

# 電資學院教師申請升等門檻明細列表

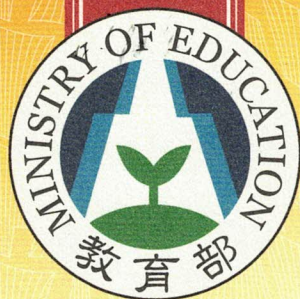
## (教學門檻)

目前職級升等後或升等前五年內 (如遇生產或育嬰假至多延長為七年)之績效，完成以下至少二項 (請勾選，共符合 <u>3</u> 項)	
教學項目	符合項目明細說明
<input type="checkbox"/> 1. 曾獲校內外教學獎項。	
√ 2. 教授必修課平均每年一門以上。	<ul style="list-style-type: none"> <li>● 104年度--電子電路</li> <li>● 105、106、107、108 物件導向程式設計與實習</li> </ul>
<input type="checkbox"/> 3. 教授課程中60%以上教學評量超過系之平均值或 <u>4.0以上</u> 。該『系平均值』或 <u>課程評量值</u> ，以必修課、選修課、大學部、研究所、英語授課課程所對應之『去除高低5%平均值』，分別計算。。	
√ 4. 曾支援系內外政策課程開授 (如教育部專案計畫，系上臨時教師出缺、休假、電資學院課程支援、IEET 認證需求等)。	<ul style="list-style-type: none"> <li>● 英文授課: 3D電腦遊戲(一)(104上、105上、107下)、3D電腦遊戲(二)(104下、105下)</li> <li>● PBL授課: 3D電腦遊戲(一)(107下)、電腦遊戲賞析(106上)、遊戲程式設計(106下)</li> <li>● 大學部校外實習課: 專業成長校外實習(104上、104下)、資工實務暑期校外實習(104暑、106暑)</li> </ul>
√ 5. 帶領學生參與國內外程式或主題競賽且獲得獎項。	<ul style="list-style-type: none"> <li>● 2018年全國技專校院學生實務專題製作競賽暨成果展資工通訊群之第三名</li> </ul>

申請人簽名: \_\_\_\_\_

日期: \_\_\_\_\_





# 教育部獎狀

國立臺灣科技大學

指導老師：姚智原、賴祐吉

參賽學生：周紀愷

作品名稱：虛擬智能操偶手套

獲得教育部舉辦「2018 年全國技專校院學生實務專題製作競賽暨成果展」資工通訊群 第三名

成績優異 特頒此狀 以資鼓勵

部長 吳茂昆

中華民國 107 年 5 月 12 日





## 服務與輔導門檻

目前職級完成以下至少五項：（請勾選，共符合 <u>7</u> 項）	
服務與輔導項目	符合項目明細說明
<input type="checkbox"/> 1. 擔任校內行政主管或特助。	
<input checked="" type="checkbox"/> 2 參與校、院、系所各項委員會。	<ul style="list-style-type: none"> <li>● 校科技權益委員會委員(108)</li> <li>● 校產學合作委員(104)</li> <li>● 校圖書館委員(107)</li> <li>● 院課程委員會委員(108)</li> <li>● 系學生校外實習委員(108)</li> <li>● 系課務暨招生委員會委員(107、108)</li> <li>● 院空間規劃委員(104)</li> <li>● 院務會議代表(105)</li> <li>● 院務會議代表候補委員(106)</li> <li>● 院發展委員會代表(105、107)</li> <li>● 院四技實測委員(106)</li> <li>● 系學術與系務委員會委員(106)</li> </ul>
<input checked="" type="checkbox"/> 3 參與校內外命題、招生口試、認證與評鑑。	<ul style="list-style-type: none"> <li>● 大學四技技優推甄委員(106)</li> <li>● AI跨域應用產業碩士專班出題(107)</li> <li>● 博士班一般生(104、105、107)</li> <li>● 博士、碩士甄試委員(104、105、106)</li> <li>● 電資學院四年制甄試(104)</li> <li>● 大轉學考稽核候補委員(106)</li> <li>● 大學四技推甄委員(104、107)</li> <li>● 全校不分系四年制甄試(107)</li> </ul>
<input checked="" type="checkbox"/> 4. 擔任導師。	<ul style="list-style-type: none"> <li>● 四年制導師(107、108)</li> <li>● 電資不分系導師(104、105、106、107、108)</li> </ul>
<input checked="" type="checkbox"/> 5. 擔任競賽、表演等相關活動之指導或評審老師。	<ul style="list-style-type: none"> <li>● 擔任台北商業大學創意設計競賽評審(105)</li> </ul>
<input type="checkbox"/> 6. 輔導學生並檢附具體證明。	
<input type="checkbox"/> 7. 獲輔導或服務獎項	
<input checked="" type="checkbox"/> 8. 主協辦全國性學術會議或技術會議。	<ul style="list-style-type: none"> <li>● 主辦2016 Computer Graphics Workshop</li> </ul>
<input checked="" type="checkbox"/> 9. 主協辦國際性學術會議或技術會議。	<ul style="list-style-type: none"> <li>● 主辦2016 IEEE Pacific Visualization</li> <li>● 協辦2017 Pacific Graphics</li> </ul>

