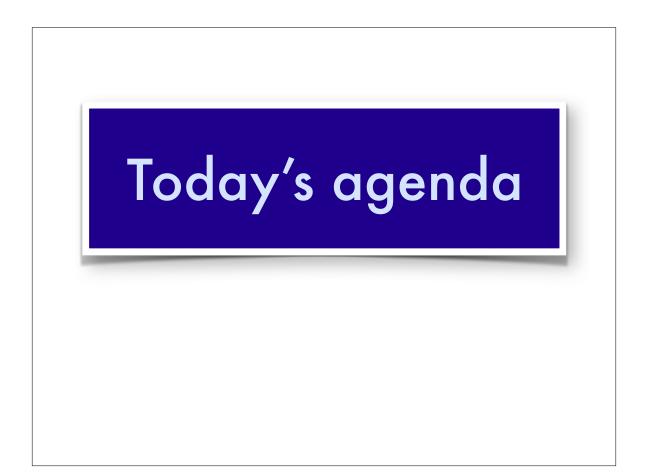




Recap

- \rightarrow Life after KSR
- → Objective indicia of nonobviousness
- \rightarrow Analogous art
- \rightarrow (Claim-chart exercise)



Today's agenda

- \rightarrow Utility overview
- \rightarrow Operability
- \rightarrow Beneficial utility
- \rightarrow Practical or specific utility

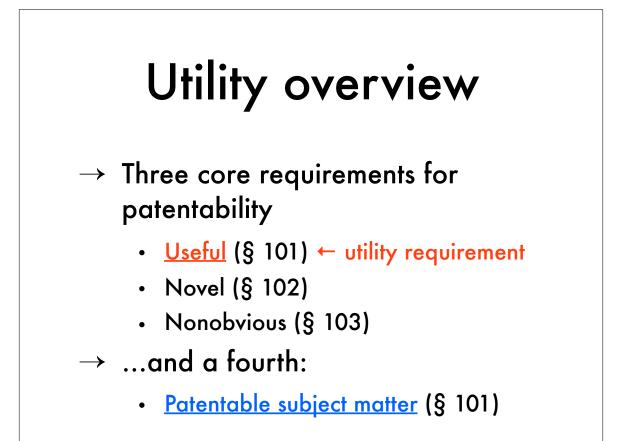


- → Three core requirements for patentability
 - <u>Useful</u> (§ 101) ← utility requirement
 - Novel (§ 102)
 - Nonobvious (§ 103)

(Post-AIA) 35 U.S.C. § 101 — Inventions patentable

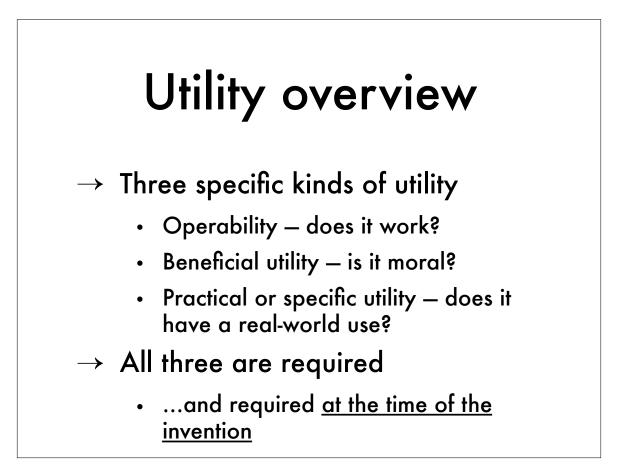
Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

- → Three core requirements for patentability
 - <u>Useful</u> (§ 101) ← utility requirement
 - Novel (§ 102)
 - Nonobvious (§ 103)



