Preserving Databases

An emulation-based approach

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Databases for 2080 – Oct 5 2021

Preservation Challenge(s)

- Is it possible to access today‘s databases in 60 years
  - Mindprovoking *theoretical* question

- Database is a weakly defined term
  - SQL, NoSQL, etc… ?
  - Which data format ?
  - How much context is required ?

Can we plan for 60 years?

What is the resulting risk profile?

Choosing a strategy

- Data-driven
  - Extract data (e.g. SQL dump)
  - Migrate / generalize data (CSV, SIARD, etc)
  - Reconstruction in the future
  - Rewrite queries, replace / substitute clients
- Software-driven
  - Preserve the software
  - Describe and manage a technical stack
    - → Emulation strategy
  - Access through „native“ interfaces e.g. UI, ODBC over TCP/IP, original software client etc.

Data
Structural information

Database software

Choosing a (lazy) strategy

- Preserving Database Software
  - Common, widely used software?
  - Standard / simple setup, with little manual customization?
  - Limited interaction with external systems?

→ Low technical complexity

→ Able to bear some risks ?

  → Outsource software preservation

  → Create some metadata on the current setup

  → Take the free ride

Data
Structural information

Database software

Choosing a (less lazy) strategy

- Preserving Database Software
  - Common, widely used software?
  - Standard / simple setup, with little manual customization?
  - Limited interaction with external systems?

→Use a contemporary emulation framework

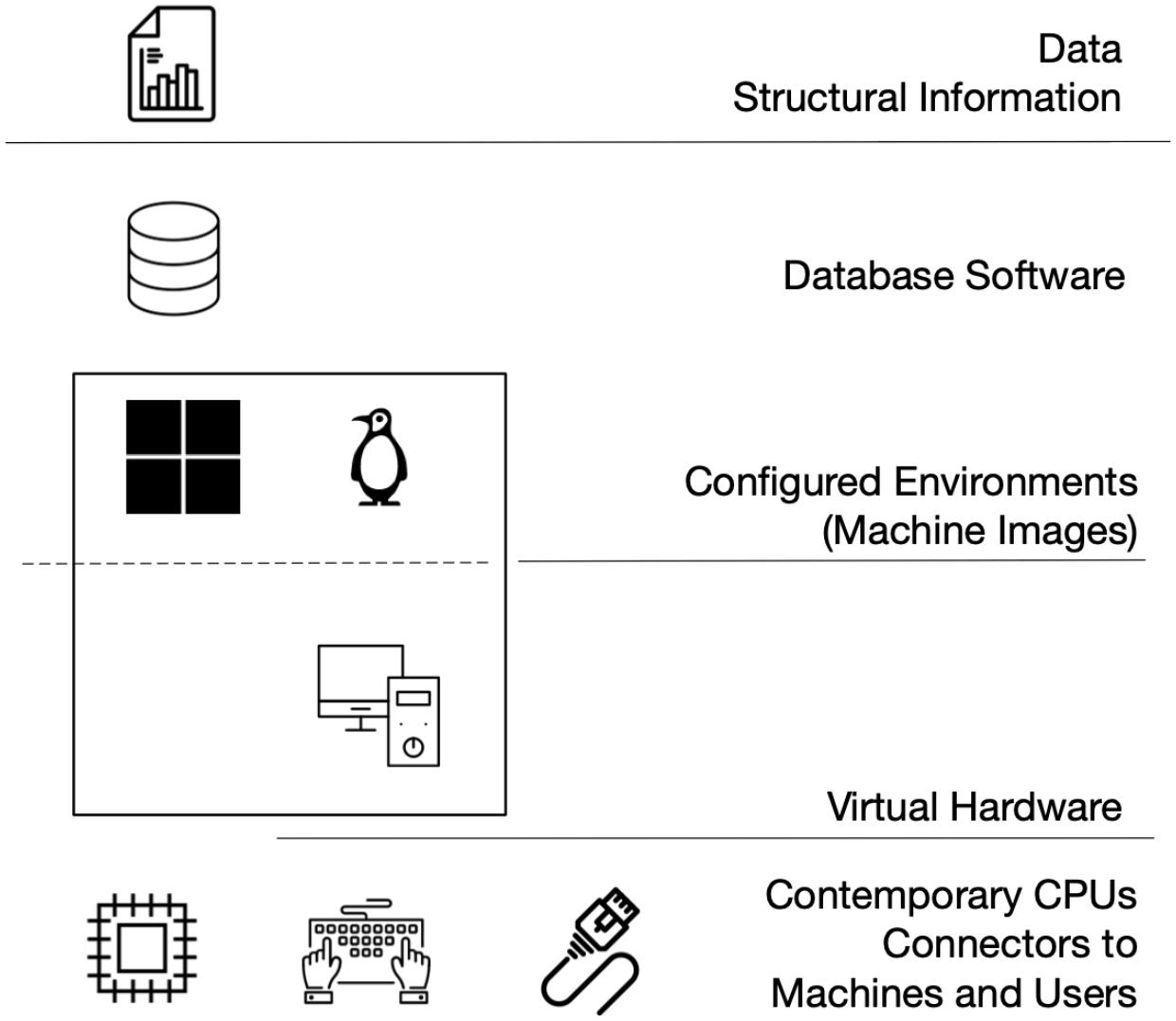
→Create an installation of the database and deploy the data

