# Software Heritage

The universal source code archive

Morane Gruenpeter

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# Software Heritage

THE GREAT LIBRARY OF SOURCE CODE

# Outline

- Introduction
- 2 The knowledge is in the source code
- O Data model and SWHID: the source code fingerpring
- The software deposit a first class research output
- 5 The missing piece- the Metadata
- 6 Development workflow
- Conclusion



# Short Bio: Morane Gruenpeter

### Goal: Building the Semantic Web of Free and Open Source Software

1999-2011 Harpist



2012-2015 Licence in Computer Science CNAM

2015-2017 Master STL - M2 R&D UPMC

2017 Internship Software Heritage (SWH)

2018-2019 European project EU2020 CROSSMINER (on SWH team)

2020-2022 European project FAIRsFAIR (on SWH team)

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### Working groups for Open Science and digital preservation

- the Research Data Alliance's Software Source Code Interest Group (SSC IG),
- the FORCE11's Software Citation Implementation Working Group (SCI WG),
- the joint RDA & FORCE11 Software Identification Working Group (SCID WG)
- WikiData for Digital Preservation initiative (WikiDigi).



Collect, preserve and share all software source code

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



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### Reference catalog



find and reference all software source code



Collect, preserve and share *all* software source code

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### Reference catalog



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### Universal archive



preserve all software source code



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### Reference catalog



find and reference all software source code

### Universal archive



preserve all software source code

### Research infrastructure



enable analysis of all software source code

Morane Gruenpeter

www.softwareheritage.org

# iPres 2017 - http://bit.ly/swhpaper



# iPres 2017 - http://bit.ly/swhpaper



# **Growing Support**

### Raising awareness: landmark agreement, 3/4/2017; grand opening, 7/6/2018









# Sharing the vision

































**creative** 





Morane Gruenpeter









### Sponsoring our work











Silver sponsors











# Outline

- Introduction
- 2 The knowledge is in the source code!
- Opening the source code fingerpring the source code fine code f
- The software deposit a first class research output
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- Open Development workflow
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### Software is all around us

### Apollo 11 Guidance Computer (~60.000 lines), 1969



"When I first got into it, nobody knew what it was that we were doing. It was like the Wild West." Margaret Hamilton

### The World Wide Web, 1989, at CERN on a NeXT machine

"When somebody has learned how to program a computer ... You're joining a group of people who can do incredible things. They can make the computer do anything they can imagine."



From An Insight, An Idea with Tim Berners-Lee (2013)



"The source code for a work means the preferred form of the work for making modifications to it."

GPL Licence



"The source code for a work means the preferred form of the work for making modifications to it."

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Hello World



"The source code for a work means the preferred form of the work for making modifications to it."

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### Hello World

### Program (excerpt of binary)

4004e6: 55

4004e7: 48 89 e5

4004ea: bf 84 05 40 00 4004ef: b8 00 00 00 00

4004f4: e8 c7 fe ff ff

4004f9: 90 4004fa: 5d 4004fb: c3

Morane Gruenpeter



"The source code for a work means the preferred form of the work for making modifications to it."

GPL Licence

### Hello World

# Program (excerpt of binary) 4004e6: 55 4004e7: 48 89 e5 4004ea: bf 84 05 40 00 4004ef: b8 00 00 00 00 4004f4: e8 c7 fe ff ff 4004f9: 90 4004fa: 5d 4004fb: c3

```
Program (source code)
/* Hello World program */
#include<stdio.h>

void main()
{
    printf("Hello World");
```

# Source code is special

### Executable and human readable knowledge

copyright law

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

Harold Abelson

# Source code is special

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### Software evolves over time

- projects may last decades
- the development history is key to its understanding

# Source code is special

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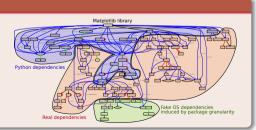
Harold Abelson

### Software evolves over time

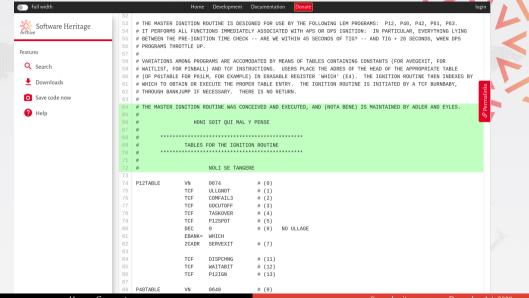
- projects may last decades
- the development history is key to its understanding

### Complexity

- millions of lines of code
- large web of dependencies
  - easy to break, difficult to maintain
- sophisticated developer communities



# Software Source Code human readable and executable knowledge



# Version Control Systems timeline

### Version control system (VCS)

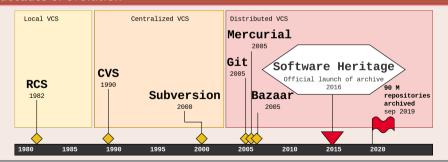
- records changes made to a (set of) source code file (s)
- allows to operate on versions: diff/merge/fork/recover etc.
- essential tool for software development

