

Non-local ID target interception

Default and Option

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Recap

Party A (target) calls party B (non-local ID target)

Default (TS 33.127)

Optional (TS 33.127)

Calling party ID (A) and called party non-local ID (B) are checked for IRI interception

Calling party ID (A) is checked for IRI interception

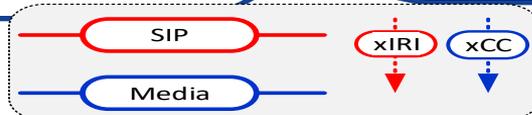
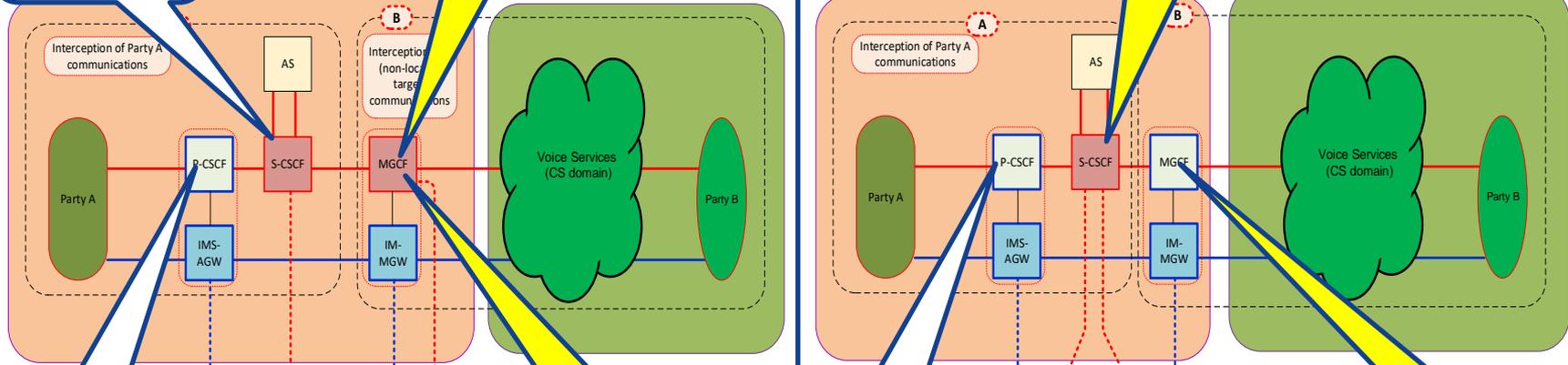
Called party ID (B) is checked for IRI interception

Calling party ID (A) is checked for CC interception

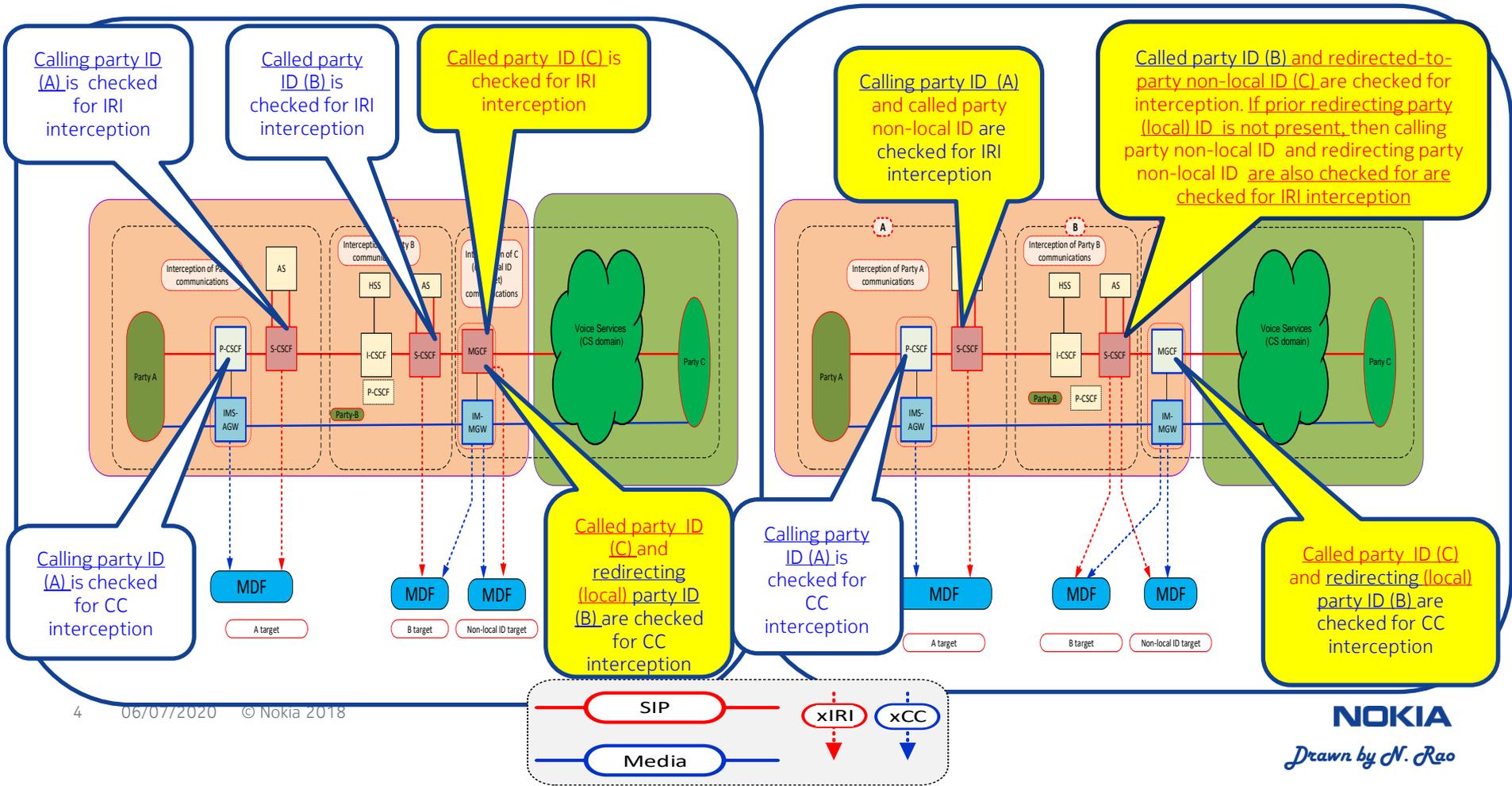
Called party ID (B) and redirecting (local) party ID are checked for CC interception

Called party ID (B) and redirecting (local) party ID are checked for CC interception

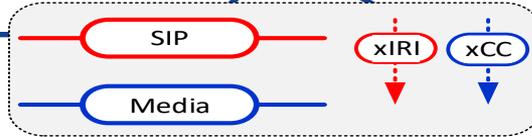
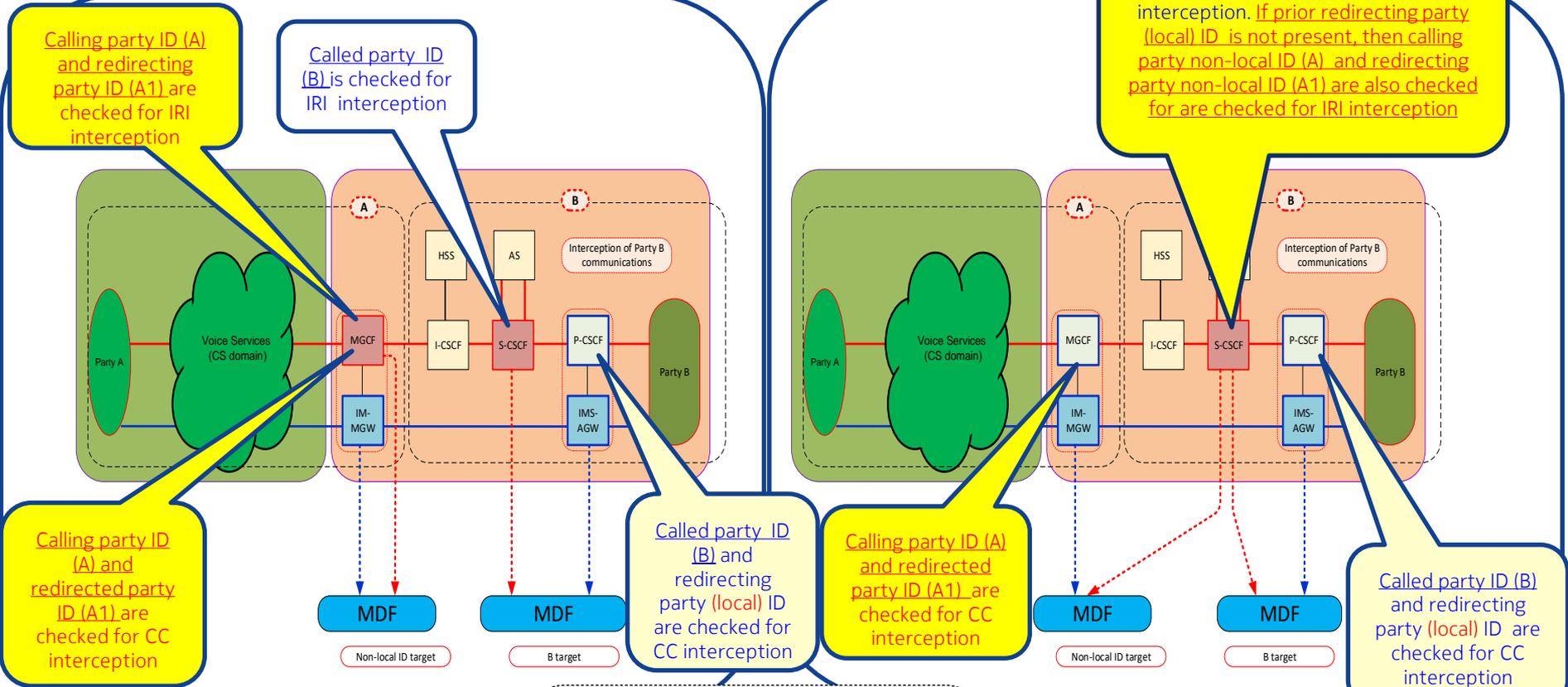
Calling party ID (A) is checked for CC interception



Party A (target) calls party B (target) redirected to party C (non-local ID target)



Party A (non-local ID target) calls party B (target)



Party A (non-local ID target) calls party B (target) redirected to party C (target)

Calling party ID (A) and redirecting party ID (A1) are checked for IRI interception

