

HAKI SUNDARAM

Multimedia is more than largescale
content analysis; the problem space is
large

- what about applications for
rehabilitation, care for the elderly,
monitoring for health? telepresence?

- what should we do to diversify the
space of papers that analyzed + transport mediciⁿ
and create ~~or~~ new applications?

In A RECENT study, Duncan Watts showed influential links on twitter came only ~~from~~ from about 10,000 accounts,

In what ways will ~~the~~ ^{the} 1 to Few ~~scenario~~ ~~constraint~~ constrain or simplify authoring in a manner "acceptable" to this community?

-Aymaw

Some people are always more deserving of attention than others

Other Questions

MBone, VIC, VAT, RTP, RTCP, ST-II, were the right technologies for real-time interactive/distributed conferencing applications. Why aren't they part of Skype, and other current conferencing systems?

Neither Mbone nor IP Multicast have/will make it, even with IPv6. Service providers refuse to put the needed functionality in their routers. It was obvious soon after the Mbone efforts that it will not become a mass technology.

RTCP is used quite a bit in many commercial applications, with or without RTP.

Are we as researchers not

supposed

to be ahead of products

and worldwide hype?

So that our ideas get picked up?

Sometimes our ideas get Betamax'ed.

If we're always ahead of products, then we're the goose that lays the golden eggs, and we should move from public to private sector, to get much higher salary.

Multimedia Consumerism

- \$ We boast of - so many MB's of video on YouTube being downloaded every hour, and so on ...
- What is the social benefit?
- What is the impact on carbon footprint?
-
- Any thoughts of 'Multimedia Consumerism'?

~ HIRANMAY GHOSH
INDIA

I think about it a lot. I think it has made our minds constantly strive for stimulation kind of like a audio-visual sensory addiction. I don't have any thoughts or conclusions though, as to why this is bad. I think it might even make us smarter. More brain stimulation = better.

I agree with Ramesh provoking
remark

Are we as a Community worried
about what the user is interested in
or what can lead to a paper?

VINCENTORIA

Just look at what behaviours are rewarded. Is "Joe User"
on our tenure committees?

Do we only have influence on
the real world if we coin the
name that makes a thing famous?


Can you imagine HTTP streaming without
- RLM, ACM MM 97 (receiver-driven layered)
+ priority Progress Streaming, ACM MM 2001
?

Q1: Nowadays, the multimedia industry is booming and represents a successful and important market. What do you think were the game changing contributions over the last 20 years to create

prospering markets?

WHAT DO WE, THIS
COMMUNITY, MEAN BY
MULTIMEDIA TODAY?

Read 1st on
other row (opposing)
by MSR guy



- multiple sources of data? maybe?

There is a clear ACM definition that indeed mentions these multiple sources of data. However, I have the impression it currently still is heavily image-biased...

Audience Question

What is "multimedia" now compared to what it was

20 years ago?

→ Are distributions of some media components different?

→ How should this distribution of components change in next 20 years?

See 1st Q on the opposing row
by the MSRA guy

Q2: What were the missed opportunities that we as a research community did not see coming?

Facebook
YouTube
Flickr

Q3: What results were you surprised to see get over-whelming attention, resources, and mind-share from academic and industrial community?

The 20th anniversary is a great time to be reflective about failures and successes but what can we take forward as a recommendation?

For example, regarding industry relevance, what do you see as industry role to help this community be relevant? What do you need from YouTube?

Paul Watser, Google/YouTube

Open APIs so we can develop new ideas. ++

Maybe bring back the experimental comment search? :)

- Raynor Vliegendhart,
Delft University of Technology

Q3

What were results were
you surprised to see
set overwhelming attention
resources, and
mind share from
academic and industrial/
Communities?

What results do you

think would gain attention

but did not get

any from the

academic or industry

Q4: (at the end)

What can we learn from the various past insights we gained?

What do you see to come in your area in the future?

Other Questions:

There were numerous important
synchronization results early 90s.

Why do we still have problems
with synchronization of multithreads?

Audience Question:

What ~~is~~ the biggest disappointment you had about a research topic that did not lead anywhere?

a good idea left untested. kind of a regret -

Audience Question:

Some young researchers have brilliant ideas, but lack the ability to present them well. A lot of interesting ideas go undiscovered. → →

I STRONGLY agree this idea. There exists 'true topic session' in ACM MM, however, it is still quite hard to 'publish' my own idea in major conferences. (ACM MM, ICME, ISMIR, ...) Most of the accepted paper just improve performance, compared with previously published, and hard to 'convince' idea to 'seniors' in most conference. — Byung-jun Han,

Apply some "arts" into your presentation. "Hook" your audience. If you can't convey your idea in an interesting way, chances are your audience gonna "snore" through your presentation. Perhaps ask some artists or entertainment media folks for advice?

→ Is multimedia or
social media able to
mitigate this problem, in
any way?

