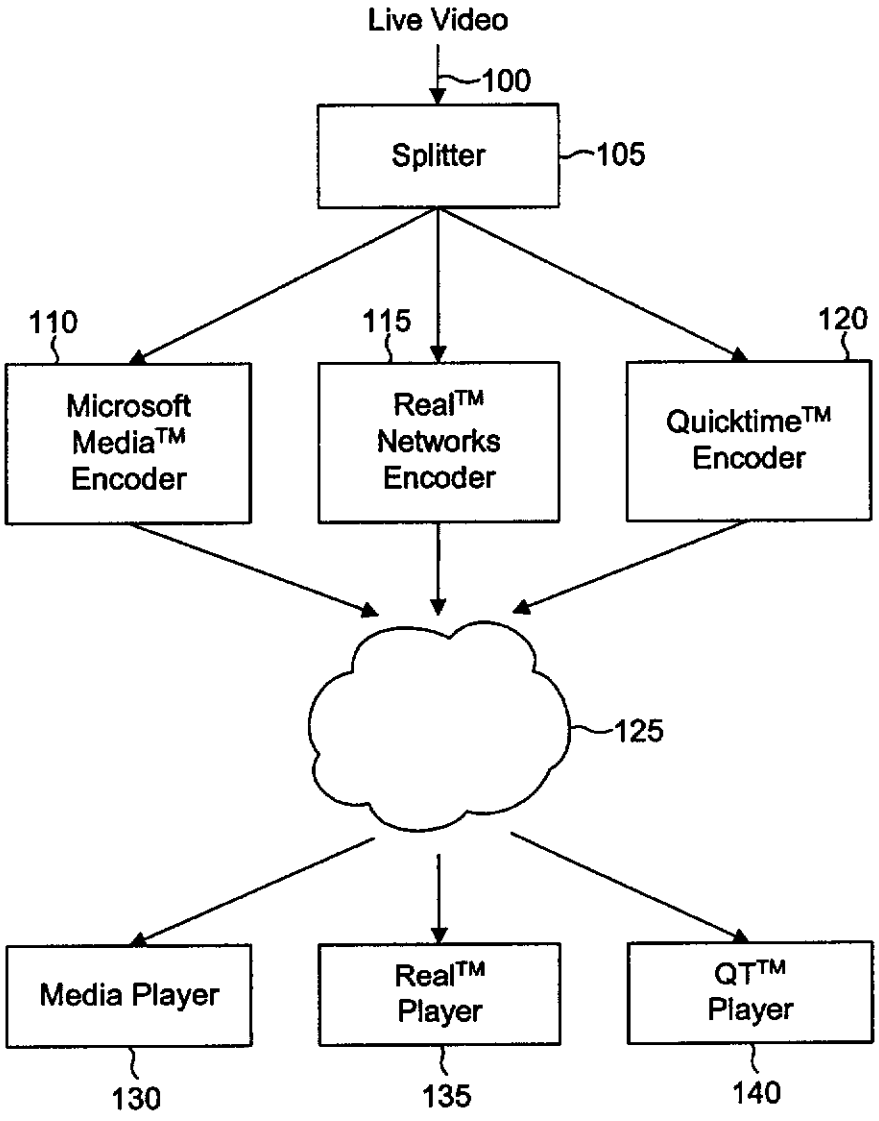


FIG. 1A
(Prior Art)

