

# E2EE for conference calls In WebRTC

A use case for WebRTC NV

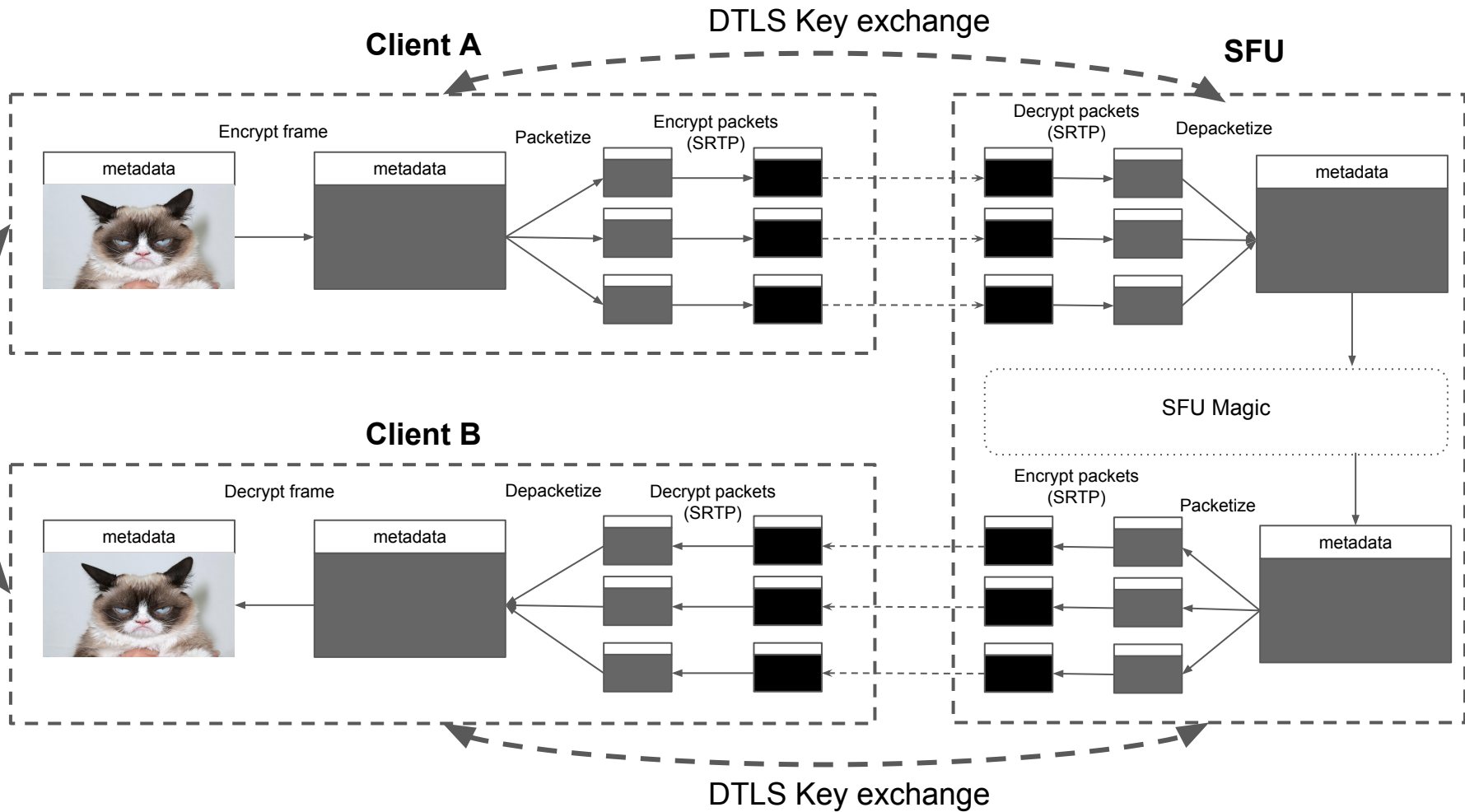
# Requirements

- Encryption/Decryption is done by the application
- Fully trusted applications
  - Partially and non trusted applications not in scope
- Partially trusted SFU
  - Can read only metadata but not contents
- Only Video/Audio
  - Text not in scope

