

# Digital Preservation Introduction

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## Part 1: Introduction

- What is Digital Preservation?
- What is the OAIS Reference model?
- How do we build a preservation plan?
- From Data to Processes
- Other issues in DP?



# Why do we need Digital Preservation?

## Questions / discussion:

- What is *Digital Preservation*?





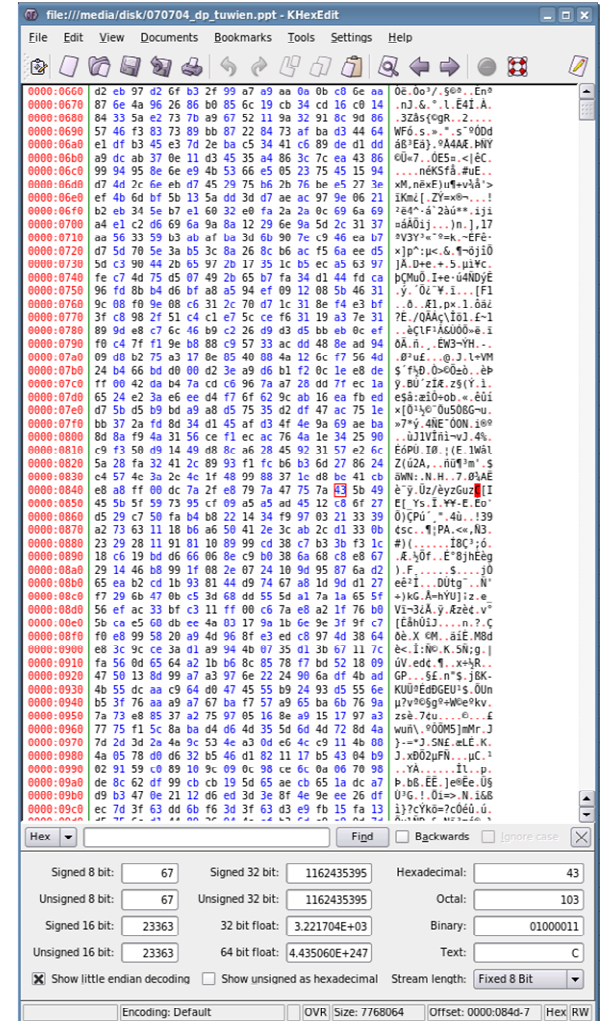
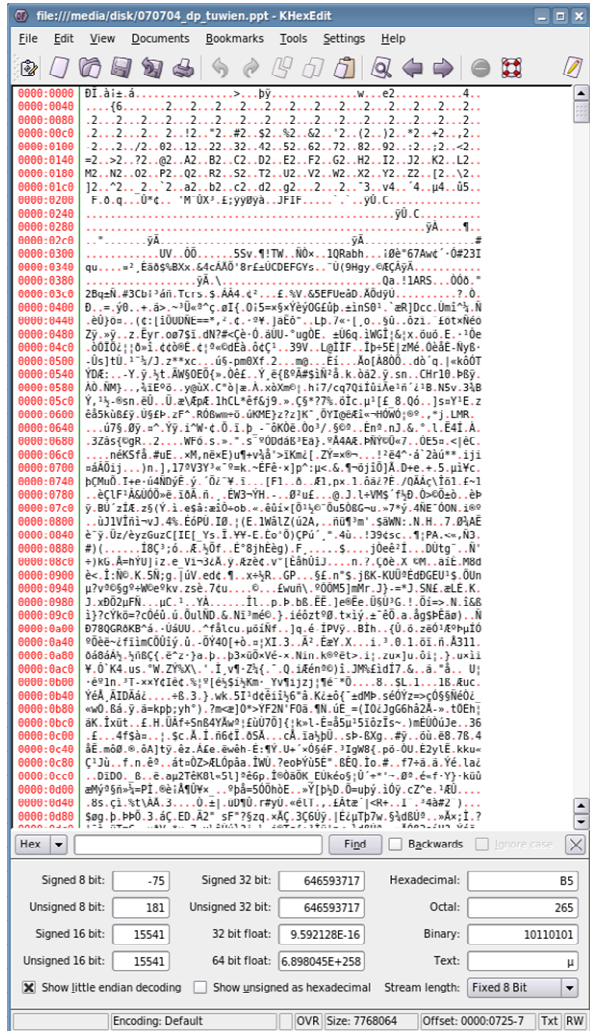
# Why do we need Digital Preservation?

## 1. Physical Preservation (Bit-stream preservation)

- Transferring to current storage systems
  - note: transfer may not be trivial (file systems, encodings, relative references, copy protection,...)
- Ensure redundancy
  - technologically
  - geographic spread
- Access, security
- Error detection, recovery, disaster planning



# Why do we need Digital Preservation?





# Why do we need Digital Preservation?

## 2. Logical Preservation

- Digital Objects require specific environment to be accessible :
  - Files need specific programs
  - Programs need specific operating systems (-versions)
  - Operating systems need specific hardware components
- SW/HW environment is not stable:
  - Files cannot be opened anymore
  - Embedded objects are no longer accessible/linked
  - Programs won't run
  - Information in digital form is lost (usually total loss, no degradation)
- Digital Preservation aims at maintaining digital objects authentically usable and accessible for long time periods.



# Why do we need Digital Preservation?



**Homann Heirs Map**  
Wikimedia 1747

**Cary Map of Au**  
Wikimedia 1801

**Austria 1999 CIA map**  
Wikimedia, 1999

**Mitchell Map of Austria, Hungary and Transylvania**  
Wikimedia 1850



## 3. Semantic Layer: information object

- How to interpret the data (information?) in the objects?
  - terminology changes:  
changes in country names, borders, connotation of words,...
  - concept changes:  
drunk driving: before 1998: 0.8‰ , afterwards 0.5‰
  - transformations: currencies/exchange rates, sensor resolutions,
  - provenance: actions applied to objects  
sources: who? / which sensor?, transformations, post-processing
  - context of objects:  
understanding the context of decisions, side-effects, quotations,  
calibration timestamps
- For preserving digital information, all 3 layers need to be addressed

# Why do we need Digital Preservation

- The goal of Digital Preservation is to **maintain digital objects accessible and usable in an authentic manner for a long term** into the future.

# Why do we need Digital Preservation?

- Essential for all digital objects
  - Office documents, accounting, emails, ...
  - Scientific datasets, sensor data, metadata, ...
  - Applications, simulations, business processes, ...
  
- All application domains
  - Cultural heritage data
  - eGovernment, public administration
  - Science / Research
  - Industry
  - Health, pharmaceutical industry
  - Aviation, control systems, construction, ...
  - Private data
  - ...

# Why do we need Digital Preservation?

## Questions / discussion:

- What is *digital data*?
- What is *digital storage*?
- What do we mean by
  - *accessible*?
  - *authentic*?
  - *long-term*?

# Why do we need Digital Preservation

## 3 levels of threat / preservation

1. Bit rot – physical preservation / bit preservation  
Physical Layer: how to keep the 0's and 1's
2. Object formats – logical preservation  
Logical Layer: how to remain able to open a file, run a program
3. Authenticity, interpretability – semantic preservation  
Semantic Layer: how to ensure we can understand/interpret data correctly

- What can we do?

# Bit-level preservation

- Maintain bit-sequence
- Redundant storage:
  - Lockss: lots of copies keeps stuff safe
  - Cloud
- Distributed storage – physically separated
- Different technologies / platforms / production batches
- Controlled storage conditions
- Regular maintenance: type rewinding, disc spinning, ...
- Maintain devices for accessing storage!
- Trade-off capacity, energy, effort

# Bit-level preservation

## Questions / discussion:

- How long do tapes / CDs / DVDs / HDDs / SSD last?
- What are the costs of bit-level preservation?
- What are the logistic challenges?
- Is a DVD that lasts for 200 years a solution?
- What would be the most durable storage technologies?
- What is "digital storage"?
- Distribution and Trust?
- Are we allowed to store redundantly? in the cloud?
  - Copyright
  - Copy protection

# Why do we need Digital Preservation

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# Logical Preservation

Deja vue:

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## Technology Museum

- Keep the hardware (drives, computer,...)
- + Maintains full functionality
- + Creates time buffer to develop more permanent strategies
- + Requires detailed documentation of HW and SW, but this also helps
- + Only strategy for some types of objects? (which?)
- Economically and technically infeasible to maintain spare parts forever
- Requires huge "museum"
- Requires highly specialized know-how for all platforms and software

## Migration

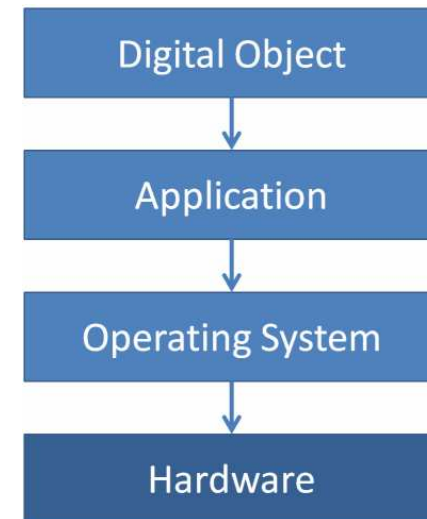
- Transform into different format
- Continually or on demand (Viewer)
- + Widely used
- + Possibility to compare at time of migration
- + Resulting objects are always accessible
- Possibly undesired changes during migration
- Needs to be repeated again and again

## Emulation

- Emulation of Hardware or Software (OS, application)
- + Widely used principle
- + Many emulators available
- + Potentially preserving complete functionality
- + *Document is unchanged*
- *Document is unchanged*
- Complex technology, lot of research required
- Requires detailed documentation of the system
- Requires experience how to interact with emulated historic system in the future
- Emulators must be migrated as well
- Emulators potentially erroneous (Complexity)

## Excursion: Emulation vs. Migration

- Different on the pragmatic level, but conceptually identical
- Change occurs somewhere in the viewpath
- Have basically the same advantages/disadvantages and characteristics
- None of them guarantees identical rendering/performance of digital objects
- Many variants (e.g. viewer, virtualization)
- Need to be evaluated the same way



## Standardization

- Using open or de-facto standards
- + Simplifies DP process
- + Many tools available
- + Tools for standards are easier to build also in the future
- Significant effort required for standardization
- Loss at converting into standard  
(who is responsible?)
- Some object types cannot be standardized

## Standardization - Excursion into file formats Proprietary vs. Open

- Proprietary
  - Documentation mostly not available
  - License and patent rules
  - License agreements subject to change
  - Restrictions for use and modifications may apply
- Open
  - Documentation available!
  - Unlimited use
  - No license fee
  - Open for modifications
  - No patent owners
- But: sometimes proprietary may be better than open - **why?**
- Is the concept of "file formats" still useful?

