### EaaS

# 3D models and Emulation

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### **Overview**

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- Context
- Emulation, virtualization, containerization
- 3D models and emulation
- Challenges of emulation
- Benefits of Emulation and EaaSI
- Getting started with Emulation



### Emulation, Virtualization and Containerization

**Emulation** = " an **emulator** is hardware or software that enables one computer system (called the *host*) to behave like another computer system (called the *guest*). An emulator typically enables the host system to run software or use peripheral devices designed for the guest system."

**Virtualization** = emulation but with compatible hardware (some of the host machine's hardware is used directly by the "virtualized" computer) Virtualization bridges the gap between departure of recently obsolete hardware and the arrival of hardware powerful enough to emulate it

**Containerization** = virtualization at the Operating system level – some parts of the OS are replicated for use by each "container"



# **Emulation is** a natural fit for 3D models



### **Properties of 3D models**

- Digital objects that lend themselves to **interaction** (e.g. rotation, zooming, etc)
- Digital objects that are complex often dependent on with highly proprietary software that has a continually and rapidly evolving feature-set
- Digital objects that may have multiple dependencies including on disparate data sources and other proprietary applications, add-ons and systems



### Emulation for 3D models





### Irving S. Gilmore Music Library Renovation 1992-1998

#### Yale University Library Manuscripts and Archives

AutoCAD files related to the 1992-1998 renovation of the Irving S. Gilmore Music Library within the Sterling Memorial Library building at Yale University.

Files are made accessible using an emulated Pentium 2 PC environment running Windows 98 with AutoCAD 2002 installed.

### Balmori Associates Abandoibarra Master plan 1993-2012 Yale University Library Manuscripts and Archives

AutoCAD files created by Balmori Associates who developed the award-winning regeneration Master Plan for Abandoibarra that was implemented over the 1993-2012 period.



Yale

Available files cover the 1997-1999 period and made accessible using an emulated Pentium 2 PC environment running Windows 98 with AutoCAD R14.









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Command:





### Citation and usability with "snapshots"



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#### Environments

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Software	Virtual machines	Object Environments	Containers	Container Runti	mes	
Objects	Number of Environm Page Size: 10 ▼	ents: 2				zoomed
UVI	Name ↑		ID	Own	ObjectID	Actions
Networks	Zoomed DWG S	Snapshot	7ce08	35 shared	68348093-28f7-4a	6 Choose action 👻

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#### Import Environment

Create Environment

Import Container

OAI PMH

Settings

Emulators

Build: 737A80CA5B UI-Build: 0140F83042 Preserving complex, networked systems





# Universal

it is intended to be able to be "universal" and (theoretically) work with any files/digital objects.

### Virtual

 A homage to the Universal Virtual Computer (UVC) concept developed by IBM and the Koninklijke Bibliotheek, KB

### Interactor

 Rendering and viewing are primarily passive activities but digital object experiences are not passive, they're interactive



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🖹 Yale Admin 📄 EaaS Instances 🗎 MacOS 📄 Windows 📄 Linux 📄 Computing History 📄 QEMU 📄 Software Sites 📄 Documentation 📄 Imaging 📄 Some\_blogs 📄 Test Data 📄 xkcd 📄 WDPD2019 📄 Workshop Inspiration

Environments	UVI
Software	Object upload
Objects	Upload a file to render: Choose
UVI	□ Use writeable media (supports data export)
Networks	
	Upload
Import Environment	
Create Environment	
Import Container	
OAI PMH	
Settings	
Emulators	
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Build: 737A80CA5B UI-Build: 0140F83042

## **Emulation Challenges**

- Émulators are difficult to install, configure and scale up access to
- Legacy software can be hard to find, install and configure
- Old software can be challenging for modern users to understand
- Intellectual property concerns can deter decision-makers





# Program Goal

To scale up access to emulation and software preservation infrastructure



# Building on bwFLA Emulation as a Service (EaaS)



### What is Emulation-asa-Service?





### Enables management of persistent, citable emulation environments

Environments	Environments	
Object Environments		+ New environment
Software	Search	
Create Base Environment	Apple Mac OS 7.5 [Configure environment] [Edit description] [export] [Delete] clean	
	Apple Mac OS 7.5 [Configure environment] [Edit description] [export] [Delete] 4	
	Apple Mac OS 9 [Configure environment] [Edit description] [export] [Delete] n.a.	
	Atari 1040ST (68000 CPU) [Configure environment] [Edit description] [export] [Delete] n.a.	
	1 2 3 4 5 6	



### **Derivatives enable** storage savings





5 GB (Compressed)



Derivative x1 (e.g. Windows XP + SPSS 13)

150MB

Derivative x2

(e.g. Windows XP + STATA 8.2)

250MB



Derivative x1.1 (e.g. Windows XP + SPSS 13 + SPSS code)

1MB



Derivative x3 (e.g. Windows XP+ STATA 8.2 + STATA code) 1MB



Derivative x3 (e.g. Windows XP + R 2.0.0)



### **Distributed Mgmt**

• A network of distributed nodes, each contributing to the EaaSI service and the software development roadmap.



# Simplifies access to preserved software

- In-network sharing of software images and configured environments.
- Yale University Library is configuring and sharing at least 3000 preconfigured software applications running in configured environments.



