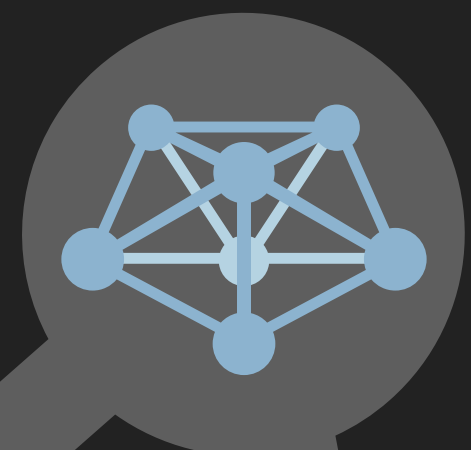
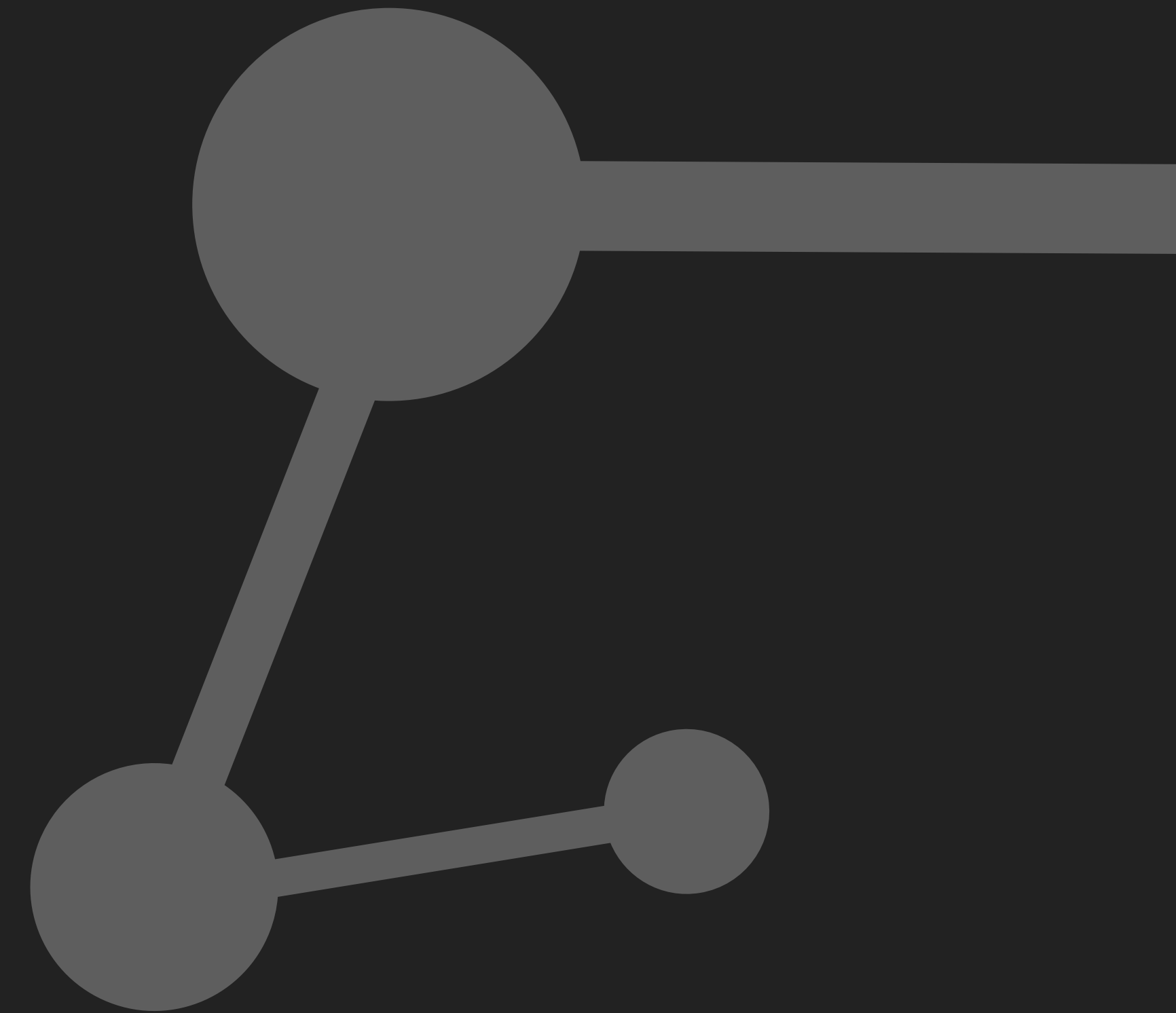