<p>√ 10. 擔任國內(TSSCI) 及國際著名期刊(SCI、SSCI)總編輯、編輯委員、審查委員。</p>	<ul style="list-style-type: none"> <li>● IEEE Transactions on Circuits and Video Technology</li> <li>● IEEE Transactions on Vehicle Technology</li> <li>● IEEE Access</li> <li>● Computer Graphics Forum</li> <li>● Journal of Information Science and Engineering (JISE)</li> <li>● Computers &amp; Graphics</li> <li>● Journal of Visual Communication and Image Representation</li> </ul>
<p><input type="checkbox"/> 11. 擔任IEET 認證或其它系、院、校交辦之重要任務。</p>	

申請人簽名: \_\_\_\_\_ 日期: \_\_\_\_\_

# 國立臺灣科技大學 聘函

受文者：賴祐吉委員

發文日期：中華民國 108 年 1 月 4 日

發文字號：臺科大研字第 1080110004 號

主旨：茲核定 108 年度科技權益委員會常任委員如下：



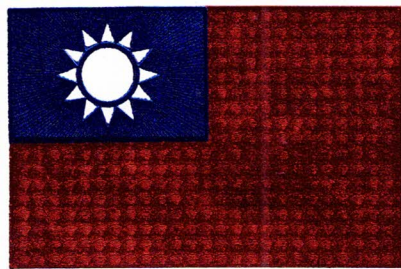
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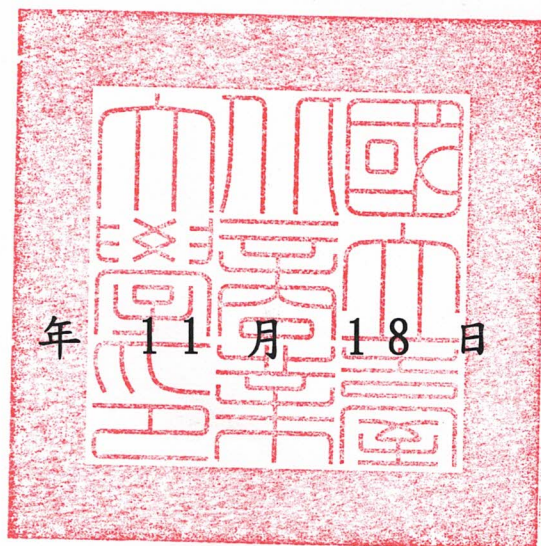
國立臺北商業大學  
感謝狀

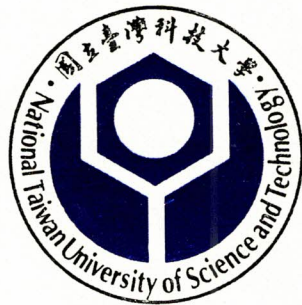
茲感謝賴祐吉教授參與  
105 年北商創意設計競賽評審  
工作，嘉惠學子，至深感篆，  
特申謝忱。

國立臺北商業大學  
校 長

張瑞雄

中華民國 105 年 11 月 18 日





國立臺灣科技大學  
教務處  
感謝狀

(106) 臺科教註謝字第 017 號

賴祐吉教授參與本校 105 學  
年度高中與高職招生宣導活動，  
主講內容豐富且紮實，澤被學子，  
謹致此狀，以資感謝

教務長 劉添華

中華民國 106 年 11 月 30 日



# 徵求論文

Full paper, Poster

近年來，在計算機圖學的研究一直面對新的挑戰與機會。國內計算機圖學的研究蓬勃發展，並在國際學術領域中佔有一席之地。自一九九三年由中研院資料所首次舉辦至今，儼然已成為國內的年度盛會！今年希望繼續透過「2016年第廿四屆計算機圖學研討會」Computer Graphics Workshop 2016的舉辦，提供一個計算機圖學領域相關研究成果發表的機會；並透過交流及心得交換，讓計算機圖學領域的愛好者有機會進行進一步的合作，以厚植本國計算機圖學領域學術研究的實力。



