HANDBOOK OF GEOSPATIAL ARTIFICIAL INTELLIGENCE



Edited by Song Gao, Yingjie Hu, and Wenwen Li



Handbook of Geospatial Artificial Intelligence

This comprehensive handbook covers Geospatial Artificial Intelligence (GeoAI), which is the integration of geospatial studies and AI machine (deep) learning and knowledge graph technologies. It explains key fundamental concepts, methods, models, and technologies of GeoAI and discusses the recent advances, research tools, and applications that range from environmental observation and social sensing to natural disaster responses. As the first single volume on this fast-emerging domain, *Handbook of Geospatial Artificial Intelligence* is an excellent resource for educators, students, researchers, and practitioners utilizing GeoAI in fields such as information science, environment and natural resources, geosciences, and geography.

Features

- Provides systematic introductions and discussions of GeoAI theory, methods, technologies, applications, and future perspectives
- Covers a wide range of GeoAI applications and case studies in practice
- Offers supplementary materials such as data, programming code, tools, and case studies
- Discusses the recent developments of GeoAI methods and tools
- Includes contributions written by top experts in cutting-edge GeoAI topics

This book is intended for upper-level undergraduate and graduate students from different disciplines and those taking GIS courses in geography or computer sciences as well as software engineers, geospatial industry engineers, GIS professionals in non-governmental organizations, and federal/state agencies who use GIS and want to learn more about GeoAI advances and applications.



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Foreword

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It's a great honor for me to be asked to contribute a foreword to this *Handbook of Geospatial Artificial Intelligence*. GeoAI has very quickly become a major topic of new research and development in geography, geographic information science (GI-Science), and in many of the disciplines that concern themselves with the complex patterns and processes that can be found in the geographic domain (that is, the surface and near-surface of the Earth). To this old dog, it represents not only an exciting set of new tricks, but a reinvigoration of the old field of geographic science in directions that are fundamentally different from what came before. It benefits from a perfect storm of trends: the availability of many new sources of data, from remote sensing, social media, and sensor networks; access to almost unlimited resources of computational power; and the emergence of powerful new methods of data analysis and machine learning.

More fundamentally, GeoAI reflects a radical shift in our approach to understanding the geographic domain. Half a century ago the geographic sciences modeled themselves on the senior sciences of physics and chemistry in searching for universal principles (Bunge, 1966). These principles should apply everywhere and at all times, just like Mendeleev's periodic table of the elements. They should also be simple, in accordance with the principle known as Occam's Razor: when two hypotheses might explain the same phenomenon, one should adopt the simpler. The use of Newton's law of gravitation to explain how human communications tend to diminish with increasing distance provides an excellent example, and led to extensive research on the modeling of social interaction. The fact that such models will never provide perfect fits to actual geographic data was inconvenient, but their estimates were nevertheless fit for use in a host of applications. Moreover, the models provided a norm or standard that would be helpful in identifying exceptions, anomalies, and special cases.

By the mid-1980s, however, this attempt to pursue geographic science by emulating physics had run its course. The geographic world was clearly too complex for a set of mechanistic explanations, and more powerful techniques would be needed if we were to discover patterns and identify processes. Some pursued techniques that abandoned universality by adopting what we have come to call place-based methods, which allow explanations to vary across space or time, or both (e.g., Geographically Weighted Regression; Fotheringham, Brunsdon, and Charlton, 2002). Others began to build analysis engines that would explore entire sets of models rather than a few narrowly defined hypotheses. Openshaw, for example, built a series of what he termed geographical analysis machines that would give the data an increasing role in driving the model selection process; much later this approach became enshrined in the principle of the Fourth Paradigm, "Let the data speak for themselves" (Hey, Tansley, and Tolle, 2009). Openshaw was an early user of the term artificial intelligence, and his ideas were collected in an appropriately titled but prescient book that was published shortly before the turn of the century (Openshaw and Openshaw, 1997). In a similar vein, Dobson began writing about what he called automated geography (Dobson, 1983); both he and Openshaw argued that the computer should become increasingly engaged in the research process.

