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(54) **SYSTEM, METHOD, AND COMPUTER PROGRAM PRODUCT FOR SYNCHRONIZING CONTENT BETWEEN A SERVER AND A CLIENT BASED ON STATE INFORMATION**

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(51) **Int. Cl.**<sup>7</sup> ..... **G06F 15/16**  
(52) **U.S. Cl.** ..... **709/248; 709/250**  
(58) **Field of Search** ..... **709/248, 243, 709/250, 228**

(57) **ABSTRACT**

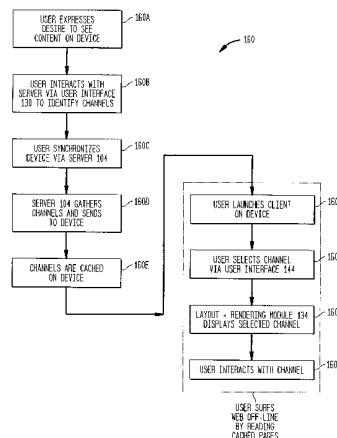
Described herein are systems, methods, computer program products, and combinations and sub-combinations thereof, for enabling web content (as well as other objects) to be loaded on mobile devices (as well as other types of devices), and for users of mobile devices to operate with such web content on their mobile devices in an interactive manner while in an off-line mode.

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**24 Claims, 73 Drawing Sheets**