→Verify your result

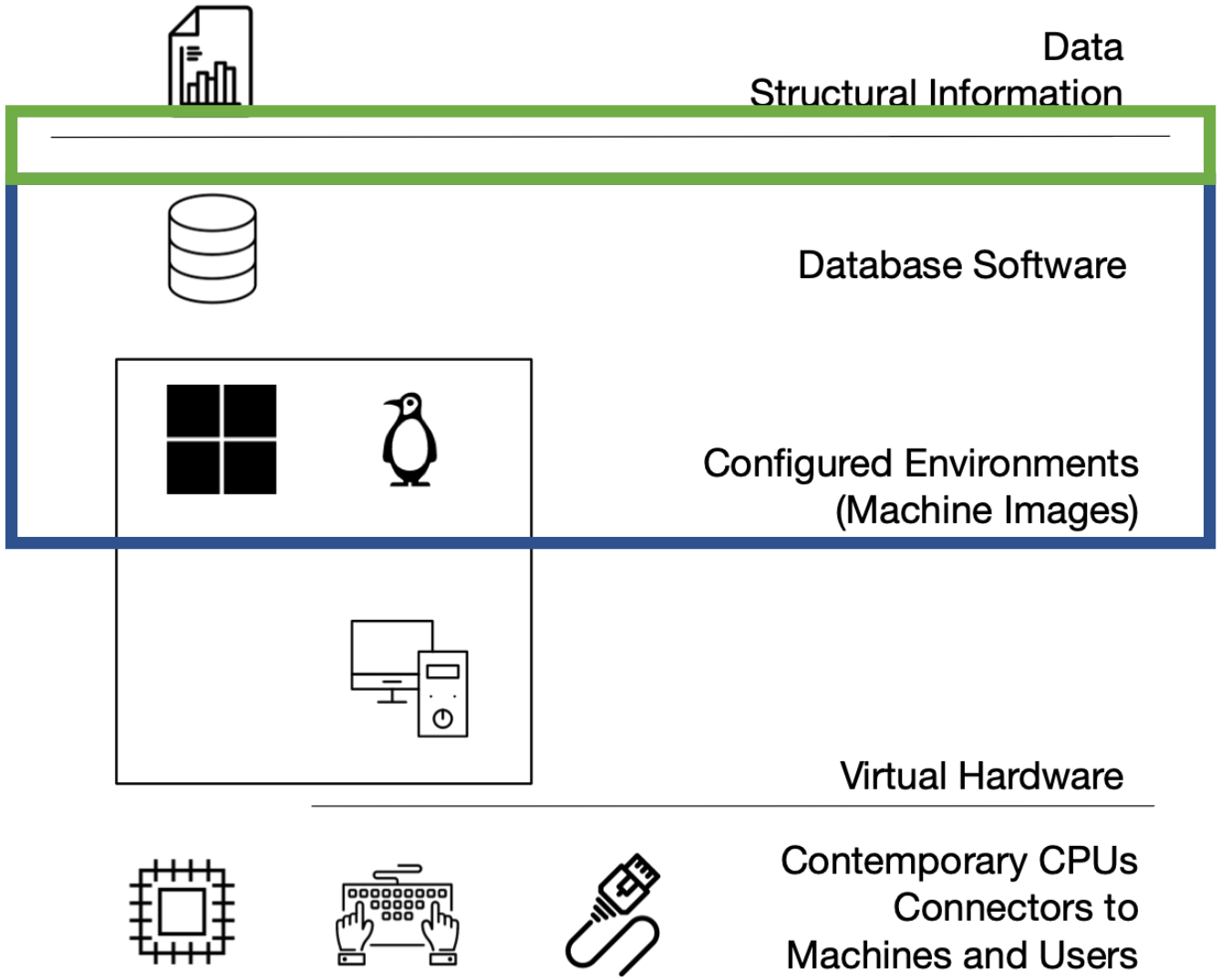
Data
Structural information

Database software

Technical Stack



Implementing the Technical Stack

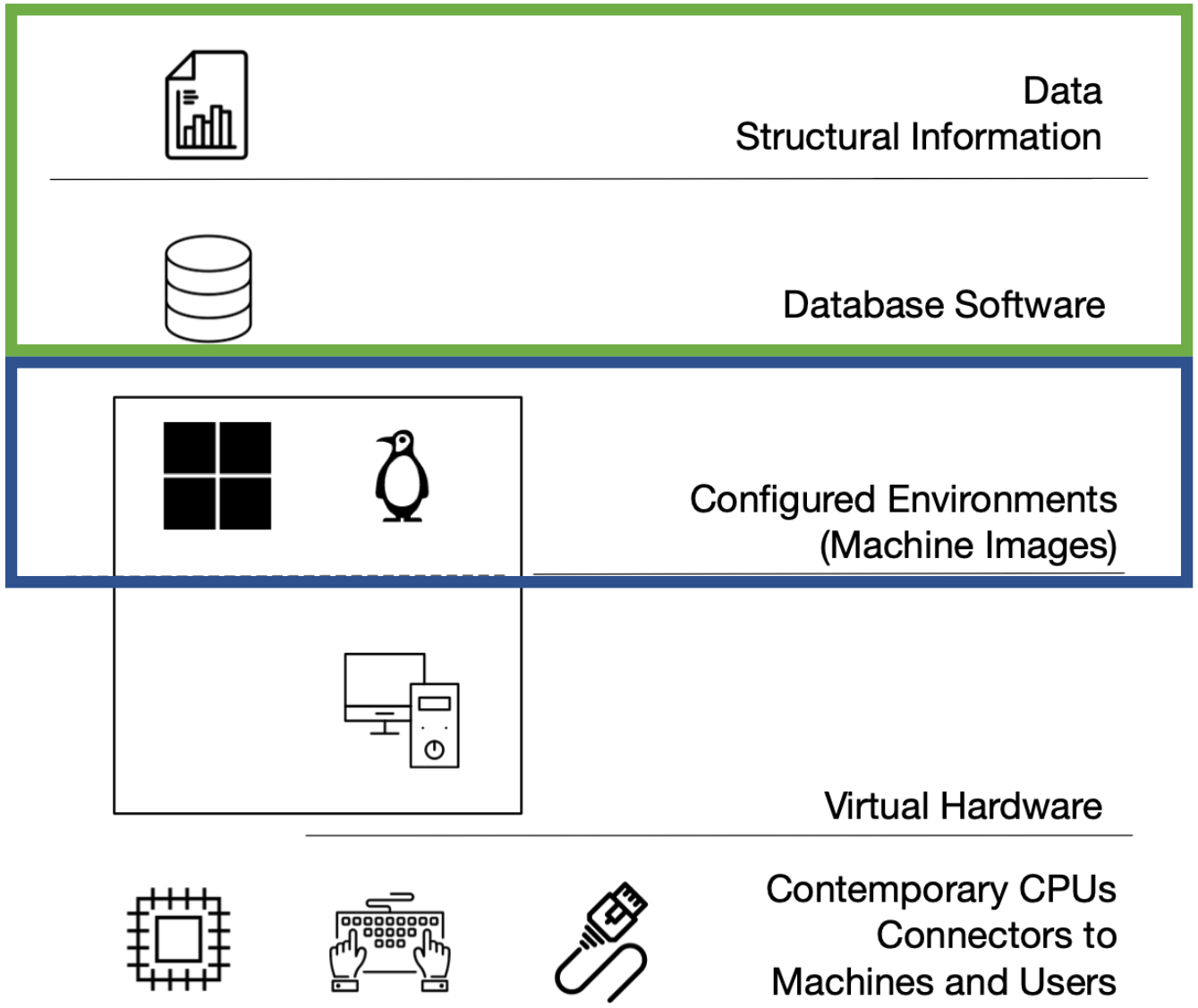


Create installation/configuration templates for common databases (MySQL/MariaDB, Postgres, etc…)

- Standardize and simplify common installations
- Preserve (encoded) operation knowledge
- Start deployment from file-system backup (data)
- Maintain stack/template independent from data

