

LANDIS-II SCRPPLE (v2.4) User Guide

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1.	INTRODUCTION.....	3
1.1.	Fire Simulation.....	3
1.1.1.	Ignition.....	3
1.1.1.1.	Fire Spread: Lightning and Accidental.....	4
1.1.1.2.	Fire Spread: Prescribed Fires.....	5
1.1.1.3.	Fire Intensity.....	5
1.1.1.4.	Fire Severity.....	5
1.2.	Major Versions.....	6
1.2.1.	Version 2.4 (August 2020).....	6
1.2.2.	Version 2.3 (May 2019).....	6
1.2.3.	Version 2.2 (April 2019).....	6
1.2.4.	Version 2.1 (November 2018).....	6
1.2.5.	Version 2.0 (September 2018).....	6
1.2.6.	Version 1.1 (June 2018).....	6
1.2.7.	Version 1.0 (April 2018).....	6
1.3.	Minor Versions.....	6
1.3.1.	Version 2.3.4 (February 2020).....	6
1.3.2.	Version 2.2.3 (April 2019).....	7
1.3.3.	Version 2.1.1 (March 2019).....	7
1.4.	Source Code.....	7
1.5.	References.....	7
1.6.	Acknowledgments.....	7
2.	PARAMETER INPUT FILE	8
2.1.	LandisData.....	8
2.2.	Timestep (Not functional).....	8
2.3.	AccidentalIgnitionsMap.....	8
2.4.	DynamicAccidentalIgnitionMaps (Optional).....	8
2.5.	LightningIgnitionsMap.....	8
2.6.	DynamicLightningIgnitionMaps (Optional).....	9
2.7.	RxIgnitionsMap.....	9
2.8.	DynamicRxIgnitionMaps (Optional).....	9
2.9.	AccidentalSuppressionMap.....	9
2.10.	LightningSuppressionMap.....	9
2.11.	RxSuppressionMap.....	10
2.12.	DynamicAccidentalSuppressionMaps (Optional).....	10
2.13.	GroundSlopeFile.....	10
2.14.	UphillSlopeAzimuthMap.....	10
2.15.	LightningIgnitionsB0.....	10
2.16.	LightningIgnitionsB1.....	10
2.17.	AccidentalIgnitionsB0.....	10
2.18.	AccidentalIgnitionsB1.....	10
2.19.	MaximumFineFuels.....	11
2.20.	MaximumRxWindSpeed.....	11
2.21.	MaximumRxFireWeatherIndex (Optional).....	11
2.22.	MinimumRxFireWeatherIndex (Optional).....	11
2.23.	MaximumRxTemperture (Optional).....	11
2.24.	MinimumRxRelativeHumidity (Optional).....	11
2.25.	MaximumRXFireIntesnity.....	11
2.26.	NumberRxAnnualFires.....	11
2.27.	NumberRxDailyFires.....	11
2.28.	FirstDayRxFires.....	12
2.29.	LastDayRxFires.....	12
2.30.	TargetRxSize.....	12
2.31.	RxZonesMap (Optional).....	12

2.32.	MaximumSpreadAreaB0	12
2.33.	MaximumSpreadAreaB1	12
2.34.	MaximumSpreadAreaB2	12
2.35.	SpreadProbabilityB0.....	12
2.36.	SpreadProbabilityB1	13
2.37.	SpreadProbabilityB2.....	13
2.38.	SpreadProbabilityB3.....	13
2.39.	IntensityFactor:FineFuelPercent.....	13
2.40.	IntensityFactor:LadderFuelMaxAge.....	13
2.41.	IntensityFactor:LadderFuelBiomass	13
2.42.	LadderFuelSpeciesList	13
2.43.	SuppressionMaxWindSpeed.....	13
2.44.	SuppressionTable	14
2.45.	DeadWoodTable.....	14
2.46.	FireIntensityClass_1_DamageTable.....	14
2.46.1.	Species Name	14
2.46.2.	Minimum Age.....	14
2.46.3.	Maximum Age	14
2.46.4.	Probability of Mortality	14
2.47.	FireIntensityClass_2_DamageTable.....	14
2.48.	FireIntensityClass_3_DamageTable.....	15
3.	OUTPUT FILES	16
3.1.	Day of Fire Maps.....	16
3.2.	Fire Intensity Maps.....	16
3.3.	Fire Ignition Type Maps.....	16
3.4.	Fire Ignition Log.....	16
3.5.	Fire Event Log.....	16
3.6.	Fire Summary Log.....	17
4.	SAMPLE INPUT FILE	18

