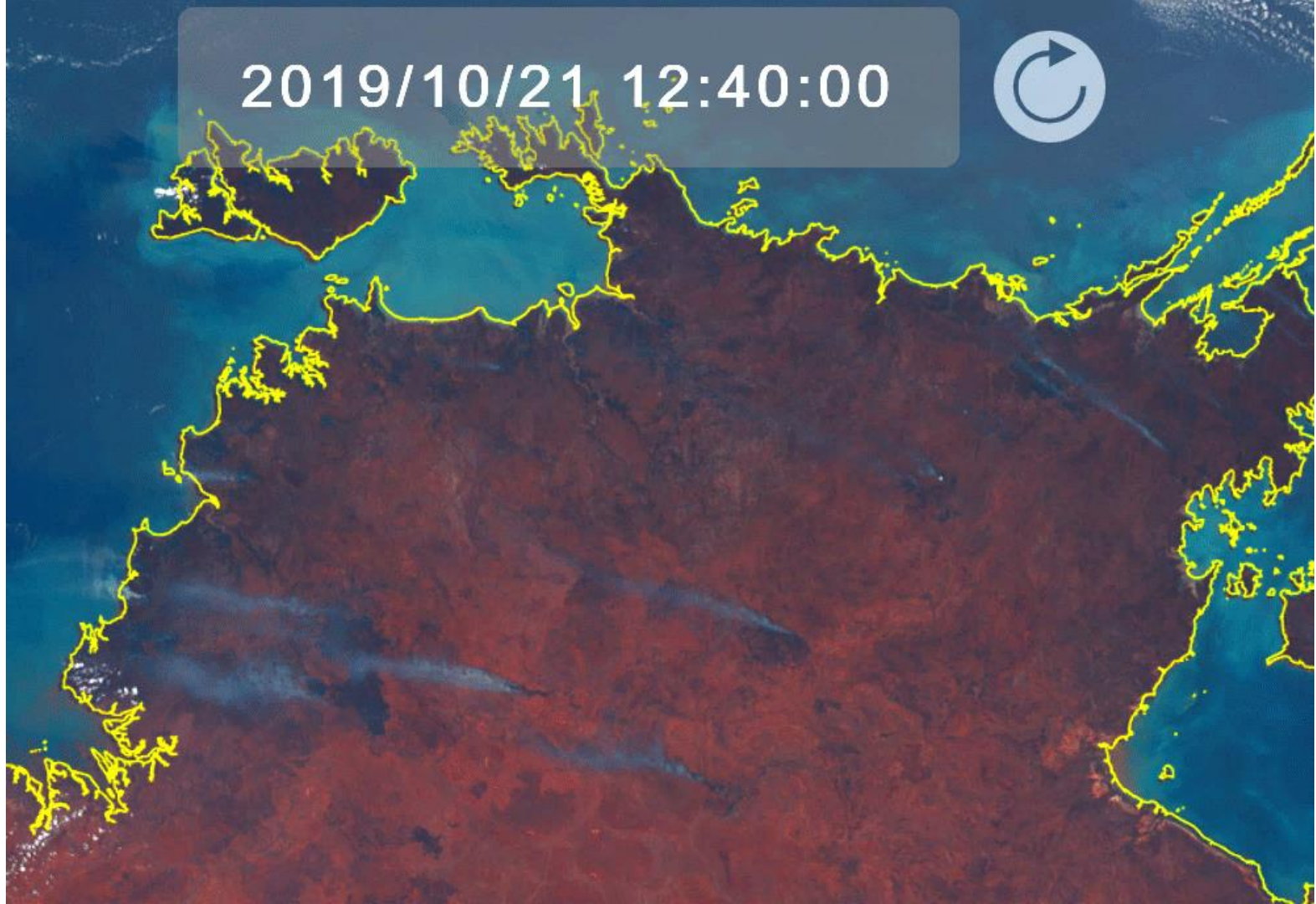


Fire behaviour simulation: a gamification approach supporting complex system learning, fire management planning and community engagement.