## 論文徵求主題



## 重要時程

- 論文徵稿：2016年3月01日 (二)
- 截止收件：2016年6月05日 (日)
- 接受通知：2016年6月19日 (日)
- 論文定稿：2016年6月26日 (日)
- 會議舉辦：2016年7月11- 12 (一 - 二)

榮譽主席 廖慶榮 國立臺灣科技大學校長  
 共同主席 洪西進 國立臺灣科技大學資工系主任  
 大會主席 楊熙年 國立清華大學榮譽教授  
 議程主席 戴文凱、楊偉凱、賴祐吉、姚智原  
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<http://game.csie.ntust.edu.tw/cgw2016/>



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Structure Models for  
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02-Dec-2018

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27-Oct-2016


TCSVT-00017-2016  
Recognition of continuous  
hand gestures consisting  
of movement epenthesis  
and self co-articulation  
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TCSVT-00548-2016  
Structure Models for  
Image-assisted Geometry  
Simplification in the  
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TCSVT-00070-2016  
Re-Compositable  
Panoramic Selfie with  
Robust Multi-Frame  
Segmentation and  
Stitching  
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Dear Dr Lai:

Some time ago, you were so kind to review an earlier version of the following manuscript:

VT-2018-03341.R2: Semisupervised PCA Convolutional Network for Vehicle Type Classification

I hope you can help us to review this revised version as well. Your help would be greatly appreciated. We request that you review the paper within ONE MONTH. If you are unable to meet this schedule or you are unable to perform the review, it would be helpful if, at any time, you would suggest a colleague that could review the manuscript.

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TITLE: Semisupervised PCA Convolutional Network for Vehicle Type Classification

AUTHORS: Soon, Foo Chong; Khaw, Hui Ying; Chuah, Joon Huang; Kanesan, Jeevan

Abstract: In the vehicle type classification area, the necessity to improve classification performance across traffic surveillance cameras has garnered attention in research especially on high level feature extraction and classification. The backpropagation (BP) training approach of traditional deep Convolutional Neural Network (CNN) approach is time-consuming without using a Graphics Processing Unit (GPU). In this paper, we propose a semisupervised strategy for the end-to-end Principal Component Analysis Convolutional Network (PCN) in the area of vehicle type classification. Even without using a GPU, the proposed model eliminates the time-consuming training procedure of convolutional filter bank. In particular, the convolutional filters of the network are generated using unsupervised learning by Principal Component Analysis (PCA) which has tremendously reduced training cost and also reinforced the robustness of extracted features against various distortions. In order to further improve the training procedure while still preserving the discriminative characteristic of the system, only the fully-connected layer is fine-tuned in the supervised classification stage. The PCN is tested using a public BIT-Vehicle dataset which comprises 9850 surveillance-nature vehicle frontal-view images. The PCN can be easily implemented and readily compatible with many effective classifiers. Two classifiers, namely softmax classifier and Support Vector Machine (SVM) are employed in this network and their classification performances are then compared. Both classifiers take less than 100 seconds in the training process and are able to produce an average accuracy of above 88.35%, even under various inferior imaging conditions.



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Lai, Y.-C., Chen, B.-A., Chen, K.- W., Si, W.-L., Yao, C.-Y., and Zhang, E., "Data-Driven NPR Illustrations of Natural Flows in Chinese Painting.", <b>IEEE Transactions on Visualization and Computer Graphics</b> 2017, Volume 21, Issue 12, PP 2535 - 2549, 2017, IF=3.078, Ranking=8/82		50		
Yao, C.-Y., Hung, S.-H., Li, G.-W., Chen, I.-Y., Adhitya, R., and Lai, Y.-C., "Manga Vectorization and Manipulation with Procedural Simple Screentone.", <b>IEEE Transactions on Visualization and Computer Graphics</b> , Volume: 23, Issue: 2, Pages 1070 - 1084, 2017, IF=3.078, Ranking=8/82				5
Hua, K.-L., Wang, H.-C., Yeh, C.-				5

