



The Hidden Costs And Benefits Of Open Source

KAMAILIO SIP & WEBRTC SERVER

An Over 20 Years Journey In The Open Source Space



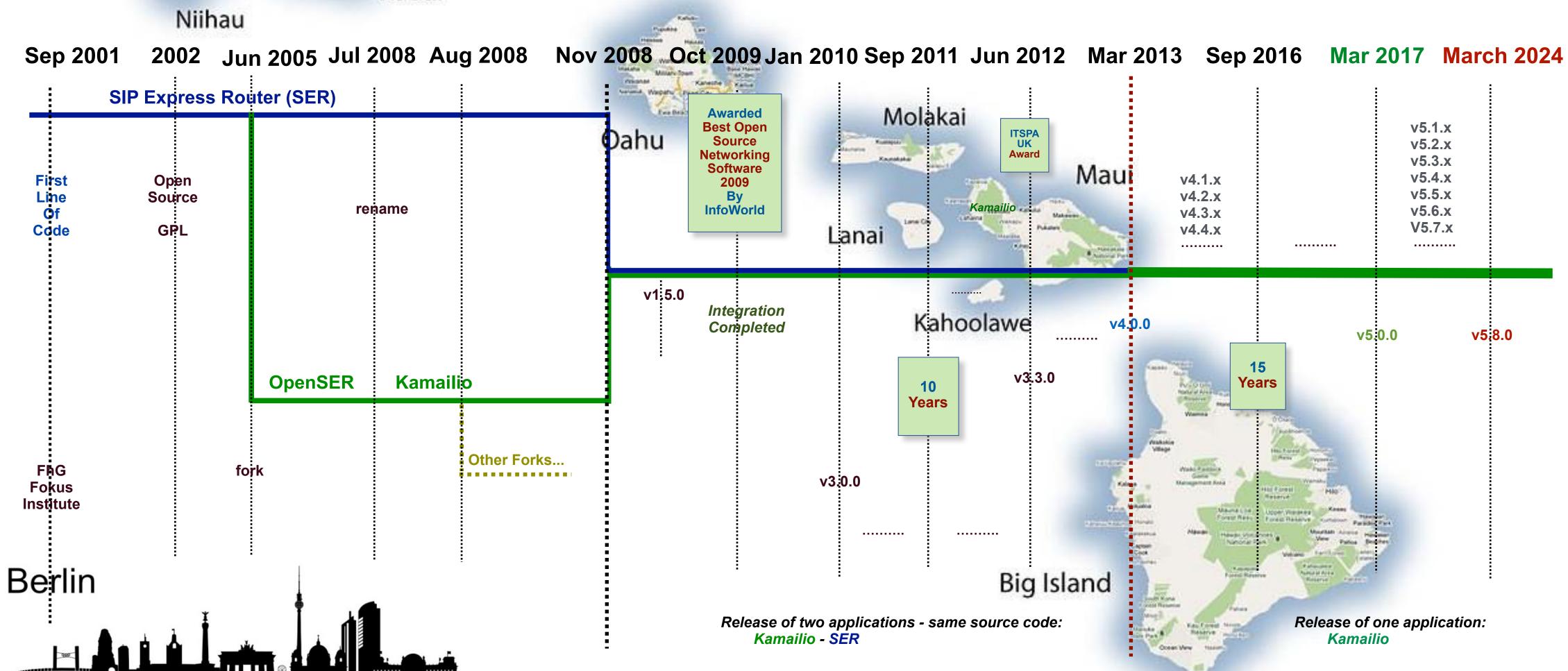
- Originally from Romania, living in Berlin, Germany
- Computer science software engineer Polytechnics University Bucharest (2001)
- Researcher in RTC at Fraunhofer Fokus Institute, Berlin, Germany (2002-2005)
- Co-founder, main coordinator and lead developer of Kamailio, an open source SIP Server
- Professional consultancy for SIP, VoIP, Kamailio and all RTC at asipto.com
- Involved in open source real time communications since 2002
- ▶ Working with open standard protocols, mainly from IETF, GSMA/3GPP/ITU/ETSI
- C software developer mainly VoIP server side infrastructure
- ▶ Co-organizer of Kamailio World Conference, FOSDEM RTC DevRoom
- Speaking and promoting OSS RTC at world wide events









