WebRTC Audio Conferencing Rooms Using "MERN"

Prof. Jayant Rohankar[1], Mr. Prabhat Rakhunde [2] , Mr. Prathamesh kalaskar [3], Mr. Rakesh Charpe [4] , Mr. Rohit Rajbhar [5]

Asst. Professor, Information Technology Department, Tulsiramji Gaikwad Patil College of Engineering and Technology, Nagpur, Maharashtra, India.
Student Information Technology Department, Tulsiramji Gaikwad Patil College of Engineering and Technology, Nagpur, Maharashtra, India.

ABTRACT

Real-time conferencing (RTC) is a new standard and industry wide effort that expand the web browsing model, allowing access to information in areas like social media, chat, video conferencing, and television over the internet, and unified communication. These systems users can view, record, remark, or edit audio content flows using time-critical cloud infrastructures that enforce the quality of services. However, there are many proprietary protocols and codecs available that are not easily interoperable and scalable to implement multipoint audio conference systems. WebRTC is a State-of-the-Art open technology that makes real-time communication capabilities in audio and data transmission possible in real-time communication through web browsers using JavaScript APIs without plug-ins. This paper aims to introduce P2P audio conferencing system based on Web Realtime Communication (WebRTC). In this paper, we have proposed a web-based peer-to-peer real-time communication using the Mozilla Firefox together with the ScaleDrone service that enables users to communicate with high speed data transmission over the communication channel using WebRTC technology. HTML5 and use Node.js server address.

Keywords: *WebRTC, Web conferencing, Audio conferencing, Application programming interface, Peer-to-peer.*

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1. INTRODUCTION:

Audio conferencing victimization webRTC is that the conduct of associate degree audio conference (also known as a call or audio teleconference) between 2 or a lot of folks in several locations employing a series of devices that permit sounds to be sent and received, for the aim of communication and collaboration at the same time

Real time communication is that the commonest want of a business. it's the facility to form a distinction across the geographies and industries.

The technologies behind WebRTC an enforced as associate degree open net normal and accessible as regular JavaScript arthropod genus altogether major browsers. For native shoppers, like humanoid and IOS applications, a library is out there that gives a similar functionally.

Live audio streaming may be a sort of audio streaming that transmits associate degree e-message through an local area network (LAN) or through the web in real time so the audio from transmitter supply will be detected and seen on the receiver facet by availing of computers, smartphones and the other mobile devices, etc. Real time communication among variety of consumer devices, includes many-to-many communication

Basically, a media streaming must produce standalone streaming servers, putting in AN acceptable separate computer code in client-side and support to streaming protocols that management the transferring of streamed packets.

WebRTC may well be a plugin-free trendy period of time communication technology. It doesn't need any extra plugins or applications for audio, video streaming and information transmission. It uses JavaScript, Application programming interfaces, and HTML5 to implant the communication technologies among the browser. merchandise like Google, Hangouts, WhatsApp, Facebook messenger, ZOOM Team Communication, Zendesk client Support, Skype for net etc., all area unit integrated with WebRTC.

Browsers area unit directly ready to exchange period of time media with alternative browsers in a very peer-to-peer manner.

Offers a high level of security than varied alternative streaming systems, while not the necessity for third-party software system.

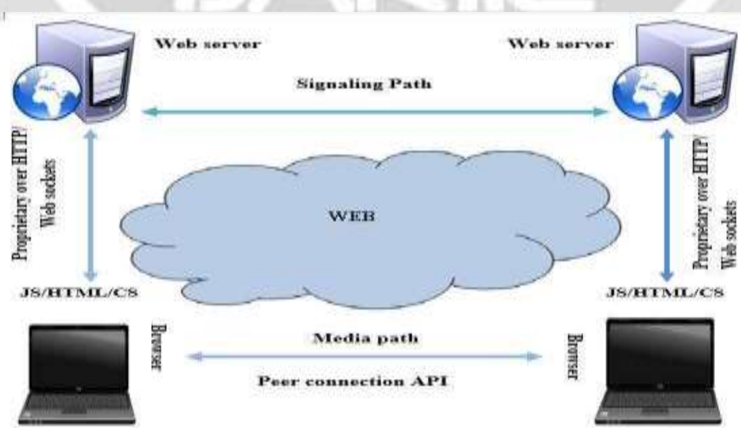
2. LITERATURE REVIEW:

1. Zinah Nayyef, Sarah Faris Amer
Diljah University, 2019

The avail of WebRTC technology enabled the implementation of protected and high data transmission between users as peer-to-peer or peer-to-group connection in RTC, hence, anyone can develop their own Webpage or application such as real-time sharing files, real-time communication environment as messaging chat or audio conferencing. This opened the way for programmers and developers to enter the professional market for competition. This WebRT The paper introduces a system which affords the multimedia transmission services such as audio conferencing. Identification of the users and Detection of any other users within the system by meeting the basic requirements to be considered protected without complicated installation. Setting up the actions within a web browser on a number od devices or any Operating systems based on WebRTC.

