



(19) **United States**
(12) **Patent Application Publication**
SHIBATA et al.

(10) **Pub. No.: US 2009/0070843 A1**
(43) **Pub. Date: Mar. 12, 2009**

(54) **VIDEO SERVER FOR VIDEO DISTRIBUTION SYSTEM**

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(21) Appl. No.: **12/263,559**

(22) Filed: **Nov. 3, 2008**

Related U.S. Application Data

(60) Continuation of application No. 11/406,394, filed on Apr. 19, 2006, now Pat. No. 7,467,221, which is a division of application No. 09/739,691, filed on Dec. 20, 2000, now Pat. No. 7,069,332.

(30) **Foreign Application Priority Data**

Feb. 24, 2000 (JP) 2000-046997

Publication Classification

(51) **Int. Cl.**
H04N 7/173 (2006.01)

(52) **U.S. Cl.** **725/117**

(57) **ABSTRACT**

A video server for distributing a digitized video content includes a unit for determining whether or not a video content requested from a terminal is stored in the video server, a unit for issuing a transmission request to another server for transmitting the video thereto in accordance with the HTTP protocol when the video content requested from the terminal is not stored in the video server, and a unit for receiving the video content transmitted from the other video server in accordance with the HTTP protocol, and transmitting the video content to the terminal in accordance with IP multicast or HTTP protocol.