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\* cited by examiner

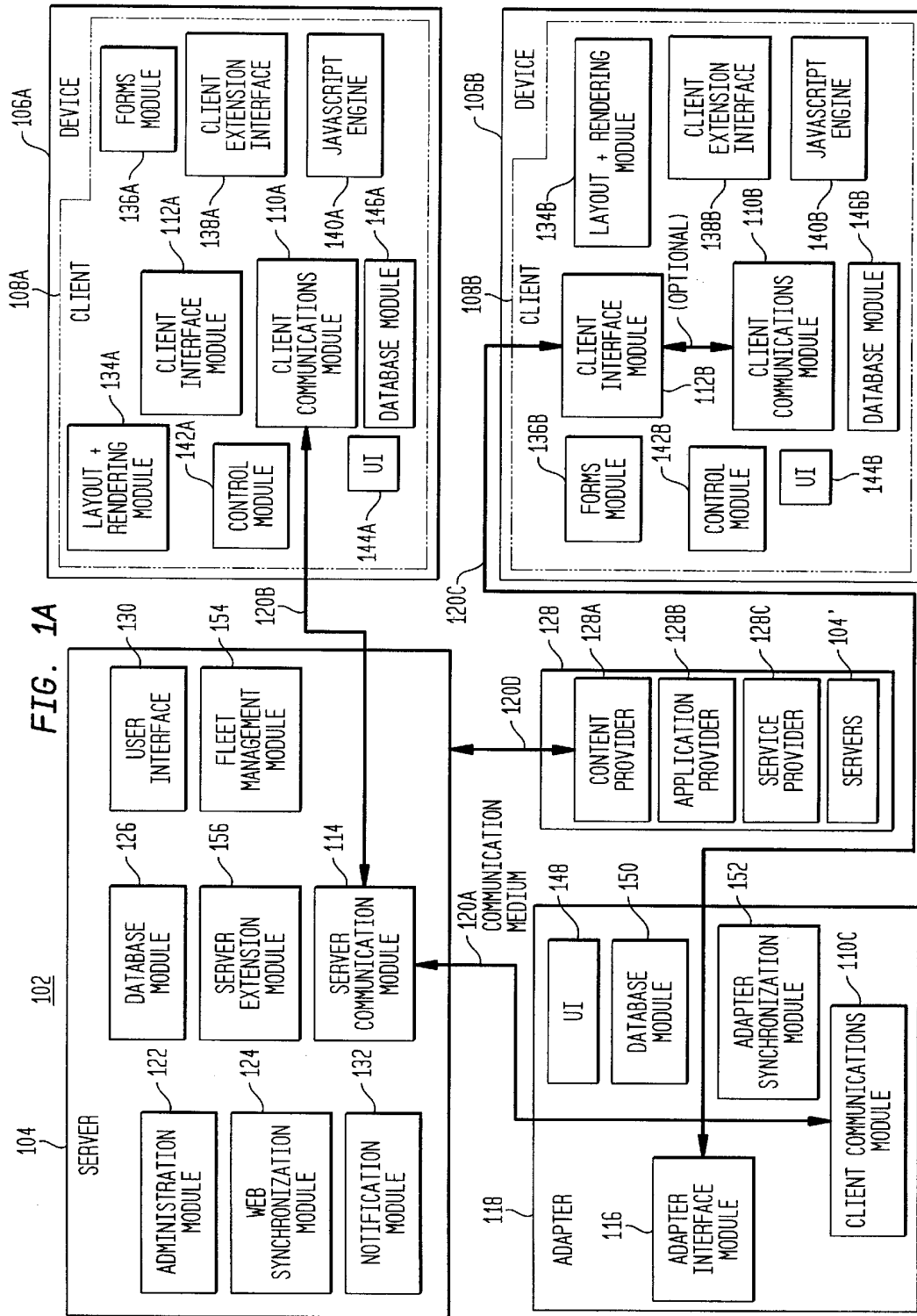


FIG. 1B

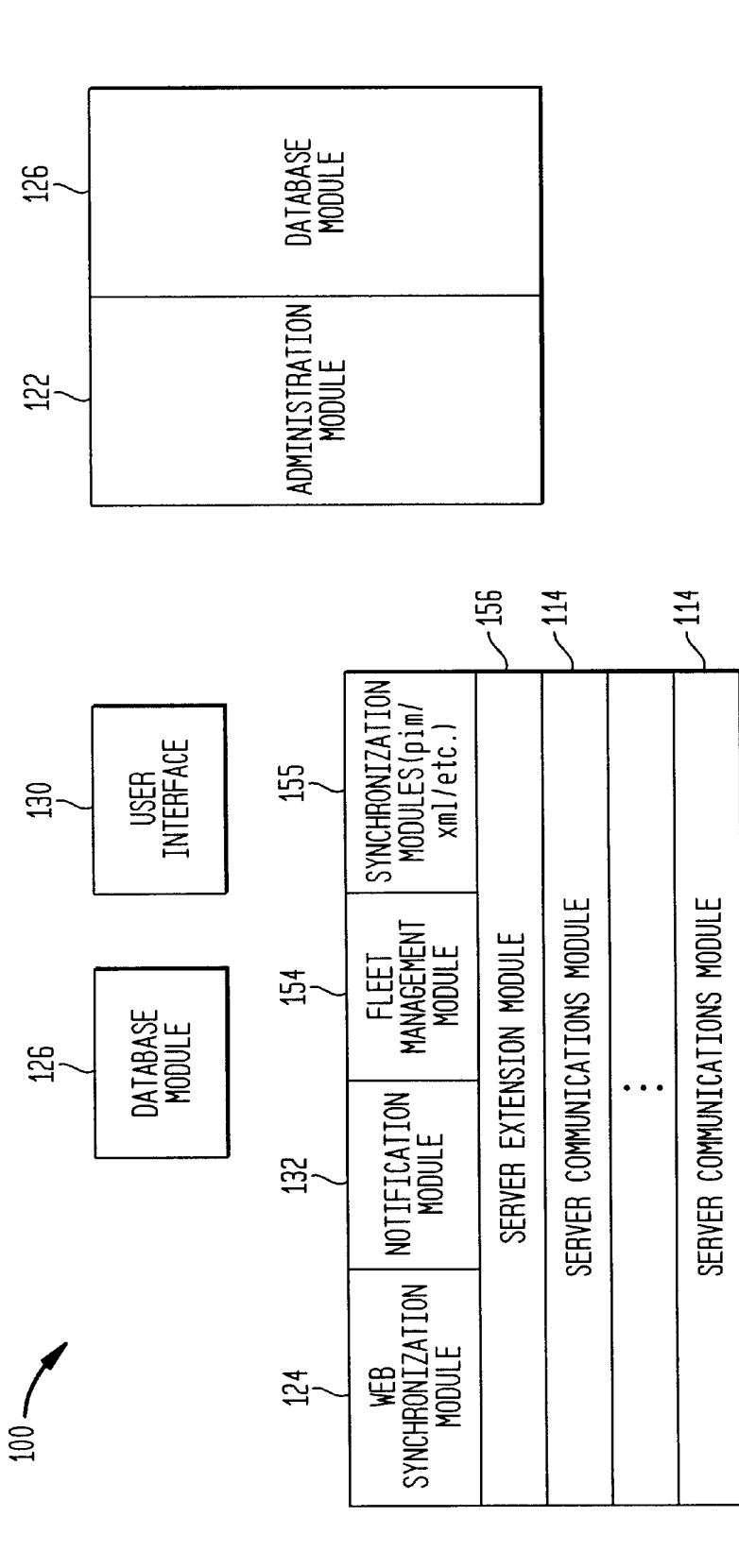




FIG. 1B1

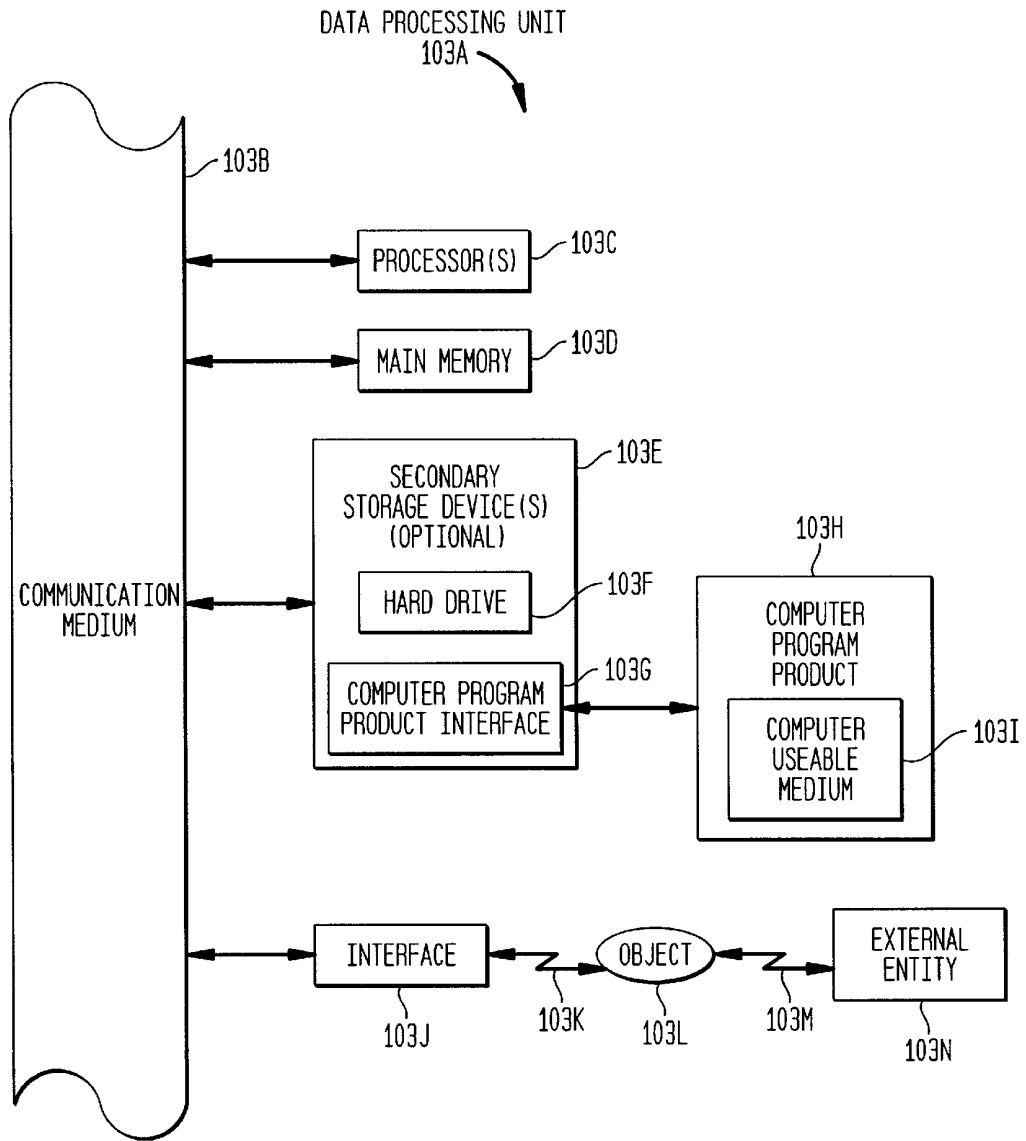


FIG. 1C

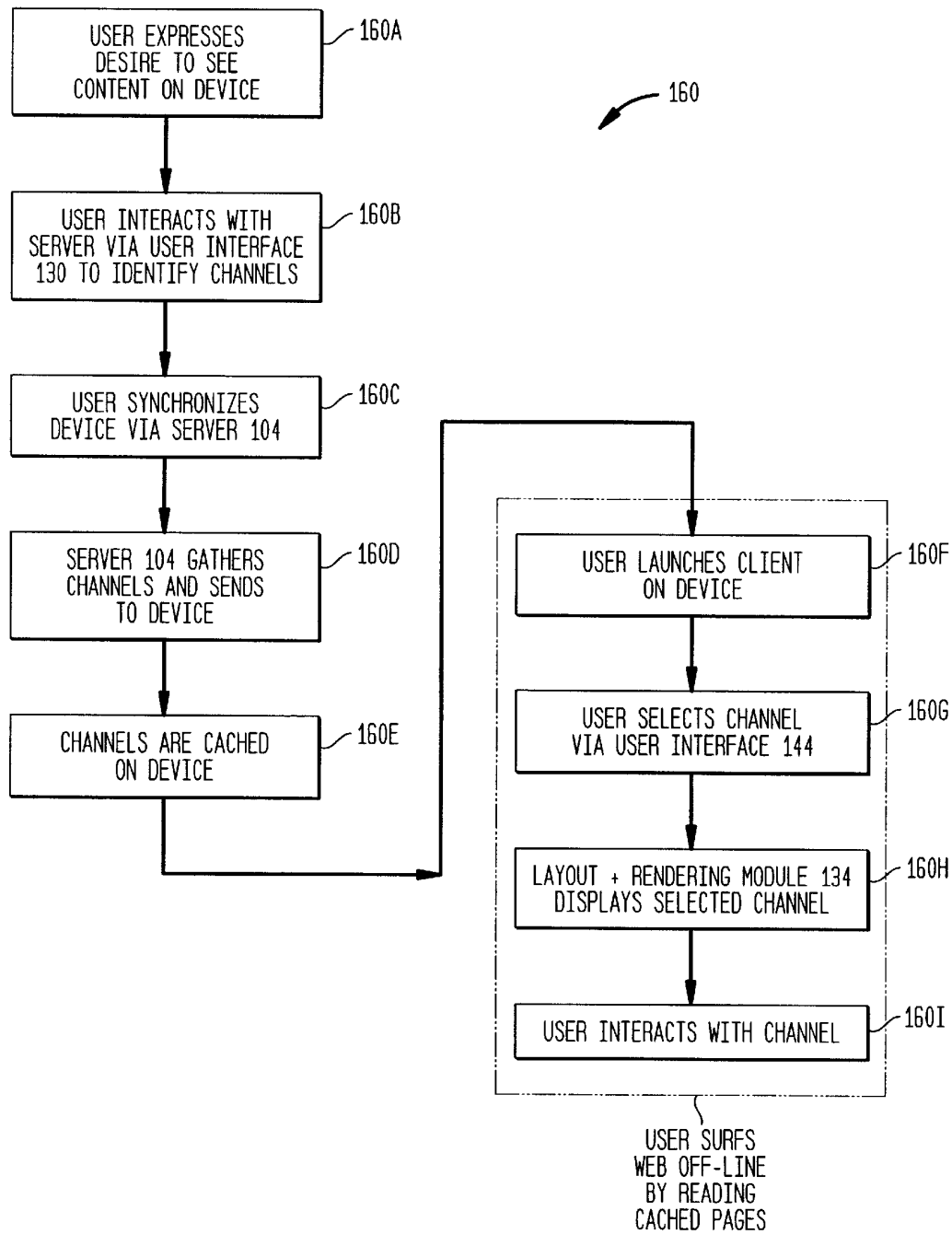


FIG. 1D

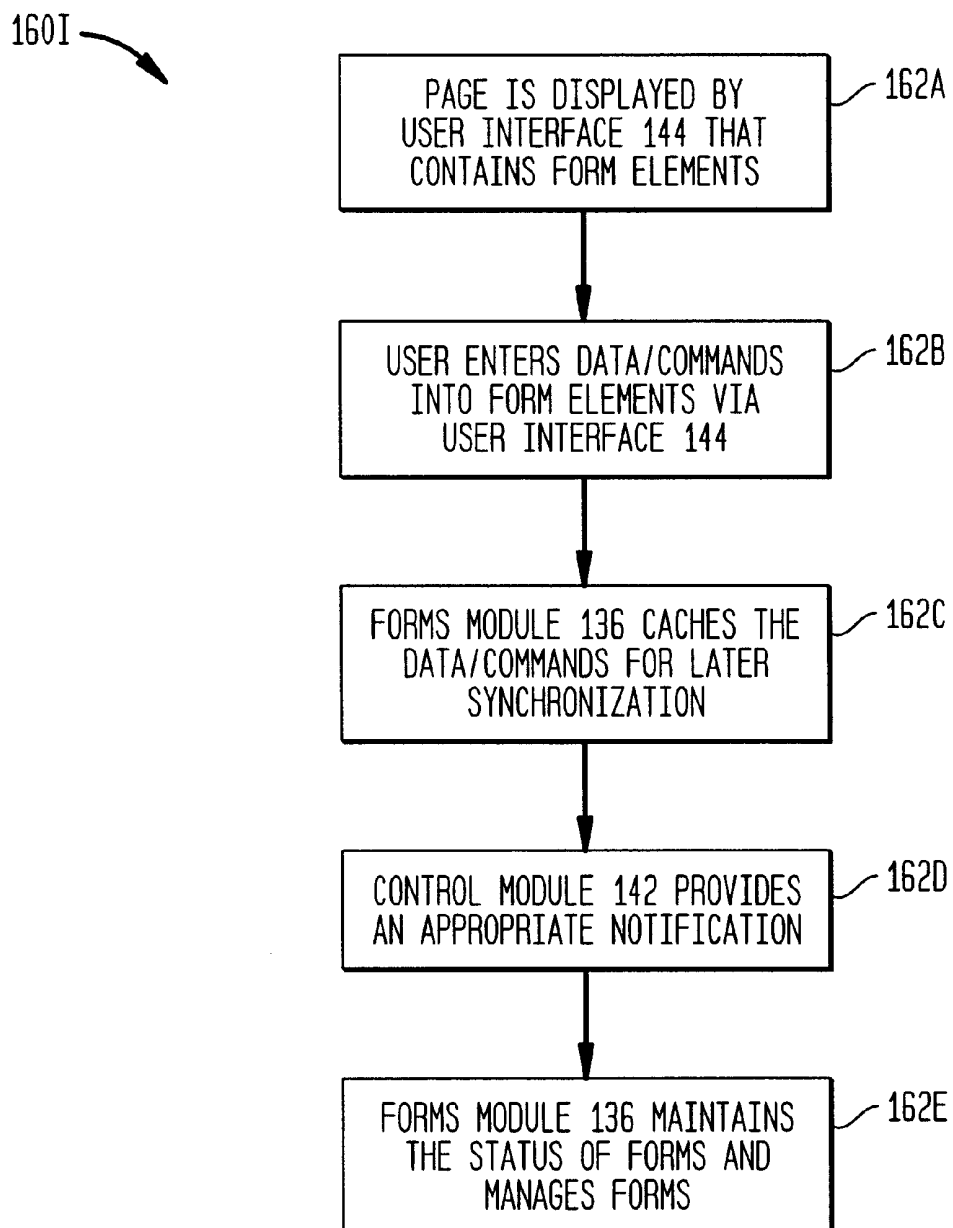


FIG. 1E

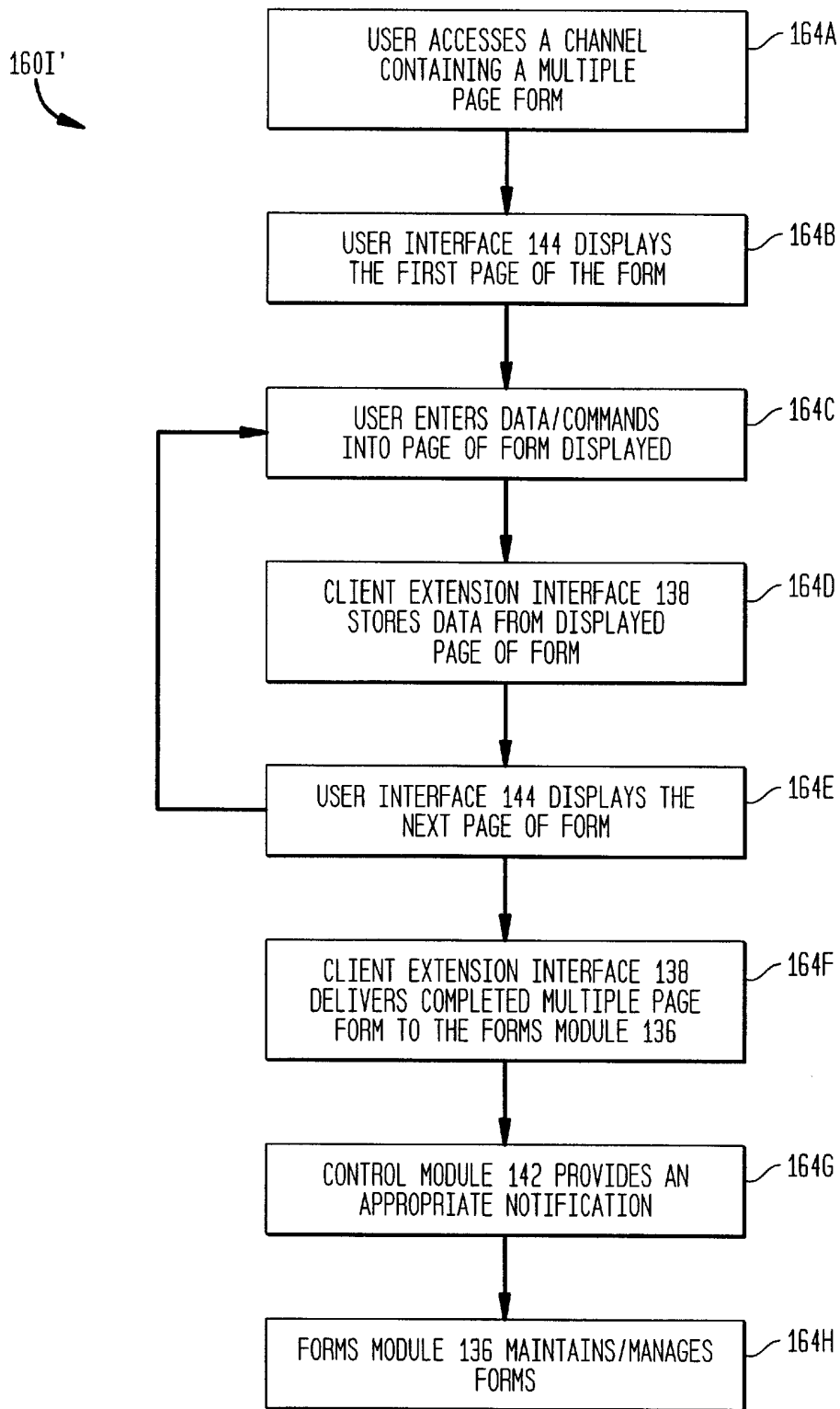


FIG. 1F1

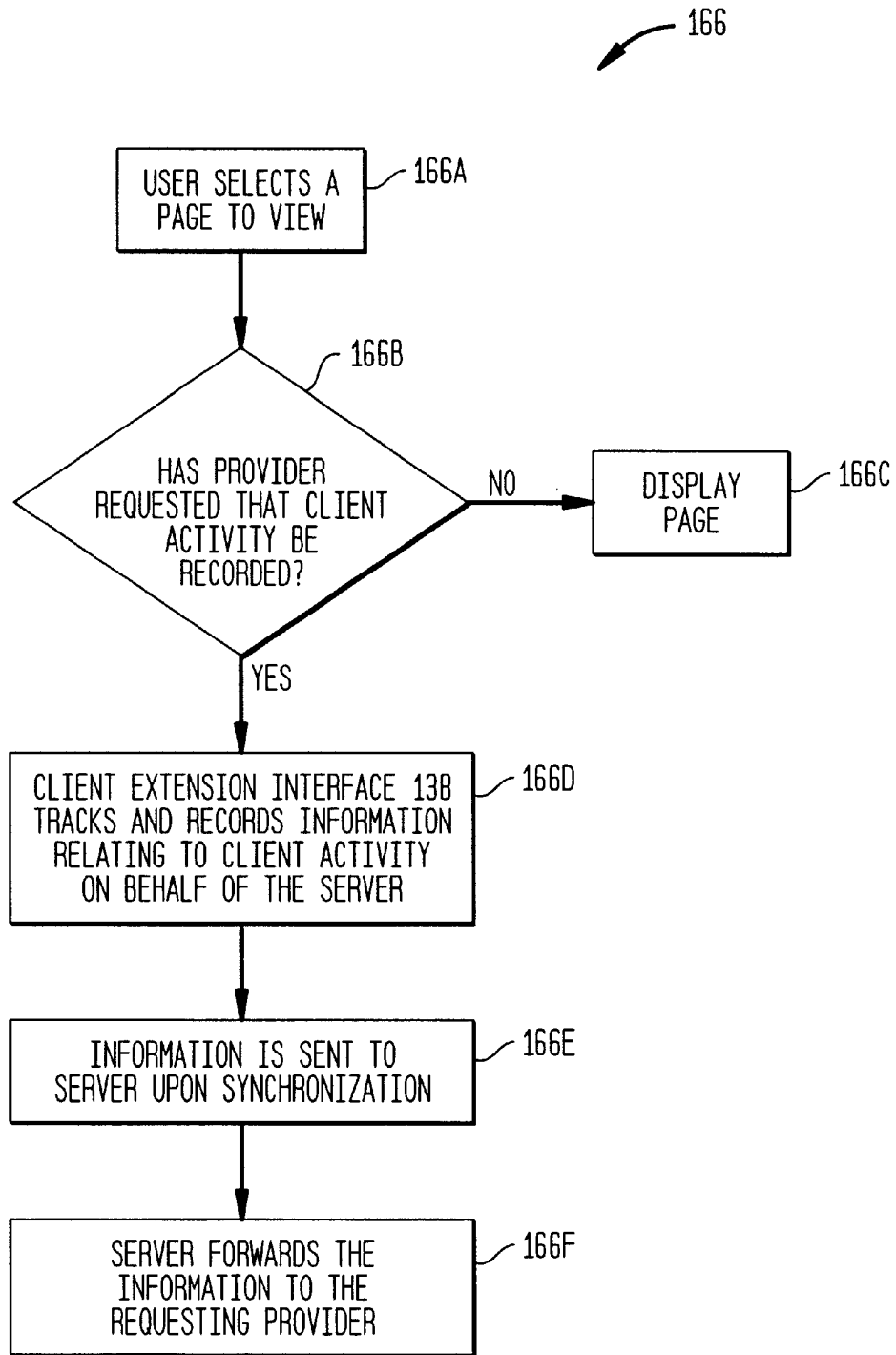


FIG. 1F2

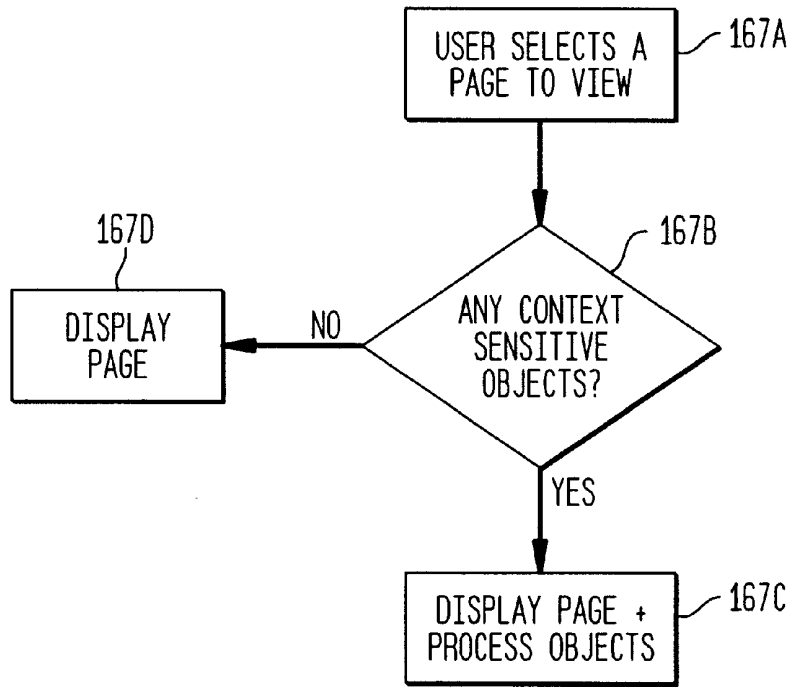


FIG. 1G

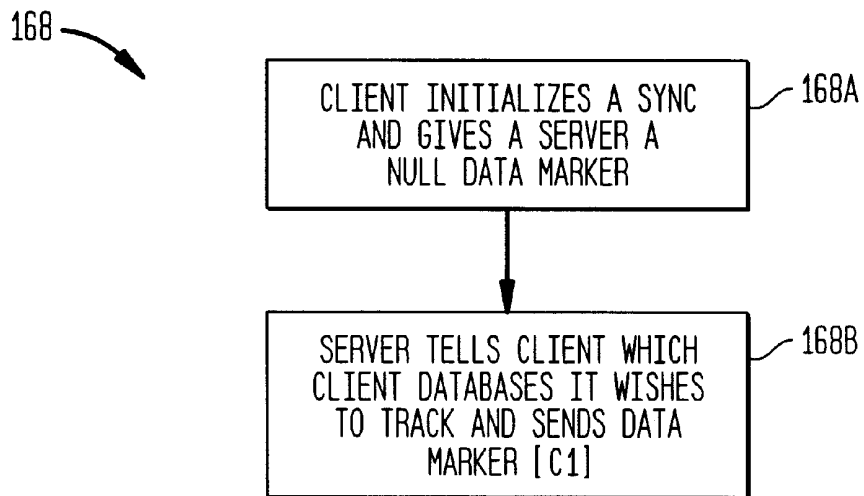


FIG. 1H1

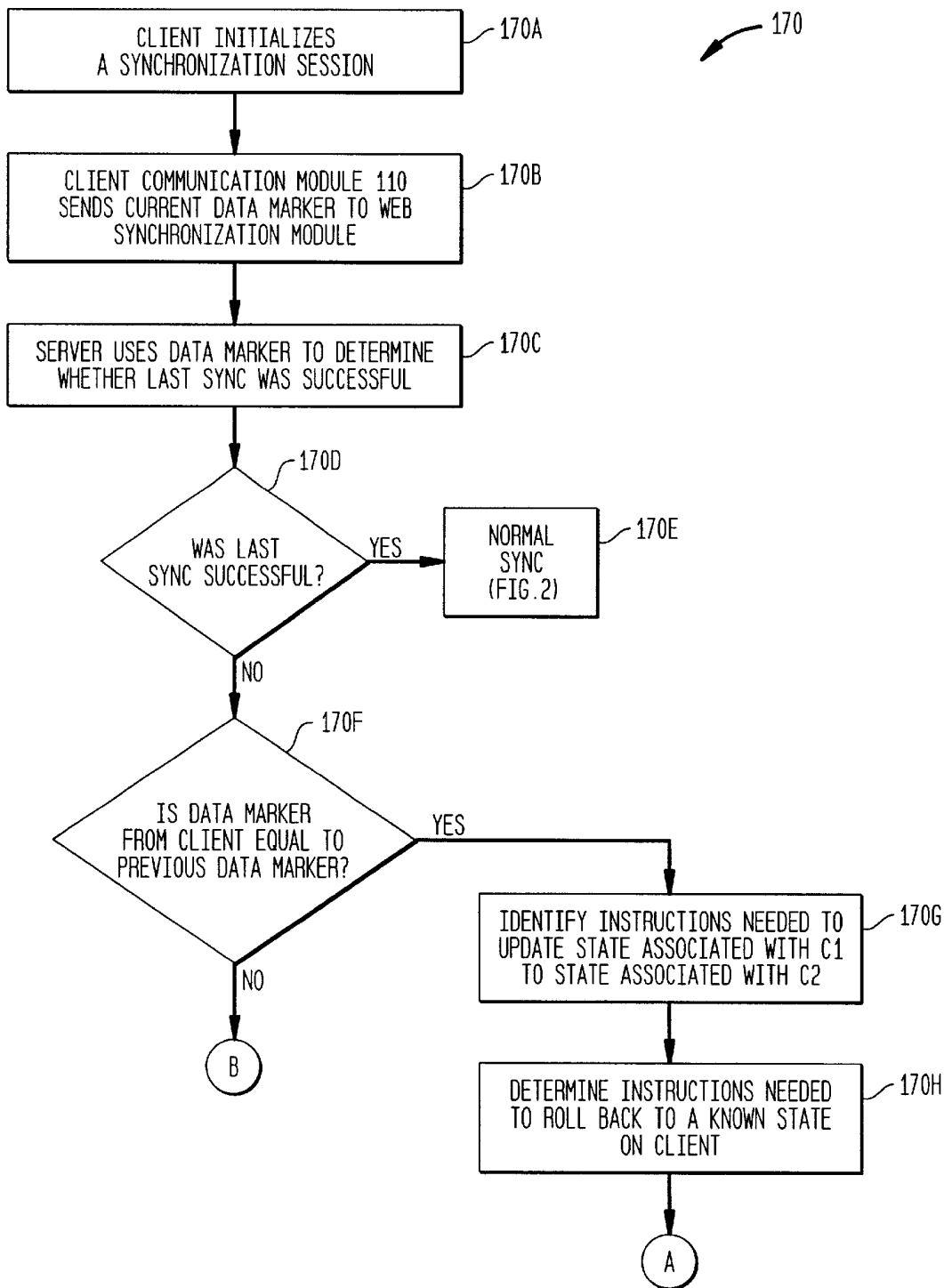


FIG. 1H2

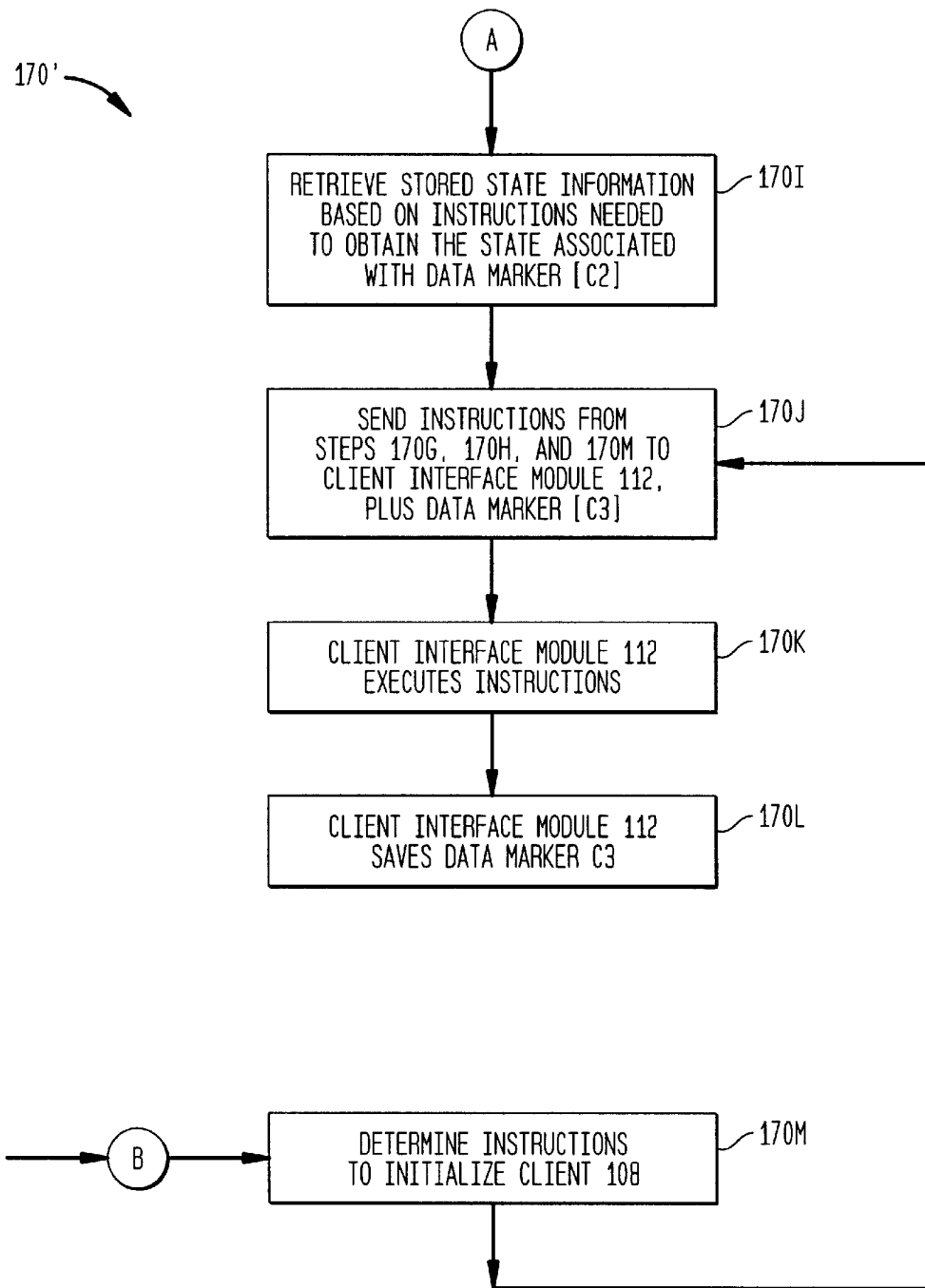




FIG. 111

170E

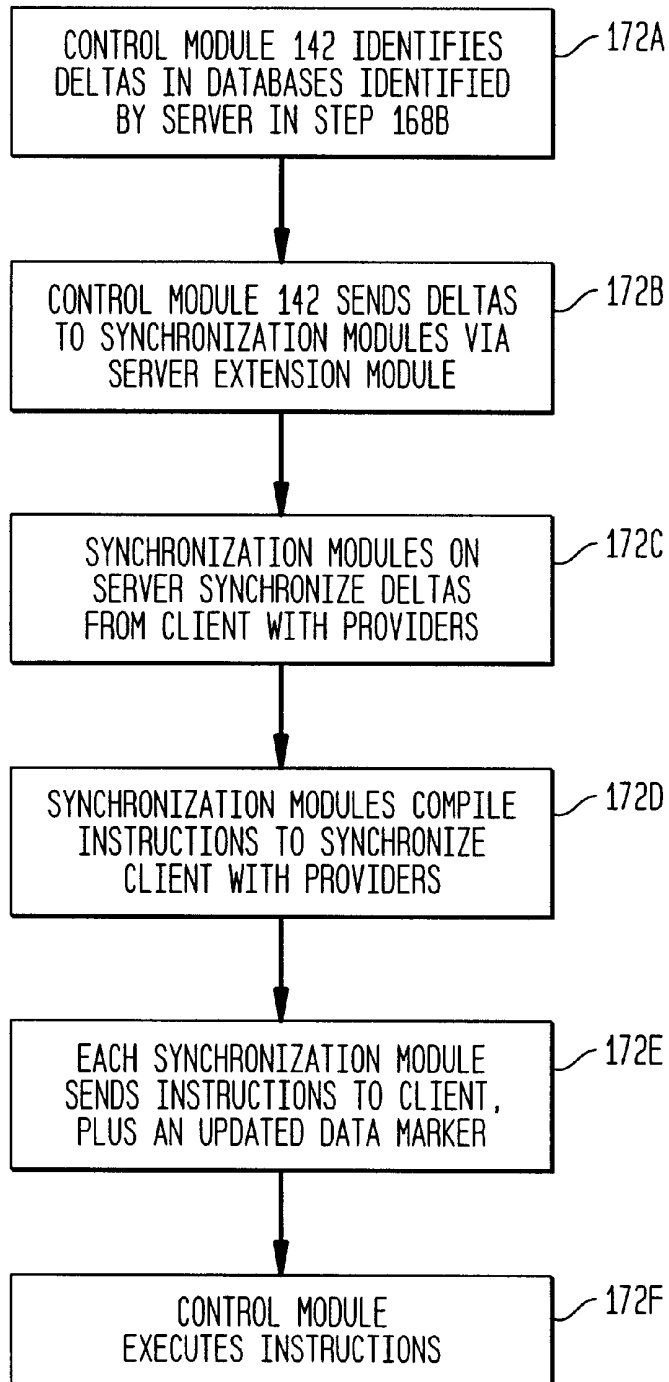



FIG. 112

170E' →

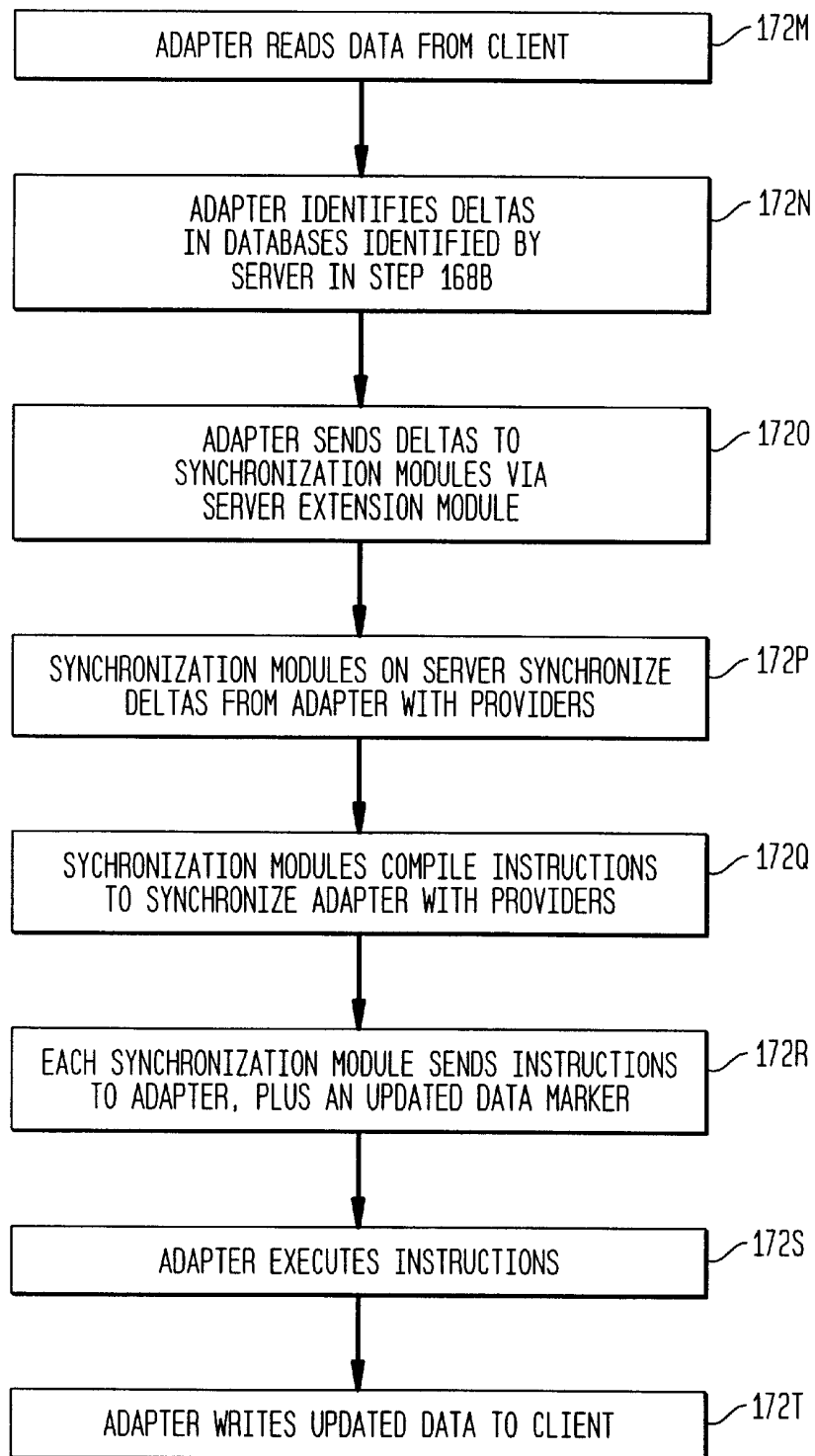


FIG. 1J

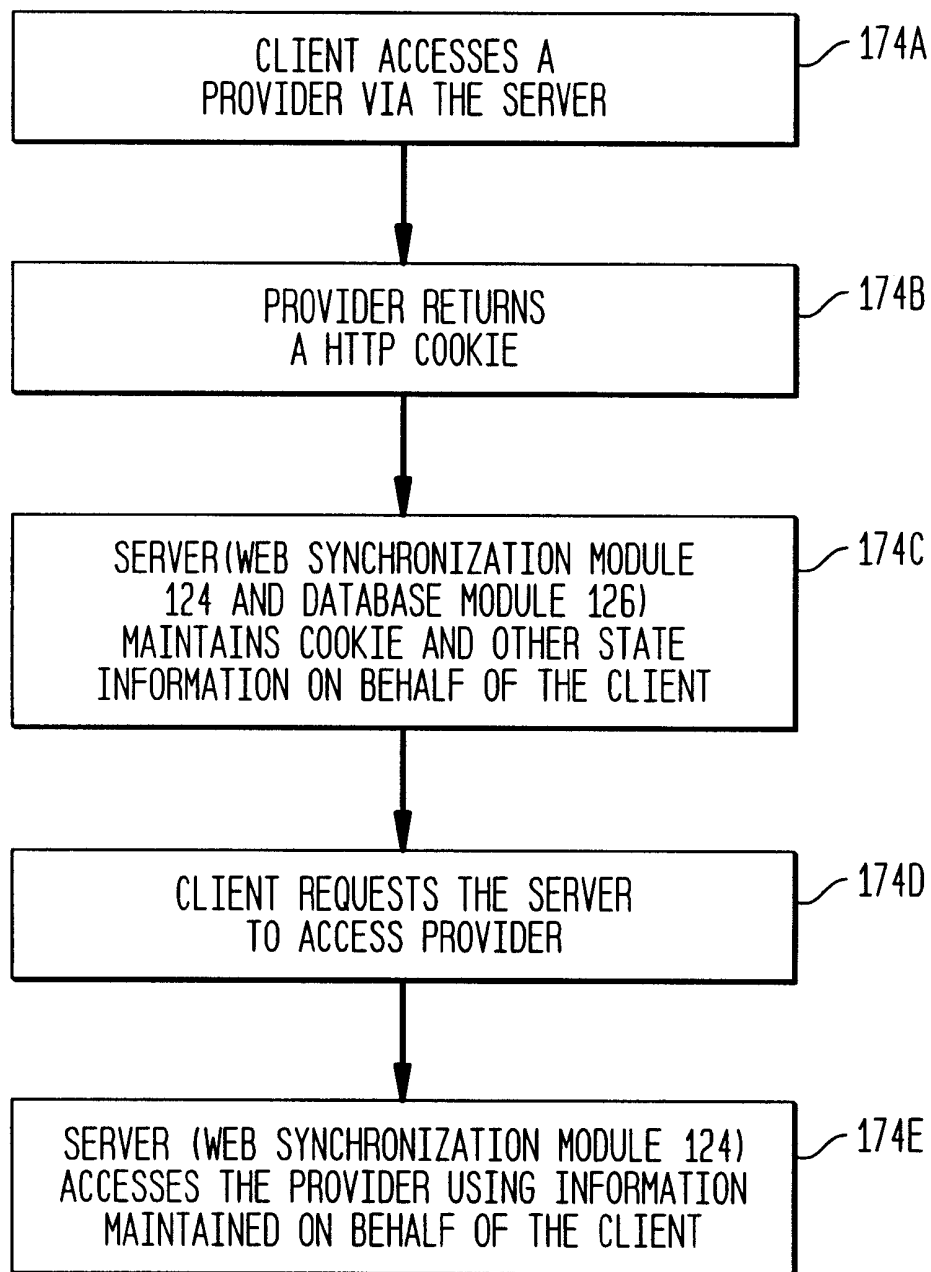


FIG. 1K

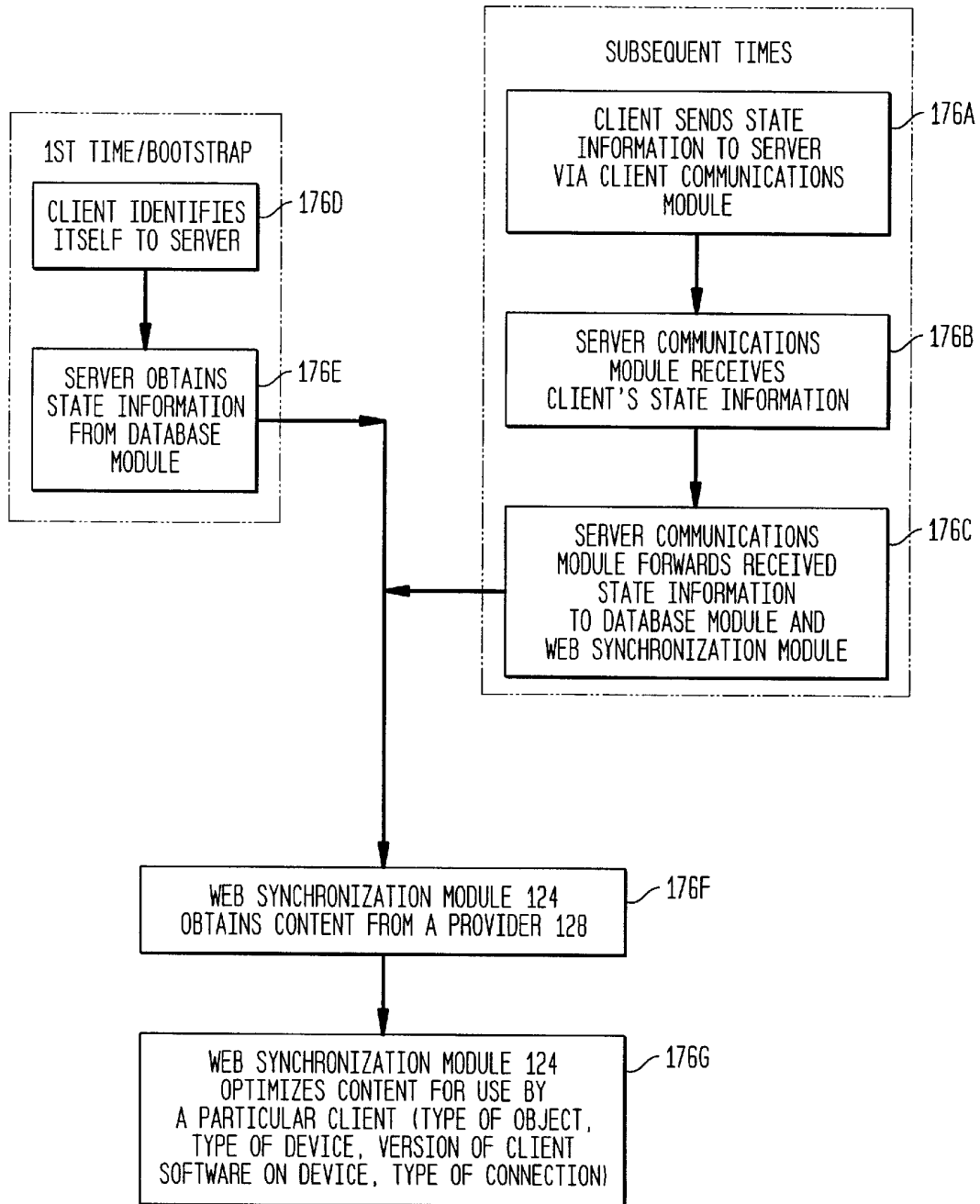


FIG. 1L

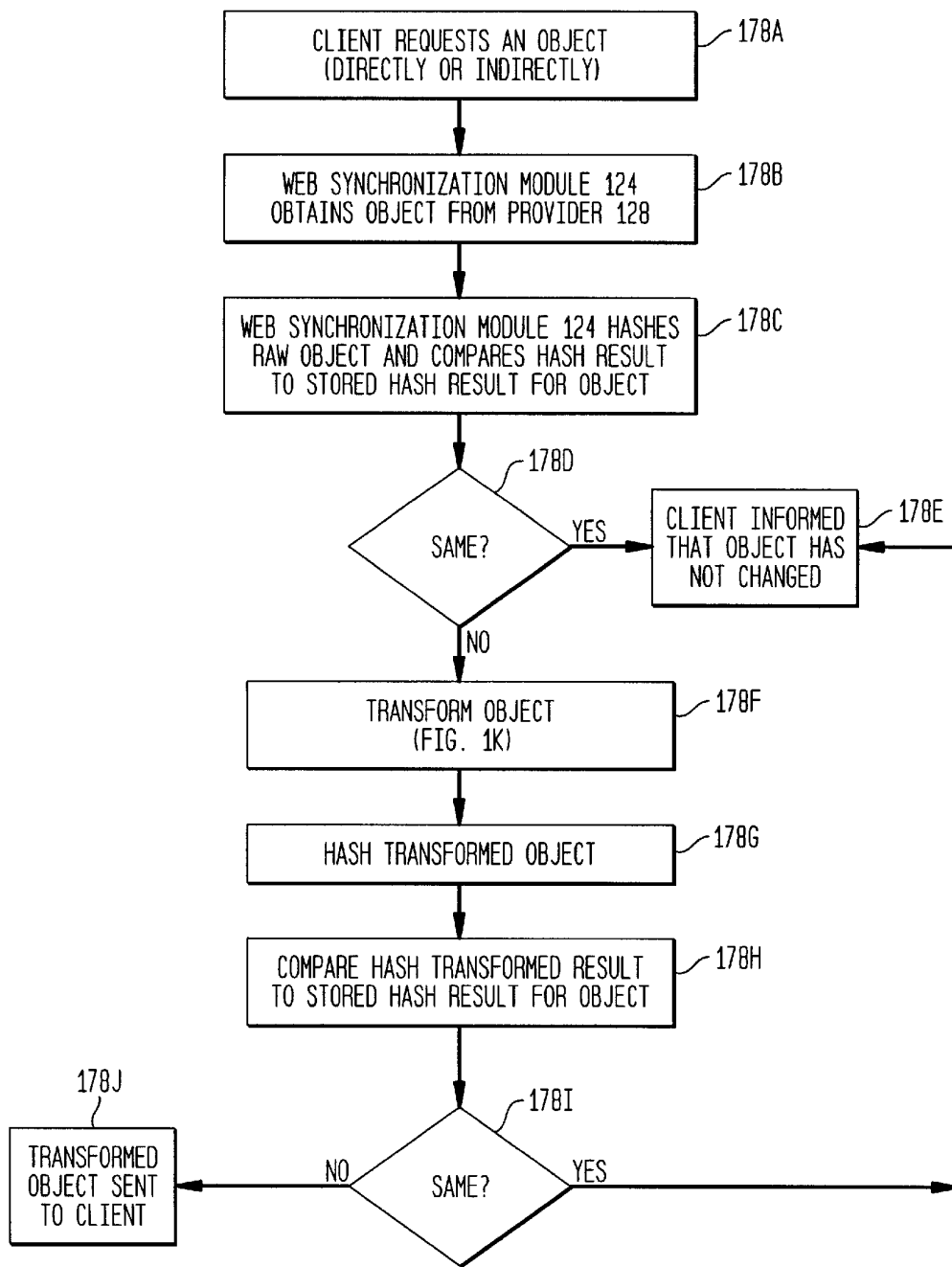
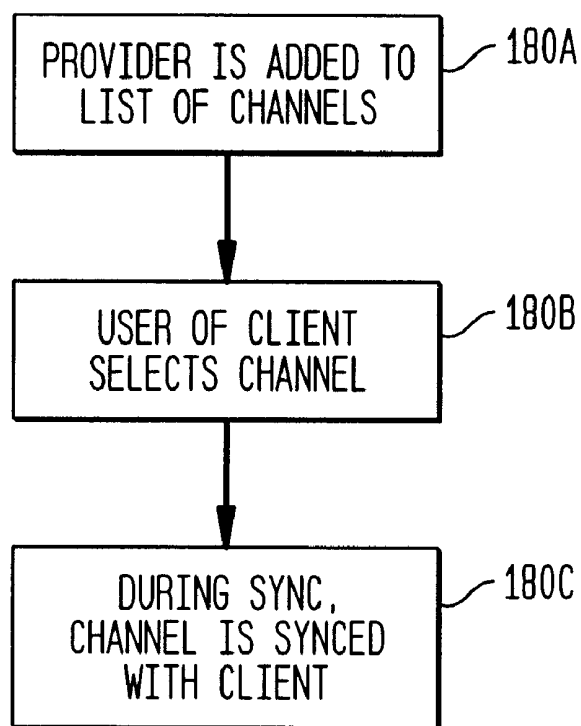


FIG. 1M



- MUSIC
- PHOTO ALBUMS
- BOOKS
- MOVIES
- ETC.

FIG. 1N

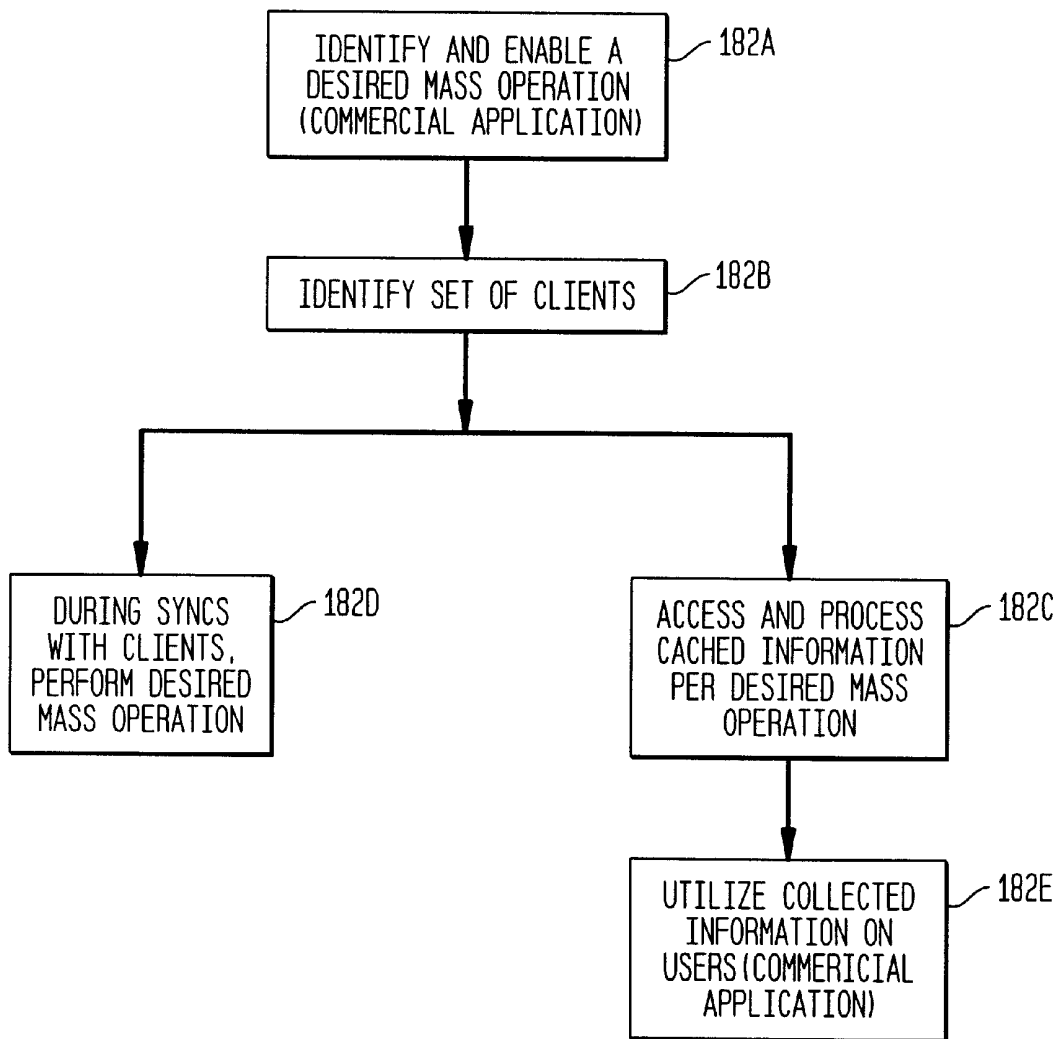


FIG. 10

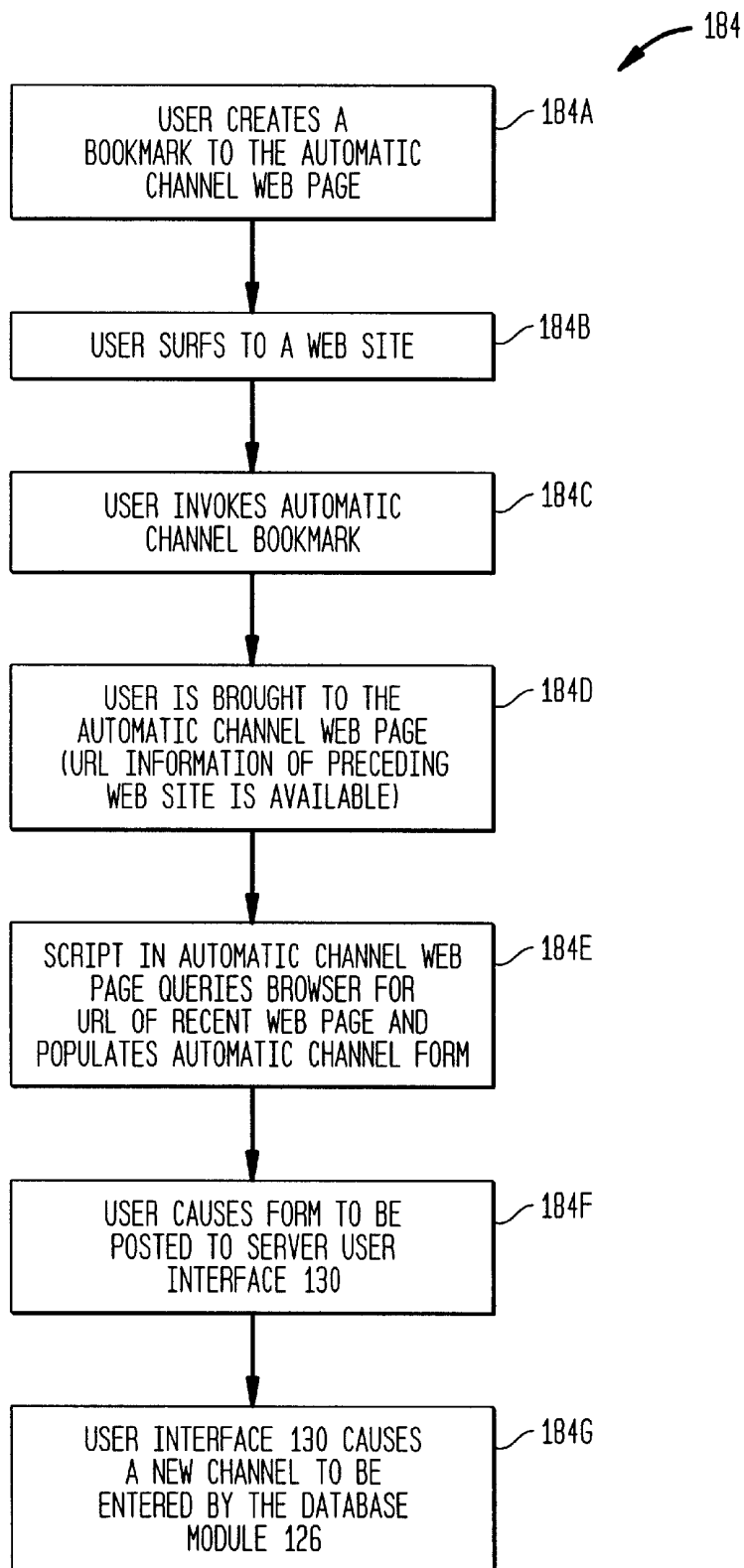




FIG. 1P

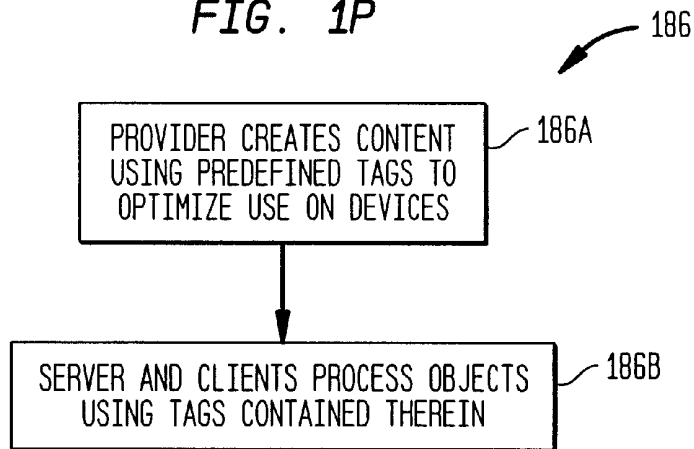


FIG. 1Q

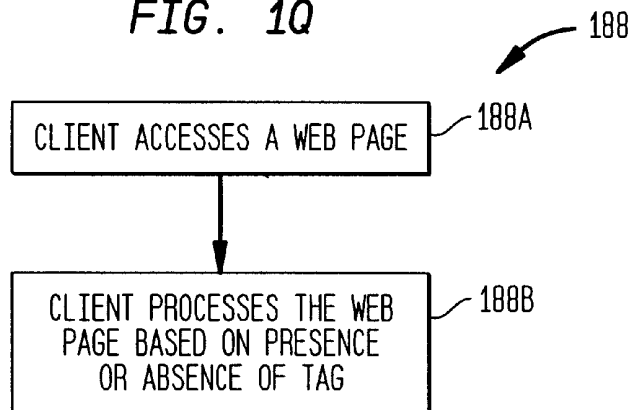


FIG. 1R

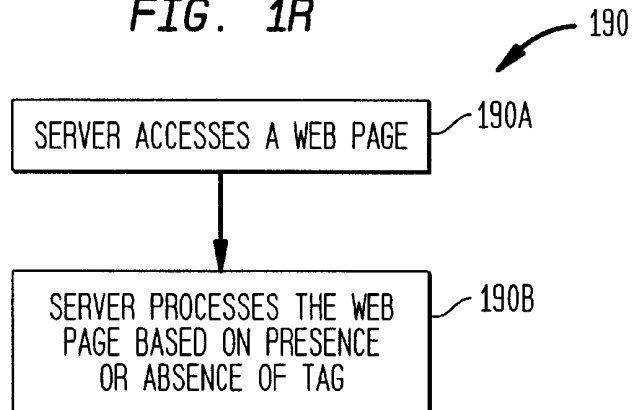


FIG. 1S

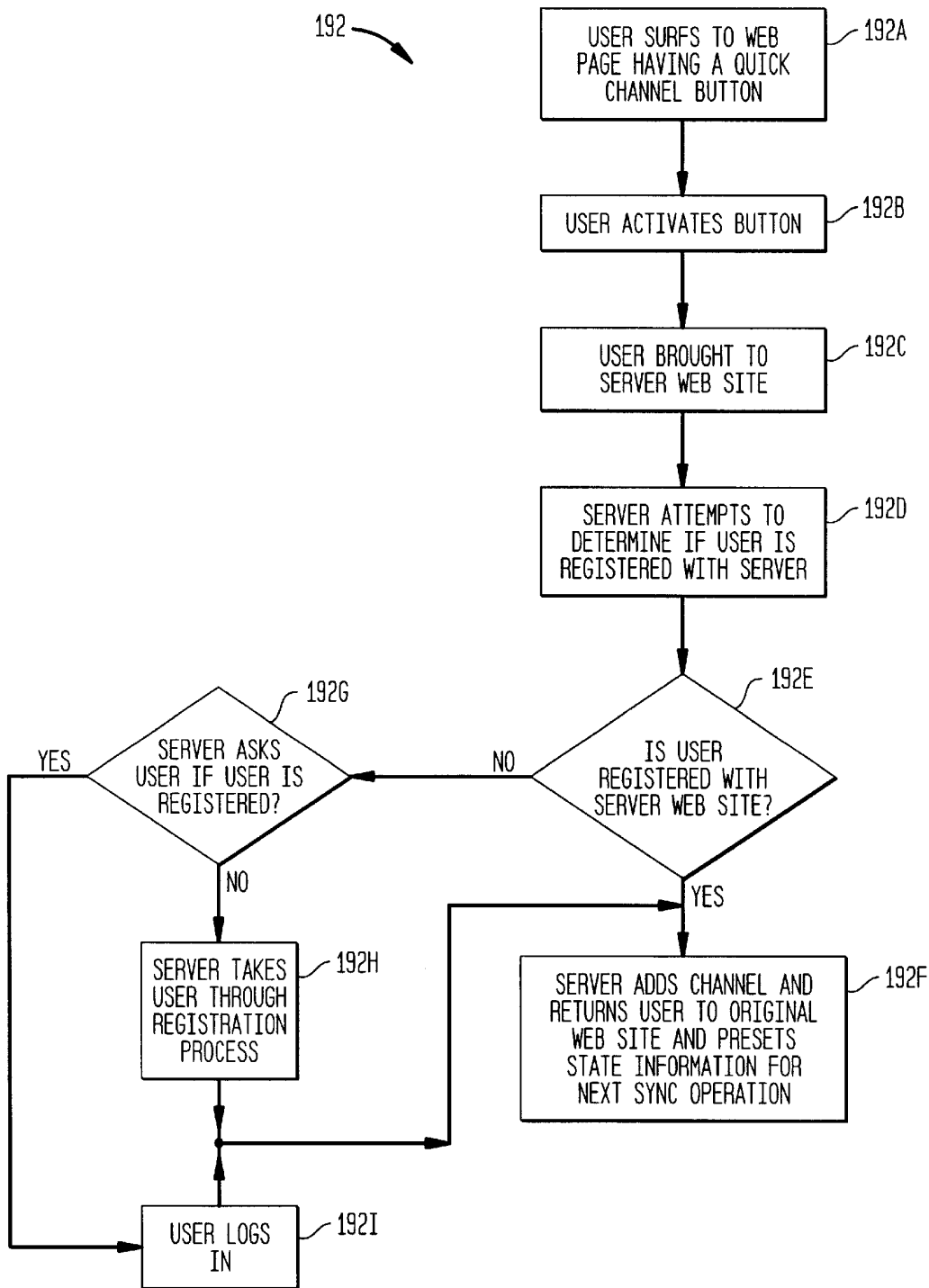


FIG. 1T

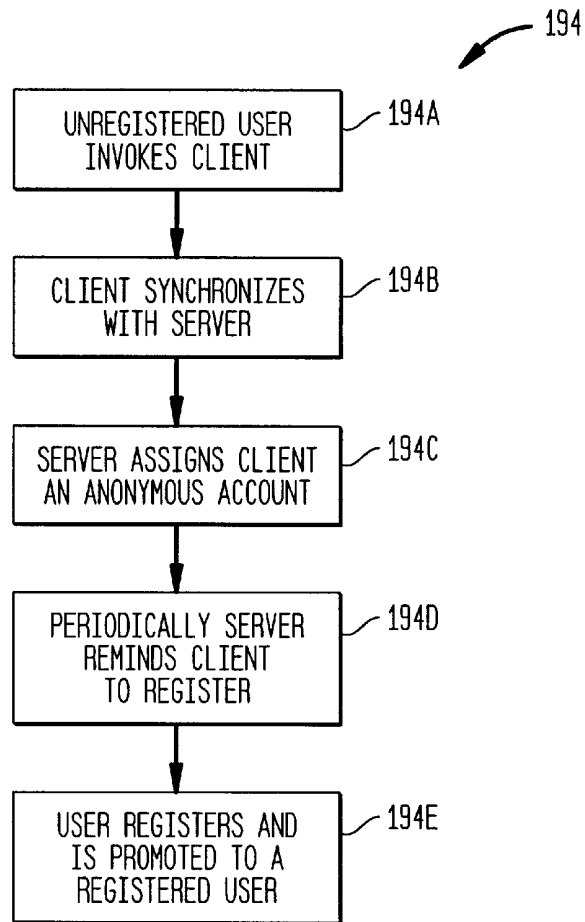


FIG. 1U

CORE TECHNOLOGY: PLACING INTERNET/  
INTRANET CONTENT ON MOBILE DEVICES

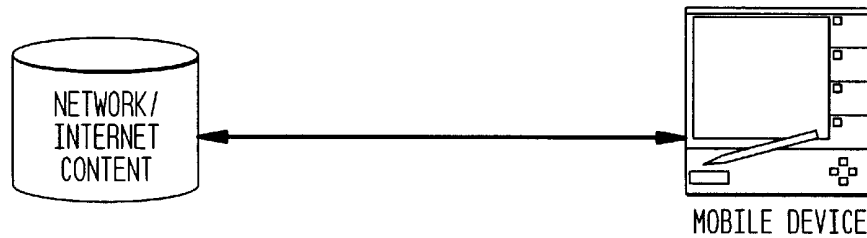


FIG. 1V

MOBILE DEVICE/SERVER ENVIRONMENT

MOBILE DEVICES IN A CLIENT SERVER ENVIRONMENT

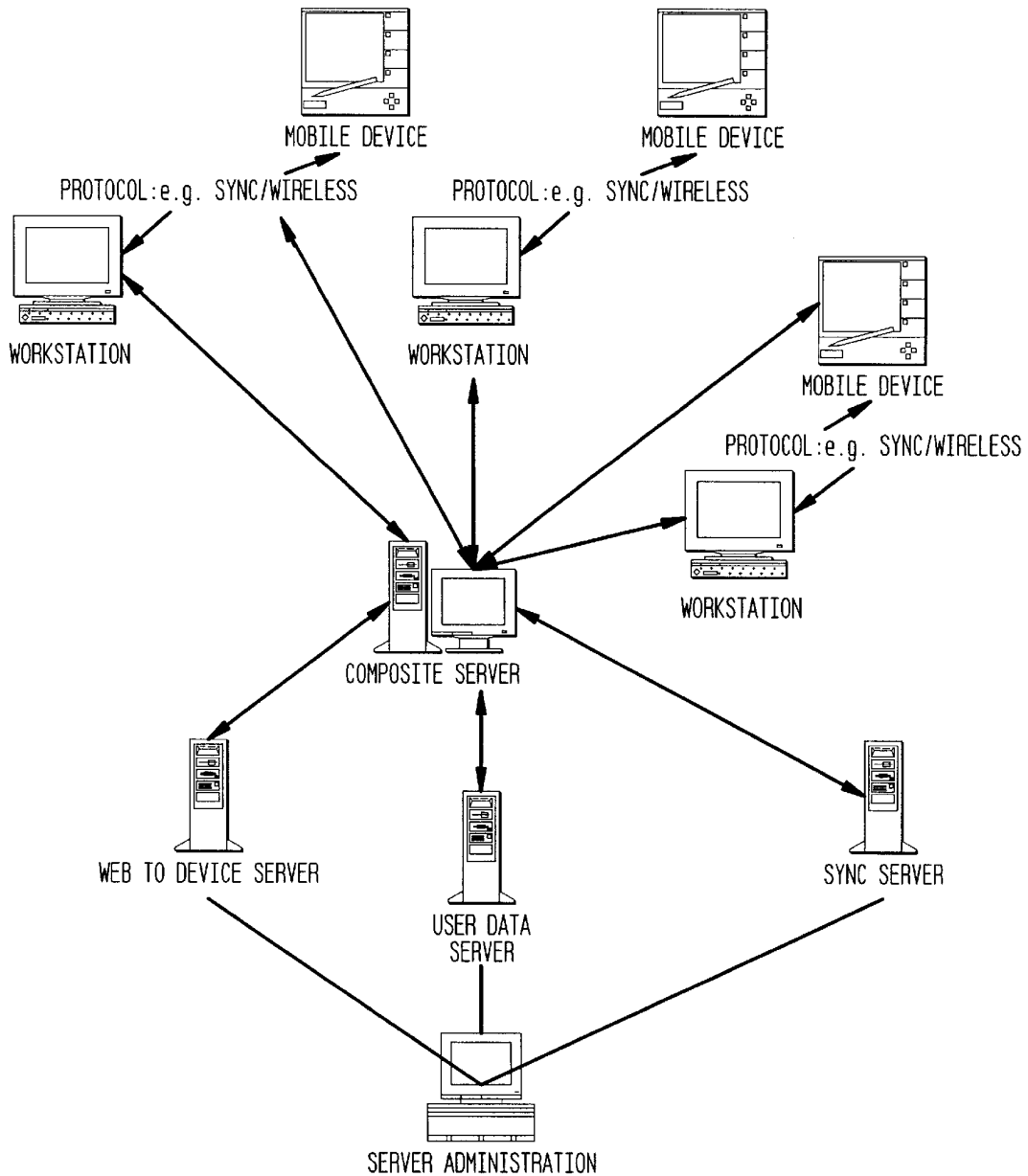


FIG. 1W

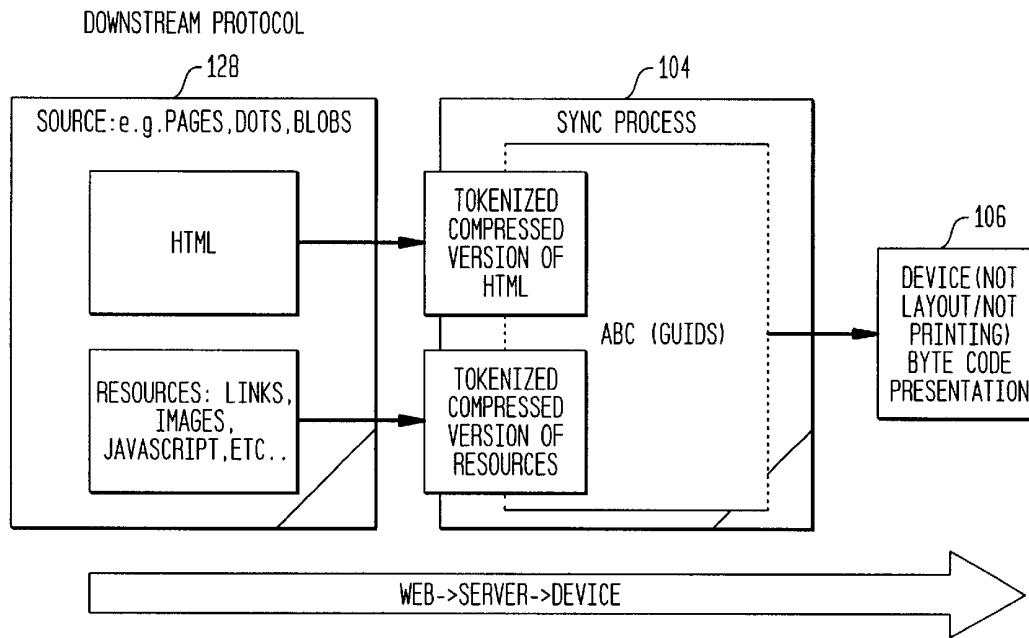


FIG. 1X

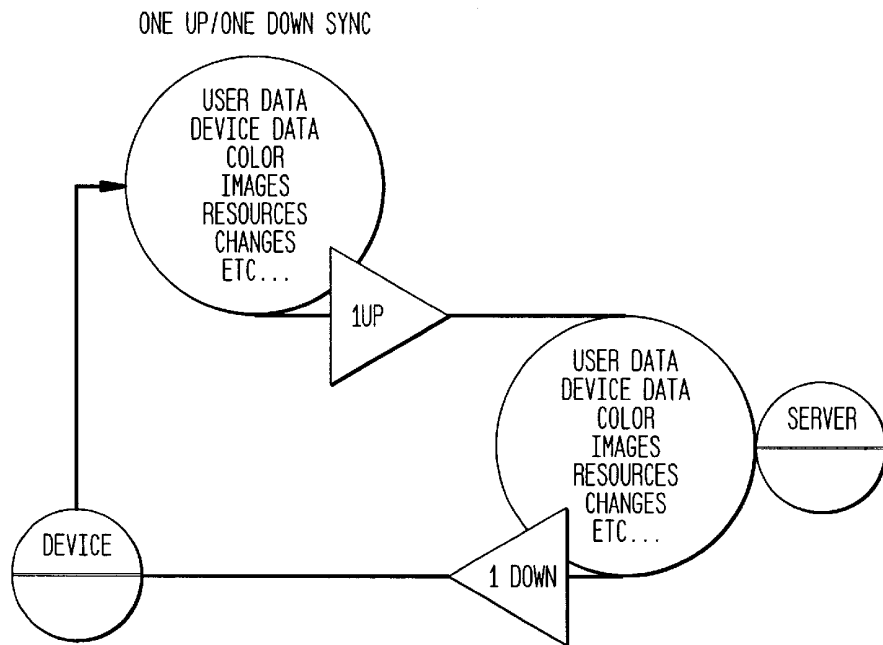
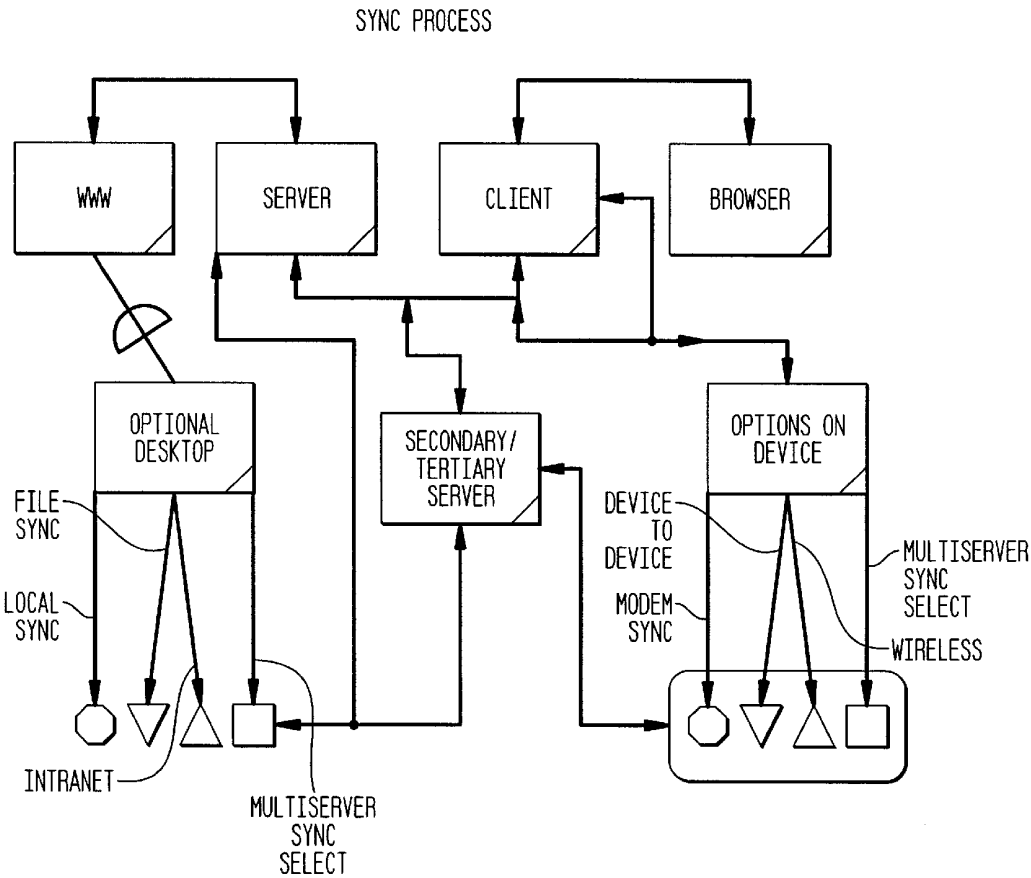


