ISO/IEC JTC 1/SC 2/WG 2

PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646

Please fill all the sections A, B and C below.

Please read Principles and Procedures Document (P & P) from http://www.dkuug.dk/JTC1/SC2/WG2/docs/principles.html for guidelines and details before filling this form.

Please ensure you are using the latest Form from http://www.dkuug.dk/JTC1/SC2/WG2/docs/summaryform.html.

See also http://www.dkuug.dk/JTC1/SC2/WG2/docs/summaryform.html.

A. Administrative

1. Title: TWENTY SIX MATHEMATICAL CHARACTERS
2. Requester's name:Asmus Freytag / Unicode Consortium / US NB
3. Requester type (Member body/Liaison/Individual contribution): 4. Submission date: 2004-Nov
5. Requester's reference (if applicable):
6. Choose one of the following:
This is a complete proposal: YES
or, More information will be provided later:
B. Technical - General
1. Choose one of the following:
a. This proposal is for a new script (set of characters):
Proposed name of script:
b. The proposal is for addition of character(s) to an existing block:
Name of the existing block: Miscellaneous Mathematical Symbols-A
2. Number of characters in proposal:26
3. Proposed category (select one from below - see section 2.2 of P&P document):
A-Contemporary B.1-Specialized (small collection)X_ B.2-Specialized (large collection)
C-Major extinct D-Attested extinct E-Minor extinct
F-Archaic Hieroglyphic or Ideographic G-Obscure or questionable usage symbols
4. Proposed Level of Implementation (1, 2 or 3) (see Annex K in P&P document):
Is a rationale provided for the choice?no
If Yes, reference:
5. Is a repertoire including character names provided?YES
a. If YES, are the names in accordance with the "character naming guidelines" in Annex L of P&P document? _YES_
b. Are the character shapes attached in a legible form suitable for review?YES
6. Who will provide the appropriate computerized font (ordered preference: True Type, or PostScript format) for
publishing the standard?already available to editor
If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and indicate the tools
used:
7. References:
a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?yes
b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?
8. Special encoding issues: none
Does the proposal address other aspects of character data processing (if applicable) such as input,
presentation, sorting, searching, indexing, transliteration etc. (if yes please enclose information)?
9. Additional Information:
Submitters are invited to provide any additional information about Properties of the proposed Character(s) or Script that
will assist in correct understanding of and correct linguistic processing of the proposed character(s) or script. Examples of such properties are: Casing information, Numeric information, Currency information, Display behaviour information
such as line breaks, widths etc., Combining behaviour, Spacing behaviour, Directional behaviour, Default Collation
behaviour, relevance in Mark Up contexts, Compatibility equivalence and other Unicode normalization related infor-
mation. See the Unicode standard at http://www.unicode.org for such information on other scripts. Also see
http://www.unicode.org/Public/UNIDATA/UCD.html and associated Unicode Technical Reports for information
needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard

C. Technical - Justification

1. Has this proposal for addition of character(s) been submitted before?	NO
If YES explain	
2. Has contact been made to members of the user community (for example user groups of the script or characters, other experts, etc.)?	: National Body, YES
If YES, with whom?Math. Publishers, MathML (W3C), Math Implement	ers
If YES, available relevant documents:	
3. Information on the user community for the proposed characters size, demographics, information technology use, or publishing use) is included?	
Reference:users of mathematical notation, ISO entity sets	
	technical
Reference:	
	_ yes
If YES, where? Reference:MathML	
6. After giving due considerations to the principles in the P&P document must the proposed cl in the BMP?	naracters be entirelyyes
If YES, is a rationale provided?	no
If YES, reference:	
7. Should the proposed characters be kept together in a contiguous range (rather than being scattere	·
8. Can any of the proposed characters be considered a presentation form character or character sequence?	of an existing _no
If YES, is a rationale for its inclusion provided?	
If YES, reference:	
9. Can any of the proposed characters be encoded using a composed character sexisting characters or other proposed characters?	equence of eitherno
If YES, is a rationale for its inclusion provided?	
If YES, reference:	
10. Can any of the proposed character(s) be considered to be similar (in appear to an existing character?	
If YES, is a rationale for its inclusion provided?	
If YES, reference:	
11. Does the proposal include use of combining characters and/or use of composite sequences?	yes
If YES, is a rationale for such use provided?no	
If YES, reference:	
Is a list of composite sequences and their corresponding glyph images provided?	(graphic symbols)N/A
If YES, reference:	
12. Does the proposal contain characters with any special proper control function or similar semantics?	erties such asno
If YES, describe in detail (include attachment if necessary)	
13. Does the proposal contain any Ideographic compatibility character(s)?	no
If YES, is the equivalent corresponding unified ideographic character(s) identif	ied?
If YES, reference:	

