



Introduction to Digital Preservation: Why Preserve? How to Preserve?

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Outline

- Introduction: Digital Universe
- Digital Preservation Challenges
 - Information Retrieval past and present
 - Bit-stream Preservation
 - Logical Preservation
- Digital Preservation Incentives
 - Markets
 - Incentives
 - Risks
- Conclusions



Introduction

The Digital Universe



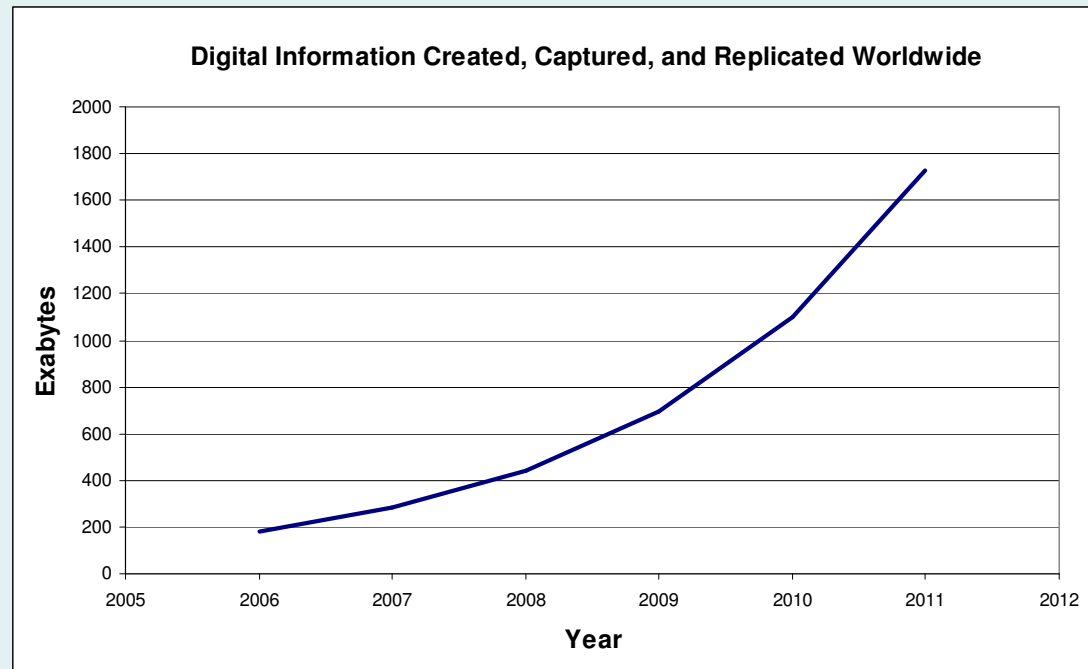
The Digital Universe

- Estimated volume of digital information worldwide in 2007: 281 Exabytes
- Estimated growth rate: ca. 60%
- → 700 Exabytes in 2009!

1000	k	kilo
1000 ²	M	mega
1000 ³	G	giga
1000 ⁴	T	tera
1000 ⁵	P	peta
1000 ⁶	E	exa
1000 ⁷	Z	zetta
1000 ⁸	Y	yotta

source:
"The Diverse and Exploding Digital Universe"
IDC White Paper, March 2008

<http://www.emc.com/collateral/analyst-reports/diverse-exploding-digital-universe.pdf>



The Digital Universe

- Information creation is beginning to exceed storage capacity
- Much of this information is
 - transient
 - redundant



The Digital Universe

Issues:

- What is worth preserving?
- How to preserve?
- How to preserve so much?
- How to ensure quality?
- How to create incentives to preserve?



