-business fonctionneront en **français**.

Les Français achètent les produits suivants sur internet : vêtements

produits de beauté

We hope your e-business applications will work in French. French people buy the following products on the internet: clothing

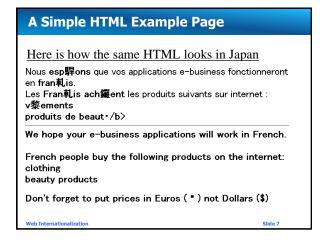
beauty products

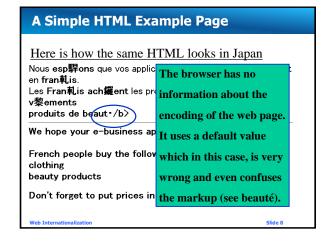
Don't forget to put prices in Euros (€) not Dollars (\$)

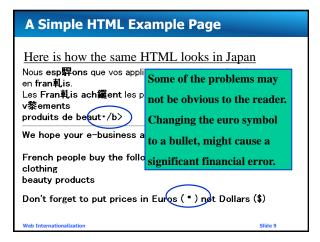
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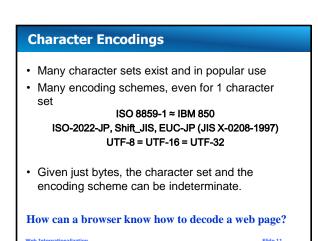
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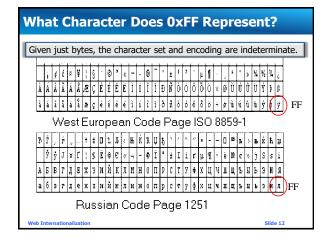
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Encoding Identification Given just bytes, encoding is indeterminate. How can an encoding be identified? There are 2 requirements: Agreement on names for encodings Mechanisms for labeling text with encoding

Character Encoding Names

IANA Internet Assigned Numbers Authority

 Maintains registry of official names for character sets (actually encodings) used on the internet and in MIME (mail)

Registry Names

- ASCII, printable characters
- Case-insensitive
- Maximum length 40 characters
- Aliases (alternative names) also registered
- The preferred name is indicated

www.iana.org/assignments/character-sets

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Unregistered Encoding Names

- Conventions for Unregistered Character Encoding Names
 - Name begins with "x-"
 - Example: "x-Tex-Yves-encoding"
 - Useful for private encodings or very new encodings

Not useful on the web, except for private exchange

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Character Encoding Names

- IANA Name and Alias Examples
 - ISO_8859-1:1987 (ISO_8859-1, <u>ISO-8859-1</u>, latin1, L1, IBM819, CP819, csISOLatin1)
 - Windows-1252, GB2312, BIG5, BIG5-HKSCS
 - SHIFT_JIS, HP-Legal
 - Extended_UNIX_Code_Packed_Format_for_Japanese
 - Adobe-standard-encoding
 - UTF-8, UTF-16, UTF-16BE, UTF-16LE, UTF-32
- CAUTIO

Registry contains many useless names

Preferred names indicated. Use them.

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Encoding W3C Candidate Recommendation

- Lists encodings and labels user agents must support.
 - Much more restrictive than IANA.
- User agents must not support any others.
- Authors must use UTF-8 and the ASCII caseinsensitive "utf-8" label.
- New protocols and formats, and existing formats deployed in new contexts, must use UTF-8 exclusively.