Proposal to add 26 characters for mathematical and technical usage

Summary

This proposal requests the addition of 26 characters for mathematical and technical usage. These characters complete the set of mathematical and technical characters that was expanded in Unicode 3.2, and to a lesser extent 4.0, and the corresponding amendments to ISO/IEC 10646 as consolidated in ISO/IEC 10646:2003. That expanded repertoire has been enabling the MathML project at W3C to map what used to be entitites to character code points. Recently, this mapping effort was extended and there is now an ISO project to publish a revision of ISO 9573 containing formal mappings to 10646.

In the course of this mapping project, several characters were found missing, leaving a few entities without mapping, while other entities were mapped to characters that only approximate the intended usage of the entities. This proposal contains requests to add the missing characters.

In a separate effort, a consortium of technical and scientific publishers, STIX, is engaged in creating a font encompassing the characters needed in the publication of technical and mathematical journal articles and similar works. A number of the requested characters come from this STIX project of reviewing the mathematical and technical literature, which means that both actual use can be attested and that the reviewers feel that the user community as represented by academic publishers have an interest in being able to encode the character in question.

The following tables listed the requested characters with suggested code position, shapem and name. For each proposed character, a description field gives information about the character, in particular any known mappings to entity sets. As comment field contains information relating the character to other, related characters that are already encode and in some cases gives more detailed rationale for its inclusion. A character annotated with 'source: ISO' was reported in connection with mapping to ISO 9573 entity sets. All others were reported in connection with completing the STIX review.

References:

STIX project home page: http://www.ams.org/STIX (this site has links to the STIX font project and other sites).

MathML specification can be accessed at http://www.w3.org

ISO 9573 mapping project, see for example http://www.w3.org/2003/entities

Table 1: Proposed additions of Mathematical Operators, and Technical symbols

Note: **Bold** ID number used for character from 9573 mappings

ID	Code	Shape	Name	Description	Comments & Notes
1	27C7	٧	OR WITH DOT INSIDE	logical or with dot inside	Complements the existing 27D1 A AND WITH DOT INSIDE
2	27C8	\C	REVERSE SOLIDUS PRECEDING SUBSET	reverse solidus followed by subset = ⟈ (afii DBF4	operators are usually single characters or at best com- bining sequences
3	27C9	<i>⊃</i> /	SUPERSET PRECED- ING SOLIDUS	Superset followed by solidus = ⟉ (afii D95C)	operators are usually single characters or at best com- bining sequences
4	23E1	*	ELECTRICAL INTER- SECTION	- electrical inter- section = ⏧ (afii DB4E)	Source: ISOTECH
5	23E2		WHITE TRAPEZIUM	- trapezium = ⏢ (afii DBB8)	Source: ISOTECH
6	23E3		BENZENE RING WITH CIRCLE	- benzene ring [hexagon] with circle = &benzenr (afii D8DC)	This is a variant of 232C BENZENE RING, but it should not be unified. (see note at end) ISOCHEM
7	23E4		STRAIGHTNESS	- "straightness" = ¯ (afii EE49)	Drafting Symbol. Possibly unifiable with some existing horizontal line – but this is not a dash
8	23E5		FLATNESS	- "flatness" = ▱ (afii EE4A)	Drafting symbol. Generally not unifiable with 25B1 Parallelogram
9	23E6	~	AC CURRENT	- ac current = ∿ (afii DB3B)	While 223F ∿ SINE WAVE may be used to express AC semantics, as a symbol its not unifiable with this character
10	26B2	Q	NEUTER	- neuter [circle with short vertical below]	While the semantics of neuter can be represented with MEDIUM WHITE CIRCLE, this symbol can- not be unified with 26AA

11	1D7CA		MATHEMATICAL	b.Gammad(9573-	Source: ISO
		F	BOLD CAPITAL DI- GAMMA	2003-isogrk4)	U+03DC is mapped to Gammad (9573-2003-
		_	GAMINIA		isogrk3):
12	1D7CB		MATHEMATICAL	b.gammad(9573-	Source: ISO
		r	BOLD SMALL DI-	2003-isogrk4)	U+03DD is mapped to
			GAMMA		gammad(9573-2003-
					isogrk3):

Table 2: Proposed additions of combining diacritics for symbols

These characters are generically needed to place a harpoon or arrow above, resp. below a variable or mathematical expression.