Several decades later these ideas are entering the mainstream of the geographic sciences, but with an important difference. While both Dobson and Openshaw were trained in the domain-specific techniques of geographic analysis, today's methods of machine learning draw from no particular domain science, but instead apply basic approaches that are essentially the same whatever the subject matter. Thus one of the most urgent needs in GeoAI is for techniques that incorporate the general principles that we know to be true of the geographic domain: spatial dependence, spatial heterogeneity, scaling, etc. But while they may appear to be neutral, applying equally well to any domain, techniques such as neural networks and their more recent developments such as DCNN (deep convolutional neural networks) may to some extent emulate rudimentary ideas about the workings of the human brain and its instinctive search for patterns. It seems somewhat ironic that in rejecting the simple mechanistic models of classical physics, we have gravitated to the vastly more complex but similarly mechanistic world of neural networks. Moreover, as some of the chapters of this collection show, the use of DCNN to analyze imagery explicitly invokes the geographic concept of spatial dependence, or what we know familiarly as Tobler's First Law of Geography. This shift in the conceptual framework for geographic science, from Newtonian mechanics to neural networks, has led to another that is equally fundamental. Science has always been concerned with explanation and understanding and has treated description and prediction as somewhat inferior but nevertheless useful byproducts. Results that fall short of explaining might be described somewhat pejoratively as "journalistic", "curve-fitting", or "mere description". Yet much of the very rapid growth of data science and machine learning has been driven by the apparent commercial success of these approaches in prediction, and while vigorous efforts have been made to extract understanding and replicability from these techniques, the results thus far are disappointing. This is not to say that search and classification over vast digital archives are not important contributions to science when driven by GeoAI, but they nevertheless fall short of the ultimate and traditional aims of explanation and understanding and might be better understood as hypothesis-generating rather than hypothesis-confirming. In short, this new discipline of GeoAI not only introduces some valuable techniques, but also challenges our approach to science in very fundamental ways. I hope this Foreword provides a context to what is to follow, and helps the reader to understand the very significant shift in the geographic sciences that it heralds.

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Section I

Historical Roots of GeoAl



1 Introduction to Geospatial Artificial Intelligence (GeoAl)

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1.1 INTRODUCTION

It is not often that geography is touched by a development having the potential to affect substantially all of the practical, technical, methodological, theoretical and philosophical aspects of our work. – Couclelis (1986)

Geospatial artificial intelligence (GeoAI) is an interdisciplinary field that has received much attention from both academia and industry (Chiappinelli, 2022; Gao, 2021; Hu *et al.*, 2019a; Li, 2020; Richter and Scheider, 2023). It incorporates a wide range of research topics related to both geography and AI, such as developing intelligent computer programs to mimic human perception of the environment and spatial reasoning, discovering new knowledge about geographic phenomena, and advancing our understanding of human-environment interactions and the Earth systems. While diverse, GeoAI research shares a common focus on spatial contexts and has a root in geography and geographic information science (GIScience). Three major factors have promoted the fast development of GeoAI: advancements in AI theories and methods, the availability of various geospatial big data, and improvements in computing hardware (e.g., the graphics processing unit, GPU) and computing capability. New research is also emerging along with the latest AI technologies, such as large language models, ChatGPT, and other AI foundation models.

The integration of geography and AI can be traced back to the early work by Couclelis (1986); Openshaw and Openshaw (1997); Smith (1984). Before the recent disruptive GeoAI research, many AI methods and techniques have already been integrated and improved in geospatial research. These AI methods and techniques include artificial neural networks (ANN), heuristic search, knowledge-based expert systems, neurocomputing, and artificial life (e.g., cellular automata) in the 1980s; genetic programming, fuzz logics, and hybrid intelligent systems in the 1990s; as well as ontology, web semantics, and geographic information retrieval (GIR) in the 2000s. Since around 2010, deep learning started to demonstrate outstanding performance with breakthroughs made in training DNNs (Glorot and Bengio, 2010). In 2012, the deep neural network, AlexNet, achieved the best performance in the ImageNet Large Scale Visual Recognition Challenge (Krizhevsky *et al.*, 2012). In the following years, the impact of deep learning reached many domains outside of computer science (LeCun *et al.*, 2015) including geography and earth sciences (Reichstein *et al.*, 2019).