Message: Use UTF-8 going forward!

www.w3.org/TR/encoding/

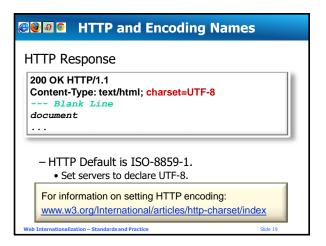
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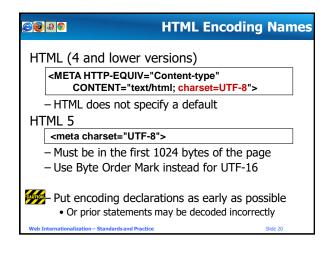
Markup and Encoding Names

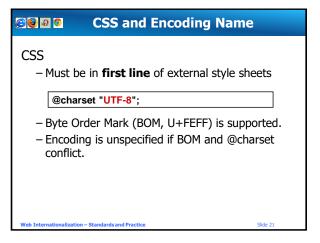
- Now we have "official" names for encodings. What do we do with them?
 - HTTP
 - HTML
 - -XML
 - CSS - Links
 - HTML <LINK>
 - HTML <... HREF>
 - XML <... HREF>

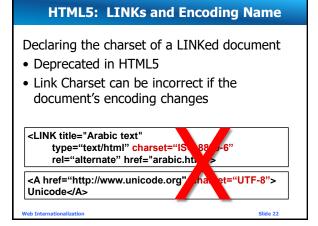
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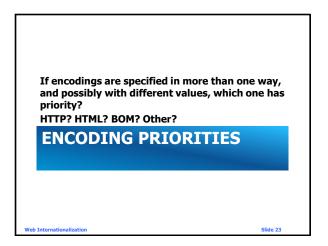
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HTML5 Encoding Priorities

HTML5 uses the first encoding of:

- 1. User override for charset
- 2. HTTP "Content-Type" charset
- 3. Byte Order Mark
- 4. Either (Must only be one)
 - <META http-equiv "Content-Type" charset...>
 - <META charset= "UTF-8">
- 5. Character set-detecting heuristics

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HTML4 Encoding Priorities

HTML uses the first encoding of the following:

- 1. HTTP "Content-Type" charset
- 2. <META http-equiv "Content-Type" charset>
- 3. LINK or other syntax for external documents
- 4. Charset-detecting heuristics
- Many user agents (browsers) support a user override for charset (highest priority)

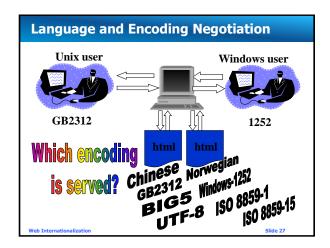
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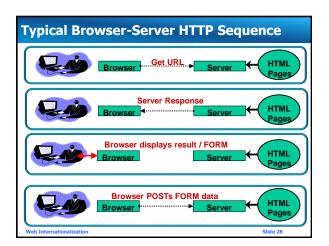
CSS Encoding Priorities

CSS external style sheets use the first encoding of:

- 1. HTTP "Content-Type" charset
- **2. BOM/**@charset rule in the style sheet
- 3. LINK or other syntax in referencing document
- 4. Charset of the referencing document
- 5. Assume UTF-8

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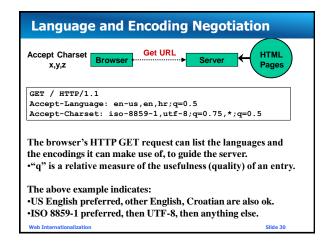
Typical Browser-Server HTTP Sequence

- 1. Browser issues GET URL
- 2. Server sends RESPONSE
- 3. Browser displays document in RESPONSE
- 4. Browser POSTs Form with user data
- 5. Web Server receives data, database application stores values.

Which encoding is sent by the server? Which encoding is returned by the browser? Which languages can the user use?

