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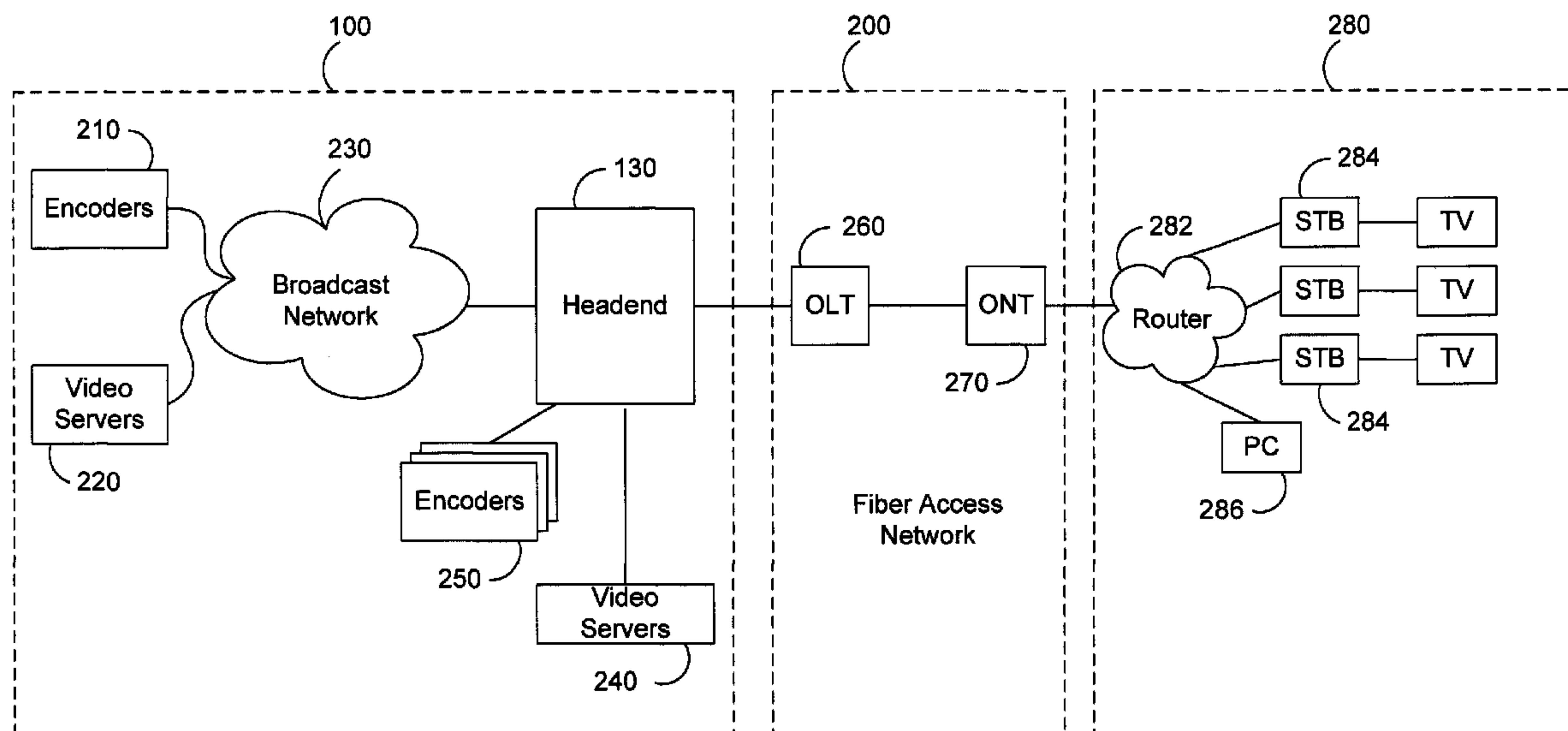
(72) **Inventeurs/Inventors:**
VERSTEEG, WILLIAM C., US;
WALL, WILLIAM E., US;
ROVIRA, LUIS A., US;
ALSOBROOK, DAVID B., US

(73) **Propriétaire/Owner:**
CISCO TECHNOLOGY, INC., US

(74) **Agent:** RIDOUT & MAYBEE LLP

(54) **Titre : GESTION DE LA QUALITE DE SERVICE DANS UN ENVIRONNEMENT VIDEO NUMERIQUE COMMUTE**

(54) **Title: QUALITY OF SERVICE MANAGEMENT IN A SWITCHED DIGITAL VIDEO ENVIRONMENT**



(57) **Abstrégé/Abstract:**

Quality of service management in a switched digital video environment. The devices in a user's home can be given quality of service priority statuses by a system operator. In the event of oversubscription, the quality of service management allows the user to determine which services will have priority over others if more bandwidth is requested than available.



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(71) Applicant (for all designated States except US): **SCIENTIFIC-ATLANTA, INC.** [US/US]; 5030 Sugarloaf Parkway, Lawrenceville, Georgia 30044 (US).

(72) Inventors; and

(75) Inventors/Applicants (for US only): **VERSTEEG, William C.** [US/US]; 330 Guildhall Grove, Alpharetta, Georgia 30022 (US). **WALL, William E.** [US/US]; 1048 Oakdale Road, Atlanta, Georgia 30307 (US). **ROVIRA, Luis A.** [US/US]; 2643 Whiteleigh Court, Atlanta, Georgia 30345 (US). **ALSOBROOK, David B.** [US/US]; 1215 Whitehawk Trail, Lawrenceville, Georgia 30043 (US).

(74) Agents: **LAFFERTY, Wm. Brook** et al.; Scientific-Atlanta, Inc., Intellectual Property Dept., 5030 Sugarloaf Parkway, Lawrenceville, Georgia 30044 (US).

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(54) Title: QUALITY OF SERVICE MANAGEMENT IN A SWITCHED DIGITAL VIDEO ENVIRONMENT

(57) Abstract: Quality of service management in a switched digital video environment. The devices in a user's home can be given quality of service priority statuses by a system operator. In the event of oversubscription, the quality of service management allows the user to determine which services will have priority over others if more bandwidth is requested than available.

VoIP
Video
Opportunistic STB
PC

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QUALITY OF SERVICE MANAGEMENT IN A SWITCHED DIGITAL VIDEO ENVIRONMENT

FIELD OF THE INVENTION

This invention relates in general to broadband communications systems, and more particularly, to the use of a switched digital video system to change between services with the same or differing bandwidths in a local home network.

BACKGROUND

A broadband communications system includes data sources, a broadcasting network, a headend unit, and edge devices. The data sources can be encoders and video sources that send data through an uplink to the broadcasting network.