FIG. 1Y



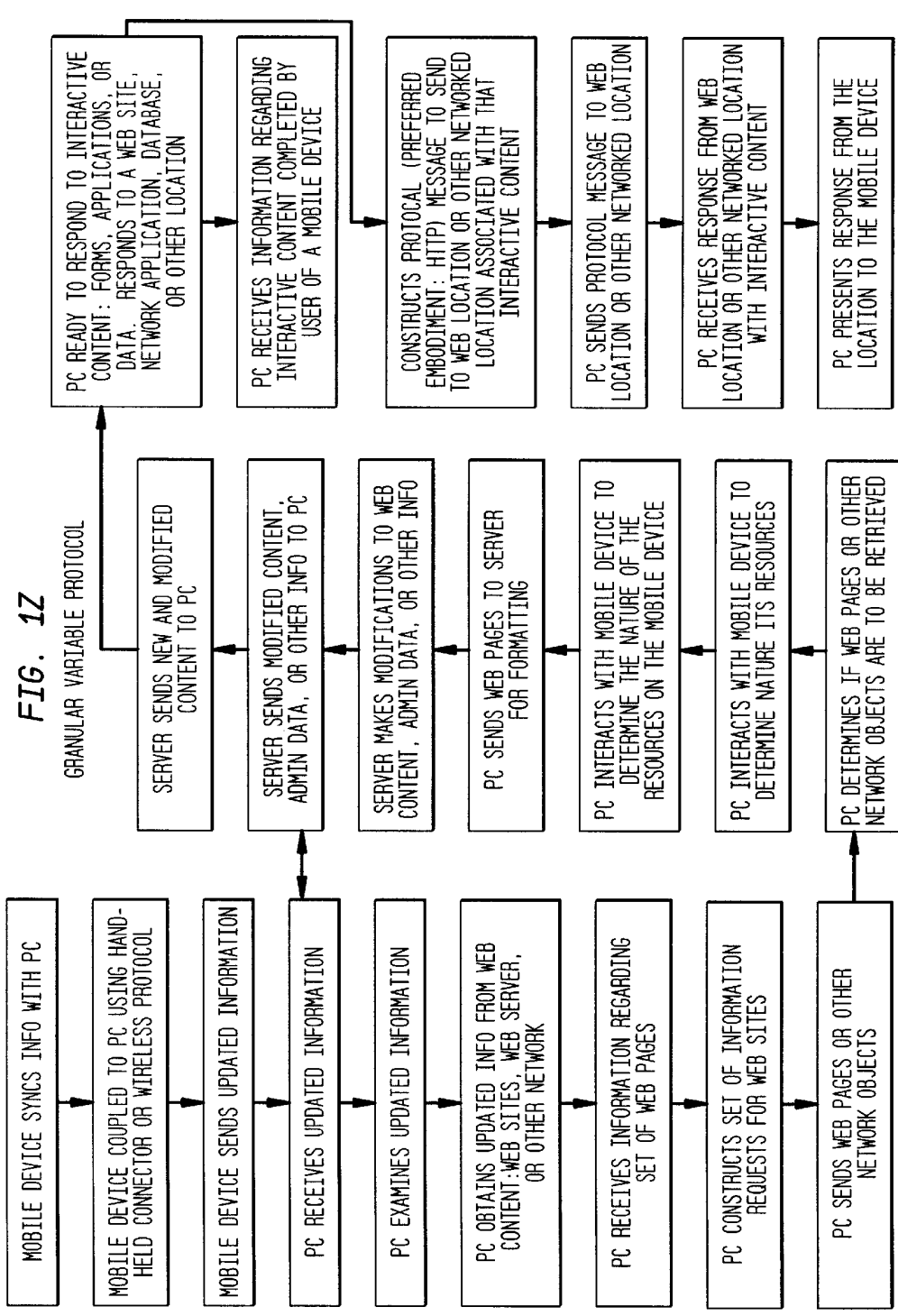


FIG. 1AA

OPTIMIZATION: AN EXAMPLE

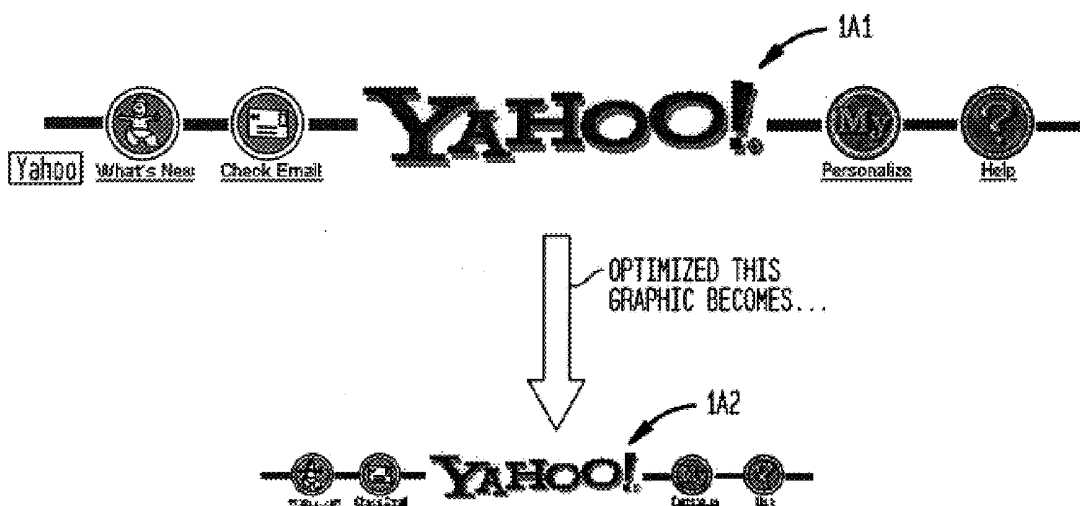




FIG. 1AB

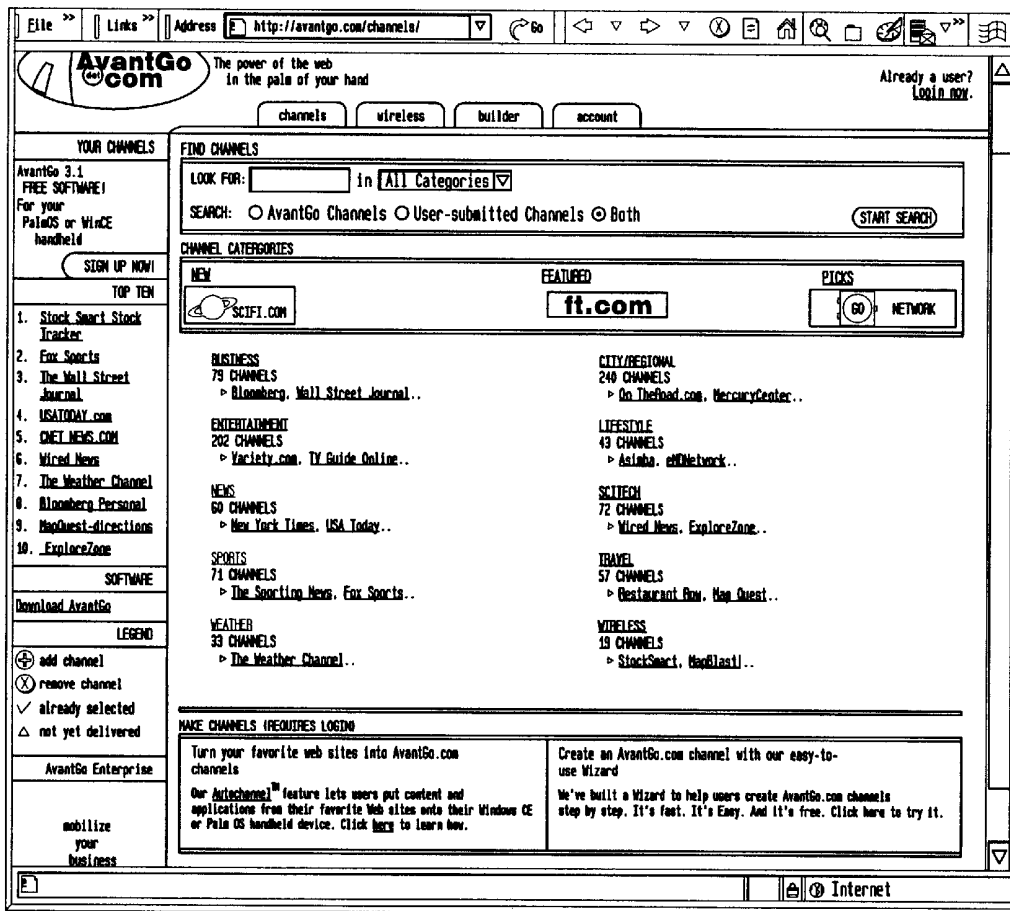
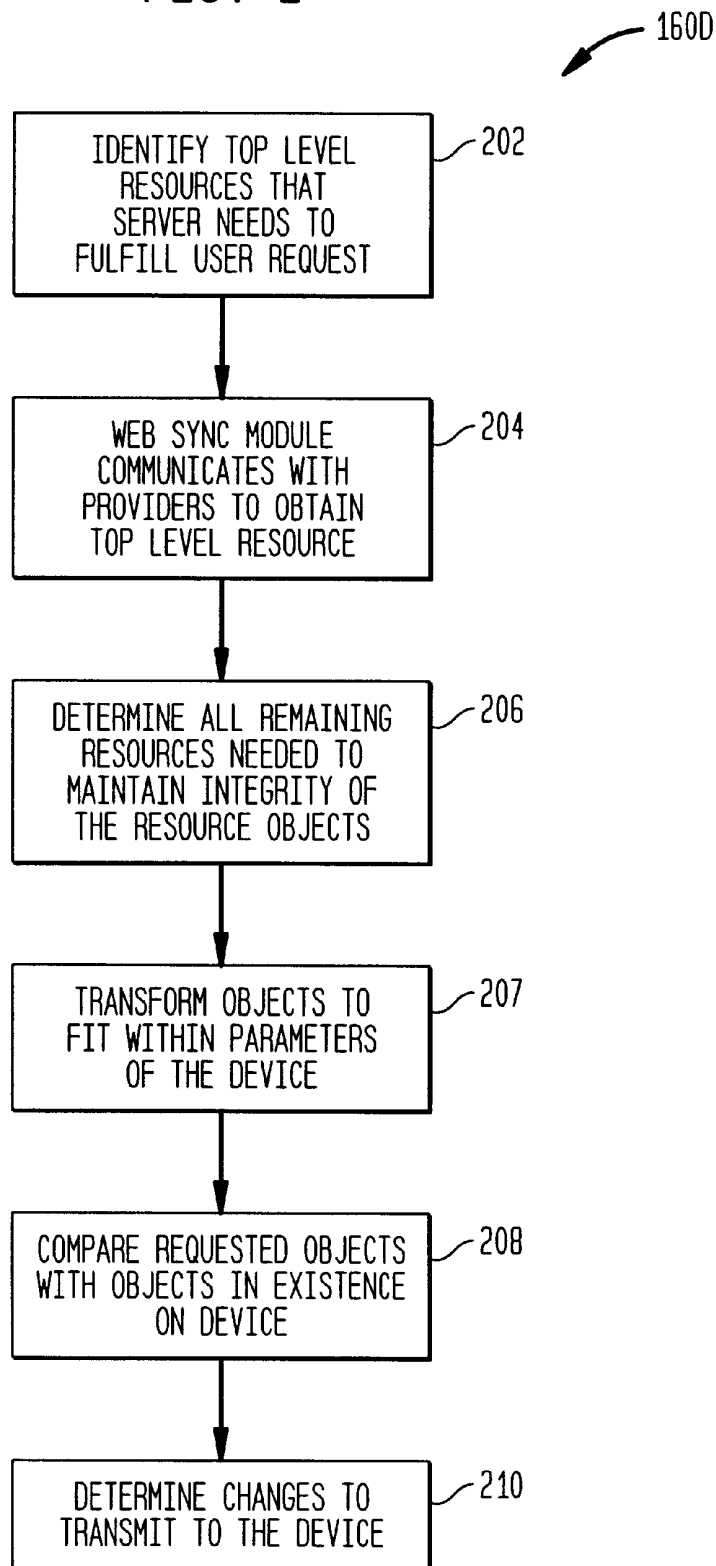


FIG. 2



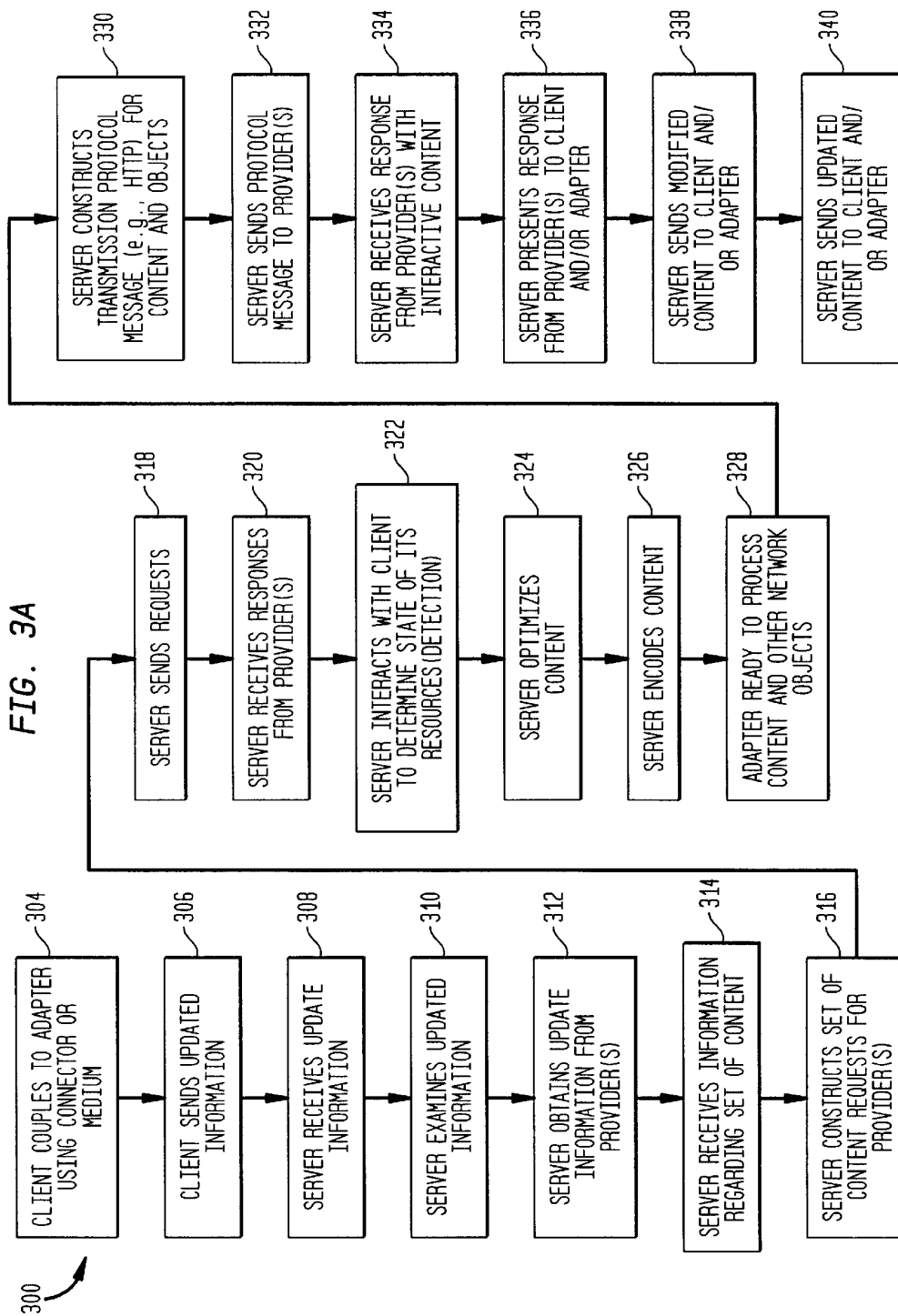


FIG. 3B

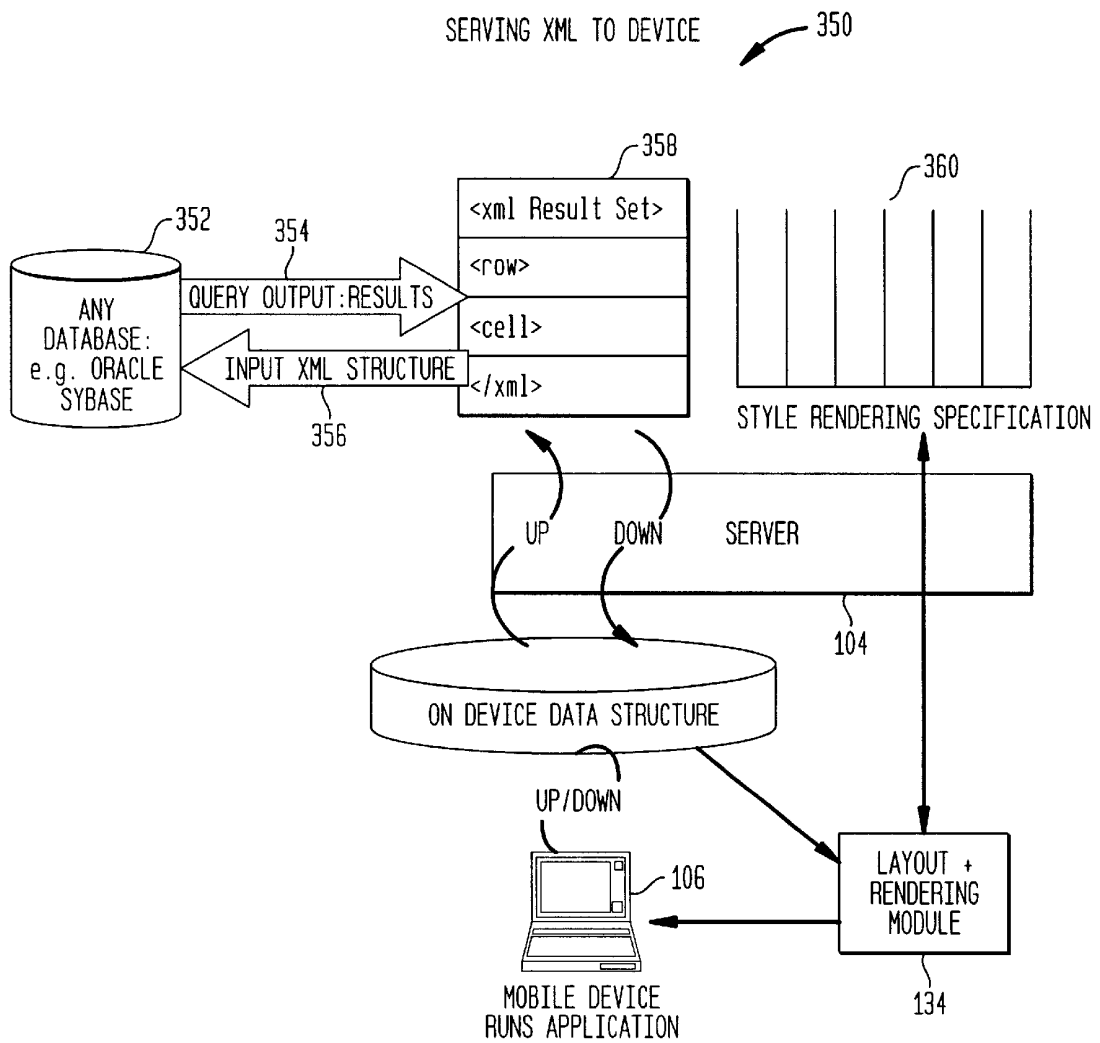
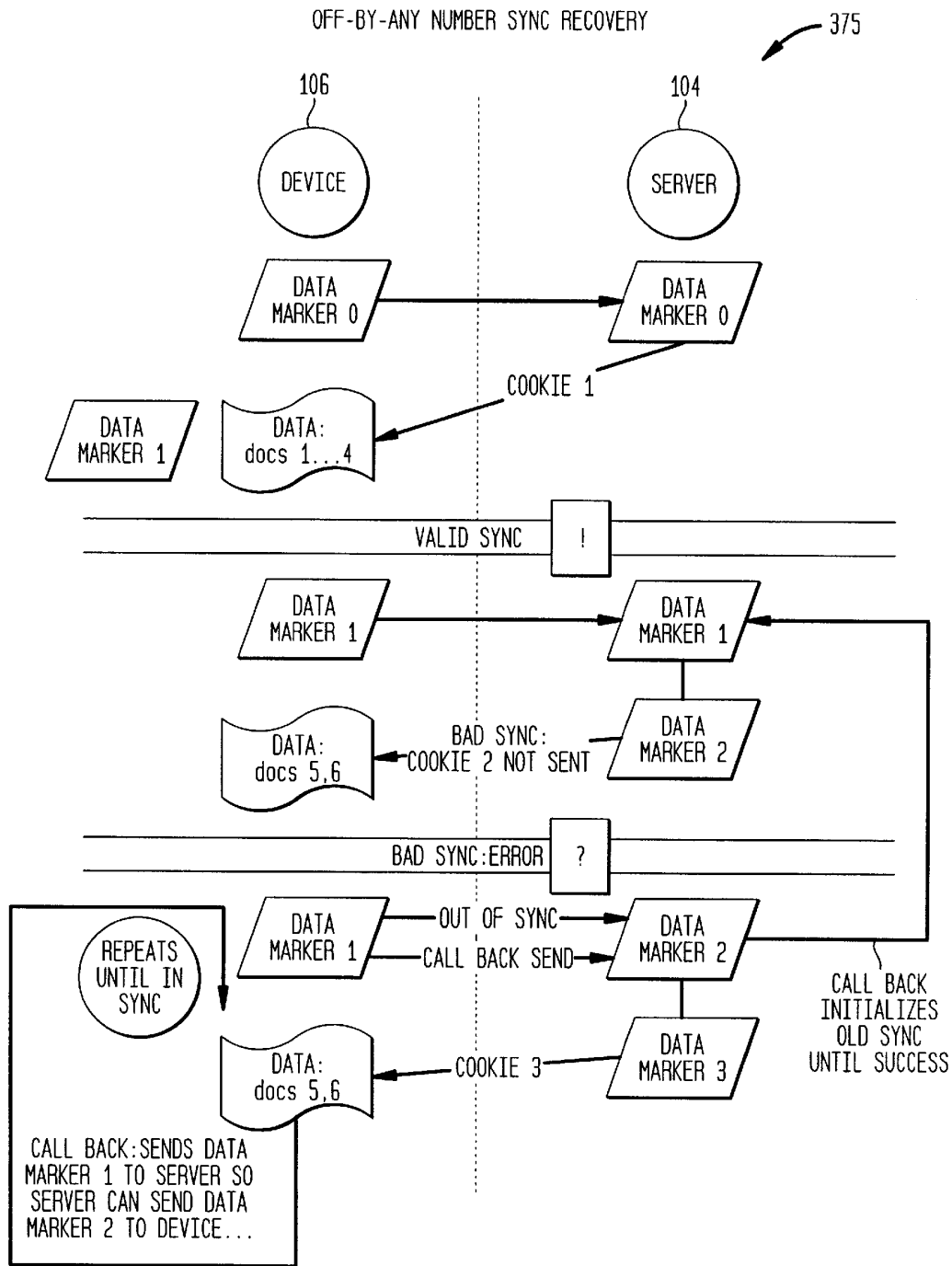


