

EXHIBIT B



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(54) **METHOD AND APPARATUS FOR
PREPROCESSING AND POSTPROCESSING
CONTENT IN AN INTERACTIVE
INFORMATION DISTRIBUTION SYSTEM**

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28, 2000, provisional application No. 60/178,809,
filed on Jan. 28, 2000, provisional application No.
60/178,810, filed on Jan. 28, 2000, provisional appli-
cation No. 60/178,857, filed on Jan. 28, 2000.

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(52) **U.S. Cl.** **725/87; 725/91; 725/98;**
709/218; 709/219; 709/231

(58) **Field of Classification Search** **725/86-88,**
725/91, 98, 114, 118, 119, 138, 144, 148,
725/149; 709/218, 219, 231

See application file for complete search history.

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Apparatus for Content Distribution VIA Non-Homogeneous Access
Networks".

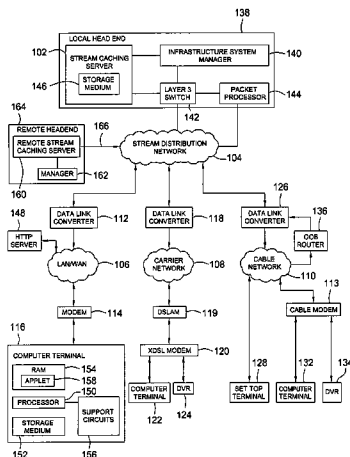
(Continued)

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(57) **ABSTRACT**

A method and apparatus for preprocessing and postprocessing
content in an interactive information distribution system.
Content is retrieved from a storage medium and encapsulated
in accordance to an Internet Protocol (IP) format. The encapsu-
lated content is then uploaded for storage in a stream caching
server and for future streaming of content to different
types of access networks.

20 Claims, 6 Drawing Sheets



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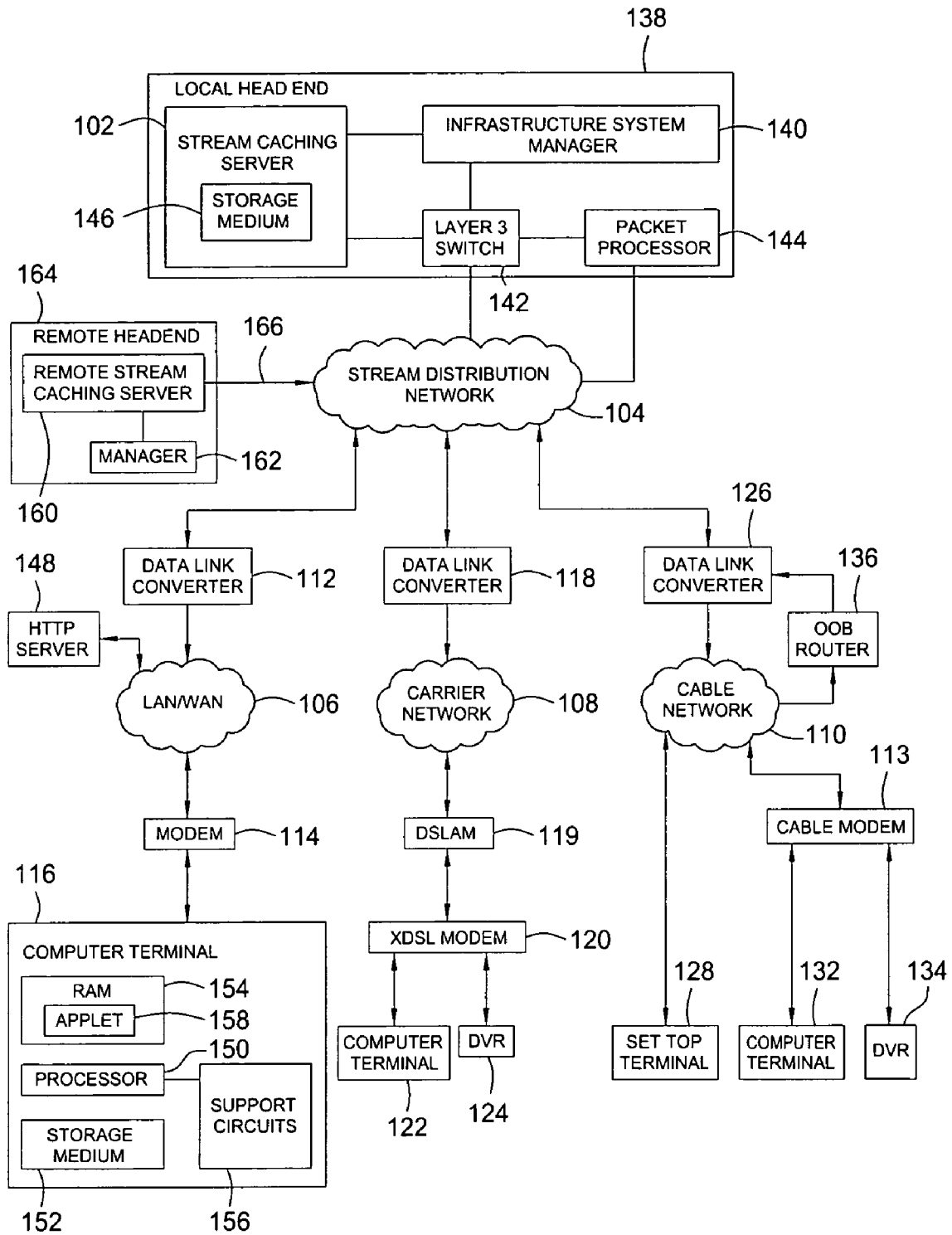


