RFC3629



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Obsoletes: 2279

Category: Standards Track

UTF-8, a transformation format of ISO 10646

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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Abstract

ISO/IEC 10646-1 defines a large character set called the Universal Character Set (UCS) which encompasses most of the world's writing systems. The originally proposed encodings of the UCS, however, were not compatible with many current applications and protocols, and this has led to the development of UTF-8, the object of this memo. UTF-8 has the characteristic of preserving the full US-ASCII range, providing compatibility with file systems, parsers and other software that rely on US-ASCII values but are transparent to other values. This memo obsoletes and replaces RFC 2279.

Table of Contents

1.	Introduction	2
2.	Notational conventions	3
3.	UTF-8 definition	4
4.	Syntax of UTF-8 Byte Sequences	5
5.	Versions of the standards	6
6.	Byte order mark (BOM)	6
7.	Examples	8
8.	MIME registration	9
9.	IANA Considerations	0
10.	Security Considerations	0
11.	Acknowledgements	1
12.	Changes from RFC 2279	1
13.	Normative References	2

Yergeau	Standards Track	[Page 1]
RFC 3629	UTF-8	November 2003
	nces	
	rty Statement	
17. Author's Address .		13
18. Full Copyright Stat	tement	14

1. Introduction

Universal Character Set (UCS), which encompasses most of the world's writing systems. The same set of characters is defined by the Unicode standard [UNICODE], which further defines additional character properties and other application details of great interest to implementers. Up to the present time, changes in Unicode and amendments and additions to ISO/IEC 10646 have tracked each other, so that the character repertoires and code point assignments have remained in sync. The relevant standardization committees have committed to maintain this very useful synchronism.

ISO/IEC 10646 and Unicode define several encoding forms of their common repertoire: UTF-8, UCS-2, UTF-16, UCS-4 and UTF-32. In an encoding form, each character is represented as one or more encoding units. All standard UCS encoding forms except UTF-8 have an encoding unit larger than one octet, making them hard to use in many current applications and protocols that assume 8 or even 7 bit characters.

UTF-8, the object of this memo, has a one-octet encoding unit. It uses all bits of an octet, but has the quality of preserving the full US-ASCII [US-ASCII] range: US-ASCII characters are encoded in one octet having the normal US-ASCII value, and any octet with such a value can only stand for a US-ASCII character, and nothing else.

UTF-8 encodes UCS characters as a varying number of octets, where the number of octets, and the value of each, depend on the integer value assigned to the character in ISO/IEC 10646 (the character number, a.k.a. code position, code point or Unicode scalar value). This encoding form has the following characteristics (all values are in hexadecimal):

o Character numbers from U+0000 to U+007F (US-ASCII repertoire) correspond to octets 00 to 7F (7 bit US-ASCII values). A direct consequence is that a plain ASCII string is also a valid UTF-8 string.

Yergeau Standards Track [Page 2]

RFC 3629 UTF-8 November 2003

- o US-ASCII octet values do not appear otherwise in a UTF-8 encoded character stream. This provides compatibility with file systems or other software (e.g., the printf() function in C libraries) that parse based on US-ASCII values but are transparent to other values.
- o Round-trip conversion is easy between UTF-8 and other encoding forms.
- o The first octet of a multi-octet sequence indicates the number of octets in the sequence.
- o $\,$ The octet values C0, C1, F5 to FF never appear.
- o Character boundaries are easily found from anywhere in an octet stream.
- o The byte-value lexicographic sorting order of UTF-8 strings is the same as if ordered by character numbers. Of course this is of limited interest since a sort order based on character numbers is almost never culturally valid.
- o $\,$ The Boyer-Moore fast search algorithm can be used with UTF-8 data.
- o UTF-8 strings can be fairly reliably recognized as such by a simple algorithm, i.e., the probability that a string of characters in any other encoding appears as valid UTF-8 is low, diminishing with increasing string length.

UTF-8 was devised in September 1992 by Ken Thompson, guided by design criteria specified by Rob Pike,

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4
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o 6942 精述字符编码(读这篇就够了) UCS(Universal Character Set,通用字符集)是由ISO制定的。 RFC6020 - YANG语言标准中文 dolphin98629的专栏 ① 1799 RFC6020 - YANG语言标准中文 2016年08月05日 14:49:04 阅读数: 12297 YANG - A Data Modeling Lan... SSH中的安全 | 从SSH协议看身份验证底层原理 本文介绍了 SSH 协议在验证用户身份过程中的实现细节,想帮助读者更加深入的了解 SSH 客户端与服... websocket规范 RFC6455 中文版 热门推荐 Stoneson ① 2万+ 翻译自: http://tools.ietf.org/rfc/rfc6455.txt InternetEngineering Task Force (IETF) I. Fette... 中文RFC文档资源 weixin_34148456的博客 **①** 194 [URL=http://www.infoxa.com/RFC/rfc/RFC1.txt]RFC1 主机软件[/URL]RFC2 主机软件[URL=http://www.i... SIP RFC 3261 中文文档(RFC3261) 7、SIP消息: SIP协议是一个基于文本的协议,使用UTF-8字符集(RFC2279[7])。一个SIP消息既可以... utf8编解码详解 utf8编解码详解及简单应用编码规则 UTF-8是Unicode的一种实现,是一种变长字节编码方式。对于某一... utf-8编码算法 unicode字符集是我们世界上最完善最全面的字符集,几乎包含了世界上所有的字符。其实可以这么理... abap 执行rfc 最新发布 在ABAP中,可以通过执行RFC(远程函数调用)与远程系统进行通信。ABAP可以充当RFC客户端或者R... "相关推荐"对你有帮助么? → 有帮助 关于我 工作时间 8:30-★ kefu@csdn.net
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最新评论

单精度浮点数(IEEE754)

lvhuatan: 瞎鸡儿说

单精度浮点数(IEEE754)

Joyhooian: little endian是低地址存放低有 效字节,所以42 F7 00 00 应该是 00 00 4...

你的"重叠IO"是真正异步的吗?

lyl00982: 请问,我在一个while(1)循环 里,循环写入,写着写着就不是异步IO了...

你的"重叠IO"是真正异步的吗?

小小胡孙: 不错,对异步IO和重叠IO理解更 深了。

z-order引出的问题

lyclowlevel 回复 这里指的并存有歧义。使用 ws_child|ws_popup是可以正常创建窗口 ...

您愿意向朋友推荐"博客详情页"吗?











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