

Functionality of STUN/TURN

Standard protocols to ensure the media stream

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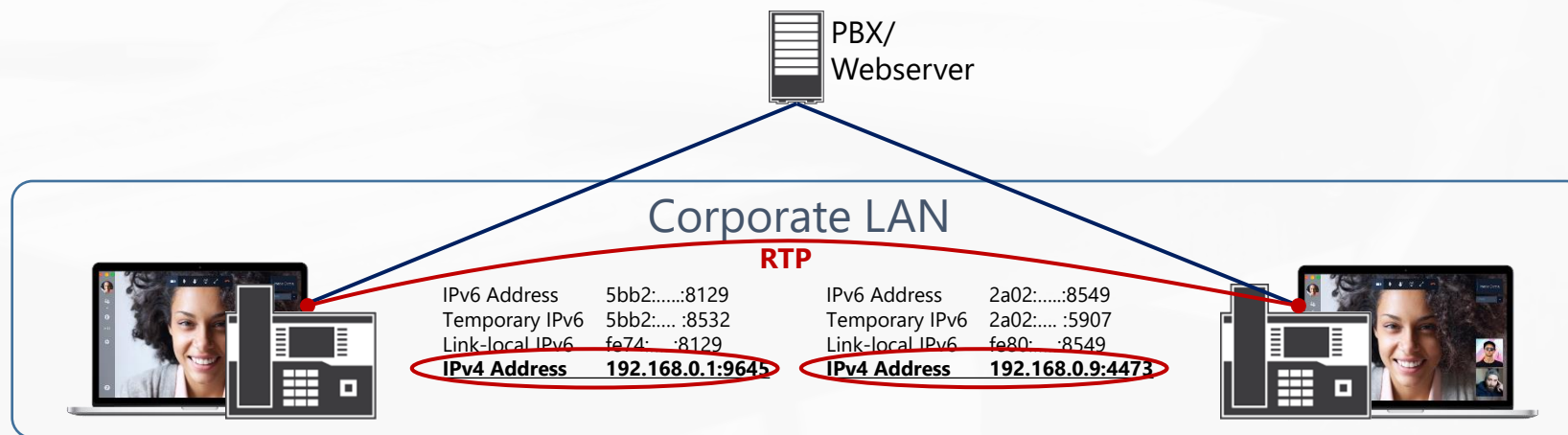
A faded background image showing a person in a meeting room. The person is wearing glasses and is looking at a laptop screen. There are other people in the background, but they are out of focus. The overall scene is a professional meeting environment.

STUN/TURN

Ensuring the RTP Stream

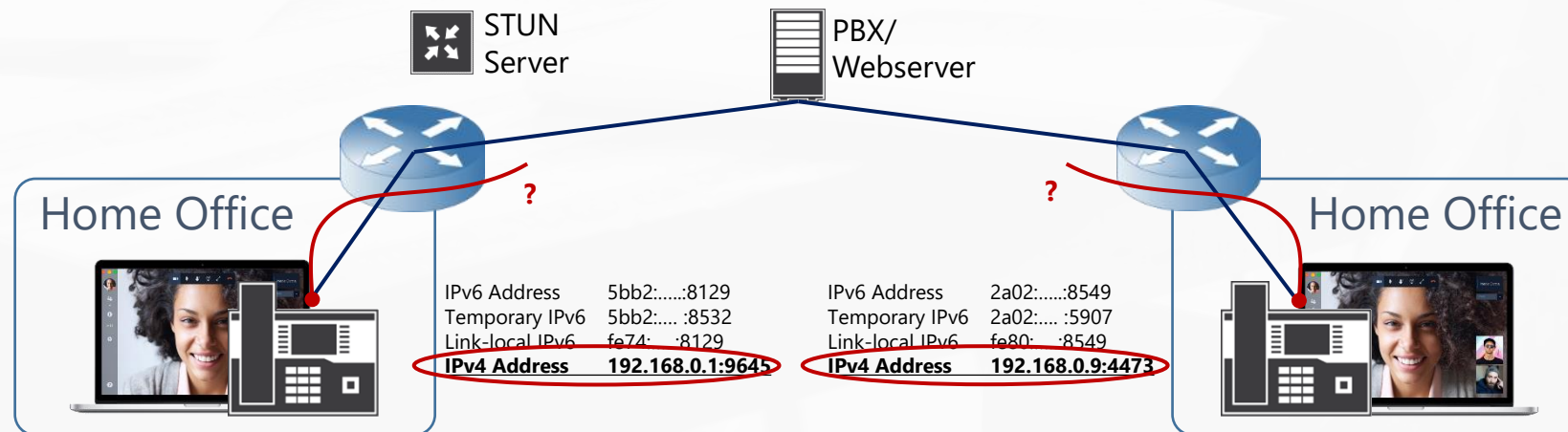
Functionality of "Direct-RTP"

