









FAC 10 WebRTC Workshop

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Making the web 'real-time'

- Audio calls, Video calls, Phone calls (via gateway)
- Using 'standard' technologies
 - Vanilla browser
 - No proprietary plugins (Flash)
 - No proprietary protocols (Skype)
- The standardised framework is WebRTC
 - Web Real Time Communication
- Most browser are adopting this now

Is it all hype?


								
	Canary	Chrome	Opera	Nightly	Firefox	Bowser	Edge	Safari
PeerConnection API	Green	Green	Green	Green	Green	Green	Yellow	Red
getUserMedia	Green	Green	Green	Green	Green	Green	Green	Red
dataChannels	Green	Green	Green	Green	Green	Green	Red	Red
TURN support	Green	Green	Green	Green	Green	Green	Green	Red
Echo cancellation	Green	Green	Green	Green	Green	Green	Green	Red
MediaStream API	Green	Green	Green	Green	Green	Green	Green	Red
mediaConstraints	Yellow	Yellow	Yellow	Green	Green	Yellow	Yellow	Red
Multiple Streams	Yellow	Yellow	Yellow	Green	Green	Green	Green	Red
Simulcast	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Red
Screen Sharing	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Red	Red
Stream re-broadcasting	Green	Green	Green	Green	Green	Red	Red	Red
getStats API	Yellow	Yellow	Yellow	Green	Green	Red	Green	Red
ORTC API	Red	Red	Red	Red	Red	Red	Green	Red
H.264 video	Green	Green	Green	Green	Green	Green	Green	Red
VP8 video	Green	Green	Green	Green	Green	Green	Red	Red
Solid interoperability	Green	Green	Green	Green	Green	Green	Yellow	Red
srcObject in media element	Green	Green	Green	Green	Green	Red	Green	Red
Promise based getUserMedia	Green	Green	Green	Green	Green	Green	Green	Red
Promise based PeerConnection API	Green	Green	Green	Green	Green	Green	Yellow	Red
WebAudio Integration	Green	Yellow	Yellow	Green	Green	Red	Yellow	Red
MediaRecorder Integration	Green	Green	Green	Green	Green	Red	Red	Red
Canvas Integration	Green	Green	Green	Green	Green	Red	Red	Red
Test support	Green	Green	Green	Green	Green	Red	Green	Red

Apple Safari



WebKit

Open Source Web Browser Engine

[Blog](#) [Downloads](#) [Feature Status](#) [Reporting Bugs](#) [Contribute](#) 

WebKit Feature Status

Filters

webrtc

☐ Done

☐ In Development


☐ Removed

☐ Under Consideration

☐ Partial Support

Features

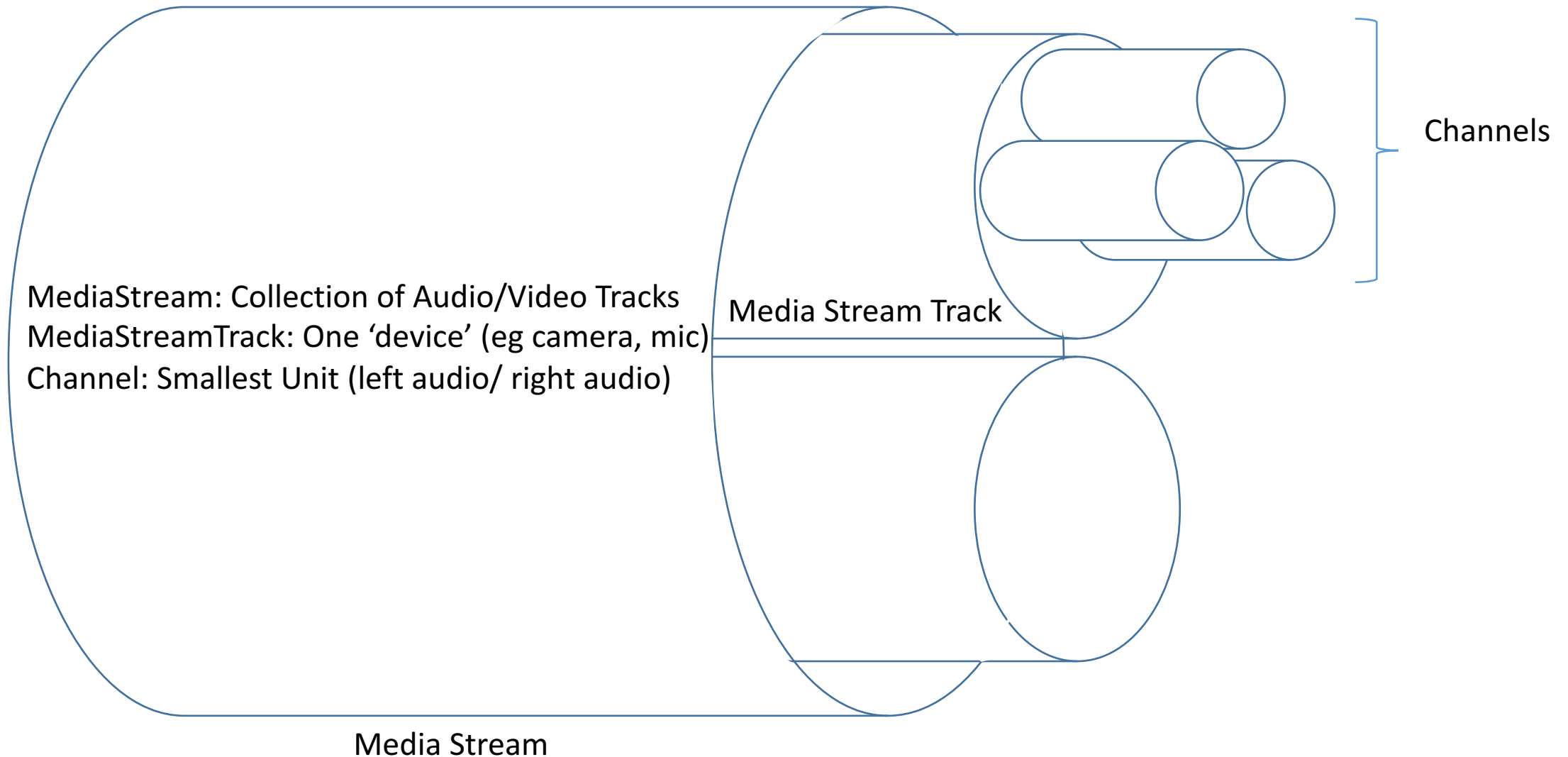
WebRTC

In Development 

Cannot find something? You can contact [@webkit](#) on Twitter or contact the [webkit-help](#) mailing list for questions.

You can also [contribute to features](#) directly, the entire project is Open Source. To report bugs on existing features or check existing bug reports, see <https://bugs.webkit.org>.

