

# Understanding Server Technologies for WebRTC

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LearnFromLisa.com  
@lisamarienyc



**pluralsight**   
hardcore developer training

# **Why Do We Need Servers with WebRTC?**

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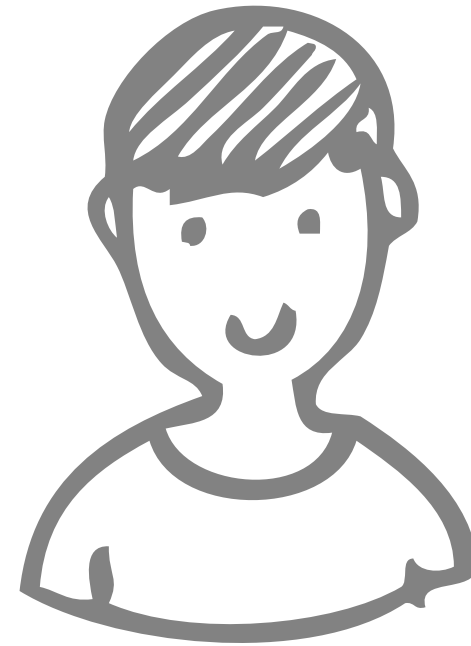
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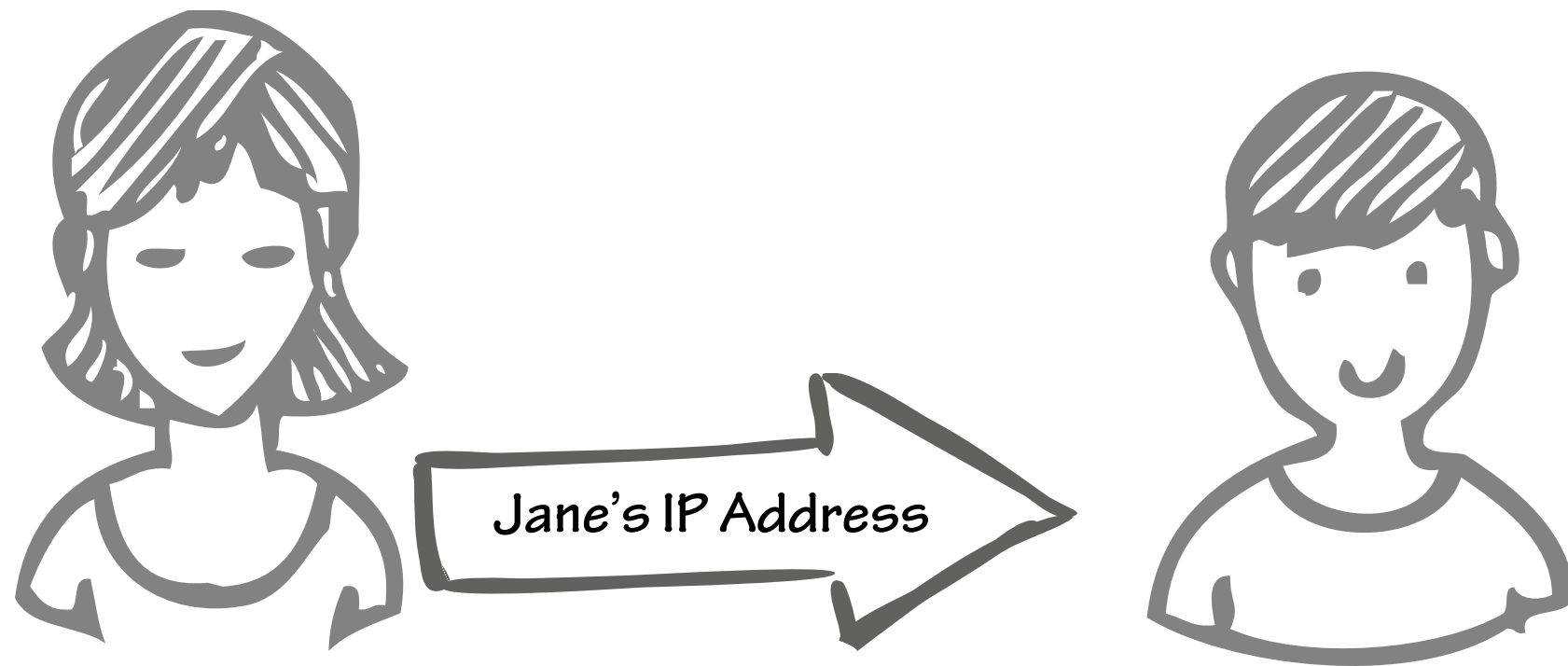
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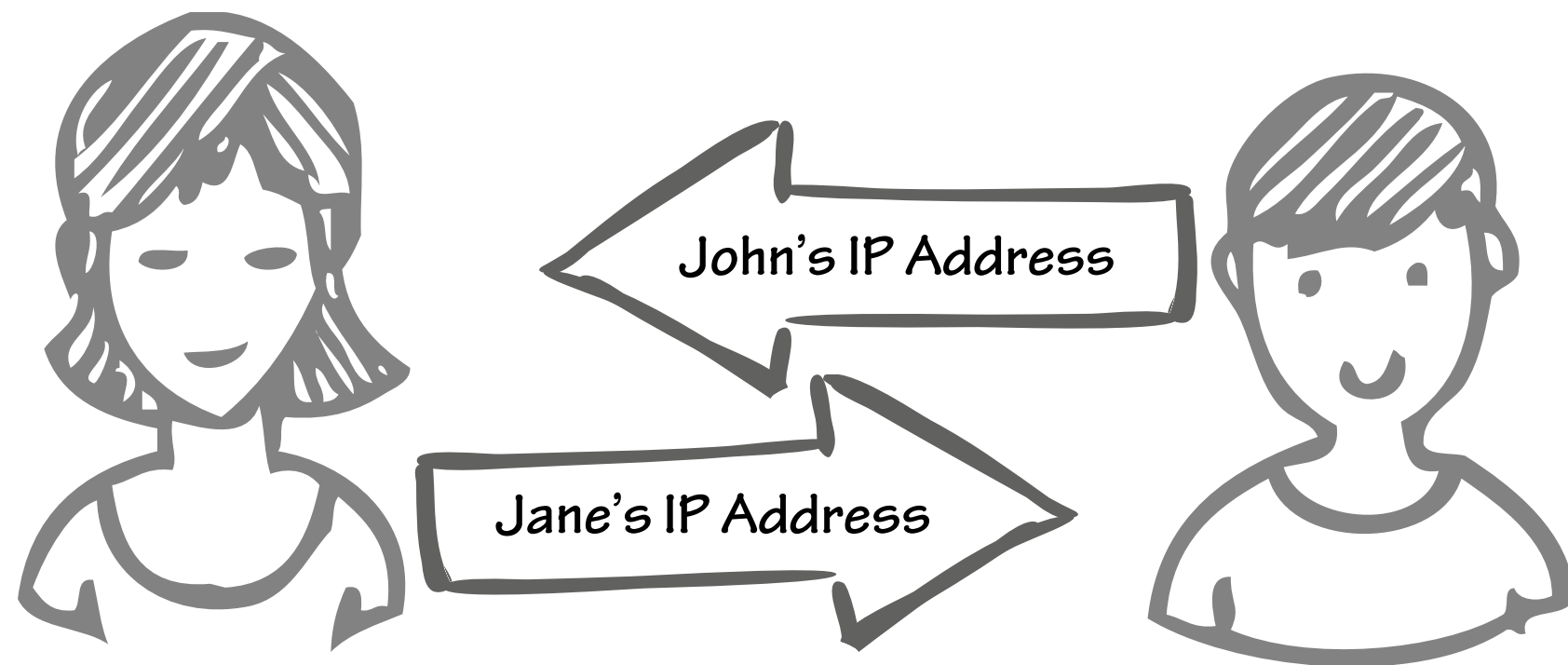
# Establishing Peer Connections: An Overview



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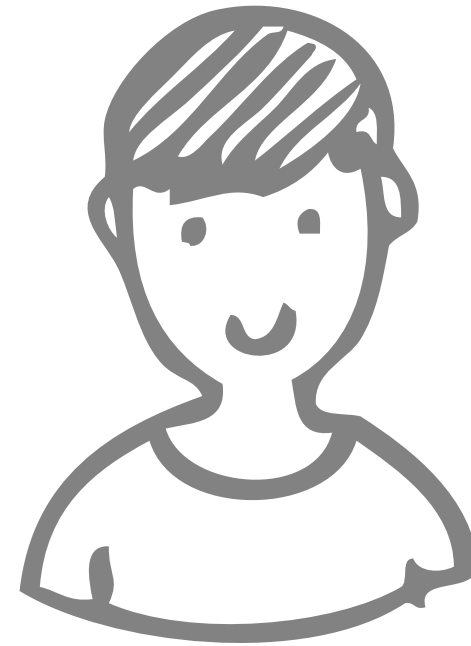


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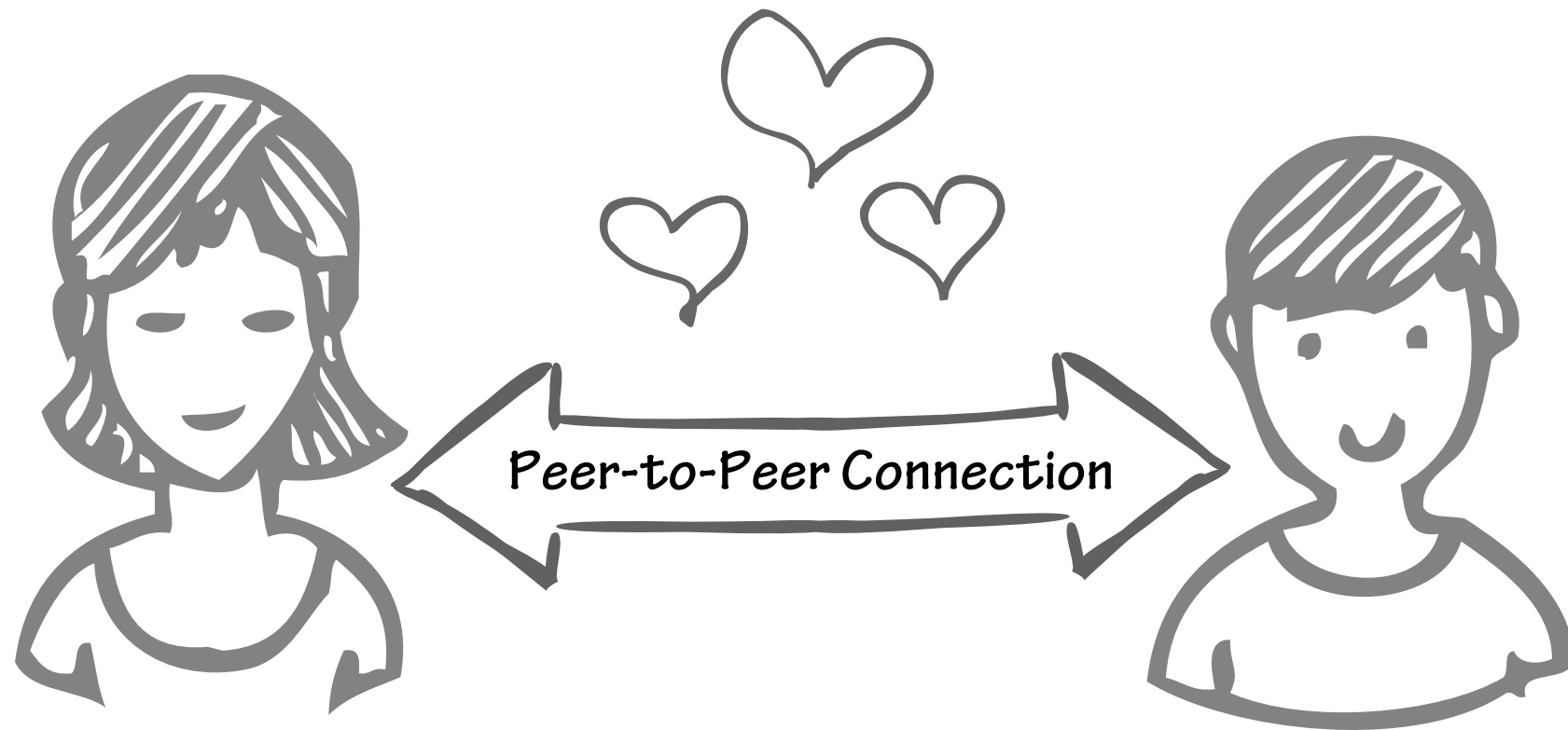




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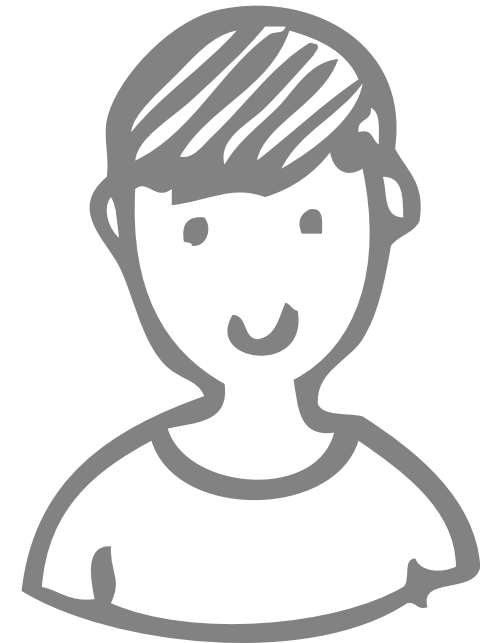
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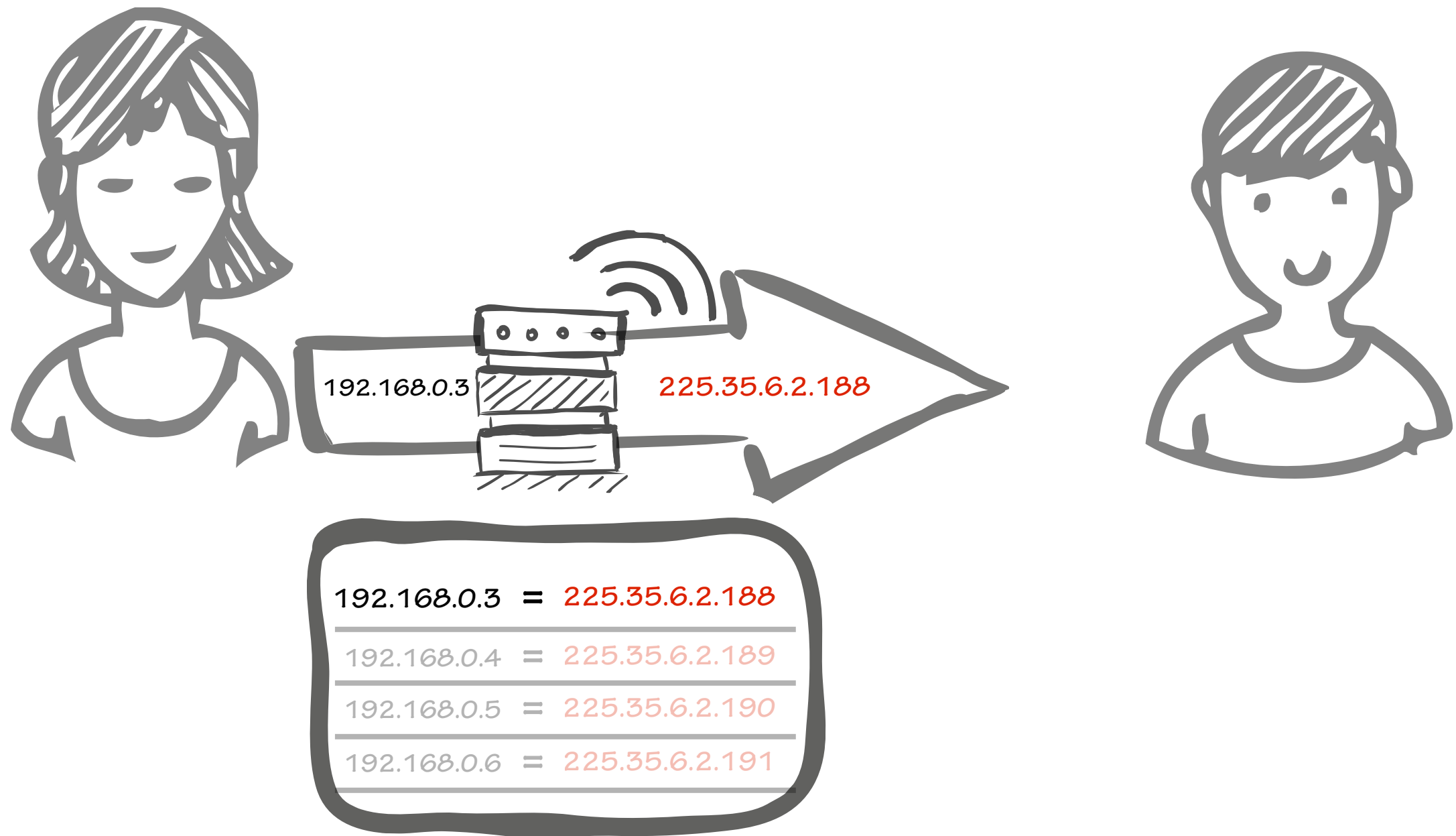
192.168.0.3



