

A wildland fire modeling and visualization environment

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OpenWFM.org components

- 2D fire spread model coupled with WRF
 - A code with a subset of features is distributed with WRF release as WRF-Fire.
 - The current development version available on openwfm.org as WRF coupled with SFIRE.
- Extended WRF Preprocessing System (WPS)
- Wiki: guides, links to software repositories
- Utilities
 - Visualization, Data preprocessing, Diagnostics
- Web interfaces, data assimilation (future)

Objectives and design limitations

- Model faster than real time
 - Fast enough for forecasting at 100m atmosphere and 10m fire scale
 - Fire parameterization to capture essential fire behavior and feedback on the atmosphere
- Open source, collaborative development
 - Public read access to source code repositories
 - Invite collaborations
- Subject to WRF programming conventions for WRF release
 - Affects the choice of algorithms
- Data assimilation
 - Modify the state (atmosphere, fire position,...) and parameters (fuels, spread rate,...) of the running coupled model in response to data
 - This is the overall goal but we had to have a suitable model first.

http://www.openwfm.org/wiki/List_of_SFIRE_pages

Category:WRF-Fire - Open WFM

www.openwfm.org/wiki/Category:WRF-Fire

open wildland fire modeling

ecommunity

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navigation

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Category:WRF-Fire

Welcome to the **WRF-Fire** pages at openwfm.org, the open wildland fire modeling community. WRF-Fire is a freely available wildfire modeling code, which combines a standard weather modeling code with a surface fire model.

In the pages listed below, you can find [support information](#), [documentation](#), and quick guides, called [Howtos](#), for **WRF-Fire**, as well as links to the [download](#) of the latest version. If you have any questions or if there is something you would like implemented in WRF-Fire, please let us know by email to jan.mandel@gmail.com

Main page: [WRF-Fire](#)

Pages in category "WRF-Fire"

The following 35 pages are in this category, out of 35 total.

C

- Changes in WRF-Fire 3.3 release

D

- WRF-Fire development notes
- WRF-Fire documentation

H

- How to convert data for Geogrid
- How to diagnose fuel properties in WRF-Fire
- How to get WRF-Fire
- How to interpret WRF variables
- How to load WRF files in Matlab
- How to run WRF-Fire
- How to run WRF-Fire with real data
- How to run the standalone fire model in WRF-Fire

L

- List of SFIRE pages
- List of WRF-Fire pages

N

- Namelist.fire
- Namelist.input

P

- WRF-Fire publications

S

- SFIRE

H cont.

- How to visualize WRF-Fire output in Google Earth
- How to visualize WRF-Fire output in Matlab
- How to visualize WRF-Fire output in Mayavi2
- How to visualize WRF-Fire output in VAPOR
- How to visualize WRF-Fire output in VisTrails
- How to visualize vertical profiles from WRF in Matlab

S cont.

- SFIRE variables
- WRF-Fire support

T

- Talk:WRF-Fire development notes
- Template:WRF-Fire-commit
- Template:WRF-Fire-file

U

- Coupled WRF and SFIRE model user's guide

V

- Vertical wind interpolation
- Visualization in Google Earth

W

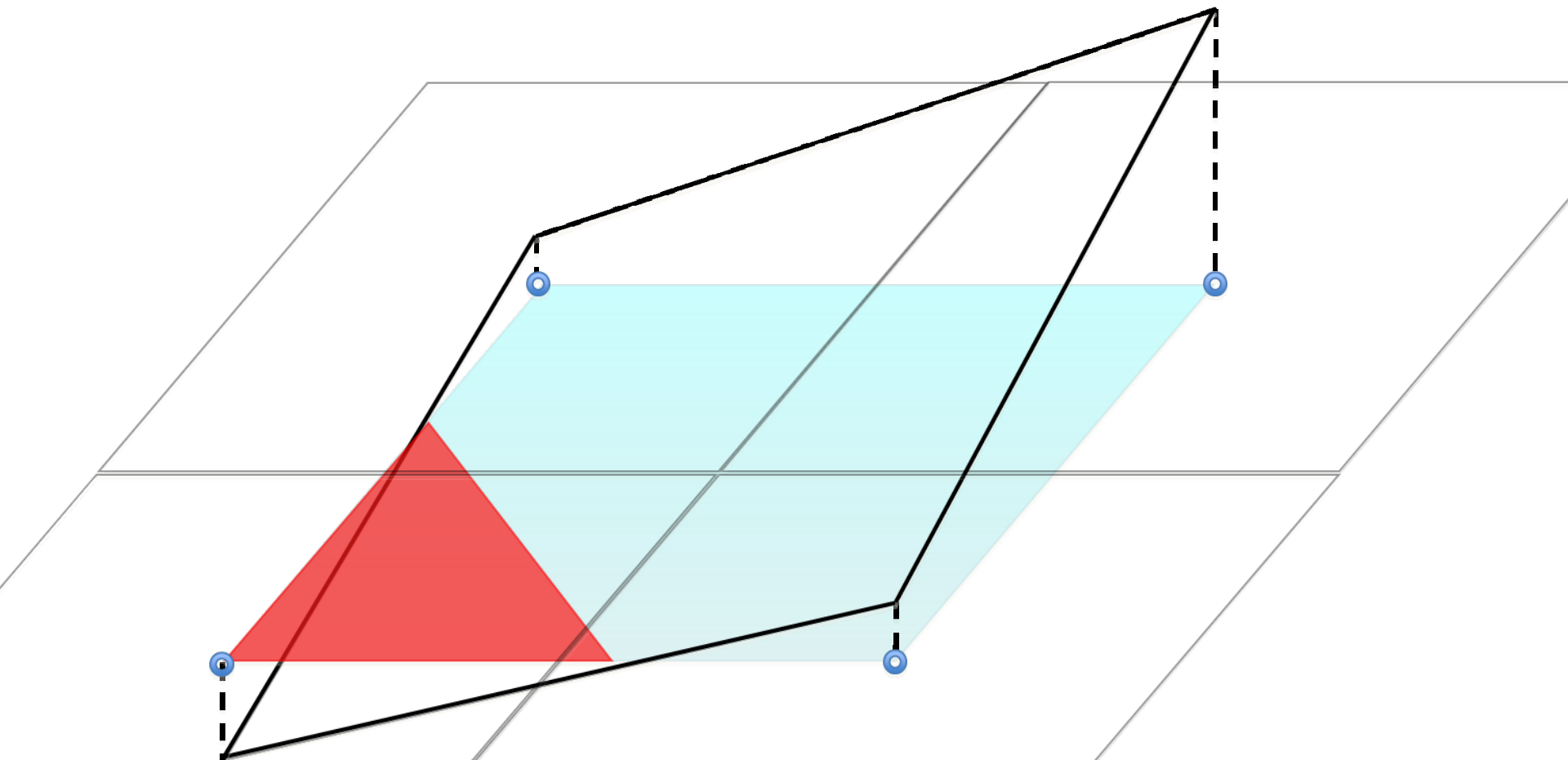
- WPS with GeoTIFF support
- WRF-Fire
- WRF-Fire ignition
- WRF-Fire wish list

