

Oracle® Communications Unified Session Manager

TSCF SDK Guide
Release S-CZ7.3.5

March 2016

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Preface

About This Guide

The Oracle Communications Unified Session Manager Tunneled Session Controller Function SDK Guide describes the client-side SDK (software development kit) that facilitates the creation of secure tunnels between a client application and an Oracle Communications Tunneled Session Controller (TSC) server. A client is typically a softphone application that utilizes the SDK software libraries and source code to create TLS tunnels to a TSC service, thus achieving secure real time communications and ubiquitous firewall traversal.

This document specifically describes the SDK, functional libraries, and source code supplied with the SDK Version 1.4.0.

Related Documentation

The following table describes the documentation set for this release.

Document Name	Document Description
Acme Packet 4500 Hardware Installation Guide	Contains information about the components and installation of the Acme Packet 4500.
Acme Packet 4600 Hardware Installation Guide	Contains information about the components and installation of the Acme Packet 4600.
Acme Packet 6100 Hardware Installation Guide	Contains information about the components and installation of the Acme Packet 6100.
Acme Packet 6300 Hardware Installation Guide	Contains information about the components and installation of the Acme Packet 6300.
ACLI Configuration Guide	Contains information about the administration and software configuration of the Service Provider Oracle Communications Unified Session Manager.
Accounting Guide	Contains information about the Oracle Communications Unified Session Manager's accounting support, including details about RADIUS and Diameter accounting.
Administrative Security Essentials	Contains information about the Oracle Communications Unified Session Manager's support for its Administrative Security license.
HDR Resource Guide	Contains information about the Oracle Communications Unified Session Manager's Historical Data Recording (HDR) feature.

Document Name	Document Description
	This guide includes HDR configuration and system-wide statistical information.
Installation and Platform Preparation Guide	Contains information about upgrading system images and any pre-boot system provisioning.
MIB Reference Guide	Contains information about Management Information Base (MIBs), Oracle Communication's enterprise MIBs, general trap information, including specific details about standard traps and enterprise traps, Simple Network Management Protocol (SNMP) GET query information (including standard and enterprise SNMP GET query names, object identifier names and numbers, and descriptions), examples of scalar and table objects.
Release Notes	Contains information about the current documentation set release, including new features and management changes.
Security Guide	Contains information about security considerations and best practices from a network and application security perspective for the Oracle Communications Unified Session Manager family of products.

Revision History

Date	Revision Description
March 2016	<ul style="list-style-type: none">Initial Release

Overview

Tunnel Session Management (TSM) is a new feature on the Session Border Controller. Tunnel Session Management dramatically improves firewall traversal for real time communications for OTT VoIP applications and reduces the dependency on SIP/TLS and SRTP by encrypting access-side VoIP within standardized VPN tunnels. As calls or sessions traverse a TSM tunnel, the USM will route all SIP and RTP traffic from within the TSM tunnel to the core (or appropriate destination).

Oracle Communications is working with other telecom providers and vendors to standardize TSM. Within the 3GPP, TSM is called a Tunnelled Services Control Function (TSCF). Currently the 3GPP Technical Requirement draft is TR 33.8de V0.1.3 (2012-05) as a standardized approach for overcoming non-IMS aware firewall issues with supporting companies including China Mobile, Ericsson, Huawei, Intel, RIM, Vodafone, and ZTE. Beyond the standard, we provide exceptional tunnel performance & capacity within the Oracle Communications Unified Session Manager as well as high availability, DDoS protection and our patented TSM Tunnel Redundancy to improve audio quality in lossy networks such as the Internet.