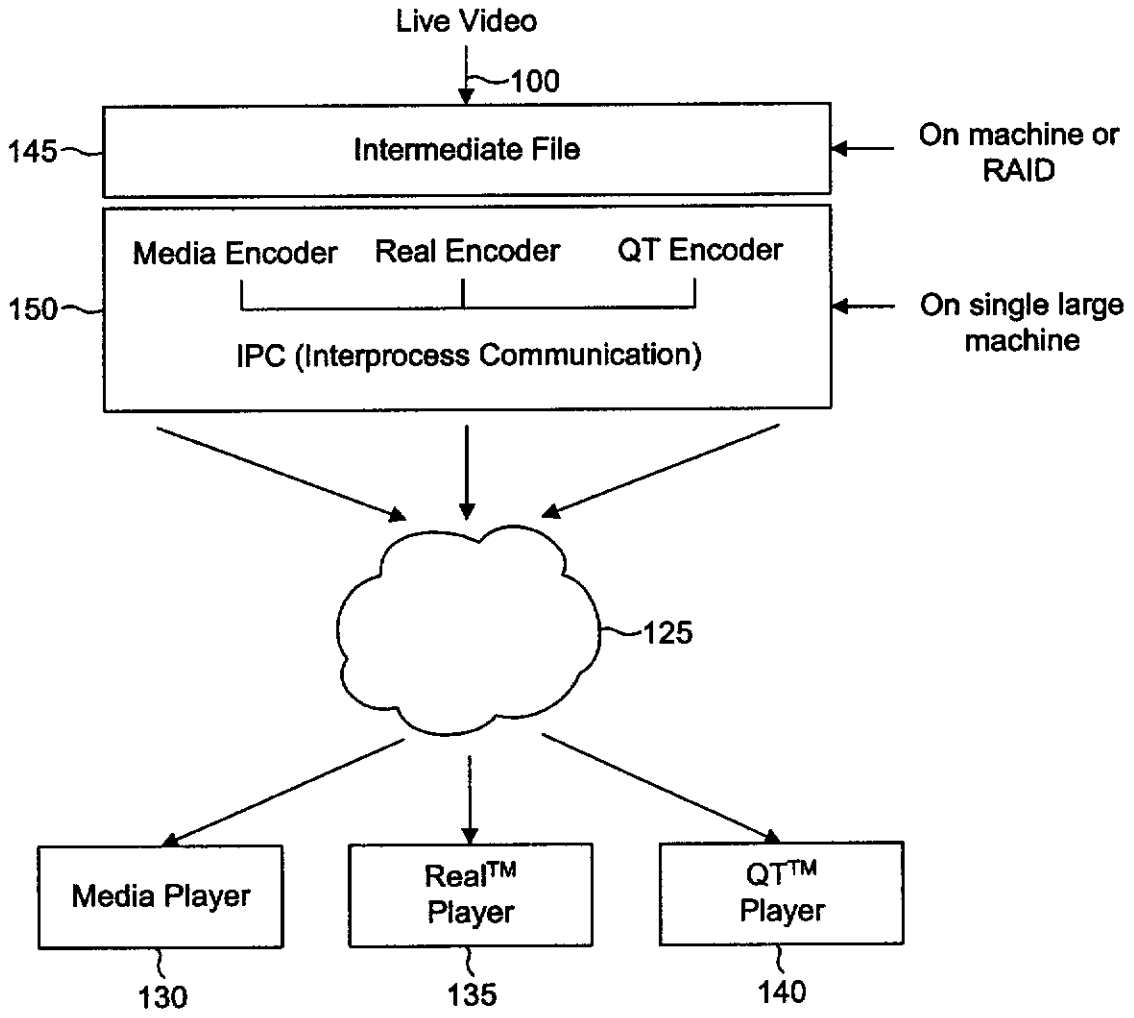


FIG. 1B
(Prior Art)

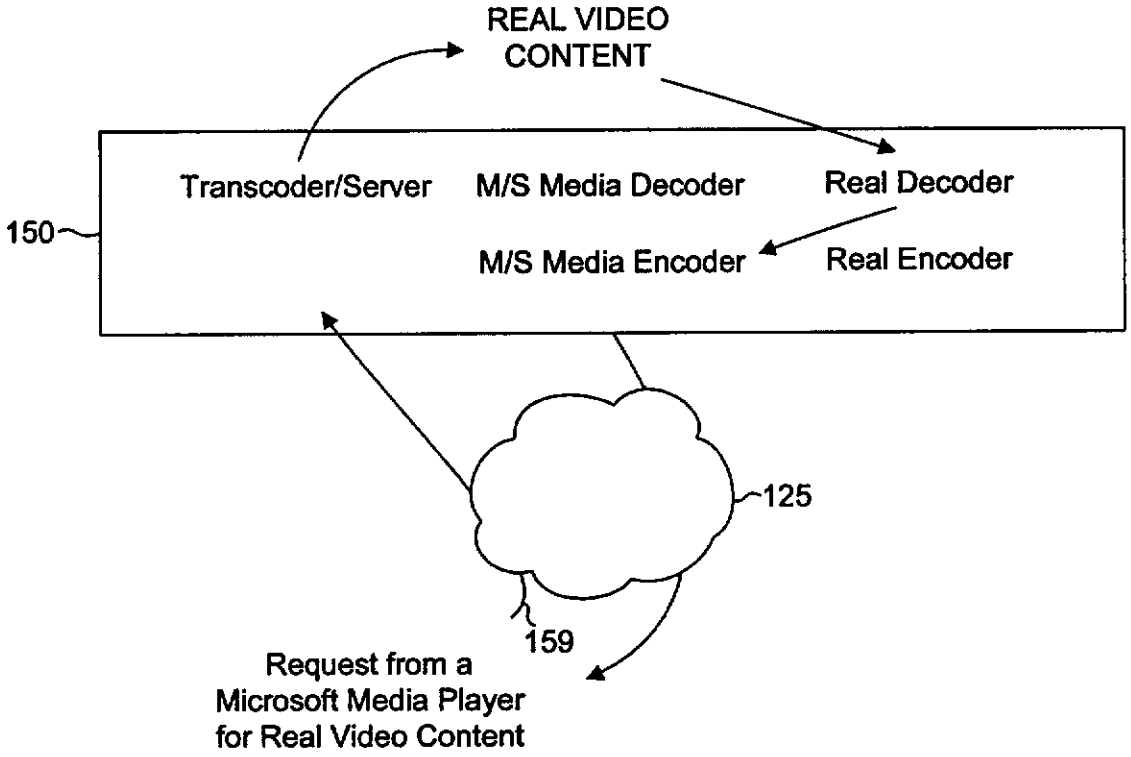


FIG. 1C
(Prior Art)

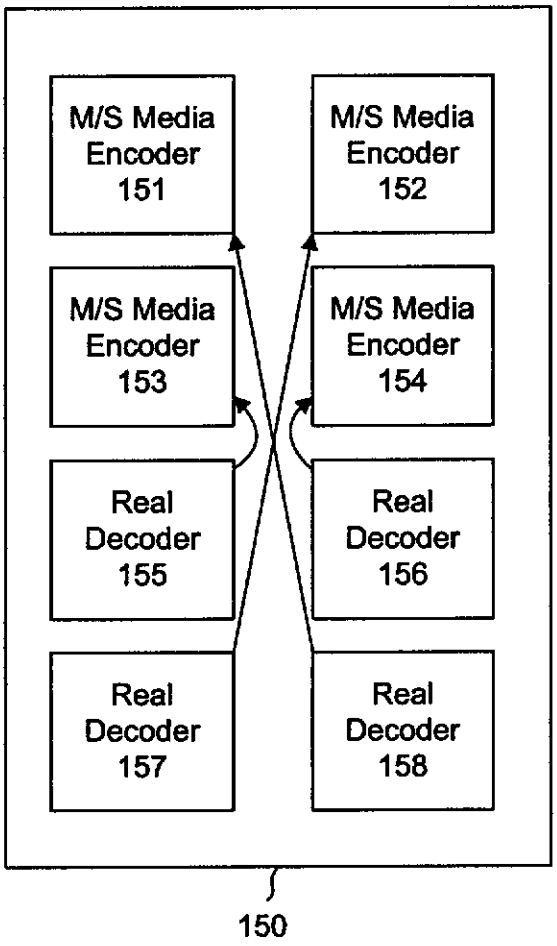


FIG. 1D
(Prior Art)