Origins

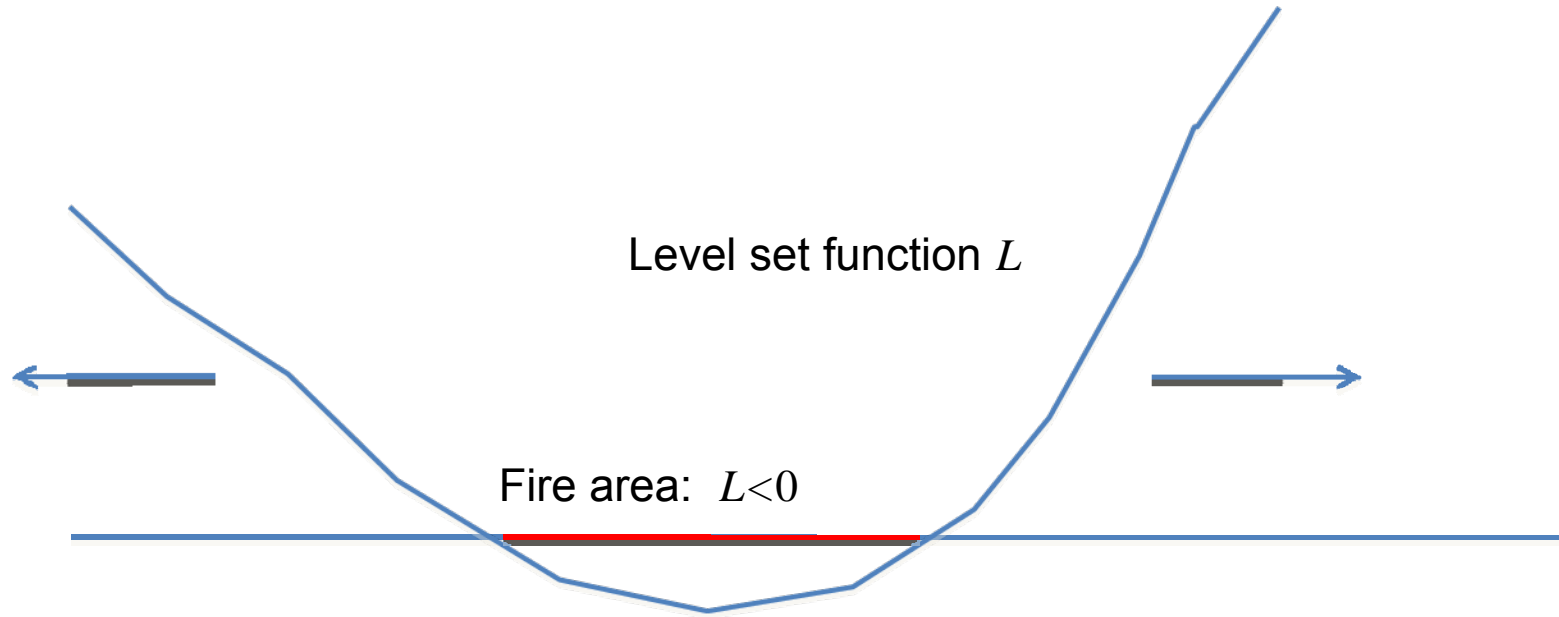
- USDA Forest Service wildfire modeling system: BEHAVE - fire properties at one point, FARSITE - surface fire spread
- NCAR's Coupled Atmosphere-Wildland Fire Environment (CAWFE), based on the Clark-Hall research weather code, fire propagation by tracers
- The Weather Research and Forecasting model (WRF)
 - A standard, well structured, extensible, massively parallel, and evolving
 - **Supported**, community code
 - Preprocessing for standard meteorological data
 - Built-in export/import of state – essential for data assimilation!
- Fire spread model by the level set method
 - Supports BEHAVE fire spread formulas
 - Flexible for easy implementation of various features
 - The fire location can be **changed by a modifying gridded array** – no tracers
 - Better suited for **data assimilation**

Representation of the fire area by a level set function

- The level set function is given on center nodes of the fire mesh
- Interpolated linearly, parallel to the mesh lines
- Fireline connects the points where the interpolated values are zero



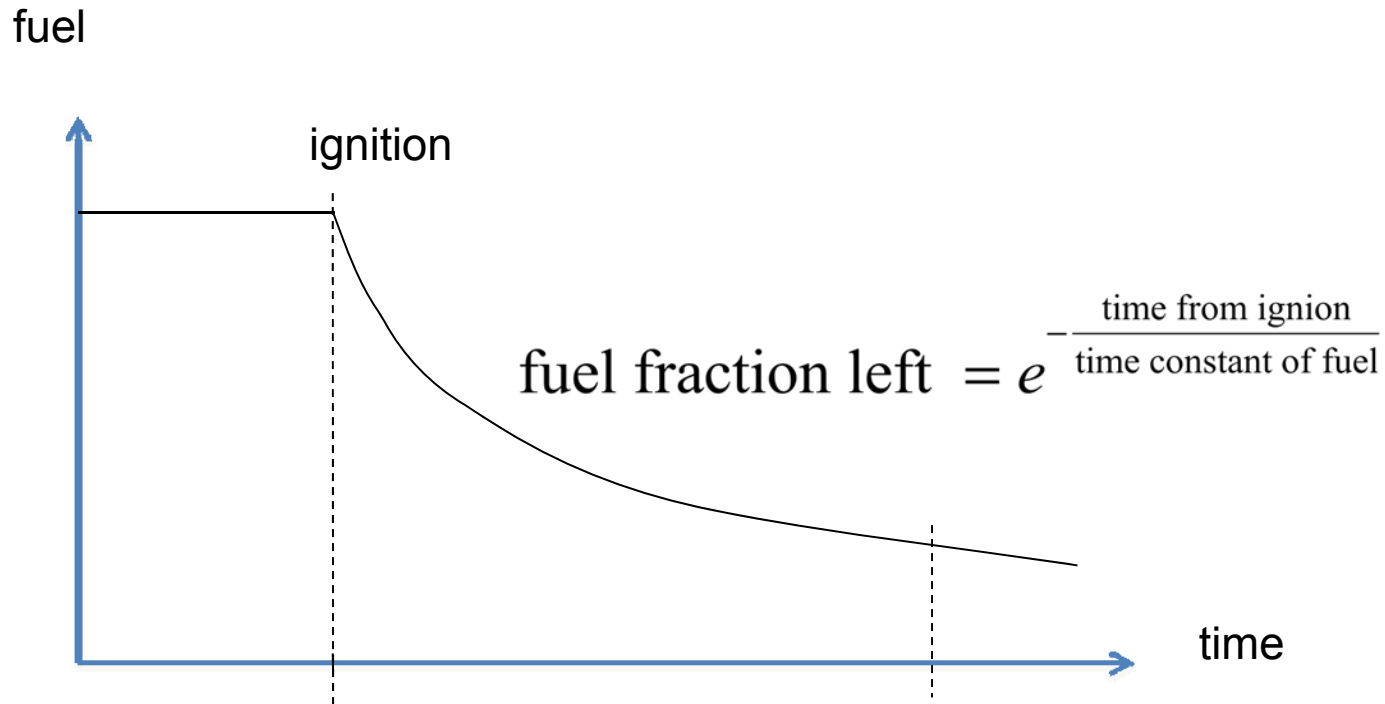
Evolving the fireline by the level set method



Level set equation
$$\frac{\partial L}{\partial t} = -R \|\nabla L\|$$

Right-hand side $< 0 \rightarrow$ Level set function goes down \rightarrow fire area grows

The fire model: fuel consumption



Time constant of fuel:

30 sec - Grass burns quickly

1000 sec – Dead & down branches (~40% decrease in mass over 10 min)

Coupling with WRF-ARW

- WRF-ARW is explicit in time – **short time** step needed
- Fire is a physics package, called only in the last Runge-Kutta substep
- Fire module inputs wind, outputs heat and vapor flux

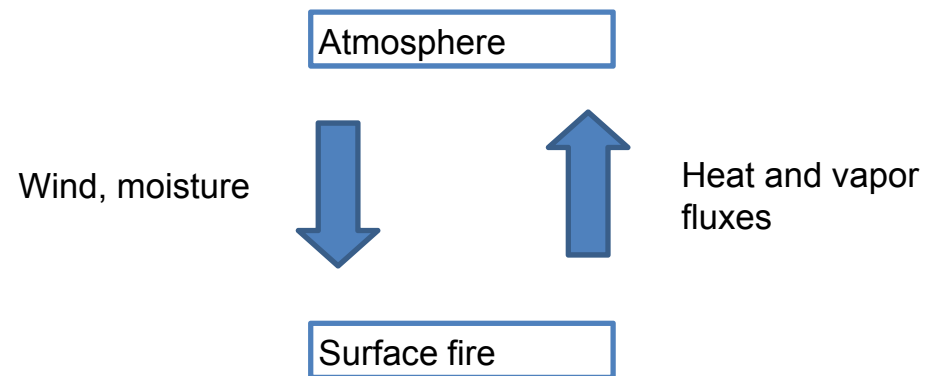
$$\frac{\partial \Phi}{\partial t} = R(\Phi)$$