JARON VIËTOR

HOW MISTSERVER HANDLES SRT CONNECTIONS IN INDEPENDENT CHILD PROCESSES

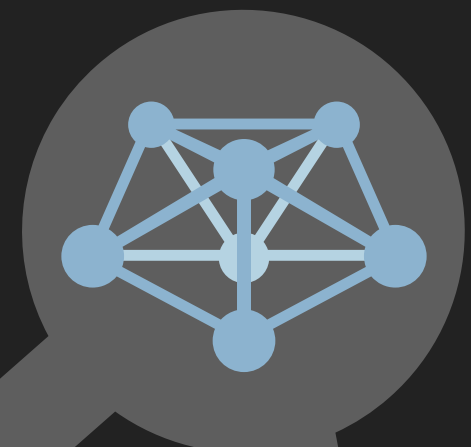
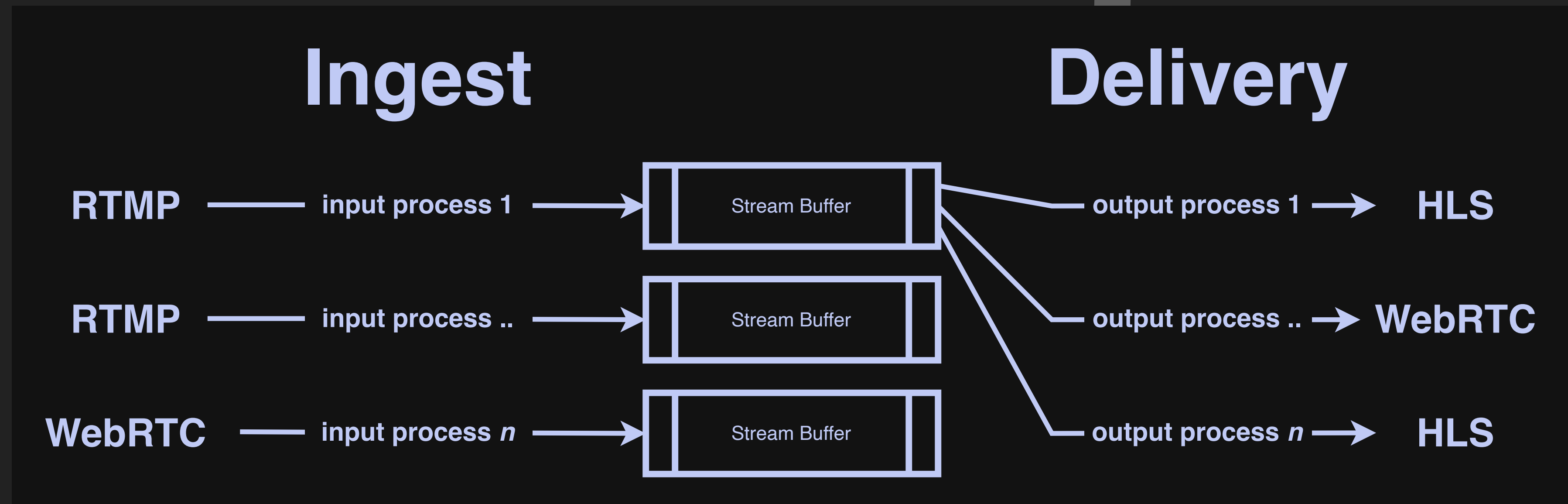
WHAT IS MISTSERVER?

- ▶ Media server software package
- ▶ In development since ~2009
- ▶ Free and Open Source (Unlicense)
- ▶ Focus on transmuxing and easy integration
- ▶ Developer-centric



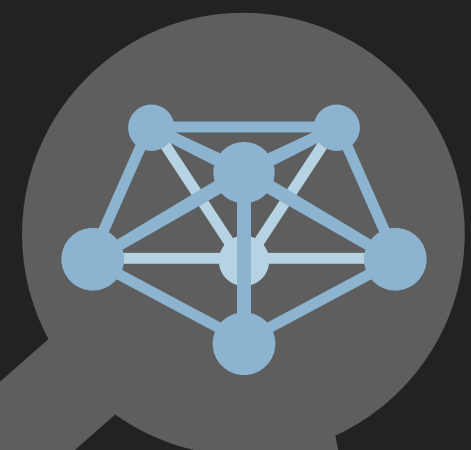
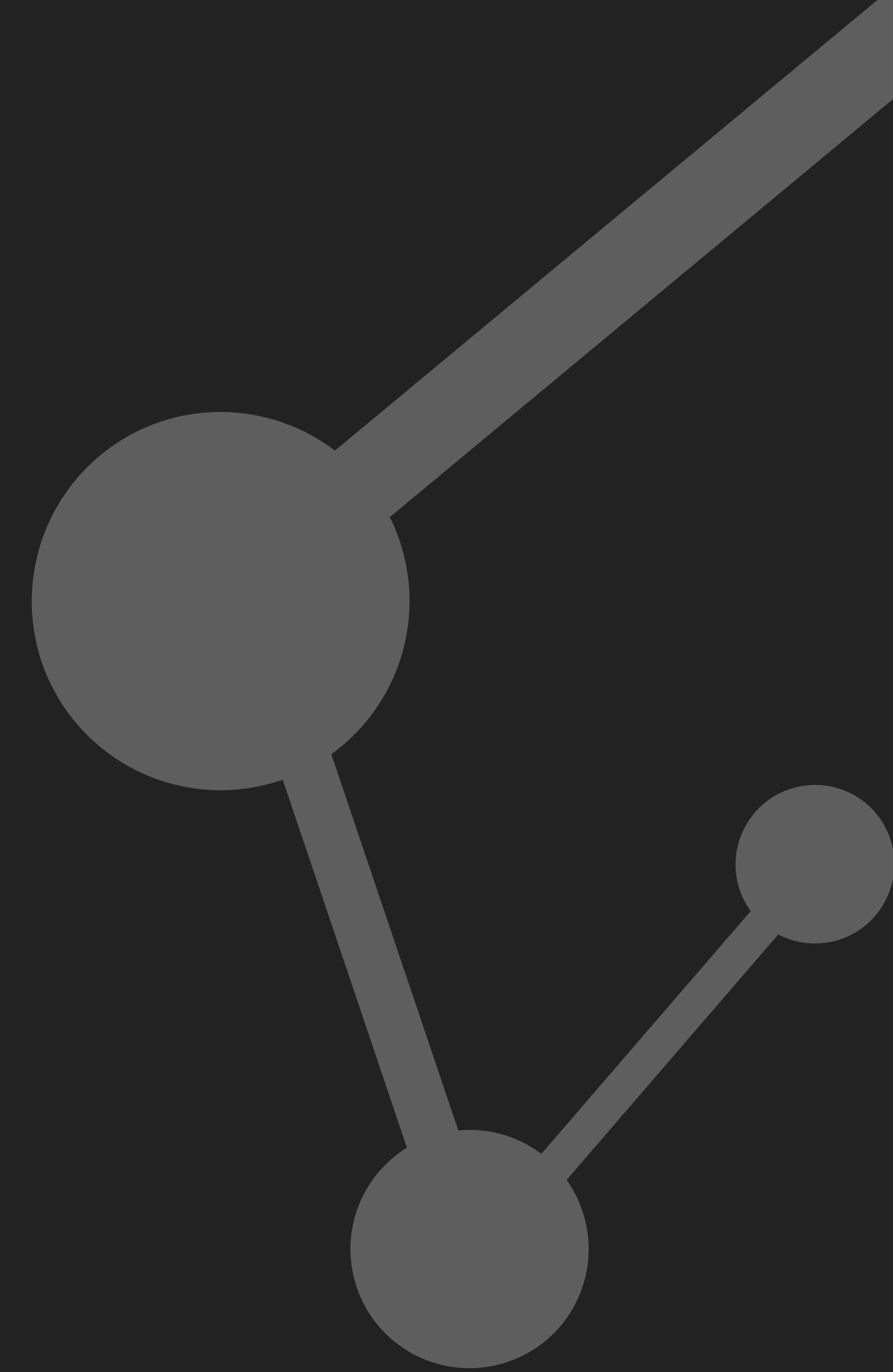
MISTSERVER CONNECTIONS

