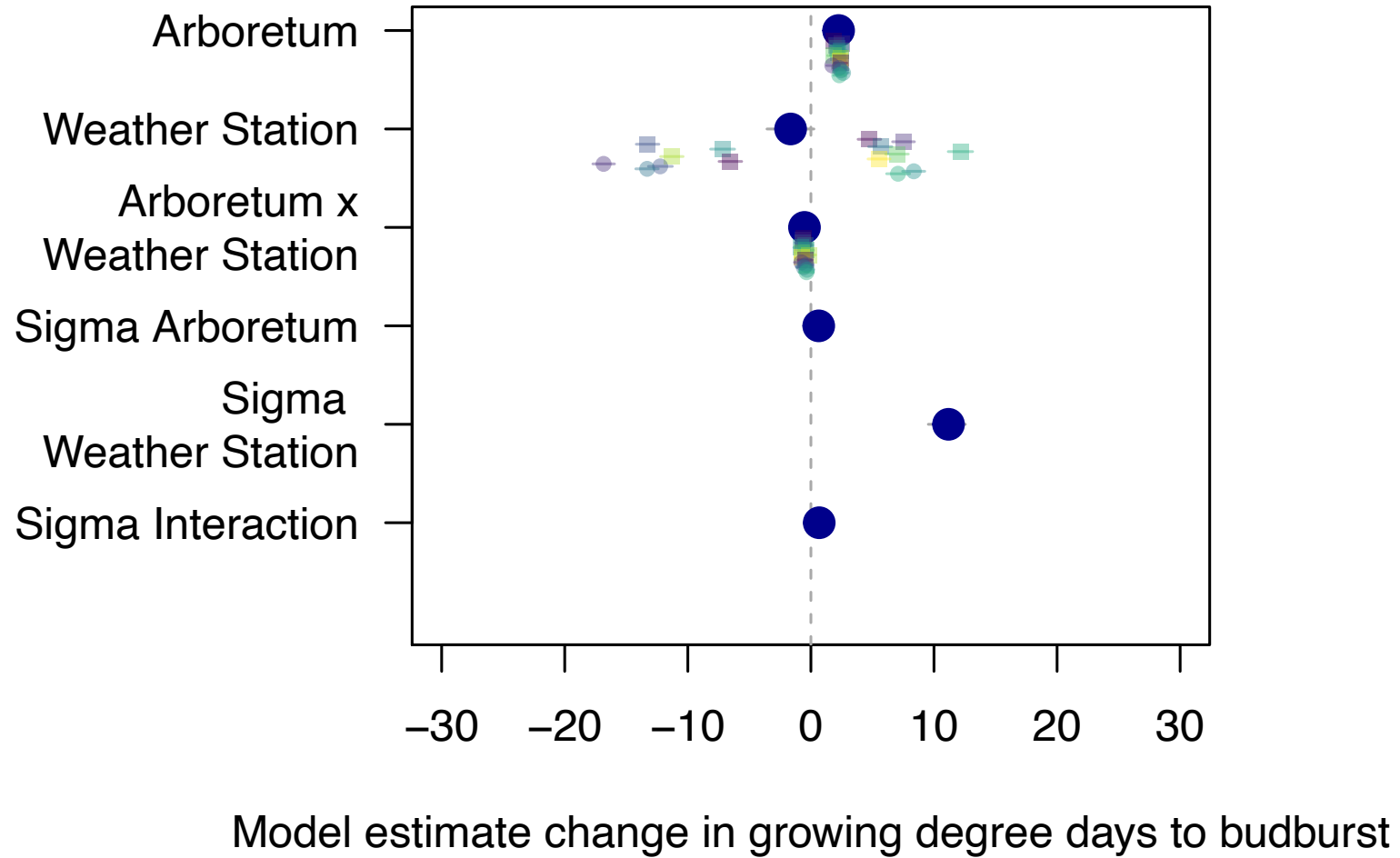
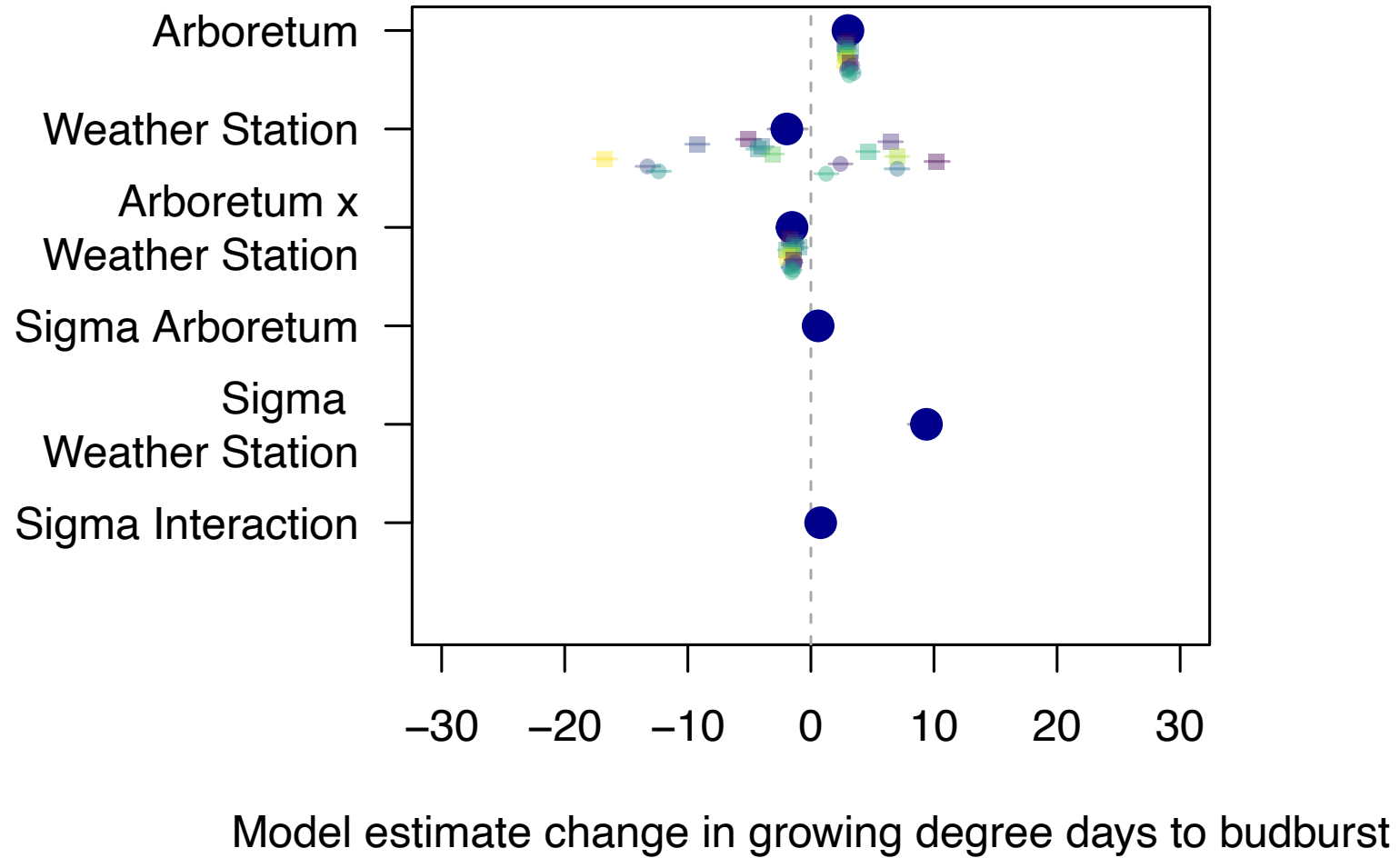


