

LiveVideoStackCon

WebRTC媒体服务—TMS的演进

李炼

架构师 tutorabc (原vipabc)

2017年10月21日

- I. Why WebRTC?
- II. How WebRTC works.
- III. Open source WebRTC servers.
- IV. TMS (Tutormeet Media Server) .

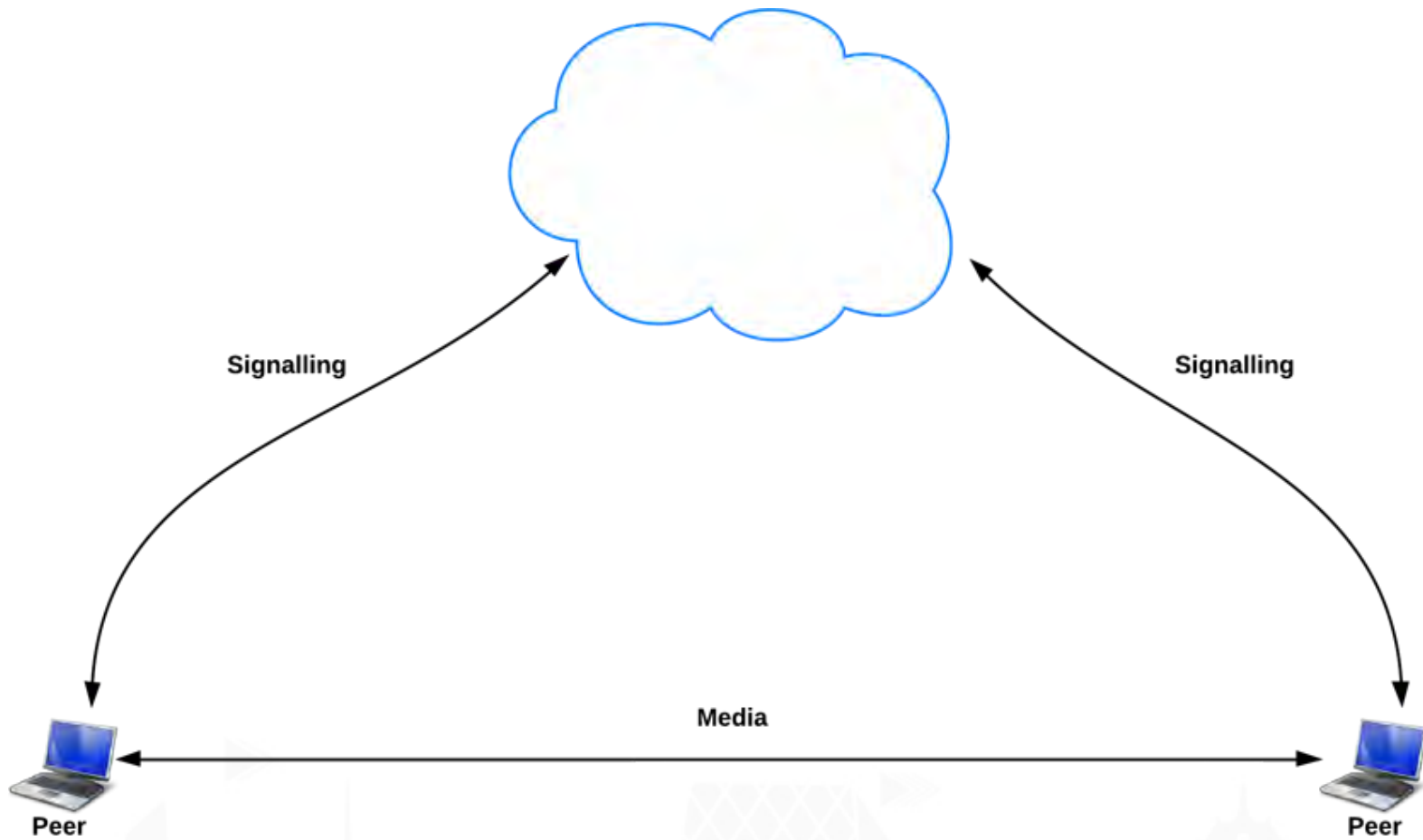
Tutormeet+



- 低延时
- 流畅清晰
- Web端“无缝”支持

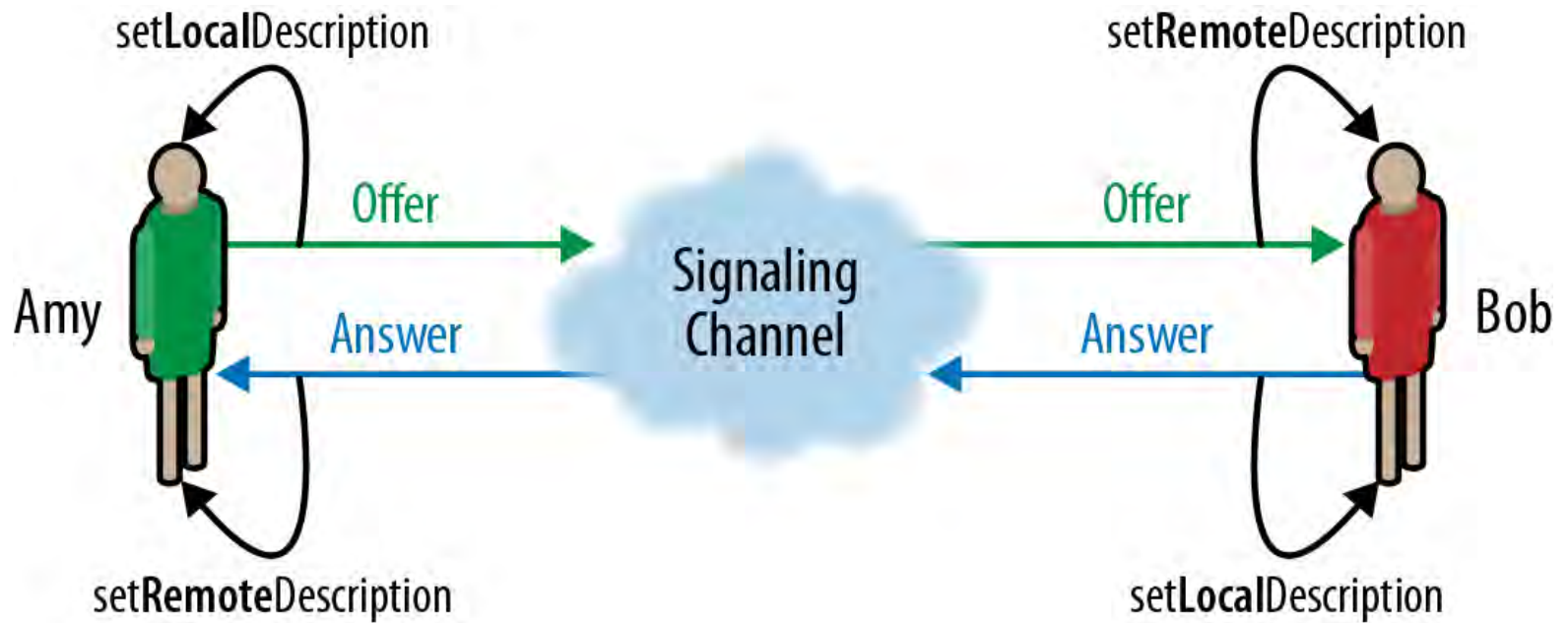


How WebRTC works?



- Signaling negotiate
- Media transport

▶ SDP negotiate



v=0
o=- 20518 0 IN IP4 0.0.0.0
s=-
t=0 0
a=ice-options:trickle
a=group:BUNDLE audio video

m=audio 54609 UDP/TLS/RTP/SAVPF 109 0 8
a=mid:audio
a=sendrecv
a=rtpmap:109 opus/48000/2
a=rtpmap:0 PCMU/8000
a=rtpmap:8 PCMA/8000
a=maxptime:120
a=ice-ufrag:074c6550
a=ice-pwd:a28a397a4c3f31747d1ee34
a=fingerprint:sha-256 19:E2:1C:3B :4B:9F:81:E6:B8:5C:F4...
a=rtcp-mux
a=rtcp-fb:109 nack
a=ssrc:12345
a=candidate:0 1 UDP 2122194687 192.168.1.4 61665 typ host
a=candidate:1 1 UDP 1685987071 24.23.204.141 54609 typ
srflx raddr 192.168.1.4 rport 61665

[[RFC4566](#)] - Session Origin Information

[[I-D.ietf-mmusic-trickle-ice](#)]

[[I-D.ietf-mmusic-sdp-bundle-negotiation](#)]

[[RFC4566](#)]

