

INTRODUCTION

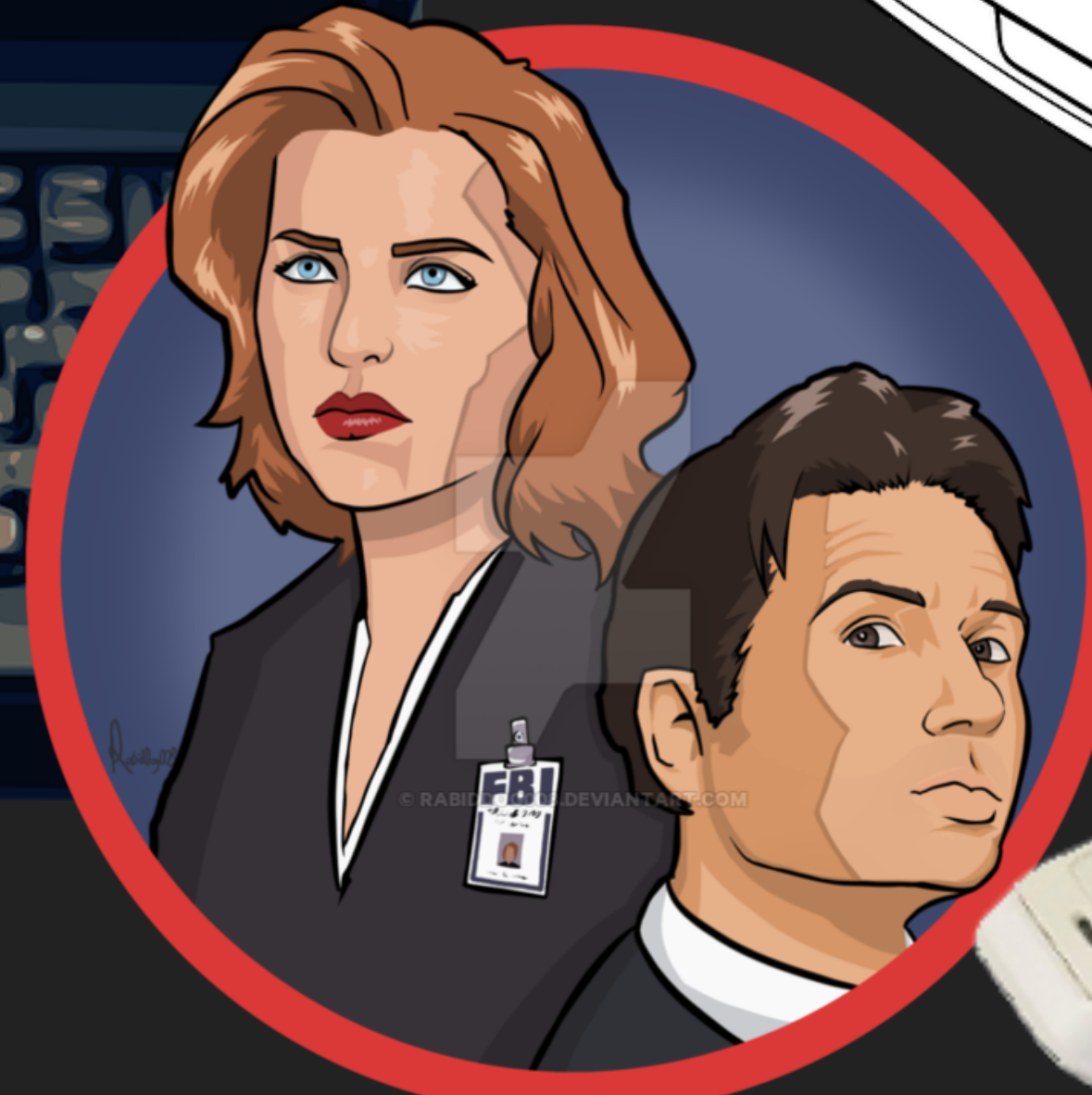
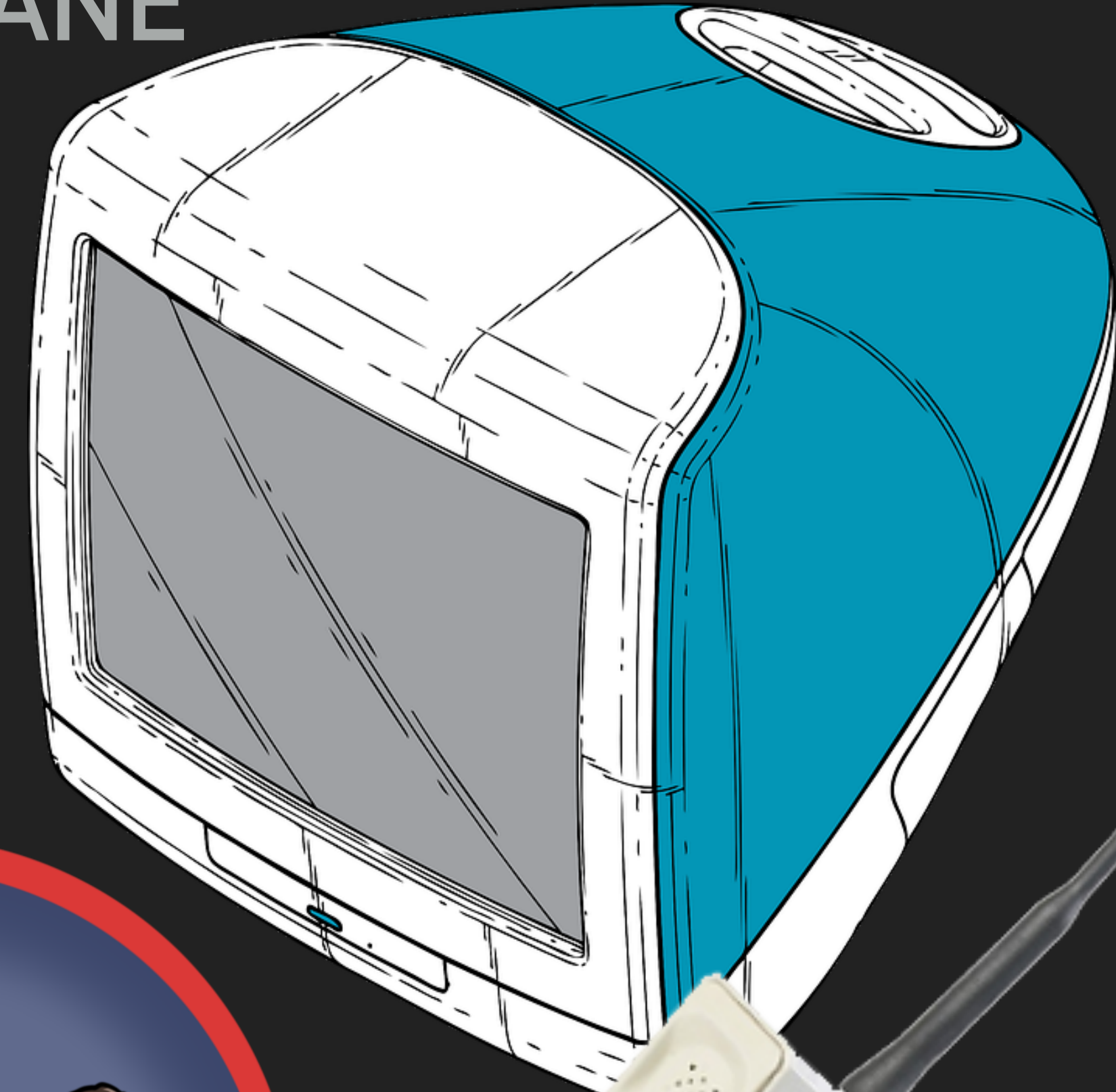
DIGITAL PRESERVATION

