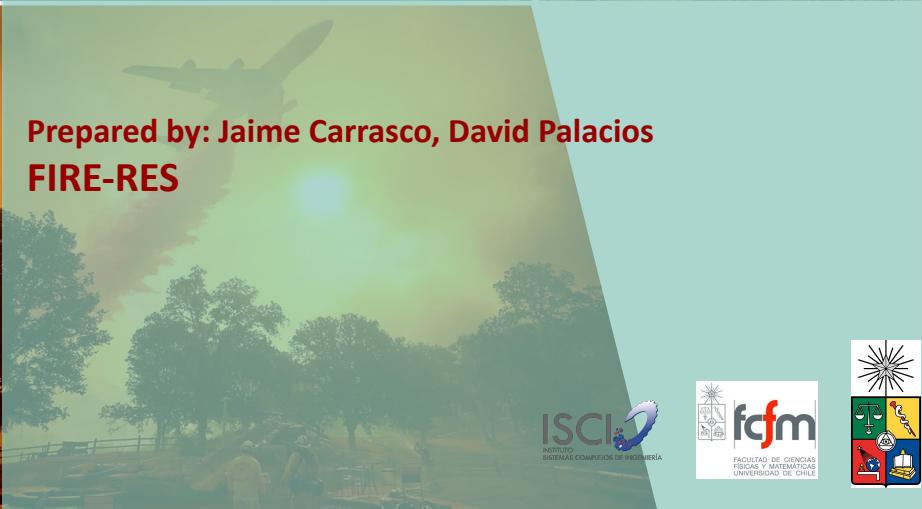




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# Cell2Fire+S&B Tutorial

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FIRE-RES



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# 1.- Requirements

# Requirements

## Ubuntu libraries

- ❑ **g++, write on terminal the following commands:**
  - ❑ sudo apt-get update
  - ❑ sudo apt-get install g++
- ❑ **Boost (c++), write on terminal the following commands:**
  - ❑ sudo apt-get update
  - ❑ sudo apt-get install libboost-all-dev
- ❑ **Eigen (c++), write on terminal the following commands**
  - ❑ sudo apt-get update
  - ❑ sudo apt-get install libeigen3-dev

# Requirements

## Ubuntu libraries

❑ **make, write on terminal the following commands:**

- ❑ sudo apt-get update
- ❑ sudo apt-get install make

❑ **pip, write on terminal the following commands:**

- ❑ sudo apt-get update
- ❑ sudo apt-get install python3-pip

❑ **libgl1, write on terminal the following commands**

- ❑ sudo apt-get update
- ❑ sudo apt-get install libgl1

# Requirements

## Python libraries

- ❑ Python 3.6 or higher

- ❑ numpy
- ❑ pandas
- ❑ matplotlib
- ❑ seaborn
- ❑ tqdm
- ❑ opencv
- ❑ imread
- ❑ networkx
- ❑ scipy
- ❑ deap

- ❑ It can all be installed after the installation with the instruction: `pip install -r requirements.txt` (see slide: Installation)

## 2.- Installation

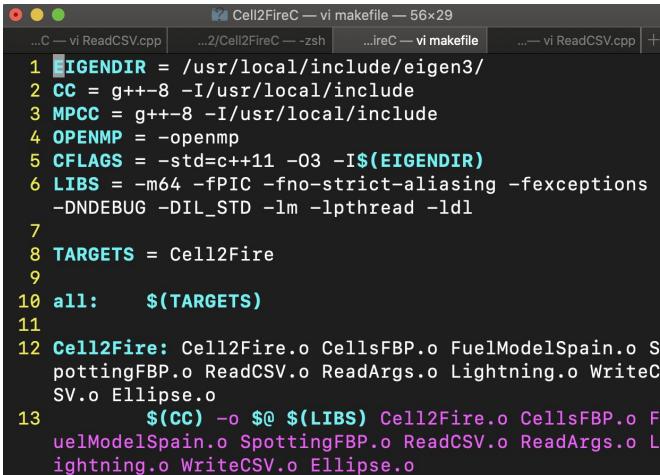
# Installation

- I. Download Cell2Fire from Github  
(<https://github.com/fire2a/C2FSB> )
- II. From the terminal, navigate to the containing folder of the downloaded file (For this tutorial it will be assumed that said folder is Desktop)
- III. Write on terminal:
  - o cd Desktop/Cell2FireSB/Cell2FireC
- IV. Check in the Makefile that the location of Eigen file is corrected entered according to your O.S.
- V. Write on terminal:
  - o make
  - o cd ..
  - o pip install -r requirements.txt

makefile on Ubuntu

```
1 EIGENDIR      = /usr/include/eigen3/
2 CC = g++
3 MPCC = g++
4 OPENMP = -fopenmp
5 CFLAGS = -std=c++11 -O3 -I$(EIGENDIR)
6 LIBS = -m64 -fPIC -fno-strict-aliasing -fexceptions -DNDEBUG -DIL_STD -lm -lpthread -ldl
7 TARGETS = Cell2Fire
8 all: $(TARGETS)
9 Cell2Fire: Cell2Fire.o CellsFBP.o FuelModelSpain.o SpottingFBP.o ReadCSV.o ReadArgs.o Lightning.o WriteCSV.o Ellipse.o
10   $(CC) -o $@ $(LIBS) Cell2Fire.o CellsFBP.o FuelModelSpain.o SpottingFBP.o ReadCSV.o ReadArgs.o Lightning.o WriteCSV.o Ellipse.o
11 Cell2Fire.o: Cell2Fire.cpp CellsFBP.h FuelModelSpain.h ReadCSV.h ReadArgs.h Lightning.h WriteCSV.h Ellipse.h
12   $(CC) -c $(CFLAGS) Cell2Fire.cpp CellsFBP.h FuelModelSpain.h
13   $(CC) -c $(CFLAGS) CellsFBP.h FuelModelSpain.h
14   $(CC) -c $(CFLAGS) SpottingFBP.cpp CellsFBP.h FuelModelSpain.h
15   $(CC) -c $(CFLAGS) CellsFBP.h FuelModelSpain.h
16   $(CC) -c $(CFLAGS) SpottingFBP.cpp CellsFBP.h FuelModelSpain.h
17   $(CC) -c $(CFLAGS) CellsFBP.h FuelModelSpain.h
18   $(CC) -c $(CFLAGS) ReadCSV.h CellsFBP.h FuelModelSpain.h
19   $(CC) -c $(CFLAGS) ReadCSV.cpp CellsFBP.h FuelModelSpain.h
20   $(CC) -c $(CFLAGS) ReadArgs.h CellsFBP.h FuelModelSpain.h
21   $(CC) -c $(CFLAGS) ReadArgs.cpp CellsFBP.h FuelModelSpain.h
22   $(CC) -c $(CFLAGS) Lightning.h CellsFBP.h FuelModelSpain.h
23   $(CC) -c $(CFLAGS) Lightning.cpp CellsFBP.h FuelModelSpain.h
24   $(CC) -c $(CFLAGS) Lightning.h CellsFBP.h FuelModelSpain.h
25   $(CC) -c $(CFLAGS) Forest.h CellsFBP.h FuelModelSpain.h
26   $(CC) -c $(CFLAGS) Forest.cpp CellsFBP.h FuelModelSpain.h
27   $(CC) -c $(CFLAGS) WriteCSV.h CellsFBP.h FuelModelSpain.h
28   $(CC) -c $(CFLAGS) WriteCSV.cpp CellsFBP.h FuelModelSpain.h
29   $(CC) -c $(CFLAGS) Ellipse.h CellsFBP.h FuelModelSpain.h
30   $(CC) -c $(CFLAGS) Ellipse.cpp CellsFBP.h FuelModelSpain.h
31 clean:
32   rm Lightning.o ReadArgs.o ReadCSV.o Cell2Fire.o CellsFBP.o Cell2Fire SpottingFBP.o Forest.o WriteCSV.o Ellipse.o FuelModelSpain.o *.gch
```

makefile on Mac



The screenshot shows a Mac OS X terminal window titled "Cell2FireC — vi makefile — 56x29". The terminal contains the same Makefile code as the Ubuntu version, with syntax highlighting for variables like EIGENDIR, CC, and TARGETS. The code defines compilation flags, libraries, and target executables (Cell2Fire, Cell2FireC, and FuelModelSpain) using the specified compiler (g++) and flags.

```
1 EIGENDIR      = /usr/local/include/eigen3/
2 CC = g++-8 -I/usr/local/include
3 MPCC = g++-8 -I/usr/local/include
4 OPENMP = -fopenmp
5 CFLAGS = -std=c++11 -O3 -I$(EIGENDIR)
6 LIBS = -m64 -fPIC -fno-strict-aliasing -fexceptions -DNDEBUG -DIL_STD -lm -lpthread -ldl
7
8 TARGETS = Cell2Fire
9
10 all:    $(TARGETS)
11
12 Cell2Fire: Cell2Fire.o CellsFBP.o FuelModelSpain.o SpottingFBP.o ReadCSV.o ReadArgs.o Lightning.o WriteCSV.o Ellipse.o
13   $(CC) -o $@ $(LIBS) Cell2Fire.o CellsFBP.o FuelModelSpain.o SpottingFBP.o ReadCSV.o ReadArgs.o Lightning.o WriteCSV.o Ellipse.o
```

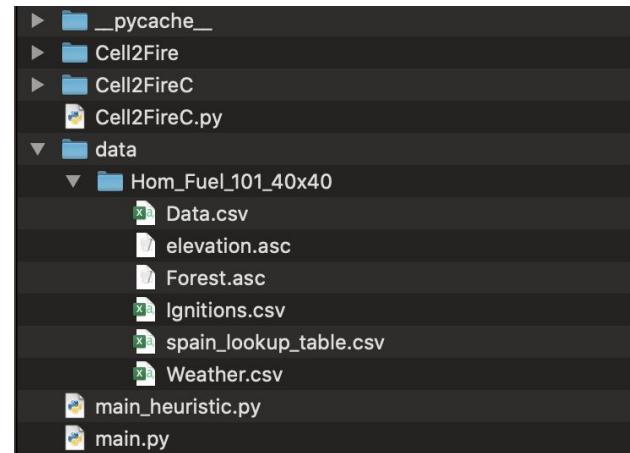
# 3.- Input Data

# Landscape Data

## Mandatory data

Landscape Input:

- fuels.asc
- elevation.asc
- Ignitions.csv
- spain\_lookup\_table.csv
- Weather.csv
- Data.csv



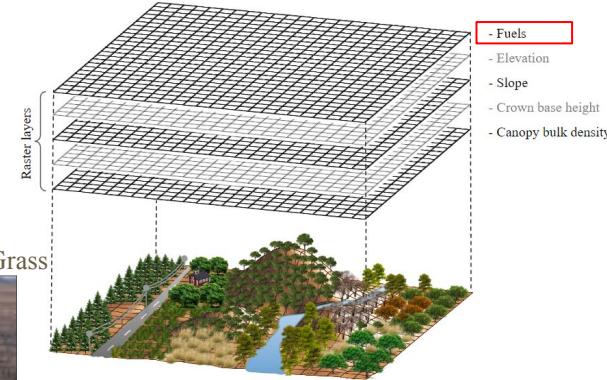
# Scott & Burgan Fuel Models

## fuels.asc

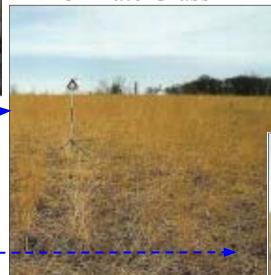
- Contains the type of fuel of each cell of the forest

ncols	20
nrows	20
llxcorner	457900
llycorner	5716800
cellsize	100
NODATA_value	-9999
101	101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
102	102 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	102 102 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	102 102 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101 101
101	101 102 102 101 101 101 101 101 101 101 101 101 101 101 101 101 103 103 103 103
101	101 101 102 102 101 101 101 101 101 101 101 101 101 101 101 101 103 103 103 103
101	101 101 101 102 102 102 102 102 101 101 101 101 101 101 101 101 101 103 103 103 103
101	101 101 101 101 102 102 102 102 101 101 101 101 101 101 101 101 101 103 103 103 103
101	101 101 101 101 101 102 102 102 101 101 101 101 101 101 101 101 101 103 103 103 103
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101	101 101 101 101 101 101 101 101 101 101 101 102 102 102 101 101 101 101 101 103 103 103

