

# WebRTC

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## Cloud-Based Video Communication System Using WebRTC

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FaceTime 가 Google Hangouts Apple PC  
 WebRTC HTML5 가 가  
 1. Google App Engine(GAE)  
 PC IT SNS 가  
 2. Skype[3], Google FaceTime[5] peer-to-peer  
 Hangouts[4], Apple Google Hangouts  
 Skype peer-to-peer  
 FaceTime Google Hangouts, Apple  
 [1].  
 JavaScript API WebRTC PC Apple  
 가 HTML5 WebRTC FaceTime Apple PC Mac iPhone, iPad iOS  
 PC Firefox, Opera PC Chrome, HTML5  
 Google App Engine (Platform as a Service) 가 가  
 Google App Engine 가  
 [2]. WebRTC API SDP(Session Description Protocol) Google  
 HTML5 WebRTC STUN(Session Traversal Utilities for NAT)

ICE(Interactive Connectivity Establishment)

[6] HTML5

WebRTC

HTML5

[9].

가

, 1:1

3.

2.1 WebRTC

Google App Engine

Python  
JavaScript

HTML5

CSS

. 1 3

가

Webkit API 가

W3C IETF  
. WebRTC

Javascript API

WebRTC getUserMedia, RTCPeerConnection,  
RTCDataChannel 3 가 API

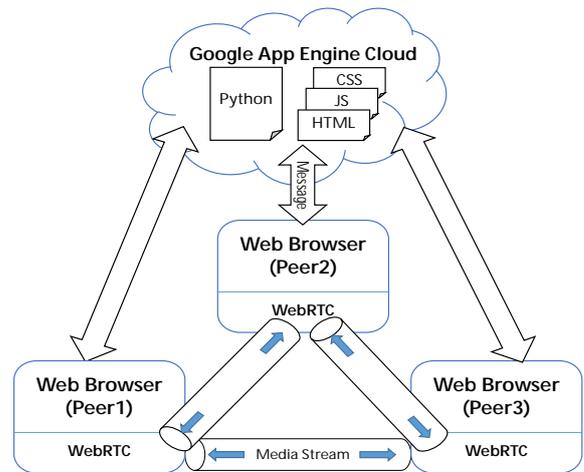
getUserMedia Webkit

RTCPeerConnection

API

RTCDataChannel API

가



1.

가

2.2

to-Peer

SDP(Session Description Protocol) Peer-  
Peer 가 가

URL  
URL

'/?r=12345678'

