```
def calculate kbdi(max temp f, precip in, prev kbdi=0):
    """Calculates the \overline{K}eetch-Byram Drought Index (KBDI)"""
    # Calculate drought factor
    drought factor = 0.968 * np.exp(0.0875 * max temp f + 1.5552) -
8.258
    # Adjust for precipitation
    if precip in > 0.2:
        net precip = precip in - 0.2
    else:
        net precip = 0
    # Calculate KBDI
    kbdi = max(0, min(800, prev kbdi + drought factor - net precip))
    return kbdi
# Calculate KBDI for each day in your dataset
kbdi values = []
for i in range(len(data)):
    max_temp = data['max_temp_f'][i]
    precip = data['precip in'][i]
    if i == 0:
        prev kbdi = 0
    else:
        prev kbdi = kbdi values[i - 1]
    kbdi = calculate kbdi(max temp, precip, prev kbdi)
    kbdi values.append(kbdi)
data['KBDI'] = kbdi values
print(data)
import pandas as pd
import numpy as np
def calc ffwi(temp, rh, wind, kbdi=None):
    Calculates the Fosberg Fire Weather Index (FFWI) and the modified
FFWI (mFFWI).
    Parameters:
        temp (float): Temperature in degrees Fahrenheit
        rh (float): Relative humidity in percent
        wind (float): Wind speed in miles per hour
        kbdi (float, optional): Keetch-Byram Drought Index, required
for mFFWI
    Returns:
```

```
tuple: (FFWI, mFFWI)
    0.00
    # Calculate equilibrium moisture content (m)
    if rh < 10:
        m = 10.03229 + 0.281073 * rh - 0.000578 * rh * temp
    elif 10 <= rh <= 50:
       m = 2.22749 + 0.160107 * rh - 0.01478 * temp
        m = 21.0606 + 0.005565 * rh**2 - 0.00035 * rh * temp -
0.483199 * rh
    # Calculate Fosberg Fire Weather Index (FFWI)
    ffwi = np.exp(0.05039 * temp - 0.02016 * rh + 0.00504 * wind)
    # Calculate modified FFWI (mFFWI) if KBDI is provided
    if kbdi is not None:
        fa = 1 + (kbdi / 100)
        mffwi = ffwi * fa
    else:
        mffwi = None
    return ffwi, mffwi
# Example usage
temp = 80
rh = 30
wind = 10
kbdi = 500
ffwi, mffwi = calc_ffwi(temp, rh, wind, kbdi)
print("FFWI:", ffwi)
print("mFFWI:", mffwi)
```