Short, Sparse Dry Climate Grass



Low Load, Dry Climate Grass



Low Load, Very Coarse, Humid Climate Grass



Non-Fuel



# Forest Data

## Mandatory data

### ❑ spain\_lookup\_table.csv:

- ❑ Contains the reference for each type of fuel

grid_value	export_value	descriptive_name	fuel_type	r	g	b	h	s	l
101	101	The primary carrier of fire in GR1 is sparse grass though small amounts of fine dead fuel may be present	GR1	209	255	115	57	255	185
102	102	The primary carrier of fire in GR2 is grass though small amounts of fine dead fuel may be present	GR2	209	255	115	57	255	185
103	103	The primary carrier of fire in GR3 is continuous coarse humid-climate grass. Grass and herb fuel load is relatively light	GR3	34	102	51	95	128	68
104	104	The primary carrier of fire in GR4 is continuous dry climate grass	GR4	131	199	149	96	96	165
105	105	The primary carrier of fire in GR5 is humid climate grass	GR5	112	168	0	57	255	84
106	106	The primary carrier of fire in GR6 is continuous humid-climate grass	GR6	223	184	230	206	122	207
107	107	The primary carrier of fire in GR7 is continuous dry-climate grass	GR7	172	102	237	192	201	170
108	108	The primary carrier of fire in GR8 is continuous very coarse humid climate grass	GR8	112	12	242	188	231	127
121	121	The primary carrier of fire in GS1 is grass and shrubs combined	GS1	196	189	151	35	70	174
122	122	The primary carrier of fire in GS2 is grass and shrubs combined	GS2	137	112	68	27	86	103
123	123	The primary carrier of fire in GS3 is grass and shrubs combined	GS3	196	189	151	35	70	174
124	124	The primary carrier of fire in GS4 is grass and shrubs combined	GS4	251	190	185	3	227	218
142	142	The primary carrier of fire in SH2 is woody shrubs and shrub litter	SH2	247	104	161	-272	229	176
143	143	The primary carrier of fire in SH3 is woody shrubs and shrub litter	SH3	174	1	126	-285	252	88

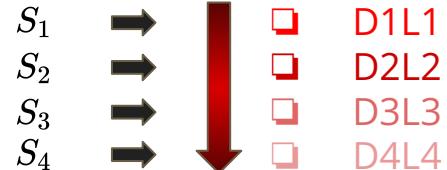
# Forest Data

## Mandatory data

### Weather.csv

- Contains the weather conditions of each hour of the fire event

Fuel Moisture Scenarios



Instance	datetime	WS	WD	FireScenario
Jaime	16-10-01 13:00	10	15	2
Jaime	16-10-01 14:00	15	20	2
Jaime	16-10-01 15:00	4	45	2
Jaime	16-10-01 16:00	8	30	2
Jaime	16-10-01 16:00	8	35	2

# Forest Data

## Complementary data

### ❑ HarvestedCells.csv

- ❑ Contains the cells which will be treated as a firebreak; the format of the file is a column that signals the period of allocation of the firebreak, and another column signaling the firebreaks allocated in that period

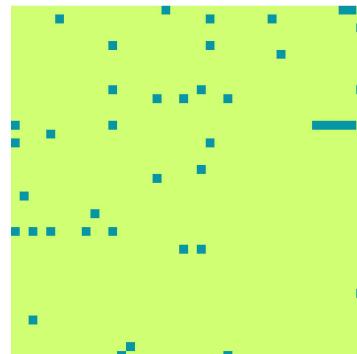
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	
1	Year Number	Cell Numbers													
2	1	18	39	46	63	70	172	231	183	120	372	20	182	15	199

# Forest Data

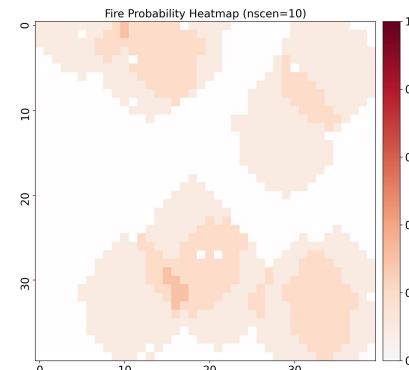
## Complementary data

### ❑ HarvestedCells.csv

- ❑ It is activated with the command –HarvestedCells data/XX/to\_harvest\_file.csv; the first part of the command activates the use of firebreaks, and the second one indicates the location of the .csv file shown on the previous slide
- ❑ A forest with firebreaks looks like:



Initial forest with firebreaks



Heatmap of fire event in presence of firebreaks

# Forest Data

## Complementary data

- ❑ **cur.csv**
- ❑ **elevation.asc**
- ❑ **saz.asc**
- ❑ **slope.asc**
- ❑ **py.asc**

# Fire Event Data

## Ignition

- ❑ Must contain year and cell of ignition:

- ❑ Ignitions.csv

	A	B
1	Year	Ncell
2	1	66850
3		
4		

For Cell2Fire, a forest consists in a matrix of  $n \times m$  cells, each numbered from 1 to N, with N the total number of cells in the forest ( $n \times m$ ). For example, in a forest of dimension 3x3, each cell is identified according to the next figure (lexicographical order):

1	2	3	4
5	6	7	8
9	10	11	12

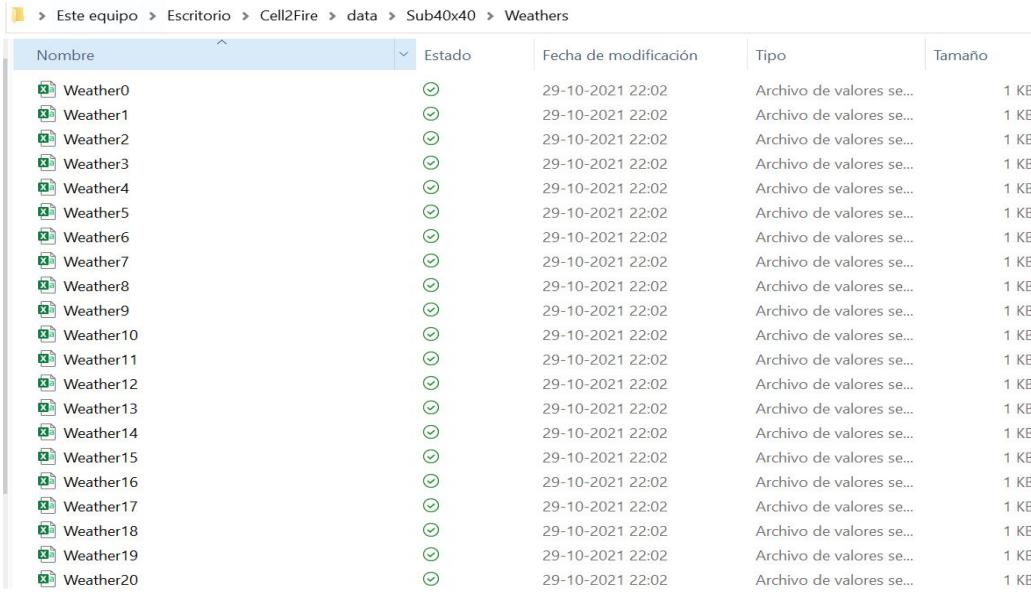
$$n = 3$$

$$m = 4$$

# Fire Event Data

## Weather

- ❑ If more than one weather scenario is chosen, it is needed to create a folder named **Weathers**, which contains each one of this scenarios. Weathers must be numbered from 0, as the following image shows:



Nombre	Estado	Fecha de modificación	Tipo	Tamaño
Weather0	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather1	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather2	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather3	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather4	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather5	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather6	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather7	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather8	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather9	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather10	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather11	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather12	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather13	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather14	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather15	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather16	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather17	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather18	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather19	✓	29-10-2021 22:02	Archivo de valores se...	1 KB
Weather20	✓	29-10-2021 22:02	Archivo de valores se...	1 KB

# 4.- Functionalities of Cell2Fire+S&B

# Execute the simulator

- ❑ Once Cell2Fire is installed and having the forest and fire event information, it is possible to simulate.
- ❑ For simulate it is needed to open the terminal and navigate to the folder that contains the file main.py
- ❑ Next, it is exposed an example of a command that generates a simulation scenario:

```
python main.py -input-instance-folder ../data/Sub40x40/ -output-folder ../results/Sub40x40  
-ignitions -sim-years 1 -nsims 5 -finalGrid -weather random -nweathers 1 -Fire-Period-Length  
1.0 -output-messages -ROS-CV 0.0 -seed 123 -stats -allPlots -IgnitionRad 5 -grids -combine
```

# Execute the simulator

- ❑ Also, it is possible to simulate directly with C++, not using Python
- ❑ For this purpose, the existence of the Data.csv file is mandatory. If this file does not exists, only simulating via Python is possible, since the file is generated in there
- ❑ Besides, the use of this method does prohibits the generation of stats of graphs of the fire, since these are generated in Python estos se generan en python
- ❑ If Data.csv exists and it is wished to simulate via C++, it is needed to navigate through the terminal to the folder Cell2FireC
- ❑ In there, it is possible to simulate. Next, it is exposed and example of the same simulation shown in the previous slide but executed via C++:

```
./Cell2Fire -input-instance-folder ../data/Sub40x40/ -output-folder ../results/Sub40x40  
-ignitions -sim-years 1 -nsims 5 -finalGrid -weather random -nweathers 1 -Fire-Period-Length  
1.0 -output-messages -ROS-CV 0.0 -seed 123 -stats -allPlots -IgnitionRad 5 -grids -combine
```

# Execute the Simulator

## Inputs details

- ❑ **–input-instance-folder .../data/Sub40x40/**
  - ❑ Indicates the source folder, which must contains the data required for simulation, in this example it is used the forest called Sub 40x40
- ❑ **–output-folder .../results/Sub40x40/**
  - ❑ Creates (if it does not exists) and fills a destination folder with the simulations results. In this case, the folder is called Sub 40x40
- ❑ **–ignitions**
  - ❑ Indicates if the origin of the fire event according to the ignition cell given in the Ignitions.csv. If the instruction is omitted, the fire will start in a random cell
- ❑ **–sim years 1**
  - ❑ Indicates the number of years to simulate, in this case is only 1 year

# Execute the Simulator

## Inputs details

- ❑ **-nsims 5**
  - ❑ Indicates the number of simulations to generate. In this case, 5 scenarios are simulated
- ❑ **-finalGrid**
  - ❑ Indicates if the user requests the final grid of each simulation. If the instruction is omitted, the final grid is not generated (unless the --grids instruction is entered)
- ❑ **-weather random**
  - ❑ Indicates how the weather scenario will be chosen. It can be “constant” (always will be selected the same) or random (a random selection will proceed in each simulation)
- ❑ **-nweathers 1**
  - ❑ Indicates the number of weather scenarios that will be chosen to simulate. It always must be less or equal to the number of Weather.csv files in the Weathers folder

# Execute the Simulator

## Inputs details

- ❑ **-Fire-Period-Lenght 1.0**
  - ❑ Signals the time window in which the simulator will go on, in this case, the progress of the fire is shown every 1 simulated hour
- ❑ **-output-messages**
  - ❑ Indicates if the user requires a file with messages per cell, with the time in which the cell ignites and its corresponding ROS. If it is omitted, the file will not be generated
- ❑ **-ROS-CV 0.0**
  - ❑ Indicates the variation coefficient for normal random ROS (for example 0..63), in this case 0.0 (deterministic scenario).
- ❑ **-seed 123**
  - ❑ Signals the random seed that will be used. In this case, the chosen seed is 123

# Execute the Simulator

## Inputs details

- ❑ **-stats**
  - ❑ Indicates if the user will require a statistical summary of the simulation results. If it is omitted, the files will not be generated
- ❑ **-allPlots**
  - ❑ Gives the order for the generation of all the fire event plots. If it is omitted, the plots are not generated
- ❑ **-IgnitionRad 5**
  - ❑ If the fire does not start randomly but given by the Ignitions.csv file, this instruction signals a radius of cells around said ignition point in which the fire can randomly start. In this case, the fire can start in any point around or inside 5 cells around the ignition cell given in the Ignitions.csv file.

