

**SMITH INTERFACE TECHNOLOGIES, LLC'S
PATENT L.R. 3.1 PRELIMINARY INFRINGEMENT CONTENTIONS**

**EXHIBIT A9 - U.S. Patent No. 10,936,114 (iPhone)
Claims 1, 27, 30, and 32**

Smith Interface Technologies, LLC ("Smith Interface") accuses Apple of infringing claims 1, 27, 30, and 32 of U.S. Patent No. 10,936,114 (hereinafter "the '114 Patent"). Pursuant to Patent L.R. 3.1(c), Smith Interface provides the following claim chart.

This claim chart identifies specifically where each element of each Asserted Claim is found within each Accused Instrumentality and provides Apple's notice of identified instrumentalities (including "the Accused System") that incorporate or reflect the recited claim elements. This claim chart is not intended to be an expert report on infringement or provide detailed analysis of the claim terms or infringement. This claim chart includes information related to an assertion of infringement with respect to the '114 Patent Accused Products identified, including diagrams, web page screenshots, and other documentary evidence by way of example and not by way of limitation.

The Asserted Claims include elements that are implemented, at least in part, by instrumentalities described in confidential information not accessible to Plaintiff. In some instances, the precise processes and algorithms used are, at least in part, not publicly available. An analysis of Apple's (or other third parties') technical documentation and/or software source code may be necessary to more fully identify all infringing features and functionality. Accordingly, Smith Interface reserves the right to supplement these contentions once such information is made available to Smith Interface. Furthermore, Smith Interface reserves the right to revise these contentions, as appropriate, upon issuance of the Court's Claim Construction Order.

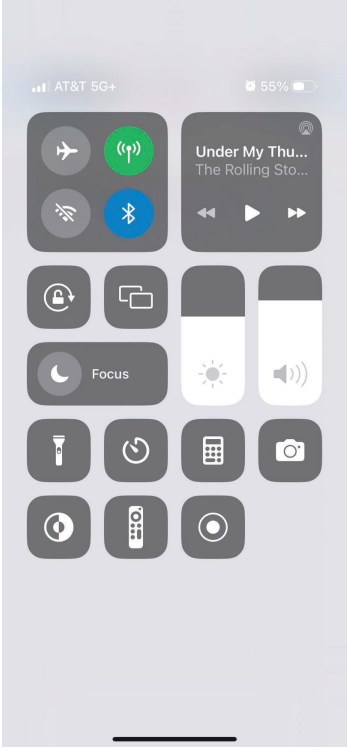
The claim chart refers to the Accused System and the aforementioned products are included in (or can operate in conjunction with) the Accused System, as noted in the claim chart. To the extent the below claim chart relies on evidence for the Accused System, Smith Interface asserts that, on information and belief, any similarly-functioning system also infringe the charted claim. Smith Interface reserves the right to amend these infringement contentions with other products made, used, sold, imported, or offered for sale by Apple. Smith Interface also reserves the right to amend these infringement contentions by citing other claims of the '114 Patent, not listed in the claim chart, that are infringed by the Accused System. Smith Interface further reserves the right to amend these infringement contentions by adding, subtracting, or otherwise modifying content in the "Accused System" section.

To the extent there are any differences between the accused instrumentalities and the following claim elements, any such differences are insubstantial and are alleged to infringe under the doctrine of equivalents.

Claim	Claim Elements	Exemplary Accused System (Apple iPhone 14 Pro, iOS 16)
1 ¹	(a) An apparatus, comprising: at least one non-transitory memory storing instructions and a plurality of applications; a touch screen; and one or more processors in communication with the at least one non-transitory memory and the touch screen, wherein the one or more processors execute the instructions to:	Apple iPhone 14 Pro smartphones comprise <i>at least one non-transitory memory</i> (e.g., 128MB, 256MB, 512MB, or 1TB, etc.) <i>storing instructions and a plurality of applications</i>; <i>a touch screen</i> (e.g., Super Retina XDR display, etc.); <i>and one or more processors</i> (e.g., A16 Bionic chip, etc.) <i>in communication with the at least one non-transitory memory and the touch screen</i>. See the evidence above and below, for example:   Super Retina XDR display 6.1-inch (diagonal) all-screen OLED display 2556-by-1179-pixel resolution at 460 ppi

¹ Each element of the independent claims incorporates all elements of the independent claim. For example, any evidence provided in claim 1 element (a) incorporates all claim elements 1(b)-(f).

