Testing Infrastructure for WebRTC applications

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Testing Infrastructure for WebRTC
applications

1. Introduction

- Web Real-Time Communications (**WebRTC**) is the umbrella term for several emergent technologies and APIs that aim to bring such communications to the Web

- The standardization activity for WebRTC is split between the World Wide Web Consortium (W3C) and the Internet Engineering Task Force (IETF):
  - W3C is defining the JavaScript APIs (Application Programming Interfaces) and the standard HTML5 tags to enable real-time media capabilities to browsers.
  - IETF is defining the underlying communication protocols (SRTP, SDP, ICE, and so on) for the setup and management of a reliable communication channel between browsers

1. Introduction

- Although still in its infancy, WebRTC is a technological initiative getting considerable worldwide attention

- WebRTC-based applications can be evaluated with respect to their multimedia conversation quality

- This work presents a **testing framework** aimed to simplify the testing process of WebRTC applications

Testing Infrastructure for WebRTC applications

1. Introduction

- This work has been done by **Universidad Rey Juan Carlos** in the context of the projects
  - **FIWARE** FP7-2011-ICT-FI, GA-285248
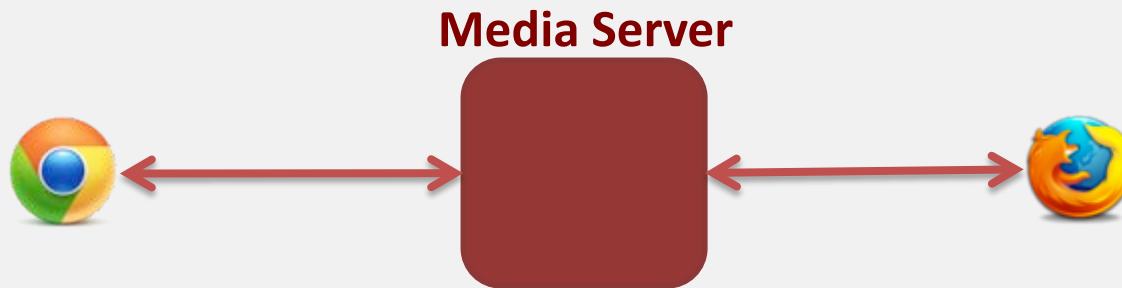 - **NUBOMEDIA** FP7-ICT-2013-1.6, GA-610576

2. WebRTC server infrastructure

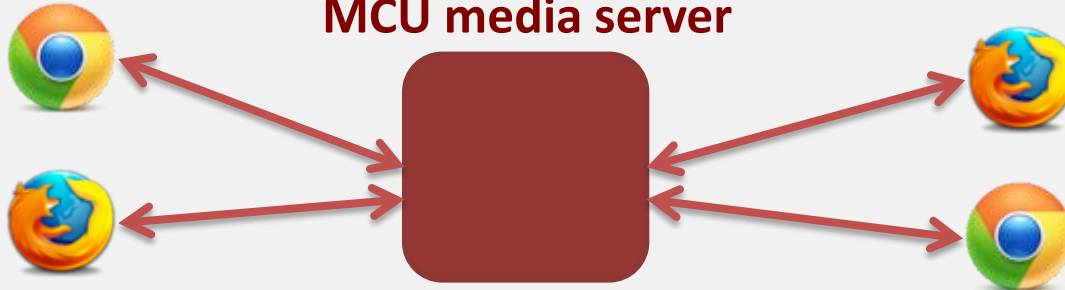Peer-to-Peer WebRTC Application (without media infrastructure)

WebRTC video stream

WebRTC Application with media server

Media Server

2. WebRTC server infrastructure

Transcoding media server

VP8   H.264

MCU media server

Recording media server

2. WebRTC server infrastructure

Media is here

Transcoding
MCU
Recording

Media got there

Traditional infrastructures

Future Internet infrastructures

Media is here

Transcoding, MCU, Recording +
Enrich, Augment, Analyze, Combine, Transform, Adapt, …