→ Reusable for many artifacts
→ Can be highly automated
→ Cooperate and share

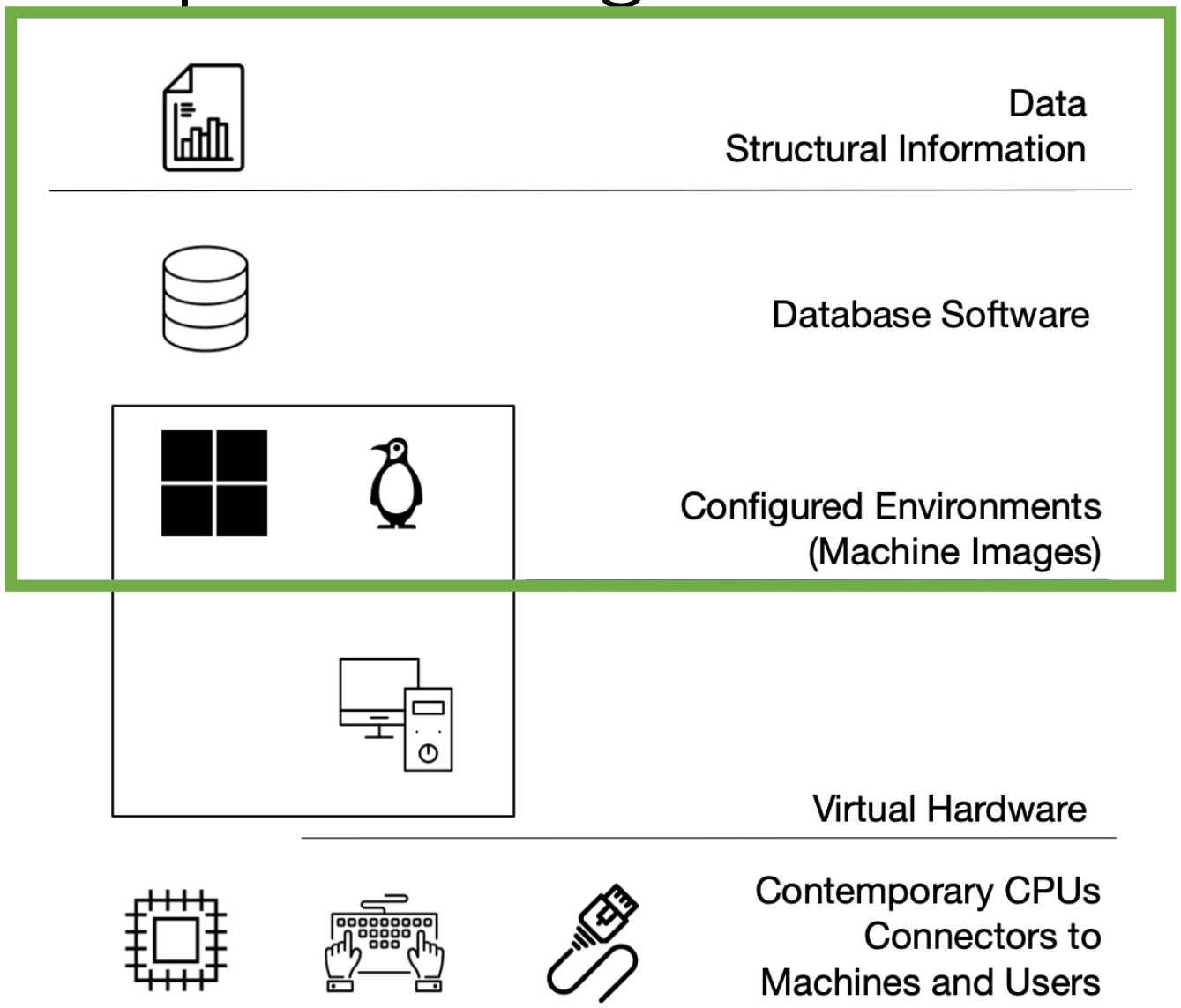
Implementing the Technical Stack



Complex setups may require manual or installation steps.
- build on top standardized software stacks

→ Reusable for many artifacts
→ Can automated
→ Cooperate and share

Implementing the Technical Stack



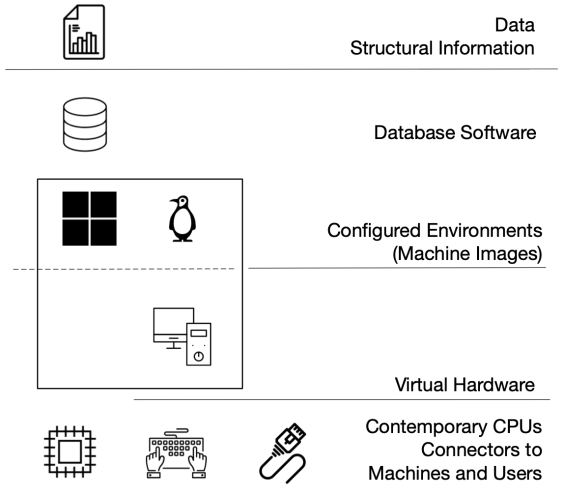
Complex setups may not be trivially rebuildable.

