SportsCastr Inc. v. Genius Sports
U.S. District Court for the Eastern District of Texas
C.A. No. 1:23-cv-471

Plaintiff's Preliminary Infringement Contentions
U.S. Patent No. 11,871,088
EXHIBIT 8

I. INTRODUCTION

The chart below demonstrates how Defendant Genius Sports Ltd. ("Defendant" or "Genius Sports") as well as Defendant's partners, customers, and end users of the products and features discussed below, directly infringe, either literally or under the doctrine of equivalents, at least claim 1 of U.S. Patent No. 11,871,088 ("the '088 Patent"). Defendant and Defendant's partners, customers, and end users directly infringe the identified claims at least by making, using, selling, installing, configuring to operate, importing, testing, and/or offering to sell at least Defendant's Genius Sports Platform and other offerings and services that integrate with Defendant's Genius Sports Platform (collectively, "the Accused Products") either alone, and/or when installed and operated as designed and intended on a computer system or network, as detailed below.

Each element of each asserted claim is presently alleged to be literally present. Because discovery has not started and the Asserted Claims have not yet been construed, SportsCastr Inc. (d/b/a PANDA Interactive) ("Plaintiff" or "PANDA") reserves the right to supplement its contentions, including with respect to the Doctrine of Equivalents as appropriate. In addition, any of Defendant's products that perform similar functions and/or incorporate or rely on the same or similar functionality (for example, without limitation, any predecessor or successor products performing the same functions in the same ways or products which use the same software, plugins, or libraries or call the functions underlying the operations identified below) as the Accused Products also infringe in the manner set out below.

Defendant directly infringes at least claim 1 of the '088 Patent, either literally or under the doctrine of equivalents, by making, using, offering to sell and selling the systems described below. Defendant's partners, customers, and end users of its Accused Products and corresponding systems and services directly infringe at least claim 1 of the '088 Patent, literally or under the doctrine of equivalents, at least by using the Accused Products and corresponding systems and services, as described below.

Defendant has actively induced and are actively inducing infringement of at least claim 1 of the '088 Patent with specific intent to induce infringement, and/or willful blindness to the possibility that its acts induce infringement, in violation of 35 U.S.C. § 271(b). For example, Defendants encourages and induces customers to use the Genius Sports Platform in a manner that infringes at least claim

1 of the ’088 Patent at least by offering and providing the software and by engaging in activities relating to selling, marketing, advertising, promotion, installation, support, and distribution of the Accused Products.

Defendant encourages, instructs, directs, and/or requires third parties—including its certified partners and/or customers—to use the Accused Products in infringing ways. Defendants further encourages and induces its customers to infringe at least claim 1 of the ’088 Patent: 1) by widely advertising those services, and providing technical support and instructions to users, and 2) through activities relating to marketing, advertising, promotion, installation, support, and distribution of the Accused Products, including its video streaming software, and services in the United States. (*See* PANDA_000055-PANDA_000064, https://www.geniussports.com/sportsbook/streaming/.) Further, as the entity that provides installation, implementation, and integration of the Accused Products in addition to ensuring the Accused Product remains operational for each customer through ongoing technical support, on information and belief, Defendant and/or its partners affirmatively aid and abet each customer’s use of the Accused Products in a manner that infringes the ’088 Patent.

Defendant also contributes to the infringement of its partners, customers, and end-users of the Accused Products by providing within the United States or importing into the United States the Accused Products, constituting a material part of the inventions claimed, and not a staple article or commodity of commerce suitable for substantial non-infringing uses. Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. These functionalities are continually running when the system is in use and, on information and belief, cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice the ’088 Patent, that functionality could not be performed. Additionally, the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, itself has no substantial non-infringing uses because the components, modules and methods identified below are a necessary part of that functionality. For example, without the one-to-many socket architecture, the Accused Products could not effectively synchronize the event information across multiple viewers. These functionalities are continually running when the system is in use and cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice claimed in the ’088 Patent, that functionality could not be performed.

Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. For example, at least the functionalities and corresponding modules (whether software and/or hardware) described below have no suitable non-infringing use and form a material part of the Accused Products. In other words, when each of the Accused Products operates, the

functions below are performed. Moreover, when the functionality and modules specifically described below are operated, they perform the steps described below. The Accused Products (and the specific modules and functionalities described herein) are designed and intended specifically to perform the inventions claimed in the Asserted Claims, and do not have any other purpose. For example, the Accused Products and accused functionalities (e.g., the one-to-many architecture) constitute a material part of the inventions claimed because such architecture is integral to the system as recited in the claims of the ’088 Patent. None of these products are staple goods—they are sophisticated and customized video streaming products, methods, and systems.

Plaintiff provides the following example claim charts based on currently available information, including through public sources. Plaintiff reserves the right to modify, amend, or supplement these claim charts should it become aware of additional information regarding the Accused Products and systems, including through discovery, or should one or more claims be construed in a manner differently than interpreted herein.

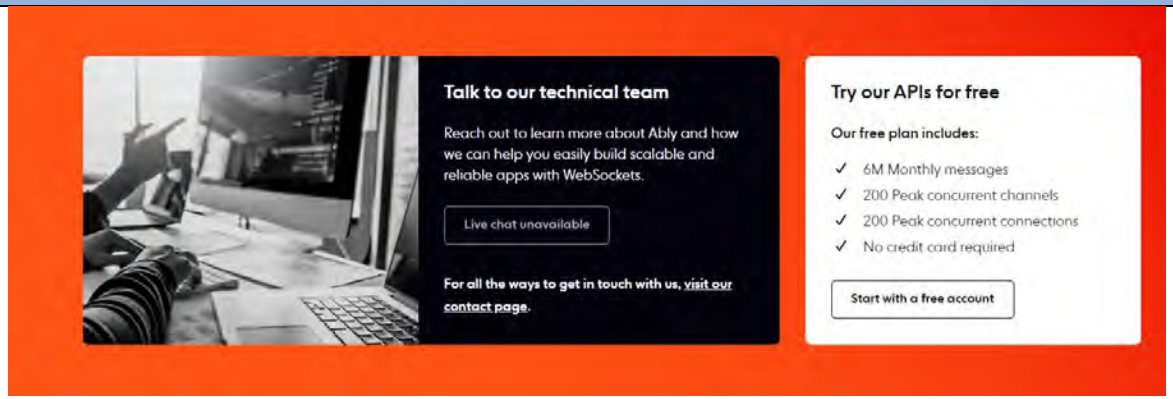
II. CLAIM CHARTS

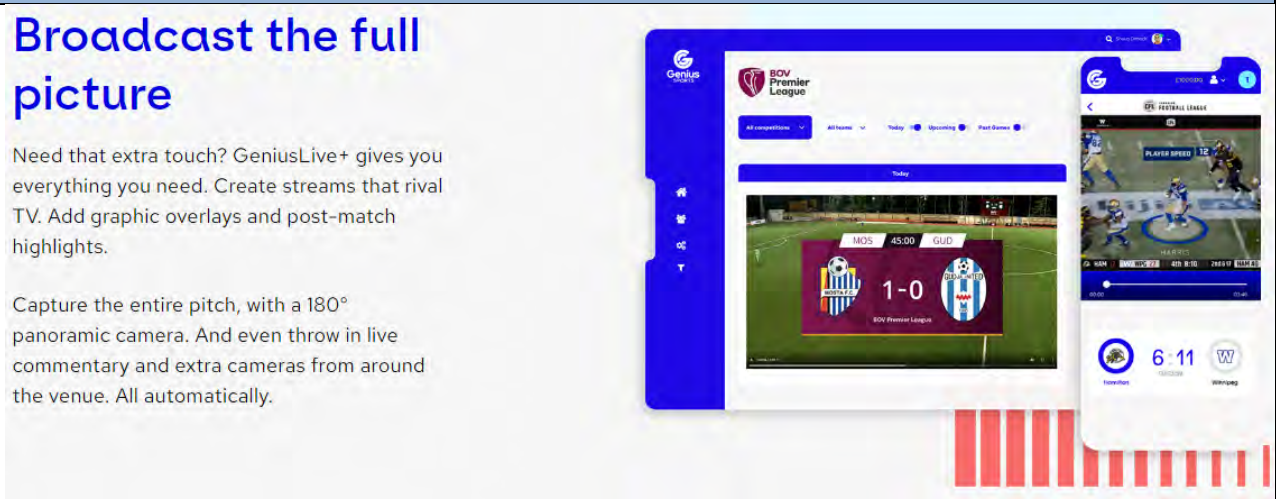
1. Independent Claim 1

Claim Language	Accused Products
[1P] A system, comprising	To the extent the preamble is limiting, the Accused Products comprise “*a system*.” For example, the Genius Sports live streaming services can be accessed through web browsers where a video player in be integrated into the website using API to transmit the video stream related to a match wherein the score and match details are updated live on the multibet widgets on a user device. In addition, Genius Sports’ streaming product includes both a live stream of a sporting event and overlayed event information germane to the sporting event. (See PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.) The overlayed event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-time score updates synchronized with the video-based commentary), player information, venue information, and game status information (e.g., on-base, at-bat, timeouts,