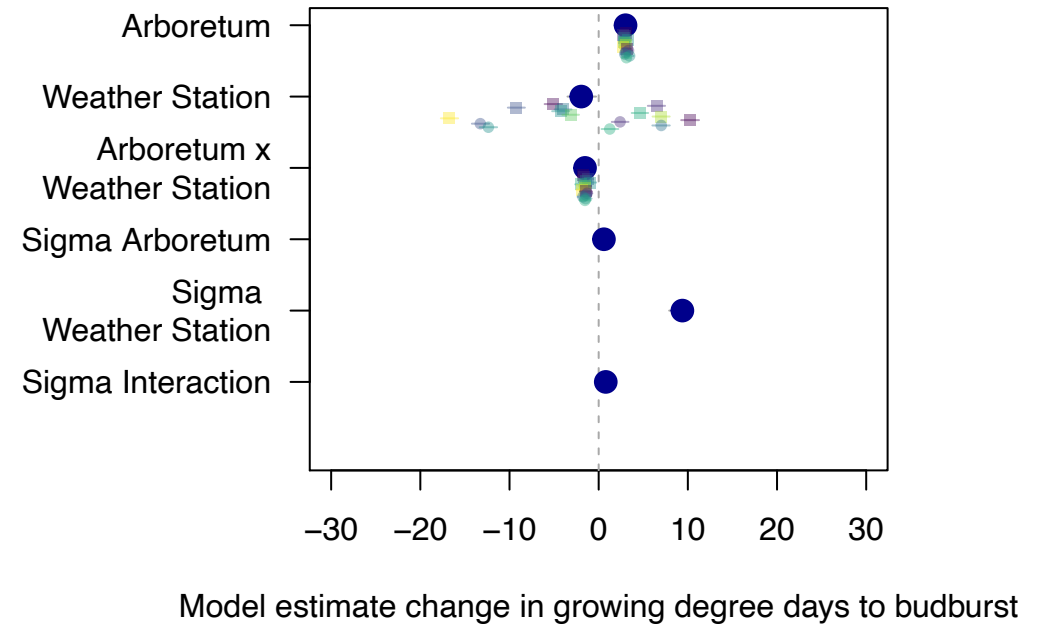
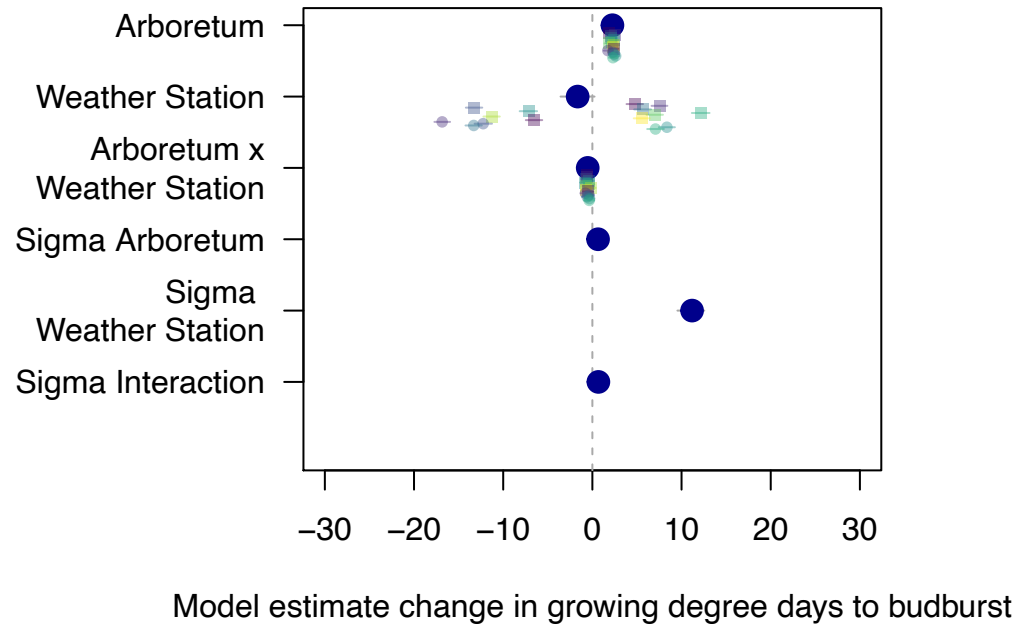
Noisy Weather Station Data