- ▶ Separate process per connection
- ✗ Less efficient
- ✓ Isolation between clients



SRT: SECURE RELIABLE TRANSPORT

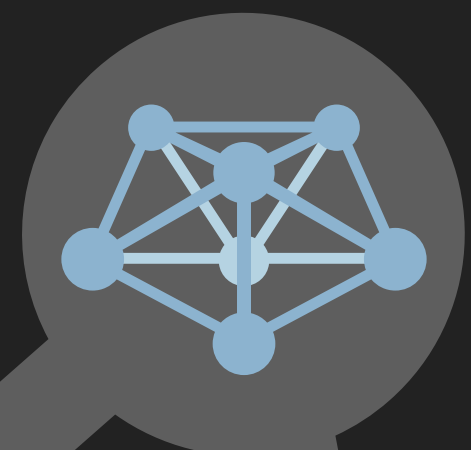
- ▶ Reference implementation: libsrtp
- ▶ Haivision, circa 2012
- ▶ Open-sourced in 2017
- ▶ Sends MPEG-TS streams, preserving timing
- ▶ Fairly low latency
- ▶ Usage by the media industry increasing in recent years.



NO PROBLEM, RIGHT?

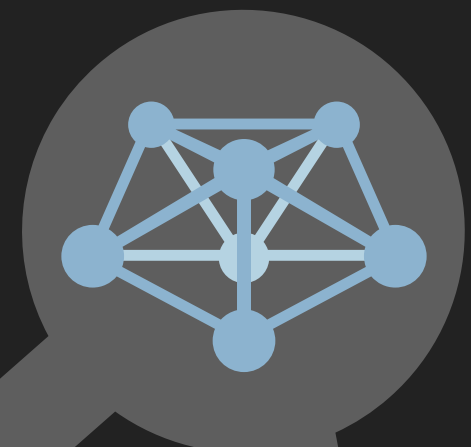
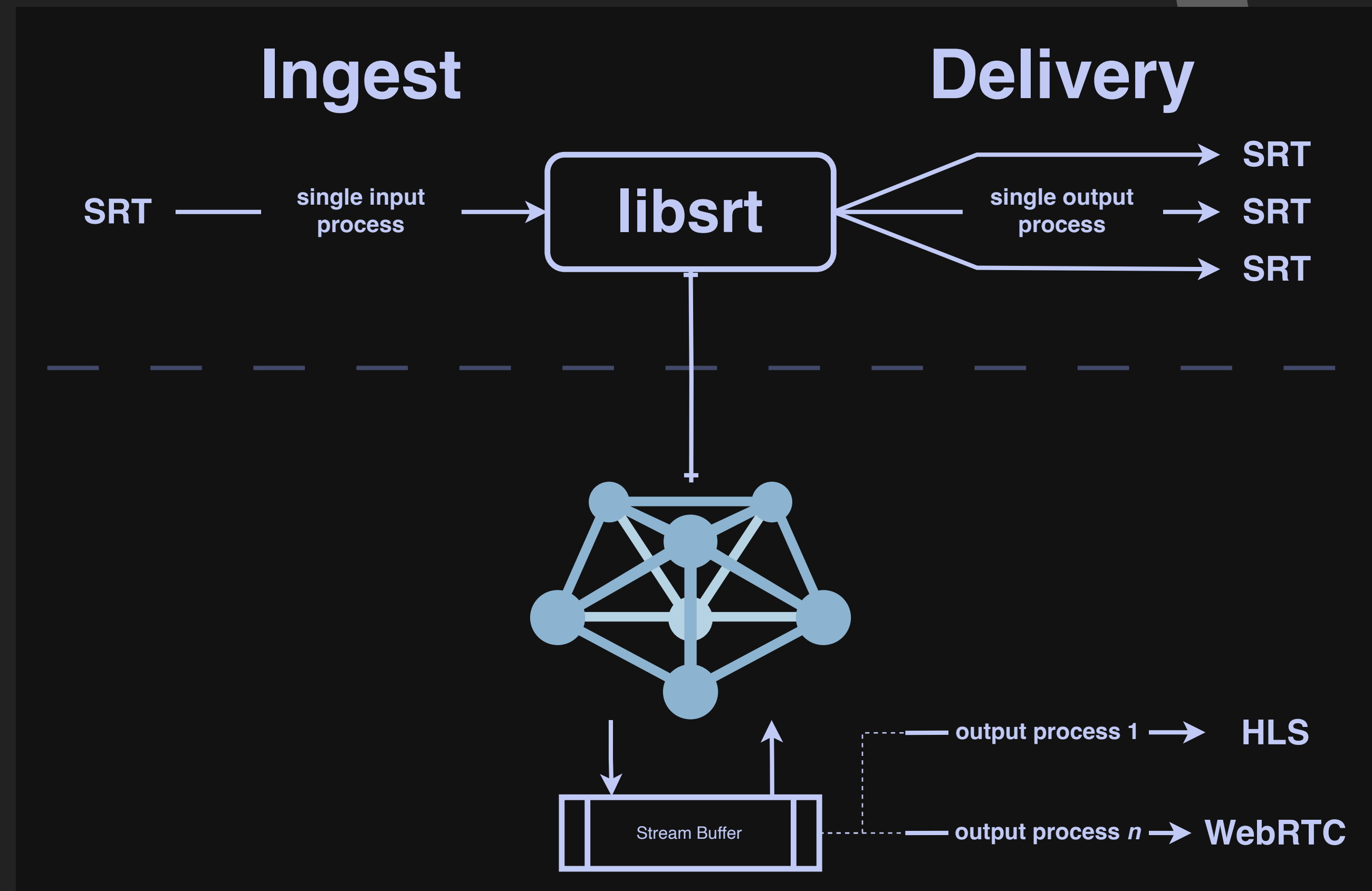
- ▶ libsrtp -> reference implementation in c++
- ▶ upump-srt -> tied closely to upipe, partial
- ▶ gosrt -> written in go, partial