The Digital Universe

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Part 1

Digital Preservation Challenges



Digital Preservation

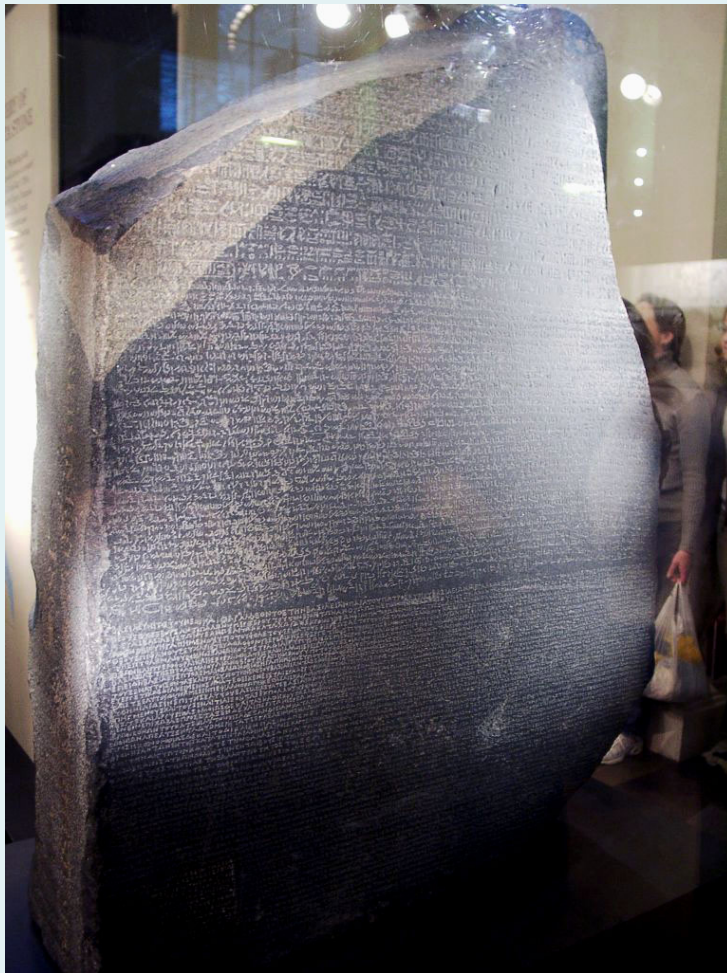
- standards, best-practices, and technologies utilized in order to ensure access to digital information over time

“Digital documents last forever – or five years, whichever comes first.”

– <http://www.clir.org/pubs/reports/rothenberg/introduction.html>



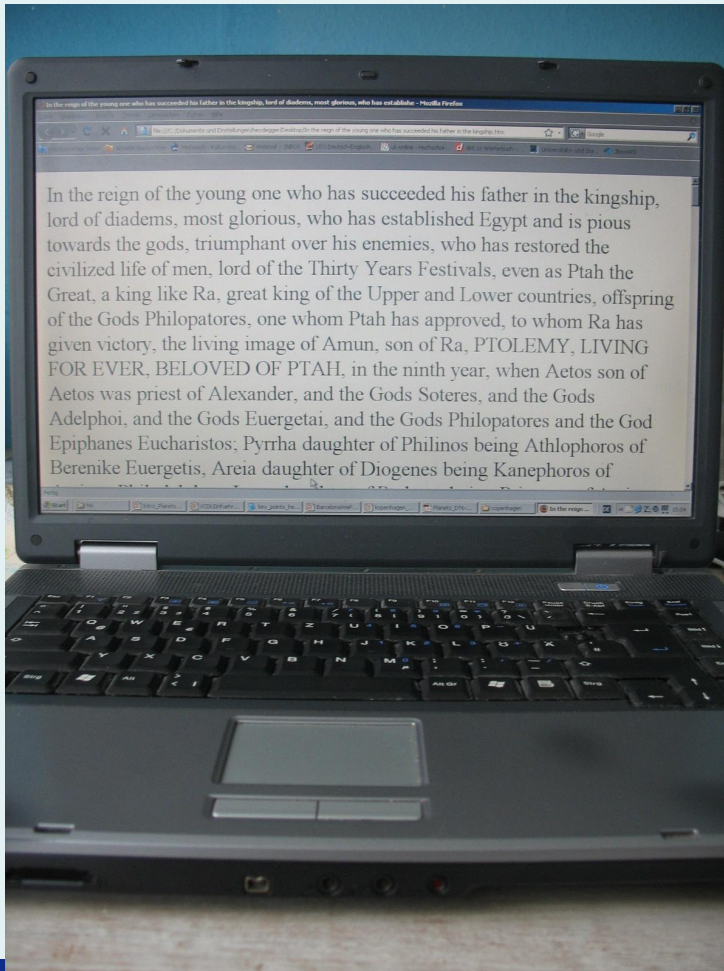
Information Retrieval – 196 BC



- Carrier
 - Solid material (granodiorite)
 - 114 x 72 x 28
 - 760 kg
- Encoding
 - Human-readable characters
 - Three language scripts (hieroglyphic, demotic, ancient greek)
- How to get the information?
 - Human, capable of reading (at least) one of the scripts



