

# INTERACTIVE SOFTWARE ARCHIVAL

wilkie



@wilkieii



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ME

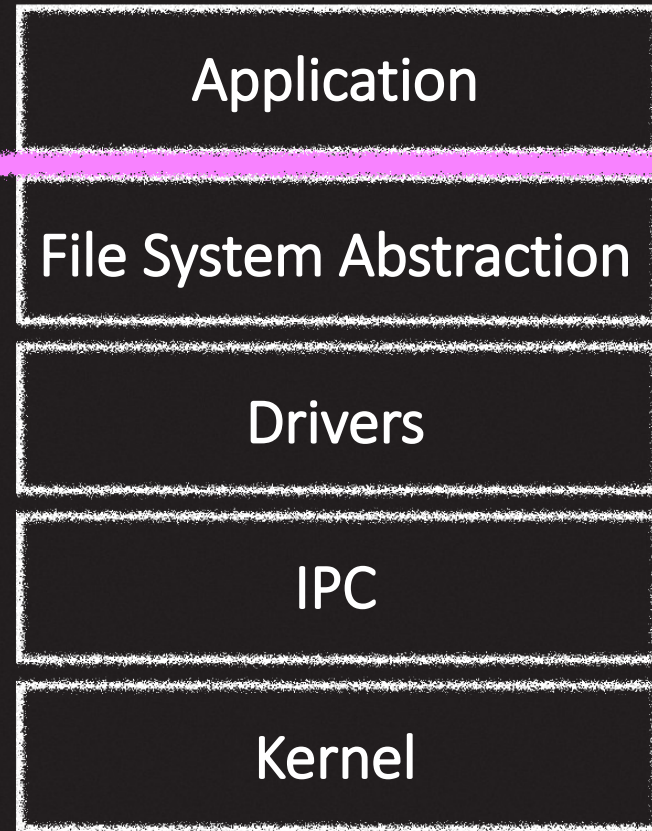
**Computers Make  
Me So Happy  
Sometimes**

