

# Web RTC

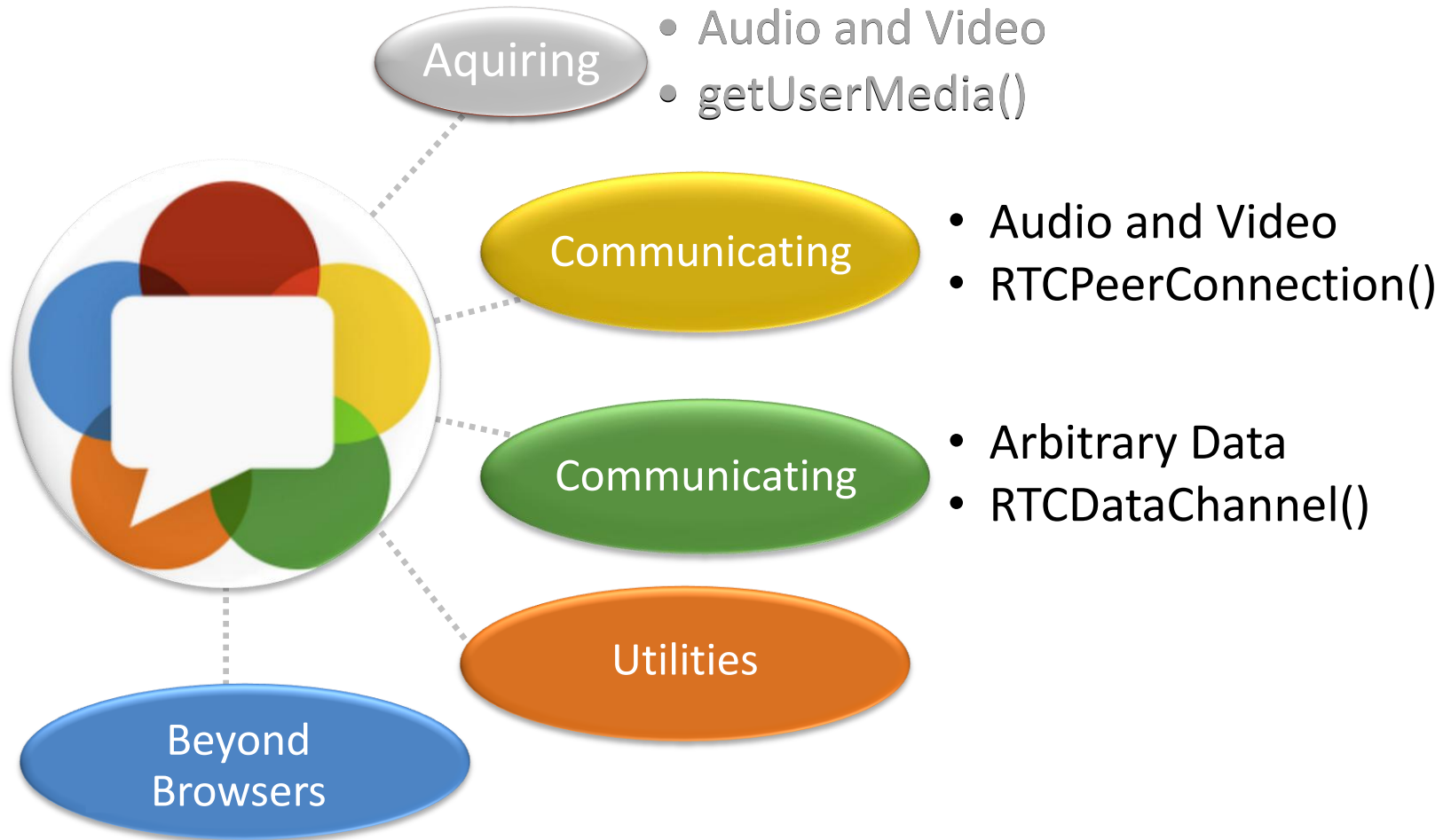
Christoph Betschart

Dario Maggi

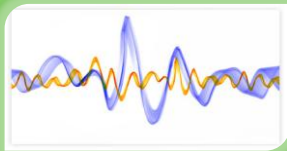
CS561 Seminar: Verteilte Systeme

19.11.2013

# Index



# RTCPeerConnection



Signal Processing



Codec handling



Peer to Peer communication



Bandwith management



Security

# Offer/Answer model and Signalling

- Metadata exchange:
  - Media information (Codecs...)
  - Network information (IP, Port, ...)
- With session description protocol (SDP)
  - Place to go, if you wan't to choose the settings
- Network information can be sent splitted in candidates.  
(ICE Candidate Trickling)

m=audio 52705 RTP/SAVPF 109 0 8 101

a=rtpmap:109 opus/48000/2

a=rtpmap:0 PCMU/8000

a=candidate:1 1 UDP 1692467199 87.102.133.31 52705 typ srflx raddr 192.168.1.46 rport 52705

