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COMPLAINT FOR PATENT INFRINGEMENT

Plaintiff Sonos, Inc. ("Sonos" or "Plaintiff") hereby asserts the following claims for patent infringement of United States Patent Nos. 8,588,949, 9,195,258, 9,219,959, 10,209,953, and 10,439,896 ("patents-in-suit"; attached hereto as Exhibits 1-5 respectively) against Defendant Google LLC ("Google" or "Defendant"), and alleges as follows:

INTRODUCTION

- 1. In the early 2000s, Sonos pioneered what is known as wireless multiroom audio, bringing its first commercial products to market in 2005. In
 recognition of its wide-ranging innovations, the U.S. Patent & Trademark Office
 has granted Sonos more than 750 patents, including the patents-in-suit. The
 innovations captured by these patents cover many important aspects of wireless
 multi-room audio devices/systems, including, for example, how to set up a playback
 device on a wireless local area network, how to manage and control groups of
 playback devices (*e.g.*, how to adjust group volume of playback devices and how
 to pair playback devices together for stereo sound), and how to synchronize the play
 back of audio within groups of playback devices.
- 2. As early as 2013, Google gained knowledge of Sonos's patented multiroom technology through a partnership with Sonos to integrate Google Play Music into the Sonos platform. However, just two years later in 2015, Google began willfully infringing Sonos's patents when it launched its first wireless multi-room audio product Chromecast Audio. Since 2015, Google's misappropriation of Sonos's patented technology has only proliferated, as Google has expanded its wireless multi-room audio system to more than a dozen different infringing products, including, for example, the Google Home Mini, Google Home, Google Home Max, and Pixel phones, tablets, and laptops. Worse still, Google has persisted despite the fact that Sonos has warned Google of its infringement on at least four separate occasions dating back to 2016.



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3. The harm produced by Google's infringement has been profoundly compounded by Google's business strategy to use its multi-room audio products to vacuum up invaluable consumer data from users and, thus, further entrench the Google platform among its users and ultimately fuel its dominant advertising and search platforms. In furtherance of this strategy, Google has not merely copied Sonos's patented technology, it has also subsidized the prices of its patent-infringing products, including at the entry level, and flooded the market. These actions have caused significant damage to Sonos.

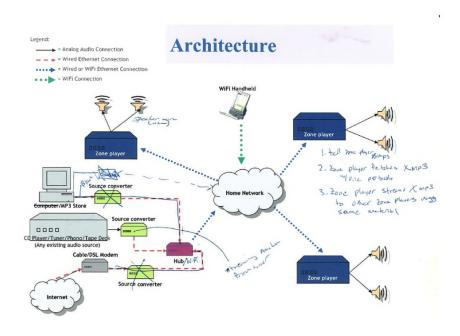
4. Sonos has brought this lawsuit to hold Google accountable for its willful infringement of Sonos's patent rights.

SONOS'S INNOVATION

- 5. Founded in 2002, Sonos invented what is known today as wireless multi-room audio. Ex. 6 (2013 *NBC News*: "If you're not familiar with Sonos, this company revolutionized the home audio world a decade ago...."); Ex. 7 (2015 *Men's Journal*: "Sonos almost singlehandedly established the stand-alone wireless home speaker system category....").
- 6. At the time of Sonos's founding, multi-room audio systems were dependent on a centralized receiver hard-wired to each individual passive speaker throughout a home or business. In sharp contrast, Sonos's system eliminated this dependency and, instead, relies on intelligent, networked playback devices to deliver premium sound wirelessly throughout a home or business. While conquering the challenge of inventing a multi-room wireless audio system was difficult in its own right, Sonos also built a system that is easy to setup, easy to use, customizable, readily integrated with other technologies and services, and effective in delivering outstanding sound quality in any home or business environment. *See, e.g.*, Ex. 8 (2005 *PC Magazine*: describing one of Sonos's first products as "the iPod of digital audio" for the home and contrasting Sonos with conventional home audio systems that required "dedicated wiring").

7.

An early sketch of Sonos's wireless multi-room audio architecture is shown below:



- Sonos launched its first commercial products in 2005 and has since 8. released a wide variety of wireless multi-room audio products, including, for example, the Play:1, Play:3, Play:5 (Gen 1 and Gen 2), One (Gen 1 and Gen 2), One SL, Move, Playbar, Playbase, Beam, Sub, Connect, Port, Connect:Amp, and Amp. See, e.g., Ex. 9. Sonos's products can be set up and controlled by the Sonos app. Id.
 - 9. A sampling of Sonos's product lineup is shown below.



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- 10. Sonos's products are consistently hailed as setting the standard for the industry. *See*, *e.g.*, Ex. 10 (2018 *Digital Trends*: "Sonos is the king of multiroom audio"); Ex. 11 (2019 *What Hi-Fi*: "[N]o multi-room offering is as complete or as pleasurable to live with as Sonos.").
- 11. Sonos's products are also compatible with many different third-party music streaming services and Sonos has entered into partnerships with dozens of them to integrate their services into the Sonos platform. *See, e.g.*, Ex. 12. For example, in 2013, Sonos started working closely with Google to integrate the Google Play Music streaming service and Google Play Music launched on the Sonos platform in 2014 (with Google's YouTube Music service added later). *See, e.g.*, Ex. 13. As recognized at the time, Sonos's integration work with Google was especially "deep" and gave Google a wide aperture through which to view Sonos's proprietary technology. *Id.* (2014 *Wired*: "Now, Google Play Music will be available as an option to Sonos owners via the Sonos controller app (iOS, Android, and web). And, for the first time, the Google Play Music Android app is getting updated with a button that lets users easily play music from any Sonos speaker in the house. This is the first time this sort of deep integration has happened between a third party music service and Sonos.").
- 12. As a pioneer in wireless audio, Sonos has been and continues to be at the forefront of technological innovation and diligently protects its inventions. Leading outside organizations have recognized the value of Sonos's ingenuity. For example, Sonos earned a spot on the IPO list of "Top 300 Organizations Granted U.S. Patents" and the IEEE recognized Sonos as having one of "[t]he technology world's most valuable patent portfolios." *See* Exs. 14, 15. Currently, Sonos is the owner of more than 750 United States Patents related to audio technology, as well as more than 420 pending United States Patent Applications. Sonos's patents cover important aspects of wireless multi-room audio systems, such as setting up a playback device on a wireless local area network, managing and controlling groups

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