# Version Control Systems timeline

### Version control system (VCS)

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### Three decades of evolution



Morane Gruenpeter

### **DVCS** to Merkle

### Requirements for the D in DVCS

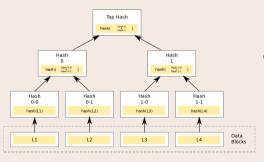
- intrinsic unique identifiers... (here: cryptographic signature, aka "hash")
- ... that work for tree structures (software directories)

### **DVCS** to Merkle

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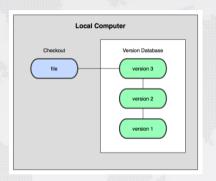
### Merkle tree to the rescue (R. C. Merkle, Crypto 1979)



Combination of

- tree
- hash function

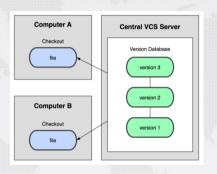
# Version Control Systems explained





co -r1.2 file.c

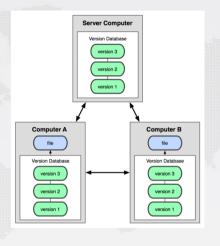
# Version Control Systems explained





cvs co -r Rel-1A ProgABC

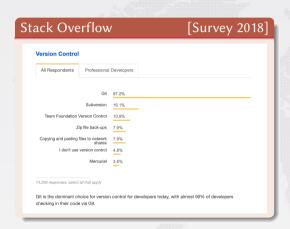
# Version Control Systems explained





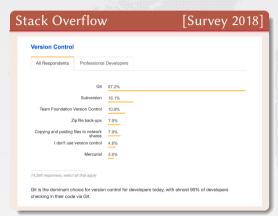
git checkout df3b1b08f756569eff0919e37d8af1f403515b31

# DVCS adoption





# **DVCS** adoption



### In numbers

GitHub [Octoverse 2017] [Blog 2018]

- 100.000.000+ repositories
- 40.000.000+ developers worldwide

**Bitbucket** 

[Blog 2019]

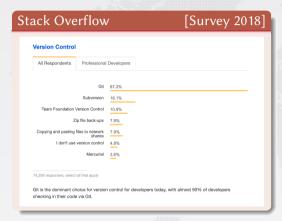
- 28.000.000+ repositories
- 10.000.000+ developers worldwide

GitLab

[Blog 2019]

• 1.000.000 MRs March 19'

# **DVCS** adoption



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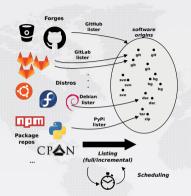
Let's use it!

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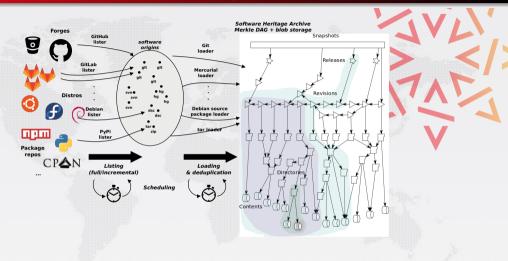


# Under the hood: Automation, and storage

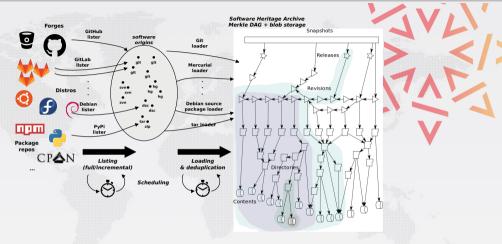




# Under the hood: Automation, and storage



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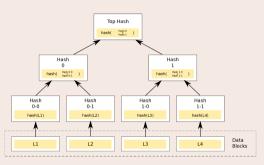


Global development history permanently archived in a uniform data model

- over 6 billion unique source files from over 90 million software projects
- ~400 TB (uncompressed) blobs, ~20 B nodes, ~280 B edges

### Much more than an archive!

### Merkle tree (R. C. Merkle, Crypto 1979)

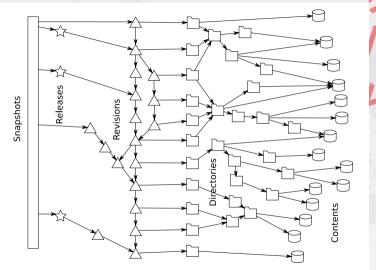


### Combination of

- tree
- hash function

### Classical cryptographic construction

- fast, parallel signature of large data structures
- widely used (e.g., Git, blockchains, IPFS, ...)
- built-in deduplication





