

# Key areas of study

- 1. Document the submission and display practices of internationalized registration data
- 2. Assess availability and cost of open source and commercial solutions for transliterating and translating contact data
- 3. Evaluate the accuracy implications for transliteration and translations of contact data



# Methodology

- Survey existing practices for collecting contact data in local languages and scripts
- Study translation and transliteration requirements and methods for languages and scripts (registrars, registries, e-merchants)
- Identify tools for transliteration and translation and evaluate their availability, cost and accuracy



## Terminology 1/3

- Toponym or Place Name is a proper noun for geographical names
- **Exonym** is the name used in a language for a geographical feature situated outside the area where that language has official status, e.g. Londres; *UN recommends minimizing exonyms in international usage* (vs. **Endonym**: Beijing vs. Peking)
- Allonym or Alternate Name or Variant Name : Johannesburg and Egoli
- **Generic Term** is a common noun for topographic feature in terms of its characteristics, e.g. mountain, sierra, wadi, river, mer

Source: Glossary of Terms for the Standardization of Geographical Names. United Nations Group of Experts on Geographical Names, Department of Economic and Social Affairs, Statistics Division, United Nations. 2002.



# Terminology 2/3

- Name Transformation covers the translation and conversion (transcription and transliteration) of toponyms
- **Translation** is process of expressing meaning, presented in a source language, in the words of a target language or result thereof; Examples: Mer Noire (Fr) = Čornoje More (Ru); Mount Fuji (En) = Fuji San (Jp)
- **Transcription** is a method of phonetic names conversion between different languages, or result thereof; Examples: Ankara (Tur) Αγκαρα (Gr); جبليۃ (Ar) Djabaliya (Fr). <u>Transcription is not normally reversible</u>. **Retranscription** might result in a form differing from the original, for example Agkara, دجبلیۃ



## Terminology 3/3

- Transliteration is a method of names conversion between different alphabetic scripts and syllabic scripts or a result thereof; <u>distinct from transcription</u>, it aims at (but does not necessarily achieve) complete reversibility, and must be accompanied by a transliteration key. The reverse process is called **Retransliteration**. Example:القاهرة al-Qāhirah (Cairo)
- **Reversibility** permits a transliterated item to be reconverted back into the source script, the result being identical with the original
- **Romanization** is conversion from non-Roman into Roman script. Examples: Αθήνα Athina; Μοςκβα Moskva; יאַנפּב Bayrūt; תל-אביב Tel-Aviv; ニホン Nihon

## Levels of Transformation

- Requiring <u>accurate transformation</u> (e.g. valid in a court of law, matching information in a passport, matching information in legal incorporation, etc.)
- Requiring <u>consistent transformation</u>
  (allowing matching, e.g. to match address of a registrant on a Google map, etc.)
- Requiring <u>ad hoc transformation</u> (allowing informal or casual version of the information in another language)



## Levels of Transformation

#### Accurate transformation

- Translation + Transcription + Transliteration
- Manual
  - · 金人庆 Jin Renqing (China)
  - 。金大中 Kim Dae-jung (Korea)

Mohammad, Mohammed, Muhammad, :محمد ... ,Mohamed

#### Consistent transformation

- Transliteration
- Automatic; script specific challenges, e.g. Readability for Arabic script: Mhmd
- Ad hoc transformation



## Int'l Standards Organizations

**UNGEGN** 

United National Group of Experts on Geographical Names

ISO

International Organization for Standardization

**UPU** 

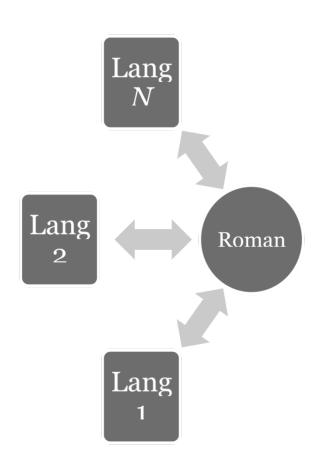
Universal Postal Union

Unicode

**Unicode Consortium** 



# Pivoting for Transliteration from *All* Languages to *All* Languages



"The Roman script (also referred to as Latin script) has been adopted as a base for international use by the United Nations, and the Group of Experts strongly recommends the development of a single romanization (that is to say, transliteration) system for each non-Roman script"

"Non-Roman scripts can then be converted via their romanization into other scripts for national and international use"

For consistency, this requires the transliteration into Latin script to be reversible



## Fall Back for Missing Languages

- "Progressively... with priorities being the target, source, and variant, in that order" (Unicode)
- Russian-English/UNGEGN
- Russian-English [/alternate option]
- Cyrillic-English/UNGEGN
- Cyrillic-English [/alternate option]
- Russian-Latin/UNGEGN
- Russian-Latin[/alternate option]
- Cyrillic-Latin/UNGEGN
- Cyrillic-Latin[/alternate option]



## Submission and Display Practices

- Survey a limited no. of registries and registrars covering multiple scripts and geographic regions
- How is data collected from the registrant in local language/scripts
- Is data maintained in more than one language/script
- Is there any translation/transliteration? What is the role of registrant in the process
- Is there enhancements to tools used in practice (e.g. for EPP and WHOIS services)
- How is contact data displayed in local language/script



## Submission and Display Practices Survey

- Creation of survey [DONE]
- Pilot test [DONE]
- Survey Administration
  - Started in Mid Feb, 9 responses from Registries, 1 response from registrars
  - Finalize in Mid April



## **Evaluation of Transformation Tools**

- Limited to tools which cover a breadth of languages and not limited to transformation between single language pair
- Number of languages and scripts covered
- Standards used for the transformations
- Accuracy for representative language pairs
- Licensing information (open source or proprietary)
- Reversibility of such transformations



### Possible Transliteration Tools

- Global Name Recognition (GNR)
- International Components for Unicode (ICU)
- Rosette Name Translator
- Microsoft Transliteration Utility
- Google Translate API
- Microsoft Translator
- Address Doctor
- Text::Unidecode
- Junidecode
- Xlit