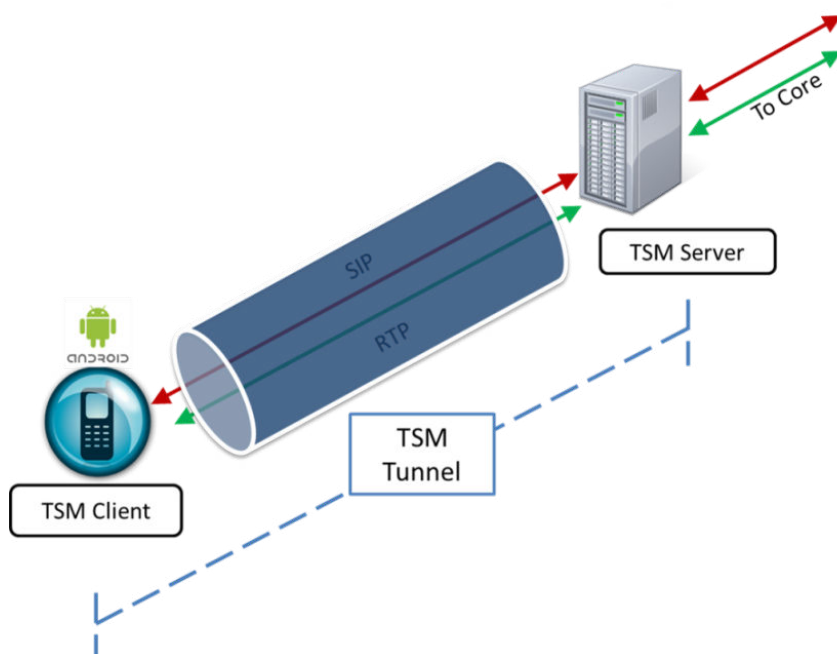


Figure 1: Basic TSM Setup

Overview

TSM consists of two parts:

- the TSM server (often referred to as a TSCF or Tunneled Services Control Function)
- the TSM client

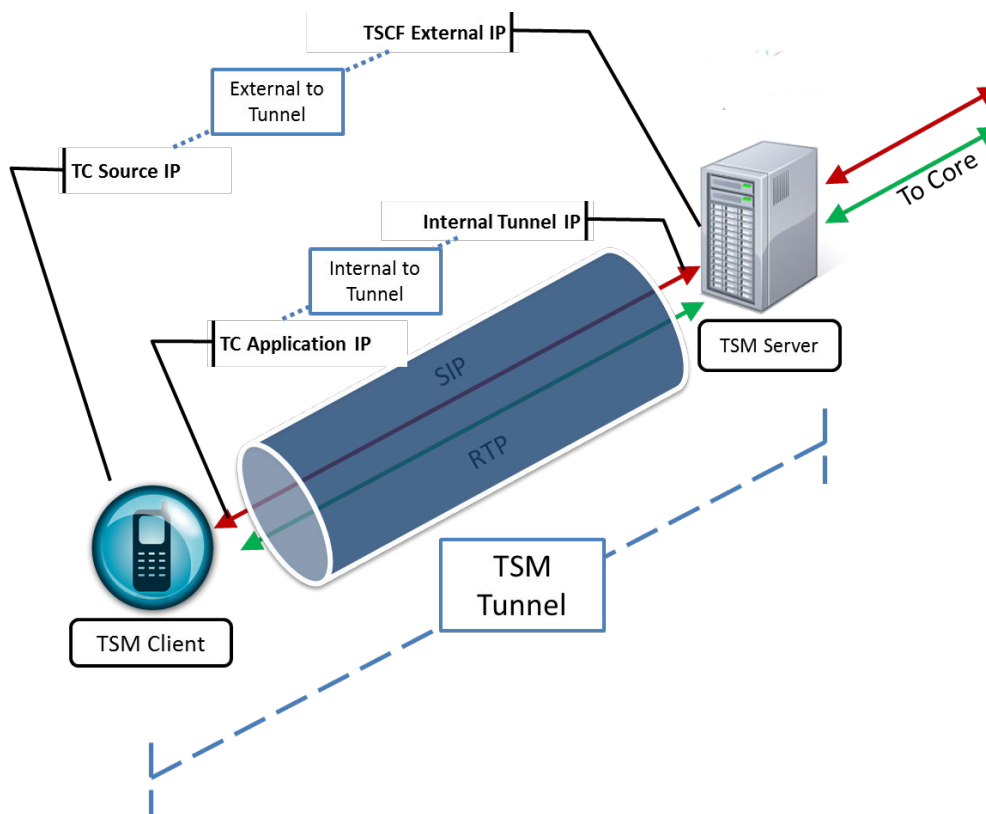
The TSM server resides and runs on the SBC and the TSM client runs within applications that reside on workstations, laptops, tablets and mobile devices (ex. Android, iPhone or iPad) and even network elements.

