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Gould

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(54) **METHOD FOR VIDEO SEAMLESS CONTRACTION**

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(73) Assignee: **MONKEYmedia, Inc.**, Austin, TX (US)

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This patent is subject to a terminal disclaimer.

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Related U.S. Application Data

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(51) **Int. Cl.**
G06F 3/00 (2006.01)

(52) **U.S. Cl.** **715/720**; 715/722; 715/723; 715/725

(58) **Field of Classification Search** 715/716–731
See application file for complete search history.

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Primary Examiner — Ba Huynh

(57) **ABSTRACT**

A relativity controller is a scroll bar/window combination that provides a way to see data in relation to both the context of its wholeness and the salience of its contents. To accomplish this, the linear density or other appearance of the scroll bar (acting as a ruler or scale) varies with the density of the document salience (as indicated by different kinds of annotations or marks). It also provides a way to zoom between perspectives. This is usable on many different data types: including sound, video, graphics, calendars and word processors.

36 Claims, 34 Drawing Sheets

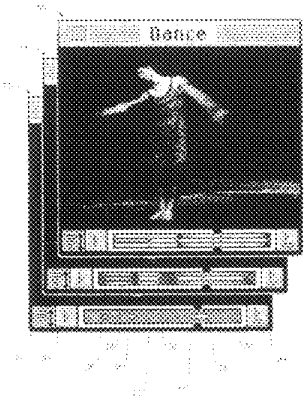

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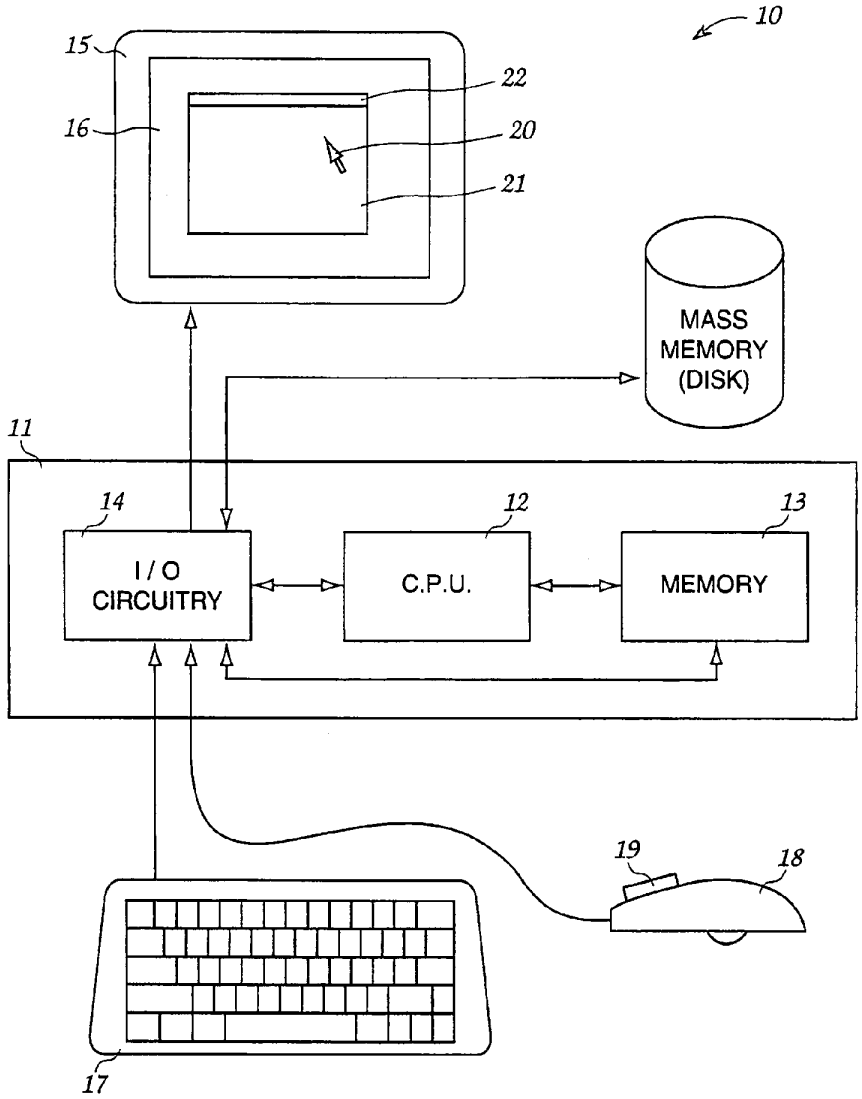
Figure 1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I / O CIRCUITRY
C.P.U.
MEMORY
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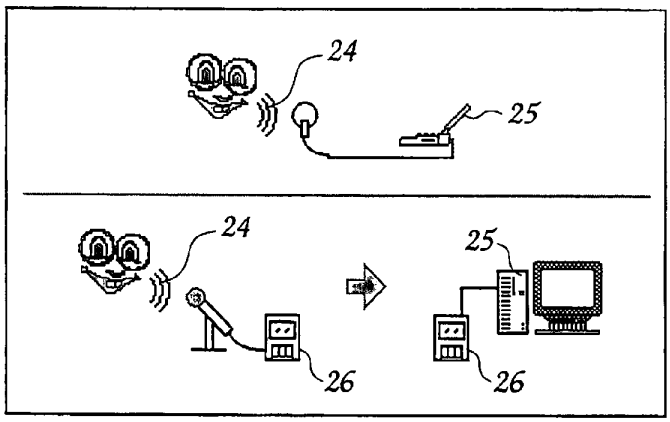
Figure 2



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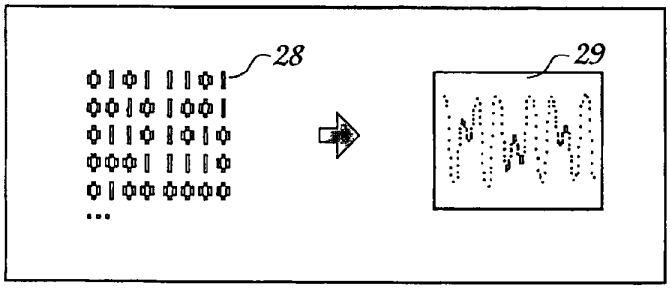

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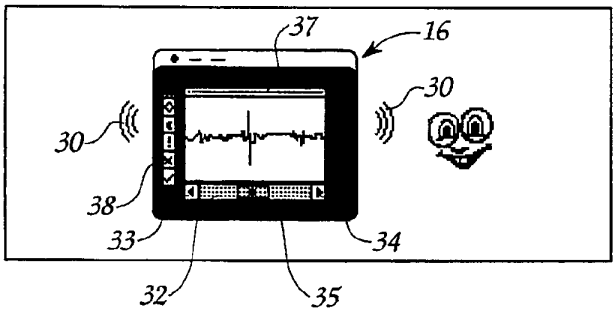

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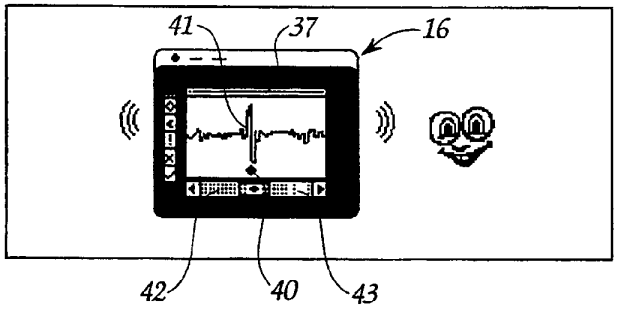

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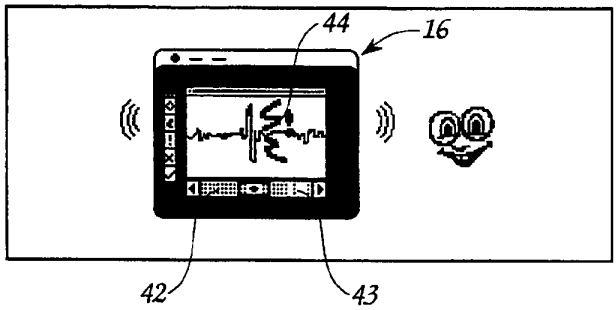

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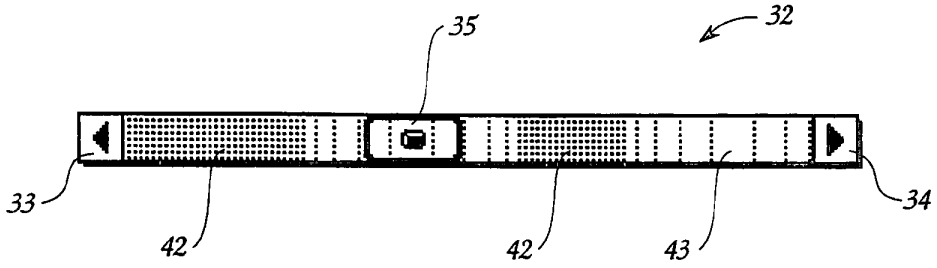

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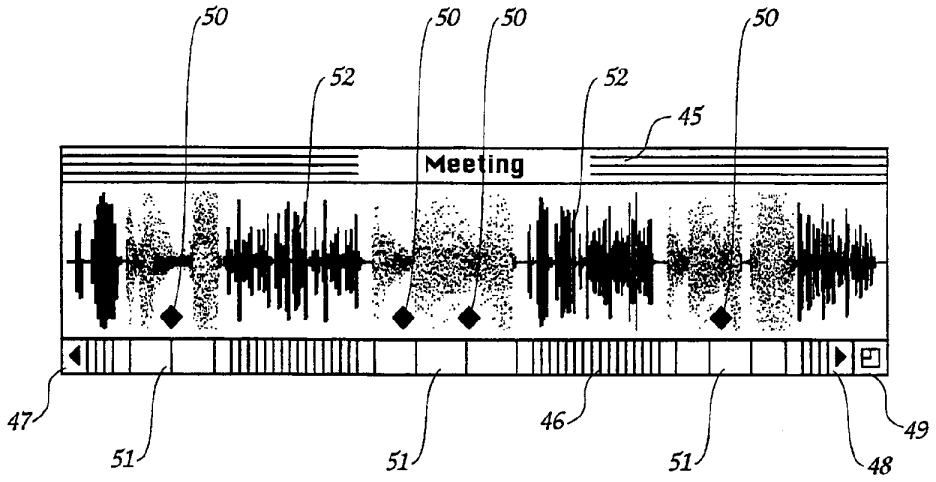

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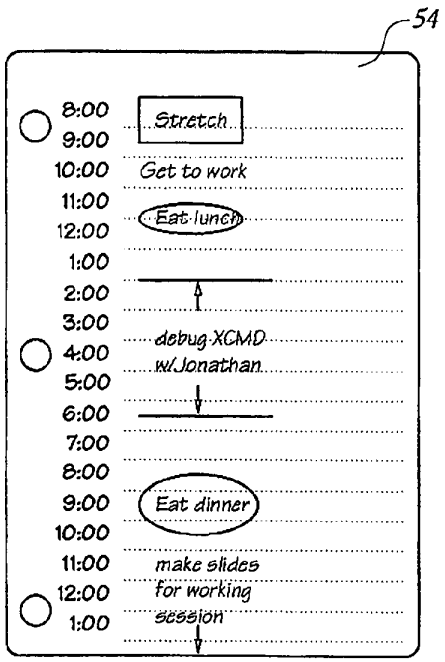


Figure 10

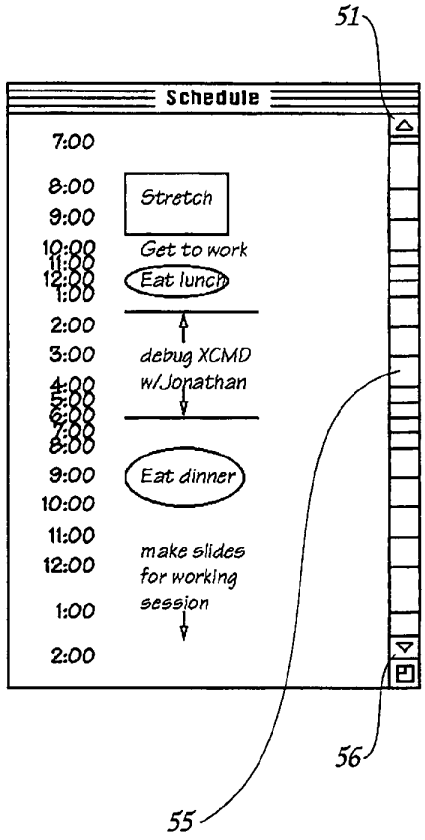


Figure 11

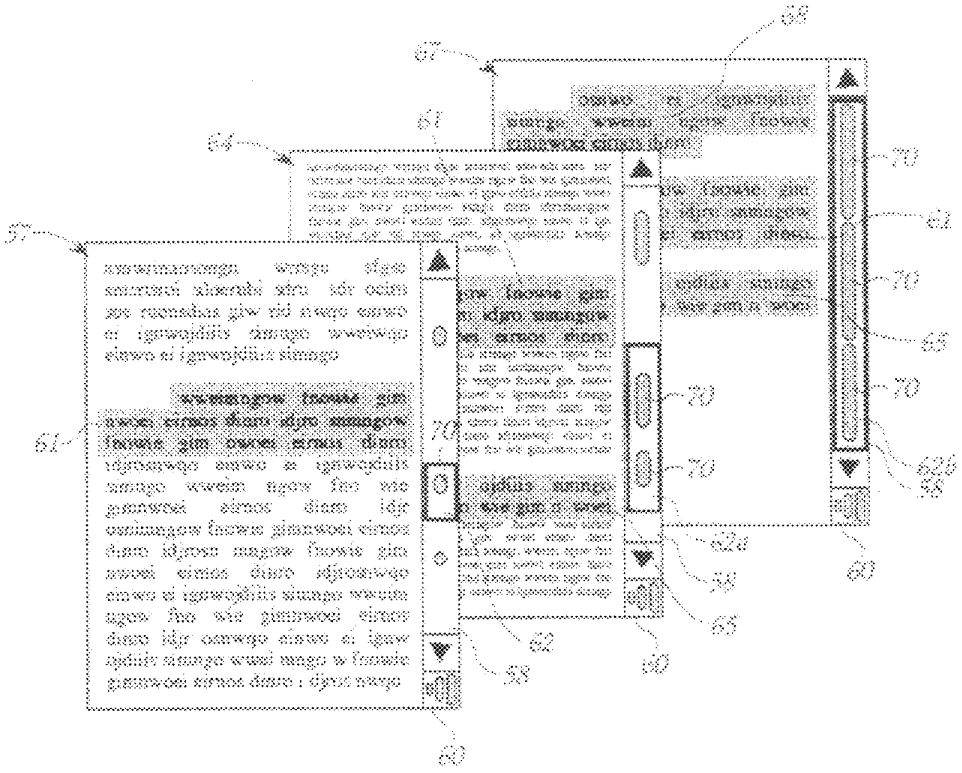


Figure 12

Figure 13

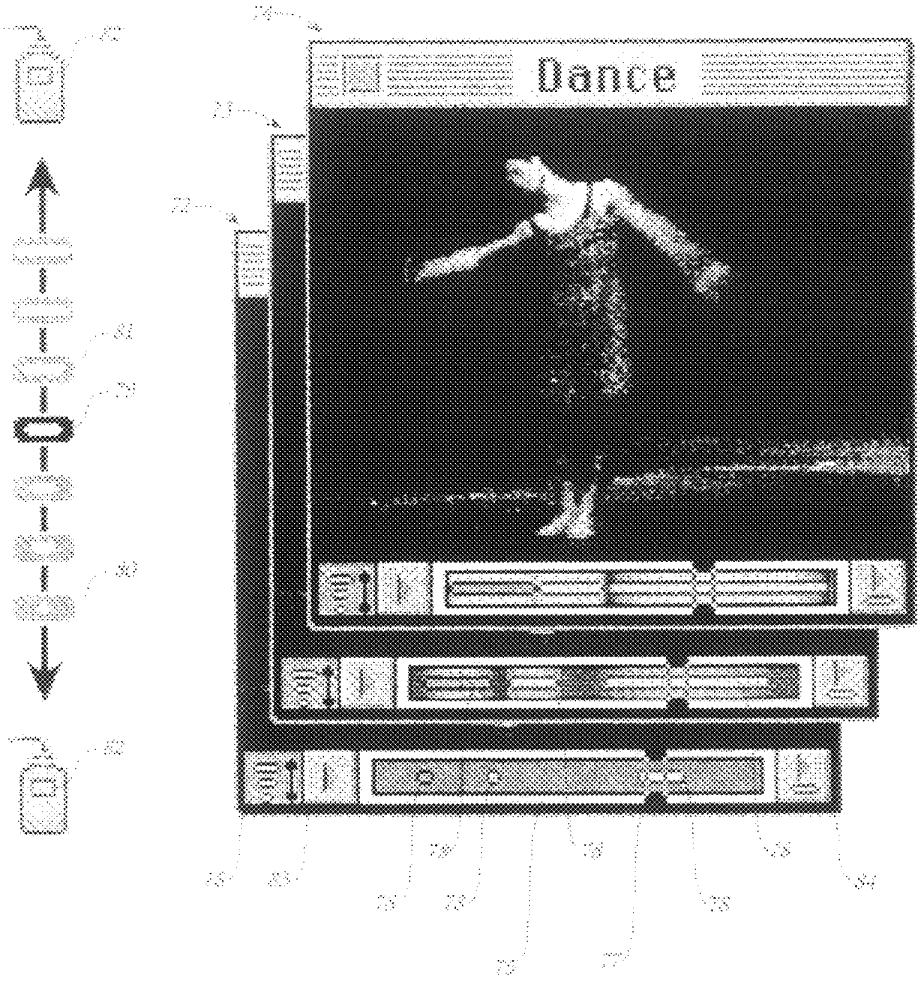


Figure 14

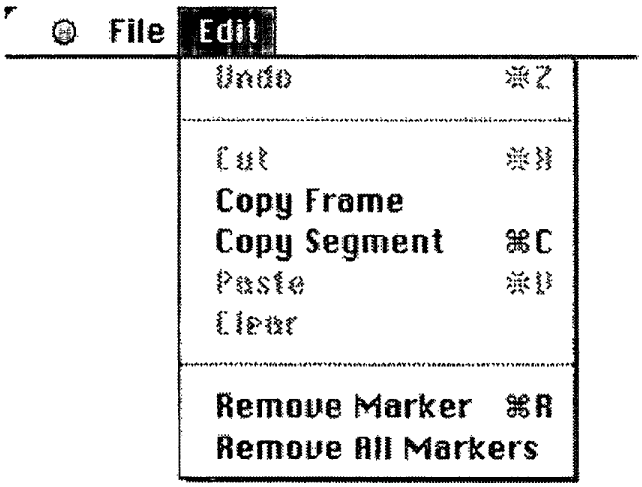

File
Edit
Undo ⌘Z
Cut ⌘X
Copy Frame
Copy Segment ⌘C
Paste ⌘V
Clear
Remove Marker ⌘R
Remove All Markers