1990S: PERSONAL COMPUTING & THE INTERNET

DIGITAL GOES MAINSTREAM, HUMANS GO INSANE

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Lynch, Clifford (1993) Accessibility and Integrity of Networked Information Collections. Office of Technology Assessment, Congress of the United States, July 5.



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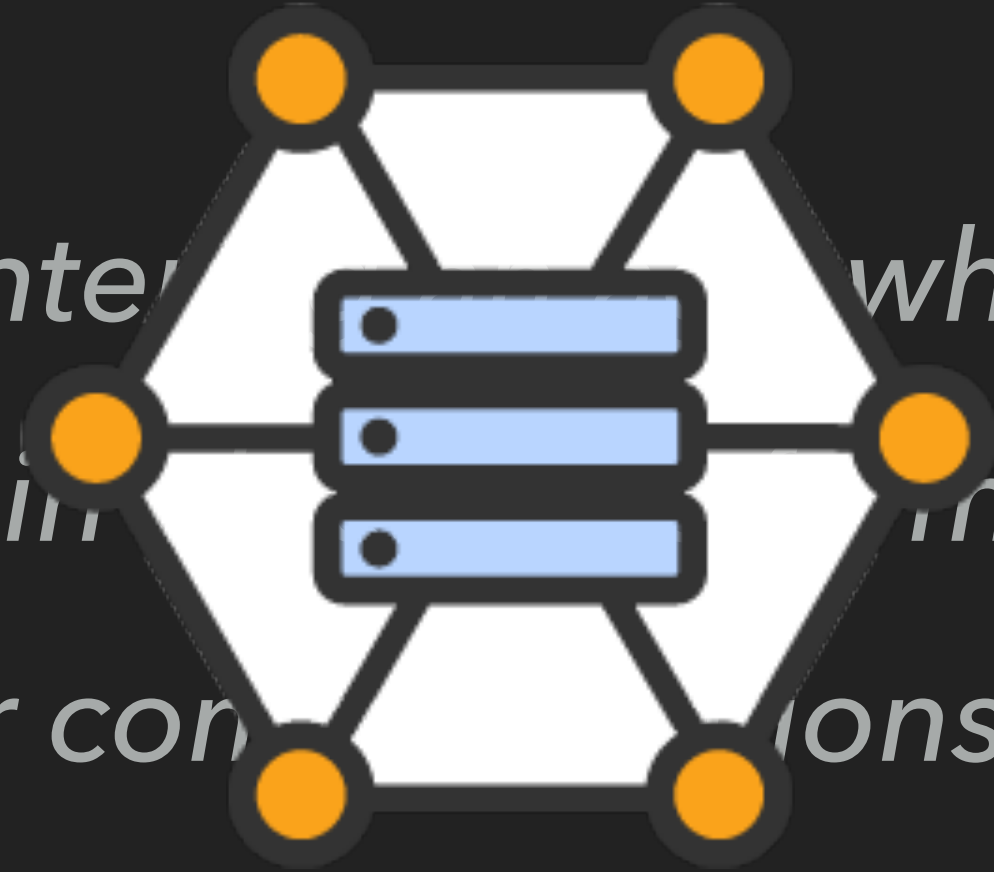
*We are entering an age when a great deal of information is available in electronic formats and can be obtained through computer communications networks. Sometimes, such collections of **network-accessible electronic information** are referred to as “**digital libraries.**”*



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*... I view this terminology as **somewhat misleading**; indeed, one of the issues explored here is the developing roles of such electronic information collections and their relationships to institutions such as libraries.*



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*"**Electronic works**"... can only be apprehended by the human senses and the human brain interacting with a computer system that includes software and various input and output devices. The experience of these works is complex and interactive; a work can be viewed or experienced in many different ways. Further, **other intuitive measures of a work are lost**; for example, browsing a printed work gives the browser a sense of the amount of information that the work contains.*



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More next week ...





MICRO LEVEL



MICRO LEVEL

MACRO LEVEL



MICRO LEVEL

DIGITAL OBJECT

MICRO LEVEL

DIGITAL OBJECT

MICRO LEVEL



FINAL CUT 7 PRO PROJECT FILE

OBSOLETE DIGITAL OBJECT



FINAL CUT 7 PRO PROJECT FILE

OBSOLETE DIGITAL OBJECT

- ▶ FCP7 software *support dropped* by Apple in 2009
- ▶ FCP7 code is *proprietary*
- ▶ FCP7 project files *not compatible* with FCPX
- ▶ FCP7 *does not function* in current macOS



WHAT WILL BE PRESERVED?



WHAT WILL BE PRESERVED?

CONTENT



WHAT WILL BE PRESERVED?

CONTENT

- ▶ The contents of the file itself
 - ▶ instructions for edit itself (EDL)
 - ▶ color correction info
 - ▶ graphics, motion, fades, subtitles, etc.



WHAT WILL BE PRESERVED?

CONTENT

The screenshot displays a video editing software interface with a timeline titled "Timeline: Sequence 1 in Winnebago Street Team". The timeline shows a sequence of clips from 00:00 to 01:00:42:00. The clips are organized into tracks and include the following content:

- V3:** Graphics (blue clip)
- V2:** Multiple B-Roll clips (blue clips)
- v1 (V1):** Interview/Sound Bite clips (blue clips)
- a1 (A1):** Interview/Sound Bite clips (yellow clips)
- a2 (A2):** Interview/Sound Bite clips (yellow clips)
- A3:** B-Roll clips (green clips)
- A4:** B-Roll clips (green clips)
- A5:** Voice Over clips (green clips)
- A6:** Sound Effects (green clip)
- A7:** Music clips (green clips)
- A8:** Music clips (green clips)

The timeline also shows various control elements such as volume faders, mute buttons, and solo buttons for each clip. The bottom of the interface features playback controls and a zoom slider.

HOW WILL IT BE PRESERVED?

PHYSICAL PRESERVATION



HOW WILL IT BE PRESERVED?

PHYSICAL PRESERVATION

- ▶ Every file is made of 0s and 1s (bits)
"Bitstream"
- ▶ **Physical or "Bit" Preservation**
Preserve bits in sequential order
- ▶ Redundant backups
- ▶ Geographical separation
- ▶ The End.

