

# Exploring Application Usage Patterns of Smart Phones for Discovering Personal Semantic Regions

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Presenter: Chun-Ta Lu

# Outline

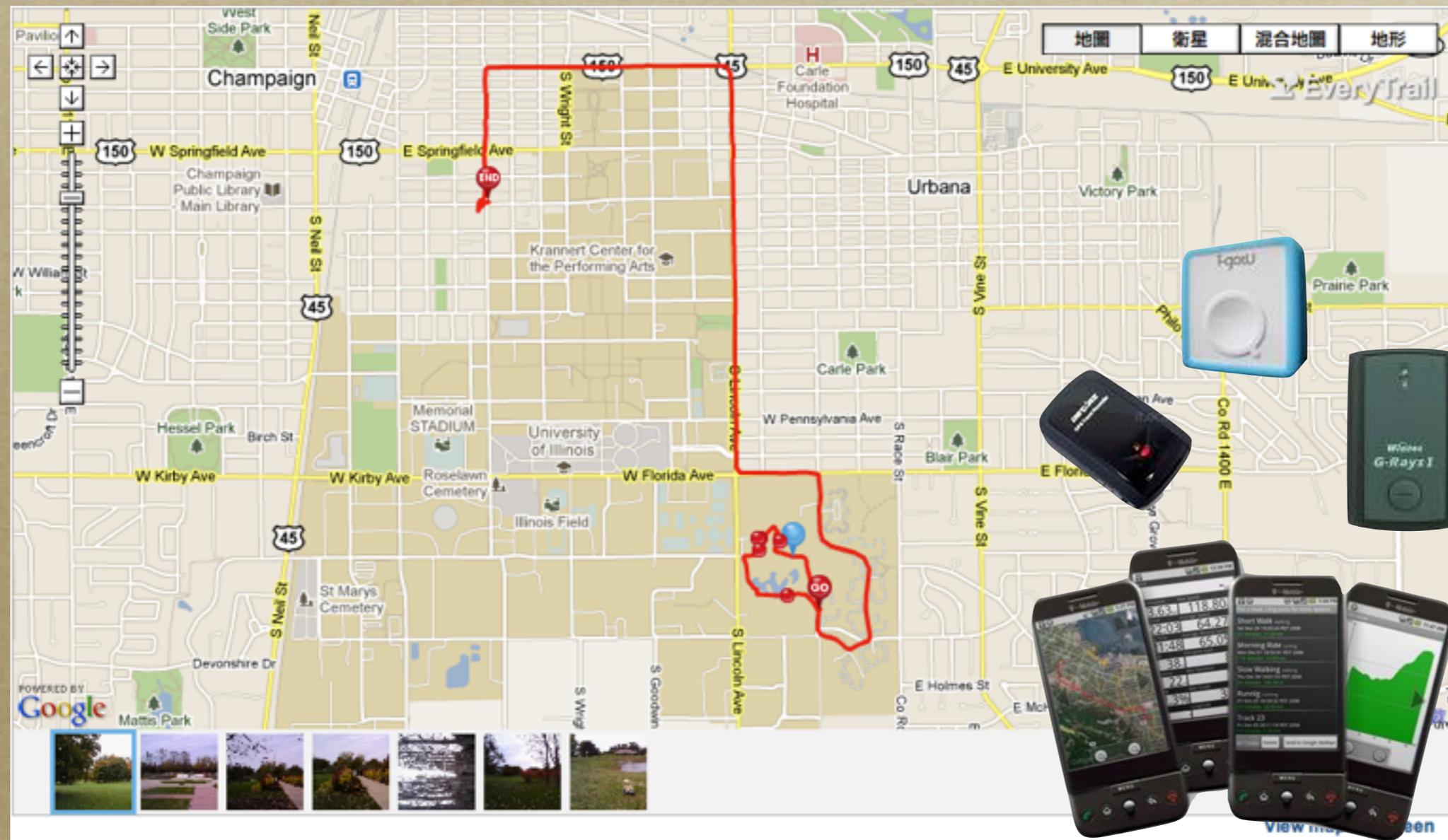
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- *Motivation*
- *Goal*
- *Related Works*
- *Framework*
  - *Region Extraction*
  - *Personal Semantic Extraction*
- *Experiment*
- *Conclusion*

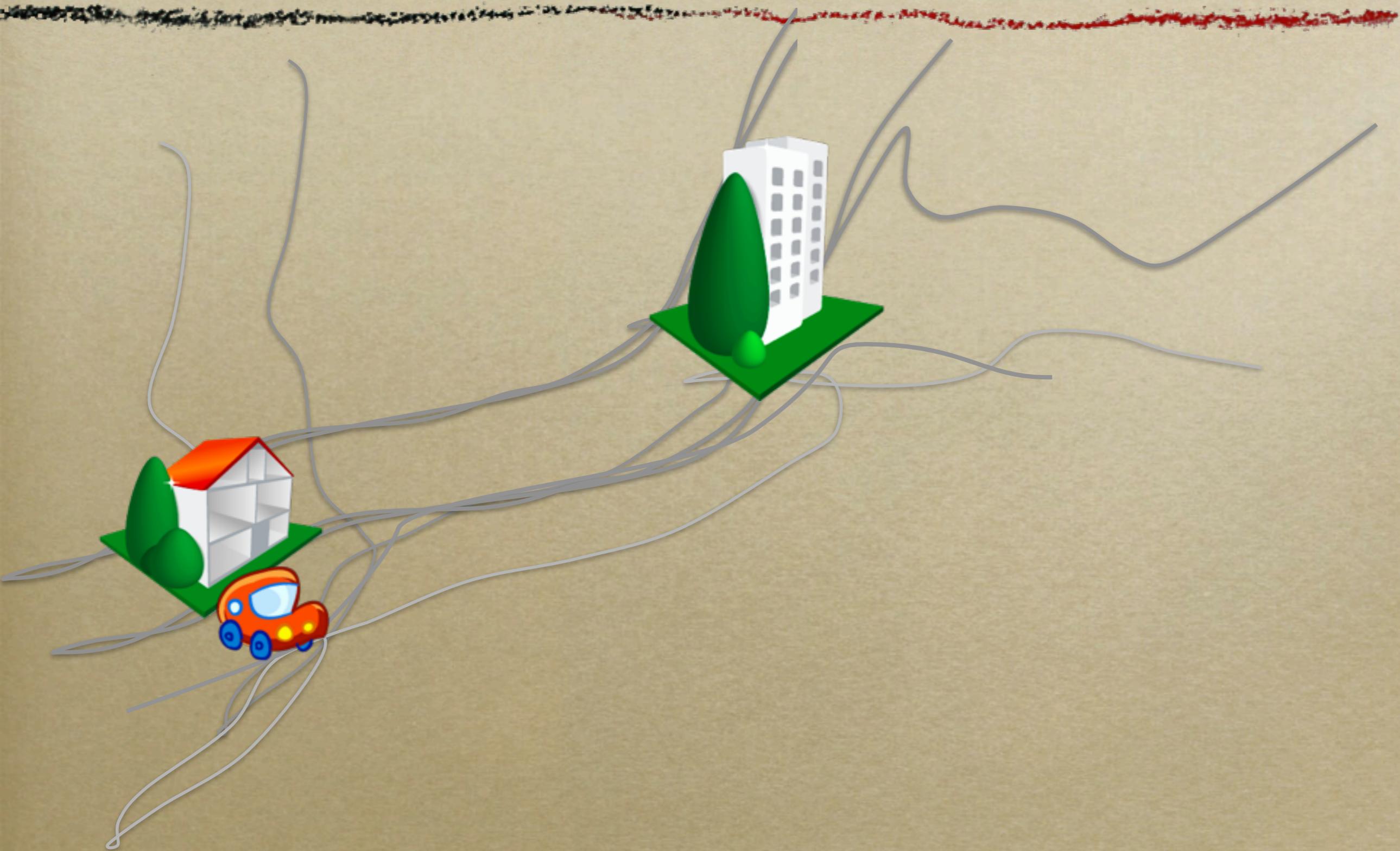
# Motivation (1/5)

Rapid development of positioning techniques, users can easily **collect their trajectories**

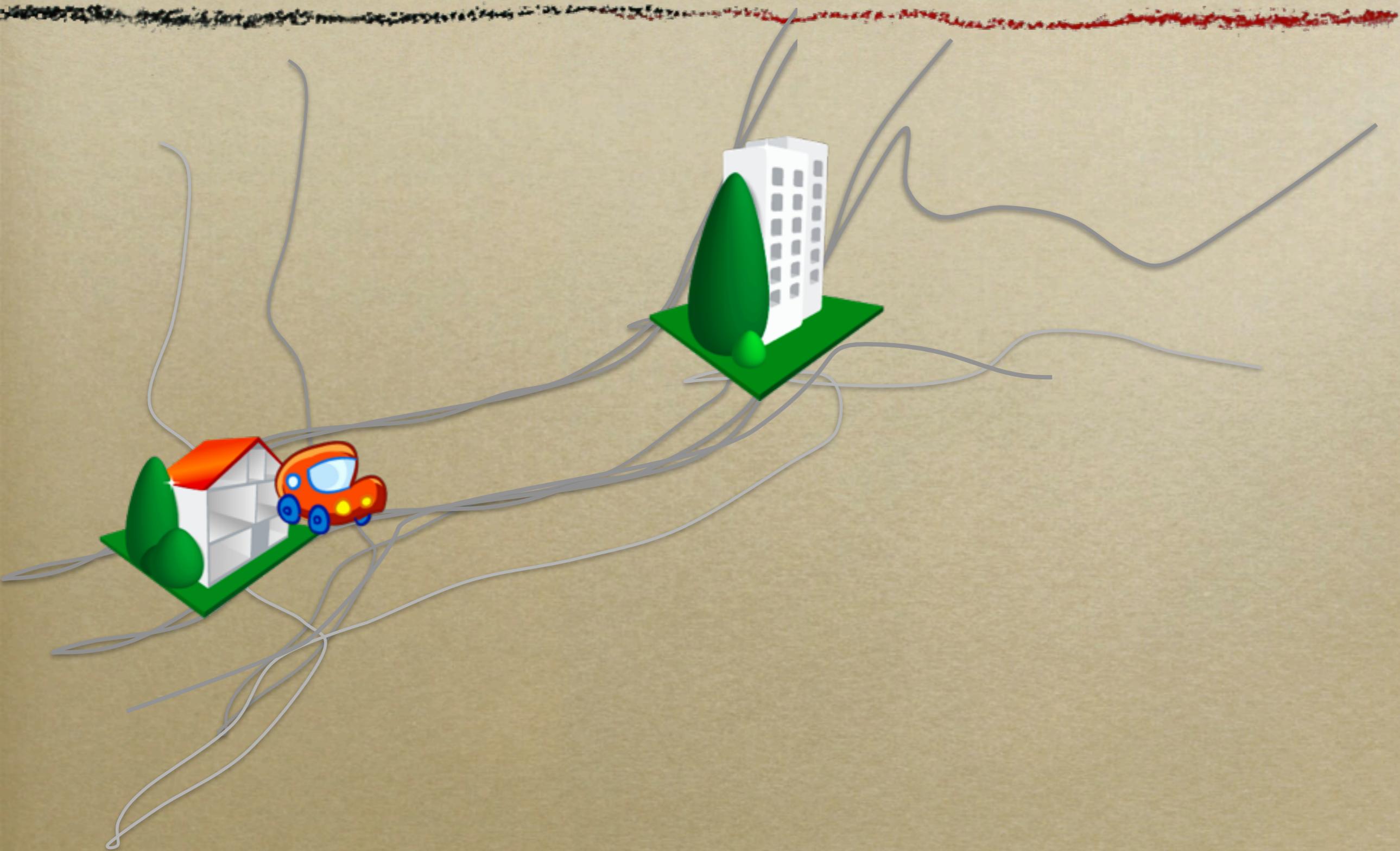
- GPS Logger, smart phones and navigation devices



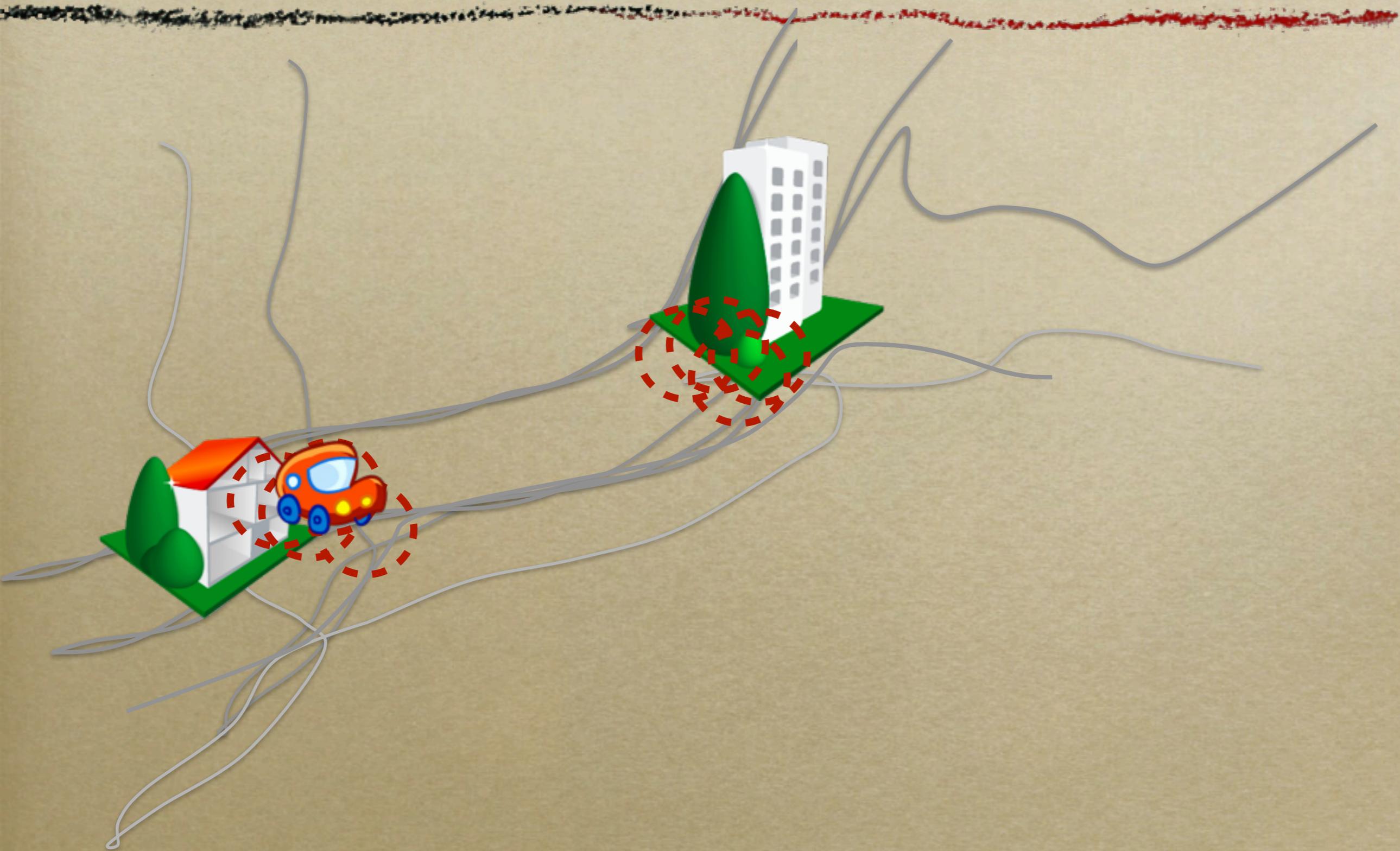
# Motivation (2/5)



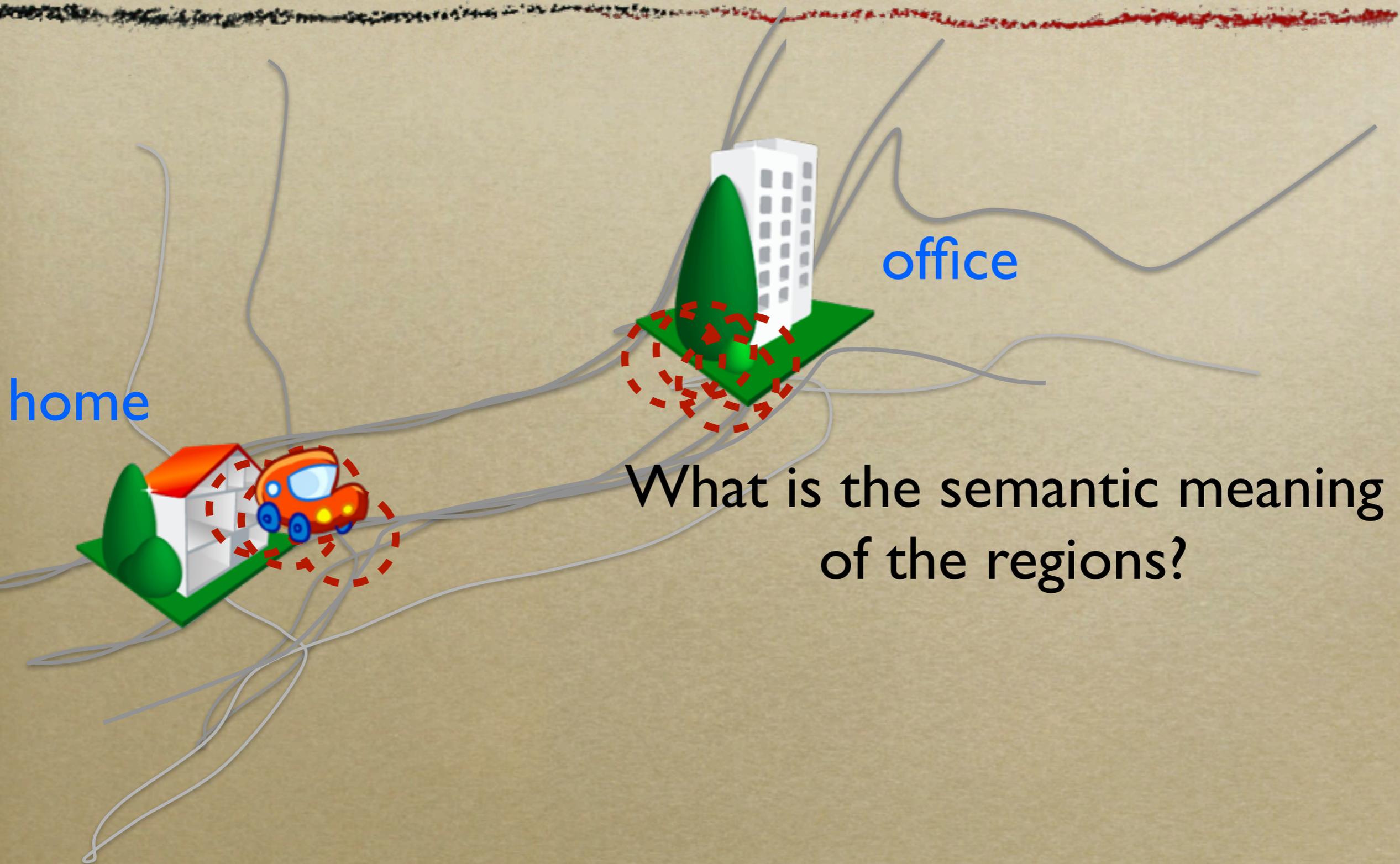
# Motivation (2/5)



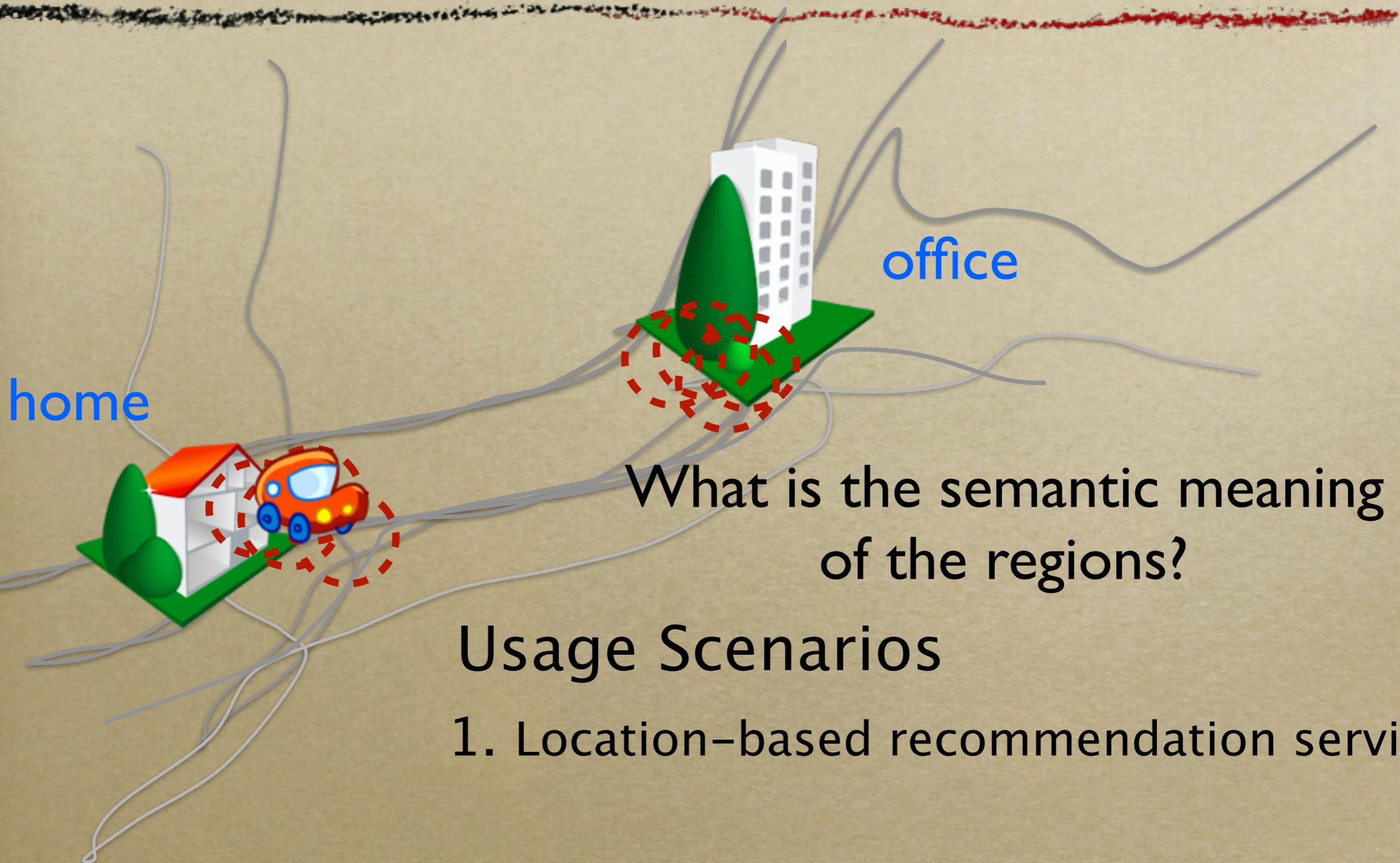
# Motivation (2/5)



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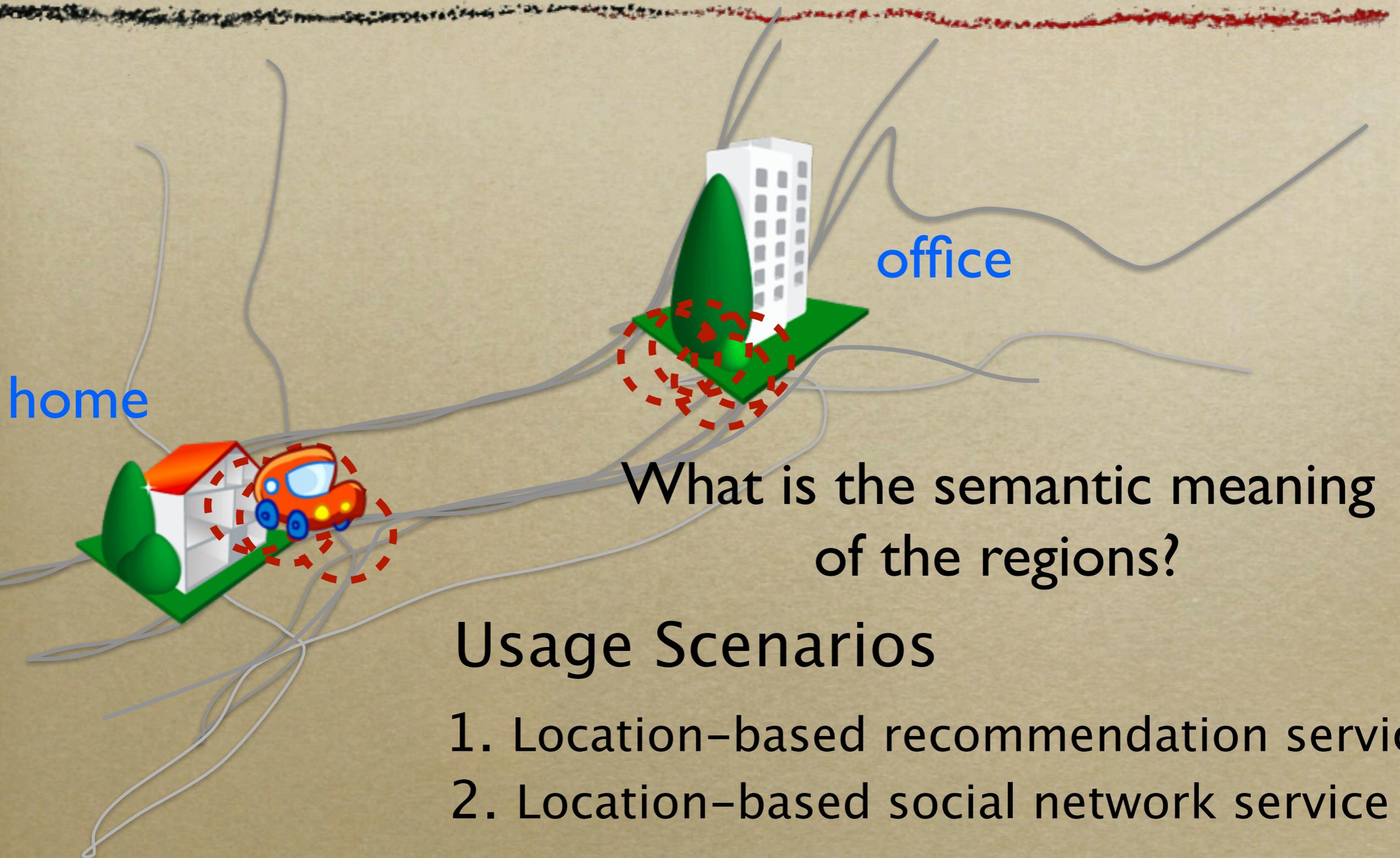


What is the semantic meaning of the regions?

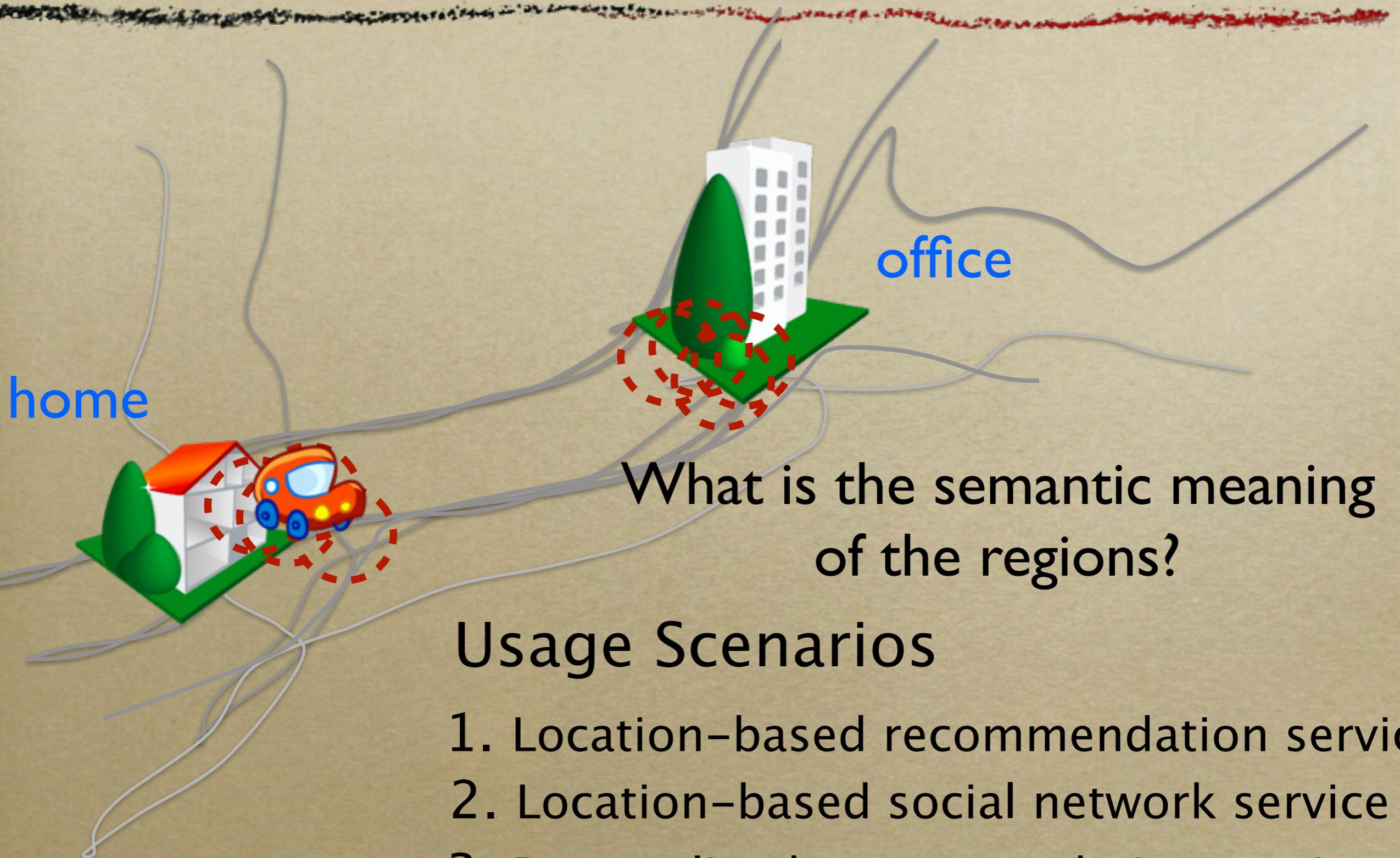
## Usage Scenarios

1. Location-based recommendation service

# Motivation (2/5)



# Motivation (2/5)

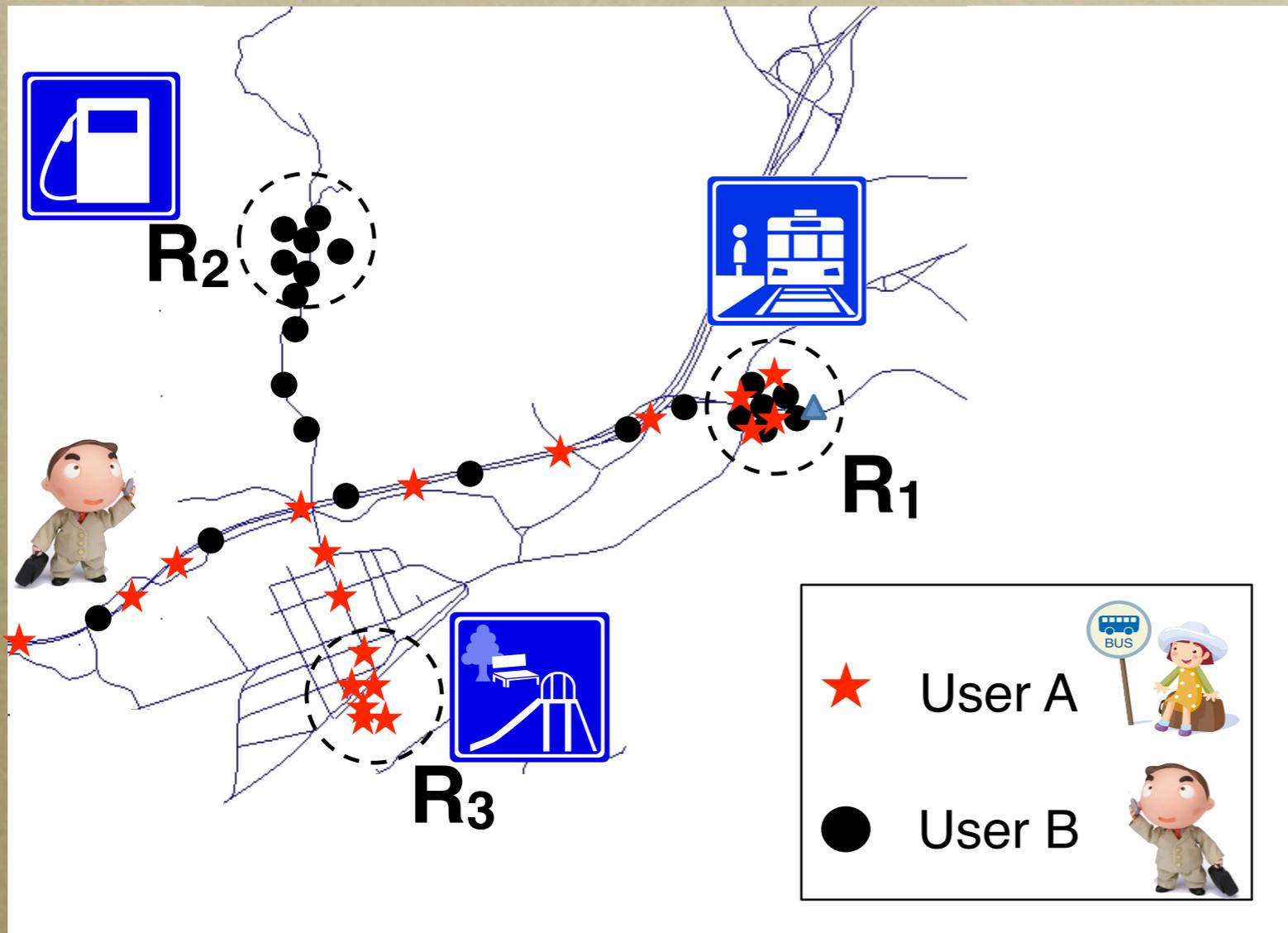


What is the semantic meaning of the regions?