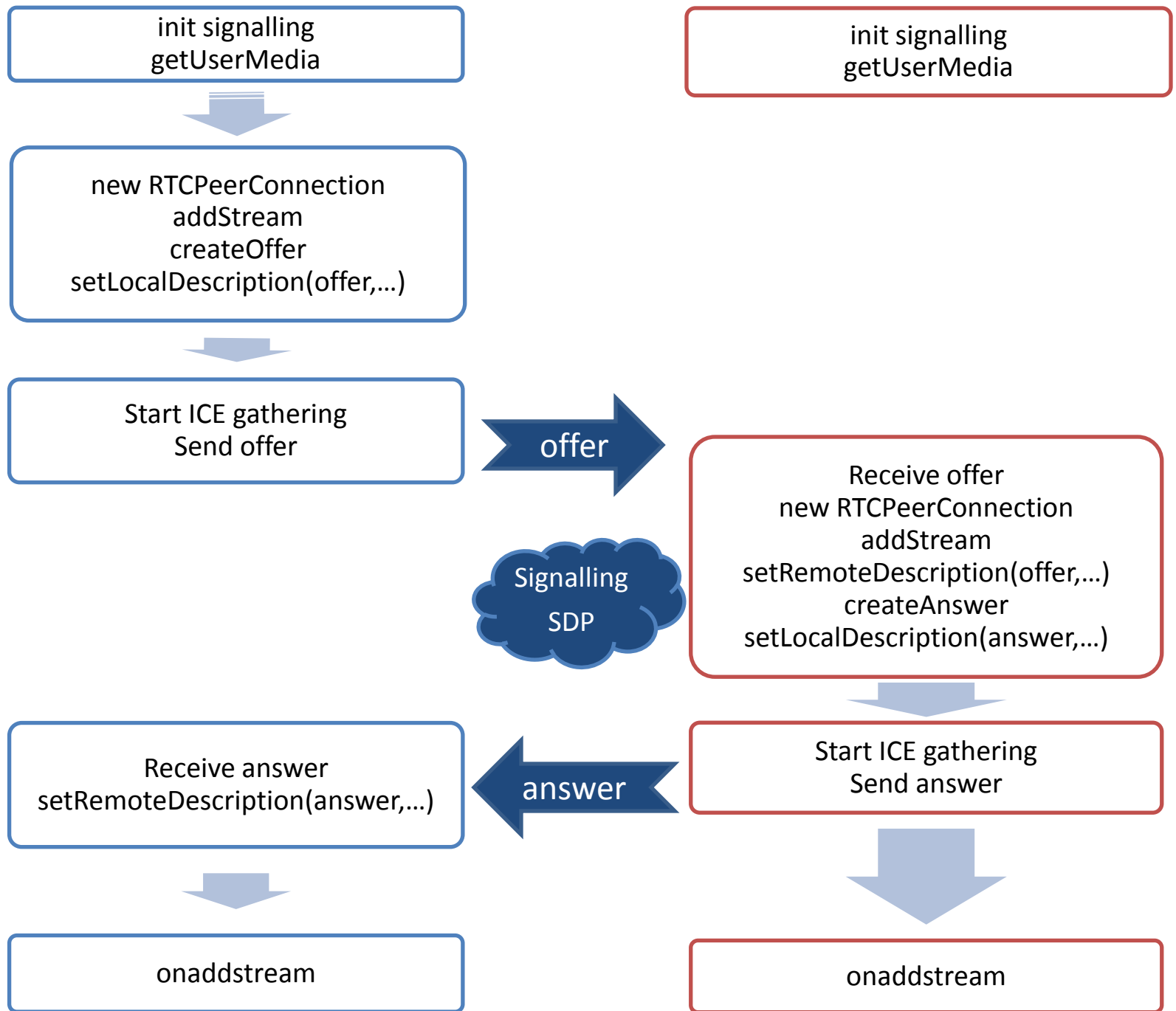
# Signalling, server-side

- Nodejs example with socket.io

```
socket.on('send', function(evt) {  
    socket.broadcast.emit('onmessage', evt);  
});
```

# RTCPeerConnection

- Audio/Video connection runs when:
  - Both clients have the local and remote session description
  - A stream has been added to the RTCPeerConnection
  - Network allows communication