Figure 15

Main

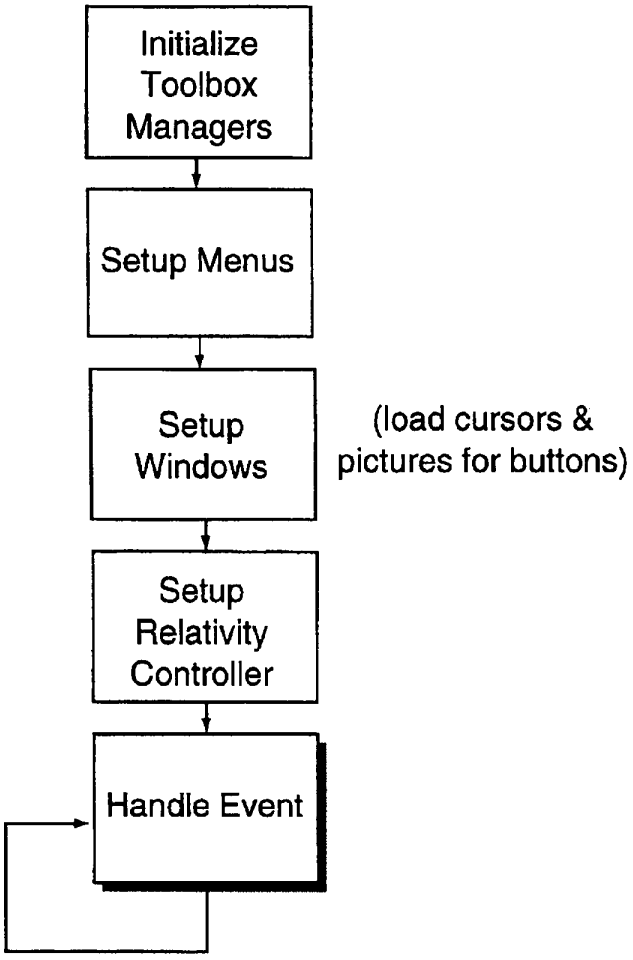


Figure 16

Handle Event

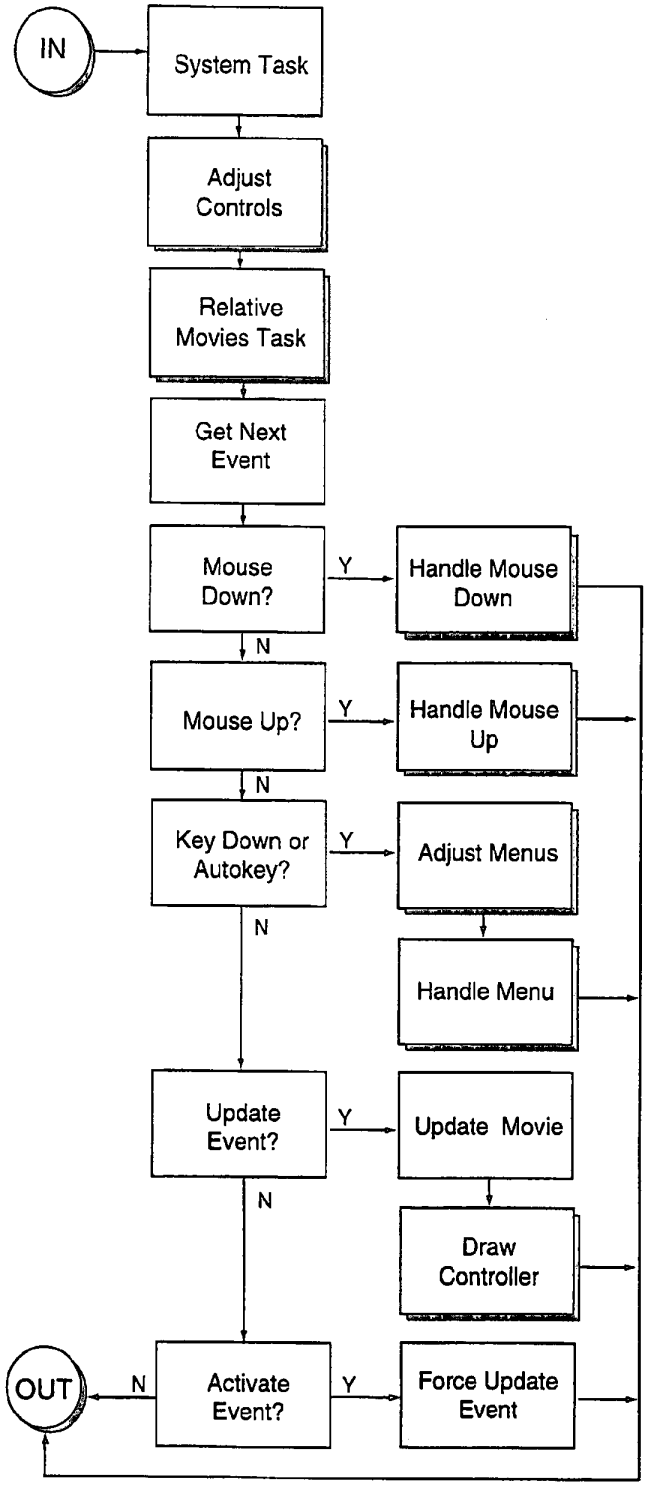


Figure 17

Adjust Controls

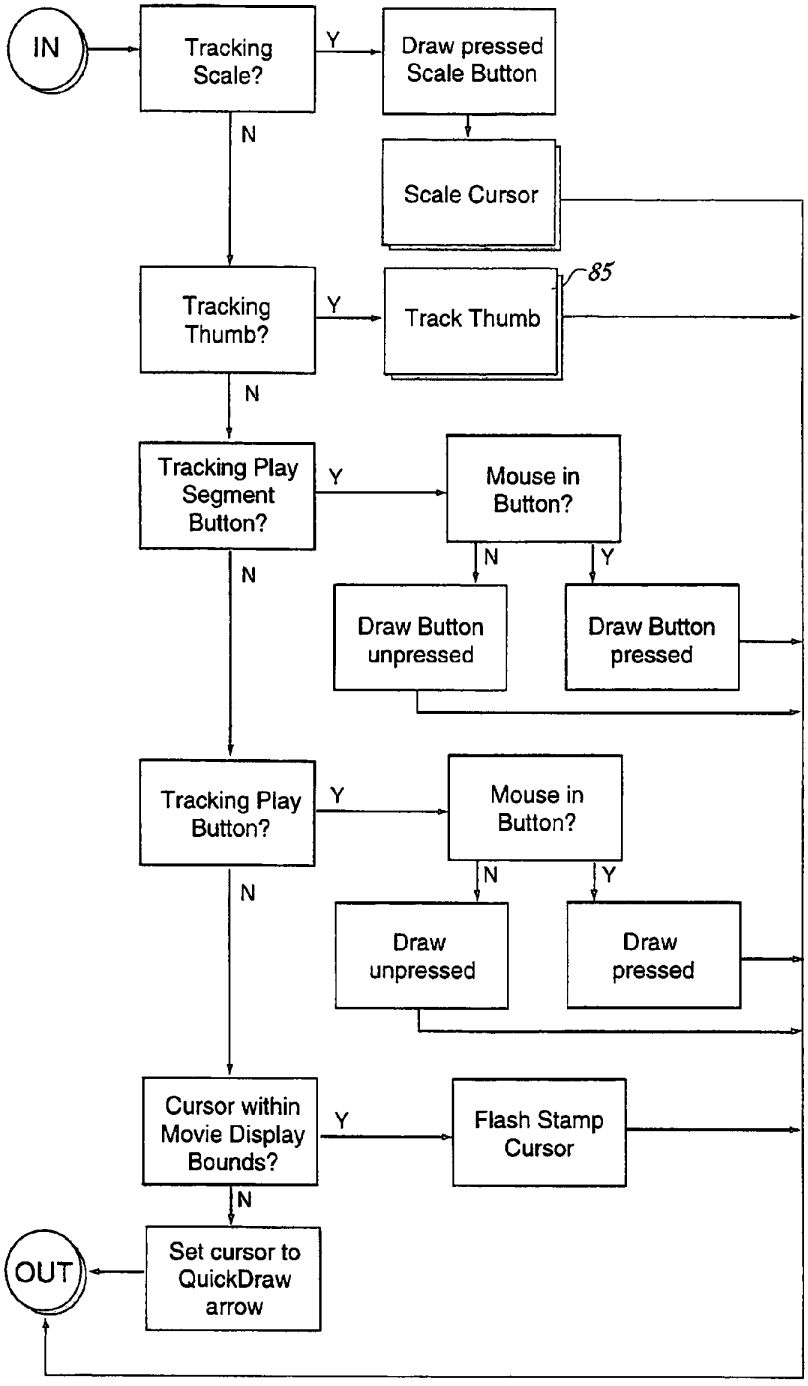
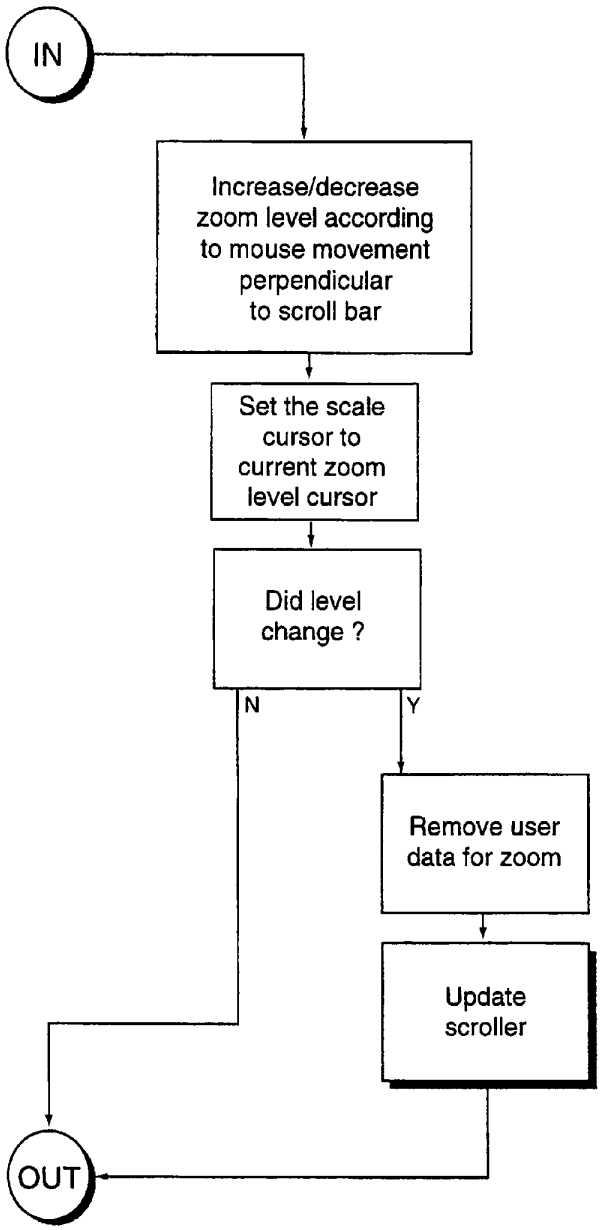