FIG. 1

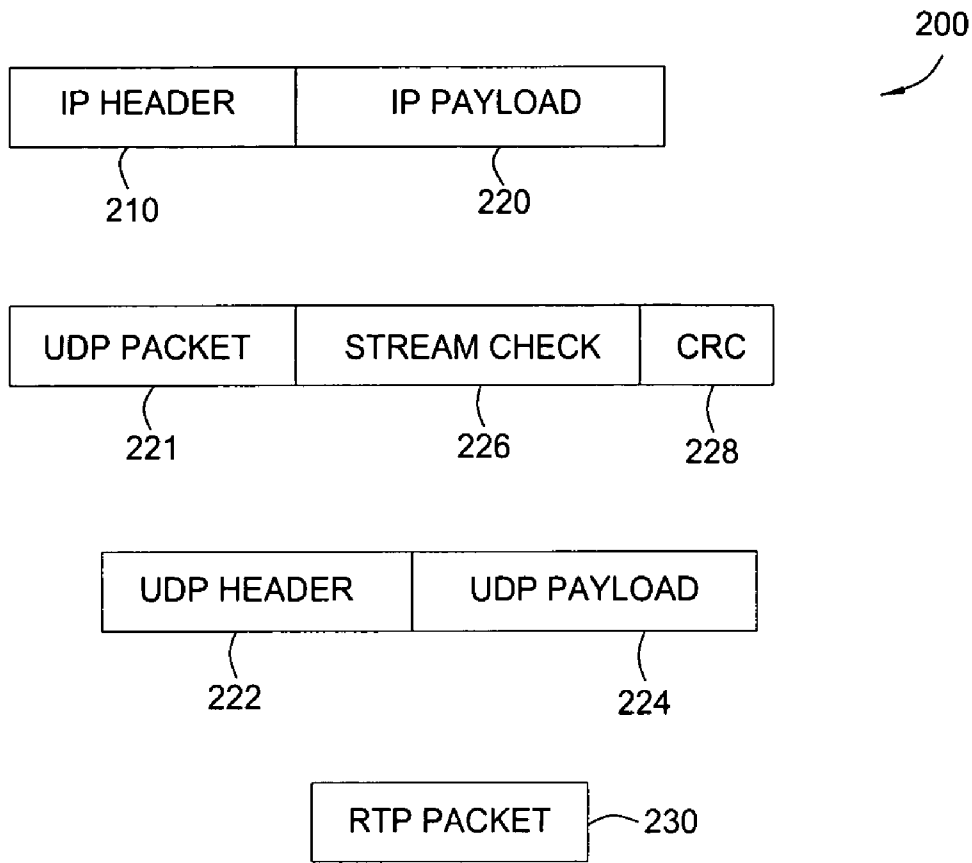


FIG. 2A

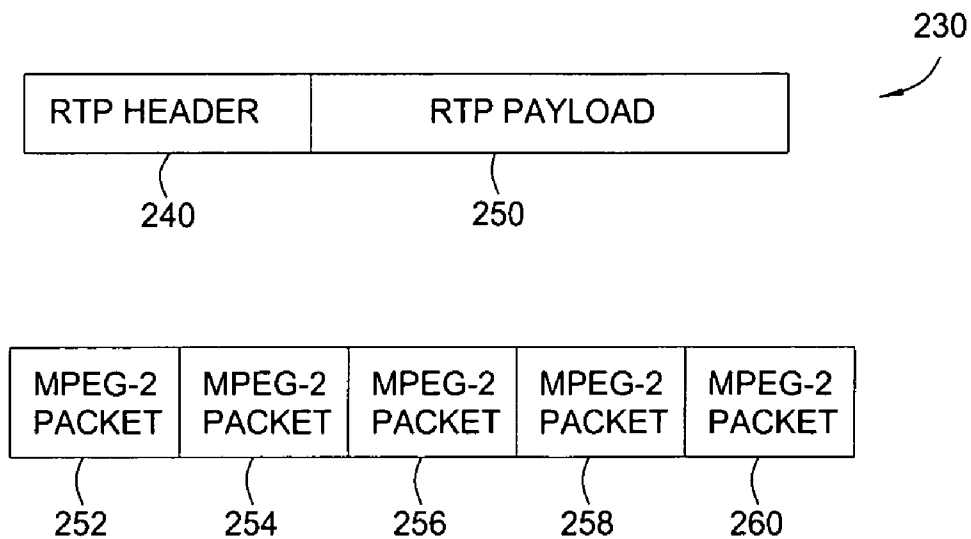


FIG. 2B

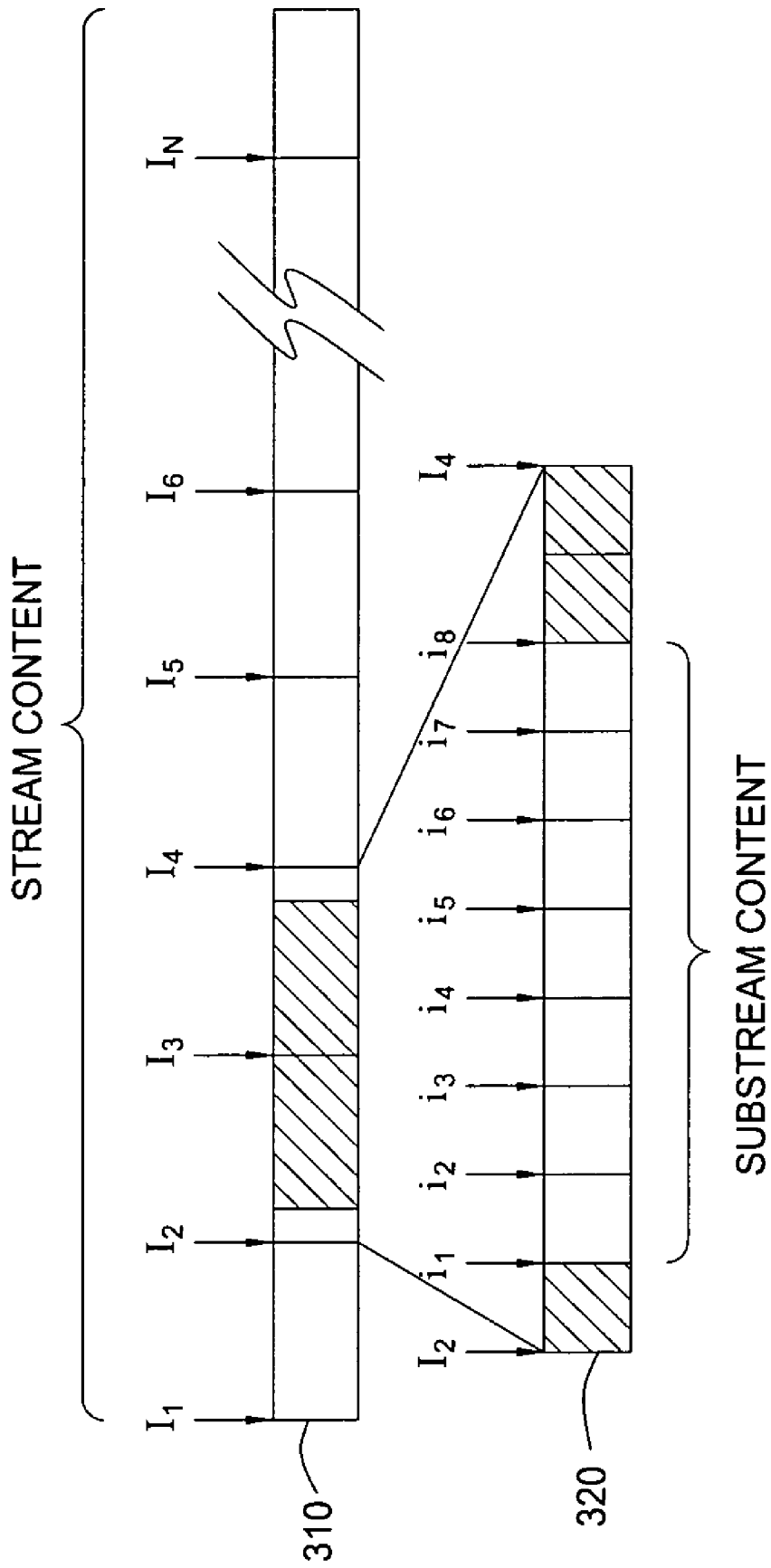


FIG. 3

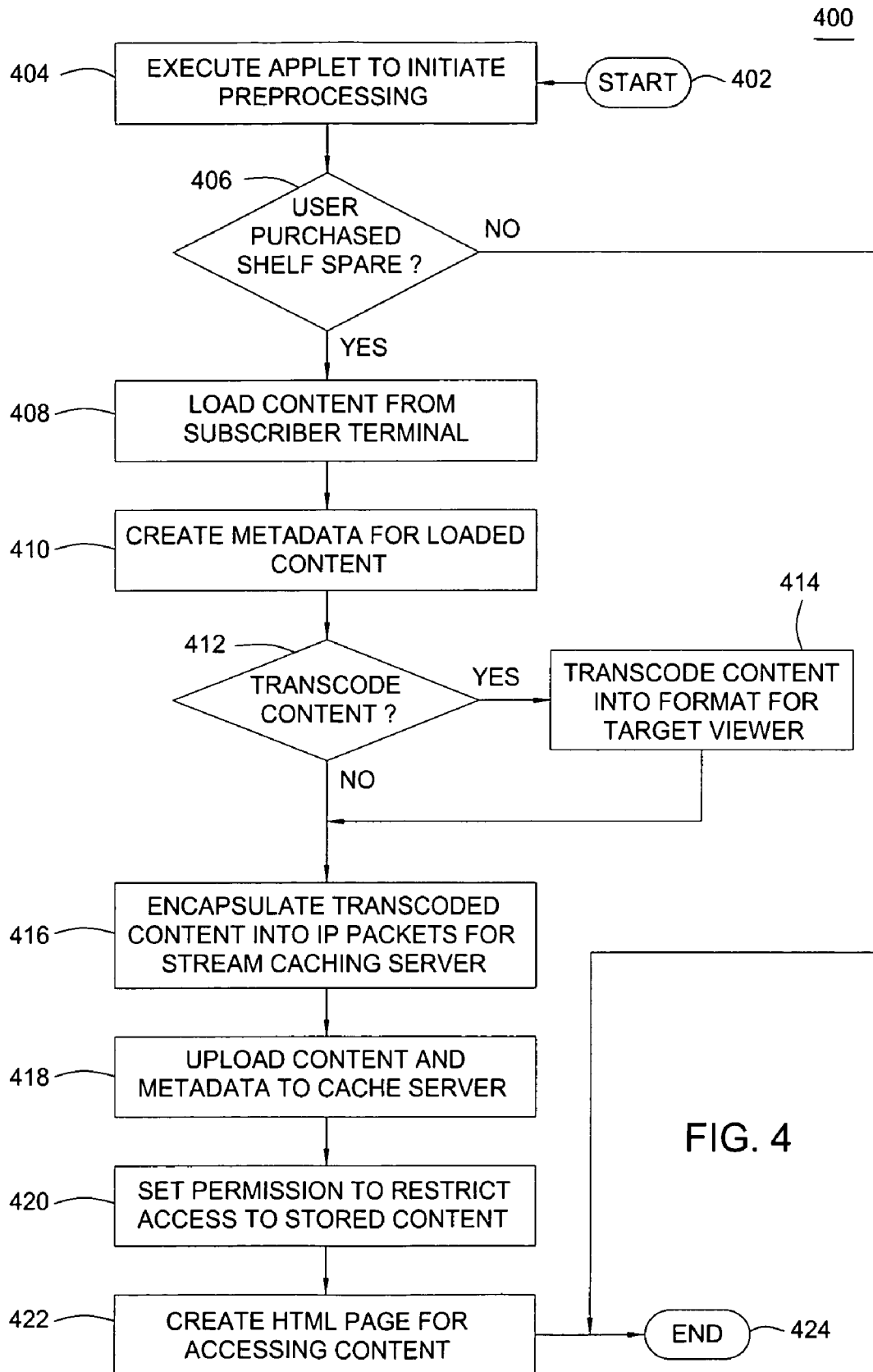


FIG. 4

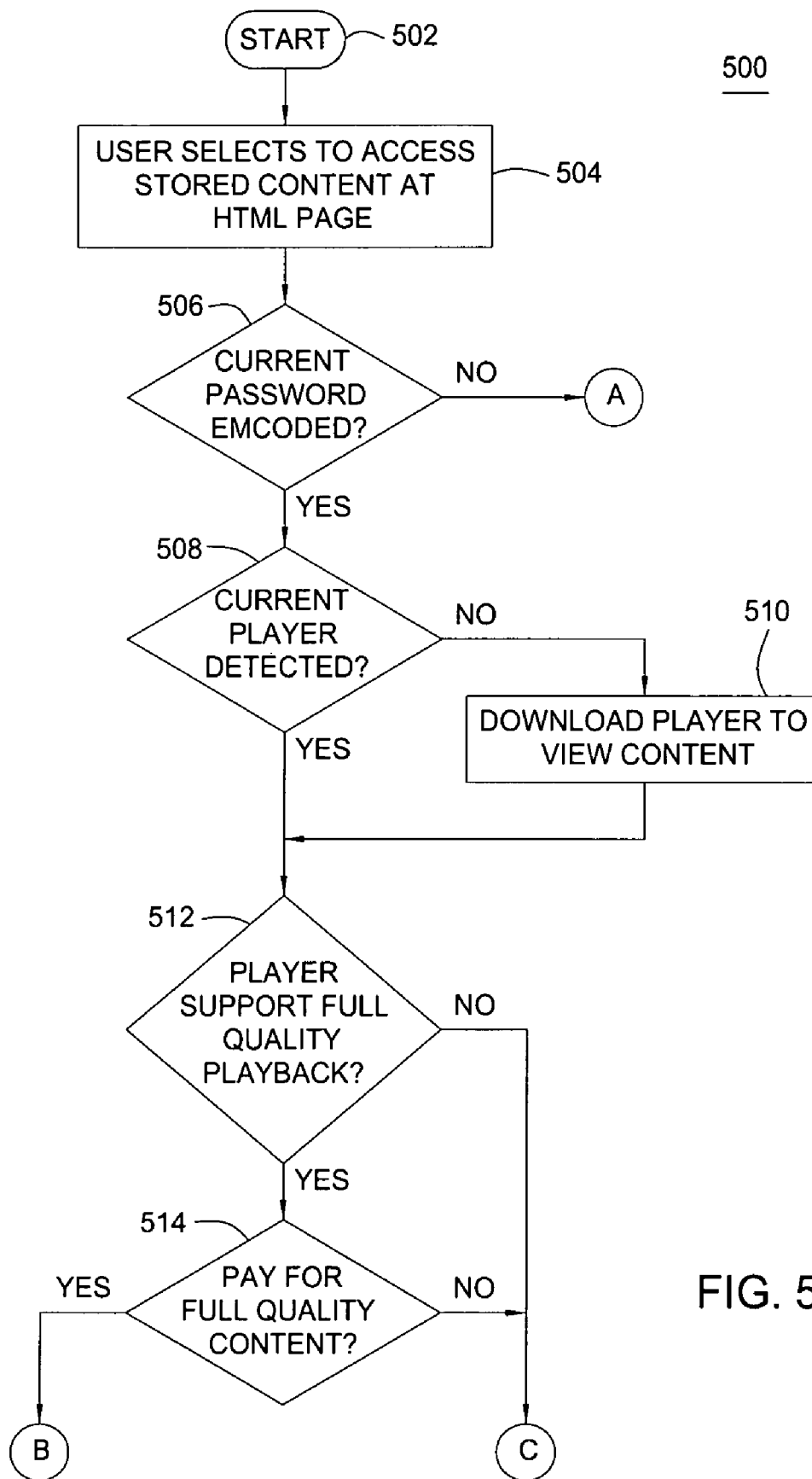


FIG. 5A

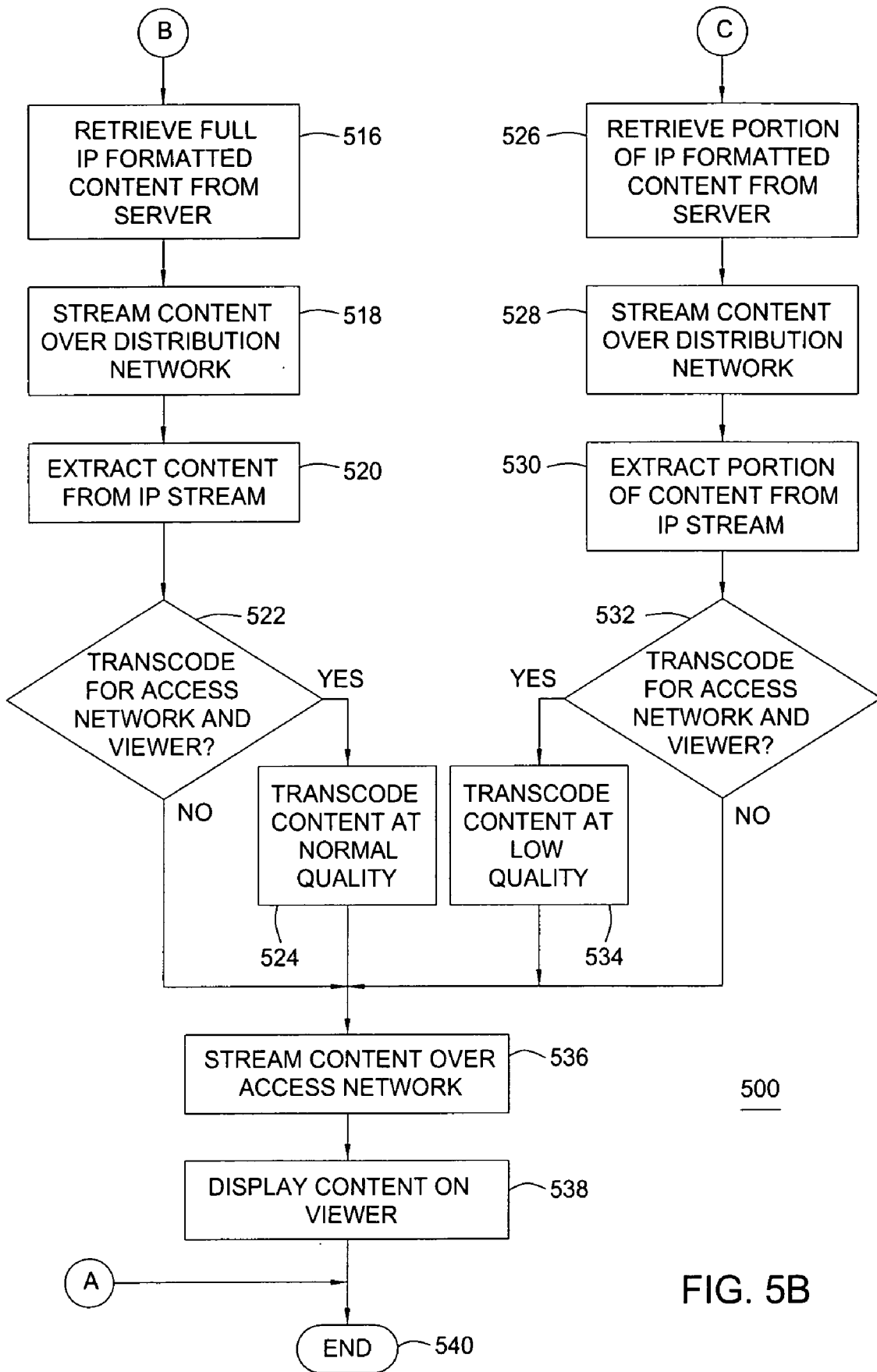


FIG. 5B

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METHOD AND APPARATUS FOR PREPROCESSING AND POSTPROCESSING CONTENT IN AN INTERACTIVE INFORMATION DISTRIBUTION SYSTEM

CROSS-REFERENCE TO RELATED APPLICATION

This application is a continuation of U.S. patent application Ser. No. 09/772,288, filed Jan. 29, 2001, now U.S. Pat. No. 7,159,233 which claims benefit of U.S. Provisional Patent Application Ser. Nos. 60/178,795, 60/178,809, 60/178,810 and 60/178,857, all filed on Jan. 28, 2000, and such applications are herein incorporated by reference in their entireties.

This invention is related to U.S. patent application Ser. No. 09/772,287, filed Jan. 29, 2001, and such application is herein incorporated by reference in its entirety.

BACKGROUND OF THE INVENTION

1. Field of the Invention

The invention relates to electronic storage and transmission of content. More particularly, the invention relates to a method and apparatus for preprocessing and postprocessing content in an interactive information distribution system.

2. Description of the Background Art

Information systems such as video on demand (VOD) systems are capable of streaming program content to a great number of users or subscribers. To provide a requested program content to a subscriber, the VOD system retrieves the requested program content from a video server, streams the content over a stream distribution network, and converts the content to an access network that is coupled to a particular neighborhood of subscriber terminals. The user then views the requested program content at the subscriber terminal.

However, the different types of access networks have different limitations with respect to transmission latency, bandwidth, and the like. To service a wide subscriber base, the VOD systems currently implement different solutions for each type of access network. For example, VOD systems that provide web-based video content must account for a public and private wide area networks that support content of a particular quality of service (QoS), typically medium latency, low bandwidth and poor quality video, e.g. high jitter. Additionally, VOD systems that provide cable-based video must account for cable networks that support low latency, high bandwidth and high quality video.

One example of using different solutions involves the use of separate video servers for each type of access network. Such a solution only increases the cost of providing program content at the head end. Therefore, there is a need in the art to provide a scalable VOD solution that is common for the different types of access networks. Additionally, there is a need to preprocess and postprocess content for such a VOD solution.

SUMMARY OF THE INVENTION