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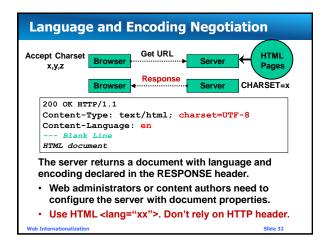
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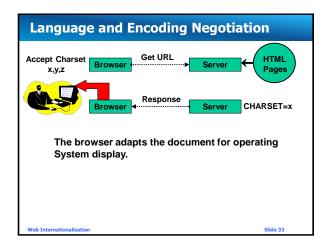


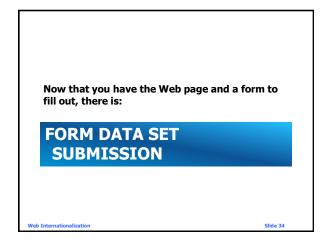
Language and Encoding Negotiation

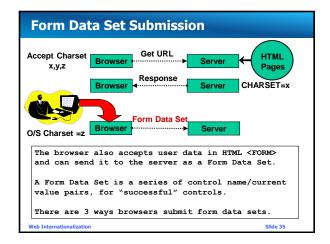
- Most browsers let you set your language preferences and priorities
- Encoding capabilities are not settable (since they are software dependent).
- New in 2012: Browsers, except Google Chrome, have stopped sending acceptcharset.
- UTF-8 preferred.

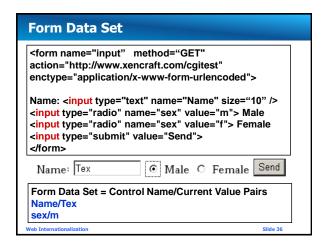
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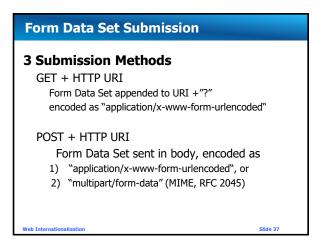


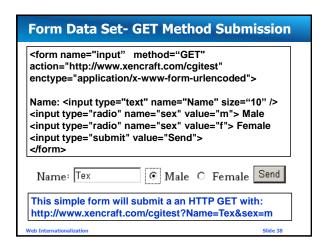


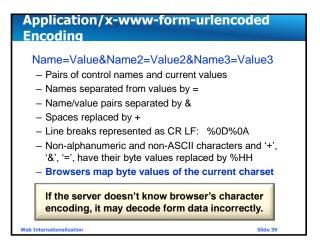


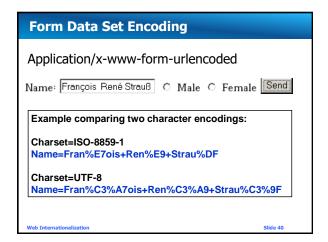


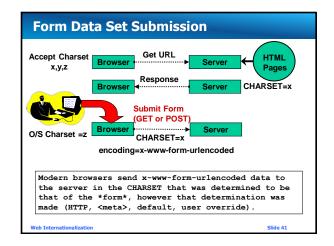


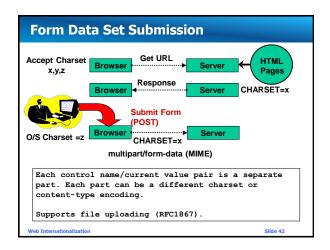












Multipart/form-data More efficient than x-www-form-urlencode for non-ASCII data, binary data, and files Does not have the length limit that browsers impose on URLs (can be as low as 250 for some devices) Is well supported Recommended for POST of all form data

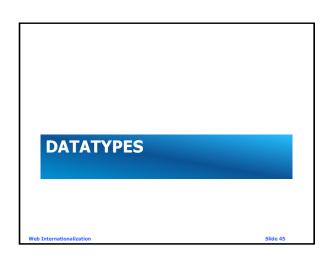
Form Data Set Submission

Form Data Set Submission

- TIP: Use with older browsers:
- Hidden fields containing encoding name or carefully chosen values
 - Server application can analyze and detect unexpected changes or determine browser encoding
 - Microsoft sets hidden field labeledCHARSET with browser encoding.

