

Yes, you can choose Erlang for your new open source project

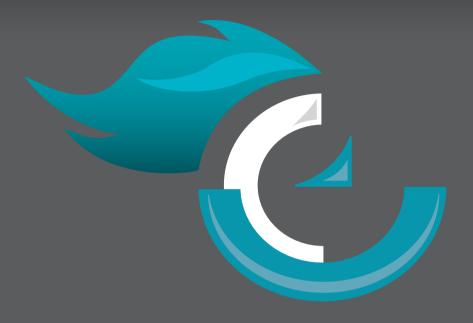
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ERLANG FACTORY LONDON 2011

Yes, you can choose Erlang for your new open source project

Well, we believe this is the right answer.

But we are not sure yet

The aim of this presentation is to share our thinking, doubts and decisions regarding the use of Erlang for our last open source project.



U.C.Engine is a young open-source project started somewhere in April last year.

Not yet a success, not yet a failure...

U.C.Engine allows you to build real time collaboration applications













Idea generation



E-learning



Customer support



Medical diagnostic



Product demonstration



User research



Games

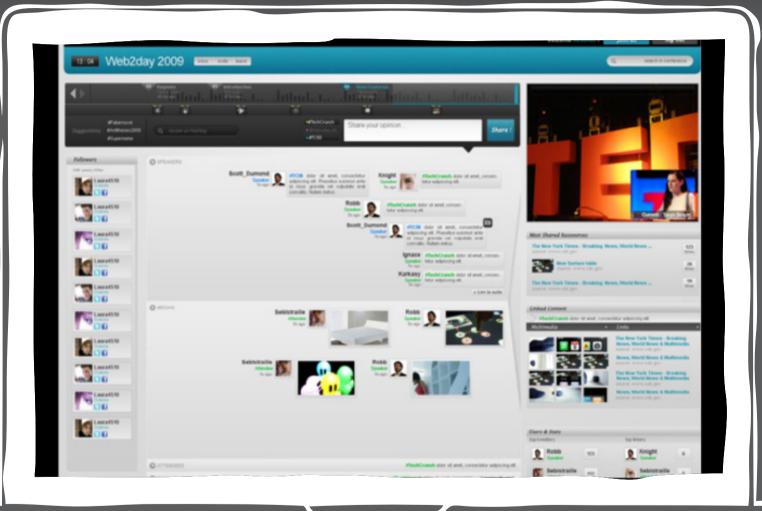


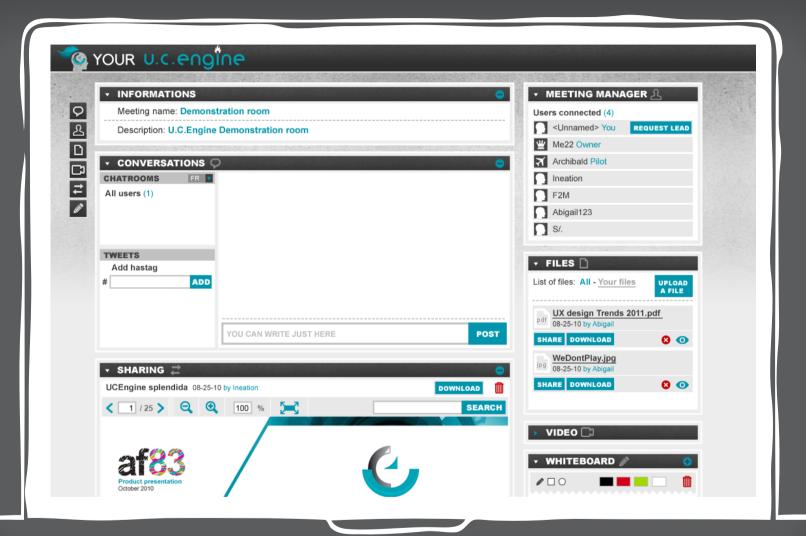
Analytics



Interactive web TV or radios







U.C.Engine framework includes:

 a publish/subscribe server with persistence,

 a Javascript frontend application

• widgets (chat, file sharing...)

• backend clients (video, file converters...)



We knew the language and we knew Erlang made perfect sense for the core pubsub component

(and is much more fun)

So why were we unsure about the choice?