## Limiting Accepted Formats

- Similar to standardization
- + Reduces challenge to smaller number of formats
- Does not solve the problem
- Limits the type of objects that can be accepted
- Potential loss at conversion
- Requires strict control of formats (and what's in them!)



## Data/Information Extraction

- Create abstract representation of information (e.g. databases or documents -> XML)
- + Independent of specific infrastructure
- + Many tools available
- + Easier to develop tools in the future
- High effort to develop tools for specific abstraction scenario
- Limited functionality of tools designed to interpret information, many aspects not preservable
- Cannot be applied to all types of objects

## Encapsulation

- Add metadata, software,... (representation information) to object („onion“)
- + Simplifies search for preservation solution on demand, offering several potential layers
- + Always allows for the application of several other strategies at different levels
- Does not solve the problem
- Even with all information encapsulated we may not be able to find a solution

## Universal Computing Platform

- Example: UVC: Universal Virtual Computer (IBM)
- Abstract virtual machine, intermediate platform that can be implemented on many other platforms
- + works for documents and software
- + A kind of standardization for platforms, reduces development effort
- + Can test solution at time when being developed
- Pretty complex (cf. Java, but that's still simple)
- High effort at time of preservation
- Requires cooperation of the producers of information
- High risk of losing aspects of information

## Backwards Compatibility and Version Migration

- current SW reads old versions and performs migration
- + Usually available
- + Creates time buffer for more permanent solutions
- + sometimes equal or better functionality
- Doubtful whether this will work for a long time (why?)
- Each change might lead to unwanted changes
- No guarantee from part of the producer of the SW

# Strategies for Logical Preservation

## Viewer

- Migration on demand, interpretation by Viewer software
- + Original datastream unchanged, interpreted directly
- + No continuous migration
- + No cumulative errors
- Viewer sometimes cannot process all (parts of) objects
- Time delay when developing viewers, increasing
- Viewer SW must be carried along with technology changes
- Hard to evaluate whether viewer is correct

## Non-digital Strategies

- Printing to paper, microfilm, ...
- + Requires transformation to readable form -> stable
- + Coding of digital data is possible
- + Lots of experience in handling analog data carriers
- + High stability -> Bit-stream Preservation
- Loosing functionality, loosing advantage of digital technology
- Not applicable for all objects
- High costs for preserving some of the analog data carrier material, low storage density, ...

## Data Recovery, Data Archeology

- Analysis of bit-stream to interpret data, digital forensics
- + Probably only approach to recover "lost" information
- No guarantee that it works
- Without sufficient documentation close to "guessing"
- Extremely high costs per object
- Hard to estimate on whether it may be successful for a given object

## Summary

- Changing object, environment
- Loss upon migration / emulation
- Decision of what to preserve → **Significant Properties!**
- How to detect/document what you lost?
- Range of strategies available, none is perfect
- Combination of strategies
- No solution forever -> DP is a process!



# Logical Preservation

- Preservation Planning
- Identify objects at risk
- Standardization reduces risk (why?)
- Apply preservation actions such as migration / emulation / HW-museum
- Identify what you need to preserve (significant properties)
- Identify suitability of tools
- Find out what you can preserve / what you loose
- Do it, document it, verify it, monitor it

# Logical Preservation

## Questions / Discussion:

- What are the problems of logical preservation?
- What is the optimal strategy?
- What is the optimal strategy for a specific object?
- What is a good format / platform (e.g. to migrate to)?
- What are characteristics of good formats/platforms/... ?
- How can we identify objects at risk?
- When is a format "more/less risky"?
- What is a file format?
- How can we find out what we loose with a strategy?

# Logical Preservation

## Questions / Discussion (2):

- What is the difference between emulation and migration? Are they different? Are they not different?
- What are the significant properties of an object / process?
- “I want to preserve everything” – (how) can we do this?
- What is the “original object”?
- Is XML the solution to DP?
- What is the complexity of each strategy? Costs? Effort?
- What know-how do we need to decide on a strategy?
- What would be potential risks/difficulties e.g. for construction plans? Medical imaging (DICOM)?

## Questions / discussion (3):

- Which objects are most at risk?
- Which objects are most difficult to preserve?
- How do we preserve entire business processes?
- If we lose significant properties with a strategy, what is the impact on authenticity? Can we use a “changed” object?
- What is the difference to systems engineering?

# Why do we need Digital Preservation

## 3 levels of threat / preservation

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Semantic Layer: how to ensure we can understand/interpret data correctly

- How? What can we do?

# Semantic preservation

- Threats at semantic level
  - meaning of terms change: city names, ...
  - measurement scales, sensor sensitivity, ...change
  - interpretation of facts change: alcohol levels, ...
- Rather long-term, but subtle to notice
- Consider context of objects
  - purpose, setting, limitations, cultural context, related objects, ...

# Semantic preservation

- Approaches / solutions:
  - Semantic enrichment
  - Metadata
  - Migration at semantic level
  - Documentation of context
  - Tracing of metadata
  - Document intended meaning / interpretation

## Questions / discussion:

- How do we identify need for action?
- What is the risk of missing timely action?
- How do we solidly identify and document context?
- How can we implement semantic enrichment / semantic migration, ...?
- What about security issues?
- Is PDF save? PDF/A?
- Who is allowed to have access to which documents? Who had access to them?
- Are differences in the communication protocol at an API level a problem of logical or semantic preservation?



# From Data to Processes

- Assume we know how to preserve data - **Is this sufficient?**
- Preserving data: Data Management Plans
  - describing data and context: provenance, authenticity, representation information,...
  - range of (ambiguous) definitions of context
  - But: mostly not actionable, not enforceable,...
  - BUT: data are (just) results of processes!
- Processes may be needed to
  - verify data
  - understand provenance
  - re-use process on new data
  - integrate data over time
- **Process curation instead of data curation!**

# Digital Preservation - Summary

- Is a complex task
- Requires a concise understanding of the objects, their intellectual characteristics, the way they were created and used and how they will most likely be used in the future
- Requires a continuous commitment to preserve objects to avoid the „digital dark hole“
- Requires a solid, trusted infrastructure and workflows to ensure digital objects are not lost
- Is essential to maintain electronic publications & data accessible
- Will become more complex as digital objects become more complex
- Needs to be defined in a preservation plan

- Reference Models
  - Records Management, ISO 15489:2000
  - OAIS: Open Archival Information System, ISO 14721:2003
- Audit & Certification Initiatives
  - RLG- National Archives and Records Administration Digital Repository Certification Task Force:  
Trustworthy Repositories Audit & Certification: Criteria and Checklist (TRAC)
  - NESTOR:  
Catalogue of Criteria of Trusted Digital Repositories
  - DCC/DPE:  
DRAMBORA: Digital Repository Audit Method Based on Risk Assessment

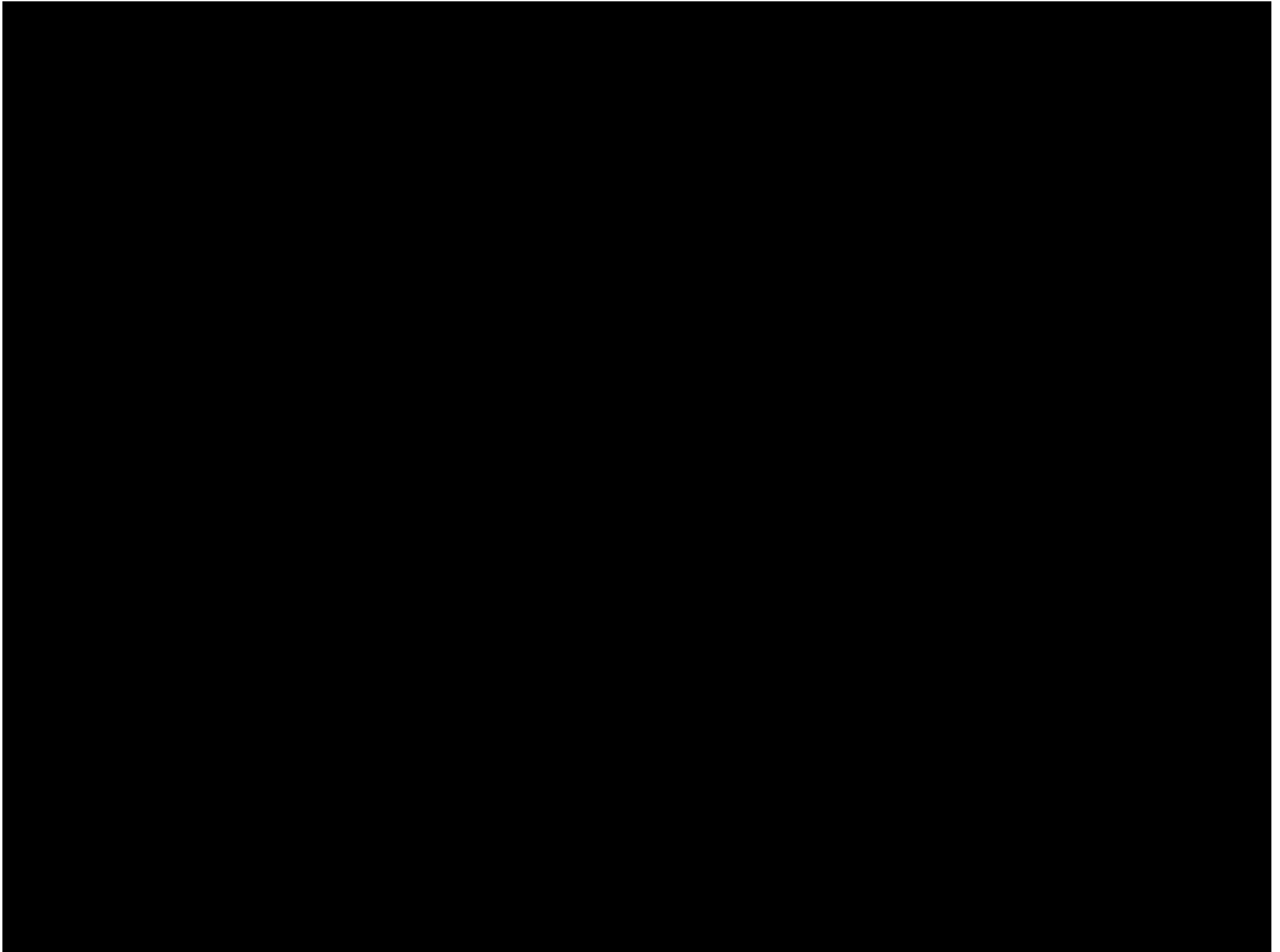
## Questions / Discussion:

- At what levels are digital objects threatened?
- What are the time intervals at each level?
- How can we identify objects at risk?
- What can we do to mitigate the risk?
- How can we recover if mitigation fails / is missed?
- How do we organize DP for an organization?
- What competences do we need?
- How would a training/education program look like?
- How do we know if somebody is doing a good job at DP?

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## Part 1: Introduction

- What is Digital Preservation?
  - Break? - Video?
  - What is the OAIS Reference model?
  - How do we build a preservation plan?
  - From Data to Processes
  - Other issues in DP?
-



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## Part 1: Introduction

- What is Digital Preservation?
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# OAIS

- NASA: National Space Science Data Center
  - NASA's first digital archive
  - Experienced many technological changes since 1966
- Consultative Committee for Space Data Systems
  - International group of space agencies
  - Developed range of discipline-independent standards
  - Evolved into ISO TC 20/ SC 13 working group around 1990
  - TC20: Aircraft and Space Vehicles
  - SC13: Space Data and Information Transfer Systems



# OAIS

- Reference Model for an Open Archival Information System (OAIS), Blue Book, CCSDS 650.0-B-1, January 2002
- ISO 14721:2003
- slides based on Blue Book and:
  - Don Sawyer, Lou Reich: ISO Reference Model for an Open Archival Information System (OAIS) Tutorial Presentation, LOC, June 13 2003
- <http://ssdoo.gsfc.nasa.gov/nost/isoas/overview.html>

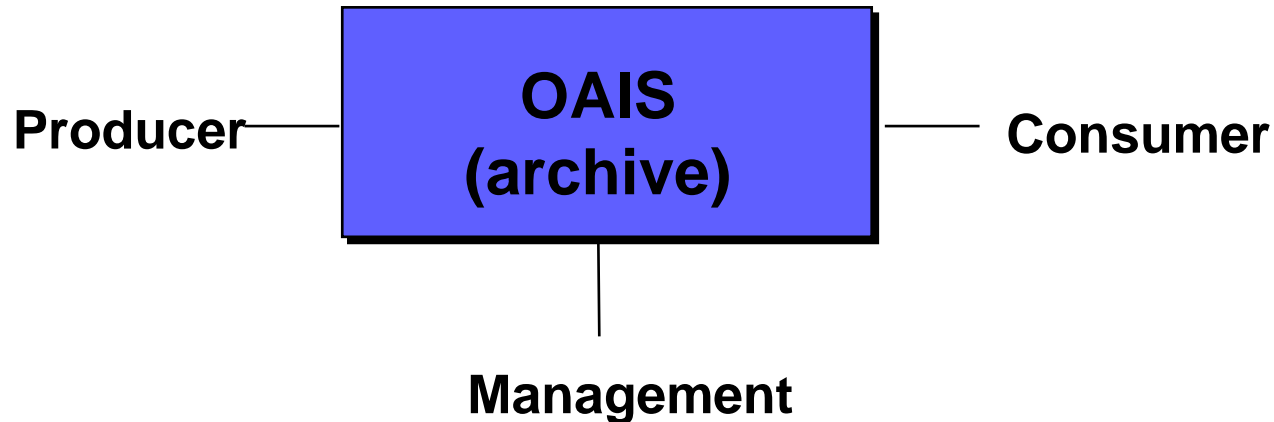
# OAIS

- Framework for understanding and applying concepts needed for long-term digital information preservation
  - Long-term: long enough to be concerned about changing technologies
  - Starting point for model addressing non-digital information
- Provides set of minimal responsibilities to distinguish an OAIS from other uses of 'archive'
- Framework for comparing <sup>alcohol levels</sup> architectures and operations of existing and future archives
- Addresses a full range of archival functions
- Applicable to all long-term archives and those organizations and individuals dealing with information that may need long-term preservation
- Does NOT specify an implementation

# OAIS

- OAIS helps understanding / structuring DP
- Is not “perfect”
  - Conflicting models, different views
- Does NOT specify an implementation model !!!
- Difficult balance between high-level structure and detailed guidelines, not consistently solved
- Has to be understood wrt. its time of origin and purpose
- Standards create their own dynamics

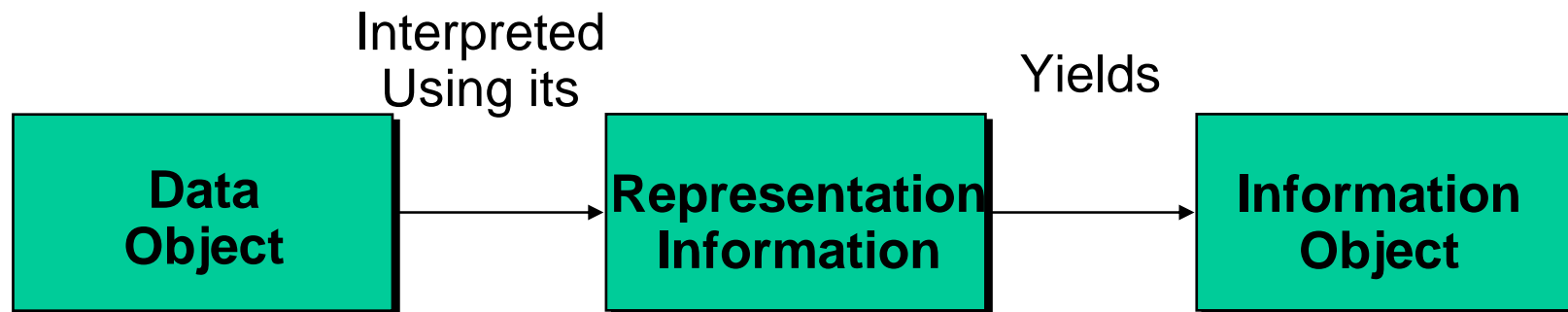
# OAIS



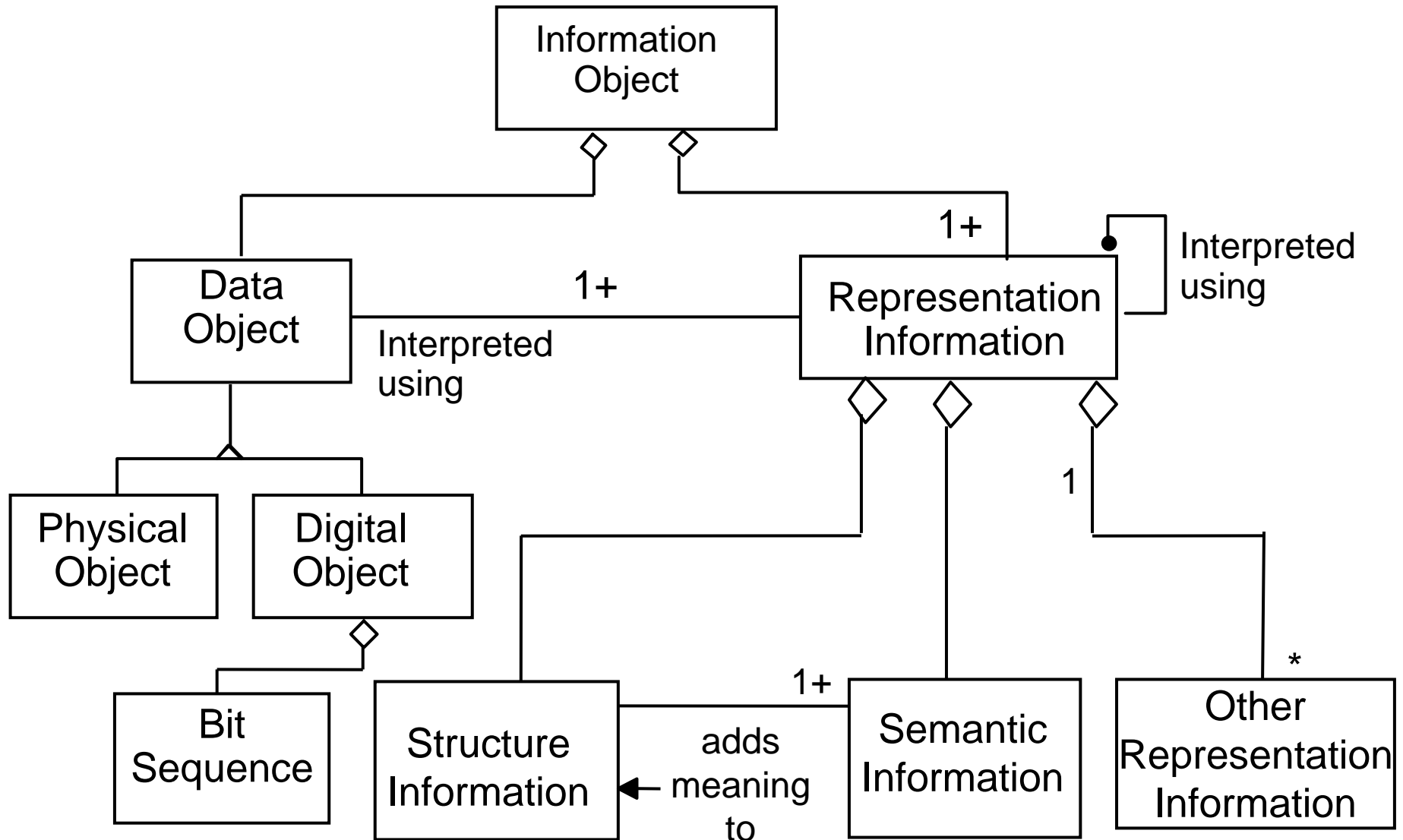
- Producer is the role played by those persons, or client systems, who provide the information to be preserved
- Management is the role played by those who set overall OAIS policy as one component in a broader policy domain
- Consumer is the role played by those persons, or client systems, who interact with OAIS services to find and acquire preserved information of interest

