







Wildfire Modeling in Yosemite National Park



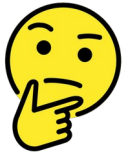
Source: <https://abc7.com>

Abraham Coiman

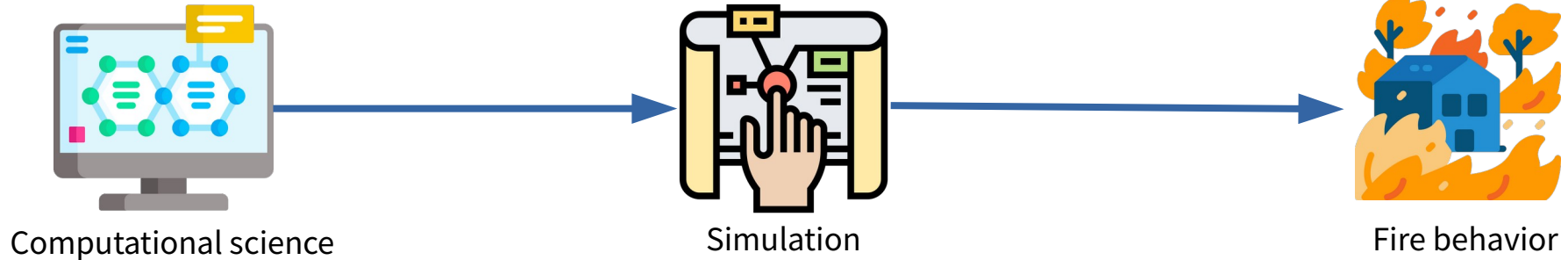
Agenda

1. Getting data 
2. Importing data 
3. Wildfire simulation 
4. Conclusions 

Introduction



Why do we model wildfires?



Wildfire modeling applications:

- Firefighter security
- Damage reduction
- Protection of ecosystem services

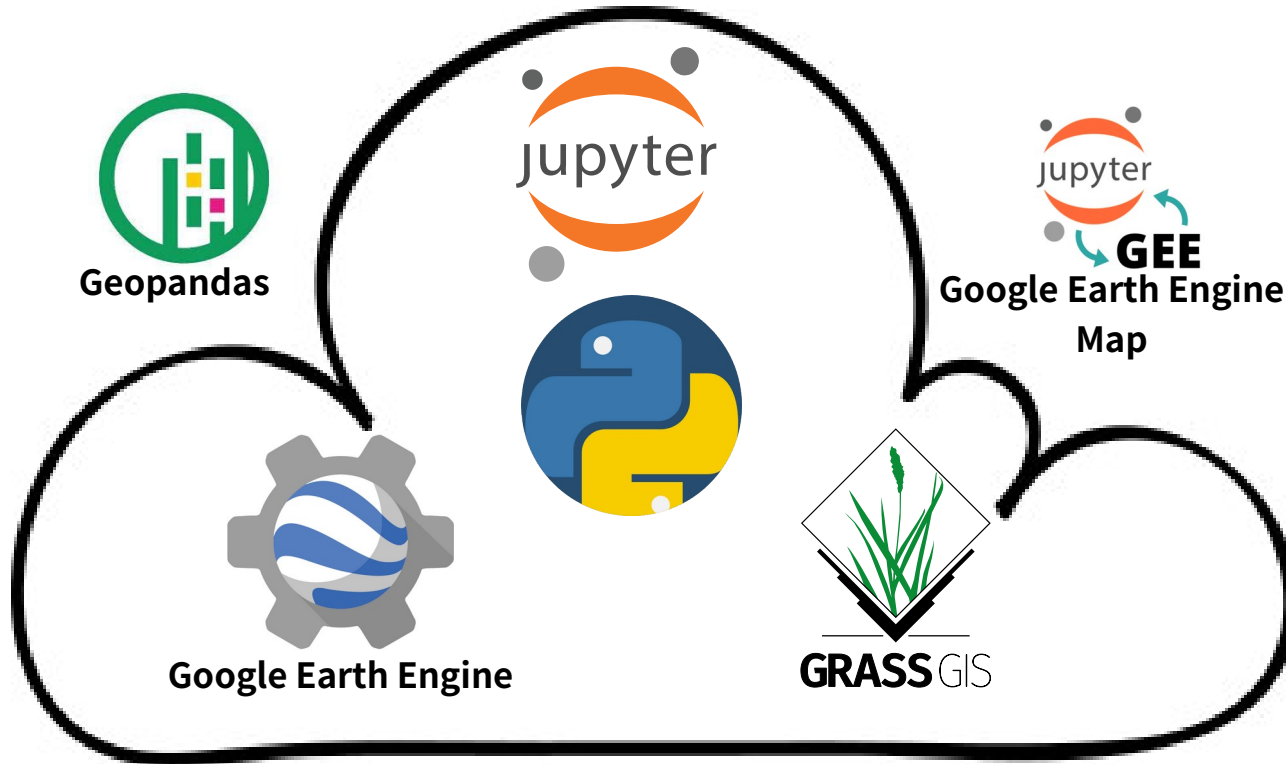
Introduction



Data for wildfire simulations

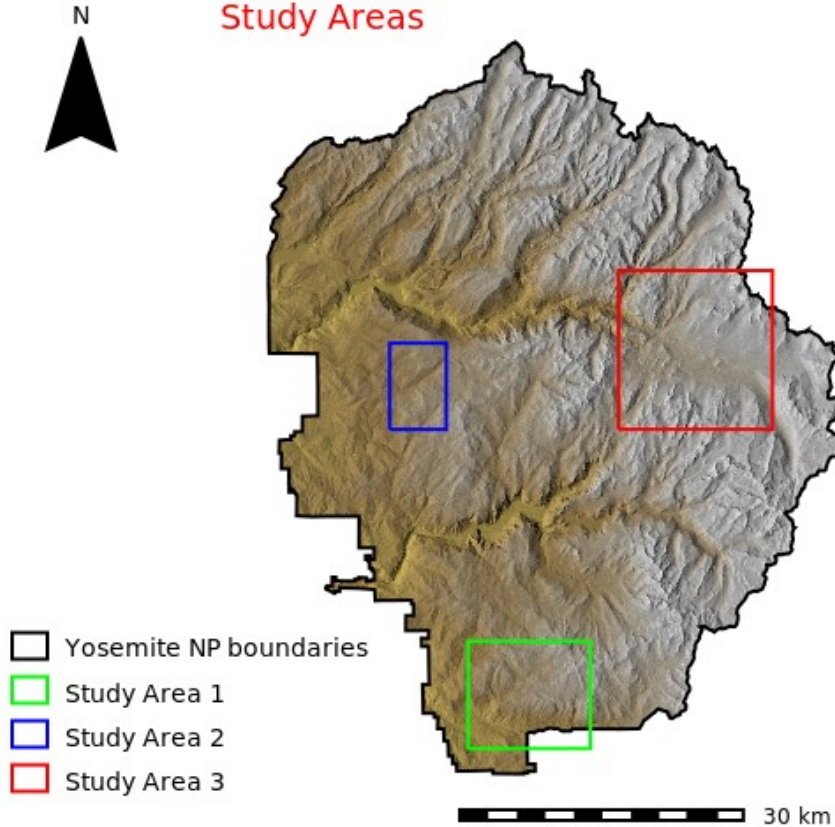
- Daunting activity
- Data are not readily available
- Data are sparse
- Data are spread out

Introduction



Development environment

Introduction



- Summer season in 2020
- June - September

Getting data

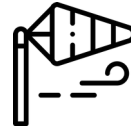
Datasets



Protected area
(polygon)



Dead fuel
moisture



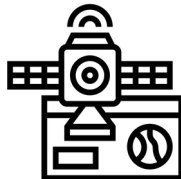
Wind
direction



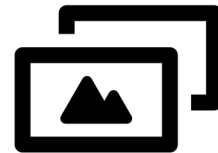
Wind
Speed



Enhanced Vegetation
Index (EVI)