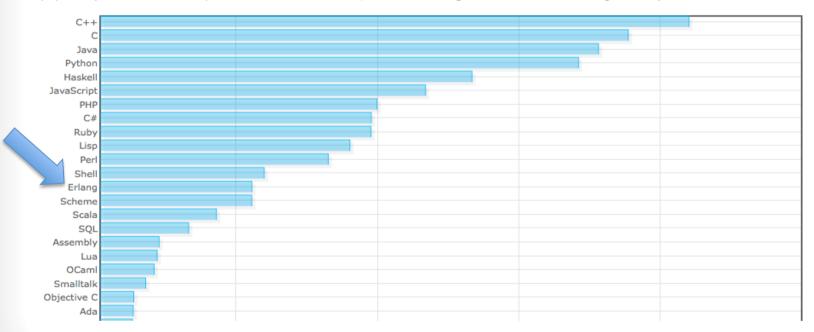
An outlook at the Erlang community

A little bit of profiling

A vibrant discussion

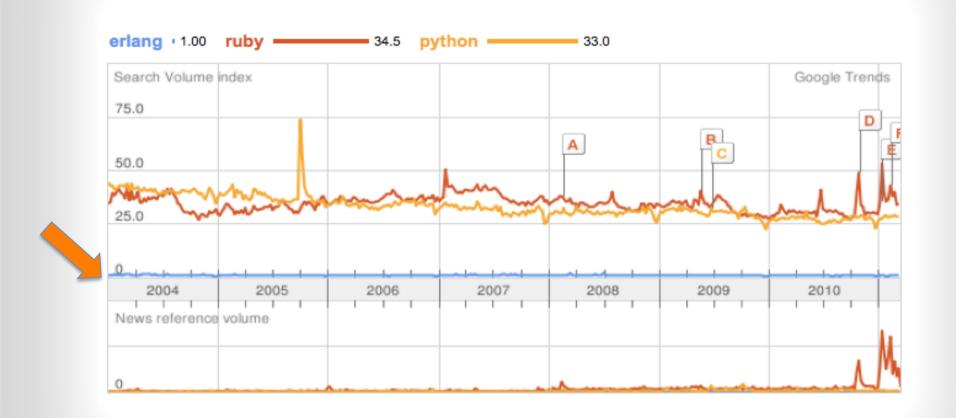
Normalized Discussion Site Results

Normalized results from the discussion site data sets - these results are not included with the 'normalized results' above. It's interesting to note how languages like Haskell and Erlang are talked about a lot, despite scoring fairly low on the normalized popularity chart above. People are interested in them, but haven't begun to use them on a large scale yet.



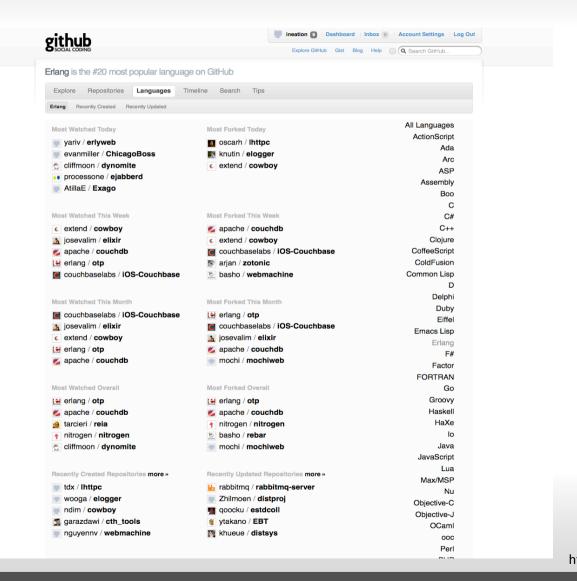
Programming Language Popularity
Featured on LangPop.com
Language popularity statistics by DedaSys.com

But a small number of participants



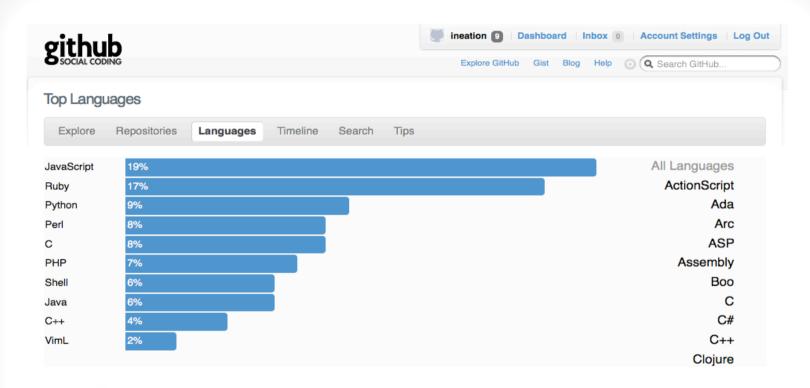
Google trend - Erlang, Ruby, Python search trends http://www.google.com/trends?q=erlang%2Cruby%2Cpython&ctab=0&geo=all&date=all&sort=0

