

109 年 5 月 通過 學術審查

年 級：博 十一 (97 碩入，98 上直升)

著作列表

Journal Papers

1. **Tzu-Chun Yeh**, Jyh-Shing Roger Jang, "AutoRhythm: A Music Game with Automatic Hit Timing Generation and Percussion Identification, " on Transaction on Games, IEEE, 2019, Early Access

Conference Papers

1. **Tzu-Chun Yeh** , Jyh-Shing Roger Jang, "An Automatic Hit Timing Generation Method for Music Games " on 2nd International Conference on Electrical Engineering and Computer Science (ICEECS), Taipei, Taiwan, Oct. 2016
2. Pei-Pei Chen, **Tzu-Chun Yeh** , Jyh-Shing Roger Jang, "AutoRhythm: A Music Game That Turns Any Objects into Your Percussion Instruments", International Conference on Multimedia & Expo (ICME), Jun. 2015. (Demo paper)
3. Pei-Pei Chen, **Tzu-Chun Yeh** , Jyh Shing Roger Jang, Wenshan Liou, "AutoRhythm: A Music Game with Automatic Hit Time Generation and Percussion Identification", International Conference on Multimedia & Expo (ICME), Jun. 2015.
4. T.-S. Chan, **T.-C. Yeh** , J.-C. Fan, H.-W. Chen, L. Su, Y.-H. Yang, and J.-S. Jang, "Vocal activity informed singing voice separation with the IKALA dataset", IEEE International Conference on Acoustics, Speech and Signal Processing, Apr. 2015
5. **Tzu-Chun Yeh** , Ming-Ju Wu, Jyh-Shing Roger Jang, Wei-Lun Chang, and I-Bin Liao, "A Hybrid Approach to Singing Pitch Extraction based on Trend Estimation and Hidden Markov Models", The 36th International Conference on Acoustics, Speech, and Signal Processing (ICASSP), Kyoto, Japan, Mar. 2012.

6. **Tzu-Chun Yeh**, Jyh-Shing Roger Jang, and I-Bin Liao, “Methods for Audio Melody Extraction in MIREX 2012,” Multimedia Information Retrieval EXchange (MIREX), 2012, Extended Abstract
7. **Tzu-Chun Yeh** and Yi-Fang Fang, “MIREX 2010: Query by Singing/Humming,” Multimedia Information Retrieval EXchange (MIREX), 2010, Extended Abstract

Patent

1. **葉子雋**, 張智星, “音樂遊戲客製化節拍譜面自動生成方法、非暫態電腦可讀取媒體、電腦程式產品及音樂遊戲系統,” 台灣專利, Application no. 107116811, 台灣專利編號: I683691, 公開日: Feb. 1, 2020
2. **葉子雋**, 陳珮珮, 張智星, “音樂遊戲客製化操作之處理方法、非暫態電腦可讀取媒體、電腦程式產品及音樂遊戲系統,” 台灣專利, Application no. 107116812 台灣專利編號: I684477, 公開日: Feb. 11, 2020
3. Wen-Nan Wang, Jyh-Shing Jang, **Tzu-chun Yeh**, Chung-Che Wang, Hsin-Wen Yu, Cheng-Yu Hsu, “Method and apparatus for melody recognition,” US patent, US8742243B2, Granted June 3, 2014.
4. **叶子隼**, 张智星, 游信文, 王崇喆, 王文男, 许丞佑, 旋律辨识方法与其装置,” 中國專利, CN 102479509 A
5. 王文男, 張智星, **葉子雋**, 王崇喆, 游信文, 許丞佑, 旋律辨識方法與其裝置,” 台灣專利, 台灣專利編號: I426501, 公開日: Feb. 11, 2014

Book chapter

1. Chung-Che Wang, **Tzu-Chun Yeh**, Wei-Tsa Kao, Jyh-Shing Roger Jang, Wen-Shan Liu, and Yao-Min Huang, “GPU and Cloud Computing for Two Paradigms of Music Information Retrieval,” in “Cloud Computing and Digital Media: Fundamentals, Techniques, and Applications” edited by Kuan-ching Li, Qing Li, and Timothy K. Shih, Chapman & Hall/CRC Computer and Information Science Series, 2014.