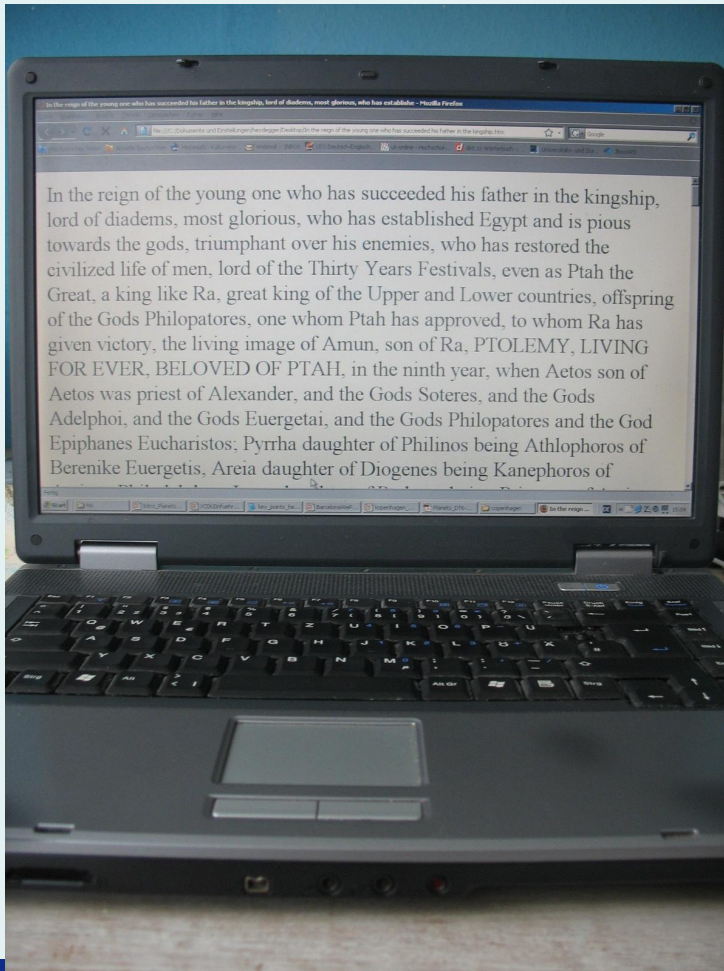
Information Retrieval – 2009 AD



- Hardware
 - Storage medium (hard disk, optical disc, ...)
 - Rendering environment (display, printer, ...)
- Software
 - Low level software (operating system)
 - Application software (webbrowser, texteditor, ...)



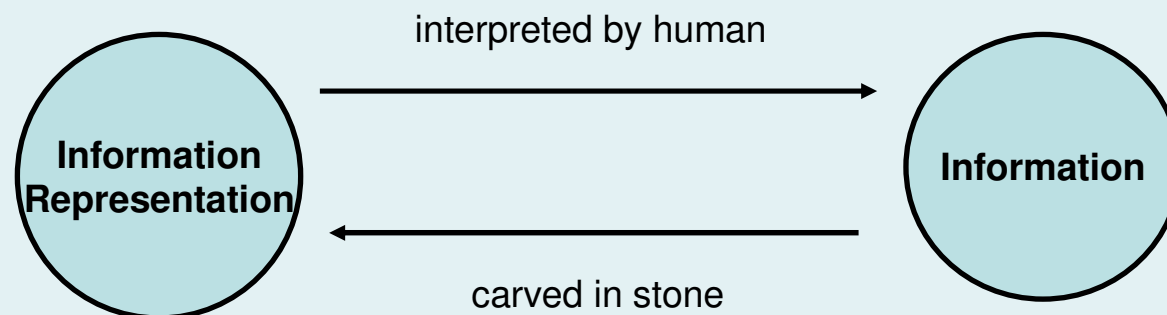
Information Retrieval – 2009 AD



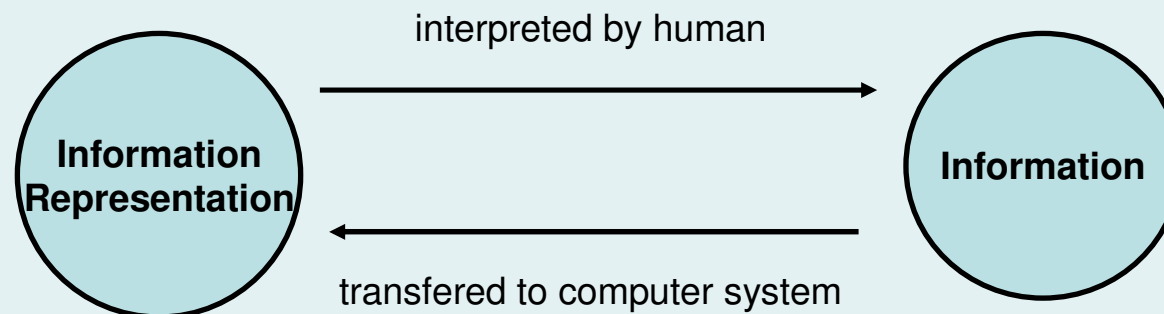
- Encoding
 - Machine-readable: Binary data
 - Human-readable: Characters
- How to get the information?
 - Human, capable of understanding english language
 - We need software
 - We need representation facilities