The invention provides a method and system for preprocessing content for a stream caching server in an interactive information distribution system. In one embodiment, the method initially retrieves of content in a subscriber terminal. The retrieved content is encapsulated in accordance to an Internet Protocol (IP) format used for streaming content to various access networks. The encapsulated content is then

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uploaded for storage in a stream caching server and for future streaming of content to different types of access networks.

The present invention preprocesses content into a common format suitable for a stream caching server capable of transmitting content to different types of access networks. In one embodiment of the invention, a user executes an applet program to preprocess content stored in a computer terminal. Such a configuration enables a user to upload content over the Internet for storage in a stream caching server and subsequent streaming to other subscribers. The invention also postprocesses content into a format supported by a particular type of player and access network used to receive the content from the stream caching server.

BRIEF DESCRIPTION OF THE DRAWINGS

The teachings of the present invention can be readily understood by considering the following detailed description in conjunction with the accompanying drawings, in which:

FIG. 1 depicts a high level block diagram of a first portion of an interactive information distribution system embodied in the present invention;

FIG. 2A depicts one embodiment of an Internet Protocol (IP) packet used in the information distribution system of FIG. 1;

FIG. 2B depicts one embodiment of a Realtime Transport Packet (RTP) contained in a payload section of the IP packet of FIG. 2A;

FIG. 3 depicts a data structure useful in understanding an embodiment of the present invention;

FIG. 4 depicts a flow diagram of a method for implementing the preprocessing of program content in accordance to one embodiment of the present invention; and

FIG. 5 depicts a flow diagram of a method for and postprocessing content in accordance to another embodiment of the present invention.

To facilitate understanding, identical reference numerals have been used, where possible, to designate identical elements that are common to the figures.

DETAILED DESCRIPTION

FIG. 1 depicts a high level block diagram of an interactive information distribution system **100**. One application of the distribution system **100** is as a video on demand (VOD) system, as described in U.S. Pat. No. 6,253,375 and incorporated herein by reference. In such a VOD system **100**, a user may request and receive a particular content selection, e.g., video, movie or programming content, from a service provider without any time restrictions associated with normal cable programming.

The information distribution system **100** comprises a stream caching server **102**, a stream distribution network **104**, at least one access network and at least one subscriber terminal. The stream caching server **102** receives, stores and streams content in accordance to an Internet Protocol (IP). One example of such a stream caching server **102** is disclosed in simultaneously filed U.S. application Ser. No. 09/772,287, entitled "Method and Apparatus for Streaming Content in an Interactive Information Distribution System," which is herein incorporated by reference. The content is configured within a payload portion of each IP packet received, stored and streamed by the stream caching server **102**. The use of this IP formatted content enables a single stream caching server **102** to stream content via an integrated stream distribution network **104** to different types of access networks. As such, the

