MEC Application Development Document

Version 001
## Revision History

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<th>Version Number</th>
<th>Date Released</th>
<th>Summary of Change</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
<td>17th July 2020</td>
<td>First release</td>
</tr>
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1. **Scope**

The MEC system developed as part of the Indigenous 5G test-bed follows the ETSI architecture [1]. The broad guidelines for developing applications for ETSI-based MEC systems are provided in [2]. The current document provides the MEC app developers with the various APIs supported by the 5G test-bed and the related configuration aspects.

2. **Introduction**

The ETSI reference architecture for the MEC platform provided in shows the functional elements that comprise of the multi-access edge (MEC) system and the reference points (interfaces) between them. A MEC host usually deployed in the network edge, it contains MEC platforms and performs computation and storage of applications in VMs or containers. MEC platform provides a secure environment where MEC applications can via Restful APIs discover, advertise, consume and also offer services (see Figure 1).

![Figure 1: Application development overview introduced by MEC (2)](image)

Please refer to [2], for the broad guidelines for developing applications for ETSI-based MEC systems. Here we expect the developer to have knowledge of UE level, Edge Level, Cloud level of application processing. Applications are to be developed as Client app, MEC app and the Cloud app in correspondence to the provided details of the following stages:

- **Stage 1: Communication between Client App and Device App**
- **Stage 2: MEC app on-boarding and Instantiation**
  - *Fetching the App*
  - *App Instantiation*
  - *Back-propagating the application info to the Client App*

All the phases of application in MEC include:

a. Solution on the basis of Domain name.
b. Services with cloud backend
c. Manage user context
d. Application Packaging and on-boarding
e. Provide data to fulfill application requirements
3. Different Phases in MEC System

3.1 STAGE 1: Communication between Client Application and Device Application.

To establish a successful communication setup between the Client App and the MEC app instance, the initial communication from Client app goes through an interface, called Device application, which is needed for invoking the operations on subsequent interfaces on the MEC system to forward client requests to the MEC system. Figure 2 depicts the communication between client(s) to the Device application. It consists of the following points (also see Table 1).

a. Send GET request to Device app to retrieve available app-list with given parameters (see Table 2) and receive response.

b. Send POST request to Device app for the creation of app context and receive response.

c. Send PUT request to Device app if any change in callback reference, this may be optional.

d. Send DELETE request Device app for termination of running application.

More Details about the above points are available in Section [0] of this document. For insightful details about parameters see Table 2. Client application(s) and the device application, as well as the relevant MEC system components and the above ways how the client-side application components can communicate with their MEC side peers (see [2]). A device application is logically separate from the actual client application which is the one requesting services from the MEC application. Any end user device may have the client application installed? A client application most often is unaware of the edge deployment of the server application (see [4]).
3.2 STAGE 2: MEC App on-boarding and Instantiation

Prior to installing the application package on the MEC system, the App package needs to be available in any App repository on the internet bearing a URL. MEC HOST ensures to load the application package into MEC platform from \texttt{appPackageSource} address (see Figure 1) which is available in the app context request parameter (as a URL) (see Table 2).

3.2.2 Application Instantiation

After application on boarding, the MEC app is ready to run on the MEC Platform. Once the MEC application is installed it registers Traffic and DNS rules (see 10) to MEC Platform through the APIs (see Figure 1). Package on boarding includes checking the integrity and authenticity of the signed packages, validating application traffic rules, DNS rules and basic requirements. MEC applications are packaged by application developers (or in some cases also by MEC operators), with all the necessary dependencies according to the specific MEC platform requirements (see [2]).

3.2.3 Back-propagating the application info to the Client App

After the registration process, the MEC application is run using the \texttt{referenceURL} parameter (that is present in application context information made available to the Client App). Successful completion of these stages allows an MEC application to send app traffic to the Cloud application (on the basis of event triggering and the rules that have been registered). These traffic and DNS rules can be called along with App Instance ID. App Instance ID and port number is received by the MEC App as a command line argument while running the instance of application. Since, MEC application and Cloud application are expected to be on separate networks so they can communicate directly. Refer to [6] for more details.
**API Details**

a) **Interface between Client App and Device App**

Global definitions of API in this section are defined as - `{apiRoot}/{apiName}/{apiVersion}/`

- `{apiRoot}` is defined as – `http://127.0.0.1:5000` or `https://127.0.0.1:5000`.
- `{apiName}` is defined as – mi
- `{apiVersion}` is defined as – v1

### 3.3 GET– /mi/v1/app_list [app list parameters]

GET method is used to resolve app list query information between Client app and the available Device app

- a. Resource URI- `{apiRoot}/mi/v1/app_list [app list parameters]`
- b. Request parameters - Variables of input app list parameters (see Table 2))
- c. Response - Available application lists
- d. Response Code - 200 OK otherwise 404 if list not found or client provided a URI that cannot be mapped to a valid resource URI. (see e. Table 1)

### 3.4 POST– /mi/v1/app_context [app context parameters]

The POST method is used to create a new application context in the area of MEC system.