Claim Language	Accused Products
	fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.). *See also* https://geniussports.atlassian.net/wiki/spaces/BID/overview?homepageId=34816689. For example, the Accused Products include *"a webserver."* For example, the Accused Product provides fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned," as well as "Statistics." **Schedule** This is where you select the booked fixtures for viewing. For each fixture, you will see the following information: • **Sport** - the sport of the fixture • **Start (local time of user)** - the start time of the match, in *your* time zone (based on your device's current time). • **Competition** - the league or tournament to which this match belongs. • **Fixture** - the teams or competitors in this match. • **FixtureId** - unique id per fixture per sport • **Coverage** - indicates whether the event is covered from the Venue or TV • **Lineups** - indicates whether the event has lineup information or not • **Assigned** - check this box to add this fixture to your **Live** tab. The **All Fixtures** tab displays all available fixtures in your selected date range. The **Scheduled Fixtures** tab displays only fixtures that you have selected. By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the **Filter** button to expand your selection of fixtures, and to filter by coverage type and lineups availability ⚠ Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures. (S*ee*, PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

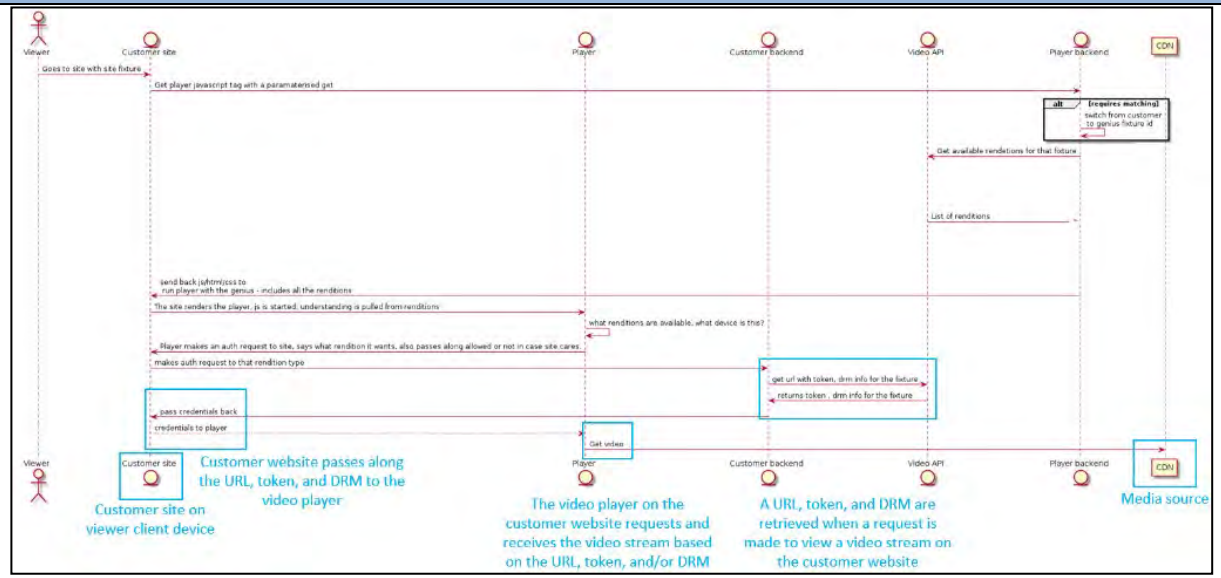
Claim Language	Accused Products
	In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets." **Infrastructure teams can "sleep easy" and developers are free to innovate** Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation.

Claim Language	Accused Products
	 (*See* https://ably.com/case-studies/genius-sports) For example, the Accused Products can transmit video and event information to multiple devices simultaneously, such as a first and second client device. *See* https://news.geniussports.com/wp-content/uploads/2020/02/SportBusiness-Streaming-Whitepaper-Digital.pdf. As another example, the instructions transmitted from the Genius webserver cause a first or second device to receive a livestream of a first or second video with event information. Simultaneously, the webserver can transmit similar instructions (*first or second instructions*) to a first or second client device.

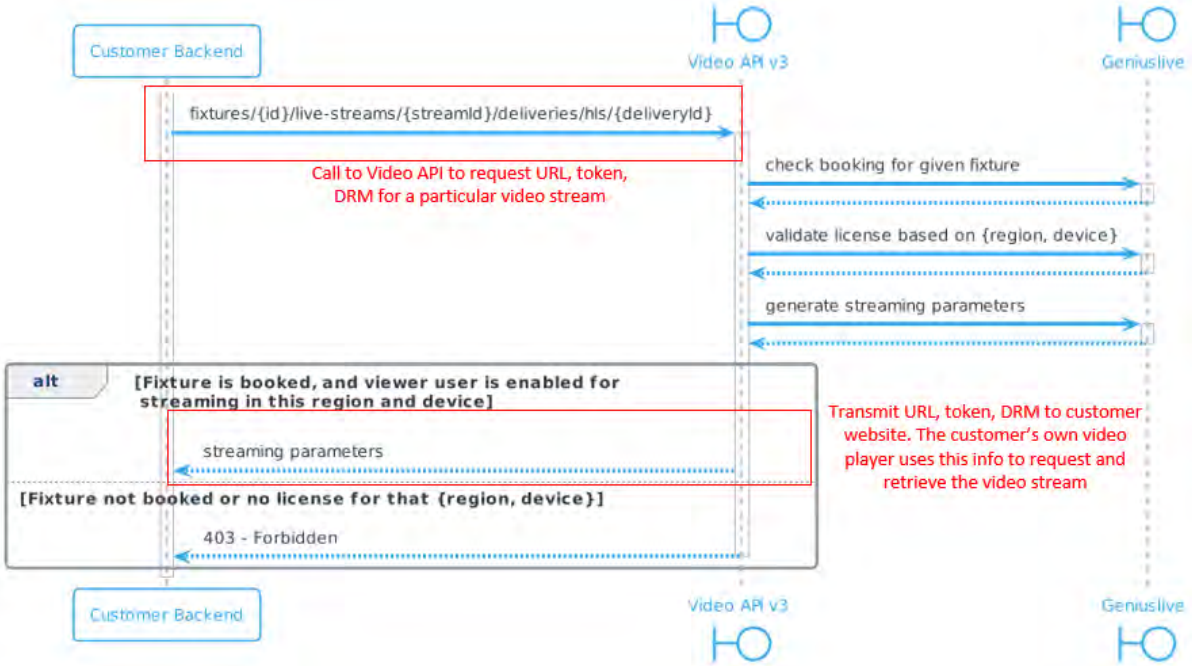
Claim Language	Accused Products
	 (S*ee*, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) As another example, the instructions transmitted by the webserver cause a first or second client display to render video and information about an event. For example, the Accused Product includes an API that transmits instructions from the webserver to a device to cause rendering of event video or instruction. Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website

Claim Language	Accused Products

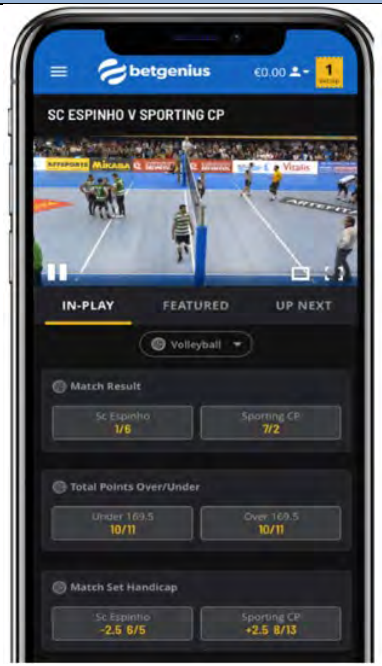
	retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">`
	`</script>`
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Claim Language	Accused Products
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

Claim Language	Accused Products
	GL-Video-v3 3.0.33 [Base URL: api.geniussports.com/Video/v3/PRODSTD] https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest.json **Video Streaming API** The video streaming API is used by customers to: • Retrieve the schedule of upcoming streams. • Retrieve the streaming parameters for a particular fixture. • Retrieve the full list of possible regions for playback. This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems. **Player integration** You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM. **Playing the content** Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

Claim Language	Accused Products
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.) Genius Sports advertises the Accused Products to consumers and encourages the consumers to use the Accused Products in the manner described above. *See, e.g.*, https://geniussports.com/newsroom/genius-sports-launches-betvision-a-game-changing-immersive-sports-betting-experience-including-nfl-live-game-video/; https://geniussports.com/sportsbook/betvision/; https://s43854.pcdn.co/wp-content/uploads/2023/09/betvision-betvision_external-launch_final_website.mp4; https://geniussports.com/newsroom/fanduel-expands-genius-sports-partnership-to-launch-revolutionary-nfl-betvision-streaming-solution/.