- Signaling is usually not a challenge, even if the servers are located outside the local network.
- If clients are on the same network, the exchange of RTP data is also not a problem, as they can reach each other.
- The clients determine their local IP addresses, communicate them to each other, and send the RTP packets there.



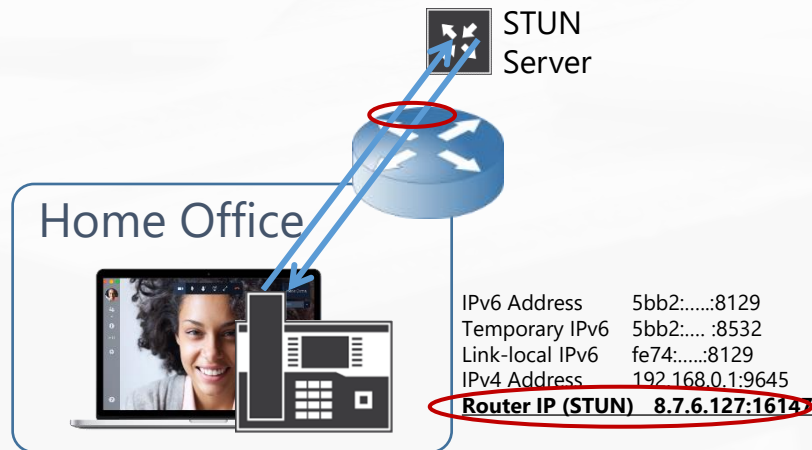
The "Direct-RTP" Challenge

- But what if direct communication is not possible, e.g. because the users are in the home office and each has their own router?
- The local addresses determined by the clients cannot be reached among each other.
 - This is where the STUN server comes into play!



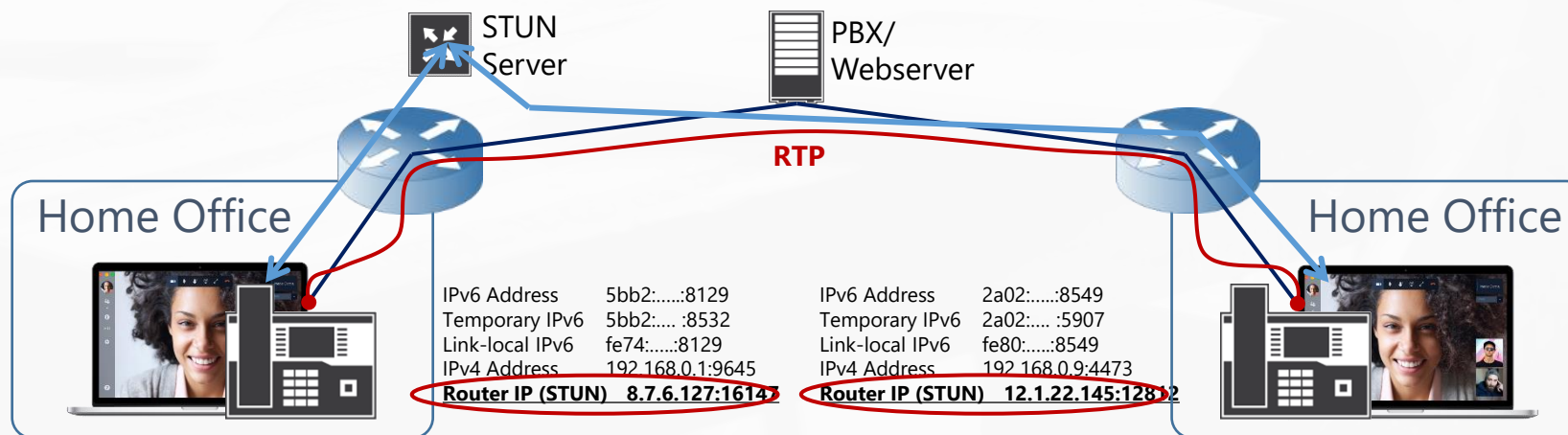
How the STUN Server works

- The client sends a STUN request to the STUN server: "What is my public IP address:port".
- The STUN server takes the router's IP address:port from the IP header and sends this information back.
- The client adds these to its previously determined IP addresses.



