



**INFuture 2011**

# The KEEP Emulation Framework

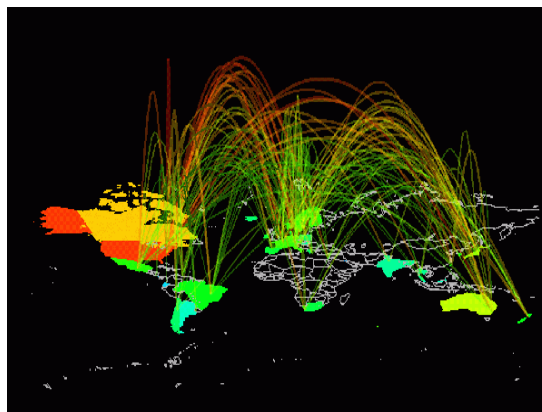
Antonio Ciuffreda

University of Portsmouth





**Digital collections need specialised solutions to be able to work with them.**





# An example:

# Web archiving

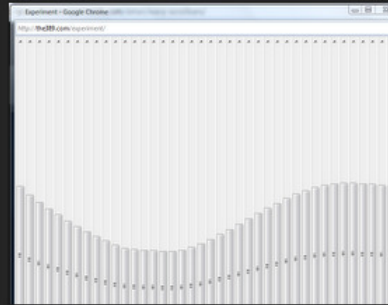
# WorldWideWeb browser - 1991

The screenshot displays the WorldWideWeb browser window. The main content area shows the GNU Operating System page with the heading "GNU Operating System - Free Software Foundation" and a link to "Free as in Freedom". The browser's info panel on the right provides details about the application, including its version (2.02 with libwww 2.16pre1) and the fact that it was the original prototype for the World-Wide Web, created by Tim Berners-Lee. The browser's menu bar includes options like "WorldWideWeb", "Style", "Document", "Navigate", "Find", "Links", "Print...", "Page layout...", "Windows", "Services", "Hide", and "Quit". The "Links" menu is open, showing various actions such as "Mark all", "Mark selection", "Link to marked", "Link to New", "Unlink", and "Link to file...". The address bar shows the URL "http://www.gnu.org/".

# Featured Experiments **Google Chrome - 2011** 1-3 of 9 [Prev](#) | [Next](#)



[Canopy](#)  
Ryan Alexander  
★★★★★



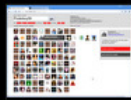
[Wavy Scrollbars](#)  
Andrey  
★★★★★



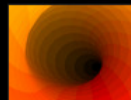
[Ball Pool](#)  
Mr.doob  
★★★★★

## All Experiments

Most Recent 1-15 of 48 [Prev](#) | [Next](#)



[twitterbrowse](#)  
tom  
★★★★★



[Orange Tunnel](#)  
txd  
★★★★★



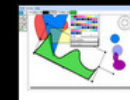
[3D JavaScript with Sandy-HX](#)  
Matthew Casperson  
★★★★



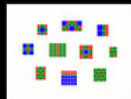
[JavaScript Platformer Demo](#)  
Matthew Casperson  
★★★★