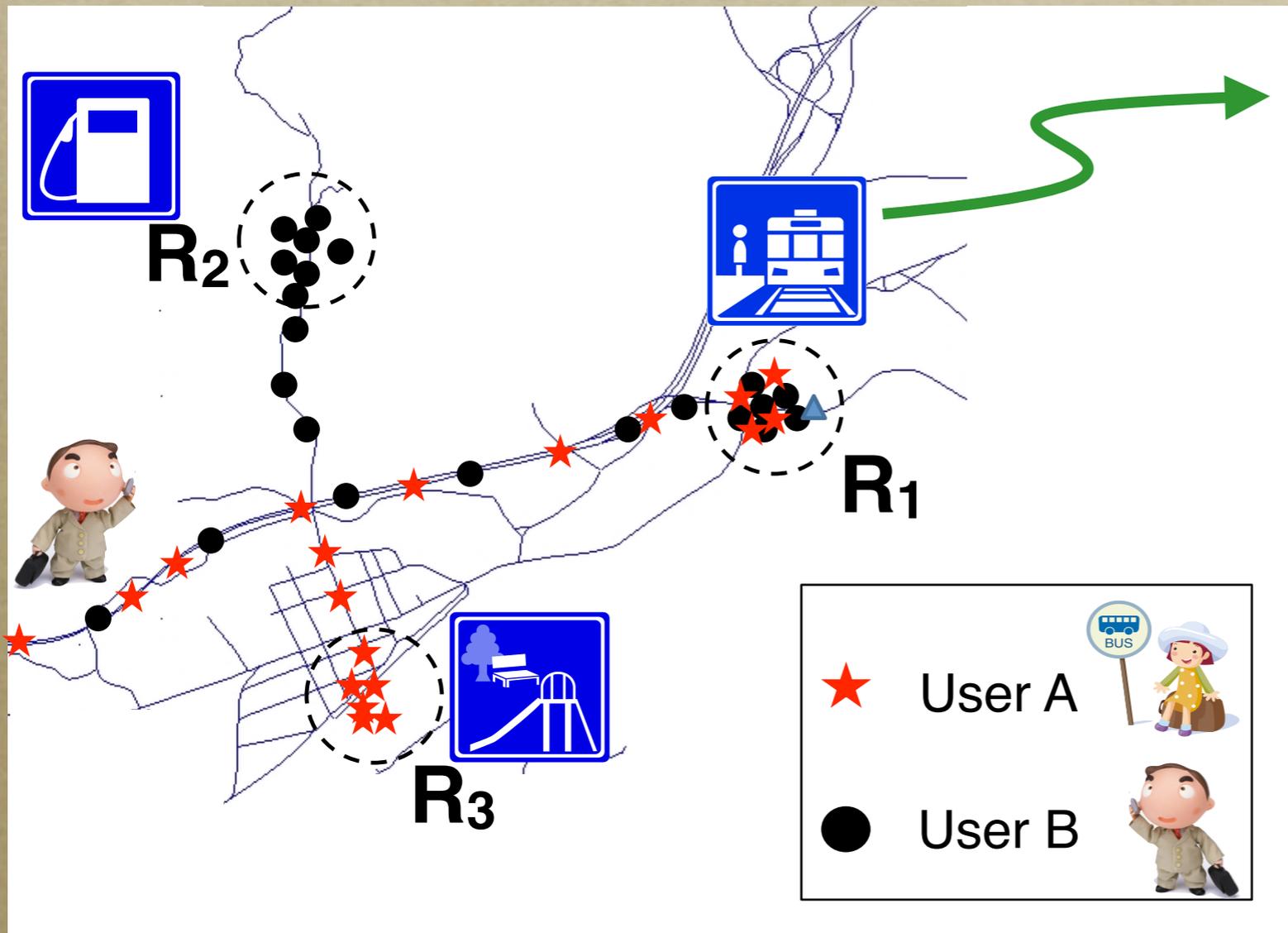
## Usage Scenarios

1. Location-based recommendation service
2. Location-based social network service
3. Personalized recommendation service

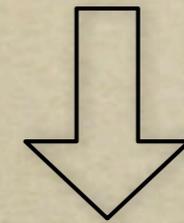
# Motivation (3/5)



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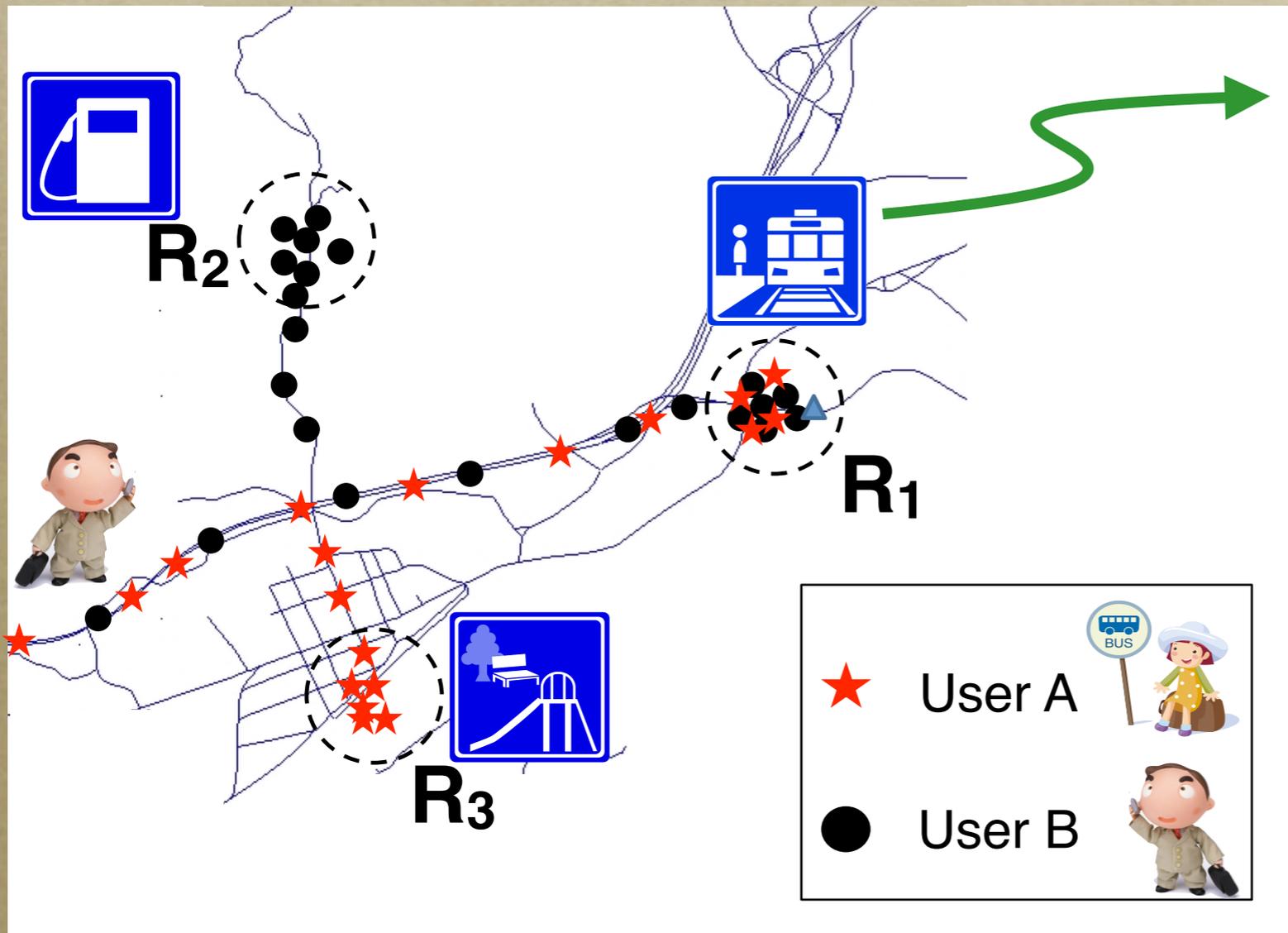


geographic information

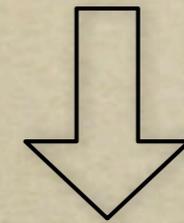


semantic of region

# Motivation (3/5)



geographic information



semantic of region

**BUT!!!**

Different users have  
different behavior

# Motivation (4/5)

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# Motivation (4/5)



# Motivation (4/5)



# Motivation (4/5)



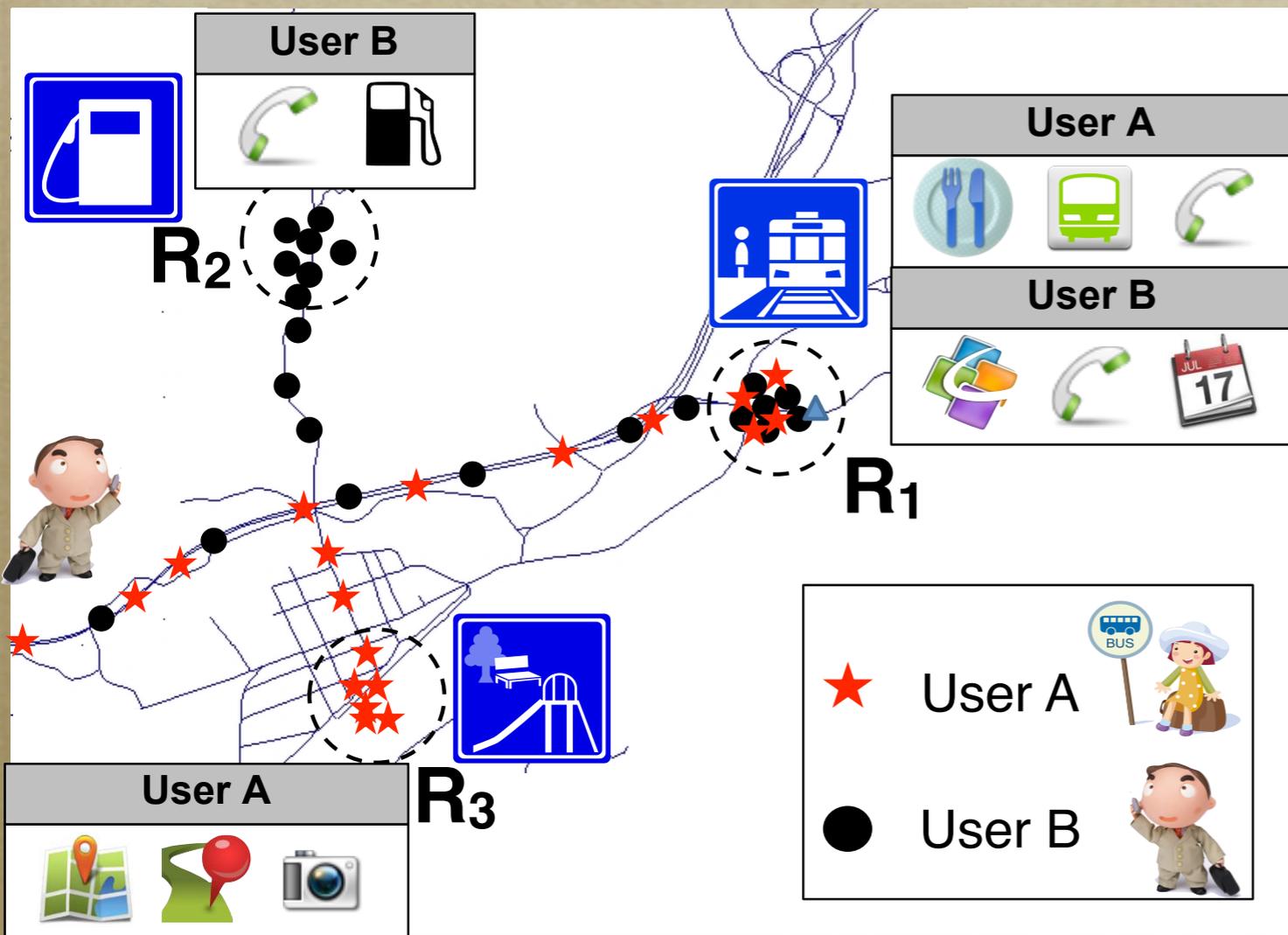


# Motivation (4/5)

## App reflect behavior

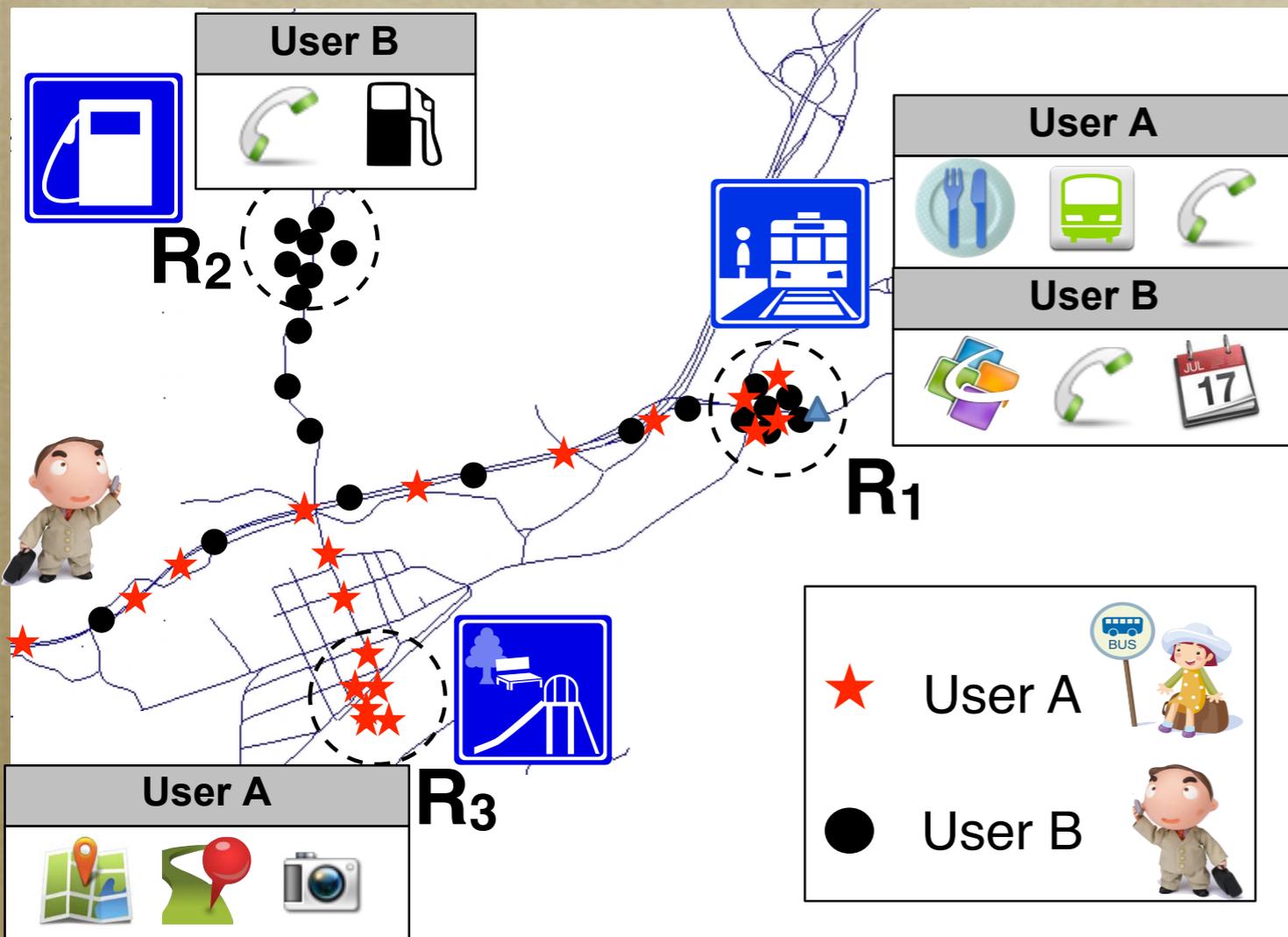


# Motivation (5/5)



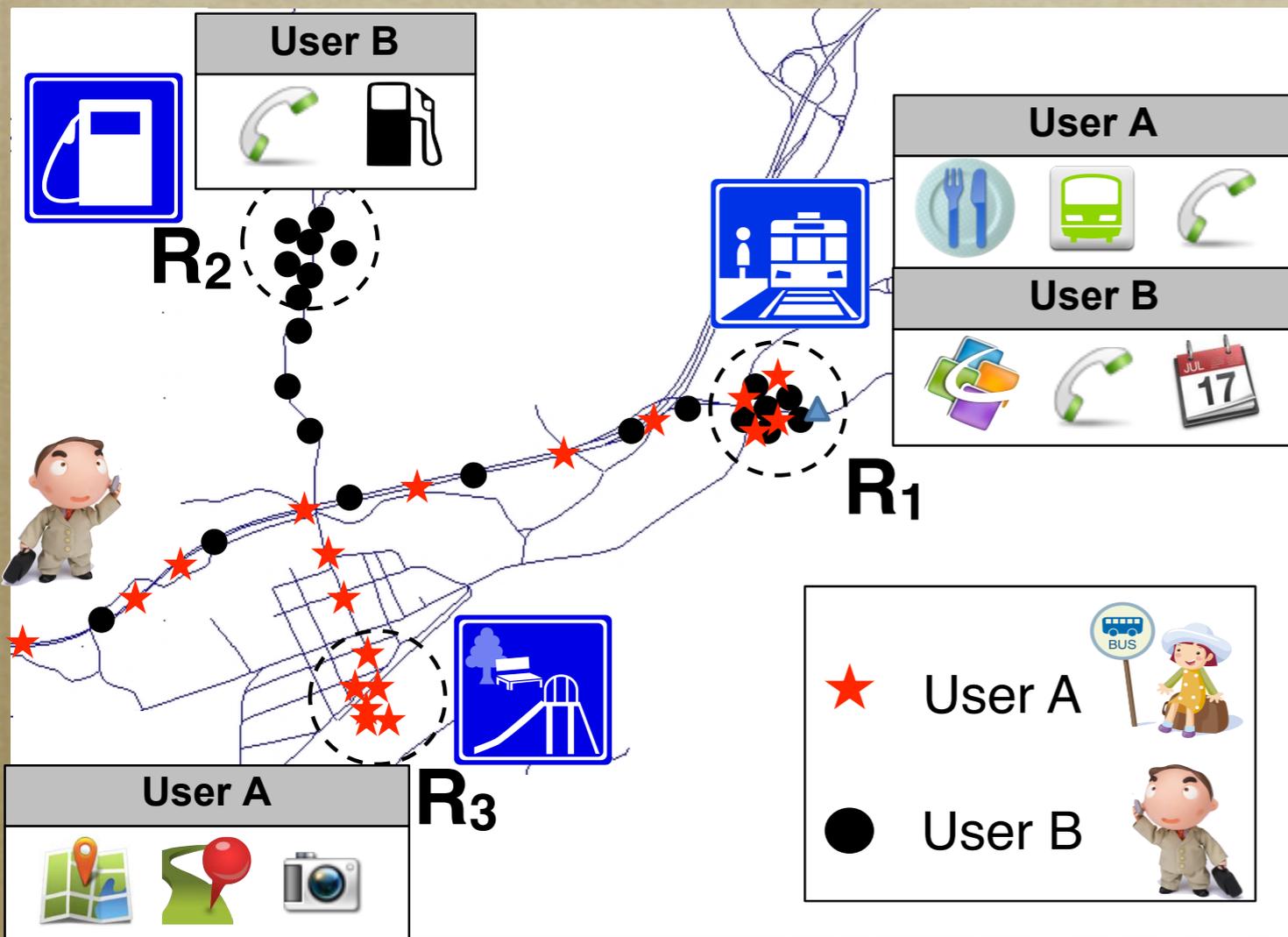
	$R_1$	$R_2$	$R_3$
<i>User A</i>	  		  
<i>User B</i>	   		

# Motivation (5/5)



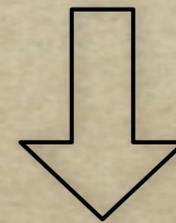
	$R_1$	$R_2$	$R_3$
<i>User A</i>			
<i>User B</i>			

# Motivation (5/5)



	$R_1$	$R_2$	$R_3$
<i>User A</i>	  		  
<i>User B</i>	   		

App reflect behavior



	$R_1$	$R_2$	$R_3$
<i>User A</i>	<i>Travel</i>		<i>Travel</i>
<i>User B</i>	<i>Office</i>	<i>Shopping</i>	

# Outline

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- *Related Works*
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  - *Region Extraction*
  - *Personal Semantic Extraction*
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# Goal

Discover personal semantic regions

## Input:

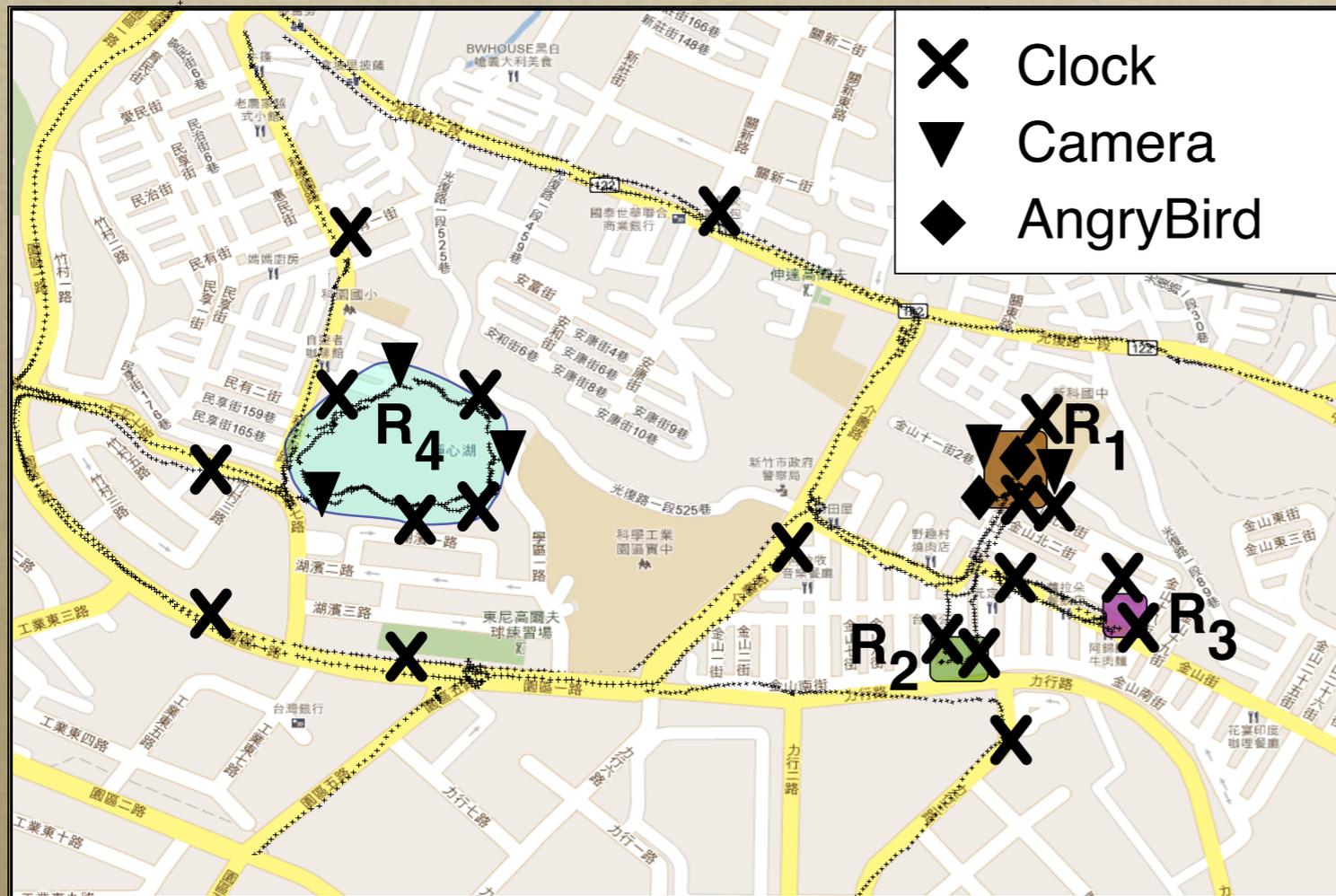
- Geographic trajectories
- App usage logs

## Output:

- Personal semantic regions
  - ➡ Region
  - ➡ geographic semantic
  - ➡ behavior semantic

# Issue:

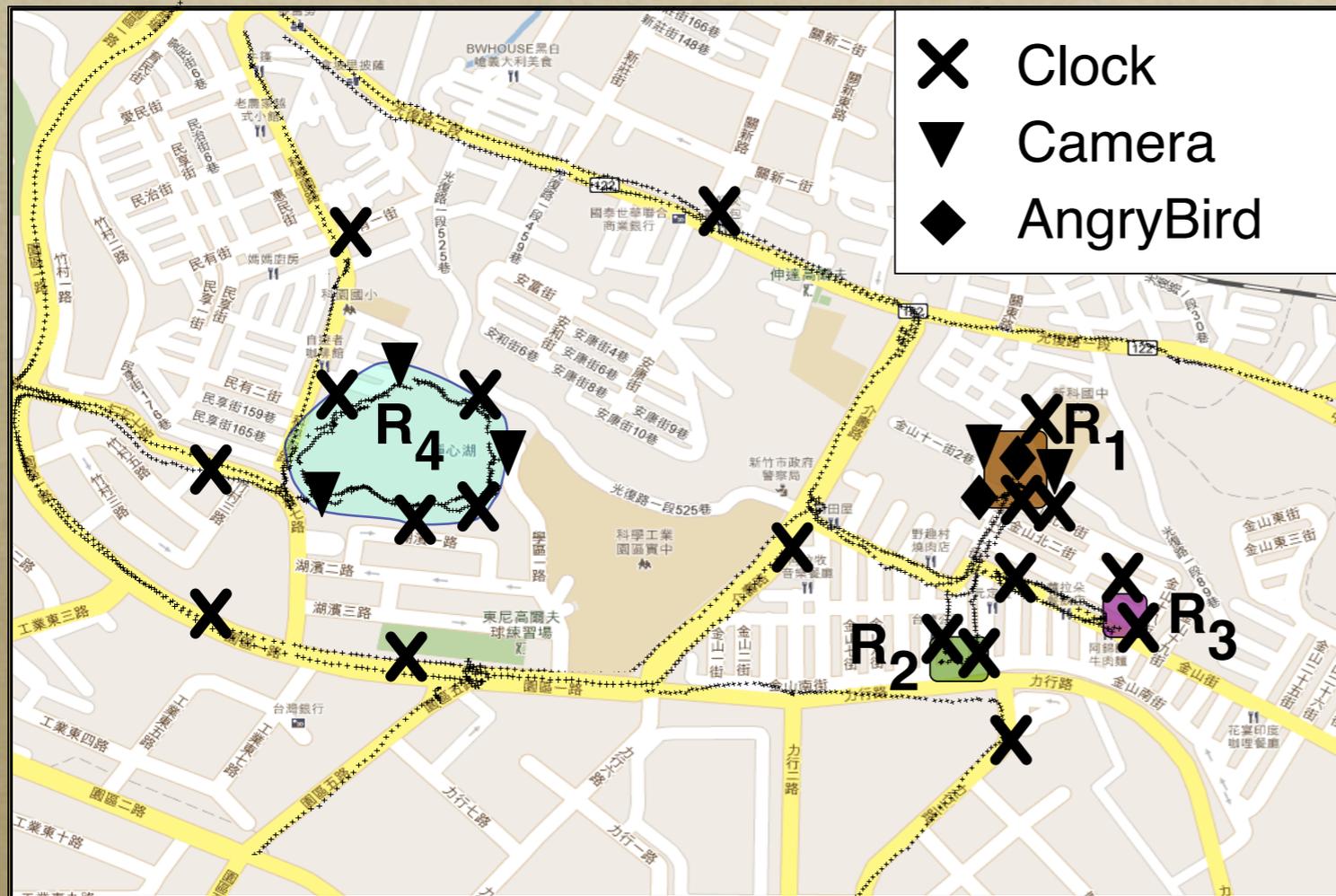
## Semantic Extraction from App



	$R_1$	$R_2$	$R_3$	$R_4$
<i>Clock</i>	3	2	2	4
<i>Camera</i>	2	0	0	3
<i>Angry Bird</i>	2	0	0	0

# Issue:

## Semantic Extraction from App

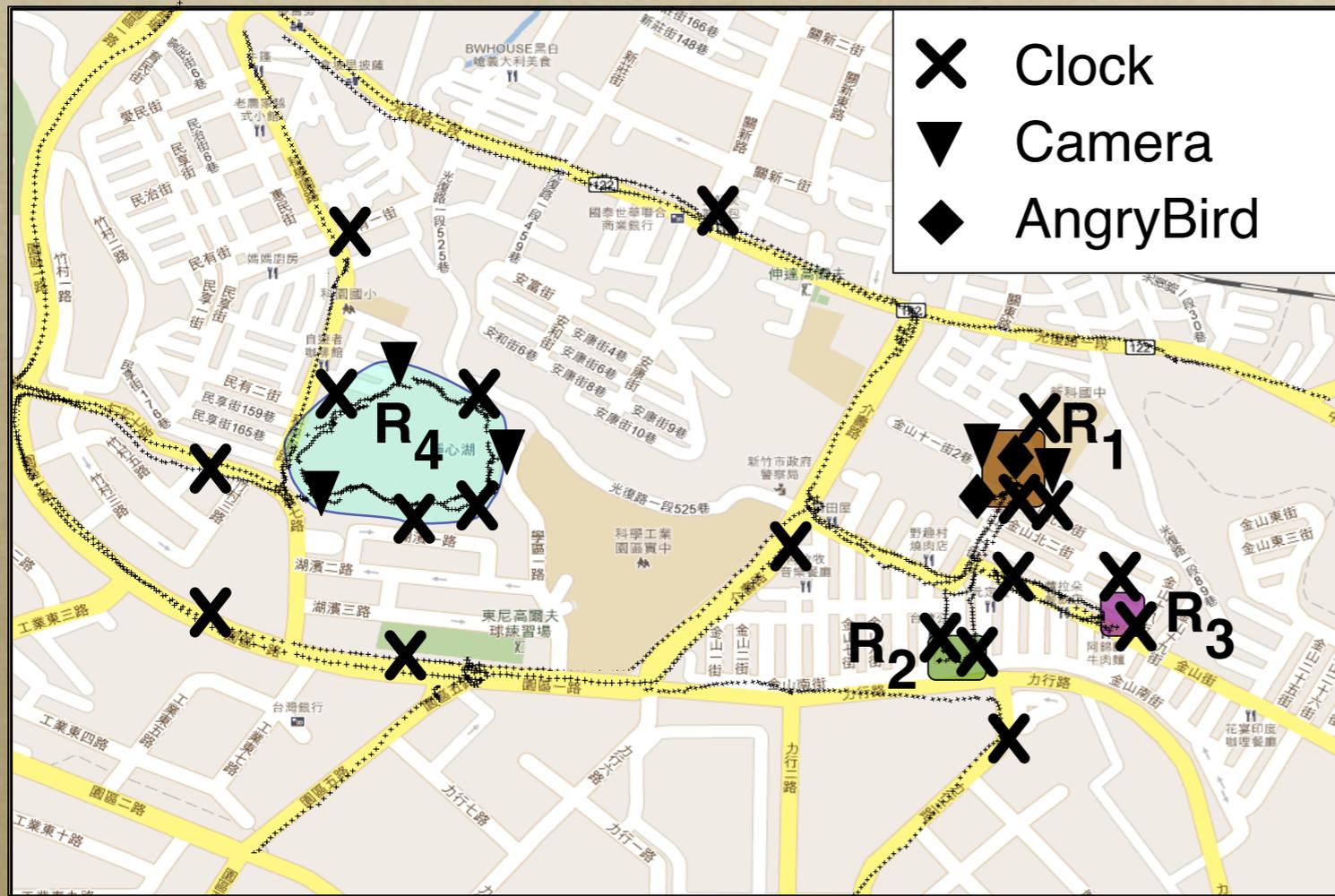


	$R_1$	$R_2$	$R_3$	$R_4$
<i>Clock</i>	3	2	2	4
<i>Camera</i>	2	0	0	3
<i>Angry Bird</i>	2	0	0	0

Which App can reflect user behavior on a location?

# Issue:

## Semantic Extraction from App



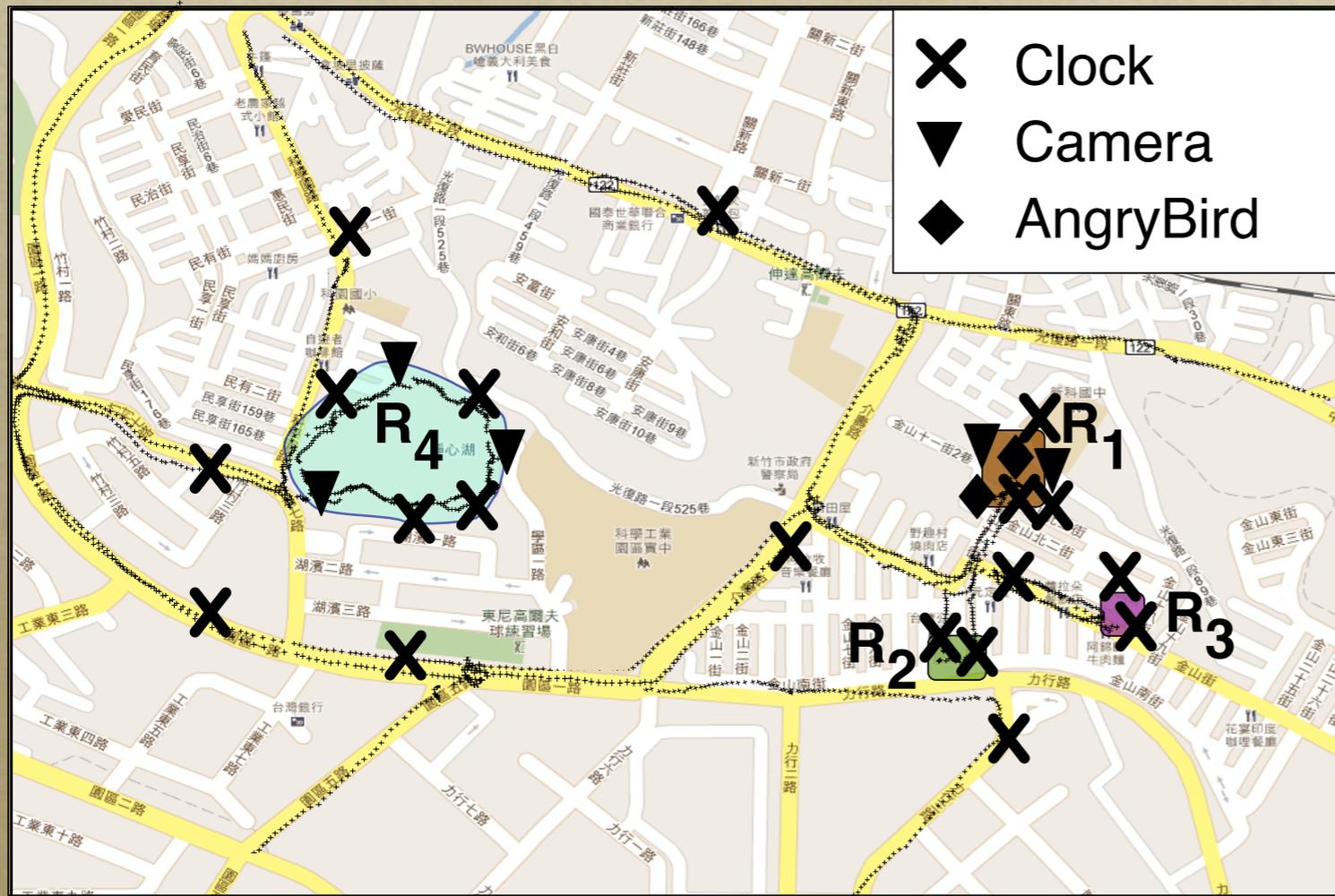
	$R_1$	$R_2$	$R_3$	$R_4$
<i>Clock</i>	3	2	2	4
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representative Apps

Which App can reflect user behavior on a location?

# Issue:

## Semantic Extraction from App



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<i>Clock</i>	3	2	2	4
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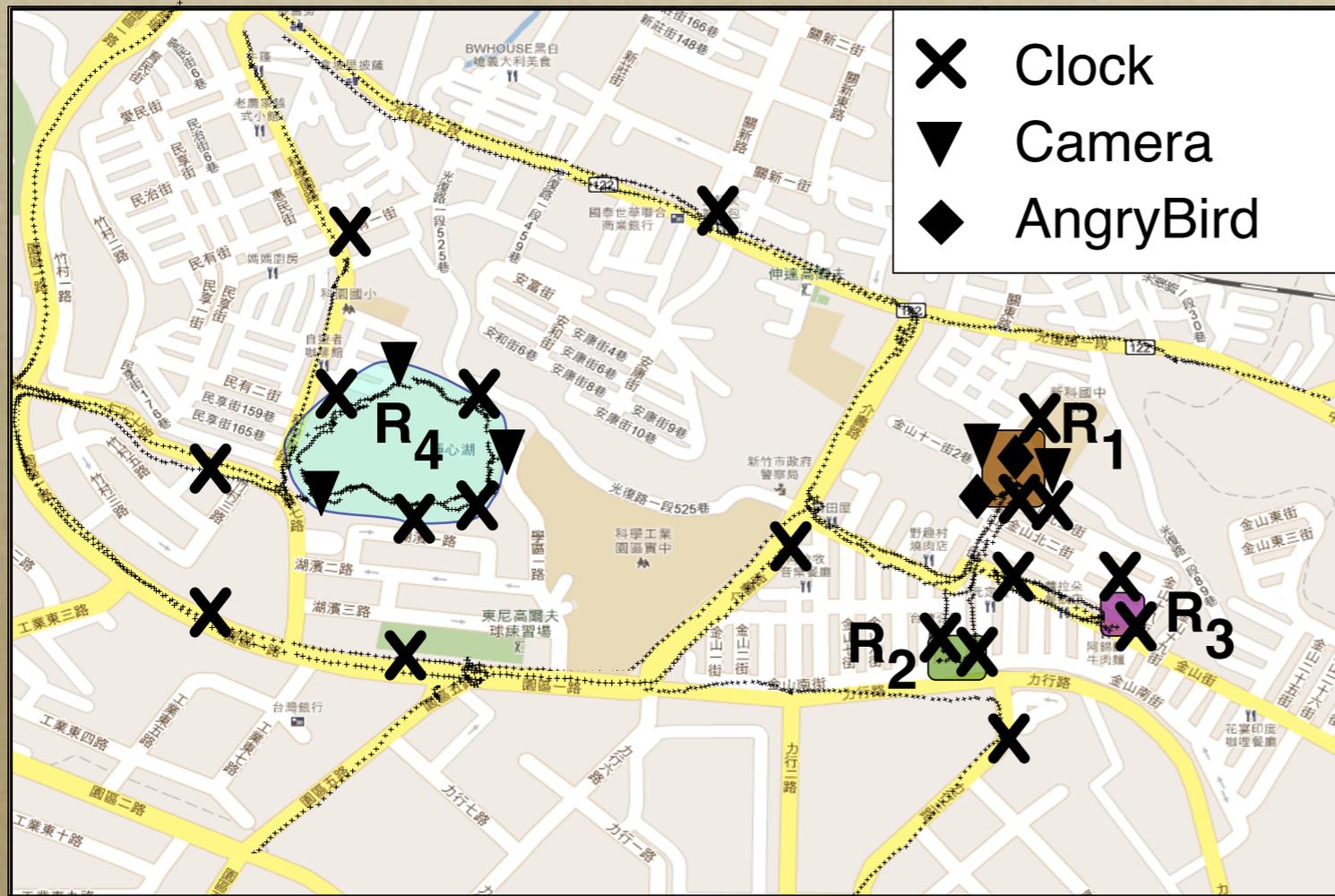
representative Apps

Which App can reflect user behavior on a location?