To deploy TSM enabled-clients such as softphones, SIP-enabled iOS/Android applications or contact center agent applications, customers and 3rd party ISVs will need to incorporate the open source TSM software libraries into their applications which will establish tunnels to the TSM server.

TSM Tunnel

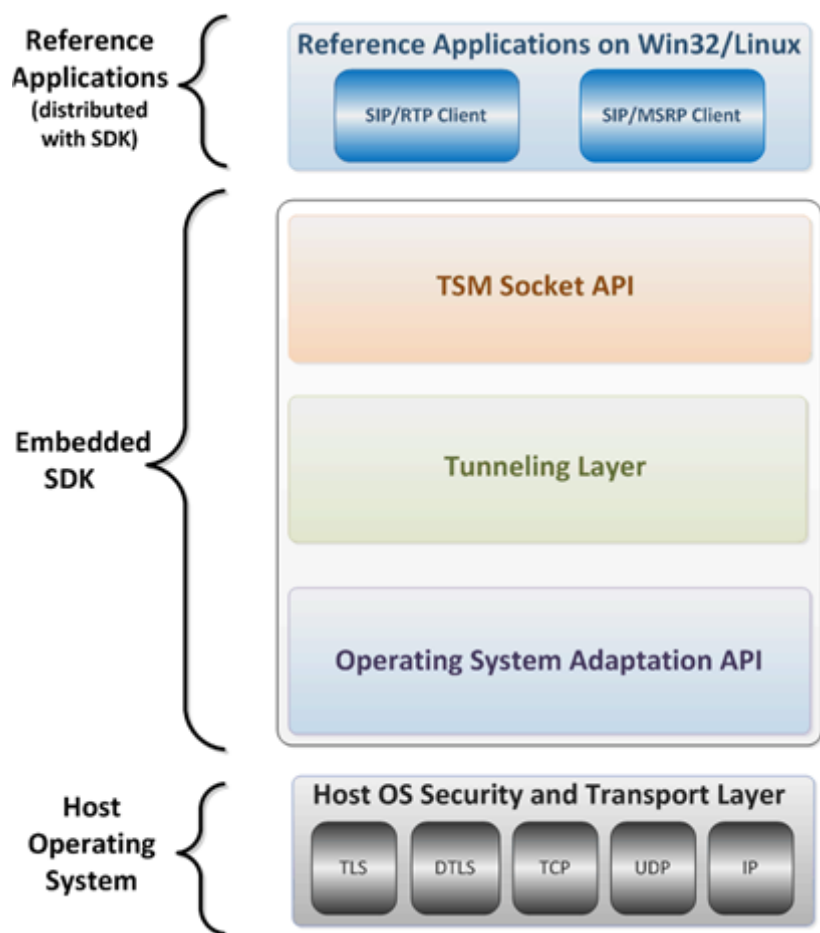
The following diagram briefly explains the various IP addresses utilized during the TSM session.

- TSCF External IP—This IP address is visible to any endpoint on the Internet and is used to initiate the TSM session between the TC and the TSCF. This may be configured under **security > tscf > tscf-interface**. See the TSCF Essentials Guide to configure the TSCF function on the server.
- TC Source IP—This IP address corresponds to the source address of the TC in its respective access network or it could be the IP of the Proxy behind which it is located.
- Internal Tunnel IP—This IP address will be assigned to the TC (once TLS authentication is successful) from a configured pool of IP addresses on the TSCF. It will be used to facilitate communication with the core (P-CSCF). The address pool can be configured under **security > tscf > tscf-address-pool**.
- TC Application IP—This is the IP address associated with the respective application (SIP / RTP / other) at the TC.

