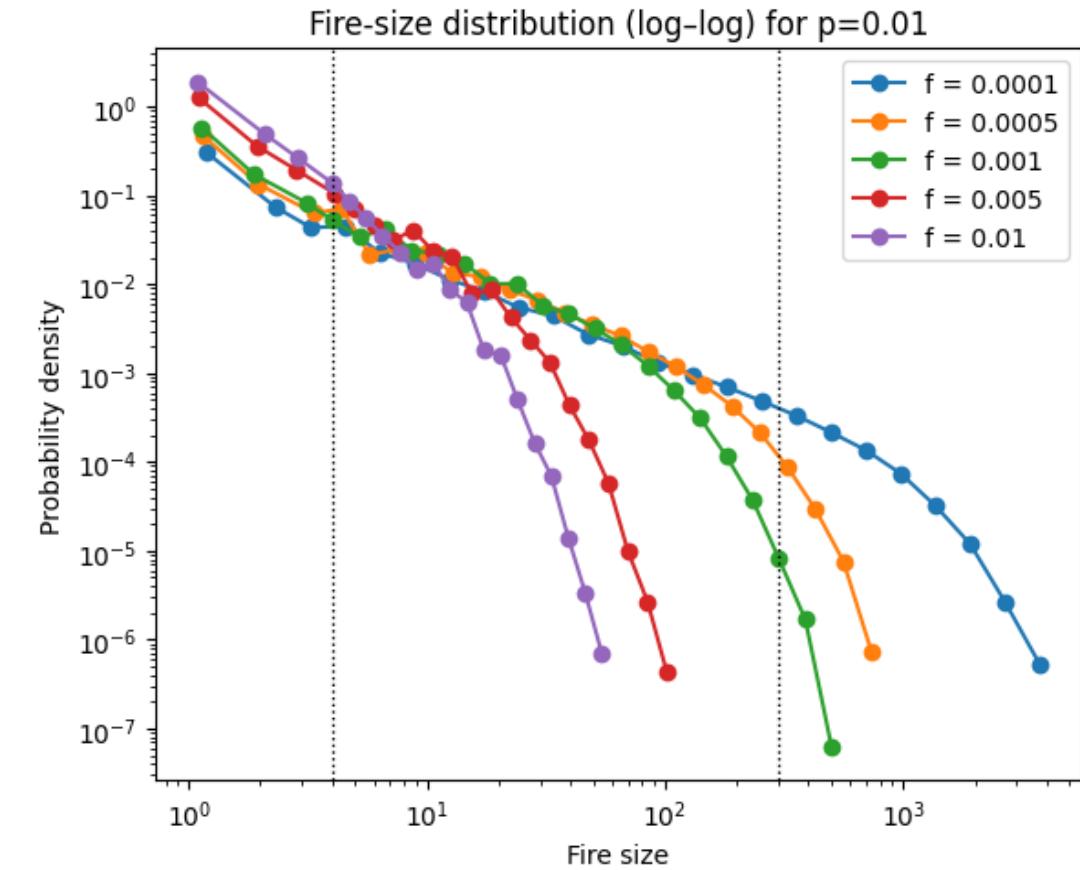
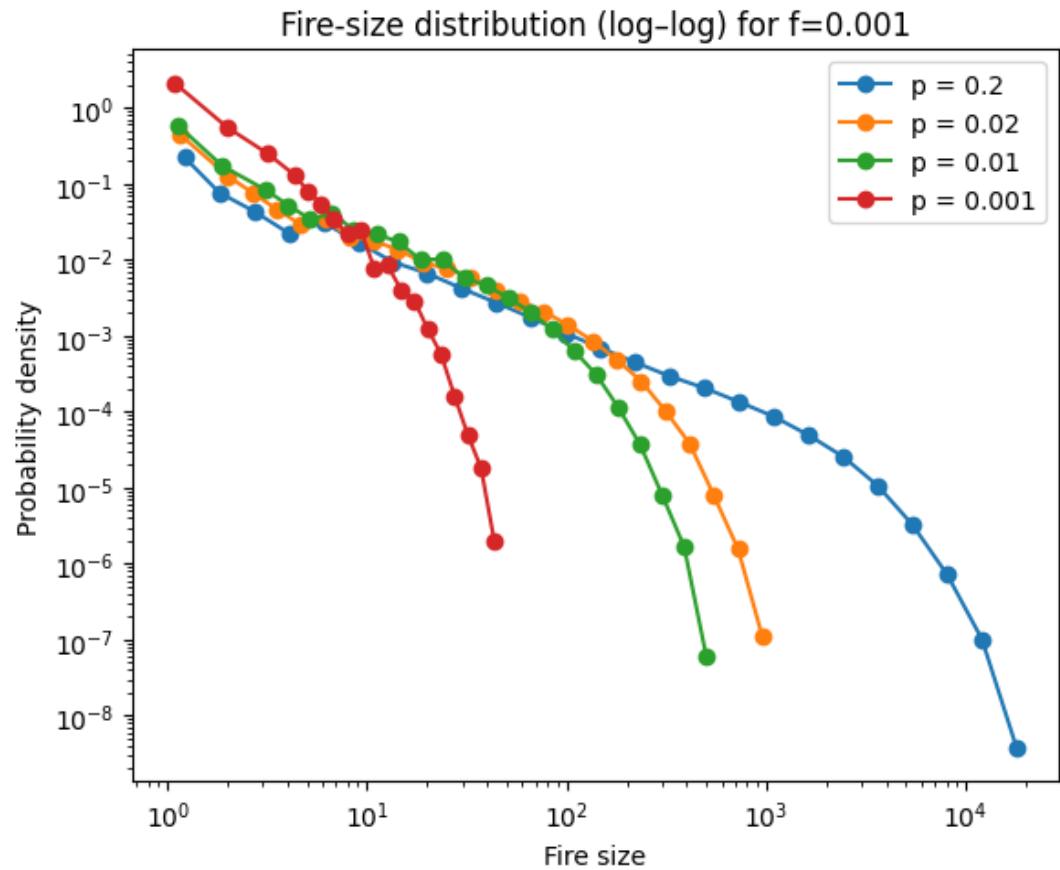


