



Who Dis?

James Aimonetti Erlanger since 2006 – Thanks Joe!

About Me



Developer

Cook

Fermenter

Dad

Regen Ag



2600Hz - Who Dat?

2600Hz



Started in 2010

Hippie commune of telecom

Bridge the gap between open source and commercial systems

Telco-in-a-box

blue.box

Problem to Solve



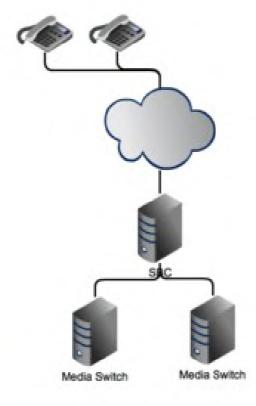
Roll your duct taped solution on top of Asterisk or FreeSWITCH

Purchase a commercial offering

Resell another provider's offering

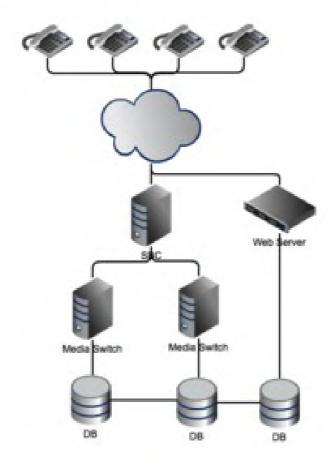
Roll your own





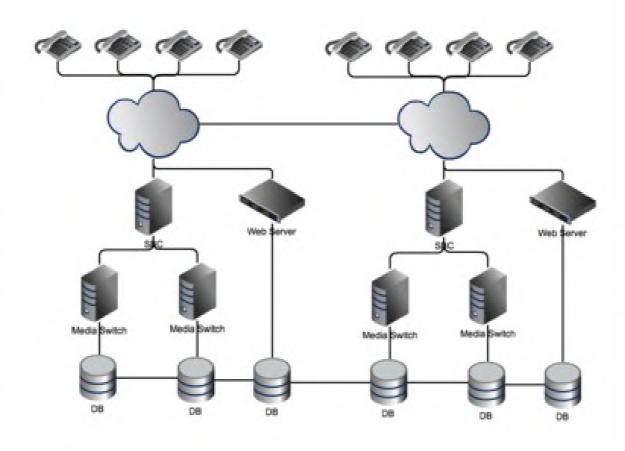
Roll your own





Roll your own





Enter KAZOO



- Use a platform designed and tested to scale
- Share the common tasks and features with others
- Keep your own differentiators to yourself

Pro:

- Low cost
- Instant ability to start
- Full customization full control
- Rapid development

Con:

- Core product must succeed and be maintained



KAZOO

KAZOO

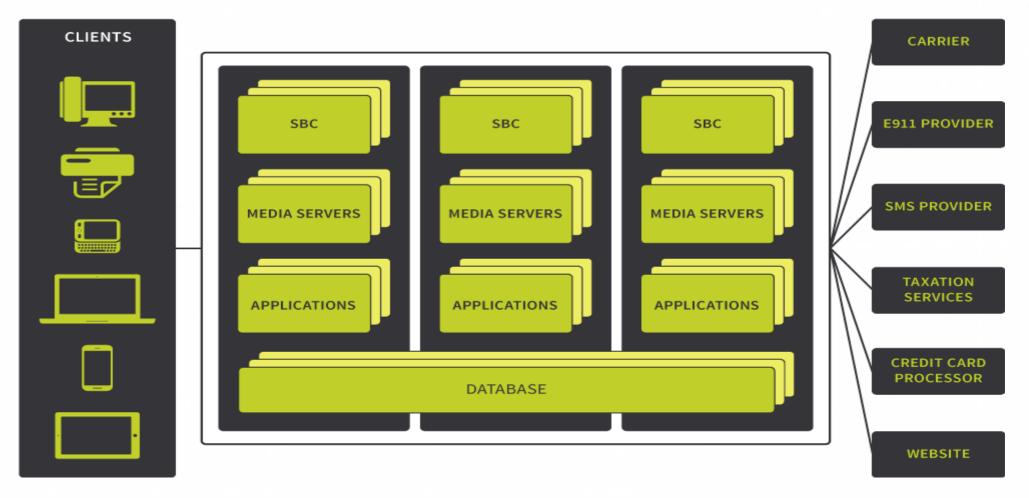


119 Contributors

- ~30 are/were 2600Hz employees
- 14 of which are/were Erlang engineers
- 746 Github stars, 386 forks
- Accepted PRs from every continent except Antarctica
- ~290K lines of Erlang, + ~10K of "other"

KAZOO Architecture







The Beginning - Learn me some telecom!