1. Introduction

This document describes the Social-Climate Related Pyrogenic Processes and their Landscape Effects (SCRPPLE) extension for the LANDIS-II model. For information about the model and its core concepts, see the *LANDIS-II Conceptual Model Description*. A description of this extension has not yet been published.

1.1. Fire Simulation

We included three types of fires in the model: Lightning, Human Unintentional ('Accidental'), and Prescribed Fire ('RxFire'). Each has its own ignition and suppression and intensity patterns. All fires behave similarly in regards to spread and mortality. Our model consists of four primary algorithms: Ignition, Spread, Fire Intensity, and Fire Severity, described below.

1.1.1. Ignition

Our ignitions follow a "supply and allocation" model whereby the supply of ignitions are generated from a zero-inflated Poisson model and then ignitions are allocated across the landscape with an ignition surface.

For Accidental and Lightning fires, the number of ignitions per day is determined from empirical data relating the number of ignitions (by each of three types) to FWI. The following equation was fit to available ignition and climatic data:

$$\text{Number of fires} = eb0 + b1 * \text{FWI} \quad (\text{Equation 1})$$

This is a zero-inflated Poisson distribution, which requires fitting two parameters, which vary by ignition type. Fire Weather Index (FWI) follows the calculations from the Canadian Fire Prediction System (1992) and is a smoothed averaged that integrates long- and short-term variation in precipitation and temperature. FWI was calculated for each day-of-the-year and the appropriate number of ignitions were generated for each day. For fractional ignitions (i.e. number of ignitions = 1.6), simple rounding will determine the number of ignitions. The location of each ignition is determined below.

For RxFire, a set number of fires are generated per year, based on expert input and/or scenario design. For each day of the year, a single RxFire is attempted, given that FWI is within a specified range and that the wind speed is below an allowable maximum. Rx Fires are attempted sequentially (by day of year) until the expected number of fires is successfully ignited. Conditions are placed on RxFire ignitions based on a minimum FWI (necessary to maintain fire spread, below), a maximum FWI (conditions under which prescribed fire would be avoided), and a maximum wind speed (again, conditions under which prescribed fire would be avoided).

A continuous weighted surface of historic ignitions occurrences is provided for each of the three ignition types and used to allocate ignitions. For regions

where ignitions have no spatial pattern, this surface would be a constant value or a smoothed average of ignition rates. For other regions, the spatial pattern of ignitions could be projected based on climate change estimates. All available sites are then randomly shuffled, with an algorithm that biases selection by the weights (constant, historic, or projected) provided; ignition locations begin at the top of the shuffled list. The list of ignitions sites is re-shuffled at the beginning of each year.

In combination, the three ignition sources generate the total number of fires per year per fire type and is dependent upon FWI.

1.1.1.1. Fire Spread: Lightning and Accidental

From the point of ignition, fire spreads. Fire can spread to each adjacent cell dependent upon a probability of spread (P_{spread}) to adjacent neighbor (out of four nearest neighbors). Fire spread is from cell-to-cell and determines fire size. A fire will continue burning until no more cells are selected for spread.

