



## Proposed Update

### Unicode Standard Annex #44

## UNICODE CHARACTER DATABASE

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Editors	Mark Davis ( <a href="mailto:markdavis@google.com">markdavis@google.com</a> ) and Ken Whistler ( <a href="mailto:ken@unicode.org">ken@unicode.org</a> )
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### Summary

*This annex provides the core documentation for the Unicode Character Database (UCD). It describes the layout and organization of the Unicode Character Database and how it specifies the formal definitions of the Unicode Character Properties.*

### Status

*This is a **draft** document which may be updated, replaced, or superseded by other documents at any time. Publication does not imply endorsement by the Unicode Consortium. This is not a stable document; it is inappropriate to cite this document as other than a work in progress.*

**A Unicode Standard Annex (UAX)** forms an integral part of the Unicode Standard, but is published online as a separate document. The Unicode Standard may require conformance to normative content in a Unicode Standard Annex, if so specified in the Conformance chapter of that version of the Unicode Standard. The version number of a UAX document corresponds to the version of the Unicode Standard of which it forms a part.

Please submit corrigenda and other comments with the online reporting form [[Feedback](#)]. Related information that is useful in understanding this annex is found in Unicode Standard Annex #41, "[Common References for Unicode Standard Annexes](#)." For the latest version of the Unicode Standard, see [[Unicode](#)]. For a list of current Unicode Technical Reports, see [[Reports](#)]. For more information about versions of the Unicode Standard, see [[Versions](#)]. For any errata which may apply to this annex, see [[Errata](#)].

### Contents

- 1 [Introduction](#)
- 2 [Conformance](#)
  - 2.1 [Simple and Derived Properties](#)
  - 2.2 [Use of Default Values](#)
  - 2.3 [Stability of Releases](#)
- 3 [Documentation](#)
  - 3.1 [Character Properties in the Standard](#)
  - 3.2 [The Character Property Model](#)
  - 3.3 [NamesList.html](#)
  - 3.4 [StandardizedVariants.html](#)
  - 3.5 [Unihan and UAX #38](#)

- 3.6 [Data File Comments](#)
  - 3.7 [Obsolete Documentation Files](#)
  - 4 [UCD Files](#)
    - 4.1 [Directory Structure](#)
    - 4.2 [File Format Conventions](#)
    - 4.3 [File List](#)
    - 4.4 [Zipped Files](#)
    - 4.5 [UCD in XML](#)
  - 5 [Properties](#)
    - 5.1 [Property Index](#)
    - 5.2 [About the Property Table](#)
    - 5.3 [Property Definitions](#)
    - 5.4 [Derived Extracted Properties](#)
    - 5.5 [Contributory Properties](#)
    - 5.6 [Case and Case Mapping](#)
    - 5.7 [Property Value Lists](#)
    - 5.8 [Property and Property Value Aliases](#)
    - 5.9 [Matching Rules](#)
    - 5.10 [Invariants](#)
    - 5.11 [Validation](#)
    - 5.12 [Deprecation](#)
  - 6 [Test Files](#)
    - 6.1 [NormalizationTest.txt](#)
    - 6.2 [Segmentation Test Files and Documentation](#)
    - 6.3 [BidiTest.txt](#)
  - 7 [UCD Change History](#)
  - [Acknowledgments](#)
  - [References](#)
  - [Modifications](#)
- 

**Note:** *the information in this annex is not intended as an exhaustive description of the use and interpretation of Unicode character properties and behavior. It must be used in conjunction with the data in the other files in the Unicode Character Database, and relies on the notation and definitions supplied in [The Unicode Standard](#). All chapter references are to Version 6.0.0 of the standard unless otherwise indicated.*

## 1 Introduction

The Unicode Standard is far more than a simple encoding of characters. The standard also associates a rich set of semantics with each encoded character—properties that are required for interoperability and correct behavior in implementations, as well as for Unicode conformance. These semantics are cataloged in the Unicode Character Database (UCD), a collection of data files which contain the Unicode character code points and character names. The data files define the Unicode character properties and mappings between Unicode characters (such as case mappings).

This annex describes the UCD and provides a guide to the various documentation files associated with it. Additional information about character properties and their use is contained in the Unicode Standard and its annexes. In particular, implementers should familiarize themselves with the formal definitions and conformance requirements for properties detailed in *Section 3.5, Properties* in [\[Unicode\]](#) and with the material in *Chapter 4, Character Properties* in [\[Unicode\]](#).

The latest version of the UCD is always located on the Unicode Web site at:

<http://www.unicode.org/Public/UNIDATA/>

The specific files for the UCD associated with this version of the Unicode Standard (6.1.0) are located at:

<http://www.unicode.org/Public/6.1.0/>

Stable, archived versions of the UCD associated with all earlier versions of the Unicode Standard can be accessed from:

<http://www.unicode.org/ucd/>

For a description of the changes in the UCD for this version and earlier versions, see the [UCD Change History](#).

## 2 Conformance

The Unicode Character Database is an integral part of the Unicode Standard.

The UCD contains normative property and mapping information required for implementation of various Unicode algorithms such as the Unicode Bidirectional Algorithm, Unicode Normalization, and Unicode Casefolding. The data files also contain additional informative and provisional character property information.

Each specification of a Unicode algorithm, whether specified in the text of [\[Unicode\]](#) or in one of the Unicode Standard Annexes, designates which data file(s) in the UCD are needed to provide normative property information required by that algorithm.

For information on the meaning and application of the terms, *normative*, *informative*, and *provisional*, see [Section 3.5, Properties](#) in [\[Unicode\]](#).

For information about the applicable terms of use for the UCD, see the Unicode [Terms of Use](#).

### 2.1 Simple and Derived Properties

Some character properties in the UCD are simple properties. This status has no bearing on whether or not the properties are normative, but merely indicates that their values are not derived from some combination of other properties.

Other character properties are derived. This means that their values are derived by rule from some other combination of properties. Generally such rules are stated as set operations, and may or may not include explicit exception lists for individual characters.

Certain simple properties are defined merely to make the statement of the rule defining a derived property more compact or general. Such properties are known as [contributory properties](#). Sometimes these contributory properties are defined to encapsulate the messiness inherent in exception lists. At other times, a contributory property may be defined to help stabilize the definition of an important derived property which is subject to stability guarantees.

Derived character properties are not considered second-class citizens among Unicode character properties. They are defined to make implementation of important algorithms easier to state. Included among the first-class derived properties important for such implementations are: Uppercase, Lowercase, XID\_Start, XID\_Continue, Math, and Default\_Ignorable\_Code\_Point, all defined in `DerivedCoreProperties.txt`, as well as derived properties for the optimization of normalization, defined in `DerivedNormalizationProps.txt`.

Implementations should simply use the derived properties, and should not try to rederive them from lists of simple properties and collections of rules, because of the chances for error and divergence when doing so.

Definitions of property derivations are provided for information only, typically in comment fields in the data files. Such definitions may be refactored, refined, or corrected over time. These definitions are presented in a modified set notation, expressed as set additions and/or subtractions of various other property values. For example:

```
# Derived Property: ID_Start
# Characters that can start an identifier.
# Generated from:
#   Lu + Ll + Lt + Lm + Lo + Nl
# + Other_ID_Start
# - Pattern_Syntax
# - Pattern_White_Space
```

When interpreting definitions of derived properties of this sort, keep in mind that set subtraction is not a commutative operation. Thus "Lo + Lm - Pattern\_Syntax" defines a different set than "Lo - Pattern\_Syntax + Lm". The order of property set operations stated in the definitions affects the composition of the derived set.

If there are any cases of mismatches between the definition of a derived property as listed in `DerivedCoreProperties.txt` or similar data files in the UCD, and the definition of a derived property as a set definition rule, the explicit listing in the data file should *always* be taken as the normative definition of the property. As described in [Stability of Releases](#) the property listing in the data files for any given version of the standard will never change for that version.

### 2.2 Use of Default Values

Unicode character properties have default values. Default values are the value or values that a character

property takes for an unassigned code point, or in some instances, for designated subranges of code points, whether assigned or unassigned. For example, the default value of a binary Unicode character property is always "N".

For the formal discussion of default values, see D26 in *Section 3.5, Properties* in [\[Unicode\]](#). For conventions related to default values in various data files of the UCD and for documentation regarding the particular default values of individual Unicode character properties, see [Default Values](#).

### 2.3 Stability of Releases

Just as for the Unicode Standard as a whole, each version of the UCD, once published, is absolutely stable and will *never* change. Each released version is archived in a directory on the Unicode Web site, with a directory number associated with that version. URLs pointing to that version's directory are also stable and will be maintained in perpetuity.

Any errors discovered for a released version of the UCD are noted in [\[Errata\]](#), and if appropriate will be corrected in a *subsequent* version of the UCD.

Stability guarantees constraining how Unicode character properties can (or cannot) change between releases of the UCD are documented in the Unicode Consortium Stability Policies [\[Stability\]](#).

#### 2.3.1 Changes to Properties Between Releases

Updates to character properties in the Unicode Character Database may be required for any of three reasons:

1. To cover new characters added to the standard
2. To add new character properties to the standard
3. To change the assigned values for a property for some characters already in the standard

While the Unicode Consortium endeavors to keep the values of all character properties as stable as possible between versions, occasionally circumstances may arise which require changing them. In particular, as less well-documented scripts, such as those for minority languages, or historic scripts are added to the standard, the exact character properties and behavior may not fully be known when the script is first encoded. The properties for some of these characters may change as further information becomes available or as implementations turn up problems in the initial property assignments. As far as possible, any readjustment of property values based on growing implementation experience is made to be compatible with established practice.

All changes to normative or informative property values, to the status or type of a property, or to property or property value aliases, must be approved by an explicit decision taken by the Unicode Technical Committee. Changes to provisional property values are subject to less stringent oversight.

Occasionally, a character property value is changed to prevent incorrect generalizations about a character's use based on its nominal property values. For example, U+200B ZERO WIDTH SPACE was originally classified as a space character (General\_Category=Zs), but it was reclassified as a Format character (General\_Category=Cf) to clearly distinguish it from space characters in its function as a format control for line breaking.

There is no guarantee that a particular value for an enumerated property will actually have characters associated with it. Also, because of changes in property value assignments between versions of the standard, a property value that once had characters associated with it may later have none. Such conditions and changes are rare, but implementations must not assume that all property values are associated with non-null sets of characters. For example, currently the special Script property value `Katakana_Or_Hiragana` has no characters associated with it.

#### 2.3.2 Obsolete Properties

In some instances an entire property may become *obsolete*. For example, the [ISO Comment](#) property was once used to keep track of annotations for characters used in the production of name lists for ISO/IEC 10646 code charts. As of Unicode 5.2.0 that property became obsolete, and its value is now defaulted to the null string for all Unicode code points.

An obsolete property is never removed from the UCD.

#### 2.3.3 Deprecated Properties

Occasionally an obsolete property may also be formally *deprecated*. This is an indication that the property is no longer recommended for use, perhaps because its original intent has been replaced by another property or

because its specification was somehow defective. See also the general discussion of [Deprecation](#).

A deprecated property is never removed from the UCD.

Table 1 lists the properties that are formally deprecated as of this version of the Unicode Standard.

**Table 1. Deprecated Properties**

Property Name	Deprecation Version	Reason
<a href="#">Grapheme_Link</a>	5.0.0	Duplication of ccc=9
<a href="#">Hyphen</a>	6.0.0	Supplanted by Line_Break property values
<a href="#">ISO_Comment</a>	6.0.0	No longer needed for chart generation; otherwise not useful
<a href="#">Expands_On_NFC</a>	6.0.0	Less useful than UTF-specific calculations
<a href="#">Expands_On_NFD</a>	6.0.0	Less useful than UTF-specific calculations
<a href="#">Expands_On_NFKC</a>	6.0.0	Less useful than UTF-specific calculations
<a href="#">Expands_On_NFKD</a>	6.0.0	Less useful than UTF-specific calculations
<a href="#">FC_NFKC_Closure</a>	6.0.0	Supplanted in usage by <a href="#">NFKC_Casefold</a> ; otherwise not useful

### 2.3.4 Stabilized Properties

Another possibility is that an obsolete property may be declared to be *stabilized*. Such a determination does not indicate that the property should or should not be used; instead it is a declaration that the UTC will no longer actively maintain the property or extend it for newly encoded characters. The property values of a stabilized property are frozen as of a particular release of the standard.

A stabilized property is never removed from the UCD.

Table 2 lists the properties that are formally stabilized as of this version of the Unicode Standard.

**Table 2. Stabilized Properties**

Property Name	Stabilization Version
<a href="#">Hyphen</a>	4.0.0
<a href="#">ISO_Comment</a>	6.0.0

## 3 Documentation

This annex provides the core documentation for the UCD, but additional information about character properties is available in other parts of the standard and in additional documentation files contained within the UCD.

### 3.1 Character Properties in the Standard

The formal definitions related to character properties used by the Unicode Standard are documented in *Section 3.5, Properties* in [\[Unicode\]](#). Understanding those definitions and related terminology is essential to the appropriate use of Unicode character properties.

See *Section 4.1, Unicode Character Database*, in [\[Unicode\]](#) for a general discussion of the UCD and its use in defining properties. The rest of Chapter 4 provides important explanations regarding the meaning and use of various normative character properties.

### 3.2 The Character Property Model

For a general discussion of the property model which underlies the definitions associated with the UCD, see Unicode Technical Report #23, "The Unicode Character Property Model" [\[UTR23\]](#). That technical report is informative, but over the years various content from it has been incorporated into normative portions of the Unicode Standard, particularly for the definitions in Chapter 3.

UTR #23 also discusses string functions and their relation to character properties.

### 3.3 NamesList.html

NamesList.html formally describes the format of the NamesList.txt data file in BNF. That data file is used to drive the printing of the Unicode code charts and names list. See also *Section 17.1, Character Names List*, in [\[Unicode\]](#) for a detailed discussion of the conventions used in the Unicode names list as formatted for printing.

### 3.4 StandardizedVariants.html

StandardizedVariants.html documents standardized variants, showing a representative glyph for each. It is closely tied to the data file, StandardizedVariants.txt, which defines those sequences normatively.

### 3.5 Unihan and UAX #38

Unicode Standard Annex #38, "Unicode Han Database (Unihan)" [\[UAX38\]](#) describes the format and content of the Unihan Database, which collects together all property information for CJK Unified Ideographs. That annex also specifies in detail which of the Unihan character properties are normative, informative, or provisional.

The Unihan Database contains extensive and detailed mapping information for CJK Unified Ideographs encoded in the Unicode Standard, but it is aimed *only* at those ideographs, not at other characters used in the East Asian context in general. In contrast, East Asian legacy character sets, including important commercial and national character set standards, contain many non-CJK characters. As a result, the Unihan Database must be supplemented from other sources to establish mapping tables for those character sets.

The majority of the content of the Unihan Database is released for each version of the Unicode Standard as a collection of Unihan data files in the UCD. Because of their large size, these data files are released only as a zipped file, Unihan.zip. The details of the particular data files in Unihan.zip and the CJK properties each one contains are provided in [\[UAX38\]](#). For versions of the UCD prior to Version 5.2.0, all of the CJK properties were listed together in a very large, single file, Unihan.txt.

### 3.6 Data File Comments

In addition to the specific documentation files for the UCD, individual data files often contain extensive header comments describing their content and any special conventions used in the data.

In some instances, individual property definition sections also contain comments with information about how the property may be derived. Such comments are informative; while they are intended to convey the intent of the derivation, in case of any mismatch between a statement of a derivation in a comment field and the actual listing of the derived property, the list is considered to be definitive. See [Simple and Derived Properties](#).

### 3.7 Obsolete Documentation Files

UCD.html was formerly the primary documentation file for the UCD. As of Version 5.2.0, its content has been wholly incorporated into this document.

Unihan.html was formerly the primary documentation file for the Unihan Database. As of Version 5.1.0, its content has been wholly incorporated into [\[UAX38\]](#).

Versions of the Unicode Standard prior to Version 4.0.0 contained small, focused documentation files, UnicodeCharacterDatabase.html, PropList.html, and DerivedProperties.html, which were later consolidated into UCD.html.

## 4 UCD Files

The heart of the UCD consists of the data files themselves. This section describes the directory structure for the UCD, the format conventions for the data files, and provides documentation for data files not documented elsewhere in this annex.

### 4.1 Directory Structure

Each version of the UCD is released in a separate, numbered directory under the *Public* directory on the Unicode Web site. The content of that directory is complete for that release. It is also stable—once released, it will be archived permanently in that directory, unchanged, at a stable URL.

The specific files for the UCD associated with this version of the Unicode Standard (6.1.0) are located at:

<http://www.unicode.org/Public/6.1.0/>

#### 4.1.1 UCD Files Proper

The UCD proper is located in the *ucd* subdirectory of the numbered version directory. That directory contains all of the documentation files and most of the data files for the UCD, including some data files for derived properties.

Although all UCD data files are version-specific for a release and most contain internal date and version stamps, the file names of the released data files do not differ from version to version. When linking to a version-specific data file, the version will be indicated by the version number of the directory for the release.

All files for derived extracted properties are in the *extracted* subdirectory of the *ucd* subdirectory. See [Derived Extracted Properties](#) for documentation regarding those data files and their content.

A number of auxiliary properties are specified in files in the *auxiliary* subdirectory of the *ucd* subdirectory. In Version 6.1.0 it contains data files specifying properties associated with Unicode Standard Annex #29, "Unicode Text Segmentation" [[UAX29](#)] and with Unicode Standard Annex #14, "Unicode Line Breaking Algorithm" [[UAX14](#)], as well as test data for those algorithms. See [Segmentation Test Files and Documentation](#) for more information about the test data.