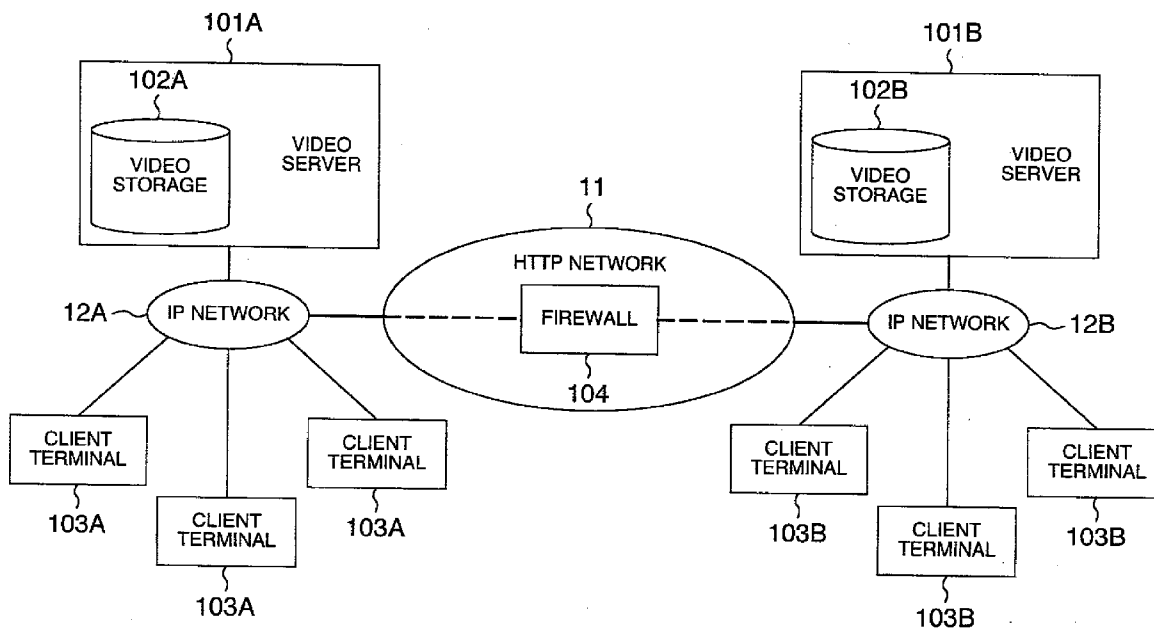


FIG. 1

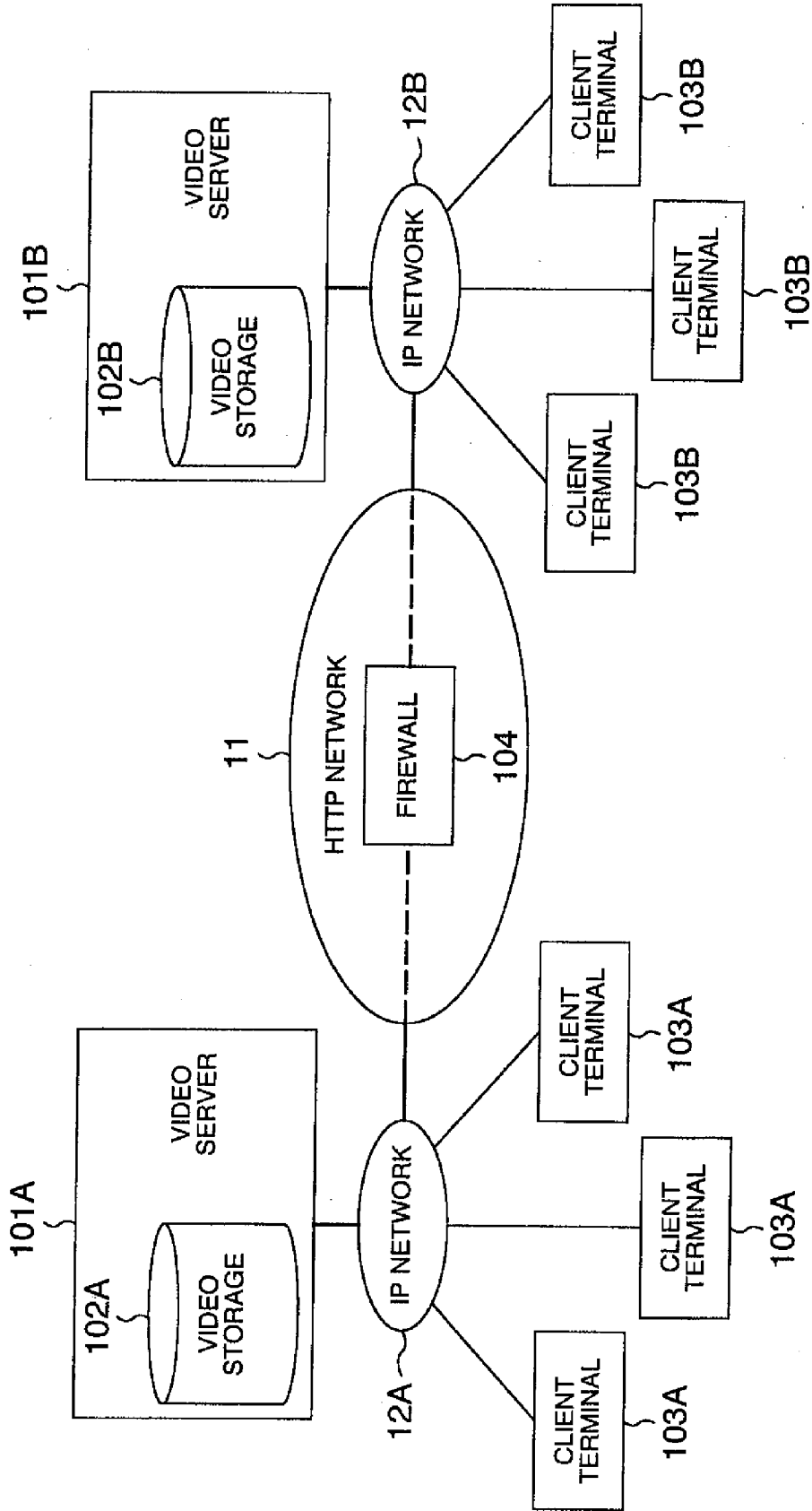


FIG.2

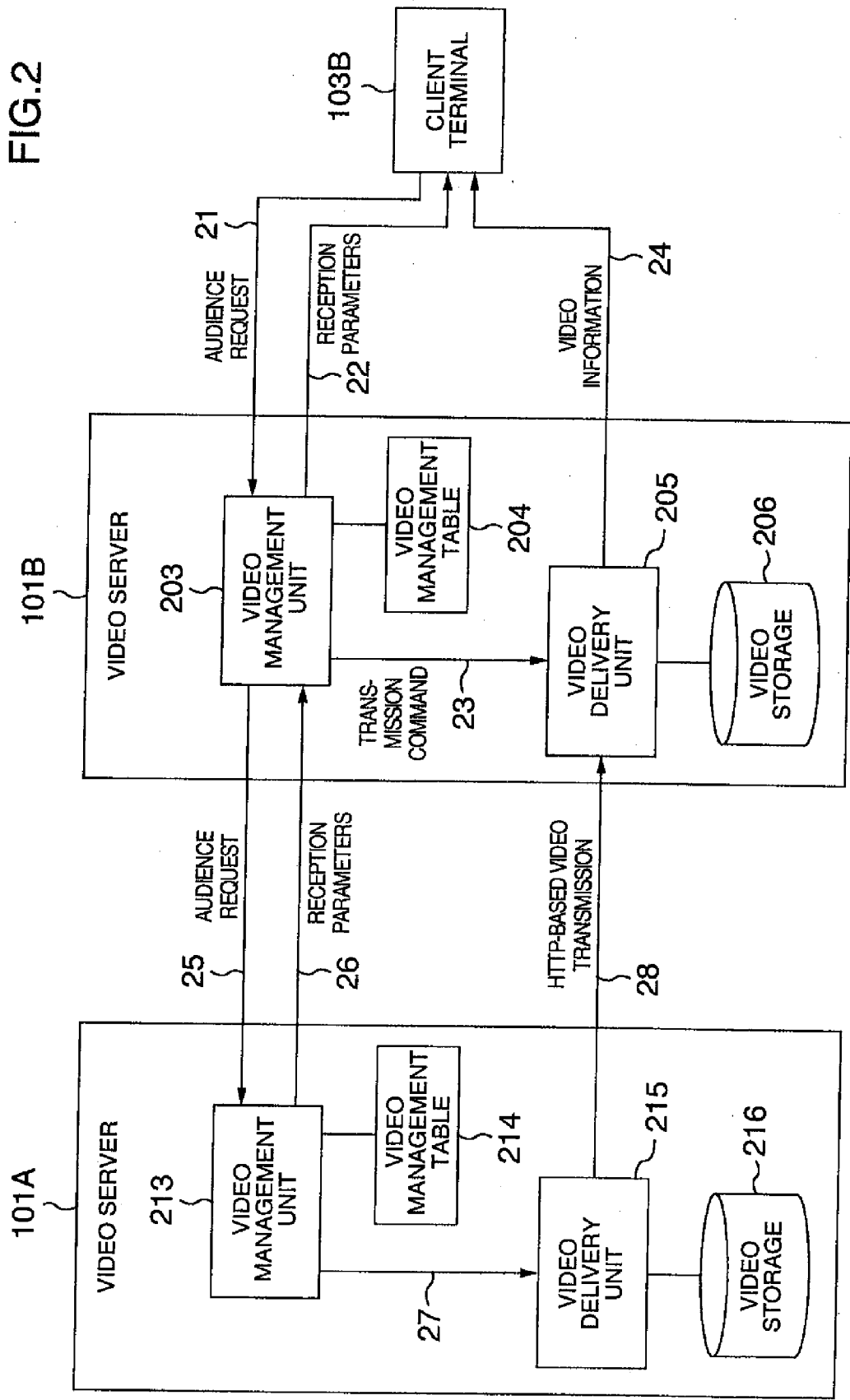


