UNITED STATES PATENT AND TRADEMARK OFFICE

BEFORE THE PATENT TRIAL AND APPEAL BOARD

SANDVINE CORPORATION and SANDVINE INCORPORATED ULC,

PETITIONERS,

V.

PACKET INTELLIGENCE, LLC,

PATENT OWNER.

Case No. IPR2017-00450 U.S. Patent No. 6,771,646

**DECLARATION OF KEVIN C. ALMEROTH, PH.D.** 

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I, Kevin C. Almeroth, declare as follows:

#### I. INTRODUCTION

1. My name is Kevin C. Almeroth. I have been retained by Skiermont Derby LLP, on behalf of Packet Intelligence LLC, and am submitting this declaration to offer my independent expert opinion concerning certain issues raised in the present Petition for *Inter Partes* Review ("Petition"), as well as similar Petitions submitted by Petitioners on related patents. Specifically, Petitioners filed seven (7) IPR Petitions: (1) IPR2017-00450 concerning U.S. Patent No. 6,771,646, (2) IPR2017-00451 concerning U.S. Patent No. 6,839,751, (3) IPR2017-00629 concerning U.S. Patent No. 6,954,789, (4) IPR2017-00630 concerning U.S. Patent No. 6,954,789, (5) IPR2017-00769 concerning U.S. Patent No. 6,651,099, (6) IPR2017-00862 concerning U.S. Patent No. 6,665,725, and (7) IPR2017-00863 concerning U.S. Patent No. 6,665,725 (collectively, the "Asserted IPRs" and "Challenged Patents", respectively).

#### II. BACKGROUND AND QUALIFICATIONS

2. I am currently a Professor in the Department of Computer Science at the University of California, Santa Barbara (UCSB). I also hold an appointment and am a founding member of the Computer Engineering (CE) Program. I am a founding member of the Media Arts and Technology (MAT) Program, and the Technology Management Program (TMP). I also served as the Associate Director of the Center for Information Technology and Society (CITS) from 1999 to 2012. I have been a faculty member at UCSB since July 1997.

3. I hold three degrees from the Georgia Institute of Technology: (1) a Bachelor of Science degree in Information and Computer Science (with minors in Economics, Technical Communication, and American Literature) earned in June, 1992; (2) a Master of Science degree in Computer Science (with specialization in Networking and Systems) earned in June, 1994; and (3) a Doctor of Philosophy (Ph.D.) degree in Computer Science (Dissertation Title: Networking and System Support for the Efficient, Scalable Delivery of Services in Interactive Multimedia System, minor in Telecommunications Public Policy) earned in June, 1997.

4. In 1994, I began to research issues associated with the development and deployment of a one-to-many communication facility (called "multicast") in the Internet (first deployed as the Multicast Backbone, a virtual overlay network supporting one-to-many communication). Some of my more recent research endeavors have looked at how to use the scalability offered by multicast to provide streaming media support for complex applications like distance learning, distributed collaboration. distributed large-scale wireless games, and communication. Multicast has also been used as the delivery mechanism in systems that perform local filtering (*i.e.*, sending the same content to a large number of users and allowing them to filter locally content in which they are not interested). As part of this research, I have investigated how these applications are utilized by using network monitoring tools and packet traces to determine when users are joined to multicast sessions.

5. Starting in 1997, I worked on a project to integrate the streaming media capabilities of the Internet together with the interactivity of the web. I developed a project called the Interactive Multimedia Jukebox (IMJ). Users would visit a web page and select content to view. The content would then be scheduled on one of a number of channels, including delivery to students in Georgia Tech dorms delivered via the campus cable plant. The content of each channel was delivered using multicast communication.

6. In the IMJ, the number of channels varied depending on the capabilities of the server including the available bandwidth of its connection to the Internet. If one of the channels was idle, the requesting user would be able to watch their selection immediately. If all channels were streaming previously selected content, the user's selection would be queued on the channel with the shortest wait time. In the meantime, the user would see what content was currently playing on other channels, and because of the use of multicast, would be able to join one of the existing channels and watch the content at the point it was currently being transmitted.

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