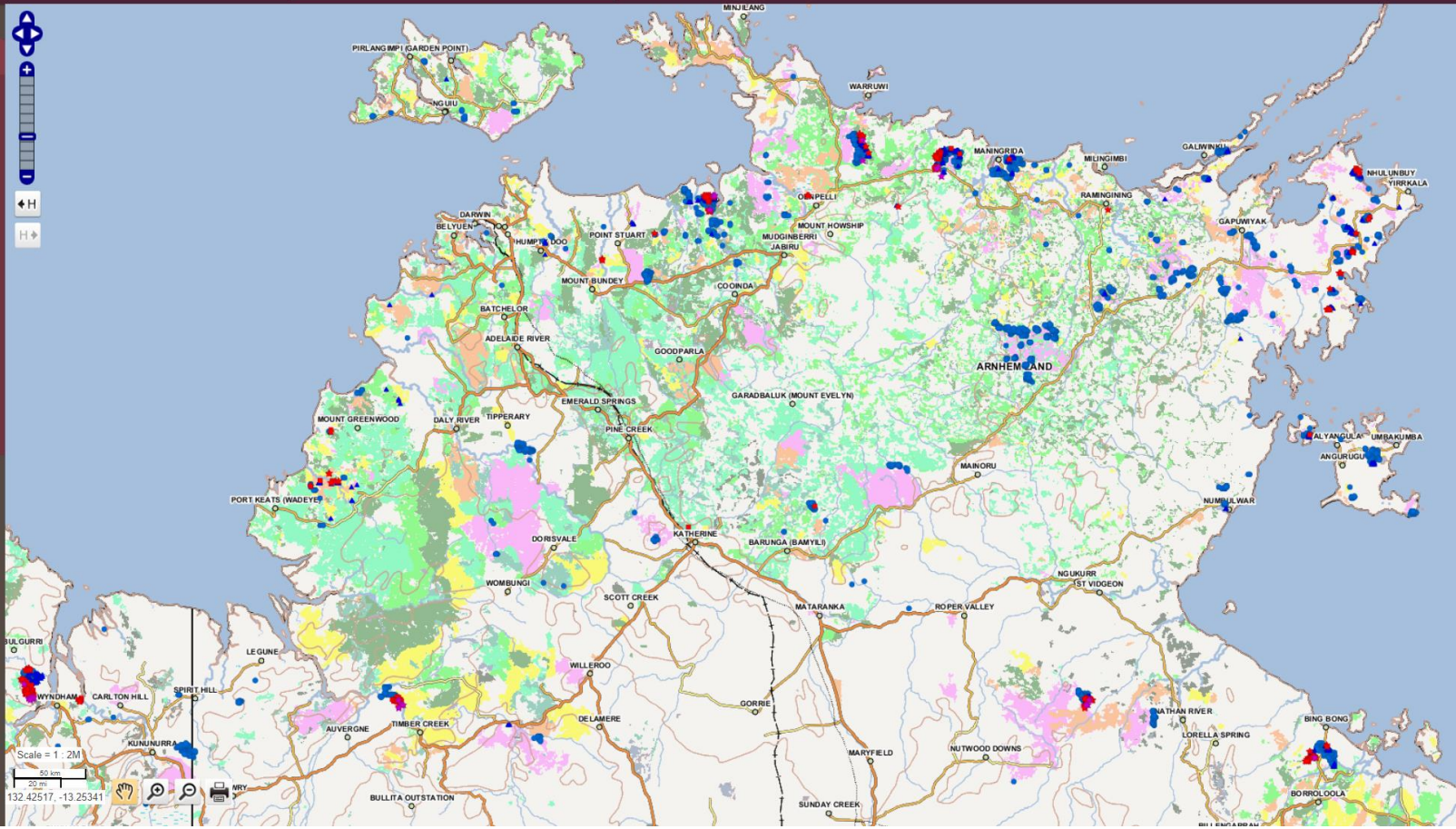


Rohan Fisher

2019/10/21 12:40:00



- < HIDE MENU
- Areas ?
- Preset Areas
 - Cape York Pen'sla
 - North East Qld
 - The Gulf Qld
 - Central Qld
 - Central West Qld
 - West Qld
 - South Qld
 - NT North
 - NT Central
 - NT South
 - South Aust
 - WA Kimberley
 - WA Pilbara
 - WA Desert
 - WA Gascoyne
 - WA South
 - My Areas +
- Go to Location ?
- Upload Boundary ?
- Hotspot Alert ?