# Execute the Simulator

## Inputs details

- ❑ **-grids**
  - ❑ Indicates if the user requires a folder of .csv files that represent the state (Ignition, not Ignition, or firebreak treatment) of each cell of the forest for each simulation period for each simulation (see Output Information Section)
- ❑ **-combine**
  - ❑ Combines the diagram of fire evolution with the graph that describes the landscape of the forest
- ❑ **...more inputs...**
  - ❑ Can be studied (and their default values) on ...Cell2Fire/cell2fire/utils/ParseInputs.py

# Simulation in Python

## Subfunctions details

For simulating in Python, it is mandatory the use of the main.py script. Said script calls the Cell2Fire.py class that contains the following subfunctions:

- ❑ **init**
  - ❑ Initializer function of Cell2FireC object. Defines its characteristics: number of cells, number of columns, type of fuels, among others.
- ❑ **run/run\_Heur**
  - ❑ Assigns the values according to the input entered on the terminal, and calls the simulator with said values
- ❑ **generateDataC**
  - ❑ Generates the Data.csv file that contains the information of the forest that will be used in the simulation

# Simulation in Python

## Subfunctions details

### ❑ **getData**

- ❑ Reads the file that contains the fuel information of the forest (Forest.asc) and the table that links each fuel with its characteristics (spain\_lookup\_table.csv) for assign the values of the Cell2FireC object (number of cells, fuel type, etc.)

### ❑ **DummyMsg/DummyMsg\_Heur**

- ❑ Generates messages files that contain information on the state of the forest in each simulation

### ❑ **stats/stats\_Heur**

- ❑ Builds the statistics and graphs requested to the simulator

# Simulation in Python

## Subfunctions details

### ❑ heur

- ❑ Initializes the heuristic object for the calculation of metrics such as Downstream Protection Value (DPV)

# **5.- Output Information**

# Output Information

## Grids

### ❑ Grids folder

- ❑ Indicates the state of the forest in every simulated time window, for each one of the simulation required by the user. This state is shown through the forest grid. In this case, there are 8 time windows and 5 simulations

Este equipo > Escritorio > Cell2Fire > results > Sub40x40 > Grids			
Nombre	Estado	Fecha de modificación	Tipo
Grids1	✓	19-11-2021 0:00	Carpeta de archivos
Grids2	✓	19-11-2021 0:00	Carpeta de archivos
Grids3	✓	19-11-2021 0:00	Carpeta de archivos
Grids4	✓	19-11-2021 0:00	Carpeta de archivos
Grids5	✓	19-11-2021 0:00	Carpeta de archivos

Nombre	Estado	Fecha de modificación	Tipo	Tamaño
ForestGrid00	✓	19-11-2021 0:00	Archivo de valores se...	4 KB
ForestGrid01	✓	19-11-2021 0:00	Archivo de valores se...	4 KB
ForestGrid02	✓	19-11-2021 0:00	Archivo de valores se...	4 KB
ForestGrid03	✓	19-11-2021 0:00	Archivo de valores se...	4 KB
ForestGrid04	✓	19-11-2021 0:00	Archivo de valores se...	4 KB
ForestGrid05	✓	19-11-2021 0:00	Archivo de valores se...	4 KB
ForestGrid06	✓	19-11-2021 0:00	Archivo de valores se...	4 KB
ForestGrid07	✓	19-11-2021 0:00	Archivo de valores se...	4 KB



Si solo se indica `-finalGrid`, solo se genera el último grid. En este caso solo se generaría el archivo `ForestGrid07.csv` en cada uno de los 5 incendios

# Output Information Grids

## ❑ ForestGridXX.csv Files

- ❑ Indicates the state of the forest. A 1 represents a burned cell, a 0 represents a non burned cell and a -1 represents a firebreak cell

# Output Information

## Stats

### ❑ FinalStats.csv

- ❑ Indicates some stats of the simulations, like the percentage of burned cells, non burned cells and firebreak cells

	A	B	C	D	E	F	G
1	ID	NonBurned	Burned	Harvested	%NonBurned	%Burned	%Harvested
2	1	1288	312	0	0.805	0.195	0
3	2	1156	444	0	0.723	0.278	0
4	3	1130	470	0	0.706	0.294	0
5	4	1336	264	0	0.835	0.165	0
6	5	1054	546	0	0.659	0.341	0
7							

# Output Information

## Stats

### ❑ GeneralSummary.csv

- ❑ Gives a statistical summary of some metrics (average, median, maximum, etc) across all the simulations

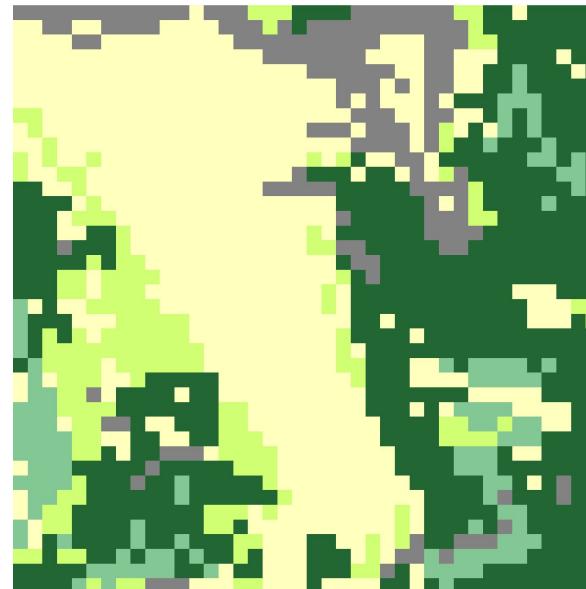
A	B	C	D	E	F	G	H
1	ID	NonBurned	Burned	Harvested	%NonBurned	%Burned	%Harvested
2	count	5	5	5	5	5	5
3	mean	3	1192.8	407.2	0	0.746	0.255
4	std	1.581	116.332	116.332	0	0.073	0.073
5	min	1	1054	264	0	0.659	0.165
6	25%	2	1130	312	0	0.706	0.195
7	50%	3	1156	444	0	0.723	0.278
8	75%	4	1288	470	0	0.805	0.294
9	max	5	1336	546	0	0.835	0.341
10							

# Output Information

## Plots

- ❑ **InitialForest**

- ❑ Shows the original landscape of the forest

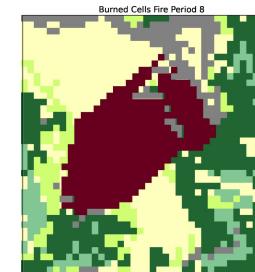
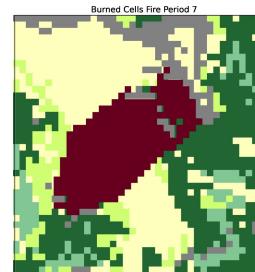
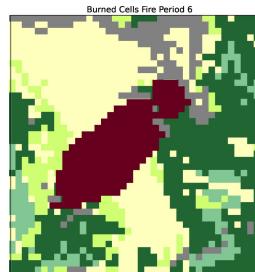
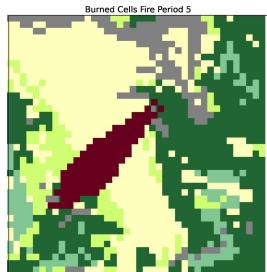
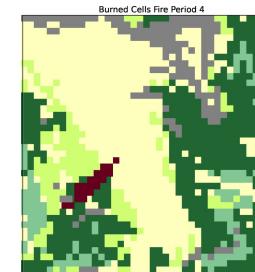
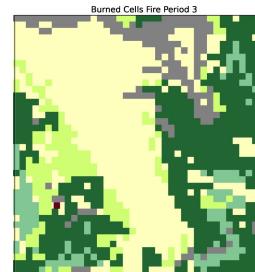
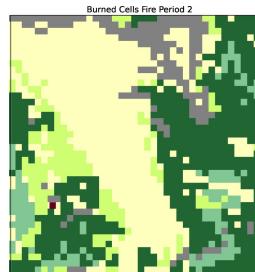
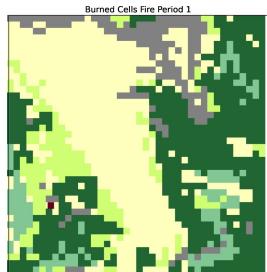


# Output Information

## Plots

- Fire evolution on landscape plots

- Shows the temporary evolution of the fire in each simulated time window

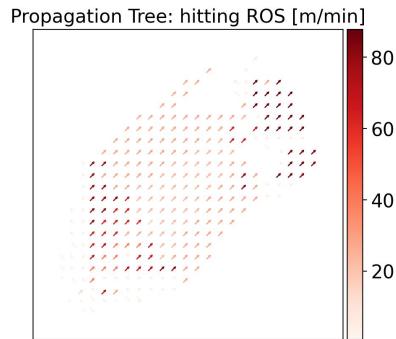


# Output Information

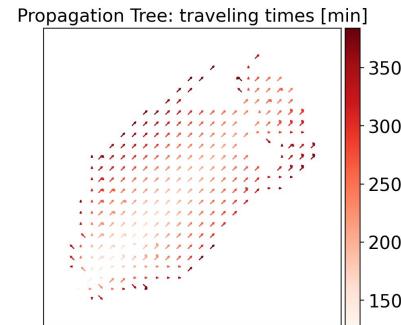
## Plots

### Fire Spread Tree

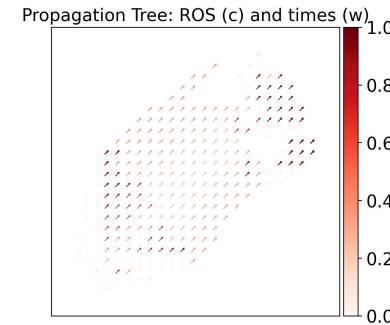
- Shows different fire propagation metrics



Hitting Ros



Travelling Times



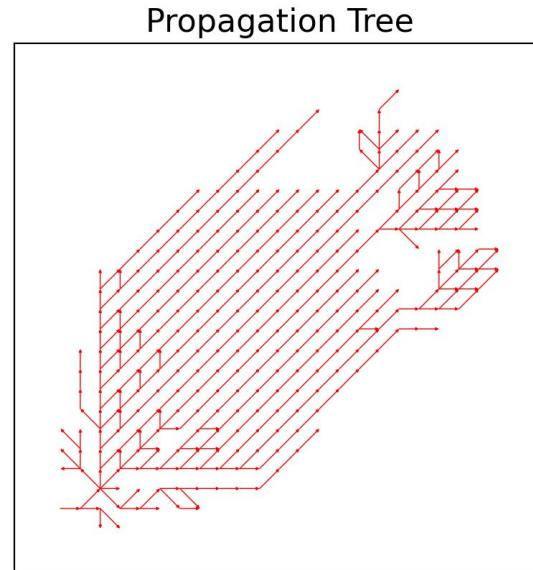
Ros and times

# Output Information

## Plots

### Propagation Tree

- Shows the fire evolution through a propagation tree



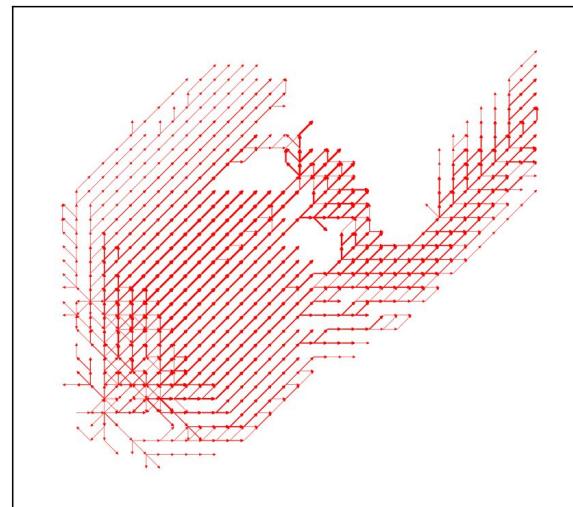
# Output Information

## Plots

### ❑ Global Propagation Tree

- ❑ Shows the fire evolution across all simulations through a global propagation tree