# Example implementation

```
pc = new RTCPeerConnection(conf) ;
pc.onaddstream = gotRemoteStream;
pc.addStream(localStream) ;
pc.createOffer(createdLocalDesc, logError, mediaConstraints) ;
function createdLocalDesc(desc) {
    pc.setLocalDescription(desc) ;
    sigChan.send(desc) ;
}
function gotRemoteDesc(desc) {
    pc.setRemoteDescription(desc) ;
    if(desc.type=='offer'){
        pc.createAnswer(createdLocalDesc, logError, mediaConstraints) ;
    }
}
function gotRemoteStream(e) {
    remoteVidElem.src = URL.createObjectURL(e.stream) ;
}
```



# ICE

setLocalDescription triggers ICE gathering

Client 1:

Every time a candidate is found onicecandidate is fired

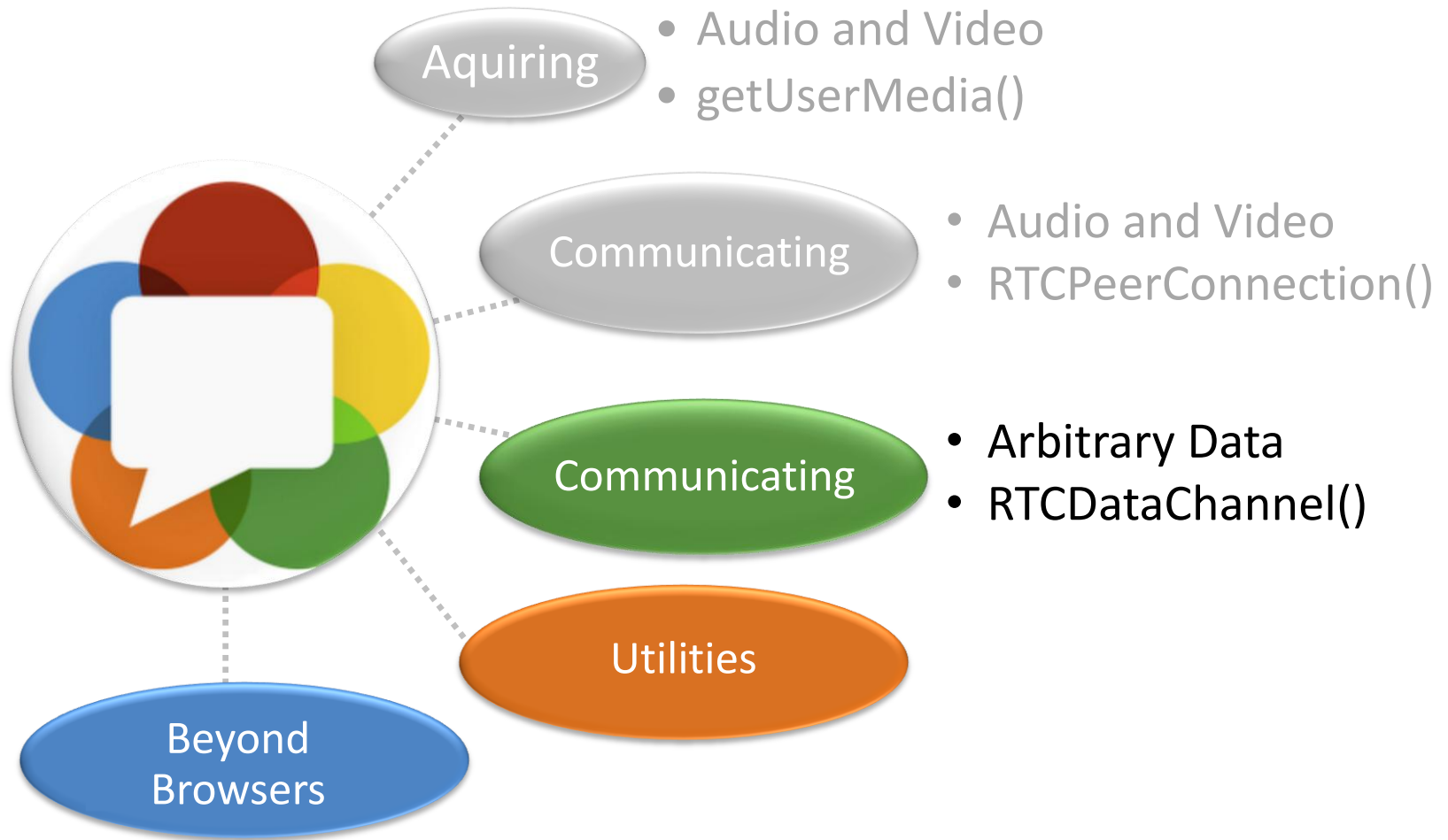
Client 2:

```
var candidate = new RTCIceCandidate (recv_candidate) ;  
pc.addIceCandidate (candidate) ;
```