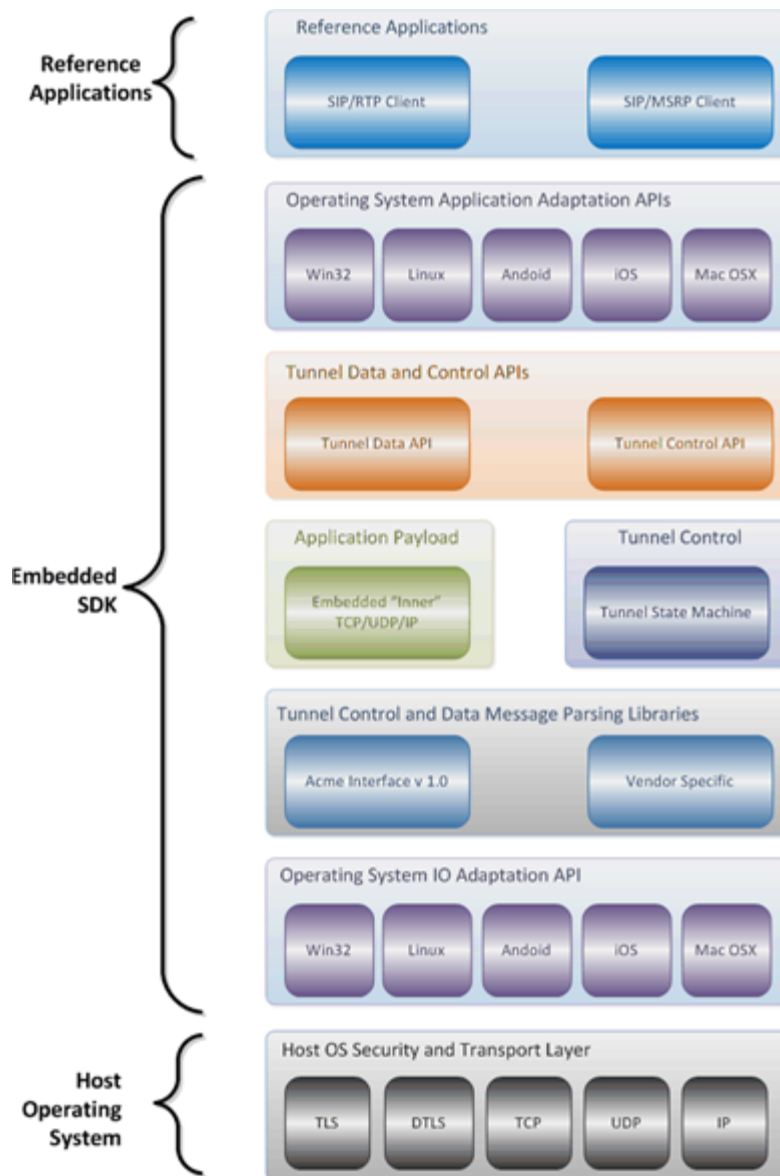


SDK Host Operating System Relationship

The following illustrations depict the relationship between the SDK and the host operating system



SDK/Host OS Relationship (Simplified View)



SDK/Host OS Relationship (Detailed View)

Provided Functionality

This SDK release supports the following platforms:

- Linux
- OS X
- iOS
 - 9.2
- Android
 - 2.3.x (Gingerbread)
 - 3.2.x (Honey Comb)
 - 4.0.X (Ice Cream Sandwich)
 - 4.4 (KitKat)
 - 5.X (Lollipop)

- 6.X (Marshmallow)
- Windows
 - Win32

This SDK release supports:

- Server Assigned Configuration mode
- Tunnel Transport
 - TLS
 - DTLS
- IP version
 - IPv4
 - IPv6



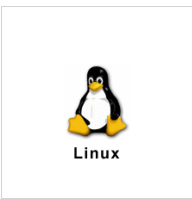



Note: When used in Decoupled Mode, the TSC also supports mixing IPv4 and IPv6. For example, you can use an IPv6 external address outside the tunnel and an IPv4 address inside the tunnel, or vice versa.

- Payload multiplexing within a tunnel
- Each SDK instance can support:
 - Up to 3 concurrent voice calls
 - Up to 10 MSRP chat sessions
 - 1 MSRP file transfer session
- Security Traversing Gateway (STG)

Compiling the TSM Library and Documentation

Read the documentation that corresponds to your application's target operating system.

Operating System	Description	Location
	This file provides information on how to compile the TSM SDK for the Android OS	/tsm/sdk/lib/android-ndk/README.tsc
	This file provides information on how to compile the TSM SDK for the iOS	/tsm/sdk/lib/README.ios
	This file provides information on how to compile the TSM SDK for the Linux OS	/tsm/sdk/lib/README
	This file provides information on how to compile the TSM SDK for the Windows OS	/tsm/sdk/lib/README.WIN



Warning: The OpenSSL and TSM libraries must be compiled before proceeding with development.