$$\Phi^* = \Phi^t + \frac{\Delta t}{3} R(\Phi^t)$$

$$\Phi^{**} = \Phi^t + \frac{\Delta t}{2} R(\Phi^*)$$

$$\Phi^{t+\Delta t} = \Phi^t + \Delta t R(\Phi^{**})$$

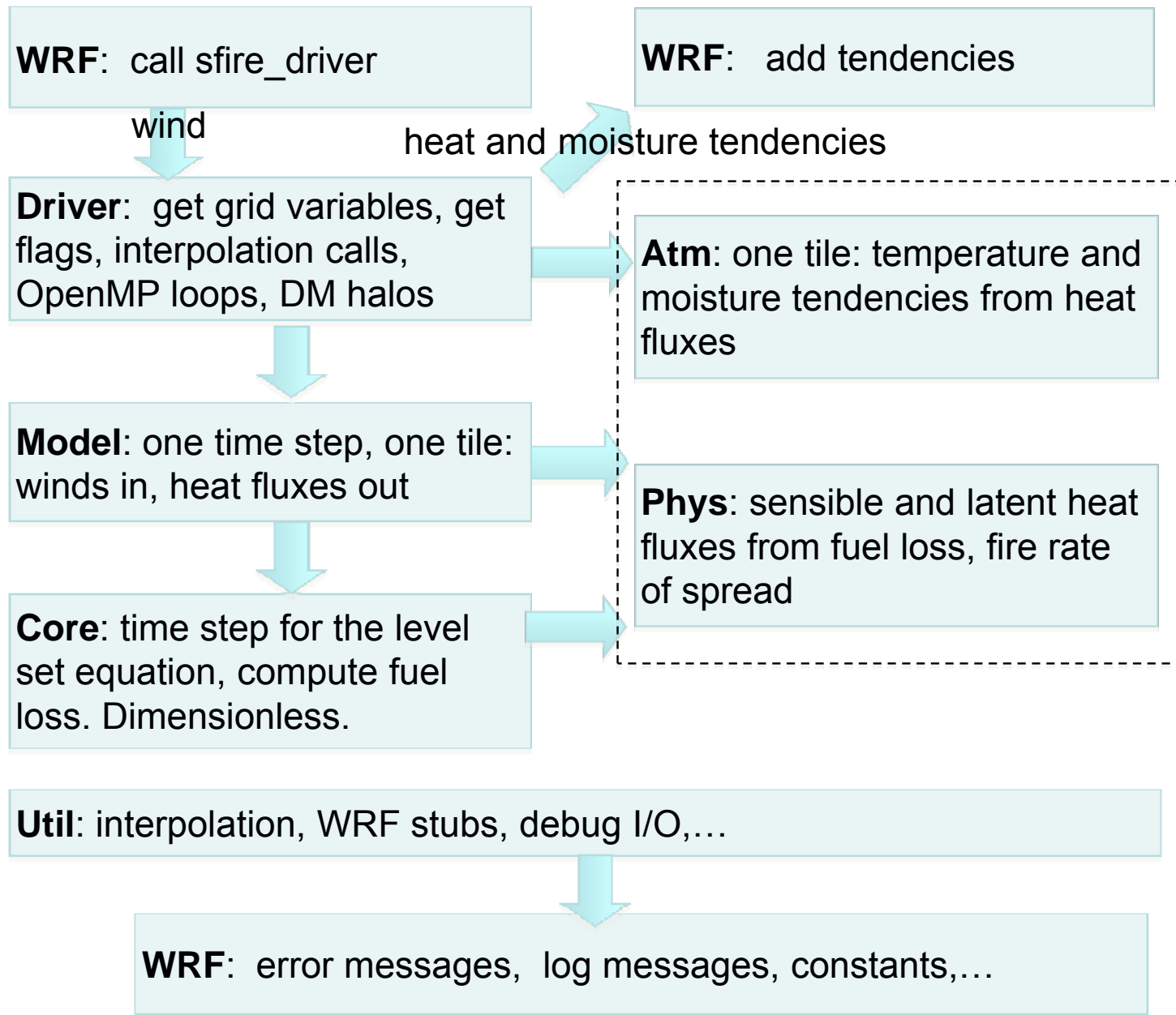
Runge-Kutta order 3 integration in time



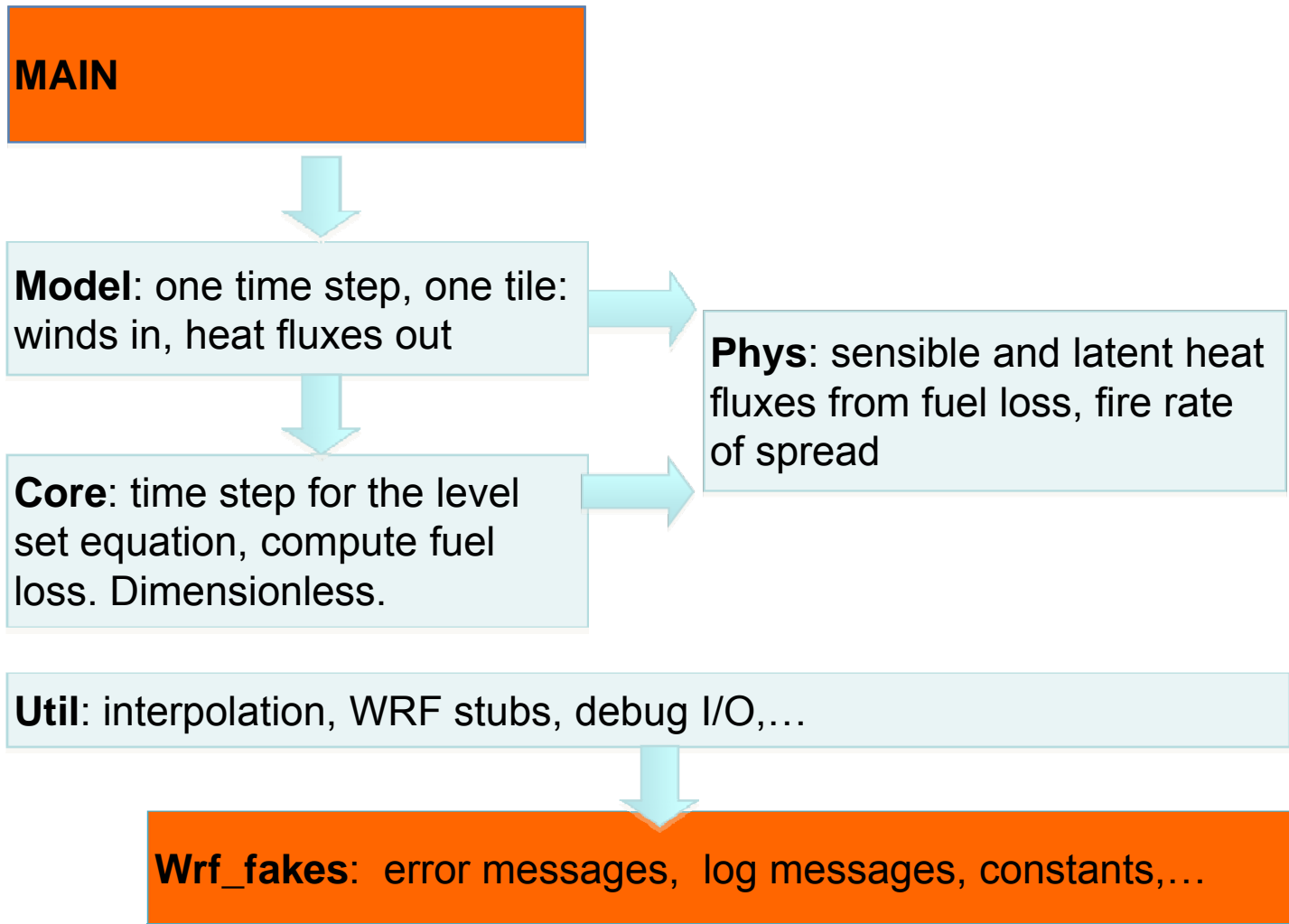
Wind interpolation

- Spread rates for different fuels depend on **wind at different heights**
- Interpolation to 6m from ideal logarithmic profile, then apply BEHAVE wind reduction factors to fuel-dependent heights.
 - But this throws away information if there are WRF levels under 6m.
- Better: Interpolate the horizontal wind to the appropriate heights from the WRF mesh directly
 - Exact if the wind profile is exactly logarithmic (just like piecewise linear interpolation is exact for linear functions)
 - If there are no WRF nodes under 6m, mathematically equivalent to the reduction factors
 - Tricky
 - The heights of the nodes are computed from the geopotential, a part of the solution
 - The geopotential varies a lot above the fire
 - The atmospheric and fire mesh have different resolutions
 - The result depends on the roughness length.
 - Take the roughness length from LANDUSE or fuels?

