

## Teng,Wei-Chung 's Publications

### ● Journal Papers

1. Hadziq Fabroyir, Wei-Chung Teng\*, "Navigation in virtual environments using head-mounted displays: Allocentric vs. egocentric behaviors," *Computers in Human Behavior*, vol. 80, pp. 331-343, Elsevier, <https://doi.org/10.1016/j.chb.2017.11.033>, March, 2018.
2. Rayi Yanu Tara, Wei-Chung Teng\*, "Improving the visual momentum of tethered viewpoint displays using spatial cue augmentation," *Intelligent Service Robotics*, Springer, vol. 10, is. 4, pp. 313-322, DOI: 10.1007/s11370-017-0231-z, October, 2017.
3. Rayi Yanu Tara, Wei-Chung Teng\*, "A Suitability Evaluation of Controlling 3D Map Viewpoint by Gamepad Orientation for Remote Navigation," *IEEE Access*, vol. 5, pp. 10686-10693, DOI: 10.1109/ACCESS.2017.2682275, April, 2017.
4. Komang Oka Saputra, Wei-Chung Teng\*, Takaaki Nara, "Hough Transform-Based Clock Skew Measurement by Dynamically Locating the Region of Offset Majority," *IEICE Transactions on Information and Systems*, vol. E99-D, no. 8, August 2016.
5. Komang Oka Saputra, Wei-Chung Teng\*, Tsung-Han Chen, "Hough transform-based clock skew measurement over network," *IEEE Transactions on Instrumentation and Measurement*, vol. 64, is. 12, pp. 3209-3216, DOI: 10.1109/TIM.2015.2450293, December 2015.
6. Hadziq Fabroyir, Wei-Chung Teng\*, Yen-Chun Lin, "An immersive and interactive map touring system based on traveler conceptual models," *IEICE Transactions on Information and Systems*, vol. E97-D, no. 8, pp. 1983-1990, August 2014.
7. Ding-Jie Huang, Wei-Chung Teng\*, "A defense against clock skew replication attacks in wireless sensor networks," *Journal of Network and Computer Applications*, Elsevier, Vol. 39, pp. 26-37, DOI: 10.1016/j.jnca.2013.04.003, March 2014.
8. Ding-Jie Huang, Wei-Chung Teng\*, and Kai-Ting Yang, "Secured flooding time synchronization protocol with moderator," *International Journal of Communication Systems*, Wiley, Vol. 26, Is. 9, pp. 1092-1115, DOI: 10.1002/dac.2614, September 2013.
9. Chyi-Yeu Lin\*, Li-Chieh Cheng, Chun-Chia Huang, Li-Wen Chuang, Wei-Chung Teng, Chung-Hsien Kuo, Hung-Yan Gu, Kuo-Liang Chung, Chin-Shyurng Fahn "Versatile humanoid robots for theatrical performances," *International Journal of Advanced Robotic Systems*, InTech, Vol. 10, Is. 7, DOI: 10.5772/50644, 2013.
10. Kuo-Liang Chung\*, Yong-Huai Huang, Wen-Ming Yan, and Wei-Chung

Teng, "Distortion reduction for histogram modification-based reversible data hiding," *Applied Mathematics and Computation*, Vol. 218, Is. 9, pp. 5819-5826, 2012.

11. Wei-Chung Teng, Dairoku Sekiguchi, Naoki Kawakami, Yasuyuki Yanagida, Akira Nukuzuma, and Susumu Tachi\*, "Development of R-Cubed Manipulation Language," *Transactions of the Virtual Reality Society of Japan*, Vol. 5, No. 2, pp. 881-889, June 2000.