SDK Directories

SDK directories are shown below. Note that not all listed directories may be present (or supported) in the current release.

Compiling the TSM Library and Documentation

```
SDK:
+---apps
|   +---linphone          SDK based applications
|                           Open source VoIP application utilizing
|                           TCP/TLS/DTLS/UDP for tunnel transport that
|                           has been ported to the SDK. Platform support
|                           limited to Windows. Refer to www.linphone.org
|                           for additional details.
|   +---linphone-android  Open source VoIP application utilizing
|                           TCP/TLS/DTLS/UDP for tunnel transport that
|                           has been ported to the SDK. Platform support
|                           limited to Android. Refer to www.linphone.org
|                           for additional details.
|   +---linphone-ios       Open source VoIP application utilizing
|                           TCP/TLS/DTLS/UDP for tunnel transport that
|                           has been ported to the SDK. Platform support
|                           limited to iOS (iPhone, iTouch, iPad). Refer
|                           to www.linphone.org for additional details.
|   +---sipp               Open source SIP traffic generator application
|                           utilizing TCP tunnel transport that has been
|                           ported to the SDK. Platform support limited to
|                           Linux. Refer to www.sourceforge.net for
|                           additional details.
|   +---tsc_sip            Reference demonstration/development guide
|                           app (tsc_sip_client.c)
|   +---tsc_sip_http_proxy Reference demonstration app for http proxy
|                           traversal.
|   +---tsc_sip_inner_tcp  Reference demonstration app for tunneling
|                           of TCP traffic (HTTP)
|   +---tsc_sip_serve      Reference demonstration/development guide
|                           app (tsc_sip_client.c)
+---docs                  SDK Documentation
|   +---html               Authoritative API HTML-based documentation.
|                           Access via ".../html/index.html"
+---extlib                External, optional libraries
|   +---opencore-amr-0.1.2 Open AMR
|   +---openssl-1.0.0e    OpenSSL library
+---lib                   SDK Library source - to be linked with the
|                           target application
|   +---android-ndk        Android Specific library instructions and
|                           precompiled libs
|   +---CSM                tunneling Client State Machine
|   +---EIP                Embedded TCP/UDP/IP Stack
|   +---include            SDK API definitions
|   +---OSAA               Operating System Application Adaptation APIs
|   +---TAPI               Tunnel Data and Control APIs
|   +---TPL                Tunnel Control and Data Message Parsing
|                           Libraries
+---tools                 Development Tools
|   +---wireshark          TSCF protocol dissector
```

Generating the API Documentation

You can generate the API documentation using the following steps:

1. Go to the SDK library folder.

```
cd tsm/sdk/lib
```

2. Auto generate the API documentation

```
make doxygen
```

3. Open the documentation using a browser pointing to `../docs/html/index.html`



Note: Functions and data structures have been removed from this document as of version 1.3 in favor of publishing the latest version and updates of these SDK elements directly from the code.

Accessing and Using the TSM SDK APIs

Sample TSM SDK-based Applications

A number of small application templates are found throughout the apps directory. Each of these files contains a small, well-defined set of functionality that enables a software developer to easily understand its implementation via the TSCF client-side SDK.

SDK:	
+---apps/tsc_sip/tsc_sip_client	
+---tsc_sip_client.c	Provides a basic SIP client utilizing TCP/TLS/UDP/DTLS for tunnel transport of inner UDP sockets. Supports Linux, Windows, and Android operating systems.
+---apps/tsc_sip/tsc_sip_server	
+---tsc_sip_server.c	Provides a basic SIP server utilizing TCP/TLS/UDP/DTLS for tunnel transport of inner UDP sockets. Supports Linux, Windows, and Android operating systems.
+---apps/tsc_sip/tsc_sip_inner_tcp	
+---tsc_sip_inner_tcp.c	Provides a basic SIP client utilizing TCP for tunnel transport and demonstrating usage of TCP sockets for applications such as HTTP -- supports Linux operating systems.


