



DROIDCON MEC HACKATHON 2020

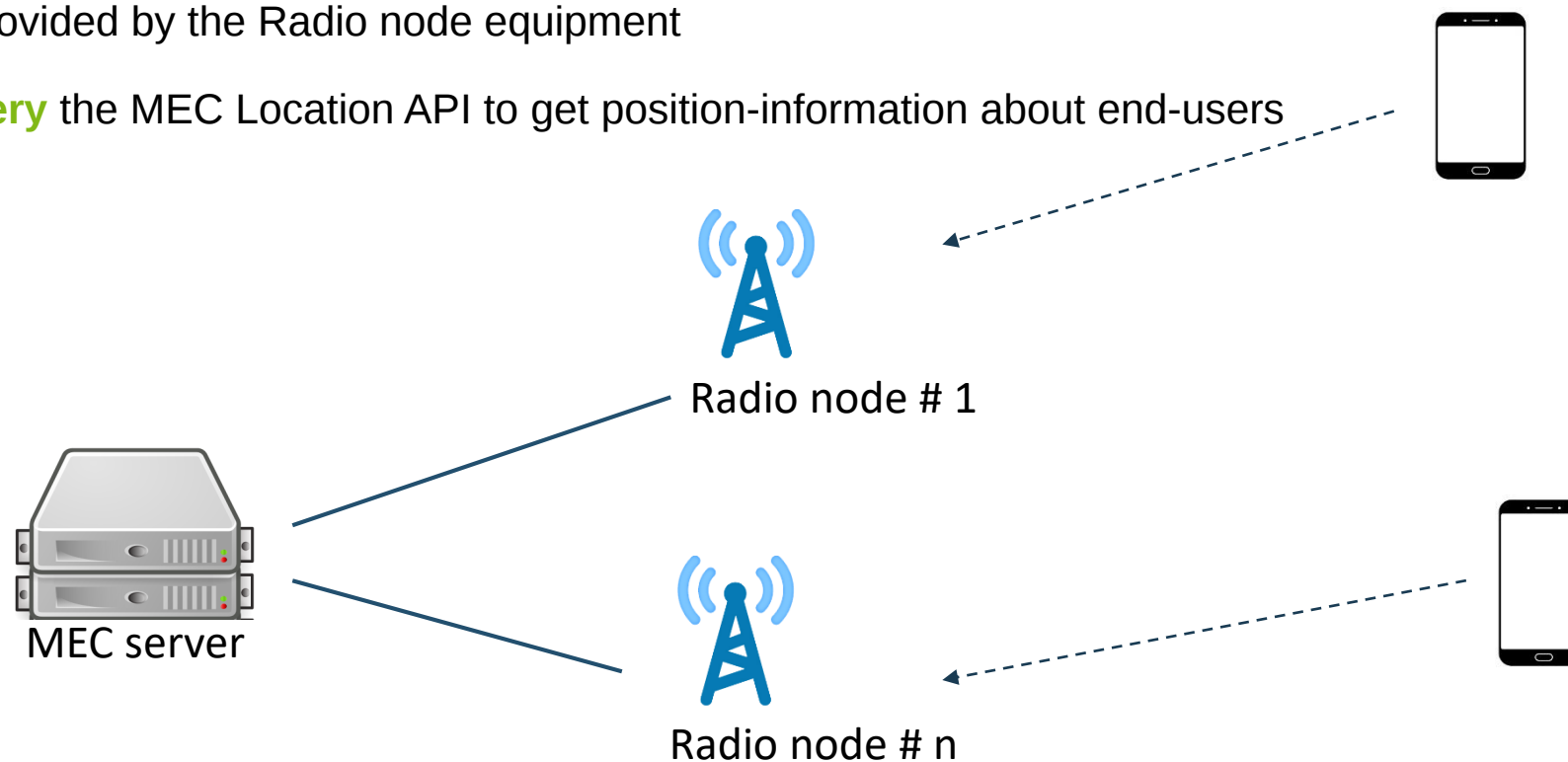
DEVELOPERS GUIDELINES FOR THE USAGE OF LOCATION API

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MEC LOCATION API: DEFINITION AND HOW IT WORKS

- Defined in ETSI GS MEC 013 V2.1.1 (2019-09) - Mobile Edge Computing (MEC); Location API
- The MEC location API is useful to collect the **real-time positions** of the end-users served by the radio node(s) associated with the Mobile edge host
 - end-user equipment does not need any software installed
 - The information is provided by the Radio node equipment
- **MEC applications can query** the MEC Location API to get position-information about end-users



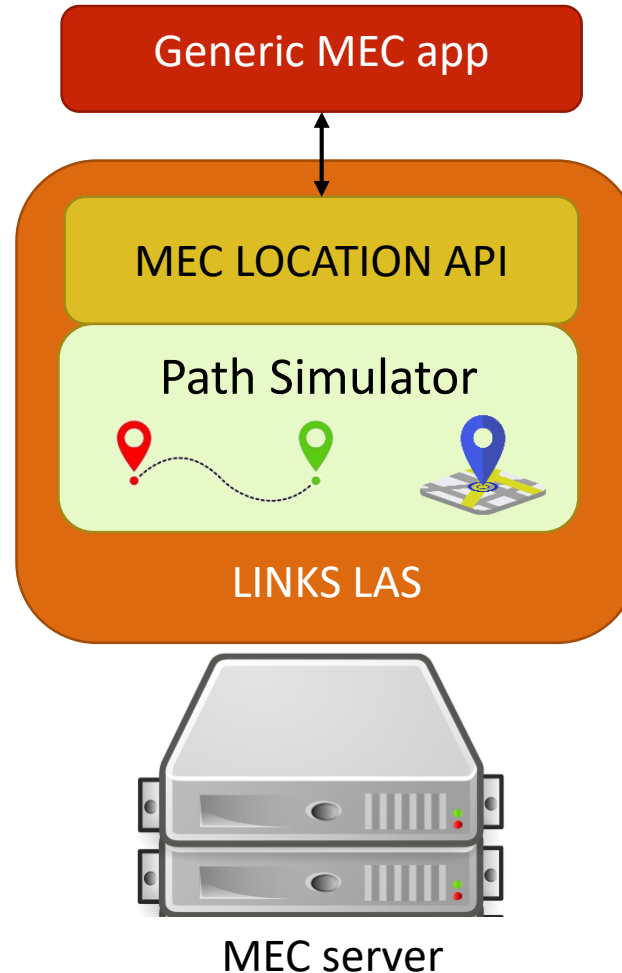
MEC APP INTERACTIONS WITH MEC LOCATION API

- MEC Location supports both queries and subscriptions (pub/sub mechanism)
 - **UE Location Lookup**: location information about one or more UEs
 - **UE Information Lookup**: information of a list of UEs in a specific location
 - **UE Location Subscribe**: location information of one or more UEs for a time lapse
 - **UE Information Subscribe**: notifications of UE Information updates for the list of UEs in a specific location
 - **UE Tracking Subscribe**: notifications of UE information updates for a specified UE
 - ...
- Requests from MEC APP to MEC Location API performed using **POST method**
- Information provided as a **JSON object**
- All details about data format, requests and responses described in ETSI GS MEC 013 V2.1.1 (2019-09)
 - additional material is available on ETSI Forge website https://forge.etsi.org/rep/gitweb.cgi/MEC.GS_013.git

MEC LOCATION API SIMULATOR

- Radio nodes available only in real production environments
- LINKS developed a **MEC Location API simulator (LAS)** to help the development of services based on the Location API

- **Simulation** of a set of end-users moving according to predefined paths
- More information will follow soon



- Developers can code their apps without caring about the underlying details
- If a real location API is available, the **Generic MEC App can work exactly in the same way**



Contacts

For any question please contact the
Hackathon organizing committee at

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