## **Outsourcing Source Code Distribution Requirements**

### Alexios Zavras, Stefano Zacchiroli

Intel, alexios.zavras@intel.com Software Heritage, zack@upsilon.cc

> 4 February 2018 FOSDEM Brussels, Belgium





# The setup

- Intel delivers a lot of software
- Software is a combination of own and FOSS components
- Many components have a legal source code distribution requirement
  - we also might deliver source in other cases

# The legal requirement

For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable.

— GPLv2

## **Complete Corresponding Source (CCS)**

### Different terms used

- GPLv2: "complete corresponding machine-readable source code" / "accompany"
- GPLv3: "Corresponding Source" / "convey"
- MPLv2: "Source Code Form" / "made available"
- EPLv2: "Source Code" / "made available"

# The problem

### In an ideal world

- Fool-proof processes in place
- Set it up once, always working

### Practical considerations

- People change roles or leave
- Re-organizations happen
- Things get forgotten

### Use cases

### Trying to build an internal service:

- Our delivery contains our own FOSS sw.tar.gz
- Our delivery contains gcc-7.3
- Our delivery contains gcc snapshot of revision 257214
- Our delivery contains gcc-7.3 patched with patches.tar.gz

## Functional requirements

#### We need to be able to:

- provide our own software package
- refer to a "well-known" FOSS component
  - with release version or unique revision
- combine the two
  - well-known component with own patches

### Great Idea

• Can we *outsource* the fulfilment of these requirements?

## The idea

### Is it compliant?

GPL FAQ: Can I put the binaries on my Internet server and put the source on a different Internet site?

- [v3] Yes. Section 6(d) allows this. However, you must provide clear instructions people can follow to obtain the source, and you must take care to make sure that the source remains available for as long as you distribute the object code.
- [v2] The GPL says you must offer access to copy the source code "from the same place"; that is, next to the binaries. However, if you make arrangements with another site to keep the necessary source code available, and put a link or cross-reference to the source code next to the binaries, we think that qualifies as "from the same place".

## The idea

### Is it compliant?

GPL FAQ: Can I put the binaries on my Internet server and put the source on a different Internet site?

- [v3] Yes. Section 6(d) allows this. However, you must provide clear instructions people can follow to obtain the source, and you must take care to make sure that the source remains available for as long as you distribute the object code.
- [v2] The GPL says you must offer access to copy the source code "from the same place"; that is, next to the binaries. However, if you make arrangements with another site to keep the necessary source code available, and put a link or cross-reference to the source code next to the binaries, we think that qualifies as "from the same place".

Wouldn't it be great if someone could fulfill our requirements?

# The Software Heritage Project



#### Our mission

Collect, preserve and share the source code of all the software that is publicly available.

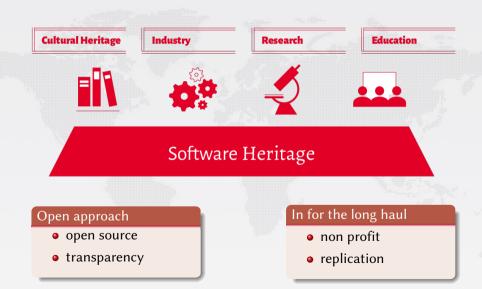
### Past, present and future

*Preserving* the past, *enhancing* the present, *preparing* the future.

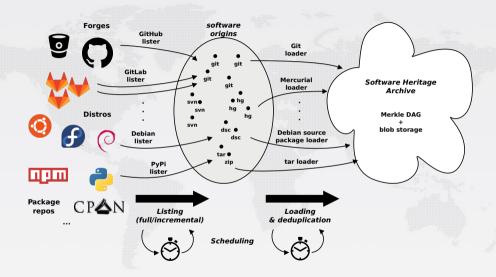
# Our principles



# Our principles



## Data flow



## Archive coverage



### Current sources

• live: GitHub, Debian

• one-off: Gitorious, Google Code

• WIP: Bitbucket

## Archive coverage



### Current sources

• live: GitHub, Debian

• one-off: Gitorious, Google Code

• WIP: Bitbucket

150 TB blobs, 5 TB database (as a graph: 7 B nodes + 60 B edges)

## Archive coverage



### Current sources

• live: GitHub, Debian

• one-off: Gitorious, Google Code

• WIP: Bitbucket

150 TB blobs, 5 TB database (as a graph: 7 B nodes + 60 B edges)

The *richest* public source code archive, ... and growing daily!