Fire spread was built from a general equation relating event probability to FWI (Beverly and Wotton 2007):

$$\text{Probability of Fire Spread} = 1 / 1 + e^{\beta_0} \quad \text{Equation 2}$$

here β_0 is the probability of spread into a site given condition on that site:

$$\beta_0 = \beta_0' + \beta_1 * \text{FWI} + \beta_2 * \text{EffectiveWindSpeed} + \beta_3 * \text{FineFuels} \quad \text{Equation 3}$$

Where EffectiveWindSpeed is an adjusted wind speed whereby reported wind speed and direction for the region (from meteorological stations) is downscaled to individual sites by accounting for slope angle and the slope azimuth relative to the wind direction (see Nelson 2002 for complete information).

EffectiveWindSpeed also incorporates the intensity of the source fire. A high severity fire burning upslope generates a greater EffectiveWindSpeed than a moderate or light fire. This in turn feeds back into the estimate of fire intensity (see below), creating self-sustaining high-intensity fires under certain conditions.

During model execution, fire fuels are estimated from endogenous (internal to the model framework) litter estimates. Notably, during model execution, fine fuels are dynamic over time to reflect reductions from fuel treatments or prescribed fire and additions from overstory mortality, e.g., from insect outbreaks.

A fire will spread until it has reached a maximum area for the day. Spread area is defined as the increase in day-to-day area of total fire perimeter. Maximum area (in hectares) is determined empirically:

$$\text{Maximum daily spread area (ha)} = \beta_0 + \beta_1 * \text{FWI} + \beta_2 * \text{EffectiveWindSpeed} \quad \text{Equation 4}$$

Note that the FWI and Effective wind speed parameters used to determine maximum daily spread area entirely separate from, and derived differently from the parameters fit to determine successful cell-to-cell fire spread

(described below). In simulations, cell-to-cell and maximum daily fire spread are updated with daily FWI estimates until the fire can no longer spread (e.g. disconnected fuels), FWI levels reduces spread rates, or suppression is applied.

To estimate the fire spread parameters, spatial data are needed for daily FWI, daily wind speed, daily wind direction, and fine fuel loading for a set of reference fires. Daily fire perimeters are then overlain on each of the datasets to extract successful and unsuccessful spread areas. Our approach allows unburned islands within fire perimeters.

1.1.1.2. Fire Spread: Prescribed Fires

If it is a prescribed fire, default fire spread probability will be 1.0 although this can be reduced via suppression. Prescribed fires spread up until they reach their target size or are constricted by suppression or non-active cells. Prescribed fires occur entirely within a single day.

1.1.1.3. Fire Intensity

We developed three classes of fire intensity, Low: < 4' flame lengths; Moderate: 4-8'; and High: >8'. These intensity classes correspond to metrics of intensity commonly used by fire managers. Corresponding mortality severity classes were also defined (see below).

We defined three risk conditions:

1. Does the mass (g m⁻²) of fine fuels exceed a pre-determined risk level?
2. Does the mass (g m⁻²) of ladder fuels exceed a pre-determined risk level? Ladder fuels are assigned via a list of species with maximum ages that can be regarded as 'ladder fuels'. For example, white spruce aged 0-25 might be regarded as ladder fuels.
3. Is the fire intensity of the source site (the neighboring site from where a fire spread) high intensity? A high severity fire will promote high severity fire as it spreads.

The default is low intensity. If one of these three conditions is true, the intensity become moderate. If two or more conditions are true, the fire is high intensity. Relationships between these three conditions and historical fire intensity were created by assigning historical fires one of the three fire intensity classes described above and extracting the fuel loading data that corresponded to that fire.

1.1.1.4. Fire Severity

Fire severity is the mortality caused by fire at each site and varies depending on the tree species and ages present. A low severity fire, for example, may cause extensive mortality if the forest is dominated by fire-intolerant tree species. For each fire intensity class, a fire severity table is defined that includes the age ranges and associated probability of mortality for each tree species. A single random number is drawn for each burned site (ensuring a

consistent effect on all trees). If Pmortality (from the corresponding fire severity table) exceeds the random number, the cohort is killed. Biomass loss is determined by cohort mortality. These data were collected using an expert opinion approach whereby five fire experts for the LTB provided estimates of mortality for varying species and age combinations. These data were collected independently and collated and areas of disagreement (indicated by high variance among experts) discussed and refined.