Claim Language	Accused Products
	A person of ordinary skill in the art would understand that the Accused Products are especially made to be used in the manner described above.
[1A] at least one media source to receive an audio/video feed of a live event and provide a first copy of the audio/video feed of the live event from a first media server endpoint of the at least one media source; and	The Accused Products include "*at least one media source to receive an audio/video feed of a live event and provide a first copy of the audio/video feed of the live event from a first media server endpoint of the at least one media source*." For example, Genius Sports maintains an expansive portfolio of live sporting event video feeds. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally: Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, bet and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and on Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData an LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefi an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as d of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

Claim Language	Accused Products
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

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	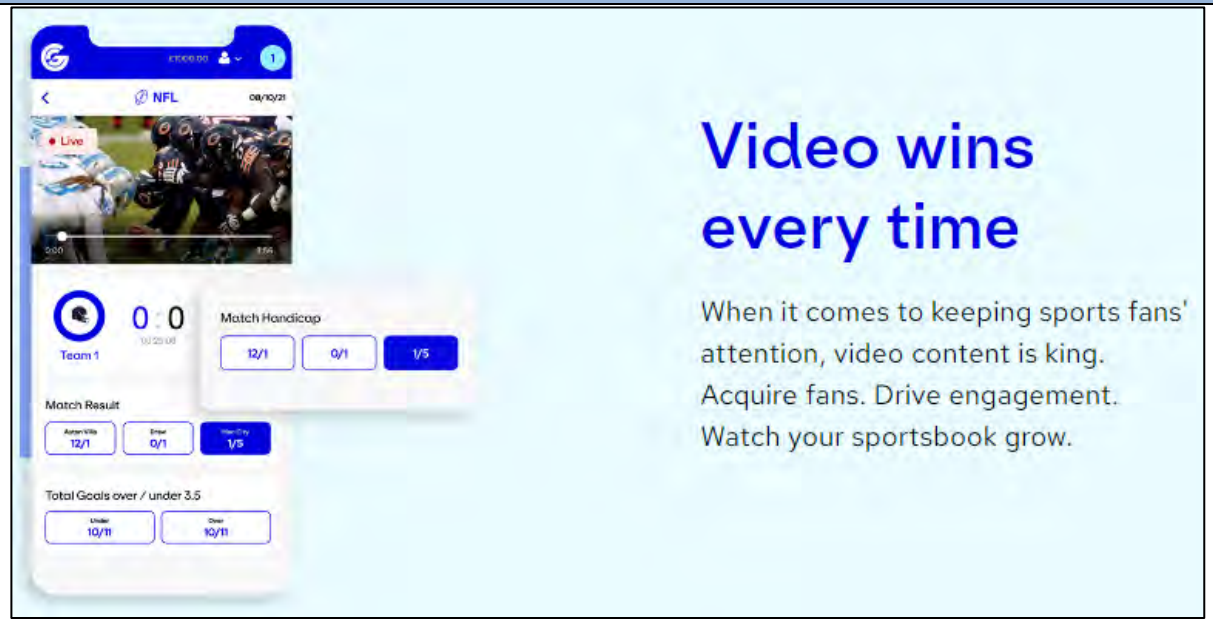 (*See*, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)
[1B] a webserver configured to: transmit first instructions to a first client device that includes at least one first display, the first instructions transmitted by the webserver enabling the at least one first display of the first client device to render a first video relating to the live event and render first event information relating to the live event, wherein the first instructions transmitted by the webserver cause the first client device to:	The Accused Products include "*webserver configured to … transmit first instructions to a first client device that includes at least one first display, the first instructions transmitted by the webserver enabling the at least one first display of the first client device to render a first video relating to the live event and render first event information relating to the live event, wherein the first instructions transmitted by the webserver cause the first client device.*" For example, Genius Sports' streaming product sends "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."

Claim Language	Accused Products

	Introduction
	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.
	
	Connection
	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522
	
	The same data, parameters and format is used in both methods, only the startup of the connection differs.
	
	RAW
	
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	
	`/v2/{sport}/publish`
	
	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
	
	As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

Claim Language	Accused Products
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, bet and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and on Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData an LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefi an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as d of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (*See*, PANDA_000196 at PANDA_000200-PANDA_000201,

Claim Language	Accused Products
	https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets." **Infrastructure teams can "sleep easy" and developers are free to innovate** Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation.

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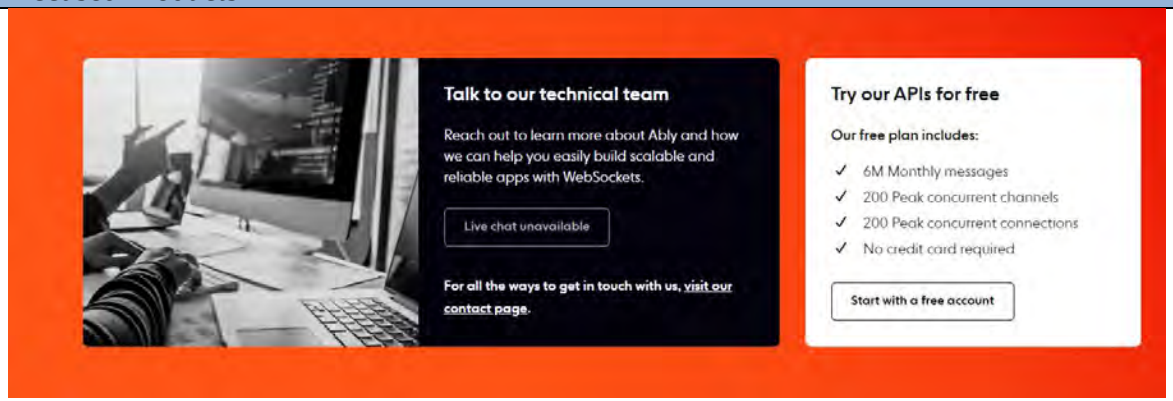
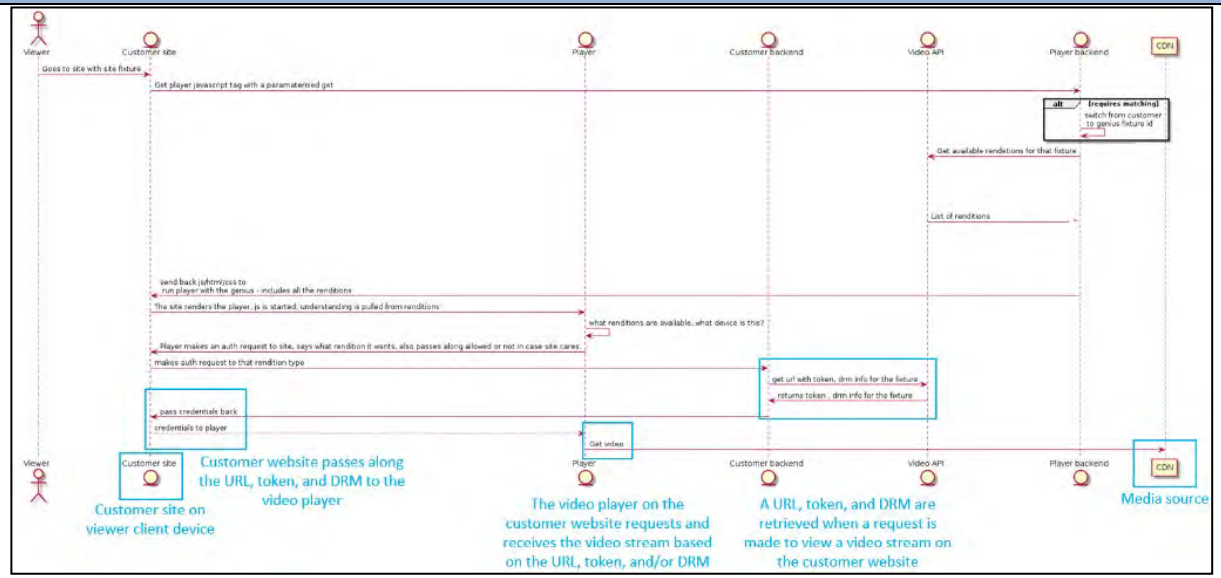
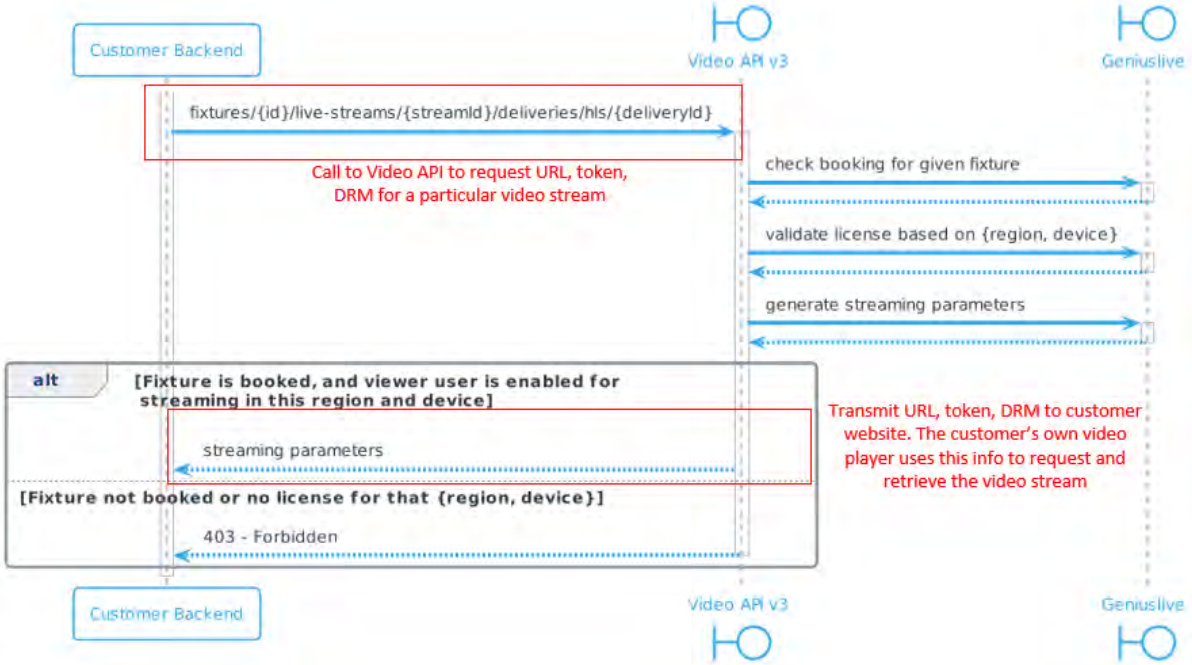
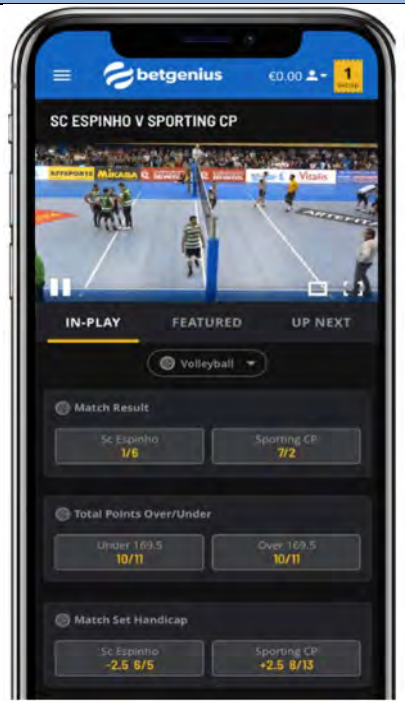
	 (*See* https://ably.com/case-studies/genius-sports) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Claim Language	Accused Products
	Insert a script tag defining the desired fixture and the bookmaker source: ``` 1 <script 2 src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"> 3 </script> ``` Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter ``` 1 <div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set --> ``` Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of **How does it work?** You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. *Our API should never be called from the browser directly.* The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Claim Language	Accused Products
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.