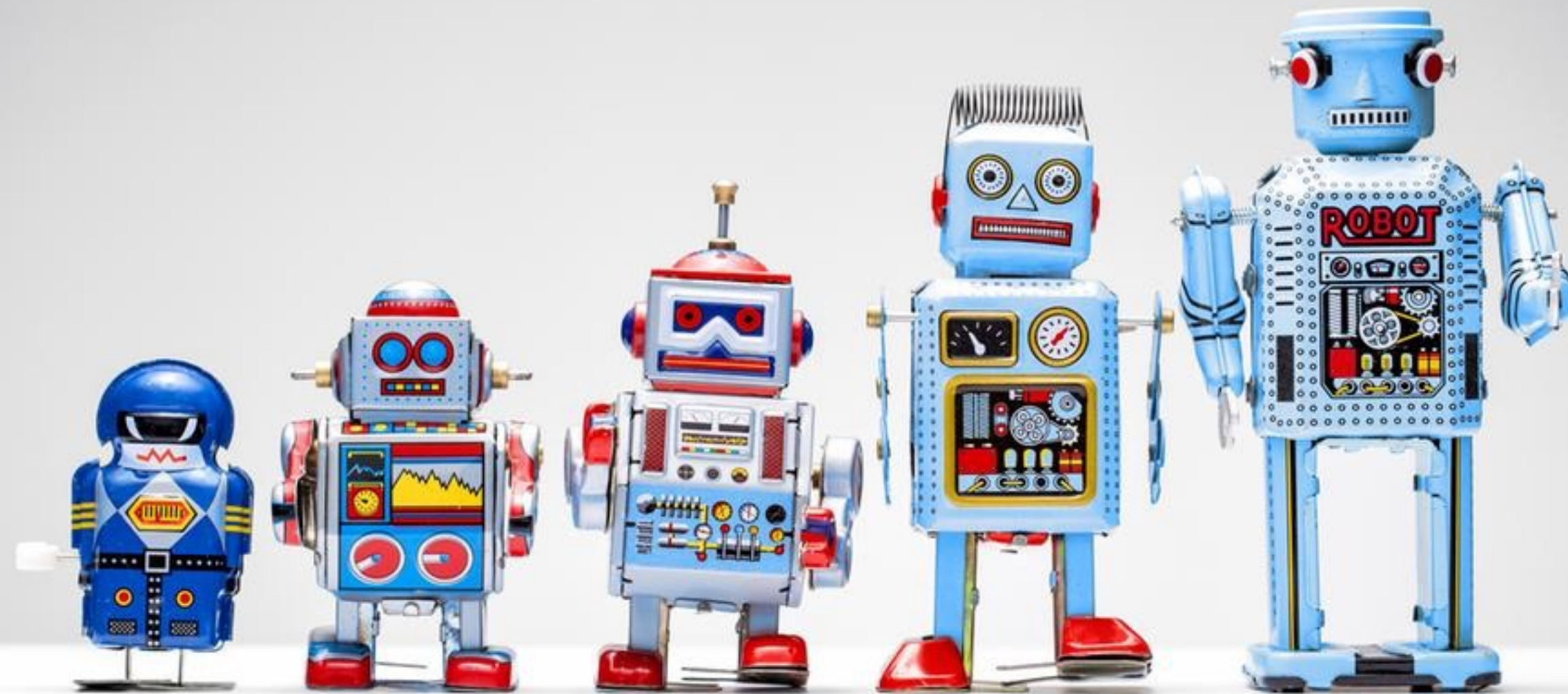


HOW WILL IT BE PRESERVED?

PHYSICAL PRESERVATION

- ▶ Ever
- ▶ "Bit
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- ▶ The

IT DEPARTMENT



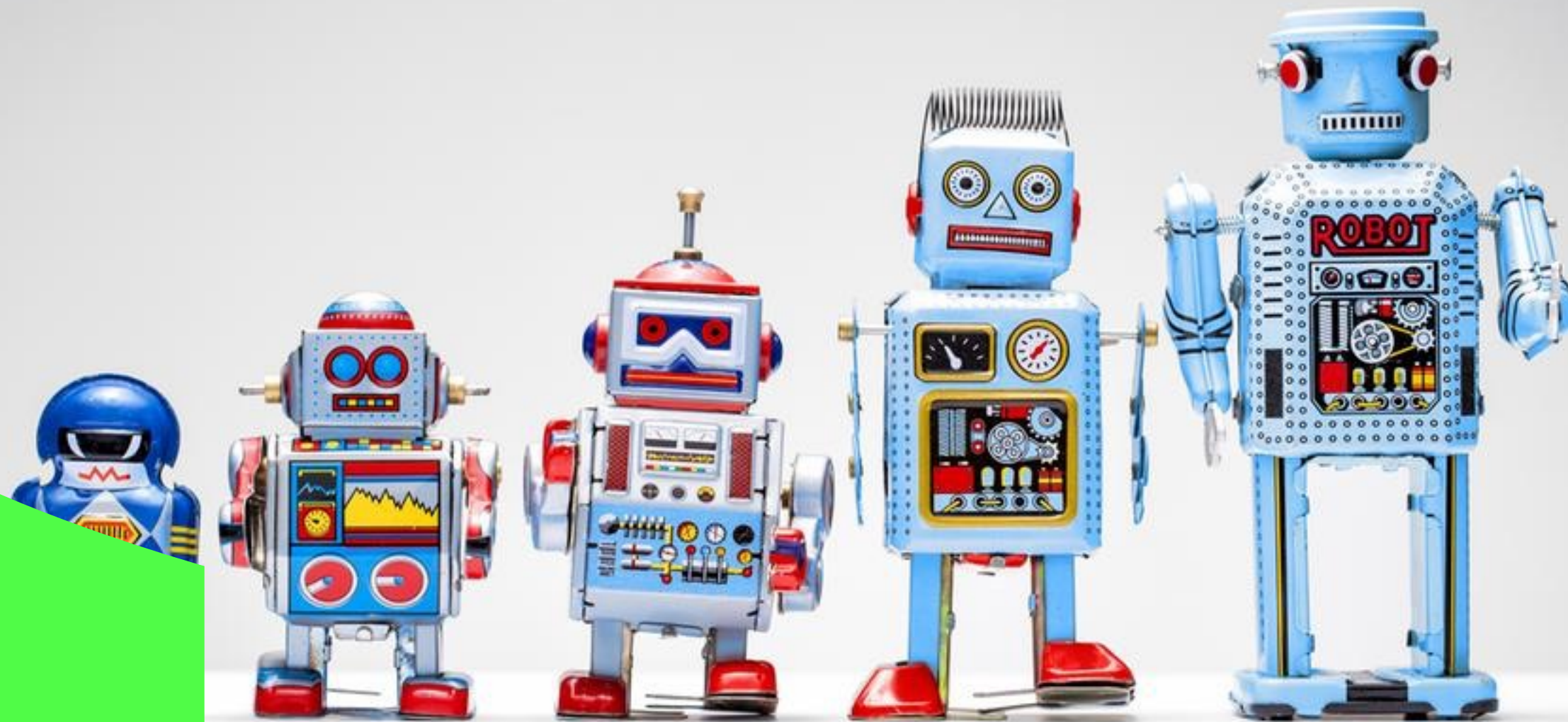
HOW WILL IT BE PRESERVED?