### (2D) CAD software already in the EaaSI network

Name ↑
MS-DOS 6.22 + DesignCAD 2D 3.0
MS-DOS 6.22 + DesignCAD 2D 5.0
MS-DOS 6.22 + FoxPro 2.0
MS-DOS 6.22 + Generic CADD 6.0
WFWG 3.11 + TurboCAD_for_Windows_1.0
Windows 95 + TurboCAD for Windows 3.01
Windows XP + DesignCAD v22 - 181351
Windows XP 32 Bit + R 2.9.1 + ArchiCAD 7.0
Windows XP Professional 2002 SP3 32 Bit - Base V2 + TurboCAD Designer 2D 17.0 - 10173
Windows XP Professional 2002 SP3 32 Bit Base V1 + AutoCAD LT 2006 - 5788
Windows XP Professional 2002 SP3 32-bit - Base V2 + AutoCAD 2005 11995
Windows98 AutoCAD 2002 R14 Photoshop Pagemaker Office
DOS AutoCAD R12
Ubuntu 10.10 + FreeCAD 0.10
Ubuntu 8.04 + QCad C.E. 2.0.5.0
Windows 98 Second Edition (SE) Base - V2 + AutoCAD 2000 13086



### Documentation/ Discovery

- Incorporating services developed by Wikidata for Digital Preservation
- Comprehensive, open, machinereadable documentation
- Defining profile for description of software and computer environments





### Documentation/ Discovery

Corel Presentations 11 "Open" file operation formats: Adobe Photoshop bitmap (\*.psd), AutoCAD (\*.dxf), CALS bitmap (\*.cal), CompuServe bitmap (\*.gif), Corel PHOTO-PAINT Image (\*.cpt), Corel Presentations (\*.shw, \*.wpg), Corel Presentations Master (\*.mst), CorelDRAW File (\*.cdr, \*.pat), CorelDRAW Template (\*.cdt), Encapsulated Postscript (\*.eps), Enhanced Windows Metafile (\*.emf), Freelance Graphics (\*.pre), GEM Paint bitmap (\*.img), Harvard Graphics (\*.prs, \*.ch3, \*.sh3, \*.sy3, \*.tp3), Hewlett-Packard Graphics Language (\*.hpg, \*.plt), JPEG bitmap (\*.jpg, \*.jpeg), Kodak Photo CD (\*.pcd), Lotus PIC (\*.pic), MS PowerPoint (\*.ppt), MacPaint bitmap (\*.mac), Macintosh PICT (\*.pct), Micrografx Designer (\*.drw), PC Paintbrush bitmap (\*.pcx), Portable Network Graphics (\*.png), Scalable Vector Graphics (\*.SVG), Scitex CT bitmap (\*.sct), TIFF bitmap (\*.tif), Truevision Targa bitmap (\*.tga), Windows Metafile (\*.wmf), Windows bitmap (\*.bmp), WordPerfect Document (\*.wpd)



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### Access

- Emulated CD-ROM environment sharing service
- Virtual Reading Rooms Service
- Scientific Software Portal
- API to enable automatic interaction with objects in original software via emulation



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# **UVI Overview**

- 1. Click on a digital object in a catalogue or finding aid
- 2. Object opens automatically in the original software in browser for user-interaction

- Optional printing to
  PDFs
- Optional saving changes
- Optional exporting data with/without confidentiality review



# **UVI Overview**

- Upload file
- Identify age and format family
- Extract any useful metadata
- Match to environments and rank "best match" or a hex editor
- Autostart rendering object





EaaSI - Updated UI Wireframe



### Future developments

- Improve automation
- Enable networked environments to be preserved
- Automated package reproduction
- "Headless"/GUI-less interaction with preserved software environments (input commands, receive and save outputs e.g. data)



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### **Emulation & 3D models: Benefits**

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- Énables replication and researcher interrogation of all functionality of the development and interaction software and it's impact on 3D models
- Increasingly EaaSI to use
- Enables new forms of citation
- Can handle simple digital objects and their contexts and complex multi-system dependent objects and datasets

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# **Getting Involved**

- . Download and try an (any) emulator
- 2. Try out the EaaSI sandbox online <a href="http://bit.ly/EaaSiSandbox">http://bit.ly/EaaSiSandbox</a>
- Download and try the demo docker-package <a href="http://bit.ly/EaaSI-Demo-V1">http://bit.ly/EaaSI-Demo-V1</a>
- 4. Join the Software Preservation Network www.softwarepreservationnetwork.org
- 5. Contribute software metadata to <u>https://wikidata.org</u>
- 6. Advocate for software preservation locally
- 7. Work to establish a legal basis for reuse of legacy proprietary software for preservation and access to digital heritage
- 8. Connect with the EaaSI team at <u>eaasi@yale.edu</u>





### **Our Team**

- Euan Cochrane Principal Investigator
- Seth Anderson Program Manager
- Ethan Gates Software Preservation Analyst
- **Klaus Rechert & Oleg Stobbe (OpenSLX)** Technical Architecture and Development
- PortalMedia UX/UI Development
- Jessica Meyerson (Educopia/SPN) Communications/Outreach
- Kat Thornton (Data Current/WikiDP) Semantic Architect





### A Very Special Thanks to the EaaSI Funders...









# Thank you

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https://www.softwarepreservationnetwork.org/ eaasi/ ECICS

Install #EaaSI for yourself using Docker (~6GB download): <u>http://bit.ly/EaaSI-Demo-V1</u>