ME

Computers Make  
Me So Grumpy  
Sometimes

# SYSTEMS + OSES

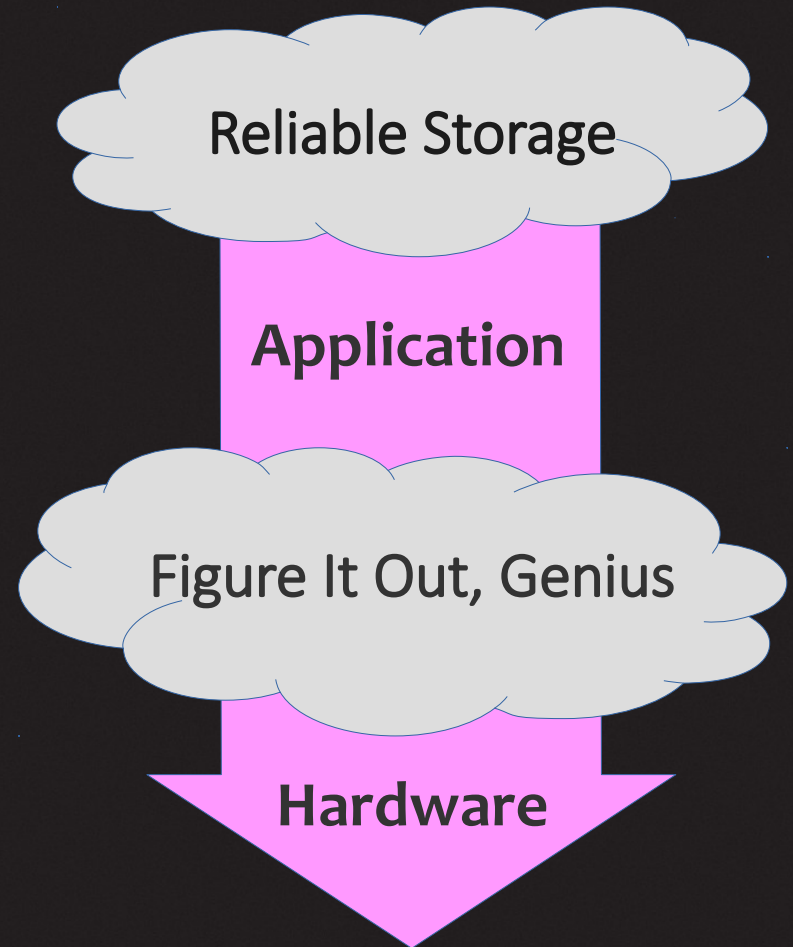
Software  
Is Too  
Complex





# SYSTEMS + ARCHIVES

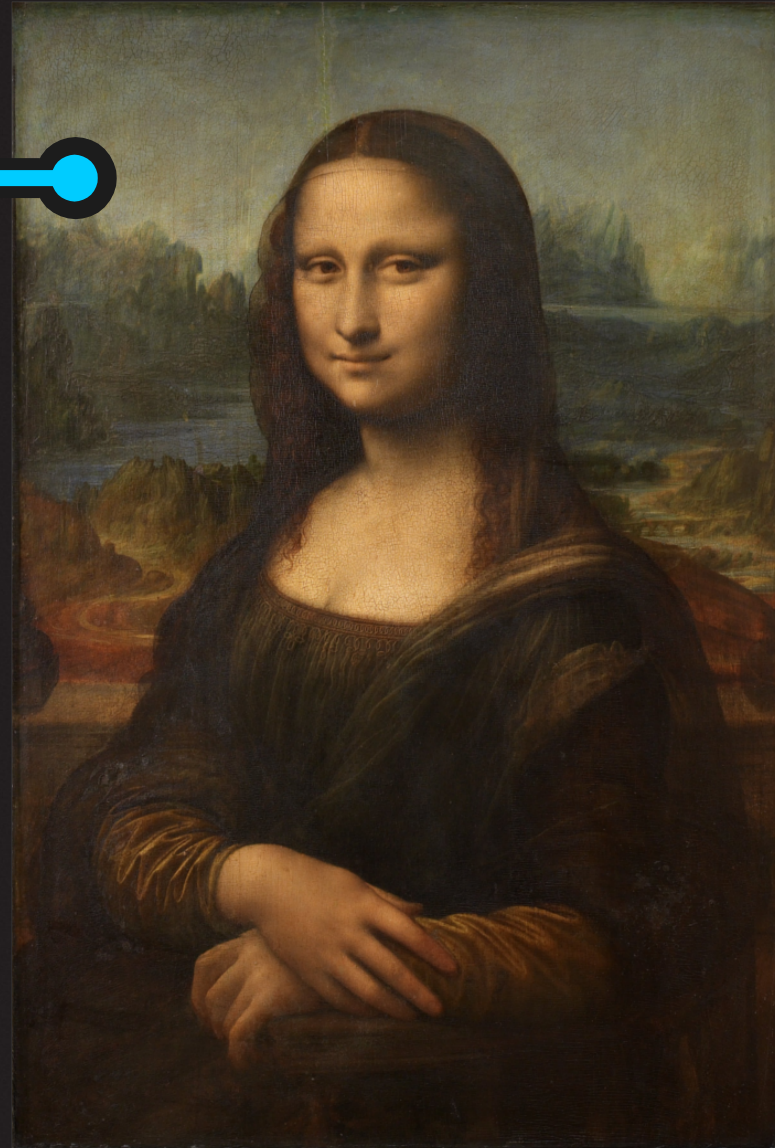
**The Ideal  
System Is  
an Archive**



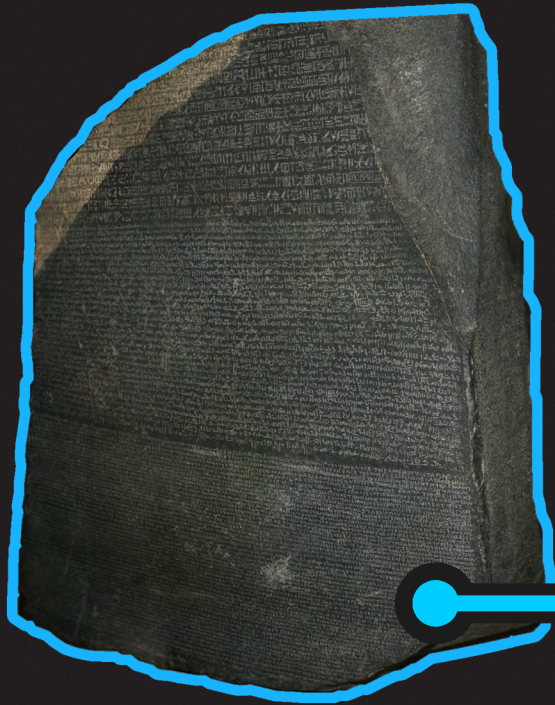
ARCHIVAL

# ARTIFACTS

Mona Lisa



Rosetta Stone





# LEANING TOWER OF PISA



3.99° of  
PRESERVED  
*TILT*

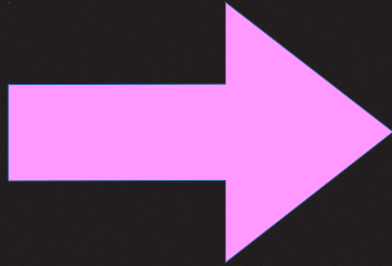