system **100** is capable of streaming the same content to any cable service subscriber or any person using the Internet.

In accordance to the present invention, the stream caching server **102** may receive content that is preprocessed at, for example, a remotely located subscriber terminal. One such subscriber terminal is a computer terminal **116** comprising a processor **150**, a storage medium **152**, a random access memory (RAM) **154** and support circuits **156**. The RAM **154** stores an applet **154** that is downloaded from, for example, a HTTP server **148** coupled to an access network, for example, a private local area network (LAN) or wide area network (WAN) **106**. The processor **150** executes the applet **154** to initiate the preprocessing in the present invention. The storage medium **152** stores the content to be preprocessed. The support circuits **156** provide an interface for receiving the applet **154** from the http server **148**, receiving content from the streaming cache server **102**, or uploading preprocessed content to the http server **148**.

Possible configurations of the applet **154** include a JAVA Applet Plug In for an Internet browser, or a software program written in a particular programming language, e.g., C++. Once the processor **150** executes the applet **154**, the content is retrieved from the storage medium **152**. The content may include standard multimedia files in a variety of formats, e.g., AVI (Audio Video Interleaved), Moving JPEG, MPEG-1, MPEG-2, MPEG-4, MP3, Quicktime, and the like. If a need exists to convert the content into a particular format, the retrieved content may be transcoded into a format supported by a viewer or subscriber terminal that eventually receives the downstream content. The transcoding of content changes the format and rate of the retrieved content. One example of such transcoding is the conversion of MPEG-2 content into MPEG-4 content that can be played on a graphic processor in set top terminals or personal computer (PC) terminals. Other types of content may be transcoded into MPEG-2 content playable on conventional set top terminals. Some transcoding requires decoding to baseband followed by encoding according to the desired format. Some transcoding may be performed without baseband decoding.

The content, whether transcoded or not, is then encapsulated into a format that is optimal for the stream caching server **102**. In one embodiment, the content, as MPEG-2 packets, is encapsulated in a payload of each Realtime Transfer Protocol (RTP) packet contained in the payload of an IP packet. The format of such encapsulated content is shown in FIGS. 2A-2B. However, the use of the RTP packet also supports non real time applications.