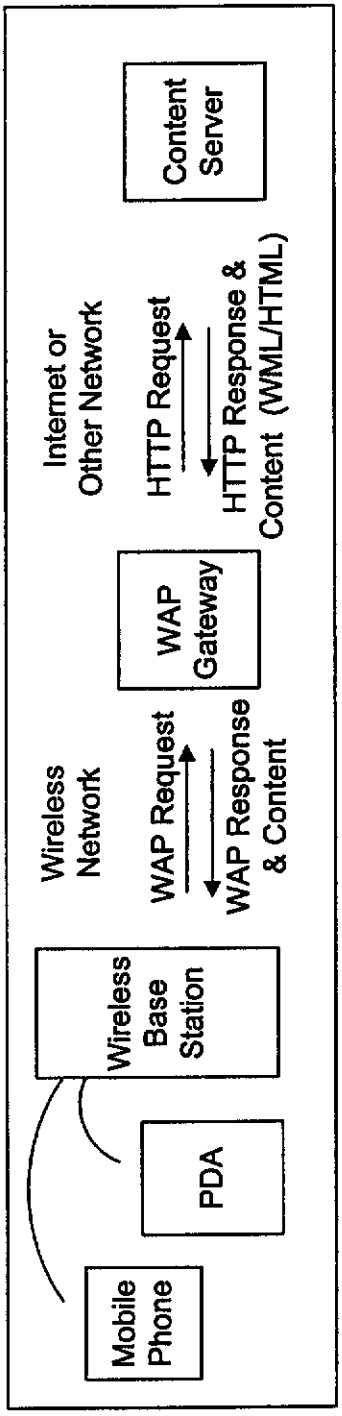


FIG. 1E
(Prior Art)

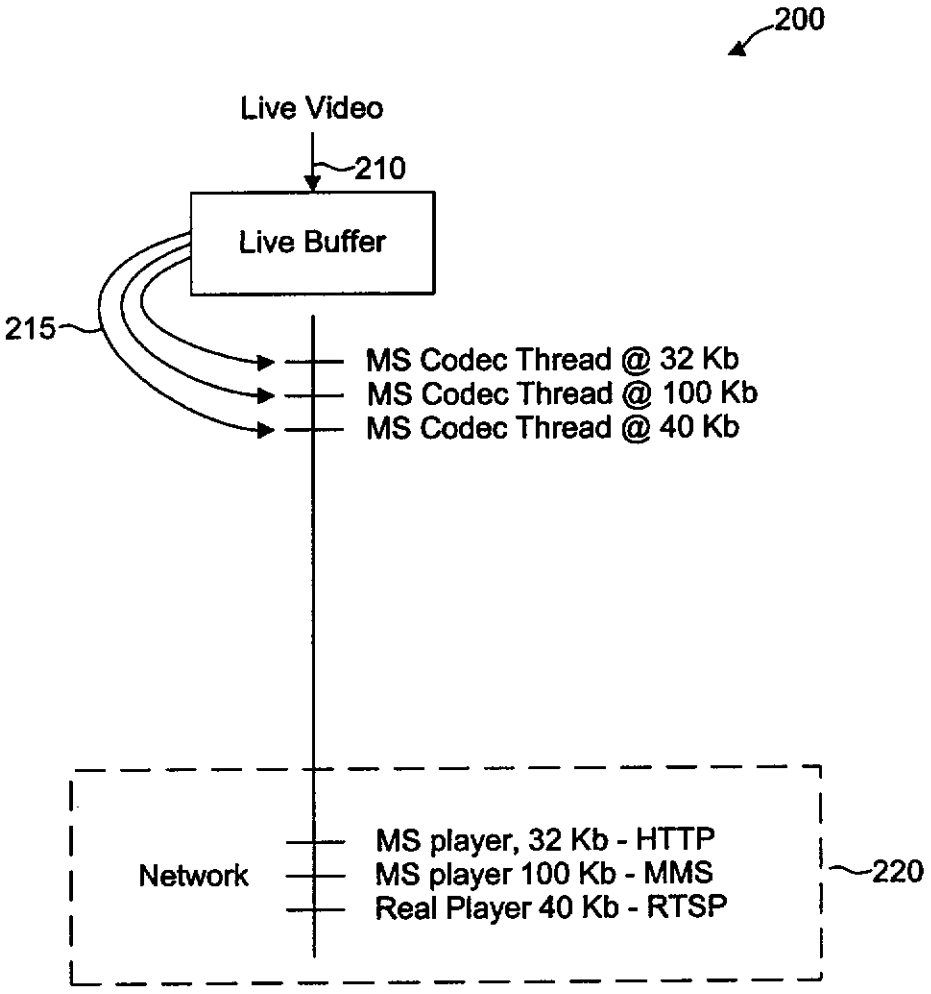

200
Live Video
210
Live Buffer
215
MS Codec Thread @ 32 Kb
MS Codec Thread @ 100 Kb
MS Codec Thread @ 40 Kb
Network
MS player, 32 Kb - HTTP
MS player 100 Kb - MMS
Real Player 40 Kb - RTSP
220