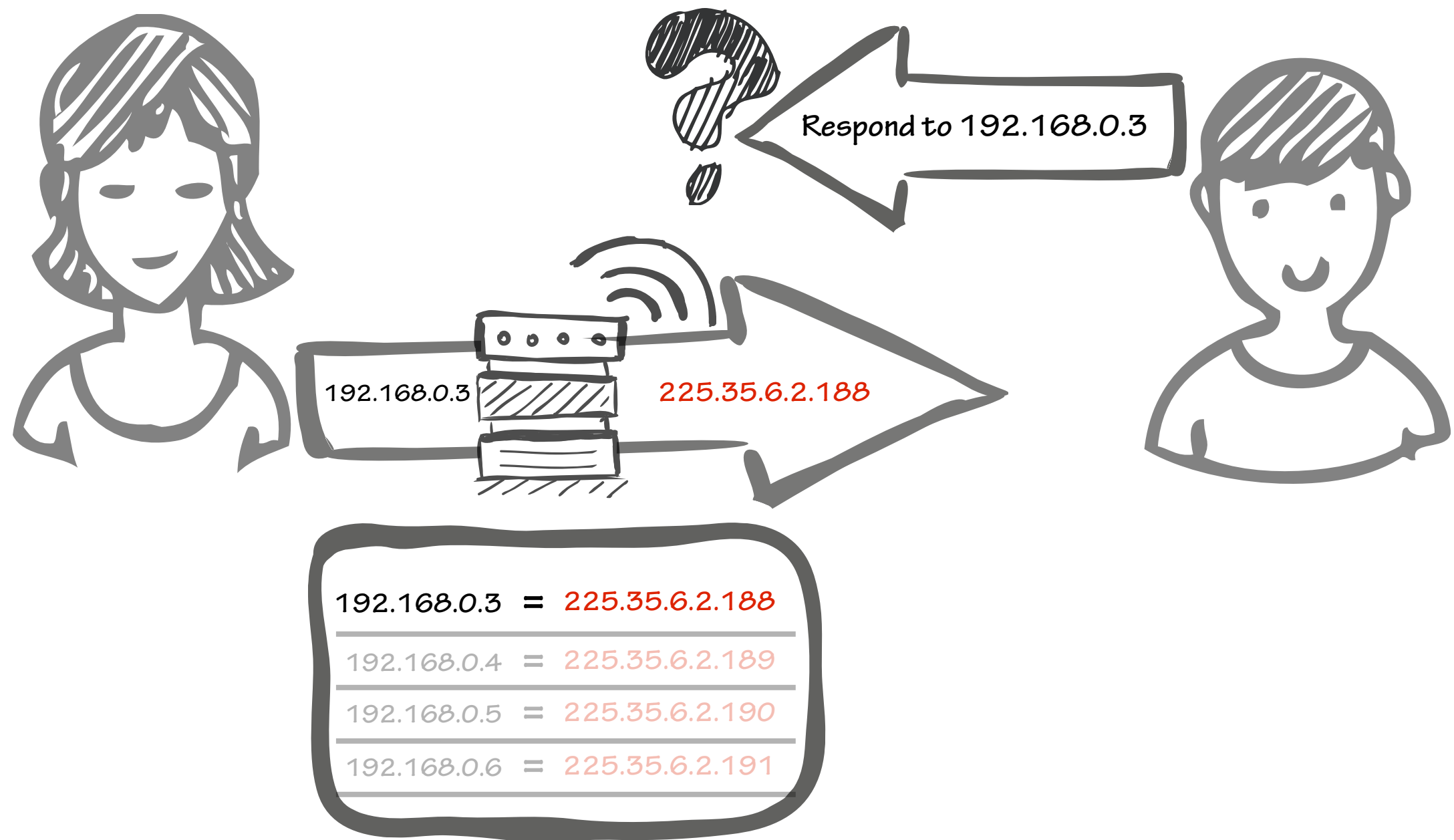
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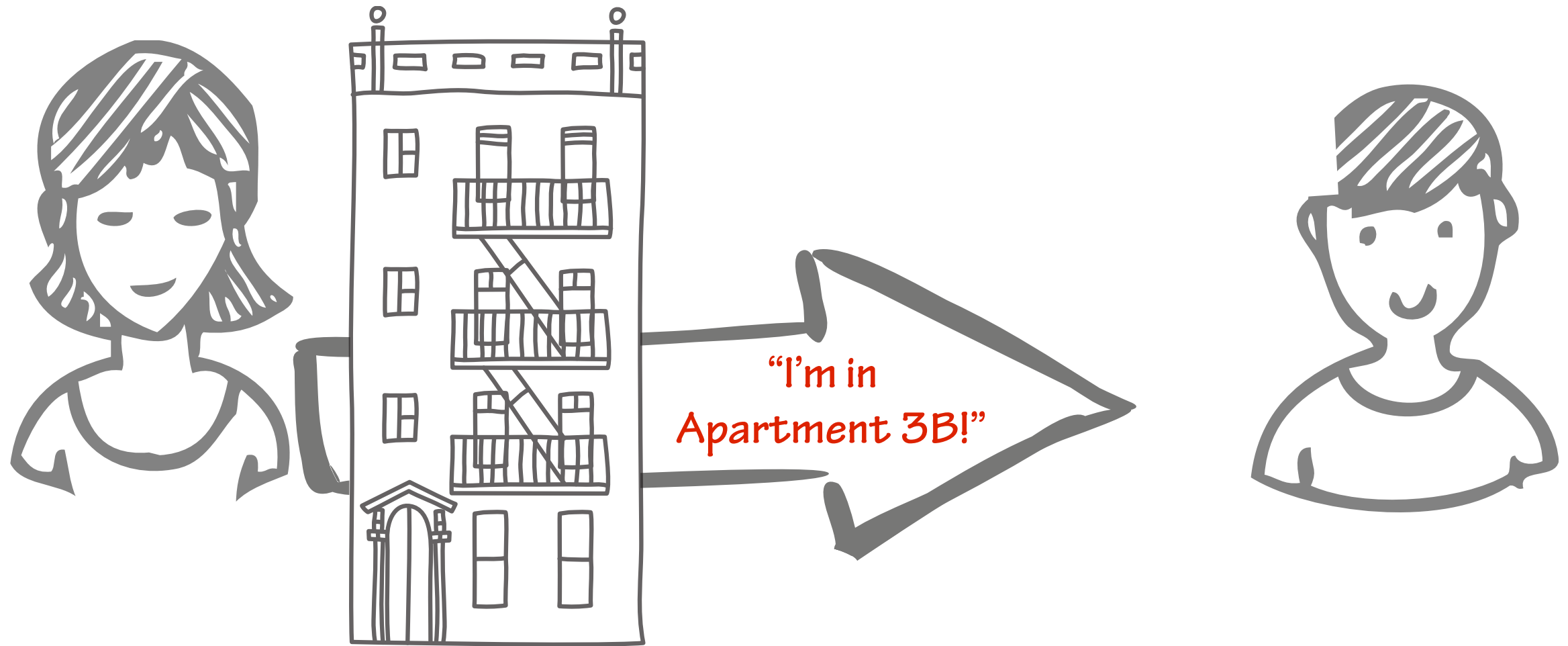
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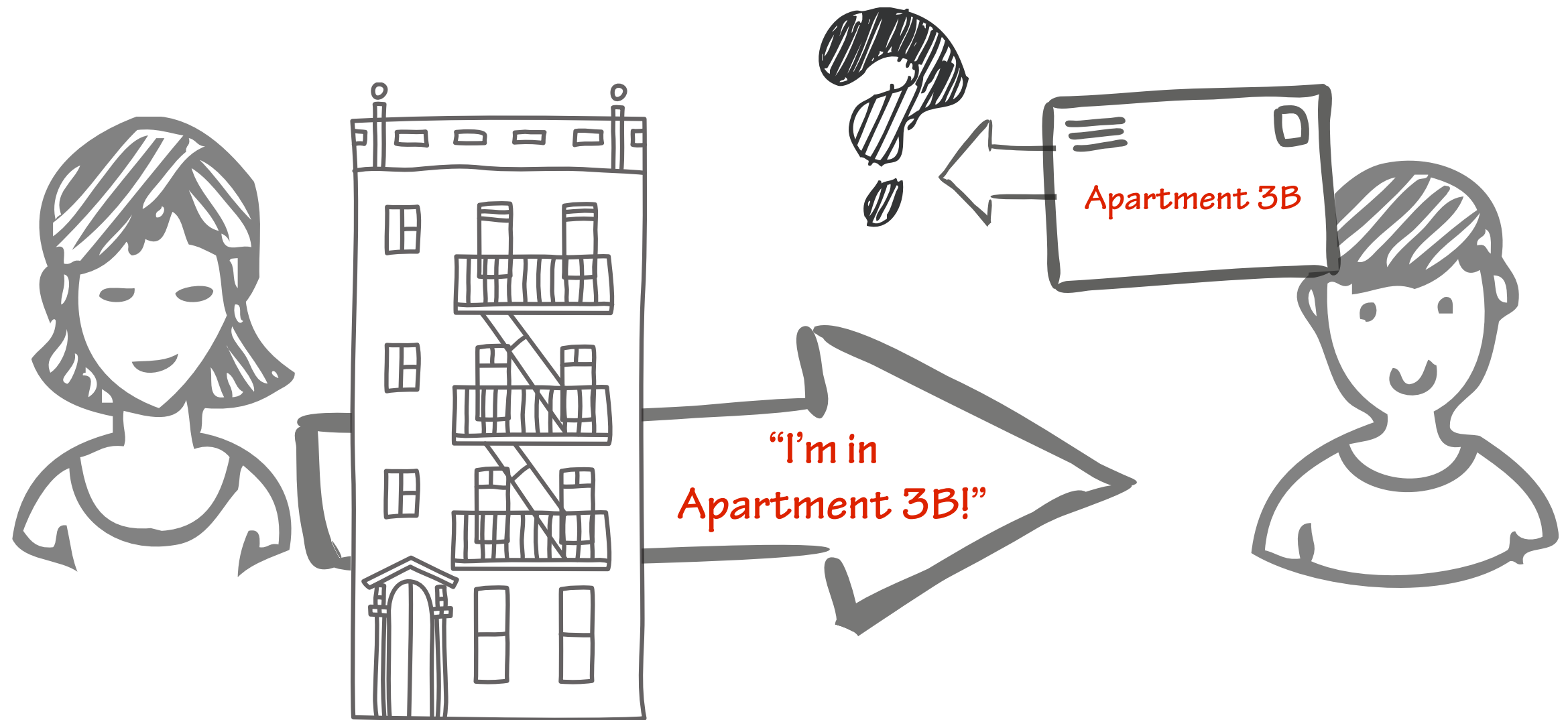


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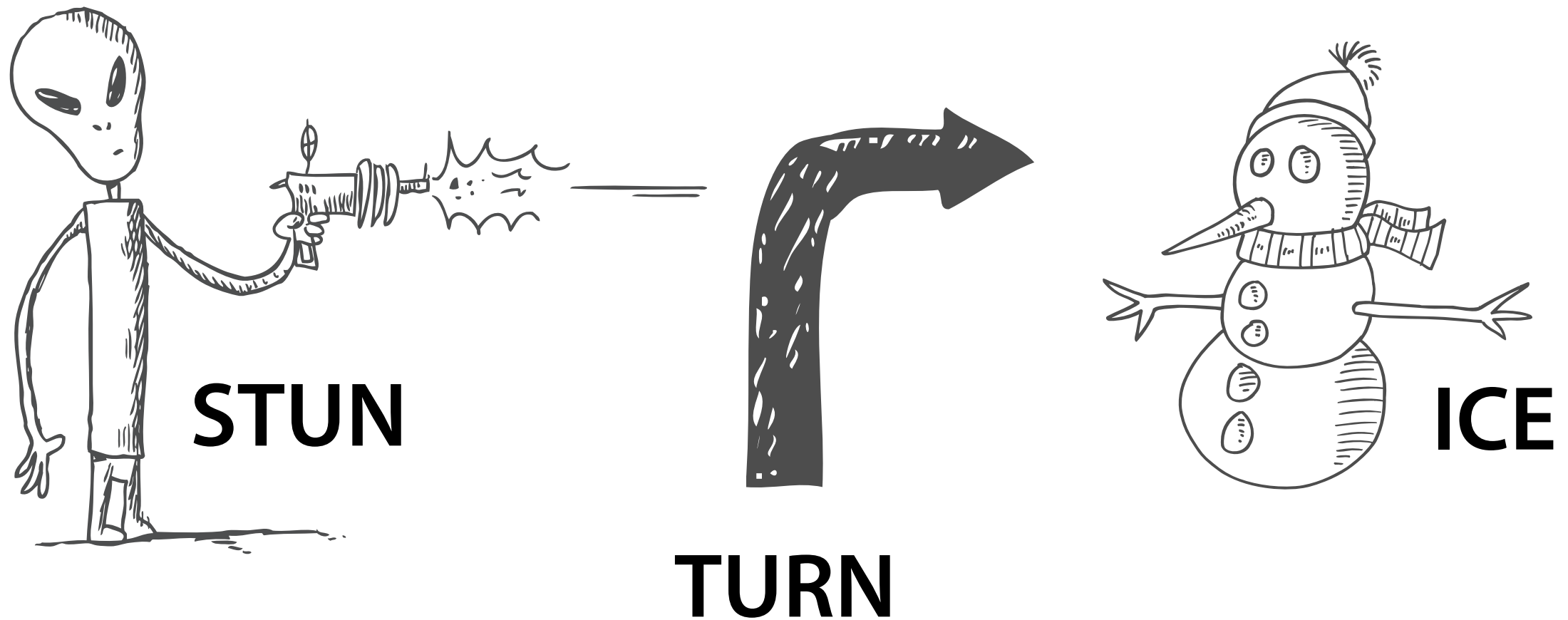