Claim Language	Accused Products
	GL-Video-v3 3.0.33 [Base URL: api.geniussports.com/Video/v3/PRODSTD] https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest.json **Video Streaming API** The video streaming API is used by customers to: • Retrieve the schedule of upcoming streams. • Retrieve the streaming parameters for a particular fixture. • Retrieve the full list of possible regions for playback. This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems. **Player integration** You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM. **Playing the content** Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

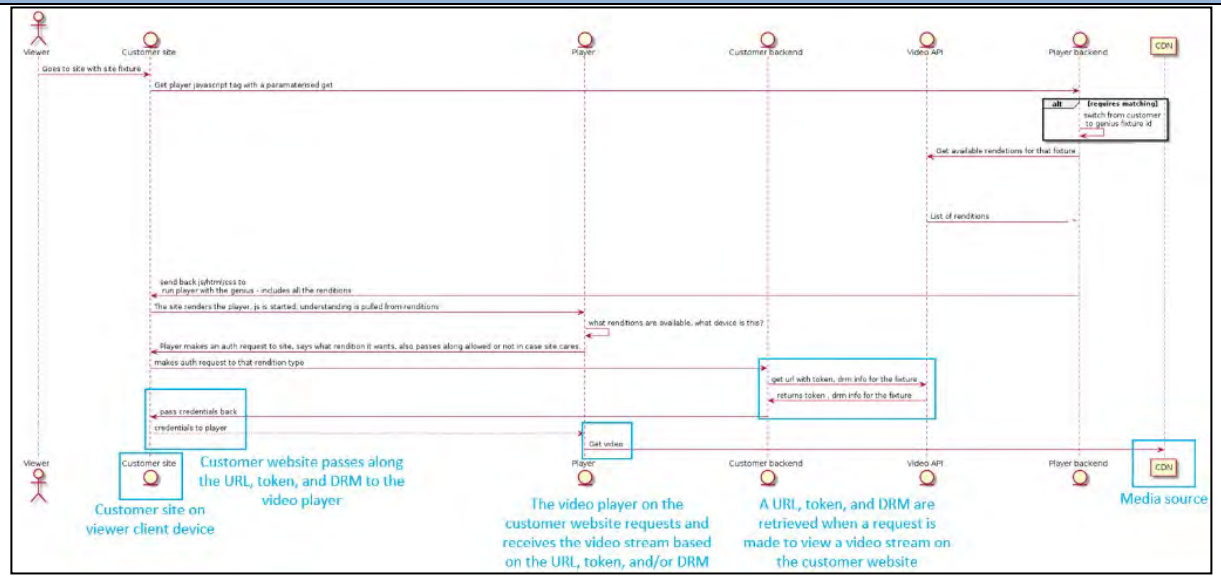
Claim Language	Accused Products
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[1B.1] connect to the first media server endpoint of the at least one media source to receive, on a first communication channel between the first media server endpoint and the first client device, the first copy of the audio/video feed of the live event;	The Accused Products include the first instructions transmitted by the webserver to cause the first client device to "*connect to the first media server endpoint of the at least one media source to receive, on a first communication channel between the first media server endpoint and the first client device, the first copy of the audio/video feed of the live event.*" For example, Genius Sports' streaming product combines live sports data and live sports video.

Claim Language	Accused Products
	 (*See*, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, Genius Sports' streaming product pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

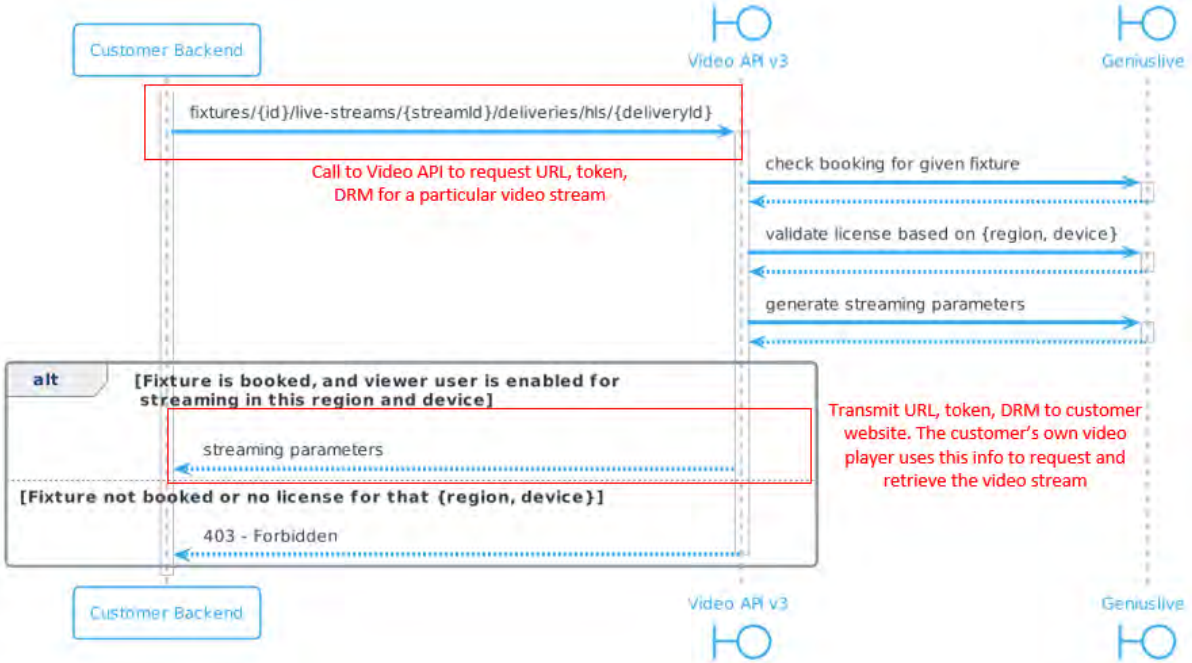
Claim Language	Accused Products
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See*, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video

Claim Language	Accused Products

	stream is provided to the video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	`<script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"></script>`
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter
	`<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->`
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