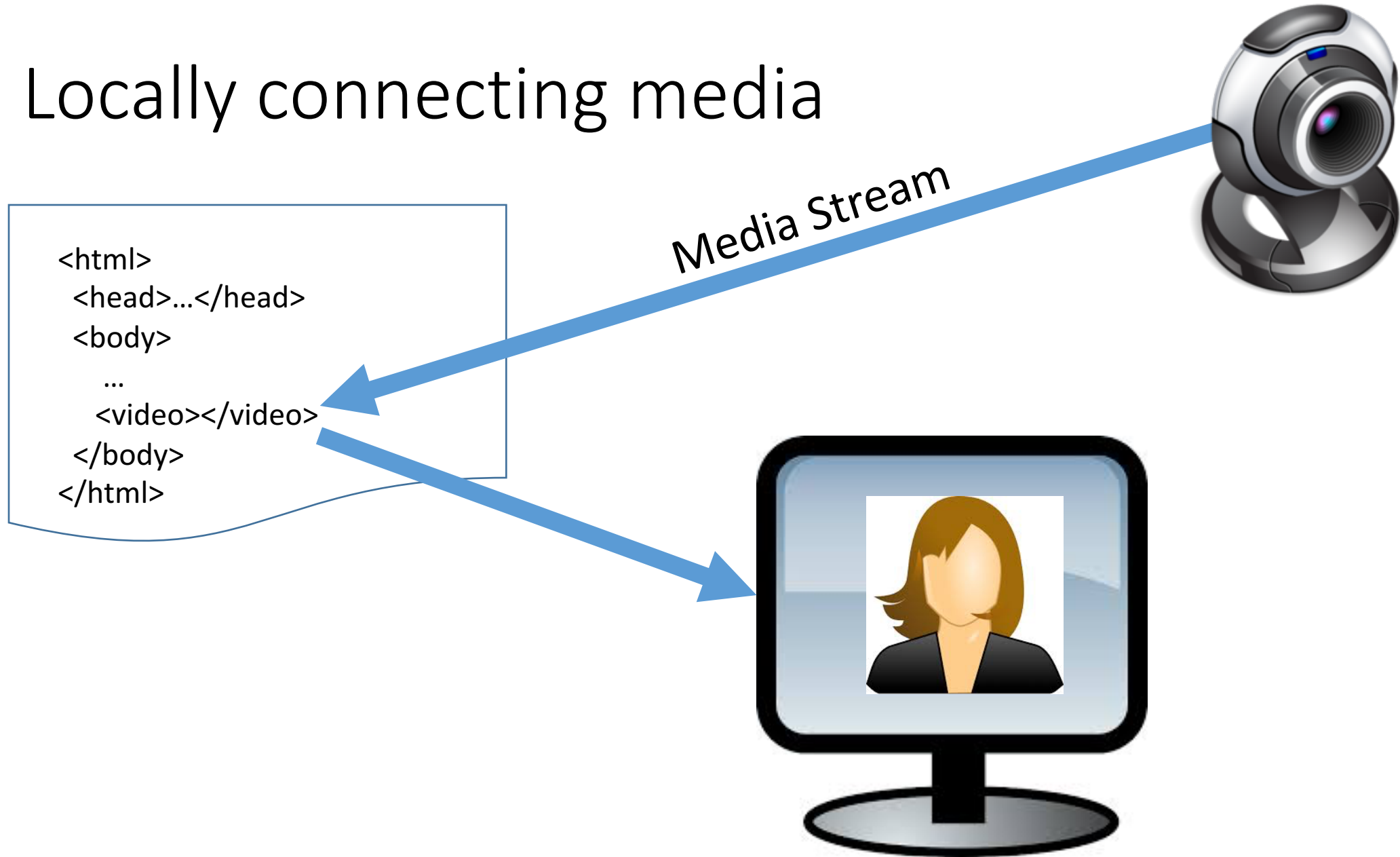
Media Streams



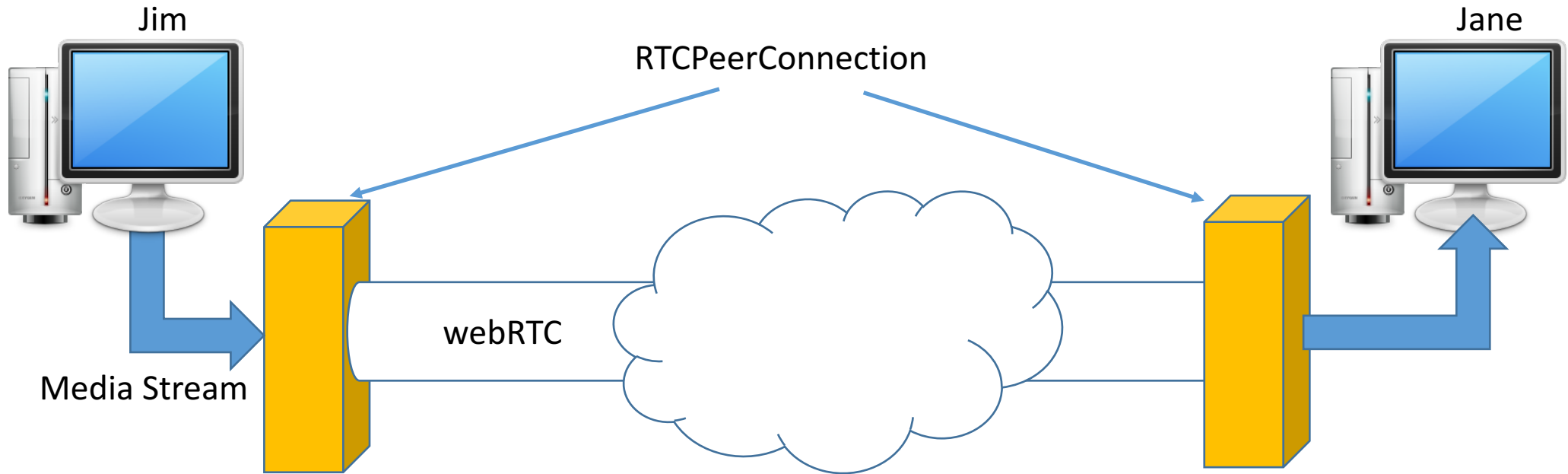
Media Stream

- Unidirectional
- Has one input and one output
- Local inputs:
 - Microphone
 - Camera
 - *RTCPeerConnection*
- Outputs:
 - <video> tag
 - *RTCPeerConnection*