Innovative actors and projects



Github - Top Languages https://github.com/languages

But small usage



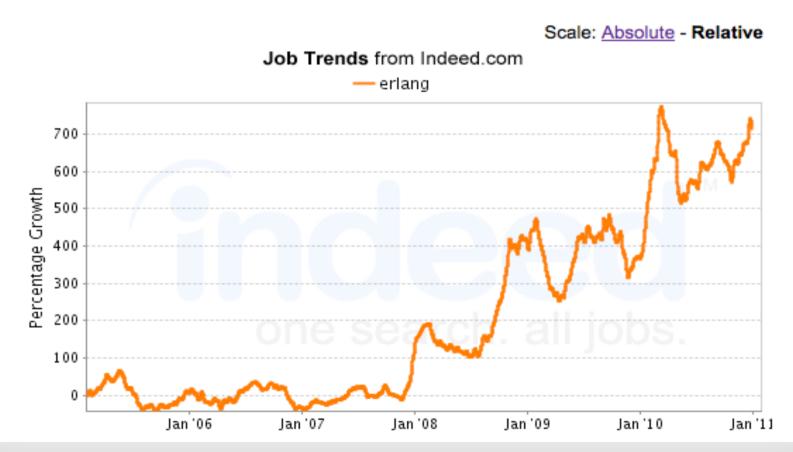


Erlang is the #20 most popular language on GitHub

Github - Top Languages https://github.com/languages/erlang

An excellent career opportunity!

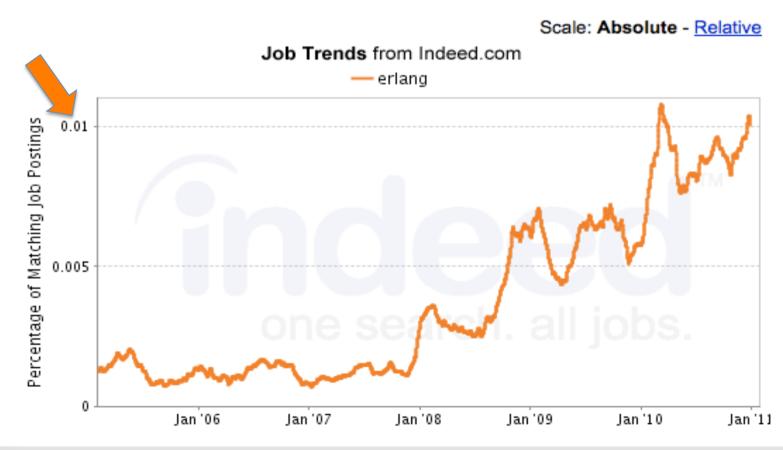
erlang Job Trends



Indeed.com - Erlang job trends
http://www.indeed.com/jobtrends?q=erlang&l=

But a small number of opportunity

erlang Job Trends



Indeed.com - Erlang job trends
http://www.indeed.com/jobtrends?q=erlang&l=&relative=1

Average Salary of Jobs Matching Your Search



Average erlang salaries for job postings nationwide are 12% higher than average ruby salaries for job postings nationwide.

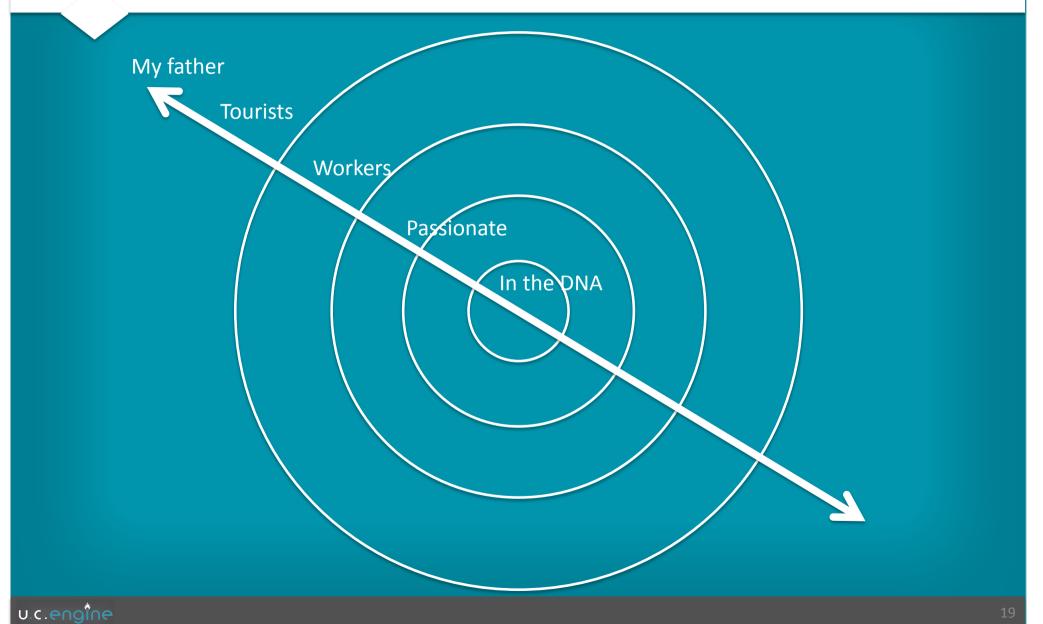
And no Small salaries!