[[RFC3264](#)] can send and recv audio

[[I-D.ietf-payload-rtp-opus](#)] - Opus Codec
48khz, 2 channels

[[RFC5245](#)] - ICE user fragment

[[RFC5245](#)] - ICE password

[[RFC5245](#)] - DTLS Fingerprint

[[RFC5761](#)] - can perform RTP/RTCP Mux

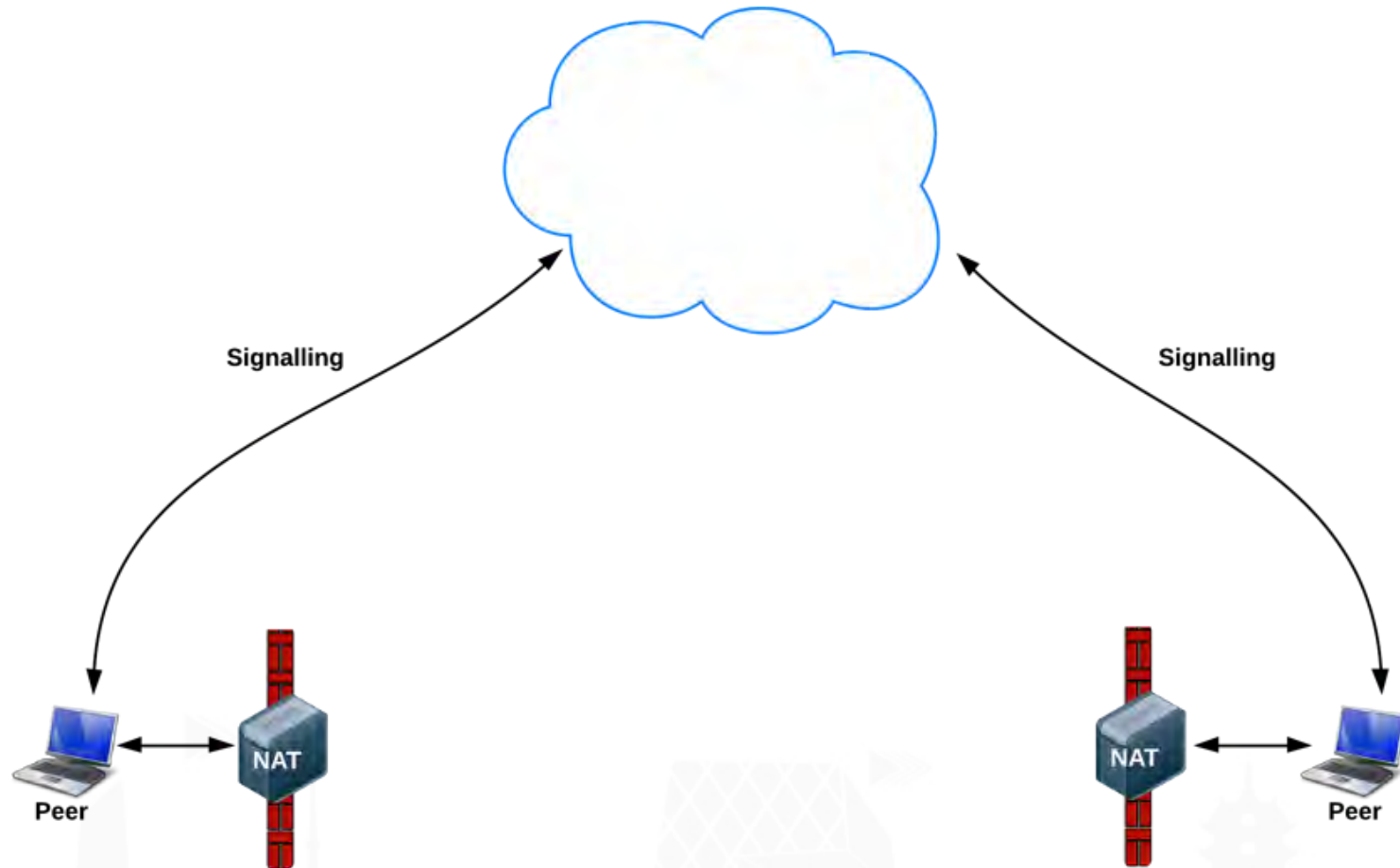
[[RFC5104](#)] - support NACK

[[RFC5245](#)] - ICE Host Candidate

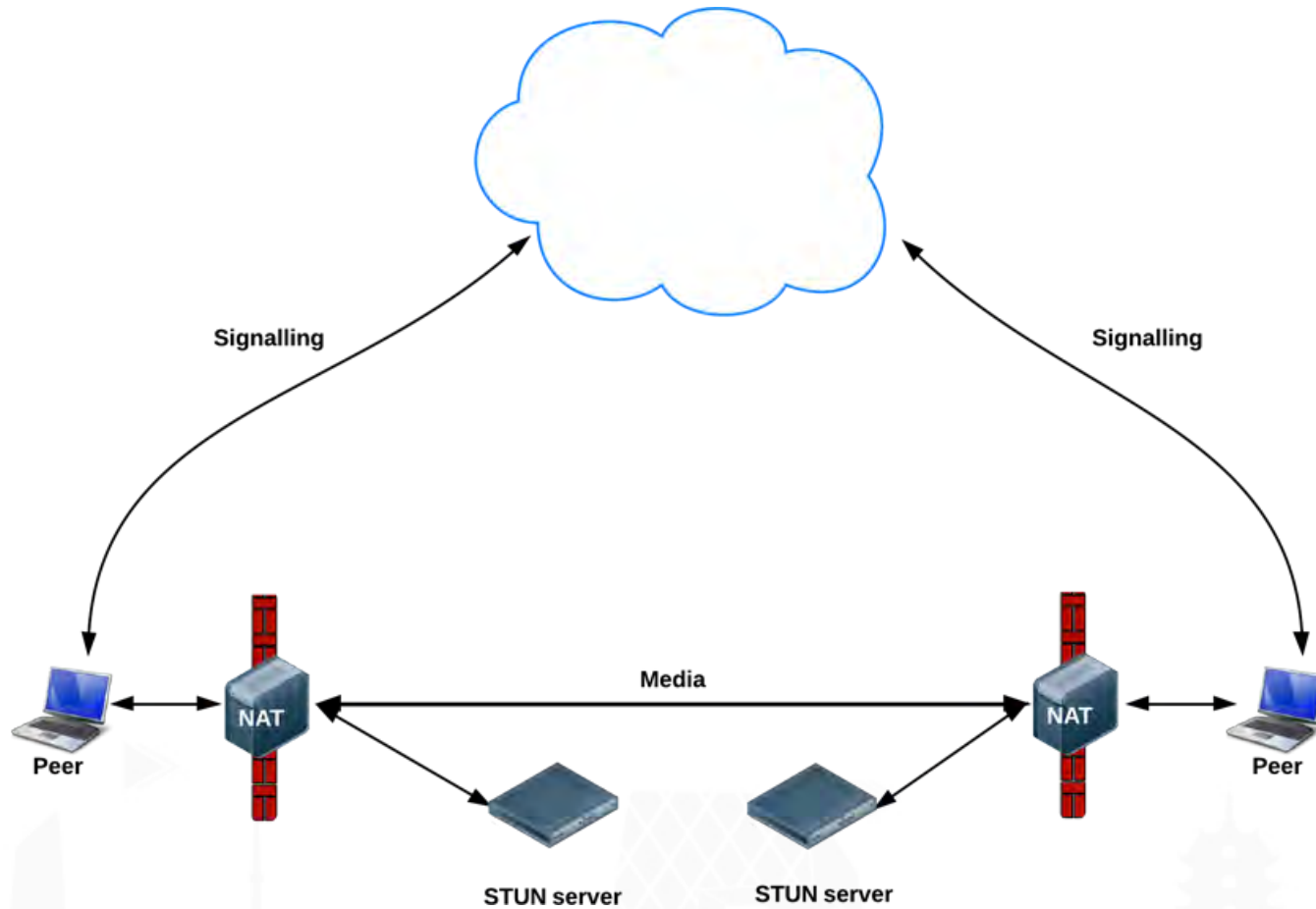
[[RFC5245](#)] - ICE Server Reflexive
Candidate

(略)

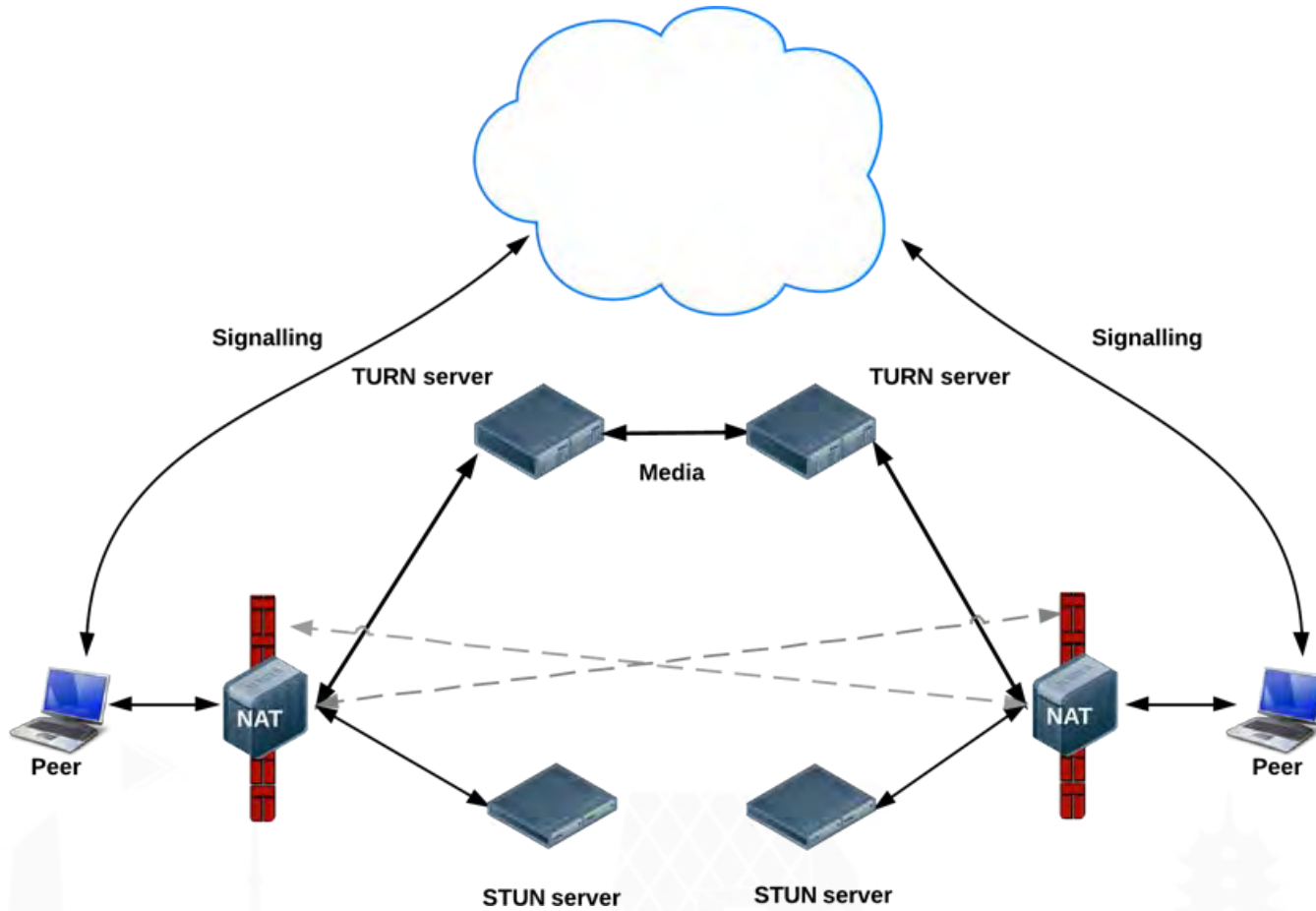
▶ User behind NAT



STUN



TURN



v=0
o=- 20518 0 IN IP4 0.0.0.0
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t=0 0
a=ice-options:trickle
a=group:BUNDLE audio video