Locally connecting media

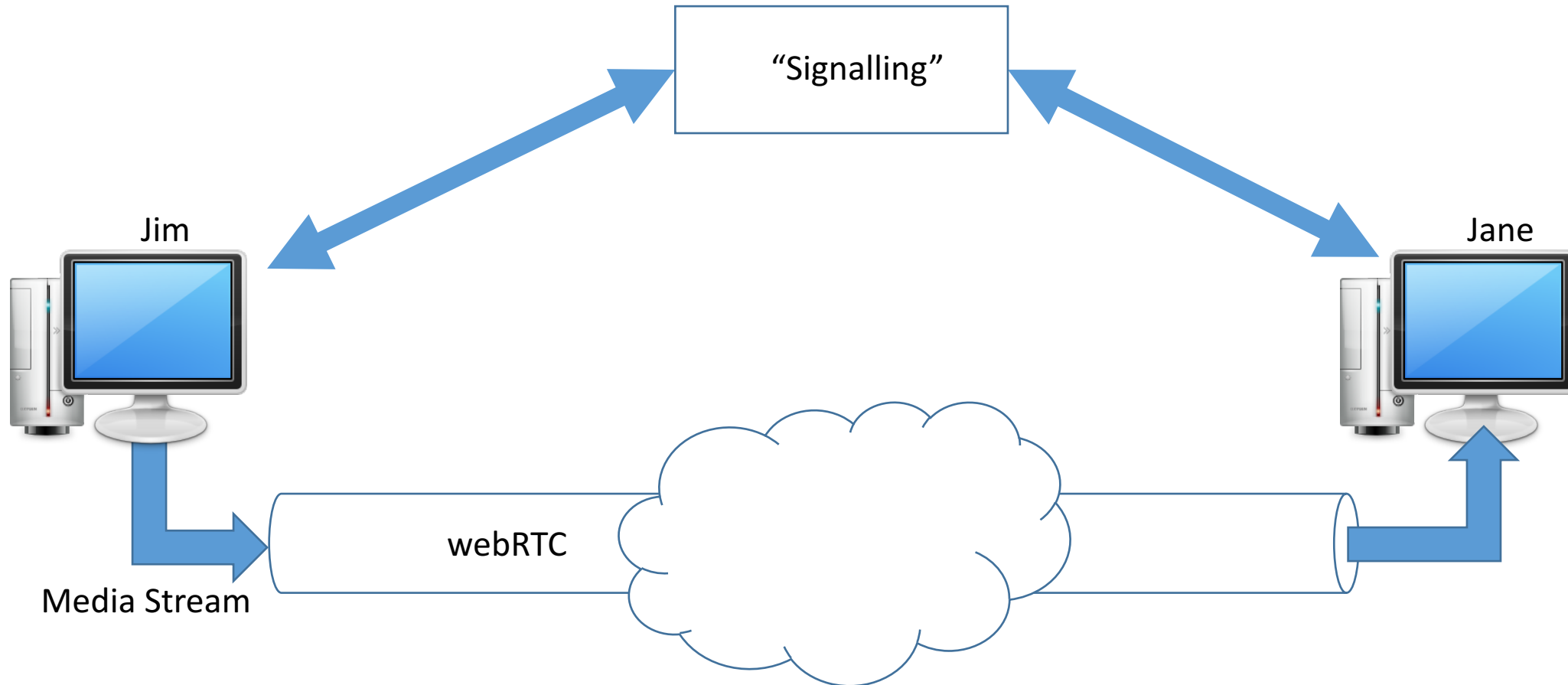


Connecting between devices



- How do Jim and Jane find each other?
- How is their traffic routed across the Internet through corporate firewalls?
- How is permission asked to accept the call at the receiving end?

Signalling



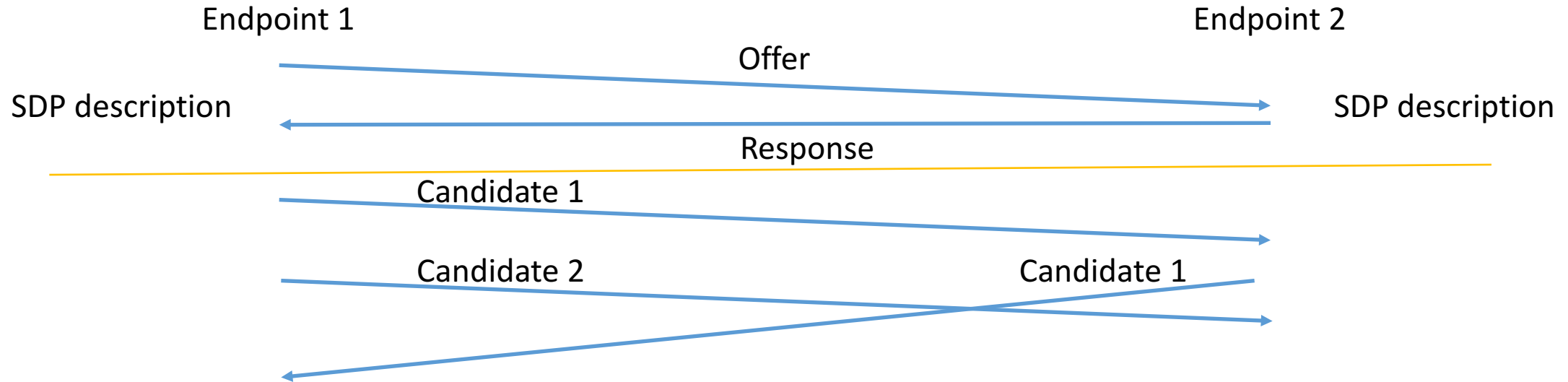
Signalling

- Allows two ends of an RTCPeerConnections to find each other
- NOT standardised
 - Not necessary and much of this is application specific
- Examples
 - IpCortex PABX – signalling, directory, presence and PTSN gateway (phone calls)
 - webRTC.io – one of the first libraries
- Must be accessible to both parties
- Provide a means of relaying information between the two parties
- Should encrypt all communications
- *Usually* a separate server

What is signalling used for?

- Very simple WebRTC requirements
 - Transfer Javascript Objects between end points (eg serialised as JSON)
 - Send media 'offers' and 'responses' between end points
 - Swap communication 'candidates' between end points
- Other signalling usually required for an application
 - End point discovery/name mapping (I'm Fred, I want to talk to Jane)
 - Presence (I'm Fred and I'm 'online')

Typical signalling exchange



- Offers are sent as Session Description Protocol messages
- Candidates give options for how to connect end points across a network
 - Accomplished via the Interactive Connectivity Establishment (ICE) framework
 - Multiple 'candidates' are tested concurrently with the first (fastest) used

Signalling Overhead

- Intentionally very low overhead
- Typically 24 exchanges per WebRTC session
- ~10K data exchanged
- Many techniques available
 - REST Polling
 - HTTP 'Long Poll'
 - REST to the signalling server/ EventSource distribution to clients
 - WebSocket bi-directional 'pipes'
- Only requires text transfer
- Not just for setup though – media can change during a call

Workshop – what we're going to do...