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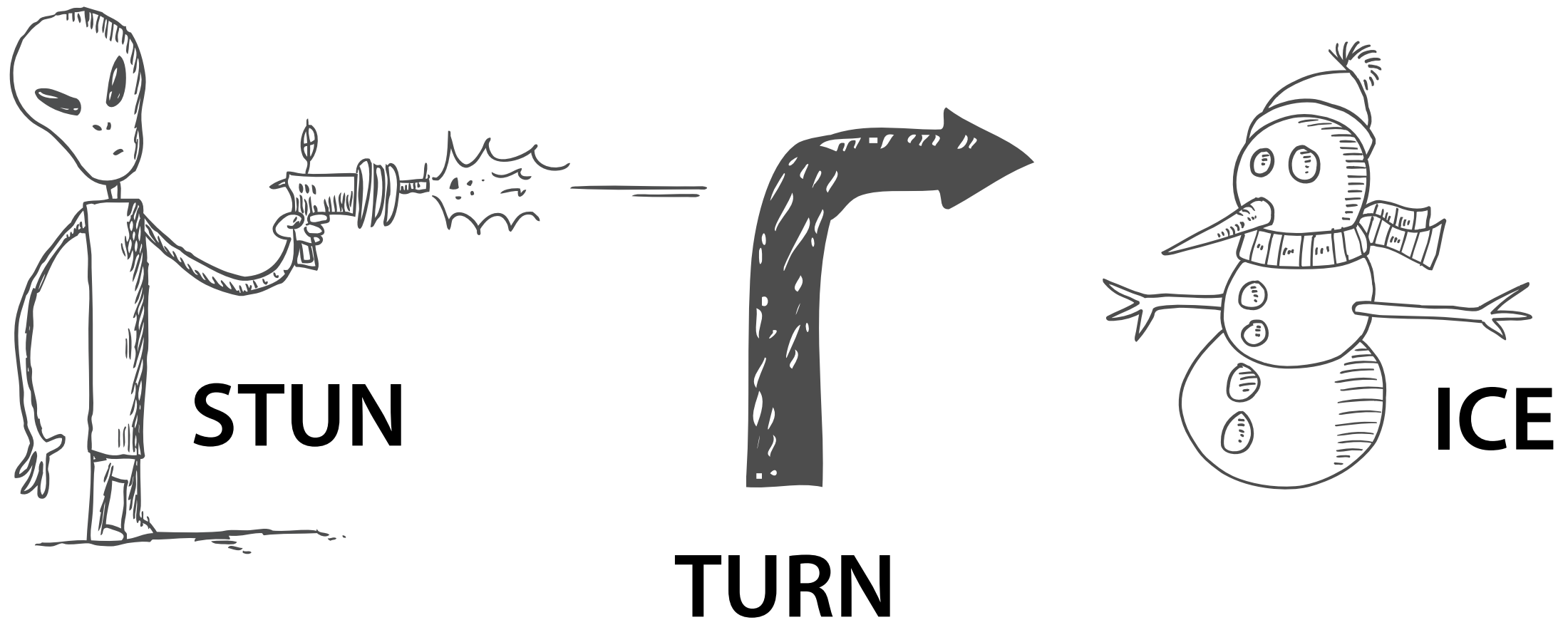


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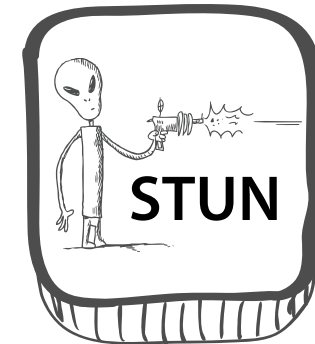
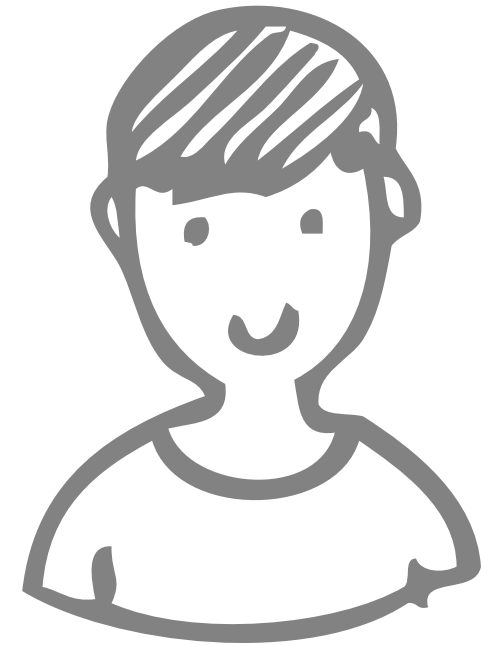


03-02

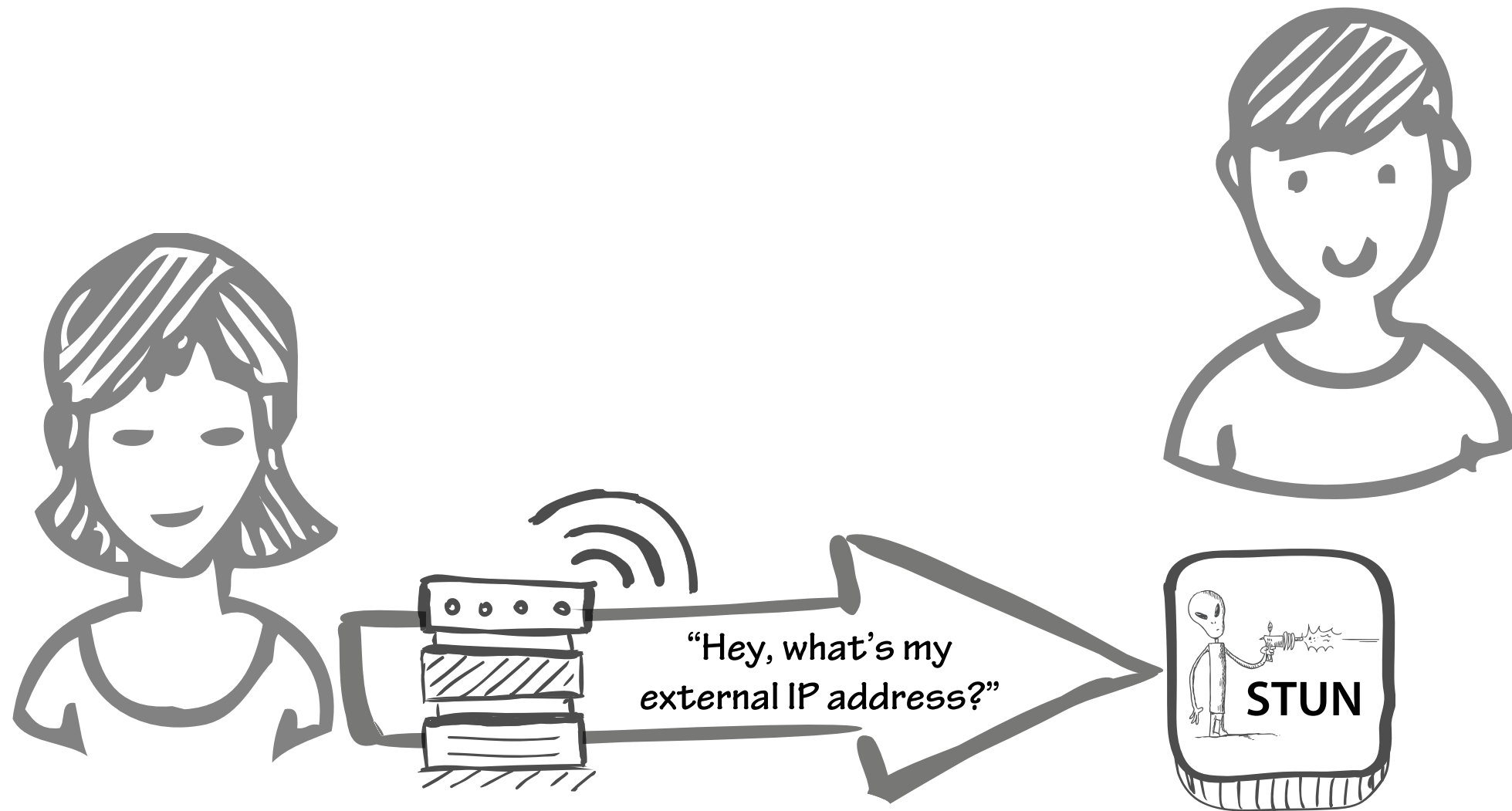
# Introducing STUN, TURN and ICE



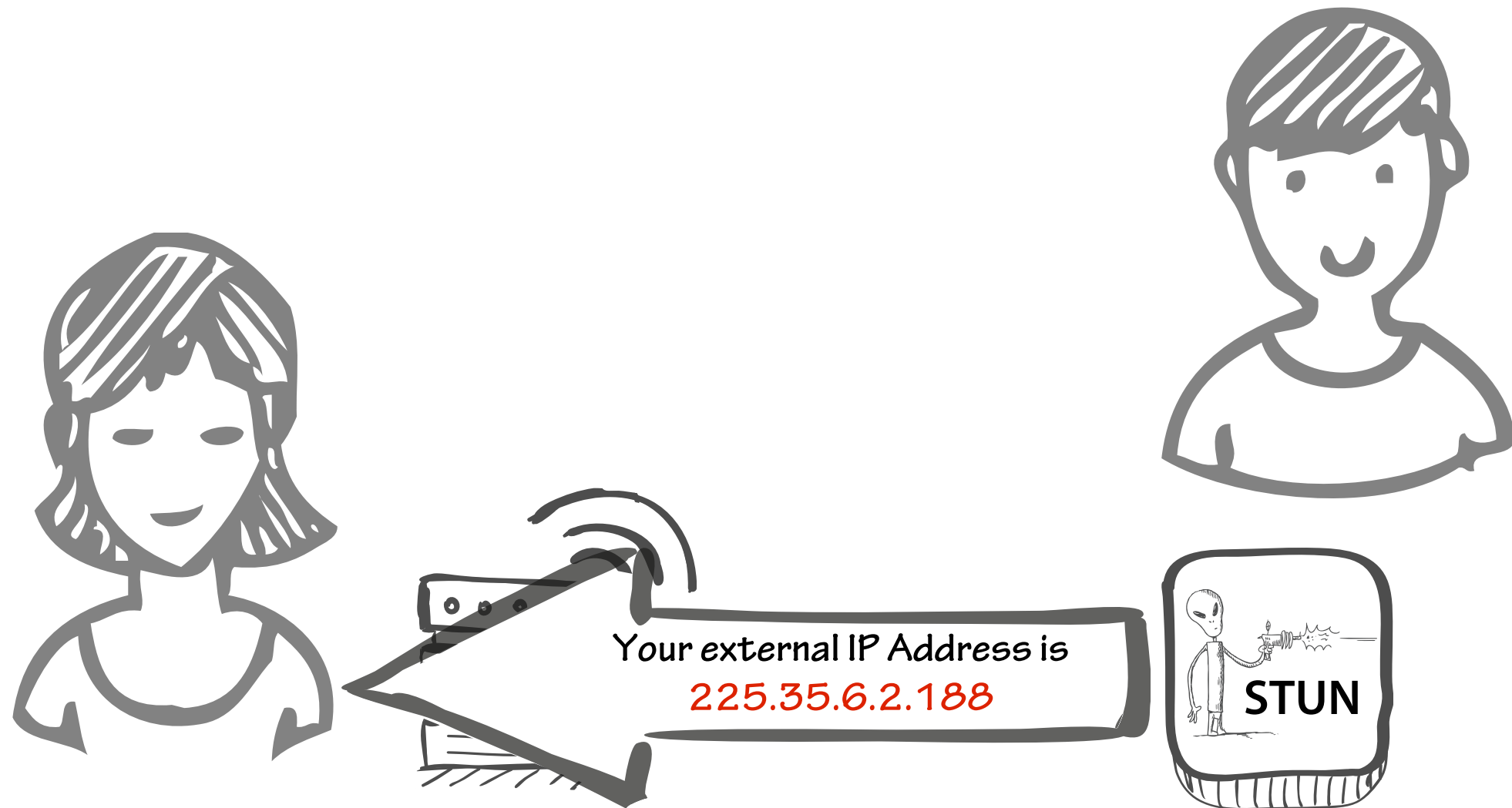
# How STUN Servers Work



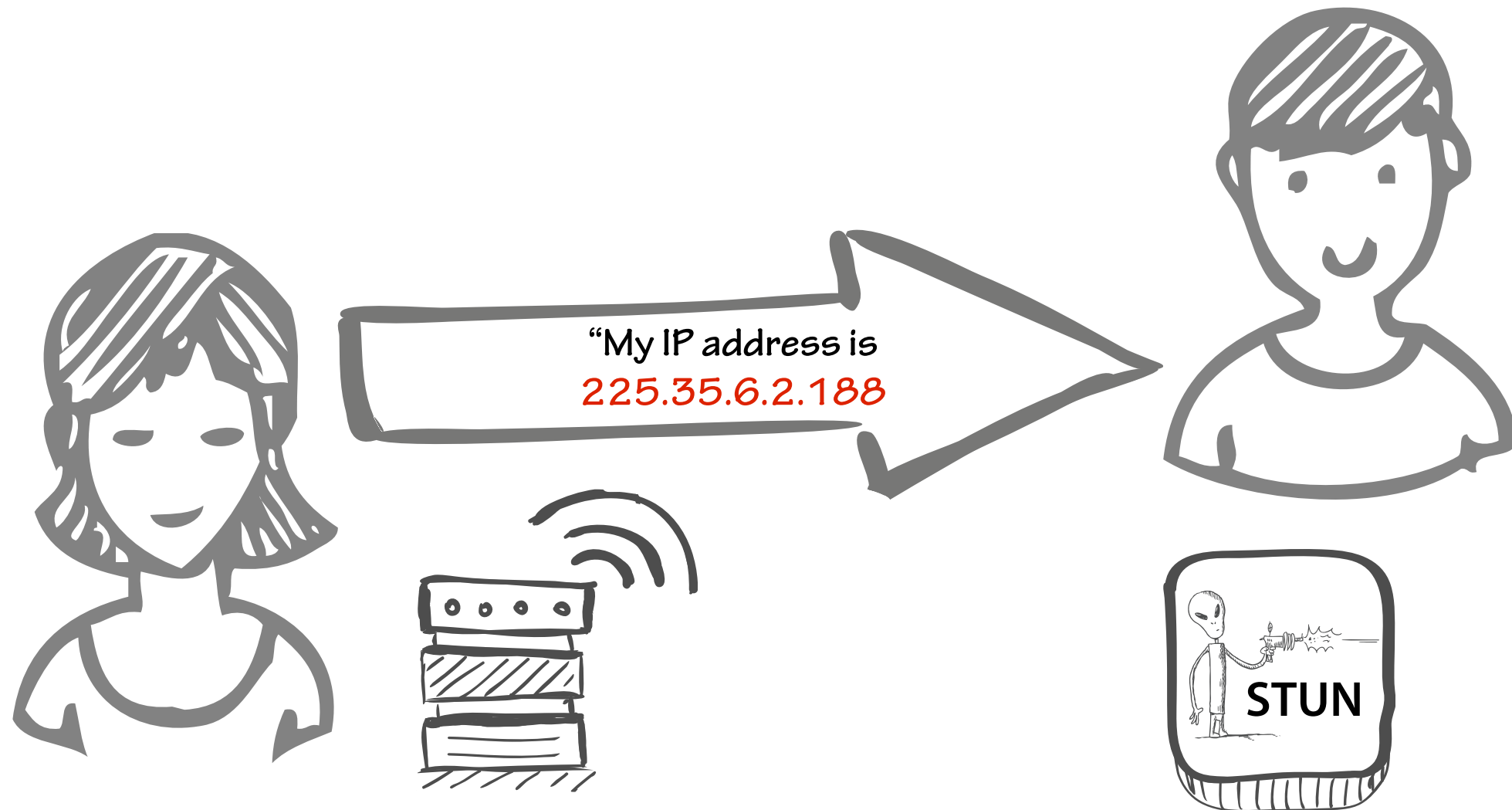
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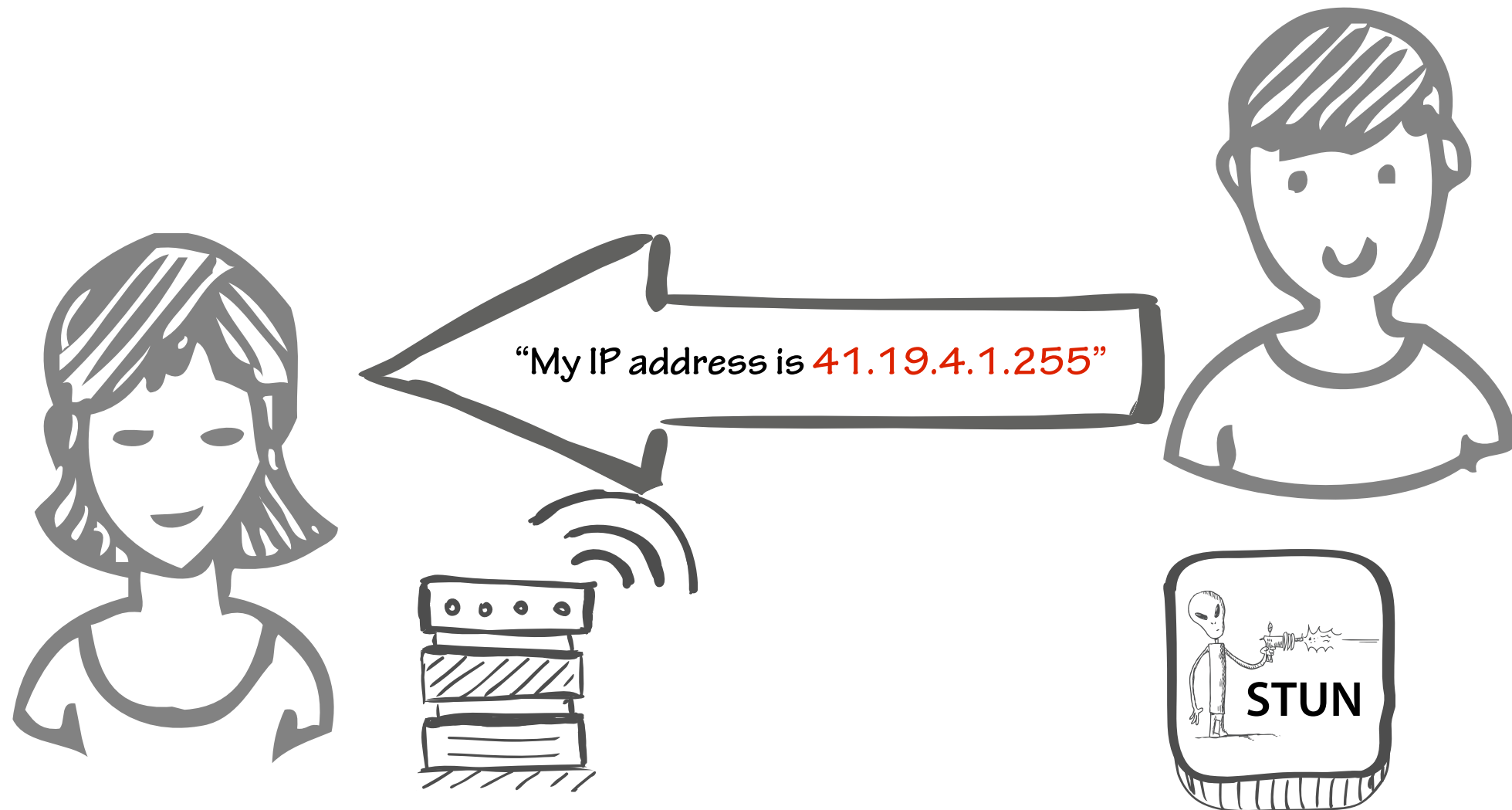