## Contents

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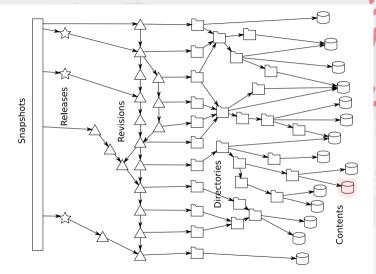
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When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to sake sure that you have the freedom to distribute copies of free software (and charge for them if you wish), that you receive source code or can get if if you want it, that you can change the software or use places of it in new free programs, and that you know you can be the called the software or use places of it in new free programs, and that you know you can be the called the software or use places of it in new free programs, and that you know you can do the called the software or use places of it in new free programs, and that you know you can do the called the software of th

To protect your rights, we need to

sha1: 8624bcdae55baeef... sha256: 8ceb4b9ee5aded... sha1\_git: 94a9ed024d385... length: 35147





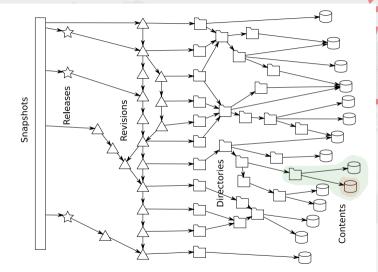


## .gitignore AUTHORS LICENSE MANIFEST in Makefile Makefile.local README.db\_testing README.dev debian docs requirements.txt setup.py sql swh utils

# **Directories**

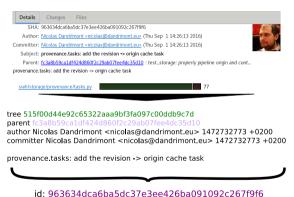
```
100644 blob c5baade4c44766042186ef858c0fd63d587ebf09 .gitignore
100644 blob 2d0a34af6f52cf3cf6b0c2f7bd0648fbd255e77f AUTHORS
100644 blob 94a9ed024d3859793618152ea559a168bbcbb5e2 LICENSE
100644 blob d9b2665a435a43f8a79a84e0867751dfb095c7bb MANIFEST.in
100644 blob 524175c2bad0b35b975f79284c2f5a6d5eaf2eb4 Makefile
100644 blob 5c7e3a5bbddb038682ba7793f440492ed9678bb3 Makefile.local
100644 blob 8617980629cd24e6080404f09aa749b085b3e07b README.db testing
100644 blob 76b29f94cf815e0869c414d38d78d7ce08ec514e README.dev
040000 tree ele10ecef948af0b93adb0372afc89f12e92618a bin
040000 tree 83e56d0beaf7793c77a45a345c80fcb8af503013 debian
040000 tree a34c9c4ba213f0cedc67f9816348d27955577af5 docs
100644 blob f2a6d32c6135aa7287bbd76167b01df2ae4f1539 requirements.txt
100755 blob eee147c36caf1bbc2d820da8dc026cb5b68180bc setup.pv
040000 tree 224bb4c1f4c67fcald160bffd2d06094e7e1abf3 sql
040000 tree 8631c9cd77bbe993168107ab5baf51f40c6300be swh
040000 tree 8fb905b56ba8ed692f1209b2773b474c6c1d66c1 utils
```

id: 515f00d44e92c65322aaa9bf3fa097c00ddb9c7d

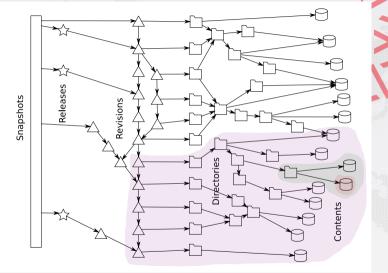




## Revisions









Morane Gruenpeter

## Releases

tag v0.0.51 Tagger: Nicolas Dandrimont <nicolas@dandrimont.eu> Date: Wed Aug 24 14:36:03 2016 +0200

Release swh.storage v0.0.51

Add new metadata column to origin\_visit
 Update swh-add-directory script for updated API
[...]

commit c0c9f16b1e134f593e7567570a1761b156e6eb1d

object c0c9f16b1e134f593e7567570a1761b156e6eb1d

type commit tag v0.0.51

tagger Nicolas Dandrimont <nicolas@dandrimont.eu> 1472042163 +0200

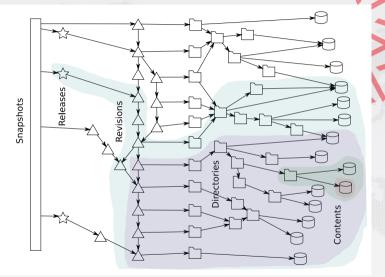
Release swh.storage v0.0.51

- Add new metadata column to origin\_visit
- Update swh-add-directory script for updated API -—BEGIN PGP SIGNATURE——

