

Machine Learning Analysis of Factors Influencing Wildfire Distribution

Geoinformatics Project

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Introduction – Study Area



Study Area: The Seven Continents

- Africa:** Frequent wildfires in **savannas** and forests due to climate, vegetation, and human activities.
- Asia:** Diverse ecosystems with wildfires influenced by land use, deforestation, and agriculture.
- Europe:** Mainly in the **Mediterranean**, driven by hot, dry summers and human activities.
- North America:** Severe wildfires in the western regions due to climate change, forest management, and population growth.
- Australia:** Prone to **bushfires** due to hot, dry conditions and flammable vegetation.
- South America:** Significant fires in the **Amazon**, driven by deforestation and agricultural expansion.
- Antarctica:** Rare wildfires, but climate change is causing potential future risks.

Objectives



Study Area: The Seven Continents

- Africa: Frequent wildfires in savannas and forests due to climate, vegetation, and human activities.
- Antarctica: Rare wildfires, but climate change is causing

Objective 1: Determine environmental and human-related factors that significantly influence wildfire distribution.

Objective 2: Create models to predict wildfire risks based on identified factors

Objective 3: Identify the factors with the greatest effect on wildfire occurrences.

- Uses comprehensive data to understand multifaceted factors influencing wildfires

Methodology - Data Collection



Study Area: The Seven Continents

- Africa: Frequent wildfires in savannas and forests due to climate, vegetation, and human activities.
- Antarctica: Rare wildfires, but climate change is causing

After searching and gathering data from a variety of reliable and relevant sources¹.

We got :

Environmental Factors

- Climate data (precipitation, relative humidity, solar radiation).
- Vegetation indices (NDVI, NDMI).
- Topographic data (slope, aspect, elevation).
- Soil moisture and evapotranspiration rates.

| Environmental Factor | Description |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Precipitation | The amount of rainfall or snowfall, measured in millimeters . |
| Relative Humidity | The amount of moisture in the air compared to what the air can hold at that temperature, expressed as a percentage . |
| Solar Radiation | The amount of solar energy received by a specific area, measured in watts per square meter . |
| NDMI | Normalized Difference Moisture Index, used to determine vegetation water content. $((\text{Band 5} - \text{Band 6}) / (\text{Band 5} + \text{Band 6}))$ |
| NDVI | Normalized Difference Vegetation Index, used to assess whether the target being observed contains live green vegetation. $(\text{Band 5} - \text{Band 4}) / (\text{Band 5} + \text{Band 4})$ |
| Slope | The steepness or incline of the land, usually expressed as a percentage . |
| Aspect | The compass direction that a slope faces, usually measured in degrees from north. (Categorical) |
| Elevation | The height of the land above sea level, measured in meters . |
| Soil Moisture | Soil moisture content, indicating the amount of water contained in the soil. |
| evapotranspiration | The sum of evaporation and plant transpiration from the Earth's land and ocean surface to the atmosphere. |
| Land Cover | The physical material at the surface of the earth, such as vegetation, urban infrastructure, water, etc. (categorical) |

Imported and processed each image collection that has these factors Using Google Earth Engine

| Factor | Image Collection | Preprocessed ? |
|--------------------------------|-----------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| Precipitation, Solar Radiation | "IDAHO_EPSCOR/TERRACLIMATE" | <ul style="list-style-type: none">• Filtering to a time-range of 13 years (2010-2023).• Aggregation using median values. |
| Land Cover | MCD12Q1.061 Land Cover Type Global 500m | |
| Solar Radiation | "IDAHO_EPS" | |
| NDMI , NDVI | "LANDSAT/L" | |
| Slope , Aspect | NASA SRTM | |

After searching and gathering data from a variety of reliable and relevant sources².

We got :

Human-Related Factors and :

- Human Impact Index.
- Population density.

other Factors:

- Fuel Load
- Fuel Moisture Content
- Lightning Frequency

Imported and processed each image collection that has these

| Factor | Description |
|-----------------------|--------------------------------------------------------------------------------------------------------------------|
| Human Impact Index | A measure of human impact on the environment, averaged over a specific area. (Numerical) |
| Population Density | The number of people living per unit of area, usually measured in people per square kilometer. (people/km2) |
| Fuel Load | Global Aboveground and Belowground Biomass Carbon Density measured in tons per hectare. |
| Fuel Moisture Content | The amount of moisture in the fuel, expressed as a percentage. |
| Lightning Frequency | The frequency of lightning strikes in a given area, measured in strikes per year. |

Slope , Aspect

NASA SRTM Digital Elevation 30m

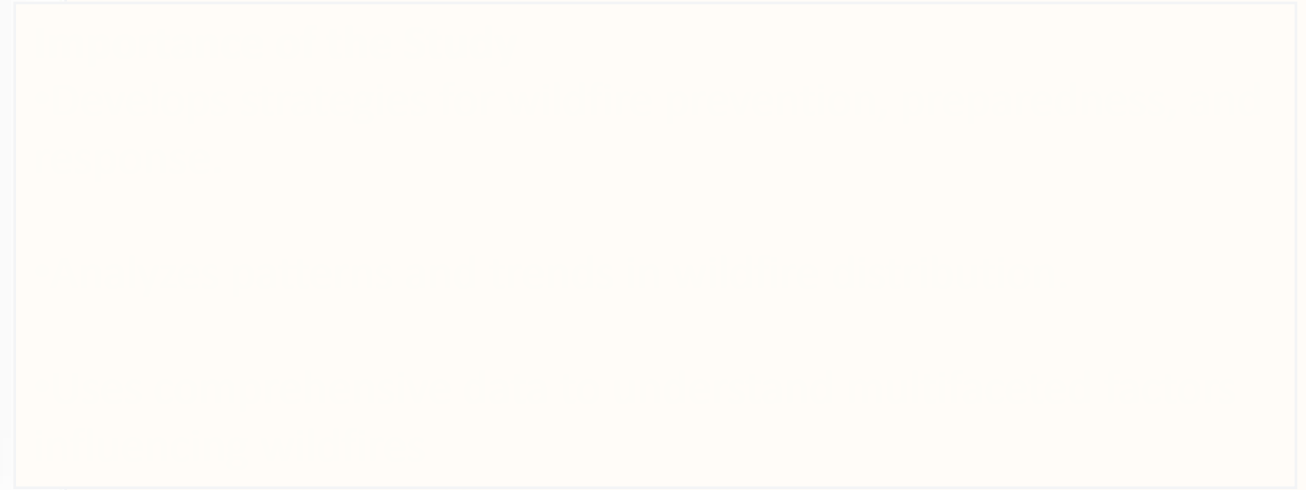
• .median() function is applied to the processed image collection of Landsat

• No Preprocessing
(Data and are static over short periods, no aggregation was applied.)

Methodology - Data Preprocessing

The Study Area is really big, so we need to take some steps to make it easier for Google Earth Engine to process and get the results we need, so:

*** If we don't follow these steps, we will run into runtime errors because Google Earth Engine has limited resources.**

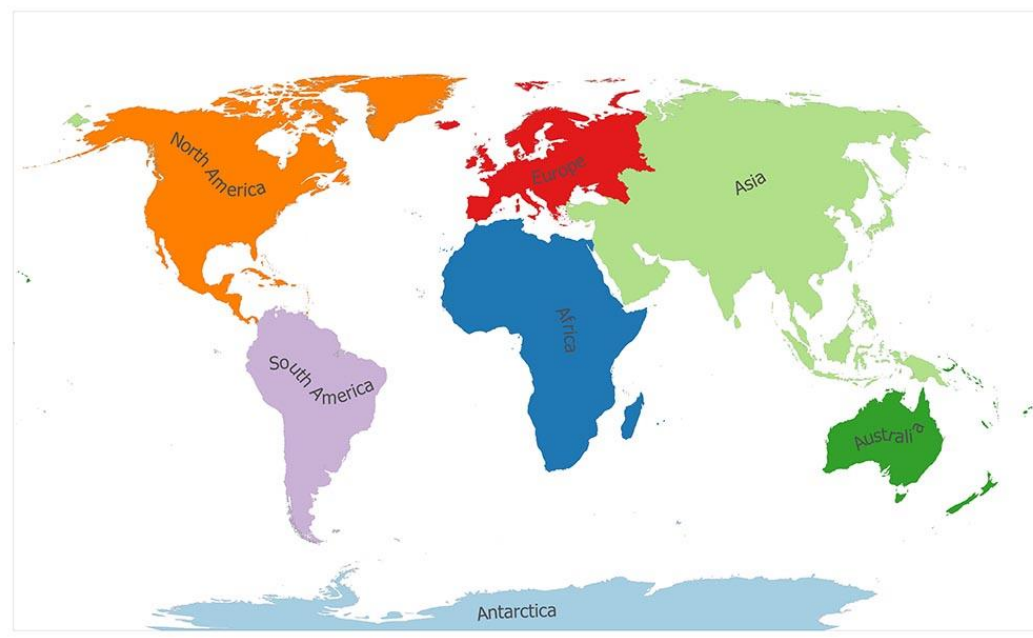


Methodology - Data Preprocessing

The Study Area is really big, so we need to take some steps to make it easier for Google Earth Engine to process and get the results we need, so:

1- Clip the study area **by continent**, assigning each continent its own shapefile to process individually and exclude the oceans. **This approach reduces computational strain and speeds up processing.**

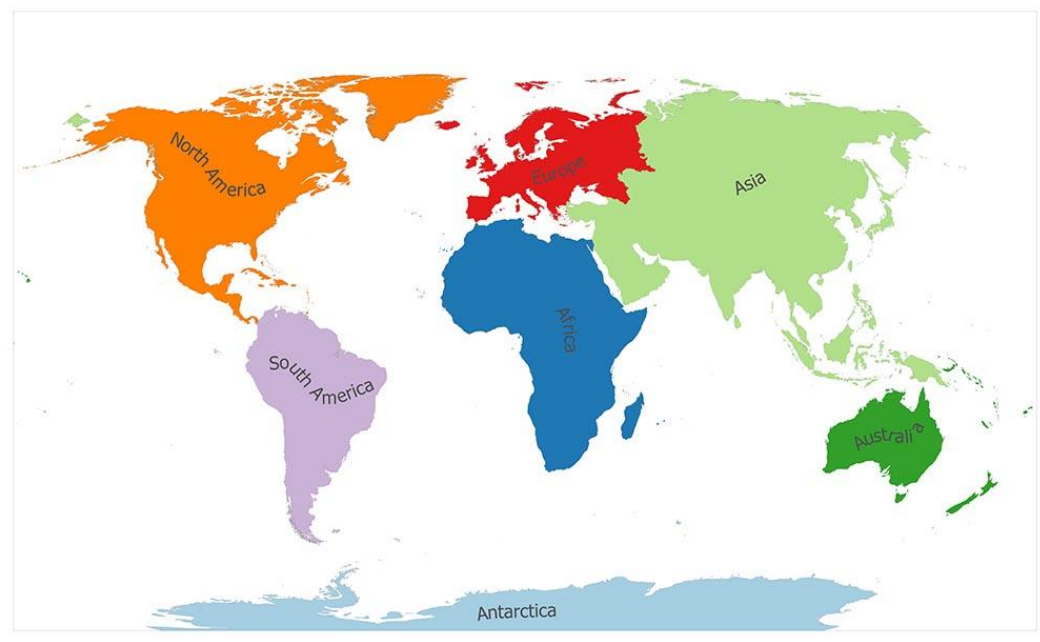
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Methodology - Data Preprocessing

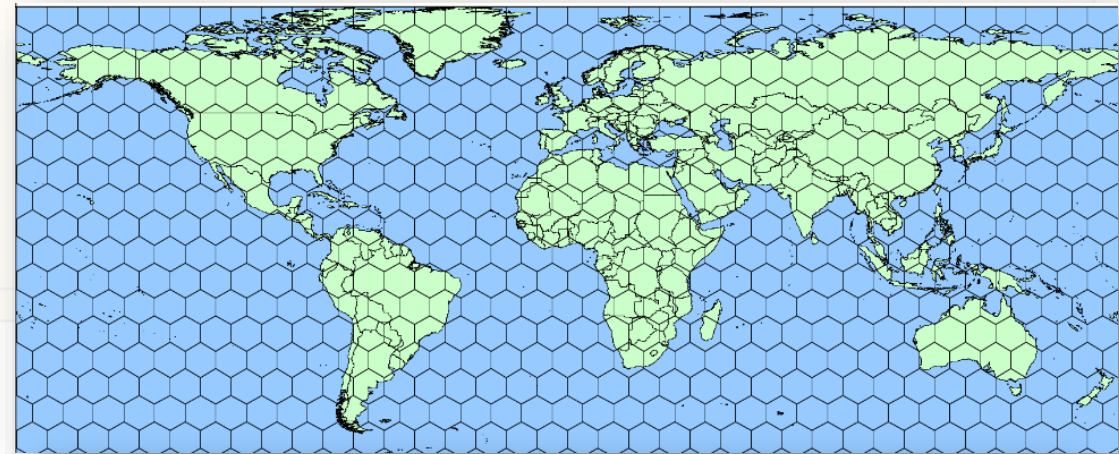
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1- Clip the study area **by continent**, assigning each continent its own shapefile to process individually and exclude the oceans. **This approach reduces computational strain and speeds up processing.**



*** If we don't follow these steps, we will run into runtime errors because Google Earth Engine has limited resources.**

2- Use QGIS to create **500 km** (horizontal/vertical spacing) **hexagon grids**, representing geographic areas on a broader scale, and upload them to Google Earth Engine as an asset. This helps **visualize data with a lower level of detail.**