PHYSICAL PRESERVATION

- ▶ Ever
- ▶ "Bit
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IT DEPARTMENT

DONE!



CAN HUMANS USE IT?

RENDERABILITY



CAN HUMANS USE IT?

RENDERABILITY

- ▶ **Renderable**

Digital object must be viewable and playable.

- ▶ **Logical Preservation**

"...ensure [files] are still *understandable* and *readable*, regardless of the evolving technologies"

- Digitising Contemporary Art



HOW DO WE RENDER FILES?



HOW DO WE RENDER FILES?

COMPUTER HARDWARE & SOFTWARE

- ▶ Digital objects are dependent on hardware and software



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- ▶ Q: What dependencies are required to run a Final Cut Pro 7 project files?



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COMPUTER HARDWARE & SOFTWARE

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- ▶ Q: What dependencies are required to run a Final Cut Pro 7 project files?
 - ▶ FCP7 software program
 - ▶ Operating system: Optimized for Mac OSX 10.6 (2009)
 - ▶ Hardware that runs Mac OSX 10.6



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COMPUTER HARDWARE & SOFTWARE

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Document this info as preservation metadata

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MICRO-LEVEL: DIGITAL OBJECT

REVIEW: BASIC DIGITAL PRESERVATION



MICRO-LEVEL: DIGITAL OBJECT

REVIEW: BASIC DIGITAL PRESERVATION

- ▶ Physical, bit-level preservation



MICRO-LEVEL: DIGITAL OBJECT

REVIEW: BASIC DIGITAL PRESERVATION

- ▶ Physical, bit-level preservation
 - ▶ Backup : LTO, redundancy, geo separation



MICRO-LEVEL: DIGITAL OBJECT

REVIEW: BASIC DIGITAL PRESERVATION

- ▶ Physical, bit-level preservation
 - ▶ Backup : LTO, redundancy, geo separation
- ▶ Logical preservation



MICRO-LEVEL: DIGITAL OBJECT

REVIEW: BASIC DIGITAL PRESERVATION

- ▶ Physical, bit-level preservation
 - ▶ Backup : LTO, redundancy, geo separation
- ▶ Logical preservation
 - ▶ Software Environment: Mac OSX 10.6, software applications and dependencies



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 - ▶ Emulation/Migration



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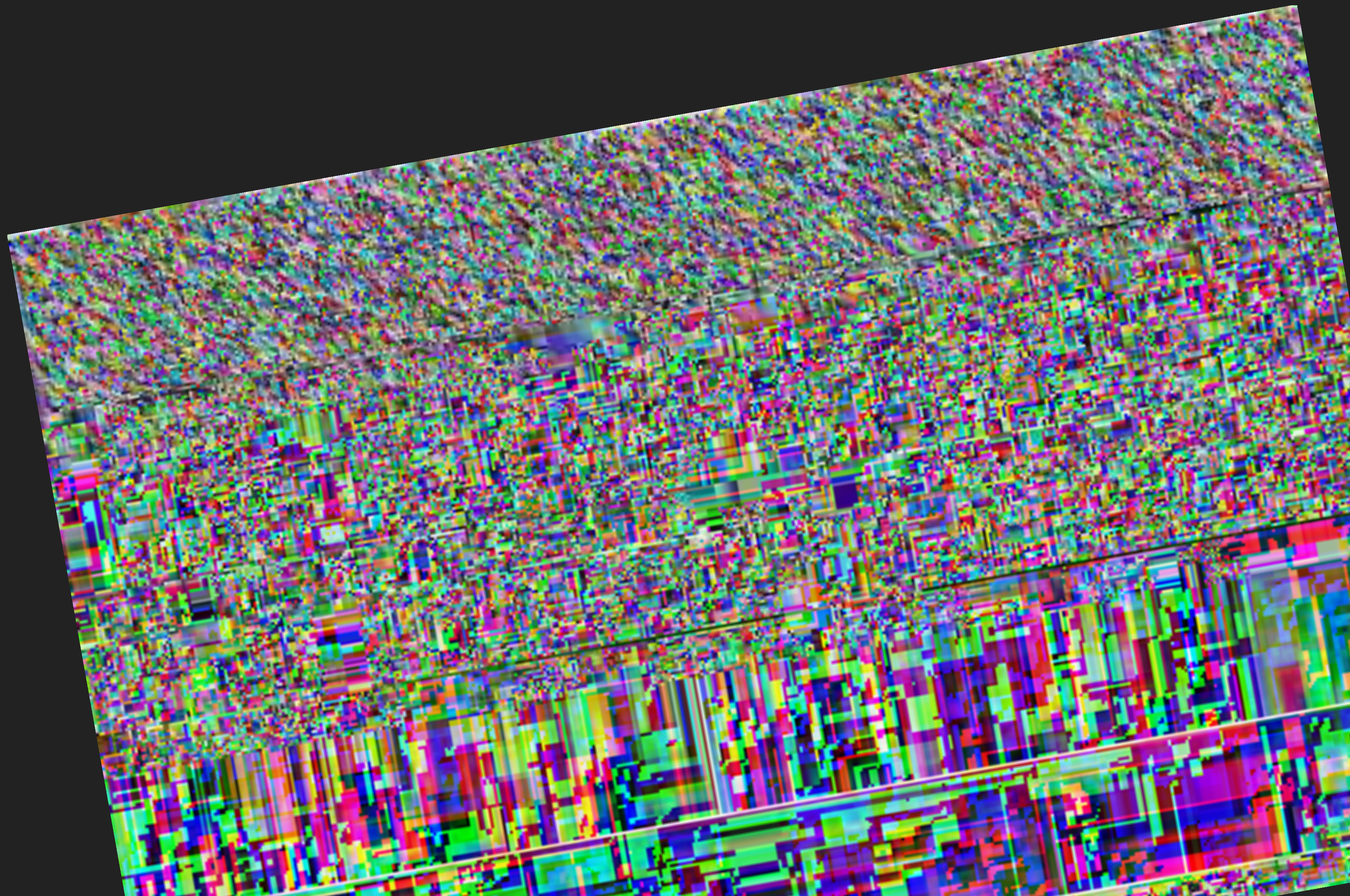
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 - ▶ File Formats: Research compatibility