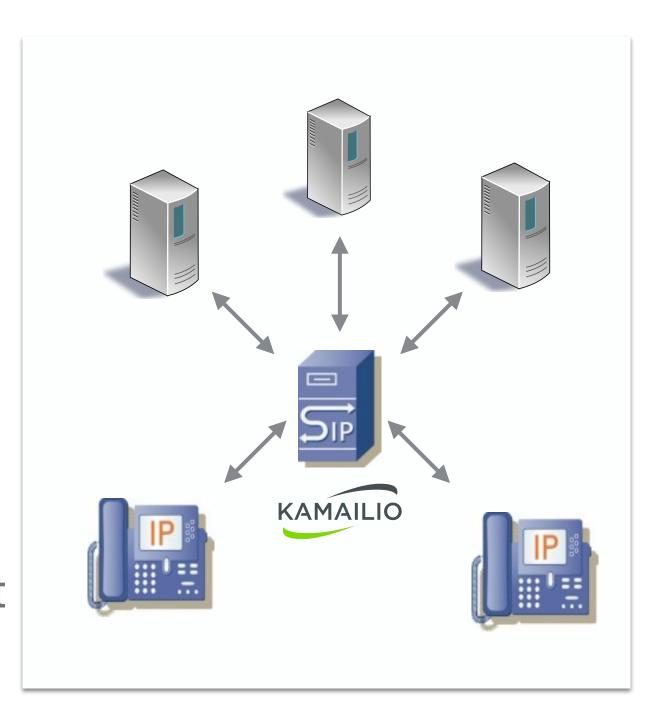


KAMAILIO SIP SERVER - SIGNALING

- * Open Source SIP (IETF RFC3261) Signaling Server implementation, developed since 2001
- * Can be used for VoIP (Voice, Video, VoNR/VoLTE/IMS, SIP-I/SIP-T), Instant Messaging, SMS, Presence
- * Diameter, SQL and NoSQL backends
- * load balancing, least cost routing, security gateways
- Designed for modularity, flexibility and scalability
 - * used by large telecoms, mobile operators and OTT services world wide
 - * thousands of call setups per second
 - * hundred thousands of connected phones per instance
- * IPv6/IPv4 UDP/TCP/TLS/SCTP/WebSocket asynchronous routing
- * Classic SIP WebRTC gateway using Kamailio + RTPEngine
- * Embedded interpreters: Lua, Python, JavaScript, Ruby, Squirrel, Perl, .Net
- * About 250 modules (extensions)



https://www.kamailio.org



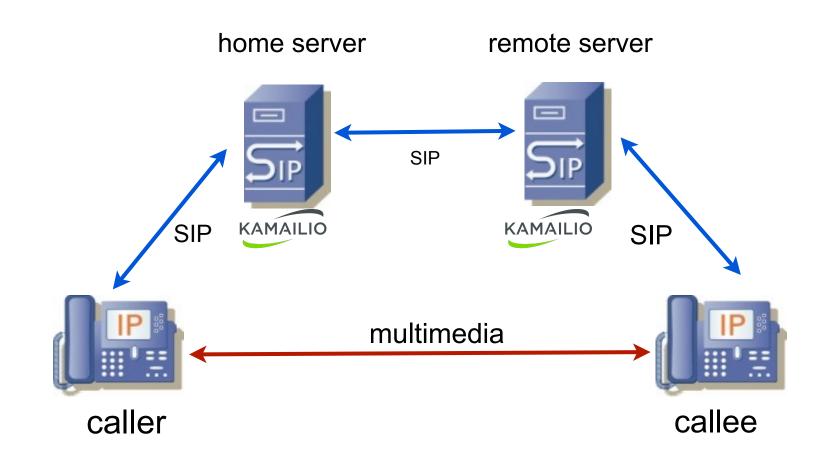
KAMAILIO - SIP ROUTING TOOLKIT - BUILDING BLOCKS

- * Authentication
- * Authorization
- * Accounting
- * Registration
- * Location
- * Least cost routing
- * Load balancing
- * Encryption
- * Diameter
- * IMS Extensions
- * HTTP (Rest) API client-server
- * JSON, XML, JWT
- * WebSocket, WebRTC (with RTPEngine)
- *



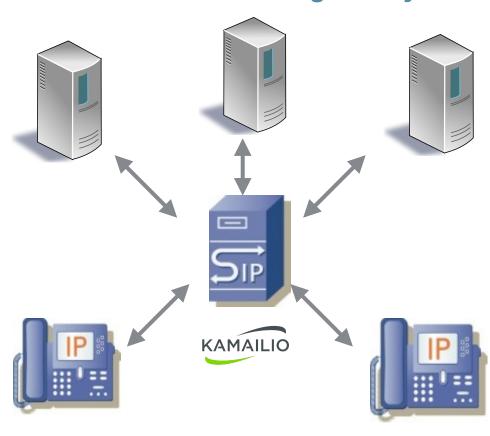


COMMON USES CASES



- * authentication, registration and user location
- * voice, video, instant messaging and presence
- * NAT traversal, RTP relaying, webrtc
- * SIP security firewall
 - * DDoS mitigation, anti-fraud
- * integration with social networking

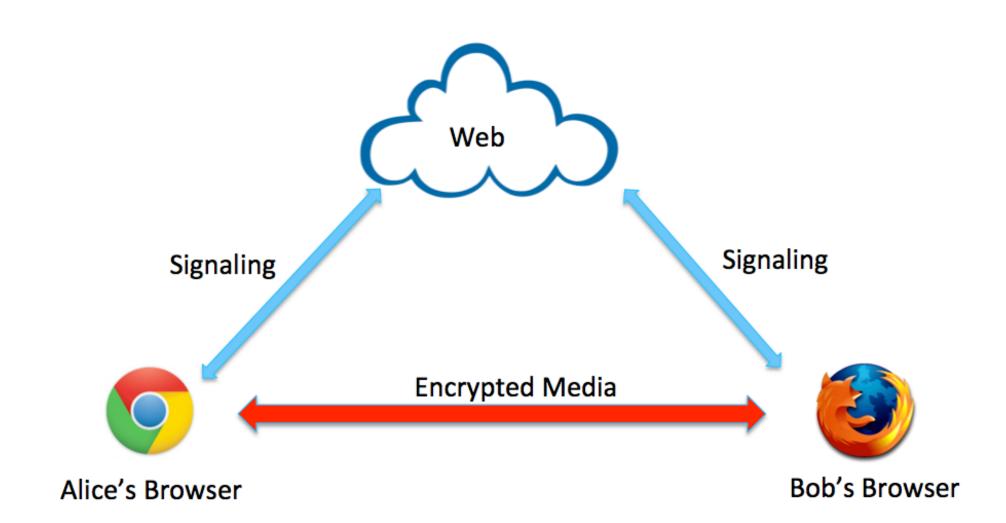
media servers - gateways



- * load balancer
- * least cost routing
- * transport layer gateway
- * topology hiding
- * carriers interconnect