C technology permits us to create webpages comprise of most influential features. Every single user may easily get connected with another user via audio conferencing, text messages by using simple JavaScript APIs and Node JS.

Peer Connection, RTC peer connection reads the output data from Media stream (represents media streaming from a local media device like a microphone) and



creates the connection among two users.

2. Sanabil A. Mahmood, Ergun Ercelebe
University of Gaziantep, 2018

This paper, presents redeveloped realtime web browser-based audio conference. The proposed audio conferencing system architecture based on a WebRTC environments which supports single or multiple participants in an audio conferencing session using a single connection. Compared with existing commercial audio conference software, this proposed system is web browser-based and it is a cross-platform application which can be run on different devices such as desktop computers, smartphone, tablets, etc.

The audio streaming has been protecting by two level of authorization Gust and Member to allow only to authorized people to access audioconference room and makes Live audio chat with friends. The test results show that the audio conference system has worked precisely. The checks approved that the quality and streaming speed of audio conference is highly reliable on speed of internet of clients and streaming bandwidth of the server, which implies it is independent of the number of members in a conference at a time.

3. Navrattan Parmar and Virener Ranga

National Institute of Technology, Haryana, 2019

WebRTC is a project which was initialized by google. It is a assembly of frame-work and libraries. It is an open source which provides the real-time communication among various web browsers and mobile software. It tends to use simple application programming interfaces (APIs). It permits audio communication . It does not use any third party software or plug-in. The session Initiation Protocol (SIP) is a signalling protocol.

Call quality is better in WebRTC protocol on the favorable network conditions. RTT is not dependent on Bitrate. There is slightly a difference in calling from remote location than local locations. Bandwidth is the major factor that affects the call quality. Channel rate is straightly proportional to SNR, hence channel rate is liable on intensity of Signal and Bandwidth. Latency is quite low which is the plus point and reason one uses these protocols for RTC.

There are number of protocols like DDS which can built on top of UDP and can provide RTC. In the future, we will understand its architecture and implement for different situations and scenarios. WebRTC is being developed by open source community and it can be extended support to mobile browsers and even android. As we observed, there is a difference in RTT in audio stream it can be combined in a single stream.

4. Maruf Pasha, Furrak Shahzad, Arslan Ahmad

Bahauddin Zakariya University, Pakistan, 2016

This paper had proposed a best centralized architecture for the audio conferencing to support the WebRTC by using MCU. This is what we call an integrated and centralized architecture of audio conferencing which relies on a Multiple Communication Unit for WebRTC ecosystem. They have discussed thoroughly how this structure provides resolutions to certain contexts like stream processing, session recording and composition for screen adaptation as well as bandwidth. A reasonable part of the paper focuses on the challenges that the MCU might face and on the features that are supposed to be fully supported by WebRTC libraries.

The main purpose behind the attempts and this paper is to show the way WebRTC operates and serves the developers as an adequate starting point for the implementation of other features and for testing the audio conferencing structures. Irrespective of our success in the implementation of MCU, we would like to take its functionality to a whole new level by creating new features like audio stream, development to make possible the support for different type of devices (tablets, mobile phones and laptops), gateways for contributing WebRTC users such as XMPP, SIP, and also if possible and clients, streaming and session recording.

5. **Andreas Hallberg**

Stockholm, Sweden 2016

The project started out to resolve the quantifiability issues of audio conferencing services, by coming up with a protocol for decentralised conferencing with WebRTC. additionally to improved quantifiability, the decentralised approach and also the use of WebRTC was chosen to decrease the value of service preparation and maintenance, by not counting on dedicated hardware or advanced server infrastructure.

The aim of the report was to supply insight into the issues of WebRTC audio conferencing, and to point out however the protocol was developed to resolve those issues. The goal was for the protocol to be a lot of optimized for each Conference quantifiability and repair quantifiability, compared to the centralized alternatives and also the decentralised full-mesh model.

Though it's not been fully enforced or standardized nonetheless, WebRTC is being employed by innumerable users through services like Google Hangouts, Facebook traveller and WhatsApp. Adding basic conference capabilities like matched audio communication to an internet application nowadays could be a comparatively sure bet, due to the standardization of the WebRTC Application Programming Interface (API). though fitting point-to-point conferences is trivial, doing constant for multipoint conferences isn't.