Rich Media got there

Media Events

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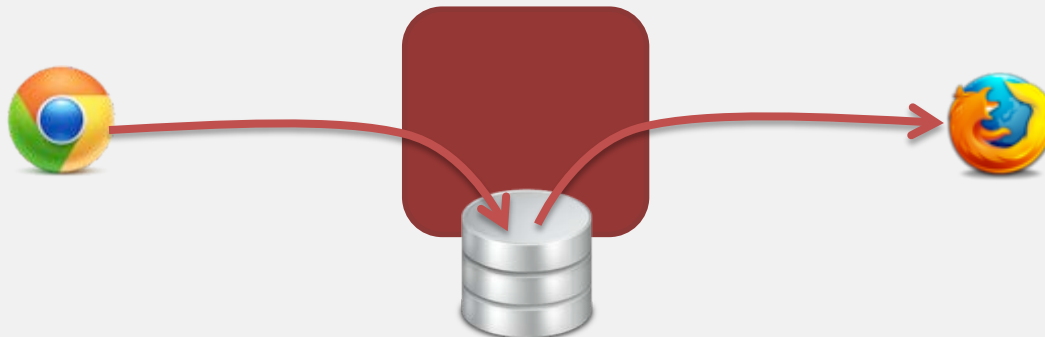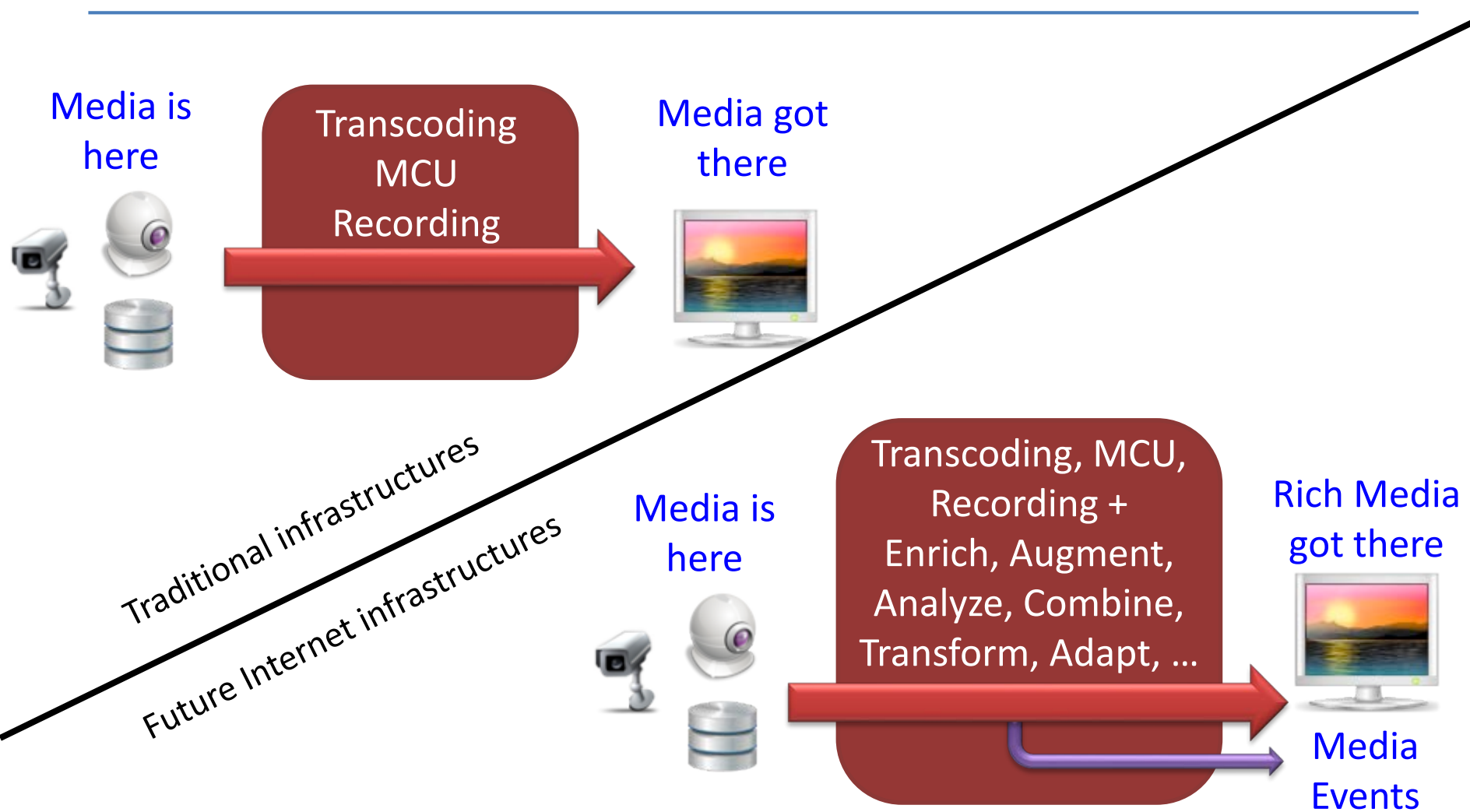
Complexity