Methodology - Data Preprocessing

Imported and processed each image collection that has these factors Using  Earth Engine here some :

| Environmental Factor | Image Collection | Preprocessed ? |
|--------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Precipitation, Solar Radiation | "IDAHO_EPSCOR/TERRACLIMATE" | <ul style="list-style-type: none">• Filtering to a time-range of 13.5 years (2010-2024).• Aggregation using median values. |
| Relative Humidity | "NASA/GLDAS/V021/NOAH/G025/T3H" | <ul style="list-style-type: none">• Filtering to a time-range of 13.5 years (2010-2024).• Aggregation using median values. |
| NDMI , NDVI | "LANDSAT/LC08/C02/T1_TOA" <ul style="list-style-type: none">• Removed Cloud Cover and Shadows from Landsat images using Qa band (Their presence can introduce noise and errors in the results.) | <ul style="list-style-type: none">• Filtering to a time-range of 13.5 years (2010-2024).• Single composite image representing the median values for each pixel<ul style="list-style-type: none">• .median() function is applied to the processed image collection of Landsat |
| Evapotranspiration | "MODIS/006/MOD16A2" | <ul style="list-style-type: none">• Aggregation using median values. |
| Slope , Aspect | NASA SRTM Digital Elevation 30m | <ul style="list-style-type: none">• No Preprocessing (Data and are static over short periods, no aggregation was applied.) |
| Land Cover | MCD12Q1.061 MODIS Land Cover Type Yearly Global 500m | <ul style="list-style-type: none">• No Preprocessing (Reprojected to match the CRS of other products.) |

Methodology - Data Preprocessing

Using the median to avoid the outliers (extreme values)

Imported and processed each image collection that has these factors Using **Google** Earth Engine here some :

| Factor | Image Collection | Preprocessed ? |
|-----------------------------------------|------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| Population Density , Human Impact Index | Human Impact Index (HII) by Wildlife Conservation Society | • Aggregating to the mean values |
| Fuel Load | "NASA/ORNL/biomass_carbon_density/v1" | • Aggregating to the median values |
| Fuel Moisture Content | "MODIS/006/MOD13Q1" | • Aggregating to the median values |
| Lightning Frequency | "NASA/GLDAS/V021/NOAH/G025/T3H" | • Aggregating to the median values |
| Slope , Aspect | NASA SRTM Digital Elevation 30m | • No Preprocessing (Data are static over short periods, no aggregation was applied.) |
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Red = Burned (1)
White = Not Burned (0)

Data Ingestion – How?

Load Continent to GEE



As mentioned before each continent is loaded as an asset to GEE in order to reduce the computation power needed.

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White = Not Burned (0)

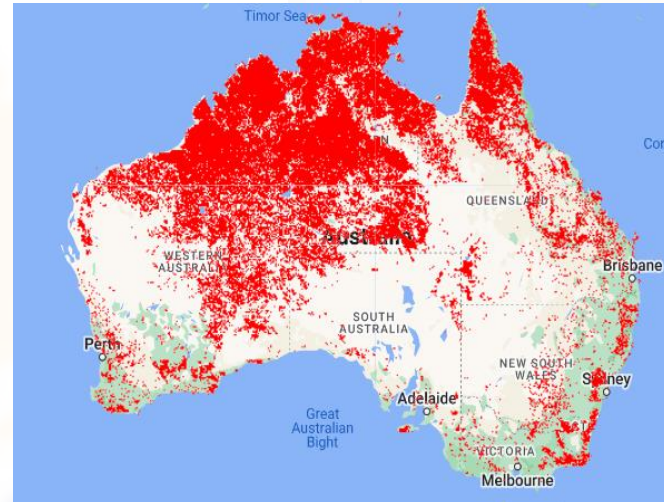
Data Ingestion – How?

Load Continent to GEE



As mentioned before each continent is loaded as an asset to GEE in order to reduce the computation power needed.

Pure Fires binary mask



- 1-Load MODIS burned area collection
(Filter by start and end date)
- 2-Define burn date threshold
(Threshold = 1)
- 3-Classify pixels (Function to classify pixels as burned if burn date > threshold)
- 4-Create binary mask per each image
- 5-Create cumulative burned area image
(Sum the binary masks from the collection)
- 6-Create Pure Fires binary mask

Red = Burned (1)
White = Not Burned (0)

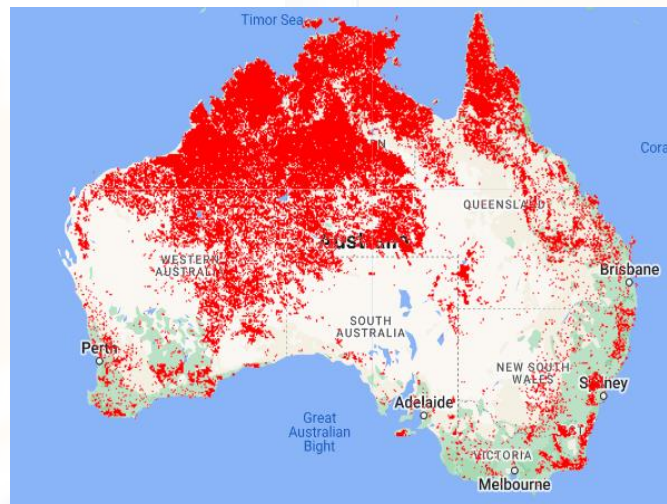
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Burned/Not Hexagons

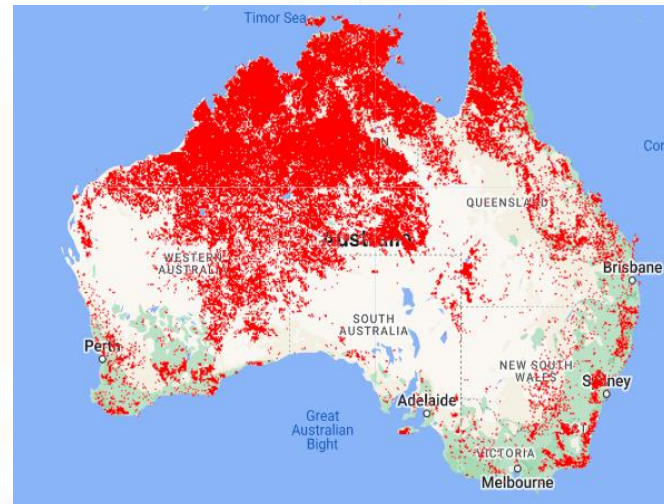


- 1-Create binary burned mask
Multiply by pixel area to get an area image.
- 2-Perform zonal statistics
Use reduceRegions with sum() reducer on the area image within each hexagon.
- 3-Calculate hexagons:
Divide into hexagons with burned pixel sum 0 and burned pixel sum not 0.
*** Each hexagon has its own id**

Red = Burned (1)
White = Not Burned (0)

Hexagon-based sampling – How?

Pure Fires binary mask

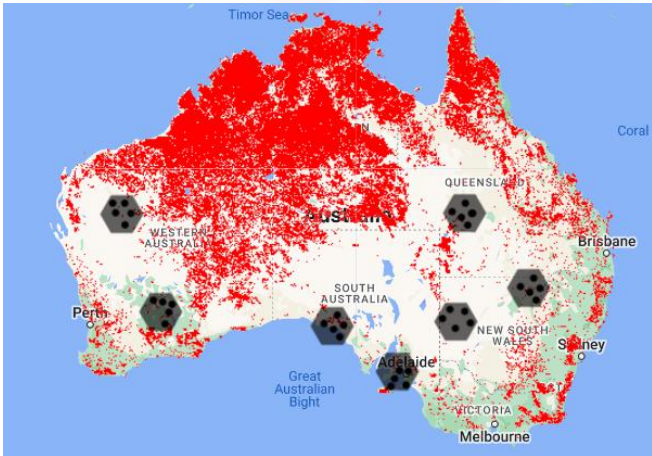


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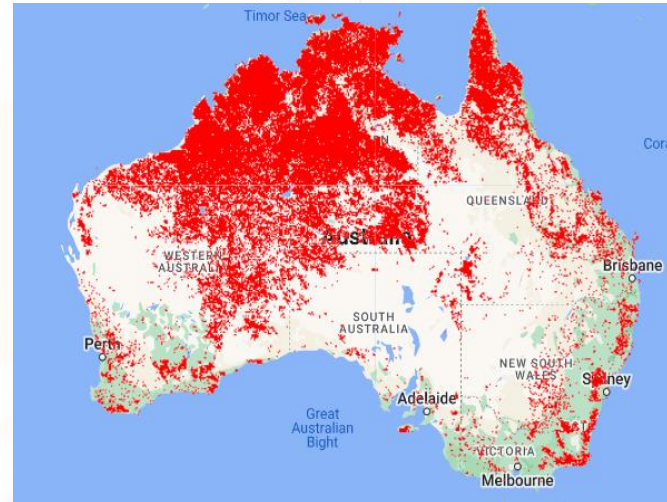
Hexagon-based sampling – How?

Not Burned samples



- 1- Create a Feature Collection:**
 - Represent hexagons with Not burned pixels.
- 2- Access each hexagon with burned pixel sum is 0:**
 - Extract the Not burned area information within each hexagon by id.
- 3- Generate a number of sample points** within the Not burned areas.
- 4- Extract values** from the predictor image variables for each sampled point.

Pure Fires binary mask

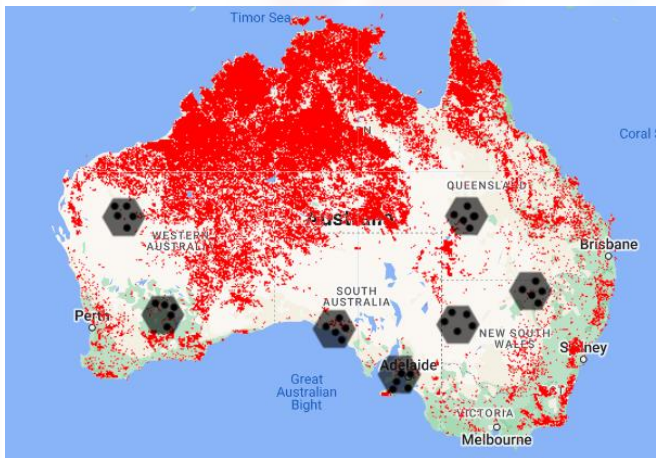


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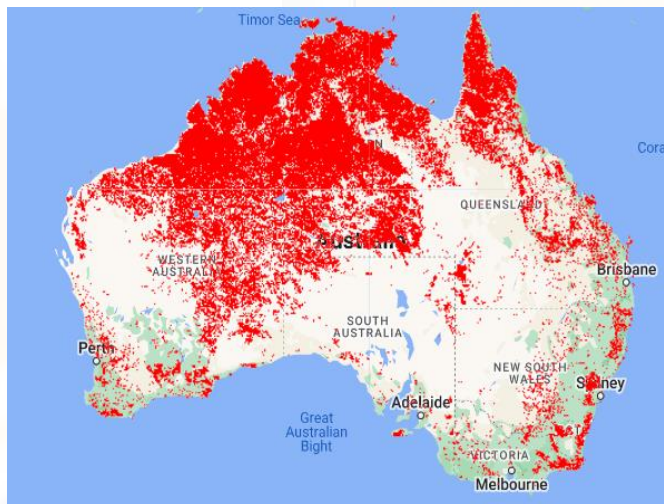
Hexagon-based sampling – How?

Not Burned samples



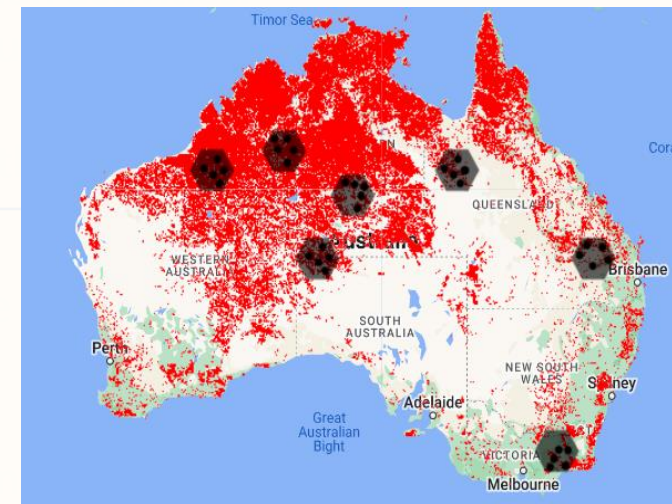
- 1- Create a Feature Collection:
 - Represent hexagons with Not burned pixels.
- 2- Access each hexagon with burned pixel sum is 0:
 - Extract the Not burned area information within each hexagon by id.
- 3- Generate a number of sample points within the Not burned areas.
- 4- Extract values from the predictor image variables for each sampled point.

Pure Fires binary mask



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Burned samples

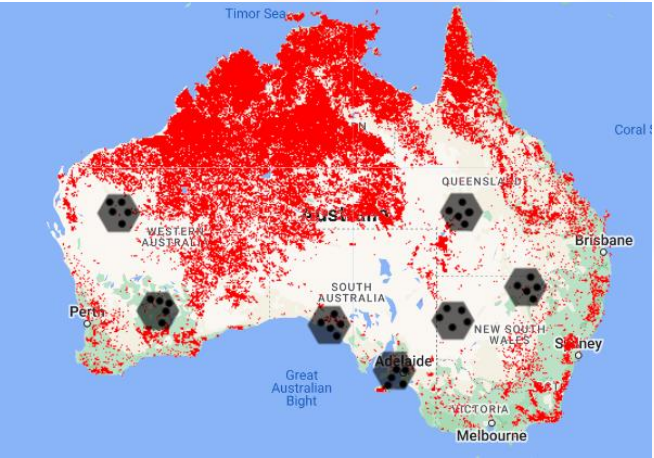


- 1- Create a Feature Collection:
 - Represent hexagons with burned pixels.
- 2- Access each hexagon with burned pixel sum not 0:
 - Extract the burned area information within each hexagon By id.
- 3- Generate a number of sample points within the burned areas.
- 4- Extract values from the predictor image variables for each sampled point.