Noticing the fast development of deep learning and its potential in geospatial research, we organized a series of workshops and symposiums starting in 2017 to promote GeoAI research in conferences such as the Annual meetings of the American Association of Geographers (AAG) and ACM SIGSPATIAL (Hu *et al.*, 2019a). In addition, we also organized special issues in journals, such as the special issue on *Artificial Intelligence Techniques for Geographic Knowledge Discovery* in the *International Journal of Geographical Information Science* (Janowicz *et al.*, 2020), the special issue on *Symbolic and subsymbolic GeoAI: Geospatial knowledge graphs and spatially explicit machine learning* in the journal *Transactions in GIS* (Mai *et al.*, 2022a), and the special issue on *Geospatial Artificial Intelligence* in the journal *GeoInformatica* (Gao *et al.*, 2023).

As we are preparing this handbook for 2022 and 2023, there already exists novel GeoAI research on improving individual and population health (Kamel Boulos *et al.*, 2019; Zhou *et al.*, 2022b), enhancing community resilience in natural disasters (Scheele *et al.*, 2021; Wang *et al.*, 2020; Zhou *et al.*, 2022a), enabling automated and intelligent terrain mapping (Arundel *et al.*, 2020; Li and Hsu, 2020; Wang and Li, 2021), predicting spatiotemporal traffic flows (Li *et al.*, 2021a; Zhang *et al.*, 2020), forecasting the impacts of climate change on ecosystems (Ma *et al.*, 2022; Reichstein *et al.*, 2019), building smart and connected communities and cities (Wang and Biljecki, 2022; Ibrahim *et al.*, 2021a), supporting humanitarian mapping (Chen *et al.*, 2020), automatic transferring map styles in Cartography (Kang *et al.*, 2019), and enhancing geoprivacy protection (Kamel Boulos *et al.*, 2022; Rao *et al.*, 2021). In addition to using GeoAI to address societal challenges, much research has also

been devoted to methodological developments, such as incorporating spatial principles into AI models to develop spatially explicit models (Mai *et al.*, 2022a; Xie *et al.*, 2021), advancing spatial interpolation and prediction methods (Zhu *et al.*, 2020), better representing geographic features in embedding space (Mai *et al.*, 2022b; Yan *et al.*, 2017), and increasing the explainability of GeoAI models (Cheng *et al.*, 2021; Hsu and Li, 2023; Xing and Sieber, 2023; Zheng and Sieber, 2022).

While many studies exist, they are scattered in the literature and, consequently, it is difficult for scholars and students new to GeoAI to grasp a quick view of the field and learn some of the possible applications. This Handbook of GeoAI aims to fill such a gap. In the following, we provide an overview of this book.

1.2 OVERVIEW OF THE GEOAI HANDBOOK

In this handbook, we first review the historical roots for AI in geography and GI-Science in Section I: Historical Roots of GeoAI (Chapters 1–3). Then, we introduce the foundations and recent developments in GeoAI methods and tools in Section II: GeoAI Methods (Chapters 4–10). These chapters cover topics on methodological foundations (deep neural networks and knowledge graphs), spatial image processing, spatial representation learning, intelligent spatial prediction and interpolation, spatial heterogeneity-aware deep learning, explainability in GeoAI, and spatial cross-validation for GeoAI models. Section III: GeoAI Applications (Chapters 11–17) presents various GeoAI applications in cartography and mapping, transportation, humanitarian assistance, smart disaster response, public health, agriculture, and urban sensing. Lastly, Section IV: Perspectives for the Future of GeoAI (Chapters 18–22) offers perspectives for future developments of GeoAI, including replicability and reproducibility, privacy and ethics, humanistic aspects, forward thinking on geospatial knowledge graph, and other future GeoAI directions. In the following, we briefly summarize each chapter.

Chapter 2 *GeoAI's Thousand-Year History* by H. Couclelis introduces the origin of the concept of GeoAI throughout history, evident in ancient Greek mythology with tales like that of the giant Talos and other artificial beings. Transitioning closer to the present, particularly with the inception of Turing's contributions to the field, this chapter provides a brief overview of the advancements in AI spanning the past seventy years. It distinguishes between two interpretations of AI in geography: a broad interpretation and a more geographically specific one. Then, it discusses different flavors of GeoAI: Program, Neural Nets, Speculations, and Being Human.

