

INTERACTIVE SOFTWARE ARCHIVAL

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ME

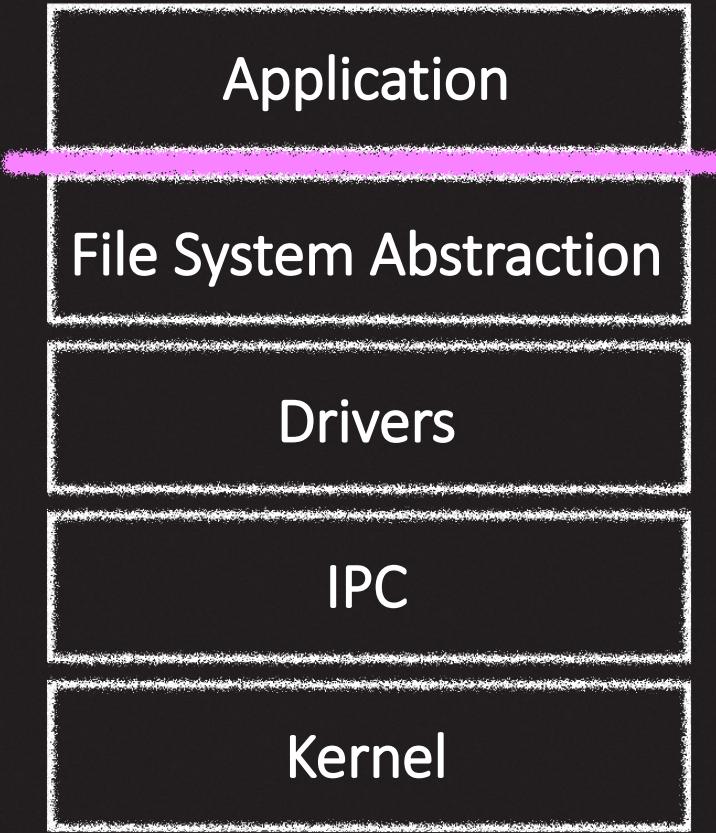
Computers Make
Me So Happy
Sometimes

ME

Computers Make
Me So Grumpy
Sometimes

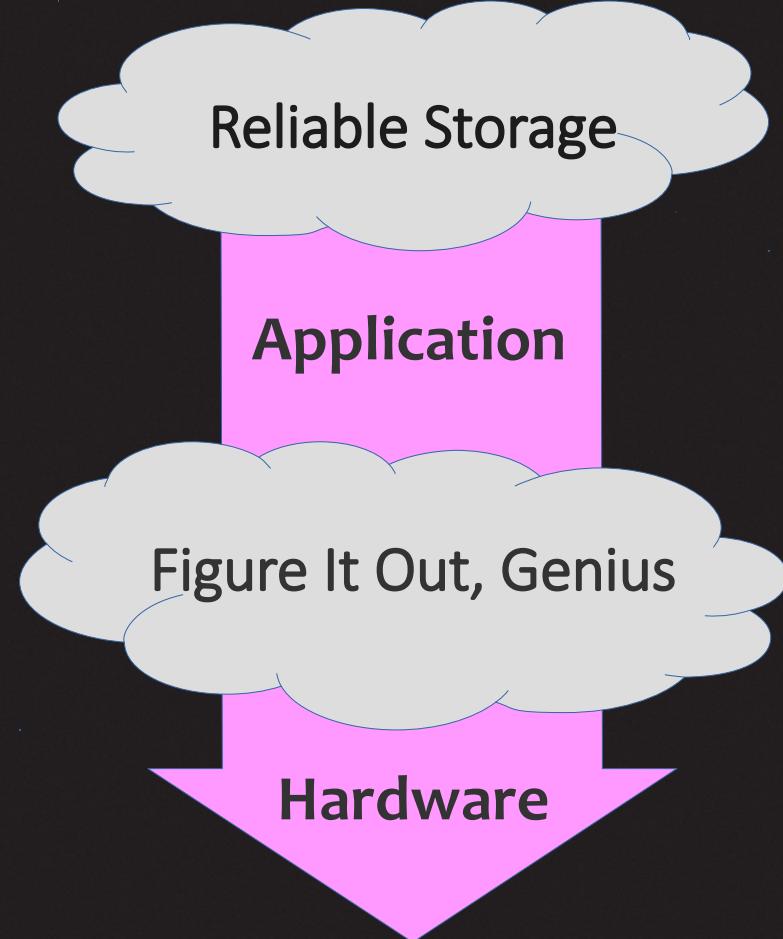
SYSTEMS + OSes

Software Is Too Complex



SYSTEMS + ARCHIVES

The Ideal
System Is
an Archive



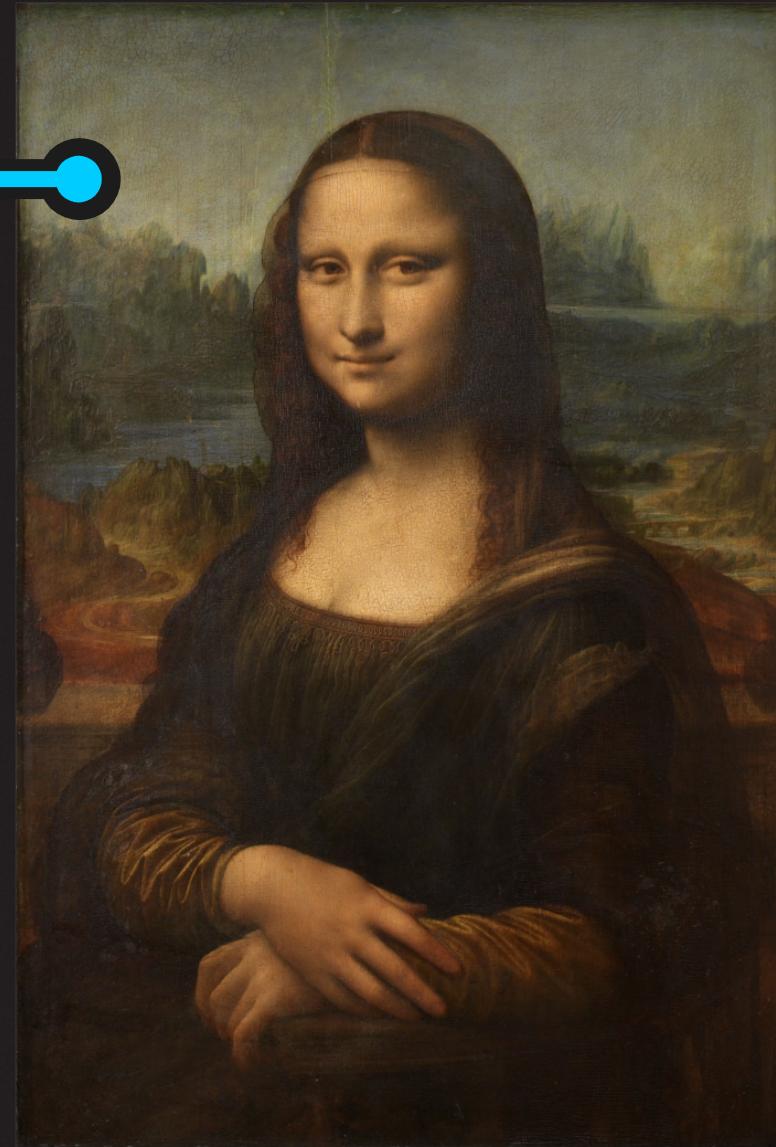
ARCHIVAL

ARTIFACTS

Mona Lisa

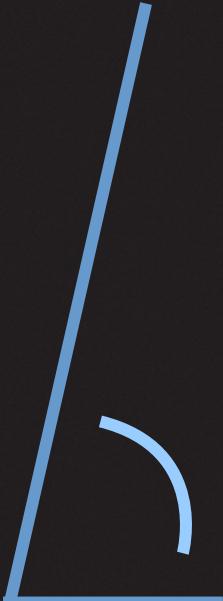


Rosetta Stone



LEANING TOWER OF PISA

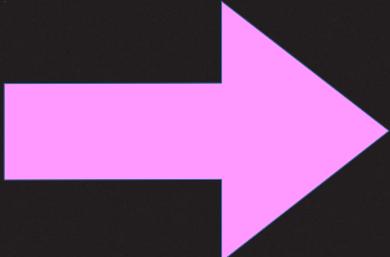
3.99° of
PRESERVED
TIΛT



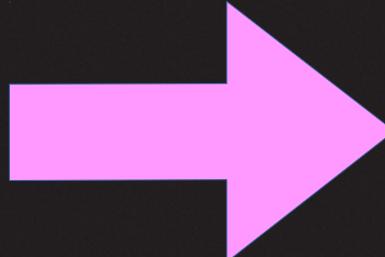
PROVENANCE

- Even if you've never heard the word, we developers have created a culture around using provenance.
- Software development is sometimes aptly referred to as a Garbage Fire.
- Bundler, npm, pip, CPAN... etc... all solving the problem of the chaos of development through maintaining a record of where and when and who dependencies come from.