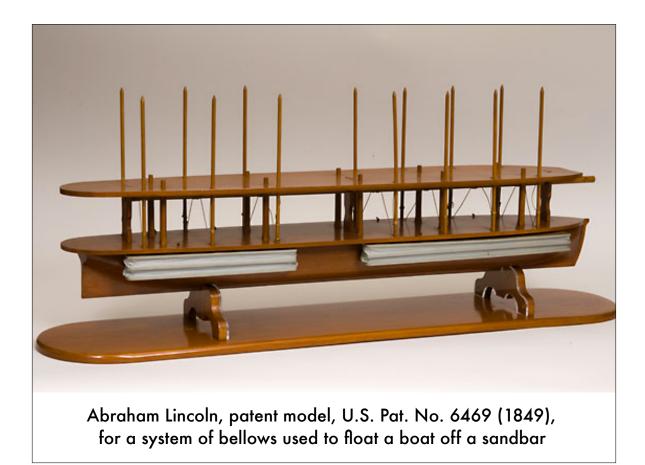
→ Usually not very important

- Utility is usually clear
- Difficult issues only arise in a few areas
- → Overlaps with patentable subject matter (next few classes)
 - Patentable subject matter is far more important

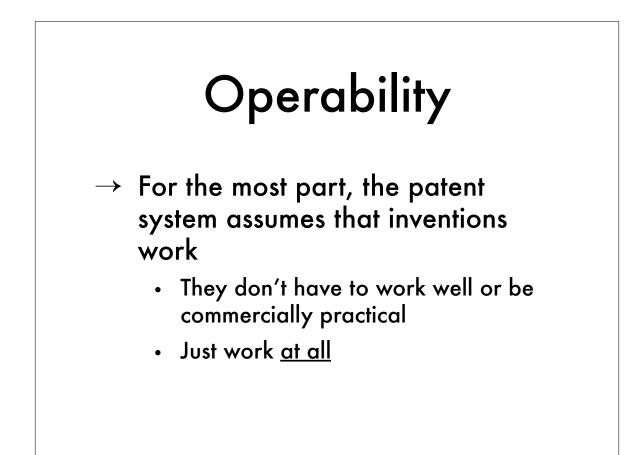


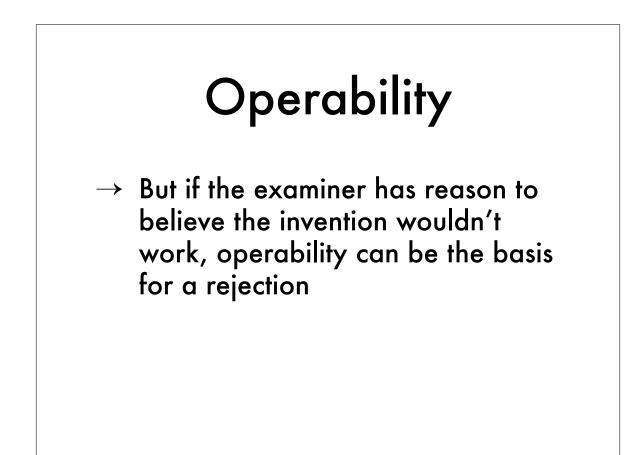
- → From 1790 to 1880, inventors not only had to describe their invention, they had to submit a physical model
- → A bunch of these are on display in the library