Figure 18

Scale Cursor



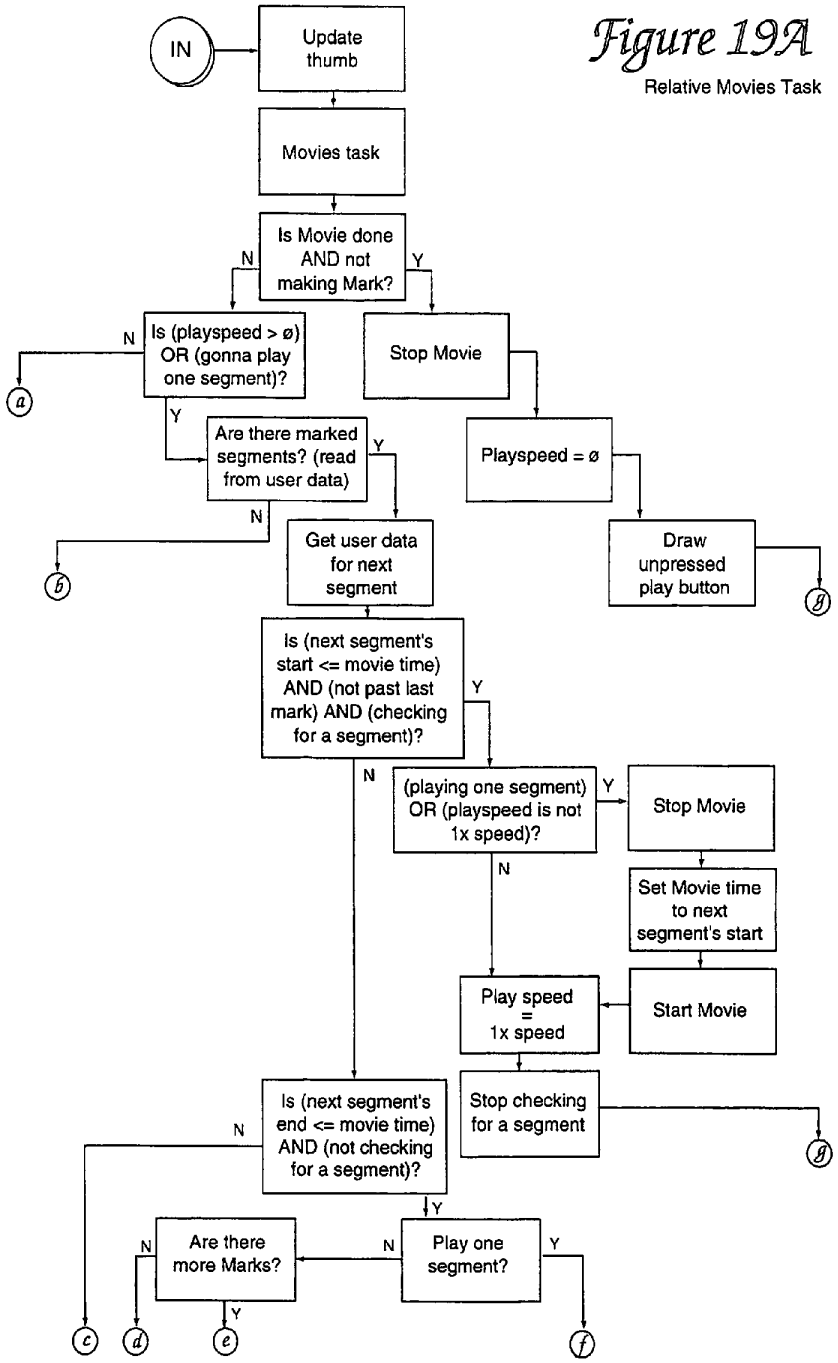


Figure 19A
Relative Movies Task

Figure 19B

Relative Movies Task

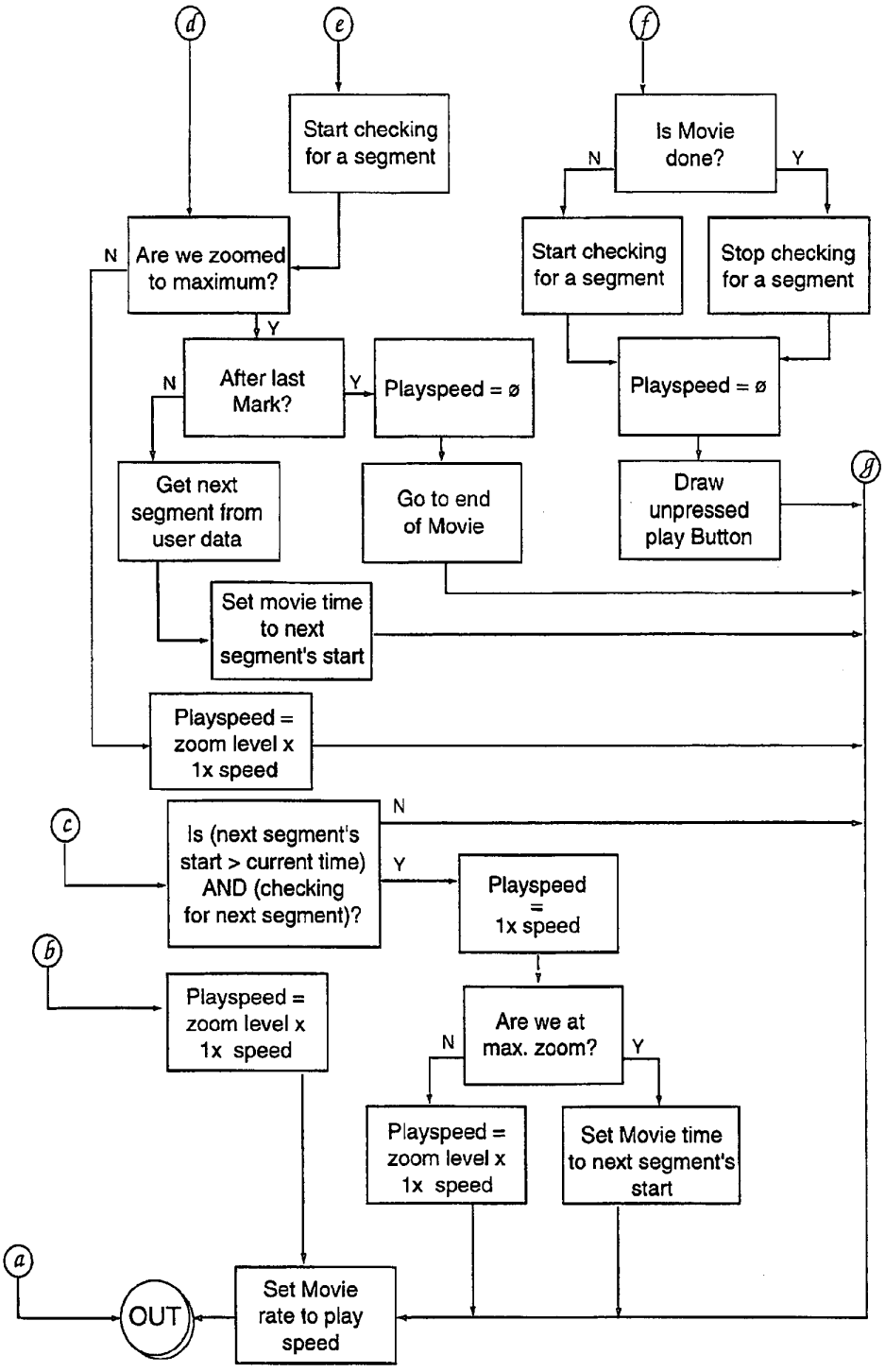


Figure 20

Handle Mouse Down

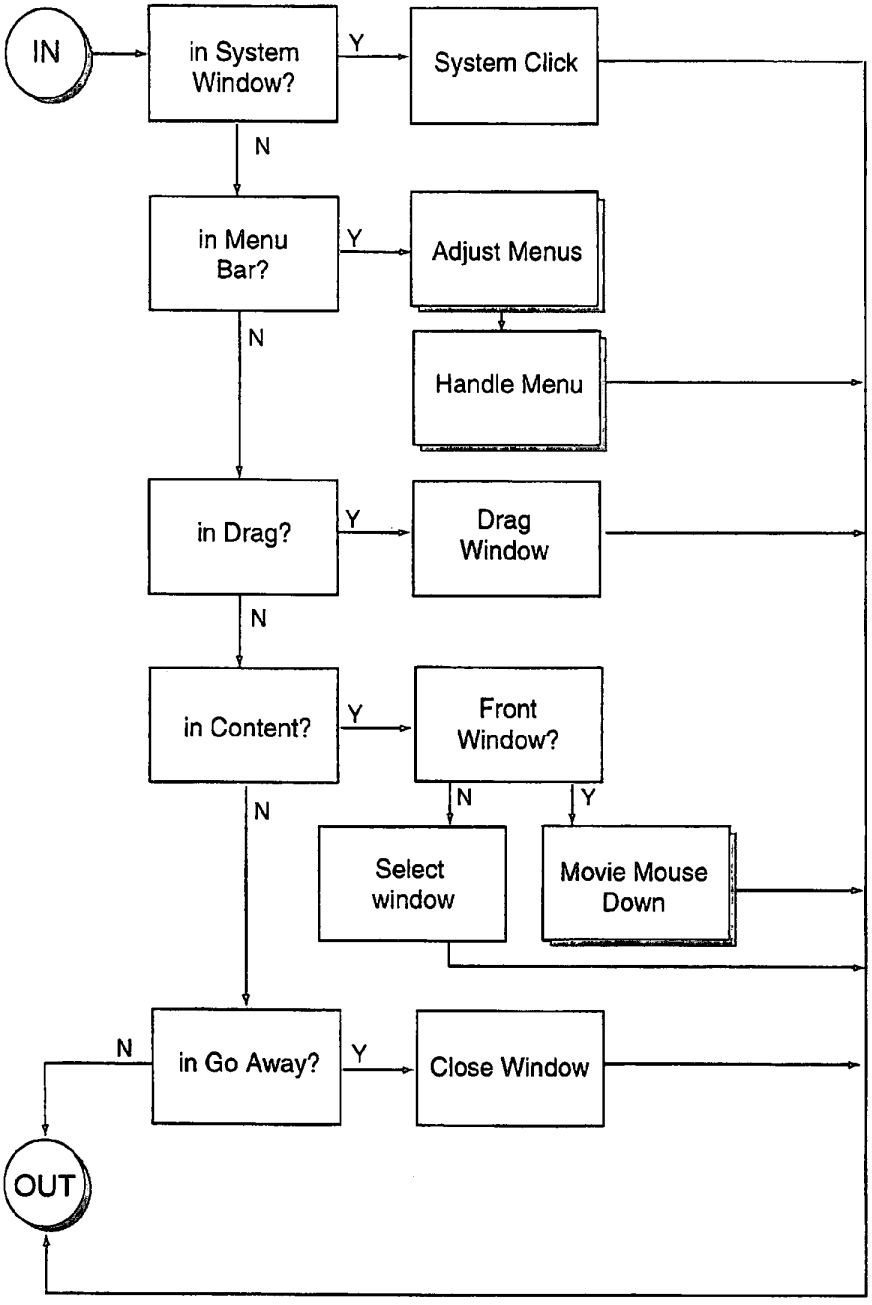


Figure 21

Handle Mouse Up

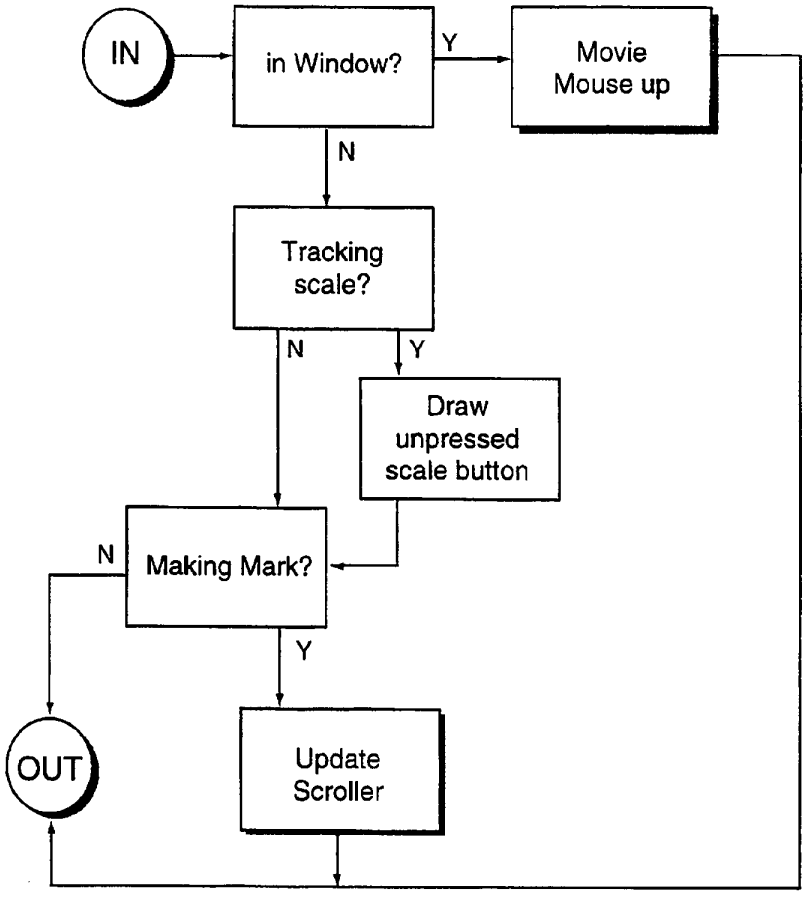
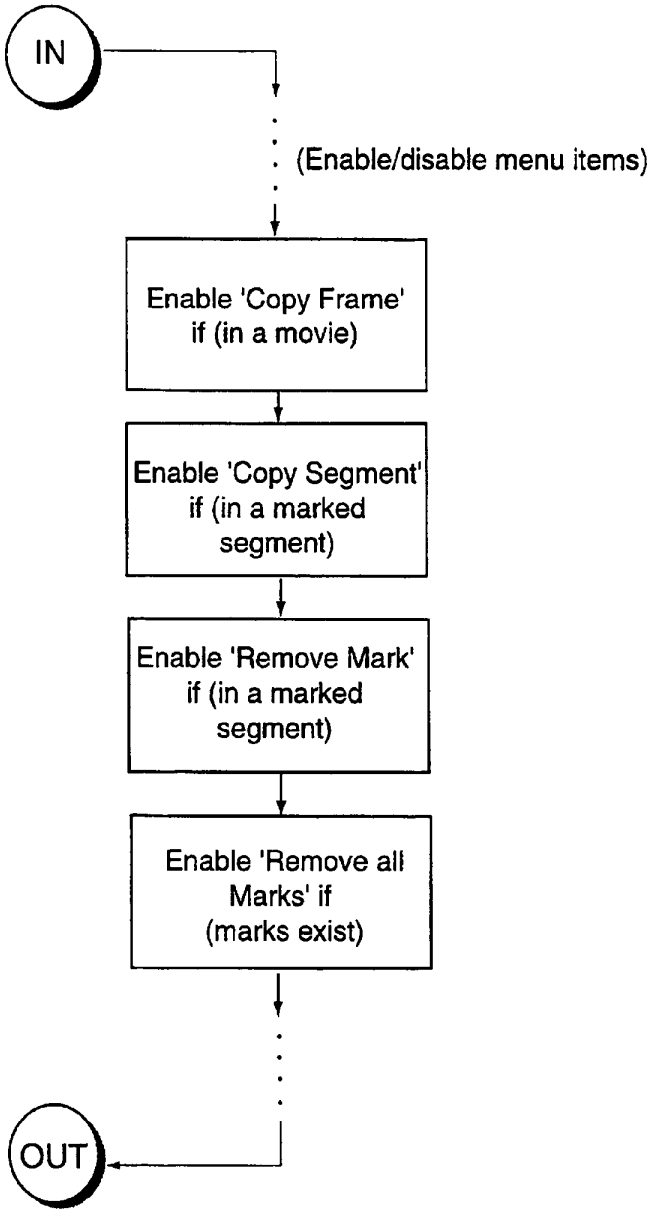