IcIdEAMAE.AGABB(),WZTIPhtwawWhxGF;CQBhbmRywW1.bonQuZUACqbc7AWIM02+neponving6505bijEe1a+WiN37269+S1EVEPIN Indxwedgef/XavEEIdrid aph26gs28heqs661+ry8dch3EvErtrd2eWXMyrg4xWhw8edf/XavEEIdrid ph26gs28heqs661+ry8dch3EvErtrd2eWXMyrg4xWhw8edf/XavEEIdrid ph26gs28heqs661+ry8dch3EvErtrd2eWXMyrg4xWhw8edf/XavEEIdrid ph27550 ICEndWno7VH11Vm661n5g8175mX8aqA+becqdubTZ2xjij+jpluGcScyyN3hmV1.gjzmuBys23866h1Jyv4150w86557HtdupjEdypKd4F979Qu1bT2FCcohjdchWg7bW150hbb-nKVjdcbtA13+yWBF3Qp331V80C7h66149F9Qu1bT2FCcohjdRavIII\_FDGF0mW57655WYF9FQU1bT2YSQp0TVxReptCohjdVarExCohjdRavIII\_FDGF0mW57655WYF9FQU1bT2YSQp0TVxReptCohjdVarEx

---END PGP SIGNATURE-

id: 85083a5cc14a441c89dea73f5bdf67c3f9c6afdb





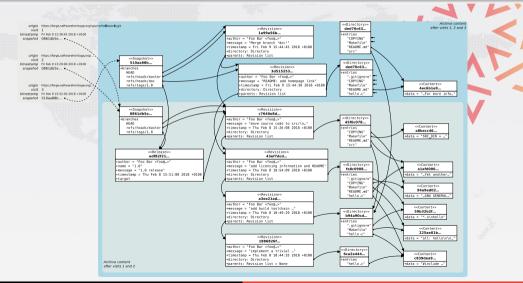
# **Snapshots**

ait show-refs

```
commit 08ffeb25770109525eb3ce21691466c53a1d9158 refs/heads/atime
commit ba5443a24e3f9fe323a46c292cec4fcbe61c67eb refs/heads/directory-listing-arrays
commit d69e0dbf892383ff6589b27fbe1c05d27238d9c5 refs/heads/foo
commit_cf7ff9eea8eh22f8946908f5a8019f67de468e08_refs/heads/master
commit 7eca197fc66d2024047e54b1ed9e8b44361a0fc2 refs/heads/tmp-directory-add
commit 642a205f37de85005a85d427b53ee4fb2252e82e refs/heads/tmp/generic-releases
tag 20f043b1379cf768d966597799fd4907c757f755 refs/tags/v0.0.1
tag 72a21991a384e539996dbb867bfb8bee72aee2cd refs/tags/v0.0.10
tag 3590e0ca0ebb070e5b376705fa230bbfa4ffa5cc refs/tags/v0.0.11
tag 33378427a403ba569a67777b8d58f6674fbc6556 refs/tags/v0.0.12
tag 06f74652755b327cf590311c2bfa036cf3b4b35d refs/tags/v0.0.13
tag 5a6325fe86ab854b581d7442667d92a11e32f3bd refs/tags/v0.0.14
tag 586fba4e580b4f5fab85f599367643cbcb1a9c7f refs/tags/v0.0.15
tag 8cd8b885f4098bf363177742bd289f660e5be51c refs/tags/v0.0.16
tag a542444ee3f0fbed35efb202fee035c809abc7d6 refs/tags/v0.0.17
tag 228a2f1650dd12222e556559462e1e06fc4993d9 refs/tags/v0.0.18
tag 606979a4ca05d497fc0d24aad00dce82636ef47c refs/tags/v0.0.19
tag 32bf5a59fc2a323baa6d5f15a6ad5382ec275a67 refs/tags/v0.0.2
tag 3147c3d3lec46cf6492f88le908b1237ebdff2c7 refs/tags/v0.0.20
tag 215ea50daba111e082e0b72e76eb4b6073a87908 refs/tags/v0.0.21
tag 3fb168c2872a5d6252124257a1e5dfc8f5ffa1df refs/tags/v8.0.22
tag 8cdbee8da4d73fc5d262789e460a16ac3c72aba4 refs/tags/v0.0.23
```

id: b464cad1b66fff266a37b46ea6e7a04b545e904b

# Under the hood: identifying billions of objects https://bit.ly/2wOOmyV



# Our challenges in the PID landscape

Typical properties of systems of identifiers

uniqueness, non ambiguity, persistence, abstraction (opacity)

# Our challenges in the PID landscape

## Typical properties of systems of identifiers

uniqueness, non ambiguity, persistence, abstraction (opacity)

#### Key needed properties from our use cases

gratis identifiers are free (billions of objects)

integrity the associated object cannot be changed (sw dev, reproducibility)

no middle man no central authority is needed (sw dev, reproducibility)

# Our challenges in the PID landscape

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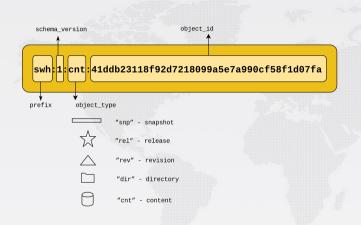
we could not find systems with both integrity and no middle man!