Noisy Hobo Logger Data



Oh goodness...

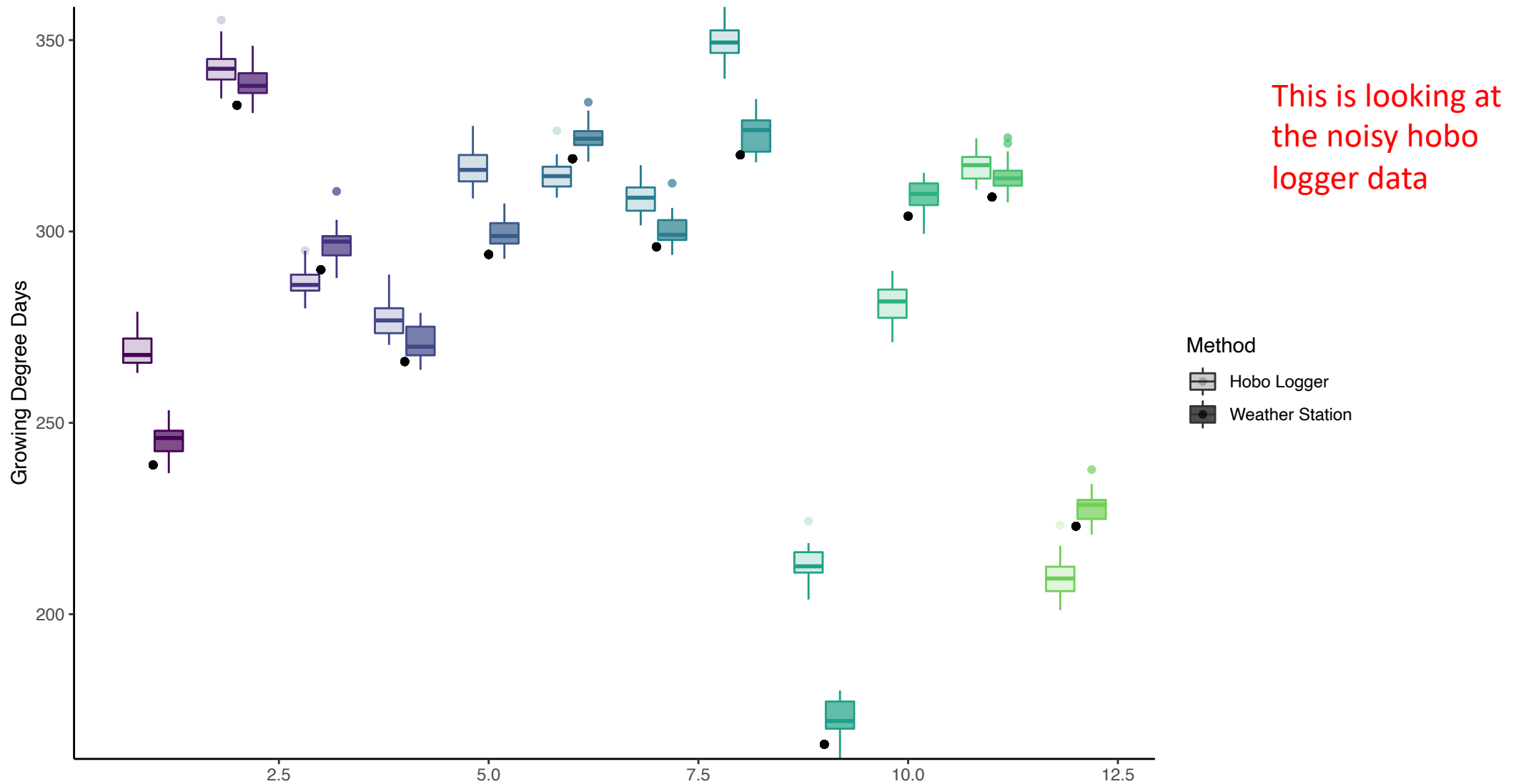


Okay, so lots of sims data checks ensued...