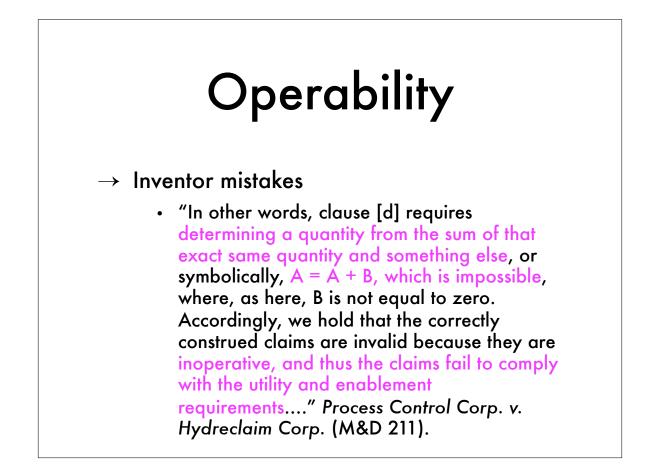


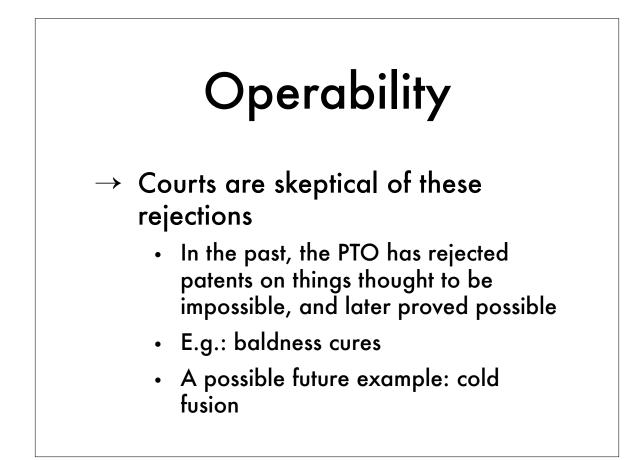


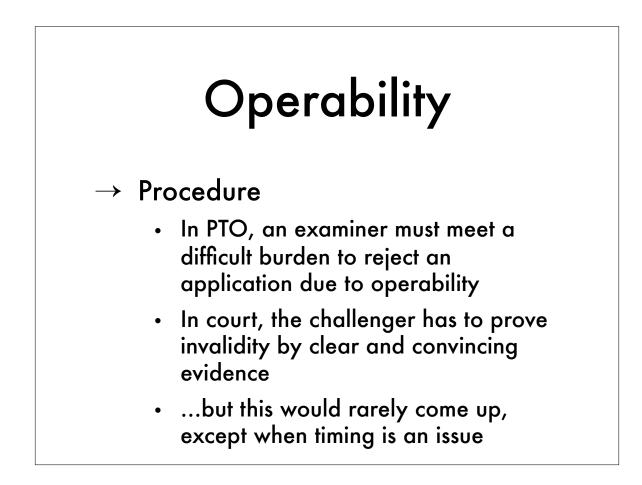
Operability

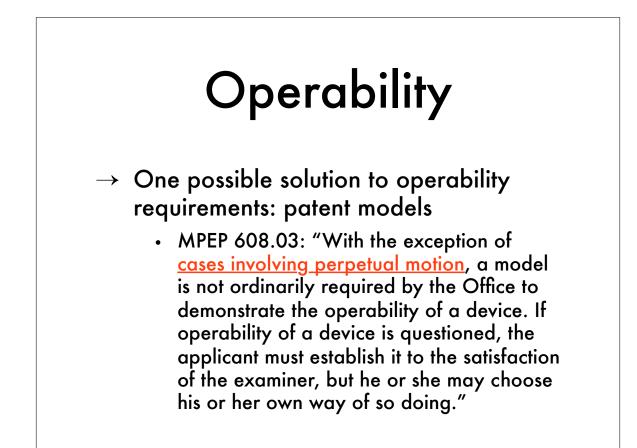
- → But if the examiner has reason to believe the invention wouldn't work, operability can be the basis for a rejection
 - Good reasons: it would violate a law of physics or "suggests an inherently unbelievable undertaking"

