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Geospatial visualizations are one of the earliest forms

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of information visualizations. They were used historically for navigation and were essential tools before the modern technological era of humanity. Data maps were first popularized in the seventeenth century and have grown in complexity and detail since then.

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book is a selection of papers that, with one exception,
started life as either conference papers or abstracts
submitted to GeoCart'2010/the 1st ICA Regional
Symposium on Cartography for Australasia and
Oceania, held in Auckland, New Zealand"--Preface.

This book is a selection of chapters evolved from
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thoroughly. They have been blind peer reviewed by
two referees of international research standing in
geospatial science, mostly in the subdisciplines of
cartography and geovisualisation. The book features
cutting edge topics such geovisual analytics, mobile /
Web 2.0 mapping, spatiotemporal representation,
cognitive cartography, historical mapping and 3D
technology.

In this book the main trends, concepts and directions
in cartography and mapping in modernism and post-
modernism are reviewed. Philosophical and
epistemological issues are analysed in cartography
from positivist-empiricist, neo-positivist and post-

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Structuralist stances. In general, in cartography technological aspects have been considered as well as theoretical issues. The aim is to highlight the epistemological and philosophical viewpoint during the development of the discipline. Some main philosophers who have been influential for contemporary thinking such as Immanuel Kant, Ludwig Wittgenstein, Karl Popper and Bertrand Russell, are considered. None of these philosophers wrote about cartography directly (excepting Kant), but their philosophies are related to cartography and mapping issues. The book also analyses the concept of paradigm or paradigm shift coined by Thomas Kuhn, who applied it to the history of science. Different cartographic trends that have arisen since the second half of the twentieth century are analysed according to this important concept which is implicit inside the scientific or disciplinary communities. Further, the authors analyse the position of cartography in the context of the sciences and other disciplines, adopting a positivistic point of view. Additionally, they review current trends in cartography and mapping in the context of information and communication technologies in a post-modernistic or post-structuralistic framework. Thus, since the 1980s and 1990s, new mapping concepts have arisen which challenge the discipline's traditional map conceptions.

The first text to address tourist movement in from a methodological angle in the post-digital era. It assesses how movement and migration has been recorded in the past, how it may be recorded and assessed now and the possibilities for exploring

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movement in the future.

This book constitutes the refereed proceedings of the 12th IFIP WG 12.5 International Conference on Artificial Intelligence Applications and Innovations, AIAI 2016, and three parallel workshops, held in Thessaloniki, Greece, in September 2016. The workshops are the Third Workshop on New Methods and Tools for Big Data, MT4BD 2016, the 5th Mining Humanistic Data Workshop, MHDW 2016, and the First Workshop on 5G - Putting Intelligence to the Network Edge, 5G-PINE 2016. The 30 revised full papers and 8 short papers presented at the main conference were carefully reviewed and selected from 65 submissions. The 17 revised full papers and 7 short papers presented at the 3 parallel workshops were selected from 33 submissions. The papers cover a broad range of topics such as artificial neural networks, classification, clustering, control systems - robotics, data mining, engineering application of AI, environmental applications of AI, feature reduction, filtering, financial-economics modeling, fuzzy logic, genetic algorithms, hybrid systems, image and video processing, medical AI applications, multi-agent systems, ontology, optimization, pattern recognition, support vector machines, text mining, and Web-social media data AI modeling.

Broad in scope, Semantic Multimedia Analysis and Processing provides a complete reference of techniques, algorithms, and solutions for the design and the implementation of contemporary multimedia systems. Offering a balanced, global look at the latest advances in semantic indexing, retrieval, analysis,

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and processing of multimedia, the book features the contributions of renowned researchers from around the world. Its contents are based on four fundamental thematic pillars: 1) information and content retrieval, 2) semantic knowledge exploitation paradigms, 3) multimedia personalization, and 4) human-computer affective multimedia interaction. Its 15 chapters cover key topics such as content creation, annotation and modeling for the semantic web, multimedia content understanding, and efficiency and scalability.

Fostering a deeper understanding of a popular area of research, the text:

- Describes state-of-the-art schemes and applications
- Supplies authoritative guidance on research and deployment issues
- Presents novel methods and applications in an informative and reproducible way
- Contains numerous examples, illustrations, and tables summarizing results from quantitative studies
- Considers ongoing trends and designates future challenges and research perspectives
- Includes bibliographic links for further exploration
- Uses both SI and US units

Ideal for engineers and scientists specializing in the design of multimedia systems, software applications, and image/video analysis and processing technologies, *Semantic Multimedia Analysis and Processing* aids researchers, practitioners, and developers in finding innovative solutions to existing problems, opening up new avenues of research in uncharted waters.

Geocomputation with R is for people who want to analyze, visualize and model geographic data with open source software. It is based on R, a statistical programming language that has powerful data processing, visualization, and geospatial capabilities.

