

Guest Editorial: Urban Computing

Yu Zheng, Cecilia Mascolo, and Claudio T. Silva

URBAN computing is a process of acquisition, integration, and analysis of big and heterogeneous data generated by a diversity of sources in urban spaces, such as sensors, devices, vehicles, buildings, and human, to tackle the major issues that cities face, e.g., air pollution, increased energy consumption and traffic congestion. Urban computing connects unobtrusive and ubiquitous sensing technologies, advanced data management and analytics models, and novel visualization methods, to create win-win-win solutions that improve urban *environment*, *human* life quality, and *city* operation systems. Urban computing also helps us understand the nature of urban phenomena and even predict the future of cities. Urban computing is an interdisciplinary field fusing the computing science with traditional fields, like transportation, civil engineering, economy, ecology, and sociology, in the context of urban spaces.

This special issue is comprised of nine interesting papers concerning three aspects of cities:

- The first three papers, consisting of “Detecting and Analyzing Urban Regions with High Impact of Weather Change on Transport”, “Significant Linear Hotspot Discovery”, and “Optimal Pick up Point Selection for Effective Ride Sharing”, study the locations and the structure between locations in a city, using a diversity of data. The understanding of urban structure helps better planning a city’s infrastructures, such as road networks and public transportation systems.
- The next three papers in this special issue: “Discovering Congestion Propagation Patterns in Spatio-Temporal Traffic Data”, “Effective Urban Structure Inference from Traffic Flow Dynamics”, and “Local Gaussian Processes for Efficient Fine-Grained Traffic Flow Prediction”, understand urban traffic patterns, based on different machine learning models. The understanding of urban traffic helps predicting future traffic conditions and diagnose traffic congestion.
- The last three papers: “Activity-Based Human Mobility Patterns Inferred from Mobile Phone Data: A Case Study of Singapore”, “Modeling Urban Activity by Mining Geotagged Social Data”, and “Visual Analysis of Multiple Route Choices based on GPS trajectories”, explore human mobility patterns in cities, based on mobile phone data or GPS trajectories.

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Digital Object Identifier no. 10.1109/TBDDATA.2017.2699838

The understanding of human mobility can enable many valuable applications for end users and can also improve urban planning.

Those nine papers cover important and interesting topics in urban computing, using data management, machine learning, and visualization techniques to tackle urban challenges. All of them worth reading and will inspire more interesting ideas and research topics.

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Guest Editors



Yu Zheng is a senior research manager in Urban Computing Group, Microsoft Research, passionate about using big data and AI technology to tackle urban challenges. His research interests include big data analytics, spatio-temporal data mining, machine learning, and artificial intelligence. He currently serves as the editor-in-chief of the *ACM Transactions on Intelligent Systems and Technology* and a member of Editorial Advisory Board of *IEEE Spectrum*. He is also an editorial board member of the *IEEE Transactions on Big Data* and the

founding secretary of SIGKDD China Chapter. Zheng has served as chair on more than 10 prestigious IEEE/ACM international conferences, e.g., as the program co-chair of ICDE 2014 (Industrial Track) and CIKM 2017 (Industrial Track). In 2013, he was named one of the Top Innovators under 35 by MIT Technology Review (TR35) and featured by Time Magazine for his research on urban computing. In 2014, he was honored ACM Distinguished scientist. He is also a chair professor with Shanghai Jiao Tong University, an adjunct professor with Hong Kong University of Science and Technology, and Hong Kong Polytechnic University. More details at <https://www.microsoft.com/en-us/research/people/yuzheng/>.



Cecilia Mascolo received the PhD degree from the University of Bologna. She is full professor of Mobile Systems in the Computer Laboratory, University of Cambridge, U.K. She is also a fellow of Jesus College Cambridge and a Faculty fellow at the Alan Turing Institute for Data Science in London. Prior to joining Cambridge in 2008, she was a faculty member in the Department of Computer Science at University College London. Her research interests are in human mobility modelling, mobile and sensor systems

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Claudio T. Silva is a professor of computer science and engineering and data science at New York University. His research interests include visualization, visual analytics, reproducibility and provenance, geometric computing, data science/big data, sports analytics, urban computing and computer graphics. He has held positions in academia and industry, including at AT&T, IBM, Lawrence Livermore National Labs, Sandia National Labs, and the University of Utah. Claudio has advised 15 PhD and 8 MS students,

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