Called party ID (B) is checked for IRI interception

Called party ID (C) is checked for IRI interception

Called party ID (B) and redirected-to-party non-local ID are checked for interception. If prior redirecting party (local) ID is not present, then calling party non-local ID and redirecting party non-local ID are also checked for are checked for IRI interception

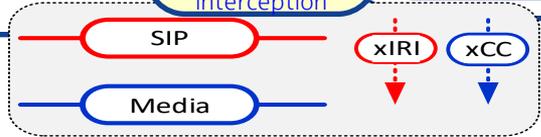
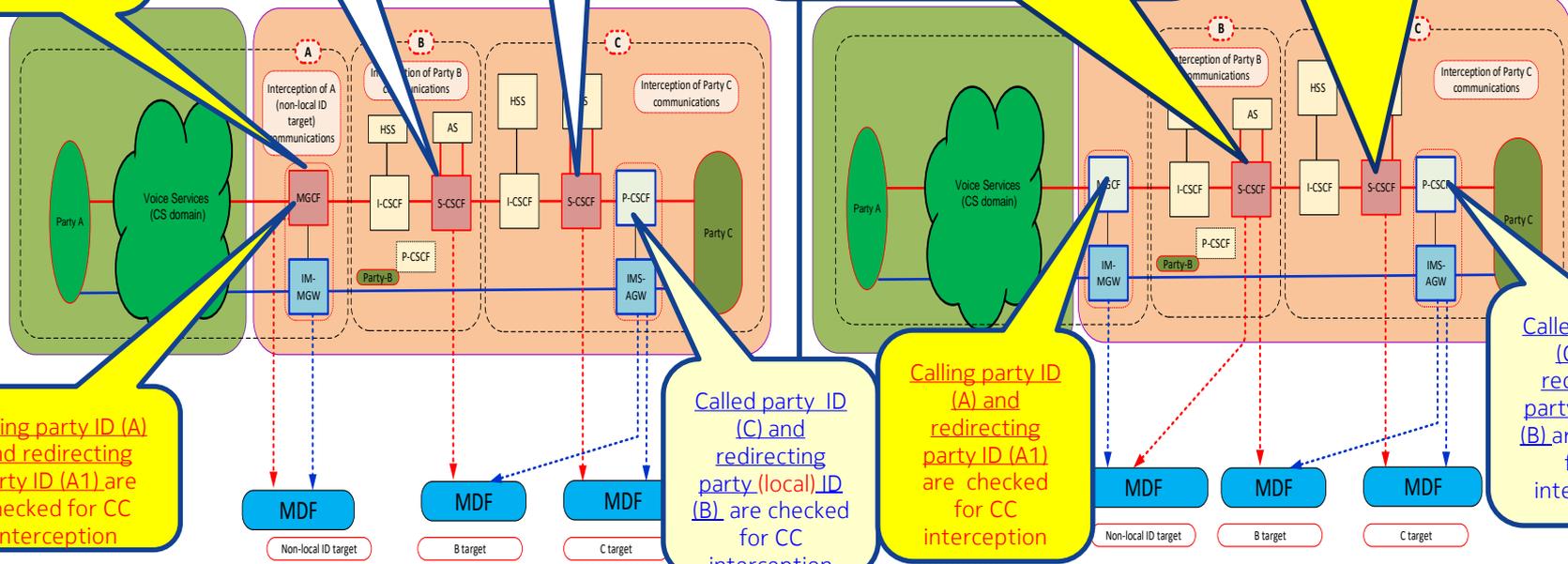
Called party ID (C) is checked for interception. If prior redirecting party (local) ID (B) is not present, then calling party non-local ID (A) and redirecting party non-local ID (A1) are also checked for are checked for IRI interception

Calling party ID (A) and redirecting party ID (A1) are checked for CC interception

Called party ID (C) and redirecting party (local) ID (B) are checked for CC interception

Calling party ID (A) and redirecting party ID (A1) are checked for CC interception

Called party ID (C) and redirecting party (local) ID (B) are checked for CC interception



Party A (non-local ID target) calls party B (target) redirected to party C (non-local target)

Calling party ID (A) and redirecting party ID (A1) are checked for IRI interception

Called party ID (B) is checked for IRI interception

Called party ID (C) is checked for IRI interception

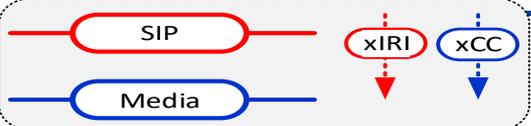
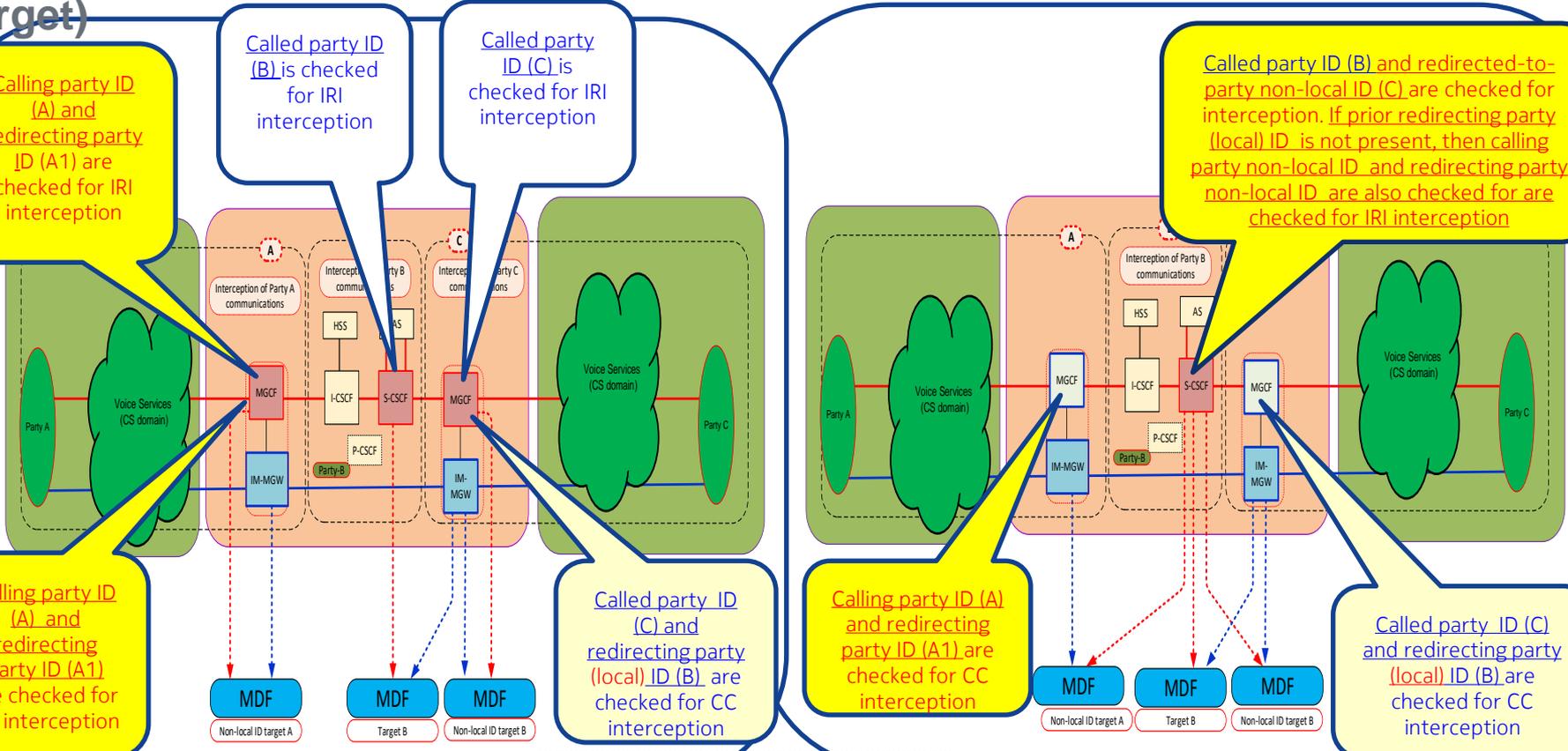
Calling party ID (A) and redirecting party ID (A1) are checked for CC interception

Called party ID (C) and redirecting party ID (local) ID (B) are checked for CC interception

Calling party ID (A) and redirecting party ID (A1) are checked for CC interception

Called party ID (B) and redirected-to-party non-local ID (C) are checked for interception. If prior redirecting party (local) ID is not present, then calling party non-local ID and redirecting party non-local ID are also checked for are checked for IRI interception

Called party ID (C) and redirecting party (local) ID (B) are checked for CC interception



Party A (target) calls party B (non-local ID target)

Calling party ID (A) is checked for IRI interception

Called party ID (B) is checked for IRI interception

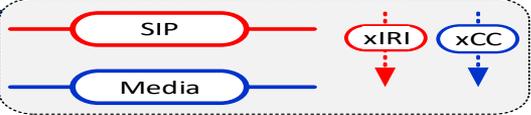
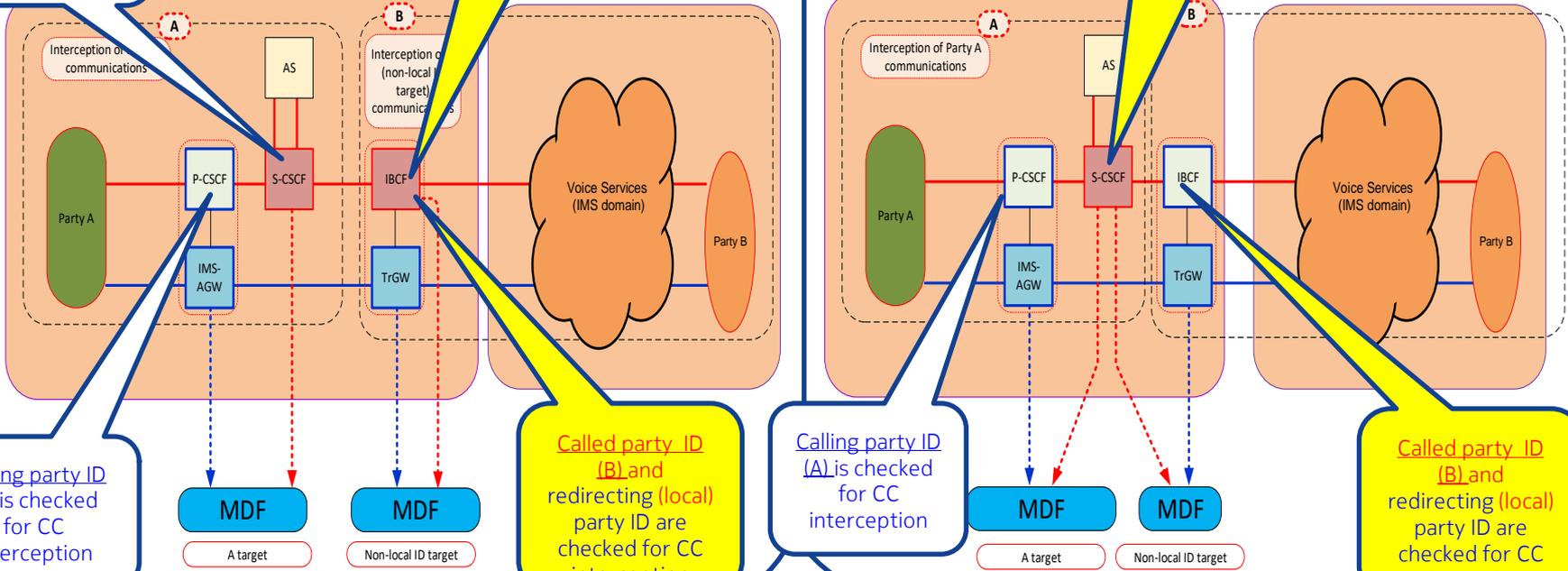
Calling party ID (A) and called party non-local ID (B) are checked for IRI interception

