

國立東華大學教師個人基本資料表

聯絡電話：03-8634031

E-mail：sjyen@mail.ndhu.edu.tw

最高學歷/起迄：國立台灣大學資訊工程博士 (1999)

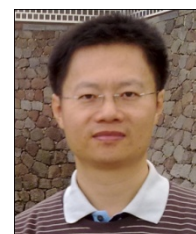
現職/起迄：東華大學資訊工程學系 教授 (2013/2 迄今)

到任年月份(東華)：2001/8

專長：
1. 人工智慧
2. 機器學習
3. 深度學習
4. 電腦對局

顏士淨

Yen Shi-Jim



■研究 (2012.8~2017.7)

- 注意事項：**
- (一) 請詳列個人申請截止日前五年內 (此段期間曾懷孕及生產者, 得延長至七年內, 但須檢附相關證明文件) 發表之學術性著作, 包括: 期刊論文、專書及專書論文、研討會論文、技術報告及其他等, 並請依各類著作之重要性自行排列先後順序。
 - (二) 各類著作請按發表時間先後順序填寫。各項著作請務必依作者姓名 (按原出版之次序, **通訊作者請加註***)、出版年、月份、題目、期刊名稱 (專書出版社)、起迄頁數之順序填寫。
 - (三) 若期刊屬於 SCI、EI、SSCI 或 A&HCI 等時, 請註明。

一、期刊論文：

A、具匿名審查制度之期刊

1. Hsueh, C. H., Wu, I. C., Tseng, W. J., Yen, S. J., Chen, J. C., "An analysis for strength improvement of an MCTS-based programplaying Chinese dark chess." Theoretical computer science, Vol. 644, pages 63-75, Sep. 6, 2016. [SCI 5-year IF: 0.827]
2. Lee, C. S., Wang, M. H., Yen, S. J., Wei, T. H., Wu, I. C., Chou, P. C., Chou, C. H., Wang, M. W., Yang, T. H., "Human vs. Computer Go: Review and Prospect." IEEE Computational intelligence magazine, Vol. 11, Issue 3, pages 68-73. August 2016. [SCI 5-year IF: 3.483]
3. Shi-Jim Yen*, Cheng-Wei Chou, Jr-Chang Chen, I-Chen Wu, and Kuo-Yuan Kao, "Design and Implementation of Chinese Dark Chess Programs," IEEE Transactions on Computational Intelligence and AI in Games(IEEE TCIAIG), vol. 7, no. 1, march 2015 (SCI, 2012 IF = 1.694, 16/105)
4. Chang-Shing Lee*, Mei-Hui Wang, Meng-Jhen Wu, Olivier Teytaud, Shi-Jim Yen, 2014, "T2FS-based Adaptive Linguistic Assessment System for Semantic Analysis and Human Performance Evaluation on Game of Go," *IEEE Transaction on Fuzzy Systems (IEEE TFS)*, accepted.(SCI, 2012 IF=5.484, 1/114)
5. Shi-Jim Yen, Shih-Yuan Chiu and Sheng-Ta Hsieh, 2014, "Adaptive Search Range and Multi-Mutation Strategies for Differential Evolution," Journal of Information Science and Engineering, accepted. (SCI, IF=0.299, 121/132)
6. Cheng-Wei Chou, Ping-Chiang Chou, Jean-Joseph Christophe, Adrien Couetoux, Pierre De Freminville, Nicolas Galichet, Chang-Shing Lee, Jia-Lin Liu, David Lupien Saint-Pierre, Michele Sebag, Olivier Teytaud, Mei-Hui Wang, Li-Wen Wu

