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GeoComputation : Strategic Rethinking of the Opportunities for Outdoor Research Afforded by Mobile Devices; Chapter 16: Ubiquitous Computing, Spatial Big Data and Open GeoComputation; Chapter 17: Embedded GeoComputation : Publishing Text, Data and Software in a Reproducible Form
Chapter 18: Limits to GeoComputationChapter 19: GeoComputation in 2061; Back Cover

Sommario/riassunto

This newly updated edition covers cutting-edge topics in computational geography, addressing a domain in both geographic and computer sciences. With an extended introduction that reviews directional changes and major advances in the field since the first edition, this book includes ten new topics as well as substantial modifications to existing chapters. Written by recognized international experts and up-and-coming researchers, the text introduces the subject matter by providing readable accounts of current developments. In addition, the authors examine possibilities for future developments through the year 2061--