- Preserve full VM / disk image
  - generalize hardware dependencies!
- Rebuild from a machine from filesystem backup (e.g. tape)
  - E.g. use container

→ Reusable for many artifacts
→ Can be highly automated
→ Cooperate and share

Emulation

- Emulation as Conceptual Framework
  - Different options to preserve a DB instance
    - Complexity matters
    - Long-term risk profile



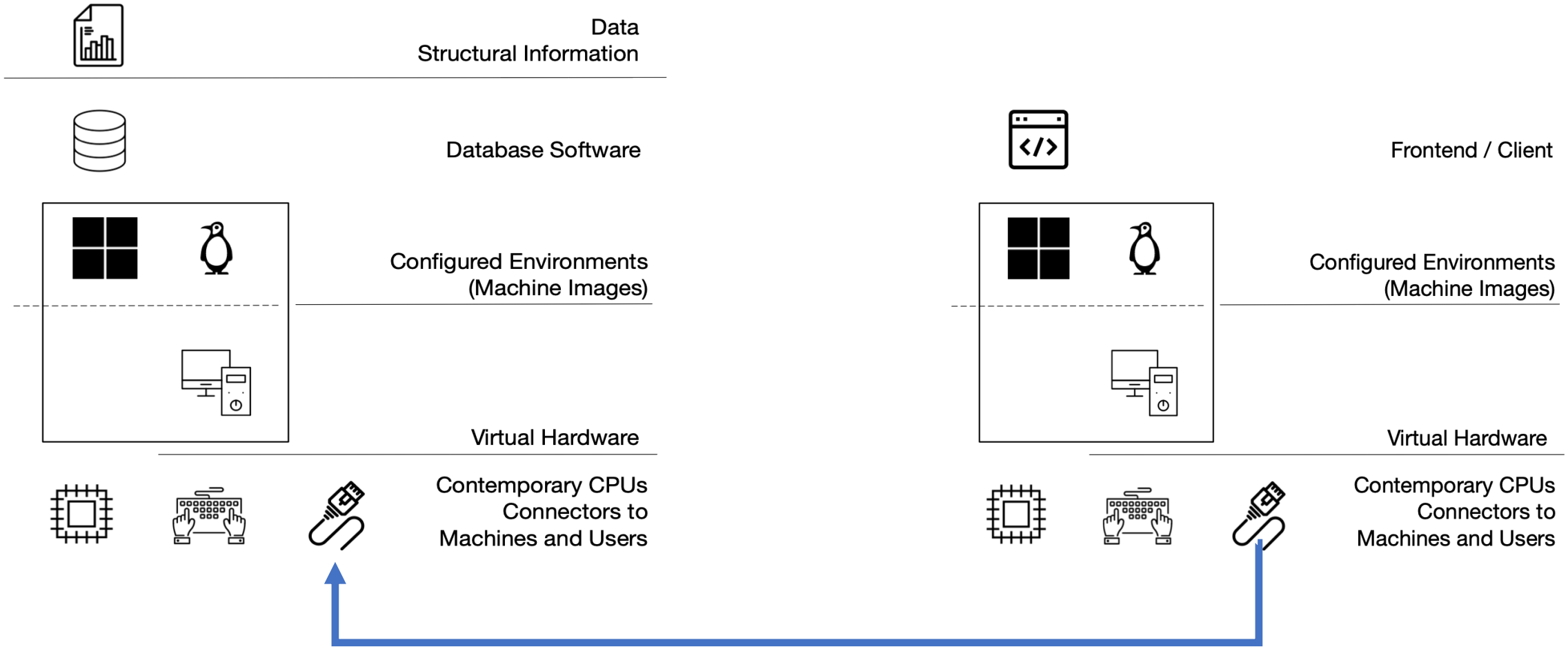
  - Emulation is software-based
    - Preservation planning: prepare for obsolescence
  - Scaling emulation
    - Emulation scales well with users! Cooperate!
    - Plenty of automation options

EaaSI

Emulation

- Use Emulation as Access Technology
  - To contextualize the software stack
    - Provide interfaces and interaction to enable data access
    - Rebuild administrative / business processes
  - Prolonged sunset phase of obsolete services – continuous access