Red = Burned (1)
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Hexagon-based sampling – How?

Not Burned samples



- 1- Create a Feature Collection:
 - Represent hexagons with Not burned pixels.
- 2- Access each hexagon with burned pixel sum is 0:
 - Extract the Not burned area information within each hexagon by id.
- 3- Generate a number of sample points within the Not burned areas.
- 4- Extract values from the predictor image variables for each sampled point.

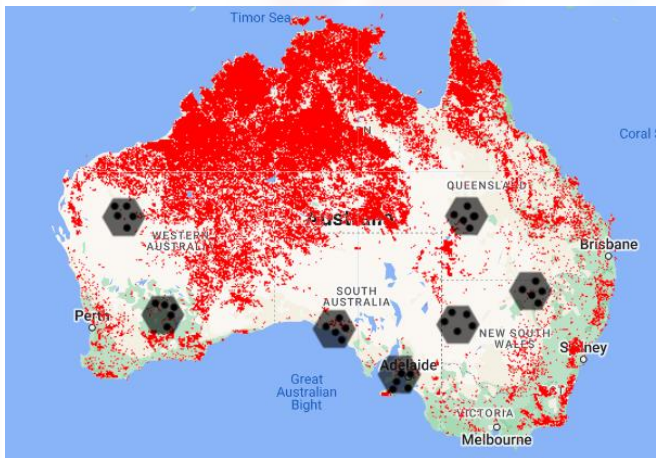
| Continent | # of Hexagons | # of points within each hexagon | # of samples |
|---------------|---------------|---------------------------------|--------------|
| Asia | 37 | 4 | 148 |
| Africa | 20 | 5 | 100 |
| North America | 16 | 5 | 80 |
| South America | 12 | 5 | 60 |
| Europe | 7 | 7 | 49 |
| Australia | 7 | 5 | 35 |
| Antarctica | 7 | 4 | 28 |

500 sample

Red = Burned (1)
White = Not Burned (0)

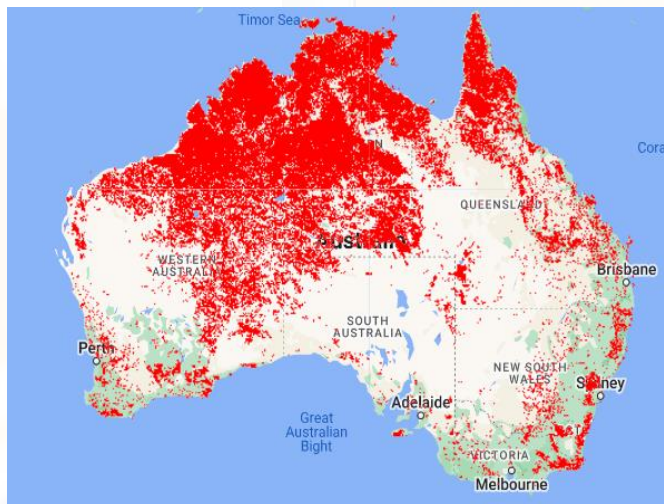
Hexagon-based sampling – How?

Not Burned samples



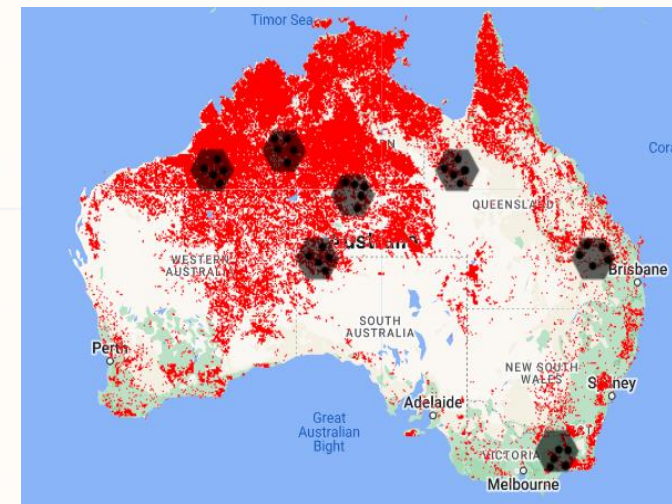
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Pure Fires binary mask



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Burned samples



- 1- Create a Feature Collection:
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- 2- Access each hexagon with burned pixel sum not 0:
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- 3- Generate a number of sample points within the burned areas.
- 4- Extract values from the predictor image variables for each sampled point.

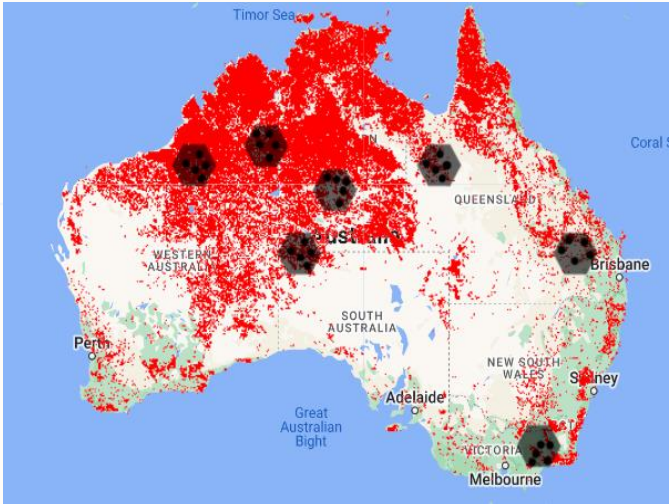
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500 sample

Burned samples



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Model Features

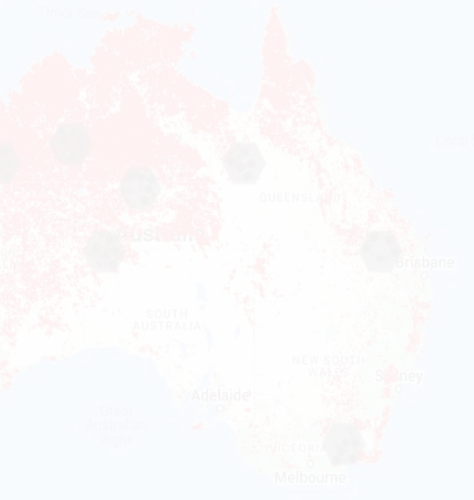
Burned samples

After exporting the **1000 samples**, we obtained a table containing **19 factors** that will be used as features in **various models**:

| Continent | Environmental (11 Factors) | Human-Related (2 Factors) | Climate (5 Factors) | |
|---------------|-------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|--|
| Asia | <ul style="list-style-type: none">• NDMI• NDVI• Land Cover | <ul style="list-style-type: none">• Human Impact Index Mean | <ul style="list-style-type: none">• Wind Speed | |
| Africa | <ul style="list-style-type: none">• NDVI• Land Cover• Precipitation• Elevation | <ul style="list-style-type: none">• Population Density | <ul style="list-style-type: none">• Relative Humidity• Lightning Frequency | |
| North America | <ul style="list-style-type: none">• Slope• Soil Moisture | | <ul style="list-style-type: none">• Fuel Load | |
| South America | <ul style="list-style-type: none">• Temp Max• Temp Min | | <ul style="list-style-type: none">• Fuel Moisture Content | |
| Europe | <ul style="list-style-type: none">• Solar Radiation• Evapotranspiration | | | |
| Australia | | | | |
| Antarctica | | | | |

Feature Collection:

- 1- Create hexagons with burned pixels.
- 2- Access each hexagon with burned pixel sum not 0:
- 3- Extract the burned area information within each hexagon By id.
- 4- Generate a number of sample points within the burned areas.
- 5- Extract values from the predictor image variables for each sampled point.



Model Target

After exporting the **1000 samples**, we obtained a table containing **19 factors** that will be used as features in **various models**:

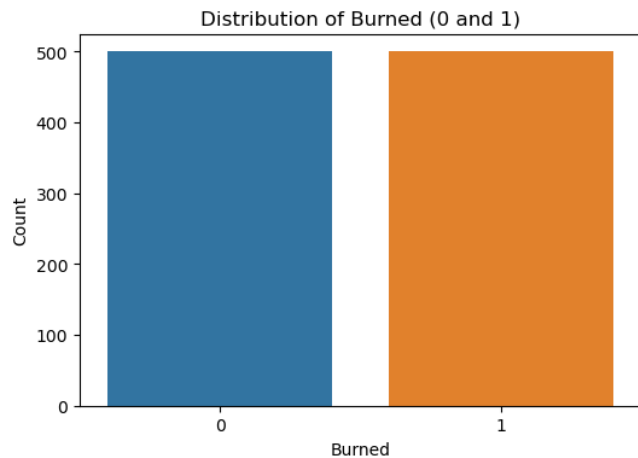
| Continent | Environmental (11 Factors) | Human-Related (2 Factors) | Climate (5 Factors) | Target |
|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|
| Asia | <ul style="list-style-type: none">• NDMI• NDVI• Land Cover• Precipitation• Elevation• Slope• Soil Moisture• Temp Max• Temp Min• Solar Radiation• Evapotranspiration | <ul style="list-style-type: none">• Human Impact Index Mean• Population Density | <ul style="list-style-type: none">• Wind Speed• Relative Humidity• Lightning Frequency• Fuel Load• Fuel Moisture Content | <ul style="list-style-type: none">• Burned (0 = Not Burned, 1 = Burned) |
| Africa | | | | |
| North America | | | | |
| South America | | | | |
| Europe | | | | |
| Australia | | | | |
| Antarctica | | | | |

***We will predict the target using the provided features to determine which features are the most important.**

Feature Collection:
Represent hexagons with burned pixels.
Assign each hexagon with burned pixel sum not 0:
Extract the burned area information with each hexagon By id.
Generate a number of sample points within the burned areas.
Assign values from the predictor image variables for each sampled point.

Building The Models

Step 0 :Exploratory Data Analysis

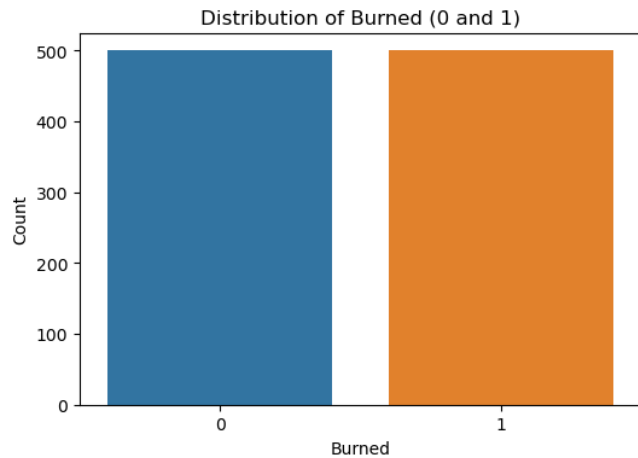


Our data is well balanced with 500 burned and 500 not burned.

Other EDA steps such as correlation matrix and histograms in the Notebook.

Building The Models

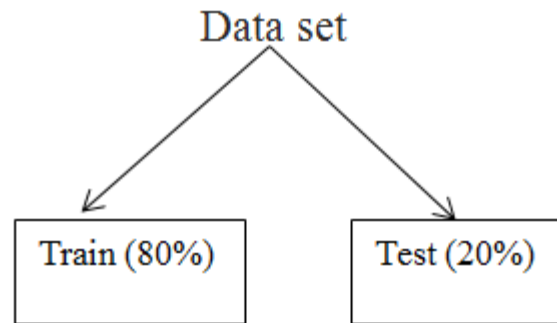
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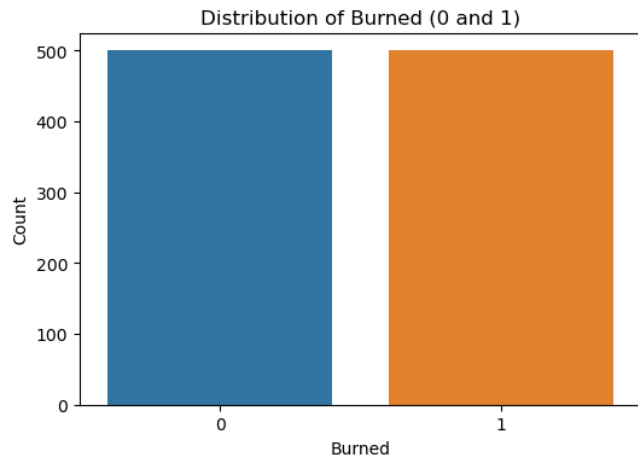
Step 1: Data Preparation



- **Data Splitting:** Split the data into training and testing sets.
(Training set : 80% Testing set: 20%)
- **Feature Scaling:** Standardize or normalize the features to ensure that they have similar scales.