Originally called Whistle

FreeSWITCH interaction:

- Used a text-based Event Socket Layer (ESL)
- experimenting with mod_erlang_event

rebar 2 build system

Each app was bespoke



mod_erlang_event

C-Node code based on mod event socket

Was better than ESL

Built for OpenACD (call center system using Erlang and FreeSWITCH) - gen_smtp was part of this effort too

Single (hidden) Erlang VM connection supported; "bug" allowed more but wasn't officially supported

DistErl for all communications between nodes



Cluecon 2010 demo

Clients included:

- 24-hour care facility
- Short-mid term rentals in NYC for int'l travellers

Major components:

- Kamailio, FreeSWITCH
- RabbitMQ, CouchDB



First behaviour: gen_listener

- Standardized AMQP connection and consumption
- Removed AMQP-specific bits from apps
- Apps use gen_listener like a gen_server with an extra callback for AMQP payloads received.



Removed .beam from repo

- were included to ease deployments to private networks
 - releases were still a dark art, no relx as I recall

Renamed Whistle to KAZOO and tagged it as 2.0

- Focus on features
- Cowboy coding continues



KAZOO 3.0 released

- Project has matured
- Feature parity (mostly) for hosted PBX

Replace mod_erlang_event with mod_kazoo

- First class support for multiple connections
- Distribute events over TCP sockets
- DistErl for control from KAZOO



MODBs – Month-only databases

- Store data related to a point in time
- Archive-able
- Separate account config from account usage
- Less work for secondary indexing



Makefile overhaul

- Removed rebar 2
- Direct calls to dialyzer, xref, eunit, etc
- More tooling added to update .app configs
- More tooling to only analyze changed files
 - dialyze-changed, dialyze-hard
- erlang.mk to manage deps



Increased loads started to expose new scaling issues

- Cache serialization
- Move protected ETS to public, parallelize read/write

Federation appears!

- Decrease inter-datacenter traffic

Documentation appears

- AST parsing of API endpoint modules



Storage plans appear

- Save VM, fax, and more off-cluster
- Google Drive, Azure, AWS, FTP, HTTP, etc



KAZOO 4.0 – Webscale!

- Some clusters toying with 1,000,000 devices!



Cache stampedes

- Re-register hordes after network flap



KAZOO 5.0 – Looking to the future

- Self-service features
- Dependency deprecations, rewrites
- Elixir added to toolchain
- More cluster-wide tooling
- Lots of technical debt remediation
- More auto-discovery, auto-config



KAZOO 5.0 – AKA The Great Breakening

Better delineate community-support apps vs 2600Hzsupported apps

Prepare for an App exchange

yum install kazoo



Erlang Engineering

Internationalization



Community helped immensely here

- Code / regexps to handle country-specific
- Use cases

Plain English when possible to ease language barrier

- AccountId vs AcctId or Id
- Basic spell checker for common mistakes (for Karl)
- JSON accessor modules vs JSON key strings
- kzd_devices:sip_username(Device) vs kz_json:get_value(<<"sip_username">>, Device)

Internationalization



kazoo_media – int'l prompts

kazoo_numbers – int'l number handling

Hiring



Venn diagram of telecom/VoIP + Erlang = ∞

Culture of mentoring / teaching

- Encoded in tooling as well

Unlikely places sometimes:

- Finding KAZOO and running his own business on it
- KAZOOCon conference attendee staying in same SF hostel
- Reddit comment threads
- Erlang ML
- French SF school

Ethos



VoIP infrastructure is hard! Try to welcome those interested

- Be Egoless
- NTSB-style investigation blameless, how to avoid next time, improve processes/checks/tests
- Things will crash, code for it; bugs will appear, encourage finding them early (before prod)
 - You are not your code: shared ownership
 - Learn from everyone else, no matter how much you think you know already

I TRY NOT TO MAKE FUN OF PEOPLE FOR ADMITTING THEY DON'T KNOW THINGS.

BECAUSE FOR EACH THING "EVERYONE KNOWS" BY THE TIME THEY'RE ADULTS, EVERY DAY THERE ARE, ON AVERAGE, 10,000 PEOPLE IN THE US HEARING ABOUT IT FOR THE FIRST TIME.

FRACTION WHO HAVE = 0%

Fraction who have $\approx 100\%$

US BARTH RATE \$ 4,000,000/year

NUMBER HEARING \$ 10,000 ANY FIRST TIME





Tooling



- CI
 - Dialyzer
 - Formatting
 - Docs
- Testing
 - EUnit, PropEr, kazoo_proper, make-busy
- AST parsers
 - Doc generation, schemas, API endpoints, config options
- Makefile

Documentation



Live in the repo where devs work

Build doc sites on commits to master

AST parser to detect documentable changes

- Fail CI if unstaged
- Helps reviewers as well

Docs for different audiences

- API developers
- Sysadmins
- End users



War Stories

The Pool Phone



Reseller has hotel customer with phone by pool for emergencies

No address configured - \$75 per call for violation

Power washing causes short

1,000 + calls = \$75,000 bill

"Generously" reduced to \$20,000

FreeConferenceCall.Com



Traffic pumping – boo

Company coordinated merger over 2 days between offices

\$0.22 per minute, per call, billed to us

\$0.01 per minute billed to client

Not a profitable client after that

Ring Groups



Company setup a ring group on main line

Added all employees

100+ devices, multi-kilobytes of bridge string sent to FreeSWITCH

Destroyed packet framing



Sound Fun?

Thank You!



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