Programming Gps And Openstreetmap Applications With Java The Realobject Application Framework Author Kristof Beiglbi 1 2 Ck Feb 2012

This book constitutes the proceedings of the 13th International Conference on Green, Pervasive, and Cloud Computing, GPC 2018, held in Hangzhou, China, in May 2018. The 35 full papers included in this volume were carefully reviewed and selected from 101 initial submissions. They are organized in the following topical sections: network security, and privacy-preserving; pervasive sensing and analysis; cloud computing, mobile computing, and crowd sensing; social and urban computing; parallel and distributed systems, optimization; pervasive applications; and data mining and knowledge mining.

The five-volume set LNCS 7971-7975 constitutes the refereed proceedings of the 13th International Conference on Computational Science and Its Applications, ICCSA 2013, held in Ho Chi Minh City, Vietnam in June 2013. The 248 revised papers presented in five tracks and 33 special sessions and workshops were carefully reviewed and selected. The 46 papers included in the five general tracks are organized in the following topical sections: computational methods, algorithms and scientific applications; high-performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 202 papers presented in special sessions and workshops cover a wide range of topics in computational sciences ranging from computational science technologies to specific areas of computational sciences such as computer graphics and virtual reality.

Written by an expert in the development of GPS systems with digital maps and navigation, Programming GPS and OpenStreetMap Applications with Java: The RealObject Application Framework provides a concrete paradigm for object-oriented modeling and programming. It presents a thorough introduction to the use of available global positioning data for the development of applications involving digital maps. The author first describes the different formats of GPS data and digital maps and shows how to use recorded GPS traces to replay and display this data on a digital map. Then, he works through in detail the processing steps of obtaining dedicated data from OpenStreetMaps and how to extract a network for a simple navigation application. For each topic covered—GPS data, OpenStreetMaps, and navigation—Java code is developed that can easily be adapted to the readers' needs and locality. Finally, all components are put together in a sample computer-game application modeled on the well-known board game, Scotland Yard. The computer game is intended to be a basis from which readers can develop and customize their own application for their desired geographical area. The developed application can be "published" on the Internet and made available for interactive multiplayer competition. This book provides a fun and interesting way to learn distributed programming with Java and real-world data. Open-source software is available on a companion website at www.roaf.de

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 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.

Python is a highly expressive language that makes it easy to write sophisticated programs. Combining high-quality geospatial data with Python geospatial libraries will give you a powerful toolkit for solving a range of geospatial programming tasks. The book begins with an introduction to geospatial analysis and programming and explains the ideas behind geospatial data. You will explore Python libraries for building your own geospatial applications. You will learn to create a geospatial database for your application using PostGIS and the psycopg2 library, and see how the Mapnik library can be used to create attractive and useful maps. Finally, you will learn to use the Shapely and NetworkX libraries to create, analyze, and manipulate complex geometric objects, before implementing a system to match GPS recordings against a database of roads to produce a heatmap of the most frequently used roads.

The main purpose of this Handbook is to provide overviews and assessments of the state-of-the-art regarding research methods, approaches and applications central to economic geography. The chapters are written by distinguished researchers from a variet

Practical Sports Coaching is a thorough and engaging guide for all sports coaching students and practitioners. Drawing on real-life case studies and examples, the book is designed to develop practical coaching skills and provides readers with the methods and tools they need to become an expert coach. Structured around all facets of the coaching process, the text comprehensively covers topics such as: preparation for coaching mentoring the philosophy of coaching direct intervention coaching methods the use of modern technology. The book's practical approach allows the reader to consider common challenges faced by coaches, suggesting solutions to performance concerns and preparing students for the realities of professional sports coaching. A companion website containing presentation slides and useful weblinks makes the book a complete resource for students and lecturers alike. Practical Sports Coaching helps to bridge the gap between theory and practical coaching skills, and is an essential text for coaching students looking to deepen their understanding of sports coaching and experienced coaches developing their own practical skills.