1.2. Major Versions

1.2.1. Version 2.4 (August 2020)

Updated to latest version of the climate library (v4.1). Also added dynamic lightning ignition maps and dynamic accidental ignition maps.

1.2.2. Version 2.3 (May 2019)

Added additional input parameters for prescribed fires: Maximum temperature, minimum relative humidity, last day of prescribed fire, and number of prescribed fires per day.

1.2.3. Version 2.2 (April 2019)

Update to climate library v4. Other small improvements.

1.2.4. Version 2.1 (November 2018)

Now includes dynamic ignition maps for prescribed fire and prescribed fire zones map.

1.2.5. Version 2.0 (September 2018)

Compatible with Core v7.

1.2.6. Version 1.1 (June 2018)

If it is a prescribed fire, default fire spread probability will be 1.0 although this can be reduced via suppression. Prescribed fires spread up until they reach their target size or are constricted by suppression or non-active cells. Prescribed fires occur entirely within a single day.

1.2.7. Version 1.0 (April 2018)

First release.

1.3. Minor Versions

1.3.1. Version 2.3.4 (February 2020)

Various small bugs including Rx max size units (ha) and a bug if Rx Max Temp not indicated.

1.3.2. Version 2.2.3 (April 2019)

Various small bug fixes including corrected climate library.

1.3.3. Version 2.1.1 (March 2019)

Revised code so that ignition maps cells with values of 0.0 cannot be ignited.

1.4. Source Code

<https://github.com/LANDIS-II-Foundation/Extension-SCRAPPLE>

1.5. References

Beverly, J. L., and B. M. Wotton. 2007. Modelling the probability of sustained flaming: predictive value of fire weather index components compared with observations of site weather and fuel moisture conditions. *International Journal of Wildland Fire* 16:161-173.

Nelson, R.M. 2002. An effective wind speed for models of fire spread. *International Journal of Wildland Fire* 11: 153–161.

Scheller, R.M., A. Kretchun, T.J. Hawbaker, P.D. Henne. 2019. A landscape model of variable social-ecological fire regimes. *Ecological Modelling* 401: 85-93.

1.6. Acknowledgments

Funding for this extension was provided by USFS Southwest Region.

2. Parameter Input File

Most of the input parameters for this extension are specified in one input file. This text file must comply with the general format requirements described in section 3.1 *Text Input Files* in the *LANDIS-II Model User Guide*.

2.1. LandisData

This parameter's value must be "SCRAPPLE".

2.2. Timestep (Not functional)

Note: This parameter is not functional. Because SCRPPLE requires daily data, it cannot produce an average fire regime for longer than annual time steps. Therefore the default is 1. Future versions will remove this parameter.

This parameter is the extension's time step. Value: integer > 0. Units: years.

2.3. AccidentalIgnitionsMap

This parameter specifies a raster map to represent where accidental ignition occur. The map units are double (allowing for fractions). Units are not specified. The map data weights the location of accidental ignitions occurrence whereby the list of values are sorted with higher values more likely near the top; ignitions are sequentially drawn from this weighted, sorted list. Values of 0.0 will not ignite.

User Tip: If empirical ignition data exist, these can be used to create a continuous surface of probability of ignition per year. If no such data exist, the map can have a single value and will therefore random locations will be selected.

2.4. DynamicAccidentalIgnitionMaps (Optional)

This **optional table** allows you to change accidental fire ignition maps for any given year. The table contains **simulation year** and **map name**, each pair on a separate line.

```
DynamicAccidentalIgnitionMaps << Optional
```

```
3      AccIgnitions3.img
5      AccIgnitions5.img
13     AccIgnitions13.img
```

2.5. LightningIgnitionsMap

This parameter specifies a raster map to represent where lightning ignitions occur. The map units are double (allowing for fractions). Units

are not specified. The map data weights the location of accidental ignitions occurrence whereby the list of values are sorted with higher values more likely near the top; ignitions are sequentially drawn from this weighted, sorted list. Values of 0.0 will not ignite.