In the broadcasting network, three common types of signals received at the headend include off-air signals, satellite signals, and local origination signals. However, satellite signals are the most common type of signal passing through the headend. Satellite signals include any signal transmitted from an earth station to an orbiting satellite, then retransmitted back down to earth. Satellite signals follow three route segments from the transmitting earth station to the receiving earth station. First, signals are transmitted from earth to an orbiting satellite on a path referred to as the uplink; signals are received by a transponder on a satellite; signals are retransmitted from the

transponder to a receiving earth station over the downlink. The transponder amplifies the incoming signal and changes its frequency for the downlink journey to avoid interference with uplink signals.

The headend (HE) or central office is where signals from multiple sources are received and are conditioned and prepared for transmission over an access network to subscribers. Once signals have been prepared for delivery, they are combined onto a medium to be sent over the access network to the customer premise devices. Conditioning may include conversion of analog to digital, digital bit-rate conversion, conversion from variable bit rate to constant or clamped bit rate, conversion of multiple-program transport streams to single-program transport streams or any other type of grooming or combination of these. The medium may include coaxial, twisted pair or other cable, optical fiber, or some form of wireless transmission. The preparation for transmission in edge devices may include generation of an RF carrier, modulation, conversion to optical, frequency division multiplexing, time division multiplexing, wavelength division multiplexing or any combination of these.

Edge devices vary depending on the type of network, and include the headend output devices. These devices sometime overlap with or extend into the access network. A fiber access network can include an optical line terminal (OLT), an optical node terminal (ONT), and devices inside the home. The OLT can be considered an edge device or an access network device. An ONT may be considered an access network device or a customer premises device. A hybrid fiber/coax (HFC) network typically uses modulator edge devices. An HFC access network can include RF to optical converters, optical to RF converters, optical and RF amplifiers, optical and RF combiners, splitters and taps. HFC customer premises devices include RF modems and settops. A digital subscriber line (DSL) network can include a digital subscriber line access multiplexer (DSLAM). DSL modems are usually located in customer premises. The OLTs, modulators, and DSLAMs service numerous user homes, such as a neighborhood in a city. Customer premise devices can include modems, routers, personal computers, set-top boxes (STB), etc.

FIG. 1 illustrates a satellite broadcast network 100. At an uplink facility 110, program content is stored on video servers controlled by a broadcast automation system. Any analog content at the network playout center is compressed using encoders and then multiplexed with the content delivered from the video file servers. A network operations center (NOC) 120 is responsible for overall control and co-ordination of the uplink and the

downlink sites. A headend (HE) 130 may include one or more server devices for providing broadband signals, such as video, audio, and/or data signals. The headend 130 has numerous decoders which preferably each have a mass storage device, such as a hard disk drive.

5 Broadband communications systems, such as satellite and cable television systems and DSL, are now capable of providing many services in addition to analog broadcast video, such as Video-on-Demand (VOD), digital video recording (DVR), high-definition television (HDTV), interactive TV, TV-based internet access, online gaming, telelearning, video conferencing, voice services, and high speed data services. The
10 growth in available services has outpaced the rate of access network bandwidth increases due to upgrades and rebuilds. This same growth in available services has also created a situation in which most services are not being used at any given time by entire subdivisions of subscribers or customer premise devices. Thus edge device, access network, and customer premise bandwidth is wasted when many of these services are
15 continuously sent to subscribers that are not using them. Switched digital video (SDV) is a technique that recaptures such wasted access network bandwidth by delivering selected services only to homes where and when users are actively requesting service. The switched digital video technique would be performed in the SDV devices, which vary depending on the type of network. A common problem using the SDV technique occurs
20 when devices in a user's home request services requiring more aggregate bandwidth than can be provided. There is no current method to determine which services receive priority over other services when there is not enough available bandwidth.

BRIEF DESCRIPTION OF THE DRAWINGS

The invention can be better understood with reference to the following drawings. The components in the drawings are not necessarily drawn to scale, emphasis instead being placed upon clearly illustrating the principles of the invention. In the drawings, like
5 reference numerals designate corresponding parts throughout the several views.

FIG. 1 illustrates a satellite broadcast system with an uplink, headend, and network operations center.

FIG. 2 illustrates the system of FIG. 1 and the elements of a fiber broadband network.

10 FIG. 3 illustrates the system of FIG. 1 and the elements of a hybrid fiber/coax broadband network.

FIG. 4 illustrates the system of FIG. 1 and the elements of a DSL broadband network.

FIG. 5 illustrates a services map published by the headend.

15 FIG. 6 illustrates a group of STBs and PCs in a home.

FIG. 7 illustrates a quality of service priority table for services in a user's home.

FIG. 8 illustrates the prior art method of IGMP based channel changes in a broadcast system, including an error condition.

20 FIG. 9 illustrates a method of atomic channel change in a broadcast system according to the present invention.

DETAILED DESCRIPTION

The embodiments of the invention can be understood in the context of a broadband communications system. Note, however, that the invention may be embodied in many different forms and should not be construed as limited to the embodiments set forth herein. For example, transmitted broadband signals may include at least one of video/audio, telephony, data, or Internet Protocol (IP) signals, to name but a few. All examples given herein, therefore, are intended to be non-limiting and are provided in order to help clarify the description of the invention.

A switched digital video system is a method of maximizing the number of services offered using a minimum of bandwidth. The switched digital video system allows chosen services from the HE 130 or central office to continually be sent to the subscriber premises, or the user's home, and other services to be switched in as requested by the user. For example, in a cable television system, a specified group of popular television channels is continually sent to every home in an access network subdivision regardless of what the user may want. When a user requests a channel not in this specified group, it is first checked to see if anyone else in the service group is watching the requested channel. If yes, then the requesting user is given access to the stream already carrying the requested channel. If not, the switch provides the requested stream to the required edge device and the system gives the requesting subscriber access to that stream. A switched digital video system can be used on many types of networks such as fiber, hybrid fiber/coax, and xDSL networks.

FIG. 2 illustrates a system using a fiber broadband access network 200. Encoders 210 and video servers 220 are the data sources that feed a broadcast network 230. Video servers 240 and encoders 250 located at the HE 130 are used to insert local programming. The HE 130 receives signals from multiple sources, conditions them and prepares them for transmission over the access network. Once signals have been prepared for transmission, they are combined onto the access network media. In a fiber access network, 200, an optical line terminal (OLT) 260 transmits downstream to optical network terminals (ONT) 270 which are located outside users' homes 280. The OLT is also responsible for allocating necessary upstream bandwidths to the ONTs 270 by issuing data grants in an appropriate manner. Inside the home 280, the signals can be split and combined using a router 282, or other device, and then fed to various devices, such as one or more set-top boxes (STBs) 284 or personal computers (PCs) 286.