MICRO-LEVEL: DIGITAL OBJECT

DATA INTEGRITY & DEGRADATION




MICRO-LEVEL: DIGITAL OBJECT

DATA INTEGRITY & DEGRADATION

FLIPPED BITS

**BIT ROT
CORRUPTION**



MICRO-LEVEL: DIGITAL OBJECT

DATA INTEGRITY & DEGRADATION

FLIPPED BITS

BIT

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MICRO-LEVEL: DIGITAL OBJECT

DATA VERIFICATION



MICRO-LEVEL: DIGITAL OBJECT

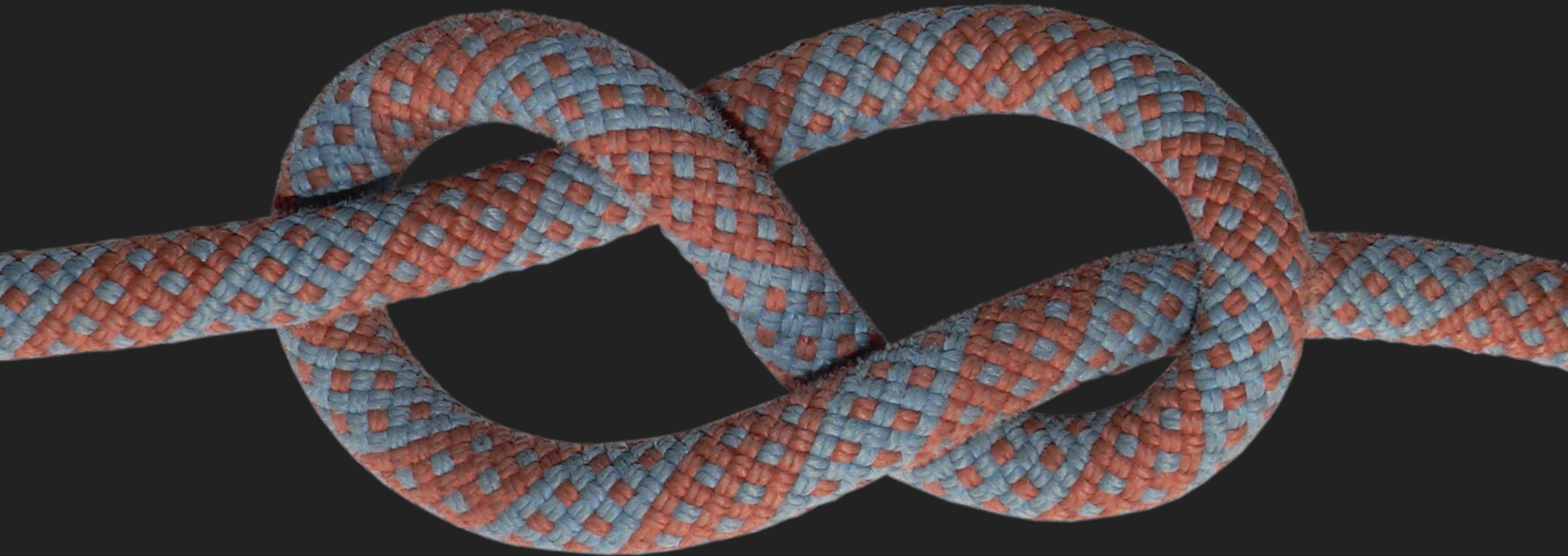
DATA VERIFICATION

- ▶ Run automated or manual fixity checks
- ▶ Name/size checks for low-tech archives
- ▶ File format validation (JHOVE, DROID)
- ▶ Checksums or "hashes" in digital repository
 - ▶ MD5, SHA-1
- ▶ Create/monitor hashes throughout lifecycle



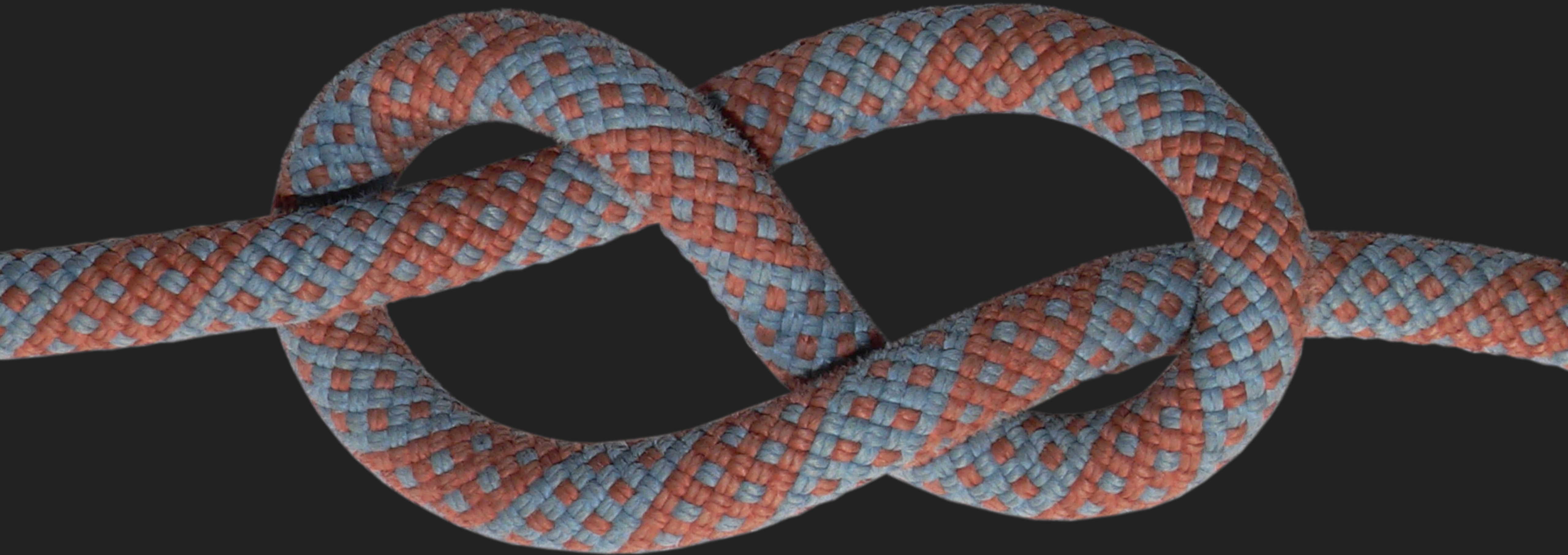
METADATA & DESCRIPTION

METADATA & DESCRIPTION



METADATA & DESCRIPTION

WHY DO WE NEED IT?



METADATA & DESCRIPTION

WHY DO WE NEED IT?

