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Filed on behalf of Intel Corporation

By:

David L. Cavanaugh, Reg. No. 36,476 ([David.Cavanaugh@wilmerhale.com](mailto:David.Cavanaugh@wilmerhale.com))

Thomas E. Anderson, Reg. No. 37,063 ([Tom.Anderson@wilmerhale.com](mailto:Tom.Anderson@wilmerhale.com))

Joseph H. Haag, Reg. No. 42,612 ([Joseph.Haag@wilmerhale.com](mailto:Joseph.Haag@wilmerhale.com))

Wilmer Cutler Pickering Hale and Dorr LLP

1875 Pennsylvania Avenue, N.W.

Washington, DC 20006

Tel: (202) 663-6000

**UNITED STATES PATENT AND TRADEMARK OFFICE**

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**BEFORE THE PATENT TRIAL AND APPEAL BOARD**

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Intel Corporation  
Petitioner

v.

QUALCOMM INCORPORATED  
Patent Owner

Trial No. IPR2018-01334<sup>1</sup>

U.S. Patent No. 8,838,949

**PETITIONER'S DEMONSTRATIVE EXHIBITS**

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<sup>1</sup> IPR2018-01335 and IPR2018-01336 have been consolidated with the instant proceeding.

**United States Patent and Trademark Office  
Before the Patent Trial and Appeal Board**

**Intel Corporation, Petitioner,**

**v.**

**Qualcomm Incorporated, Patent Owner**

**Case No: IPR2018-01334**

**(Consolidated with IPR2018-01335, -01336)**

**Petitioner's Demonstrative Exhibits**

***Inter Partes* Review of U.S. Patent No. 8,838,949**

**December 12, 2019**

**DEMONSTRATIVE EXHIBIT – NOT EVIDENCE**

# Overview

- Overview of the '949 Patent
- Overview of the Prior Art
- Obviousness of the Challenged Claims
- Summary of the Proceeding
- Disputed Issues

# Overview

- **Overview of the '949 Patent**
- Overview of the Prior Art
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- Summary of the Proceeding
- Disputed Issues

# '949 Patent



US00853894B2  
 (10) Patent No.: **US 8,838,949 B2**  
 (45) Date of Patent: **Sep. 16, 2014**

(58) **Field of Classification Search**  
 CPC ..... G06F 9/4405; G06F 9/445; G06F 15/177  
 USPC ..... 713/1.2, 106-712/103.03, 30  
 See application file for complete search history.

(59) **References Cited**  
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 5,678,589 A 11/1999 Yoon et al.  
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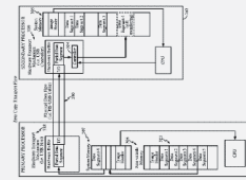
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 JP 80233460 A 9/1988  
 (Continued)

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 International Search Report and Written Opinion—PCT/US2011/028844—BA (PO)—May 30, 2011.

**Primary Examiner**—M. Elamin  
**Attorney**—Nicholas J. Paulley, Joseph Agosta

(57) **ABSTRACT**  
 In a multi-processor system, an executable software image including an image header and a segmented data image is scatter loaded from a first processor to a second processor. The image segments to be scatter loaded into memory of the second processor. Once the image header has been processed, the data segments may be directly loaded into the memory of the second processor without further CPU involvement from the second processor.

**23 Claims, 5 Drawing Sheets**



(12) **United States Patent**  
**Gupta et al.**

(54) **DIRECT SCATTER LOADING OF EXECUTABLE SOFTWARE IMAGE FROM A PRIMARY PROCESSOR TO ONE OR MORE SECONDARY PROCESSORS IN A MULTI-PROCESSOR SYSTEM**

(75) **Inventors:** Nitin Gupta, San Diego, CA (US); Steve Hachichien, San Diego, CA (US); Steve Hachichien, San Diego, CA (US)

(73) **Assignee:** QUALCOMM Incorporated, San Diego, CA (US)

(\*) **Notice:** Subject to any disclaimer, the term of this patent is extended under 35 U.S.C. 154(b) by 362 days.

(21) **App. No.:** 130652516  
 (22) **Filed:** Mar. 21, 2011  
 (65) **Prior Publication Data**  
 US 2012/0072710 A1 Mar. 22, 2012

**Related U.S. Application Data**  
 Provisional application No. 61/734,035, filed on Apr. 14, 2010, provisional application No. 61/131,636, filed on Mar. 22, 2010, provisional application No. 61/524,122, filed on Feb. 14, 2010, provisional application No. 61/325,535, filed on Apr. 15, 2010.

**Int. Cl.**  
**G06F 9/445** (2006.01)  
**G06F 9/44** (2006.01)  
**G06F 9/44** (2006.01)

**U.S. CL.**  
**G06F 15/177** (2013.01); **G06F 9/445** (2006.01); **G06F 9/44** (2006.01)  
**CPC** ..... **G06F 15/177** (2013.01); **G06F 9/445** (2006.01); **G06F 9/44** (2006.01)  
**USPC** ..... **713/2**; **713/1**; **713/106**; **712/19/003**; **712/30**

(10) **Patent No.:** **US 8,838,949 B2**  
 (45) **Date of Patent:** **Sep. 16, 2014**

(54) **DIRECT SCATTER LOADING OF EXECUTABLE SOFTWARE IMAGE FROM A PRIMARY PROCESSOR TO ONE OR MORE SECONDARY PROCESSORS IN A MULTI-PROCESSOR SYSTEM**

(57) **ABSTRACT**  
 In a multi-processor system, an executable software image including an image header and a segmented data image is scatter loaded from a first processor to a second processor. The image header contains the target locations for the data image segments to be scatter loaded into memory of the second processor. Once the image header has been processed, the data segments may be directly loaded into the memory of the second processor without further CPU involvement from the second processor.

# '949 Patent: Claim I

## Secondary Processor & System Memory & Hardware Buffer

Image header and each data segment received separately

## Scatter Loader Controller

## Primary Processor with Memory

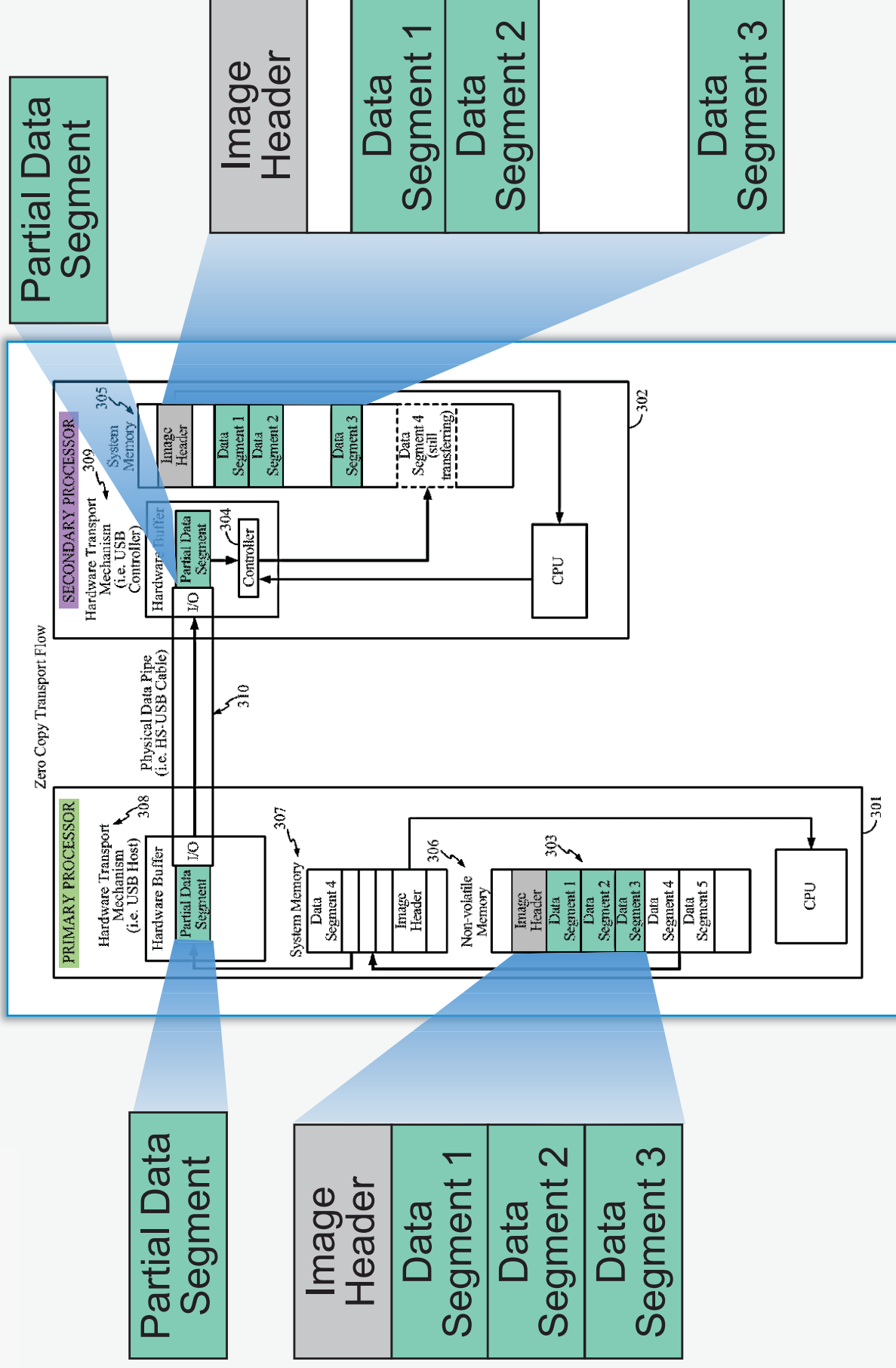
## Interface Between Primary & Secondary Processor

What is claimed is:

1. A multi-processor system comprising:  
a secondary processor comprising:  
system memory and a hardware buffer for receiving an image header and at least one data segment of an executable software image, the image header and each data segment being received separately, and  
a scatter loader controller configured:  
to load the image header; and  
to scatter load each received data segment based at least in part on the loaded image header, directly from the hardware buffer to the system memory;  
a primary processor coupled with a memory, the memory storing the executable software image for the secondary processor; and  
an interface communicatively coupling the primary processor and the secondary processor, the executable software image being received by the secondary processor via the interface.