Global Propagation Tree  $GT (|R| = 5)$

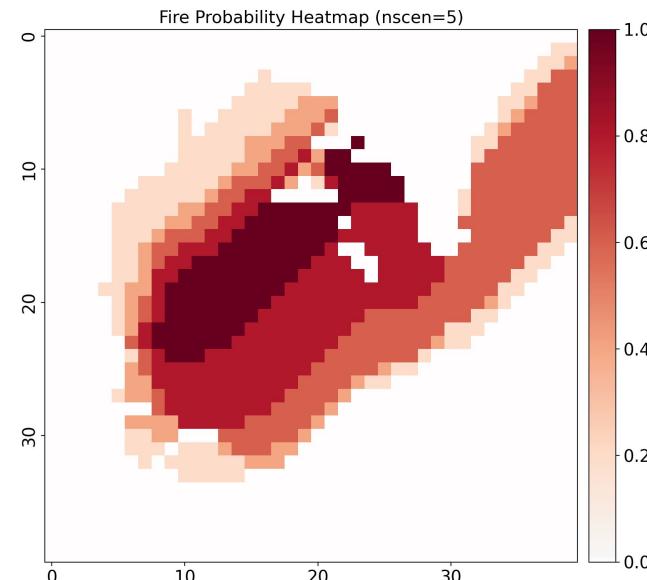


# Output Information

## Plots

### ❑ Burn Probability Map

- ❑ Shows the ignition probability of each zone of the forest according to the burn frequency across all of the simulations



## 6.- Anexxes

# Types of Fires

ground fire



surface fire



*More intense*

crown fire

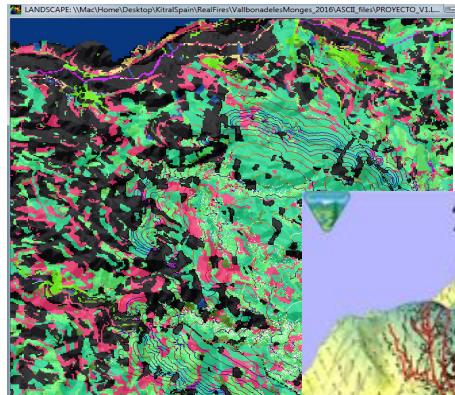


*More dangerous*

- ❑ We are interested in surface and crown fires.
  
- ❑ Missing studies of the behavior of fire in the crown (we are studying this problem)

# State-of-the-art simulators

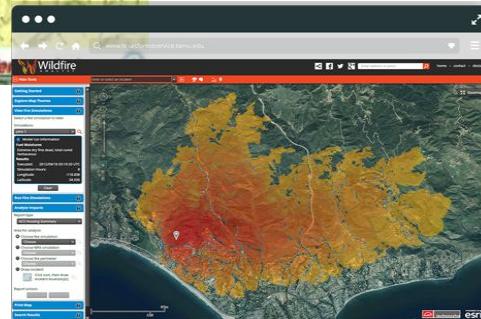
FARSITE



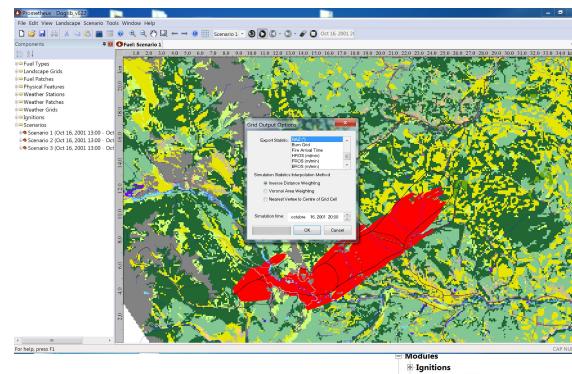
FlamMap



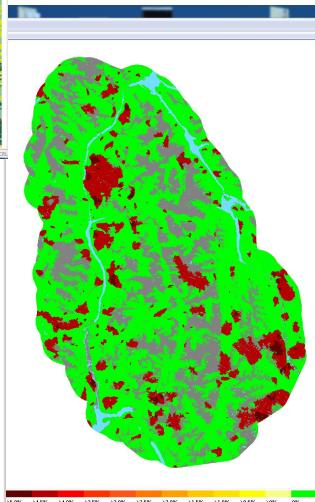
Wildfire Analyst



Prometheus



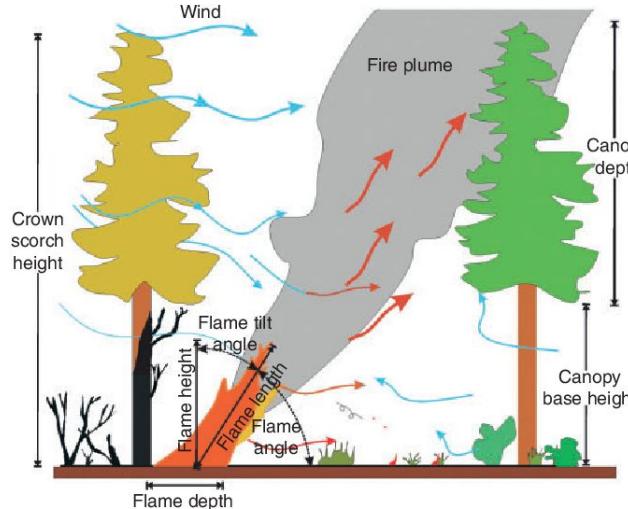
Burn-P3



# Crown Fire Models

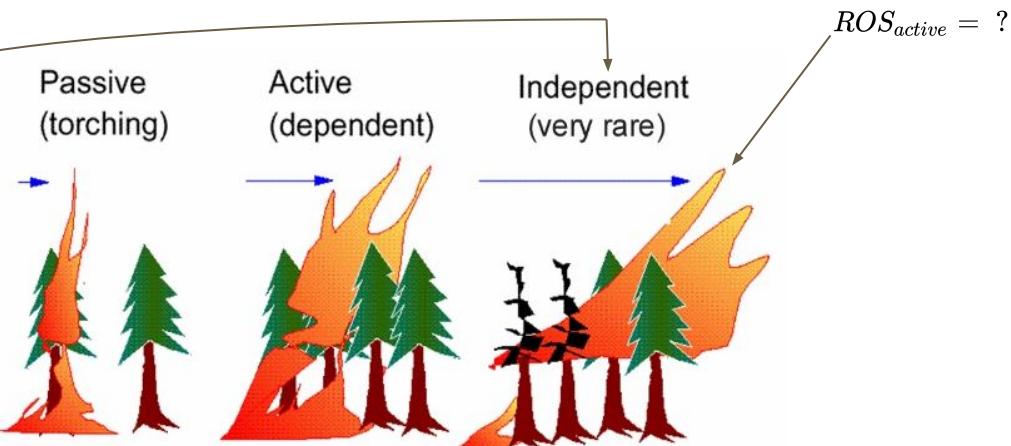
## Stages

1. Crown fire Initiation



2. Crown fire behavior

3. Spread of crown fire



# Scott and Burgan Fuels Models

Group	Code	Nombre descriptivo
Nearly pure grass and/or forb type	Gr1 Gr2  Gr3  Gr4  Gr5  Gr6  Gr7  Gr8  Gr9	<ul style="list-style-type: none"><li>• Short Grass, patchy, and possibly heavily grazed. Arid or semiarid climate, Spread rate moderate, flame lenght low</li><li>• Moderately coarse continuous grass, average depth about 1 foot. Arid o semiarid climate, Spread rate high, flame length moderate.</li><li>• Very coarse grass, average depth about 2 feet. Subhumid to humid climate, Spread rate high; flame length moderate.</li><li>• Moderately coarse continuous grass, average depth about 2 foot. Arid o semiarid climate, Spread rate high, flame length high.</li><li>• Dense, coarse grass, average depth about 1 to 2 feet. Subhumid to humid climate, Spread rate very high; flame length high.</li><li>• Dryland grass about 1 to 2 feet tall. Subhumid to humid climate, Spread rate very high; flame length very high.</li><li>• Moderately coarse continuous grass, average depth about 3 feet. Arid o semiarid climate, Spread rate very high, flame length very high.</li><li>• Heavy, coarse, continuous grass 3 to 5 feet tall. Subhumid to humid climate, Spread rate very high; flame length very high</li><li>• Very heavy, coarse, continuous grass 5 to 8 feet tall. Subhumid to humid climate, Spread rate extreme; flame length extreme.</li></ul>

Group	Code	Nombre descriptivo
Mixture of grass and shrub, up to about 50 percent shrub coverage (GrassShrub)	Gs1 Gs2 Gs3  Gs4	<ul style="list-style-type: none"> <li>• Shrubs are about 1 foot high, low grass load. Arid or semiarid climate, Spread rate moderate; flame length low.</li> <li>• Shrubs are 1 to 3 feet high, moderate grass load. Arid or semiarid climate, Spread rate high; flame length moderate.</li> <li>• Moderate grass/shrub load, average grass/shrub depth less than 2 feet. Subhumid to humid climate. Spread rate high; flame length moderate.</li> <li>• Heavy grass/shrub load, depth greater than 2 feet. Subhumid to humid climate, Spread rate high; flame length very high.</li> </ul>
Group	Code	Nombre descriptivo
Shrubs cover at least 50 percent of the site; grass sparse to nonexistent (Shrub)	Sh1  Sh2 Sh3  Sh4  Sh5 Sh6 Sh7  Sh8 Sh9	<ul style="list-style-type: none"> <li>• Low shrub fuel load, fuelbed depth about 1 foot; some grass may be present. Spread rate very low; flame length very low.</li> <li>• Moderate fuel load (higher than SH1), depth about 1 foot, no grass fuel present. Spread rate low; flame length low.</li> <li>• Moderate shrub load, possibly with pine overstory or herbaceous fuel, fuel bed depth 2 to 3 feet. Spread rate low; flame length low.</li> <li>• Low to moderate shrub and litter load, possibly with pine overstory, fuel bed depth about 3 feet. Spread rate high; flame length moderate.</li> <li>• Heavy shrub load, depth 4 to 6 feet. Spread rate very high; flame length very high.</li> <li>• Dense shrubs, little or no herb fuel, depth about 2 feet. Spread rate high; flame length high.</li> <li>• Very heavy shrub load, depth 4 to 6 feet. Spread rate lower than SH5, but flame length similar. Spread rate high; flame length very high.</li> <li>• Dense shrubs, little or no herb fuel, depth about 3 feet. Spread rates high; flame length high.</li> <li>• Dense, finely branched shrubs with significant fine dead fuel, about 4 to 6 feet tall; some herbaceous fuel may be present. Spread rate high, flame length very high.</li> </ul>

Group	Code	Nombre descriptivo
Grass or shrubs mixed with litter from forest canopy (Timber-Understory)	TU1 TU2 TU3 TU4 TU5	<ul style="list-style-type: none"> <li>• Fuelbed is low load of grass and/or shrub with litter. Spread rate low; flame length low.</li> <li>• Fuelbed is moderate litter load with shrub component. Spread rate moderate; flame length low.</li> <li>• Fuelbed is moderate litter load with grass and shrub components. Spread rate high; flame length moderate.</li> <li>• Fuelbed is short conifer trees with grass or moss understory. Spread rate moderate; flame length moderate.</li> <li>• Fuelbed is high load conifer litter with shrub understory. Spread rate moderate; flame length moderate.</li> </ul>

Group	Code	Nombre descriptivo
Dead and down woody fuel (litter) beneath a forest canopy (Timber Litter)	TL1 TL2 TL3 TL4 TL5 TL6 TL7 TL8 TL9	<ul style="list-style-type: none"> <li>• Light to moderate load, fuels 1 to 2 inches deep. Spread rate very low; flame length very low.</li> <li>• Low load, compact. Spread rate very low; flame length very low.</li> <li>• Moderate load conifer litter. Spread rate very low; flame length low.</li> <li>• Moderate load, includes small diameter downed logs. Spread rate low; flame length low</li> <li>• High load conifer litter; light slash or mortality fuel. Spread rate low; flame length low.</li> <li>• Moderate load, less compact. Spread rate moderate; flame length low.</li> <li>• Heavy load, includes larger diameter downed logs. Spread rate low; flame length low.</li> <li>• Moderate load and compactness may include small amount of herbaceous load. Spread rate moderate; flame length low.</li> <li>• Very high load broadleaf litter; heavy needle-drape in otherwise sparse shrub layer. Spread rate moderate; flame length moderate.</li> </ul>