- ▶ MistServer -> Open Source!
- ▶ libsrtp -> Open Source!



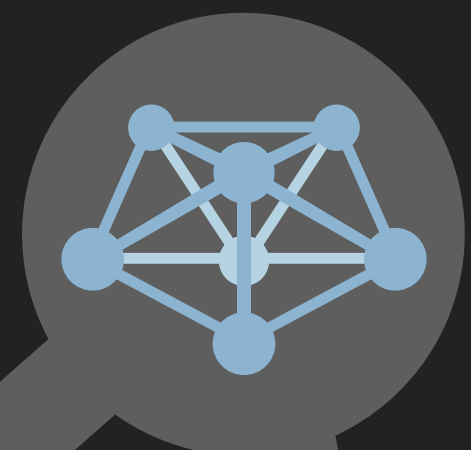
A MINOR INCONVENIENCE

- ▶ libsrt takes ownership of the underlying UDP sockets
- ▶ Manages them as an internal resource
- ☹ No separate process per connection!



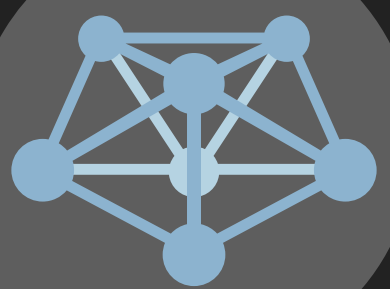
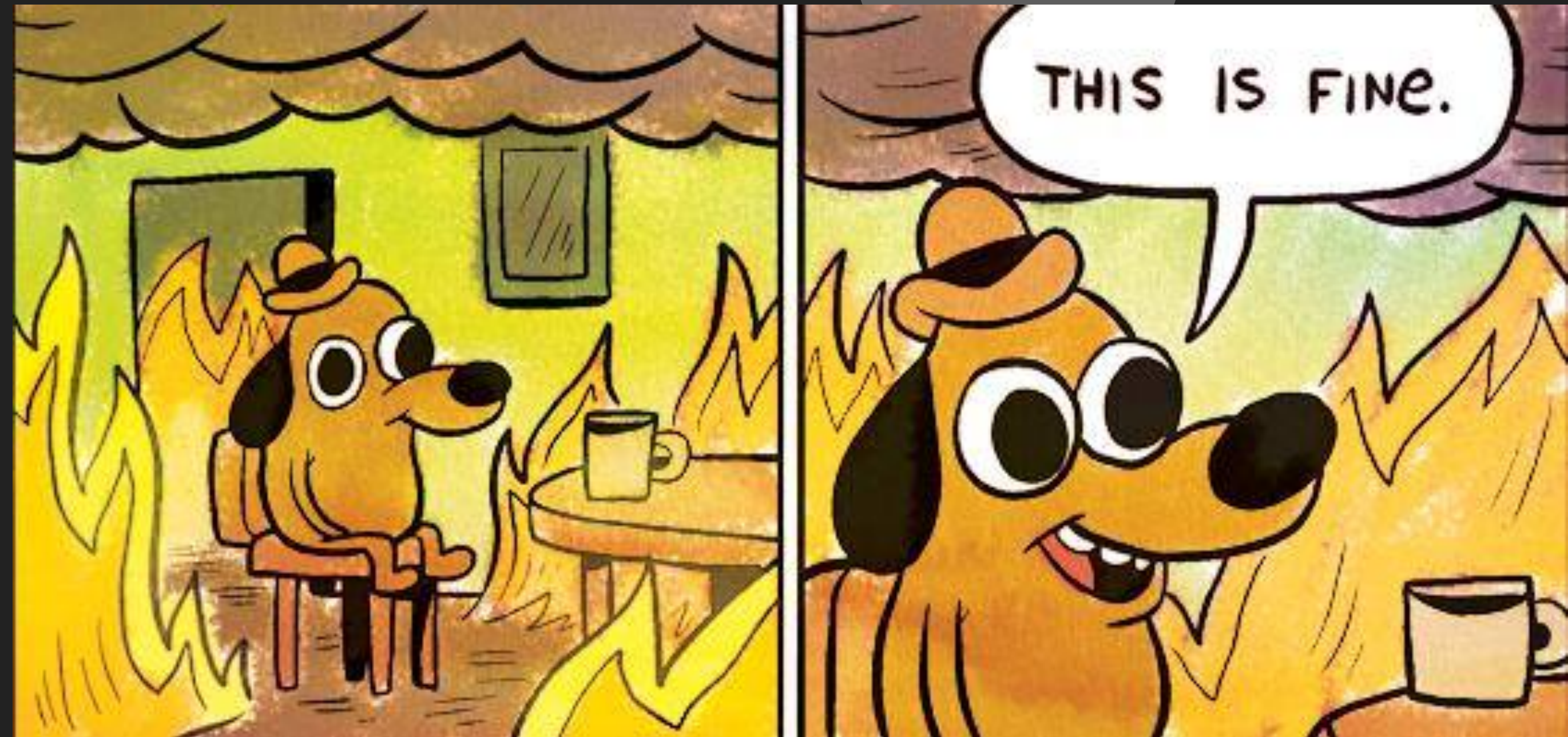
POSSIBLE SOLUTIONS