Contextualize & Connect

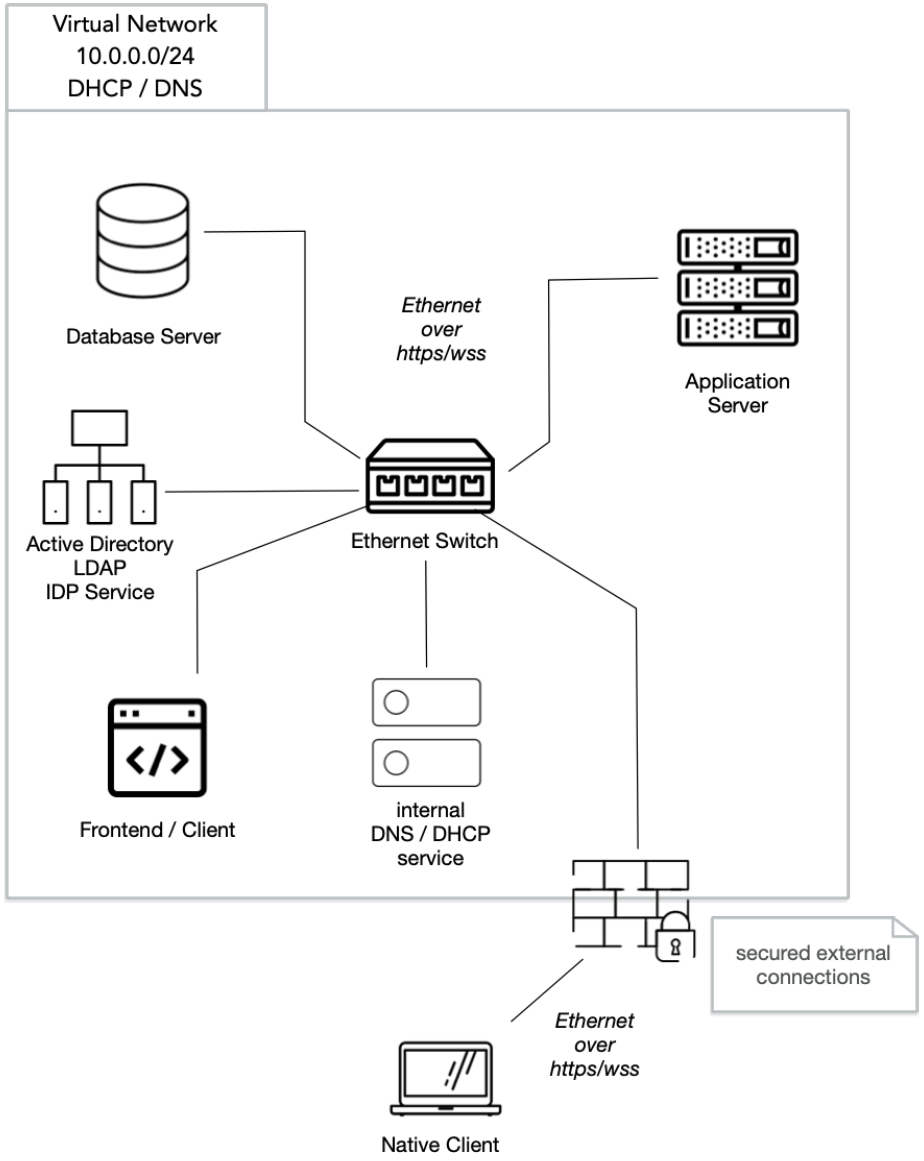


Emulating a networked environment

Emulating Networks

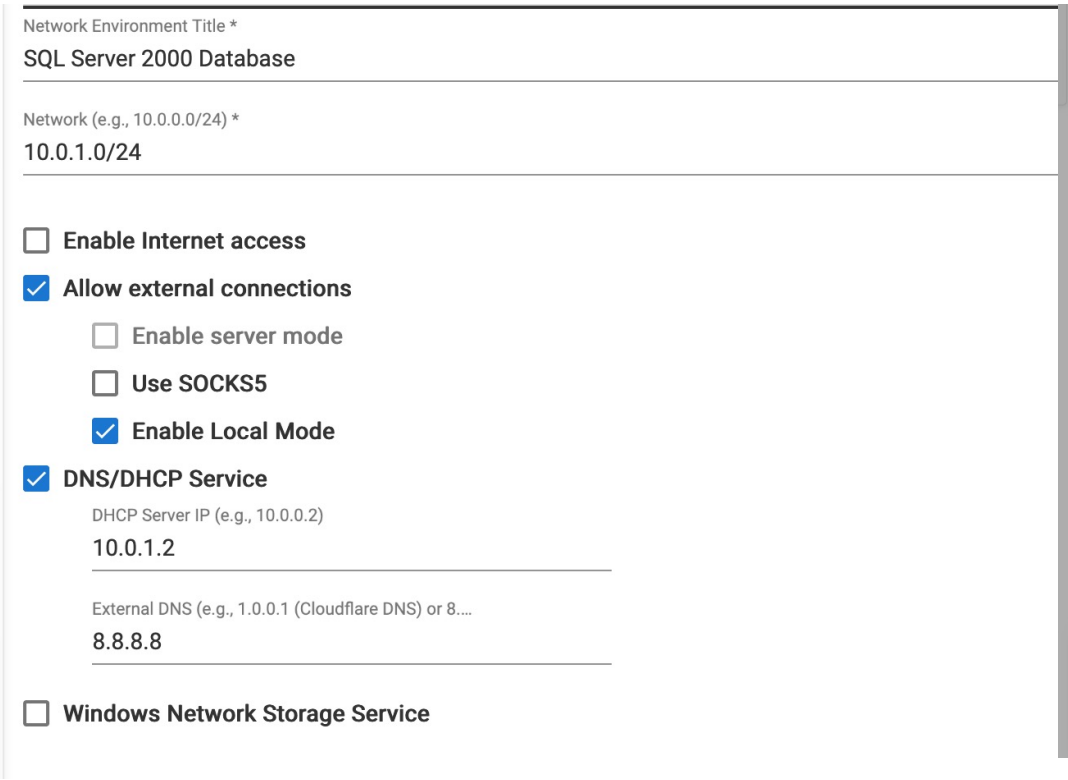
- Extending the scope of emulation
  - Interconnected instances
- Emulate *cable, copper* and Ethernet components
  - Simple (re-)implement
  - Any higher protocol is supported
- Isolation / Security
  - Full isolation
  - Integrated network services