#### **4.1.2 UCD XML Files**

The XML version of the UCD is located in the *ucdxml* subdirectory of the numbered version directory. See the [UCD in XML](#) for more details.

#### **4.1.3 Charts**

The code charts specific to a version of Unicode are archived as a single large pdf file in the *charts* subdirectory of the numbered version directory. See the *readme.txt* in that subdirectory and the general web page explaining the [Unicode Code Charts](#) for more details.

#### **4.1.4 Beta Review Considerations**

Prior to the formal release for any particular version of the UCD, a beta review is conducted. The beta review files are located in the same directory that is later used for the released UCD, but during the beta review period, the subdirectory structure differs somewhat and may contain temporary files, including documentation of diffs between deltas for the beta review. Also, during the beta review, all data file names are suffixed with version numbers and delta numbers. So a typical file name during beta review may be "PropList-5.2.0d13.txt" instead of the finally released "PropList.txt".

Notices contained in a *ReadMe.txt* file in the UCD directory during the beta review period also make it clear that that directory contains preliminary material under review, rather than a final, stable release.

#### **4.1.5 File Directory Differences for Early Releases**

The [UCD in XML](#) was introduced in Version 5.1.0, so UCD directories prior to that do not contain the *ucdxml* subdirectory.

UCD directories prior to Version 4.1.0 do not contain the *auxiliary* subdirectory.

UCD directories prior to Version 3.2.0 do not contain the *extracted* subdirectory.

The general structure of the file directory for a released version of the UCD described above applies to Versions 4.1.0 and later. Prior to Version 4.1.0, versions of the UCD were not self-contained, complete sets of data files for that version, but instead only contained any new data files or any data files which had *changed* since the prior release.

Because of this, the property files for a given version prior to Version 4.1.0 can be spread over several directories. Consult the component listings at [Enumerated Versions](#) to find out which files in which directories comprise a complete set of data files for that version.

The directory naming conventions and the file naming conventions also differed prior to Version 4.1.0. So, for example, Version 4.0.0 of the UCD is contained in a directory named *4.0-Update*, and Version 4.0.1 of the UCD in a directory named *4.0-Update1*. Furthermore, for these earlier versions, the data file names *do* contain explicit version numbers.

## **4.2 File Format Conventions**

Files in the UCD use the format conventions described in this section, unless otherwise specified.

### **4.2.1 Data Fields**



- Each line of data consists of fields separated by semicolons. The fields are numbered starting with zero.
- The first field (0) of each line in the Unicode Character Database files represents a code point or range. The remaining fields (1..n) are properties associated with that code point.
- Leading and trailing spaces within a field are not significant. However, no leading or trailing spaces are allowed in any field of UnicodeData.txt.
- The Unihan data files in the UCD have a separate format, using tab characters instead of semicolons to separate fields. See [\[UAX38\]](#) for the detailed specification of the format of the Unihan data files.

#### 4.2.2 Code Points and Sequences

- Code points are expressed as hexadecimal numbers with four to six digits. They are written without the "U+" prefix in all data files except the Unihan data files. The Unihan data files use the "U+" prefix for all Unicode code points, to distinguish them from other decimal and hexadecimal numerical references occurring in their data fields.
- When a data field contains a sequence of code points, spaces separate the code points.

#### 4.2.3 Code Point Ranges

- A range of code points is specified by the form "X..Y".
- Each code point in a range has the associated property value specified on a data file. For example (from Blocks.txt):

```
0000..007F; Basic Latin
0080..00FF; Latin-1 Supplement
```

- For backward compatibility, ranges in the file UnicodeData.txt are specified by entries for the start and end characters of the range, rather than by the form "X..Y". The start character is indicated by a range identifier, followed by a comma and the string "First", in angle brackets. This entry takes the place of a regular character name in field 1 for that line. The end character is indicated on the next line with the same range identifier, followed by a comma and the string "Last", in angle brackets:

```
4E00;<CJK Ideograph, First>;Lo;0;L;;;;N;;;;;
9FC3;<CJK Ideograph, Last>;Lo;0;L;;;;N;;;;;
```

For character ranges using this convention, the names of all characters in the range are algorithmically derivable. See *Section 4.8, Name—Normative* in [\[Unicode\]](#) for more information on derivation of character names for such ranges.

#### 4.2.4 Comments

- U+0023 NUMBER SIGN ("#") is used to indicate comments: all characters from the number sign to the end of the line are considered part of the comment, and are disregarded when parsing data.
- In many files, the comments on data lines use a common format, as illustrated here (from Scripts.txt):

```
09B2          ; Bengali # Lo          BENGALI LETTER LA
```

- The first part of a comment using this common format is the General\_Category value, provided for information. This is followed by the character name for the code point in the first field (0).
- The printing of the General\_Category value is suppressed in instances where it would be redundant, as for DerivedGeneralCategory.txt, in which the value of the property value in the data field is already the General\_Category value.
- The symbol "L&" indicates characters of General\_Category Lu, Ll, or Lt (uppercase, lowercase, or titlecase letter). For example:

```
0386          ; Greek # L&          GREEK CAPITAL LETTER ALPHA WITH TONOS
```

L& as used in these comments is an alias for the derived LC value for the General\_Category property, as documented in PropertyValueAliases.txt.

- When the data line contains a range of code points, this common format for a comment also indicates a range of character names, separated by "..", as illustrated here:

```
00BC..00BE ; numeric # No [3] VULGAR FRACTION ONE QUARTER..VULGAR FRACTION THREE QUARTERS
```



- Normally, consecutive characters with the same property value would be represented by a single code point range. In data files using this comment convention, such ranges are subdivided so that all characters in a range also have the same General\_Category value (or LC). While this convention results in more ranges than are strictly necessary, it makes the contents of the ranges clearer.
- When a code point range occurs, the number of items in the range is included in the comment (in square brackets), immediately following the General\_Category value.
- The comments are purely informational, and may change format or be omitted in the future. They should not be parsed for content.

#### 4.2.5 Code Point Labels

- Surrogate code points, private-use characters, control codes, noncharacters, and unassigned code points have no names. When such code points are listed in the data files, for example to list their General\_Category values, the comments use code point labels instead of character names. For example (from DerivedCoreProperties.txt):

```
2065..2069 ; Default_Ignorable_Code_Point # Cn [5] <reserved-2065>..<reserved-2069>
```

- Code point labels use one of the tags as documented in *Section 4.8, Name—Normative* in [Unicode] and as shown in *Table 3*, followed by "-" and the code point expressed in hexadecimal. The entire label is then enclosed in angle brackets.

**Table 3. Code Point Label Tags**

Tag	General_Category	Note
reserved	Cn	Noncharacter_Code_Point=F
noncharacter	Cn	Noncharacter_Code_Point=T
control	Cc	
private-use	Co	
surrogate	Cs	

#### 4.2.6 Multiple Properties in One Data File

- When a file contains the specification for multiple properties, the second field specifies the name of the property and the third field specifies the property value. For example (from DerivedNormalizationProps.txt):

```
03D2 ; FC_NFKC; 03C5 # L& GREEK UPSILON WITH HOOK SYMBOL
03D3 ; FC_NFKC; 03CD # L& GREEK UPSILON WITH ACUTE AND HOOK SYMBOL
```

#### 4.2.7 Binary Property Values

- For binary properties, the second field specifies the name of the applicable property, with the implied value of the property being "True". Only the ranges of characters with the binary property value of "Y" (= True) are listed. For example (from PropList.txt):

```
1680 ; White_Space # Zs OGHAM SPACE MARK
180E ; White_Space # Zs MONGOLIAN VOWEL SEPARATOR
2000..200A ; White_Space # Zs [11] EN QUAD..HAIR SPACE
```

#### 4.2.8 Multiple Values for Properties

- When a data file defines a property which may take multiple values for a single code point, the multiple values are expressed in a space-delimited list. For example (from Script\_Extensions.txt):

```
0640 ; Arab Mand Syrc # Lm ARABIC TATWEEL
```

- In some cases—but not all—the order of multiple elements in a space-delimited list may be significant. When the order of multiple elements is significant, it is documented along with the property itself. For example (from Unihan\_Readings.txt), for the tag kMandarin, when there are two values for a code point,

the first value is used to indicate a preferred pronunciation for zh-Hans (CN) and the second a preferred pronunciation for zh-Hant (TW).

- For further discussion, see Section 5.7.6 [Properties Whose Values Are Sets of Values](#).

#### 4.2.9 Default Values

- Entries for a code point may be omitted in a data file if the code point has a default value for the property in question.
- For string properties, including the definition of foldings, the default value is the code point of the character itself.
- For miscellaneous properties which take strings as values, such as the Unicode Name property, the default value is a null string.
- For binary properties, the default value is always "N" (= False) and is always omitted.
- For enumerated and catalog properties, the default value is listed in a comment. For example (from Scripts.txt):

```
# All code points not explicitly listed for Script
# have the value Unknown (Zzzz).
```

- A few properties of the enumerated type have multiple default values. In those cases, comments in the file explain the code point ranges for applicable values. See *Table 4*.
- Default values may also be listed in specially formatted comment lines, using the keyword "@missing". For example:

```
# @missing: 0000..10FFFF; Unknown
```

- Because of the legacy format constraints for UnicodeData.txt, that file contains no specific information about default values for properties. The default values for fields in UnicodeData.txt are documented in the Default Values for Properties table below if they cannot be derived from the general rules about default values for properties.

Default values for common catalog, enumeration, and numeric properties are listed in *Table 4*.

**Table 4. Default Values for Properties**

Property Name	Default Value
Age	unassigned
Bidi_Class	L, AL, R
Block	No_Block
Canonical_Combining_Class	Not_Reordered (= 0)
Decomposition_Type	None
East_Asian_Width	Neutral (= N), Wide (= W)
General_Category	Cn
Numeric_Type	None
Numeric_Value	NaN
Script	Unknown (= Zzzz)

Default values for the Unicode character property [Bidi\\_Class](#) are complex. See Unicode Standard Annex #9, "The Unicode Bidirectional Algorithm" [[UAX9](#)] and DerivedBidiClass.txt for more details.

Default values for the [East Asian Width](#) property are also complex. This property defaults to Neutral for most code points, but defaults to Wide for unassigned code points in blocks associated with CJK ideographs. See Unicode Standard Annex #11, "East Asian Width" [[UAX11](#)] and DerivedEastAsianWidth.txt for more details.

#### 4.2.10 Empty Fields

The data file UnicodeData.txt defines many property values in each record. When a field in a data line for a code point is empty, that indicates that the property takes the default value for that code point. For example:

```
0022;QUOTATION MARK;Po;0;ON;;;N;;;;
```

In that data line, the empty numeric fields indicate that the value of `Numeric_Value` for U+0022 is NaN and that the value of `Numeric_Type` is None. The empty case mapping fields indicate that the value of `Simple_Uppercase_Mapping` for U+0022 takes the default value, namely the code point itself, and so forth.

The interpretation of empty fields in other data files of the UCD differs. In the case of data files which define string properties, the omission of an entry for a code point indicates that the property takes the default value for that code point. However, if there is an entry for a code point, but the property value field for that entry is empty, that indicates that the property value is an explicit empty string (""). For example, the derived string property [NFKC\\_Casefold](#) may map a code point to a sequence of code points, to a single different code point, to the same single code point, or to no code point at all (an empty string). See the following entries from the data file `DerivedNormalizationProps.txt`:

```
00AA      ; NFKC_CF; 0061      # Lo      FEMININE ORDINAL INDICATOR
00AD      ; NFKC_CF;          # Cf      SOFT HYPHEN
00AF      ; NFKC_CF; 0020 0304 # Sk      MACRON
```

The empty field for U+00AD indicates that the property `NFKC_Casefold` maps `SOFT HYPHEN` to an empty string. By contrast, the absence of the entry for U+00AE in the data file indicates that the property `NFKC_Casefold` maps U+00AE `REGISTERED SIGN` to itself—the default value.

#### 4.2.11 Text Encoding

- The data files use UTF-8. Unless otherwise noted, non-ASCII characters only appear in comments.
- The Unihan data files in the UCD make extensive use of UTF-8 in data fields. (See [UAX38](#) for details.)
- For legacy reasons, `NamesList.txt` is was exceptional; it is was encoded in Latin-1 prior to Unicode 6.2. For Unicode 6.2 and later, the encoding is UTF-8. See [NamesList.html](#).
- Segmentation test data files, such as `WordBreakTest.txt`, make use of non-ASCII (UTF-8) characters as delimiters for data fields.

#### 4.2.12 Line Termination

- All data files in the UCD use LF line termination (not CRLF line termination). When copied to different systems, these line endings may be automatically changed to use the native line termination conventions for that system. Make sure your editor (or parser) can deal with the line termination style in the local copy of the data files.

#### 4.2.13 Other Conventions

- In some test data files, segments of the test data are distinguished by a line starting with an "@" sign. For example (from `NormalizationTest.txt`):

```
@Part1 # Character by character test
```

#### 4.2.14 Other File Formats

- The data format for Unihan data files in the UCD differs from the standard format. See the discussion of [Unihan and UAX #38](#) earlier in this annex for more information.
- The format for `NamesList.txt`, which documents the Unicode names list and which is used programmatically to drive the formatting program for Unicode code charts, also differs significantly from regular UCD data files. See [NamesList.html](#).
- `Index.txt` is another exception. It uses a tab-delimited format, with field 0 consisting of an index entry string, and field 1 a code point. `Index.txt` is used to maintain the [Unicode Character Name Index](#).
- The various segmentation test data files make use of "#" to delimit comments, but have distinct conventions for their data fields. See the documentation in their header sections for details of the data field formats for those files.
- The XML version of the UCD has its own file format conventions. In those files, "#" is used to stand for the code point in algorithmically derivable character names such as `CJK UNIFIED IDEOGRAPH-4E00`, so as to allow for name sharing in more compact representations of the data. See Unicode Standard Annex #42, "Unicode Character Database in XML" [UAX42](#) for details.

### 4.3 File List

The exact list of files associated with any particular version of the UCD is available on the Unicode Web site by referring to the component listings at [Enumerated Versions](#).

The majority of the data files in the UCD provide specifications of character properties for Unicode characters. Those files and their contents are documented in detail in the [Property Definitions](#) section below.

The data files in the *extracted* subdirectory constitute reformatted listings of single character properties extracted from UnicodeData.txt or other primary data files. The reformatting is provided to make it easier to see the particular set of characters having certain values for enumerated properties, or to separate the statement of that property from other properties defined together in UnicodeData.txt. These extracted, derived data files are further documented in the [Derived Extracted Properties](#) section below.

The UCD also contains a number of test data files, whose purpose is to provide standard test cases useful in verifying the implementation of complex Unicode algorithms. See the [Test Files](#) section below for more documentation.

The remaining files in the Unicode Character Database do not directly specify Unicode properties. The important ones and their functions are listed in *Table 5*. The Status column indicates whether the file (and its content) is considered **Normative**, **Informative**, or **Provisional**.

**Table 5. Files in the UCD**

File Name	Reference	Status	Description
CJKRadicals.txt	<a href="#">[UAX38]</a>	I	List of Unified CJK Ideographs and CJK Radicals that correspond to specific radical numbers used in the CJK radical stroke counts.
EmojiSources.txt	Chapter 15	N	Specifies source mappings to SJIS values for emoji symbols in the original implementations of these symbols by Japanese telecommunications companies.
Index.txt	Chapter 17	I	Index to Unicode characters, as printed in the Unicode Standard.
NamesList.txt	Chapter 17	I	Names list used for production of the code charts, derived from UnicodeData.txt. It contains additional annotations.
<a href="#">NamesList.html</a>	Chapter 17	I	Documents the format of NamesList.txt.
ScriptExtensions.txt	<a href="#">[UAX24]</a>	P	Contains data about characters that are used in multiple scripts.
StandardizedVariants.txt	Chapter 16	N	Lists all the standardized variant sequences that have been defined, plus a textual description of their desired appearance.
<a href="#">StandardizedVariants.html</a>	Chapter 16	N	A derived documentation file, generated from StandardizedVariants.txt, plus a list of sample glyphs showing the desired appearance of each standardized variant.
NamedSequences.txt	<a href="#">[UAX34]</a>	N	Lists the names for all approved named sequences.
NamedSequencesProv.txt	<a href="#">[UAX34]</a>	P	Lists the names for all provisional named sequences.

For more information about these files and their use, see the referenced annexes or chapters of Unicode Standard.

### 4.4 Zipped Files

Starting with Version 4.1.0, zipped versions of all of the UCD files, both data files and documentation files, are available under the *Public/zipped* directory on the Unicode Web site. Each collection of zipped files is located

there in a numbered subdirectory corresponding to that version of the UCD.

Two different zipped files are provided for each version:

- **Unihan.zip** is the zipped version of the very large Unihan data files
- **UCD.zip** is the zipped version of all of the rest of the UCD data files, excluding the Unihan data files.

This bifurcation allows for better management of downloading version-specific information, because Unihan.zip contains all the pertinent CJK-related property information, while UCD.zip contains all of the rest of the UCD property information, for those who may not need the voluminous CJK data.

In versions of the UCD prior to Version 4.1.0, zipped copies of the Unihan data files (which for those versions were released as a single large text file, Unihan.txt) are provided in the same directory as the UCD data files. These zipped files are only posted for versions of the UCD in which Unihan.txt was updated.

#### 4.5 UCD in XML

Starting with Version 5.1.0, a set of XML data files are also released with each version of the UCD. Those data files make it possible to import and process the UCD property data using standard XML parsing tools, instead of the specialized parsing required for the various individual data files of the UCD.