# '949 Patent Alleged Invention:

## Figure 3



# '949 Patent: Challenged Claims

- Independent claims 1, 10, 16, 18, 20, and 22
  - Independent claims include multi-processor system (claims 1, 18, 20), method (claim 10, 22), and apparatus (claim 16)
  - All recite separately receiving an image header and a data segment and scatter loading each received data segment into system memory
  - Claim 16 uses “means for” terms
  - Claims 18 and 20 add well-known features such as a file system and a second non-volatile memory storing configuration parameters, which are not in dispute
- Dependent claims 2-9, 11-15, 17, 19, 21, 23

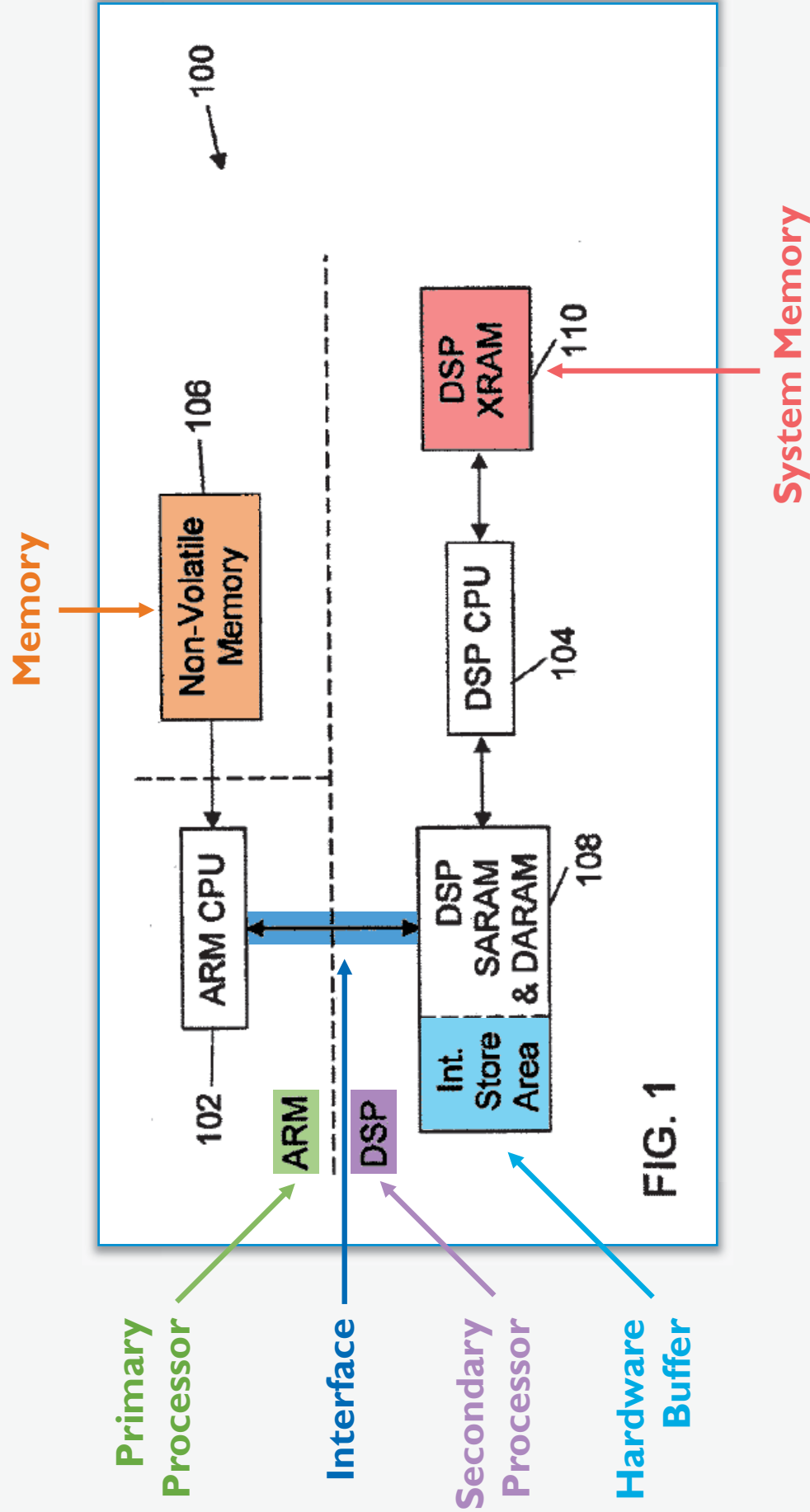


# Overview

- Overview of the '949 Patent
- **Overview of the Prior Art**
- Obviousness of the Challenged Claims
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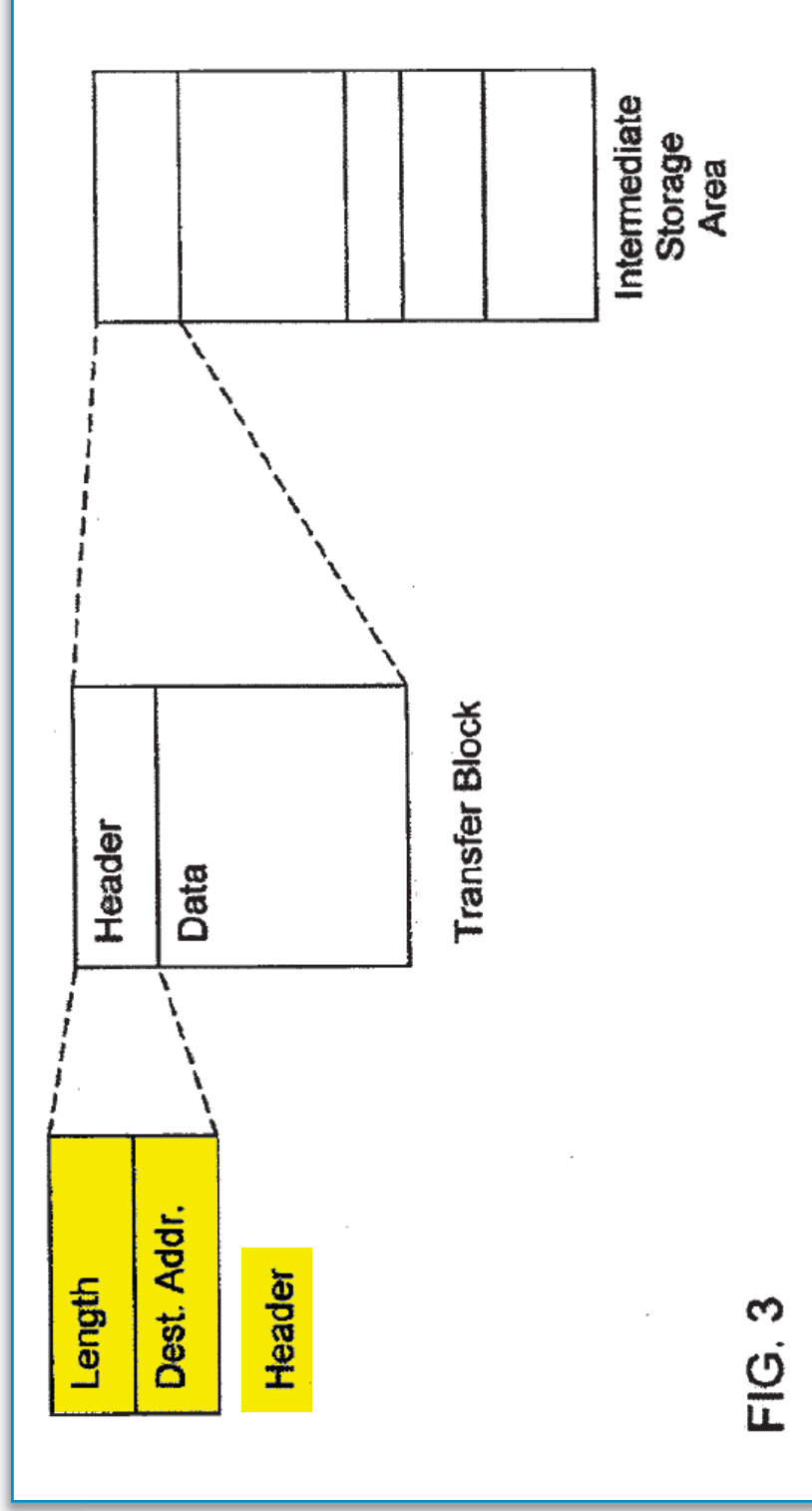


# Svensson: Primary & Secondary Processors, Hardware Buffer & System Memory



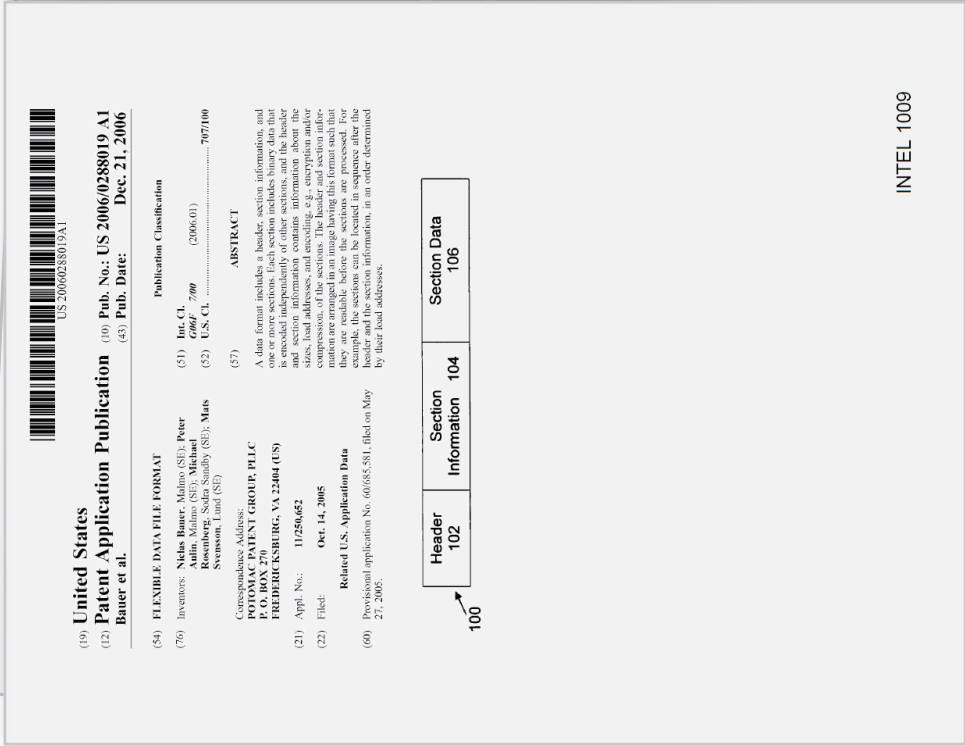
Ex. 1010 (Svensson) at Fig. 1 (highlighting and annotations added); -01334 Pet. at 17-19, 25-27, 50-52.