FIG. 2A depicts one embodiment of an Internet Protocol (IP) packet **200** used in the present invention. The IP packet **200** comprises an IP header **210** and an IP payload **220**. The IP payload **220** comprises a UDP (User Datagram Protocol) packet **221** comprising a UDP header **222** and a UDP payload **224**. A RTP packet **230**, a stream integrity check field **226** and a cyclic redundancy check (CRC) field **228** are illustratively contained in the UDP payload **224**. In one embodiment of the IP packet **200**, the IP header **210** is 20 bytes, the UDP header **222** is 8 bytes, the stream integrity check field **226** is 4 bytes and the CRC field **228** is 4 bytes.

FIG. 2B depicts one embodiment of a Realtime Transport Packet (RTP) **230** contained in a payload section **220** of the IP packet **300** of FIG. 2A. The RTP packet **230** comprises a RTP header **240** and a RTP payload **250**. Five MPEG-2 packets **252**, **254**, **256**, **258**, and **260** are illustratively contained in each RTP payload **250**. The number of MPEG-2 packets in the RTP payload **250** corresponds to the buffer space in the Fibre Channel controller in the packet processor **144**.

For the embodiment shown in FIGS. 2A-2B, the transcoding may also include compression of the IP header **210**, the UDP header **222**, and the RTP header **240**. The compression of these headers **210**, **222**, and **240** optimizes the storage of content on the storage medium **146** of the stream caching server **102**. Additionally, the transcoding may include encryption of the content.

Compression of the IP header **210** may include compression of non-address fields, and deletion of source and destination IP addresses. The IP source address is subsequently decompressed (at the packet processor **144**) as the IP address at the output interface of the stream caching server **102**. The IP destination address is assigned prior to streaming and is based upon the data link converter **112**, **118** or **126** or edge device for the target access network **106**, **108** or **110**.

The compression of the UDP header **222** may delete source and destination port numbers in the storage medium **146**. New values are then assigned to the source and destination port numbers prior to streaming of content over the stream distribution network **104**. The source port number is assigned a unique stream number with IP addresses. The destination port number is assigned a unique target stream number within the data link converter **112**, **118** or **126** or the target edge device.

Once encapsulated into the IP format, the content is then uploaded to the http server **148** via the modem **114** and the LAN/WAN **106**. The HTTP server **148** provides a user interface, e.g., a HTML (HyperText Markup Language) page, for the user to upload the content to the stream caching server **102**. The http server **148** also transmits the transcoded content upstream to the data link converter **112** via the LAN/WAN **106**. The data link converter **112** modulates the encapsulated content for upstream transmission over the distribution network **104** for storage in the stream caching server **102**.

The preprocessing of the present invention is not limited to a computer terminal **116** uploading content over a LAN/WAN **106**. For example, the encapsulation may also occur in the computer terminal **116** prior to uploading to content to the http server **148**. Additionally, the preprocessing may be initiated from a computer terminal **122** or digital video recorder **124** over a carrier network **108**, e.g., a T-1 or T-3 line. As such, a user of any computer terminal **116** and **122** may author multimedia content over a network, e.g., Internet, and store the content in a virtual video shelf at the stream caching server **102** for playback by other users. The preprocessing is also applicable to content from a content provider such as a movie manufacturer.

The preprocessing may also include the creation of metadata once the processor **150** executes the applet **154**. The metadata generally contains a variety of information about the content to be stored on the stream caching server **102** and streamed to a viewer or subscriber terminal. One embodiment of the metadata is in the form of a data structure that is prepended prior to a file associated with the content.

The metadata may comprise many different types of information used by the stream caching server **102** in streaming the content to a viewer device or subscriber terminal. One type of metadata that identify the content include title, author, screenwriter, actors, length of play, timing information, play rate, e.g., constant bit rate (CBR) or variable bit rate (VBR), genre of content, size of content, and the like. Other forms of metadata indicate the type of content and the type of player used to play the content. Illustrative types of content include AVI, MPEG-1, MPEG-2, MPEG-4, MP3, Quicktime, and Moving JPEG. The metadata may also include MPEG7 structure including scene descriptions and indices. Exemplary types of player devices include MPEG-1 player, MPEG-2 player,

MPEG-4 player, Microsoft Media Player, Real Video/Real Audio Player, and QuickTime Player.

The metadata may include pricing information and restrictions to view the content from the server **102**. A user or service provider may preset the price and access restrictions that are required to view the preprocessed content from the server **102**. Pricing information include a price to view the content, applicable discounts associated with viewing the content, and applicable package deals when ordering the preprocessed content with other content selections. Access restrictions include rating of content, viewing window information and sales window information. The viewing window is a graphical interface that requires a subscriber to enter a correct password to receive the content from the server **102**. The sales window is a graphical interface that requires a subscriber to pay for viewing a particular content selection.

The metadata comprises indexing at IP packet boundaries, e.g., Group of Pictures (GOP) boundaries and frame boundaries. This indexing enables the stream caching server **102** in responding to an interactive VCR like commands, e.g., fast forward (FF), rewind (REW), pause, stop, bookmark, and return to place. Specifically, the indexing information supports random frame access at a content stream granularity, separate FF and REW tracks, random frame access of FF and REW tracks, pause/play, bookmarks for each active subscriber, and DVD scene selection. Additionally, the metadata may also include markers for changes in variable bit rate (VBR) and statistical multiplexing.

The indexing enables the use of MPEG-7 based descriptors for indexed access of content. The indexing of content can be on a per frame basis or a per GOP basis. MPEG-7 based descriptors include a length of descriptor, i.e., from a start frame to an end frame, and a schema for a database of indices. The database is a hierarchical based database that allows for hierarchical scene description. For example, a root index may represent a scene of Paris, while a branch index may represent a scene of the Eiffel Tower.

The indexing is also used for stream creation. In one embodiment, the stream is created in realtime from a single MPEG-2 or MPEG-4 content stream, e.g., a start GOP to an end GOP, or a start frame to an end frame. In a second embodiment, the stream is created in non real time and the modified stream file is stored. In a third embodiment, the stream is transcoded or re-encoded such that a reference frame or I-frame is forced to be the frame with information desired in an index, even if the frame arrived in the packet processor **144** as a predictive frame, e.g., B-frame or P-frame. Stream indexing will also be discussed below with respect to FIG. 3.

Once the preprocessed content is uploaded, the stream caching server **102** may store and stream the preprocessed content, or alternatively stream the content in real time. The streaming of content encapsulated in IP format enables the stream caching server **102** to stream content to subscribers via different types of access networks **106**, **108** and **110**. As such, only one stream caching server **102** and one distribution network **104** is required to provide scalable streaming. Namely, one stream caching server **102** may stream content to the LAN/WAN **106**, the carrier network **108**, the cable network **110** and any other access network that supports IP. This greatly reduces the hardware cost at the head end **138**, as the prior art requires a streaming caching server **102** and a distribution network **104** for each type of access network **106**, **108** and **110**.

For example, the server **102** may stream content to a private Local Area Network (LAN) or Wide Area Network (WAN) **106**. Specifically, the system **100** may stream content through

the stream distribution network **104** to a digital link converter **112**, the LAN or WAN **106**, a modem **114** and a display device coupled to a computer terminal **116**. If a user decides to request content from the server **102** or uplink content, e.g., a home movie, to the server **102**, that request or content would travel upstream in a path reverse to that of the downstream content. The digital link converter **112** modulates the program content for transmission via the private LAN/WAN **106**. Additionally, the data link converter **112** extracts a MPEG formatted program content from the RTP formatted stream from the stream distribution network **104** and transcodes the program content into a format that is supported by the LAN/WAN **106**. One example of the data link converter **112** is a DIVA Digital Link (DDL **500**) that performs quadrature amplitude modulation (QAM) on the downstream program content. The LAN or WAN **106** is a private network provided by a private party or an Internet Service Provider (ISP). The modem **114** demodulates video content for viewing on the computer terminal **116**.

