Exhibit C

BEFORE THE

UNITED STATES INTERNATIONAL TRADE COMMISSION

In the Matter of:	)	Investigation No.
CERTAIN ELECTRONIC DEVICES	)	337-TA-714
WITH MULTI-TOUCH ENABLED	)	
TOUCHPADS AND TOUCHSCREENS	)	

Hearing Room A

United States

International Trade Commission

500 E Street, Southwest

Washington, D.C.

Wednesday, February 16, 2011

VOLUME II

The parties met, pursuant to the notice of the Judge, at 9:00 a.m.

BEFORE: THE HONORABLE PAUL J. LUCKERN

APPEARANCES:

For Complainant Elan Microelectronics Corp:

SEAN P. DeBRUINE, ESQ.
YITAI HU, ESQ.
S. M. MICHAEL KIM, ESQ.
CELINE LIU, ESQ.
JANE BU, ESQ.
PALANI P. RATHINASAMY, ESQ.
Alston & Bird LLP
275 Middlefield Road, Suite 150
Menlo Park, CA 94025-4004
(650) 838-2000

PAUL F. BRINKMAN, ESQ.
ALEX LASHER, ESQ.
PATRICK A. FITCH, ESQ.
Alston & Bird LLP
The Atlantic Building
950 F Street, N.W.
Washington, D.C. 20004-1404
(202) 756-3300

APPEARANCES: (Continued)

For Respondent Apple Inc.:

MATTHEW D. POWERS, ESQ.
SONAL N. MEHTA, ESQ.
NATHAN A. GREENBLATT, ESQ.
DEREK C. WALTER, ESQ.
STEFANI SMITH, ESQ.
Weil, Gotshal & Manges LLP
201 Redwood Shores Parkway
Redwood Shores, CA 94065
(660) 802-3000

MARK G. DAVIS, ESQ.
ROBERT T. VLASIS, III, ESQ.
Weil Gotshal & Manges LLP
1300 Eye Street, N.W., Suite 900
Washington, D.C. 20005
(202) 682-7000

For ITC Staff:

KEVIN BAER, ESQ.
ANNE GOALWIN, ESQ.
U.S. International Trade Commission
500 E Street, S.W.
Washington, D.C. 20436

APPEARANCES (Continued):

Attorney-Advisor:

ROBERT HALL, ESQ.

KEN SCHOPFER, ESQ.

Attorney-Advisors

Office of Administrative Law Judges

U.S. International Trade Commission

500 E Street, S.W.

Washington, D.C. 20436

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O P E N S E S S I O N

JUDGE LUCKERN: Okay. Go ahead, counsellor. We're on the public record.

MS. MEHTA: Thank you, Your Honor.

CROSS-EXAMINATION

BY MS. MEHTA:

Q. Good morning, Dr. Westerman. I would like to step back. If you could please describe your education after high school for the record.

A. In 1994 I received a Bachelor of Science in electrical engineering from Purdue University with highest distinction, and in 1999 I received a Ph.D. in electrical and computer engineering from the University of Delaware.

Q. Thank you. When you got your Ph.D. from the University of Delaware, did you do a dissertation?

A. Yes.

Q. And what was that on?

A. It was entitled: Path tracking finger identification and chordic manipulation on a multi-touch sensitive surface.

Q. If you will turn to your binder to tab

RX-639. Dr. Westerman, do you recognize RX-639?

A. Yes. This is my Ph.D. dissertation.

MR. DeBRUINE: Your Honor, just a moment, I am looking at RX-639 and I am not seeing Bates numbers on this document.

MS. MEHTA: There is no objection to this document. We identified it to you two days ago and received no objection.

JUDGE LUCKERN: Speak up, please.

MS. MEHTA: I'm sorry, Your Honor. There was no objection to this document. We can give Mr. DeBruine a moment to check that.

JUDGE LUCKERN: Sure.

MR. DeBRUINE: That's correct, Your Honor, I'm sorry.

JUDGE LUCKERN: All right. Go ahead, counsellor.

MS. MEHTA: Thank you, Your Honor.

