# librice

## The TURNing point

2025 GStreamer conference

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#### Who Am I?

GStreamer developer and maintainer for over a decade WebRTC, Vulkan, OpenGL



### Short overview of ICE

- 1. Gather candidates (Host, Server reflexive, Relayed)
- 2. Connectivity checks
- 3. Send/Receive data

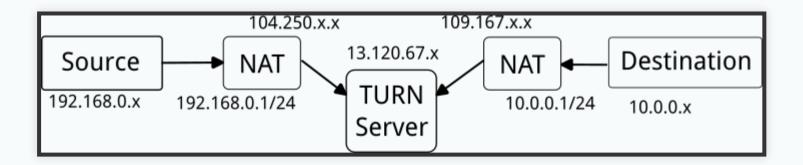
See also ICE: how to find your way through the internet from the GStreamer conference 2023.



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Four relevant RFCs:

• RFC5766 (original TURN RFC)



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- RFC6156 (IPv6 allocations)



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- RFC6062 (TCP allocation)
- RFC6156 (IPv6 allocations)
- RFC8656 (dual IPv4/6 allocations on top of RFC5766/RFC6156, and DTLS)



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1. Send unauthenticated ALLOCATE request.

```
Message(class: Request, method: 3(0x3: ALLOCATE), transaction: 0x5865317f6e81ff1a653355bf, attributes: [13(0xd: Lifetime): '1800', 25(0x19: RequestedTransport): 17, 26(0x1a: DontFragment)])
```



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```

#### 2. Receive error response with a NONCE.

```
Message(class: Error, method: 3(0x3: ALLOCATE), transaction: 0x5865317f6e81ff1a653355bf, attributes: [21(0x15: NONCE): nOTUegICDsqv108S, 20(0x14: REALM): realm, 9(0x9: ERROR-CODE): 401 'Unauthorized'])
```



3. Resend ALLOCATE request with authentication parameters.

```
Message(class: Request, method: 3(0x3: ALLOCATE), transaction:
0xeee76e12628cad6a048e7c5a, attributes: [25(0x19: RequestedTransport): 17,
13(0xd: Lifetime): '1800', 6(0x6: USERNAME): 'tuser', 20(0x14: REALM): realm,
21(0x15: NONCE): nOTUegICDsqv108S, 8(0x8: MESSAGE-INTEGRITY):
0x22d842ea213cd48dc4ec10045d08d43a410d7722])
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0x22d842ea213cd48dc4ec10045d08d43a410d7722])
```

#### 4. On success retrieve the lifetime.

```
Message(class: Success, method: 3(0x3: ALLOCATE), transaction:
0xeee76e12628cad6a048e7c5a, attributes: [22(0x16: XorRelayedAddress):
127.0.0.1:33131, 13(0xd: Lifetime): '1800', 32(0x20: XOR-MAPPED-ADDRESS):
192.168.20.41:48448, 8(0x8: MESSAGE-INTEGRITY):
0x2655b5e6af641b2503e9d95693edcb09d1ecbeca])
```



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```

There are many errors that can cause a failure e.g. allocation already exists, invalid credentials, invalid request, unsupported attributes in request or response, network timeout, etc.

© Centricular

## TURN Allocation configuration

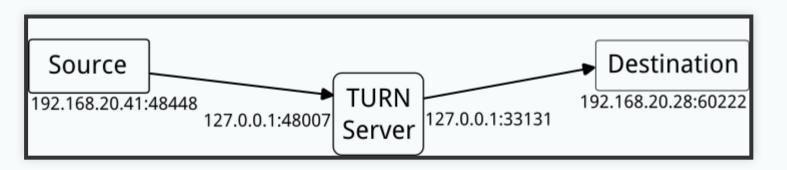
- 1. client<->server
  - a. transport protocols (UDP/TCP)
  - b. encryption (TLS/DTLS)
  - c. address families (IPv4/6)
  - d. optional dual allocation (if supported)
- 2. server<->peer
  - a. transport protocols (UDP/TCP)
  - b. address families (IPv4/6)
- 2 (64) different configurations for a single relay through a TURN



## So, you have a TURN allocation

With ICE, your connection check table will look like:

```
foundation:6:1
                                                                                14681343
ID:2
                              state:Succeeded
                                                nom:false con:true
                                                                     priority:
ID:6
       foundation:6:0
                              state:Succeeded
                                                nom:false con:true
                                                                     priority:
                                                                                14681343
       foundation:7:0
                                                                     priority:
ID:3
                              state:Succeeded
                                               nom:false con:true
                                                                                14680831
ID:7
       foundation:7:1
                              state:Succeeded
                                                nom:false con:true
                                                                     priority:
                                                                                 14680831
```



### After TURN Allocation

- Refreshing/Deleting
- Permissions
- Channels
- Send/Receive Data



## Refreshing (and Deleting)

Send a REFRESH STUN request with the requested lifetime. Must be completed before expiry.

```
Message(class: Success, method: 4(0x4: REFRESH), transaction: ..., attributes: [13(0xd: Lifetime): '1800', 8(0x8: MESSAGE-INTEGRITY): ...])
```

Deleting an allocation requires sending a STUN REFRESH request with a lifetime of 0. Deleting an allocation removes all permissions/channels associated with that allocation.