Building The Models

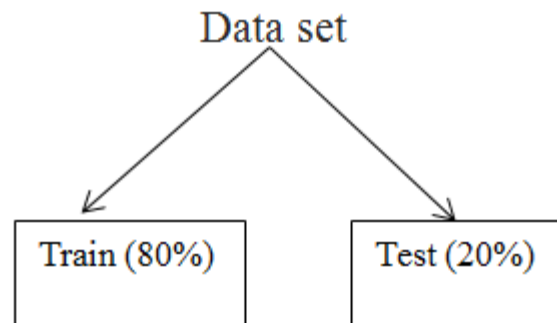
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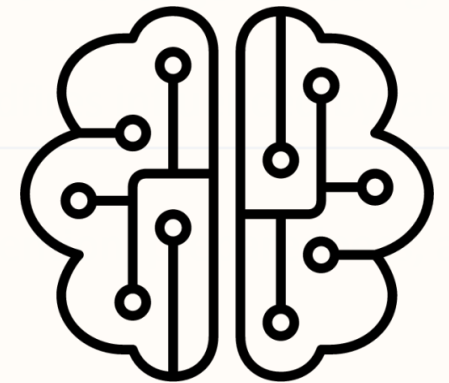
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Step 1: Data Preparation



- **Data Splitting:** Split the data into training and testing sets.
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Step 2: Model Selection



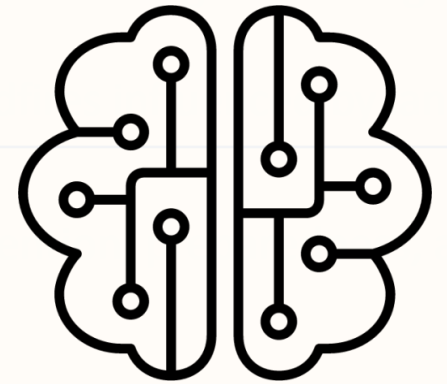
This is a **binary classification** problem so we will choose :

- **Logistic Regression**
- **Random Forest Classifier**
- **Gradient Boosting Classifier**
- **Support Vector Machine (SVM)**
- **XGBoost Classifier**

+Neural Network

Building The Models

Step 2: Model Selection



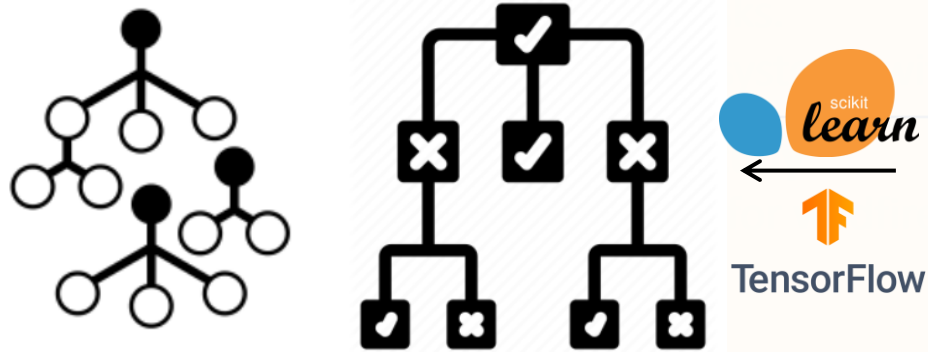
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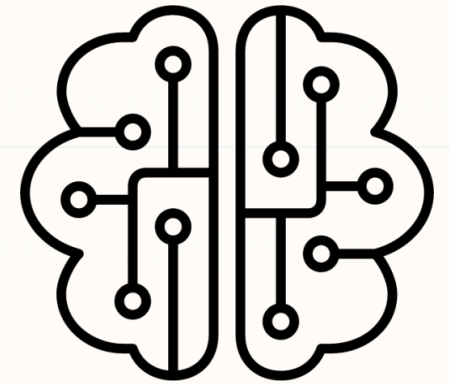
Building The Models

Step 3: Training the Model



- Fit the selected models on the training data.

Step 2: Model Selection



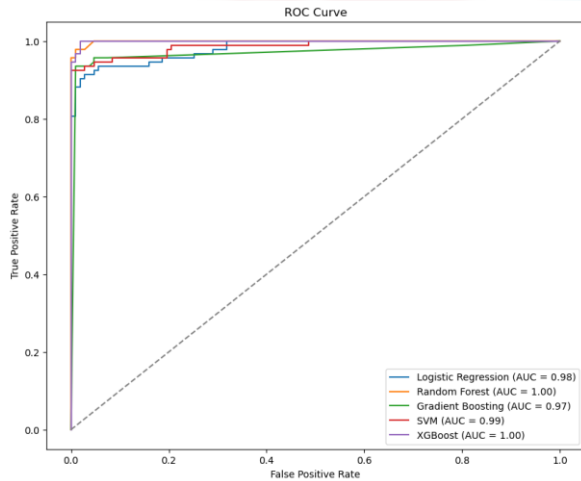
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+Neural Network

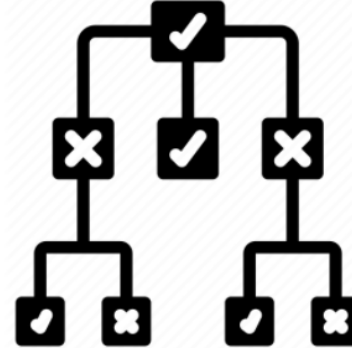
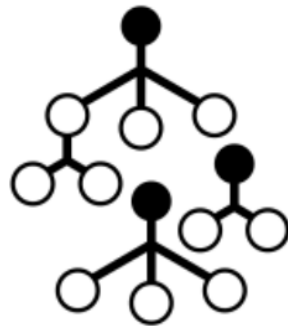
Building The Models

Step 4: Model Evaluation



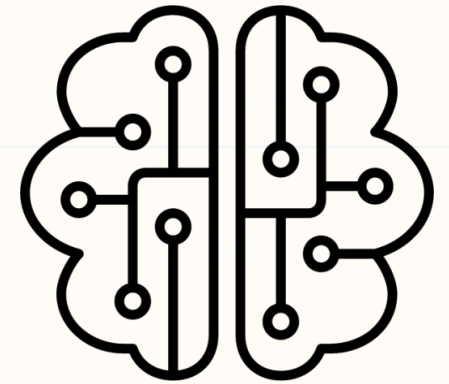
- **Predictions:** Use the trained models to make predictions on the test data.
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Step 3: Training the Model



- **Fit the selected models on the training data.**

Step 2: Model Selection



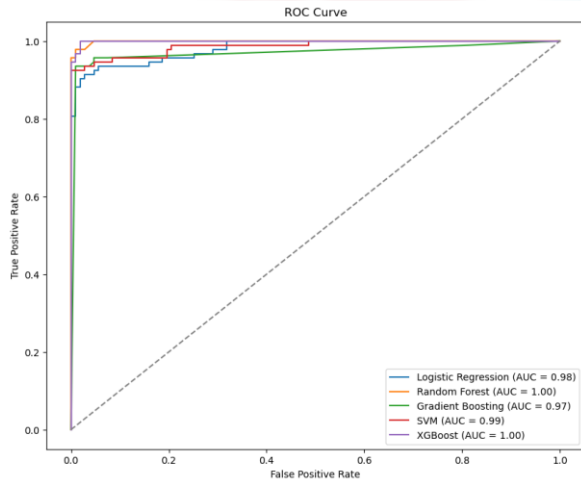
This is a **binary classification** problem so we will choose :

- **Logistic Regression**
- **Random Forest Classifier**
- **Gradient Boosting Classifier**
- **Support Vector Machine (SVM)**
- **XGBoost Classifier**

+Neural Network

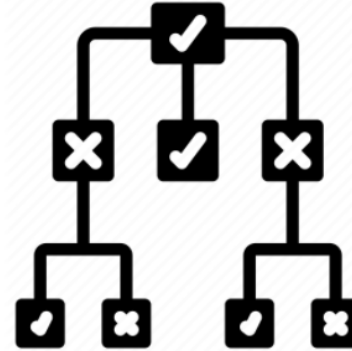
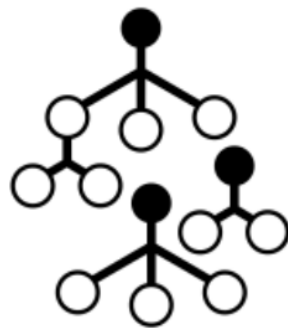
Building The Models

Step 4: Model Evaluation



- **Predictions:** Use the trained models to make predictions on the test data.
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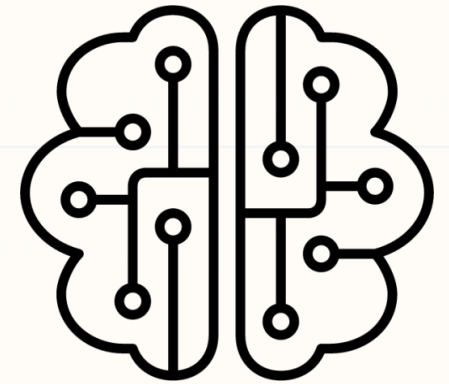
Step 3: Training the Model



- Fit the selected models on the training data.

Step 5 : Find the most important features that affecting wildfire distribution using the best 4 models.

Step 2: Model Selection



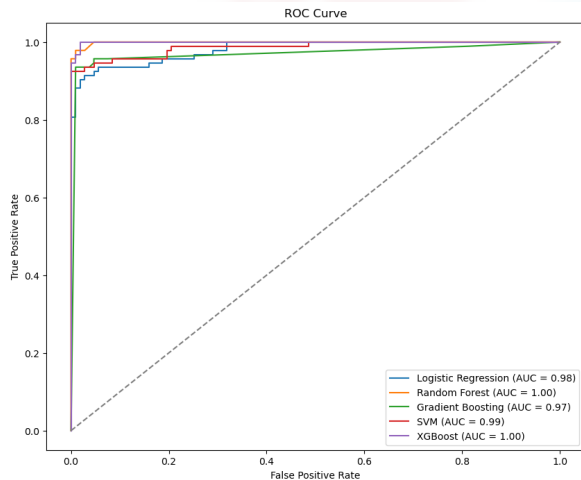
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- **Logistic Regression**
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+Neural Network

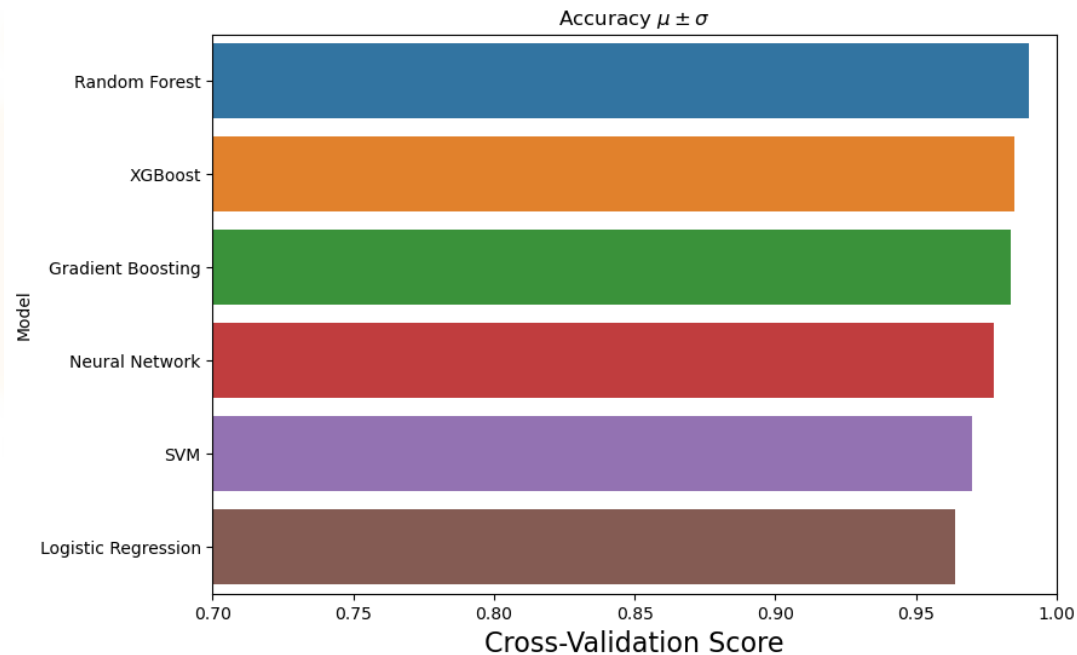
Evaluating The Models

Step 4: Model Evaluation



- **Predictions:** Use the trained models to make predictions on the test data.
- **Performance Metrics:** Evaluate the performance of the models using appropriate metrics such as accuracy, precision, recall, F1 score, ROC-AUC, etc.

Step 4.a: Cross-Validation

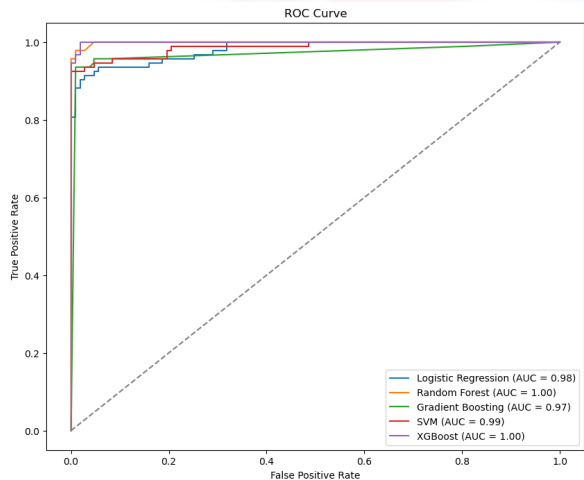


***The mean cross-validation score is very close to the training accuracy (98.9%), and the standard deviation is relatively low, indicating that the model is performing consistently across different folds and is not overfitting.**

- **Cross-validation** involves splitting the training data into multiple folds (subsets), training the model on some folds while validating it on the remaining fold, and repeating this process multiple times.