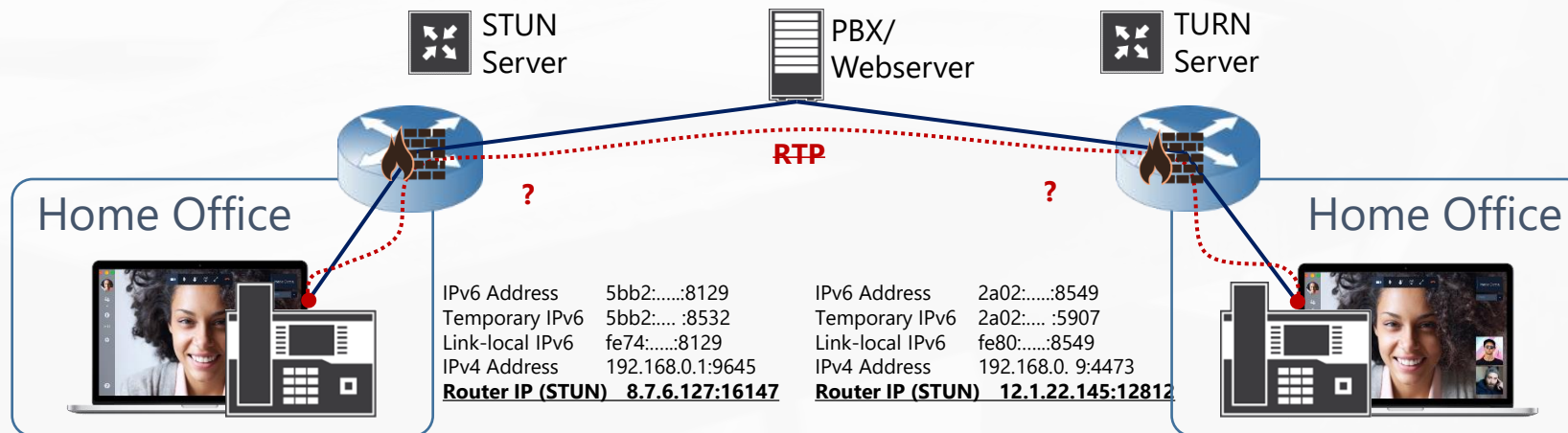
How the STUN Server works

- The STUN request is made by both clients and thus both know their public IP addresses: ports for communication.
- The RTP stream is sent to the other public IP address: port.
- Since most routers don't change the public ports even if the internal port remains the same, communication works.



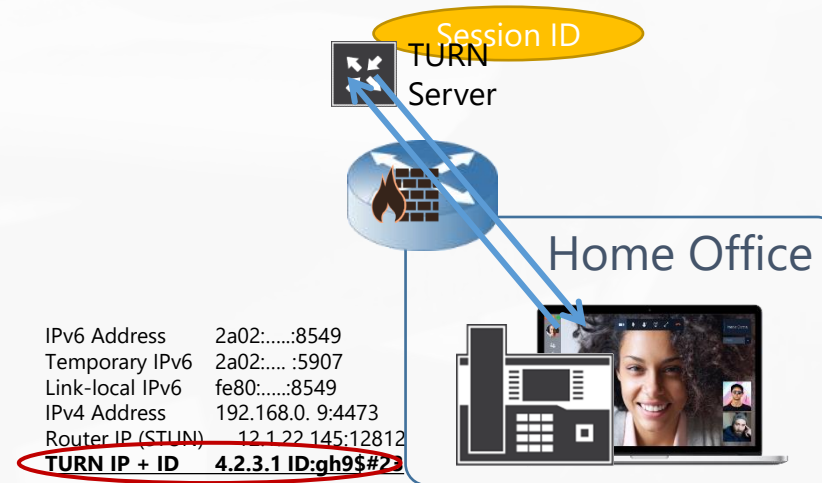
The STUN Challenge

- But what if the routers don't support it after all ("Restricted NAT"), or a firewall blocks the communication??
 - The TURN server always helps!