# Svensson: Header with Destination Address



Ex. 1010 (Svensson) at Fig. 3 (highlighting added); -01334 Pet. at 19.

# U.S. 2006/0288019 (“Bauer”)



(10) **Pub. No.: US 2006/0288019 A1**  
 (43) **Pub. Date: Dec. 21, 2006**

(54) **FLEXIBLE DATA FILE FORMAT**

(57) **ABSTRACT**

A data format includes a header, section information, and one or more sections. Each section includes binary data that is encoded independently of other sections, and the header and section information contains information about the sizes, load addresses, and encoding, e.g., encryption and/or compression, of the sections. The header and section information are arranged in an image having this format such that they are readable before the sections are processed. For example, the sections can be located in sequence after the header and the section information, in an order determined by their load addresses.

# Bauer: Same Multi-Processor System as Svensson

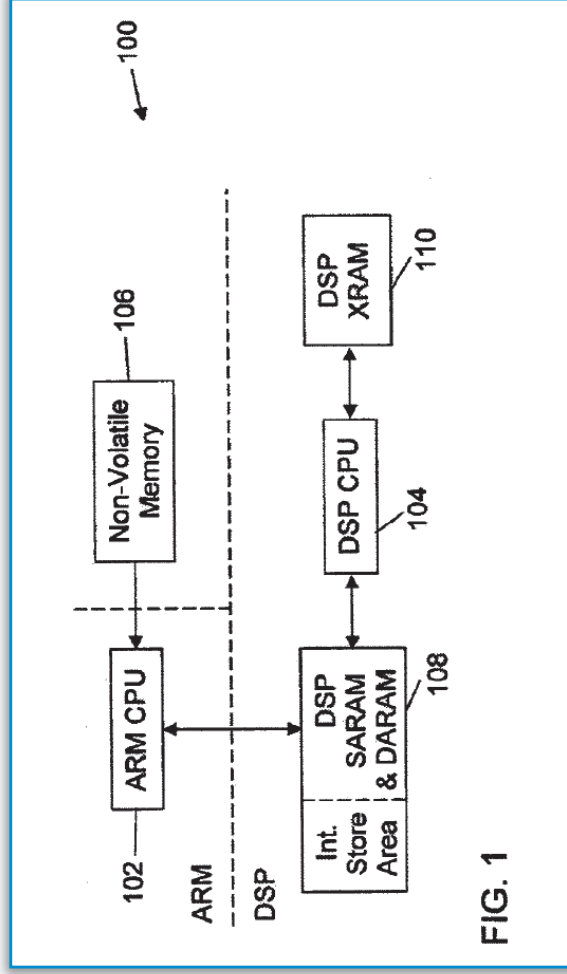


FIG. 1

Ex. I010 (Svensson) at Fig. 1.

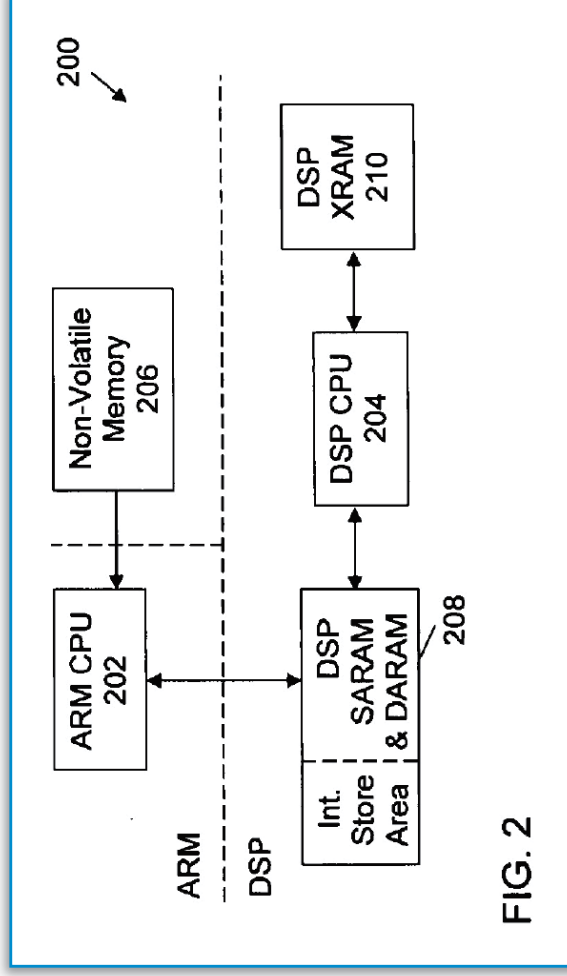
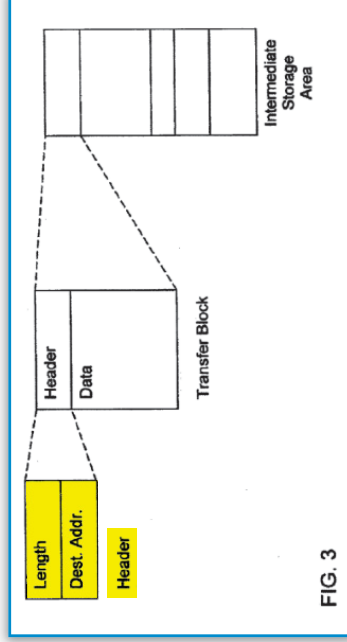


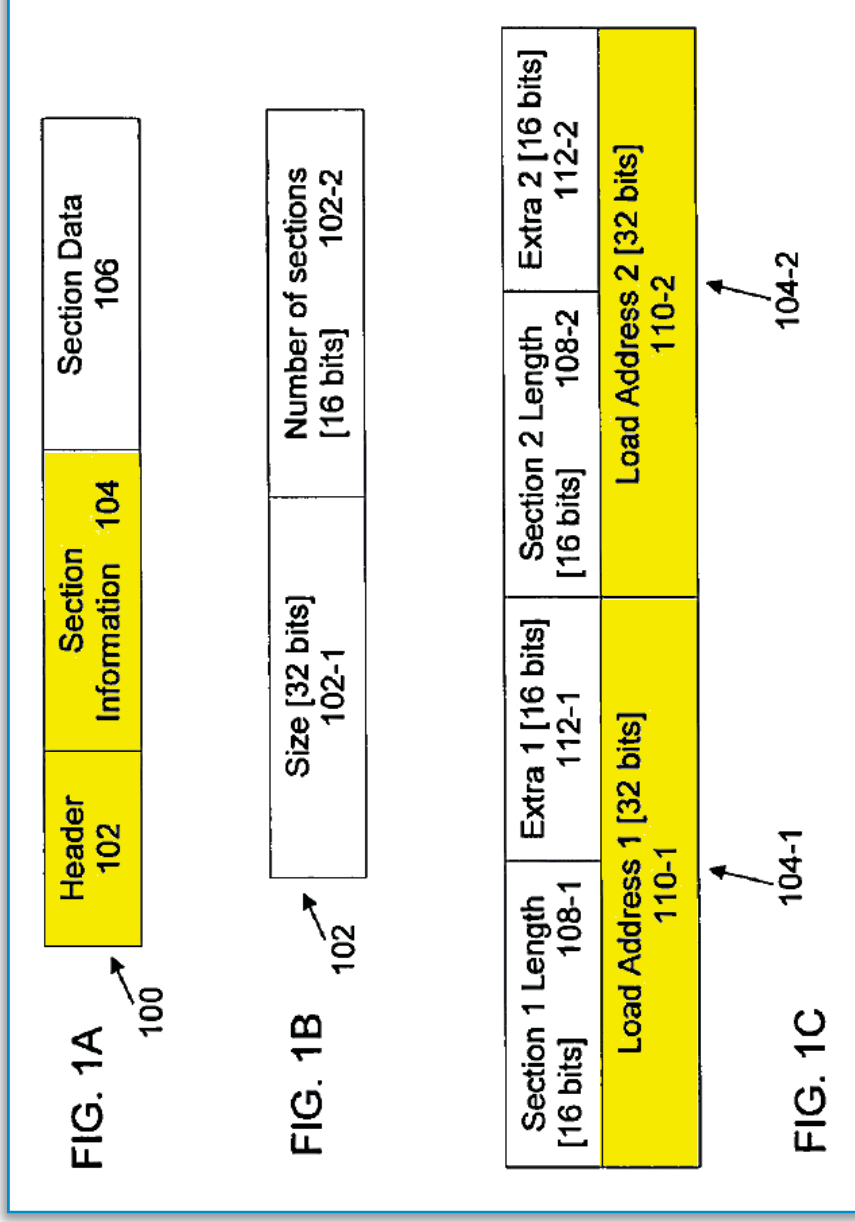
FIG. 2

Ex. I009 (Bauer) at Fig. 2.

# Bauer: Improved Header and File Format Over that Used in Svensson



Ex. 1010 (Svensson) at Fig. 3 (highlighting added).



Ex. 1009 (Bauer) at Figs. 1A-1C (highlighting added).

# Bauer: Cites to Svensson for Example of Program Loader Using Bauer's File Format

[0031] There are many possible applications of this format and its individually coded sections. For example, an operating system memory manager can load and unload sections of memory according to images in this format. It can also be used as a file format in which executable files are stored, and linkers and program loaders can be readily adapted to support (read, write, and interpret) the format. Object code and data can also be stored in this file format, with a program loader reading the stored information and processing stored sections accordingly. One example of such a program loader is described in U.S. patent application Ser. No. 11/040,798 filed on Jan. 22, 2005, by M. Svensson et al. for “Operating-System-Friendly Bootloader”.