[Depth of Field](#)  
Mr.doob  
★★★★★



[Vectomatic](#)  
Lukas Laag  
★★★★★



[Roto Game](#)  
Felix E. Klee  
★★★★★



[JS Fireworks](#)  
Kenneth Kuflik  
★★★★★



[Google Sphere](#)  
Mr.doob  
★★★★★



[World of Solitaire](#)  
Robert Schultz  
★★★★★

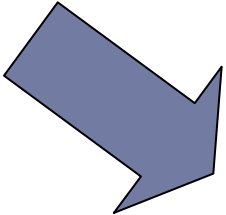


[Canvas Sketch](#)  
Henrique Moreira  
★★★★★

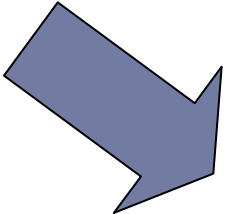


[HasCanvas](#)  
Robert O'Rourke  
★★★★

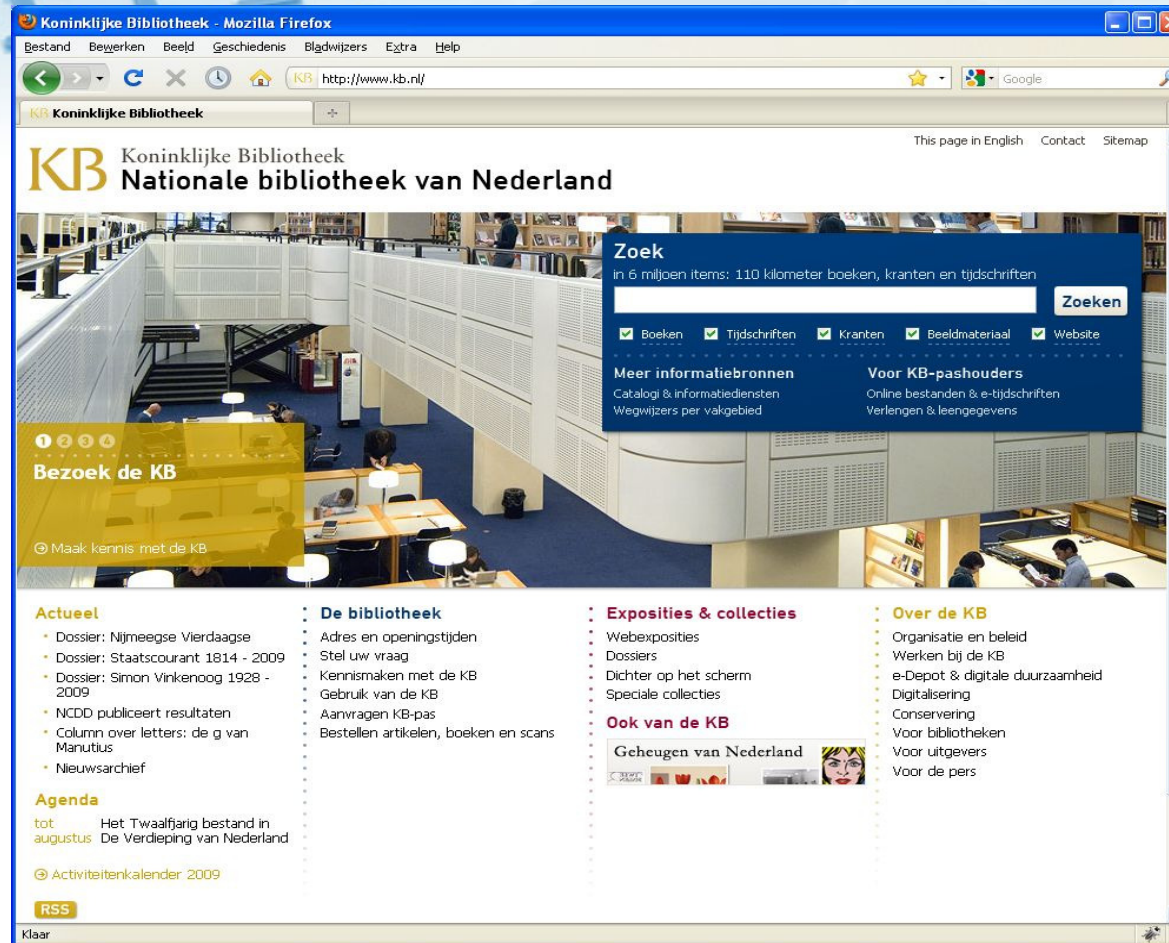
# The way we use the web has changed significantly

- Static web sites
  - News groups
  - Offline working (history & caching)
  - Bookmarking
- 
- Integration of media (text, sound, animations)
  - Dynamic & personalised content
  - Online collaboration
  - Security & authentication
  - Feeds (RSS, ATOM, etc.)
  - SaaS (Software as a Service)

# And so technology changed as well

- HTML
  - Images and sound support
  - A few plugins
- 
- HTML, XHTML, CSS, XML, XSLT, SSL, ...
  - Java & Java Scripting, .NET
  - RSS, RDF, ATOM, ...
  - Many plugins:
    - Audio & video codecs
    - Adobe PDF & Flash
    - ActiveX
    - Quicktime, ...

