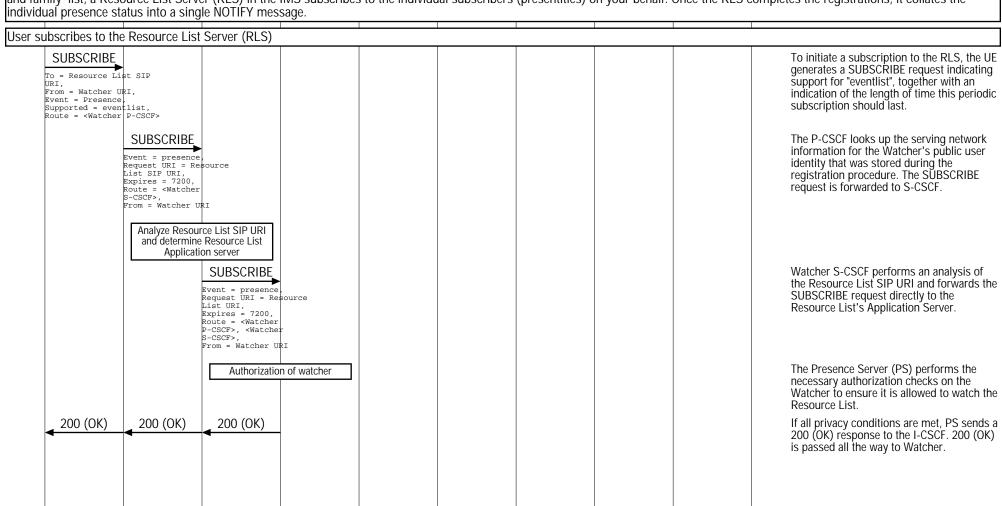
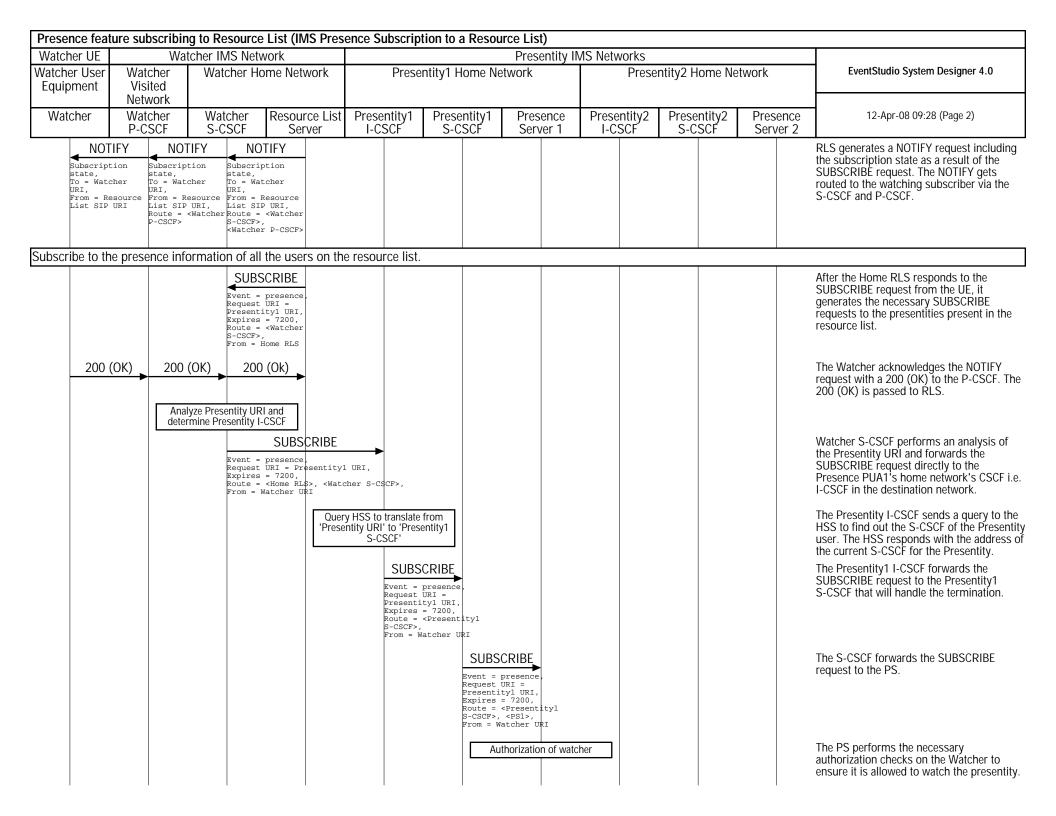
Presence feat	ure subscribin	g to Resource	List (IMS Pres	ence Subscrip	tion to a Resou	ırce List)				
Watcher UE	Watcher IMS Network			Presentity IMS Networks						
Watcher User Equipment	Watcher Visited	Watcher Ho	ome Network	Presentity1 Home Network			Presentity2 Home Network			EventStudio System Designer 4.0
	Network	OFK								
Watcher	Watcher P-CSCF	Watcher S-CSCF	Resource List Server	Presentity1 I-CSCF	Presentity1 S-CSCF	Presence Server 1	Presentity2 I-CSCF	Presentity2 S-CSCF	Presence Server 2	12-Apr-08 09:28 (Page 1)