##### 4.5.1 UAX #42

Unicode Standard Annex #42, "Unicode Character Database in XML" [[UAX42](#)] defines an XML schema which is used to incorporate all of the Unicode character property information into the XML version of the UCD. See that annex for details of the schema and conventions regarding the grouping of property values for more compact representations.

##### 4.5.2 XML File List

The XML version of the UCD is contained in the *ucdxml* subdirectory of the UCD. The files are all zipped. The list of files is shown in *Table 6*.

**Table 6. XML File List**

File Name	CJK	non-CJK
ucd.all.flat.zip	x	x
ucd.all.grouped.zip	x	x
ucd.nounihan.flat.zip		x
ucd.nounihan.grouped.zip		x
ucd.unihan.flat.zip	x	
ucd.unihan.grouped.zip	x	

The "flat" file versions simply list all attributes with no particular compression. The "grouped" file versions apply the grouping mechanism described in [[UAX42](#)] to cut down on the size of the data files.

## 5 Properties

This section documents the Unicode character properties, relating them in detail to the particular UCD data files in which they are specified. For enumerated properties in particular, this section also documents the actual values which those properties can have.

### 5.1 Property Index

*Table 7* provides a summary list of the Unicode character properties, excluding most of those specific to the Unihan data files. For a comparable index of CJK character properties, see Unicode Standard Annex #38, "Unicode Han Database (Unihan)" [[UAX38](#)].

The properties are roughly organized into groups based on their usage. This grouping is primarily for documentation convenience and except for [contributory properties](#), has no normative implications. Contributory properties are shown in this index with a gray background, to better distinguish them visually from ordinary (simple or derived) properties. The link on each property leads to its description in *Table 9*, [Property Table](#).

Table 7. Property Index by Scope of Use

General	Normalization	CJK
<a href="#">Name</a>	<a href="#">Canonical_Combining_Class</a>	<a href="#">Ideographic</a>
<a href="#">Name_Alias</a>	<a href="#">Decomposition_Mapping</a>	<a href="#">Unified_Ideograph</a>
<a href="#">Block</a>	<a href="#">Composition_Exclusion</a>	<a href="#">Radical</a>
<a href="#">Age</a>	<a href="#">Full_Composition_Exclusion</a>	<a href="#">IDS_Binary_Operator</a>
<a href="#">General_Category</a>	<a href="#">Decomposition_Type</a>	<a href="#">IDS_Tertiary_Operator</a>
<a href="#">Script</a>	<a href="#">FC_NFKC_Closure</a> (deprecated)	<a href="#">Unicode_Radical_Stroke</a>
<a href="#">Script_Extensions</a>		
<a href="#">White_Space</a>	<a href="#">NFC_Quick_Check</a>	<b>Miscellaneous</b>
<a href="#">Alphabetic</a>	<a href="#">NFKC_Quick_Check</a>	<a href="#">Math</a>
<a href="#">Hangul_Syllable_Type</a>	<a href="#">NFD_Quick_Check</a>	<a href="#">Quotation_Mark</a>
<a href="#">Noncharacter_Code_Point</a>	<a href="#">NFKD_Quick_Check</a>	<a href="#">Dash</a>
<a href="#">Default_Ignorable_Code_Point</a>	<a href="#">Expands_On_NFC</a> (deprecated)	<a href="#">Hyphen</a> (deprecated, stabilized)
<a href="#">Deprecated</a>	<a href="#">Expands_On_NFD</a> (deprecated)	<a href="#">STerm</a>
<a href="#">Logical_Order_Exception</a>	<a href="#">Expands_On_NFKC</a> (deprecated)	<a href="#">Terminal_Punctuation</a>
<a href="#">Variation_Selector</a>	<a href="#">Expands_On_NFKD</a> (deprecated)	<a href="#">Diacritic</a>
<b>Case</b>	<a href="#">NFKC_Casefold</a>	<a href="#">Extender</a>
<a href="#">Uppercase</a>	<a href="#">Changes_When_NFKC_Casefolded</a>	<a href="#">Grapheme_Base</a>
<a href="#">Lowercase</a>	<b>Shaping and Rendering</b>	<a href="#">Grapheme_Extend</a>
<a href="#">Lowercase_Mapping</a>	<a href="#">Join_Control</a>	<a href="#">Grapheme_Link</a> (deprecated)
<a href="#">Titlecase_Mapping</a>	<a href="#">Joining_Group</a>	<a href="#">Unicode_1_Name</a>
<a href="#">Uppercase_Mapping</a>	<a href="#">Joining_Type</a>	<a href="#">ISO_Comment</a> (deprecated, stabilized)
<a href="#">Case_Folding</a>	<a href="#">Line_Break</a>	<a href="#">Indic_Matra_Category</a>
<a href="#">Simple_Lowercase_Mapping</a>	<a href="#">Grapheme_Cluster_Break</a>	<a href="#">Indic_Syllabic_Category</a>
<a href="#">Simple_Titlecase_Mapping</a>	<a href="#">Sentence_Break</a>	<b>Contributory Properties</b>
<a href="#">Simple_Uppercase_Mapping</a>	<a href="#">Word_Break</a>	<a href="#">Other_Alphabetic</a>
<a href="#">Simple_Case_Folding</a>	<a href="#">East_Asian_Width</a>	<a href="#">Other_Default_Ignorable_Code_Point</a>
<a href="#">Soft_Dotted</a>	<b>Bidirectional</b>	<a href="#">Other_Grapheme_Extend</a>
<a href="#">Cased</a>	<a href="#">Bidi_Class</a>	<a href="#">Other_ID_Start</a>
<a href="#">Case_Ignorable</a>	<a href="#">Bidi_Control</a>	<a href="#">Other_ID_Continue</a>
<a href="#">Changes_When_Lowercased</a>	<a href="#">Bidi_Mirrored</a>	<a href="#">Other_Lowercase</a>
<a href="#">Changes_When_Uppercased</a>	<a href="#">Bidi_Mirroring_Glyph</a>	<a href="#">Other_Math</a>
<a href="#">Changes_When_Titlecased</a>	<b>Identifiers</b>	<a href="#">Other_Uppercase</a>
<a href="#">Changes_When_Casefolded</a>	<a href="#">ID_Continue</a>	<a href="#">Jamo_Short_Name</a>
<a href="#">Changes_When_Casemapped</a>	<a href="#">ID_Start</a>	
<b>Numeric</b>	<a href="#">XID_Continue</a>	
<a href="#">Numeric_Value</a>	<a href="#">XID_Start</a>	
<a href="#">Numeric_Type</a>	<a href="#">Pattern_Syntax</a>	
<a href="#">Hex_Digit</a>	<a href="#">Pattern_White_Space</a>	
<a href="#">ASCII_Hex_Digit</a>		

## 5.2 About the Property Table

Table 9, [Property Table](#) specifies the list of character properties defined in the UCD. That table is divided into separate sections for each data file in the UCD. Data files which define a single property or a small number of properties are listed first, followed by the data files which define a large number of properties: [DerivedCoreProperties.txt](#), [DerivedNormalizationProps.txt](#), [PropList.txt](#), and [UnicodeData.txt](#). In some instances for these files defining many properties, the entries in the property table are grouped by type, for clarity in presentation, rather than being listed alphabetically.

In Table 9, [Property Table](#) each property is described as follows:

**First Column.** This column contains the name of each of the character properties specified in the respective data file. Any special status for a property, such as whether it is [obsolete](#), [deprecated](#), or [stabilized](#), is also indicated in the first column.

**Second Column.** This column indicates the type of the property, according to the key in Table 8.

**Table 8. Property Type Key**

Property Type	Symbol	Examples
Catalog	C	Age, Block
Enumeration	E	Joining_Type, Line_Break
Binary	B	Uppercase, White_Space
String	S	Uppercase_Mapping, Case_Folding
Numeric	N	Numeric_Value
Miscellaneous	M	Name, Jamo_Short_Name

- **Catalog** properties have enumerated values which are expected to be regularly extended in successive versions of the Unicode Standard. This distinguishes them from Enumeration properties.
- **Enumeration** properties have enumerated values which constitute a logical partition space; new values will generally not be added to them in successive versions of the standard.
- **Binary** properties are a special case of Enumeration properties, which have exactly two values: Yes and No (or True and False).
- **String** properties are typically mappings from a Unicode code point to another Unicode code point or sequence of Unicode code points; examples include case mappings and decomposition mappings.
- **Numeric** properties specify the actual numeric values for digits and other characters associated with numbers in some way.
- **Miscellaneous** properties are those properties that do not fit neatly into the other property categories; they currently include character names, comments about characters, the [Script\\_Extensions](#) property, and the [Unicode\\_Radical\\_Stroke](#) property (a combination of numeric values) documented in Unicode Standard Annex #38, "Unicode Han Database (Unihan)" [[UAX38](#)].

**Third Column.** This column indicates the status of the property: **Normative** or **Informative** or **Contributory** or **Provisional**.

**Fourth Column.** This column provides a description of the property or properties. This includes information on derivation for derived properties, as well as references to locations in the standard where the property is defined or discussed in detail.

In the section of the table for [UnicodeData.txt](#), the data field numbers are also supplied in parentheses at the start of the description.

For a few entries in the property table, values specified in the fields in a data file only contribute to a full definition of a Unicode character property. For example, the values in field 1 (Name) in [UnicodeData.txt](#) do not provide all the values for the Name property for all code points; [Jamo.txt](#) must also be used, and the Name property for CJK Unified Ideographs is derived by rule.

None of the Unicode character properties should be used simply on the basis of the descriptions in the property table without consulting the relevant discussions in the Unicode Standard. Because of the enormous variety of characters in the repertoire of the Unicode Standard, character properties tend not to be self-evident in application, even when the names of the properties may seem familiar from their usage with much smaller legacy character encodings.



### 5.3 Property Definitions

This section contains the table which describes each character property and defines its status, organized by data file in the UCD.

**Table 9. Property Table**

ArabicShaping.txt			
Joining_Type Joining_Group	E	N	Basic Arabic and Syriac character shaping properties, such as initial, medial and final shapes. See <i>Section 8.2, Arabic</i> in [ <a href="#">Unicode</a> ].
BidiMirroring.txt			
Bidi_Mirroring_Glyph	M	I	Informative mapping for substituting characters in an implementation of bidirectional mirroring. This maps a subset of characters with the Bidi_Mirrored property to other characters that normally are displayed with the corresponding mirrored glyph. When a character with the Bidi_Mirrored property has the default value for Bidi_Mirroring_Glyph, that means that no other character exists whose glyph is appropriate for character-based glyph mirroring. Implementations must then use other mechanisms to implement mirroring of those characters for the Unicode Bidirectional Algorithm. See Unicode Standard Annex #9: "The Unicode Bidirectional Algorithm" [ <a href="#">UAX9</a> ]. Do not confuse this property with the <a href="#">Bidi_Mirrored</a> property itself.
Blocks.txt			
Block	C	N	List of block names, which are arbitrary names for ranges of code points. See the code charts in [ <a href="#">Unicode</a> ].
CompositionExclusions.txt			
Composition_Exclusion	B	N	A property used in normalization. See Unicode Standard Annex #15: "Unicode Normalization Forms" [ <a href="#">UAX15</a> ]. Unlike other files, CompositionExclusions.txt simply lists the relevant code points.
CaseFolding.txt			
Simple_Case_Folding Case_Folding	S	N	Mapping from characters to their case-folded forms. This is an informative file containing normative derived properties.  <i>Derived from UnicodeData and SpecialCasing.</i>  <b>Note:</b> The case foldings are omitted in the data file if they are the same as the code point itself.
DerivedAge.txt			
Age	C	N/I	This file shows when various code points were designated/assigned in successive versions of the Unicode Standard.  The Age property is normative in the sense that it is completely specified based on when a character is

			<p>encoded in the standard. However, <code>DerivedAge.txt</code> is provided for information. The value of the <code>Age</code> property for a code point can be derived by analysis of successive versions of the UCD, and <code>Age</code> is not used normatively in the specification of any Unicode algorithm.</p> <p><b>Note:</b> When using the <code>Age</code> property in regular expressions, an expression such as <code>"\p{age=3.0}"</code> matches all of the code points assigned in Version 3.0—that is, all the code points with a value <i>less than</i> or equal to 3.0 for the <code>Age</code> property. For more information, see Unicode Technical Standard #18, "Unicode Regular Expressions" [<a href="#">UTS18</a>].</p>
<b>EastAsianWidth.txt</b>			
<code>East_Asian_Width</code>	E	I	Properties for determining the choice of wide versus narrow glyphs in East Asian contexts. Property values are described in Unicode Standard Annex #11, "East Asian Width" [ <a href="#">UAX11</a> ].
<b>HangulSyllableType.txt</b>			
<code>Hangul_Syllable_Type</code>	E	N	The values L, V, T, LV, and LVT used in <i>Chapter 3, Conformance</i> in [ <a href="#">Unicode</a> ].
<b>IndicMatraCategory.txt</b>			
<code>Indic_Matra_Category</code>	E	P	A provisional property defining the placement categories for dependent vowels in Indic scripts.
<b>IndicSyllabicCategory.txt</b>			
<code>Indic_Syllabic_Category</code>	E	P	A provisional property defining the structural categories of syllabic components in Indic scripts.
<b>Jamo.txt</b>			
<code>Jamo_Short_Name</code>	M	C	The Hangul Syllable names are derived from the Jamo Short Names, as described in <i>Chapter 3, Conformance</i> in [ <a href="#">Unicode</a> ].
<b>LineBreak.txt</b>			
<code>Line_Break</code>	E	N	Properties for line breaking. For more information, see Unicode Standard Annex #14, "Unicode Line Breaking Algorithm" [ <a href="#">UAX14</a> ].
<b>GraphemeBreakProperty.txt</b>			
<code>Grapheme_Cluster_Break</code>	E	I	See Unicode Standard Annex #29, "Unicode Text Segmentation" [ <a href="#">UAX29</a> ]
<b>SentenceBreakProperty.txt</b>			
<code>Sentence_Break</code>	E	I	See Unicode Standard Annex #29, "Unicode Text Segmentation" [ <a href="#">UAX29</a> ]
<b>WordBreakProperty.txt</b>			
<code>Word_Break</code>	E	I	See Unicode Standard Annex #29, "Unicode Text Segmentation" [ <a href="#">UAX29</a> ]
<b>NameAliases.txt</b>			
<code>Name_Alias</code>	M	N	Normative formal aliases for characters with erroneous names, for control characters and some format

			characters, and for character abbreviations, as described in <i>Chapter 4, Character Properties</i> in <a href="#">[Unicode]</a> . The aliases tagged with the type "correction" exactly match the formal aliases published in the Unicode Standard code charts.
<b>NormalizationCorrections.txt</b>			
<i>used in Decomposition Mappings</i>	S	N	NormalizationCorrections lists code point differences for <a href="#">Normalization Corrigenda</a> . For more information, see Unicode Standard Annex #15, "Unicode Normalization Forms" <a href="#">[UAX15]</a> .
<b>Scripts.txt</b>			
Script	C	I	Script values for use in regular expressions and elsewhere. For more information, see Unicode Standard Annex #24, "Unicode Script Property" <a href="#">[UAX24]</a> .
<b>ScriptExtensions.txt</b>			
Script_Extensions	M	I	Enumerated sets of Script values for use in regular expressions and elsewhere. For more information, see Unicode Standard Annex #24, "Unicode Script Property" <a href="#">[UAX24]</a> .
<b>SpecialCasing.txt</b>			
Uppercase_Mapping Lowercase_Mapping Titlecase_Mapping	S	I	Data for producing (in combination with the simple case mappings from <a href="#">UnicodeData.txt</a> ) the full case mappings.
<b>Unihan data files (for more information, see <a href="#">[UAX38]</a>)</b>			
Numeric_Type Numeric_Value	E	I	The characters tagged with either kPrimaryNumeric, kAccountingNumeric, or kOtherNumeric are given the property value Numeric_Type=Numeric, and the Numeric_Value indicated in those tags.  Most characters have these numeric properties based on values from UnicodeData.txt. See <a href="#">Numeric_Type</a> .
Unicode_Radical_Stroke	M	I	The Unicode radical-stroke count, based on the tag kRSUnicode.
<b>DerivedCoreProperties.txt</b>			
Lowercase	B	I	Characters with the Lowercase property. For more information, see <i>Chapter 4, Character Properties</i> in <a href="#">[Unicode]</a> .  <i>Generated from: LI + <a href="#">Other_Lowercase</a></i>
Uppercase	B	I	Characters with the Uppercase property. For more information, see <i>Chapter 4, Character Properties</i> in <a href="#">[Unicode]</a> .  <i>Generated from: Lu + <a href="#">Other_Uppercase</a></i>
Cased	B	I	Characters which are considered to be either uppercase, lowercase or titlecase characters. This property is not identical to the Changes_When_Casemapped property. For more information, see D135 in <i>Section 3.13, Default Case</i>