FIG. 3C



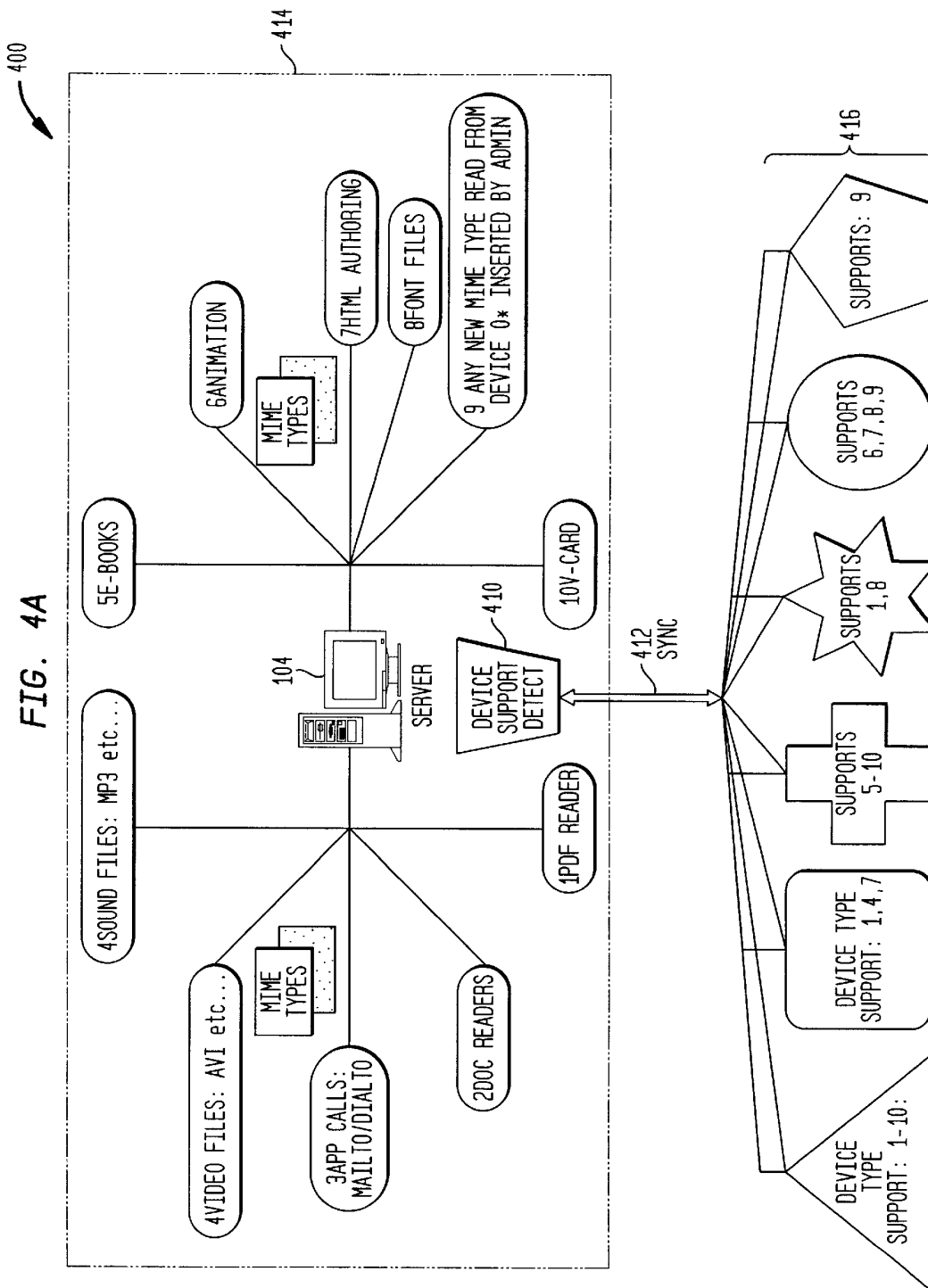


FIG. 4B

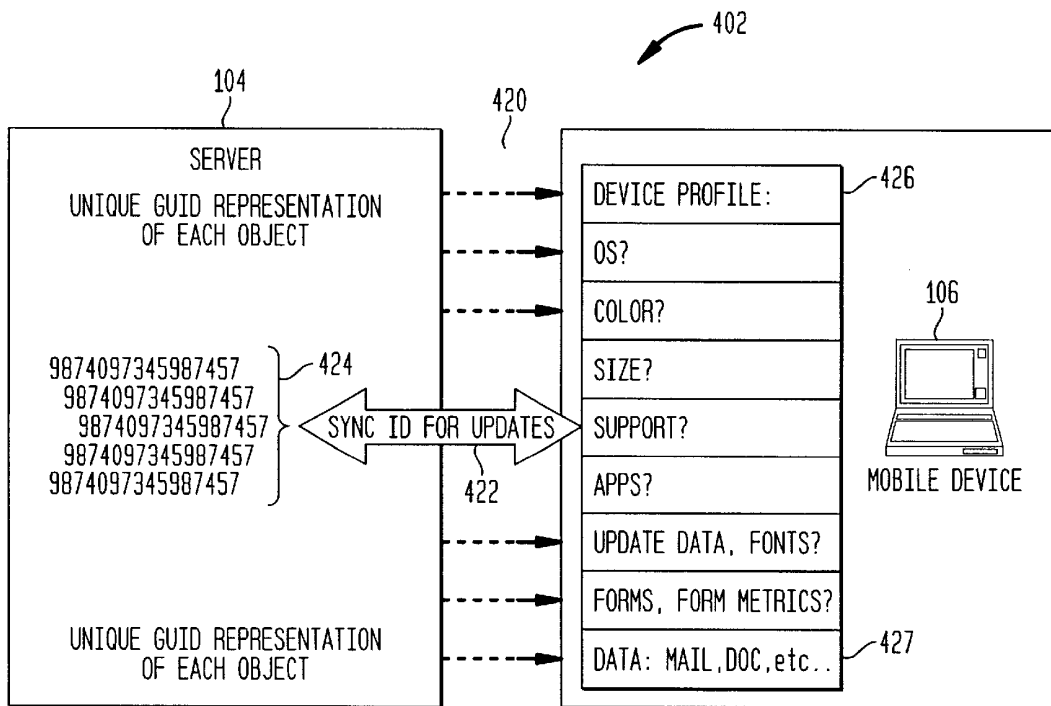


FIG. 5A

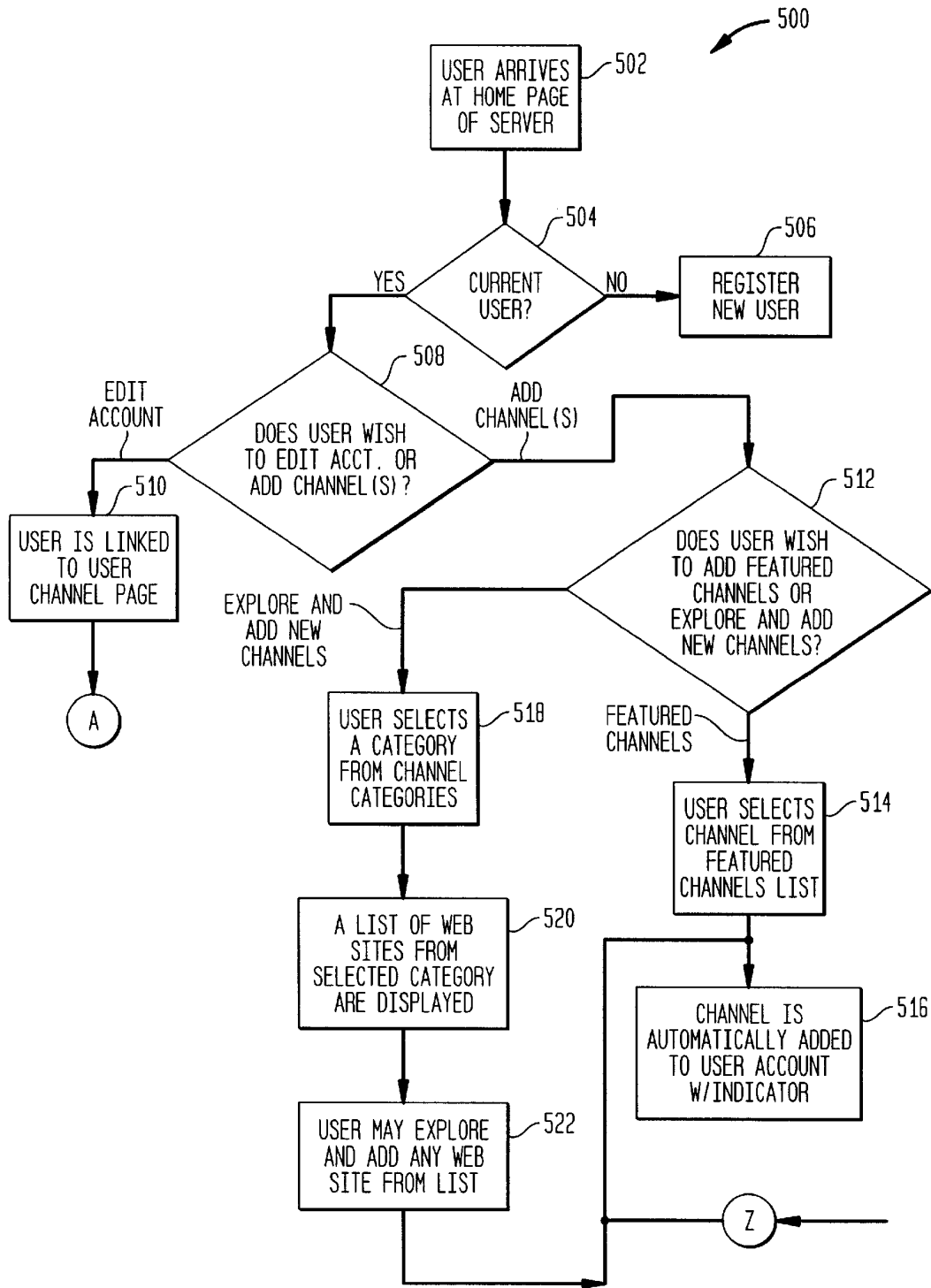




FIG. 5B

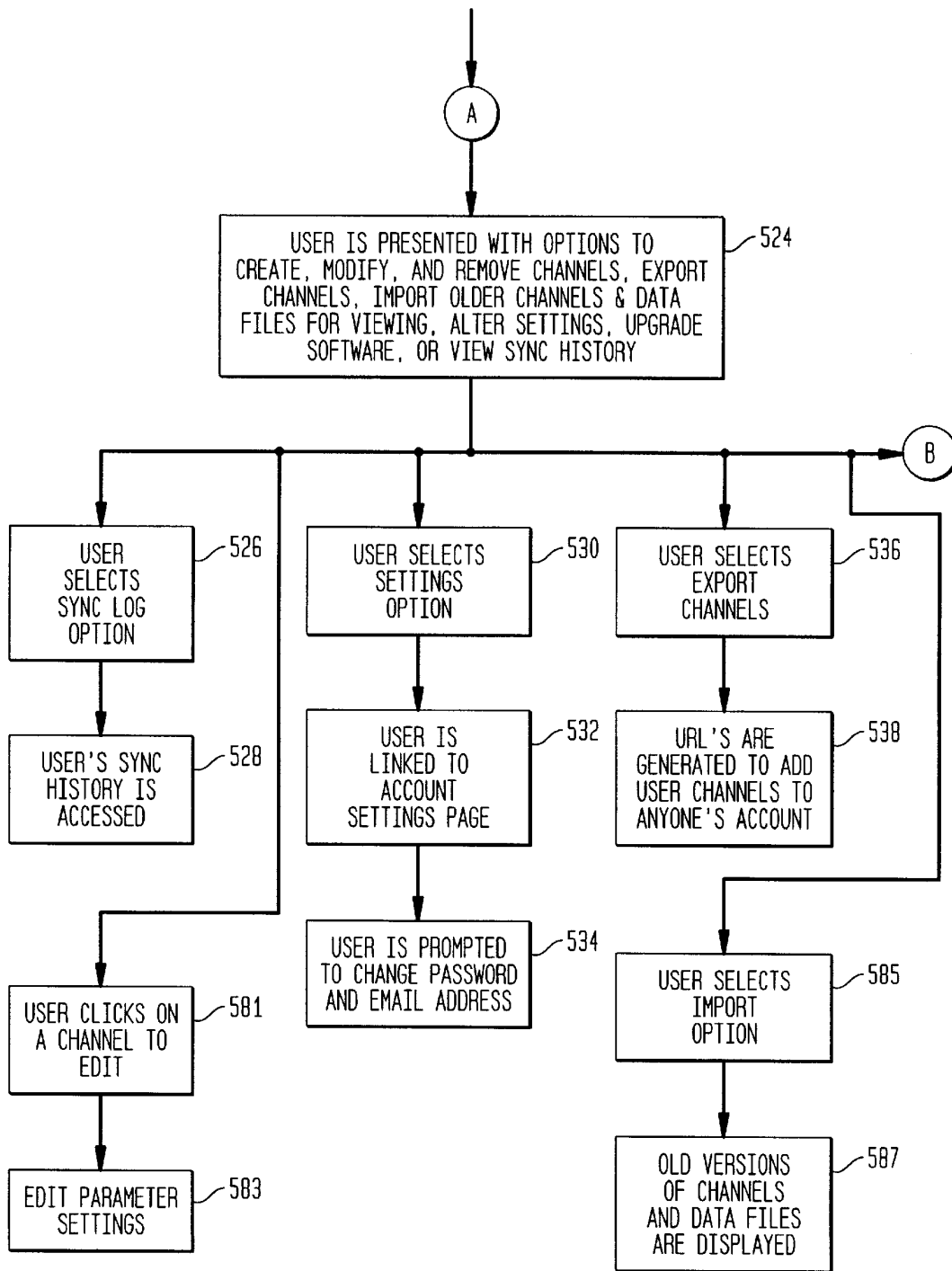


FIG. 5C

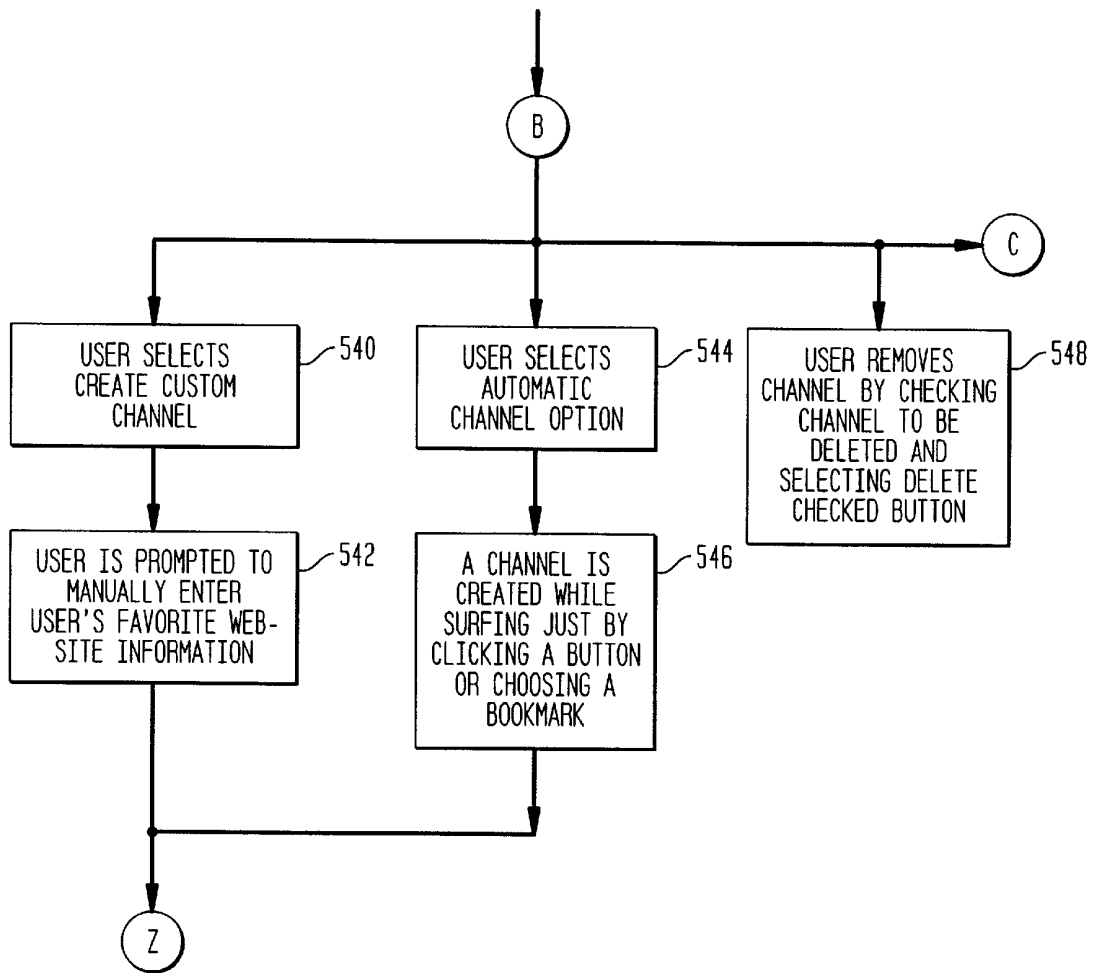


FIG. 5D

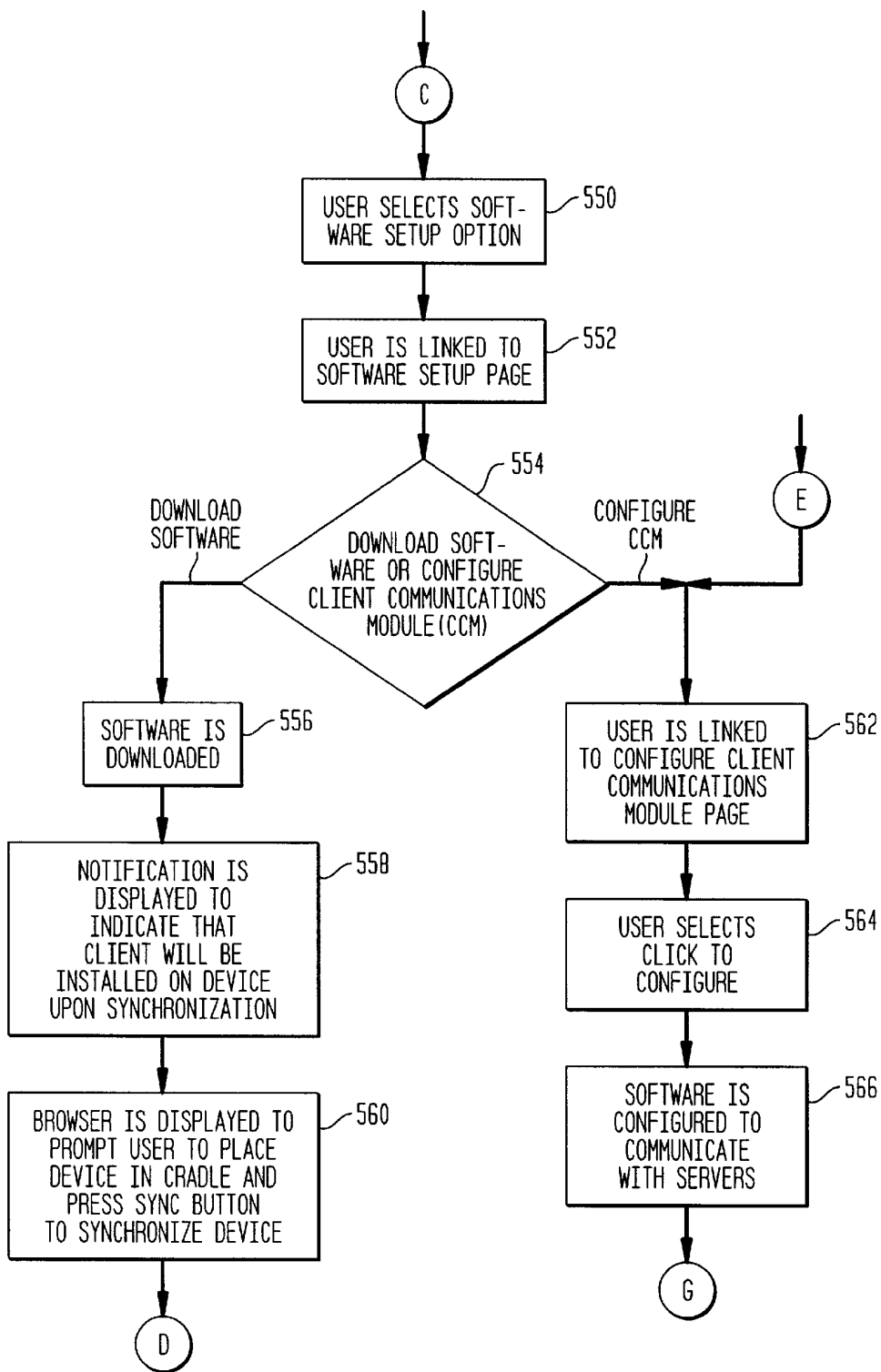


FIG. 5E

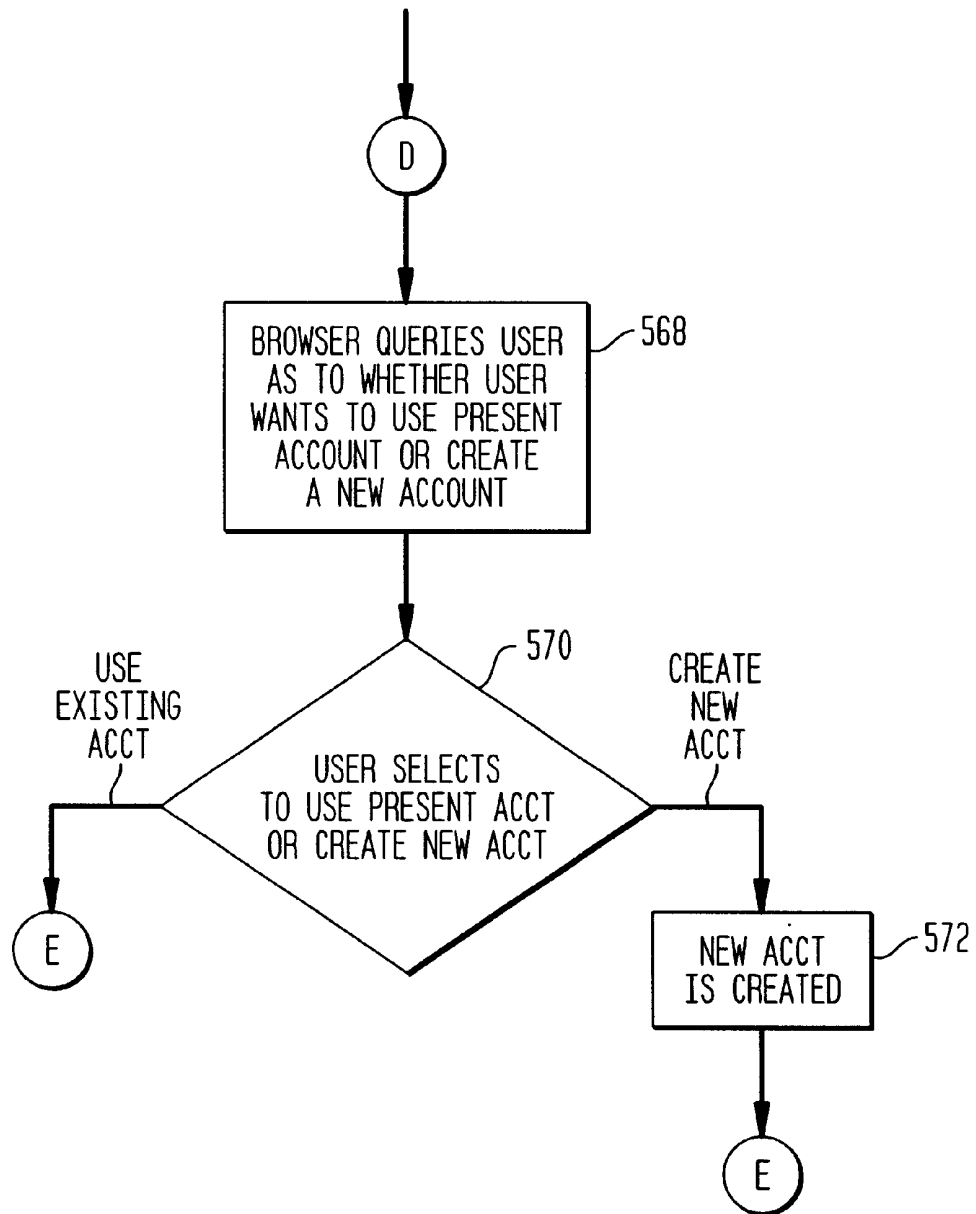


FIG. 5F

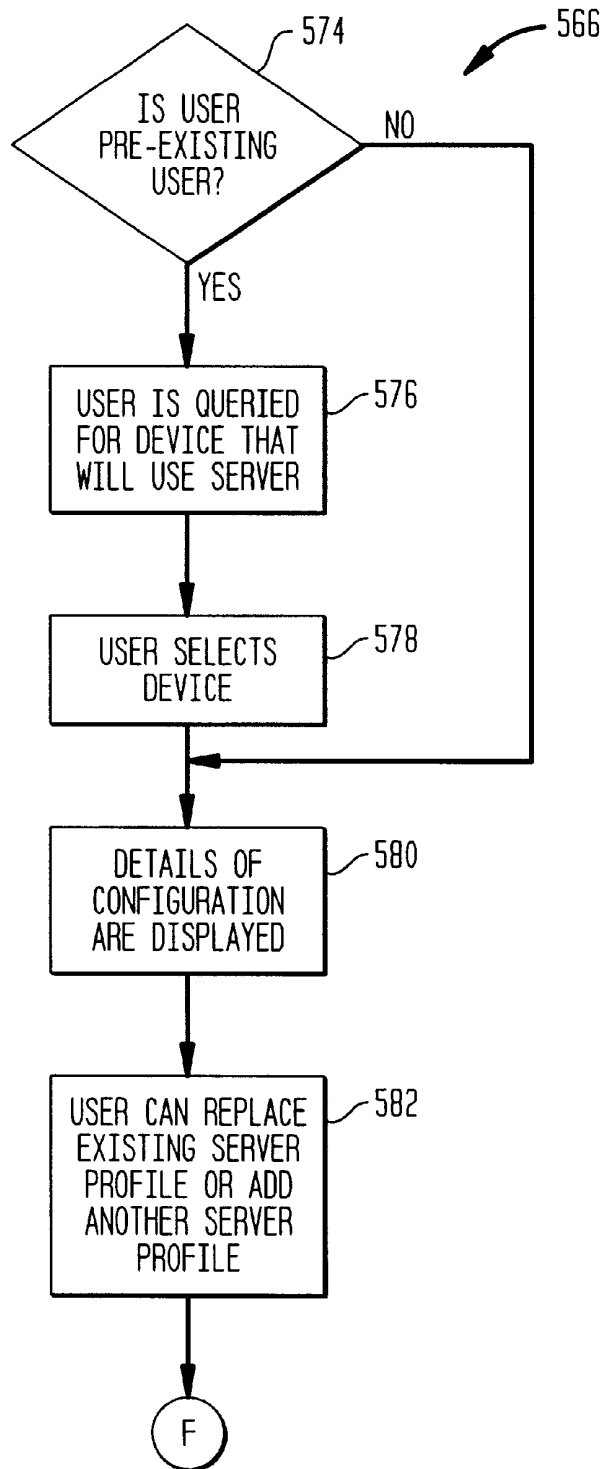


FIG. 5G

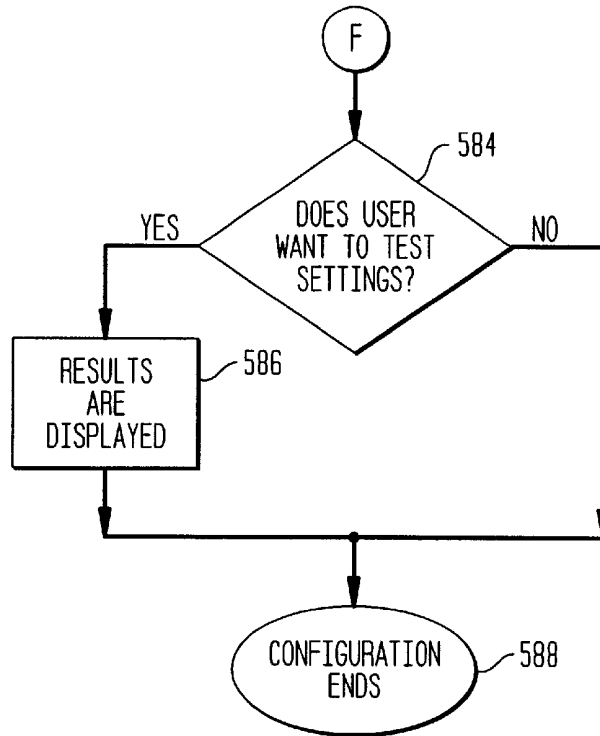


FIG. 5H

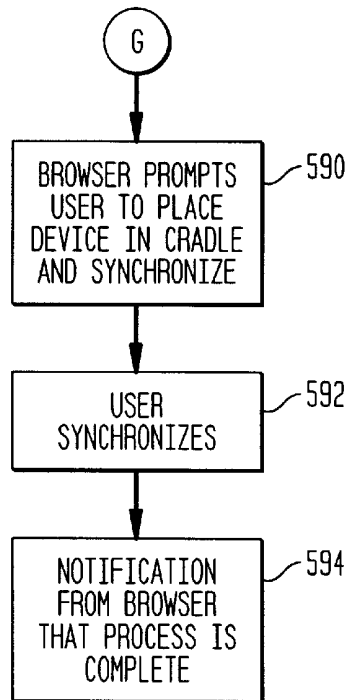


FIG. 5I

506

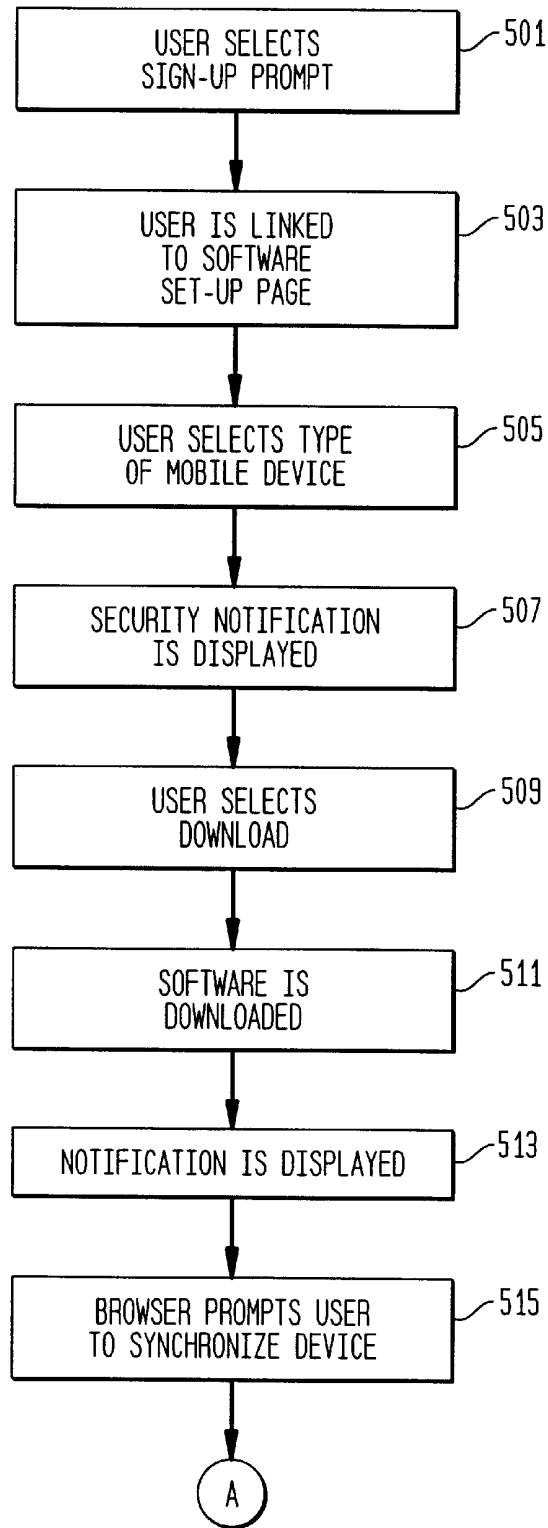


FIG. 5J

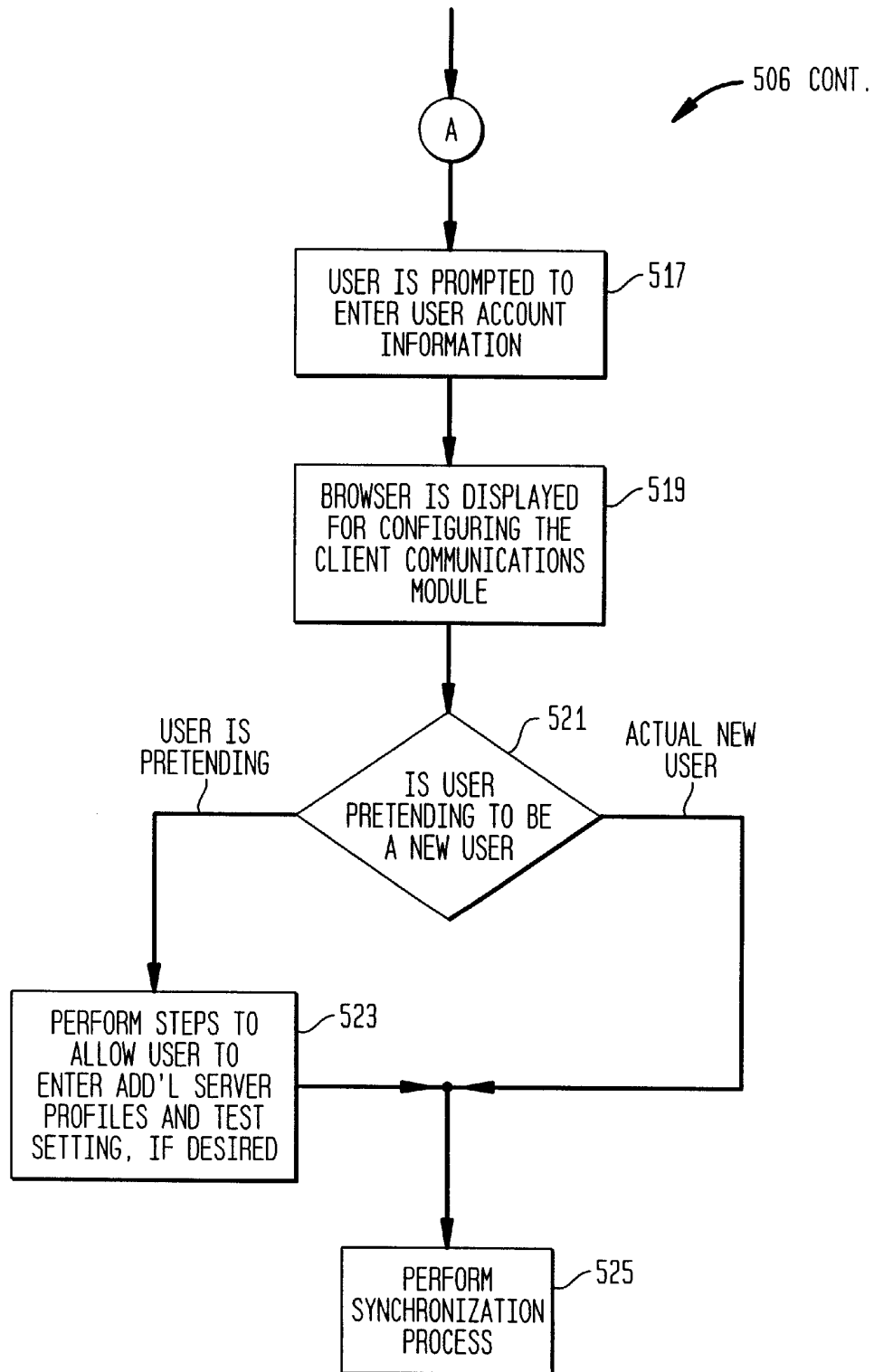




FIG. 5K

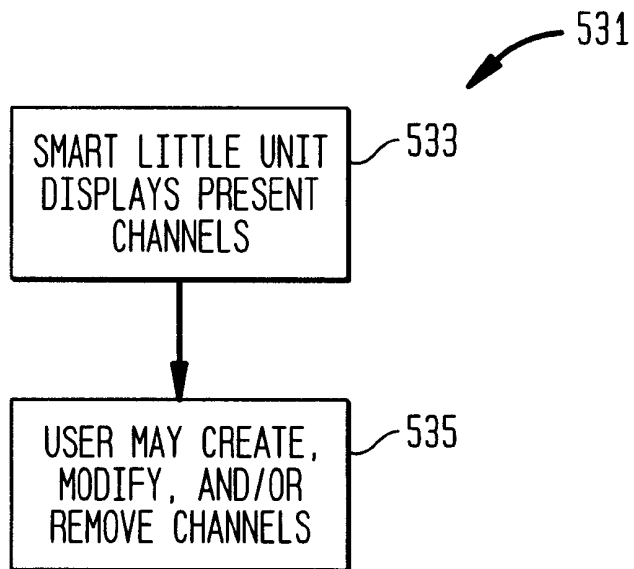


FIG. 5L

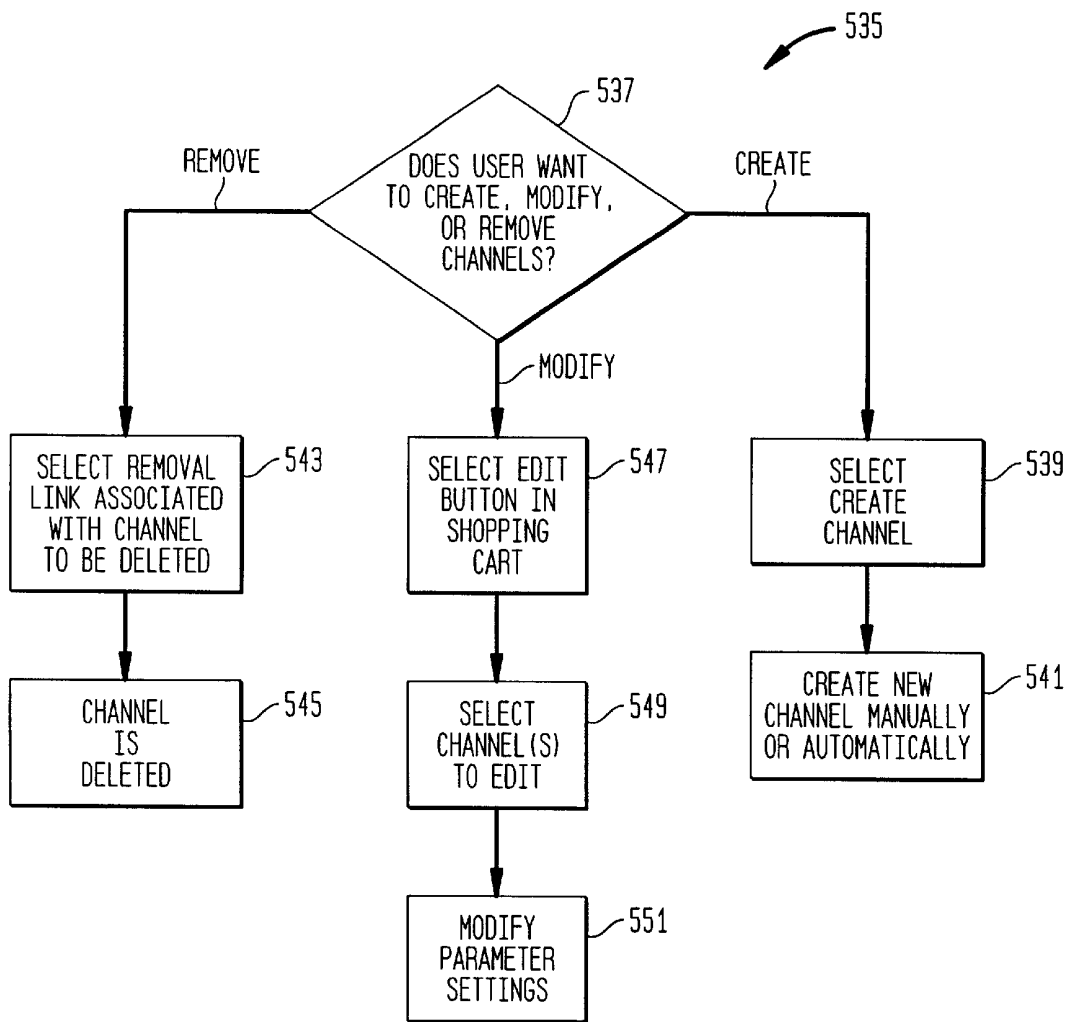


FIG. 5M

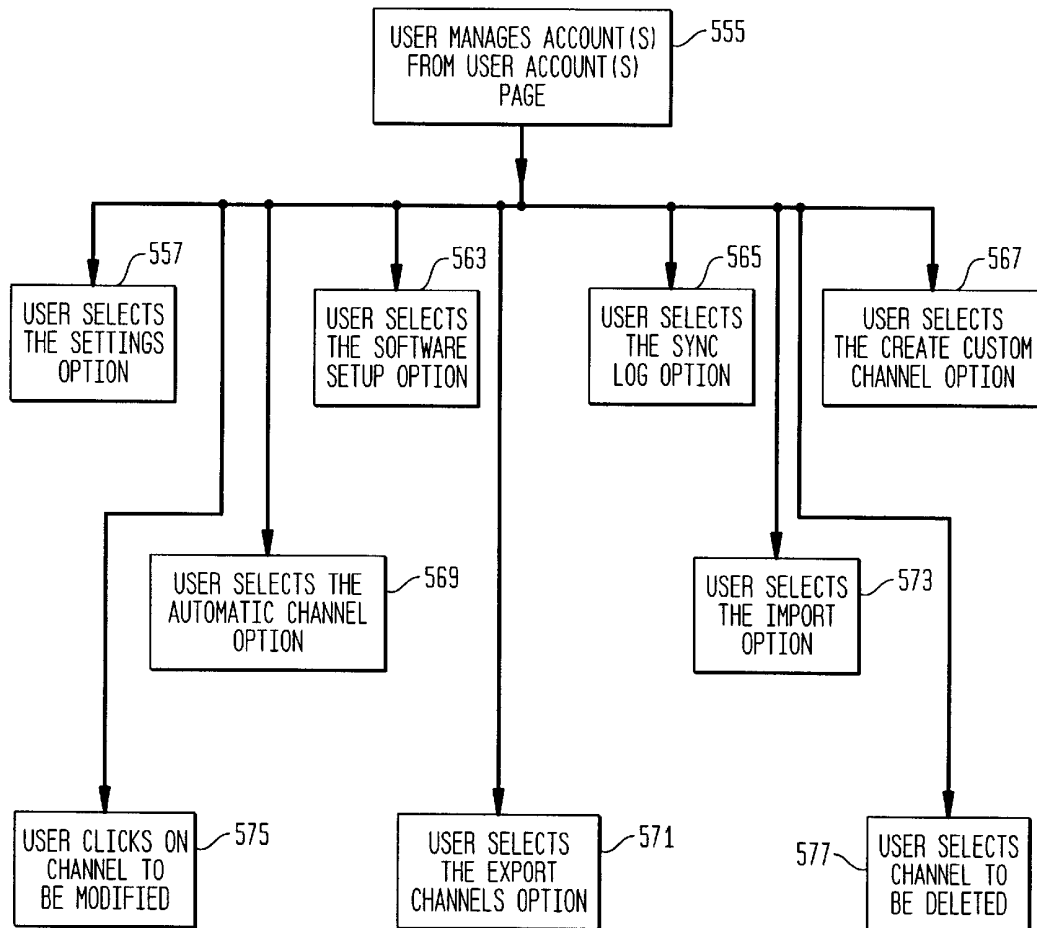


FIG. 6

FORMS MANAGER	 	
<input type="checkbox"/> 2:11P	<u>MAINTENANCE LOG</u>	<u>SUCCESS</u>
<input type="checkbox"/> 2:12P	<u>MAINTENANCE LOG</u>	<u>SUCCESS</u>
<input type="checkbox"/> 2:15P	<u>SERVICE REQUEST</u>	PENDING
<hr/>		
<input type="button" value="DELETE"/>		<input type="button" value="DELETE ALL"/>

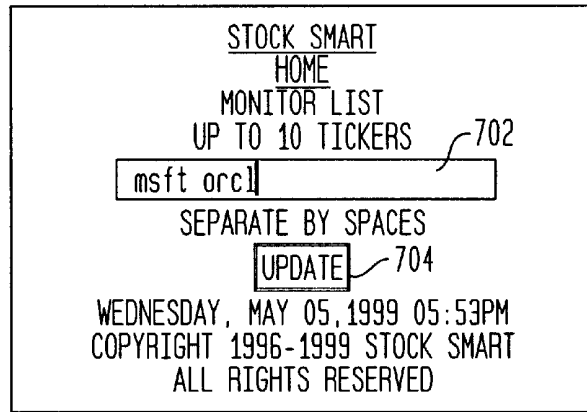


FIG. 7

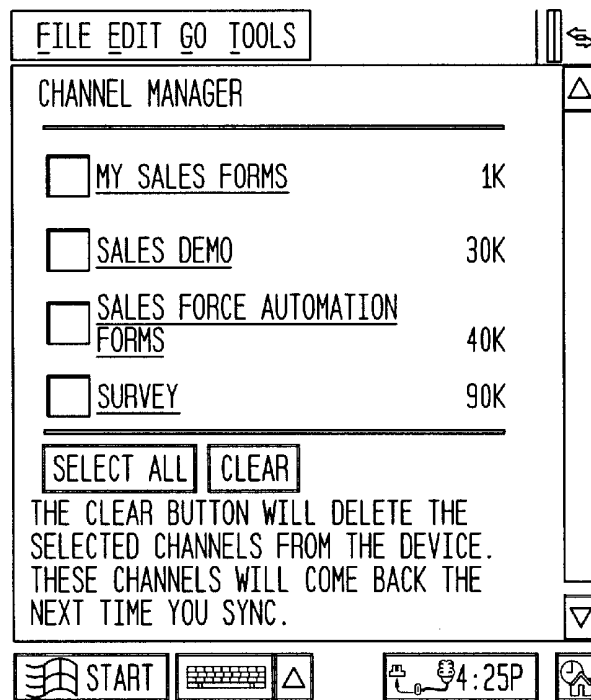


FIG. 8

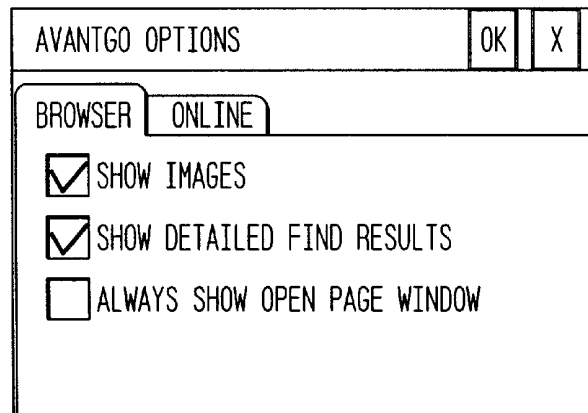


FIG. 9

FIG. 10

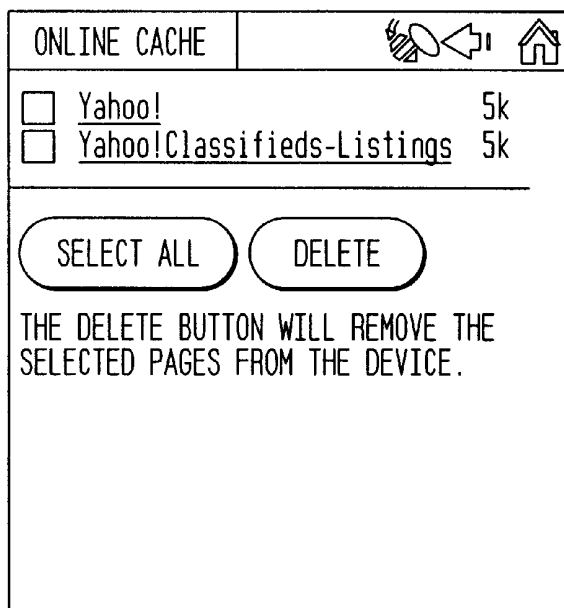


FIG. 11

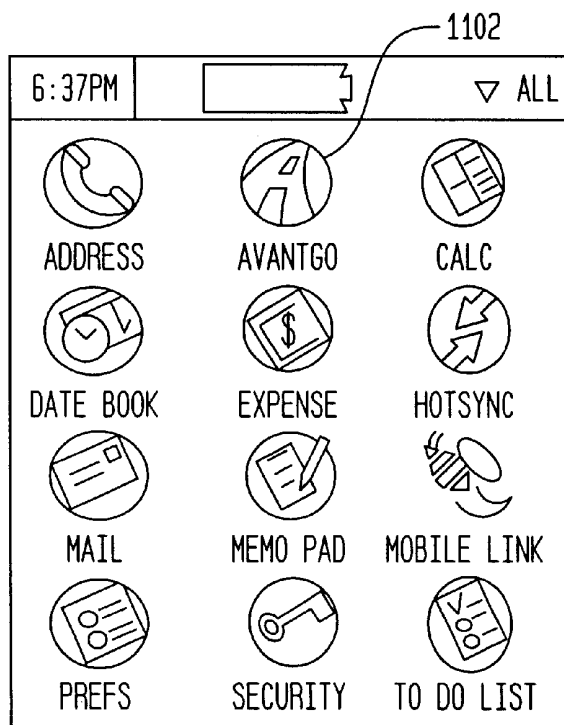


FIG. 12



FIG. 13

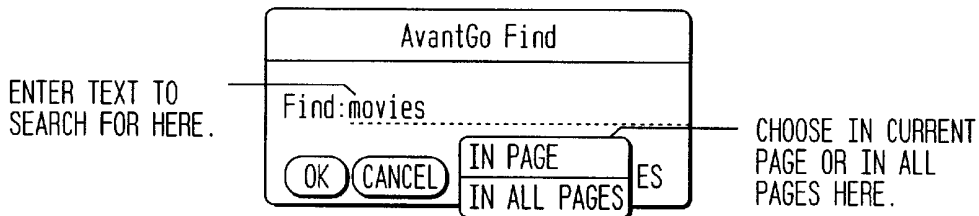


FIG. 14

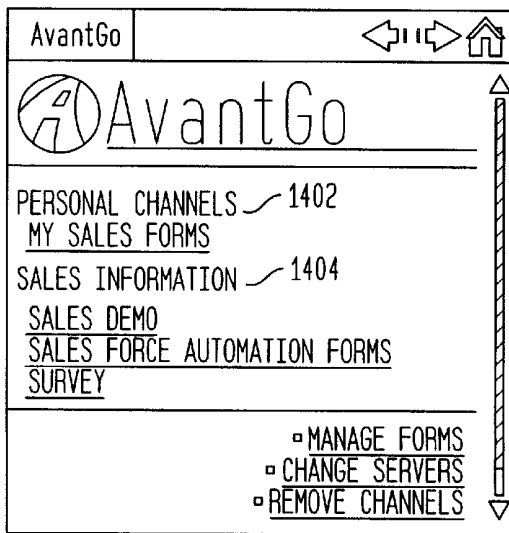


FIG. 15



AvantGo OPENS, SHOWING YOUR CHANNELS. TAP A CHANNEL'S NAME TO DISPLAY IT.