2. WebRTC server infrastructure

Kurento: the equation

Future Internet Multimedia Infrastructure + Simple Development APIs = KURENTO

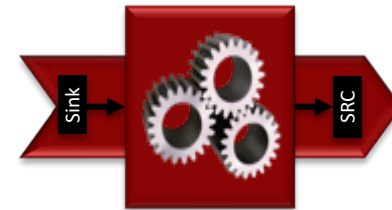Testing Infrastructure for WebRTC applications
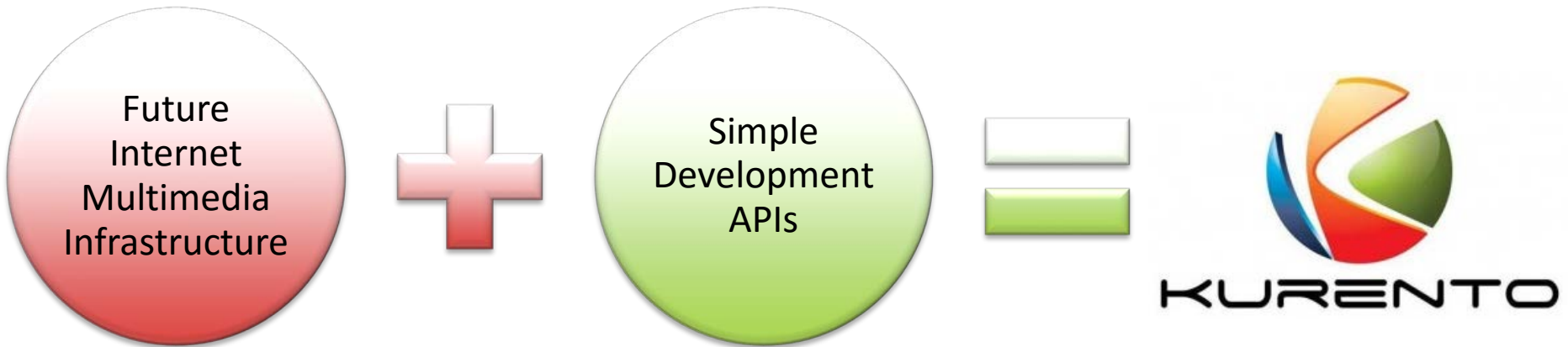
2. WebRTC server infrastructure