FIG.3

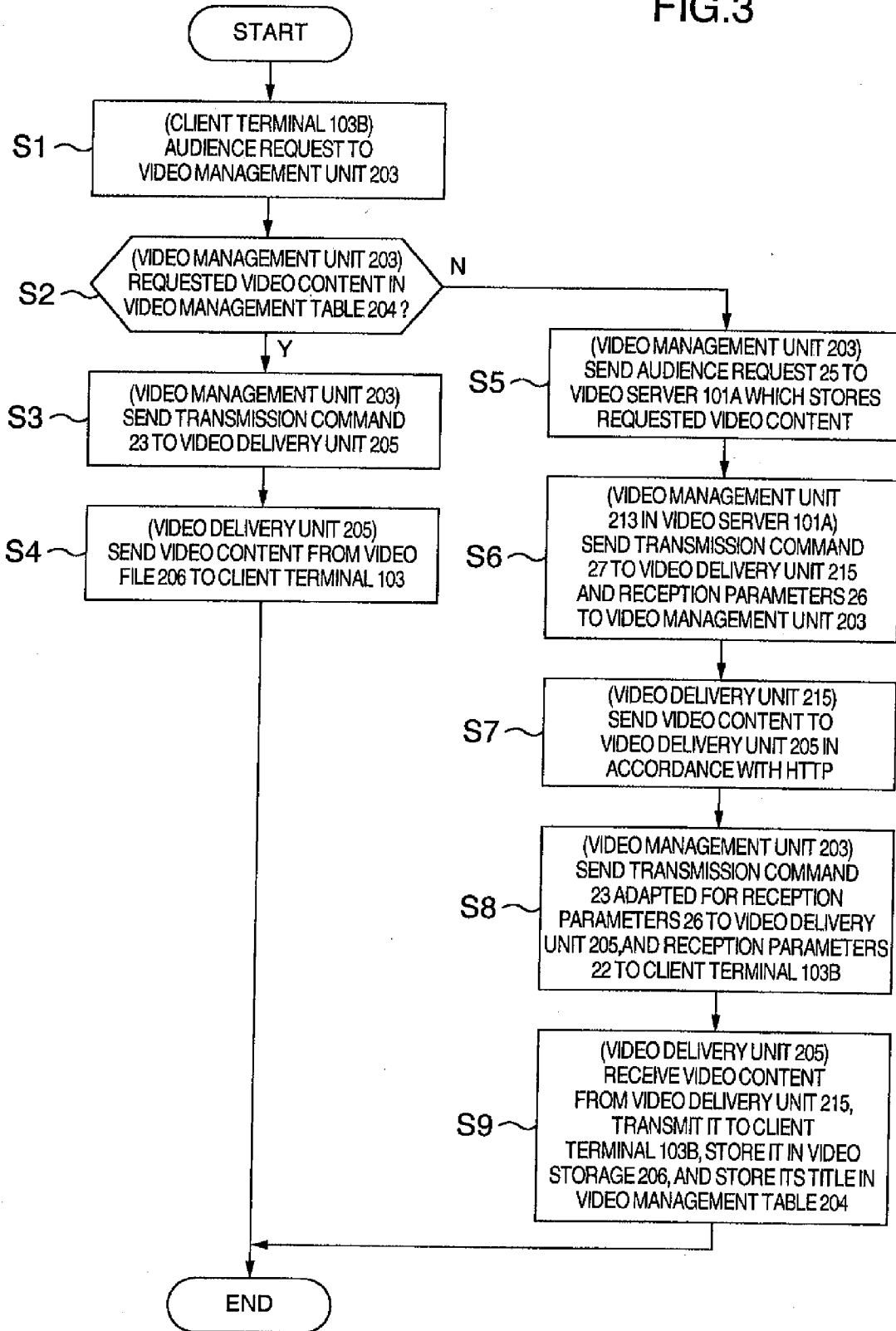


FIG.4

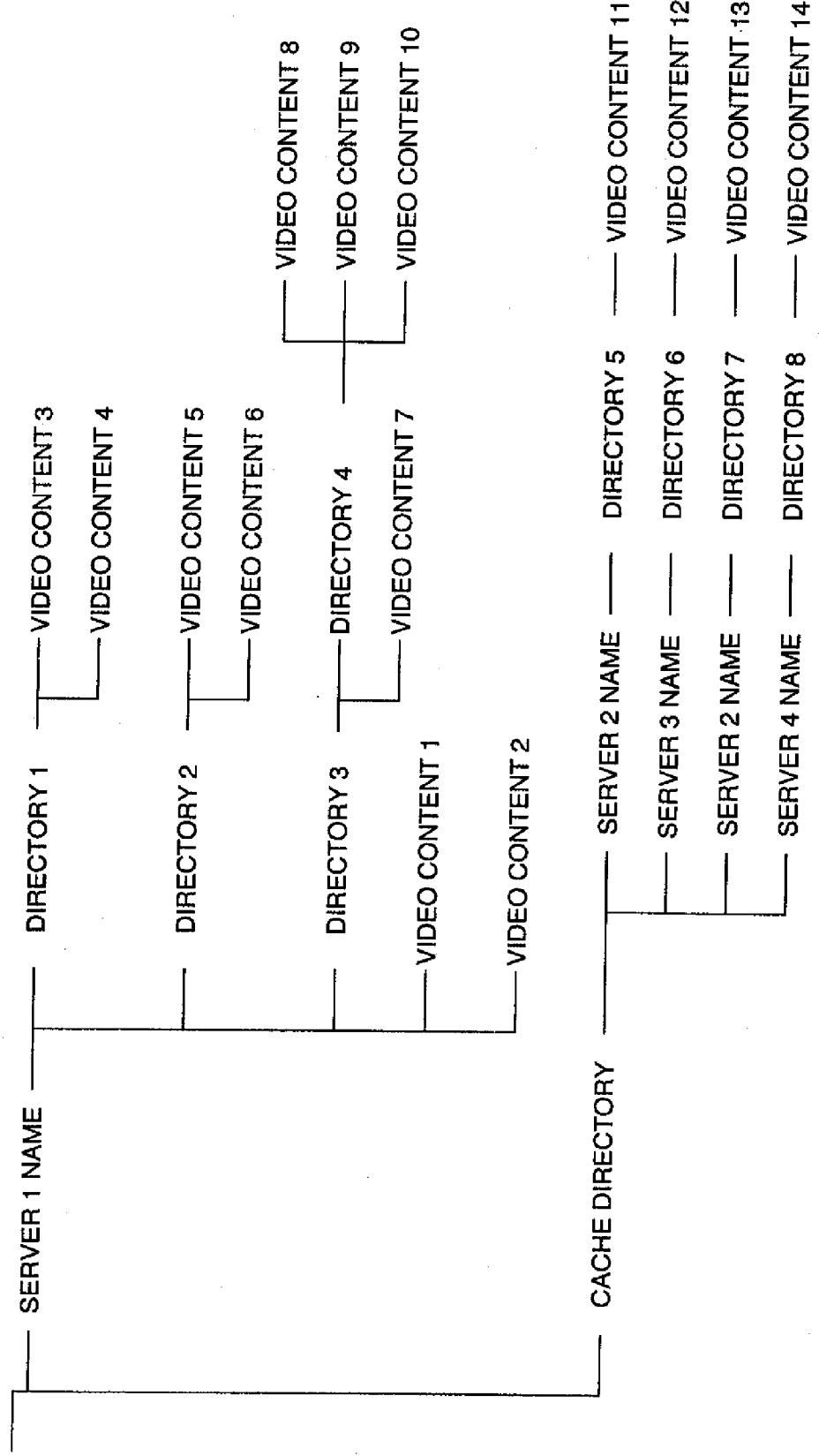


FIG. 5

