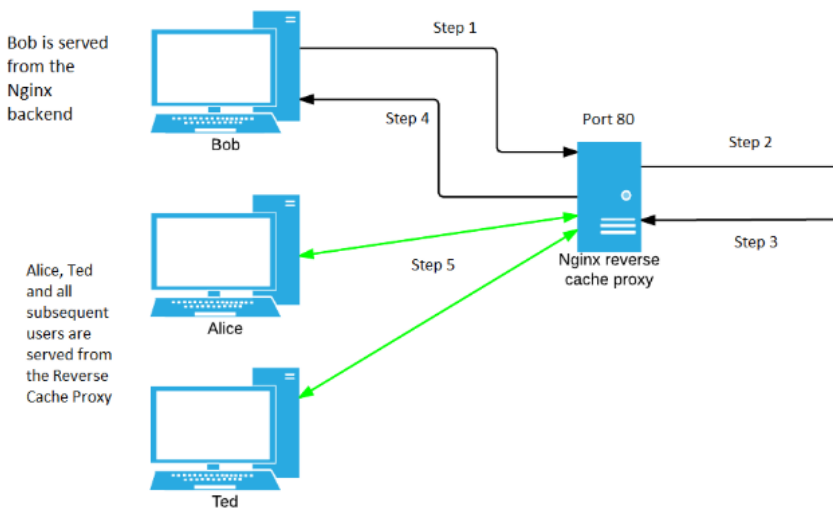
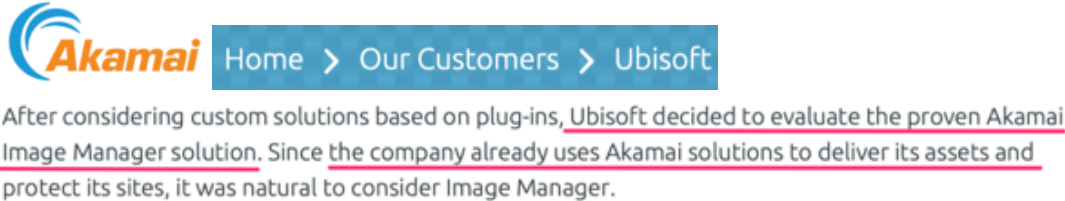

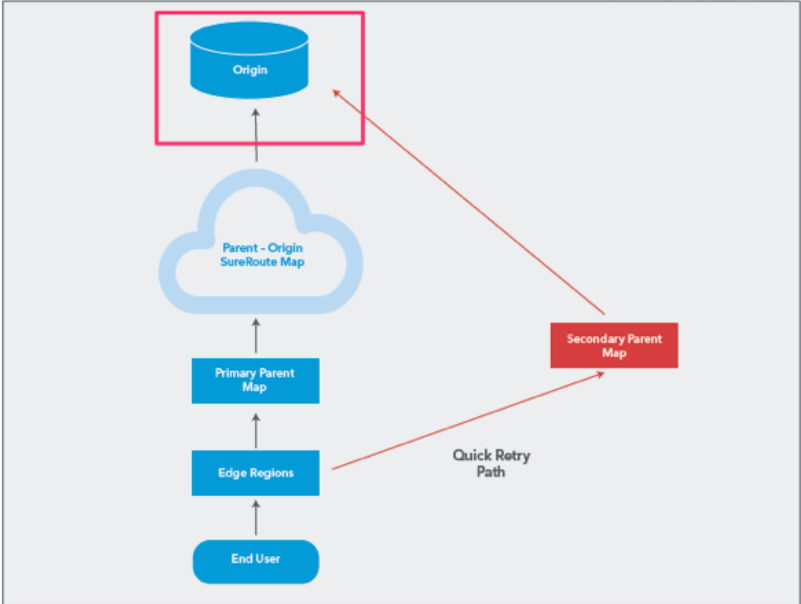


EXHIBIT A

Claim	
<p>1pre. A method for distribution of application programs to a target on-demand server on a network comprising the following executed on a centralized network management server coupled to the network:</p>	<p>Ubisoft practices a method for distribution of application programs to a target on-demand centralized network management server coupled to the network.</p> <p>Ubisoft distributes its Uplay PC, Ubisoft game software (e.g., Assassin’s Creed Odyssey, A Recon Breakpoint, etc.), and its Uplay+ game service (including games or other applications Ubisoft through Uplay+) (application programs) from a centralized network management on-demand servers.</p> <p>The application programs are distributed and made available to end users/customers through (“CDN”). The architecture of a CDN, such as the one Ubisoft uses to distribute the centralized network management server and target on-demand server.</p> <p>The below diagram shows an example CDN architecture, which includes a centralized network management server (“origin” or “backend” server) and a target on-demand server (a.k.a. “edge” server).</p>  <p>Source: codementor.io/devops/tutorial/devops-tutorial-nginx-reverse-proxy</p> <p>As shown in the below screenshot, Ubisoft uses at least Akamai’s CDN to distribute application programs from a centralized network management server to target on-demand servers.</p>