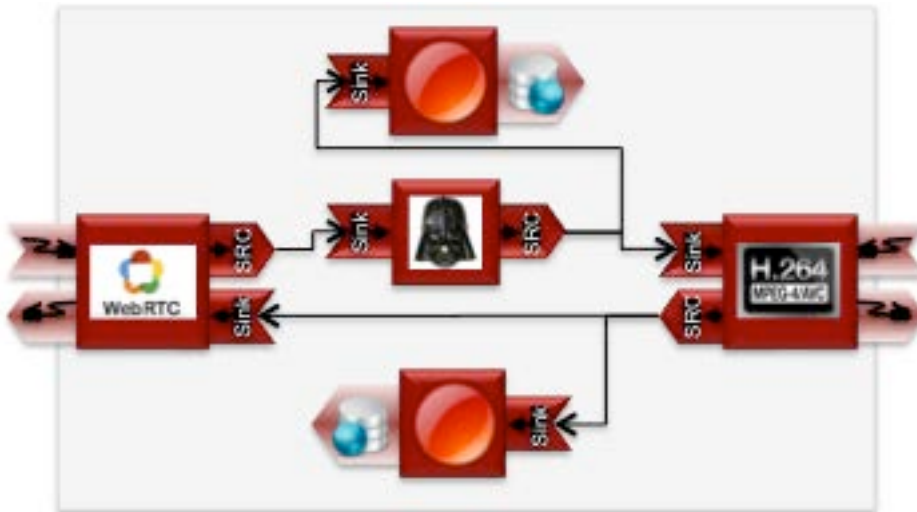## Key concepts: media elements and pipelines

■ Media Element

- Provides a specific media functionality
- Ready to be used
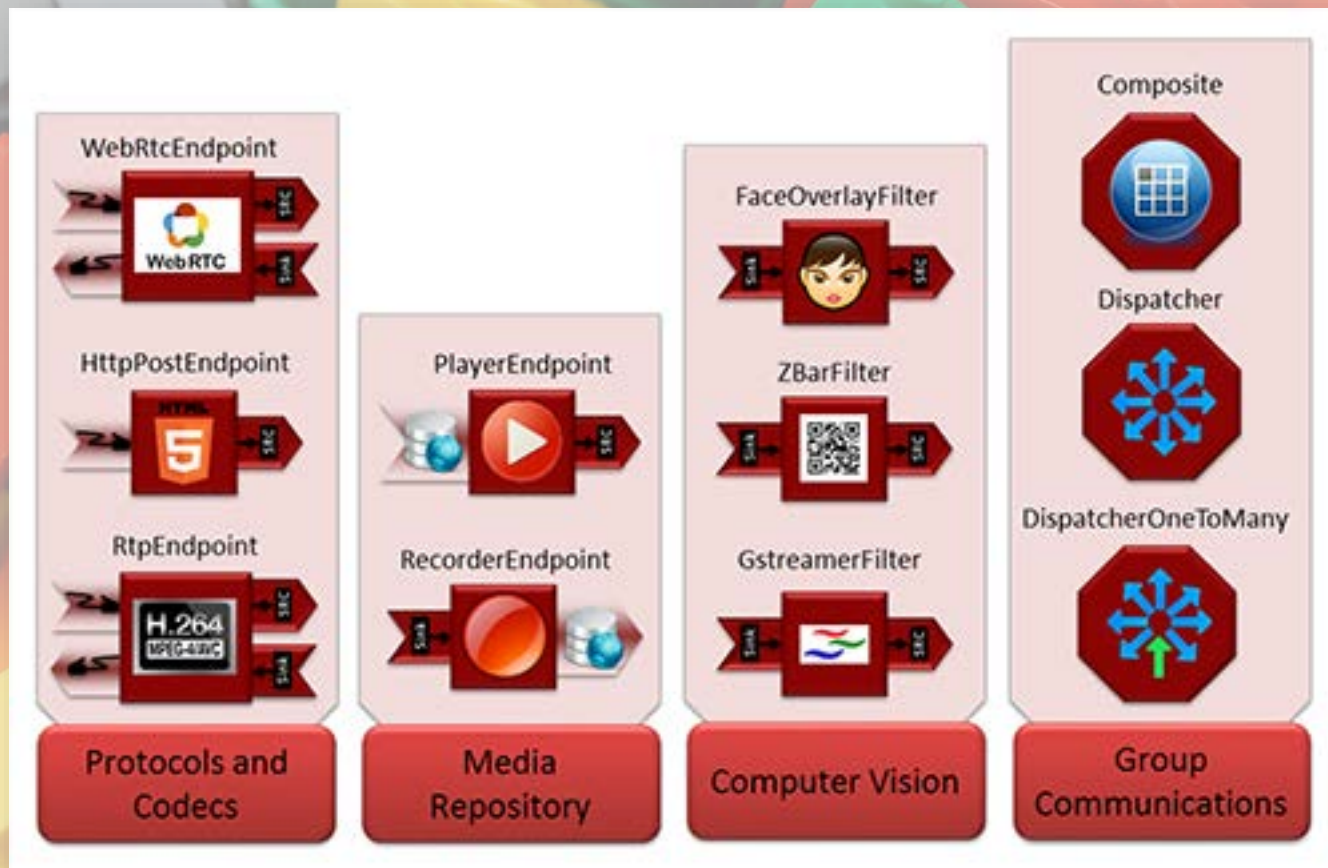- New media elements can be added

