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**(84) Designated States** (*unless otherwise indicated, for every kind of regional protection available*): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, RU, TJ, TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG).

**Published:**

- *without international search report and to be republished upon receipt of that report (Rule 48.2(g))*
- *in black and white; the international application as filed contained color or greyscale and is available for download from PATENTSCOPE*

**SYSTEMS, METHODS, AND DEVICES FOR OPTIMIZING STREAMING BITRATE BASED  
ON MULTICLIENT DISPLAY PROFILES**

CROSS-REFERENCE TO RELATED APPLICATIONS

**[0001]** This application claims priority to U.S. Application Serial No. 16/218,312 filed on December 12, 2018, the contents of which are hereby incorporated by reference.

TECHNICAL FIELD

**[0002]** The following disclosure generally relates to media streaming and, more particularly, to systems, methods, and devices for optimizing streaming bitrate during multiclient streaming sessions based, at least in part, on display profiles associated with client media receivers.

ABBREVIATIONS

**[0003]** Abbreviations appearing less frequently in this document are defined upon initial usage, while abbreviations appearing with greater frequency are defined below.

**[0004]** ABR—Adaptive Bitrate;

**[0005]** CDN—Content Delivery Network;

**[0006]** DVR—Digital Video Recorder;

**[0007]** GUI—Graphical User Interface;

**[0008]** OS—Operating System;

**[0009]** OTA—Over-The-Air;

**[0010]** OTT—Over-The-Top;

**[0011]** STB—Set-Top Box; and

**[0012]** VOD—Video-On-Demand.

BACKGROUND

**[0013]** The term “streaming video” generally refers to the reception of multimedia content, such as television programming and other audiovisual content, through a communications network at a bitrate enabling presentation of the content in real time as it is received. Streaming video may be viewed live or on-demand and transmitted by, for example, a VOD provider, a remotely-controlled placeshifting device, or a pay television provider delivering television programming via cable, satellite, or Internet (OTT) distribution channels. In the case of VOD or OTT television services, the media

content may be stored in a pre-encoded format and distributed to a client media receiver, such as a mobile phone or STB, over a CDN. In the case of placeshifted media, a DVR, STB, or a similar device having placeshifting capabilities and located within a user's residence may encode and transmit selected streaming video to a client media receiver, such as a mobile phone or tablet, operated by the end user.

**[0014]** Media streaming services enhance the ease and convenience with which end users view streaming video content, such as VOD, OTT television, and placeshifted media content. Media streaming services are, however, inherently limited by resource constraints affecting network reliability and bandwidth availability. When network bandwidth becomes overly constrained during a streaming video session, latencies may occur resulting in prolonged buffering and other delays in the presentation of streaming video content. Network latencies can also result in sluggish response times in implementing user-issued commands during a streaming video session, such as channel change commands issued by a user when streaming OTT television content. Various ABR streaming techniques are now widely employed to enhance streaming video performance despite such variances in network bandwidth and other constraining factors. In general, ABR techniques actively adjust encoding parameters (e.g., image resolution and video framerate) in response to variations in network bandwidth, playback device resources, and the like.

**[0015]** Bandwidth constraints are more likely to arise when a streaming media server concurrently or simultaneously delivers separate media streams to multiple playback devices (herein, "client media receivers"). This may occur when, for example, the streaming media server assumes the form of a consumer placeshifting device located in a user's residence or household. In this case, the streaming media server may concurrently provide video-containing media streams to multiple different client media receivers to, for example, allow a first person in the household to view chosen content on a display integrated into or coupled to a first receiver (e.g., a mobile phone or tablet), while a second person in the household views media content on display integrated into or coupled to a second receiver (e.g., television). Should bandwidth constraints arise, both client media receivers may experience a degradation in playback quality. While ABR techniques can be applied to improve playback performance in such instances, the

provision of lower bitrate streams, such as streams having decreased resolutions, may be noticeable to end users viewing streaming video content on certain display devices, such as devices having larger display areas and higher resolution capabilities. A similar issue may likewise arise when a streaming media server lacks sufficient capabilities (e.g., due to hardware limitations) to simultaneously encode two or more separate video streams at maximum quality levels and streaming bitrates.

**[0016]** There thus exists an ongoing demand for systems, methods, and devices capable of optimizing streaming bitrate during a multiclient streaming session when bandwidth constraints, server limitations, or other such limiting factors prevent a streaming media server from concurrently encoding segments of all outgoing video streams at the highest possible bitrate. Other desirable features and characteristics of embodiments of the present disclosure will become apparent from the subsequent Detailed Description and the appended Claims, taken in conjunction with the accompanying drawings and the foregoing Background.

#### BRIEF SUMMARY

**[0017]** Methods are provided for optimizing streaming bitrate during multiclient streaming sessions based, at least in part, on display profiles associated with client media receivers to which different video streams are concurrently provided. The method may be carried-out by a streaming media server in communication with first and second client media receivers over a network. In various embodiments, the method may include establishing at the streaming media server: (i) a first bandwidth allotment threshold based, at least in part, on a first display profile assigned to a first display device associated with the first client media receiver; and (ii) a second bandwidth allotment threshold based, at least in part, on a second display profile assigned to the second display device associated with the second client media receiver. After establishing the first and second bandwidth allotment thresholds, a multiclient streaming session may be initiated. During the multiclient streaming session, the streaming media server encodes segments of first and second video streams at variable bitrates regulated in accordance with the first and second bandwidth allotment thresholds, respectively. Additionally, the streaming media server transmits the encoded segments of the first and second video streams over the network to the first

and second client media receivers, respectively, for presentation on the first and second display devices.

**[0018]** In another embodiment, the method includes the step or process of engaging in a multiclient streaming session during which a streaming media server encodes segments of video streams at variable bitrates and transmits the encoded video stream segments over a network to client media receivers for presentation on display devices associated therewith. Prior to engaging in the multiclient streaming session, the streaming media server assigns bandwidth allotment thresholds to the client media receivers based, at least in part, on a total number of client media receivers engaged in the multiclient streaming session and display device types or categories associated with the client media receivers. The streaming media server further modifies the variable bitrates at which the segments of the video streams are encoded during the multiclient streaming session, while limiting the variable bitrates in accordance with the predetermined bandwidth allotment thresholds assigned to the client media receivers. In certain implementations, the method may also include the step or process of adjusting the bandwidth allotment thresholds in response to a change in the total number of client media receivers engaged in the multiclient streaming session at a given period of time. Additionally or alternatively, the streaming media server may determine whether the client media receivers are associated with display device types falling within a common device type category, as selected from a plurality of device type categories; and, when determining that client media receivers are associated with display device types falling within the common device type category, the server may assign equivalent bandwidth allotment thresholds to the client media receivers.

**[0019]** Systems and devices are further provided for optimizing streaming bitrate during multiclient streaming sessions based on display profiles. In an embodiment, a streaming media server is provided containing a processor and a computer-readable storage medium, which stores computer-readable code or instructions. When executed by the processor, the computer-readable code causes the streaming media receiver to perform the operations of: establishing a first bandwidth allotment threshold based, at least in part, on a first display profile assigned to a first display device associated with the first client media receiver; further establishing a second bandwidth allotment

threshold based, at least in part, on a second display profile assigned to the second display device associated with the second client media receiver; and initiating a multiclient streaming session after establishing the first and second bandwidth allotment thresholds. During the multiclient streaming session, the streaming media server repeatedly or iteratively encodes segments of first and second video streams at variable bitrates regulated in accordance with the first and second bandwidth allotment thresholds, respectively. The streaming media server also repeatedly transmits the encoded segments of the first and second video streams over the network to the first and second client media receivers, respectively, for presentation on the first and second display devices.