FIG. 2

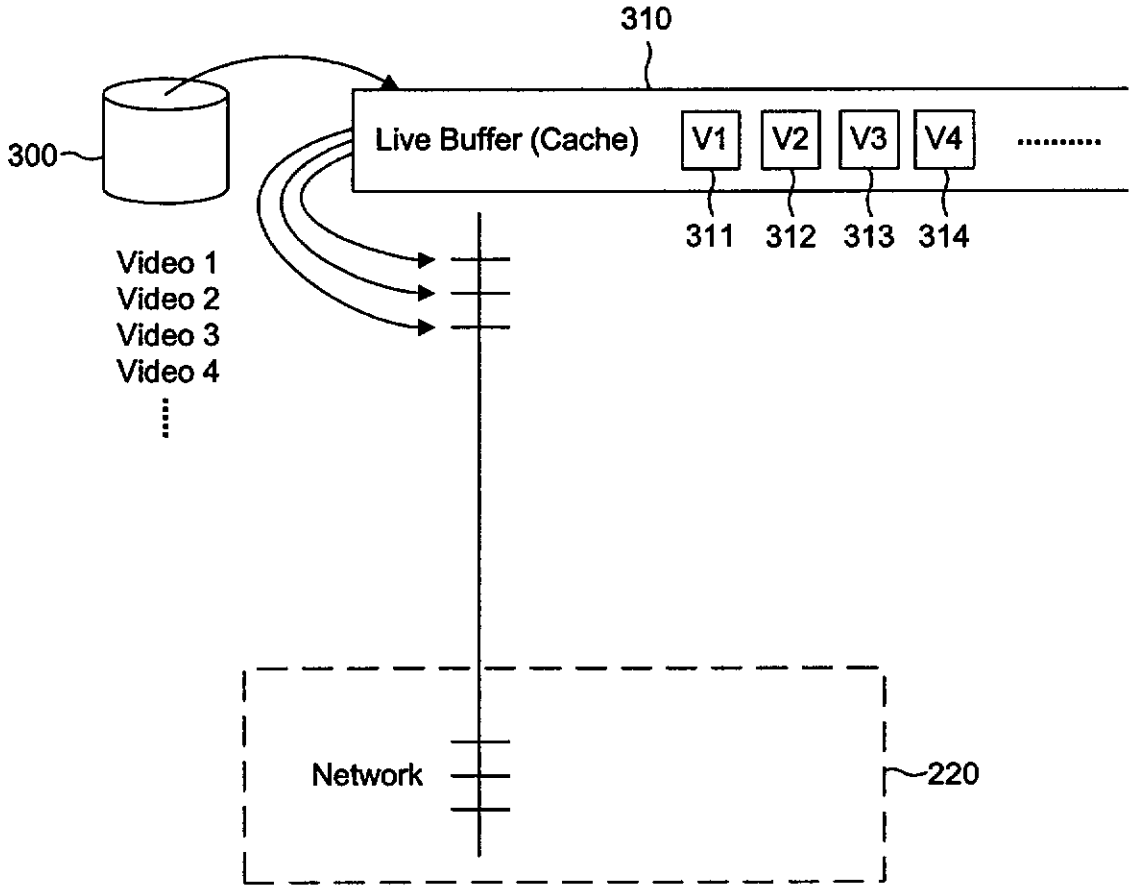

310
300
Live Buffer (Cache)
V1
V2
V3
V4
311
312
313
314
Video 1
Video 2
Video 3
Video 4
Network
220

FIG. 3

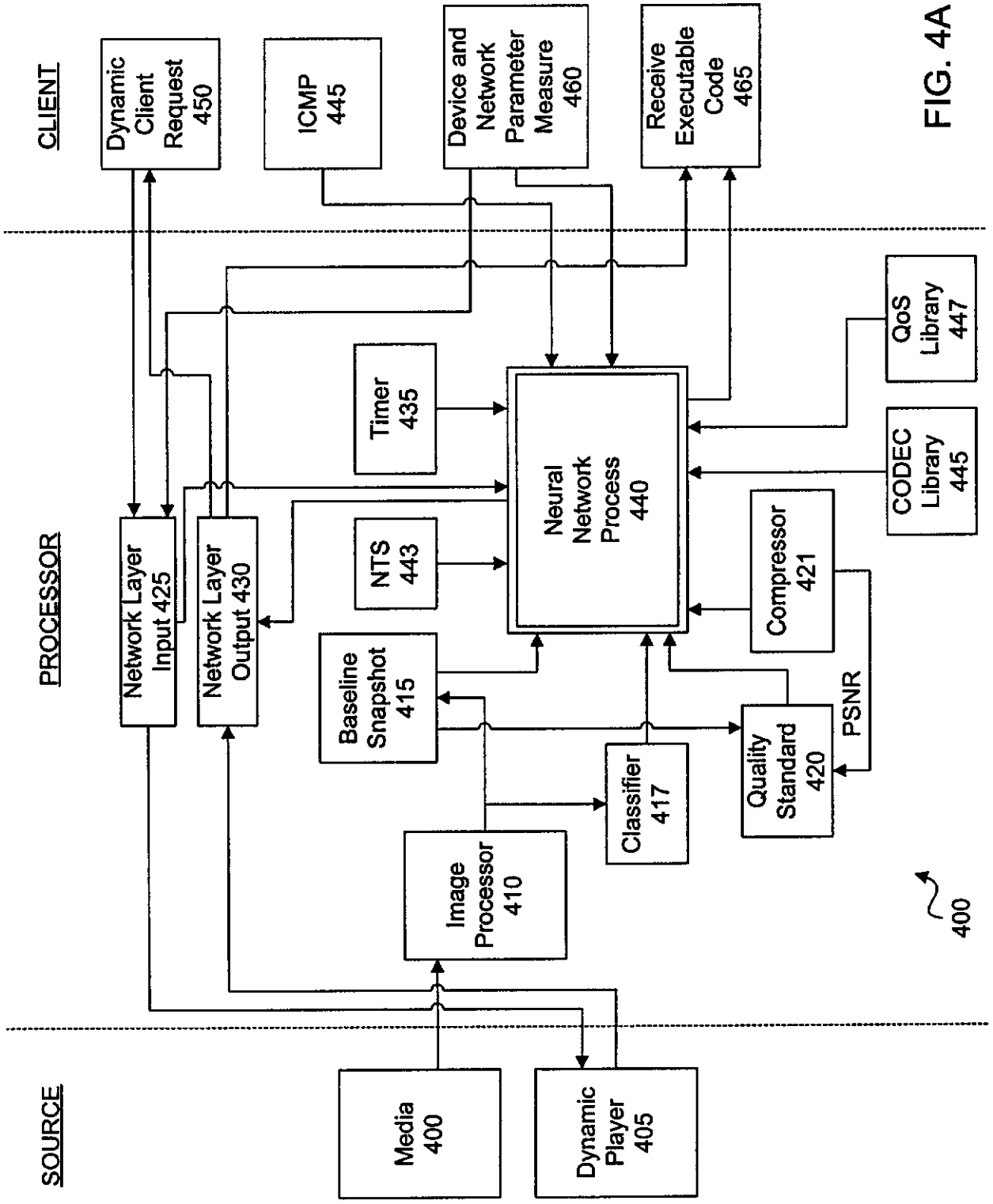

CLIENT
PROCESSOR
SOURCE
Dynamic Client Request 450
ICMP 445
Device and Network Parameter Measure 460
Receive Executable Code 465
QoS Library 447
CODEC Library 445
Timer 435
Neural Network Process 440
Network Layer Input 425
Network Layer Output 430
NTS 443
Compressor 421
Baseline Snapshot 415
Quality Standard 420
PSNR
Classifier 417
Image Processor 410
Media 400
Dynamic Player 405
400