Claim	
	 <p> Home > Our Customers > Ubisoft</p> <p>After considering custom solutions based on plug-ins, <u>Ubisoft decided to evaluate the proven Akamai Image Manager solution.</u> Since <u>the company already uses Akamai solutions to deliver its assets and protect its sites,</u> it was natural to consider Image Manager.</p> <p>Source: https://www.akamai.com/us/en/our-customers/customer-stories-ubisoft.jsp</p> <h2>Caching Optimizations</h2> <h3>CAPACITY & MAPPING</h3> <p>The Akamai Intelligent Platform consists of <u>many servers spread around the world, located near end users.</u> When the platform observes popular content, a local copy is kept and delivered to the next user requesting the same content. The user experience is optimal and improved due to close <u>proximity between end users and the servers that are communicating with those end users.</u></p> <p>A map can be thought of as a <u>set of servers</u> in a particular region around the world. We can set up mapping profiles that serve traffic in an optimal way, depending on the type of content, the location of end users and the location of origin servers.</p> <p>Source: https://www.akamai.com/us/en/multimedia/documents/white-paper/optimizing-dc-white-paper.pdf</p>

INFRINGEMENT CHART – U.S. PAT. NO. 7,069,293 v. Ubisoft

Claim	
1a. providing an application program to be distributed to the network management server;	<p>Ubisoft practices a method that provides an application program to be distributed to the ne</p> <p>Ubisoft’s use of a CDN to distribute the application programs entails that Ubisoft provid centralized network management server (i.e., “origin” or “backend” server). Requests for not cached by an edge server are forwarded to a Ubisoft origin (centralized network mana provides the application programs.</p>  <p>The diagram illustrates a network architecture for content distribution. At the bottom, an 'End User' (blue rounded rectangle) connects to 'Edge Regions' (blue rectangle). Above 'Edge Regions' is the 'Primary Parent Map' (blue rectangle), which connects to a cloud-shaped 'Parent - Origin SureRoute Map' (blue cloud). This cloud connects to the 'Origin' (blue cylinder), which is highlighted with a red square. To the right, a 'Secondary Parent Map' (red rectangle) is connected to the 'Origin' by a red arrow. A 'Quick Retry Path' (red arrow) is shown between the 'Edge Regions' and the 'Secondary Parent Map'.</p>

INFRINGEMENT CHART – U.S. PAT. NO. 7,069,293 v. Ubisoft

Claim	
	<p>CAPACITY & MAPPING</p> <p>The Akamai Intelligent Platform consists of many servers spread around the world, located near end users. When the platform observes popular content, a local copy is kept and delivered to the next user requesting the same content. The user experience is optimal and improved due to close proximity between end users and the servers that are communicating with those end users.</p> <p><u>A map can be thought of as a set of servers in a particular region around the world.</u> We can set up mapping profiles that serve traffic in an optimal way, depending on the type of content, the <u>location of end users and the location of origin servers.</u></p> <p>Source: https://www.akamai.com/us/en/multimedia/documents/white-paper/optimizing-dc-white-paper.pdf</p>
<p>1b. specifying a source directory and a target directory for distribution of the application program;</p>	<p>Ubisoft practices a method that specifies a source directory and a target directory for distribution of the application program.</p> <p>Uniloc uses the CDN to perform file transfer operations from an origin server to a target server. Operations between servers involve a source and destination directory.</p> <p>Introduction</p> <p>The gaming industry continues to grow year-by-year with new releases that require support for an associated increase in volume of end-user traffic. This ultimately boils down to <u>large file downloads in higher quality formats</u>, of which designated audiences expect great performance and high availability. Both availability and performance are now equally critical across a diverse set of devices and networks, including over-the-air and mobile. For highly anticipated new releases, software patches, and periodic releases, we can achieve improved delivery performance via optimizing publishing strategies, upgrading client protocols, and applying caching optimizations, such as improved mapping and cache footprint. We can develop single-CDN and/or multi-CDN strategies to provide high availability and seamless failover, which is critical during peak download events. In this article, we will discuss best practices as well as recommended approaches in optimizing delivery.</p>

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