Figure 22

Adjust Menus



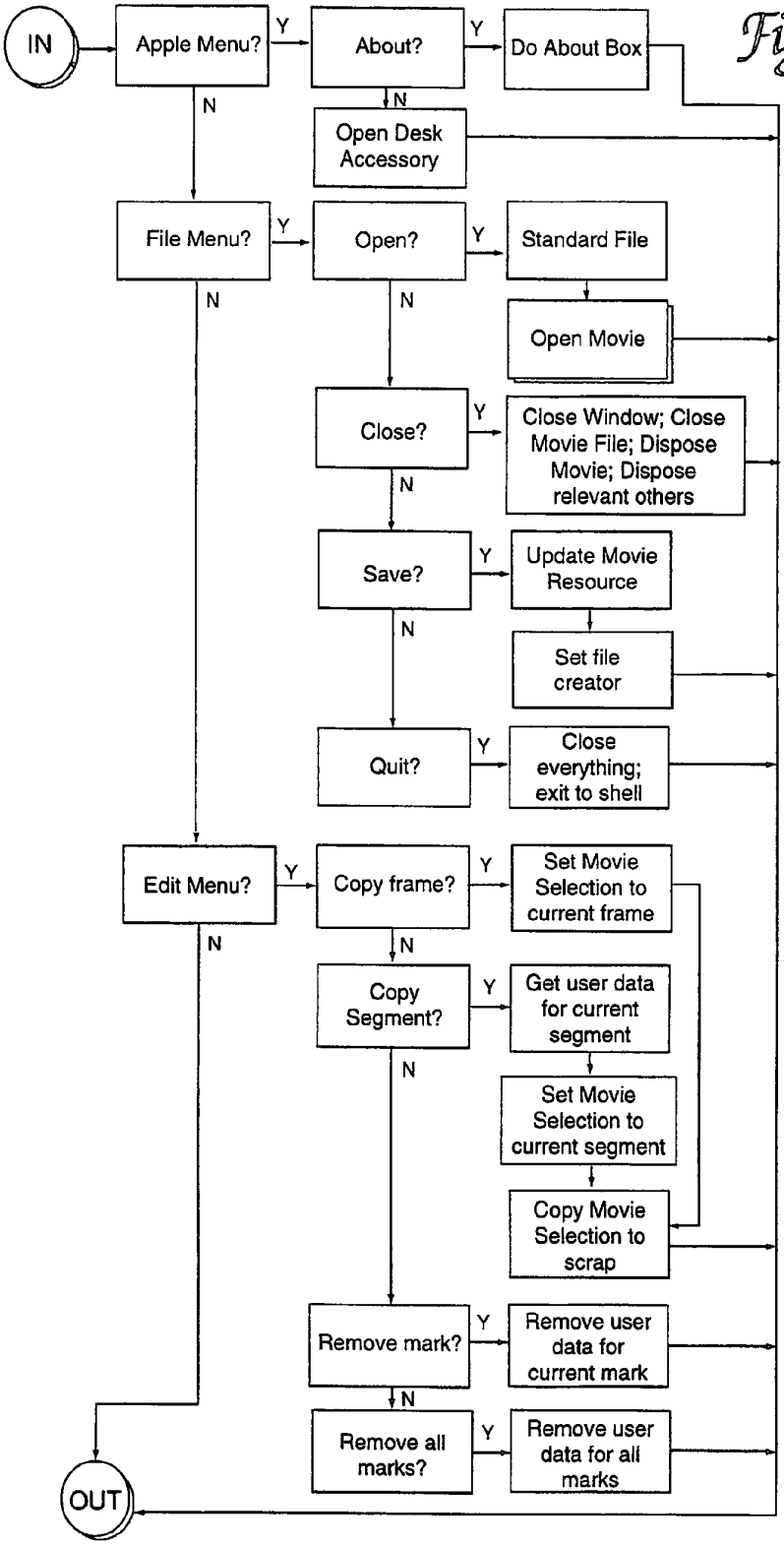


Figure 23
Handle Menu

Figure 24

Open Movie

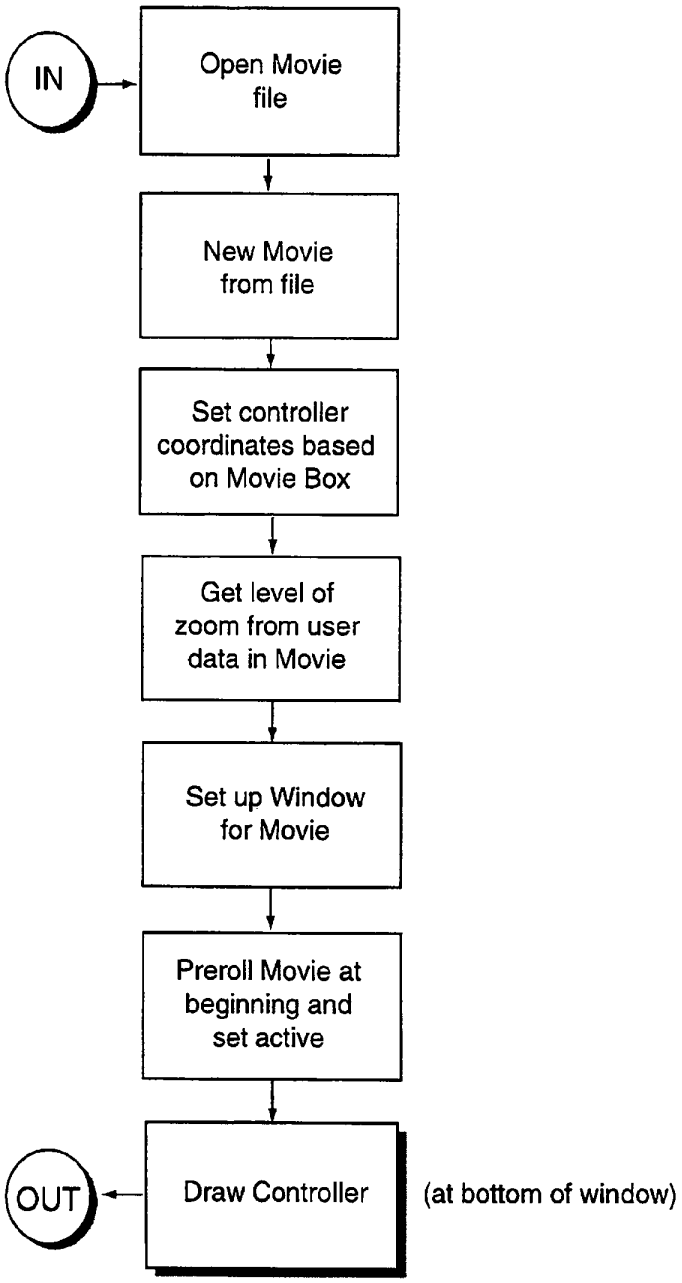
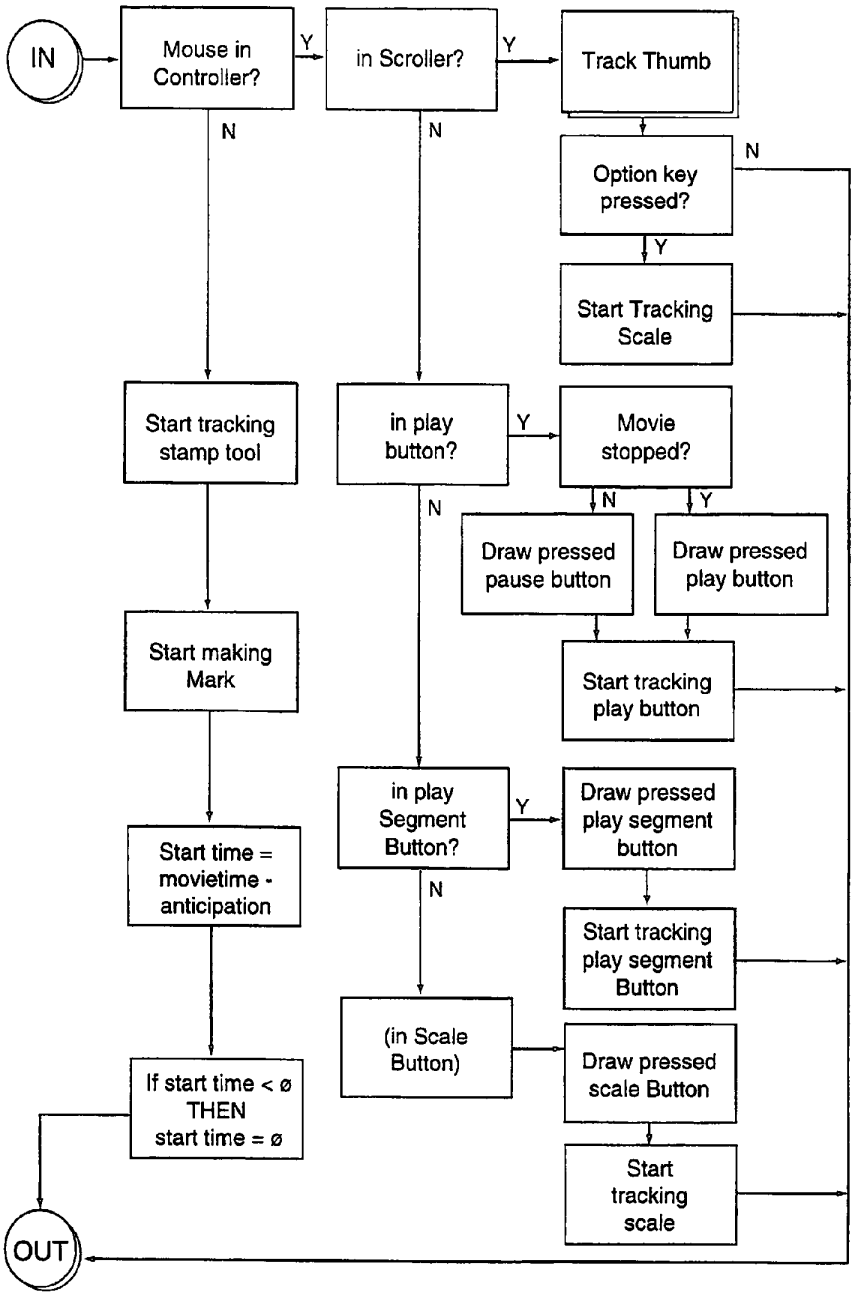


Figure 25
Movie Mouse Down



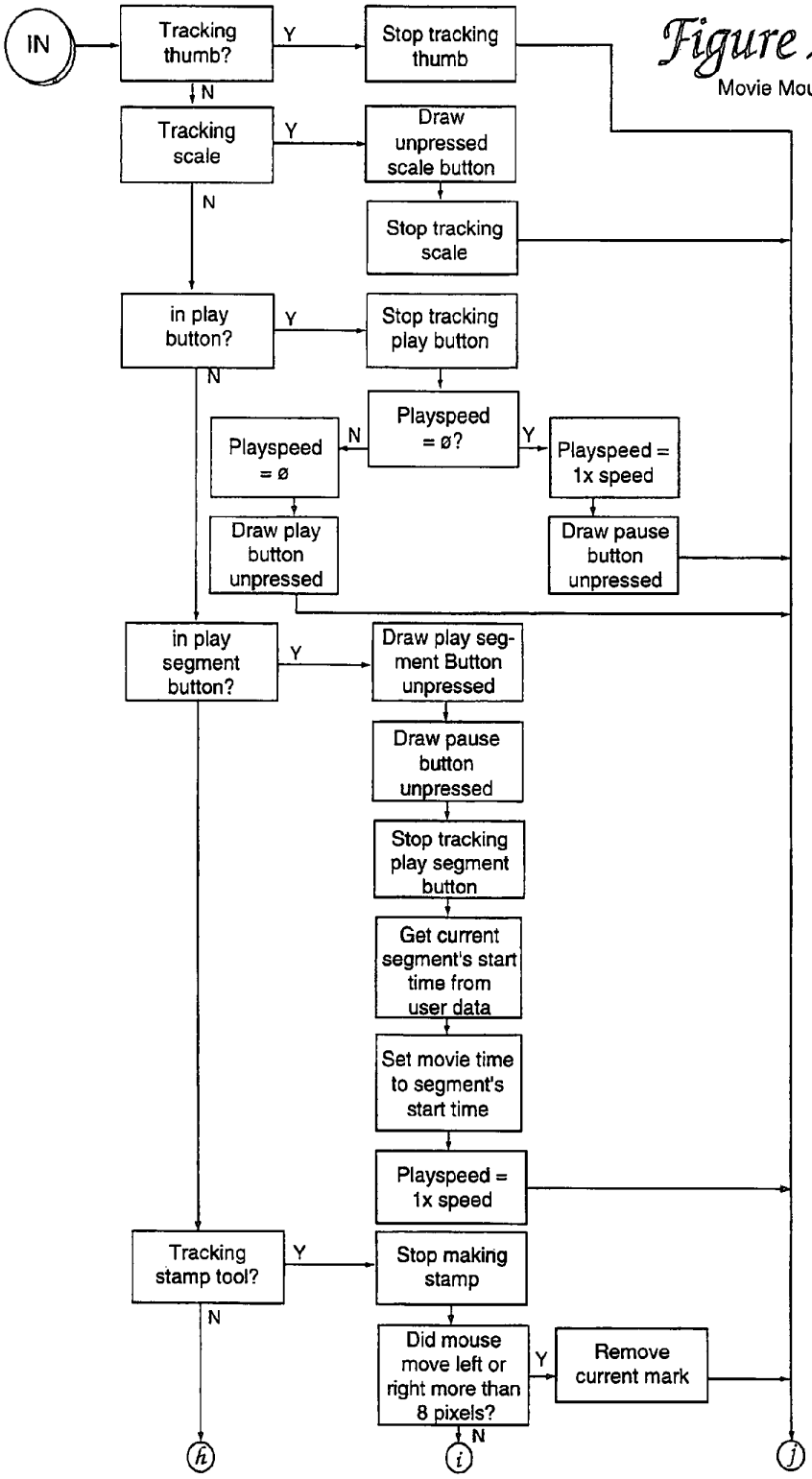


Figure 26A
Movie Mouse Up

Figure 26B

Movie Mouse Up

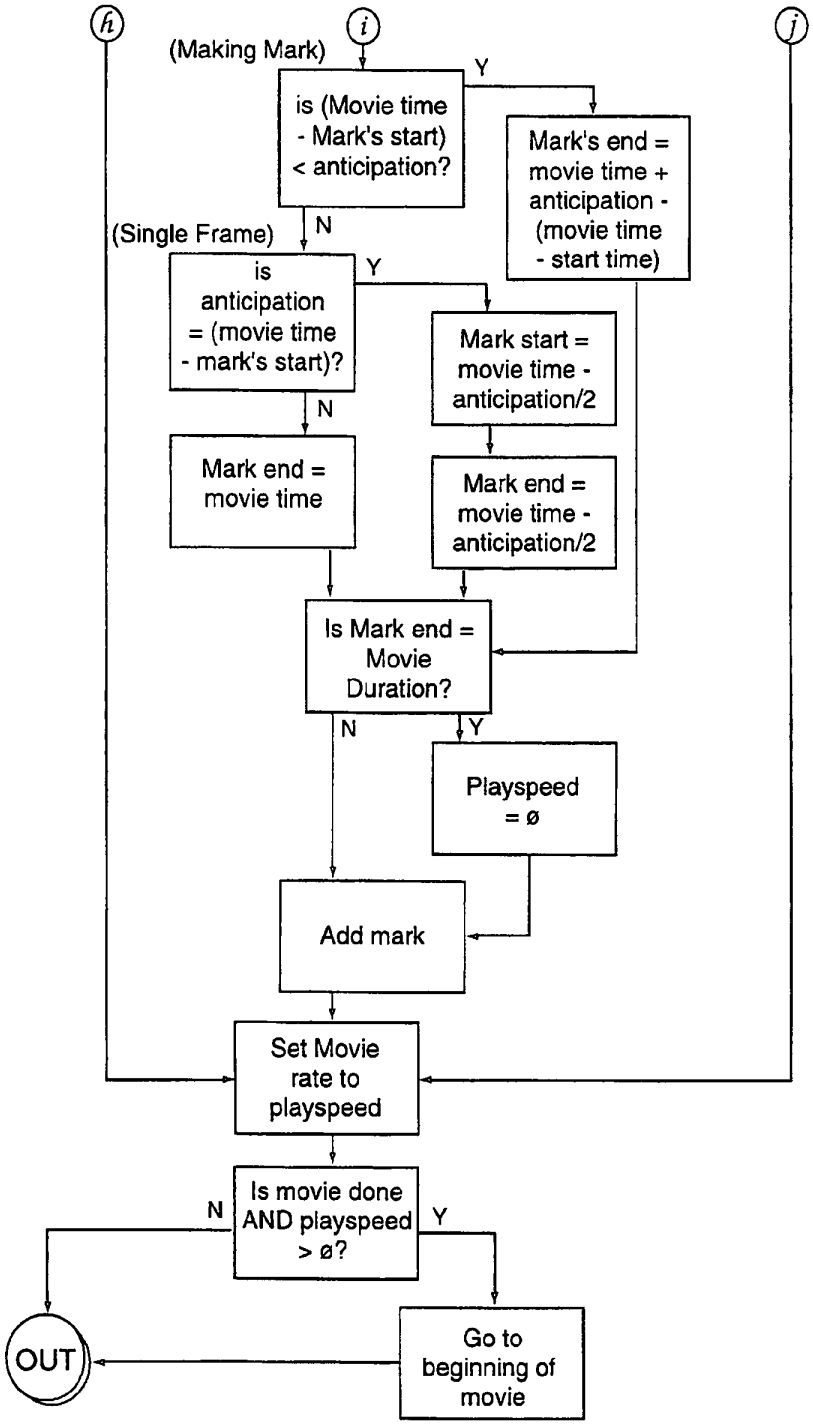
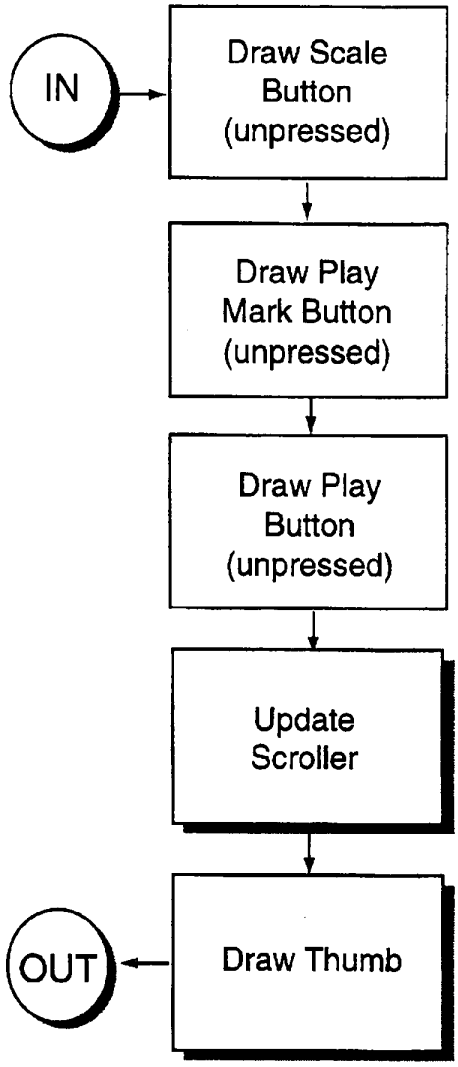