### Permissions

A permission controls whether a TURN allocation can send and receive data to a peer on behalf of the client. If there is no permission, then outgoing and incoming data will be ignored.

```
Message(class: Request, method: 8(0x8: CREATE_PERMISSION), transaction: ..., attributes: [18(0x12: XorPeerAddress): 192.168.20.28:0, 6(0x6: USERNAME): 'tuser', 20(0x14: REALM): realm, 21(0x15: NONCE): ..., 8(0x8: MESSAGE-INTEGRITY): ...])
```

Permissions have a fixed lifetime of 5 minutes and need to be refreshed before the lifetime expires.



#### Channels

A Channel is a more efficient encoding of data between the client and the server.

```
Message(class: Request, method: 9(0x9: CHANNEL_BIND), transaction: ..., attributes: [12(0xc: ChannelNumber): '16384', 18(0x12: XorPeerAddress): 10.0.0.3:9000, 6(0x6: USERNAME): 'tuser', 20(0x14: REALM): realm, 21(0x15: NONCE): ..., 8(0x8: MESSAGE-INTEGRITY): ...])
```

The Channel ID encodes the peer address to use.

Channels have a fixed lifetime of 10 minutes and need to be refreshed before the lifetime expires.



### Send/Receive data

If there is a configured channel for the peer, then the TURN server will always send data to the client using the Channel.

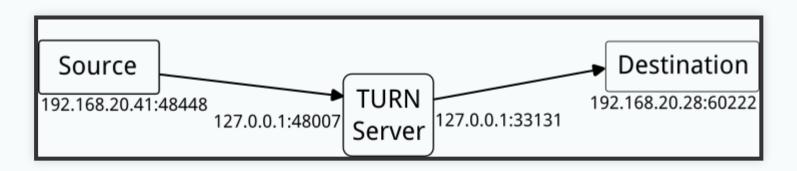
The client can send data using the channel or with a STUN SEND indication.

If there is no channel, the TURN server will send a DATA indication to the client along with the peer's address.



## Completed checks

```
nom:false con:true
ID:2
       foundation:6:1
                              state:Succeeded
                                                                                 14681343
                                                                     priority:
       foundation:6:1
                              state:Succeeded
                                                nom:true
                                                                     priority:
ID:13
                                                         con:true
                                                                                 14681343
       foundation:6:0
ID:6
                              state:Succeeded
                                                nom:false con:true
                                                                      priority:
                                                                                 14681343
                              state:Succeeded
ID:3
       foundation:7:0
                                                nom:false con:true
                                                                      priority:
                                                                                 14680831
                                                                     priority:
ID:7
       foundation:7:1
                              state:Succeeded
                                                nom:false con:true
                                                                                 14680831
```





## TURN-TCP (RFC6062)



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#### Control TCP connection

Where all TURN control messages are sent. If the Control connection is closed, the allocation is determined to be deleted.



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#### Data TCP connection

The application data travels over this connection as-is.

If either segment (client<->server, or server<->peer) is closed, the other segment must be closed.



### librice

sans-IO networking library for handling ICE connections with a focus on testing, and reproducibility.

See also: librice: a sans-IO networking library from the GStreamer conference 2024.



### TURN in librice

- New crates building on stun-proto and stun-types:
  - turn-types STUN attributes and message identifiers for TURN
  - turn-client-proto sans-IO protocol for a TURN client
  - turn-server-proto sans-IO protocol for a TURN server

Transparently handled in librice once configured.



Gathering:

#### Gathering:

Involves setting up a TURN allocation with the appropriate configuration. e.g. TURN credentials, TURN server address, (D)TLS configuration, etc



Connectivity checks

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Configures TURN permissions towards peers provided by remote candidates.



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Configures TURN permissions towards peers provided by remote candidates.

Regular connectivity checks and any further data is relayed through the TURN server.



Allocation maintainence



#### Allocation maintainence

Refresh the allocation, permissions, and channels.



### Other Librice news

- 1. WIP GStreamer branch for webrtcbin:
  - https://gitlab.freedesktop.org/ystreet/gstreamer/-/tree/webrtc-rice
- 2. WIP WebKit branch for WPE and GTK ports:
  - https://github.com/WebKit/WebKit/pull/50740. Also see philn's talk later.
- 3. A new matrix chat room



## [librice]API

rice-proto can now be used from multiple libraries/applications.

Requires access through the CAPI. In rust, this is the new rice-c crate.



#### Thanks

- nl.net: https://nlnet.nl/project/librice/
- https://crates.io/crates/rice-proto
- ystreet00 on #gstreamer on OFTC
- https://gitlab.freedesktop.org/ystreet
- ystreet00@floss.social on mastodon