1. Configure simple HTTPS server to serve scripts
2. Using streams locally
 - Create a <video> tag in a static page
 - Request media (camera and microphone)
 - Attach media to video tag
3. Local Peer Connection and Signalling
 - Connect multiple video tags together using webRTC
 - Local signalling layer
4. Remote peer-to-peer communication
 - Replace local signalling with a polled, remote signalling model
 - Node server to act as signalling relay
5. Network connections **between teams** implementations

Background - Promises

- Replace 'callbacks' for asynchronous completion
- Instead of...

```
http.get('http://server/mypage.html', (res) => {  
    // process response  
});
```

- Use

```
http.get('http://server/mypage.html')  
    .then((res) => {  
        // Process response  
    });
```

- Seems like a simple change but can reduce 'callback hell'

'Callback Hell'

- ```
sqlExec('BEGIN', (res) => {
 sqlExec('SELECT x FROM myTab', (res) {
 sqlExec('INSERT INTO y(c1,c2) VALUES(res.v1, res.v2)', (res) => {
 sqlExec('INSERT INTO z(c1,c2,c3) VALUES(res.v1, res.v4, res.v5)', (res) => {
 sqlExec('COMMIT');
 })
 })
 });
});
```

- **Instead:**

- ```
sqlExec('BEGIN')  
  .then((res) => sqlExec('SELECT x FROM myTab'))  
  .then((res) => sqlExec('INSERT INTO y(c1,c2) VALUES(res.v1, res.v2)'))  
  .then((res) => sqlExec('INSERT INTO z(c1,c2,c3) VALUES(res.v1, res.v4, res.v5)'))  
  .then((res) => sqlExec('COMMIT'))  
  .catch((error) => console.error('Something went wrong...'));
```


Building a Promise

- Many standard HTML5 functions return Promise
- Callback type functions can be easily wrapped

```
function myPromiseFun(params) {  
  return new Promise((resolve, reject) => {  
    callOldStyleAsyncFn(params, (err, res) => {  
      if (err!=null)  
        // Appears to caller via 'catch'  
        reject(err);  
      else  
        resolve(res);  
    });  
  });  
}
```

Classes/Object Orientated Design/Programming

- Classes and objects are inherent features of Javascript
- An object contains both state (data) and behaviour
 - State: position, mass, colour...
 - Behaviour: changePosition, adjustColour
- 'Class' defines the attributes and behaviours of all objects of that type
 - numberOfInstances
 - createInstance, findInstanceByName('operational')
- Inheritance or 'specialisation' allows one class to build on the foundations of another.

Classes and Objects in Javascript (ES6)

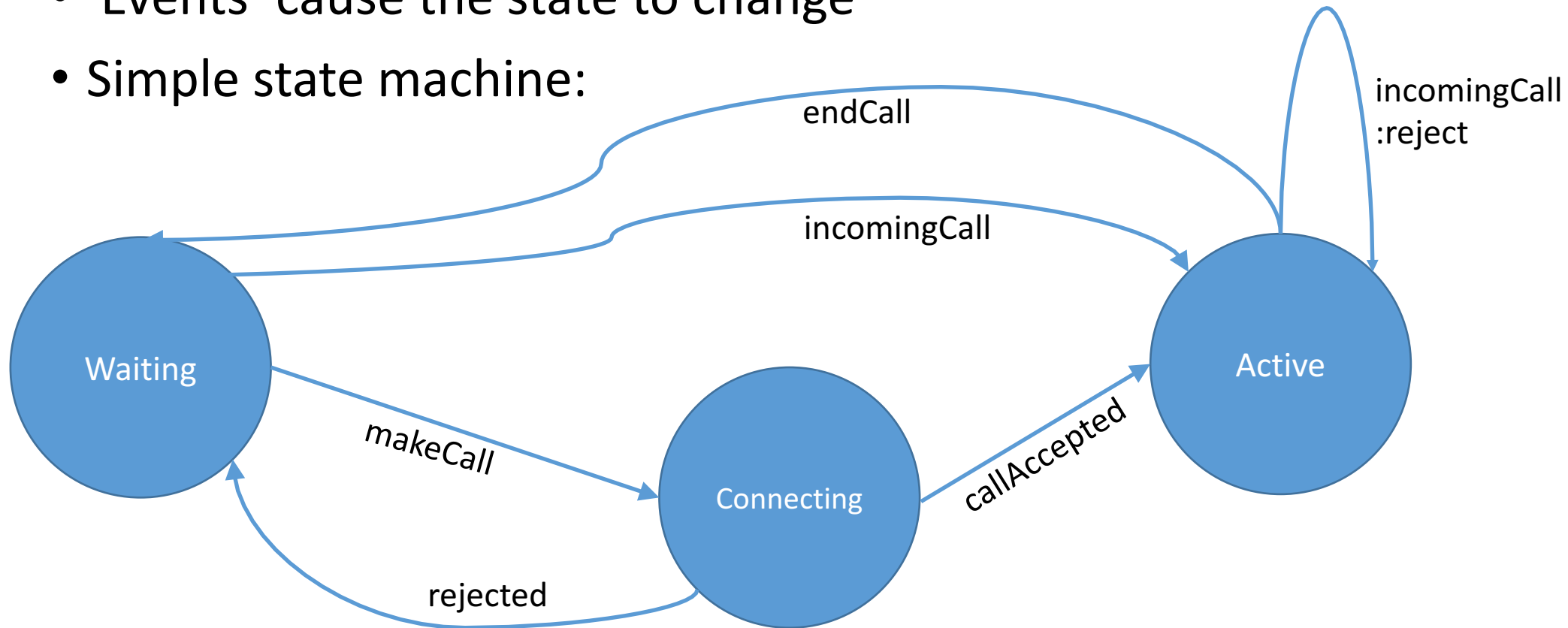
- ```
class Thing extends SimpleThing {
 construct(name) {
 this.name = name;
 this.colour = 'TRANSPARENT';
 Thing.register[name] = this;
 }
 static findInstance(name) {
 return Thing.register[name];
 }
 setColour(newColour) {
 this.colour = newColour;
 }
 save() {...}
};
Thing.register ={};

var myThing = new Thing('IDLE');
myThing.setColour('RED');
```