FIG. 3 illustrates a system using a hybrid fiber/coax (HFC) broadband access network 300. The components used for the hybrid fiber/coax network 300 are similar to those used for the fiber network 200. However, instead of the OLT 260, the hybrid fiber/coax network 300 uses an edge modulator 310. Inside the home 280, the signal is received by a cable modem 320 and sent to various devices, such as one or more set-top boxes (STBs) 284 or personal computers (PCs) 286. RF STBs may interface to the HFC access network directly using internal modems.

FIG. 4 illustrates a system using a DSL broadband access network 400. The components used for the DSL network 400 are similar to those in the system using the fiber network 200 and the system using the hybrid fiber/coax network 300 except for the edge devices. Instead of the OLT 260 and the ONT 270 or the modulator 310, the DSL network 400 has a digital subscriber line access multiplexer (DSLAM) 410 that links numerous users to a single high-speed ATM line. Inside the user's home 280, the signal is received by a local network 420 possibly containing a modem and bridge router. The signal is split there and fed to various devices, such as one or more set-top boxes (STBs) 284 or personal computers (PCs) 286.

The switched digital video technique would be performed in SDV devices, such as the OLT 260, DSLAM 440, modulator 340 or a router feeding the modulator 340, depending on the type of network. A common problem using the SDV technique occurs when devices in a user's home request services requiring more aggregate bandwidth than can be provided. The SDV devices can not currently track the bandwidth being requested, so an attempt is made to honor all requests. This results in oversubscribing and a loss of packets.

When a device in the user's home requests a change in service that will affect the bandwidth required, the change will be subject to a system resource management validation. For SDV devices to evaluate bandwidth requests and availability, the HE 130 can publish a services map 500, as shown in FIG. 5, prepared by the system operator. The map will be put in a multicast group, which is a group of different services, and the STB in the home will know to join the multicast containing the services map first. The STB will then distribute the map to the other devices in the home. As shown in FIG. 6, each SDV device and each device in the home will have an identifier, such as an IP address, which will allow them to differentiate themselves from one another. The devices in the home will use the information in the services map to provide the SDV devices with the requesting IP address and the required bandwidth. For example, STB number 1 with

reference number 610 is located at IP address 192.168.0.1 and is tuned to the service “Sports Channel 1” shown as reference number 510 at IP address 225.1.1.1 requiring 7 Mb/s of bandwidth. The SDV devices have the ability to evaluate the request from the devices in the home by comparing the requested bandwidth to the available bandwidth for the subscriber premises. The SDV devices can either grant or deny the service in order to prevent oversubscription and a loss of packets.

In another embodiment, the SDV devices and all the devices in the users’ home can correlate a request for service to the bandwidth available to each home. A bandwidth management status is the required bandwidth of a request correlated to the available bandwidth in the home. Each device has its own upper limit or choke point. The SDV devices and the home devices parse the service request packets before sending them upstream and adding their bandwidth management status (the requested bandwidth correlated to the available bandwidth) to the request. If any device does not have adequate bandwidth, it sends a message to the requesting device indicating an error condition.

Internet group management protocol (IGMP) is a standard used to communicate between an IP host, such as the SDV devices, and the neighborhood multicast agents to support allocation of temporary group addresses and the addition and deletion of members of the group. In this embodiment, the bandwidth can be managed by having a field in the IGMP request for adding the bandwidth management status at each intervening point, or at each device. In normal IGMP, only the IGMP endpoint is an active component. In this embodiment, however, the IGMP endpoint, the SDV device, and any of the devices in the user’s home can read and evaluate the incoming requests in order to deny or pass on the request upstream.

In the event of oversubscription, it is possible to place a quality of service (QOS) priority status on each request. This QOS priority status scheme is set up by the system operator. As the IGMP request passes from device to device, each device needs to be able to specify the required QOS for the requested stream. For example as shown in FIG. 7, in a multicast group, voice over IP (VOIP) streams may require a higher priority than video which has a higher priority than web surfing, which is an opportunistic STB function.

FIG. 8 illustrates the current method of IGMP based channel changes in a broadcast system. Joining and leaving multicast groups are currently two independent transactions. The joining message is a request for a new channel and the leaving message

is a request to terminate a current channel. For example, if a user is currently watching channel 1, as shown in reference number 810, and wants to watch channel 2, then a channel change must occur. First, a “leave channel 1” transaction 820 is sent to a SDV device 830. Then, a “join channel 2” transaction 840 is also sent to the SDV device 830. Channel 2, shown in reference number 850, is now being sent to a STB 284 in the user’s home 280. This is a correct channel change.

Either of these transactions can be dropped by the network. A dropped transaction can lead to oversubscription. For example, if a user wants to change channels from channel 2 to channel 3, a “leave channel 2” transaction 860 is sent to the SDV device 830. If the transaction 860 is dropped, then channel 2 is still being sent to the STB 284. A “join channel 3” transaction 870 is also sent to the SDV device 830. The SDV device 830 will attempt to send both channels 2 and 3, as shown in reference number 880, which will cause an oversubscription.

FIG. 9 illustrates a method of atomic channel change in a broadcast system according to the present invention. In this embodiment, a new IGMP message is defined that explicitly lists the streams that the STB 284 wants to receive and simultaneously requests a join and leave transaction. For example, if a user is currently watching channel 1, shown in reference number 910, and decides to watch channel 2, then a channel change must occur. The STB 284 sends a message to the SDV device 830 that contains a “leave channel 1 and join channel 2” transaction 920. Channel 2, shown in reference number 930, is now being sent to the STB 284 in the user’s home 280. This is a correct channel change. Also, if a user wants to change channels from channel 2 to channel 3, a “leave channel 2 and join channel 3” transaction 940 is sent to the SDV device 830. If the transaction 940 is dropped, then no change occurs and, because STB 284 never received channel 3, the STB 284 resends the “leave channel 2 and join channel 3” in transaction 950. The STB 284 may wait to receive channel 3 for a specified period of time before resending the “leave channel 2 and join channel 3” transaction 950. Alternately, if the user reiterates the channel change request, the STB 284 may resend the “leave channel 2 and join channel 3” transaction 950. The SDV device 830 is now sending channel 3, as shown in reference number 960, to the STB 284.

IGMP messages, such as join and leave messages, can be updated or modified to include bandwidth requirements of both the join and leave channels. For example, channel 1, as shown in reference number 910, may require a bandwidth of 3 Mb/s and channel 2, as shown in reference number 930, may require a bandwidth of 6 Mb/s. The

SDV device can compare the available bandwidth in the local network to the required bandwidth for channel 2 before performing the channel change. This would allow the SDV devices to more accurately determine which services can be sent to a user's home without oversubscription occurring and return an error message to the requesting device if service is not possible.