How many representative Apps?

# Issue:

## Semantic Extraction from App



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<i>Clock</i>	3	2	2	4
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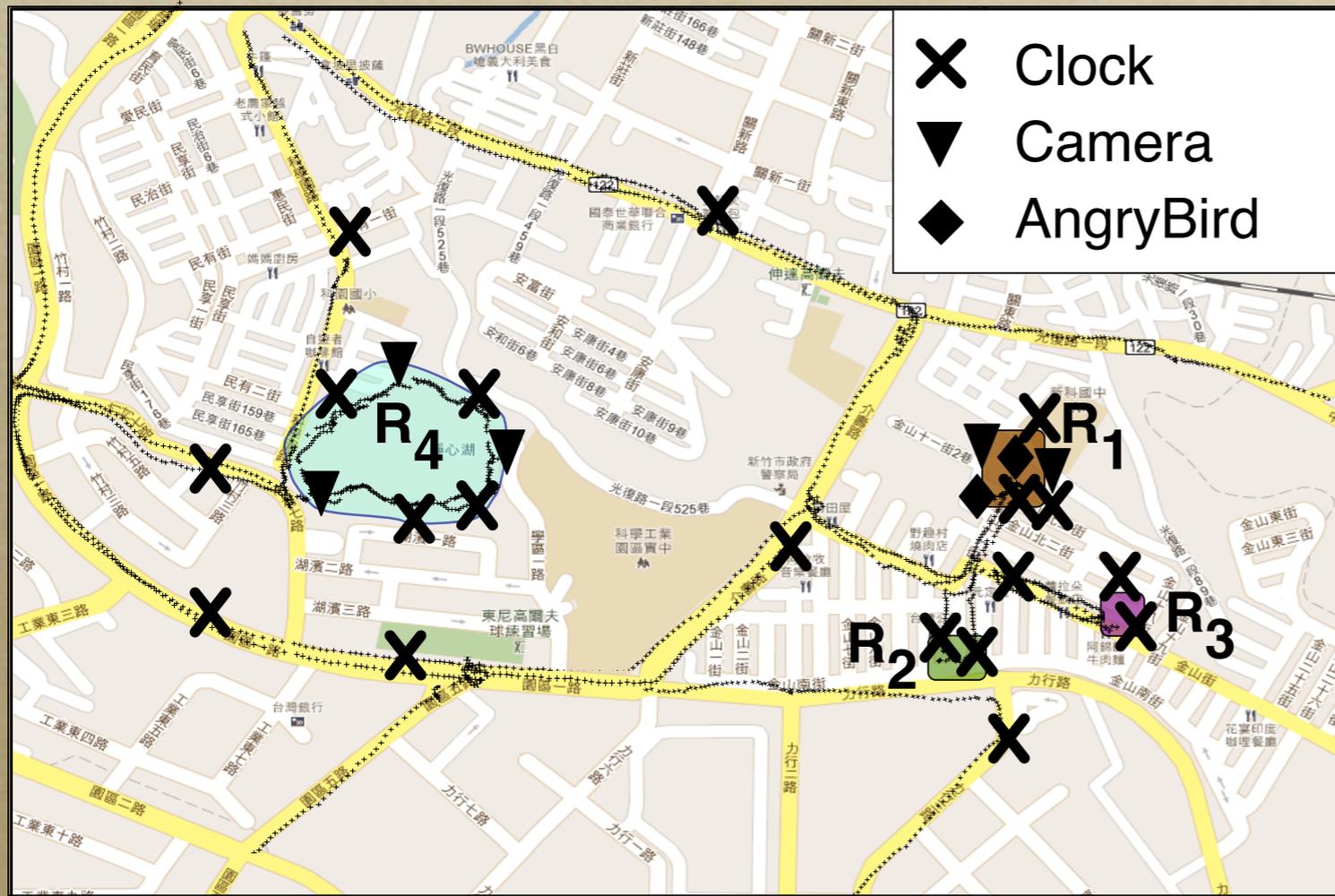
representative Apps

Which App can reflect user behavior on a location?

How many representative Apps?  $K$

# Issue:

## Semantic Extraction from App



	$R_1$	$R_2$	$R_3$	$R_4$
<i>Clock</i>	3	2	2	4
<i>Camera</i>	2	0	0	3
<i>Angry Bird</i>	2	0	0	0

representative Apps

Which App can reflect user behavior on a location?

How many representative Apps?  $K$

App usage pattern:  $K$  representative Apps

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# Related Work

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## Region Extraction:

- (1) spatial density based clustering [22]
- (2) stay points [11,12]

## Semantic Annotation:

- (1) geographic information (POIs) [11]
- (2) App usage mining [27]

[22] M. Ester, et. al. "A Density-Based Algorithm for Discovering Clusters in Large Spatial Databases with Noise," KDD (1996)

[12] Zheng, et. al. "Mining Interesting Locations and Travel Sequences From GPS Trajectories." WWW (2009)

[11] X. Cao, et. al. "Mining Significant Semantic Locations From GPS Data," PVLDB (2010)

[27] N. Eagle et.al., "Reality Mining: Sensing Complex Social Systems," PerCom (2006)

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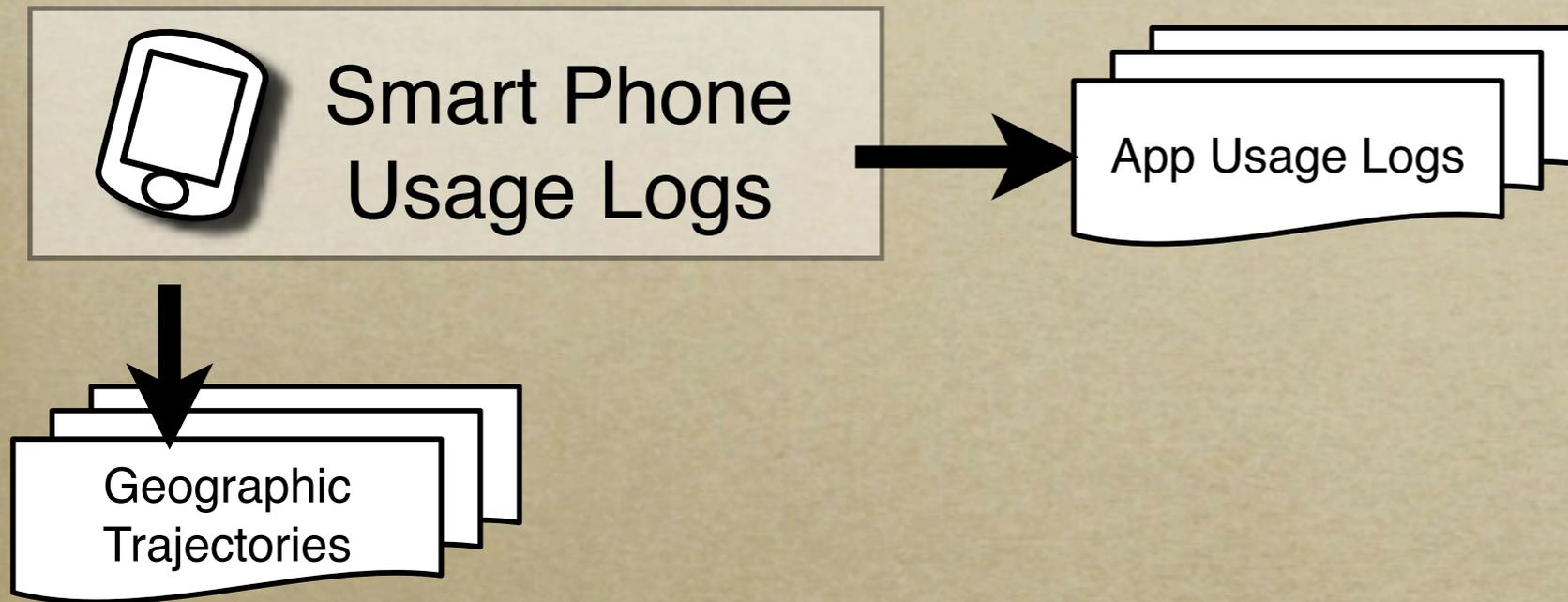
# Framework

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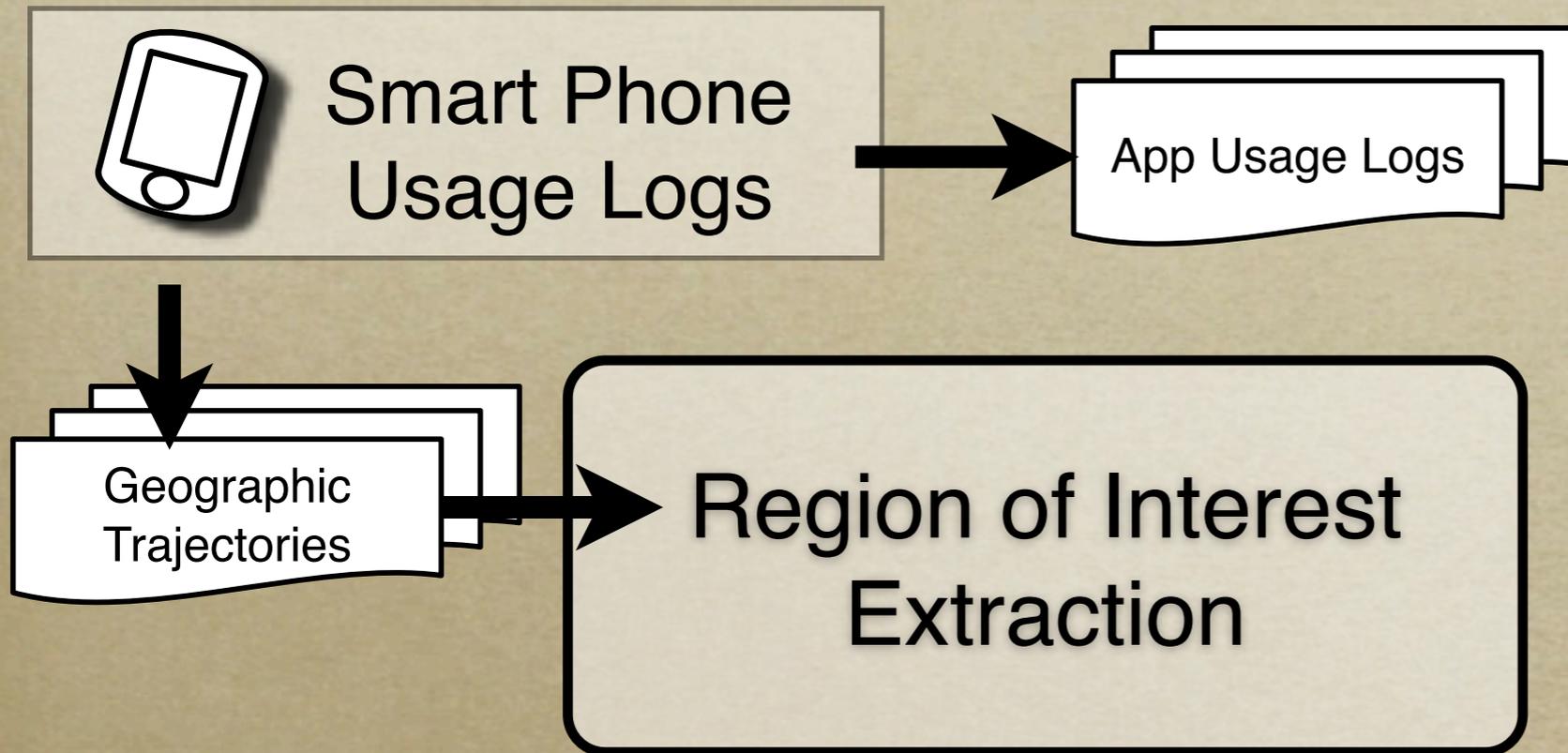


Smart Phone  
Usage Logs

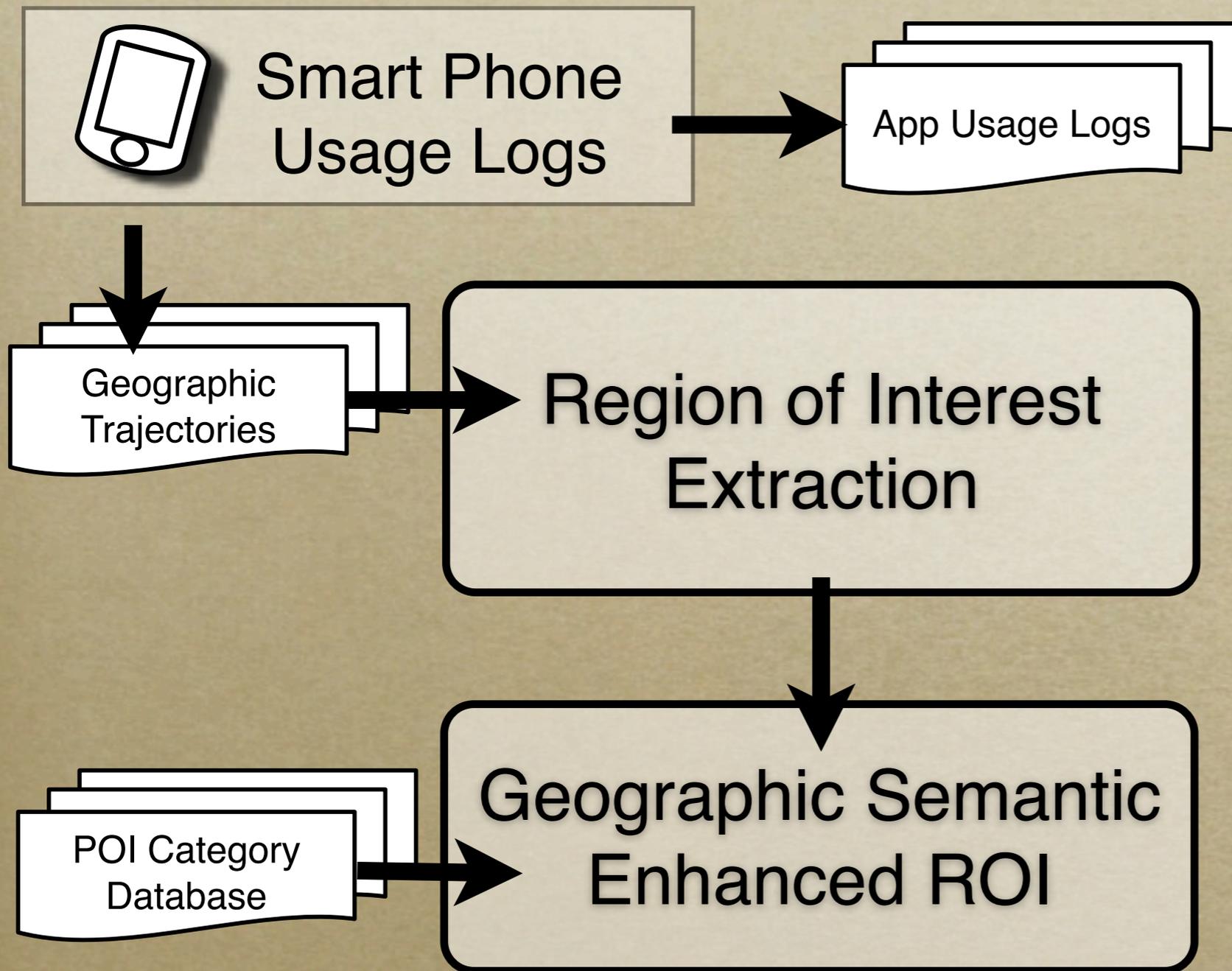
# Framework



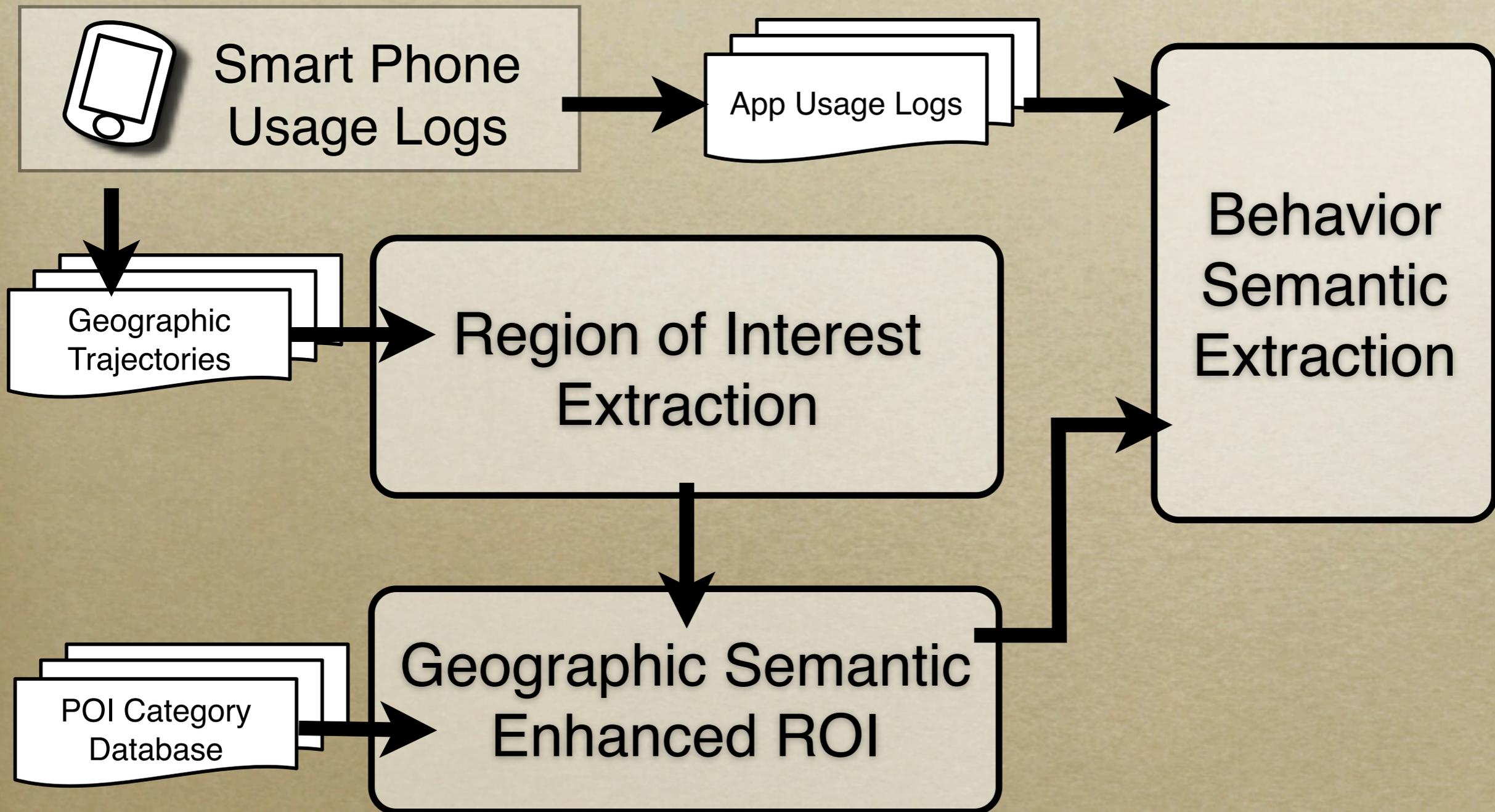
# Framework



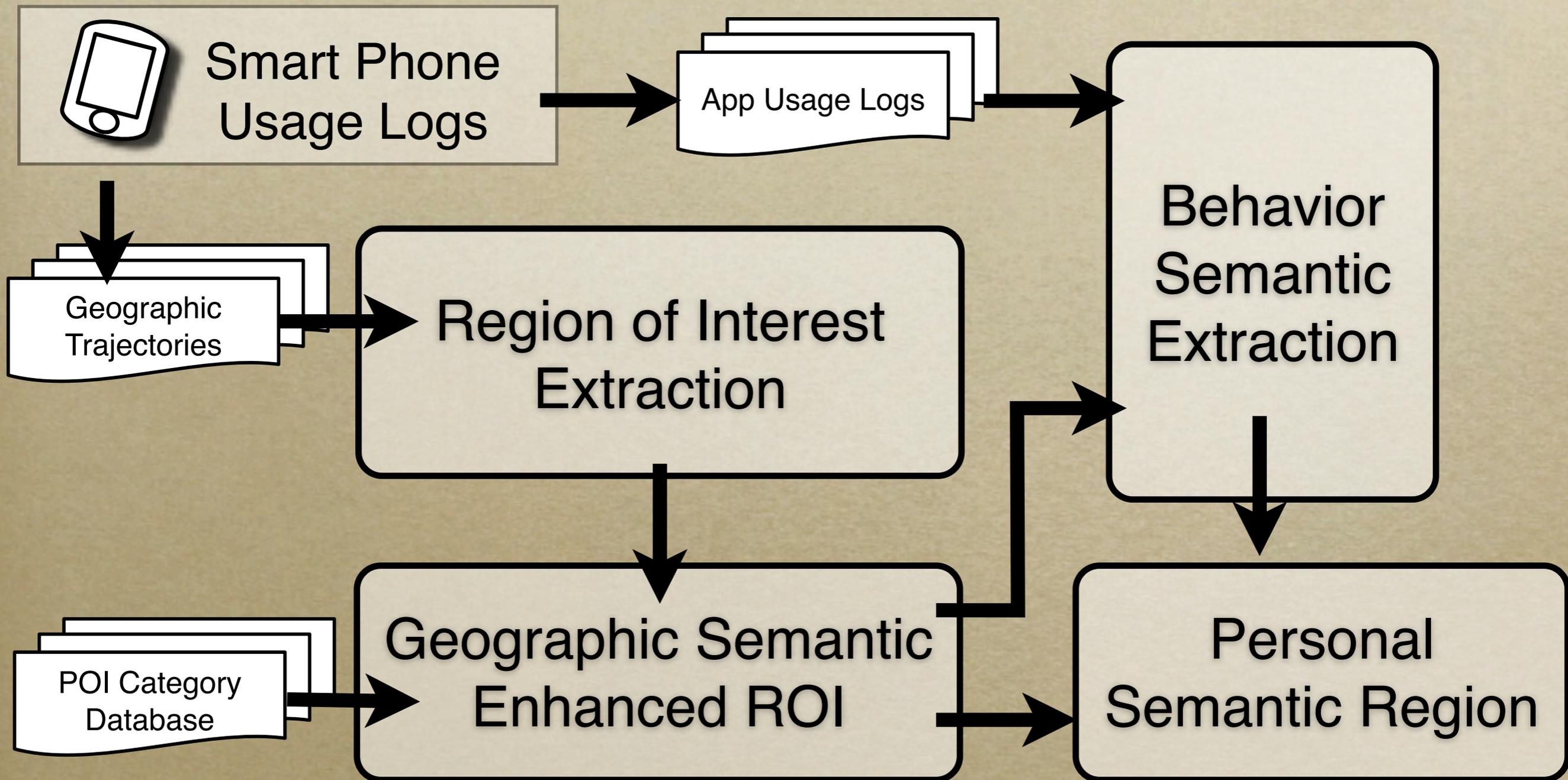
# Framework



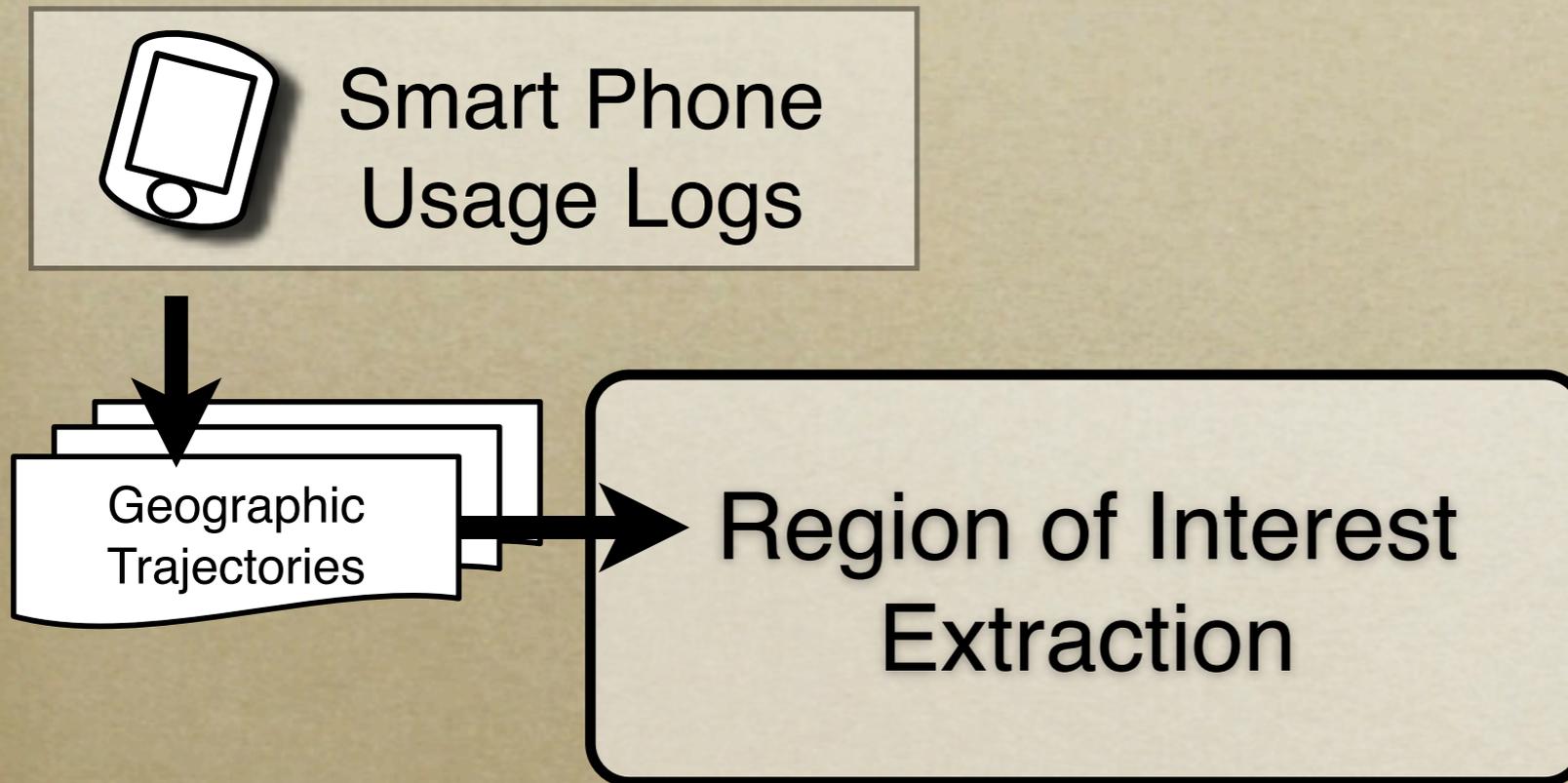
# Framework



# Framework



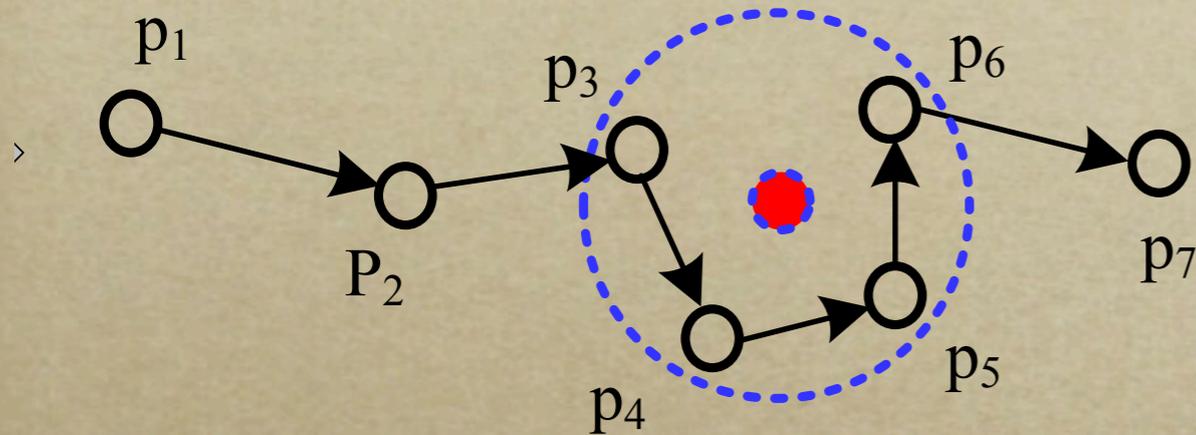
# Framework



# Issue: Region Extraction (1/2)

GPS trajectory

a stay point  $s$

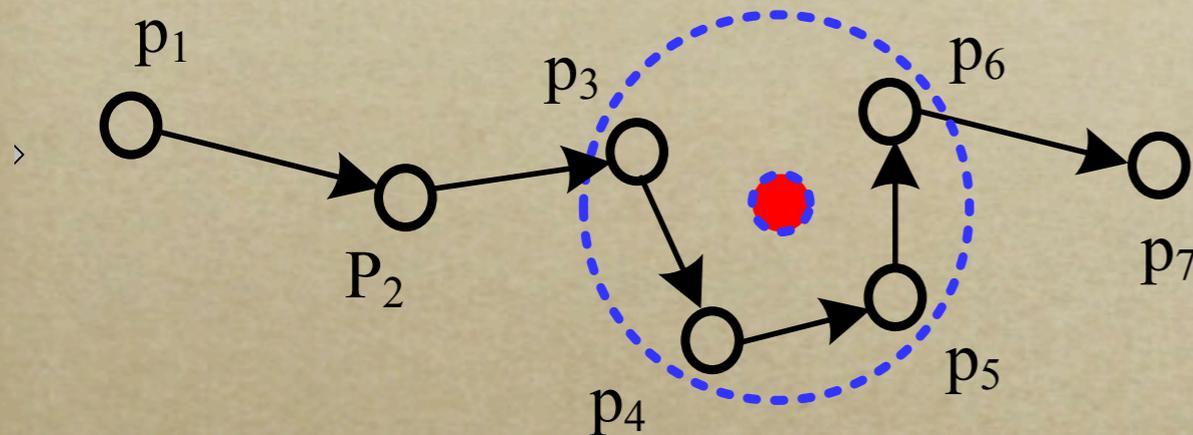


A stay point  $s$  can be detected from consecutive GPS points  $P = \{p_m, p_{m+1}, \dots, p_n\}$ , where  $\forall m < i \leq n$ ,  $Dist(p_m, p_i) \leq D_{threh}$  and  $p_n.T - p_m.T \geq T_{threh}$

# Issue: Region Extraction (1/2)

GPS trajectory

a stay point  $s$



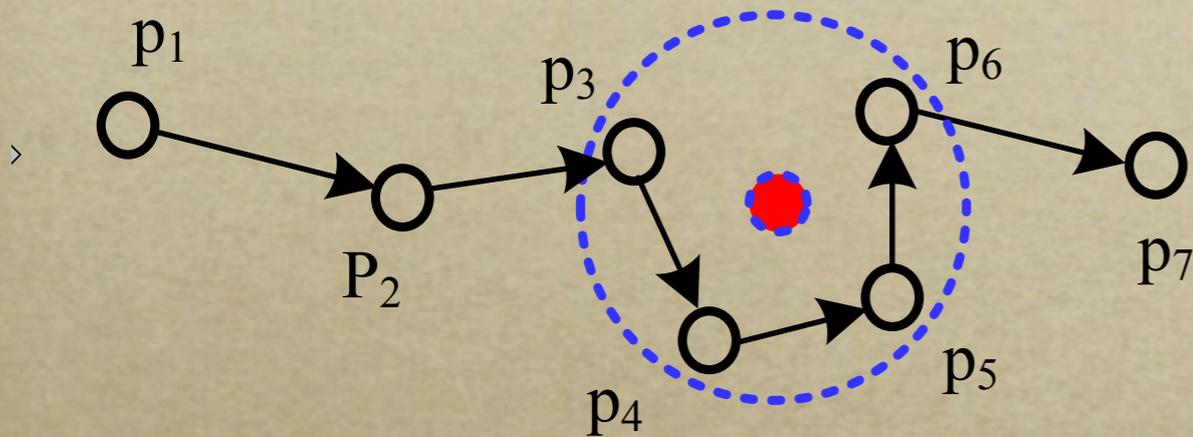
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Universal distance limit  
cannot find all regions

# Issue: Region Extraction (1/2)

GPS trajectory

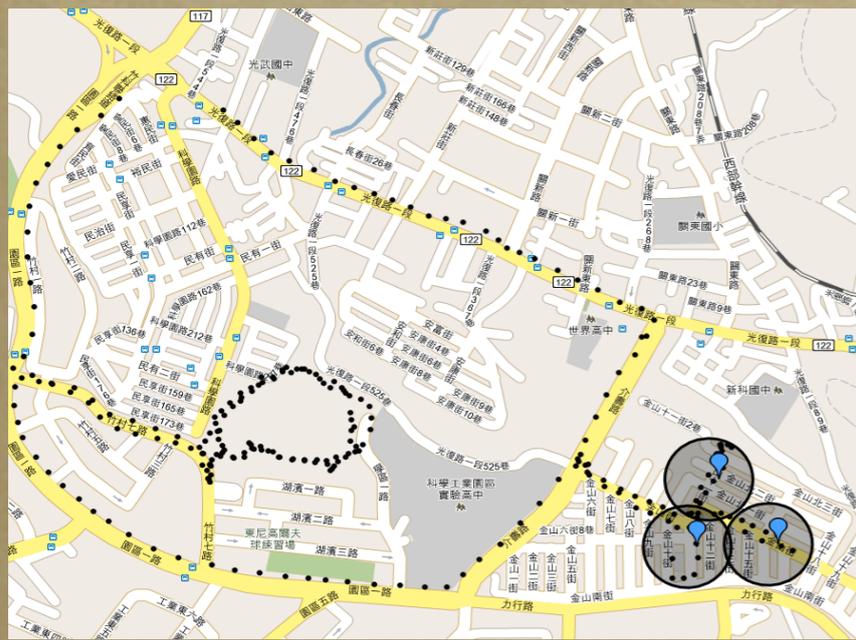
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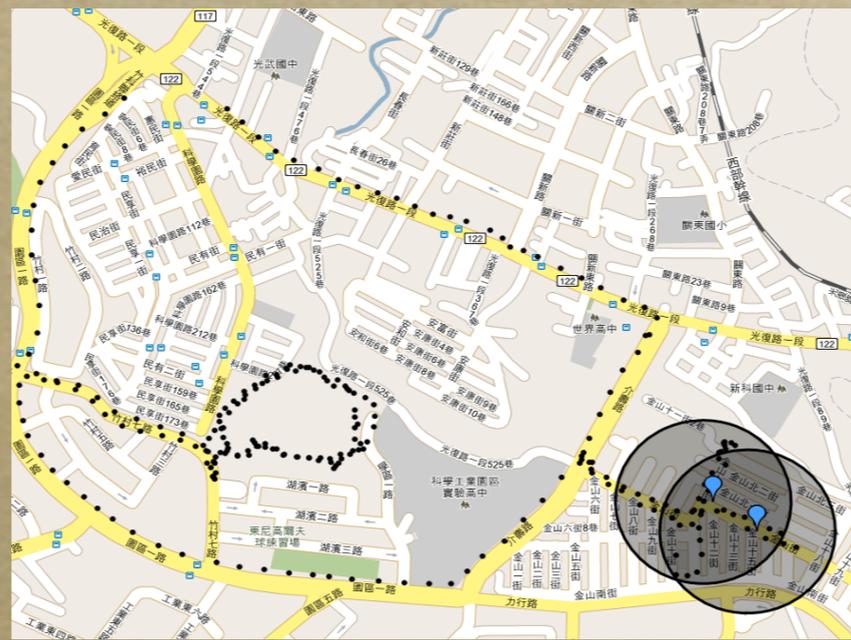
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Universal distance limit cannot find all regions