DIGITAL ARTIFACTS

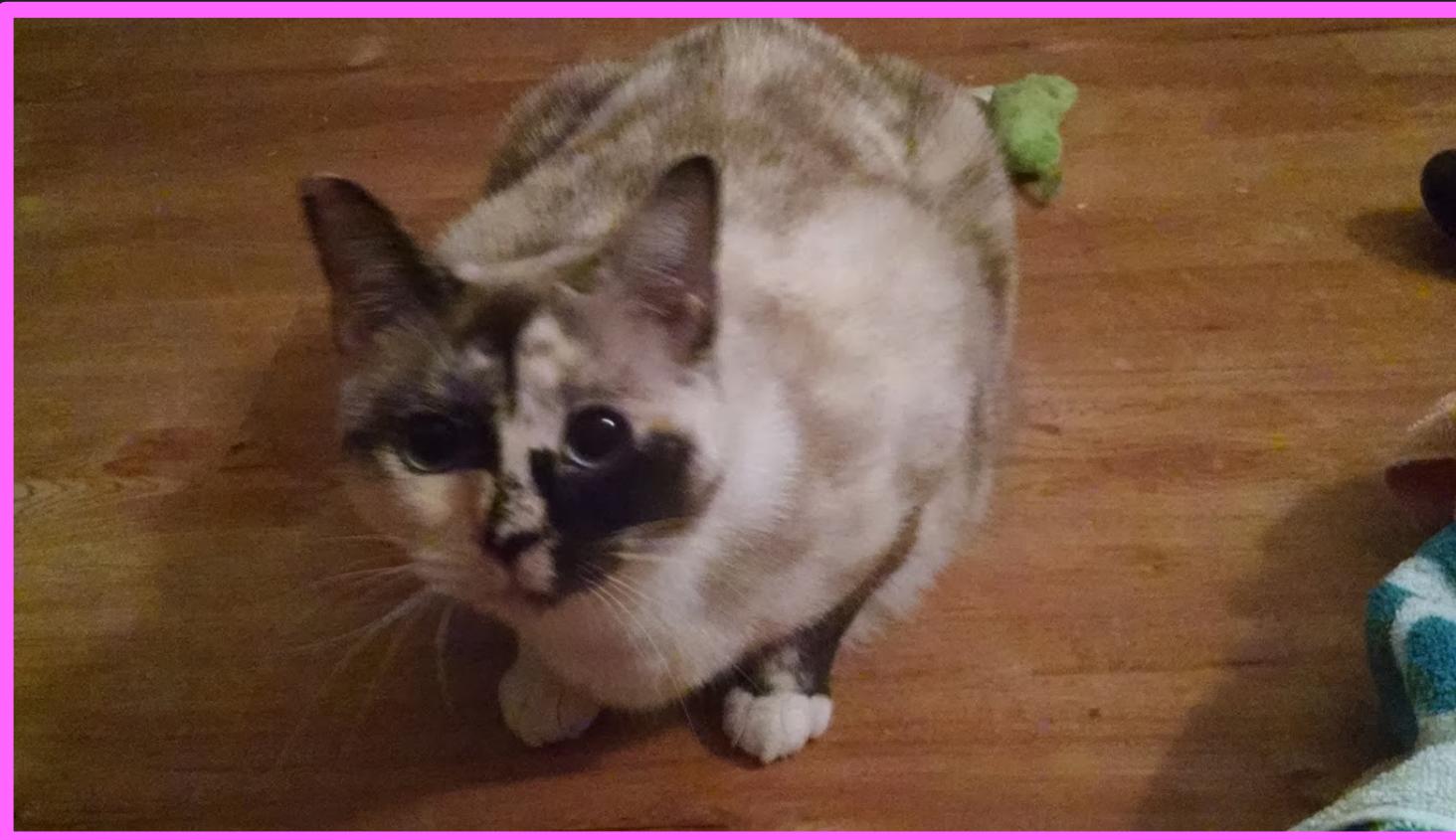


0010
1011
0110



Which Lives Longer?

DIGITAL ARCHIVES



HD-ROSETTA DISK



**Rosetta Disk
Documentary:**

scottoller.com/rosetta

SOFTWARE AS AN ARTIFACT

WHAT IS SOFTWARE?

< ? >

ADA LOVELACE

...the Analytical Engine might act upon other things besides numbers...

the engine might compose elaborate and **scientific pieces of music** of any degree of complexity or extent.

-- "Notes" Section A, 1842



ADA LOVELACE

... scientific
pieces of music
of any degree of
complexity or
extent.

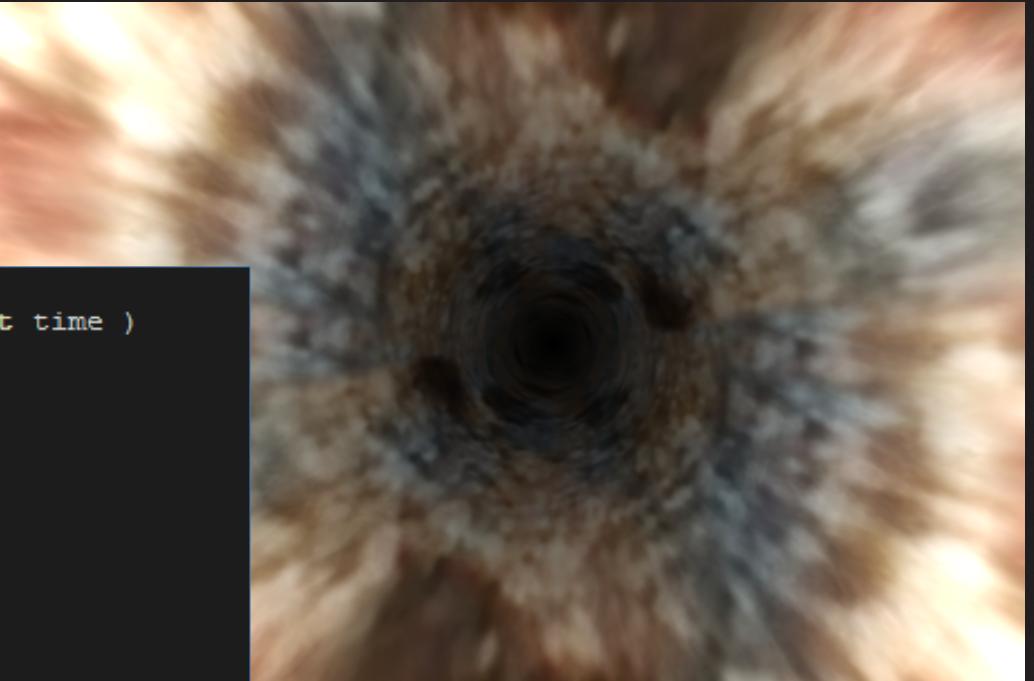


CODE AS ART

```
vec3 doTunnel( sampler2D sampler, in vec2 uv, in float time )
{
    // get polar coordinates
    float a = atan( uv.y, uv.x );
    float b = atan( uv.y, abs(uv.x) );
    float r = length( uv );

    // pack and animate
    vec2 uvL = vec2( 1.0/r + time, a/3.1415927 );
    vec2 uvR = vec2( 1.0/r + time, b/3.1415927 );

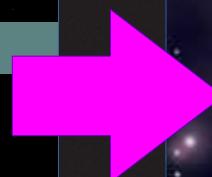
    // fetch from texture
    return textureGrad( sampler, uvL, dFdx(uvR), dFdy(uvR)).xyz;
}
```