And things seemed to be working well actually... So this might be really cool!

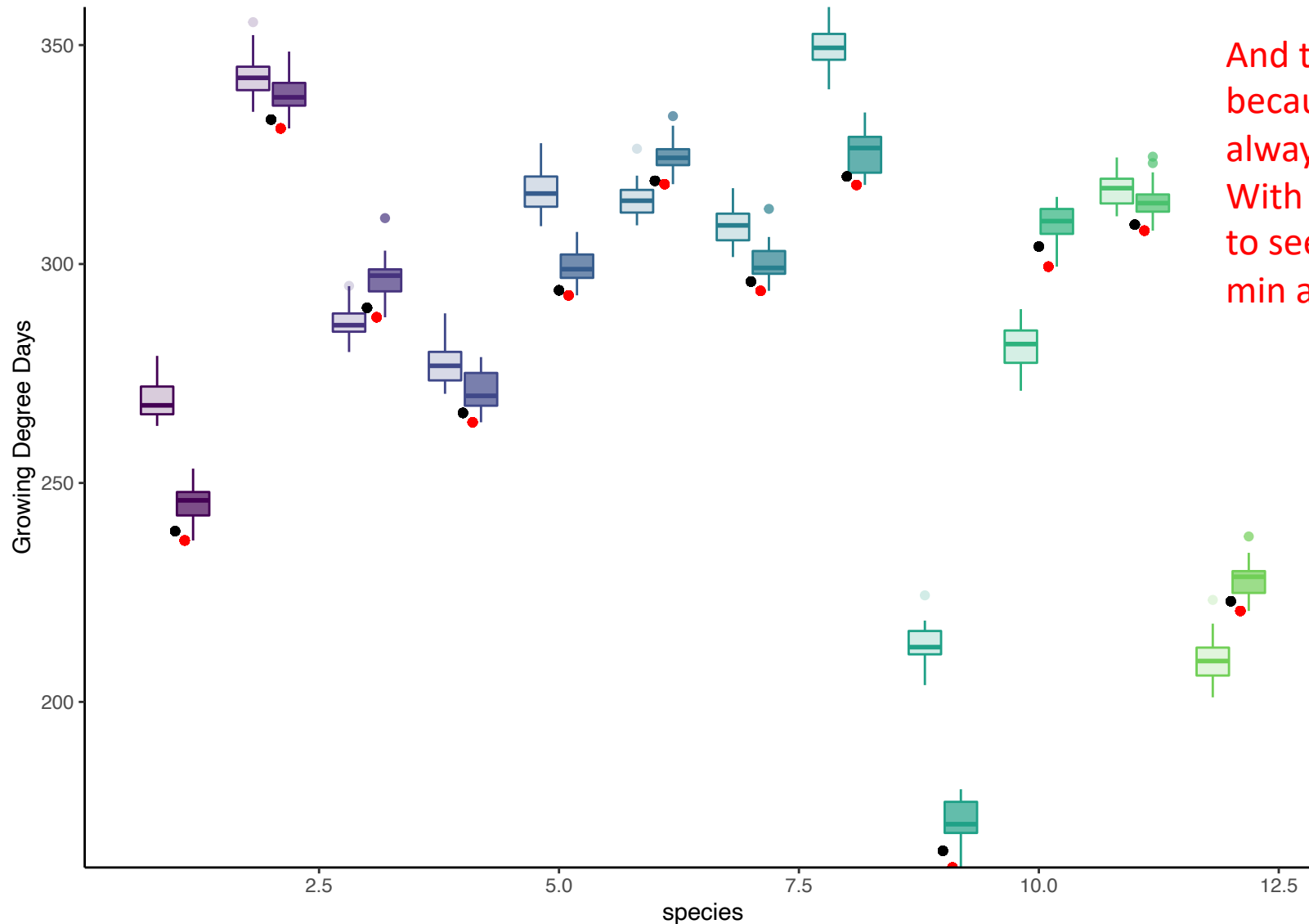


Next, I want to see if I could figure out what Fstar for each species
was using raw data