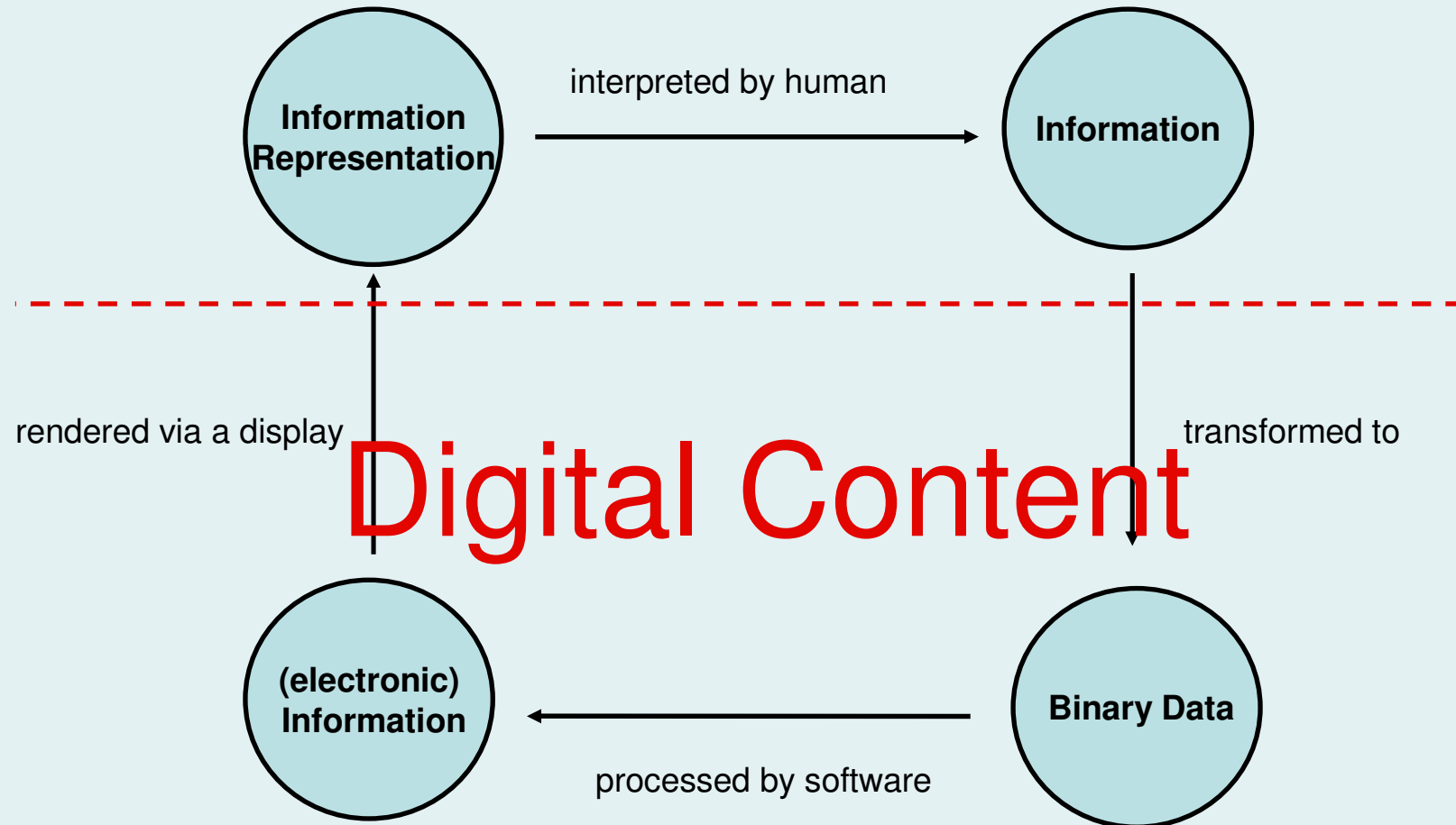
Information cycle – 196 BC