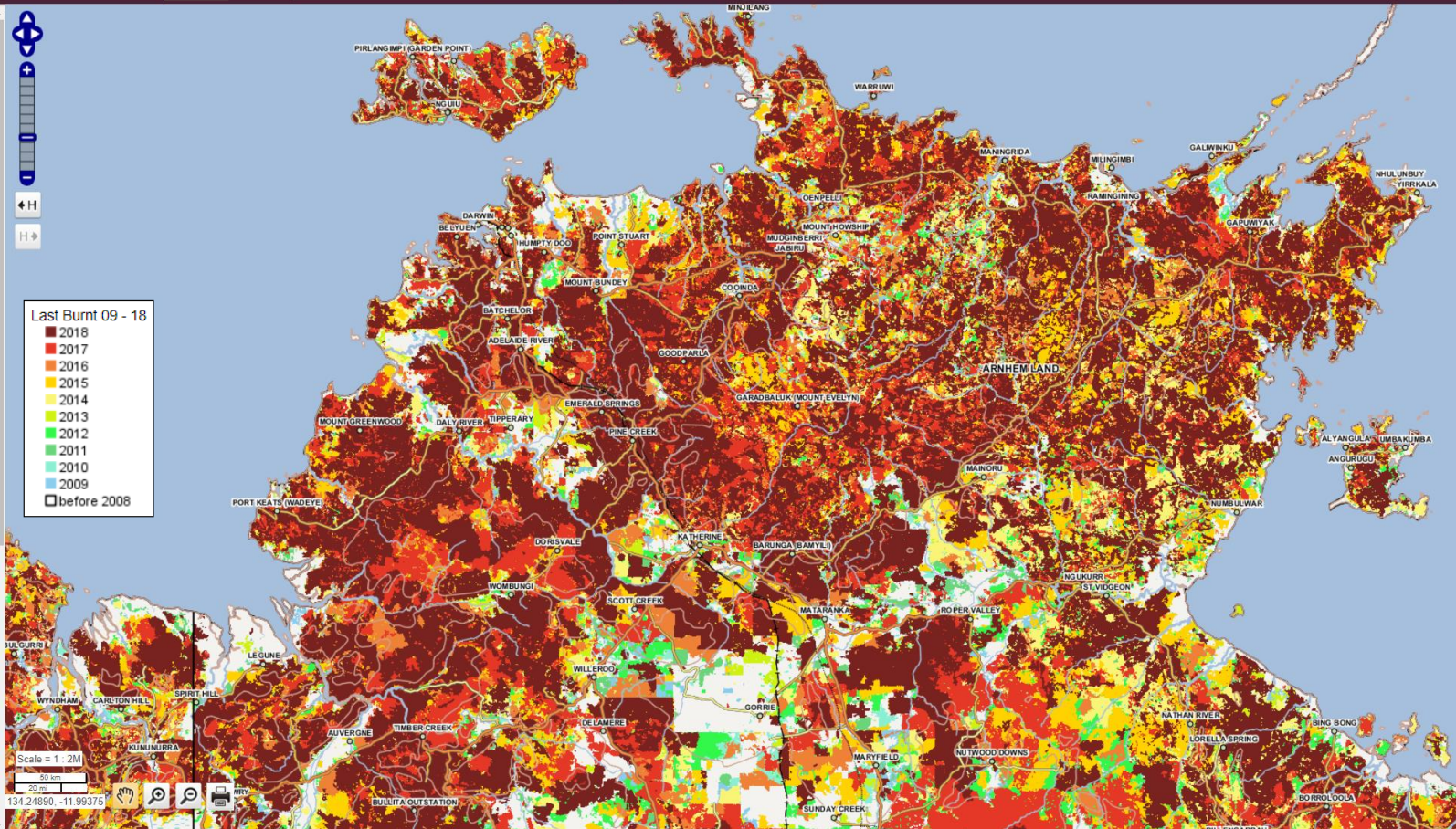
< HIDE MENU

Map Layers ?

- Base
- Histories 97-10 (1K)
- Histories 00-18
- Histories 09-18
 - Years burnt
 - Late burnt
 - ☒ Last burnt
 - Firescars
- 2000 by month
- 2001 by month
- 2002 by month
- 2003 by month
- 2004 by month
- 2005 by month
- 2006 by month
- 2007 by month
- 2008 by month
- 2009 by month
- 2010 by month
- 2011 by month
- 2012 by month
- 2013 by month
- 2014 by month
- 2015 by month
- 2016 by month
- 2017 by month
- 2018 by month
- 2019 by month
- 2006
- 2007
- 2008
- 2009
- 2010
- 2011
- 2012
- 2013
- 2014
- 2015
- 2016
- 2017

Last Burnt 09 - 18

2018
2017
2016
2015
2014
2013
2012
2011
2010
2009
before 2008



- NAFI is a key source of data informing mitigation burn strategies
- Year since last burnt data is used to assess current fuel loads.
- These data are then combined with local landscape knowledge to design burning strategies.
- Prescribed burns reduce fuel with 'cool' fires.



Cool burn.



- Green House gas
- Biodiversity



	Southern Australia	North Australian Savannas
Fire management focus	Emergency response. Mitigation to save life and property.	Environmental, cultural and livelihoods
Resources	Highly resourced for wildfire fighting with a high degree of access infrastructure.	Few resources, vast landscapes with few people, roads or intervention resources.
Spatial Scale	Regional, generally <1,000km²	Landscape scale, often > 10,000km²
Temporal Scale	Fires burn over a few days, with prediction focused on a few hours.	Fires can burn for many weeks.
Fuel type and fire intensity	Very high-intensity forest fires are common.	Relatively low-intensity grass fuel fires.
Fire extinguishment	Most fire actively controlled and extinguished	Most fires self-extinguish
Cultural background of fire managers.	Predominantly state government led	Diverse cultural context with many Indigenous led land management.

Current fire behaviour models. Fit for the Savanna Landscapes?

- Derived from empirical rate of spread algorithms.
- Focused on relatively small spatial temporal scales
- Application by centralised management with trained users
- Emergency response focused.

Suppression and fire fighting



Fire behaviour models for the Savanna Landscapes.

- Facilitate the broader use of available fire-related data sets for understanding fire and ecosystems dynamics.
- Support the communication of fire management objectives to a culturally diverse range of land managers
- Allow the visualisation of fire behaviour at a landscape scale to support strategic fuel reduction burning.

Working with fire.