2.6. DynamicLightningIgnitionMaps (Optional)

This **optional table** allows you to change lightning fire ignition maps for any given year. The table contains **simulation year** and **map name**, each pair on a separate line.

```
DynamicLightningIgnitionMaps << Optional
3          LtIgnitions3.img
5          LtIgnitions5.img
13         LtIgnitions13.img
```

2.7. RxIgnitionsMap

This parameter specifies a raster map to represent where prescribed fire occur. The map units are double (allowing for fractions). Units are not specified. The map data weights the location of accidental ignitions occurrence whereby the list of values are sorted with higher values more likely near the top; ignitions are sequentially drawn from this weighted, sorted list. Values of 0.0 will not ignite.

2.8. DynamicRxIgnitionMaps (Optional)

This **optional table** allows you to change prescribed fire ignition maps for any given year. The table contains **simulation year** and **map name**, each pair on a separate line.

```
DynamicRxIgnitionMaps << Optional
3          RxIgnitions3.img
5          RxIgnitions5.img
13         RxIgnitions13.img
```

2.9. AccidentalSuppressionMap

This parameter specifies a raster map to represent where and how accidental fires are suppressed. The map units are integers and should only include: 0, 1, 2, 3, indicating no suppression, light, moderate, and maximal suppression.

2.10. LightningSuppressionMap

This parameter specifies a raster map to represent where and how lightning fires are suppressed. The map units are integers and should only include: 0, 1, 2, 3, indicating no suppression, light, moderate, and maximal suppression.

2.11. RxSuppressionMap

This parameter specifies a raster map to represent where and how prescribed fires are suppressed. The map units are integers and should only include: 0, 1, 2, 3, indicating no suppression, light, moderate, and maximal suppression.

2.12. DynamicAccidentalSuppressionMaps (Optional)

This **optional table** allows you to change accidental suppression maps for any given year. The table contains **simulation year** and **map name**, each pair on a separate line.

```
DynamicAccidentalSuppressionMaps << Optional
3      AccSupp3.img
5      AccSupp5.img
13     AccSupp13.img
```

2.13. GroundSlopeFile

This parameter specifies a raster map to represent percent ground slope. The map should have integer values representing percent slope on the ground.

2.14. UphillSlopeAzimuthMap

This parameter specifies a raster map to represent the direction of uphill slope. Values in this map should be integers ranging from 0 to 360 degrees, specifying the direction upslope. Note: this is the opposite of the way aspect is commonly defined.

2.15. LightningIgnitionsB0

The B0 parameter from equation 1 (Scheller et al. 2019). This value is empirically derived for lightning ignitions.

2.16. LightningIgnitionsB1

The B1 parameter from equation 1 (Scheller et al. 2019). This value is empirically derived for lightning ignitions.

2.17. AccidentalIgnitionsB0

The B0 parameter from equation 1 (Scheller et al. 2019). This value is empirically derived for accidental ignitions.

2.18. AccidentalIgnitionsB1

The B1 parameter from equation 1 (Scheller et al. 2019). This value is empirically derived for accidental ignitions.

2.19. MaximumFineFuels

The amount of fine fuels (g m^{-2}) used to rescale the fine fuel parameter in equations 3 and 6 of Scheller et al. (in prep.). This parameter can be estimated from ‘typical’ conditions not including prior large disturbance (e.g., fire or insect mortality) events. Fine fuels are estimated from surficial organic matter.

2.20. MaximumRxWindSpeed

The maximum wind speed under which prescribed fires will be ignited on the landscape.

2.21. MaximumRxFireWeatherIndex (Optional)

The maximum Fire Weather Index under which prescribed fires will be put on the landscape.

