Title: SC2 Liaison Report from WG2 #64, SC2 #20

Date: 2015-10-29 Source: Peter Constable, Unicode Liaison to SC2 Action: For review by UTC, Unicode officers

SC2 and SC2/WG2 meetings were held in Matsue, Japan, October 19 – 23, 2015. This document reports on select topics arising from these meetings that will be of interest for the Unicode Consortium.

For the complete WG2 outcomes, see L2/15-265 (= WG2/N4701); for the SC2 resolutions, see L2/15-261 (= SC2/N4439).

Progress on ISO/IEC 10646 amendments and new editions

During WG2 #64, ballot comments were discussed for DAM2 of the fourth edition (ISO/IEC DIS 10646:2014), and also for a CD of the fifth edition.

The DAM2 ballot passed but with technical comments. Technical changes include some repertoire changes in the Tangut block as well as some changes in code position assignments and character naming. For details, see the final Disposition of comments (L2/15-263 = SC2/N4435) and the WG2 Consent Docket (L2/15-270). This amendment will proceed to a final FDAM ballot. This timing allows for synchronization with Unicode 9 (summer 2016).

Since a new edition of ISO 10646 is in progress, it remains to be seen whether Amendment 2 of the fourth edition will actually be published separately. The formal steps of standardization will be completed in either case.

A CD ballot for the fifth edition has been completed. The consensus in WG2 is to continue developing the fifth edition with additional repertoire for further committee-level balloting; a new draft (CD.2) is expected to go out for balloting in December. The new draft will include numerous technical changes, including changes to character names, code positions and glyphs, as well as repertoire changes (additions and deletions). For details, see the final Disposition of comments (L2/15-262 = SC2/N4436), the Recommendations from WG 2 meeting 64 (L2/15-265 = WG2/N4701), and the WG2 Consent Docket. New target dates are: CD.2 2015-12, DIS 2016-04, FDIS 2016-11. This timing would allow for synchronization with Unicode 10 (summer 2017).

Action was also taken to initiate work on Amendment 1 of the 5th edition. No specific repertoire additions have yet been specified, though Japanese Hentaigana is likely to be included. The tentative timetable for Amendment 1 will be: PDAM 2016-04, DAM 2016-11. We can tentatively anticipate timing to synchronize with Unicode 11 (summer 2018).

The following is a tentative schedule for future WG2 meetings and potential timetable for progress on amendments and on the 5th edition.

WG2 Meeting	4 th Edn, Amd 2	5 th Edn	5 th Edn, Amd 1
October	DAM ballot	CD ballot	
2015	disposition;	comments	
(Matsue)	proceed to FDAM	discussed;	

WG2 Meeting	4 th Edn, Amd 2	5 th Edn	5 th Edn, Amd 1
		continue with 2 nd CD ballot	
Spring 2016	n/a	CD.2 ballot completed; proceed to DIS ballot	PDAM started (?)
Fall 2016 (US)	n/a	DIS ballot discussed; proceed to FDIS	PDAM ballot discussed; proceed to DAM (?)
Spring 2017	n/a	n/a	DAM ballot completed; proceed to FDAM (?)

WG2 document register

In the past, WG2 documents were maintained on the std.dkuug.dk site. Under new JTC1 procedures, there is a general expectation that working group documents will be maintained within the LiveLink system. The LiveLink system has been very problematic for WG2, however:

- The maintenance tools make it very time consuming for the convenor (Michel Suignard) to post the large number of proposal documents that are relevant to WG2.
- Access to documents in LiveLink requires that a national body has nominated a person as a WG expert, yet this process is problematic for some national bodies.
- For those that do have access, the LiveLink system is cumbersome for retrieving documents.

In the interest of practicality, SC2 passed a resolution to the effect that a second repository for WG2 documents would be maintained at <u>http://www.unicode.org/wg2/docs</u>.

IRG process

SC2 discussed the role of IRG and its reporting relationships to SC2 and WG2. It was clarified that IRG is a sub-group of WG2, and that IRG work is to be overseen by WG2. In offline conversations, various IRG participants indicated that they felt that WG2 needs to be directly involved in certain issues that arise on occasion when working on CJK, particularly issues with architectural implications, bringing the additional expertise of the broader group to bear rather than having such issues considered solely within IRG.

SC2 and WG2 process for disposition of ballot comments

In document <u>SC2/N4429</u> (= <u>L2/15-264</u>), the Japanese national body proposed to have additional means of processing ballot comments between SC2 meetings. Their concern arose as a result of handling of CJK Extension F: this was originally in PDAM2, but national body comments on Extension F forced moving

Extension F out of Amendment 2 into the draft of the next edition, resulting in a delay for standardization of Extension F. The view of the Japanese NB was that, had there been a WG2 meeting scheduled in that time frame, it would have been possible to work through open issues quickly and to keep Extension F in Amendment 2.

In discussion, it was noted by Japanese delegates that UTC already meets more frequently, that UTC meetings regularly have facilities for teleconferencing, and that many of the WG2 experts needed to work through open issues in ballot comments are already regular or occasional participants in UTC meetings.

With these considerations in mind, SC2 passed a resolution allowing WG2 to handle dispositions of comments and, when needed, to schedule WG2 meetings co-located with UTC meetings.

Implied in this is a request to UTC to accommodate WG2 in this regard. Specifically, the desire is to have occasional WG2 meetings co-located with UTC meetings, with a portion of the time during a UTC meeting set aside for WG2. In a likely scenario, a WG2 meeting would be scheduled for perhaps a half day, or less. The facilities arranged for UTC, including teleconferencing facilities would be used. Some WG2 experts not otherwise involved in the UTC meeting might attend in person, or more likely would be calling in. The WG2 convenor (Michel Suignard) would chair these meetings.

The UTC chair and officers should consider the implied request. If there are concerns, those should be communicated back to SC2 reasonably soon.

ISO/TC 204 activity relevant to Unicode

During the SC 2 meeting, Japan mentioned activity within ISO/TC 204, "Intelligent transport systems", that includes defining transportation-related symbols and coding of those symbols. Because of that activity, SC 2 has decided to establish a liaison relationship with TC 204.

No details have yet been provided on the exact nature of the symbols and coding schemes being developed within TC 204. In particular, it's not clear if the symbols in question are used in text, and if so, whether TC 204 is seeking to have these symbols coded as characters. If TC 204's activities do overlap with character coding, then potentially it may be useful for Unicode to have a liaison relationship with TC 204, or perhaps there may be related organizations that would have an interest in participation in Unicode.

The TC 204 secretariat is the Intelligent Transportation Society of America (<u>www.itsa.org</u>). TC 204 projects are divided among several working groups, with different countries taking the leadership role in different working groups:

Working group	Lead country
WG 1: Architecture	United Kingdom
WG 3: ITS Database Technology	Japan
WG 4: Automatic Vehicle Identification / Automatic Equipment Identification	Norway
WG 5: Electronic Fee Collection	Sweden
WG 7: General Fleet Management and Commercial Freight Operations	Canada

Working group	Lead country
WG 8: Public Transport and Emergency	United States
WG 9: Integrated Transport Information, Management and Control	Australia
WG 10: Traveller Information Systems	Germany
WG 11: Route Guidance and Navigation Systems	(vacant)
WG 14: Vehicle/Roadway Warning and Control Systems	Japan
WG 15: Dedicated Short-Range Communications	Germany
WG 16: Wide Area Communication	United States

It is unclear which working group is dealing with the symbol coding activity mentioned by Japan.