The number of services offered by broadband communications systems continues to grow. With an increase in the number of services offered and the number of users subscribing, the demand for bandwidth has drastically increased. The SDV technique, described above, delivers selected services only to homes where and when users are actively requesting service, which helps to efficiently manage the available bandwidth. To make this more effective, each device in the local network can calculate the available bandwidth versus the bandwidth requested for a service. When oversubscription would occur, the quality of service priority status of each request, which is provided by the user, is consulted. The devices with the highest statuses are given priority bandwidth over the other services.

It should be emphasized that the above-described embodiments of the invention are merely possible examples, among others, of the implementations, setting forth a clear understanding of the principles of the invention. Many variations and modifications may be made to the above-described embodiments of the invention without departing substantially from the principles of the invention. All such modifications and variations are intended to be included herein within the scope of the disclosure and invention and protected by the following claims. In addition, the scope of the invention includes embodying the functionality of the embodiments of the invention in logic embodied in hardware and/or software-configured mediums.

CLAIMS

What is claimed is:

1. A method of providing a quality of service for a multicast group of devices at a subscriber premises, said method comprising the steps of:
 - 5 - receiving, by a switched digital video device in communication with said multicast group of devices, a priority status in a request for a digital service from at least one of said multicast group of devices in said subscriber premises; and
 - 10 - evaluating, by the switched digital video device, said request by comparing bandwidth requirements of said one request to available bandwidth of said subscriber premises, wherein comparing the bandwidth requirements comprises:
 - parsing a service plurality of service request packets prior to sending the packets upstream to a headend;
 - 15 - adding a bandwidth management status to each of the plurality of service request packets, the bandwidth management status comprising a correlation between a requested bandwidth and the available bandwidth; and
 - 20 - sending an error message to the at least one of said multicast group of devices in said subscriber premises that does not have adequate bandwidth.
2. The method of claim 1, further comprising a step of determining there is insufficient available bandwidth to grant both said request and another request received from another device in the multicast group of devices.
- 25 3. The method of claim 2, further comprising a step of granting said request if said priority status of said request is higher priority than another request received from another device in the multicast group of devices.

4. The method of claim 2, further comprising a step of denying said request if said priority status of said request is lower priority than another received from another device in the multicast group of devices.
5. The method of claim 1, further comprising a step of ordering each said request from each device in said subscriber premises based upon said priority status of each said request.
6. The method of claim 5, further comprising a step of granting one of said requests if said priority status of said one request is higher than another said request of another device.
- 10 7. The method of claim 6, further comprising a step of denying said other request if said priority status of said one request is lower than said other request of another device, and there is insufficient bandwidth to grant both said one request and said other request.
- 15 8. A computing device comprising: a processor executing instructions retrieved from a memory, the instructions operable to:
 - receive a priority status in a request for a digital service from a device in a multicast group of devices located at a subscriber premises;
 - and evaluate the request by comparing bandwidth requirements of the request to available bandwidth of the subscriber premises, wherein in
20 comparing the bandwidth requirements, the instructions are operable to:
parse a plurality of service request packets prior to sending the packets upstream to a headend;
 - add a bandwidth management status to each of the plurality of service request packets, the bandwidth management status comprising a
25 correlation between a requested bandwidth and the available bandwidth;

- and send an error message to the at least one of said multicast group of devices in said subscriber premises that does not have adequate bandwidth.
- 5 9. The computing device of claim 8, wherein the instructions are further operable to:
determine there is insufficient available bandwidth to grant both the request and another request received from another device in the multicast group of devices.
10. The computing device of claim 9, wherein the instructions are further operable to:
grant the request if said priority status of the request is higher priority than another request received from another device in the multicast group of devices.
- 10 11. The computing device of claim 9, wherein the instructions are further operable to:
deny the request if said priority status of the request is lower priority than another request received from another device in the multicast group of devices.
12. A system of providing a quality of service for a multicast group of devices at a subscriber premises, the system comprising a switched digital video device in
15 communication with said multicast group of devices, the switched digital video device being configured to:
- receive a priority status in a request for a digital service from at least one of said multicast group of devices in said subscriber premises; and
 - evaluate said request wherein the switched digital video device being
20 configured to evaluate comprises the switched digital video device being configured to compare bandwidth requirements of said one request to available bandwidth of said subscriber premises, wherein the switched digital video device being configured to compare the bandwidth requirements comprises the switched digital video device being
25 configured to:
- parse a service plurality of service request packets prior to sending the packets upstream to a headend;

- add a bandwidth management status to each of the plurality of service request packets, the bandwidth management status comprising a correlation between a requested bandwidth and the available bandwidth; and
 - 5 - send an error message to the at least one of said multicast group of devices in said subscriber premises that does not have adequate bandwidth.
13. The system of claim 12, wherein the switched digital video device is further configured to determine that there is insufficient available bandwidth to grant both
10 said request and another request received from another device in the multicast group of devices.
14. The system of claim 13, wherein the switched digital video device is further configured to grant said request if said priority status of said request is higher priority than another request received from another device in the multicast group of devices.
- 15 15. The system of claim 13, wherein the switched digital video device is further configured to deny said request if said priority status of said request is lower priority than another received from another device in the multicast group of devices.
16. The system of claim 12, wherein the switched digital video device is further configured to order each said request from each device in said subscriber premises based
20 upon said priority status of each said request.
17. The system of claim 16, wherein the switched digital video device is further configured to grant one of said requests if said priority status of said one request is higher than another said request of another device.
18. The system of claim 17, wherein the switched digital video device is further
25 configured to deny said other request if said priority status of said one request is lower than said other request of another device, and there is insufficient bandwidth to grant both said one request and said other request.