## OAIS Information Definition

- Information is always expressed (i.e., represented) by some type of data
- Data interpreted using its Representation Information yields Information
- Information Object preservation requires clear identification and understanding of the Data Object and its associated Representation Information



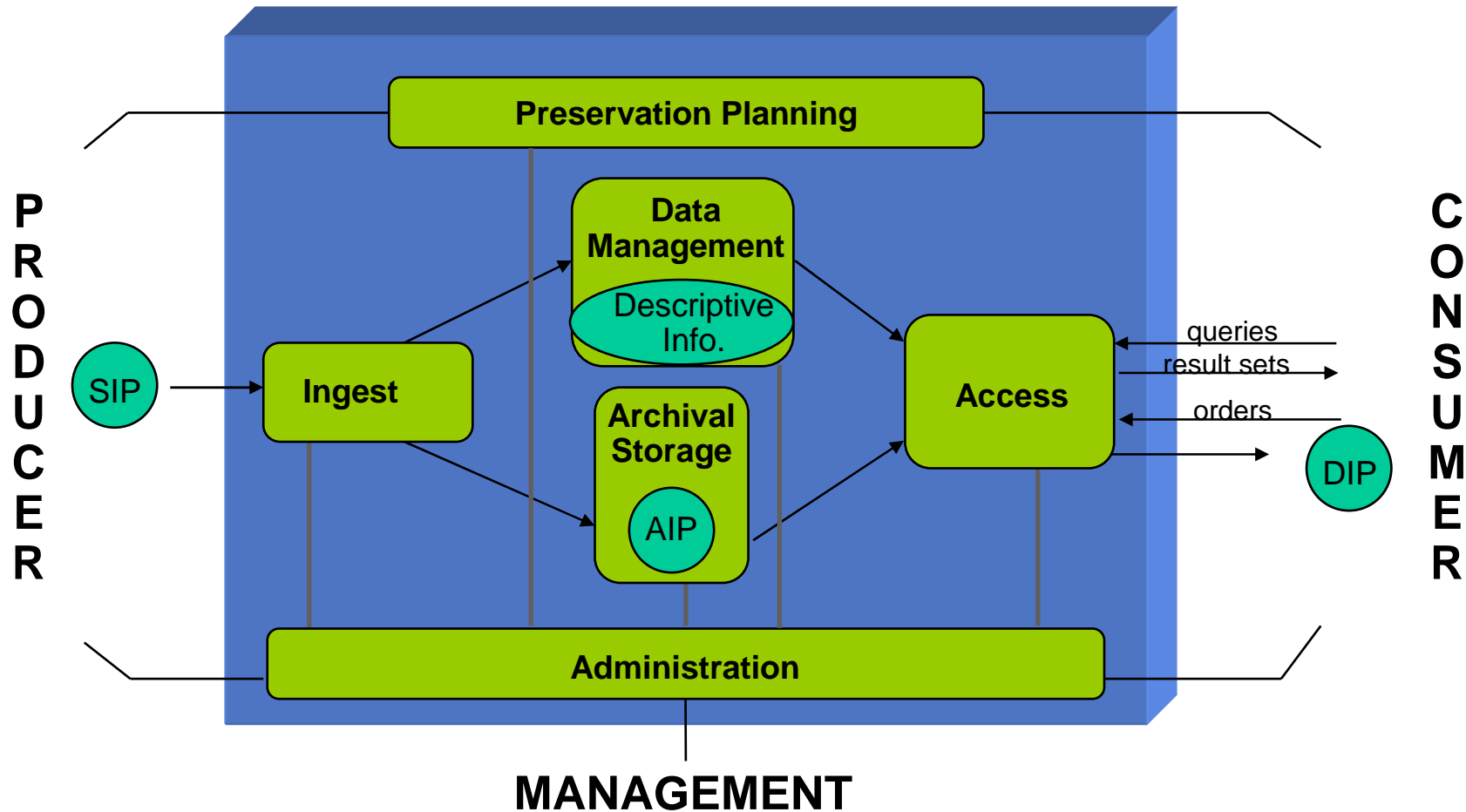
# OAIS



## Information Package Variants

- **SIP:** Submission Information Package
  - Negotiated between Producer and OAIS
  - Sent to OAIS by a Producer
- **AIP:** Archival Information Package
  - Information Package used for preservation
  - Includes complete set of Preservation Description Information (PDI) for the Content Information
- **DIP:** Dissemination Information Package
  - Includes part or all of one or more Archival Information Packages
  - Sent to a Consumer by the OAIS

# OAIS



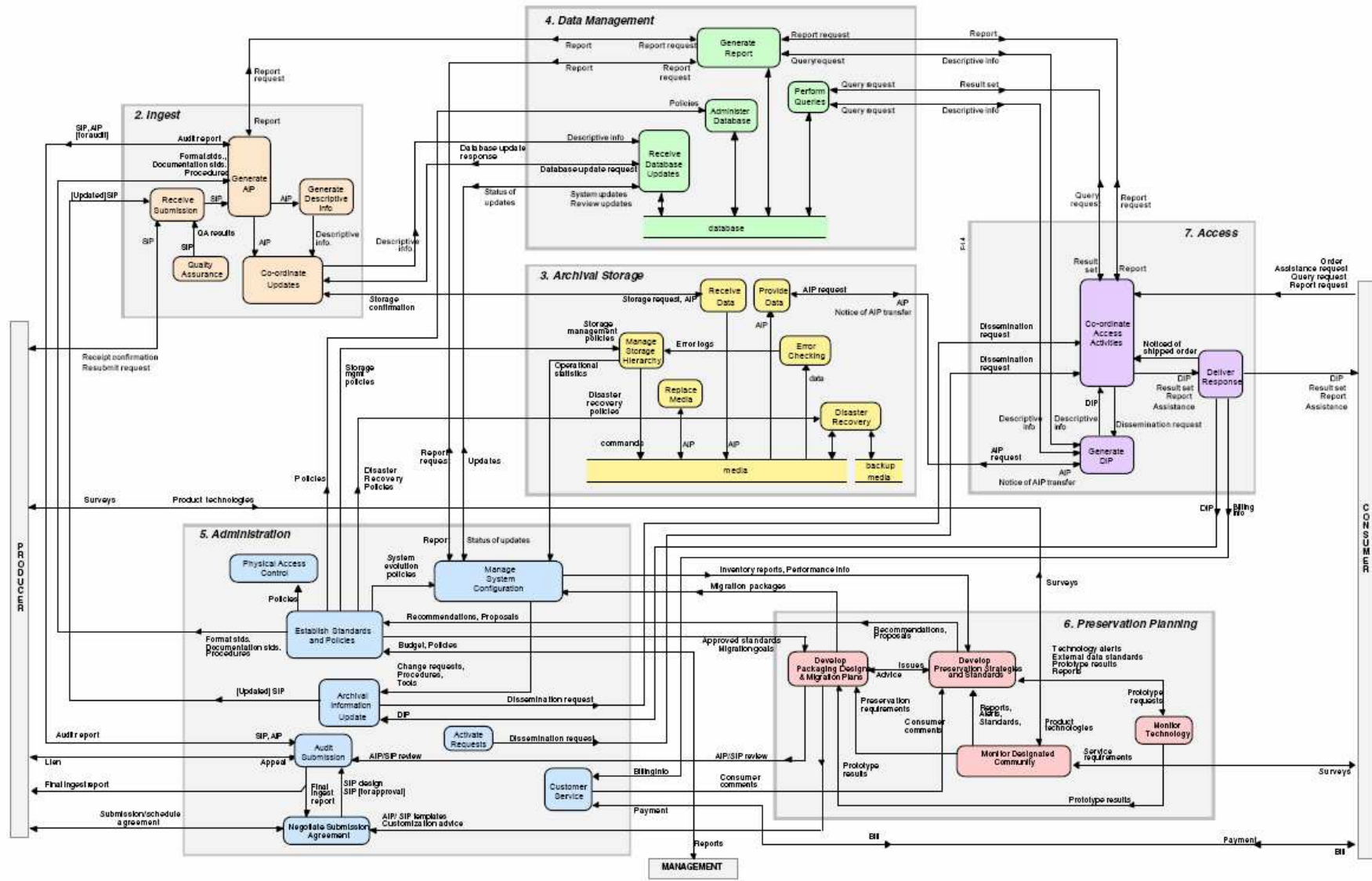
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# OAIS



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## Part 1: Introduction

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## Why Preservation Planning?