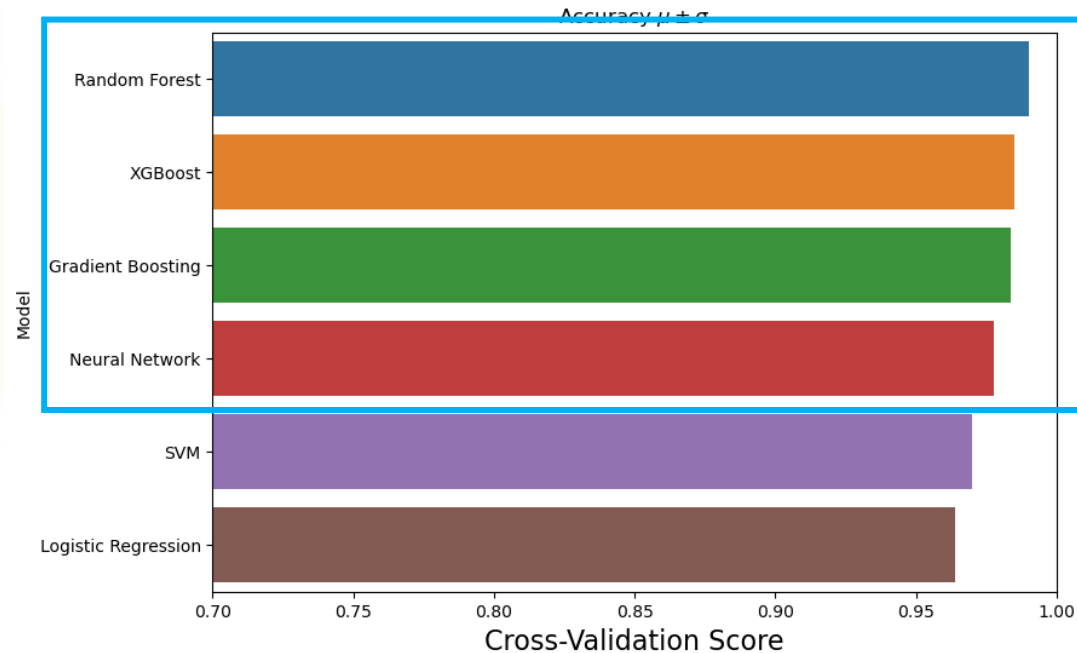
Evaluating The Models

Step 4: Model Evaluation



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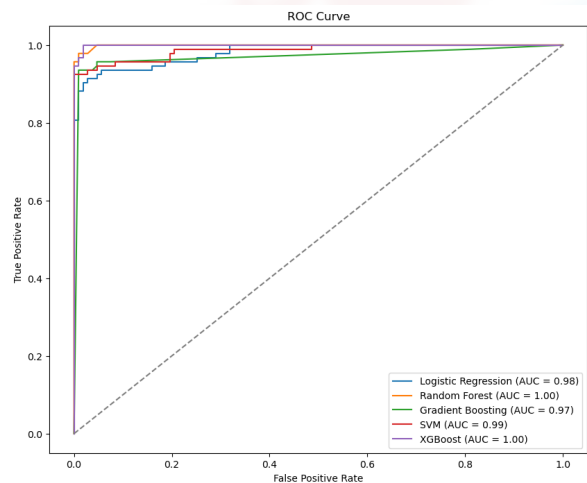


We will continue with top 4 models

- **Cross-validation** involves splitting the training data into multiple folds (subsets), training the model on some folds while validating it on the remaining fold, and repeating this process multiple times.

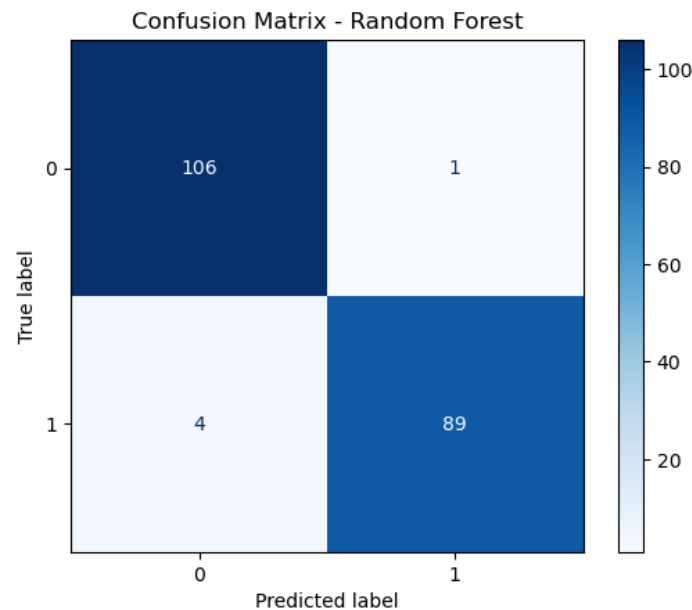
Evaluating The Models

Step 4: Model Evaluation



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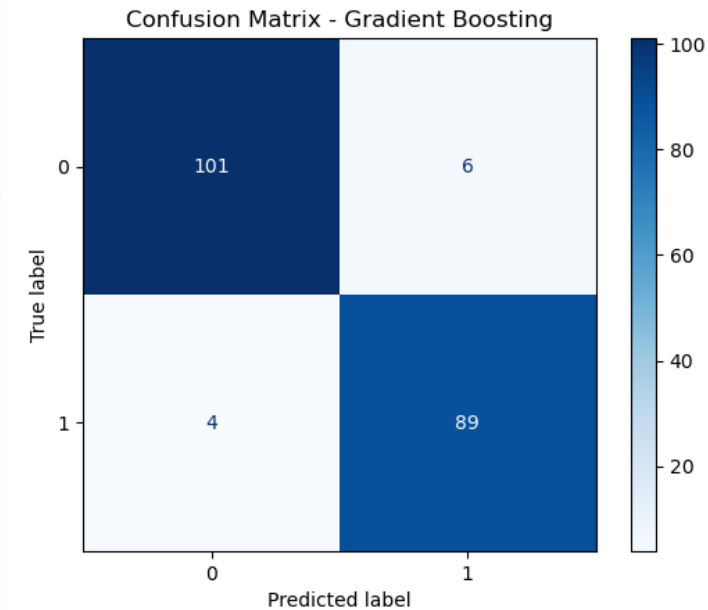
Step 4.b: Confusion Matrix



Model: Random Forest
Accuracy: 0.9750

Classification Report:

| | precision | recall | f1-score | support |
|--------------|-----------|--------|----------|---------|
| 0 | 0.96 | 0.99 | 0.98 | 107 |
| 1 | 0.99 | 0.96 | 0.97 | 93 |
| accuracy | | | 0.97 | 200 |
| macro avg | 0.98 | 0.97 | 0.97 | 200 |
| weighted avg | 0.98 | 0.97 | 0.97 | 200 |



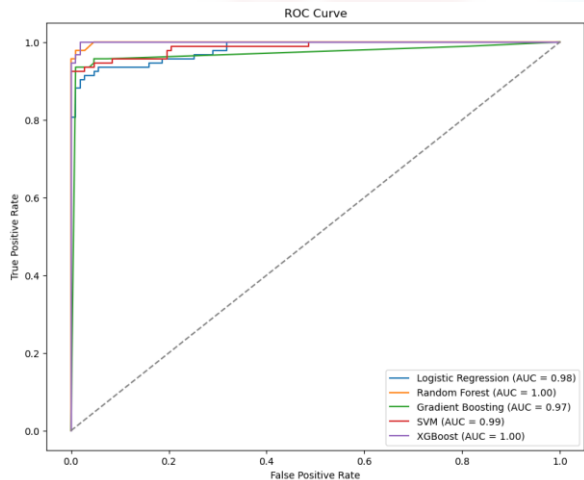
Model: Gradient Boosting
Accuracy: 0.9500

Classification Report:

| | precision | recall | f1-score | support |
|--------------|-----------|--------|----------|---------|
| 0 | 0.96 | 0.94 | 0.95 | 107 |
| 1 | 0.94 | 0.96 | 0.95 | 93 |
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| macro avg | 0.95 | 0.95 | 0.95 | 200 |
| weighted avg | 0.95 | 0.95 | 0.95 | 200 |

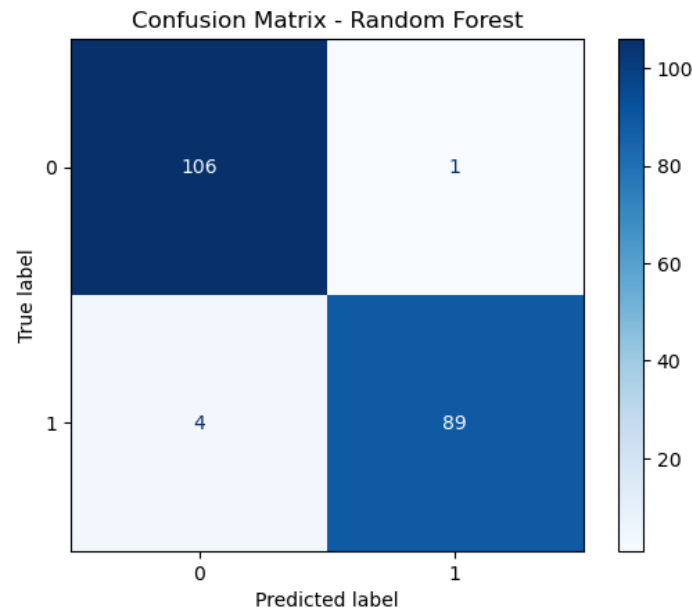
Evaluating The Models

Step 4: Model Evaluation



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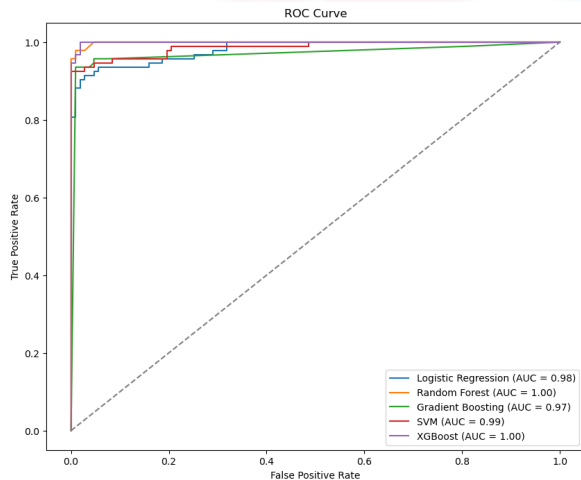
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- These metrics collectively indicate that the **Random Forest model is highly effective in distinguishing between the two classes with minimal errors.**
- The model's **high precision** ensures that it makes very few incorrect positive predictions.
- The model's **high recall** ensures that it correctly identifies almost all actual instances of each class.
- **The f1-score**, balancing both precision and recall, further confirms the model's **robustness and reliability in classification tasks.**

Evaluating The Models

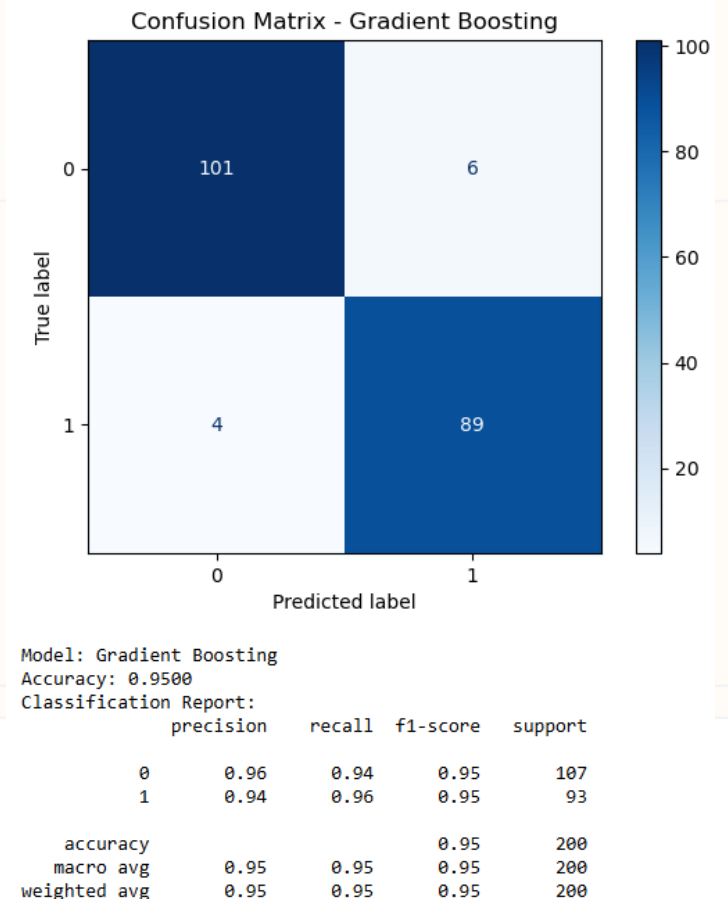
Step 4: Model Evaluation



- **Predictions:** Use the trained models to make predictions on the test data.
- **Performance Metrics:** Evaluate the performance of the models using appropriate metrics such as accuracy, precision, recall, F1 score, ROC-AUC, etc.