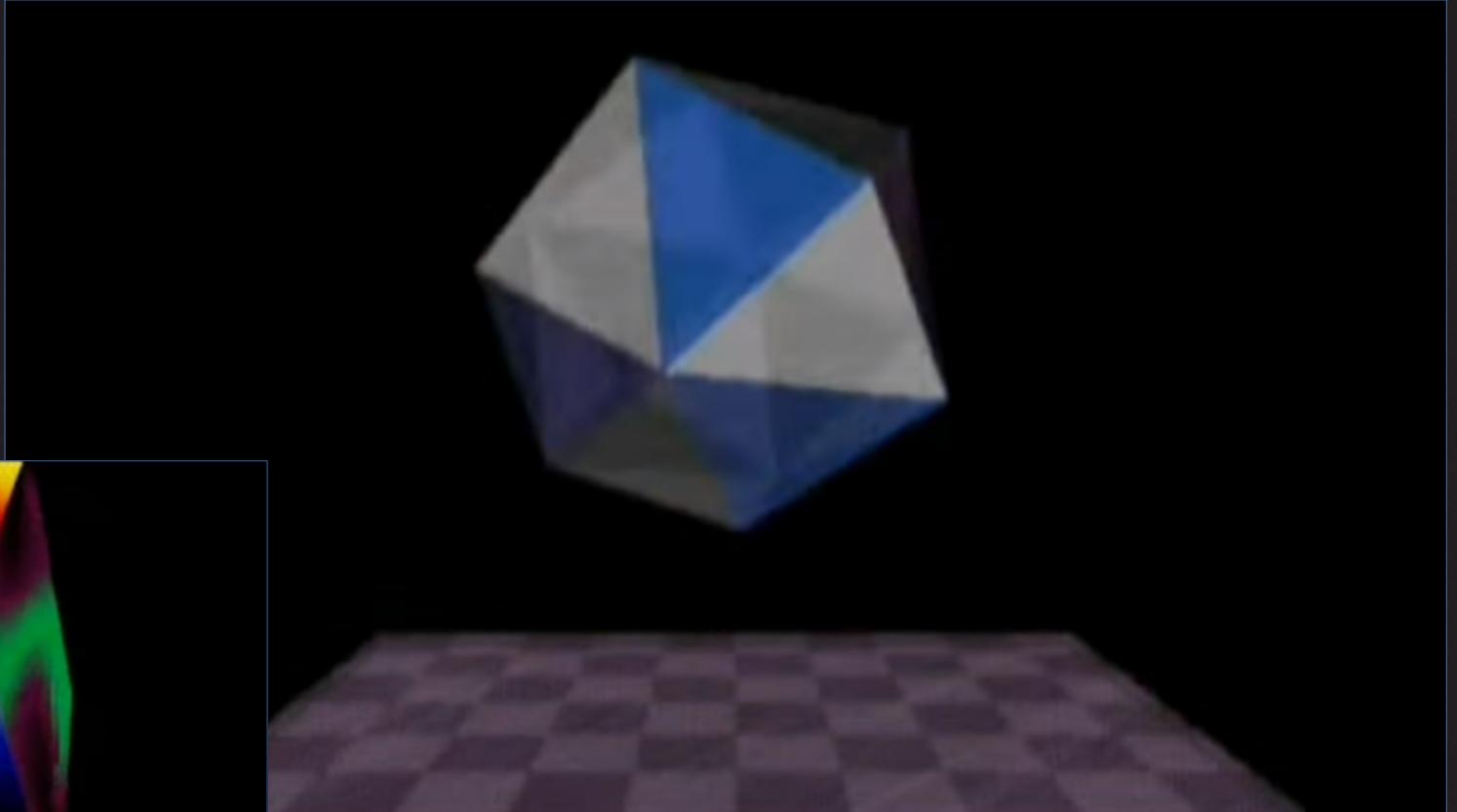
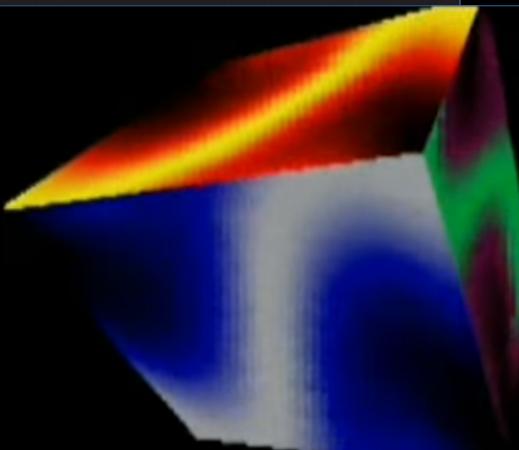
SOFTWARE PIRACY BECOMES ART

Select the items represented on page:

133



DEMOSCENE



Second Reality by FUTURE CREW

SOFTWARE AS AN ARTIFACT

Is software preserved
if it cannot be
executed?

THE INTERNET ARCHIVE

The screenshot shows a window from the game "The Oregon Trail". At the top, there's a toolbar with icons for file operations like Open, Save, Print, and a trash bin. To the right of the toolbar are "SIGN IN" and "Search" buttons. Below the toolbar is a decorative header featuring a green landscape and a covered wagon pulled by a horse.