Chapter 3 Philosophical Foundations of GeoAI by K. Janowicz presents some of the fundamental assumptions and principles that could form the philosophical foundation of GeoAI and spatial data science. Instead of reviewing the well-established characteristics of spatial data (analysis), including interaction, neighborhoods, and autocorrelation, the chapter highlights themes such as sustainability, bias in training data, diversity in schema knowledge, and the (potential lack of) neutrality of GeoAI systems from a unifying ethical perspective. Reflecting on our profession's ethical implications will assist us in conducting potentially disruptive research more responsibly, identifying pitfalls in designing, training, and deploying GeoAI-based systems, and developing a shared understanding of the benefits but also potential dangers of AI research across academic fields.

Chapter 4 GeoAI Methodological Foundations: Deep Neural Networks and Knowledge Graphs by Gao et al. provides an overview of the methodological foundations of GeoAI, with a focus on the use of deep learning and knowledge graphs. It covers a range of key concepts and architectures related to convolutional neural networks, recurrent neural networks, transformers, graph neural networks, generative adversarial networks, reinforcement learning, and knowledge graphs. The goal of this chapter is to highlight the importance and ways of incorporating spatial thinking and principles into the development of spatially explicit AI models and geospatial knowledge graphs.

Chapter 5 *GeoAI for Spatial Image Processing* by Arundel et al. presents an overview of the history of (digital) image processing, GeoAI-based image processing applications, and the role of GeoAI in advancing image processing methods and research. The chapter also discusses the challenges to using GeoAI for image processing regarding training data annotation, the issues of scale, resolution, and change in space over time. Finally, the authors share thoughts on future research on geometric algebra, addressing explainability and ethical issues, combining GeoAI and physical modeling, and using knowledge base as input/constraint for GeoAI models.

Chapter 6 Spatial Representation Learning in GeoAI by Mai et al. introduces the concept of spatial representation learning (SRL), which is a set of techniques that use deep neural networks (DNNs) to encode and featurize various types of spatial data in the forms of points, polylines, polygons, graphs, etc. This chapter discusses existing works, key challenges, and uniqueness of SRL on various types of spatial data and highlights the unique challenges of developing AI models for geospatial data.

Chapter 7 Intelligent Spatial Prediction and Interpolation Methods by Zhu and Cao presents the GeoAI motivations of spatial data representation, spatial structure measuring, and the spatial relationship modeling throughout the workflow of spatial prediction in the context of leveraging AI techniques. This chapter reviews GeoAI for spatial prediction and interpolation methods, with a particular focus on two major fields: geostatistics and spatial regression. Challenges are also discussed around uncertainty, transferability, and interpretability.

Chapter 8 Heterogeneity-Aware Deep Learning in Space: Performance and Fairness by Xie et al. examines a fundamental attribute of spatial data– spatial heterogeneity, and depicts the phenomenon that data distributions are non-stationary over space. Ignorance of heterogeneity in space not only decreases the prediction performance of the models but also has an impact on the fairness of results – which has become a major consideration for the responsible use of GeoAI. This chapter summarizes recent heterogeneity-aware and fairness-aware methods that target on addressing the heterogeneity challenge for spatial data.

Chapter 9 *Explainability in GeoAI* by Cheng et al., which is contextualized in debates on the usefulness of AI versus traditional methods in solving geospatial problems, gives an overview of established XAI methods (e.g., gradient-based methods and decomposition-based methods) and their basic principles. Moreover, the chapter highlights the benefits of applying XAI methods for GeoAI applications based on several use cases and discusses explicit challenges and opportunities for applying XAI methods in GeoAI.

Chapter 10 Spatial Cross-Validation for GeoAI by Sun et al. reviews spatial cross-validation (CV) methods and discusses how spatial CV is different from random CV. This chapter suggests that random CV could lead to an overestimate of model performance on geographic data, due to the existence of spatial autocorrelation. Spatial CV can help address this issue by splitting the data spatially rather than randomly. Four main spatial CV methods identified from the literature are discussed, and two examples based on real-world data are used to demonstrate these methods in comparison with random CV.

Chapter 11 GeoAI for the Digitization of Historical Maps by Chiang et al. overviews cutting-edge AI methods and systems for processing historical maps to generate valuable data, insights, and knowledge. Historical maps capture past landscapes' natural and anthropogenic features. In the past decade, numerous maps have been digitized and made publicly accessible. This chapter highlights recently published research findings from the authors across various domains, including the semantic web, big data, data mining, machine learning, document understanding, natural language processing, remote sensing, and geographic information systems.