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The book equips you with the knowledge and skills to tackle a wide range of issues manifested in geographic data, including those with scientific, societal, and environmental implications. This book will interest people from many backgrounds, especially Geographic Information Systems (GIS) users interested in applying their domain-specific knowledge in a powerful open source language for data science, and R users interested in extending their skills to handle spatial data. The book is divided into three parts: (I) Foundations, aimed at getting you up-to-speed with geographic data in R, (II) extensions, which covers advanced techniques, and (III) applications to real-world problems. The chapters cover progressively more advanced topics, with early chapters providing strong foundations on which the later chapters build. Part I describes the nature of spatial datasets in R and methods for manipulating them. It also covers geographic data import/export and transforming coordinate reference systems. Part II represents methods that build on these foundations. It covers advanced map making (including web mapping), "bridges" to GIS, sharing reproducible code, and how to do cross-validation in the presence of spatial autocorrelation. Part III applies the knowledge gained to tackle real-world problems, including representing and modeling transport systems, finding optimal locations for stores or services, and ecological modeling. Exercises at the end of each chapter give you the skills needed to tackle a range of geospatial problems. Solutions for each chapter and supplementary materials providing extended examples are available at <https://geocompr.github.io/geocompkg/articles/>. Dr.

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Robin Lovelace is a University Academic Fellow at the University of Leeds, where he has taught R for geographic research over many years, with a focus on transport systems. Dr. Jakub Nowosad is an Assistant Professor in the Department of Geoinformation at the Adam Mickiewicz University in Poznan, where his focus is on the analysis of large datasets to understand environmental processes. Dr. Jannes Muenchow is a Postdoctoral Researcher in the GIScience Department at the University of Jena, where he develops and teaches a range of geographic methods, with a focus on ecological modeling, statistical geocomputing, and predictive mapping. All three are active developers and work on a number of R packages, including `stplanr`, `sabre`, and `RQGIS`.

Maps are a fundamental resource in a diverse array of applications ranging from everyday activities, such as route planning through the legal demarcation of space to scientific studies, such as those seeking to understand biodiversity and inform the design of nature reserves for species conservation. For a map to have value, it should provide an accurate and timely representation of the phenomenon depicted and this can be a challenge in a dynamic world. Fortunately, mapping activities have benefitted greatly from recent advances in geoinformation technologies. Satellite remote sensing, for example, now offers unparalleled data acquisition and authoritative mapping agencies have developed systems for the routine production of maps in accordance with strict standards. Until recently, much mapping activity was in the exclusive realm of authoritative agencies but technological development

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has also allowed the rise of the amateur mapping community. The proliferation of inexpensive and highly mobile and location aware devices together with Web 2.0 technology have fostered the emergence of the citizen as a source of data. Mapping presently benefits from vast amounts of spatial data as well as people able to provide observations of geographic phenomena, which can inform map production, revision and evaluation. The great potential of these developments is, however, often limited by concerns. The latter span issues from the nature of the citizens through the way data are collected and shared to the quality and trustworthiness of the data. This book reports on some of the key issues connected with the use of citizen sensors in mapping. It arises from a European Co-operation in Science and Technology (COST) Action, which explored issues linked to topics ranging from citizen motivation, data acquisition, data quality and the use of citizen derived data in the production of maps that rival, and sometimes surpass, maps arising from authoritative agencies.

“Thematic Cartography for the Society” is prepared on the basis of the best 30 papers presented at the 5th International Conference on Cartography and GIS held in Albena, Bulgaria in 2014. The aim of the conference is to register new knowledge and shape experiences about the latest achievements in cartography and GIS worldwide. At the same time, the focus is on the important European region - the Balkan Peninsula. The following topics are covered: User-friendly Internet and Web Cartography; User-oriented Map Design and Production; Context-oriented

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Cartography; Visualization; Map Interfaces for Volunteered Geographic Information; Sensing Technologies and their Integration with Maps; Cartography in Education. Focus on user-oriented cartographic approaches.

The world is ever changing, and a comprehensive understanding of the world will not be achieved without theoretical and methodological advances to decode complex dynamics in human and environmental systems. Computation and Visualization for the Understanding of Dynamics in Geographic Domains: A Research Agenda synthesizes key ideas and issues discussed during the UCGIS hosted workshop on computation. It expands upon popular discussions to provide a comprehensive overview of geographic dynamics and new approaches to advance our understanding of geographic dynamics through computation and visualization. The text gives an overview of the state of research and how this research relates to intelligence analysis. It addresses broad issues and challenges in areas, such as spatiotemporal analysis and modeling, spatiotemporal visual analytics; spatiotemporal data mining, spatiotemporal reasoning, and spatiotemporal ontologies. The book also fuses suggestions from workshop participants with literature reviews to propose new research agendas and recommendations for future developments and collaboration. With full coverage on current developments and probably challenges, Computation and Visualization for the Understanding of Dynamics in Geographic Domains: A Research Agenda establishes a foundation to promote further

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Studies in geographic dynamics and provides a springboard for the next big scientific and technological breakthrough.

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