URL

user  
Connection  
가

user peer-  
user 가  
user

Answer

SDP Offer

HTML

video

UDP

ICE(Interactive Connectivity Establishment)  
NAT

JavaScript  
WebRTC  
API  
P2P

, WebRTC

2 Media Stream

PeerConnection

Traversal

. Peer Offer Answer

SDP

VoIP

Peer

STUN(Session Traversal Utilities for NAT)  
Peer Public IP

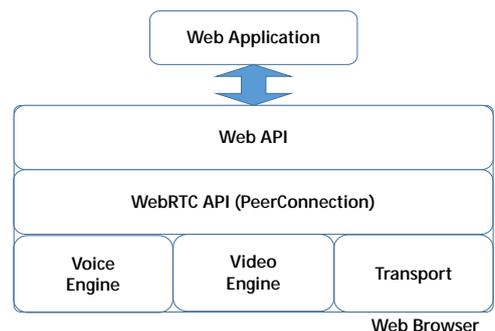
Google

STUN

2.3 Google App Engine (GAE)[7]

Google PaaS(Platform as a Service)[8]  
가

GAE



2. WebRTC API

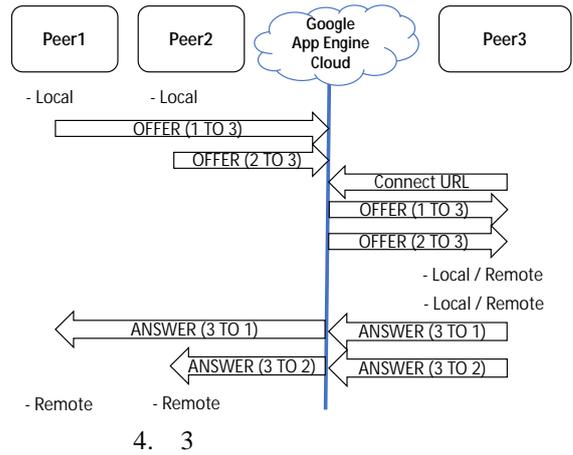
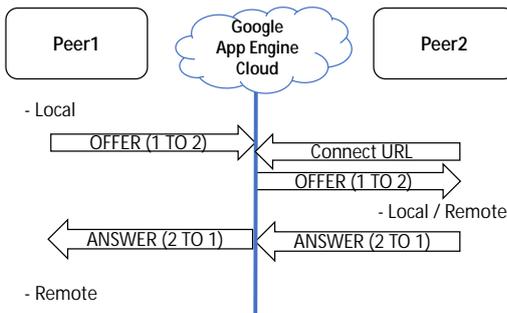
PeerConnection  
SDP  
, Google App Engine  
가  
PeerConnection  
Engine  
JavaScript  
Google App  
WebRTC getUserMedia  
HTML  
PeerConnection  
[10].  
html  
PeerConnection



3. Media Stream

PeerConnection  
Call  
Answer  
Peer  
4  
Peer-  
Connection local remote description  
Peer-  
Connection 가  
'offer' 'answer'

Local	- PeerConnection - local description - local localPeerConnection 가
Remote	- remote description - remote localPeerConnection 가



5

JavaScript

```

...
getUserMedia({ audio:true, video:true},
  getUserMediaSuccess, getUserMediaFail);
//getUserMedia /
// stream <video>
...
pc = new RTCPeerConnection(pc_config,
pc_constraints); //PeerConnection
...
pc.addStream(localStream);
//local stream pc 가
...
pc.createOffer(setLocalAndSendMessage, null,
constraints); //Offer
...
setLocalAndSendMessage(sessionDescription){
pc.setLocalDescription(sessionDescription);
sendMessage(sessionDescription);
//local description
}
...
//
function MessageProcess(message) {
  if (message.type === 'offer') {
    pc.setRemoteDescription(new
      RTCSessionDescription(message));
    Answer();
    //Answer (local description
    )
  }
  else if (message.type === 'answer') {
    pc.setRemoteDescription(new
      RTCSessionDescription(message));
    //remote description
  }
  else if (message.type === 'candidate') {
    var candidate = new RTCIceCandidate ( ... );
    pc.addIceCandidate(candidate);
  }
  else if (message.type === 'bye') {
    Hangup();
  }
}
...

```

5.

JavaScript

SDP PeerConnection  
 Media Stream . WebRTC  
 , RTCPeerConnection Socket  
 4. WebRTC 가  
 Google Chrome 가  
 6 wonju 가  
 joonghyun seonghwan 가



6.  
 5. Google App Engine  
 WebRTC 가 , TV, , WebRTC  
 가 WebRTC  
 가

[1] Fernandez, Luis Lopez, Diaz, Miguel Paris, Mejias, Raul Benitez, Lopez, Francisco Javier, Santos, Jose Antonio, “Kurento: a media server technology for convergent WWW/mobile real-time multimedia communications supporting WebRTC”, World of Wireless, Mobile and Multimedia Networks, 2013 IEEE 14<sup>th</sup> International Symposium and Workshops on a, doi: 10.1109/WoWMoM.2013.6583507, pp 1-6, June 2013  
 [2] Prodan, R., Sperk, M., Ostermann, S., “Evaluating High-Performance Computing on Google App Engine”, Software, IEEE, Vol. 29, Issue 2, pp 52-58, March-April 2012  
 [3] Skype, <http://skype.daesung.com/>  
 [4] Hangouts, Google, <http://www.google.com/hangouts/>  
 [5] FaceTime. Apple, <http://www.apple.com/mac/facetime/>  
 [6] , , , “ , ”, Vol. 17, No. 5, pp. 1113-1118, 2013  
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 [8] , , , “ , ”, Vol 24, No. 4, pp.1-13, 2009  
 [9] Michael Armbrust, Armando Fox, Rean Griffith, Anthony D. Joseph, Randy Katz, Andy Konwinski, Gunho Lee, David Patterson, Ariel Rabkin, Ion Stoica, Matei Zaharia, “A View of Cloud Computing”, Communications of the ACM, Vol. 53, No. 4, pp. 50-58, April 2010  
 [10] Media Capture and Streams, <http://www.w3.org/TR/mediacapture-streams/>