Landsat 8
image



High resolution
image

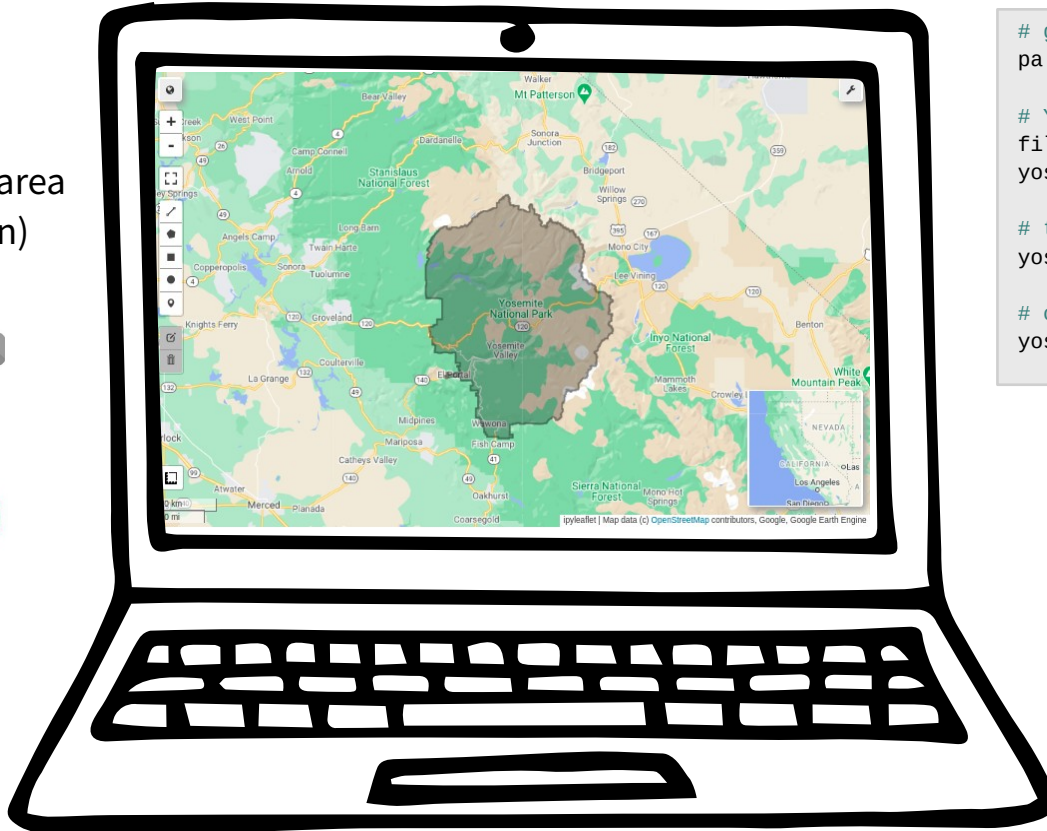


Fire behavior fuel
model

Getting data



Protected area
(polygon)



```
# get World Data Protected Areas (WPA) FeatureCollection
pa = ee.FeatureCollection("WCMC/WPA/current/polygons")

# Yosemite National Park polygon
filter = ee.Filter.inList('NAME', ['Yosemite National Park'])
yosemite = pa.filter(filter)

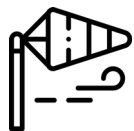
# transform Yosemite fc into gdf
yosGDF = eeconvert.fcToGdf(yosemite)

# convert gdf into shp
yosGDF.to_file("gisdata/yosemite/shp/yosemite.shp")
```


Getting data




Dead fuel
moisture




Wind
direction



Wind
speed



```
File Edit View Help    
```

```
# load GRIDMET ImageCollection
gridmet = ee.ImageCollection('IDAHO_EPSCOR/GRIDMET').filter(ee.Filter.date('2020-06-20', '2020-09-22'))

# select 100-hour dead fuel moisture (fm100) and calculate the mode
fm100 = gridmet.select('fm100').mode()

# clip data to rectangle
fm100_clip =fm100.clip(bbox)

# sample points using the mean
samplefm100 = fm100_clip.reduceRegions(**{
  'collection':fm100_points,
  'reducer':ee.Reducer.mean(),
  'scale': 4000,
});

# convert gdf into shp
samplefm100GDF.to_file("gisdata/yosemite/shp/samplefm100.shp")
```

Getting data



Source: Earth Engine Data Catalog



Enhanced Vegetation Index (EVI)

- Call the Landsat 8 Collection EVI Composite.
- Filter by date and bounds.
- Calculate the mean Image and clip.
- Export to Google Drive and download to local directory

Getting data



Fire behavior fuel model

- 13 Anderson Fire Behavior Fuel Model.
- 13 classes of fuel.
- Available at LANDFIRE program website : <https://landfire.cr.usgs.gov>

LANDFIRE Data Distribution Site (DDS)

Select:

Insular Areas



Set up GRASS GIS



Importing data into
GRASS GIS



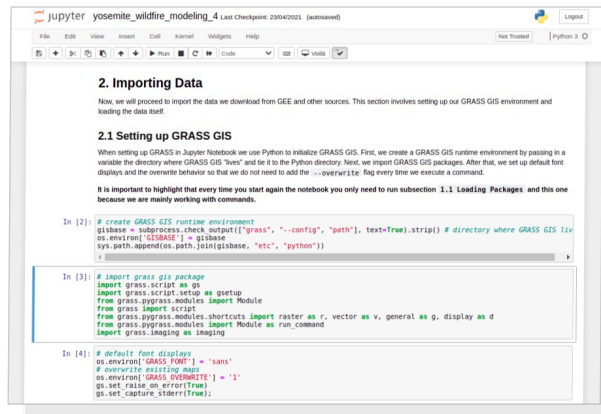
 Importing data Setting up GRASS in Jupyter Notebook Python to initialize GRASS GIS.

- GRASS GIS runtime environment.

```
# create GRASS GIS runtime environment
gisbase = subprocess.check_output(["grass", "--config", "path"], text=True).strip()
os.environ['GISBASE'] = gisbase
sys.path.append(os.path.join(gisbase, "etc", "python"))
```

- Import GRASS GIS packages

```
# import grass gis packages
import grass.script as gs
import grass.script.setup as gsetup
from grass.pygrass.modules import Module
...
```



The screenshot shows a Jupyter Notebook interface with the following content:

2. Importing Data

Now, we will proceed to import the data we download from GEE and other sources. This section involves setting up our GRASS GIS environment and loading the data itself.

2.1 Setting up GRASS GIS

When setting up GRASS in Jupyter Notebook we use Python to initialize GRASS GIS. First, we create a GRASS GIS runtime environment by passing in a variable the directory where GRASS GIS "lives" and tie it to the Python directory. Next, we import GRASS GIS packages. After that, we set up default font displays and the overwrite behavior so that we do not need to add the `--overwrite` flag every time we execute a command.

It is important to highlight that every time you start again the notebook you only need to run subsection 2.1 Loading Packages; and this one because we are mainly working with commands.

```
In [2]: # create GRASS GIS runtime environment
gisbase = subprocess.check_output(["grass", "--config", "path"], text=True).strip() # directory where GRASS GIS lives
os.environ['GISBASE'] = gisbase
sys.path.append(os.path.join(gisbase, "etc", "python"))

In [3]: # import grass gis package
import grass.script as gs
import grass.script.setup as gsetup
from grass.pygrass.modules import Module
from grass import raster
from grass.pygrass.modules.shortcuts import raster as r, vector as v, general as g, display as d
import grass.pygrass.modules import Module as run_command
import grass.gis as gis

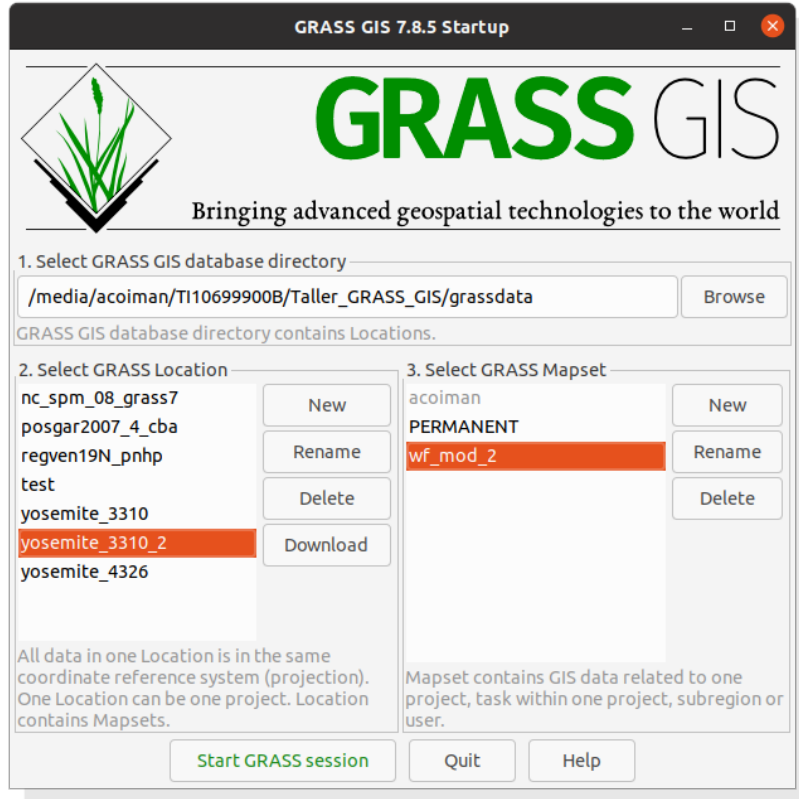
In [4]: # default font display
os.environ['GRASS_FONT'] = 'sans'
# overwrite existing maps
os.environ['GRASS_OVERWRITE'] = '1'
gs.set.raise_on_error(True)
gs.set.capture_stderr(True);
```