FIG. 4A

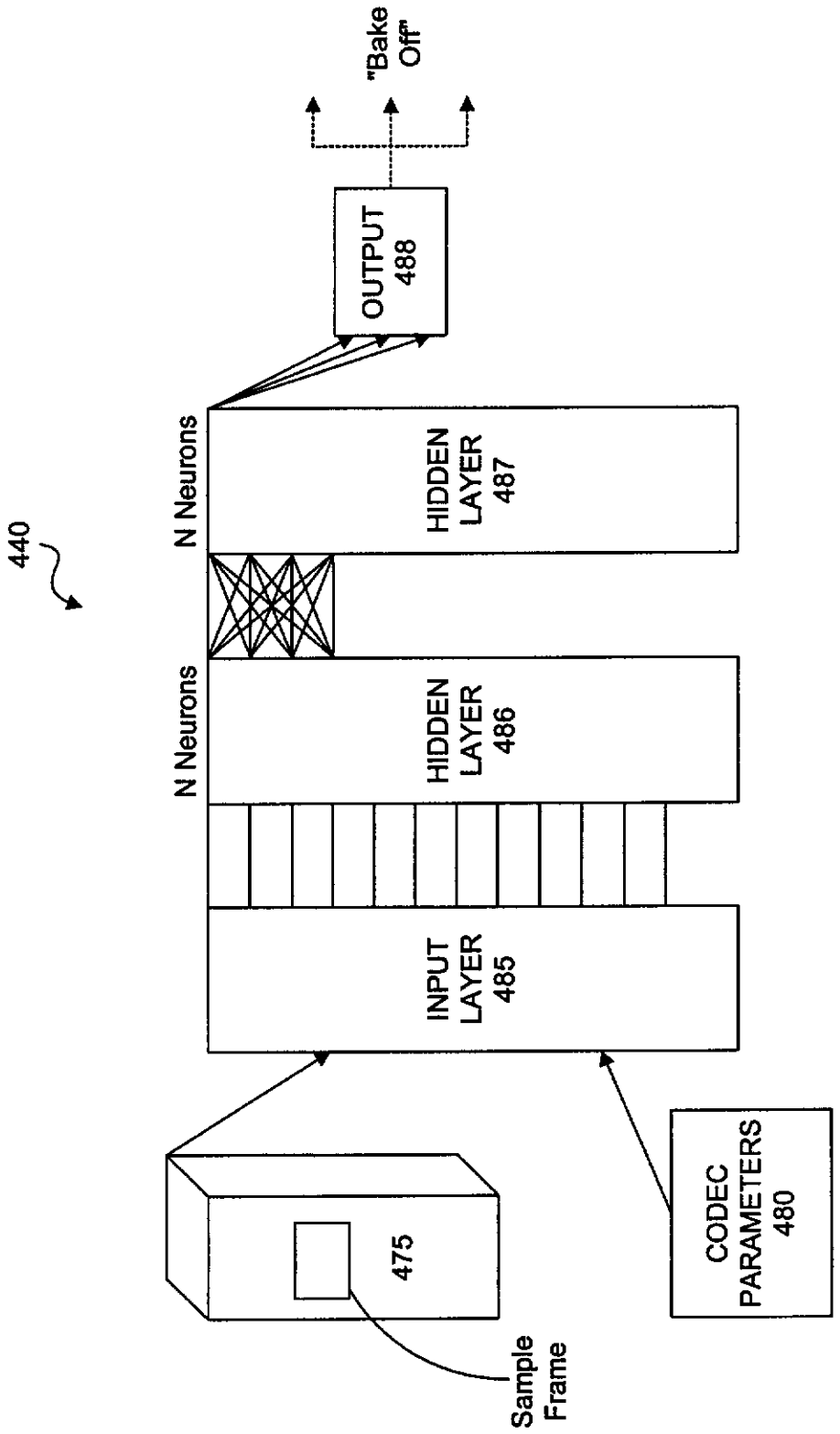
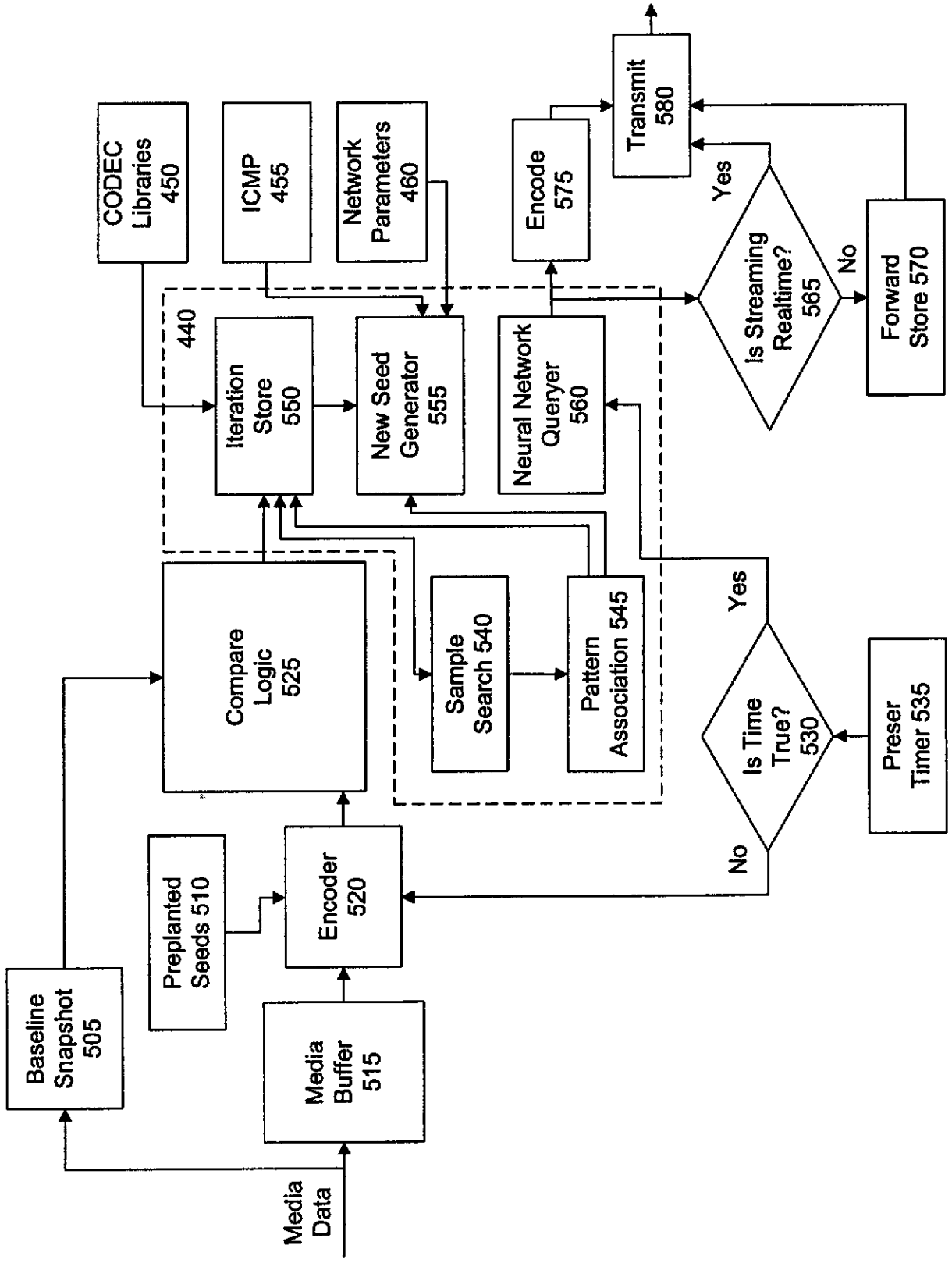

440
"Bake Off"
OUTPUT 488
N Neurons
HIDDEN LAYER 487
N Neurons
HIDDEN LAYER 486
INPUT LAYER 485
475
Sample Frame
CODEC PARAMETERS 480

FIG. 4B

REPLACEMENT SHEET
21 APR 2004



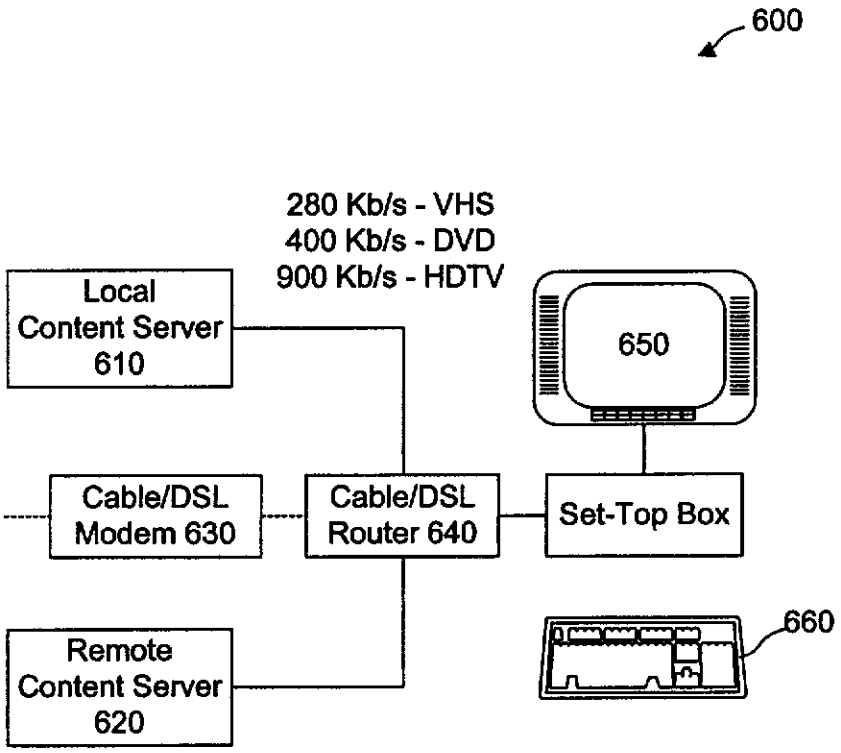

600
280 Kb/s - VHS
400 Kb/s - DVD
900 Kb/s - HDTV
Local Content Server 610
650
Cable/DSL Modem 630
Cable/DSL Router 640
Set-Top Box
660
Remote Content Server 620

FIG. 6

REPLACEMENT SHEET
21 APR 2004

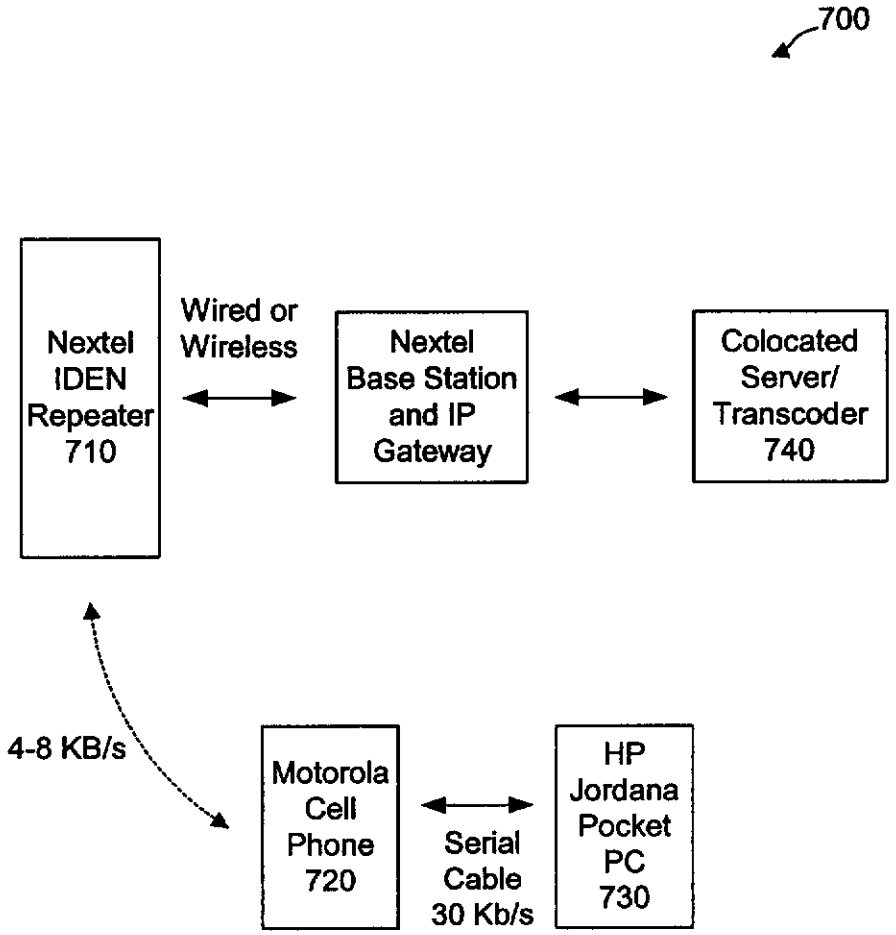


FIG. 7

REPLACEMENT SHEET
21 APR 2004

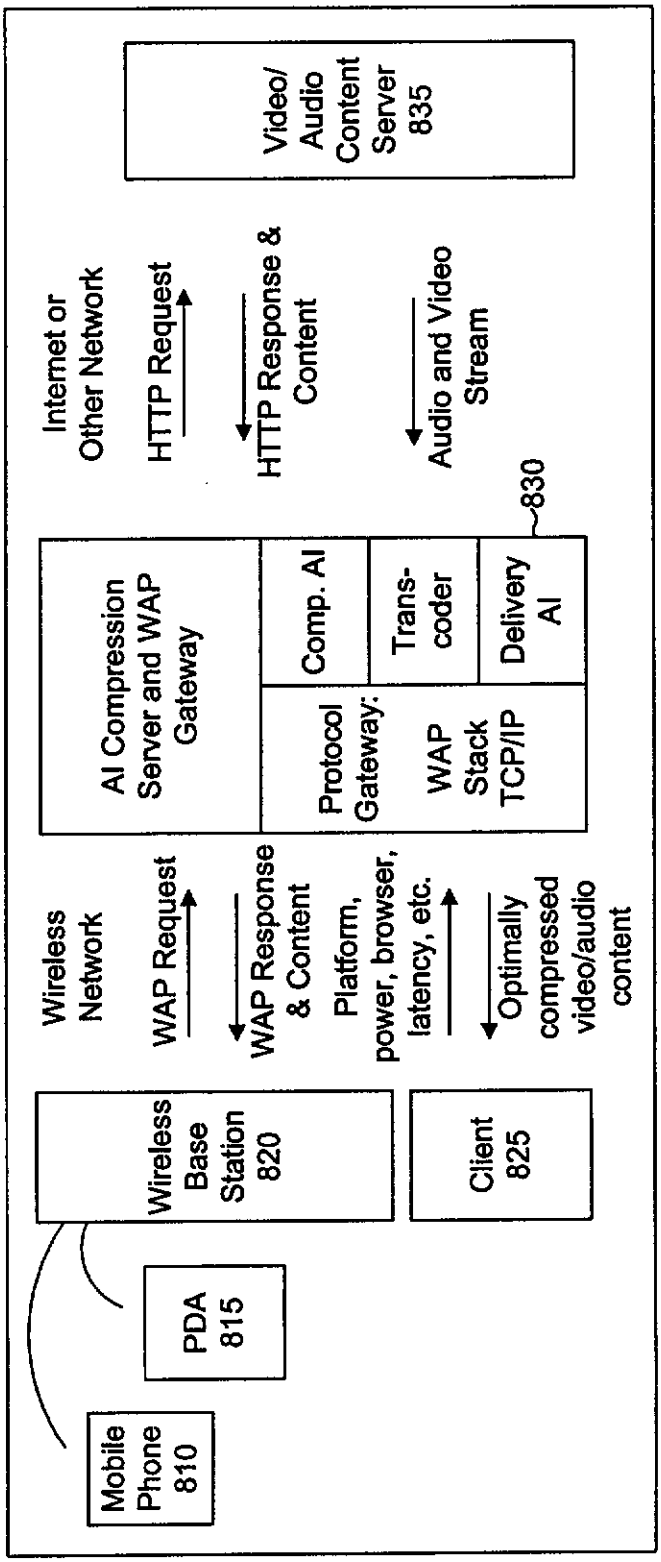
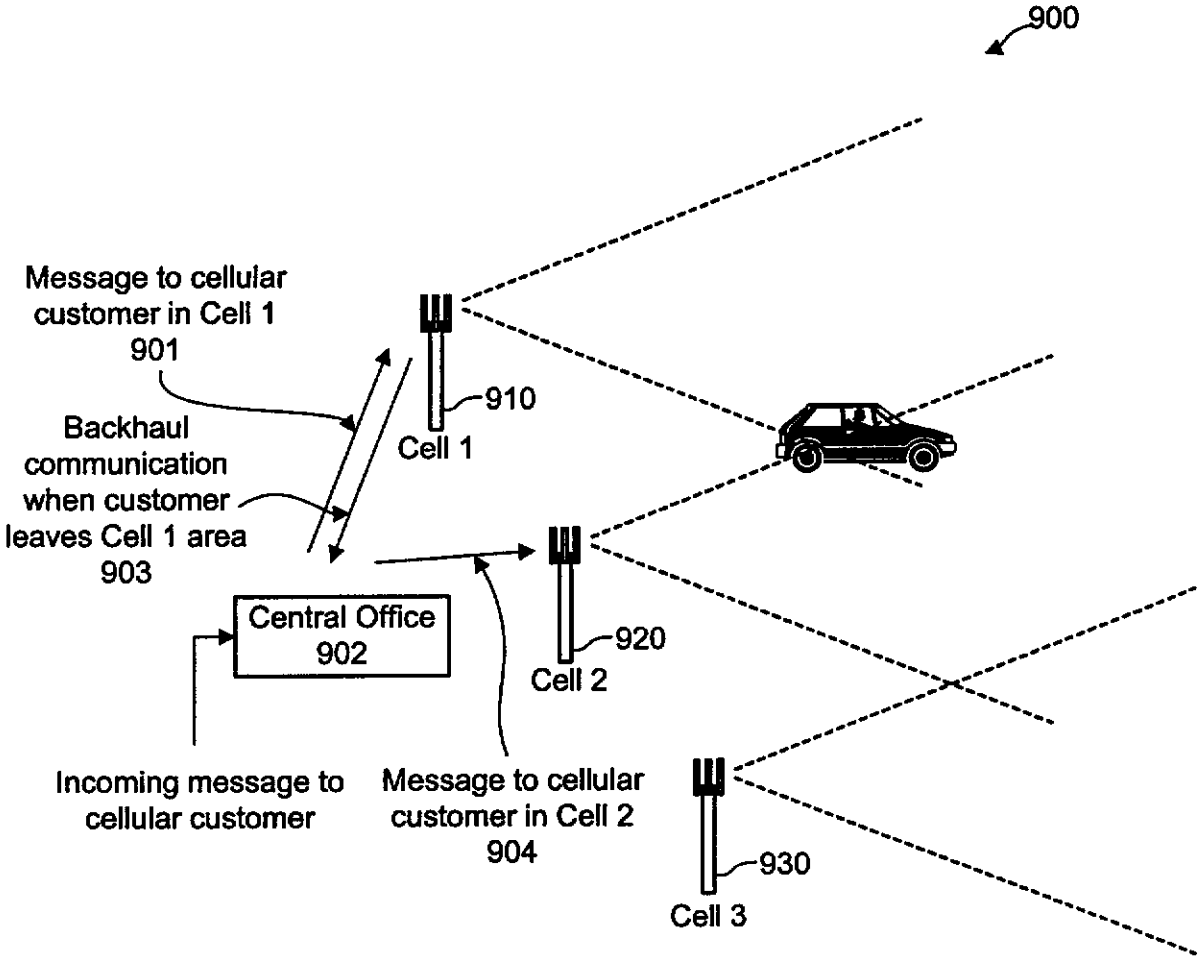