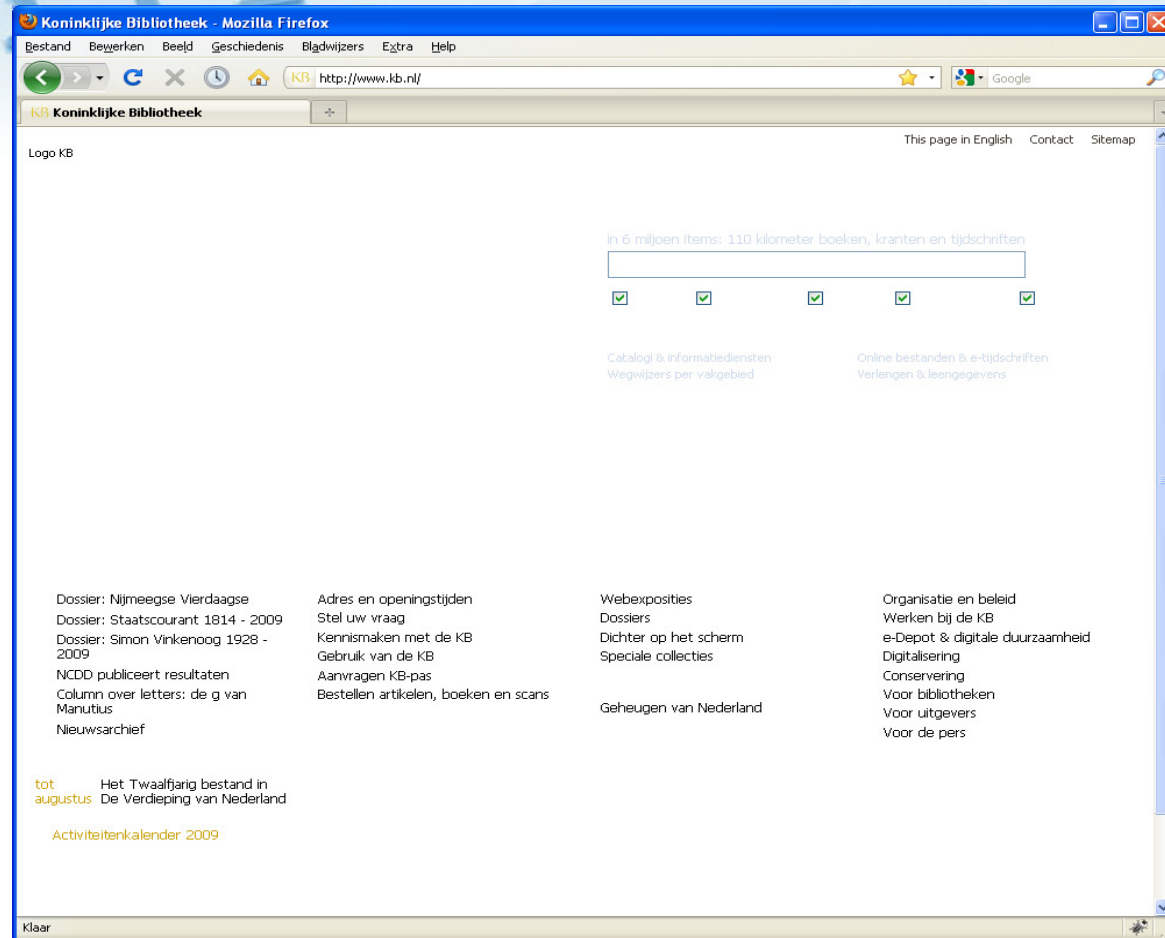
# Websites become inaccessible



Computer A



# Websites become inaccessible



## Computer B

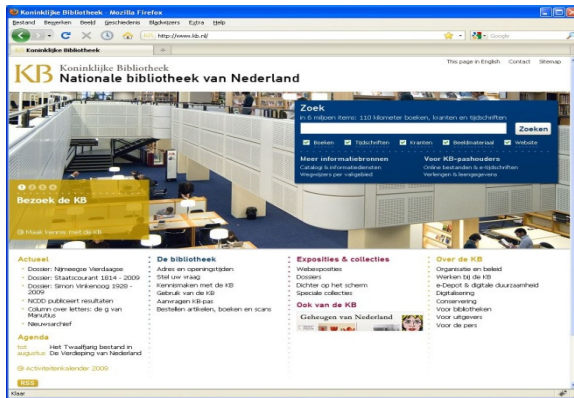


# Approaches to long-term access: the basics

# Approaches to access digital items

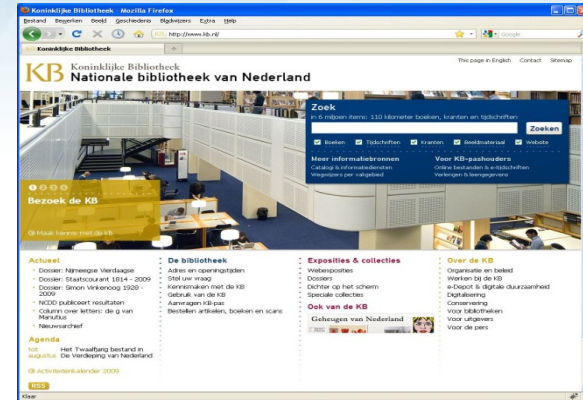
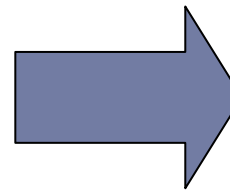
- Migration = convert the digital format
  - Applicable to text documents, images, videos. Less suitable for rare formats or applications for which no good conversion is possible.
- Emulation = adapt the computer environment
  - Applicable to all kinds of digital items, but requires a lot initial effort. Where migration can not be done, emulation sees fit.

# How emulation works



Operating system  
+  
Fonts, codecs, plugins

Old computer



Operating system  
+  
Fonts, codecs, plugins

emulator

Operating system

New computer



# Many free & commercial emulation tools available!

# What we actually need to solve...

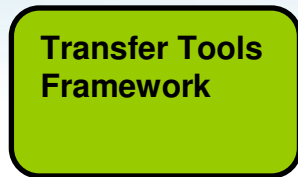
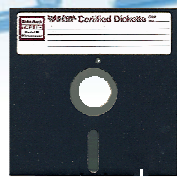
- Manage the tools and settings
- Automate setup of emulation process
- Get off data from obsolete data carriers
- Preserve original software
- Support users in operating old computer environments
- Preserve manuals, tutorials and other supporting documents



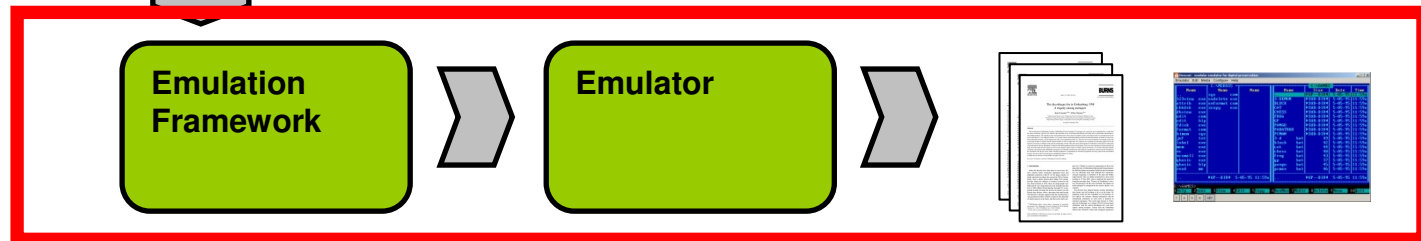
# The KEEP approach:

solutions for the whole chain of digital preservation and access. From capturing raw data to experiencing its authentic value over time.