Group	Code	Nombre descriptivo
Activity fuel (slash) or debris from wind damage (blowdown) (Slash-Blowdown)	SB1  SB2 (fuelbed is activity fuel)  SB2 (fuelbed is blowdown)  SB3 (fuelbed is activity fuel)  SB3 (fuelbed is blowdown)  SB4	<ul style="list-style-type: none"> <li>• Fine fuel load is 10 to 20 tons/acre, weighted toward fuels 1 to 3 inches diameter class, depth is less than 1 foot. Spread rate moderate; flame length low.</li> <li>• Fine fuel load is 7 to 12 tons/acre, evenly distributed across 0 to 0.25, 0.25 to 1, and 1 to 3 inch diameter classes, depth is about 1 foot. Spread rate moderate; flame length moderate.</li> <li>• Blowdown is scattered, with many trees still standing. Spread rate moderate; flame length moderate.</li> <li>• Fine fuel load is 7 to 12 tons/acre, weighted toward 0 to 0.25 inch diameter class, depth is more than 1 foot. Spread rate high; flame length high.</li> <li>• Blowdown is moderate, trees compacted to near the ground. Spread rate high; flame length high.</li> <li>• Blowdown is total, fuelbed not compacted, foliage still attached. Spread rate very high; flame length very high.</li> </ul>

Group	Code	Nombre descriptivo
Insufficient wildland fuel to carry wildland fire under any condition (Nonburnable)	NB1  NB2  NB3  NB8  NB9	<ul style="list-style-type: none"> <li>• Urban or suburban development; insufficient wildland fuel to carry wildland fire.</li> <li>• Snow/ice.</li> <li>• Agricultural field, maintained in nonburnable condition.</li> <li>• Open water.</li> <li>• Bare ground.</li> </ul>

# Byram's equation

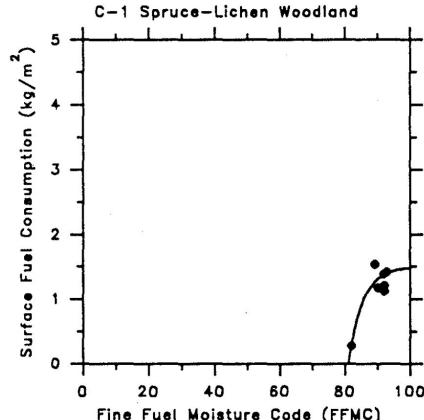
- The quantity of fuel consumed in a wildland fire varies widely, depending on the fuel or vegetation type ([Stocks and Kauffman, 1997](#)).
- Fuel consumption can vary over two orders of magnitude from 0.1 kg/m<sup>2</sup> (representing, for example, a gentle surface fire consuming the leaf litter in a hardwood stand in the spring or fall), to more than 10 kg/m<sup>2</sup> (associated with the high-intensity burning of a heavy blow-down fuel complex).

$$I_B = H \cdot w_a \cdot ROS$$

Diagram illustrating the components of Byram's equation:

- Fireline intensity [kW/m] (dashed arrow pointing to  $I_B$ )
- Net low heat of combustion [kJ/kg] (dashed arrow pointing to  $H$ )
- Amount of fuel consumed [kg/m<sup>2</sup>] (dashed arrow pointing to  $w_a$ )
- Rate of Spread [m/s] (dashed arrow pointing to  $ROS$ )
- Legend:
  - Surface
  - Surface + Crown

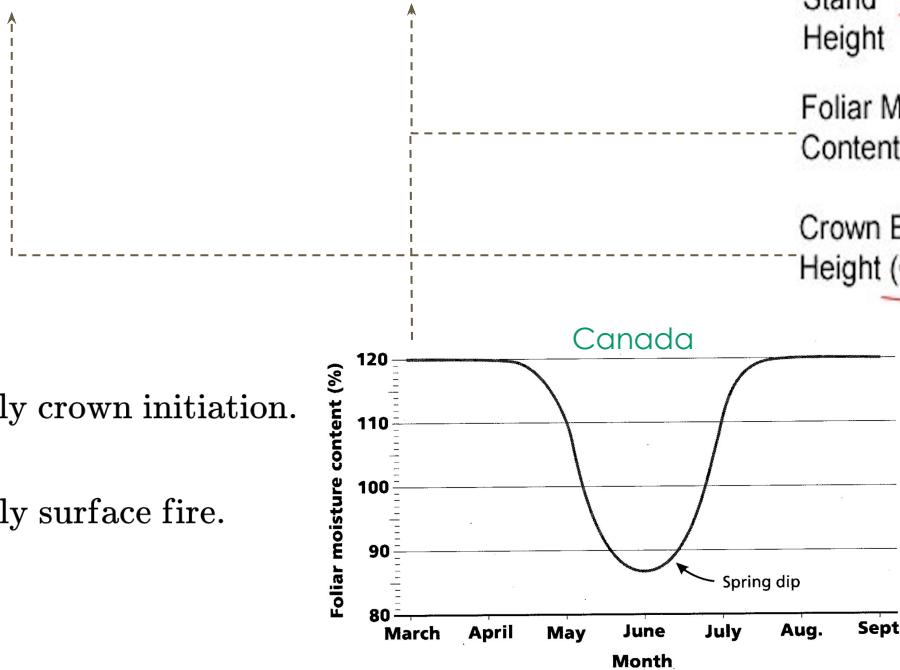
Example (FBP System):



# Crown fire initiation

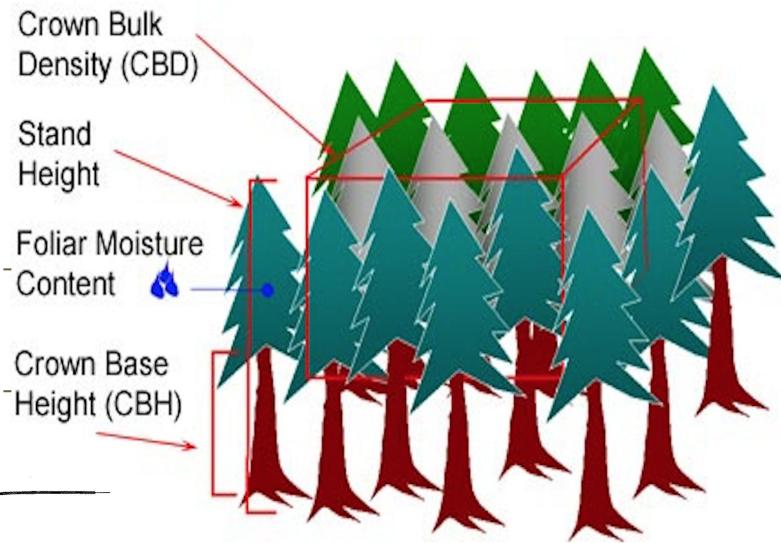
Critical surface fire intensity (CSI) (Van Wagner (1977)):

$$I_0 = 0.001 \cdot CBH^{1.5} \cdot (460.0 + 25.9 \cdot FMC)^{1.5}$$



If  $I_B > I_0$  imply crown initiation.

If  $I_B \leq I_0$  imply surface fire.



# Crown Fire Behavior Examples

Critical surface rate of spread (RSO)

$$RSO = \frac{I_0}{300 \cdot SFC}$$

## FBP System:

Crown fraction burned (CFB):

$$CFB = 1 - e^{0.23 \cdot (ROS - RSO)}$$

$CFB < 0.1$  surface fire

$0.1 \leq CFB \leq 0.9$  intermittent crown fire

$CFB > 0.9$  continuous crown fire

## Behave System

$I > I_0$       }  
 $ROS < RSO$       } passive crown fire

$I > I_0$       }  
 $ROS > RSO$       } active crown fire

# Spread of Crown Fire

Crown fraction burned (CFB):

$$CFB = 1 - e^{0.23 \cdot (ROS - RSO)}$$

Van Wagner (1989):

Foliar Moisture Effect (FME):

$$FME = 1000 \cdot \frac{(1.5 - 0.00275 \cdot FMC)^4}{460 + 25.9 \cdot FMC}$$

Crown fire spread rate (RSC):  
(Activo)

$$RSC = 77.1208 \cdot (1.0 - e^{-0.0497 \cdot ISI}) \cdot FME$$

Rothermel (1991):

Surface

$$ROS_{active} = 3.34 \cdot (ROS_{FM10})_{40\% \cdot WS}$$

Finney (1993):

$$ROS_{active} = ROS_{surface} + CFB \cdot (\max ROS_{active} - ROS_{surface})$$

↑  
1.7 times of Rothermel's ROS-active



Critical horizontal mass-flow rate of fuel into the flaming zone  $S$ :

$$S := ROS_{active} \cdot CBD > 0.05$$

# Moisture Content Scenarios

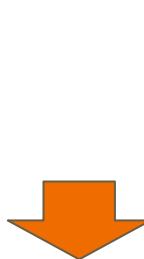
Scott & Burgan (2005) (S&P):

FMS Code	FMS Description	Fuel Moisture Content (%)						
		Herb	Shrub	Crown <sup>1</sup>	1 h	10 h	100 h	
$S_1$	D1L1	Very low dead FMC, fully cured herb	30	60	60	3	4	5
$S_2$	D2L2	Low dead FMC, 2/3 cured herb	60	90	60	6	7	8
$S_3$	D3L3	Moderate dead FMC, 1/3 cured herb	90	120	120	9	10	11
$S_4$	D4L4	High dead FMC, fully green herb	120	150	150	12	13	14

<sup>1</sup> The Scott and Burgan original FMSs do not include FMCs for Crown. These data were extracted from the description of the variables inside the FCCS software.

$HROS_{S_1}$   
 $HROS_{S_2}$   
 $HROS_{S_3}$   
 $HROS_{S_4}$

Foliar Moisture  
Content (FMC)



BehavePlus Fire Modeling System

# American Behave System

## Experiences in Spain (Catalonia), Fuel Moisture Scenarios

BehavePlus 6.0.0 (Build 626 Beta 3)

D1L1

### Input Worksheet

#### Inputs: SURFACE

Input Variables	Units	Input Value(s)
-----------------	-------	----------------

#### Fuel/Vegetation, Surface/Understory

Fuel Model	10, 101, 102, 103, 104, 105, 106, 107, 108, 121, 122, 123, 124, 142, 143, 144, 145, 146, 147, 148, 149, 161, 162, 163, 164, 165, 181, 182, 183, 185, 186, 188, 189
------------	--

#### Fuel Moisture

1-h Fuel Moisture	% 3
10-h Fuel Moisture	% 4
100-h Fuel Moisture	% 5
Live Herbaceous Fuel Moisture	% 30
Live Woody Fuel Moisture	% 60

#### Weather

Midflame Wind Speed (upslope)	km/h 0,1, 5, 10,15, 20,25, 30,35, 40,45, 50,55, 60
-------------------------------	--

#### Terrain

Slope Steepness	% 0
-----------------	-----

#### Fire

Surface Fire Spread Direction (from upslope)	deg 0
--	-------

#### Notes

BehavePlus 6.0.0 (Build 626 Beta 3)

D2L2

### Input Worksheet

#### Inputs: SURFACE

Input Variables	Units	Input Value(s)
-----------------	-------	----------------

#### Fuel/Vegetation, Surface/Understory

Fuel Model	10, 101, 102, 103, 104, 105, 106, 107, 108, 121, 122, 123, 124, 142, 143, 144, 145, 146, 147, 148, 149, 161, 162, 163, 164, 165, 181, 182, 183, 185, 186, 188, 189
------------	--

#### Fuel Moisture

1-h Fuel Moisture	% 6
10-h Fuel Moisture	% 7
100-h Fuel Moisture	% 8
Live Herbaceous Fuel Moisture	% 60
Live Woody Fuel Moisture	% 90

#### Weather

Midflame Wind Speed (upslope)	km/h 0,1, 5, 10,15, 20,25, 30,35, 40,45, 50,55, 60
-------------------------------	--

#### Terrain

Slope Steepness	% 0
-----------------	-----

#### Fire

Surface Fire Spread Direction (from upslope)	deg 0
--	-------

# American Behave System

## Experiences in Spain (Catalonia), Fuel Moisture Scenarios

BehavePlus 6.0.0 (Build 626 Beta 3)

D3L3      int  
1:23

### Input Worksheet

**Inputs: SURFACE**

Input Variables	Units	Input Value(s)
Fuel/Vegetation, Surface/Understory		
Fuel Model		10, 101, 102, 103, 104, 105, 106, 107, 108, 121, 122, 123, 124, 142, 143, 144, 145, 146, 147, 148, 149, 161, 162, 163, 164, 165, 181, 182, 183, 185, 186, 188, 189