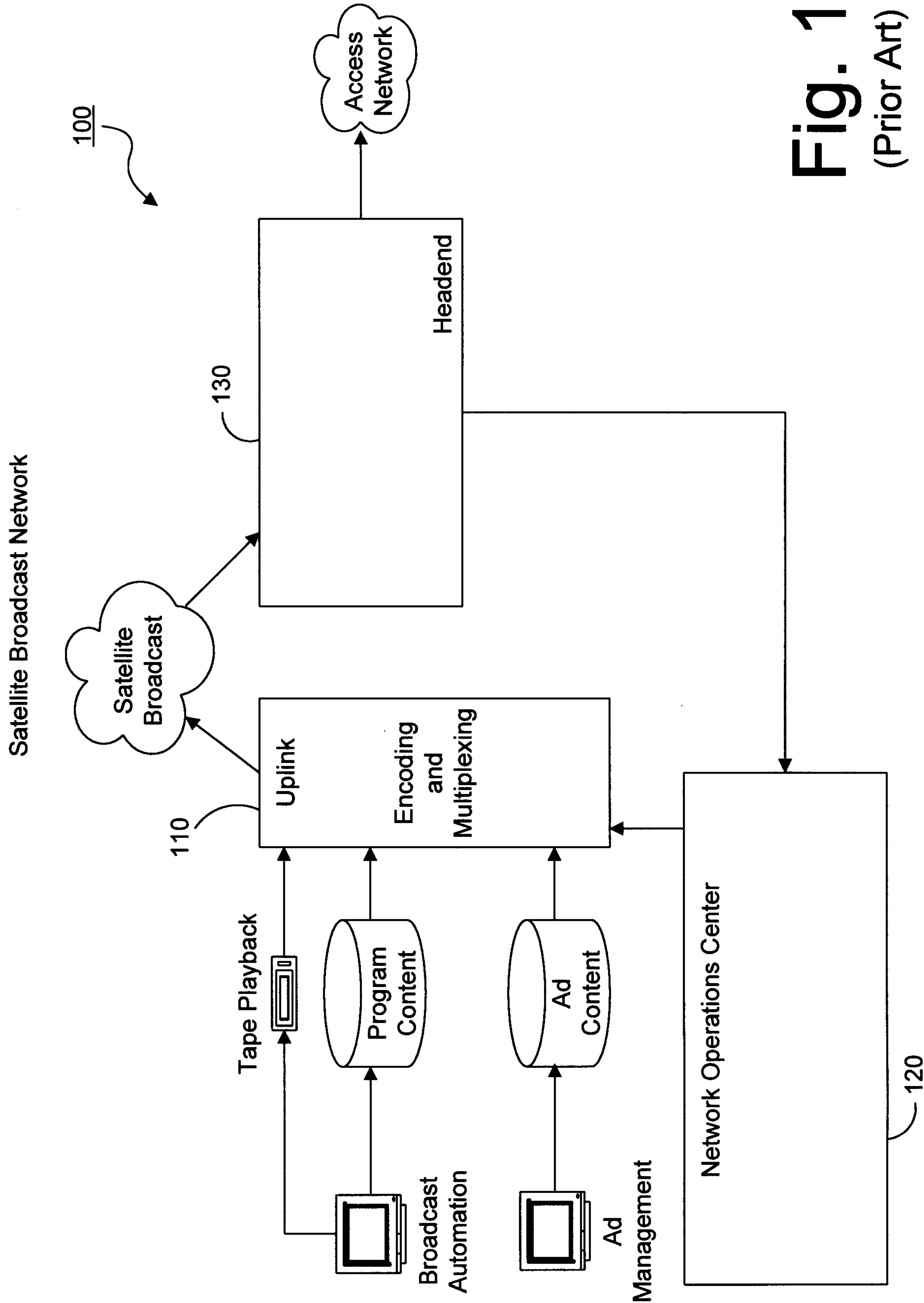


Fig. 1
(Prior Art)