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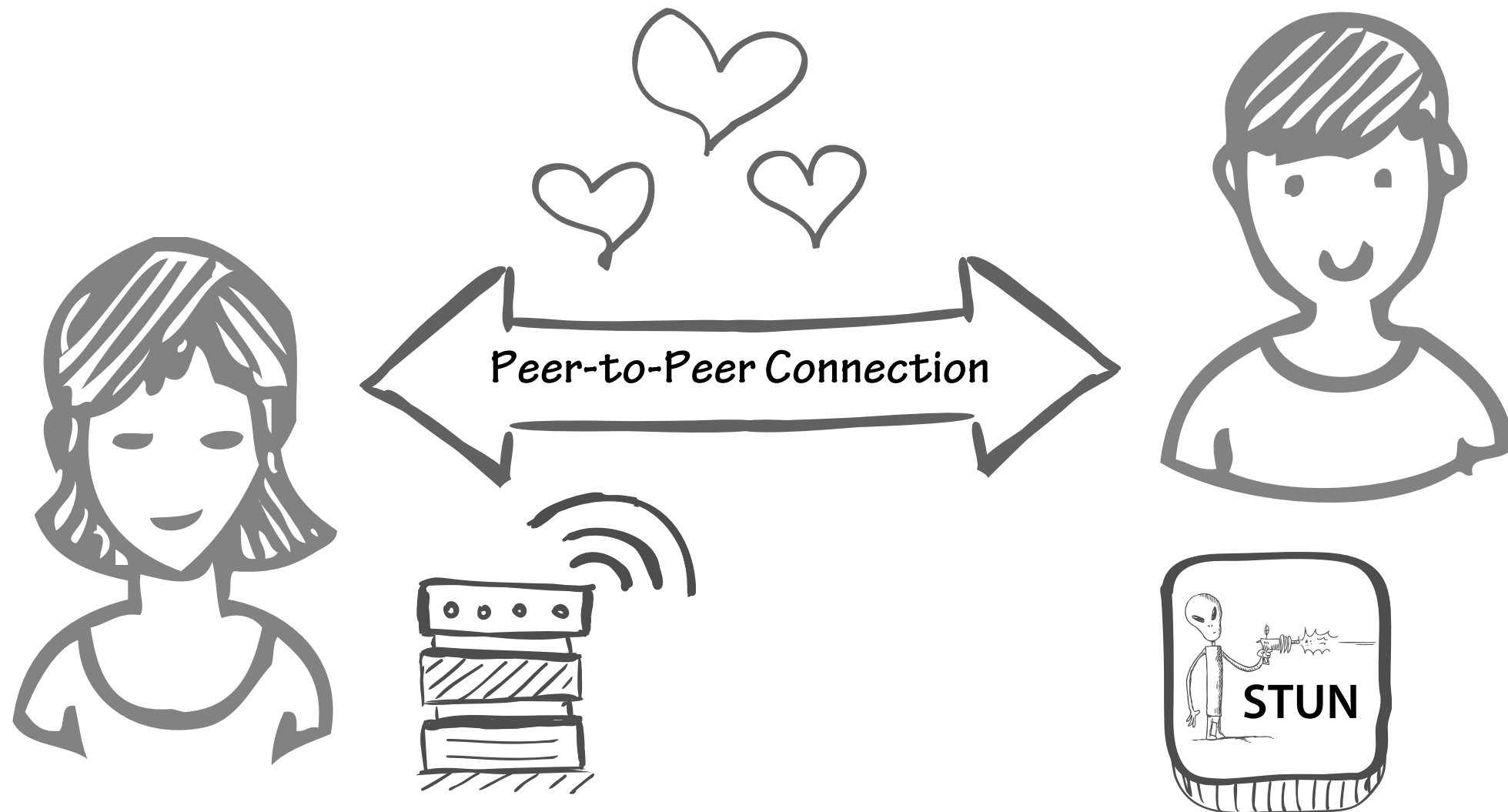




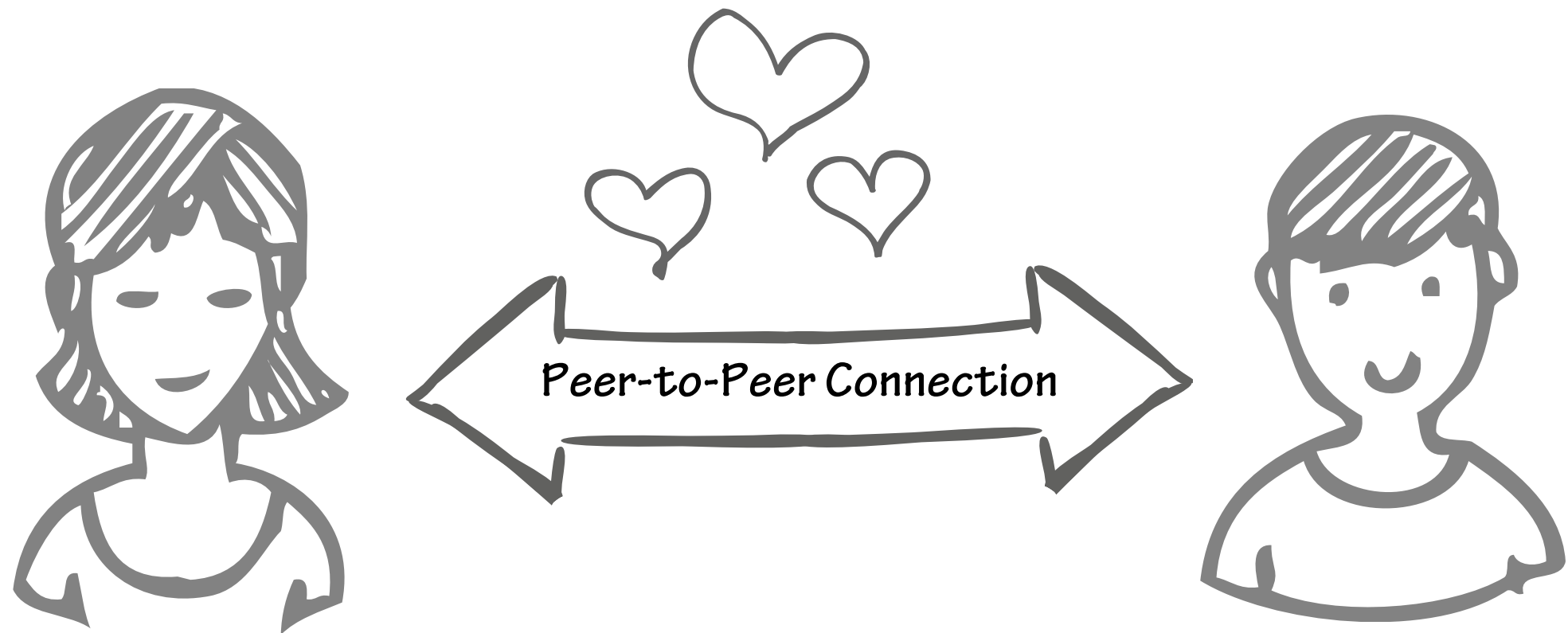
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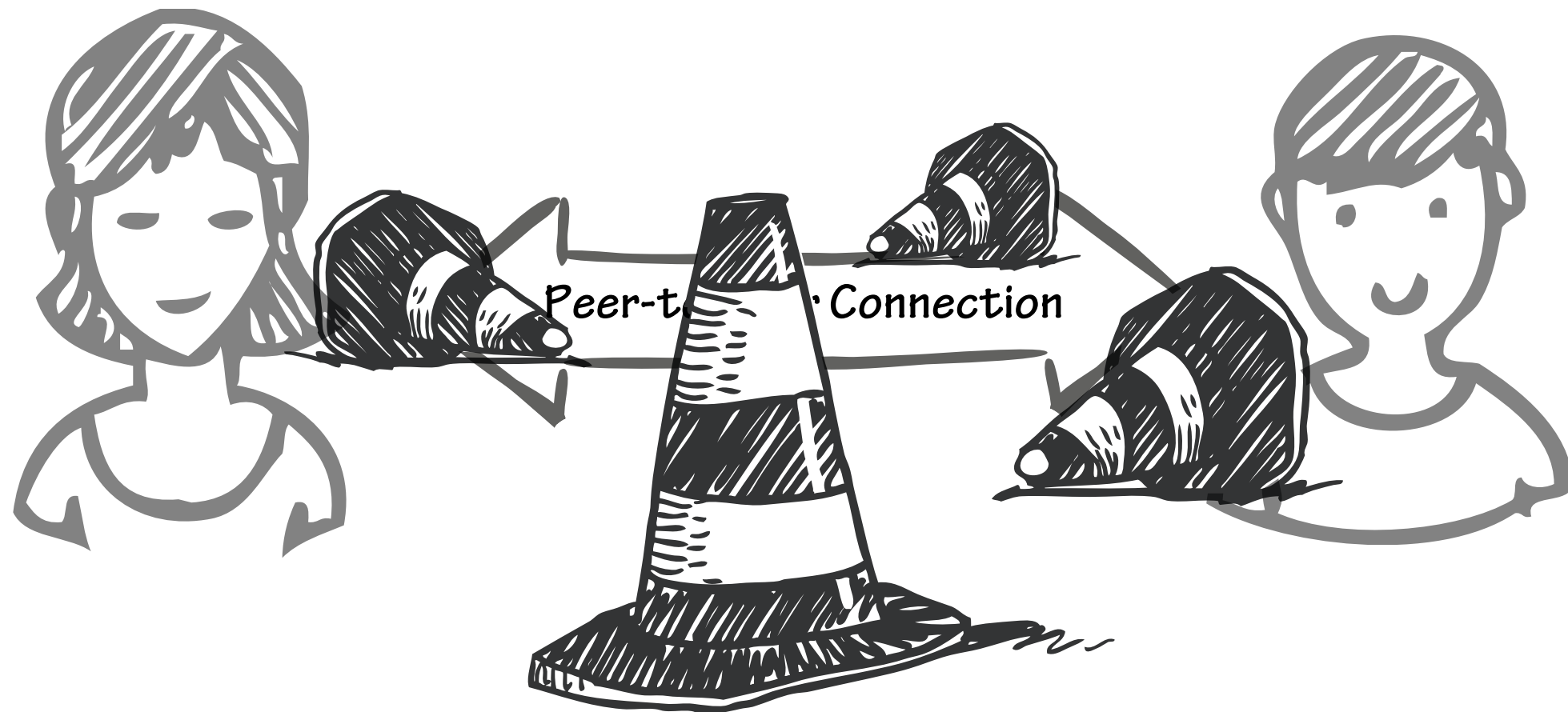
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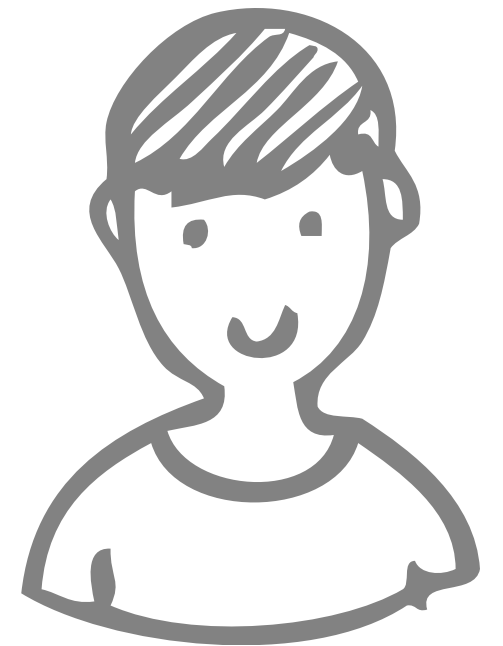
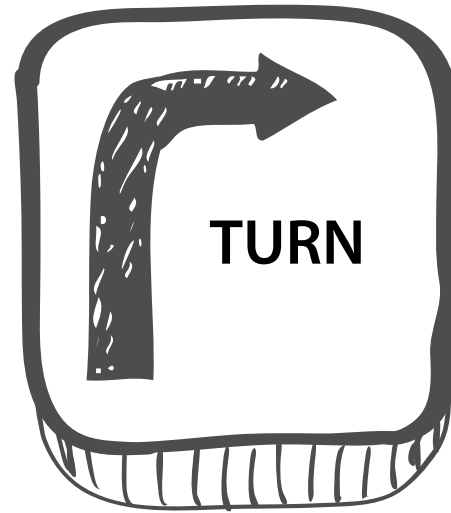
# How STUN Servers Work (Sometimes)