# Kim: Secondary Processor Receives Header Separately from Program Block

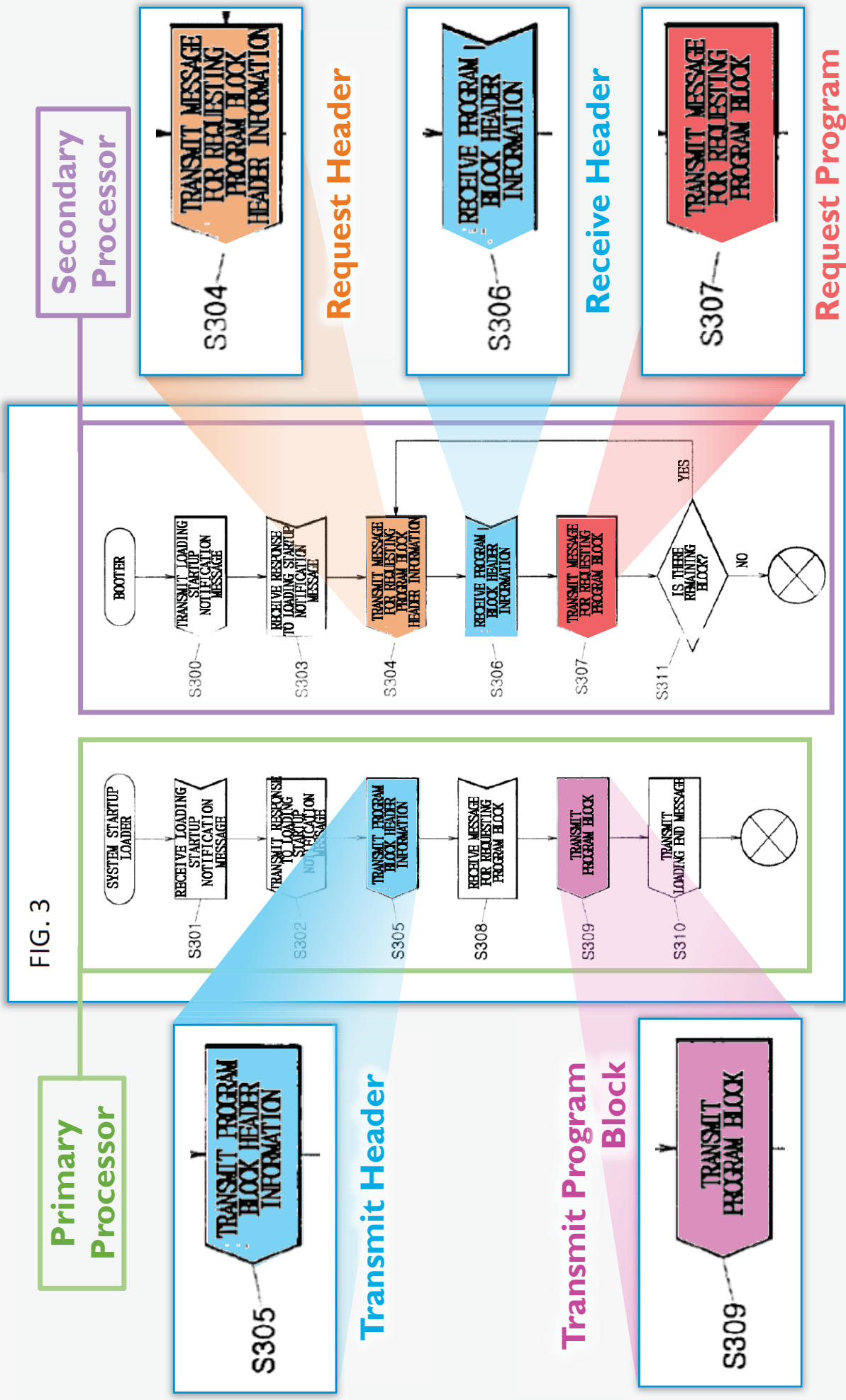








FIG. 3

Ex. 1011, 1012 (Kim) at Fig. 3 (highlights and annotations added); -01334 Pet. at 21-22, 40-42.

# Overview

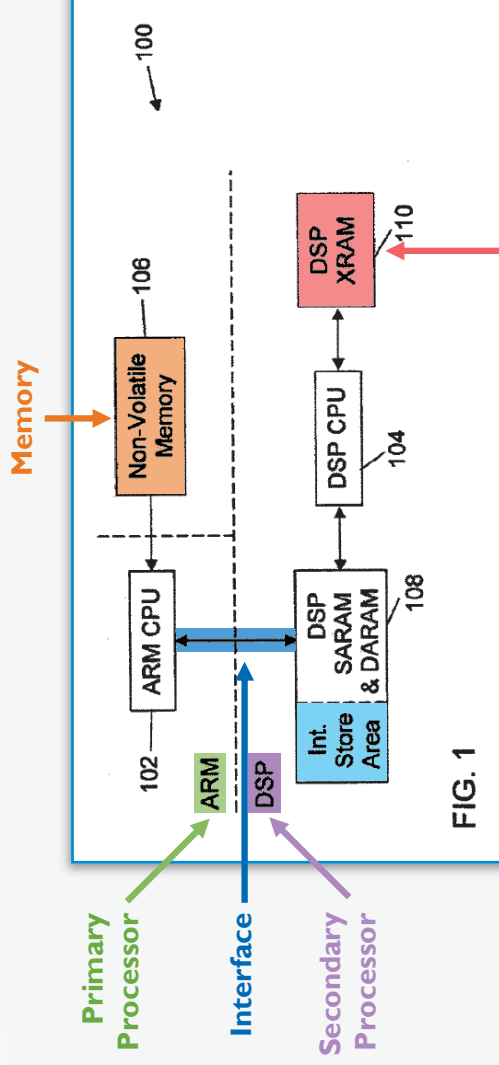
- Overview of the '949 Patent
- Overview of the Prior Art
- **Obviousness of the Challenged Claims**
- Summary of the Proceeding
- Disputed Issues

# Claim I is Obvious Over Bauer and Svensson (and alternatively with Kim)

Claim I		Discloses?
[1a]. A multi-processor system comprising:		 Bauer + Svensson
[1b] a secondary processor comprising: system memory and a hardware buffer for receiving an image header and at least one data segment of an executable software image,		 Bauer + Svensson
[1c] the image header and each data segment being received separately, and		 Bauer + Svensson (and alternatively Kim)
[1d] a scatter loader controller configured: to load the image header; and to scatter load each received data segment based at least in part on the loaded image header; directly from the hardware buffer to the system memory;		 Bauer + Svensson
[1e] a primary processor coupled with a memory, the memory storing the executable software image for the secondary processor; and		 Bauer + Svensson
[1f] an interface communicatively coupling the primary processor and the secondary processor, the executable software image being received by the secondary processor via the interface.		 Bauer + Svensson

# Claim I is Obvious Over Bauer and Svensson (and alternatively with Kim)

- Patent Owner and its expert Dr. Rinard do not dispute that Bauer and Svensson teach the below limitations



System Memory

Ex. 1010 (Svensson) at Fig. I (highlighting and annotations added).

## Claim I

## Discloses?

[1a]. A multi-processor system comprising:	✓
[1b] a secondary processor comprising: system memory ...	✓
[1e] a primary processor coupled with a memory, the memory storing the executable software image for the secondary processor; and	✓
[1f] an interface communicatively coupling the primary processor and the secondary processor, the executable software image being received by the secondary processor via the interface.	✓

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- Disputed Issues

# Summary of the Proceeding

- The Board instituted trial on all grounds and all claims and consolidated IPR2018-01334, -01335, -01336 into a single proceeding: IPR2018-01334
- Patent Owner contests the challenged claims based on the following:
  - Claim Construction
  - Motivation To Combine Bauer And Svensson -- Obviousness of Transferring an Image in Bauer's File Format to a System Memory of a Secondary Processor Using Svensson's Program Loader
  - Disclosure of "System Memory" and "Hardware Buffer" in Combination of Bauer And Svensson
  - Disclosure of "Scatter Loading" in Combination of Bauer And Svensson
  - Disclosure of Secondary Processor Receiving the Image Header and Each Data Segment Separately in Combination of Bauer and Svensson (and alternatively with Kim)
  - Disclosure of "Scatter Loader Controller" in Combination of Bauer And Svensson
  - Whether Dependent Claims 2 and 12 Are Obvious

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# Overview: Issues Raised By Patent Owner

1. **Motivation to Combine Bauer and Svensson**
2. It Would Be Obvious to Transfer an Image in Bauer's File Format Using Svensson's Program Loader
3. Claim Construction
  - "System Memory"
  - "Hardware Buffer"
  - "Image Header"
  - "Scatter Loader Controller"
4. Bauer and Svensson Disclose a "System Memory" and a "Hardware Buffer"
5. Bauer and Svensson Disclose "Scatter Loading"
6. Bauer And Svensson Alone or with Kim Teach Separate Receipt of the Image Header from Each Data Segment

# A POSITA Would Have Been Motivated To Combine Bauer And Svensson

- Bauer and Svensson are closely interrelated:

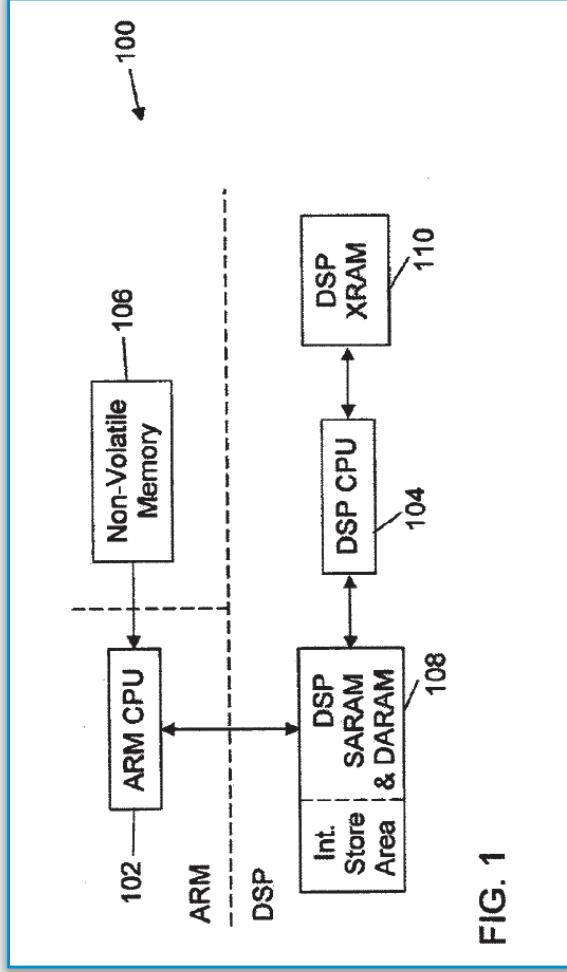


FIG. 1

Ex. 1010 (Svensson) at Fig. 1.