2.22. MinimumRxFireWeatherIndex (Optional)

The minimum Fire Weather Index under which prescribed fires will be put on the landscape. Typically prescribed fires will *not* be attempted if fuels are too moist.

2.23. MaximumRxTemperture (Optional)

The maximum temperature (Celsius) under which prescribed fires will occur.

2.24. MinimumRxRelativeHumidity (Optional)

The minimum relative humidity necessary for prescribed fires. If the relative humidity is too low, prescribed fires are often avoided as it indicates very dry conditions.

2.25. MaximumRXFireIntesnity

The maximum allowable fire intensity for prescribed fires. Prescribed fires will not exceed this intensity level.

2.26. NumberRxAnnualFires

The number of prescribed fires attempted per year.

2.27. NumberRxDailyFires

The number of prescribed fires attempted per day.

2.28. FirstDayRxFires

The first Julian day in which a prescribed fire can begin. This is important if fall burning is preferred over spring burning.

2.29. LastDayRxFires

The last Julian day in which a prescribed fire can begin.

2.30. TargetRxSize

The maximum size for a prescribed fire in hectares.

2.31. RxZonesMap (Optional)

This **optional map** creates stands for prescribed fires. A prescribed fire will burn only within the zone (stand) within which it starts. It will NOT burn into other zones. The size remains limited by **TargetRxSize**.

This parameter specifies a raster map to represent stands. The map units are integers.

2.32. MaximumSpreadAreaB0

The B0 (intercept) parameter from equation 4 (Scheller et al. 2019). This value is empirically derived from all fires in the landscape or region.

Note: Though empirically derived, this parameter can be used to match fire regime calibration targets.

Note: Equation #4 calculates area in hectares.

2.33. MaximumSpreadAreaB1

The B1 parameter (*FWI) from equation 4 (Scheller et al. 2019). This value is empirically derived from all fires in the landscape or region.

2.34. MaximumSpreadAreaB2

The B2 parameter (*Effective wind speed) from equation 4 (Scheller et al. 2019). This value is empirically derived from all fires in the landscape or region.

2.35. SpreadProbabilityB0

The B0 (intercept) parameter from equation 3 (Scheller et al. 2019). This value is empirically derived from all fires in the landscape or region.

Note: Though empirically derived, this parameter can be used to match fire regime calibration targets.

2.36. SpreadProbabilityB1

The B1 (*FWI) parameter from equation 3 (Scheller et al. 2019). This value is empirically derived from all fires in the landscape or region.

2.37. SpreadProbabilityB2

The B2 (*Effective wind speed) parameter from equation 3 (Scheller et al. 2019). This value is empirically derived from all fires in the landscape or region.

2.38. SpreadProbabilityB3

The B3 (*Fine fuels) parameter from equation 3 (Scheller et al. 2019). This value is empirically derived from all fires in the landscape or region.

2.39. IntensityFactor:FineFuelPercent

The first of three fuels factors that help determine fire intensity. The fraction (0.0 – 1.0) of fine fuel (see 2.15) that substantially increases the risk of a fire becoming either moderate or high severity.

2.40. IntensityFactor:LadderFuelMaxAge

The second of three fuel factors that help determine fire intensity. The maximum age at which a cohort is still considered a ladder fuel, i.e., the cohort is a ladder fuel until reaching this age. The biomass of all cohorts \geq LadderFuelMaxAge listed in LadderFuelSpeciesList are summed and compared against SeverityFactor:LadderFuelBiomass, also below.

2.41. IntensityFactor:LadderFuelBiomass

The third of three fuels factors that help determine fire intensity. The ladder fuel biomass that substantially increases the risk of a fire becoming either moderate or high severity.

2.42. LadderFuelSpeciesList

A list of species codes for species that are considered ladder fuels. Typically only conifers are considered ladder fuels.

2.43. SuppressionMaxWindSpeed

The wind speed (m s^{-1}) above which no resources would be deployed to suppress a fire. This parameter is intended to capture weather conditions under which fire response is prohibitively dangerous.