Chapter 12 Spatiotemporal AI for Transportation by Cheng et al. reviews important application domains of Spatiotemporal AI in transport. Spatiotemporal AI has played an important role in transportation research since the latter part of the 20th century and has facilitated various tasks in intelligent transportation systems. This chapter reviews data-driven prediction of traffic variables, optimization of traffic networks using reinforcement learning, and computer vision for sensing complex urban environments. It concludes with some directions for future research in Spatiotemporal AI for transportation.

Chapter 13 GeoAI for Humanitarian Assistance by Dias et al. discusses existing and prospective GeoAI tools to support humanitarian practices. Humanitarian assistance is essential to saving lives and alleviating the suffering of populations during crises caused by conflict, violence, and natural disasters. This chapter covers relevant topics on ethical principles, actors, and data sources, in addition to methodological applications on population mapping, built environment characterization, vulnerability and risk analysis, and agent-based modeling.

Chapter 14 GeoAI for Disaster Response by Zou et al. presents a convergence of GeoAI and disaster response with three focuses: (1) establishing a comprehensive paradigm that expounds upon the diverse applications of GeoAI with geospatial big data toward enhancing disaster response efforts; (2) exhibiting the employment of GeoAI in disaster response through the analysis of social media data during the 2017 Hurricane Harvey with advanced Natural Language Processing models; and (3) identifying the challenges and opportunities associated with the complete realization of GeoAI's potential in disaster response research and practice.

Chapter 15 *GeoAI for Public Health* by Züfle et al. focuses on using GeoAI for infectious disease spread prediction. Research interest in GeoAI for public health has been fueled by the increased availability of rich data sources. This chapter (1) motivates the need for AI-based solutions in public health by showing the

heterogeneity of human behavior related to health, (2) provides a brief survey of current state-of-the-art solutions using AI for infectious disease spread prediction, (3) describes a use-case of using large-scale human mobility data to inform AI models for the prediction of infectious disease spread in a city, and (4) provides future research directions.

Chapter 16 GeoAI for Agriculture by Zhang et al. reviews the development of GeoAI in agriculture. As yield estimation is one of the most important topics, the main focus of the chapter is introducing GeoAI-based conceptual framework of crop yield estimation. The framework comprises the preparation of geospatial modeling inputs, GeoAI-based yield estimation models, as well as feature importance and uncertainty analysis. Using the U.S. Corn Belt as a case study, three GeoAI models for county-level crop yield estimation and uncertainty quantification are discussed.

Chapter 17 *GeoAI for Urban Sensing* by F. Biljecki provides a high-level overview of the applications of GeoAI for urban sensing. Urban sensing has been an important topic in the past decades, and research has been amplified in the last several years with the emergence of new urban data sources and advancements in GeoAI. This chapter reviews four examples of GeoAI applied for urban sensing, which span a variety of data sources, techniques developed, and application domains such as urban sustainability. It also discusses several challenges and future opportunities as well as ethics and data quality issues.

Chapter 18 *Reproducibility and Replicability in GeoAI* by Kedron et al. examines how the reproducibility and replicability of research relates to the development and use of GeoAI. This chapter first defines reproductions and replications in the context of GeoAI research. It then offers guidance for researchers interested in enhancing the reproducibility of GeoAI studies, giving particular attention to some of the unique challenges presented when studying phenomena using spatial data and GeoAI. Looking to the future, this chapter presents several lines of reproduction and replication-related inquiry that researchers could pursue to quicken the development of GeoAI.

Chapter 19 *Privacy and Ethics in GeoAI* by McKenzie et al. discusses the unique privacy and ethical concerns associated with AI techniques used for analyzing geospatial information. This chapter provides an overview of data privacy within the field of GeoAI and describes some of the most common techniques and leading application areas through which data privacy and GeoAI are converging. Finally, the authors suggest a number of ways that privacy within GeoAI can improve and highlight emerging topics within the field.

Chapter 20 A Humanistic Future of GeoAI by Zhao and Feng states the need for a humanistic rewire of GeoAI, emphasizing ethical, inclusive, and human-guided development. As GeoAI becomes increasingly integrated into our daily lives, it is crucial to ensure that it benefits society and the environment while upholding essential ethical principles. This chapter discusses the importance of examining GeoAI practices, particularly on marginalized communities and nonhuman entities, to identify potential ethical and social issues and address them proactively.