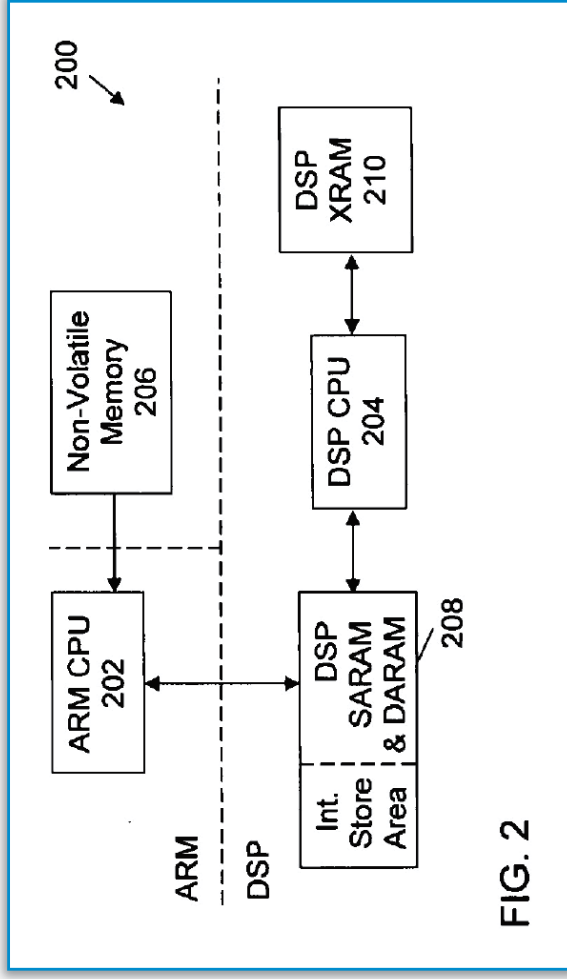


FIG. 2

Ex. 1009 (Bauer) at Fig. 2.

# A POSITA Would Have Been Motivated To Combine Bauer And Svensson

- Patent Owner's own expert Dr. Rinard admits it would have been obvious to combine Bauer and Svensson:

**Dr. Martin Rinard**

Patent Owner's Expert

- Q. Do you agree with me that a person of ordinary skill in the art would combine the teachings of Bauer and Svensson?
- A. Okay. Here I'm on Paragraph 107 [of my report], and I say ***“it is conceivable that the POSA,” a person of ordinary skill in the art, “would be motivated to combine Bauer and Svensson.”***
- Q. ***And you think that's an accurate statement, correct?***
- A. **Yes.**

Reply Br. at 20-21; Ex. 1022 (Rinard Dep.) at 177:3-12 (emphasis added).

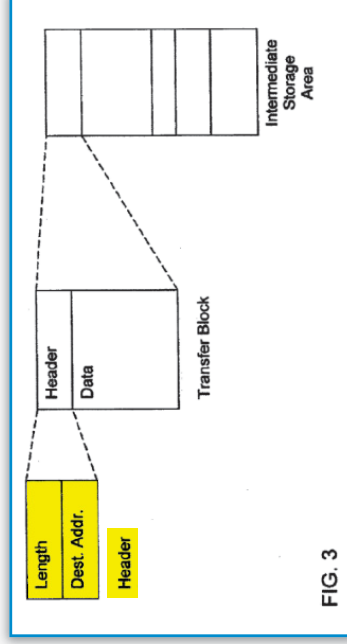
# A POSITA Would Have Been Motivated To Combine Bauer And Svensson

- Bauer explicitly states that its file format can be used with Svensson's program loader:

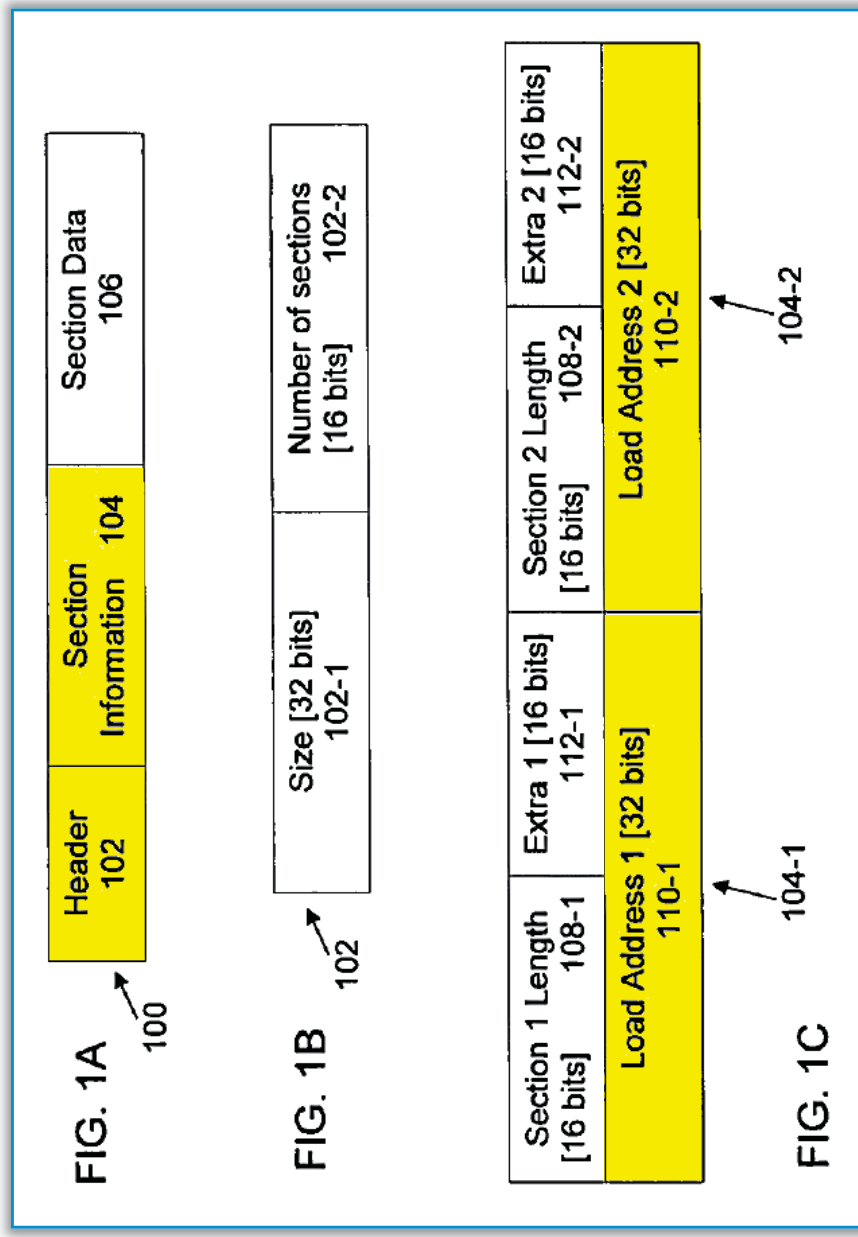
[0031] There are many possible applications of this format and its individually coded sections. For example, an operating system memory manager can load and unload sections of memory according to images in this format. It can also be used as a file format in which executable files are stored, and linkers and program loaders can be readily adapted to support (read, write, and interpret) the format. Object code and data can also be stored in this file format, with a program loader reading the stored information and processing stored sections accordingly. One example of such a program loader is described in U.S. patent application Ser. No. 11/040,798 filed on Jan. 22, 2005, by M. Svensson et al. for "Operating-System-Friendly Bootloader".

# A POSITA Would Have Been Motivated To Combine Bauer And Svensson

- Obvious to combine file format of Bauer with related system of Svensson as expressly instructed by the references:



Ex. 1010 (Svensson) at Fig. 3 (highlighting added).



Ex. 1009 (Bauer) at Figs. 1A-1C (highlighting added).

-01334 Pet. at 23-25, 31-36; Reply Br. at 19-21; Ex. 1002 (Lin Decl.) ¶¶ 101-106, 120-128.

# Overview: Issues Raised By Patent Owner

1. Motivation to Combine Bauer and Svensson
2. **It Would Be Obvious to Transfer an Image in Bauer's File Format Using Svensson's Program Loader**
3. Claim Construction
  - "System Memory"
  - "Hardware Buffer"
  - "Image Header"
  - "Scatter Loader Controller"
4. Bauer and Svensson Disclose a "System Memory" and a "Hardware Buffer"
5. Bauer and Svensson Disclose "Scatter Loading"
6. Bauer And Svensson Alone or with Kim Teach Separate Receipt of the Image Header from Each Data Segment

# Obvious to Use Bauer's File Format with Svensson's Program Loader

- Bauer explicitly instructs to use Svensson's program loader with Bauer's file format when loading an image for execution:

[0031] There are many possible applications of this format and its individually coded sections. For example, an operating system memory manager can load and unload sections of memory according to images in this format. It can also be used as a file format in which executable files are stored, and linkers and program loaders can be readily adapted to support (read, write, and interpret) the format. Object code and data can also be stored in this file format, with a program loader reading the stored information and processing stored sections accordingly. One example of such a program loader is described in U.S. patent application Ser. No. 11/040,798 filed on Jan. 22, 2005, by M. Svensson et al. for "Operating-System-Friendly Bootloader".

