

TELEPHONIC COMMUNICATIONS WITH INTELLIGENT PROTOCOL SWITCHING

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CLAIM OF PRIORITY

This application claims the benefit of priority under 35 U.S.C. 119(e),
U.S. Provisional Application Serial No. 61/230,434 filed July 31, 2009, entitled
10 "TELEPHONIC COMMUNICATIONS WITH INTELLIGENT PROTOCOL
SWITCHING" which is hereby incorporated by reference herein in its entirety.

TECHNICAL FIELD

The present application relates generally to the field of telephony
and, in a specific exemplary embodiment, to a system and method of automating
15 intelligent real-time switching between a plurality of telephonic devices each
operating on dissimilar communications protocols.

BACKGROUND

Various types of telephony have emerged over the past several years.
For example, in addition to a traditional telephone or cellular phone based on a
20 publicly switched telephony network (PSTN), Internet Protocol (IP)-based
phones and softphones are becoming increasingly popular. Generically, IP-
based phones and softphones are considered smart-phones. IP-based phones
can include hardware-based phone systems designed to function over the
Internet. Softphones are typically end-user based clients for initiating and
25 receiving voice and video communications over an IP network with the standard
functionality of most traditional telephones. Thus, a softphone can be a
software program, based on a general purpose computer, for sending and
receiving telephone calls over the Internet. Both IP-based phones and
softphones can be coupled to a private branch exchange (PBX) through a local
30 area network (LAN). Also, IP-based phones and softphones may be capable of
being coupled to other hardware-based phones. In a telephony-based
communication, each phone can be considered to be a communications end-
point.

There are currently several major Internet telephony service providers. However, services between the providers are frequently not interoperable. Thus, phone calls cannot directly be placed between the providers. Also, smart-phones are frequently incapable of connecting with other end-points in certain types of network-based environments, especially networks within a corporation. For example, each end-point must share a common communications protocol and at least one common audio CODEC for communications to occur. If there is no common protocol and at least one common CODEC, then generally no communications can occur.

Communication networks may generally be divided into peer-to-peer networks and client/server networks. Peer-to-peer networks support direct communication between various end-points without the use of an intermediary device (e.g., a host or server). Communication constraints imposed by firewalls and network address translation (NAT) servers used by Internet service providers (ISPs), cellular network operators (CNOs), and corporate networks to protect and control their networks must be considered. The constraints can become especially problematic when, for example, communications originating from outside and going into a corporate network is considered.

In general, firewalls control data traffic allowed to flow through them. A large majority of firewalls allow only solicited HTTP traffic to reach a smart-phone or a personal computer (PC), while plain packet-based IP traffic (e.g., traffic based on transmission control protocol (TCP) or user datagram protocol (UDP)) is blocked. Even if a smart-phone has an HTTP server, an HTTP request sent by a remote device to the HTTP server can be blocked by these firewalls, since the HTTP message is unsolicited by the receiving phone.

NAT servers can create obstacles to even a peer-to-peer connection. For example, one peer end-point may roam across different CNOs while connected to the Internet. While roaming, the end-point is on an overlay network and will change its IP address. Consequently, the end-point will lose any socket connections that have been established to a previous IP address.

BRIEF DESCRIPTION OF DRAWINGS

Various ones of the appended drawings merely illustrate exemplary embodiments of the present invention and cannot be considered as limiting its
5 scope.

Fig. 1A is a high-level network architecture illustrating an exemplary embodiment allowing intelligent protocol switching of communications;

Fig. 1B is an exemplary embodiment of an application engine subsystem to implement the intelligent protocol switching in the network
10 architecture of Fig. 1A;

Fig. 2 is an exemplary flowchart illustrating potential protocol switching methods for the network architecture of Fig. 1A; and

Fig. 3 is a simplified block diagram of a machine in an exemplary form of a computing system within which a set of instructions, for causing the
15 machine to perform any one or more of the methodologies discussed herein, may be executed.