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HTML5 INPUT Data types

Input data types and formats defined (for code and exchange) including:

– Date, Time and Timezone related Input using RFC 3339 / ISO8601 formats and subsets

yyyy-mm-ddThh:mm:ss.s±hh:mm or yyyy-mm-ddThh:mm:ss.sZ

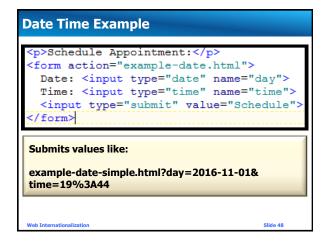
2016-12-19T16:39:57-08:00 2016-12-31T23:59:60Z

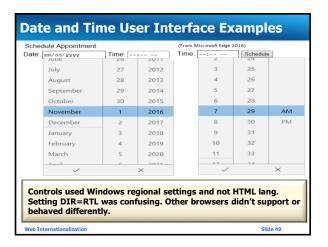
 Numeric and Range Input in floating point format and subsets

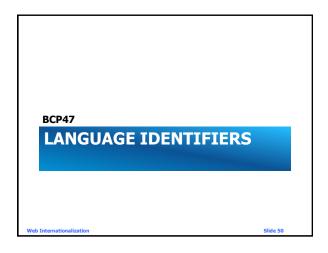
-dddd.ddddE±dd

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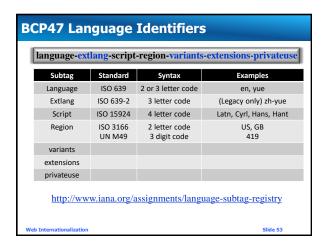
Input Types					
Keyword	Data type				
	Date and time (year, month, day, hour, minute, second, fraction of second) with time zone set to UTC				
<u>date</u>	Date (year, month, day) with no time zone				
month	Date consisting of year and month with no time zone				
<u>week</u>	Date consisting of week-year number and week number with no time zone				
<u>time</u>	etime Date and time (year, month, day, hour, minute, second,				
_					
number	Numerical value				
range	Numerical value, with the extra semantic that the exact value is not important				

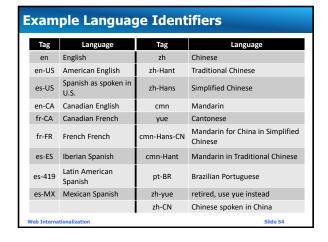


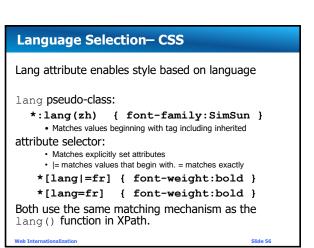




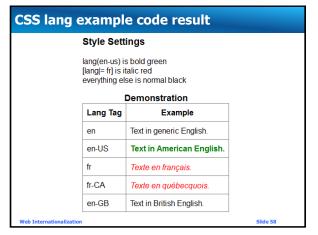








```
CSS lang example code
<style>
   *:lang(en-us)
           { font-weight: bold; color: green;}
           { font-style: italic; color: red; }
  *[lang|=fr]
 </style>
</head>
<body>
<caption>Demonstration</caption>
Lang Tag 
                     Example
en
          Text in generic English.
fr< <td lang="fr"> Texte en français.
fr-CA  Texte en québecquois.
en-GB Text in British English.
```



Acquiring User Language Preferences

- User explicitly declares by:
 - Via a language control (e.g. button, menu, etc)
 - The page's domain name or URL, etc.
 - E.g. es.xencraft.com, xencraft.mx, xencraft.com/a?lng=es
 - Preferences declared in User Profile
 - Product default settings applied to user
- Heuristics
 - Device settings, IP Geolocation, et al
 - Browser settings (Accept-language)
 - Desktop settings are unreliable. Mobile may be better.