# Obvious to Use Bauer's File Format with Svensson's Program Loader

- Bauer sets forth that its file format from Figures 1A-1C can be used in any one or more of the memories in Figure 2:

[0036] Most commercially available DSP devices include on-chip memories, and as indicated in FIG. 2, the DSP includes “internal” single-access RAM (SARAM) and dual-access RAM (DARAM) 208, as well as an “external” RAM (XRAM) 210. An intermediate storage area, indicated by the dashed line, may be defined within the memory 208. The arrows in FIG. 2 indicate access paths, e.g., busses and direct memory access (DMA) paths, between the CPUs and the memories, any one or more of which may store an image in the format depicted in FIGS. 1A-1C. The ARM host CPU

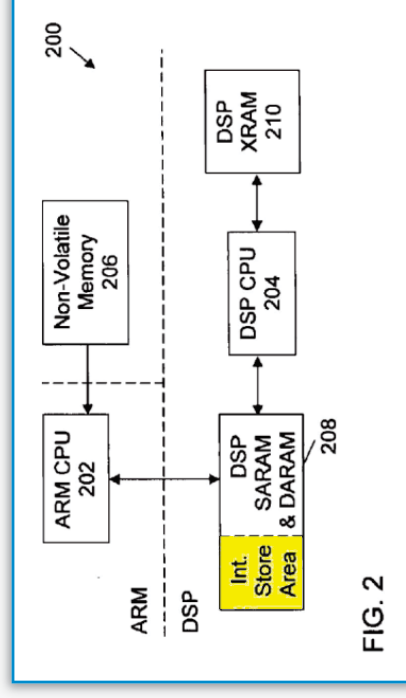


FIG. 2

Ex. 1009 (Bauer) at Fig. 2 (highlighting added).

Ex. 1009 (Bauer) at ¶36 (highlighting added).

Reply Br. at 24-25; Ex. 1022 (Rinard Dep.) at 127:16-128:2; -01334 Pet. at 33, 45-46.



# Obvious to Use Bauer's File Format with Svensson's Program Loader

- Patent Owner's own expert Dr. Rinard admits Bauer's file format can be stored in any of memories 206, 208, 210:

**Dr. Martin Rinard**  
Patent Owner's Expert

**Q.** Okay. So any of memories 206, 208 and 210 in Figure 2 of Bauer can store an image in the file format of Figures 1A to 1C of Bauer, correct?

**A. Yeah.** I mean, this is a – Figures 1A to 1C disclose a method of storing information. You can store information in memories. **Any of these memories can store information in that format.**

Ex. 1022 (Rinard Dep.) at 127:16-128:2 (emphasis added)

Reply Br. at 25-26.

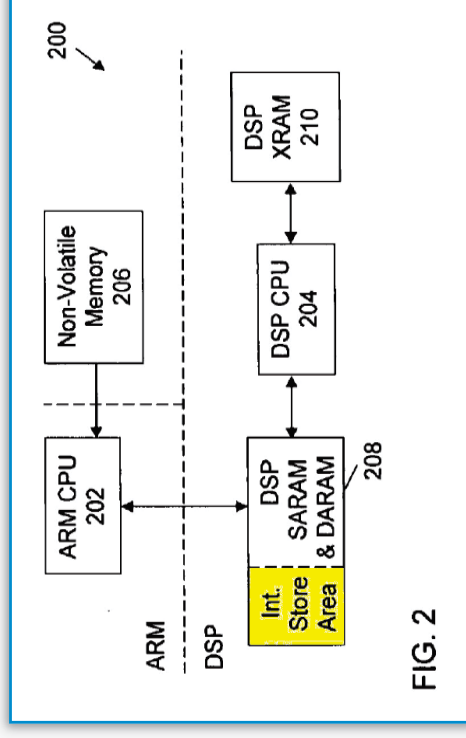


FIG. 2

Ex. 1009 (Bauer) at Fig. 2 (highlighting added).

# Obvious to Use Bauer's File Format with Svensson's Program Loader

- Bauer teaches that its approach “simplifies optimization” and “makes memory loading efficient”:

[0043] Having information about the sections collected in the header 102 and section information 104 simplifies optimization in a number of circumstances, for instance, if sections are to be loaded into memory. The block 104 lists all sections, preferably in order of memory location, and this makes memory loading efficient as there is no need to search through an image for section headers when loading.

# Obvious to Use Bauer's File Format with Svensson's Program Loader

- Bauer explains that its file format can be used so that a loader will “retrieve” header I02 and section information I04 before reading any of the data segments:

[0030] Thus, it will be appreciated that the format described here, in contrast to prior data formats, supports individual coding of sections, where a section can contain any type of data, such as executable, binary, text, etc. Information about the sections is located in a header and section information at, for example, the beginning of the image, and so the information about the sections can be retrieved before the sections are read. Moreover, the format

# Overview: Issues Raised By Patent Owner

1. Motivation to Combine Bauer and Svensson
2. It Would Be Obvious to Transfer an Image in Bauer's File Format Using Svensson's Program Loader
- 3. Claim Construction**
  - "System Memory"
  - "Hardware Buffer"
  - "Image Header"
  - "Scatter Loader Controller"
4. Bauer and Svensson Disclose a "System Memory" and a "Hardware Buffer"
5. Bauer and Svensson Disclose "Scatter Loading"
6. Bauer And Svensson Alone or with Kim Teach Separate Receipt of the Image Header from Each Data Segment

## **Claim Construction:** **“System Memory”**

- Petitioner (in petitions) & Board’s Institution Decision:
  - No construction necessary
- Patent Owner’s construction should be rejected:
  - “memory that is addressable by the secondary processor”
- Petitioner (reply):
  - No construction necessary or “memory where an executable software image can be loaded and executed”

# Claim Construction: “System Memory”

- Both parties’ experts agree that a “system memory” is where an executable software image can be “loaded and executed”:

**Dr. Martin Rinard**  
Patent Owner’s Expert

- Q.** Do you agree with Dr. Lin that **system memory is memory where programs can be loaded and executed** by a processor?
- A.** **That’s one of the things that system memory does, that you can do with system memory.** It’s not the only thing.

**Dr. Bill Lin**  
Petitioner’s expert

- Q.** Would you consider a memory that stores an operating system for execution by a processor to be a system memory?  
...
- A.** So a **system memory would be a portion of the memory where programs could be loaded and executed.** ...

Reply Br. at 5; Ex. 1023 (Lin Reply Decl.) ¶12; Ex. 1022 (Rinard Dep.) at 6 l:9-14 (emphasis added); Ex. 2001 (Lin Dep.) at 25:6-12 (emphasis added).

# Claim Construction: “System Memory”

- '949 specification describes “system memory” as memory where programs are loaded and executed:

60 buffer for receiving at a least a portion of an executable software image. The secondary processor includes a scatter loader controller for loading the executable software image directly from the hardware buffer to the system memory. The

processor 307. The image header includes information used to identify where the modem image executable data is to be eventually placed into the system memory of the secondary processor 305. The header information is used by the second-

to different locations in the system memory 305. In one aspect, the executable software image is loaded into the system memory of the secondary processor without an entire executable software image being stored in the hardware 40 buffer of the secondary processor.

## **Claim Construction:** **“Hardware Buffer”**

- Petitioner and Board’s Institution Decision:
  - No construction necessary
- Patent Owner’s construction should be rejected:
  - “a buffer within a hardware transport mechanism that receives data sent from the primary processor to the secondary processor”



## Claim Construction: “Hardware Buffer”

- Claim 1 of the ‘949 patent merely requires the “hardware buffer” to be part of the “secondary processor” —without requiring it to exist in any specific place within that processor, and without even mentioning a “hardware transport mechanism”:

1. A multi-processor system comprising:  
a secondary processor comprising:  
system memory and a hardware buffer for receiving an image header and at least one data segment of an executable software image, the image header and each data segment being received separately, and

## Claim Construction: “Hardware Buffer”

- ‘949 specification uses the term “hardware buffer” only twice, merely to require the “hardware buffer” to be part of the “secondary processor”—without mentioning a “hardware transport mechanism”:

A multi-processor system is offered. The system includes a secondary processor having a system memory and a hardware buffer for receiving at least a portion of an executable software image. The secondary processor includes a scatter loader controller for loading the executable software image directly from the hardware buffer to the system memory. The

to different locations in the system memory 305. In one aspect, the executable software image is loaded into the system memory of the secondary processor without an entire executable software image being stored in the hardware buffer of the secondary processor. 40

## Claim Construction: “Hardware Buffer”

- Patent Owner’s reliance on Figure 3 is improper, given that it is merely “exemplary” and there is no reason to limit the claim to that specific embodiment:

In one aspect of the present disclosure, the loading process is divided into two stages, as illustrated in the exemplary flow shown in FIG. 3. FIG. 3 shows a block diagram of a primary

## **Claim Construction:** **“Image Header”**

- Parties’ agreed construction:
  - “header associated with the entire image that specifies where the data segments are to be placed in the system memory”
- Board’s initial construction:
  - “the image header is perhaps better described as having information that can be used to determine the placement of the at least one data segment in the system memory”
- Claims invalid under agreed construction and also under Board’s initial construction, which is broader

## **Claim Construction:** **“Scatter Loader Controller”**

- Petitioner and Board’s Institution Decision:
  - No construction necessary
- Patent Owner’s construction should be rejected:
  - “a component of a hardware transport mechanism that scatter loads data received from the primary processor directly into the system memory of the secondary processor”

## **Claim Construction:** **“Scatter Loader Controller”**

- Patent Owner’s construction should be rejected:
  - No evidence a POSITA would have understood that the plain meaning of a “scatter loader controller” requires that it reside in a “hardware transport mechanism”
  - Claim 1 merely requires the “scatter loader controller” to be part of the “secondary processor” —without requiring it to exist in any specific place
    - Ex. 1001 (‘949 patent) at claim 1 (“a secondary processor comprising ... a scatter loader controller”)

## Claim Construction: “Scatter Loader Controller”

- Patent Owner’s reliance on Figure 3 is improper, given that it is merely “exemplary” and there is no reason to limit the claim to that specific embodiment:

In one aspect of the present disclosure, the loading process is divided into two stages, as illustrated in the exemplary flow shown in FIG. 3. FIG. 3 shows a block diagram of a primary