## The SWH-ID schema





## The SWH-ID schema





## The SWH-ID schema



## Demo time

Let's look at some famous exceprts of source code

## Demo time

## Let's look at some famous exceprts of source code

## Apollo 11 source code (excerpt)

P63SP0	DT3 CA	BIT6	# IS THE LR ANTENNA IN POSITION 1 YET
	EXTEND	)	
	RAND	CHAN33	
	EXTEND	)	
	BZF	P63SP0T4	# BRANCH IF ANTENNA ALREADY IN POSITION 1
	CAF	CODE500	# ASTRONAUT: PLEASE CRANK THE
	TC	BANKCALL	# SILLY THING AROUND
	CADR	GOPERF1	
	TCF	GOTOPOOH	# TERMINATE
	TCF	P63SP0T3	# PROCEED SEE IF HE'S LYING
P63SP0	DT4 TC	BANKCALL	# ENTER INITIALIZE LANDING RADAR
	CADR	SETPOS1	
	тс	POSTJUMP	# OFF TO SEE THE WIZARD
	CADR	BURNBABY	



## Let's look at some famous exceprts of source code

## Apollo 11 source code (excerpt)

```
P63SP0T3
                                        # IS THE LR ANTENNA IN POSITION 1 VET
                        BTT6
                EXTEND
                RAND
                        CHAN33
                EXTEND
                BZF
                        P63SP0T4
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                TCE
                        P63SP0T3
                                        # PROCEED
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P63SP0T4
                TC
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                                        # ENTER
                                                         INTITALIZE LANDING RADAR
                CADR
                        SETPOS1
                TC
                                        # OFF TO SEE THE WIZARD ...
                        POSTJUMP
                CADR
                        BURNBABY
```

## Quake III source code (excerpt)

```
float 0_rsqrt( float number )
{
    long i;
    float x2, y;
    const float threehalfs = 1.5F;

    x2 = number * 0.5F;
    y = number;
    i = * ( long * ) &y; // evil floating point bit level hacking
    i = %5f3759df - ( i >> 1 ); // what the fuck?
    y = * ( float * ) &i;
    y = y * ( threehalfs - ( x2 * y * y ) ); // Ist iteration
// y = y * ( threehalfs - ( x2 * y * y ) ); // 2nd iteration, this
can be removed
    return y;
}
```

## Let's look at some famous exceprts of source code

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```
# IS THE LR ANTENNA IN POSITION 1 VET
P63SP0T3
                        BTT6
                EXTEND
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                EXTEND
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                        P63SP0T4
                CAE
                        CODE500
                                         # ASTRONAUT:
                                                         PLEASE CRANK THE
                TC
                        BANKCALL
                                                         STLLY THING AROUND
                CADD
                        GOPERF1
                TCE
                        GOTOPOOH
                                         # TERMINATE
                TCE
                        D63SD0T3
                                         # PROCEED
                                                         SEE IF HE'S LYING
P63SP0T4
                TC
                        BANKCALL
                                         # ENTER
                                                         INTITALIZE LANDING RADAR
                CADR
                        SETPOS1
                TC
                                        # OFF TO SEE THE WIZARD ...
                        POSTJUMP
                CADR
                        BURNBABY
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#### Quake III source code (excerpt)