Environmental information and systems play a major role in environmental decision making. As such, it is vital to understand the impact that they have on different aspects of sustainable environmental management, as well as to understand the opportunism they might present for further improvement. Environmental Information Systems: Concepts, Methodologies, Tools, and Applications is an innovative reference source containing the latest research on the use of information systems to track and organize environmental data for use in an overall environmental management system. Highlighting a range of topics such as environmental analysis, remote sensing, and geographic information science, this multi-volume book is designed for engineers, data scientists, practitioners, academicians, and researchers interested in all aspects of environmental information systems.

Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications.

Computer science provides a powerful tool that was virtually unknown three generations ago. Some of the classical fields of knowledge are geodesy (surveying), cartography, and geography. Electronics have revolutionized geodetic methods. Cartography has faced the dominance of the computer that results in simplified cartographic products. All three fields make use of basic components such as the Internet and databases. The Springer Handbook of Geographic Information is organized in three parts, Basics, Geographic Information and Applications. Some parts of the basics belong to the larger field of computer science. However, the reader gets a comprehensive view on geographic information because the topics selected from computer science have a close relation to geographic information. The Springer Handbook of Geographic Information is written for scientists at universities and industry as well as advanced and PhD students.

Development Challenges, South-South Solutions is the monthly e-newsletter of the United Nations Office for South-South Cooperation in UNDP (www.southerninnovator.org). It has been published every month since 2006. Its sister publication, Southern Innovator magazine, has been published since 2011. Contact the Office to receive a copy of the new global magazine Southern Innovator. Issues 1, 2 and 3 are out now and are about innovators in mobile phones and information technology, youth and entrepreneurship, and agribusiness and food security. Why not consider sponsoring or advertising in an issue of Southern Innovator? Follow @SouthSouth1.

Discover how data science can help you gain in-depth insight into your business – the easy way! Jobs in data science abound, but few people have the data science skills needed to fill these increasingly important roles. Data Science For Dummies is the perfect starting point for IT professionals and students who want a quick primer covering all areas of the expansive data science space. With a focus on business cases, the book explores topics in big data, data science, and data engineering, and how these three areas are combined to produce tremendous value. If you want to pick-up the skills you need to begin a new career or initiate a new project, reading this book will help you understand what technologies, programming languages, and mathematical methods on which to focus. While this book serves as a wildly fantastic guide through the broad aspects of the topic, including the sometimes intimidating field of big data and data science, it is not an instructional manual for hands-on implementation. Here's what to expect in Data Science for Dummies: Provides a background in big data and data engineering before moving on to data science and how it's applied to generate value. Includes coverage of big data frameworks and applications like Hadoop, MapReduce, Spark, MPP platforms, and NoSQL. Explains machine learning and many of its algorithms, as well as artificial intelligence and the evolution of the Internet of Things. Details data visualization techniques that can be used to showcase, summarize, and communicate the data insights you generate. It's a big, big data world out there – let Data Science For Dummies help you get started harnessing its power so you can gain a competitive edge for your organization.

This volume presents a timely collection of research papers on the progress, opportunities, and challenges related to the advancement of geospatial technologies for applications in urban health research and management. The chapter authors cover technologies ranging from traditional GIS and remote sensing technologies, to recently developed tracking/locational technologies and volunteered geographic information (VGI). In four main sections, the book uniquely contributes to the conversation of how geospatial technologies and other GIScience research may be enhanced by addressing the data and challenges presented by urban health issues. The book is intended for those with backgrounds in health and medical geography, social epidemiology, urban planning, health management, and lifestyle research. The book starts with an introduction by the editors, providing an overview of traditional and emerging geospatial technologies and how they each can significantly contribute to urban health studies. Section 1 covers urban health risk and disease, and analyses the spatial and temporal patterns of selected urban health issues. Section 2 addresses urban health service access, and demonstrates how traditional and new geospatial technologies apply to different segments of urban populations facing varied challenges. Section 3 focuses on incorporating geospatial technologies in promoting healthy behaviours and lifestyles in urban settings. Section 4 assesses how geospatial technologies may be incorporated into urban health policies and management practices. Adopting a forward-looking perspective, these papers examine the various health challenges in urban systems, and explore how new and emerging geospatial technologies will need to develop to address these problems.

