

Exhibit L

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF FLORIDA
Case No. 10-23580-Civ-UNGARO

MOTOROLA MOBILITY, INC.,) Pages 1-226
)
) Plaintiff,)
)
) -v-)
)
APPLE, INC.,)
) Defendant.)
) Miami, Florida
) October 6, 2011
) 10:20 a.m.

TRANSCRIPT OF TUTORIAL PROCEEDINGS TO MARKMAN HEARING
BEFORE THE HONORABLE URSULA UNGARO
U.S. DISTRICT JUDGE

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(continued)

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1 first tab in the Apple binder we just handed you.

2 THE COURT: I think I might have handed that back to
3 my law clerk by accident.

4 Is this what you just gave me? Sorry. It says
5 Apple's Technology Tutorial, Apple Patents in Suit.

6 MR. POWERS: That is it.

7 THE COURT: Okay. Fine. Okay. Go ahead.

8 MR. POWERS: There are three tabs, and the three tabs
9 correspond to the three types, categories of patents.

10 THE COURT: Got it.

11 MR. POWERS: The first category would be a patent
12 about adding a monitor.

13 THE COURT: Right.

14 MR. POWERS: The second category would be the set-top
15 box patents.

16 THE COURT: Right.

17 MR. POWERS: And the third would be the gesture to
18 unlock.

19 THE COURT: Okay.

20 MR. POWERS: I'll be covering the first two and Jill
21 Ho will be covering the third.

22 THE COURT: All right. Fine.

23 MR. POWERS: Thank you, Your Honor.

24 I think what you'll find is that, in contrast to the
25 Motorola patents that we've just gone through, some of which I

1 think fairly provoke the comment or question is this all
2 really relevant, because they were, in fairness, designed to
3 solve problems that existed in pagers, which Motorola back in
4 the day was quite successful in, that simply don't exist
5 anymore. They were invented to involve problems with slow
6 download speeds that just don't exist anymore, or very limited
7 pager memory, which obviously is not an issue with modern
8 devices, and other things, in contrast to types of patents
9 that we're now going to talk about from Apple are ones that
10 are directly used every single day by all of us or most of
11 us.

12 The first relates to an additional monitor connected
13 to a device. And before we jump into the slide deck, I just
14 want to put it in context as to how in modern terms this gets
15 used.

16 So, for example, Your Honor's iPad, if you were
17 making a presentation to a group of your fellow judges and you
18 wanted to stand at a podium and use your iPad to make that
19 presentation, you can do so, and the reason you can do so is
20 because you can connect the iPad to a second monitor behind
21 you, for example, and look at the presentation as you go
22 through it on your iPad, and it's going through the monitor
23 behind you.

24 You can also project some different images on to it.
25 So, for example, if you had a photo collection that you wanted

1 to show a group of friends coming back from a trip and you
2 didn't want them hovering around your iPad, you can connect it
3 to a larger television screen and show everyone the photo
4 collections from a recent trip.

5 Those are just two examples in modern usages of how
6 you would use this type of technology, because what we're
7 talking about is quickly, efficiently, easily, conveniently
8 connecting one device to another display device that you want
9 to use for some reason.

10 And, so, if we go into the slides, the changeover up
11 there -- here we go -- again, we have the cover page of the
12 patent, and again, Your Honor, this is really for use as a
13 reference going forward. It's a handy source to show which
14 claims are at issue, because obviously, not all claims are
15 asserted, and the claims have different configurations and
16 different terminology and different requirements. So that's a
17 helpful resource.

18 The accused products for both of the patents are the
19 same, which are what are called HDMI compatible phones and
20 tablets. What that means is HDMI is a new interface and a new
21 form of display, display technology, and the accused devices
22 are compatible with HDMI, meaning you can plug an HDMI plug
23 into them and it will display through that HDMI plug on to
24 your television screen, for example, or on to a larger screen
25 behind you for presentation purposes. And the identified

1 products, we've listed the Powerbook G4. That's an older
2 Apple computer, but it's obviously also present on current
3 Apple computers as well.

4 The same is true for the 116 patent. We have listed
5 the filing date, the asserted claims and the relevant products
6 there as well.

7 So, one of the things that we try to do in each of
8 these patents is set up what the problem was that the patent
9 was trying to solve, because that's helpful to understanding
10 the technological context of it, and often when you're trying
11 to construe claims, it's useful to know what that problem was
12 and how that patent purported to solve it. That is something
13 that common sense and, fortunately, the law tell you is
14 relevant to understanding what the claims mean.

15 And here the patents are quite clear, and again,
16 common sense is quite clear about what the goal was. The goal
17 was that they have limited screen sizes and laptops, and maybe
18 you want to connect that to a larger monitor. Many people do
19 that routinely every day.

20 I do that in my office every day. I have a laptop
21 that I use as my main computer and I connect it to a larger
22 monitor in exactly the same way as Your Honor did on the bench
23 when we wanted to switch the presentation from a smaller
24 monitor to a larger one. That's easy to do now, in part,
25 because of the types of technology we're talking about.