Importing data

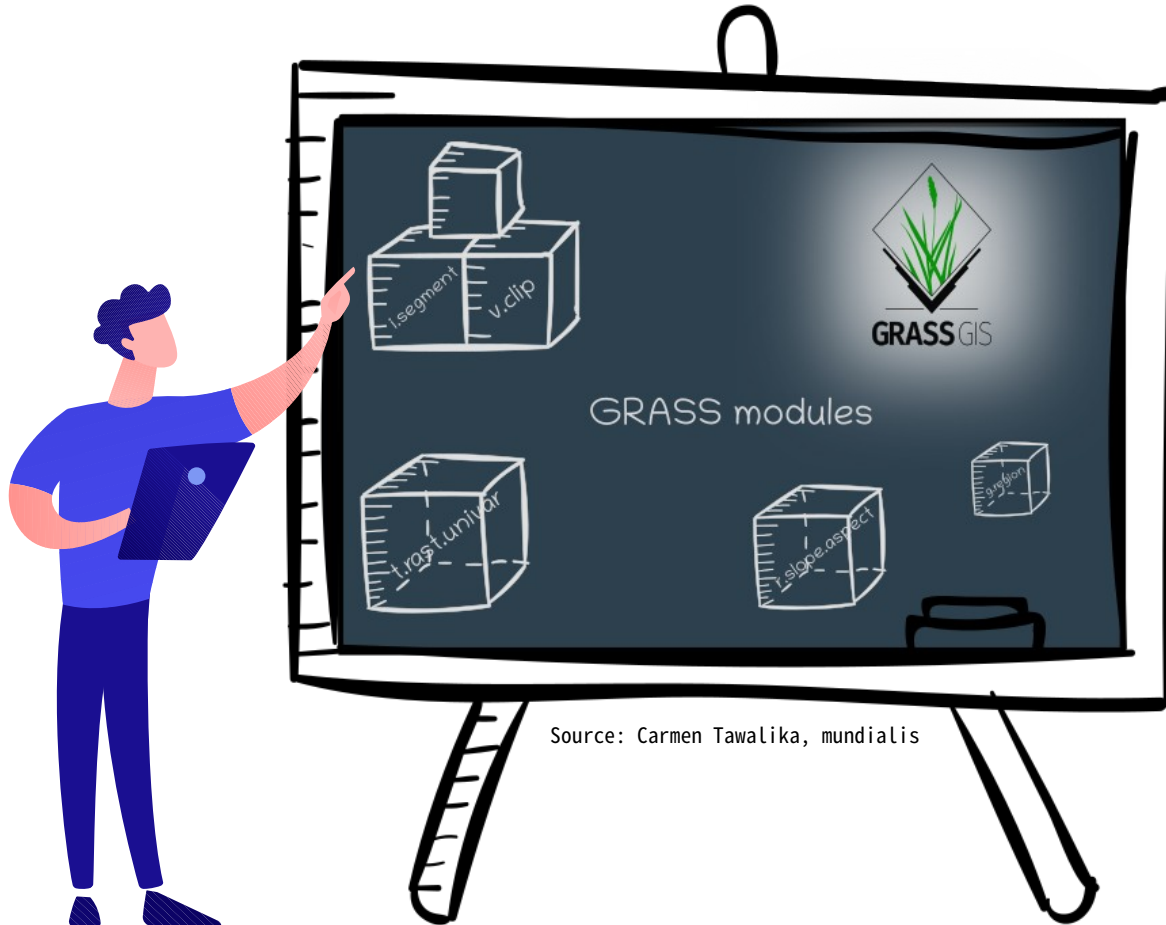


Source: Carmen Tawalika, mundialis

Importing data



Importing data



group	prefix	examples
general	g.*	g.list, g.remove, g.copy
raster	r.*	r.univar, r.contour
vector	v.*	v.info, v.select, v.db
imagery	l.*	l.segment, l.cluster
3D raster	r3.*	r3.info, r3.colors
temporal	t.*	t.list, t.rast, t.vect

 Importing data Importing data into GRASS GIS

```
script.run_command('v.import', input='gisdata/yosemite/shp/yosemite.shp', output='yosemite')
```

GRASS GIS
Python Function

GRASS module

Name and path of the
dataset to be imported

Name for output
dataset

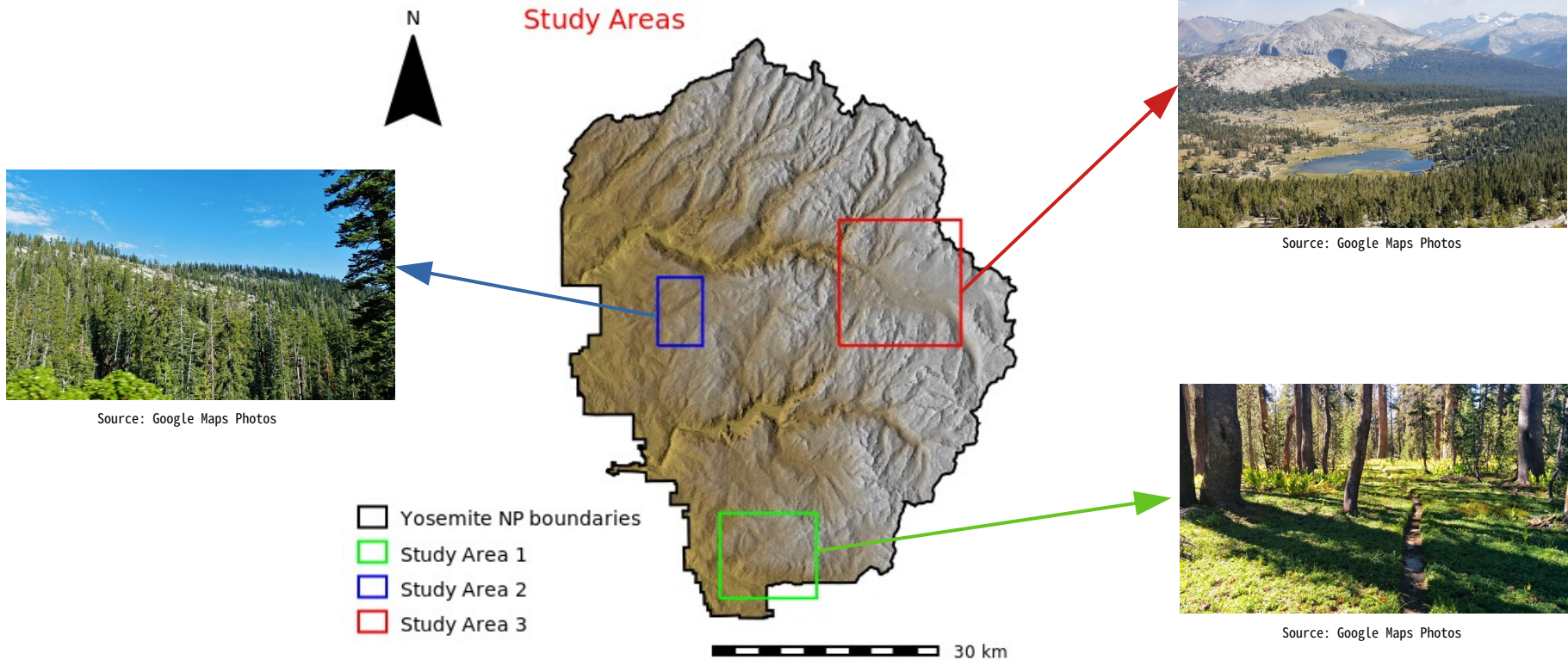
```
# import evi raster
script.run_command('r.import', input='gisdata/yosemite/raster/evi.tif', output='evi', resolution='value', resolution_value=30.0)

# import fm 100h samples
script.run_command('v.import', input='gisdata/yosemite/shp/samplefm100.shp', output='samplefm100')

# import vs (wind speed) samples
script.run_command('v.import', input='gisdata/yosemite/shp/samplevs.shp', output='samplevs')
```