- ▶ Add support for forking binaries to libsrt
- ▶ Write our own SRT implementation



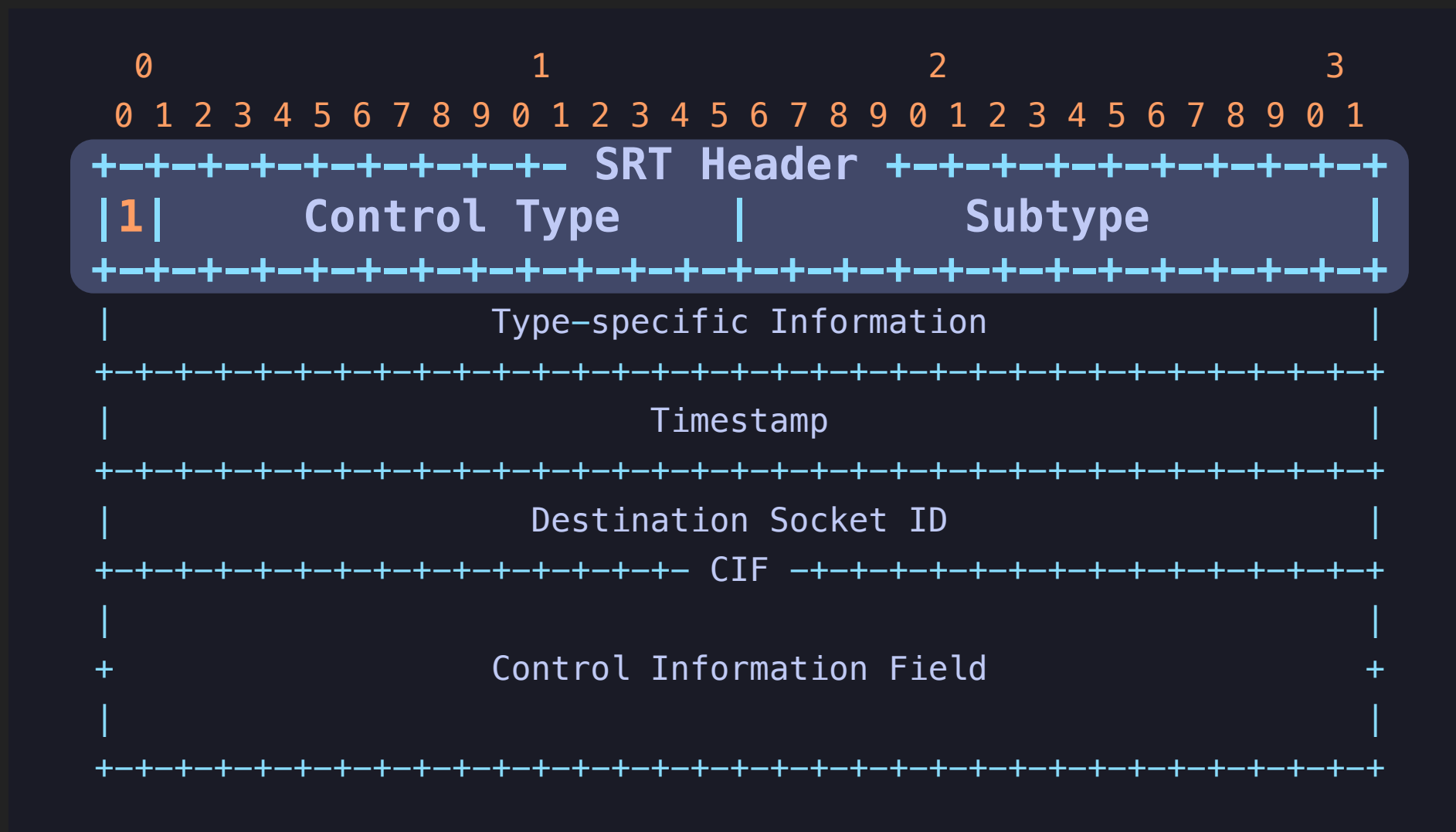
SO WE'RE STUCK. OR ARE WE?

- ▶ Unattractive options:
 - ▶ Modifying or forking libsrt
 - ▶ Custom implementation
- ▶ SRT's future was uncertain
- ▶ Initial solution: ugly but functional
- ▶ Current situation: SRT ended up sticking around



THE SECRET THIRD OPTION

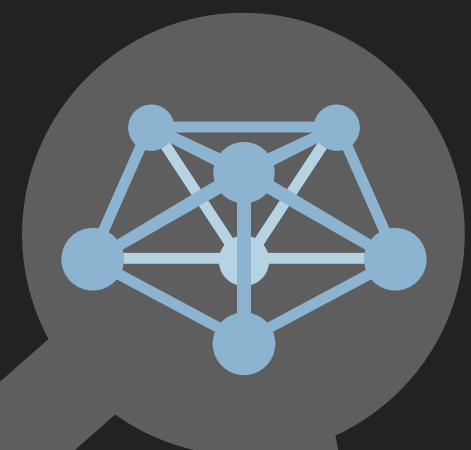
- ▶ SRT specification available now
- ▶ Handshake packets quite easy to recognize