- Several preservation strategies developed
  - For each strategy: several tools available
  - For each tool: several parameter settings available
- How do you know which one is most suitable?
- What are the needs of your users? Now? In the future?
- Which aspects of an object do you want to preserve?
- What are the requirements?
- How to prove in 10, 20, 50, 100 years, that the decision was correct / acceptable at the time it was made?

## What is Preservation Planning?

- Consistent workflow leading to a preservation plan
- Analyses, which solution to adopt
- Considers
  - preservation policies
  - legal obligations
  - organisational and technical constraints
  - user requirements and preservation goals
- Describes the
  - preservation context
  - evaluated preservation strategies
  - resulting decision including the reasoning
- Repeatable, solid evidence

## What is a preservation plan?

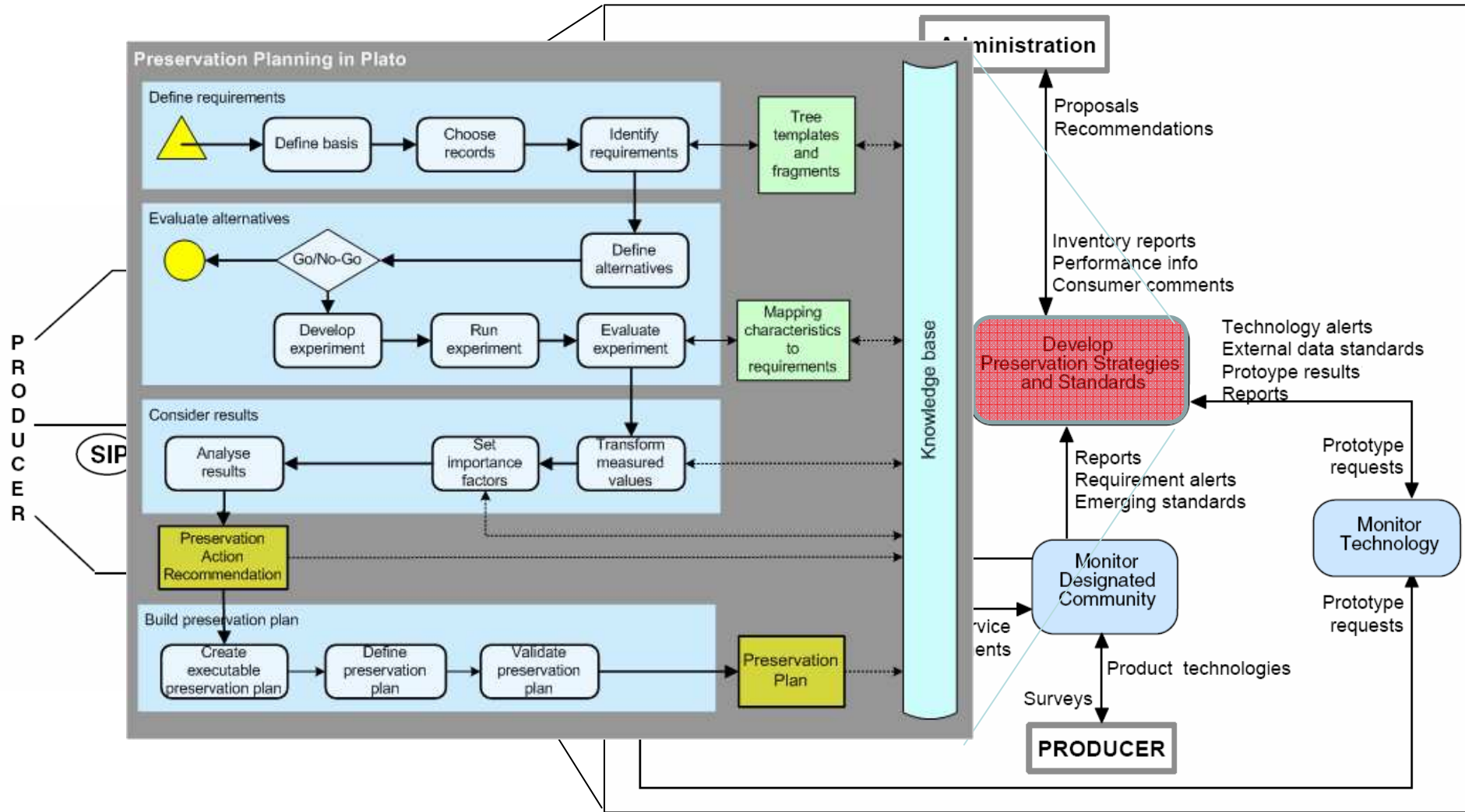
- 10 Sections
  - Identification
  - Status
  - Description of Institutional Setting
  - Description of Collection
  - Requirements for Preservation
  - Evidence for Preservation Strategy
  - Cost
  - Trigger for Re-evaluation
  - Roles and Responsibilities
  - Preservation Action Plan

[Preservation Plan Template](#)

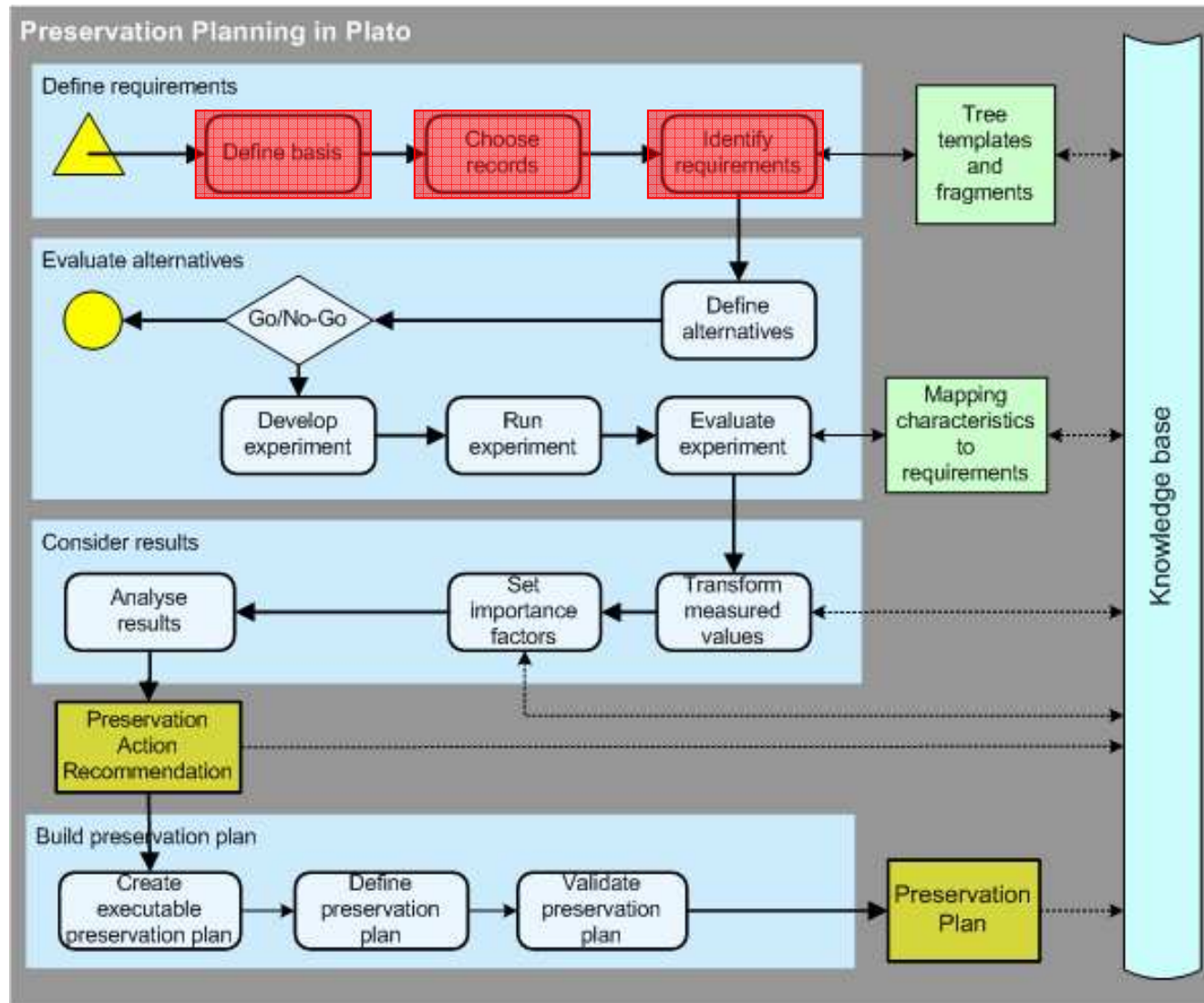
## Preservation Planning Workflow

- Originally developed within the DELOS DP Cluster now refined and integrated within PLANETS, extended within SCAPE
- Based on
  - Preservation Planning approach based on Utility Analysis, developed at TU Vienna
  - Testbed/lab for evaluation developed at Nationalarchief, The Netherlands
- Follows the OAIS model
- Consistent with requirements specified by ORLC/TRAC and Nestor criteria catalogue.....