# The KEEP approach



Focus of this presentation

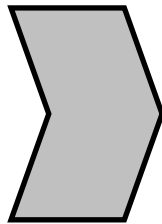




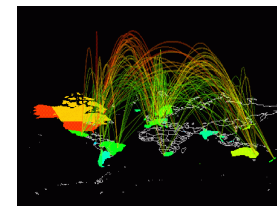
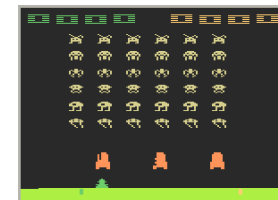
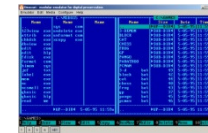
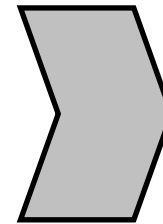


# What is the KEEP Emulation Framework?

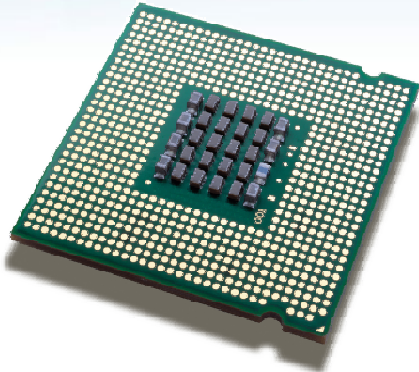
An integrated approach to long-term access for  
any digital object in its original context.



# Emulation Framework



# The EF supports:



## 6 platforms

x86, C64, Amiga, BBC Micro,  
Amstrad, Thomson T07



## 7 emulators

Dioscuri, Qemu, VICE, UAE,  
BeebEm, JavaCPC, Thomson

## 25 file formats

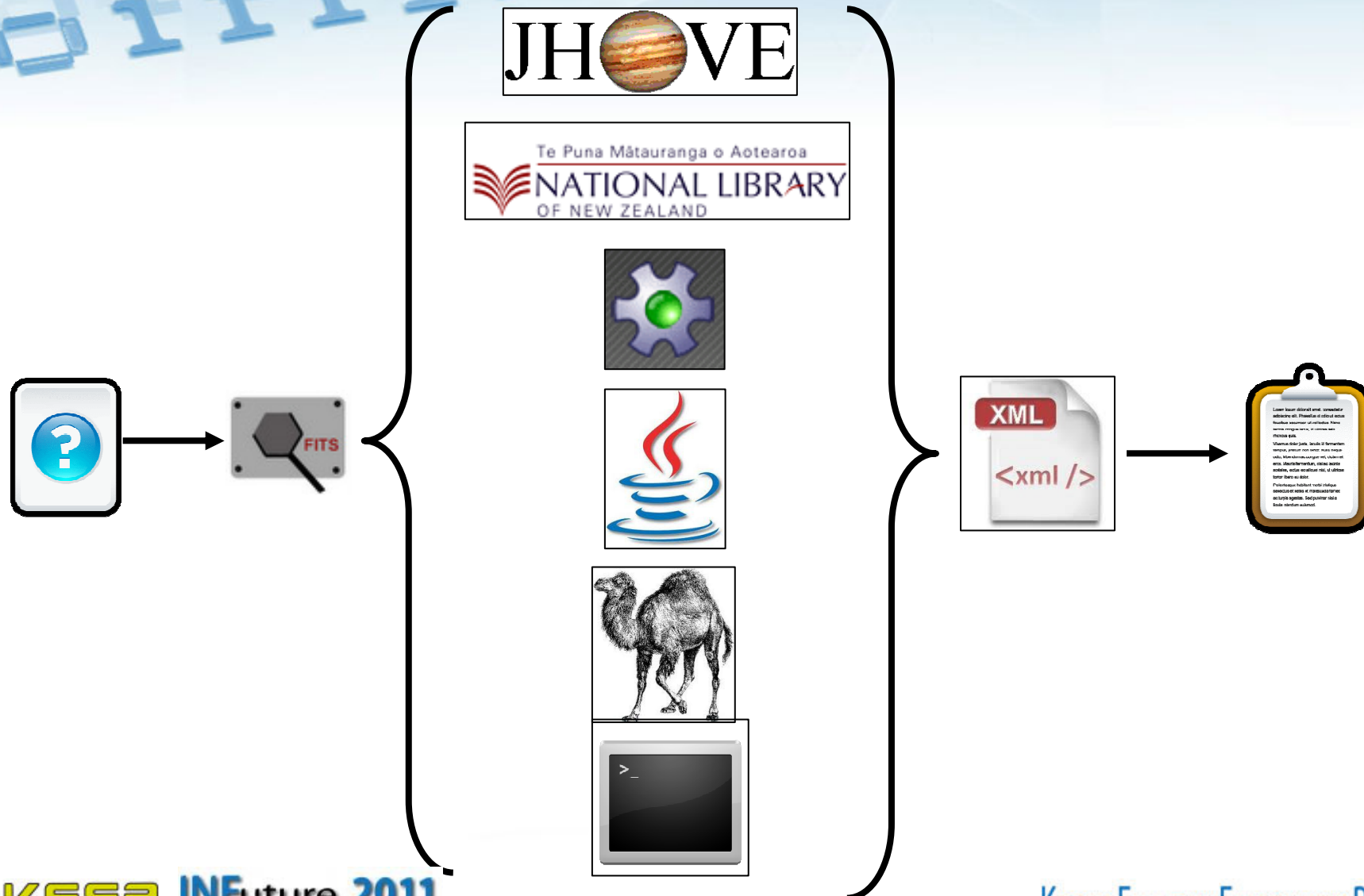
e.g. PDF, TXT, XML, JPG, TIFF, PNG, BMP, Quark, ARJ, EXE, disk/tape images