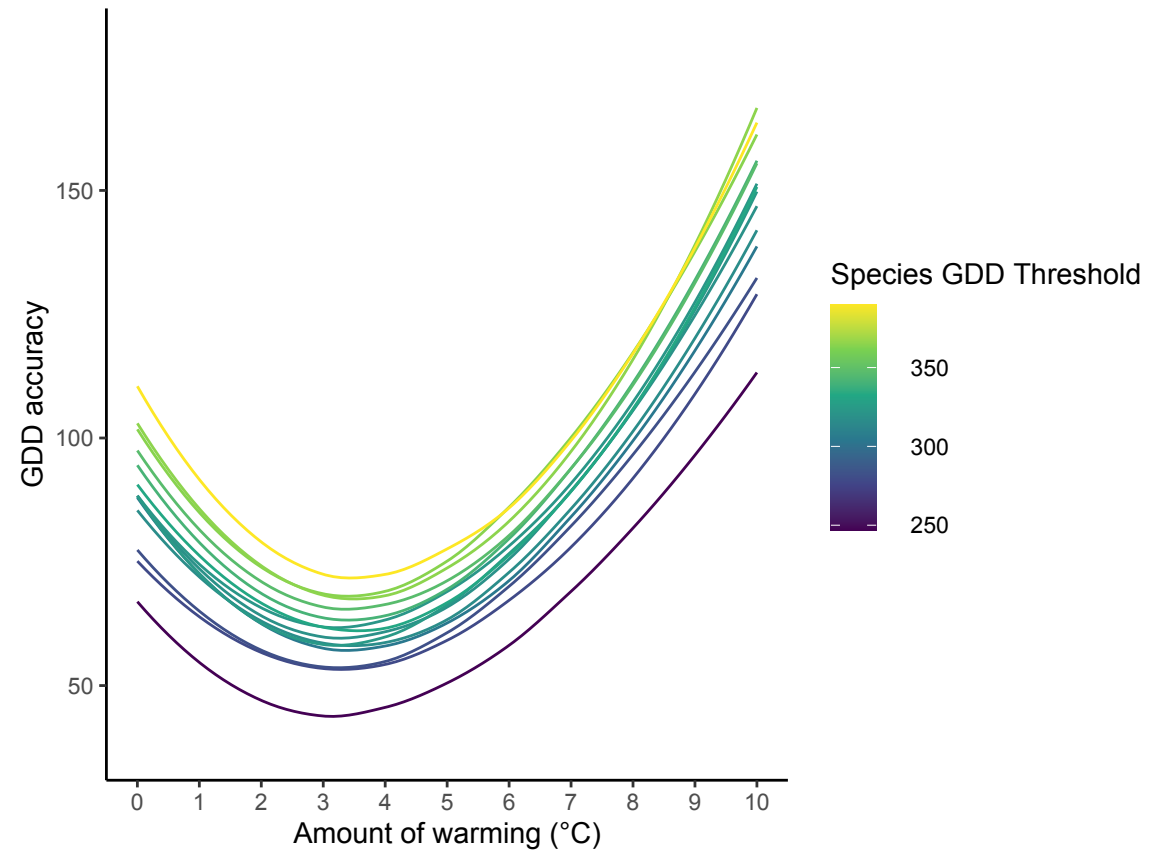
Cool!! There's this relationship between fstarspp and mean minimum GDD using Weather Station data

(remember this is the more accurate method for this example)



And this makes sense right, because our observed GDDs will always be *bigger* than our fstar. With warming, we would expect to see this difference between min and mean increase

Just a quick detour...