This book gathers the latest developments in modern cartography, ranging from the innovative approaches being pursued at national mapping agencies and topographic mapping, to new trends in the fields of Atlas Cartography, Cartographic Modelling, Multimedia Cartography, Historical Cartography and Cartographic Education. Europe can look back on a long and outstanding history in the field of Cartography and Geoinformation Science. Its rich and leading role in the domain of cartography is proven by contributions from various countries and with a diverse range of backgrounds.

This handbook is a resource for enhancing disaster resilience in urban areas. It summarizes the guiding principles, tools, and practices in key economic sectors that can facilitate incorporation of resilience concepts into decisions about infrastructure investments and urban management that are integral to reducing disaster and climate risks.

The five-volume set LNCS 6782 - 6786 constitutes the refereed proceedings of the International Conference on Computational Science and Its Applications, ICCSA 2011, held in Santander, Spain, in June 2011. The five volumes contain papers presenting a wealth of original research results in the field of computational science, from foundational issues in computer science and mathematics to advanced applications in virtually all sciences making use of computational techniques. The topics of the fully refereed papers are structured according to the five major conference themes: geographical analysis, urban modeling, spatial statistics; cities, technologies and planning; computational geometry and applications; computer aided modeling, simulation, and analysis; and mobile communications.

This book examines three vital issues in urbanization and democratization: the institutional structures and processes of urban local governance to improve access to urban services; their outcomes in relation to low-income groups' access to services, citizen participation in local governance, accountability of local leaders and officials, and transparency in local governance; and the factors that influence access to urban services, especially for the poor and marginalized groups. Further, it describes decentralization policies, views of the residents of slums on the effectiveness of government programs, and innovations in inclusive local governance and access to urban services.

Jump in and build working Android apps with the help of more than 230 tested recipes. The second edition of this acclaimed cookbook includes recipes for working with user interfaces, multitouch gestures, location awareness, web services, and specific device features such as the phone, camera, and accelerometer. You also get useful info on packaging your app for the Google Play Market. Ideal for developers familiar with Java, Android basics, and the Java SE API, this book features recipes contributed by more than three dozen Android developers. Each recipe provides a clear solution and sample code you can use in your project right away. Among numerous topics, this cookbook helps you: Get started with the tooling you need for developing and testing Android apps Create layouts with Android's UI controls, graphical services, and pop-up mechanisms Build location-aware services on Google Maps and OpenStreetMap Control aspects of Android's music, video, and other multimedia capabilities Work with accelerometers and other Android sensors Use various gaming and animation frameworks Store and retrieve persistent data in files and embedded databases Access RESTful web services with JSON and other formats Test and troubleshoot individual components and your entire application

"This book provides the most up-to-date research findings and future directions for customer relationship management in contemporary enterprises, covering a wide range of topics such as management issues, innovative ideas, state-of-the-art business

applications, and evaluation of social media products and services"--Provided by publisher.

Develop sophisticated mapping applications from scratch using Python 3 tools for geospatial development About This Book Build web applications based around maps and geospatial data using Python 3.x Install and use various toolkits and obtain geospatial data for use in your programs This practical, hands-on book will teach you all about geospatial development in Python Who This Book Is For This book is for experienced Python developers who want to learn about geospatial concepts, obtain and work with geospatial data, solve spatial problems, and build sophisticated map-based applications using Python. What You Will Learn Access, manipulate, and display geospatial data from within your Python programs Master the core geospatial concepts of location, distance, units, projections, and datums Read and write geospatial data in both vector and raster format Perform complex, real-world geospatial calculations using Python Store and access geospatial information in a database Use points, lines, and polygons within your Python programs Convert geospatial data into attractive maps using Python-based tools Build complete web-based mapping applications using Python In Detail Geospatial development links your data to locations on the surface of the Earth. Writing geospatial programs involves tasks such as grouping data by location, storing and analyzing large amounts of spatial information, performing complex geospatial calculations, and drawing colorful interactive maps. In order to do this well, you'll need appropriate tools and techniques, as well as a thorough understanding of geospatial concepts such as map projections, datums, and coordinate systems. This book provides an overview of the major geospatial concepts, data sources, and toolkits. It starts by showing you how to store and access spatial data using Python, how to perform a range of spatial calculations, and how to store spatial data in a database. Further on, the book teaches you how to build your own slippy map interface within a web application, and finishes with the detailed construction of a geospatial data editor using the GeoDjango framework. By the end of this book, you will be able to confidently use Python to write your own geospatial applications ranging from quick, one-off utilities to sophisticated web-based applications using maps and other geospatial data. Style and approach This book is a comprehensive course in geospatial development. The concepts you need to know are presented in a hands-on fashion with example code to help you to solve real-world problems right away. Larger programs are built up step by step while guiding you through the process of building your own sophisticated mapping applications.