**[0020]** The methods described above and described elsewhere in this document can be implemented utilizing complementary program products, such as software applications executed on suitably-equipped client media receivers and streaming media servers. Various additional examples, aspects, and other useful features of embodiments of the present disclosure will also become apparent to one of ordinary skill in the relevant industry given the additional description provided below.

#### BRIEF DESCRIPTION OF THE DRAWING FIGURES

**[0021]** Exemplary embodiments will hereinafter be described in conjunction with the following drawing figures, wherein like numerals denote like elements, and:

**[0022]** FIG. 1 is a schematic illustrating a multi-device streaming media system including a streaming media server, a plurality of client media receivers, and a network over which the streaming media server selectively provides streaming video content to the client media receivers, as illustrated in accordance with an exemplary embodiment of the present disclosure; and

**[0023]** FIG. 2 is a flowchart setting-forth a streaming bandwidth allotment process, which may be performed by the streaming media server shown in FIG. 1 to optimize streaming bitrate as a function of display profiles associated with multiple client devices, as further illustrated in accordance with an exemplary embodiment of the present disclosure.

## DETAILED DESCRIPTION

**[0024]** The following Detailed Description is merely exemplary in nature and is not intended to limit the invention or the application and uses of the invention. The term “exemplary,” as appearing throughout this document, is synonymous with the term “example” and is utilized repeatedly below to emphasize that the description appearing in the following section merely provides multiple non-limiting examples of the invention and should not be construed to restrict the scope of the invention, as set-out in the Claims, in any respect.

**[0025]** As further appearing herein, a display device is considered “associated with” a client media receiver when the display device is utilized to display video content transmitted to the client media receiver, over a network, and from a streaming media server during a streaming video session. As discussed more fully below, a given display device may be integrated into or combine with a client media receiver as a unitary electronic device, such as a smartphone, a tablet, or smart television. Alternatively, a given display device may exist a freestanding or independent display device, such as a television or monitor.

**[0026]** OVERVIEW

**[0027]** Systems, methods, and devices are provided for optimizing streaming bitrate during multiclient streaming sessions; that is, streaming media sessions in which a streaming media server concurrently provides separate video-containing media streams to two or more playback devices (herein, “client media receivers”). In various embodiments, the streaming media server may assume the form of a consumer placeshifting device, such as a STB or DVR having placeshifting capabilities. In such embodiments, the streaming media server may concurrently provide different media streams to multiple client media receivers, each associated with (integrated into or operably coupled to) a different display device. By conventional practice, client media receivers typically request video streams at the highest possible quality (maximum resolution and framerate) and, therefore, at the highest possible bitrate during a multiclient streaming session. Further, in legacy approaches to multiclient streaming, the streaming media server attempts to encode, packetize, and transmit each of the

video-containing media streams at the highest possible bitrate to cater to the client requests. This results in non-differentiated stream quality between the encoded video streams and, therefore, substantially equivalent bandwidth usage by the client media receivers during the ensuing multiclient streaming session.

**[0028]** While the above-described uniform bitrate share scheme is relatively straightforward, such an invariably uniform division of available bandwidth and processing resources can detract from user viewing experience in certain instances. For example, the viewing experience of users may be degraded when bandwidth constraints arise preventing concurrent transmission of all outgoing video streams at the highest bitrate. Similarly, in such a conventional bitrate share scheme, user viewing experience may suffer when the capabilities of the streaming media server are insufficient (e.g., due to hardware limitations) to simultaneously encode all requested streams at a maximum quality level or bitrate, as requested by the client media receivers. Consider, for example, the above-introduced scenario in which a first user is viewing streaming content on a first display device (e.g., a television) having a larger display area and greater resolution capabilities, while a second user is viewing streaming content on a second display device (e.g., the display module of a smartphone) having a smaller display size and lower resolution capabilities. In such a scenario, equivalent division of the available bandwidth between the video streams provided to the first and second client media receivers may result in noticeable reductions in stream quality on the first display device (the television) due to the larger display size and higher resolution capabilities of this device. The viewing experience of the user or users viewing the streaming content on the first display device (the television) may be degraded as a result. Furthermore, server resources may be needlessly expended on providing the second media receiver (the smartphone) with a video stream at a maximum bitrate and quality level potentially exceeding the display capabilities of its associated display device (the screen of the smartphone).

**[0029]** To address the above-described issue and related limitations occurring in the context of multiclient streaming, the streaming media server usefully establishes and applies display profile-dependent bandwidth allotment thresholds during multiclient streaming sessions. In this regard, embodiments of the streaming media server may

assign display profiles to each display device associated with a particular client media receiver engaged in a multiclient streaming session with the server at a given juncture in time. In embodiments, the display profiles associated with or corresponding to the client media receivers usefully include information describing the physical characteristics of the display device associated with (that is, utilized to display the media content streamed to) a particular client media receiver. A non-exhaustive list of such physical characteristics includes display device type or category (e.g., whether the display device is properly categorized as, for example, a television or a display module included in a user-carried electronic device, such as a tablet or smartphone), total display screen area, maximum resolution capabilities, and whether the display device is capable of rendering three dimensional content. The streaming media server then utilizes the established display profiles, perhaps in conjunction with other pertinent data (e.g., user-established priority settings, data indicating whether the streamed content contains three dimensional imagery, and/or data indicating when streamed content is presented in a graphical window occupying a fraction of the total display area (herein a “non-maximized graphical window”)) to optimize bitrate sharing during a multiclient streaming session.

**[0030]** In embodiments, the streaming media server may assign the above-described display profiles based upon prestored data associated with the client media receivers, based upon data received from one or more of the client media receivers and/or their corresponding display device during a given multidevice streaming session, based upon data stored in memory as a default display profile, or any combination thereof. The streaming media server then assigns bandwidth allocations or allotment thresholds to the client media receiver to the client media receivers or, more accurately, to the video streams provided to the client media receivers. The server assigns such bandwidth allotment thresholds as a function of the established display profiles and, in certain cases, one or more secondary parameters; e.g., user-specified priority settings, whether the media stream contains two dimensional or three dimensional video content, and/or other such factors as discussed below. Following this, the streaming media server conducts the ensuing multiclient streaming session, applying ABR adjustments as appropriate, while preventing the respective bitrates of the video streams from exceeding the bandwidth allotment thresholds assigned to each video stream. Further

discussion in this regard is set-forth below in conjunction with FIG. 2. First, however, a general overview of a multiclient streaming media system including a streaming media server suitable for performing various aspects of the present disclosure will be described in connection with FIG. 1.

**[0031]** EXAMPLE OF STREAMING MEDIA SYSTEM INCLUDING A STREAMING MEDIA SERVER SUITABLE FOR PERFORMING EMBODIMENTS OF THE PRESENT DISCLOSURE

**[0032]** FIG. 1 schematically illustrates an exemplary streaming media system **10** including a streaming media server **12** suitable for supporting in multiclient streaming sessions, while applying intelligent, display profile-based bitrate optimization schemes in the manner discussed herein. Such multiclient streaming sessions may occur between streaming media server **12** and two or more multiple client media receivers **14**, as schematically shown in FIG. 1 and described below. In addition to streaming media server **12** and client media receivers **14**, streaming media system **10** further includes a communications network **18** over which streaming video sessions are conducted. Communications network **18** may encompass any number of digital or other networks enabling bidirectional signal communication between server **12** and receivers **14** utilizing common protocols and signaling schemes. Communications network **18** can include one or more open CDNs, Virtual Private Networks (VPNs), Local Area Networks (LANs), Wide Area Networks (WANs), the Internet, and various other communications networks implemented in accordance with TCP/IP protocol architectures, User Datagram Protocol (UDP) architectures, or other communication protocols. In embodiments, communications network **18** may also encompass a cellular network and/or any other public or private networks.