KAMAILIO IN THE WEBRTC WORLD

- * Support since 2012
 - * the first open source SIP server implementing it
- * Kamailio signalling handling
 - * websocket (+ xhttp, tls) module
 - * rtpengine (+ nathelper) module
- * RTPEngine media handling
 - * ICE, encryption-decryption, transcoding
- * JavaScript SIP libraries
 - * JsSIP, SIP.js, SIPML5, ...
- * Use cases
 - * Browser to browser calling
 - * WebRTC to classic SIP/VoIP gateway



KAMAILIO IN THE WEBRTC WORLD

- * Kamailio for SIP signalling routing
- * RTPEngine for RTP-SRTP encryption-decryption
 - * https://github.com/sipwise/rtpengine

http://www.kamailio.org/docs/modules/stable/modules/rtpengine.html http://www.kamailio.org/docs/modules/stable/modules/websocket.html

https://gist.github.com/jesusprubio/4066845

https://github.com/caruizdiaz/kamailio-ws

https://github.com/havfo/WEBRTC-to-SIP

SECSIPIDX PROJECT - STIR/SHAKEN

https://github.com/asipto/secsipidx

Components:

- secsipid: Go library common functions
- csecsipid: C library wrapper code to build dynamic or static library and .h include files
- secsipidx: main.go CLI tool and HTTP API server for checking or building SIP identity

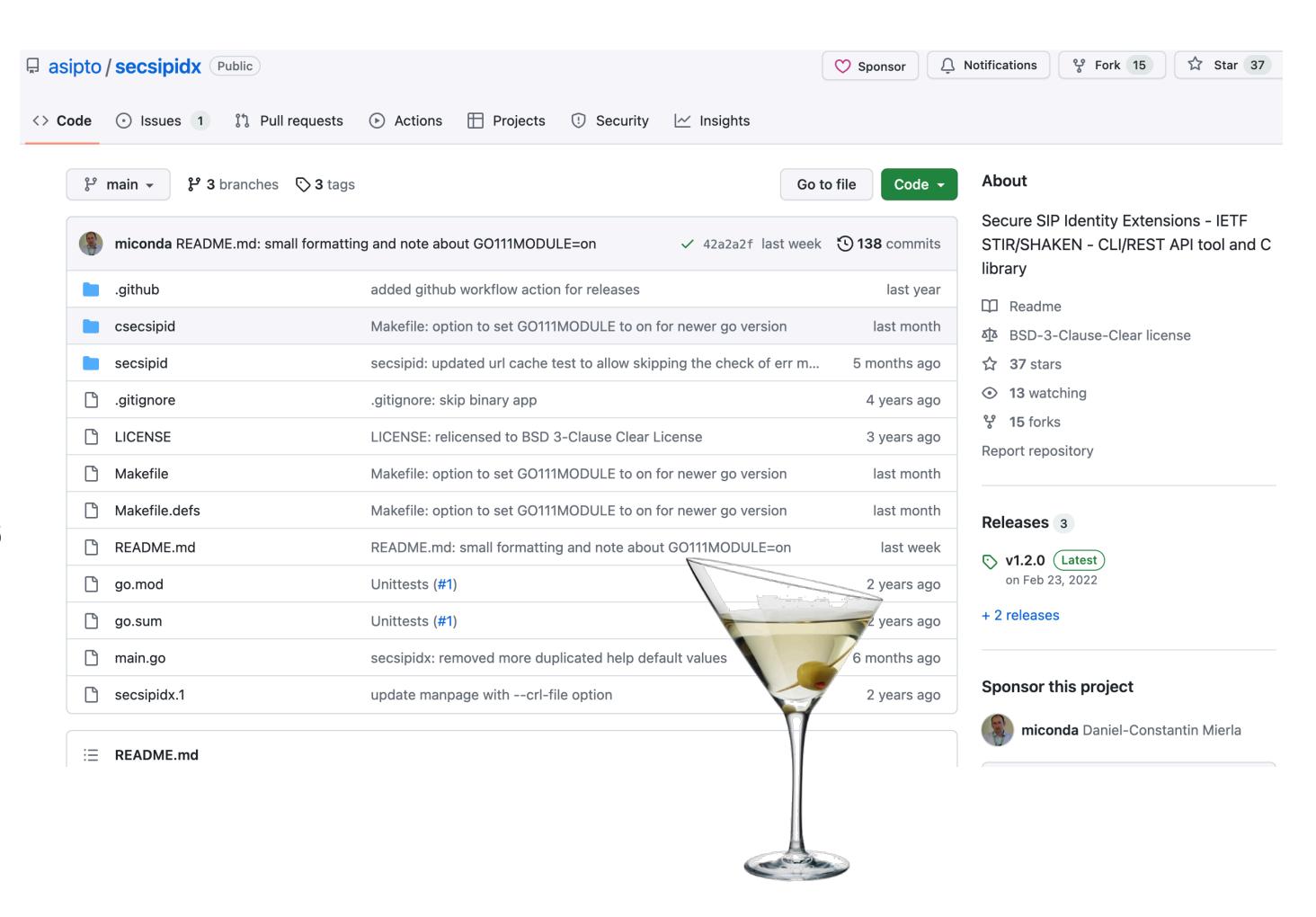
STIR (Secure Telephony Identity Revisited)

