



Term	AST's Proposal	NXP's Proposal	Court's Preliminary Construction
<p>"A method for reducing power consumption for a video decoder comprising"</p> <p>'435 Patent, Claim 26</p>	<p>Preamble is non-limiting</p>	<p>Preamble is limiting</p>	<p>Preamble is not limiting</p>
<p>"graphics pipeline"</p> <p>'945 Patent, Claims 1, 4, 12, 21</p>	<p>Plain and ordinary meaning</p>	<p>"hardware, which may be one or more circuits"</p> <p>Plaintiff's Original Proposal:</p> <p>"hardware, which may be one or more circuits, <i>that processes graphics data</i>"</p>	<p>Plain and ordinary meaning</p>
<p>"graphics pipelines operative to process data in a dedicated tile"</p> <p>'945 Patent, Claims 1, 21</p>	<p>Plain and ordinary meaning</p>	<p>"graphics pipeline operative such that data for a specific tile is processed by one and only one pipeline"</p>	<p>Plain and ordinary meaning</p>
<p>"a memory controller . . . operative to transfer pixel data between each of a first pipeline and a second pipeline [the two graphics pipelines] and a memory shared among the at least two graphics pipelines"</p> <p>'945 Patent, Claims 1-4, 17-20</p>	<p>Plain and ordinary meaning</p>	<p>"a memory controller . . . operative to transfer pixel data to, from, and between (1) the first graphics pipeline and the second graphics pipeline, and also (2) the two graphics pipelines and a</p>	<p>Plain and ordinary meaning, which requires the memory controller to be operative to transfer pixel data between all three items—first pipeline, second pipeline, and memory.</p>

		memory shared among the two graphics pipelines"	
"NxM number of pixels" '945 Patent, Claim 21	Plain and ordinary meaning	"rectangular block of pixels that is not square"	Plain and ordinary meaning, for example: a rectangular, but not square, array of pixels denoted by N number of row and M number of columns.  N does not equal M.