**[0033]** During a given streaming video session, streaming media server **12** provides streaming video content to one or more of client media receivers **14**. A multiclient streaming session occurs when streaming media server **12** concurrently or simultaneously provides streaming video content to multiple client media receivers **14** over network **18**. Generally, streaming media server **12** may provide such streaming video content by encoding, packetizing, and transmitting user-selected video content over communications network **18** to one or more of client media receivers **14** as

separate video-containing media streams. Encryption can be applied, if desired. The streaming video content will often include accompanying audio content, although this is not strictly necessary. Each client media receivers **14** then receives, decrypts (if needed), and decodes the streaming video content as the content is received. Client media receivers **14** then utilize the newly-decoded content to generate video output signals, which are supplied to corresponding display devices **20** for viewing by end users; the term “output signals,” as appearing herein, defined in a broad sense and not precluding that a given display device (e.g., a display module or screen) may be integrated with its associated client media receiver as unitary or single electronic device, as discussed below.

**[0034]** For illustrative clarity, only two client media receivers **14(a)** and **14(b)** are shown in the example of FIG. 1. However, as indicated by symbol **16**, streaming media server **12** can concurrently provide video-containing media streaming to any practical number of client media receivers **14**, depending upon the capabilities of server **12** and other factors. Further, for ease of explanation, client media receivers **14** are depicted as containing the same or similar generalized components in the schematic of FIG. 1. Thus, any description directed toward a particular client media receiver should be understood to apply equally to the other client media receivers **14**, unless otherwise specified. Further, for clarity, the above-introduced nomenclature (i.e., addition of the identifier **(a)** or **(b)** to certain reference numerals) is utilized to distinguish between components contained in client media receiver **14(a)** and client media receiver **14(b)**, as appropriate, in the following description.

**[0035]** As previously indicated, a given display device **20** can be integrated into or combined with its corresponding client media receiver **14** as a unitary assembly or electronic device in certain instances. This may be the case when, for example, a particular client media receivers **14** assumes the form of a mobile phone, a tablet, a laptop computer, or similar electronic device having a dedicated display screen. So too may this be the case when a given display device **20** and its corresponding client media receiver **14** are integrated as a smart television; that is, a television containing an integrated receiver suitable for performing the functions described herein. In other instances, a given display device **20** may assume the form of an independent or distinct

device, such as a freestanding monitor or television, which is operably connected to its corresponding client media receiver **14** over a wired or wireless connection. In this latter case, a given client media receiver **14** may assume the form of a consumer media receiver device (e.g., an STB or DVR) having placeshifting capabilities in embodiments, with the receiver **14** then outputting a video signal to its corresponding display device **20** in the form of a freestanding television or monitor. Further discussion in this regard is provided below in the context of an exemplary scenarios in which display device **20(a)** assumes the form of a television (which may or may not be integrated with client media receiver **14(a)**), while display device **20(b)** assumes the form of a display module integrated into client media receiver **14(b)** as a smartphone, a tablet, or other mobile (user-carried) electronic device.

**[0036]** Streaming media server **12** can assume the form of any device, system, or component suitable for obtaining video-containing content from one or more content sources **22**, encoding the content utilizing one or more encoder modules **24** under the command one or more control modules **26**, and transmitting the encoded content to client media receivers **14** over communications network **18**. Content sources **22** may include, for example, content providers and aggregators external to streaming media server **12** and in communication with streaming media server **12** over communications network **18**. Content sources **22** can also include any number and type of storage mediums accessible to streaming media server **12** in which the video content subject to streaming is stored. Content sources **22** can also include an antenna, receiver, or the like (identified in FIG. 1 by symbol **28**) for receiving media content, such as television programming, over a satellite, cable, or over-the-air distribution network.

**[0037]** Modules **24**, **26** contained in streaming media server **12** can be implemented utilizing software, hardware, firmware, or any combination thereof. For example, modules **24**, **26** may be implemented utilizing software or firmware embodied by code or computer-readable instructions stored within memory **30** and executed by at least one processor **32** further contained in streaming media server **12**. As illustrated, memory **30** generally depicts the various storage areas or mediums contained in server **12** and may encompass any number and type of discrete memory sectors or types. In embodiments, processor **32** may be microprocessor, which is realized along with other

non-illustrated components included in server **12** as a system-on-a-chip. The encoded video streams will often contain both video and audio component streams, which may be combined with other streaming data including packet identification data. Any currently-known or later-developed packetized format can be employed by streaming media server **12** including, but not limited to, Moving Picture Experts Group (MPEG), QUICKTIME®, WINDOWS® MEDIA, and other formats suitable for transmission over communications network **18**.

**[0038]** Streaming media server **12** may further contain various other standardized components including, for example, any number and type of I/O features **34** enabling bidirectional communication with client media receivers **14** (and, perhaps, other nodes or devices) over network **18**. Additionally, and as previously noted, streaming media server **12** may be capable of functioning as a receiver, such a home media receiver. In this case, server **12** may receive, decode, and generate output signals for media content, which are then presented on a display device **36** (e.g., a home television set or monitor) for viewing by end users. For example, in certain implementations, streaming media server **12** may receive OTA television content, as indicated in FIG. 1 by antenna symbol **28**, and provide selected channels to client media receivers **14**. Further, in such instances, server **12** may potentially supply selected OTA television channels for viewing on display devices **20** as placeshifted content in accordance with user commands entered via client media receivers **14**. In other embodiments, streaming media receiver **14** may receive content from other sources, such as a (e.g., subscription-based) streaming OTT linear television service; and potentially combine such OTT television content with the OTA television content received via antenna **28** in a single GUI or channel selection guide.

**[0039]** As further shown in FIG. 1, client media receivers **14** each contain at least one processor **38**, memory **40**, and I/O features **42**. For a given client media receiver **14**, processor **38** is configured to selectively execute software instructions stored in memory **40** during receiver operation and, in accordance with such instructions, exchange data over network **18** utilizing I/O features **42**. Accordingly, I/O features **42** can include a network interface, an interface to mass storage, an interface to display devices **20**, and/or various types of user input interfaces. In embodiments, client media

receivers **14** may execute a software program or application **44** directing the hardware features of client media receivers **14** to perform the functions described herein. Application **44** suitably interfaces with processor **38**, memory **40**, and I/O features **42** via any conventional operating system **46** to provide such functionalities. Software application can be placeshifting application in embodiments wherein streaming media server **12** assumes the form of a STB, DVR, or similar electronic device having placeshifting capabilities and typically located within a user's residence, office space, or the like.

**[0040]** For each client media receiver **14**, software application **44** suitably includes control logic adapted to process user input, receive video-containing media streams **48**, **50** from streaming media server **12**, decode the received media streams, and provide video output signals to corresponding display devices **20**. As indicated in FIG. 1, streaming media server **12** may provide a first video stream **48** to client media receiver **14(a)**, while concurrently providing a second video stream **50** to client media receiver **14(b)** during a given multiclient streaming session. Depending upon its capabilities, streaming media server **12** may also provide any number of additional video streams, concurrently or successively, to other non-illustrated receivers **16** included in client media receivers **14**. In various embodiment, applications **44** may then decode the appropriate content streams **48**, **50** received from streaming media server **12** utilizing a decoding module implemented as, for example, specialized hardware or in software executing on processor **38**. The decoded content is supplied to a presentation module, which generates corresponding output signals transmitted to the appropriate display device **20**.