FIG. 16

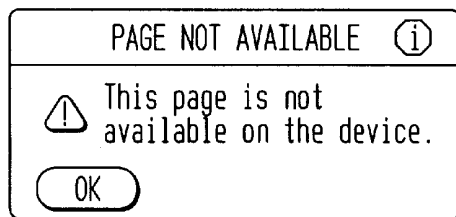


FIG. 17

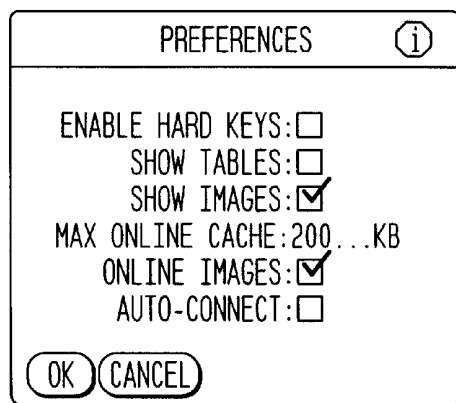




FIG. 18


OPEN PAGE

ENTER THE URL TO OPEN:  
http://www.nasdaq.com/|.....  
.....

OK CANCEL

FIG. 19



INFORMATION





 YOUR SUBMISSION HAS BEEN RECORDED AND WILL BE SENT DURING THE NEXT SYNCHRONIZATION.


OK

CLICK HERE TO SAVE THE FORM AND SUBMIT IT THE NEXT TIME YOU SYNC.

FIG. 20

INVENTORY  

ACME    

 INVENTORY

MONDAY, 15 FEB 1999

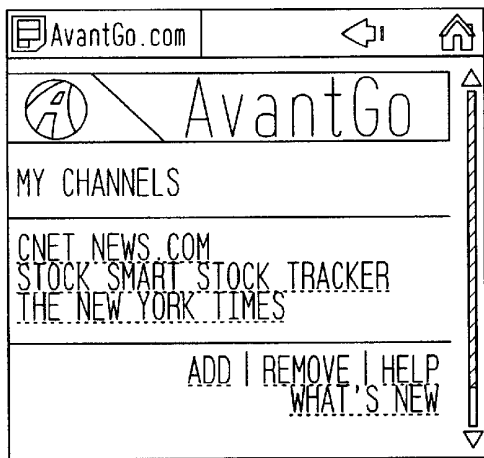
PRODUCT	IN STOCK	BACK ORDERED
PX11 DELUXE	300	0
SUPER V6	10	30
XX36 TWIN TURBO	22	200

SPACE USED EFFICIENTLY

ATTRACTIVE GRAPHICS ENHANCE READABILITY

TABLES ARRANGED NEATLY

FIG. 21



INCREASE FONT

FIG. 22



DECREASE FONT

FIG. 23

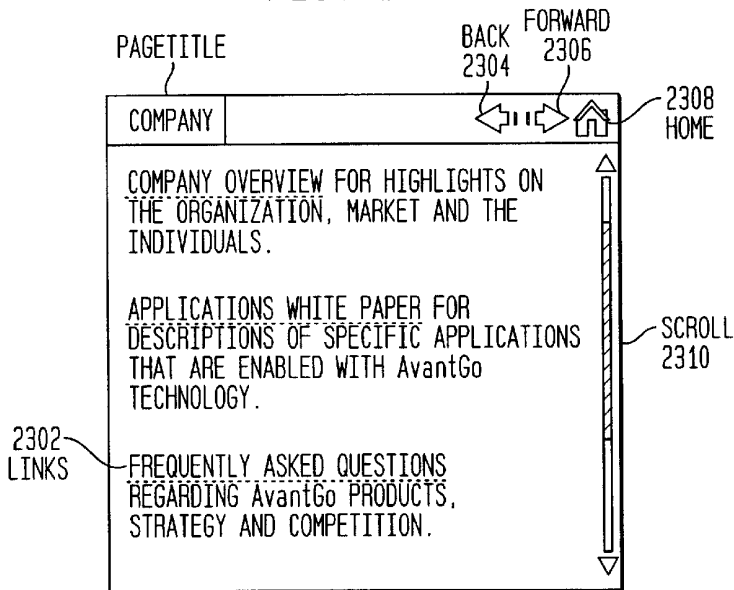


FIG. 24

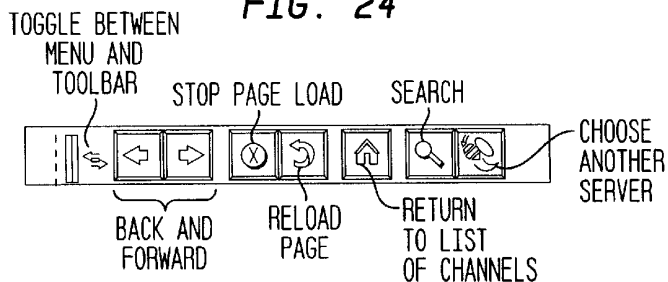


FIG. 25

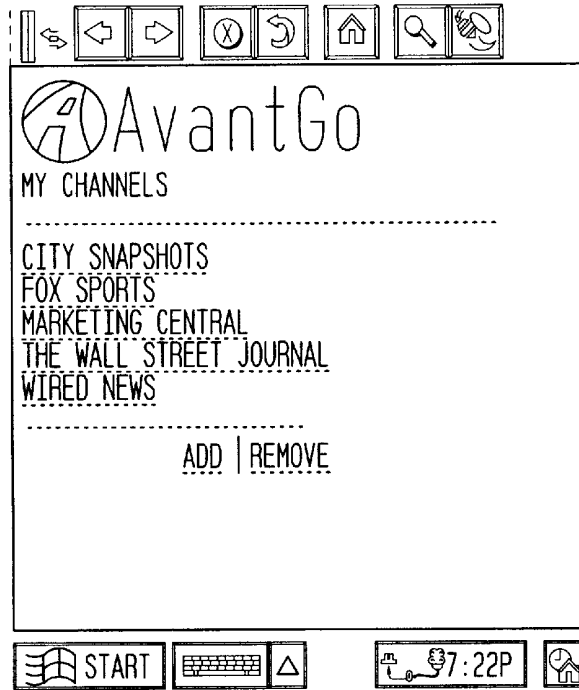


FIG. 26

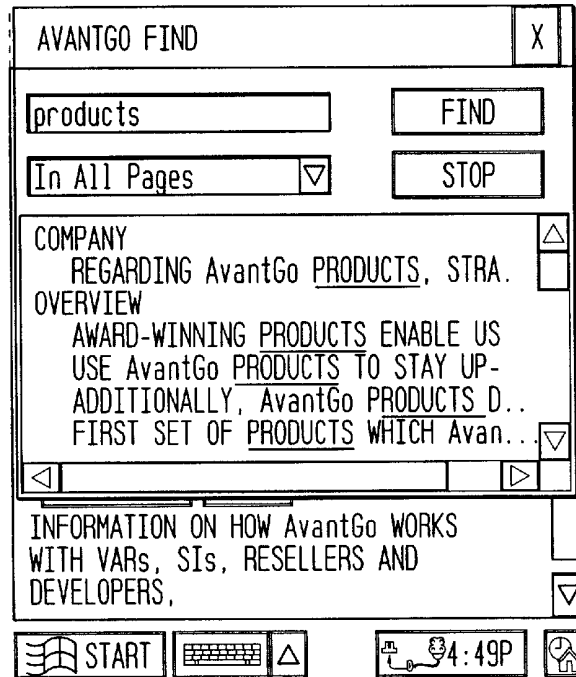


FIG. 27

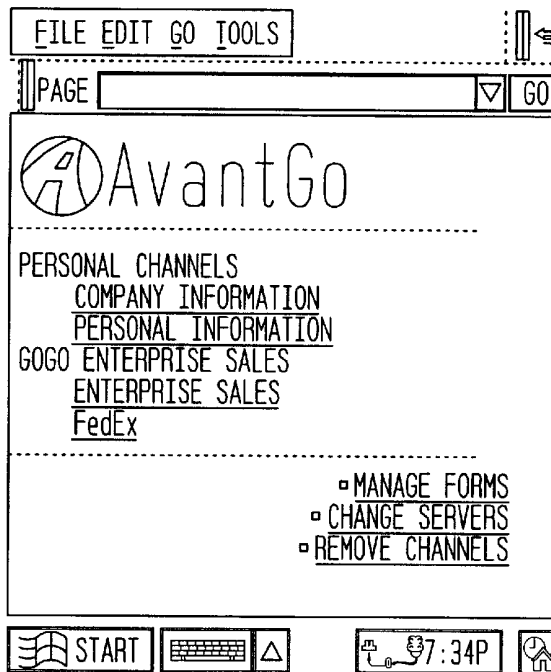
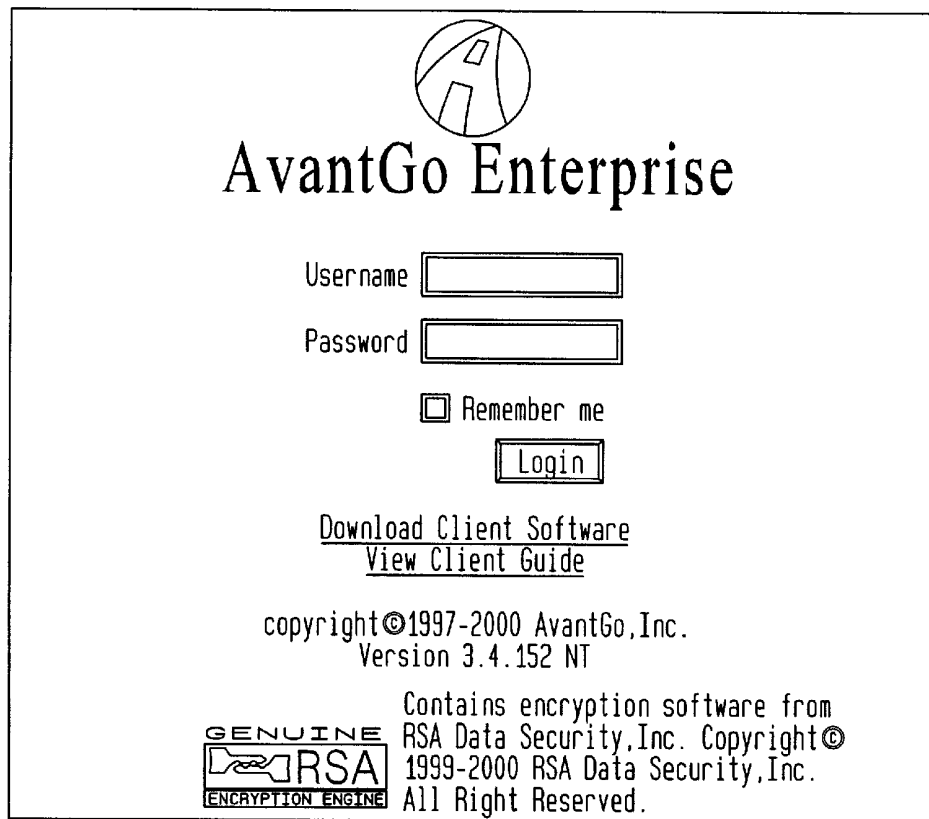
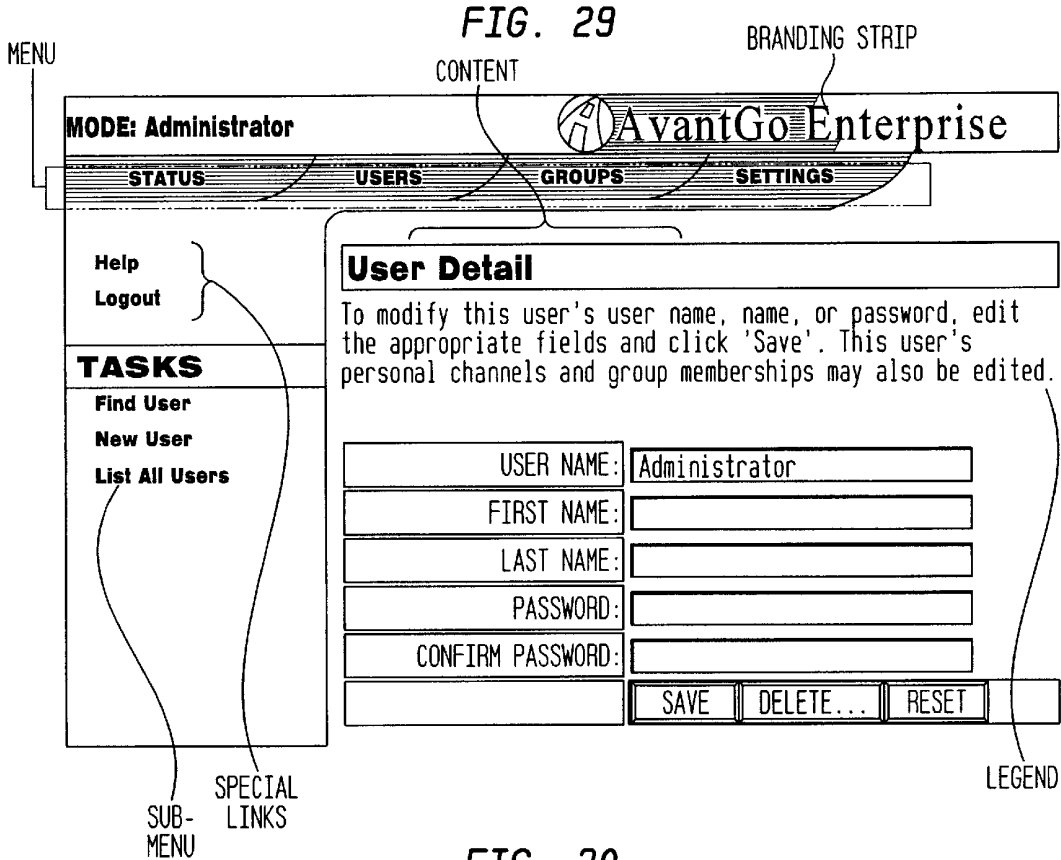


FIG. 28





**FIG. 30**

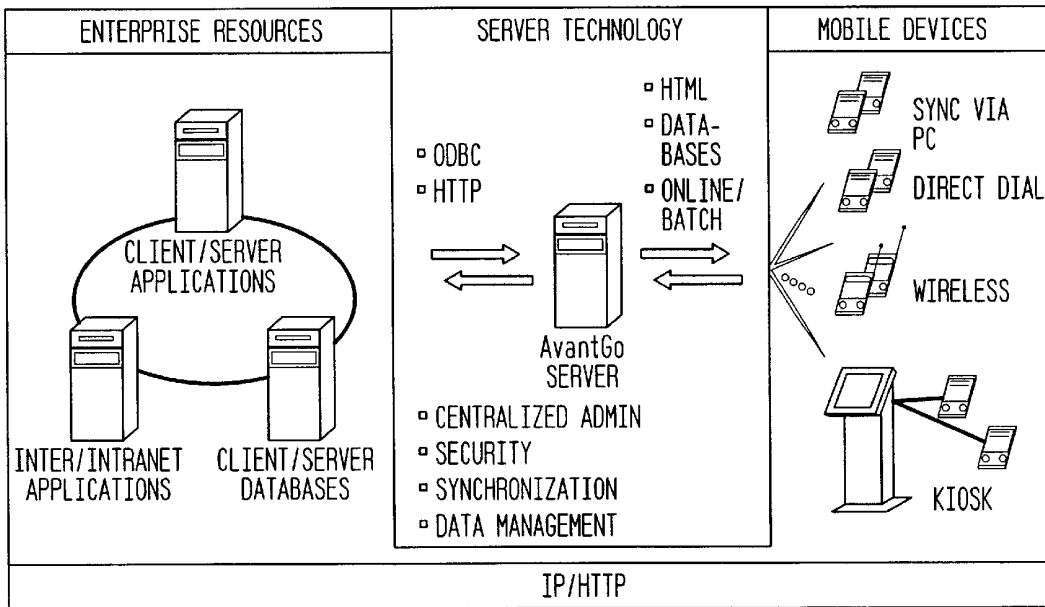


FIG. 31

ENTER: http://  
syncdemo.avantgo.com/  
sfa\_3\_1/

ENTER: TUTORIAL

CLICK VIEW TO VIEW/TEST THE  
ADDRESS OF YOUR CHANNEL

### New Channel for User MobileUser

TITLE:	Untitled	
LOCATION:	http://	<input type="button" value="VIEW"/>
CHANNEL SIZE LIMIT:	100	
LINK DEPTH:	0	
INCLUDE IMAGES:	<input type="checkbox"/>	
FOLLOW OFF-SITE LINKS:	<input type="checkbox"/>	
ALLOW BINARY DISTRIBUTION	<input type="checkbox"/>	
HIDE FROM USERS	<input type="checkbox"/>	
SEND URLS	<input type="checkbox"/>	
REFRESH:	<input type="radio"/> only once	
	<input checked="" type="radio"/> every sync	
	<input type="radio"/> hourly every <input type="text" value="0"/> hour(s) <input type="checkbox"/> only	
	<input type="radio"/> daily	
	<input type="text" value="12"/> : <input type="text" value="00"/> <input checked="" type="radio"/> AM <input type="radio"/> PM	
	on days:	
	<input checked="" type="checkbox"/> Monday <input checked="" type="checkbox"/> Tuesday <input checked="" type="checkbox"/> Wednesday	
	<input checked="" type="checkbox"/> Friday <input checked="" type="checkbox"/> Saturday <input checked="" type="checkbox"/> Sunday	

ENTER: 100

ENTER: 3

LEAVE THESE  
FIELDS UNCHECKED

CLICK THE ONLY  
ONCE OPTION

CLICK THE CREATE BUTTON

FIG. 32

Refresh:

- on every sync
- every  hour(s)
- only once
- daily at :   on following days:
  - Monday
  - Tuesday
  - Wednesday
  - Thursday
  - Friday
  - Saturday
  - Sunday

When finished, click the "Save Channel" button:

FIG. 33

**Update User Membership for Group Travel Itinerary**

Manage this group's user memberships by selecting/deselecting the user check boxes and clicking update. To view information about a particular user, click the hyperlink name of the user.

USER NAME:	<input type="text"/>
FIRST NAME:	<input type="text"/>
LAST NAME:	<input type="text"/>
<input type="button" value="FIND USER"/>	

**Search Results**

USER NAME:	NAME:
<input type="checkbox"/> Joja	John Jack
<input checked="" type="checkbox"/> Natalie	Natalie Doe
<input type="checkbox"/> new	new test

FIG. 34

EDIT SERVER PROFILE
OK X

SERVER ADDRESS \_\_\_\_\_

  Hostname

  Port

YOUR ACCOUNT \_\_\_\_\_

  Username

CONNECTION OPTIONS \_\_\_\_\_

CONNECT TO THIS SERVER.

REFRESH ALL CONTENT.

CONNECT SECURELY

START
 
 5:11P

FIG. 35

MODE: Administrator
 AvantGo Enterprise

STATUS    USERS    GROUPS    SETTINGS
Ver.3.2 Build 72

Help  
Logout

**TASKS**

Find User

New User

List All Users

**Modify Channels of Natalie**

For more information or to modify or delete a specific channel,click on the title. To create a new personal channel,click the New Personal Channel link on the left.

TITLE:	Total Size	Last Sync
Personal Channels		
Enterprise Intranet		
Federal Express	0	Never Synced
GoGo Enterprise Sales		
Enterprise Intranet for Sales	7	Wed Oct 06, 1999 12:32:55
FedEx	93	Wed Oct 06, 1999 12:32:55
Sales Force Automation Forms	18	Wed Oct 06, 1999 12:32:55
Travel Itinerary	Total: 118KB	

**Recent Sync History**

The three most recent synchronizations are logged below. More information can be found in the [Complete Sync History](#).

[Wed Oct 06, 1999 12:32:44] (12 seconds)  
HTTP/1.1 404 File not found(404)-http://localhost/device/brand/avantgo/images/device/CE\_header.gif

[Wed Oct 06, 1999 12:32:34] (0 seconds)  
completely out of sync; resequencing...

[Wed Oct 06, 1999 12:31:35] (13 seconds)  
HTTP/1.1 404 File not found(404)-http://localhost/device/brand/avantgo/images/device/CE\_header.gif

During synchronization, the server updates existing channels and pages with modifications only. Clearing the channel cache will force all the channels and pages to be transferred to the device during the next synchronization.

Cookies containing profile information about you are placed in your user profile by the sites that you visit. Clearing the cookies database may remove personalized information stored on your device by the web servers that you visit. Clearing cookies will disable the "remember me" feature from the login prompt.

Some web servers require you to supply a user name and password to access the site. The server caches this authentication information and supplies it to the web server during synchronization. Clearing the authentication database will usually require you to reenter your user name and password the next time you visit a site that requires authentication.



FIG. 36

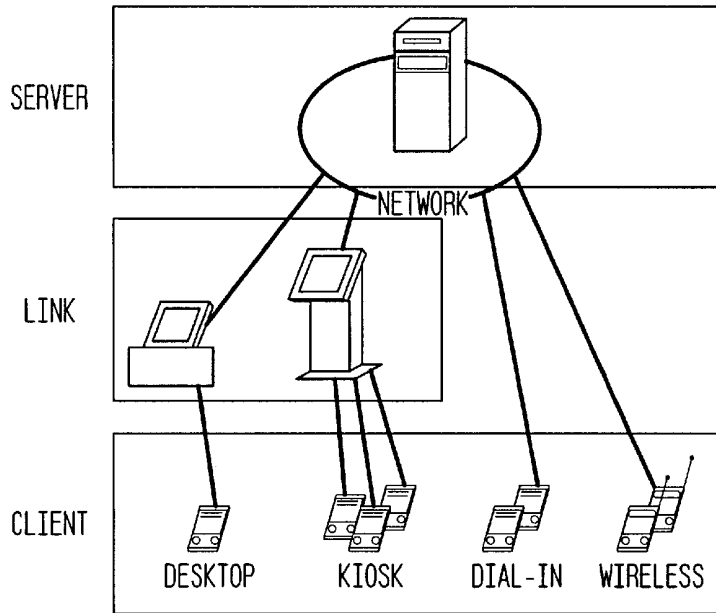



FIG. 37

**MODE: Administrator**  **AvantGo Enterprise**

**STATUS**    **USERS**    **GROUPS**    **SETTINGS**

**Help**  
**Logout**

**AvantGo Enterprise Status**

LOCATION:	qaproxy1
PORT:	80
TOTAL USERS:	203
TOTAL GROUPS:	2

FIG. 38


<b>MODE: Administrator</b>											
<p align="center"> <a href="#">STATUS</a>    <a href="#">USERS</a>    <a href="#">GROUPS</a>    <a href="#">SETTINGS</a> </p>		3.4.152 N									
<p>Help Logout</p>	<p><b>Users</b></p> <p>To find a user, enter the user information that you know and click Search.</p>										
	<table border="1"> <tr> <td>USER NAME:</td> <td><input type="text"/></td> </tr> <tr> <td>FIRST NAME:</td> <td><input type="text"/></td> </tr> <tr> <td>LAST NAME:</td> <td><input type="text"/></td> </tr> <tr> <td colspan="2"> <input type="button" value="SEARCH"/> <input type="button" value="RESET"/> </td> </tr> </table>			USER NAME:	<input type="text"/>	FIRST NAME:	<input type="text"/>	LAST NAME:	<input type="text"/>	<input type="button" value="SEARCH"/> <input type="button" value="RESET"/>	
USER NAME:	<input type="text"/>										
FIRST NAME:	<input type="text"/>										
LAST NAME:	<input type="text"/>										
<input type="button" value="SEARCH"/> <input type="button" value="RESET"/>											
<p><b>TASKS</b></p> <p>Find User New User List All Users</p>											
<p><b>Search Results</b></p> <table border="1"> <tr> <td>USER NAME:</td> <td>NAME:</td> </tr> <tr> <td>aabernathy</td> <td>Andrea Abernathy</td> </tr> <tr> <td>acrossland</td> <td>Adam Crossland</td> </tr> <tr> <td>aculver</td> <td>Ann Culver</td> </tr> </table>				USER NAME:	NAME:	aabernathy	Andrea Abernathy	acrossland	Adam Crossland	aculver	Ann Culver
USER NAME:	NAME:										
aabernathy	Andrea Abernathy										
acrossland	Adam Crossland										
aculver	Ann Culver										

FIG. 39


<b>MODE: Administrator</b>														
<p align="center"> <a href="#">STATUS</a>    <a href="#">USERS</a>    <a href="#">GROUPS</a>    <a href="#">SETTINGS</a> </p>		3.4.152 NT												
<p>Help Logout</p>	<p><b>User Detail</b></p> <p>To modify this user's user name, name, or password, edit the appropriate fields and click 'Save'. This user's personal channels and group memberships may also be edited.</p>													
	<p>Adam Crossland</p> <table border="1"> <tr> <td>USER NAME:</td> <td><input type="text" value="acrossland"/></td> </tr> <tr> <td>FIRST NAME:</td> <td><input type="text" value="Adam"/></td> </tr> <tr> <td>LAST NAME:</td> <td><input type="text" value="Crossland"/></td> </tr> <tr> <td>PASSWORD:</td> <td><input type="text"/></td> </tr> <tr> <td>CONFIRM PASSWORD:</td> <td><input type="text"/></td> </tr> <tr> <td colspan="2"> <input type="button" value="SAVE"/> <input type="button" value="DELETE..."/> <input type="button" value="RESET"/> </td> </tr> </table>			USER NAME:	<input type="text" value="acrossland"/>	FIRST NAME:	<input type="text" value="Adam"/>	LAST NAME:	<input type="text" value="Crossland"/>	PASSWORD:	<input type="text"/>	CONFIRM PASSWORD:	<input type="text"/>	<input type="button" value="SAVE"/> <input type="button" value="DELETE..."/> <input type="button" value="RESET"/>
USER NAME:	<input type="text" value="acrossland"/>													
FIRST NAME:	<input type="text" value="Adam"/>													
LAST NAME:	<input type="text" value="Crossland"/>													
PASSWORD:	<input type="text"/>													
CONFIRM PASSWORD:	<input type="text"/>													
<input type="button" value="SAVE"/> <input type="button" value="DELETE..."/> <input type="button" value="RESET"/>														
<p><b>TASKS</b></p> <p>Find User New User List All Users</p>														

FIG. 40

<b>STATUS</b>		<b>USERS</b>	<b>GROUPS</b>	<b>SETTINGS</b>	3.4.152 NT										
<a href="#">Help</a> <a href="#">Logout</a>	<h3>Modify Group test group 1</h3> <p>Modify this group's name and description by editing the fields and clicking Save. To manage this group's users or channels, click 'Add/Remove Users'. To create a channel for this group, click 'New Group Channel'. To edit this group's channel, click on its name.</p>														
	<table border="1"> <tr> <td>NAME:</td> <td><input type="text" value="test group 1"/></td> </tr> <tr> <td>DESCRIPTION:</td> <td><input type="text" value="test"/></td> </tr> <tr> <td colspan="2"> <input type="button" value="SAVE"/> <input type="button" value="DELETE..."/> <input type="button" value="RESET"/> </td> </tr> </table>					NAME:	<input type="text" value="test group 1"/>	DESCRIPTION:	<input type="text" value="test"/>	<input type="button" value="SAVE"/> <input type="button" value="DELETE..."/> <input type="button" value="RESET"/>					
NAME:	<input type="text" value="test group 1"/>														
DESCRIPTION:	<input type="text" value="test"/>														
<input type="button" value="SAVE"/> <input type="button" value="DELETE..."/> <input type="button" value="RESET"/>															
<b>TASKS</b> <a href="#">List All Groups</a> <a href="#">New Group</a>	<h3>Group Members</h3> <table border="1"> <tr> <td>USER NAME:</td> <td>NAME:</td> </tr> <tr> <td><a href="#">drice</a></td> <td>David Rice</td> </tr> <tr> <td><a href="#">dylan</a></td> <td>Dylan McDanniel</td> </tr> <tr> <td><a href="#">rafael</a></td> <td>Rafael Weinstein</td> </tr> <tr> <td><a href="#">robert</a></td> <td>Robert Otani</td> </tr> </table> <p style="text-align: center;"><input type="button" value="ADD/REMOVE USERS"/></p>					USER NAME:	NAME:	<a href="#">drice</a>	David Rice	<a href="#">dylan</a>	Dylan McDanniel	<a href="#">rafael</a>	Rafael Weinstein	<a href="#">robert</a>	Robert Otani
USER NAME:	NAME:														
<a href="#">drice</a>	David Rice														
<a href="#">dylan</a>	Dylan McDanniel														
<a href="#">rafael</a>	Rafael Weinstein														
<a href="#">robert</a>	Robert Otani														
<h3>Group Channels</h3>															

FIG. 41



<b>MODE: Administrator</b>										
<b>STATUS</b>		<b>USERS</b>	<b>GROUPS</b>	<b>SETTINGS</b>	3.4.152 NT					
<a href="#">Help</a> <a href="#">Logout</a>	<h3>Groups</h3> <p>Modify or view a group by clicking on its name.</p>									
	<table border="1"> <thead> <tr> <th>GROUP NAME:</th> <th>DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td><a href="#">asdf</a></td> <td></td> </tr> <tr> <td><a href="#">test group 1</a></td> <td>test</td> </tr> </tbody> </table>					GROUP NAME:	DESCRIPTION	<a href="#">asdf</a>		<a href="#">test group 1</a>
GROUP NAME:	DESCRIPTION									
<a href="#">asdf</a>										
<a href="#">test group 1</a>	test									
<b>TASKS</b> <a href="#">List All Groups</a> <a href="#">New Group</a>										

FIG. 42

**MODE: Administrator**  AvantGo Enterprise

**STATUS**    **USERS**    **GROUPS**    **SETTINGS**    3.4.152 NT

Help  
Logout

**TASKS**  
Change Admin Password  
PalmOS Download  
WinCE Download

**Admin Settings**

OLD PASSWORD:

NEW PASSWORD:

CONFIRM NEW PASSWORD:

FIG. 43

AvantGo-Microsoft Internet Explorer

Address

**MY ACCOUNT**

MY CHANNELS  
SETTINGS  
SOFTWARE SETUP  
SYNC LOG

**CHANNEL PROPERTIES**

**CHANNEL TITLE**  
 Fox Sports

**CHANNEL SIZE**  
Maximum Channel Size:  k  
Link Depth:   
Include Images:  Yes  No  
Follow Off-Site Links:  Yes  No

**CHANNEL REFRESH**

Refresh:  
 on every sync  
 every  hour(s)  
 only once  
 daily at :  AM on following days:  
 Monday  Tuesday  Wednesday  Thursday  
 Friday  Saturday  Sunday

Internet

FIG. 44



- MY ACCOUNT
- MY CHANNELS
- SETTINGS
- SOFTWARE SETUP
- SYNC LOG

AUTOCHANNEL™
BACK TO CHANNELS

WELCOME, dkoehn68  
 Log out

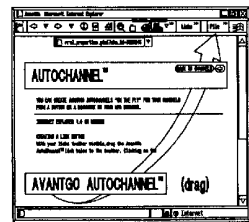
YOU CAN CREATE AVANTGO AUTOCHANNELS "ON THE FLY" FOR YOUR HANDHELD FROM A BUTTON OR A BOOKMARK ON YOUR WEB BROWSER.

INTERNET EXPLORER 4.0 OR HIGHER

**CREATING A LINK BUTTON**

With your links toolbar visible, drag the AvantGo AutoChannel™ link below to the toolbar. Clicking on the button while browsing a website will let you add that website to your handheld device.

Drag this link: [AvantGo AutoChannel](#)



**CREATING A BOOKMARK**

Right-click on AvantGo AutoChannel™ link below and select "Add to Favorites...". Choosing this in your favorites will let you add the website you are browsing as an AvantGo channel on your handheld.

Right-click this link: [AvantGo AutoChannel](#)

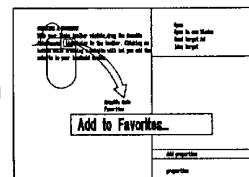


FIG. 45

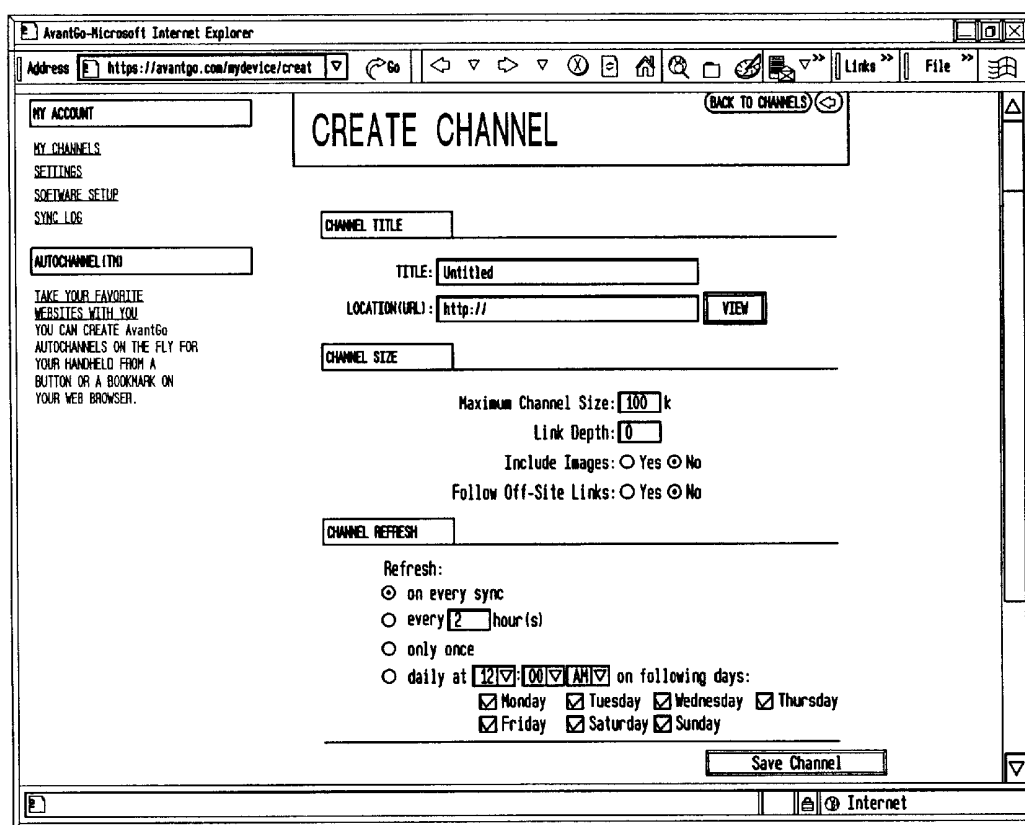


FIG. 46

**AvantGo™**

SEARCH CHANNELS  
LOOK FOR:

CHANNEL CATEGORIES

- new channels
- Business (95)
- City/Regional (261)
- Entertainment (211)
- Lifestyle (57)
- News (84)
- SciTech (177)
- Sports (73)
- Travel (61)
- Weather (29)
- Wireless (22)

**4604** **FEATURED CHANNELS**

**4606** UP-TO-THE-MINUTE SCORES, STATS, STORIES AND COMMENTARY.

**4608** salon.com  
A DISTINCTIVE VOICE ON NEWS, POLITICS AND OPINION.

**4610** **COOL CHANNELS [AVANTGO STAFF FAVORITES]**

- 4612** Autobytel  
Buy your next car or keep up to date with your current car's maintenance-all from your handheld.
- 4614** Hollywood.com  
Have movie listings for your zip code right at your fingertips.
- 4616** Restaurant Row  
Find a great restaurant in your area and even make reservations wirelessly.
- HyDocsOnline  
Sync your desktop documents to your handheld or wirelessly email them to friends or colleagues.

WELCOME, dkoehn68  
Log out

**MY ACCOUNT**

- Fox Sports
- Hoover's IPO Update
- The Wall Street Journal
- The Weather Channel
- Upside Today
- Wired News
- Yahoo!

FIG. 47

**MY ACCOUNT**

- MY CHANNELS
- SETTINGS
- SOFTWARE SETUP
- SYNC LOG

**MY CHANNELS**

ESTIMATED TOTAL SIZE FOR 7 CHANNELS: 253k  
TOTAL MAX SIZE FOR 7 CHANNELS: 480k

<input type="checkbox"/> Fox Sports	26k
<input type="checkbox"/> Hoover's IPO Update	7k
<input type="checkbox"/> The Wall Street Journal	10k
<input type="checkbox"/> The Weather Channel	6k
<input type="checkbox"/> Upside Today	35k
<input type="checkbox"/> Wired News	69k
<input type="checkbox"/> Yahoo!	(estimated) 100k

**CHANNEL TOOLS**

**4702** {

- Create Custom Channel  
Add your own favorite website to your handheld device.
- AvantGo AutoChannels™  
Create a channel for your handheld while surfing just by clicking a button or choosing a bookmark.
- Export Channels  
Generate URLs which can be used to add your channels to anyone's account.
- Import AvantGo version 1.x Channels  
Migrate older channels.data files for viewing on your latest AvantGo 3.x software.

FIG. 48

MY ACCOUNT

MY CHANNELS

SETTINGS

SOFTWARE SETUP

SYNC LOG

(BACK TO CHANNELS) ↩

## ACCOUNT SETTINGS

---

CHANGE PASSWORD

YOU WILL BE ASKED TO UPDATE CHANGES TO YOUR DEVICE FROM THIS WEBSITE.  
IF YOU'VE FORGOTTEN YOUR PASSWORD, YOU CAN [REQUEST A PASSWORD RESET](#).

OLD PASSWORD:

NEW PASSWORD:

CONFIRM PASSWORD:

CHANGE PASSWORD

---

CHANGE EMAIL ADDRESS

THIS IS WHERE PASSWORD RESET MESSAGES WILL BE SENT IF YOU FORGET YOUR USERNAME OR PASSWORD.

PASSWORD:

NEW EMAIL ADDRESS:

SUBMIT

FIG. 49



WELCOME, dkoehn68

[Log out](#)

MY ACCOUNT

MY CHANNELS

SETTINGS

SOFTWARE SETUP

SYNC LOG

(BACK TO CHANNELS) ↩

## SOFTWARE SETUP

- ▶ [DOWNLOAD AvantGo PALM OS CLIENT \(WINDOWS\)](#)
- ▶ [DOWNLOAD AvantGo WINDOWS\(B\) CE CLIENT \(WINDOWS\)](#)
- ▶ [DOWNLOAD AvantGo CONNECT™ \(MACINTOSH\)](#)
- ▶ [CONFIGURE MOBILE APPLICATION LINK](#)

TO CHECK YOUR AvantGo CLIENT VERSION:  
TAP TOOLS > ABOUT AvantGo ON CE  
OR  
MENU > OPTIONS > ABOUT AvantGo ON PALM DEVICES.  
THE ABOUT AvantGo PANEL APPEARS. ON THE BOTTOM LEFT IS YOUR VERSION NUMBER.