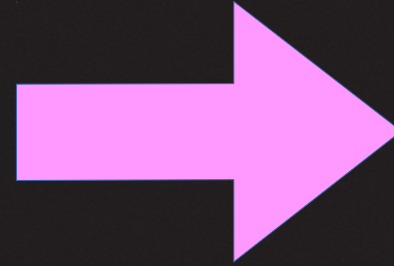
# PROVENANCE

- 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

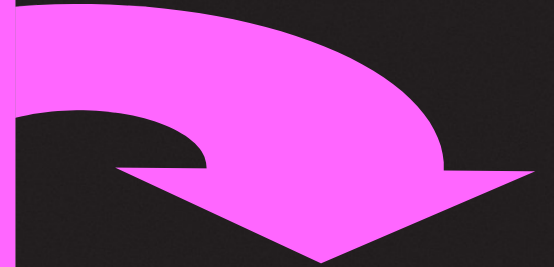


0010  
1011  
0110



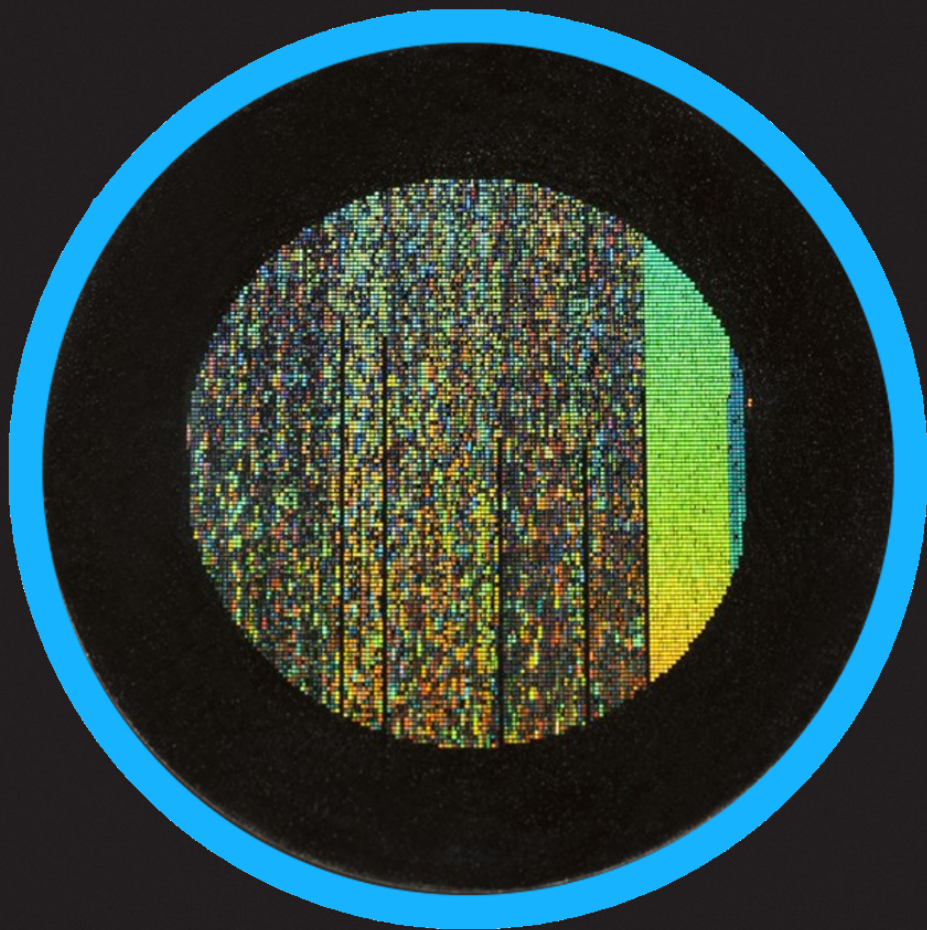
Which Lives Longer?

# DIGITAL ARCHIVES





# HD-ROSETTA DISK



**Rosetta Disk  
Documentary:**

[scottoller.com/rosetta](http://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.