		Capacity¹ 128GB 256GB 512GB 1TB 128GB 256GB 512GB 1TB Chip A16 A16 Bionic chip 6-core CPU with 2 performance and 4 efficiency cores 5-core GPU 16-core Neural Engine https://www.apple.com/iphone-14-pro/specs/
	(b) display, via the touch screen, an object and at least a portion of an interface;	Apple iPhone 14 Pro smartphones are designed to <i>display, via the touch screen</i> (e.g., Super Retina XDR display, etc.), <i>an object</i> (e.g., one or more controls of Control Center, etc.) <i>and at least a portion of an interface</i> (e.g., Control Center interface, etc.); See the evidence above and below, for example:

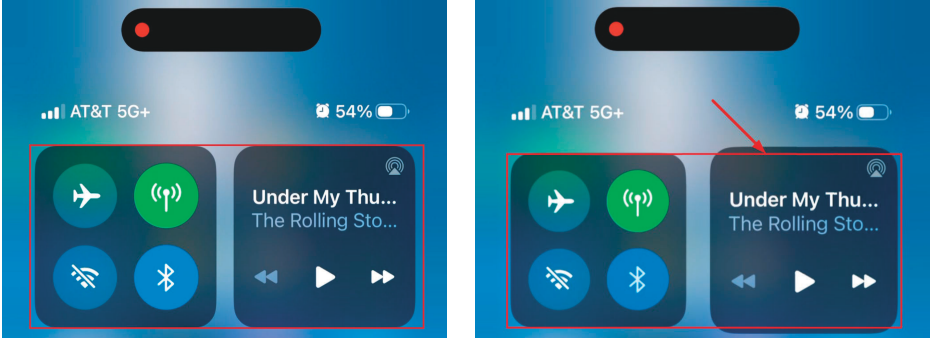
		 A screenshot of an iPhone 14 Pro's Control Center. The interface is a vertical stack of controls. At the top, the status bar shows 'AT&T 5G+' and '55%' battery. The controls include: a toggle for Airplane mode (off), a toggle for Cellular (on), a toggle for Wi-Fi (off), a toggle for Bluetooth (on), a music player for 'Under My Thu...' by 'The Rolling Sto...' with play/pause and skip buttons, a toggle for Screen Time (off), a toggle for Focus (off), a brightness slider, a volume slider, a flashlight icon, a timer icon, a calculator icon, a camera icon, a compass icon, a remote control icon, and a moon icon for night shift.
	(c) detect a gesture on the touch screen on the object;	Apple iPhone 14 Pro smartphones are designed <i>to detect a gesture on the touch screen</i> (e.g., Super Retina XDR display, etc.) <i>on the object</i> (e.g., one or more controls of Control Center, etc.);

See the evidence above and below, for example:



(d) when a magnitude of a duration of the gesture being detected on the touch screen on the object is less than a first magnitude threshold, perform an operation;	Apple iPhone 14 Pro smartphones are designed to, <i>when a magnitude of a duration of the gesture being detected on the touch screen</i> (e.g., Super Retina XDR display, etc.) <i>on the object</i> (e.g., one or more controls of Control Center, etc.) <i>is less than a first magnitude threshold, perform an operation;</i> See the evidence above and below, for example:
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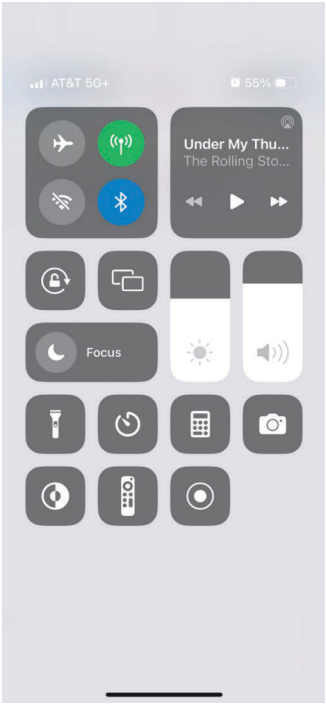
		
	(e) when the magnitude of the duration of the gesture being detected on the touch screen on the object is	Apple iPhone 14 Pro smartphones are designed to, <i>when the magnitude of the duration of the gesture being detected on the touch screen (e.g., Super Retina XDR display, etc.) on the object (e.g., one or more controls of Control Center, etc.) is greater than the first magnitude threshold, perform a scaling in connection with at least the object, where the scaling includes a reduction in a size such that the size</i>

greater than the first magnitude threshold, perform a scaling in connection with at least the object, where the scaling includes a reduction in a size such that the size is inversely related to the magnitude of the duration of the gesture being detected on the touch screen on the object; and	<i>is inversely related to the magnitude of the duration of the gesture being detected on the touch screen on the object;</i> See the evidence above and below, for example: 
(f) when the magnitude of the duration of the gesture being detected on the touch screen on the object is greater than a second magnitude threshold, perform another operation.	Apple iPhone 14 Pro smartphones are designed to, <i>when the magnitude of the duration of the gesture being detected on the touch screen (e.g., Super Retina XDR display, etc.) on the object (e.g., one or more controls of Control Center, etc.) is greater than a second magnitude threshold, perform another operation.</i> See the evidence above and below, for example:

		
27	(a) An apparatus, comprising:	Apple iPhone 14 Pro smartphones comprise <i>at least one non-transitory memory</i> (e.g., 128MB, 256MB, 512MB, or 1TB, etc.) <i>storing instructions and a plurality of applications</i> ; a <i>touch screen</i> (e.g., Super

	at least one non-transitory memory storing instructions and a plurality of applications; a touch screen; and one or more processors in communication with the at least one non-transitory memory and the touch screen, wherein the one or more processors execute the instructions to cause the apparatus to:	Retina XDR display, etc.); and one or more processors (e.g., A16 Bionic chip, etc.) in communication with the at least one non-transitory memory and the touch screen, wherein the one or more processors execute the instructions to cause the apparatus to: See the evidence above and below, for example:   Super Retina XDR display 6.1-inch (diagonal) all-screen OLED display 2556-by-1179-pixel resolution at 460 ppi
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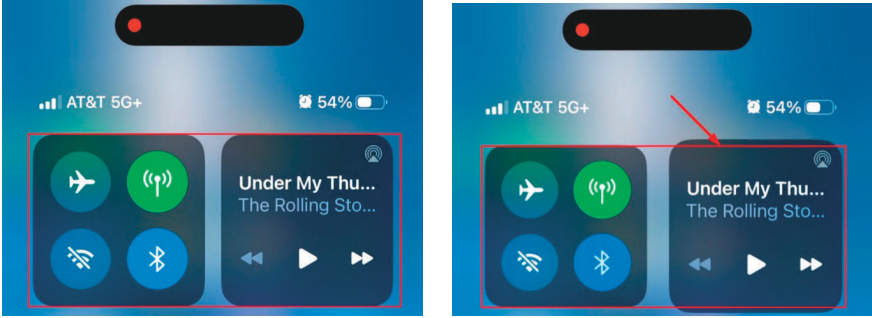
		Capacity¹ 128GB 256GB 512GB 1TB 128GB 256GB 512GB 1TB Chip A16 A16 Bionic chip 6-core CPU with 2 performance and 4 efficiency cores 5-core GPU 16-core Neural Engine https://www.apple.com/iphone-14-pro/specs/
	(b) display an object on at least a portion of an interface;	Apple iPhone 14 Pro smartphones are designed to <i>display an object</i> (e.g., one or more controls of Control Center, etc.) <i>on at least a portion of an interface</i> (e.g., Control Center interface, etc.); See the evidence above and below, for example:

		 A screenshot of an iPhone 14 Pro's Control Center. The interface is dark-themed. At the top, it shows 'AT&T 5G+' on the left and '55%' battery with a battery icon on the right. Below this is a grid of controls: a row with Airplane mode, Cellular, Wi-Fi, and Bluetooth; a row with Screen Time, App Protection, a brightness slider, and a volume slider; a row with Focus, a brightness slider, and a volume slider; a row with Flashlight, Timer, Calculator, and Camera; and a bottom row with a row of three icons (a square with a dot, a square with a dot, and a square with a dot). The top right corner of the screenshot shows a music player interface for 'Under My Thu...' by 'The Rolling Sto...' with play, pause, and skip buttons.
	(c) detect a gesture via the touch screen on the object;	Apple iPhone 14 Pro smartphones are designed to <i>detect a gesture on the touch screen</i> (e.g., Super Retina XDR display, etc.) <i>on the object</i> (e.g., one or more controls of Control Center, etc.); See the evidence above and below, for example:

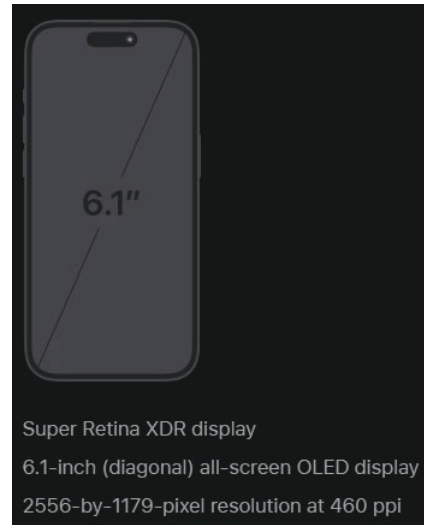
		
	(d) perform a first function in a first touch state;	Apple iPhone 14 Pro smartphones are designed to <i>perform a first function in a first touch state</i> ; See the evidence above and below, for example:

		
	(e) perform a second function in a second touch state; and	Apple iPhone 14 Pro smartphones are designed to <i>perform a second function in a second touch state; and</i>

		See the evidence above and below, for example: 
(f) during detection of at least a portion of the gesture	Apple iPhone 14 Pro smartphones are designed such that <i>during detection of at least a portion of the gesture and based on a change in a duration of the gesture being detected via the touch screen (e.g.,</i>	

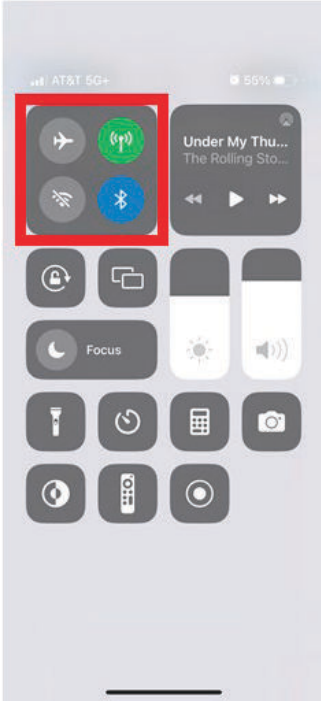
	and based on a change in a duration of the gesture being detected via the touch screen on the object, perform a scale operation in connection with the at least portion of the interface, where the scale operation includes a reduction in a size that is inversely related to the duration of the gesture being detected via the touch screen on the object.	Super Retina XDR display, etc.) <i>on the object</i> (e.g., one or more controls of Control Center, etc.), <i>perform a scale operation in connection with the at least portion of the interface, where the scale operation includes a reduction in a size that is inversely related to the duration of the gesture being detected via the touch screen on the object.</i> See the evidence above and below, for example: 
30	(a) An apparatus, comprising: at least one non-transitory memory storing instructions and a plurality of applications; a touch screen; a vibrator; and	Apple iPhone 14 Pro smartphones comprise <i>at least one non-transitory memory</i> (e.g., 128MB, 256MB, 512MB, or 1TB, etc.) <i>storing instructions and a plurality of applications</i>; <i>a touch screen</i> (e.g., Super Retina XDR display, etc.); <i>a vibrator</i>; and <i>one or more processors</i> (e.g., A16 Bionic chip, etc.) <i>in communication with the at least one non-transitory memory, the touch screen, and the vibrator, wherein the one or more processors execute the instructions to cause the apparatus to:</i> See the evidence above and below, for example:

one or more processors in communication with the at least one non-transitory memory, the touch screen, and the vibrator, wherein the one or more processors execute the instructions to cause the apparatus to:



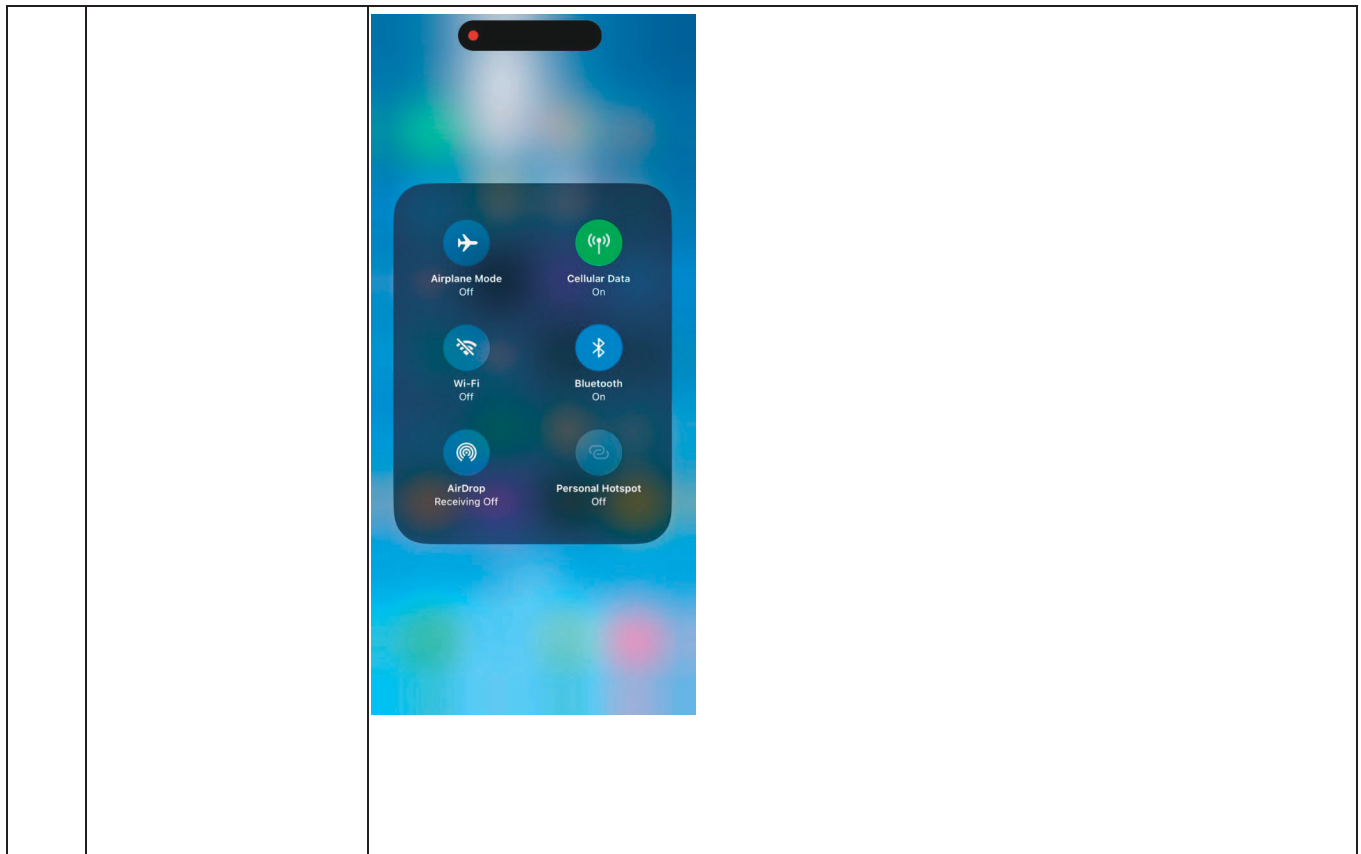
Capacity¹	128GB	128GB
	256GB	256GB
	512GB	512GB
	1TB	1TB