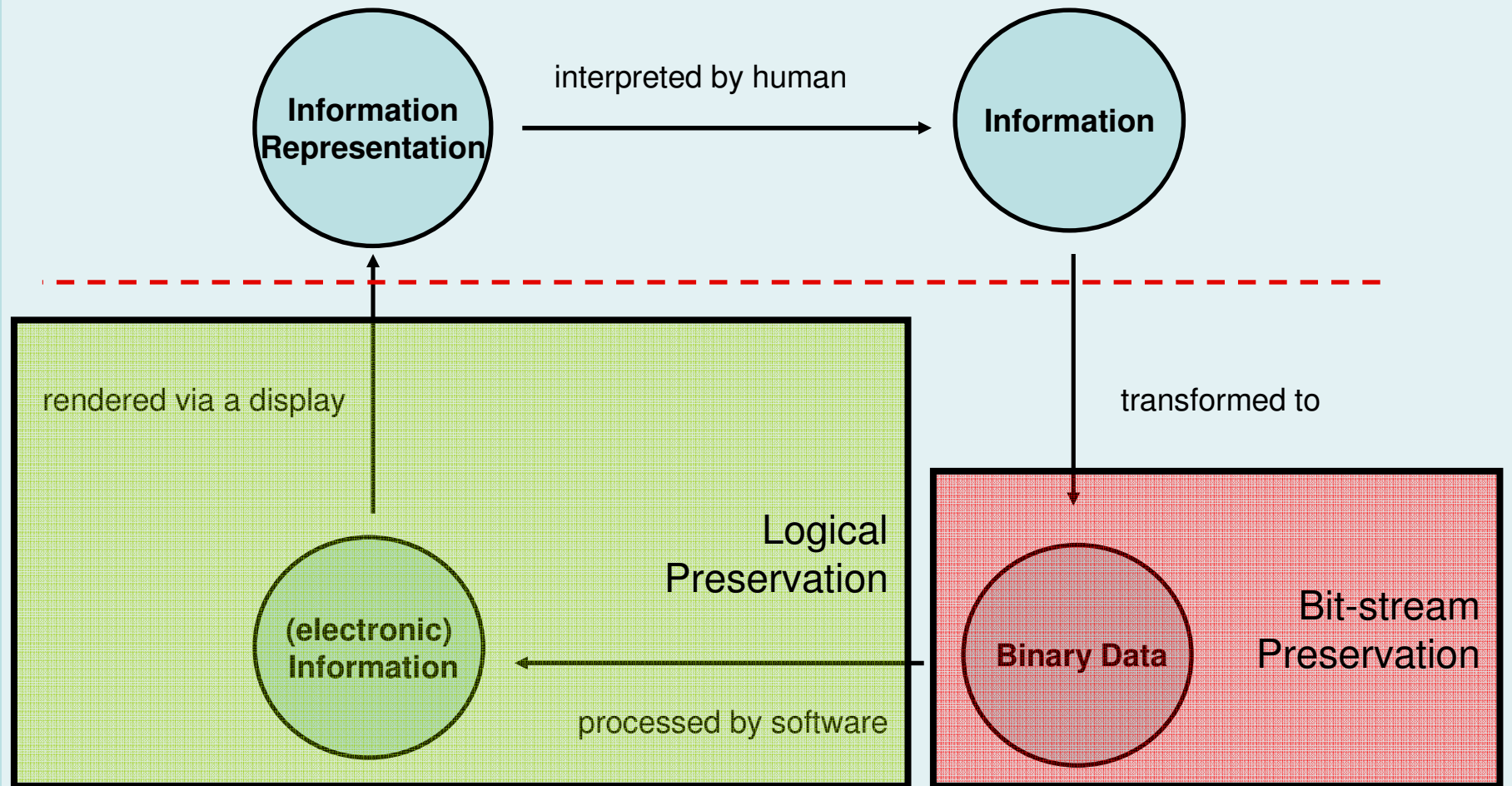
Information cycle – 2009 AD (simplified)