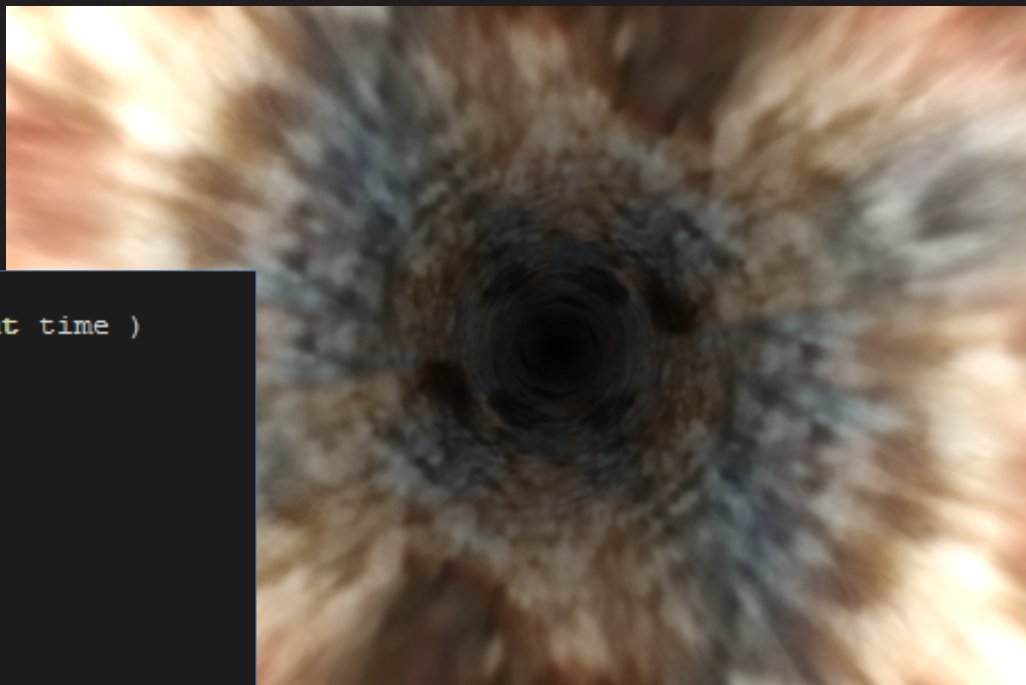


# CODE AS ART

```
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 );

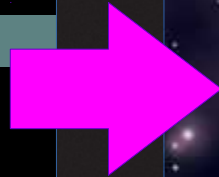
    // pack and animate
    vec2 uvL = vec2( 1.0/r + time, a/3.1415927 );
    vec2 uvR = vec2( 1.0/r + time, b/3.1415927 );

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



# SOFTWARE PIRACY BECOMES ART

Select the items represented on page:  
