Japanese Typesetting with LuaTEX

Hironori KITAGAWA

12 October 2012

Introduction and outline

We are developing the *LuaT_EX-ja* package¹, which offers typesetting Japanese with LuaT_EX.

Outline:

- Japanese typesetting rules
- pT_EX engine and LuaT_EX-ja
- Vertical Japanese typesetting

¹http://sourceforge.jp/projects/luatex-ja/wiki/ FrontPage%28en%29. Most documents are written in Japanese.

"LuaT_EX is a Unicode-aware T_EX engine. So, does simply using Japanese fonts mean typesetting Japanese?"

"LuaT_EX is a Unicode-aware T_EX engine. So, does simply using Japanese fonts mean typesetting Japanese?" → No!

Terrible output by LuaTEX

Input

```
| \fontspec[Ligatures=TeX] { ipaexm.ttf }
| % proportional (IPAexMincho)
| 今は東海道新幹線における「のぞみ」
| 「ひかり」「こだま」の3種別とも``Super express''%
| (超特急)とアナウンスされている.
```

Output

```
今は東海道新幹線における「のぞみ」「ひかり」
per express''(超特急)
とアナウンスされている.
```

This is terrible ...

Japanese typesetting rules

The next four slides describe basic rules of Japanese typesetting.

- Most basic principles
- Punctuation marks and glue around alphabets²
- Prohibited line-breaking
- Justtification

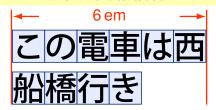
²In this talk, "alphabets" means that alphanumeric characters.

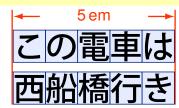
Basic principles

- Most characters have square bounding box.
- These characters are typeset solid.
 The line length should be a multiple of em.
- There is no inter-word space.

Sample text

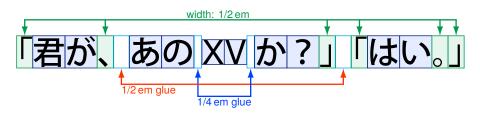
この電車は西船橋行き





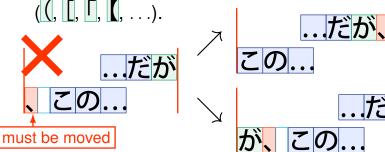
Punctuaton marks

- Width of some Japanese punctuation marks are 1/2 em, accompanied with some glue.
- Usually 1/4 em glue is inserted between Japanese characters and alphabets.



Prohibited line-breaking

- No line should begin with
 - Closing brackets (),],],], ...)
 - Commas (, and ,), full stops (. and o), . . .
- No line should end with opening brackets



Justification

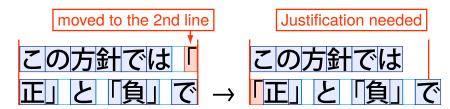
The following methods are used to justify lines:

- stretch or shrink glues (around punctuation marks and alphabets)
- insert space between two Japanese characters, if the above does not suffice

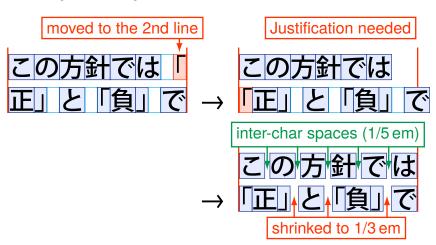
Example of justification

moved to the 2nd line この方針では「 下」と「負」で

Example of justification



Example of justification



Japanese pT_EX

Japanese pT_EX (developed by ASCII Corp.) is an **engine extension** of T_EX82.

- tuned for Japanese typesetting rules.
- supports both horizontal writing and vertical writing.
- has been the de facto standard for Japanese T_EX users.

Output by pT_EX

Input (pT_EX)

Inter-char space

- \kanjiskip=0pt plus 0.05em
- 2 \xkanjiskip=0.25em plus 0.25em minus 0.125em
- 3 今は東海道新幹線における「のぞみ」
- 4 「ひかり」「こだま」の3種別とも``Super express''%
- (超特急) とアナウンスされている。

Output (pT_EX)

今は東海道新幹線における「のぞみ」「ひ かり」「こだま」の3種別とも"Super express" (超特急) とアナウンスされている.

Above output (almost) follows Japanese typesetting rules.

Weak point of pTEX

- Even ε-T_EX extension is unsupported. (But we have a fork of pT_EX since 2008.)
- No plan for Omega or pdfTEX extensions.