Wildfire simulations

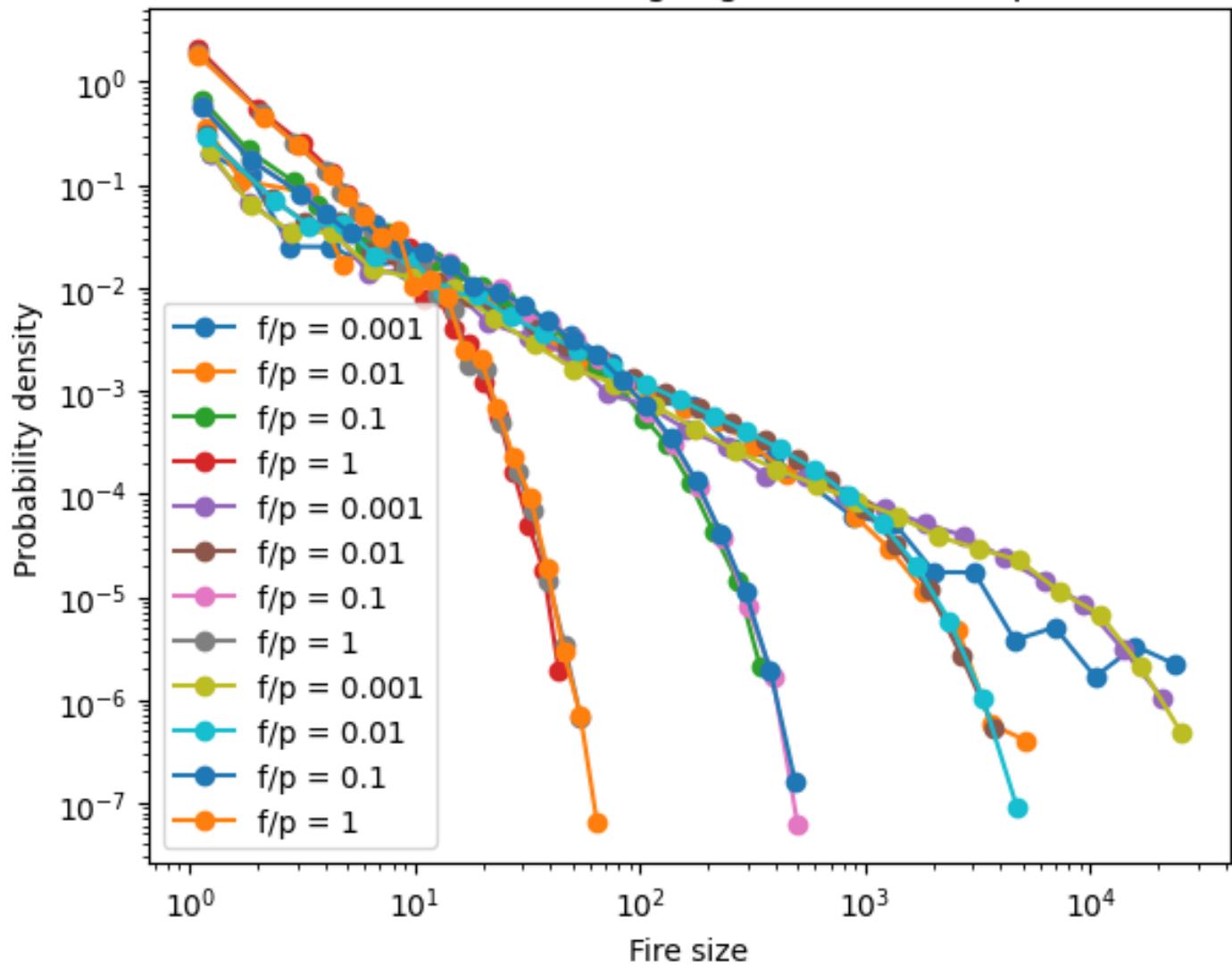
Group 19

Konstantinos Benjamin Vigos, IJsbrand Meeter, Andrew Crossley, Rohan Kanhai

Foundational model



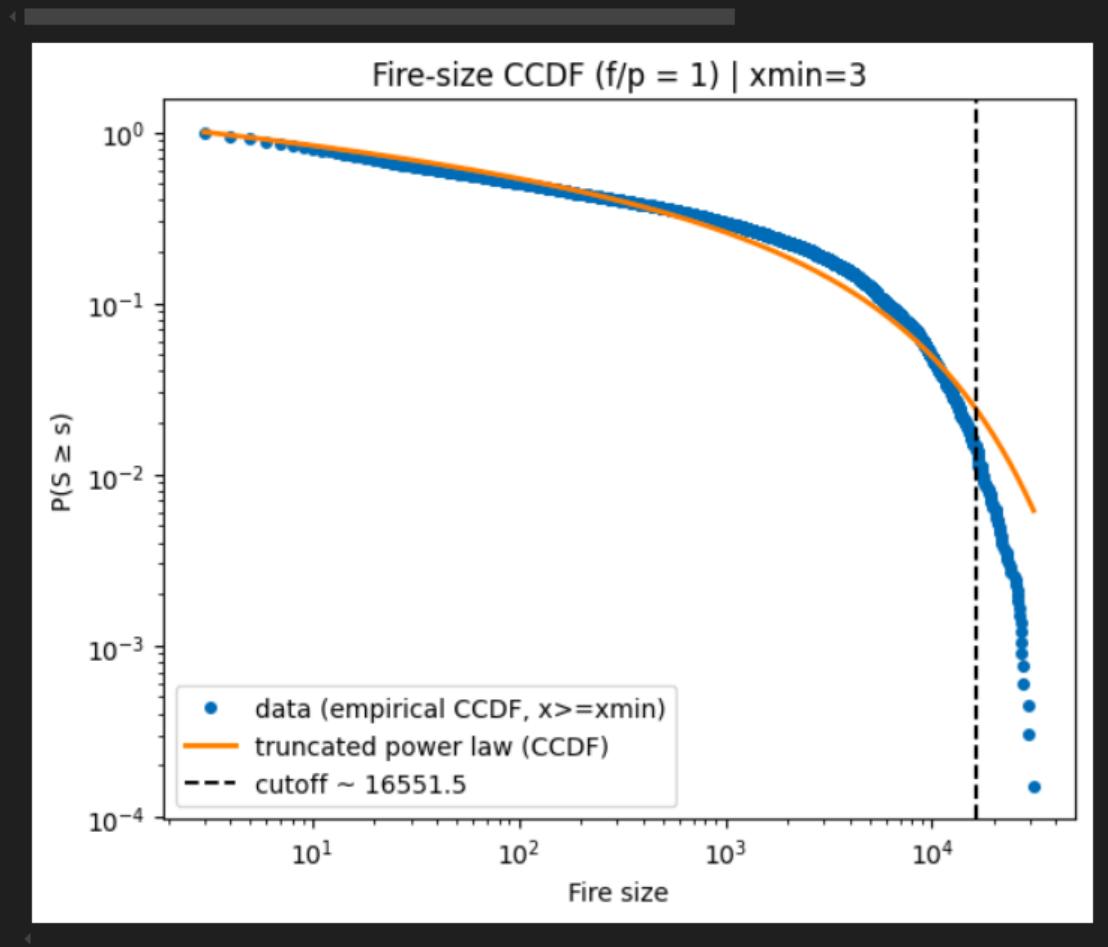
Fire-size distribution (log-log) for different f/p ratios



```

==== f/p = 1 ====
PL vs TPL: R= -1201.099055783743 p= 0.0
TPL vs LN: R= 466.26317756376164 p= 4.837414530137615e-215
xmin: 3.0
alpha (pure PL): 1.2485071907384593
alpha (truncated): 1.028722984802528
lambda (cutoff rate): 6.0417648254617555e-05

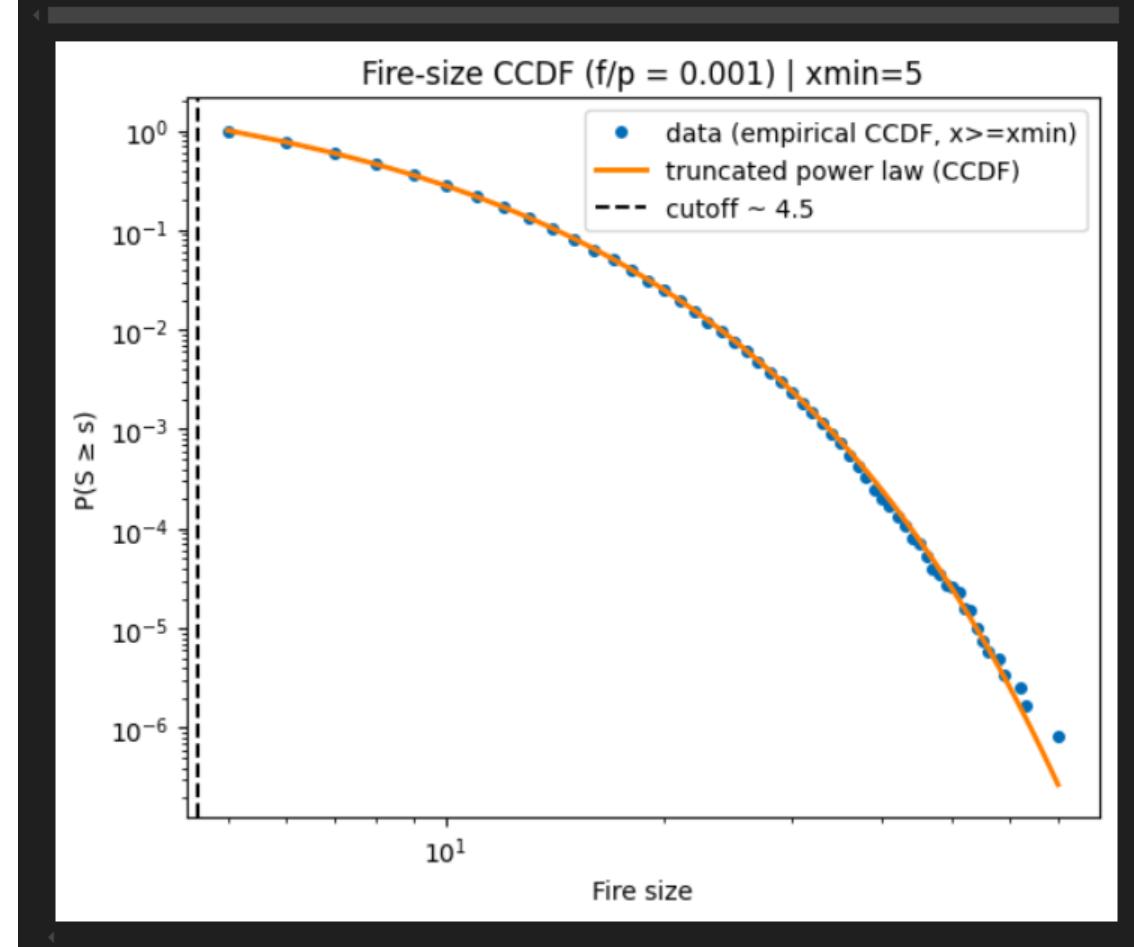
```