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Language Tag Matching

- HTML: truncate language subtags until match found
- RFC 4647 provides more complex matching rules
- Other languages (JavaScript, et al, use other rules)
 - E.g. Java fallback truncates language tags. If no match found, uses a default language, truncates again.
 - UI->fr-ca truncate-> fr default-> en-us truncate -> en

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A Model for Designing and Implementing Textual Software Independent of Encodings

REFERENCE PROCESSING MODEL

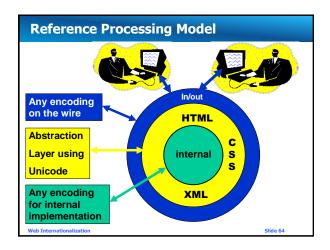
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Reference Processing Model

- Logically, characters are Unicode characters
 - Specifications are in terms of Unicode characters
 - Implementations do NOT have to use Unicode, only behave as if they did
- Benefits
 - Removes ambiguity, simplifies specifications
 - Allows flexibility for common local encodings
 - Backward compatible for older HTML browsers
 - Supports internationalization (large character set)
 - Removes dependencies/orientation on byte values

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Reference Processing Model Examples

- HTML declares Unicode as its SGML Document Character Set
- CSS "sequence of characters from UCS"
- XML "A character is an atomic unit of text as specified by ISO/IEC 10646"
- XML requires parsers to accept UTF-8 and UTF-16
- DOM requires UTF-16
- Any encoding can be used internally, but Unicode makes the most sense.

Mark Total Control Control

CHARACTER ESCAPES Web Internationalization Slide 66

Character Escaping

Mechanisms to represent characters

- Numeric Character References (NCRs)
 - HTML and XML

Hexadecimal: &#xhhhhhh;

Decimal &#dddd;

- CSS2

"\hh" (note terminating space), \hhhhhh

- Named Character References (HTML5)
 - aka Character Entity References in HTML4å Å (note case-sensitivity)

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Character Escaping

Useful for:

- syntax-significant characters
 - e.g. < (<), > (>), & (&), " (")
- characters outside current encoding
- eliminating visual or other ambiguity

­ (soft-hyphen), - (hyphen-minus)

(space)

(no-break space)

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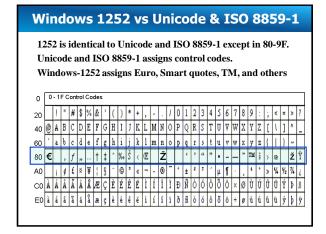
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Character Escaping

- Relies on Reference Processing Model
 - Always references Unicode scalar value
 - Same value regardless of encoding
 - Same value for UTF-8, UTF-16, UTF-32
 - One value for supplementary characters, not two E.g. 𒍅 not ��
 - Simplifies transcoding (no parsing or conversion)
 - Allows any Unicode character in any document (if it is legal in the language of the document)

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Test Values for Supplementary Characters 4-byte characters useful for testing www.i18nguy.com/unicode/supplementary-test.html 判 剌 荆 呛 咥 呟 啦 唦 唦 猛 啵 嘐 端 疄 略 啄 嘀 咊 啞 缽 噅 雪 唪 絕 價 喎 噂 魘 蠘 颵 覗 嘿 囷 悝 瑟 拯 拉 揃 捺 揖 撣 踅 勝 間 ½ 図 爛 痭 猛 販 罉 脹 課 躝 深 罉 蹟 並 閃 問 問 別 粒



Character Escaping



Don't use Windows 1252 code points 128-159 (0x80-0x9F). Use Unicode scalar values

- -e.g. Euro is € or € not €
- www.i18nguy.com/markup/ncrs.html



Don't simulate characters with special fonts (e.g. Symbol), or you can get errors:

- Display errors, depending on font availability
- Font fallbacks to wrong characters
- Incorrect search results by search engines
- Incorrect behavior from style sheets
- Incorrect database contents

Mixing HTML and CSS escapes

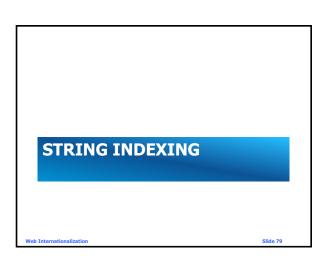
- Use CSS escapes in style attributes.
 - Character References are allowed, but moving to style element or external sheet will not.