The server **102** may also stream content via the stream distribution network **104** to a data link converter **118**, a carrier network **108**, a digital subscriber line access multiplexer (DSLAM) **119**, an x-DSL modem **120** to either a computer terminal **122** or a digital video recorder (DVR) **124**. A request for content or upload of content would travel in the reverse path taken by the downstream content. The carrier network **108** may include a T-1 or T-3 transmission link. The data link converter **118** multiplexes the downstream content for transmission via the carrier network **108**. Additionally, the data link converter **118** may extract MPEG packets from the IP formatted stream from the stream distribution network **104**. The DSLAM **119** demultiplexes the downstream content to a particular xDSL modem **120**. The xDSL modem **120** demodulates the content for viewing on a computer terminal **122** or a display device (not shown) coupled to the DVR **124**. The xDSL modem **120** may comprise a ADSL (asynchronous digital subscriber line) modem, a VDSL (very high data rate digital subscriber line), and the like.

The server **100** may also stream content (or program content selection) via the stream distribution network **104** to a data link converter **126**, the cable network **110** to either a set top terminal **128** or a cable modem that is coupled to a computer terminal **130** or a DVR **132**. The data link converter **126** operates in a similar manner to the digital link converter **112** except to format the content for transmission in the cable network **110**. The content is transmitted from the cable network **110** to a set top terminal **128** or a cable modem **130** that demodulates the program content for viewing on a computer terminal **132** or a display device coupled to the DVR **134**. A request from a cable subscriber or user is processed via the cable network **110**, the OOB (out of band) router **136** and the modulator **126** that modulates the request back to the stream distribution network **104**.

Although the system **100** is illustratively shown to stream program content to the LAN/WAN **106**, the PSTN **108** and the cable network **110**, the system **100** may also stream content to other types of access networks. For example, the system **100** may also stream program content to satellite and terrestrial networks. Additionally, each system **100** actually streams content over many more access networks and subscriber terminals than the example shown in FIG. 1.

The stream caching server **102** is located at the local head end **138** with an infrastructure system manager **140**, a switch **142** and a packet processor **144**. The stream caching server **102** comprises a storage medium **146** to store the content preprocessed in accordance to the present invention. One

configuration of the storage medium **146** is a redundant set of disk arrays, e.g., Redundant Array of Inexpensive Disks (RAID).

The infrastructure system manager **140** coordinates a (user) request from the subscriber terminal by passing the request to the stream caching server **102** and establishing a session between the subscriber terminal and the stream caching server **102**. An exemplary infrastructure system manager **140** is the DIVA System Manager (DSM) as disclosed in U.S. application Ser. No. 09/772,287. The switch **142** routes the user request from the stream distribution network **104** to the system manager **140**. Additionally, the switch **142** routes the retrieved content from the stream caching server **102** to the packet processor **144**.

The storage medium **148** stores the preprocessed content in an IP format. The content is configured as a plurality of MPEG, e.g., MPEG-2 or MPEG-4, packets contained in a payload of a RTP packet within an IP packet. For example, the payload of each RTP packet may contain five MPEG-2 packets. The structure of the IP packet is shown in FIG. 2B. The RTP format (RFC 1889) minimizes the latency in streaming content from the server, by supporting the streaming of content in real time. Additionally, the content in the IP packet can be configured to have a minimal Quality of Service (QoS), e.g., data latency.

The packet processor **144** postprocesses the content into a format supported by a particular type of player and access network **106**, **108** and **110** used to receive the content from the stream caching server **102**. Such a player is either a software module downloaded from a HTTP server **148** to a computer terminal **122**, a hardware module coupled to a subscriber terminal, or a card inserted into a subscriber terminal. Exemplary players include a MPEG-1 player, a MPEG-2 player, a MPEG-4 player, a Microsoft Media Player, a Real Video/Real Audio Player, a QuickTime Player, a Wireless Device Video or Audio Player, and the like.

The packet processor **144** transcodes the content without disturbing the IP format. For example, the packet processor **144** separates the content, e.g., MPEG-2 packets, and header information in the IP packet, transcodes the content packets into a desired format supported by the access network and downstream player, and combines the transcoded packets with the header information to recreate the IP packet. Such transcoding is performed at an elementary packet level for transmitting at the transport packet level. Additional functions performed by the packet processor **144** include jitter correction, creating of a PES (packet elementary stream), stream splicing, and statistical multiplexing.

More specifically, the transcoding includes the conversion of the content in the RTP payload into a format suitable for the access network **106**, **108** and **110**, but the transcoded content is still encapsulated in the IP packet stream. Such transcoding may change the format and rate of the content. For example, the transcoding may include the conversion of MPEG-2 formatted content into MPEG-1, MPEG-4, AVI, Moving JPEG, MP3, Quicktime, Wireless Applications Protocol content, and the like. The transcoding is performed in accordance with an extended Real Time Streaming Protocol (RTSP-RFC 2326) such that stream manipulations conform to Internet standards and are applicable to any access networks that support IP.

Additionally, the exact manner of the transcoding depends on the available bandwidth in the access network used to receive the content at the player. For example, the packet processor **144** may perform statistical multiplexing to dynamically allocate the amount of available bandwidth for streaming content to a particular viewer. To perform such

statistical multiplexing, the packet processor **144** may stream content at either a constant bit rates or variable bit rates.

The transcoding is also adjustable to bandwidth degradations. To process lossy video, the transcoding may include lossy filtering within frames of content, dropping frames of content, e.g., resulting in a playback rate of 30 frames per second to 15 frames per second, and delivering still frames that contain important information. For non-lossy compression, the transcoding may include dropping MPEG null packets, and transcoding or re-encoding content to an acceptable quality.

The packet processor **144** may automatically perform such transcoding, or perform transcoding in accordance to user configured preferences. These preferences may include choices for a particular player, e.g., formatting, play rates, and type of conversion or transcoding. For example, if the player is embodied in software in a PC, then the content is transcoded into MPEG-2 format. However, if the player is a hand held device, then the content is transcoded into JPEG or MPEG-4 format. Additionally, the transcoding may be dynamically performed based on a user preference profile. Such a profile is based either on history or a default preference. For example, if the player is in the PC, the packet processor **144** transcodes the content into MPEG-2 at 4 Mbps and a constant bit rate.

The content in the payload of each RTP packet is sized to minimize the latencies in streaming content from the stream caching server **102** to the distribution network **104**. The read block for the packet processor **144** is sized to the MPEG packets in the payload of each RTP packet. The number of MPEG packets in each RTP packet is constrained by an available buffer space in a Fibre Channel controller that is used to read the content.

The content streamed by the stream caching server **102** is not limited to content previously stored in the storage medium **148**. In one embodiment, the stream caching server **102** streams content from another remotely located server, i.e., a server located at a remote head end. Such a configuration is further described with respect to FIG. 2.

The manager **140** provides session management for streaming content in accordance to the RTP Control Protocol (RTCP). Such management is particularly important in the case of content streamed to the local stream caching server **102** from the remote server. If any errors occurred during the streaming from the remote server, these errors are multiplied when the cached or stored content is then streamed to the many subscribers. RTCP enables the detection and transmission of only the read blocks affected by the streaming errors.

In another embodiment of FIG. 1, a portion of the system **100** comprises the stream caching server **102** and the infrastructure system manager **140** at the local head end **138**, as well as a remote stream caching server **160** and an infrastructure system manager **162** at a remote head end **164**, and a backbone streaming network **166**. The stream caching server **160** and the infrastructure system manager **162** at the remote head end **164** operates in a similar manner to the respective stream caching server **102** and the infrastructure system manager **140** at the local head end **138** that were previously described.

The local infrastructure system manager **140** receives a request for a particular content selection and determines whether a user requested content selection is stored in the storage medium **148**. If the request content is not in the storage medium **148**, the local infrastructure system manager **140** identifies a remote stream caching server **160** that stores the requested program content and provides a (server) request to the remote system manager **162**. For example, a local

system manager **140** in San Francisco may request content from another remote remotely located server **160** in Boston.

In response to this server request, the local system manager **140** coordinates the streaming remote stream caching server **160** streams the requested program content over the backbone streaming network **166** to the local stream caching server **102**. The content is then streamed to the subscriber. If the local system manager **140** determines that there are enough user requests above some predetermined threshold number, then the content from the remote stream caching server **160** is also stored in the local stream caching server **102**.