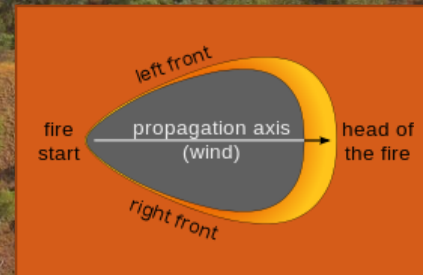
Fire behavior is complicated





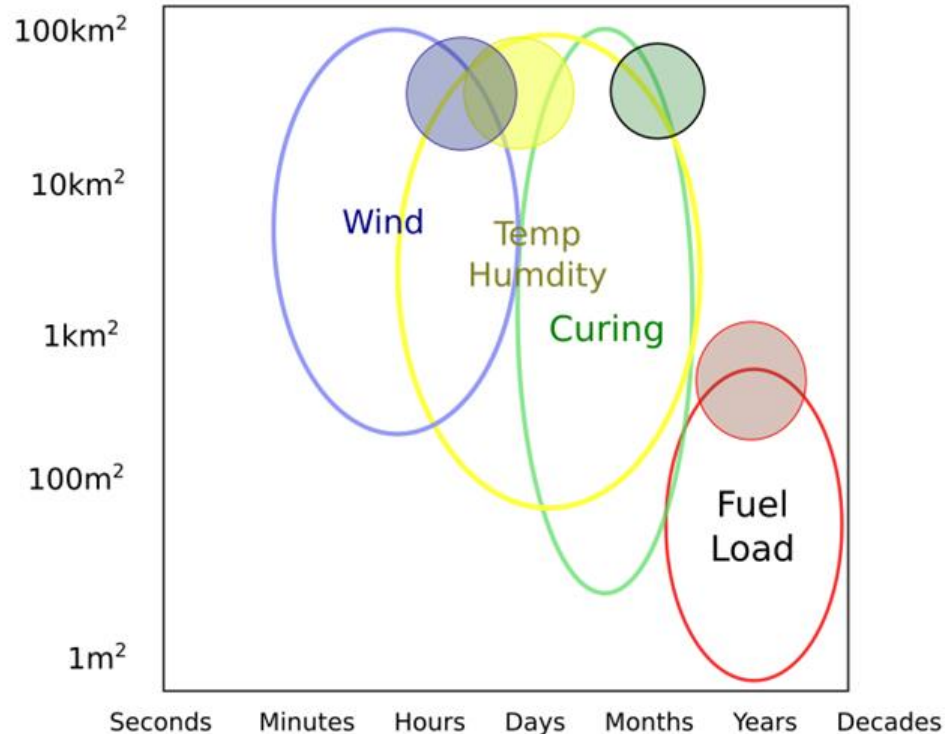


Fire spread is complex and fire management is difficult.



Fire as a complex system.

Fire spread is a complex process operating over multiple temporal and spatial scales as do the characteristics of variables effecting fire behaviour.



Fire simulation as a tool for north Australia

- Visualise complex large-scale fire behaviour
- Understand key driving spatial and temporal forces and their interaction.

Temporal

- Previous fire histories (years)
- Time of year
- Diurnal cycle



Spatial

- Fuel type
- Slope
- Natural and anthropocentric breaks

NetLogo



- NetLogo is a multi-agent programmable modeling environment.
- FOSS - most widely used ABM students, teachers and researchers worldwide.
- Explore complex systems and emergent properties