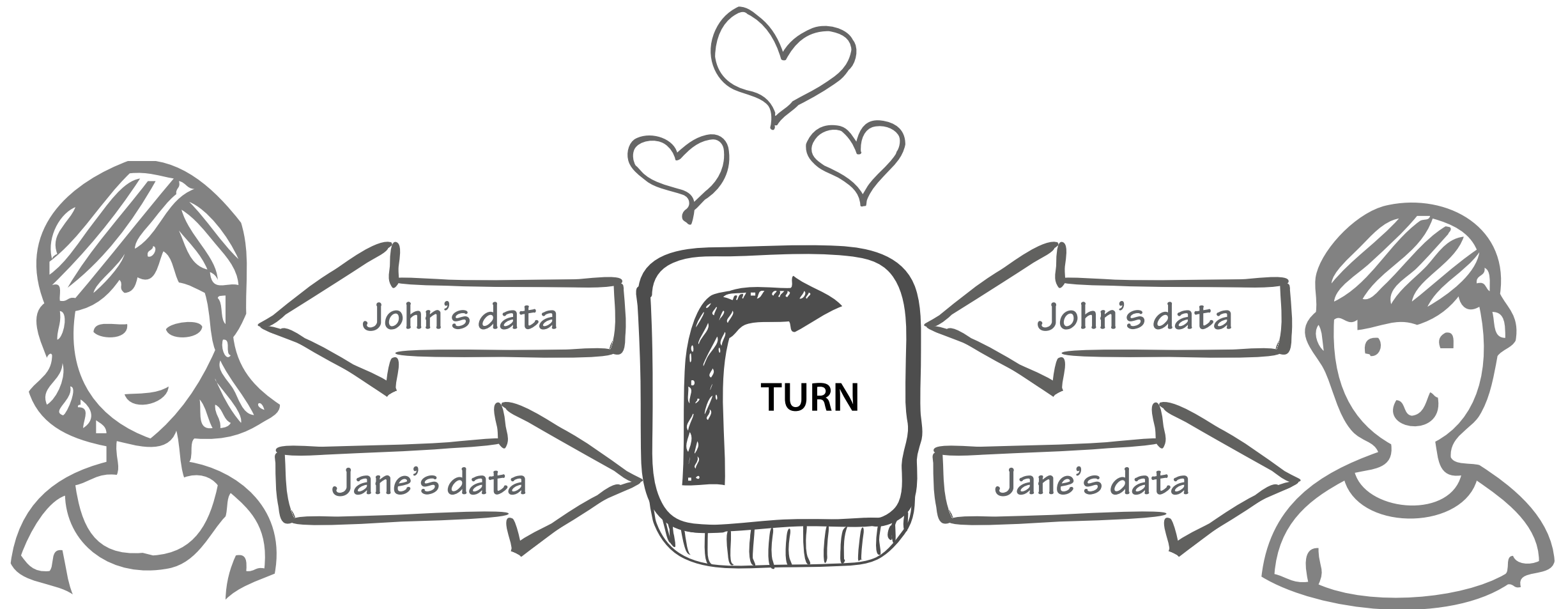
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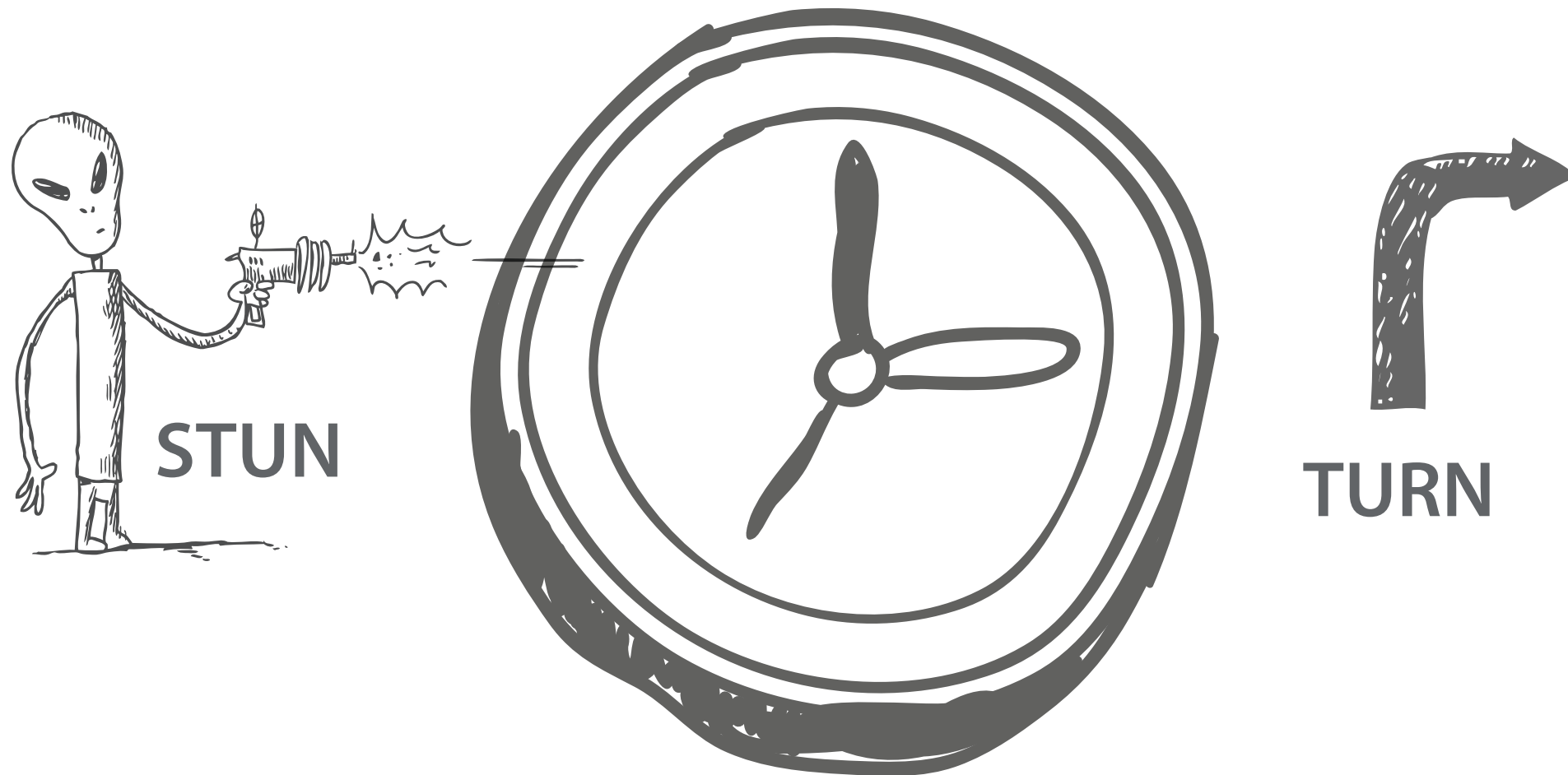
# How TURN works



# How TURN works



# Real-time, Sort Of...

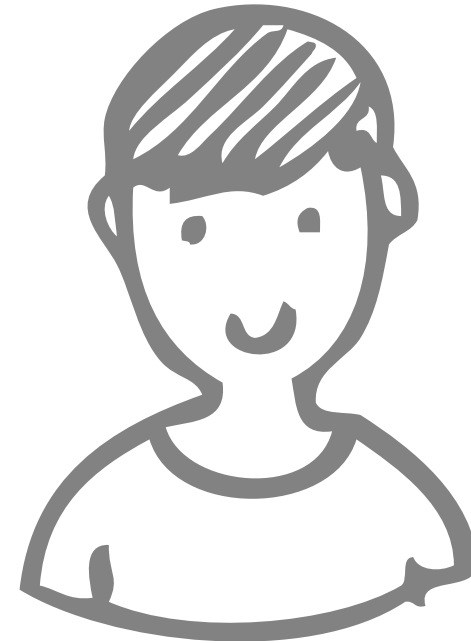


# Interactive Connectivity Establishment (ICE)





# How ICE works



# How ICE works



192.168.0.3

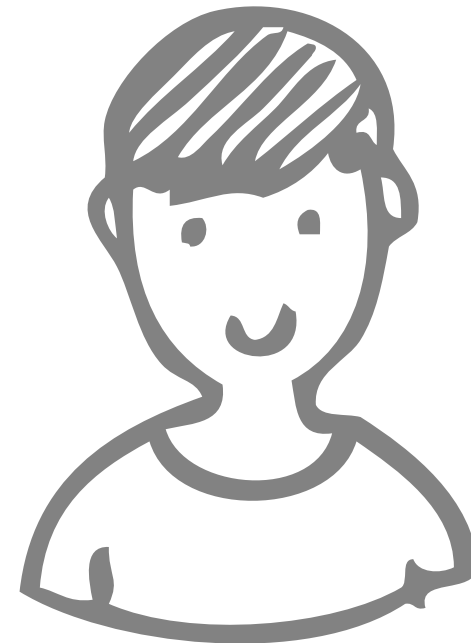
225.35.6.2.188

123.45.6.7.890

**Local IP**

**External IP**

**Relay address**

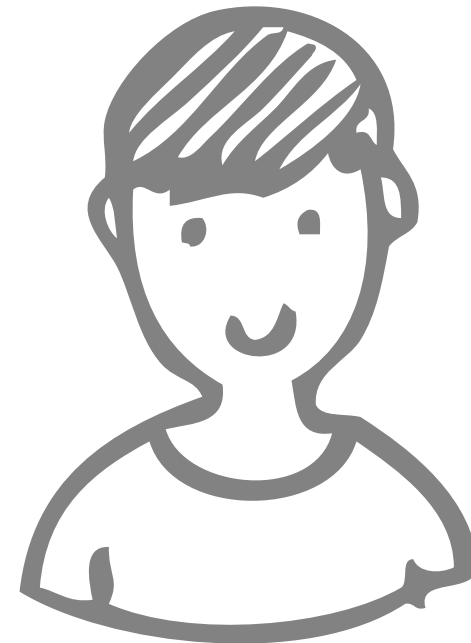


192.168.0.111

441.19.4.1.255

987.65.4.3.210

# How ICE works



192.168.0.3

225.35.6.2.188

123.45.6.7.890

**Local IP**

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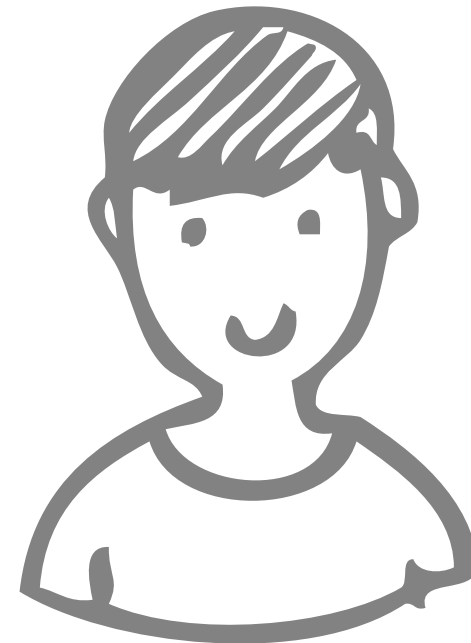
192.168.0.111