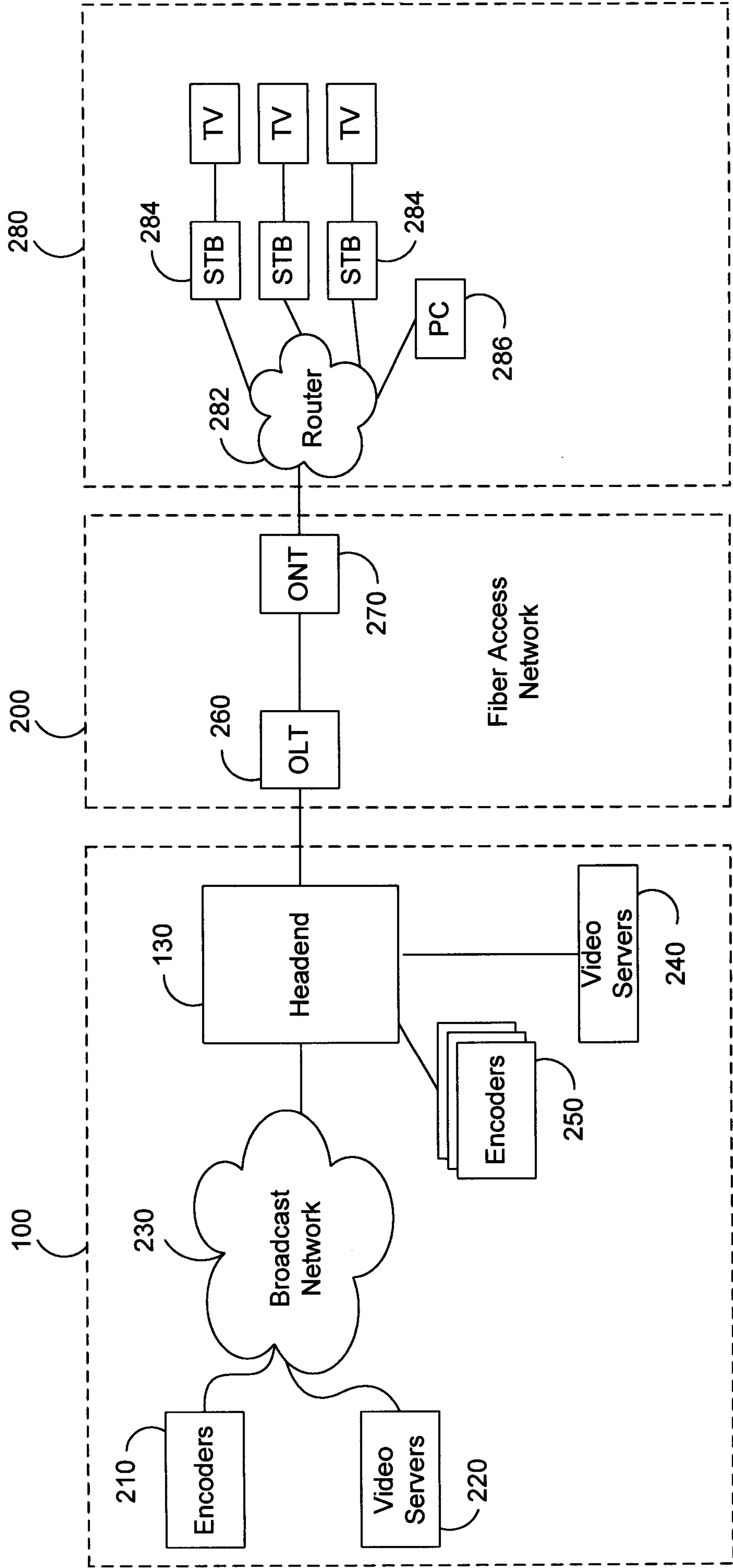
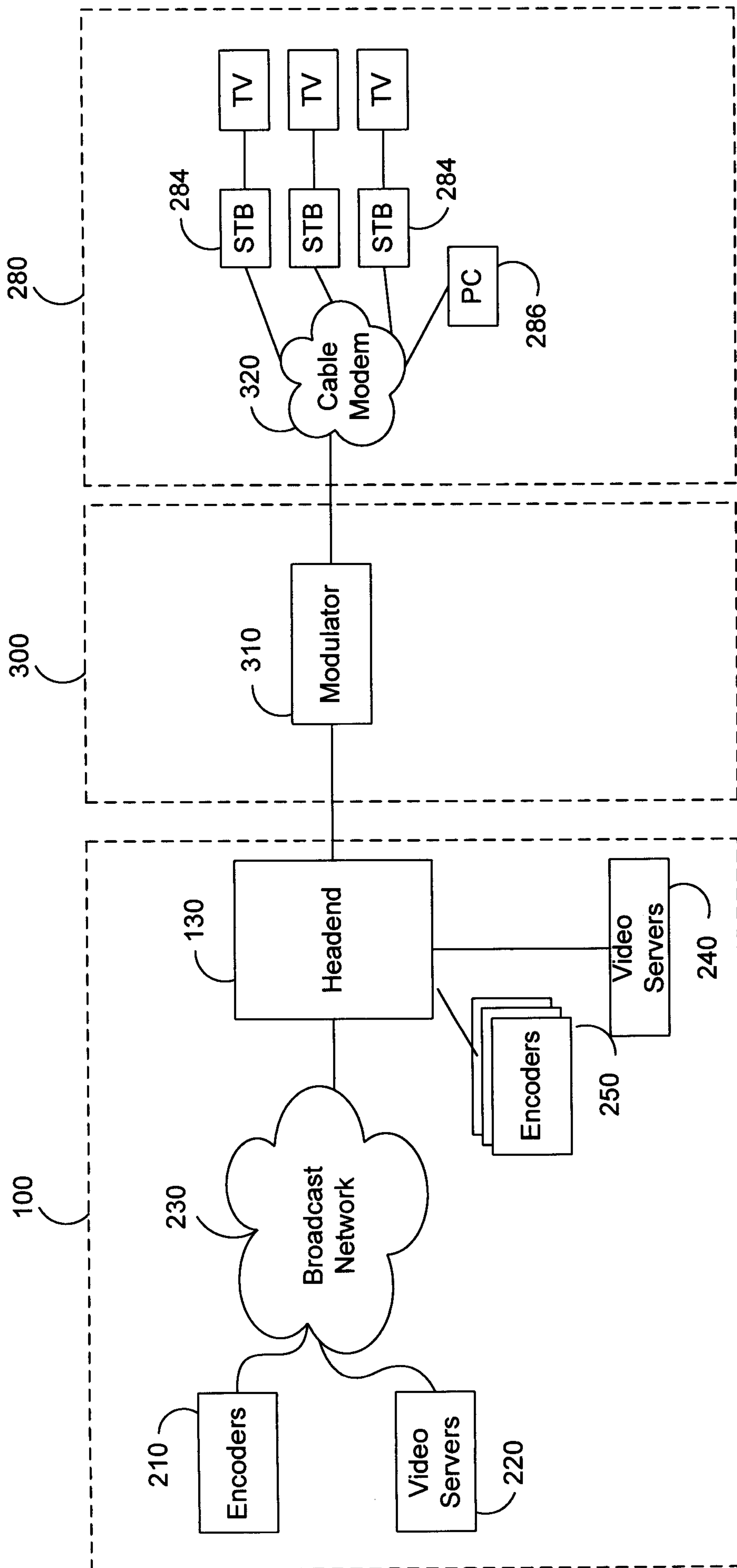