UPDATE



FIG. 50

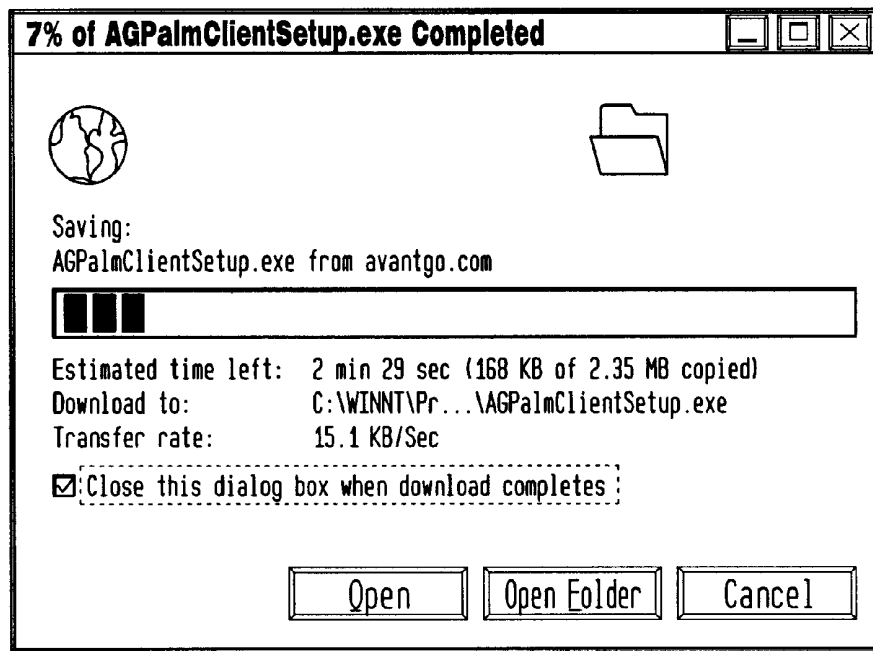


FIG. 51

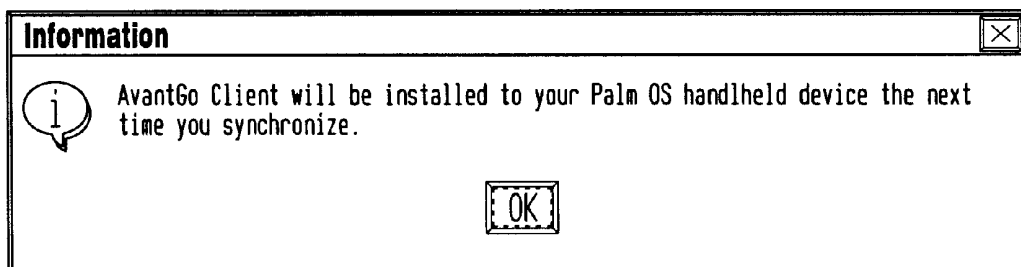


FIG. 52

AvantGo™

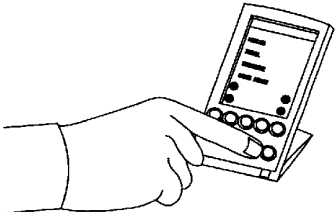
SETUP CHECKLIST

- ✓ DOWNLOAD
- ▶ INSTALL
- SYNCHRONIZE
- CREATE ACCOUNT
- CONFIGURE
- SYNCHRONIZE

**SYNCHRONIZE**

Place your device in its cradle and press the HotSync button.

When you synchronize, AvantGo 3.x will be installed on your device. After synchronization is complete, click the "Next" button at the bottom of the page.



NEXT >>

FIG. 53

AvantGo™

SETUP CHECKLIST

- ✓ DOWNLOAD
- ✓ INSTALL
- ✓ SYNCHRONIZE
- ▶ CREATE ACCOUNT
- CONFIGURE
- SYNCHRONIZE

**USE EXISTING ACCOUNT?**

Select below to use this account or to create a new one

Username: dkoehn68  
Email: dkoehn@avantgo.com

Use this account  
 Create a new account

NEXT >>

FIG. 54

AvantGo™

SETUP CHECKLIST

- ✓ DOWNLOAD
- ✓ INSTALL
- ✓ SYNCHRONIZE
- ✓ CREATE ACCOUNT
- ▶ CONFIGURE
- SYNCHRONIZE

**CONFIGURE MOBILE LINK**

Click the link below to configure Mobile Link™

By clicking below, you will ensure your AvantGo 3.x software is communicating properly with AvantGo's servers.

CLICK HERE TO CONFIGURE

5402

NEXT >>

FIG. 55

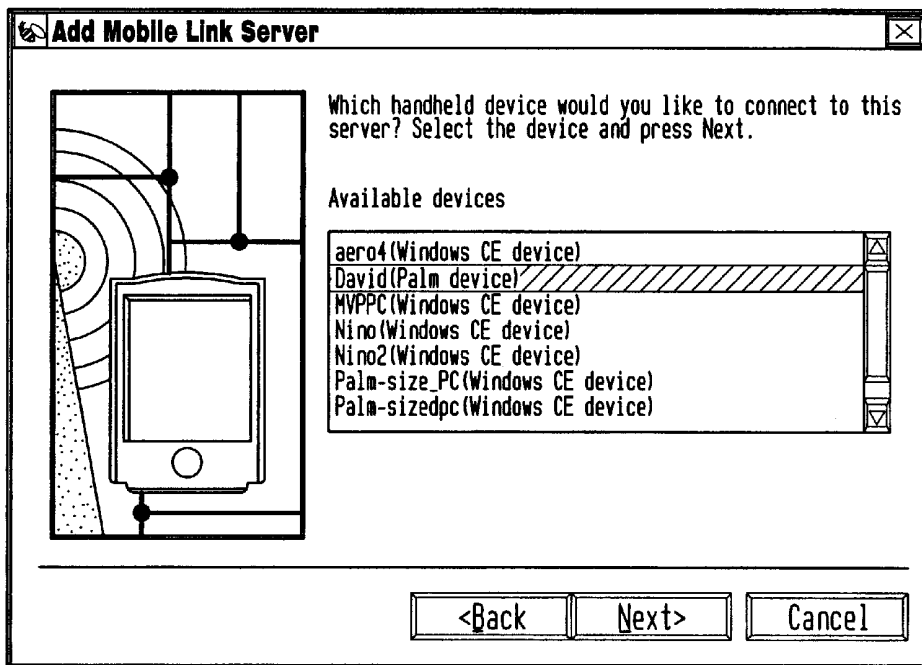


FIG. 56

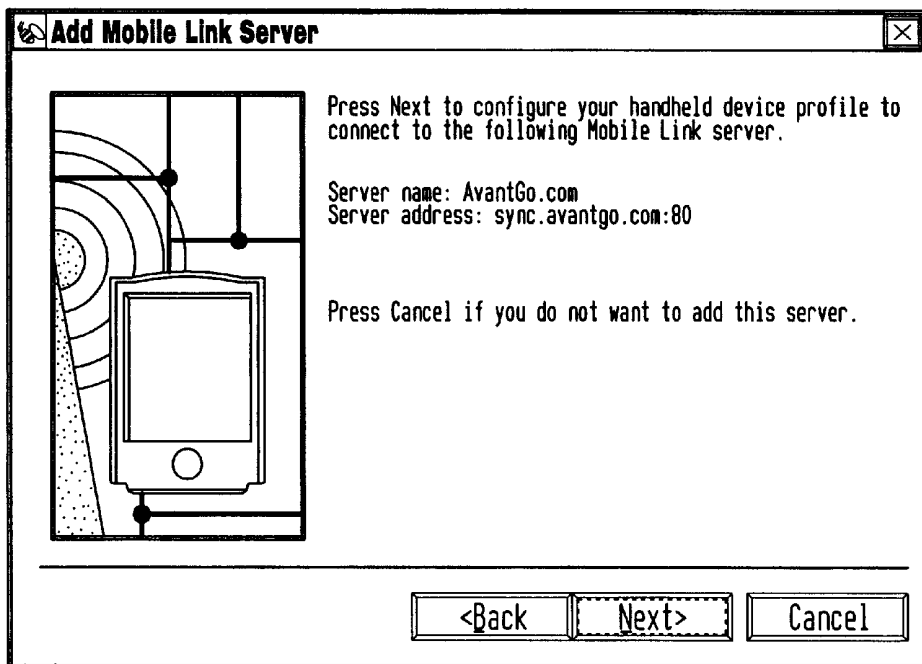


FIG. 57

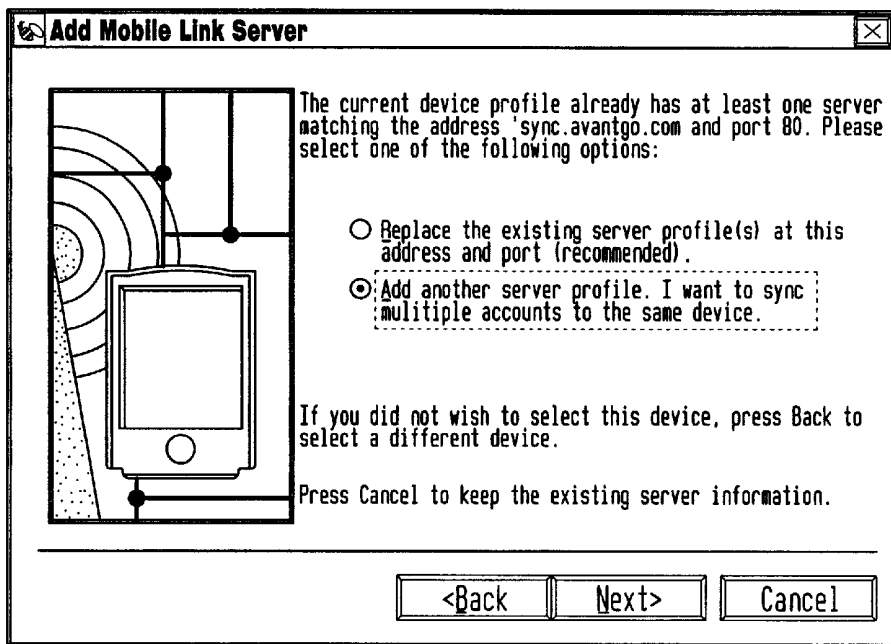


FIG. 58

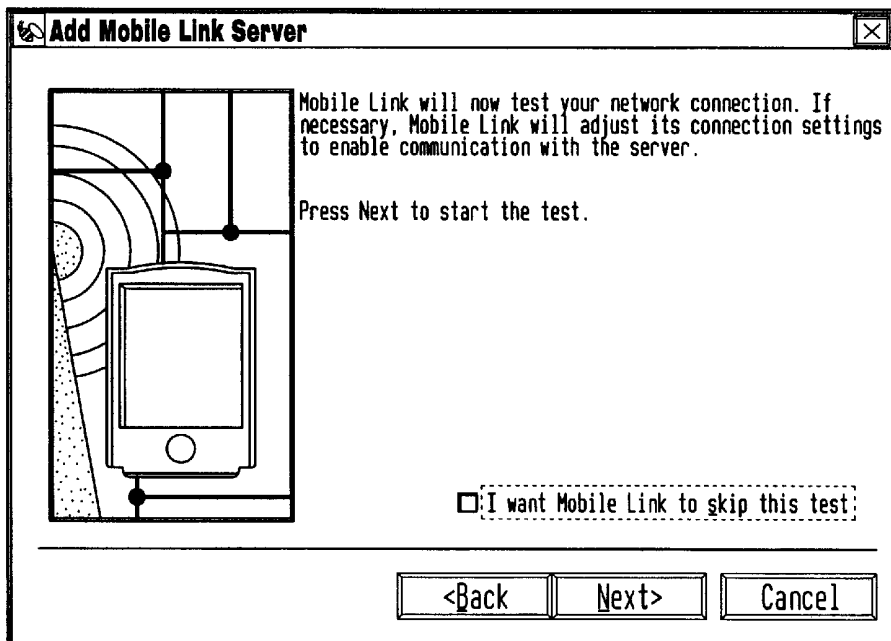


FIG. 59

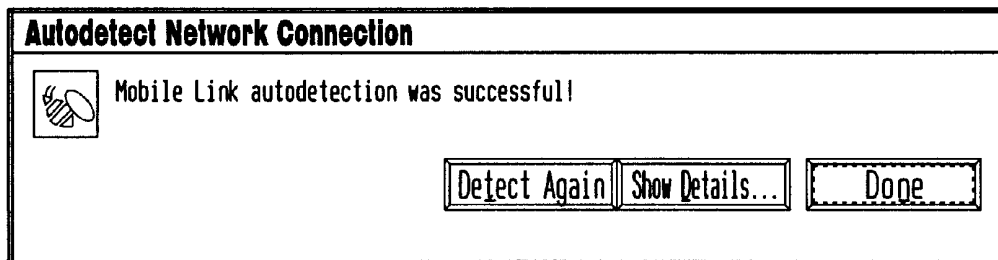


FIG. 60

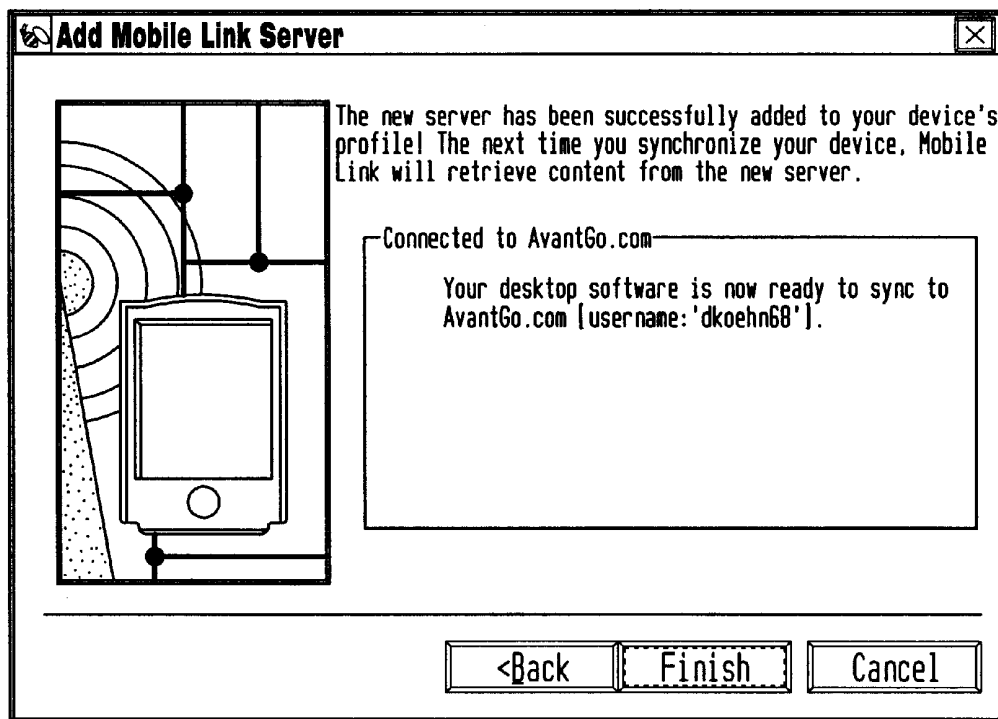


FIG. 61

**AvantGo™**

SETUP CHECKLIST

- ✓ DOWNLOAD
- ✓ INSTALL
- ✓ SYNCHRONIZE
- ✓ CREATE ACCOUNT
- ✓ CONFIGURE
- ▶ SYNCHRONIZE

**SYNCHRONIZE**

Place your device in its cradle and press the HotSync button.

When you synchronize, your AvantGo 3.x software will connect to the Avantgo servers for the first time. After synchronization is complete, click the "Next" button at the bottom of the page.

**NEXT >>**

FIG. 62

**AvantGo™**

SETUP CHECKLIST

- ✓ DOWNLOAD
- ✓ INSTALL
- ✓ SYNCHRONIZE
- ✓ CREATE ACCOUNT
- ✓ CONFIGURE
- ✓ SYNCHRONIZE

**CONGRATULATIONS!**

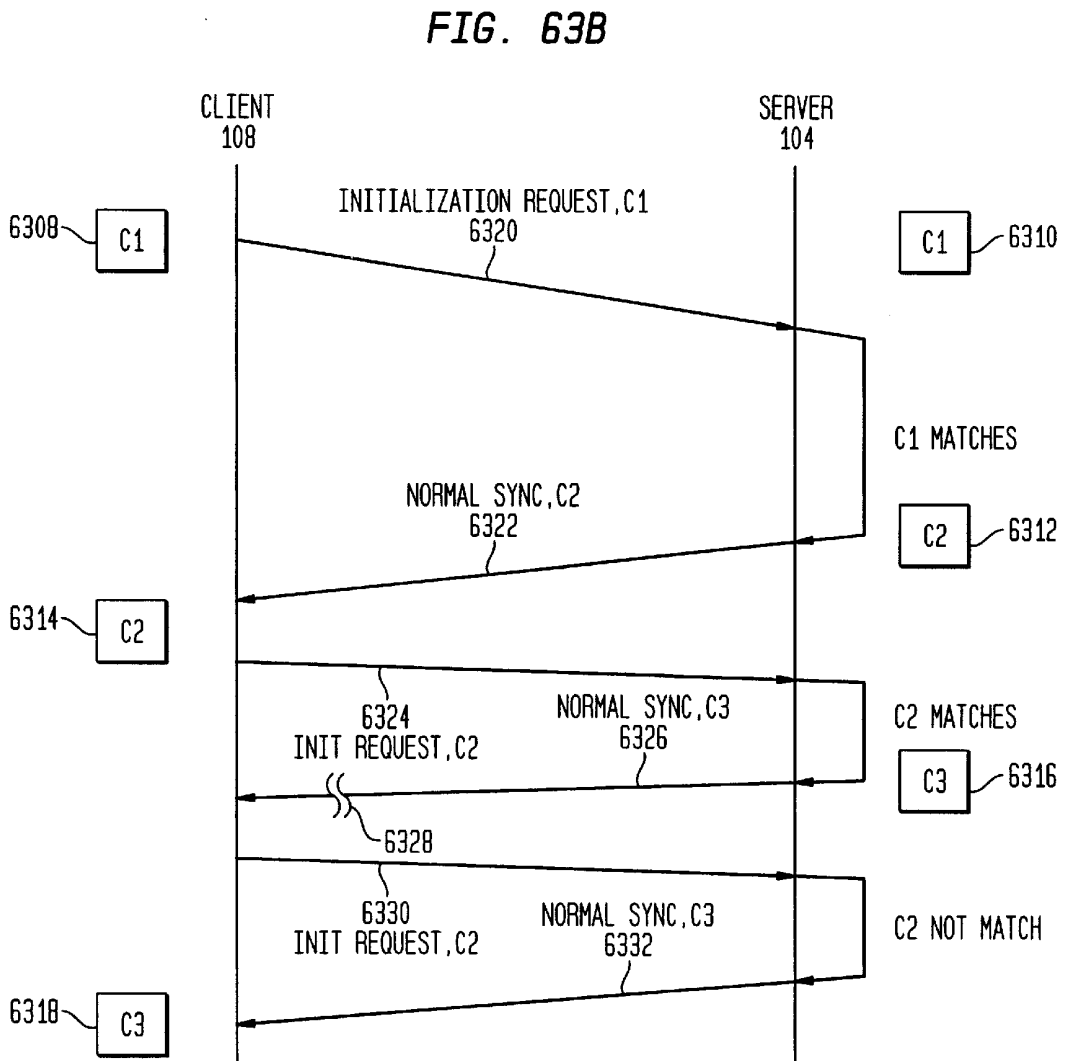
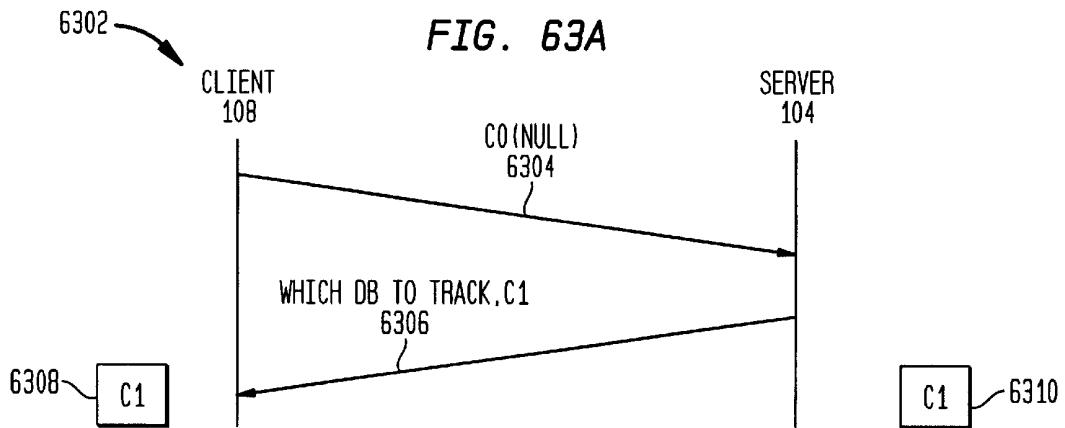
You are now an AvantGo user

Pick up your device, click on the "applications" button and select AvantGo to begin navigating channels. Use the links below to begin navigating AvantGo.

**CHANNELS**  
Choose from 1000s of exciting channels from leading providers

**ACCOUNT**  
View and edit your personalized account settings

**FINISH >>**



**SYSTEM, METHOD, AND COMPUTER  
PROGRAM PRODUCT FOR  
SYNCHRONIZING CONTENT BETWEEN A  
SERVER AND A CLIENT BASED ON STATE  
INFORMATION**

**CROSS-REFERENCE TO RELATED  
APPLICATIONS**

This application is a continuation-in-part application of pending Ser. No.09/393,390, "Interactive Applications for Handheld Computers," filed Sep. 10, 1999, and claims the benefit of U.S. Provisional Application No. 60/173,807, "Arrangements for Providing Improved Network Services to Wireless Handheld Devices," filed Dec. 30, 1999, and U.S. Provisional Application No. 60/189,969, "Arrangements for Providing Improved Network Services to Wireless Handheld Devices," filed Mar. 17, 2000, all of which are incorporated by reference herein in their entireties.

This patent application is potentially related to the following co-pending U.S. utility patent applications, which are all herein incorporated by reference in their entireties:

"System, Method, and Computer Program Product for Enabling On-Device Servers, Offline Forms, and Dynamic Ad Tracking On Mobile Devices," Ser. No. 09/559,964, filed concurrently herewith.

"System, Method, and Computer Program Product for Administering Channels, Content, and Data for Mobile Devices," Ser. No. 09/559,965, filed concurrently herewith.

"System, Method, and Computer Program Product for Customizing Channels, Content, and Data for Mobile Devices," Ser. No. 09/560,957, filed concurrently herewith.

"System, Method, and Computer Program Product for Web Content Aggregation and Development, and Web Content Delivery to Clients," Ser. No. 09/560,956, filed concurrently herewith.

**BACKGROUND OF THE INVENTION**

**1. Field of the Invention**

The present invention relates generally to mobile communications, and more particularly relates to technology for using interactive applications while on-line and off-line on mobile devices.

**2. Related Art**

A variety of mobile devices (such as personal data assistants, or PDAs) exist. Such mobile devices include ones based on the Palm operating environment and the Windows CE operating environment.

A variety of software applications for those mobile devices also exist.

What does not exist prior to the invention are software applications for enabling web content (as well as other objects) to be loaded on mobile devices, and for users of mobile devices to operate with such web content on their mobile devices in an interactive manner while in an off-line mode.

**SUMMARY OF THE INVENTION**

Briefly stated, the invention includes systems, methods, computer program products, and combinations and sub-combinations thereof for enabling web content (as well as other objects) to be loaded on mobile devices (as well as other types of devices), and for users of mobile devices to operate with such web content on their mobile devices in an interactive manner while in an off-line mode.

These and additional features and advantages of the present invention will become more apparent from the detailed description set forth below when taken in conjunction with the drawings in which like reference characters generally identify corresponding elements throughout.

**BRIEF DESCRIPTION OF THE FIGURES**

The accompanying drawings, which are incorporated herein and form part of the specification, illustrate embodiments of the present invention and, together with the description, further serve to explain the principles of embodiments of the invention.

FIG. 1A is a block diagram of the invention according to an embodiment of the invention;

FIG. 1B is an alternative block diagram of the invention according to an embodiment of the invention;

FIG. 1B1 is a block diagram of an example data processing unit useful for implementing items from FIGS. 1A and 1B;

FIG. 1C is an example flowchart of a process to interact with objects on a client in an off-line mode according to an embodiment of the invention;

FIG. 1D is an example flowchart of a process to interact with forms on a client according to an embodiment of the invention;

FIG. 1E is an example flowchart of a process to interact with multi-page forms on a client according to an embodiment of the invention;

FIG. 1F1 is an example flowchart of a process for tracking client activity according to an embodiment of the invention;

FIG. 1F2 is an example flowchart of a process for context sensitive processing (such as but not limited to processing relating to advertising) on a client according to an embodiment of the invention;

FIG. 1G is an example flowchart of an initialization process according to an embodiment of the invention;

FIGS. 1H1 and 1H2 collectively illustrate an example flowchart of an "off by N" synchronization process according to an embodiment of the invention;

FIG. 1I1 is an example flowchart of a synchronization process (where the client is connected directly to the server) according to an embodiment of the invention;

FIG. 1I2 is an example flowchart of a synchronization process (where the client is connected to the server via an adapter) according to an embodiment of the invention;

FIG. 1J is an example flowchart relating to server side maintenance of client status information according to an embodiment of the invention;

FIG. 1K is an example flowchart relating to optimizing content for a particular client according to an embodiment of the invention;

FIG. 1L is an example flowchart relating to selectively sending objects to a client depending on whether the client already has the objects according to an embodiment of the invention;

FIG. 1M is an example flowchart relating to syncing channels having collections of objects according to an embodiment of the invention;

FIG. 1N is an example flowchart relating to fleet management according to an embodiment of the invention;

FIG. 1O is an example flowchart relating to automatically adding a channel to the server's collection of channels according to an embodiment of the invention;



FIG. 1P is an example flowchart relating to enabling providers to optimize their objects for use on clients by using predefined meta tags according to an embodiment of the invention;

FIG. 1Q is an example flowchart relating to client side processing of objects based on meta tags contained in the objects according to an embodiment of the invention;

FIG. 1R is an example flowchart relating to server side processing of objects based on meta tags contained in the objects according to an embodiment of the invention;

FIG. 1S is an example flowchart relating to selecting a channel and registering a client, if necessary, according to an embodiment of the invention;

FIG. 1T is an example flowchart relating to processing an anonymous account according to an embodiment of the invention;

FIGS. 1U, 1V, 1W, 1X, 1Y, 1Z, 1AA, and 1AB are used to generally describe embodiments of the invention;

FIG. 2 is an example flowchart of a process to obtain objects from providers according to an embodiment of the invention;

FIG. 3A is an alternative embodiment of a synchronization process;

FIG. 3B is an example block diagram illustrating how XML objects can be served to clients according to an embodiment of the invention;

FIGS. 3C and 4A are views of synchronization processes according to embodiments of the invention;

FIG. 4B is used to indicate how the invention processes hash results according to an embodiment;

FIGS. 5A, 5B, 5C, 5D, 5E, 5F, 5G, 5H, 5I, 5J, 5K, 5L, and 5M relate to user interface functionality according to embodiments of the invention;

FIGS. 6-62 illustrate example screen shots according to embodiments of the invention; and

FIGS. 63A and 63B are event trace diagrams used to describe a synchronization process according to an embodiment of the invention.

It should be understood that these figures depict embodiments of the invention. Variations of these embodiments will be apparent to persons skilled in the relevant art(s) based on the teachings contained herein. For example, the flow charts contained in these figures depict particular operational flows. However, the functions and steps contained in these flow charts can be performed in other sequences, as will be apparent to persons skilled in the relevant art(s) based on the teachings contained herein.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

1. Overview of Embodiments of the Present Invention

Embodiments of the present invention are briefly described in this section.

Briefly stated, the invention is directed to placing objects such as, but not limited to, Internet or Web content on data processing devices, such as but not limited to mobile devices. Table 1 lists examples of such Internet content, although the invention is not limited to these examples.

TABLE 1.

<u>Internet Content</u>	
Internet content includes but is not limited to:	
HTML	
JavaScript™	
Channels	
Java™	
ActiveX	
Multimedia: Images (e.g., JPEG, GIF, PNG, vector graphics, etc.)	
Audio Files (e.g. MP3)	
Video (e.g. AVI)	
Streaming Content: Voice/Data/Video	
Binary files	
XML	
Applications	
Data Objects	
Documents	
Anything that can be delivered via a "browser"	

Table 2 lists examples of mobile devices, although the invention is not limited to these examples.

TABLE 2.

<u>Mobile Devices</u>	
Mobile devices include but are not limited to:	
Handheld Computers	
Cellular Phones	
Internet-enabled Phones	
Pagers	
Radios	
TVs	
Audio Devices	
Car Audio Systems	
Recorders	
Text-to-Speech Devices	
Bar-code Scanners	
Net Appliances	
Mini-browsers	
Personal Data Assistants (PDAs)	

FIG. 1U illustrates the concept of the invention of placing objects on data processing devices, such as mobile devices. 1.1. Enabling Mobile Devices to Interact With Networked Applications

The invention includes technology for using applications on mobile devices that interact with the Internet or with intranets. The invention enables applications available via a network or via an Internet/intranet to download and to run on mobile devices. Consequently, the invention includes software and methods for administering a server that manages the variables relevant to a mobile device/server environment.

The invention enables:

Mobile devices to operate in conjunction with a Web server, even when the mobile devices are not coupled directly to the PC using portable on-device servers: Web pages are loaded, viewed, cached, and deleted even when the device is not coupled to any network.

Mobile devices to operate in conjunction with the Web, Internet, or intranet via a connection mechanism and then in disconnected mode or with the Web, Internet, or intranet in wireless mode with a continuous or a discontinuous connection mechanism.

A technique for interactive connectivity between handheld computers and computer networks.

Fleet management for centrally administering information in a handheld network environment that includes, but is not

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limited to, user data, user groups, group channels, channel data, personal channels, commercial channels, user accounts, corporate account, software groupings, personal information management, form delivery, form management device configuration, device databases, device contents, and devices parameters.

Obtaining updated Web pages and other network objects, for use when the mobile device is not communicating with the PC.

An example mobile device/server environment is shown in FIG. 1V.

1.2. Rapid Transfer of Web Pages to Mobile Devices

To improve efficiency of data exchange between mobile devices and networked content, the invention includes an improved communication protocol that collects requests and responses for network objects into a smaller number of protocol (such as HTTP) requests and responses. The server also determines the nature and the resources of the mobile device. This protocol is represented, for example, in FIG. 1W.

Downstream, the data is encoded in a data format called ABC (tokenized version of the data) and sent to the device. Already Been Chewed (ABC) format creates a tokenized codification of HTML pages that is sent to the device. (The device receives the ABC and presents the material on the device.)

The HTML page is encoded into ABC and sent to the device. The encoding is a mapping of parent and child HTML elements and/or resources to alphanumeric values.

The sync operation of the invention includes various synchronization processes that can collect information from the Internet to a server, and to the client. The usage of the term "sync," as described herein, refers to the overall operation of connecting a client to a server for the exchange, interaction, creation, and removal of data.

In one embodiment, syncing can be defined as mirroring data on a client and a server, such that the data is the same on client and server. In other embodiments, syncing can be defined as overwriting data on a client or on a server, such that the data on either a client replaces the data on a server, and vice versa.

In one embodiment, a sync operation involves a user placing a mobile device into an adapter that includes a sync button. The adapter is connected to a server. Upon pressing the sync button, the user initiates the sync operations of the present invention, which include various synchronization processes (specific delivery modes). Thus, the term sync is meant to refer to the overall operation of linking a client to a server. Synchronization is meant to refer to the specific process of copying, adding, filtering, removing, updating and merging the information between a client and a server. Any number of synchronization processes can be executed during a sync.

Before being sent downstream the data is compared to the data that is known to be on the client and then the client is updated all at once in a one-up/one-down synchronization method, which is represented in FIG. 1X. The server sets the client to preemptively prepare all device information necessary during the sync. Then the server receives the set of information in a one-up fashion. The server collates the information and sends the information in a one-down fashion. This optimizes the sync's efficiency and speed. The sync process is represented in FIGS. 1Y and 1Z.

1.3. Optimizing Content of Web Pages for Mobile Devices

When Web content and other network objects pass through the server they are processed to minimize their size and to optimize their delivery to mobile devices: for presentation, for ease of use, for efficiency, for size, etc.

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The invention uses server logic to optimize content. The server assesses the mobile device to optimize web content for the device. Factors that the server logic considers when performing this optimization include, but are not limited to:

- Dynamic memory specifications
- High memory specifications
- Protected Memory
- Storage Memory
- Database Memory
- Available storage space
- Screen size
- User profile(s)
- Color depth
- Applications on device
- Buttons on-device
- Data markers (e.g., cookies, tokens)
- Preferences
- Fonts
- Font specifications
- Sync type
- Synchronization types
- Supported data types
- Supported mime types
- Connection/Network profile

An example optimization process is shown in FIG. 1AA.

On the server, the graphic is optimized per the state information of the device. If the device sends down the need for the graphic on a page for a device with a display that is 27 cm wide and in grayscale, the server sends its best version of a graphic optimized for that environment.

The technology of the invention is extended by tags on HTML pages that identify content that is designed for additional modifications. Any and all bytes processed by the server are potentially examined for compression/optimization. The server detects the tag and executes the necessary logic.

Table 3 illustrates example tags (the invention is not limited to the tags shown in Table 3).

TABLE 3.

<u>Sample Markup Language</u>	
Tag	Effect
<META NAME="Handheld-Friendly" content="True">	This tag enables several HTML features that are normally turned off. Most notably, The invention does not try to display TABLE tags or the HSPACE and VSPACE attributes of IMG tags unless the page is marked as "HandheldFriendly". Most TABLEs or H/VSPACEs are designed for much larger screens.
<AGIGNORE></AGIGNORE>	Used in a wireless channel. Use the AGIGNORE tag to surround content within an HTML page that may be inappropriate or unattractive on Internet-enabled phones.
<AGPAGEBREAK TITLE="your title">	Used in a wireless channel. Breaks up pages on request. When processing pages for devices other than WAP phones, the server ignores the AGPAGEBREAK tag.

Web Content Aggregation, Web Channel Development, and Web Content Delivery for Users of the Internet and of Mobile Devices

The invention is extended by the coupling of devices to the content available at the server web site (see the example shown in FIG. 1AB).

These and other embodiments of the present invention are described in greater detail below.

#### STRUCTURAL EMBODIMENTS OF THE PRESENT INVENTION

FIG. 1A is a block diagram of a data processing environment **102** according to an embodiment of the invention. The data processing environment **102** includes a server **104** (although only one server **104** is shown, in practice the data processing environment **102** may include a plurality of servers), one or more devices **106**, one or more adapters **118**, and one or more providers **128**.

Generally, the server **104** maintains a collection of channels. In an embodiment, a channel comprises a collection of objects. An object is any entity that can be transferred to a client **108**, such as but not limited to content, applications, services, images, movies, music, links, etc.

A channel includes a number of properties. At least some of these properties define the objects that the channel includes. Such properties include, but are not limited to, the following:

A name of the channel.

A location of a root object (such as but not limited to a URL). In an embodiment, this root object is included in the channel. An indication of the number of levels below the root object, for which to include objects in the channel. For example, in an embodiment, if this property is equal to "1 level," then all objects that are 1 level down from the root object (reached by traversing links in the root object), are included in the channel. If this property is equal to "2 levels," then all objects that are 1 level down from the root object (reached by traversing links in the root object), and all objects that are 1 level down from those objects (reached by traversing links in those objects), are included in the channel. Embodiments of the invention allow "uneven" trees, where some branches of the tree extend to a greater number of levels than other branches of the tree. In other embodiments, the trees are even or balanced.

A maximum size of the channel. For example, if this is set to 500 Kbytes, then the aggregate size of the objects in the channel cannot be greater than 500 Kbytes. If the aggregate size of the objects in the channel is greater than this value, then embodiments of the invention may delete objects from the channel and/or delete portions of objects in the channel.

An indication of which resource objects are enabled for the channel:

An indication of whether or not images are to be included in or excluded from objects in the channel; and

An indication of whether or not scripts are enabled in objects in the channel.

A refresh methodology.

It is noted that the properties associated with channels may vary from implementation to implementation. Also, implementations may employ combinations of the above properties, and/or properties in addition to the following, as will be appreciated by persons skilled in the relevant art(s).

The invention includes processes for managing channels, including but not limited to adding channels to the collection of channels maintained by the server **104**.

The server **104** offers channels to clients **108**. A client **108** may access the server **104** and view the collection of channels. The client **108** may then select any combination of the channels in the collection. The server **104** maintains a list of the channels associated with each of the clients **108**.

During a synchronization process, the server **104** loads a device **108** with the channels associated with the client **108**.

Generally, the server **104** does this by obtaining from providers **128** the objects defined by the channels, and causing those objects to be stored on the client **108**. Thus, during the synchronization process, the server **104** will load the client **108** with the selected channels. More particularly, the server **104** will load the client **108** with the objects associated with the channels.

The client **108** may process and use those objects when not connected to the server **104**. The invention enables the client **108** to actively interact with the objects and channels.

In one embodiment, the client **108A** directly interacts with the server **104** via some transmission medium **120B**, which may be any wired or wireless medium using any communication protocol.

In another embodiment, the client **108B** indirectly interacts with the server **104** via an adapter **118**. For example, the client **108B** may be a mobile device (such as a Palm device) and the adapter **118** may be a cradle and a computer coupled to the cradle (the mobile device is inserted into the cradle). In this instance, the adapter **118** presents itself to the server **104** as a client **108B** (via client communications module **110C**). When the server **104** sends objects to the adapter **118**, the adapter interface module **116** writes those objects to client **108B**. In embodiments, adapter interface module **116** can be a Hot Sync™ Manager, an Active Sync™, etc. It is noted that the invention is not limited to any of the implementation examples discussed herein.

The components shown in FIG. 1A shall now be described in greater detail.

The server **104** includes an administration module **122**, a database module **126**, a user interface **130**, a web synchronization module **124**, a server extension module **156**, a fleet management module **154**, a notification module **132**, and a server communication module **114**. Other embodiments of server **104** may include a subset of these modules, and/or may include additional modules.

The administration module **122** controls and manages the states of the server **104** and the clients **108**. For example, the administration module **122** manages and controls groups of clients **108**, permissions assigned to clients **108**, groups, and channels. For example, the administration module **122** administers the users/clients **108** assigned to groups, and the channels associated with users. These and additional functions performed by the administration module **122** are described herein.

The database module **126** controls access to databases associated with the server **104**. The database module **126** maintains information relevant to the clients **108**, as well as information relevant to the modules contained in the server **104**. The database module **126** manages information on the collection of channels maintained by server **104**. These and additional functions performed by the database module **126** are described herein.

The user interface **130** is, in an embodiment, a graphical user interface (GUI) that enables users and clients **108** to access functions and modules offered by the server **104**. More generally, the user interface **130** within server **104** provides access to server **104** and the modules and resources contained therein.

The invention supports various server web sites that are available through any communication medium, such as but not limited to the Internet, intranets, direct dial up links, etc. The UI **130** enables such web sites.

These and additional functions performed by the user interface **130** are described herein.

