# A Appendix

#### A.1 Notations

Key notations used in the paper are summarized in Table 6.

Table 6: Main notations and their definitions.

Notation	Definition	
$Tr_{in}$	the input trajectory	
$Tr_{au}$	the augmented long-term trajectory	
$p_i, c_i, t_i$	POI, POI category and time of a check-in	
$\mathbf{X}_{in}^{p}$	embeddings of POI sequence for $Tr_{in}$	
$\mathbf{X}_{in}^{cn}$	embeddings of category sequence for $Tr_{in}$	
$\mathbf{X}_{au}^{p}$	embeddings of POI sequence for $Tr_{au}$	
$\mathbf{X}_{au}^{c}$	embeddings of category sequence for $Tr_{au}$	
$f_{ heta}$	RNN trajectory encoder	
$f_{\phi}$	temporal-aware transformer trajectory encoder	
$z^{\phi}_{in} \ z^{\phi}_{au} \ z^{\phi}_{in} \ $	representation of $Tr_{in}$ obtained by $f_{\theta}$	
$z^\phi_{au}$	representation of $Tr_{au}$ obtained by $f_{\phi}$	
$z_{in}^{\phi}$	representation of $Tr_{in}$ obtained by $f_{\phi}$	
$z_{au}^{ heta^{n}}$	representation of $Tr_{au}$ obtained by $f_{\theta}$	

### A.2 Formulations and Architecture

#### **RNN Trajectory Encoder**

The architecture of LSTM unit consists of a memory cell and three gates with the flow of information:

$$i_{t} = \sigma \left( \mathbf{W}_{i} x_{t}^{*} + \mathbf{U}_{i} h_{t-1} + \mathbf{V}_{i} c_{t-1} + b_{i} \right),$$

$$o_{t} = \sigma \left( \mathbf{W}_{o} x_{t}^{*} + \mathbf{U}_{o} h_{t-1} + \mathbf{V}_{o} c_{t-1} + b_{o} \right),$$

$$f_{t} = \sigma \left( \mathbf{W}_{f} x_{t}^{*} + \mathbf{U}_{f} h_{t-1} + \mathbf{V}_{f} c_{t-1} + b_{f} \right),$$
(10)

where  $i_t$ ,  $f_t$  and  $o_t$  are the input gate, forget gate and output gate respectively,  $\mathbf{W}_*$  and  $b_*$  are the learnable parameters and bias vectors,  $\sigma()$  is the sigmoid activation function,  $x_t^*$  represents the embedding of a check-in in POI sequence or category sequence in Eq. (2).

The memory cell  $c_t$  is updated by the previous memory unit  $c_{t-1}$  with the current input as:

$$c_t = f_t \odot c_{t-1} + i_t \odot \tanh\left(\mathbf{W}_c x_t^* + \mathbf{U}_c h_{t-1} + b_c\right), (11)$$

where  $\odot$  is the element-wise product.

We take the hidden embedding vector  $h_t$  at the last time as the sequence representation, and its update rules are as follows:

$$h_*^{\theta} = h_t = o_t \odot \tanh(c_t). \tag{12}$$

Trajectory representation  $z^{\theta}$  is obtained by:

$$z^{\theta} = MLP(\alpha \cdot h_p^{\theta} + (1 - \alpha) \cdot h_c^{\theta}). \tag{13}$$

#### **Temporal-aware Transformer Trajectory Encoder**

The original transformer is an encoder-decoder architecture (Vaswani *et al.*, 2017). We select its encoder part and revise it as our trajectory encoder. Specifically, it mainly includes two components: token embedding layer and stacked self-attention layer. First, the input POI sequence or category sequence are embedded as:

$$h_0 = [x_1^* \mathbf{E}; x_2^* \mathbf{E}; \cdots; x_m^* \mathbf{E}] + \mathbf{PE}$$
 (14)

where  $\mathbf{E}$  are learnable parameters,  $x_i^*$  represents the embedding of the *i*-th check-in in POI sequence or category sequence in Eq. (2),  $\mathbf{PE}$  is our temporal-aware position encoder designed in Eq. (4).

The stacked self-attention layer consists of alternating layers of multi-head self-attention (MSA) and MLP blocks:

$$h'_{l} = \text{MSA} (\text{LN} (h_{l-1})) + h_{l-1}, \quad l = 1, 2, \dots, L$$
  
 $h_{l} = \text{MLP} (\text{LN} (h'_{l})) + h'_{l}, \qquad l = 1, 2, \dots, L$ 
(15)

where LN is Layernorm operation which be applied before every block, and residual connection follows every block. L is the number of layers.

To learn the representation for a sequence, we employ max pooling to process the embeddings of last layer tokens:

$$h_*^{\phi} = \text{Max-Pooling}(h_1^L, h_2^L, \cdots, h_m^L).$$
 (16)

Trajectory representation  $z^{\phi}$  is also obtained by:

$$z^{\phi} = MLP(\beta \cdot h_n^{\phi} + (1 - \beta) \cdot h_c^{\phi}). \tag{17}$$

## A.3 Experimental Settings

Detailed hyperparameters settings are shown in Table 7. All experiments are conducted on a machine with Intel Xeon Gold 6126 @2.60GHz 12 cores CPU and  $8 \times NVIDIA$  Tesla V100-SXM2 (16GB Memory) GPU.

Table 7: Hyperparameters setting.

Hyperparameters	$ f_{\theta} $	$f_{\phi}$
POI embedding dimension	512	512
category embedding dimension	512	512
time embedding dimension	128	128
check-in embedding dimension	512	512
Hidden size	1024	512
Layers	1	3
FFN inner hidden size	\	1024
Attention heads	\	8
Attention head size	\	64
Training epochs	30	
Batch size	512	
Adam $\epsilon$	1e-8	
Adam $\beta$	(0.9,0.999)	
Initial learning rate	1e-3	
Learning rate schedule	multiplicative (5,0.9)	
Dropout	0.1	
${\lambda}$	10	
T	10	
k	8	

#### A.4 More Detailed Experimental Results

The results of MainTUL with respect to temperature T and hyperparameter  $\lambda$  on Weeplaces are shown in Figure 5.

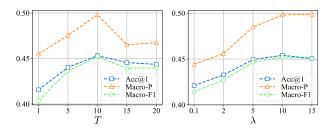


Figure 5: Parameter sensitivity w.r.t. T and  $\lambda$  on Weeplaces.