DETAILED DESCRIPTION

The description that follows includes illustrative systems, methods,
20 techniques, instruction sequences, and computing machine program products that embody the inventive subject matter. In the following description, for purposes of explanation, numerous specific details are set forth to provide an understanding of various embodiments of the inventive subject matter. It will be evident, however, to those skilled in the art that embodiments of the inventive
25 subject matter may be practiced without these specific details. Further, well-known instruction instances, protocols, structures, and techniques have not been shown in detail.

As used herein, the term “or” may be construed in either an inclusive or exclusive sense. Similarly, the term “exemplary” is construed merely to mean

an example of something or an exemplar and not necessarily a preferred or ideal means of accomplishing a goal. Additionally, although various exemplary embodiments discussed below focus on automated protocol access between end-points, the embodiments are given merely for clarity in disclosure. Thus, any
5 type of, for example, electronic protocol switching between a plurality of communicative media types, including various system architectures, may employ various embodiments of the intelligent protocol switching system and method described herein and are considered as being within a scope of the present invention.

10 Various exemplary embodiments discussed herein define systems and methods to automatically select compatible communication protocols between one or more communications networks. In an exemplary embodiment, the system can include an application engine configured to couple to at least a first one of the one or more communications networks and receive a sample of an
15 attempted communication from a first end-point. The first end-point is a telephonic device, such as an IP-phone, smart-phone, or cellular phone, used by a first user attempting to telephonically communicate with a user of a second end-point. The second end-point is also a similar or dissimilar telephonic device. The application engine includes a decoder engine that samples the
20 attempted communications to determine a first protocol associated with the first end-point and a second protocol associated with the second end-point. A protocol conversion engine is arranged to convert the first protocol to be compatible with at least a second one of the one or more networks associated with the second protocol.

25 In another exemplary embodiment, a conversion method to automatically select compatible communication protocols between one or more communications networks is disclosed. The method includes receiving a sample of an attempted communication from a user attempting communication with a first end-point. As above, the first end-point is a telephonic device attempting to
30 initiate communications with a second end-point. The second end-point is also a telephonic device that is either similar or dissimilar to the first end-point. Both a first protocol associated with the first end-point and a second protocol associated

with the second end-point are each determined. The first protocol is converted to be compatible with at least a second one of the one or more communications networks associated with the second protocol, thus allowing the communications between, for example, dissimilar networks, to proceed.

5 In another exemplary embodiment, a machine-readable storage device comprising instructions is disclosed. The instructions contained on the machine-readable storage device, when executed by one or more processors, cause the one or more processors to perform a method to automatically select compatible communication protocols between one or more communications
10 networks. As described above, the method includes receiving a sample of an attempted communication from a user attempting communication with a first end-point. As above, the first end-point is a telephonic device attempting to initiate communications with a second end-point. The second end-point is also a telephonic device that is either similar or dissimilar to the first end-point. Both a
15 first protocol associated with the first end-point and a second protocol associated with the second end-point are each determined. The first protocol is converted to be compatible with at least a second one of the one or more communications networks associated with the second protocol, thus allowing the communications between, for example, dissimilar networks, to proceed. Each of these exemplary
20 embodiments, and others, is discussed in detail, below.

 With reference to Fig. 1, a diagram of an exemplary embodiment of a high-level network architecture 100 includes a first networked environment 110, a second networked environment 130, a translation environment 150, and a peer-to-peer environment 170. The first 110 and second 130 networked
25 environments, the translation environment 150, and the peer-to-peer environment 170 are each coupled to one another through a network 115. The network 115 can be, for example, the Internet, a hard-wired network, a wireless network, or a combination thereof. Each of the first 110 and second 130 networked environments can be, for example, different corporate environments
30 in geographically dispersed areas. Although certain types of end-points, servers, applications, and networks are shown, a skilled artisan will recognize that more or fewer numbers of each may be involved in an actual network architecture.

Additionally, each of the components may be coupled differently than the illustration depicts. For example, first 110 and second 130 networked environments each appear to have components coupled to one another in series. However, the components can be coupled to one another in parallel as well.