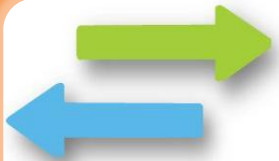
# Example

<http://87.102.133.31:2013/cs561/>

<http://www.simpl.info/rtcpeerconnection/>



# RTCDataChannel



Bidirectional Communication



API similar as Websockets



Unreliable or Reliable



Secure

# RTCDataChannel: Example

```
var pc = new RTCPeerConnection(servers);

pc.ondatachannel = function(event) {
    receiveChannel = event.channel;
    receiveChannel.onmessage = function(event){
        document.querySelector("div#receive").innerHTML = event.data;
    };
};

sendChannel = pc.createDataChannel("sendDataChannel", {reliable: false});

document.querySelector("button#send").onclick = function ({
    var data = document.querySelector("textarea#send").value;
    sendChannel.send(data);
});
```

# RTCDataChannel: Example

[Simpl.info/rtcdatachannel](http://Simpl.info/rtcdatachannel)

# RTCDataChannel

YOU WANT YOUR COUSIN TO SEND YOU A FILE? EASY.  
HE CAN EMAIL IT TO— ... OH, IT'S 25 MB? HMM...

DO EITHER OF YOU HAVE AN FTP SERVER? NO, RIGHT.  
IF YOU HAD WEB HOSTING, YOU COULD UPLOAD IT...

HMM. WE COULD TRY ONE OF THOSE MEGASHAREUPLOAD SITES,  
BUT THEY'RE FLAKY AND FULL OF DELAYS AND PORN POPUPS.

HOW ABOUT AIM DIRECT CONNECT? ANYONE STILL USE THAT?

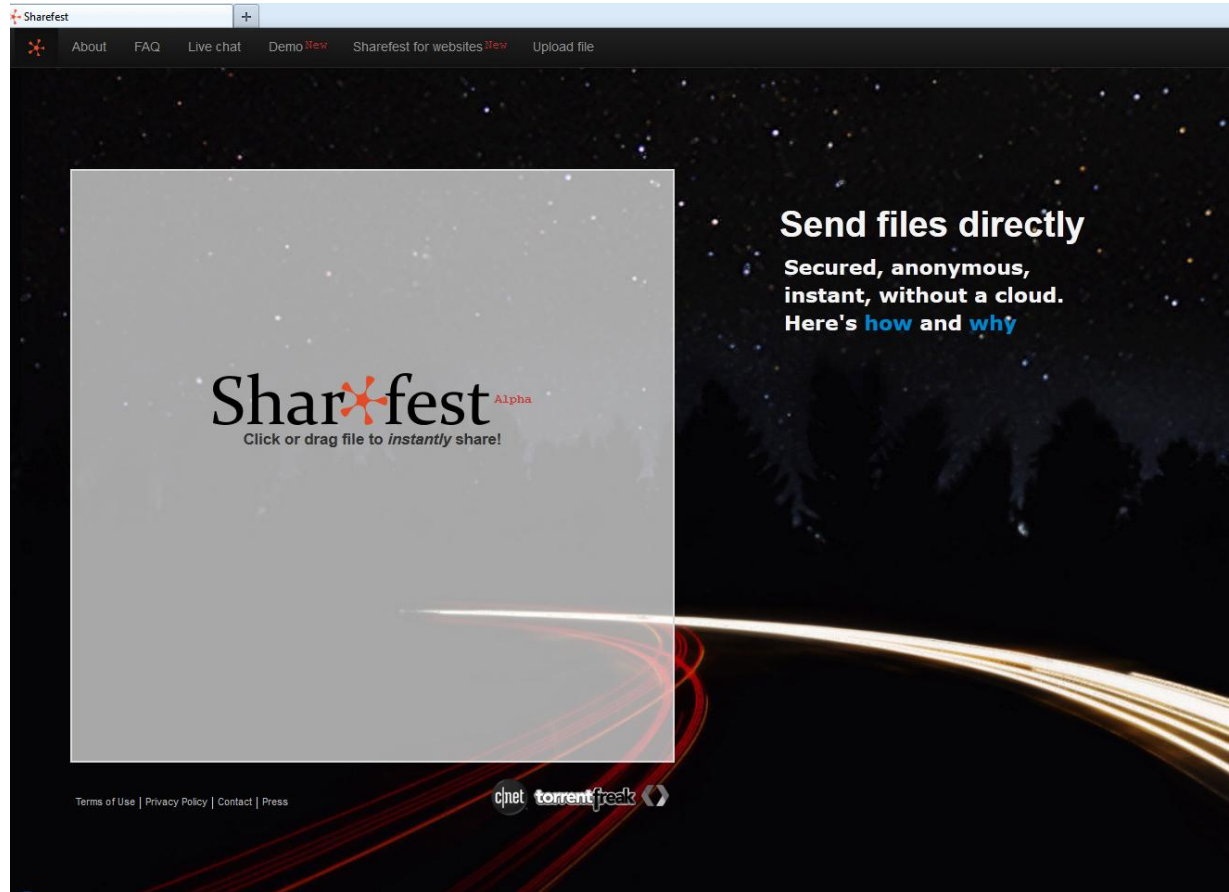
OH, WAIT, DROPBOX! IT'S THIS RECENT STARTUP FROM A FEW  
YEARS BACK THAT SYNCs FOLDERS BETWEEN COMPUTERS.  
YOU JUST NEED TO MAKE AN ACCOUNT, INSTALL THE—