Other Questions:

When Berkeley Multimedia Seminar was established, the setup and management of multimedia recordings was extensive. A lot of research went into simplification of multimedia

recordings in seminars, lectures.
Despite the results, automation is
still eluding the community.

Why?

Q3': What results, do you think,
would gain attention, but did
not get any from the
academic/industry community?

~~Comment:~~

Should we (the academic community) ~~for~~ focus ^{more} on advertizing our work better to the industry and protecting ideas more aggressively in order to make a bigger impact on the industry?

Yes

But how?

No. Good ideas will be implemented.

As distinguished researchers in
Multimedia we heard a lot on the
pitfalls of academia? What advise
do you have on fixing it, what have
you done on your own to solve it??

There is the notion that meta
data leads to organizational
problems, not academic ones.

What do you think?

Especially for the more retrieval-oriented among us, this category of organizational problems implicitly causes academic problems. At least, noisy metadata risks shakier ground truths if we just treat them 'as is'.

Which new topics in multimedia did we lose in the last 20 years?, that went on to become separate communities?

Do they do things better than we?

Yes. (HCI / 3DUI community)

Q2

What were the missed
opportunities that
we as a
research community
did not see
coming?

Using social media for community discussion,
apparently. This paper doesn't even have a
LIKE button.

Rene

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§ We should not be hasty on Big data!

* Big data is important for inferring global sentiments/events. Key issue is how to do it to uncover the truth.

• Small and local data are for personal.

• Both have their roles, and we should be open to both.

Chua Tat Sang

Does the panel believe that this research community is equipped and willing to take use of multimedia forward?

Content is only valuable to people, but people don't seem to be considered enough

We discuss too much about apply,
but we should focus on fundamental
topics. What are the fundamental
topics that we should focus on to
bring us forward

As an

I cannot read your question. Neither do I.

Let me try interpret your question:

We discuss too much about ^(?) apply,
but we should focus on ^(?) fundamental
^(?) topics. What are the ^(?) fundamental
^(?) topics that we should focus on to
bring ^(?) us forward

That's the best my brain can interpret in
a minute. So please PRINT your words instead.
My biological OCR failed apparently.

Multimedia is still not the main stream
in many companies. This might be
because we don't have clear business
model for multimedia. ~~the companies~~
~~don't see~~. And we didn't see many
killer apps. or products.

Do you have any comments?

— Tao Mei
Microsoft Research Asia

Yes, see

From: Yong Rui, MSR Asia

- A lot of good progress in the past 20 years
- But if we want to do even better, we need to think about how to position our community
 - Are we more on the "basic" "pure" research?
If ~~so~~ so, let's define our theoretical foundations.
 - Are we more on the "applied" research?
If so, let's make sure we will create the next youtube & facebook.

I think "Multimedia" is a somewhat old term. It refers, according to my understanding, to the first applications on computers that combined images - audio - video. When the web came along all this became the norm. It's no longer

Multimedia, it's standard media. ←

So IMHO the multimedia community needs a "rebranding" and a "redefinition" of its vision and goals.

Nickolas Katzaki's
Osaka University
NKATZAKIS@GMAIL.

Ramesh

You said you were not allowed to talk about one of your current start-ups.

How do you expect somebody to publish at MIT and then do a start-up?

- Prabha, UID

This is common practice. Can not talk about exact fees, but can talk about intellectual area and challenges.

- Ramesh

About Advertisement :

What do you think of video ad.?

About embedded ad., interactive ad., overlay ad.?

~~Are~~ What's the video plan of Youtube?

Very important incoming for broadcasting corporation including content providers. However, I have one opposite question: do you think people will depend on TV broadcasting like past? I don't think so and people will run out from adv. more and more. — By eony-jun Han.

Q4

What can we learn from
the various post insights

What do you see to come
in your area in
the future?

On slow progress & reproducibility!

The reason for slow progress could be repeated efforts on solving same problem. This happens because most of the works involve lot of parameters & difficult to re-produce the results by a third party. Even if its ~~easy~~ possible, takes lot of effort which is a waste of time.

Should reproducibility be ^{made} responsibility of the authors? Should authors be forced to upload their code?

If seems that this multimedia conference has a strong focus on still-image and video indexing. What about the others modality of multimedia such as audio (speech and music)?

Speech has huge conferences, e.g. ICASSP.

Commercial (pop) music has its industry conferences too, (Audio Eng. Soc.)

Classical music has its conferences and concert series (IRCAM, ICMC).

But so does Image Processing and Computer Vision.

MM should focus on MULTI.

I think most audio (including music) guys ~~are~~ have moved to other conferences such as ICASSP and ISMIR. However, still most research has been started

from ACM MM and some multimedia - friendly conf

One another reason seems that the traditional perspective common sense, which is audio is 1d

and seems that ~~is~~ the research is over. However,

as you know, audio and music have lots of

topics! - Byeong-jun Han.

Music is not just audio! (a.o. see MIRUM workshop on Friday)

- but let's continue the discussion below 😊