Multimedia using Rust and GStreamer

Sanchayan Maity

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- C. Rust and Haskell
- Organizing Rust and Haskell meetup Bangalore since 2018

Agenda

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- ► Rust and GStreamer

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 - Empathy (VOIP and video conferencing)

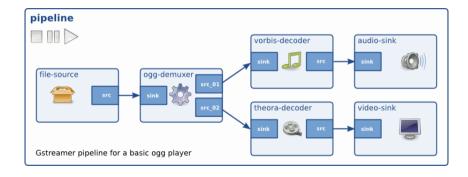
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 - Rygel (DLNA streaming server and renderer)
 - Showtime, Clapper, Totem (Media players for desktop)

Simple pipeline

gst-launch-1.0 videotestsrc ! autovideosink
gst-launch-1.0 audiotestsrc ! autoaudiosink

Media pipeline¹

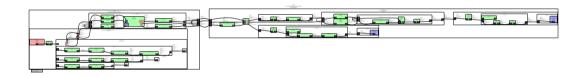


¹Dynamic Pipelines

Playback pipeline

gst-play-1.0 https://devstreaming-cdn.apple.com/videos/streaming/examples/
img_bipbop_adv_example_ts/master.m3u8

Playback pipeline graph



Custom elements



gst-launch-1.0 filesrc location=bunny.mp4 ! decodebin ! videoconvert !
roundedcorners border-radius-px=100 ! videoconvert ! gtksink

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 - Foreign Function Interface

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- ► GStreamer bindings

```
let caps: gst::Caps = gst::Caps::builder("video/x-raw")
    .field("width", crop_w)
    .field("height", crop_h)
    .field("pixel-aspect-ratio", gst::Fraction::new(1, 1))
    .build();
let s = caps.remove_structure(0);
```

```
Why immutability and types matter?
   warning: unused variable: `s`
      --> video-bin/src/imp.rs:152:13
   152 l
                 let s = caps.remove structure(0);
                     ^ help: if this is intentional, prefix it with an
                       underscore: `s`
       = note: `#[warn(unused_variables)]` on by default
   error [E0596]: cannot borrow data in dereference of `gstreamer::Caps`
                 as mutable
      --> video-bin/src/imp.rs:152:17
                 let s = caps.remove structure(0);
   152 l
                                                   cannot borrow as mutable
       = help: trait `DerefMut` is required to modify through a dereference,
               but it is not implemented for `gstreamer::Caps`
```

```
let mut caps: gst::Caps = gst::Caps::builder("video/x-raw")
    .field("width", crop_w)
    .field("height", crop_h)
    .field("pixel-aspect-ratio", gst::Fraction::new(1, 1))
    .build();
let _s = caps.remove_structure(0);
```

```
Why immutability and types matter?
   warning: variable does not need to be mutable
      --> video-bin/src/imp.rs:147:13
   147 l
                 let mut caps: gst::Caps = gst::Caps::builder("video/x-raw")
                     help: remove this `mut`
       = note: `#[warn(unused_mut)]` on by default
   error [E0596]: cannot borrow data in dereference of `gstreamer::Caps`
                 as mutable
      --> video-bin/src/imp.rs:152:18
                 let s = caps.remove structure(0);
   152 l
                                                    cannot borrow as mutable
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    .build();
let caps = caps.get_mut().unwrap();
let _s = caps.remove_structure(0);
```

```
error [E0596]: cannot borrow `caps` as mutable, as it is not declared
             as mutable
  --> video-bin/src/imp.rs:152:20
147 l
             let caps: gst::Caps = gst::Caps::builder("video/x-raw")
                 ---- help: consider changing this to be mutable:
                      `mut caps`
             let caps = caps.get_mut().unwrap();
152 l
                         ^^^^^^^ cannot borrow as mutable
```

For more information about this error, try `rustc --explain E0596`.

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let mut caps: gst::Caps = gst::Caps::builder("video/x-raw")
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    .build();
if let Some(caps) = caps.get_mut() {
    let _s = caps.remove_structure(0);
}
```

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 - ▶ 1.22 cycle: ~33% commits / MRs in Rust modules
 - ▶ 1.24 cycle: ~25% commits / MRs in Rust modules

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