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// y = y * ( threehalfs - ( x2 * y * y ) ); // 2nd iteration, this
can be removed
    return y;
}
```

#### It works!

we have *intrinsic* identifiers for all 20+ billion objects in the archive

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- Open Development workflow
- Conclusion



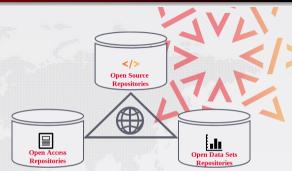
# Software is a forgotten pillar of Open Science

## Lack of recognition

not (yet) a first class citizen

- in the EOSC plan
- in the scholarly world

Sometimes, if you don't have the software, you don't have the data Christine Borgman, Paris, 2018



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#### Reproducibility is the key



non-reproducible single occurrences are of no significance to science

Karl Popper, The Logic of Scientific Discovery, 1934

Research software artifacts must be properly archived

make it sure we can retrieve them (reproducibility)

Research software artifacts must be properly archived make it sure we can *retrieve* them (*reproducibility*)

#### Identification

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#### Metadata

Research software artifacts must be properly described

make it easy to *discover* them (*visibility*)

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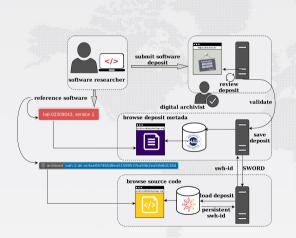
#### Metadata

Research software artifacts must be properly described make it easy to discover them (visibility)

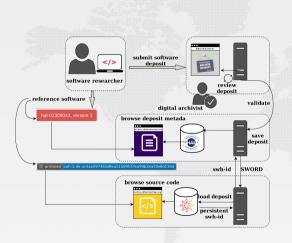
#### Citation

Research software artifacts must be properly cited (not the same as referenced!)

to give credit to authors (evaluation!)





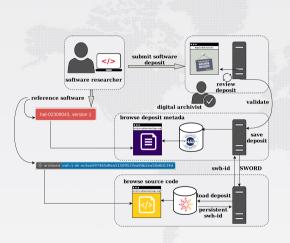


Deposit software in HAL

poster

#### Generic mechanism:

- SWORD based
- review process
- versioning



Deposit software in HAL

poster

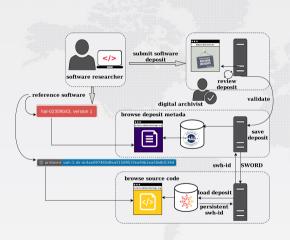
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How to do it:

(guide)

• deposit .zip or .tar.gz file with metadata



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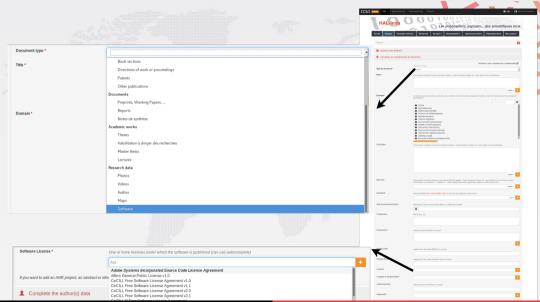
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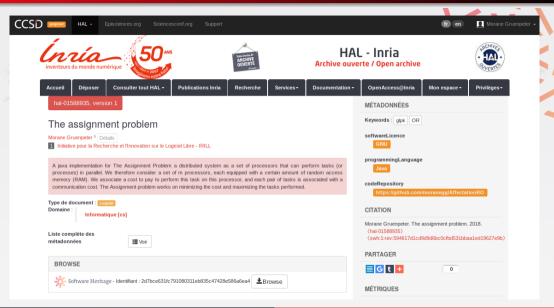
deposit .zip or .tar.gz file with metadata

#### Timeline:

- March 2018: test phase on HAL-Inria
- September 2018: open to all HAL
- December 2019:
  - 80 complete source code deposits
  - 98 software records



# The deposit view



Morane Gruenpeter

www.softwareheritage.org

# Reference vs. citation

## Credit & Attribution

- a metadata record
- all authors & contributors



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- a specific artifact
- with complementary information (docs)



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### Archive & Index

- metadata record (HAL)
- artifact itself (SWH)connect the dots...

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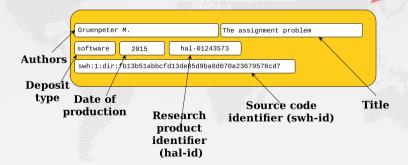
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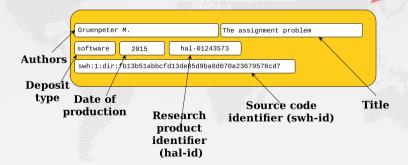
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• README, LICENSE, AUTHORS & codemeta.json files



• README, LICENSE, AUTHORS & codemeta.json files

### What's a good README

extracted from Eric Steven Raymond and Make a README

### MUST include:

Name and a description of the software.

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- how to run and use the source code
- build environment, installation, requirements

### CAN include:

- project website or documentation pointer and recent news
- visuals

### Save code now on https://archive.softwareheritage.org/save/ • git, svn or mercurial intrinsic metadata files complete history Development Documentation Software Heritage Save code now Archive Access Browse ₩ Web API Features Search Origin type Origin url Vault & Save code now Submit . ... Miccellaneous

? Help

Choose the granularity level for the reference:



Choose the granularity level for the reference:

## file (with code fragment)

swh:1:cnt:c60366bc03936eede6509b23307321faf1035e23;lines=473-537

... and add ;origin=https://github.com/sagemath/sage/