ID	Code	Shape	Name	Description	Comments & Notes
13	20EC	:	COMBINING RIGHT-	- combining over	Compare U+21C1 RIGHT-
			WARDS HARPOON	right harpoon	WARDS HARPOON
		··	WITH BARB DOWN-	down	WITH BARB DOWN-
			WARDS		WARDS
14	20ED	7	COMBINING LEFT-	- combining over	Compare U+21BD LEFT-
			WARDS HARPOON	left harpoon down	WARDS HARPOON
		٠٠	WITH BARB DOWN-		WITH BARB DOWN-
			WARDS		WARDS
15	20EE	<i>/</i> ''' ₁	COMBINING LEFT	- combining under	Complements 20D6
		**	ARROW BELOW	left arrow	COMBINING LEFT AR-
		_			ROW ABOVE
16	20EF		COMBINING RIGHT	- combining under	Complements 20D7 COM
10	ZULF		ARROW BELOW	right arrow	Complements 20D7 COM- BINING RIGHT ARROW
			ARROW DELOW	right arrow	
		_			ABOVE

Table 3: Half filled shapes from STIX review

ID	Code	Shape	Name	Description	Comments & Notes
17	2B14		SQUARE WITH UPPER	- square, filled top	See U+25E9 ✓ SQUARE
			RIGHT DIAGONAL	right corner =	WITH UPPER LEFT DI-
			HALF BLACK	&squarftr (no afii)	AGONAL HALF BLACK
18	2B15		SQUARE WITH	- square, filled	See U+25EA ✓ SQUARE
			LOWER LEFT DI-	bottom left corner	WITH LOWER RIGHT
			AGONAL HALF	= &squarfbl (no	DIAGONAL HALF
			BLACK	afii)	BLACK

5

L2/04-410

19	2B16	lack	DIAMOND WITH LEFT HALF BLACK	- diamond, filled left half = &diamonfl	Compare 25E7 ■ SQUARE WITH LEFT HALF BLACK
20	2B17	lack	DIAMOND WITH RIGHT HALF BLACK	- diamond, filled right half = &diamonfr	Compare 25E8 SQUARE WITH LEFT HALF BLACK
21	2B18	lack	DIAMOND WITH TOP HALF BLACK	- diamond, filled bottom half = &diamonfb	Compare 2B12 S- QUARE WITH TOP HALF BLACK
22	2B19	\Diamond	DIAMOND WITH BOTTOM HALF BLACK	- diamond, filled top half = &diamonft	Compare 2B13 SQUARE WITH BOTTOM HALF BLACK

Table 4: Geometric shapes from STIX review

ID	Code	Shape	Name	Description	Comments & Notes
23	2B20	\bigcirc	WHITE PENTAGON	- open pentagon (afii DB2D)	
24	2B21	\bigcirc	WHITE HEXAGON	- benzene ring [open hexagon] = &benzen (no afii)	The shape requested is a hexagon, even though it's labeled &benzen here
25	2B22	•	BLACK HEXAGON	- filled hexagon	
26	2B23		HORIZONTAL BLACK HEXAGON	- horizontal filled hexagon	

The symbol for benzene



The Kekulé structure for benzene, consisting of a hexagon denoting the ring of six carbon atoms, each of which has one hydrogen attached, and three doubled lines, denoting alternating single and double bonds is the reference glyph for 232C BENZENE RING.

Some authors prefer it, but many others deliberately replace it by the more modern symbol, shown here on the right and in Table 1, which shows a hexagon with an inscribed circle. While hydrogen and carbon atoms are implied by the corners of the diagram in the usual manner, the circle represents the delocalized electrons. The modern diagram is felt to better represent the actual physical structure of benzene, which has six equal bonds of average length, not three shorter double bonds and three longer single bonds.



Without lines or circle, that is as a bare hexagon, the symbol represents cyclohexane and not benzene.

Unlike the Kekulé structure, it is not possible to deduce the number of hydrogen atoms from the benzene symbol with the circle. On the other hand, the chemical bonding of Benzene is quite different from a series of alternating single and double bonds as suggested by the Kekulé structure. This is because the electrons are delocalized due to a process called resonance.

While both forms of the symbol unambiguously represent the same chemical molecule, it appears that the choice of the particular representation is often quite deliberate, as each symbol emphasizes different aspects of the structure. Even a cursory examination of the subject will lead to a paper or website where authors give and defend opposite preferences, and almost all introductory texts indeed present both symbols, until establishing a convention in favor of one or the other.

These two forms should therefore be disunified. Unlike the differences in shape captured by variation sequences for mathematical symbols, the differences in shape and identifiable motivation in usage seem pronounced enough that there would be little benefit over adding a separate character.