Indeed.com - Erlang salary
http://www.indeed.com/salary?q1=erlang&l1=

Size != quality

We all know that

Community profile

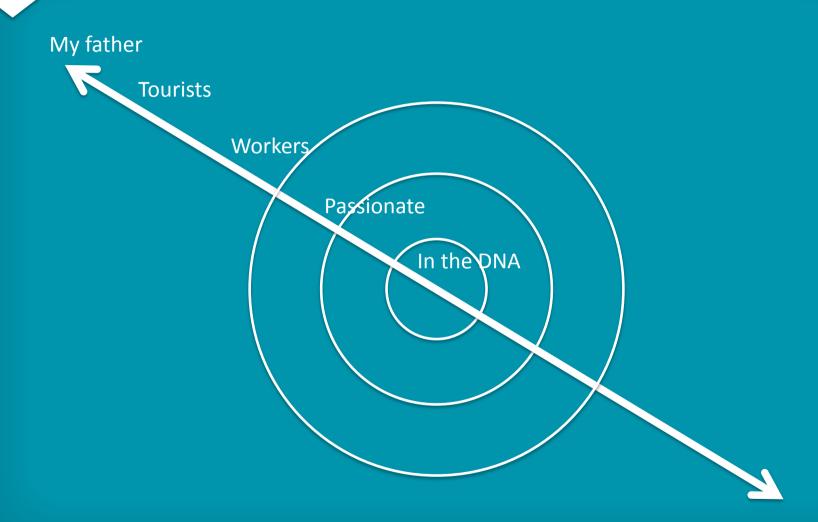


Erlang Community profile



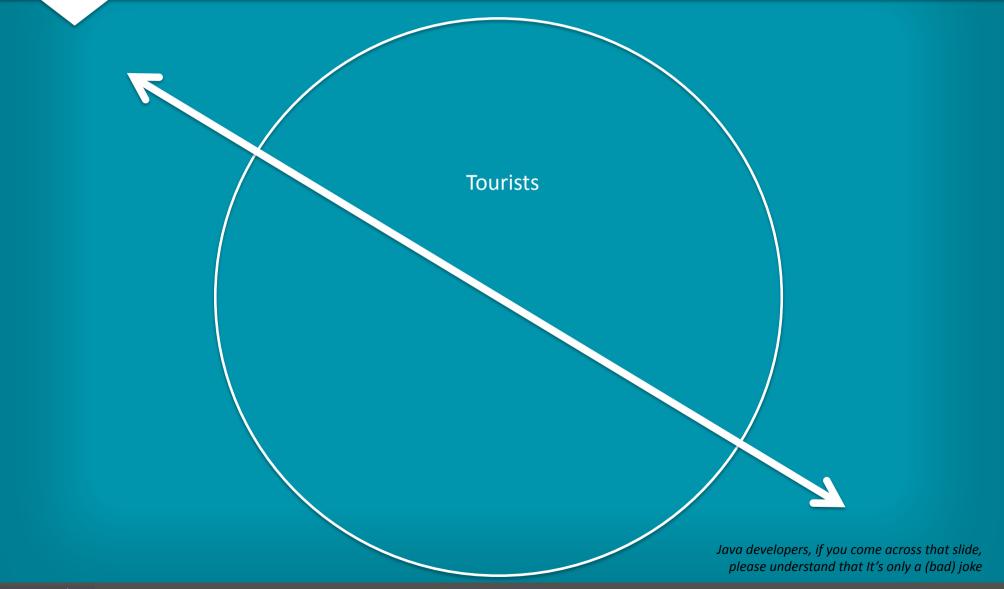
Source: gut-feeling.com Come on, did you really think this was data driven?

