File Formats

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File Formats

Specify what information bits in file encode

- Example: text file
 - String of characters with particular encoding scheme, e.g., ASCII and Unicode
 - E.g., TXT, HTML, JSON, XML

• Others: xls, ppt, pdf, jpg, gif, mp3, png, etc.

Roadmap

Character encoding



- ASCII
- Unicode

JSON (done earlier)

XML (will talk about it next)

Code space & points

- Code space
 - A range of numerical values available for encoding characters
 - E.g., 0 to 10FFFF for Unicode, 0 to 7F for ASCII
- Code point
 - A value for a character in a code space
- Unicode code point
 - U+ followed by its hexadecimal value, e.g., U+0058 for capital letter 'X') => u'\u0058'

Encoding (of code points)

- Code unit: the smallest unit (comprising a number of bits) used to construct an encoding for a code point
 - Code unit for UTF-8: 8-bit
 - UTF-16:16-bit

- UTF (Unicode Transformation Format) encoding
 - E.g., UTF-8 and UTF-16

Variable-length encoding

Characters encoded using codes of different length

- In Unicode, a code point may be represented using multiple code units
 - E.g., 1-4 in UTF-8, 1-2 in UTF-16

ASCII

- American Standard Code for Information Interchange
- 128 characters: 7-bit code (code points: 0~7F)
 - Digits: 0-9 (0x30 0x39)
 - Uppercase letters: A-Z (0x41 0x5A)
 - Lowercase letters: a-z (0x61 0x7A)
 - White space (0x20)
 - Punctuation symbols
 - Control characters (e.g., Ctrl-C: 0x03)

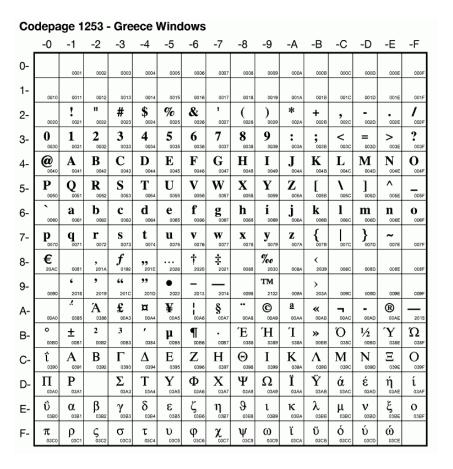
1111 = 15 = F

ASCII

Dec	Hex	Name	Char	Ctrl-char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
0	0	Null	NUL	CTRL-@	32	20	Space	64	40	0	96	60	,
1	1	Start of heading	SOH	CTRL-A	33	21	1	65	41	Α	97	61	a
2	2	Start of text	STX	CTRL-B	34	22		66	42	В	98	62	b
3	3	End of text	ETX	CTRL-C	35	23	#	67	43	C	99	63	С
4	4	End of xmit	EOT	CTRL-D	36	24	\$	68	44	D	100	64	d
5	5	Enquiry	ENQ	CTRL-E	37	25	%	69	45	E	101	65	е
6	6	Acknowledge	ACK	CTRL-F	38	26	8.	70	46	F	102	66	f
7	7	Bell	BEL	CTRL-G	39	27		71	47	G	103	67	g
8	8	B ackspace	BS	CTRL-H	40	28	(72	48	Н	104	68	h
9	9	Horizontal tab	HT	CTRL-I	41	29)	73	49	I	105	69	i
10	0A	Line feed	LF	CTRL-J	42	2A		74	4Α.	J	106	64	j
11	OB	Vertical tab	VT	CTRL-K	43	2B	+	75	4B	K	107	6B	k
12	OC	Form feed	FF	CTRL-L	44	2C	,	76	4C	L	108	6C	1
13	OD.	Carriage feed	CR	CTRL-M	45	2D	-	77	4D	М	109	6D	m
14	0E	Shift out	SO	CTRL-N	46	2E		78	4E	N	110	6E	n
15	0F	Shift in	SI	CTRL-O	47	2F	/	79	4F	0	111	6F	0
16	10	Data line escape	DLE	CTRL-P	48	30	0	80	50	P	112	70	р
17	11	Device control 1	DC1	CTRL-Q	49	31	1	81	51	Q	113	71	q
18	12	Device control 2	DC2	CTRL-R	50	32	2	82	52	R	114	72	r
19	13	Device control 3	DC3	CTRL-S	51	33	3	83	53	S	115	73	s
20	14	Device control 4	DC4	CTRL-T	52	34	4	84	54	Т	116	74	t
21	15	Neg acknowledge	NAK	CTRL-U	53	35	5	85	55	U	117	75	u
22	16	Synchronous idle	SYN	CTRL-V	54	36	6	86	56	V	118	76	٧
23	17	End of xmit block	ETB	CTRL-W	55	37	7	87	57	W	119	77	w
24	18	Cancel	CAN	CTRL-X	56	38	8	88	58	X	120	78	×
25	19	End of medium	EM	CTRL-Y	57	39	9	89	59	Y	121	79	у
26	1A	Substitute	SUB	CTRL-Z	58	ЗА	:	90	5A	Z	122	7A	z
27	1B	Escape	ESC	CTRL-[59	3B	;	91	5B	[123	7B	{
28	1C	File separator	FS	CTRL-\	60	3C	<	92	5C	\	124	7C	1
29	1D	Group separator	GS	CTRL-]	61	3D	-	93	5D]	125	7D	}
30	1E	Record separator	RS	CTRL-^	62	3E	>	94	5E	^	126	7E	~
31	1F	Unit separator	US	CTRL	63	3F	?	95	5F	_	127	7F	DEL

Windows-1253

- Windows code page for Latin + Greek
 - characters
- Use 8 bits
 - $-0x00 \sim 0xFF$



