Computer Vision, Robotics and Art

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In the middle ages, art and science were studied by the same set of researchers at the same places, the universities. Since the 19th century, those areas have been "professionally" separated into fragmented fields and independently investigated by a different set of researchers in different departments. For the further and healthy advancement of art and science, it is necessary to fuse these fragmented fields into a unified research area under new perspectives. In this tutorial, I will examine what is missing in current research activities and propose how to move on toward a new paradigm of art and science, by using our past research results in computer vision and robotics areas

Biography of Dr. Katsushi Ikeuchi

Dr. Katsushi Ikeuchi is a Professor at the University of Tokyo. He received a Ph.D. degree in Information Engineering from the University of Tokyo in 1978. After working at the Massachusetts Institute of Technology's AI Lab for two years, Electrotechnical Lab, Japan for five years, and Carnegie Mellon University for ten years, he joined the university in 1996. His research interest spans computer vision, robotics, and computer graphics. He has received several awards, including the IEEE R&A K-S Fu Memorial Best Transaction Paper award for the paper "Toward Automatic Robot Instruction from Perception." He has served as the program/general chairman of several international conferences, including 1995 IEEE-IROS, 1996 IEEE-CVPR, 1999 IEEE-ITSC, 2003 IEEE-ICCV. He is Editor-in-Chief of the International Journal of Computer Vision. He is a distinguished speaker of the IEEE RAS society this year. He has been elected as a fellow of IEEE since 1998.