



Element Call...

World's first decentralised and federated video conferencing solution

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Agenda

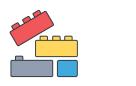
Intro to Matrix

[:::]

(Why) MatrixRTC

Element Call

Guest Access











[:::]RecapMatrix



Matrix is an open network for secure, decentralised real-time communication.



Interoperable chat

Interoperable VoIP

Open comms for VR/AR



Real-time IoT data fabric

What Matrix is really good at









Decentral & Federated



Replicated / Persistent

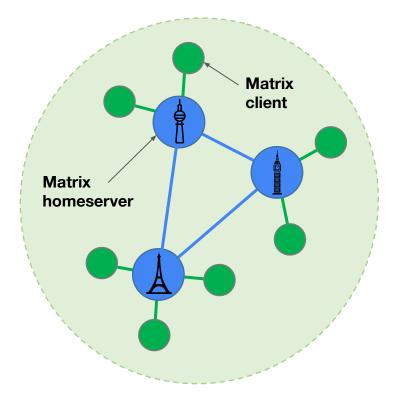


End-2-End Encryption



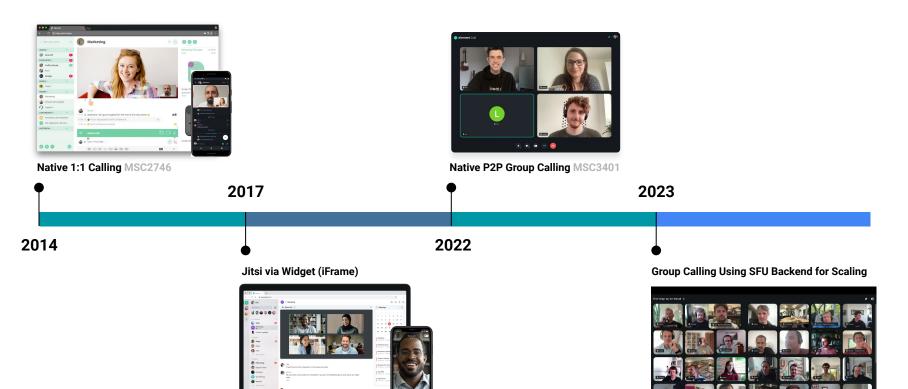
Verified Identities

Does it Fit Calling Requirements?



Brief History of Matrix Calling





Does it Fit Matrix DNA







1:1 Calling





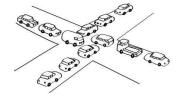
Backend

Federation	Х	V	~	v
(Large) group calls	v	Х	~ 5-8	v
E2EE / Verified Identities	(✔) / X	V	~	v
Interoperable	Х	V	~	v
Matrix compatible permissions and roles	Х	V	~	v
Open Standard	Х	V	~	v

Interim Status

- Getting calls right is hard due to Matrix distributed nature
 - Eventual consistency & race conditions
- Typical symptoms in the past
 - Neverending call ringing on your second device
 - **Ghosts** / Split brains / partitions / multiple parallel calls
 - Glare causing a conflict in state machines
 - Similar to two people speaking at the same time
 - Unlike humans, computers are unable to recover gracefully
- Findings
 - Face "eventual consistency" by adapting to emerging state
 - Improve clear ownership of events & separation of concerns
 - Prevents a class of race conditions

It is all about reliable room state











Does Matrix Fit Calling Requirements Yet?



Decentral & Federated



Replicated / Persistent



End-2-End Encryption



Verified Identities



Reliable (RTC) Room State

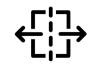






Further Requirements for Matrix Calling

Tackling Typical Symptoms & Failures



Clear ownership of events



Separation of concerns



Adapting to emerging state







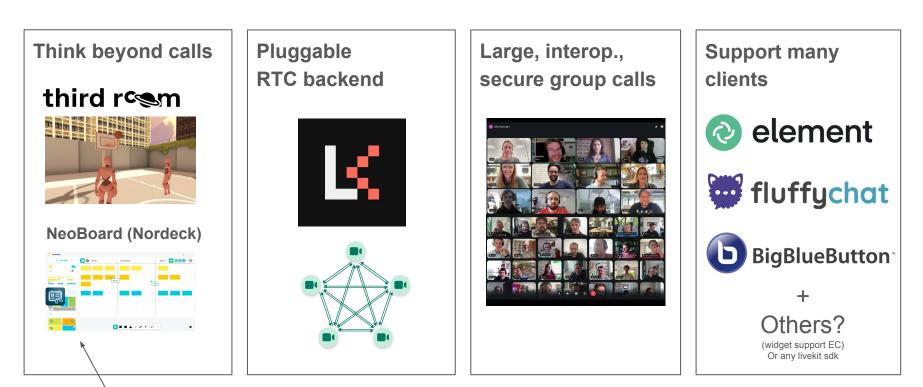
MatrixRTC



In depth talk MatrixRTC: The (not anymore) missing piece to enable great video conferences Today, 16:00h, LAB4