			<p><i>Algorithms</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <a href="#">Lowercase</a> + <a href="#">Uppercase</a> + <i>Lt</i></p>
Case_Ignorable	B	I	<p>Characters which are ignored for casing purposes. For more information, see D136 in <i>Section 3.13, Default Case Algorithms</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>Mn</i> + <i>Me</i> + <i>Cf</i> + <i>Lm</i> + <i>Sk</i> + <a href="#">Word_Break=MidLetter</a> + <a href="#">Word_Break=MidNumLet</a></p>
Changes_When_Lowercased	B	I	<p>Characters whose normalized forms are not stable under a toLowercase mapping. For more information, see D139 in <i>Section 3.13, Default Case Algorithms</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>toLowerCase(toNFD(X)) != toNFD(X)</i></p>
Changes_When_Uppercased	B	I	<p>Characters whose normalized forms are not stable under a toUppercase mapping. For more information, see D140 in <i>Section 3.13, Default Case Algorithms</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>toUpperCase(toNFD(X)) != toNFD(X)</i></p>
Changes_When_Titlecased	B	I	<p>Characters whose normalized forms are not stable under a toTitlecase mapping. For more information, see D141 in <i>Section 3.13, Default Case Algorithms</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>toTitlecase(toNFD(X)) != toNFD(X)</i></p>
Changes_When_Casefolded	B	I	<p>Characters whose normalized forms are not stable under case folding. For more information, see D142 in <i>Section 3.13, Default Case Algorithms</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>toCasefold(toNFD(X)) != toNFD(X)</i></p>
Changes_When_Casemapped	B	I	<p>Characters which may change when they undergo case mapping. For more information, see D143 in <i>Section 3.13, Default Case Algorithms</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>Changes_When_Lowercased(X)</i> or <i>Changes_When_Uppercased(X)</i> or <i>Changes_When_Titlecased(X)</i></p>
Alphabetic	B	I	<p>Characters with the Alphabetic property. For more information, see <i>Chapter 4, Character Properties</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>Lu</i> + <i>LI</i> + <i>Lt</i> + <i>Lm</i> + <i>Lo</i> + <i>NI</i> + <a href="#">Other_Alphabetic</a></p>
Default_Ignorable_Code_Point	B	N	<p>For programmatic determination of default ignorable code points. New characters that should be ignored in rendering (unless explicitly supported) will be assigned in these ranges, permitting programs to correctly handle the default rendering of such characters when not otherwise supported. For more information, see the FAQ <a href="#">Display of Unsupported Characters</a>, and <i>Section 5.21, Default Ignorable Code Points</i> in <a href="#">[Unicode]</a>.</p>

			<p><i>Generated from</i>  <a href="#">Other_Default_Ignorable_Code_Point</a>                      + <i>Cf</i> (format characters)                      + <i>Variation_Selector</i>                      - <i>White_Space</i>                      - <i>FFF9..FFFB</i> (annotation characters)                      - <i>0600..0604, 06DD, 070F, 110BD</i> (exceptional <i>Cf</i> characters that should be visible)</p>
Grapheme_Base	B	N	<p>Property used together with the definition of Standard Korean Syllable Block to define "Grapheme base". See D58 in <i>Chapter 3, Conformance</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>[0..10FFFF]</i> - <i>Cc</i> - <i>Cf</i> - <i>Cs</i> - <i>Co</i> - <i>Cn</i> - <i>Zl</i> - <i>Zp</i> - <a href="#">Grapheme_Extend</a></p> <p><b>Note:</b> Grapheme_Base is a property of individual characters. That usage contrasts with "grapheme base", which is an attribute of Unicode strings; a grapheme base may consist of a Korean syllable which is itself represented by a sequence of conjoining jamos.</p>
Grapheme_Extend	B	N	<p>Property used to define "Grapheme extender". See D59 in <i>Chapter 3, Conformance</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>Me</i> + <i>Mn</i> + <a href="#">Other_Grapheme_Extend</a></p> <p><b>Note:</b> The set of characters for which Grapheme_Extend=Yes is equivalent to the set of characters for which Grapheme_Cluster_Break=Extend.</p>
Grapheme_Link ( <a href="#">Deprecated</a> as of 5.0.0)	B	I	<p>Formerly proposed for programmatic determination of grapheme cluster boundaries.</p> <p><i>Generated from:</i> <i>Canonical_Combining_Class=Virama</i></p>
Math	B	I	<p>Characters with the Math property. For more information, see <i>Chapter 4, Character Properties</i> in <a href="#">[Unicode]</a>.</p> <p><i>Generated from:</i> <i>Sm</i> + <a href="#">Other_Math</a></p>
ID_Start	B	I	<p>Used to determine programming identifiers, as described in Unicode Standard Annex #31, "Unicode Identifier and Pattern Syntax" <a href="#">[UAX31]</a>.</p>
ID_Continue	B	I	
XID_Start	B	I	
XID_Continue	B	I	
<b>DerivedNormalizationProps.txt</b>			
Full_Composition_Exclusion	B	N	<p>Characters that are excluded from composition: those listed explicitly in <i>CompositionExclusions.txt</i>, plus the derivable sets of <i>Singleton Decompositions</i> and <i>Non-Starter Decompositions</i>, as documented in that data file.</p>
Expands_On_NFC Expands_On_NFD Expands_On_NFKC	B	N	<p>Characters that expand to more than one character in the specified normalization form.</p>

Expands_On_NFKD ( <a href="#">Deprecated</a> as of 6.0.0)			
FC_NFKC_Closure ( <a href="#">Deprecated</a> as of 6.0.0)	S	N	Characters that require extra mappings for closure under Case Folding plus Normalization Form KC.  The mapping is listed in Field 2.
NFD_Quick_Check NFKD_Quick_Check NFC_Quick_Check NFKC_Quick_Check	E	N	For property values, see <a href="#">Decompositions and Normalization</a> . (Abbreviated names: NFD_QC, NFKD_QC, NFC_QC, NFKC_QC)
NFKC_Casefold	S	I	A mapping designed for best behavior when doing caseless matching of strings interpreted as identifiers. (Abbreviated name: NFKC_CF)  For the definition of the related string transform toNFKC_Casefold() based on this mapping, see <i>Section 3.13, Default Case Algorithms</i> in <a href="#">[Unicode]</a> .  The mapping is listed in Field 2.
Changes_When_NFKC_Casefolded	B	I	Characters which are not identical to their NFKC_Casefold mapping.  <i>Generated from: (cp != NFKC_CaseFold(cp))</i>
<b>PropList.txt</b>			
ASCII_Hex_Digit	B	N	ASCII characters commonly used for the representation of hexadecimal numbers.
Bidi_Control	B	N	Format control characters which have specific functions in the Unicode Bidirectional Algorithm <a href="#">[UAX9]</a> .
Dash	B	I	Punctuation characters explicitly called out as dashes in the Unicode Standard, plus their compatibility equivalents. Most of these have the General_Category value Pd, but some have the General_Category value Sm because of their use in mathematics.
Deprecated	B	N	For a machine-readable list of deprecated characters. No characters will ever be removed from the standard, but the usage of deprecated characters is strongly discouraged.
Diacritic	B	I	Characters that linguistically modify the meaning of another character to which they apply. Some diacritics are not combining characters, and some combining characters are not diacritics.
Extender	B	I	Characters whose principal function is to extend the value or shape of a preceding alphabetic character. Typical of these are length and iteration marks.
Hex_Digit	B	I	Characters commonly used for the representation of hexadecimal numbers, plus their compatibility equivalents.
Hyphen ( <a href="#">Stabilized</a> as of 4.0.0;	B	I	Dashes which are used to mark connections between

<a href="#">Deprecated</a> as of 6.0.0			pieces of words, plus the <i>Katakana middle dot</i> . The <i>Katakana middle dot</i> functions like a hyphen, but is shaped like a dot rather than a dash.
Ideographic	B	I	Characters considered to be CJKV (Chinese, Japanese, Korean, and Vietnamese) ideographs. This property roughly defines the class of "Chinese characters" and does not include characters of other logographic scripts such as Cuneiform or Egyptian Hieroglyphs.
IDS_Binary_Operator	B	N	Used in Ideographic Description Sequences.
IDS_Tertiary_Operator	B	N	Used in Ideographic Description Sequences.
Join_Control	B	N	Format control characters which have specific functions for control of cursive joining and ligation.
Logical_Order_Exception	B	N	A small number of spacing vowel letters occurring in certain Southeast Asian scripts such as Thai and Lao, which use a visual order display model. These letters are stored in text ahead of syllable-initial consonants, and require special handling for processes such as searching and sorting.
Noncharacter_Code_Point	B	N	Code points permanently reserved for internal use.
Other_Alphabetic	B	C	Used in deriving the Alphabetic property.
Other_Default_Ignorable_Code_Point	B	C	Used in deriving the Default_Ignorable_Code_Point property.
Other_Grapheme_Extend	B	C	Used in deriving the Grapheme_Extend property.
Other_ID_Continue	B	C	Used to maintain backward compatibility of <a href="#">ID_Continue</a> .
Other_ID_Start	B	C	Used to maintain backward compatibility of <a href="#">ID_Start</a> .
Other_Lowercase	B	C	Used in deriving the Lowercase property.
Other_Math	B	C	Used in deriving the Math property.
Other_Uppercase	B	C	Used in deriving the Uppercase property.
Pattern_Syntax	B	N	Used for pattern syntax as described in Unicode Standard Annex #31, "Unicode Identifier and Pattern Syntax" [ <a href="#">UAX31</a> ].
Pattern_White_Space	B	N	
Quotation_Mark	B	I	Punctuation characters that function as quotation marks.
Radical	B	N	Used in Ideographic Description Sequences.
Soft_Dotted	B	N	Characters with a "soft dot", like <i>i</i> or <i>j</i> . An accent placed on these characters causes the dot to disappear. An explicit <i>dot above</i> can be added where required, such as in Lithuanian.
STerm	B	I	Sentence Terminal. Used in Unicode Standard Annex #29, "Unicode Text Segmentation" [ <a href="#">UAX29</a> ].
Terminal_Punctuation	B	I	Punctuation characters that generally mark the end of textual units.
Unified_Ideograph	B	N	A property which specifies the exact set of Unified CJK Ideographs in the standard. This set excludes CJK Compatibility Ideographs (which have canonical decompositions to Unified CJK Ideographs), as well as characters from the CJK Symbols and Punctuation block.



			The property is used in the definition of Ideographic Description Sequences.
Variation_Selector	B	N	Indicates characters that are Variation Selectors. For details on the behavior of these characters, see <a href="#">StandardizedVariants.html</a> , <i>Section 16.4, Variation Selectors</i> in [Unicode], and Unicode Standard Annex #37, "Unicode Ideographic Variation Database" [UTS37].
White_Space	B	N	Spaces, separator characters and other control characters which should be treated by programming languages as "white space" for the purpose of parsing elements. See also <a href="#">Line_Break</a> , <a href="#">Grapheme_Cluster_Break</a> , <a href="#">Sentence_Break</a> , and <a href="#">Word_Break</a> , which classify space characters and related controls somewhat differently for particular text segmentation contexts.
<b>UnicodeData.txt</b>			
Name	M	N	(1) These names match exactly the names published in the code charts of the Unicode Standard. The derived Hangul Syllable names are omitted from this file; see <a href="#">Jamo.txt</a> for their derivation.
General_Category	E	N	(2) This is a useful breakdown into various character types which can be used as a default categorization in implementations. For the property values, see <a href="#">General Category Values</a> .
Canonical_Combining_Class	N	N	(3) The classes used for the Canonical Ordering Algorithm in the Unicode Standard. This property could be considered either an enumerated property or a numeric property: the principal use of the property is in terms of the numeric values. For the property value names associated with different numeric values, see <a href="#">DerivedCombiningClass.txt</a> and <a href="#">Canonical Combining Class Values</a> .
Bidi_Class	E	N	(4) These are the categories required by the Unicode Bidirectional Algorithm. For the property values, see <a href="#">Bidirectional Class Values</a> . For more information, see Unicode Standard Annex #9, "The Unicode Bidirectional Algorithm" [UAX9].  The default property values depend on the code point, and are explained in <a href="#">DerivedBidiClass.txt</a>
Decomposition_Type Decomposition_Mapping	E S	N	(5) This field contains both values, with the type in angle brackets. The decomposition mappings exactly match the decomposition mappings published with the character names in the Unicode Standard. For more information, see <a href="#">Character Decomposition Mappings</a> .
Numeric_Type Numeric_Value	E N	N	(6) If the character has the property value Numeric_Type=Decimal, then the Numeric_Value of that digit is represented with an integer value (limited to the range 0..9) in fields 6, 7, and 8. Characters with the

			property value <code>Numeric_Type=Decimal</code> are restricted to digits which can be used in a decimal radix positional numeral system and which are encoded in the standard in a contiguous ascending range 0..9. See the discussion of <i>decimal digits</i> in <i>Chapter 4, Character Properties</i> in <a href="#">[Unicode]</a> .
	E N	N	(7) If the character has the property value <code>Numeric_Type=Digit</code> , then the <code>Numeric_Value</code> of that digit is represented with an integer value (limited to the range 0..9) in fields 7 and 8, and field 6 is null. This covers digits that need special handling, such as the compatibility superscript digits.
	E N	N	(8) If the character has the property value <code>Numeric_Type=Numeric</code> , then the <code>Numeric_Value</code> of that character is represented with a positive or negative integer or rational number in this field, and fields 6 and 7 are null. This includes fractions such as, for example, "1 / 5" for U+2155 VULGAR FRACTION ONE FIFTH.  Some characters have these properties based on values from the Unihan data files. See <a href="#">Numeric_Type, Han</a> .
Bidi_Mirrored	B	N	(9) If the character is a "mirrored" character in bidirectional text, this field has the value "Y"; otherwise "N". See <i>Section 4.7, Bidi Mirrored—Normative of [Unicode]</i> . <i>Do not confuse this with the <a href="#">Bidi_Mirroring_Glyph</a> property.</i>
Unicode_1_Name (Obsolete as of 6.2.0)	M	I	(10) Old name as published in Unicode 1.0 or ISO 6429 names for control functions. This name is only provided when field is empty unless it is significantly different from the current name for the character. The value of field 10 for control characters does not always match the Unicode 1.0 names. Instead, field 10 contains ISO 6429 names for control functions, for printing in the code charts. No longer used in code chart production. See <a href="#">Name_Alias</a> .
ISO_Comment (Obsolete as of 5.2.0; Deprecated and Stabilized as of 6.0.0)	M	I	(11) ISO 10646 comment field. It was used for notes that appeared in parentheses in the 10646 names list, or contained an asterisk to mark an Annex P note.  As of Unicode 5.2.0, this field no longer contains any non-null values.
Simple_Uppercase_Mapping	S	N	(12) Simple uppercase mapping (single character result). If a character is part of an alphabet with case distinctions, and has a simple uppercase equivalent, then the uppercase equivalent is in this field. The simple mappings have a single character result, where the full mappings may have multi-character results. For more information, see <a href="#">Case and Case Mapping</a> .

Simple_Lowercase_Mapping	S	N	(13) Simple lowercase mapping (single character result).
Simple_Titlecase_Mapping	S	N	(14) Simple titlecase mapping (single character result).
			<b>Note:</b> If this field is null, then the Simple_Titlecase_Mapping is the same as the Simple_Uppercase_Mapping for this character.

#### 5.4 Derived Extracted Properties

A number of Unicode character properties have been separated out, reformatted, and listed in range format, one property per file. These files are located under the *extracted* directory of the UCD. The exact list of derived extracted files and the extracted properties they represent are given in *Table 10*.

The derived extracted files are provided purely as a reformatting of data for properties specified in other data files. In case of any inadvertant mismatch between the primary data files specifying those properties and these lists of extracted properties, the primary data files are taken as definitive.

**Table 10. Extracted Properties**

File	Status	Property	Extracted from
DerivedBidiClass.txt	N	Bidi_Class	UnicodeData.txt, field 4
DerivedBinaryProperties.txt	N	Bidi_Mirrored	UnicodeData.txt, field 9
DerivedCombiningClass.txt	N	Canonical_Combining_Class	UnicodeData.txt, field 3
DerivedDecompositionType.txt	N/I	Decomposition_Type	the <tag> in UnicodeData.txt, field 5
DerivedEastAsianWidth.txt	I	East_Asian_Width	EastAsianWidth.txt, field 1
DerivedGeneralCategory.txt	N	General_Category	UnicodeData.txt, field 2
DerivedJoiningGroup.txt	N	Joining_Group	ArabicShaping.txt, field 2
DerivedJoiningType.txt	N	Joining_Type	ArabicShaping.txt, field 1
DerivedLineBreak.txt	N	Line_Break	LineBreak.txt, field 1
DerivedNumericType.txt	N	Numeric_Type	UnicodeData.txt, fields 6 through 8
DerivedNumericValues.txt	N	Numeric_Value	UnicodeData.txt, field 8

For the extraction of `Decomposition_Type`, characters with canonical decomposition mappings in field 5 of `UnicodeData.txt` have no tag. For those characters, the extracted value is `Decomposition_Type=Canonical`. For characters with compatibility decomposition mappings, there are explicit tags in field 5, and the value of `Decomposition_Type` is equivalent to those tags. The value `Decomposition_Type=Canonical` is normative. Other values for `Decomposition_Type` are informative.

`Numeric_Value` is extracted based on the actual numeric value of the data in field 8 of `UnicodeData.txt` or the values of the `kPrimaryNumeric`, `kAccountingNumeric`, or `kOtherNumeric` tags, for characters listed in the Unihan data files.

`Numeric_Type` is extracted as follows. If fields 6, 7, and 8 in `UnicodeData.txt` are all non-empty, then `Numeric_Type=Decimal`. Otherwise, if fields 7 and 8 are both non-empty, then `Numeric_Type=Digit`. Otherwise, if field 8 is non-empty, then `Numeric_Type=Numeric`. For characters listed in the Unihan data files, `Numeric_Type=Numeric` for characters that have `kPrimaryNumeric`, `kAccountingNumeric`, or `kOtherNumeric` tags. The default value is `Numeric_Type=None`.