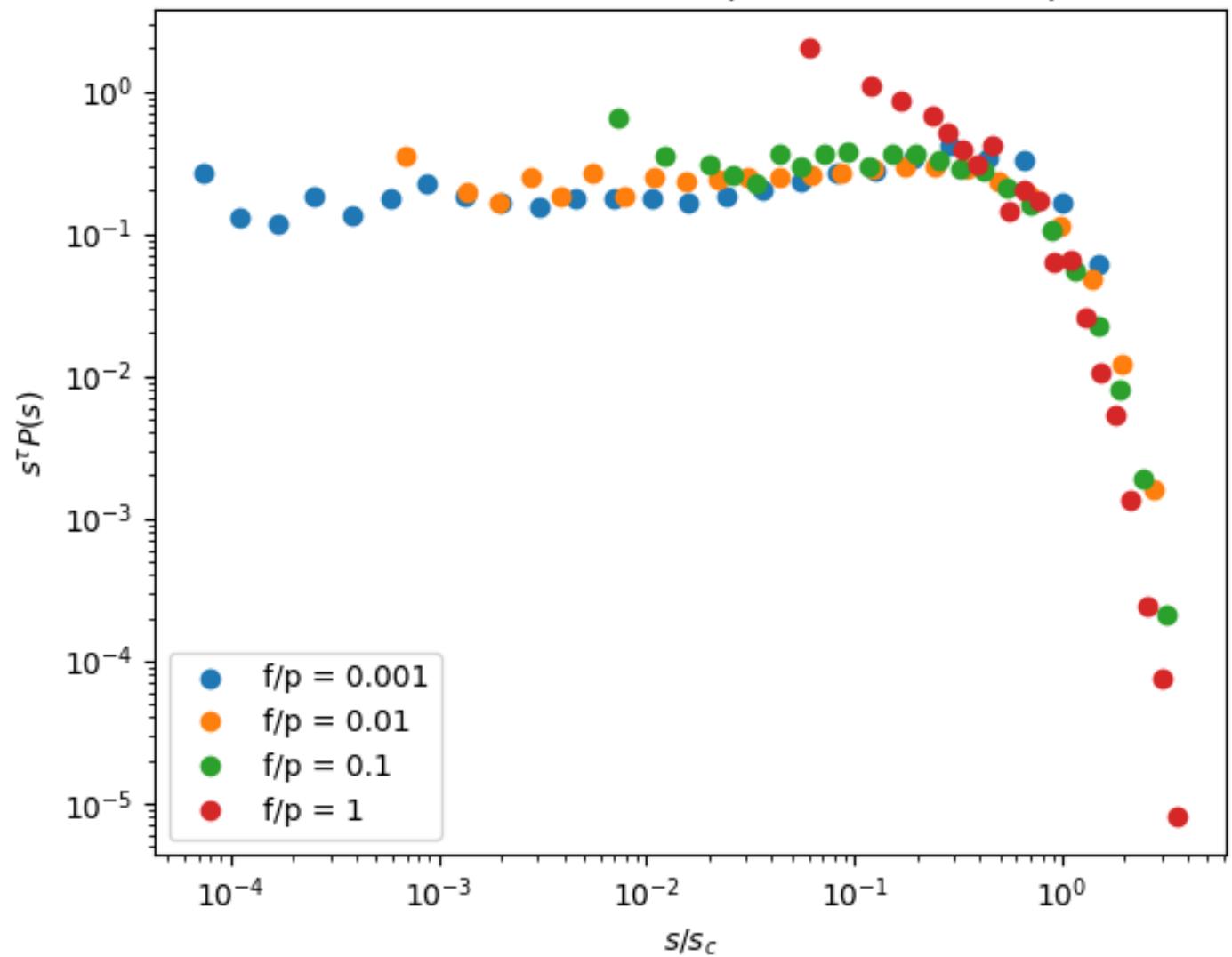
```

==== f/p = 0.001 ====
PL vs TPL: R= -67287.7050445932 p= 0.0
TPL vs LN: R= 1778.1070959894807 p= 6.660715939112051e-259
xmin: 5.0
alpha (pure PL): 2.872998046875
alpha (truncated): 0.35638451564468315
lambda (cutoff rate): 0.22079289990365952

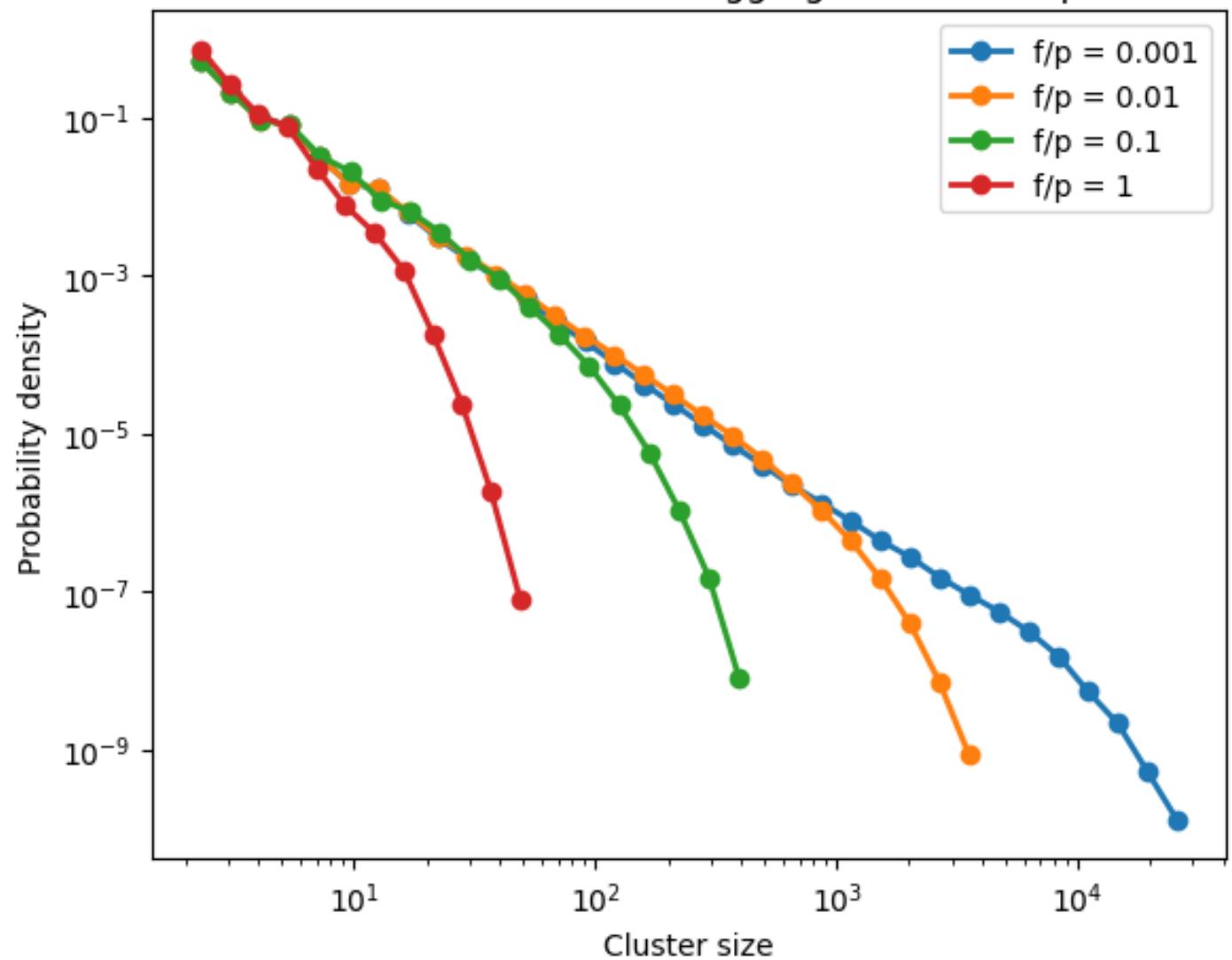
```