**[0041]** To establish a streaming video session, streaming media server **12** receives an initial transmission from at least one of client media receivers **14** via network **18**. This initial transmission may include data identifying the video-containing media content desirably streamed to a particular client media receiver **14** and other information, such as data supporting authentication of streaming media server **12** and client media receiver or receivers **14** engaging in a streaming session. Additionally, in embodiments in which streaming media server **12** assumes the form of a consumer placeshifting device, such as a STB or DVR located in the residence of an end user or at a similar

location, control commands or signals **52, 54** may be selectively transmitted from any given one of receivers **14**, over network **18**, and to server **12**, with the signals **52, 54** containing instructions to remotely operate the placeshifting device. Further, in embodiments, a given client media receiver **14** may further transmit information identifying or aiding in the identification of pertinent physical characteristics describing a corresponding display device **20** (e.g., display device type, resolution capabilities, display size, etc.) when initially requesting or after engaging in a streaming video session with streaming media server **12**.

**[0042]** During a multiclient streaming session, streaming media server **12** executes bitrate share logic **56** residing in memory **30** to implement the below-described display profile-based bitrate optimization schemes. In so doing, streaming media server **12** assigns or establishes bandwidth allotment thresholds for each of the outgoing video streams (e.g., streams **48, 50** shown in FIG. 1) based, at least in part, on display profiles associated with the client media receivers **14** to which video streams are provided. As generically indicated in FIG. 1, bitrate share logic **56** may be implemented as part of control module **26**, whether as software, hardware, or firmware. In other embodiments, bitrate share logic **56** may be separate from, but operably coupled to, control module **26**. Streaming media server **12** may establish a number of display profiles, each associated with a different client media receivers **14**, utilizing information provided by client media receivers **14** when initially requesting video streams **48, 50**; utilizing information provided by client media receivers **14** in response to queries transmitted to receivers **14** by streaming media server **12**; and/or utilizing information derived in another manner, noting that a default setting can be assigned to any given display profile if adequate information to otherwise establish a given display profile is unavailable. Exemplary methods, which are suitably carried-out by streaming media server **12** in implementing such display profile-based bitrate optimization or share schemes, will now be described in conjunction with FIG. 2.

**[0043]** EXAMPLARY STREAMING BANDWIDTH ALLOTMENT METHODS FOR BITRATE SHARING DURING MULTICLIENT STREAMING SESSIONS

[0044] FIG. 2 is a flowchart setting-forth a streaming bandwidth allotment method **60** carried-out by a streaming media server, such as streaming media server **12** (FIG. 1), in accordance with an exemplary embodiment of the present disclosure. In the illustrated example, streaming bandwidth allotment method **60** includes a number of process steps identified as STEPS **62, 64, 66, 68, 70, 72, 74, 76**. Depending upon the particular manner in which bandwidth allotment bandwidth allotment method **60** is implemented, each process step generally illustrated in FIG. 2 may entail a single computer-implemented process or multiple sub-processes. Further, the steps illustrated in FIG. 2 and described below are provided by way of non-limiting example only. In alternative embodiments of streaming bandwidth allotment method **60**, additional process steps may be performed, certain steps may be omitted, and/or the illustrated steps may be performed in alternative sequences.

[0045] Streaming bandwidth allotment method **60** commences at STEP **62**. In certain embodiments, streaming bandwidth allotment method **60** may commence in response to receipt of user input requesting streaming transmission of selected media content to at least one of client media receivers **14**. Alternatively, streaming bandwidth allotment method **60** may commence upon initiation of a streaming video session; e.g., after establishment of a bidirectional channel through network **18** over which one or more of client media receivers **14** and streaming media server **12** communicate. Mutual authentication of receiver(s) **14** and server **12** may be performed and encryption applied, as desired. In accordance with commands received from a given client media receiver **14**, streaming media server **12** (FIG. 1) then obtains and prepares selected video-containing media content for transmission to one or more of client media receivers **14** over network **18**. The streaming video content can be obtained directly from any of content sources **22**; from a memory contained within or otherwise accessible to streaming media server **12** when assuming the form of a DVR, STB, or other device having placeshifting capabilities; or from another source. When functioning as a placeshifting device, streaming media server **12** may capture, encode, encrypt (if needed), packetize, and transmit user-selected content to the appropriate client media receiver(s) **14** as a live content stream. Further, in such embodiments, network **18** may include or assume the form of a LAN, such as a home WIFI® network, established in a user's residence in which server **12** is located.

[0046] During STEP 64 of method 60, streaming media server 12 determines whether separate video streams are currently requested from multiple client media receivers 14. If only a single client media receiver 14 currently requests initial or continued transmission of a video stream from server 12, streaming media server 12 provides or continues to provide the requested video stream to the receiver 14 (STEP 66). Concurrently or shortly thereafter, streaming media server 12 further determines whether the current single-client streaming session should continue or, instead, should be terminated (STEP 68) at the present juncture in time. If determining that the single-client streaming session should terminate, streaming media server 12 progresses to STEP 72 of streaming bandwidth allotment method 60, and the current iteration of method 60 concludes. Otherwise, streaming media server 12 returns to STEP 64 of method 60 and again determines whether a multiclient streaming session should be initiated. Repeating STEPS 64, 66, 68 of method 60 thusly, streaming media server 12 conducts a single-client streaming session in the typical manner, usefully applying ABR as appropriate, until either: (i) termination of the single client streaming session is warranted (STEPS 68, 72), or (ii) until at least one additional client media receiver 14 initiates concurrent video streaming from streaming media server 12.

[0047] When determining that separate video streams are concurrently requested by at least two client media receivers 14, streaming media server 12 progresses to STEP 66 of streaming bandwidth allotment method 60. During STEP 66 of method 60, streaming media server 12 assigns display profiles to the display devices associated with client media receivers 14, which are currently receiving or which desirably receive encoded video streams from server 12. In the relatively simple example of FIG. 1, streaming media server 12 concurrently provides two video-containing media streams (video streams 48, 50) to two client media receivers (receivers 14(a), 14(b)). In this case, streaming media server 12 may assign a first display profile to display device 20(a) (and, more generally, to receiver 14(a)) and a second display profile to display device 20(b) (and, more generally, to receiver 14(b)). As noted above, the assigned display profile can include a single parameter or data field in embodiments; e.g., a single classification based upon display device type or category, display size (e.g., expressed as total display area, as length and width of the display screen, or in another format),

and/or display resolution (e.g., 1080P, 4K, 8K, or the like). Alternatively, in more complex embodiments, the assigned display profile can include two or more separately-specified parameters, such as a first parameter relating display size, a second parameter relating display resolution, and any number of additional parameters relating other characteristics pertaining to the display device at issue (e.g., whether the display device is capable of presenting three dimensional content).

**[0048]** During STEP **66** of streaming bandwidth allotment method **60**, streaming media server **12** assigns or establishes the display profiles associated with each of the client media receivers **14** (and, more specifically, the display device **20**) engaged in the multiclient streaming session. In embodiments, streaming media server **12** establishes the display profiles utilizing any pertinent information provided by client media receivers **14**, which describes or otherwise pertains to the physical characteristics of display devices **20**. In certain implementations, one or more of client media receivers **14** may transmit associated display data over network **18** to streaming media server **12**, with the display data indicating the receiver or display device falls into a particular device category. For example, in one approach, one or more receivers **14** may transmit display data to server **12** indicative of receiver device type or category from which the associated display device type can be inferred (also considered “display data”) in the context of present disclosure. By way of illustration, client media receiver **14(a)** may transmit information over network **18** and to streaming media server **12** identifying receiver **14(a)** as a smartphone, tablet, laptop computer, or smart television, in which case server **12** may infer that display device **20(a)** is an integrated display module of the identified receiver device type, and then proceeding accordingly. Comparatively, client media receiver **14(b)** may transmit data over network **18** and to streaming media server **12** identifying receiver **14(b)** as an STB or DVR, in which case server **12** may infer that display device **20(b)** is a freestanding television or monitor.