Make RTC a great and central part of [m]





NeoToolSuite: A productivity suite integrated with Matrix Fr, 15.30h, LAB3

MatrixRTC at a Glance





Clear ownership <u>MSC4143</u> MatrixRTC



- Separation of concerns
 - Pluggable RTC backends
 - RTC backend discovery via homeserver's .well-known/matrix/client
 - MSC4195 livekit a backend using the LiveKit SFU
 - <u>MSC3401</u> full_mesh a backend using a pure WebRTC full-mesh approach
 - MSC4196 MatrixRTC voice and video conferencing application
 - MSC4075 MatrixRTC Call Ringing

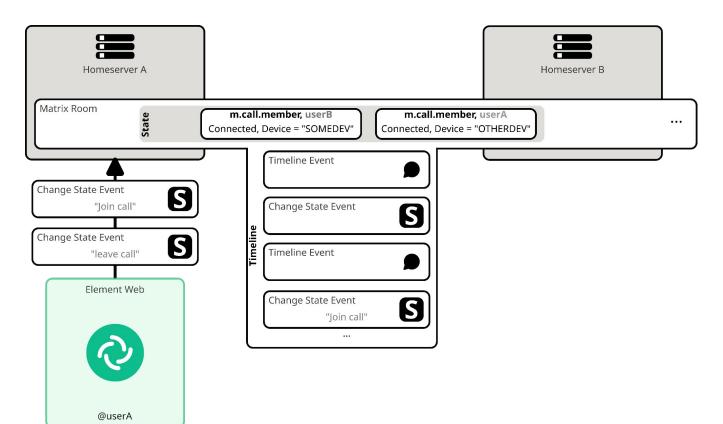


New: Reliable RTC state (implemented in Synapse)

- MSC4140 Cancellable delayed events (aka Futures)
- MSC3757 Restricting who can overwrite a state event

Example of MatrixRTC Session





MatrixRTC is Ready for Matrix Calling





End-2-End Encryption



Verified Identities



Reliable RTC State

Clear Ownership of Events



Separation of Concerns



Adapting to Emerging State

And it also supports net-splitted operation







Element Call

We Cover all Call & Video Scenarios







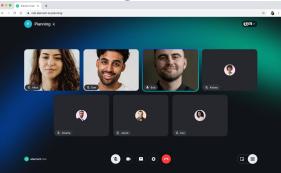
Ad hoc in-chat



Telephone callRinging by default

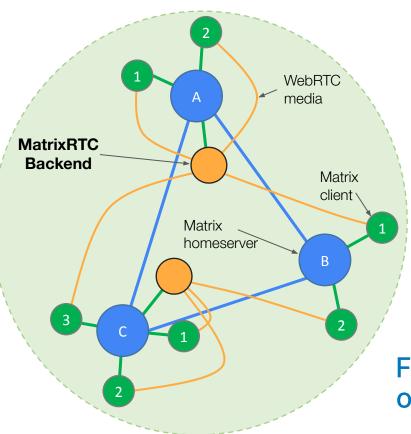
- Start a call in existing matrix room
- Ringing as part of notification settings

Conferencing / Standalone



- Easy to share
- Features Guest Access

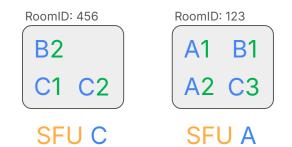
Federated Setup



element

Mental model for MatrixRTC backend

- SFU alongside each homeserver
- Serves all rooms of that server (also federated ones!)

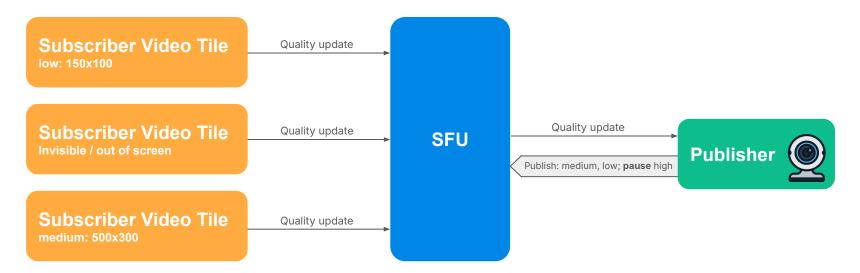


Fair distribution of backend resources on the statistical average

Smart Selective Forwarding Unit



Economical and efficient use of the available network bandwidth



- Up to 500 participants per machine (e.g., <u>AWS</u>, ARM64, 4 Cores, 8GB RAM)
- Horizontal scaling using k8s

