**3GPP TSG-SA3 Meeting #108-Adhoc *draft\_S3-222812-r4***

**e-meeting, 10-14 October 2022 revision of *draft\_S3-221865-r2***

**Source: Nokia, Nokia Shanghai Bell**

**Title: KI7 conclusion on authorization mechanism determination in inter-PLMN**

**Document for: Approval**

**Agenda Item: 5.24**

# 1 Decision/action requested

***Conclusion proposal for KI#7***

# 2 References

[1] 3GPP TR 33.875

# 3 Rationale

 *Conclusion proposal for KI#7*

# 4 Detailed proposal

START OF CHANGE

>>> REMOVE CHANGES OVER CHANGES IN FINAL VERSION

## 7.7 KI#7: Authorization mechanism determination

### 7.7.1 Analysis

The key issue is for studying that 5GS should provide mechanisms to handle the case that one operator uses token-based authorization and its roaming partner uses static authorization. Solutions (Solution #9, and #17) were proposed in this regard.

TS 33.501 is mandating the support of OAuth2.0 since Rel-15 and GSMA recommmends (NG.113[8], clause 7.6.3.4) that roaming partners support the same authorization method. However, if one operator uses token-based authorization and its roaming partner uses static authorization, current specification text 29.510 is not clear, because only the OAuth2required use case is described.

Solution #9 provides a negotiation method for the case that one operator uses token-based authorization and its roaming partner uses static authorization.The usage of static authorization only by VPLMN seems to involve additional management effort on the HPLMN hNRF side for defining authorization policies per roaming partner. It further involves the risk that a vNRF can dictate the hNRF its own conditions on which authorization method to use.

Solution #17 is using existing stage 3 methods, which allow hNRF to configure per PLMN whether OAuth2.0 method is required. However, also for this approach some management effort is needed. Further, the existing stage 3 methods emphazise on OAuth2.0 only. The solution proposes to provide an explicit statement on static authorization if OAuth2.0 is not required. Solution #17 requires that one network knows the capability of the other network.

### 7.7.2 Conclusion

TBD

\*\*\*\*\*\*\*\*\*\*\* END OF CHANGE