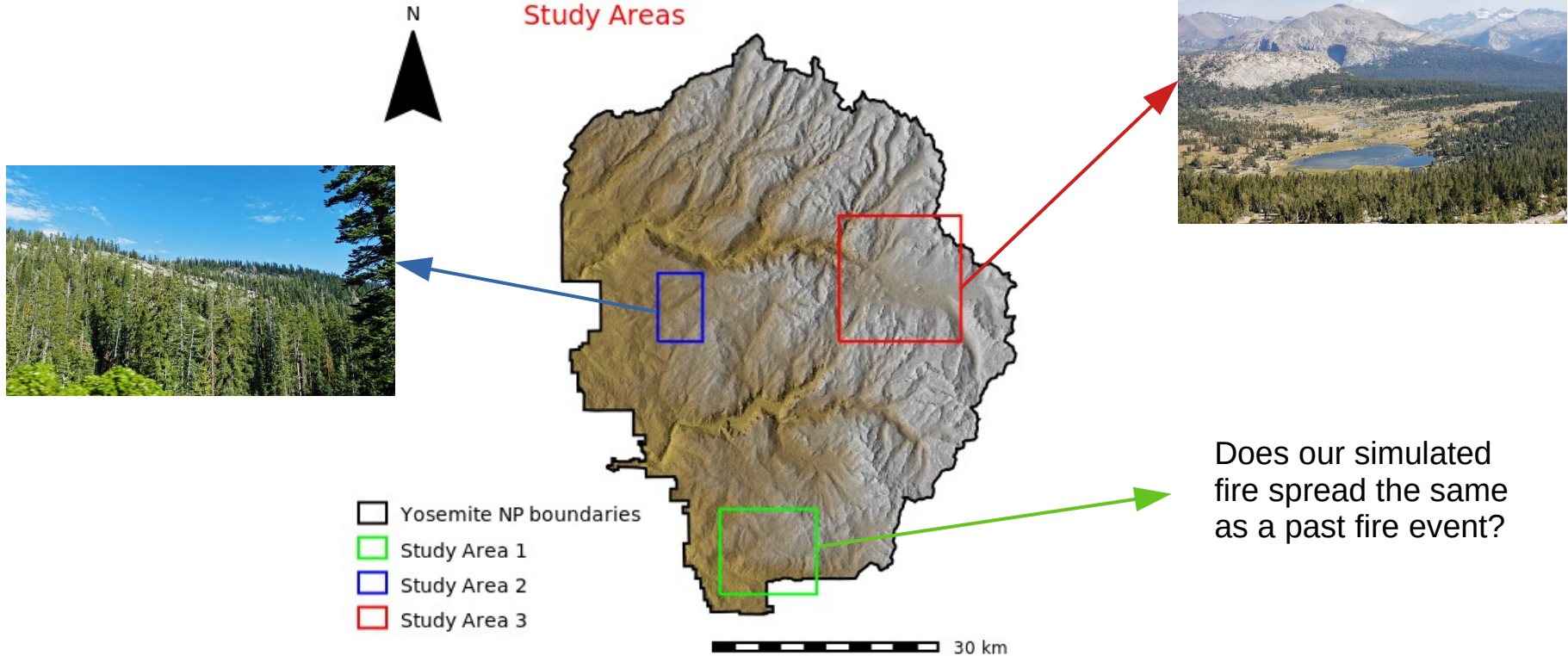
Wildfire modeling



Wildfire modeling



Questions



Wildfire modeling

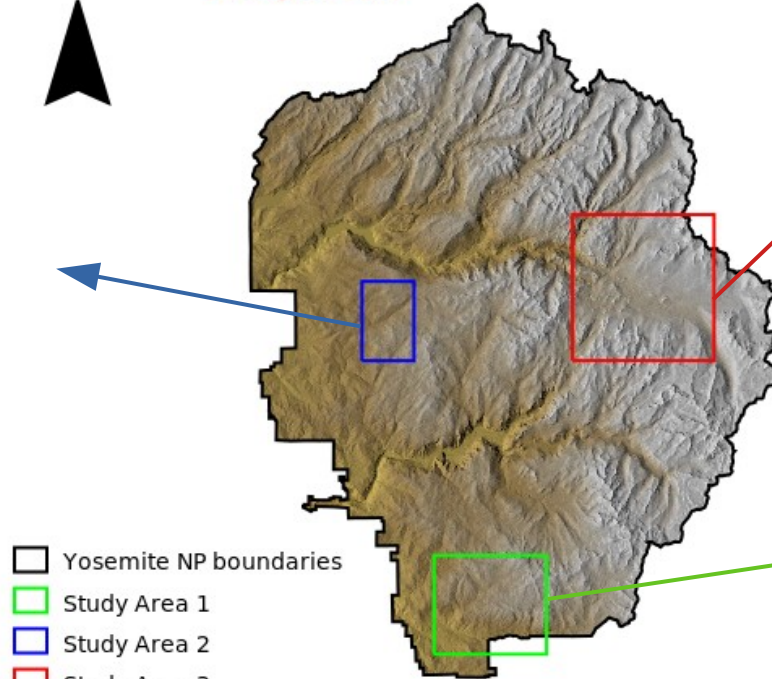


Questions

Study Areas



How our wildfire simulation behaves in a small area



Does our simulated fire spread the same as a past fire event?

Wildfire modeling



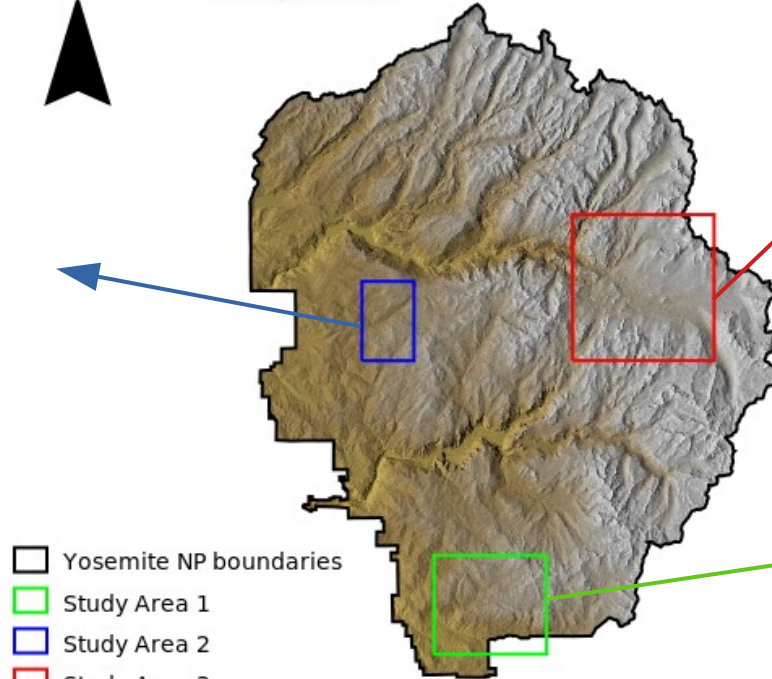
Questions

Study Areas



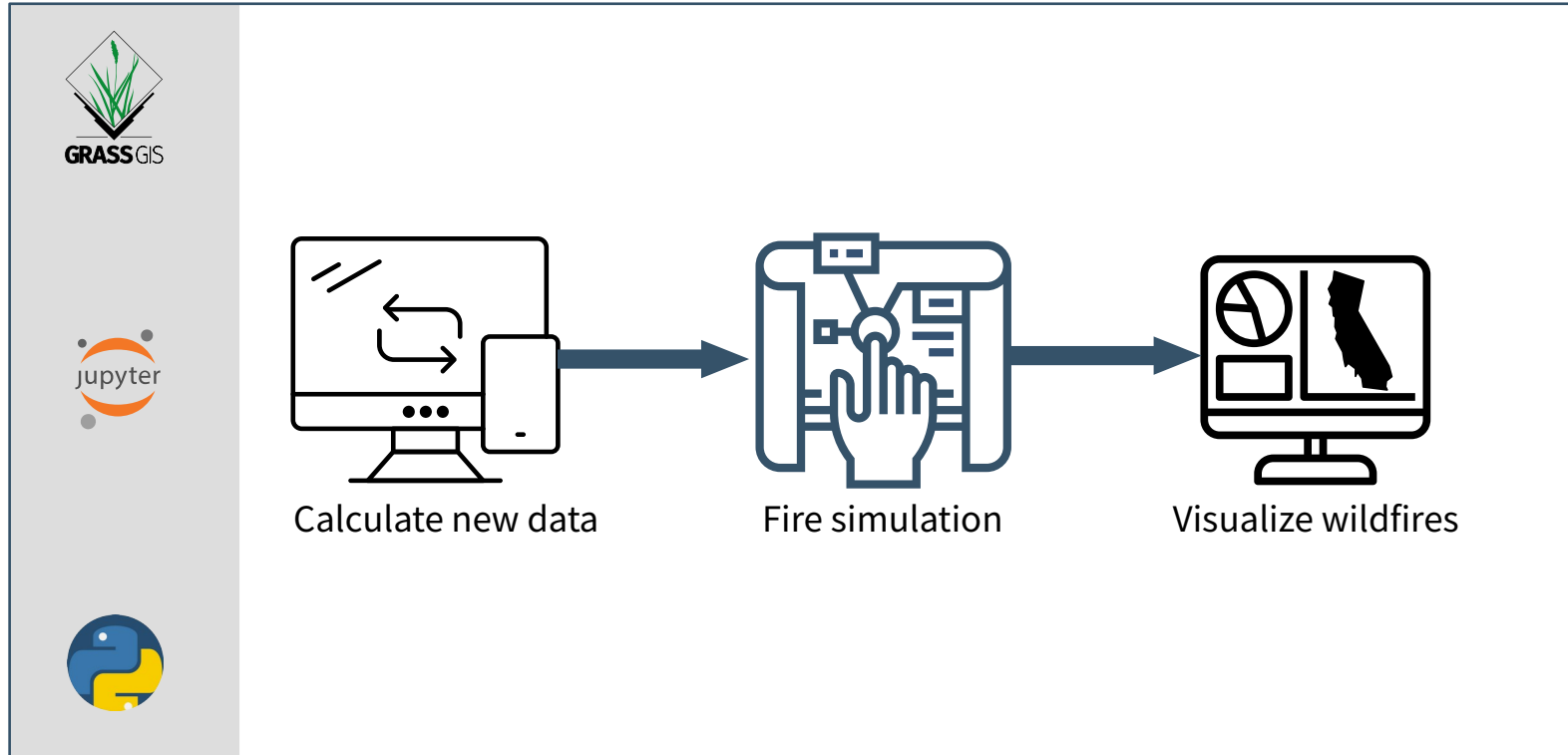
How our wildfire simulation behaves in a large area