- a. Resource URI – `{apiRoot}/mi/v1/app_contexts [app context parameters]`
- b. Request parameter - Variables for resource "all UE App Contexts" (see Table 2))
- c. Response - contextId, referenceURL and others
- d. Response Code - 201 OK, otherwise 404 if not found or if given clientURI not mapped to with valid resource URI (see e. Table 1).

### 3.5 PUT– /mi/v1/app_context/{context_Id} [app context parameters]

The PUT method is used to update the callback reference of the existing application context.

- a. Resource URI - `{apiRoot}/mi/v1/app_contexts/[contextId][app context parameters]` (see Table 2))
- b. Request Parameters - All UE App Context, contextId. Only the attribute callback Reference is allowed to be updated.
- c. Response Code – 204. No content otherwise, 404 if not found or if client URI not mapped to a valid resource URI (see e. Table 1).

### 3.6 DELETE– /mi/v1/app_Contexts/{Context_Id}

The Delete method is used to delete the app context of the existing application.

- a. Resource URI – `{apiRoot}/mi/v1/app_contexts/{contextId}`
- b. Request Parameters- contextId (see Table 2)).
- c. Response Code - 204 No Content, otherwise 404 in the case of error or if client URI not mapped to a valid resource URI (see d. Table 1).
**b) Interface between MEC app and MEC platform**

The communication between MEC app and MEC platform is based on “applications” predefined interface. There are many API (end points) related to Traffic rules and DNS rules for more details (see [3], see [6]).

**Table 1: API Summary**

<table>
<thead>
<tr>
<th>Sr.</th>
<th>Name Of End Point</th>
<th>METHOD</th>
<th>RESPONSE CODE</th>
<th>INPUT</th>
<th>OUTPUT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>mi/v1/app_list</td>
<td>GET</td>
<td>200 if SUCCESS otherwise 404</td>
<td>App list query</td>
<td>Available Lists</td>
</tr>
<tr>
<td>2</td>
<td>mi/v1/app_contexts</td>
<td>POST</td>
<td>201 if SUCCESS Otherwise 404</td>
<td>UE app Context request</td>
<td>contextID and others</td>
</tr>
<tr>
<td>3</td>
<td>mi/v1/app_contexts/{contextId}</td>
<td>PUT</td>
<td>204 if SUCCESS Otherwise 404</td>
<td>contextId</td>
<td>Response Code 204 No Content</td>
</tr>
<tr>
<td>4</td>
<td>mi/v1/app_contexts/{contextId}</td>
<td>DELETE</td>
<td>204 if SUCCESS Otherwise 404</td>
<td>contextId</td>
<td>Response Code 204 NO Content</td>
</tr>
</tbody>
</table>

**Table 2: JSON Message [5]**

<table>
<thead>
<tr>
<th>Type of Message</th>
<th>Input Parameters</th>
<th>Output Massage JSON</th>
</tr>
</thead>
</table>
| app_list        | appName, appProvider, appSoftVersion, appDescription, vendorSpecificExt, vendorId | {
|                 |                  | "appList": [
|                 |                  | { "appInfo": {
|                 |                  | "appDId": "string",
|                 |                  | "appName": "string",
|                 |                  | "appProvider": "string",
|                 |                  | "appSoftVersion": "string",
|                 |                  | "appDVersion": "string",
|                 |                  | "appDescription": "string",
|                 |                  | "appChars": { "memory": 0,
|                 |                  | "storage": 0,
|                 |                  | "latency": 0,
|                 |                  | "bandwidth": 0,
|                 |                  | } }
|                 |                  | },
|                 |                  | "vendorSpecificExt": {
|                 |                  | "vendorId": "string"
|                 |                  | } } |
app_contexts

<table>
<thead>
<tr>
<th>contextId: &quot;NONE&quot;, associateUeAppId, callbackReference, appInfo, appId, appName, appProvider, appSoftVersion, appDVersion, appDescription, appPackageSource</th>
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<tbody>
<tr>
<td>{</td>
</tr>
<tr>
<td>&quot;contextId&quot;: &quot;string&quot;,</td>
</tr>
<tr>
<td>&quot;appInfo&quot;: {</td>
</tr>
<tr>
<td>&quot;appId&quot;: &quot;string&quot;,</td>
</tr>
<tr>
<td>&quot;appName&quot;: &quot;string&quot;,</td>
</tr>
<tr>
<td>&quot;appProvider&quot;: &quot;string&quot;,</td>
</tr>
<tr>
<td>&quot;appSoftVersion&quot;: &quot;string&quot;,</td>
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<tr>
<td>&quot;appDVersion&quot;: &quot;string&quot;,</td>
</tr>
<tr>
<td>&quot;appDescription&quot;: &quot;string&quot;,</td>
</tr>
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5 References