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## ICE Candidates

# How ICE works



192.168.0.3
225.35.6.2.188
123.45.6.7.890

**Local IP**

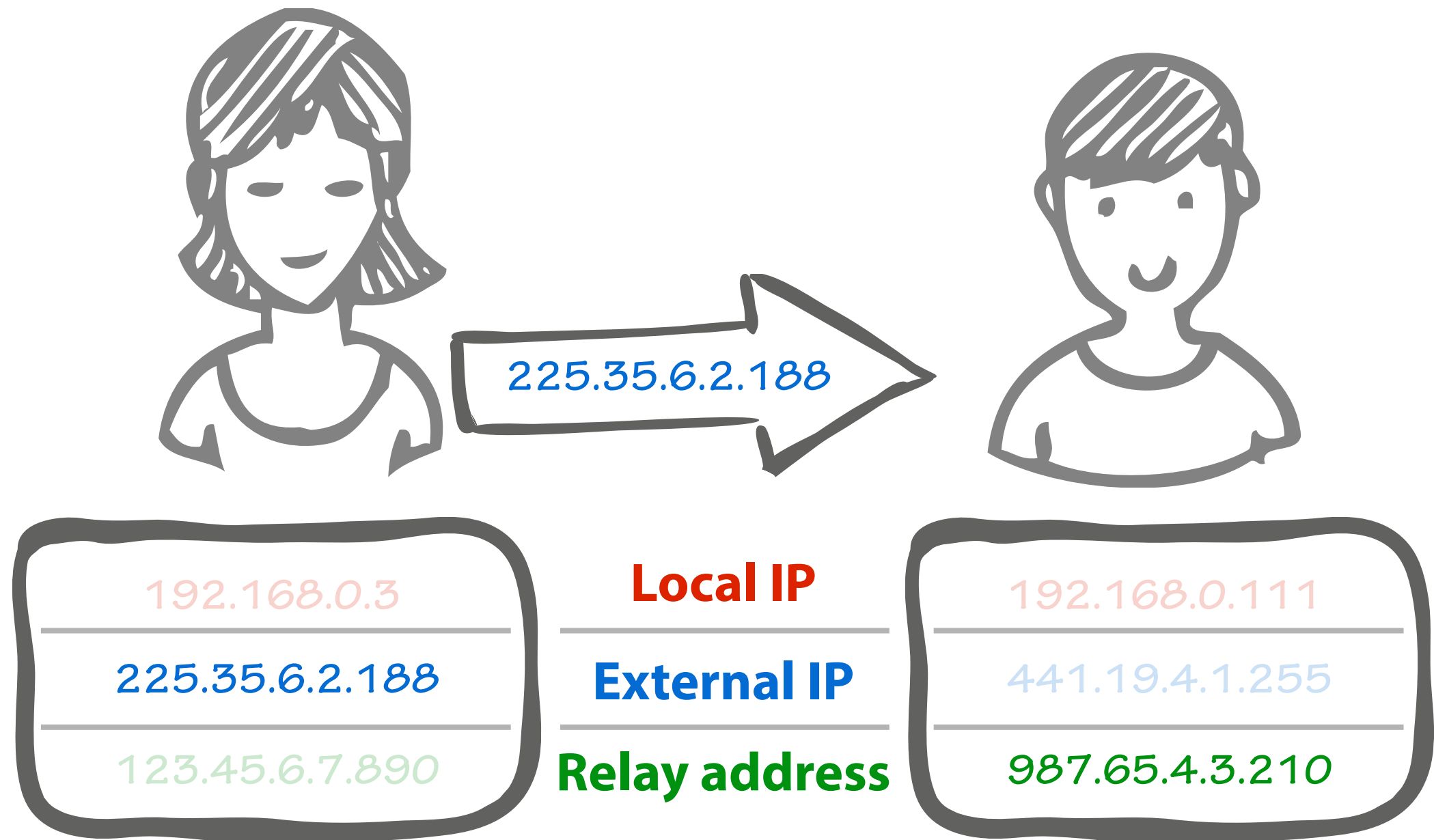
**External IP**

**Relay address**

192.168.0.111
441.19.4.1.255
987.65.4.3.210

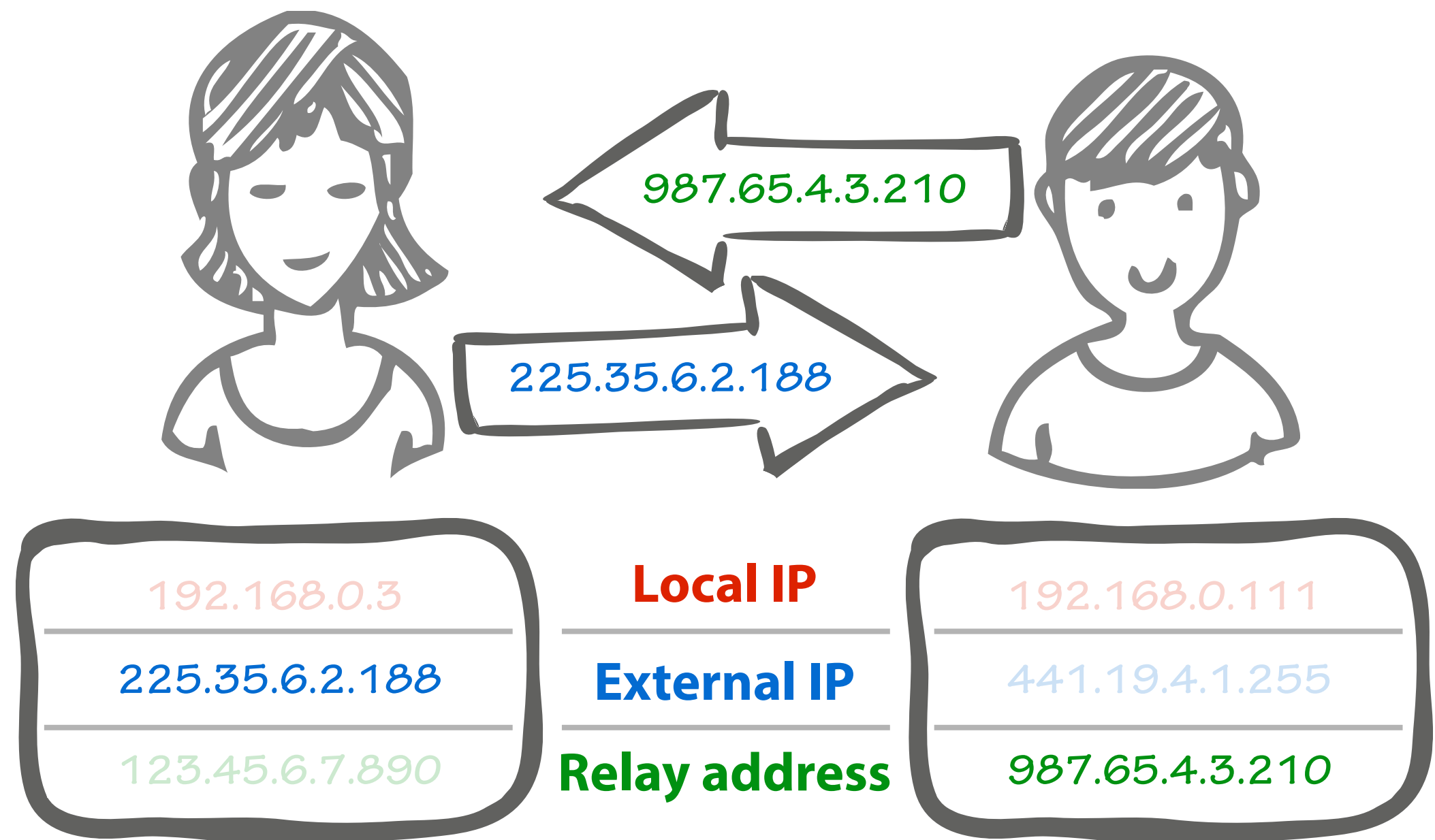
## ICE Candidates

# How ICE works



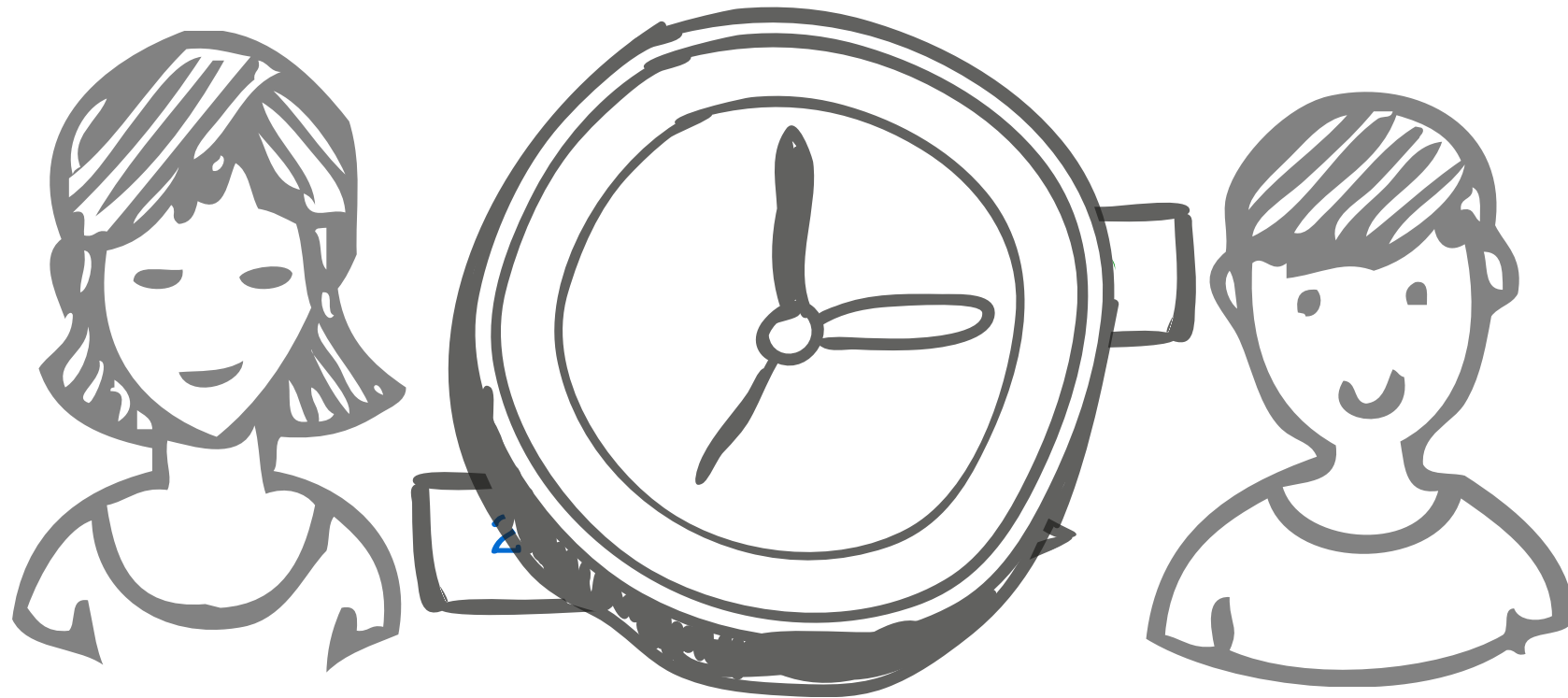
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192.168.0.3	Local IP	192.168.0.111
225.35.6.2.188	External IP	441.19.4.1.255
123.45.6.7.890	Relay address	987.65.4.3.210

## ICE Candidates

**But Wait...**





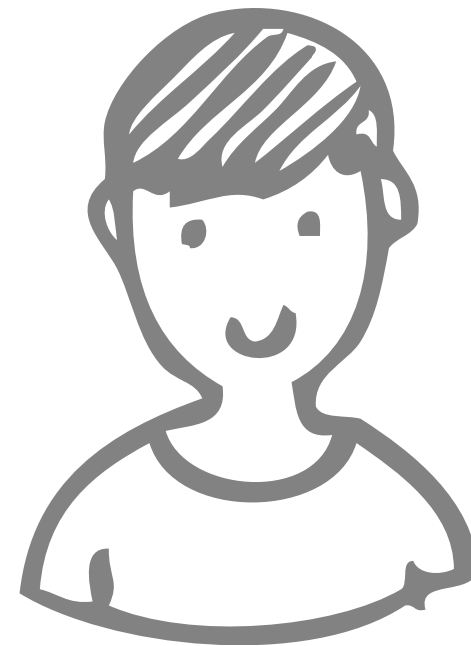
**But Wait...**



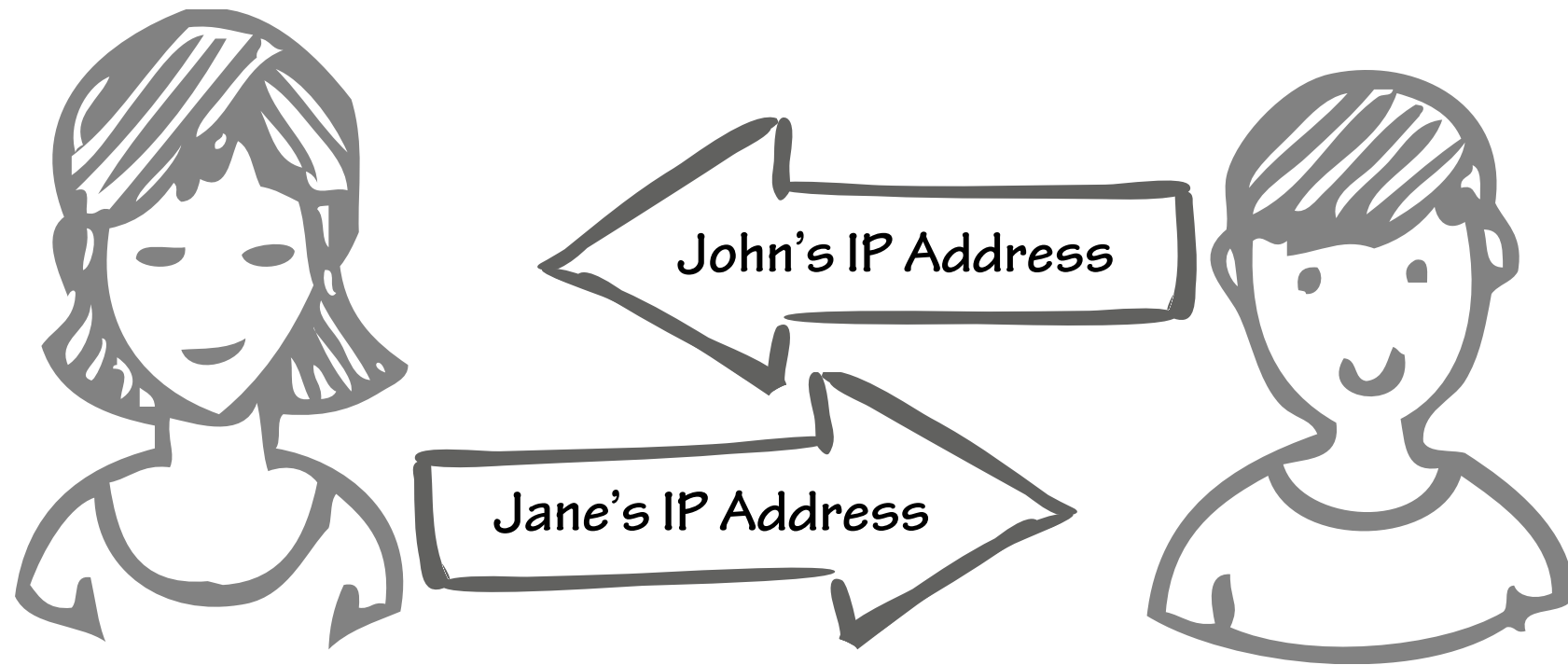
**Signaling**

03-03

# How Do We Communicate, to Set Up Communication?



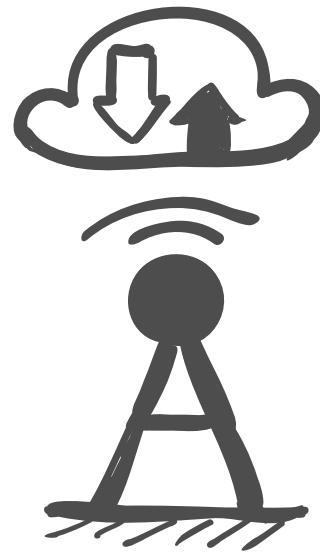
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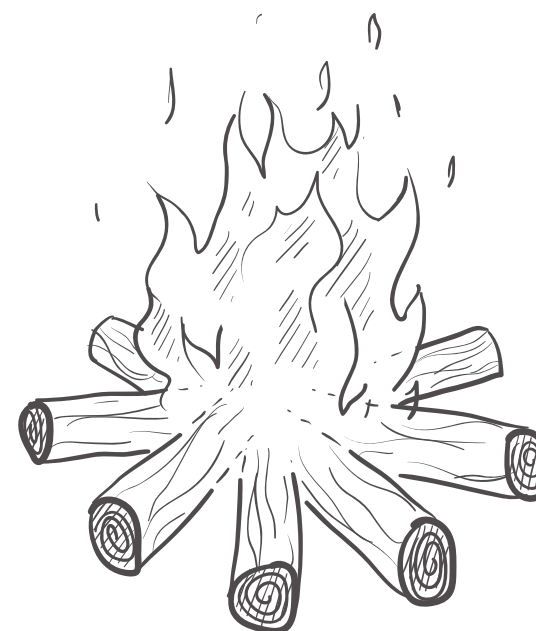
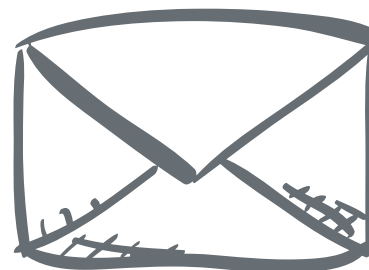
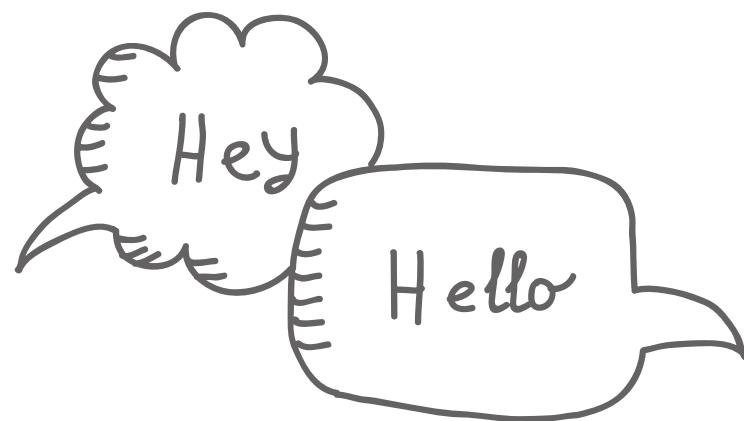
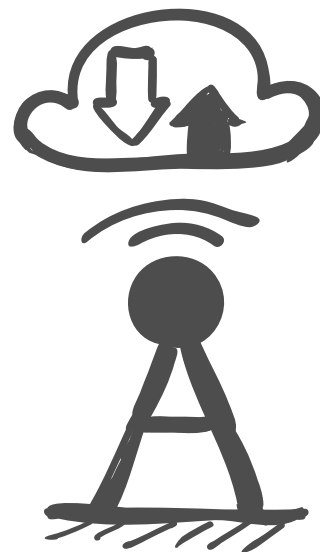
# Hello, Signaling



# Hello, Signaling



# Hello, Signaling



# Signaling Options

- HTTP POST
- Google's Channel API
- XHR polling
- Server-Sent Events
- XMPP (Jabber) over WebSockets
- SIP over WebSockets
- JavaScript SIP Libraries (JsSIP, SIP-JS, SIPML5...)
- WebSockets/JSON
- Jingle (used by GoogleTalk)
- Signalmaster (open source signaling server)