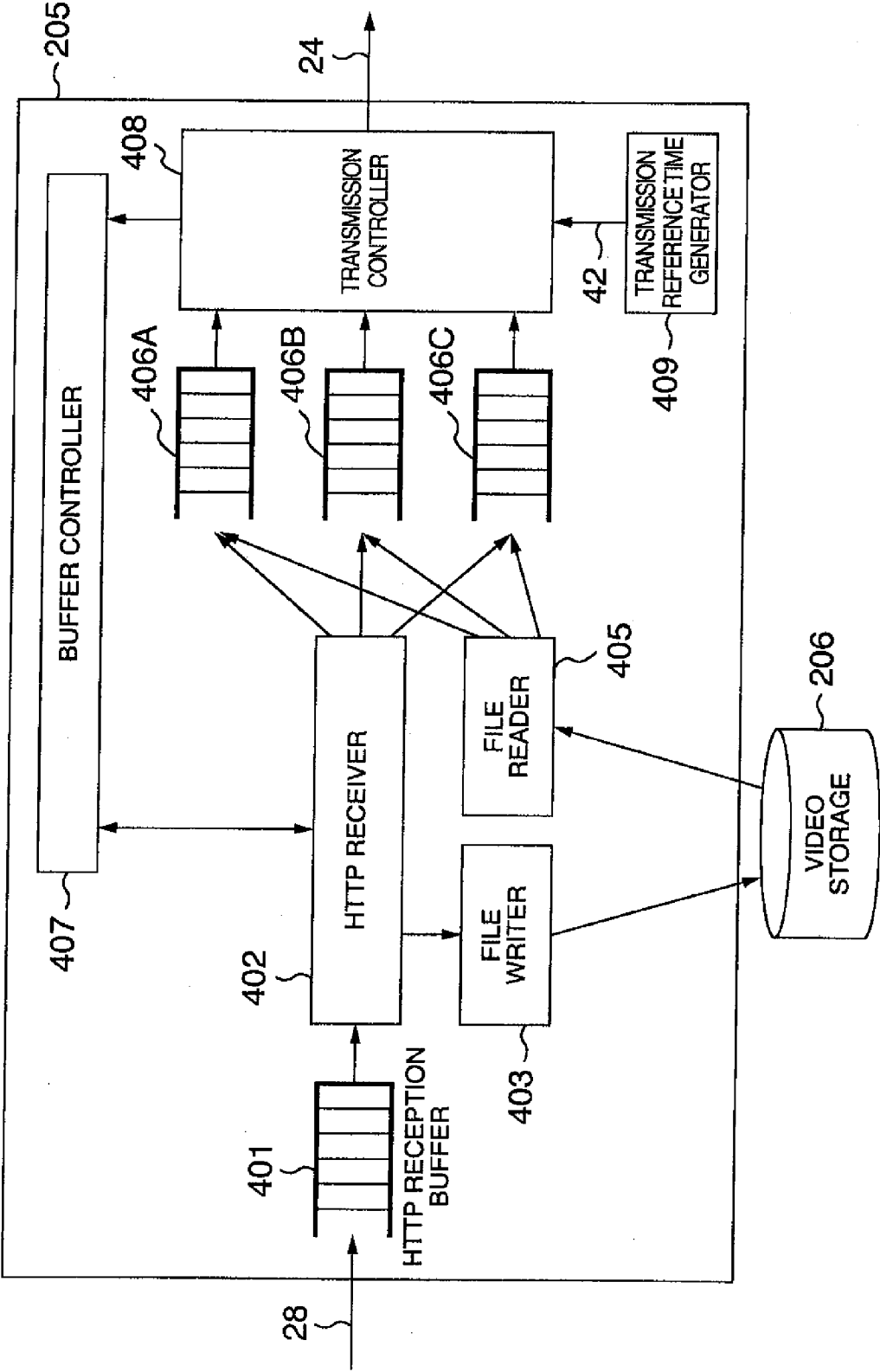


FIG.6

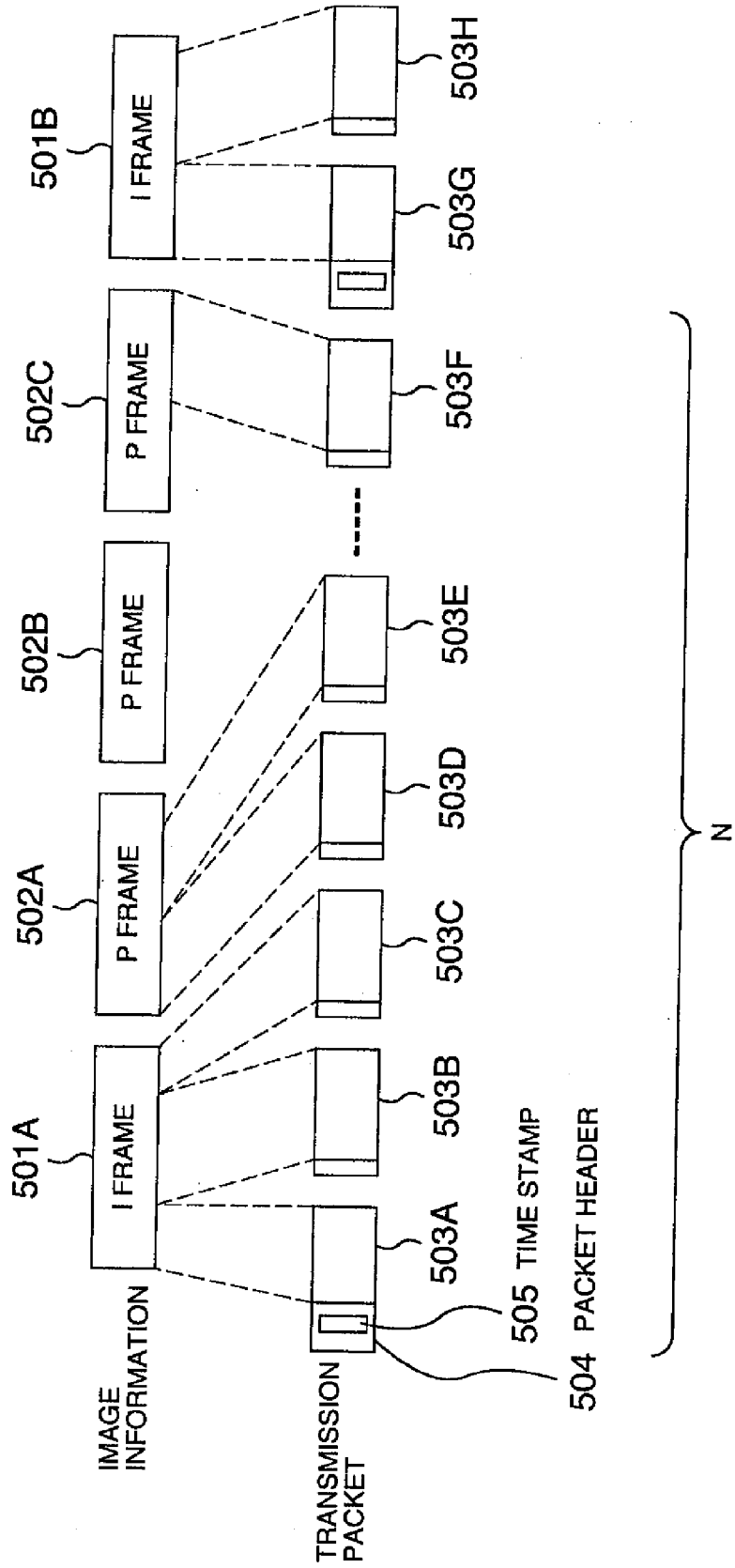
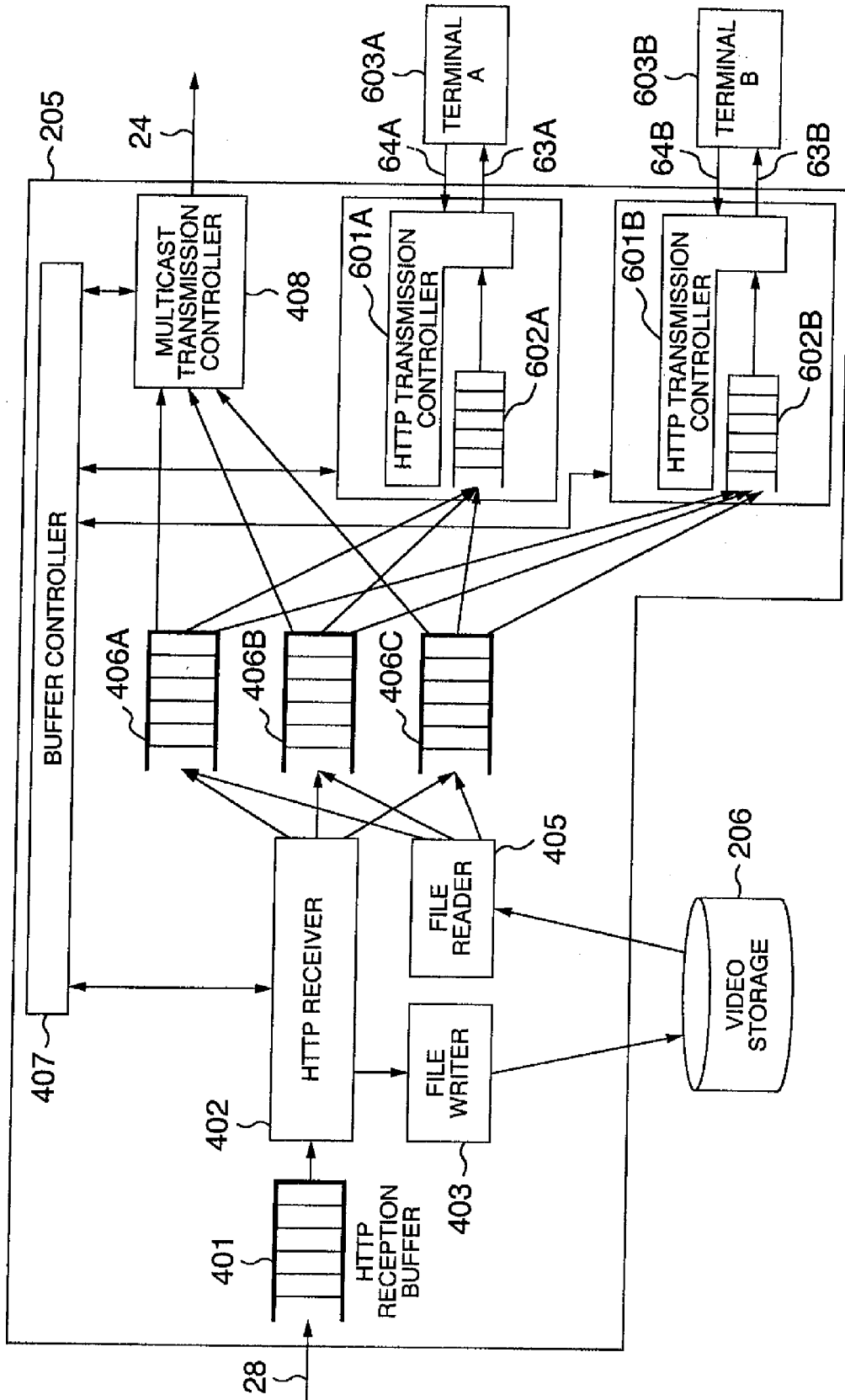


FIG. 7



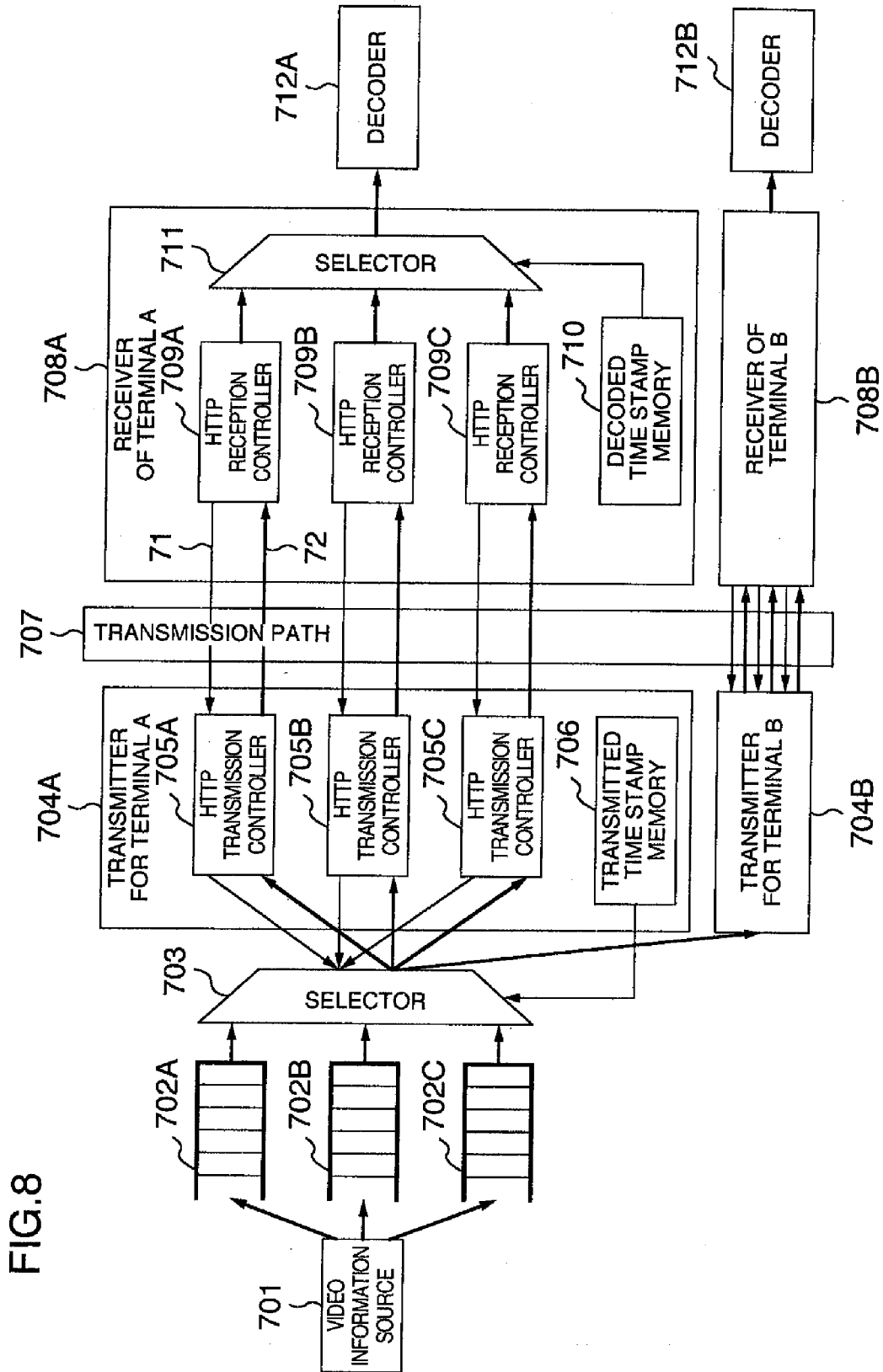


FIG.8

VIDEO SERVER FOR VIDEO DISTRIBUTION SYSTEM

CROSS-REFERENCE TO RELATED APPLICATION

[0001] The present application is a continuation of application Ser. No. 11/406,394, filed Apr. 19, 2006; which is a divisional application of application Ser. No. 09/739,691, filed Dec. 20, 2000, now U.S. Pat. No. 7,069,332; which relates to U.S. application Ser. No. 09/764,377, filed Jan. 19, 2001 and based on Japanese Application 2000-021977, the entire contents of which are incorporated herein by reference.

BACKGROUND OF THE INVENTION

[0002] The present invention relates to a video server for transmitting a video signal in parallel to a plurality of locations using the Internet protocol, and more particularly, to a video server for a video distribution system which enables transmission of a video signal through a transmission path, which cannot use IP multicast, through protocol conversion.

[0003] Simultaneous transmission of a signal such as a video signal to multiple locations, utilizing a protocol such as the Internet protocol, is referred to as "multicast," and a number of methods for realizing the multicast have already been proposed, with some of such methods already brought into practical use. A representative one of these methods is the Internet multicast technology which has been published as a standard designated "RFC1112" of Internet Engineering Task Force (IETF).

[0004] A critical component of the multicast technology is a host group model. Multicast information is transmitted to a host group indicated by some multicast address, such that each of terminals attempting to share the multicast information receives the information addressed to the host group. In a network based on the Internet protocol, multicast information is accompanied by a "multicast address," used as a destination address, which indicates that the information is multicast.

[0005] Upon receiving multicast information, a device for controlling an information transmission path, i.e., a "router" reads its multicast address, and transmits the multicast information to a path to which a terminal belonging to an associated host group is connected. In this event, when a plurality of terminals belong to the associated host group and they are located on different paths, the router copies the information intended for transmission, and transmits the copies to the respective paths. This scheme allows for a large reduction in the amount of transmitted information, as compared with independent transmission of information from an origination to all terminals is belonging to a host group.

[0006] However, the effectiveness of the multicast-based transmission is limited only to those paths which support the multicast from an origination to all terminals belonging to a host group. Additionally, in the current Internet environment, firewalls are installed everywhere as required for the security, preventing the Internet protocol information from freely passing therethrough.

[0007] The firewall refers to a device for examining information which is going to pass therethrough to block information other than that regarded as safe. Multicast information is generally blocked by the firewall. Therefore, a special setting is required for multicast information to pass through the firewall. However, it is quite difficult to pass multicast informa-

tion through in the current Internet in which firewalls are installed everywhere and managed independently by different organizations.

[0008] Therefore, for transmitting the same video simultaneously to a plurality of terminals when firewalls are interposed between a video server and the terminals, the video is conventionally transmitted individually from the video server to each of the terminals. In this event, the amount of information transmitted from the video server to the terminals is increased in proportion to the number of receiving terminals, resulting in a problem of a higher transmission cost.

[0009] On the other hand, many of protocols for passing information through a firewall are inherently intended for file transfer, so that although they can transmit information without errors, they do not guarantee when the information will arrive at a particular terminal. Applications which require the multicast often involve real-time transmission such as transmission of video and audio contents. Therefore, a mechanism for matching the transmission rate between reception and transmission of video and audio contents is required for protocols which pass the information through firewalls.

SUMMARY OF THE INVENTION

[0010] It is an object of the present invention to provide a video server for a video distribution system which is capable of solving the above-mentioned problems, and transmitting the same video from a video server to a plurality of terminals utilizing the multicast to reduce the transmission cost even when firewalls are interposed between the video server and the terminals.

[0011] It is another object of the present invention to provide a mechanism for matching the transmission rate between reception and transmission in an asynchronous transmission network.

[0012] To achieve the above object, the present invention provides a video server for distributing a digitized video content, which includes a unit for determining whether or not a video content requested from a terminal is stored in the video server, a unit for transmitting a transmission request to another video server for transmitting the video content thereto in accordance with the HTTP (Hyper-Text Transfer Protocol) protocol when the video content requested by the terminal is not stored in the video server, and a unit for receiving the video content transmitted from the other video server in accordance with the HTTP protocol and transmitting the video content to the terminal in accordance with the IP multicast or the HTTP protocol.

[0013] The transmission unit further includes a plurality of buffers, a buffer selector, and a reference time generator. The transmission unit detects a random access point in image information, and stores the image information up to the next random access point in one of the plurality of buffers. The buffer selector selects, from among the plurality of buffers, image information which has not been transmitted and has a time stamp equal to or smaller than a reference time generated by the reference time generator, and indicates the selected image information to the transmission unit.