- and Shi-Jim Yen*, "Strategic Choices in Optimization," *Journal of Information Science and Engineering*, Volume 30, No. 3, May, 2014, pp. 727-748. (SCI, IF=0.299, 121/132)
7. Kuo-Yuan Kao, I-Chen Wu*, Shi-Jim Yen, and Yi-Chang Shan, 2013 "Incentive Learning in Monte Carlo Tree Search," *IEEE Transactions on Computational Intelligence and AI in Games (IEEE TCIAG)*, accepted. SCI, (SCI, IF = 1.694, 16/105)
 8. Sheng-Ta Hsieh*, Shih-Yuan Chiu and Shi-Jim Yen, "Adaptive Search Range and Multi-Mutation Strategies for Differential Evolution," *Journal of Information Science and Engineering*, Volume 30, No. 3, May, 2014, pp. 749-763. (SCI, IF=0.731, 128/247)
 9. W.-J. Tseng, L.-K. Chuang, I-C. Wu, S.-S. Lin, and S.-J. Yen, "Longcat Wins Mahjong Tournament," *ICGA Journal*, vol. 36, no. 3, pp. 166-168, 2013.
 10. T.-H. Wei, W.-J. Tseng, I-C. Wu, and S.-J. Yen, "Mobile6 Wins Connect6 Tournament," *ICGA Journal*, vol. 36, no. 3, pp. 178-179, 2013.
 11. J.-C. Chen, S.-J. Yen, and T.-C. Chen, "Shiga Wins Chinese Chess Tournament," *ICGA Journal*, vol. 36, no. 3, pp. 173-174, 2013.
 12. S.-J. Yen, J.-C. Chen, B.-N. Chen, and W.-J. Tseng, "Darknight Wins Chinese Dark Chess Tournament," *ICGA Journal*, vol. 36, no. 3, pp. 175-176, 2013.
 13. W.-J. Tseng, J.-C. Chen, L.-P. Chen, S.-J. Yen, and I-C. Wu, "TCGA 2013 Computer Game Tournaments," *ICGA Journal*, vol. 36, no. 3, pp. 166-168, 2013.
 14. Ching-Nung Lin and Shi-Jim Yen, "The TAAI 2012 Computer Go Tournaments and Human vs. Computer Go Competition," *ICGA Journal*, vol. 36, no. 1, pp. 53-56, 2013.
 15. Cheng-Wei Chou, Ching-Nung Lin, Shi-Jim Yen, Hideki Kato, and Jr-Chang Chen, "The 6th GPW Cup 9x9 and 13x13 Computer Go Tournaments," *ICGA Journal* vol. 36, no.1, pp. 59-60, 2013.
 16. Chang-Shing Lee, Olivier Teytaud, Mei-Hui Wang, and Shi-Jim Yen, 2012 "Computational Intelligence Meets Game of Go @ IEEE WCCI 2012," *IEEE Computational Intelligence Magazine (IEEE CIM)*, to appear at NOV 2012. (SCI, IF=4.629, 5/114)
 17. Shi-Jim Yen*, Jung-Kuei Yang, Kuo-Yuan Kao, and Tai-Ning Yang, 2012 "Bitboard Knowledge Based System and Elegant Search Architectures for Connect6," *Knowledge-Based Systems*, 0950-7051, vol. 34, 2012, pp. 43-54. (SCI, IF=4.104, 6/114)
 18. Chang-Shing Lee, Mei-Hui Wang, Olivier Teytaud, and *Shi-Jim Yen, 2012 "Human vs. Machine Go Competition in IEEE WCCI 2012," *ICGA Journal*, vol. 35, no.4, pp. 230-236, 2012. (SCI)
 19. Cheng-Wei Chou, Jr-Chang Chen, Hideki Kato, and Shi-Jim Yen, 2012 "The 5th GPW Cup 9x9 and 13x13 Computer Go Tournaments," *ICGA Journal* vol. 35, no.1, pp. 59-60, 2012. (SCI)
 20. Ming-Cheng Cheng, Jr-Chang Chen, Tsan-Cheng Su, and Shi-Jim Yen, 2012 "Shiga Wins Chinese Chess Tournament," to appear in *ICGA Journal* vol. 35, no.1, pp. 53-54, 2012. (SCI)
 21. Der-Johng Sun, Kuang-Che Wu, I-Chen Wu, Shi-Jim Yen and Kuo-Yuan Kao, 2012 "Nonogram Tournaments in TAAI2011," *ICGA Journal*, vol. 35, no.2, pp. 120-123, 2012.
 22. Ching-Nung Lin and Shi-Jim Yen, "The Computer Go Tournaments in TCGA 2012,2012 " *ICGA Journal*, vol. 35, no.4, pp. 236-238, 2012. (SCI)
 23. Kuo-Yuan Kao, I-Chen Wu, Yi-Chang Shan, and Shi-Jim Yen, 2012 "Selection Search for Mean and Temperature of Multi-Branch Combinatorial Games," *ICGA Journal*, vol. 35, no. 2, 2012. (SCI)

