# DPAL-RT TECHNOLOGIES

### WebRTC-based plug-&-play signal transport for peer-topeer connectivity between DRTS', IEDs and operators

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### **PROJECT MOTIVATION**



Simplify setup of real-time data exchange between Research Infrastructures (RÌs), Digital Real-time Simulators (DRTS) or Devices-under-Test (DuT).

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a) Remote coupling of DRTS to IED monitoring, or control.



co-simulation.

c) Remote control and monitoring of DRTS via web-based dashboards. **d**) IED to IED coupling for agent-based or decentralized controllers.

**b)** Exchange of electrical

quantities for GD-RTS &

Figure 1) Use cases of remote coupling.

• Reduce manual configuration workload of network and experimental setup.

- Reduce coordination with IT departments and firewalls.
  - Facilitate Geographically-distributed Real-time Simulation (GD-RTS) & Remote-

Setup of distributed experiments gets as easy as joining a video conference call.

### EMPLOYED TECHNOLOGIES

- Implementation of new node-type for VILLASnode.
- Established IETF peer-to-peer protocols: WebRTC, ICE, STUN & TURN
- Default transport via direct UDP protocol
- Automatic fallbacks to relayed UDP, TCP protocols
- Flexible payload formats (Binary, JSON, Protobuf, ...).
- Reproducible research via NixOS-based benchmark setup.

### **RT-LAB INTEGRATION**





**Figure 2)** WebRTC connectivity setup supported by STUN, TURN & signaling servers.

### **BENCHMARK RESULTS**



### CONCLUSIONS

- Configuration-less setup which only requires exchange of session token.
- WebRTC protocol show round-trip times comparable to raw UDP. ullet
- Single-board computers allow a cheap and quick deployment
- mainly RTT affected latency is by geographical distance.
- Implementation in VILLASnode is opensource, vendor neutral and enables flexible RI interconnections.