Figure 27

Draw Controller



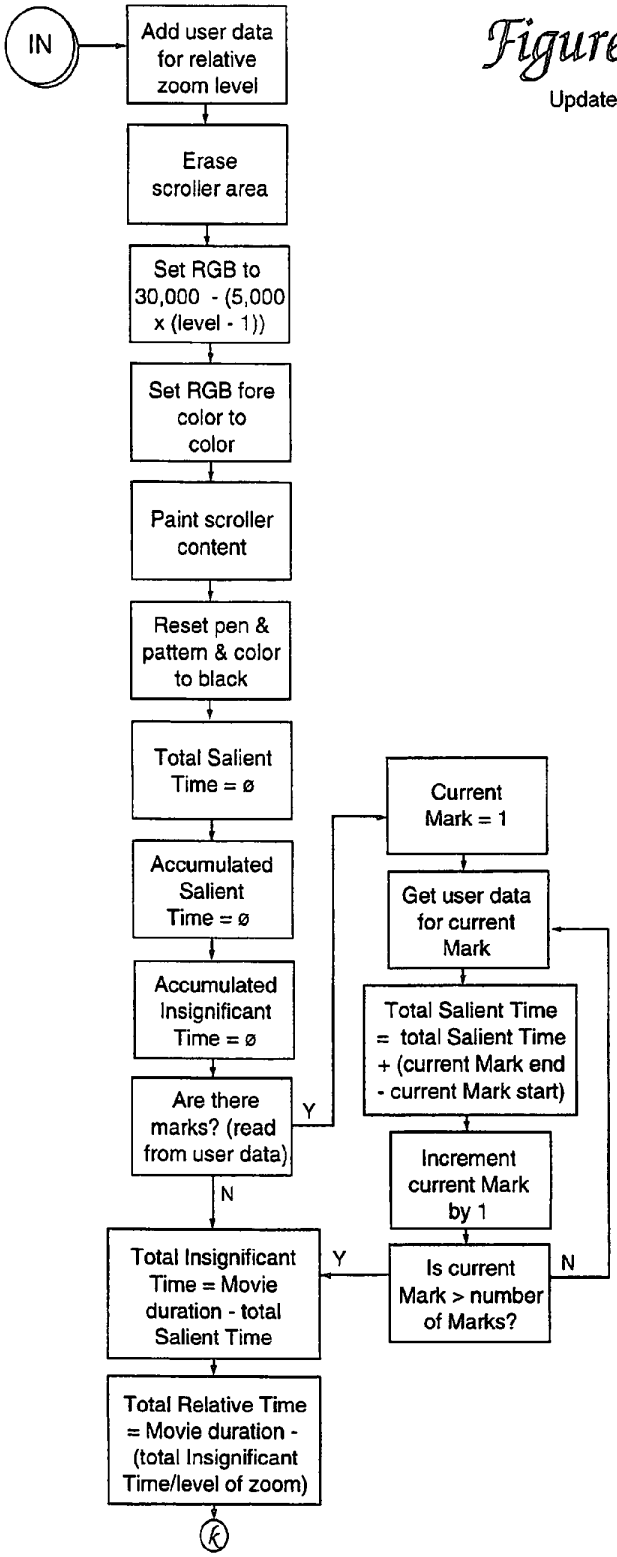
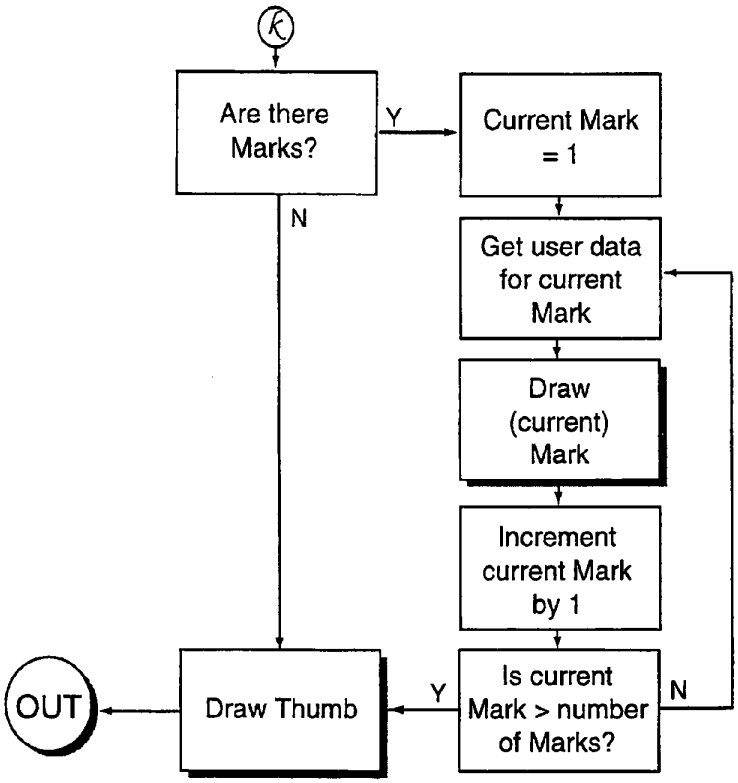


Figure 28A

Update Scroller

Figure 28B

Update Scroller



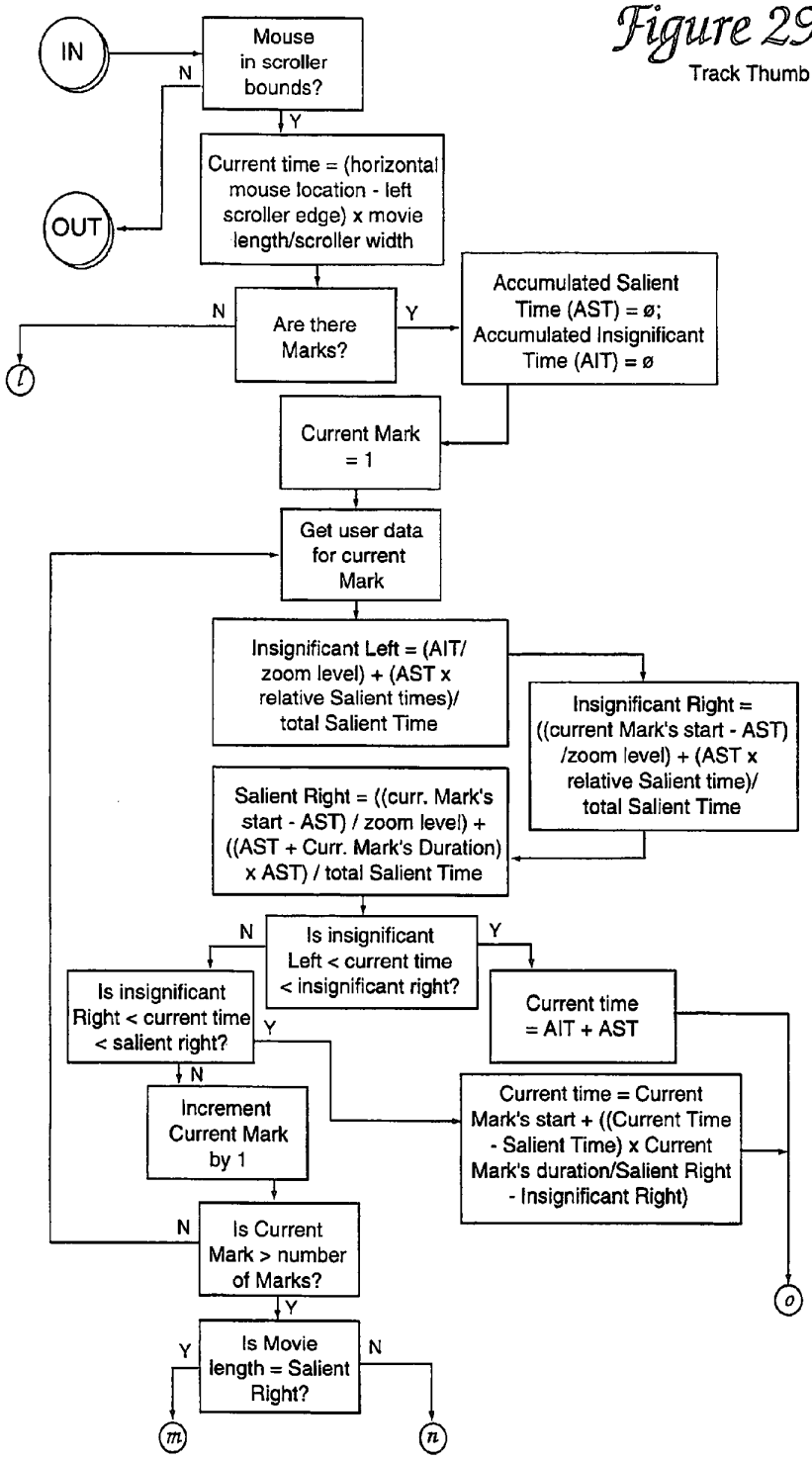
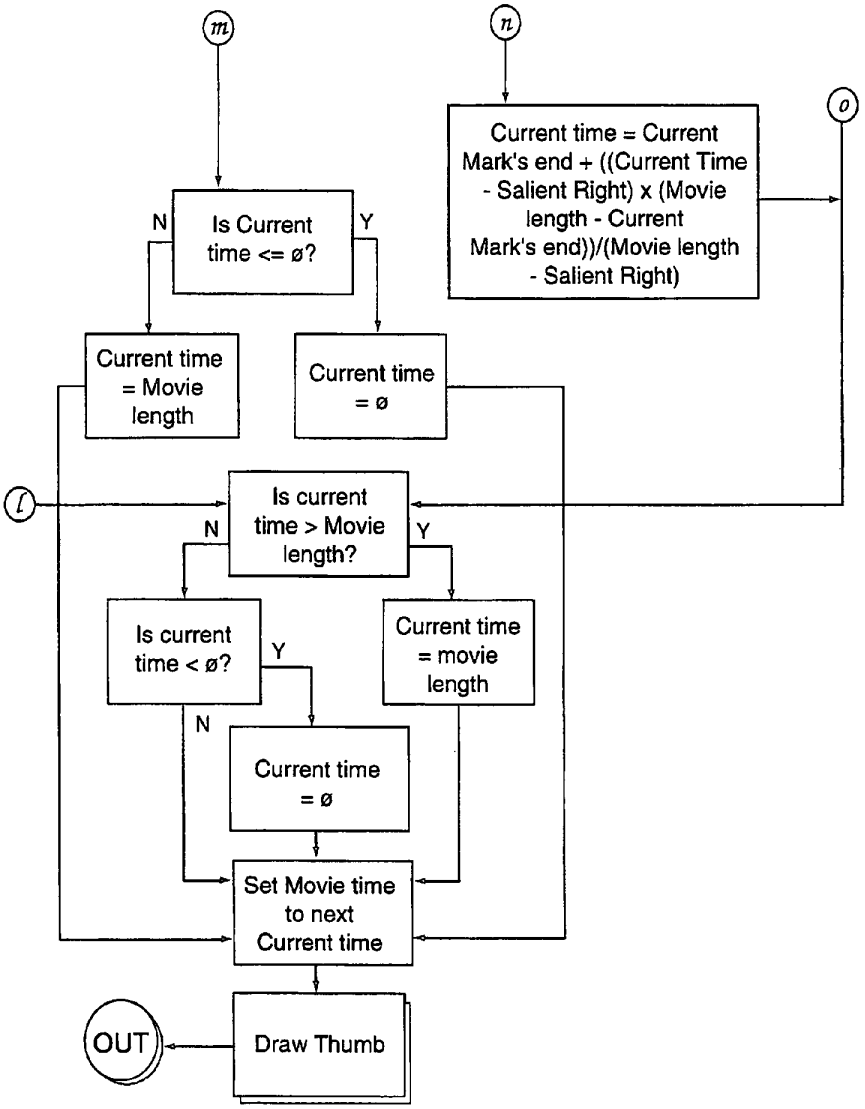