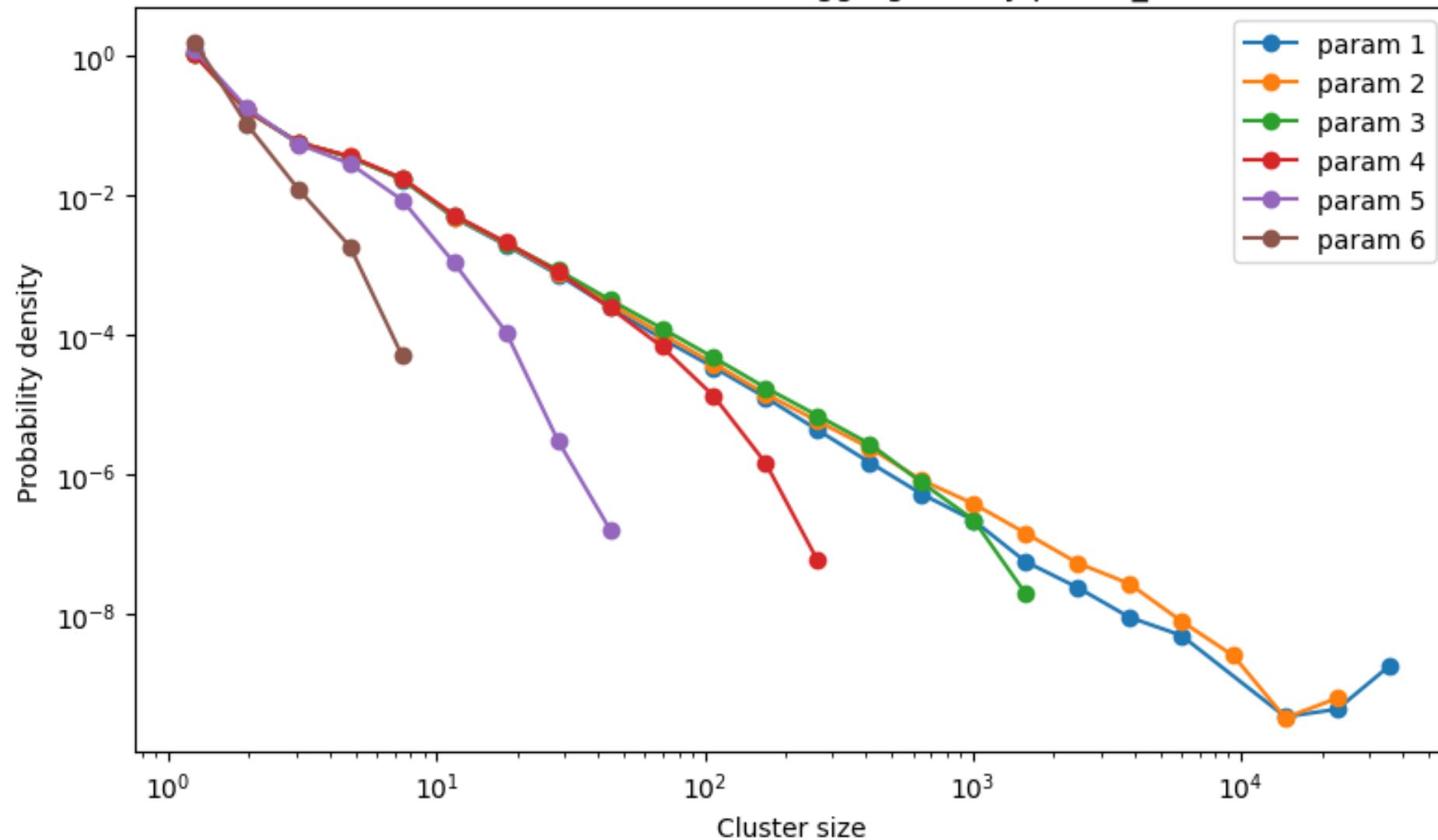
Fire-size distribution data collapse for different f/p values



Cluster-size distribution (aggregated over steps)