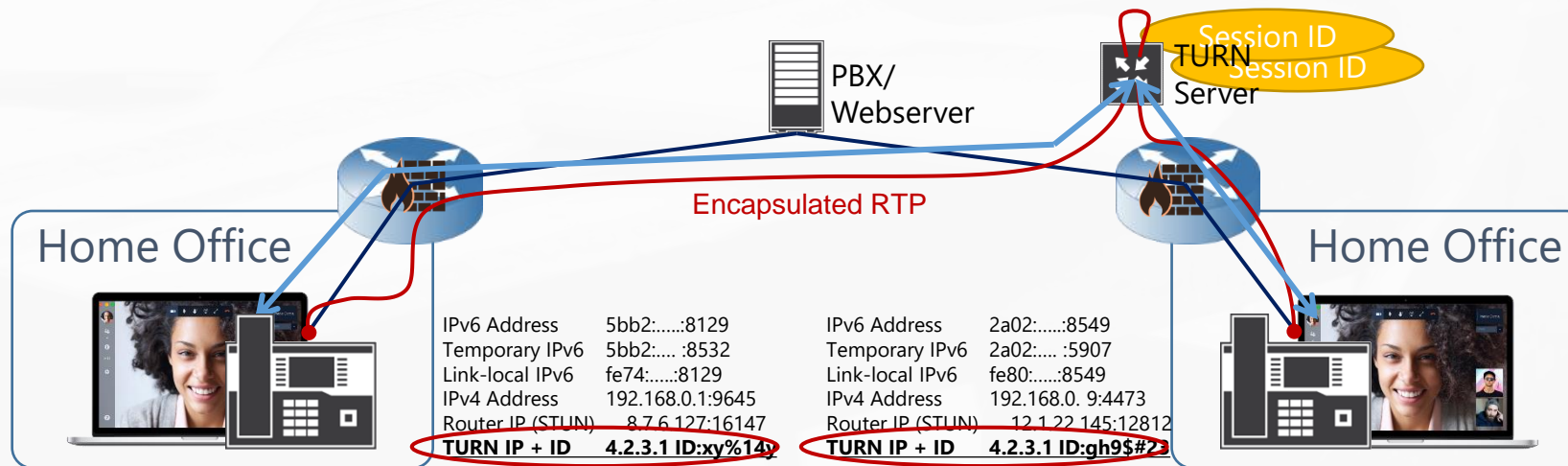
Functionality of the TURN Server

- The client sends a session request to the TURN server.
- The TURN server creates and reserves a unique session ID and returns it to the client.
- The client adds the TURN Server IP together with the session ID to its previously determined IP addresses.