Figure 29A
Track Thumb

Figure 29B

Track Thumb



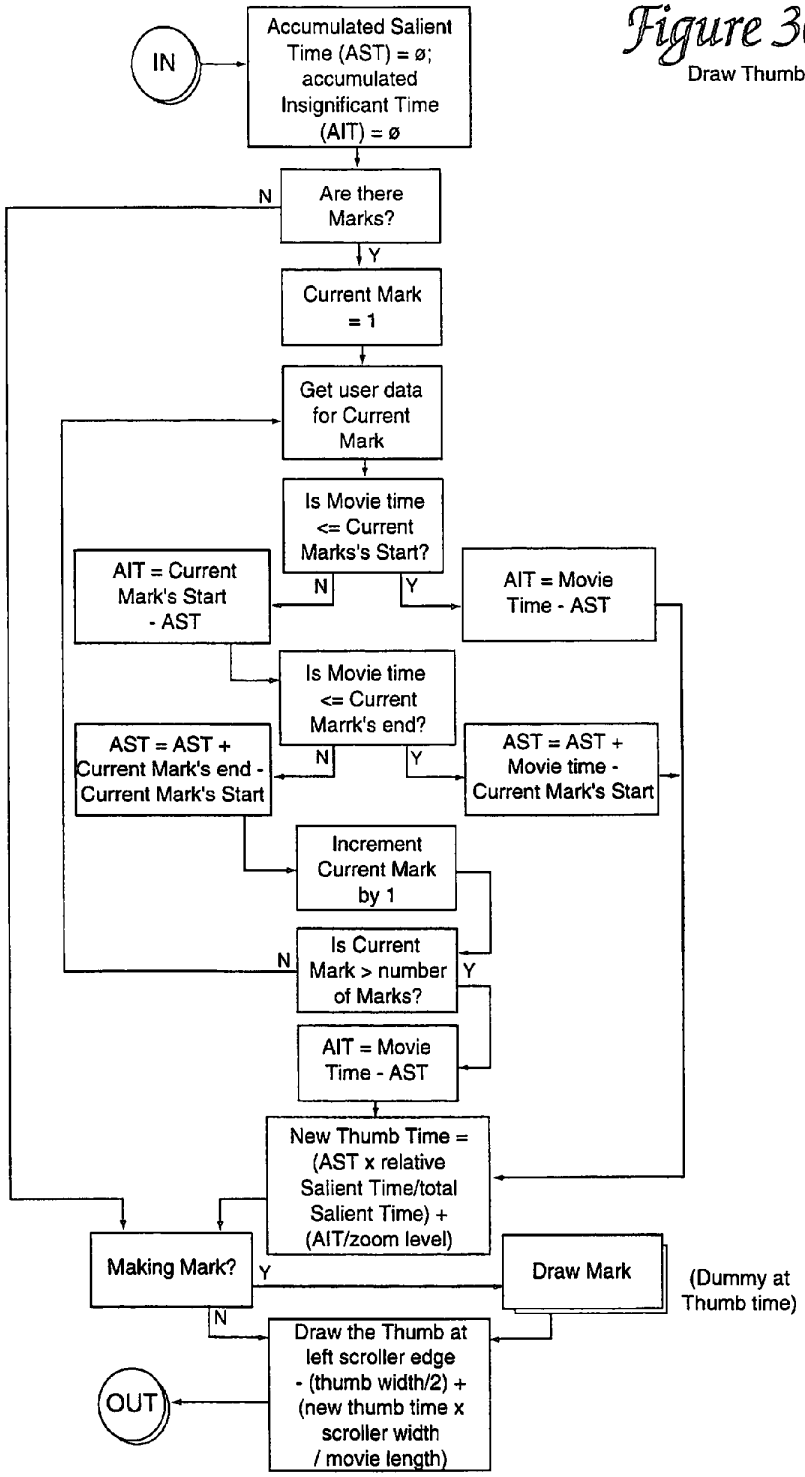


Figure 30
Draw Thumb

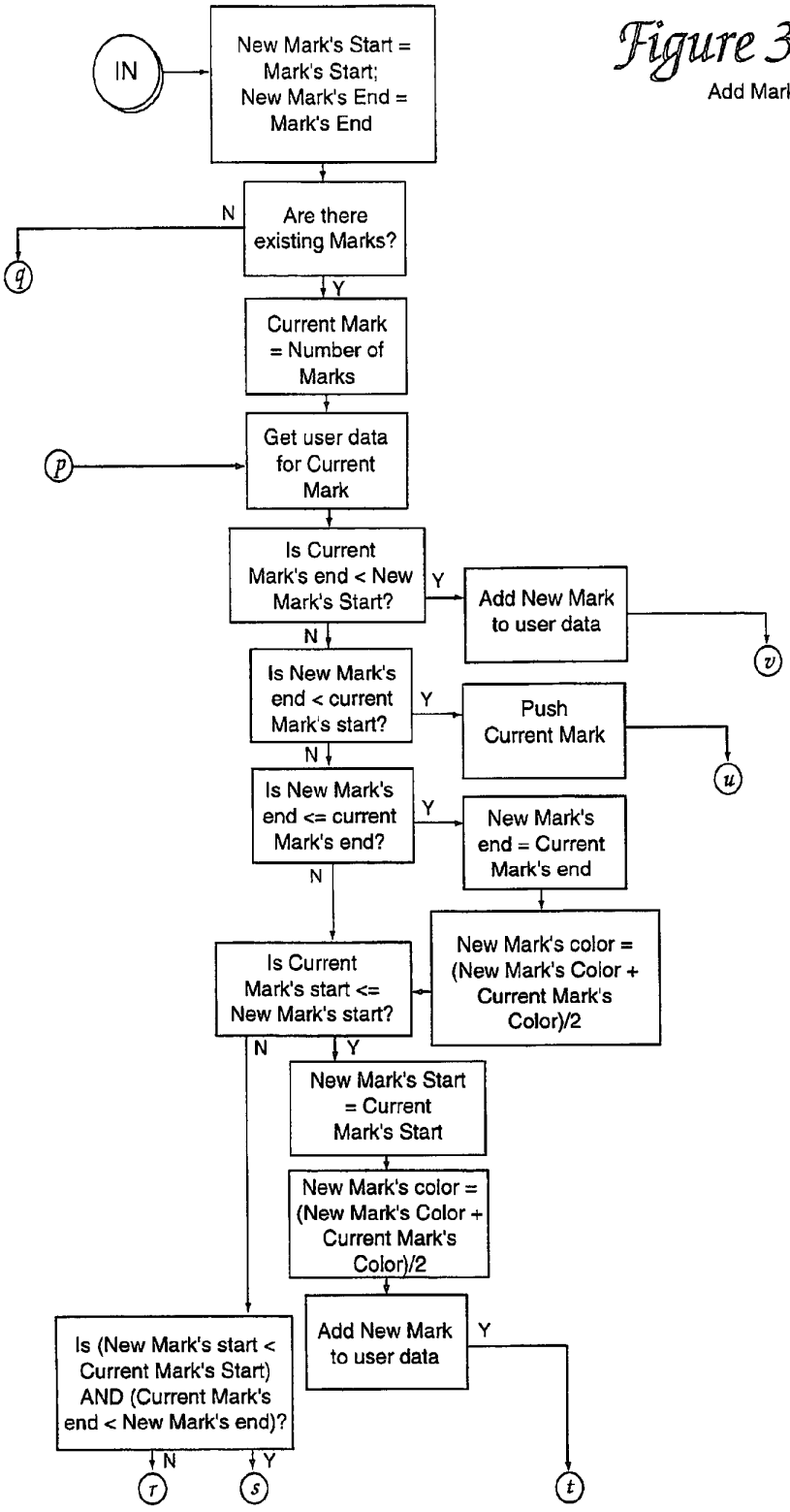
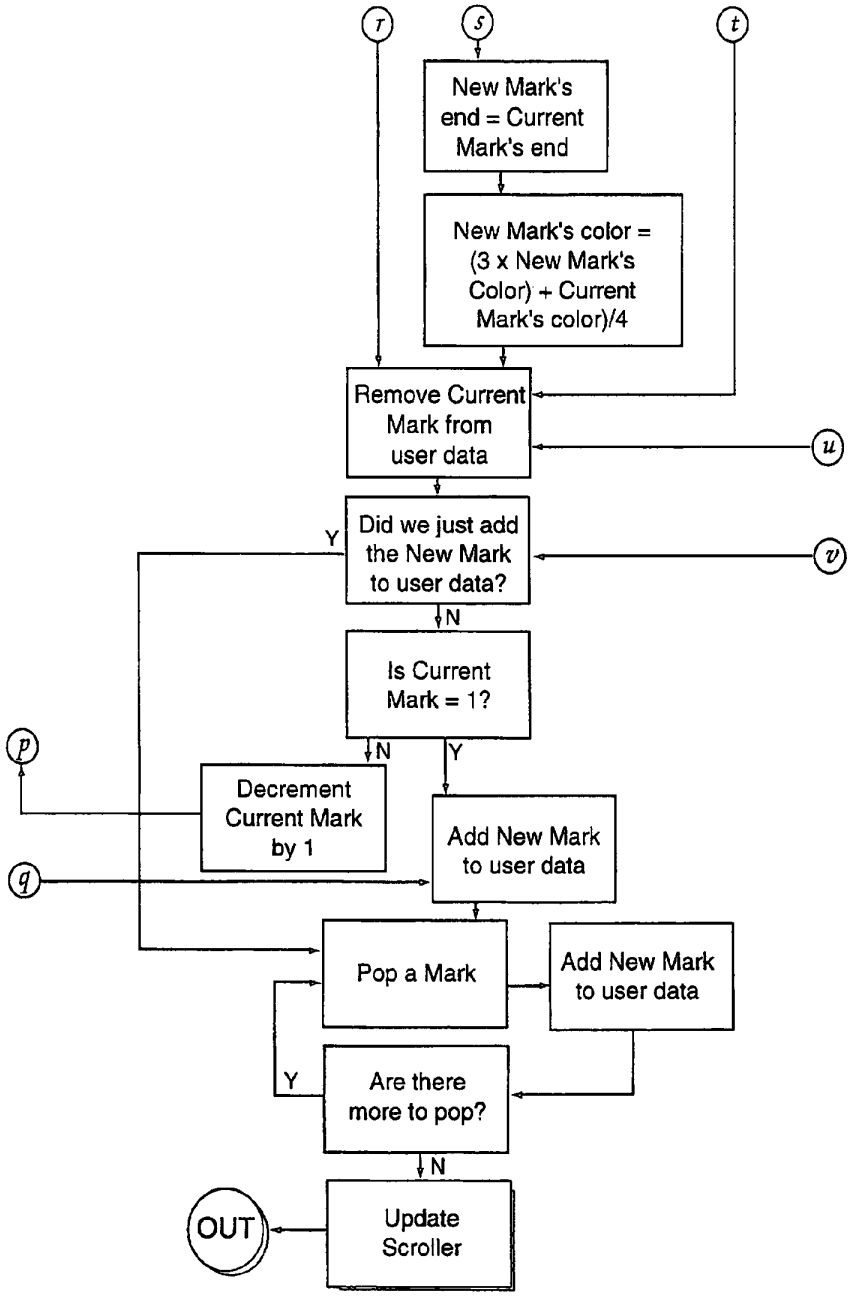


Figure 31A
Add Mark

Figure 31B

Add Mark



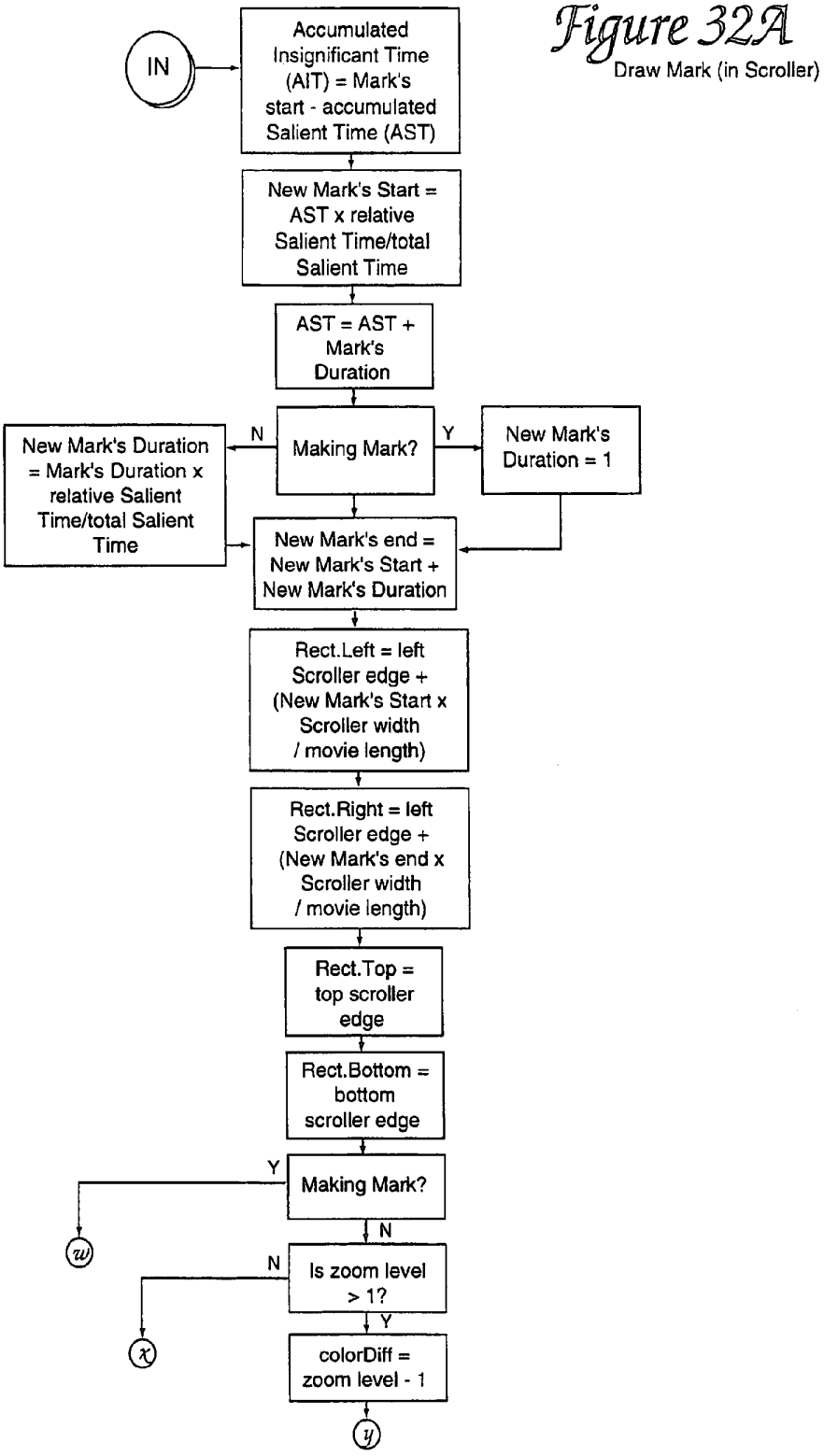
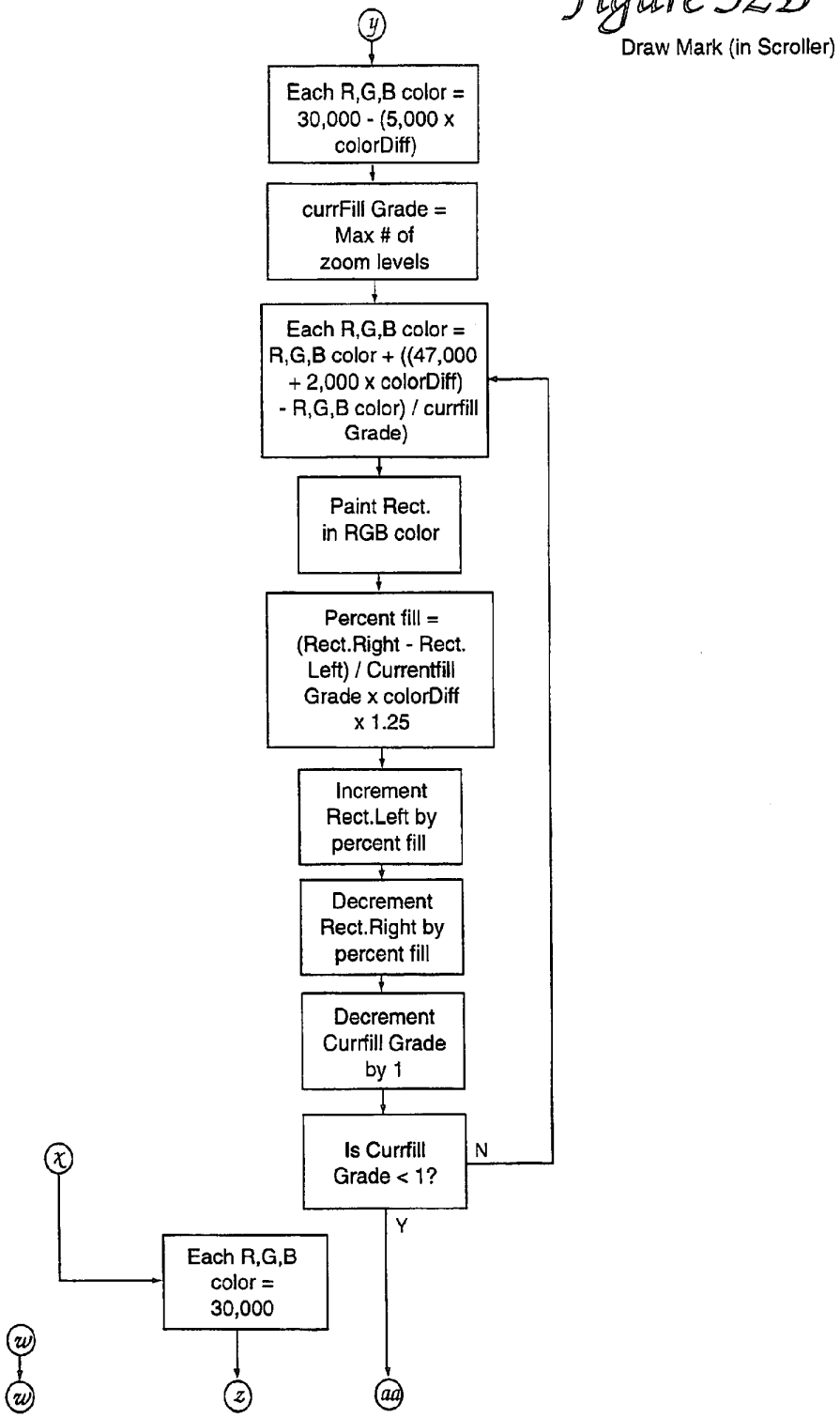


Figure 32A
Draw Mark (in Scroller)

Figure 32B


Draw Mark (in Scroller)
y
Each R,G,B color = 30,000 - (5,000 x colorDiff)
currFill Grade = Max # of zoom levels
Each R,G,B color = R,G,B color + ((47,000 + 2,000 x colorDiff) - R,G,B color) / currfill Grade)
Paint Rect. in RGB color
Percent fill = (Rect.Right - Rect. Left) / Currentfill Grade x colorDiff x 1.25
Increment Rect.Left by percent fill
Decrement Rect.Right by percent fill
Decrement Currfill Grade by 1
Is Currfill Grade < 1?
N
Y
x
Each R,G,B color = 30,000
w
w
z
aa

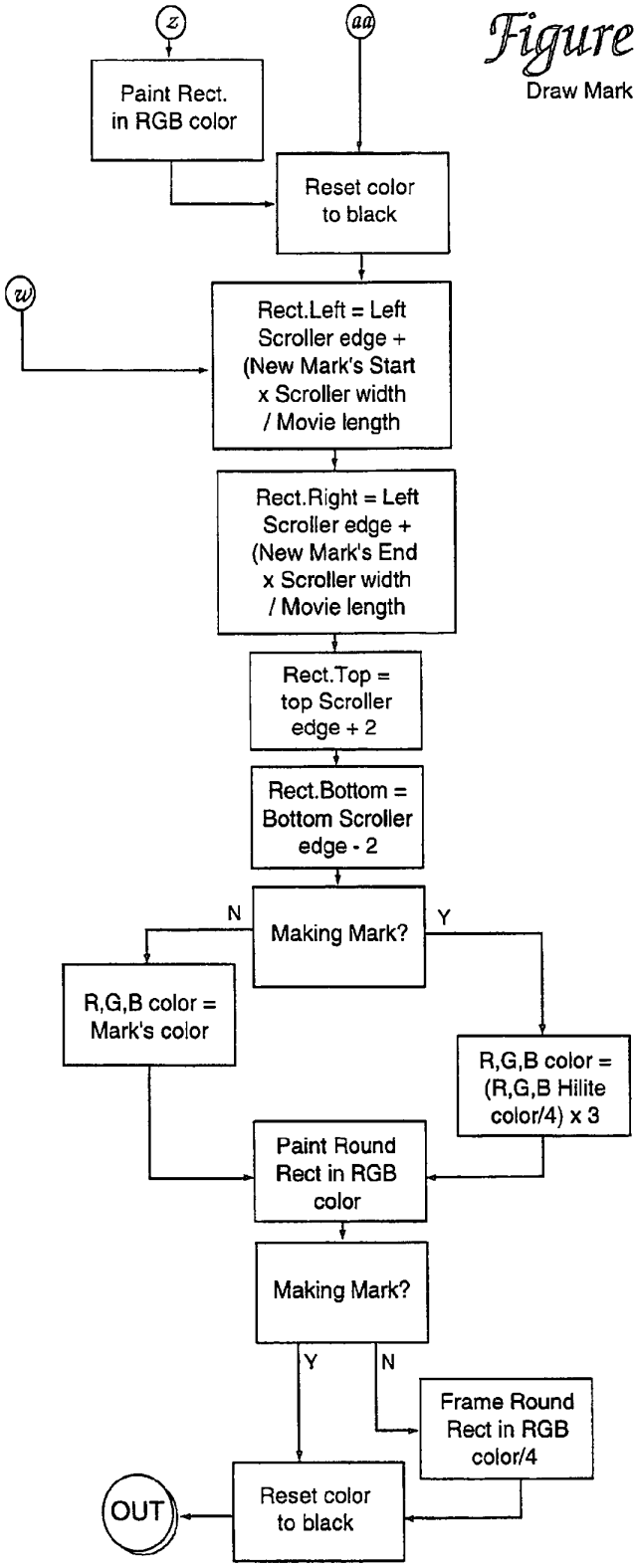


Figure 33
Draw Mark (in Scroller)

METHOD FOR VIDEO SEAMLESS CONTRACTION

RELATED APPLICATION(S)

This is a continuation of prior application Ser. No. 09/947,196 filed Sep. 4, 2001, which is a continuation of prior application Ser. No. 09/451,594, filed Nov. 30, 1999, now U.S. Pat. No. 6,335,730, which is a continuation of prior application Ser. No. 08/844,466 filed Apr. 18, 1997, now U.S. Pat. No. 6,177,938, which is a continuation of prior application Ser. No. 07/990,339 filed Dec. 14, 1992 now U.S. Pat. No. 5,623,588.