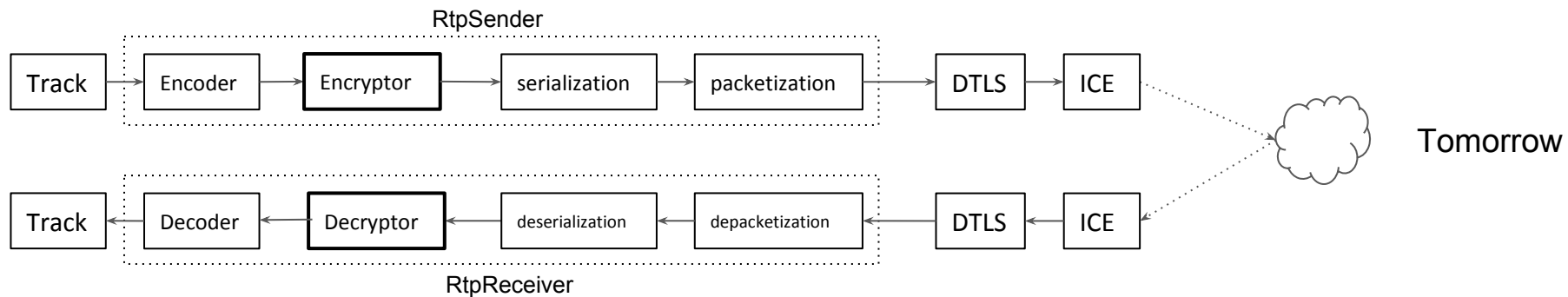
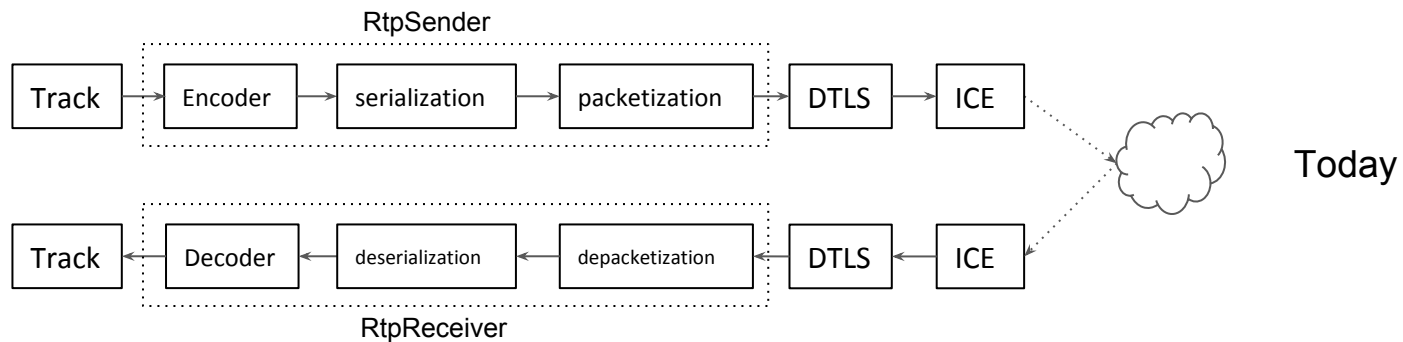
# Frame encryption

- RTP packets are encrypted today between clients and SFUs using SRTP (outer)
- A new layer of encryption is required between the clients end to end (inner)
- The new outer encryption layer is per Video frame instead of RTP packets (PERC and variations)
  - Saves bandwidth (Extra IV and MAC per frame)
  - Simpler to implement
  - Not RTP specific, so it can work with other transports
- The encryption protocol details will be discussed at IETF 104

Secure key exchange



# API changes



# API changes

```
interface FrameEncryptor {  
    boolean encrypt(mediaType, ssrc, encodedFrame,  
                    additionalData)  
}  
rtpSender.setFrameEncryptor(...)
```

```
interface FrameDecryptor {  
    boolean decrypt(mediaType, ssrc, encryptedFrame,  
                    additionalData)  
}  
rtpReceiver.setFrameDecryptor(...)
```

# Generic APIs for Video Frame processing cases ?

```
interface OutgoingFrameProcessor {
    boolean process(mediaType, ssrc, encodedFrame,
                   metadata)
}
rtpSender.setFrameProcessor(...)
```

```
interface IncomingFrameProcessor {
    boolean process(mediaType, ssrc, encodedFrame,
                   metadata)
}
rtpReceiver.setFrameProcessor(...)
```

# Questions for the WG

- Do we have consensus to cover this use case?
- If so,
  - Crypto specific vs generic APIs ?