

# API for Shongo

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2012

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# Chapter 1

## Use Cases

### 1.1 Reservations

#### UC-1 Types of specifications

Specification of a resource, being object of a reservation, may be of the following types:

- a *fully-qualified explicit specification (FQESpec)* – specifies exactly one element; it may refer to a specific device (e.g., H.323 endpoint, web browser as an endpoint for Adobe Connect), a specific server (e.g., a specific Adobe Connect server or H.323 MCU), a specific physical room, or a specific virtual room (e.g., a specific room running on specific H.323 MCU),

FQESpec may be managed by Shongo or not; for resources that Shongo does not manage or knows about, i.e., unmanaged resources, the user needs to specify type of the resource (e.g., generic H.323 endpoint). The unmanaged resources should have some form of identification (e.g., H.323 number, H.323 ID, or Shibboleth identity for Adobe Connect) so that Shongo can verify if they are connected to the virtual room or not during the conference.

Anonymous unmanaged resources may also be available (completely generic H.323 endpoint without a number or H.323 ID, or guest user in Adobe Connect), but some functionality may not be available – when maximum room capacity is achieved (or exceeded), anonymous users not be allowed in (or even be disconnected in LIFO mode until maximum amount of participants is obeyed).

- a *partially-qualified explicit specification (PQESpec)* – specifies a class/type of a resource (e.g., H.323 endpoint) and it is up to the scheduling to find suitable one (combination of availability and access-level for given user),
- a *implicit specification (ISpec)* – the user does not specify such a resource, but the resource is needed to implement user's request (e.g., if user specifies Connect and H.323 endpoints, a gateway/connector is needed to implement the translation; if user specifies multiple H.323 endpoints beyond MCU-capability of each of them, some MCU is needed to be included).

Generally, Shongo should use the technology to limit number of participants in the rooms created based on the reservations—e.g., H.323 MCUs allow for setting an upper limit on number of participant in each room.

## UC-2 User roles

Each reservation should have at least two types of possible user roles:

- *owner/administrator*, who can modify or even delete the reservation,
- *manager*, who can control the room (e.g., disconnect participants, mute participants, etc.),
- *participant*, who can only view the reservation including coordinates necessary for participation.

The roles can be delegated, which is important especially in case of owner/administrator: the original reservation creator can delegate this role to other users and any of them can the modify or delete the reservation.

## UC-3 One time reservation

Common type of reservation, where a user requests certain resources for limited time duration. Unlimited reservations are not assumed by this scenario (see UC-5).

Start time of a reservation may be any time in the future or *now*, which is also called *ad hoc* reservation.

Reserved resources may be given as FQESpec, PQESpec, or ISpec. FQESpec are either accepted or denied by the scheduler, while other types of the specifications are looked for their best match. PQESpec may include the following:

- user may request a general endpoint and Shongo should try to find the closest matching endpoint available to the user (e.g., user requests a H.323 endpoint for a conference since she has no personal endpoint, and she is assigned a room-based H.323 endpoint provided the room is available),

while examples of ISpec are as follows:

- amount of central resources (such as H.323 MCU ports or Connect licenses) based on specified number of (H.323/SIP or web-browser) participants,
- any interconnecting elements (e.g., gateways) to interconnect the endpoints specified by the user; if only part of the endpoints can be interconnected, the user should be notified what parts can be interconnected and what parts are disconnected.

Each reservation has to be given a unique identifier that is further used for any references to it. If the reservation is denied, reasons for denying should be communicated to the requester. In case that the reservation succeeds, all the users involved should be notified.

Each reservation has to include:

- unique identifier,
- timespan definition,
- requester's identifier,
- name,
- links to the resources involved, including specification of the amount of resources consumed,
- list of users involved.

## UC-4 Periodic reservation

UC-3 extended with periodicity. Expressiveness of the periodicity language should be equivalent to cron plus start time, stop time or number of repetition, and explicit lists for recurring aperiodic requests.