The web synchronization module **124** is an application/instance of server extension module **156**, and controls synchronization of web content to client **108**. The invention may include other synchronization modules (which are application/instances of server extension module **156**) that control synchronization of other types of objects to clients **108**. For example, the server **104** may administer a calendar that may be installed on clients **108**. The synchronization of appointments, events and/or dates on this calendar between clients **108** and the server **104** may be performed by a calendar synchronization module. These and additional functions performed by the server extension module **156** are described herein.

The fleet management module **154** performs functions associated with fleets of clients **108**, which are groups of clients **108**. For example, fleet management module **154** may perform global or mass operations on groups (fleets) of clients **108**, such as loading or updating an application on groups (fleets) of clients **108**. Another example of a mass operation is retrieval of information on clients **108** in a fleet, such as the free memory in clients **108** in a fleet (this would help an organization determine if its clients **108** need a memory upgrade). These and additional functions performed by the fleet management module **154** are described herein.

The server extension interface/module **156** enables modules, such as third party modules, to operate in or work with the server **104** (and modules contained in the server **104**). The server extension module **156** presents an API (application programming interface). Modules in the server **104** may operate with other devices in the server **104** by conforming to the server API.

For example, the web synchronization module **124** and the fleet management module **154** (as well as other types of synchronization modules, not shown in FIG. 1A) may interact with databases on the server **104** via the database module **126** by going through the server extension module **156**. The web synchronization module **124** and the fleet management module **154** may not be able to interact directly with the database module **126** for a number of reasons. For example, they may support different data formats, or simply “speak different languages.” However, they can interact via the server extension module **156** as well as other server modules as long as they conform to the API of the server extension module **156**. This is true of any modules in the server **104**, or that interact with the server **104**.

Server communication module **114** enables communication between the server **104** and entities external to the server **104**, such as clients **108**, adapters **118**, providers **128**, work stations, etc. The server **104** communicates with these entities via communication mediums **120**, which may be any type of wireless or wired communication using any protocol. It is noted that multiple server communication modules **114** may execute in a single server **104**. For example, in one embodiment, server communication module **114** is a TCP/IP stack. In another embodiment, server communication module **114** is a secure socket layer stack or a compression stack. The invention is not limited to any implementation examples discussed herein. These and additional functions performed by the server communication module **114** are described herein.

The notification module **132** sends objects to clients **108** beyond objects related to channels associated with clients **108**. Such objects could be requested by client **108** in advance. For example, a client **108** could ask for a notification when an event happens, such as when a stock reaches

a target price. When the event occurs, the notification module **132** would cause an appropriate notification(s)/object(s) to be sent to the client **108**. Alternatively, the notification module **132** may send objects to clients **108** without any prior explicit request from the client **108**. For example, the notification module **132** might send channels to clients **108** when such channels are identified to be similar to those already selected by the clients **108**. Also, the notification module **132** might send appropriate notifications/objects to the clients **108** when such clients **108** receive email or faxes at the server **104**. In embodiments, the notification module **132** transmits such objects to the client **108** immediately when the event occurs, during the next synchronization with the client **108**, or at some other future synchronization.

An alternative representation of server **104** is shown in FIG. 1B. FIG. 1B illustrates, for example, that messages from entities outside of server **104** are received by server extension interface/module **156** via server communications modules **114**. Generally, such messages represent requests for the server **104** to perform various functions. The server extension module **156** conceptually operates as a dispatcher who routes such messages to other modules contained in the server **104**, such as web synchronization module **124** (who handles requests to synchronize with web content), notification module **132**, fleet management module **154** (who handles fleet related requests), and/or third party modules **155** (such as other synchronization modules). Thus, the invention supports modules **155** generated by third parties to perform various functions. Such modules **155** “plug-in” to the server **104** via the server extension module **156**.

Referring again to FIG. 1, the devices **106** may be any type of data processing device. In embodiments of the invention, the devices **106** are mobile computing devices, although the invention is not limited to these embodiments. In such example embodiments, the devices **106** may include, but are not limited to, handheld computers, cellular phones, internet-enabled phones, pagers, radios, tvs, audio devices, car audio systems, recorders, text-to-speech devices, bar-code scanners, net appliances, mini-browsers, personal data assistants (PDAs), etc.

In embodiments of the invention, the devices **106** include software, hardware, and/or combinations thereof related to client functionality (such client functionality is described herein). When a device **106** includes such software, hardware, and/or combinations thereof, the device **106** is referred to herein as a client **108**. Accordingly, it can be said that the data processing environment **102** includes one or more clients **108**.

Clients **108** each may include a layout and rendering module **134**, a forms module **136**, a control module **142**, a user interface **144**, a client extension interface **138**, a client interface module **112**, a client communications module **110**, a JavaScript™ engine **140**, and a database module **146**. Other embodiments of clients **108** may include a subset of these modules, and/or may include additional modules.

Layout and rendering module **134** controls the processing of data objects on client **108**, such as the layout and rendering of data objects on client **108**. For example, the layout portion of module **134** obtains information from databases of the client **108** (via the database manager **146**) and determines where such information should be rendered on the display of the client **108**. Such information may include anything that can be rendered, such as but not limited to images, text, links, etc. The rendering portion of module **134** is responsible for drawing items on the display

(drawing bits to the screen). These and additional functions performed by the layout and rendering module **134** are described herein.

The forms module **136** controls and manages forms. For example, in embodiments the forms module **136** manages aspects of off-line forms, such as HTML forms and/or multi-page forms. The forms module **136** enables access to and user interaction with forms (in some embodiments, the forms module **136** via UI **144** enables users of client **108** to directly access forms). The forms module **136** maintains the status of forms. Forms module **136** can also include a forms manager (not shown) to provide added functionality. These and additional functions performed by the forms module **136** are described herein.

The user interface **144** is preferably a graphical user interface that enables users to interact with client **108** and functions and modules provided by the client **108**. More generally, UI **144** controls how functions presented by modules of the client **108** are presented to users. The UI **144** controls how users interact with such functions and modules. It is noted that the functionality of the UI **144** may be distributed. For example, portions of the UI **144** may reside in the forms module **136**, as well as other modules of client **108**. These and additional functions performed by the user interface **144** are described herein.

The client extension interface **138** enables modules, such as third party modules, to operate in or work with the client **108** (and modules contained in the client **108**). The client extension interface **138**, also known as an on-device server, presents an API (application programming interface) that is, in embodiments, common to clients **108** on many architectures.

Modules in the client **108** can work together via the client extension interface **138**. For example, the JavaScript™ engine **140** may decide that it wishes to display a message to the user. To do this, the JavaScript™ engine **140** would work through the client extension interface **138** to cause the UI **144** to display the message to the user. The JavaScript™ engine **140** may not know how to directly interact with the UI **144**. However, as long as both the JavaScript™ engine **140** and the UI **144** conform to the API of the client extension interface **138**, then they can operate together.

Similarly, the control module **142** may decide that it needs to store some data in a database. The control module **142** would do this by working with the client extension interface **138** to access the database module **146** to effect such a modification to the databases in the client **108**. These and additional functions performed by the client extension interface **138** are described herein.

The JavaScript™ engine **140** executes objects written in the JavaScript™ language that operate on client **108**. As noted, the JavaScript™ engine **140** conforms to the API of the client extension interface **138**, and works with the client extension interface **138** to work with other modules in client **108**. These and additional functions performed by the JavaScript™ engine **140** are described herein.

Although not shown in FIG. 1A, embodiments of the invention include other engines for executing other types of scripts on client **108**. These other engines can interact with other modules on client **108** as long as the engines conform to the API of the client extension interface **138**.

The database module **146** controls access to databases associated with client **108**. More generally, the database manager **146** controls access to resources on the client **108**. For example, the control module **142** may interact with the database manager **146** to open an address book in the

databases, and to write a record to the address book. Alternatively, the forms module **136** can interact with the database module **146** to access forms that are stored in the databases. These and additional functions performed by the database module **146** are described herein.

Client communications module **110** enables the client **108** to interact with external entities, such as server **104**. In embodiments, the client communications module **110** enables TCP/IP traffic, although the invention is not limited to this example. More generally, the client communications module **110** enables communication over any type of communication medium **120**, such as wireless, wired, etc., using any communication protocol, such as a pager protocol. These and additional functions performed by the client communications module **110** are described herein. The client interface module **112** enables the client **108** to communicate with adapters **118**. Client interface module **112** optionally links to client communications module **110** in some embodiments to provide functionality (for example, when the client communications module **110** uses a wireless modem's drivers, which are accessed via client interface module **112**). In embodiments, the client interface module **112** may be Hot Sync™ Manager in the Palm operating environment, or Active Sync™ in the Windows CE™ operating environment, or Pilot Link™ in the Unix operating environment. It is noted that these implementation examples are provided for illustrative purposes only. The invention is not limited to these examples. These and additional functions performed by the client interface module **112** are described herein.

The control module **142** coordinates the activities of the other modules in client **108** so that all the modules share resources properly. For instance, control module **142** can determine priorities for shared resources such as processing time, accessing memory, etc.

Providers **128** are sources of various types of objects, such as but not limited to content (content providers **128A**), applications (application providers **128B**), services (service providers **128C**), etc. Providers **128** may also include servers **104'** (similar to server **104**), which may provide objects such as but not limited to content, applications, services, etc. For example, and without limitation, the application providers **128B** may provide objects relating to (without limitation) operating system updates/changes, system upgrades, application updates/changes, etc.

Adapters **118** include an adapter interface module **116**, a user interface **148**, a database module **150**, an adapter synchronization module **152**, and a client communications module **110**. Other embodiments of adapters **118** may include a subset of these modules, and/or may include additional modules.

Client communications module **110** is the same as similarly named modules in clients **108**.

The adapter interface module **116** enables the adapter **118** to communicate with clients **108**.

The adapter synchronization module **152** is involved with synchronization operations between server **104** and clients **108**.

The UI **148** enables users to interact with modules and functions of adapter **118**.

The database module **150** controls access to databases associated with adapter **118**. The database module **150** manages information needed for clients **108** to remain in sync with server **104**. In some embodiments, the adapter **118** does not include the database module **150** or the UI **148** (i.e., in embodiments where the adapter **118** operates essentially as a pipe, as in some embodiments on Unix).

These and additional functions performed by modules of the adapter **118** are described herein.

### 2.1. Example Implementation Embodiments

FIG. **1B1** illustrates a block diagram of a data processing unit **103A** that can be used to implement the entities shown in FIGS. **1A** and **1B**. It is noted that the entities shown in FIGS. **1A** and **1B** may be implemented using any number of data processing units **103A**, and the configuration actually used is implementation specific.

Data processing unit **103A** may represent laptop computers, hand held computers, lap top computers, and/or any other type of data processing devices. Which type of data processing device used to implement entities shown in FIGS. **1A** and **1B** is implementation specific.

Data processing unit **103A** includes a communication medium **103B** (such as a bus, for example) to which other modules are attached.

Data processing unit **103A** includes one or more processor (s) **103C**, and a main memory **103D**. Main memory **103D** may be RAM, ROM, or any other memory type, or combinations thereof.

Data processing unit **103A** may include secondary storage devices **103E**, such as but not limited to hard drives **103F** or computer program product interfaces **103G**. Computer program product interfaces **103G** are devices that access objects (such as information and/or software) stored in computer program products **103**. Examples of computer program product interfaces **103G** include, but are not limited to, floppy drives, ZIP™ drives, JAZ™ drives, optical storage devices, etc. Examples of computer program products **103H** include, but are not limited to, floppy disks, ZIP™ and JAZ™ disks, memory sticks, memory cards, or any other medium on which objects may be stored.

The computer program products **103H** include computer useable mediums in which objects may be stored, such as but not limited to optical mediums, magnetic mediums, etc.

Control logic or software may be stored in main memory **103D**, secondary storage device(s) **103E**, and/or computer program products **103H**.

More generally, the term “computer program product” refers to any device in which control logic (software) is stored, so in this context a computer program product could be any memory device having control logic stored therein. The invention is directed to computer program products having stored therein software that enables a computer/processor to perform functions of the invention as described herein.

The data processing unit **103A** may also include an interface **103J** which may receive objects (such as data, applications, software, images, etc.) from external entities **103N** via any communication mediums including wired and wireless communication mediums. In such cases, the objects **103L** are transported between external entities **103N** and interface **103J** via signals **103K**, **103M**. In other words, such signals **103K**, **103M** include or represent control logic for enabling a processor or computer to perform functions of the invention. According to embodiments of the invention, such signals **103K**, **103M** are also considered to be computer program products, and the invention is directed to such computer program products.

## 3. Operational Embodiments of the Present Invention

### 3.1. Enabling On-Device Servers, Off-Line Forms, and Dynamic Ad Tracking On Mobile Devices

#### 3.1.1. Caching Objects on Clients for Off-Line Browsing

Referring to FIG. **1C**, a flowchart **160** is shown that illustrates a process by which content is captured and stored on client **108** to thereby allow the user to view the content

on device **106** offline, according to an embodiment of the invention. Flowchart **160** begins with a user expressing the desire to see content on device **106** (step **160A**). Device **106** may be a handheld unit of the type as described herein.

It is noted that when client **108** is resident on device **106**, the terms client and device are used interchangeably herein (unless noted otherwise either explicitly or implicitly by context).

For convenience, functions are described herein as being performed by certain module(s). The invention is not limited to these descriptions. In embodiments, such functions are performed by other module(s). This is true throughout the discussion herein.

While device **106** is described in terms of the above-mentioned units, this is for convenience only and is not intended to limit its application. In fact after reading the following description, it will be apparent to one skilled in the relevant art(s) how to implement the following invention in alternative embodiments (e.g., by providing the functionality of device **106** in emulation on a desktop PC or workstation).

In manipulating device **106**, the user interacts with server **104** via user interface **130** to identify channels (step **160B**). In one embodiment of the invention, channels contain content. As previously mentioned, content can be information. Additionally, content may be organized topically into areas of interest to a user. Generally, the channels can include any objects.

In another embodiment of the invention, the content in channels may be altered over time. For example, channels may be updated periodically in a predetermined fashion. In another example, channels are updated conditionally upon the occurrence of an event. In order to obtain the altered content, the user synchronizes device **106** via server **104** (step **160C**). The synchronization process is discussed in detail in later sections of this application. During synchronization, server **104** gathers channel content and sends it to device **106** (step **160D**).

#### 3.1.2. Channel Aggregation and Selection By Clients

As discussed herein, the server **104** collects or aggregates channels for selection by clients **108**.

FIG. **2** is a flow diagram describing in further detail the process **160D** for gathering channels and sending the channels to device **106** according to an embodiment of the invention. The process begins with step **202**.

In step **202**, top level resources that server **104** needs to fulfill client **108**'s request are identified by server **104**. For example, if client **108** is requesting a full synchronization, server **104** will identify any changed objects from providers **128** and send them to client **108**. Client **108** can also request that a subset of providers **128** be updated. Server **104** will identify any changed objects within the subset of providers **128** and send them to client **108**.

In step **204**, Web synchronization module **124** communicates with providers **128** to obtain the top-level resources. Other resources, such as images, links, JavaScript™, etc., needed to maintain the integrity of the information provided for each object are then determined in step **206**. In step **207**, objects are transformed so that they fit within the parameters of device **106**. Such parameters may include, but are not limited to, memory size, the size of device **106**, capabilities of device **106**, etc. When all resources have been amassed to fulfill client **108**'s request, the process proceeds to step **208**.

In step **208**, the objects retrieved in the preceding steps are compared with the objects already cached on device **106**. Server **104** determines the set of changes that have occurred between the retrieved objects and the objects already cached

on device **106** in step **210**. Only the set of changes determined in step **210** are transmitted to device **106**. To improve the efficiency of the synchronization session between client **108** and server **104**, as well as optimize the content displayed by client **108**, a communication protocol collects requests and responses for network objects into a smaller number of protocol (such as HTTP) requests and responses. In an embodiment of the present invention, specific values are transformed in a conversion process to a tokenized encoding that is optimized for the device, client, and/or application. In one example, the encoding can be a mapping of parent and child HTML elements and/or resources to alphanumeric values designed to present content on the client's display.

FIG. **1W** illustrates a block diagram of one embodiment of the optimized downstream protocol. FIG. **1W** illustrates raw objects from provider **128**, server **104**, and device **106**. Server **104** transforms the raw objects into an efficient representation for displaying the objects on device **106**. For example, HTML objects are transformed into a tokenized compressed version of HTML. In another example, resources such as images, JavaScript™, etc. are transformed into tokenized compressed versions of resources. Generally, "human friendly" HTML is transformed into "machine friendly" format that is compact and regular (thereby reducing the requirements on the client **108** to process the objects). During the synchronization session, server **104** also determines the nature and the resources of device **106**. Thus, server **104** can determine the amount of content to download to device **106** as well as the features of device **106**. For example, device **106** may or may not be able to display color graphics and text. Therefore, a gif image would be scaled to fit the screen size of client **108** as well as reducing the color to a black and white image.

Returning again to FIG. **1C**, the revised channels are cached on device **106** so that the content can be later accessed (step **160E**) by the user in an off-line manner.

In order to access the cached content, the user launches client **108** on device **106** (step **160F**). The user selects channels via user interface **144** (step **160G**). User interface **144** provides logic for displaying the means to access the resources of client **108**. In one embodiment, user interface **144** displays a list of channels from which a user may select specific channels.

Once a channel is selected, layout and rendering module **134** displays the selected channel (step **160H**). In one embodiment, the content of the selected channel is presented. In another embodiment, a form is presented for a user to enter a query. Thus, the invention allows the user to interact with the channels (step **160I**) even when not connected to server **104** or provider(s) **128**. In one embodiment, a user is essentially viewing Internet content off-line via cached Web pages.

### 3.1.3. Forms to Enable Off-Line Interactive Processing By Clients

As described herein, in one embodiment channel content may contain a form or forms. For a single form, the form may be a multiple submit form or a single submit form. A multiple submit form contains multiple submissions for a single page. A single submit form contains one submission for a single page. Multiple submit forms will allow a user to submit the form multiple times prior to synchronization. Alternatively, the single submit form can only be submitted once per synchronization. Referring to FIG. **1D**, flowchart **160I** illustrates a user's interaction with a channel having a single form (FIG. **1D** is an example embodiment of step **160I** in FIG. **1C**). Starting with step **162A**, a page is

displayed by user interface **144** that contains form elements. Form elements may contain fields for the entry of data/commands such as query criteria. For example, query criteria may include identification information, location information, etc. Additionally, form elements may present a user with a list of choices and means by which a choice can be selected, such as radio boxes, check boxes, popup menus, etc. A user enters data/commands into the form elements via user interface **144** (step **162B**).

Forms module **136** caches the data/commands for later synchronization (step **162C**). During the synchronization process, which is discussed below in detail, control module **142** provides an appropriate notification (step **162D**). In one embodiment, the appropriate notification is a message displayed by control module **142** that the response to the form will be obtained during the next synchronization.

Forms module **136** maintains the status of the forms cached and manages the completion of the forms (step **162E**). In one embodiment, a user can access forms module **136** directly and review the cached forms before and after synchronization.

Multiple page forms may also be implemented. Multiple page forms may result from a single form that is too large to display on client **108**. In this instance, server **104** transforms the single page form into multiple page forms for display on client **108**. Referring to FIG. **1E**, flowchart **160I'** illustrates user interaction with a multiple page form (FIG. **1E** is an embodiment of step **160I** in FIG. **1C**). Starting with step **164A**, the user accesses a channel containing a multiple page form. User interface **144** displays the first page of the form (step **164B**). In much the same way as in step **162B** of FIG. **1D**, the user enters data/commands into the form elements on the page of the displayed form (step **164C**).

Client extension interface **138** stores the data/commands from the displayed form page (step **164D**). User interface **144** displays the next page of the form (step **164E**). Steps **164C**, **164D**, and **164E** are repeated until all the pages of the form are completed. In one embodiment, client extension interface **138** delivers the completed multiple page form as a single form to forms module **136** (step **164F**). In another embodiment, client extension interface **138** delivers each completed page of the form to the forms module **136** (not shown). During the synchronization process, which is discussed below in detail, control module **142** provides an appropriate notification (step **164G**). In one embodiment, the appropriate notification is a message displayed by control module **142** that the response to the form will be obtained during the next synchronization. Similarly to step **162E** of FIG. **1D**, forms module **136** maintains and manages the forms (step **164H**).

#### 3.1.4. Tracking Client Behavior

As described herein, the invention enables client **108** to record user/client behavior. Examples may include, but are not limited to, tracking page impressions, such as tracking the number of times that a particular user has viewed a particular page or listened to a particular song, the amount of time a user spends viewing a page, or any other client activity. Other information that can be tracked includes, but is not limited to, user name, current time of request, page that is being viewed, the referred page, etc.

FIG. **1F1** is a flow diagram describing a method for tracking page impressions offline, and for tracking other client **108** activity. In step **166A**, the user selects a page to view. It is then determined whether provider **128** of the page/object has requested that client activity be tracked and recorded (step **166B**). If provider **128** has not requested that client activity be recorded, the page is displayed and the

client is not tracked (step 166C). If provider 128 has requested that client activity be tracked and recorded, the process proceeds to step 166D.

In step 166D, client extension interface 138 tracks client activity (as defined by the provider 128). The process proceeds to step 166E.

In step 166E, the tracked information is transmitted to server 104 upon synchronization. In step 166F, server 104 then sends the information to the appropriate provider 128. The provider 128 may pay some compensation for this service.

3.1.5. Display of Context Sensitive Objects

The invention enables the processing of context sensitive objects based on context sensitive triggers while the client 108 is browsing pages/objects in either an off-line mode (i.e., when not connected to server 104) or an on-line mode (i.e., when connected to server 104). Table 4 displays a listing of exemplary context sensitive objects. Table 5 displays a listing of exemplary context sensitive triggers. One skilled in the relevant art(s) would realize that other context sensitive objects and context sensitive triggers may be used without departing from the scope of the present invention. This process is shown in FIG. 1F2.

TABLE 4

Context Sensitive Objects
Business card
Advertisement
e-mail
to do list
calendar event
ticket notification
channels

TABLE 5

Context Sensitive Triggers
Global positioning satellite locator
Zip code
Time of day
User preferences
Last sync location
In range of a transmitter (e.g., bluetooth)
Credit card
Temperature
Altitude
Agent, arbiter, avatar

In step 167A, the user selects a page to view on the client 108. The page is obtained from the cache of the client 108, or if not in the cache then from the server 104 (in on-line mode, or via the sync process when not on-line).

In step 167B, the client 108 determines if there are any context sensitive objects. Such objects may be related to the page of step 167A, or status information of client 108, or a combination thereof (or sensitive to other factors, as will be appreciated to persons skilled in the relevant art(s)).

If there are not context sensitive objects, then in step 167D the page is displayed on client 108.

If there are context sensitive objects, then in step 167C the objects are processed and the page is displayed on client 108. Processing of the objects depends on the nature of the objects. For example, if the object is an image, then the image is displayed. If the object is a script, then the script is processed.

In an embodiment, the objects may be advertisements, although the invention is not limited to this example. The

sources of objects may pay the server 104 (or a party associated with server 104) for the ability to have such objects loaded and processed on clients 108.

3.2. Syncing to Mobile Devices

Referring to FIG. 1G, flowchart 168 illustrates a synchronization initialization process according to an embodiment of the present invention. This process is also explained by a corresponding example event trace diagram in FIGS. 63A and 63B.

Client 108 initializes a synchronization session and sends a null data marker [Cn] to server 104 (step 168A). See 6304 in FIG. 63A. In one embodiment, a data marker is a synchronization token associated with the state of data on the client 108. More specifically, in one example, a synchronization token is a number that is sequentially increased by server 104 with each synchronization. Server 104 tells client 108 which client databases it wishes to track and sends data marker [C1] to client 108 (step 168B). See 6306 in FIG. 63A. At this point, the synchronization data marker for the client 108 is equal to C1 at both the client 108 and the server 104, as indicated by 6308 and 6310, respectively.

FIGS. 1H1 and 1H2 collectively illustrate a synchronization process that occurs subsequent to the initialization process of FIG. 1G.

As shown in flowcharts 170 in FIG. 1H1, and 170' in FIG. 1H2, the synchronization process checks to see if it can proceed from an earlier known state of information on the client. In one embodiment, client communication module 110 of client 108 initializes a synchronization session (step 170A). Client control module 110 of client 108 sends a current data marker C1 to web synchronization module 124 on server 104 (step 170B). This is indicated by 6320 in FIG. 63B.

Server 104 uses the data marker C1 received from client 108 (6320 in FIG. 63B) to determine whether the last synchronization with client 108 was successful (step 170C). In an embodiment, a successful synchronization is indicated if the value of the synchronization data marker that is maintained by the server 104 for the client 108 is equal to the data marker sent by the client 108 to the server 104 in the sync request. In the example of FIG. 63A, the data marker sent by the client 108 to the server 104 in the sync request is C1 (6320 in FIG. 63B), which matches the data marker maintained in the server 104 for the client 108 (6310 in FIG. 63B). Accordingly, in the example of FIG. 63B, the server 104 in step 170D determines that the last sync with the client 108 was successful. Accordingly, in step 170E, a normal sync process is performed, which is described below.

If the last sync was not successful as determined in step 170D, then control flows to step 170F (described below). FIG. 63B shows an example where the sync with client 108 is not successful. At 6324, the client 108 sends a sync request with data marker C2. At this point in time, the data marker maintained by the server 104 for the client 108 is equal to C2 (6312 in FIG. 63B). Accordingly, a match exists, and in 6326 the server 104 performs a normal sync and transmits new data marker C3 to client 108. However, due to some event 6328, this transmission is not received by client 108. Thus, client 108 never receives the new data marker C3. When the client 108 sends the next sync request, it transmits data marker C2 (6330 in FIG. 63B). At this point in time, the data marker maintained by the server 104 for the client 108 is equal to C3 (6316 in FIG. 63B), which does not match data marker C2 received from the client 108 in the sync request (6330 in FIG. 63B). Thus, the server 104 in step 170D determines that the last sync with client 108 was not successful. Accordingly, step 170F is performed.



In step 170F, the server 104 compares the latest data marker received from the client 108 (C2 in the example of 63B) with ones stored in the server 104 for the client 108. Essentially, the server 104 attempts in step 170F to “roll back” to a previous known state of client 108. In the example of FIG. 63B, the server 104 in step 170F determines that it can roll back to a known state of the client 108 corresponding to data marker C2 (6312 in FIG. 63B).

In steps 170G, 170H, and 170I, the server 104 determines what instructions are needed to cause the client 108 to roll back to the known state associated with data marker C2 identified in step 170F, and what instructions are needed to cause the client 108 to move forward from the previous state associated with data marker C2 to the current state associated with data marker C3.

In steps 170J, the instructions determined from steps 170G, 170H, and 170I are sent to client 108, along with the new data marker C3 (6332 in FIG. 63B). In one embodiment, a data marker is a synchronization token which is specifically constructed to provide information about the state of information on a client.

In steps 170K and 170L, the client interface module 112 executes these instructions to update the client 108, and saves the new data marker C3 (6318 in FIG. 63B).

Referring back to step 170F, if the server 104 cannot find a previous state of the client 108 corresponding to the data marker contained in the latest sync request from the client 108 (6330 in FIG. 63B), then step 170M is performed. In step 170M, the server 104 identifies the instructions needed to initialize the client 108. In one embodiment, the server 104 initializes the client 108 completely. Control then passes to step 170J, described above.

The full normal synchronization step discussed at step 170E in FIG. 1H1 is shown in FIG. 1I1. This process applies to a case where the client 108 communicates directly with the server 104.

Control module 142 identifies the deltas in the client databases identified by server 104 during initialization in step 168B (step 172A). In one embodiment of the present invention, a delta is a set of differences between versions of content or, more generally, objects (i.e., different versions of the same pages, documents, links, images, applications, services, etc.). In other words, deltas are sets of differences in the state of the objects currently being offered and the state of the objects in client 108.

Control module 142 sends the deltas to synchronization module(s) 155 via server extension module 156 (step 172B). In an embodiment, these deltas are sent in the synchronization request from client 108 to server 104. This is possible since the client 108 knows which databases the server is interested in. This enables the client 108 to only make one transmission to server 104 during the synchronization process, thereby improving performance.

In one embodiment, synchronization module(s) 155 include web synchronization module 124, fleet management module 154, and/or other synchronization modules. These modules are responsible for synchronizing to different types of providers 128. Server extension module 156 checks database module 126 to obtain a list of synchronization modules 155 resident on server 104. Depending on the implementation, only some synchronization modules are present on server 104. The server extension module 156 distributes the synchronization responsibilities among the synchronization modules 155. Synchronization modules 155 synchronize the deltas from client 108 with providers 128 (step 172C). Based on the information from provider(s) 128, synchronization modules 155 compile instructions to syn-

chronize the client 108 with providers 128 (step 172D). Synchronization module 155 sends such instructions to client 108, plus updated data marker (step 172E).

Note this is the only transmission from the server 104 to the client 108 during the synchronization process. Thus, the invention achieves a one-up/one-down synchronization process, thereby improving performance. The instructions are transmitted via any reliable transport medium. For example, in one embodiment, HTTP is used. Control module 142 on the client 108 then executes the instructions (step 172F).

FIG. 1I2 illustrates a synchronization process of step 170E (FIG. 1H1) applied to a case where client 10813 communicates with server 104 via adapter 118.

Adapter 118 reads data from the client 108 (step 172M). Specifically, adapter interface module 116 reads data from client 108 that includes state information about the resources of the device 106, user specific information, etc.

Adapter 118 identifies deltas in client databases identified by server 104 in step 168B (step 172N). Adapter 118 sends these deltas to synchronization module(s) 155 via server extension module 156 (step 172O). Such deltas are transmitted in the initial synchronization request, thus effecting a “one-up” protocol.

As discussed above, synchronization module(s) 155 on server 104 synchronize deltas from adapter 118 with providers 128 (step 172P). Synchronization module(s) 155 compile instructions to synchronize client 108 with providers 128 (step 172Q). These instructions are transmitted to the adapter 118, along with the updated data marker (step 172R). This is the only transmission from the server 104 to the adapter 118 during the synchronization process, thus effecting a “one-down” protocol. Adapter 118 then writes the updated data to client 108 (step 172T).

FIG. 1X is another view of the synchronization process. As discussed herein, the device 106 or client 108 provides information about itself and the content it wishes to receive in a single “up” transmission, and the server 104, upon identifying the device 106 or client 108, returns the desired information along with new synchronization changes in a single “down” transmission. Synchronization tokens are passed between client 108 and server 104 so that future transmissions only need to include the information which has changed since the last synchronization session. In other embodiments, a one up and many down synchronization process can be implemented to accommodate the implementation requirements of synchronization modules 155. In still further embodiments, the synchronization session can be implemented on the server 104 by server extension module 156. In such an embodiment, the implementation requirements of synchronization modules 155 would be irrelevant to the “down” transmission, because the server extension module 156 would cache all the information and instructions on behalf of the client and transmit them in all at once.

FIG. 1Y illustrates another view of the synchronization process.

Other synchronization embodiments shall be discussed. It is noted that the synchronization embodiments can be used individually or in combination, as will be appreciated by persons skilled in the relevant art(s).

FIG. 1Z illustrates a granular variable synchronization protocol, according to an embodiment of the present invention. Here, adapter 118 is referred to generically as “PC” and performs the same interface functions as described herein.

FIG. 3A shows flowchart 300 that illustrates the variable granular protocol according to yet another embodiment of the present invention. In step 304, client 108 couples to

adapter 118 using a connector or medium (for example, Bluetooth, infrared, etc.).

In step 306, client 108 sends updated information to adapter 118.

In step 308, server 104 receives updated information from adapter 118 (one-up transmission).

In step 310, server 104 examines the updated information and in step 312, server 104 obtains updated information from provider(s) 128.

In step 314, server 104 receives information regarding the sets of content available from provider(s) 128.

In step 316, server 104 constructs a set of content requests for provider(s) 128.

In step 318, server 104 sends requests to provider(s) 128.

In step 320, server 104 receives responses from provider (s) 128.

In step 322, server 104 interacts with client 108 to determine the state of its resources.

As already described herein, client 108 provides state information regarding the nature of its resources. In one embodiment, server 104 assesses the state information pre-emptively prepared and sent down in order to fit all the required information to the all the necessary device specifications including but not limited to: Dynamic memory specifications, high memory specifications, available storage space, screen size, user profile(s), color depth, applications on device, buttons on-device, data markers, preferences, fonts, sync type, supported data types, supported mime types, and connection/network profile. These types of state information are only for illustration and are not intended to limit the present invention.

In step 324, server 104 optimizes the content received from provider(s) 128. In one embodiment, HTML content is optimized into a tokenized "machine friendly" format which provide specific functionality for client 108. Other embodiments include optimized formats for XML, JavaScript™, music files, images, etc. For example, as shown in FIG. 1AA, an image is optimized to meet the requirements of client 108 as determined by the state information determined in step 322. As described already herein, image 1A1 is optimized into image 1A2, which may be in color, reduced to fewer colors, etc.

In step 326, server 104 encodes the content received from provider(s) 128 for transmission to adapter 118 and/or client 108. Some of the content may be optimized for display, storage, and/or other functionality on client 108. Some other content may not require any optimization. All content is then encoded for transmission. In one embodiment, the encoding protocol is HTTP. In another embodiment, the transmission protocol is TCP/IP. Various transmissions protocols can be implemented in the present invention with little or no added steps or loss of functionality.

In step 328, adapter 118 signals that it is ready to process content and other network objects from server 104. Client 108 may or may not signal its readiness. In embodiments described herein, client 108 does not communicate with server 104 other than to provide the "up" transmission with all the information required for server 104 to respond completely.

In step 330, server 104 constructs a transmission protocol message for the content and other network objects to be transmitted to adapter 118 or client 108. As discussed with regard to step 326, the transmission protocol selected may determine the characteristics of the message, but not the content of the message.

In step 332, server 104 sends protocol message to providers(s) 128. In one embodiment, the messages sent are

queries for forms which were selected and activated by a user of client 108.

In step 334, server 104 receives responses from provider (s) 128 with interactive content. As discussed with regard to step 332, in one embodiment the interactive content can be the responses to form queries.

In step 336, server 104 presents the responses from provider(s) 128 to client 108 and/or adapter 118.

In step 338, server 104 sends modified content to client 108 and/or adapter 118.

In step 340, server 104 sends updated content to client 108 and/or adapter 118.

The variable granularity protocol discussed in FIGS. 1Z, 3A and in the methods of FIGS. 1G–1I2 do not use file serving or other conventional methods for synchronizing a device to a server or desktop. Instead, the synchronization methods of the present invention can synchronize by using any reliable transport protocol because the delivery of the byte code is transportable in the widest array of delivery protocols. HTTP is one embodiment described herein which is widely implemented and accepted in current computer network topologies. The protocol of the present invention enables operation between client 108 and server 104 and pre-configures the client to preemptively send sets of data to the server 104. This synchronization process of the present invention dynamically checks the need to update or not update content. In one embodiment, it checks the integrity of all data on any page sent via the protocol for the level of granularity. Granularity is determined by a set of deltas. For example, the protocol could acknowledge and read tags associated with HTML and/or XML and sort the objects modeled by these languages to a client or to a database during a synchronization. In addition this synchronization enables clients with disparate data markers (synchronization tokens) to synchronize by resetting data marker data and maintaining authentication integrity. The features of the present invention described herein are now discussed in more detail with respect to certain embodiments.

As an extension of the variable granular protocol and the use of deltas to determine what should be transmitted up or down, server 104 can deliver XML objects to client 108. The server 104 creates data structures for applications on a client 108 and can receive data structures from the client 108 for conversion to XML for use with a database.

FIG. 3B shows block diagram 350 of one embodiment of the present invention where XML is served to a device 106. Device 106 synchronizes with server 104 and has its data structure with XML output 354 from database 352. XML table 358 illustrates the format for the results and the structure of inputted queries 356. Layout and rendering module 134 displays the XML output on device 106. This XML output is obtained from server 104 through a XML style and rendering specification 360. Device 106 is able to store and display XML structured information. FIG. 3C shows block diagram 375 of one embodiment of the present invention of off-by-any-number synchronization recovery. See also FIGS. 63A and 63B. FIGS. 1H1 and 1H2 above discuss the steps of this embodiment in detail. FIG. 3C provides additional illustration to aid the explanation and is not intended to limit the present invention.

### 3.3. Administering Channels, Content, and Data for Mobile Devices

Example administrative related functions are described below. It is noted that these functions are described for illustrative purposes only, and are not limiting.

#### 3.3.1. Cached Device Information on Server

Conventionally, state information on a user or device 106 is stored on the device 106 (such as HTML data markers).

Accordingly, functionality to process and maintain such state information resides on a device **106**. Locating such functionality on the device **106** may not be optimal in some situations where the resources of the device **106** are limited, such as when the device **106** is a handheld computer.

Accordingly, according to embodiments of the invention, state information (and associated functionality) associated with clients **108** is maintained or cached on the server **104**.

FIG. **1J** is a flowchart representative of the manner in which state information is cached on server **104**.

In step **174A**, the client **108** accesses a provider **128** via the server **104**.

In step **174B**, the provider **128** returns some state information to the server **104**. This may be a data marker, for example, or any other type of information on the device/client/user/transaction/etc.

In step **174C**, the server **104** maintains such state information on behalf of the client **108**. This is performed by the web synchronization module **124** and the database module **126**.

In step **174D**, the client **108A** requests the server **104** to access the same provider **128** as in step **174A**.

In step **174E**, the server **104** (specifically, the web synchronization module **124**) accesses the provider **128** using the state information that is maintained on behalf of the client **108**.

### 3.3.2. Server Side Optimization of Content

When the server **104** obtains an object from a provider **128**, the server **104** in some instances passes that object to a client **108**. In other cases, however, it may be more efficient for the server **104** to transform the object to a form that is more suitable for use by the client **108**. In an embodiment, this transformation is performed by the web synchronization module **124**.

This process is represented, for example, in FIG. **1K**. Steps **176A–176C** illustrate the initial configuration actions in one embodiment of the present invention. Steps **176D** and **176E** illustrate an embodiment of any subsequent actions where the client's state information is already stored on the server **104**.

In step **176A**, client **108** sends state information to server **104** via client communications module **110**. State information may contain, among other things, user identity, secure login information, current resources, etc.

In step **176B**, server communications module **114** receives client's state information.

In step **176C**, server communications module **114** forwards the received state information to database module **126** and web synchronization module **124**.

In the case where the client's state information is already stored by database module **126**, steps **176D** and **176E** replace steps **176A–176C**.

In step **176D**, client **108** identifies itself to server **104**.

In step **176E**, server **104** obtains state information about client **108** from database module **126**.

In step **176F**, the web synchronization module **124** obtains an object from a provider **128**. In one embodiment, the object is content which conforms to that which is requested by client's **108** state information, although the object can be any entity, such as an application, service, etc.

In step **176G**, the web synchronization module **124** translates/transforms/optimizes the object for use by a particular client. The state information of the device **106** and/or client **108** is considered in this optimization process. The following list of state information is only some of the factors that the web synchronization module **124** considers when performing this optimization (and when determining what, if any, transformations/conversions/optimizations to perform):

Dynamic memory specifications

High memory specifications

Protected memory

Storage memory

Database memory

Available storage space

Screen size

User profile(s)

Color depth

Applications on device

Buttons on-device

Data markers (e.g., cookies, tokens)

Preferences

Fonts

Font specifications

Sync type

Synchronization types

Supported data types

Supported mime types

Connection/Network profile

Other factors will be apparent to persons skilled in the relevant art(s) based on the teachings contained herein.

FIG. **4A** shows block diagram **400** which illustrates the detection **410** of device/client state information by server **104** (or components thereof). In diagram **400**, the synchronization process **412** includes only kinds of content **414** supported by various devices/clients **416**.