2.44. SuppressionTable

This table defines suppression effectiveness for each ignition type and across three different FWI ranges.

For each type, there is a 'Low' effectiveness (fourth column) when FWI is less than FWI1 (second column). There is a 'Medium' effectiveness (fifth column) when FWI > FWI1 and <= FWI2 (third column). Finally, there is 'High' effectiveness (last column) when FWI > FWI2.

The effectiveness defines how much the probability of spread is reduced due to suppression, e.g., 5%, 65%, 95%. The examples given below reflect a common (but not universal) pattern whereby more suppression resources are allocated during extremely dry (high FWI) conditions.

```
SuppressionTable << Must be entered in this type order
>>Type          FWI1  FWI2  Lo    Md    High-Effectiveness
Accidental       20    40    5     65    95
Lightning        20    40    5     65    95
Rx               20    40    5     65    95
```

2.45. DeadWoodTable

This table was designed to track snags generated by fire. There can be zero or more lines, each corresponding to a species. For each species, there's a minimum age at which a cohort generates snags due to fire. For example:

```
DeadWoodTable
PinuJeff      50
```

2.46. FireIntensityClass_1_DamageTable

For each damage table, a given age range for each species is associated with a probability of mortality, assuming that fire intensity = 1 (< 4" flame length). There is no limit to the number of species or age ranges; the default value for an unlisted species or age-range is 0.0.

2.46.1. Species Name

2.46.2. Minimum Age

2.46.3. Maximum Age

2.46.4. Probability of Mortality

Range of 0.0 – 1.0. Compared against a randomly generated uniform value to determine mortality. All mortality is total.

2.47. FireIntensityClass_2_DamageTable

Same as above; applied to fire intensity = 2 (4-8" flame length).

2.48. FireIntensityClass_3_DamageTable

Same as above; applied to fire intensity = 3 (> 8" flame length).

3. Output Files

The extension outputs were designed to be able to correctly parameterize and analyze fire behavior in the simulation. The Fire ignition table is designed to capture the relationship between attempted FWI and number of fire ignitions for each type, for each day and year. The Fire event table is designed to record the fire characteristics of each individual fire event. The Fire landscape table is designed to summarize fire characteristics at the landscape scale.

3.1. Day of Fire Maps

The map of ‘fire days’ tracks on which day of the year a cell burned. Map values equal Julian day of time step. Note: map values = 0 indicates an inactive site; 1 = active but unburned; > 1 = Day-of-year for the fire + 1.

3.2. Fire Intensity Maps

The map of fire intensity reports at which intensity (1-3) a cell burned. Map values: 0 = Unburned site, 1-3 = Fire intensity 1-3.

3.3. Fire Spread Probability Maps

The map of fire spread probability. Map values: 0 = Inactive or unburned site, >0 = A disturbed site with fire spread probability x 100.

3.4. Fire Ignition Type Maps

There are three ignition types with values: 0 = non-active site, 1=active and unburned, 2 = Accidental; 3 = Lightning; 4 = Rx.

3.5. Event ID Maps

These maps give the event ID, to be paired with the Event Log (below). Map values: 0 = Inactive or unburned site, > 0 = A disturbed site an assigned Event ID.

3.6. Fire Ignition Log

This log file tracks the number of ignitions and the climatic conditions under which they occurred: year, Julian day of year, number of attempted ignitions, Fire Weather Index, and type of ignition

3.7. Fire Event Log

The event log is a text file that contains information about every fire event:

- Year
- ignition row number
- ignition column number
- initial Fire Weather Index

- initial Julian day
- ignition type
- number of days a fire burned
- total sites burned
- number of cohorts killed
- mean wind speed
- mean effective wind speed
- mean wind azimuth direction
- mean suppression effectiveness level
- mean Fire Weather Index
- mean spread probability
- mean fire severity
- total biomass killed
- number of cells in fire intensity class 1
- number of cells in fire intensity class 2
- number of cells in fire intensity class 3.