**Fuel Moisture**

1-h Fuel Moisture	%	9
10-h Fuel Moisture	%	10
100-h Fuel Moisture	%	11
Live Herbaceous Fuel Moisture	%	90
Live Woody Fuel Moisture	%	120

**Weather**

Midflame Wind Speed (upslope)	km/h	0,1,5,10,15,20,25,30,35,40,45,50,55,60
-------------------------------	------	--

**Terrain**

Slope Steepness	%	0
-----------------	---	---

**Fire**

Surface Fire Spread Direction (from upslope)	deg	0
--	-----	---

BehavePlus 6.0.0 (Build 626 Beta 3)

D4L4      nt  
.00

### Input Worksheet

**Inputs: SURFACE**

Input Variables	Units	Input Value(s)
Fuel/Vegetation, Surface/Understory		
Fuel Model		10, 101, 102, 103, 104, 105, 106, 107, 108, 121, 122, 123, 124, 142, 143, 144, 145, 146, 147, 148, 149, 161, 162, 163, 164, 165, 181, 182, 183, 185, 186, 188, 189

**Fuel Moisture**

1-h Fuel Moisture	%	12
10-h Fuel Moisture	%	13
100-h Fuel Moisture	%	14
Live Herbaceous Fuel Moisture	%	120
Live Woody Fuel Moisture	%	150

**Weather**

Midflame Wind Speed (upslope)	km/h	0,1,5,10,15,20,25,30,35,40,45,50,55,60
-------------------------------	------	--

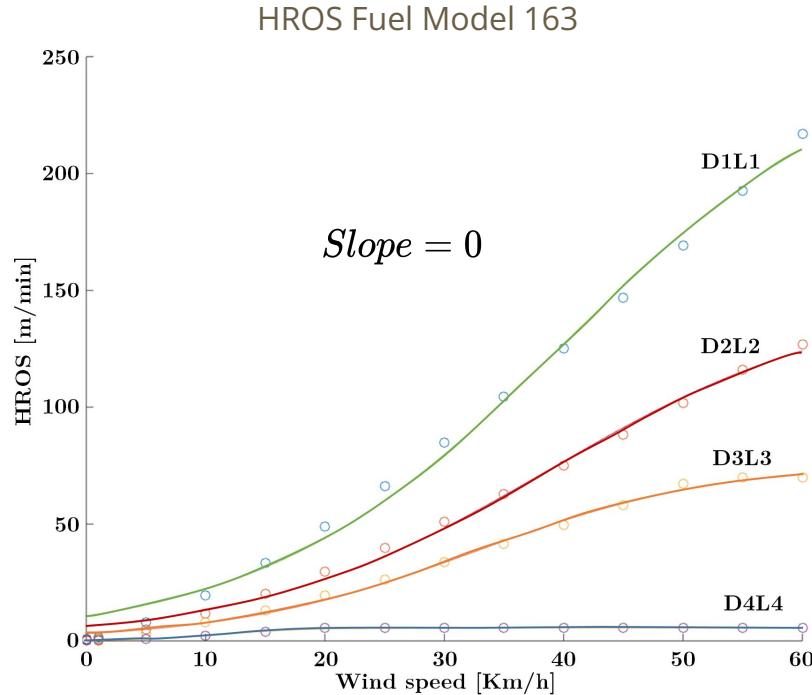
**Terrain**

Slope Steepness	%	0
-----------------	---	---

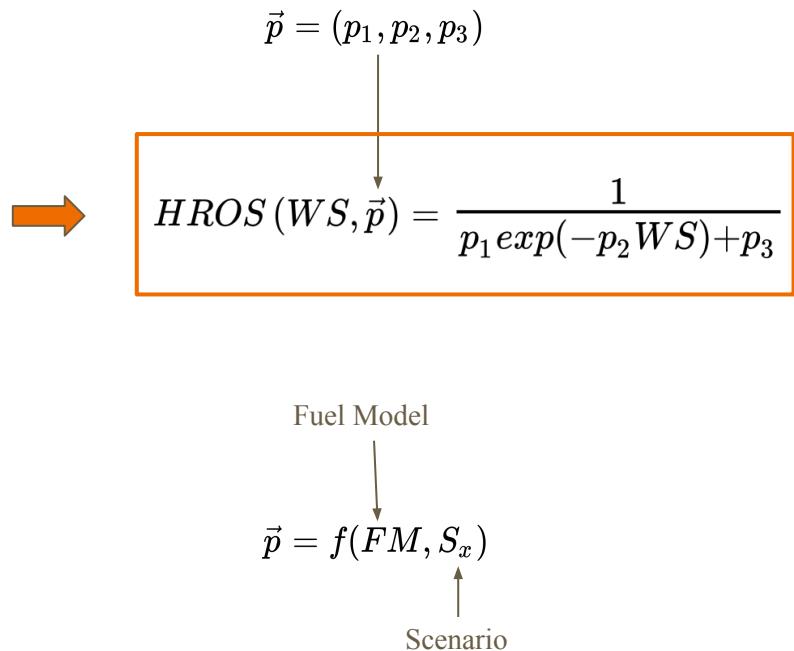
**Fire**

Surface Fire Spread Direction (from upslope)	deg	0
--	-----	---

# Moisture Content Scenarios



Fuel Moisture Scenarios



# Moisture Content Scenarios (Cell2Fire+S&P)

Cell2Fire+S&P

```
void initialize_coeff(int scenario)
{
    if (scenario == 1){
        // Populate them
        // FM101
        int F101 = 101;
        std::vector<float> p_101;
        p_101.push_back(2.575);
        p_101.push_back(0.6665);
        p_101.push_back(0.1096);
```

Cell2Fire+S&P

```
if (scenario == 3){
    // Populate them
    // FM 101
    int F101 = 101;
    std::vector<float> p_101;
    p_101.push_back(10.54);
    p_101.push_back(0.9248);
    p_101.push_back(0.6665);
```

$S_1$

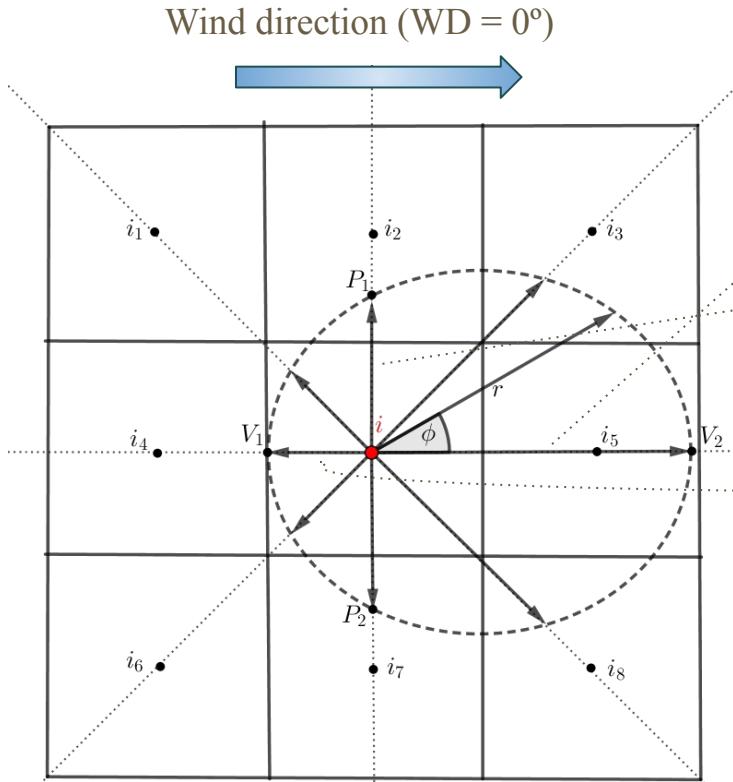
Fuel model	$p_1$	$p_2$	$p_3$	R-square
10	0.2802	0.07786	0.01123	0.99
101	2.575	0.6665	0.1096	0.99
102	0.4218	0.2915	0.01212	0.99
103	0.1638	0.2095	0.007809	0.99
104	0.07138	0.1417	0.002243	0.99
105	0.03548	0.07829	0.001524	0.99
106	0.02469	0.08049	0.0008245	0.99
107	0.02329	0.09086	0.0009262	0.99
108	0.02111	0.07793	0.001174	0.99
121	0.613	0.2139	0.0187	0.99
122	0.195	0.1243	0.006478	0.99
123	0.06515	0.07833	0.002831	0.99
124	0.07867	0.07788	0.003431	0.99
142	0.3505	0.07768	0.01498	0.99
143	1.748	0.1589	0.08249	0.99

$S_3$

Fuel model	$p_1$	$p_2$	$p_3$	R-square
10	0.5731	0.07802	0.02293	0.99
101	10.54	0.9248	0.6665	0.99
102	9.046	0.6935	0.6243	0.99
103	1.101	0.2945	0.05263	0.99
104	2.828	0.4191	0.1083	0.9982
105	0.2066	0.09646	0.008649	0.99
106	0.1252	0.07909	0.004167	0.99
107	0.2693	0.1079	0.009412	0.99
108	0.09611	0.07795	0.005342	0.99
121	25.52	0.7635	1.428	0.99
122	8.922	0.4899	0.3328	0.99
123	5.884	0.3888	0.2259	0.99
124	0.6756	0.07785	0.02949	0.99
142	10.39	0.2182	0.3807	0.99
143	5.59	0.2107	0.254	0.99

```
jaimecarrasco2@iMac-de-Jaime Cell2FireC % ls
Cell2Fire.cpp          Forest.h
Cell2Fire.h           FuelModelSpain.cpp
CellsFBP.cpp          FuelModelSpain.h
CellsFBP.h            Icon?
DataGeneratorC.py     Lightning.cpp
Ellipse.cpp           Lightning.h
Ellipse.h             Makefile
Forest.cpp            ReadArgs.cpp
```

# Elliptical Propagation



▶ Head ROS (HROS): ROS in the wind direction.

$$HROS = ROS(0^\circ)$$

▶ Flank ROS (FROS): 90° ROS w.r.t. wind direction.

$$FROS = ROS(90^\circ)$$

▶ Back ROS (BROS): 180° ROS w.r.t. wind direction.

$$BROS = ROS(180^\circ)$$

$$r(\phi) = ROS(\phi)$$

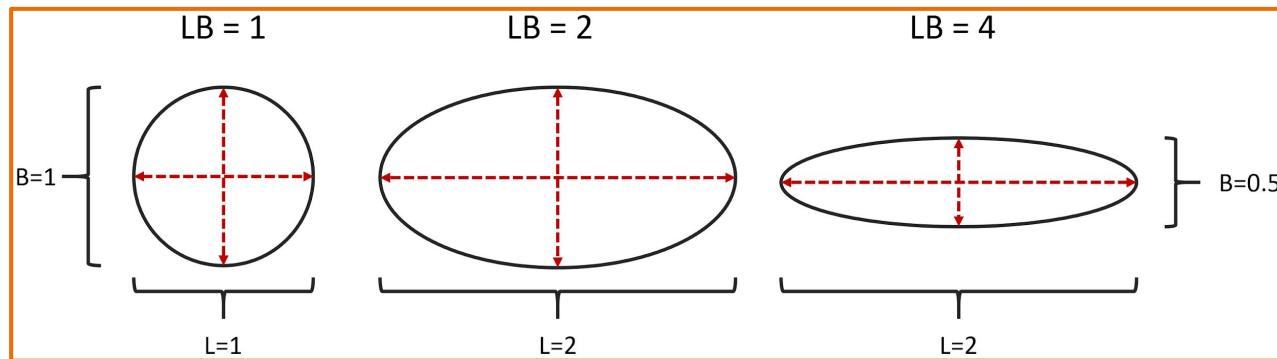
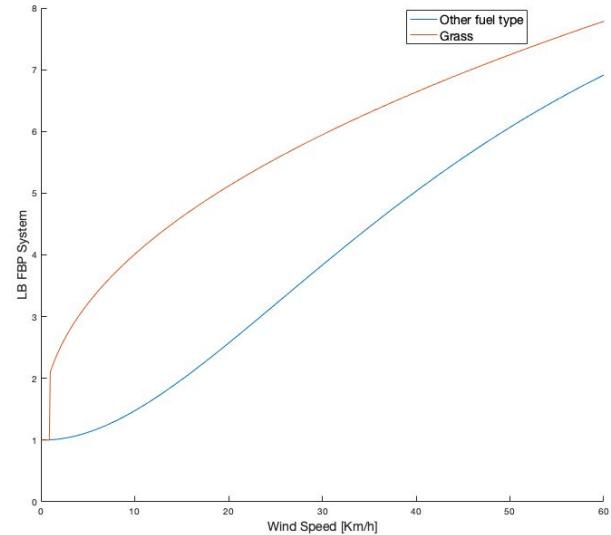
# Elliptical Propagation