		Chip A16 A16 Bionic chip 6-core CPU with 2 performance and 4 efficiency cores 5-core GPU 16-core Neural Engine https://www.apple.com/iphone-14-pro/specs/ Models with haptic feedback • iPhone 14 • iPhone 14 Plus • iPhone 14 Pro • iPhone 14 Pro Max https://support.apple.com/guide/iphone/change-sounds-and-vibrations-iph07c867f28/ios
	(b) display a first object and at least one other object;	Apple iPhone 14 Pro smartphones are designed to <i>display a first object</i> (e.g., one or more controls of Control Center, etc.) <i>and at least one other object</i>; See the evidence above and below, for example:

		
	(c) detect a gesture on the touch screen on the first object;	Apple iPhone 14 Pro smartphones are designed to <i>detect a gesture on the touch screen</i> (e.g., Super Retina XDR display, etc.) <i>on the first object</i> (e.g., one or more controls of Control Center, etc.); See the evidence above and below, for example:

		
	(d) during detection of at least a portion of the gesture before a completion thereof	Apple iPhone 14 Pro smartphones are designed such that <i>during detection of at least a portion of the gesture before a completion thereof is detected, perform a scale operation, based on a change in a duration of the gesture being detected on the touch screen (e.g., Super Retina XDR display, etc.) on the</i>

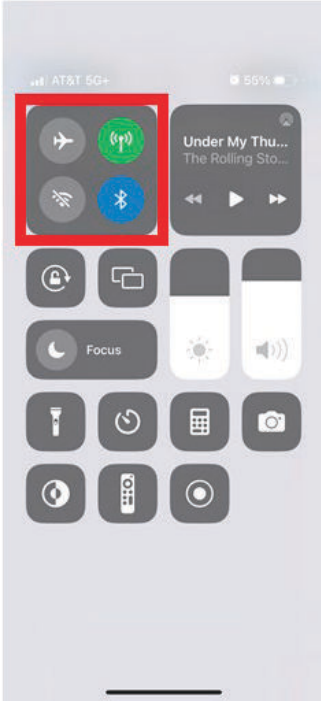
is detected, perform a scale operation, based on a change in a duration of the gesture being detected on the touch screen on the first object, on at least the at least one other object, where the scale operation includes a reduction in a size that is inversely related to the duration of the gesture being detected on the touch screen on the first object; and	<i>first object</i> (e.g., one or more controls of Control Center, etc.), <i>on at least the at least one other object</i>, where the scale operation includes a reduction in a size that is inversely related to the duration of the gesture being detected on the touch screen on the first object. See the evidence above and below, for example:
(e) after at least a portion of the scale operation, vibrate the apparatus and perform an action.	Apple iPhone 14 Pro smartphones are designed such that <i>after at least a portion of the scale operation</i>, <i>vibrate the apparatus and perform an action</i>. See the evidence above and below, for example:



		Models with haptic feedback • iPhone 14 • iPhone 14 Plus • iPhone 14 Pro • iPhone 14 Pro Max https://support.apple.com/guide/iphone/change-sounds-and-vibrations-iph07c867f28/ios
32	(a) An apparatus, comprising: at least one non-transitory memory storing instructions and a plurality of applications; a touch screen; and one or more processors in communication with the at least one non-transitory memory and the touch screen, wherein the one or more processors execute the instructions to:	Apple iPhone 14 Pro smartphones comprise <i>at least one non-transitory memory</i> (e.g., 128MB, 256MB, 512MB, or 1TB, etc.) <i>storing instructions and a plurality of applications</i>; <i>a touch screen</i> (e.g., Super Retina XDR display, etc.); <i>and one or more processors</i> (e.g., A16 Bionic chip, etc.) <i>in communication with the at least one non-transitory memory and the touch screen</i>. See the evidence above and below, for example:

		  6.1" Super Retina XDR display 6.1-inch (diagonal) all-screen OLED display 2556-by-1179-pixel resolution at 460 ppi <table><tr><td>Capacity¹</td><td>128GB</td><td>128GB</td></tr><tr><td></td><td>256GB</td><td>256GB</td></tr><tr><td></td><td>512GB</td><td>512GB</td></tr><tr><td></td><td>1TB</td><td>1TB</td></tr></table>	Capacity¹	128GB	128GB		256GB	256GB		512GB	512GB		1TB	1TB
Capacity¹	128GB	128GB												
	256GB	256GB												
	512GB	512GB												
	1TB	1TB												

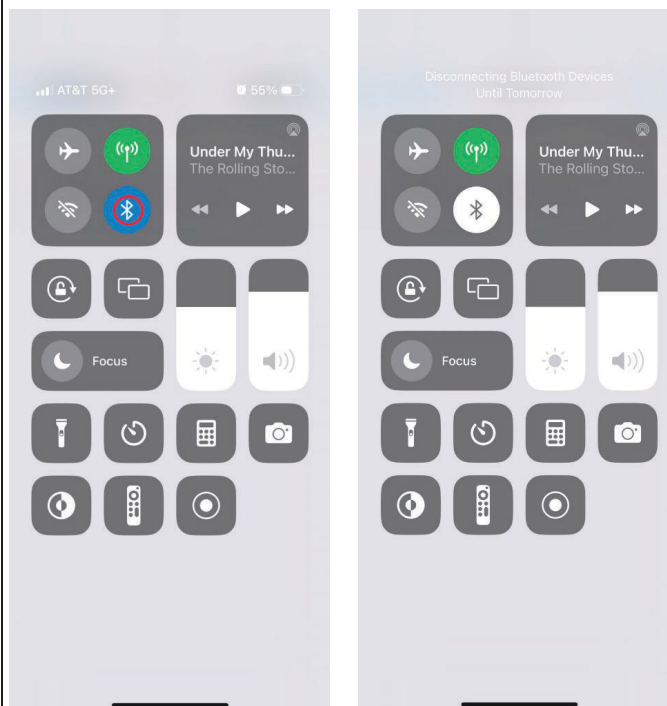
		Chip A16 A16 Bionic chip 6-core CPU with 2 performance and 4 efficiency cores 5-core GPU 16-core Neural Engine https://www.apple.com/iphone-14-pro/specs/
	(b) display, via the touch screen, a first object and at least one other object;	Apple iPhone 14 Pro smartphones are designed to <i>display, via the touch screen</i> (e.g., Super Retina XDR display, etc.), <i>a first object</i> (e.g., one or more controls of Control Center, etc.) <i>and at least one other object</i>; See the evidence above and below, for example:

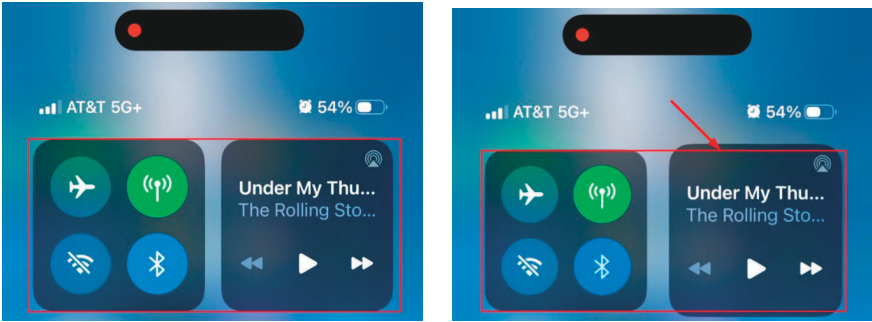
		 A screenshot of an iPhone 14 Pro's Control Center. The top status bar shows 'AT&T 5G+' and '55%'. The Control Center is pulled down, showing a grid of icons. A red rectangular box highlights the top-left 2x2 area of icons: Airplane Mode (white plane on grey), Cellular (green signal bars on green), Wi-Fi (white signal bars on grey), and Bluetooth (white symbol on blue). To the right of these icons is a music player widget for 'Under My Thu...' by 'The Rolling Sto...'. Below the highlighted icons are other standard Control Center controls like Lock, Screen Mirroring, Focus, Brightness, Volume, Flashlight, Timer, Calculator, Camera, and a row of three more icons at the bottom.
	(c) detect at least one component of a gesture on the touch screen on the first object;	Apple iPhone 14 Pro smartphones are designed to <i>detect at least one component of a gesture on the touch screen</i> (e.g., Super Retina XDR display, etc.) <i>on the first object</i> (e.g., one or more controls of Control Center, etc.);

	See the evidence above and below, for example: 
(d) when a first component of the gesture is detected	Apple iPhone 14 Pro smartphones are designed to <i>when a first component of the gesture is detected where a magnitude of a duration of the gesture being detected on the touch screen</i> (e.g., Super Retina

where a magnitude of a duration of the gesture being detected on the touch screen on the first object is less than a first magnitude threshold, perform a function upon a cessation of the gesture being detected;

XDR display, etc.) *on the first object* (e.g., one or more controls of Control Center, etc.) *is less than a first magnitude threshold, perform a function upon a cessation of the gesture being detected;* See the evidence above and below, for example:



(e) when a second component of the gesture is detected where the magnitude of the duration of the gesture being detected on the touch screen on the first object is greater than the first magnitude threshold, perform a scale operation for the at least one other object, where the scale operation includes a reduction in a size so as to be inversely related to the magnitude of the duration of the gesture being detected on the touch screen on the first object; and	Apple iPhone 14 Pro smartphones are designed to <i>when a second component of the gesture is detected where the magnitude of the duration of the gesture being detected on the touch screen (e.g., Super Retina XDR display, etc.) on the first object (e.g., one or more controls of Control Center, etc.) is greater than the first magnitude threshold, perform a scale operation for the at least one other object, where the scale operation includes a reduction in a size so as to be inversely related to the magnitude of the duration of the gesture being detected on the touch screen on the first object;</i> See the evidence above and below, for example: 
(f) when a third component of the gesture is detected where the magnitude of the duration of the gesture being detected on the touch screen on the first object is greater than a second magnitude threshold, perform another function.	Apple iPhone 14 Pro smartphones are designed to <i>when a third component of the gesture is detected where the magnitude of the duration of the gesture being detected on the touch screen (e.g., Super Retina XDR display, etc.) on the first object (e.g., one or more controls of Control Center, etc.) is greater than a second magnitude threshold, perform another function.</i> See the evidence above and below, for example:

