

ONVIF™ Uplink Specification

Version 23.06

June, 2023



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1 Scope

This document defines the connection protocol for connecting a web service behind a firewall to a client reachable in the internet.

2 Normative references

IETF RFC 5246 - The Transport Layer Security (TLS) Protocol, Version 1.2
<<http://tools.ietf.org/html/rfc5246>>

IETF RFC 6125 - Representation and Verification of Domain-Based Application Service

Identity within Internet Public Key Infrastructure Using X.509 (PKIX)

Certificates in the Context of Transport Layer Security (TLS)
<<https://tools.ietf.org/html/rfc6125>>

IETF RFC 7540 - Hypertext Transfer Protocol Version 2 (HTTP/2)
<<https://tools.ietf.org/html/rfc7540>>

IETF RFC 8441 - Bootstrapping WebSockets with HTTP/2
<<https://tools.ietf.org/html/rfc8441>>

ONVIF Core Specification
<<http://www.onvif.org/onvif/specs/core/ONVIF-Core-Specification.pdf>>

ONVIF Media2 Service Specification
<<https://www.onvif.org/specs/srv/media/ONVIF-Media2-Service-Spec.pdf>>

ONVIF Streaming Specification
<<https://www.onvif.org/specs/stream/ONVIF-Streaming-Spec.pdf>>

Apple Computer Inc. RTSP over HTTP, Tunneling QuickTime RTSP and RTP over HTTP
<https://opensource.apple.com/source/QuickTimeStreamingServer/QuickTimeStreamingServer-412.42/Documentation/RTSP_Over_HTTP.pdf>

3 Terms and Definitions

3.1 Definitions

Local Service	A service to be used by a client behind a firewall.
Remote Client	A client that wants to access a service that is located behind a firewall.
Uplink	The connection establish by the local service to the remote client.

3.2 Abbreviations

HTTP	Hypertext Transfer Protocol
TLS	Transport Layer Security

4 Overview

The ONVIF connection protocols base on the standard web service model where the client initiates a connection to a device as depicted in Figure 1..

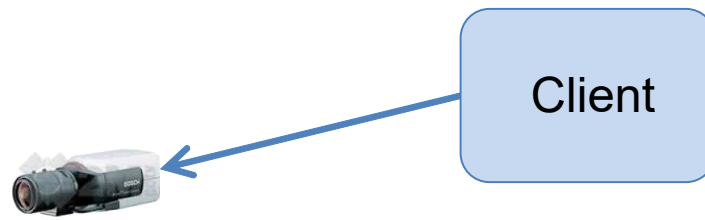


Figure 1: Standard connection initiated from the client

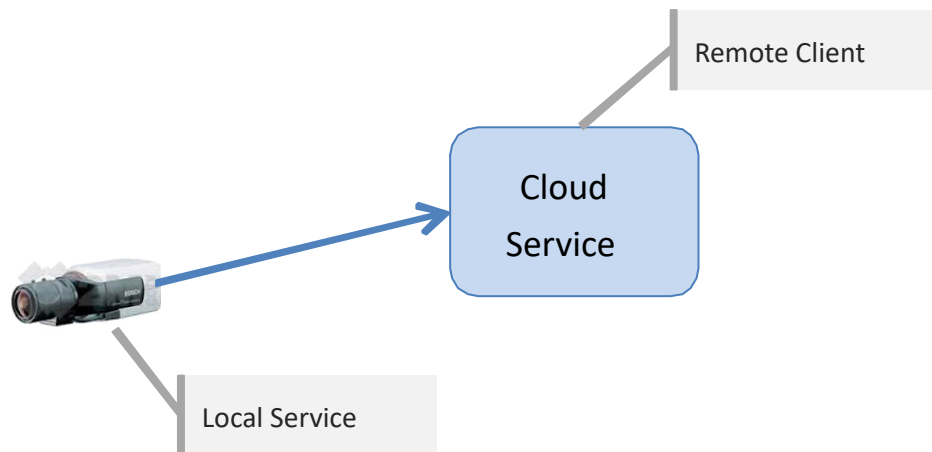


Figure 2: Connection initiation from the device

This document specifies a solution that allows a camera to use an uplink to facilitate existing web server and RTSP server functionality using the http/2 protocol.

5 Uplink

5.1 Connection Establishment

The device initiates the connection to the cloud service. Figure 3 shows the three phases. In the first phase the device acts as TLS client that connects to the cloud service. Please note that the figure only shows the most relevant packets. Details of the TCP and TLS exchange are out of scope of this specification. The second phase includes the connection upgrade to HTTP/2 which is confirmed by the cloud service with a 101 HTTP response. The third phase of the connection then fully complies to an HTTP2 connection as if it were initiated from the cloud service.