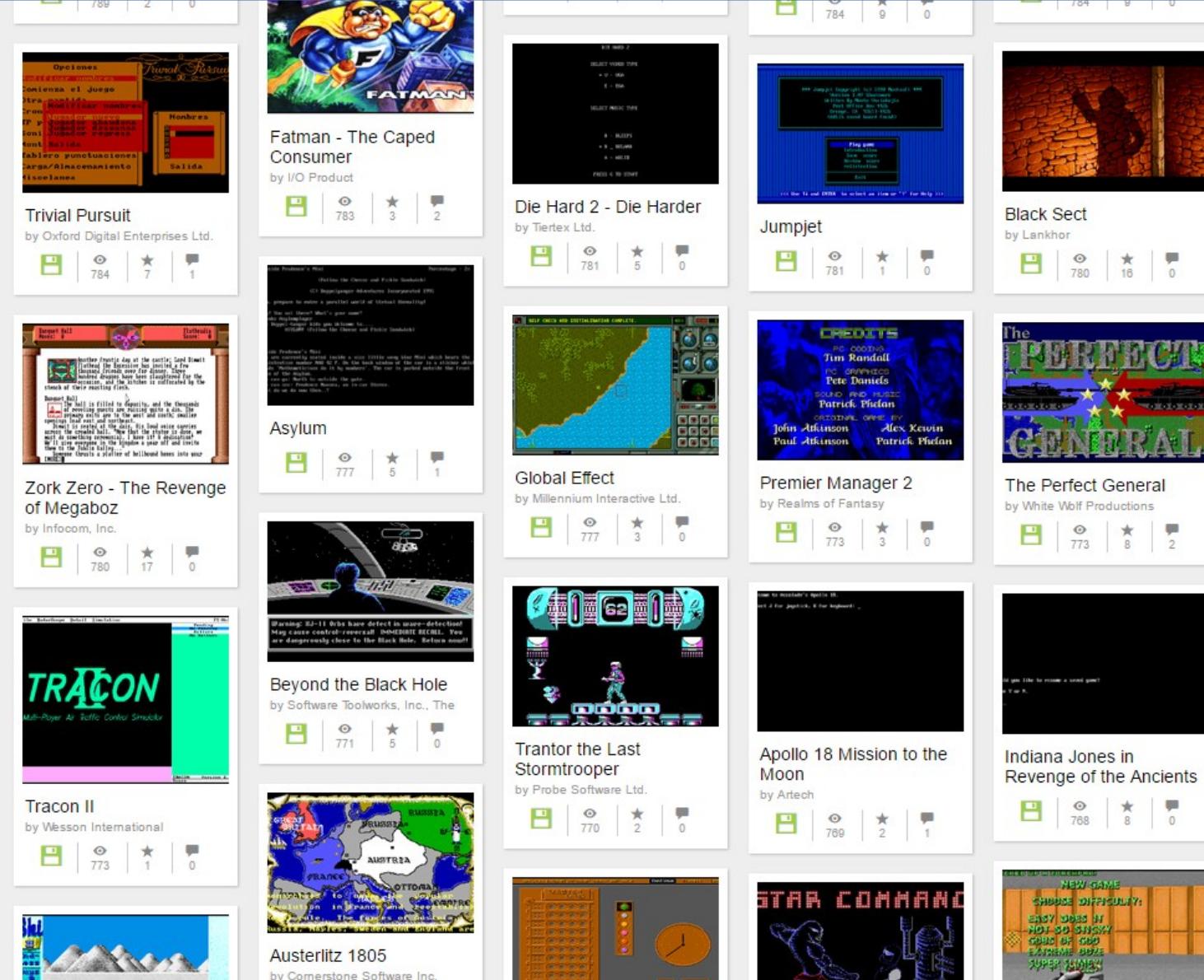
A central text box contains the message: "You are now at the Kansas River crossing. Would you like to look around? _".

Below this, a white box displays the following information:

| | |
|-----------------|---------------|
| Date: | April 7, 1848 |
| Weather: | warm |
| Health: | good |
| Food: | 210 pounds |
| Next landmark: | 0 miles |
| Miles traveled: | 102 miles |

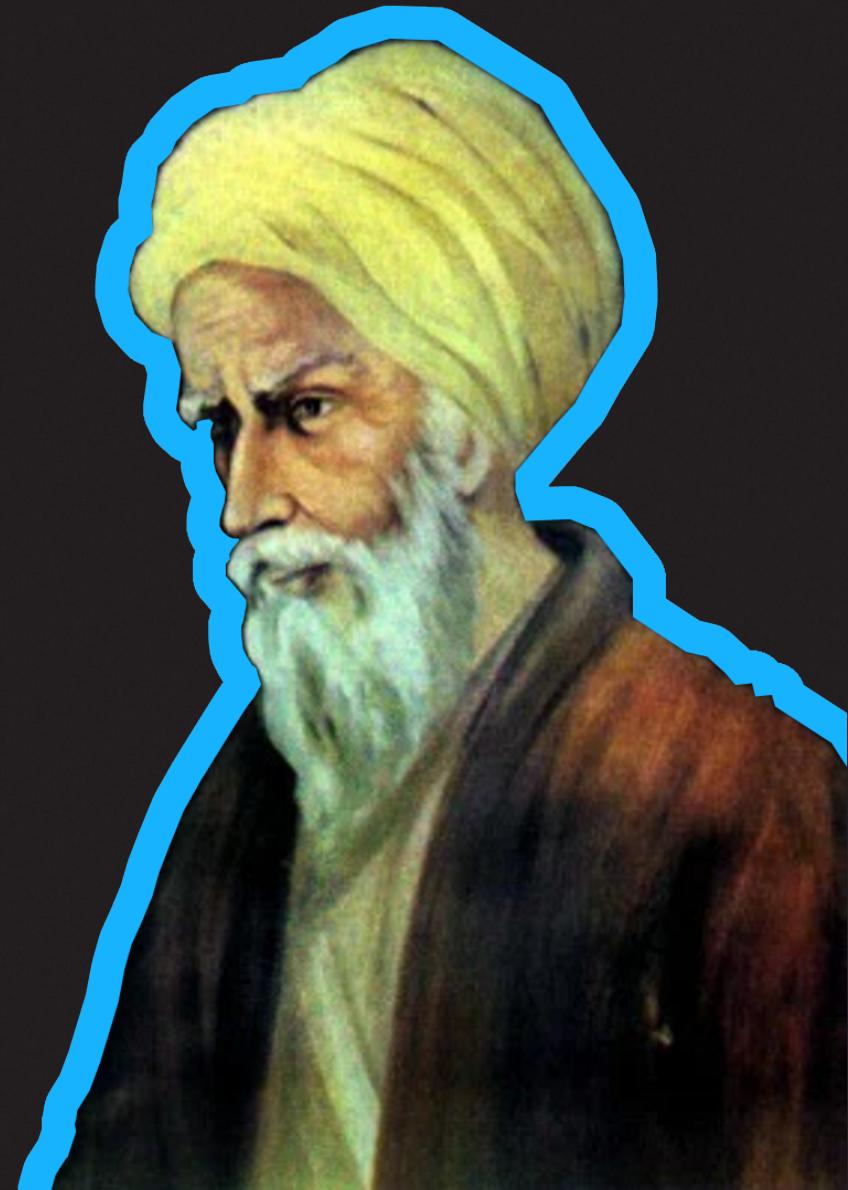
At the bottom left, there's a logo of a floppy disk and the text "Oregon Trail, The" followed by "by MECC". It also says "Published 1990". On the bottom right, there are three small icons: a star, a document, and a flag. A "Stream Only" button is also present.

