



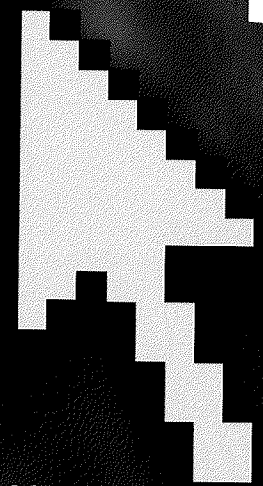
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LG v. Straight Path, IPR2015-00198
Straight Path - Ex. 2021 - Page 1Page 1

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LG v. Straight Path, IPR2015-00198
Straight Path - Ex. 2021 - Page 2

types, and variables, that usually performs a single task. A procedure can usually be called (executed) by other procedures, as well as by the main body of the program. Some languages distinguish between a procedure and a function, with the latter (the function) returning a value. *See also* function, parameter, procedural language, routine, subroutine.

procedure call *n.* In programming, an instruction that causes a procedure to be executed. A procedure call can be located in another procedure or in the main body of the program. *See also* procedure.

process¹ *n.* A program or part of a program; a coherent sequence of steps undertaken by a program.

process² *vb.* To manipulate data with a program.

process-bound *adj.* Limited in performance by processing requirements. *See also* computation-bound.

process color *n.* A method of handling color in a document in which each block of color is separated into its subtractive primary color components for printing: cyan, magenta, and yellow (as well as black). All other colors are created by blending layers of various sizes of halftone spots printed in cyan, magenta, and yellow to create the image. *See also* color model, color separation (definition 1). *Compare* spot color.

processing *n.* The manipulation of data within a computer system. Processing is the vital step between receiving data (input) and producing results (output)—the task for which computers are designed.

processor *n.* *See* central processing unit, microprocessor.

Processor Direct Slot *n.* *See* PDS (definition 1).

Processor Input/Output *n.* *See* PIO.

Prodigy Information Service *n.* An online information service founded by IBM and Sears. Like its competitors America Online and CompuServe, Prodigy offers access to databases and file libraries, online chat, special interest groups, e-mail, and Internet connectivity. *Also called* Prodigy.

product *n.* 1. An operator in the relational algebra used in database management that, when applied to two existing relations (tables), results in the creation of a new table containing all possible ordered concatenations (combinations) of tuples (rows) from the first relation with tuples from the second. The number of rows in the resulting relation is the product of the number of rows in the two source relations. *Also*

called Cartesian product. *Compare* inner join. 2. In mathematics, the result of multiplying two or more numbers. 3. In the most general sense, an entity conceived and developed for the purpose of competing in a commercial market. Although computers are products, the term is more commonly applied to software, peripherals, and accessories in the computing arena.

production system *n.* In expert systems, an approach to problem solving based on an "IF this, THEN that" approach that uses a set of rules, a database of information, and a "rule interpreter" to match premises with facts and form a conclusion. Production systems are also known as rule-based systems or inference systems. *See also* expert system.

Professional Graphics Adapter *n.* A video adapter introduced by IBM, primarily for CAD applications. The Professional Graphics Adapter is capable of displaying 256 colors, with a horizontal resolution of 640 pixels and a vertical resolution of 480 pixels. *Acronym:* PGA.

Professional Graphics Display *n.* An analog display introduced by IBM, intended for use with their Professional Graphics Adapter. *See also* Professional Graphics Adapter.

profile¹ *n.* *See* user profile.

profile² *vb.* To analyze a program to determine how much time is spent in different parts of the program during execution.

Profiles for Open Systems Internetworking Technology *n.* *See* POSIT.

program¹ *n.* A sequence of instructions that can be executed by a computer. The term can refer to the original source code or to the executable (machine language) version. *Also called* software. *See also* program creation, routine, statement.

program² *vb.* To create a computer program, a set of instructions that a computer or other device executes to perform a series of actions or a particular type of work.

program card *n.* *See* PC Card, ROM card.

program cartridge *n.* *See* ROM cartridge.

program counter *n.* A register (small, high-speed memory circuit within a microprocessor) that contains the address (location) of the instruction to be executed next in the program sequence.