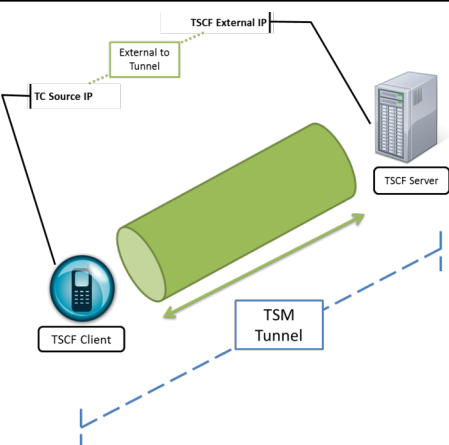
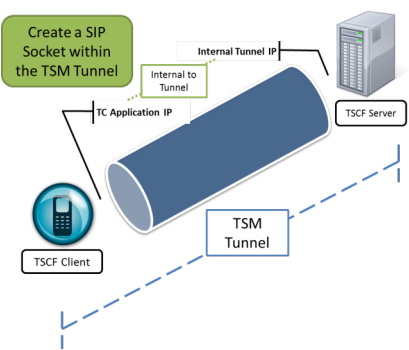
All of the above files contain extensive comments making it an easy task to navigate through the code. Using tsc_sip_client.c as an example, you can readily proceed through the file.

1. Search for tsc_ctrl_init () and examine the code immediately following this function for the details of tunnel initialization.
2. Search for Create a Tunnel and examine the code immediately following for the details of tunnel creation and the configuration exchange between the TSCT server and client.
3. Search for SIP SOCKET CREATION and examine the code that creates and binds TSC sockets.
4. Search for REGISTER TRANSACTION and examine the code that builds a SIP REGISTRAR request and processes the REGISTRAR response.
5. Search for INVITE TRANSACTION and examine the code that builds a SIP INVITE request and processes the REGISTRAR response.
6. Search for Build and send ACK to examine ACK creation and processing code.
7. Search for RTP Exchange to examine RTP code.

8. Search for BYE TRANSACTION to find code that terminates a SIP connection.
9. Search for TEST DONE to find code that terminates a tunnel.

Using The SDK To Create A TSM Tunnel

The following steps provide an outline on integrating a SIP client (in this example `tsc_sip_client`) with the TSM SDK. Please refer to the file `tsc_sip_client.c` (located at `tsm/sdk/apps/tsc_sip/tsc_sip_client`) which contains working code references on establishing a TSM tunnel and making a SIP/RTP based call.

Initialize the TSCF-Client side API	
<p>Use the TSCF Server IP address, port, transport type, wireshark tracing and certificate parameters (if using TLS/DTLS) to initialize the client. Populate the required information in a <code>tsc_tunnel_params</code> type structure.</p> <p>Search for "tsc_ctrl_init()" in the reference file for actual code implementation.</p>	
Create a TSM Tunnel	
<p>Once initialized, create a TSM tunnel between the TSCF client and server, register for callbacks and obtain the SIP server IP address.</p> <p>Search for the text "Create a tunnel" in the reference file for actual code implementation.</p>	
Create a SIP Socket within the TSM Tunnel	
<p>With the TSM tunnel established, create a SIP socket and bind the local address assigned by the TSCF server to it.</p> <p>Search for the text "SIP SOCKET CREATION" in the reference file for actual code implementation.</p>	
Send SIP messages over the TSM Tunnel	

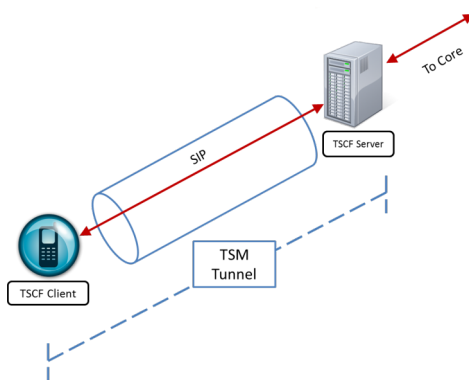
You can now send SIP messages over the TSM tunnel. Based on the kind of SIP applications, you may need to send a REGISTER message or directly initiate a peer-to-peer call through an INVITE message.

You can find examples of both messages being sent by looking for the following text. Since this is only sample code, please use the same as reference for sending and receiving SIP messages via the TSM tunnel.

REGISTER TRANSACTION: Constructs and sends a REGISTER message to the `tsc_sip_server`. The code currently doesn't check for a 200 OK message.