**[0049]** Similarly, in other embodiments, receivers **14** may provide transmission to server **12** containing display data directly identifying the category in which the associated display devices **20** are appropriately classified the identified categorization of a display device may then be utilized by server **12** to construct or assign a display profile associated with the corresponding display device-receiver pair. In other

embodiments, a unique device (receiver) identifier, MAC address, or the like may be transmitted from each receiver **14** to streaming media server **12** and then utilized in creating or constructing the display profiles. For example, in this latter instances, streaming media server **12** may retrain a two dimensional lookup table or other data structure in memory **30**, which stores such unique receiver identifies along with corresponding display device types as entered into memory **30**; e.g., by a user during a set-up phase or otherwise utilizing a user interface of server **12**. Server **12** may then utilize such a stored data structure to determine the display device type or category corresponding to the unique identifying information transmitted from receivers **14** when initiating or during the course of the multiclient streaming session.

**[0050]** The above-described identifying information or data may be transmitted from client media receivers **14** over network **18** in conjunction with the initial request to establish a streaming video session with server **12**; or, instead, may be transmitted from client media receivers **14** in response to queries for this information initially transmitted to receivers **14** from streaming media server **12** over network **18**. Further, in some implementations, client media receivers **14** may transmit (automatically or in reply to server queries) additional data describing the characteristics of display devices **20**, such as data specifying the maximum resolution capabilities (e.g., 1080P, 4K, 8K, or other resolution standard), display size (screen area) of any given display device **20**, and/or whether a given display device **20** is capable of rendering three dimensional content. In still other instances, and as indicated above, streaming media server **12** may establish such display profile characteristics during an initial setup phase based upon user data, such as user data entered via any one of receivers **14** executing software applications **44**. A prioritization scheme or hierarchy can also be established by the user in embodiments and stored at streaming media server **12**, with server **12** then duly weighing any user-assigned prioritizations in setting bitrate share proportions (that is, the below-described “bandwidth allocation thresholds”) during STEP **70** of method **60**. Finally, in certain scenarios, streaming media server **12** may not be provided with or may otherwise be unable to obtain adequate identifying information pertaining to either a given client media receiver **14** or its corresponding display device **20**. In such instances, streaming media server **12** may assign a default display profile to the display device **20** associated with such an unidentified client media receiver **14**.

[0051] Progressing to STEP 70 of streaming bandwidth allotment method 60, streaming media server 12 next establishes bandwidth allocation thresholds based, exclusively or at least in substantial part, on the display profiles assigned to each client media receiver-display device pair. Such bandwidth allocation threshold may be expressed as, for example, a percentage of the bandwidth available for video streaming. The available bandwidth for video streaming may be a static value or, instead, a dynamic value that is repeatedly adjusted by streaming media server 12 in conjunction with variations in systems resources, processing load, and/or other such factors. Streaming media server 12 also usefully considers the number of active client media receivers 14 when determining the bandwidth allocation thresholds; that is, the number of receivers 14 to which streaming media server 12 provides separate encoded video streams. Further, in certain cases, streaming media server 12 may also consider any number of secondary factors, to the extent such secondary factors are known, when defining or constructing the display profiles, as further discussed below.

[0052] As just stated, streaming media server 12 can consider any number of secondary factors (in addition to the display profiles and the number of active receivers) when setting or modifying the bandwidth allocation thresholds during STEP 70 of method 60. Such secondary factors can include the format of the video-containing content; e.g., whether three dimensional content is currently streamed to a display device 20, which is capable of displaying such content in a three dimensional format. Additionally or alternatively, such secondary factors can include dynamic information pertaining to the display of the streamed video content; e.g., whether the streamed video content is presented in a graphical window occupying a fraction of the total available display area of a given display device 20 (herein, a “non-maximized graphical window”) with this information contained in signals transmitted from the corresponding receiver 14, over network 18, and to server 12. Streaming media server 12 may receive data transmitted from either of client media receivers 14, over network 18, and to server 12 indicative of a current size (e.g., area or dimensions) of the non-maximized graphical window in which video stream 48 or 50 is presented. Server 12 may then establish or adjust the corresponding bandwidth allotment thresholds based

upon data indicative of the current size of the non-maximized graphical window rather than the size of the display screen itself.

**[0053]** In certain instances, when establishing or modifying the bandwidth allocation thresholds during STEP 70 of streaming bandwidth allotment method 60, streaming media server 12 may determine that an auxiliary display device is currently utilized present the streamed content rather than the principal display device associated with a particular client media receiver 14; e.g., as may occur when a mobile (user-carried) electronic device wirelessly casts or otherwise outputs its video signal for display on another display screen, such as a television or monitor having a larger display screen and greater resolution capabilities. When available, such information may be duly considered by streaming media server 12 in assigning or modifying the corresponding bandwidth allotment threshold; e.g., server 12 may construct the display profile of the receiver 14 at issue to indicate that display type is a television, has higher resolution capabilities, and/or has a larger display screen size rather than the display module of a mobile device in such instances. Finally, if any user-established preferences or a priority scheme has been established for bitrate sharing, this may also be considered by streaming media server 12 in assigning the bandwidth allocation thresholds during STEP 70 of method 60, as further discussed below.

**[0054]** After establishing (or modifying) the bandwidth allocation thresholds during STEP 70 of streaming bandwidth allotment method 60, streaming media server 12 initiates or continues the multiclient streaming session, while preventing the bitrates of the video streams from exceeding their corresponding bandwidth allotment thresholds (STEP 76). Streaming media server 12 may encode the video streams at varying quality levels in accordance with any chosen ABR scheme; e.g., by generating variant streams or streamlets having modified bitrates due to changes in the resolution, frame rate, color depth, and/or other such encoding parameters. At the same time, streaming media server 12 encodes segments of the video streams at encoding parameters ensuring that the bitrate of any given video stream is maintained below its corresponding bandwidth allotment threshold. Thus, during the multiclient streaming session, streaming media server 12 may provide streams of varying qualities to client media receivers 14 by

applying ABR techniques, while regulating respective variable bitrates of the streams in accordance with the established bandwidth allotment thresholds.

[0055] Continuing the discussion above, client media receivers **14(a)**, **14(b)** may each attempt to acquire streaming content at a maximum streaming bitrate; however, bandwidth constraints may occur or capability limitations of streaming media server **12** may preclude the simultaneous encoding of two (or more) streams at a maximum quality levels or the highest possible bitrate, as previously discussed. Therefore, in such instances, streaming media server **12** generates and transmits a reduced bitrate stream to receivers **14(a)**, **14(b)** in accordance with the previously-assigned bandwidth allocation thresholds, thereby maintaining the stream bitrates below their corresponding bandwidth allocations or thresholds. An intelligent distribution of available bandwidth is consequently provided, which considers the display capabilities of the display devices associated with client media receivers **14(a)**, **14(b)** to optimize the viewing experience of end users operated receivers **14(a)**, **14(b)** under such conditions.

[0056] With continued reference to FIG. 2, at STEP **76** of method **60**, streaming media server **12** determines whether any changes have occurred to either: (i) the number of active client media receivers **14** requesting streaming content from streaming media server **12**, or (ii) to parameters impacting the previously-assigned bandwidth allotment thresholds. In the latter regard, a previously-assigned bandwidth allotment threshold may be varied in certain instances. For example, a bandwidth allotment threshold may be adjusted or modified if streaming media server **12** determine that a given client media receiver **14** has now supplied its video output signal to a new display type; e.g., as may occur when a user transitions from viewing content on the screen of a mobile device to casting or wirelessly transmitting the content to a freestanding television or monitor. Alternatively, a bandwidth allotment threshold may be adjusted should streaming media server **12** determine that the streaming video content is presented in a GUI window, which has been resized such that that the change in the area of the window surpasses a preestablished threshold stored in memory **30** of server **12**. In such embodiments, the appropriate client media receiver **14** may transmit data to streaming media server **12** indicative of such changes potentially affecting the display

profile; e.g., data indicating the dimensions or area of a newly-resized GUI window in which the video content is displayed. Streaming media server **12** then updates the assigned display profile and bandwidth allotment threshold accordingly (STEP **66**), returns to STEP **74** of streaming bandwidth allotment method **60**, and continues the multiclient streaming session as described above.