ROR Community profile



Source : gut-feeling.com Come on, did you really think this was data driven ?

Java Community profile



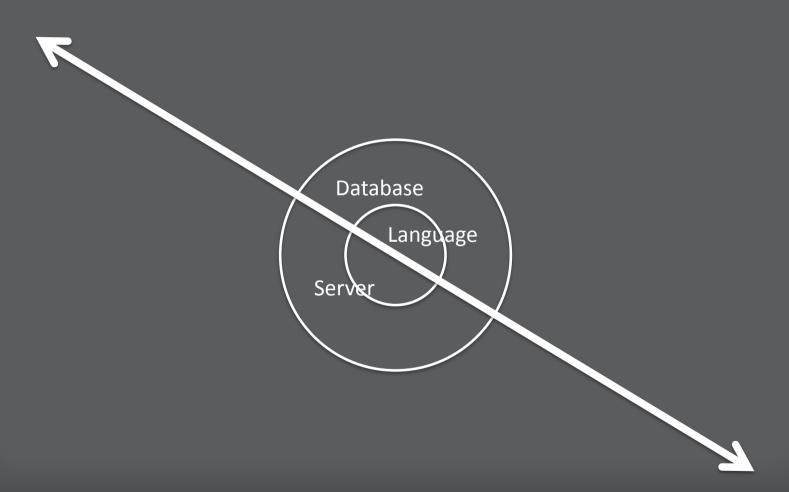
Erlang Community profile



Source: gut-feeling.com Come on, did you really think this was data driven?

So that's great there is a bigger proportion of core & passionate developers

But, at the same times these guys may prefer to focus on core or next-to core topics than in our next fancy Erlang project



Source: gut-feeling.com Come on, did you really think this was data driven?

small means that only few happy Erlang projects get the full benefit of being open sourced

Still, **Erlang** made perfect sense for our project

(and is much more fun)

So what should we do?

We decided:

Not to destroy our (should be) community

To leverage our plans for Erlang virality

To organize locally

First of all we should avoid to "destroy our community"

Let's try to learn from

Josh Berkus, CEO of PostgreSQL Experts Inc.

"10 Ways to Destroy Your Community"

http://pgexperts.com/document.html?id=8

(creative commons attribution license)

#1 Make the project depend as much as possible on difficult tools

Hum, too late, we are using git + erlang + javascript + ruby.

#2 Encourage the presence of poisonous people

Have you seen them?

#3 Provide no documentation

Documentation is in progress and progress is good.

#4 Project decisions should be made in closed-door meetings

Doesn't matter, I can make whatever decision, the devs do whatever they want.

#5 Employ large amounts of legalese

No contributor agreement, no trademarks. Just send us a patch.

I said "Just send us a patch!"

Inspired by Josh Berkus, CEO of PostgreSQL Experts Inc. http://pgexperts.com/document.html?id=8

#6 The community liaison must be chosen carefully

We don't have a community liaison. We have coders. Coders code 24/7 and are always accessible. Even when in the toilets. They respond to patches in millisecond timeframes.

#7 Governance obfuscation

Like #4, just provide code that goes in your direction

#8 Screw around with licensing

Erlang code == AGPL
javascript == BSD/GPL.

#9 Do not allow anybody outside the company to have commit access

Just demonstrate you are not going to (even more) break everything

Inspired by Josh Berkus, CEO of PostgreSQL Experts Inc. http://pgexperts.com/document.html?id=8