Simulation method

- Stochastic cellular automata
- Geosimulation



press this button first

Load model 0

Play

Ignite 1 Save Ignition 2

GO Ignite Saved 3

Reset

Additional
Settings

On Off Protected-areas

protect-area 2 Lightning 1

Fire Break 2 Fuel Load 3

Record

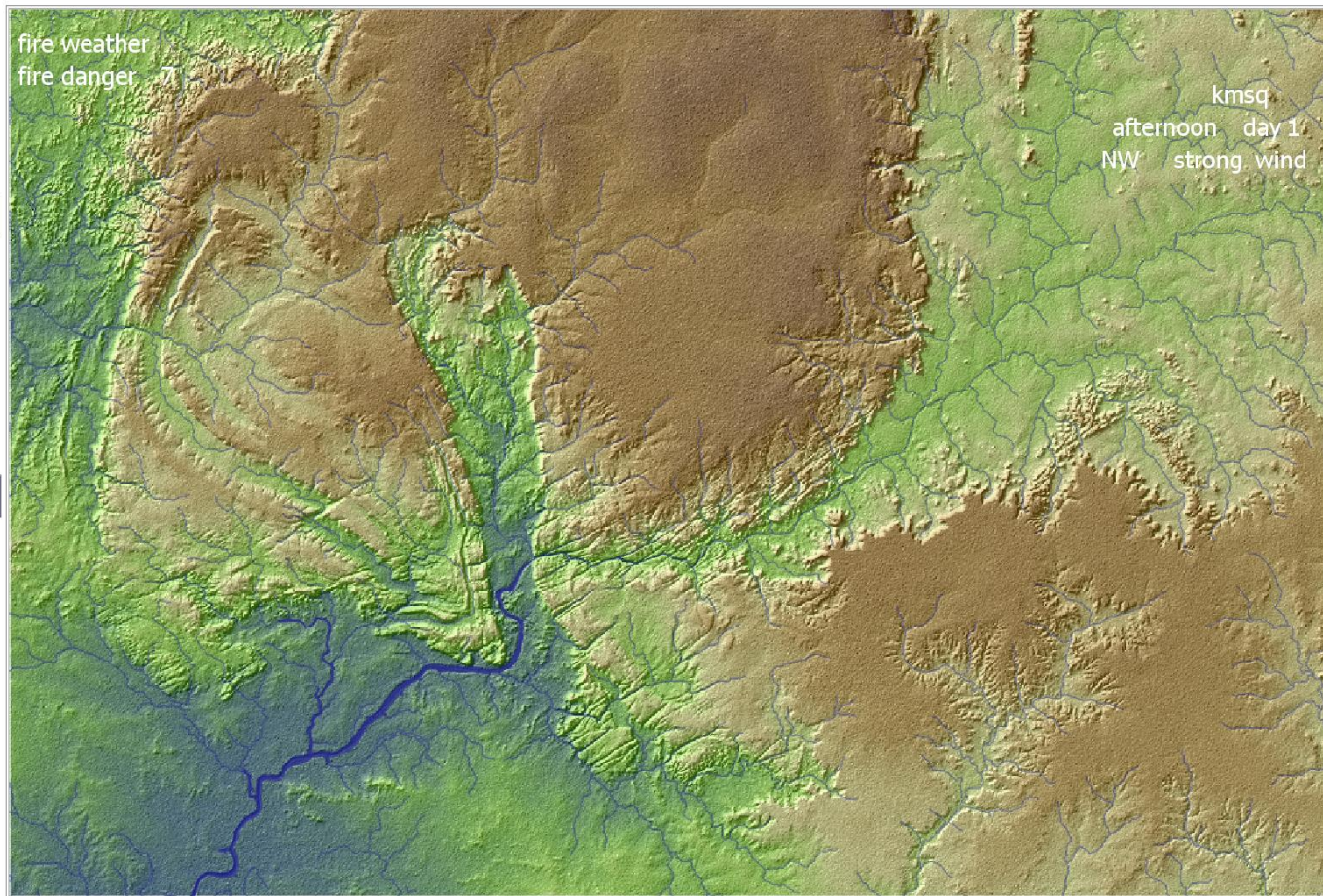
Vid Start Vid Save

Save Picture

Options

On Off Stop-if-no-fire

On Off time-of-day



Fire weather

Fire_Danger 8

1-3 Very Low
4-5 Low
6-7 Medium
8-9 High
10 Severe

wind-speed
strong

Change Speed

Press if changing wind
whilst the model is running

Wind-Direction
NW

set-time
afternoon

SET Fire Weather

Save fire weather
before pressing GO

Landscape Maps

Places H Places NP

Vegetation 5 Fire History 6

Wetness W Roads/Rivers 9

Topography S Satellite

Elevation E Print_Grid

Previous Year Burn

monthburnt
4

viewmonth

Animate Burns 2

Date
[0 0]

press this button first

Load model

0

Play

Ignite

1

2

Save Ignition

2

GO

2

Ignite Saved

3

Reset

Additional
Settings

☒ On Protected-areas
☐ Off

protect-area

2

Lightning

!