BRIEF DESCRIPTION OF THE DRAWINGS

[0014] FIG. 1 is a block diagram illustrating an example of a video distribution system in which two video servers

according to the present invention are connected through a transmission path which does not allow IP multicast to pass therethrough;

[0015] FIG. 2 is a flow diagram for explaining the operational flow of the video distribution system utilizing the video servers described in FIG. 1;

[0016] FIG. 3 is a flow chart for explaining the operation of the video server system illustrated in FIG. 2;

[0017] FIG. 4 is a diagram illustrating an example of management information stored in video management tables 204, 214;

[0018] FIG. 6 is a block diagram illustrating an exemplary configuration of a video delivery unit;

[0019] FIG. 6 is a diagram illustrating an exemplary format for image information;

[0020] FIG. 7 is a diagram for explaining an example of extended functions for the video delivery unit; and

[0021] FIG. 8 is a diagram for explaining an exemplary video transmission method according to the HTTP protocol.

DESCRIPTION OF THE EMBODIMENTS

(1) System Configuration

[0022] FIG. 1 illustrates an example of a video distribution system in which two video servers according to the present invention are connected through a transmission path which does not allow IP multicast to pass therethrough.

[0023] A video content stored in a video storage 102A of a video server 101A can be transmitted simultaneously to client terminals 103A through an IP network 12A using an IP multicast transmission scheme.

[0024] However, as to client terminals 103B connected to an IP network 12B, IP multicast based transmission cannot be realized from the video server 101A to the client terminal 103B, though connected to the network 12B, because a network connecting the IP network 12A and the IP network 12B has a firewall 104 interposed therebetween and serves as a network dedicated to HTTP.

[0025] To eliminate this inconvenience, the present invention transmits image information using the HTTP protocol only when the image information is passed through an HTTP network. For example, when a client terminal 103B requests to view a video content stored in the video storage 102A and multicast to the client terminals 103A, the video server 101A transmits image information to the client terminals 103A using the IP multicast, and simultaneously transmits the image information to the video server 101B through the HTTP network 11 using the HTTP protocol.

[0026] The video server 101B receives the image information transmitted from the video server 101A, and multicasts the image information to the client terminals 103B using the IP multicast.

[0027] A logical transmission path in accordance with the HTTP protocol between the video servers 101A and 101B is different from a logical transmission path in accordance with the IP multicast between the video server 101B and the client terminals 103B. The video server 101B manages the correspondence for both logical transmission paths and controls transmission/reception of image information.

[0028] FIG. 2 is a diagram for explaining the operational flow of the video distribution system utilizing the video servers described in connection with FIG. 1. Here, explanation

will be given of how a video content stored in a video storage 216 of a video server 101A is viewed on a client terminal 103B.

[0029] A video server 101B comprises a video management unit 203 and a video delivery unit 205. Image information is stored in a video storage 206, while identification information, attributes and so on for identifying the name and file of particular image information are managed by a video management table 204 which is referenced by the video management unit 203.

[0030] Similarly, the video server 101A comprises a video management unit 213 and a video delivery unit 215. Image information is stored in a video storage 216, while identification information, attributes and so on for identifying the name and file of particular image information are managed by a video management table 214 which is referenced by the video management unit 213.

[0031] The video servers 101A, 101B comprise computers equipped with communication functions, and the video management units and the video delivery units are implemented by software programs.

(2) Distribution of Video

[0032] FIG. 3 is a flow chart for explaining the operation of the video distribution system illustrated in FIG. 2.

[0033] In the following, the operational flow in the video distribution system illustrated in FIG. 2 will be explained along the flow chart of FIG. 3.

[0034] Assume that the client terminal 103B issues a video audience request 21 to the video management unit 203 in the video server 101B (step S1). In this event, the video management unit 203 references the video management table 204 to determine whether or not the requested video content is stored in the video storage 206 (step S2), and sends a transmission command 23 to the video delivery unit 205 (step S3) when determining that the video content is stored in the video storage 206 (step S2: Y). In this way, the video delivery unit 205 retrieves the requested video content 24 from the video storage 206 for delivery to the client terminal 103B (step S4). In this event, the video delivery unit 205 may also transmit the video content 24 simultaneously to a plurality of other terminals using the IP multicast as is the case with the client terminal 103B.

[0035] On the other hand, when the requested video content is not stored in the video storage 206 (step S2: N), the video management unit 203 sends an audience request 25 to the video management unit 213 in the other video server 101A (step S5). The video server 101B has a list of other video servers which can be connected thereto. The video management unit 213, upon receipt of the audience request 25, references the video management table 214 to determine whether or not the requested video content is stored in the video storage 216. When stored, the video management unit 213 sends a transmission command 27 to the video delivery unit 215, and sends to the video management unit 203 in the video server 101B reception parameters 26 required for receiving the video content from the video delivery unit 215, for example, attribute information such as a video format, compression method, rate, and so on (step S6). Transmission/reception of the audience request and parameters between the video servers are performed in accordance with the HTTP protocol (and may be performed in accordance with any other protocol).

[0036] When the requested video content is not stored in the video storage **216**, the video server **101B** further sends an audience request to another video server within the list. The video server **101B** repeats this operation, and returns an error or the like when the requested video content is not stored in any video server.

[0037] Turning back to the explanation of the operational flow, the video delivery unit **215**, upon receipt of the transmission command **27**, uses the HTTP protocol to retrieve image information of interest from the video storage **216** and transmit the retrieved image information to the video delivery unit **205** in the video server **101B** in accordance with the transmission command **27** (step S7). Upon receipt of the reception parameters **26**, the video management unit **203** sends the transmission command **23** adapted for the parameters **26** to the video delivery unit **205**, and transmits to the client terminal **103B** reception parameters **22** which are attribute information of the video content required to receive the video content (step S8).

[0038] The video delivery unit **205** receives a HTTP-based video content **28** from the video delivery unit **215** in the video server **101A** in accordance with the received transmission command **23**, and again transmits the video content **28** to the client terminal **103B** as image information **24**. In this event, the image information received by the video delivery unit **205** is also stored in the video storage **206** for registering its title and so on in the video management table **204** as a cache which is temporary information (step S9).

[0039] Subsequently, when an audience request for the same video content is again transmitted from a client terminal, the video management unit **203**, at this time, can find the requested video storage registered in the video management table **204** as a cache, sends a transmission command **23** to the video delivery unit **205**, retrieves the image information **24** stored in the video storage **206**, and transmits the image information **24** to the client terminal **103B** (steps S3, S4). In this event, since the image information need not be retrieved and transmitted from the video storage **216** in the video server **101A**, a large reduction in the transmission cost can be accomplished.

[0040] FIG. 4 is a diagram illustrating an example of management information stored in the video management tables **204**, **214**.

[0041] In FIG. 4, assume that a server **1** is a video server which holds the video management table, and servers **2**, **3**, . . . are other video servers. The video management table describes perfect information on video contents stored in the server **1**. For video contents stored in the other servers **2**, **3**, . . ., information on video contents once transmitted in the past is described in a cache directory. An audience request for a video content which is not described in the cache directory is queried sequentially to the other servers as mentioned above. Each video content is managed by a video title (for example, "move 1"), attribute information thereof (the type of the video content, initialization parameters for decoding the video content, dimensions of the vertical side **720** and the horizontal side **480**, and so on), the location of the file (for example, a file name such as "video A.movie"), and so on.

[0042] The example of FIG. 4 shows that video contents **3**, **4** are recorded in a directory **1** of the server **1**; video contents **5**, **6** in a directory **2**; a directory **4** and a video content **7** in a directory **3**; video contents **8**, **9**, **10** in the directory **4**; and video contents **1**, **2** directly in the server **1**. Also, FIG. 4 shows in the cache directory that video contents **11**, **12**, **13**, **14** have

been once transmitted from the servers **2**, **3**, **4**, respectively, and stored in the server **1** as caches.