24. *S. J. Yen, J. K. Yang, "2-Stage Monte Carlo Tree Search for Connect6," **IEEE Transactions on Computational Intelligence and AI in Games**, VOL. 3, NO. 2, JUNE 2011. DOI: 10.1109/TCIAIG.2011.2134097(SCI, IF = 1.694, 16/105)

B、不具匿名審查制度之期刊」

無

二、專書及專書論文：

無

三、研討會論文：

1. Shi-Jim Yen, Chingnung Lin, Guan-Lun Cheng and Jr-Chang Chen, "Deep Learning and Block Go", The International Joint Conference on Neural Networks (IJCNN 2017), Anchorage, Alaska, USA.
2. Chingnung Lin and Shi-Jim Yen "Accelerate Deep Learning Inference with MCTS in the game of Go on the Intel Xeon Phi,"The 21th Game Programming Workshop (GPW-2016).
3. Shi-Jim Yen, Keng Wen Li, Jr-Chang Chen and Chingnung Lin "Deep Convolutional Neural Network, Minorization-Maximization Algorithm, and Monte Carlo Tree Search on Block Go," The 21th Game Programming Workshop (GPW-2016).
4. Marie-Liesse Cauwet, Olivier Teytaud, Tristan Cazenave, Abdallah Saffidine, Shi-Jim Yen, Hua-Min Liang, Hung-Hsuan Lin and I-Chen Wu, "Depth, Balancing, and Limits of the Elo Model," 2015 IEEE Conference on Computational Intelligence and Games (IEEE CIG 2015), Aug. 31- Sep. 2, Tainan, Taiwan.
5. Teytaud, Olivier; Saffidine, Abdallah; Yen, Shi-Jim, "The complexities of Go", International Conference Advances in Computer Games, on 1-3 July, 2015, Leiden, The Netherlands.
6. Hsueh, Chu-Hsuan; Wu, I-Chen; Tseng, Wen-Jie; Yen, Shi-Jim; Chen, Jr-Chang, "Strength Improvement and Analysis for an MCTS-Based Chinese Dark Chess Program", International Conference Advances in Computer Games, on 1-3 July, 2015, Leiden, The Netherlands.
7. Shih-Yuan Chiu, Ching-Nung Lin, Jialin Liu, Tsan-Cheng Su, Fabian Teytaud, Olivier Teytaud and Shi-Jim Yen, "Differential Evolution for Strongly Noisy Optimization: Use 1.01^n Resamplings at Iteration n and Reach the $-1/2$ Slope", 2015 IEEE Congress on Evolutionary Computation(CEC 2015), on 25-28 May, 2015, Sendai, Japan.
8. Marie-Liesse Cauwet, Shih-Yuan Chiu, Kuo-Min Lin, David Saint-Pierre, Fabien Teytaud, Olivier Teytaud and Shi-Jim Yen, "Parallel Evolutionary Algorithms Performing Pairwise Comparisons," Foundations of Genetic Algorithms XIII (FOGA 2015), on 17-20 January, 2015. Aberystwyth, Wales, UK.
9. Shi-Jim Yen, Wei-Liang Chen, Jr-Chang Chen, Shun-Chin Hsu and I-Chen Wu, "An Improved Differential Evolution Algorithm with Priority Calculation for Unit Commitment Problem," 2014 IEEE International Conference on Granular Computing, to be held in Noboribetsu, Hokkaido, Japan, on October 22-24, 2014.