# For Server-to-Browser



# For Server-to-Browser

- socket.io with node.js



# For Server-to-Server

# SIP



# For Server-to-Server

- SIP with WebSockets

SIP



**Feel Free to Explore to Find Your Ideal Solution**

**SIP**



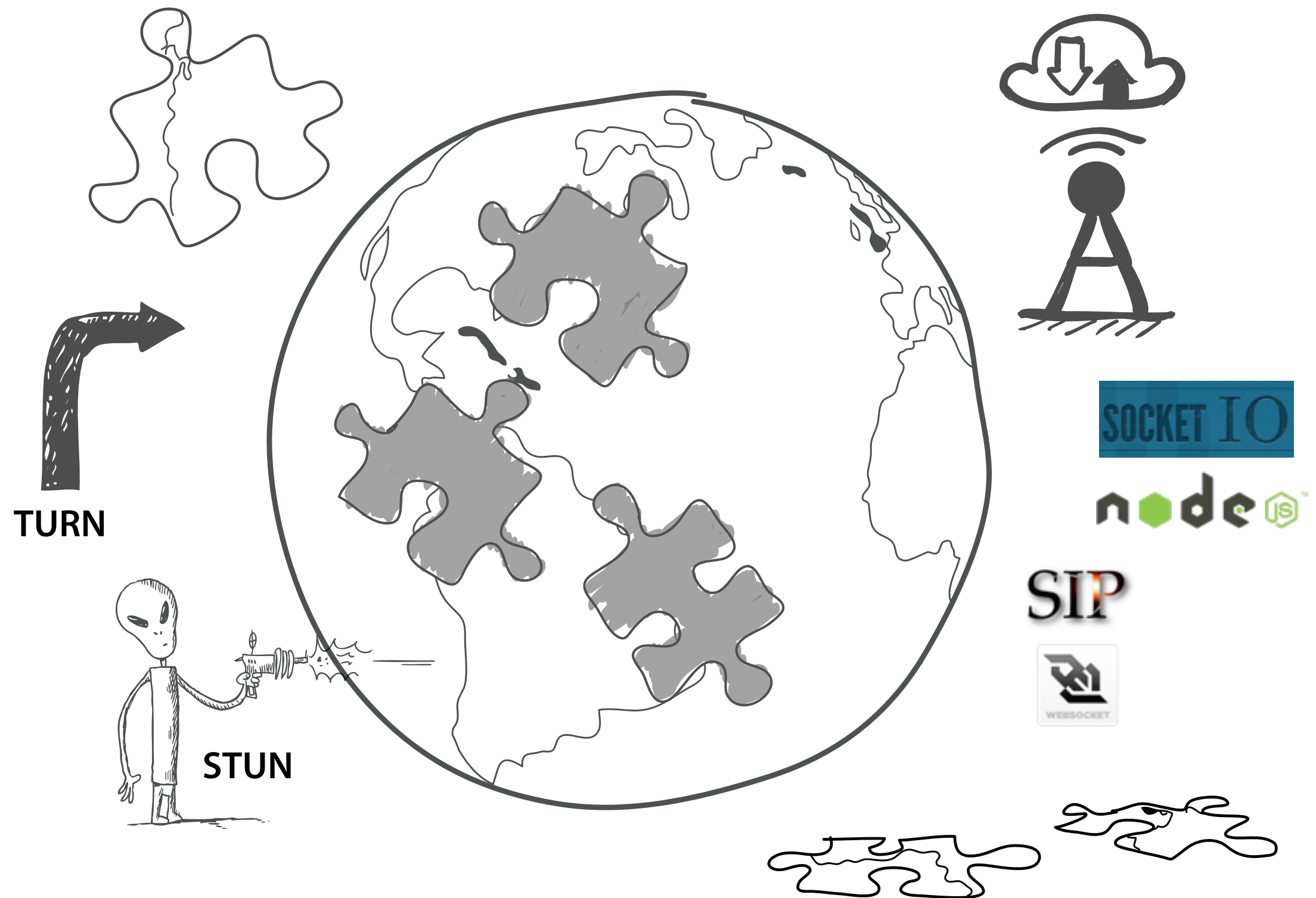
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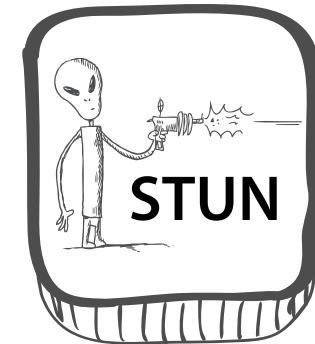
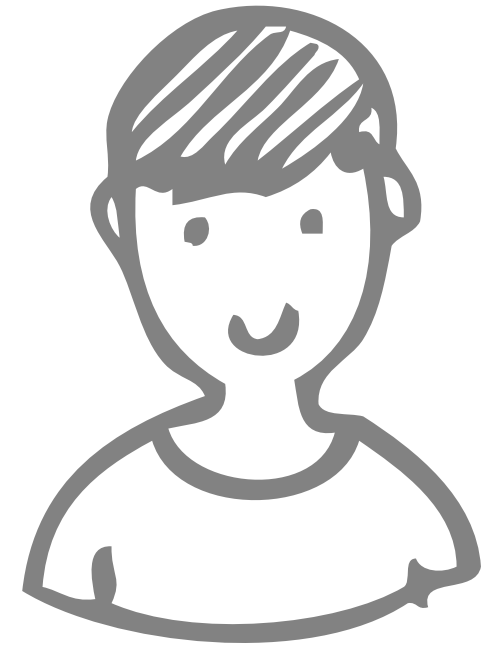
# How Do All of These Pieces Fit Together?