# Pushing source code to Software Heritage

### Deposit service

- complement regular (pull) crawling of forges and distributions
- restricted access (i.e., not a warez dumpster!)
- deposit.softwareheritage.org

#### Tech bits

- SWORD 2.0 compliant server, for digital repositories interoperability
- RESTful API for deposit and monitoring, with CLI wrapper

# Prepare a deposit

## Prepare source code tarball

\$ tar caf software.tar.gz /path/to/software/

# Prepare a deposit

### Prepare source code tarball

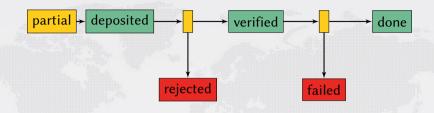
\$ tar caf software.tar.gz /path/to/software/

#### Associate metadata

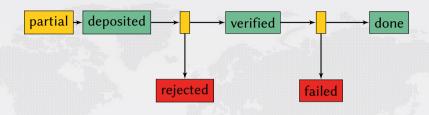
# Send a deposit

# Send a deposit

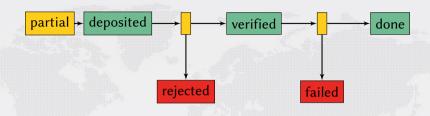
## Ingestion status



## Ingestion status



## Ingestion status



## Access a deposit

After ingestion a deposit becomes an integral, permanent part of the Software Heritage archive.

- it has a persistent identifier
  - e.g., swh:1:rev:a86747d201ab8f8657d145df4376676d5e47cf9f
- it can be browsed online at archive. softwareheritage.org
  - e.g., https://archive.softwareheritage.org/browse/swh:1: rev:a86747d201ab8f8657d145df4376676d5e47cf9f
- it can be bulk downloaded using the Software Heritage Vault

## Bulk download

- source code is thoroughly deduplicated within the Software Heritage archive
- bulk download of large artefacts (e.g., a Linux kernel release) requires collecting millions of objects
- the Software Heritage Vault cooks and caches source code bundles for bulk download needs

## Bulk download

- source code is thoroughly deduplicated within the Software Heritage archive
- bulk download of large artefacts (e.g., a Linux kernel release) requires collecting millions of objects
- the Software Heritage Vault cooks and caches source code bundles for bulk download needs

```
$ curl -X POST /api/1/vault/revision/a86747d2.../gitfast
{
  'fetch_url': '/api/1/vault/revision/a86747d2.../gitfast/raw/',
  'progress_message': None,
  'status': 'new',
  'id': 4,
  'obj_id': 'a86747d201ab8f8657d145df4376676d5e47cf9f',
  'obj_type': 'revision_gitfast'
}
```

### Bulk download

- source code is thoroughly deduplicated within the Software Heritage archive
- bulk download of large artefacts (e.g., a Linux kernel release) requires collecting millions of objects
- the Software Heritage Vault cooks and caches source code bundles for bulk download needs

```
$ curl -X POST /api/1/vault/revision/a86747d2.../gitfast
  'fetch_url': '/api/1/vault/revision/a86747d2.../gitfast/raw/',
  'progress message': None,
  'status': 'new'.
  'id': 4.
  'obj_id': 'a86747d201ab8f8657d145df4376676d5e47cf9f',
  'obj type': 'revision gitfast'
$ curl -O dump.gz /api/1/vault/revision/a86747d2.../gitfast/raw/
$ git init
$ zcat dump.gz | git fast-import
$ git checkout HEAD
```

# Wrapping up

- long-term hosting of CCS archives can be onerous in the real-world
- it is A-OK to outsource that responsibility to third parties
- Software Heritage crawls (pull) all FOSS and can now accept push deposits
- Intel and Software Heritage are working together on <u>practical FOSS tooling</u> to outsource CCS hosting to the Software Heritage archive

## Come and join us!

- alexios.zavras@intel.com,zack@upsilon.cc
- https://www.softwareheritage.org
- https://deposit.softwareheritage.org
- https://archive.softwareheritage.org (FOSDEM 2018 preview!)