How our wildfire simulation behaves in a small area

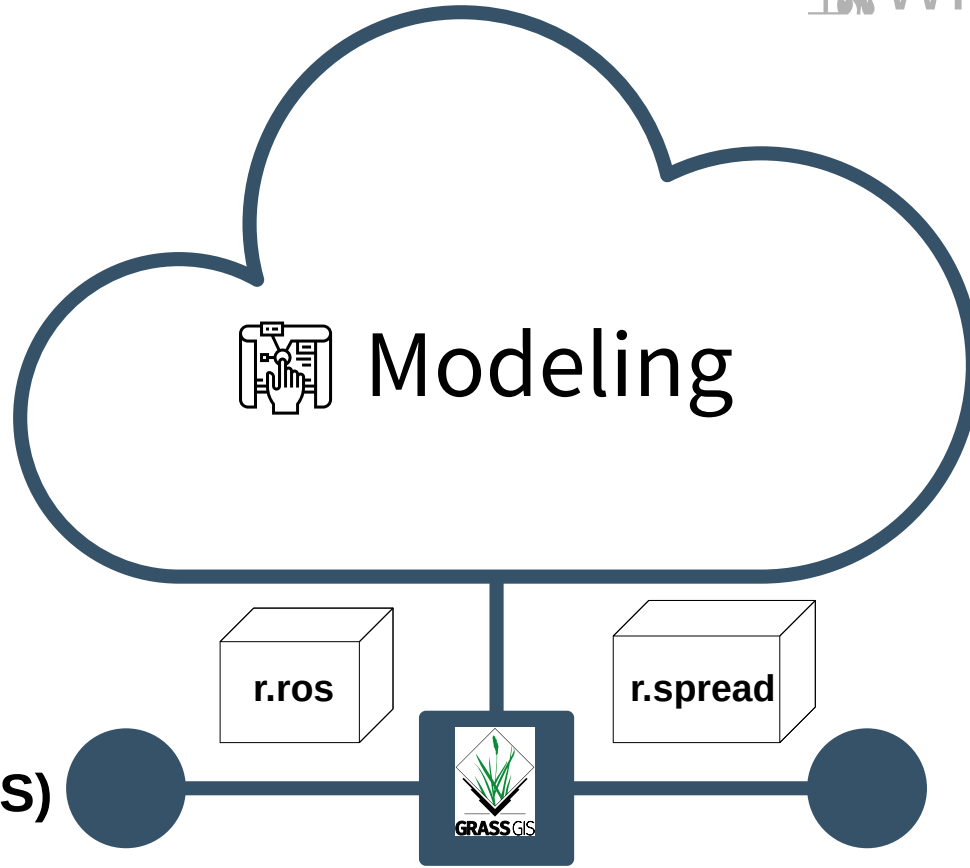


Does our simulated fire spread the same as a past fire event?

Wildfire modeling workflow



 Wildfire modeling
Calculate new data



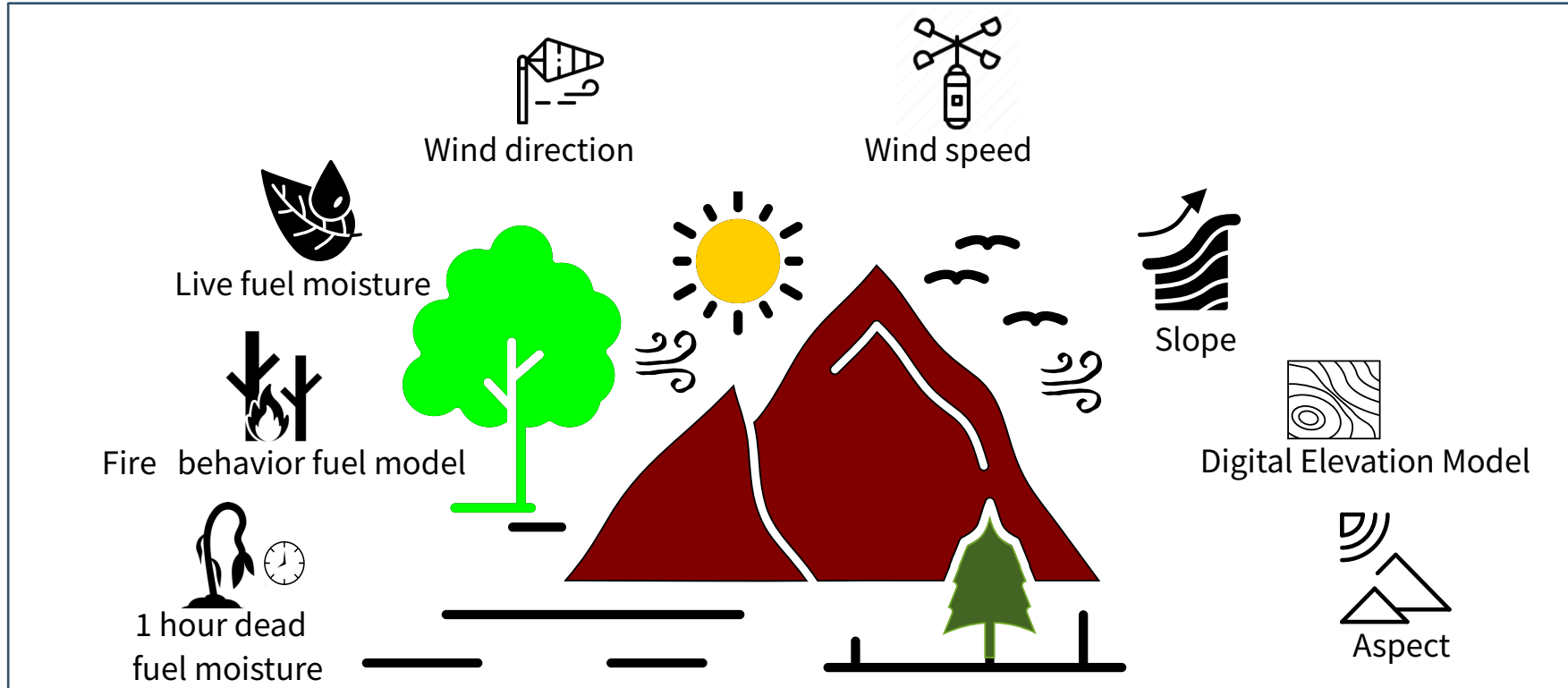
Rate of Spread (ROS)


Elliptically
anisotropic spread

Wildfire modeling

Calculate new data

r.ros module inputs















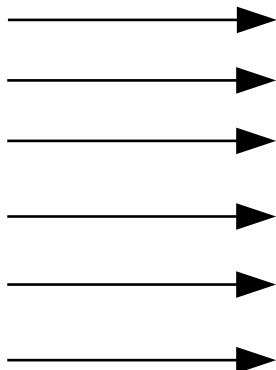


Wildfire modeling













Calculate new data



↓ Imported data

Data type	Name
	100 hour dead fuel moisture 
	Enhanced Vegetation Index 
	Wind direction 
	Wind speed 
	Digital Elevation Model 
	Digital Elevation Model 



r.ros module new data

Data type	Name
	1 hour dead fuel moisture 
	Live fuel moisture 
	Wind direction 
	Wind speed 
	Slope 
	Aspect 

 = raster data
 = point vector data



Wildfire modeling

Calculate new data



```
from grass.pygrass.modules.shortcuts import raster as r, vector as v, general as g, display as d

def caldata(regname, suffix):
    try:
        # calculate slope and aspect
        script.run_command('r.slope.aspect', elevation='dem', slope='slope'+suffix, aspect='aspect'+suffix)

        # calculate fuel moisture 100h raster from point data
        script.run_command('v.surf.idw', input='samplefm100', output='moisture_100h'+suffix, column='mean')

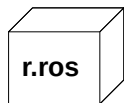
        # calculate wind speed raster from point data
        script.run_command('v.surf.idw', input='samplevs', output='wind_speed'+suffix, column='vsfpm')

        # estimating live fuel moisture from evi
        explfm = lfm+suffix+'=(417.602 * evi) + 6.78061'
        r.mapcalc(expression=explfm);
        . . .
```



Wildfire modeling

Fire simulation



Rate of Spread (ROS)

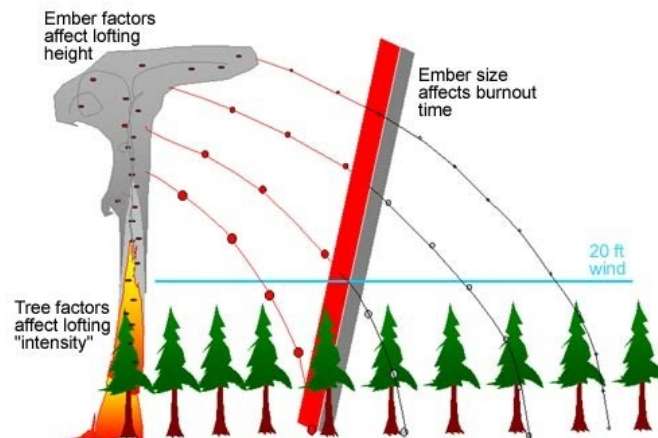
r.ros outputs

base_ros: raster map containing base ROS (cm/min)

max_ros: raster map containing maximal ROS (cm/min)

direction_ros: raster map containing directions of maxima ROS (degree)

spotting_distance: raster map containing maximal spotting distance (m)



Factors Affecting Spotting

Source: <https://www.nwcg.gov/>



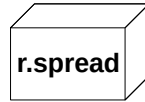
Wildfire modeling

Fire simulation

```
File Edit View Help Python GRASSGIS Rate of Spread (ROS)  
# generate rate of spread raster map  
r.ros(model='fuel', \  
  moisture_1h='moisture_1h_sa_1', \  
  moisture_live='lfm_sa_1_scaled', \  
  velocity='wind_speed_sa_1', \  
  direction='wind_dir_sa_1', \  
  slope='slope_sa_1', \  
  aspect='aspect_sa_1', elevation='dem', \  
  base_ros='out_base_ros', \  
  max_ros='out_max_ros', \  
  direction_ros='out_dir_ros', \  
  spotting_distance='out_spotting');
```

Input

Output



Elliptically anisotropic spread

r.spread inputs

- Map containing base ROS
- Map containing maximal ROS
- Map containing directions of maxima ROS
- Map containing maximal spotting distance