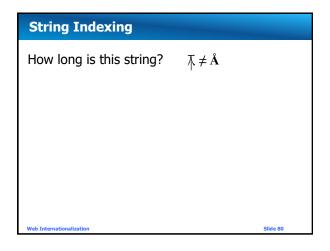
 Yes No

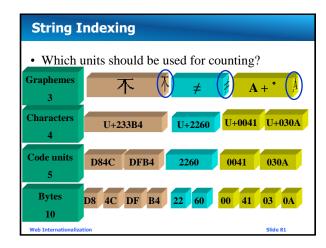
	Numeric Character Reference	Named Character Reference	CSS Escapes
Style attribute	V	~	~
Style element	×	×	V
External Style sheet	×	×	~
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Don't use escapes unnecessarily

- Use the actual character
 - Improves readability
 - Reduces page size
 - Reduces typos (eg missing semicolon in ©)
 - Minimizes errors where HTML escapes aren't recognized (eg mail subject fields)
 - Minimizes other escape recognition, search, and conversion errors (eg find "© vs © vs #A9 vs \00A9 vs ©)





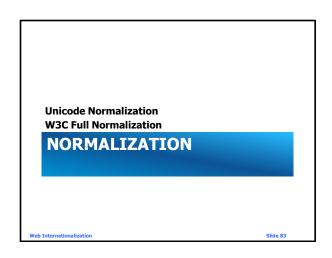


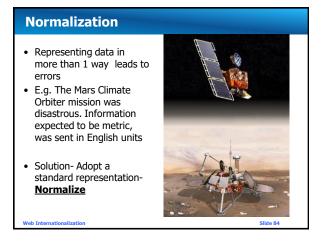
Character Model recommendations - Character counting is recommended for most programming interfaces (e.g. XML Path) - Code unit counting may be used for internal efficiency (e.g. DOM) - Graphemes may be useful for user interaction, once a suitable definition exists

String Indexing

Avoid creating API with single unit arguments e.g. "SS" = Uppercase("B")

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Unicode characters can have more than 1 representation • Canonical equivalence - Indistinguishable, fundamental equivalence - E.g. combining sequences, singletons - "Å" U+00C5 (A-ring pre-composed) - "A+" "U+0041 + U+030A (A + combining ring above) - "Å" U+212B (Angstrom) • Compatibility equivalence - E.g. Formatting differences, ligatures - "ħ" U+FF76 "ħ" U+30AB (KA half and full width) - "fi" U+FB01 (ligature fi)

Unicode Normalization Forms

- Unicode Consortium has defined canonical and compatibility decomposition formats and 4 different sets of rules for normalization:
- " Unicode Normalization Forms"

http://www.unicode.org/unicode/reports/tr15/

	Composed	Decomposed
Canonical	NFC	NFD
Canonical+ Kompatibility	NFKC	NFKD
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V	W3C Normalization					
The W3C Character Model recommends Normalization Form C (NFC) - w3c.github.io/charmod-norm/ - Brings canonical equivalences to composed form - Leaves compatibility forms as distinct - Most legacy text is composed, so unchanged						
		Composed Decomposed				
	Canonical	NFC	NFD			
	Canonical+ Compatibility	NFKC	NFKD			
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Fully Normalized Text

Authors SHOULD create Fully Normalized text

Fully Normalized text is either:

- 1. Unicode text in Normalization Form NFC, and
- Does not contain character escapes or includes that upon expansion would undo point 1, and
- 3. Does not begin with a composing character.

or

 Legacy encoded text, which transcoded to Unicode satisfies the above.

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Fully Normalized Text Examples

Fully Normalized Text

"suçon", "suçon",

"sub_on", "sub̧on"

Note- Unicode does not have a composed b-cedilla.