INVITE TRANSACTION: Constructs and sends an INVITE message and handles a 200 OK.

Build and send ACK (to INVITE transaction) :
This code builds and sends an ACK to the INVITE received.

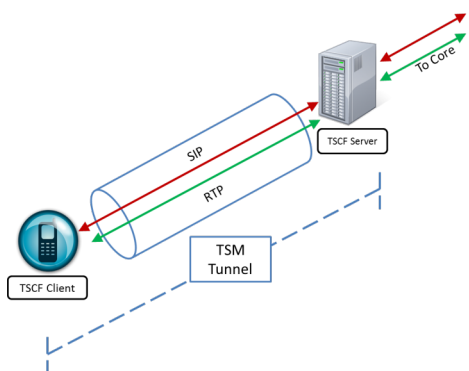


Send RTP message over the TSM Tunnel

As part of the call, there is also sample code to send and receive RTP packets over the TSM tunnel. Search for the text "RTP EXCHANGE" within the reference file for a code implementation.

The code builds RTP packets purely for the purpose of simulation.

At this point you should be able to make calls through the TSM tunnel.



Terminate a SIP call over the TSM Tunnel

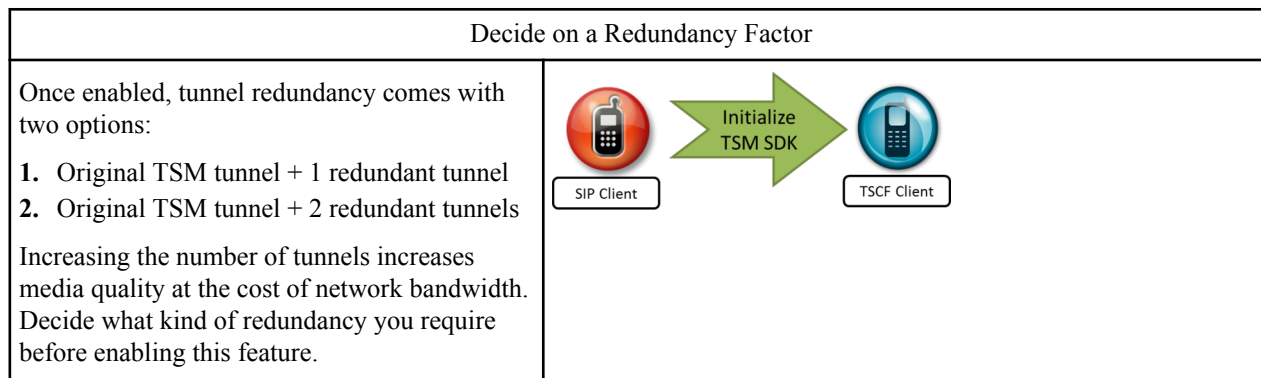
After you are done with the call, you may terminate it using sample code in the reference file. Search for the text "BYE TRANSACTION".

Terminate a TSM Tunnel

If your application has determined that it doesn't require the use of a TSM tunnel, you may terminate the tunnel using the sample code. Search for "Finished, Socket, Tunnel Cleanup".

Enabling Redundancy

TSM enables an application to improve media quality under adverse network packet loss through the tunnel redundancy feature.



Tunnel redundancy can be enabled on a per-socket basis.

1. Create a notification handler function. Once requested, the TSCF notifies the application whether the redundancy was enabled successfully.
2. Set a socket option with the type of redundancy factor (1 or 2).

Search for the text “RTP socket created” and "TSC_REDUNDANCY" in the reference file for actual code implementation that creates redundant tunnels for RTP packets.

Error Codes

The following are error codes you can check against when calling the TSC layer to ensure you can handle all success and failure scenarios:

Return Value	TSC_ERROR_CODE
0	tsc_error_code_ok
1	tsc_error_code_error
2	tsc_error_code_not_logged
3	tsc_error_code_cannot_connect
4	tsc_error_code_cannot_configure
5	tsc_error_code_keepalive_failure
6	tsc_error_code_service_failure
7	tsc_error_code_cannot_recv_data
8	tsc_error_code_no_data
9	tsc_error_code_cannot_send_data
10	tsc_error_code_authenticate
11	tsc_error_code_cannot_release
12	tsc_error_code_queue_overflow

Glossary

