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Cellular Automata Models for Wildfire-Vegetation Interaction







Climate Change Impact on Biodiversity Patterns | Lecce, Italy, 21-22 February 2024

Thematic group on forest fire within the National Biodiversity Future Centre Spoke 4





Coordinated by **CNR ISAC & Fondazione CIMA**

Participants **CNR IMATI CNR-IGG CNR IGAG CNR IRET** UNIBO UNIFI UNISS UNISapienza UNITus CMCC ISPRA (external)







Context

Human disturbance Natural Rewilding and forest fires









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Objective

Understand the future dynamic of vegetation cover









Study area Monte Pisano – Burn scars available since 1970







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Static

DEM

Soil type





Dynamic

Temporal series of land use/land cover (Ortophoto, Landsat, CORINE, Sentinel2)

Meteorological data (ERA5, other downscaled models)

Burn scars

Models

Hourly Fine fuel moisture content









PROPAGATOR is a Stochastic Cellular Automata model.

The domain is divided into cells. Each cell can assume one of the following three states: unburned (state: 0), burning (state: 1), or burned (state: -1)

Each cell is associated with different input:

Static input:

- fuel type
- topography (slope, aspect)

Dynamic input:

- wind
- fine fuel moisture content



There are **12 fuel classes** in PROPAGATOR, defined according to expected fire behavior (*ML-based fuel classification*)

		Vegetation classes			
		Grasslands	Non fire-prone forest	Shrubs	Fire-prone forest
Susceptibility	Low	1	4	7	10
	Medium	2	5	8	11
	High	3	6	9	12







The fire propagation process can be thought as a stochastic contamination process

8-Moore

neighborhood



it is promoted in the decreased in the decre



The fire spreads to nearby unburned cells with a probability that depends on the boundary conditions:

- it depends by the fuel type
- it is promoted in the uphill direction and decreased in downhill direction
- it is promoted in the wind direction and decreased in the opposite direction







BURNING TIME

- Once the propagation process identified the ignited cells, the time of jumping is computed;
- The burning time is computed according to conditions of the involved cells (fuel, slope) and the boundary conditions (wind, fuel moisture);
- the ignited cells are then scheduled accordingly.



The simulation time proceeds according to an event-based paradigm







INPUT

Static input:

- ignition points/firelines/ polygons
- □ fuel map
- □ topography (DEM)

For <u>each time step</u>:

- □ wind
- □ fine fuel moisture

PROPAGATOR model The model compute 100 realizations of the same forest fire Stochastic realizations

Montecarlo Approach

OUTPUT



For each time step:

- □ fire probability maps
- rate of spread maps (mear max)
- fireline intensity maps (mean, max)







Definition of vegetation cover maps (4 vegetation classes) derived from data available Simulation of all the fires occurred \rightarrow fire intensity maps

Based on the above data

Training a ML model (RF) to fill the gap in the time series of vegetation cover based on:

- Available past vegetation cover maps
- Yearly Climate indexes
- fire intensity maps
- Time since the last fire
- Number of fires occurred
- Minimum time between consecutive fires
- Soil type
- DEM









Future projection of ML model to predict yearly vegetation cover driven by future climate projections Generation of random ignitions accordingly to current fire frequency to simulate fire impacts driven by fire weather conditions derived from climate projections

In parallel the simulation framework will be coupled with a process based model of vegetation recovery after the fire and vegetation succession in absence of fires









LifeWatch ERIC 2024 Thematic Service Workshop Series

Thank you for your attention! Any questions?



Taxonomy | Brussels, Belgium, 30 January 2024



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Animal Movement and Biologging | Ostend, Belgium, 22 March 2024



Biogeography | Bologna, Italy, 4-5 April 2024



Biodiversity Observatory Automation | Ljubljana, Slovenia, 11 April 2024



Habitat Mapping | Aveiro, Portugal, 3 May 2024