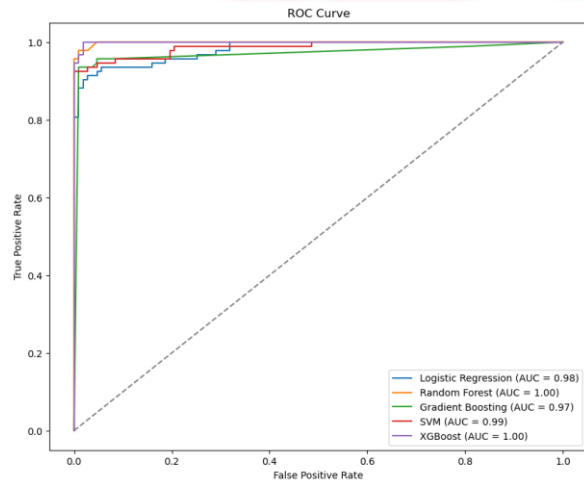
Step 4.b: Confusion Matrix

- These metrics collectively indicate that the **Gradient Boosting model is highly effective in distinguishing between the two classes with minimal errors.**
- The model's **high precision** ensures that it makes very few incorrect positive predictions.
- The model's **high recall** ensures that it correctly identifies almost all actual instances of each class.
- **The f1-score**, balancing both precision and recall, further confirms the model's robustness and reliability in classification tasks.



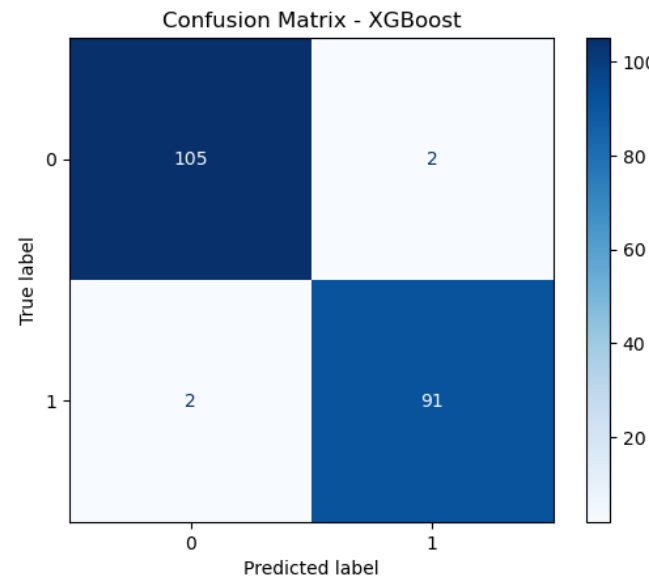
Evaluating The Models

Step 4: Model Evaluation



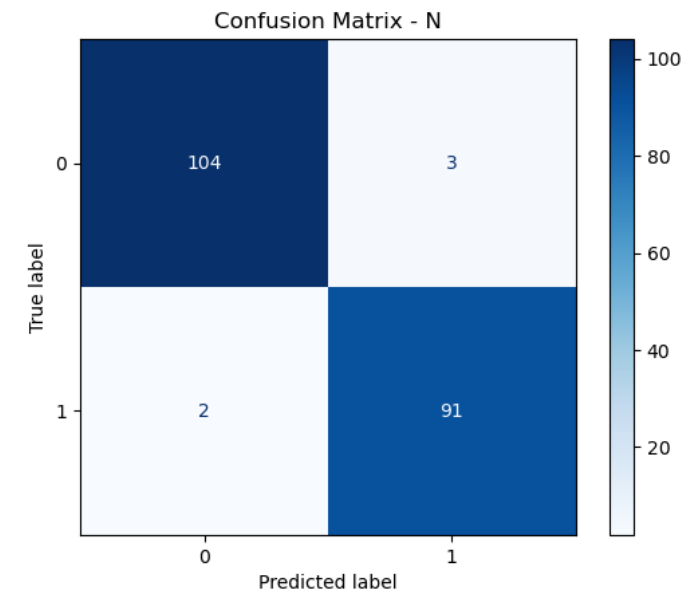
- **Predictions:** Use the trained models to make predictions on the test data.
- **Performance Metrics:** Evaluate the performance of the models using appropriate metrics such as accuracy, precision, recall, F1 score, ROC-AUC, etc.

Step 4.b: Confusion Matrix



Model: XGBoost
Accuracy: 0.9800
Classification Report:

| | precision | recall | f1-score | support |
|--------------|-----------|--------|----------|---------|
| 0 | 0.98 | 0.98 | 0.98 | 107 |
| 1 | 0.98 | 0.98 | 0.98 | 93 |
| accuracy | | | 0.98 | 200 |
| macro avg | 0.98 | 0.98 | 0.98 | 200 |
| weighted avg | 0.98 | 0.98 | 0.98 | 200 |



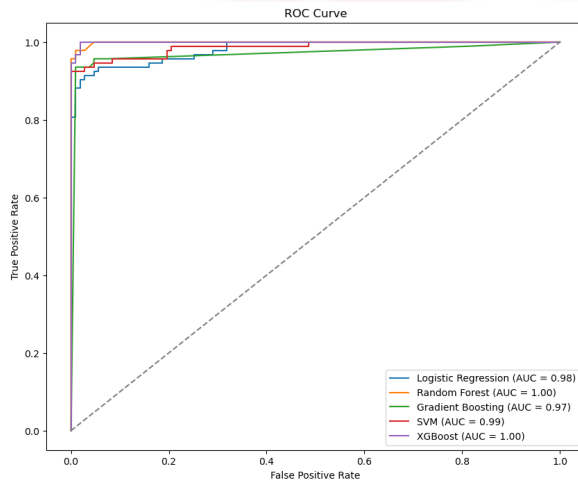
Model: N
Accuracy: 0.9750
Classification Report:

| | precision | recall | f1-score | support |
|--------------|-----------|--------|----------|---------|
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Evaluating The Models

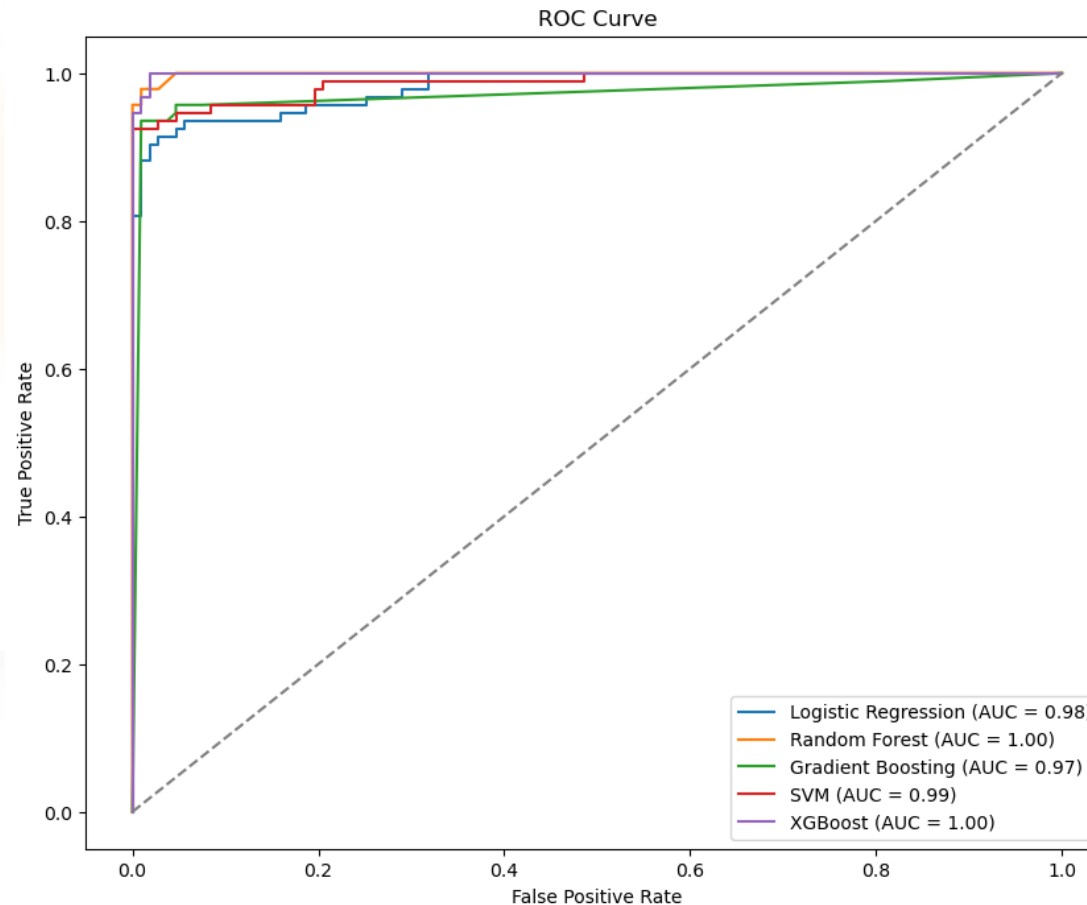
- TPR is also known as sensitivity or recall.
- $TPR = TP / (TP + FN)$
- $FPR = FP / (FP + TN)$

Step 4: Model Evaluation



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Step 4.c: ROC (Receiver Operating Characteristic) curve



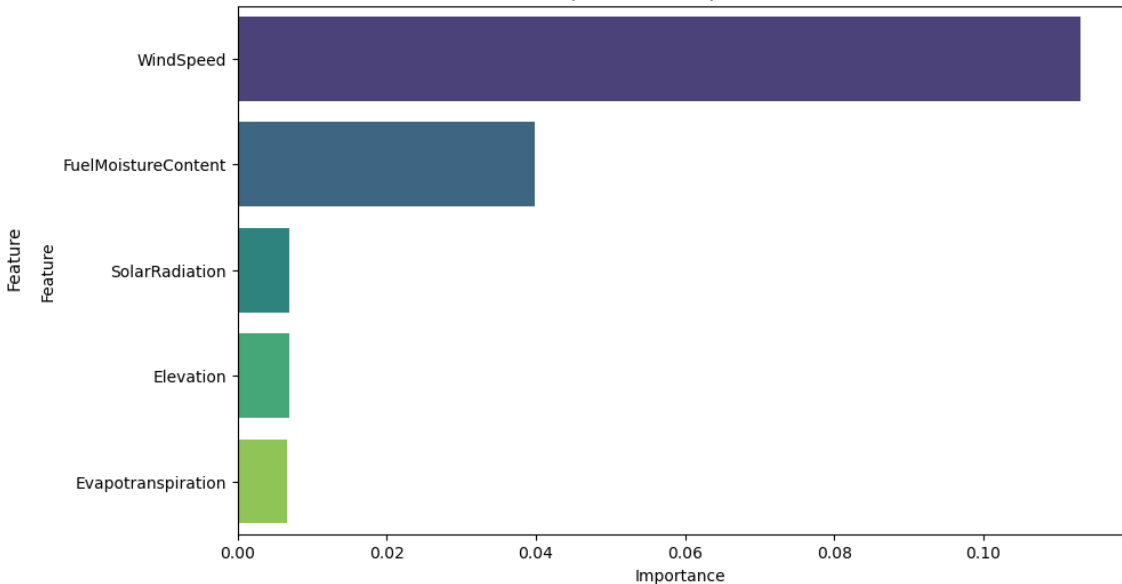
- **The ROC curve** helps visualize the trade-off between the TPR and FPR for different threshold values.
- **AUC (Area Under the Curve)** summarizes the overall performance of the model: the closer the AUC is to 1, the better the model's performance.
- **All the models perform significantly well**, with Random Forest and XGBoost achieving perfect AUC scores of 1.00.