### 3.3.3. Hashed Device State

In embodiments, during synchronization operations, prior to sending an object to a client **108**, the server **104** checks to see if the object differs from the instance of the object already resident on the client **108**. If the object is the same as that already resident on the client **108**, then the server **104** does not send the object to the client **108**. This process is illustrated in FIG. **1L**.

In step **178A**, the client **108** requests an object (directly or indirectly).

In step **178B**, the web synchronization module **124** obtains the requested object from a provider **128**.

In step **178C**, the web synchronization module **124** performs a hash operation on the object and compares the hash result to a previously stored hash result for the object.

In step **178D**, the web synchronization module **124** determines if the hash result generated in step **178C** is the same as the previously generated and stored hash result of the object.

In step **178E**, if they are the same, then the client **108** is informed that the object has not changed.

In step **178F**, if they are not the same, then object is transformed as in step **176B** of FIG. **1K**. Also, the new hash value generated in step **178C** is stored by the server **104**.

In step **178G**, the web synchronization module **124** performs a hash operation on the transformed object.

In step **178H**, the web synchronization module **124** compares the hash result of the transformed object to a previously stored hash result of the transformed object.

In step **178I**, the web synchronization module **124** determines if the hash result generated in step **178G** is the same as the previously generated and stored hash result of the transformed object.

In step **178E**, if they are the same, then the client **108** is informed that the object has not changed.

In step **178J**, if they are not the same, then the transformed object is sent to the client **108**. Also, the new hash value generated in step **178G** is stored by the server **104**.

Thus, according to embodiments of the invention, the server **104** determines whether current versions of objects already reside on clients **108** by using hash results, as opposed to the objects themselves. This reduces the amount of memory needed on the server **104** (since only the hash results need to be stored, not the objects themselves).

Also, according to embodiments, there are two checks to see if the current versions of objects already reside on clients **108**. The first check is made to the raw object, and the second check is made to the transformed versions of the objects.

FIG. **4B** shows block diagram **402** illustrating the hashed device state process described herein. In diagram **402**, Server **104** synchronizes with device **106** identifiers for updated device information **422**. The synchronization **422** includes state information **426** and data **427** that is stored by server **104** using global unique identifiers (GUIDs) **424** for each object. GUIDs provide the hash object for the hash operations/comparisons described herein. A hash value is the result of a hash operation. In an embodiment, a hash value is a numerical fingerprint of any amount of data. In one embodiment, hash values are calculated for each HTML document. This hash value is smaller and more efficient to store on server **104**. Additionally, server **104** can compare two or more hash values more readily and faster than comparing the complete documents than the hash values. It is noted that in embodiments, data **427** have hash operations performed on them more frequently than state information **426**. For example, the screen size of a device will likely remain constant while the data on the device changes repeatedly.

### 3.3.4. Syncing Music, Movies, Books, Photo Albums, and Other Collections of Objects

The invention supports channels which comprise web sites having collections of objects, such as collections of music, images, books, movies, applications, services, etc. By selecting such a channel, the client **108** can be populated with such collections of objects.

For example, if a channel having a collection of music is selected, then it is possible to turn the client **108** into a "jukebox" once the music collection is stored on the client **108** during the synchronization process. Similarly, a client **108** can become a photo album, a book library, a movie theater, an application library, etc., by selecting appropriate channels. This process is represented by FIG. **1M**. It is noted that this process is applied to collections of music, but it is also applicable to collections of any types of objects. It is also noted that a given channel may have combinations of different types of objects, such as combinations of music, movies, applications, images, services, etc.

In step **180A**, a provider **128** is added to list of the channels supported by the server **104**. The provider **128** offers a collection of objects.

In step **180B**, a user of client **108** selects the channel **128**.

In step **180C**, during the next synchronization operation, the selected channel is synchronized with client **108**.

### 3.3.5. Fleet Management

The invention supports organizing groups of clients **108** as "fleets." For example, all clients **108** associated with employees of a company, or of a department of a company, may be a fleet. As another example, client **108** in a family can be a fleet. Generally, any group of clients **108** can be a fleet.

The invention supports performing mass operations on or relating to clients **108** in a given fleet (or multiple fleets). This process is shown, for example, in FIG. **1N**.

In step **182A**, a desired mass operation is defined. For example, one may define a mass operation to be the collec-

tion and processing of state information relating to clients **108** in a fleet. Another operation could involve installing an application on all clients **108** in a fleet. In embodiments, a third party is permitted to define the mass operation by paying some amount to the server **104** (specifically, by providing some compensation or consideration to the entity associated with or responsible for the server **104**).

In step **182B**, the fleet or fleets are identified.

Steps **182D** and **182C/182E** illustrate processing relating to two types of mass operations.

In step **182C**, cached information in server **104** relating to the clients **108** in the identified fleet(s) are collected and processed in a manner defined by the mass operation defined in step **182A**. Optionally in step **182E**, perhaps upon payment by a third party of some consideration to the entity associated with or responsible for server **104**, such information is used in a manner desirable to the third party (such as providing marketing information to the third party).

In step **182D**, during synchronization with the clients **108** in the fleet(s), the desired mass operation defined in step **182A** is performed on the client **108** (such as upgrading software on the clients **108**).

## 3.4. Customizing Channels, Content, and Data

### 3.4.1. Creating Custom Channels

As described herein, the invention provides a user or an administrator with the ability to navigate or "surf" to a Web page or site and automatically add that Web page or site to the user's list of channels and/or to the channels provided by server **104**, respectively. FIG. **1O** is a flow diagram describing a process **184** for automatically adding a Web page or Web site to a user's list of channels from a Web browser. Although flow diagram **184** is described from a user's perspective, flow diagram **184** is equally applicable to an administrator for automatically adding channels provided by server **104**. Process **184**, as well as other applicable processes described herein, may be performed using a desktop Web browser, such as Internet Explorer, developed by Microsoft and Netscape Communicator, developed by Netscape, or other browsers. Process **184** begins with step **184A**.

In step **184A**, the user bookmarks an automatic channel link from the Web page of server **104**. Bookmarking identifies the URL (Uniform Resource Locator) of the automatic channel Web page. For example, with Internet Explorer 4.0, the user creates a bookmark by right clicking on the automatic channel link and selecting "Add to Favorites." In another example, using Netscape Communicator 4.0, a bookmark is created by right clicking on the automatic channel link and selecting "Add Bookmark." Bookmarking is a well known technique to those skilled in the relevant art(s). The process proceeds to step **184B**.

In step **184B**, the user surfs to a Web site. The user determines that he/she wishes to create a channel. In step **184C**, the user invokes the automatic channel bookmark. The process then proceeds to step **184D**, where the user is brought back to the automatic channel Web page. The URL of the preceding Web site is now available to server **104**. The process proceeds to step **184E**.

In step **184E**, in an embodiment, a script in the automatic channel Web page queries the browser for the URL of the previous Web site and automatically populates an automatic channel form for the Web site to be added to the user's list of channels. In another embodiment, a header is used to determine the URL of the previous Web site. The automatic channel form contains fields identifying the title and URL of the Web site, the maximum channel size, the link depth, whether images are to be included, whether to follow off-site links, when to refresh, etc. The process proceeds to step **184F**.

In step 184F, the user reviews the channel settings that were automatically generated, and, if satisfied, selects the save channel button to save the channel settings. If the user is not satisfied, the user may modify the settings to the user's satisfaction and then select the save button to save the channel settings. The process proceeds to step 184G.

In step 184G, user interface 130 causes a new channel to be added to the user's list of channels. The new channel is entered in database module 126 of server 104. On the next sync of client 106, the new channel will be synced to the client.

The invention also allows a provider 128 to enable a user of device 106 to have the Web page of provider 128 loaded on the user's device 106. Provider 128 provides a link or quick channel button on its Web page that, if selected by the user, indicates that the user would want the Web page converted into a channel that is loaded on his/her mobile device. This process does not require that the user be a registered user of server 104. FIG. 1S describes a process 192 for allowing a provider 128 to enable a user of device 106 to have the Web page of provider 128 converted into a channel that is then loaded on device 106. As described herein, device 106 may be a mobile device. Process 192 begins with step 192A.

In step 192A, a user surfs to the Web page of a provider 128. Provider 128 has a quick channel button that, when selected by the user, links the user to a Web page of server 104. The process proceeds to step 192B.

In step 192B, the user selects the quick channel button indicating that the user would like the Web page converted into a channel that is loaded on his/her device 106. In step 192C, the user is automatically sent to the Web site of server 104 by selecting the quick channel button. The process proceeds to step 192D.

In step 192D, the server attempts to determine whether the user is a registered user of server 104. The process proceeds to step 192E.

In step 192E, server 104 determines if the user is a registered user of the Web site of server 104. If the user is detected to be a registered user with the Web site of server 104, the process proceeds to step 192F. If the user cannot be detected as a registered user of the Web site of server 104, the process proceeds to step 192G.

In step 192G, server 104 queries the user as to whether or not the user is registered with the server 104. If the user's response is yes, the process proceeds to step 192I. In step 192I, the user logs on to server 104. The process then proceeds to step 192F.

Returning to step 192G, if the user response is no, that he/she is not registered as a user of the Web site of server 104, the process proceeds to step 192H. In step 192H, the server allows the user to register by taking the user through the registration process. The process proceeds to step 192F.

In step 192F, server 104 adds a new channel (that is, the Web site of the content provider having the quick channel button) to the user's list of channels, returns the user to the Web site from which it was linked, and presets state information to enable the Web site to be displayed on the user's device 106 on the next syncing operation.

#### 3.4.2. Tags

As described herein, the invention delivers Web content to clients 108. Server 104 optimizes the Web content display to enable the display to fit within the parameters of the client 108. Such parameters may include, but are not limited to, dynamic memory specifications, high memory specifications, protected memory, storage memory, database memory, available storage space, screen size, user profile(s),

color depth, applications on the device, buttons on the device, data markers, preferences, fonts, font specifications, sync type, supported data types, supported mime types, and connection/network profile. FIG. 1AA illustrates an optimization of a Web site page for display on a handheld device. As shown in FIG. 1AA, Web page graphic display 1A1 is from a large screen desktop display and Web page graphic display 1A2 is an optimized version 1A2 of Web page graphic display 1A1 that has been optimized to fit on a handheld device, such as device 106.

The invention also identifies Web content that is designed for additional modifications. Server 104 identifies the additional modifications through the use of tags. Any and all bytes processed by server 104 are potentially examined for compression. Server 104 detects the tag and executes the necessary logic. FIG. 1P is a flow diagram describing an overview of a process 186 for handling predefined tags by server 104 and clients 108. The process begins with step 186A.

In step 186A, providers 128 create Web page content using predefined tags to optimize use on devices 106. The process proceeds to step 186B.

In step 186B, server 104 and clients 108 process objects within the Web page using tags contained therein.

FIG. 1Q is a flow diagram describing process 186B in greater detail when a client 106 accesses a Web page having predefined tags. The process begins with step 188A.

In step 188A, client 108 accesses a Web page cached in client 108 or provided to client 108 by server 104. The process proceeds to step 188B.

In step 188B, client 108 processes the Web page based on the presence or absence of tags. For example, META tags may be used. An example META tag is <META NAME="Handheld-Friendly" content="True">. This META tag (if set to true) enables several HTML features that are normally turned off. For example, most TABLES, HSPACES, and VSPACES are designed for much larger screens, and are therefore not usually processed by client 108. However, TABLE tags are displayed, and HSPACE and VSPACE attributes of IMG (image) tags are processed if the page is marked as "Handheld Friendly." Another exemplary tag is an <AGIGNORE> or </AGIGNORE> tag used in a wireless channel. The AGIGNORE tag is used to surround content within an HTML page that may be inappropriate or unattractive on Internet-based phones. Content surrounded by this tag is ignored by client 108. A tag also exists to control how JavaScript™ is handled. If the tag exists, JavaScript™ behavior is enabled. If the tag does not exist, JavaScript™ behavior is ignored.

A page tracking tag may be used that enables client 108 to report to server 104 the number of times a user has viewed a Web page (in embodiments, the client 108 may report other client activity). A page break tag, <PAGEBREAK TITLE="your title"> is used in a wireless channel. Such a tag breaks up pages on request. When processing pages for devices other than WAP (Wireless Application Protocol) phones, server 104 ignores the page break tag.

FIG. 1R is a flow diagram describing process 186B in greater detail when a server 104 accesses a Web page having predefined tags. The process begins with step 190A.

In step 190A, server 104 accesses a Web page. The process proceeds to step 190B.

In step 190B, server 104 processes the Web page based on the presence or absence of tags, as previously described above. In one embodiment, tags exist for server 104 that indicate whether to follow a link, not to follow a link, or to follow a link a number of layers (N) down.

The invention is not limited to the tags described above. One skilled in the relevant art(s) would know that other types of tags may be used without departing from the scope of the present invention, based on the teachings contained herein.

#### 3.4.3. Client Registration Process Embodiment

In one embodiment, the invention includes a client registration process that includes GUI elements for the capture and configuration of client details and preferences. The invention is not limited to all of the steps described herein. One skilled in the relevant art(s) would know that other steps may be used without departing from the scope of the present invention, based on the teachings contained herein.

In one embodiment, the invention registers a user from the Web site of server 104. FIGS. 5A through 5J are flow diagrams describing the registration process. In FIG. 5A, the process begins with step 502. In step 502, a user arrives at the home page of server 104. The user may arrive at the home page from a link or a direct URL. If the user has previously registered, the user is identified via a data marker, and the user's identification is displayed on the screen.

In step 504, if the user is a current user, the process proceeds to step 508. If the user is not a current user, the process proceeds to step 506.

In step 506, a new user is registered. The registration process for a new user is described below with reference to FIGS. 5I-5J.

In step 508, the current user may select between an editing option for editing their account or an add channel(s) option for adding additional channels to their account. If the current user selects the add channel(s) option, the process proceeds to step 512.

In step 512, the user may add new channels using an "Add featured channels" option or the user may add new channels via an explore and add new channels option. If the user adds new channels via the "Add featured channels" option, the process proceeds to step 514.

In step 514, the user may select channels from a featured channels list. The added channel is displayed in a smart little unit (SLU) labeled "user account." An indicator will appear beside the added channel to indicate that the channel has not been synchronized with client 108 (step 516).

Returning to step 512, if the user adds new channels via the "explore and add new channels" option, the process proceeds to step 518. In step 518, the user selects a category from a directory of channel categories. A list of Web sites from the selected category is displayed in step 520. In step 522, the user may explore any Web site in the list and/or add any of the Web sites to their account. If the user adds a Web site to their account, the process proceeds to step 516.

Returning back to step 508, if the user selects the edit account option, the process proceeds to step 510. In step 510, the user is linked to a "user channel" page of the Web site of server 104. The process then proceeds to step 524 in FIG. 5B.

In step 524, the user is presented with a plurality of options. The user may add and remove channels, export channels, import older channels and data files for viewing, alter settings, upgrade the software, or view their sync history. If the user wishes to view their sync history, the process proceeds to step 526.

In step 526, the user selects the sync log option. The user's sync history is accessed and displayed in step 528.

Returning to step 524, if the user wishes to alter their account settings, the process proceeds to step 530. In step 530, the user selects the settings option. The user is then linked to an account settings page in step 532. In step 534,

the user is queried to change their password and email address, as well as other user information.

Returning back to step 524, if the user wishes to export channels, the process proceeds to step 538. In step 538, the user selects the export channels option. URLs from the user's channels are automatically generated for adding the channels to another user account.

Returning back to step 524, if the user wishes to import older channels and data files, the process proceeds to step 585. In step 585, the user selects the import option. Old versions of channels and data files are then selected and displayed in step 587.

Returning back to step 524, if the user wishes to modify their existing channel(s), the process proceeds to step 581. In step 581, the user clicks on a channel to edit. Once the clicks on the channel, the channels parameter settings are displayed. In step 583, the user may edit the channel parameter settings. Channel parameter settings may include, but are not limited to, the channel name, root URL, an images option, link depth, an offsite links option, maximum size, and refresh period.

Returning back to step 524, if the user wishes to add a customized channel, the process proceeds to step 540 in FIG. 5C. In step 540, the user selects a "create custom channel" option. The user is then queried to manually enter information for adding a user favorite Web site to the SLU. The process then proceeds to step 516 in FIG. 5A, where the added channel is entered into the SLU.

Returning back to step 524 in FIG. 5B, if the user wishes to add a channel automatically, the process proceeds to step 544 in FIG. 5C. In step 544, the user selects the automatic channel option. A channel is then created while surfing the Web when the user clicks a button or chooses a bookmark, as described with reference to FIGS. 10 and 1S. The process then proceeds to step 516 in FIG. 5A, where the added channel is entered into the SLU.

Returning back to step 524 in FIG. 5B, if the user wishes to remove a channel, the process proceeds to step 548 in FIG. 5C. In step 548, the user removes a channel by checking the channel to be deleted in the SLU and selecting the delete button.

Returning back to step 524 in FIG. 5B, if the user wishes to update the software, the process proceeds to step 550 in FIG. 5D. In step 550, the user selects the software setup option. The user is then linked to a software setup page in step 552. The process proceeds to step 554.

In step 554, the user may either download the software or configure a client communication module 110. If the user selects the configure client communication module 110, the process proceeds to step 562.

In step 562, the user is linked to a configure client communications page. In step 564, the user must click the select button to begin the configuration. Therefore, the client communication module 110 is configured to identify the particular server that will send data to device 106.

In step 566, the software is configured to communicate with the appropriate servers. The process then proceeds to step 590 in FIG. 5H.

In step 590, a browser prompts the user to sync the device. In one embodiment, a browser prompts the user to place their device in a cradle and synchronize the device. In step 592, the user synchronizes the device. A notification from the browser will be displayed to indicate that the client communication module 110 process is complete.

Returning to step 554 in FIG. 5D, if the user wishes to download the software, the download software option is selected. The process proceeds to step 556.

In step 556, the software is downloaded. In step 558, a notification is displayed to indicate that client 108 will be installed on device 106 upon synchronization.

In step 560, the browser is displayed to prompt the user to sync the device. In one embodiment, the browser prompts the user to place the device in the cradle and press the sync button to sync the device 106. The process then proceeds to step 568 in FIG. 5E.

In step 568, the browser queries the user as to whether the user wants to use their present account or create a new account. In step 570, if the user selects to use their existing account, the process proceeds to step 562 in FIG. 5D to configure the client communication module 110. If, in step 570, the user selects to create a new account, the process proceeds to step 572. In step 572, a new account for the user is created. The process then proceeds to step 562 in FIG. 5D to configure the client communication module 110.

The process of configuring the software to communicate with the servers, such as server 104, will now be described in greater detail in FIG. 5F. The process begins with step 574.

In step 574, it is determined whether the user is a pre-existing user. If the user is a pre-existing user, the user is queried for the type of device that will use the server in step 576. In step 578, the user selects the type of device. The process then proceeds to step 580.

Returning to step 574, if the user is not a pre-existing user, the process proceeds to step 580.

In step 580, details of the configuration are displayed. The process proceeds to step 582.

In step 582, the user may replace their existing server profile or add another server profile. Many reasons may exist as to why a single user may want different server profiles. For example, a first server profile may contain only sports channels and a second server profile may be directed to stock channels. The process then proceeds to step 584 in FIG. 5G.

The user has the option of testing their settings. In step 584, the user is queried as to whether the user desires to test their settings. If the user selects the test settings option, the process proceeds to step 586. In step 586, the results of the tests are displayed. The process then proceeds to step 588.

Returning to step 584, if the user does not select the test settings option, the process proceeds to step 588.

In step 588, the process ends.

FIG. 51 is a flow diagram illustrating registration process 506 for a new user. The process begins with step 501. In step 501, the user selects the sign-up prompt. The user is then linked to the software setup page in step 503.

In step 505, the user selects the type of mobile device the user will be synchronizing.

In step 507, a security notification pertaining to import/export laws is displayed.

In step 509, the user selects the download software prompt. The software is downloaded in step 511. A notification is displayed indicating that the software has been successfully downloaded in step 513.

In step 515, the browser prompts the user to sync the device. In one embodiment, the browser prompts the user to place their device 106 into a cradle and initialize the sync process for the device. The process then proceeds to step 517 in FIG. 5J.

In step 517, the user is prompted to enter their user account information. The user account information may include, but is not limited to, the user's name, address, email address, and password. The process then proceeds to step 519.

In step 519, the browser is displayed for configuring the client communication module 110. The client communi-

cation module 110 application must be informed of the server that will send data to the user's device 106. The client communication module 110 is processed in a similar matter as described in steps 562, 564, and 566 of FIG. 5D.

In step 521, it is determined whether the new user is pretending to be a new user or is a real new user. If the user is pretending to be a new user, the process proceeds to step 523, where steps 582–588 in FIGS. 5F and 5G are performed to allow the user to replace their existing server profile, and to test the settings, if desired. If the user is an actual new user, the process proceeds to step 525. In step 525, the user is instructed to perform the synchronization process as described in steps 590–594 in FIG. 5H.

In one embodiment, a user may have access to a user account without having to be registered. FIG. 1T is a flow diagram describing a process for enabling an unregistered user to access server 104. The process begins with step 194A.

In step 194A an unregistered user invokes client 108. Control then proceeds to step 194B.

In step 194B, client 108 is synchronized with server 104. Server 104 assigns client 108 an anonymous account in step 194C. The process proceeds to step 194D.

In step 194D, server 104 periodically reminds client 108 to register. It is not a requirement that the user register. If the user registers, in step 194E, the user is promoted to a registered user.

#### 3.4.4. Selecting and Organizing Channels for a Client

As described herein, the invention allows a user to select and organize channels for client 108 of device 106. FIG. 5K is a flow diagram describing a method for selecting and organizing channels. A process 531 begins with step 533. In step 533, a SLU, also referred to as a basket or cart, displays the current channels in a user's account. The SLU is representative of the user's account. In step 535, the SLU enables the user to create, remove, or modify channels.

FIG. 5L is a flow diagram describing in greater detail, process 535 for creating, modifying, and removing channels. The process begins with decision step 537. In step 537, if the user wishes to create channels to place into their SLU, the process proceeds to step 539.

In step 539, the user may select the create channel button displayed in the SLU. In step 541, the user is then linked to the create channel page, where the user may manually enter information to add a favorite site to their account. The user may also create a new channel automatically using the automatic channel methods described above.

Returning to decision step 537, if the user wishes to remove channels from their SLU, the process proceeds to step 543. In step 543, the user selects the removal link associated with the channel to be deleted in the SLU. In step 545, the channel is deleted.

Returning to decision step 537, if the user wishes to modify channels that are contained in their SLU, the process proceeds to step 547.

In step 547, the user selects the edit button displayed on their SLU. The edit button links the user to the "user channels" page. In step 549, the user may click on a channel to be modified. Parameter data for that channel is then displayed, the parameter data may include, but is not limited to, the channel name, root URL, maximum size, link depth, an offsite links option, and refresh period setting.

In step 551, the user may modify the parameter(s) for the channel.

Device 106 may contain a channel manager. The channel manager operates in a similar manner as the SLU.

#### 3.4.5. An Account Management Process

The invention also allows a user to manage their accounts without having to use the registration process for a current user. A flow diagram describing an account management process is shown in FIG. 5M. With the account management process, a user may choose to alter the settings of their account, update the software, view their sync history, create custom channels manually or automatically, export channels, import channels, modify channels, and delete channels. The process begins with step 555. In step 555, a user is allowed to manage their account from the “user channels” page of the Web site for server 104.

If the user wishes to alter their settings, the process proceeds to step 557. Account settings, such as the user’s password and/or email address, may be altered in a similar manner as described in FIG. 5B.

If the user wishes to update the software, the process proceeds to step 563. The software may then be updated in a similar manner as described in FIGS. 5D, 5E, and 5H.

If the user wishes to view their sync history, the process proceeds to step 565. The user may view their sync history in a similar manner as described in FIG. 5B.

If the user wishes to create customized channels manually, the process proceeds to step 567. Customized channels are created in a similar manner as described in FIG. 5C.

If the user wishes to create channels automatically while surfing, the process proceeds to step 569. Channels are automatically created in a similar manner as described in FIG. 5C.

If the user wishes to export channels to other users, the process proceeds to step 571. The user’s channels are exported to other users in a similar manner as described in FIG. 5B.

If the user wishes to import old channels and data files, the process proceeds to step 573. Old channels and data files are imported for viewing as described in FIG. 5B.

If the user wishes to modify channels, the process proceeds to step 575. Current user channels may be modified in a similar manner as described in FIG. 5B.

If the user wishes to remove channels from their account, the process proceeds to step 577. Channels are removed from the user’s account in a similar manner as described in FIG. 5C.

#### 4. Example User Interface Screen Shots

Various example screen shots related to the functionality of the invention are considered in this section. It is noted that these screen shots are provided for illustrative purposes only, and are not limiting. Additional screen shots will be apparent to persons skilled in the relevant art(s).

These screen shots are generated by the user interfaces of the invention, such as user interface 130 in the server 104 and user interface 144 in the clients 108. However, other modules of the invention may also contribute to the user interface function with regard to their respective functionalities and responsibilities. For example, and without limitation, the forms module 136 may contribute to user interface functionality with regard to forms.

Generally, screen shots are generated to enable interaction with users. For example, screen shots may be generated to provide information to users, or to obtain information from users. Other uses of screen shots will be apparent to persons skilled in the relevant art(s).

The screen shots in FIGS. 6–62 depict functionality of embodiments of the invention. The invention is directed to such functionality.

FIG. 6 is an example screen shot generated by forms module 136. This screen shot shows the status of forms completed by the client 108. Via this screen, the client 108

may obtain additional information on forms, and may manipulate the forms (such as delete selected forms).

FIG. 7 is a screen shot of an example completed form displayed on a client 108.

FIG. 8 is an example screen shot relating to the channel manager displayed on a client 108 (preferably, but not limited to, a device operating according to Windows CE). In this screen, the client 108 can remove channels, as well as perform other administrative tasks on channels.

FIG. 9 is an example screen shot displayed on a client 108 relating to browsing options on client 108.

According to the invention, the client 108 can cache web pages in the databases of the client 108 when it is browsing the Internet (while connected to the server 104, for example). Then, when not connected to the Internet, the user of the client 108 may browse and interact with pages stored in the cache. FIG. 10 is an example screen shot that enables the client 108 to delete pages from the cache.

FIG. 11 is an example screen shot of an application menu displayed on the client 108. Item 1102 enables the user of the client 108 to access the functions of the client 108.

FIG. 12 is an example screen shot representing a channel subscription page displayed on the client 108. When in the off-line mode, a user of the client 108 can elect to subscribe to channels listed in the channel subscription page. In an embodiment, the selected channels are loaded on the client 108 during the next synchronization operation.

FIG. 13 is an example screen shot of a find function available on the client 108.

According to an embodiment of an invention, a corporate entity (or enterprise) controls a server 104, and its employees have devices 106 that interact with the server 104 in the manner discussed herein. The server 104 may support channels that are specific to the enterprise, or otherwise relevant to the enterprise (as well as supporting any other channels). FIG. 14 is an example screen shot of a home page for an enterprise having a server 104. The home page includes personal channels 1402 and group channels 1404. FIG. 20 shows an example screen shot corresponding to an enterprise specific channel that is displayed on the client 108.

FIG. 15 is an example screen shot of a home page that is displayed on the client 108 when the client 108 connects to the server 104. The client 108 may be connected to the server 104 via a wireless link, for example (although the invention is not limited to this example).

FIG. 16 is an example notification message that is displayed on the client 108 when the client 108 attempts to access a web page or other object that is not resident on the client 108 (either because the object was not loaded on the client 108 during the sync process, or the page is not in the on-device cache).

FIG. 17 is an example screen shot displayed on the client 108 showing preferences for operation on the client 108 (preferably, but not limited to, devices 106 using the Palm operating system).

FIG. 18 is an example screen shot displayed on the client 108 wherein a user may enter a URL to retrieve an object corresponding to the URL. When connected to server 104, server 104 will retrieve the object at the URL (although an attempt is first made to locate the object on the client 108). When not connected to the server 104, the on-device cache is checked for the object. If the object is not found, then in an embodiment the request for the URL is cached and then processed during the next sync (an example notification screen is shown in FIG. 19).

FIG. 19 is the confirmation message for action 162D of FIG. 1D.



FIG. 20 is a sample enterprise application optimized for use on the client in a mobile device.

FIGS. 21 and 22 indicate that it is possible to change fonts and font sizes on the client 108 to enhance display quality.

FIG. 23 shows an example screen shot displayed on a client 108 showing example navigation controls: links 2302, back 2304, forward 2306, home 2308, and scroll 2310.

FIG. 24 shows an alternative menu/tool bar displayed on some clients 108 (such as clients 108 operating according to Windows CE environment). FIG. 25 illustrates a home page and FIG. 26 illustrates a find function displayed on some clients 108 (such as clients 108 operating according to Windows CE environment). FIG. 27 illustrates an example home page for an enterprise displayed on some clients 108 (such as clients 108 operating according to Windows CE environment).

FIG. 28 shows an example enterprise server home page.

FIG. 29 shows example enterprise user interface naming conventions.

FIG. 30 illustrates an example enterprise software architecture.

FIG. 31 shows an example screen shot to enter new channels.

FIG. 32 shows an example screen shot to set refresh properties. It is noted that the user of the client 108 is permitted to indicate whether a particular object is refreshed at each sync, only once per day, or according to some other schedule. Accordingly, when a statement is made herein that some channel, object or other entity is loaded on the client 108 "during the next sync" (or using similar language), it should be understood that loading of the object/entity on the client 108 may occur during some other future sync operation (not just at the "next sync").

FIG. 33 shows an example screen shot to update user membership in a group.

FIG. 34 shows an example edit server profile dialog.

FIG. 35 shows an example screen shot to modify channels, and to display a sync history for a client 108.

FIG. 36 shows an alternative view of the architecture of embodiments of the invention.

FIG. 37 shows an example enterprise server status page.

FIG. 38 shows an example find user page.

FIG. 39 shows an example user detail/account information page.

FIG. 40 shows an example screen shot to modify groups.

FIG. 41 shows an example screen shot showing group information.

FIG. 42 shows an example screen shot to change admin passwords.

FIG. 43 shows an example screen shot to establish channel properties when adding a channel to the collection of channels supported by server 104.

FIG. 44 shows an example screen shot regarding a process for automatically adding channels, as described elsewhere herein.

FIG. 45 shows an example screen shot to create a channel to add to the collection of channels supported by server 104.

FIG. 46 shows an example personal account page. This page could be displayed on the device 108 or on some computer connected to the server 104 through any means, such as but not limited to the Internet. This page shows a list 4602 of the channels to which the user (or client 108) is currently subscribed. The page also shows a list 4604 of featured channels. The channels in the list 4604 of featured channels can be selected according to any procedure. For example, this list 4604 may include most frequently selected channels. Also, the list 4604 may be compiled based on

financial considerations. For example, providers 128 may pay some compensation to have their channels in the featured channels list 4604. This compensation may be adjusted based on which slot on the featured channels list 4604 they have (such as the top spot 4606, the second spot 4608, etc.).

FIG. 47 shows an example channel manager page. This page could be displayed on the device 108 or on some computer connected to the server 104 through any means, such as but not limited to the Internet. In this page, the user can delete channels to which he is currently subscribed. The user can also add channels (to his or other users' accounts) via options designated as 4702. An icon is displayed if an account needs to be synced with the client 108.

FIG. 48 shows an account settings page to enable a user/client 108 to make changes to his account. This page could be displayed on the device 108 or on some computer connected to the server 104 through any means, such as but not limited to the Internet.

FIGS. 49-62 relate to registering a new client 108. These pages could be displayed any data processing device connected to the server 104 through any means, such as but not limited to the Internet.

FIG. 49 shows an example software set up page. In this page, the user can elect which version of client software to download. FIG. 50 shows a display box that indicates the state of downloading the software selected in FIG. 49. After the software is downloaded, a notifier box shown in FIG. 51 informs the user that the client software will be install on the device 106 during the next sync between the device 106 and the computer that contains the software downloaded via FIGS. 49-50. FIG. 52 is an instruction screen to help the user load the client software on device 106.

After the client software is installed on device 106, example screen shot in FIG. 53 is displayed. In this page, the user is able to indicate whether he is an existing user and wishes to use his existing account, or whether he wishes to open a new account. If the user indicates that he wants to open a new account, then the registration process follows (described elsewhere herein).

FIG. 54 is an example screen shot to enable the client 108 to configure client software to enable the client 108A to communication with the server 104. In an enterprise environment, clicking button 5402 will configure the client 108A to speak with the enterprise server 104 (i.e., a typically private server 104 controlled by an enterprise). In a non-enterprise environment, clicking button 5402 will configure the client 108A to speak with a non-enterprise server 104 (i.e., a typically publicly available server 104).

FIG. 55 is an example page that enables the user to select which device 106 to configure for communication with the server 104 (the user may have multiple devices 106).

FIG. 56 is an example summary page indicating the user's selections from FIGS. 54 and 55.

FIG. 57 is an example page that enables the user to indicate whether he wishes to add another server profile, or to overwrite the existing server profile.

FIG. 58 is an example page that enables the user to test the connection between client 108A and server 104. FIG. 59 is an example page displayed if this test is successful. FIG. 60 is a summary page that indicates the state of the status of the set up process.

FIG. 61 is an example page that provides information regarding syncing with the server 104.

FIG. 62 is an example page confirming successful registration with server 104.

## 5. Conclusion

While various embodiments of the present invention have been described above, it should be understood that they have

been presented by way of example only, and not limitation. It will be understood by those skilled in the art that various changes in form and details may be made therein without departing from the spirit and scope of the invention as defined in the appended claims. Thus, the breadth and scope of the present invention should not be limited by any of the above-described exemplary embodiments, but should be defined only in accordance with the following claims and their equivalents.

What is claimed is:

1. A method of synchronizing a server and a client on behalf of a user, comprising the steps of:

- (1) receiving at least one synchronization request comprising information enabling the server to update the client;
- (2) accessing providers using state information to retrieve content associated with the user according to at least said at least one synchronization request, wherein said state information is maintained by the server and said state information indicates content which the user wishes to transmit to the client;
- (3) generating at least one instruction to update the client based on content obtained from the providers in step (2); and
- (4) transmitting said at least one instruction, wherein the client is updated according to said at least one instruction.

2. The method of claim 1, wherein synchronization of the server and the client is substantially achieved via receipt of a single transmission in step (1), and a single transmission in step (4).

3. The method of claim 1, further comprising the following step that is performed prior to step (1):

- (5) identifying to the client information that is of interest during synchronization sessions.

4. The method of claim 1, wherein said at least one synchronization request and said at least one instruction are transmitted using a hypertext transfer protocol (HTTP).

5. The method of claim 4, wherein said at least one synchronization request and said at least one instruction are formatted using an extensible markup language (XML).

6. The method of claim 1, wherein step (2) comprises the steps of:

- (a) obtaining an object from a provider;
  - (b) hashing said object to calculate a hash result;
  - (c) comparing said hash result with a previous hash result, if available; and
  - (d) if it is determined in step (c) that said hash result corresponds to said previous hash result, then determining that no update regarding the object is needed.
7. The method of claim 6, further comprising the steps of:
- (e) if it is determined in step (d) that said first hash result does not correspond to said first previous hash result or said first previous hash result is not available, then transforming said object into a form operable for a client;
  - (f) hashing said transformed object to calculate a second hash result;
  - (g) comparing said second hash result with a second previous hash result, if available; and
  - (i) if it is determined in step (g) that said second hash result corresponds to said second previous hash result, then determining that no update regarding the object is needed.

8. A computer program product comprising a computer useable medium including control logic stored therein, said

control logic enabling synchronization of a server and a client on behalf of a user, said control logic comprising:

receiving means for enabling a processor to receive at least one synchronization request comprising information enabling the server to update the client;

accessing means for enabling a processor to access providers using state information to retrieve content associated with the user according to at least said at least one synchronization request, wherein said state information is maintained by the server and said state information indicates content which the user wishes to transmit to the client;

generating means for enabling a processor to generate at least one instruction to update the client based on content obtained from the providers; and

transmitting means for enabling a processor to transmit said at least one instruction, wherein the client is updated according to said at least one instruction.

9. The computer program product of claim 8, wherein synchronization of the server and the client is substantially achieved via receipt of a single transmission involving said receiving means, and a single transmission involving said transmitting means.

10. The computer program product of claim 8, said control logic further comprises:

means for enabling a processor to identify to the client information that is of interest during synchronization sessions.

11. The computer program product of claim 8, wherein said at least one synchronization request and said at least one instruction are transmitted using a hypertext transfer protocol (HTTP).

12. The computer program product of claim 11, wherein said at least one synchronization request and said at least one instruction are formatted using an extensible markup language (XML).

13. The computer program product of claim 8, wherein accessing means comprises:

obtaining means for enabling a processor to obtain an object from a provider;

hashing means for enabling a processor to hash said object to calculate a hash result;

comparing means for enabling a processor to compare said hash result with a previous hash result, if available; and

determining means for enabling a processor to determine if in step (c) that said hash result corresponds to said previous hash result, then determining that no update regarding the object is needed.

14. The computer program product of claim 13, further comprising the steps of:

first determining means for enabling a processor to determine if in step (d) that said first hash result does not correspond to said first previous hash result or said first previous hash result is not available, then transforming said object into a form operable for a client;

hashing determining means for enabling a processor to hash said transformed object to calculate a second hash result;

comparing determining means for enabling a processor to compare said second hash result with a second previous hash result, if available; and

second determining means for enabling a processor to determine if in step (g) that said second hash result corresponds to said second previous hash result, then determining that no update regarding the object is needed.

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15. The computer program product of claim 8, wherein said at least one synchronization request and said at least one instruction are transmitted using a hypertext transfer protocol (HTTP).

16. The computer program product of claim 15, wherein said at least one synchronization request and said at least one instruction are formatted using an extensible markup language (XML).

17. A method of synchronizing a server and a client on behalf of a user, comprising the steps of:

- (1) generating at least one synchronization request comprising information enabling the server to update the client;
- (2) transmitting said at least one synchronization request to the server;
- (3) receiving from the server at least one instruction generated based on content retrieved by the server from providers that were accessed using state information according to at least said at least one synchronization request, wherein said state information is maintained by the server and said state information indicates content which the user wishes to transmit to the client; and
- (4) updating the client according to said at least one instruction.

18. The method of claim 17, wherein synchronization of the server and the client is substantially achieved via a single transmission in step (2), and receipt of a single transmission from the server in step (3).

19. The method of claim 17, further comprising the following step that is performed prior to step (1):

- (5) receiving notice of information that is of interest during synchronization sessions.

20. The method of claim 17, wherein said at least one synchronization request and said at least one instruction are transmitted using a hypertext transfer protocol (HTTP).

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21. The method of claim 20, wherein said at least one synchronization request and said at least one instruction are formatted in an extensible markup language (XML).

22. A computer program product comprising a computer useable medium including control logic stored therein, said control logic enabling synchronization of a server and a client on behalf of a user, said control logic comprising:

- generating means for enabling a processor to generate at least one synchronization request comprising information enabling the server to update the client;
- transmitting means for enabling a processor to transmit said at least one synchronization request to the server;
- receiving means for enabling a processor to receive from the server at least one instruction generated based on content retrieved by the server from providers that were accessed using state information according to at least said at least one synchronization request, wherein said state information is maintained by the server and said state information indicates content which the user wishes to transmit to the client; and
- updating means for enabling a processor to update the client according to said at least one instruction.

23. The computer program product of claim 22, wherein synchronization of the server and the client is substantially achieved via a single transmission involving said transmitting means, and receipt of a single transmission involving said receiving means.

24. The computer program product of claim 22, wherein said control logic further comprises:

- means for enabling a processor to receive notice of information that is of interest during synchronization sessions.

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