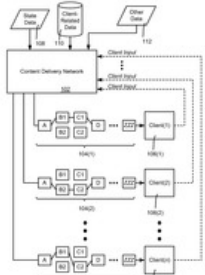
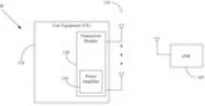
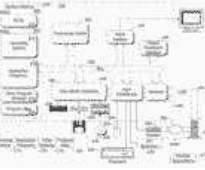
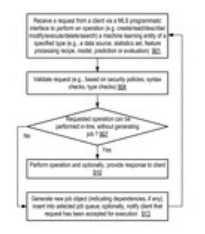
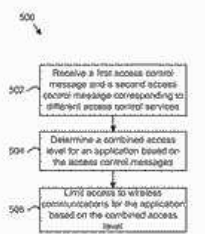


10 results for 18 and periods - Collection: FAMPAT

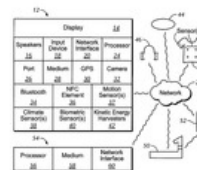
#	  Title	Publication number	Publ. date	Applicant/Assignee	
1.	Streaming media state machine	EP3446487	2019-02-27	HOME BOX OFFICE	
The described technology is directed towards having multiple paths through streamed media content, such as a video. The content may be represented as a state machine of states, in which each state corresponds to one or more periods of one or more segments, and transitions to one or more other states. When a state is able to transition to different states, one or more criteria may be used to select one of the transition paths to a next state. Segments corresponding to unknown paths (where the transition decision is not yet available) may be selected and streamed for buffering via a multiple path buffering mechanism. 					
2.	Method for seamless unicast-broadcast switching during dash-formatted content streaming	EP2901574	2015-08-05	INTEL HAN SEUNGHEE	
(EP2901725) A method for switching from a unicast based delivery to an evolved multimedia broadcast multicast services (eMBMS) based delivery of dynamic adaptive streaming over hyper-text transfer protocol (HTTP) (DASH) formatted content. The method can include inserting dedicated stream access points (SAPs) in media for switching between the unicast and eMBMS-based content delivery. The use of SAPs enables a DASH client to be able to seamlessly switch between unicast and broadcast delivery modes. 					
3.	Streaming methods and systems	US20030195977	2003-10-16	MICROSOFT TECHNOLOGY LICENSING	
Various embodiments provide methods and systems for streaming data that can facilitate streaming during bandwidth fluctuations in a manner that can enhance the user experience. In one aspect, a forward-shifting technique is utilized to buffer data that is to be streamed, e.g. an enhancement layer in a FGS stream. Various techniques can drop layers actively when bandwidth is constant. The saved bandwidth can then be used to pre-stream enhancement layer portions. In another aspect, a content-aware decision can be made as to how to drop enhancement layers when bandwidth decreases. During periods of decreasing bandwidth, if a video segment does not contain important content, the enhancement layers will be dropped to keep the forward-shifting of the enhancement layer unchanged. If the enhancement layer does contain important content, it will be transmitted later when bandwidth increases. 					
4.	Input processing for machine learning	US20150379072	2015-12-31	AMAZON TECHNOLOGIES	
A record extraction request for a data set is received at a machine learning service. A plan to perform one or more chunk-level operations (such as sampling, shuffling, splitting or partitioning for parallel computation) on chunks of the data set is generated. A set of data transfers that results in a particular chunk being stored in a particular server's memory is initiated to implement the first chunk-level operation of the sequence. A second operation such as another filtering operation or a feature processing operation is performed on a result set of the first chunk-level operation. 					
5.	Techniques for communication between interworking function and short message service nodes for device trigger replacement/recall	EP3092724	2016-11-16	INTEL IP VESTAS WIND SYSTEMS	
(EP3092869) Techniques to support device trigger replacement and/or recall are described. In one embodiment, for example, a machine-type communication interworking function (MTC-IWF) node may comprise logic, at least a portion of which is in hardware, the logic to receive a trigger adjustment request comprising a stored trigger identifier (ID), the trigger adjustment request constituting a request to adjust a stored device trigger associated with the stored trigger ID, select a trigger adjustment procedure for the stored device trigger based on the trigger adjustment request, and send a first T4 interface command over a T4 interface connection to initiate the selected trigger adjustment procedure. Other embodiments are described and claimed. 					
6.	Structure of digital rights management (drm) system	EP1259863	2002-11-27	MICROSOFT TECHNOLOGY LICENSING MICROSOFT	
A digital rights management (DRM) system operates on a computing device when a user requests that a protected piece of digital content be rendered by the computer device in a particular manner. The DRM system has a license store, a license evaluator, and a state store. The license store stores digital licenses on the computing device. The license evaluator determines whether any licenses stored in the license store correspond to the requested digital content and whether any such corresponding licenses are valid, reviews license rules in each such valid license, and determining based on such reviewed license rules whether such license enables the requesting user to render the requested digital content in the manner sought. The state store maintains state information corresponding to each license in the license store, where the state information is created and updated by the license evaluator as necessary. 					

7. Intelligent device mode shifting based on activity EP3020253

2016-05-18

SONY

A consumer electronics (CE) device has at least first and second user interface (UI) output modes respectively correlated to first and second user activities. The UI output mode is automatically established based on a sensor indicating a user activity correlated to the UI output mode.



8 Notification platform architecture

EP1264238

2002-12-11

MICROSOFT TECHNOLOGY LICENSING

MICROSOFT

The present invention relates to a system (10) and methodology (170, 173, 180, 400, 600, 1000) to enable a variety of information associated with one or more notification sources (26-28) to be directed to one or more notification sinks (36-38) via a notification platform architecture (10). The architecture (10) includes a context analyzer (22) for determining a user's state such as location and attentional focus, wherein the user's state is employed by a notification manager (24) to make decisions regarding what, when and how information generated by the notification sources (26-28) should be forwarded to the notification sinks (36-38), for example. These decisions can include a cost benefit analysis wherein considerations are given as to whether the benefits of notifying the user are outweighed by the costs of disrupting the user. Decision-theoretic policies (177, 180) and/or somewhat less formal heuristic policies (177) can be employed to enable the decision-making process within the notification manager (24).



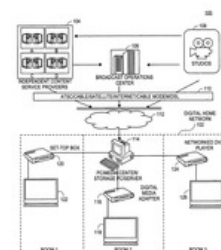
9. A hybrid method for delivering "streaming" media within the home

EP2204966

2010-07-07

➤ INTEL

A hybrid system and method for delivering "streaming" media within the home. According to the method, small portions of media items from a controlling device are received at a rendering device for pre-caching into a cache. Upon a user selecting a media item for playback, play of the media item is immediately started from the cache in real-time while the remaining portions of the selected media item are downloaded from the controlling device and appended to cache at a rate faster than real-time.



10. System and a method for controlling one or more signal sequences characteristics

US20080170630

2008-07-17

FLASH NETWORKS

FLASH NETWORKS ISRAEL

The present invention provides controllers, systems and methods that apply techniques for determining signal sequence characteristics that propagate through a sequence of buffers. One of the buffers represents buffering characteristics of a network through which the signal sequence propagates. The signal sequence may include packets of a media stream and the network may include a wireless network.