I LIKE HOW WE'VE HAD THE INTERNET FOR DECADES,  
YET "SENDING FILES" IS SOMETHING EARLY  
ADOPTERS ARE STILL FIGURING OUT HOW TO DO.

# RTCDataChannel: Example II

## Sharefest





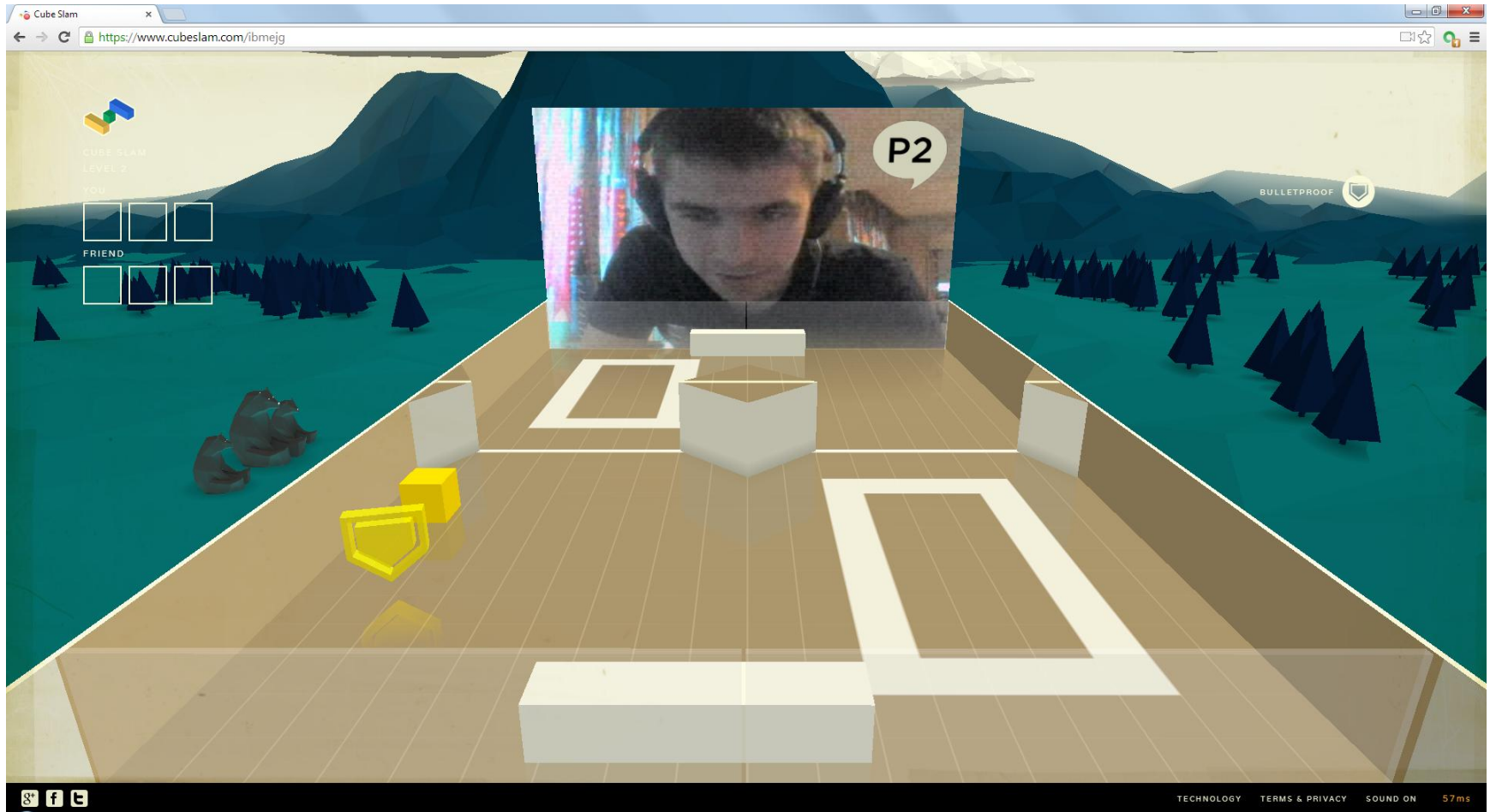
# RTCDataChannel: Example III

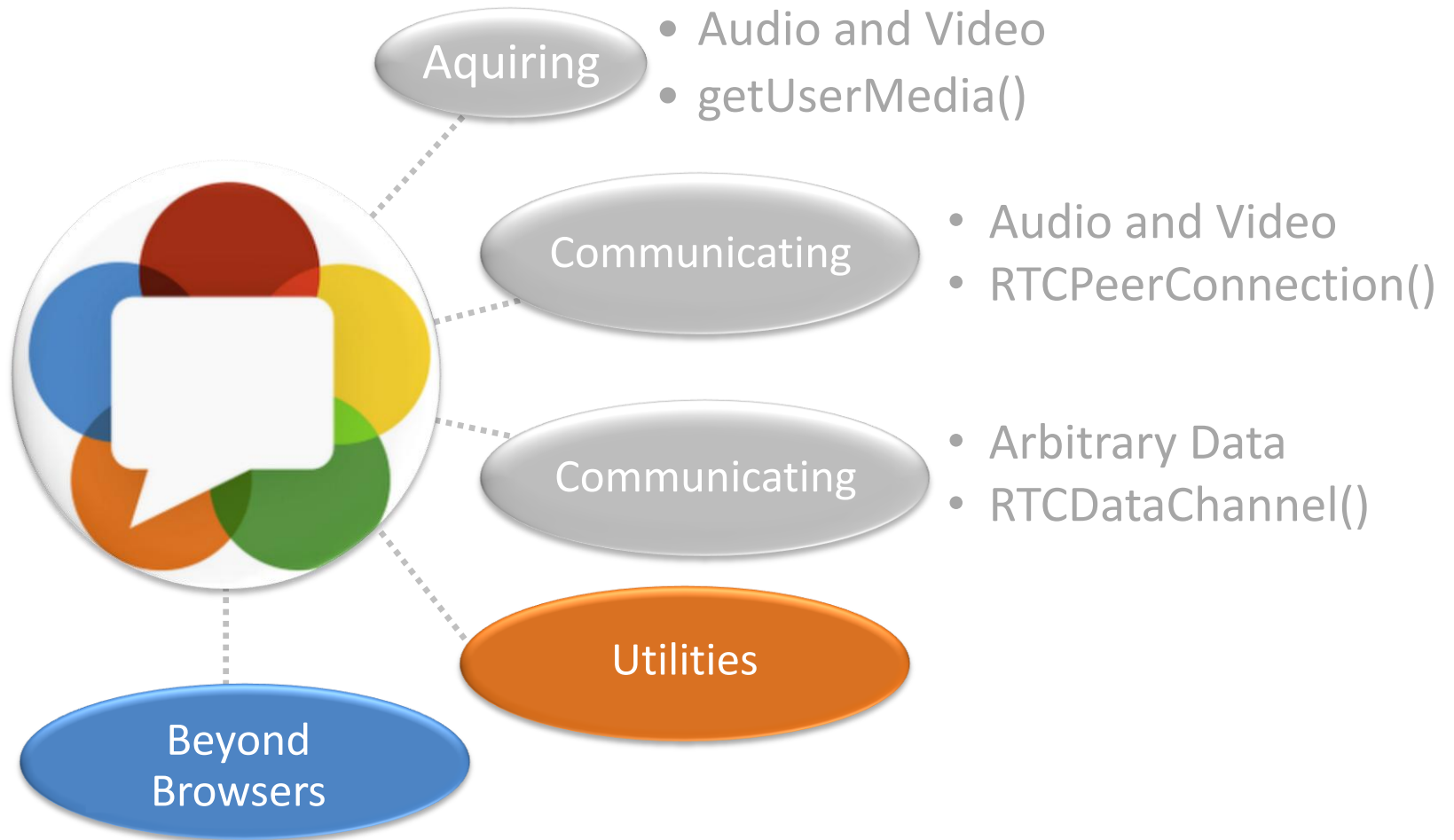
## BananaBread



# RTCDataChannel: Example IV

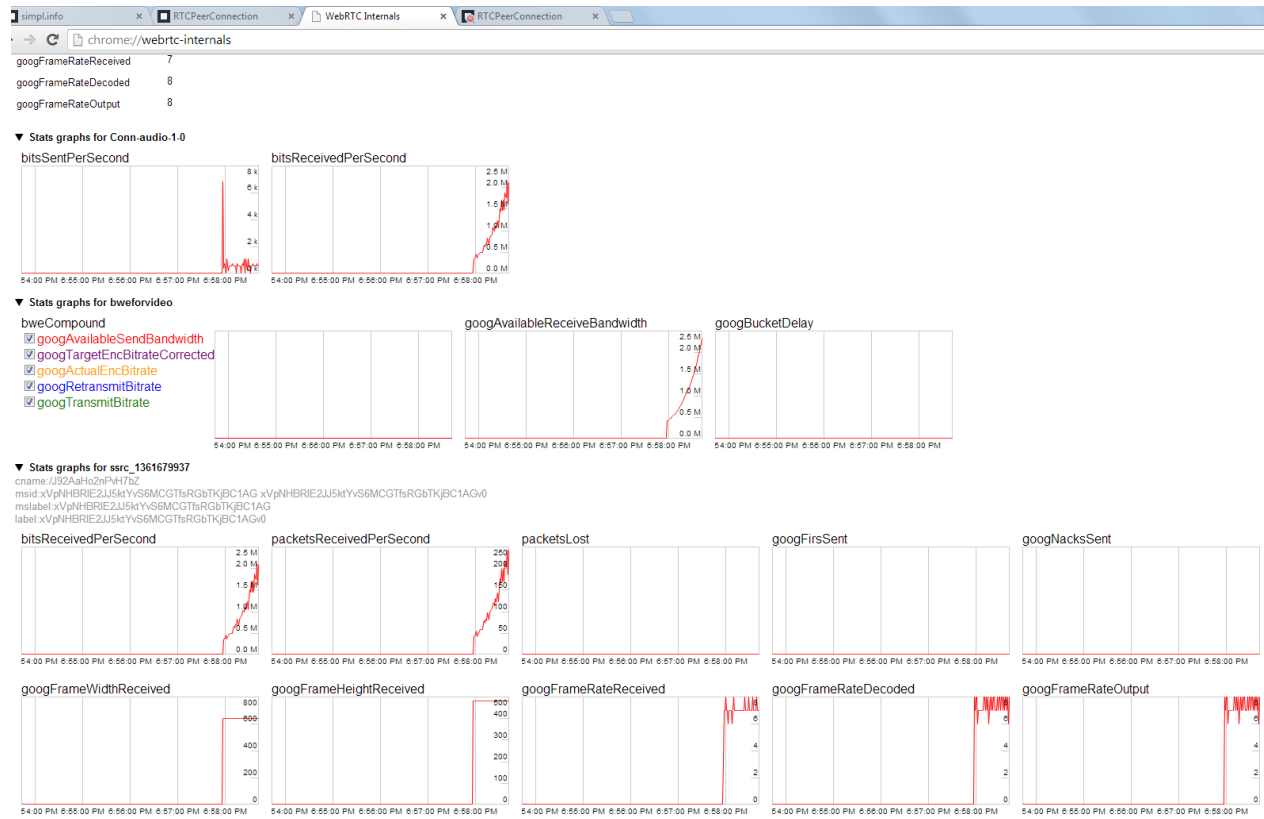
