

# XLIFF 2.0

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# Intro

XLIFF is an industry vocabulary that helps keep bilingual content in sync during Localization and Translation service transformations. XLIFF means XML Localization Interchange File Format and is the only Open Standard bitext file format available in the industry, hence a pivotal format for data exchange in the language services industry.

# Intro

XLIFF is an **industry vocabulary** that helps keep **bilingual content** in sync during **Localization (L10n)** and **Translation service transformations**.

XLIFF means **XML Localization (Localisation) Interchange File Format** and is the only **Open Standard bitext** file format available in the industry, hence a pivotal format for data exchange in the language services industry.

# Intro

- **industry vocabulary**
- **bilingual content in sync**
- **Localization (L10n) and Translation**
- **service transformations**
- **XML**
- **Interchange**
- **File Format**
- **Open Standard**
- **bitext**
- **data exchange**
- **language services industry**

# Issues

- Issues of XML presentation
- bilingual (source and target) content
- often does not originate in XML or otherwise well formed ML environments
- Even well formed markup can be maimed during Extraction for various business reasons

# Solutions

Inline content model overrides usual XML behavior

- xml space needs to be prohibited on the inline level
- Inheritance of values from structural elements does not make much sense, because empty elements can form pseudo-spans with overriding behavior

# Solutions

XLIFF ids have custom scopes and are NMTOKEN  
(not xml ids)

- Obviously this requires quite specific fragid behavior

<http://docs.oasis-open.org/xliff/xliff-core/v2.0/csprd03/xliff-core-v2.0-csprd03.html#fragid>

# Issues of 1.2

- Assumes “tribal knowledge”
  - Is not suitable for “naive implementers”
- Core is too big, because everything is core
  - No one can really implement everything
  - Implementers wanted profiles, but profile is not defined
- Sets no processing expectations or requirements
  - Competing interpretations among implementers

# 2.0 solutions

- Strives not to assume “tribal knowledge”
  - To see if the outcome is good enough for “naive implementers” we need comments and involvement from outside the community
- Core is **small** (about 20% of 1.2)
- Advanced functionality is available through **modules**
- Extensions can easily become modules if their owners interested in the process
  - Plan for ITS module in 2.1
  - No one needs to implement everything
- Sets Processing Requirements and static Constraints beyond Schema expressivity

# 2.0 solutions

No one needs to implement everything

- Modularity
- Agent profiles based on Process Classifications
  - Extractors, Enrichers, Modifiers are Writers
  - Mergers
  - All of the above are Agents
  - We do not define a Reader Agent, as it does not have other than the generic Agent requirements
  - Other profiles not normatively defined
    - Translation Editor, Review Agent, Validator, etc.

# 2.0 & 2.x issues

New solutions bring new issues □

- Advanced functionality is available through **modules**
  - 2.0 defines 9 namespaces BUT does not provide a good way how to validate a multi-namespace XLIFF Document
- Modules and Extensions using other than their own namespaces cannot identify fragments in those encapsulated namespaces
- Sets Processing Requirements and static Constraints beyond Schema expressivity
  - Again need to look into more expressible schema solution to be able to automatically validate those advanced constraints..

# Takeaways

- multilingual publishing issues
- target multilingualism is achieved through parallel bilingual service transformation
- Open Standard Bitext Format
- designed to streamline those issues
- Back to the OASIS XLIFF TC

<https://www.oasis-open.org/news/announcements/15-day-public-review-for-xliff-version-2-0>

<http://docs.oasis-open.org/xliff/xliff-core/v2.0/csprd03/xliff-core-v2.0-csprd03.html>

FEISGILTT & XLIFF Symposium

<http://www.localizationworld.com/lwdub2014/feisgiltt/xliffcall.html>