Most Important Features

Random Forest

Top 5 Feature Importances

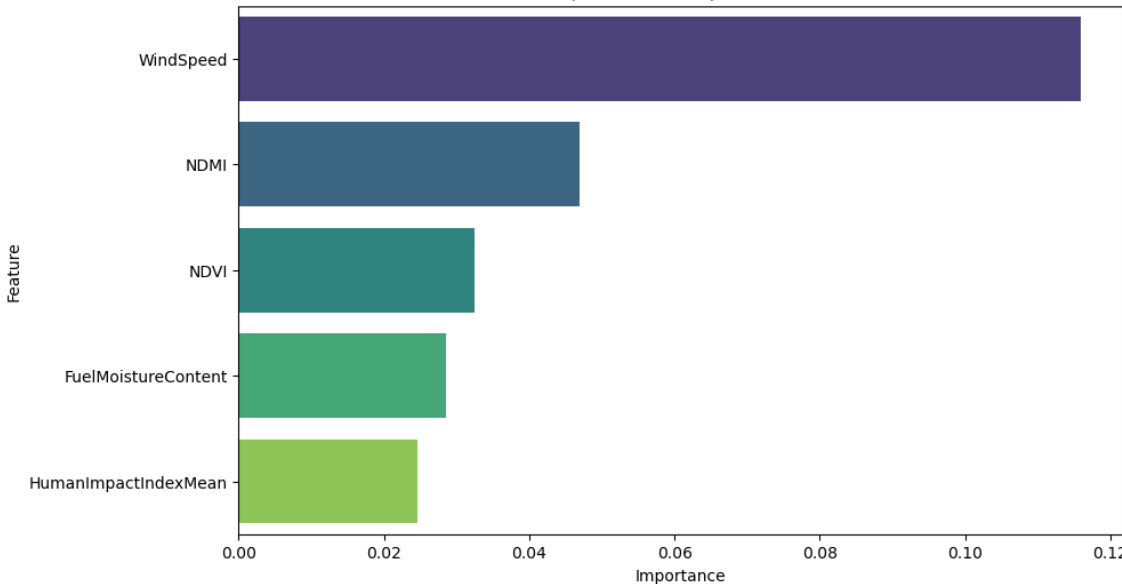
Top 5 Feature Importances



| Factor | Importance |
|---------------------|------------|
| WindSpeed | 0.113000 |
| FuelMoistureContent | 0.039833 |
| SolarRadiation | 0.007000 |
| Elevation | 0.007000 |
| Evapotranspiration | 0.006667 |

Neural Network

Top 5 Feature Importances



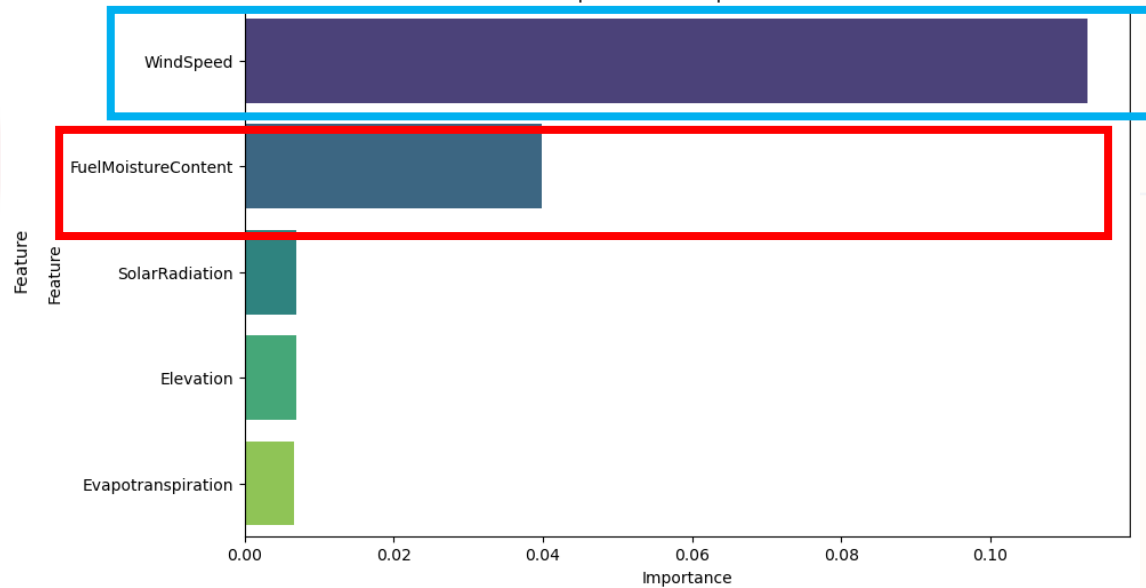
| Feature | Importance |
|----------------------|------------|
| WindSpeed | 0.116000 |
| NDMI | 0.047000 |
| NDVI | 0.032500 |
| FuelMoistureContent | 0.028500 |
| HumanImpactIndexMean | 0.024667 |

Most Important Features

Random Forest

Top 5 Feature Importances

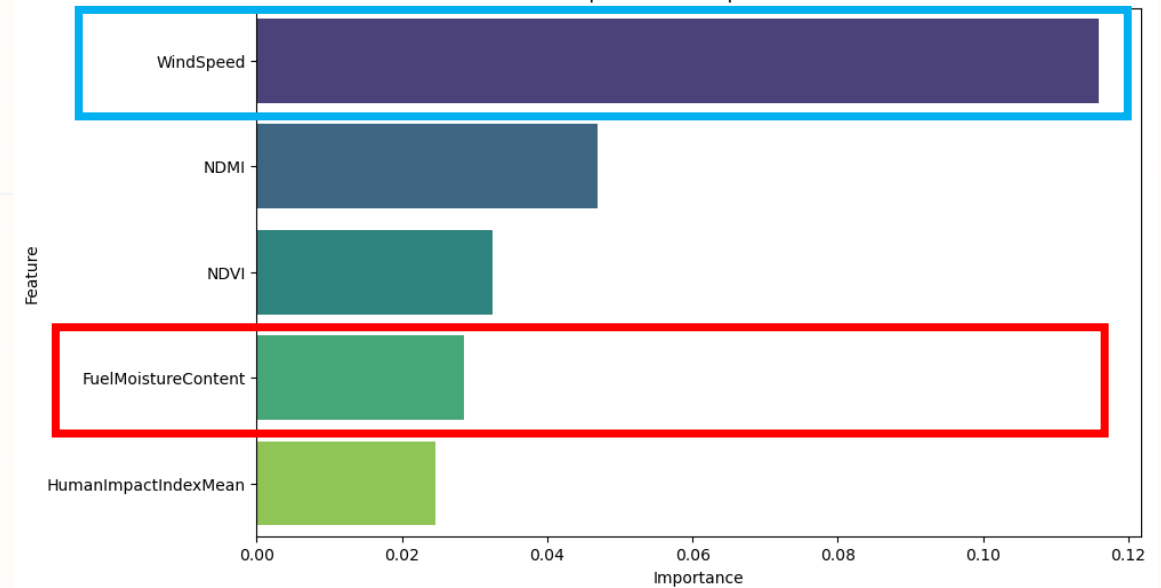
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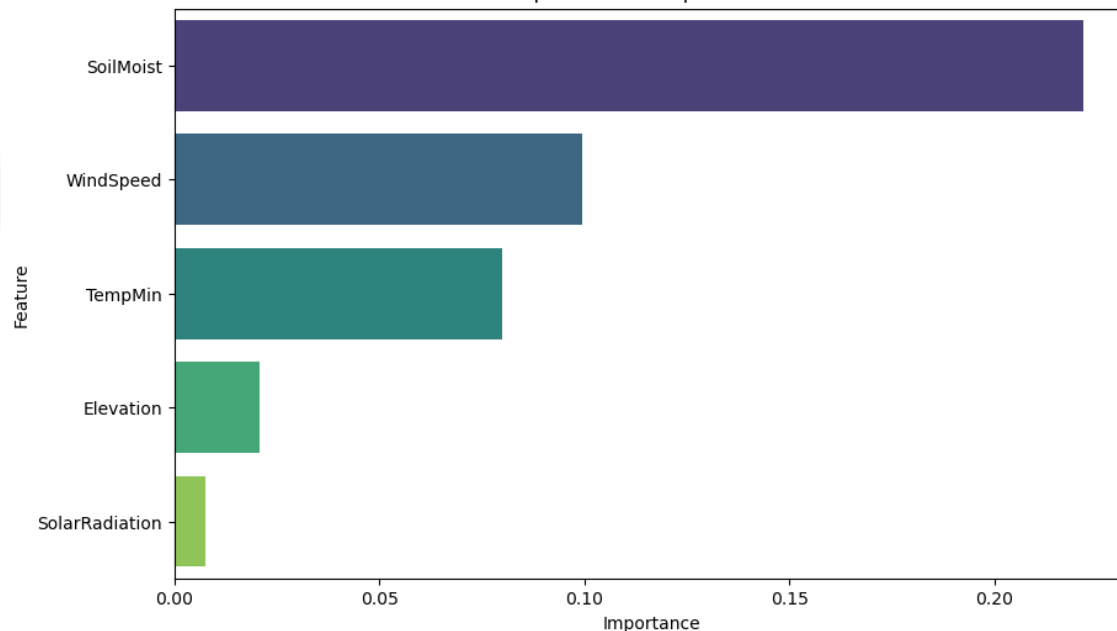


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Gradient boosting

Top 5 Feature Importances



Feature

Importance

SoilMoist

0.221667

WindSpeed

0.099333

TempMin

0.079833

Elevation

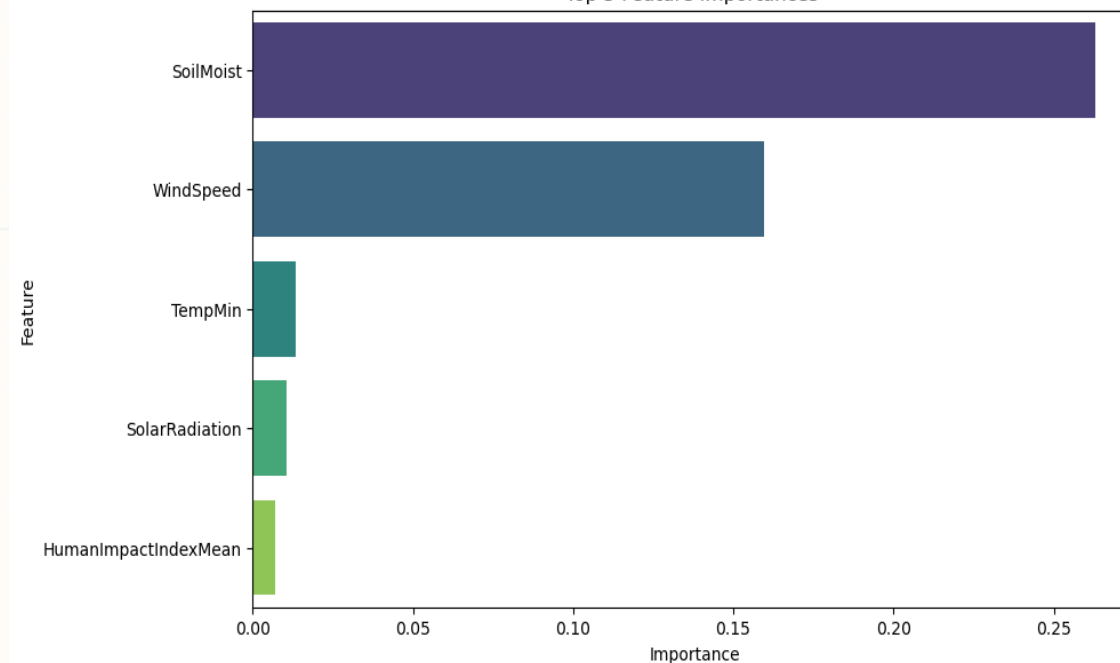
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Xgboost