Media Element

Media Pipeline

■ Media pipeline

- Chain of media elements implementing the desired media logic
- The Media Server provides the capability of creating media pipelines by joining media elements of the toolbox

2. WebRTC server infrastructure

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3. WebRTC testing framework

- Kurento also provides a high level testing framework (KTF, *Kurento Testing Framework*) aimed to simplify the assessment of WebRTC-based applications

- KTF is not only for Kurento applications and can be used in general for WebRTC

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3. WebRTC testing framework

- KTF is built on the top of two open source testing frameworks:
  - **Selenium** (automation of web testing)
  - **JUnit** (unit testing for Java)
- KTF supports three kind of browsers (scope):
  - Local browsers. The host running tests should have installed web browsers in the operating system
  - Remote browsers. The execution of a test can be configured to run in a remote browser. These tests are implemented using Selenium Grid
  - Remote browsers from Saucelabs, which is a PaaS (Platform as a Service) cloud solution to support remote testing based on Selenium

Testing Infrastructure for WebRTC applications

3. WebRTC testing framework

- The configuration of browsers is called **test scenario**

- This scenario can be specified by means of a custom JSON notation

```
{
    "executions" : [
        {
            "peer1" : {
                "scope" : "local",
                "browser" : "chrome"
            },
            "peer2" : {
                "scope" : "local",
                "browser" : "firefox"
            }
        },
        {

            "peer1" : {
                "scope" : "saucelabs",
                "browser" : "explorer",
                "version" : "11",
                "platform" : "win8_1"
            },
            "peer2" : {
                "scope" : "saucelabs",
                "browser" : "safari",
                "version" : "36",
                "platform" : "yosemite"
            }
        }
    ]
}
```

Testing Infrastructu
applicati

3. WebRTC testing framework

- KTF provides specific capabilities to perform:

  - **Functional** test. Assessment for WebRTC media capabilities.

  - **Performance** tests. Evaluation of system behavior whilst web application is exercised with many concurrent requests.

  - **Quality-of-experience** tests. These kinds of tests assess the quality of the media received in the browsers using QoE methods as depicted on section

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3. WebRTC testing framework

- **Functional** test capabilities:
  - Management of video tag events (subscription and assessment)
  - Analysis of media in video tag based in color detection and comparison (RGB)

$$d = \sqrt{(R_{real} - R_{expected})^2 + (G_{real} - G_{expected})^2 + (B_{real} - B_{expected})^2} < th$$