#### 5.5 Contributory Properties

Contributory properties contain sets of exceptions used in the generation of other properties derived from them. The contributory properties specifically concerned with identifiers and casing contribute to the maintenance of stability guarantees for properties and/or to invariance relationships between related properties. Other contributory properties are simply defined as a convenience for property derivation.

Most contributory properties have names using the pattern "Other\_XXX" and are used to derive the corresponding "XXX" property. For example, the Other\_Alphabetic property is used in the derivation of the [Alphabetic](#) property.

Contributory properties are typically defined in [PropList.txt](#) and the corresponding derived property is then listed in [DerivedCoreProperties.txt](#).

[Jamo\\_Short\\_Name](#) is an unusual contributory property, both in terms of its name and how it is used. It is defined in its own property file, [Jamo.txt](#), and is used to derive the Name property value for Hangul syllable characters, according to the rules spelled out in [Section 3.12, Conjoining Jamo Behavior](#) in [\[Unicode\]](#).

*Contributory* is considered to be a distinct status for a Unicode character property. Contributory properties are neither *normative* nor *informative*. This distinct status is marked in the property table.

Contributory properties are incomplete by themselves and are not intended for independent use. For example, an API returning Unicode property values should implement the derived core properties such as [Alphabetic](#) or [Default\\_Ignorable\\_Code\\_Point](#), rather than the corresponding contributory properties, [Other\\_Alphabetic](#) or [Other\\_Default\\_Ignorable\\_Code\\_Point](#).

## 5.6 Case and Case Mapping

Case for bicameral scripts and case mapping of characters are complicated topics in the Unicode Standard—both because of their inherent algorithmic complexity and because of the number of characters and special edge cases involved.

This section provides a brief roadmap to discussions about these topics, and specifications and definitions in the standard, as well as explaining which case-related properties are defined in the UCD.

[Section 3.13, Default Case Algorithms](#) in [\[Unicode\]](#) provides formal definitions for a number of case-related concepts (*cased*, *case-ignorable*, ...), for case conversion (*toUppercase(X)*, ...), and for case detection (*isUppercase(X)*, ...). It also provides the formal definition of caseless matching for the standard, taking normalization into account.

[Section 4.2, Case—Normative](#) in [\[Unicode\]](#) introduces case and case mapping properties. [Table 4-1, Sources for Case Mapping Information](#) in [\[Unicode\]](#) describes the kind of case-related information that is available in various data files of the UCD. [Table 11](#) lists those data files again, giving the explicit list of case-related properties defined in each. The link on each property leads its description in [Table 9, Property Table](#).

**Table 11. UCD Files and Case Properties**

File Name	Case Properties
UnicodeData.txt	<a href="#">Simple_Uppercase_Mapping</a> , <a href="#">Simple_Lowercase_Mapping</a> , <a href="#">Simple_Titlecase_Mapping</a>
SpecialCasing.txt	<a href="#">Uppercase_Mapping</a> , <a href="#">Lowercase_Mapping</a> , <a href="#">Titlecase_Mapping</a>
CaseFolding.txt	<a href="#">Simple_Case_Folding</a> , <a href="#">Case_Folding</a>
DerivedCoreProperties.txt	<a href="#">Uppercase</a> , <a href="#">Lowercase</a> , <a href="#">Cased</a> , <a href="#">Case_Ignorable</a> , <a href="#">Changes_When_Lowercased</a> , <a href="#">Changes_When_Uppercased</a> , <a href="#">Changes_When_Titlecased</a> , <a href="#">Changes_When_Casefolded</a> , <a href="#">Changes_When_Casemapped</a>
DerivedNormalizationProps.txt	<a href="#">NFKC_Casefold</a> , <a href="#">Changes_When_NFKC_Casefolded</a>
PropList.txt	<a href="#">Soft_Dotted</a> , <a href="#">Other_Uppercase</a> , <a href="#">Other_Lowercase</a>

For compatibility with existing parsers, [UnicodeData.txt](#) only contains case mappings for characters where they constitute one-to-one mappings; it also omits information about context-sensitive case mappings. Information about these special cases can be found in the separate data file, [SpecialCasing.txt](#), expressed as separate properties.

[Section 5.18, Case Mappings](#), in [\[Unicode\]](#) discusses various implementation issues for handling case, including language-specific case mapping, as for Greek and for Turkish. That section also describes case folding in particular detail.

The special casing conditions associated with case mapping for Greek, Turkish, and Lithuanian are specified in

an additional field in [SpecialCasing.txt](#). For example, the lowercase mapping for sigma in Greek varies according to its position in a word. The condition list does not constitute a formal character property in the UCD, because it is a statement about the context of occurrence of casing behavior for a character or characters, rather than a semantic attribute of those characters. Versions of the UCD from Version 3.2.0 to Version 5.0.0 *did* list property aliases for `Special_Case_Condition` (scc), but this was determined to be an error when the UCD was analyzed for representation in XML; consequently, the `Special_Case_Condition` property aliases were removed as of Version 5.1.0.

Caseless matching is of particular concern for a number of text processing algorithms, so is also discussed at some length in Unicode Standard Annex #31, "Unicode Identifier and Pattern Syntax" [[UAX31](#)] and in Unicode Technical Standard #10, "Unicode Collation Algorithm" [[UTS10](#)].

Further information about locale-specific casing conventions can be found in the Unicode Common Locale Data Repository [[CLDR](#)].

## 5.7 Property Value Lists

The following subsections give summaries of property values for certain Enumeration properties. Other property values are documented in other, topically-specific annexes; for example, the `Line_Break` property values are documented in Unicode Standard Annex #14, "Unicode Line Breaking Algorithm" [[UAX14](#)] and the various segmentation-related property values are documented in Unicode Standard Annex #29, "Unicode Text Segmentation" [[UAX29](#)].

### 5.7.1 General Category Values

The `General_Category` property of a code point provides for the most general classification of that code point. It is usually determined based on the primary characteristic of the assigned character for that code point. For example, is the character a letter, a mark, a number, punctuation, or a symbol, and if so, of what type? Other `General_Category` values define the classification of code points which are not assigned to regular graphic characters, including such statuses as private-use, control, surrogate code point, and reserved unassigned.

Many characters have multiple uses, and not all such cases can be captured entirely by the `General_Category` value. For example, the `General_Category` value of Latin, Greek, or Hebrew letters does not attempt to cover (or preclude) the numerical use of such letters as Roman numerals or in other numerary systems. Conversely, the `General_Category` of ASCII digits 0..9 as `Nd` (decimal digit) neither attempts to cover (or preclude) the occasional use of these digits as letters in various orthographies. The `General_Category` is simply the first-order, most usual categorization of a character.

For more information about the `General_Category` property, see *Chapter 4, Character Properties* in [[Unicode](#)].

The values in the `General_Category` field in `UnicodeData.txt` make use of the short, abbreviated property value aliases for `General_Category`. For convenience in reference, *Table 12* lists all the abbreviated and long value aliases for `General_Category` values, reproduced from [PropertyValueAliases.txt](#), along with a brief description of each category.

**Table 12. General\_Category Values**

Abbr	Long	Description
Lu	Uppercase_Letter	an uppercase letter
LI	Lowercase_Letter	a lowercase letter
Lt	Titlecase_Letter	a digraphic character, with first part uppercase
LC	Cased_Letter	Lu   LI   Lt
Lm	Modifier_Letter	a modifier letter
Lo	Other_Letter	other letters, including syllables and ideographs
L	Letter	Lu   LI   Lt   Lm   Lo
Mn	Nonspacing_Mark	a nonspacing combining mark (zero advance width)
Mc	Spacing_Mark	a spacing combining mark (positive advance width)
Me	Enclosing_Mark	an enclosing combining mark
M	Mark	Mn   Mc   Me
Nd	Decimal_Number	a decimal digit

Nl	Letter_Number	a letterlike numeric character
No	Other_Number	a numeric character of other type
N	Number	Nd   Nl   No
Pc	Connector_Punctuation	a connecting punctuation mark, like a tie
Pd	Dash_Punctuation	a dash or hyphen punctuation mark
Ps	Open_Punctuation	an opening punctuation mark (of a pair)
Pe	Close_Punctuation	a closing punctuation mark (of a pair)
Pi	Initial_Punctuation	an initial quotation mark
Pf	Final_Punctuation	a final quotation mark
Po	Other_Punctuation	a punctuation mark of other type
P	Punctuation	Pc   Pd   Ps   Pe   Pi   Pf   Po
Sm	Math_Symbol	a symbol of mathematical use
Sc	Currency_Symbol	a currency sign
Sk	Modifier_Symbol	a non-letterlike modifier symbol
So	Other_Symbol	a symbol of other type
S	Symbol	Sm   Sc   Sk   So
Zs	Space_Separator	a space character (of various non-zero widths)
Zl	Line_Separator	U+2028 LINE SEPARATOR only
Zp	Paragraph_Separator	U+2029 PARAGRAPH SEPARATOR only
Z	Separator	Zs   Zl   Zp
Cc	Control	a C0 or C1 control code
Cf	Format	a format control character
Cs	Surrogate	a surrogate code point
Co	Private_Use	a private-use character
Cn	Unassigned	a reserved unassigned code point or a noncharacter
C	Other	Cc   Cf   Cs   Co   Cn

Note that the value gc=Cn does not actually occur in UnicodeData.txt, because that data file does not list unassigned code points.

The distinctions between some General\_Category values are somewhat arbitrary for edge cases, particularly those involving symbols and punctuation. For example, a number of multiple-function ASCII characters, including "@", "#", "%", and "&", have long been classified as Other\_Punctuation, although they are not among the characters used as punctuation marks in traditional Western typography. Other characters may also be ambiguous between functioning to organize and delimit textual units (punctuation-like) or to represent concepts (symbol-like). Likewise, it may not always be clear whether some symbols are primarily used for mathematics or whether they are general symbols with occasional or even common use in mathematics. For example, many arrow symbols are classed as Other\_Symbol, although they are widely used in mathematics. The General\_Category values constitute a rough partitioning of characters to make distinctions for algorithmic processing, but do not provide a definitive classification for such overlapping or ambiguous usage of characters.

Characters with the quotation-related General\_Category values Pi or Pf may behave like opening punctuation (gc=Ps) or closing punctuation (gc=Pe), depending on usage and quotation conventions.

General\_Category values in the table highlighted in light blue (LC, L, M, N, P, S, Z, C) stand for groupings of related General\_Category values. The classes they represent can be derived by unions of the relevant simple values, as shown in the table. The abbreviated and long value aliases for these classes are provided as a convenience for implementations, such as regex, which may wish to match more generic categories, such as "letter" or "number", rather than the detailed subtypes for General\_Category. These aliases for groupings of General\_Category values do not occur in UnicodeData.txt, which instead always specifies the enumerated subtype for the General\_Category of a character.

The symbol "L&" is a label used to stand for any combination of uppercase, lowercase or titlecase letters (Lu, Ll,

or Lt), in the first part of comments in the data files of the UCD. It is equivalent to gc=LC, but is only a label in comments, and is not expected to be used as an identifier for regular expression matching.

The Unicode Standard does not assign non-default property values to control characters (gc=Cc), except for certain well-defined exceptions involving the Unicode Bidirectional Algorithm, the Unicode Line Breaking Algorithm, and Unicode Text Segmentation. Also, implementations will usually assign behavior to certain line breaking control characters—most notably U+000D and U+000A (CR and LF)—according to platform conventions. See *Section 5.8, Newline Guidelines* in [\[Unicode\]](#) for more information.

### 5.7.2 Bidirectional Class Values

The values in the Bidi\_Class field in UnicodeData.txt make use of the short, abbreviated property value aliases for Bidi\_Class. For convenience in reference, *Table 13* lists all the abbreviated and long value aliases for Bidi\_Class values, reproduced from [PropertyValueAliases.txt](#), along with a brief description of each category.

**Table 13. Bidi\_Class Values**

Abbr	Long	Description
L	Left_To_Right	any strong left-to-right character
LRE	Left_To_Right_Embedding	U+202A: the LR embedding control
LRO	Left_To_Right_Override	U+202D: the LR override control
R	Right_To_Left	any strong right-to-left (non-Arabic-type) character
AL	Arabic_Letter	any strong right-to-left (Arabic-type) character
RLE	Right_To_Left_Embedding	U+202B: the RL embedding control
RLO	Right_To_Left_Override	U+202E: the RL override control
PDF	Pop_Directional_Format	U+202C: terminates an embedding or override control
EN	European_Number	any ASCII digit or Eastern Arabic-Indic digit
ES	European_Separator	plus and minus signs
ET	European_Terminator	a terminator in a numeric format context, includes currency signs
AN	Arabic_Number	any Arabic-Indic digit
CS	Common_Separator	commas, colons, and slashes
NSM	Nonspacing_Mark	any nonspacing mark
BN	Boundary_Neutral	most format characters, control codes, or noncharacters
B	Paragraph_Separator	various newline characters
S	Segment_Separator	various segment-related control codes
WS	White_Space	spaces
ON	Other_Neutral	most other symbols and punctuation marks

Please refer to Unicode Standard Annex #9, "The Unicode Bidirectional Algorithm" [\[UAX9\]](#) for an explanation of the significance of these values when formatting bidirectional text.

### 5.7.3 Character Decomposition Mapping

The value of the Decomposition\_Mapping property for a character is provided in field 5 of UnicodeData.txt. This is a string property, consisting of a sequence of one or more Unicode code points. The default value of the Decomposition\_Mapping property is the code point of the character itself. The use of the default value for a character is indicated by leaving field 5 empty in UnicodeData.txt. Informally, the value of the Decomposition\_Mapping property for a character is known simply as its *decomposition mapping*. When a character's decomposition mapping is other than the default value, the decomposition mapping is printed out explicitly in the names list for the Unicode code charts.

The prefixed tags supplied with a subset of the decomposition mappings generally indicate formatting information. Where no such tag is given, the mapping is canonical. Conversely, the presence of a formatting tag also indicates that the mapping is a compatibility mapping and not a canonical mapping. In the absence of other formatting information in a compatibility mapping, the tag is used to distinguish it from canonical mappings.



In some instances a canonical mapping or a compatibility mapping may consist of a single character. For a canonical mapping, this indicates that the character is a canonical equivalent of another single character. For a compatibility mapping, this indicates that the character is a compatibility equivalent of another single character.

A canonical mapping may also consist of a pair of characters, but is never longer than two characters. When a canonical mapping consists of a pair of characters, the first character may itself be a character with a decomposition mapping, but the second character never has a decomposition mapping.

Compatibility mappings can be much longer than canonical mappings. For historical reasons, the longest compatibility mapping is 18 characters long. Compatibility mappings are guaranteed to be no longer than 18 characters, although most consist of just a few characters.

The compatibility formatting tags used in the UCD are listed in *Table 14*.

**Table 14. Compatibility Formatting Tags**

Tag	Description
<font>	Font variant (for example, a blackletter form)
<noBreak>	No-break version of a space or hyphen
<initial>	Initial presentation form (Arabic)
<medial>	Medial presentation form (Arabic)
<final>	Final presentation form (Arabic)
<isolated>	Isolated presentation form (Arabic)
<circle>	Encircled form
<super>	Superscript form
<sub>	Subscript form
<vertical>	Vertical layout presentation form
<wide>	Wide (or zenkaku) compatibility character
<narrow>	Narrow (or hankaku) compatibility character
<small>	Small variant form (CNS compatibility)
<square>	CJK squared font variant
<fraction>	Vulgar fraction form
<compat>	Otherwise unspecified compatibility character

**Note:** There is a difference between decomposition and the `Decomposition_Mapping` property. The `Decomposition_Mapping` property is a string property whose values (mappings) are defined in `UnicodeData.txt`, while the decomposition (also termed "full decomposition") is defined in *Section 3.7, Decomposition* in [\[Unicode\]](#) to use those mappings *recursively*.

- The canonical decomposition is formed by recursively applying the canonical mappings, then applying the Canonical Ordering Algorithm.
- The compatibility decomposition is formed by recursively applying the canonical **and** compatibility mappings, then applying the Canonical Ordering Algorithm.

Starting from Unicode 2.1.9, the decomposition mappings in [UnicodeData.txt](#) can be used to derive the full decomposition of any single character in canonical order, without the need to separately apply the Canonical Ordering Algorithm. However, canonical ordering of combining character sequences **must** still be applied in decomposition when normalizing source text which contains any combining marks.

The normalization of Hangul conjoining jamos and of Hangul syllables depends on algorithmic mapping, as specified in *Section 3.12, Conjoining Jamo Behavior* in [\[Unicode\]](#). That algorithm specifies the full decomposition of all precomposed Hangul syllables, but effectively it is equivalent to the recursive application of pairwise decomposition mappings, as for all other Unicode characters. Formally, the `Decomposition_Mapping` property value for a Hangul syllable is the pairwise decomposition and not the full decomposition.

Each character with the [Hangul\\_Syllable\\_Type](#) value LVT will have a `Decomposition_Mapping` consisting of a character with an LV value and a character with a T value. Thus for U+CE31 the `Decomposition_Mapping` is <U+CE20, U+11B8>, rather than <U+110E, U+1173, U+11B8>.

#### 5.7.4 Canonical Combining Class Values

The values in the Canonical\_Combining\_Class field in UnicodeData.txt are numerical values used in the Canonical Ordering Algorithm. Some of those numerical values also have explicit symbolic labels as property value aliases, to make their intended application more understandable. For convenience in reference, *Table 15* lists all the long symbolic aliases for Canonical\_Combining\_Class values, reproduced from [PropertyValueAliases.txt](#), along with a brief description of each category. The listing for fixed position classes, with long symbolic aliases of the form "Ccc10", and so forth, is abbreviated, as when those labels occur they are predictable in form, based on the numeric values.