→Another fork?

Weak point of pTEX

- Even ε-TEX extension is unsupported. (But we have a fork of pTEX since 2008.)
- No plan for Omega or pdfT_EX extensions. →Another fork?

If an existing engine (e.g., LuaTEX) has a potential, we only have to develop a macro package for Japanese typesetting.

Weak point of pTEX

- Even ε-T_EX extension is unsupported. (But we have a fork of pT_EX since 2008.)
- No plan for Omega or pdfT_EX extensions.

→Another fork?

If an existing engine (e.g., LuaT_EX) has a potential, we only have to develop a macro package for Japanese typesetting.



Development policy of LuaTEX-ja

- The quality of outputs by LuaT_EX-ja should be as good as (or, better than) that of pT_EX.
- A source file for pT_EX can be reused by LuaT_EX-ja with minimal changes.
- Inconvenient or unwanted features of pTEX will be 'fixed' in LuaTEX-ja.

Output by LuaTEX-ja

Input (LuaT_FX-ja)

LuaT_EX-ja equivalent of \kanjiskip=...

```
1 \ltjsetparameter{kanjiskip=0pt plus 0.05em, xkanjiskip=0.25em plus 0.25em minus 0.125em} 今は東海道新幹線における「のぞみ」
```

4 「ひかり」「こだま」の3種別とも``Super express''%

。(超特急)とアナウンスされている.

Output (LuaT_FX-ja)

Same output

今は東海道新幹線における「のぞみ」「ひかり」「こだま」の3種別とも"Super express"(超特急)とアナウンスされている.

Justification with priority

 $(Inter-char\ spaces) = 0\ pt\ plus\ 0.05\ em\ minus\ 0.05\ em$

No justification

overshoots about 1/2 em

自然数の公理化は,「ペアノの公理 系」(Peano axioms)が知られて...

Justification without priority

自然数の公理化は,「ペアノの公理 系」(Peano axioms)が知られて...

- pT_EX can justify lines only in this approach.
- Negative inter-char spaces. →There is another way.

Justification with priority

(Inter-char spaces) = 0 pt plus 0.05 em minus 0.05 em

LuaT_FX-ja

No justification

overshoots about 1/2 em

自然数の公理化は、「ペアノの公理 系」(Peano axioms)が知られて...

Justification with priority (optional in LuaT_FX-ja)

自然数の公理化は、「ペアノの公理 系」(Peano axioms)が知られて...|

- Try to keep "no inter-char spaces", at the cost of other glues.
- Most Japanese think that this is "more natural".

Justification with priority

No justification

overshoots by 1/2 em

|あいうえおさし<mark>・|</mark>すせそ| 「『かきく|

Justification with priority

|あいうえおさし<mark>・</mark>|すせそ「『かきく|

- We shrink glues around the middle dot (•).
- Hence the glue before the corner bracket are unchanged.

Vertical Typesetting

- Notations of writing directions
- Rules of vertical typesetting
- What features are needed in LuaT_EX?
 - Usable xoffset and yoffset
 - RTR direction

TLT direction

In English documents,

- A line begins from (left)
- The 'top' direction of a glyph is (top)

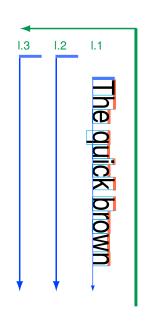
```
I.1 The quick brown
I.2
```

Hence, this direction is denoted by TLT.

RTR direction (not in LuaTEX)

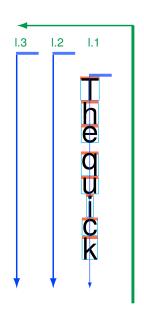
- A page begins from R (right).
- A line begins from T (top)
- The 'top' direction of a glyph is R (right).

Therefore, alphabets should be rotated 90 degrees clockwise in RTR direction.



- A page begins from R (right).
- A line begins from T (top)
- The 'top' direction of a glyph is T (top).

In LuaT_EX, characters (and TLT boxes) are centered around the baseline.