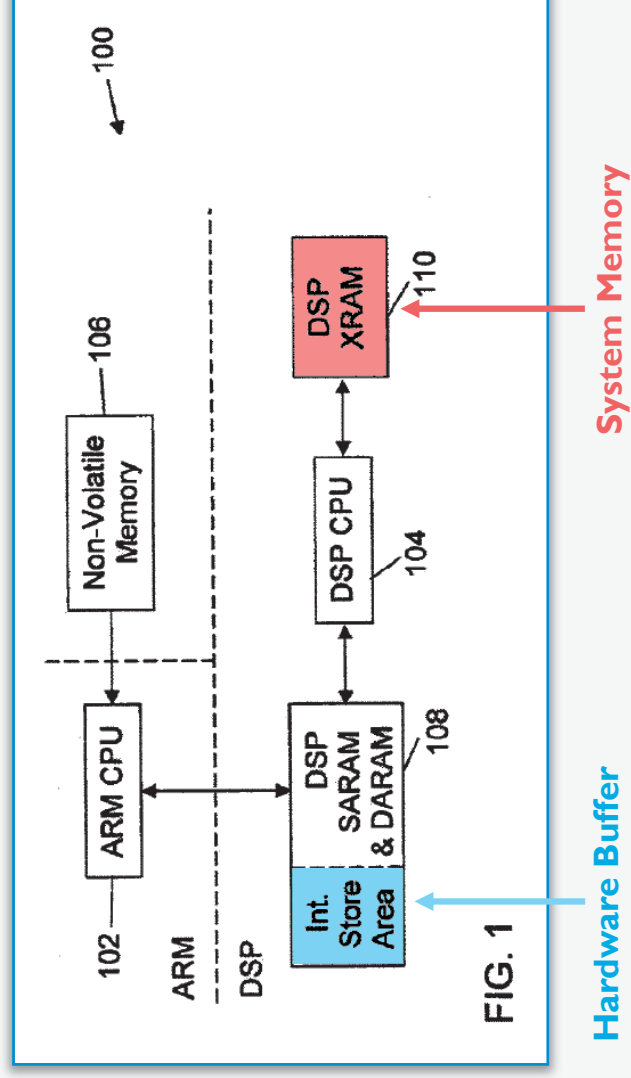
# Overview: Issues Raised By Patent Owner

1. Motivation to Combine Bauer and Svensson
2. It Would Be Obvious to Transfer an Image in Bauer's File Format Using Svensson's Program Loader
3. Claim Construction
  - "System Memory"
  - "Hardware Buffer"
  - "Image Header"
  - "Scatter Loader Controller"
4. **Bauer and Svensson Disclose a "System Memory" and a "Hardware Buffer"**
5. Bauer and Svensson Disclose "Scatter Loading"
6. Bauer And Svensson Alone or with Kim Teach Separate Receipt of the Image Header from Each Data Segment



# Combination of Bauer And Svensson discloses “System Memory” & “Hardware Buffer”

- Patent Owner argues that Bauer and Svensson do not disclose a “hardware buffer” that is separate from “system memory.” POR at 52-58.
- But Figure 1 of Svensson (and Figure 2 of Bauer) discloses an intermediate storage area (“hardware buffer”) that is separate from DSP XRAM 210 (“system memory”):



Reply Br. at 31-32; -1334 Pet. at 26-27, 46-48; Ex. 1009 (Bauer) at Fig. 2; Ex. 1010 (Svensson) at Fig. 1 (highlights and annotations added).

# Combination of Bauer And Svensson discloses “System Memory” & “Hardware Buffer”

- Under the correct, plain meaning of “system memory,” the intermediate storage area of Bauer/Svensson is not a “system memory” because code is not executed from it
- Patent Owner’s expert Dr. Rinard agrees that code is executed from the XRAM 110, not the intermediate storage area:

**Dr. Martin Rinard**  
Patent Owner’s Expert

**Q.** Am I right that in *Svensson the client processor 104 does not execute code directly from the intermediate storage area?*

**A.** *That, I believe, is the intention of the patent, yes. Although in theory, I suppose it could, but that’s not the intention of the patent.*

**Q.** Do you agree with me that in *Svensson the client processor 104 executes code from the XRAM 110?*

**A.** That’s one of the places where it’s described as potentially being able to execute from, **sure**.

# Combination of Bauer And Svensson discloses “System Memory” & “Hardware Buffer”

- Patent Owner’s arguments for alleging lack of a “hardware buffer” also hinge on its proposed construction of “hardware buffer” as being limited to a structure within a “hardware transport mechanism”
  - The “hardware transport mechanism” requirement is incorrect, and Patent Owner’s argument should be rejected for this reason
  - Bauer’s and Svensson’s intermediate storage area meets Patent Owner’s construction

# Overview: Issues Raised By Patent Owner

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# Bauer And Svensson Disclose “Scatter Loading”

- Patent Owner argues that Bauer does not disclose “scatter loading” into the DSP device’s XRAM (the “system memory”)
  - But Bauer teaches that each data segment (1) has its own load (destination) address specifying where to place the data segment in system memory and (2) can be arranged in the image in any suitable order:

[0037] As depicted in FIG. 1A, the section information entry or entries 104 precede the data 106 of the section(s) in the image 100. The section data 106 is advantageously arranged in the image in a sequence, and it is preferable that the section data 106 as well as the section information entries 104 are arranged in order of the section load addresses 110, starting with the lowest address. It will be understood, however, that other orders are suitable, e.g., starting with the highest address, and that in general it is not necessary to order the section by their load addresses. The sections may be in an arbitrary order. As each section has a respective load address, the sections can appear in any order (e.g., by size, coding type, or whatever is suitable). It is

# Bauer And Svensson Disclose “Scatter Loading”

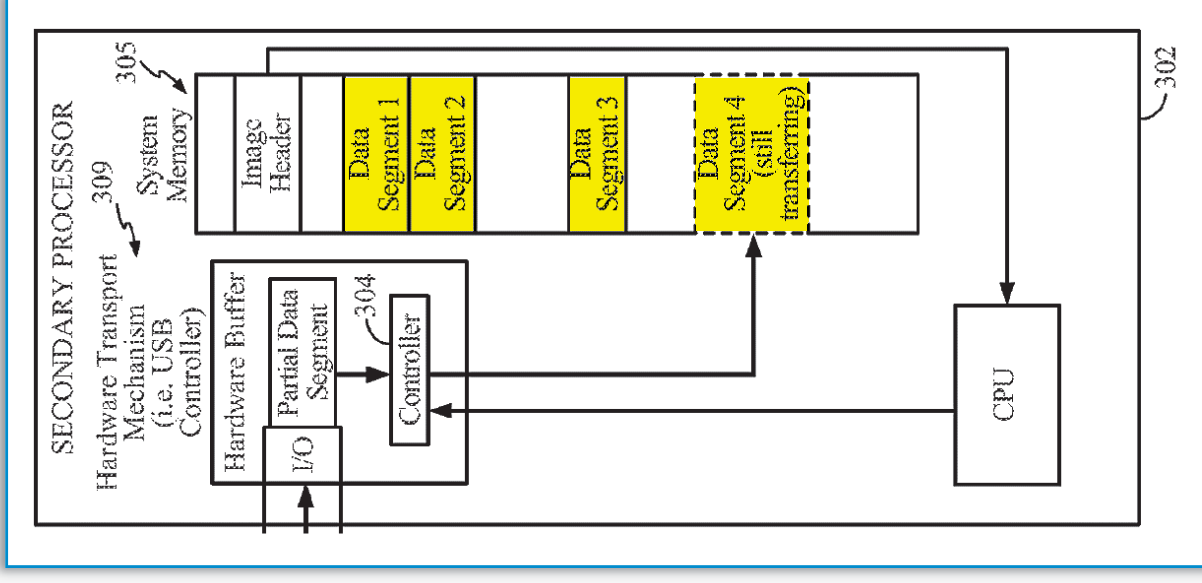
- The ‘949 specification recognizes that data segments are scattered when loaded into contiguous or non-contiguous locations:

35 where each segment can be loaded into a different memory region. Target memory locations of executable segments may or may not be contiguous with respect to each other. One

Ex. 1001 (‘949 patent), 4:36-37 (highlights added).

As shown in FIG. 3, the image segments are not necessarily placed into consecutive locations within the secondary processor’s system memory 305. Instead, the segments may be spread out in different locations of the memory. The exem-

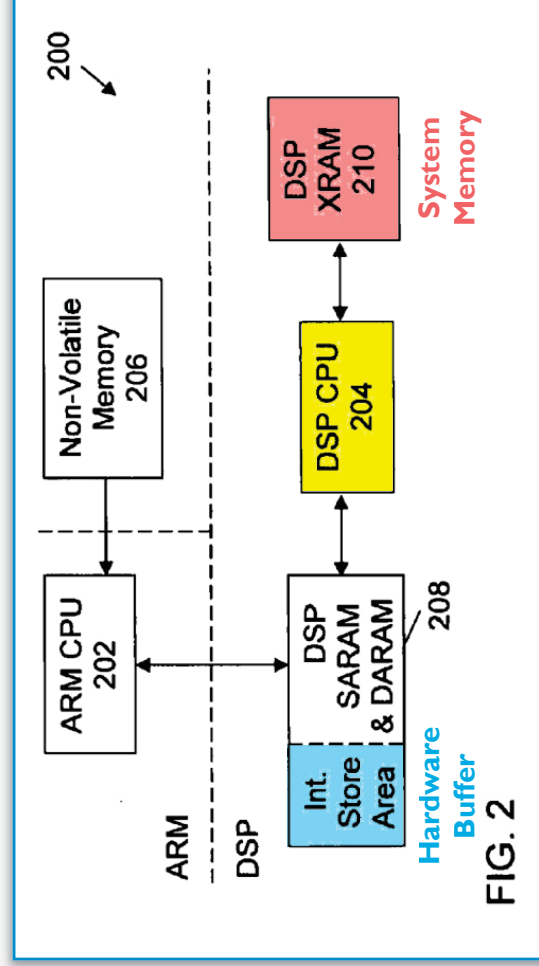
Ex. 1001 (‘949 patent), 9:12-15 (highlights added).