<https://archive.org>

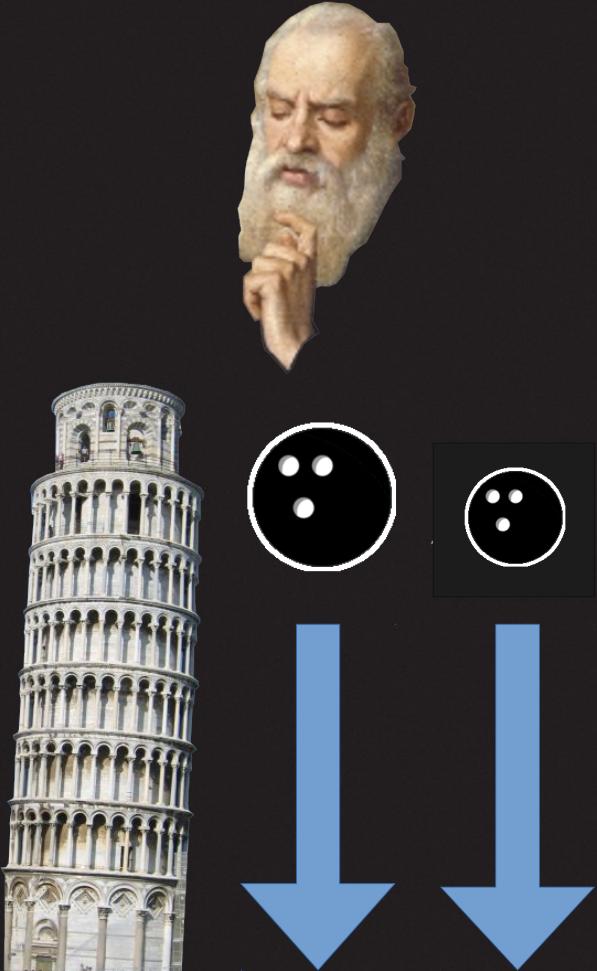


أبو علي، الحسن بن
الحسن بن الهيثم

ABŪ ‘ALĪ AL-ḤASAN IBN
AL-ḤASAN IBN AL-HAYTHAM
c. 965 – c. 1040 CE



SCIENTIFIC METHOD



Form a Question

Propose Hypothesis

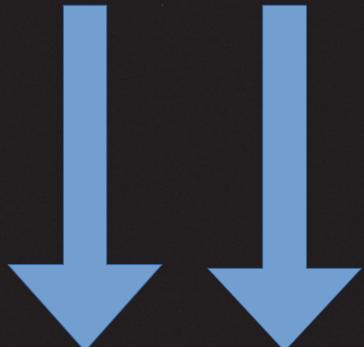
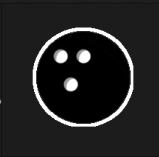
Predict Outcome

Test

Analysis

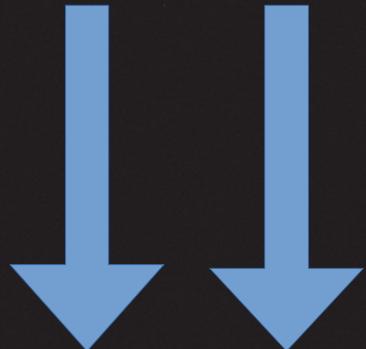
Record, **Reflect**, **Repeat**

REPEATABILITY



Running the same experiment

REPRODUCIBILITY



Running the same experiment
but altering the conditions

SCIENCE + SOFTWARE

Is science
reproducible if you
can't run the code?

SORRY...

PESSIMISTIC CS STATISTICS

32% *Reproducibility Rate*

Of Scientists Believe

90% Slight/Significant
Reproducibility Crisis

DANG IT

35% Code Publicly Available

22% Asked and received code

36% Asked but told NO

7% Asked but no response

THAT'S A LITTLE BETTER

58% Got it to Build: <30 minutes

28% Got it to Build: >30 minutes

10% Couldn't build it; told it should

4% Couldn't build it; told it sucks

EXCUSES

“ Student graduated;
Nobody knows how it
works ”

SCIENCE IS AN
INTERACTIVE
NARRATIVE



SOLUTION:
ARCHIVAL

INTERACTIVE ARCHIVAL

SOLUTION: VIRTUALIZATION



“Not a Graveyard” – Erika Linke and Dan Ryan introducing the concept of Olive and executable archives.