#### **UC-5 Permanent reservation**

This is specific type of reservation that can be only made by an owner of the resource as it permanently removes the reserved capacity from the dynamic Shongo scheduling.

Even permanent reservations must not threaten what has already been reserved for any user. In case of priority requests (see UC-6), Shongo must be able to migrate the reservation to other resources.

#### **UC-6 Priority reservations**

Priority reservations are only allowed by an owner of the resources and they may affect reservations already present on the resources. However, priority reservation should only be allowed if there is some other resource(s) (maybe even in another domain) that can take over the prior reservation. In case of reservation migration, all the involved users must be notified (see UC-12).

**TODO: We need to decide, whether to allow this or not.**

#### **UC-7 Maximum future time for reservations**

Each resource owner should set a date/time limit in the future (e.g., 2 months), above which reservations are not allowed. Whole reservation duration must fit in that limit. This limit ensures there is some time point in the future, where there are no reservations on the resource—e.g., for maintenance purposes, removal of the device, special events the device will be used for, etc.

#### **UC-8 Lookup available time**

User may look up available time slots for given amount of requested resources, with either inter-domain negotiation turned off or on (i.e., tell the user when resources are available within the domain or when merging resources of all the domains).

#### **UC-9 List all the reservations**

Some querying/filtering language needs to be supported to limit list to

- room types (H.323, SIP, Connect, etc.),
- equipment (be it class of equipment or a specific device).
- reservation owner(s),
- users involved (may be humans as well as resources, such as rooms with equipment) involved in the room as participants.

#### **UC-10 Modification of a reservation**

Any attribute of a reservation may be requested to change. The request may be accepted or denied by the scheduler. In case of the denial, reasons for denial should be communicated to the requester. If the modification succeeds, all the users involved should be notified.

#### **UC-11 Release/canceling of a reservation**

All the users involved should be notified.

#### **UC-12 Migration of a reservation**

If the change is visible to the users (e.g., typically this would include change of the server/MCU the users connect to), all the users involved should be notified.

#### **UC-13 Notification of participants**

In case of making, modifying, or canceling a reservation, all the users involved should be notified, as specified in UC-3, UC-4, UC-5, UC-10, UC-11, and UC-12. By default, the users should be notified via email, but it would be interesting to provide also SMS notification service.

#### **UC-14 Reservations of rooms, public or semi-private endpoints, etc.**

Each reservation may include endpoint resources (beyond human users with private endpoints—H.323/SIP/web), which represent entities such as rooms, non-personal endpoints, etc., that can be scheduled in a similar way to central resources.

This type of reservation may be either part of some infrastructure reservation (see UC-3, UC-4, UC-5) or standalone reservation (e.g., reservation of a meeting room with H.323 equipment to disable the room from scheduling for given time duration).

#### **UC-15 Reservation of recording capacity**

Usually part of some infrastructure reservation (see UC-3, UC-4, UC-5), but may be completely standalone in case that only recording server is used of the Shongo-managed infrastructure.

#### **UC-16 Reservation of streaming capacity**

May part of some infrastructure reservation (see UC-3, UC-4, UC-5), but may be completely standalone in case that only streaming server is used of the Shongo-managed infrastructure.

## **1.2 Operations**

#### **UC-17 Live migration of a virtual room**

This use case is intended for migration due to planned server maintenance or unplanned server outage. Ideally, all the room settings and content should be transferred to the target room—but some content may be lost in case of unplanned server failure (namely content migration).

Being able to transfer room settings to another server in case of unplanned failure also requires that the settings needs to be stored in the Shongo middleware.

Clients should be automatically redirected to the new server, if technology permits, or at least notified of the migration (email, SMS—see UC-13).

Some functionality will be common UC-12.

### **1.2.1 Room Management**

#### **UC-18 Get room information on Shongo level**

This information typically includes name, owner, date/periodicity, duration and type.