Fig. 2

**Fig. 3**

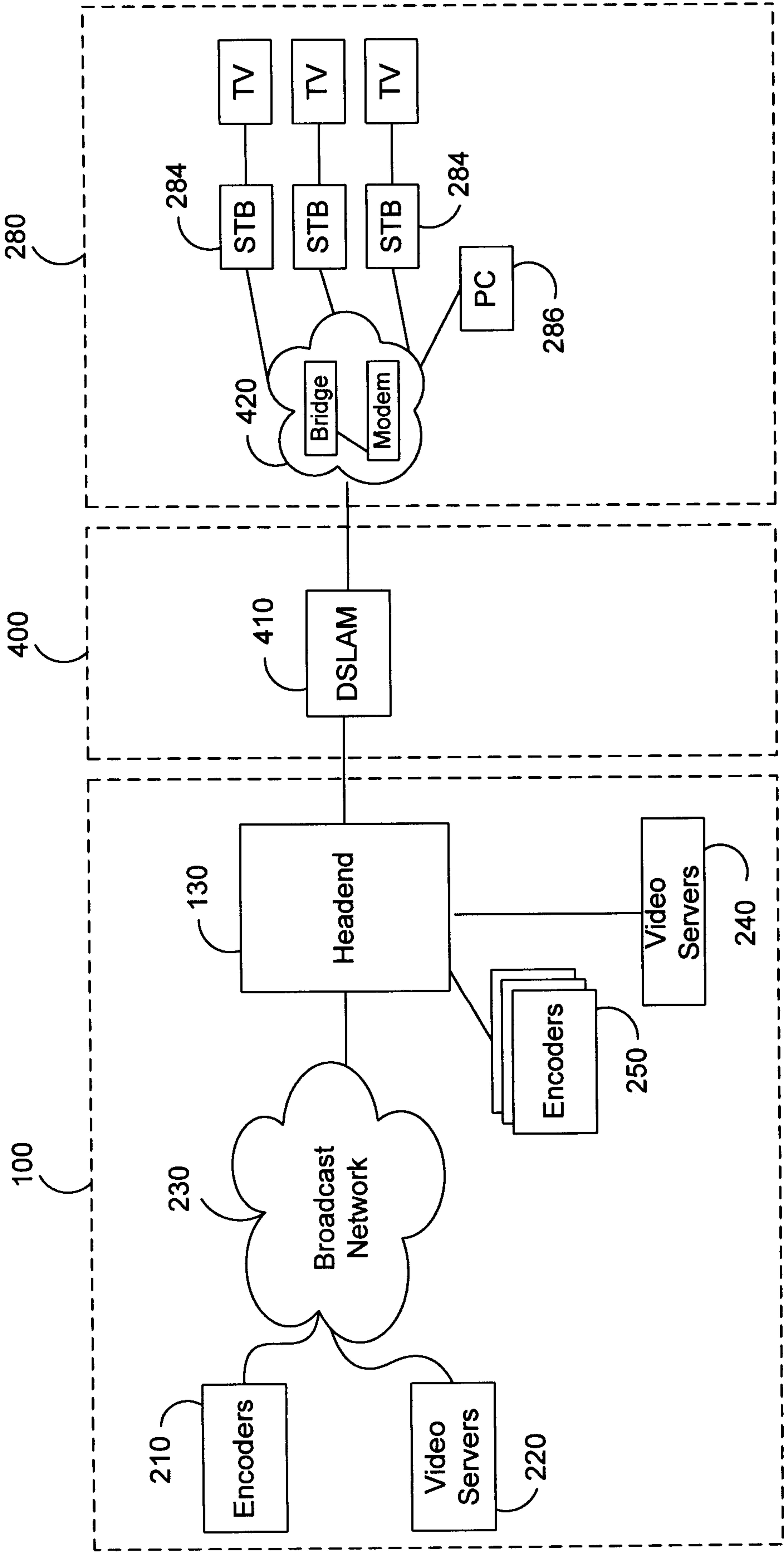


Fig. 4

500



Name of Service	IP Address	Bandwidth
Sports Channel 1	225.1.1.1	7 Mb/s
News Channel 6	225.1.1.2	7 Mb/s
Sports Channel 72	225.1.1.3	3 Mb/s
Movie Channel 80	225.1.1.4	3 Mb/s

510



Fig. 5

Name of Device		IP Address
STB #1		192.168.0.1
STB #2		192.168.0.2
STB #3		192.168.0.3
PC #1		192.168.0.4