5 Therefore, the high-level network architecture 100, as stated, is merely exemplary and serves generally to describe the inventive nature of the subject matter contained herein.

Each of the first 110 and second 130 networked environments include a firewall 109A, 109B, an internal network 107A, 107B, and an internal end-
10 point 105A, 105B (e.g., a first end-point and a second end-point). Each of the internal end-points 105A, 105B can be considered to be, for example, a cell-phone, a smart-phone, an IP-phone, a standard telephone, or various combinations thereof. Further, each of the internal end-points 105A, 105B is optionally coupled to peer software 103A, 103B. The peer software 103A, 103B
15 can be proprietary or non-proprietary software allowing certain added functionality or features to the respective internal end-points 105A, 105B coupled thereto. Moreover, the peer software 103A, 103B can be located either internal or external to the respective internal end-points 105A, 105B.

In a specific exemplary embodiment, the peer software 103A, 103B
20 can be, for example, a MIDlet-based application. A MIDlet is a Java application framework used with a Mobile Information Device Profile (MIDP) that is typically implemented on a Java-enabled smart-phone. Further, the MIDlet can enable an application programming interface (API) for peer-to-peer communications with other peer devices (not shown).

25 Each of the first 110 and second 130 networked environments further includes an application package 101A, 101B either coupled to or contained within the respective internal end-points 105A, 105B. In a specific exemplary embodiment, each of the application packages 101A, 101B can help establish a communication channel between, for example, the internal end-point 105A and
30 any other end-point inside or outside of the first networked environment 110.

As discussed above, in typical contemporary communications platforms, each of the end-points must be based upon the same protocol. Details of communications between end-points operating on non-similar protocols are given, below. In general, one end-point listens for connections, another end-point establishes a connection with the first end-point, and then both sides of the communication channel can send and receive data on that channel. Each of the application packages 101A, 101B operating on or within the respective internal end-points 105A, 105B, can listen for connections, establish a connection, and send or receive data on an established connection with at least one other end-point.

With continued reference to Fig. 1A, the translation environment 150 includes a protocol translation server 113 and a middleware application engine 111. The protocol translation server 113 generally includes one or more processors, either an internal or remote database (not shown), and storage memory. Although not shown, the middleware application engine 111 can function as a hardware, software, or firmware component within the protocol translation server 113.

The middleware application engine 111 is described in more detail, below, but generally includes either software or hardware-based processing routines to establish compatible protocol communications between various end-points. The middleware application engine 111 provides instructions to the protocol translation server 113 for facilitating communication between various types of end-point devices. Thus, the protocol translation server 113 and the middleware application engine 111 function effectively as a relay in communications between end-points. The protocol translation server 113 is coupled to the network 115 and communicates using, for example, hypertext transfer protocol (HTTP) messages. However, many other types of communication messaging techniques may be readily employed as well.

The peer-to-peer environment 170 includes a first end-point 117 and a second end-point 119. The first 117 and second 119 end-points can each be a smart-phone, a cellular phone, a standard phone, or various combinations thereof. Further, although the peer-to-peer environment 170 appears to indicate

a close proximity of the first 117 and second 119 end-points, a skilled artisan will recognize that each end-point may be dispersed anywhere within or above the world.

With reference now to Fig. 1B, the middleware application engine 111 of Fig. 1A is described in more detail. The middleware application engine 111 includes an application programming interface (API) 153, a protocol conversion engine 155, and a decoder engine 157. The middleware application engine 111 is coupled to a browser 121 through the API 153. As is known independently in the art, the API 153 can be comprised of a set of routines, data structures, object classes or various operational protocols to support the building of applications. Moreover, various forms of the browser 121, such as Internet Explorer®, Netscape Navigator®, or Mozilla® Firefox®, are common and known independently in the art. Further, as is recognizable to a skilled artisan, the browser 121 can be located either proximate to or remotely from the middleware application engine 111. From the browser 121, a programmatic interface is provided by the API 153 to access both the protocol conversion engine 155 and the decoder engine 157.