# Bauer And Svensson Disclose “Scatter Loading”

Patent Owner argues that Bauer/Svensson do not teach “direct” “scatter loading” because there are other components between primary processor ARM CPU 202/102 and system memory DSP XRAM 210/110

- But Figure 3 of the ‘949 patent has numerous components—including controller 304—in the path to the system memory



Ex. 1009 (Bauer), Fig 2 (highlights and annotations added)

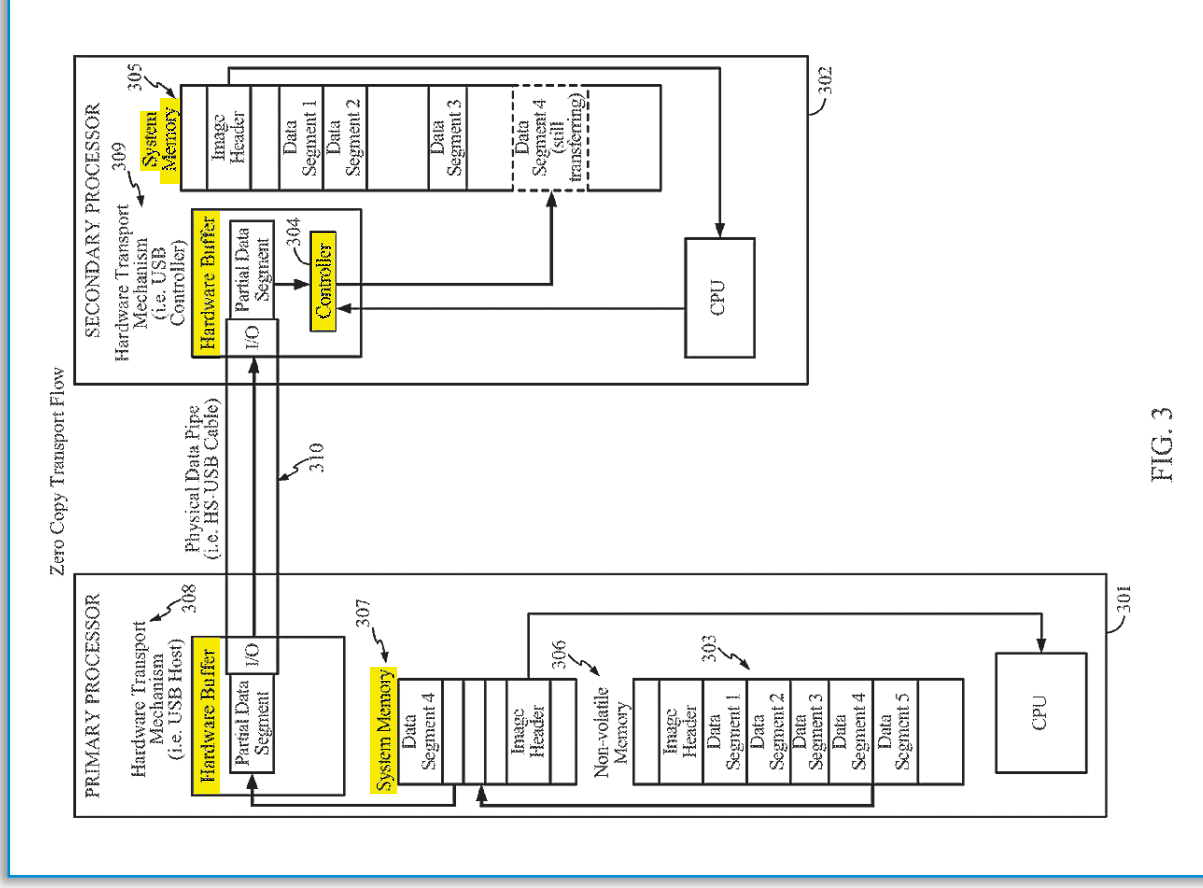


FIG. 3

# Bauer And Svensson Disclose “Scatter Loading”

- Patent Owner’s expert Dr. Rinard admits that scatter loading was known in the prior art to the ‘949 patent:

**Dr. Martin Rinard**  
Patent Owner’s Expert

Q. Scatter loading image data from one location to another location was known in the prior art to the ‘949 patent, correct?

...

A. ***I think the general concept of scatter loading was known prior to the ‘949 patent, yes.***

Reply Br. at 41-42; Ex. 1022 (Rinard Dep.) at 36:20-37:5 (emphasis added); -1334 Pet. at 47-48.



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# Bauer Discloses Receiving the Image Header and Each Data Segment Separately

- Patent Owner argues that Bauer provides “no details” with respect to the separate receipt requirement. POR at 61.
- But Bauer teaches that header I02 and section information I04 (the “image header”) are “retrieved” before—and thus, separately from—the data segments:

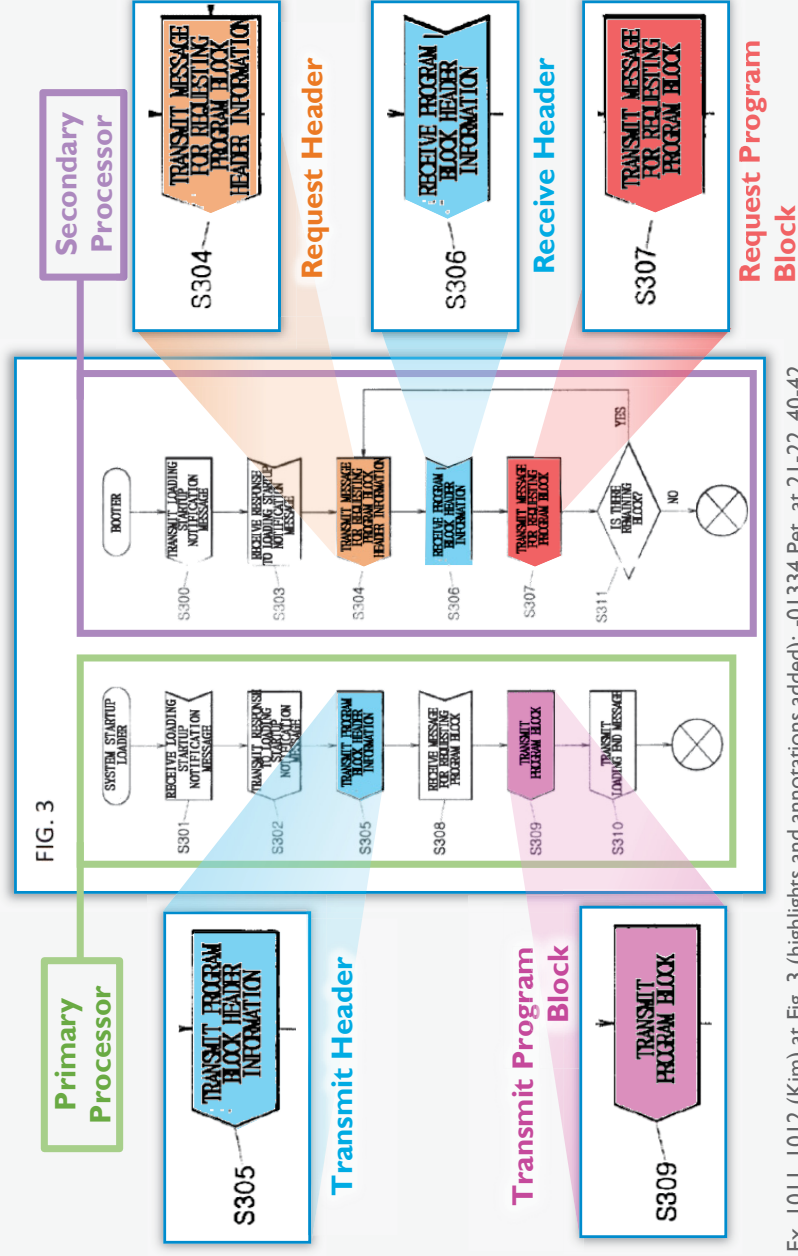
[0030] Thus, it will be appreciated that the format described here, in contrast to prior data formats, supports individual coding of sections, where a section can contain any type of data, such as executable, binary, text, etc. Information about the sections is located in a header and section information at, for example, the beginning of the image, and so the information about the sections can be retrieved before the sections are read. Moreover, the format

compression, of the sections. The header and section information are arranged in an image having this format such that they are readable before the sections are processed. For

# Kim Discloses Receiving the Image Header and Each Data Segment Separately

- Patent Owner never contends that Kim does not teach separate receipt of the image header from the data blocks, but instead argues that Kim would not be combined with Bauer and Svensson because it would be contrary to the teachings of Svensson. POR at 67-69.

- Kim teaches what was already known in the prior art and a POSITA would combine it with Bauer and Svensson



Ex. 1011, 1012 (Kim) at Fig. 3 (highlights and annotations added); -01334 Pet. at 21-22, 40-42.

Reply Br. at 45-47; -01334 Pet. at 21-22, 40-42.

Ex-1012 (Kim) at Fig. 3 (highlights and annotations added)

Respectfully Submitted,

Dated: December 9, 2019

/Thomas E. Anderson/  
Thomas E. Anderson  
Reg. No. 37,063  
Counsel for Petitioner

**CERTIFICATE OF SERVICE**

I hereby certify that on December 9, 2019, I caused a true and correct copy of the foregoing material:

- PETITIONER'S DEMONSTRATIVE EXHIBITS

to be served via electronic mail on the following attorneys of record:

David B. Cochran, Reg. No. 39,142 ([dcochran@jonesday.com](mailto:dcochran@jonesday.com))

Matthew W. Johnson, Reg. No. 59,108 ([mwjohnson@jonesday.com](mailto:mwjohnson@jonesday.com))

Joseph M. Sauer, Reg. No. 47,919 ([jmsauer@jonesday.com](mailto:jmsauer@jonesday.com))

Joshua R. Nightingale, Reg. No. 67,865 ([jmnightingale@jonesday.com](mailto:jmnightingale@jonesday.com))

David M. Maiorana, Reg. No. 41,449 ([dmaiorana@jonesday.com](mailto:dmaiorana@jonesday.com))

/Thomas E. Anderson/  
Thomas E. Anderson  
Reg. No. 37,063  
Counsel for Petitioner