年　　級：博 <u>7</u> （<u>100 碩入</u>，<u>101 上直升</u>）

著作列表

Journal Papers

1. **Chih-Hang Wang**, Jian-Jhih Kuo, De-Nian Yang, and Wen-Tsuen Chen, "Surveillance-Aware Uplink Scheduling for Cellular Networks," to appear in *IEEE Transactions on Mobile Computing (Early Access)*, Apr. 2018.

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1. Wen-Tsuen Chen, **Chih-Hang Wang**, Yen-Ju Lai and Po-Yu Chen, "Demo Abstract: A Browsing System with Learning Capability for Internet of Things," in *Proc. ACM SenSys*, pp. 334–335, Nov. 2014.

2. Yen-Kai Liao, **Chih-Hang Wang**, De-Nian Yang and Wen-Tsuen Chen, "Uplink Scheduling for LTE 4G Video Surveillance System," in *Proc. IEEE WCNC*, Mar. 2015.

3. **Chih-Hang Wang**, De-Nian Yang and Wen-Tsuen Chen, "Scheduling for Multi-Camera Surveillance in LTE Networks," in *Proc. IEEE GLOBECOM*, Dec. 2015.

4. **Chih-Hang Wang**, Po-Shun Huang, De-Nian Yang and Wen-Tsuen Chen, "Cross-Layer Design of Influence Maximization in Mobile Social Networks," in *Proc. IEEE GLOBECOM*, Dec. 2016.

5. **Chih-Hang Wang**, Jian-Jhih Kuo, De-Nian Yang, Wen-Tsuen Chen, "Green Software-Defined Internet of Things for Big Data Processing in Mobile Edge Networks," in *Proc. IEEE ICC*, May 2018.

Book chapter

1. Wen-Tsuen Chen, **Chih-Hang Wang**, Yen-Ju Lai, and Po-Yu Chen, chapter "An IoT Browsing System with Learning Capability," Smart Sensors and Systems, Youn-Long Lin, Chong-Min Kyung, Hiroto Yasuura and and Yongpan Liu, editors, pages 401-425, Springer, July 2015.

In progress of submission

1. **<u>Chih-Hang Wang</u>**, Yishuo Shi, Wei-Yu Chen, De-Nian Yang, and Wen-Tsuen Chen, "On Health-Aware Energy Harvesting with Wireless Power Transfer for Internet of Things," submitted to *IEEE INFOCOM* 2019.

2. Jian-Jhih Kuo, **<u>Chih-Hang Wang</u>**, De-Nian Yang, Cheng-Da Tsai, and Wen-Tsuen Chen, "Scalable Rate Allocation for Aggregated Flows in Software-Defined Networks," submitted to *IEEE INFOCOM* 2019.

年　　級：博六（<u>101 碩入</u>，<u>102 上直升</u>）

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Journal Papers

1. <u>Chia-Sheng Chang</u>, Hung-Kuo Chu, Niloy J. Mitra. "Interactive Videos: Plausible Video Editing using Sparse Structure Points," *Computer Graphics Forum (Proceedings of EUROGRAPHICS)*, vol. 35, no. 2, pp. 489-500, 2016. **(EI/SCI, IF:1.542 (2016))**
Contribution:
<u>Chia-Sheng Chang(60%)</u>, Hung-Kuo Chu(30%), Niloy J. Mitra(10%).

2. Hung-Kuo Chu, **<u>Chia-Sheng Chang</u>**, Ruen-Rone Lee, Niloy J. Mitra. "Halftone QR Codes," *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia)*, vol. 32, no. 6, pp. 217:1-217:8, 2013. **(EI/SCI, IF:3.725 (2013))**
Contribution:
Hung-Kuo Chu(50%), **<u>Chia-Sheng Chang(30%)</u>**,
Ruen-Rone Lee(10%), Niloy J. Mitra(10%).

In progress of submission

1. **<u>Chia-Sheng Chang</u>**, Min Sun, Hung-Kuo Chu. "An Interactive System for Robust and Efficient 2D/3D Annotation of Dashcam Videos," submitted to *International Journal of Computer Vision (IJCV)*. **(EI/SCI, IF:11.541 (2018))**
Contribution:
<u>Chia-Sheng Chang(70%)</u>, Min Sun(10%), Hung-Kuo Chu(20%).

年　　級：博四　（104 上入學）

著作列表　(three representative papers are highlighted)

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1. C. Hsu, **H. Hong**, T. Elgamal, K. Nahrstedt, and N. Venkatasubramanian, "Multimedia Fog Computing: Minions in the Cloud and Crowd," *ACM Frontiers of Multimedia Research*, Chapter 10, Association for Computing Machinery and Morgan & Claypool, January 2018.