James McCaffrey's **algorithm** in sageMath

Choose the granularity level for the reference:

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 $...\ and\ add\ ; origin=https://github.com/sagemath/sage/$ 

James McCaffrey's **algorithm** in sageMath

### directory

swh:1:dir:c6f07c2173a458d098de45d4c459a8f1916d900f

... and add ;origin=https://github.com/id-Software/Quake-III-Arena/

source code of Quake-III Arena from id-Software

### specific release

swh:1:rel:22ece559cc7cc2364edc5e5593d63ae8bd229f9f

... and add ;origin=https://github.com/darktable-org/darktable/

release 2.3.0 of Darktable, dated 24 December 2016

### specific release

swh:1:rel:22ece559cc7cc2364edc5e5593d63ae8bd229f9f

... and add ;origin=https://github.com/darktable-org/darktable/

release 2.3.0 of Darktable, dated 24 December 2016

### full snapshot (including all branches and all releases)

swh:1:**snp**:c7c108084bc0bf3d81436bf980b46e98bd338453

... and add ;origin=https://github.com/darktable-org/darktable/

a **snapshot** of the entire Darktable repository (4 May 2017, GitHub)

## Outline

- Introduction
- 2 The knowledge is in the source code!
- 3 Data model and SWHID: the source code fingerprin
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# Preliminary questions

"Ontologies are agreements, made in a social context, to accomplish some objectives. It's important to understand those objectives, and be guided by them.

T. Gruber, The Pragmatics of Ontology, 2003

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## Software Ontology

- What is software?
- With what terms should we describe a software artifact?
- What about *software source code*?

What is software?



# What is software?

## Software as a concept

software project / entity



# What is software?

## Software as a concept

- software project / entity
- the creators and the community around it





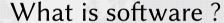
# 470

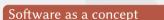
### Software as a concept

- software project / entity
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### Software artifact

• the binaries for different environments





- software project / entity
- the creators and the community around it

### Software artifact

- the binaries for different environments
- the software source code for each version

# This is *software*?





Ceci n'est pas une pipe.

What about *software source code*?

## Metadata about Software Source Code

### Software metadata objectives

manage, share, discover, archive software source code

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### Use cases

- semantic search: find software by author, version, keywords
- browse *source code* with context information
- cite and be cited

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### LOV- Linked open vocabularies

"Vocabularies provide the semantic glue enabling data to become meaningful data."

### Catalogs and registries

- libraries.io
- OpenHub
- OntoSoft

## Publisher's repositories

- GitHub
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## advantages and drawbacks

	registries	repositories
accuracy	- not created by author	+ added by authors/maintainers
completeness	+ very detailed	- not a priority
longevity	<ul> <li>depends on registry</li> </ul>	- depends on publisher

### in the *software source code* itself

- package management file
- CITATION file
- About file
- codemeta.json file

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### advantages and drawbacks

metadata file + created by author and evolves with code accuracy

completeness - depends on the authors knowledge of metadata

+ not dependent on platform (repository or registry ) longevity

December 1st, 2020 Morane Gruenpeter www.softwareheritage.org

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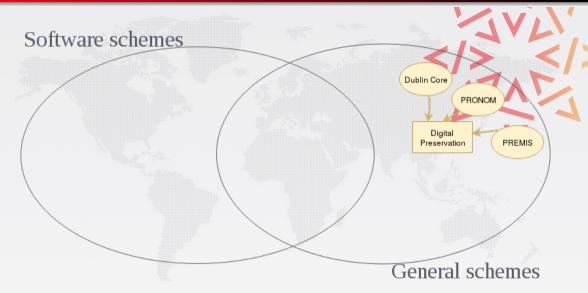
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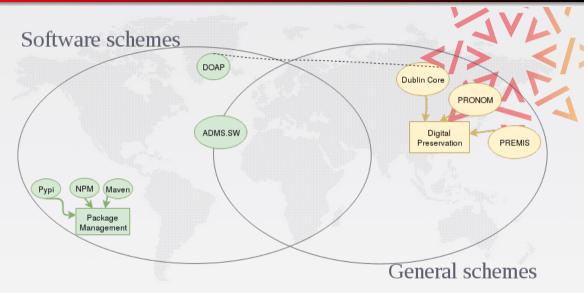
Bottomline: to insure the archival of metadata, keep it in the data

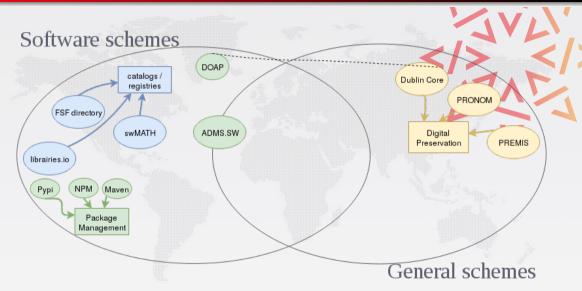
