

**The 2013 International Workshop on Trajectory Mining in Social
Networks (TMSN)
in conjunction with WAIM 2013 Beidaihe, China, 14-16 June, 2013**
<http://userweb.swjtu.edu.cn/Userweb/qiaoshaojie/TMSN13.htm>

IMPORTANT DATES

Paper submission deadline: *March 31, 2013*
Author Notification: April 21, 2013
Final Camera-ready Copy Deadline: April 28, 2013

DESCRIPTION

Social networks and social media are prevalent on the Internet and have become an active research topic attracting many professionals and researchers from a variety of fields. By adding trajectory information, we can bring online social networks and media back to the physical world and share our real-life experiences in the virtual world conveniently. By mining trajectory patterns or predicting locations from social networks, people can not only track and share location-related information with each other via mobile devices or desktop computers, but can also leverage collaborative social knowledge learned from user-generated and location-related content. As trajectory is one of the most important properties in people's everyday lives, the research on trajectory mining in social networks (TMSN) bridges the gap between online societies and the physical world, and enable novel applications that have the potential to change the way we live, e.g., path planning/prediction, friend suggestion, location/friend recommendations, community discovery, human mobility modeling, and user activity analysis. The technology derived from TMSN, e.g., trajectory mining and retrieval, can be applied to a multitude of other research areas including biology, sociology, geography, and climatology as well.

This TMSN 2013 workshop intends to bring together researchers and practitioners from academia and industry to discuss and share the state-of-the-art in TMSN development and application, present their ideas and contributions, and set the future direction of TMSN research. In this workshop, we would like to broaden the focus to include location based social media more generally.

The workshop welcomes various different kinds of papers that could handle the novel, difficult and challenging problems in existing location based social networks research domain. Papers of applied research, industrial experience reports, work-in-progress and vision papers with different criteria for each category are also solicited. The best presented paper will receive the BEST PAPER AWARD.

TOPICS:

The topics of interest include, but are not limited to the following:

- Spatial and spatio-temporal data mining in user-centric scenarios
- Moving object tracking, indexing and retrieval for social applications
- Trajectory compressing and simplification
- Trajectory data mining, pattern recognition, and knowledge discovery
- Location privacy and security
- Uncertainty of trajectory in modeling, inference, and querying
- Activity recognition and sensing for social applications
- Location identification from sensor data for social applications
- User behavior modeling using physical sensor data
- Semantic meaning and knowledge discovery from trajectory data
- User similarity computing based on location-related information
- Social structure detection from location-related data
- Location and friend recommendations
- Hot spots, significant places, and interesting trajectory pattern detection
- Location-tagged media sharing and mining
- Human-computer interaction in location-based social networks
- Mobile and ubiquitous computing for location-based social networks
- Information retrieval in location-based social networks
- Location and location-related data sharing
- Location and location-tagged media visualization
- Human-computer interaction in TMSN.
- Information retrieval in TMSN.
- Data management in TMSN.

SUBMISSIONS

Authors are invited to submit electronically original, English-language research contributions not concurrently submitted elsewhere. Accepted papers will be published by Springer as proceedings in Lecture Notes in Computer Science (LNCS). All submitted papers should be Springer LNCS camera-ready format. The style files are available from Springer LNCS site.

All submissions files should be in PDF formats. The number of pages should not exceed 12 pages. Any paper more than 12 pages will be rejected.

ORGANIZATION:

Workshop General Co-Chairs:

Yu Zheng, Microsoft Research Asia, China

Yunjun Gao, College of Computer Science, Zhejiang University, China

Program Co-Chairs:

Shaojie Qiao, School of Information Science and Technology, Southwest Jiaotong University, China

Email: sjqiao@swjtu.edu.cn

Cheqing Jin, Software Engineering Institute, East China Normal University, China

Publicity Chair:

Nan Han, School of Life Science and Engineering, Southwest Jiaotong University, China

PC Members:

- Yunjun Gao (Zhejiang University, China)
- Cheqing Jin (East China Normal University, China)
- Shaojie Qiao (Southwest Jiaotong University)
- Jiancheng Lv (Sichuan University, China)
- Daniel D. Zeng (The University of Arizona, USA)
- Christopher C. Yang (Drexel University, USA)
- Michael Chau (The University of Hong Kong, China)
- Lei Zou (Beijing University, China)
- Hongzhi Wang (Harbin Institute of Technology, China)
- Yu Gu (Northeastern University, China)
- Zhaonian Zou (Harbin Institute of Technology, China)
- Tiancheng Zhang (Northeastern University, China)
- Jianbin Huang (Xidian University, China)
- Yu Cao (EMC Information Technology Research & Development, China)
- Lu-an Tang (University of Illinois, Urbana Champaign)
- Dongxiang Zhang (National University of Singapore, Singapore)
- Liangxu Liu (Ningbo University of Technology, China)
- Zujie Ren (Hangzhou Dianzi University, China)
- Jiaoling Zheng (Chengdu University of Information Technology, China)
- Ning Yang (Sichuan University, China)