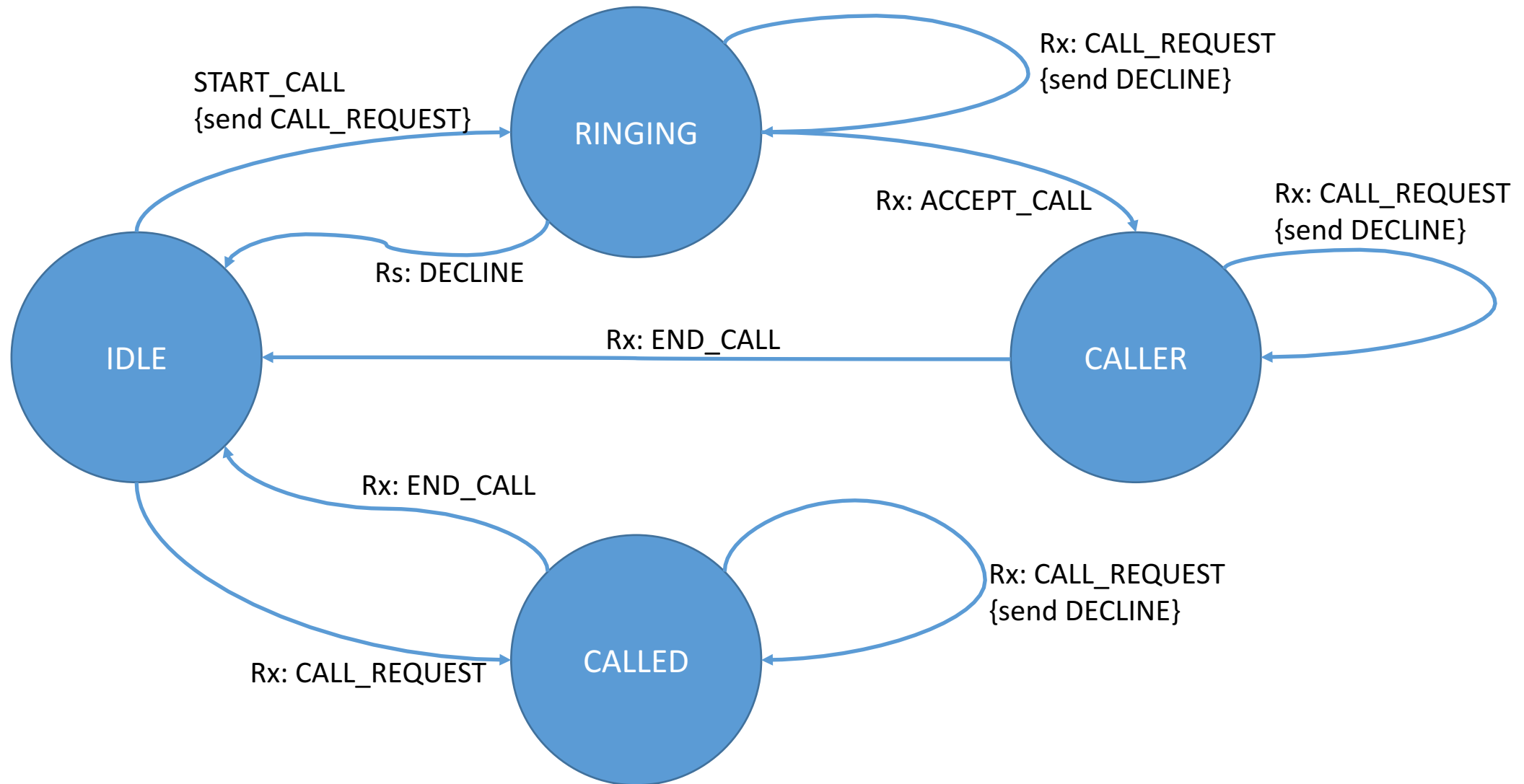
- 'this' references the 'current object'
  - Thing of the **method** as a 'message' and the **object** as the 'address'

# State Machines

- Common SW mechanism for controlling flow
- A 'state machine' exists in a single state
- 'Events' cause the state to change
- Simple state machine:



# Workshop End Point State Machine

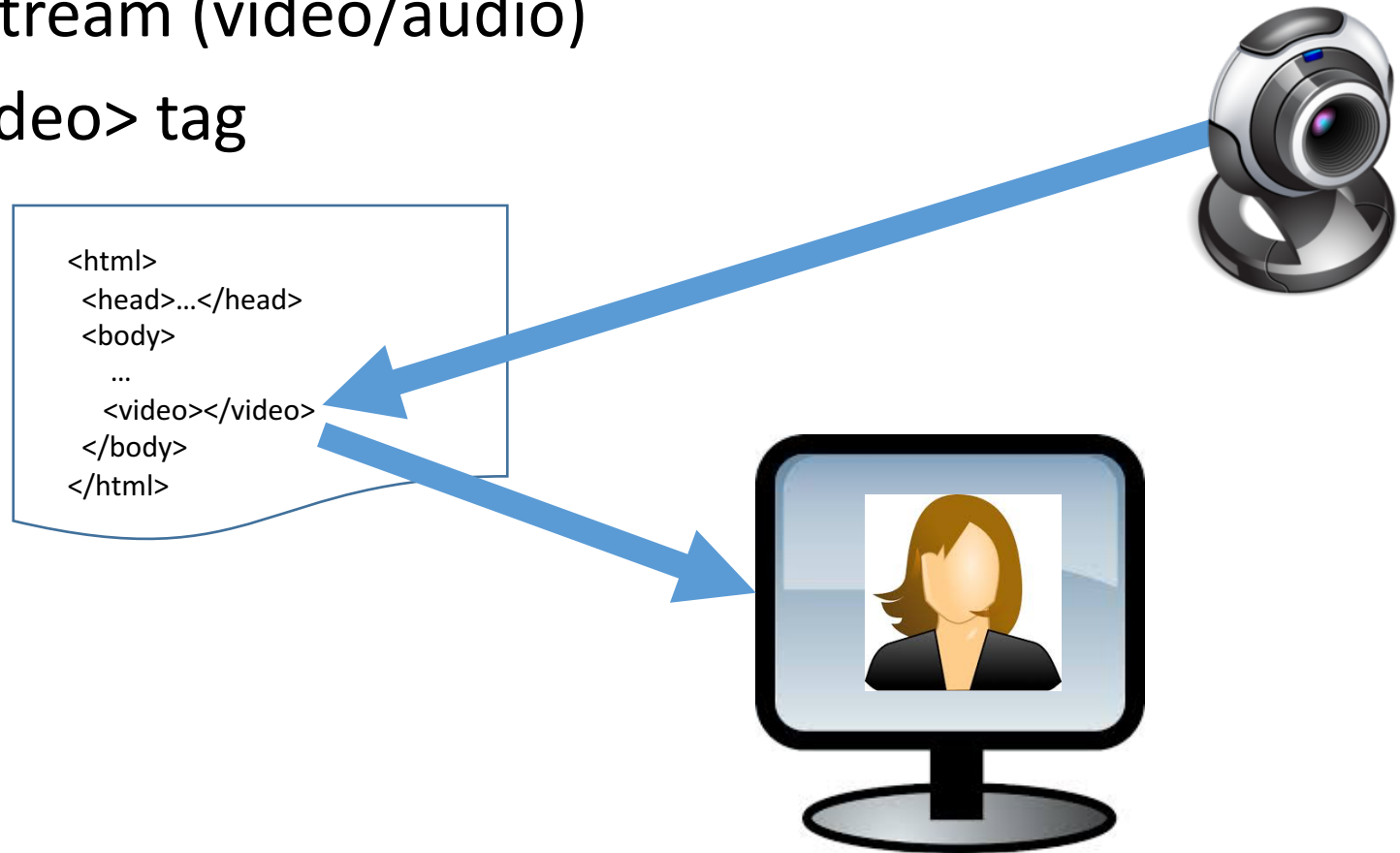


# 1. HTTPS server

- Browsers only allow access to media and webRTC to 'secure' sites
- Need an HTTPS server
- To run an HTTPS server requires SSL certificates
- "One I prepared earlier"
  - [git@github.com:ipcortex/fac-workshop-materials.git](https://github.com/ipcortex/fac-workshop-materials.git)
- ./fac-workshop-materials/https
  - Run with npm run https
  - Simple 'Hello...' message
  - Allow unsigned SSL certificate to see page
- Basis for the rest of the workshop – build on this