133

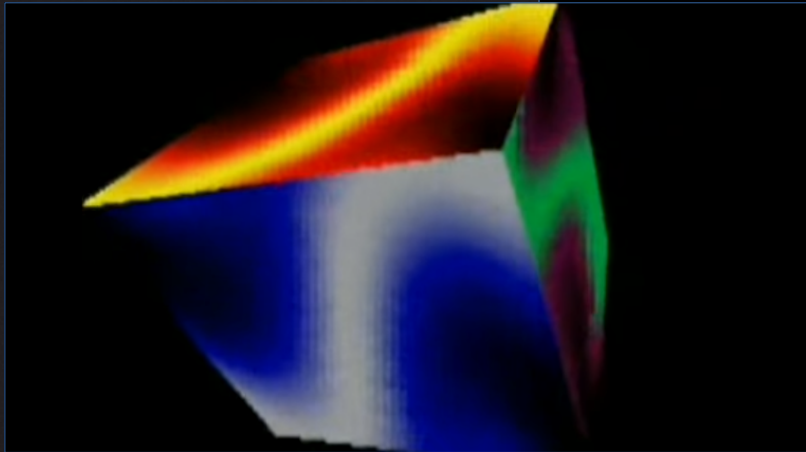
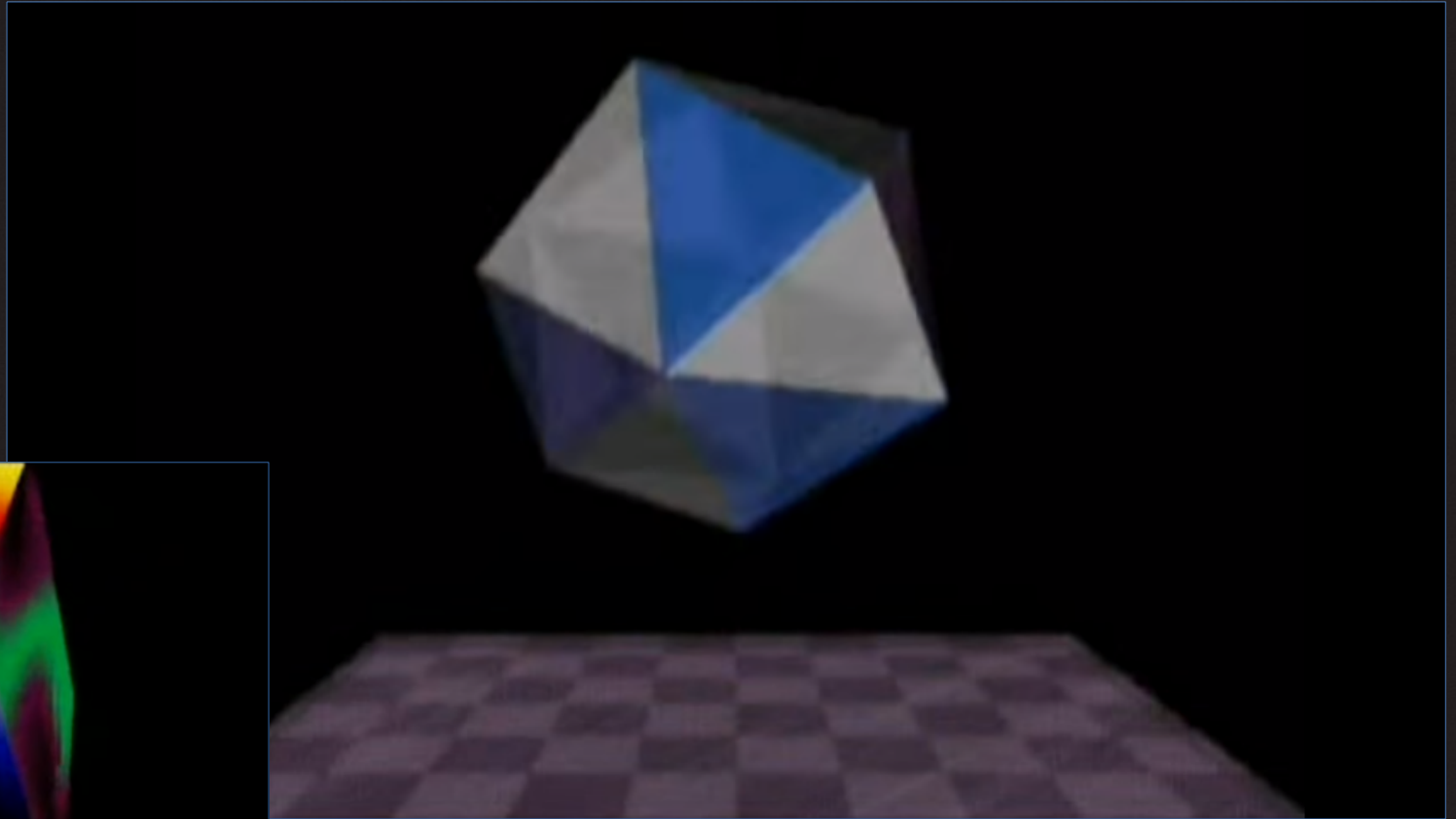


## RAZOR

★ 1911-2011 ★

WE RULEZ DA SCENE  
SINCE 100 YEARS

# DEMOSCENE



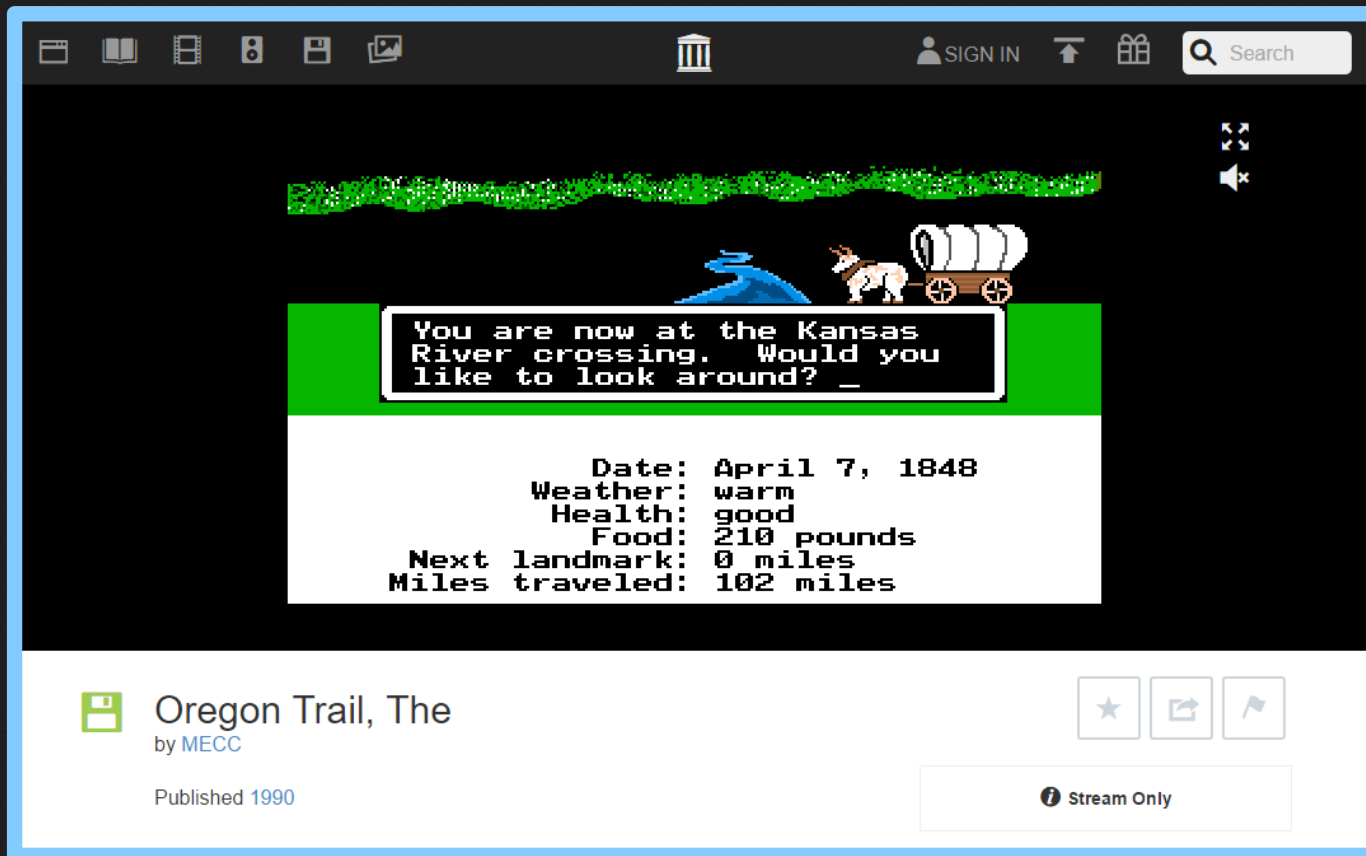
Second Reality by FUTURE CREW

# SOFTWARE AS AN ARTIFACT

**Is software preserved  
if it cannot be  
executed?**



# THE INTERNET ARCHIVE




The screenshot shows the Internet Archive interface for the Oregon Trail game. The top navigation bar includes icons for home, books, media, audio, video, and images, along with a search bar and a 'SIGN IN' button. The main content area displays a pixelated scene of a wagon with a cow crossing a river. A text box in the center of the scene contains the following text:

