# What's new in CLDR 2.0

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# Unicode: Global Foundation

- System of standards
- Encodes all modern languages
- Free flow and interchange of textual data



# Challenge: Local Needs



- Process, interchange, display all text using modern standards including Unicode
- Provide the user with a <u>localized</u> experience that matches their own <u>cultural and linguistic</u> <u>expectations.</u>

# Localization: A moving target

- Often difficult to determine the "best" translation.
- Increasingly sophisticated platforms
- Emerging markets
- Constantly changing user expectations, geopolitical and linguistic landscape

## The need for Common data

- Different operating systems and application software can have much variation in locale data.
- It is time consuming to keep this data up to date.
- It is difficult to get complete agreement on correctness.

# Unicode CLDR (Common Locale Data Repository)

- Dates
  - 2010年10月
- Numbers
- Units & Relative
  - o 3 hours
  - 4 hours ago
- Characters
  - оабвгд...

Names
 for: Languages,
 Regions, Scripts,
 Time zones,
 Currencies...

- Sorting, Searching, Matching
- Language matching

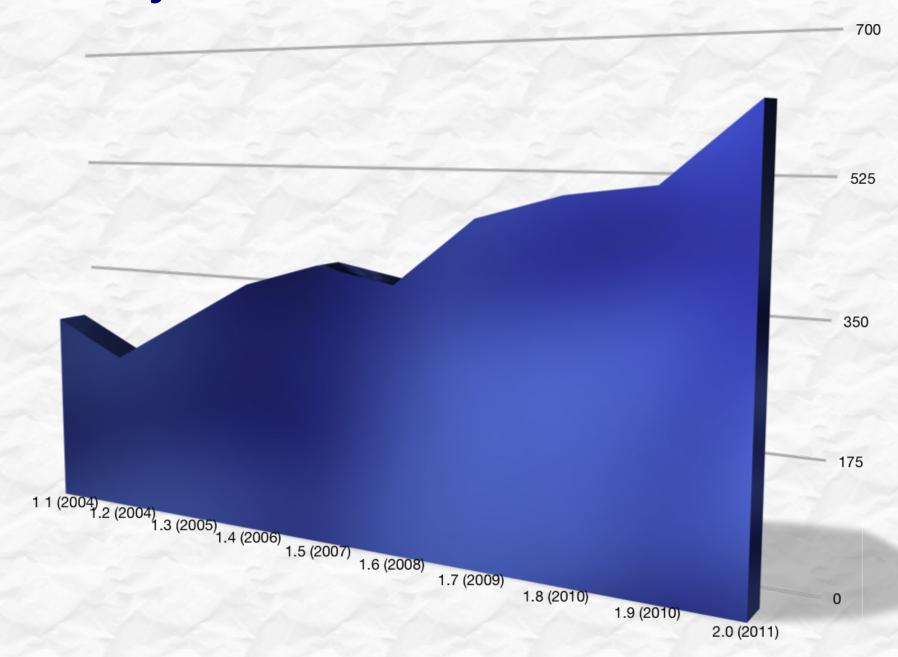
. .

# Who uses CLDR?



Many companies, organizations, and individuals contribute to CLDR data and structure