## 2. Local stream

- Request local media stream (video/audio)
- Attach to browser `<video>` tag



## 2. Local media streams

```
var promise = navigator.mediaDevices.getUserMedia({
 video: true,
 audio: true
});
```

```
promise.then((avStream) => {
 // Find my video tag...
 video = document.createElement('video');

 video.srcObject = avStream;
 video.play();

 // Add video tag to DOM
 videoContainer.append(v);
}).catch(() => {...});
```



# 3. Local Peer Connection

```
<html>
 <head>...</head>
 <body>
 ...
 <h2>Person 1</h2>
 <video id="person_1"></video>
 <button id="Start Call">Call</button>

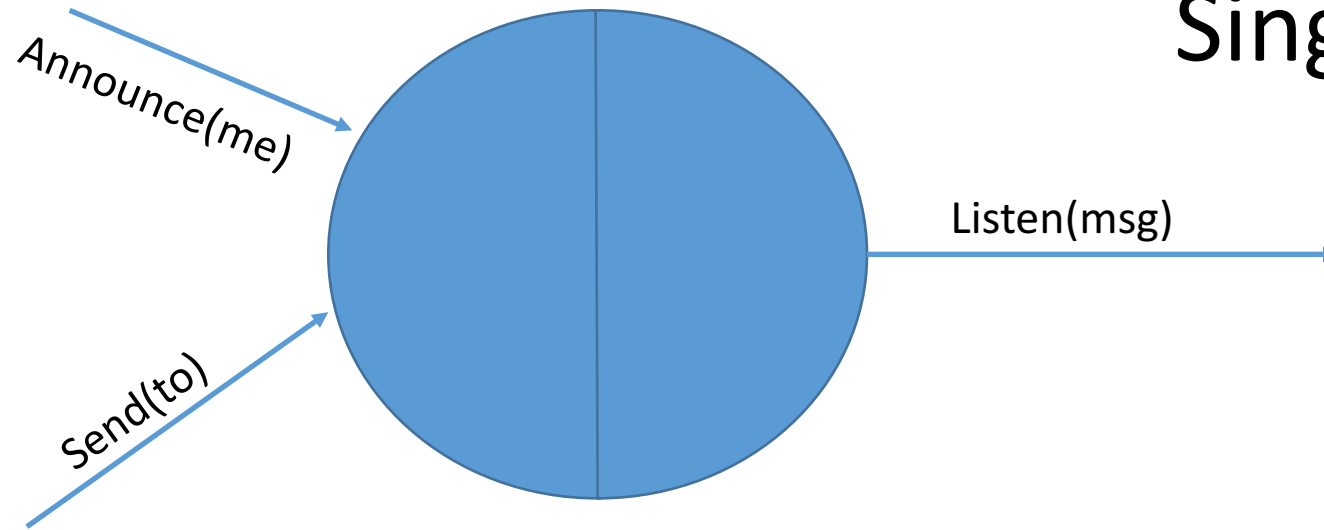
 <h2>Person 2</h2>
 <video id="person_2"></video>

 </body>
</html>
```

- Connecting camera/mic to a local video tag THROUGH a peer connector
- Implement our own local signalling
- Shows the basic structure of how to connect streams to each other remotely without network complexity

### 3. Local signalling

- Create a 'signalling' abstraction:
  - Announce(me), send(to), listen
  - Completely local



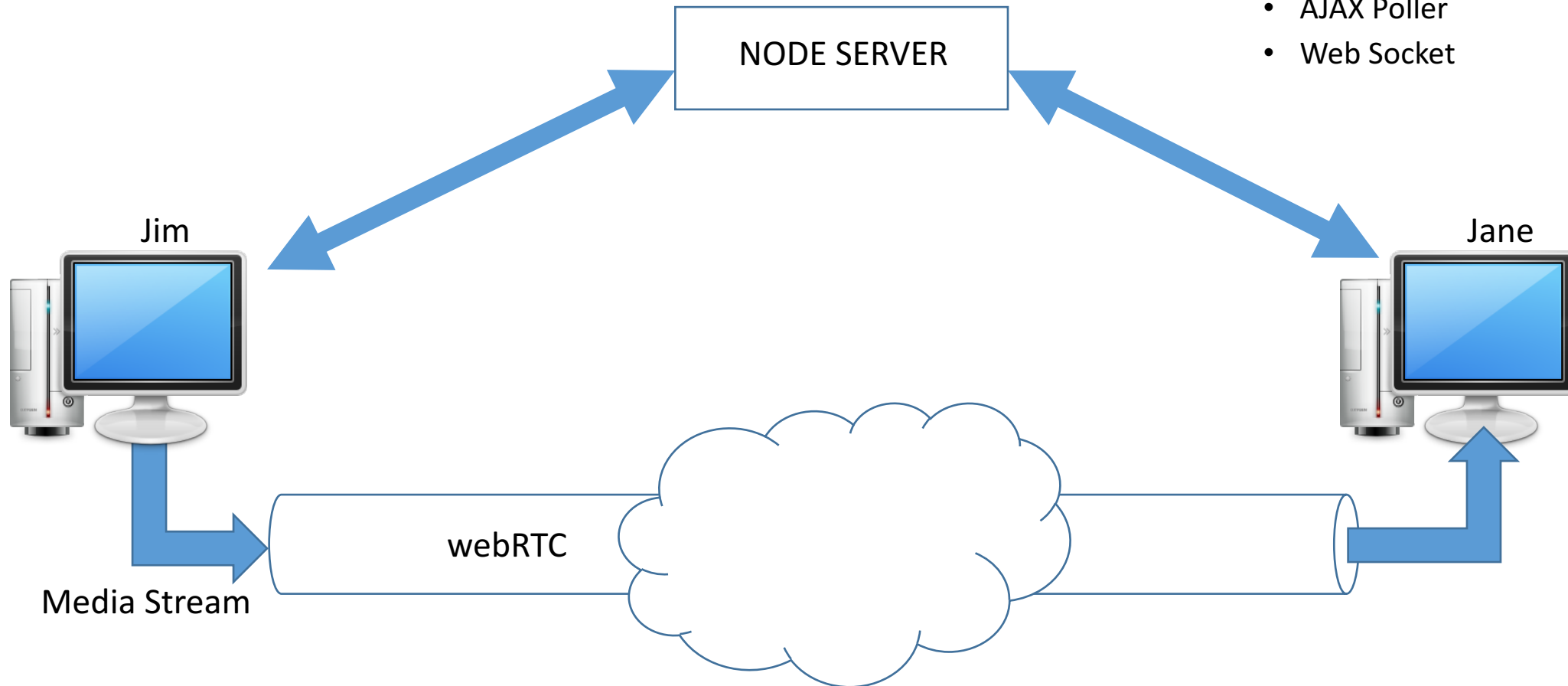
Single web page!