<p>H., Cheng, W.-H., and <b>Lai, Y.-C.</b>,  "Background Extraction Using  Random Walk Image Fusion.",  <b>IEEE Transactions on  Cybernetics</b>, Volume: 48, Issue: 1,  Pages: 423 - 435, 2018 ,  IF=8.803 , Ranking=2/18</p>			
<p>優良期刊: 影響指數為該領域排  名介於 10(不含)與 25%(含)之間  的期刊。</p>	<input type="checkbox"/> 30 分	<input type="checkbox"/> 15 分	<input type="checkbox"/> 3 分
<p>Chen, K.-W., Luo, Y.-S., <b>Lai, Y.-C.</b>,  Chen, Y.-L., Yao, C.-Y., Chu, H.-K.,  and Lee, T.-Y., "Image  Vectorization with Real-Time Thin-  Plate Spline.", <b>IEEE Transactions  on Multimedia</b>, accept, 2019 ,  IF=3.977 , Ranking=11/82</p>	30*		
<p>Yao, C.-Y., Chen, K.-Y., Kuo, H.-  N., Li, J.-C., and <b>Lai, Y.-C.</b>,  "Resolution Independent Real-Time  Vector Embedded Mesh for  Animation.", <b>IEEE Transactions  on Circuits and Systems on Video  Technology</b>, Volume 27, Issue 9,  PP 1974-1986, 2017 , IF=2.823 ,  Ranking=33/206</p>			3
<p>Li, C.-C., <b>Lai, Y.-C.</b>, Syu, N.-S.,  Kuo, H.-N., Todorov, D., and Yao,  C.-Y., "EZCam: WYSWYG  Camera Manipulator for Path  Design.", <b>IEEE Transactions on  Circuits and Systems on Video  Technology</b>, Volume 27, Issue 8,  PP. 1632-1646, 2017 , IF=2.823 ,  Ranking=33/206</p>	30*		
<p>Chiang, P.-Y., Hung, S.-H., <b>Lai, Y.-  C.</b> and Yao, C.-Y., "Destination  Selection Based on Consensus-  Selected Landmarks.", <b>Multimedia  Tools and Applications</b> (2018) 77:  30011 , IF=1.541 ,</p>		15	

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Hung, S.-H., <b>Lai, Y.-C.</b> , Wong, S.-C., Chiu, C.-H., Chiang, P.-Y., and Yao, C.-Y., "Arbitrary Screen-Aware Manga Reading Framework with Parameter-Optimized Panel Extraction.", <b>IEEE Multimedia</b> , Accept, 2018 , IF=1.898 , Ranking=17/82	30*		
Wang, H.-C., <b>Lai, Y.-C.</b> , Cheng, W.-H., Cheng, C.-Y., and Hua, K.-L., "Background Extraction Based on Joint Gaussian Conditional Random Fields.", <b>IEEE Transactions on Circuits and Systems on Video Technology</b> , Volume: 28, Issues: 11, Pages: 3127-3140, 2018 , IF=2.823 , Ranking=33/206	30*		
Tan, D. S., Lin, J.-M., <b>Lai, Y.-C.</b> , Ilao, J. and Hua, K.-L., "Depth Map Upsampling via Multi-Modal Generative Adversarial Network.", <b>Sensors</b> , Volume 19, Issue 7, PP 1587, 2019 , IF=2.475 , Ranking=16/61	30*		
Cai, Z.-Q., Luo, Y.-S., <b>Lai, Y.-C.</b> , Chan, S.-C., and Tai, W.-K., "Interactive Iconized Grammar-based Pailou Modeling.", Computer Graphics Forum, Accept, 2019 , IF=2.046 , Ranking=25/82	30*		
<b>Lai, Y.-C.</b> , Lin, J.-Y., Yao, C.-Y., Lyu, D.-Y., Lee, S.-Y., Chen, K.-W., and Chen, I.-Y. Chen, "Interactive OCT-based Tooth Scan and Reconstruction.", <b>Sensors</b> , Volume 19, Issue 19, PP 4234, 2019 , IF=2.475 , Ranking=16/61	30		
甲級期刊: 影響指數為該領域排名介於 25(不含)與 40%(含)之間	<input type="checkbox"/> 20 分	<input type="checkbox"/> 10 分	<input type="checkbox"/> 2 分