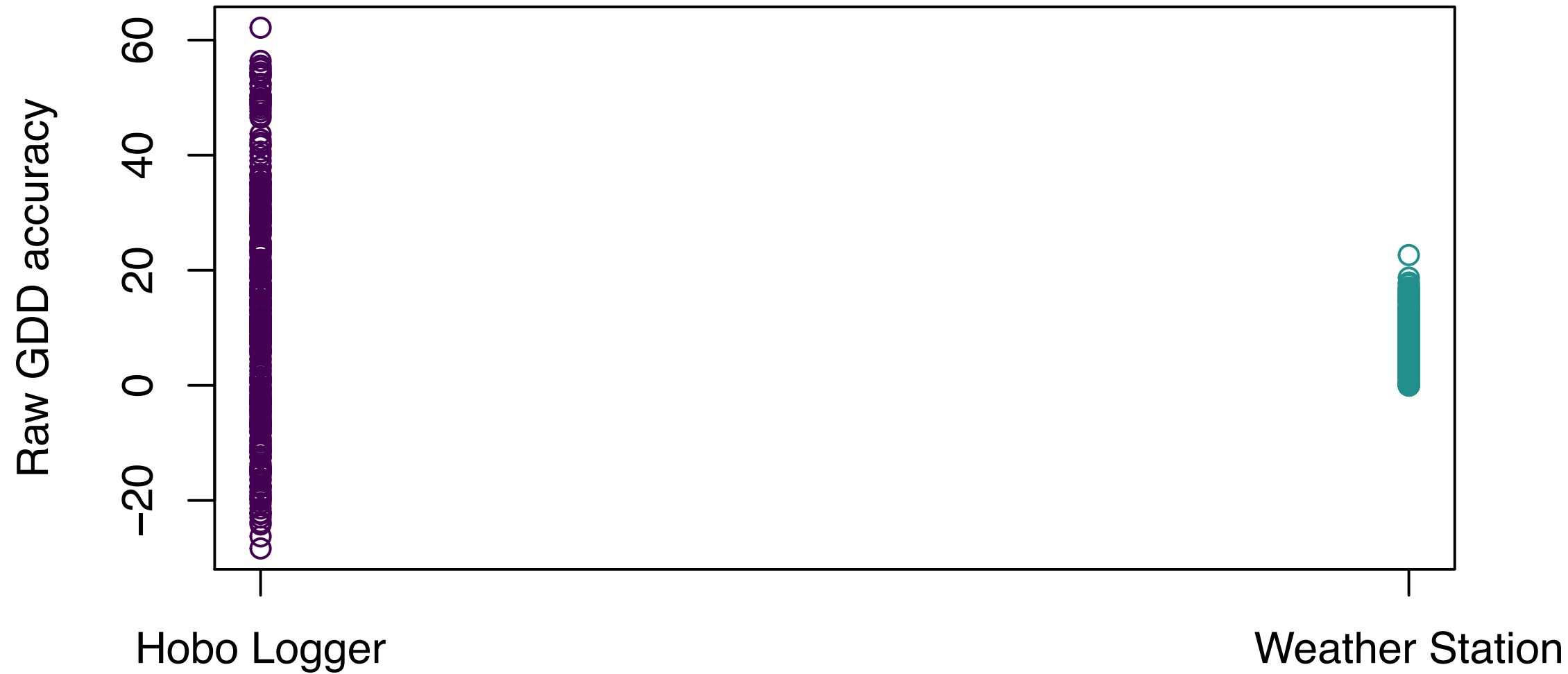


How do I calculate this “raw fstar” value?

So we’ve learned that the mean min for WS is closely related to fstarspp

If we have real data, how do we know which method is more accurate? Which mean min do we use?

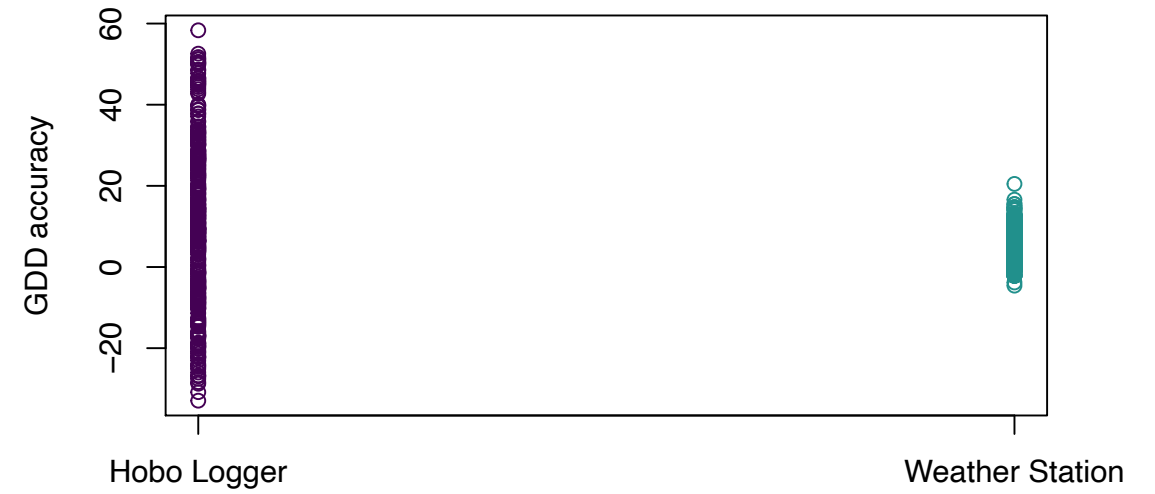
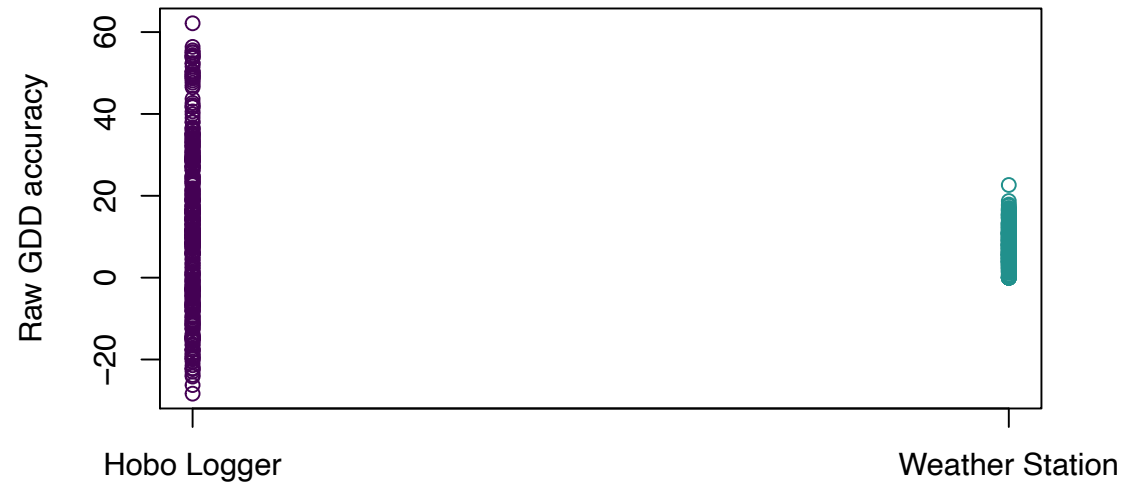
```
fstarrawfunc <- function(df){  
  
  hoboaccuracy <- max(df$meangdd_ws - df$mingdd_hobo) - min(df$meangdd_ws - df$mingdd_hobo)  
  wsaccuracy <- max(df$meangdd_hobo - df$mingdd_ws) - min(df$meangdd_hobo - df$mingdd_ws)  
  
  methodcheck <- hoboaccuracy - wsaccuracy  
  
  if(methodcheck<0){  
    df$fstarspp_raw <- df$mingdd_hbbo  
  } else{  
    df$fstarspp_raw <- df$mingdd_ws  
  }  
  return(df)  
}
```

"Raw fstarspp" value

Vs.

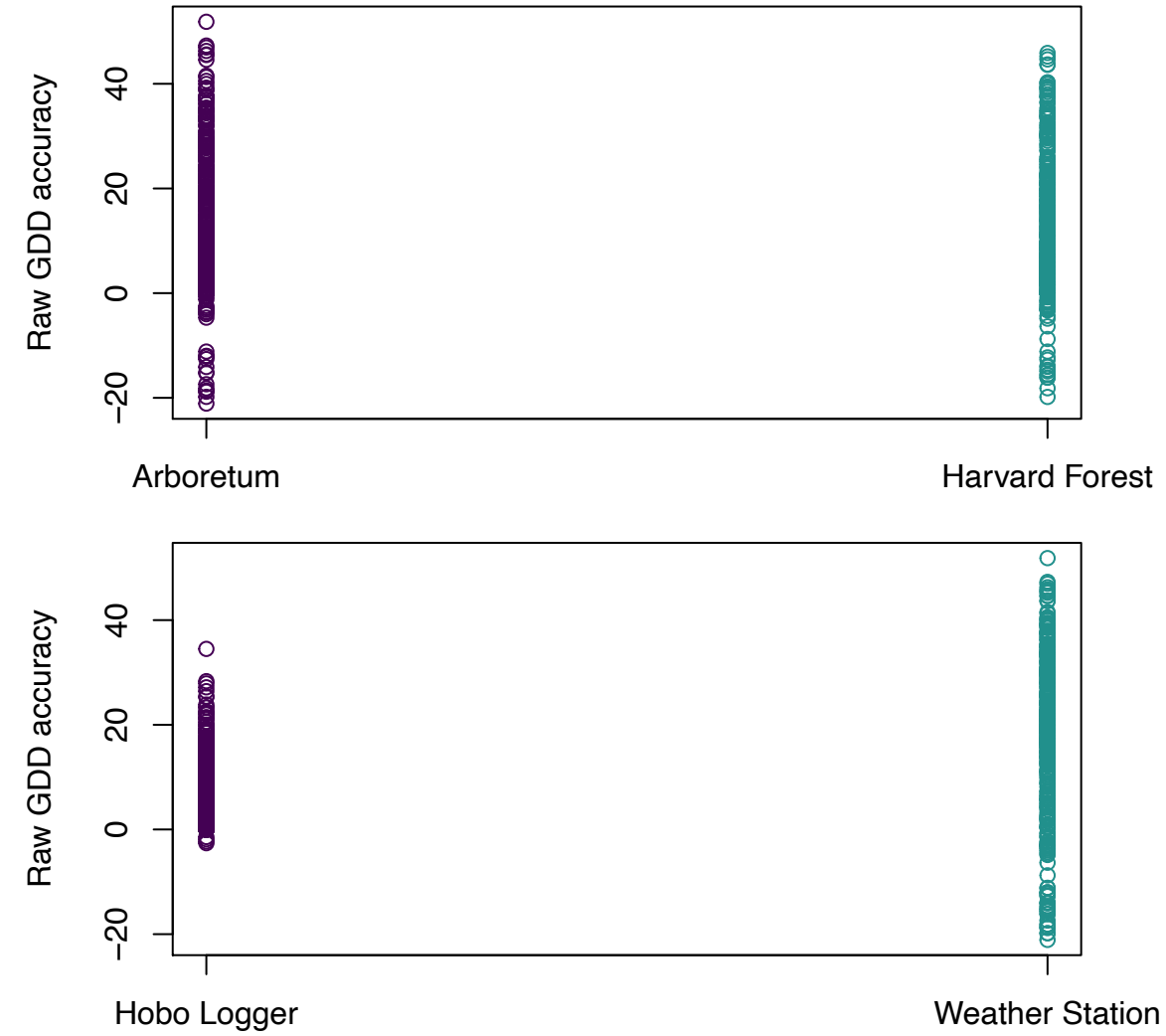
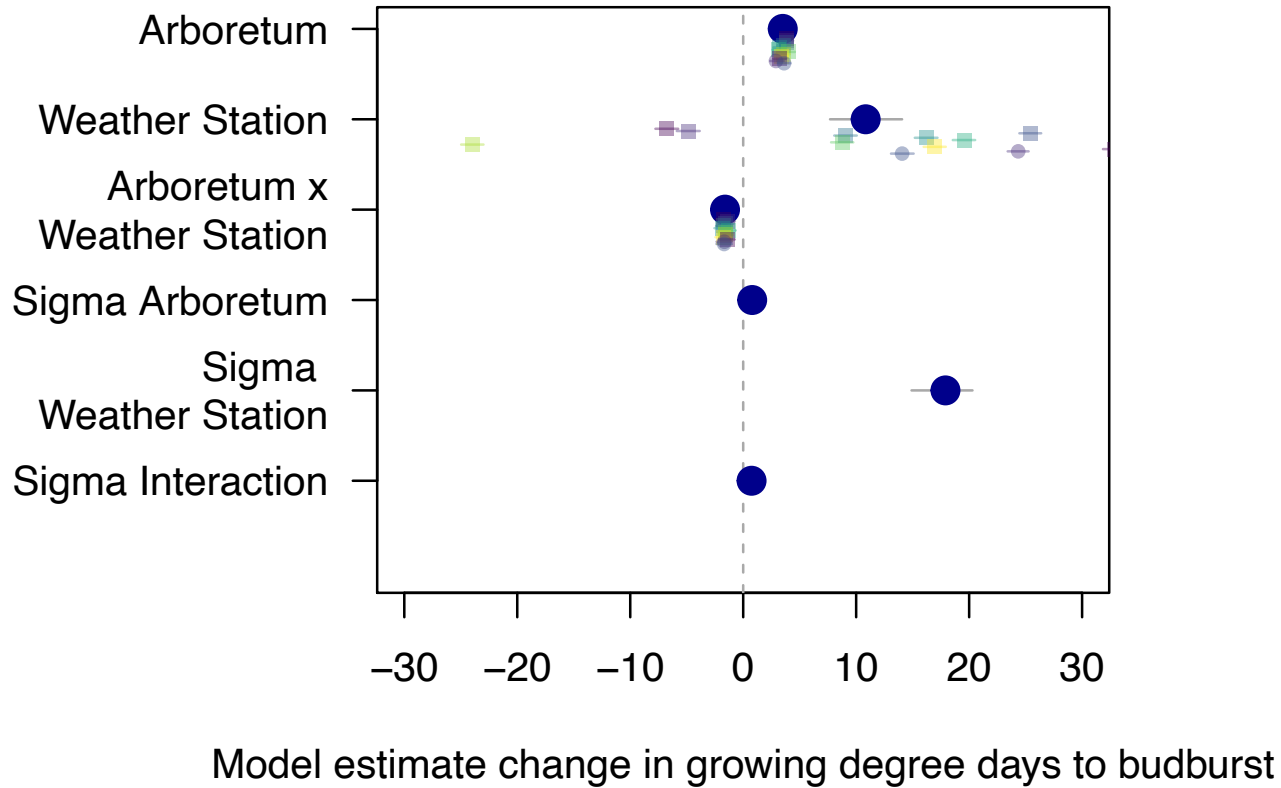
Fstarspp from sims