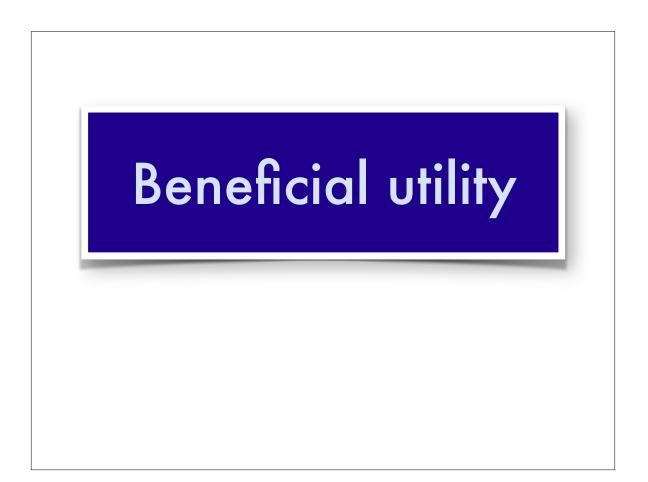












Beneficial utility

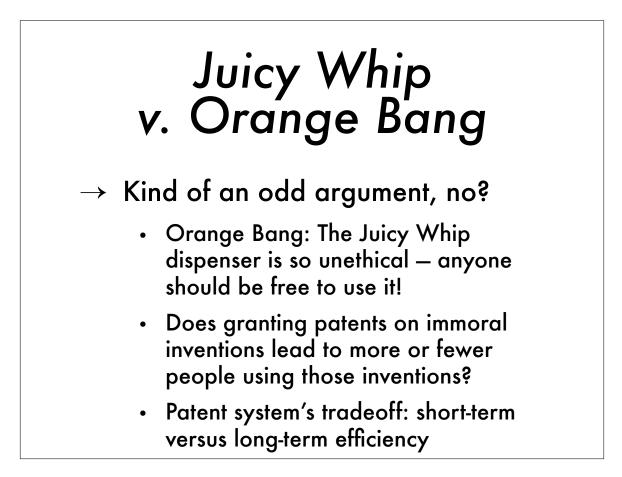
- → Historically, one of the purposes of utility doctrine was to make it impossible to get a patent on something immoral
 - Gambling machines
 - Sex toys
 - Explosives
 - &c

→ There are parallels in trademark and copyright law



 \rightarrow Two kinds of drink dispensers:

- "Pre-mix": drink is mixed and contained in a reservoir before the customer dispenses
- "Post-mix": drink is mixed as it is dispensed
- → Invention: a post-mix dispenser that looks like a pre-mix dispenser



→ What's the argument <u>against</u> the Juicy Whip product?

Juicy Whip v. Orange Bang

→ What's the argument <u>against</u> the Juicy Whip product?

- It lies to consumers: the drink they see is not the drink they're getting
- Second Circuit cases from the early 1900s: patents on a method to create spots on tobacco leaves and a seamless stocking with a fake seam were invalid

→ What's the argument <u>for</u> the Juicy Whip product?

Juicy Whip v. Orange Bang

→ What's the argument <u>for</u> the Juicy Whip product?

- Higher capacity than pre-mix dispenser
- More sanitary
- Doesn't lie to consumers about what the product is, just where it comes from (which is immaterial, maybe?)

 \rightarrow Holding?

Juicy Whip v. Orange Bang

 \rightarrow Holding?

- Those cases from the early 1900s? We don't do that anymore
- Lots of inventions make something look like something else – cubic zirconium, synthetic fibers, fake leather
- This is a form of utility it can be cheaper, not hurt animals, have different properties, &c

"We decline to follow *Rickard* and *Aristo Hosiery*, as we do not regard them as representing the correct view of the doctrine of utility under the Patent Act of 1952. The fact that one product can be altered to make it look like another is in itself a specific benefit sufficient to satisfy the statutory requirement of utility.

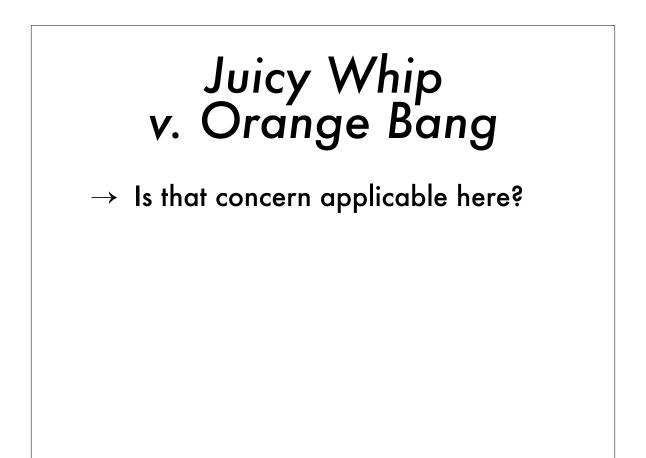
"It is not at all unusual for a product to be designed to appear to viewers to be something it is not. For example, cubic zirconium is designed to simulate a diamond, imitation gold leaf is designed to imitate real gold leaf, synthetic fabrics are designed to simulate expensive natural fabrics, and imitation leather is designed to look like real leather. In each case, the invention of the product or process that makes such imitation possible has 'utility' within the meaning of the patent statute, and indeed there are numerous patents directed toward making one product imitate another. * * * Much of the value of such products resides in the fact