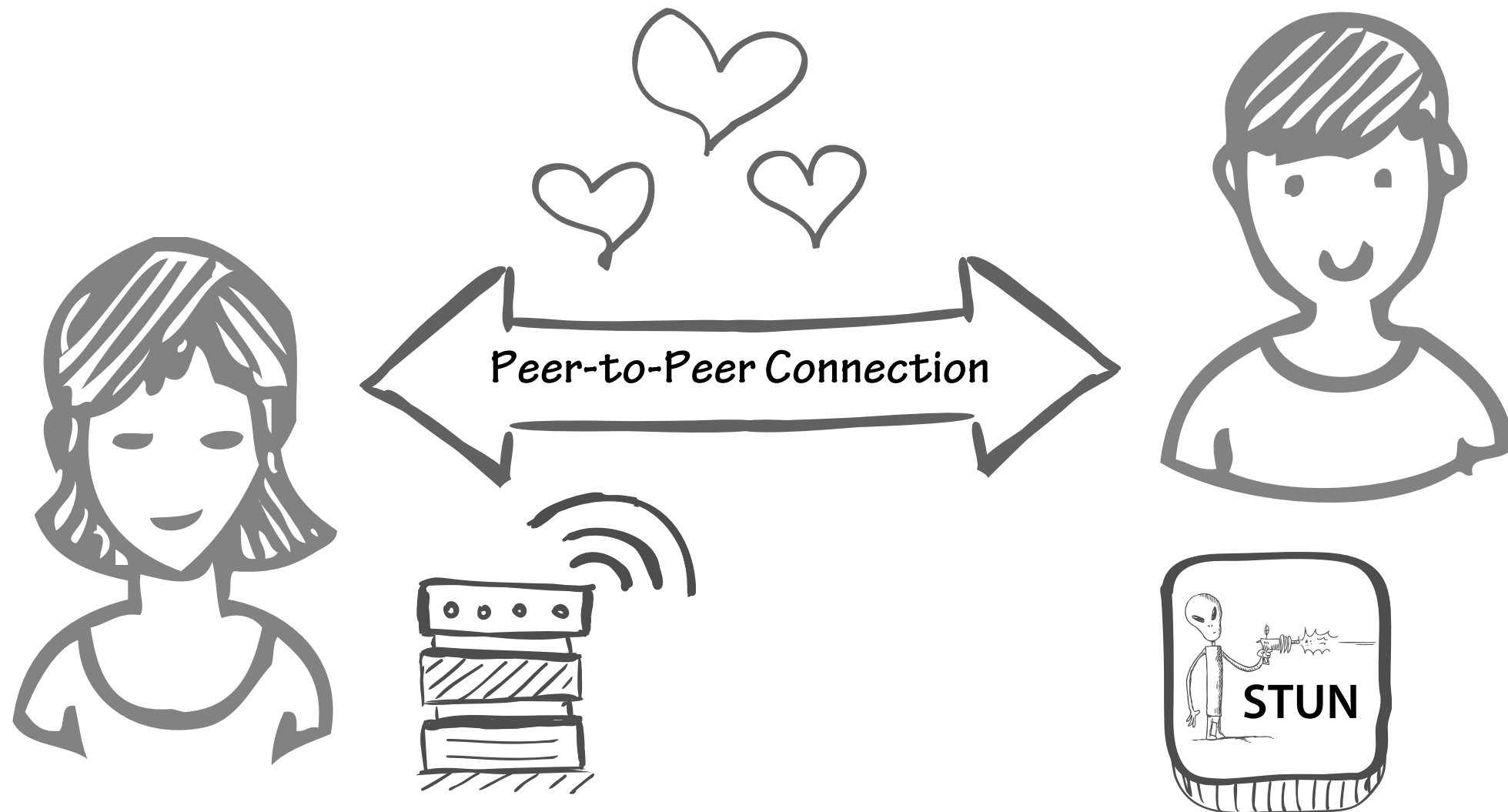
03-04



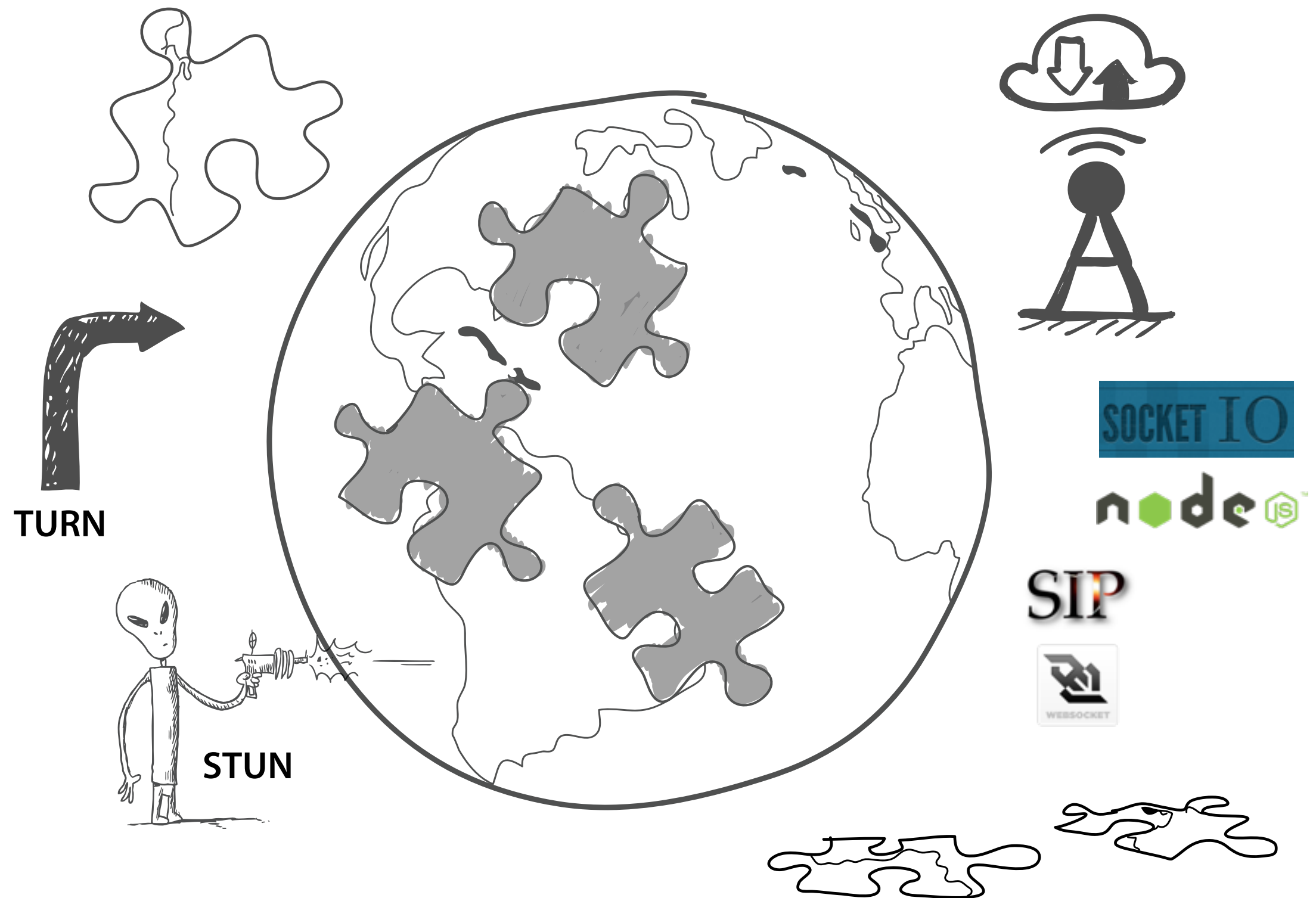
# Options for Server Setup/Hosting



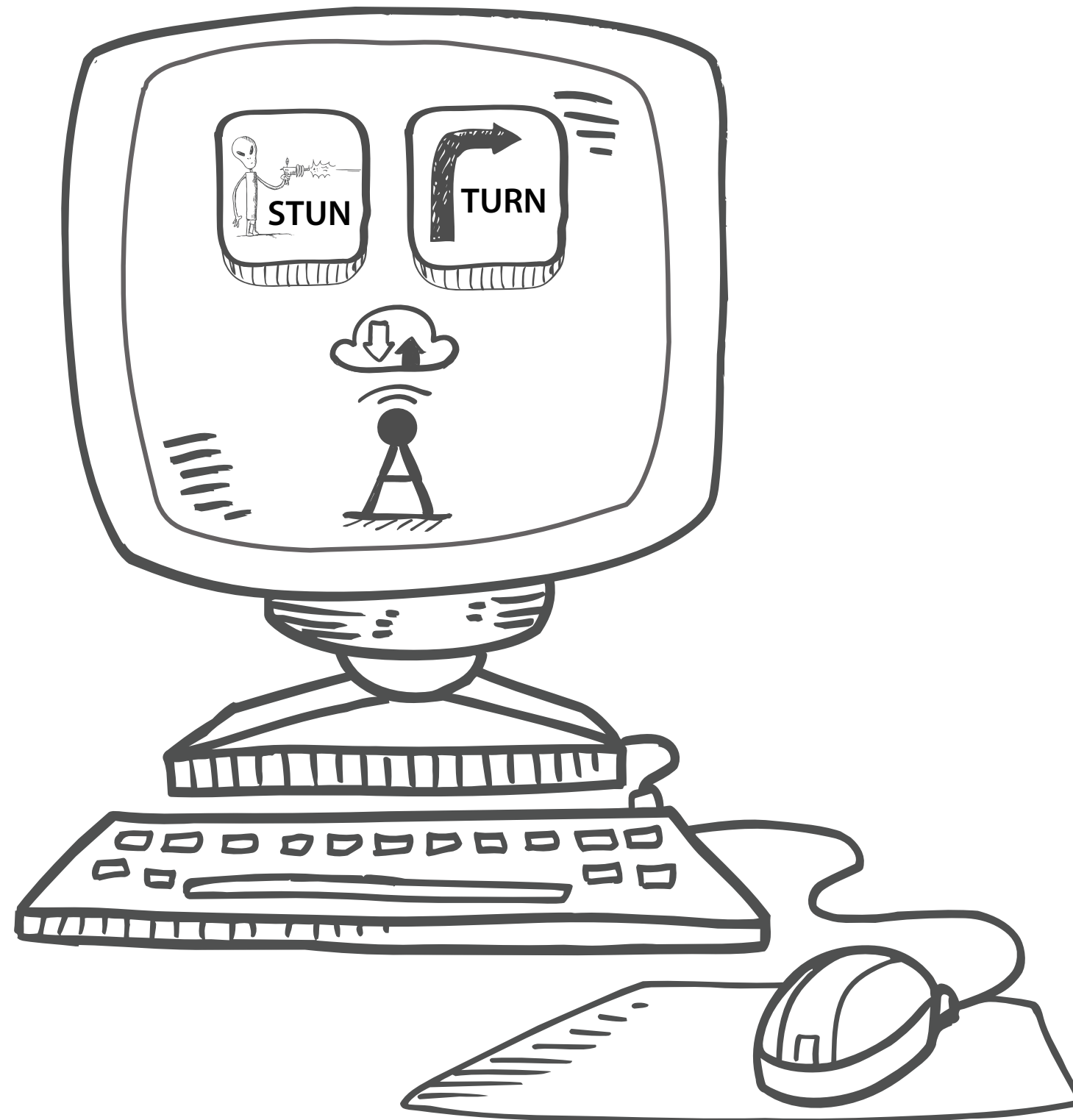
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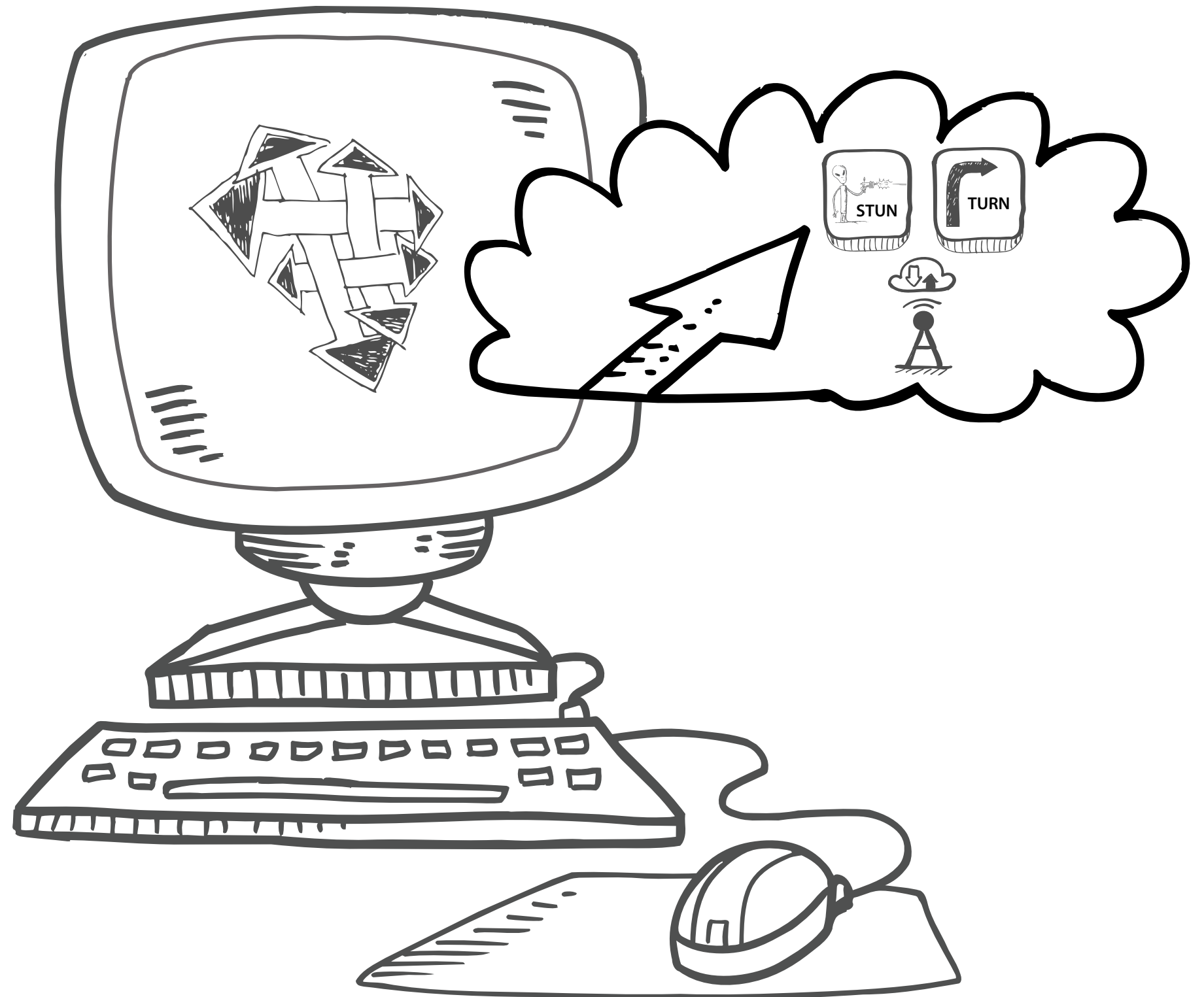
# Options for Server Setup/Hosting



# The DIY Approach to Deploying WebRTC Apps



# The Service Approach to Deploying WebRTC Apps



# **The Service Approach to Deploying WebRTC Apps**

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- Tokbox.com Open Tok platform



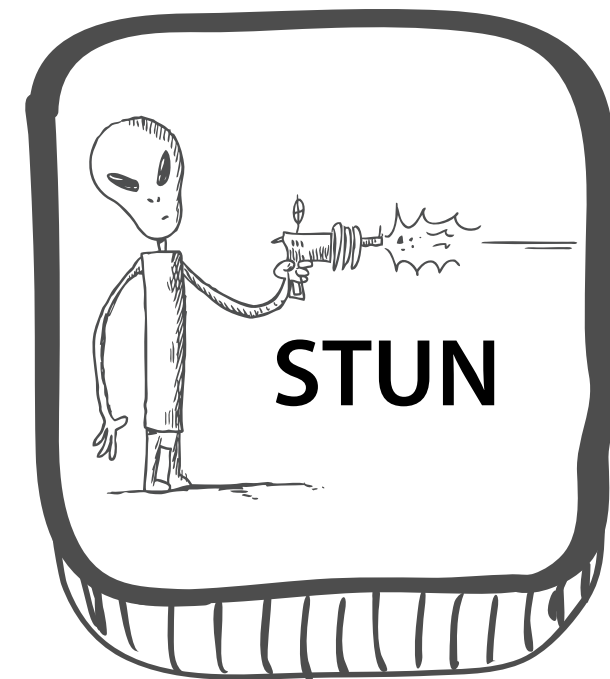
- Xirsys.com hosted server infrastructure



- OnSIP.com/webrtc hosted PSTN gateway, interop with telecom [BETA]



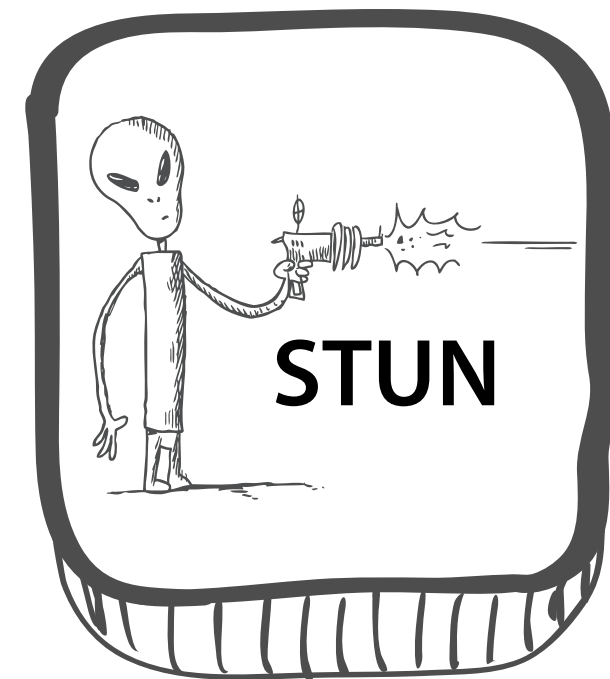
# STUN Server Options





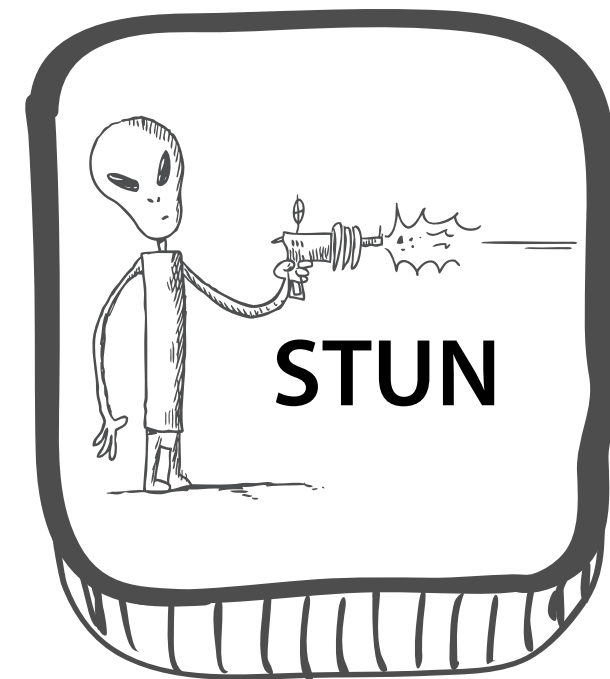
# STUN Server Options

- Free public STUN server  
(<https://gist.github.com/yetithefoot/7592580>)



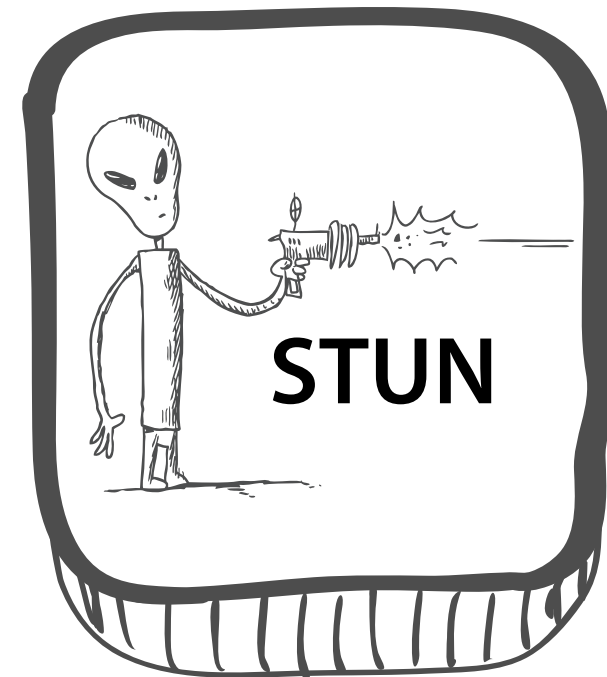
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- **Free public STUN server**  
**(<https://gist.github.com/yetithefoot/7592580>)**
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  - `stun2.1.google.com:19302`
  - ...



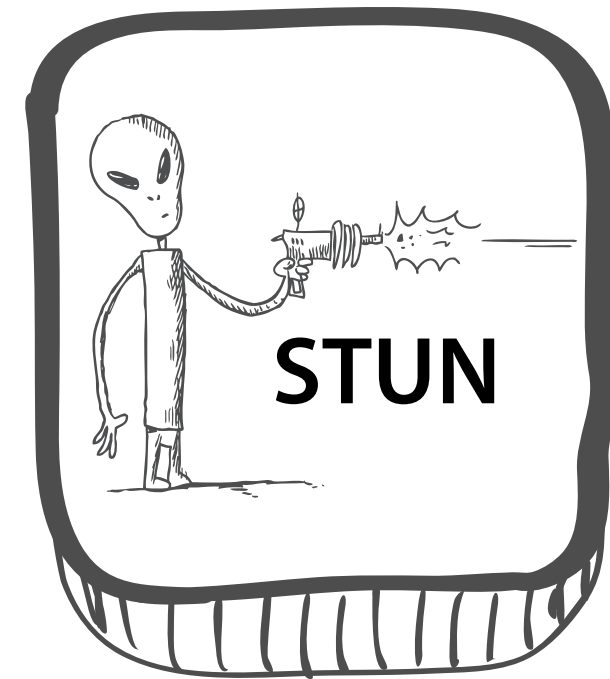
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  - ...
- **Self-hosted on Node.js:**  
**<https://github.com/enobufs/stun>**

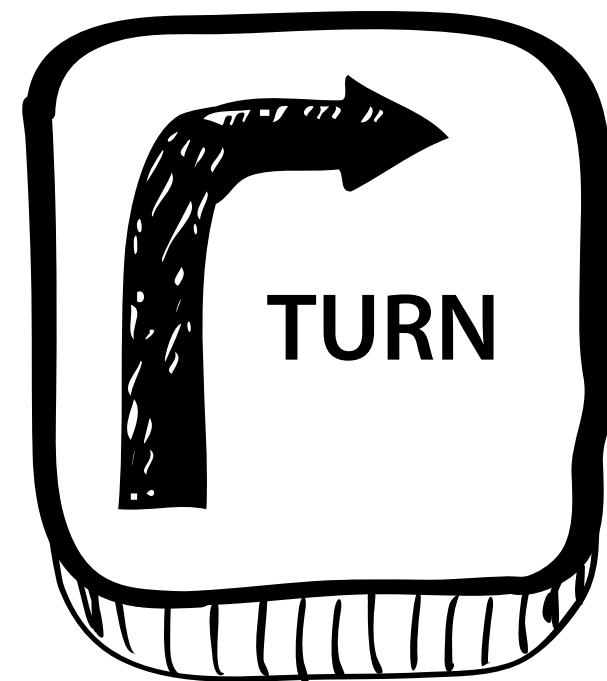


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  - ...
- **Self-hosted on Node.js:**  
**<https://github.com/enobufs/stun>**
- **Or on Linux or Windows:**  
**STUNTMAN <http://stunprotocol.org/>**

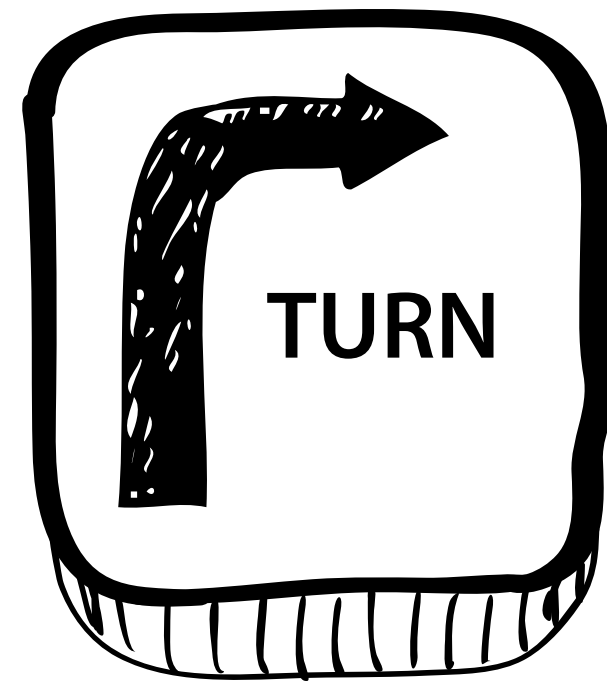


# TURN Server Options



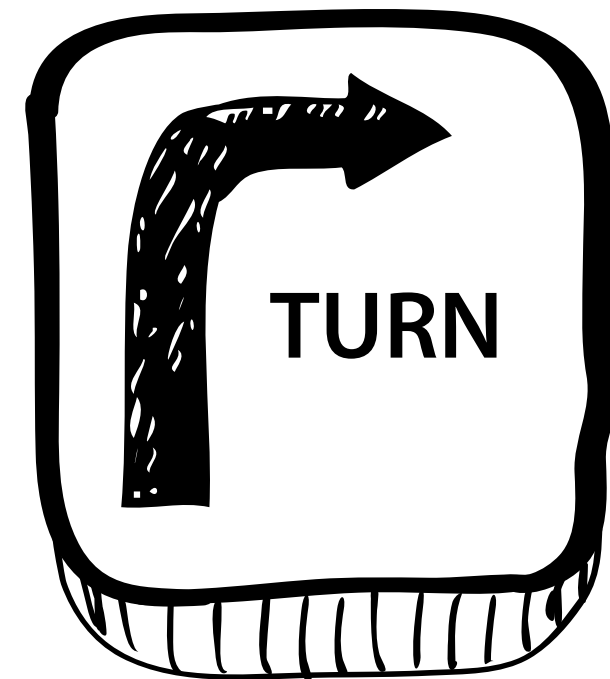
# TURN Server Options

- RFC5766 – on Google Code



# TURN Server Options

- RFC5766 – on Google Code
- NUMB – <http://numb.viagenie.ca/>



**Find the Option That's Best for You**