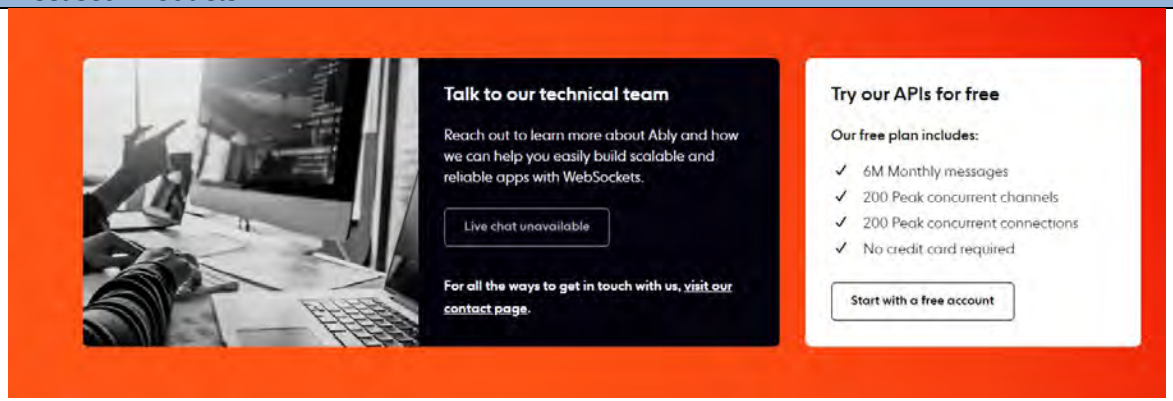
Claim Language	Accused Products
	 (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> In this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Claim Language	Accused Products
	GL-Video-v3 3.0.33 [Base URL: api.geniussports.com/Video/v3/PRODSTD] https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest.json **Video Streaming API** The video streaming API is used by customers to: • Retrieve the schedule of upcoming streams. • Retrieve the streaming parameters for a particular fixture. • Retrieve the full list of possible regions for playback. This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems. **Player integration** You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM. **Playing the content** Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

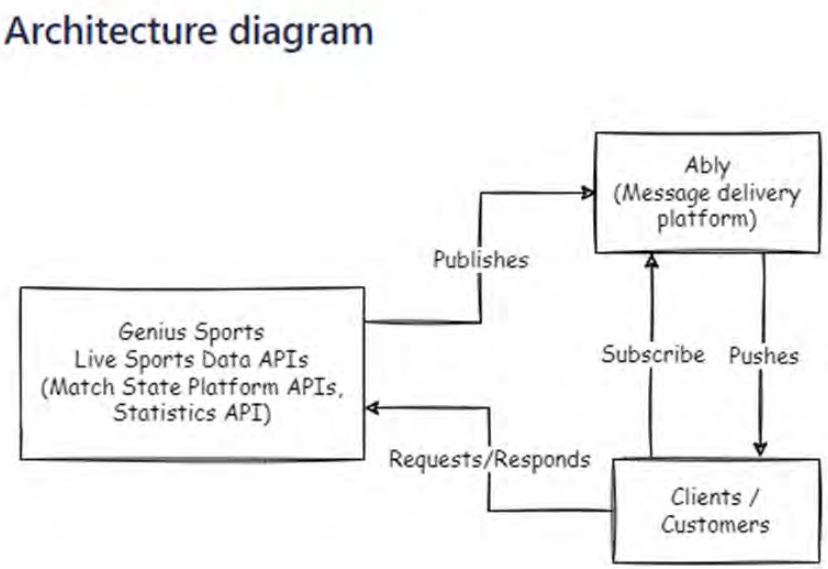
Claim Language	Accused Products
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[1B.2] connect to a first socket of a socket server to receive, on a second communication channel between the first socket and the first client device, first digital content corresponding to the first event information;	The Accused Products include the first instructions transmitted by the webserver to cause the first client device to "*connect to a first socket of a socket server to receive, on a second communication channel between the first socket and the first client device, first digital content corresponding to the first event information*." For example, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

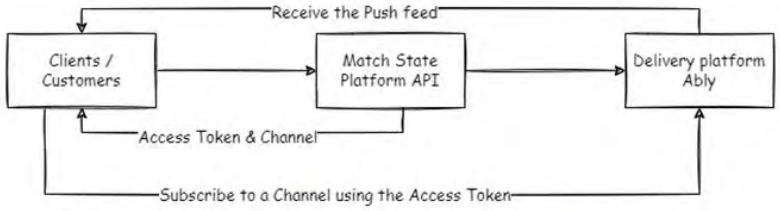
Claim Language	Accused Products
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, bet and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and on Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData an LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefi an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as d of FIBA basketball and FIVB volleyball leagues globally. (*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (*See*, PANDA_000196 at PANDA_000200-PANDA_000201,

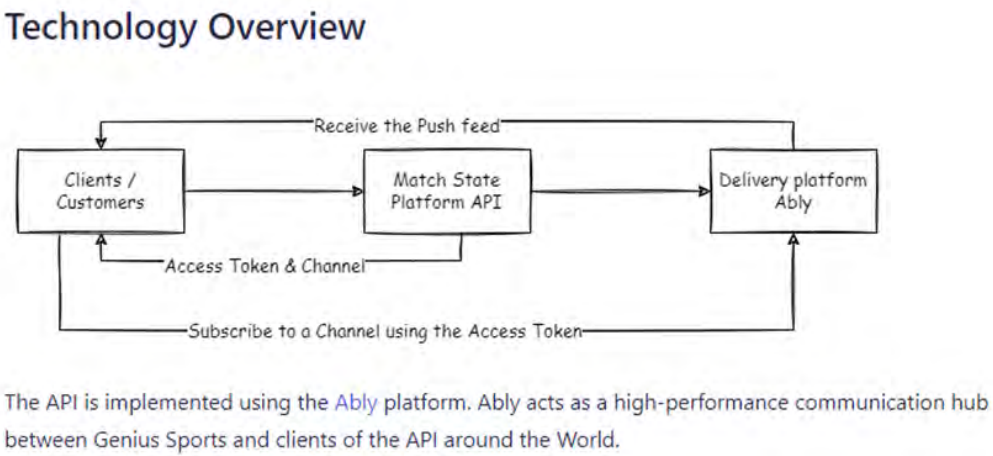
Claim Language	Accused Products
	https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets." **Infrastructure teams can "sleep easy" and developers are free to innovate** Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation.

Claim Language	Accused Products
	 (*See* https://ably.com/case-studies/genius-sports) Further, Genius Sports' employs the Ably platform as part of its "Live Sports Data Integration," whereby "Genius Sports distributes live data for sports events" by using "Pull and Push APIs." *See* https://geniussports.atlassian.net/wiki/spaces/BID/pages/3990454273/Genius+Sports+Live+Sports+Data+Integration

Claim Language	Accused Products
	Genius Sports Live Sports Data Integration MK Owned by Martin Kuks ••• Jul 05, 2022 • 2 min read • Introduction • Overview of Push and Pull APIs • Architecture diagram • Integration Environments Introduction Genius Sports distributes live data for sports events. For that purpose Genius Sports systems provide Pull and Push APIs. Pull API for live sports data is exposed via collection of REST APIs called Match State Platform APIs and Statistics APIs. Their purpose is to provide endpoints for requesting information about current state of sports events by request/response model. Push API is exposed via message delivery platform called Ably. Its purpose is to provide channels for retrieving information about current state of sports events by publish/subscribe message model.

Claim Language	Accused Products
	 Genius Pushes these notifications (e.g., a goal being scored in a game) through "push feeds" that are sent to all end users who "subscribe" to a given "channel" via "Ably." Moreover, in Ably, "every message published to a unique channel is broadcast by Ably to all subscribers." *See* https://geniussports.atlassian.net/wiki/spaces/BID/pages/3990454301/Genius+Sports+Live+Sports+Data+Push+API+via+Ably

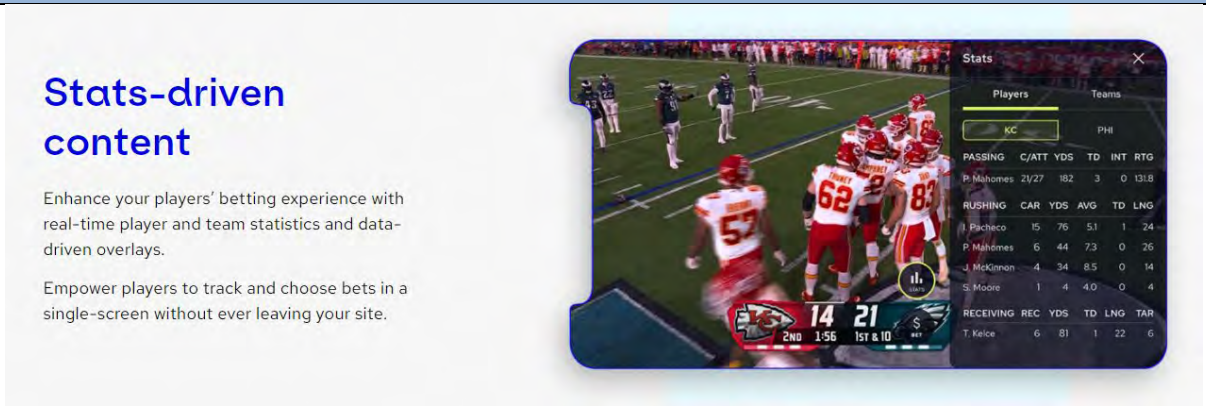
Claim Language	Accused Products
	This document explains how to connect to Ably and receive "push feeds" where messages are sent by Genius Sports to clients as sporting actions occur. E.g. a message may describe a goal being scored or a sporting fixture starting. A catalog of available feeds may be found in API Explorer for Genius Ably Push Feeds which describes the available data in detail. ## Terminology • **Ably Channel** - Channels are the medium through which messages are distributed. Clients attach to channels to subscribe to messages, and every message published to a unique channel is broadcast by Ably to all subscribers. This messaging pattern is commonly called the Publish–subscribe pattern. You can read more about Ably Channels here. • **Access Token** - Ably's authentication token required to establish a connection with Ably. You can learn more about this here. • **Client Library** - Ably's public open-source SDKs provided to clients to simplify the software development work required by users of Ably. More information is available here. ## Technology Overview  The API is implemented using the Ably platform. Ably acts as a high-performance communication hub between Genius Sports and clients of the API around the World.