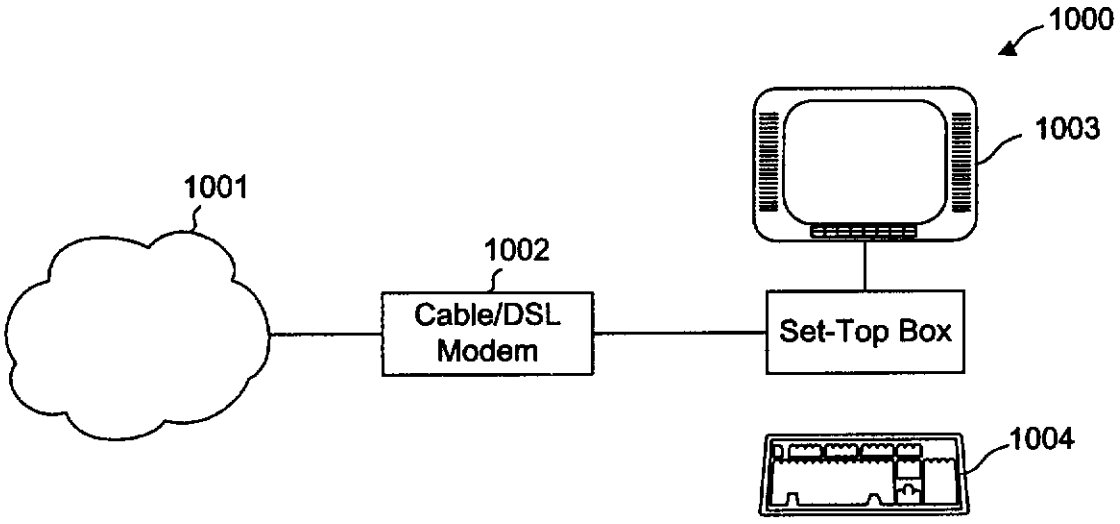
FIG. 8

REPLACEMENT SHEET
27 APR 2004

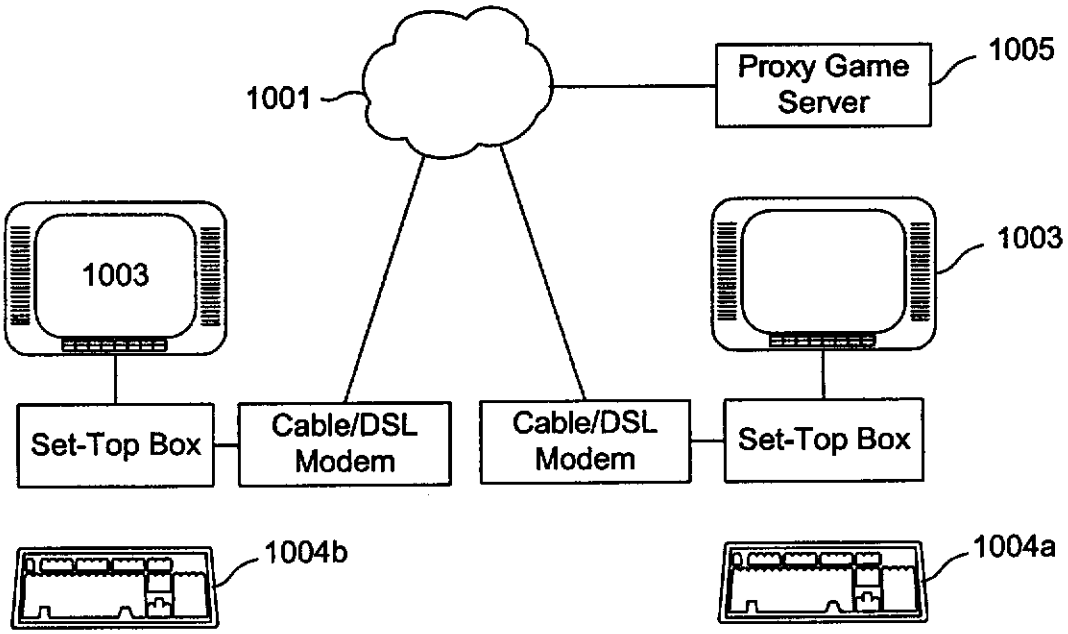


Depiction of backhaul communications resulting from handoff of cellular communication when recipient transits into a second cellular area

FIG. 9



Browsing via the Set-Top Box



Interactive Gaming

FIG. 10