- a series of IETF RFCs: RFC8224, 8225, 8226
- https://tools.ietf.org/html/rfc8224

SHAKEN (Secure Handling of Asserted information using toKENs)

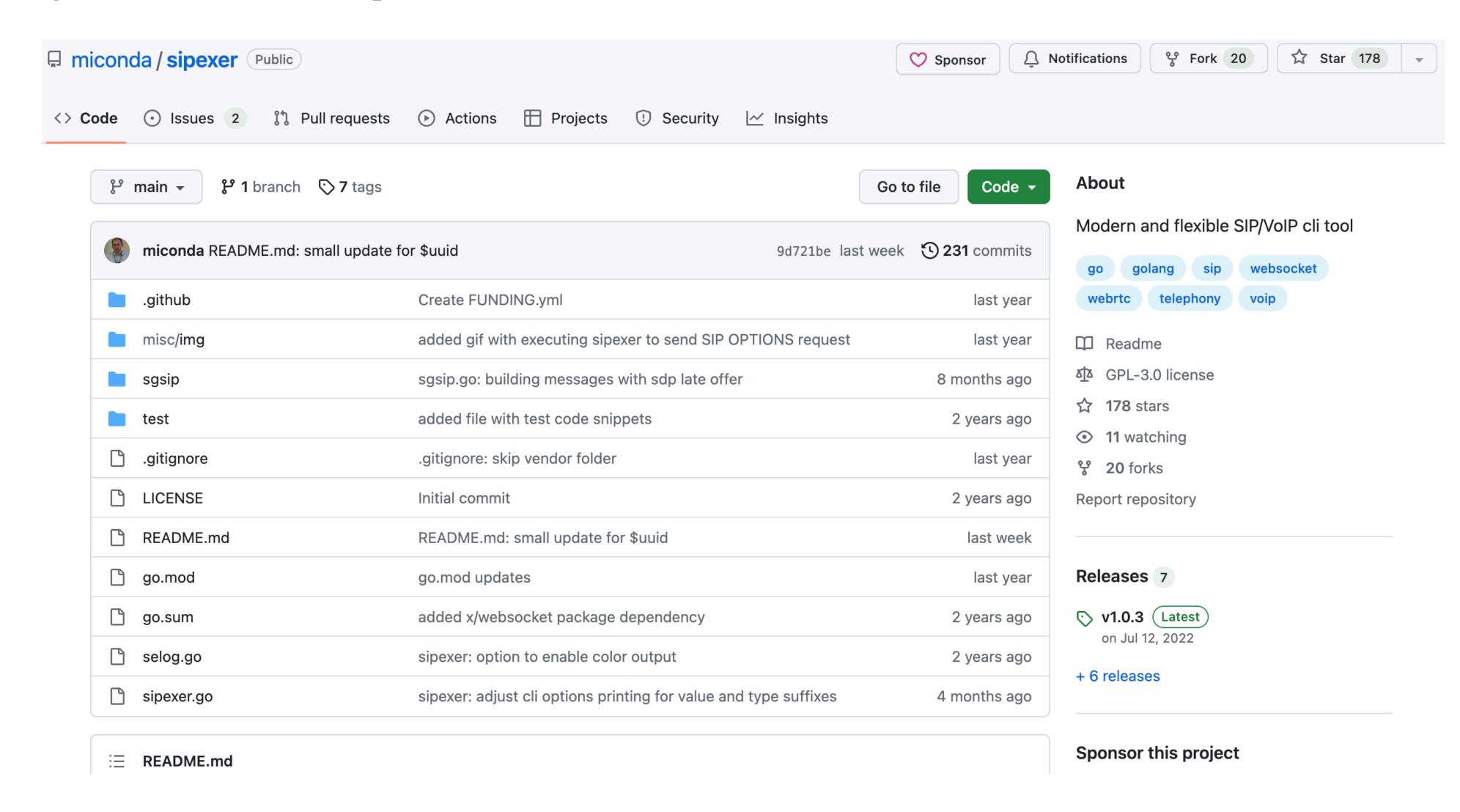
- RFC8588 - https://tools.ietf.org/html/rfc8588

They defines how telephone service providers should work together to ensure calling numbers have not been spoofed.



SIPEXER - SIP CLI TOOL WITH WEBSOCKET SUPPORT

https://github.com/miconda/sipexer



SIPEXER - SIP CLI TOOL WITH WEBSOCKET SUPPORT

* Among features:

- * send OPTIONS request (quick SIP ping to check if server is alive)
- * do registration and un-registration with customized expires value and contact URI
- * authentication with plain or HA1 passwords
- * set custom SIP headers
- * template system for building SIP requests
- * fields in the templates can be set via command line parameters or a JSON file
- * variables for setting field values (e.g., random number, data, time, environment variables, uuid, random string, ...)
- * simulate SIP calls at signaling layer (INVITE-wait-BYE)
- * option for late-offer SDP
- * respond to requests coming during SIP calls (e.g., OPTIONS keepalives)
- * send instant messages with SIP MESSAGE requests
- * color output mode for easier troubleshooting
- * support for many transport layers: IPv4 and IPv6, UDP, TCP, TLS and WebSocket (for WebRTC)
- * send SIP requests of any type (e.g., INFO, SUBSCRIBE, NOTIFY, ...