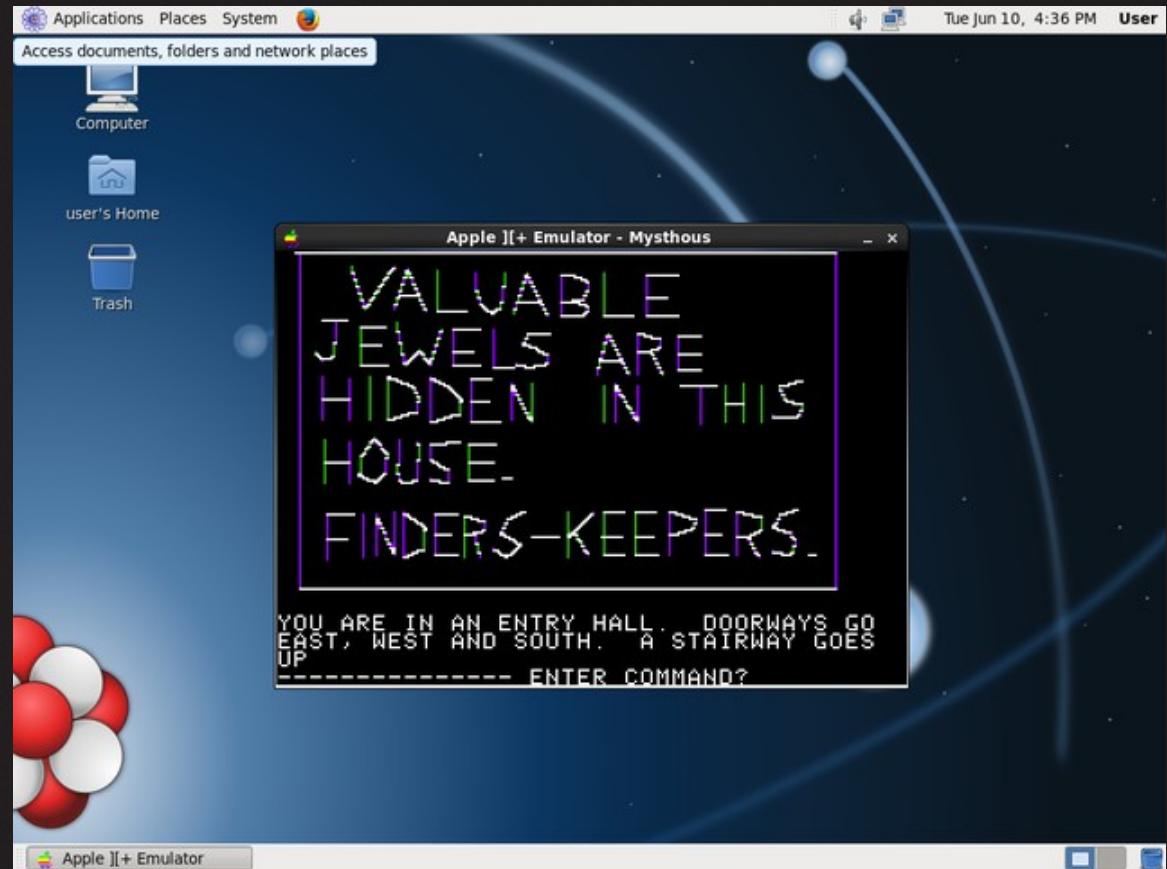
OLIVE ARCHIVE

CMU (Pittsburgh!)

QEMU+KVM

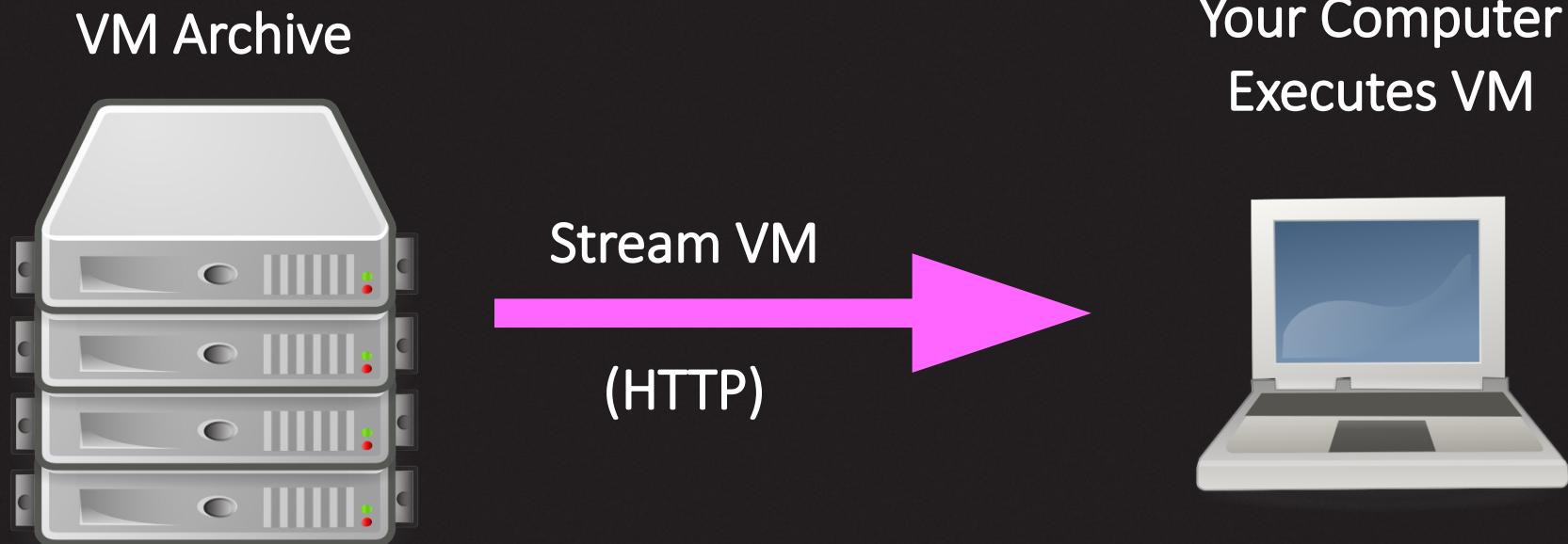
Emulation On Top

olivearchive.org



VMNETX: INTERNET SUSPEND/RESUME

Virtual Machine Network eXecution; GPLv2



BwFLA

University of Freiburg



BwFLA



Stream Video
(SPICE, etc)

A large, solid pink arrow pointing from left to right, indicating the direction of the video stream.