In a specific exemplary embodiment of the protocol conversion engine 155, the decoder engine 157 samples an attempted communication occurring between, for example, the first end-point 117 and the internal end-point 105A within the first networked environment 110. Since many types of smart-phones use a control protocol such as Session Initiation Protocol (SIP), an underlying transport layer of the attempted communications can be detected prior to an actual communication session. SIP is known independently in the art and is a signaling protocol used to establish and terminate various types of communication sessions for IP-based communications. SIP provides a superset of processing functions and features available over, for example, a PSTN. SIP is a text-based protocol sharing elements with HTTP and runs on the application layer as TCP/IP-based protocol. SIP is designed to be independent of an underlying transport layer and thus can run on a variety of transport layers such as TCP or UDP, described above.

However, since firewalls, especially firewalls with network address translation (NAT) functionality, typically block communication packets such as UDP, the protocol conversion engine 155 converts UDP to another transport layer compatible with the first networked environment 110. For example, a transport layer running packets under UDP can be converted to TCP packets using techniques known independently in the art. Such techniques can involve protocol tunneling. Tunneling is used to carry a payload over an incompatible delivery network. In this case, the payload of a first communication protocol is encapsulated within a second delivery protocol where the second delivery protocol is compatible with the previously incompatible delivery network. Techniques of tunneling can therefore be used to deliver a communication message through a firewall as well since the protocol that may have otherwise blocked the prior protocol, such as UDP, is now encapsulated within a compatible protocol, such as TCP.

Additionally, certain contemporary protocols utilize direct end-point to end-point communication. For example, in a specific exemplary embodiment, Adobe® Systems Incorporated of San Jose, California produces a Real Time Media Flow Protocol (RTMFP) enabling direct end-point to end-point communications when each end-point has a copy of either the Adobe® Flash® Player or applications developed using the Adobe® AIR® framework. The middleware application engine 111 can incorporate portions of one or more of the Adobe® applications within the protocol conversion engine 155 after the decoder engine 157 samples an attempted communication.

Referring now to Fig. 2, a flow diagram of an exemplary method 200 for establishing communications between end-point devices using intelligent protocol switching is illustrated. Although specific protocols are used for clarity in the exemplary method 200, a skilled artisan will recognize how the method can be used with a variety of protocols.

For example, a SIP-based communication device attempts 201 to establish a call with a second end-point. A protocol conversion engine determines 203 both the underlying protocol of the incoming SIP message and the protocol allowed by a network of the second end-point. A determination is

then made 205 whether the communication type of the incoming protocol is TCP-based or UDP-based.

If the determination is made at operation 205 that the incoming protocol is TCP-based, a further determination is made 207 by the protocol
5 conversion engine whether the TCP is compatible with the network of the second end-point. If the TCP is compatible with the network of the second end-point, then a connection is established 209 through the network to the second end-point. If however, the TCP is incompatible with the network of the second end-point, then one or more other conversion types are considered at operation
10 211. The other conversion types can include, for example, the RTMFP or tunneling techniques discussed above. Another determination is made 213 is made whether the one or more other conversion types are compatible with the network of the second end-point. If the conversion type is compatible, then a connection is established 209 through the network to the second end-point. If a
15 determination is made the conversion is not compatible, then the communication ends 215. Optionally (not shown), one or more loops may be made back to the determination whether one or more other conversion types at operation 211 may be made.

If a determination is made at operation 205 that the incoming
20 protocol is UDP-based, a further determination is made 217 by the protocol conversion engine whether the UDP is compatible with the network of the second end-point. If so, a further determination is made 219 by the protocol conversion engine whether there are any issues with traversing a NAT/firewall at operation 219 at the network of the second end-point. (Note, the TCP may have
25 similar issues but are not considered in this exemplary embodiment merely for issues of clarity.) If there are issues with the NAT/firewall, the UDP can be converted 221 to TCP and a connection is established 209 through the network to the second end-point. Alternatively (not shown), if the TCP conversion is incompatible with the NAT/firewall, other conversion types can be considered at
30 operation 211. If, at operation 217, a determination is made by the protocol conversion engine that the UDP is incompatible with the network of the second

end-point, then one or more other conversion types are considered at operation 211 and the exemplary method continues as described, above.