# History of CLDR Locales

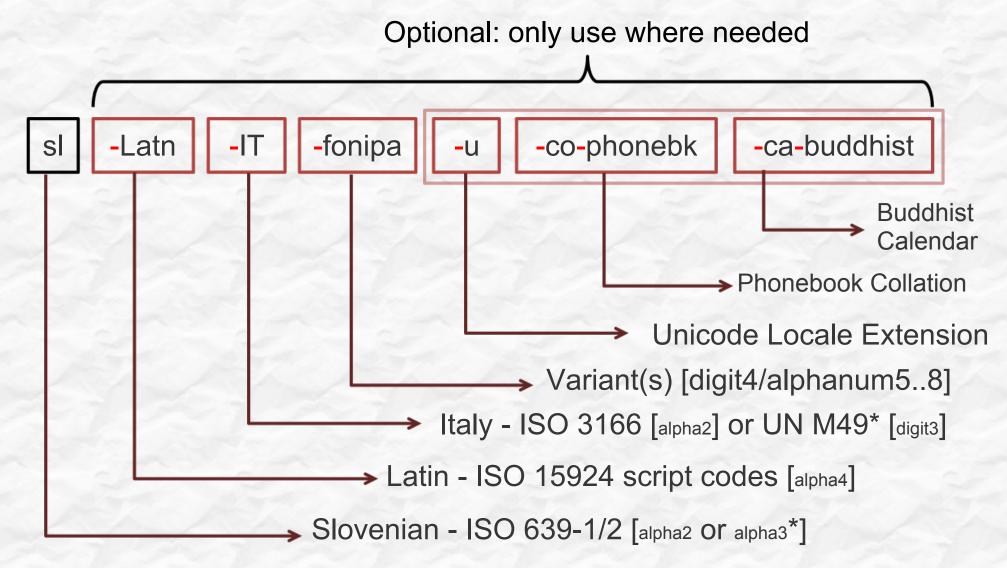


# Locale Data Markup Language

#### XML Interchange Format

ICU, POSIX, OpenOffice, dojo, others...

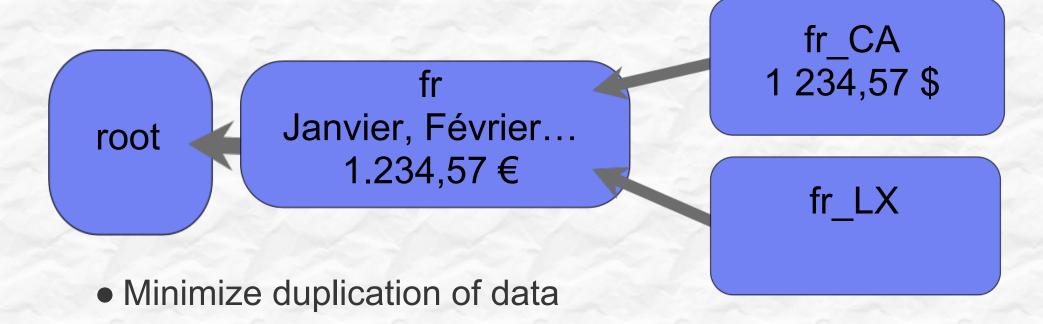
# Anatomy of a Unicode Locale ID



# Unicode Locale/Language ID

- UTS #35 Unicode Locale Data Markup Language (LDML)
- Based on <u>BCP 47</u> + <u>RFC 6067</u> + <u>language-subtag-registry</u>
- Some restrictions & extensions
  - Both '\_' and '-' as separators
  - No extlang, no irregular (grandfathered) tags
    - Uses "zh" for compatibility, not "cmn", etc.
  - Private use codes defined
    - "ZZ" for Unknown Region

# Locale Inheritance



- Decrease maintenance cost
- Final fallback: "root" locale

# Specialized Inheritance



- Further reduce cost/effort
- Coordinate translations in related sublocales
- Identify places to save translation costs for applications

No Cross Script Inheritance



sr\_Cyrl
Serbian Cyrillic

sr\_Latn Serbian Latin

- sr\_Latn does NOT inherit from sr !
- Avoid "ransom note effect" if some are/aren't translated.
- Similarly, zh\_Hant (Traditional Chinese) doesn't inherit from zh (Simplified Chinese)

# Locale Display Names

code	English	German	
de German		Deutsch	
fr French		Französisch	
nl_BE Flemish		Flämisch	

- Translated display names and formatting patterns
- languages, territories, scripts, variants, keywords, keyword types, measurement systems, ...