- Length-to-breadth (LB) ratio represents the ellipse deformation as a function of wind speed (WS) and depends of fuel type.
- In FBP System, for almost forest fuels, except for those of grass fuel types denoted by O-1a and O-1b, it is used the eq.:

$$LB(WS) = 1 + 8.729[1 - \exp(-0.03WS)]^{2.155}$$

- For grass fuel types O-1a and O-1b, it is used the eq.:

$$LB(WS) = \begin{cases} 1.1 + WS^{0.464}, & WS \geq 1.0, \\ 1.0, & WS < 1.0. \end{cases}$$



# Elliptical Propagation

Step 2

$$BROS(WS) = HROS(WS)/HB(WS)$$



Step 1

$$HB(WS) = \frac{LB(WS) + (LB(WS)^2 - 1)^{0.5}}{LB(WS) - (LB(WS)^2 - 1)^{0.5}}$$

$$FRoS(WS) = \frac{HROS(WS) + BROS(WS)}{2LB}$$

Step 3

# Elliptical Propagation

Cell2Fire calculates the ROS towards the 8 directions where the neighboring cells are located. We denote by  $ROS_{ij}$  the fire that travels from cell  $i$  to cell  $j$  and let  $Adj(i)$  the set of adjacent cells to  $i$ . Each adjacent cell to  $i$  corresponds to an angle  $\phi \in \{0^\circ, \dots, 315^\circ\}$  by a step of  $45^\circ$ .

$$a(WS, t) = \frac{HROS(WS) + BROS(WS)}{2} \cdot t$$

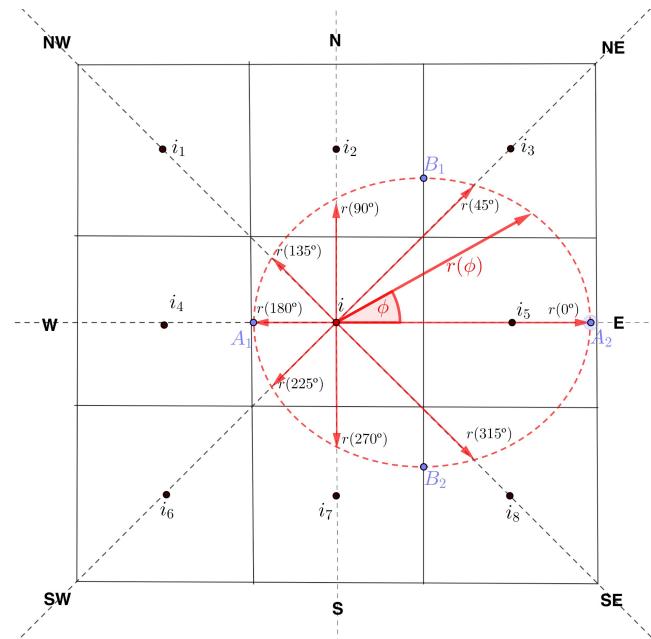
$$c(WS, t) = \frac{HROS(WS) - BROS(WS)}{2} \cdot t$$

$$b(WS, t) = FROS(WS) \cdot t$$

$$e(WS, t) = c(WS, t)/a(WS, t)$$



$$r(\phi) = \frac{a(1-e^2)}{(1-e \cdot \cos \phi)}$$



$$ROS_{i,i_5} = r(0^\circ),$$

$$ROS_{i,i_3} = r(45^\circ),$$

$$ROS_{i,i_2} = r(90^\circ),$$

$$ROS_{i,i_1} = r(135^\circ),$$

$$ROS_{i,i_4} = r(180^\circ),$$

$$ROS_{i,i_6} = r(225^\circ),$$

$$ROS_{i,i_7} = r(270^\circ),$$

$$ROS_{i,i_8} = r(315^\circ)$$

# Elliptical Propagation

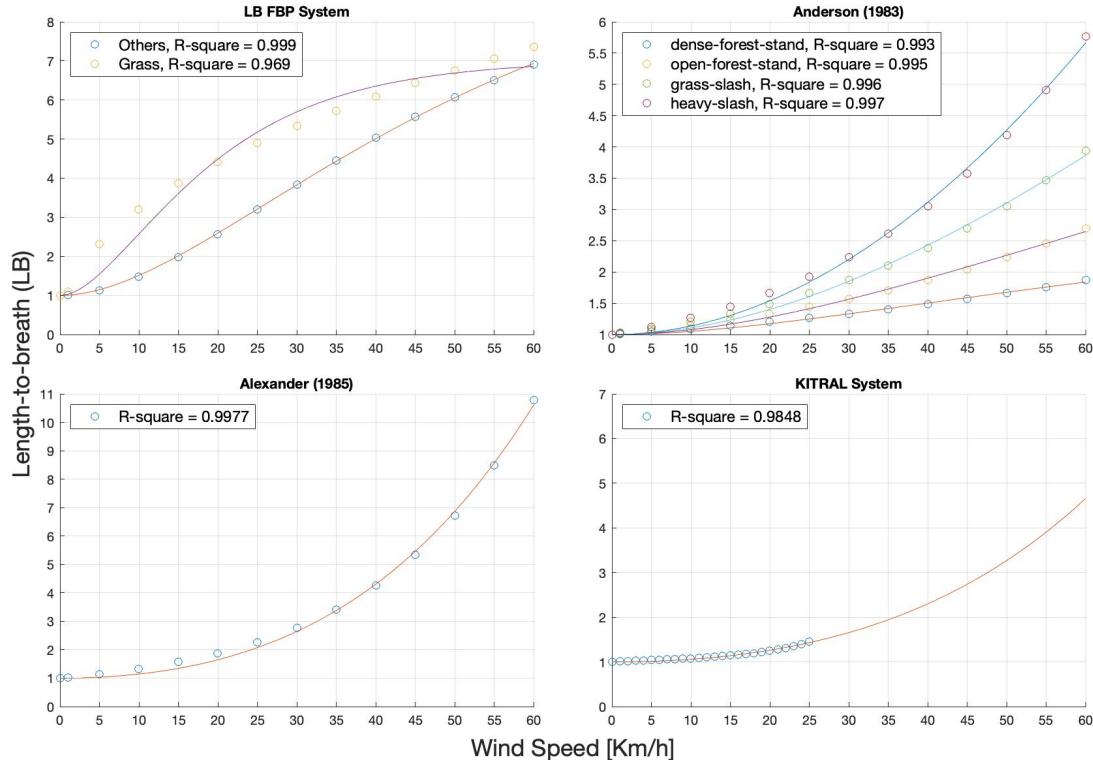
$$LB\left(WS, \overrightarrow{lb}\right) = 1.0 + [l_1(1 - \exp(-l_2 \cdot WS))]^2$$



Cell2Fire+KITRAL

```
/* ----- Length-to-Breadth -----*/
float l_to_b(float ws, fuel_coefs *ptr)
{
    float l1, l2, lb ;
    l1 = 2.233 ; // ptr->l1 ;
    l2 = -0.01031; // ptr->l2 ;
    lb = 1.0 + pow(l1 * exp(-l2 * ws) - l1, 2.0) ;
    return lb;
}
```

System \ Param.	$l_1$	$l_2$	$R^2$
FBP System (Others)	3.053	0.02667	0.999
FBP System (Grass)	2.454	0.07154	0.969
Anderson (1983) - dense forest stand	1.411	0.01745	0.993
Anderson (1983) - open forest stand	2.587	0.01142	0.995
Anderson (1983) - grass/slash	5.578	0.006023	0.996
Anderson (1983) - heavy slash	37.49	0.0009885	0.997
Alexander (1985)	3.063	-0.01165	0.997
KITRAL System	2.233	-0.01031	0.984



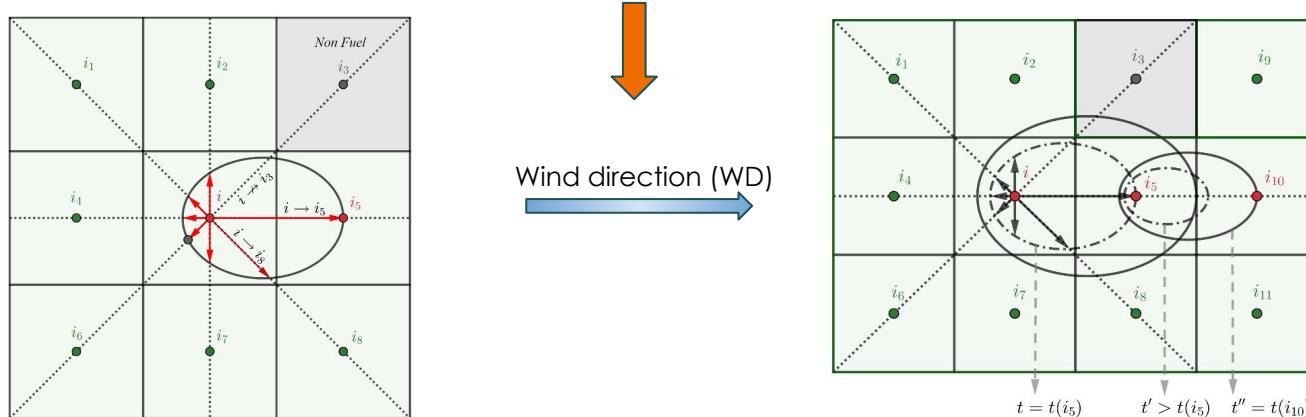
# Cell2Fire+S&B

## “Cellular Huygens Principle”

Instance	datetime	WS	WD	FireScenario
Jaime	16-10-01 13:00	10	0	2
Jaime	16-10-01 14:00	25	12	2
Jaime	16-10-01 15:00	16	16	2
Jaime	16-10-01 16:00	31	90	2

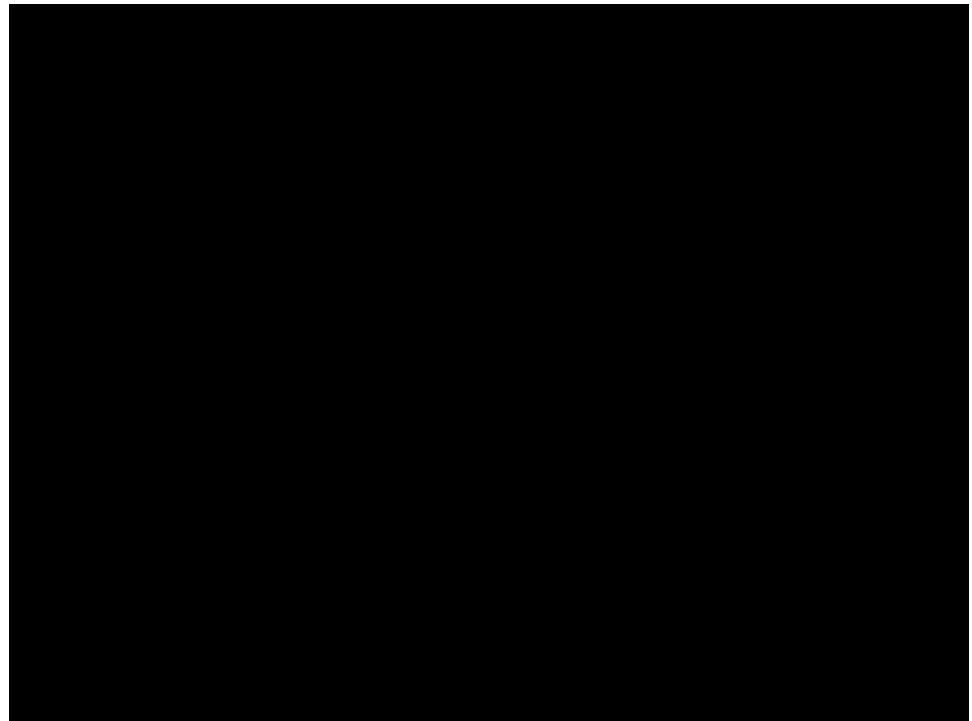
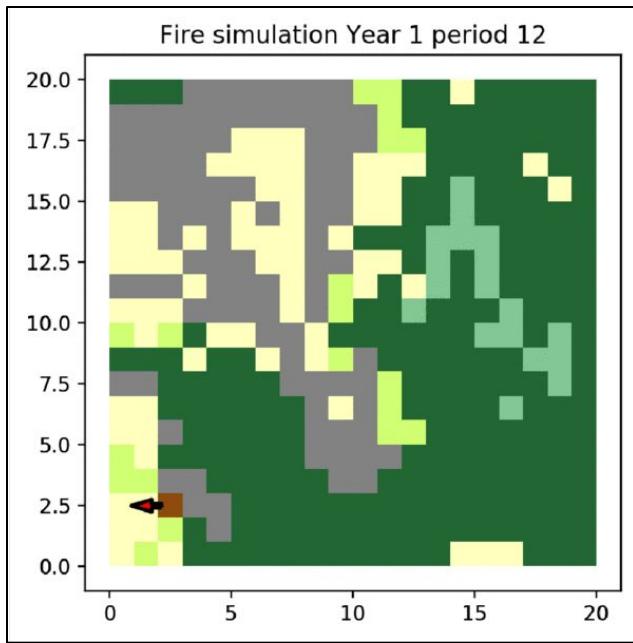
Extract of an hourly weather stream file.