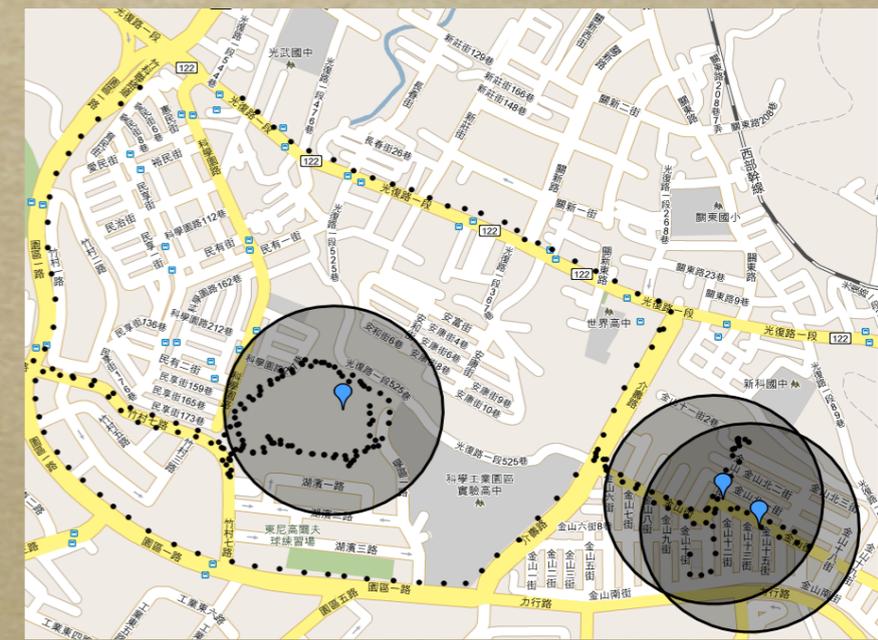
$T: 10 \text{ mins}, D: 100 \text{ meters}$



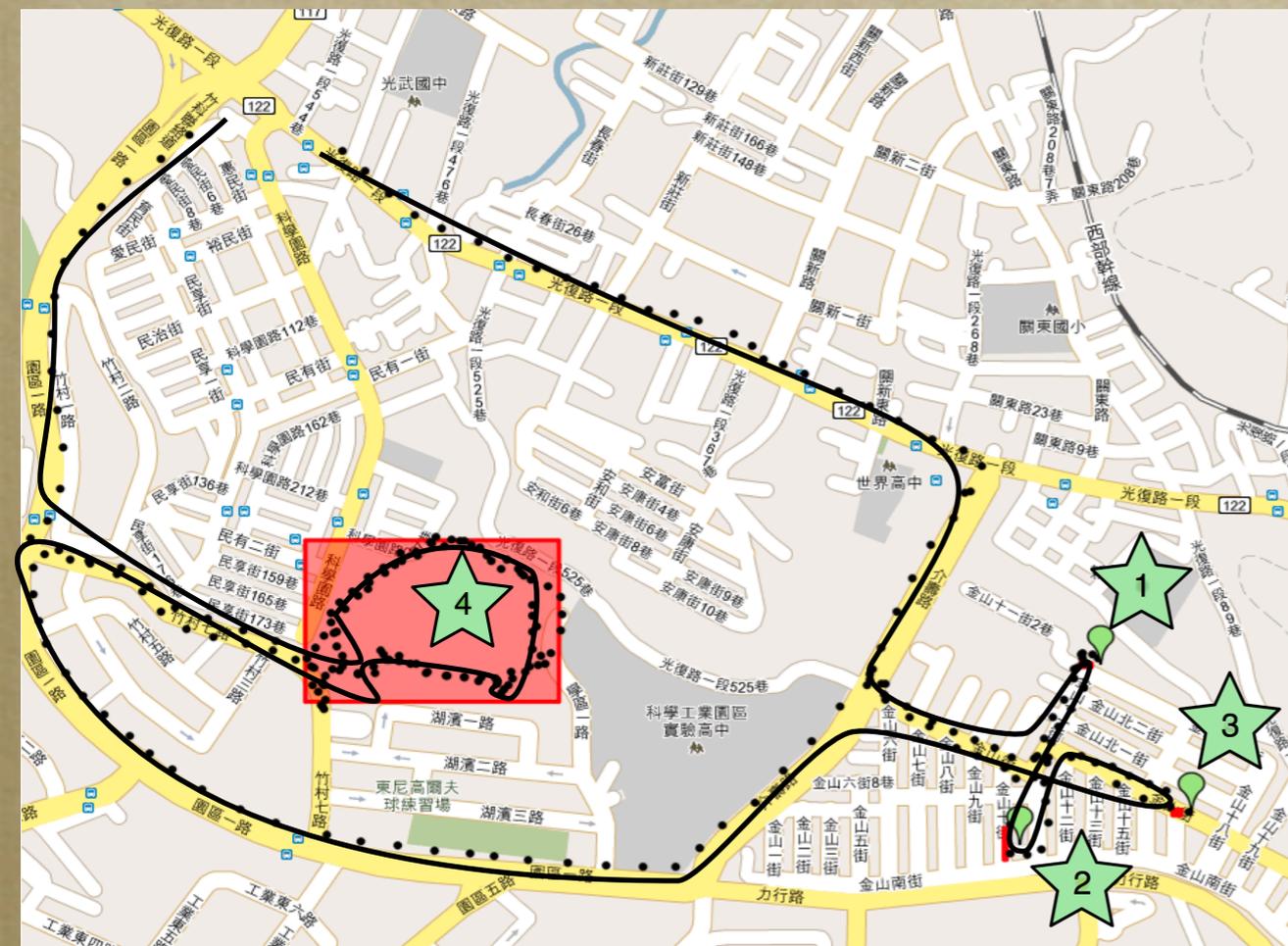
$T: 10 \text{ mins}, D: 200 \text{ meters}$



$T: 10 \text{ mins}, D: 250 \text{ meters}$

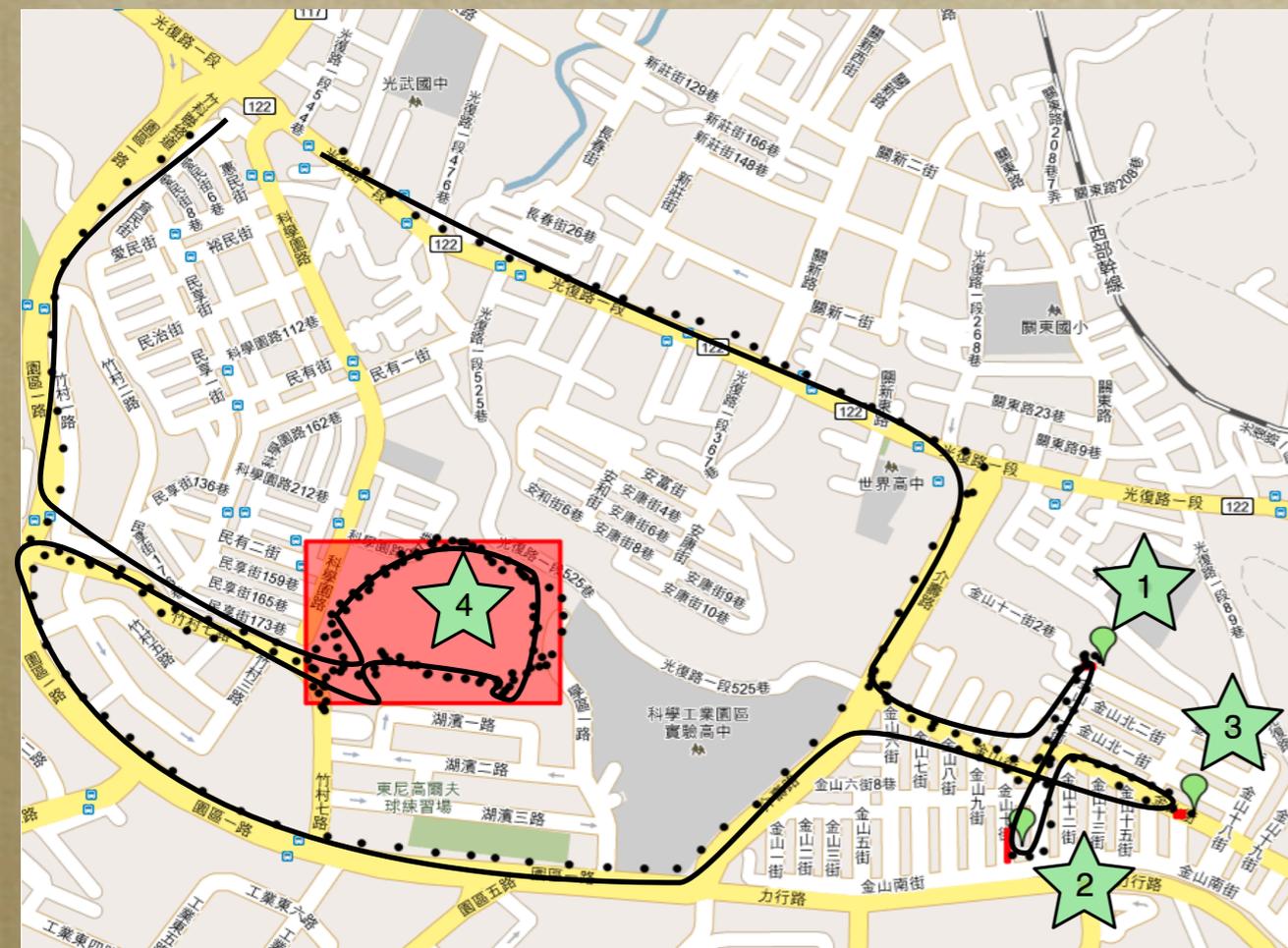


# Issue: Region Extraction (2/2)



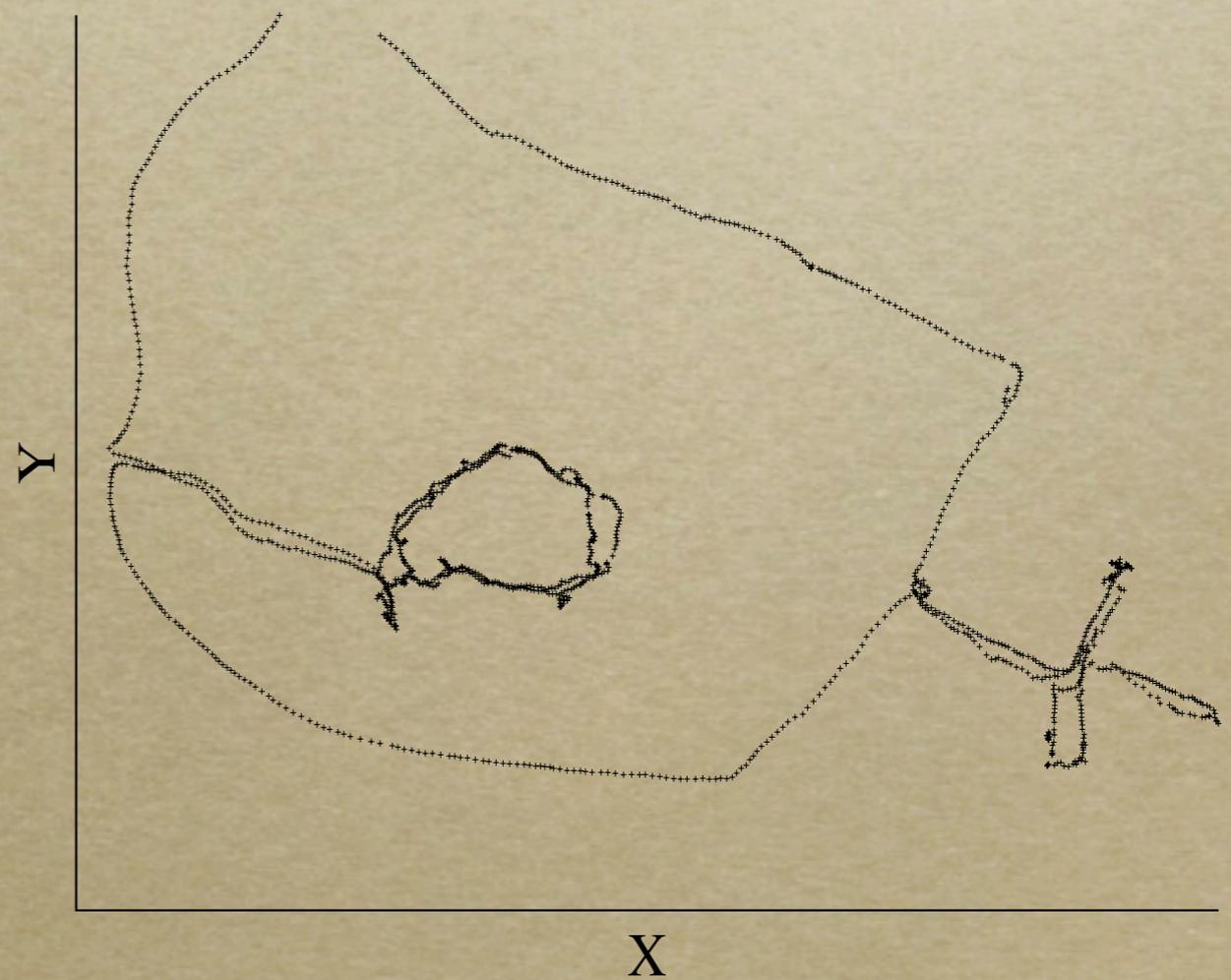
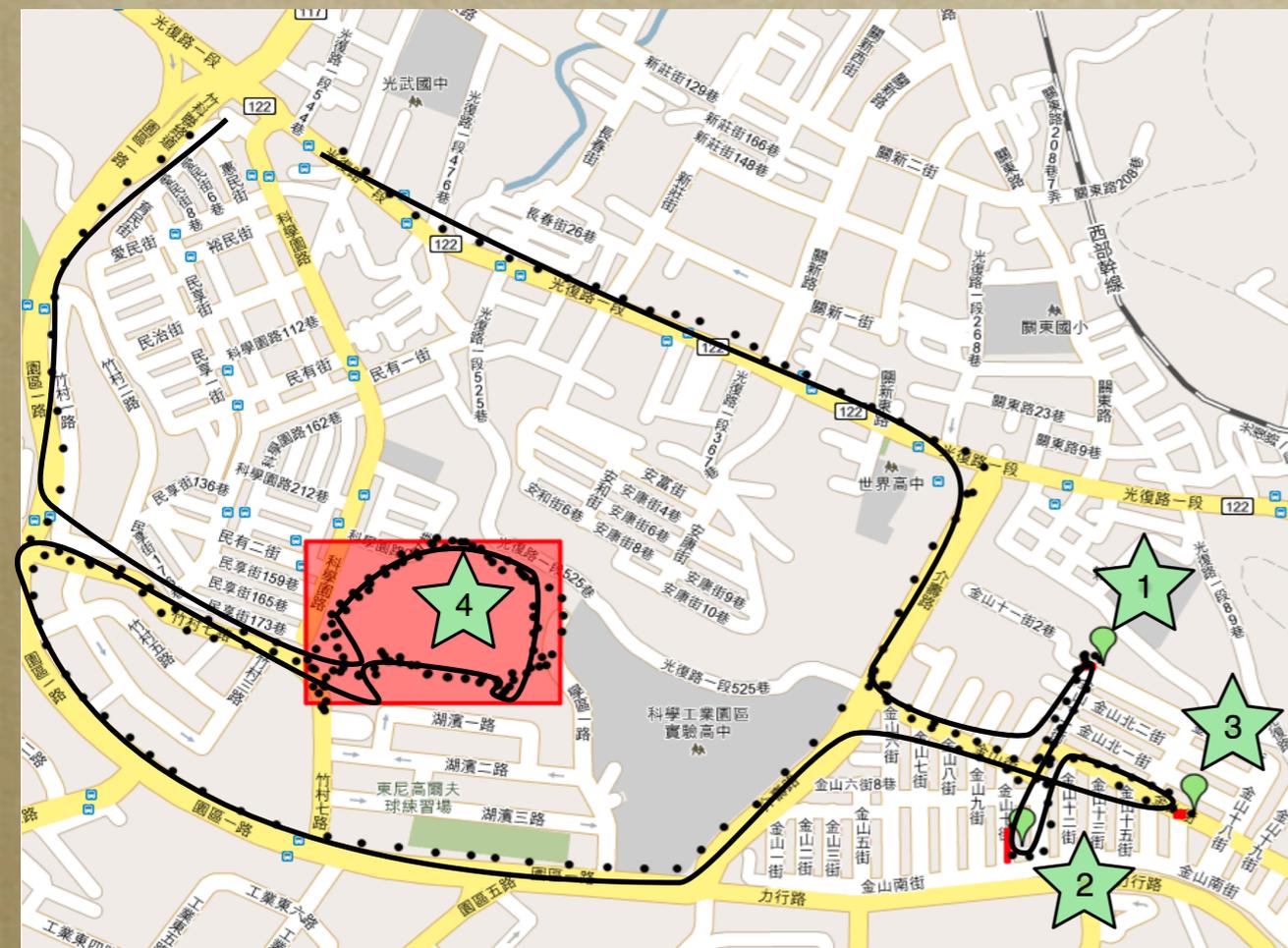
# Issue: Region Extraction (2/2)

- Various time gap



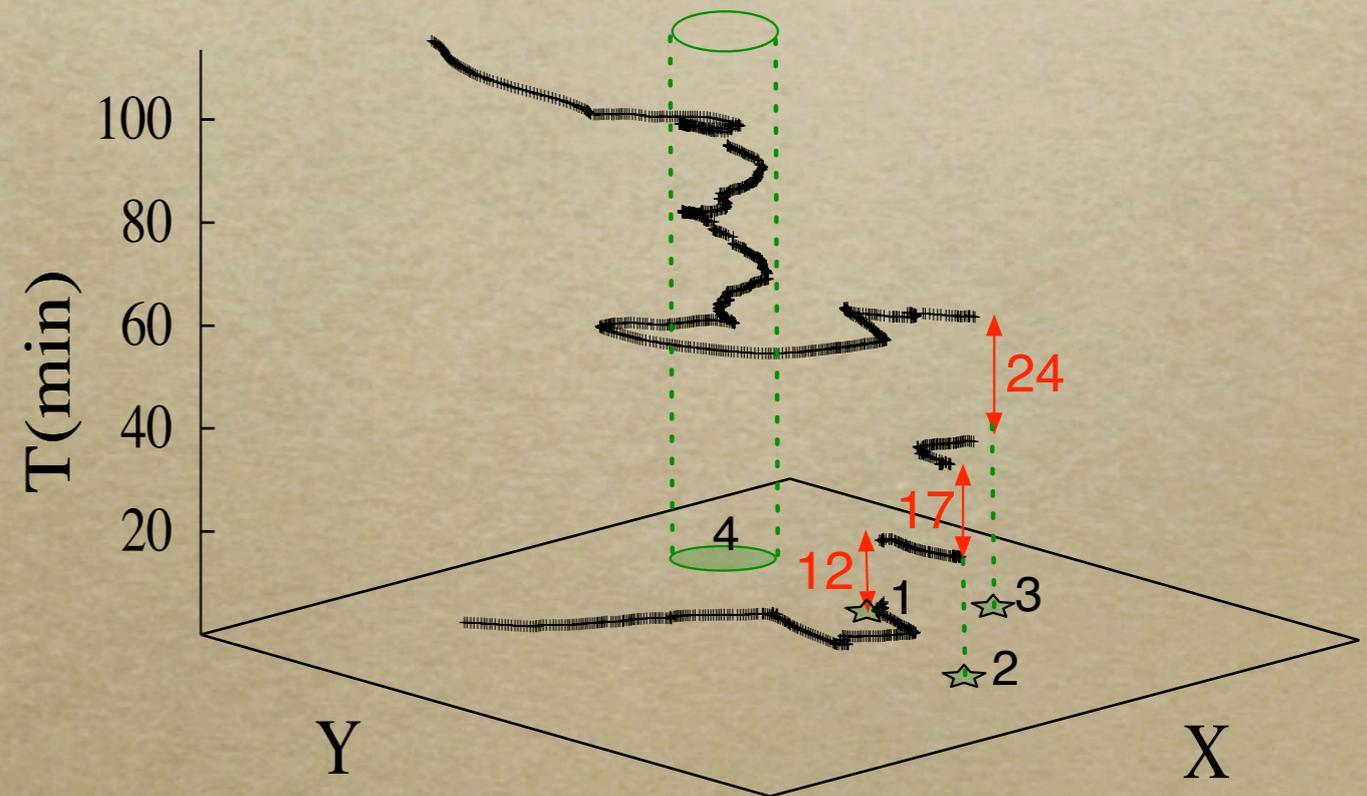
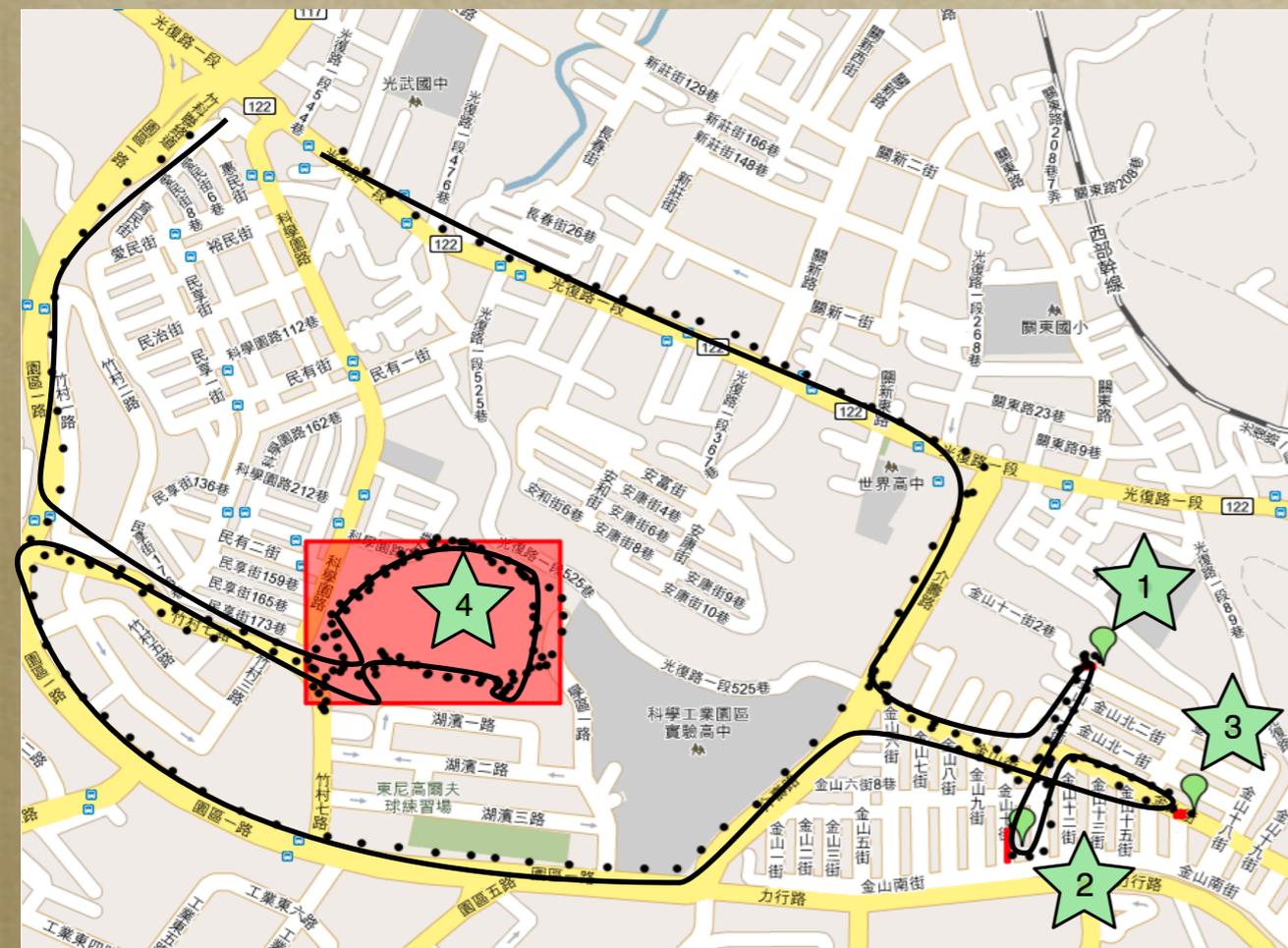
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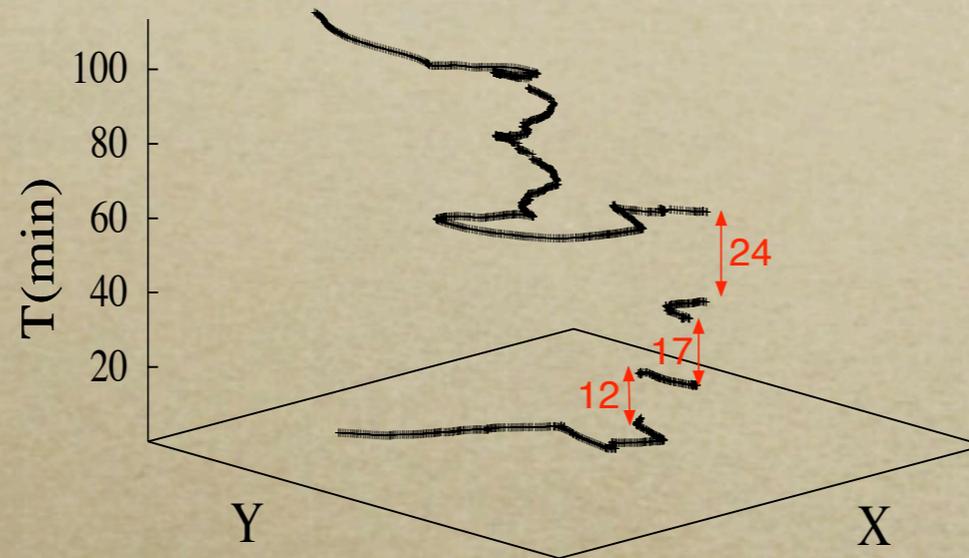
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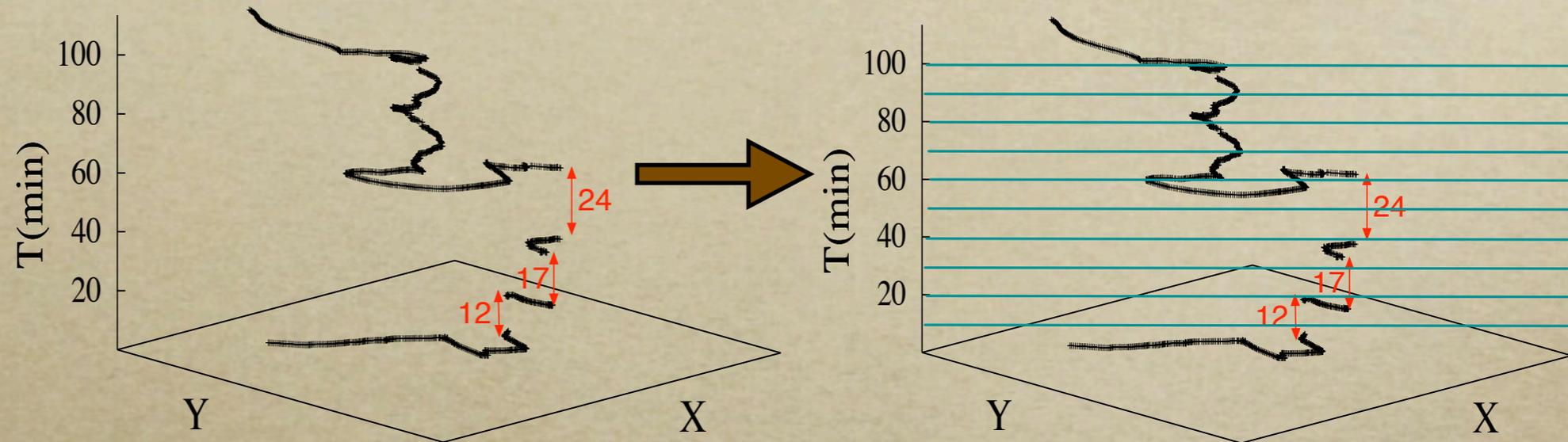
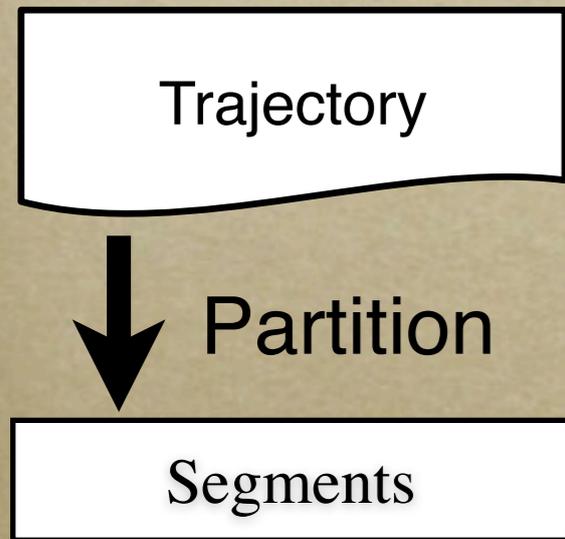


# Regions of Interest Extraction - Sequential Density Clustering

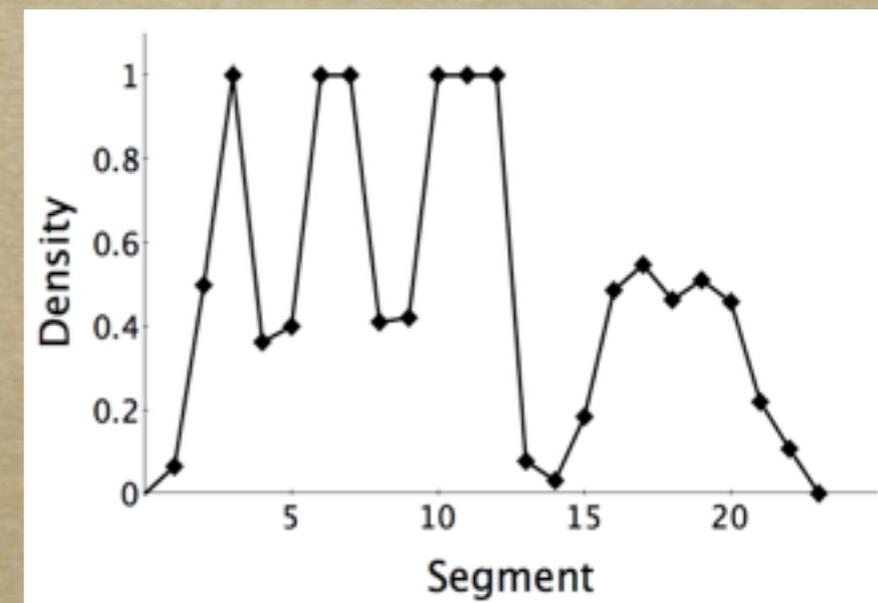
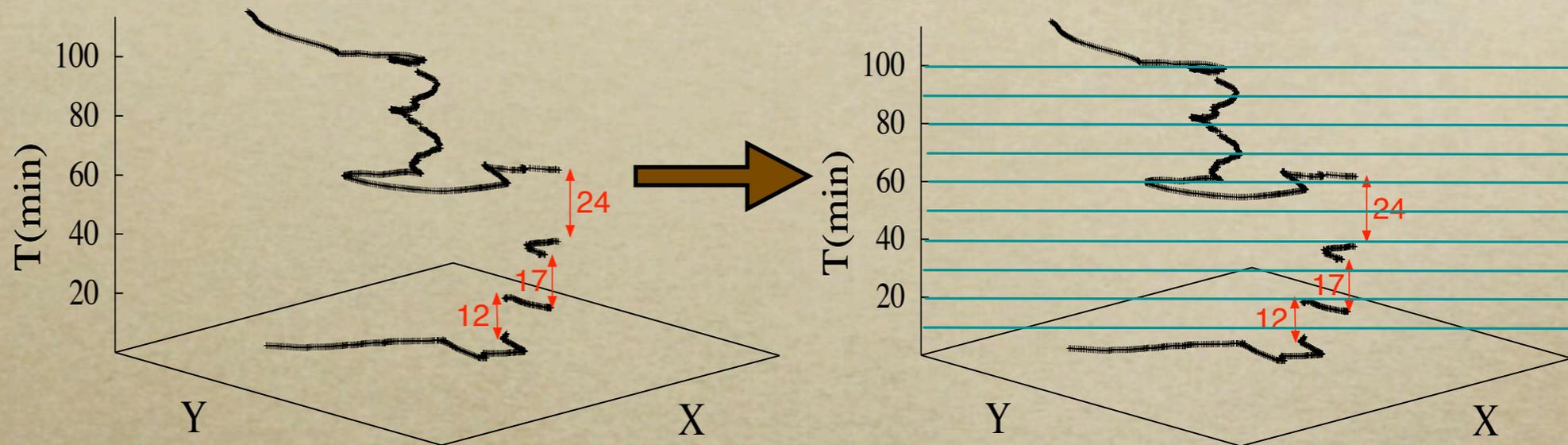
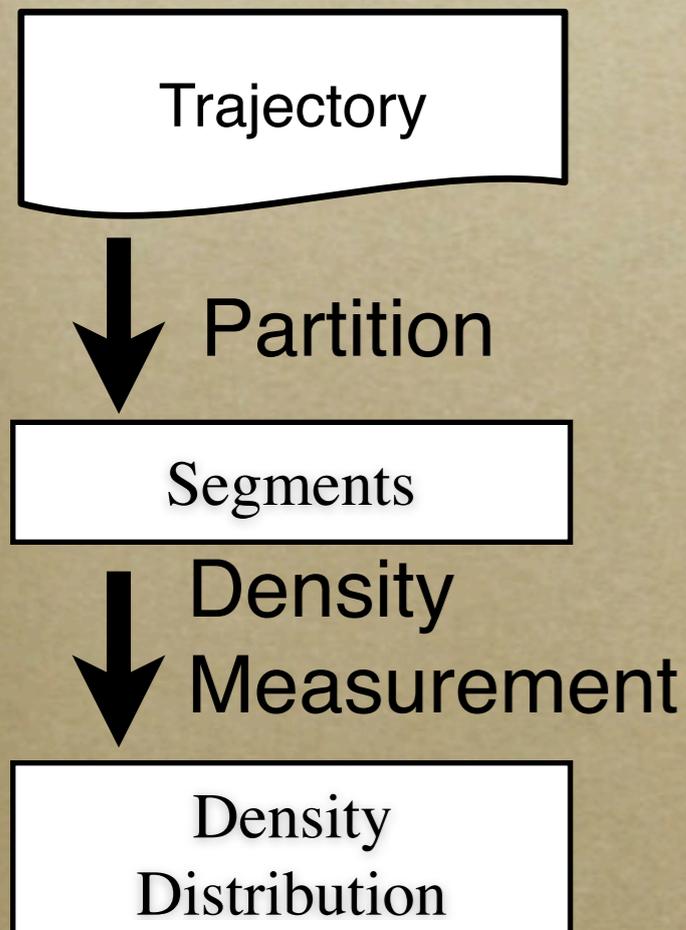
Trajectory