This invention relates to a computer system, and in particular to computer tools to improve user perspectives and enhance navigation or browsing of information sources stored in or available via the computer.

BACKGROUND OF INVENTION

As computer accessing of large quantities of information increases, the ability of users to navigate large information spaces and to maintain visualization or personal perspectives thereof decreases [1] (bracketed numbers reference publications identified in Appendix).

The need for this type of control has been expressed most recently by Furnas [2], Mills [3], Degen [4], and Chimera [5].

Furnas' solution to the problem of understanding the limited information available in a window of large information structures is to provide in the window the detailed region to be considered in the context of important preceding or succeeding parts of the large structure. For example, to edit lines in the middle of a program, the window would also display, say, declarations at the beginning of the program. No magnification of desired information or shrinkage of undesired information is employed; rather, the desired program information is normally displayed, and many parts of the program are omitted from the display.

Mills et al addressed the issue of giving users access to video data by magnifying time through successive hierarchial extraction of increasingly detailed segments. Each expanded segment view was displayed in a separate window of the display. And each segment view, as well as the total video view, including the time lines associated therewith, were linearly arranged from a temporal standpoint.

Degen et al moved marks on audio tape to a digitized counterpart document scroll bar, and let the user change the visual scaling of time within a single window, as well as the speed of playback. But, again, the visual representations, whether of the original size or of the zoomed expanded size, had a linear temporal structure.

Chimera, on the other hand, maintained a full display within the window but was unable to provide a zooming feature or expanded segment-view of a text listing. Instead, Chimera used scroll bars that, independent of the original data's representation, indicate relative values of list attributes by respectively scaling proportions of list item indicators, according to those attributes, in the scroll bars.

Furnas shows in a single window multiple fisheye views of document segments. But Furnas doesn't disclose how a user can select which segments to display, or the means to magnify certain segments, or the means to control the degree of magnification, nor does Furnas provided a scroll bar or its equivalent as a convenient interface for the user to manipulate the display.

SUMMARY OF INVENTION

An object of the invention is a computer system providing improved means to allow users to extract important segments of computer-displayed information in the form of video, sound, graphics or text while maintaining a general view of the information.

Another object of the invention is a computerized system and method to enable users better to navigate or visualize large information spaces.

In accordance with one aspect of the present invention, means are provided to enable a user to visibly mark points or segments of displayed information, which will enable the user to quickly navigate to the marked displays.

In another aspect of the invention, a scroll bar is displayed alongside the information display, and the visible mark or marks appears on the scroll bar at locations corresponding to the desired information.

In accordance with a further aspect of the present invention, a computerized system provides the user with means to shrink less important or less significant portions of the information displayed, with the result of magnifying the portions that the user deems significant. In accordance with this aspect, the invention can be viewed as a user-friendly relativity controller tool that enables users to specify what is important to them, and modify the portion of their perceptual space that that information takes up, in a fisheye variant.

In accordance with another aspect of the invention, the resultant information can still occupy the same window where originally displayed, but with certain segments shrunk and other segments in comparison standing out or becoming more prominent.

In accordance with still other aspects of the invention, the relativity Controller of the invention is implemented by simply pointing to the screen and actuating a control device. In a preferred embodiment, a mouse button is pressed to mark the beginning and end of segments of the information to be marked. A further feature is that multiple segments can be marked in this manner. Thus, the relativity controller of the invention not only allows users to mark the scope of one or more salient segments, but also will cause the display to simultaneously shrink the non-marked portions and in effect zoom into the multiple-marked segments in a single step. The result is a non-linear display of the available information. As a further feature, simultaneously with selective zooming of the information, the display of the scroll bar is correspondingly modified to show in the context of the total information the marked and non-marked portions of the displayed information.

The major benefits is to allow users to quickly navigate through a large information space and to control the salience of the displayed information in the context of the full display while conserving display area, sometime called desktop real estate. Moreover, maintaining a single window for the data and giving users the ability to visually navigate across the whole data via the scroll bar together with the ability to select the salient segments as well as the level of zoom, all in a single step, greatly enhances the ability of the user to cope intelligently and rapidly with large information structures containing large numbers of objects.

The above and further objects, details and advantages of the present invention will become apparent from the following detailed description of preferred embodiments thereof, when read in conjunction with the accompanying drawings.

SUMMARY OF DRAWINGS

FIG. **1** is a block diagram of a typical computer system;

FIGS. **2-6** schematically illustrate one form of the invention for use with audio representations;

FIG. **7** is an enlarged view of a scroll bar in accordance with another form of the invention;

FIG. **8** is a combined screen display and scroll bar of audio information in accordance with the invention;

FIGS. **9-11** illustrate various screen displays of text information produced by one form of the computerized system of the invention;

FIG. **12** shows various screen displays of video information produced by another form of the computerized system of the invention;

FIG. **13** illustrates, schematically, various cursor shapes produced by a system of the invention;

FIG. **14** shows a screen menu that can be used with the system of the invention;

FIGS. **15-33** are flow charts for implementing one form of computerized system of the invention.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

FIG. **1** shows a typical computerized system **10**, comprising a console **11** containing a CPU **12**, memory **13** in the form of RAM, ROM and disk, and I/O circuitry **14** connected to a monitor **15** having a display screen **16**, and control devices in the form of keyboard **17** and a mouse **18**. The mouse **18** typically contains button switches **19** operated by a user of the system. A cursor or pointer **20** is typically displayed on the screen **16** and its position is controllable via the mouse **18** or the keyboard **17** as is well known. A typical window **21** is displayed on the screen **16**, with a title bar **22** in the window.

The following terms used herein will have the following meanings.

"Object" means any representation of information or of a data structure that can be displayed on the monitor screen, and includes one or more text characters, one or more sound representations such as a digital sample, a video representation such as a video frame, and in general any graphic's element.

"Control device" means devices manipulated by users to move cursors around a screen, and include a mouse and keyboard.

"Pointing" to an object on screen means actuating the control device to move the cursor so that it is over or adjacent the object. When the cursor is a pointer such an arrow, it means moving the arrow tip close to the object.

"Clicking" on an object means to press and quickly release a switch on the control device, such as a button on a mouse, when the cursor is pointing to the object.

"Dragging" means to click on the object, and while holding the switch activated, to manipulate the control device to move the object to a new screen location, and then to release the switch to fix the new screen location of the object.

"Double-clicking" an object on screen is by pointing to the object and clicking twice rapidly, often used for special control purposes.

"Shrinking" the display of objects means reducing the time or space normally allocated to display the objects, and includes shrinking them to the point where they essentially disappear from the display.

A "scroll bar" is a common control device displayed alongside a window, having, typically, at opposite ends small arrowed scroll boxes or buttons that when clicked on by the user causes the window contents to scroll.

A "button" or "box" on a scroll bar is a representation of a control device for use with a mouse.

A "thumb" is a button or box on the scroll bar, between its ends, which moves and whose location on the scroll bar corresponds to the location in the whole information of the current view.

FIG. **2-14** illustrate several ways in which the invention may be used. While the invention will be described in connection with a Macintosh personal computer (PC), which employs a graphics user interface (GUI), it is also usable with other PCs or workstations using other operating systems with GUIs, such as UNIX with X-windows, and DOS with Windows.

The first example concerns a sound representation. As illustrated in FIG. **2** on top, a user can sample audio **24** into a computer **25** as described in the Macintosh user's manual, or alternatively record audio **24** onto tape **26** and then sample into the computer **25**. The computer processes the sound data **28** into a visual representation **29**, based, for example, on Cochlear models, principal component analysis, or Fast Fourier Transforms, as shown in FIG. **3**. The result is displayed on the monitor screen **16** and can also be heard **30** by the user. The typical monitor screen contains a scroll bar **32** for scrolling through the sound representation using a left arrow button **33** to scroll to the left, and a right arrow button **34** to scroll to the right. A thumb representation or button **35** which is displayed on the scroll bar shows by its location the portion of the sound representation displayed in the context of the whole sound. In other words, if the thumb **35** is at the center of the scroll bar **32**, then the sound displayed is at the middle of the recording.

In a usual GUI display, a horizontal title bar **37** is located on top and a vertical menu or tool bar **38** is displayed at the left side. Clicking on any of the icons displayed in the tool bar will invoke appropriate software routines to carry out the function indicated by the icon. In this particular example, the user desires to annotate the sound representation, and the icons can represent an EDIT function, or a DRAW function including certain graphic symbols to be pasted into the sound representation.

In accordance with an aspect of the present invention, the computer has been trained or customized to recognize meaningful objects and mark them. In this particular case, a meaningful object can be any sound representation above a certain amplitude, i.e., loud sounds, but the computer can choose instead certain frequencies or ranges or certain sound sequences. Harking means with respect to the data structure representing the object to add a tag bit or other data representing a marked time or space position or point. If it is desired to mark a segment, meaning a temporal sequence of objects, then one tag data can represent the beginning of the marked segment, and another data bit can represent the end of the marked segment.

In accordance with another aspect of the present invention, the mark is displayed on the display. In FIG. **5** a diamond mark **40** is shown to indicate the temporal position of the large amplitude sound **41**. When marks **40** are displayed at the salient points, the user can quickly fast-forward through the unmarked areas and then stop at or slowly play the marked points or segments by observing the mark or by programming the computer to automatically stop at marked points.

In accordance with another aspect of the invention, the scroll bar temporal representation is modified to display the marked points or segments. In the embodiment illustrated in FIG. **5**, a density representation on the scroll bar is modified, with high density regions **42** representing unmarked segments, and low density regions **43** representing marked segments. Thus, while only a portion of the whole stored sound representation may be displayed in the window shown, the

scroll bar in the window shown will show the positions of the marked segments or salient points relative to the whole set of objects stored. Thus, the user can quickly navigate to the salient points by the conventional fast forward or rewind buttons to reach and observe the annotated regions. FIG. **6** illustrates the customized annotation **44** added by the user to the sound representation. These annotations are also useful for indexing, hyper-navigation, and multi-sound catalogs. It is understood that marking **43** on the scroll bar can be used separately (FIG. **6**) or together with marking **40** (FIG. **5**) on the document display.

FIG. **7** shows an enlarged view of the scroll bar **32** indicating how high density **42** and low density **43** appearances can indicate non-marked and marked segments, respectively.

It will also be observed that the scope or range of the marked objects is visible on the scroll bar **32** by the width of low density segments **43**.

FIG. **8** shows another view of a screen window with a title bar **45** and a scroll bar **46** having scroll buttons **47** and **48**, and a conventional window size button **49**. An audio representation is displayed with marks **50** on the display and marks **51** on the scroll bar indicated by the arrows.

In accordance with a further feature of the invention, means can be provided to execute a relativity controller function. This can be implemented automatically whenever a marking of salient points is made, or it can be implemented by, for example, pointing to the scroll bar, clicking, and then dragging the mouse perpendicular to the scroll bar, or it can be implemented, as explained later, by clicking on a special button added to the scroll bar and then dragging the mouse. In the flow charts described later, an option key is also used when clicking on the scroll bar. When the relativity controller function is activated, the computer modifies the linear temporal representation of the sound into a non-linear representation, with the non-marked segments shrunken in time and the marked segments expanded in time into the resultant empty regions and thus magnified. This is also illustrated in FIG. **8** which displays a large portion containing marked segments **51** indicated by the arrows and unmarked segments **52**. If the user then plays through that portion of recorded sound, it will play at normal speed through the marked segments **51**, but will fast-forward at, say, twice the normal speed through the unmarked segments **52**. In the resultant display, the marked segments **51**, having been expanded in time, show actual digital samples, whereas the unmarked segments **52** condense the samples into black bars.

FIGS. **9** and **10** indicate the effects on a text document. FIG. **9** shows a day calendar **54** with a linear representation of time events from the hours of 8 a.m.-1 a.m. FIG. **10** shows the representation obtained in the invention. In this case, a vertical scroll bar **55** is at the right containing the usual scroll boxes **56** at top and bottom. In this case, the salient points as shown are determined by the user. The remaining times, being of less importance in this example, are shrunk temporally. No magnification of the salient times has occurred but now the range of times shown has expanded to 7 a.m.-2 a.m. The resultant non-linear representation is replicated in the scroll bar **55** by the density of the horizontal lines.

FIG. **11** shows another example of application of the invention to text documents. FIG. **11** depicts one page **57** of linear spatially depicted text, which would normally be displayed as a single screen with its accompanying vertical scroll bar **58** with, in this case, a relativity controller box **60**. Three text lines have been highlighted **61** as salient. The thumb **62**, it will be noted, has a certain size (height), showing as before one marked salient segment on the page. When the relativity controller box **60** is clicked on and dragged rightward (toward the right side of the mouse pad), reference numeral **64** now shows the resultant screen display. Note now that the non-salient (non-highlighted) parts of the original screen **57** have been shrunk or condensed, so that now not only the original marked segment **61** is visible but also a second marked segment **65**. Note further that the thumb **62***a* has enlarged to indicate the increased number of visible salient points. Screen **64** also shows how the unmarked "insignificant" text above and below the salient segments shrink up, and disappear in the third screen **67** shown at the right when scaling perspective, as other salient segments **68** come into view. Thus, when the second screen **64** has segments **61**,**65** marked, and when the controller box **60** is clicked on and again dragged to the right, more of the succeeding text can be displayed as illustrated in the third screen **67**. Again note the increased size of the thumb **62***b*. In all three cases, the scroll bar **58** illustrates at **70** the scope of the salient segments and thus the modified text representation. The text abstract generated **67** in this process could be presented in library search systems, so that the user could then more readily scan and expand the view to give more details as desired.

FIG. **12** depicts application of the invention to video, for example, with Apple QuickTime video. QuickTime allows a user to play through a video presentation with a window just like playing a video tape on a VCR, except that QuickTime also allows editing of one or more of the frames making up the video. In this case, three successive screens **72**, **73** and **74** are depicted, only one of which would appear at a time in the window. Each screen has its accompanying scroll bar **75** having a relativity controller box **76** at the left end, and a thumb **77** showing the temporal position of the video frame being displayed. Note also markings **78** displayed on the scroll bar **75** to represent marked segments. This figure and FIG. **13** also illustrates user control of the magnification. Note that the relativity controller box **76** also shows different sized scroll representations to inform the user of its function. In this example, when the user clicks on the controller box **76**, a cursor **80** is displayed on the screen. While holding down the mouse button, when the user moves his or her mouse upwards, represented by image **82** (which is not actually displayed) the cursor **80** appearance changes with a larger white space region **81** to indicate higher magnification. During the movement, which is reversible—up for increased magnification, down for reduced magnification—, only one cursor image **79** is displayed, the full line image, representing the selected magnification level. The other grayed images are not displayed. When the user releases the mouse button, the selection of the magnification level is completed and may be stored with the data structure representation of the video if desired. In this instance, seven discrete levels of magnification are possible, but the invention also contemplates continuous change in magnification level. In the latter case, it is preferred to display a slide control with button, movable by the user to select the desired magnification level such as is used in the macintosh volume control.

Note, further, in FIG. **12** how the user's marked segments **78** of video get longer and the scroller (above and below mark) gets lighter as the spacing between marks condenses and darkens when the user scales perspective by moving the mouse upwards, toward the top of the mouse pad. Also, note how the scroll bar appearance changes to reflect the size of the marks in relation to the length of the whole video.

Marking of the video can occur in the same manner as the audio, such as pressing a mouse button when the cursor is on the video to mark the beginning of a segment and releasing the button to mark the end of the segment. The resultant marks can be displayed on the video, or in the scroll bar, or on both.

In this aspect of the invention, not only is the user allowed to select and display the scope of salient segments, but as a further feature allows the user to vary the degree of magnification of the salient segments. It will also be understood that, besides size, other scroll bar changes can be used to represent the salient segments and/or different levels of magnification. For example, different colors can be used to represent on the scroll bar the salient and non-salient segments selected at different times or by different users, and if desired the intensity of the color used to illustrate level of magnifications.

The relativity controller application program will not interfere with the normal functions available in programs such as Apple QuickTime, while providing the additional functions described above. A listing of available functions for a preferred embodiment, which is not meant to be limiting, appears below, to be used with, for example, an EDIT menu as depicted in FIG. **14**.