年 級：博 六 (103 入)

著作列表

Conference Papers

- [1] Yen-Hao Chen, Yi-Lun Tang, Yi-Yu Liu, Allen C. H. Wu, TingTing Hwang, "A Novel Cache-Utilization Based Dynamic Voltage Frequency Scaling (DVFS) Mechanism for Reliability Enhancements," IEEE Transactions on Very Large Scale Integration (VLSI) Systems (TVLSI) 2017 and ACM/IEEE Design, Automation and Testing in Europe (DATE) 2016
- [2] Yen-Hao Chen, Po-Chen Huang, Fu-Wei Chen, Allen C.-H. Wu, and TingTing Hwang, "Crosstalk-aware TSV-buffer Insertion in 3D IC," IEEE International System-on-Chip Conference (SOCC) 2019 (Best paper award)
- [3] Pei-An Ho, Yen-Hao Chen, Allen C.-H. Wu, and TingTing Hwang, "Timing Aware Wrapper Cells Reduction for Pre-bond Testing in 3D-ICs," IEEE International System-on-Chip Conference (SOCC) 2019
- [4] Yen-Hao Chen, Allen C. Wu, TingTing Hwang, "Interference-Aware Cache Replacement Policy in MPSoC," Design Automation Conference (DAC) 2018 (WIP)
- [5] YenHao Chen, Chien-Pang Chiu, Russell Barnes and TingTing Hwang, "Architectural Evaluations on TSV Redundancy for Reliability Enhancement," ACM/IEEE Design, Automation and Testing in Europe (DATE) 2017
- [6] Chia-Ling Chen, Yen-Hao Chen, TingTing Hwang, "Communication Driven Remapping of Processing Element (PE) in Fault-tolerant NoC-based MPSoCs," Asia and South Pacific Design Automation Conference (ASP-DAC) 2017
- [7] Wei Hen Lo, Yen-Hao Chen, TingTing Hwang, "Dynamic Data Migration to Eliminate Bank-Level Interference for Data Parallel Applications in Multicore Systems," Design Automation Conference (DAC) 2015 (WIP) and Workshop on Synthesis And System Integration of Mixed Information Technologies (SASIMI) 2015

109 年 5 月 通過 學術審查

年 級：博五（103 碩入，104 下直升）

著作列表 (The representative papers are highlighted)

Journal Papers

1. C. Fan, W. Lo, Y. Bai, C. Hsu. "A Survey on 360° Video Streaming: Acquisition, Transmission, and Display," ACM Computing Surveys, 52(4):1-36, 2019. (Impact Factor 6.131)
2. C. Fan, S. Yen, C. Huang, and C. Hsu. "Optimizing Fixation Prediction Using Recurrent Neural Networks for 360° Video Streaming in Head-Mounted Virtual Reality," IEEE Transactions on Multimedia, 22(3):744–759, 2019. (Impact Factor 5.452)
3. H. Hong, **C. Fan**, Y. Lin, C. Hsu. "Optimizing Cloud-Based Video Crowdsensing," IEEE Internet of Things Journal, 3(3):299-313, 2016.
4. C. Hsu, **C. Fan**, T. Tsai, C. Huang, C. Hsu, K. Chen. "Toward an Adaptive Screenshot Platform: Measurement and Optimization," ACM Transactions on Multimedia Computing, Communications, and Applications, 7(3):1-23, 2015.