# The Software Ontology Touchstone

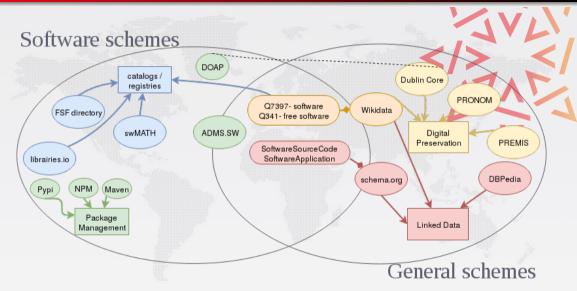
### Software Citation Principles (FORCE11's 2015 conference and WG)

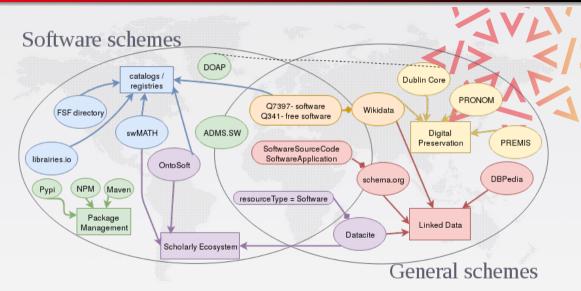
- Importance : first class citizen in the scholarly ecosystem
- Credit and attribution: authors, maintainer
- Unique identification: points to a unique, specific software version (DOI, Git SHA1 hash, etc..)
- Persistence: identification beyond the lifespan of the software (swh-id)
- Accessibility: url, publisher
- Specificity: version, environment



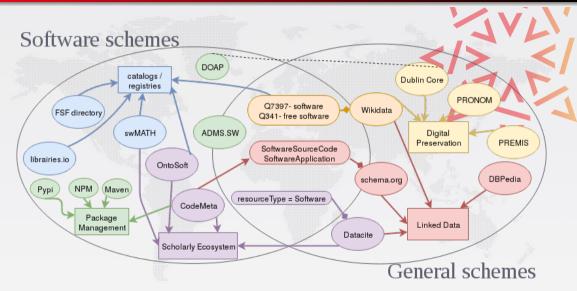








# The metadata landscape



## identify

- identifier
- title
- authors
- version
- type
- origin source



### identify

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#### execute

- link to a compiled version
- repository
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#### administrate

- contact
- authorship
- funders
- license
- editor (publisher)
- dates
- status

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## Much more complex than it seems

### Software is complex

Structure monolithic/composite; self-contained/external dependencies

Lifetime one-shot/long term

Community one man/one team/distributed community

Authorship complex set of roles

Authority institutions/organizations/communities/single person

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### Various granularities

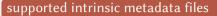
Exact status of the source code for reproducibility, e.g.

"you can find at swh:1:cnt:cdf19c4487c43c76f3612557d4dc61f9131790a4;lines=146-187 the core algorithm used in this article"

(Major) release "This functionality is available in OCaml version 4"

Project "Inria has created OCaml and Scikit-Learn".

# Mining software metadata

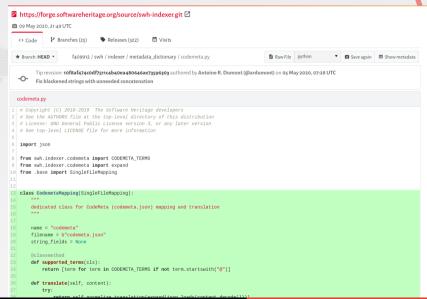


- CodeMeta's codemeta.json,
- Maven's pom.xml,
- NPM's package.json,
- Python's PKG-INFO,
- Ruby's .gemspec

#### Check the code

- blog post
- tutorial in docs

# Mining software metadata (example)



## Outline

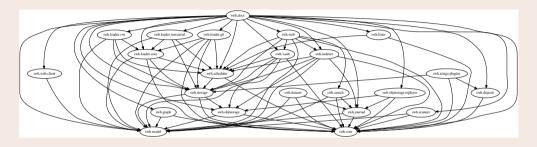
- Introduction
- 2 The knowledge is in the source code
- Opening the source code fingerpring the source code fine code f
- The software deposit a first class research output
- **5** The missing piece- the Metadata
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Morane Gruenpeter

## Overall architecture

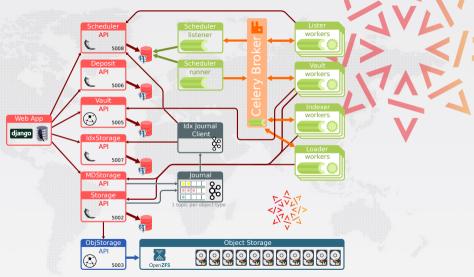
### Using a bit of code



### Actually it's not so big:

- ~20ksloc of python3
- ~80 python dependencies
- a bunch of js
- ... keep it as simple as possible, but no simpler... (almost)

# The big picture



More details in our docs

# Starting points

### Development documentation

https://docs.softwareheritage.org/devel/

- in particular, Developer setup: https://docs.softwareheritage.org/devel/developer-setup.html
- i.e.: virtualenv + pip + tox

### "Software Development" pages on the public wiki

https://wiki.softwareheritage.org/wiki/Category: Software\_development

### Internship page on the public wiki

https://wiki.softwareheritage.org/wiki/Internships

# Development forge

#### Phabricator

https://forge.softwareheritage.org/

• all development activities happen here

#### The classics

- VCS: Git, with repo browsing using Diffusion https://forge.softwareheritage.org/diffusion/
- Tasks and Bugs: Maniphest https://forge.softwareheritage.org/maniphest/
  - one project tag for each software product, e.g., Git Loader: https://forge.softwareheritage.org/project/view/17/
  - we use task priorities, assignees, and tags
  - visibility: all dev tasks are public

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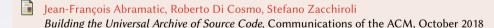
Don't be afraid to ask on an issue, mailing list or irc channel (or your teachers)

## Come in, we're open!



Thank you! Any questions?

### Join us on https://forge.softwareheritage.org/



Roberto Di Cosmo, Morane Gruenpeter, Stefano Zacchiroli

Identifiers for Digital Objects: the Case of Software Source Code Preservation, iPRES 2018: Intl. Conf. on

Digital Preservation

contact: morane@softwareheritage.org