\*: corresponding author

## ● Conference Papers

1. Wei-Chung Teng and Jian-De He, "Entropy-based Clock Skew Measurements for Mobile Devices," *The Third International Conference on Digital Information Processing, Data Mining, and Wireless Communications (DIPDMWC2016)*, pp. 269-272, Moscow, Russia, July 6-8, 2016.
2. Komang Oka Saputra, Wei-Chung Teng, and Yi-Hao Chu, "A Clock Skew Replication Attack Detection Approach Utilizing the Resolution of System Time," *2015 IEEE/WIC/ACM International Conference on Web Intelligence and Intelligent Agent Technology (WI-IAT)*, pp. 211-214, Singapore, December 5-9, 2015.
3. Rayi Yanu Tara, Wei-Chung Teng, "Omnidirectional Camera with Unified RGBD Sensor for Mapping Remote Environments," *2015 IEEE International Conference on Systems, Man, and Cybernetics (SMC2015)*, pp. 795-800, Hong Kong, October 9-12, 2015.
4. Ding-Jie Huang, Kai-Ting Yang, Wei-Chung Teng, Ge-Ming Chiu, "Design of Client Device Identification by Clock Skew in Clouds," *2014 IEEE International Conference on Automation Science and Engineering (CASE)*, pp. 1133-1138, August 18-22, 2014.
5. Hadziq Fabroyir, Wei-Chung Teng, Shu-Ling Wang, Rayi Yanu Tara, "MapXplorer Handy: An Immersive Map Exploration System Using Handheld Device," *2013 International Conference on Cyberworlds*, Yokohama, Japan, October 21-13, 2013. (full paper, acceptance ratio: 40/64)
6. Wei-Chung Teng, Yi-Ching Kuo, Rayi Yanu Tara, "A Teleoperation System Utilizing Saliency-Based Visual Attention," *IEEE International Conference on Systems, Man, and Cybernetics (IEEE SMC 2013)*, Manchester, UK, October 13-16, 2013.
7. Wei-Chung Teng, Chi-Hong Wang, Kai-Hsiang Yang, Pei-Jui Wang, "Development of an Interactive Dynamic Motion Editing Toolkit for Biped Humanoid Robots," *The 43rd International Symposium on Robotics (ISR 2012)*, Taipei, August 29-31, 2012.

8. Ding-Jie Huang, Kai-Ting Yang, Chien-Chun Ni, Wei-Chung Teng\*, Tien-Ruey Hsiang, and Yuh-Jye Lee, "Clock Skew Based Client Device Identification in Cloud Environments," The 26th IEEE International Conference on Advanced Information Networking and Applications (IEEE AINA-2012), Fukuoka, Japan, March 26-29, 2012. (acceptance ratio: 126/445)
9. Ding-Jie Huang, Kai-Jie You, and Wei-Chung Teng\*, "Secured Flooding Time Synchronization Protocol," 8th IEEE International Conference on Mobile Ad-hoc and Sensor Systems (IEEE MASS 2011), Valencia, Spain, pp. 620-625, October 17-22, 2011. (acceptance ratio: 50/244)
10. Hsuan-Yu Huang, Wei-Chung Teng, and Sheng-Luen Chung\*, "Smart Home at a Finger Tip: OSGi-based MyHome," 2009 IEEE International Conference on Systems, Man, and Cybernetics (IEEE SMC 2009), San Antonio, Texas, USA, pp. 4467-4472, October 11-14, 2009.
11. Chyi-Yeu Lin, Chang-Kuo Tseng, Wei-Chung Teng, Wei-Chen Lee, Chung-Hsien Kuo, Hung-Yan Gu, Kuo-Liang Chung and Chin-Shyurng Fahn, "The Realization of Robot Theater: Humanoid Robots and Theatric Performance," The 14th International Conference on Advanced Robotics (ICAR 2009), Munich, Germany, June 22-26, 2009.
12. Wei-Lun Teng, Wei-Chung Teng\*, "A Personalized Spam Filtering Approach Utilizing Two Separately Trained Filters," 2008 IEEE/WIC/ACM International Conference on Intelligent Agent Technology (IAT-2008), Sydney, Australia, pp. 125-131, December 9-12, 2008. (acceptance ratio: 19%)
13. Wei-Chung Teng, Yu-Chun Pao, Sheng-Luen Chung\*, "Design of MyServer: a Residential Server in Smart Home Systems," IEEE Asia-Pacific Services Computing Conference (IEEE APSCC 2008), Yilan, Taiwan, pp. 580-586, December 9-12, 2008.
14. Ding-Jie Huang, Wei-Chung Teng\*, Chih-Yuan Wang, Hsuan-Yu Huang, Joseph M. Hellerstein, "Clock Skew Based Node Identification in Wireless Sensor Networks," IEEE Global Communications Conference (GLOBECOM 2008), New Orleans, USA, November 2008. (acceptance ratio: 1,051/2,854)
15. Tanya Roosta, Wei-Chieh Liao, Wei-Chung Teng, and Shankar Sastry\*, "Testbed Implementation of a Secure Flooding Time Synchronization Protocol," IEEE Wireless Communications and Networking Conference (WCNC 2008), pp. 3157-3162, 2008.
16. Ding-Jie Huang, Wei-Chung Teng\*, "A Gait Based Approach to Detect Directional Bias of Four-Legged Robots' Direct Walking Utilizing Acceleration Sensors," Proceedings of 11th International Conference of Knowledge-Based Intelligent Information and Engineering Systems (KES2007), Part II(LNAI 4693), pp. 681-688, Vietri sul Mare, Italy, Sep.