Not Fully Normalized Text

"suc_on", "suçon"

Reason: should use composed character "ç"

",on", "̧on"

Reason: should not begin with combining

character

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IRI

INTERNATIONAL RESOURCE IDENTIFIERS

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Resource Identifiers: URI, IRI

<scheme>://<authority><path>?<query>#<fragment>

URIs encode bytes, not characters

- Most ASCII bytes expressed as ASCII
- Non-ASCII are %HH, which is ambiguous
 - · Character encoding not taken into consideration

IRI-Internationalized Resource Identifiers

- Use Unicode NFC (not NFKC) Normalization
- Transcode to UTF-8, then encode as URI

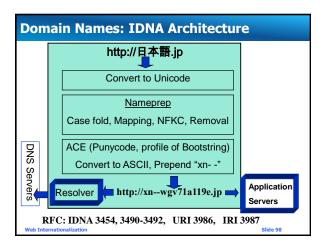
http://Xencraft.com/Fran%C3%A7ois/Ren%C3%A9?s=m

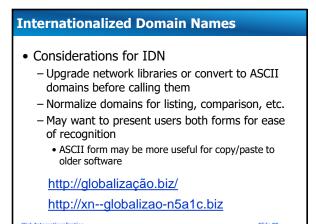
- http://www.w3.org/International/O-URL-and-ident.html

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IRI Query, Fragment <scheme>://<authority><path>?<query>#<fragment> - The standard could not insist on UTF-8 for reasons of backward compatibility and semantics • The values can be used for example by cgi programs or database queries or as identifiers within documents, that use other encodings. Be careful globally changing text that includes URIs to UTF-8, and don't inadvertently change query or fragments that require other encodings.







E-mail Addresses In addition to international domain names, the local part (aka user name) of e-mail addresses support international characters Local part: UTF-8 Normalization Form NFC Additional restrictions may be imposed by the server RFC 5890, 6530, 6531, 6532, 6533, 6855, 6856, 6857, 6858



Bidirectional (Bidi) Language Support

- HTML 4 DIR attribute
 - dir="ltr" | dir="rtl"
 - Sets base direction
 - Direction is inherited
- Direction affects alignment and flow
 - Ordering of text and table columns
 - Text alignment, Alignment of overflowing blocks
- Control Characters
 - Right to Left and Left to Right Marks ‏/‎
 - Useful for correct positioning of neutrals

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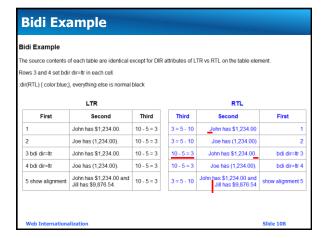
Bidirectional (Bidi) Language Support

• HTML 5 – Isolates

<bdi>dir=rtl> </bdi>

- Flow doesn't change with container changes!
- DIR=AUTO
 - Detects direction, based on first strong character
- · CSS Selectors
 - :dir(rtl) for rtl elements
 - :dir(ltr) for ltr elements

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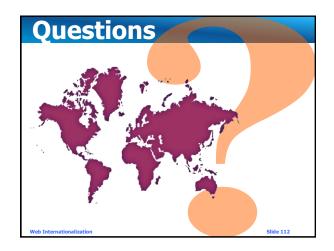
Bidi References

- Presentation by Elika J. Etemad (fantasai)
 Mozilla Project W3C CSS Working Group
 - <u>http://fantasai.inkedblade.net/style/talks/bidi/</u>
- Unicode Standard Annex #9
 - http://www.unicode.org/reports/tr9/
- · Additional Requirements for Bidi in HTML
 - http://www.w3.org/TR/html-bidi/
- W3C Bidi Tutorial
 - www.w3.org/International/tutorials/bidi-xhtml/

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Example Code and Tests Richard Ishida and W3C I18n feature tests for numerous browsers and versions (X)HTML: www.w3.org/International/tests/ More content and example code are available at: www.xencraft.com/training/webstandards.html Feature Feature Lang() Xsl format-number Lang pseudo-class Html bi-directional text Lang attr selector Css bi-directional text Quote:qo Vertical text (SVG losing ground) Text-transform Ruby annotation Css list-style-type Css3 combined sort Xsl number Xsl:sort





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