# Software Heritage

Building the Universal Software Archive

#### Roberto Di Cosmo

roberto@dicosmo.org

July 2016 MONS

# Software Heritage

# Ten years of research on open source software



Debian QA: http://qa.debian.org/dose

# Ten years of research on open source software

## A recurring pattern

- identify a real world problem whose solution requires a research effort
- work hard to find a solution
- implement a tool, validate it on real world cases
- publish a research article
- foster adoption (the hardest part!)



## Under the hood

Question:

What were the technical prerequisites that made this work possible?

Roberto Di Cosmo

# Technical and legal enablers

## Availability

- all the (history of) Debian packages (since 2005)
- no technical restrictions
- no legal restrictions on content or metadata

#### Traceability

Debian packages have

- unique identifier
- reference central repository

#### Uniformity

Debian packages: a reference catalog

- uniform metadata structure
- uniform naming and versioning schema

#### These are all essential features

for reproducibility and for preservation...

... we need them for *all* software!

# Software is everywhere

## At the heart of our society



- communication, entertainment
- administration, finance
- health, energy, transportation
- education, research, politics

## Knowledge enabler

- Key mediator for accessing all information
- Essential component of modern scientific research

**O** ...

## Software embodies

our collective Knowledge and Cultural Heritage

Roberto Di Cosmo

# Software is fragile



## like all digital information, Software is fragile

- inconsiderate and/or malicious code loss (e.g., Code Spaces)
- business-driven code loss (e.g., Gitorious, Google Code)
- for obsolete code: physical media decay (data rot)

If a website disappears you go to the Internet Archive...

... where do you go if (a repository on) GitHub goes away?

# Software is spread all around



## Fashion victims

- many disparate development platforms
- a myriad places where distribution may happen
- projects tend to migrate from one place to the other over time

## One place to bind them...

... where can we find, track and search *all* the source code?

# Software is missing its own Research Infrastructure



Photo: ALMA(ESO/NAOJ/NRAO), R. Hills

## A wealth of software research on crucial issues...

- safety, security; test, verification, proof;
- software engineering, software evolution;
- empirical and big data studies;

## If you study the stars, you go to Atacama...

... where is the very large telescope of source code?

# The Software Heritage Project

# Software Heritage

PRESERVING TECHNICAL KNOWLEDGE

#### Our mission

Collect, organise, preserve and share the *source code* of *all the software* that lies at the heart of our culture and our society.

## Past, present and future

Preserving the past, enhancing the present, preparing the future.

# Software Source Code is different



"Programs must be written for people to read, and only incidentally for machines to execute." Harold Abelson, Structure and Interpretation of Computer Programs

## Distinguishing features

- executable and human readable knowledge (an all time new)
  - even hardware is... software! (VHDL, FPGA, ...)
  - text files are forever
- naturally evolves over time
  - the development history is key to its understanding
- complex: large web of dependencies, millions of SLOCs

#### In a word

- software *is not just another* sequence of bits
- a software archive is not just another digital archive

# We are working on the foundations

## one infrastructure to build them all



# Supporting more accessible and reproducible science

# A global library referencing all software used in all research fields

- completes the infrastructure for Open Access in science
- provides intrinsic persistent identifiers needed for scientific reproducibility
- enables large scale, verifiable software studies

# The Knowledge Conservancy Magic Triangle



## Legenda (links are important!)

- articles: ArXiv, HAL, ...
- data: Zenodo, ...
- software: Software Heritage to the rescue

# An Universal Archive of Software Development



## Repeatable Software Studies

- vulnerability detection
- dependency analysis
- pattern elicitation
- study of the development graph
- ... the sky is the limit

#### Prerequisites

clean, evolvable data and metadata model

# Three properties are key for Software Heritage's mission

## Availability

- all the history of all the software
- no restrictions (technical, legal, ... ) on content or metadata

#### Traceability

- unique identifiers : one name for each object
- *persistent* and *intrinsic* identifiers : no middle man, no dangling pointers!

## Uniformity

- one standard metadata structure, irrespective of the origins
- uniform naming schema

here are some bits from our drawing board

# Free and Open Source Software is crucial

## D. Rosenthal, EUDAT, 9/2014

you have to do [digital preservation] with open-source software; closed-source preservation has the same fatal "just trust me" aspect that closed-source encryption suffer from.