- ❑ Average precipitation (APCP), temperature (TMP), relative humidity (RH), wind speed (WS) and wind direction (WD).



# Cell2Fire

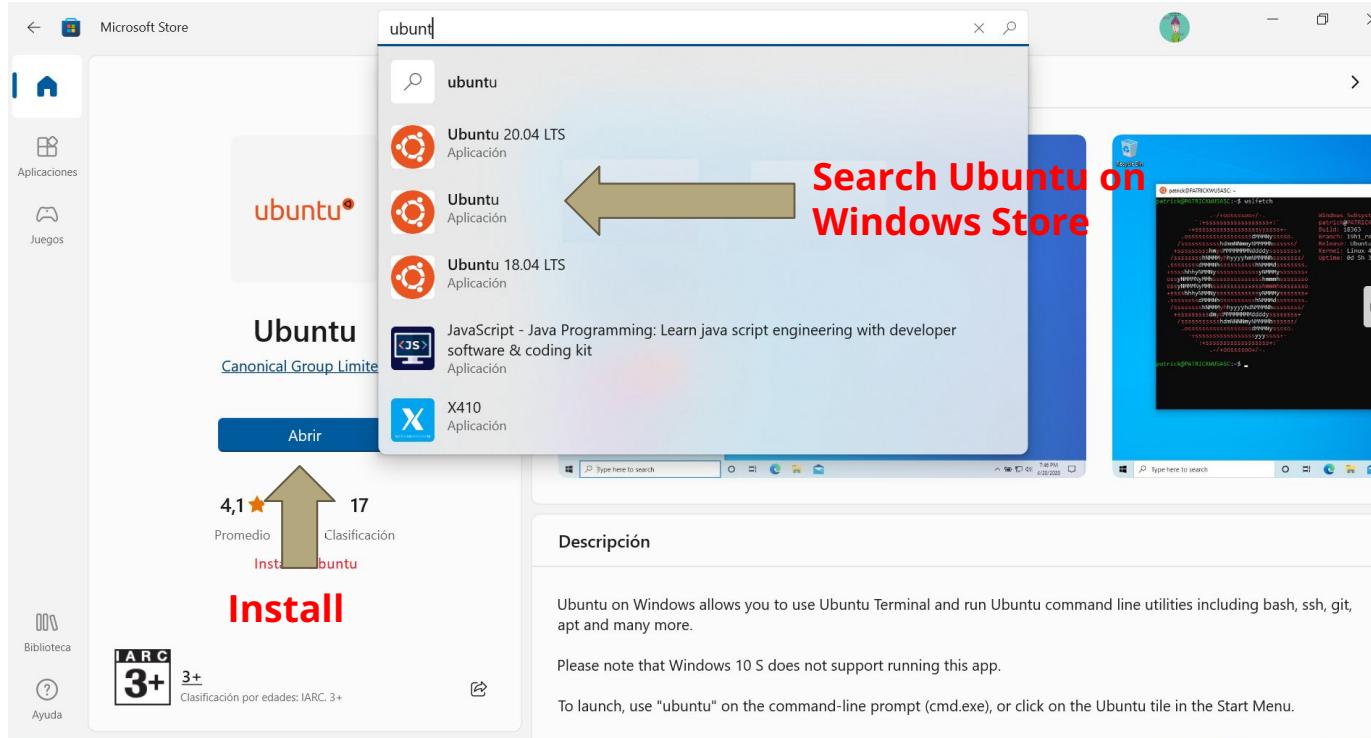
## Cell2Fire: Cell Fire Growth minute to minute



# Installation and use of Ubuntu on Windows

## Step 1

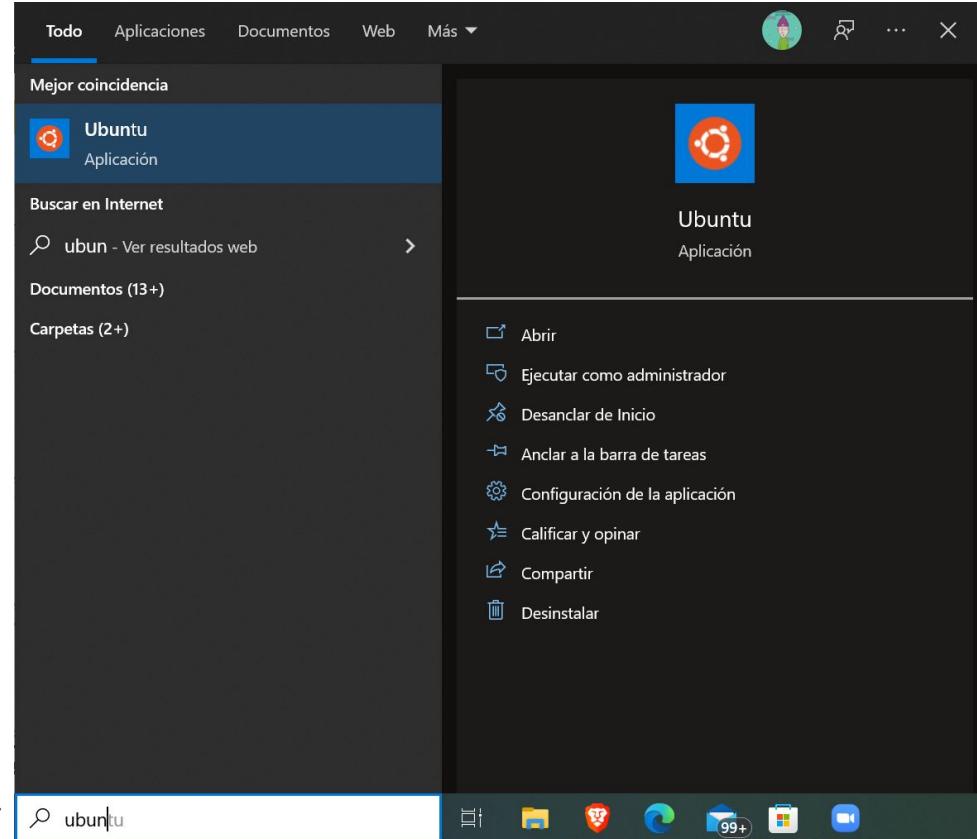
### ❑ Installation of Ubuntu terminal through Windows Store



# Installation and use of Ubuntu on Windows

## Step 2

- ❑ Open the terminal



Search Ubuntu  
on Windows  
navigator



# Installation and use of Ubuntu on Windows

## Step 3

### ❑ Navigation to Cell2Fire

Ubuntu has a default source folder that is difficult to find

 davidpalacios@LAPTOP-P59MBE95: /mnt/c

```
davidpalacios@LAPTOP-P59MBE95:~$ cd ../../mnt/c  
davidpalacios@LAPTOP-P59MBE95:/mnt/c$
```



Assuming that Cell2Fire is on the folder C: (that is, directly on the C disk), the navigation until there is according to the shown in the image

# Installation and use of Ubuntu on Windows

## Step 4

### ❑ Access to Cell2Fire

```
davidpalacios@LAPTOP-P59MBE95:/mnt/c/Users/david/Desktop/Cell2Fire$ cd Cell2Fire_Spain  
davidpalacios@LAPTOP-P59MBE95:/mnt/c/Users/david/Desktop/Cell2Fire/Cell2Fire_Spain$ ls  
Cell2Fire  Cell2FireC  Cell2FireC.py  __pycache__  data  main.py  main_heuristic.py  
davidpalacios@LAPTOP-P59MBE95:/mnt/c/Users/david/Desktop/Cell2Fire/Cell2Fire_Spain$
```

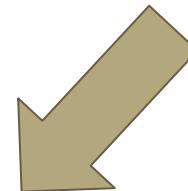


Being in the Cell2Fire folder it is  
already possible to run the  
simulator

# Installation and use of Ubuntu on Windows

## Step 5

Just execute the line of code with the desired conditions



### Cell2Fire execution

```
davidpalacios@LAPTOP-P59MBE95:/mnt/c/Users/david/Desktop/Cell2Fire/Cell2Fire_Spain$ python3 main.py --input-instance-folder data/Hom_Fuel_101_40x40/ --output-folder results
/test --ignitions --sim-years 1 --nsims 5 --finalGrid --weather random --nweathers 1 --Fire-Period-Length 1.0 --output-messages --ROS-CV 0.0 --seed 123 --stats --allPlots -
-IgnitionRad 5 --grids --combine
End of Cell2FireC execution...
----- Generating Statistics -----
Hourly stats...
General stats...
Reading data...
Dummy if needed...
Generating global fire spread evolution...
100%|██████████| 3/3 [00:06<00:00,  2.03s/it]
Generating individual Fire Spread plots...
100%|██████████| 5/5 [00:05<00:00,  1.18s/it]
Generating initial forest plot...
Generating fire evolution plots...
100%|██████████| 5/5 [00:06<00:00,  1.34s/it]
Combining Fires with background (initial forest)...
100%|██████████| 5/5 [00:07<00:00,  1.58s/it]
Generating detailed individual propagation trees...
100%|██████████| 5/5 [00:14<00:00,  2.90s/it]
davidpalacios@LAPTOP-P59MBE95:/mnt/c/Users/david/Desktop/Cell2Fire/Cell2Fire_Spain$
```

# Installation and use of Ubuntu on Windows

## Step 6

### ❑ Results folder

OS (C:) > Usuarios > david > Escritorio > Cell2Fire > Cell2Fire_Spanish			
Nombre	Fecha de modificación	Tipo	Tamaño
__pycache__	20-01-2022 14:23	Carpeta de archivos	
Cell2Fire	20-01-2022 14:23	Carpeta de archivos	
Cell2FireC	20-01-2022 14:23	Carpeta de archivos	
data	20-01-2022 14:23	Carpeta de archivos	
results	20-01-2022 14:29	Carpeta de archivos	
.DS_Store	21-12-2021 15:47	Archivo DS_STORE	11 KB
Cell2FireC	21-04-2020 0:59	Python File	30 KB
main	12-05-2019 17:21	Python File	1 KB
main_heuristic	02-05-2019 19:55	Python File	1 KB

The results are generated in the folder indicated as destination folder



# Installation and use of Ubuntu on Windows

## Step 7

### Available results

OS (C:) > Usuarios > david > Escritorio > Cell2Fire > Cell2Fire\_Spain > results >

Nombre	Fecha de modificación	Tipo	Tamaño
test	20-01-2022 14:30	Carpeta de archivos	



OS (C:) > Usuarios > david > Escritorio > Cell2Fire > Cell2Fire\_Spain > results > test >

Nombre	Fecha de modificación	Tipo	Tamaño
Grids	20-01-2022 14:30	Carpeta de archivos	
Messages	20-01-2022 14:30	Carpeta de archivos	
Plots	20-01-2022 14:30	Carpeta de archivos	
Stats	20-01-2022 14:30	Carpeta de archivos	
InitialForest	20-01-2022 14:30	Archivo PNG	11 KB
LogFile	20-01-2022 14:30	Documento de texto	3 KB