5 *Application of Intelligent Protocol Switching into an Exemplary Network Architecture*

Although the various servers, end-points, networks, and other structural and software elements have been defined in terms of a variety of individual structural and software elements, a skilled artisan will recognize that
10 many of the items can be combined or organized in other ways. The description given herein simply provides an exemplary embodiment to aid the reader in an understanding of the systems and methods used herein.

Therefore, while various embodiments of the inventive subject matter described herein are described with reference to assorted implementations and
15 exploitations, it will be understood that these embodiments are illustrative only and that a scope of the present inventions is not limited merely to those described embodiments. Moreover, a skilled artisan will recognize that the automatic selection and conversion of communication protocols, using various systems and methods described herein, may be implemented with any consistent
20 hardware or software systems either defined herein or known independently in the art using techniques described herein. Many variations, modifications, additions, and improvements are therefore possible.

Modules, Components, and Logic

25 Additionally, certain embodiments described herein may be implemented as logic or a number of modules, components, or mechanisms. A module, logic, component, engine, or mechanism (collectively referred to as a “module”) may be a tangible unit capable of performing certain operations and is configured or arranged in a certain manner. In certain exemplary embodiments,
30 one or more computer systems (e.g., a standalone, client, or server computer system) or one or more components of a computer system (e.g., a processor or a group of processors) may be configured by software (e.g., an application or

application portion) or firmware (note that software and firmware can generally be used interchangeably herein as is known by a skilled artisan) as a module that operates to perform certain operations described herein.

In various embodiments, a module may be implemented
5 mechanically or electronically. For example, a module may comprise dedicated circuitry or logic that is permanently configured (e.g., within a special-purpose processor) to perform certain operations. A module may also comprise programmable logic or circuitry (e.g., as encompassed within a general-purpose processor or other programmable processor) that is temporarily configured by
10 software or firmware to perform certain operations. It will be appreciated that a decision to implement a module mechanically, in the dedicated and permanently configured circuitry, or in temporarily configured circuitry (e.g., configured by software) may be driven by cost and time considerations.

Accordingly, the term module should be understood to encompass a
15 tangible entity, be that an entity that is physically constructed, permanently configured (e.g., hardwired), or temporarily configured (e.g., programmed) to operate in a certain manner and/or to perform certain operations described herein. Considering embodiments in which modules or components are temporarily configured (e.g., programmed), each of the modules or components
20 need not be configured or instantiated at any one instance in time. For example, where the modules or components comprise a general-purpose processor configured using software, the general-purpose processor may be configured as respective different modules at different times. Software may accordingly configure the processor to constitute a particular module at one instance of time
25 and to constitute a different module at a different instance of time.

Modules can provide information to, and receive information from, other modules. Accordingly, the described modules may be regarded as being communicatively coupled. Where multiples of such modules exist contemporaneously, communications may be achieved through signal
30 transmission (e.g., over appropriate circuits and buses) that connect the modules. In embodiments in which multiple modules are configured or instantiated at different times, communications between such modules may be achieved, for

example, through the storage and retrieval of information in memory structures to which the multiple modules have access. For example, one module may perform an operation, and store the output of that operation in a memory device to which it is communicatively coupled. A further module may then, at a later
5 time, access the memory device to retrieve and process the stored output. Modules may also initiate communications with input or output devices and can operate on a resource (e.g., a collection of information).

