

Web Real-Time Communications (WebRTC)

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Agenda 议程

Overview 概述

Specifications 标准介绍

Adoptions 实现情况

Discussion 讨论

Overview 概述

<https://www.w3.org/2011/04/webrtc/>

Specifications 相关标准

- Media Capture and Streams
- WebRTC 1.0: Real-time Communication Between Browsers
- ...

Media Capture and Streams

Capture 媒体数据获取

- [getUserMedia - capture from camera, mic.](#) 从摄像头和麦克风
- [getDisplayMedia - capture from screen.](#) 从屏幕
- [captureStream - capture from DOM element.](#) 从DOM元素

[Depth extension](#) 深度信息扩展

[Recording](#) 录制

WebRTC 1.0

<https://www.w3.org/TR/webrtc/>

Supported by Chrome, Firefox, Edge, Safari. 浏览器支持

Codec support: VP8, VP9, H.264. 编码格式支持

CR.

WebRTC NV

WebRTC Next Version Use Cases

- Raw data access 底层数据访问
- Machine learning 机器学习
- Web worker
- Virtual reality gaming 虚拟现实

Submit your ideas

Ready?

Implementation Status 实现情况

WPT <https://wpt.fyi/results/webrtc?aligned&label=stable>

KITE <https://kiteboard.herokuapp.com/score>

The evolution of WebRTC 1.0 标准演进

<https://blog.mozilla.org/webrtc/the-evolution-of-webrtc/>

Case Study

Intel® Collaboration Suite (CS) for WebRTC

<https://software.intel.com/en-us/webrtc-sdk>

- Media server - conferencing, streaming, transcoding, mixing.
媒体服务器 - 会议、直播、转码、混流
- Client SDKs - JavaScript, iOS, Android, C++. 客户端SDK
- Analytics - common DL frameworks support, work with media server. 分析

Open source announced ... 即将开源

Topics

Simulcast and SVC

QUIC transport

WHATWG Streams based APIs

Thanks 谢谢