Information cycle – 2009 AD



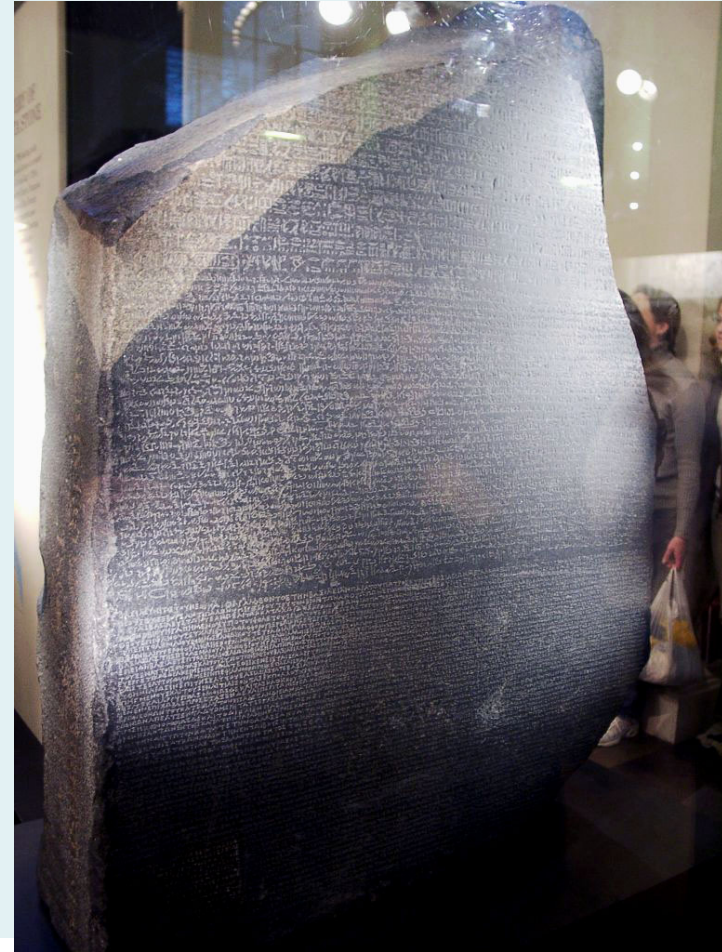
Information cycle – 2009 AD



Digital Content: Preservation Issues and Challenges

- How can we preserve this information?

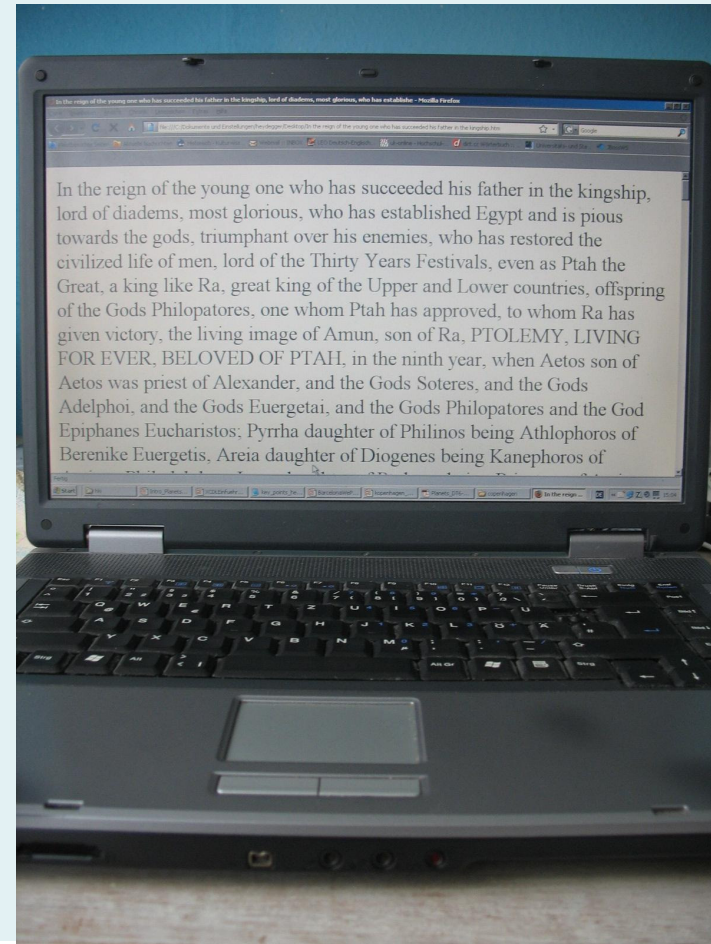
Traditionally stored information can be maintained by “passive preservation”



Digital Content: Preservation Issues and Challenges

- How can we preserve this information?

Even putting the whole machine in a computer museum would not be enough due to...



(Some) risks for digital information

- Media obsolescence
- Hardware obsolescence
- Software obsolescence
- Format obsolescence
- Loss of context

Bit-stream
Preservation

Logical
Preservation



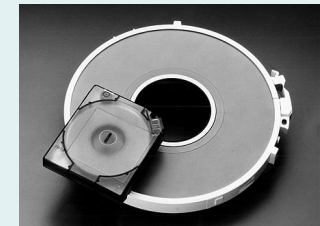
Bit-stream Preservation

- Problem: digital media do not last forever
 - media deterioration
- Problem: hardware for accessing digital media does not last forever
 - hardware obsolescence