**Table 15. Canonical\_Combining\_Class Values**

Value	Long	Description
0	Not_Reordered	Spacing and enclosing marks; also many vowel and consonant signs, even if nonspacing
1	Overlay	Marks which overlay a base letter or symbol
7	Nukta	Diacritic nukta marks in Brahmi-derived scripts
8	Kana_Voicing	Hiragana/Katakana voicing marks
9	Virama	Viramas
10	Ccc10	Start of fixed position classes
...	...	
199		End of fixed position classes
200	Attached_Below_Left	Marks attached at the bottom left
202	Attached_Below	Marks attached directly below
204		Marks attached at the bottom right
208		Marks attached to the left
210		Marks attached to the right
212		Marks attached at the top left
214	Attached_Above	Marks attached directly above
216	Attached_Above_Right	Marks attached at the top right
218	Below_Left	Distinct marks at the bottom left
220	Below	Distinct marks directly below
222	Below_Right	Distinct marks at the bottom right
224	Left	Distinct marks to the left
226	Right	Distinct marks to the right
228	Above_Left	Distinct marks at the top left
230	Above	Distinct marks directly above
232	Above_Right	Distinct marks at the top right
233	Double_Below	Distinct marks subtending two bases
234	Double_Above	Distinct marks extending above two bases
240	Iota_Subscript	Greek iota subscript only

Some of the Canonical\_Combining\_Class values in the table are not currently used for any characters but are specified here for completeness. Some values do not have long symbolic aliases, but these two sets are not congruent. Do not assume that absence of a long symbolic alias implies non-use of a particular Canonical\_Combining\_Class. See [DerivedCombiningClass.txt](#) for a complete listing of the use of Canonical\_Combining\_Class values for any particular version of the UCD.

For use in regular expression matching, fixed position classes (ccc=10 through ccc=199) which actually occur in the Unicode Character Database for any version are given predictable aliases of the form "Ccc10", "Ccc11", and so forth. The complete list of such aliases which are actually defined can be found in PropertyValueAliases.txt.

The character property invariants regarding Canonical\_Combining\_Class guarantee that values, once assigned, will never change, and that all values used will be in the range 0..254. See [Invariants in Implementations](#).

Combining marks with ccc=224 (Left) follow their base character in storage, as for all combining marks, but are rendered visually on the left side of them. For all past versions of the UCD and continuing with this version of the UCD, only two tone marks used in certain notations for Hangul syllables have ccc=224. Those marks are actually rendered visually on the left side of the preceding *grapheme cluster*, in the case of Hangul syllables resulting from sequences of conjoining jamos.

Those few instances of combining marks with ccc=Left should be distinguished from the far more numerous examples of left-side vowel signs and vowel letters in Brahmi-derived scripts. The Canonical\_Combining\_Class value is zero (Not\_Reordered) for both ordinary, left-side (reordrant) vowel signs such as U+093F DEVANAGARI VOWEL SIGN I and for Thai-style left-side (Logical\_Order\_Exception=Yes) vowel letters such as U+0E40 THAI CHARACTER SARA E. The "Not\_Reordered" of ccc=Not\_Reordered refers to the behavior of the character in terms of the Canonical Ordering Algorithm as part of the definition of Unicode Normalization; it does *not* refer to any issues of visual reordering of glyphs involved in display and rendering. See "Canonical Ordering Algorithm" in *Section 3.11, Normalization Forms* in [\[Unicode\]](#).

### 5.7.5 Decompositions and Normalization

Decomposition is specified in *Chapter 3, Conformance* of [\[Unicode\]](#). That chapter also specifies the interaction between decomposition and normalization.

A number of derived properties related to Unicode normalization are called the "Quick\_Check" properties. These are defined to enable various optimizations for implementations of normalization, as explained in *Section 9, Detecting Normalization Forms*, in Unicode Standard Annex #15, "Unicode Normalization Forms" [\[UAX15\]](#). The values for the four Quick\_Check properties for all code points are listed in DerivedNormalizationProps.txt. The interpretations of the possible property values are summarized in *Table 16*.

**Table 16. Quick\_Check Property Values**

Property	Value	Description
NFC_QC, NFKC_QC, NFD_QC, NFKD_QC	No	Characters that cannot ever occur in the respective normalization form.
NFC_QC, NFKC_QC	Maybe	Characters that may occur in the respective normalization, depending on the context.
NFC_QC, NFKC_QC, NFD_QC, NFKD_QC	Yes	All other characters. This is the default value for Quick_Check properties.

### 5.7.6 Properties Whose Values Are Sets of Values

Most properties have a single value associated with each code point. However, some properties may instead associate a set of multiple different values with each code point. For example, the provisional kCantonese property, which lists Cantonese pronunciations for unified CJK ideographs, has values which consist of a set of zero or more romanized pronunciation strings. Thus, the UniHan Database contains an entry:

```
U+342B kCantonese      gun3 hung1 zung1
```

This line is to be interpreted as associating a set of three string values, {"gun3", "hung1", "zung1"} with the kCantonese property for U+342B.

Similarly, the provisional Script\_Extensions property has values which consist of a set of one or more Script property values. Thus the property file ScriptExtensions.txt in the UCD contains an entry:

```
0640      ; Arab Mand Syrc # Lm      ARABIC TATWHEEL
```

This line is to be interpreted as associating a set of three enumerated Script property values, {Arab, Mand, Syrc}, with the Script\_Extensions property for U+0640.

In the case of Script\_Extensions, in particular, the set of sets which constitute meaningful values of the property is relatively small, and could be explicitly evaluated for any particular Unicode version. For example:

```
{(Arab, Syrc), (Arab, Mand, Syrc), (Arab, Syrc, Thaa), (Hira, Kata), ...}
```

However, an enumeration of this set of set values is unlikely to be of much implementation value, and would be likely to change significantly between versions of the standard. In other cases, such as for properties defining pronunciation readings for unified CJK ideographs, these sets of sets are completely open-ended, and there is no point to attempting to provide explicit enumerations of such sets in the UCD.

The order of the element values in such sets may or may not be significant. For example, the order among the element values for `kCantonese` and for `Script_Extensions` is not significant. By way of contrast, when the `kMandarin` property shows two values for a code point, the first value is used to indicate a preferred pronunciation for zh-Hans (CN) and the second a preferred pronunciation for zh-Hant (TW).

For data file format considerations regarding properties which take sets of values, see Section 4.2.8 [Multiple Values for Properties](#). For considerations regarding validation of such properties, see Section 5.11.5 [Validation of Multivalued Properties](#). See also Unicode Technical Standard #18, "Unicode Regular Expressions" [[UTS18](#)] for a discussion of how to handle such properties when processing regular expressions.

## 5.8 Property and Property Value Aliases

Both Unicode character properties themselves and their values are given symbolic aliases. The formal lists of aliases are provided so that well-defined symbolic values are available for XML formats of the UCD data, for regular expression property tests, and for other programmatic textual descriptions of Unicode data. The aliases for properties are defined in `PropertyAliases.txt`. The aliases for property values are defined in `PropertyValueAliases.txt`.

**Table 17. Alias Files in the UCD**

File Name	Status	Description
<code>PropertyAliases.txt</code>	N	Names and abbreviations for properties
<code>PropertyValueAliases.txt</code>	N	Names and abbreviations for property values

Aliases are defined as ASCII-compatible identifiers, using only uppercase or lowercase A-Z, digits, and underscore "\_". Case is not significant when comparing aliases, but the preferred form used in the data files for longer aliases is to titlecase them.

Aliases may be translated in appropriate environments, and additional aliases may be useful in certain contexts. There is no requirement that only the aliases defined in the alias files of the UCD be used when referring to Unicode character properties or their values; however, their use is recommended for interoperability in data formats or in programmatic contexts.

Aliases are not provided for provisional properties. This results from the fact that there are stability guarantees for property aliases and property value aliases, but no stability guarantees for provisional properties or other provisional data files.

### 5.8.1 Property Aliases

In `PropertyAliases.txt`, the first field specifies an abbreviated symbolic name for the property, and the second field specifies the long symbolic name for the property. These are the preferred aliases. Additional aliases for a few properties are specified in the third or subsequent fields.

Aliases for normative and informative properties defined in the UniHan data files are included in `PropertyAliases.txt`, beginning with Version 5.2.

The long symbolic name alias is self-descriptive, and is treated as the official name of a Unicode character property. For clarity it is used whenever possible when referring to that property in this annex and elsewhere in the Unicode Standard. For example: "The `Line_Break` property is discussed in Unicode Standard Annex #14, "Unicode Line Breaking Algorithm" [[UAX14](#)]."

The abbreviated symbolic name alias is short and less mnemonic, but is useful for expressions such as "`lb=BA`" in data or in other contexts where the meaning is clear.

The property aliases specified in `PropertyAliases.txt` constitute a unique name space. When using these symbolic values, no alias for one property will match an alias for another property.

### 5.8.2 Property Value Aliases

In PropertyValueAliases.txt, the first field contains the abbreviated alias for a Unicode property, the second field specifies an abbreviated symbolic name for a value of that property, and the third field specifies the long symbolic name for that value of that property. These are the preferred aliases. Additional aliases for some property values may be specified in the fourth or subsequent fields. For example, for binary properties, the abbreviated alias for the True value is "Y", and the long alias is "Yes", but each entry also specifies "T" and "True" as additional aliases for that value, as shown in *Table 18*.

**Table 18. Binary Property Value Aliases**

Long	Abbreviated	Other Aliases
Yes	Y	True, T
No	N	False, F

Not every property value has an associated alias. Property value aliases are typically supplied for catalog and enumeration properties, which have well-defined, enumerated values. It does not make sense to specify property value aliases, for example, for the Numeric\_Value property, whose value could be any number, or for a string property such as Simple\_Lowercase\_Mapping, whose values are mappings from one code point to another.

The Canonical\_Combining\_Class property requires special handling in PropertyValueAliases.txt. The values of this property are numeric, but they comprise a closed, enumerated set of values. The more important of those values are given symbolic name aliases. In PropertyValueAliases.txt, the second field provides the numeric value, while the third field contains the abbreviated symbolic name alias and the fourth field contains the long symbolic name alias for that numeric value. For example:

```
ccc; 230; A      ; Above
ccc; 232; AR    ; Above_Right
```

Taken by themselves, property value aliases do not constitute a unique name space. The abbreviated aliases, in particular, are often re-used as aliases for values for different properties. All of the binary property value aliases, for example, make use of the same "Y", "Yes", "T", "True" symbols. Property value aliases may also overlap the symbols used for property aliases. For example, "Sc" is the abbreviated alias for the "Currency\_Symbol" value of the General\_Category value, but it is also the abbreviated alias for the Script property. However, the aliases for values for any single property are always unique within the context of that property. That means that expressions that combine a property alias and a property value alias, such as "lb=BA" or "gc=Sc" *always* refer unambiguously just to one value of one given property, and will not match any other value of any other property.

Prior to Version 6.1.0, the property value alias entries for three properties, Age, Block, and Joining\_Group, made use of a special metavalue "n/a" in the field for the abbreviated alias. This should be understood as meaning that no abbreviated alias was defined for that value for that property, rather than as an alias per se. Starting with Version 6.1.0, all property values for those three properties have abbreviated aliases, so there is no current use of the "n/a" metavalue.

In a few cases, because of longstanding legacy practice in referring to values of a property by short identifiers, the abbreviated alias and the long alias are the same. This can be seen, for example, in some property value aliases for the Line\_Break property and the Grapheme\_Cluster\_Break property.

The provisional property [Script\\_Extensions](#) consists of enumerated sets of Script property values. The set of those sets is potentially open-ended, and no property value aliases are defined for them.

### 5.9 Matching Rules

When matching Unicode character property names and values, it is strongly recommended that all [Property and Property Value Aliases](#) be recognized. For best results in matching, rather than using exact binary comparisons, the following loose matching rules should be observed.

#### 5.9.1 Matching Numeric Property Values

For all numeric properties, and for properties such as Unicode\_Radical\_Stroke which are constructed from combinations of numeric values, use loose matching rule UAX44-LM1 when comparing property values.

**UAX44-LM1.** Apply numeric equivalences.

- "01.00" is equivalent to "1".
- "1.666667" in the UCD is a repeating fraction, and equivalent to "10/6" or "5/3".

### 5.9.2 Matching Character Names

Unicode character names constitute a special case. Formally, they are values of the Name property. While each Unicode character name for an assigned character is guaranteed to be unique, names are assigned in such a way that the presence or absence of spaces cannot be used to distinguish them. Furthermore, implementations sometimes create identifiers from Unicode character names by inserting underscores for spaces. For best results in comparing Unicode character names, use loose matching rule UAX44-LM2.

**UAX44-LM2.** Ignore case, whitespace, underscore ('\_'), and all medial hyphens except the hyphen in U+1180 HANGUL JUNGSEONG O-E.

- "zero-width space" is equivalent to "ZERO WIDTH SPACE" or "zerowidthspace"
- "character -a" is *not* equivalent to "character a"

In this rule "medial hyphen" is to be construed as a hyphen occurring immediately between two letters in the normative Unicode character name, as published in the Unicode names list, and not to any hyphen that may transiently occur medially as a result of removing whitespace before removing hyphens in a particular implementation of matching. Thus the hyphen in the name U+10089 LINEAR B IDEOGRAM B107M HE-GOAT is medial, and should be ignored in loose matching, but the hyphen in the name U+0F39 TIBETAN MARK TSA - PHRU is *not* medial, and should not be ignored in loose matching.

An implementation of this loose matching rule can obtain the correct results when comparing two strings by doing the following three operations, in order:

1. remove all medial hyphens (except the medial hyphen in the name for U+1180)
2. remove all whitespace and underscore characters
3. apply toLowercase() to both strings

After applying these three operations, if the two strings compare binary equal, then they are considered to match.

This is a logical statement of how the rule works. If programmed carefully, an implementation of the matching rule can transform the strings in a single pass. It is also possible to compare two name strings for loose matching while transforming each string incrementally.

Loose matching rule UAX44-LM2 is also appropriate for matching character name aliases and the names of named character sequences, which share the namespace (and matching behavior) of Unicode character names. See [Section 4.8, Name in \[Unicode\]](#)

Implementations of name matching should use extreme care when matching non-standard, alternative names for particular characters. The Name Uniqueness Policy in the Unicode Consortium Stability Policies [\[Stability\]](#) guarantees that the Unicode Standard will never add a character whose name would match an existing encoded character, according to matching rule UAX44-LM2. However, any *other* name for a character might be used in the future.

The following is a concrete example of the kind of trouble that can occur. Prior to Unicode 6.0 some implementations of regex allowed matching of the name "BELL" for the control code U+0007. When Unicode 6.0 added a *different* encoded character, U+1F514 BELL for emoji symbols, those regex implementations broke.

As of Version 6.1 of the Unicode Standard, the most commonly occurring alternative names for control codes, as well as many commonly used abbreviations for Unicode format characters, have been added as character name aliases. This automatically excludes all such alternative names and abbreviations from the potential pool for future Unicode character names, because name uniqueness is defined over the namespace which includes both character names and character name aliases. That exclusion should reduce the potential for surprises similar to the "BELL" case, where implementers assume that a name for a control code is already well-defined.

### 5.9.3 Matching Symbolic Values

Property aliases and property value aliases are symbolic values. When comparing them, use loose matching rule UAX44-LM3.

**UAX44-LM3.** Ignore case, whitespace, underscore ('\_'), hyphens, and any initial prefix string "is".

- "linebreak" is equivalent to "Line\_Break" or "Line-break"



- "lb=BA" is equivalent to "lb=ba" or "LB=BA"
- "Script=Greek" is equivalent to "Script=isGreek" or "Script=Is\_Greek"

Loose matching is generally appropriate for the property values of Catalog, Enumeration, and Binary properties, which have symbolic aliases defined for their values. Loose matching should not be done for the property values of String properties, which do not have symbolic aliases defined for their values; exact matching for String property values is important, as case distinctions or other distinctions in those values may be significant.

For loose matching of symbolic values, an initial prefix string "is" is ignored. The reason for this is that APIs returning property values are often named using the convention of prefixing "is" (or "Is" or "Is\_", and so forth) to a property value. Ignoring any initial "is" on a symbolic value during loose matching is likely to produce the best results in application areas such as regex. Removal of an initial "is" string for a loose matching comparison only needs to be done once for a symbolic value, and need not be tested recursively. There are no property aliases or property value aliases of the form "isisisistooconvoluted" defined just to test implementation edge cases.

Existing and future property aliases and property value aliases are guaranteed to be unique within their relevant namespaces, even if an initial prefix string "is" is ignored. The existing cases of note for aliases that do start with "is" are: dt=Iso (Decomposition\_Type=Isolated) and lb=IS. The Decomposition\_Type value alias does not cause any problem, because there is no contrasting value alias dt=o (Decomposition\_Type=olated). For lb=IS, note that the "IS" is the *entire* property value alias, and is not a prefix. There is no null value for the Line\_Break property for it to contrast with, but implementations of loose matching should be careful of this edge case, so that "lb=IS" is not misinterpreted as matching a null value.

Implementations sometimes use other syntactic constructs that interact with loose matching. For example, the property matching expression `\p{L}` may be defaulted to refer to the Unicode General\_Category property: `\p{General_Category=L}`. For more information about the use of property values in regular expressions and other environments, see *Section 1.2, Properties*, in Unicode Technical Standard #18, "Unicode Regular Expressions" [\[UTS18\]](#)

## 5.10 Invariants

Property values in the UCD may be subject to correction in subsequent versions of the standard, as errors are found. Furthermore, any new version of the Unicode Standard may introduce new property values for a given property, except where the set of allowable values is fixed by the property type (such as for binary properties), or where the set of allowable values is subject to a provision of the Unicode Character Encoding Stability Policy [\[Stability\]](#). Finally, a new version may also introduce new properties or new data files in the UCD.