Calling party ID (A) is checked for CC interception

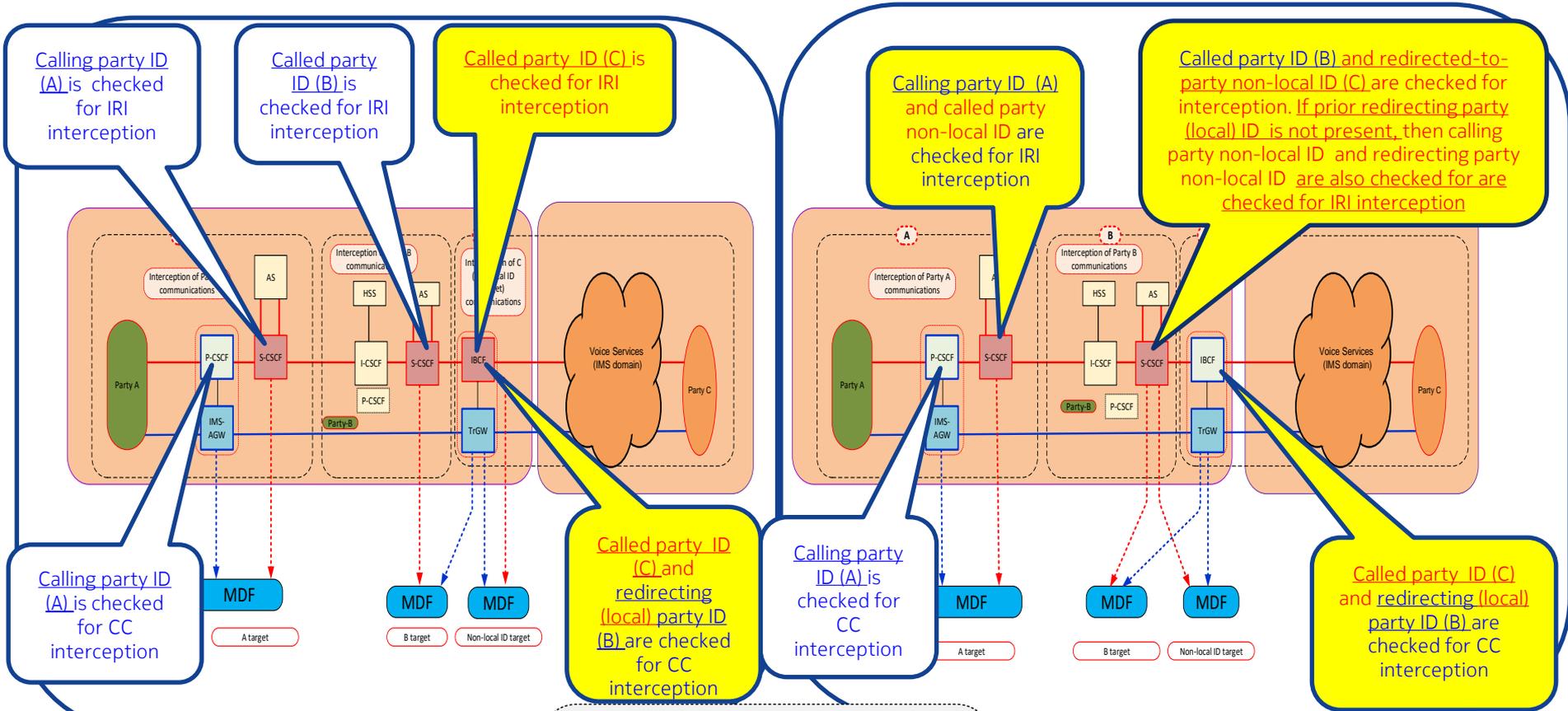
Called party ID (B) and redirecting (local) party ID are checked for CC interception

Calling party ID (A) is checked for CC interception

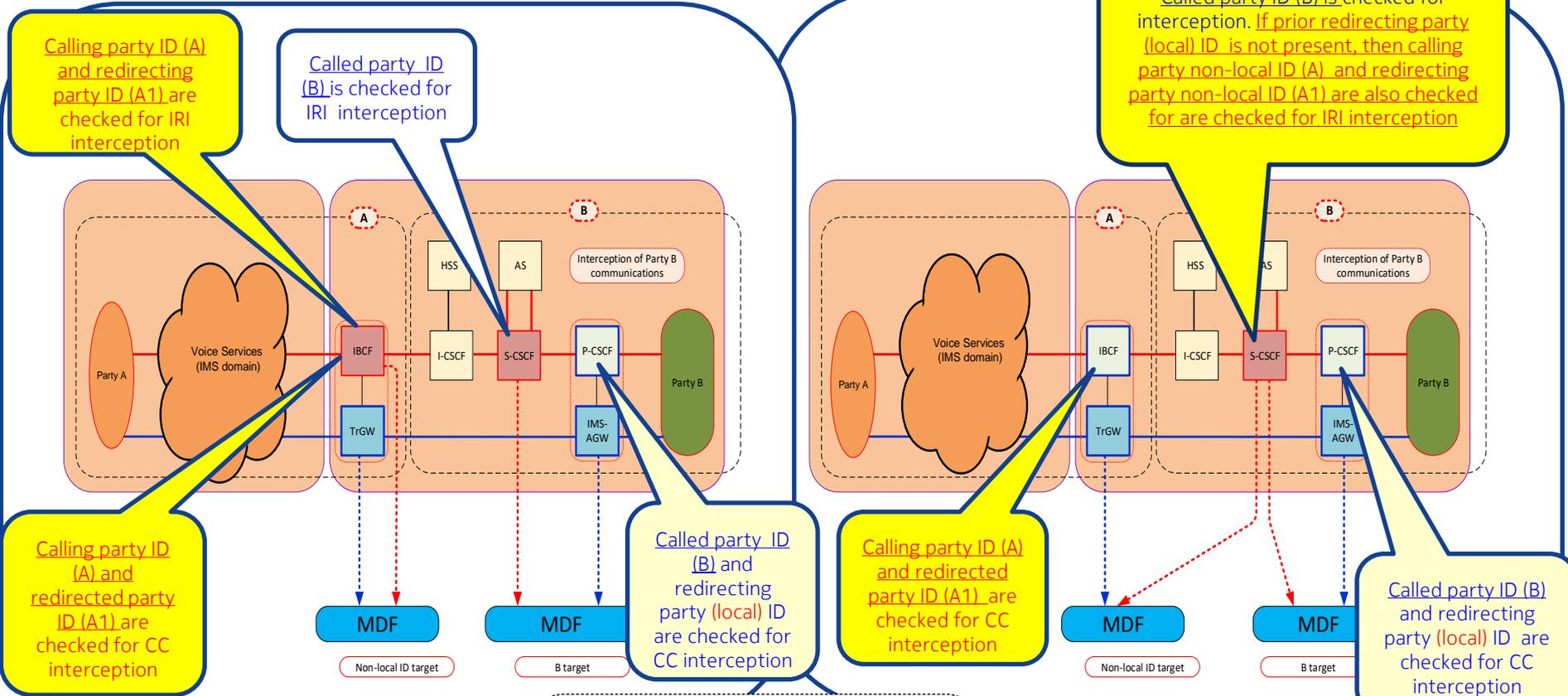
Called party ID (B) and redirecting (local) party ID are checked for CC interception



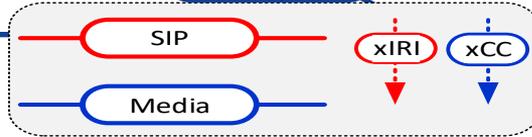
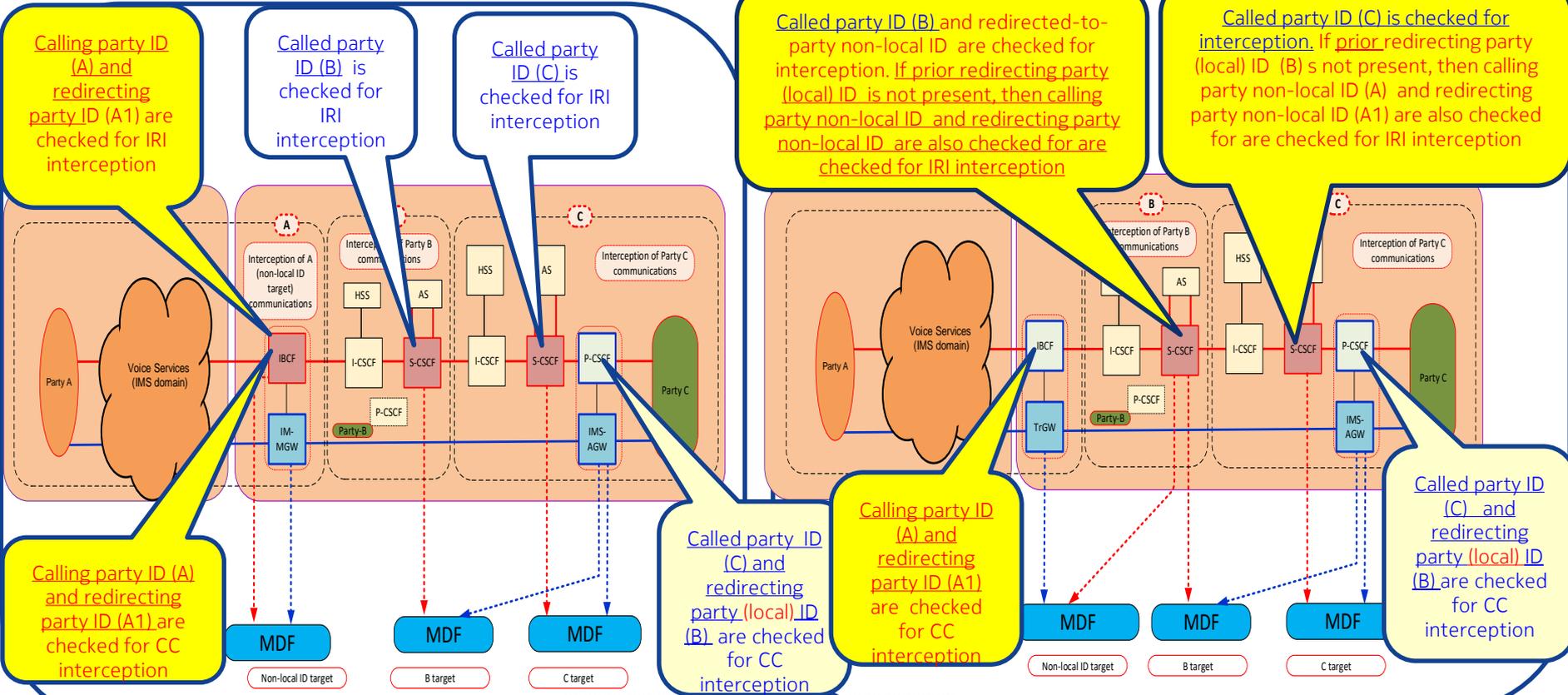
Party A (target) calls party B (target) redirected to party C (non-local ID target)