Exemplary Machine Architecture and Machine-Readable Medium

10 With reference to Fig. 3, an exemplary embodiment extends to a machine in the form of an exemplary computer system 300 within which instructions, for causing the machine to perform any one or more of the methodologies discussed herein, may be executed. In alternative exemplary embodiments, the machine operates as a standalone device or may be connected
15 (e.g., networked) to other machines. In a networked deployment, the machine may operate in the capacity of a server or a client machine in server-client network environment, or as a peer machine in a peer-to-peer (or distributed) network environment. The machine may be a personal computer (PC), a tablet PC, a set-top box (STB), a Personal Digital Assistant (PDA), a cellular
20 telephone, a web appliance, a network router, a switch or bridge, or any machine capable of executing instructions (sequential or otherwise) that specify actions to be taken by that machine. Further, while only a single machine is illustrated, the term “machine” shall also be taken to include any collection of machines that individually or jointly execute a set (or multiple sets) of instructions to perform
25 any one or more of the methodologies discussed herein.

The exemplary computer system 300 includes a processor 301 (e.g., a central processing unit (CPU), a graphics processing unit (GPU) or both), a main memory 303 and a static memory 305, which communicate with each other via a bus 307. The exemplary computer system 300 may further include a video
30 display unit 309 (e.g., a liquid crystal display (LCD) or a cathode ray tube (CRT)). The exemplary computer system 300 also includes an alphanumeric input device 311 (e.g., a keyboard), a user interface (UI) navigation device 313

(e.g., a mouse), a disk drive unit 315, a signal generation device 317 (e.g., a speaker), and a network interface device 319.

Machine-Readable Medium

5 The disk drive unit 315 includes, for example, a non-transitory machine-readable storage medium 321 on which is stored one or more sets of instructions 323 and data structures (e.g., software) embodying or used by any one or more of the methodologies or functions described herein. The software 323 may also reside, completely or at least partially, within the main memory 10 303 or within the processor 301 during execution thereof by the exemplary computer system 300; the main memory 303 and the processor 301 also constituting machine-readable media.

 While the machine-readable storage medium 321 is shown in an exemplary embodiment to be a single medium, the term “machine-readable 15 storage medium” may include a single medium or multiple media (e.g., a centralized or distributed database, or associated caches and servers) that store the one or more instructions. The term “machine-readable storage medium” shall also be taken to include any tangible medium that is capable of storing, encoding, or carrying instructions for execution by the machine and that cause 20 the machine to perform any one or more of the methodologies of the present invention, or that is capable of storing, encoding, or carrying data structures used by or associated with such instructions. The term “machine-readable storage medium” shall accordingly be taken to include, but not be limited to, solid-state memories, and optical and magnetic media. Specific examples of machine- 25 readable media include non-volatile memory, including by way of exemplary semiconductor memory devices (e.g., EPROM, EEPROM, and flash memory devices); magnetic disks such as internal hard disks and removable disks; magneto-optical disks; and CD-ROM and DVD-ROM disks.

30 *Transmission Medium*

 The software 323 may further be transmitted or received over a communications network 325 using a transmission medium via the network

interface device 319 utilizing any one of a number of well-known transfer protocols (e.g., HTTP). Examples of communication networks include a local area network (LAN), a wide area network (WAN), the Internet, mobile telephone networks, Plain Old Telephone (POTS) networks, and wireless data
5 networks (e.g., WiFi and WiMax networks). The term “transmission medium” shall be taken to include any intangible medium that is capable of storing, encoding, or carrying instructions for execution by the machine, and includes digital or analog communications signals or other intangible medium to facilitate communication of such software.

10 Although an overview of the inventive subject matter has been described with reference to specific exemplary embodiments, various modifications and changes may be made to these embodiments without departing from the broader spirit and scope of the present invention. Such embodiments of the inventive subject matter may be referred to herein,
15 individually or collectively, by the term “invention” merely for convenience and without intending to voluntarily limit the scope of this application to any single invention or inventive concept if more than one is, in fact, disclosed.

 The embodiments illustrated herein are described in sufficient detail to enable those skilled in the art to practice the teachings disclosed. Other
20 embodiments may be used and derived therefrom, such that structural and logical substitutions and changes may be made without departing from the scope of this disclosure. The Detailed Description, therefore, is not to be taken in a limiting sense, and the scope of various embodiments is defined only by the appended claims, along with the full range of equivalents to which such claims
25 are entitled.