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a=mid:audio
a=sendrecv
a=rtpmap:109 opus/48000/2
a=rtpmap:0 PCMU/8000
a=rtpmap:8 PCMA/8000
a=maxptime:120
a=ice-ufrag:074c6550
a=ice-pwd:a28a397a4c3f31747d1ee34
a=fingerprint:sha-256 19:E2:1C:3B :4B:9F:81:E6:B8:5C:F4...
a=rtcp-mux
a=rtcp-fb:109 nack
a=ssrc:12345
a=candidate:0 1 UDP 2122194687 192.168.1.4 61665 typ host
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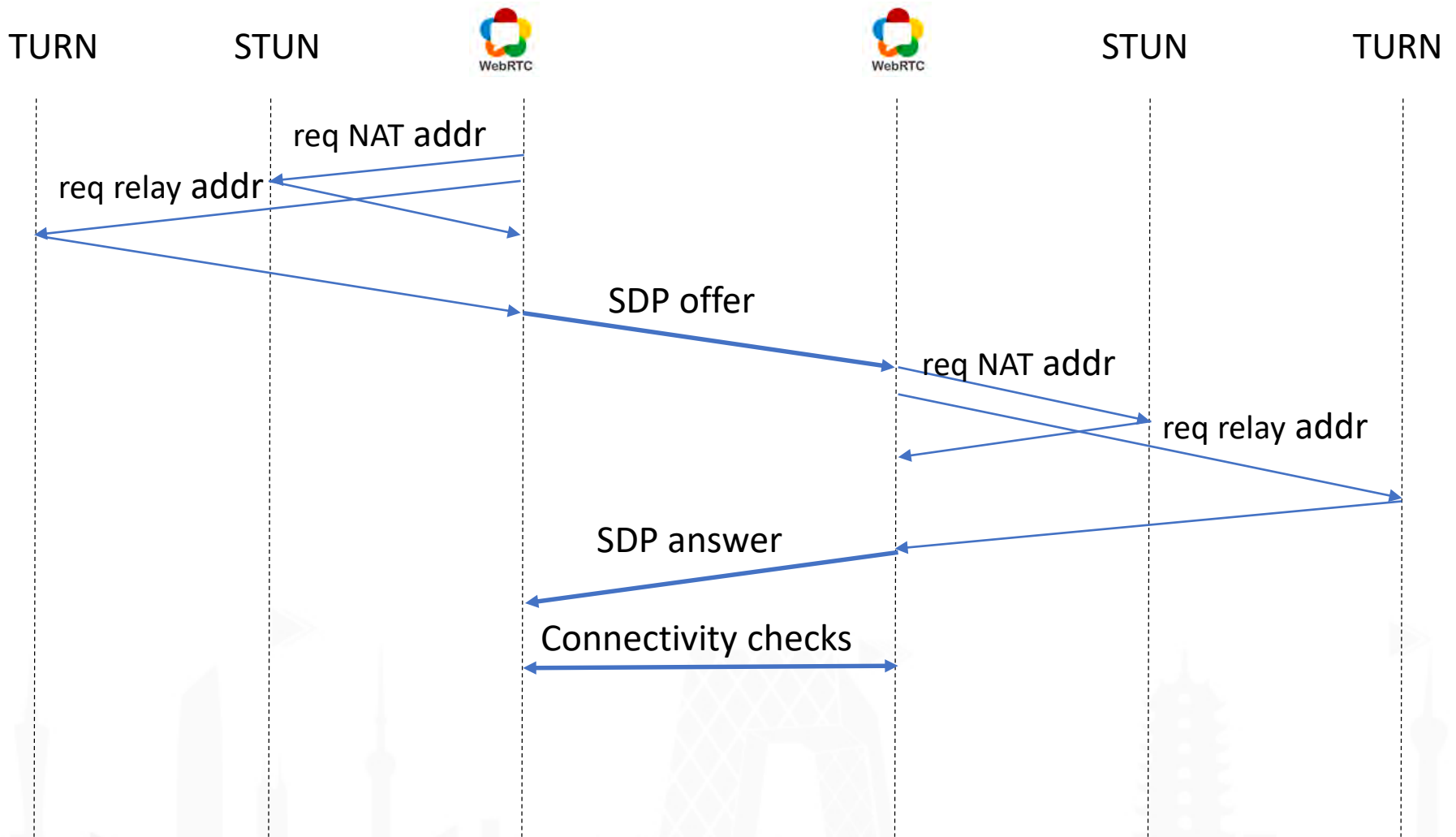
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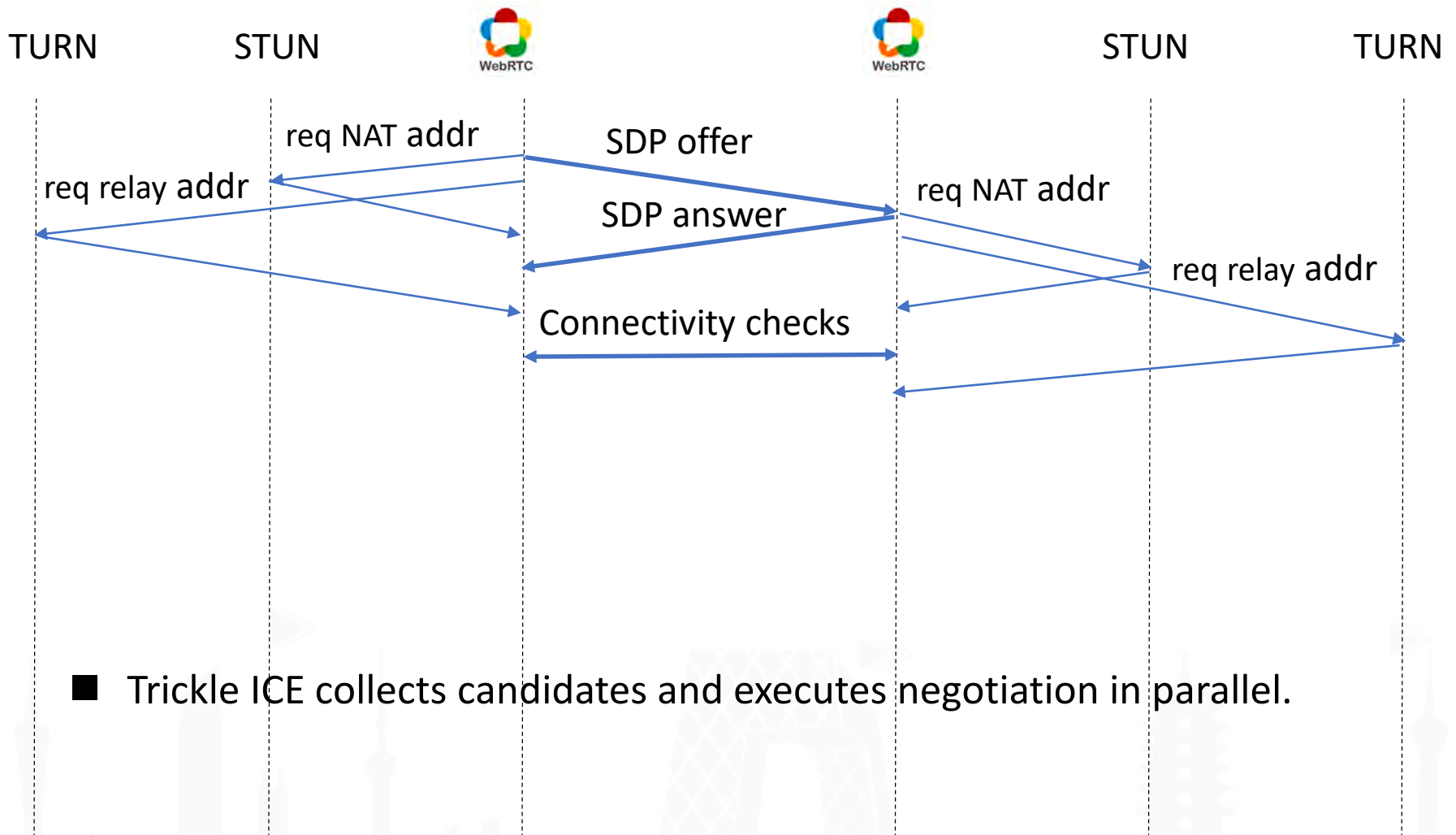
[RFC5245] - ICE Host Candidate

[RFC5245] - ICE Server Reflexive
Candidate

▶ Default ICE



▶ Trickle ICE



- Trickle ICE collects candidates and executes negotiation in parallel.