Software Structure

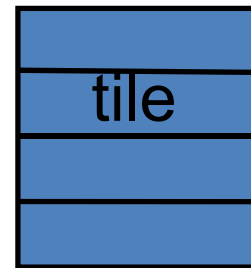
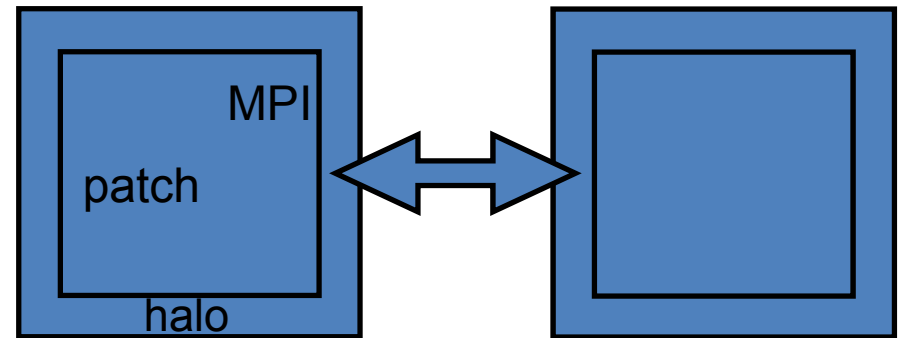


Standalone fire code



WRF parallel infrastructure

- Distributed memory (DM):
halo exchanges between grid **patches**: each patch runs in one MPI process; programmer only lists the variables to exchange
- Shared memory (SM):
OpenMP loops over **tiles** within the patch
- Computational routines are **tile callable**. They can read from a **layer of cells** beyond the tile but must avoid race conditions: no writing into an array that another tile may read a boundary layer from

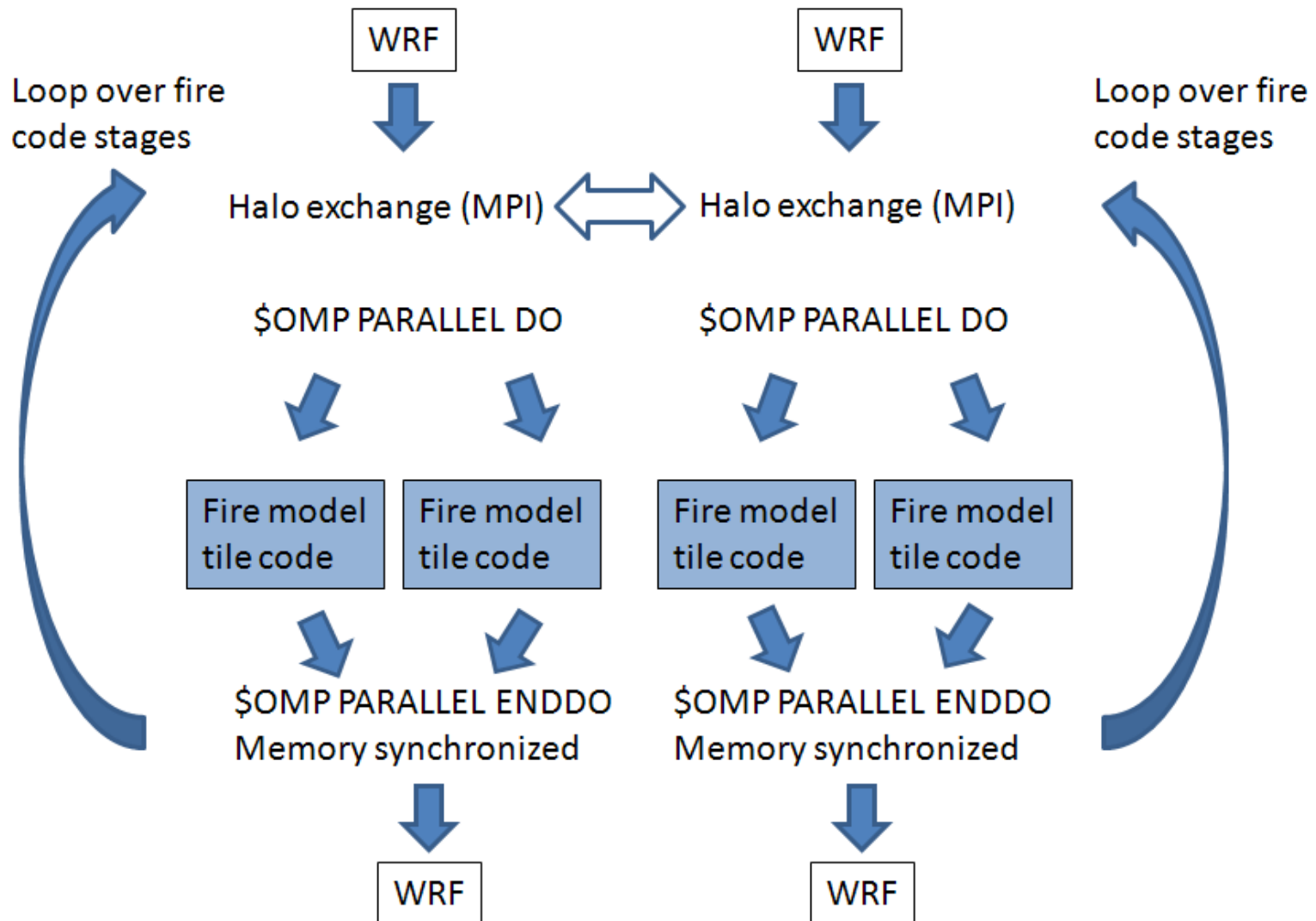


OpenMP threads,
multicore

Example: 2 MPI processes 4 threads each

Compliance affects the choice of numerical algorithms!

Parallelism in WRF-Fire: implementing a PDE solver in the WRF physics layer, meant for pointwise calculations



Diagnostic outputs

- Heat flux (reaction intensity) ($\text{J}/\text{m}^2/\text{s}$)
- Rate of spread (m/s)
- Fireline intensity
 - Byram($\text{J}/\text{m}/\text{s}$)
 - **new fireline intensity ($\text{J}/\text{m}/\text{s}^2$)**
- For the actual fire modeled: at the fireline only
- For a **fire danger rating**: everywhere, with the rate of spread taken as the maximum rate in any direction.

Fireline intensity

Byram's: heat per unit length of the fireline from all available fuel burning in 1s, regardless how far, does not depend on the speed of burning (J/m/s)

1m



spread rate (m / s) * heat contents of fuel (J/kg) * available fuel (kg/m²)