Claim Language	Accused Products
	
[1B.3] render, on the at least one first display of the first client device, at least some of the first event information as at least one first user-interactive feature overlaid on or adjacent to the first video relating to the live event; and	The Accused Products include the first instructions transmitted by the webserver to cause the first client device to "*render, on the at least one first display of the first client device, at least some of the first event information as at least one first user-interactive feature overlaid on or adjacent to the first video relating to the live event*." For example, Genius Sports' BetVision "brings live streams together with integrated bet slips, statistical insights, and real-time augmentations within a single interactive player."

Claim Language	Accused Products
	Genius Sports Limited ("Genius Sports") (NYSE:GENI) has unveiled BetVision, the world's first immersive sports wagering experience that brings live streams together with integrated bet slips, statistical insights, and real-time augmentations within a single interactive player. Genius Sports is launching BetVision with NFL live games in the U.S. For the first time ever, BetVision will allow sportsbook customers to place wagers from within the live video player in the sportsbook app. These low latency live game video streams feature integrated betting odds and betslips and will be enhanced by in-game betting alerts and on-screen offers during breaks in game action to increase relevance, drive engagement and retain customers. NFL content is available on mobile and tablet devices and will include live augmentations such as data-driven insights, graphic overlays and visualizations already in use with a range of broadcast and streaming partners across North America. BetVision is a uniquely personalized product that allows users to toggle on and off content and stats to create a tailored viewing experience based on their individual preferences. *See, e.g.*, https://geniussports.com/newsroom/genius-sports-launches-betvision-a-game-changing-immersive-sports-betting-experience-including-nfl-live-game-video/ In addition, "BetVision also provides viewers with real-time data and insights they can interact with on screen during the game broadcast."

Claim Language	Accused Products
	BetVision enables fans to place a wager from a bet slip that sits above the live stream. The digital nature of the solution means Genius (and its sportsbook partners) have valuable information about those watching games in-app; data that can be used to eventually create personalized wagering options. "Over time, we can look at previous bet activity and start surfacing the most relevant bet types based on what is happening in the game and the bettor's preferences," Conroy said. "That should drive further interactivity and engagement as the relevance of the content the user is seeing is heightened." BetVision also provides viewers with real-time data and insights they can interact with on screen during the game broadcast. "Things like graphics with players' names and stats above the players' heads. If you have a player prop, you can actually see the offensive lineup and track the player's progress," Conroy said. "It's all engineered towards creating an additive experience for bettors." Genius will be adding bet tracking (think: statistical overlays reflecting win probabilities), and could, in time, add the ability for bettors to 'cash out' on-screen during the game too. https://blog.johnwallstreet.com/p/genius-betvision-could-be-used-to-create-immersive-experiences-for-core-tv-audience
[1B.4] obtain access to first additional information relating to the live event and/or redirect to a first web site or first app when a first user selects at least a portion of the rendered at least one first user-interactive feature; and	The Accused Products include the first instructions transmitted by the webserver to cause the first client device to "*obtain access to first additional information relating to the live event and/or redirect to a first web site or first app when a first user selects at least a portion of the rendered at least one first user-interactive feature*." For example, "BetVision is a uniquely personalized product that allows users to toggle on and off content and stats to create a tailored viewing experience based on their individual preferences."

Claim Language	Accused Products
	Genius Sports Limited ("Genius Sports") (NYSE:GENI) has unveiled BetVision, the world's first immersive sports wagering experience that brings live streams together with integrated bet slips, statistical insights, and real-time augmentations within a single interactive player. Genius Sports is launching BetVision with NFL live games in the U.S. For the first time ever, BetVision will allow sportsbook customers to place wagers from within the live video player in the sportsbook app. These low latency live game video streams feature integrated betting odds and betslips and will be enhanced by in-game betting alerts and on-screen offers during breaks in game action to increase relevance, drive engagement and retain customers. NFL content is available on mobile and tablet devices and will include live augmentations such as data-driven insights, graphic overlays and visualizations already in use with a range of broadcast and streaming partners across North America. BetVision is a uniquely personalized product that allows users to toggle on and off content and stats to create a tailored viewing experience based on their individual preferences. *See, e.g.*, https://geniussports.com/newsroom/genius-sports-launches-betvision-a-game-changing-immersive-sports-betting-experience-including-nfl-live-game-video/ In addition, Genius Sports' BetVision can "[e]nhance [] players' betting experience with real-time player and team statistics and data-driven overlays" and "[e]mpower players to track and choose bets in a single-screen without ever leaving your site."

Claim Language	Accused Products
	 See, https://geniussports.com/sportsbook/betvision/#bet-vision-video
[1C] transmit second instructions to a second client device that includes at least one second display, the second instructions transmitted by the webserver enabling the at least one second display of the second client device to also render the first event information relating to the live event, wherein the second instructions transmitted by the webserver cause the second client device to:	The Accused Products include a webserver configured to "*transmit second instructions to a second client device that includes at least one second display, the second instructions transmitted by the webserver enabling the at least one second display of the second client device to also render the first event information relating to the live event.*" For example, Genius Sports' streaming product sends "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine." **Introduction** This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. **Connection** There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs.

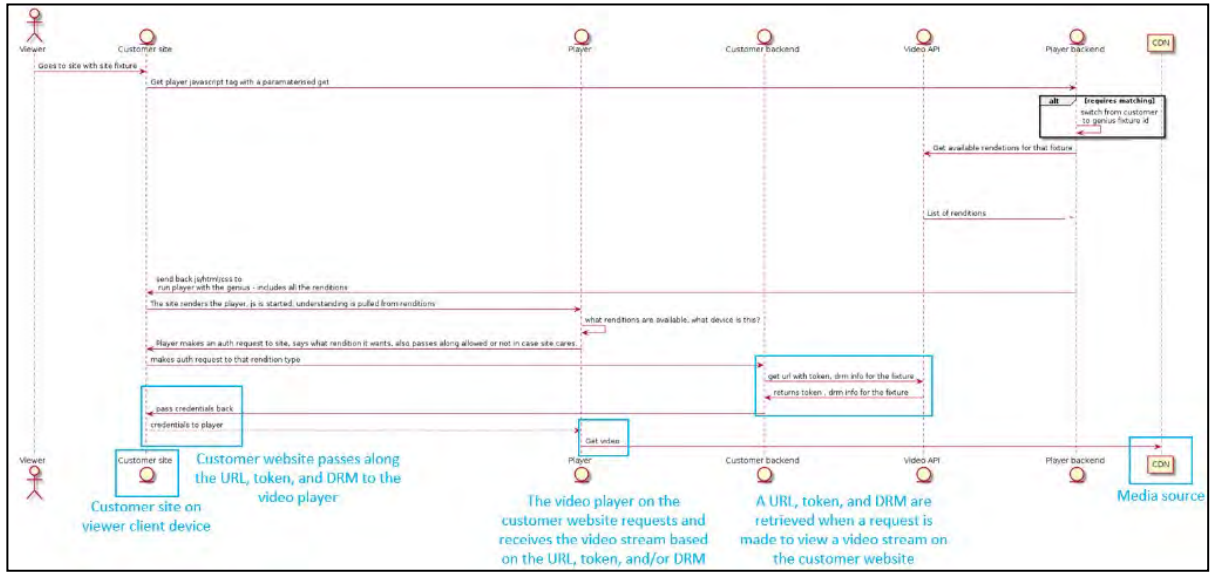
Claim Language	Accused Products

	RAW
	
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	
	`/v2/{sport}/publish`
	
	Example - HTTP
	
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	
	Example - RAW
	
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See*, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
	
	As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.
	
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, bet and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and on
	
	Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData an LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook.
	
	Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed.
	
	Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefi an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as d of FIBA basketball and FIVB volleyball leagues globally.
	