**[0057]** In other embodiments, such modifications or changes to the assigned display profiles may not be performed. In this latter case, streaming media server **12** may only determine whether there has been a change in the number of active client media receivers **14** receiving streaming content during STEP **76** of method **60**; and, if no such change is detected, server **12** may return to STEP **74** and continue the multiclient streaming session. Otherwise, streaming media server **12** may progress to STEP **68** of method **60**, and determine whether the current streaming session should be terminated, as previously discussed. If determining that the current streaming session should continue, streaming media server returns to STEP **64** and the above-described process steps repeat or loop. Accordingly, should a third client media receiver **14** request streaming video content in conjunction with client media receivers **14(a)**, **14(b)**, streaming media server **12** may progress through STEPS **66**, **70**, **74** to assign a display profile-based bandwidth allocation threshold to the third client media receiver **14**. Alternatively, if one of client media receivers **14(a)**, **14(b)** no longer request streaming video content from server **12**, streaming media server **12** may instead progress to STEPS **64**, **66** and continue a single device streaming session with the appropriate receiver **14(a)**, **14(b)**. In this manner, streaming media server **12** may establish and modify the streaming bandwidth allocation thresholds (limiting values) in response to changes in the number of client media receivers **14** requesting streaming content at a given juncture in time.

**[0058]** Streaming media server **12** can employ various different bitrate share schemes for assigning or establishing bandwidth allotment thresholds based exclusively, principally, or at least partially on the display profiles associated with client media receivers **14** to which server **12** provides concurrent video streams during a multiclient streaming session. As appearing below, TABLE 1 presents a relatively simple exemplary bandwidth allotment scheme, which may be applied by streaming media server **12**

during STEPS 66, 70 of streaming bandwidth allotment method 60 in certain implementations. In the example below, bitrate sharing schemes for two client media receivers 14 are set-forth, with consideration given to two input parameters: (i) the number of client media receivers currently engaged in the streaming video session, and (ii) the display device type (or, more generally, receiver device type or category) assigned to each client media receiver.

**TABLE 1: EXAMPLE OF SINGLE FACTOR BANDWIDTH ALLOTMENT SCHEME**

Case	Receiver 1: Associated Display Type	Receiver 2: Associated Display Type	Bitrate Share Logic	User Experience Improvement
1	Display Module of Mobile Device	Display Module of Mobile Device	50% bandwidth allotted to both devices (unless otherwise specified by user-established priority settings)	
2	TV Screen	Display Module of Mobile Device	Greater bandwidth allotment (e.g., 70%) to device 1 (TV); lesser bandwidth allotment (e.g., 30%) to device 2 (mobile device)	Improved viewing experience as higher quality stream provided to higher resolution / larger display device
3	Display Module of Mobile Device	TV Screen	Lesser bandwidth allotment (e.g., 30%) to device 1 (mobile device); greater bandwidth allotment (e.g., 70%) to device 2 (TV)	Improved viewing experience as higher quality stream provided to higher resolution / larger display device
4	TV Screen	TV Screen	50% bandwidth allotted to both devices (unless otherwise specified by user-established priority settings)	
5	Display Module of Mobile Device		100% bandwidth allotted to single device	
6	TV Screen		100% bandwidth allotted to single device	

[0059] As can be seen, in the example set-forth above, streaming media server 12 assigns bandwidth allotment threshold based upon display device type (as may be inferred from receiver type) and the number of receivers engaged in a streaming session at a particular juncture of time. Further, two possible selection options or classifications are provided for display device type: display module of a mobile device (synonymous with “user-carried electronic device” herein) or television screen. Such

possibilities can be stored within memory **30** of streaming media server **12** utilizing a two dimensional lookup table or other data structure. Thus, employing such an approach, streaming media server **12** may assign a particular display device **20** corresponding to a given client media receiver **14** (e.g., display device **20(a)** corresponding to receiver **14(a)**) the profile of "MOBILE DEVICE," if, for example, server **12** receives display data from client media receiver **14(a)** identifying receiver **14(a)** as a smartphone, tablet, a wearable device, or other electronic device carried on a user's person. Conversely, streaming media server **12** may assign the display device **20** corresponding to another client media receiver **14** (e.g., display device **20(b)** to which receiver **14(b)** provides a video signal) the profile of "TELEVISION," if identifying client media receiver **14(b)** as a STB or a smart television; e.g., a television having an integrated WIFI® receiver. Again, such a classification can be made in response to display data transmitted to server **12**, over network **18**, and from client media receiver **14(b)**; by recalling such information from memory **30** utilizing a unique identifier associated with client media receiver **14(b)**; or in another suitable manner.

[0060] In the example set-forth in TABLE 1 above, only single parameter and two playback receiver combinations are considered. During a single-client streaming session, streaming media server **12** assigns a bandwidth allocation threshold of 100% to the sole client media receiver **14** to which a video stream is provided, regardless of the device type specified by the assigned display profile (CASES 5 and 6 above). Conversely, during a multiclient streaming session, streaming media server **12** assigns an equivalent bandwidth allocation threshold (50%) when simultaneous streaming to two client media receivers **14** associated with display devices of the same device type or category, as specified by the display profiles (CASES 1 and 4 above). Lastly, streaming media server **12** assigns non-equivalent bandwidth allocation thresholds when concurrently streaming to two client media receivers **14** of disparate device types and associated with differing display profiles (CASES 2-3 above). Specifically, in this latter case, streaming media server **12** assigns a higher bandwidth allocation threshold ( $BW_{T,1}$ ) to the display profile / device type having a larger display screen (television), and a lower bandwidth allocation threshold ( $BW_{T,2}$ ) to the display profile or device type having a smaller display screen (mobile device). As suggested in TABLE 1,  $BW_{T,1}$  and  $BW_{T,2}$  may be assigned values of about 30% and about 70%, respectively, of the

maximum available bandwidth in an embodiment; however, this is merely one possibility and will vary in other implementations.

**[0061]** In further embodiments, streaming media server **12** may apply more complex bandwidth allotment schemes during STEPS **66, 70** of streaming bandwidth allotment method **60**. For example, in other instances, the display profile may only specify display device type, as described above; however, more device categories or classification can be listed distinguishing device type by display size and/or maximum resolution capabilities, such as (and listed in the order of bandwidth prioritization) maximum resolution television, moderate resolution television, tablet (or laptop computer), and smartphone. Also, combinations of three or more client devices engaged in a multiclient streaming session may be considered, with predetermined bandwidth allocation thresholds specified in a multidimensional lookup table or other data structure stored in memory **30** of streaming media server **12**, as previously described. Algorithms or weighting systems can also be applied to arrive at the bandwidth allocations in certain implementations. So too may server **12** optionally consider user-created priority settings in determining the bandwidth allocations; e.g., CASES 1 and 4 in TABLE 1 above, a higher bandwidth allotment threshold (e.g., 60%) may be assigned to a first device having a higher user-assigned prioritization ranking over a second device of the same type, but having a lower prioritization ranking. In still other embodiments, additional secondary factors may be considered, such as the maximum resolution of the streamed content and/or whether the streamed content has a three dimensional or two dimensional format. Various other bandwidth allotment schemes are also possible and within the scope of the present disclosure.