Implementers of the UCD need to be aware of such changes when updating to new versions. However, some property values and some aspects of the file formats are considered invariant. This section documents such invariants.

### 5.10.1 Character Property Invariants

All formally guaranteed invariants for properties or property values are described in the Unicode Character Encoding Stability Policy [\[Stability\]](#). That policy and the list of invariants it enumerates are maintained outside the context of the Unicode Standard per se. They are not part of the standard, but rather are constraints on what can and cannot change in the standard between versions, and on what decisions the Unicode Technical Committee can and cannot take regarding the standard.

In addition to the formally guaranteed invariants described in the Unicode Character Encoding Stability Policy, this section notes a few additional points regarding character property invariants in the UCD.

Some character properties are simply considered *immutable*: once assigned, they are never changed. For example, a character's name is immutable, because of its importance in exact identification of the character. The Canonical\_Combining\_Class and Decomposition\_Mapping of a character are immutable, because of their importance to the stability of the Unicode Normalization Algorithm [\[UAX15\]](#).

The list of immutable character properties is shown in *Table 19*.

**Table 19. Immutable Properties**

Property Name	Abbr Name
Name	na
Jamo_Short_Name	jsn



Canonical_Combining_Class	ccc
Decomposition_Mapping	dm
Pattern_Syntax	Pat_Syn
Pattern_White_Space	Pat_WS

In some cases, a property is not immutable, but the list of possible values that it can have is considered invariant. For example, while at least some `General_Category` values are subject to change and correction, the enumerated set of possible values that the `General_Category` property can have is fixed and cannot be added to in the future. The same is true of the `Bidi_Class` property. However, not all Enumeration properties used by Unicode algorithms have immutable lists of property values. For example, the enumerated lists of values associated with the `Line_Break` and the `Word_Break` properties have changed in the past, and may be changed again in future versions of the standard.

All characters other than those of `General_Category M*` are guaranteed to have `Canonical_Combining_Class=0`. Currently it is also true that all characters other than those of `General_Category Mn` have `Canonical_Combining_Class=0`. However, the more constrained statement is not a guaranteed invariant; it is possible that some new character of `General_Category Me` or `Mc` could be given a non-zero value for `Canonical_Combining_Class` in the future.

In Unicode 4.0 and thereafter, the `General_Category` value *Decimal\_Number* (`Nd`), and the `Numeric_Type` value *Decimal* (`de`) are defined to be co-extensive; that is, the set of characters having `General_Category=Nd` will always be the same as the set of characters having `NumericType=de`.

### 5.10.2 UCD File Format Invariants

There are also some constraints on allowable change in the file formats for UCD files. In general, the [file format conventions](#) are changed as little as possible, to minimize the impact on implementations which parse the machine-readable data files. However, some of the constraints on allowable file format change go beyond conservatism in format and instead have the status of invariants. These guarantees apply in particular to `UnicodeData.txt`, the very first data file associated with the UCD.

The number and order of the fields in `UnicodeData.txt` is fixed. Any additional information about character properties to be added to the UCD in the future will appear in separate data files, rather than being added as an additional field to `UnicodeData.txt` or by reinterpretation of any of the existing fields.

### 5.10.3 Invariants in Implementations

Applications may wish to take the various character property and file format invariants into account when choosing how to implement character properties.

The `Canonical_Combining_Class` offers a good example. The character property invariants regarding `Canonical_Combining_Class` guarantee that values, once assigned, will never change, and that all values used will be in the range 0..254. This means that the `Canonical_Combining_Class` can be safely implemented in an unsigned byte and that any value stored in a table for an existing character will not need to be updated dynamically for a later version.

In practice, for `Canonical_Combining_Class` far fewer than 256 values are used. Unicode 3.0 used 53 values; Unicode 3.1 through Unicode 4.1 used 54 values; and Unicode 5.0 through Unicode 6.1 used 55 values. New, non-zero `Canonical_Combining_Class` values are seldom added to the standard. (For details about this history, see [DerivedCombiningClass.txt](#).) Implementations may take advantage of this fact for compression, because only the ordering of the non-zero values, and not their absolute values, matters for the Canonical Ordering Algorithm. In principle, it would be possible for up to 255 values to be used in the future, but the chances of the actual number of values exceeding 128 are remote at this point. There are implementation advantages in restricting the number of internal class values to 128—for example, the ability to use signed bytes without implicit widening to ints in Java.

## 5.11 Validation

The Unicode character property values in the UCD files can be validated by means of regular expressions. Such validation can also be useful in testing of implementations that return property values. The method of validation depends on the type of property, as described below. These expressions use Perl syntax, but may of course be converted to other formal conventions for use with other regular expression engines.

The regular expressions which are appropriate for validation of particular properties may change in each subsequent version of the UCD. However, because of stability guarantees for character property aliases, these

regular expressions for one version of the Unicode Standard will match valid values for previous versions of the standard.

### 5.11.1 Enumerated and Binary Properties

Enumerated and binary character properties can be validated by generating a regular expression using the PropertyValueAliases.txt file. Because enumerated properties have a defined list of possible values, the validating regular expression simply ORs together all of the possible values. Binary properties are a special case of enumerated property, with a predefined very short list of possible values.

For example, to validate the East\_Asian\_Width property in the UCD, or to test an implementation that returns the East\_Asian\_Width property, parse the following relevant lines from PropertyValueAliases.txt and produce a regular expression that concatenates each of the short and long property alias values.

```
# East_Asian_Width (ea)
ea ; A      ; Ambiguous
ea ; F      ; Fullwidth
ea ; H      ; Halfwidth
ea ; N      ; Neutral
ea ; Na     ; Narrow
ea ; W      ; Wide
```

The resulting regular expression would then be:

```
/A|Ambiguous|F|Fullwidth|H|Halfwidth|N|Neutral|Na|Narrow|W|Wide/
```

For each Unicode binary character property, the regular expression can be precomputed simply as:

```
/N|No|F|False|Y|Yes|T|True/
```

The Catalog properties, Age, Block, and Script, are another type of enumerated character property. All possible values of those properties for any given version of the Unicode Standard are listed in PropertyValueAliases.txt, so a validating regular expression for a Catalog property for that given version of the UCD can be generated by concatenating values, as for the other enumerated properties.

### 5.11.2 Combining\_Character\_Class Property

The Combining\_Character\_Class (ccc) property is a hybrid type. The possible values defined for it in UnicodeData.txt range from 0 to 254 and are numeric values. However, Combining\_Character\_Class also has symbolic aliases defined for those particular values that are in actual use; those symbolic aliases are listed in PropertyValueAliases.txt. To produce a validating regular expression for Combining\_Character\_Class, concatenate together the symbolic aliases from PropertyValueAliases.txt, and then add the numeric range 0..254.

The value 255 is reserved for use by implementations. When the ccc values are represented by bytes, that additional value of 255 may be used by an implementation for other purposes.

### 5.11.3 Unihan Properties

The validating regular expressions for each property tag defined in the Unihan database are described in detail in [\[UAX38\]](#).

### 5.11.4 Other Properties

Regular expressions to validate String and Miscellaneous properties in the UCD are provided in [Table 21](#). Although Catalog properties may use strict tests, as described in [Section 5.11.1 Enumerated and Binary Properties](#), generic patterns for Block and Script are also provided in [Table 21](#).

To simplify the presentation of these expressions, commonly occurring subexpressions are first abstracted out as variables defined in [Table 20](#).

**Table 20. Common Subexpressions for Validation**

Variable	Value	Notes and Examples
----------	-------	--------------------

\$digit	[0–9]	"0", "3"
\$hexDigit	[A–F0–9]	"1", "A"
\$alphaNum	[a–zA–Z0–9]	"1", "A", "z"
\$digits	\$digit+	"0", "12345"
\$label	\$alphaNum+	"A", "Syriac", "NGKWAEN", "123467", "A005A"
\$positiveDecimal	\$digits\.\$digits	"3.1"
\$decimal	-?\$positiveDecimal	"3.5", "-0.5"
\$rational	-?\$digits(/\$digits)?	"3/4", "-3/4"
\$optionalDecimal	-?\$digits(\.\$digits)?	"3.5", "-0.5", "2", "1000"
\$name	\$label(( -  -  [-_ ]\$label)*	name, with potential non-medial hyphens
\$name2	\$label([-_ ]\$label)*	name, no non-medial hyphens allowed
\$annotatedName	\$name2( \(.*\)\)?	name with optional parenthetical annotation
\$shortName	[A–Z]{0,3}	"", "O", "WA", "WAE"
\$codePoint	(10 \$hexDigit)?\$hexDigit{4}	"00A0", "E0100", "10FFFF"
\$codePoints	\$codePoint(\s\$codePoint)*	space-delimited list of 1 to n code points
\$codePoint0	(\$codePoints)?	space-delimited list of 0 to n code points

The regular expressions listed in *Table 21* cover all the straightforward cases for other property values. For properties involving somewhat more irregular values, such as [Age](#), [ISO Comment](#), and [Unicode 1 Name](#), details for validation can be found in [\[UAX42\]](#).

**Table 21. Regular Expressions for Other Property Values**

Abbr	Name	Regex for Allowable Values	
nv	Numeric_Value	/\$decimal/	Field 2
		/\$optionalDecimal/	Field 3
		/\$rational/	
blk	Block	/\$name2/	
sc	Script		
dm	Decomposition_Mapping	/\$codePoints/	
FC_NFKC	FC_NFKC_Closure		
NFKC_CF	NFKC_Casefold	/\$codePoint0/	
cf	Case_Folding	/\$codePoints/	
lc	Lowercase_Mapping		
tc	Titlecase_Mapping		
uc	Uppercase_Mapping		
sfc	Simple_Case_Folding	/\$codePoint/	
slc	Simple_Lowercase_Mapping		
stc	Simple_Titlecase_Mapping		
suc	Simple_Uppercase_Mapping		
bmg	Bidi_Mirroring_Glyph	/\$codePoint/	
na	Name	/\$name/	
Name_Alias	Name_Alias		
--	Names for named sequences*		
na1	Unicode_1_Name	/\$annotatedName/	
JSN	Jamo_Short_Name	/\$shortName/	

\* The names for Unicode named character sequences are not formally Unicode character property values. However, they follow the same syntax as the Name and Name\_Alias property values.

### 5.11.5 Validation of Multivalued Properties

Some properties, such as Script\_Extensions of kCantonese, have property values each consisting of a set of element values. In the data files, these element values are separated by spaces. Validation of the property values is performed by first splitting each set into element values at the spaces, and then validating each element value individually. For example, the elements for Script\_Extensions are values of the Script property; they are validated according to the validation requirements for the Script property. See also Section 5.7.6 [Properties Whose Values Are Sets of Values](#).

The Name\_Alias property has values which consist of sets of one or more name strings. In the data file for this property, each element value occurs on a separate line and can be validated as a separate element.

### 5.12 Deprecation

In the Unicode Standard, the term *deprecation* is used somewhat differently than it is in some other standards. Deprecation is used to mean that a character or other feature is strongly discouraged from use. This should not, however, be taken as indicating that anything has been removed from the standard, nor that anything is *planned* for removal from the standard. Any such change is constrained by the Unicode Consortium Stability Policies [[Stability](#)].

For the Unicode Character Database, there are two important types of deprecation to be noted. First, an *encoded character* may be deprecated. Second, a *character property* may be deprecated.

When an encoded character is strongly discouraged from use, it is given the property value `Deprecated=True`. The [Deprecated](#) property is a binary property defined specifically to carry this information about Unicode characters. Very few characters are ever formally deprecated this way; it is not enough that a character be uncommon, obsolete, disliked, or not preferred. Only those few characters which have been determined by the UTC to have serious architectural defects or which have been determined to cause significant implementation problems are ever deprecated. Even in the most severe cases, such as the deprecated format control characters (U+206A..U+206F), an encoded character is *never* removed from the standard. Furthermore, although deprecated characters are strongly discouraged from use, and should be avoided in favor of other, more appropriate mechanisms, they *may* occur in data. Conformant implementations of Unicode processes such as Unicode normalization *must* handle even deprecated characters correctly.

In the Unicode Character Database, a character property may also become strongly discouraged—usually because it no longer serves the purpose it was originally defined for. In such cases, the property is labelled "deprecated" in [Table 9, Property Table](#). For example, see the [Grapheme\\_Link](#) property.

## 6 Test Files

The UCD contains a number of test data files. Those provide data in standard formats which can be used to test implementations of Unicode algorithms. The test data files distributed with this version of the UCD are listed in [Table 22](#).

**Table 22. Unicode Algorithm Test Data Files**

File Name	Specification	Status	Unicode Algorithm
BidiTest.txt	<a href="#">[UAX9]</a>	N	Unicode Bidirectional Algorithm
NormalizationTest.txt	<a href="#">[UAX15]</a>	N	Unicode Normalization Algorithm
LineBreakTest.txt	<a href="#">[UAX14]</a>	N	Unicode Line Breaking Algorithm
GraphemeBreakTest.txt	<a href="#">[UAX29]</a>	N	Grapheme Cluster Boundary Determination
WordBreakTest.txt	<a href="#">[UAX29]</a>	N	Word Boundary Determination
SentenceBreakTest.txt	<a href="#">[UAX29]</a>	N	Sentence Boundary Determination

The normative status of these test files reflects their use to determine the correctness of implementations claiming conformance to the respective algorithms listed in the table. There is no requirement that any particular Unicode implementation also implement the Unicode Line Breaking Algorithm, for example, but *if* it implements that algorithm correctly, it should be able to replicate the test case results specified in the data entries in LineBreakTest.txt.

### 6.1 NormalizationTest.txt

This file contains data which can be used to test an implementation of the Unicode Normalization Algorithm. (See [\[UAX15\]](#).)

The data file has a Unicode string in the first field (which may consist of just a single code point). The next four fields then specify the expected output results of converting that string to Unicode Normalization Forms NFC, NFD, NFKC, and NFKD, respectively. There are many tricky edge cases included in the input data, to ensure that implementations have correctly implemented some of the more complex subtleties of the Unicode Normalization Algorithm.

The header section of NormalizationTest.txt provides additional information regarding the normalization invariant relations that any conformant implementation should be able to replicate.

The Unicode Normalization Algorithm is not tailorable. Conformant implementations should be expected to produce results as specified in NormalizationTest.txt and should not deviate from those results.

### 6.2 Segmentation Test Files and Documentation

LineBreakTest.txt, located in the auxiliary directory of the UCD, contains data which can be used to test an implementation of the Unicode Line Breaking Algorithm. (See [\[UAX14\]](#).) The header of that file specifies the data format and the use of the test data to specify line break opportunities. Note that non-ASCII characters are used in this test data as field delimiters.

There is an associated documentation file, LineBreakTest.html, which displays the results of the Line Breaking Algorithm in an interactive chart form, with a documented listing of the rules.

The Unicode text segmentation test data files are also located in the auxiliary directory of the UCD. They contain data which can be used to test an implementation of the segmentation algorithms specified in [\[UAX29\]](#). The headers of those file specify the data format and the use of the test data to specify text segmentation opportunities. Note that non-ASCII characters are used in this test data as field delimiters.

There are also associated documentation files, which display the results of the segmentation algorithms in an interactive chart form, with a documented listing of the rules:

- GraphemeBreakTest.html
- SentenceBreakTest.html
- WordBreakTest.html

Unlike the Unicode Normalization Algorithm, the Unicode Line Breaking Algorithm and the various text segmentation algorithms are tailorable, and there is every expectation that implementations will tailor these algorithms to produce results as needed. The test data files only test the *default* behavior of the algorithms. Testing of tailored implementations will need to modify and/or extend the test cases as appropriate to match any documented tailoring.

### 6.3 BidiTest.txt

This file contains data which can be used to test an implementation of the Unicode Bidirectional Algorithm. (See [\[UAX9\]](#).)

The data in BidiTest.txt is intended to exhaustively test all possible combinations of Bidi\_Class values for strings of length four or less. To allow for the resulting very large number of test cases, the data file has a somewhat complicated format which is described in the header. Fundamentally, for each input string and for each possible input paragraph level, the test data specifies the resulting bidi levels and expected reordering.

The Unicode Bidirectional Algorithm is tailorable within certain limits. Conformant implementations with no tailoring are expected to produce the results as specified in BidiTest.txt and should not deviate from those results. Tailored implementations can also use the data in BidiTest.txt to test for overall conformance to the algorithm by changing the assignment of properties to characters to reflect the details of their tailoring.

## 7 UCD Change History

This section summarizes the recent changes to the UCD—including its documentation files—and is organized by Unicode versions.

References in the change history are often made to a Public Review Issue (PRI). See

<http://www.unicode.org/review/resolved.html> for more information about each of those cases.

### Unicode 6.2.0

#### Changes in specific files:

Appropriate data files were updated to include the single new character added in Unicode 6.2: U+20BA TURKISH LIRA SIGN.

Note that changes to the Unihan Database portion of the UCD are not called out separately in detail here.