- ▶ **Discovery**

- ▶ Digital objects have no physical form
- ▶ If it's not in the catalog, it doesn't exist

- ▶ **Identification**

- ▶ **Structure**

- ▶ **Administration**

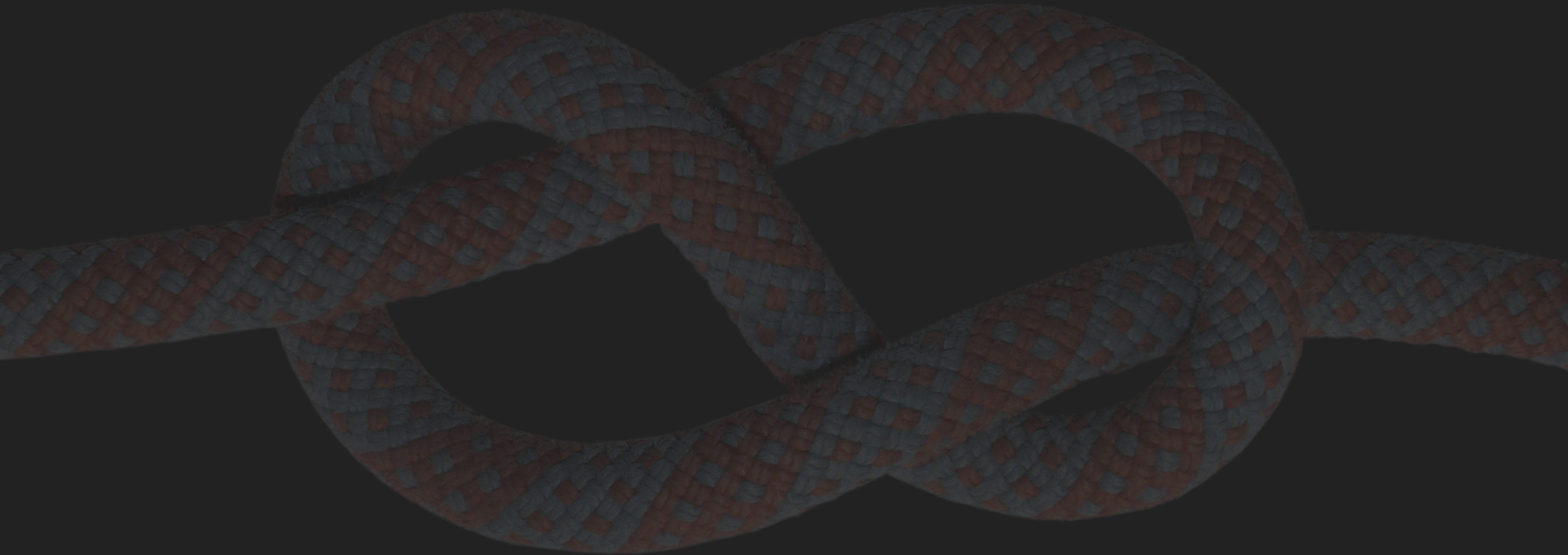
METADATA & DESCRIPTION

- ▶ Q: What metadata might be embedded in this file at the time of accession or ingest?



METADATA & DESCRIPTION

AUTOMATED METADATA HARVESTING



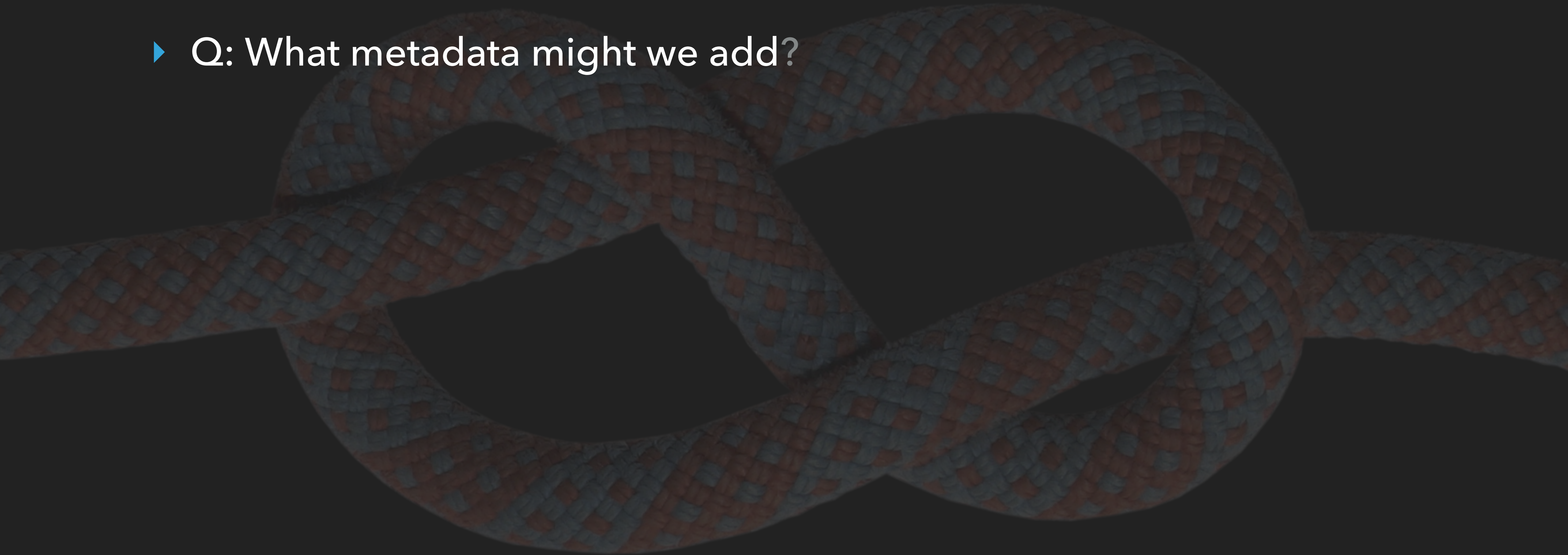
METADATA & DESCRIPTION

AUTOMATED METADATA HARVESTING

- ▶ **Descriptive**
 - ▶ File name, creator/author
- ▶ **Administrative**
 - ▶ Environment: Software/hardware used to create this file
 - ▶ Provenance: Creating application, date
- ▶ **Structural**
 - ▶ Technical specifications
 - ▶ Structure: Pages, chapter markers (ebook)