* wsctl - https://github.com/miconda/wsctl

OPEN SOURCE

COSTS AND BENEFITS

(OBVIOUS OR HIDDEN)

PROGRAMMING LANGUAGE AND DEPENDENCIES

- * C programming language
 - * very good performance
 - * very good portability*
 - * across Unix/Linux/BSD systems
 - * constrained by dependencies
 - * hard to attract new contributors
 - * syntax allows complex statements
 - * hard to understand and maintain

- * using external libraries
 - * rapid development
 - * reuse of knowledge and resources
 - * one can't implement everything
 - * can incur significant overhead
 - * complexity and break of API: libssl
 - * no longer properly maintained: libev



- * use of standards
 - * compatibility and interworking
 - * standardisation groups collide
 - * xml namespace
 - * http2 http11+upgrade vs. direct http2
 - * self-brewed solutions became a pain over the time



CONTRIBUTIONS AND CONTRIBUTORS

- * the heart and spirit of open source
- * growing the set of feature and user base
- * good impact on quality of the project
- * mix of styles
 - * design and architecture of the components
 - * coding styles names for functions and variables
- * different levels of experience
 - * hacks and workarounds
- * claims of full ownership even after small contributions
- * friendly relations might not last forever

- * contributions guidelines
 - * coherent format and descriptive commit message
 - * formatting the code with same tool
- * small commits
 - * easier to understand
- * modularity
 - * do not impact everything



LICENSES AND COPYRIGHTS

- * License GPLv2+
 - * Good protection of freedom and openness
 - * well ... not much for cloud services and SaaS
 - * Restrictive on library linking
 - * Only with GPL-compatible libraries
 - * Can prevent packaging in GPL-strict distributions (e.g., Debian)
 - * Restrictive on business models
 - * No per-license selling
 - No protection of (smart/useful) ideas and solutions
 - * well, that's why it is called open
 - * competition copies (steals :-)) the good things or they inspire from them for a fast track implementation
 - * components, APIs, bug fixes

- * BSD* for contributions to common components or other main license
 - * AGPL, SSPL, ...
- * find a way to retain copyright on main components
 - * contributing license agreement
- * patents
 - * but we all hate them



PROJECT FORKING

- * soft forks aka cloning git repository of a project to the personal account
 - * how pull requests can be done by external contributors
 - * can foster development of new components and features
 - * bug fixes and testing
 - * can take some resources to track and merge back
- * hard forks cloning, renaming and diverging
 - * they are mostly noise
 - * every little different thing is made up to look as something important
 - * they diverge anyhow, not worthing anything after a while
 - * better to ignore, follow the need of your project and community



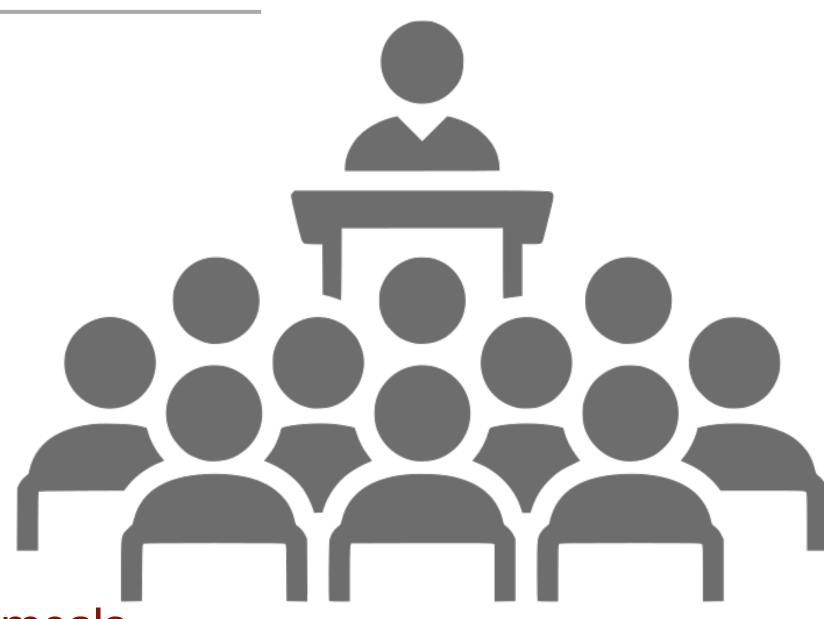
COMMUNITY

- * where all the fun is, and the pain
- * learning a lot from others on different topics
- * source of good references
- * meeting people when travelling and making friends
- * aggressive and sometime abusive attitude
- * blaming the developers, even everything is free
 - * treating as being their employees
- * not following guidelines
- * inexact description of reports
- * not keeping the promises
 - * e.g., help me and I will make documentation for it
- * keep focus on fair users and contributors, and ignore the intruders