- Proceeding of 2014 IEEE GrC, pp. 352-357.
10. Wen-Chih Chen, Shi-Jim Yen, Jr-Chang Chen and Ching-Nung Lin, "Design and Implementation of Magic Chess," the 19th Game Programming Workshop (GPW-2014), November 7-9, 2014, Hakone Seminar House, Kanagawa, Japan. 2014 GPW Proceeding, pp. 56-60.
 11. Jung-Kuei Yang, Shi-Jim Yen, Cheng-Wei Chou, Jing Nie, Xiao Bai, "Tree structure design for Connect6 opening," the 19th Game Programming Workshop (GPW-2014), November 7-9, 2014, Hakone Seminar House, Kanagawa, Japan. 2014 GPW Proceeding, pp. 112-117.
 12. Tai-Yen Wu, Ching-Nung Lin, Shi-Jim Yen, and Jr-Chang Chen, "A Minesweeper Solver," the 18th Game Programming Workshop (GPW-2013), November 8-110, 2013, Hakone Seminar House, Kanagawa, Japan. 2013 GPW Proceeding pp. 15-18.
 13. C. S. Lee, M. J. Wu, M. H. Wang, O. Teytaud, H. M. Wang, and S. J. Yen, "T2FML-based Adaptive Assessment System for Computer Game of Go," 2013 IEEE International Conference on Fuzzy System (FUZZ-IEEE 2013), Hyderabad, India, Jul. 7-10, 2013.
 14. Shi-Jim Yen, Chen-Shin Lee, Jr-Chang Chen, Tai-Ning Yang, Shun-Chin Hsu, "Suffix Tree Index Structure on Go Game Record," The 27th Annual Conference of the Japanese Society for Artificial Intelligence, June 4-7, Toyoma, Japan, 2013.
 15. Yu-Jie Ho, Shun-Chin Hsu, Shi-Jim Yen, "An Efficient Index Structure for Go," The 27th Annual Conference of the Japanese Society for Artificial Intelligence, June 4-7, Toyoma, Japan, 2013.
 16. Sheng- Ta Hsieh, Shih- Yuan Chiu and Shi- Jim Yen, "An Improved Differential Evolution for solving Large Scale Global Optimization,"The 17th International Symposium on ARTIFICIAL LIFE AND ROBOTICS (AROB 17th '12), January 19-21, 2012, B-Con Plaza, Beppu, Oita, JAPAN.
 17. Sheng- Ta Hsieh, Shih- Yuan Chiu and Shi- Jim Yen, "Genetic Algorithm with Cross Paths Detection for Solving Traveling Salesman Problems,"The 17th International Symposium on ARTIFICIAL LIFE AND ROBOTICS (AROB 17th '12), January 19-21, 2012, B-Con Plaza, Beppu, Oita, JAPAN.