# **Exemplar Characters**

Main: Letters used in the language

aä b-oö p-s ß t uü v-z

Auxiliary: Foreign and technical letters

áàăâåā æ ç éèĕêëē ... œ úùŭû ū ÿ

Index: "Head" letters

AÄBCČDĎEFG...XYZŽ

#### **Punctuation**

# **Delimiters**

English	"quotation"	'alternate'
German	"quotation"	,alternate'
Japanese	「quotation」	[alternate]

# Fixed/Flexible Date Formats

#### **Fixed**

Full	Thursday, October 14, 2010	
Long	October 14, 2010	
Medium	Oct 14, 2010	
Short	10/14/10	

#### Flexible

	English	Japanese
Year + Abbr-Month	Oct 2010	2010年10月
Abbr-Month + Day + Weekday	Fri, Oct 15	10月15日(金)

# Time Zone Formatting

Generic NL - Short	HEC
Generic NL - Long	Heure de l'Europe centrale
Specific NL - Short	HAEC
Specific NL - Long	Heure avancée d'Europe centrale
RFC 822	+0200
Localized GMT	UTC+02:00
Generic Location	France

# **Unit Formatting**

English	Czech
1 hour	1 hodina
1 hr	1 hod.
2 hours	2 hodiny
2 hrs	2 hod.
5 hours	5 hodin
5 hrs	5 hod.

- Year, Month, Week, Day, Hour, Minute, Second
- With plural support

# Relative times

# English Yesterday Tomorrow 3 days ago\* In 3 days\*

\* New in CLDR 2.0, with plural support

# Rule Based Number Formatting What's new in CLDR 2.0

#	12,345
English	twelve thousand three hundred forty-five
German zwölftausenddreihundertfünfundvierzig	
Italian	dodicimilatrecentoquarantacinque

Many improvements to the data

# Currencies

	English	Serbian
	US dollar /	амерички долар
	US dollars	/ долара
USD	\$35.72	35.72 US\$
USD	1 US dollar	1 амерички долар
	2 US dollars	2 америчка долара
	5 US dollars	5 америчких долара
EUR	euro / euros	евро / евра
	€35.72	35.72 €
	1 euro	1 евро
	2 euros	2 евра
	5 euros	5 евра

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# List Patterns

English	Japanese
A and B	A, B
A, B, and C	A, B, C

# Text Segments

User Character	II II i k e a p p I e s . (D o y o u ?)
Word	I like apples . (Do you?)
Line   I like   apples.   (Do   you?)	
Sentence	I like apples. (Do you?)

# Transforms

キャンパス	kyanpasu
Αλφαβητικός Κατάλογος	Alphabētikós Katálogos
биологическом	biologichyeskom

# Collation Example

German	Swedish
01: Åkersberga	02: Alingsås
02: Alingsås	04: Oskarshamn
03: Äppelbo	07: Utting
04: Oskarshamn	06: Üttfeld
05: Östersund	08: Zwickau
06: Üttfeld	01: Åkersberga
07: Utting	03: Äppelbo
08: Zwickau	05: Östersund

# Collation (Sorting/Matching)

- Unicode Collation Algorithm (UTS #10)
- Tailoring (Customizing) for languages
- Root tailoring
  - Rearrange groups:
    - Spaces, Punctuation, Symbols,
       Currencies, Numbers, Latin, Cyrillic,
       Greek, ... CJK
  - U+FFFE lowest weight, U+FFFF highest.

### Collation New Features

- Search Collator
  - Korean, Arabic, Hebrew (but located in Root)
  - Assigns primary weights to make searching easier (i.e. consider several different ALEF as equivalent)
- "Import"
  - Simplify maintenance
  - Example: Many European Languages will import "European Ordering Rules"

# **CLDR Process**

#### **Data Submission**

English Swedish

bai Bamileke Language Bamil



Vetting

St.	Code	English	Proposed 1.8	Other
V	bai	Bamileke Language	⊕ bamilekespråk ☆	
				⊕ bamilekiskt språk



Resolution / Verification (Technical Committee)



Final Testing / Release



#### What's Ahead?

- CLDR v21\* December, 2011
- CLDR v22\* June, 2012
- Structural changes to support new types of data (while keeping compatibility for existing users)
- Continual improvements to the voting process and policies
- Speed and reliability improvements to the Survey Tool

(\*Note: CLDR 21 follows CLDR 2.0 - change in version numbering scheme.)

# Questions?

CLDR	http://unicode.org/cldr
LDML	http://unicode.org/reports/tr35
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Thanks	Mark Davis and others on the CLDR-TC for comments and content.