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a=ice-options:trickle

a=group:BUNDLE audio video

m=audio 54609 UDP/TLS/RTP/SAVPF 109 0 8

a=mid:audio

a=sendrecv

a=rtpmap:109 opus/48000/2

a=rtpmap:0 PCMU/8000

a=rtpmap:8 PCMA/8000

a=maxptime:120

a=ice-ufrag:074c6550

a=ice-pwd:a28a397a4c3f31747d1ee34

a=fingerprint:sha-256 19:E2:1C:3B :4B:9F:81:E6:B8:5C:F4...

a=rtcp-mux

a=rtcp-fb:109 nack

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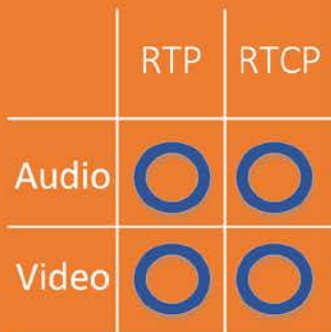
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▶ Bundle & rtcp-mux

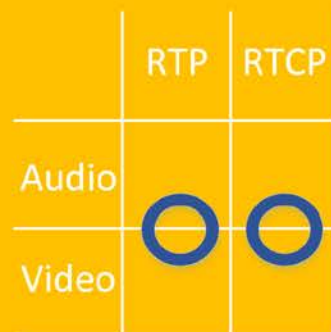
Default

4 connections



Bundle

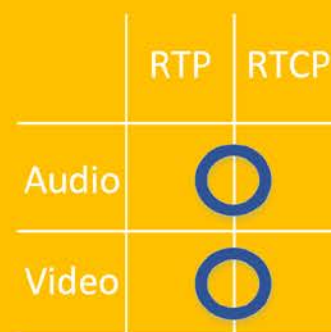
2 connections



a=group:BUNDLE audio video

rtcp-mux

2 connections



a=rtcp-mux

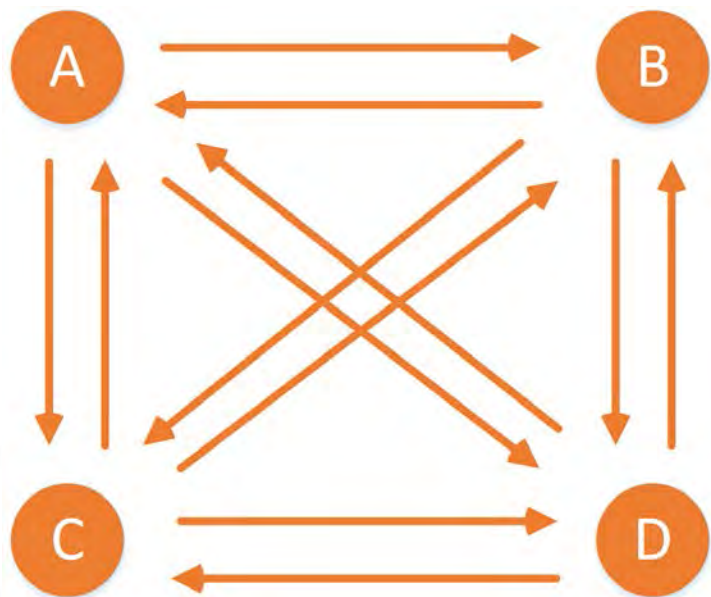
Both

1 connection

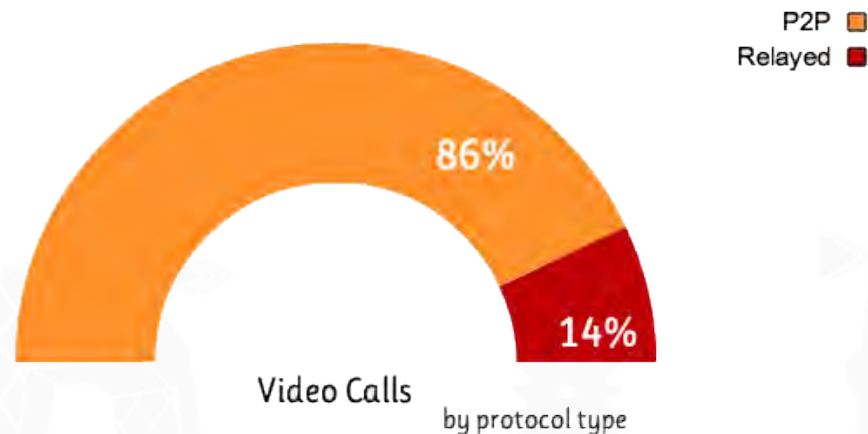


- Reduce ICE setup time
- Optimize resources

- Pros:
 - 节省服务端流量
- Cons:
 - 用户连接数过多，带宽压力大
 - 数据不经过server
 - NAT可能失败

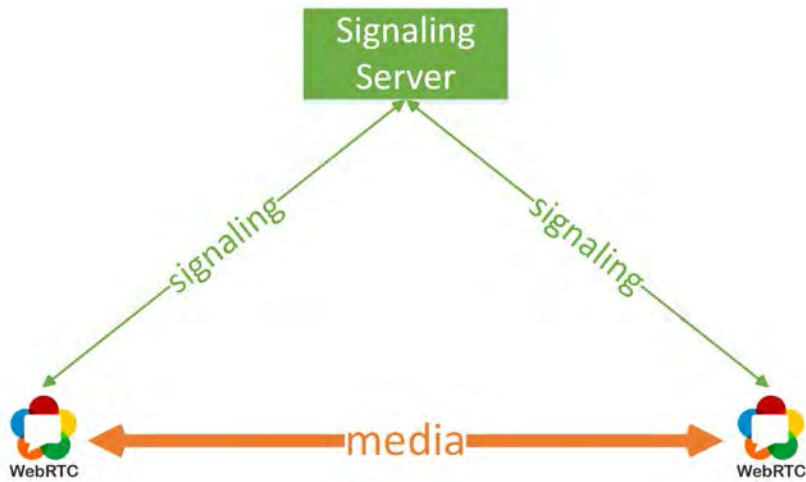


tutorabc vipjr

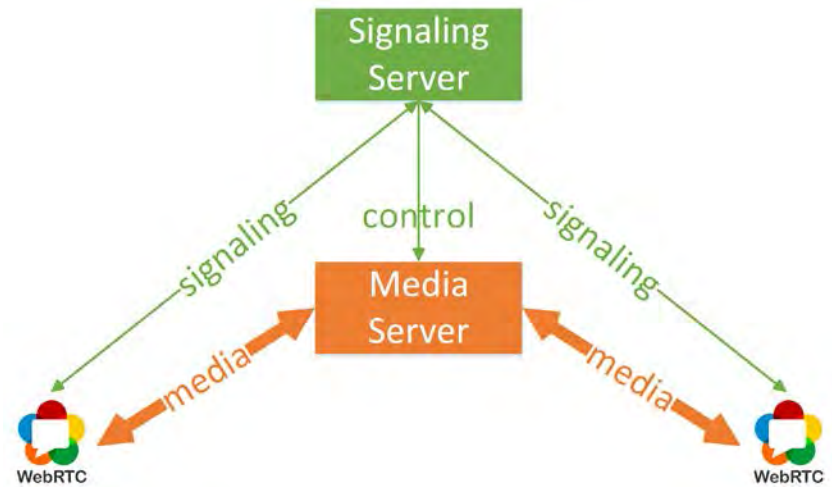


Peer-Server-Peer

▶ P2P vs P-Server-P

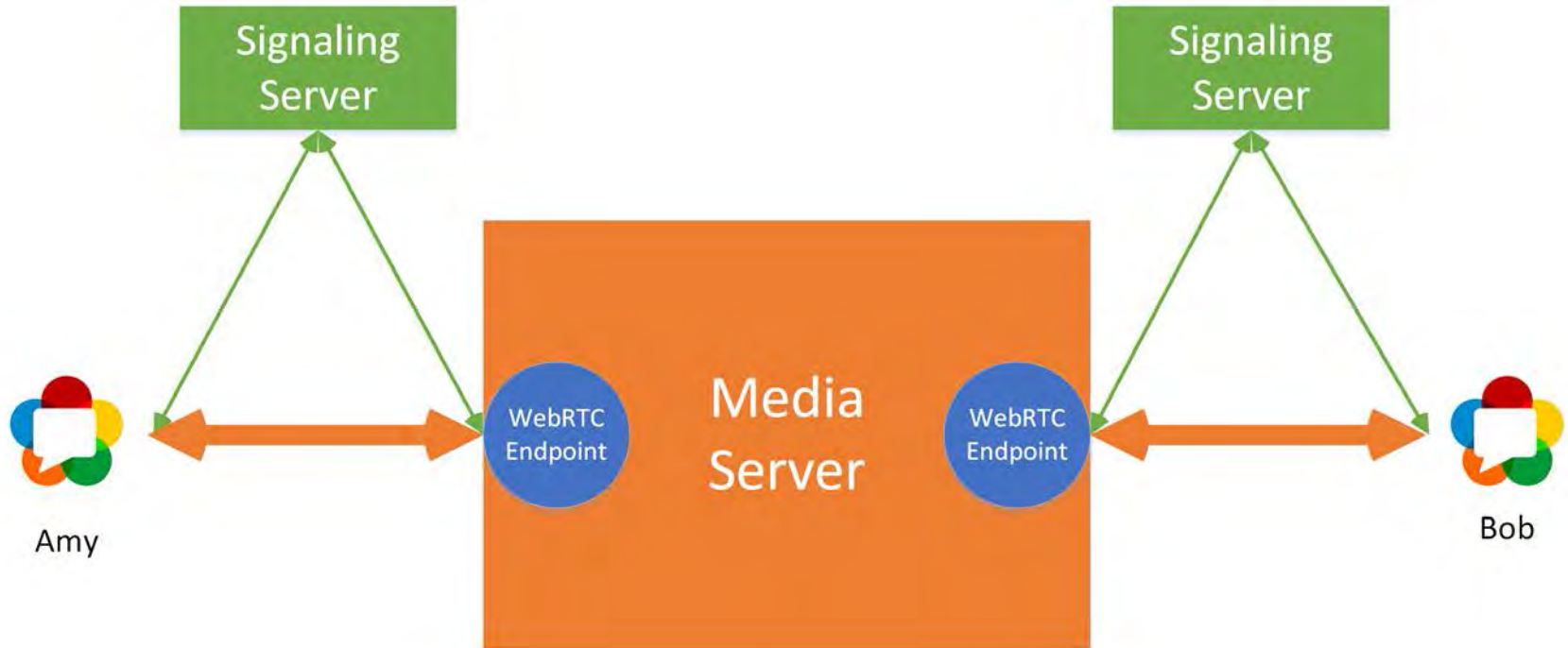


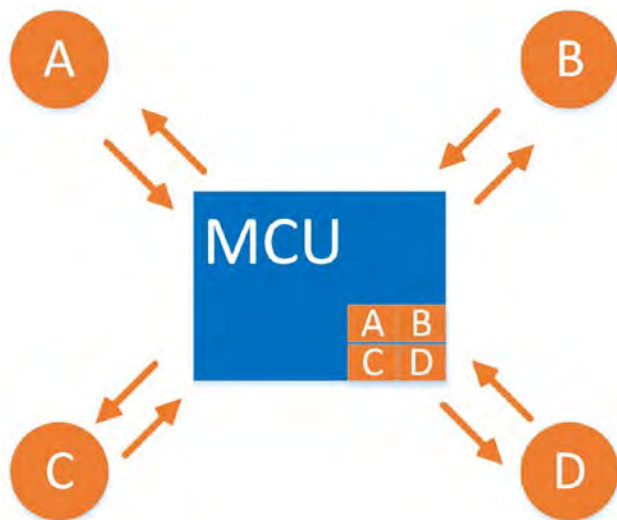
P2P



P-Server-P

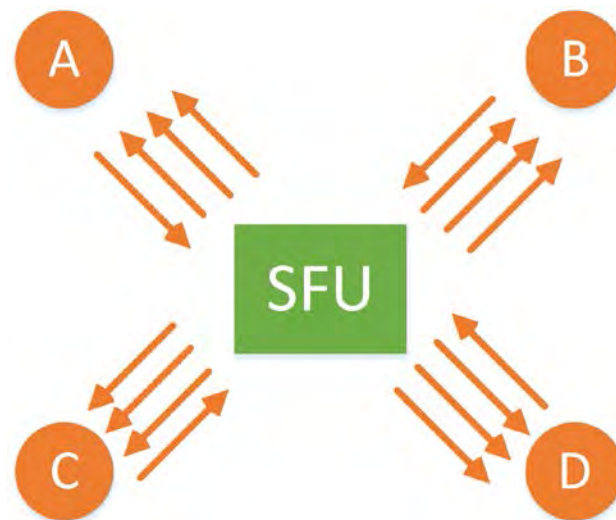