3. WebRTC testing framework

- **Performance** test capabilities:
  - Ramp of browsers

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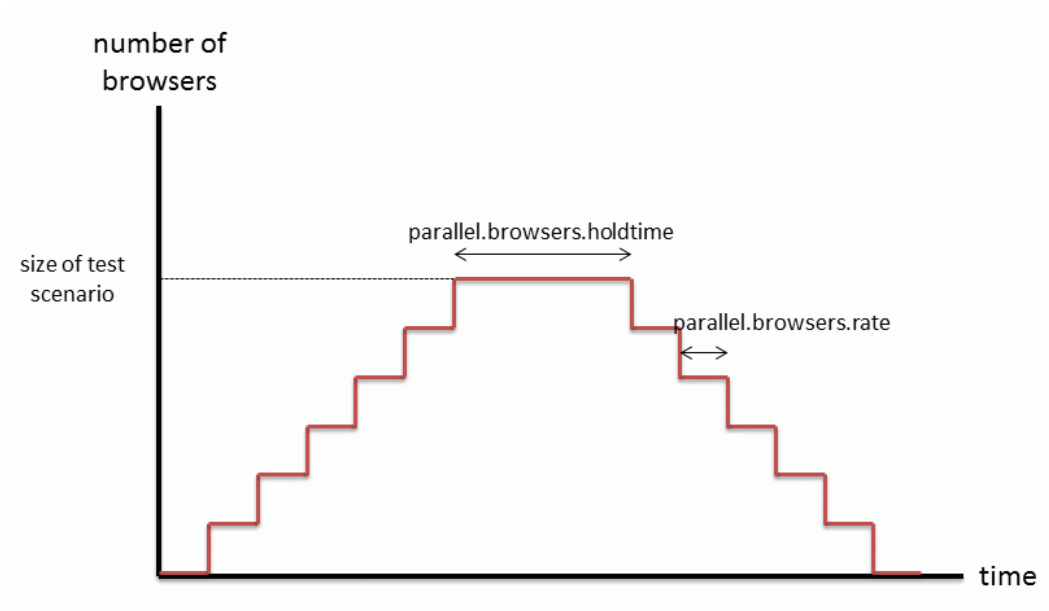
3. WebRTC testing framework

- **Performance** test capabilities:
  - Monitoring of the system under test
    - Time (relative to the start of the test)
    - Number of incoming clients
    - CPU usage (percentage)
    - Memory usage (number of bytes and percentage out of the total)
    - Swap memory usage (number of bytes and percentage out of the total)
    - Network interfaces usage (number of sent and received bytes in each of the network interfaces)

3. WebRTC testing framework

- **Performance** test capabilities:
  - Latency analysis based on color comparison

- **Quality** test capabilities:
  - PESQ (Perceptual Evaluation of Speech Quality) is supported to evaluate the received audio quality

4. KTC code examples

- KTC can be used as a **Maven** dependency

```
<dependency>
    <groupId>org.kurento</groupId>
    <artifactId>kurento-test</artifactId>
    <version>6.0.0</version>
    <scope>test</scope>
</dependency>
```

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4. KTC code examples

- The structure of a KTC JUnit test case is:

```java
public class MyTest extends KurentoTest {

        public MyTest(TestScenario testScenario) {
                super(testScenario);
        }


        @Parameters(name = "{index}: {0}")
        public static Collection<Object[]> data() {
                return TestScenario.json("browsers.json");
        }


        @Test
        public void test() {
                // Test logic
        }
}
```

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4. KTC code examples

- Snippets for **functional** assessment:

```java
// Media events
getBrowser("peer1").getVideoTag("video").
   subscribeEvents("playing");
boolean playing = getBrowser("peer1").
   getVideoTag("video").waitForEvent("playing");
Assert.assertTrue(playing);

// Color
Color realColor = getBrowser("peer1").getVideoTag("video").
   getColorAt(0,0);
Assert.assertTrue(similarColor(realColor,
   expectedColor));
```

