Scripts for GCBM-FLINT Course Videos

9th Slide

As I mentioned before it makes the FLINT very scalable, but it does make certain problems very difficult for it to handle.

We cannot deal with awareness of neighboring pixels so we cannot work with fire spread, and we do not really know the exact location of rule-based disturbances.

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This is a very high-level overview of what the event-driven system looks like. Basically the current pixel data is run through the spatial layers in the database and then it goes to the event sequencer and that's what is firing those life cycle events things like timing init, timing step start, timing step end and the output.

And then all the science models are subscribed.

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One of the examples of our modules is the growth module. It subscribes to three of those system events, the simulation start- loads the root biomass equation, each time a pixel is loaded, it loads dead organic matter turnover rates and the timings step is going to load or process the current growth curve.

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CBM science is implemented as modules running on the front platform. The key features are that ecosystem components biomass soil greenhouse gases are represented as carbon pools. There is a yield curve-based growth module, and the disturbances and annual processes are represented as transfers between these carbon pools.

The core module includes   
- biomass growth and mortality  
- dead organic matter and soil dynamics and   
- disturbance impacts - management activities like harvest, natural disturbances like fire and land use changes like deforestation, afforestation.

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We went through a pretty lengthy process when we developed this new model and the results are nearly identical to CBM CFS 3.

Let’s look at the main differences from CBM CFS3. forest in inventory and disturbance data come from spatial layers instead of database tables.

The location of all the disturbance events is explicit in spatial layers instead of using rules.

It gives out special as well as tabular output for pools and fluxes also it is easier to extend with new models and easier to simulate large landscapes such as the ones that have a huge number of pixels.

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Here is an example of one of the outputs that we generated using the model. The simulation does not produce this directly but there is a set of advanced python scripts that we used to produce these outputs. They are also freely available along with the ones that generate animations using the spatial output.