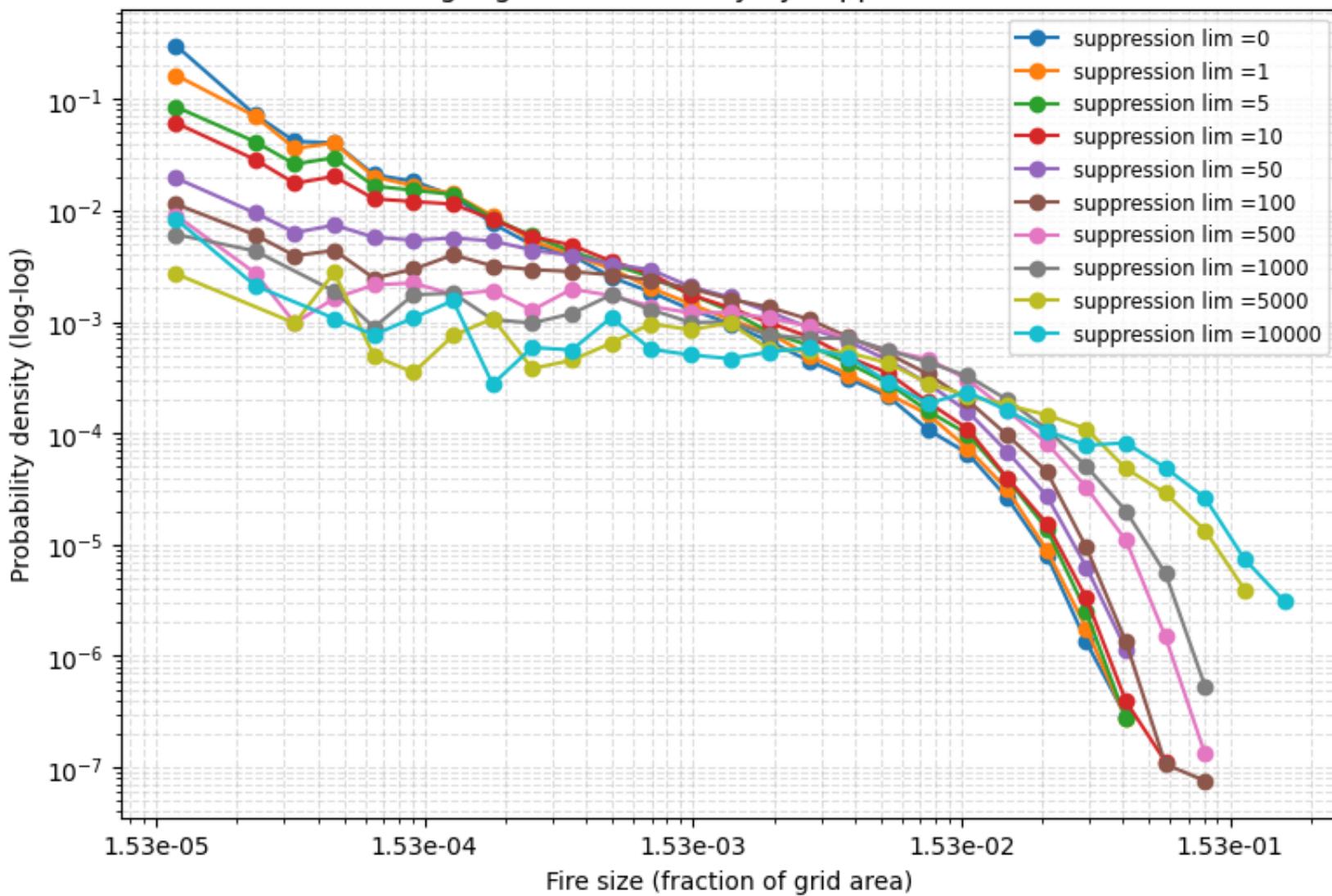


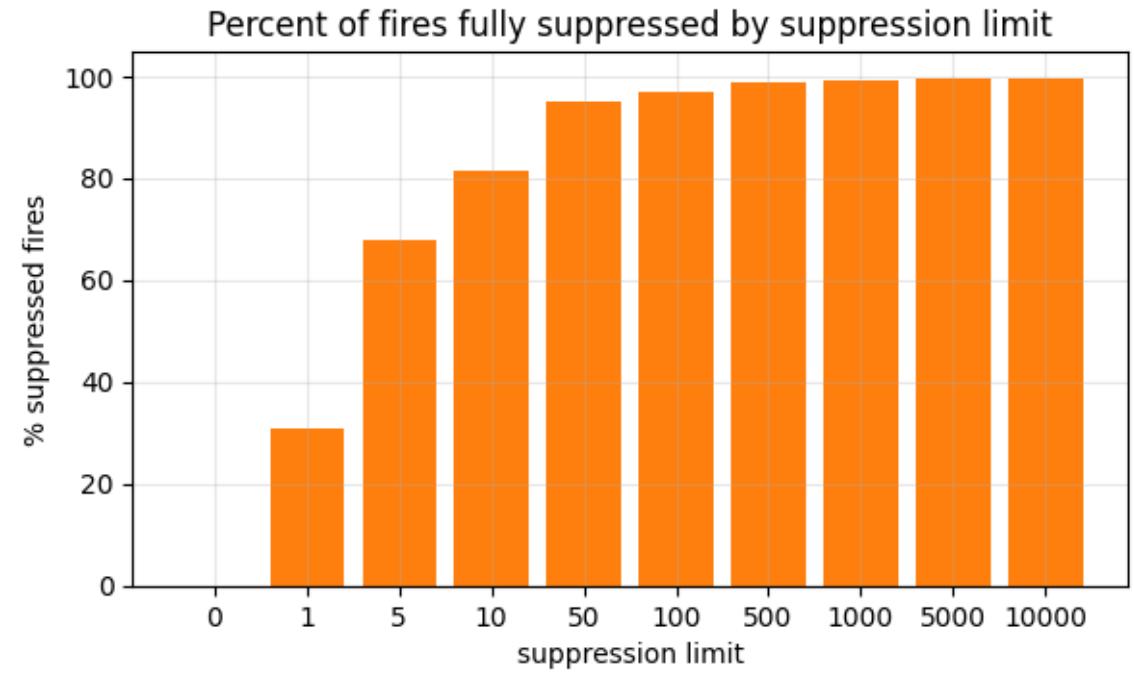
Cluster-size distributions aggregated by param_id