▶ Peer-Server-Peer





MCU (Multipoint Conferencing Unit)

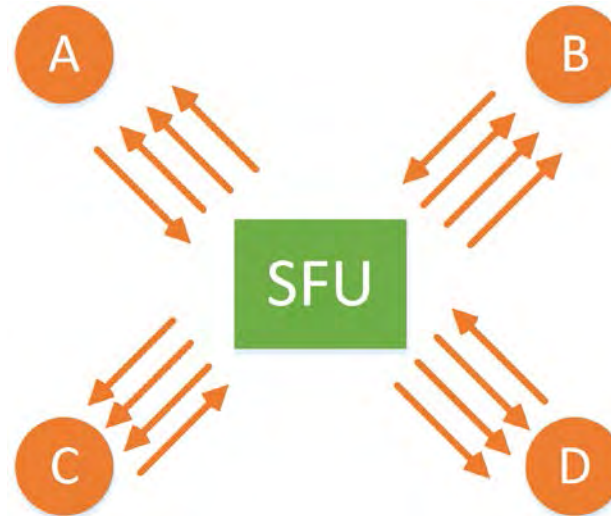
- 性能消耗大
- 实现复杂度高
- 视频布局不灵活
- 增加延时



SFU (Selective Forwarding Unit)

- 需接收多路媒体流
- 但真实场景:
 - ✓ AUDIO
 - 很少多人同时说话
 - VAD&DTX
 - ✓ VIDEO
 - “接收N路小分辨率的流”与“接收1路大分辨率的流”的流量与CPU消耗并不是N倍

▶ SFU challenges



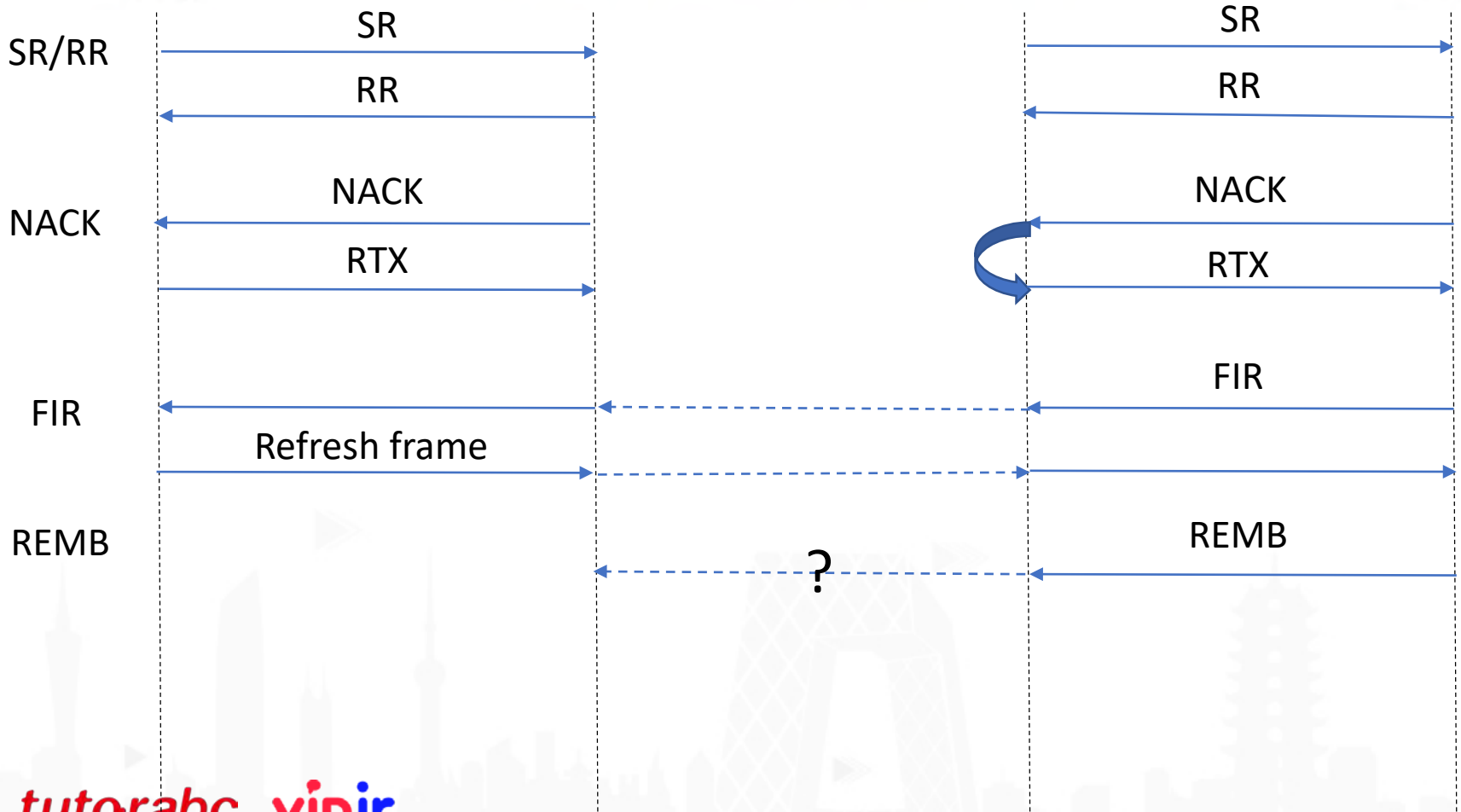
- RTCP termination
- Adaptive bitrate
- Transport robustness
- Various networks

▶ RTCP termination



- SR/RR (Sender Report/Receiver Report) [RFC3550]
- NACK (Negative Acknowledgments) [RFC4585]
- FIR(Full Intra Request) [RFC5104]
- PLI(Picture Loss Indication) [RFC4585]
- REMB(Receiver Estimated Maximum Bitrate) [draft-alvestrand-rmcat-remb-03]
- TMMBR(Temporary Maximum Media Stream Bit Rate Request) [RFC5104]

▶ RTCP termination



▶ simulcast



```
...  
a=rid:1 send pt=98;max-width=1280;max-height=720;  
a=rid:2 send pt=100;max-width=640;max-height=360;  
a=simulcast: send 1;2  
...
```




```

...
a=rtpmap:96 H264/90000
a=fmtp:96 profile-level-id=4d0028; packetization-mode=1;max-fr=30;max-fs=8040
a=rtpmap:97 H264/90000
a=fmtp:97 profile-level-id=4d0028;packetization-mode=1; max-fr=15;max-fs=1200
a=rtpmap:100 H264-SVC/90000
a=fmtp:100 profile-level-id=4d0028;packetization-mode=1; max-fr=30;max-
fs=8040
a=depend:100 lay m1:96,97;

```

...

