



# Network Capability Exposure through APIs

**Member's work in more detail...**

[5g-mag.com/technology](https://5g-mag.com/technology)

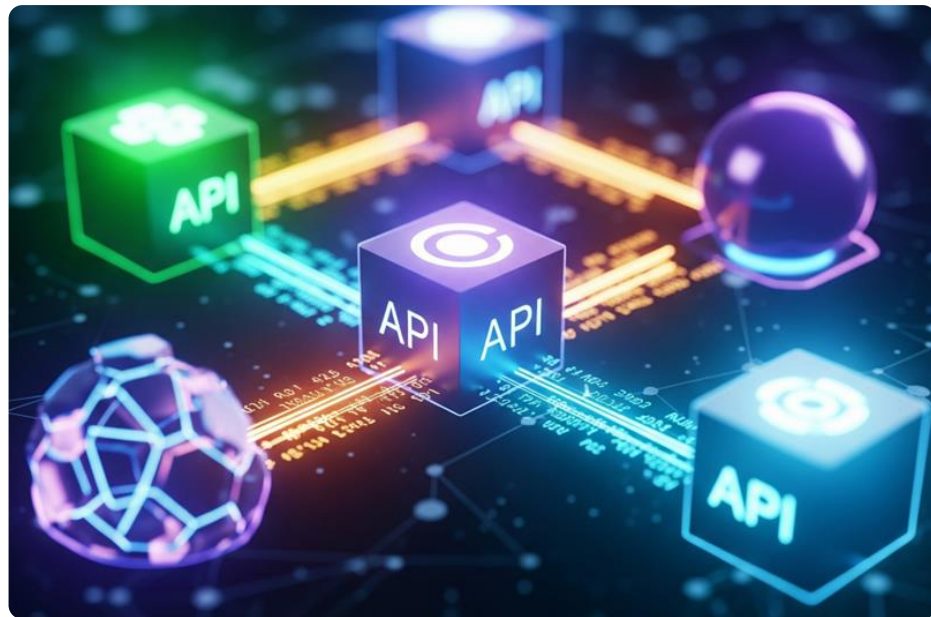
# Network Capability Exposure through APIs

Overview of the work, outcomes, Execution Plan and Technical Resources

## What is this project about?

**Standardized access to network capabilities** offered by telecom operators.

- Developers who wanted to integrate network functionalities had to create custom integrations for each individual mobile network operator. This made it difficult and time-consuming to build applications that could work across different countries and networks.
- As an example of new initiatives aiming at **reducing fragmentation**, CAMARA APIs provide a unified, "write-once, run-anywhere" approach which allows developers to write code that works with any network operator that implements the CAMARA standard. This **simplifies development, accelerates innovation**, and makes it easier to **create globally portable applications**.



WHERE TO LOOK AT?

Check the [Execution Plan](#)  
All the [Technical Resources](#)  
Reference Tools Project



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## What are the members doing?

### Standards

- Documentation on collaboration scenarios for the provisioning of network capabilities for media production and contribution
- Documentation on requirements and expected exposure of network capabilities
- Documentation on relevant APIs developed by CAMARA



## Quality-On-Demand <sup>1.0.0</sup> <sup>OAS 3.0</sup>

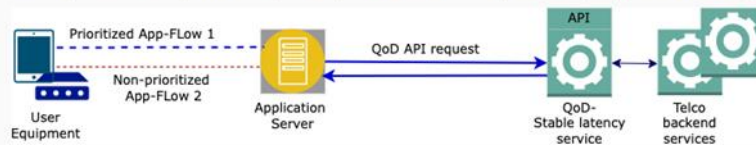
[https://raw.githubusercontent.com/camaraproject/QualityOnDemand/v2.2/code/API\\_definitions/quality-on-demand.yaml](https://raw.githubusercontent.com/camaraproject/QualityOnDemand/v2.2/code/API_definitions/quality-on-demand.yaml)

The Quality-On-Demand (QoD) API provides a programmable interface for developers and other users (API consumers) to request stable knowledge of the underlying network complexity (e.g. the 4G/5G system in case of a mobile network).

### Introduction

Industrial (IoT), VR/Gaming, live video streaming, autonomous driving and many other scenarios demand network communication quality latency (reduced jitter) or prioritized throughput from the network can improve user experience substantially.

The QoD API offers the application developers the capability to request for stable latency (reduced jitter) or throughput for some specified servers (backend services). The developer has a pre-defined set of Quality of Service (QoS) profiles which they could choose from depending on their requirements.



The usage of the API is based on QoS session resources, which can be created (based on available QoS profiles), queried and deleted. triggered automatically once the QoS session has reached its limit.

### Relevant terms and definitions

- **QOD service endpoint:** The URL pointing to the RESTful resource of the QoD API.

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