**[0062]** CONCLUSION

**[0063]** The foregoing has thus provided systems, methods, and devices for optimizing streaming bitrate during multiclient streaming sessions based, at least in part, on established display profiles associated with client devices or receivers to which video streams are concurrently transmitted. Embodiments of the streaming media server establish and apply display profile-dependent bandwidth allotment thresholds for client media receivers during a multiclient streaming session. The streaming media server can

employ various different bitrate share schemes for assigning or establishing bandwidth allotment thresholds, as described above. In so doing, user viewing experience is enhanced in instances in which one or more users view content streamed from a server on a first client media receiver (e.g., a smartphone or tablet) having lesser display demands, while one or more users simultaneously view content streamed from the server on a client media receiver (e.g., a television) having greater display demands. Further, in at least some instances, processing loads placed on the streaming media server may also be favorably reduced during the often computationally-intensive task of providing concurrent multiclient streaming to two or more client media receivers.

**[0064]** The above-described methods may be carried-out utilizing a streaming media server, first and second client media receivers, and first and second display devices to which the first and second client media receivers provide video output signals, respectively. In various embodiment, the method includes the step or process of creating, at the streaming media server, a first display profile for the first display device and a second display profile to the second display device. The streaming media server determines a first bandwidth allotment threshold for a first video stream based on the first display profile, while further determining a second bandwidth allotment threshold for a second video stream based on the second display profile. The streaming media server then concurrently transmits: (i) the first video stream over the network and to the first client media receiver for presentation on the first display device, while preventing a bitrate of the first video stream from exceeding the first bandwidth allotment threshold; and (ii) the second video stream over the network and to the second client media receiver for presentation on the second display device, while preventing a bitrate of the second video stream from exceeding the second bandwidth allotment threshold.

**[0065]** In other embodiments, the method may include establishing at the streaming media server: (i) a first bandwidth allotment threshold based, at least in part, on a first display profile assigned to a first display device associated with the first client media receiver; and (ii) a second bandwidth allotment threshold based, at least in part, on a second display profile assigned to the second display device associated with the second client media receiver. After establishing the first and second bandwidth allotment

thresholds, a multiclient streaming session may be initiated. During the multiclient streaming session, the streaming media server encodes segments of first and second video streams at variable bitrates regulated in accordance with the first and second bandwidth allotment thresholds, respectively. Additionally, the streaming media server transmits the encoded segments of the first and second video streams over the network to the first and second client media receivers, respectively, for presentation on the first and second display devices.

**[0066]** Continuing the description of the foregoing paragraph, embodiments of the method may further includes the steps or processes of receiving, at the streaming media server, display data transmitted over the network from the first client media receiver. The streaming media server may then define or assign the first display profile based at least in part on the display data received from the first client media receiver. In such embodiments, the display data may specify one or more of the following: (i) a display device category in which the first display device is classified (e.g., whether the first display device is a television or a user-carried electronic device), (ii) a maximum resolution of the first display device, and a screen size resolution of the first display device. Additionally or alternatively embodiments of the method may further include the steps of receiving, at the streaming media server, data uniquely identifying the first and second client media receivers; and utilizing the data to recall user-specified display profiles for the first and second client media receives from a memory of streaming media server.

**[0067]** While several exemplary embodiments have been presented in the foregoing Detailed Description, it should be appreciated that a vast number of alternate but equivalent variations exist, and the examples presented herein are not intended to limit the scope, applicability, or configuration of the invention in any way. To the contrary, various changes may be made in the function and arrangement of the various features described herein without departing from the scope of the claims and their legal equivalents.

## CLAIMS

What is claimed is:

1. A method carried-out by a streaming media server in communication with first and second client media receivers over a network, the method comprising:

establishing at the streaming media server:

a first bandwidth allotment threshold based, at least in part, on a first display profile assigned to a first display device associated with the first client media receiver; and

a second bandwidth allotment threshold based, at least in part, on a second display profile assigned to the second display device associated with the second client media receiver; and

after establishing the first and second bandwidth allotment thresholds, initiating a multiclient streaming session during which the streaming media server:

encodes segments of first and second video streams at variable bitrates regulated in accordance with the first and second bandwidth allotment thresholds, respectively; and

transmits the encoded segments of the first and second video streams over the network to the first and second client media receivers, respectively, for presentation on the first and second display devices.

2. The method of claim 1 further comprising:

receiving, at the streaming media server, display data transmitted over the network from the first client media receiver; and

defining the first display profile, at the streaming media server, based at least in part on the display data received from the first client media receiver.

3. The method of claim 2 wherein the display data specifies a display device category in which the first display device is classified.

4. The method of claim 2 wherein the display data specifies a maximum resolution of the first display device.
5. The method of claim 2 wherein the display data specifies a screen size of the first display device.
6. The method of claim 1 further comprising:
  - receiving, at the streaming media server, data uniquely identifying the first and second client media receivers; and
  - utilizing the data to recall user-specified display profiles for the first and second client media receives from a memory of streaming media server.
7. The method of claim 1 further comprising:
  - determining a number of client media receivers currently engaged in the multiclient streaming session with the streaming media server; and
  - further establishing the first and second bandwidth allotment thresholds based upon the determined number of client media receivers currently engaged in the multiclient streaming session.
8. The method of claim 1 further comprising:
  - recalling user-created priority settings from a memory of the streaming media server; and
  - at the streaming media server, further establishing the first and second bandwidth allotment thresholds utilizing the user-created priority settings.
9. The method of claim 1 further comprising:
  - receiving data transmitted from the first client media receiver, over the network, and to the streaming media server indicative of a current size of a non-maximized graphical window in which the first video stream is presented on the first display device; and
  - at the streaming media server, further establishing the first bandwidth allotment thresholds utilizing the data indicative of the current size of the non-maximized graphical window.

10. The method of claim 1 further comprising:
  - at the streaming media server, receiving television programming containing multiple television channels;
  - placeshifting a first television channel included in the multiple television channels to the first client media receiver as the first video stream; and
  - placeshifting a second television channel included in the multiple television channels to the second client media receiver as the second video stream.
  
11. The method of claim 1 further comprising, at the streaming media server:
  - determining if the first client media receiver comprises a set-top box; and
  - if the first client media receiver comprises a set-top box, defining the first display profile to specify that the first display device is a television.
  
12. The method of claim 1 further comprising, at the streaming media server:
  - determining if the first client media receiver comprises a user-carried electronic device; and
  - if the first client media receiver comprises a user-carried electronic device, defining the first display profile to specify that the first display device is a display module integrated into the user-carried electronic device.
  
13. The method of claim 1 further comprising establishing, at the streaming media server, the first bandwidth allotment threshold based on whether the first video stream contains three dimensional content.
  
14. A streaming media server, comprising:
  - a processor; and
  - a computer-readable storage medium storing computer-readable code that, when executed by the processor, causes the streaming media receiver to perform the operations of:

establishing a first bandwidth allotment threshold based, at least in part, on a first display profile assigned to a first display device associated with the first client media receiver;

further establishing a second bandwidth allotment threshold based, at least in part, on a second display profile assigned to the second display device associated with the second client media receiver; and

after establishing the first and second bandwidth allotment thresholds, initiating a multiclient streaming session during which the streaming media server: (i) encodes segments of first and second video streams at variable bitrates regulated in accordance with the first and second bandwidth allotment thresholds, respectively, and (ii) transmits the encoded segments of the first and second video streams over the network to the first and second client media receivers, respectively, for presentation on the first and second display devices.

15. The streaming media server of claim 14 wherein, when the computer-readable code is executed by the processor, the streaming media receiver further performs the operation of:

receiving display data transmitted over the network from the first client media receiver;

defining the first display profile based at least in part on the display data received from the first client media receiver;

determining a number of client media receivers currently engaged in the multiclient streaming session with the streaming media server; and

establishing the first and second bandwidth allotment thresholds based upon the determined number of client media receivers currently engaged in the multiclient streaming session.