Bit-stream Preservation: Lifespan of Media

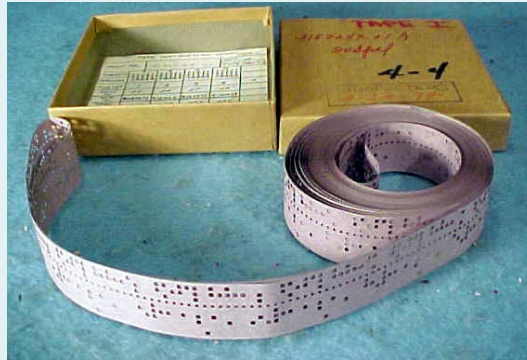
- Parchment: 1000 years
- Microfilm: 500 years
- Paper: 50 – 200 years
 - high levels of acid can cause paper to disintegrate
- Magnetic Tape: 100 years
 - the binder that holds magnetic particles to the tape can decompose and cause the layers of tape to stick together in a reel
- CD-ROM: 10 years
 - poor manufacturing processes allow the reflective aluminum layer to oxidize



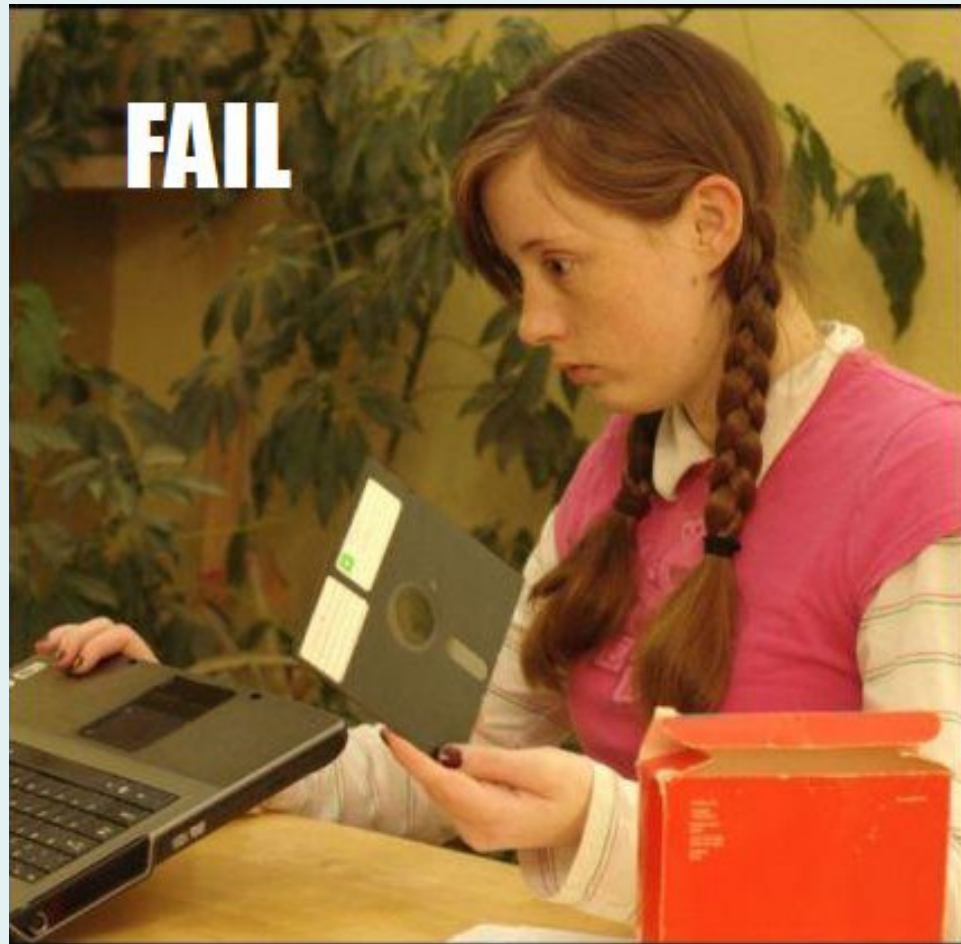
Is this progress?



Bit-stream Preservation: Lifespan of Hardware



Bit-stream Preservation: Lifespan of Hardware



Bit-stream Preservation

- Solution: migration
 - regular copying to new media
 - requires automation to handle volume and reduce expense
- Solution: hardware museums
 - expensive
 - depends on other obsolete hardware