# Overall workflow EF

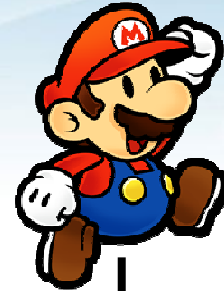
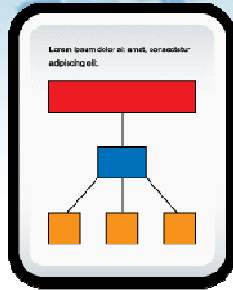
## Emulation Framework



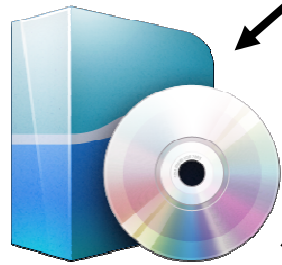
# Step 1: identification



# Step 2: determine environment



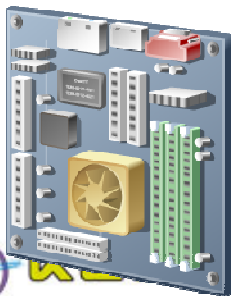
Digital object format



Rendering application



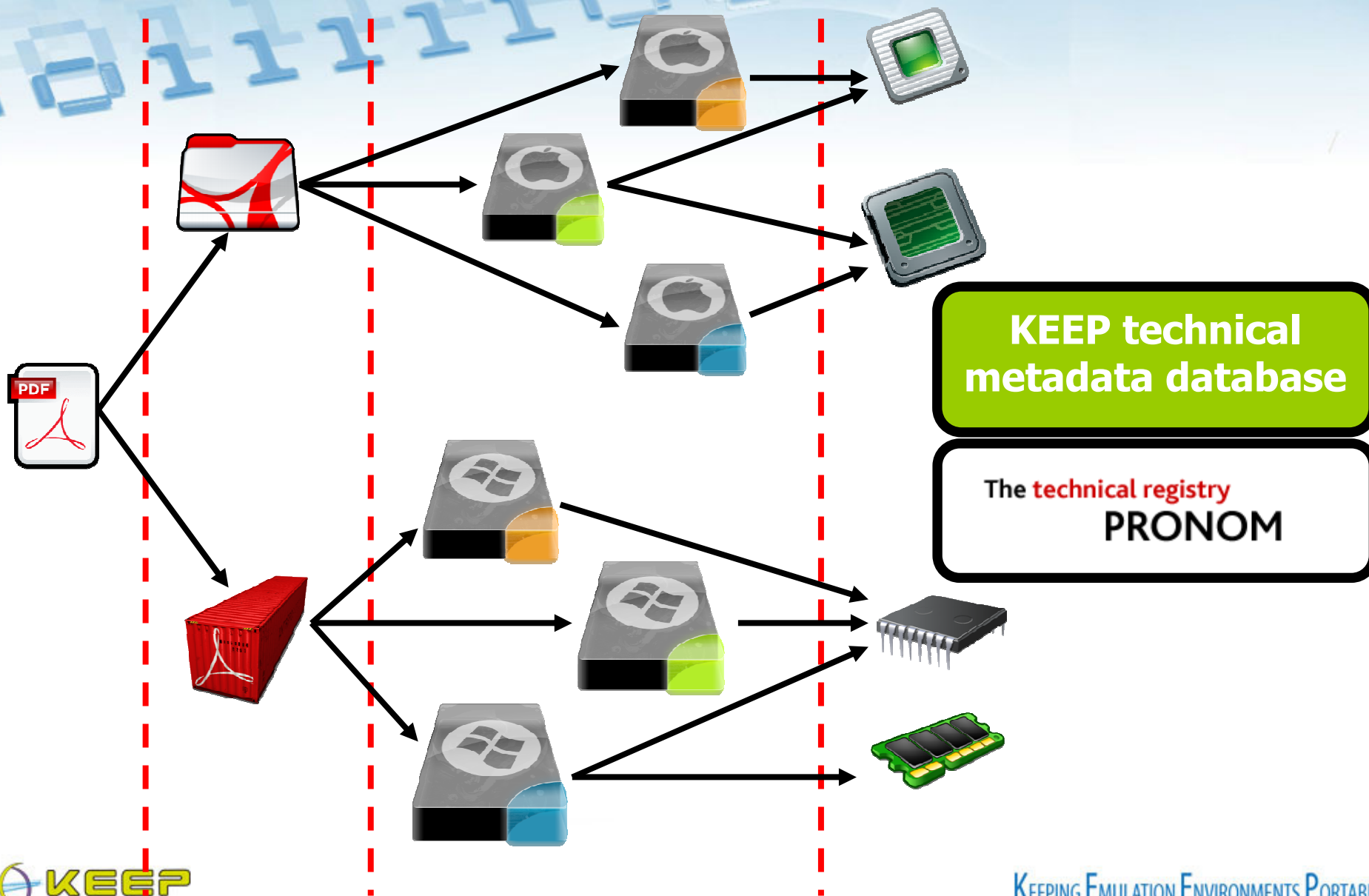
Operating system



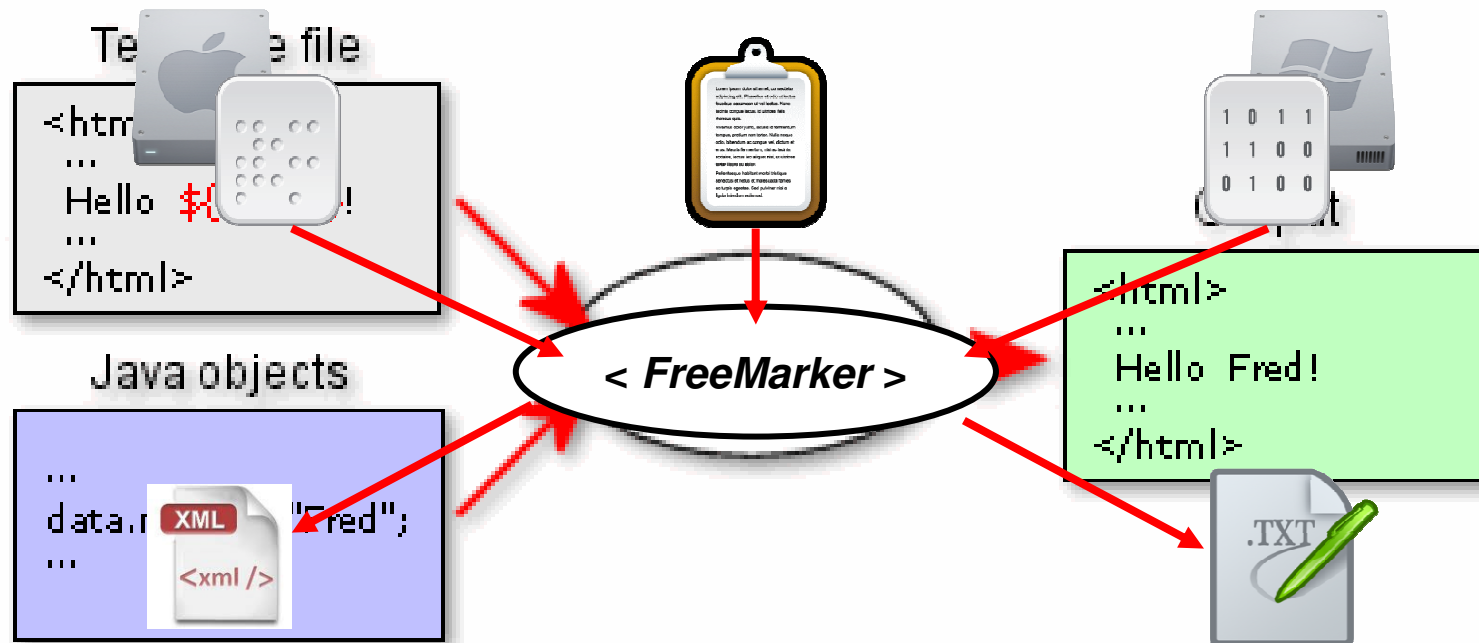
Hardware platform



# Step 3: construct an environment



# Step 4: configure the emulator





# Emulator & software archives

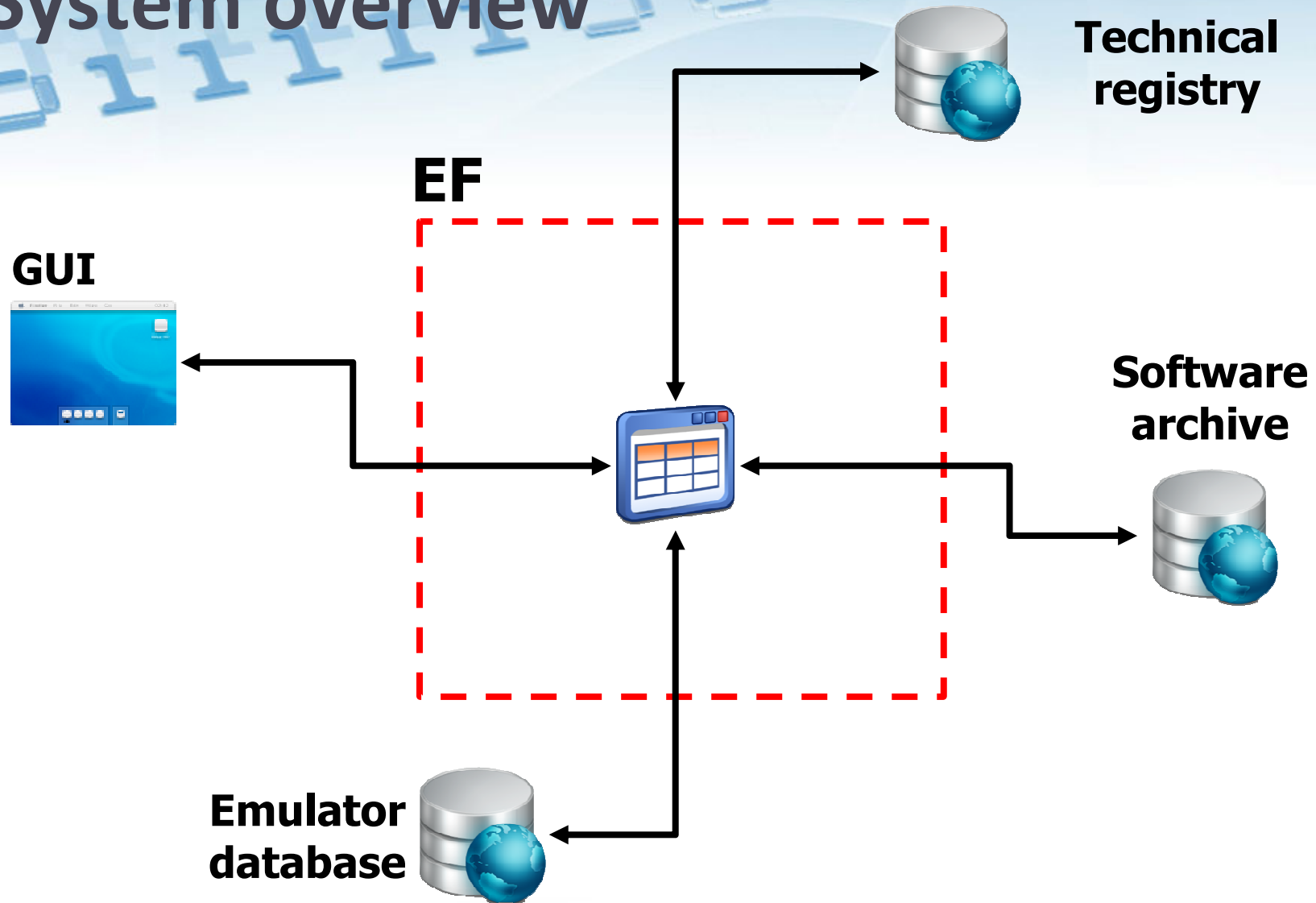
**Emulator  
archive service**



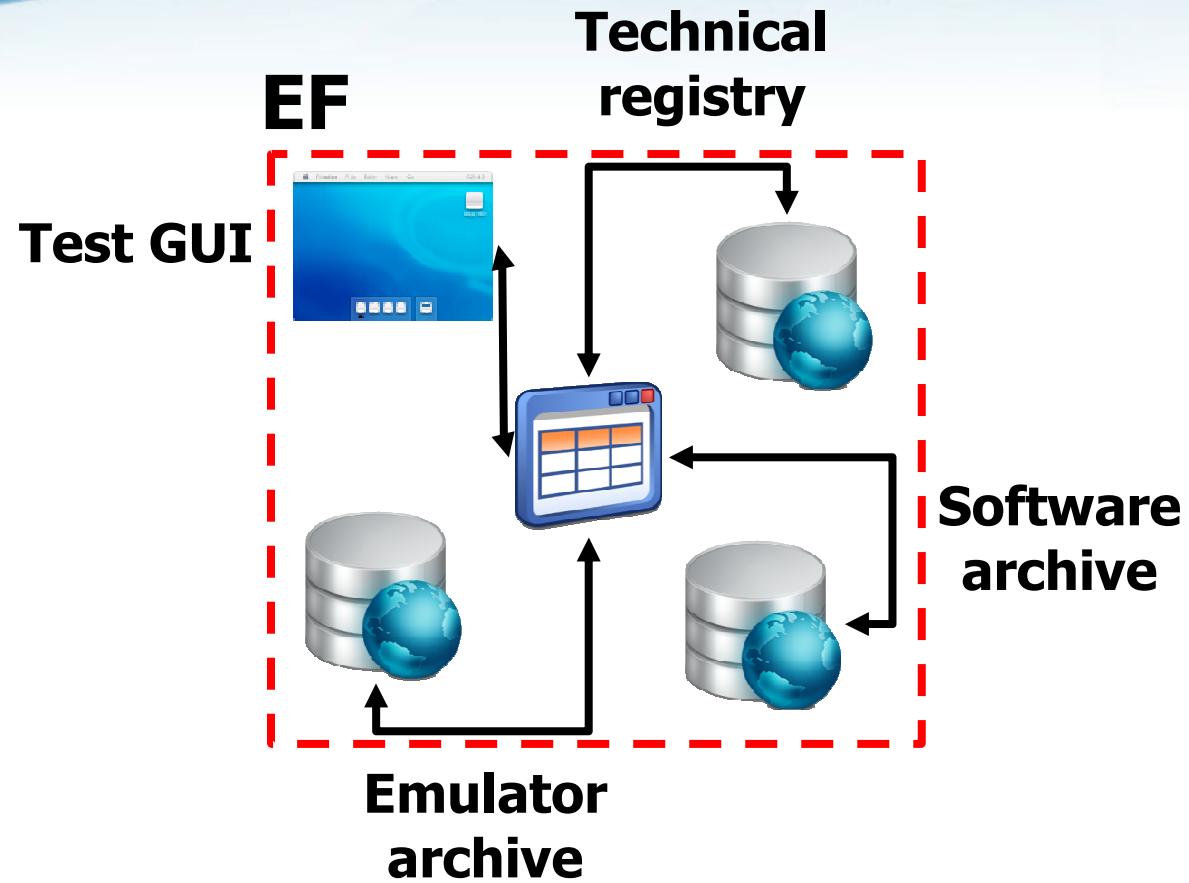
**Software  
archive service**



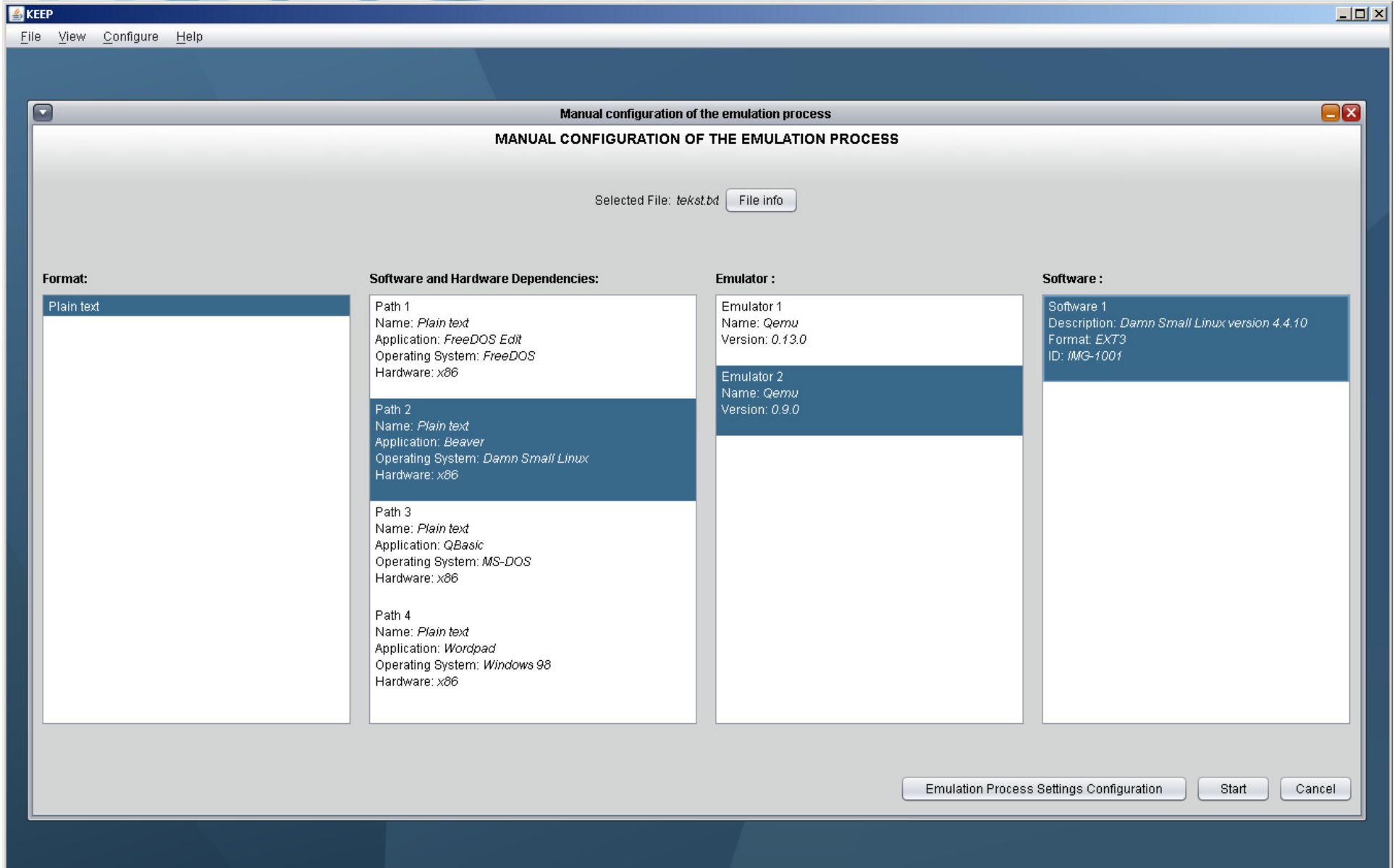
# System overview




# Demo



# EF Graphical User Interface





**In a nutshell:  
the EF can be applied to  