Fire Break

2

Fuel Load

B

Record

Vid Start

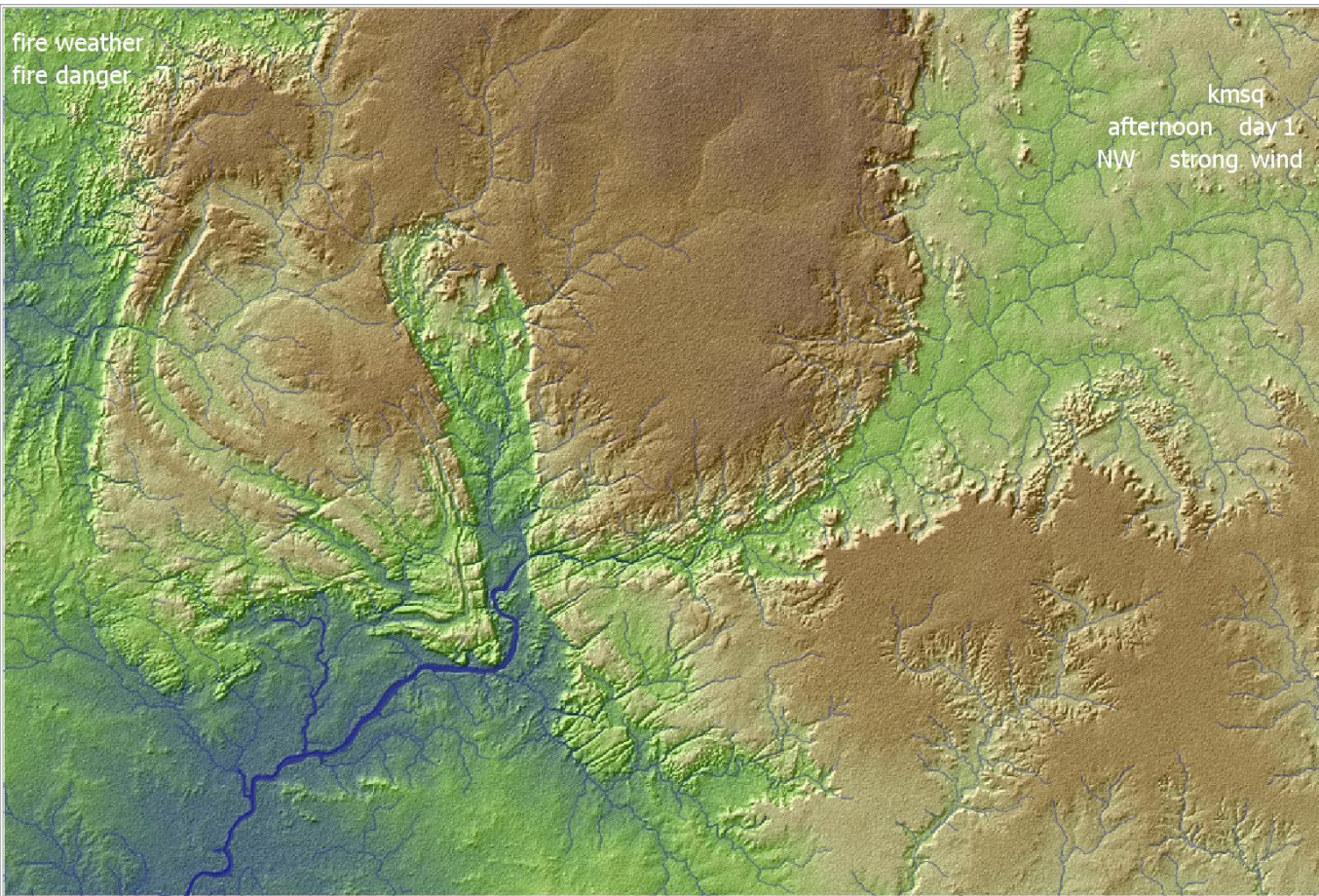
Vid Save

Save Picture

Options

☒ On Stop-if-no-fire
☐ Off

☒ On time-of-day
☐ Off



Fire weather

Fire_Danger 8

1-3 Very Low
4-5 Low
6-7 Medium
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10 Severe

wind-speed
strong

Change Speed

Press if changing wind
whilst the model is running

Wind-Direction
NW

set-time
afternoon

SET Fire Weather

Save fire weather
before pressing GO

Landscape Maps

Places

H

Places NP

Vegetation

5

Fire History

6

Wetness

W

Roads/Rivers

9

Topography

S

Satellite

Elevation

E

Print_Grid

Previous Year Burn

monthburnt
4

viewmonth

Animate Burns

2

Date

[0 0]

press this button first

Load model

0

Play

Ignite

1

2

Save Ignition

2

GO

2

Ignite Saved

3

Reset

Additional Settings

On Off Protected-areas

protect-area

2

Lightning

1

Fire Break

2

Fuel Load

B

Record

Vid Start

Vid Save

Save Picture

Options

On Off Stop-if-no-fire

On Off time-of-day

fire weather
fire danger

kmsq
afternoon day 1
NW strong wind

Fire weather

Fire_Danger 8

1-3 Very Low
4-5 Low
6-7 Medium
8-9 High
10 Severe

wind-speed
strong

Change Speed

Press if changing wind
whilst the model is running

Wind-Direction
NW

set-time
afternoon

SET Fire Weather

Save fire weather
before pressing GO

Landscape Maps

Places H

Places NP

Vegetation 5

Fire History 6

Wetness W

Roads/Rivers 9

Topography S

Satellite

Elevation E

Print_Grid

Previous Year Burn

monthburnt
4

viewmonth

Animate Burns 2

Date
[0 0]