12-14, 2007.

17. Wei-Chung Teng and Ching-Yuan Shih, "An Approach to Compensate Video Feedback Delay of Telepresence Systems by Utilizing Wide Field of View Video Source," in Proceeding of the Virtual Reality Society of Japan 11th Annual Conference, September 2006.
18. Huei-Wen Ferng\*, Hsin-Jung Lin, Wei-Chung Teng, Yi-Chou Tsai, and Cheng-Ching Peng, "A Channel Allocation Scheme with Dynamic Priority for Wireless Mobile Networks," in Proceeding IEEE VTC 2004-Fall, Los Angeles, USA, September 2004.
19. Wei-Chung Teng, Dairoku Sekiguchi, Yasuyuki Yanagida, Naoki Kawagami, and Susumu Tachi\*, "Development of R-Cubed Manipulation Language (11th report) - Implementation of Predictive Display Function -," in Proceeding of the Virtual Reality Society of Japan 6th Annual Conference, June 2001.
20. Dairoku Sekiguchi, Wei-Chung Teng, Yasuyuki Yanagida, Naoki Kawagami, and Susumu Tachi\*, "Development of R-Cubed Manipulation Language -The design of an RCML 2.0 system-," The 10th International Conference on Artificial Reality and Teleexistence, pp. 44-51, 2000.
21. Wei-Chung Teng, Dairoku Sekiguchi, Naoki Kawagami, Yasuyuki Yanagida and Susumu Tachi\*, "Development of R-Cubed Manipulation Language (9th report) - Evaluation on Accessing VRML Robot -," in Proceeding of the Virtual Reality Society of Japan 5th Annual Conference, pp. 219-220, 2000.
22. Wei-Chung Teng, Dairoku Sekiguchi, Akira Nukuzuma, Naoki Kawagami, Yasuyuki Yanagida and Susumu Tachi\*, "Development of R-Cubed Manipulation Language - Implementation and Evaluation to a RCML System -," The 9th International Conference on Artificial Reality and Teleexistence, pp. 79-83, 1999.
23. Dairoku Sekiguchi, Wei-Chung Teng, Yasuyuki Yanagida, Naoki Kawagami, Susumu Tachi\*, "Development of R-Cubed Manipulation Language (7th report), -The design of R-Cubed Manipulation Language which is based on XML-," in Proceeding of the 17th Annual Conference of the Robotics Society of Japan, vol. 2, pp. 651-652, 1999.
24. Wei-Chung Teng, Dairoku Sekiguchi, Naoki Kawagami, Yasuyuki Yanagida and Susumu Tachi\*, "Development of R-Cubed Manipulation Language (6th report) - Implementation and Evaluation to a RCML System -," in Proceeding of the 17th Annual Conference of the Robotics Society of Japan, vol. 2, pp.649-650, 1999.
25. Wei-Chung Teng, Akira Nukuzuma, Naoki Kawagami, Yasuyuki Yasuyuki and Susumu Tachi\*, "Development of R-Cubed Manipulation Language - The Specification of RCML and RCTP -," The 8th International Conference on Artificial Reality and Teleexistence, pp. 156-162, 1998.

26. Wei-Chung Teng, Naoki Kawakami, Yasuyuki Yanagida, Akira Nukuzuma and Susumu Tachi\*, "Development of R-Cubed Manipulation Language (5th report) - The Specification of RCTP communication protocol -," in Proceeding of the Virtual Reality Society of Japan 3th Annual Conference, pp. 197-198, 1998.