Chapter 21 Fast Forward from Data to Insight: (Geographic) Knowledge Graphs and Their Applications by Janowicz et al. introduces what knowledge graphs are, how they relate to GeoAI research such as knowledge engineering and representation learning, discuss their value proposition for geography and the broader geosciences, outline application areas for knowledge graphs across domains, and introduce the *KnowWhereGraph* as an example of a geospatially centered, highly heterogeneous graph consisting of billions of graph statements extracted from 30 different data layers at the intersection between humans and the environment.

Chapter 22 Forward Thinking on GeoAI by S. Newsam discusses the importance of continued interaction between the communities that make up the GeoAI field, the challenges of interdisciplinary research, the role of industry especially with regard to ethics, near- to medium-term opportunities, and some interesting recent developments in generative AI models.

1.3 RESEARCH QUESTIONS AND REFLECTIONS ON THE DEVELOPMENT OF GEOAI

The key question that drives the developments and contributions in GeoAI is why (geo-)spatial is interesting and important in AI research. One answer might be because geographic location or spatial context is often the key for linking heterogeneous datasets that have been intensively used for training advanced AI models (Hu et al., 2019b; Li and Hsu, 2022). Smith (1984) summarizes the applicability of AI to geographic problem-solving, research, and practices with a focus on individual and aggregated intelligent spatial decision-making from both cognitive and engineering perspectives. The cognitive approach focuses on the understanding of human cognitive system and decision-making process modeling while the engineering approach focuses on the development of computer programs that have capabilities for understanding, processing, and generating human-like intelligence (e.g., natural language and vision). A systematic approach might be needed to integrate both. Several geospatial research streams might benefit from the use of AI, including (1) individual decision-making in spatial contexts such as the "cognitive maps" of environments for way-finding; (2) modeling of human behavior or human-environment interactions using symbolic representational approach that can mitigate local language variations; (3) text-based and image-based GIR and discovery; (4) development of neural network-based GeoAI models that rely on fewer statistical assumptions; (5) A hybrid modeling approach that integrates earth system process modeling with data-driven machine learning approaches; and (6) intelligent spatial prediction in environments inaccessible or with limited scientific observations.

These research directions remain valid today. While AI has been advancing so fast, making geographers speed up their research to follow the most recent technological trends, we may also need to pause and reflect on what we have learned in the past few years and what would be GeoAI's research agenda in the next 5–10 years? The following questions may help the community to collectively develop a road map for the next decade of GeoAI research:

• What are the key geographic research questions that we can now address better using AI than traditional approaches?

- What are the unsolved geospatial problems that can now be solved with AI?
- What are the implications of the fast-evolving field of AI to the future research and education landscape of computational geography, human geography, and physical geography?
- Are there any new theories or intelligent approaches for building spatial models and data analysis pipelines in geographic information systems?
- What are the spatial effects that we can extract from machine learning approaches (Li, 2022)?
- How can we replicate a GeoAI model developed in one location to another given the underlying spatial heterogeneity of geographic phenomena (Goodchild and Li, 2021)?
- What kinds of datasets and procedures are required to train a large geospatial foundation model (Mai *et al.*, 2023) and how is it different from general foundation models?
- How to detect deep fakes in AI-generated geospatial data and maps (Zhao *et al.*, 2021)?
- How to mitigate the energy consumption and air pollution issues caused by training large GeoAI models and move toward sustainable AI development (Van Wynsberghe, 2021)?
- What are the ethical issues on the development of artificial general intelligence (AGI) in spatial reasoning and trustworthy decision-making?
- How GeoAI can be a force for social good (Taddeo and Floridi, 2018) and digital resilience (Wright, 2016)?
- What are the best practices to develop responsible GeoAI while mitigating invisible risks and addressing the ethics, empathy, and equity issues (Nelson *et al.*, 2022)?
- Last but not the least, what is the science of GeoAI?

1.4 SUMMARY

AI technologies are advancing rapidly, and new methods and use cases in GeoAI are constantly emerging. As GeoAI researchers, we should not purely hunt for latest AI technologies (Openshaw and Openshaw, 1997) but should focus on addressing geographic problems and solving grand challenges facing our society as well as achieving sustainable goals. We also need research efforts toward the development of responsible, unbiased, explainable, and sustainable GeoAI models to support geographic knowledge discovery and beyond (Janowicz *et al.*, 2020, 2022; Li *et al.*,

2021b). This handbook is completed in the middle of 2023. While we cannot summarize all GeoAI research in this one handbook, we hope that it provides a snapshot of current GeoAI research and helps stimulate future studies in the coming years.