- Retransmission (NACK)
 - ✓ suitable if RTT low
- Forward Error Correction (FEC)
 - ✓ payload-format specific FEC (suitable for audio)
 - ✓ Block-based FEC

Open source WebRTC servers

- Kurento

- <https://www.kurento.org/>



- Janus

- <https://janus.conf.meetecho.com/>



- Licode

- <http://lynckia.com/licode/>



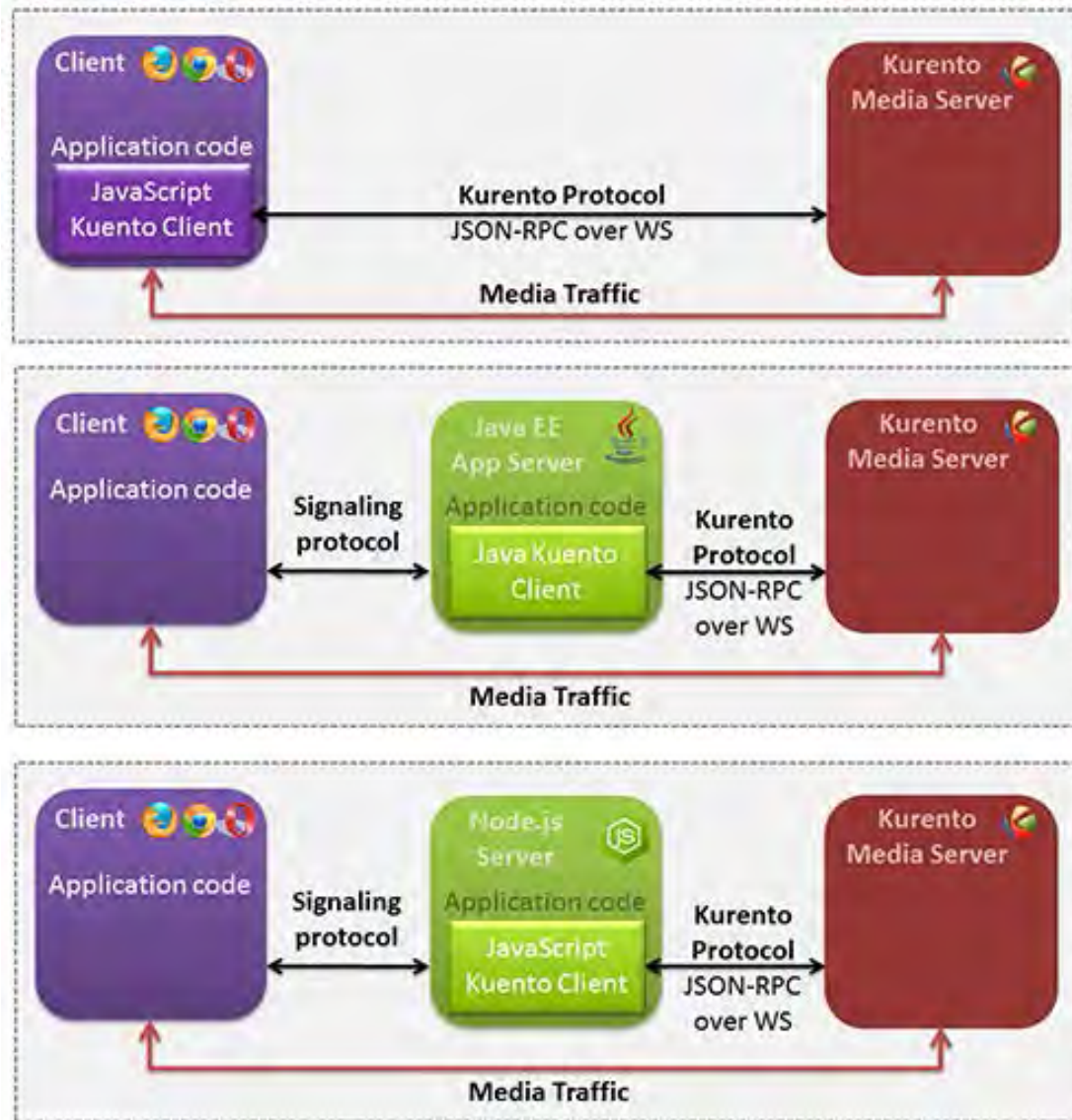
- Jitsi

- <https://jitsi.org/>





▶ Kurento Media Server



- Pros
 - 功能强大
 - 模块清晰、文档丰富
- Cons
 - 性能较低 (GStreamer)
 - 不够稳定、内存较高
 - 团队转向收费版，开源版本更新不再活跃