#### **UC-19 List users**

Each user should be given a unique identifier in the output list that can be used for further querying. It should also provide means to identify the same user (e.g., if the user disconnects–reconnects, it should contain a part that is common and that denotes the specific user and a part that is specific for the session, so that if the user is connected twice (one session is in timeout state and the other session has just been established), we can differentiate between the two sessions).

#### **UC-20 Print detailed info about a user in a room**

Print all the statistics we can get about a user participating in the room. It should contain technology agnostic part (e.g., when the user joined) and technology specific part (i.e., H.323 statistics, H.245/SIP capabilities negotiation info, H.239 content information, etc.).

#### **UC-21 Set room layout**

Shongo should be able to set up global layout of a room and user-specific layout, if available through API of virtual room provider.

#### **UC-22 Disconnect a user**

Immediate disconnection of a user.

#### **UC-23 Disable H.239 content from a specific user**

Disable content the user to be H.239 content provider for the given room.

#### **UC-24 Enable H.239 content only from a specific user**

Enable H.239 content only from the specific user, typically by disabling content from all other users. Normally, users may fight who is going to be the content provider.

#### **UC-25 Mute a user**

Mutes user on the room level. Optionally if user's endpoint is also controlled by Shongo, it should provide means to mute the endpoint (which can be easily unmuted by the user).

#### **UC-26 Set microphone audio level for a user**

Sets the audio from the user on the room level. Optionally, if user's endpoint is also controlled by Shongo, it should provide means to control mic level on the endpoint. In this case, audio should be normalized on the endpoint before doing modifications on room level (if the sound is too low or too high and distorted, it may not be corrected on the MCU).

#### **UC-27 Set playback audio level for a user**

This functionality is typically available only when user's endpoint is also controlled by Shongo.

#### **UC-28 Disable video of a user**

#### **UC-29 Video snapshot for a user**

If provided by the room provider (MCU, web conferencing, etc.), we should be able to get video snapshot of:

- video sent by the user,
- video received by the user.

#### **UC-30 Set layout specific for a user**

#### **UC-31 Download and upload room settings**

We should provide an API that allows for downloading settings of the room to the maximum extent possible, in order to back it up and reupload it later on. This is a convenient way to back up setting as well as to reset a newly created room (e.g., as a part of a new reservation) to old settings.

#### **UC-32 Download and upload room content (if technology permits)**

If technology and access policy permits, we should be able to download and upload content of the room (e.g., documents, notes, polls, etc.). See UC-31.

#### **UC-33 Get/set technology-specific properties for a room**

This may include specific attributes of the room (typically on room provider level), such as enabled codecs.

#### **UC-34 Get/set technology-specific properties for a user**

#### **UC-35 Management of recording archives**

It should be possible to work with the recorded video through Shongo, e.g., migrate it from a content server to a storage of a streaming server. Plus it should be possible for



owner/administrator or manager to access URLs of the recorded content to send them via email. Also, it should be possible to automatically notify all the (non-anonymous) participants about the recording via email.

## **1.3 Monitoring & Management**

### **1.3.1 Shongo management and monitoring**

#### **UC-36 List of all the agents in the system**

The listing API must including querying language that allows selection of only a subset based on similar properties like those defined in UC-9.

#### **UC-37 List primary and backup controllers**

List all the controllers (primary and backup) for current domain.

#### **UC-38 List domains**

List of all other known domains including references to their domain controllers and state of connections to them.

### **1.3.2 Server management and monitoring**

#### **UC-39 Get server load**

The API should provide means to get load on the server machine, containing at least the following:

- CPU load
- memory load
- disk occupancy

Obviously, this information may or may not be available for specific device. In case that the information is not available, the API should report this in a consistent way (specific exception or unique return value).

#### **UC-40 Schedule server downtime**

Downtime scheduling must include change/migration of all the reservations and live events influenced by the downtime. Conceptually, this is similar to permanent reservations a bit (UC-5)—the major difference is that during the downtime, the resource is not available to Shongo for management and this state is intentional. Downtime is also per-resource and does not have participants.