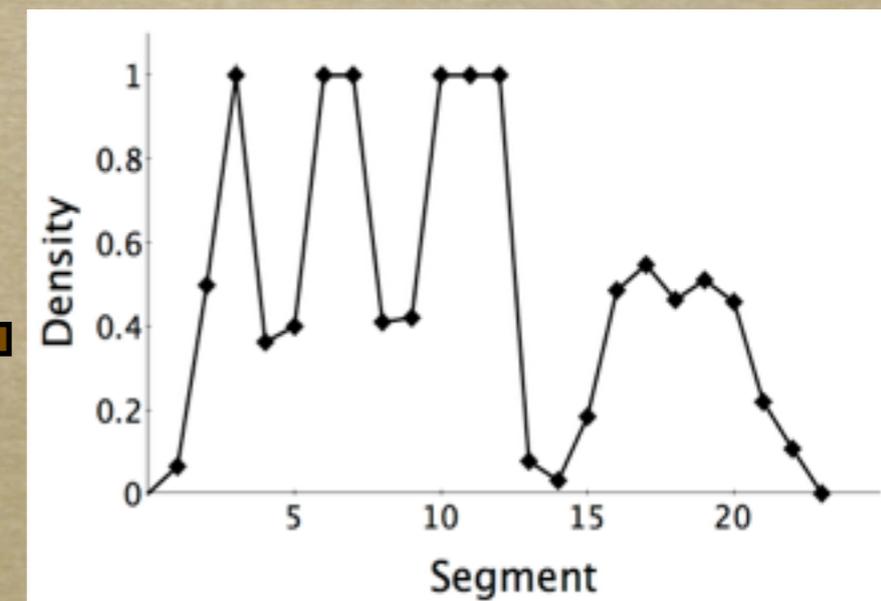
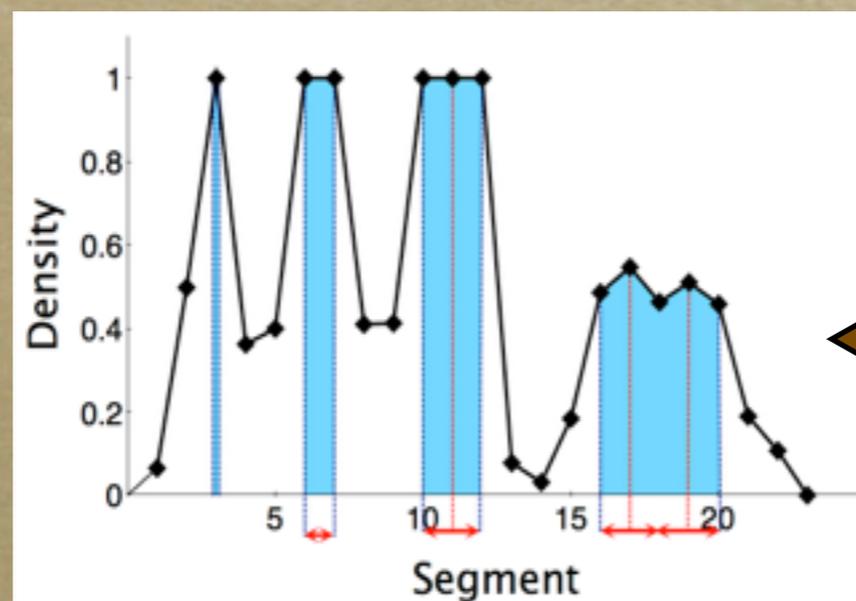
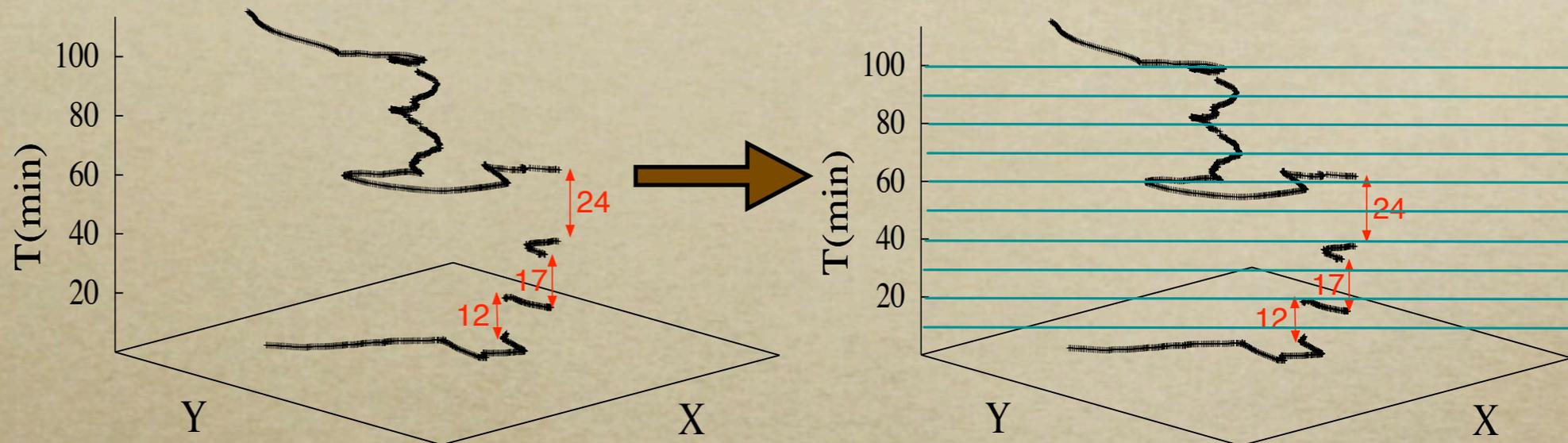
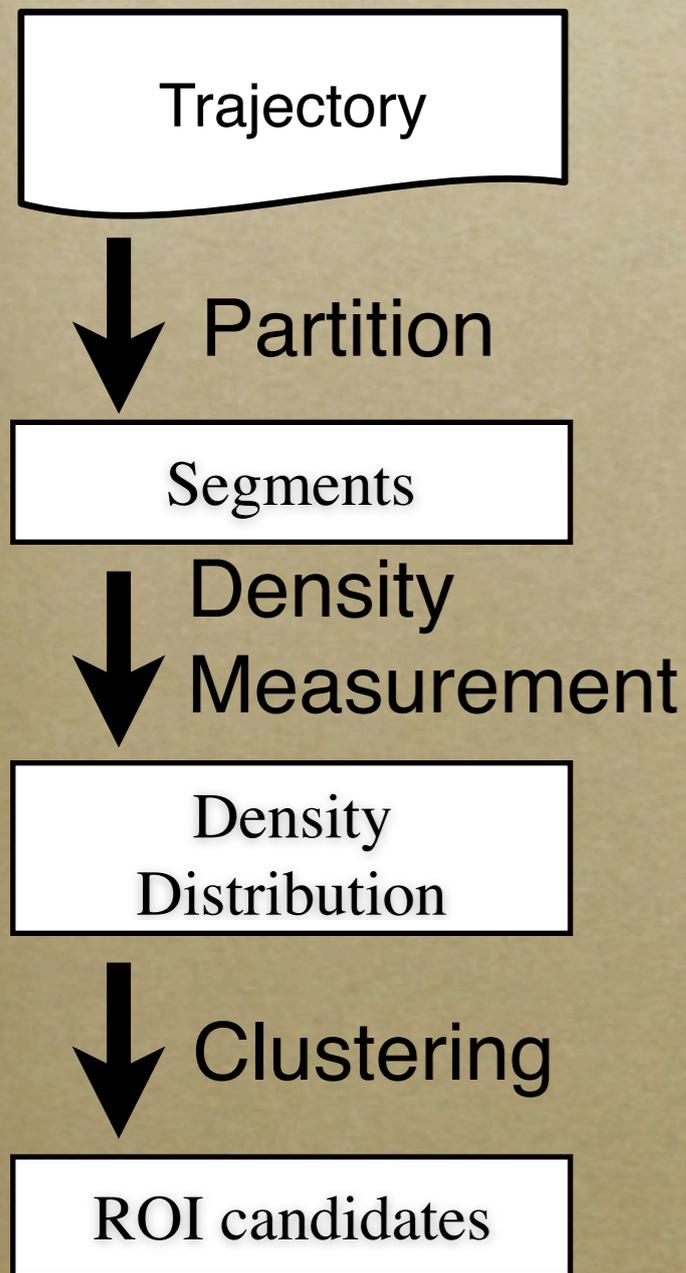
# Regions of Interest Extraction - Sequential Density Clustering



# Regions of Interest Extraction - Sequential Density Clustering



# Regions of Interest Extraction - Sequential Density Clustering



# Regions of Interest Extraction - Sequential Density Clustering

Trajectory



Partition

Segments



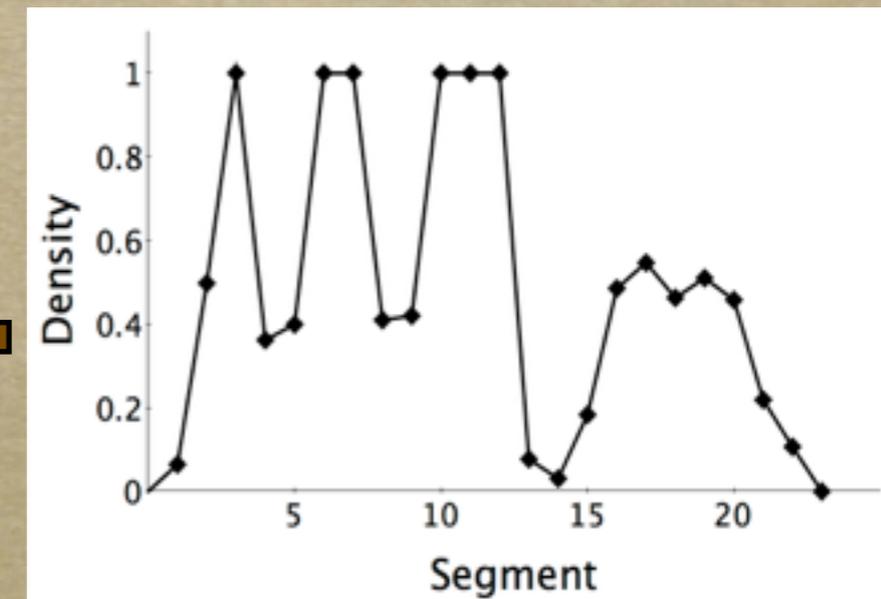
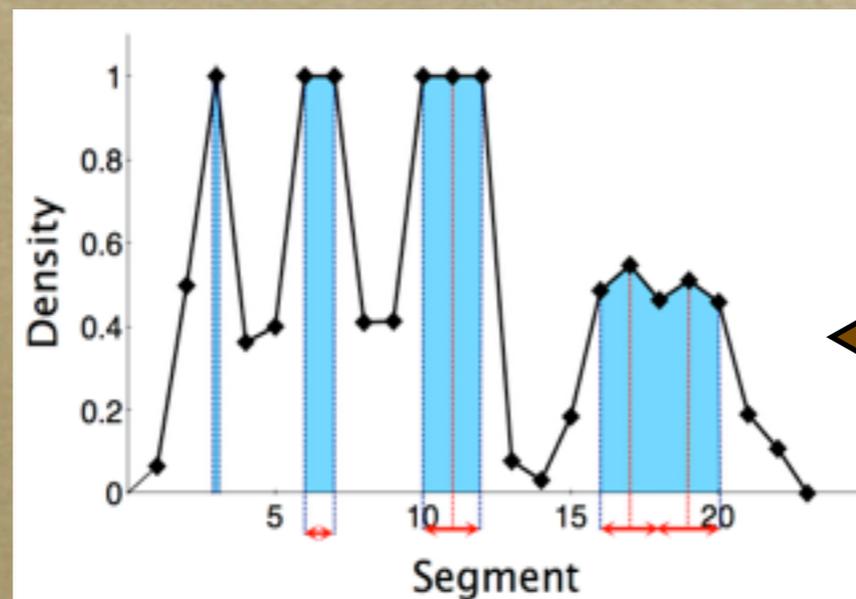
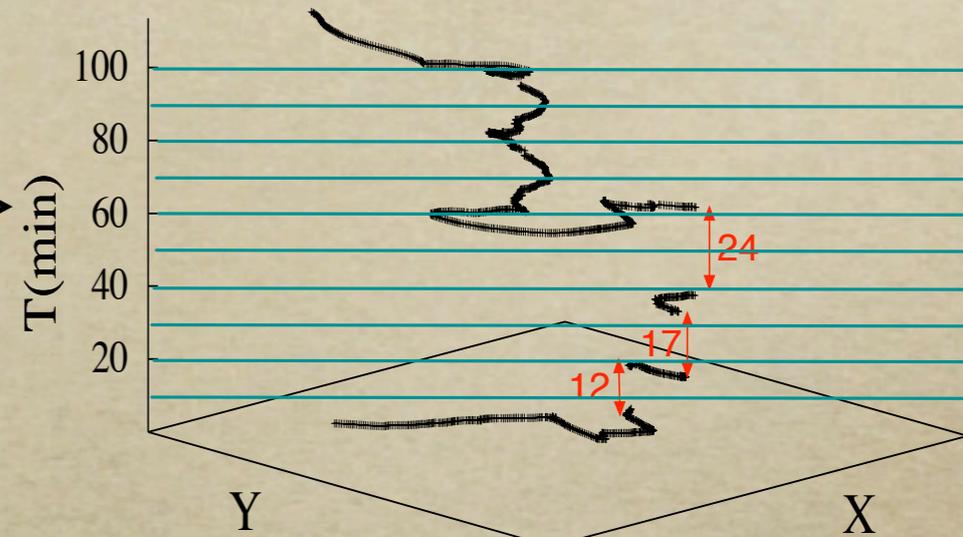
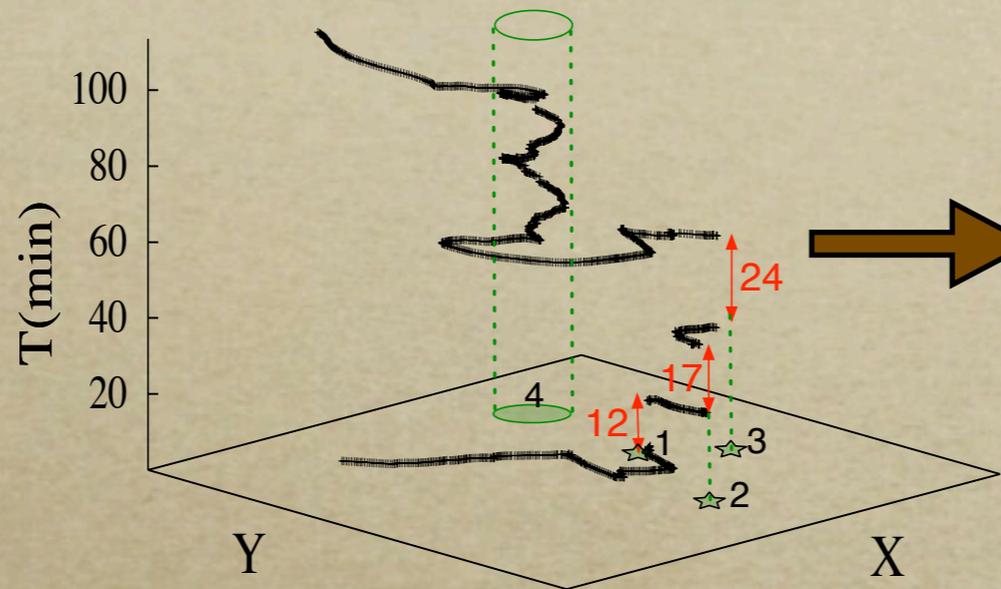
Density  
Measurement

Density  
Distribution



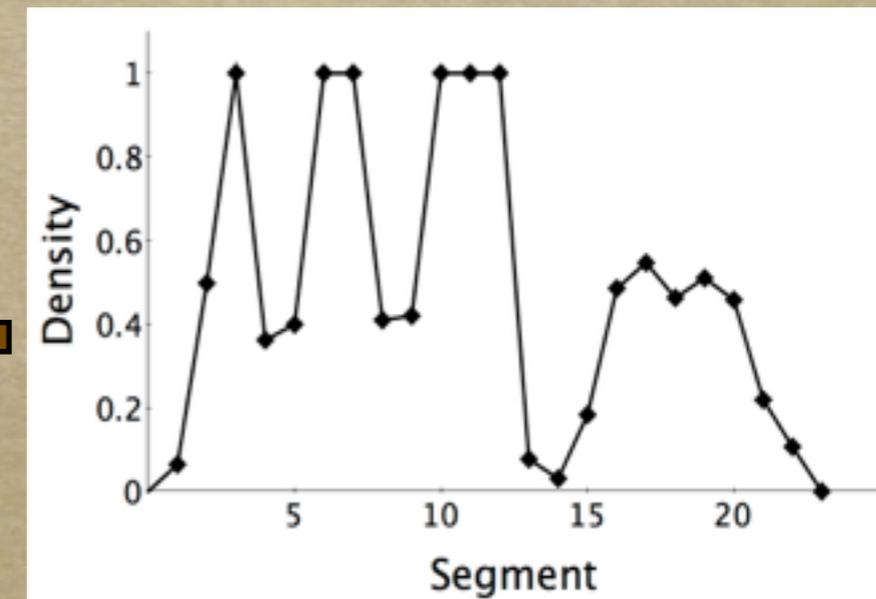
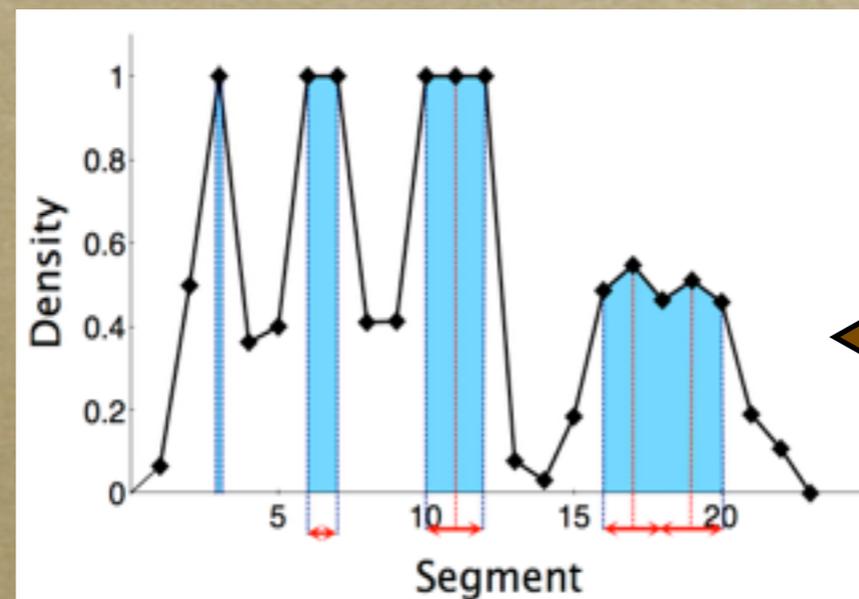
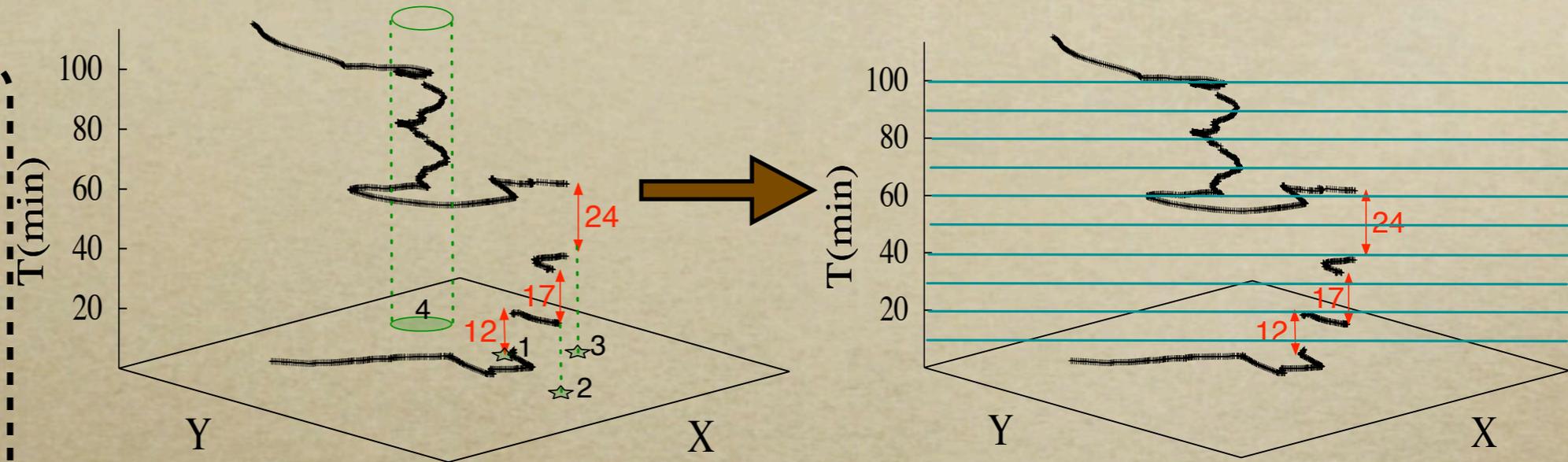
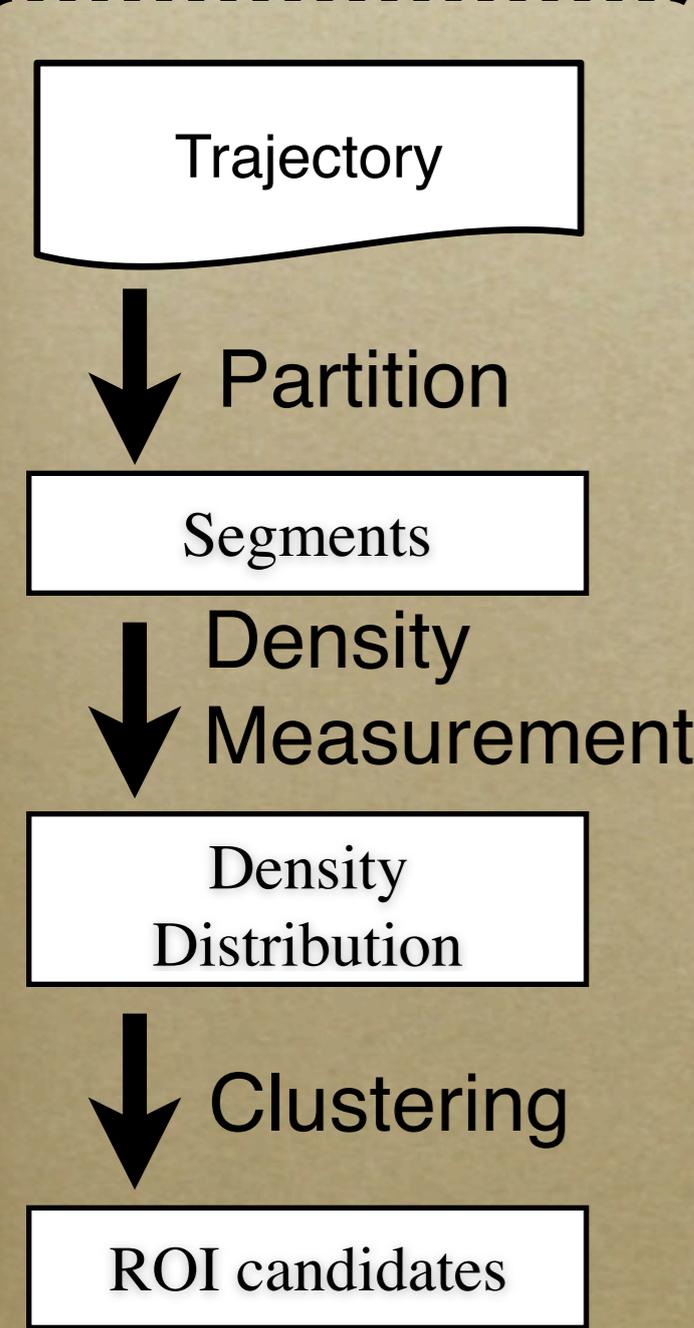
Clustering

ROI candidates

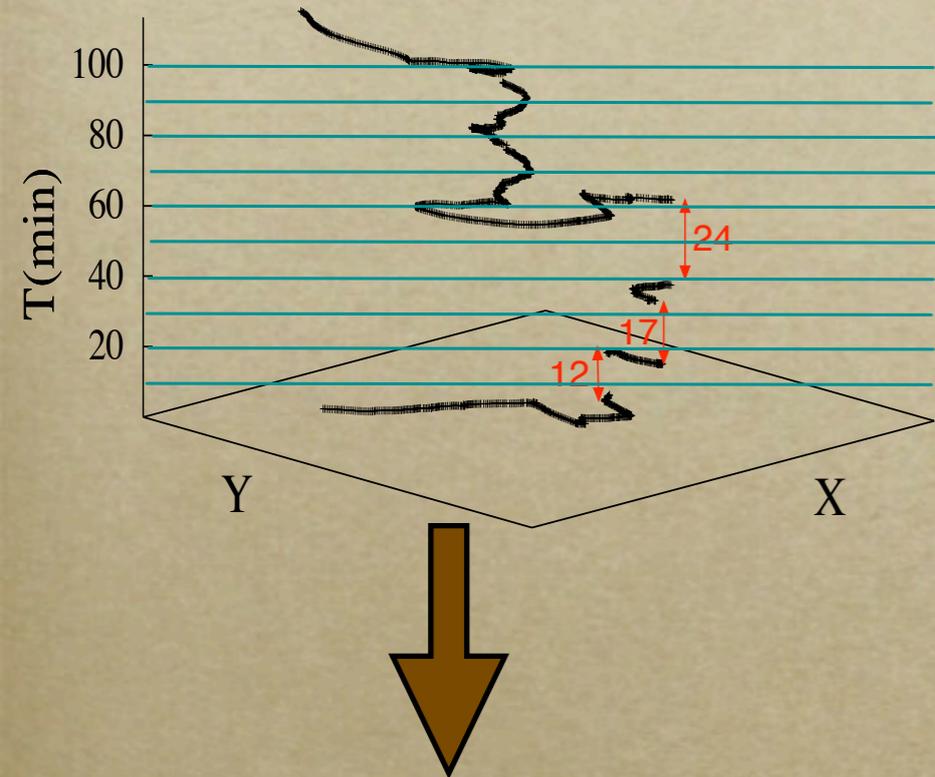


# Regions of Interest Extraction - Sequential Density Clustering

## Sequential Density Clustering

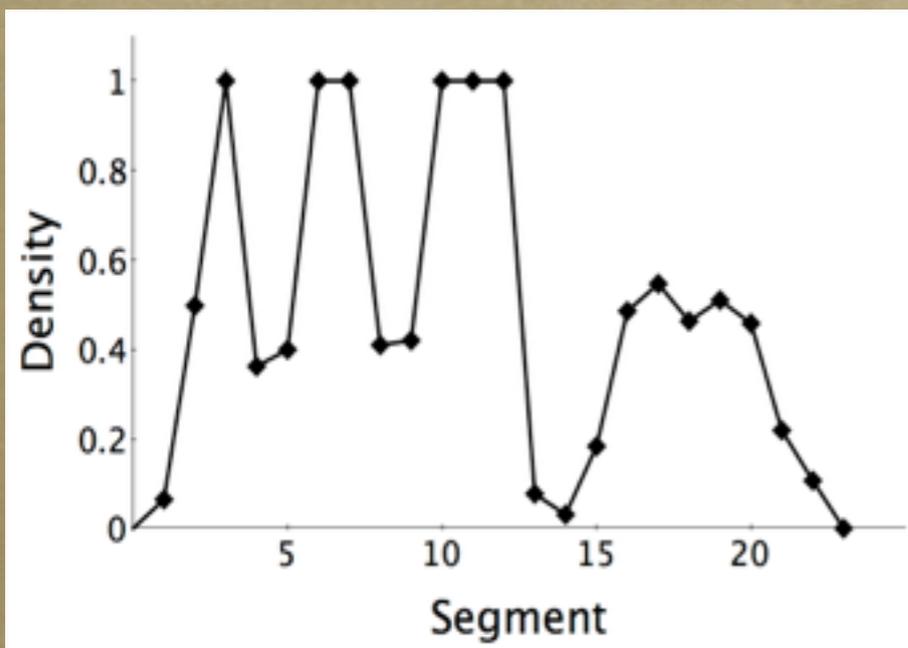


# Sequential Density Clustering: Spatiotemporal Density

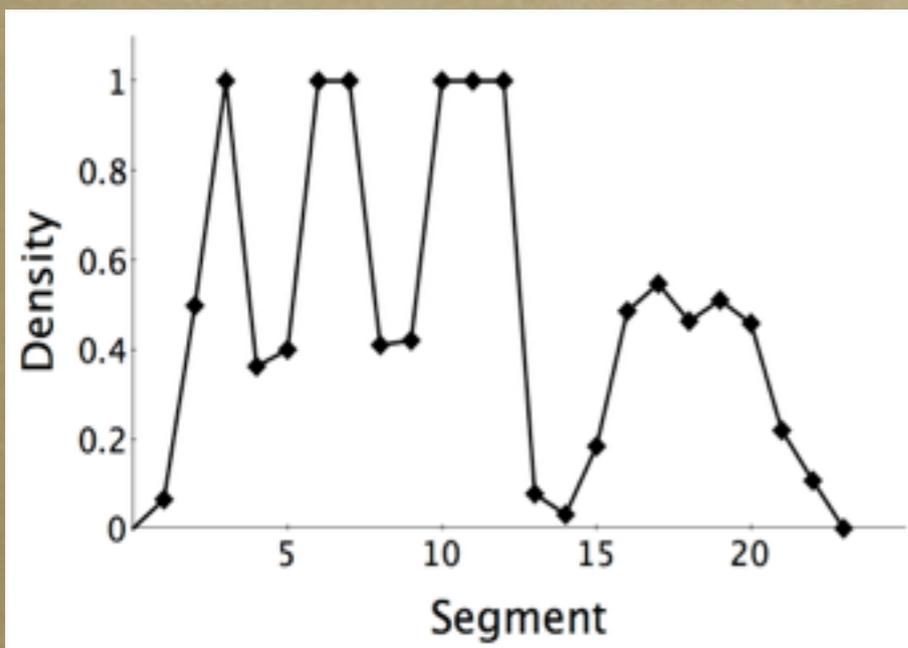
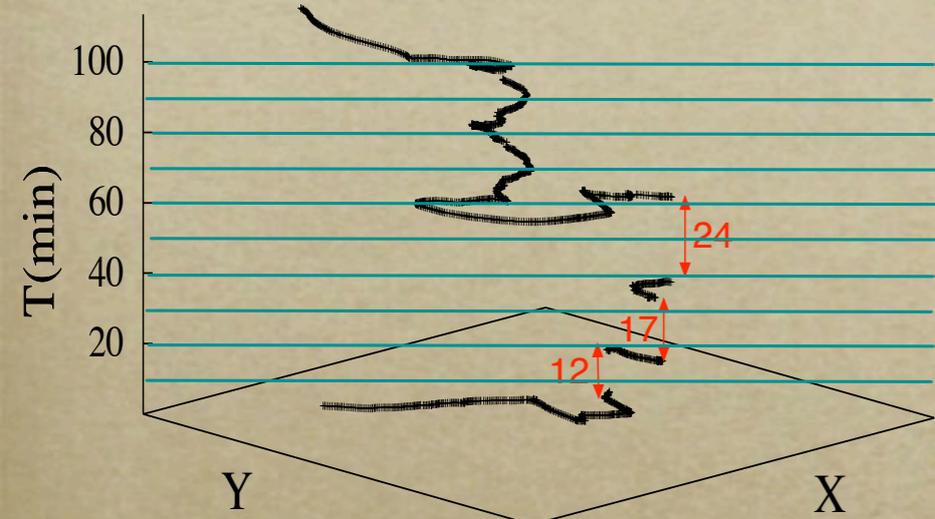


Spatial dissimilarity:

$$Cost(S_l) = \sum_{i=1}^n D_{E^2}(o_i, c) = \sum_{i=1}^n \|o_i - c\|^2$$



# Sequential Density Clustering: Spatiotemporal Density



Spatial dissimilarity:

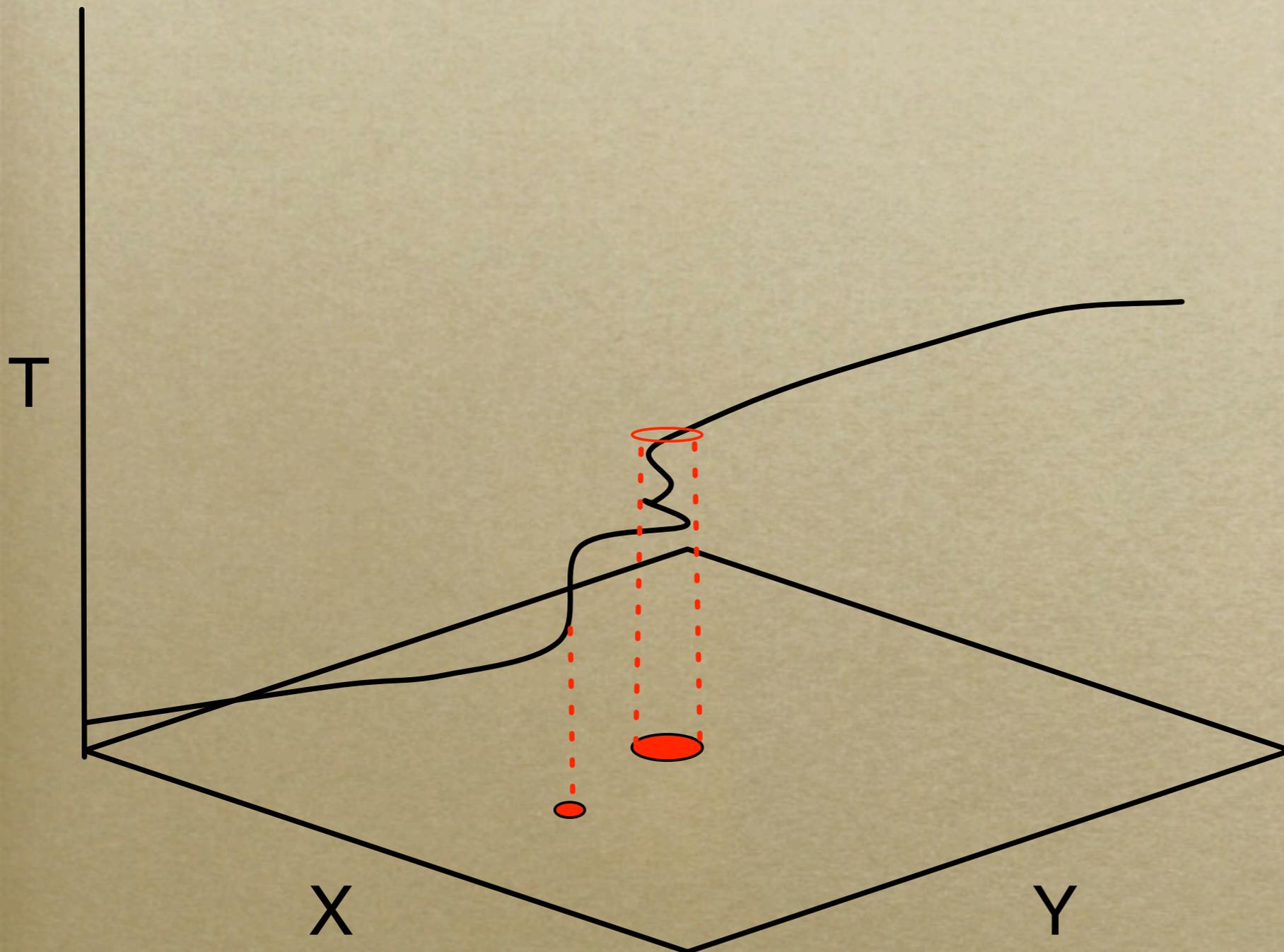
$$Cost(S_l) = \sum_{i=1}^n D_{E^2}(o_i, c) = \sum_{i=1}^n \|o_i - c\|^2$$

$$w_k = \frac{(t_k - t_{k-1}) + (t_{k+1} - t_k)}{2}$$

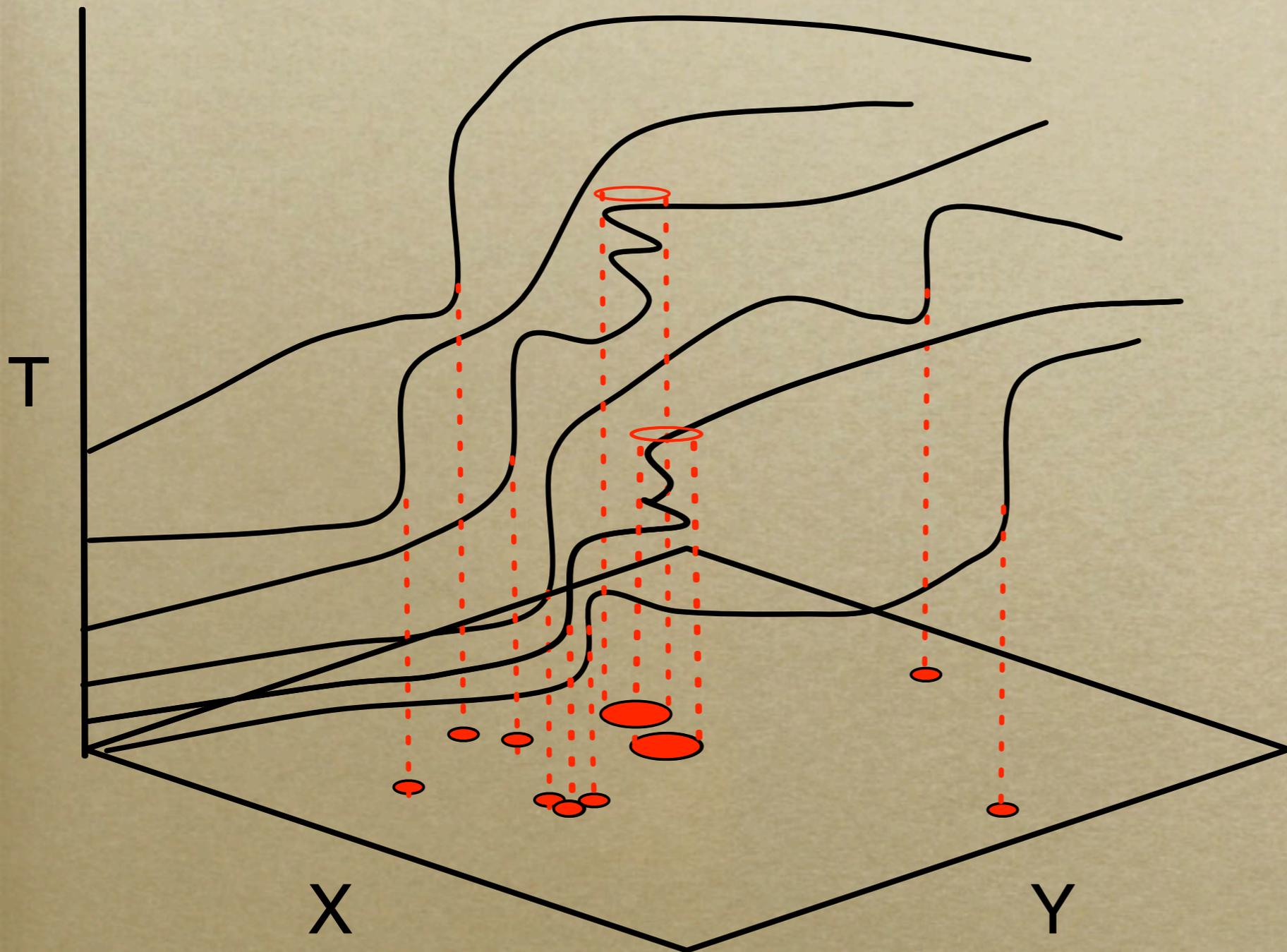
Take time gap  
as a weight

$$Density(s_l) = \log\left(1 + \frac{1}{WCost(S_l) + \gamma}\right)$$

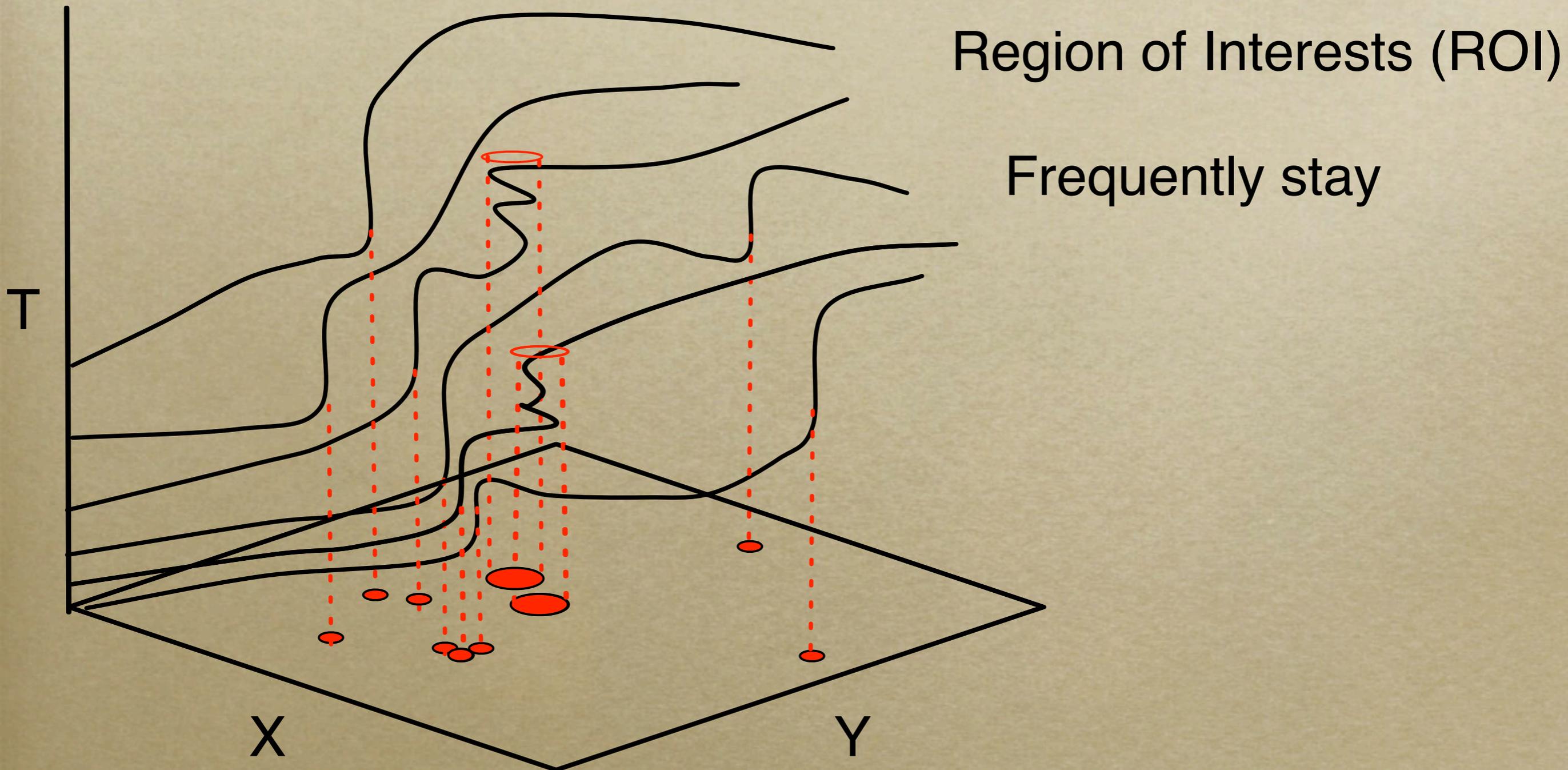
# Regions of Interest Extraction - Region Clustering



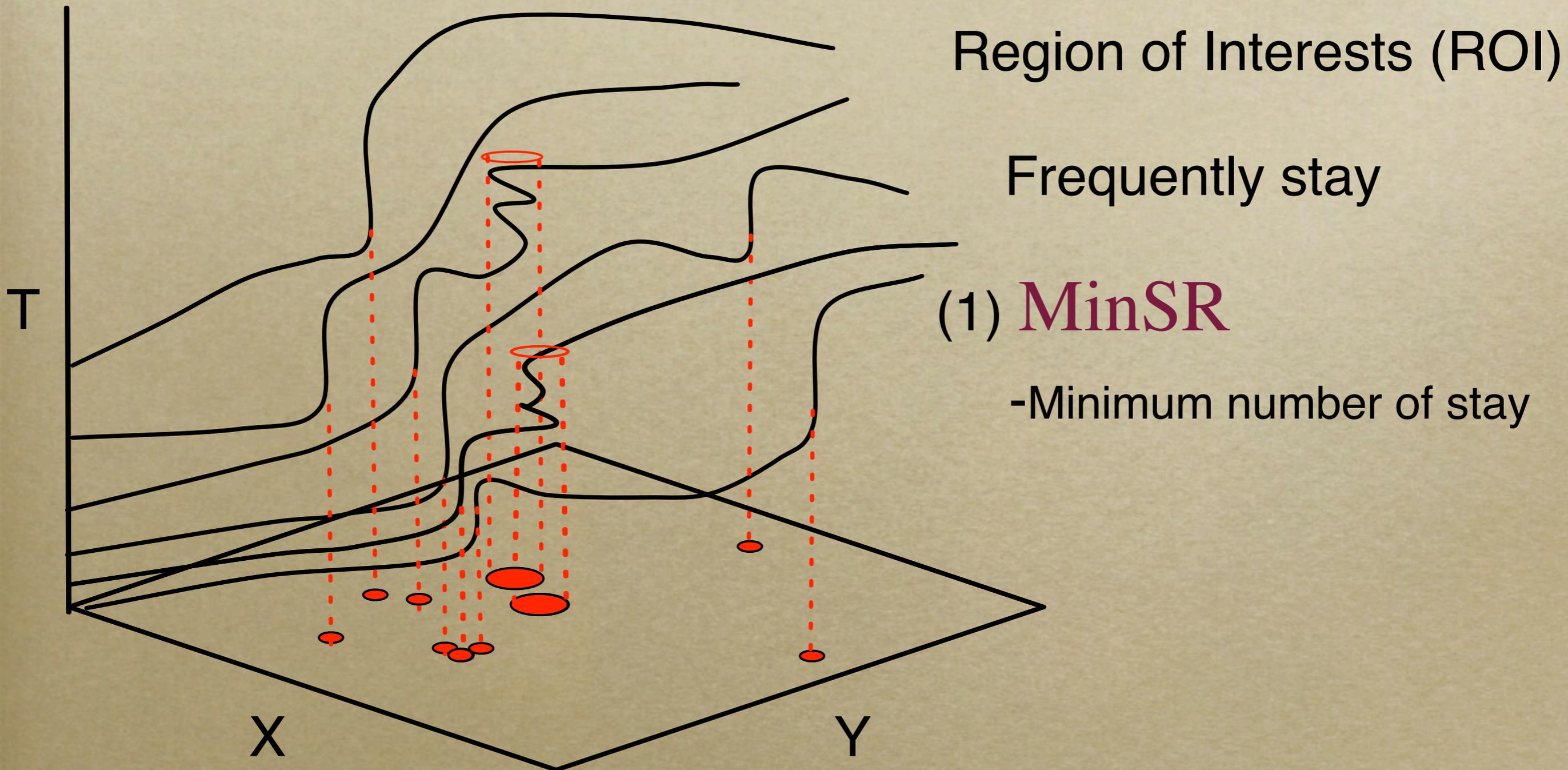
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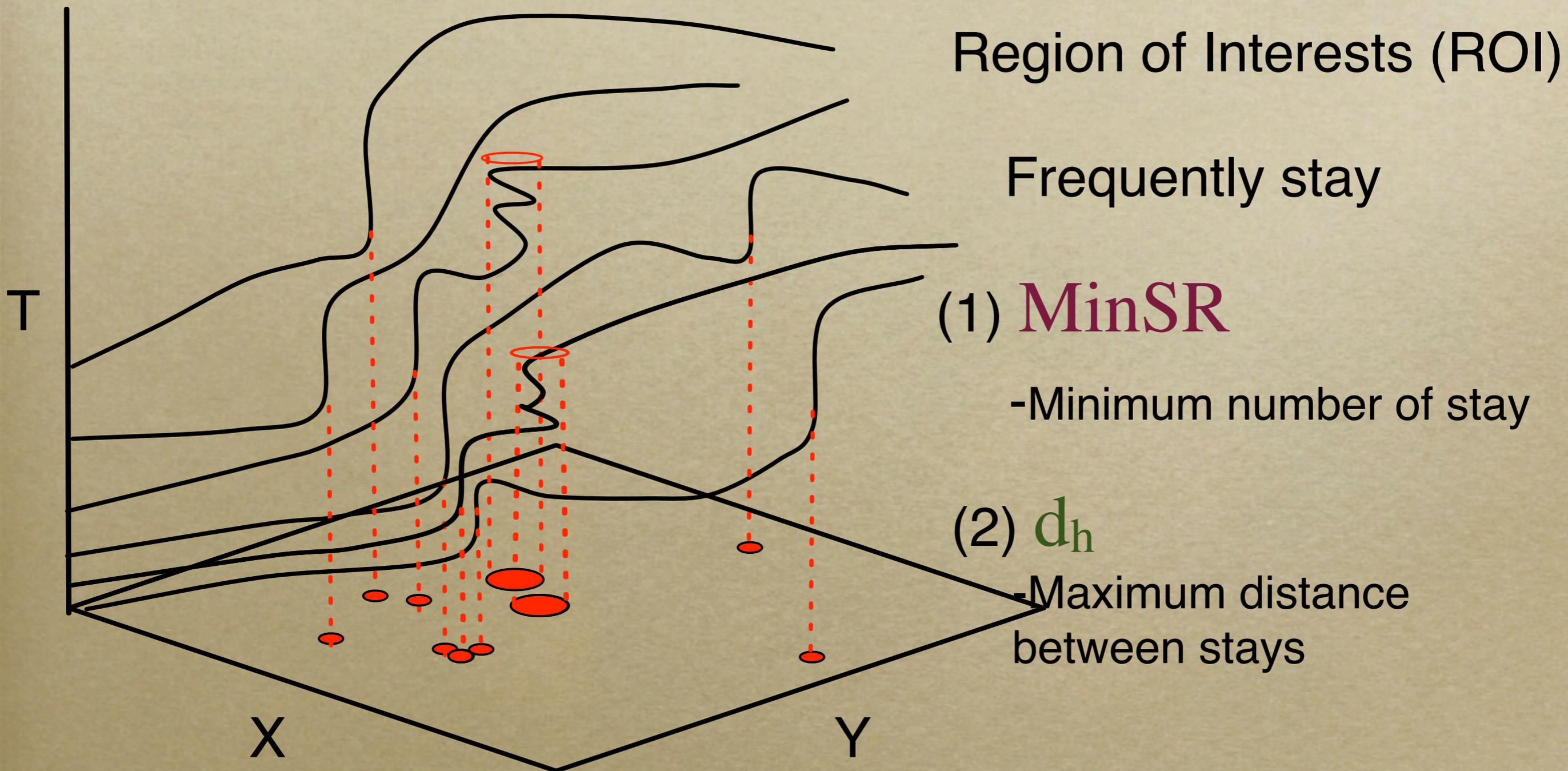
# Regions of Interest Extraction - Region Clustering



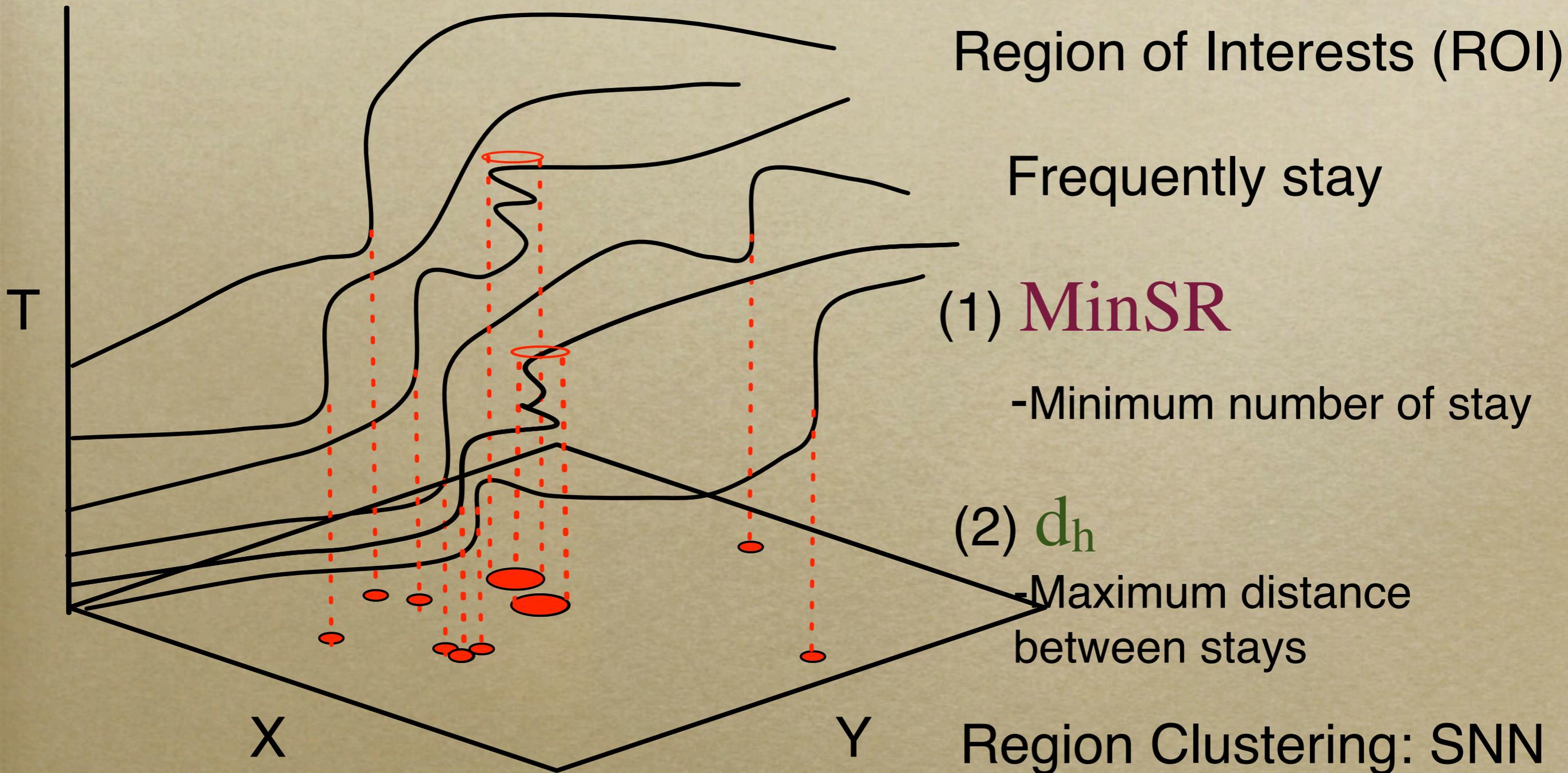
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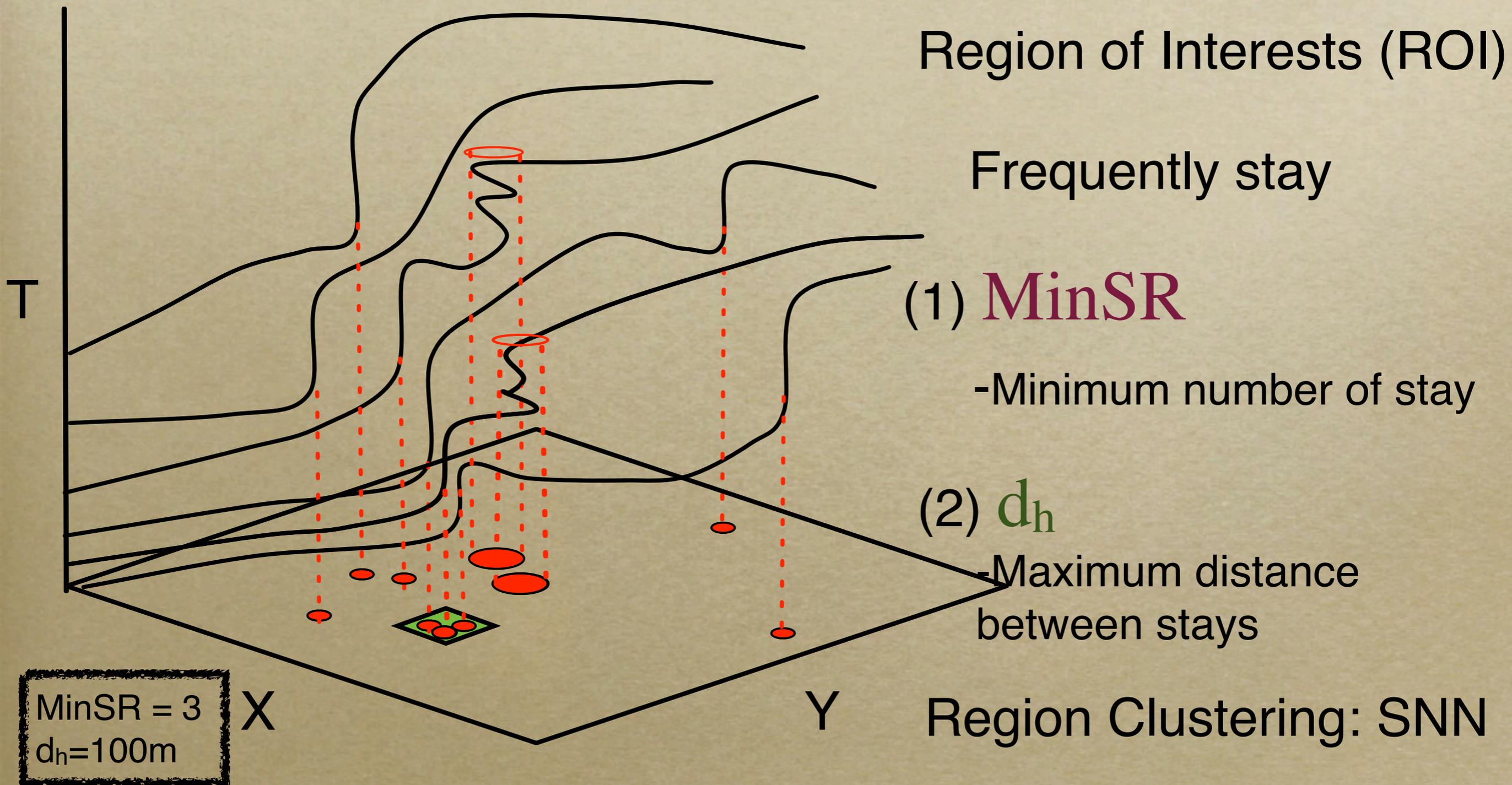
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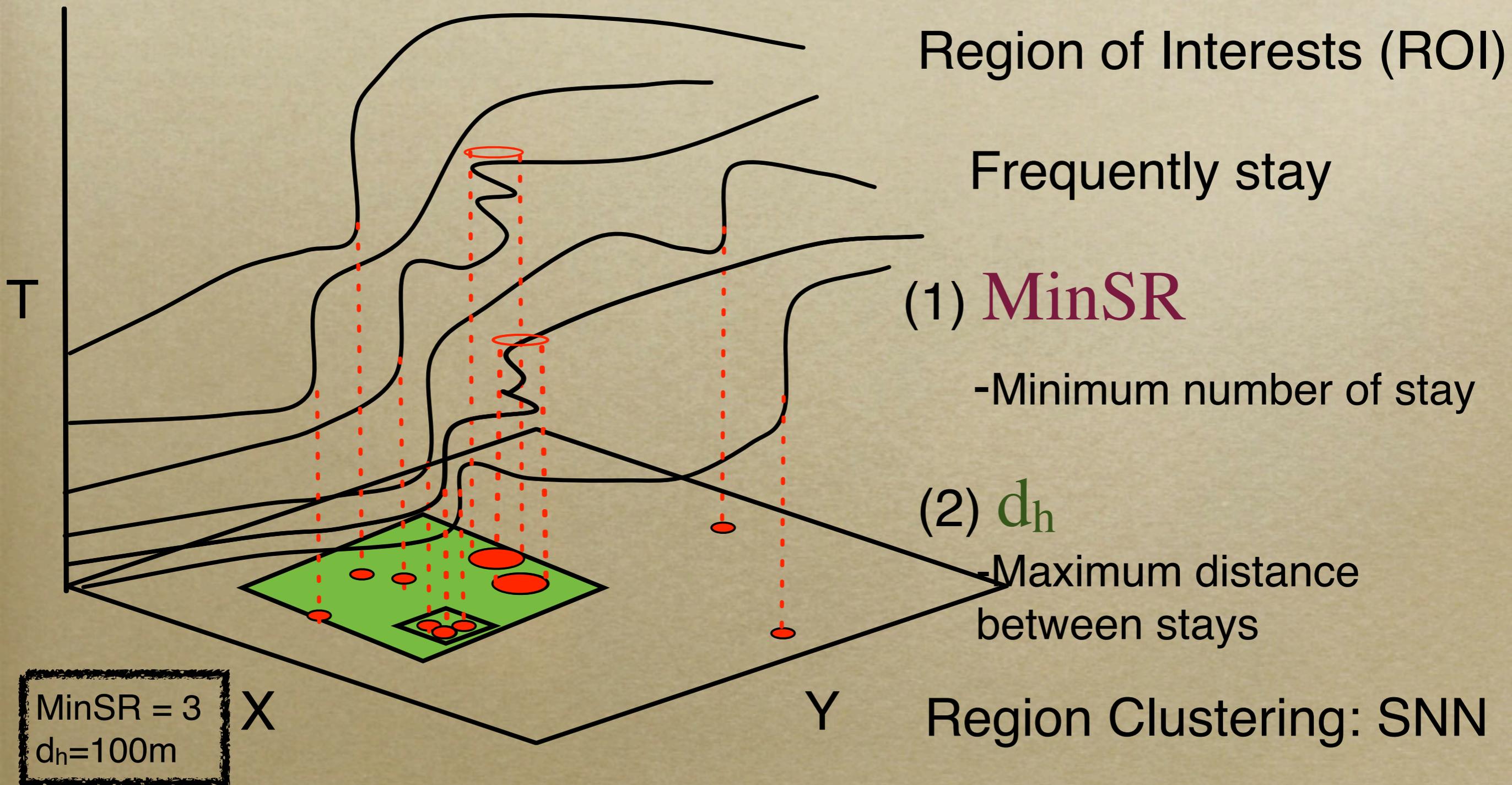
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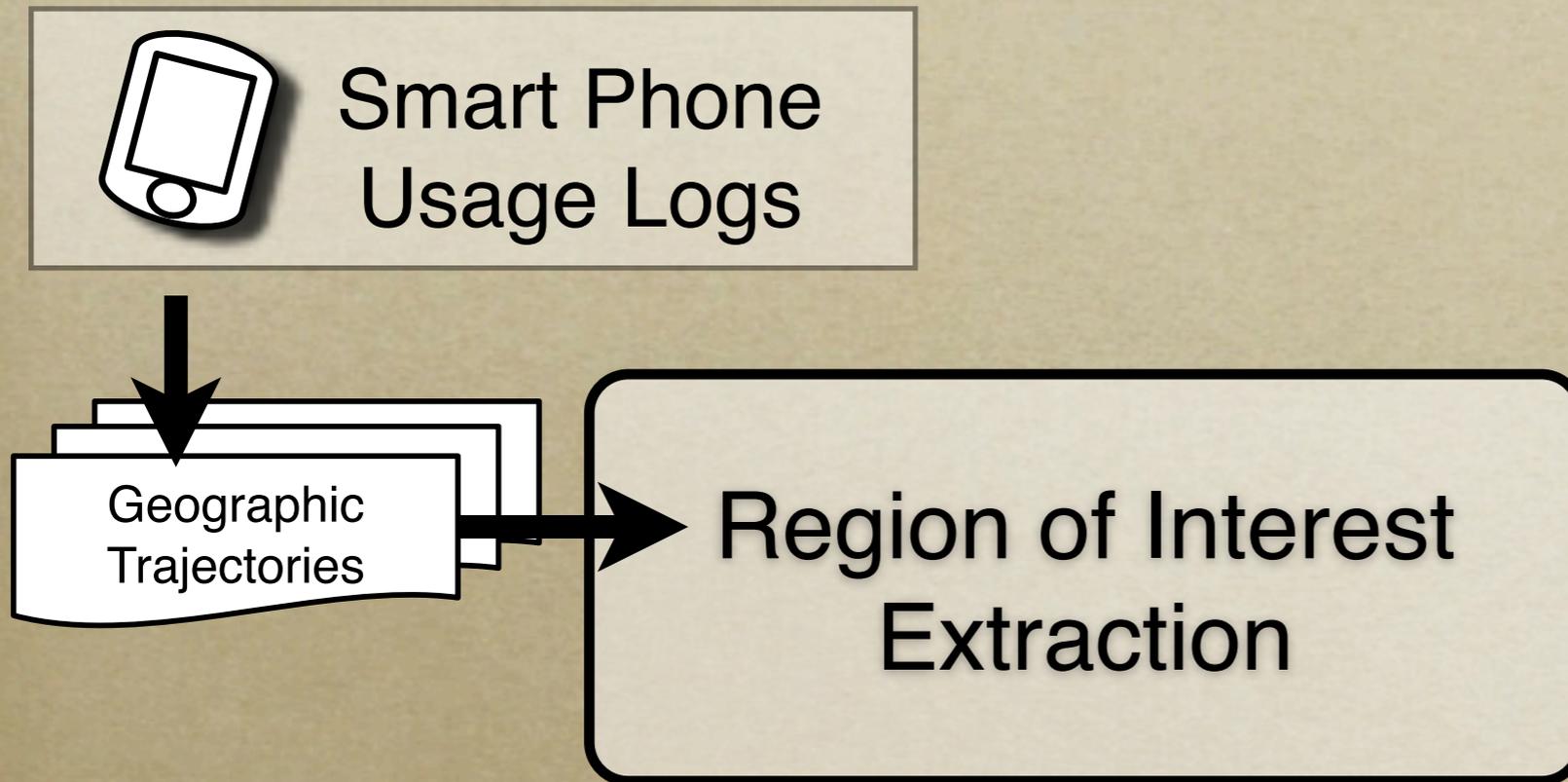
# Regions of Interest Extraction - Region Clustering



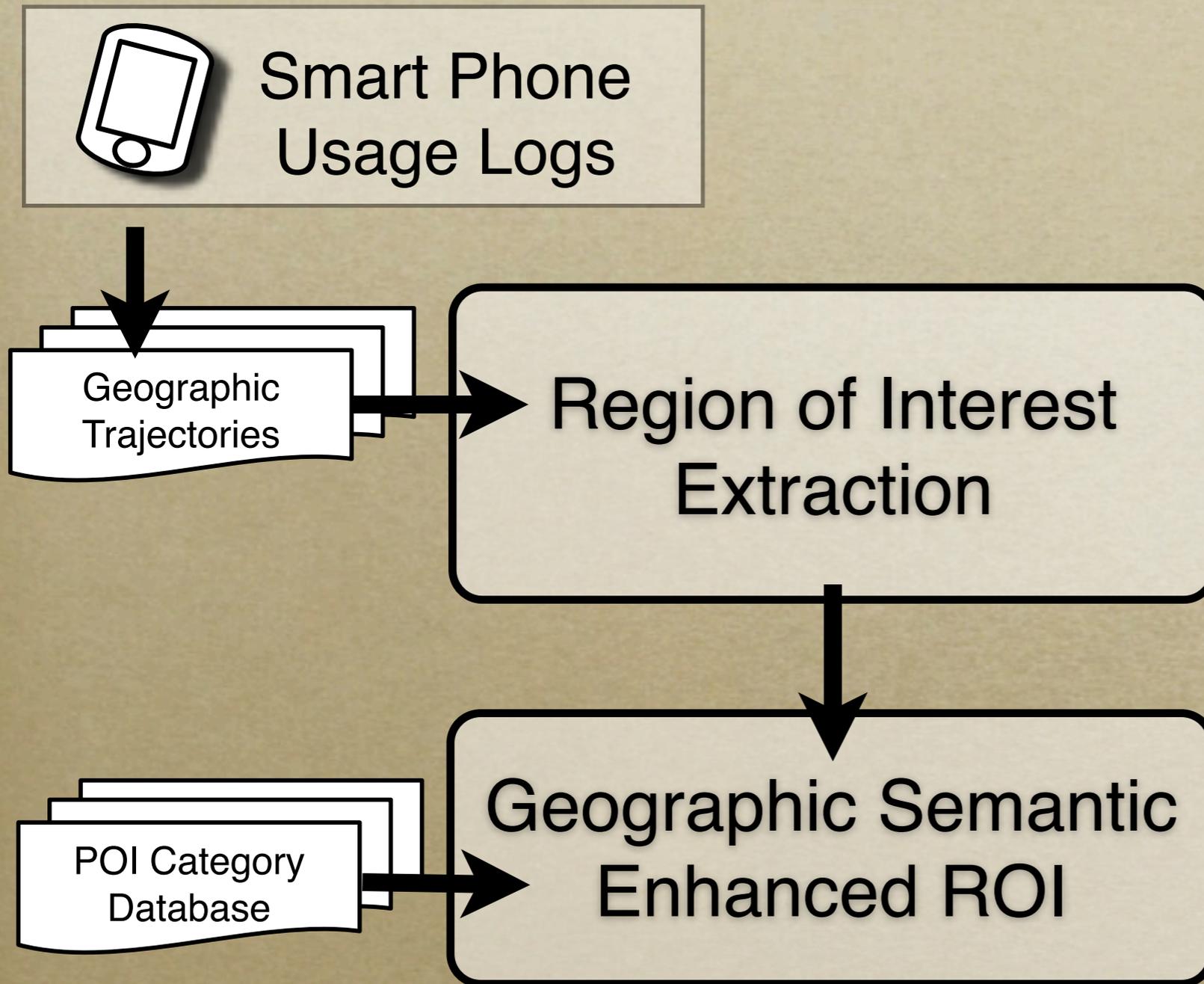
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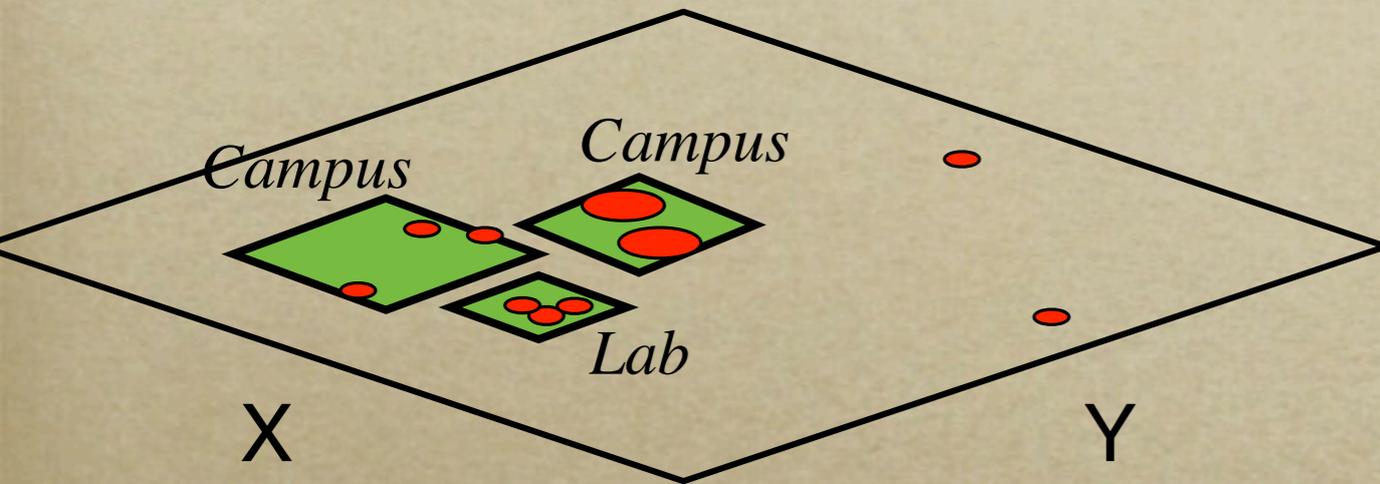
# Framework