1.5 A LIST OF GEOAI TOOLS AND RESOURCES

Here, we list a set of open-source datasets, tools, and resources that might be useful for students interested in GeoAI. The following list is not exhaustive and is intended to serve as a starting point for exploration rather than a complete collection.

DATASETS

- *GeoImageNet*: https://github.com/ASUcicilab/GeoImageNet, a multisource natural feature (e.g., basins, bays, islands, lakes, ridges, and valleys) benchmark dataset for GeoAI and supervised machine learning (Li *et al.*, 2022).
- *BigEarthNet*: https://bigearth.net, a benchmark archive consisting of over 590k pairs of Sentinel-1 and Sentinel-2 image patches that were annotated with multi-labels of the CORINE Land Cover types to support deep learning studies in earth remote sensing (Sumbul *et al.*, 2019).
- *EarthNets*: https://earthnets.github.io, an open-source platform that links to hundreds of datasets, pre-trained deep learning models, and various tasks in Earth Observation (Xiong *et al.*, 2022).
- Microsoft Building Footprints: https://www.microsoft.com/maps/buildingfootprints, Microsoft Maps & Geospatial teams released open building footprints datasets in GeoJSON format in United States, Canada, Australia, as well as many countries in Africa and South America.
- ArcGIS Living Atlas: https://livingatlas.arcgis.com, a large collection of geographic information (including maps, apps, and GIS data layers) from around the globe. It also includes a set of pretrained deep learning models for geospatial applications such as land use classification, tree segmentation, and building footprint extraction.
- *MoveBank*: https://www.movebank.org, a publicly archived platform containing over 300 datasets that describe movement behavior of 11k animals.

•Geolife GPS Trajectories: https://www.microsoft.com/research/ publication/geolife-gps-trajectory-dataset-user-guide, this open dataset contains 17,621 GPS trajectories by 182 users in a period of over three years with activity labels such as shopping, sightseeing, dining, hiking, and cycling (Zheng *et al.*, 2010).

• *Travel Flows*: https://github.com/GeoDS/COVID19USFlows, a multiscale dynamic origin-to-destination population flow dataset (aggregated at three geographic scales: census tract, county, and state; updated daily and weekly) in the U.S. during the COVID-19 pandemic (Kang *et al.*, 2020).

TOOLS, LIBRARIES AND FRAMEWORKS

- Scikit-learn: https://scikit-learn.org, consists of simple and efficient machine learning tools, including classification, regression, clustering, dimension reduction, data preprocessing and model evaluation metrics in Python.
- *PyTorch*: https://pytorch.org, a computational framework for building machine and deep learning models in Python.
- *Tensorflow*: https://www.tensorflow.org, another computational framework for building machine and deep learning models.
- *Keras*: https://keras.io, an effective high-level neural network Application Programming Interface (API) in Python and it is easy for most machine and deep learning beginners to learn and use.
- *Hugging Face*: https://huggingface.co, AI community that builds, trains and deploys state of the art models (e.g., generative pre-trained transformers) powered by the reference open source in machine and deep learning.
- Google Earth Engine: https://earthengine.google.com, a multi-petabyte catalog of satellite imagery and geospatial datasets with planetary-scale analysis capabilities and the Earth Engine API for geocomputation and analsis is available in JavaScript and Python, e.g., the geemap package by Wu (2020).
- ArcGIS GeoAI Toolbox: https://pro.arcgis.com/en/pro-app/latest/toolreference/geoai, contains ready-to-use tools for training and using machine/deep learning models that perform classification and regression on geospatial feature layers, imagery, tabular and text datasets.

COMPUTING PLATFORMS

- Google Colab: https://research.google.com/colaboratory, an open platform for developing machine learning models, data analysis and education resources with easy-to-use Web interface powered by cloud computing.
- *CyberGISX*: https://cybergisxhub.cigi.illinois.edu, an open platform for developing and sharing open educational resources (e.g., Jupyter Notebooks) on computationally intensive and reproducible geospatial analytics and workflows powered by CyberGIS middleware and cyberinfrastructure (Baig *et al.*, 2022; Wang *et al.*, 2013).

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