EVENTS

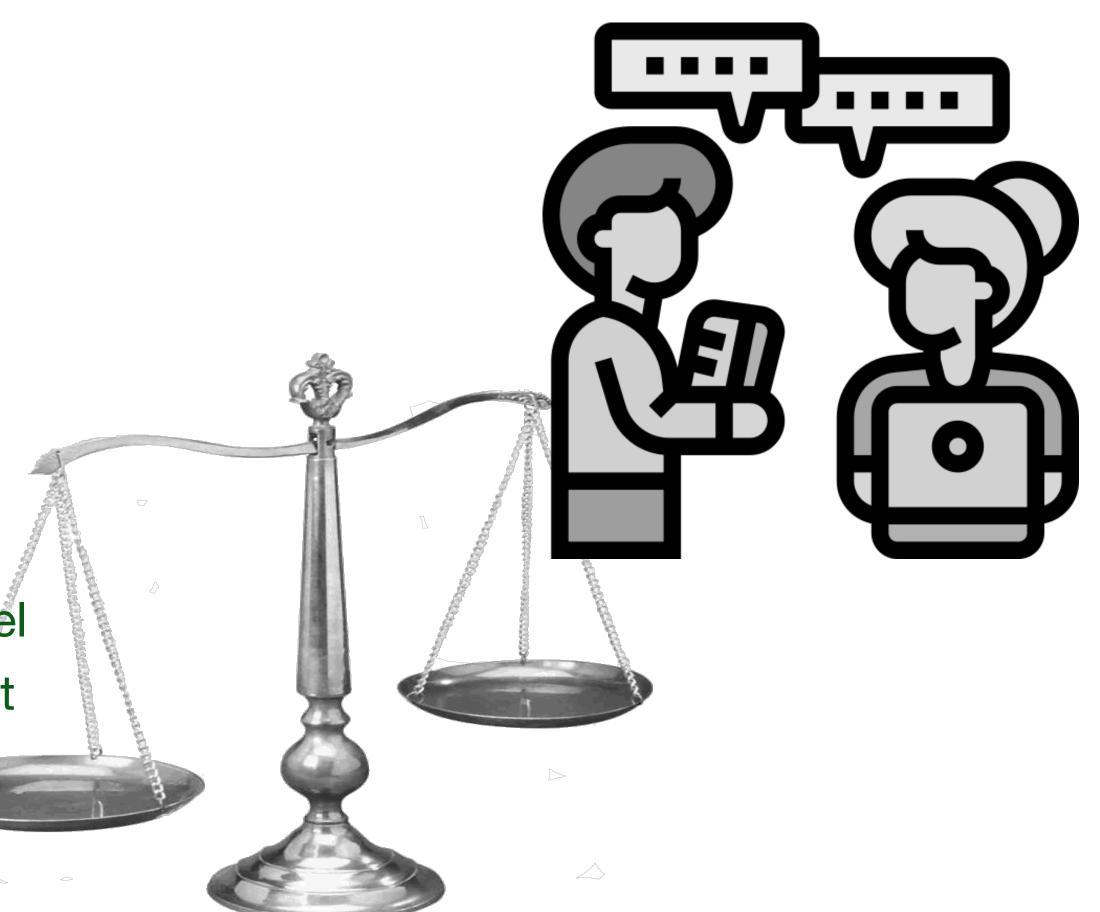
- * very useful community meetings and conferences
 - * sharing experiences
- * development workshops
 - * boost collaboration and speed up evolution
- * free events can be disappointing
 - * many register and do not show up
 - * charge a fee, which can be returned on site as a gift, drinks, meals
- * others feel entitled of ownership and special benefits
 - * organisers should accept their instructions and rules
 - * participate for free or at lower registration fee
 - * because all runs smooth, they do not think of the risks and work behind
- * make clear the rules of participation, the organiser and the scope





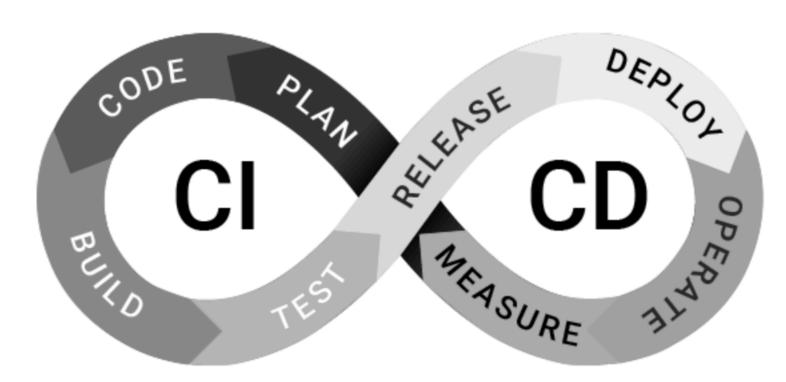
COMMUNICATIONS CHANNELS

- * the ways the community interacts and can collaborate
- * many options for the same scope
 - * mailing lists, forums, chat rooms
 - * trackers or support portals
- * can distract activity
- * hard to track on topics and purpose
- * maintenance costs
- * clearly define the scope for each channel
 - * bug reports and tracking development
 - * how-to use discussions
 - * business relations



TESTING & CI/CD

- * Ensure minimum coherence and acceptance testing
 - * Github actions are very useful
 - * Docker, Jenkins
- * Detect simple or involuntary mistakes
- * Lift burden from developers
- * Community can play a key role
- * Installation, configuration and maintenance costs
- * Ownership and privacy issues
- * Best testing is in production