Conference Papers

1. S. Yen, **C. Fan**, C. Hsu. "Streaming 360° Videos to Head-Mounted Virtual Reality Using DASH over QUIC Transport Protocol," in Proc. of ACM Packet Video Workshop (PV'19), Amherst, MA, June 2019.
2. S. Yao, **C. Fan**, C. Hsu. "Towards Quality-of-Experience Models for Watching 360° Videos in Head-Mounted Virtual Reality," in Proc. of IEEE International Conference on Quality of Multimedia Experience (QoMEX'19), Berlin, Germany, June 2019.
3. W. Lo, **C. Fan**, S. Yen, and C. Hsu. "Performance measurements of 360° video streaming to head-mounted displays over live 4G cellular networks," in Proc. Of Asia-Pacific Network Operations and Management Symposium (APNOMS'17), Seoul, Korea, September 2017.
4. C. Fan, J. Lee, W. Lo, C. Huang, K. Chen, and C. Hsu. "Fixation Prediction for 360° Video Streaming in Head-Mounted Virtual Reality," In Proc. of ACM SIGMM Workshop on Network and Operating Systems Support for Digital Audio and Video (NOSSDAV'17), pages 67–72, Taipei, Taiwan, June 2017. (Cited by 107)

5. W. Lo, **C. Fan**, J. Lee, C. Huang, K. Chen, and C. Hsu. “360° Video Viewing Dataset in Head-Mounted Virtual Reality, in Proc. of ACM International Conference on Multimedia Systems (MMSys’17),” Taipei, Taiwan, June 2017, Dataset Track. 7.
6. P. Wang, **C. Fan**, C. Huang, K. Chen, and C. Hsu. “Towards Ultra-Low-Bitrate Video Conferencing Using Facial Landmarks, in Proc. of ACM Multimedia Conference (MM’16),” Amsterdam, Netherlands, October 2016, Short Paper.
7. C. Huang, **C. Fan**, C. Hsu, T. Tsai, K. Chen, and C. Hsu. “Smart Beholder: An Extensible Platform for Smart Lenses,” in Proc. of ACM Multimedia Conference (MM’16), Amsterdam, Netherlands, October 2016, Open Source Software Competition.
8. **C. Fan**, D. Huang, P. Wang, and C. Hsu. “Interference-Aware Video Streaming Over Crowded Unlicensed Spectrum,” in Proc. of APNOMS 2016, Kanazawa, Japan, October 2016.
9. C. Huang, C. Hsu, T. Tsai, **C. Fan**, C. Hsu, and K. Chen. “Smart Beholder: An Open-Source Smart Lens for Mobile Photography,” in Proc. of ACM Multimedia Conference (MM’15), Brisbane, Australia, October 2015, Full Paper.
10. S. Wang, **C. Fan**, Y. Huang, and C. Hsu. “Toward Optimal Crowdsensing Video Quality for Wearable Cameras in Smart Cities,” in Proc. of International Workshop on Smart Cities and Urban Informatics (SmartCity’15), Hong Kong, China, April 2015.
11. **C. Fan**. “Optimizing 360° Video Streaming to Head-Mounted Virtual Reality,” in Proc. of IEEE International Conference on Pervasive Computing and Communications (PerCom’18), Athens, Greece, March 2018, PhD Forum. (Best PhD Presentation Award)
12. G. Wang, C. Chen, C. Chen, L. Pan, Y. Wang, **C. Fan**, C. Hsu. “Streaming Scalable Video Sequences with Media-Aware Network Elements Implemented in P4 Programming Language,” in Proc. of IEEE/IFIP Network Operations and Management Symposium (NOMS’18), Taipei, Taiwan, April 2018, Demo Paper.

In-progress of submission

1. **C. Fan**, S. Yen and C. Hsu, “On the Optimal Encoding Ladder of Tiled 360° Videos for Head-Mounted Virtual Reality,” IEEE Transactions on Circuits and Systems for Video Technology. Under Revision (Major Revision)
2. C. Huang, Y. Cheng, **C. Fan**, C. Hsu. “On the Performance Comparisons of Native and Clientless Real-Time Screen Sharing Technologies,” ACM Transactions on Multimedia Computing, Communications, and Applications. Under Review

3. **C. Fan** and C. Hsu, “Modeling the User Experience for Watching 360° Tiled Videos with Head-Mounted Displays,” in Proc. of ACM Multimedia Conference (MM’20),” October, 2020