610

Fig. 6

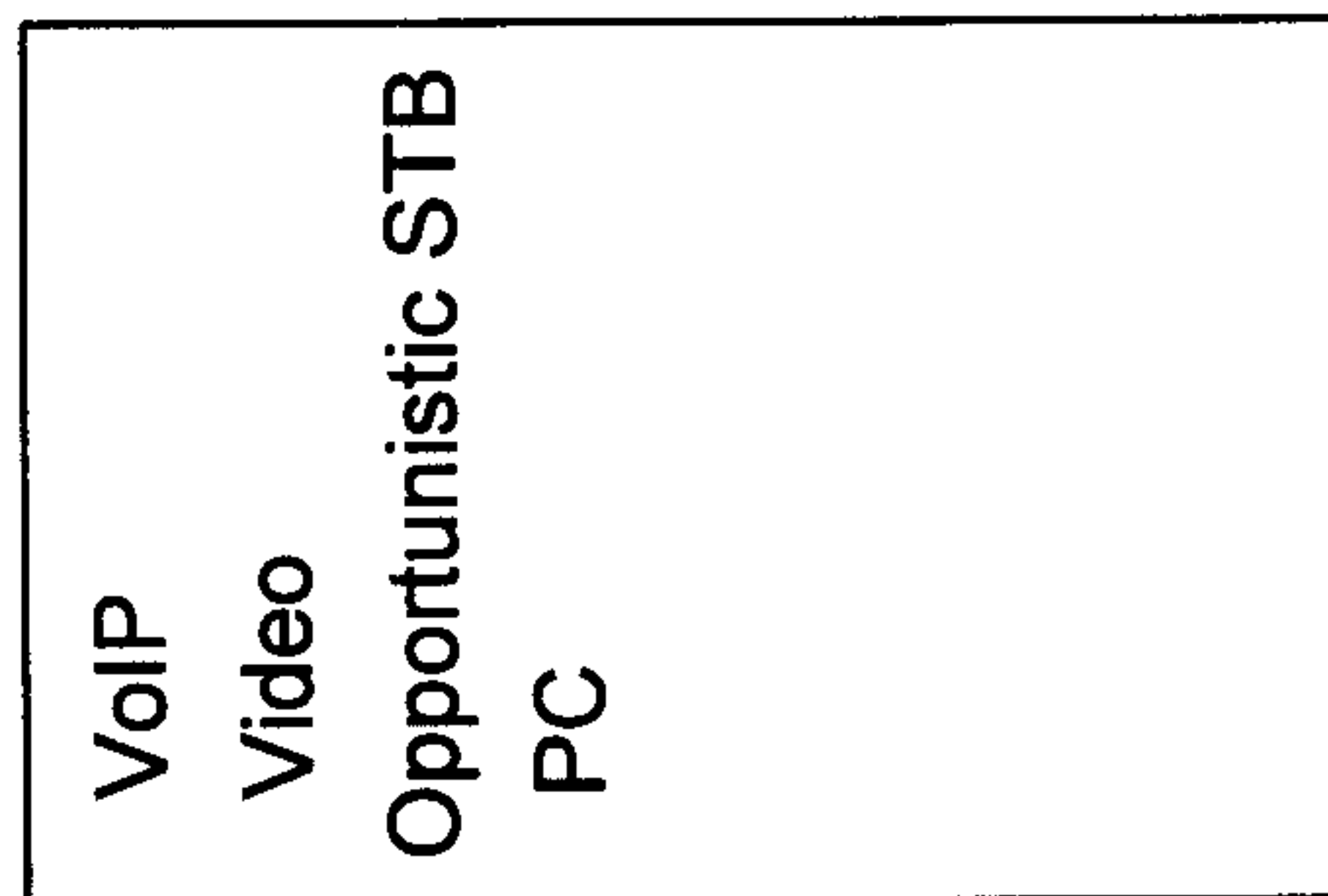


Fig. 7

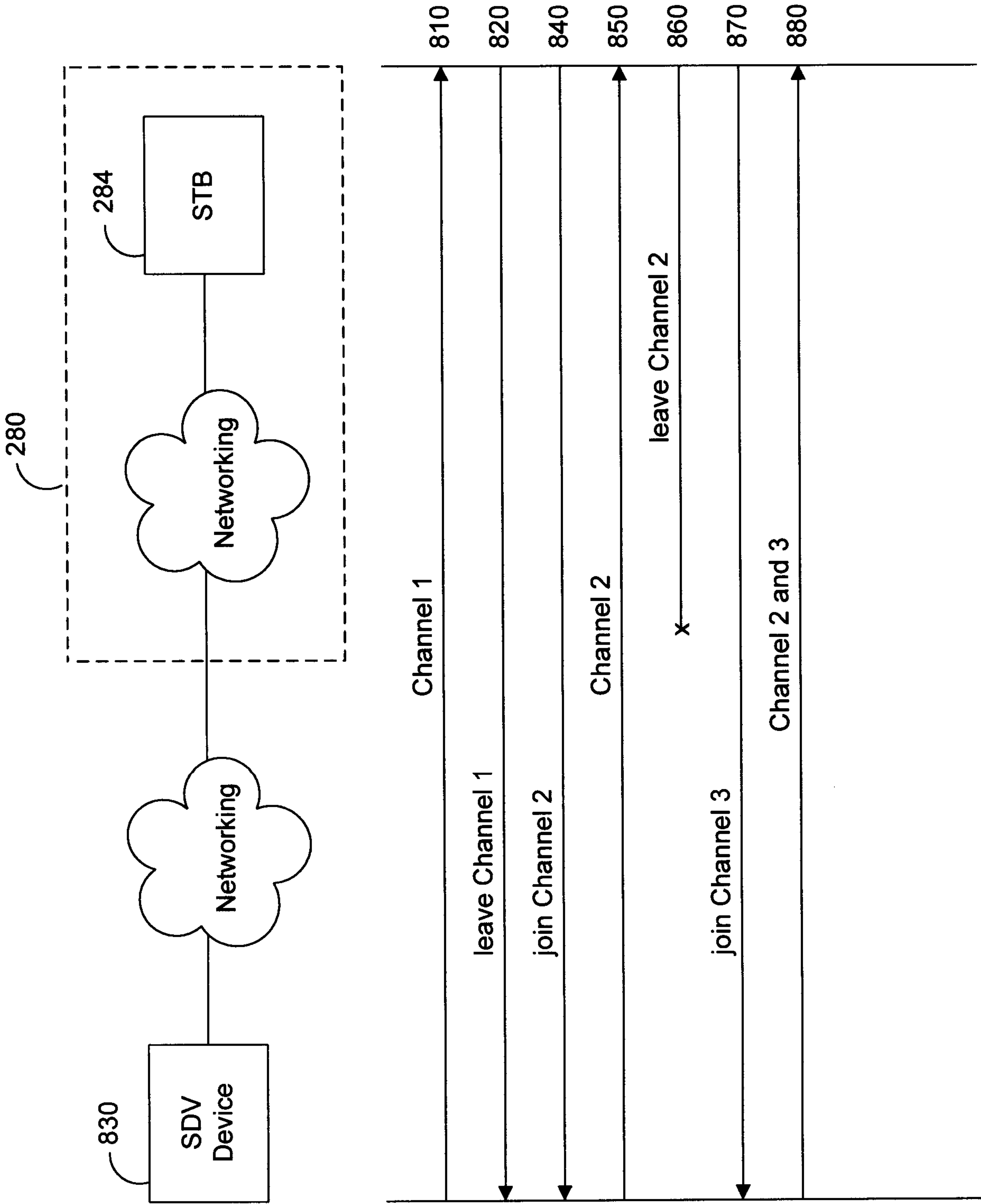


Fig. 8
(Prior Art)

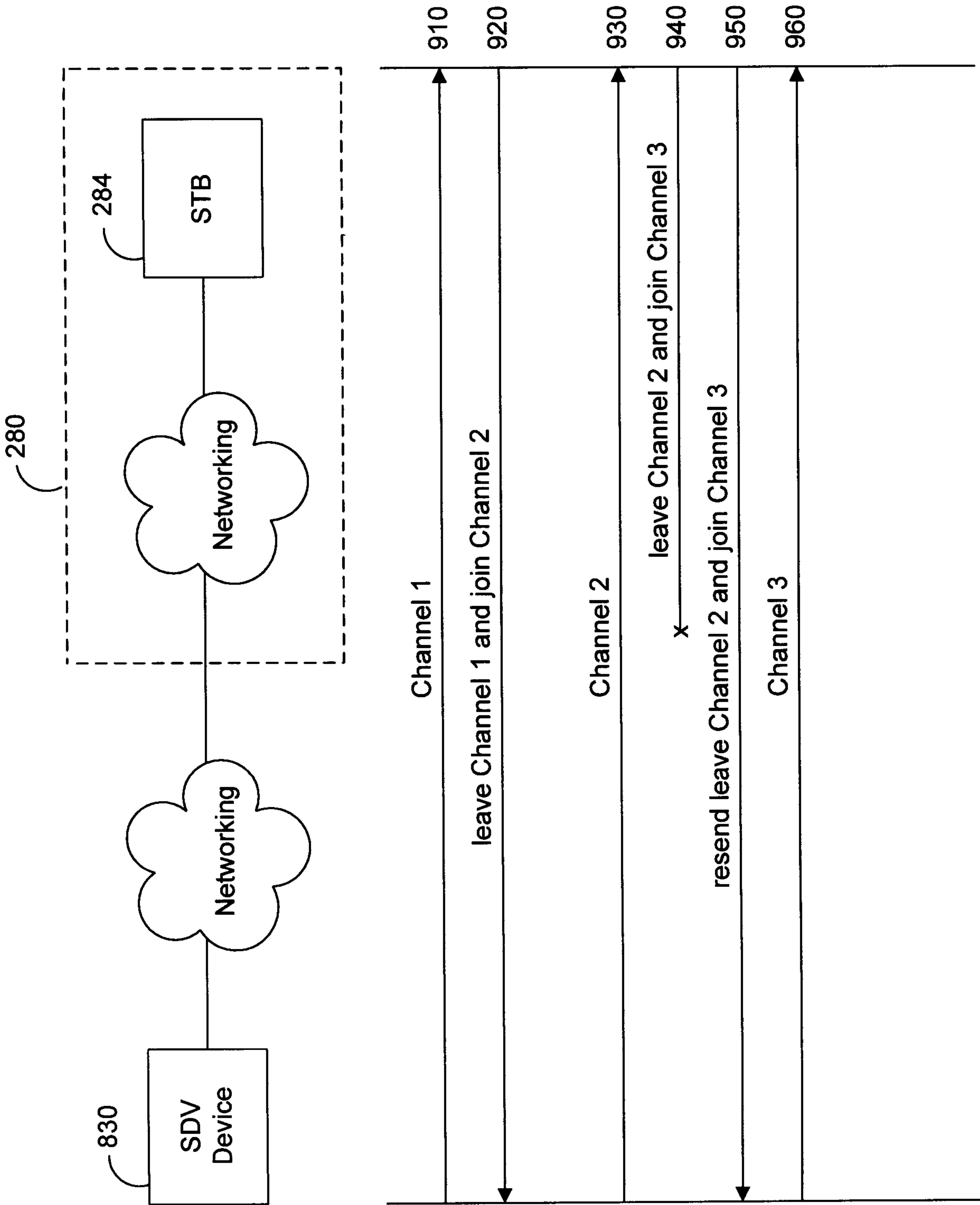


Fig. 9