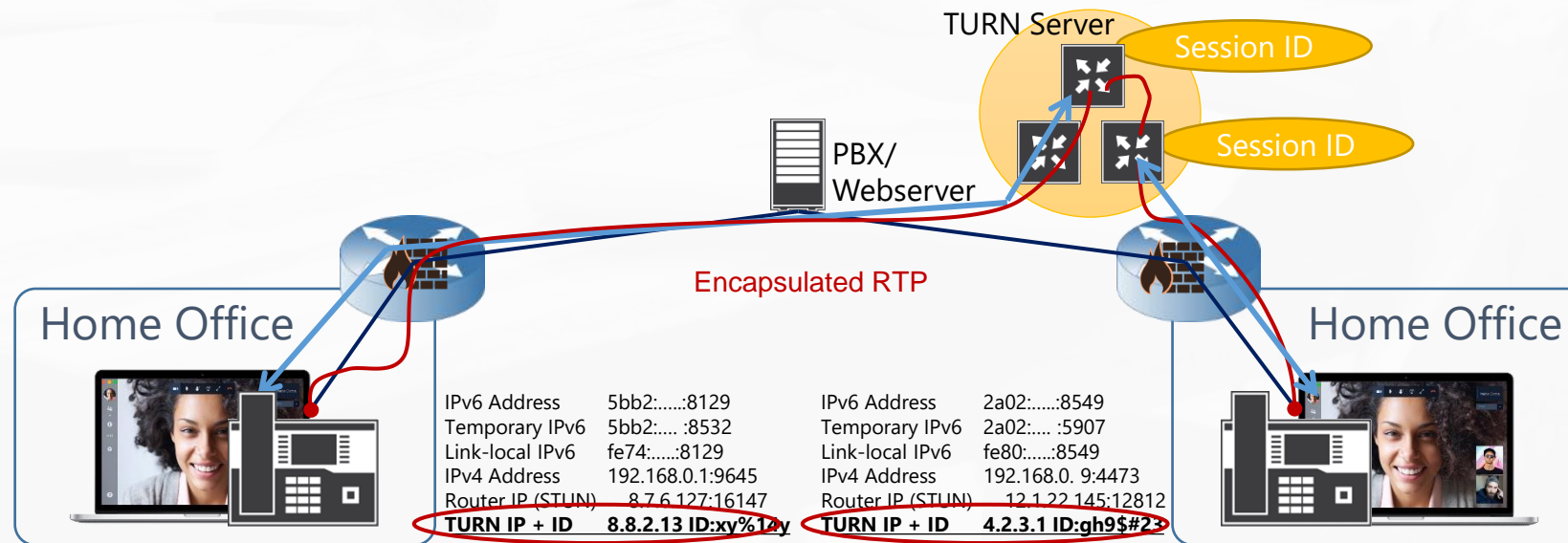
Functionality of the TURN Server

- The TURN request is made by both clients and thus both have a session ID.
- Both clients send their RTP streams with the session ID to the TURN server, which can assign and connect it based on the session IDs.
- The RTP stream is also encapsulated and is always sent to port 3478.



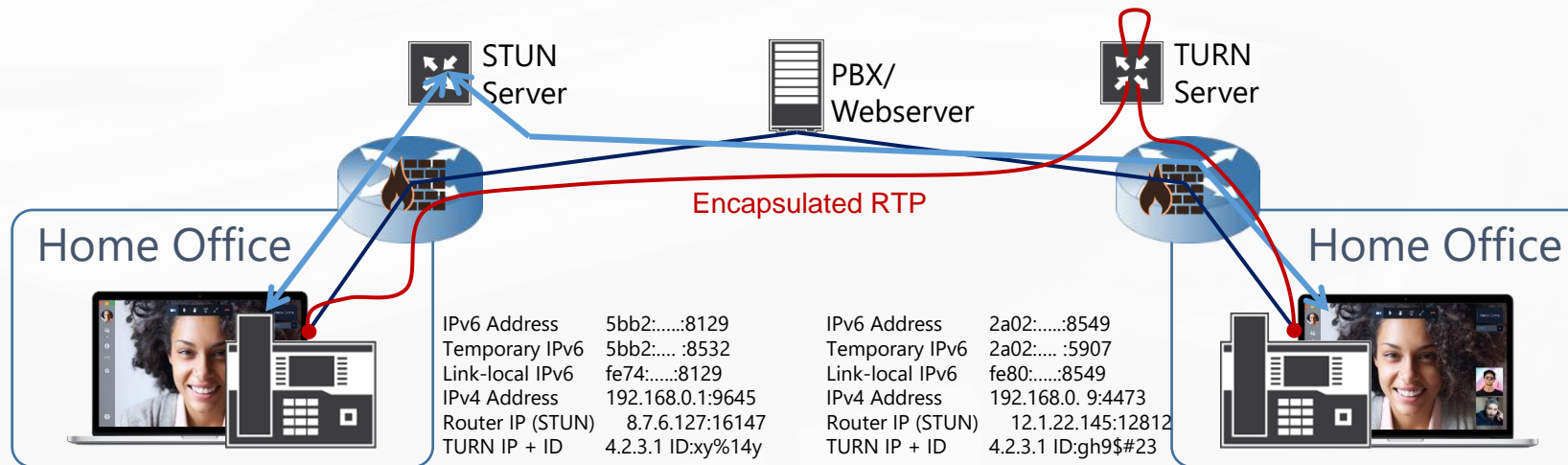
Functionality of the TURN Server

- Several different TURN servers can be used, but they must reach each other, internally an RTP port range is used.
- This RTP port range can also be used directly by the clients.



Conclusion: STUN and TURN guarantee the RTP stream

- STUN and TURN can also run on the same server (both port 3478).
- The process is resource-saving, as the "RTP Relay" on the TURN server is only used when there is no other way.
- STUN and TURN Server are very easy to set up, as no individual configuration is necessary (only User+PW on the TURN Server).



Thank you for your attention