These Workshop Proceedings reflect problems concerning advanced geo-information science with a special emphasis on deep virtualization for mobile GIS. They present papers from leading scientists engaged in research on environmental issues from a modeling, analysis, information processing and visualization perspective, as well as practitioners involved in GIS and GIS applications development. The proceedings examine in detail problems regarding scientific and technological innovations and deep virtualization for mobile GIS, its potential applications, and the monitoring, planning and simulation of urban systems with respect to economic trends as related to: Artificial intelligence; Knowledge-based GIS; Spatial ontologies in GIS; Positioning and analyzing moving information; Energy GIS; GIS data integration and modeling; Environmental management; Urban GIS; Transportation GIS; Underwater acoustics and GIS; GIS and real-time monitoring systems; GIS algorithms and computational issues; Data reliability and quality assurance for open data; Spatial and data quality; and lastly Open source GIS.

This book collects innovative research presented at the 19th Conference of the Association of Geographic Information Laboratories in Europe (AGILE) on Geographic Information Science, held in Helsinki, Finland in 2016.

With contributions from academics across the globe, this book showcases how you can use data analysis for better and more effective urban planning and management.

Developments in technologies have evolved in a much wider use of technology throughout science, government, and business; resulting in the expansion of geographic information systems. GIS is the academic study and practice of presenting geographical data through a system designed to capture, store, analyze, and manage geographic information. Geographic Information Systems: Concepts, Methodologies, Tools, and Applications is a collection of knowledge on the latest advancements and research of geographic information systems. This book aims to be useful for academics and practitioners involved in geographical data.

A revision of Openshaw and Abrahart's seminal work, GeoComputation, Second Edition retains influences of its originators while also providing updated, state-of-the-art information on changes in the computational environment. In keeping with the field's development, this new edition takes a broader view and provides comprehensive coverage across the field of GeoComputation. See What's New in the Second Edition: Coverage of ubiquitous computing, the GeoWeb, reproducible research, open access, and agent-based modelling Expanded chapter on Genetic Programming and a separate chapter developed on Evolutionary Algorithms Ten chapters updated by the same or new authors and eight new chapters added to reflect state of the art Each chapter is a stand-alone entity that covers a particular topic. You can simply dip in and out or read it from cover to cover. The opening chapter by Stan Openshaw has been preserved, with only a limited number of minor essential modifications having been enacted. This is not just a matter of respect. Openshaw's work is eloquent, prophetic, and his overall message remains largely unchanged. In contrast to other books on this subject, GeoComputation: Second Edition supplies a state-of-the-art review of all major areas in GeoComputation with chapters written especially for this book by invited specialists. This approach helps develop and expand a computational culture, one that can exploit the ever-increasing richness of modern geographical and geospatial datasets. It also supplies an instructional guide to be kept within easy reach for regular access and when need arises.