四、技術報告：

無

五、其他著作或專利：

無

六、三年內之研究計畫 (2014.8~2017.4)：

計畫名稱	補助或委託機構	起訖日期	執行情形	計畫內擔任工作	經費總額
實踐於智慧科技應用的 ΠPBL 跨領域 Π 型專題導向學習之跨領域工程人才培育－實踐於智慧科技應用的 ΠPBL 跨領域 Π 型專題導向學習之跨領域工程人才培育 (106-2511-S-259-001-MY3)	科技部	2017/02/01~ 2020/01/31	執行中	共同主持人	16,498,000
深度學習在輔助人類學習對局遊戲之應用(1/3)(105-2218-E-259-001-)	科技部	2016/11/01~ 2017/10/31	執行中	主持人	4,000,000
遊戲暨行動 APP 產業發展聯盟 (1/3)(105-2622-8-009-005-TE2)	科技部	2016/02/01~ 2017/01/31	執行中	共同主持人	2,246,000
適合手機遊戲之暗棋改良 (104-2622-E-259-001-CC3)	科技部	2015/11/01~ 2016/10/31	已結案	主持人	570,000
適用於電腦遊戲之大規模工作層級運算系統及其應用－總計畫暨子計畫一：研究設計適用於電腦遊戲之大規模工作層級運算系統 (104-2221-E-009-074-MY2)	科技部	2015/08/01~ 2017/07/31	執行中	共同主持人	3,511,000
應用工作層級證明數搜尋在破解 7x7 黑白棋遊戲 (104-2221-E-309-001-)	科技部	2015/08/01~ 2016/09/30	已結案	共同主持人	663,000
具有難度分級的題目產生器於數牆點燈黑白珠鍊 (103-2622-E-259-001-CC3)	科技部	2014/11/01~ 2016/01/31	已結案	主持人	470,000
適用於電腦遊戲之通用工作層級計算系統框架及其應用－子計畫二：研發基於工作層級運算系統之日本迷你將棋程式 (102-2221-E-309-004-MY2)	科技部	2013/08/01~ 2015/09/30	已結案	共同主持人	1,588,000
適用於電腦遊戲之通用工作層級計算系統框架及其應用－子計畫三：基於工作層級計算系統開發蒙地卡羅樹搜尋圍棋程式 (102-2221-E-259-011-MY2)	科技部	2013/08/01~ 2015/07/31	已結案	主持人	1,695,000
蒙地卡羅樹搜尋與局部可觀察機遇型遊戲(優秀年輕學者研究計畫) (101-2628-E-259-003-MY2)	科技部	2012/08/01~ 2014/07/31	已結案	主持人	1,968,000



■ 教學 (2014.8~2017.4)

七、三年內開授課程：

學年度	課程名稱(必/選)	學分數	選修人數
105	程式設計實驗(一)	3	
105	程式設計(一)	3	
105	程式設計實驗(二)	3	
105	程式設計(二)	3	
105	人工智慧	3	
105	棋藝概論	3	
104	程式設計實驗(一)	3	
104	程式設計(一)	3	
104	程式設計實驗(二)	3	
104	程式設計(二)	3	
104	人工智慧	3	
104	棋藝概論	3	
103	棋藝概論	2	55
103	資料探勘與應用	3	45
102	程式設計	3	70
102	人工智慧	3	24
102	棋藝概論	2	55
102	資料探勘與應用	3	11
101	程式設計	3	70
101	人工智慧	3	35
101	棋藝概論	2	55
100	人工智慧導論	3	18
100	棋藝概論	2	45
100	數位遊戲與人工智慧	3	67
100	棋藝概論	2	30
100	人工智慧	3	65
99	人工智慧導論	3	30
99	棋藝概論	2	50
99	數位遊戲與人工智慧	3	103
99	資料探勘與應用	3	14
99	棋藝概論	2	50
99	人工智慧	3	30
98	棋藝概論	2	49
98	數位遊戲與人工智慧	3	54
98	程式設計一	3	63
98	人工智慧	3	12
98	程式設計一	3	92

八、三年內指導研究生狀況：

學年度	碩士班(人)	博士班(人)	畢業人數	
			碩士	博士
106	3	1	3	0
105	3	1	3	0
104	3	1	3	2
103	3	3	3	0
102	3	3	3	2
101	5	0	5	1

100	3	1	3	0
99	4	1	2	1
98	4	1	3	0



■ 服務 (2009.8~2011.7)