#### **UC-41 Export Shongo stats**

Export reservation stats in some common format like CDR.

## Chapter 2

# Common Data Types and Object Classes

### 2.1 Failure Related

**TODO:** : We need to decide what to do in case of failure. XMLRPC only allows **faultCode** and **faultString** to be returned as a kind of exception. If we find it insufficient, we'd probably need to look beyond XMLRPC.

### 2.2 Security and Identity Related

- **SecurityToken**

Contains identity and credentials of a user performing the requested operation.

### 2.3 Time Related

- **Date**

Represented as ISO8601 date/time (e.g., 20120130T10:09:55). More efficient way of implementation may be used internally, of course.

- **PeriodicDate**

- **Duration**

### 2.4 Reservations and Resources

- **Reservation**

It contains links to the following:

- list of resources reserved directly as a part of reservation,
- list of child reservations.

- **ResourceType**

Represents types (may be also understood as capabilities) of a resource. It is composed of:

- technology type (**H323**, **SIP**, **AdobeConnect**)
- resource role (**EndPoint**, **Server**)

If resource role is **Server**, additional options become available:

- server role (**MultiPoint**, **Gateway**)
- translation type if server role is **Gateway** (subset of Cartesian product of technology types)

- **Resource**

The resource may be of the following subtypes:

- specific endpoint representation  
Refers to specific endpoint known to and managed by Shongo.
- specific endpoint representation  
Generic endpoint of certain technology, not known or managed by Shongo.
- licence representation  
Represents only pure licenses of certain technology on specific server or gateway.

- **VRoom**

Represents a virtual room on a specific resource of **Server** type (such as H.323 MCU).

- **User**

Represents an active user in a **VRoom** on a **Server**. Ideally, it should also contain link to the user's eduID identity (this may or may not be available, though).

## Chapter 3

# User Interface API Specification

### 3.1 Reservations

- `Reservation makeReservation(SecurityToken token, String description, Date date, Duration duration, Resources[] resources, Reservation[] childReservations)`
- `Reservation makePeriodicReservation(SecurityToken token, String description, PeriodicDate date, Duration duration, Resources[] resources, Reservation[] childReservations)`
- `Reservation makePermanentReservation(SecurityToken token, String description, PeriodicDate date, Duration duration, Resources[] resources, Reservation[] childReservations)`
- `modifyReservation(SecurityToken token, Reservation reservation, ...)`
- `modifyPeriodicReservation(SecurityToken token, Reservation reservation, ...)`
- `modifyPermanentReservation(SecurityToken token, Reservation reservation, ...)`
- `releaseReservation(SecurityToken token, Reservation reservation)`
- `Reservation[] listReservations(SecurityToken token)`

### 3.2 Resources

- `Resources[] listManagedResources(SecurityToken token)`  
List of resources managed by Shongo, that a user with given **token** is entitled to see.

### 3.3 Room Operations

- `VRoom[] listReservationRooms(SecurityToken token, Reservation reservation)`  
Lists all the virtual rooms including rooms that are part of any child reservations.
- `boolean isRoomActive(SecurityToken token, Room room)`

- `Resource[] listRoomResources(SecurityToken token, Room room)`
- `User[] listRoomUsers(SecurityToken token, Room room)`
- `disconnectRoomUser(SecurityToken token, Room room, User user)`
- `muteRoomUser(SecurityToken token, Room room, User user)`
- `setRoomUserMicLevel(SecurityToken token, Room room, User user, int level)`
- `setRoomUserPlaybackLevel(SecurityToken token, Room room, User user, int level)`

## **Chapter 4**

# **Connector API Specification**

### **4.1 Data Types**

### **4.2 Reservation API**

### **4.3 User Management API**

### **4.4 Monitoring API**

### **4.5 Application Specific API**

## **Chapter 5**

# **Inter-Controller API Specification**