```
You are now at the Kansas  
River crossing.  Would you  
like to look around?  _
```

Below the scene, a white box displays the game's status:

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

The bottom of the page features a metadata section for the game:

-  **Oregon Trail, The**  
by MECC
- Published 1990
- Stream Only

<https://archive.org>



### Trivial Pursuit

by Oxford Digital Enterprises Ltd.



784 7 1



### Zork Zero - The Revenge of Megaboz

by Infocoom, Inc.



780 17 0



### Tracon II

by Wesson International



773 1 0



### Fatman - The Caped Consumer

by I/O Product



783 3 2



### Asylum



777 5 1



### Beyond the Black Hole

by Software Toolworks, Inc., The



771 5 0



### Austerlitz 1805

by Cornerstone Software Inc.



### Die Hard 2 - Die Harder

by Tiertex Ltd.



781 5 0



### Global Effect

by Millennium Interactive Ltd.



777 3 0



### Trantor the Last Stormtrooper

by Probe Software Ltd.



770 2 0



### Jumpjet



781 1 0



### Premier Manager 2

by Realms of Fantasy



773 3 0

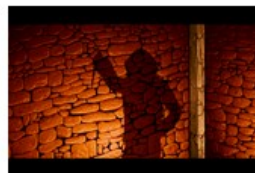


### Apollo 18 Mission to the Moon

by Artech



789 2 1



### Black Sect

by Lankhor



780 16 0



### The Perfect General

by White Wolf Productions



773 8 2



### Indiana Jones in Revenge of the Ancients



768 8 0



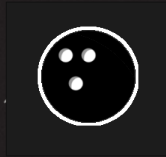
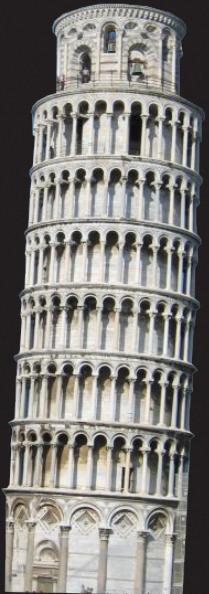
أبو علي، الحسن بن  
الحسن بن الهيثم

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