Poets and critics address the potential of language to address the increasing level of discord and precarity in the twenty-first century. At a time when wars, acts of terrorism, and ecological degradation have intensified and isolationism, misogyny, and ethnic divisiveness have been given distinctively more powerful voice in public discourse, language itself often seems to have failed. The poets and critics in this book argue that language has the potential to address this increasing level of discord and precarity, and they negotiate ways to understand poetics, or the role of the poetic, in relation to language, the body politic, the human body, breath, the bodies of the natural environment, and the body of form. Poetry makes urgent issues audible and poetics helps to theorize those issues into critical consciousness. Poetry also functions as a cry to protest late capitalist imperialism, misogyny, racism, climate change, and all the debilitating conditions of everyday life. Hubs of concern merge and diverge; precarity takes differently gendered, historied, embodied, geopolitical manifestations. The contributors articulate a poetics that renders what has not yet been crystallized as discourse into fields of force. They also acknowledge the beauties of sound, poetry, and music, and celebrate the power of community, marking the surge of energy that can occur at a particular place at a particular moment. Ultimately, Poetics and Precarity fosters further conversations that will imagine the concerns of poetics as a continuously emerging field.

This book deals with transportation processes denoted as the Real-time Distribution of Perishable Goods (RDOPG). The book

presents three contributions that are made to the field of transportation. First, a model considering the minimization of customer inconvenience is formulated. Second, a pro-active real-time control approach is proposed. Stochastic knowledge is generated from past request information by a new forecasting approach and is used in the pro-active approach to guide vehicles to request-likely areas before real requests arrive there. Various computational results are presented to show that in many cases the pro-active approach is able to achieve significantly improved results. Moreover, a measure for determining the structural quality of request data sets is also proposed. The third contribution of this book is a method that is presented for considering driver inconvenience aspects which arise from vehicle en-route diversion activities. Specifically, this method makes it possible to restrict the number of performed vehicle en-route diversion activities.?

This practical book shows the procedure to integrate, in a practical way, empirical propagation methods with geographical information systems (GIS) to obtain the radio coverage in open environments. It includes the theoretical explanation of empirical methods and GIS but as a basis to develop a real tool that combines both aspects to provide the user a suitable method for the wireless network planning in urban areas. The book introduces the empirical propagation methods and their application to wireless network planning. The motivation for combining them with the information obtained from geographical information systems is illustrated as well as their application to real situations. The most important empirical methods used to calculate the propagation in open environments are reviewed. Focus is given to the geometrical information needed to prove the necessity of obtaining some geographical information if these methods must be applied to realistic network planning. A review of the most important GIS is also described. The advantages and disadvantages of every system is analyzed from the point of view of its integration with an empirical propagation method. An application that combines a geographical information system with an empirical propagation method is fully described. The practical features of this integration are completely studied to allow an engineer to use and develop his own tool. Examples are given in each chapter to fully describe and illustrate the process.

The International Encyclopedia of Human Geography provides an authoritative and comprehensive source of information on the discipline of human geography and its constituent, and related, subject areas. The encyclopedia includes over 1,000 detailed entries on philosophy and theory, key concepts, methods and practices, biographies of notable geographers, and geographical thought and praxis in different parts of the world. This groundbreaking project covers every field of human geography and the discipline's relationships to other disciplines, and is global in scope, involving an international set of contributors. Given its broad, inclusive scope and unique online accessibility, it is anticipated that the International Encyclopedia of Human Geography will become the major reference work for the discipline over the coming decades. The Encyclopedia will be available in both limited edition print and online via ScienceDirect - featuring extensive browsing, searching, and internal cross-referencing between articles in the work, plus dynamic linking to journal articles and abstract databases, making navigation flexible and easy. For more information, pricing options and availability visit http://info.sciencedirect.com/content/books/ref_works/coming/ Available online on ScienceDirect and in limited edition print format Broad, interdisciplinary coverage across human geography: Philosophy, Methods, People, Social/Cultural, Political, Economic, Development, Health, Cartography, Urban, Historical, Regional Comprehensive and unique - the first of its kind in human geography

This textbook explains how to design and build Agent Based Models and how to link them to Geographical Information Systems. This book reports on a novel concept of mechanism transitions for the design of highly scalable and adaptive publish/subscribe systems. First, it introduces relevant mechanisms for location-based filtering and locality-aware dissemination of events based on a thorough review of the state-of-the-art. This is followed by a detailed description of the design of a transition-enabled publish/subscribe system that enables seamless switching between mechanisms during runtime. Lastly, the proposed concepts are evaluated within the challenging context of location-based mobile applications. The book assesses in depth the performance and cost of transition execution, highlighting the impact of the proposed state transfer mechanism and the potential of coexisting transition-enabled mechanisms.