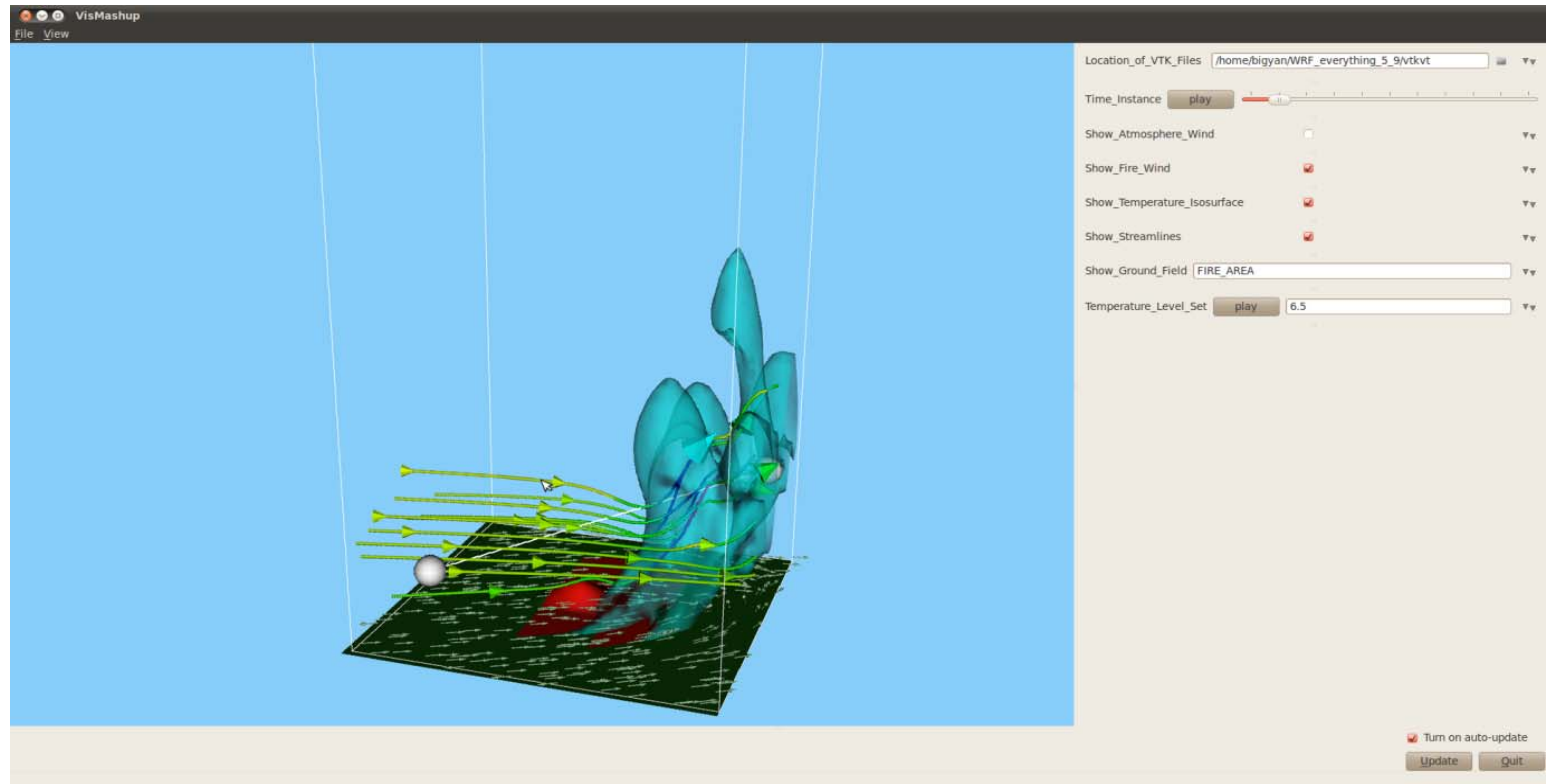
New: heat per unit length of the fireline from the **newly burning fuel only** the fireline moves over in a small unit of time (J/m/s²)

1m



$$\frac{1}{2} \frac{\text{spread rate (m / s)} * \text{heat contents of fuel (J/kg)} * \text{available fuel (kg/m}^2\text{)}}{\text{burn time (s)}}$$

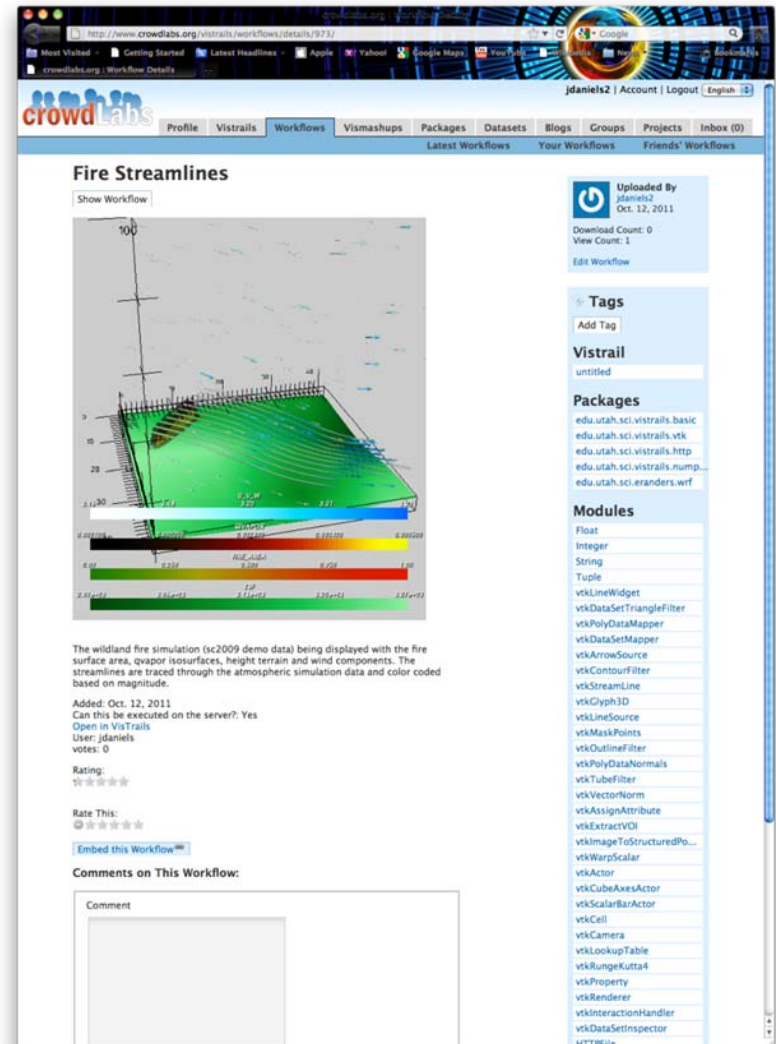
Walk-through desktop client: VisTrails/VisMashups



- Simplified development of user interfaces in VisTrails
- save simulation, data, process, and **user settings** as a **workflow**

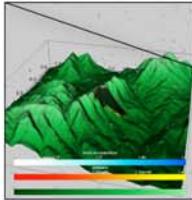
Web-based interface: CrowdLabs

- VisMashups on the web
- Integrates social web site and scalable environment to collaboratively analyze and visualize data
- For now, from stored simulations
- Future: communicate with a supercomputing server to run simulations



Wildland Fire Visualization

Show Workflow



Wildland fire simulation visualization of a real world dataset. The fire area is blackened, while the heat flux is visualized from red to yellow/white to indicate fire regions. The wind glyphs are sized based on vector magnitude, but colored based on the angular acceleration. Note that the blue glyphs occur above the fire site, indicative of drastic wind changes due to the fire's updraft.

Added: Oct. 18, 2011
Can this be executed on the server?: No
Open in VisTrails
User: jdaniels
votes: 0

Rating:
★ ★ ★ ★ ★

Rate This:
★ ★ ★ ★ ★

Embed this Workflow

Comments on This Workflow:

Comment

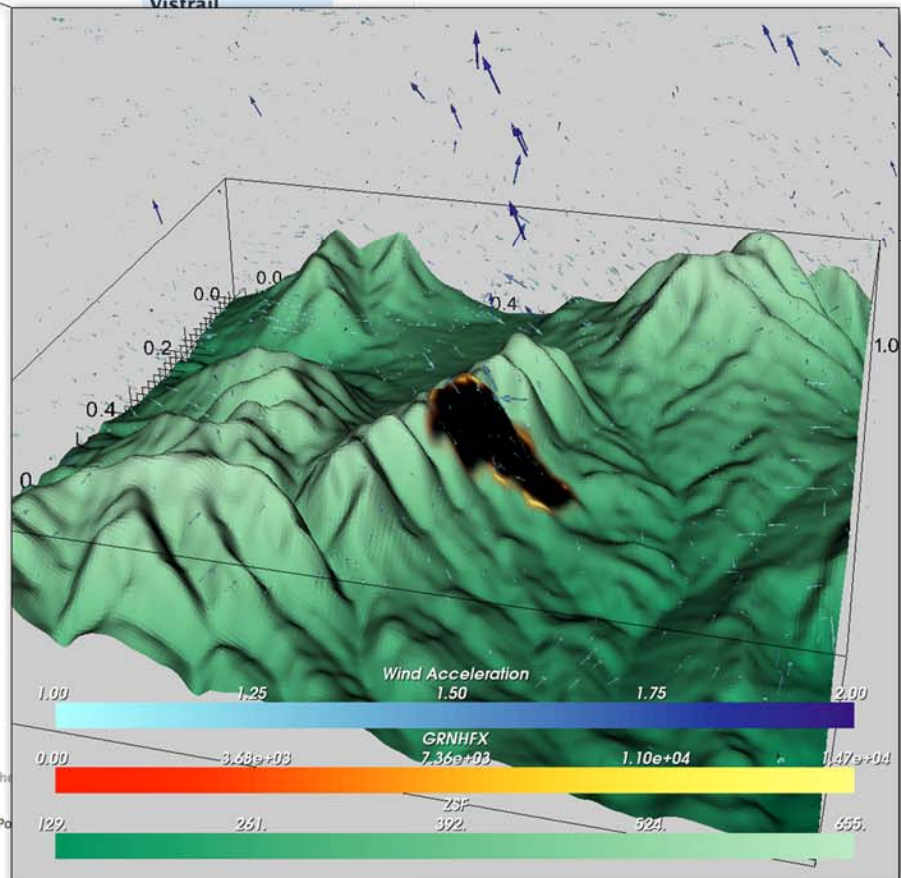
Post Response

Uploaded By
jdaniels2
Oct. 18, 2011
Download Count: 0
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Edit Workflow