Journal Papers
1. **H. Hong**, T. El-Ganainy, C. Hsu, K. Harras, and M. Hefeeda, "Disseminating Multi-layer Multimedia Content over Challenged Networks," IEEE Transactions on Multimedia (TMM), vol.20, no.2, February, 2018. (Impact Factor 3.977)
2. **H. Hong**, C. Fan, Y. Lin, and C. Hsu, "Optimizing Cloud-Based Video Crowdsensing," *IEEE Internet of Things Journal (JIoT)*, vol. 3, no. 3, January, 2016. (Impact Factor 5.863)
3. **H. Hong**, C. Hsu, T. Tsai, C. Huang, K. Chen, and C. Hsu, "Enabling Adaptive Cloud Gaming in an Open-Source Cloud Gaming Platform," IEEE Transactions on Circuits and Systems for Video Technology (TCSVT), vol. 25, no. 12, December, 2015. (Impact Factor 3.558)

Conference Papers
1. **H. Hong**, P. Tsai, A. Cheng, M. Uddin, N. Venkatasubramanian, and C. Hsu, "Supporting Internet-of-Things Analytics in a Fog Computing Platform," in Proc. of IEEE International Conference on Cloud Computing Technology and Science (CloudCom), Hong Kong, December, 2017. **(Best Paper Award)**
2. **Hua-Jun Hong**, "From Cloud Computing to Fog Computing: Unleash the Power of Edge and End Devices," in Proc. of *IEEE International Conference on Cloud Computing Technology and Science (CloudCom)*, Hong Kong, December, 2017.
3. P. Tsai, **H. Hong**, A. Cheng, and C. Hsu, "Distributed Analytics in Fog Computing Platforms Using TensorFlow and Kubernetes," in Proc. of *IEEE Asia-Pacific Network Operations and Management Symposium (APNOMS)*, Seoul, Korea, September, 2017.
4. M. Rahman, A. Rahman, A. Afrin, **H. Hong**, P. Tsai, M. Uddin, N.

Venkatasubramanian, and C. Hsu, "Adaptive Sensing Using Internet-of-Things with Constrained Communications," in Proc. of *ACM Adaptive and Reflective Middleware (ARM)*, Las Vegas, NV, USA, December, 2017.

5. Y. Chen, **H. Hong**, S. Yao, A. Khunvaranont, and C. Hsu, "Gamifying Mobile Applications for Smartphone Augmented Infrastructure Sensing," in Proc. of *IEEE Annual Workshop on Network and Systems Support for Games* (*NetGames*), Taipei, Taiwan, June, 2017.

6. **H. Hong**, Y. Lin, J. Chuang, and C. Hsu, "Animation Rendering on Multimedia Fog Computing Platforms," in Proc. of *IEEE International Conference on Cloud Computing Technology and Science (CloudCom)*, Luxembourg, December, 2016.

7. **H. Hong**, P. Tsai, and C. Hsu, "Dynamic Module Deployment in a Fog Computing Platform," in Proc. of *IEEE Asia-Pacific Network Operations and Management Symposium (APNOMS)*, Kanazawa, Japan, October, 2016. *(Best Paper Award)*

8. T. Fan-Chiang, **H. Hong**, C. Hsu, "Segment-of-Interest Driven Live Game Streaming: Saving Bandwidth without Degrading Experience," in Proc. of *IEEE Annual Workshop on Network and Systems Support for Games* (*NetGames*), Zagreb, Croatia, December, 2015.

Poster and Demo Papers

1. Y. Hsieh, **H. Hong**, P. Tsai, Y. Wong, Q. Zhu, M. Uddin, N. Venkatasubramanian, and C. Hsu, "Managed Edge Computing on Internet-of-Things Devices for Smart City Applications," in Proc. of IEEE/IFIP Network Operations and Management Symposium (NOMS), Taipei, Taiwan, April, 2018.

2. Q. Zhu, M. Uddin, N. Venkatasubramanian, C. Hsu, and **H. Hong**, "Enhancing Reliability of Community Internet-of-Things Deployments with Mobility," in Proc. of *IEEE INFOCOM*, Honolulu, HI, USA, April, 2018.

3. **H. Hong**, S. Wang, C. Tan, T. El-Ganainy, K. Harras, C. Hsu and M. Hefeeda, "Challenged Content Delivery Network: Eliminating the Digital Divide," in Proc. of *ACM Multimedia Demo Paper (MM Demo)*, Brisbane, Australia, Oct., 2015.

In progress of submission

1. **H. Hong**, P. Tsai, A. Cheng, M. Uddin, N. Venkatasubramanian, and C. Hsu, "Optimization of Distributed IoT Analytics in a Fog Computing Ecosystem," ACM Transactions on Internet-of-Things (TIoT), under review.

2. M. Rahman, A. Rahman, **H. Hong**, L. Pan, M. Uddin, N. Venkatasubramanian,

and C. Hsu, "Adaptive Sensemaking for Multi-Sensor IoT Platforms on Budgeted 3G Data Plans," *Journal of System Architecture (JSA),* under review.