The information is stored as comma-separated values (CSV).

3.8. Fire Summary Log

The fire time step log is a text file that contains summary information about all the events that occurred during each fire time step:

- Year
- number of cells burned by accidental human ignited fires
- number of cells burned by lightning ignited fires
- number of cells burned by prescribed fires
- number of accidental human ignited fires
- number of lightning ignited fires
- number of prescribed fires
- total biomass killed by human accidental ignited fires (g m^{-2})
- total biomass killed by lightning ignited fires (g m^{-2})
- total biomass killed by prescribed fires (g m^{-2})
- number of cells in fire intensity class 1
- number of cells in fire intensity class 2
- number of cells in fire intensity class 3.

The information is stored as comma-separated values (CSV).

4. Sample Input File

LandisData "SCRAPPLE"

>> Note: All inputs are provided as examples only. They are not intended to serve as default values.

Timestep 1

AccidentalIgnitionsMap ./Accidental_Ignition_Map.img

LightningIgnitionsMap ./Lightning_Ignition_Map.img

RxIgnitionsMap ./Lightning_Ignition_Map.img

AccidentalSuppressionMap ./test_suppress.img

LightningSuppressionMap ./test_suppress.img

RxSuppressionMap ./test_suppress.img

GroundSlopeMap GroundSlope.gis

UphillSlopeAzimuthMap UphillSlope.gis

LightningIgnitionsB0 -3.0

LightningIgnitionsB1 0.005

AccidentalIgnitionsB0 -3.0

AccidentalIgnitionsB1 0.005

MaximumFineFuels 60.0 << Use the NECN primary log file to determine typical values

>>Prescribed fire burn window parameters

MaximumRxWindSpeed 10.0

MaximumRxFireWeatherIndex 30.0 << Optional

MinimumRxFireWeatherIndex 5.0 << Optional

MinimumRxRelativeHumidity 20.0 <<Optional

MaximumRxFireIntensity 1

NumberRxAnnualFires 5

NumberRxDailyFires 10

FirstDayRxFires 25

LastDayRxFires 300

TargetRxSize 40

RxZonesMap my-fire-zones.gis << Optional

MaximumSpreadAreaB0 3.1

MaximumSpreadAreaB1 0.0

MaximumSpreadAreaB2 0.0

LANDIS-II SCRAPPLE Extension v2.3v2.4- User Guide

```
SpreadProbabilityB0 -1.0
SpreadProbabilityB1 0.085 <<FWI
SpreadProbabilityB2 -0.005 << fine fuels
SpreadProbabilityB3 -0.33 << wind speed
```

```
IntensityFactor:FineFuelPercent 50.0
IntensityFactor:LadderFuelMaxAge 50
IntensityFactor:LadderFuelBiomass -1.0
```

```
LadderFuelSpeciesList
acersacc pinustro
```

```
SuppressionMaxWindSpeed 40
```

```
SuppressionTable
```

>>Type	FWI1	FWI2	Lo	Md	High-Effectiveness
Accidental	20	40	5	5	5
Lightning	20	40	5	5	5
Rx	20	40	5	5	5

```
DeadWoodTable
```

```
acersacc 20
```

```
pinustro 20
```

```
FireIntensityClass_1_DamageTable
```

```
>> Format = species [maxAge Pmortality] ... [repeating] Any missing data is 0.0
```

```
acersacc 0 50 0.9
```

```
acersacc 51 100 0.5
```

```
FireIntensityClass_2_DamageTable
```

```
>> Format = species [maxAge Pmortality] ... [repeating] Any missing data is 0.0
```

```
acersacc 0 50 0.9
```

```
acersacc 51 100 0.5
```

```
FireIntensityClass_3_DamageTable
```

```
>> Format = species [maxAge Pmortality] ... [repeating] Any missing data is 0.0
```

```
acersacc 0 50 0.9
```

```
acersacc 51 100 0.5
```