#10 Silence

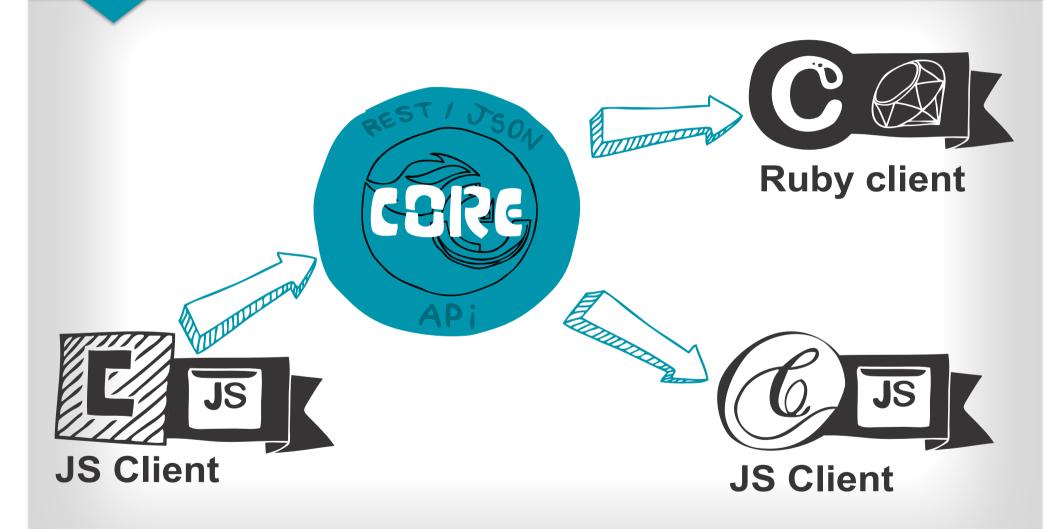
Yeah, right... 7 weeks wo tweeting. Hum, you don't see time passing while coding!

Inspired by Josh Berkus, CEO of PostgreSQL Experts Inc. http://pgexperts.com/document.html?id=8

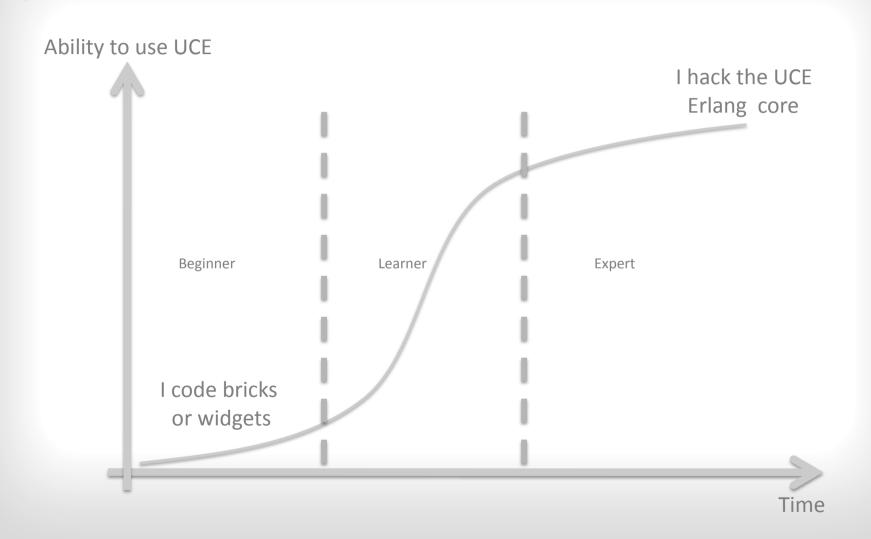
Then, we should leverage our plans for Erlang virality

...bring other people to Erlang

Distributed contribution opportunities



Our "Erlang virality" plan



Reminder: our roadmap to Erlang virality

- 1. Brainstorm and list all potential contributions sources
- 2. Create contribution opportunities outside code
- 3. Create code contribution opportunities outside Erlang
- 4. Contribute to Erlang domination!

Finally, we should organize locally

We cannot indefinitely rely on Francesco & Jodie to organize all the gatherings ;-)

Local mixed events

- Nothing beats real physical interactions (even a U.C.Engine application)
- Local is easier to grasp
- Mix with other communities, Erlang is also about
 - Realtime
 - NoSQL
 - Gaming

— ...

Yes, you can use Erlang for your open source project.

But you need to:

Avoid to destroy your community

Leverage plans for Erlang virality

Organize locally

Where are we now?

Contribution

- Some companies testing the framework for building :
 - A web meeting application
 - A conference broadcast application
 - A live opera streaming platform
 - A collaborative space for distant development teams
 - Instant news site
 - + we are building a virtual workspace app.
 - → Few of them are contributing JS code
 - → None of them are contributing Erlang patches... But some are reporting bugs

One contributor of Erlang code outside af83...

One contributor of Erlang code outside af83...

And we hired him ;-)

Organize locally

- We have included Erlang talks in our « WebworkersCamp » April, 15th & 16th.
- We should drink beers with other Erlangers in Paris on June the 28th. We should bring non Erlang devs with us...
- We may push for an Erlang Factory lite in Paris



This is just the beginning...

Questions, suggestions, testimonials are welcome