- Networked integration options

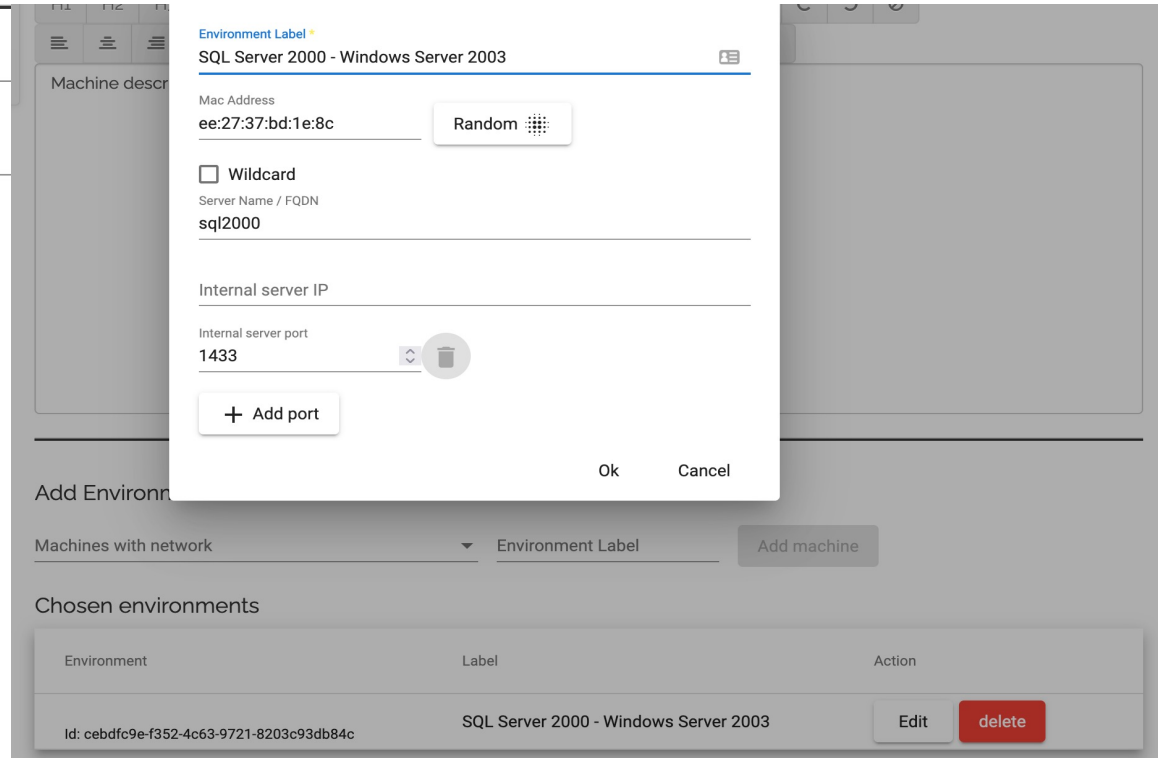


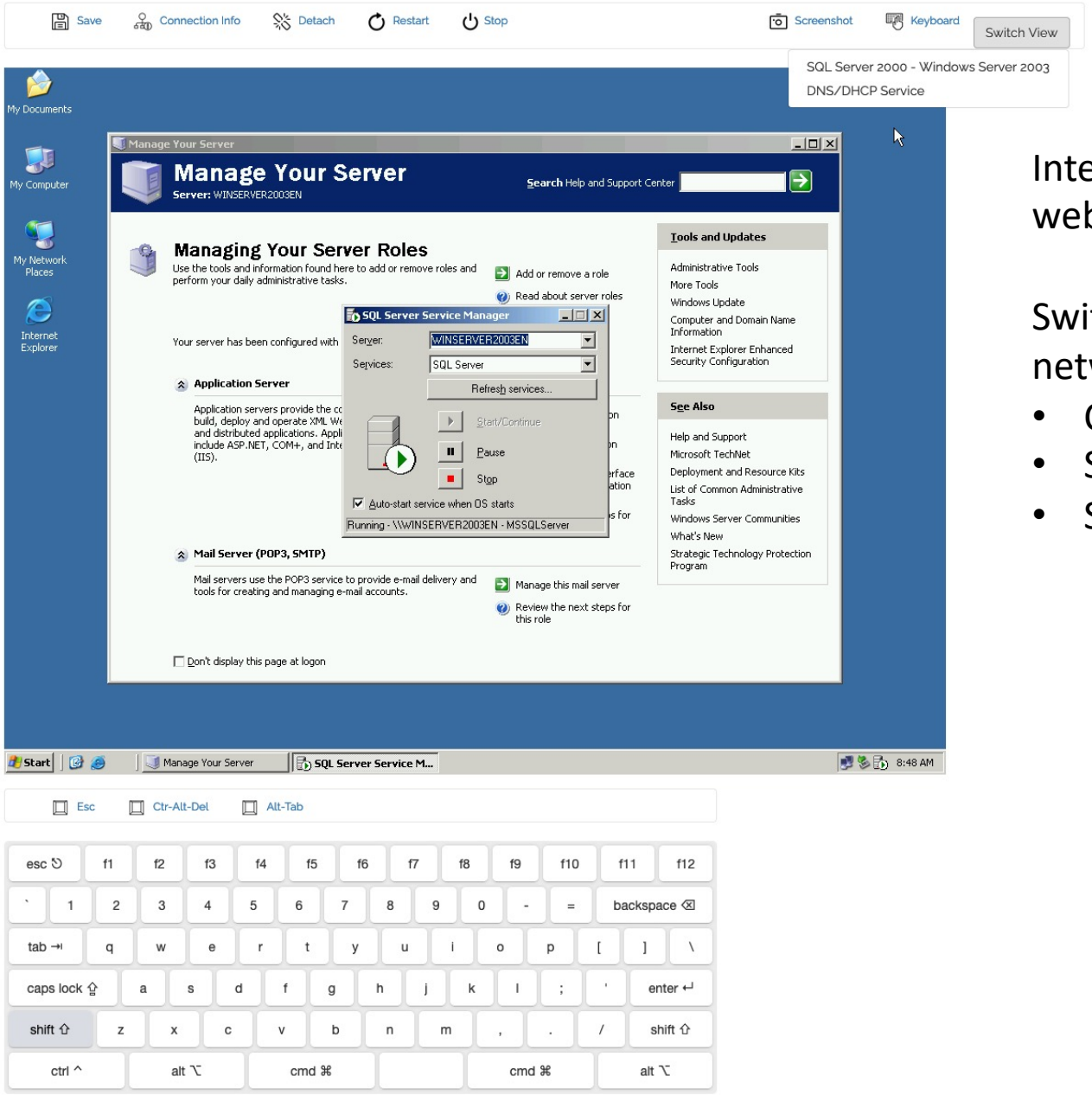
Emulating Networks

1. Create a new network



2. Add machines to he network



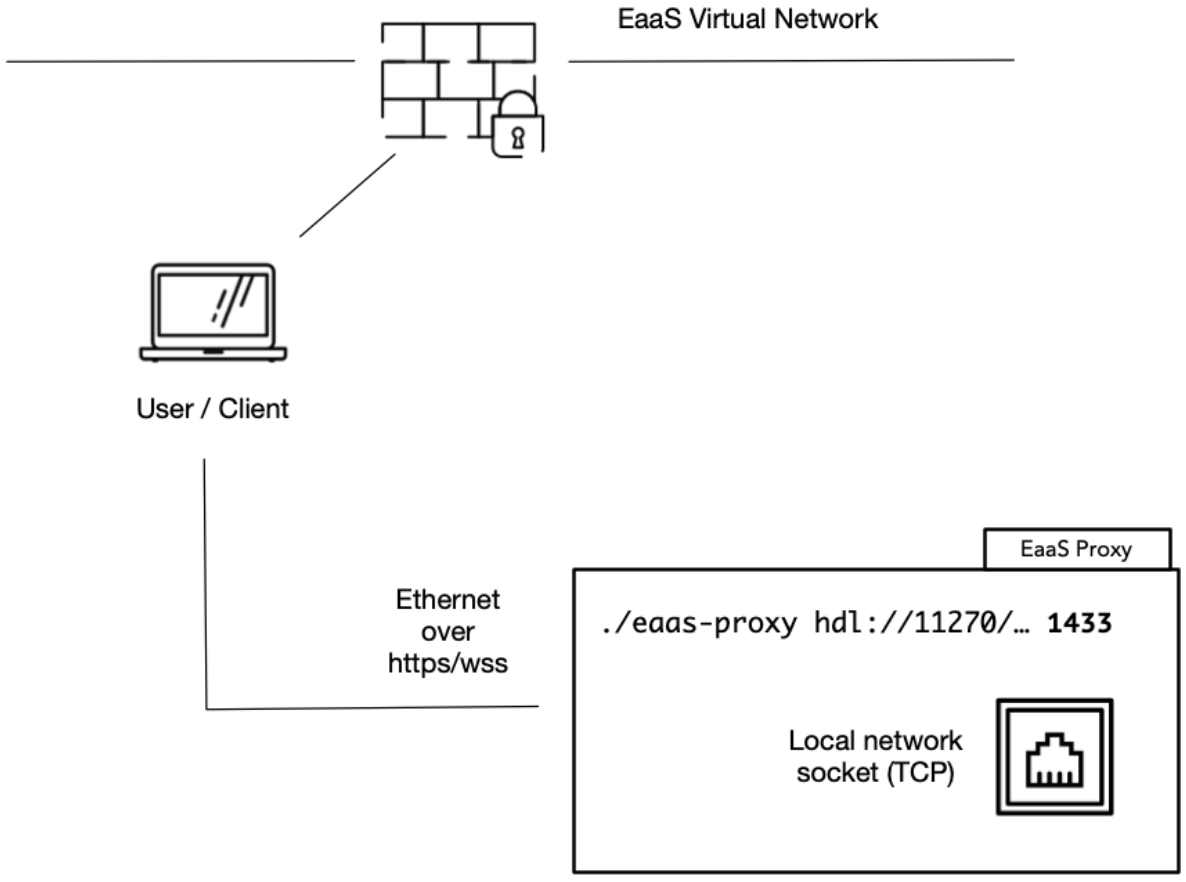


Interactive access, e.g. through web browsers.

Switch between machines in the network, e.g.

- Clients
- Server
