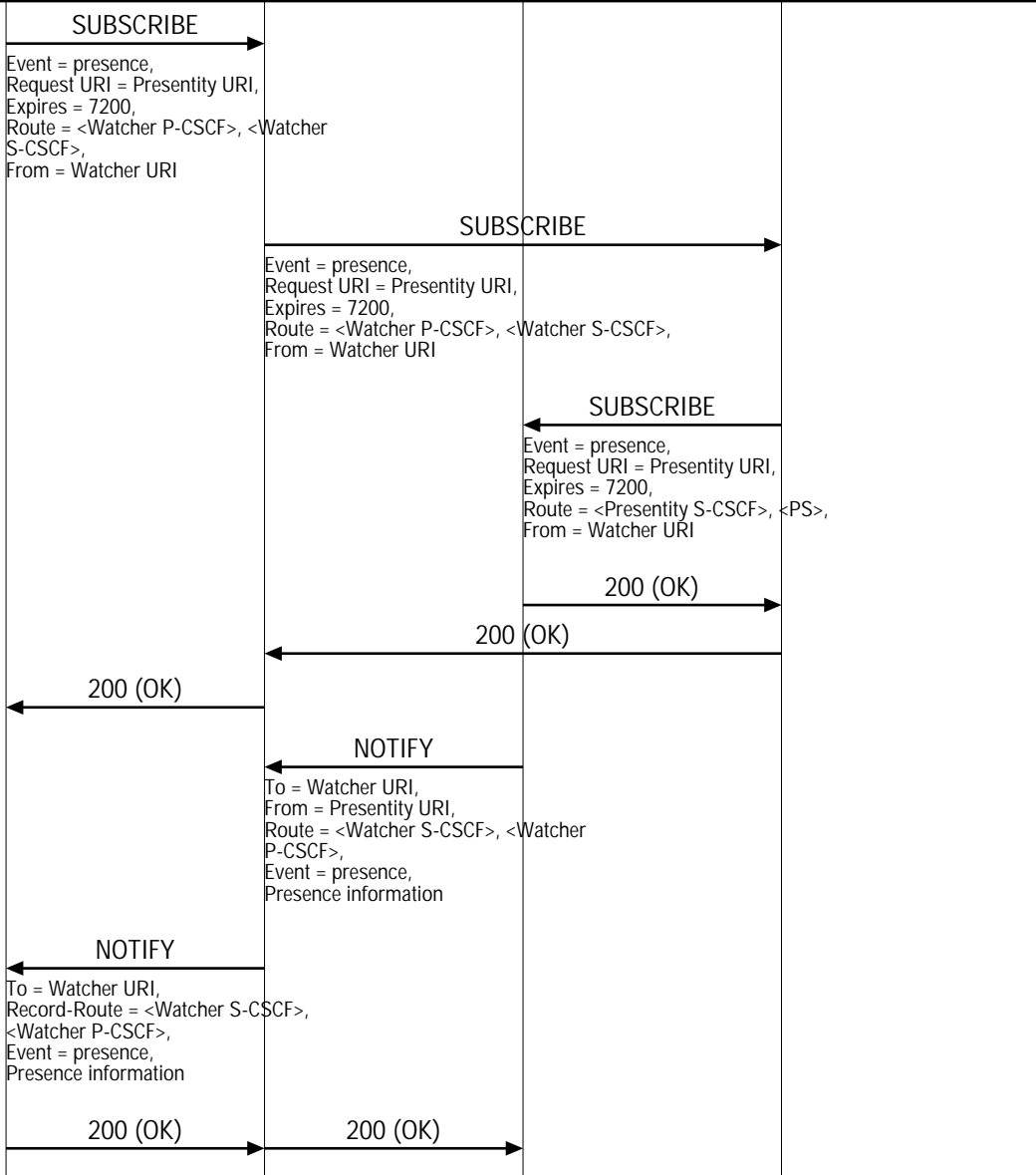


Processor Interfaces (IMS Presence Subscription, Publication and Notification)				
Watcher UE	Watcher IMS Network	Presentity IMS Network		Presentity UE
Watcher User Equipment	Watcher Presence Proxy	Presence Server	Presentity Presence Proxy	Presence User Agent
				EventStudio System Designer 4.0
				16-Mar-08 08:39 (Page 1)

Register for Presence Information



To initiate a subscription, the Watcher UE generates a SUBSCRIBE request containing the "presence" event that it wishes to be notified of. The message also includes the subscription duration.

Watcher S-CSCF performs an analysis of the Presentity URI and forwards the SUBSCRIBE request directly to the Presence PUA's home network's CSCF i.e. I-CSCF in the destination network.

The S-CSCF forwards the SUBSCRIBE request to the PS.

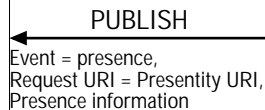
If all privacy conditions are met, PS sends a 200 (OK) response to the S-CSCF. 200 (OK) is passed all the way to Watcher.