6. **Bart Jansen, Timothy Goodwin, Varun Gupta**

Columbia University

In this paper, they evaluated the performance of WebRTC based audio conferencing, with the main focus being on the Google Congestion Control (GCC) algorithm. Our evaluations in synthetic, yet typical, network scenarios show that comparison of data rate for tablet positioned “Near” and “Far” from the AP. WebRTC is sensitive to variations in RTT and packet losses. They have also evaluated the impact of different audio codecs, mobile devices, and topologies on WebRTC audio calls. Further, our evaluations on real wired and wireless networks show that burst packet losses and retransmissions over long RTTs can especially lead to poor video performance.

3. RESEARCH METHODOLOGY:

This is the complete flow diagram of our platform from welcome page to user signup and login into the home page where user have choices to join room as per interest and curiosity. Firstly, they go from sign up page by using the onetime password (OTP) which is send to the user mobile number after they filled up their profile details and join the room and also get solutions of their problems from the room creators. Afterword they also create their own rooms as well.

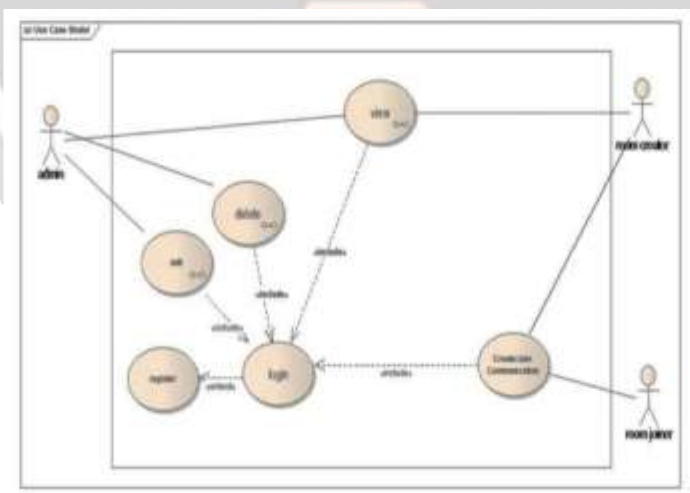
Welcome page: In this page we provide the first interface of the real time audio conferencing system.

Login page: In this user make signup and login with the help of their phone number or their email address.

Profile page: new user/client make their own profile and add their profile and the specialization in a particular field.

Home page: All the created profile of the user will be displayed on this page and different rooms are made available to the clients for their queries. From this page user can also create their own rooms.

Rooms page: In this page different type of clients are present to ask their question and also room creator provide the solution of the questions



This is the use case diagram in which there are two main roles one is admin also called as room creator and another is client who joins the room. Client joins the room to find the solution of their problems.

4. APPLICATION:

As was already mentioned within the paper, the idea for internet time period Communication is audio chat similarly as conference. Services with audio calls, information sharing square measure the first kinds of applications involving WebRTC technologies, the foremost famed examples being WhatsApp, Google Hangouts, and Facebook traveler. however, if we have a tendency to piece all business cases and samples of WebRTC along, we can establish that there are several areas of use.

The technology is very demanded in telehealth, police investigation and remote observation, on-line education, web of Things, computer game recreation, streaming, online games with voice communications, betting, emergency response, etc.

It's repeatedly faced the necessity to use WebRTC in several niches. one in all the foremost notable use cases is remote help via shared AR and WebRTC.

The two-way affiliation is organized here due to WebRTC.

It's getting used for peer-to-peer communication and helps to avoid server overload. The essence of the case itself boils all the way down to the actual fact that two-way communication in period of time with AR helps to resolve tasks with help in several areas.

The only example is that the repair and maintenance of any instrumentality. during this case, WebRTC app development is combined with our expertise operating with increased Reality. There square measure implementations for all platforms. victimisation trendy audio- codecs promotes high-quality communication. Secure and encrypted DTLS and SRTP connections. there's a intrinsical mechanism of content grabbing (desktop sharing).

5. CONCLUSION:

An audio-conferencing system using WebRTC technology was created and approved.

In this research we had used WebRTC technology for its ease of use and does not need any plugins or applications to install, it just needs a browser of any mobile multimedia devices like android phone or personal computers also meeting the high-speed internet requirements for the same.

The audio conferencing system is designed as web based which will be able to use on various kind of operating systems.

The aim of this research is to reduce the effort and difficulty of mobility to communicate and to create an audio conference that supports the characteristics of voice-over-calls, share files, share desktop, record in different format and attendance for whoever attend.

So, the above-mentioned goals are achieved yet.

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