any digital collection.**

**It leaves digital items as they are while taking away the pain to setup a rendering environment.**

## The EF offers you...

- ...at least 6 computer platforms via emulation
- ...access to at least 25 file formats
- ...an organised way to store your software and emulators
- ...support in operating the environment

# EF Roadmap

- Aug – Oct 2011 : user tests & pilots
  - Dutch National Archives, CERN, NIMK, BnF, DNB, KB, Computerspiel museum
- November 2011 : release 1.1.0
  - Better support for managing software and emulator archives
  - New Graphical User Interface
- February 2012 : release 2.0.0
  - Incorporated user feedback

KEEP
Emulation Framework [EF]

[home](#)
[about](#)
[downloads](#)
[documentation](#)
[support](#)

### About the Emulation Framework (EF)

The Emulation Framework (EF) offers a convenient way to open digital files and run programs in their native computer environment. This offers users the potential to view these files in their intended 'look and feel' independent from current state of the art computer systems.

The spectrum of potential computer platforms and applications that can be supported is practically unlimited. In this release the EF supports to emulate the x86 computer platform, Commodore 64, Amiga, BBC Micro and Amstrad CPC. Emulation is done by using existing emulators which are carefully selected on their capability to mimic the functionality of these platforms.

The EF is actually an automated workflow for running emulators with predefined content. It does this by following several steps. The following illustration shows which steps are taken to come from digital file to emulated computer environment.

```

graph TD
    A[?] --> B[Characterise object]
    B --> C[Determine environment]
    C --> D[Check available environments]
    D --> E[Render object]
    E --> F[Configure emulator]
    F --> G[Configure software]
    G --> H[Laptop]
    
```

### Screenshot of EF

### What can it do for you?

- ✗ Automated configuration of emulators
- ✗ Service oriented architecture
- ✗ User-friendly graphical interface
- ✗ Wide set of emulators out of the box
- ✗ Open source, so integrate it within your organisation's workflow

http://emuframework.sf.net



# Thank you! Any questions?

Sourceforge EF website and forum:

<http://emuframework.sf.net>

## **KEEP WP2 EF team**

Bram Lohman (Tessella)

David Michel (Tessella)

Bart Kiers (KB)

Jeffrey van der Hoeven (KB)

## **KEEP WP3 EF team**

Antonio Ciuffreda

(University of Portsmouth)