- Map containing starting source



- Map containing wind speed

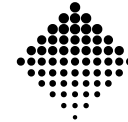


- Map containing fuel moisture 1hour



r.spread output

Map of the cumulative time of spread



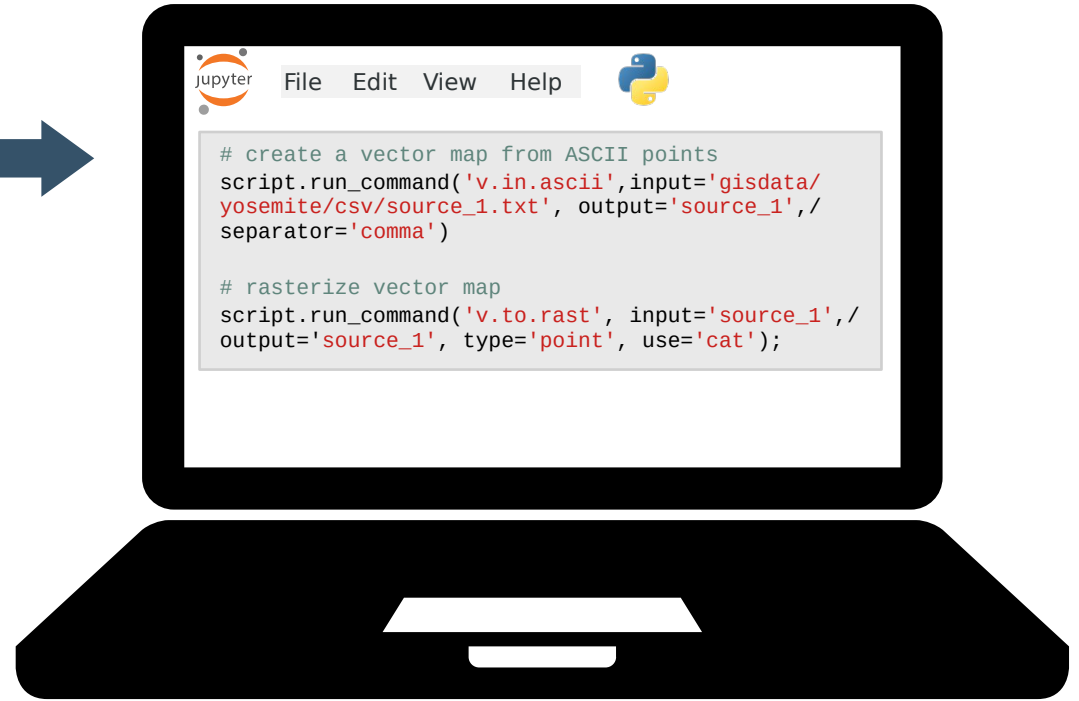
Wildfire modeling

Fire simulation

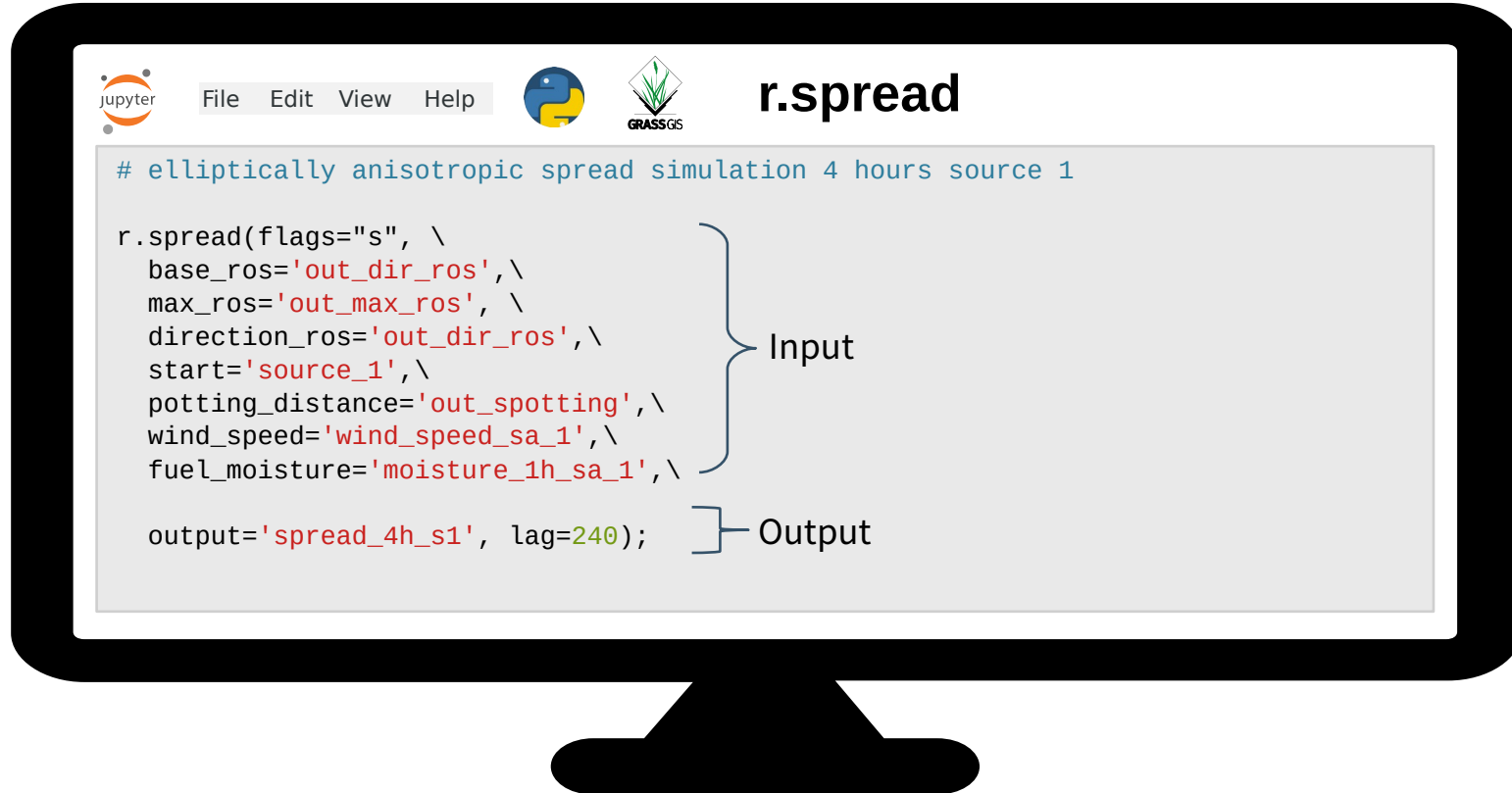
Starting source





Sources: 123rf.com / Dreamsites.com / dfes.wa.gov.au



 Wildfire modeling
Fire simulation



```
File Edit View Help   r.spread
```

```
# elliptically anisotropic spread simulation 4 hours source 1

r.spread(flags="s", \
  base_ros='out_dir_ros', \
  max_ros='out_max_ros', \
  direction_ros='out_dir_ros', \
  start='source_1', \
  potting_distance='out_spotting', \
  wind_speed='wind_speed_sa_1', \
  fuel_moisture='moisture_1h_sa_1', \
  output='spread_4h_s1', lag=240);
```

Input

Output

r.spread**Raster map of the cumulative time of spread****First iteration: start 0 h, end 3 h**

```
# elliptically anisotropic spread simulation 3 hours source 2
r.spread(flags="s", base_ros='out_dir_ros', max_ros='out_max_ros', direction_ros='out_dir_ros', start='source_2', \
spotting_distance='out_spotting', wind_speed='wind_speed_sa_2', fuel_moisture='moisture_1h_sa_2', output='spread_3h_s2', lag=180);
```

Second iteration: start 3 h, end 6 h

```
# elliptically anisotropic spread simulation 6 hours source 2
r.spread(flags="si", base_ros='out_dir_ros', max_ros='out_max_ros', direction_ros='out_dir_ros', start='spread_3h_s2', \
spotting_distance='out_spotting', wind_speed='wind_speed_sa_2', fuel_moisture='moisture_1h_sa_2', output='spread_6h_s2',
lag=180, init_time=180);
```

Third iteration: start 6 h, end 9 h

```
# elliptically anisotropic spread simulation 9 hours source 2
r.spread(flags="si", base_ros='out_dir_ros', max_ros='out_max_ros', direction_ros='out_dir_ros', start='spread_6h_s2', \
spotting_distance='out_spotting', wind_speed='wind_speed_sa_2', fuel_moisture='moisture_1h_sa_2', output='spread_9h_s2',
lag=180, init_time=360);
```





Wildfire modeling

Fire simulation

r.spread**Raster map of the cumulative time of spread**

First iteration

```
# elliptically anisotropic spread simulation 3 hours source 2
r.spread(flags="s", base_ros='out_dir_ros', max_ros='out_max_ros', direction_ros='out_dir_ros', start='source 2', \
spotting_distance='out_spotting', wind_speed='wind_speed_sa_2', fuel_moisture='moisture_1h_sa_2', output='spread_3h_s2', lag=180);
```

Second iteration

```
# elliptically anisotropic spread simulation 6 hours source 2
r.spread(flags="si", base_ros='out_dir_ros', max_ros='out_max_ros', direction_ros='out_dir_ros', start='spread_3h_s2', \
spotting_distance='out_spotting', wind_speed='wind_speed_sa_2', fuel_moisture='moisture_1h_sa_2', output='spread_6h_s2', \
lag=180, init_time=180);
```