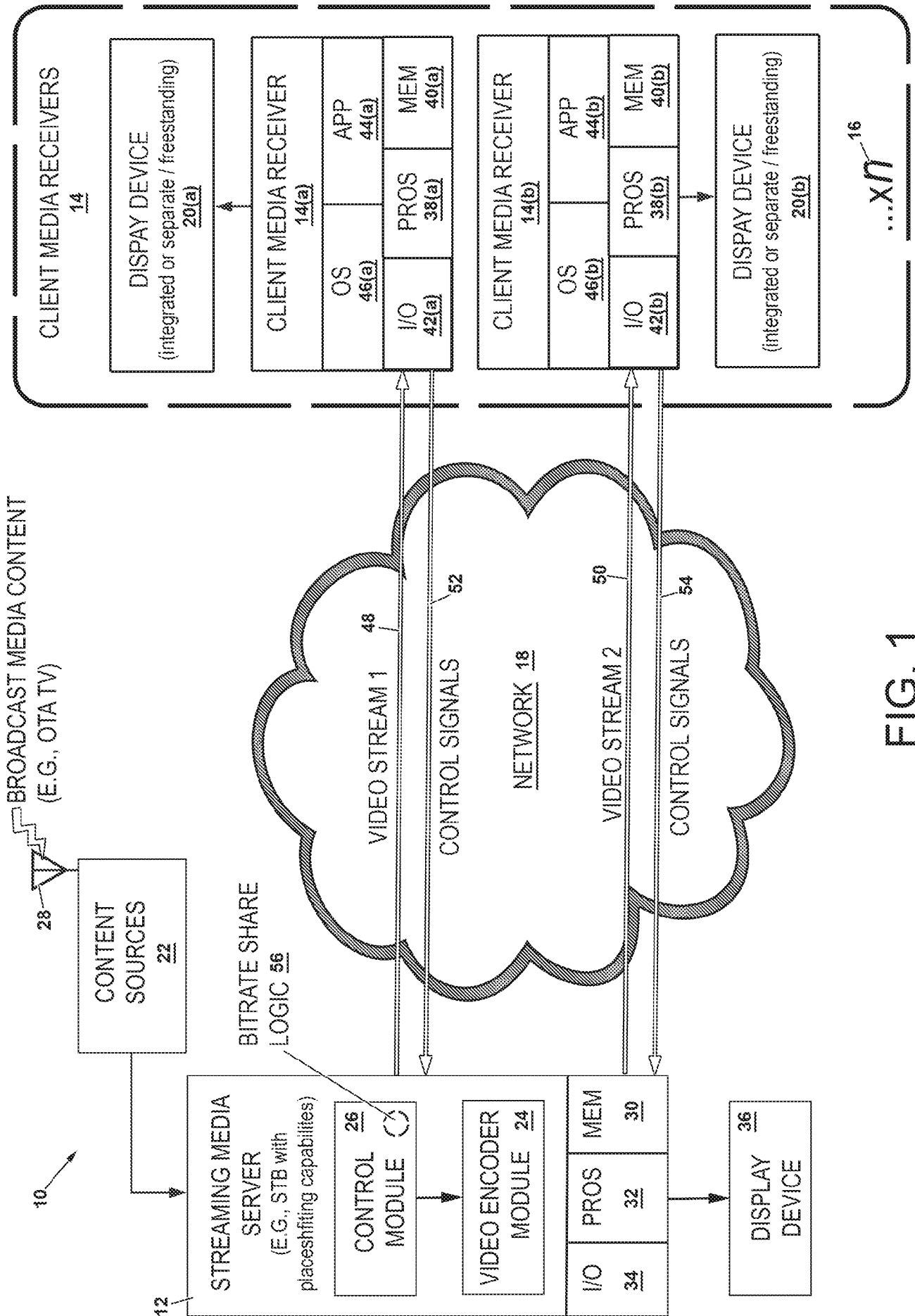


FIG. 1

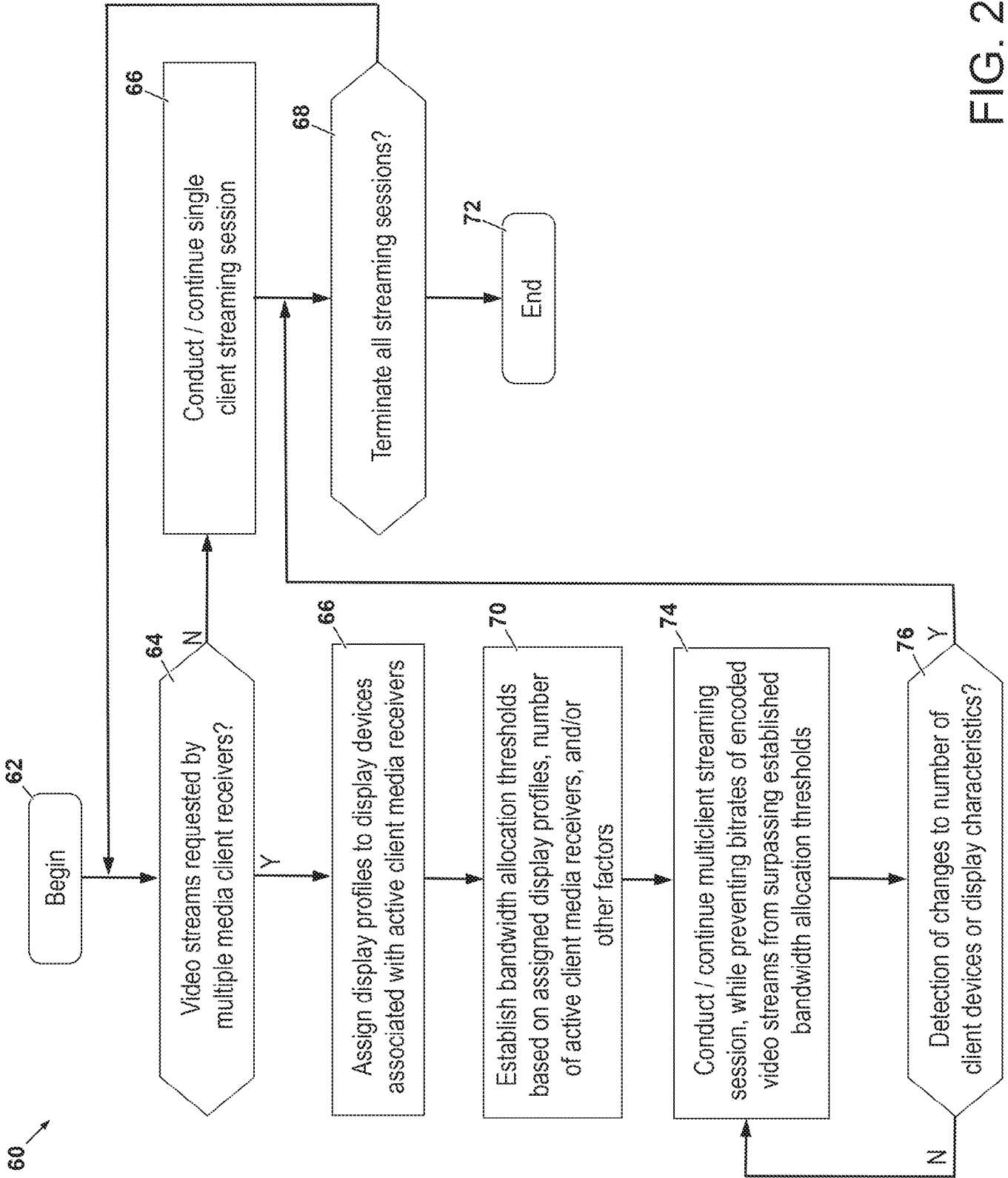


FIG. 2