Relations between Academia and Industry

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  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....