Third iteration

```
# elliptically anisotropic spread simulation 9 hours source 2
r.spread(flags="si", base_ros='out_dir_ros', max_ros='out_max_ros', direction_ros='out_dir_ros', start='spread_6h_s2', \
spotting_distance='out_spotting', wind_speed='wind_speed_sa_2', fuel_moisture='moisture_1h_sa_2', output='spread_9h_s2', \
lag=180, init_time=360);
```





Wildfire modeling

Fire simulation

r.spread

Raster map of the cumulative time of spread

First iteration

```
# elliptically anisotropic spread simulation 3 hours source 2
r.spread(flags="s", base_ros='out_dir_ros', max_ros='out_max_ros', direction_ros='out_dir_ros', start='source_2', \
spotting_distance='out_spotting', wind_speed='wind_speed_sa_2', fuel_moisture='moisture_1h_sa_2', output='spread_3h_s2', lag=180);
```

Second iteration

```
# elliptically anisotropic spread simulation 6 hours source 2
r.spread(flags="si", base_ros='out_dir_ros', max_ros='out_max_ros', direction_ros='out_dir_ros', start='spread_3h_s2', \
spotting_distance='out_spotting', wind_speed='wind_speed_sa_2', fuel_moisture='moisture_1h_sa_2', output='spread_6h_s2', \
lag=180, init_time=180);
```

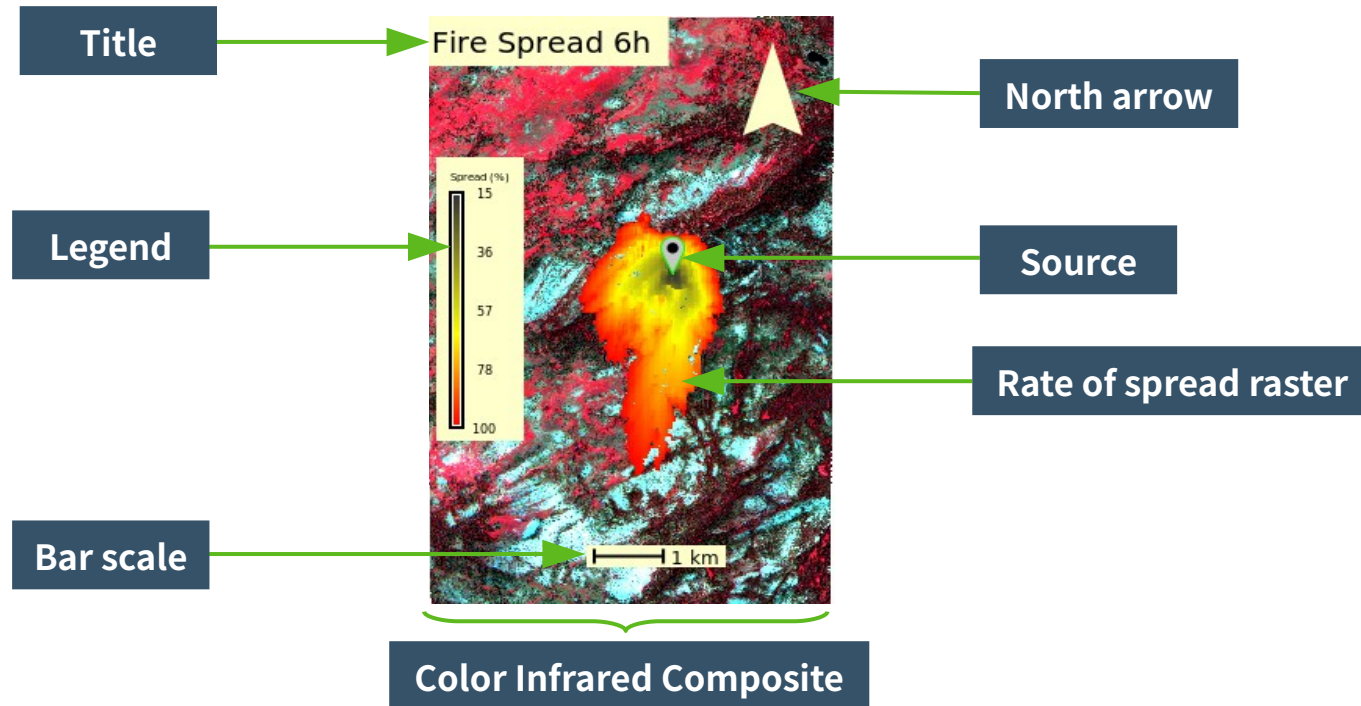
Third iteration

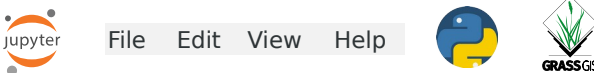
```
# elliptically anisotropic spread simulation 9 hours source 2
r.spread(flags="si", base_ros='out_dir_ros', max_ros='out_max_ros', direction_ros='out_dir_ros', start='spread_6h_s2', \
spotting_distance='out_spotting', wind_speed='wind_speed_sa_2', fuel_moisture='moisture_1h_sa_2', output='spread_9h_s2', \
lag=180, init_time=360);
```



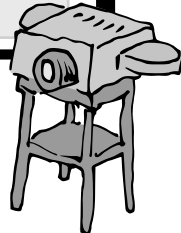


Wildfire visualization



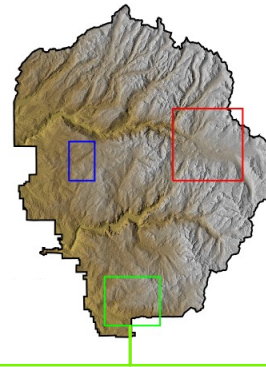
 Wildfire modeling
Wildfire visualization

```
d.frame(flags='c', frame='first', at=(0,100,0,33)) ← Frame
d.rast(map='subset_cir') ← Color Infrared Composite
d.rast(map='spread_3h_s2') ← Rate of spread raster
d.vect(map='source_2', size=25, icon='basic/pin_dot', color='green', legend_label='Source 2') ← Source
d.text(text='Fire Spread 3h', bgcolor=('255:255:204'), color='black', size=6) ← Title
script.run_command('d.legend', flags='sb', raster='spread_9h_s2_reclas, ...') ← Legend
script.run_command('d.northarrow', flags='t', style='9', at=(85,85), ...) ← North arrow
script.run_command('d.barscale', bgcolor=('255:255:204'), at=(50,30), ...) ← Bar scale
```