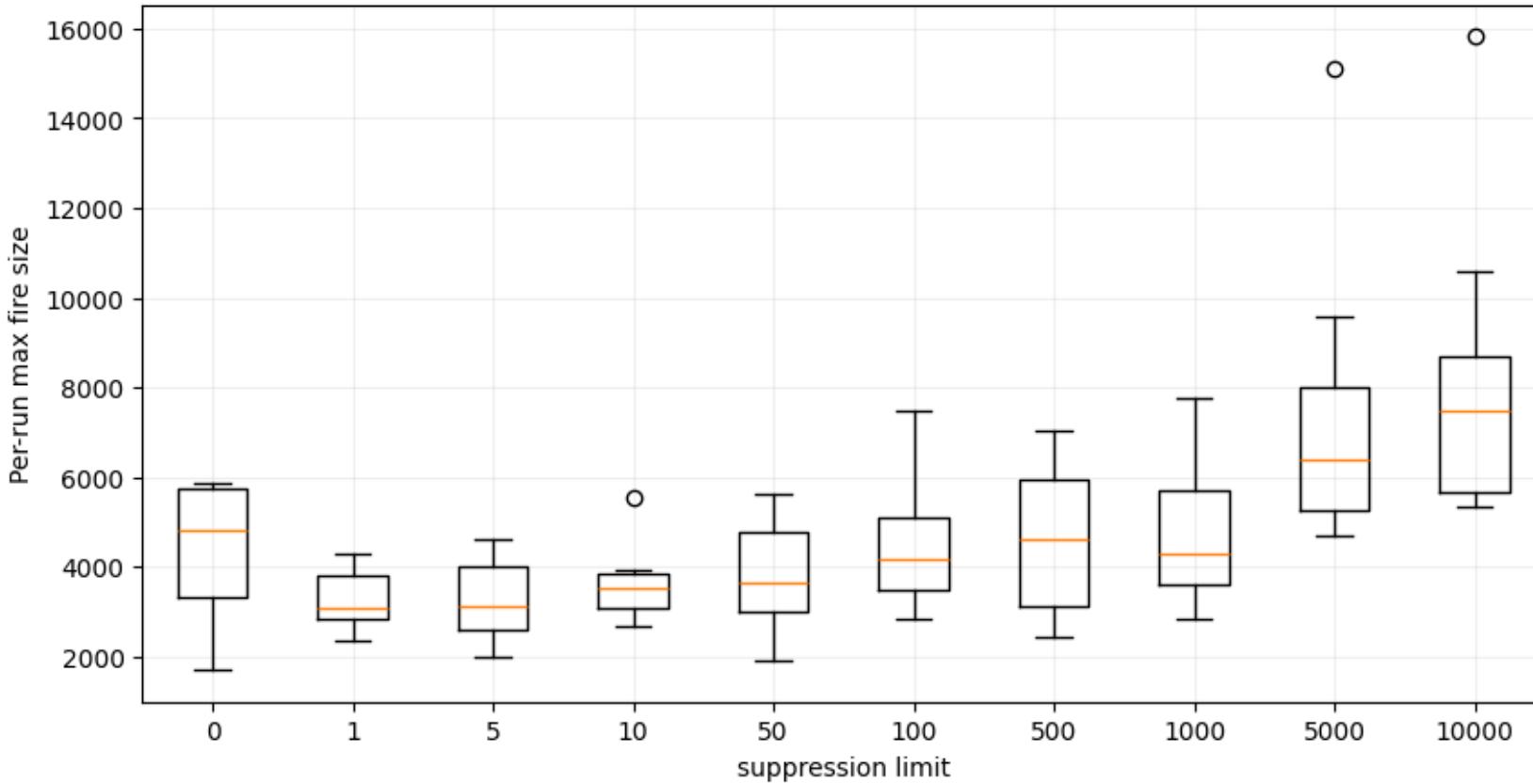
Fire suppression

Log-log fire-size density by suppression limit

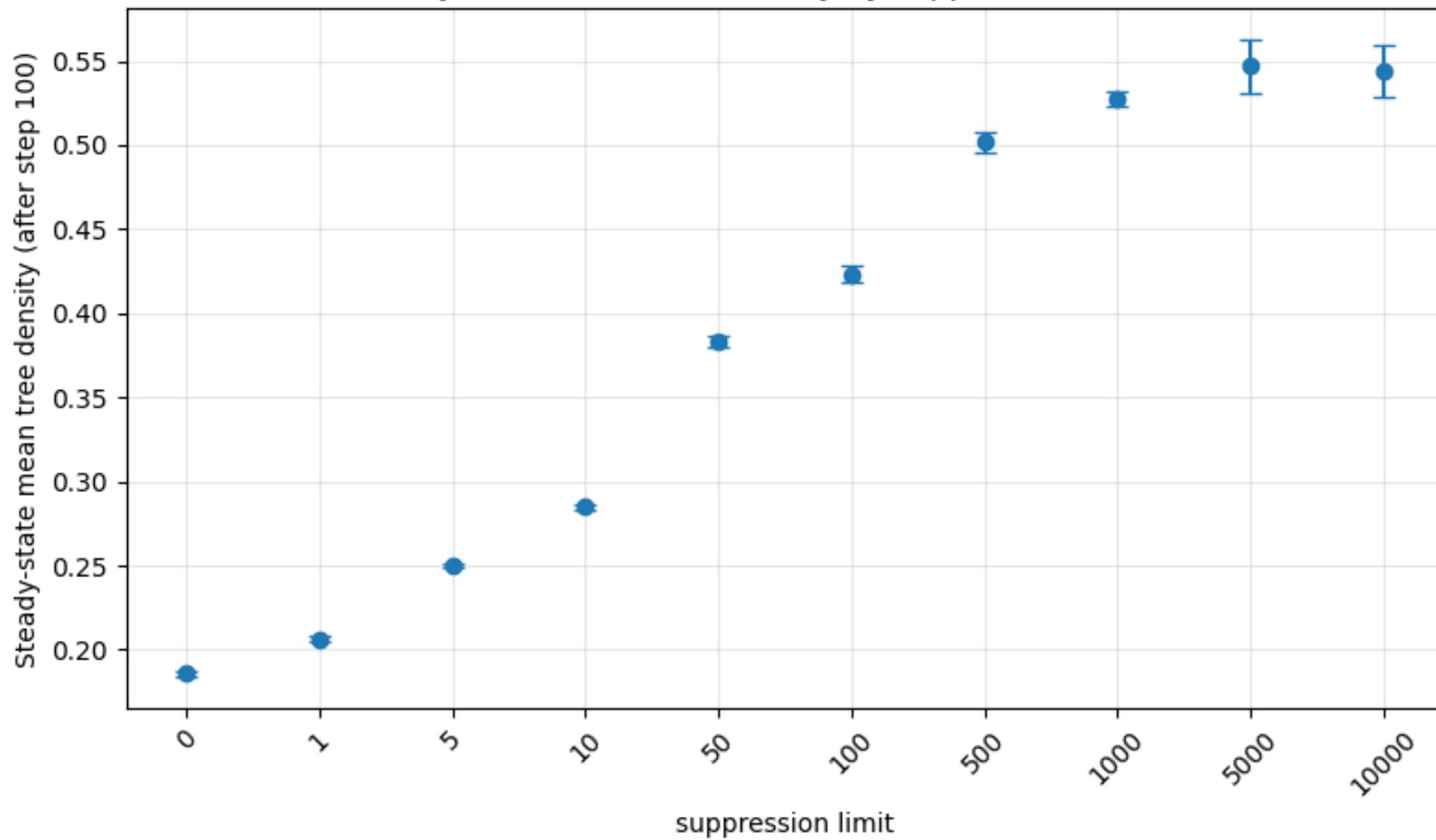




Per-run maximum fire size distribution by suppression



Steady-state mean tree density by suppression (95% CI)



Inhomogeneities

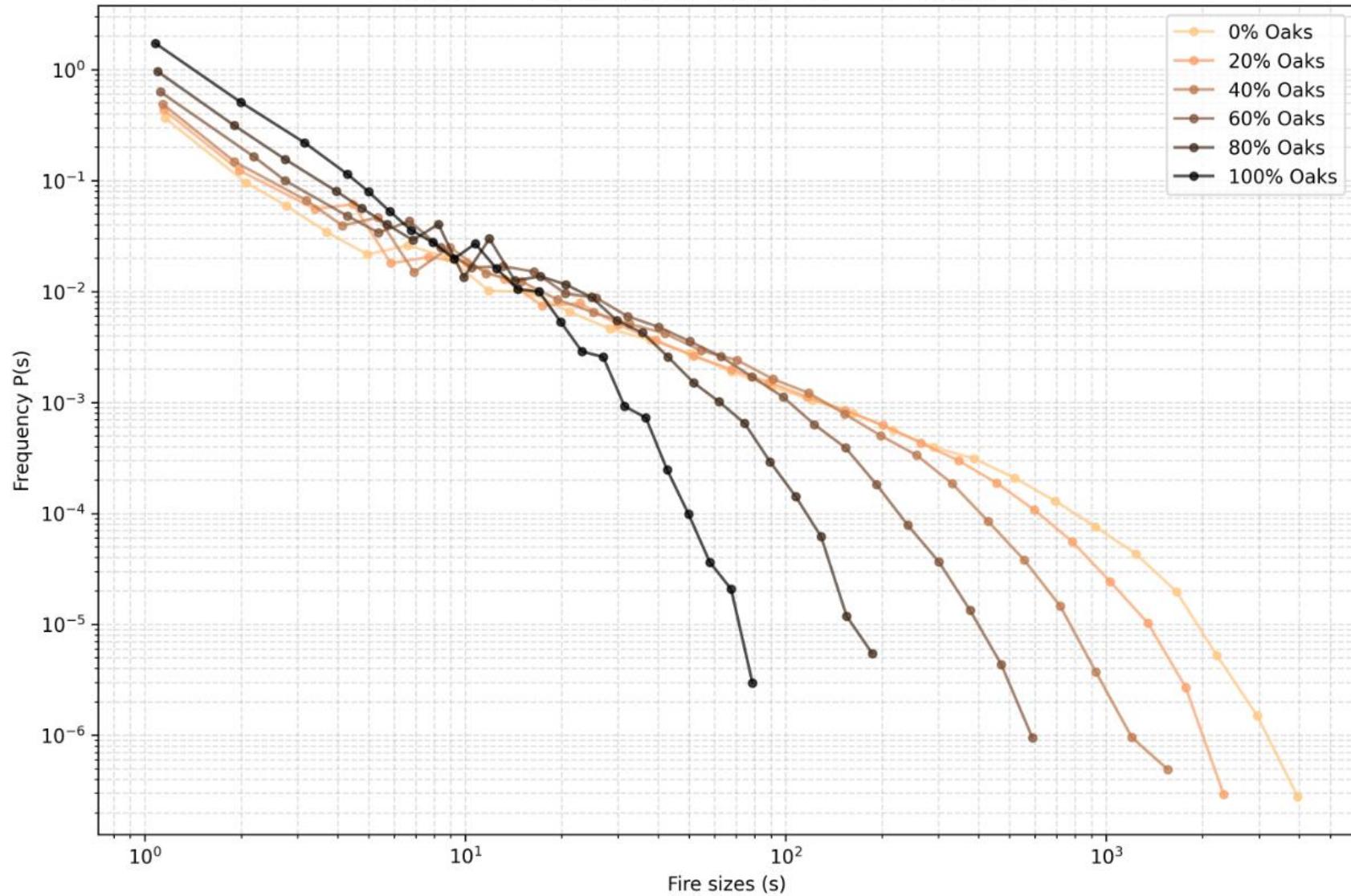
- Extending the model using different trees:
 - Oak trees (low probability of burning)
 - Pine trees (high probability of burning)

TWO different distributions:

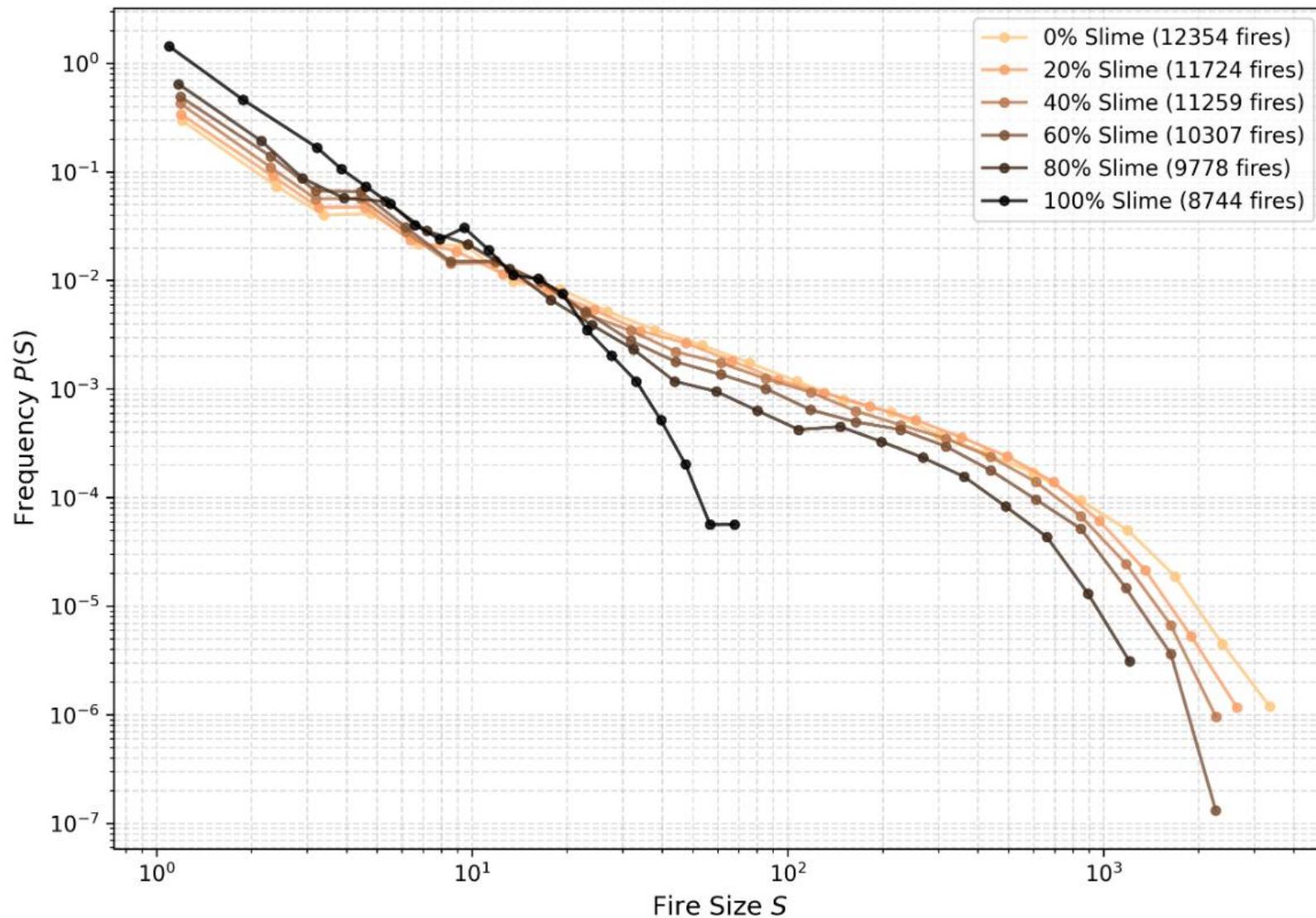
- Random Distribution
- 'Slime' Distribution (Agent-based model)

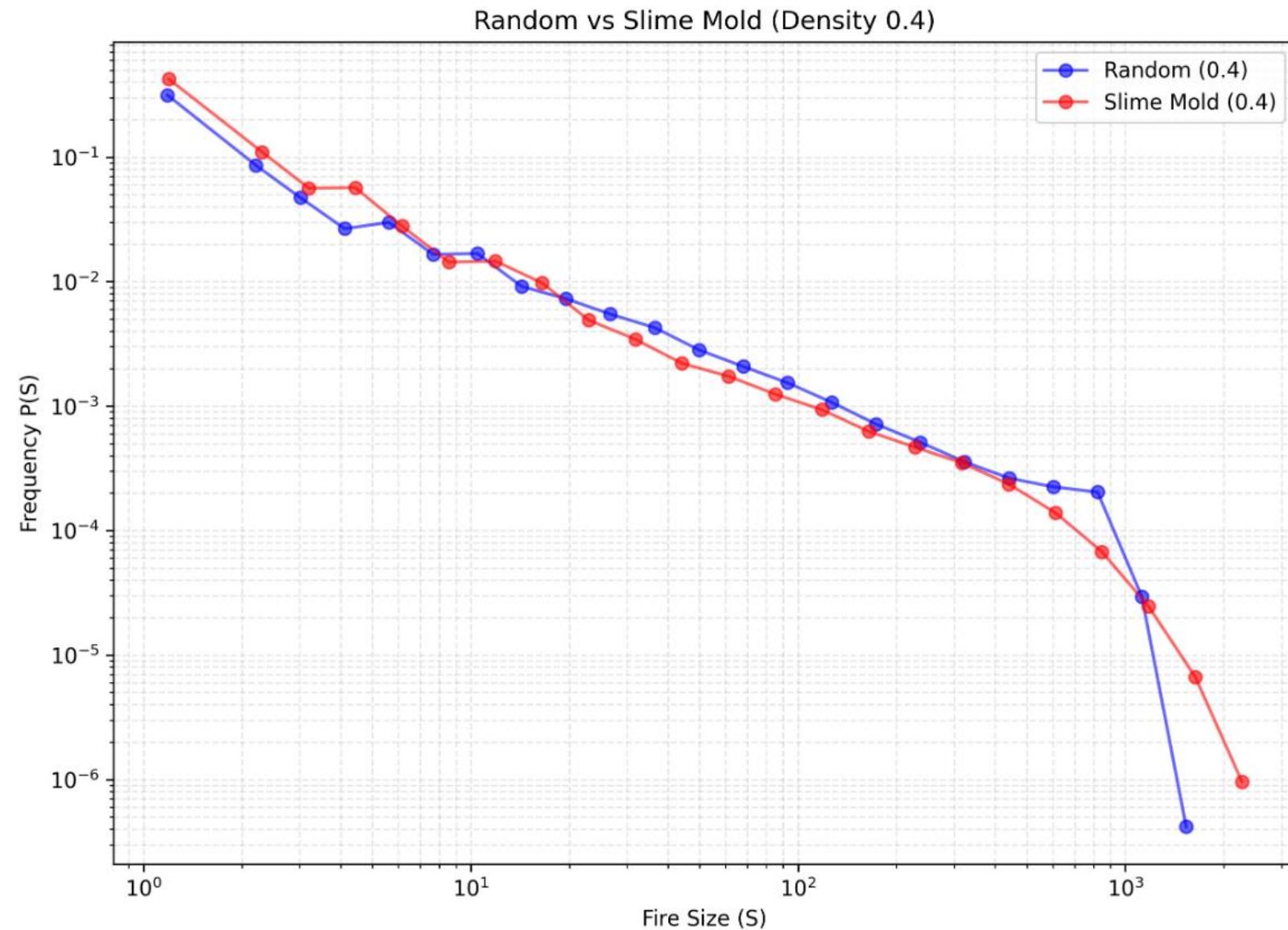
```
• sensor_angle = np.pi / 2    # 45 DEGREES total vision  
• sensor_dist = 9.0           # How far do they look ahead?  
• turn_angle = np.pi / 2     # How much can they turn?
```

Influence of Oak distribution on fire size frequency ($L=256$)



