Preserving our Software Heritage and its Stories

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- 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
                        CODE 500
                                         # ASTRONAUT:
                                                         PLEASE CRANK THE
                TC
                        BANKCALL
                                                         SILLY THING AROUND
                CADR
                        GOPERF1
                TCE
                        ботороон
                                         # 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...

We need a universal archive of software source code: now we have one!

- Meet Software Heritage





Collect, preserve and share *all* software source code

Preserving our heritage, enabling better software and better science for all

Reference catalog



find and reference all software source code

Universal archive



preserve and share all software source code

Research infrastructure



enable analysis of all software source code

Universal software archive, principled 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

(CC-BY 4.0)

Organization

- non-profit
- multi-stakeholder

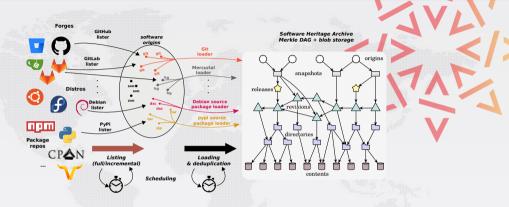
Largest archive

An international, non profit initiative





A peek under the hood: a universal archive



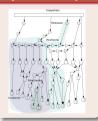
Global development history permanently archived in a uniform data model

- over 20 billion unique source files from over 300 million software projects
- ~1.5PB (compressed) blobs, ~50 B nodes, ~700 B edges

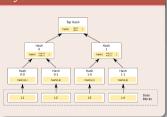
A revolutionary infrastructure

Modern "Library of Alexandria", *international, non profit, long term* initiative addressing the needs of *industry, research, culture and society as a whole One* infrastructure, *shared*: more efficient, less waste ...

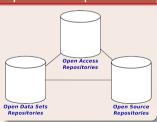
Software Graph



Software Blockchain



Open Science pillar



Big Code

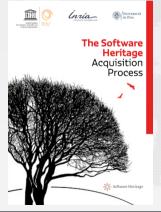


- Preserving the past



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"



- Rescue Legacy Software from different media
 - physical
 - digital
 - legacy / unsupported
 - recent / supported
- Curate the code
 - reconstructing the development history
 - collecting metadata
- And illustrate with dedicated presentations

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

Demo time



Perspectives

Ongoing works

- Inria's landmark legacy software
- SCOSS and ALIG for Open Science

New opportunities for research

• https://opensource.cern/sw-heritage-impact-opening

A proposal for a working agenda

Search and find software source code associated to landmark ACM articles

Reconstruct development history, archive in SWH

Link publications to the source code using the SWHID identifier

Collect oral and documentary history around it, and build a Software Story

Connect with all the relevant history collections

(CC-BY 4.0)

- 4 Conclusions



5 minutes recap https://youtu.be/Ez4xKTKJ02o **Ouestions?**

References (see https://www.softwareheritage.org/publications)



Software Stories for landmark legacy code, Inria TR, 2022 https://hal.archives-ouvertes.fr/hal-03483982

- EOSC SIRS Task Force, Scholarly Infrastructures for Research Software 2020, European Commission, (10.2777/28598)
- R. Di Cosmo, Archiving and Referencing Source Code with Software Heritage ICMS 2020 (10.1007/978-3-030-52200-1 36)
- Laura Bussi, Roberto Di Cosmo, Carlo Montangero, Guido Scatena The software heritage acquisition process UNESCO, Università di Pisa, Inria, 2019
- J.F. Abramatic, R. Di Cosmo, S. Zacchiroli, Building the Universal Archive of Source Code, CACM, October 2018 (10.1145/3183558)