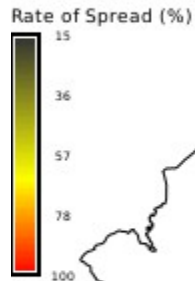


Wildfire modeling

Wildfire visualization

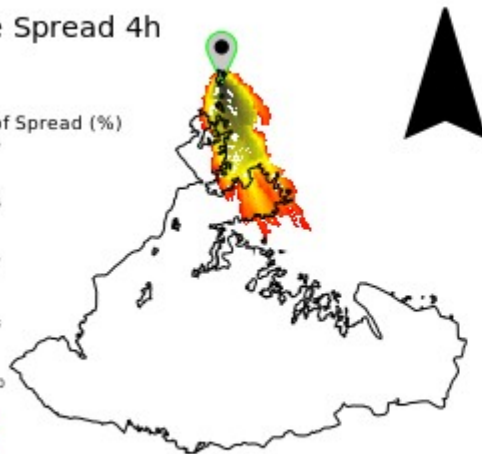


Fire Spread 4h

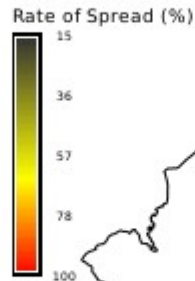


Source 1

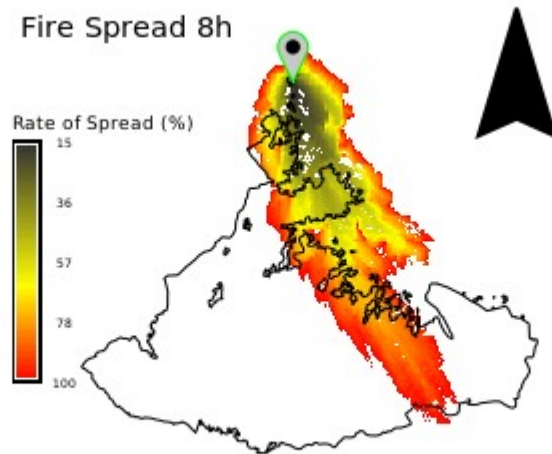
□ South Fork Fire Perimeter



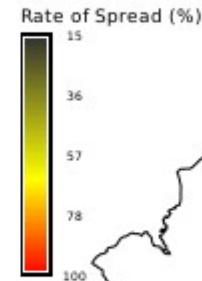
Fire Spread 8h



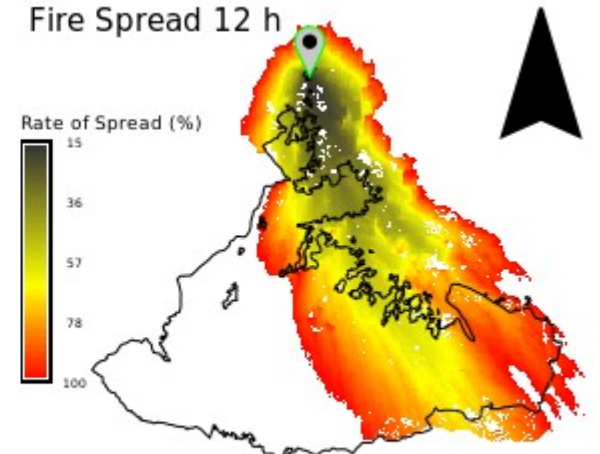
5 km



Fire Spread 12 h



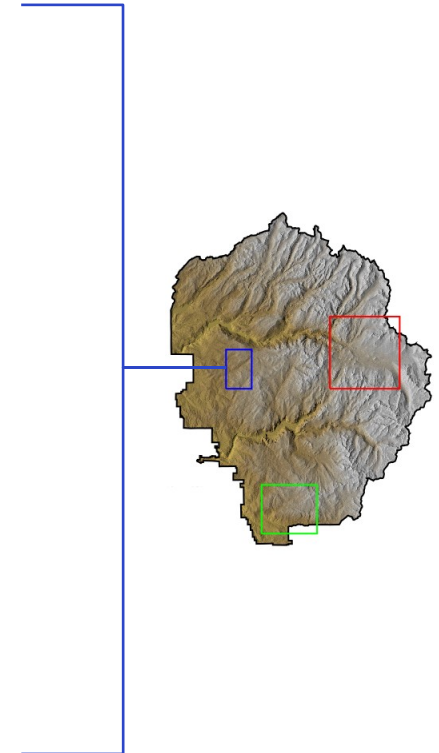
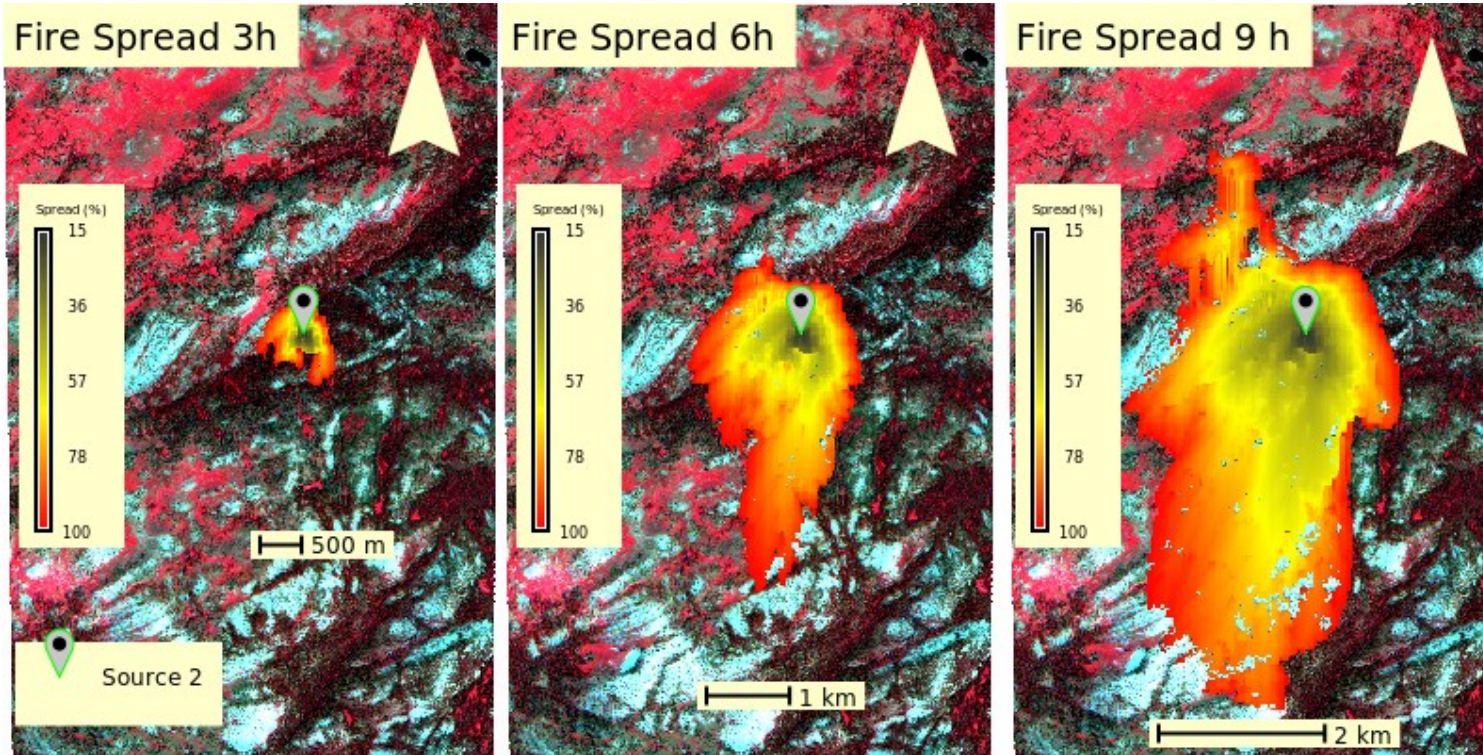
5 km



Wildfire simulation area 1

Wildfire modeling

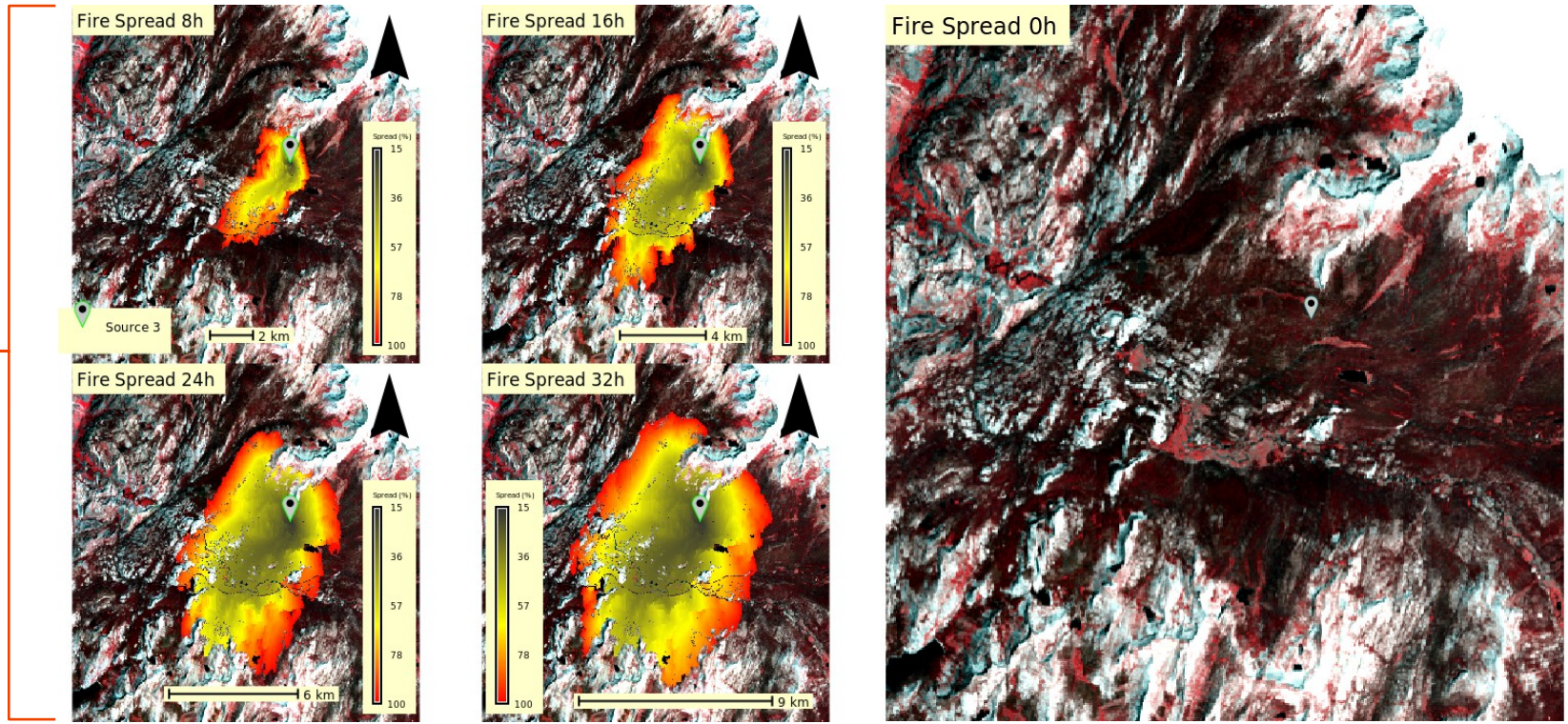
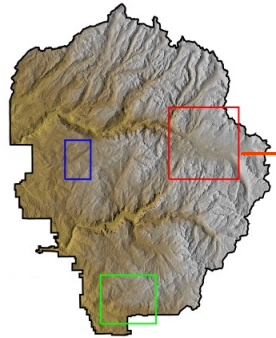
Wildfire visualization



Wildfire simulation area 2

Wildfire modeling

Wildfire visualization



Wildfire simulation area 3

Conclusions

- Integration of GRASS GIS, Google Earth Engine, and Jupyter Notebook.
- Comparison of past and simulated wildfire events.
- Fire simulations avoid bare soils.
- Try out different interpolation parameters.



References

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Icons taken from: Noun Project, Flaticon, Freepik, and Free SVG.