BY MS. MEHTA:

Q. Now, Mr. Westerman, or Dr. Westerman, when you worked on your Ph.D. thesis, did you look at work that had been done in the field of touch prior to your thesis?

A. Yes, I did a search of both the patent

and academic literature for other touch surfaces at the time.

Q. If you would turn to page RX-639.064. And if you could review the first full paragraph.

How does this paragraph, that begins with the words "some devices on the market," how does that paragraph relate to your testimony a moment ago that you reviewed some patent and publication literature in preparing your thesis?

A. Well, I encountered the Bisset patent and several other -- several single finger touchpad technologies that use what we call projective sensing, where they -- the signal gets summed along each row electrode and each column electrode.

So you only get a signal -- you only get a measurement for the total signal in a row or the total signal in a column. You don't get the measurement at the intersections of the rows and columns.

Q. Now, Dr. Westerman, in that answer you referred to the Bisset patent. You understand that's the patent that's at issue in this case?

A. Yes, I do.

Q. Okay. Now, you were describing the technique of that patent. What was it that you were trying to convey in your thesis with respect to the Bisset and Kasser patent that's at issue in this case?

A. Well, I was trying to convey that they were not practical for multi-finger applications because of a number of ambiguities that developed, and I show these on the figures on the next page.

Q. Chris, if we could have the figures on the next page, please.

Dr. Westerman, using the figures on RX-639.065, could you explain in a bit more detail what you mean about the method not being practical?

A. Well, here, for instance, we have four fingertips in different diagonal arrangements on a touch surface, as shown in the grid. And over on the sides you can see the projection, the row and column sum projections.

And while in these cases there are still four peaks visible in sub-diagrams A, B, and C, in the rows and in the columns, the row

and column projections are really identical.

So we really lost information and we can't tell whether the fingers are, you know, have, basically which diagonal orientation they have.

In the case of two fingers, this would mean like if you have two fingers that are diagonal, you can't tell if they are really this way or this way (indicating) at the ghosted corners of the diagonal.

So that's one set of ambiguities that arises. And in diagram D it is showing when the fingers get closer together, they can still be distinguished in the 2D image, but in the row and column projections, they are already merging. So the resolution isn't as good.

And then in figure, two pages after, I show another set of problems with projection sensing schemes, which are inclusion problems. Especially you can see in figure D there, again, this is page .067, the fingers and palms that are in the same columns are really kind of occluding one another. They are all getting added together, and we can't even count. In the row and column projections that appear on

the side, you can't even count how many peaks there are and know how many fingers or palms are on that surface.

So --

Q. Sorry. Go ahead.

A. So, you know, with more and more possible touches, that ambiguity is worsened to the point where, you know, a projection sensing system is just -- can't really handle things.

Q. Now, Dr. Westerman, did you come up with a solution or an approach to address those problems?

A. Yes. My Ph.D. advisor and I, first we built an imaging sensor that could sense the capacitance at each point in a two-dimensional grid, so we got a true two-dimensional array of sensing and not just row and column sensing.

Q. And when you had a full two-dimensional array of sensing, what did that generate in terms of data?

A. Well, it generated these images that look sort of like paw prints of the hand, and then we went on and in later chapters of the dissertation, I explain how to do analysis of these images, grouping the pixels into objects,

tracking the objects over time, and identifying them as fingers or palms or thumbs, and so on, and then extracting gestures and typing information from their motions.

Q. Now, these two-dimensional images that you just described, how does that relate to Apple's current multi-touch technology?

A. Well, all of Apple's current multi-touch products use two-dimensional multi-touch imaging.

Q. And how does that multi-touch imaging relate to the ambiguities that you discuss with respect to the Bisset and Kasser patent in your thesis?

A. It doesn't suffer from those ambiguities, so we can -- which means that, you know, people can use as many fingers potentially as they like on our products.

Q. Now, Dr. Westerman, you were describing your thesis. After you completed your thesis and your Ph.D., what did you do next?

A. My Ph.D. advisor, John Ellias, and I founded, immediately founded a startup called FingerWorks. And over about 18 months, we