Element Call | Embedding



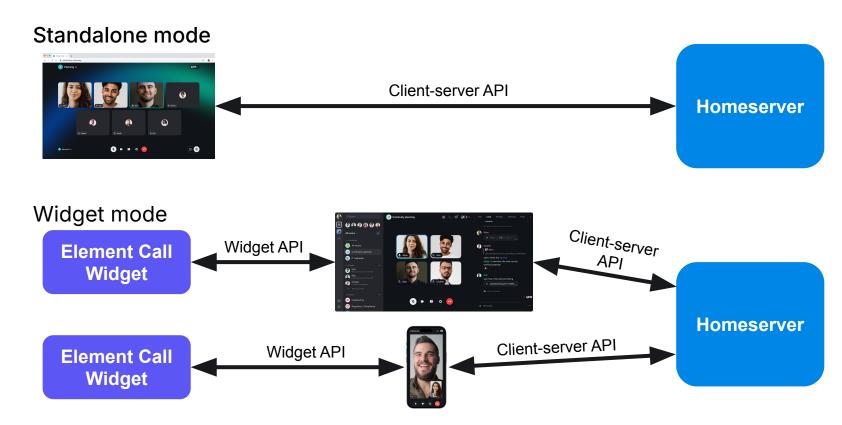
- How to embed Element Call into Matrix clients in general
 - Initially developed as a Single Page Application for web
- Options
 - Native implementation on each platform
 - 👍 Native look & feel
 - 🚧 Reimplementing Element Call from scratch
 - Maintenance of multiple implementations
 - Widget API approach
 - 👍 One implementation fits all
 - browsers are using the most advanced WebRTC stack
 - 👍 Time to market

🚧 Requires Widget driver on each platform (👍 js-sdk/react-sdk, 🚧 rust-sdk)

Lets use a Widget

One Implementation Fits All





Element Messenger Features



MSC4075 MatrixRTC Call Ringing

- Ringing in direct messages
- Notification Toast in rooms

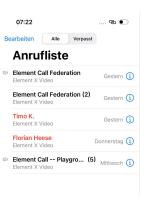
Videorooms On Element Web / Desktop

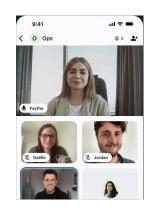
- Video first UX
- Conference meta space
- Each new Conference is a new Matrix room

Element X Mobile

- Native CallKit Integration
- Call back from native dialer recents list
- Picture-in-picture mode

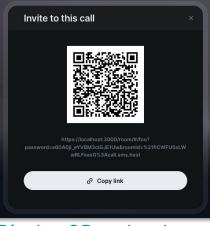




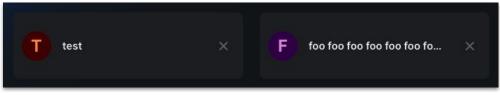


Community is Contributing 🚀 🚀



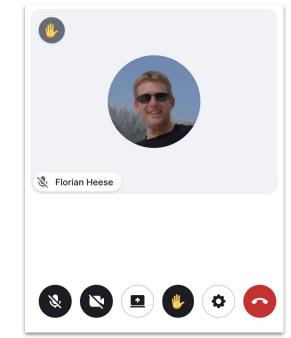


Display QR code when sharing invite link by Johennes



Add button to remove call from recents by Johennes

Initial support for Raise Hand feature by mgcm



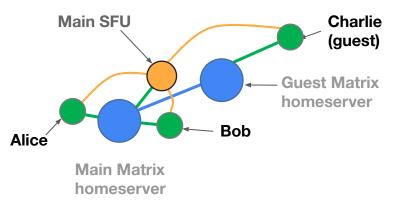




Guest Access

Matrix Allows Separation of Guest Users

- A Call happens in a (new) Matrix room
 - No guest users on main homeserver
- Guests join via separate homeserver
 - Temporary accounts created on the fly
 - Account retention possible
 - User only required to provide a displayname
 - Main homeserver joined via federation
- Guest user access control is **secured**
 - Knocking request granted on the fly by call moderators / admins







Element Call Demo



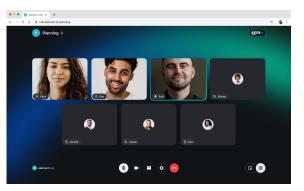
Summary



Summary







- MatrixRTC is ready for Matrix calling 🥳 🎉
 - Using Matrix primitives Client UX is just mapping state
- Element Call Widget implements
 - MSC4196 MatrixRTC voice and video conferencing application
- Deep integration into Element X using CallKit and PiP
- Frictionless solution for Guest Access





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