SRT Control packet structure

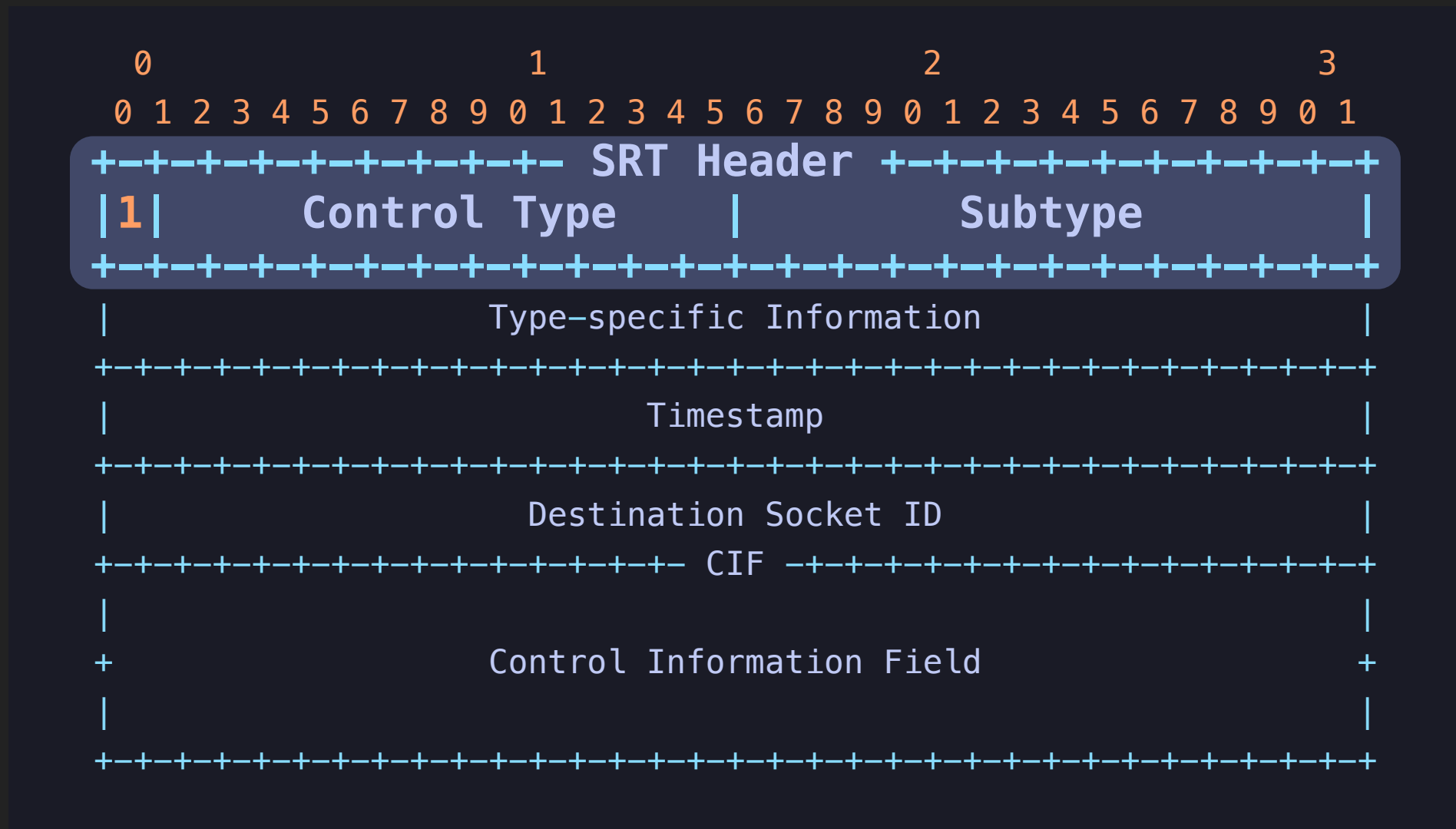


SRT Handshake packet structure

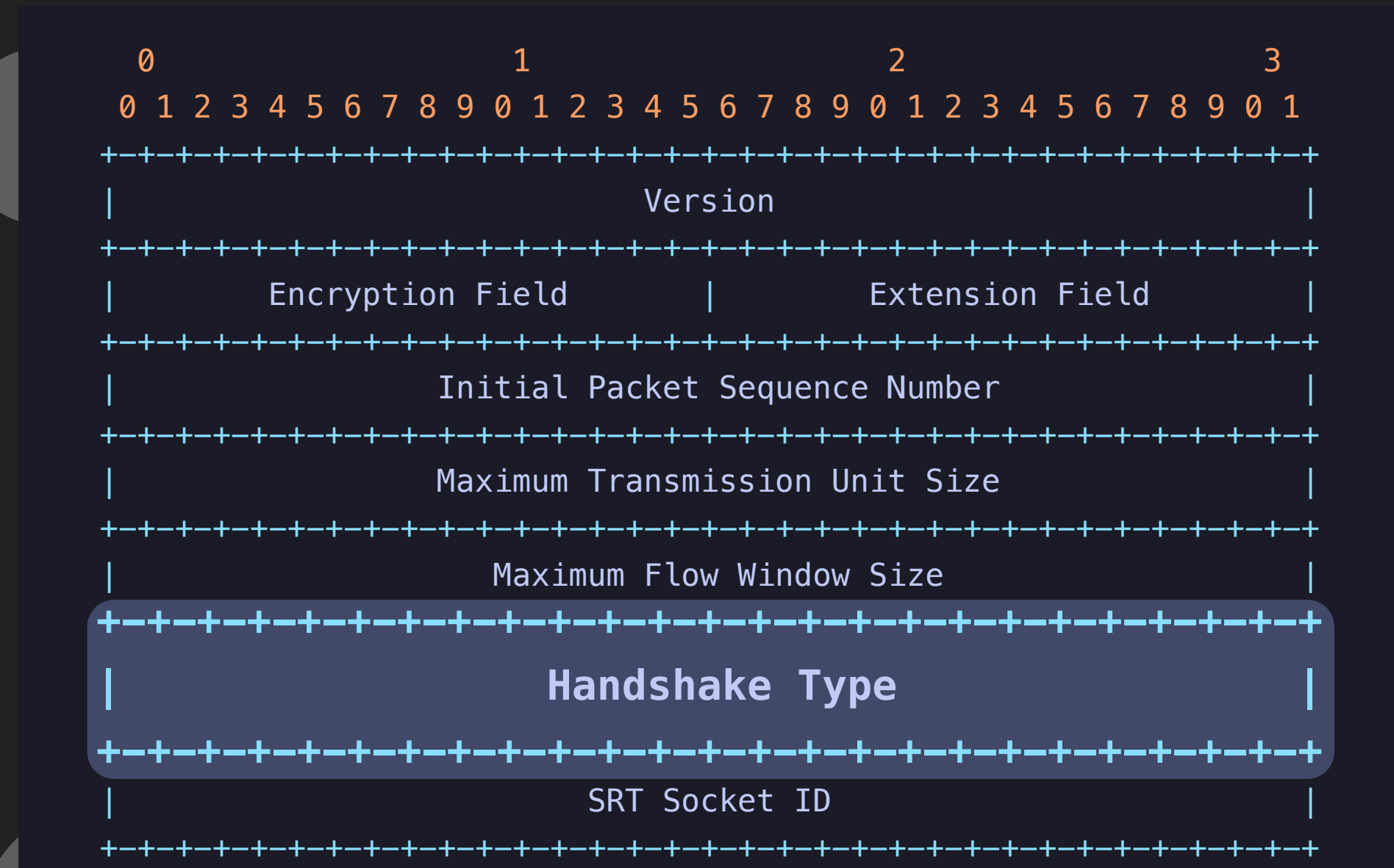


THE SECRET THIRD OPTION

- ▶ SRT specification available now
- ▶ Handshake packets quite easy to recognize



SRT Control packet structure



SRT Handshake packet structure

```

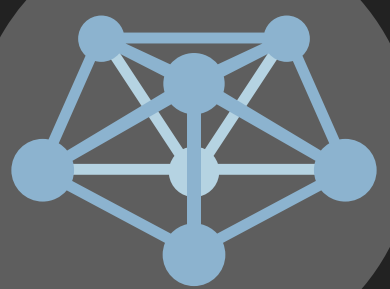
if (byte[0..3] == [0x80, 0x00, 0x00, 0x00]){
    isHandshake = true;
    if (dataSize >= 40){
        isRendezvous = byte[36..39] == [0x00, 0x00, 0x00, 0x00];
    }
}
    
```

SRT handshake detection pseudocode



UDP SOCKETS

- ▶ UDP is a connection-less protocol
- ▶ UDP sockets *can* still be connected:
 - ▶ Connected UDP sockets receive all traffic from the connected peer