FIG. 4 depicts a flow diagram of a method **400** for implementing the preprocessing of content e.g., a video program, in accordance to one embodiment of the present invention. The method **400** assumes that a user or subscriber has already downloaded an applet **154** from a http server **115**. Specifically, the method **400** starts at step **402** and proceeds to step **404** where preprocessing is initiated when the applet **154** is executed by the processor **150** in the computer terminal **116**. At step **406**, a query determines whether a user has purchased shelf space. Namely, step **406** determines whether the user has purchased storage space or use of a portion of the storage medium **146** at the stream caching server **102**. Step **406** may also cover situations where a user has access to shelf space.

If the user has not purchased shelf space on the storage medium **148**, the method **400** proceeds to end at step **424**. If the user has already purchased shelf space on the storage medium **148**, the method **400** proceeds to step **408**, where content is loaded from a memory **152** of the computer terminal **116**. The content may comprise any multimedia presentation, e.g., a home made movie, created by the user.

At step **410**, the method creates metadata for the loaded content. The metadata contains indexing information that enables the stream caching server **102** to respond to user interactivity commands within a group of pictures or approximately one half a second. Examples of user interactivity commands include fast forward (FF), rewind (REW), pause, stop, bookmark and return to place. Additionally, the metadata includes information that enables the stream caching server **102** to determine the type of file and the resolution of the content.

The method **400** proceeds to step **412** where a query determines whether to transcode content. If no transcoding is required, the method **400** proceeds to step **416**.

If transcoding is required, the method **400** proceeds to step **414** where the content is transcoded into a format that is supported by a viewer used to view downstream content. Step **414** may convert both the format and bit rate of the program content. In one embodiment, the content may be transcoded (at an elementary stream level) from MPEG-1, MP3, AVI, QuickTime or Moving formed into MPEG-2 formatted packets. At step **416**, the method **400** encapsulates the transcoded content, e.g., MPEG-2 format, into an IP packet format (at the transport stream level). As previously described with respect to FIGS. 2A and 2B, storage of content in this IP packet format minimizes the retrieval time when the stored content is retrieved from the storage medium **146** and streamed to the distribution network **104**.

The method **400** proceeds to step **418**, where the transcoded content and metadata is uploaded from the computer terminal **116** and into the storage medium **148** of the stream caching server **102**. Once the transcoded content is stored at the stream caching server **102**, the method **400** enables the user (sender of the content) to establish or set permissions at step **420**. This step establishes a subset of users who may access the content from the stream caching server **102**. The method **400** proceeds to step **422**, where a HTML

page is established at the http server **115** for access by other users. The method **400** ends a step **424**.

FIGS. 5A and 5B depict a flow diagram of a method for accessing program content that was preprocessed and stored at the stream caching server **102**. In one embodiment of the method **500**, a user may access the full version of the program content only after correctly entering the password and paying to view the content.

The method **500** starts at step **502** and proceeds to step **504**, where a user access a html page and selects a particular program content to be played from the stream caching server. At step **506**, the method **500** queries whether the user has entered the correct password as previously established by the owner of the program content. Step **506** may alternatively query for a particular subscriber name or keyword.

If the correct password is not entered, the method **500** ends at step **540**. If the correct password is entered, the method **500** proceeds to step **508**, where a query determines whether the user has a viewer or player to view the selected program content. Namely, step **508** determines whether a correct type of viewer or player is detected at the subscriber terminal, e.g., a computer terminal **116**, **122** or **132**. If the correct player is not detected, the method **500** proceeds to download the player at **510** and then proceeds to step **512**. If the correct player is detected, the method **500** proceeds directly to step **512**.

At step **512**, a query determines whether the downloaded player supports playback (of content) at full quality. If the player does not support playing of content at full quality, the method **500** proceeds to step **526**. If the player supports playing of content at full quality, the method **500** proceeds to step **514**, where a query determines whether the user has paid to view a full quality version of the content, e.g., a program content file. If the user has paid to view the full quality version of the program content, the method **500** proceeds to retrieve the full IP formatted content from the stream caching server **102** at step **516** and streams the retrieved content over the distribution network **104** at step **518**. The method **500** proceeds to step **520**, where the data link converter **112**, **118** or **126** extracts the content (at the transport level) from the IP packets, content or MPEG-2 packets from the IP formatted content. At step **522**, a query determines whether to transcode the extracted content. Such transcoding is required to satisfy constraints in (downstream) transmitting the content over the access network **106**, **108** and **110**, and for playing the content on the viewer. If transcoding is not required, the method **400** proceeds to step **536**. If transcoding is required, the method **500** transcodes the content at normal quality at step **524** and proceeds to step **536**.

Referring back at step **514**, if the user has not fully paid to view the full quality version of the content, the method **500** proceeds to step **526**. At this step **526**, the method **500** proceeds to retrieve a sample or predefined portion of the IP formatted content (file) from the stream caching server **102** at step **526**. The method **500** then proceeds to stream the retrieved portion over the distribution network **104** at step **528**, and extract the content, e.g., MPEG-2 packets, from the IP formatted content at step **530**. The method **500** proceeds to step **532**, where a query determines whether to transcode the extracted content for transmission over the access network **106**, **108** or **110** and for playback on the viewer or player. If no transcoding is required, the method **500** proceeds to step **536**. If transcoding is required, the method **500** proceeds to transcode the partial content at low quality at step **534** and then proceeds to step **536**.

At step **536**, the method **500** sends the transcoded content the subscriber terminal, e.g. a computer terminal **116**, **122** and

132 via the access network 106, 108 and 110. The method 500 proceeds to play either the full or partial quality content at step 538 and ends at step 540.

FIG. 3 depicts a data structure useful in understanding an embodiment of the present invention. Specifically, FIG. 3 depicts a content stream 310 including a plurality of index points denoted as I_1 , I_2 and so on up to I_N (collectively index points I). It will be appreciated that while the index points I_1 through I_N are depicted as being spaced in an approximately even manner, there is absolutely no requirement for such equal spacing of the indices. Each index point represents an appropriate stream entry point beginning with, for example, an I-frame in the case of an MPEG content stream. Each indexed portion may be long or short, may comprise for example an entire scene or a plurality of scenes, other index divisions may be used.

FIG. 3 also depicts a sub-stream 320 comprising a plurality of index points denoted as i_1 , i_2 and so on up to i_8 . For purposes of this discussion, it is assumed that the sub-stream comprises portions of content between index point I_2 and index point I_4 , yet not portions of the content traversing those index boundaries. The shaded portion of content stream 310 depicts the content within the sub-stream. The shaded portions of the sub-stream 320 depict content that is not included within the sub-stream. It is noted that the sub-stream may be stored as a separate entity along with the content stream 310. The sub-stream may comprise those image frames associated with a portion of content indexed according to the MPEG-7 standards. For example, in the case of a movie having a plurality of scenes, where objects within the scenes of the movie have been indexed according to the MPEG-7 format, a particular object (e.g., a sunset, classic automobile or actor) may be associated with an object or a group of objects represented within the content stream 310. Thus, the sub-stream 320 stores content specifically associated with a desired object so that such content may be retrieved.

It is noted that in retrieving a sub-stream it is desirable for the first frame, for example an MPEG-2 stream, to comprise an intra-coded frame (an I-frame). As such, since it is possible for the desired content to be included in the content stream 310 at a point comprising a non I-frame, the sub-stream 320, when created, includes transcoding of at least the first frame within the sub-stream into an intra-frame coding format. Additionally, if desired, each of the index points within the sub-stream may be reencoded to insure that these points also comprise I-frames. It is noted that many sub-streams may be generated and stored and associated with the main content stream.

In one embodiment of the invention, local content is loaded onto a client, such as a set-top terminal or computer, from a local content source such as a video cassette recorder (VCR), digital video recorder (DVR), personal video recorder (PVR), computer or other storage and/or content source. For example, local content may be loaded onto the set top terminal or streamed to the set top terminal from a camera, live video and/or live audio feed. The content loaded onto the set top terminal is transcoded using a transcoding application. If the client does not have an appropriate transcoding application, such transcoding application is downloaded from a server within the system. The transcoding application is used to transcode the loaded content into a desired player format. For example, if the loaded content comprises streaming video and audio at baseband, then such streaming video and audio may be encoded according to any one of the formats previously discussed (e.g., AVI, MPEG, etc.). In the case of the locally loaded content being encoded according to a first format that is not desired, then the content so encoded is

transcoded using the transcoding application to produce content in the desired player format. The transcoded local content is then encapsulated in a desired transport format. The desired transport format is a transport format adapted to a particular access network. The particular formats associated with various access networks are described above. The transport encapsulated content is then encapsulated in a realtime protocol packet, such as described above. The RTP packet stream is then uploaded to the server for subsequent distribution to clients (i.e., set-top terminals or computers) utilizing the desired player format via access networks utilizing the desired access network transport format.