[0043] FIG. 6 is a diagram illustrating an exemplary format for the image information in this embodiment.

[0044] Since image information is often compression encoded using differential information, it is not always the case that a video content can be restored whichever location the information is decoded from. More frequently, the reproduction of a video content can be started only from a particular point. As an example, FIG. 6 illustrates image information which is compressed using MPEG (Moving Picture Experts Group). A video content can be regarded as a sequence of a plurality of still images.

[0045] A plurality of information pieces for still images forming part of a video content are designated **501A**, **502A**, **502B**, **502C**, **501B**. When the video content is encoded, differential information between one image and the following image is used for encoding a majority of still images **502A**, **502B**, **502C** within this sequence of still images, so that it is difficult to retrieve and decode only such still images. These still images are referred to as "P frames."

[0046] On the other hand, some of the still images such as **501A**, **501B** are encoded independently of previous and following still images such that the video content can be started from these images. These still images are referred to as "I frames." If the video content is decoded from the beginning of a header added to the beginning of codes in an I frame, the video content can be correctly decoded. For this reason, this point is referred to as a "random access point."

[0047] The video content is further divided into smaller fragments (packets) **503A**, **503B**, **503C**, **503D**, **503E**, . . . , **503F**, **503G**, **503H** when it is transmitted. Within these packets, the head packet **503A** (**503G** as well) of the packets comprising an I frame image stores a time stamp **505** which describes a relative time at which the information is reproduced in a packet header **504**. Packets included between the head packets of two consecutive I frames, for example, packets **503A-503F** in FIG. 6 define a minimum unit for reproducing the video content. When packets are stored in a buffer or the like, they are stored in minimum units **N** (**N** is a natural number and variable).

(3) Transmission of Video Content from Video Server to Terminal

[0048] FIG. 5 is a block diagram illustrating an exemplary configuration of the video delivery unit.

[0049] The video delivery unit illustrated in FIG. 5 corresponds to the video delivery unit **205** in the video server **101B** previously described with reference to FIG. 2, and shows a specific configuration for delivering HTTP-based image information transmitted from the other video server **101A** to the client terminal **103B**.

[0050] As illustrated, the video delivery unit comprises an HTTP reception buffer **401**; an HTTP receiver **402**; a file writer **403**; a video storage **404**; a file reader **405**; speed adjusting buffers **406A-406C**; a buffer controller **407**; a transmission controller **408**; and a transmission reference time generator **409** for generating a reference time for transmission.

[0051] In this configuration, image information **28** incoming from another video server (corresponding to the video server **101A** in FIG. 2) is temporarily stored in the HTTP reception buffer **401**. The HTTP receiver **402** sequentially reads the image information **28** from the HTTP reception buffer **401**, examines a packet header to detect a random

access point, and stores the image information **28** in the aforementioned minimum units, which allow correct decoding of the video contents, in the speed adjusting buffers **406A**, **406B**, **406C**. While the video delivery unit of this example is provided with three speed adjusting buffers, the same operation principles can be applied if two or more buffers are provided.

[0052] It is the buffer controller **407** that manages which image information from the HTTP reception buffer **401** should be stored in which speed adjusting buffer. The buffer controller **407** instructs the HTTP receiver **402** to select the buffer which is not currently used for transmission and into which the preceding image information was written least recently, and to perform a write into the selected buffer. In other words, the three speed adjusting buffers are equally used in order except for that actually in use for transmission.

[0053] The transmission controller **408** reads a video content from one of the speed adjusting buffers **406A**, **406B**, **406C** and transmits it to the client terminal as image information **24**. In this event, it is again the buffer controller **407** that determines from which speed adjusting buffer the image information is read. The buffer controller **407** selects in order such buffers that are not currently being written and from which the contents have not been read.

[0054] The transmission controller **408** reads a time stamp of the image information read from the selected speed adjusting buffer, and compares the time stamp with the reference time **42** received from the transmission reference time generator **409**. When the time stamp value is equal to or smaller than the reference time **42**, the image information **24** is sent to the terminal through the IP multicast. Once the transmission is completed, the transmission controller **408** dequeues the image information in the buffer. On the other hand, when the time stamp value is larger than the reference time, the transmission controller **408** discards the image information rather than transmitting it to the terminal, and also dequeues the image information from the buffer. In other words, the video controller **408** discards image information exceeding the transmission capability in order to prevent a delay from occurring in course of transmission/reception.

[0055] The image information received by the HTTP receiver **402** is sent not only to the speed adjusting buffers but also to the file writer **403** for storage in the video storage **206**. Also, when an audience request is sent for image information which has been stored in the video storage **206**, the file reader **405**, instead of the HTTP receiver **402**, reads the requested image information from the video storage **206** and stores it in the speed adjusting buffers **405A**, **406B**, **406C**.

[0056] FIG. 7 is a diagram for explaining an example of extended functions for the video delivery unit of the present invention.

[0057] In FIG. 7, an HTTP reception buffer **401**, an HTTP receiver **402**, a file writer **403**, a video storage **206**, a file reader **405**, speed adjusting buffers **406A**, **406B**, **406C**, a buffer controller **407** operate in the same manner as their respective counterparts in FIG. 5. A multicast transmitter **408** operates in the same manner as the transmission controller **408** in FIG. 5.

[0058] The embodiment of FIG. 7 includes a transmission function, added to the embodiment of FIG. 5, for transmitting image information to a plurality of client terminals in accordance with the HTTP protocol. Since the HTTP protocol is essentially intended for point-to-point communications, it is

not suitable for transmitting the same information simultaneously to a plurality of terminals.

[0059] Therefore, this embodiment separately provides HTTP transmission controllers corresponding to a terminal A **603A** and a terminal B **603B**, respectively. An HTTP transmission controller **601A** is responsible for transmission to the terminal A **603A**, and has a buffer **602A** for temporarily storing information to be transmitted. Similarly, an HTTP transmission controller **601B** is responsible for transmission to the terminal B **603B**, and has a buffer **602B** for temporarily storing information to be transmitted. A similar configuration may be applied for transmitting image information to three or more terminals.

[0060] In FIG. 7, the terminal A **603A** first transmits a video transmission request **64A** in sequence to the HTTP transmission controller **601A**. The HTTP transmission controller **601A**, upon receipt of the video transmission request **64A**, reads information from the buffer **602A** for transmission to the terminal A **603A** as image information **63A**. As the buffer **602A** has a free space, the HTTP transmission controller **601A** reads image information to be next transmitted from one of the speed adjusting buffers **406A**, **406B**, **406C**, and stores the read image information in the buffer **602A**. In this event, it is the buffer controller **407** that determines from which speed adjusting buffer image information is read, as is the case of FIG. 5.

[0061] The buffer controller **407** selects a speed adjusting buffer which stores the most recent image information that has not been transmitted to the terminal A **603A**, and into which image information is not being written. The buffer controller **407** selects a like speed adjusting buffer for the terminal B **603B**. Subsequently, at the time the multicast transmission controller **408** has read and transmitted the contents (image information) of the buffer, the contents of the buffer are deleted.

[0062] The HTTP transmission controllers **601A**, **601B** have the same transmission reference time generator as that designated by **409** in FIG. 5, and transmits image information in the buffers **602A**, **602B** to a terminal such that no delay occurs.

[0063] FIG. 8 is a diagram for explaining an exemplary video transmission method between a video server and a terminal according to the HTTP protocol.

[0064] In this example, one or more HTTP communications are simultaneously performed for improving the utilization efficiency of transmission paths. Specifically, N (N>2) logical transmission paths are established between a video server and a terminal for use in sending a video content.

