

Relations between Academia and Industry

David Lowe (Session chair)

Rong Yan (Facebook)

Eitan Sharon (VideoSurf)

Ramesh (Siemens)

David Martin (Google)

Ted Adelson (GetSight)

Rick Szeliski (Microsoft Research)

Finally, Widespread Public Success of Computer Vision Applications

- **Mobile phones** (Google Goggles, Amazon SnapTell, Panoramas, Augmented Reality, MoneyReader, many more...)
- **User interfaces** (Microsoft Kinect, Sony EyeToy, ...)
- **Automotive driving** (MobilEye, Iteris, Google, many auto companies, ...)
- **Film and Video** (Sports Video analysis, Hawkeye, match-move software, ...)
- **Medical vision** (registration, diagnosis, augmented reality...)
- **Industrial vision, defense, surveillance, biometrics, safety, marketing, agriculture, biology, resource management, ...**
- **But, the term “computer vision” is still not widely recognized.**

Models for Interaction between Academia and Industry

- **Traditional models**
 - Researcher publishes paper → Industry uses it
 - Industry hires student after graduation
 - Industry gives grant, forms relationship with researchers
 - University licenses IP to industry
- **Not so traditional**
 - Industry defines a precise problem, gives a motivating prize for good results (Netflix model, 18th century Longitude Prize)
 - Students and/or faculty members create their own startup → sell startup to existing industry players
 - University researchers create open source → used by industry
 - many more....