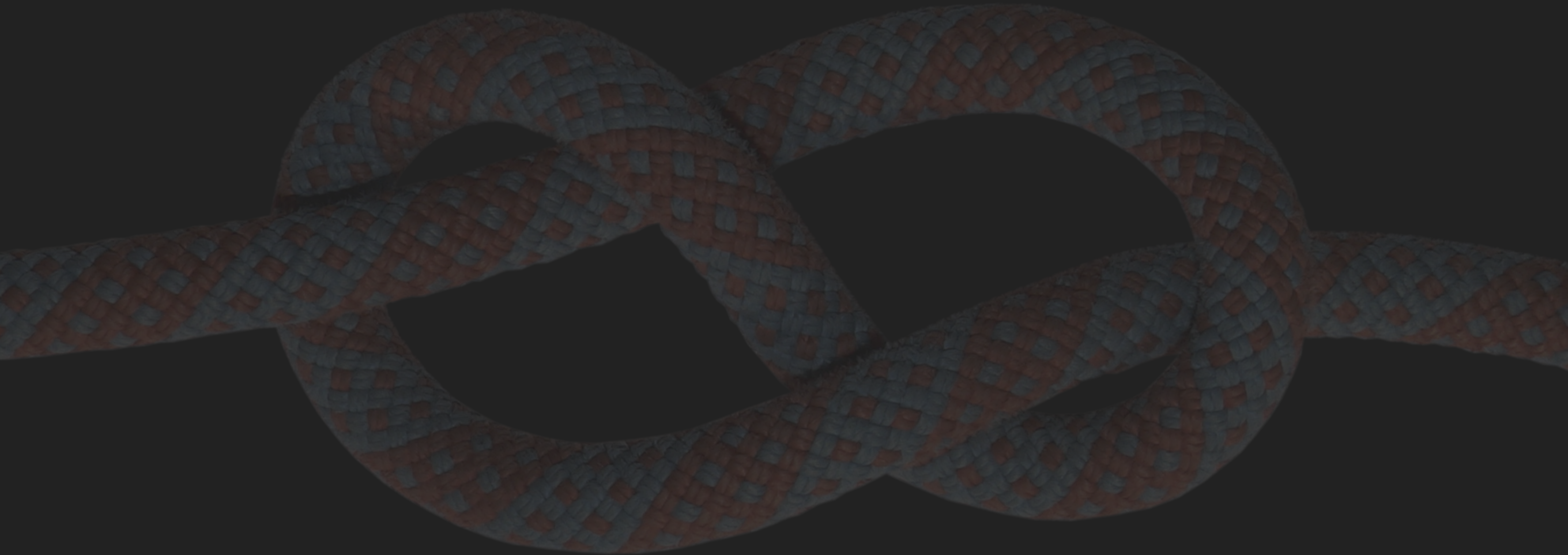
METADATA & DESCRIPTION

- ▶ Q: What metadata might we add?



METADATA & DESCRIPTION

MANUAL, HUMAN-POWERED CATALOGING



METADATA & DESCRIPTION

MANUAL, HUMAN-POWERED CATALOGING

- ▶ **Descriptive**
 - ▶ Title, subject, language, additional creators (credits)
- ▶ **Administrative**
 - ▶ Rights (copyright, license info, terms of use)
 - ▶ Environment: Additional hardware/software compatibility information
 - ▶ Provenance: prior use context
- ▶ **Structural**
 - ▶ References/relationships (original media)

MACRO LEVEL

DIGITAL REPOSITORY

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DIGITAL REPOSITORY

MACRO LEVEL

MACRO-LEVEL: DIGITAL REPOSITORY

ACTIVITIES OF A DIGITAL REPOSITORY

MACRO-LEVEL: DIGITAL REPOSITORY

ACTIVITIES OF A DIGITAL REPOSITORY

- ▶ Appraisal & Selection
- ▶ Ingest & Accession Policy
- ▶ Storage
- ▶ Migration & Emulation
- ▶ System Sustainability
- ▶ Economic & Environmental Sustainability
- ▶ Risk Management

MACRO-LEVEL: DIGITAL REPOSITORY

APPRAISAL & SELECTION



MACRO-LEVEL: DIGITAL REPOSITORY

APPRAISAL & SELECTION

- ▶ Unique, obsolete or at-risk content
- ▶ Concept of "rare" may apply differently for digital objects
- ▶ Collection assessment evaluation



MACRO-LEVEL: DIGITAL REPOSITORY

INGEST & ACCESSION POLICY



MACRO-LEVEL: DIGITAL REPOSITORY

INGEST & ACCESSION POLICY

- ▶ Receive/prepare objects for ingest
 - ▶ Receive objects (drives, download, FTP, etc.)
 - ▶ Identify, validate, run fixity checks
 - ▶ Describe/catalog objects
 - ▶ Impose standards (naming & arrangement, etc.)
- ▶ Perform these tasks in accordance with Accession Policy



MACRO-LEVEL: DIGITAL REPOSITORY

STORAGE



MACRO-LEVEL: DIGITAL REPOSITORY

STORAGE

- ▶ Store locally
 - ▶ server
 - ▶ client
 - ▶ LTO tape
- ▶ Create redundant copies (duplicate or triplicate)
- ▶ Geographical separation ("cloud" or elsewhere)



MACRO-LEVEL: DIGITAL REPOSITORY

MIGRATION/EMULATION



MACRO-LEVEL: DIGITAL REPOSITORY

MIGRATION/EMULATION

- ▶ Migration: Change file format (transcode)
- ▶ Emulation: Create virtual computing environment



MACRO-LEVEL: DIGITAL REPOSITORY

MIGRATION/EMULATION

- ▶ Identify obsolete, at-risk (ex: FCP7 file)
- ▶ Produce renderable alternative (ex: EDL)
- ▶ Challenges of migration/emulation:
 - ▶ Expensive (requires engineering, storage)
 - ▶ Not always successful (information loss)
 - ▶ Works best for simple formats (text)
- ▶ Migration: Not great for AV or complex media (video, layered image formats: CAD, graphics)
- ▶ Emulation: More successful than migration for complex



MACRO-LEVEL: DIGITAL REPOSITORY

SYSTEMS SUSTAINABILITY

MACRO-LEVEL: DIGITAL REPOSITORY

SYSTEMS SUSTAINABILITY

Digital preservation is complex and expensive (see: Clifford Lynch)

- ▶ Systems Sustainability
 - ▶ Technologically-sound infrastructure
 - ▶ Non-proprietary // open source
 - ▶ Well-maintained // community investment (ex: Archivematica)
 - ▶ Interoperable // compatible
 - ▶ Modular // export-friendly
 - ▶ Use of information science standards (naming & arrangement)
 - ▶ Use of digipres standards (OAIS, TDR, METS, XML, PREMIS, TRAC)