Unicode

Unicode supports more characters than ASCII and various codepages

- Unicode separates code points from encoding
 - In contrast to ASCII, where code point = encoding

Unicode

- Code space is divided into 17 planes
- Each plane = contiguous 2¹⁶ code points
- Recall that code points range from 0 to 10FFFF

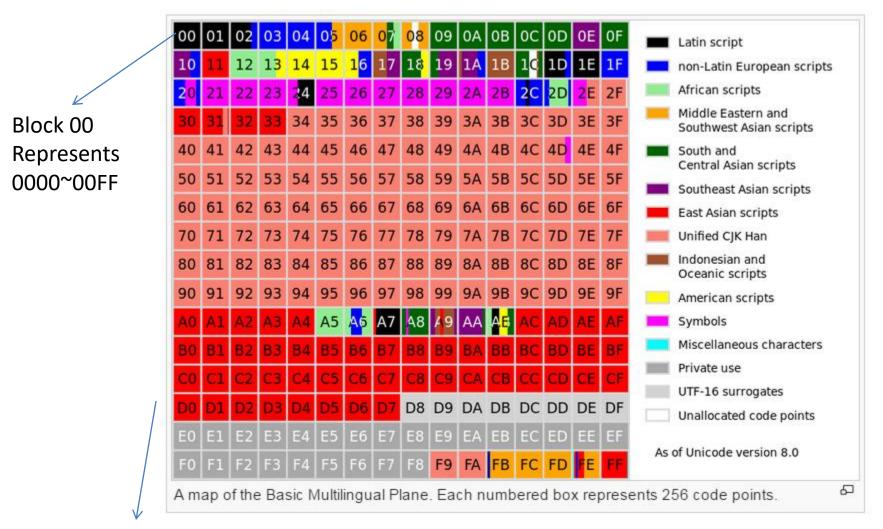
 \Rightarrow Total code points = 17 * 2¹⁶ or 1,114,112 code points

Note $2^{16} = 65,536$

Planes in Unicode

V·T·E		Unicode planes and used code point ranges								
Ва	sic	Supplementary								
Plai	ne 0	Plane 1		Plai	ne 2	Planes 3–13	Plane 14	Planes 15-16		
0000-	-FFFF	10000-	10000-1FFFF		20000-2FFFF		E0000-EFFFF	F0000- 10FFFF		
Basic Multilingual Plane		Supplementary Multilingual Plane		Supplementary Ideographic Plane		unassigned	Supplement- ary Special- purpose Plane	Supplement- ary Private Use Area		
ВМ	ИP	SMP		SIP		_	SSP	S PUA A/B		
0000-0FFF 1000-1FFF 2000-2FFF 3000-3FFF 4000-4FFF 5000-5FFF 6000-6FFF 7000-7FFF	8000–8FFF 9000–9FFF A000–AFFF B000–BFFF C000–CFFF D000–DFFF E000–EFFF F000–FFFF	10000-10FFF 11000-11FFF 12000-12FFF 13000-13FFF 14000-14FFF 16000-16FFF	1E000-1EFFF	21000–21FFF 22000–22FFF 23000–23FFF	28000–28FFF 29000–29FFF 2A000–2AFFF 2B000–2BFFF 2C000–2CFFF		E0000-E0FFF	15: PUA-A F0000-FFFFF 16: PUA-B 100000- 10FFFF		

Plane 0: BMP (Basic Multilingual Plane)



UTF-8

Encoding scheme for Unicode code space

Code unit = 8 bits

- Variable length
 - Code point may be represented using 1-4 code units

UTF-8 Design

- ASCII characters use one code unit
 - First bit is zero
- Other Unicode characters use up to 4 units

Number of bytes	Bits for code point	First code point	Last code point	Byte 1	Byte 2	Byte 3	Byte 4
1	7	U+0000	U+007F	0xxxxxxx			
2	11	U+0080	U+07FF	110xxxxx	10xxxxxx		
3	16	U+0800	U+FFFF	1110xxxx	10xxxxxx	10xxxxxx	
4	21	U+10000	U+10FFFF	11110xxx	10xxxxxx	10xxxxxx	10xxxxxx

UTF-8 Features

- Backward compatibility
 - One byte for ASCII, leading bit of byte is zero
- Clear distinction btw single- vs. multi-byte characters
 - Single-byte/multi-byte: start with 0/1 respectively
- Multiple length
 - a leading byte starts with 2 or more 1's, followed by a 0, e.g., '110', '1110', etc.
 - One or more continuation bytes all start with '10'

UTF-8 Features

- Clear indication of code sequence length
 - By # of 1's in leading byte (for multi-byte)

- Self-synchronization
 - Can find start of characters by backing up at most
 3 bytes

Example

- Encode '€' using UTF-8
- Code point = U+20AC
 - **10 0000 1010 1100**
- Need 3 bytes in UTF-8

Character		Binary code point	Binary UTF-8	Hexadecimal UTF-8		
\$	U+0024	0100100	00100100	24		
¢	U+00A2	00010100010	11000010 10100010	C2 A2		
€	U+20AC	0010000010101100	11100010 10000010 10101100	E2 82 AC		
0	U+10348	000010000001101001000	[11110000 10010000 10001101 10001000]	F0 90 8D 88		

Unicode in Python

```
>>> a = '\u20ac'
>>> a
'€'

>>> e = a.encode('utf-8')
>>> e
b'\xe2\x82\xac'

>>> e.decode('utf-8')
'€'
```

Resources

- UTF-8
 - https://en.wikipedia.org/wiki/UTF-8

- UTF-16
 - https://en.wikipedia.org/wiki/UTF-16