### 3. Code structure and aims

- Encapsulate the 'signalling' so it can be replaced
- Implement a standard set of messages
- Each team will interoperate with all other team's implementation
- EndPoint base class – encapsulates the means of communication
- VideoEndPoint derived class – implements webRTC a/v sharing
- Skeleton in:
  - EndPoint class: <https://assets/comms.js>
  - VirtualEndPoint class: <https://assets/caller.js>

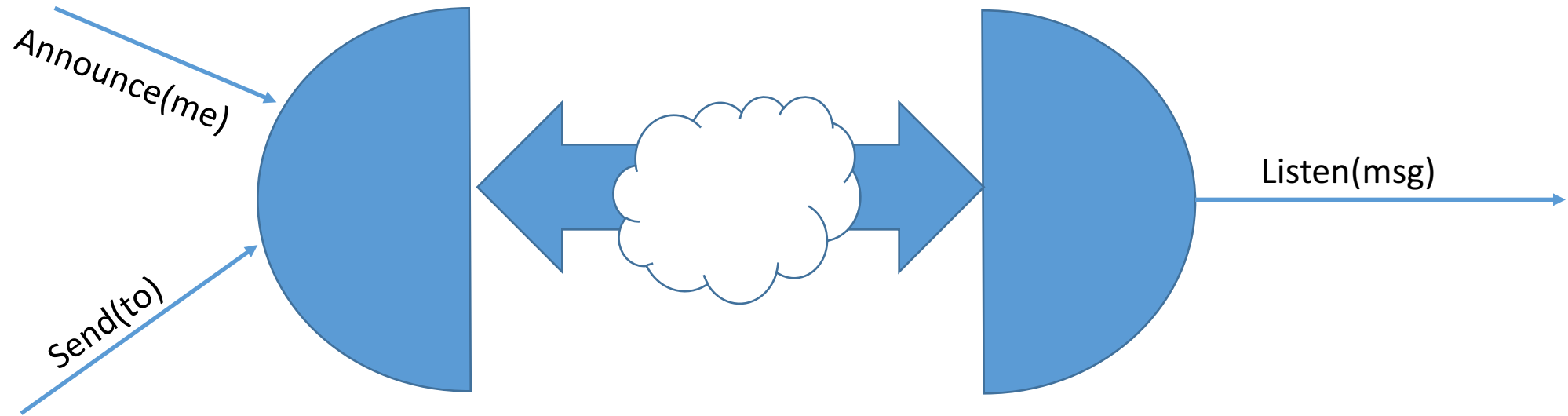
## 4. Remote Peer Connections

- Replace local signalling with node server proxy.
- Options for transferring signalling:
  - AJAX Poller
  - Web Socket



## 4. Signalling across a network

- Split your signalling into two parts:
  - Carry information across the local network
  - Modify the application to have one end point per browser



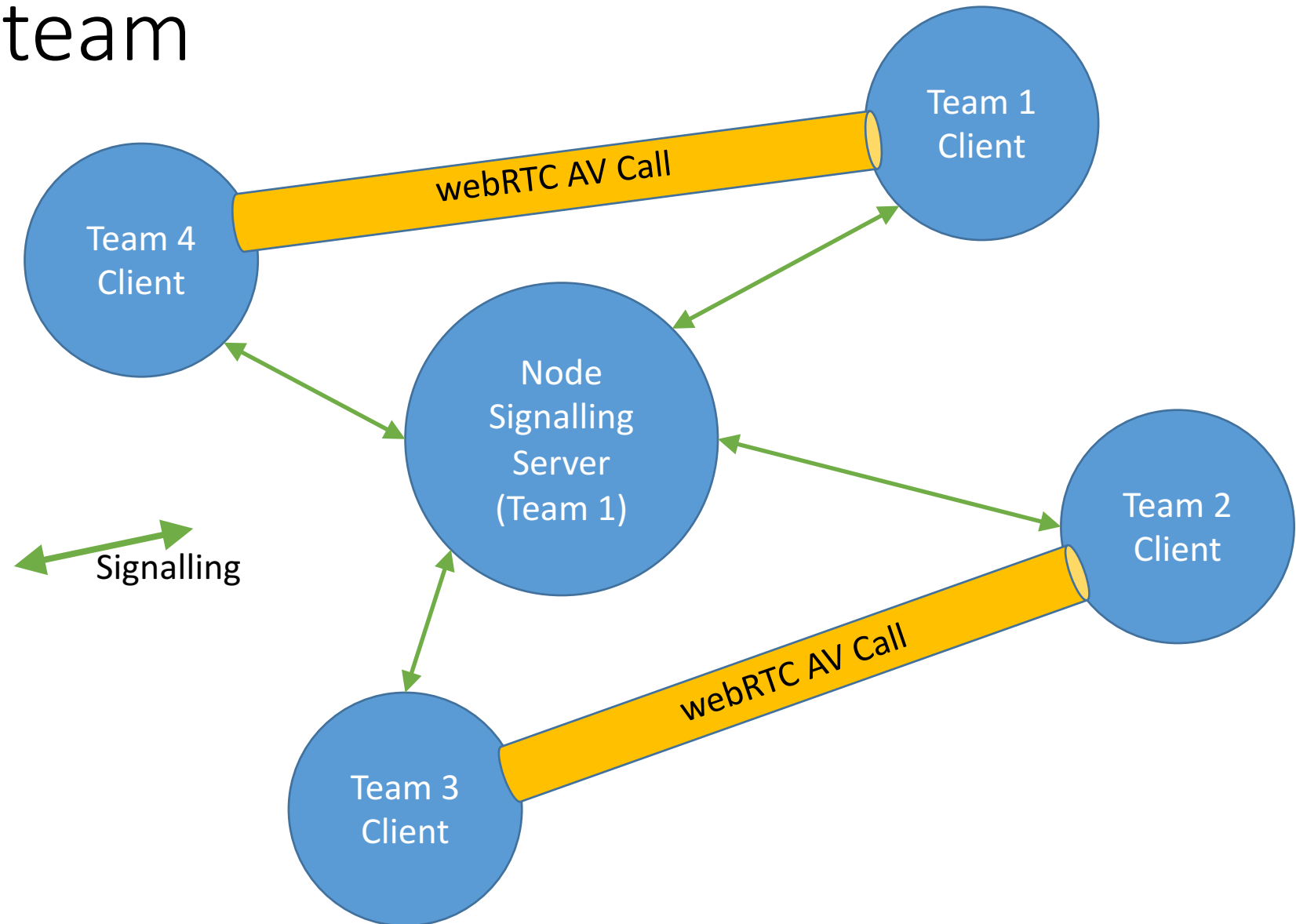
## 4. Signalling across a network (2)

- If you've implemented part 3 well then
  - All you should have to do to the client/browser is rewrite EndPoint
  - There should be **no changes** required to VideoEndPoint
- Extend the node server to implement the REST interface
  - Specified in the WIKI