 Moreover, plural instances may be provided for resources, operations, or structures described herein as a single instance. Additionally, boundaries between various resources, operations, modules, engines, and data stores are somewhat arbitrary, and particular operations are illustrated in a
30 context of specific illustrative configurations. Other allocations of functionality are envisioned and may fall within a scope of various embodiments of the present invention. In general, structures and functionality presented as separate

resources in the exemplary configurations may be implemented as a combined structure or resource. Similarly, structures and functionality presented as a single resource may be implemented as separate resources.

- These and other variations, modifications, additions, and
- 5 improvements fall within a scope of the present invention as represented by the appended claims. The specification and drawings are, accordingly, to be regarded in an illustrative rather than a restrictive sense.

CLAIMS

1. A translation environment (150) for a network architecture, the network architecture including a first and second networked environment (110, 130), each
5 having a first and second network respectively, wherein the first and second networked environments (110, 130) and translation environment are coupled to one another by the Internet, the translation environment to select automatically a compatible communication protocol between the first and second communication networks (107A, 115, 107B), the translation environment (150) comprising:
10 an application engine (111), using one or more processors (301), configured to receive, via the Internet (115), an attempted communication from a first end-point of the first networked environment to a second end-point of the second networked environment, the application engine (111) including:
a decoder engine (157) configured to sample the received attempted
15 communication; and
a protocol conversion engine (155) configured to:
determine an underlying transport protocol of the received attempted communication;
determine a protocol allowed by the second network of the
20 second networked environment; and
convert the underlying transport protocol of the received attempted communication to be compatible with the second network of the second networked environment, and wherein the application engine is further configured to establish a connection with the second end-point
25 (105A, 105B) via the Internet (115).
2. The translation environment of claim 1, wherein the protocol conversion engine is configured to determine the underlying transport layer of the received attempted communication prior to an actual communications session.

3. The translation environment of claim 1, wherein the protocol conversion engine (155) is further configured to encapsulate a payload of the received attempted communication within the second protocol supported by the second network of the second networked environment.
- 5
4. The translation environment of claim 1, wherein the protocol conversion engine (155) is further configured to make a determination that a firewall is associated with the second network, and based on the determination that the firewall is associated with the second network, the protocol conversion engine (155) is further configured to convert an underlying transport protocol of the attempted communication to traverse the firewall.
- 10
5. The translation environment of claim 1, further comprising an application programming interface (153) configured to allow communication between a browser and the protocol conversion engine (155).
- 15
6. A conversion method of automatically selecting compatible communication protocols between communications networks, the method, being performed by an application engine in a translation environment coupled to a first and second networked environments (110, 130) by the Internet, comprising:
- 20
- receiving, via the Internet, an attempted communication from a first end-point of the first networked environment to a second end-point of the second networked environment;
 - 25 sampling the received attempted communication;
 - determining an underlying transport protocol of the received attempted communication;
 - determining a protocol allowed by a network of the second networked environment;

converting the underlying transport protocol of the received attempted communication to be compatible with the network of the second networked environment; and

establishing a connection to the second end-point (105A, 105B) via the Internet.

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7. The method of claim 6, wherein the step of determining the underlying transport protocol of the received attempted communication is prior to an actual communication session.

10 8. The method of claim 6, further comprising encapsulating a payload of the received attempted communication within the second protocol associated with the second network of the second networked environment.

9. The method of claim 6, further comprising:

15 making a determination that a firewall is associated with the second network that may block the attempted communication from the first end-point; and

based on the determination that the firewall is associated with the second network, converting an underlying transport protocol of the attempted communication to traverse the firewall.

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10. A non-transitory machine-readable storage medium comprising instructions that, when executed by one or more processors (301), cause the one or more processors (301) to perform a method of any one of Claims 6 to 9.