QUALITY OF THE SOFTWARE AND PROJECT

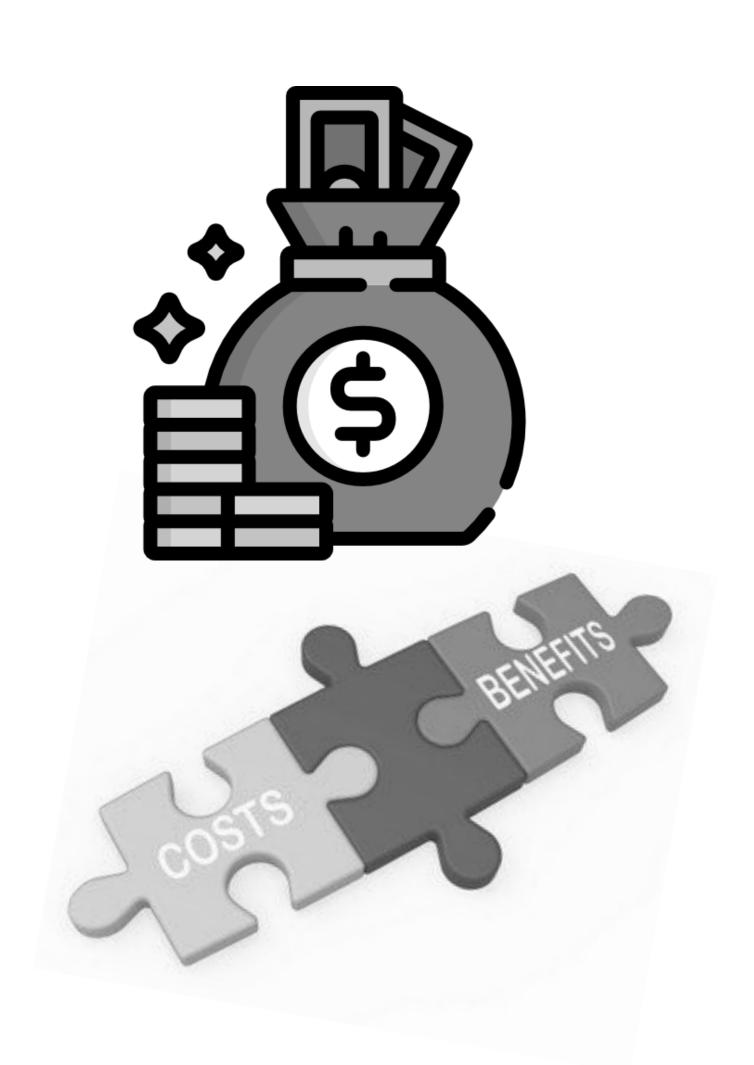
- * performance (vertical scalability) does not sell as much as expected
 - * good for marketing, but not as good for business
- * stability is very important
- * easiness to use can be relevant, but can impact flexibility
- * responsiveness matters
 - * critical issues
 - * community discussions
- * clear release policies
 - * hard to please everyone
 - * from when-is-ready to LTS or rolling releases
- * everything takes time and resources
 - * it does not pay back in many cases