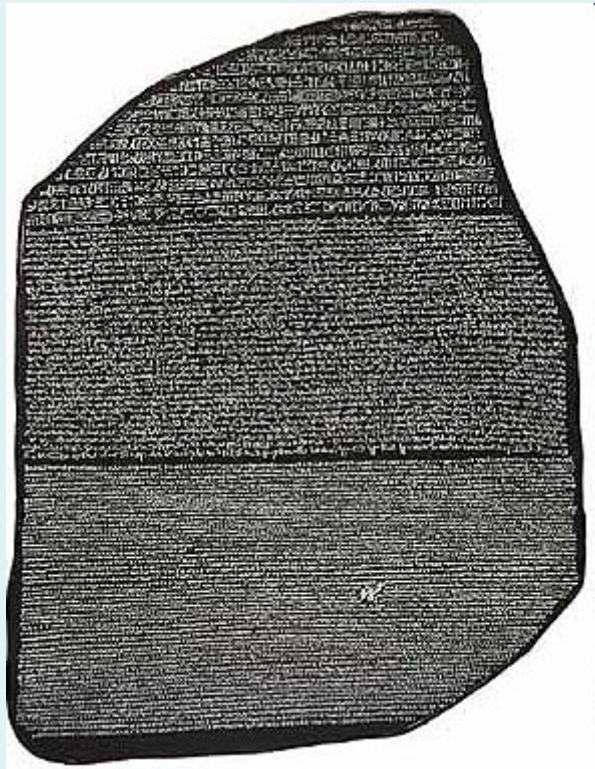
Logical Preservation

- Problem: data formats are not supported forever
 - format obsolescence
- Problem: how to interpret preserved bit-streams



Logical Preservation

- Solution: Representation Information



From the DCC Digital Curation Manual: “Representation Information (RI) refers to all information required to access the information stored within a digital object. The term can be applied to all levels of abstraction and refers to both the structural and semantic composition. The use of RI is often recursive: using one element of RI in a meaningful manner requires further RI. This recursion continues until the contents of the original object are displayed in a form the user can understand.”



Logical Preservation

- Solution: Emulation
 - use representation information to re-create the environment necessary to access the preserved bit-stream
- Solution: Migration
 - use representation information to identify endangered bit-stream formats and convert them to accessible (open, standardized) formats



How can Planets help?

- We must plan preservation: find out and make decisions on what to preserve and how to do it the best way
→ Planets Preservation Tool (Plato)
- We must evaluate and perform concrete actions on digital objects
→ evaluate preservation action tools, provide services for action tools
- We must identify objects, extract, evaluate and register their characteristics and profile collections
→ XCL tools, Pronom



How can Planets help?

- We must test - in a controlled environment - how objects behave under certain circumstances
→ Testbed
- We must be able to combine different preservation tasks in an orchestrated way
→ Planets Interoperability Framework



Part 2

Digital Preservation Incentives



What is the market for Digital Preservation?

- Memory Institutions
- Governments
- Software Manufacturers
- ... and everybody else!
 - Companies and Individuals
 - All kinds of digital content
 - Documents
 - Photographs
 - Audio/Video
 - Databases
 - Emails
 - Spreadsheets
 - Websites
 - CAD
 - Simulations
 - ...



Reasons to implement Digital Preservation

- compliance with legislation, for example on freedom of information, Sarbanes-Oxley, environmental information – and, of course, legal deposit
- providing the long-term guarantees of access to digital content needed to sustain the transition from paper to digital information societies and business processes
- where enforced by regulatory organisations, for example the European Medicines Agency and the US Food and Drug Administration in the case of pharmaceutical companies
- protecting the interests of the organisation and the rights of all present and future stakeholders
- providing evidence of IPR or patent rights
- providing evidence of good practice to defend against litigation
- protecting business critical information or allow data mining and analysis
- providing business continuity in the event of catastrophic data loss
- maintaining information of historical or scientific value
- maintaining life-long medical information
- maintaining information of personal value, such as e-mails, music and photographs



What is stopping us?

- Business decisions are made based on the short-term, whereas preservation is a (relatively) long-term problem.
- Business decisions are made based on return on investment. How to calculate return on investment?

Perhaps preservation should not be about “return on investment”, but rather about **risk management**.



What is the financial risk?

In order to answer that question, we must ask:

- how many digital objects are produced?
- what are these objects worth?
- how long do digital objects retain their value?
- how many objects are in danger of digital obsolescence?

and then

- what does it cost to preserve?

If we can estimate the financial risk, we can justify the preventative investment in digital preservation...

[1] M.K. Bergman, "Untapped Assets: The \$3 Trillion Value of U.S. Enterprise Documents," BrightPlanet Corporation White Paper, July 2005, 42 pp

[2] P. Lyman, and H. Varian, "How Much Information", Technical Report 2003

[3] LIFE¹ and LIFE² projects: <http://www.life.ac.uk/>



Conclusions

- The volume of digital information being produced is staggering
- There are multiple challenges, some solutions, many open questions
- Planets can offer solutions for some aspect of the digital preservation challenge
- There are many incentives for digital preservation, but the long-term nature of the problem is a hindrance
- A risk management approach might serve to involve industry stakeholders and decision-makers



Thank you for your attention!

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