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Serenyi et al.

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# (54) METHODS AND APPARATUSES FOR TRANSFERRING DATA

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U.S.C. 154(b) by 970 days.

(21) Appl. No.: 09/757,235

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### Related U.S. Application Data

- (63) Continuation-in-part of application No. 09/603,108, filed on Jun. 22, 2000.
- (51) Int. Cl. *G06F 13/00* (2006.01)

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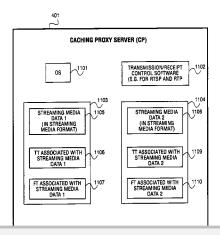
### (Continued)

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### (57) ABSTRACT

The present invention provides several methods and apparatuses for transmitting multimedia data using streaming media protocols such as real-time transfer protocols (RTP) and real-time streaming protocols (RTSP) in a computer network environment. A request for RTP data is sent from the caching proxy server to the server. The request may be for one specific type of data or multiple unrelated types of data. The server responds to the request indicating its support for the requested data. The caching proxy server determines whether to proceed or terminate the data transmission process based on the response provided by the server. If it is determined to proceed with the data transmission process, the caching proxy informs the server to send the requested data. The server sends the requested data in a body of a RTP packet. The RTP packet uses a RTP Meta-Info payload format, which includes a body and a field header. The field header includes fields to identify the streaming media data, and the field body includes the requested streaming media data.

### 19 Claims, 15 Drawing Sheets





# US 7,007,062 B1

Page 2

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ORIGINATING SERVER AND CACHING PROXY SERVER(CP)
NEGOTIATE, THROUGH REAL-TIME STREAMING PROTOCOL
(RSTP) FOR SERVER TO SEND AND CP SERVER TO RECEIVE
STREAMING MEDIA DATA (FOR EXAMPLE: QUICKTIME
STREAMING AUDIO DATA).

CP SERVER RECEIVES STREAMING MEDIA DATA, USING REAL TIME TRANSFER PROTOCOL (RTP), IN STREAMING MEDIA FORMAT NOT THE SAME FORMAT AS STORED ON ORIGINATING SERVER AND CP SERVER STORES THE STREAMING MEDIA DATA, IN THE STREAMING MEDIA FORMAT, ON A STORAGE DEVICE CONTROLLED BY THE CP SERVER.

CP SERVER RECEIVES REQUEST, THROUGH RSTP, FROM A CLIENT FOR THE STREAMING DEDIA DATA AND RETRIEVES THE DATA FROM THE STORAGE DEVICE AND TRANSMITS THE STREAMING MEDIA DATA TO THE CLIENT SYSTEM.

# FIG. 1A (Prior Art)



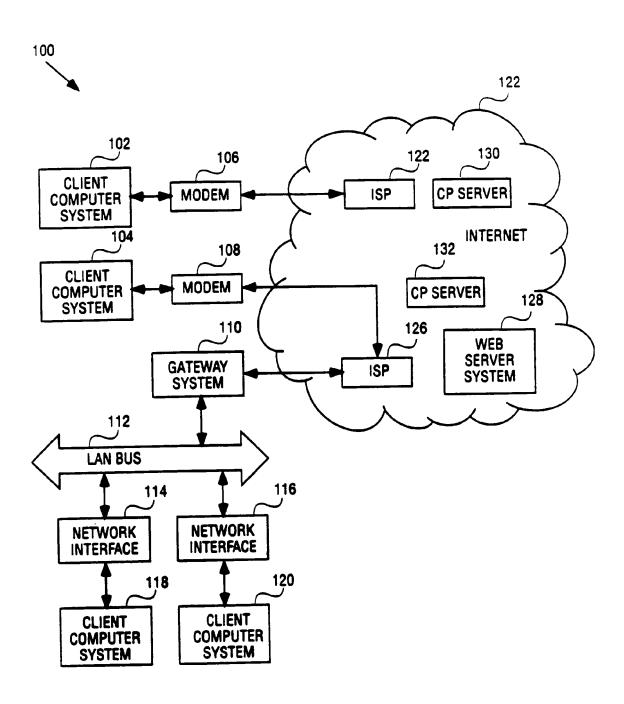


FIG. 1B



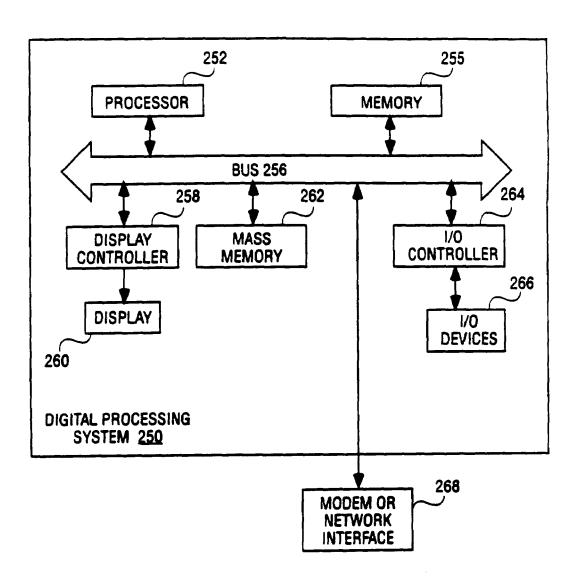


FIG. 2



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