# SCIENTIFIC METHOD



Form a Question

Propose Hypothesis

Predict Outcome

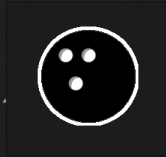
Test

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.



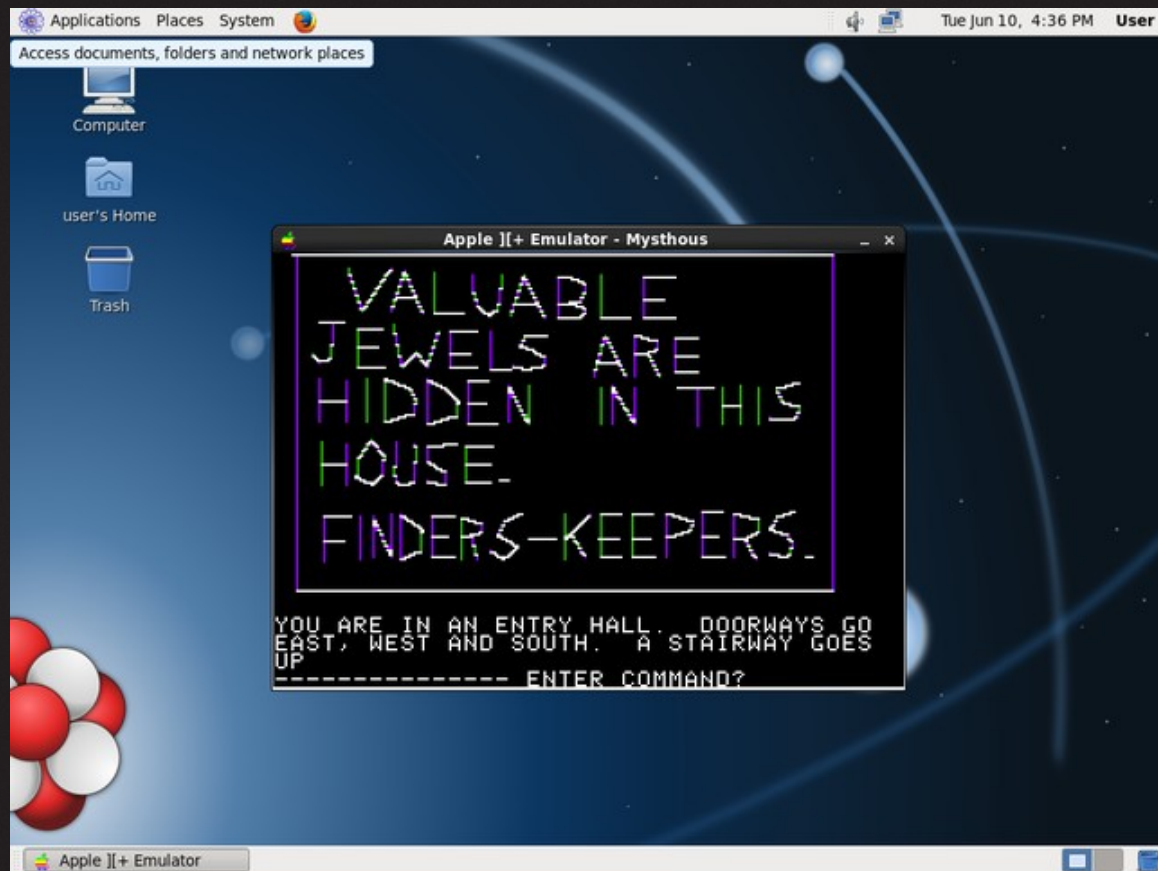
# OLIVE ARCHIVE

CMU (Pittsburgh!)

QEMU+KVM

Emulation On Top

[olivearchive.org](http://olivearchive.org)



# VMNETX: INTERNET

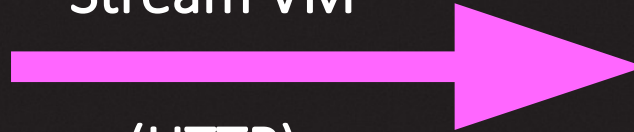
## SUSPEND/RESUME

Virtual Machine Network eXecution; GPLv2

VM Archive



Stream VM



(HTTP)

Your Computer  
Executes VM



# BWFLA

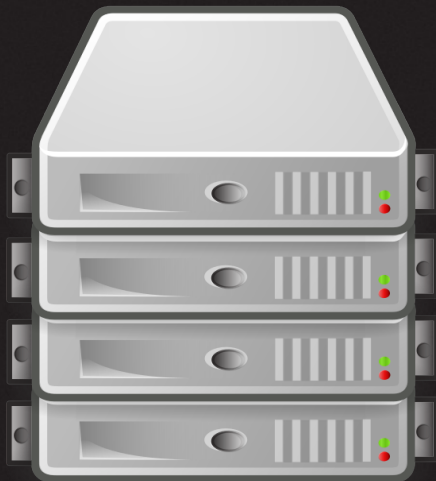
University of Freiburg



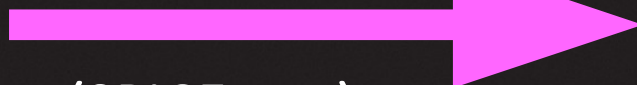


# BWFLA

VM Archive



Stream Video



(SPICE, etc)

Your Computer  
Sees Video Stream



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



Chop Suey  
1995

Play



Smarty  
1996

Play



Zero Zero  
1997

Play

► [About cloud-based emulation](#)

**RHIZOME**  
The Theresa Duncan CD-ROMs



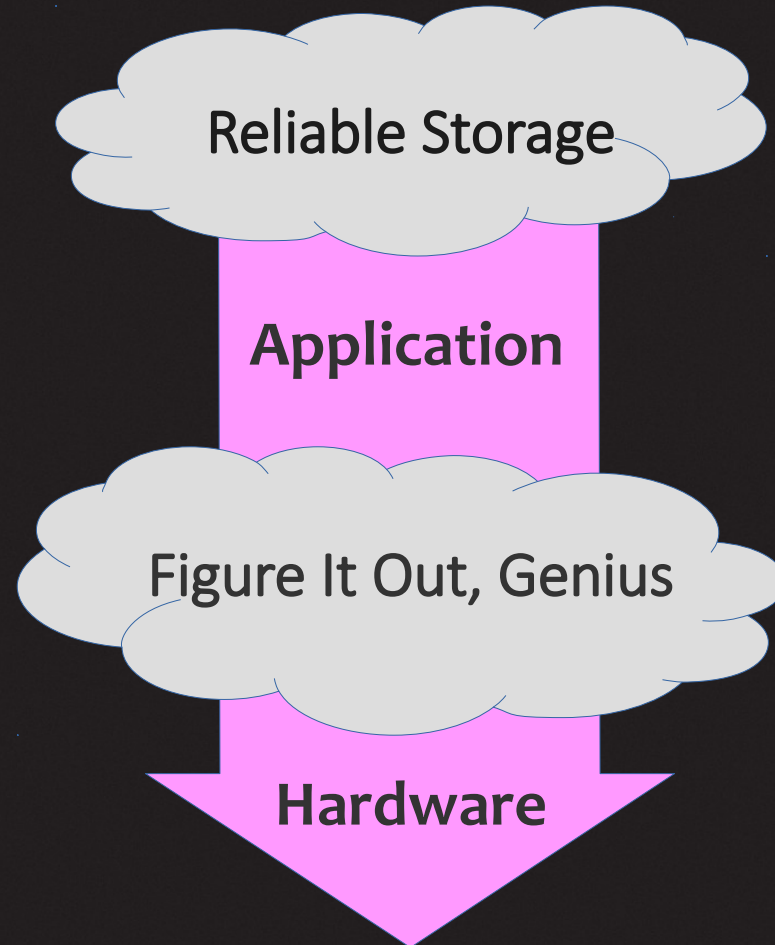
# OLIVE/BWFLA: DRAWBACKS

**Inflexible**

**What if VM tech is  
obsoleted?**

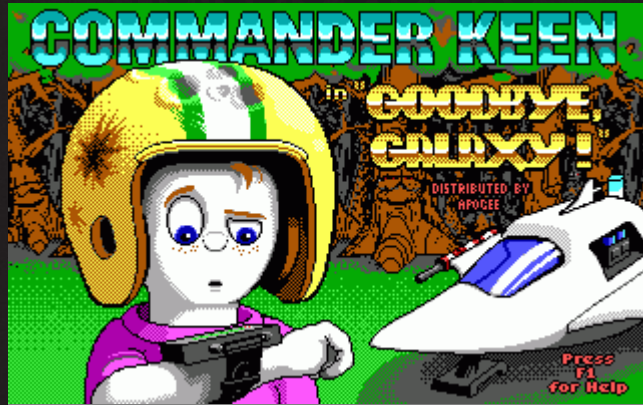


# SOLUTION: SATISFACTION



# EX: COMMANDER KEEN

1991



Hardware

# NATIVE DOS -> IMPRACTICAL

2016



Figure It Out, Genius

Hardware



# DOSBox

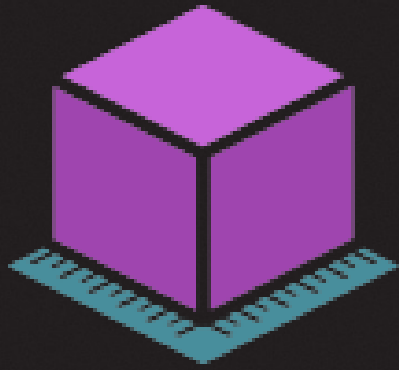


Hardware

# 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



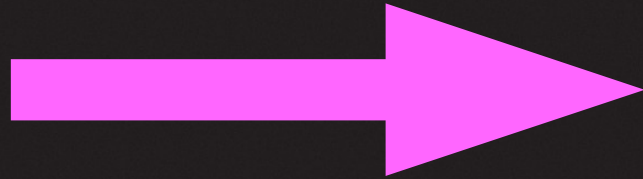
# SCIENTIFIC WORKFLOWS



# 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)**