Extensible Architecture and API

Dev Day

L. Miniero

VIDEO

WebRTC

Stun/TURN

JANUS

Modules and APIs

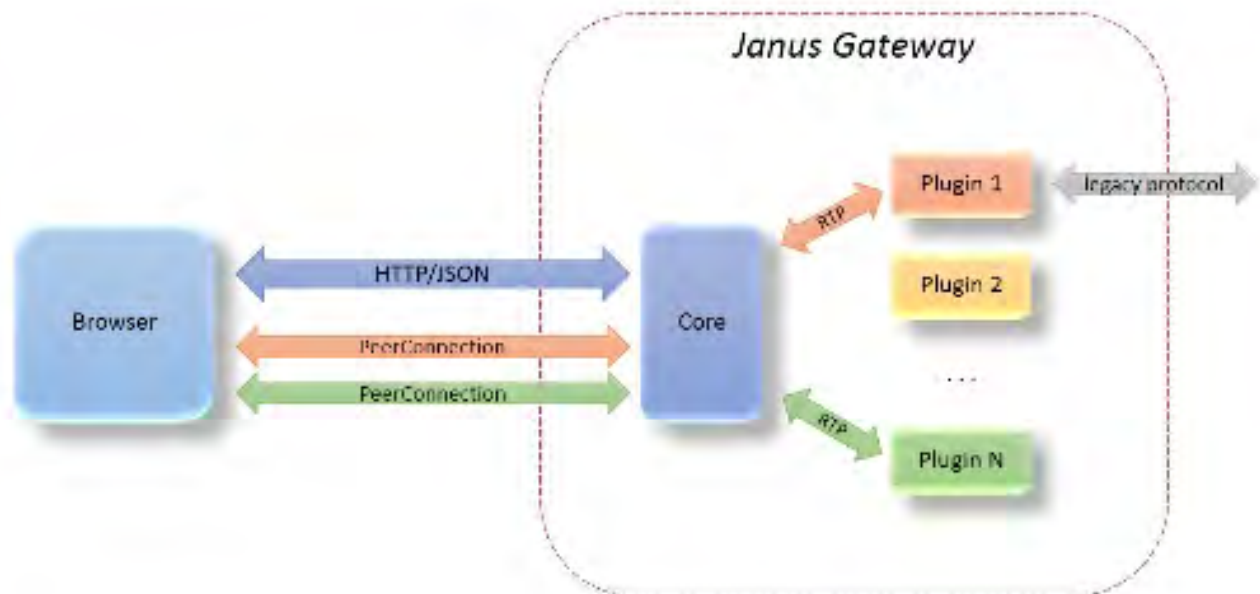
Display

Transcription

Examples

Advanced examples

Next steps

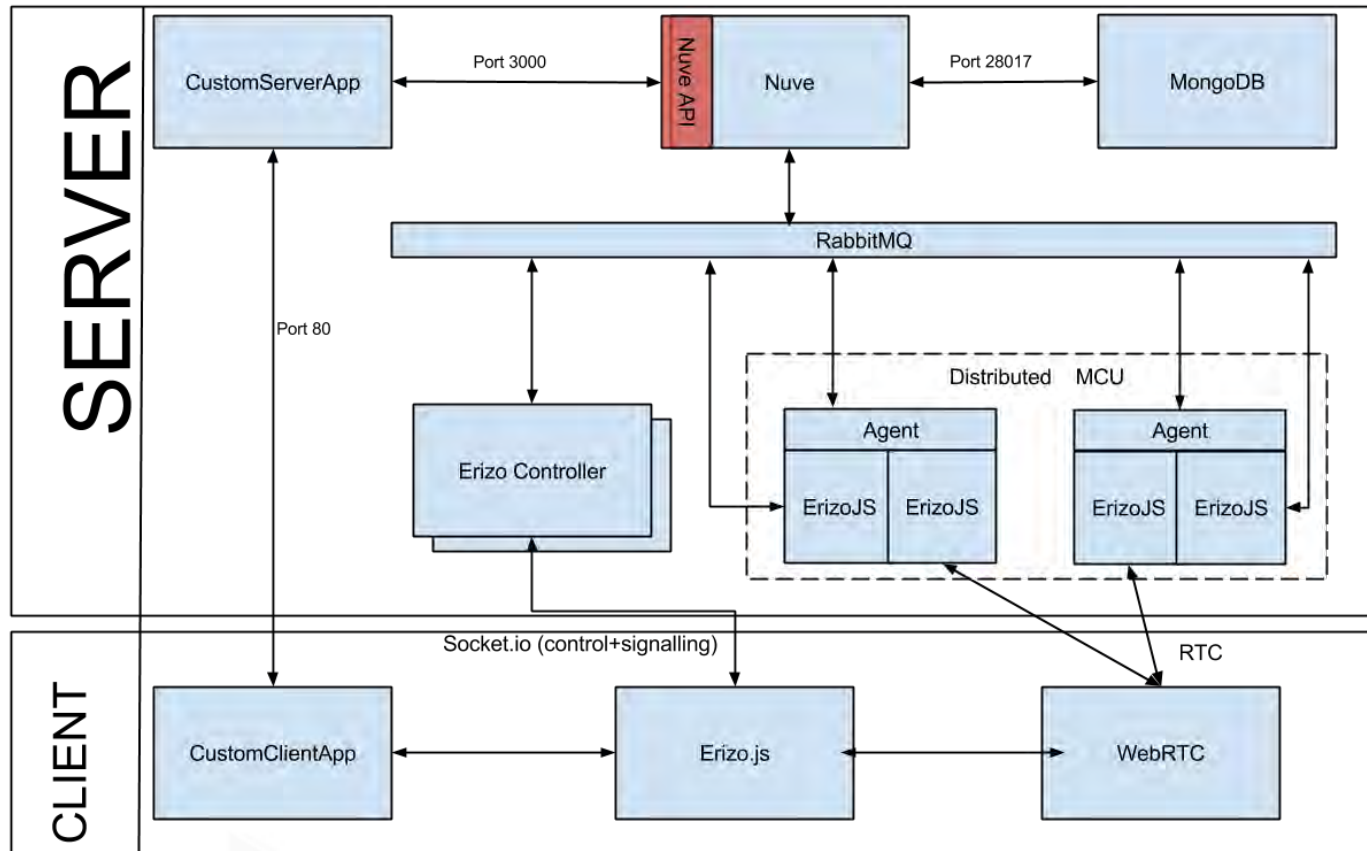


- Pros

- core与plugins分离，结构清晰
- 基于plugin可定制化开发

- Cons

- core/plugins之间的交互较为晦涩
- 弱网处理能力有待优化
- 细节坑较多，例如WS断开后，立即free所有media resources



Nuve: Manages services, rooms, users, tokens and balances.

MongoDB: Stores rooms and tokens.

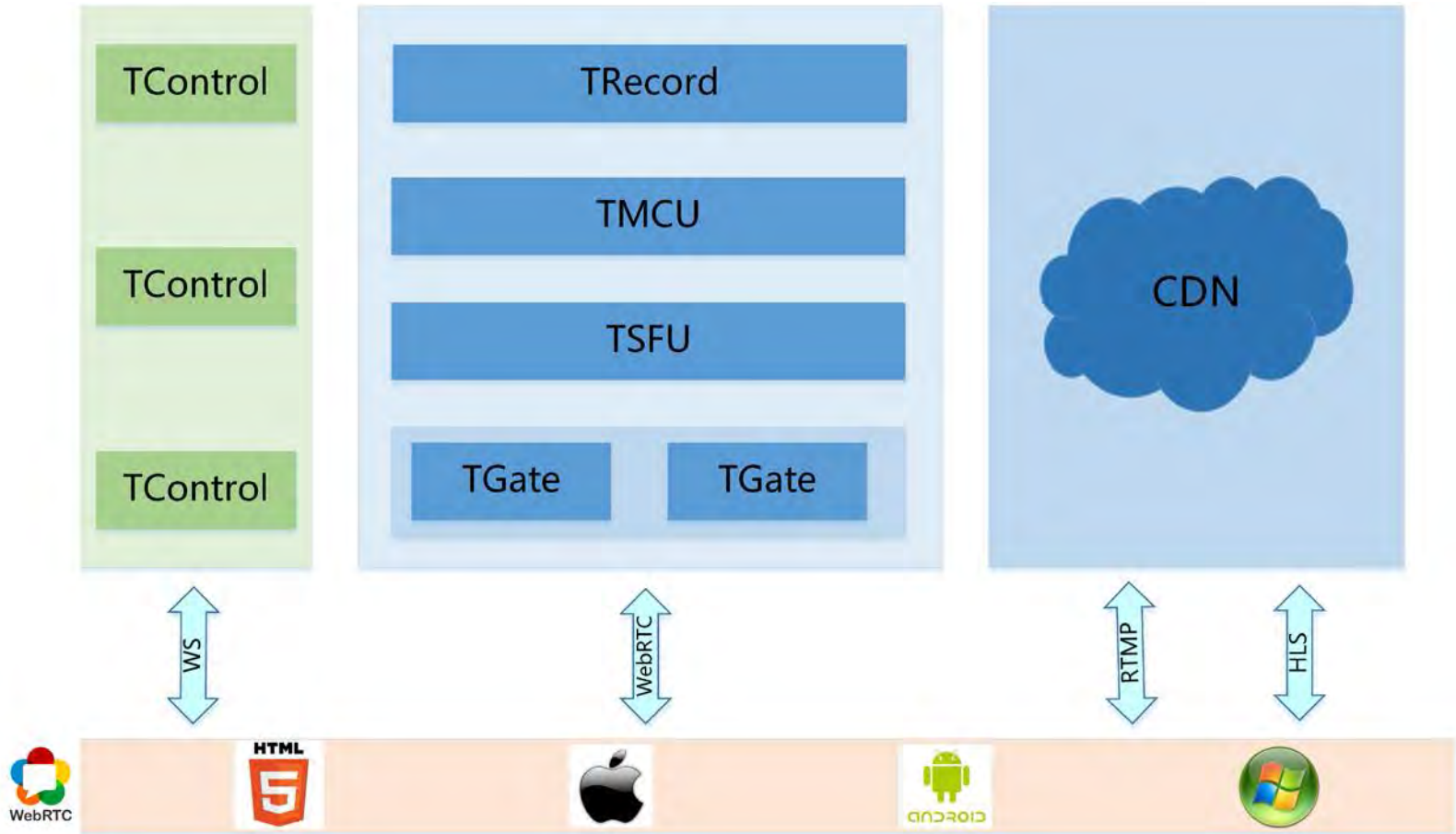
Erizo Controller: Manages Control, signalling and data streams.

MCU: Erizo Agent+ErizoJS

RabbitMQ: Handles all the messages among the components of Licode.

- Pros
 - 项目功能较全面，考虑了鉴权、扩展等
- Cons
 - 文档不全、且更新不及时，缺少示例
 - 模块拆分较多，且命名不易理解
 - 不支持Data Channel

