**3GPP SA3LI#94 *s3i240476***

**9-12 July 2024, Amsterdam (The Netherlands)**

**Title: Reply LS on User Identities and Authentication Architecture**

**Response to: LS on User Identities and Authentication Architecture**

**Release: Rel-19**

**Work Item: FS\_UIA\_ARC**

**Source: SA3-LI**

**To: SA2**

**Cc: SA3, SA1**

**Contact person: Tyler Hawbaker**

**thawbaker@fbi.gov**

**Send any reply LS to: 3GPP Liaisons Coordinator,** [**mailto:3GPPLiaison@etsi.org**](mailto:3GPPLiaison@etsi.org)

**Attachments:**

# Overall description

SA3-LI kindly thanks SA2 for their LS and provides the following answer to Question 3:

**Question 3:**

Regarding Key Issue #1 of TR 23.700-32, in SA2 also certain companies question whether the user identity that is using the UE also needs to be known for LI purposes e.g., to comply to regulatory requirements.

**SA3-LI Response:**

SA3-LI’s understanding from the various solutions proposed in TR 23.700-32 is that the user identity may not be readily available to the CSP. Based on this understanding, SA3-LI’s conclusion is that whenever the user identity is generated, known, or detected by the CSP, it shall be made available for LI purposes (e.g. LI targeting and reporting).

SA3-LI kindly refers SA2 delegates to TS 33.126 clause 6.2, in particular R.6.2-10 and R.6.2 - 50 through R.6.2 - 110 regarding user identification as background to this conclusion.

However, SA3-LI would like to note that this analysis is complicated by the fact that TR 23.700-32 contains a large number of potential solutions addressing several distinct use cases. SA3-LI would be happy to reconsider or reconfirm these conclusions as it becomes clear which solutions are being brought forward into normative work.

# Actions

**To SA2:**

**ACTION:** SA3-LI kindly asks SA2 to take the above response into account when discussing candidate solutions to Key Issue #1.

# 3 Dates of next SA3-LI meetings

SA3#95-LI 29 October – 1 November 2024 Las Vegas, NV (US)

SA3#96-LI 28 – 31 January 2025 Sophia Antipolis, France