Tags

Add Tag

Vistrail



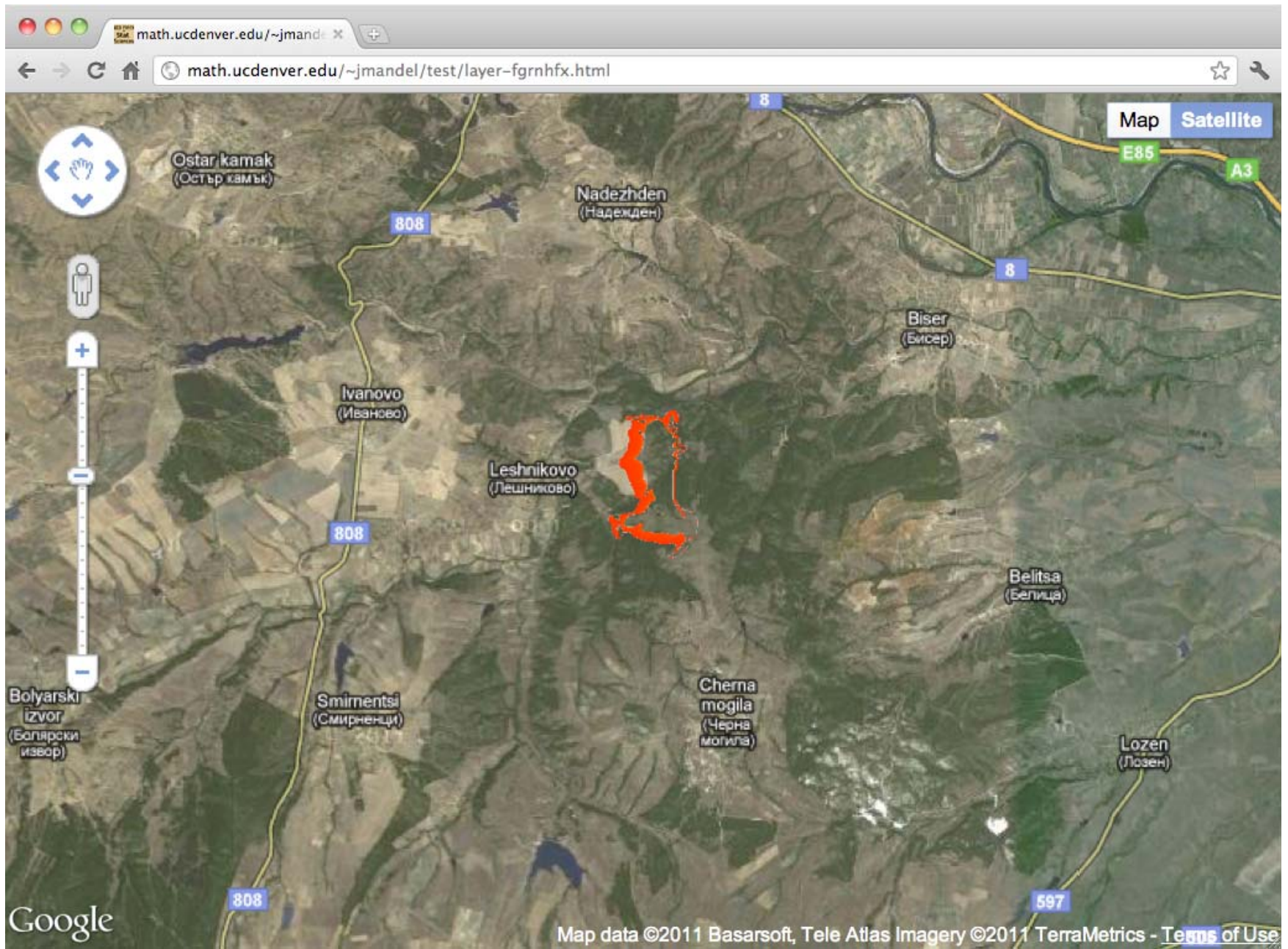
This project has been funded by the
National Science Foundation

2010 VisTrails - About - Terms of Service - Privacy Policy

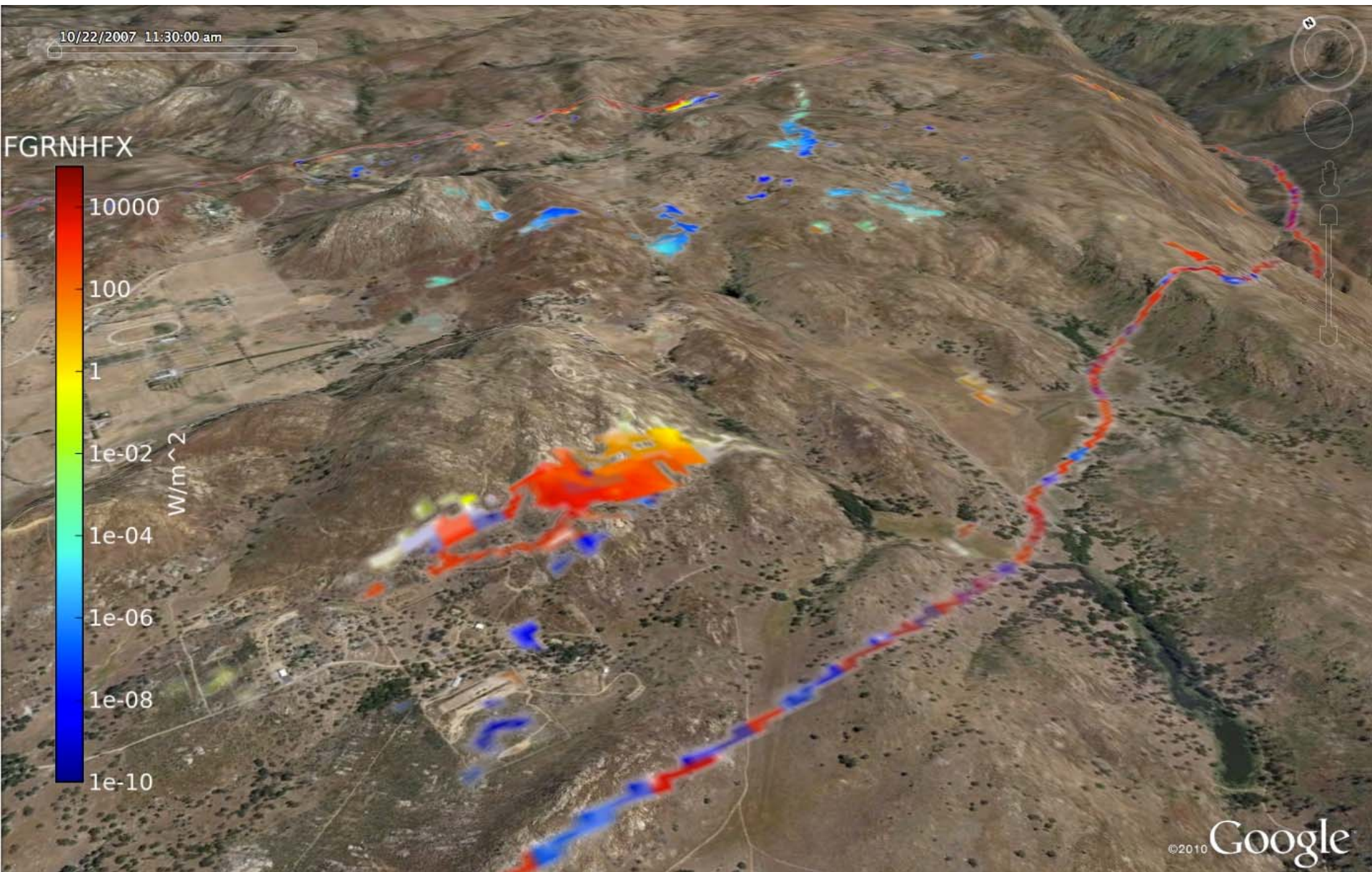
Web-based interface: Google Earth and Google Maps