The edit menu allows the user to perform the normal functions on displayed information, as well as the ability to remove any marks made by the user on the screen display or the scroll bar. what appears below is a description of functions available to the user to carry out the invention. One way of implementing these functions in software are shown in the program flow charts illustrated in FIGS. **15-33**. The functions included are for the video of FIGS. **12** and **13**, but obviously can be modified and applied to audio or text. Also, in the description of these button functions, the relativity controller has also been referred as the scale perspective button.

- Adjust position in movie time
  - click or drag mouse in scroll bar
- Play & Pause movies from/to anywhere in movie (beginning <-> end)
  - press Play/Pause button
- Mark segments of movies (while playing or paused)
  - press mouse (and hold down for duration of mark) within movie window
- Review individual marked segments
  - click on a mark, and press Play Segment button
- Adjust relationship between marked and unmarked segments
  - click on Scale Perspective button and drag mouse vertical (up into movie-> relative scaling; down out from movie-> absolute scaling)
  - option-click on slider thumb and drag mouse vertically (one step navigation to/from specific point in time & resolution)
- Remove 1 or all marks in movie
  - click on a mark, and select Remove Marker: (cmd-R) from Edit Menu
  - click on a mark, gesture (press, drag lift) left with mouse within mouse within movie window
  - select Remove All Markers from Edit Menu
- Change current marking color
  - use Apple 'Color' control panel to choose Selection Color (may facilitate collaboration of groups of people (diff. color per person))
- Copy frames or marked segments to the Macintosh clipboard & other applications
  - select Copy Frame or Copy Segment (cmd-C) from the Edit Menu
- Save document marks and perspective
  - select Save (cmd-S) from File Menu
- High Speed annotation:
  - adjust Scale, press Play, then mark segments
  - can also be used by scaling to fast-forward to stop when hits a marked segment.

As is conventional in the Macintosh, the left button **83** (FIG. **12**) on the scroll bar represents the play button which then converts to pause during play. The right button **84** can thus be used by clicking as a play segment or play mark button.

Various features of the invention as well as modifications are also indicated below:

- Marks can be drawn inside scroll bar to keep desktop real estate usage down
- Marks can be colored to indicate different users or states of notation
- Scale. Perspective cursor changes (while adjusting scale) to reflect size of segments in scroller (also dynamically changing)
- Relationship between marked and unmarked segments is reflected in:
  - speed of playback
    - (unmarked segments speed-up with perspective relativity)
  - size of marks in scroll bar
    - (unmarked segments shrink in proportion to play speed)
    - (marked segments enlarge to fill the remaining scroll bar space)
  - color of scroll bar area: indicating density of scale (looks like depth of field)
    - (unmarked segments get darker in proportion to size in scroll bar & speed)
    - (marked segments get lighter in proportion to size in scroll bar)
- At more relative scale, user has higher resolution access to time in that area, (moving scroll thumb passes through less frames per pixel)
- Overlapping marked areas join to form single marks (with 1 scope & 1 color if desired)
  - if new mark falls between original startTime and endTime, then

    newColor=¼(new)+¾(orig.)

  - if new mark overlaps original startTime or endTime, then

    newColor=(orig.+new)/2

  - if new mark overlaps both original startTime and endTime, then

    newColor=¾(new)+¼(orig.)

- 'Save' menu item is enabled when user modifies marks or scale (perspective is part of the document)
- Marks & scale are saved inside movie files as QuickTime 'user data' Mark data consists of scope (startTime, endTime) and color when chosen (RGB)
- Gives audio feedback when removing marks from segments
- Marked movies have unique 'stamped movie' icon on Desktop

Also listed below is a summary of a few data types with examples of how the invention can be applied:

- Data Type: Applications:
- Schedules—personal profile based time scaling
- Sound—annotation & editing
- Video—annotation & editing
- Text—data retrieval & abstract searching
- CAD & PICT—scaling space to dimensions of experiential perspective

Implementation of the various forms of the invention will be evident to those skilled in the art. Reference is made to

"Inside Macintosh", (published by Addison-Wesley) which provides the code for developers for various kinds of interface constructs, such as scroll bars, control bars, slide controls, and boxes used therein, as well as how to display them in different colors or appearances, and how to invoke program routines when a user clicks on a box or icon, and how to change the appearance of an icon when a routine is executed. See, also, U.S. Pat. No. 4,931,783, which describes operation of a system with the Apple Graphical User Interface, whose contents are herein incorporated by reference.

To further assist those skilled in the art, FIGS. **15-33** are flow charts of one form of program suitable to implement a user selecting and displaying in accordance with the invention desired salient of a video presentation.

The person skilled in the art will have no trouble in understanding and implementing the flow charts illustrated. Virtually all of the statements printed in the flow chart boxes are understandable, and no need exists to repeat the text herein. However, certain statements require some explanation. The statements in the blocks indicated by double lines, such as block **85** in FIG. **17**, represent calls to subroutines as labeled that are detailed in another of the figures. Thus, the Track Thumb routine **85** flow chart is shown in FIG. **29**. In the labels, "button" refers to the mouse button, a "pressed" button, as in the Macintosh, changes its 3-d appearance to appear pressed; an "unpressed" button is the reverse. "Play segment" refers to the right button **84** in FIG. **12**. The examples given are with a colored scroll bar to represent the marked segments. "Zoom" designates magnification level. "Stamp cursor" means that when the screen cursor is moved within the movie displays, the cursor shape changes to resemble a rubber hand stamp, indicating to the user that by clicking, he or she can mark (stamp) the document to indicate a salient point. "Play speed" refers to play speed of the video. "Update scroller" means to redo the scroll bar to show user selections. Conducting tests are indicated in the boxes by question marks (?); Y or N indicates the test was or was not successful.

To summarize some important aspects of the invention:

Linear density of scroll bar (i.e. ruler) can be varied with document salience density;

scrolling rate can be varied with document content density;

Amount of document in window can be varied with document salience density;

The zoom control function can be implemented by clicking the scale perspective button and dragging perpendicular to scroll bar to zoom between perspectives:

drag out from document->absolute scaling and

drag towards document->relative scaling.

As a further alternative, the user can press an option key and click on the scroll bar, which will jump the thumb to the pointer position and simultaneously allow the user to scroll by moving the mouse horizontally and to change scale or magnification by moving the mouse perpendicularly (vertically) to the scroller. These changes will be visible on the screen display as well as on the scroll bar.

Since the program of the invention runs as an application, clicking on the document display can readily be used to add to the document data structure in memory the time or spatial position of the salient marked display portion when/where the pointer rested.

Marking data structures will be evident to those skilled in the art. For text documents, adding a mark is generally similar to adding a formatting or printing code to the stored text. Marking video is similar to text marking, except that remembering character position is replaced by remembering time position and storing it in the user data portion of the movie.

As further marking alternatives, for video, the mouse button for marking can be held depressed while the video plays and released to define a marking point or segment. For text, the salient text can be highlighted and a menu dropped to select a marking function.

Although there have been described what are at present considered to be the preferred embodiments of the invention, it will be understood that the invention may be embodied in other specific forms without departing from the essential characteristics thereof. The present embodiments are therefore, to be considered in all respects as illustrative, and not restrictive. This scope of the invention is indicated by the appended claims rather than by the foregoing description.

APPENDIX A

1. Mackinlay, J., Robertson, G., and Card, S. The Perspective Wall: Detail and Context Smoothly Integrated. Proceedings ACMCHI'91 Human Factors in Computing Systems Conference (New Orleans, La., Apr. 27-May 2, 1991). ACM, New York, pp. 173-179.
2. Furnas, G. Generalized Fisheye Views. Proceedings ACM CHI'86. Human Factors in Computing Systems Conference (Boston, Mass., Apr. 13-17, 1986). ACM, New York, pp. 16-23.
3. Mills, M., Cohen, J., & Wong Y. Y. A Magnifier Tool for Video Data. Proceedings ACM CHI'92 Human Factors in Computing Systems Conference (Monterey, Calif., May 3-7, 1992). ACM, New York, pp. 93-98.
4. Degen, L., Mander, R., Salomon, G. Working with Audio: Integrating Personal Tape Recorders and Desktop Computers. Proceedings ACM CHI'92 Human Factors in Computing Systems Conference (Monterey, Calif., May 3-7, 1992). ACM, New York, 1992, pp. 413-418.
5. Chimera, R. Value Bars: An Information Visualization and Navigation Tool for Multi-attribute Listings. Proceedings ACM CHI'92 Human Factors in Computings Systems Conference (Monterey, Calif., May 3-7, 1992). ACM, New York, pp. 293-294.

What is claimed is:

1. A method of presenting a read-only video content presentation comprising a plurality of video segments associable with indicia of which segment(s) are potentially salient wherein at least one salient segment is determined to be salient and at least one non-salient segment is not determined to be salient, comprising:

simultaneously allocating less time for playing all non-salient segment(s) without modifying any content of the non-salient segment(s) and without materially increasing the allocation of time for playing any salient segment(s); and

presenting for display a time bar that indicates a shorter presentation playtime in response to the allocation of less time for playing all the non-salient segment(s).

2. The method of claim **1** further comprising: presenting for display a user interface for user input in determining which segment(s) are salient.

3. The method of claim **1** further comprising: presenting for display a user interface for user control resulting in the allocation of less time for playing the non-salient segment(s).

4. The method of claim **1** wherein no time is allocated to the display of the non-salient segment(s).

5. The method of claim **1** wherein the non-salient segment(s) are skipped during play of the presentation.

6. The method of claim **1** wherein only the salient segment(s) are played in the presentation.

7. The method of claim 1 further comprising: presenting for display the time bar with indicia of the current play position in the presentation.

8. The method of claim 7 further comprising: presenting for display the time bar with indicia of the location of the salient segment(s) in the presentation.

9. The method of claim 7 further comprising: presenting for display the time bar with indicia of the location of the non-salient segment(s) in the presentation.

10. The method of claim 7 further comprising: presenting for display the time bar with both indicia of the location of the salient segment(s) and indicia of the location of the non-salient segment(s) in the presentation.

11. The method of claim 1 further comprising: reading video segment(s) or video segment associated indicia of salience from RAM memory.

12. The method of claim 1 further comprising: fetching video segment(s) or video segment associated indicia of salience from disk(s).

13. The method of claim 1 further comprising: receiving video segment(s) or video segment associated indicia of salience from a remote large information space.

14. A method of presenting a read-only video content presentation comprising a plurality of video segments associable with indicia of which segment(s) are potentially salient wherein at least one salient segment is determined to be salient and at least one non-salient segment is not determined to be salient, comprising:

providing a user with an affordance to elect to allocate less time for playing all non-salient segment(s);

if the user so elects, simultaneously allocating less time for playing all non-salient segment(s) without modifying any content of the non-salient segment(s) and without materially increasing the allocation of time for playing any salient segment(s); and

presenting for display a time bar that indicates a shorter presentation playtime in response to the allocating of less time for playing all the non-salient segment(s).

15. The method of claim 14 further comprising: presenting for display a user interface for user input in determining which segment(s) are salient.

16. The method of claim 14 further comprising: presenting for display a user interface for user control resulting in the allocating of less time for playing the non-salient segment(s).

17. The method of claim 14 wherein no time is allocated to the display of the non-salient segment(s).

18. The method of claim 14 wherein the non-salient segment(s) are skipped during play of the presentation.

19. The method of claim 14 wherein only the salient segment(s) are played in the presentation.

20. The method of claim 14 further comprising: presenting for display the time bar with indicia of the current play position in the presentation.

21. The method of claim 20 further comprising: presenting for display the time bar with indicia of the location of the salient segment(s) in the presentation.

22. The method of claim 20 further comprising: presenting for display the time bar with indicia of the location of the non-salient segment(s) in the presentation.

23. The method of claim 20 further comprising: presenting for display the time bar with both indicia of the location of the salient segment(s) and indicia of the location of the non-salient segment(s) in the presentation.

24. The method of claim 14 further comprising: reading video segment(s) or video segment associated indicia of salience from RAM memory.

25. The method of claim 14 further comprising: fetching video segment(s) or video segment associated indicia of salience from disk(s).

26. The method of claim 14 further comprising: receiving video segment(s) or video segment associated indicia of salience from a remote large information space.

27. A method of presenting a read-only video content presentation comprising a plurality of video segments to which indicia of which of the segment(s) are potentially salient can be associated wherein at least one salient segment is determined to be salient and at least one non-salient segment is not determined to be salient, comprising:

allowing only the salient segment(s) of the presentation to display without modifying any content of the non-salient segment(s), resulting in a shorter video playtime; and

presenting for display a time bar that indicates a shorter video playtime in response to such changes in video playtime.

28. The method of claim 27 further comprising: presenting for display a user interface for user input in determining which segment(s) are salient.

29. The method of claim 27 wherein the non-salient segment(s) are skipped during play of the presentation.

30. The method of claim 27 further comprising: presenting for display the time bar with indicia of the current play position in the presentation.

31. The method of claim 30 further comprising: presenting for display the time bar with indicia of the location of the salient segment(s) in the presentation.

32. The method of claim 30 further comprising: presenting for display the time bar with indicia of the location of the non-salient segment(s) in the presentation.

33. The method of claim 30 further comprising: presenting for display the time bar with both indicia of the location of the salient segment(s) and indicia of the location of the non-salient segment(s) in the presentation.

34. The method of claim 27 further comprising: reading video segment(s) or video segment associated indicia of salience from RAM memory.

35. The method of claim 27 further comprising: fetching video segment(s) or video segment associated indicia of salience from disk(s).

36. The method of claim 27 further comprising: receiving video segment(s) or video segment associated indicia of salience from a remote large information space.

* * * * *

UNITED STATES PATENT AND TRADEMARK OFFICE

CERTIFICATE OF CORRECTION

PATENT NO. : 8,370,745 B2
APPLICATION NO. : 11/978945
DATED : February 5, 2013
INVENTOR(S) : Gould

It is certified that error appears in the above-identified patent and that said Letters Patent is hereby corrected as shown below:

Title Page, Item (56)
References Cited should include the following:
Application File for U.S. Appl. No. 07/990,339, filed Dec. 14, 1992, US Pat. 5,623,588 now abandoned. cited by applicant.
Application File for U.S. Appl. No. 08/844,466, filed Apr. 16, 1997, US Pat. 6,177,938. cited by applicant.
Application File for U.S. Appl. No. 09/451,595, filed Nov. 30, 1999, US Pat. 6,219,052. cited by applicant.
Application File for U.S. Appl. No. 09/452,275, filed Nov. 30, 1999, US Pat. 6,215,491. cited by applicant.
Application File for U.S. Appl. No. 09/451,594, filed Nov. 30, 1999, US Pat. 6,335,730. cited by applicant.
Application File for U.S. Appl. No. 09/298,336, filed Apr. 23, 1999, US Pat. 6,393,158. cited by applicant.
Application File for U.S. Appl. No. 10/107,945, filed Mar. 26, 2002, US Pat. 6,615,270. cited by applicant.
Application File for U.S. Appl. No. 10/603,581, filed Jun. 24, 2003, US Pat. 7,467,218. cited by applicant.
Application File for U.S. Appl. No. 11/978,966, filed Oct. 30, 2007, US Pat. 7,890,648. cited by applicant.
Application File for U.S. Appl. No. 09/298,681, filed Apr. 23, 1999, US Pat. 6,621,980. cited by applicant.
Lavallee Application File for U.S. Appl. No. 08/508,971, filed Jul. 28, 1995, US Pat. 5,737,552. cited by applicant.
Daniels Application File for U.S. Appl. No. 09/992,190, filed Nov. 16, 2001, US Pat. 6,973,669. cited by applicant.

(continued on page 2 of 2)

Signed and Sealed this
Ninth Day of April, 2013

Teresa Stanek Rea
Acting Director of the United States Patent and Trademark Office

(continued from page 1 of 2)

Title Page, Item (56)
References Cited should include the following:
Daniels Application File for U.S. Appl. No. 11/250,807, filed Oct. 14, 2005, US Pat. 7,437,751. cited by applicant.

P3 left column L19 "perspective Wail" should be "perspective Wall"
P3 left column L27 "Mulit-Attribute" should be "Multi-Attribute"
P3 right column L5 "Comupter" should be "Computer"

In the Specification
C1L24 "Appendix" should be "Appendix A"
C2L31 "relativity Controller" should be "relativity controller"
C4L5 "FIG. 2-14" should be "FIGS. 2-14"
C4L45 "Harking" should be "Marking"
C6L55 "macintosh" should be "Macintosh"
C7L22 "what appears" should be "What appears"
C7L42-43 "vertical" should be "vertically"
C9L42 "scrolling rate" should be "Scrolling rate"