- Service components

Networked Integration / Local Access



Connect contemporary machines / clients / software.

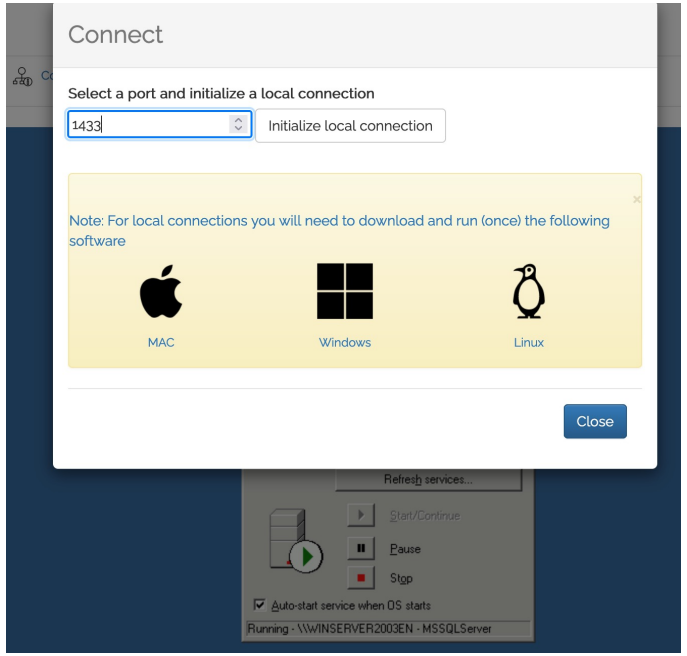
Can be started automated / from command line.

Is able to startup a emulated network (session management).

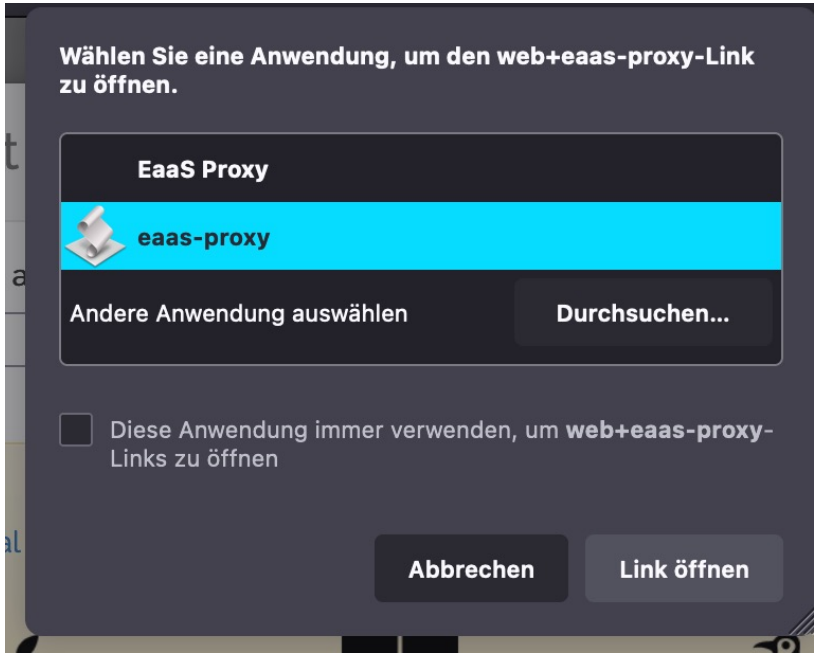
More *emulation* options here on the protocol level.

Networked Integration / Local Access

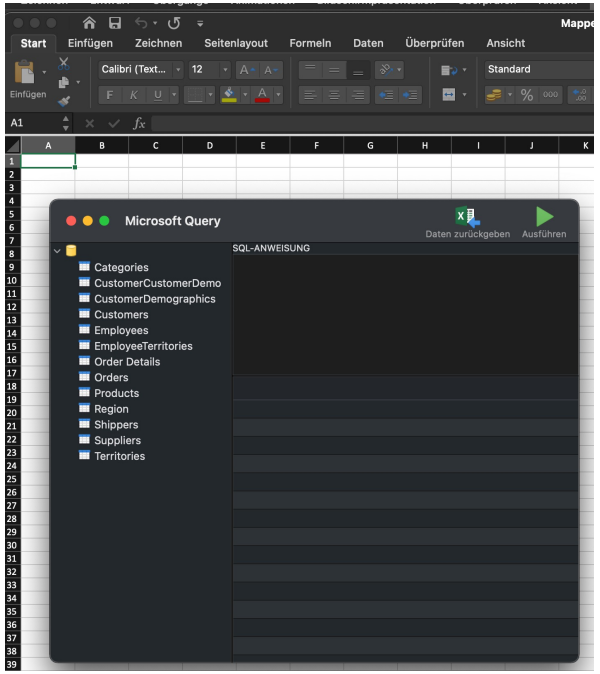
Get connection individualized connections details (e.g. as URL)



Open local connection



Example: connect Excel via ODBC data source

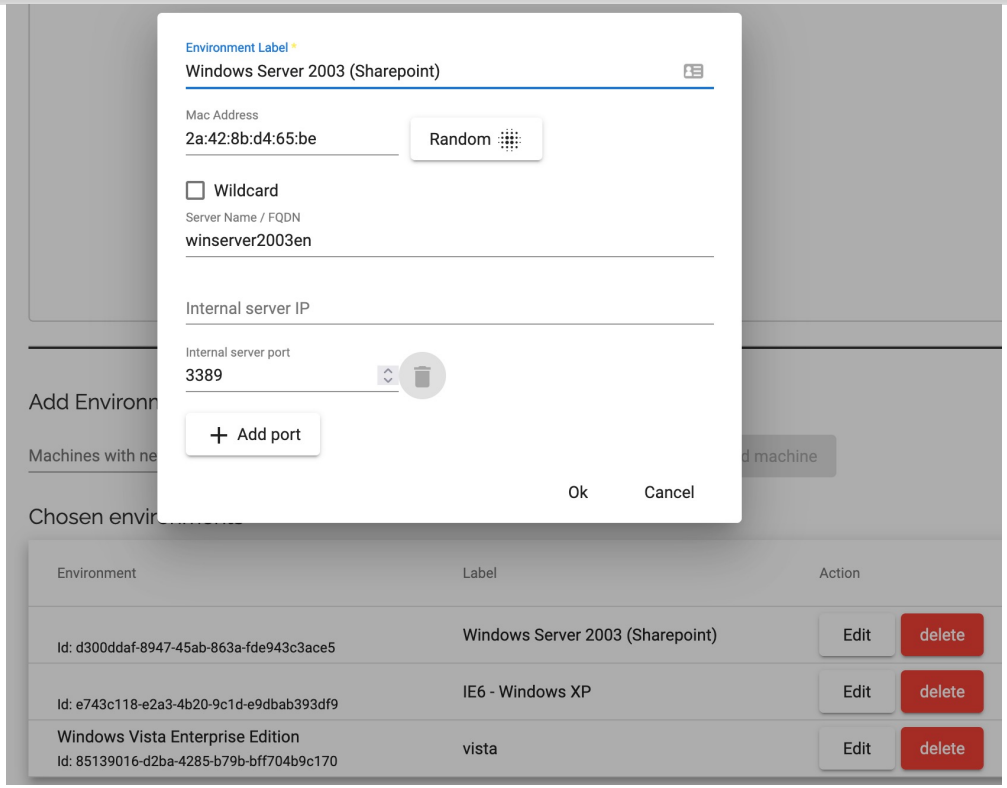


Chosen environments

Environment	Label	Action
Omeka 12.1 (Debian 6) Id: a059c16c-cc1e-4d08-beed-ea23b72d03d8	Omeka Server	Edit delete
Chrome 53 (Flash) Id: 3785bcf6-e761-4e8d-9acb-601a8b11bd62	Chrome 53	Edit delete

Further examples:

- Native client within the network
- SSH connections
- RDP connection
- Web frontends e.g. phpmyadmin
- ERM/CMS support e.g. Sharepoint
- Flash enabled remote browser



Summary

- Emulation is a software focused strategy
  - Implementation depends on complexity of the setup and anticipated risk profile
    - Relies on the future availability of a hardware emulator
  - Scales with availability of pre-configured stacks
    - Plenty of options for cooperation and automation
- Emulation is a tool to offer a prolonged (endless) sunset phase of obsolete services
  - Provide continuous access – adapt front-end access over time
  - Scales with the number of (cold) instances
- Operating obsolete software systems remains a huge non-technical problem
  - Some technical solutions are possible