PS sends a NOTIFY request with the current state of the presentity's presence information that the watcher has subscribed and been authorized to. Watcher S-CSCF forwards NOTIFY to Watcher P-CSCF.

Watcher P-CSCF forwards NOTIFY to Watcher.

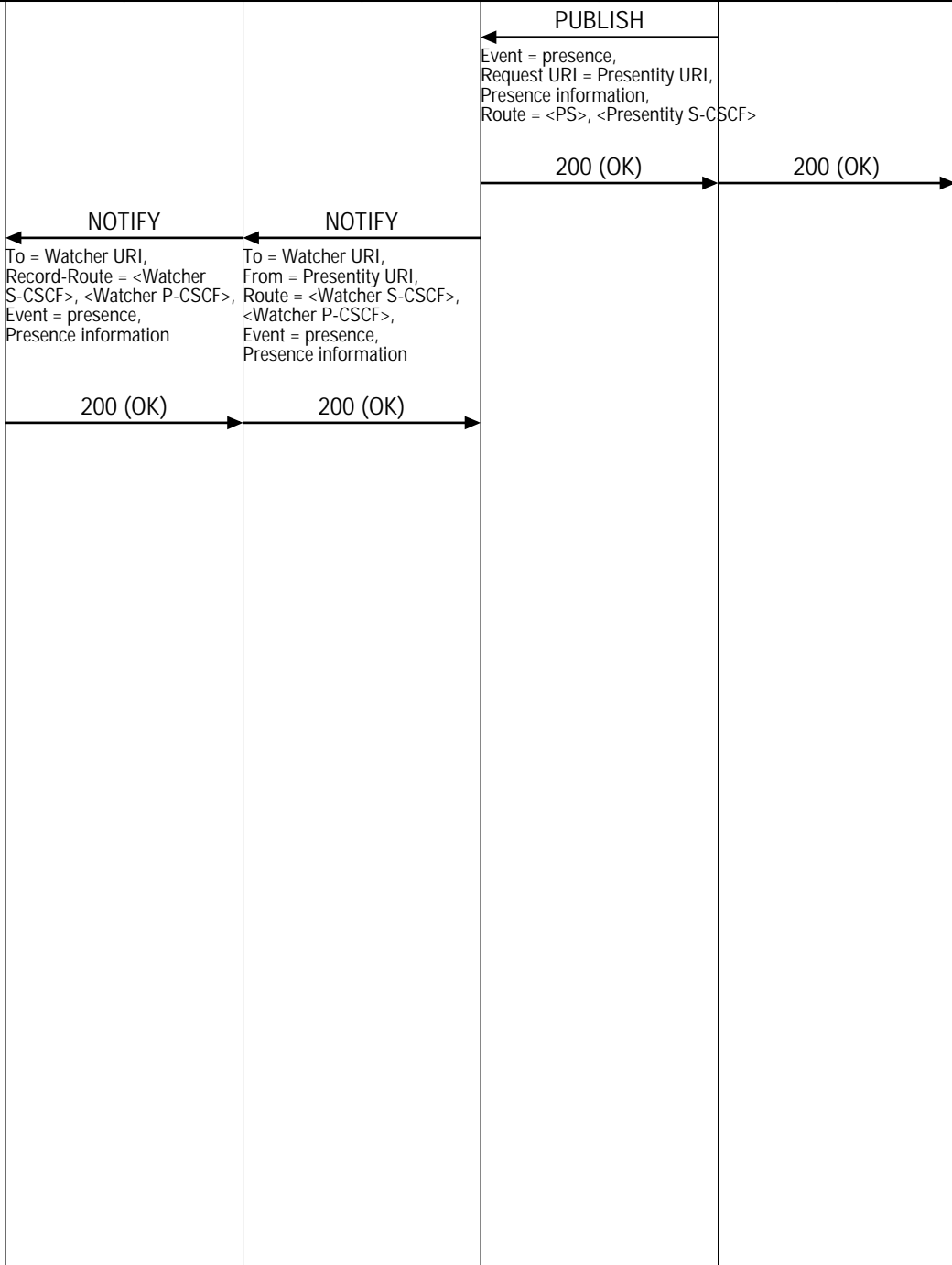
The UE generates a 200 (OK) response to the NOTIFY request. The message is passed to PS as shown.

Presence State Changes for the Watched User



To initiate the publication, the PUA in UE generates a PUBLISH request containing the presence information that it wishes to publish.

Processor Interfaces (IMS Presence Subscription, Publication and Notification)				
Watcher UE	Watcher IMS Network	Presentity IMS Network		Presentity UE
Watcher User Equipment	Watcher Presence Proxy	Presence Server	Presentity Presence Proxy	Presence User Agent
				EventStudio System Designer 4.0
				16-Mar-08 08:39 (Page 2)



The Presentity S-CSCF forwards the PUBLISH request to the PS.

When all privacy conditions are met, PS generates 200 (OK) response towards Presentity PUA.

The UE generates a 200 (OK) response to the NOTIFY request. The message is passed to PS as shown.