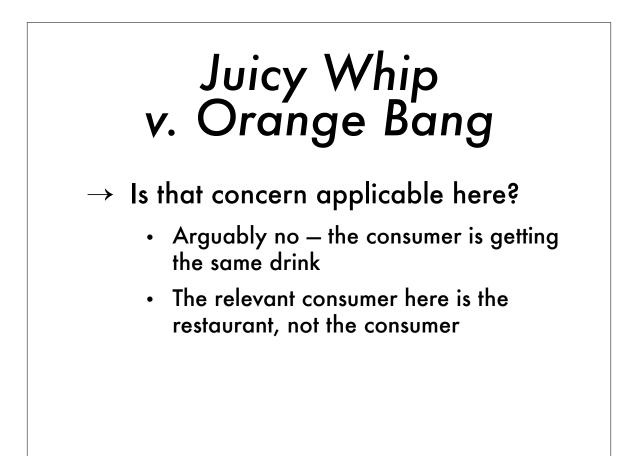
that they appear to be something they are not."

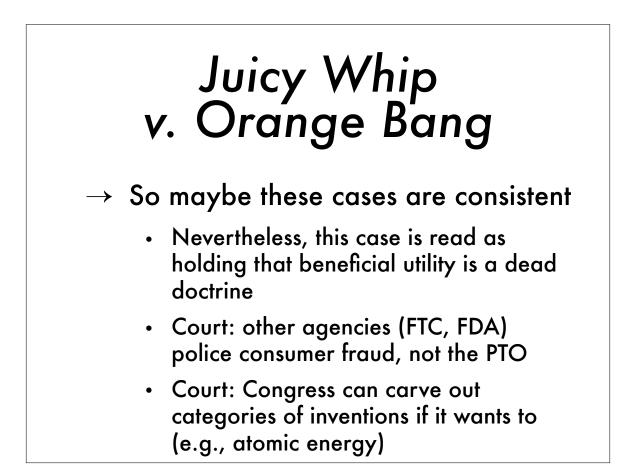
Juicy Whip, Merges & Duffy at 218

Juicy Whip v. Orange Bang → What do we think the court was concerned about in those cases from the early 1900s?

- → What do we think the court was concerned about in those cases from the early 1900s?
 - Inventions that are only useful to commit consumer fraud
 - Tobacco: fool the consumer into believing a cigar is higher-quality
 - Stockings: fool the consumer into believing a stocking is higher-quality

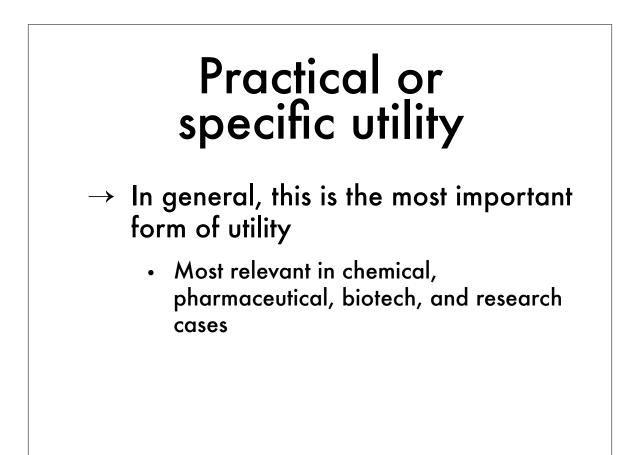


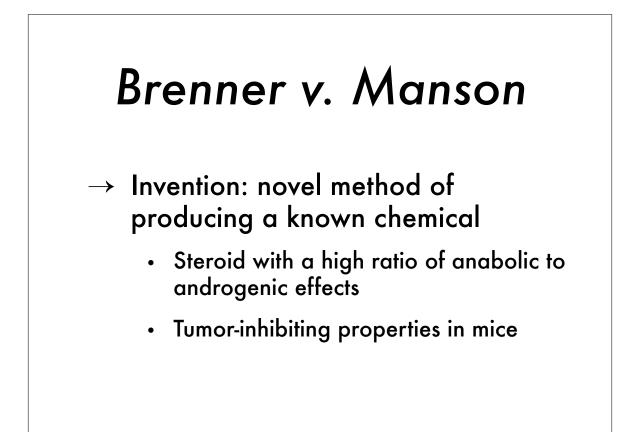




- → Exception: inventions illegal in all 50 states
 - Drug inventions
 - Murder inventions
 - But it's a pretty narrow category