九、校內校、院、系(所、科及中心)各級公共事務參與：

年月	校/院/系級	項目
98~	校	實驗室安全衛生.輻射防護管理.毒性化學物質管理委員
91/8~	校	東華大學圍棋社指導老師(校內)
101~	校	推廣教育審查小組委員
97~	系	大學部及研究所導師
101	系	東華大學資工系教育委員
101	系	東華大學資工系課程暨學程規畫委員
101	系	東華大學資工系資源規劃委員
100	系	東華大學資工系招生暨校友聯繫委員
100	系	東華大學資工系所務委員
100	系	東華大學資工系福利委員
99	系	東華大學資工系招生暨校友聯繫委員
99	系	東華大學資工系資源規劃委員
99	系	東華大學資工系所務委員
98	系	東華大學資工系經費稽核委員
98	系	東華大學資工系圖書委員
98	系	東華大學資工系所務委員
97	系	東華大學資工系經費稽核委員
97	系	東華大學資工系圖書委員
97	系	東華大學資工系所務委員

十、專業學術服務工作項目：

年月	校內/校外	項目
100~	校外	台灣電腦對局學會常務理事與中華民國人工智慧學會理事
99~	校外	IEEE CIS 計算智慧電腦圍棋新興科技專案組主席
102~	校外	IEEE Senior Member(8% of IEEE 400,000 member)
100-101	校外	Chief referee of Human-Computer Go Game in IEEE SSCI 2011 and IEEE WCCI 2012
102	校外	Program Chair of 2015 IEEE Conference on Computational Intelligence and Games

101	校外	Program Chair of 2011 Workshop of Taiwan Computer Game Association
101	校外	Workshop Chair of 2011 Conference on Technologies and Applications of Artificial Intelligence (TAAI 2012)
99-101	校外	Chair of Emerging Technologies of Computer Go TF of IEEE CIS ETTC, http://www.ieee-cis.org/technical/ettc/
98-100	校外	經濟部中小企業創新研發計畫審查委員
100	校外	Workshop Co-Chair of 2011 IEEE International Conference on Fuzzy Systems (FUZZ-IEEE 2011).
100	校外	Chair of 2011 International Workshop on Computer Games and Fuzzy-based Game Application
100	校外	Chair of 2011 IWCG computer game tournaments.
100/4	校外	Chief referee of Human vs. Computer Go Competition in IEEE Symposium Series on Computational Intelligence 2011.
100-101	校外	台灣電腦對局學會常務理事
100-101	校外	中華民國人工智慧學會理事
100	校外	Workshop Chair of 2010 Conference on Technologies and Applications of Artificial Intelligence (TAAI 2010)
99/6	校外	國立交通大學博士學位考試委員
99/6	校外	師範大學碩士學位考試委員
99/6	校外	國立台灣大學博士學位考試委員
99	校外	經濟部中小企業創新研發計畫審查委員
99	校外	Member of IEEE CIS ETTC
99	校外	2010 Conference on Technologies and Applications of Artificial Intelligence (TAAI 2010) Workshop Co-Chair Chair of 2010 Workshop on Computer Games Chair of TAAI 2010 computer game tournaments.
99	校外	program committee of the 2010 Conference on Technologies and Applications of Artificial Intelligence (TAAI 2010)
99	校外	2010 年 Gird and Pervasive Computing 2010(GPC 2010) Workshop Chair
98	校外	經濟部中小企業研發計畫評審委員
98	校外	主辦 2009TAAI 國際電腦圍棋比賽
98	校外	IEEE CIS GTC Chair for Asia
98	校內	GPC2010 Workshop Chair
98/11	校外	2009TAAI 人工智慧研討會對局競賽協辦
98	校外	成功大學碩士考試委員(校外)
98	校外	中山醫學雜誌審核委員



■ 教學與研究獎勵 (2009.8~2014.4)

十一、教學與研究獎勵事蹟：

學年度	校內/校外	項目
102	校內	東華大學理工學院教學優良教師
101-102	校外	國科會優秀年輕學者計畫獎勵
101	校內	國科會頂尖人才研究績優教師
100	校內	國科會頂尖人才研究績優教師
99	校內	校內研究獎勵 9 點

以上資料屬實。填表人簽名：_____ (電子檔免填)，填表日期：2014/4/19。