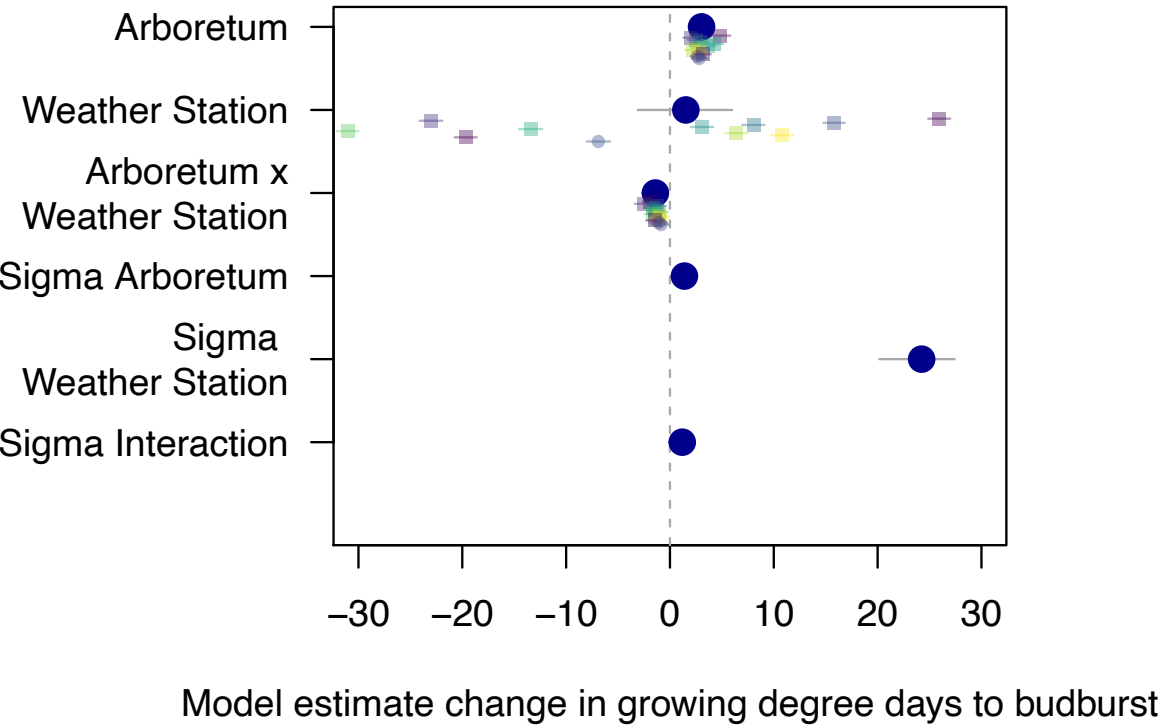
Alright so now we want to see if
hobo loggers are more accurate
estimates of GDD when we have
microclimates....

So the way that I do this first is to see what microclimates do to our accuracy tests and muplot

NOISY WEATHER STATION DATA WITH MICROS!



NOISY HOBO LOGGER DATA WITH MICROS!



Next, I want to remove the noisy WS or noisy Hobo logger and just have microclimates...

- The way I do this is I add variation around the microsites at both the Arb and the Forest...