	(*See*, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

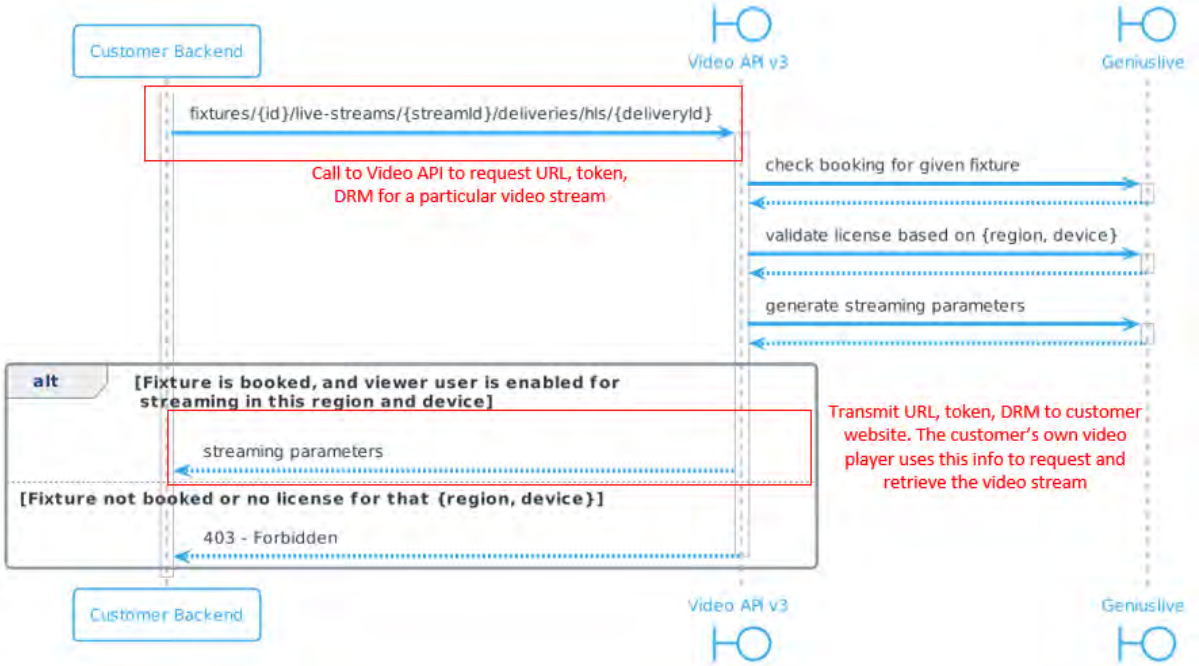
Claim Language	Accused Products
	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (S*ee*, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

Claim Language	Accused Products
	Infrastructure teams can "sleep easy" and developers are free to innovate Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation. **Talk to our technical team** Reach out to learn more about Ably and how we can help you easily build scalable and reliable apps with WebSockets. Live chat unavailable **For all the ways to get in touch with us, visit our contact page.** **Try our APIs for free** **Our free plan includes:** ✓ 6M Monthly messages ✓ 200 Peak concurrent channels ✓ 200 Peak concurrent connections ✓ No credit card required **Start with a free account**

Claim Language	Accused Products
	(*See* https://ably.com/case-studies/genius-sports) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below. Insert a script tag defining the desired fixture and the bookmaker source: 1 `<script` 2 `  src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID">` 3 `</script>` Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter 1 `<div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->` Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

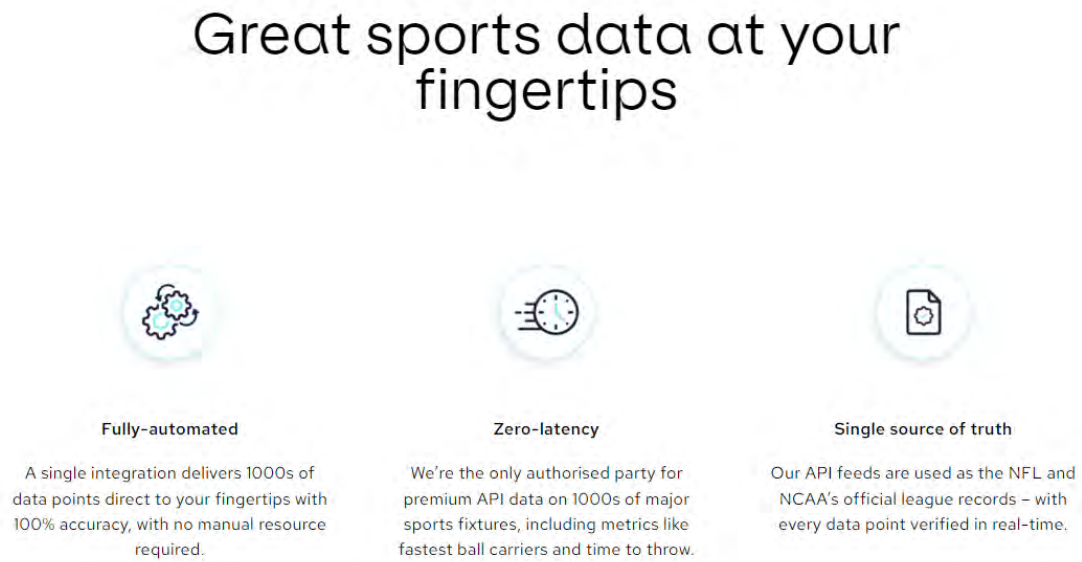
Claim Language	Accused Products
	How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. *Our API should never be called from the browser directly.* The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.  (*See*, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of

Claim Language	Accused Products
	the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the client device. This process is depicted below. **GL-Video-v3** 3.0.33 [Base URL: api.geniussports.com/Video-v3/PRODSTD] https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest.json **Video Streaming API** The video streaming API is used by customers to: • Retrieve the schedule of upcoming streams. • Retrieve the streaming parameters for a particular fixture. • Retrieve the full list of possible regions for playback. This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems. **Player integration** You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM. **Playing the content** Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

Claim Language	Accused Products
	 (*See*, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[1C.1] connect to the first socket of the socket server to receive, on a third communication channel between the first socket and the second client device, the first digital content corresponding to the first event information so that the first digital content received at the first client device and the second	The Accused Products include the second instructions transmitted by the webserver to cause the second client device to *"connect to the first socket of the socket server to receive, on a third communication channel between the first socket and the second client device, the first digital content corresponding to the first event information so that the first digital content received at the first client device and the second client device is synchronized and client-by-client latency between the first client device and second client device to render the first event information is thereby mitigated or significantly reduced."*

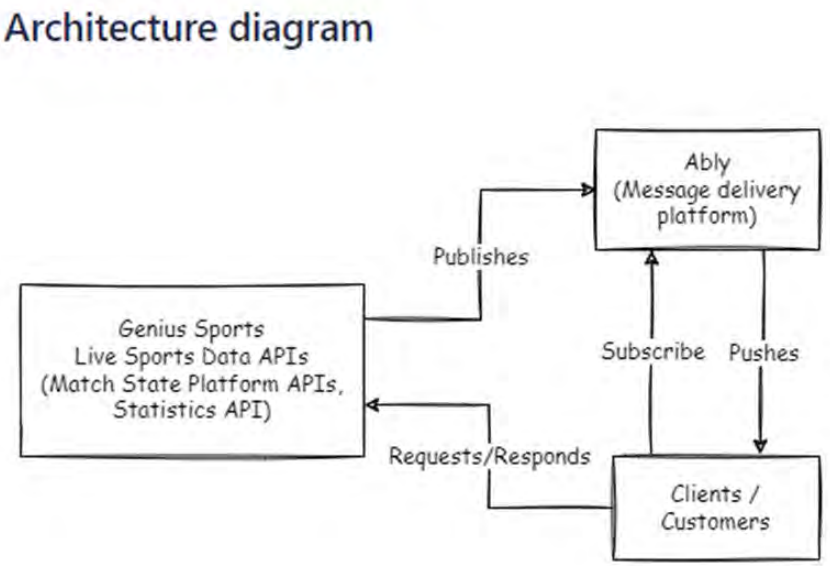
Claim Language	Accused Products
client device is synchronized and client-by-client latency between the first client device and second client device to render the first event information is thereby mitigated or significantly reduced;	For example, Genius Sports maintains an expansive portfolio of live sporting event video feeds. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally: Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, bet and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and on Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData an LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefi an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as de of FIBA basketball and FIVB volleyball leagues globally. (*See,* PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) In addition, Genius Sports' streaming products provides "[o]fficial low-latency data feeds straight from the venue."