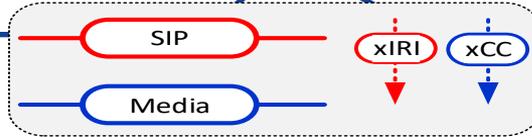
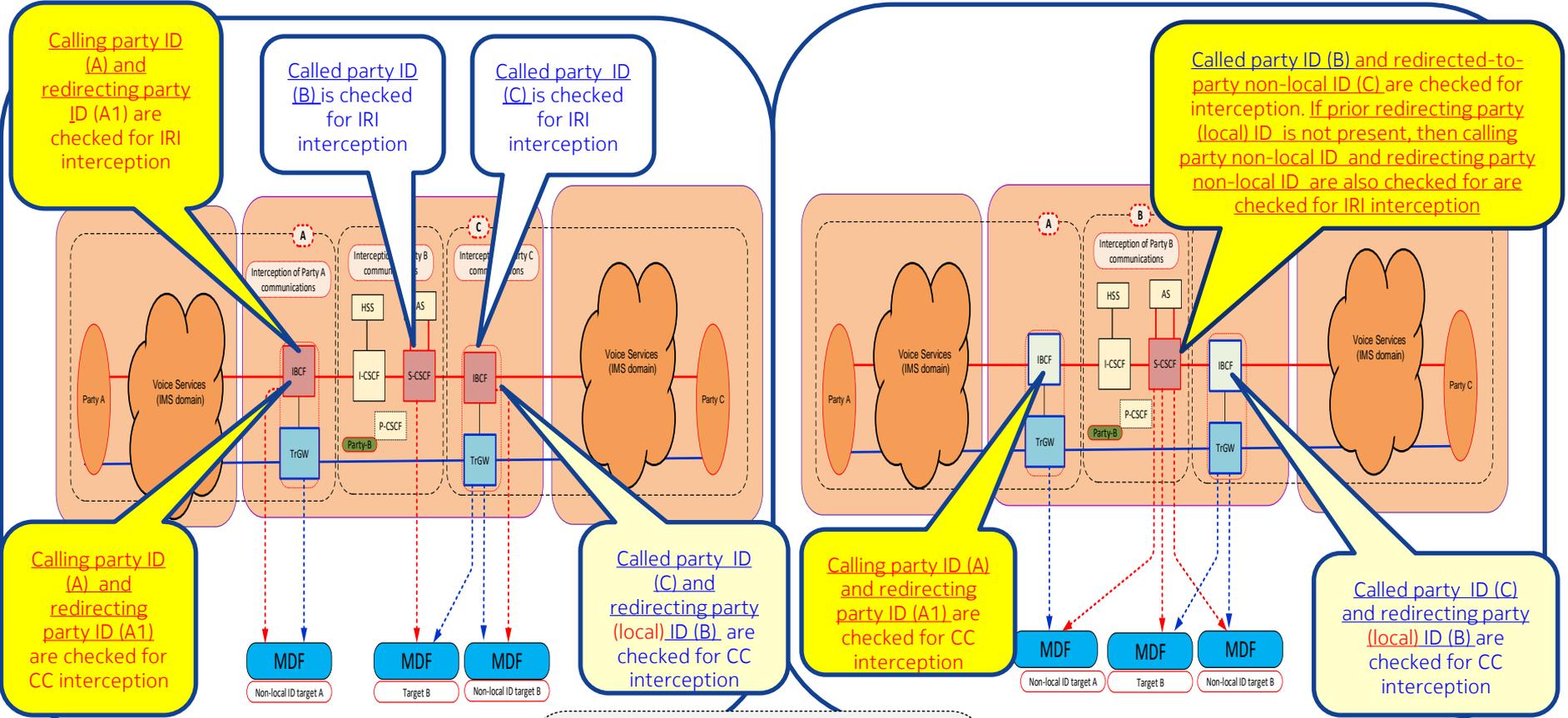
Party A (non-local ID target) calls party B (target)



Party A (non-local ID target) calls party B (target) redirected to party C (target)

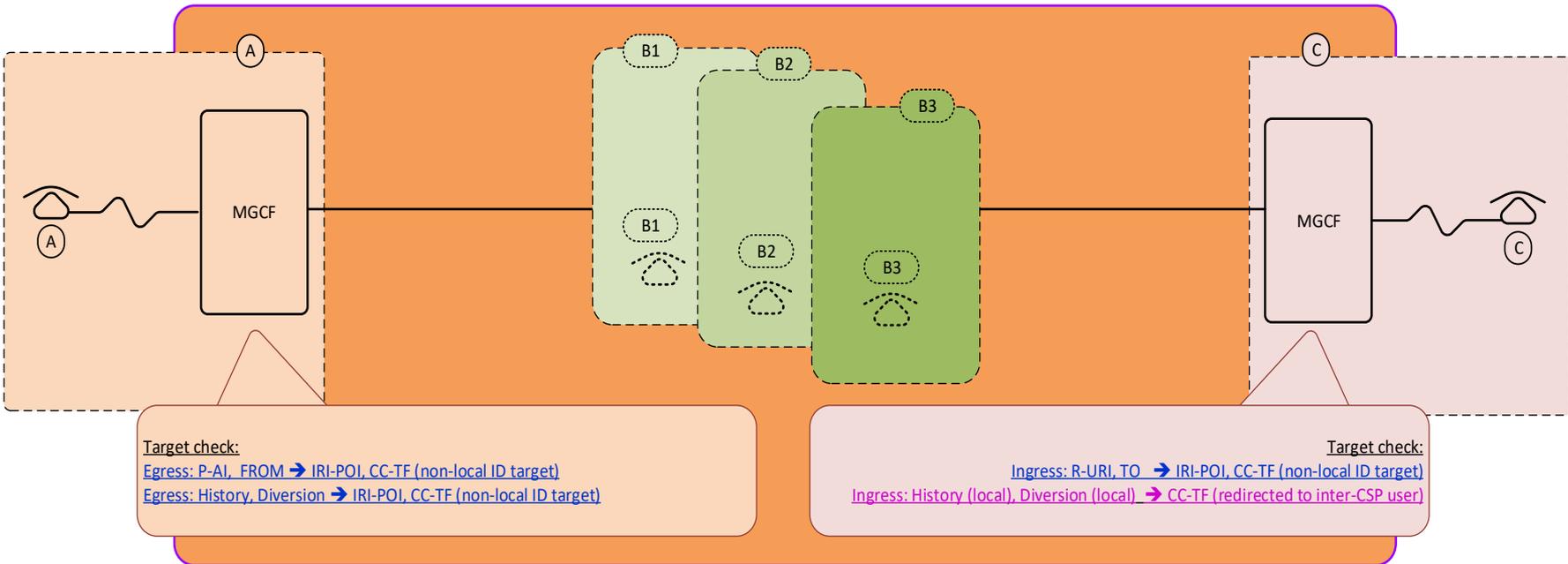


Party A (non-local ID target) calls party B (target) redirected to party C (non-local target)

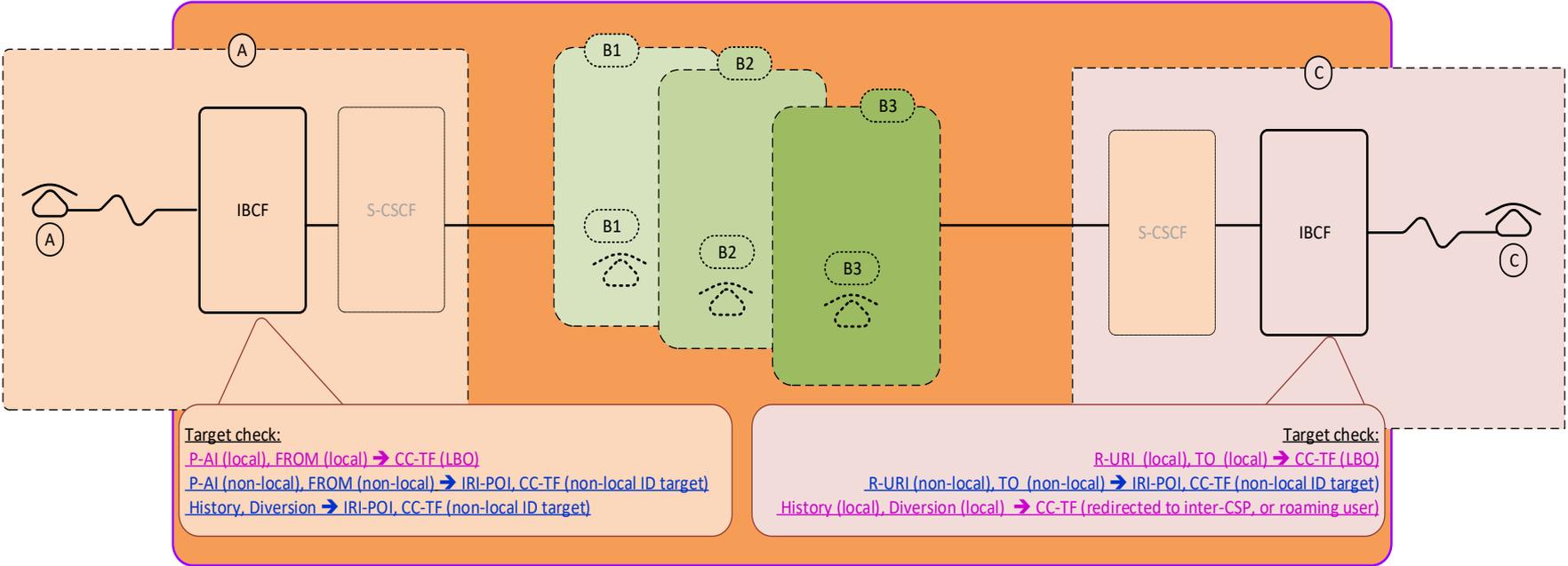


Stage 3

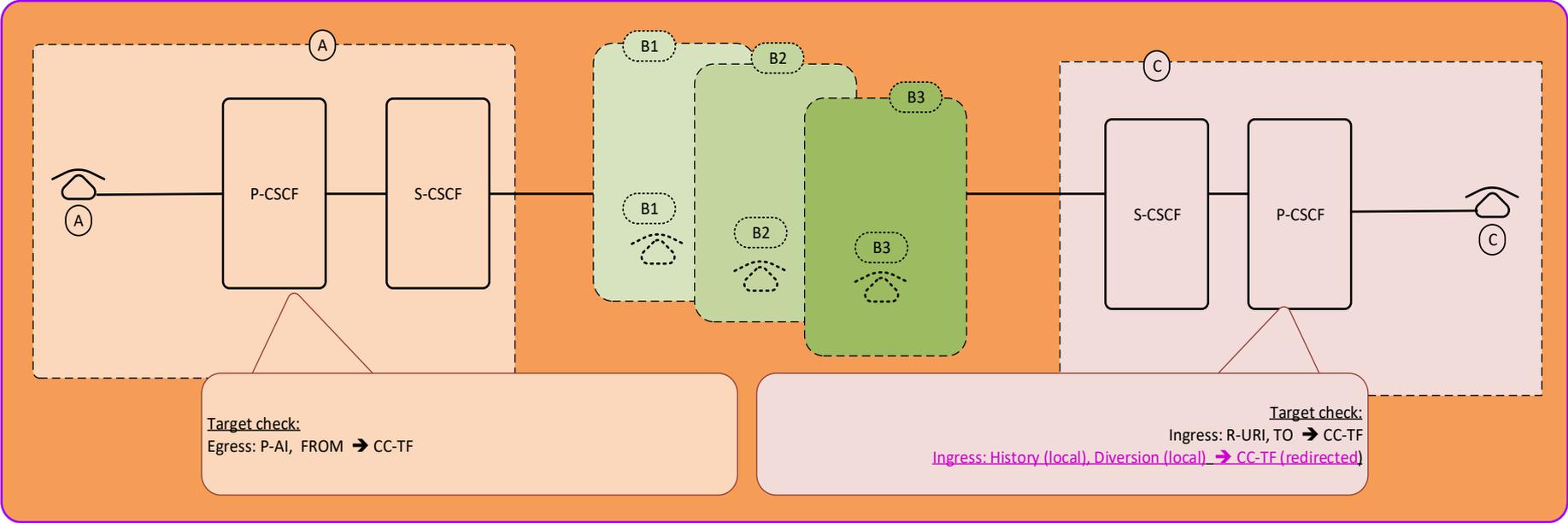
Default method for non-local: LI at the Edge nodes (MGCF)



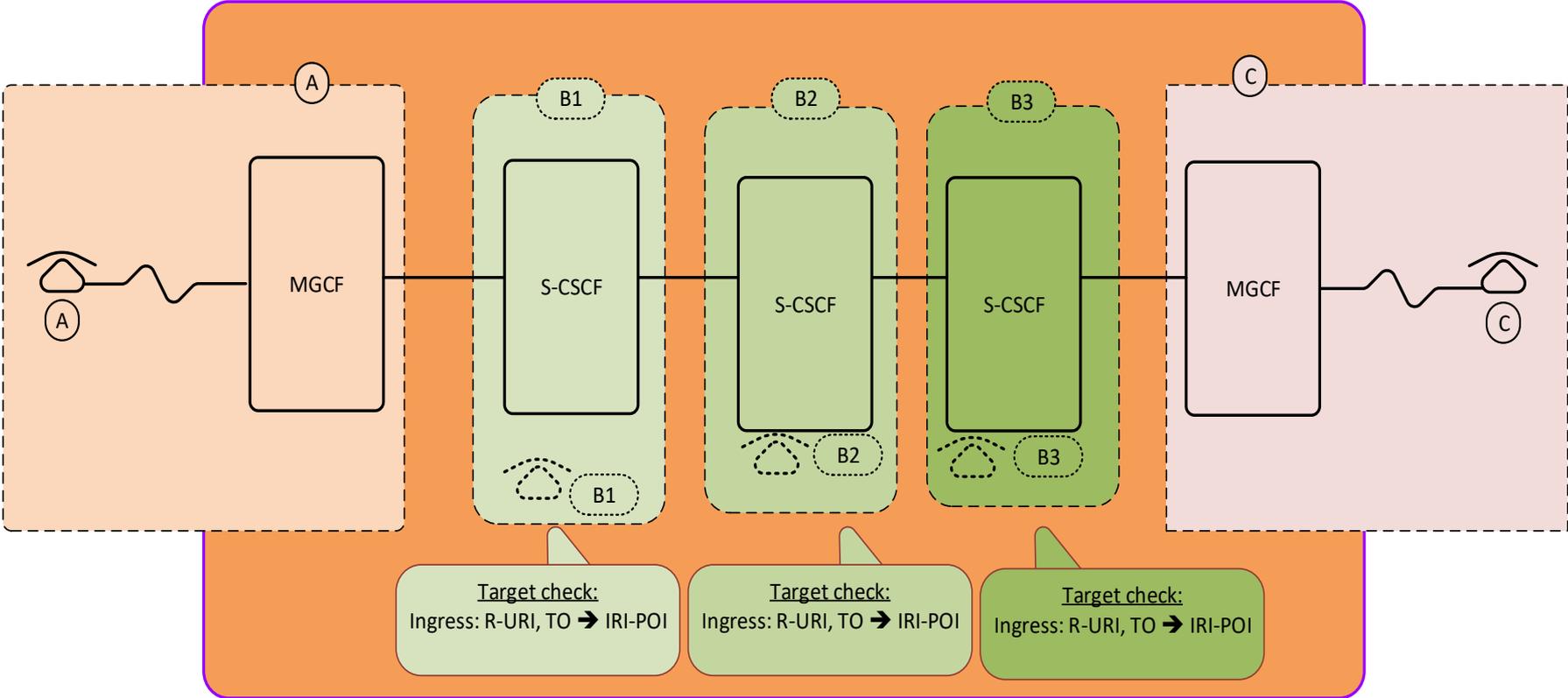
Default method for non-local: LI at the Edge nodes (IBCF)



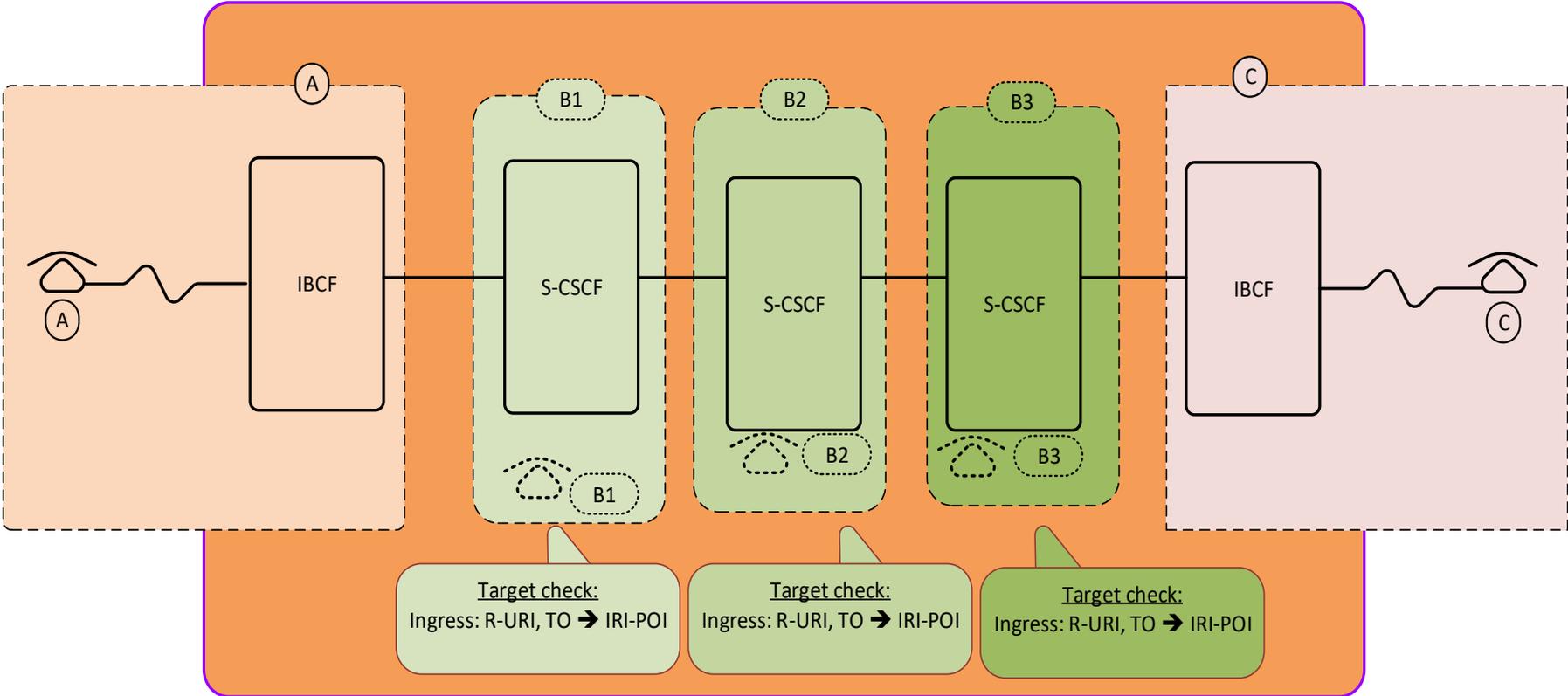
Default method for non-local: LI at the edge nodes for local targets (P-CSCF)