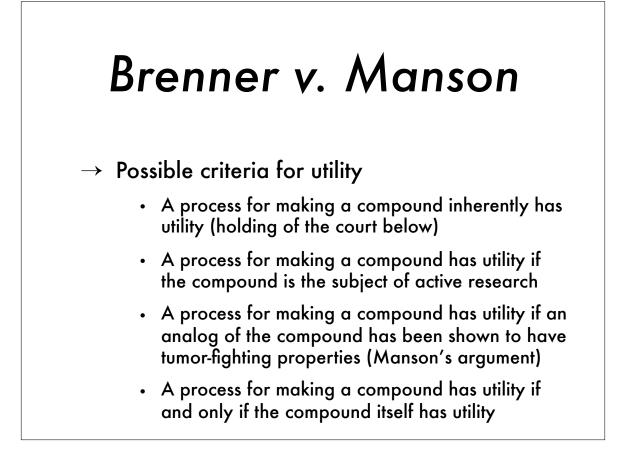
Practical or specific utility

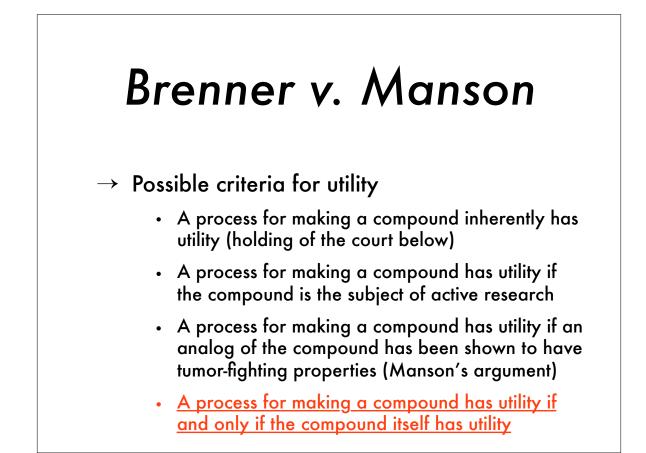


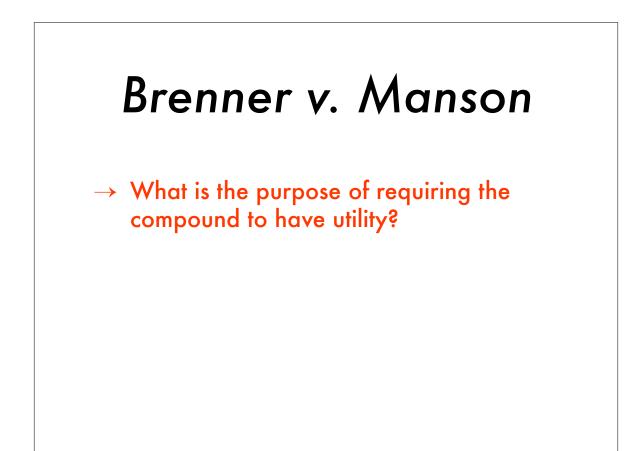


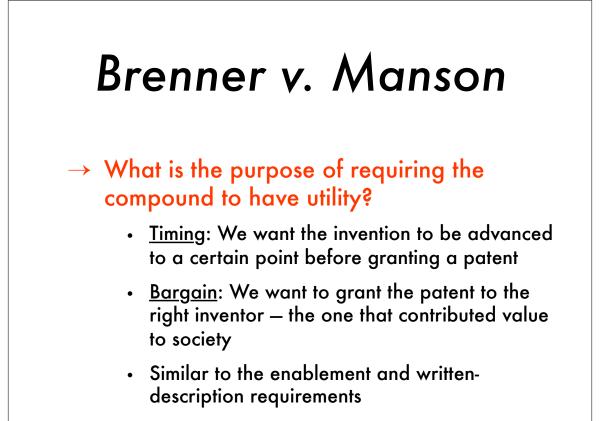
Brenner v. Manson

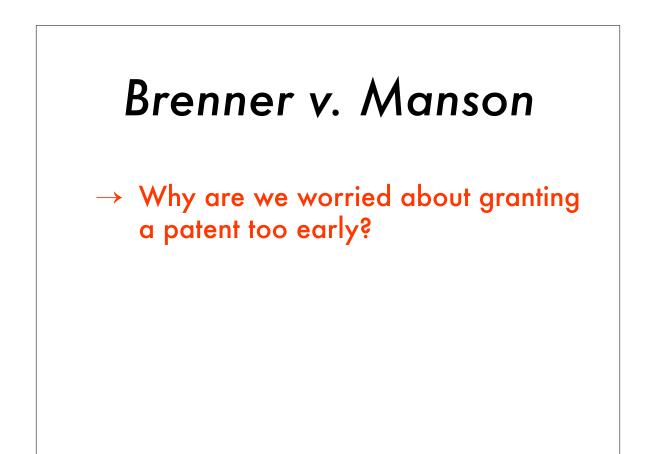
- → Procedural posture: Patent race between Ringold/Rosenkranz and Manson teams
 - Ringold/Rosenkranz issued patent in 1959
 - Manson filed in 1960, but claimed priority to previous application filed in 1956
 - So Manson has to show that the invention was useful <u>as of 1956</u>

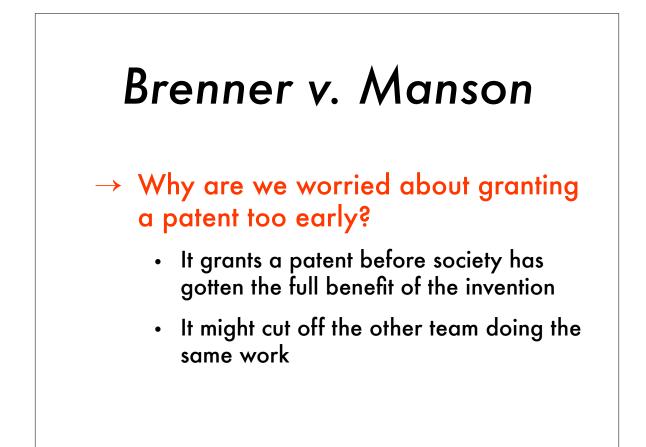


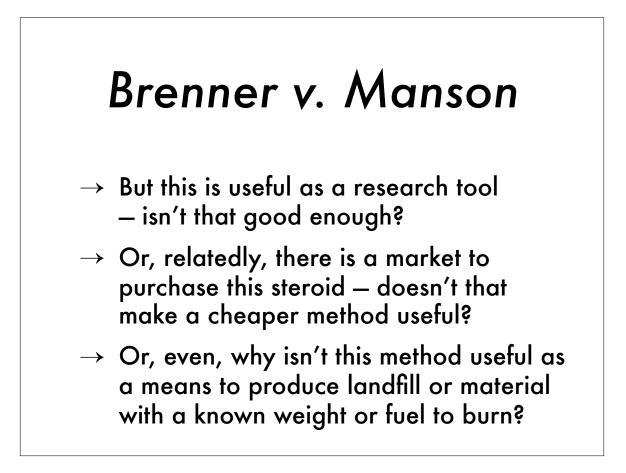












Brenner v. Manson

- → Toys are patentable their pure curiosity value is a sufficient utility
- → Objects of research are not their pure scientific curiosity value is not a sufficient utility
- → What's the difference?

Brenner v. Manson

- → Toys are patentable their pure curiosity value is a sufficient utility
- → Objects of research are not their pure scientific curiosity value is not a sufficient utility
- → What's the difference?
 - One response: a monopoly on ongoing research has a value that is not commensurate with the contribution – it would be an excessive reward
 - Another response: the toy invention is complete; the research invention is not