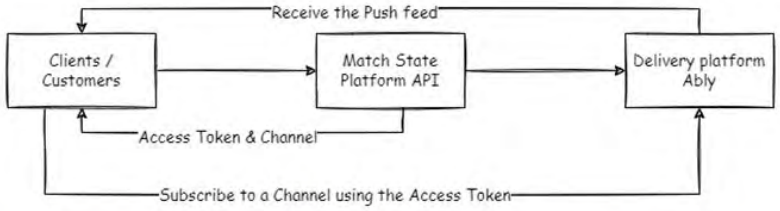
Claim Language	Accused Products
	Sportsbooks / Betting Data & Odds / LiveData Data to set odds with confidence Official low-latency data feeds straight from the venue. Set odds and manage live events faster than ever before. Get a demo *See*, https://geniussports.com/sportsbook/betting-data-odds/livedata/

Claim Language	Accused Products
	 *See* https://geniussports.com/genius-marketing-suite/genius-data-content/ In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

Claim Language	Accused Products
	Infrastructure teams can "sleep easy" and developers are free to innovate Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation. **Talk to our technical team** Reach out to learn more about Ably and how we can help you easily build scalable and reliable apps with WebSockets. Live chat unavailable **For all the ways to get in touch with us, visit our contact page.** **Try our APIs for free** **Our free plan includes:** ✓ 6M Monthly messages ✓ 200 Peak concurrent channels ✓ 200 Peak concurrent connections ✓ No credit card required **Start with a free account**

Claim Language	Accused Products
	(*See* https://ably.com/case-studies/genius-sports) Further, Genius Sports' employs the Ably platform as part of its "Live Sports Data Integration," whereby "Genius Sports distributes live data for sports events" by using "Pull and Push APIs." *See* https://geniussports.atlassian.net/wiki/spaces/BID/pages/3990454273/Genius+Sports+Live+Sports+Data+Integration Genius Sports Live Sports Data Integration MK Owned by Martin Kuks ••• Jul 05, 2022 • 2 min read • Introduction • Overview of Push and Pull APIs • Architecture diagram • Integration Environments Introduction Genius Sports distributes live data for sports events. For that purpose Genius Sports systems provide Pull and Push APIs. Pull API for live sports data is exposed via collection of REST APIs called Match State Platform APIs and Statistics APIs. Their purpose is to provide endpoints for requesting information about current state of sports events by request/response model. Push API is exposed via message delivery platform called Ably. Its purpose is to provide channels for retrieving information about current state of sports events by publish/subscribe message model.

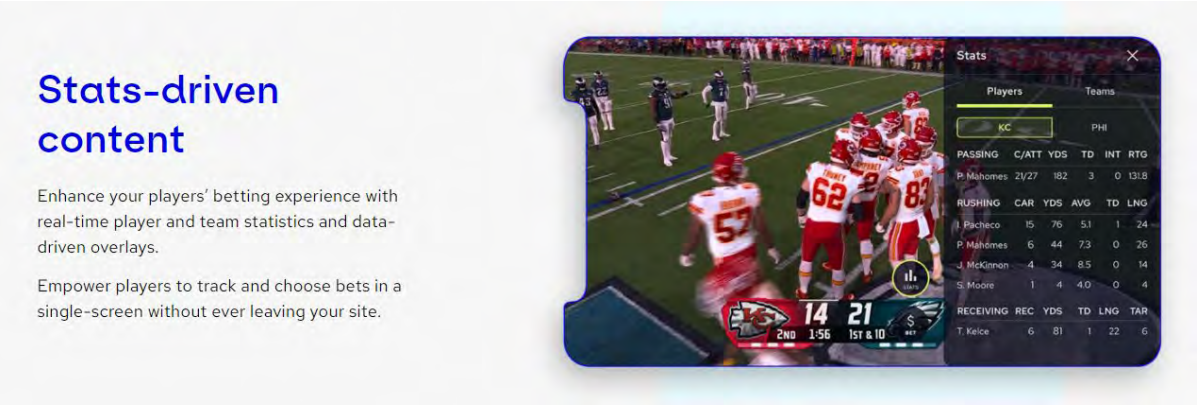
Claim Language	Accused Products
	 Genius Pushes these notifications (e.g., a goal being scored in a game) through "push feeds" that are sent to all end users who "subscribe" to a given "channel" via "Ably." Moreover, in Ably, "every message published to a unique channel is broadcast by Ably to all subscribers." *See* https://geniussports.atlassian.net/wiki/spaces/BID/pages/3990454301/Genius+Sports+Live+Sports+Data+Push+API+via+Ably

Claim Language	Accused Products
	This document explains how to connect to Ably and receive "push feeds" where messages are sent by Genius Sports to clients as sporting actions occur. E.g. a message may describe a goal being scored or a sporting fixture starting. A catalog of available feeds may be found in API Explorer for Genius Ably Push Feeds which describes the available data in detail. ## Terminology • **Ably Channel** - Channels are the medium through which messages are distributed. Clients attach to channels to subscribe to messages, and every message published to a unique channel is broadcast by Ably to all subscribers. This messaging pattern is commonly called the Publish–subscribe pattern. You can read more about Ably Channels here. • **Access Token** - Ably's authentication token required to establish a connection with Ably. You can learn more about this here. • **Client Library** - Ably's public open-source SDKs provided to clients to simplify the software development work required by users of Ably. More information is available here. ## Technology Overview  The API is implemented using the Ably platform. Ably acts as a high-performance communication hub between Genius Sports and clients of the API around the World.

Claim Language	Accused Products
[1C.2] render, on the at least one second display of the second client device, at least some of the first event information as at least one second user-interactive feature; and	The Accused Products include the second instructions transmitted by the webserver to cause the second client device to "*render, on the at least one second display of the second client device, at least some of the first event information as at least one second user-interactive feature*." For example, Genius Sports' BetVision "brings live streams together with integrated bet slips, statistical insights, and real-time augmentations within a single interactive player." Genius Sports Limited ("Genius Sports") (NYSE:GENI) has unveiled BetVision, the world's first immersive sports wagering experience that brings live streams together with integrated bet slips, statistical insights, and real-time augmentations within a single interactive player. Genius Sports is launching BetVision with NFL live games in the U.S. For the first time ever, BetVision will allow sportsbook customers to place wagers from within the live video player in the sportsbook app. These low latency live game video streams feature integrated betting odds and betslips and will be enhanced by in-game betting alerts and on-screen offers during breaks in game action to increase relevance, drive engagement and retain customers. NFL content is available on mobile and tablet devices and will include live augmentations such as data-driven insights, graphic overlays and visualizations already in use with a range of broadcast and streaming partners across North America. BetVision is a uniquely personalized product that allows users to toggle on and off content and stats to create a tailored viewing experience based on their individual preferences.

Claim Language	Accused Products
	See, e.g., https://geniussports.com/newsroom/genius-sports-launches-betvision-a-game-changing-immersive-sports-betting-experience-including-nfl-live-game-video/ In addition, "BetVision also provides viewers with real-time data and insights they can interact with on screen during the game broadcast." BetVision enables fans to place a wager from a bet slip that sits above the live stream. The digital nature of the solution means Genius (and its sportsbook partners) have valuable information about those watching games in-app; data that can be used to eventually create personalized wagering options. "Over time, we can look at previous bet activity and start surfacing the most relevant bet types based on what is happening in the game and the bettor's preferences," Conroy said. "That should drive further interactivity and engagement as the relevance of the content the user is seeing is heightened." BetVision also provides viewers with real-time data and insights they can interact with on screen during the game broadcast. "Things like graphics with players' names and stats above the players' heads. If you have a player prop, you can actually see the offensive lineup and track the player's progress," Conroy said. "It's all engineered towards creating an additive experience for bettors." Genius will be adding bet tracking (think: statistical overlays reflecting win probabilities), and could, in time, add the ability for bettors to 'cash out' on-screen during the game too. *See* https://blog.johnwallstreet.com/p/genius-betvision-could-be-used-to-create-immersive-experiences-for-core-tv-audience
[1C.3] obtain access to the first additional information or second additional information relating to the live event and/or redirect to	The Accused Products include the second instructions transmitted by the webserver to cause the second client device to "*obtain access to the first additional information or second additional information relating to the live event and/or redirect to the first web site, the first app, a second*

Claim Language	Accused Products
the first web site, the first app, a second web site or a second app when a second user selects at least a portion of the rendered at least one second user-interactive feature.	*web site or a second app when a second user selects at least a portion of the rendered at least one second user-interactive feature*." For example, "BetVision is a uniquely personalized product that allows users to toggle on and off content and stats to create a tailored viewing experience based on their individual preferences." Genius Sports Limited ("Genius Sports") (NYSE:GENI) has unveiled BetVision, the world's first immersive sports wagering experience that brings live streams together with integrated bet slips, statistical insights, and real-time augmentations within a single interactive player. Genius Sports is launching BetVision with NFL live games in the U.S. For the first time ever, BetVision will allow sportsbook customers to place wagers from within the live video player in the sportsbook app. These low latency live game video streams feature integrated betting odds and betslips and will be enhanced by in-game betting alerts and on-screen offers during breaks in game action to increase relevance, drive engagement and retain customers. NFL content is available on mobile and tablet devices and will include live augmentations such as data-driven insights, graphic overlays and visualizations already in use with a range of broadcast and streaming partners across North America. BetVision is a uniquely personalized product that allows users to toggle on and off content and stats to create a tailored viewing experience based on their individual preferences. *See, e.g.*, https://geniussports.com/newsroom/genius-sports-launches-betvision-a-game-changing-immersive-sports-betting-experience-including-nfl-live-game-video/

Claim Language	Accused Products
	In addition, Genius Sports' BetVision can "[e]nhance [] players' betting experience with real-time player and team statistics and data-driven overlays" and "[e]mpower players to track and choose bets in a single-screen without ever leaving your site."  See, https://geniussports.com/sportsbook/betvision/#bet-vision-video