# Preservation Planning

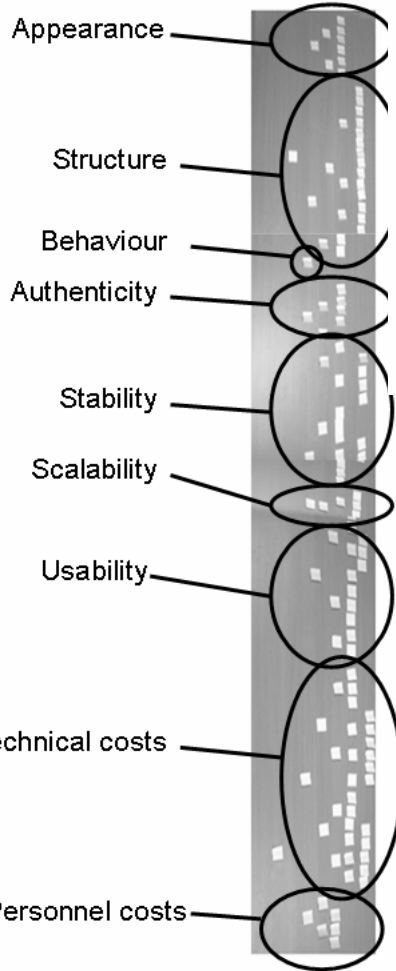
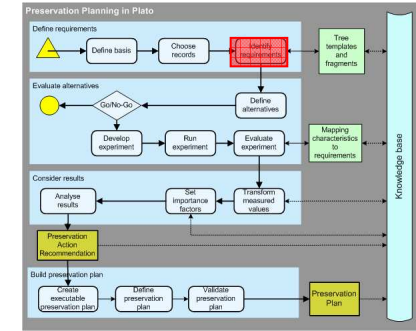


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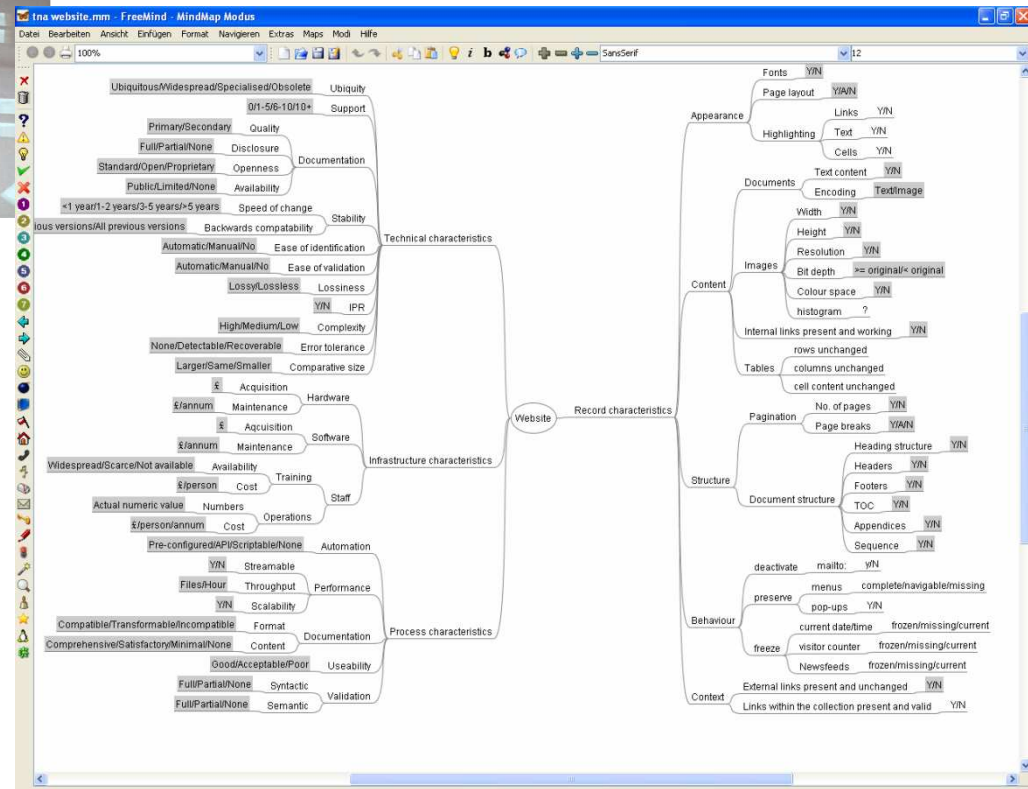




# Identify requirements

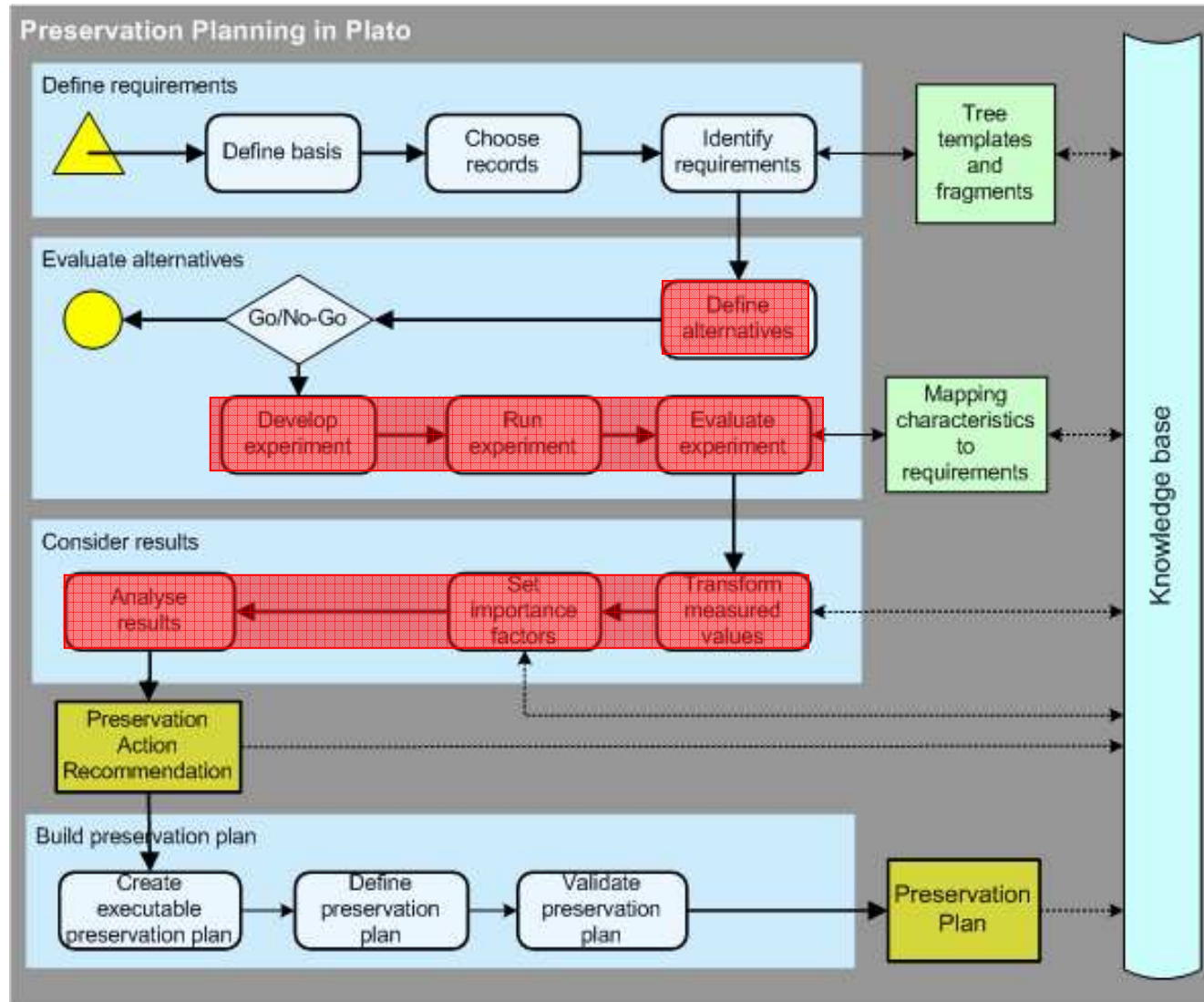


Analog...



... or  
born  
digital

# Preservation Planning Workflow

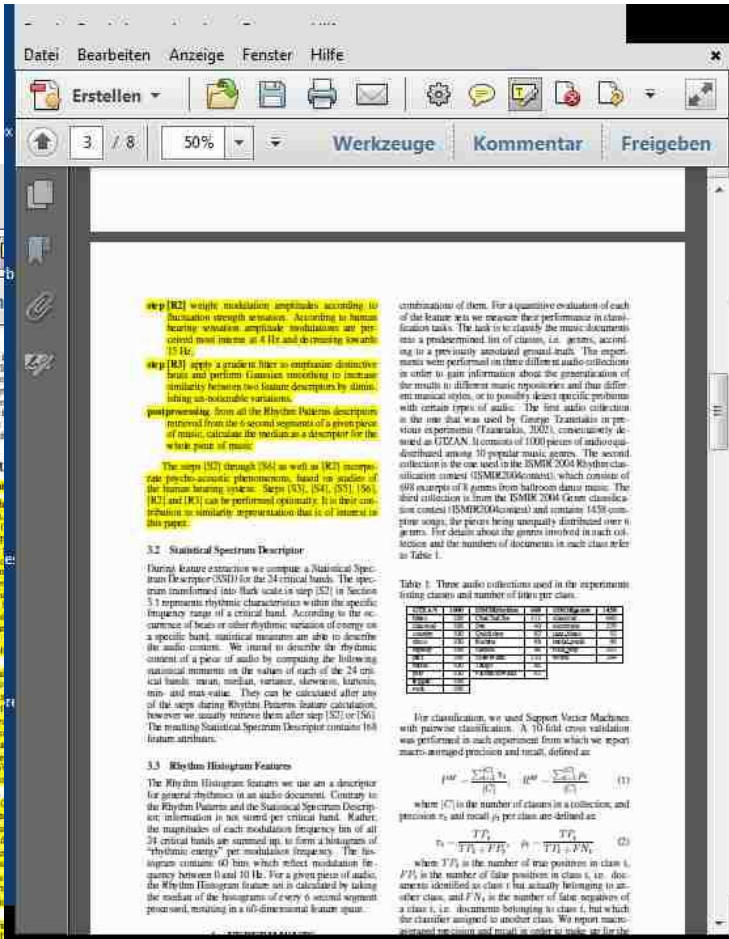
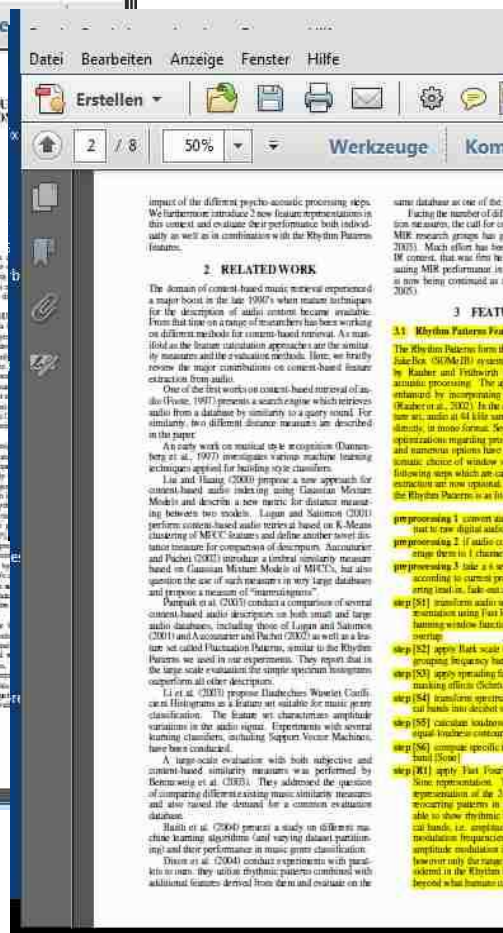
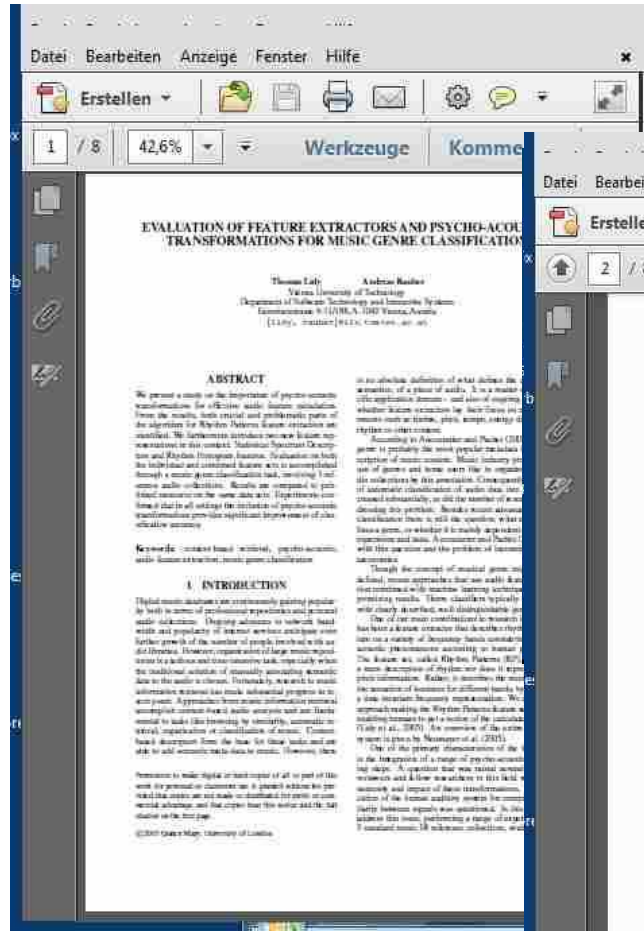


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## Excursion: Scientific Processes



combinations of them. For a quantitative evaluation of each of the feature sets we measure their performance in classification tasks. The task is to classify the music documents into a predetermined list of classes, i.e. genres, according to a previously associated ground-truth. The experiments were performed on three different audio collections in order to gain information about the generalization of the results to different music hypotheses and thus different musical styles, or to possibly detect specific problems with certain types of audio. The first audio collection is the one that was used by George Trapezakis in previous experiments (Trapezakis, 2002), conventionally known as GIZAN. It consists of 1000 pieces of multioctave-distributed among 10 popular music genres. The second collection is the one used in the ISMIR 2004 Rhythm Classification Contest (ISMIR2004contest), which consists of 600 examples of 6 genres from between dance music. The third collection is from the ISMIR 2004 Genre Classification Contest (ISMIR2004contest) and contains 1458 contemporary songs, the pieces being unequally distributed over 6 genres. For details about the genres involved in each collection and the numbers of documents in each class refer to Table 1.

Table 1: Three audio collections used in the experiments (genre classes and number of items per class).

Collection	Genre	Number of Documents
GIZAN	Rock	100
	Pop	100
	Classical	100
	Jazz	100
	Blues	100
	Funk	100
	Disco	100
	Country	100
	Electronic	100
	World	100
ISMIR2004contest	Dance	600
	Pop	600
	Rock	600
	Classical	600
	Jazz	600
	Blues	600
ISMIR2004contest	Pop	1458
	Rock	1458
	Classical	1458
	Jazz	1458
	Blues	1458
	Electronic	1458

For classification, we used Support Vector Machines with pairwise classification. A 10-fold cross validation was performed in each experiment from which we report macro-averaged precision and recall, defined as:

$$P = \frac{\sum_{i=1}^C TP_i}{\sum_{i=1}^C TP_i + \sum_{i=1}^C FP_i} \quad R = \frac{\sum_{i=1}^C TP_i}{\sum_{i=1}^C TP_i + \sum_{i=1}^C FN_i} \quad (1)$$

where  $TP_i$  is the number of true positives in class  $i$ , and precision  $P_i$  and recall  $R_i$  per class are defined as:

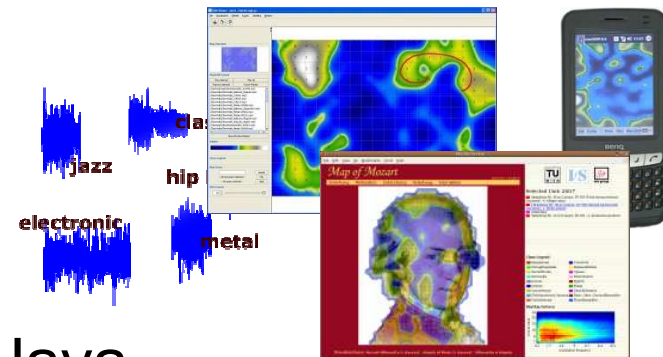
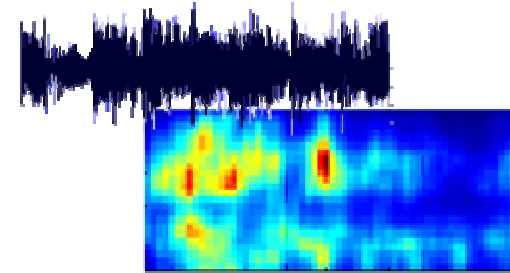
$$P_i = \frac{TP_i}{TP_i + FP_i} \quad R_i = \frac{TP_i}{TP_i + FN_i} \quad (2)$$

where  $TP_i$  is the number of true positives in class  $i$ ,  $FP_i$  is the number of false positives in class  $i$ ,  $FN_i$  is the number of false negatives in class  $i$ , and  $P_i$  is the number of false negatives of a class  $i$ , i.e. documents belonging to class  $i$ , but which the classifier assigned to another class. We report macro-averaged precision and recall in order to make use for the

ation of the calculated features

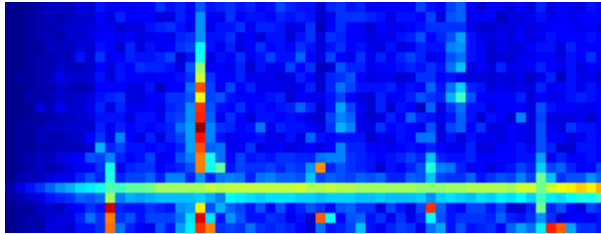
# From Data to Processes

- Rhythm Pattern Feature Set
  - extracts numeric descriptors from audio
  - basically 2 Fourier Transforms
  - some psycho-acoustic modelling
  - some filters (gaussian, gradient) to make features more robust
- Used for
  - music genre classification
  - clustering of music by similarity
  - retrieval
- Implemented first in Matlab, then in Java
  - both publicly available on website
  - same same but different...