#### design decision

#### Software Heritage will:

- provide full details on its architecture
- make available all the source code used
- use open standards
- encourage a *collaborative* development process
- unleash and leverage *the power of the community*

# Web links are not permanent (even permalinks)

#### T. Berners-Lee et al. Uniform Resource Locators. RFC 1738.

Users should beware that there is no general guarantee that a URL which at one time points to a given object continues to do so, and does not even at some later time point to a different object due to the movement of objects on servers.

#### The Decay and Failures of URL References

half life of web references is 4 years Diomidis Spinellis, CACM 2003

#### design decision

#### Software Heritage will:

- provide intrinsic resource identifiers
- avoid volatile identifiers like DOI or URLs

#### Thomas Jefferson, February 18, 1791

... let us save what remains: not by vaults and locks which fence them from the public eye and use in consigning them to the waste of time, but by such a multiplication of copies, as shall place them beyond the reach of accident.

## design decision

Software Heritage will:

- provide easy means for making copies
- encourage the growth of a mirror network
  - using *a variety* of technologies
  - spanning *multiple* continents
  - under *diverse* control structures
    - no single decisional point of failure! (remember Google code, Gitorious, ...)

# Why us? Because the Source Code is our DNA!



## it is at the heart of our work

- we write software
- we read and reuse software
- we distribute software
- we understand how software works

#### Bottomline

it is our duty and our priviledge to take care of Software preservation

# The people

#### The team

- Roberto Di Cosmo
- Stefano Zacchiroli
- Nicolas Dandrimont
- Antoine Dumont
- and Guillaume, Quentin, Jordi



## Scientific advisors

- Serge Abiteboul
- Jean-François Abramatic
- Gerard Berry



# Where we are today: technically

Data model : full development history, VCS-independent

• the biggest "Git" graph in the world?

#### Our sources

- GitHub all public repositories, as of April 2016
- Debian daily snapshots of all suites since 2005-2015
- GNU all historical releases up to August 2015
- Gitorious retrieved full mirror from Archive Team
- Google Code retrieved full mirror from Google

## Some numbers

- 22 million repositories ingested (10M next in line)
- 600 million commits
- 2.2 billion directories
- 2.7 billion unique files / 120 TB of (cmpd) raw source code

# What's special

## Uniform data model

- superset of git : ambition to cover all VCS
  - contents, directories, revisions, releases, origins, ...

#### Massive deduplication

- the biggest git-like graph in the world right now
  - did you know? the original GPLv2 licence
    - appears with more than 500 different file names
    - including LICENSE-2 and FullSync.txt ~ :-)

## Provenance tracking

- know where we found what, when
- essential for traceability

# Where we are today

#### Inria as initiator



- funds the *bootstrap phase* of Software Heritage
- going global: an open, nonprofit organisation

## Come in, we're open: everybody is needed!

researchers scientific challenges developers Software Heritage is itself Open Source! archivists find the many source code repositories partners contribute to the effort

# We are happy to welcome our *first* partners!

- Microsoft : leading software company, CodePlex, Azure
- DANS (Royal Academy of the Arts and Sciences): sustained access to research data

# Come in, we're open

Software Heritage working groups

https://wiki.softwareheritage.org

Resources for distributed storage

share storage/compute nodes for research use

## Adoption

- help connecting Software Heritage with everyday's work
- spread its use across research communities

#### Research

metadata, linked data, big data, distribution/replication, search, ...

#### Our forge opens today!

https://forge.softwareheritage.org/

# Some planned working groups

## Source Discovery and Ingestion (SODI)

- API for listing the contents of a source
- mechanisms for discovering new sources

## Scientific APIs (SAPI)

- monitor needs of the research community
- API for accessing Software Heritage data as a research corpus

#### Open Access and Data (OPAD)

- develop common standards for cross referencing artefacts
- monitor and evaluate existing and forecoming approaches to unique persistent identifiers
- raise awareness, and foster broad adoption of the Software Heritage's software identifiers

# Conclusion

## Software Heritage is

- a revolutionary reference archive of all software ever written
- a unique complement for development platforms
- an international, open, nonprofit, mutualized infrastructure

we need your help to make it happen

# Time to visit https://www.softwareheritage.org!

# Questions?

#### Keeping in contact

mailing list: swh-science@inria.fr
https://sympa.inria.fr/sympa/info/swh-science

Roberto Di Cosmo

The Universal Software Archive

July 2016 26 /