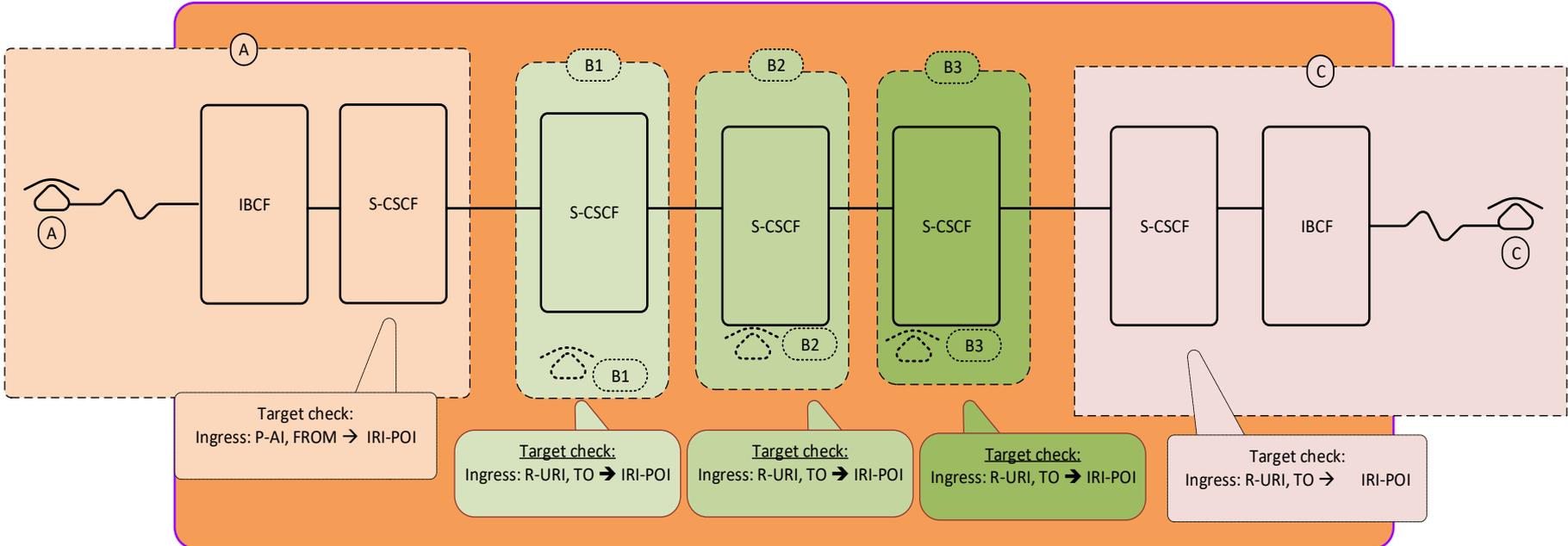
Default method: LI S-CSCF for local targets (MGCF as the edge node)



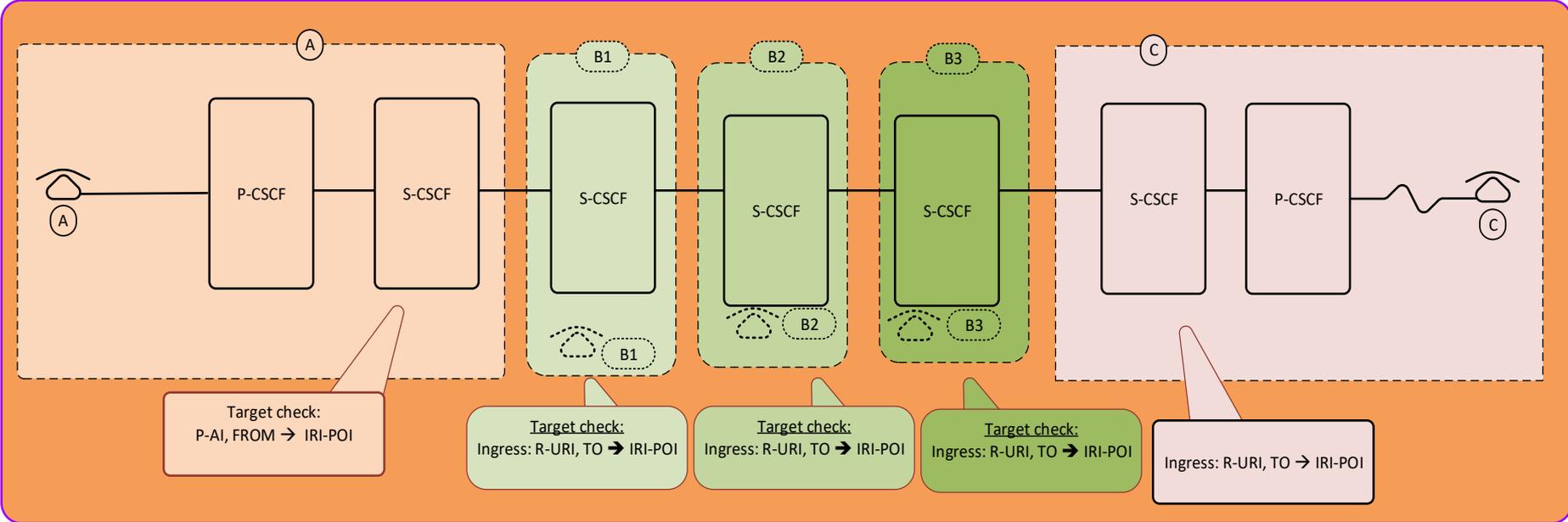
Default method: LI S-CSCF for local targets(BCF as the edge node) – case 1



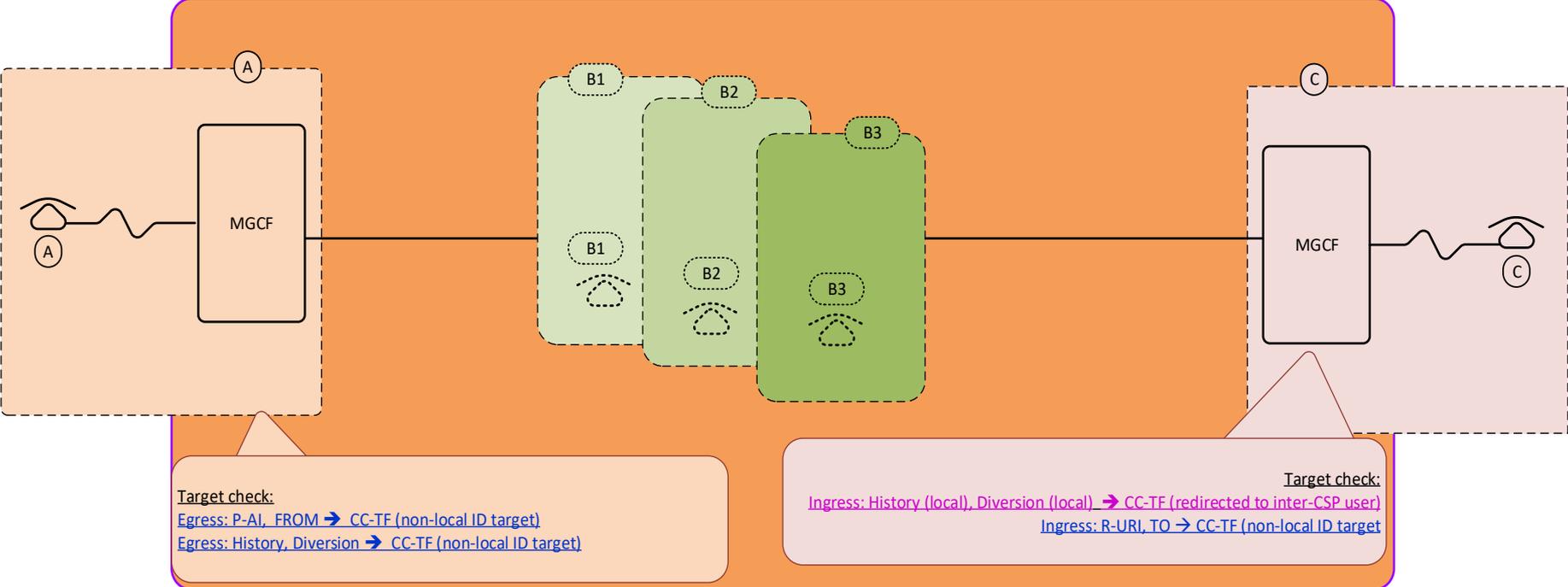
Default method: LI S-CSCF for local targets (IBCF as the edge node) – case 2



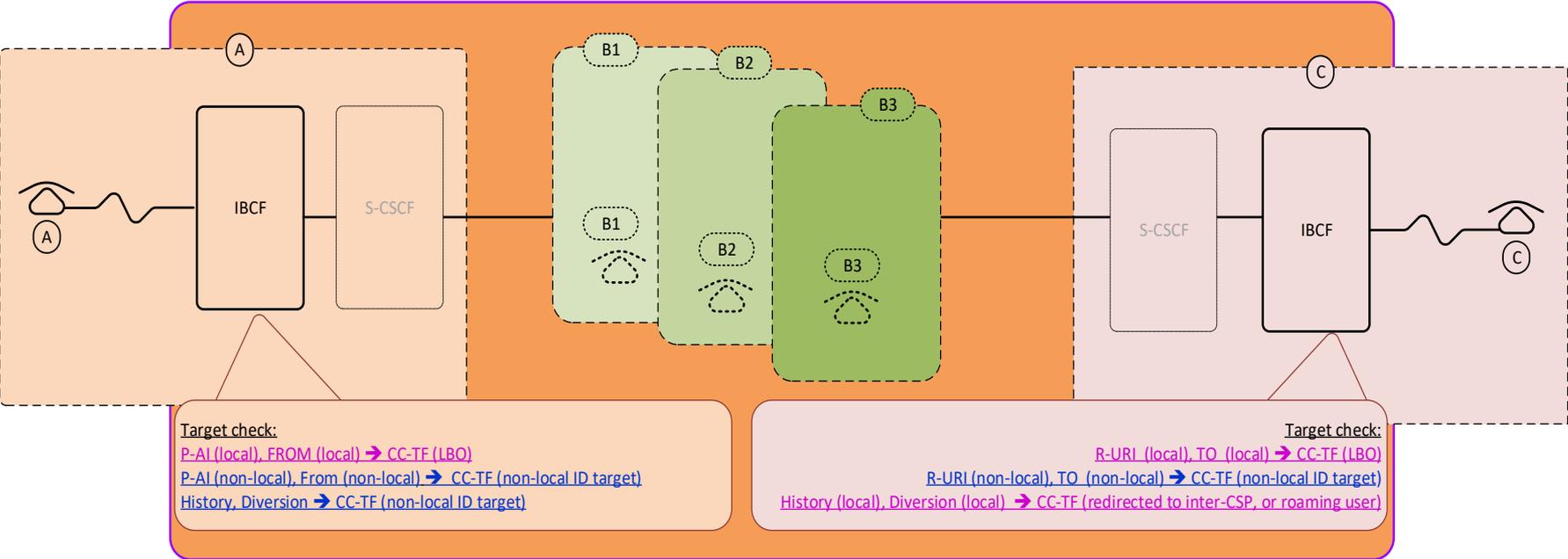
Default method: LI S-CSCF for local targets (P-CSCF as the edge node)