Example of vertical writing

horizontal writing (横組み, \yoko in pT_EX)

この十年の間を振り返ると、各種 ツールの日本語化が一段落して日 本語 TeX として pTeX がデファク トスタンダードになり、dvi から直 接 PDF 作成を行う DVIPDFMx が 広まりました。また、インストー ルの簡便化を目指した活動が活発 となり、新たな日本語符号化……

vertical writing (縦組み, \tate in pT_EX)

となり、 トスタンダードになり、 語 TeX として pTeX がデファ PDF 作成を行う DVIPDFMx この十年の間を振り返ると、 新たな日本語符号化・ dvi から直

(from 「T_EX ユーザの集い 2009 予稿集」)

Example of vertical writing

Common usage:

- novels
- newspapers
- comics

A page begins from R (right).

A line begins from T (top).

vertical writing

(縦組み, \tate in pTEX)

広まりました。 接 PDF 作成を行う DVIPDFMx が 本語 TeX として pTeX がデファ トスタンダードになり、 dvi から直 この十年の間を振り返ると、 新たな日本語符号化: インスト

(from 「T_EX ユーザの集い 2009 予稿集」)

Japanese characters

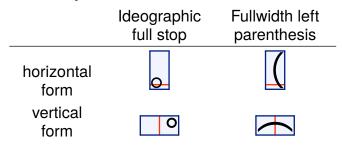




1

Japanese characters are aligned along their center line.

Some symbols have vertical forms.

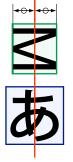


Alphabets





- Alphabets are rotated 90 degrees clockwise.
 - The baseline of alphabets is shifted.



Simple strategy

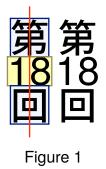
the horizontal center of 'M'

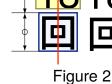
= that of 'あ'

Two-digit numbers

It is common for two-digit numbers to typeset horizontally (**Figure 1**).

■ Sometimes we supply spaces (**Figure 2**).





Rules in LuaTEX's terms

Now we interpret rules in LuaTEX's terms:

Japanese characters RTT direction alphabets RTR direction

shifting baseline

LuaTEX's x/yoffset features

two-digit numbers a box in TLT direction



Rules in LuaTEX's terms

Now we interpret rules in LuaT_FX's terms:

Japanese characters RTT direction

alphabets RTR direction

not implemented in LuaTEX

shifting baseline need to be fixed LuaT_EX's x/yoffset features

two-digit numbers a box in TLT direction



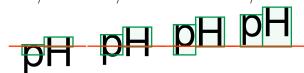
xoffset and yoffset (in TLT)

LuaTEX can displace a glyph, by modifying xoffset or yoffset fields of that glyph node.

xoffset doesn't change the bounding box.



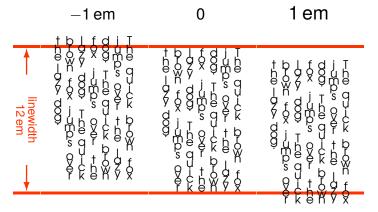
yoffset changes the height and depth. $-1/2 \,\text{em} -1/4 \,\text{em}$ 0 1/4 em



xoffset in RTT

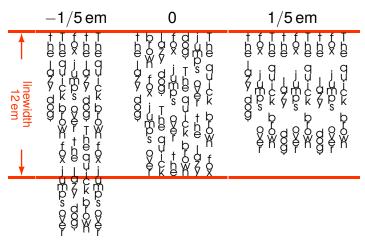
In current LuaT_EX, we cannot use xoffset nor yoffset to displace a glyph horizontally in RTT.

xoffset displaces a glyph vertically. (This behavior is not so unnatural.))



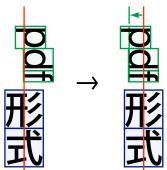
yoffset in RTT

yoffset changes the "apparent line width".



RTR is suitable for alphabets

- no need for virtual fonts of alphabets Rotation of glyphs were handled by "typeset in RTR direction".
- simple computation of offset



The same offset values can be used by any alphabets in a font.

Conclusion 39

Conclusion

 Using our LuaTEX-ja package, we can typeset horizontal Japanese documents which follows Japanese typesetting rules.

- However, some refinements are needed in LuaT_EX, for vertical typesetting:
 - RTR direction
 - Usable xoffset and yoffset

Conclusion 40

Conclusion

- Using our LuaTEX-ja package, we can typeset horizontal Japanese documents which follows Japanese typesetting rules.
- However, some refinements are needed in LuaT_EX, for vertical typesetting:
 - RTR direction
 - Usable xoffset and yoffset

Thank you for listening.