Set Up

Load model

Fire weather variables

Fire_Danger

1-3 Very Low
4-5 Low
6-7 Medium
8-9 High
10 Severe

wind-speed
medium

Change Speed

Wind-Direction
E

set-time
afternoon

SET Fire Weather

Record

Vid Start

Save Picture

Options

Stop-if-no-fire

time-of-day

fire weather
fire danger 0

kmsq
afternoon day 1
E medium wind

Play

Ignite Save Ignition

GO Ignite Saved

Reset



Layer View

Places Places NP

Vegetation Fire History

Wettness Roads/Rivers

Topography Satellite

Elevation Burnt: July 2018

2017

monthburnt viewmonth

Additional Settings

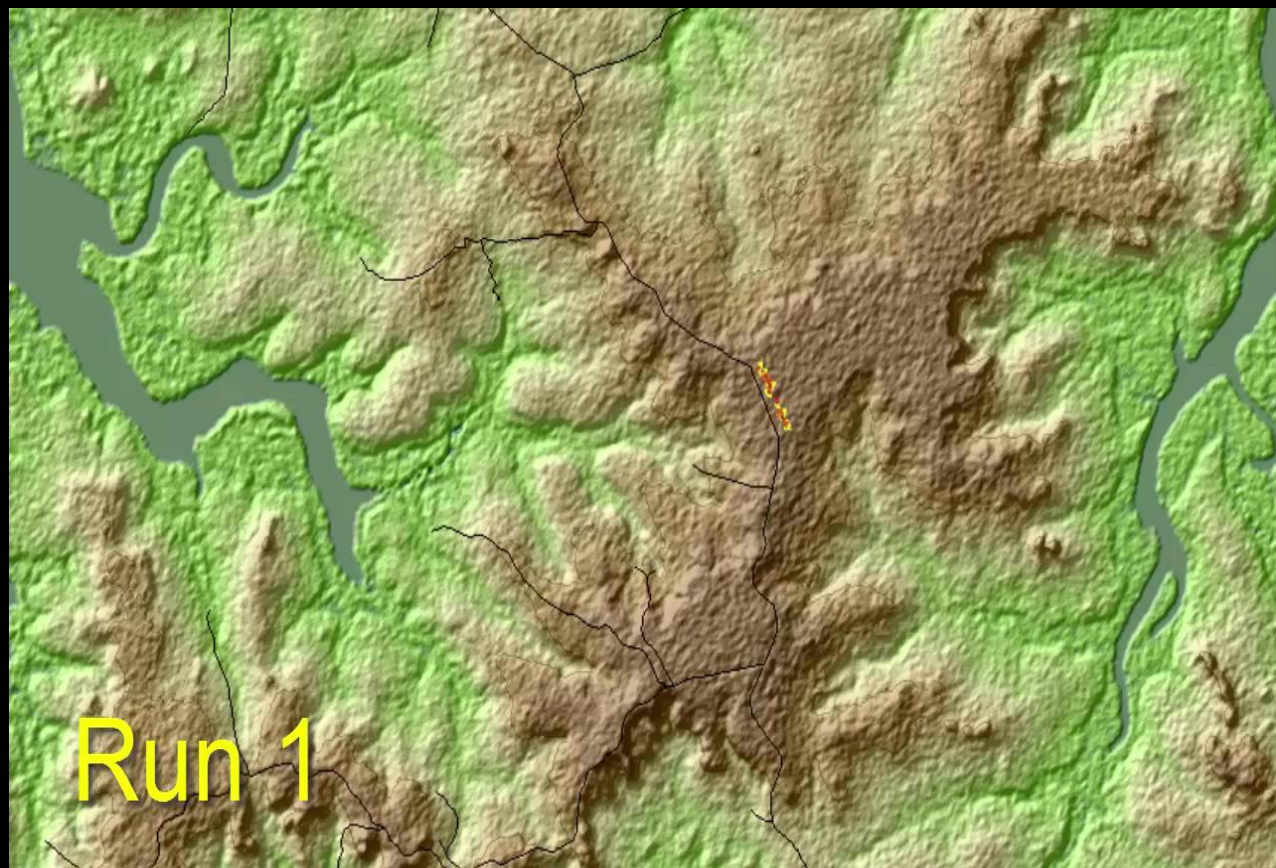
Protected-areas

Fire Break Fuel Load

Lightning protect-area

Simulation for understanding complex systems

- Actions can be repeated under the same or different conditions.
- Processes can be stopped to reflect on outcomes.
- Decisions that are dangerous, infeasible or unethical in the real system can be taken in the virtual world.
- Not predictive but explanatory



Fire simulation as a 'serious game'.

- Supporting discussion and exchange of local knowledge
- Multi-modal learning
 - Physical 3D models
- Supports Learning by doing.
'Heuristic'