In addition to uploading encapsulated data to the server, the client may also provide access right data to the server for subsequent use in determining who may view the content, who may use the content, how long the content may be viewed, how long the content may be used, which geographic region the viewer or user is in, which set or sub-set of clients within a particular system are to have access, which passwords, if any, are to be used and so on.

As an example, in the case of a set-top terminal associated with a user wishing to share video imagery of a new baby, the video imagery and associated audio information may be input to a set-top terminal from the video camera. The set-top terminal then uses a coding or transcoding application to encode the video and audio information according to a desired format, such as the above-mentioned AVI format. Assuming that the subscribers within a system who are to receive this imagery (e.g., friends and neighbors) are within a system having an access network utilizing the MPEG-2 transport format, the set-top terminal or client will then transport encode the AVI encoded content to produce an MPEG-2 transport stream. The MPEG-2 transport stream comprising the AVI encoded content will be further transport encoded according to the realtime protocol techniques described above. The RTP encoded content and associated access information (e.g., passwords for family members and the like) is then uploaded to the server for subsequent distribution on demand to the appropriate viewers or users.

Although various embodiments which incorporate the teachings of the present invention have been shown and described in detail herein, those skilled in the art can readily devise many other varied embodiments that still incorporate these teachings.

What is claimed is:

1. A method for post processing content from a stream caching server in an interactive information distribution system, the method comprising:

receiving, from a subscriber terminal associated with an access network, a request at a head end through a stream distribution network for content stored on a stream caching server at the head end in a preprocessed form in which the content is transcoded according to a first content processing method supported by a first type of viewer and encapsulated according to a transport protocol supported by the stream caching server;

retrieving the requested content from the stream caching server;

transmitting the retrieved content from the stream caching server at the head end to a packet processor at the head end;

determining, at the packet processor, whether the user associated with the requesting subscriber terminal has a multimedia player capable of viewing the retrieved content;

downloading a multimedia player to the requesting subscriber terminal capable of viewing the retrieved content

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when the user does not have a multimedia player capable of viewing the retrieved content;

identifying a type of multimedia player associated with the requesting subscriber terminal to be used to view the retrieved content;

determining, at the packet processor, whether the retrieved content is configured for viewing by the multimedia player associated with the user of the requesting subscriber terminal and for transmitting the content over the access network of the requesting subscriber;

in response to a determination to transcode the retrieved content, transcoding the retrieved content by the packet processor at the head end from the first content processing method to a second content processing method required by the multimedia player associated with the user of the requesting subscriber terminal, wherein the transcoded content is encapsulated according to the transport protocol supported by the access network of the requesting subscriber; and

streaming the encapsulated transcoded content across the stream distribution network and to the access network of the requesting subscriber.

2. The method of claim 1, wherein the transport format supported by the stream caching server comprises an Internet Protocol (IP) format.

3. The method of claim 2, further comprising:
receiving metadata associated with the content, where the metadata comprises indexing information used by the stream caching server in response to a command provided via the subscriber terminal.

4. The method of claim 3, wherein the metadata is encapsulated with the transcoded content in the IP format.

5. The method of claim 2, wherein IP formatted content is retrieved from the stream caching server in response to the request for content from another stream caching server, and provided to the requesting stream caching server.

6. The method of claim 5, wherein the retrieving and streaming are conditioned upon a user of a second subscriber terminal providing a correct password to an http server as configured by a user of said subscriber terminal.

7. The method of claim 1, wherein the access network comprises one of a wide area network, a local area network, a cable network, a carrier network, a satellite network and a wireless terrestrial network.

8. A local head end in an interactive information distribution system supporting a requesting subscriber terminal associated with an access network, the local head end comprising:
a stream caching server for receiving through a stream distribution network, and from a subscriber terminal associated with an access network, a request from a subscriber terminal associated with the access network for content stored on a stream caching server at a head end in a preprocessed form in which the content is transcoded according to a first content processing method supported by a first type of viewer and encapsulated according to a transport protocol supported by the stream caching server, the stream caching server retrieving the requested content, wherein the stream caching server comprises a storage medium for storing the content; and
a post processing server, disposed at the local head end, for retrieving the requested content from the stream caching server and determining whether a user associated with the requesting subscriber terminal has a viewer capable of viewing the retrieved content, downloading a viewer capable of viewing the retrieved content if the user does not have a viewer capable of viewing the retrieved con-

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tent, and determining whether the retrieved content is configured for viewing by the multimedia player associated with the user of the requesting subscriber terminal and for transmitting the content over the access network of the requesting subscriber, the post processing server transcoding the retrieved content from the first content processing method to a content processing method for viewing by the multimedia player associated with the user of the requesting subscriber terminal and encapsulating the retrieved content according to the transport protocol supported by the access network of the requesting subscriber;

wherein the head end streams the encapsulated content post processed by the post processing server across the stream distribution network and to the access network of the requesting subscriber.

9. The local head end of claim 8, wherein the transport format supported by the stream caching server comprises an Internet Protocol (IP) format.

10. The local head end of claim 9, wherein the encapsulated content includes metadata for the content, where the metadata comprises indexing information used by the stream caching server in response to a command provided by a user viewing the content at the requesting subscriber terminal.

11. The local head end of claim 10, wherein the metadata is encapsulated with IP content in IP format.

12. The local head end of claim 10, wherein the command comprises at least one of fast forward (FF), rewind (REW), pause, stop, bookmark, and return to place.

13. The local head end of claim 9, wherein a payload of an IP packet comprises a plurality of MPEG packets.

14. The local head end of claim 13, wherein the plurality of MPEG packets is contained in a payload of a Realtime Transfer Protocol (RTP) packet contained in a payload of an IP packet.

15. The local head end of claim 13, wherein the plurality of MPEG packets comprises a plurality of one of a MPEG-2 packet and a MPEG-4 packet.

16. The local head end of claim 8, wherein the stream caching server communicates with a remote stream caching server for streaming said content to said stream caching server in response to content from the stream caching server.

17. The local head end of claim 9, wherein the streaming of IP formatted content is conditioned upon a user of a second subscriber terminal providing a correct password to an http server, wherein the correct password is configured by a user of the requesting subscriber terminal.

18. The local head end of claim 8, wherein said access network comprises one of a wide area network, a local area network, a cable network, a carrier network, a satellite network, and a terrestrial wireless network.

19. A method for use in a head end of a distributed network, comprising:
receiving through a stream distribution network, and from a subscriber terminal associated with an access network, a request for content stored on a stream caching server at a head end in a preprocessed form in which the content is transcoded according to a first content processing method compatible with a first type of player and encapsulated according to a transport protocol supported by the stream caching server, wherein the request for content is received at the head end, wherein the request for content is associated with a client associated with the access network of the requesting subscriber;
retrieving the requested content from the stream caching server, wherein the requested content is stored at and retrieved from the head end in the pre-processed form;

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transmitting the retrieved content from the stream caching server at the head end to a packet processor at the head end;

determining, at the packet processor, whether the retrieved content needs to be transcoded for the access network and the player associated with the requesting subscriber; 5
in response to a determination to transcode the retrieved content, de-encapsulating the requested content from the transport protocol supported by the stream caching server;

10 transcoding the requested content at the packet processor from the first player content processing method to a second content processing method supported by at least one of the access network of the requesting subscriber and the player associated with the requesting subscriber;

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re-encapsulating the transcoded content into the desired transport protocol; and

streaming the encapsulated transcoded content from the head end via the stream distribution network and the access network of the requesting subscriber.

20. The method of claim **19**, wherein the step of re-encapsulating comprises:

first encapsulating the transcoded content according to a transport format adapted to the access network; and

further encapsulating the transport formatted content within a realtime protocol (RTP) packet adapted to an internet protocol (IP) network.

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