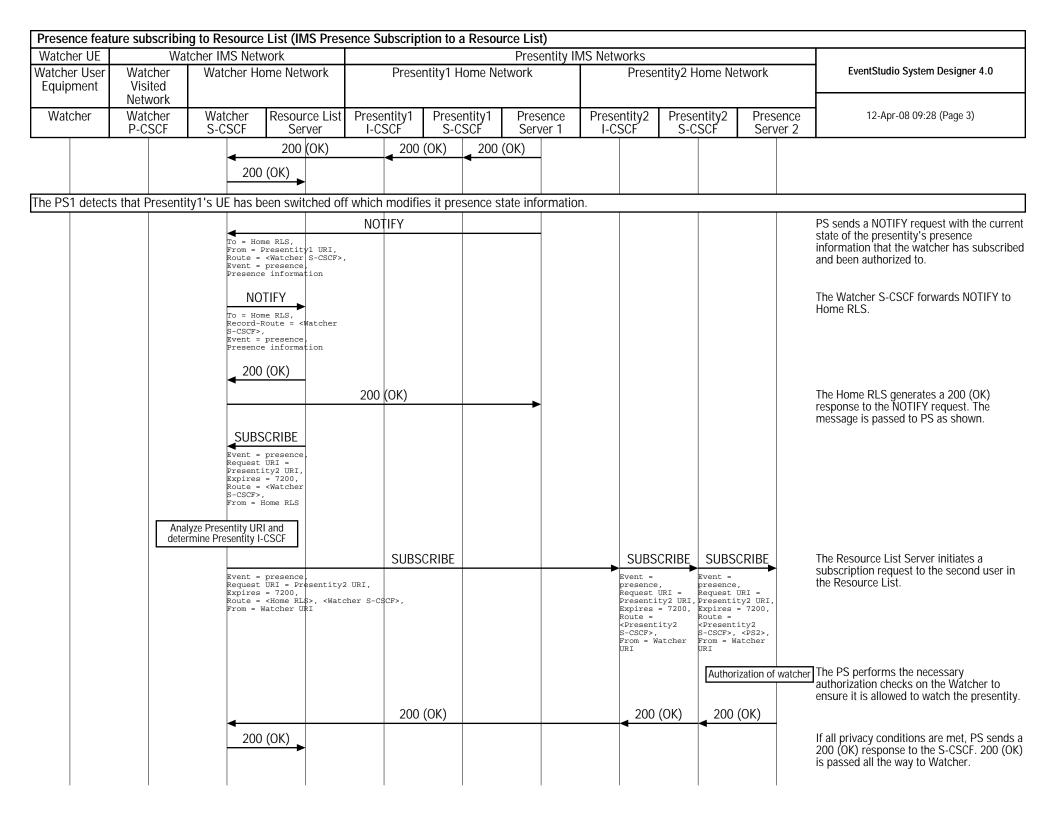
This sequence diagram was generated with EventStudio System Designer 4.0 (http://www.EventHelix.com/EventStudio). Copyright © 2008 EventHelix.com Inc. All Rights Reserved. The EventStudio source files for this document can be downloaded from http://www.eventhelix.com/call-flow/ims-presence-resource-list.zip.

IP Multimedia Subsystem (IMS) provides a framework and building blocks for building advanced telecom services. One such service is network wide publication and subscription of presence information. Users can subscribe to presence information for their contacts. If the contact accepts their request, the subscriber will be registered for presence notification. Whenever the friend publishes presence information, the IMS presence framework will notify the subscribed users.

IMS presence information communication can put a lot of load on the network. One way to reduce this load is to predefine the list of friends and family. When you subscribe to the "friends and family" list, a Resource List Server (RLS) in the IMS subscribes to the individual subscribers (presentities) on your behalf. Once the RLS completes the registrations, it collates the individual presence status into a single NOTIFY message.







Watcher UE Watcher IMS Network				Presentity II	MS Networks	ence Subscription to a Resource List)  Presentity IMS Networks						
Vatcher User Equipment	Watcher Visited Network	Watcher Home Network  Watcher Resource List S-CSCF Server		Prese	entity1 Home Ne			ntity2 Home Ne	EventStudio System Designer 4.0  12-Apr-08 09:28 (Page 4)			
Watcher	Watcher P-CSCF			Presentity1 Presentit		Presence Server 1	Presentity2 I-CSCF	Presentity2 S-CSCF		Presence Server 2		
		4			TON	ΓΙFY						
		Route = Event = Presence  NO To = Hon Record-F S-CSCF> Event = Presence	Presentity 2 URI, <pre><watcher s-cscf="">, presence, e information</watcher></pre> TIFY  me RLS, Route = <watcher< td=""><td></td><td>200</td><td>(OK)</td><td></td><td></td><td></td><td>The presence server for the second use generates a NOTIFY request to update to subscription status.  The Home RLS generates a 200 (OK) response to the NOTIFY request. The message is passed to PS as shown.</td></watcher<>		200	(OK)				The presence server for the second use generates a NOTIFY request to update to subscription status.  The Home RLS generates a 200 (OK) response to the NOTIFY request. The message is passed to PS as shown.		
llate the sub	scription respo	nses and notif	y the Watcher U	 IF				<u> </u>				
To = Watcours, From = Re List SIP Event = presence. Presence information for all the NOTIFY mes 200 (	cher To = Wat URI, esource From = R List SIP Route = P-CSCFP, Event = presence informat  ence Users sage.  (OK) 200	cher To = Wat URI, essource URI, (Watcher (Watcher , P-CSCF>, Event = presence informat  (OK) 200	Resource P URI, <watcher , r</watcher 							The Home RLS copies the body of the incoming NOTIFY request(s) into the boof the outgoing NOTIFY request to Water The Watcher acknowledges the NOTIFY request with a 200 (OK) to the P-CSCF. 200 (OK) is passed to RLS.		