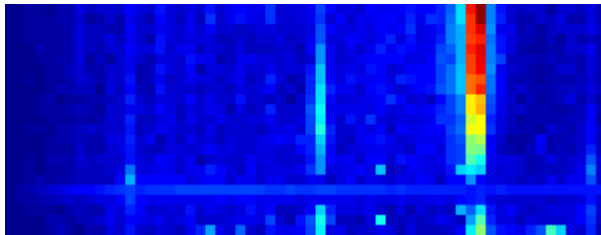
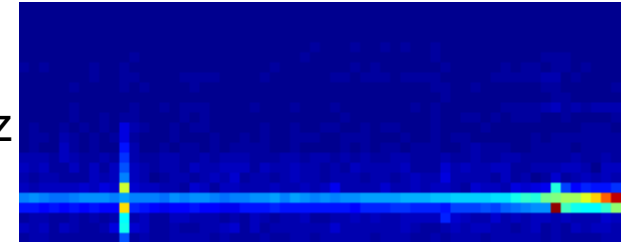


# From Data to Processes

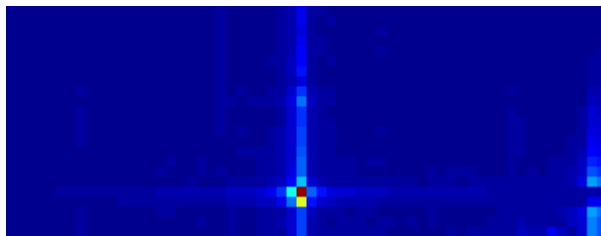
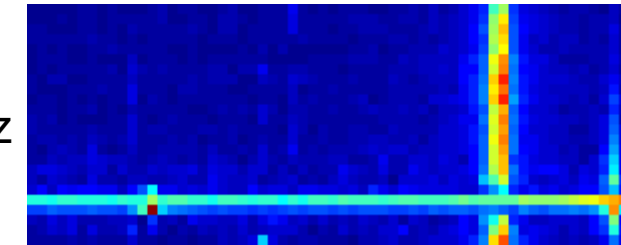
- Excursion: scientific processes



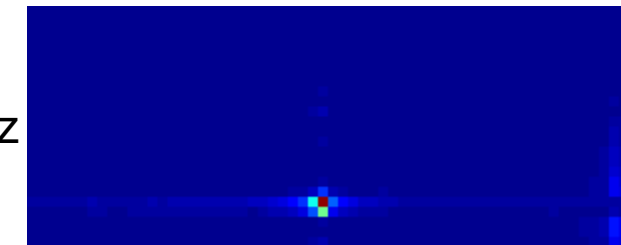
set1\_freq440Hz\_Am11.0Hz



set1\_freq440Hz\_Am12.0Hz



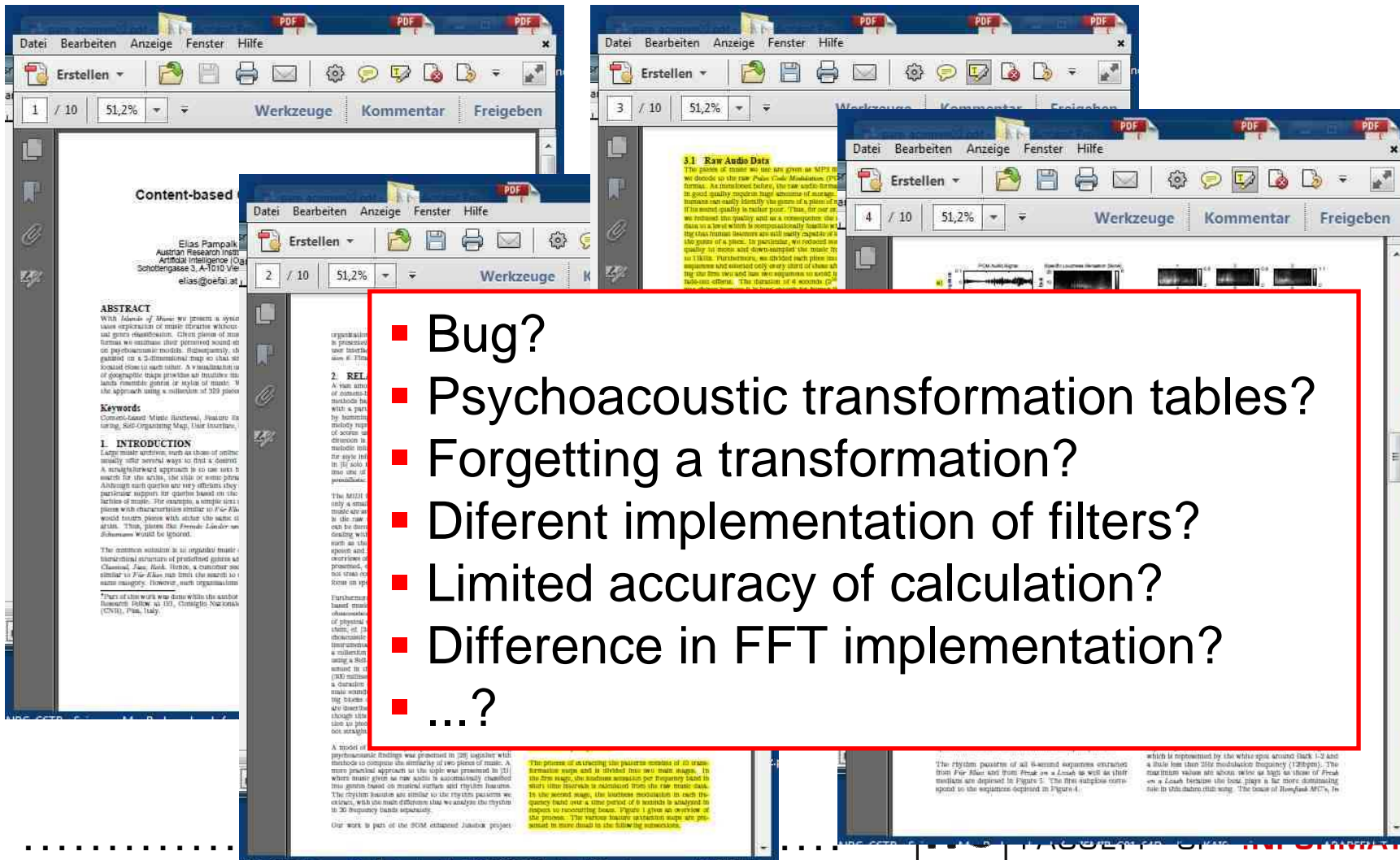
set1\_freq440Hz\_Am05.5Hz



Java

Matlab

- Excursion: Scientific Processes



The image shows a collage of overlapping PDF viewer windows. The windows display various scientific documents, including an abstract, an introduction, and raw audio data. A red box highlights a list of questions:

- Bug?
- Psychoacoustic transformation tables?
- Forgetting a transformation?
- Different implementation of filters?
- Limited accuracy of calculation?
- Difference in FFT implementation?
- ...?

# From Data to Processes

- Processes are important to understand data!
- Processes include
  - sensor capture (type, A/D conversion, calibration, operating conditions)
  - data (pre)processing: filtering, transformation
  - data integration: sources, transformations, treatment of missing values, outlier detection, ...
  - data analysis: tools, parameters, determinism
  - human operator activities
  - external services, web services
- End-to-end chain of activities underlying scientific experimentation
- Data as (interim) results



# From Data to Processes

- Different disciplines of science, different means of validation
  - formal / proof
  - discourse
  - experimental evidence
- Many ICT-driven research areas experiment-driven
- How good are we in terms of repeatability/verifyability?
- Can we re-use earlier studies? verify code? share data?
- Need to ensure better procedures .....  
.....to support better science!

# From Data to Processes

- How to curate processes?
  - how to capture and describe them?
  - what about proprietary elements?
  - how to evaluate if curation/re-activation is successful?  
(sig-props for processes and how to measure)
  - how can we cite data used in experiments?

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## Part 1: Introduction

- What is Digital Preservation?
- What is the OAIS Reference model?
- How do we build a preservation plan?
- From Data to Processes
- Other issues in DP?

# Current Issues

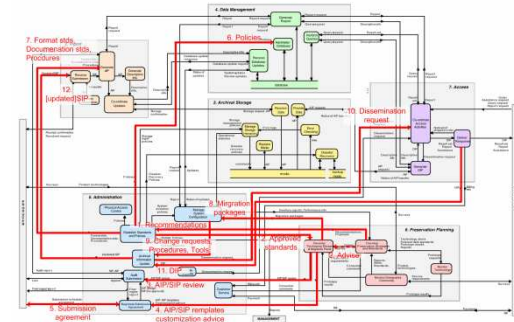
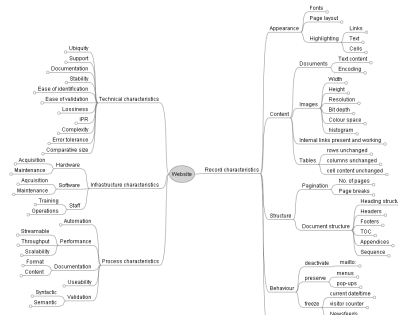
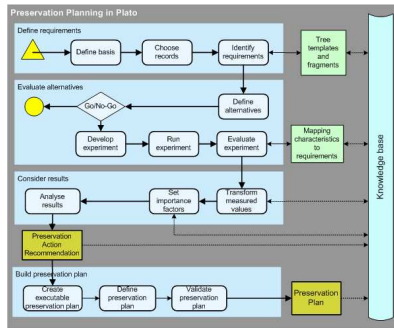
- Personal & SOHO Archiving
  - What are DP requirements of SMEs? consumers?
  - Are there options for a service-based model?
  - Trust?
- Web Archiving: DP, IR & Ethics
  - How to capture the web?
  - Shall we do it? Privacy? Cultural heritage?
  - A basis for understanding society, knowledge, ... everything?
- From Documents to Interactive Content to Processes
  - Do static documents still exist?
  - Death of the file format?
  - How to preserve business processes?

- Context of objects
  - What is a digital object?
  - What is the context of an object?
  - What is the context of a process?
- Security
  - What are the challenges in long-term signatures?  
Why does a simple signature not work?
  - How can we prove authenticity?
  - How does secure logging work?
- Domain-specific challenges
  - What are the needs of construction industry?
  - Airline industry?
  - Medical domain? (DICOM,...)

# Current Issues

- Atomic file formats, stability of file formats
  - What are the atomic building blocks of information?
  - Can we split information objects?
  - Can we synthesize them? - Help for benchmarking?
- Scalability, Semantics
- Digital forgetting
  - how to decide what to keep and what to forget?
  - keep all? just storage? how to find? utilize? understand?
- Sustainable Systems Engineering
  - How can we build preservation-ready systems?
  - How to integrate DP-considerations into software engineering?
- Costs: what does DP cost?
  - cost factors?
  - How to model? evaluate?

# Thank you!



<http://www.ifs.tuwien.ac.at/dp>