4. KTC code examples

- Snippets for **performance** assessment:

```java
private SystemMonitorManager monitor;

@Before
public void setup() {
        String host = "127.0.0.1";
        String login = "user";
        String key = "/path/to/key.pem";
        monitor = new SystemMonitorManager(host, login, key);
        monitor.start();
}

@After
public void teardown() {
        monitor.stop();
        monitor.writeResults("results.csv");
        monitor.destroy();
}

@Test
public void test() {
        Map<String, BrowserClient> browsers = getTestScenario().getBrowserMap("viewer");
        // Test logic for presenter
        ParallelBrowsers.ramp(browsers, monitor, new BrowserRunner() {
                public void run(BrowserClient browser)  throws Exception {
                        // Test logic for viewers
                }
        });
}
```
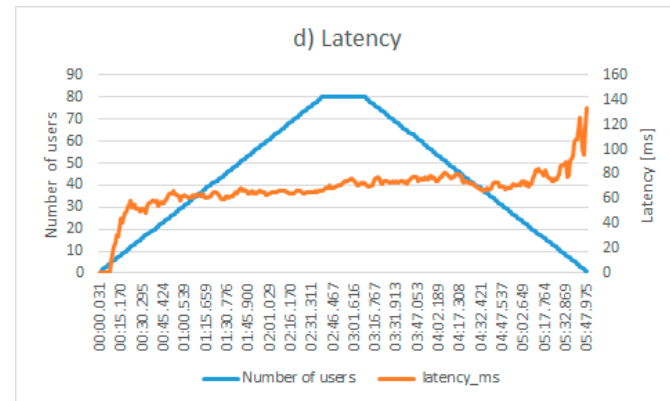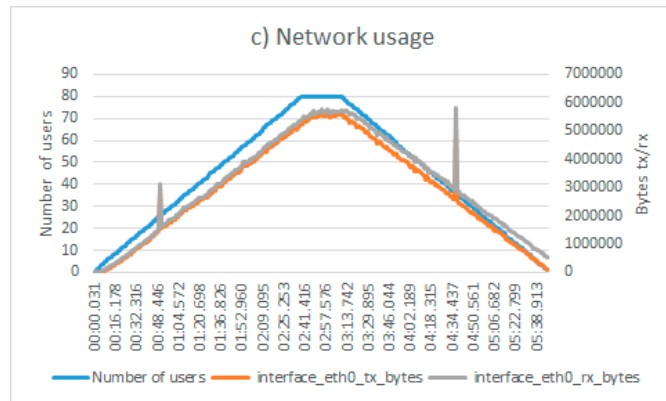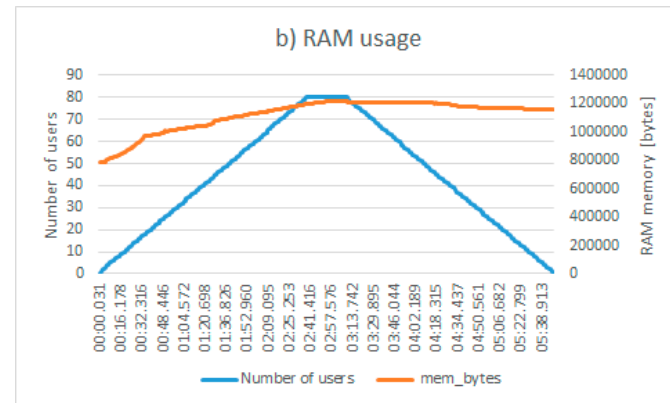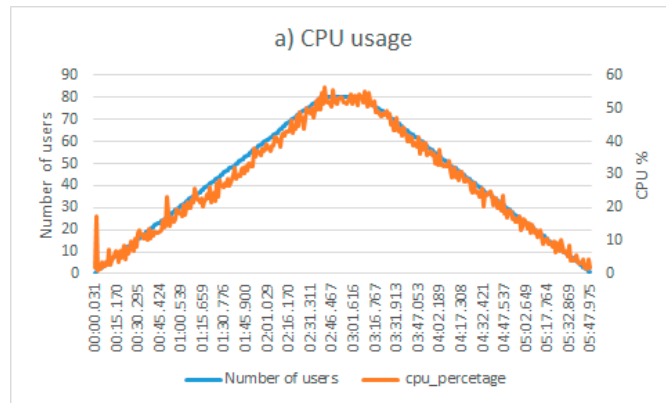
4. KTC code examples

- **Performance** results:

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4. KTC code examples

- Snippets for **quality** assessment:

```java
int sampleRate = 16000; // samples per second
float minPesqMos = 3; // PESQ MOS [1..5]
String audioUrl =
"http://files.kurento.org/audio/10sec/fiware_mono_16khz.wav";

float realPesqMos = Recorder.getPesqMos(audioUrl, sampleRate);
Assert.assertTrue(realPesqMos >= minPesqMos);
```

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5. Conclusions and future work

- Testing of WebRTC applications presents important challenges for practitioners

- This research presents a high-level testing framework to perform complete assessment of WebRTC-based applications: Kurento Testing Framework (KTF)

- Future work

  - Video QoE assessment (e.g. PEVQ, VQM, or SSIM)
  - Use of **Docker** as new scope for browsers