The TransNav 2013 Symposium held at the Gdynia Maritime University, Poland in June 2013 has brought together a wide range of participants from all over the world. The program has offered a variety of contributions, allowing to look at many aspects of the navigational safety from various different points of view. Topics presented and discussed at the Symposium were: navigation, safety at sea, sea transportation, education of navigators and simulator-based training, sea traffic engineering, ship's manoeuvrability, integrated systems, electronic charts systems, satellite, radio-navigation and anti-collision systems and many others. This book is part of a series of four volumes and provides an overview of Problems in Marine Navigation and is addressed to scientists and professionals involved in research and development of navigation, safety of navigation and sea transportation.

The two-volume set LNICST 150 and 151 constitutes the thoroughly refereed post-conference proceedings of the First International Internet of Things Summit, IoT360 2014, held in Rome, Italy, in October 2014. This volume contains 74 full papers carefully reviewed and selected from 118 submissions at the following four conferences: the First International Conference on Cognitive Internet of Things Technologies, COIOTE 2014; the First International Conference on Pervasive Games, PERGAMES 2014; the First International Conference on IoT Technologies for HealthCare, HealthyIoT 2014; and the First International Conference on IoT as a Service, IoTaaS 2014. The papers cover the following topics: user-centric IoT; artificial intelligence techniques for the IoT; the design and deployment of pervasive games for various sectors, such as health and wellbeing, ambient assisted living, smart cities and societies, education, cultural heritage, and tourism; delivery of electronic healthcare; patient care and medical data management; smart objects; networking considerations for IoT; platforms for IoTaaS; adapting to the IoT environment; modeling IoTaaS; machine to machine support in IoT.

This book is a printed edition of the Special Issue "Advances in Multi-Sensor Information Fusion: Theory and Applications 2017" that was published in Sensors

This edited volume presents a collection of lessons learned with, and research conducted on, OpenStreetMap, the goal being to promote the project's integration. The respective chapters address a) state-of-the-art and cutting-edge approaches to data quality analysis in OpenStreetMap, b) investigations on understanding OpenStreetMap contributors and the nature of their contributions, c) identifying patterns of contributions and contributors, d) applications of OpenStreetMap in different domains, e) mining value-added knowledge and information from OpenStreetMap, f) limitations in the analysis OpenStreetMap data, and g) integrating OpenStreetMap with commercial and non-commercial datasets. The book offers an ideal opportunity to present and disseminate a number of cutting-edge developments and applications in the field of geography, spatial statistics, GIS, social science, and cartography.

This book is intended for applications of online digital mapping, called mashups (or composite application), and to analyze the mapping practices in online socio-technical controversies. The hypothesis put forward is that the ability to create an online map accompanies the formation of online audience and provides support for a position in a debate on the Web. The first part provides a study of the map: - a combination of map and statistical reason - crosses between map theories and CIS theories - recent developments in scanning the map, from Geographic Information Systems (GIS) to Web map. The second part is based on a corpus of twenty "mashup" maps, and offers a techno-semiotic analysis highlighting the "thickness of the mediation" they are in a process of communication on the Web. Map as a device to "make do" is thus replaced through these stages of creation, ranging from digital data in their viewing, before describing the construction of the map as a tool for visual evidence in public debates, and ending with an analysis of the delegation action against Internet users. The third section provides an analysis of these mapping practices in the case study of the controversy over nuclear radiation following the accident at the Fukushima plant on March 11, 2011. Techno-semiotic method applied to this corpus of radiation map is supplemented by an analysis of web graphs, derived from "digital methods" and graph theory, accompanying the analysis of the previous steps maps (creating Geiger data or retrieving files online), but also their movement, once maps are made.

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