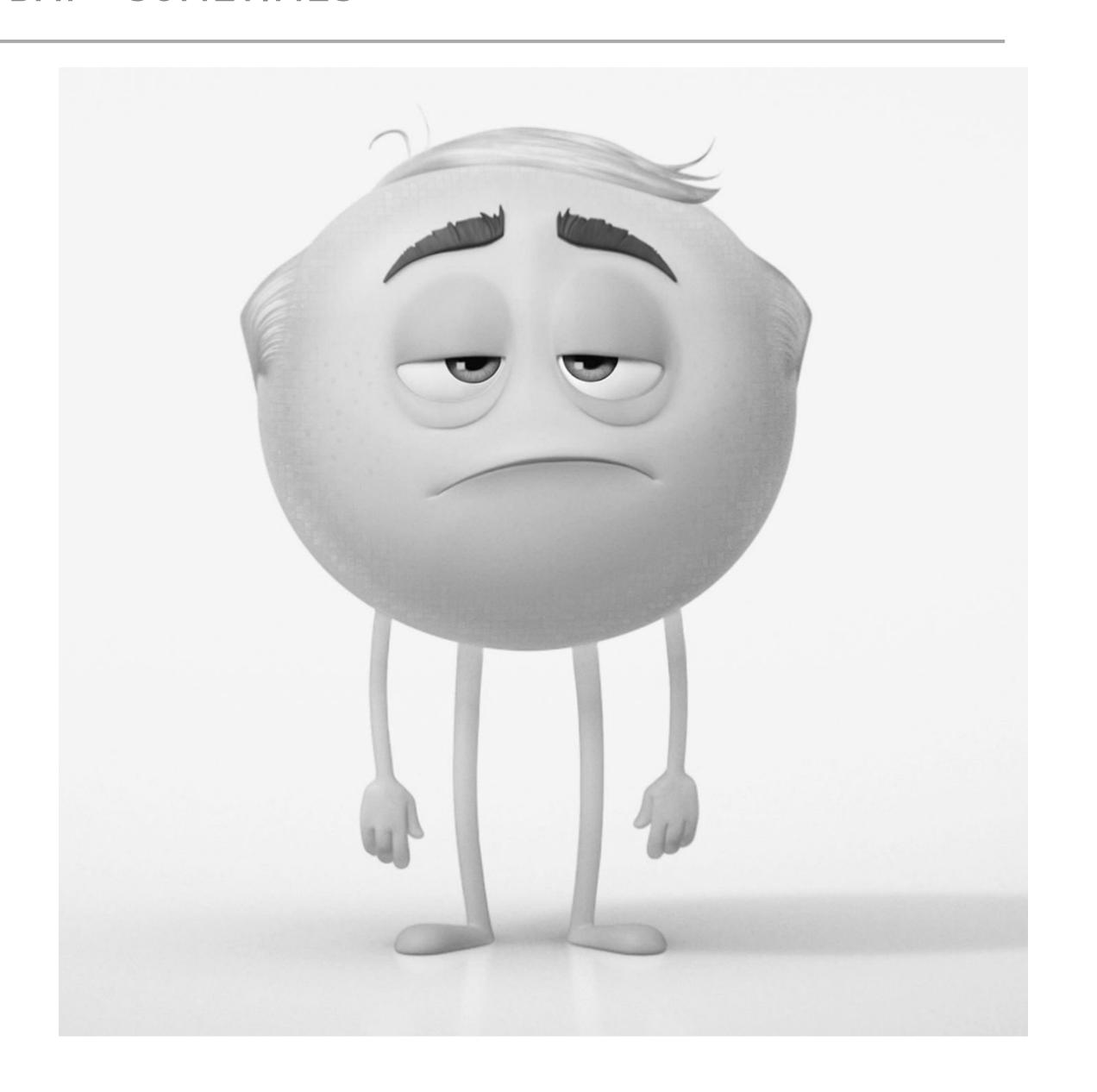


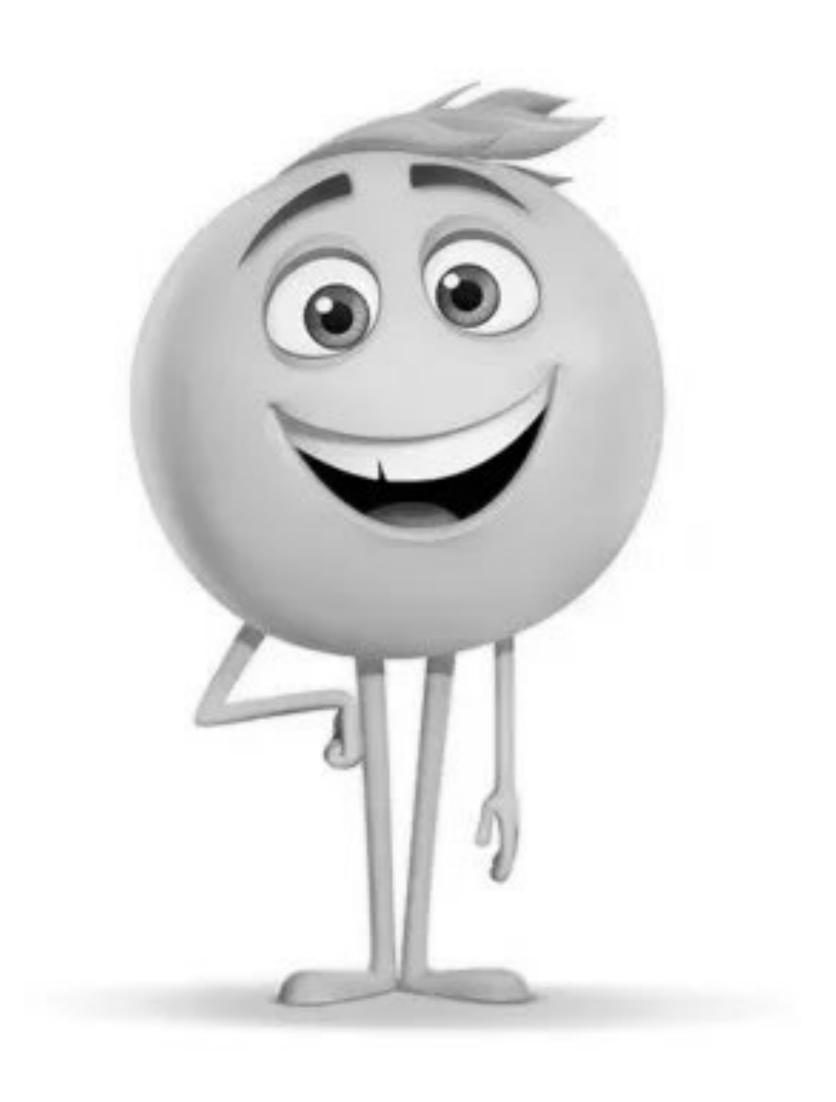


REVENUE - DONATIONS

- * open source is a channel for marketing
 - * sometimes overrated
- * free drinks, dinners and some donations
- * boost of carrier opportunities
- * several directions: development, support, training, SaaS, CPaaS
- * OSS makes it easy to get distracted and lost in irrelevant matters
 - * negative impact on family and social life
- * do not bet the life on donations
- * support revenue might not be as much as expected
 - * or not desired
- * sponsorships can put pressure on developers
- * fairness of others might not be as developers expect
- * sme: identify a (niche) business model based on your OSS project
- * think big: investors and adequate sales and management teams









THANK YOU!

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Hoping For Another Berlin Edition In 2025 www.kamailioworld.com