## 5. Talking between teams

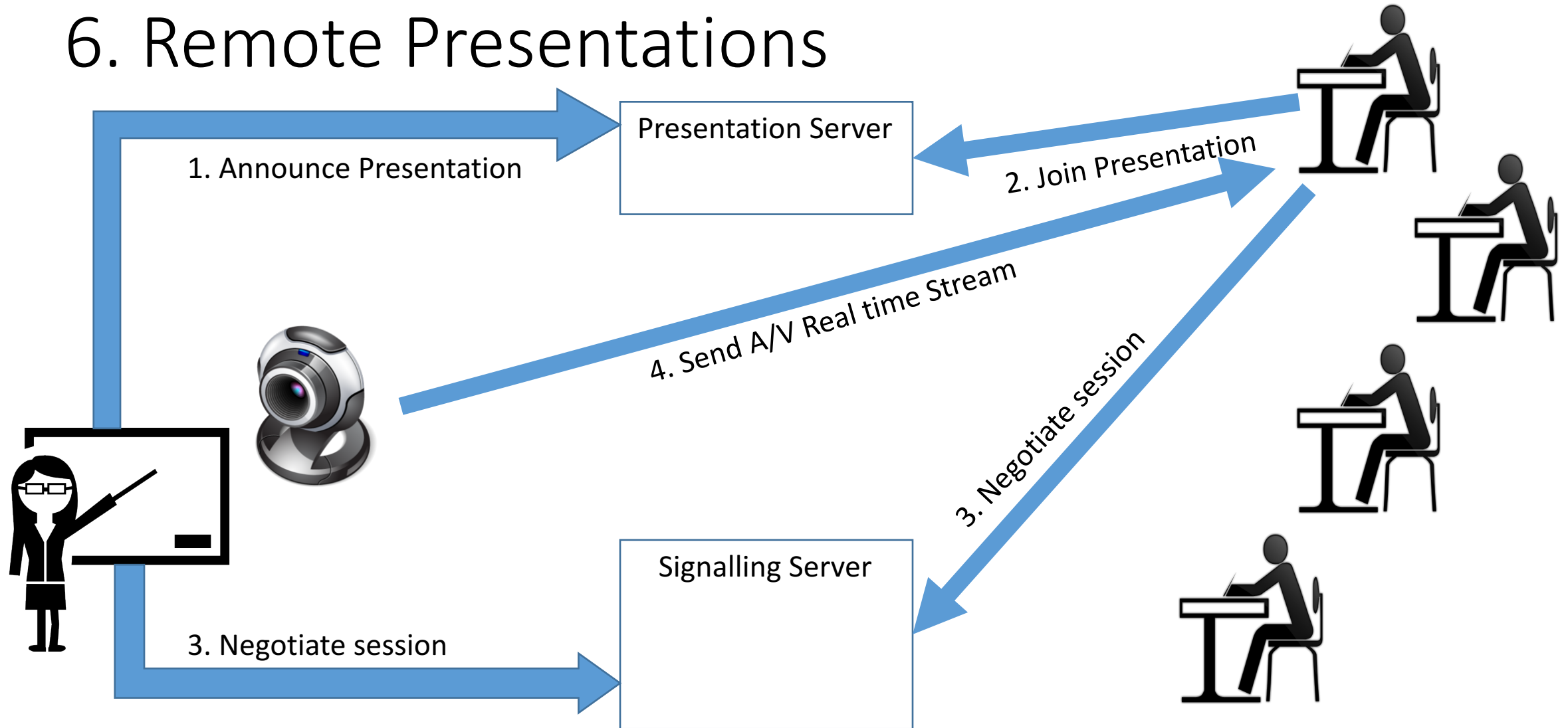
- There should be 4 teams with working clients and node servers
- The node servers are implementing a defined protocol
- So...
  - The client from any team should be able to talk to any node server
  - Two clients from two different teams should be able to connect to the same node server and make a call
- AIM:
  - Using any teams node server
  - Connect clients from all 4 teams to that server and make a call

## 5. Cross team





## 6. Remote Presentations



Signalling: EITHER using IpCortex api OR modified signalling from previous task

# Signalling for Remote Presentations: Two Options

- Evolution of simple signalling from previous example
  - Should work on a local LAN
  - Won't work across the Internet without TURN/STUN servers (complexity)
- IPCortex API
  - Covers all the routing across the Internet
  - More complex to configure/run

# References

- mediaDevices.getUserMedia MDN:
  - <https://developer.mozilla.org/en-US/docs/Web/API/MediaDevices/getUserMedia>
- WebRTC
  - [https://developer.mozilla.org/en-US/docs/Web/API/WebRTC\\_API](https://developer.mozilla.org/en-US/docs/Web/API/WebRTC_API)
- WebRTC.org – Getting Started
  - <https://webrtc.org/start/>
- HTML 5 Rocks – Getting started with WebRTC (2012)
  - Illustrates local signalling *but* not is a portable way
  - <https://www.html5rocks.com/en/tutorials/webrtc/basics/>
- HTML 5 Rocks – WebRTC Infrastructure
  - Great overview of signalling – everything you need to know!
  - <https://www.html5rocks.com/en/tutorials/webrtc/infrastructure/>
- adapter.js: <https://github.com/webrtc/adapter>
  - Shim to isolate applications from browser incompatibilities
- Promises:
  - <https://kosamari.com/notes/the-promise-of-a-burger-party>
  - [https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global\\_Objects/Promise](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise)
- Classes/OOD/OOP: [https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/Object-oriented\\_JS](https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/Object-oriented_JS)
- Finite State Machine: [https://developer.mozilla.org/en-US/docs/Glossary/State\\_machine](https://developer.mozilla.org/en-US/docs/Glossary/State_machine)

adapter.js

<https://github.com/webRTC/adapter>

# RTCPeerConnection

```
var pc = new RTCPeerConnection();

pc.onicecandidate = (e) => {
 this.send(from, "CANDIDATE", e.candidate);
};

pc.onaddstream = (e) => {
 attachMediaStream(videoTag, e.stream);
 videoTag.play();
}

localMediaPromise.then((mediaStream) => {
 pc.addStream(mediaStream);
 console.log('PeerConnector (TX) createOffer start');

 var offerOptions = {offerToReceiveAudio: 1, offerToReceiveVideo: 1};
 pc.createOffer(offerOptions)
 .then((offer) => {
 console.log("WE HAVE AN OFFER...", offer);

 // Give the offer description to our end of the connector
 pc.setLocalDescription(offer);

 // Send the offer to the remote end of the peer connector
 this.send(from, "SDP_OFFER", offer);
 });
 // Attach this stream to a video tag...
 attachMediaStream(videoTag, mediaStream);
 // And set the 'play' state for this tag.
 videoTag.play();
});
```

# RTCPeerConnection – incoming signalling

```
function receivedIncomingSDPoffer(from, data) {
 this.data.pc.setRemoteDescription(data);
 // And generate an answering offer
 this.data.pc.createAnswer().then(
 (desc) => {
 this.data.pc.setLocalDescription(desc);
 // And send this to description to the remote end
 this.send(from, "SDP_ANSWER", desc);
 });
 }
}

function receivedIncomingSDPanswer(from, data) {
 this.data.pc.setRemoteDescription(data);
}

function receivedCandidate(from, data) {
 var candidate = new RTCIceCandidate(data);
 this.data.pc.addIceCandidate(candidate);
}
```