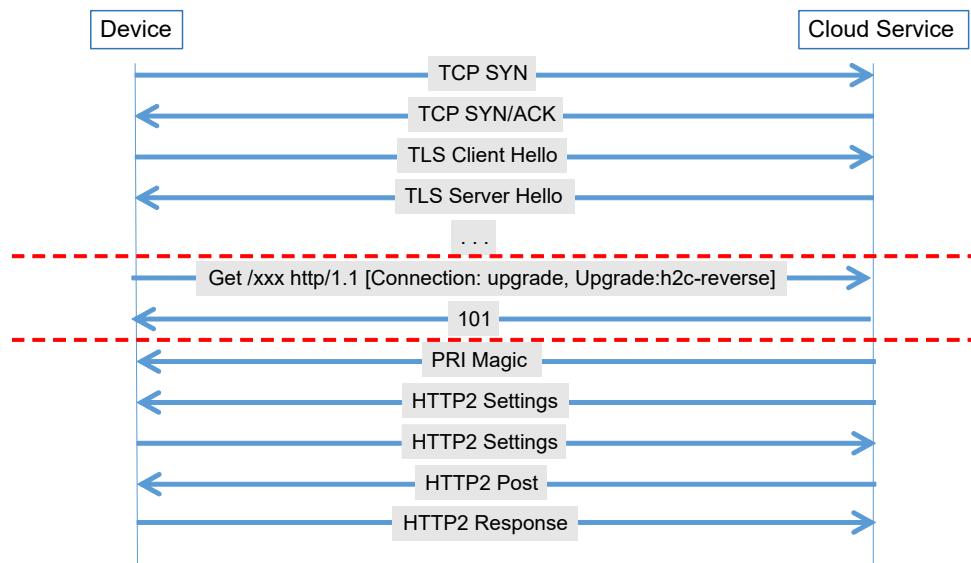


Figure 3: Connection initiation from the device

5.2 Connection Management

A local service that is offered to a remote client for utilization is responsible for maintaining an operational communication channel. Since the connection needs to be established from the service to the remote client this connection is called uplink. The uplink shall be secured via TLS.

The service shall monitor whether the remote client is able to communicate via the uplink. It may use the HTTP/2 ping mechanism to check whether a link is still operational if no packets have been received for a longer period of time.

A local service shall close and reconnect the uplink whenever no packets have been received from the remote client for more than 30 seconds. Each camera shall use an individual ascending interval strategy to avoid that all cameras connect at the same time.

The following example shows patterns chosen by two cameras A and B:

- Camera A: 3s, 6s, 12s, 24s, 30s, 30s, 30s ...
- Camera B: 2s, 4s, 8s, 16s, 30s, 30s, 30s ...

If the uplink list contains multiple entries the device shall try to establish all connections in parallel.

Note that this specification assumes that scenarios with multiple clients are designed such that they do not interfere with each other. The coordination between such multiple clients is outside of the scope of the specification.

5.3 Authentication

Note that for the following discussion the roles of client and server are swapped.

The remote client shall authenticate itself using a valid server certificate. The service shall verify the validity of the remote certificate according to RFC 6125.

The service shall authenticate itself at the remote client using TLS client authentication according to RFC 5246 or subsequent specifications.

To uniquely identify local service on remote client, it is recommended to have a unique client certificate installed on each local service. For example, CN field or Serial number of installed certificate could be used to uniquely identify the local service.

The device shall assign any tunneled HTTP or RTSP request the UserLevel that is configured for the configuration without the need of further authentication request headers.

5.4 HTTP/2 Frames

Once an http/2 connection has been established the communication parameters are negotiated as specified by RFC 7540 so that the uplink can be used to exchange frames between the remote client and the local service.

5.5 HTTP Transactions

The uplink shall be used in reverse direction for http requests and responses. The remote client shall send requests that are served in a standard http manner by the local service.

5.6 Media Streaming

5.6.1 Introduction

The ONVIF Media Service Specification and the ONVIF Streaming Specification define various mechanism for streaming Video, Audio and Metadata. This specification defines how to apply streaming over http. Usage of other communication mechanism like UDP unicast and multicast are outside of the scope of this specification.

5.6.2 RTSP over HTTP

The underlying RTSP over HTTP specification requires to open separate communication channels for continuously sending and receiving data. For sending media from RTSP server to client the communication channel is opened with a GET request and a response without content-length. For sending media to the server a POST request is used. The specification notes that a content-length must be sent. Most applications use the value 32767 from the example given in the specification. Since http/2 streams may be closed by either side when the content-length has been reached clients shall use a value large enough for the connection life time.

5.6.3 RTSP over WebSockets

A device signaling support for websockets over RTSP via its capabilities shall support RFC 8441 on the uplink.

6 Configuration Interface

6.1 Configuration parameters

- RemoteAddress Uniform resource locator by which the remote client can be reached.
- CertificateID ID of the certificate to be used for client authentication.
- UserLevel Authorization level that will be assigned to the uplink connection
- Status Current connection status
- CertPathValidationPolicyID ID of Certificate Validation policy to validate the remote uplink server certificate. If not configured, server certificate shall not be validated.

Field RemoteAddress is used as key of the list of uplink configurations.

6.2 GetUplinks

A device supporting uplinks shall support this command to retrieve the configured uplink configurations. The Status field shall signal whether a connection is Offline, Connecting or Online.

REQUEST:

This message is empty

RESPONSE:

- **Configuration – optional, unbounded [Configuration]**
List of configurations.

ACCESS CLASS:

READ_SYSTEM

6.3 SetUplink

A device supporting uplinks shall support this command to add or modify an uplink configuration. The Status property of the UplinkConfiguration shall be ignored by the device. A device shall use the field RemoteAddress to decide whether to update an existing entry or create a new entry.

REQUEST:

- **Configuration – [UplinkConfiguration]**
Configuration to be added or modified.

RESPONSE:

This message is empty

ACCESS CLASS:

WRITE_SYSTEM

6.4 DeleteUplink

A device supporting uplinks shall support this command to remove an uplink configuration.

REQUEST:

- **RemoteAddress – [xs:anyURI]**
Configuration to be deleted.

RESPONSE:

This message is empty

ACCESS CLASS:

WRITE_SYSTEM

6.5 Capabilities

MaxUplinks Maximum number of uplink connections that can be configured

Annex A. Revision History

Rev.	Date	Editor	Changes
18.12	Dec 2018	Hans Busch	First release
22.06	June 2022	Hans Busch	Add section on media streaming
23.06	June 2023	Hans Busch	Clarify authentication within the established tunnel.