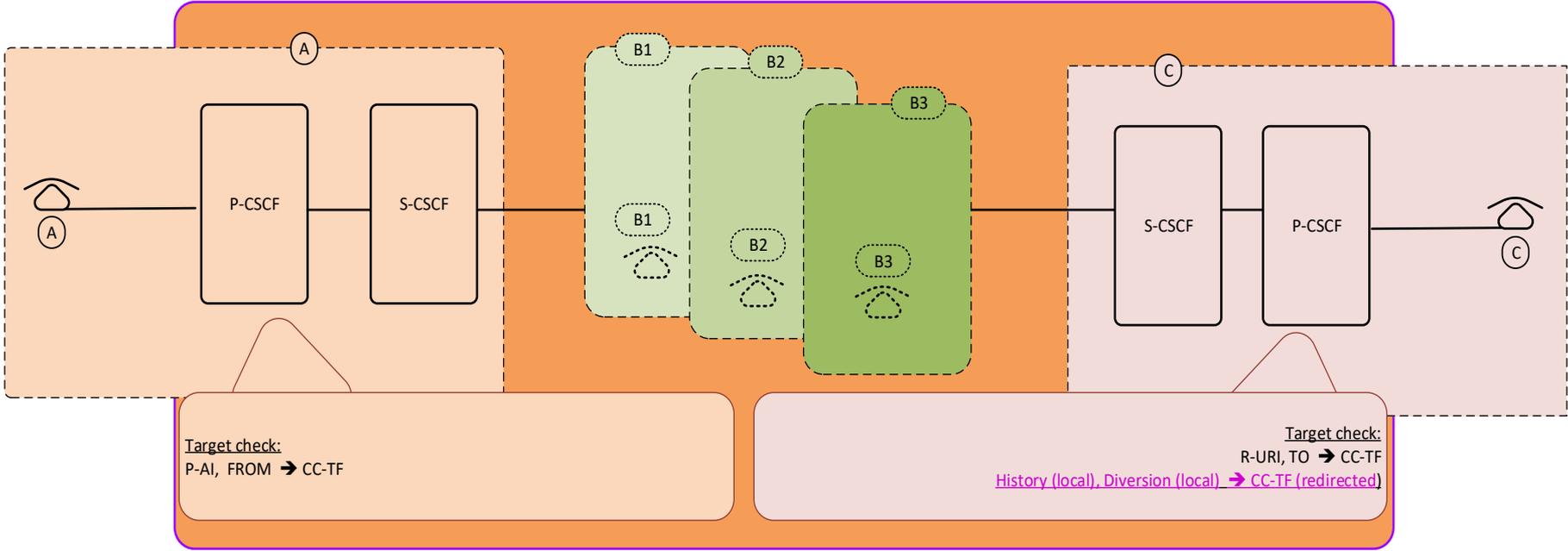
Optional method: LI at the Edge nodes (MGCF)



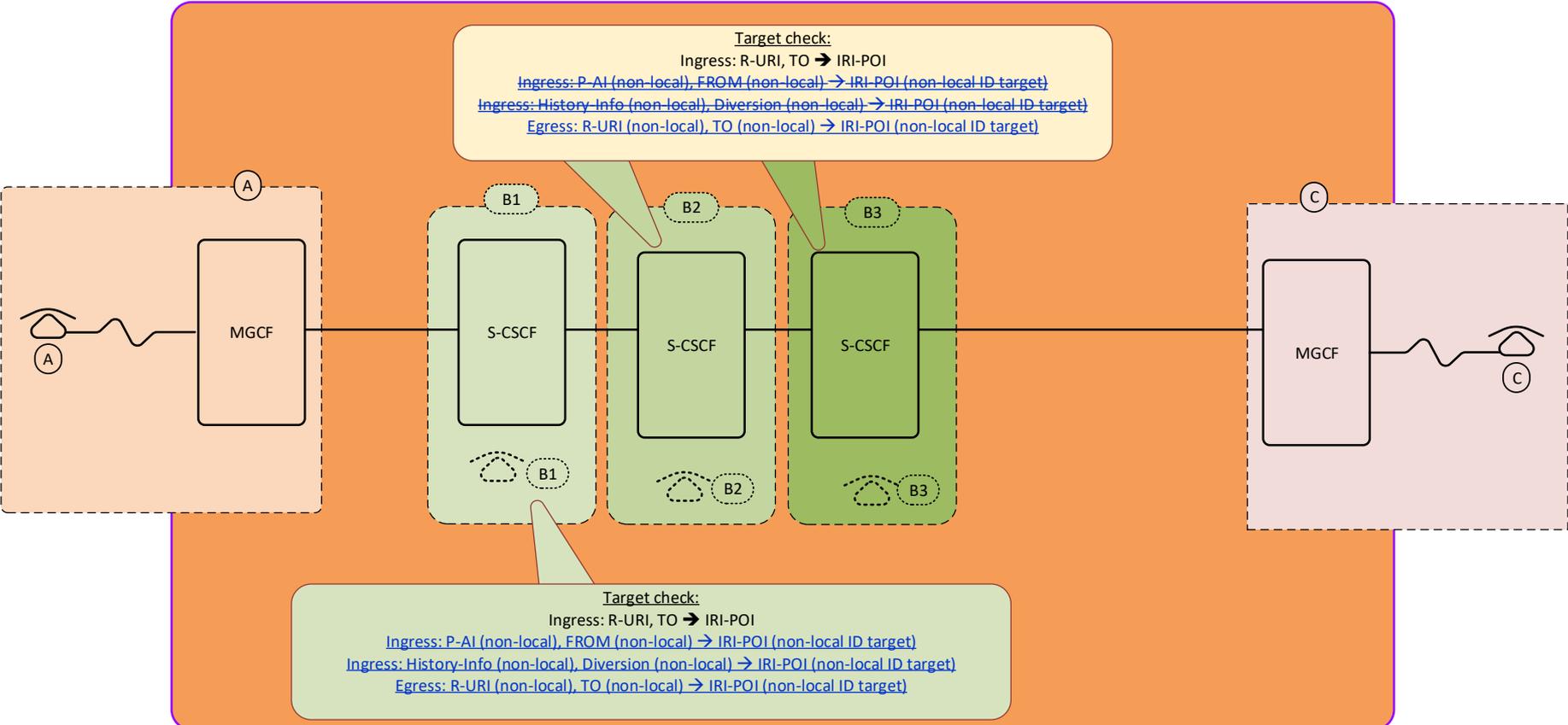
Optional method: LI at the Edge nodes (IBCF)



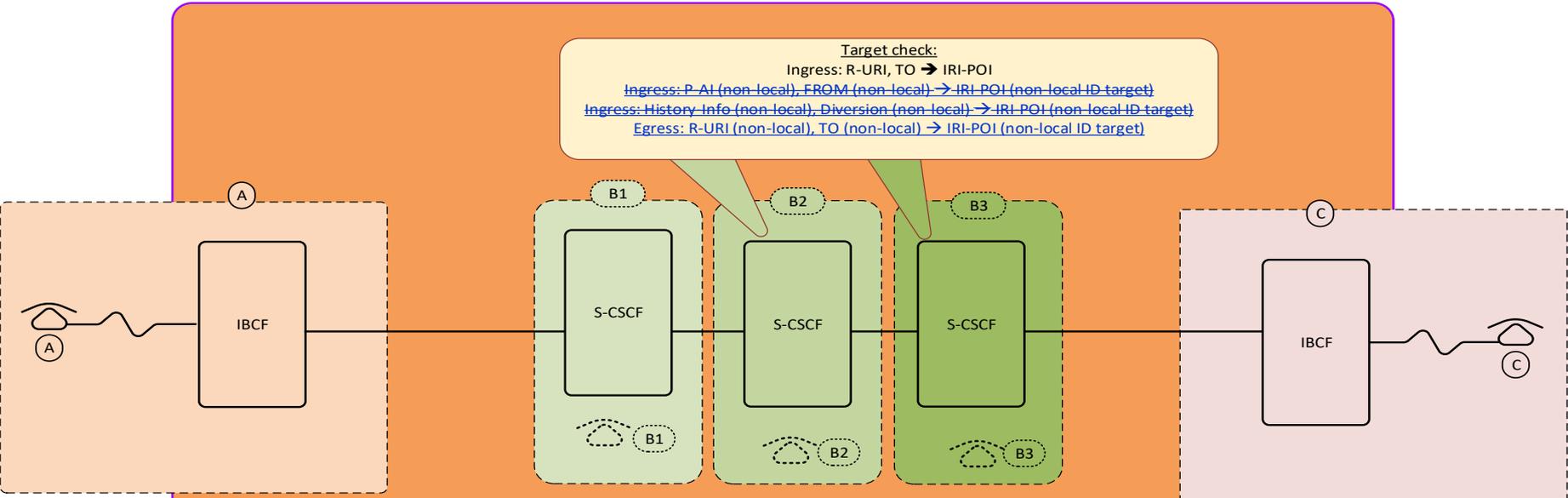
Optional method: LI at the Edge nodes (P-CSCF)



Optional method: LI S-CSCF (MGCF as the edge node)