DARWIN RURAL FIRE SIMULATION

129 ticks



FUEL DANGER LEVEL

WIND SPEED

Strong ▼

WIND DIRECTION



FUEL MANAGEMENT

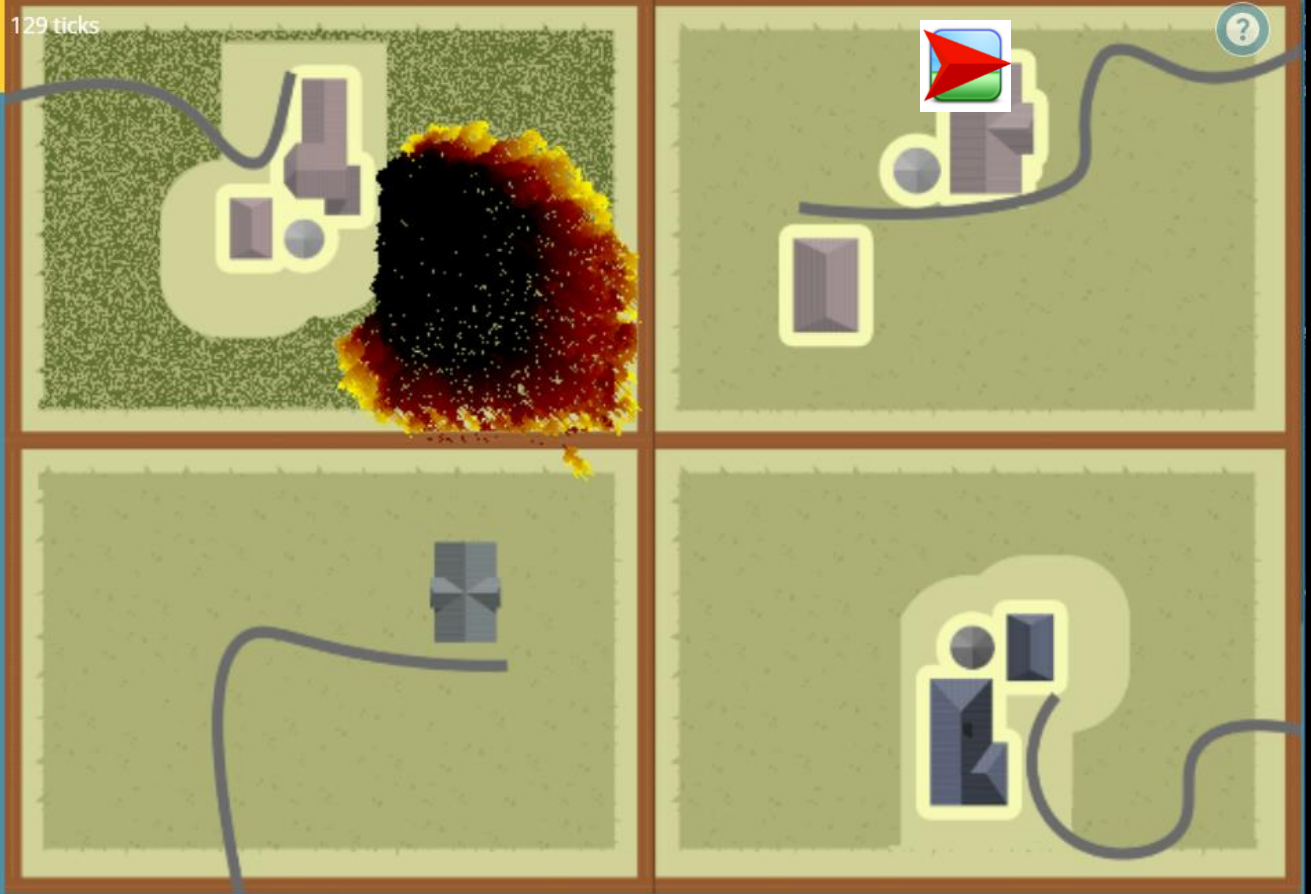


Draw Break

Remove
Break

Draw Gamba

Sprout
Gamba



go.cdu.edu.au/firesim

DARWIN RURAL FIRE SIMULATION



WIND SPEED
Medium



FUEL MANAGEMENT



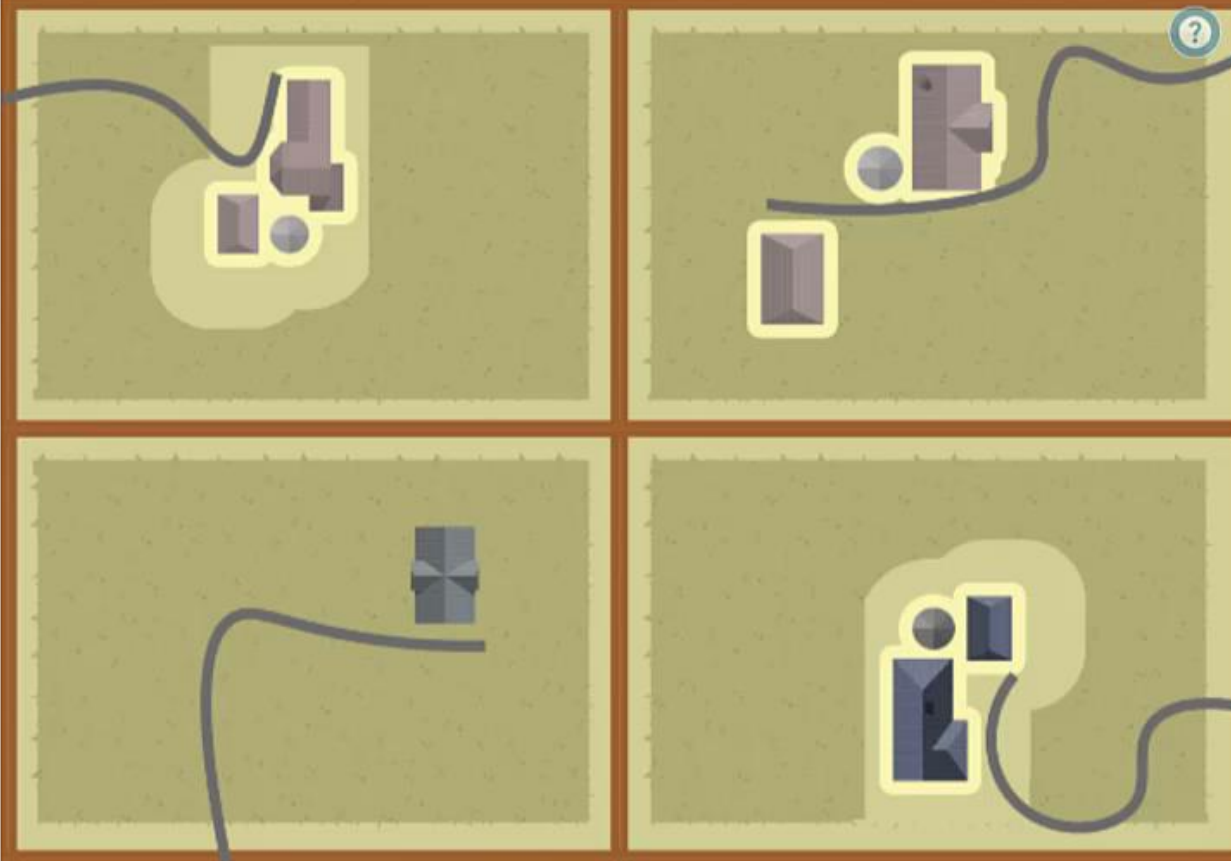
Draw Break



Remove Break

Draw Gamba

Sprout Gamba





- Bottom up planning
- Local + Traditional Ecological Knowledge
- Intergenerational knowledge exchange
- Evidence based planning

Incendiarysim.net

Rohan.fisher@cdu.edu.au