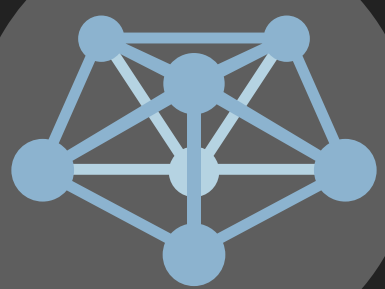
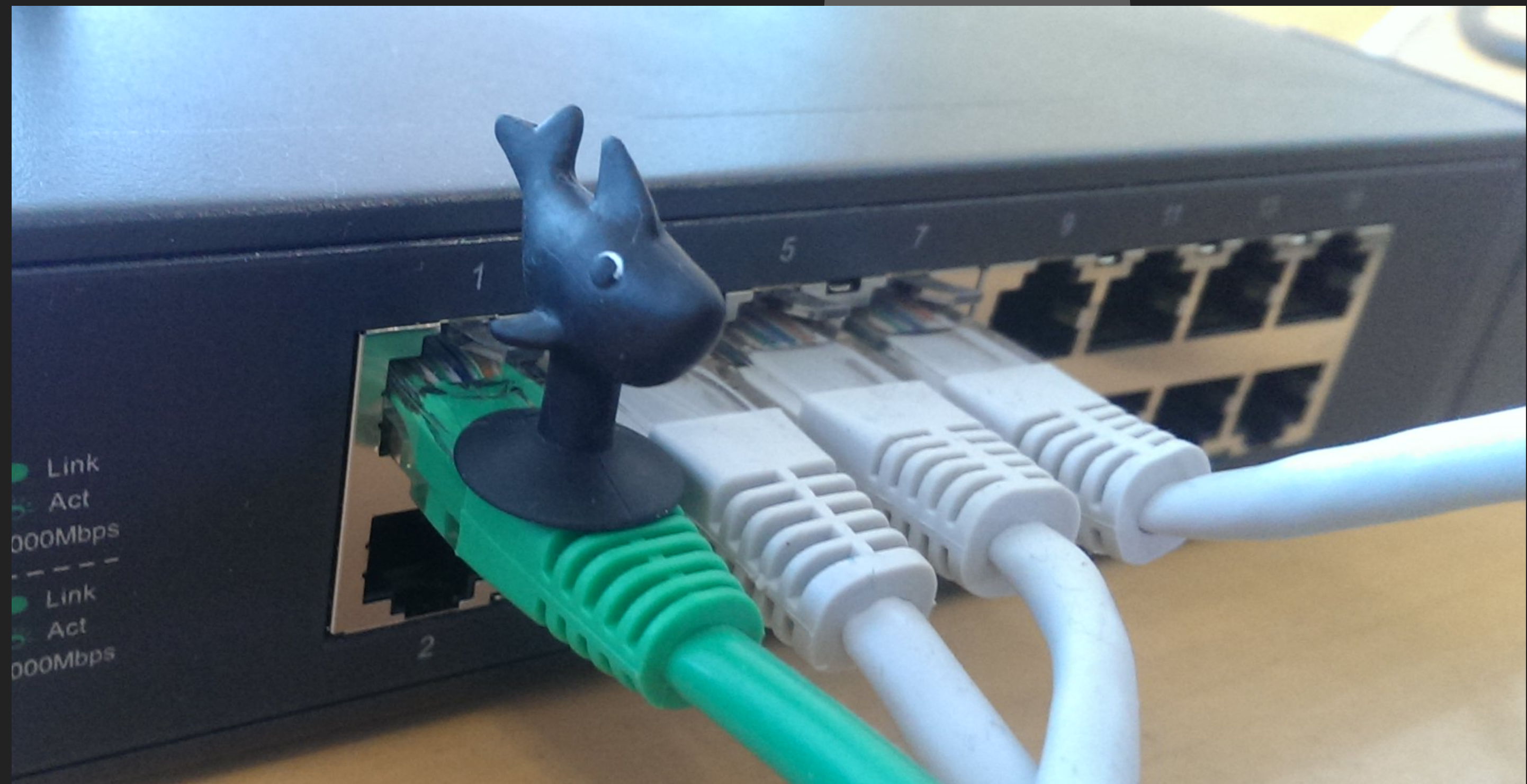
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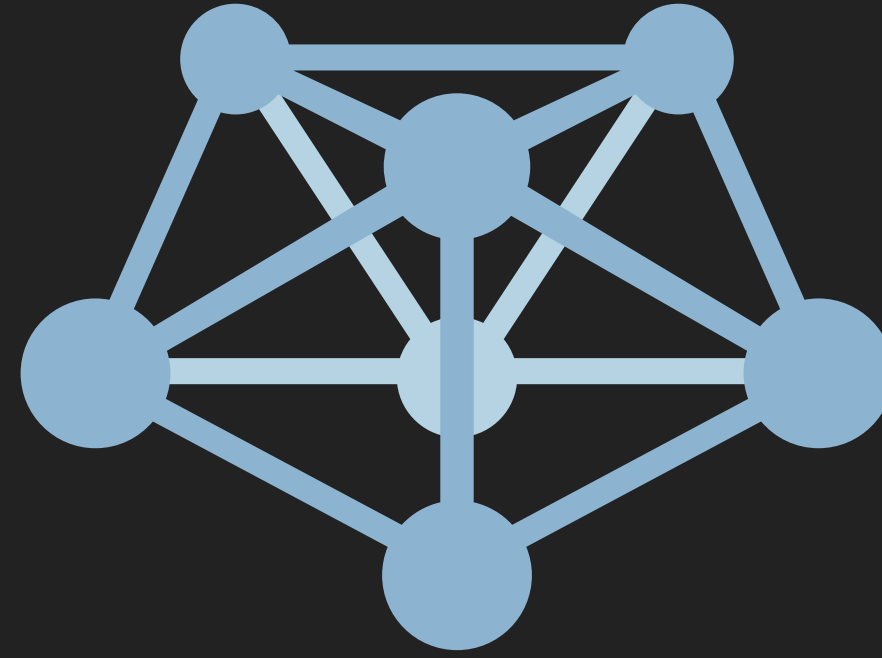


INTERCEPT THE HANDSHAKE OURSELVES

- ▶ Listen on the main port ourselves
- ▶ Spawn a new process, init libsrt, use a connected UDP socket to listen
- ▶ libsrt docs forbids this - but it works!



FOSDEM2025

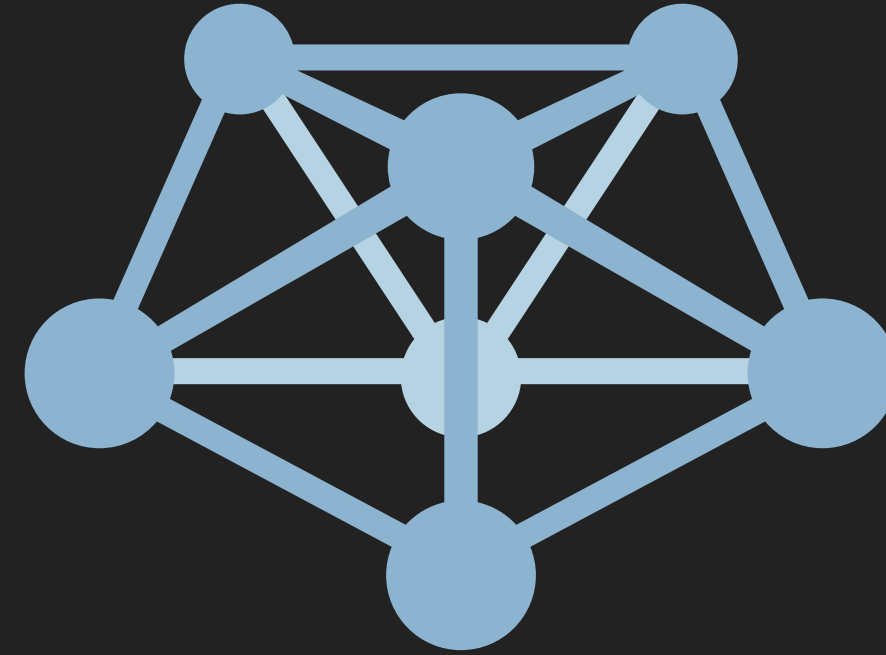


- ✓ STANDARD, UNMODIFIED LIBSRT
- ✓ MULTI-PROCESS ISOLATION!

BEST OF BOTH WORLDS!

QUESTIONS?

Email: jaron@mistserver.org



www.mistserver.org