# Framework

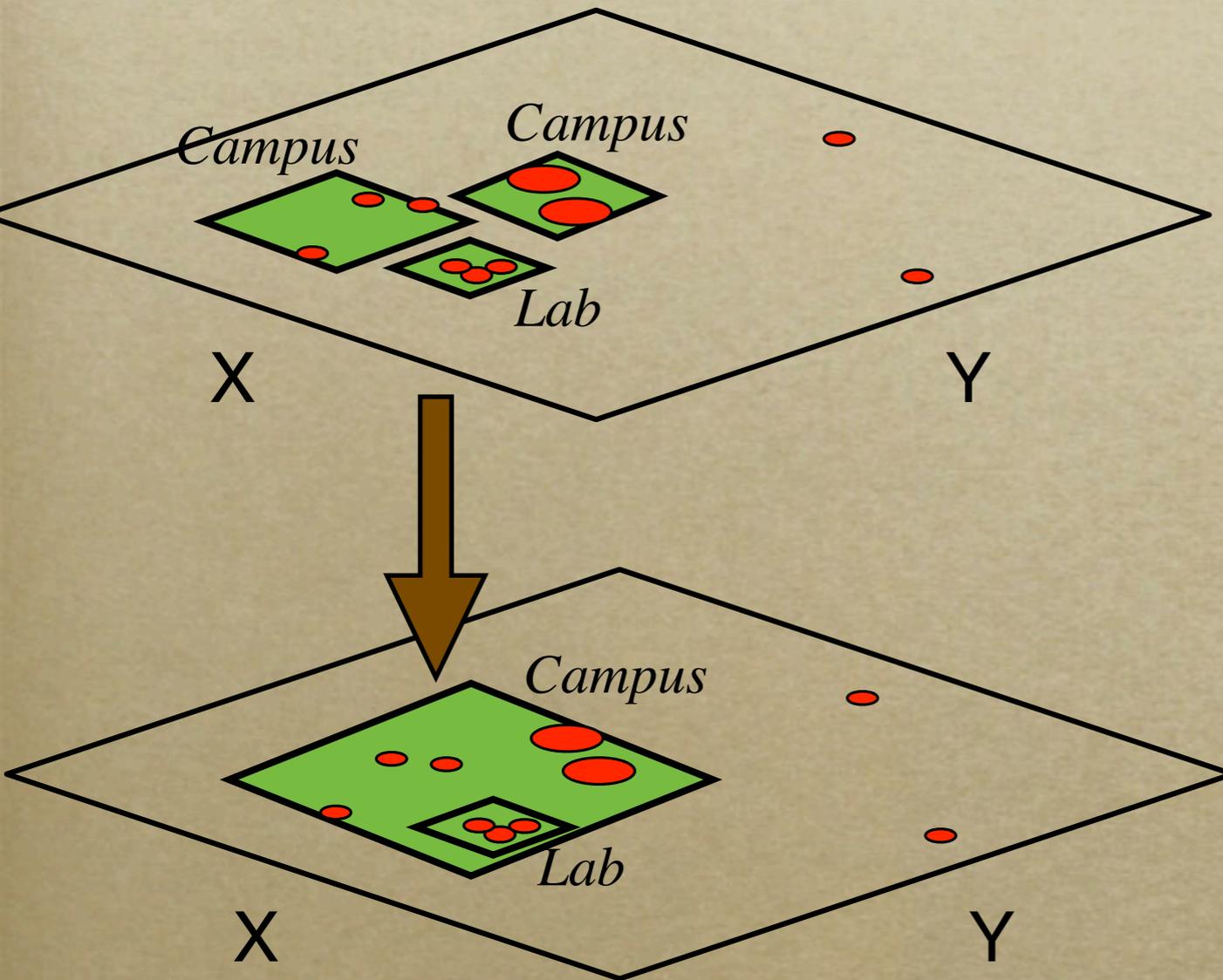


# Geographic Semantic Enhanced ROI



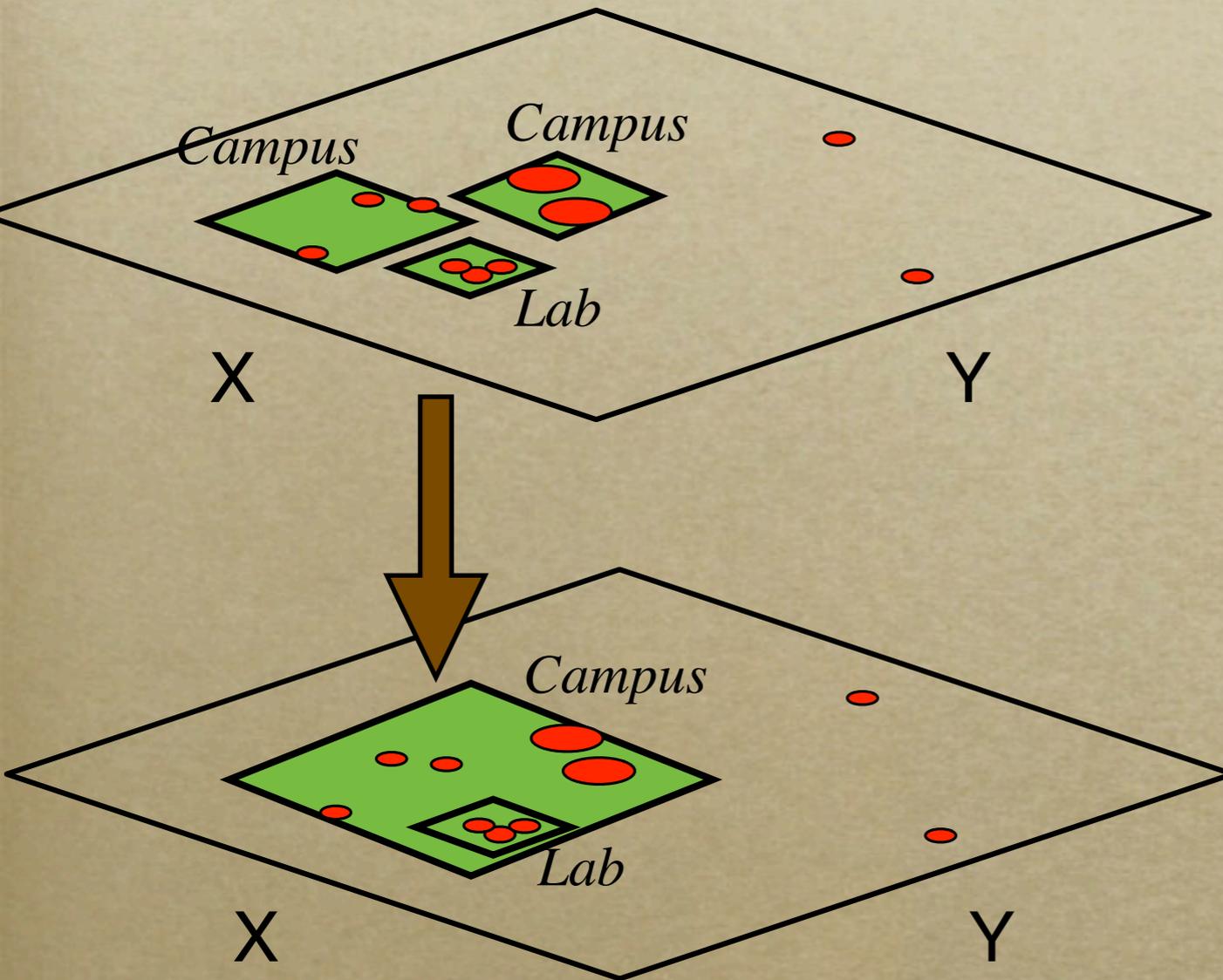
points of interest (POIs)  
=> geographic semantic

# Geographic Semantic Enhanced ROI



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# Geographic Semantic Enhanced ROI



points of interest (POIs)  
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Adopt SEM-CLS method [11]

## 1. Split

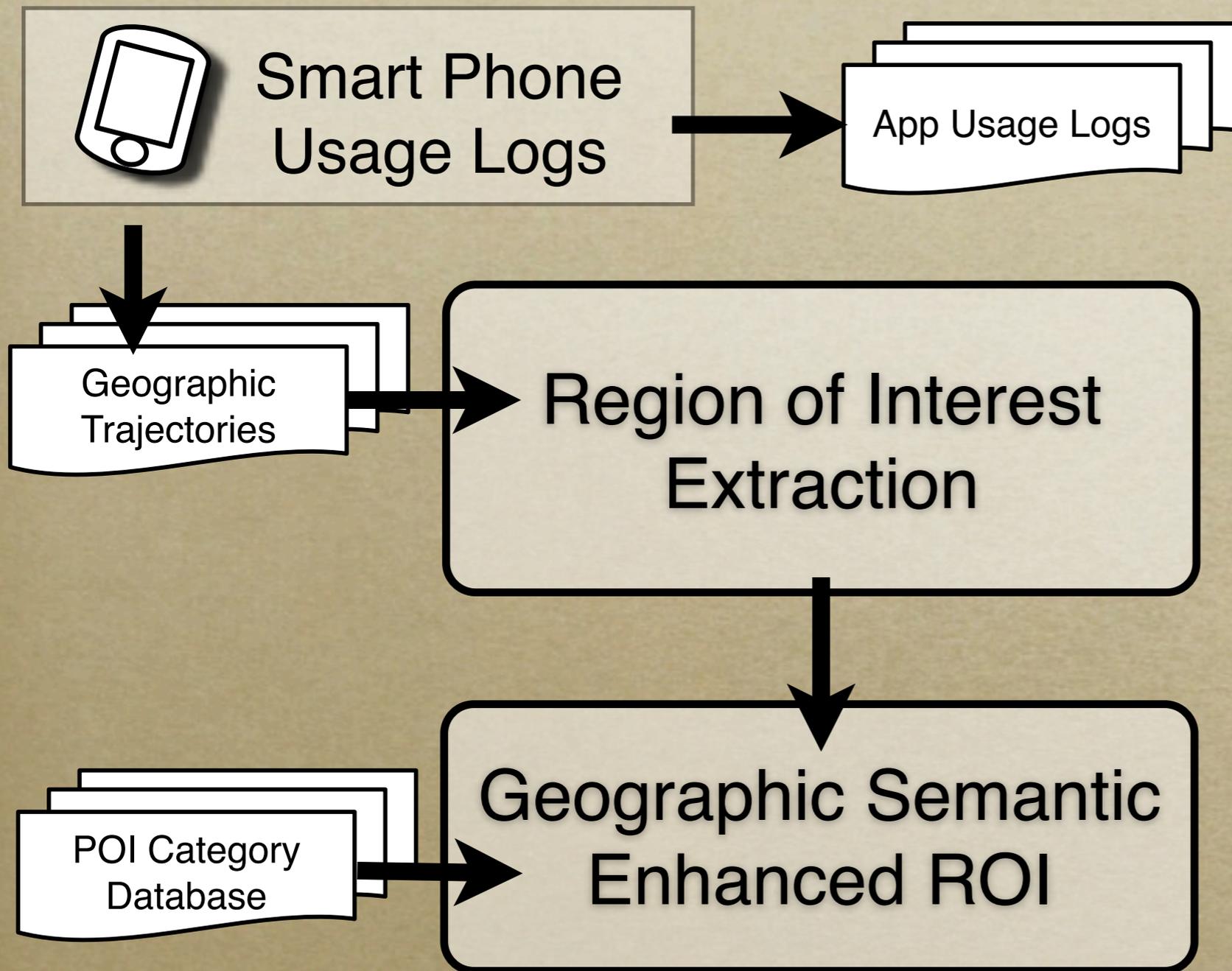
split cluster contains different  
geographic semantic

## 2. Merge

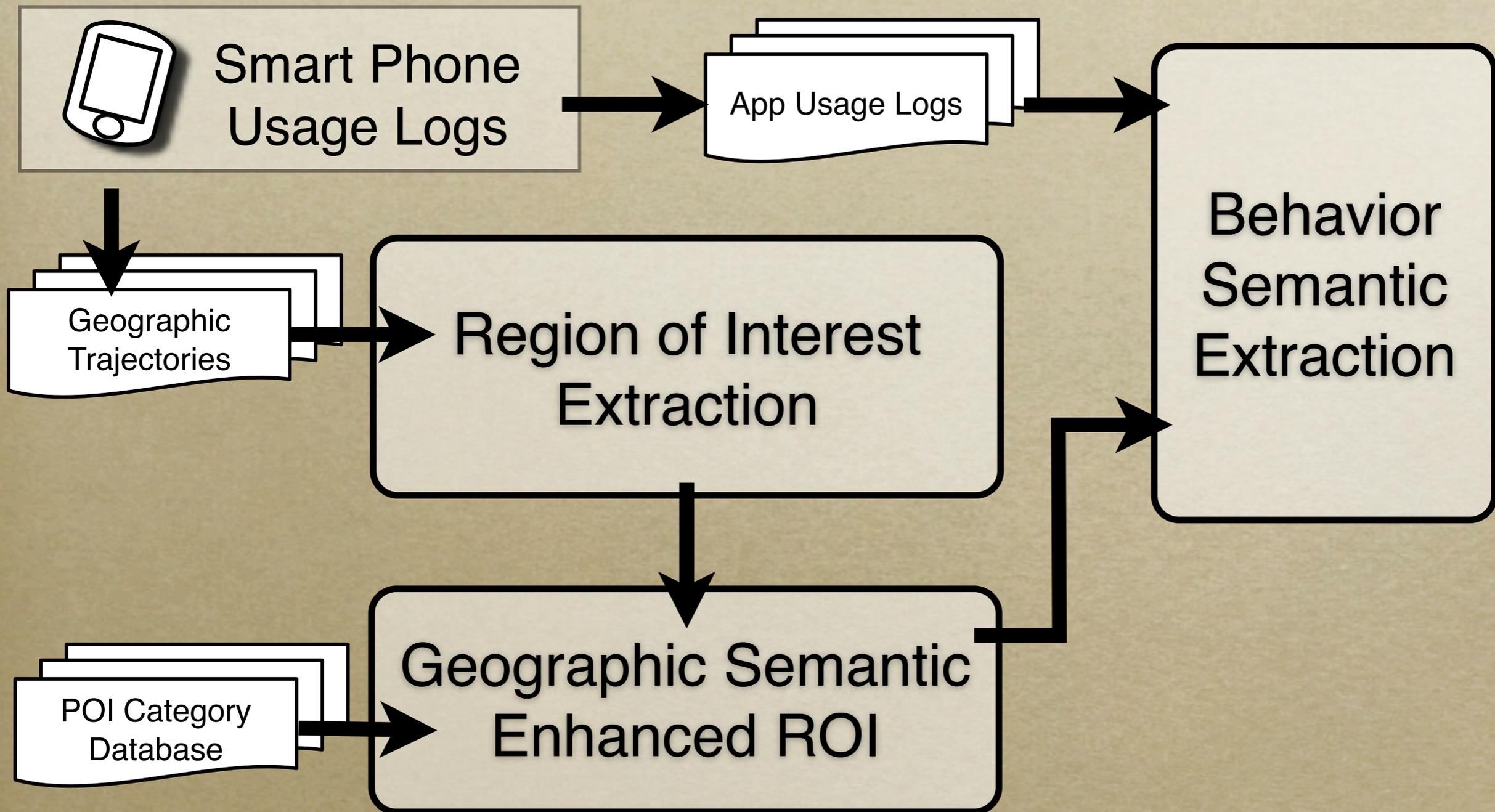
merge similar clusters

$$Sim(R_1, R_2) = \frac{\overrightarrow{Sem_{i1}} \cdot \overrightarrow{Sem_{i2}}}{\|\overrightarrow{Sem_{i1}}\| \|\overrightarrow{Sem_{i2}}\|} + \frac{\min(t_{ae1}, t_{ae2})}{\max(t_{ae1}, t_{ae2})} + \frac{\min(t_{as1}, t_{as2})}{\max(t_{as1}, t_{as2})}$$

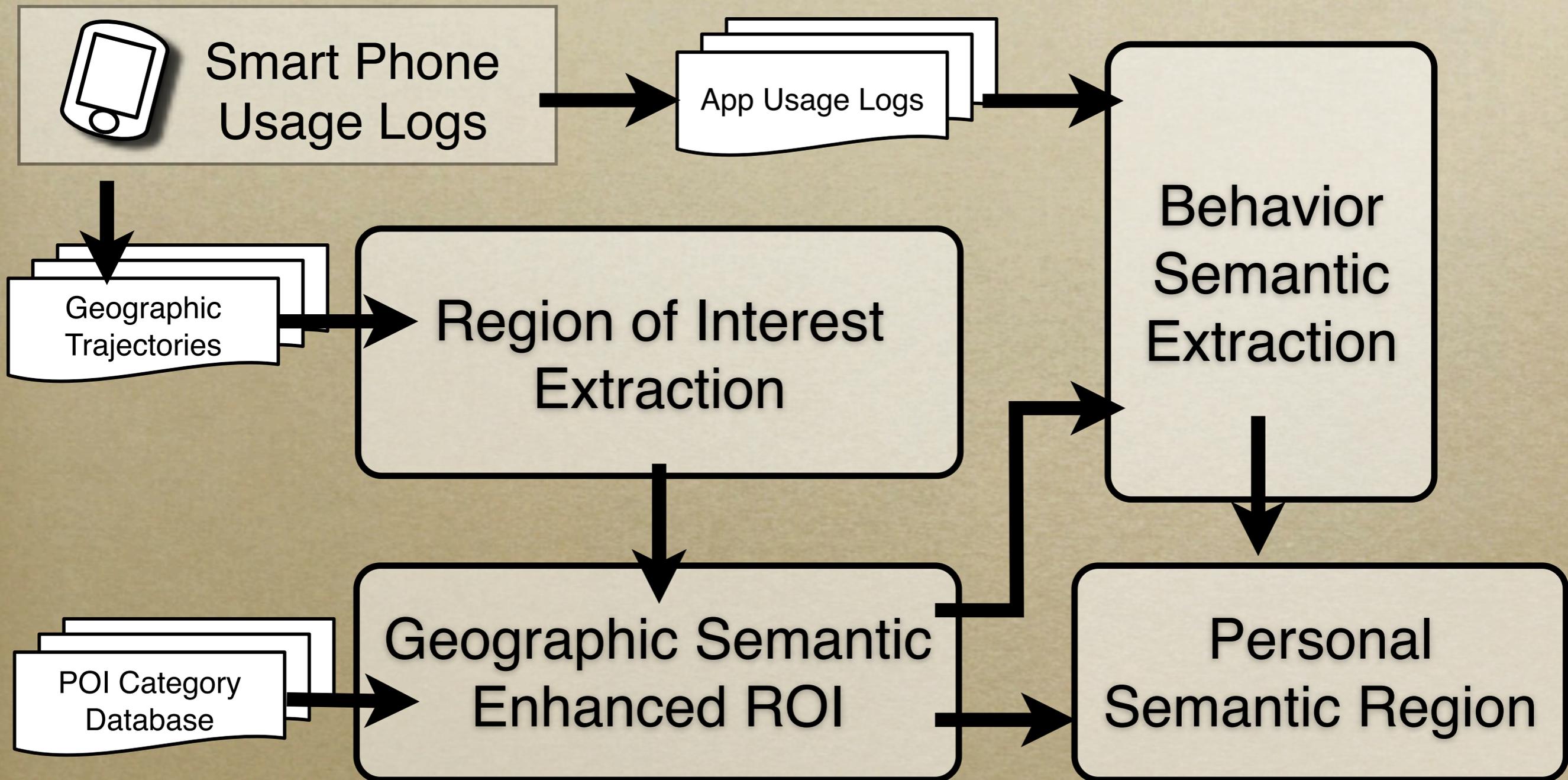
# Framework



# Framework

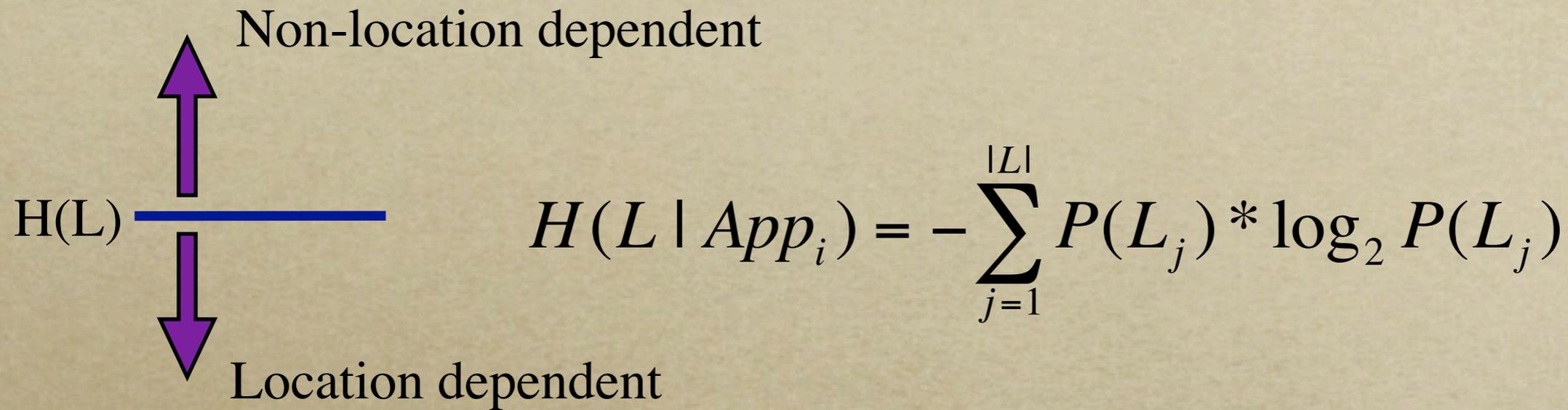


# Framework



# Behavior Semantic Extraction(1/2)

## Location Dependency Measurement



	$L_1$	$L_2$	$L_3$	$L_4$	$L_5$
$App_1$	10	10	10	10	10
$App_2$	1	5	1	0	0
$App_3$	7	7	7	0	0

$$H(L | APP_1) = -5 * \frac{10}{50} * \log_2\left(\frac{10}{50}\right) = 2.32$$

$$H(L | APP_2) = -\frac{5}{7} * \log_2\left(\frac{5}{7}\right) - 2 * \frac{1}{7} * \log_2\left(\frac{1}{7}\right) = 1.15$$

$$H(L | APP_3) = -3 * \frac{7}{21} * \log_2\left(\frac{7}{21}\right) = 1.58$$

# Behavior Semantic Extraction(2/2)

## App Usage Pattern

### Definition:

An App usage pattern  $\Gamma_L$  is a ranking list of top K representative Apps on location L

### Ranking functions:

*Application Frequency:*

$$AF_{i,j} = \frac{n_{i,j}}{\sum_{k=1}^{|L_j|} n_{k,j}}$$

*Application Frequency-  
Inverse Location Frequency*

$$AF - ILF_{i,j} = AF_{i,j} * \log_2 \left( \frac{|L|}{|\{l : App_i \in L\}|} \right)$$

*Application Frequency-  
Relative Location Frequency*

$$AF - RLF_{i,j} = AF_{i,j} * \frac{n_{i,j}}{\sum_q n_{i,q}}$$

# Ranking Function: Application Frequency

	$L_1$	$L_2$	$L_3$	$L_4$	$L_5$
$App_1$	10	10	10	10	10
$App_2$	1	5	1	0	0
$App_3$	7	7	7	0	0

$$AF_{i,j} = \frac{n_{i,j}}{\sum_{k=1}^{|L_j|} n_{k,j}}$$

	$L_1$	$L_2$	$L_3$	$L_4$	$L_5$
$App_1$	0.556	0.455	0.556	1	1
$App_2$	0.056	0.227	0.056	0	0
$App_3$	0.389	0.318	0.389	0	0

$$AF_{1,2} = \frac{10}{10 + 5 + 7} = \frac{10}{22}$$

$$AF_{2,2} = \frac{5}{10 + 5 + 7} = \frac{5}{22}$$

$$AF_{3,2} = \frac{7}{10 + 5 + 7} = \frac{7}{22}$$

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	$L_1$	$L_2$	$L_3$	$L_4$	$L_5$
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# Ranking Function: AF-ILF

	$L_1$	$L_2$	$L_3$	$L_4$	$L_5$
$App_1$	10	10	10	10	10
$App_2$	1	5	1	0	0
$App_3$	7	7	7	0	0

$$AF - ILF_{i,j} = AF_{i,j} * \log_2\left(\frac{|L|}{|\{l : App_i \in L\}|}\right)$$

	$L_1$	$L_2$	$L_3$	$L_4$	$L_5$
$App_1$	0	0	0	0	0
$App_2$	0.041	0.167	0.041	0	0
$App_3$	0.287	0.234	0.287	0	0

$$AF - ILF_{1,2} = \frac{10}{22} * \log_2\left(\frac{5}{5}\right) = 0$$

$$AF - ILF_{2,2} = \frac{5}{22} * \log_2\left(\frac{5}{3}\right) = 0.167$$

$$AF - ILF_{3,2} = \frac{7}{22} * \log_2\left(\frac{5}{3}\right) = 0.234$$

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# Ranking Function: AF-RLF

	$L_1$	$L_2$	$L_3$	$L_4$	$L_5$
$App_1$	10	10	10	10	10
$App_2$	1	5	1	0	0
$App_3$	7	7	7	0	0

$$AF - RLF_{i,j} = AF_{i,j} * \frac{n_{i,j}}{\sum_q n_{i,q}}$$

	$L_1$	$L_2$	$L_3$	$L_4$	$L_5$
$App_1$	0.111	0.09	0.111	0.2	0.2
$App_2$	0.008	0.162	0.008	0	0
$App_3$	0.13	0.106	0.13	0	0

$$AF - RLF_{1,2} = \frac{10}{22} * \frac{10}{10 * 5} = 0.09$$

$$AF - RLF_{2,2} = \frac{5}{22} * \frac{5}{1 + 5 + 1} = 0.162$$

$$AF - RLF_{3,2} = \frac{7}{22} * \frac{7}{7 * 3} = 0.106$$

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# Outline

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- *Motivation*
- *Goal*
- *Related Works*
- *Framework*
  - *Region Extraction*
  - *Personal Semantic Extraction*
- *Experiment*
- *Conclusion*

# Experiment

---

## Personal Semantic Region Discovery

- Dataset
- Setting
- Case Study
  - ▶ comparison between different users
- App usage pattern
  - ▶ comparison between ranking function
  - ▶ impact of parameter
- Region extraction
  - ▶ comparison between SDC and SP

# Experiment: Dataset

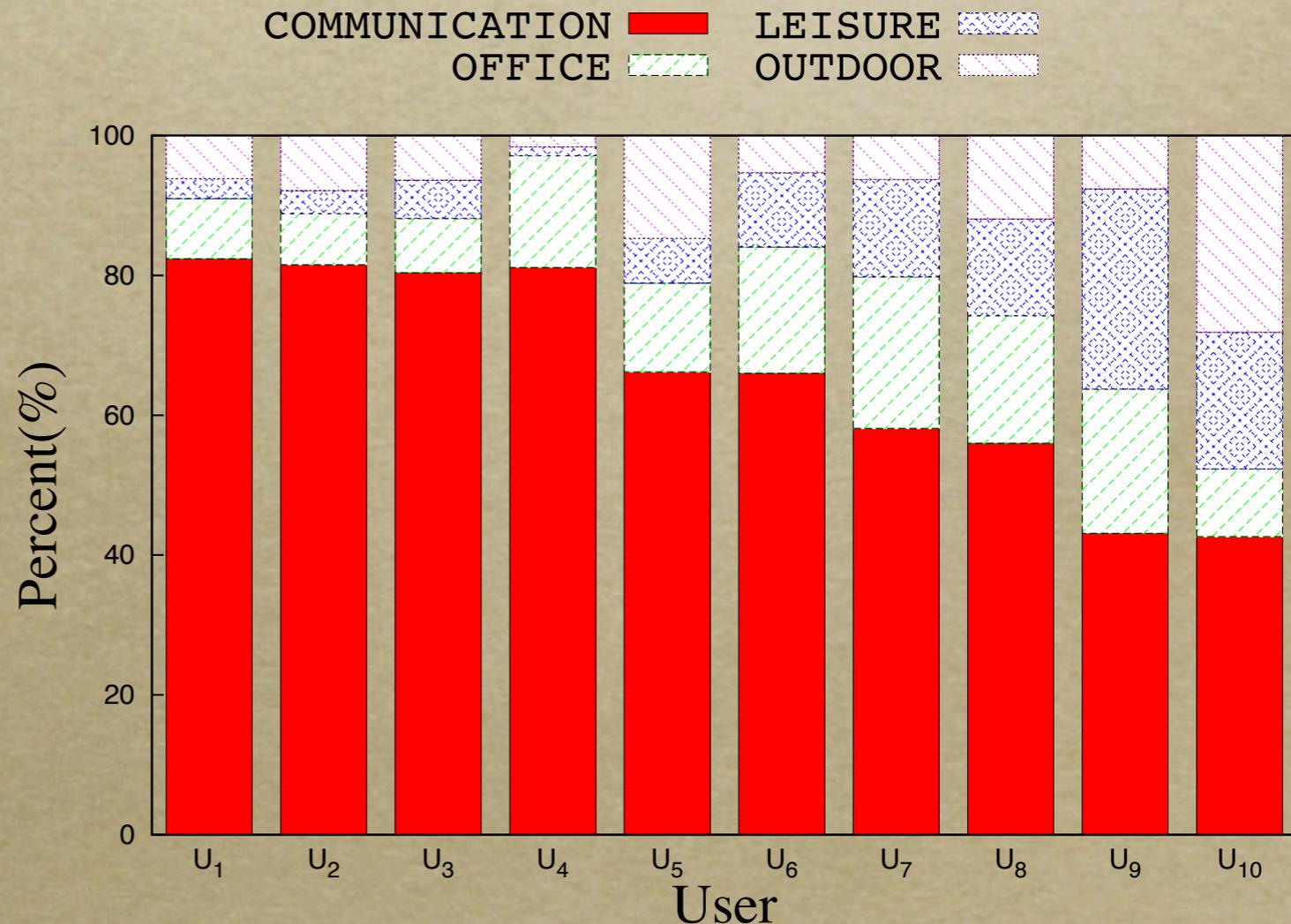
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**Dataset:** track 14 users over 10 months  
use subset of 10 users during 2010-07 to 2010-12

# Experiment: Dataset

Dataset: track 14 users over 10 months  
 use subset of 10 users during 2010-07 to 2010-12

Behavior Semantic	App Category
COMMUNICATION	Communication
OFFICE	Finance, Business, Productivity, Tools, Personalization
LEISURE	Entertainment, Games, Photograph, Media & Video, Music & Audio, Books & Reference, News & Magazine
OUTDOOR	Social, Transportation, Travel & Local, Weather, Health & Fitness, Shopping, Sports



# Experiment: Setting

---

Region extraction:

# Experiment: Setting

Region extraction:

▶ Parameters:

- minimum stay duration (**Period**) > 15 minutes
- minimum number of stay (**MinSR**) = 3
- maximum distance ( **$d_h$** ) = 400 meters

# Experiment: Setting

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### ▶ Parameters:

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### ▶ Result:

3446 ROI candidates and 92 ROIs  
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# Experiment: Setting

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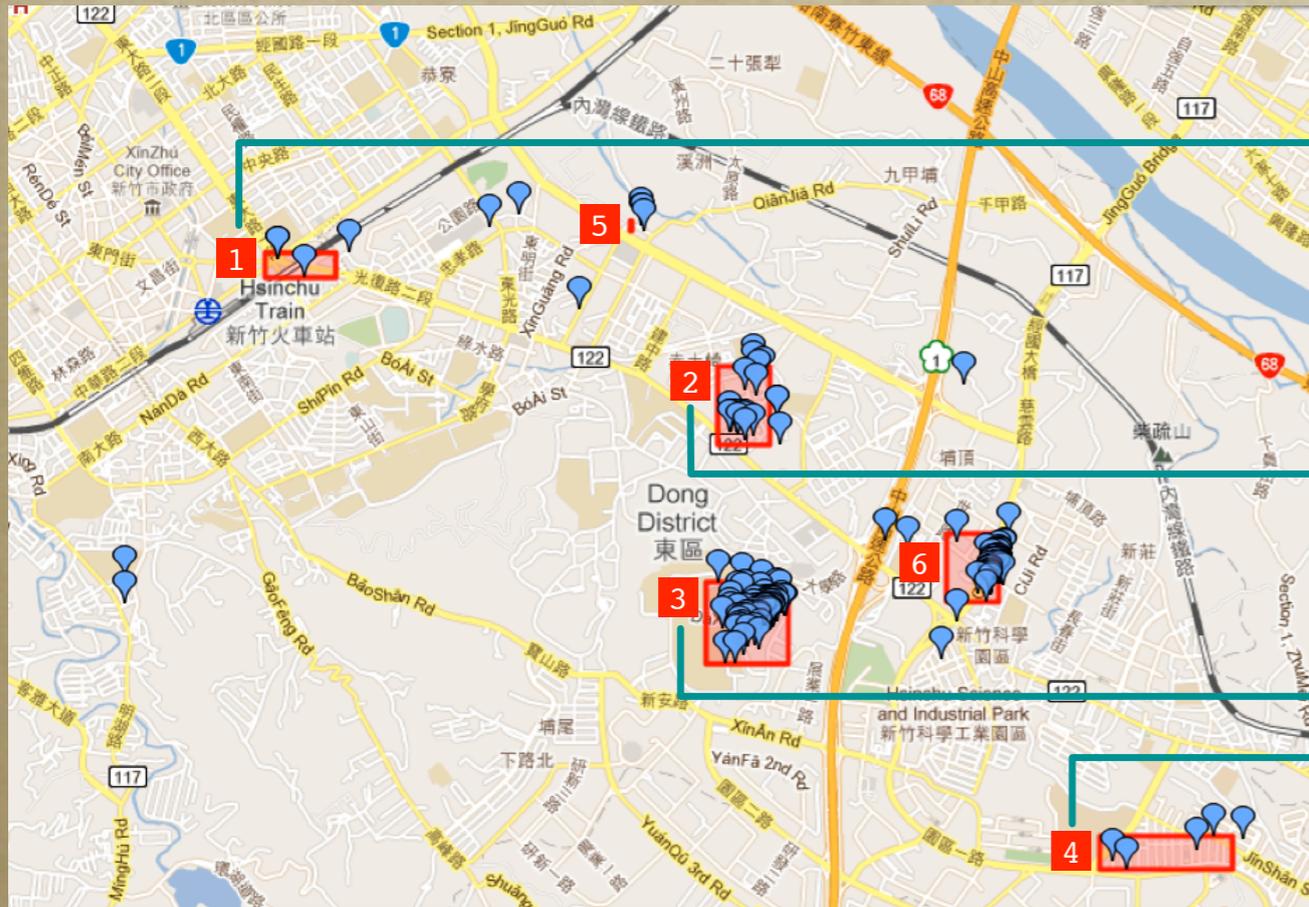
## Semantic Annotation:

### ▶ Parameters:

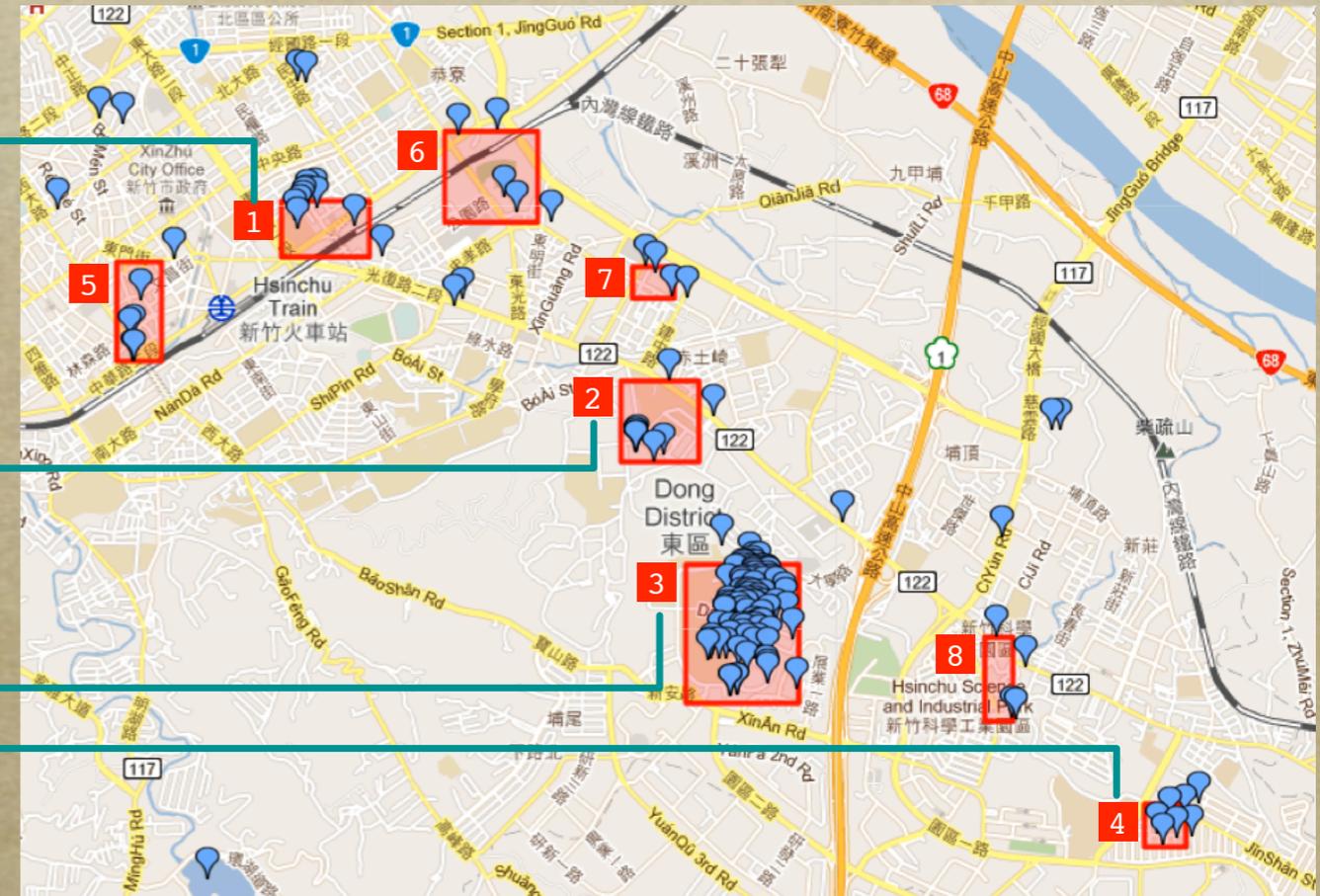
- App usage pattern size (**K**) = 3

# Experiment: Case Study

## Different users on common places



Personal ROIs of User U<sub>7</sub>



Personal ROIs of User U<sub>3</sub>

# Experiment: Case Study

Region	Geographic Semantic	Behavior Semantic	
		User $U_3$	User $U_7$
$\ell_1$	Hsinchu Train Station	OUTDOOR	LEISURE
$\ell_2$	NTHU night market	LEISURE	OUTDOOR
$\ell_3$	NCTU Campus	WORK	COMMUNICATION
$\ell_4$	JinShan st.	LEISURE	LEISURE

Region	User $U_3$		User $U_7$	
	App Usage Pattern ( $K=3$ )	AF-RLF Score	App Usage Pattern ( $K=3$ )	AF-RLF Score
$\ell_1$	PATS (Travel & Local)	0.023	GoogleMap (Travel & Local)	0.052
	NubiNews (News & Magazine)	0.017	Fxcamera (Photograph)	0.049
	FriendStream (Social)	0.004	AngelPiano (Games)	0.044
$\ell_2$	Album (Media & Video)	0.013	Facebook (Social)	0.035
	Skype (Communication)	0.01	Calendar (Productivity)	0.023
			Skype (Communication)	0.017
$\ell_3$	Clock (Tools)	0.036	MMS (Communication)	0.027
	NubiNews (News & Magazine)	0.018	Calendar (Productivity)	0.025
	Facebook (Social)	0.017	Bump (Social)	0.023
$\ell_4$	NubiNews (News & Magazine)	0.045	SkyMap (Books & Reference)	0.015
	FriendStream (Social)	0.014	Bubbles (Games)	0.009
			Naruto (Games)	0.008

# Experiment: App Usage Pattern Measurements

---

## ▶ User verification:

Ask user whether this App is a representative App?