[0065] Generally, the HTTP protocol involves a procedure in which the transmission side responds to a transmission request from the reception side, so that a transmission path is left unused until a response is returned from the transmission side after the transmission request has been sent from the reception side, thereby causing a lower efficiency. To solve this problem, this embodiment enables a plurality of transmission requests to be issued to a server even for a period from the time the first request has been issued to the time a response is returned.

[0066] A video content from an image information source **701** is stored in the speed adjusting buffers **702A**, **702B**, **702C**, in a manner similar to the embodiment of FIG. 5. The video content stored in the speed adjusting buffers **702A**, **702B**, **702C** is overwritten or erased from the oldest one irrespective of whether it has been transmitted or not. A

selector **703** selects, in response to a request from a transmitter associated with each terminal, selects a speed adjusting buffer which stores the most recent video content and into which a write is not being executed, from among the speed adjusting buffers **702A**, **702B**, **702C**, and sends the contents of the selected speed adjusting buffer to the transmitter.

[0067] A transmitter is provided in correspondence to each reception side for responding to requests from a plurality of transmission sides. For example, a transmitter **704A** is provided for a receiver **708A** of a terminal A, and a transmitter **704B** is provided for a receiver **708B** of a terminal B. The transmitter **704A** for the terminal A and the receiver **708A** of the terminal A are connected over a transmission path **707** through a plurality of independent logical transmission paths in accordance with the HTTP protocol. In this example, three HTTP protocol connections are used. The transmitter **704B** for the terminal B and the receiver **708B** of the terminal B are also connected in a similar manner.

[0068] An HTTP reception controller **709A** provided in the receiver **708A** of the terminal A transmits a transmission request **71** to the transmitter **705A** for the terminal A. As a response to the request, a video content **72** is transmitted from the HTTP transmitter **705A** to the HTTP reception controller **709A**. Similarly, an HTTP reception controller **709B** receives a video content from an HTTP transmission controller **705B**, and an HTTP reception controller **709C** receives a video content from the HTTP transmission controller **705C**.

[0069] Each of the HTTP reception controllers **709A**, **709B**, **709C** in the terminal A transmits the next transmission request **71** to the HTTP transmission controller **705A**, **705B**, **705C** associated therewith immediately after it has received the video content. The HTTP transmission controllers **705A**, **705B**, **705C**, upon receipt of the transmission request **71** from the HTTP reception controllers **709A**, **709B**, **709C** associated therewith, each refers to the contents of a transmitted time stamp memory **706** to compare a time stamp of image information of the most recent video fragment transmitted to the terminal A with time stamps of image information stored in the speed adjusting buffers **702A**, **702B**, **702C**. Only when the speed adjusting buffers **702A**, **702B** or **702C** store image information having more recent time stamps than the time stamp of the transmitted video content, a selector **703** selects the most recent video fragment stored in the speed adjusting buffer **702A**, **702B** or **702C** for transmission.

[0070] The time stamp of the transmitted image information is stored in the transmitted time stamp memory **706**. When the speed adjusting buffers **702A**, **702B**, **702C** do not store image information having a time stamp more recent than the stored time stamp, the transmission is delayed until recent image information is written into the speed adjusting buffers **702A**, **702B**, **702C**.

[0071] The respective HTTP reception controllers **709A**, **709B**, **709C** transmit, independently of one another, transmission requests **71** to the HTTP transmission controllers **705A**, **705B**, **705C** associated therewith. Each time the HTTP transmission controllers **705A**, **705B**, **705C** receive the transmission request **71**, they merely transmit back the most recent image information at that time as image information **72**. Therefore, the image information transmitted back to the HTTP reception controllers **709A**, **709B**, **709C** does not always reach in order. Further, the HTTP reception controllers **709A**, **709B**, **709C** may fail to receive image information due to communication failures or the like.

[0072] For the reason set forth above, the image information received at the HTTP reception controllers **709A**, **709B**, **709C** must be sent to a decoder **712A** after it is rearranged in correct order. A selector **711** compares a time stamp stored in a decoded time stamp memory **710** with time stamps of the image information which has reached the HTTP reception controllers **709A**, **709B**, **709C** to select the HTTP reception controller which stores the least recent image information except for already decoded image information, and sends the image information stored therein to the decoder **712A**.

[0073] After the image information is sent to the decoder **712A**, the associated HTTP reception controller again sends a transmission request **71** to the HTTP transmission controller. A time stamp of the image information sent to the decoder **712A** is stored in the decoded time stamp memory **710**. If image information previous to the decoded time stamp reaches any of the HTTP reception controllers **709A**, **709B**, **709C**, the HTTP reception controller stops receiving the image information at that time, discards the image information which has been received, and immediately sends the next transmission request **71**.

[0074] The operations in the transmitter **704B** for the terminal B, the receiver **708B** for the terminal B, and a decoder **712B** are similar to the foregoing.

[0075] As described above, the HTTP protocol based video transmission method using a plurality of logical transmission paths can be applied to video transmission/reception between video servers.

What is claimed is:

1. A video server which converts digitized video information into a form according to Hyper-Text Transfer Protocol (HTTP) before the digitized image information is transmitted via a transmission path which does not allow multicast using Internet Protocol to pass therethrough and converts the digitized video information into a form according to multicast to send the video information to a plurality of terminals in parallel using Internet Protocol, comprising:

detecting means for detecting whether video information requested by the terminal is stored in the video server or not;

requesting means for requesting another video server to transmit the video information requested by the terminal to the video server according to HTTP when the requested video information is not stored in the video server; and

transmitting means for receiving the video information from the another video server according to HTTP and transmitting the received video information to the plurality of terminals in parallel using multicast or HTTP,

wherein the transmitting means stores fragments of the video information in form of packets, receives a transmission request from each of the terminals according to HTTP, and transmits the recent packet which has not been transmitted yet to each of the terminals in response to the received transmission request.

2. The video server according to claim 1, wherein the transmitting means includes a plurality of memory devices and selecting means,

wherein the transmitting means detects random access points in the video information to be transmitted and extracts the video information pieces between two successive random access points to store the extracted video information pieces into the plurality of memory devices,

the random access point being a point from which the video information can be correctly decoded,
 wherein the selecting means selects one of the plurality of memory devices which stores the recent video information piece which has not transmitted yet in response to the transmission request issued by a receiving side according to HTTP, and
 wherein the video information piece in the selected memory device is transmitted to the receiving side according to HTTP.

3. The video server in accordance with claim 1, wherein the transmitting means includes cache means for storing the video information received from the another video server according to HTTP, and
 wherein the transmitting means transmits the video information stored in the cache means when the video information requested by the terminal is stored in the cache means.

4. A method of transmitting video information to terminals by a video server which is connected to another video server via a transmission path which does not allow Internet Protocol (IP) multicast to pass therethrough, comprising the steps of:
 detecting whether video information requested by a terminal is stored in the video server or not;
 requesting the another video server to transmit the video information requested by the terminal to the video server according to HTTP when the requested video information is not stored in the video server;
 receiving the video information from the another video server according to HTTP to store fragments of the received video information in form of packets; and

transmitting the received video information to one or more terminals in parallel using IP multicast or HTTP,
 wherein the recent packet which has not been transmitted yet is transmitted to each of the terminals in response to a transmission request from each of the terminals according to HTTP.

5. The video information transmitting method according to claim 4, further comprising the steps of:
 detecting random access points in the video information to be transmitted and extracting the video information pieces between two successive random access points to store the extracted video information pieces into a plurality of buffers, the random access point being a point from which the video information can be correctly decoded;
 selecting one of the plurality of buffers which stores the recent video information piece which has not transmitted yet in response to the transmission request issued by the terminal according to HTTP, and
 transmitting the video information piece in the selected buffer to the terminal according to HTTP.

6. The video information transmitting method according to claim 4, further comprising the steps of:
 storing the video information received from the another video server according to HTTP in a cache, and
 transmitting the video information stored in the cache when the video information requested by the terminal is stored in the cache.

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