TMS



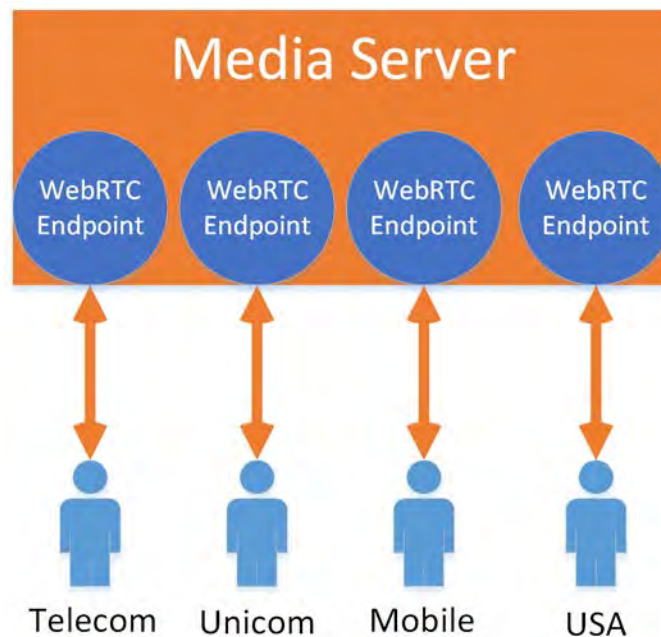
- OVERVIEW

- Golang & C++
- Docker
- Consul & registrator



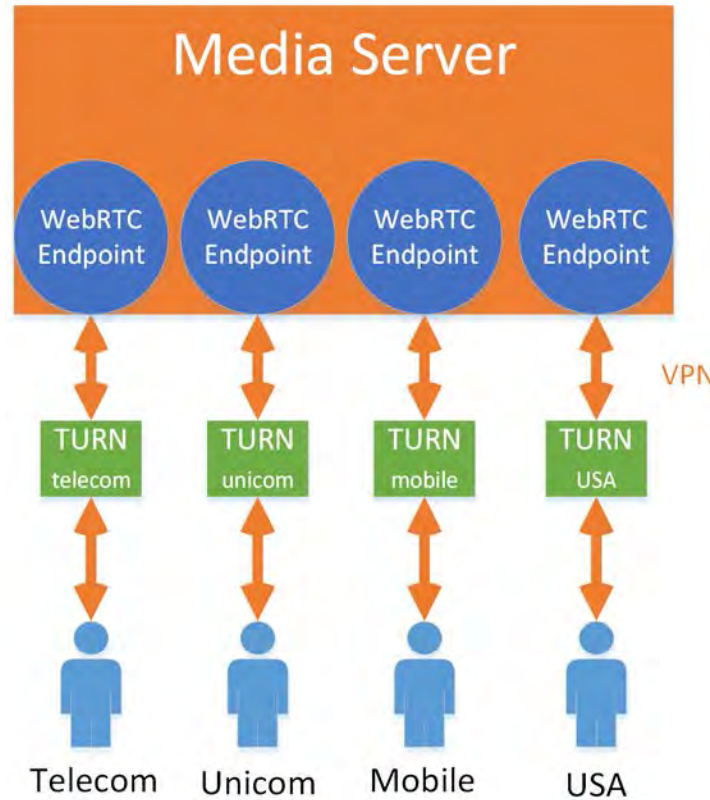
- KERNEL MODULES

- WebRTC protocol
- SFU = tsfu + tgates
- WebRTC->RTMP



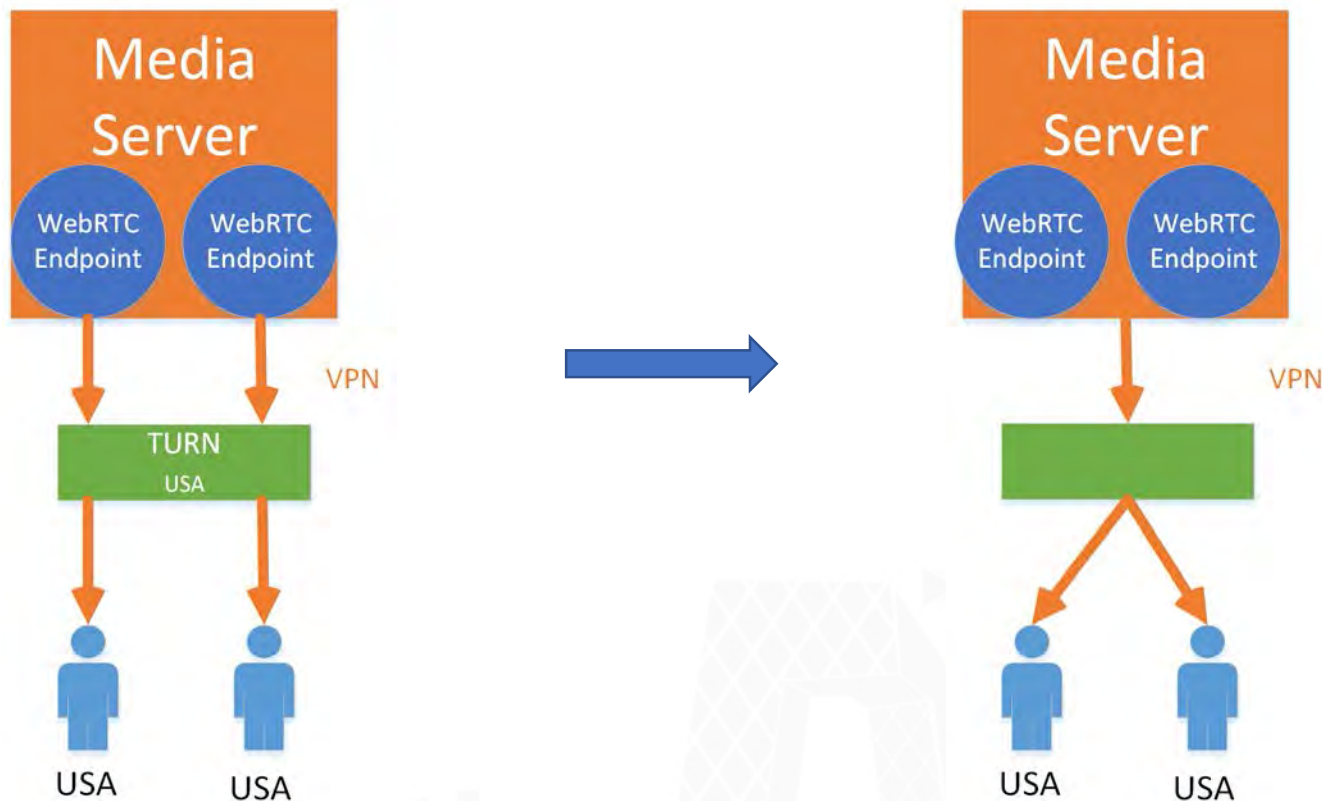
如何覆盖不同用户的各种网络类型?

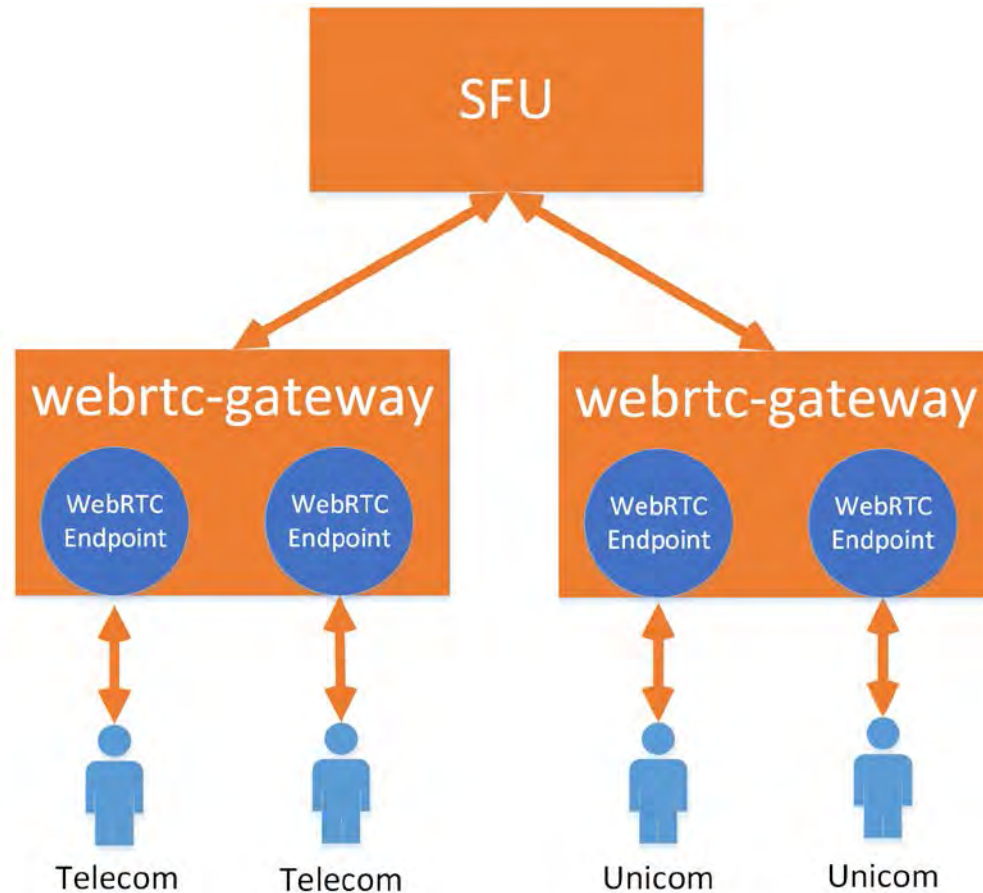
▶ TURN as edge



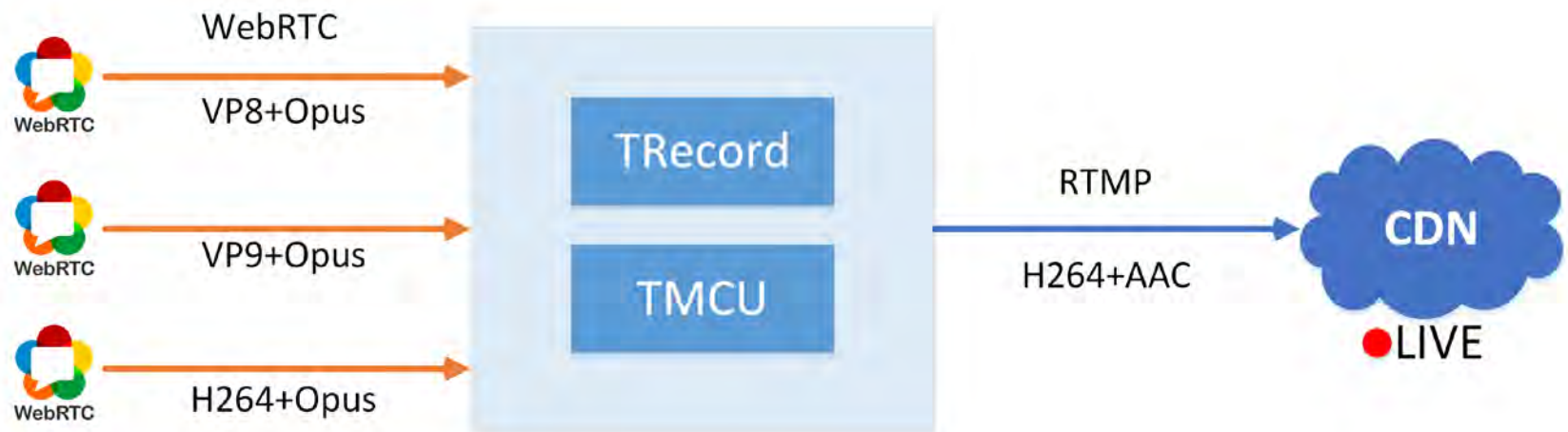
▶ Cons

- MediaServer->TURN的流量冗余
- 房间人数受限（单台机器支持的WebRTC连接有限）
- 网络连接、业务逻辑、媒体转码都集中在一台服务上





▶ WebRTC -> RTMP



- Jitter buffer: reorder, jitter
- Timestamp: lip-sync

Dashboard

The image displays a comprehensive system monitoring and management interface. On the left, the 'System Overview' dashboard provides a high-level view of system health, including uptime (8.3 weeks), virtual CPU count (32), RAM usage (62.80 GiB), and memory availability (94%). It features several charts: CPU usage (a large yellow bar chart), Load Average (a line chart showing system, 1m, 5m, and 15m averages), Memory usage (a bar chart), Memory Distribution (a stacked bar chart), Forks (a line chart), and Processes (a line chart). On the right, the 'Docker Dashboard' shows resource usage for containers, including Memory usage (18%), CPU usage (0.12%), and Filesystem usage (0.95%). It includes a 'Container CPU usage' line chart, 'Container Memory Usage' bar chart, 'Container Network Input' line chart, and 'Container Network Output' line chart. At the bottom, a chat interface is visible, showing a list of contacts on the left and a conversation with 'Apple Wu' in the center. The chat messages include: 'I still can't hear anything.', '请问 Madison Perkins', and 'try to get some help from IT.'. A yellow button labeled '发送' (Send) is at the bottom right of the chat window.

- Distributed SFU
- High performance (CPU reduced up to 60-70% compared to KMS)
- Supports deployment under public cloud, private cloud or hybrid cloud.
- Covering varying networks of users.
- Supports bypass live using RTMP/HLS.
- P2P for 1v1/small class, SFU for middle/big class, RTMP/HLS for super big class.

Thank You



LiveVideoStackCon

聚音视 研修不止于形



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