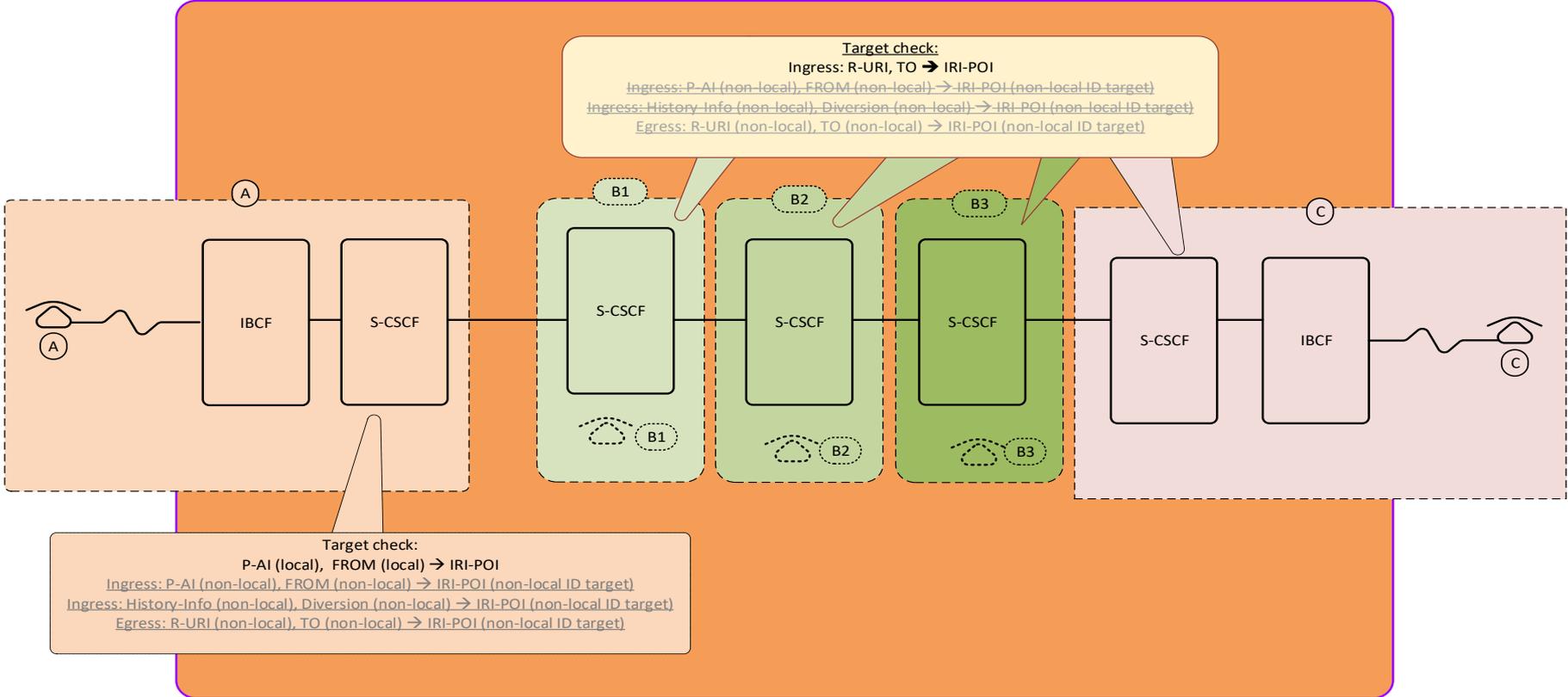


Optional method: LI S-CSCF (IBCF as the edge node) – case 1

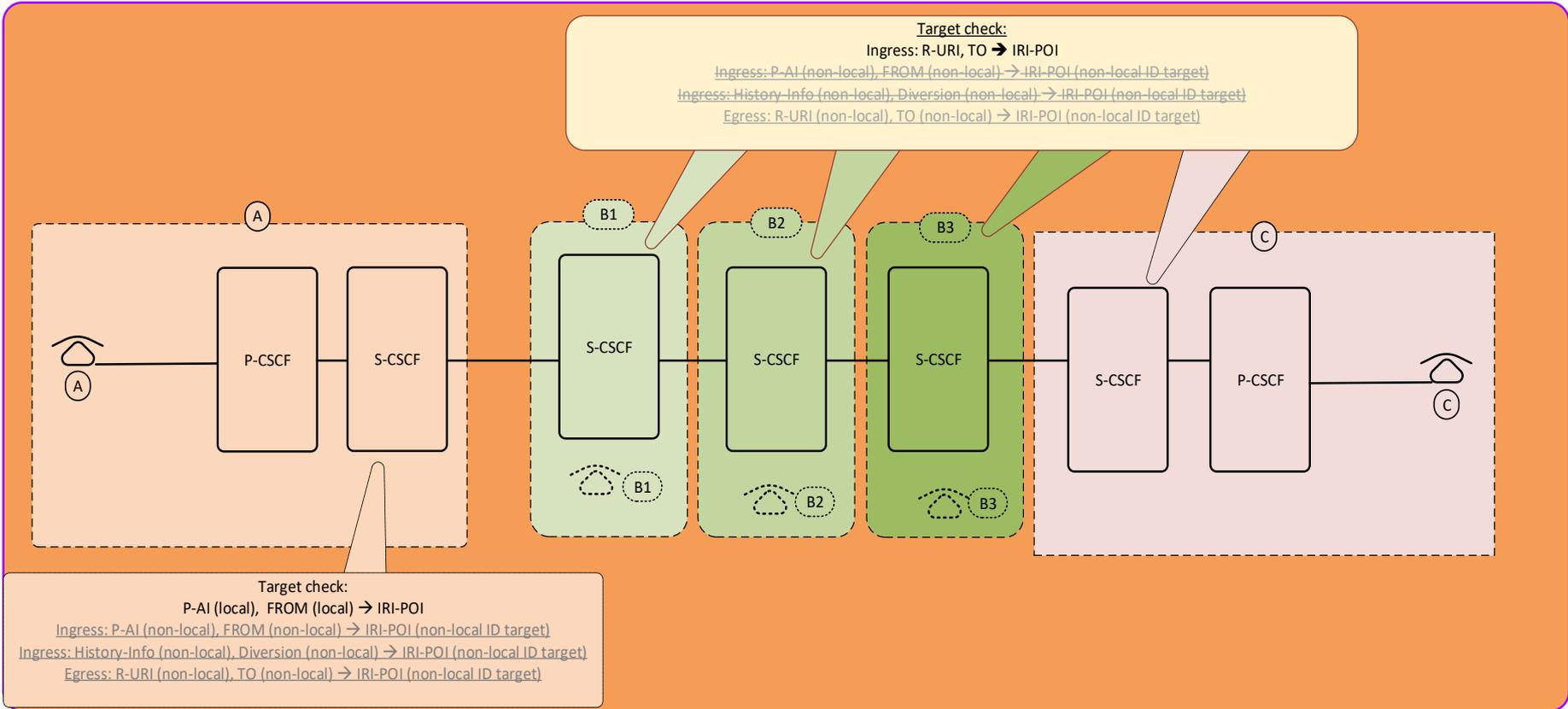


Target check:
 Ingress: R-URI, TO → IRI-POI
 Ingress: P-AI (non-local), FROM (non-local) → IRI-POI (non-local ID target)
 Ingress: History-Info (non-local), Diversion (non-local) → IRI-POI (non-local ID target)
 Egress: R-URI (non-local), TO (non-local) → IRI-POI (non-local ID target)

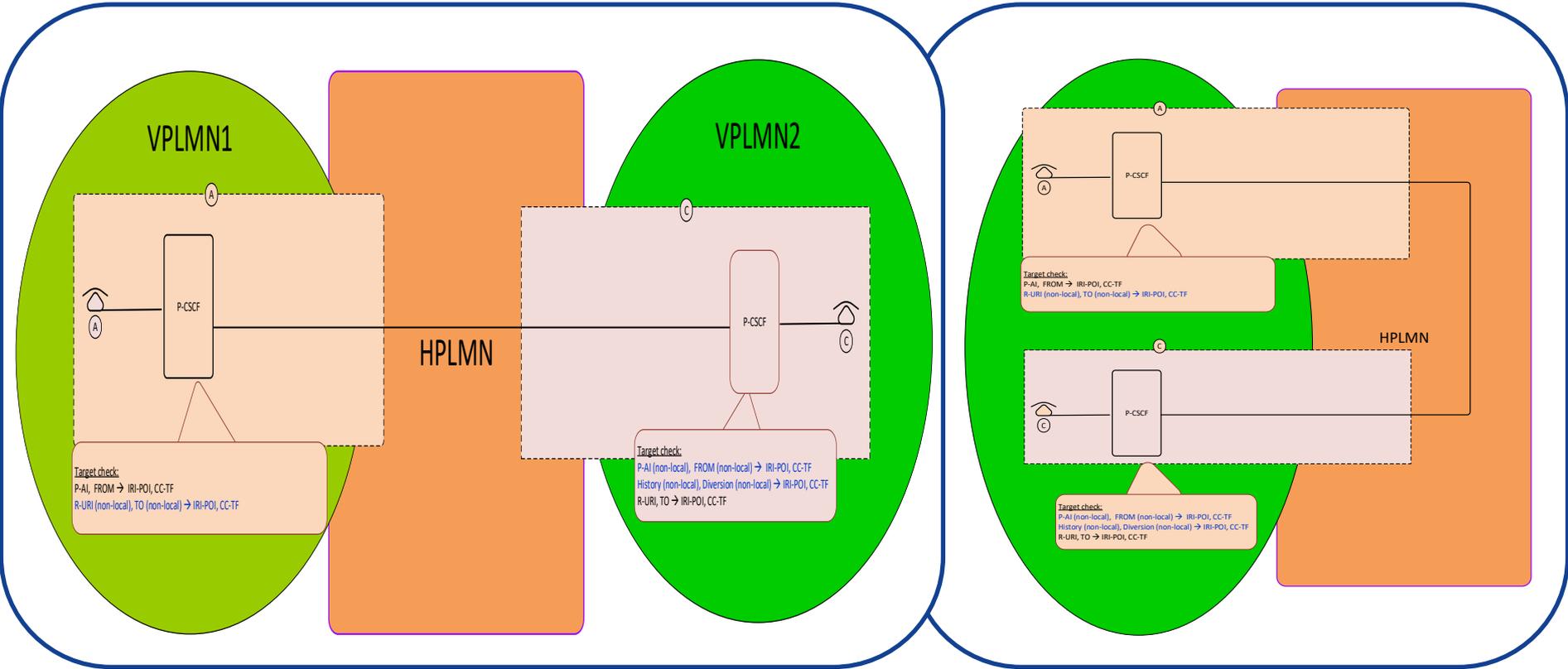
Optional method: LI S-CSCF (IBCF as the edge node) – case 2



Optional method: LI S-CSCF (P-CSCF as the edge node)



Roaming case – general concept



NOKIA