➡ Yes, No Idea, No

# Experiment: App Usage Pattern Measurements

---

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Ask user whether this App is a representative App?

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Assume “Yes” Apps are the representative Apps.

# Experiment: App Usage Pattern Measurements

## ► User verification:

Ask user whether this App is a representative App?

➡ Yes, No Idea, No

Assume “Yes” Apps are the representative Apps.

## ► Measurement:

Because each representative App usage record can represent for user behavior, we random select “Yes” App records in the region and examine whether we can find it in the App usage pattern.

-Precision:  $\frac{\|\{\text{"Yes" App in App usage pattern}\}\|}{\|\{\text{"Yes" App record}\}\|}$

-nDCG:  $DCG_K = \sum_{i=1}^K \frac{2^{rel_i} - 1}{\log_2(1 + i)}, nDCG_K = \frac{DCG_K}{IDCG_K}$

# Experiment: App Usage Pattern

---

- Compare effectiveness of ranking functions:
  - ▶ ranking functions
    - Frequency*
    - AF-ILF*
    - AF-RLF*

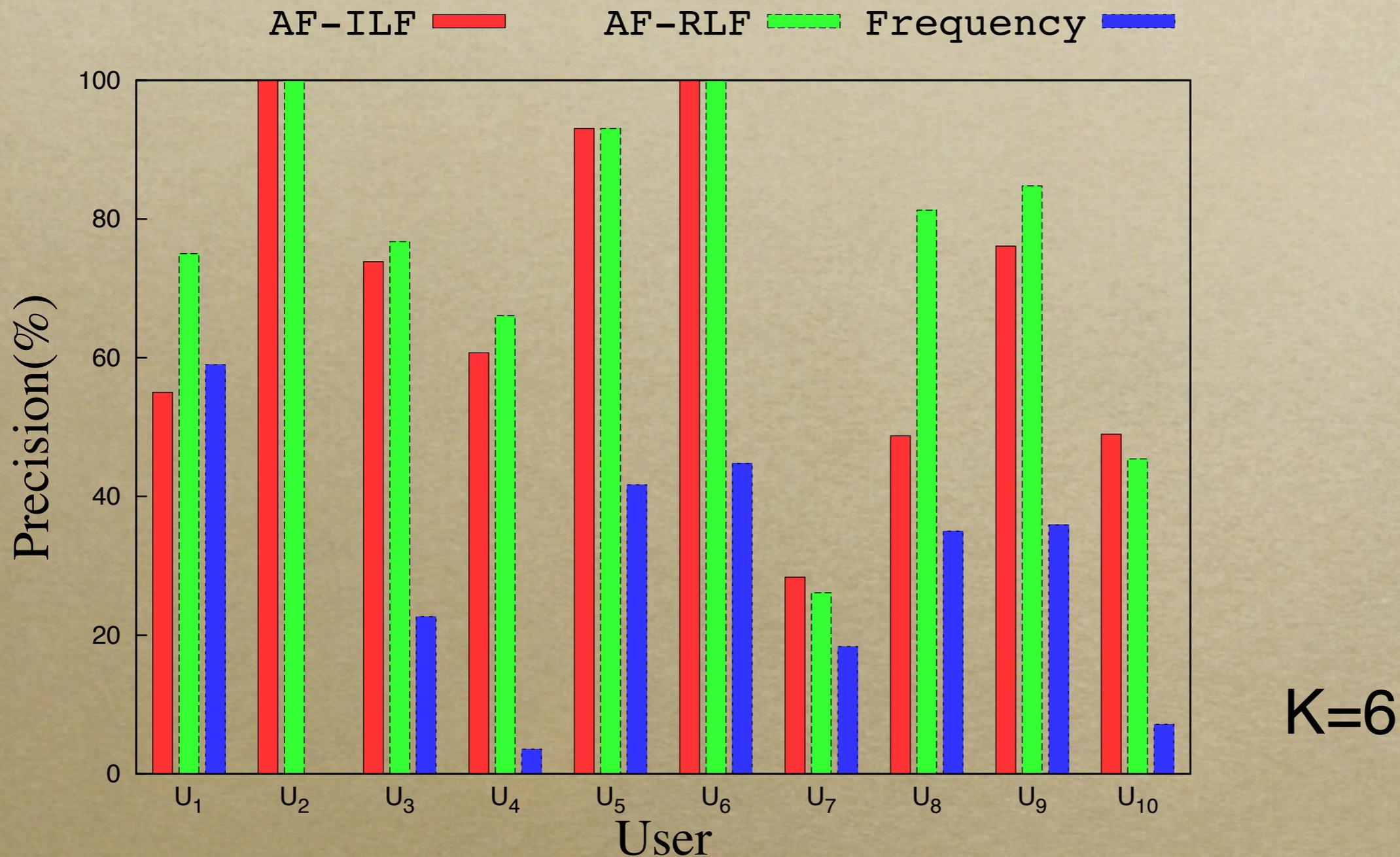
# Experiment: App Usage Pattern

---

- Compare effectiveness of ranking functions:
  - ▶ ranking functions
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    - AF-ILF*
    - AF-RLF*
- Investigate impact of App usage pattern size (K)

# Experiment: App Usage Pattern

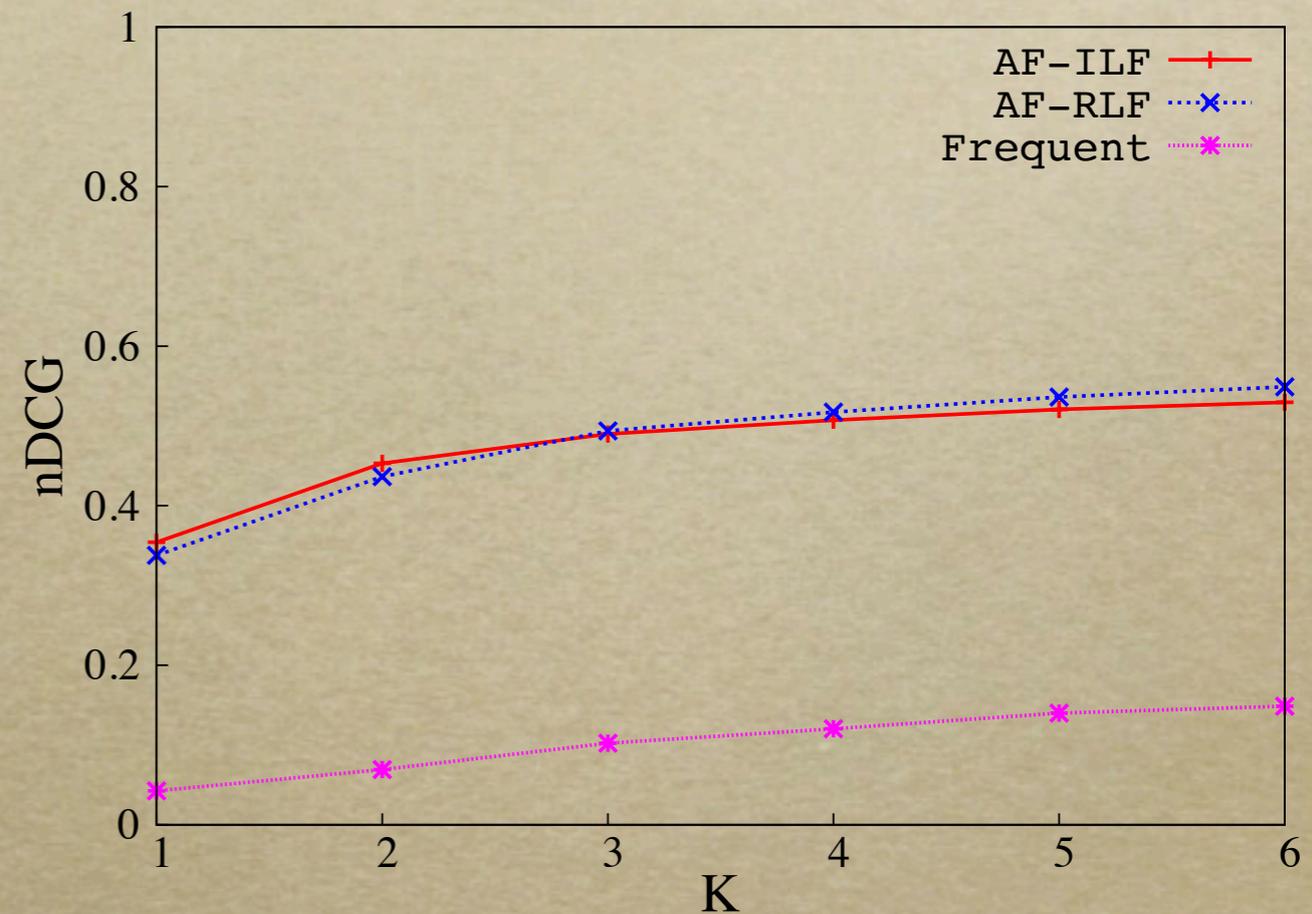
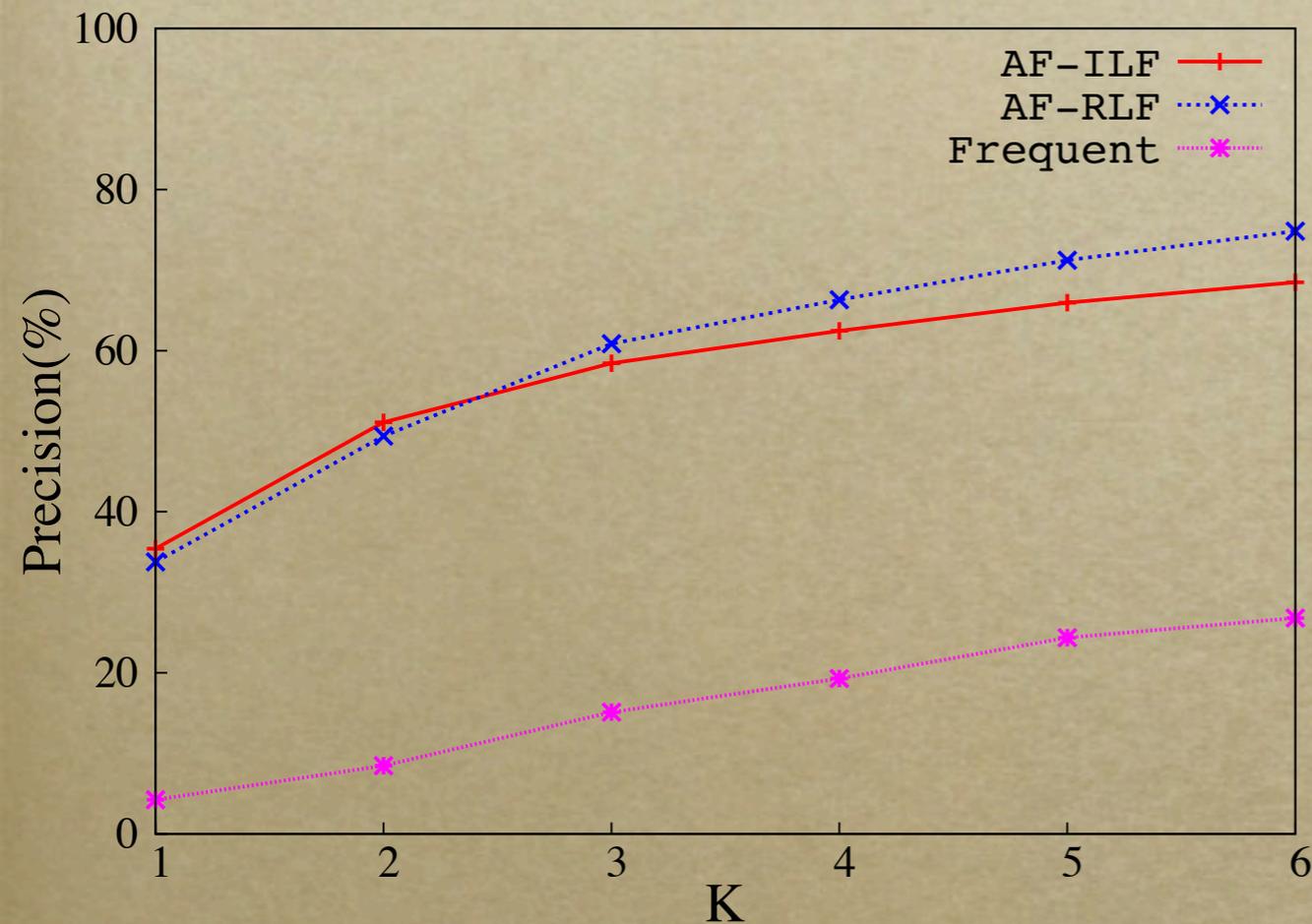
## Comparison between ranking functions



AF-RLF dominates other two approaches

# Experiment: App Usage Pattern

## Impact of App usage pattern size (K)



Precision and nDCG increase when the size of list increase

# Experiment: Region Extraction

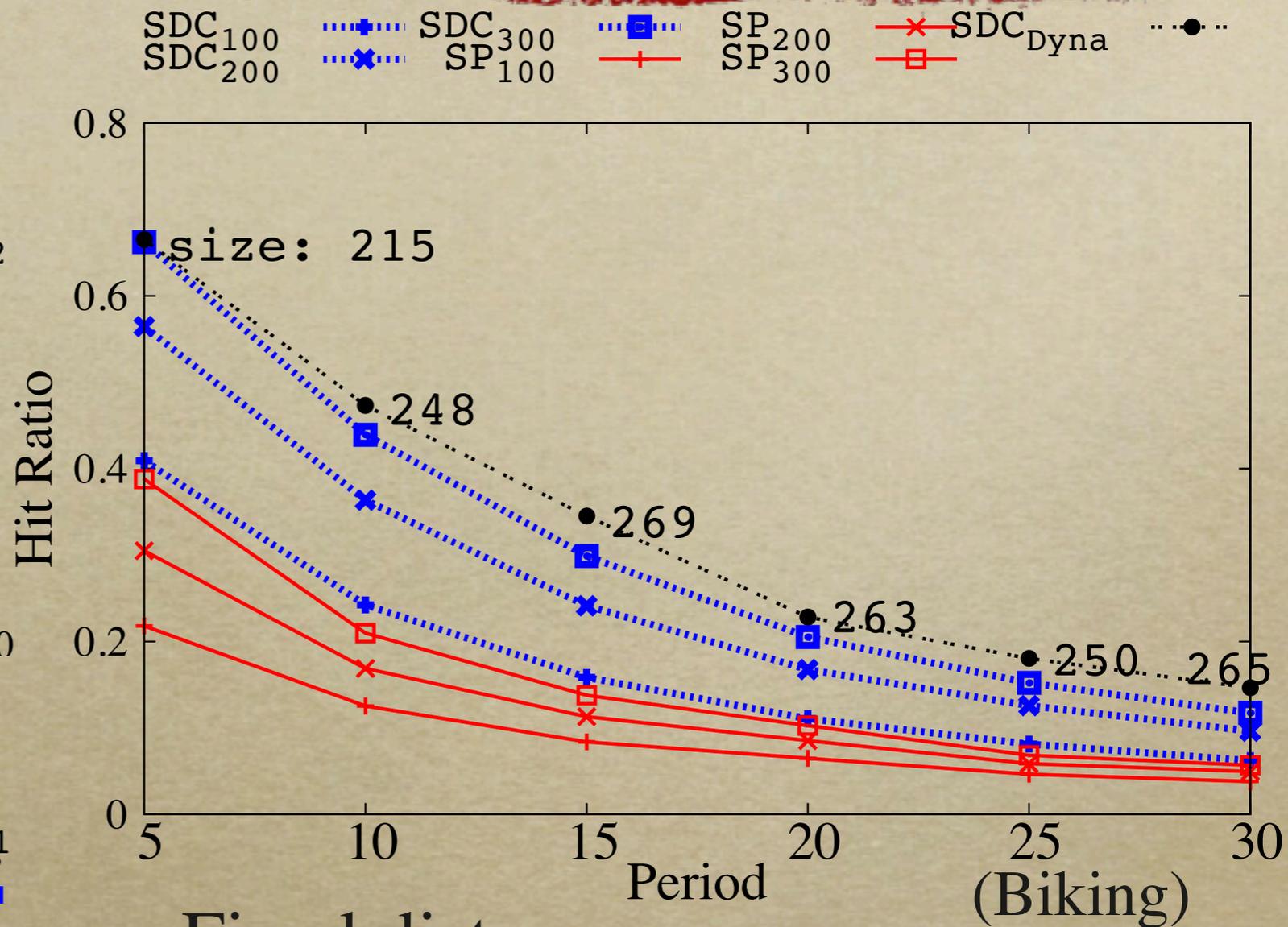
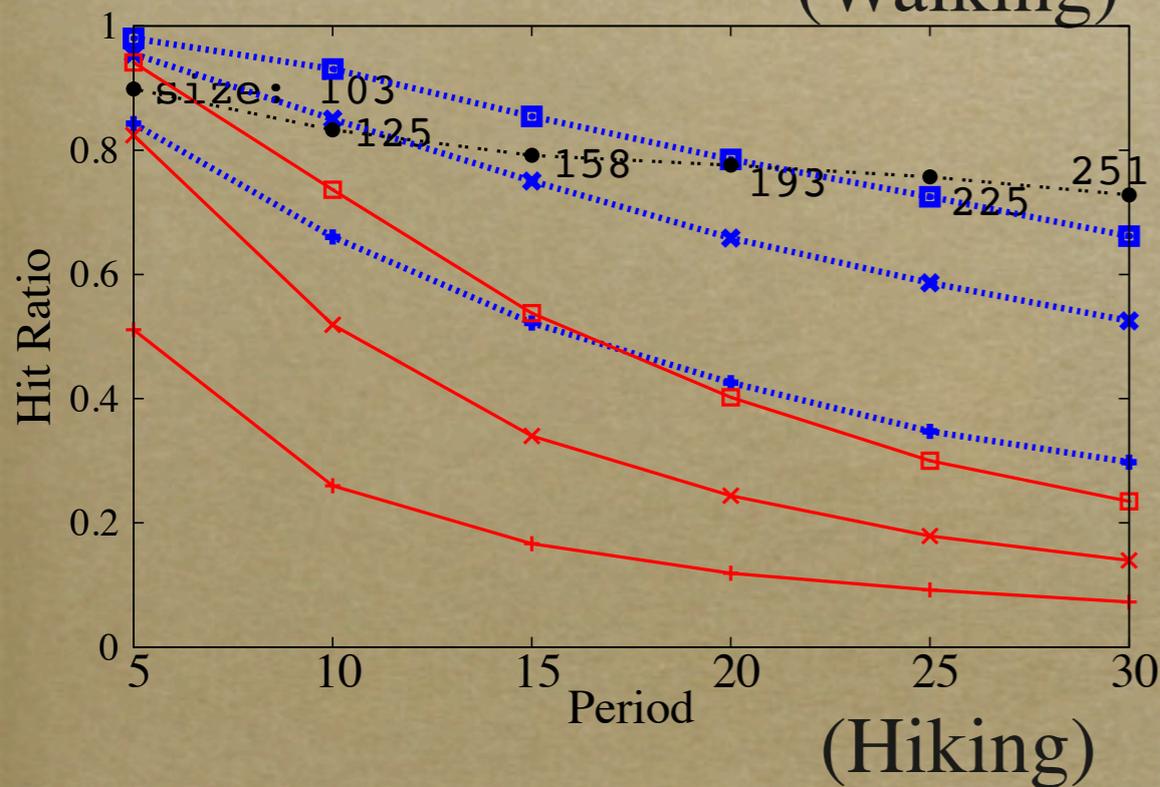
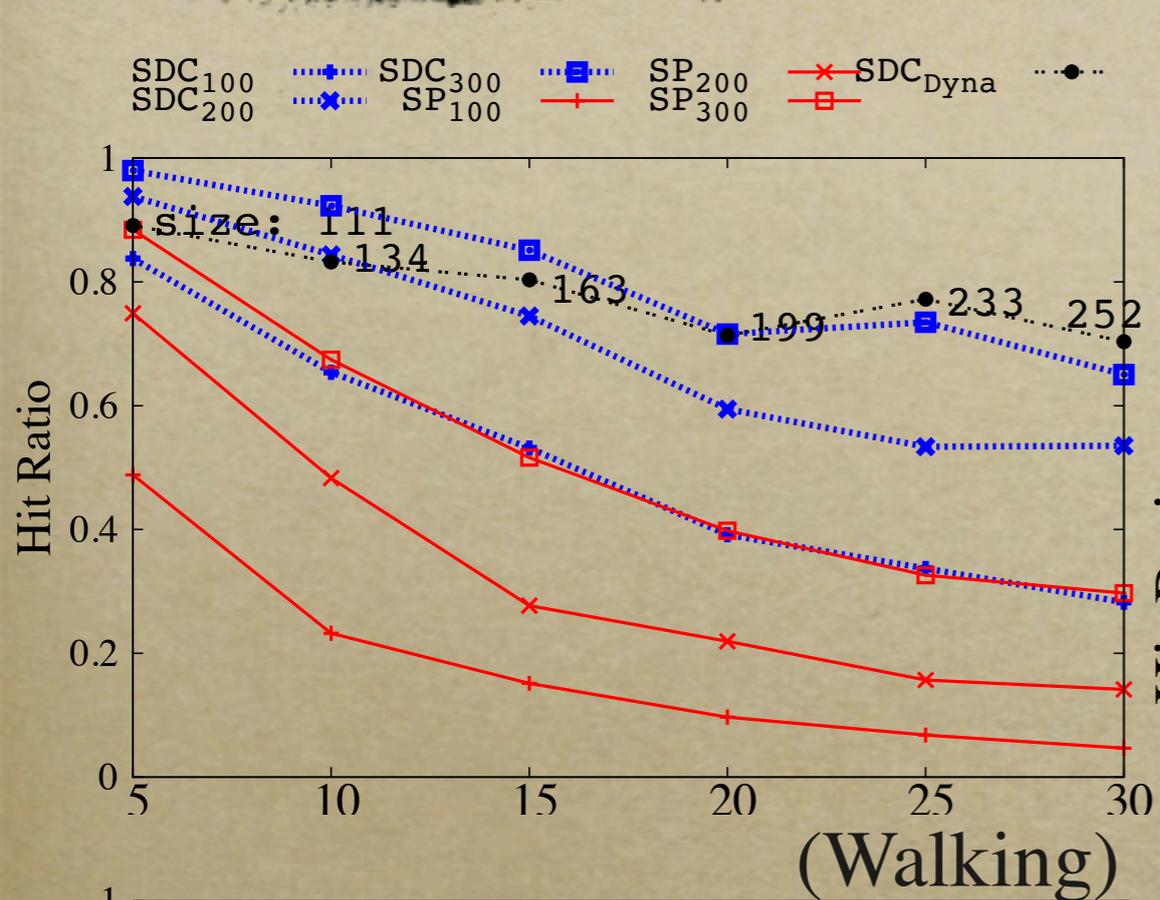
Activity	# Trajectory	# Photo
Hiking	3839	33065
Road Biking	5032	11968
Walking	955	4685

Dataset of three activities in California from Everytrail

- Compare hit ratio of our method (SDC) with Stay Point (SP)
  - ▶ Hit ratio: ratio of photos inside discovered region

# Experiment: Region Extraction

## Comparison between SDC and SP



Fixed distance:

SP: Stay Point

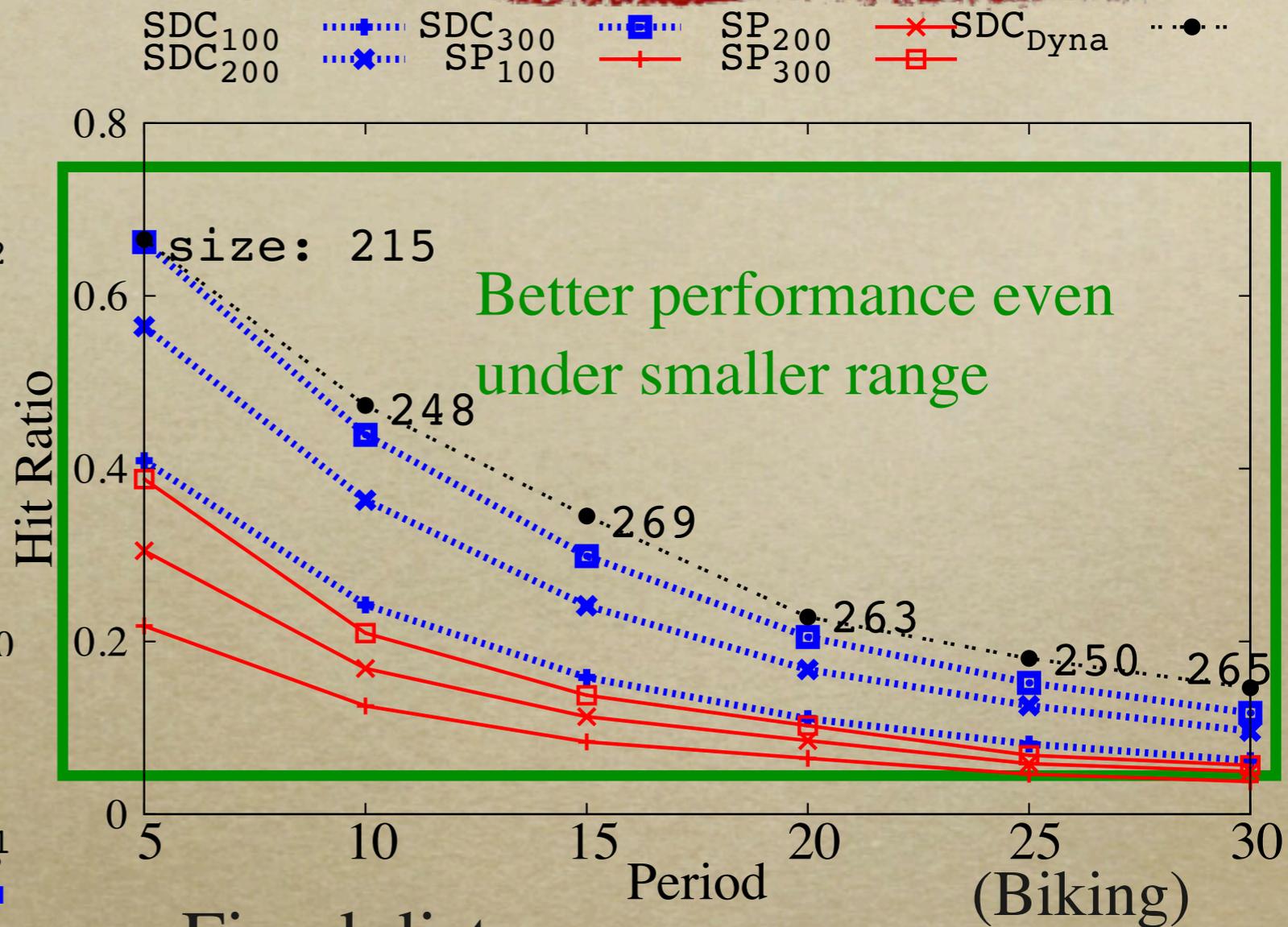
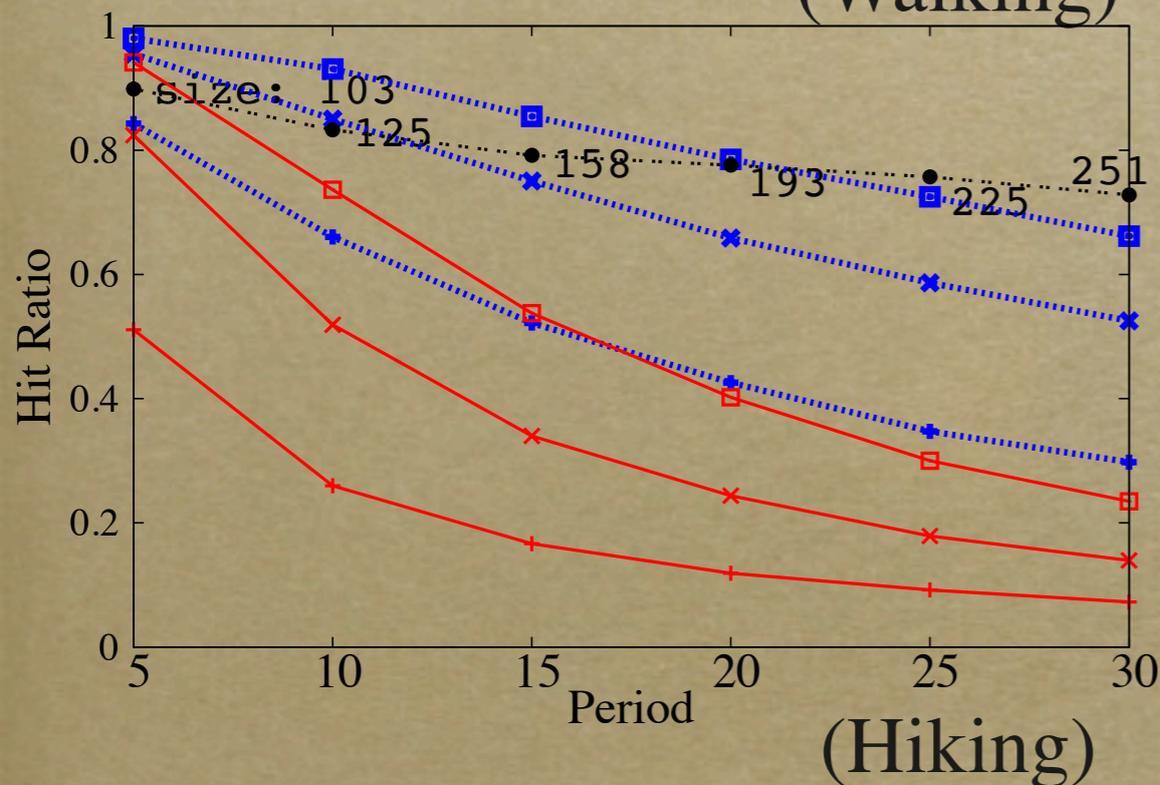
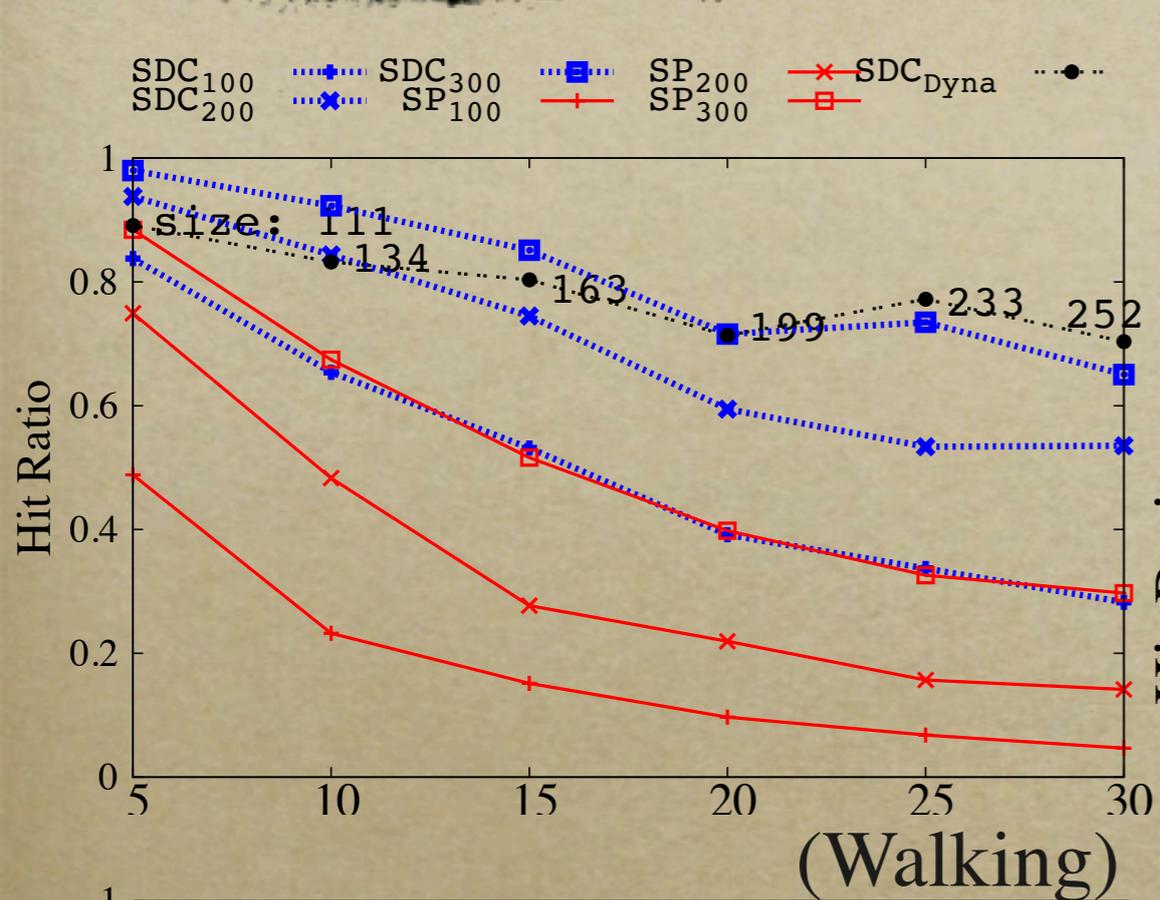
SDC: Sequential Density Clustering

Variable distance:

SDC<sub>Dyna</sub>: SDC under dynamic range

# Experiment: Region Extraction

## Comparison between SDC and SP



Fixed distance:

SP: Stay Point

SDC: Sequential Density Clustering

Variable distance:

SDC<sub>Dyna</sub>: SDC under dynamic range

# Conclusion

- Exploring App usage patterns for discovering personal semantic regions
- Develop a framework of mining personal semantic regions
  - ▶ Propose sequential density clustering to discover regions of interests
  - ▶ Propose ranking list to extract representative Apps
    - Frequency (Application Frequency)*
    - AF-ILF (Application Frequency-Inverse Location Frequency)*
    - AF-RLF (Application Frequency-Relative Location Frequency)*
- Experiment shows our method is more accurate than existing schemes (stay points).

Thank You