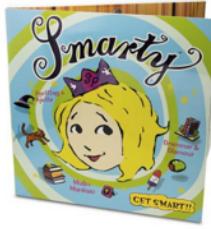
Your Computer
Sees Video Stream





Chop Suey
1995

[Play](#)



Smarty
1996

[Play](#)



Zero Zero
1997

[Play](#)

[► About cloud-based emulation](#)

RHIZOME

The Theresa Duncan CD-ROMs

<http://bw-fla.uni-freiburg.de/demo-cloud.html>

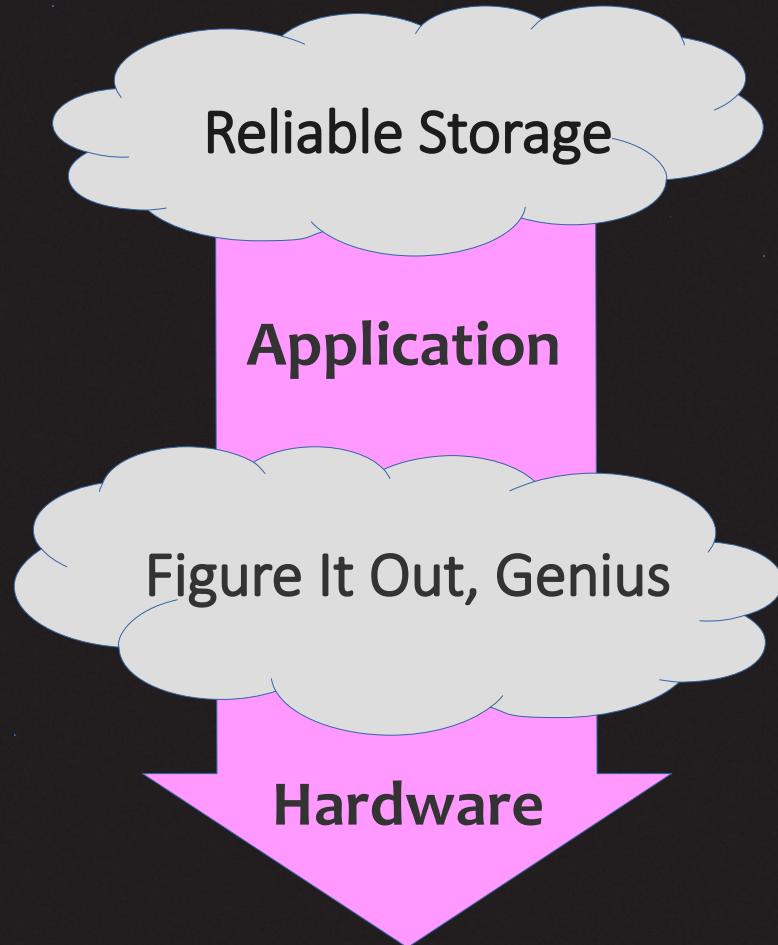


OLIVE/BWFLA: DRAWBACKS

Inflexible

what if VM tech is
obsoleted?

SOLUTION: SATISFACTION



Ex: COMMANDER KEEN

1991



NATIVE DOS -> IMPRACTICAL

2016



Figure It Out, Genius

Hardware

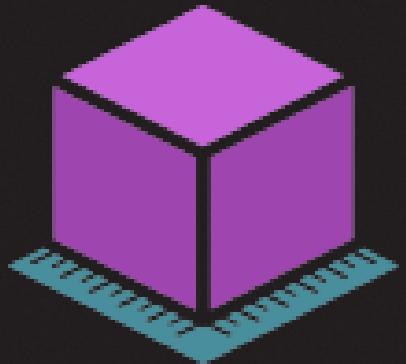
DOSBox



DECIDE How To RUN



Hardware



OCCAM

University of Pittsburgh

<https://occam.software>

REACT TO THE FUTURE



x86-64

Javascript

JAVASCRIPT EMULATION



Browser

ADAPTABLE (NES, SNES, ETC)



OR

XNES

x86-64

Javascript

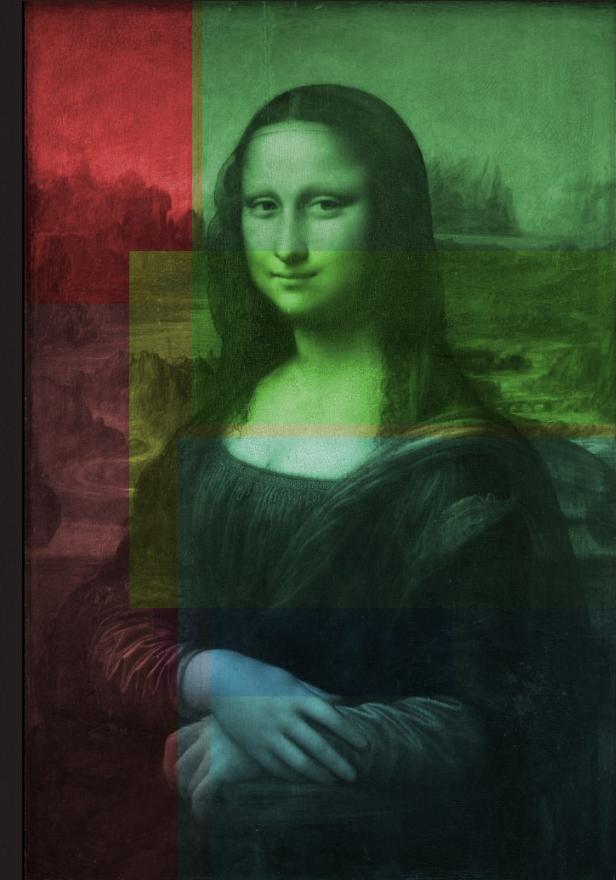
SCIENTIFIC WORKFLOWS



ACTIVE CURATION



Image
→
Filter



LESSONS

Think about how the
heck your code works
in the future

AND HAVE FUN!

<http://wilkie.io>

[/abstractions](http://wilkie.io/abstractions)