1 And there are two types of projection that I just
2 wanted to mention, because you'll probably hear discussion
3 about them. One term that's thrown around is called
4 "mirroring," and mirroring simply means that you have the
5 same screen, the same content on both screens.

6 A use of that, for example, is when you wanted to
7 make a presentation to the fellow judges and you want to be
8 looking at the same content they are, so you can speak to it
9 but not be looking at the screen or turning around. That's
10 called mirroring. And you can also have separate content.
11 That's sometimes called projection and other terms.

12 The way that works is that, obviously, you have
13 content that has to be stored in different places because it's
14 showing different things. One screen is showing one body of
15 content that's coming from someplace, and another screen is
16 showing another body of content.

17 Now, the way that works is -- the patents have
18 discussed this and those skilled in the art know how this
19 works -- you have something called a frame buffer. A frame
20 buffer buffers just memory and it's a term that's thrown
21 around in the art a lot.

22 What it means is it's typically used with memory
23 that's being used for a very short period of time, sort of as
24 a last stopping place for something that's going on right now;
25 not permanent storage, not like your hard drive, but it's

1 something which is used in a short, short period of time. And
2 frame buffers are something that's typically used for frames
3 of data which are often a way of looking at what's being
4 stored to be projected on to a display.

5 So a frame buffer, you could have multiple of them,
6 and one frame buffer would store the content you're showing on
7 one screen and a separate frame buffer would store the content
8 you're showing on the second screen. That's how they could
9 actually display two different things even from the same
10 computer.

11 So, for example, if I'm sitting at my desk, I'll have
12 one monitor that has my e-mail, for example, and one monitor
13 that might have a Web page I'm looking at or a document I'm
14 reviewing or something else, and the frame buffer is what
15 allows that to happen.

16 Now, the problem specifically that the patents
17 address is what existed in the prior art at the time, was
18 there a specific way that the computer knew where it was
19 sending data for display, and the only way it knew that was if
20 that display space, the place where it's going to be sending
21 the data, was listed in its system memory. It knew where it
22 was sending and it had that list and it was going to send it
23 to that list.

24 The problem was that if you try to add a monitor, the
25 technology at the time wouldn't add the new display

1 automatically to the list of approved displays, if you will,
2 that that computer could recognize.

3 So, what would what that in here -- we have a short
4 animation of it -- is that you would plug in your new monitor
5 where you wanted to send the information, and the CPU on the
6 computer would look at it and say, well, all right, I still
7 don't see it because it hasn't been added to my list of active
8 displays, because the technology didn't permit that to happen
9 automatically.

10 So, in order to actually add that new monitor, what
11 you had to do was either put your computer to sleep or restart
12 it. If you restarted it, it would then look again to see what
13 displays were connected to it, and you'd have to restart it
14 and wait and wait and wait. And then it would finally
15 restart, and it would go out and look at what displays were
16 connected to it, and your new display would now be found. But
17 had you to wait throughout that whole reboot process, which I
18 think we've all endured quite too often. That's one of the
19 problems that this patent is directed at solving.

20 Now, the invention is -- a colloquial expression
21 that's often used is "plug and play," which just means exactly
22 what it sounds like. You don't have to wait for it to be
23 rebooted. The system will recognize it automatically without
24 being rebooted or restarted. And, so, we've done a very short
25 animation here to show that conceptually. And then, however

1 you've set it up -- it can be set up for mirroring, it can be
2 set up for anything else -- the information that you want to
3 display on your second monitor will be displayed without
4 rebooting.

5 All right. So, now, what's the accused functionality
6 here? Again, we've put up as an example, the Motorola Xoom
7 tablet, which is their iPad-like device, and their machine
8 works exactly how we were describing it with regard to the
9 patent. They have a computer on board that Xoom tablet. It's
10 really just a small, sleek computer. And when you try to plug
11 it into a monitor through an HDMI cable, when you do so, it's
12 automatically recognized. You don't have to restart it. It
13 sees the other display and it will automatically launch the
14 display to go into that external monitor. And it's that use
15 of that technology that we think infringes the claims, and
16 we'll talk about the specific claim language, obviously, in
17 much more detail when we're around next week.

18 Now, one issue which has been addressed by Motorola
19 in both of its claim constructions and in its slides to some
20 degree to be shown to Your Honor today is this concept of
21 what's an operating system. And you'll recall that one of
22 their proposed constructions has the term "operating system
23 component," and, so, I wanted to touch on that briefly.

24 I've got on the screen a slide that shows a public
25 version distributed by Google of what the Android operating

1 out which of the terms within each of the patents makes sense
2 to prove logically and we have an efficient way of doing it.

3 THE COURT: All right. Thank you.

4 MR. PERLSON: All right. Thank you so much for
5 taking this time.

6 THE COURT: I hope those of you from California are
7 not taking the red eye tonight.

8 MR. PASTOR: I think we'll be all right.

9 THE COURT: Well, have a safe trip back. Thank you.

10 (Adjourned at 6:00 p.m.)

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16 C E R T I F I C A T E

17
18 I certify that the foregoing is a correct transcript
19 from the record of proceedings in the above-entitled matter.

20
21 October 8, 2011

/s/ William G. Romanishin