

## 106 年 6 月 通過 學術審查

年 級：博七 (93 博入)

### 著作列表

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#### Journal Papers

(J1) Iwa Kustiawan, **Chun-Yi Liu** and D. Frank Hsu. "Vertical Handoff Decision Using Fuzzification and Combinatorial Fusion. To appear in IEEE Communications Letters (2017) . [SCI, Impact Factor:1.463 as of 2013]

(J2) Chao-Feng Lin, Kuang-Hui Chi, Yu-Yuan Hsu, and **Chun-Yi Liu**. "Mobile Anchor-assisted Localization over Android". *Wireless Networks (2016)*. [SCI, EI, Impact Factor: 1.006.]

(J3) Yun-Sheng Chung, D. Frank Hsu, **Chun-Yi Liu**, and Chuan-Yi Tang. "Performance Evaluation of Classifier Ensembles in Terms of Diversity and Performance of Individual Systems". *International Journal of Pervasive Computing and communications*, 6(4):373-403, 2010.

(J4) **Chun-Yi Liu**, D. Frank Hsu, and Chuan-Yi Tang. "Comparing System Selection Methods for the Combinatorial Fusion of Multiple Retrieval Systems". *Journal of Interconnection Networks*, 14(01):35-51, 2013. (EI)

#### Conference Papers

(C1) **Chun-Yi Liu**, Chuan-Yi Tang, and D. Frank Hsu. "A Comparative Study on the Combination of Multiple Retrieval Systems." In *Proceedings of 2012 International Symposium on Pervasive Systems, Algorithms, and Networks*, IEEE Computer Society Press, pp. 169-181, 2012, San Marcos, Texas, USA. (EI)

#### In progress of submission

(S1) **Chun-Yi Liu**, D. Frank Hsu, Chuan-Yi Tang, and Kuang-Hui Chi. "Load Sharing for Inhomogeneous Radio Networks: A Combinatorial Fusion Approach". Under Revision.

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### 著作列表

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#### Conference Papers

1. 學生 A, 共同作者, and 共同作者, “Video Object Cosegmentation,” The 20th ACM Multimedia Conference (ACM MM 2012), Nara, Japan
2. 學生 A, 共同作者, and 共同作者, “Matching Based Image Co-segmentation,” 2014 International Conference on Information Science, Electronics and Electrical Engineering (ISEEE 2014), Sapporo, Japan
3. 共同作者, 學生 A, and 共同作者, “Modified Soft-decision Adaptive Interpolation by An Evolutionary Game,” IEEE International Conference on Image Processing (ICIP 2014), Paris, France
4. 共同作者, 學生 A, and 共同作者, “Unsupervised Image Co-segmentation Based on Cooperative Game,” The 12th Asian Conference on Computer Vision (ACCV 2014), Singapore, Singapore
5. 學生 A, 共同作者, and 共同作者, “Fast Defocus Map Estimation,” IEEE International Conference on Image Processing (ICIP 2016), Phoenix, AZ, USA
6. 學生 A, 共同作者, and 共同作者, “Interactive Segmentation from 1-Bit Feedback,” The 13th Asian Conference on Computer Vision (ACCV 2016), Taipei, Taiwan
7. 學生 A, 共同作者, and 共同作者, “Video Segmentation via Boundary-Aware Flow,” IEEE International Conference on Image Processing (ICIP 2017), Beijing, China

#### In progress of submission

1. 學生 A, 共同作者, and 共同作者, “SwipeCut: Interactive Segmentation with Diversified Seed Proposals,” Submitted to IEEE International Conference on Computer Vision (ICCV 2017)
2. 學生 A, 共同作者, and 共同作者, “Toward a Unified Scheme for Fast Interactive Segmentation,” Submitted to British Machine Vision Conference (BMVC 2017)
3. 學生 A, 共同作者, and 共同作者, “Interactive 1-Bit Feedback Segmentation Using Transductive Inference,” Submitted to IEEE Transactions on Multimedia (TMM)
4. 學生 A, 共同作者, and 共同作者, “Video Segmentation via Cellular Automata,” Submitted to Asian Conference on Pattern Recognition (ACPR 2017)