的期刊。(講座教授不得申請)			
Syu, N.-S., Kuo, J.-W., Yao, C.-Y., Shen, S.-H., and <b>Lai, Y.-C.</b> , "Instant messaging with emotion-embedded vectorized handwritings on mobile devices.", <b>EURASIP Journal on Image and Video Processing</b> , 2017:23 , IF=1.731 , Ranking=138/206			2
Uher, V., Gajdoš, P., Snášel, V., <b>Lai, Y.-C.</b> , and Radecký, M., "Hierarchical Hexagonal Clustering and Indexing.", <b>Symmetry</b> , Volume 11, Issue 6, 731, 2019 , IF=1.256 , Ranking=29/64			2
乙級期刊:影響指數為該領域排名介於 40(不含)與 60%(含)的期刊。(講座教授及傑出研究及創作獎、優良研究及創作獎不得申請)	<input type="checkbox"/> 10 分	<input type="checkbox"/> 5 分	<input type="checkbox"/> 1 分

\*為前面作者皆為學生

共計292分



科技部及產學貢獻部分，管理費每十萬元10分。

計畫執行日期	計畫名稱	管理費
2019/06/01~ 2020/05/31	撞球好手之人性化AI選球策略	64,000
2018/08/01~ 2020/07/31	基於學習之漫畫自動分格和漫畫內容向量化	206,000
2018/08/01~ 2020/07/31	資料驅動善用自然光之節能室內光線自動控制	174,000
2015/08/01~ 2018/07/31	漫畫向量化及操縱	294,000
2014/08/01~ 2016/07/31	3D 導演檢視互動系統及立體自動化可指導立體參數演算法	140,000

科技部及教育部之總管理費為878,000，87分。

資工產字	委託單位	計畫名稱	計畫執行日期	管理費
0144	鈦象電子	HTML5 技術_iGaming 遊戲跨平台整合	2015/07/01~ 2016/06/30	88,276
0146	安立診所	社論平台開發	2015/08/01~ 2016/07/31	175
0143	鈦象電子	HTML5 技術_捕魚遊戲跨平台開發	2015/07/01~ 2016/06/30	88,276
0148	鈦象電子	GAME 中心建置	2015/08/01~ 2016/07/31	176,985
0147	鈦象電子	Low Cost 體感偵測	2015/08/01~ 2016/07/31	138,091
0155	TEMPURA INVESTMENT CO., LTD	Android 手機平板輔助控制平台	2016/03/01~ 2016/03/31	32,426
0170	鈦象電子	機甲拍印機	2016/04/01~ 2016/10/31	98,359
0171	鈦象電子	撞球好手 2	2016/06/01~ 2017/09/30	93,333
0172	鈦象電子	巨獸浩劫 VR 平台移植	2016/06/01~ 2017/05/31	233,467
0173	鈦象電子	藍芽同步對戰&跨螢互動技術	2016/04/01~ 2017/03/31	72,341
0174	鈦象電子	賽車遊戲競速類核心系統	2016/04/01~ 2017/03/31	88,835
0175	鈦象電子	GAME 中心運營	2016/06/01~ 2017/07/31	314,635
0182	鈦象電子	SR3 賽車工具製作	2016/11/01~ 2017/03/31	112,582

0215	鈦象電子	機器人 AI 開發計畫	2018/01/01~ 2018/12/31	174,122
0216	鈦象電子	自然機率轉輪帶分析工具	2018/01/01~ 2018/12/31	138,680
0002	鈦象電子	賽車 SD5 工具開發 II	2018/05/01~ 2018/10/31	757
0003	鈦象電子	SVG 試導入海王 EX2 評估案	2018/05/01~ 2018/07/31	757
0016	鈦象電子	女王 3 機器人 AI	2018/11/01~ 2019/04/30	105,000
0022	鈦象電子	延展實境應用技術產學聯盟-3D 捕魚機路徑設計工具	2019/03/01~ 2019/08/31	42,478
0036	鈦象電子	台灣 16 張麻將機器人 AI 開發計 畫	2019/07/01~ 2020/06/30	174,122
0037	鈦象電子	資創中心營運五-延展實境應用 技術產學聯盟	2019/01/01~ 2020/08/31	273,000

產學之總管理費為2,446,697,244分。