- UnicodeData.txt
  - Numeric values were updated for certain Cuneiform signs: U+1240F..U+12414.
- BidiMirroring.txt
  - The correct @missing line was added.
- EastAsianWidth.txt
  - The eaw property values for a number of Hangul jamo were corrected from W to N.
- LineBreak.txt
  - The Line\_Break property value for U+2E3A was changed from B2 to AL.
- Scripts.txt
  - The Script property value for U+065F ARABIC WAVY HAMZA BELOW was changed from Inherited to Arabic.
- Script\_Extensions.txt
  - The status of the Script\_Extensions property was changed from provisional to informative.
  - The Script property value Takri was added to the set of Script property values for the Script\_Extensions property value of the Devanagari danda characters (U+0964 and U+0965).
- NameAliases.txt
  - A formal name alias of type "correction" was added for U+0709.
- NamesList.html
  - Documentation of support for UTF-8 as an encoding for the names list was added.

### Unicode 6.1.0

#### Changes in specific files:

Appropriate data files were updated to include the 732 new characters added in Unicode 6.1. One new provisional property (Script\_Extensions) was added. Major changes that are most likely to affect implementations are documented in [Section F of Unicode 6.1.0](#). The detailed list of all changes to the files is provided here.

Note that changes to the Unihan Database portion of the UCD are not called out separately in detail here. However, there were significant format and data changes to the kMandarin and kTotalStrokes tag values in this version. There was a format update for the kIRG\_USource tag. Also, there were many updates to the kDefinition tag values, and a few corrections for traditional and simplified mapping values.

- UnicodeData.txt
  - U+00A7, U+00B6, U+0F14, U+1360, and U+10102 were changed from gc=So to gc=Po.
  - U+00AA and U+00BA were changed from gc=LI to gc=Lo. See [PRI #181](#).
  - U+1D62..U+1D6A and U+2C7C were changed from gc=LI to gc=Lm. See [PRI #181](#).
  - U+302E and U+302F were changed from gc=Mn to gc=Mc, and from bc=NSM to bc=L.
  - U+17B4 and U+17B5 were changed from gc=Cf to gc=Mn, and from bc=L to bc=NSM. See [PRI #176](#).
  - U+070F was changed from bc=AN to bc=AL.
  - U+1F48C and U+1F524 were corrected from bc=L to bc=ON.
  - U+3248..U+324F were changed from gc=So to gc=No, Numeric\_Type=numeric, and assigned numeric values.
  - Case mappings were added for U+0266, to map to the newly encoded character U+A7AA.
- ArabicShaping.txt
  - The short schematic names used in field 1 of the data file were updated to be more consistently based on shape.
- BidiMirroring.txt
  - A note was added regarding the inconsistency between the statement regarding default values in the



- header of this data file and the @missing line for Bidi\_Mirroring\_Glyph in PropertyValueAliases.txt. The inconsistency was discovered too late to resolve in this version.
- IndicSyllabicCategory.txt
    - U+ABCE, U+ABCF, and U+ABD1 were corrected from Consonant to Vowel\_Independent.
  - LineBreak.txt
    - A new Line\_Break property value HL ("Hebrew Letter") was introduced, and assigned to all Hebrew letters. See [PRI #190](#).
    - A new Line\_Break property value CJ ("Conditional Japanese Starter") was introduced, and assigned to small kana and to U+30FC. See [PRI #190](#).
  - NameAliases.txt
    - Added a type field to the data format, and added over 300 new character name aliases for control characters, some format characters, and abbreviations for characters. See [PRI #202](#).
  - PropList.txt
    - U+180A was given the property Extender.
    - U+00AA, U+00BA, and a number of lowercase modifier letters were given the Other\_Lowercase property, to maintain stability in the derivation of casing-related properties. See [PRI #181](#).
    - U+302E and U+302F were given the Other\_Grapheme\_Extend property.
    - U+17B4 and U+17B5 were given the Other\_Default\_Ignorable\_Code\_Point property. See [PRI #176](#).
  - PropertyAliases.txt
    - Property aliases were added for the provisional properties Script\_Extensions, Indic\_Matra\_Category, and Indic\_Syllabic\_Category.
  - PropertyValueAliases.txt
    - The use of the "n/a" metavalue was retired. Instead, short aliases were added for the enumerated or catalog properties which had used that metavalue. This impacted the Age, Block, and Joining\_Group properties.
    - For the Age property, the new short aliases reused the old aliases (of the form "3.1", "5.0", ...), and new long aliases were added, using a form which can serve as a programming identifier ("V3\_1", "V5\_0", ...).
    - Aliases were added for the values for the provisional properties Indic\_Matra\_Category and Indic\_Syllabic\_Category.
    - "Combining\_Mark" was added as an alias for the grouped General\_Category value gc=M.
    - Aliases of the form "CCC10", "CCC11", ... were added for fixed position classes of the Canonical\_Combining\_Class.
  - Scripts.txt
    - U+0970 was changed from Script=Common to Script=Devanagari.
  - ScriptExtensions.txt
    - The data in this file was specifically recognized as constituting a new provisional property, Script\_Extensions, with the default value defined as the Script property value of a character.
    - Mandaic as added to the list of scripts using U+0640 ARABIC TATWEEL.
    - Script\_Extensions={Cprt Linb} was added to account for common Aegean punctuation.
    - Script\_Extensions={Deva Gujr Guru Kthi Takri} was added to account for common North Indic number forms.
  - SpecialCasing.txt
    - A minor correction was made for a syntax error in the @missing line.
  - StandardizedVariants.txt
    - 214 new variation sequences were added. These constitute 107 pairs of variation sequences for emoji characters for which a text style versus an emoji style distinction may need to be preserved.
  - StandardizedVariants.html
    - Glyphs were added to document the graphic forms of the 214 new variation sequences for emoji characters.
  - NamedSequences.txt
    - Three Sinhala consonant sign named sequences were updated from provisional to approved, and moved into this file.
  - NamedSequencesProv.txt
    - Three provisional Sinhala consonant sign named sequences were removed.
  - NamesList.html
    - The constraint that an LCTAG can only consist of lowercase letters was removed.
  - GraphemeBreakProperty.txt



- Surrogate code points and Default\_Ignorable\_Code\_Point=True code points were added to gcb=Control.
- All characters in the Prepend class (Thai, Lao, Tai Viet leftside vowels) were removed.
- Many vowel signs in Southeast Asian scripts were removed from the SpacingMark class.
- For all these changes, see [PRI #193](#).
- SentenceBreakProperty.txt
  - A number of lowercase superscript or subscript modifier letters were changed from sb=OLetter to sb=Lower.
- LineBreakTest.txt
  - The test cases were updated to reflect the addition of new Line\_Break property values and other changes to the algorithm.
- GraphemeBreakTest.txt, SentenceBreakTest.txt, WordBreakTest.txt
  - The test cases were updated to reflect changes in property values and other changes to the algorithm.
- LineBreakTest.html, GraphemeBreakTest.html, SentenceBreakTest.html, WordBreakTest.html
  - The documentation was updated, and where appropriate, the break tables and rule lists were updated.

### Unicode 6.0.0

#### Changes in specific files:

Appropriate data files were updated to include the 2,088 new characters added in Unicode 6.0. Two new provisional properties were added. Six older derived properties were deprecated.

- UnicodeData.txt
  - U+00CF1 and U+00CF2 were changed from gc=So to gc=Lo, and their Bidi\_Class updated to L.
  - U+06DE was changed from gc=Me to gc=So, and its Bidi\_Class updated to ON.
  - U+19DA was changed from gc=Nd to gc=No.
  - U+19DE and U+19DF were changed from gc=Po to gc=So.
  - U+2148 was changed from gc=So to gc=Sm.
  - The Bidi\_Class for U+070F was changed from BN to AN.
  - Case mappings were added for U+0265, to map to the newly-encoded character U+A78D.
- ArabicShaping.txt
  - The Joining\_Group for U+06C3 was changed from Hamza\_On\_Heh\_Goal to Teh\_Marbuta\_Goal.
- LineBreak.txt
  - U+06DE was changed from lb=CM to lb=AL.
  - U+19DA was changed from lb=NU to lb=SA.
- PropList.txt
  - U+0673 was changed to Deprecated=True.
  - U+A9B3 was changed to Other\_Alphabetic=False.
  - U+2107 was changed to Other\_Math=True.
  - U+1735..U+1736, U+1AA8..U+1AAB, U+10A56..U+10A57 were changed to STerm=True.
- PropertyValueAliases.txt
  - Made Teh\_Marbuta\_Goal the preferred alias (long name) for the Joining\_Group formerly known as Hamza\_On\_Heh\_Goal. Made Hamza\_On\_Heh\_Goal a secondary alias.
- Scripts.txt
  - U+02EA..U+02EB were changed from Common to Bopomofo.
  - U+0600..U+0603 were changed from Common to Arabic.
  - U+00CF1..U+00CF2 were changed from Common to Kannada.
  - U+302E..U+302F were changed from Inherited to Hangul.
- DerivedNormalizationProps.txt
  - Added information indicating the deprecated status of FC\_NFKC\_Closure, Expands\_On\_NFC, Expands\_On\_NFC, Expands\_On\_NFKC, and Expands\_On\_NFKD.
- NamedSequences.txt
  - A number of named sequences were updated from provisional to approved, and moved into this file.
  - BENGALI LETTER KHINYA

- Several precomposed Hiragana and Katakana sequences from JIS X 0213.
- Several precomposed Latin phonetic sequences and one contour tone bar from JIS X 0213.
- **NamedSequencesProv.txt**
  - Three provisional Sinhala consonant sign named sequences were added.
- **BidiTest.txt**
  - Removed the @Type lines in the file.
  - New test cases were added.
- **LineBreakTest.txt**
  - Fixed the tests so there is no break at the start of text for each test case.
  - New test cases were added.
- **GraphemeBreakProperty.txt**
  - Changed Thai and Lao right-side vowel signs from Extend to SpacingMark. This affected U+0E30, U+0E32..U+0E33, U+0E45, U+0EB0, U+0EB2..U+0EB3, and was intended to revert the behavior to that present in Unicode 5.0.
- **IndicMatraCategory.txt**
  - This new data file was added, defining the provisional property Indic\_Matra\_Category.
- **IndicSyllabicCategory.txt**
  - This new data file was added, defining the provisional property Indic\_Syllabic\_Category.
- **ScriptExtensions.txt**
  - This new provisional data file was added.

## Acknowledgments

Mark Davis and Ken Whistler are the authors of the initial version and have added to and maintained the text of this annex. Julie Allen and Asmus Freytag provided editorial suggestions for improvement of the text. Over the years, many members of the UTC have participated in the review of the UCD and its documentation.

## References

For references for this annex, see Unicode Standard Annex #41, "[Common References for Unicode Standard Annexes](#)."

## Modifications

The following summarizes modifications from previous revisions of this annex.

### Revision 9 [KW]

- **Proposed Update** for Unicode 6.2.0.
- Removed old UCD Change History entry for Unicode 6.0.0, and added new one for Unicode 6.2.0.
- Updated status of [Script Extensions](#) to informational.
- Updated type of [Bidi Mirroring Glyph](#) from String to Miscellaneous.
- Marked [Unicode 1 Name](#) as Obsolete and updated its documentation.
- Added text indicating that the UTC must approve any change to normative or informative property values, in Section 2.3.1 [Changes to Properties Between Releases](#).
- Corrected numbering error for Section 2.3.4 [Stabilized Properties](#).
- Updated the note about NamesList.txt being encoded in Latin-1, because starting with Version 6.2.0, it is encoded in UTF-8. See Section 4.2.1 [Text Encoding](#).

### Revision 8 [KW]

- **Reissued** for Unicode 6.1.0.
- Removed old UCD Change History entry for Unicode 5.2.0, and added new one for Unicode 6.1.0.
- Added details of data file changes for Unicode 6.1.0.
- Updated derivation of [Default Ignorable Code Point](#) to account for U+0604.
- Added a clarification about empty field values in data files for string properties in a new Section 4.2.10 [Empty Fields](#).
- Added a warning about matching alternative, non-standard names in Section 5.9 [Matching Rules](#).
- Added new Section 4.2.8 [Multiple Values for Properties](#).

- Added new Section 5.7.6 [Properties Whose Values Are Sets of Values](#).
- Added documentation of symbolic labels for fixed position canonical combining classes in [Table 15](#).
- Updated wording regarding addition of new property values in Section 5.10 [Invariants](#).
- Corrected URL for the Resolved PRI page reference.
- Added a paragraph about aliases of the form "Ccc10" for fixed position classes in [Canonical Combining Class Values](#).
- Clarified the current status of the "n/a" metavalues for PropertyValueAliases.txt, in [Property and Property Value Aliases](#).
- Updated regex in [Table 20](#) and [Table 21](#).
- Updated the description of the [Name Alias](#) property, to account for new types of formal name aliases now included in NameAliases.txt.
- Added new Section 5.11.5 [Validation of Multivalued Properties](#).
- Added new entry for [Script Extensions](#) in the Property Table.
- Updated [Invariants in Implementations](#) and related sections to reflect change in range for Canonical\_Combining\_Class from 0..255 to 0..254.
- Added note to [Combining Character Class Property](#) regarding implementation use of reserved value 255.
- Added a gray background to entries for contributory properties in the [Property Index](#).
- Added documentation regarding abbreviations and long aliases for General\_Category groupings in [Table 12. General Category Values](#).
- Corrected several numerical references to definitions related to casing properties in [Table 9. Property Table](#).
- Added information regarding longest canonical and compatibility mappings in [5.7.3 Character Decomposition Mapping](#).
- Updated status of Grapheme\_Base and Grapheme\_Extend to normative and corrected their descriptions in [Table 9. Property Table](#).
- Added clarification regarding edge case treatment for Other\_Punctuation, Other\_Symbol, etc. in [5.7.1 General Category Values](#).
- Added a description and example of the form of derived property definitions in [2.1 Simple and Derived Properties](#).
- Various small editorial fixes.

Revision 7 being a proposed update, only changes between versions 8 and 6 are noted here.

#### Revision 6 [KW]

- **Reissued** for Unicode 6.0.0.
- Removed old UCD Change History entries prior to Unicode 5.2.0.
- Updated status of [Hyphen](#) and [ISO Comment](#) properties to Deprecated.
- Updated status of several derived normalization properties to Deprecated.
- Added tables listing [Deprecated](#) and [Stabilized](#) properties.
- Extended the discussion of the significance of the [Bidi Mirroring Glyph](#) property.
- Clarified the intended application of the [Ideographic](#) and [Unified Ideograph](#) properties.
- Moved Property Summary to top of Section 5, renamed it to Property Index, and adjusted Section 5 numbering.
- Renumbered tables to account for two table insertions.
- Rewrote the description of the [Logical Order Exception](#) and [White Space](#) properties for clarity.
- Added clarification for [UAX44-LM2](#) in [Matching Rules](#).
- Updated matching rule [UAX44-LM3](#) to ignore initial "is" in [Matching Rules](#).
- Added U+110BD to the list of exceptions to the derivation of [Default Ignorable Code Point](#).
- Added anchors to the matching rules.
- Updated the description fields for [FC NFKC Closure](#) and [NFKC Casefold](#).
- Added entries for EmojiSources.txt and ScriptExtensions.txt to [Table 5](#).
- Added entries for [Indic Syllabic Category](#) and [Indic Matra Category](#).
- Added note clarifying that aliases are not provided for provisional properties in [Section 5.8](#).
- Added clarification on value ranges and other restrictions for decimal digits in discussion of [Numeric Type](#).
- Miscellaneous minor point edits.

Revision 5 being a proposed update, only changes between versions 6 and 4 are noted here.

## Revision 4 [KW]

- **Reissued** for Unicode 5.2.0.
- Completely reorganized and rewritten, to include all the content from the obsoleted [UCD.html](#).
- Added Section 5.10 re deprecation.
- Added subsection in Section 4.2 re line termination conventions.
- Added Contributory as a formal status and updated the Property Table accordingly.
- Added note in Section 5.3.1 to indicate that contributory properties are neither normative nor informative.
- Updated documentation for default values.
- Cleaned up description of numeric properties.
- Tweaked the description of NamesList.html.
- Miscellaneous minor point edits.
- Updated summary statement of the document.
- Centered tables.
- Added anchors and numbers to tables and adjusted text referencing tables accordingly.
- Added clarifications about exceptional format issues for Unihan data files.
- Updated references to *Section 4.8, Name—Normative* for derived names and for code point labels.
- Added mention of property aliases from Unihan data files to Section 5.6.1.
- Added documentation for new derived properties: Cased, Case\_Ignorable, Changes\_When\_Lowercased, Changes\_When\_Uppercased, Changes\_When\_Titlecased, Changes\_When\_Casefolded, Changes\_When\_Casemapped, NFKC\_Casefold, and Changes\_When\_NFKC\_Casefolded.
- Added strong pointers to Section 3.5 and Chapter 4 of [Unicode] in the Introduction.
- Added new *Section 2.3.1, Changes to Properties Between Releases*.
- Updated default values for East\_Asian\_Width.
- Clarified the applicability of comments in cases where properties have multiple default values.
- Restructured Section 5.1 documentation of columns in the property table, for better text flow.
- Reordered entries for DerivedCoreProperties.txt in the property table, for clarity.
- Added documentation of new test file: BidiTest.txt.
- Updated terminology related to the Unihan Database.
- Added documentation for the new data file, CJKRadicals.txt.
- Added Attached\_Above for ccc=214 in Table 13.
- Complete revision of Validation section and associated tables.
- Minor revision of text in *Section 4.1.5, File Directory Differences for Early Releases*.
- Added a cautionary note about the use of the Age property in regular expressions.
- Added sections explaining obsolete, deprecated, and stabilized properties, and clearly identified existing such properties in the property table.

Revision 3 being a proposed update, only changes between versions 4 and 2 are noted here.

## Revision 2

- Initial approved version for Unicode 5.1.0.

## Revision 1

- Initial draft.

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