- The same KML files display in both
- **A de-facto standard for wildland fire information**
- Simulation layer combines with other information (perimeter, images,...)
 - Animation in Google Maps
 - Manually advanced frames and a fly-through in Google Earth
- Near future: start and control simulation on a supercomputing server, use automatically retrieved fuel, topography, and meteorological data

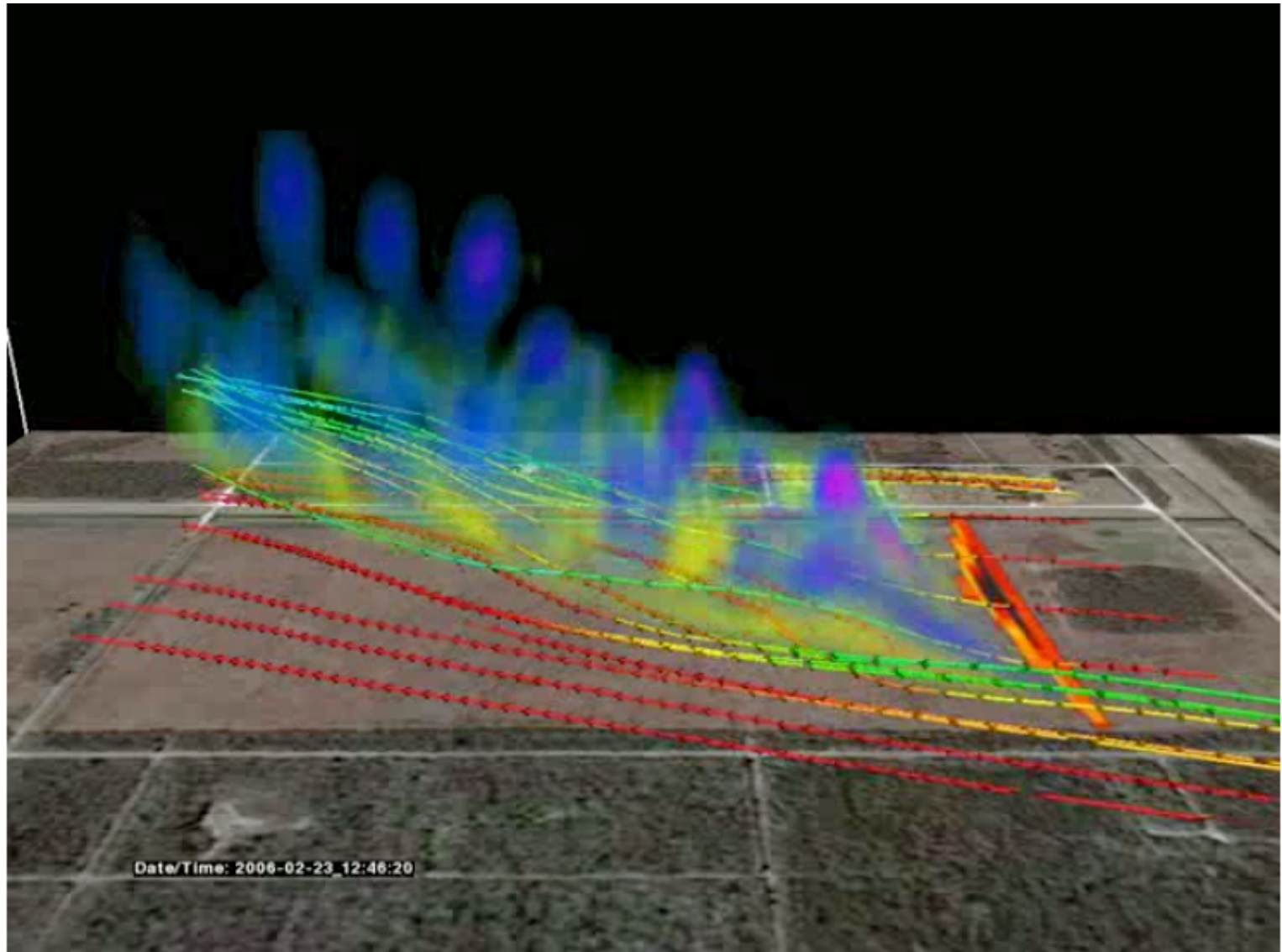
Web-based interface: Google Maps



Fire heat flux in Google Earth



Simulation of the FireFlux experiment (Clements et al. 2007)



2007 Witch fire Model Setup

- Atmospheric domains:

D01 120x96 32km resolution

D02 121x97 10.6km resolution

D03 126x103 3.5km resolution

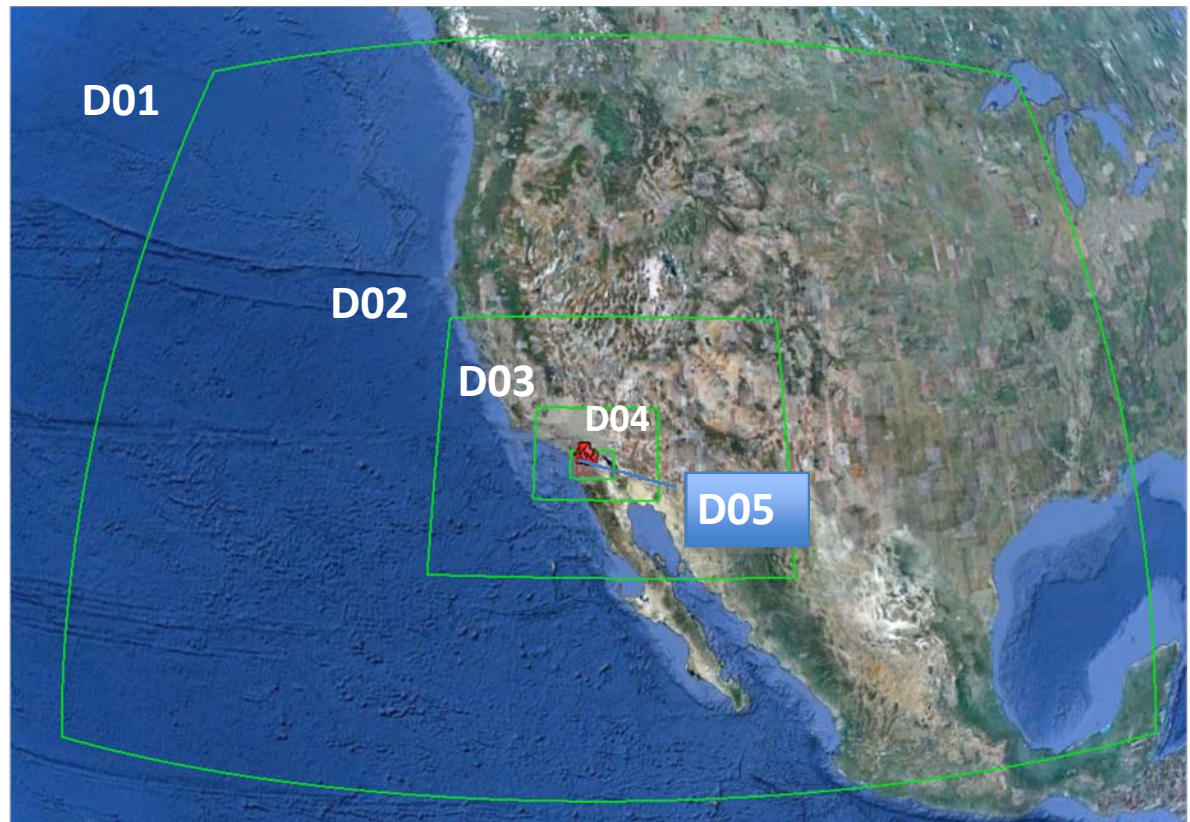
D04 135x94 1.18km resolution

D05 155x118 390m resolution

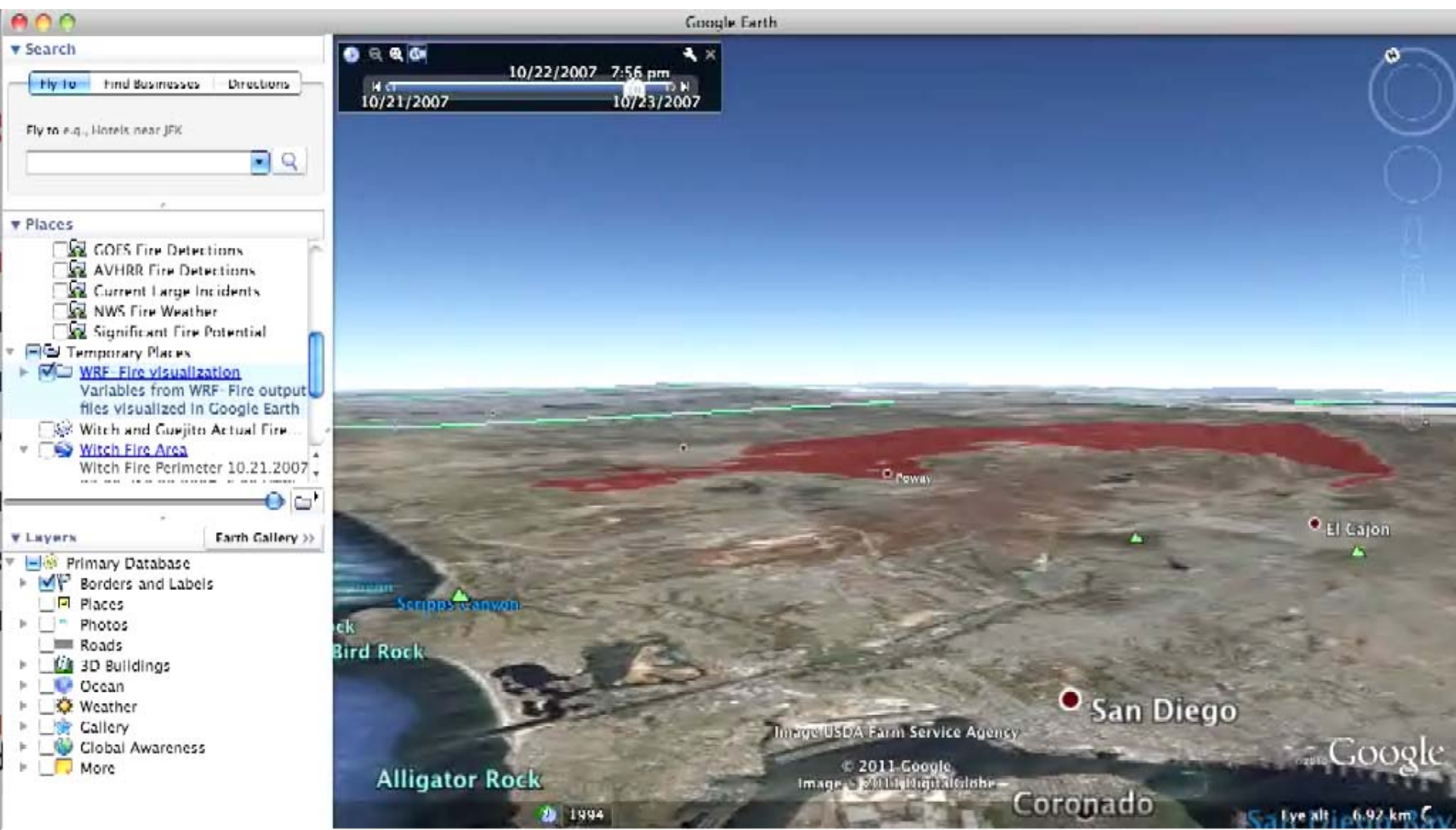
- Fire model

Nested in D05

3100x2360, 19.5m resolution



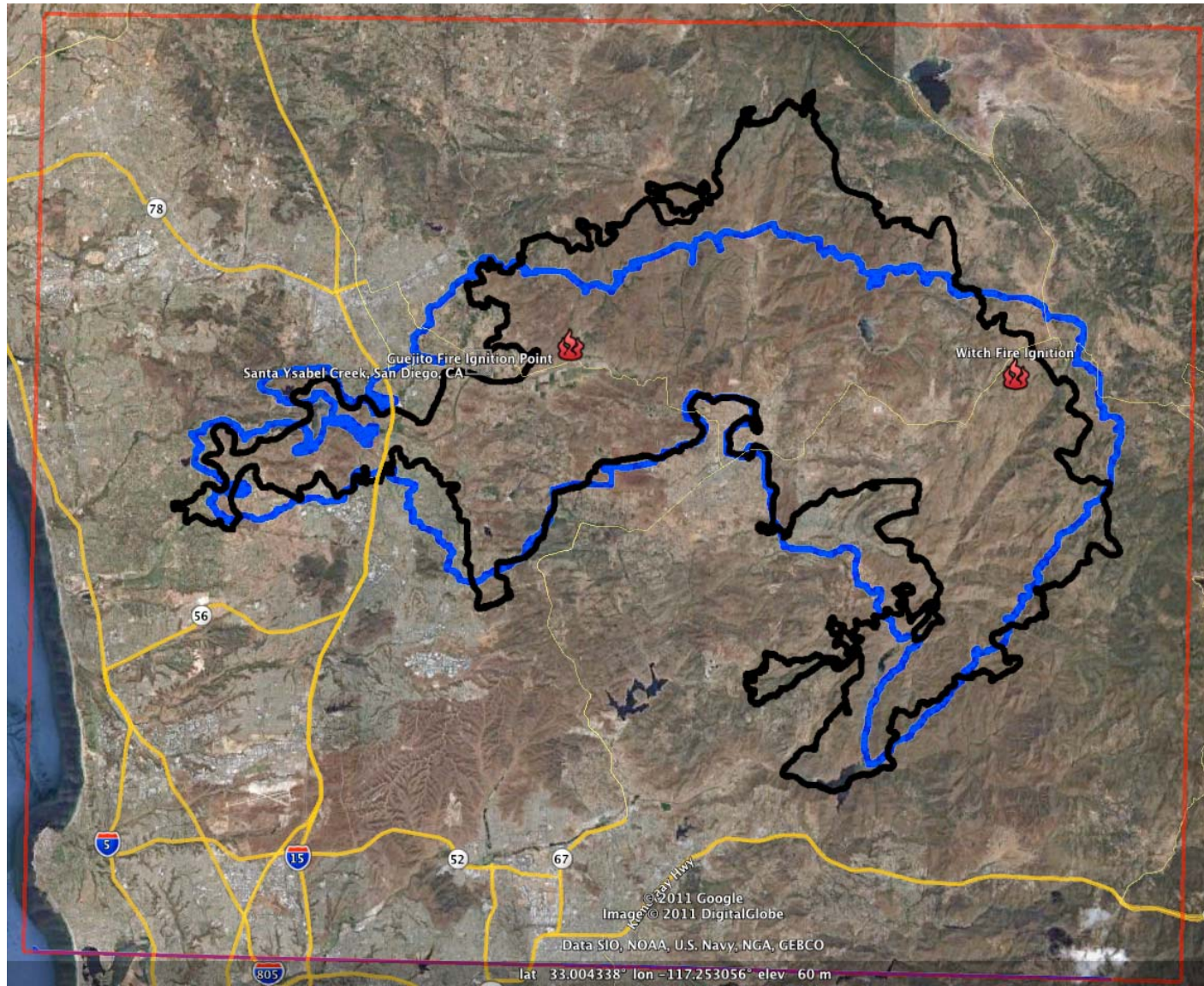
2007 Witch fire burned area



2007 Witch fire

WRF Fire perimeter (blue)
observed fire perimeter (black)

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Current and future directions

- Web-based interfaces to run simulations
- Data assimilation
- Case studies, validation
- Fire code improvements
- Rothermel/BEHAVE calibrated spread rates include the feedback from the atmosphere; ours should not
- Scale dependence, role of the feedback on the atmosphere,...

References

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