## CubeSlam





# Utilities I

- Chrome://webrtc-internals



# Utilities II

- Adapter.js

W3C Standard

Chrome

Firefox

getUserMedia

webkitGetUserMedia

mozGetUserMedia

RTCPeerConnection

webkitRTCPeerConnection

mozRTCPeerConnection

RTCSessionDescription

RTCSessionDescription

mozRTCSessionDescription

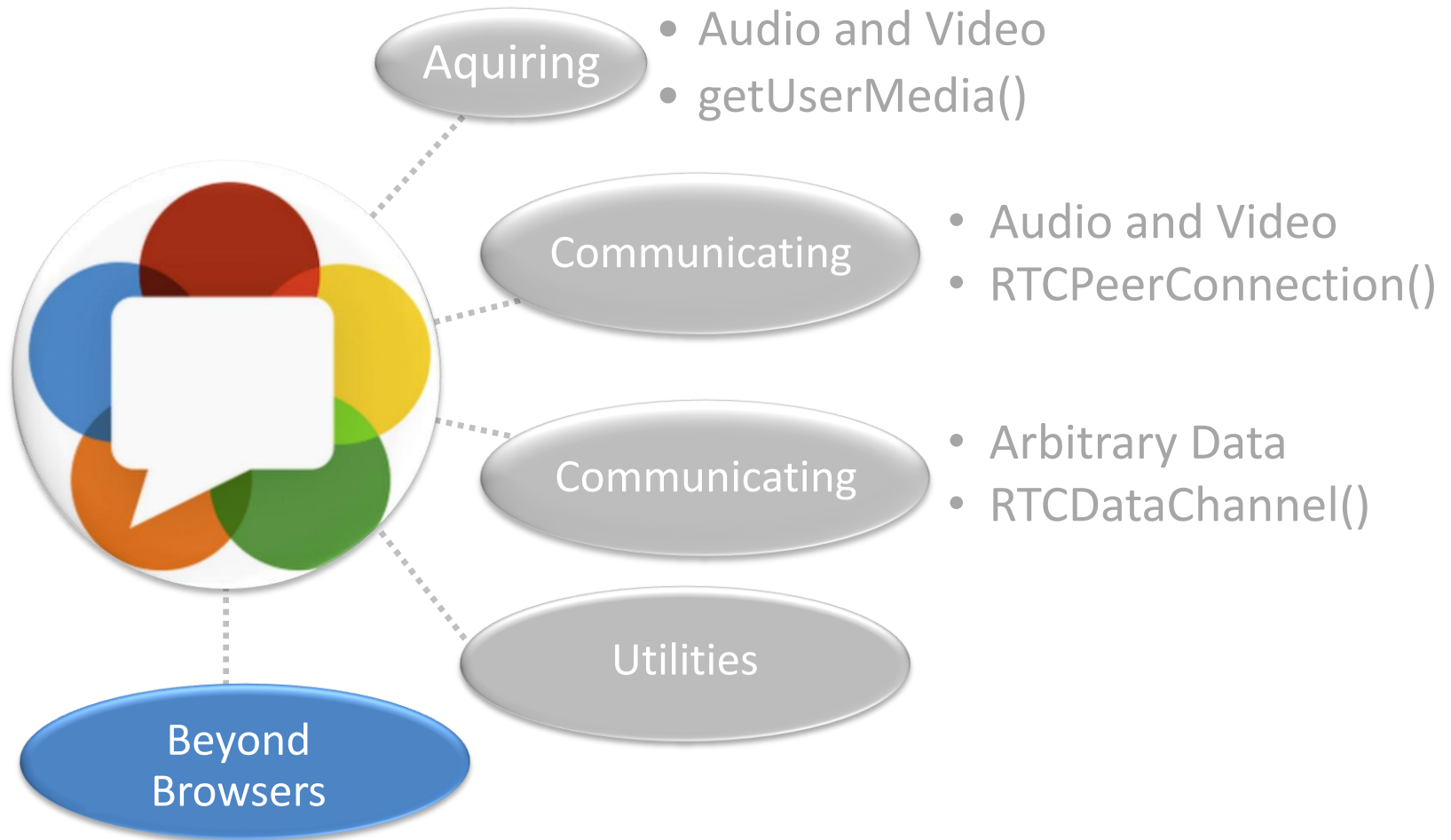
RTCIceCandidate

RTCIceCandidate

mozRTCIceCandidate

# Utilities III

- JavaScript frameworks:
  - Video:
    - [SimpleWebRTC](#), [easyRTC](#), [webRTC.io](#)
  - Peer-to-peer data:
    - [PeerJs](#)



# Beyond Browsers

- Communication to:
  - telephones or VoIP systems with gateway servers
    - [Zingaya](#), [Tethr](#) and [OpenBTS](#)
  - apps (iOS or Android) with native library





# Sources

- [www.webrtc.org/](http://www.webrtc.org/)
- Tutorial: <http://www.html5rocks.com/en/tutorials/webrtc/basics/>
- WebRTC: <http://www.w3.org/TR/webrtc/>
- SDP: <http://tools.ietf.org/id/draft-nandakumar-rtcweb-sdp-01.html>