MACRO-LEVEL: DIGITAL REPOSITORY

ECONOMIC STABILITY

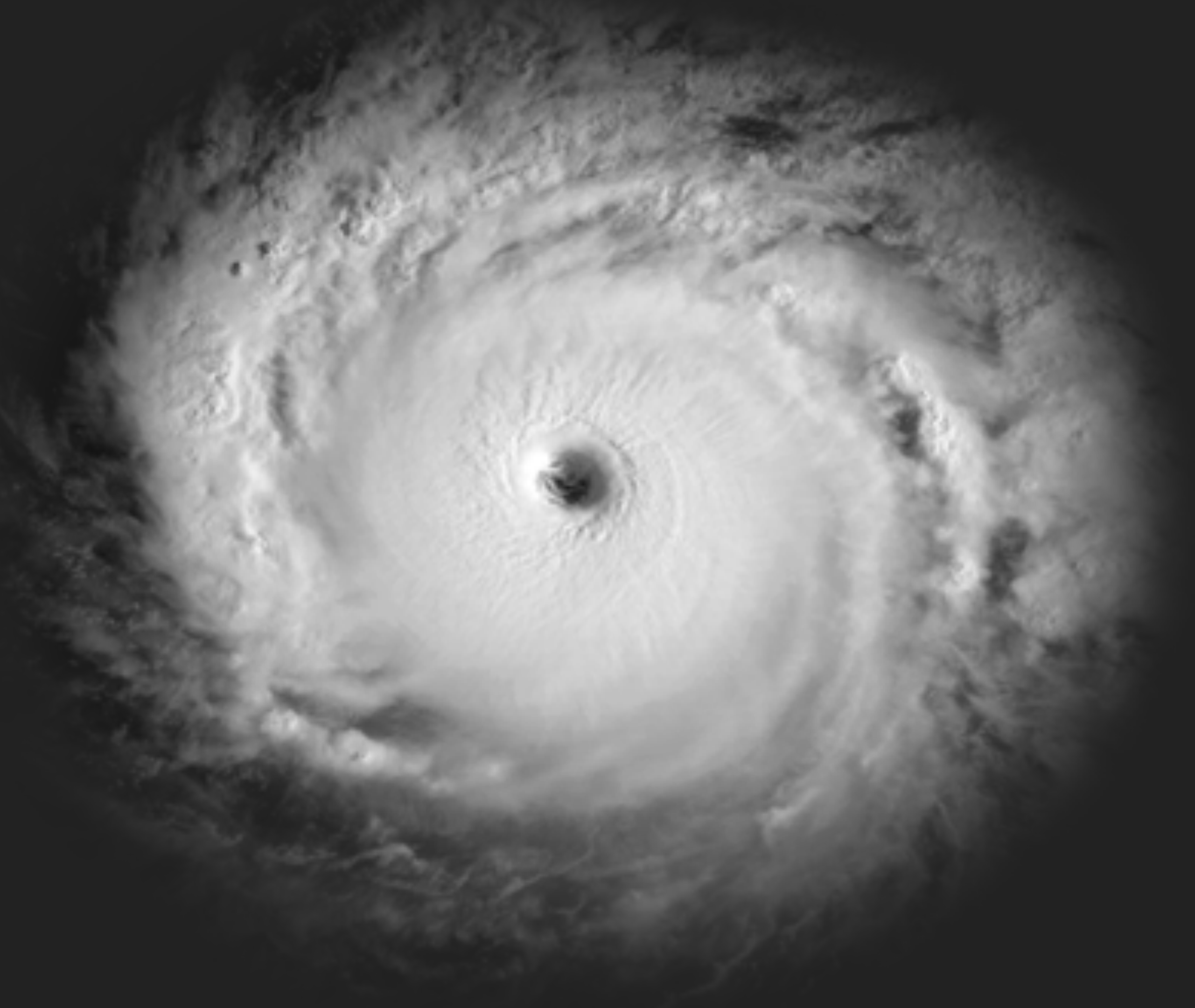
MACRO-LEVEL: DIGITAL REPOSITORY

ECONOMIC & ENVIRONMENTAL STABILITY

- ▶ Economic Stability
 - ▶ Archives must persist over long periods of time
 - ▶ Perfect bit-level preservation, description, standards adherence \neq financial success
 - ▶ Viable access models for *Designated Community*
- ▶ Environmental Stability
 - ▶ Energy efficient
 - ▶ Built for longevity (LTO tape vs. hard drive)

MACRO-LEVEL: DIGITAL REPOSITORY

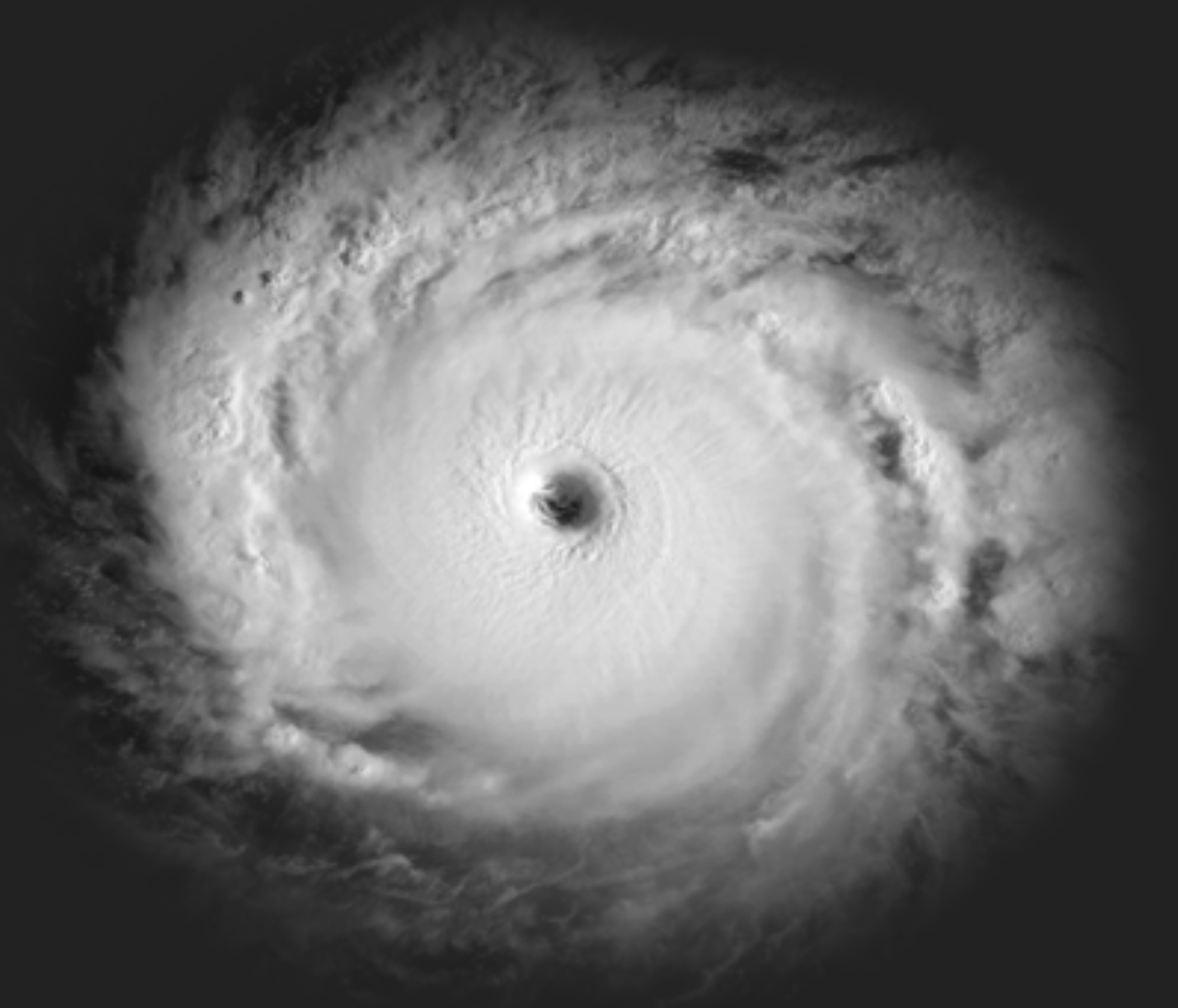
RISK MANAGEMENT



MACRO-LEVEL: DIGITAL REPOSITORY

RISK MANAGEMENT

- ▶ Financial risk
 - ▶ High cost of digital & physical infrastructure
 - ▶ Sustainable funding models
- ▶ Disaster planning



THE

END.