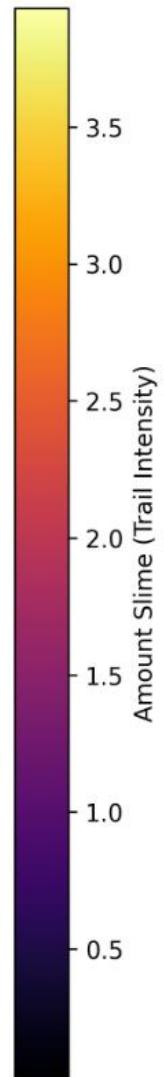
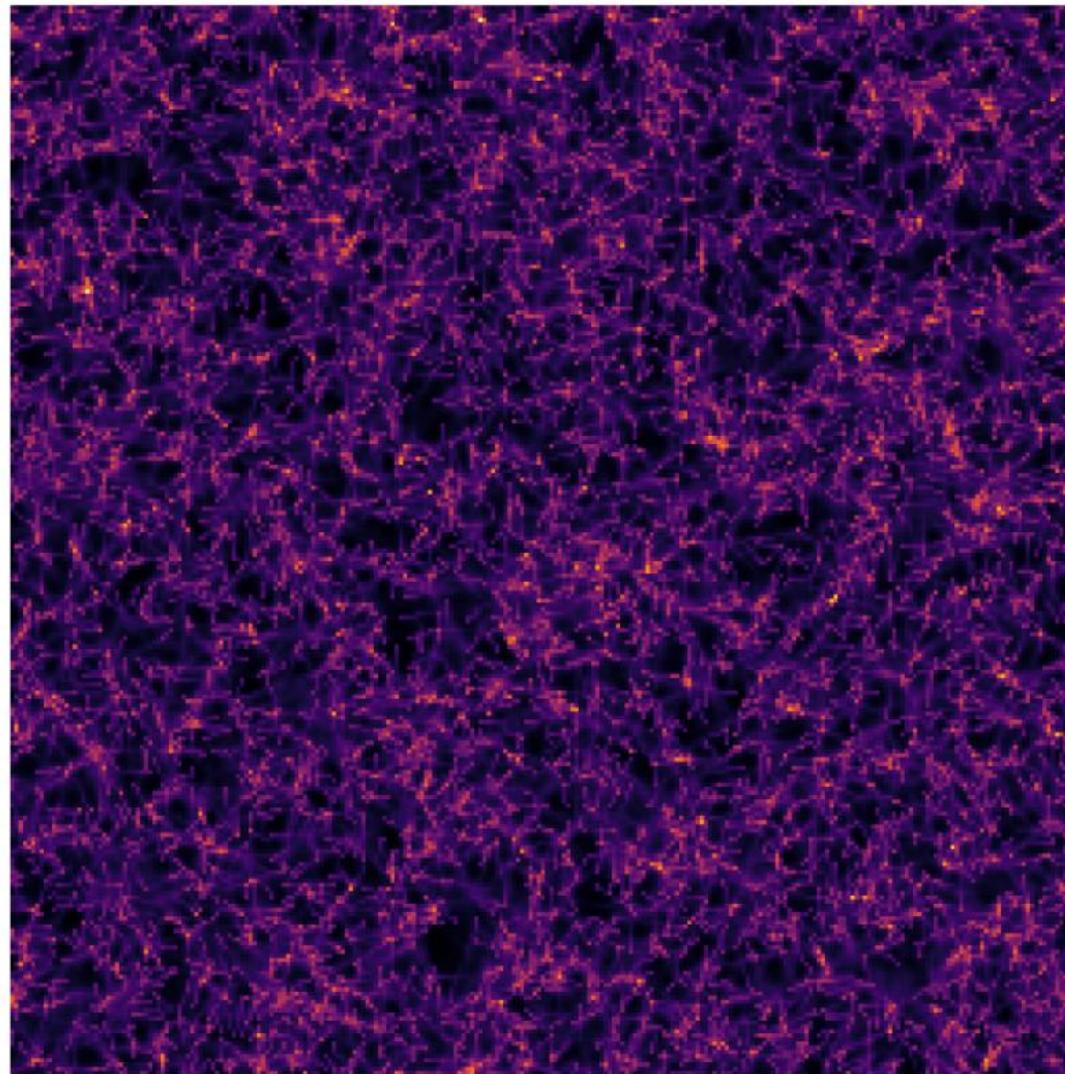
Fire Size Distribution: Slime Mold Model



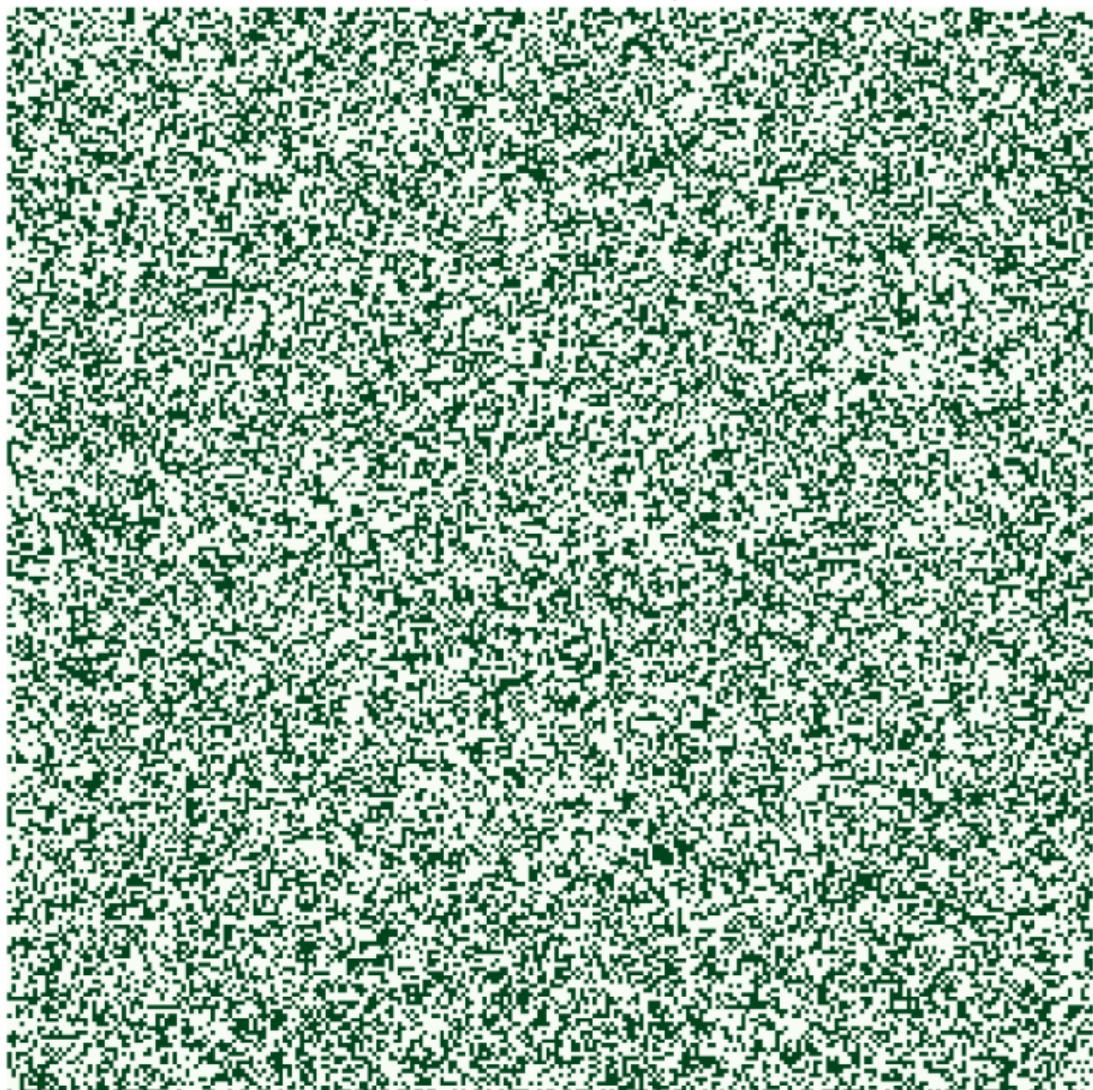


Kolmogorov-Smirnov statistical test, which gave a **p-value**
close to zero ($4.132893937811813e-122$)

The Slime Mold 'trails'
(Light = oaks, dark = pines)



RANDOM Distribution (40%)
(Noise / Scattered)



SLIME MOLD Distribution (40%)
(Clustered / Network)