Top 5 Feature Importances



Feature

Importance

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0.263167

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0.159500

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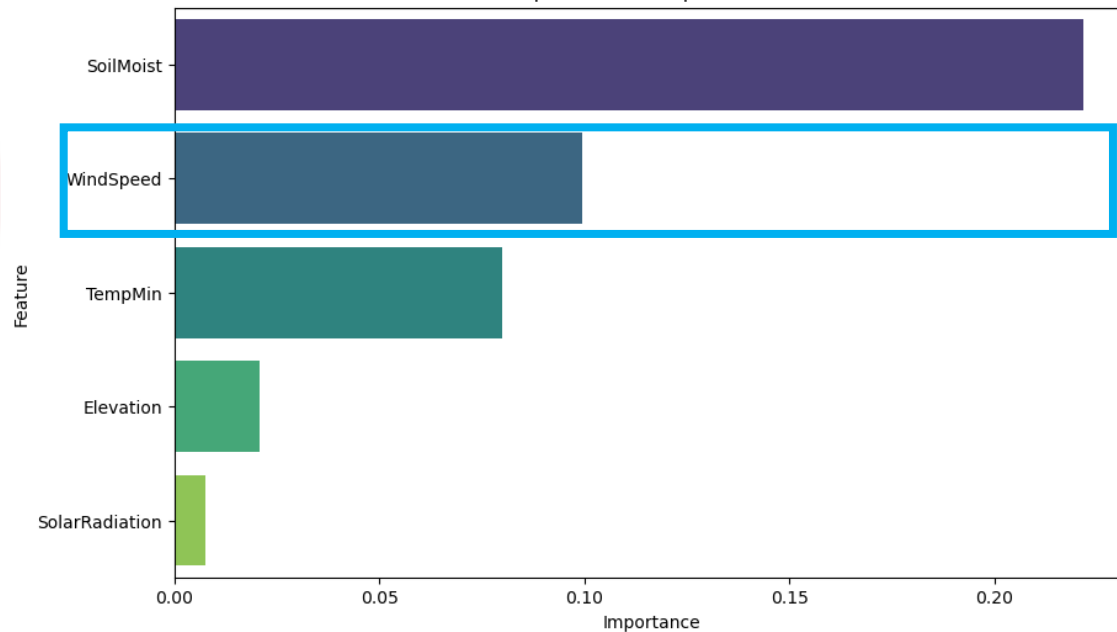
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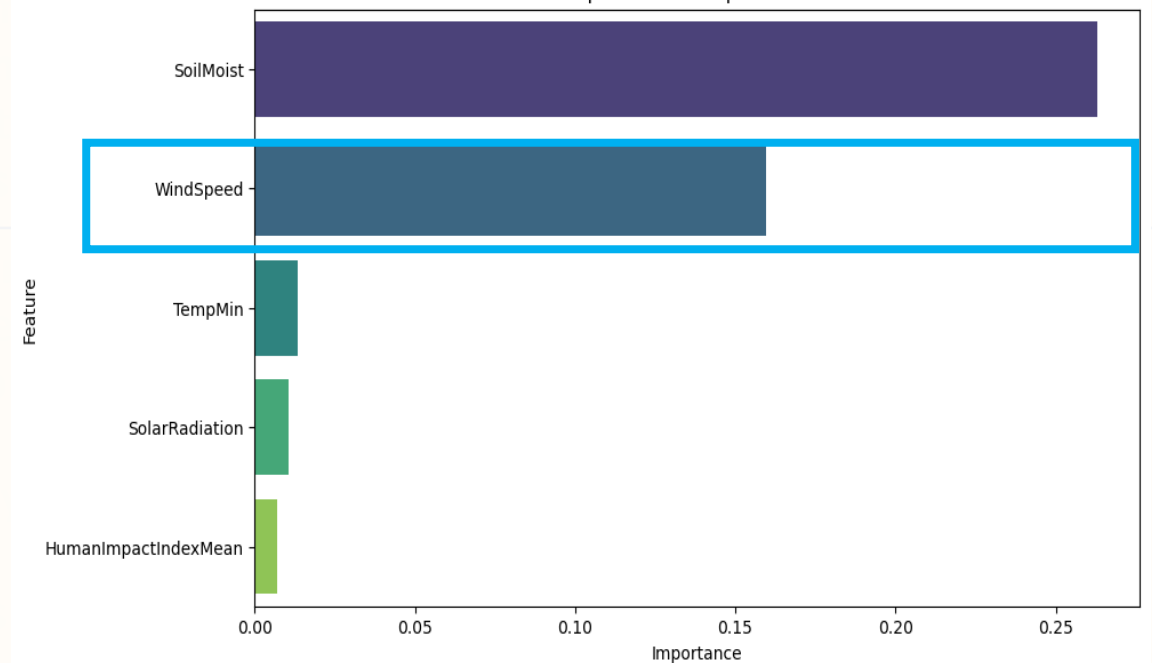
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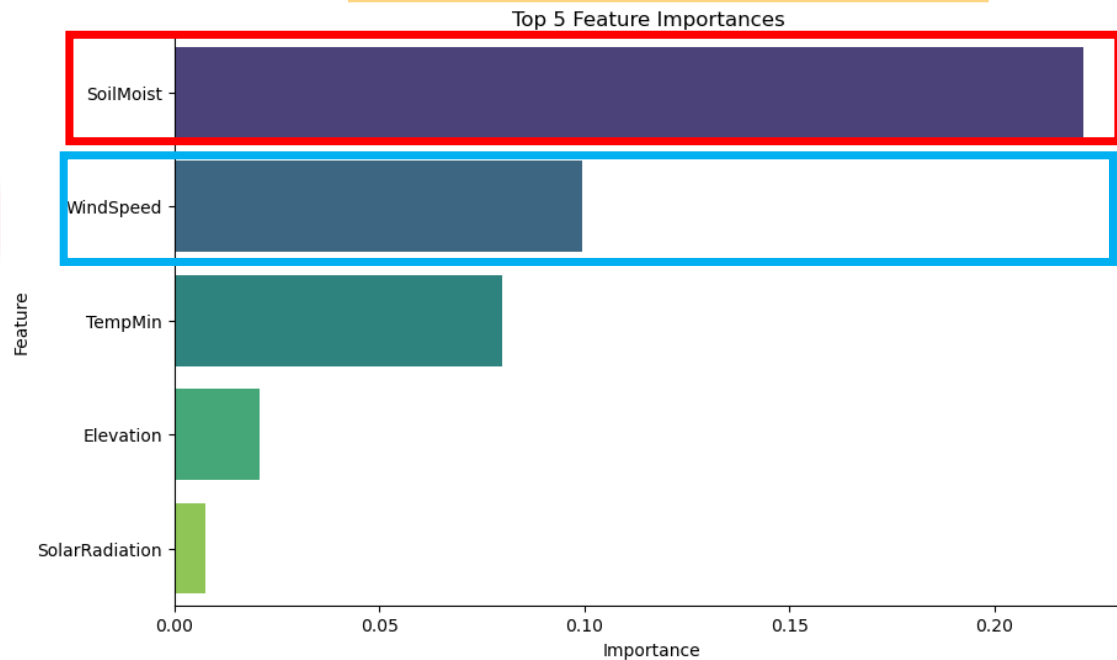
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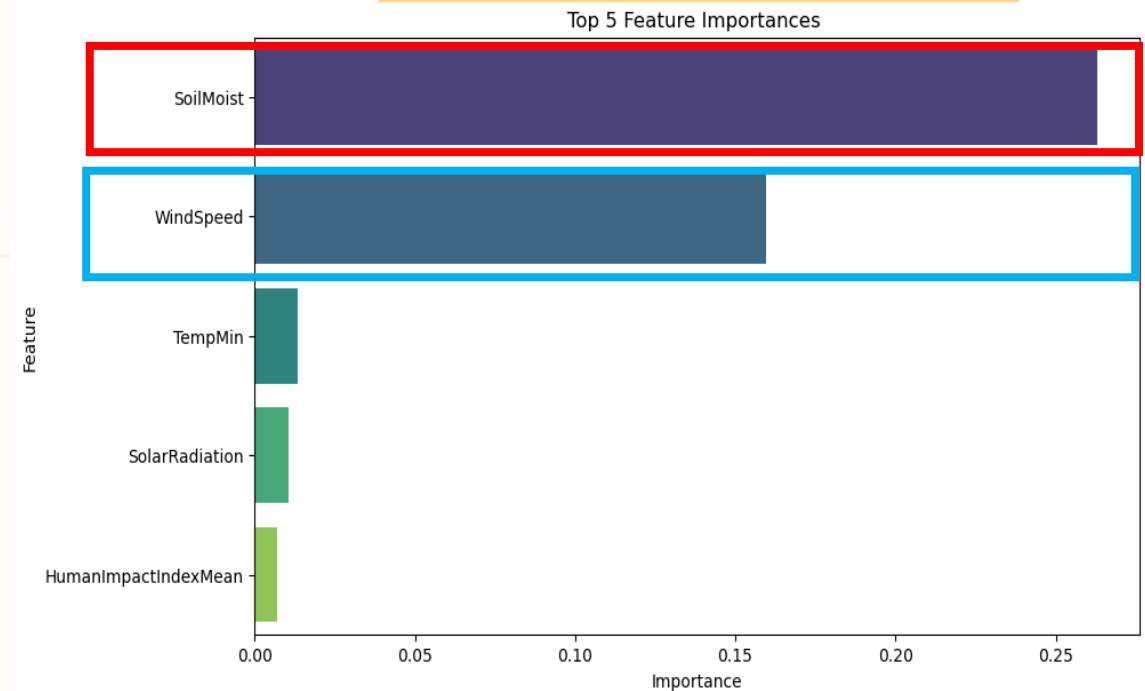
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Most Important Features

All of the models agree on that **1. wind speed** is the **most crucial factor** affecting wildfire distribution.

This is understandable because wind speed:

- Increases fire spread and intensity.
- Enhances spotting and changes fire direction.
- Promotes drying of fuels, increasing fire risk.



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2. Soil moisture

- Soil moisture levels influence vegetation flammability and wildfire intensity.
- **Dry soil conditions extend fire seasons and increase fire frequency and spread.**



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- **dries out vegetation,** making it more susceptible to burning.
- Higher radiation levels can lead to more intense fires by increasing fuel flammability and combustion rates.

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5. Aspect

- Affects how much sunlight slopes receive, influencing vegetation dryness and fire risk.

Conclusion

Key Findings:

Several models are trained (but the highest 4 are used):

- Logistic Regression
- **Random Forest Classifier**
- **Gradient Boosting Classifier**
- Support Vector Machine (SVM)
- **XGBoost Classifier**
- **+Neural Network**

Top 5 Important Features are:

- Wind speed
- Soil Moisture
- Solar Radiation
- Elevation
- Aspect

Developed upon an existing method:

- **Adjusting grid size** simplifies computations and reduces computational strain.
- **Introducing additional features** increases model variability.
- Modifying the number of hexagons simplifies looping processes.
- Making it UpToDate (2010-Now)

One More Thing..

Fire Viewer & Analyzer



Fire Viewer & Analyzer
By Feras Alqrinawi

Fire Viewer & Analyzer



Fire Viewer & Analyzer By Feras Alqrinawi

- Display the spread of fires on each continent.
- Create interactive graphs showing the fire-affected areas in sq.km for each month throughout the year.
- View and export these graphs as tables (CSV) or images (PNG).

Fire Viewer & Analyzer

By: Feras Alqrinawi

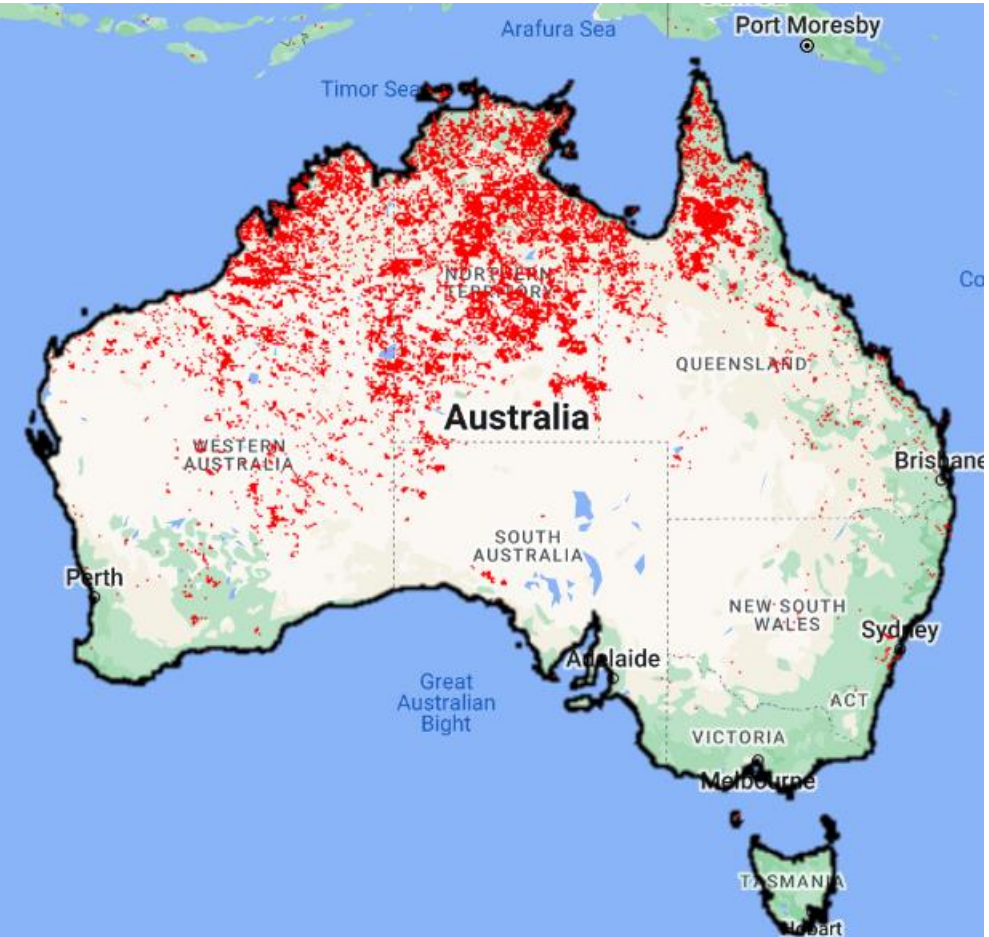
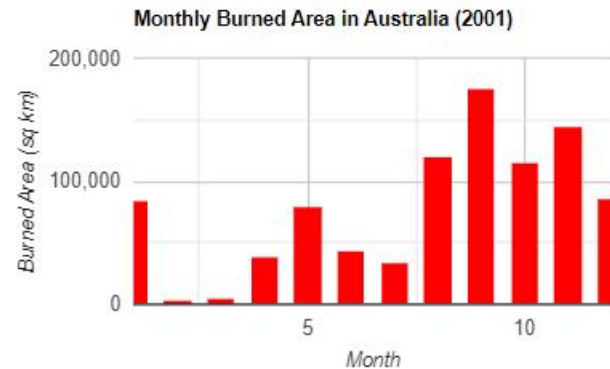
Select a continent:

Australia

Select a year:



2001



References

- Karagiannis, G. M., Synolakis, C. E. (2024)**, Wildfire risk management in the era of climate change, *PNAS Nexus*, 3(5), pgae151. doi:[10.1093/pnasnexus/pgae151](https://doi.org/10.1093/pnasnexus/pgae151). This study highlights the impact of climate change, urban development in wildland-urban interfaces, and historical fire suppression practices on wildfire risk.
- Viedma, O., Urbieto, I. R., Moreno, J. M. (2018)**, Wildfires and the role of their drivers are changing over time in a large rural area of west-central Spain, *Scientific Reports*, 8(1), 1-13. [Link to article](#). This research discusses how environmental characteristics like topography and vegetation types influence wildfire probability and severity over time.
- Viedma, O., Quesada, J., Torres, I., De Santis, A., Moreno, J. M. (2015)**, Fire severity in a large fire in a Pinus pinaster forest is highly predictable from burning conditions, stand structure, and topography, *Ecosystems*, 18(2), 237-250. [Link to article](#). This paper explores how fire severity is influenced by pre-fire vegetation, burning conditions, and topography.
- Urbieto, I. R., Franquesa, M., Viedma, O., Moreno, J. M. (2019)**, Fire activity and burned forest lands decreased during the last three decades in Spain, *Annals of Forest Science*, 76(3), 1-13. [Link to article](#). This study examines the trends in fire activity and how different vegetation types affect fire spread and severity.
- A global scale study** of the factors affecting wildfires' distribution over the past 10 years using the second approach . [Link](#)
- Advances in the study of global forest wildfires** (2021), *Journal of Soils and Sediments*. [Link to article](#). This article reviews the development of forest wildfire research, highlighting the main journals, authors, and research categories involved in this field over the past 30 years.

Thank you!