Preserving our Software Heritage

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September 14th 2023



Outline

Software as Heritage



Software Source Code is Precious Knowledge

Harold Abelson, Structure and Interpretation of Computer Programs (1st ed.)

1985

"Programs must be written for people to read, and only incidentally for machines to execute."

Apollo 11 source code (excerpt)

```
P63SP0T3
                        BIT6
                                         # IS THE LR ANTENNA IN POSITION 1 YET
                EXTEND
                RAND
                        CHAN33
                EXTEND
                BZE
                        P63SP0T4
                                         # BRANCH IF ANTENNA ALREADY IN POSITION 1
                CAF
                        CODE500
                                         # ASTRONAUT:
                                                         PLEASE CRANK THE
                TC
                        BANKCALL
                                                         SILLY THING AROUND
                CADR
                        GOPERF1
                TCE
                        GOTOPOOH
                                         # TERMINATE
                TCE
                        D63SD0T3
                                         # PROCEED
                                                         SEE TE HE'S LYING
P63SP0T4
                TC
                        BANKCALL
                                         # ENTER
                                                         INITIALIZE LANDING RADAR
                CADR
                        SETPOS1
                TC
                                         # OFF TO SEE THE WIZARD ...
                        POSTJUMP
                CADR
                        BURNBABY
```

Quake III source code (excerpt)

```
float Q rsqrt( float number )
    long i:
    float x2. v:
    const float threehalfs = 1.5E:
    x2 = number * 0.5F:
    v = number:
    i = * ( long * ) &y; // evil floating point bit level hacking
    i = 0x5f3759df - (i >> 1): // what the fuck?
    v = * ( float * ) &i:
    v = v * (threehalfs - (x2 * v * v)): // 1st iteration
// v = v * (threehalfs - (x2 * y * y)); // 2nd iteration, this
can be removed
    return v:
```

Len Shustek, Computer History Museum

2006

"Source code provides a view into the mind of the designer."

Calling for preservation: UNESCO

Experts call for greater recognition of software source code as heritage for sustainable development



UNESCO, Inria, Software Heritage invite 40 international experts meet in Paris ...



The call is published on Feb 2019

"[We call to] support efforts to gather and preserve the artifacts and narratives of the history of computing, while the earlier creators are still alive"

https://en.unesco.org/foss/paris-call-software-source-code

Calling for preservation: Donald Knuth and Len Shustek

Communications of the ACM, February 2021



"Telling historical stories is the best way to teach. It's much easier to understand something if you know the threads it is connected to."

> Let's Not Dumb Down the History of Computer Science Donald E. Knuth, Len Shustek https://doi.org/10.1145/3442377

A unique opportunity

most of the creators are still here; we can talk to them!

but the clock is ticking...

Outline

Software Heritage's committment



http://bit.ly/swhpaper

One infrastructure open and shared



Technology

- transparency and FOSS
- replicas all the way down

Content (billions!)

- intrinsic identifiers
- facts and provenance

Organization

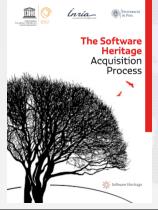
- non-profit
- multi-stakeholder

Largest archive

SWHAP: Software Heritage Acquisition Process

Paris Call on Software Source Code

"[We call to] support efforts to gather and preserve the artifacts and narratives of the history of computing, while the earlier creators are still alive"



- Detailed process for Legacy Software
 - curation
 - reconstruction of the development history
 - collecting metadata
 - archival
 - in Software Heritage
- Traceability of all process phases
 - using modern version control tools

Building the Software Stories

Paris Call on Software Source Code

"[We call to] support efforts to gather and preserve the artifacts and narratives of the history of computing, while the earlier creators are still alive"



- Expand the SWHAP scope to
 - documents
 - media (videos, pictures, images, etc.)
 - oral history
- Preserve and Present all this material
- Share process and tools (all open source!)
 - with museums, archives and all interested parties

see this live on the Software Stories website, and get the guide and the SWHAP Days hybrid event, 19 and 20 october 2022

Outline

Working together



A noble and urgent mission

A great challenge

collecting, curating, preserving and telling the history of landmark software

Software Heritage's committment

- provide archival and reference infrastructure
- humbly contribute some tools to the vast preservation landscape
 - the SWHAP source code acquisition and curation protocol
 - the Software Stories approach to interconnect historical data with source code
- help bring together the community of software preservation enthusiast

Thank you for being here, our software legacy needs you!

alone we go faster, together we go further ancient african saying