



Fire simulations, risk analytics and optimisation

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Fire simulation

 Simulation is necessary for fire, so that we can assess how elements interact

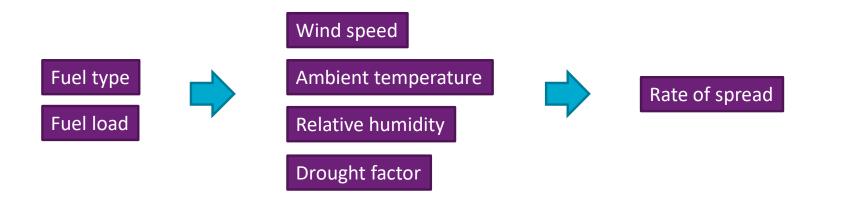




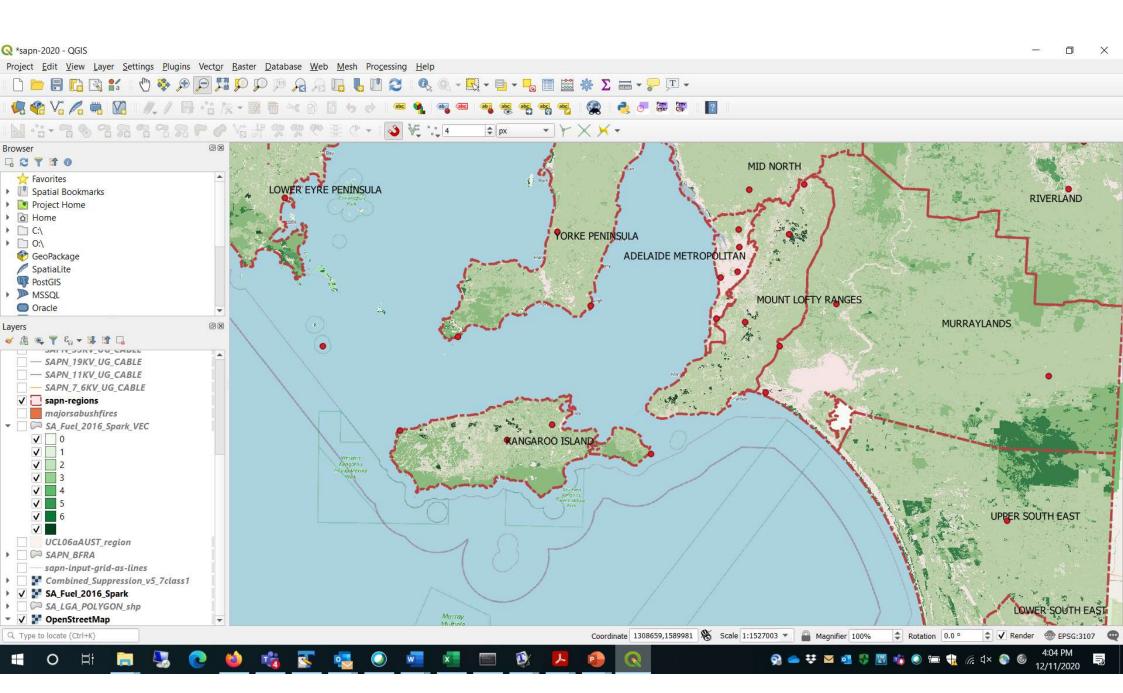


Bushfire simulations

- Fast bushfire simulations (like Spark, Phoenix and Wildfire Analyst) take *fire weather, fuel types* and *fuel loads* as inputs
- A quasi steady-state fire condition is calculated at each point on the current fire front, using these variables, and the front is incremented







Spark Wildfire propagation

Predicts the movement of the fire perimeter

- Based on empirical equations for rate-of-spread
- Multiple fuel types
- Time series or gridded weather data

Based on level set formulation

- Precise control of rate-of-spread
- Implicit handling of merging interfaces
- Parallelisable

Use cloud and/or graphical processing units:



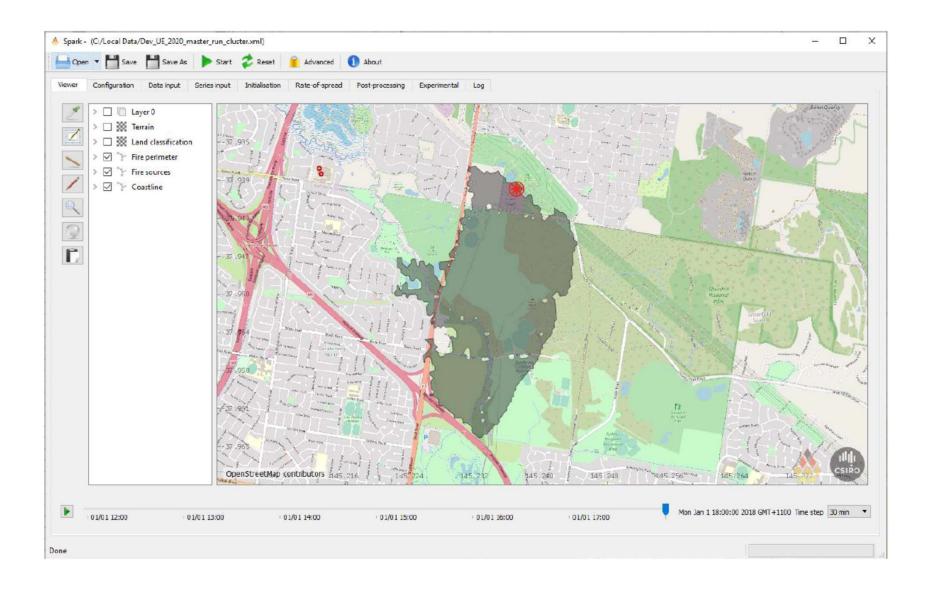
2000: ASCI White: 12.3 TFLOPS, \$110M



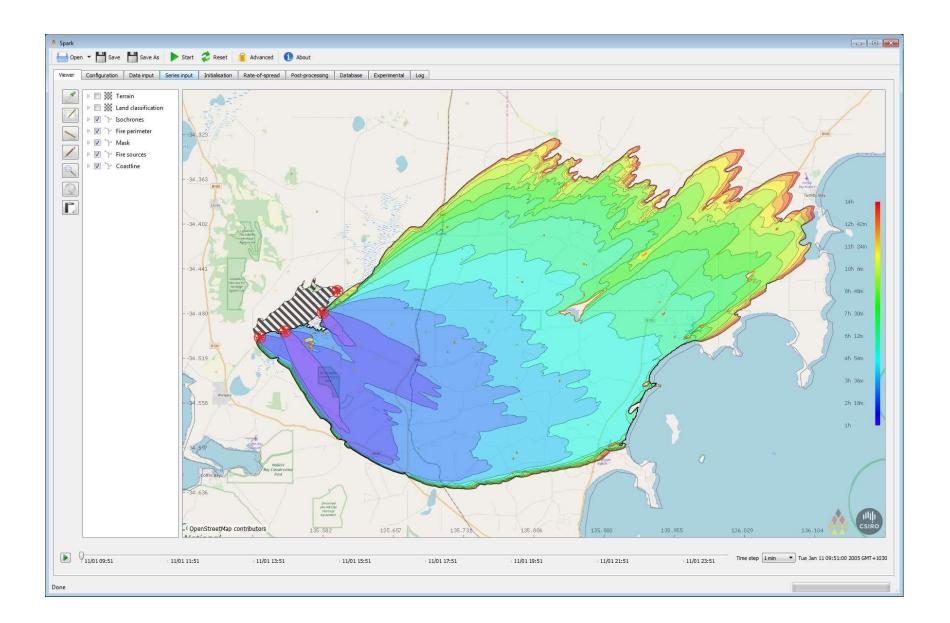
2018: GTX Titan V: 14.9 TFLOPS, \$3k



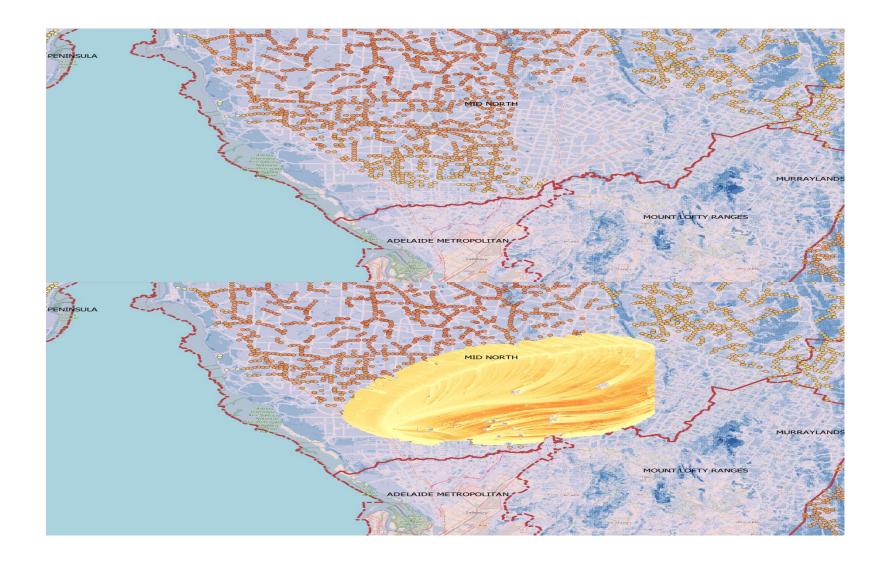
Rate-of-sprea













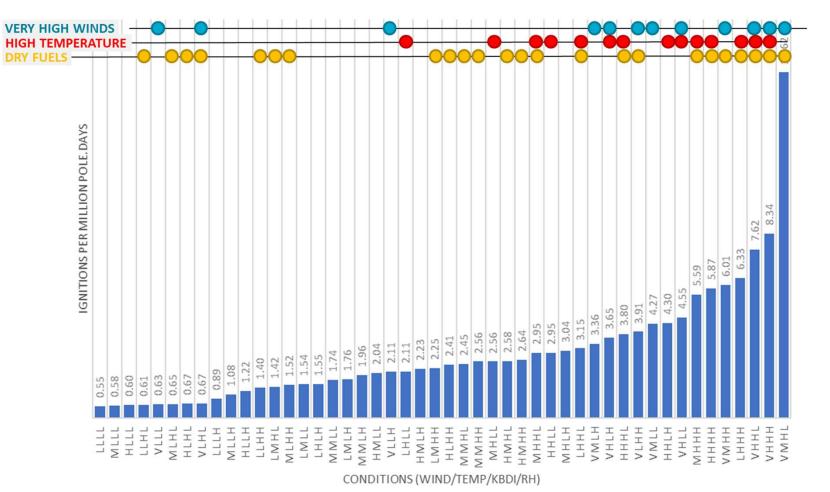
Risk analysis

- Current risk exposure
- Risk Mitigation
 - Expert-driven decisions
 - Optimisation-driven decisions
- Risk = Likelihood × Consequence
 - if interested in expected losses
- Risk ≈ Likelihood of a major blaze × Consequence of a major blaze
 - threat > ignition > escalation
- Risk is highly dependent on:
 - Location
 - Weather and state of the fuel

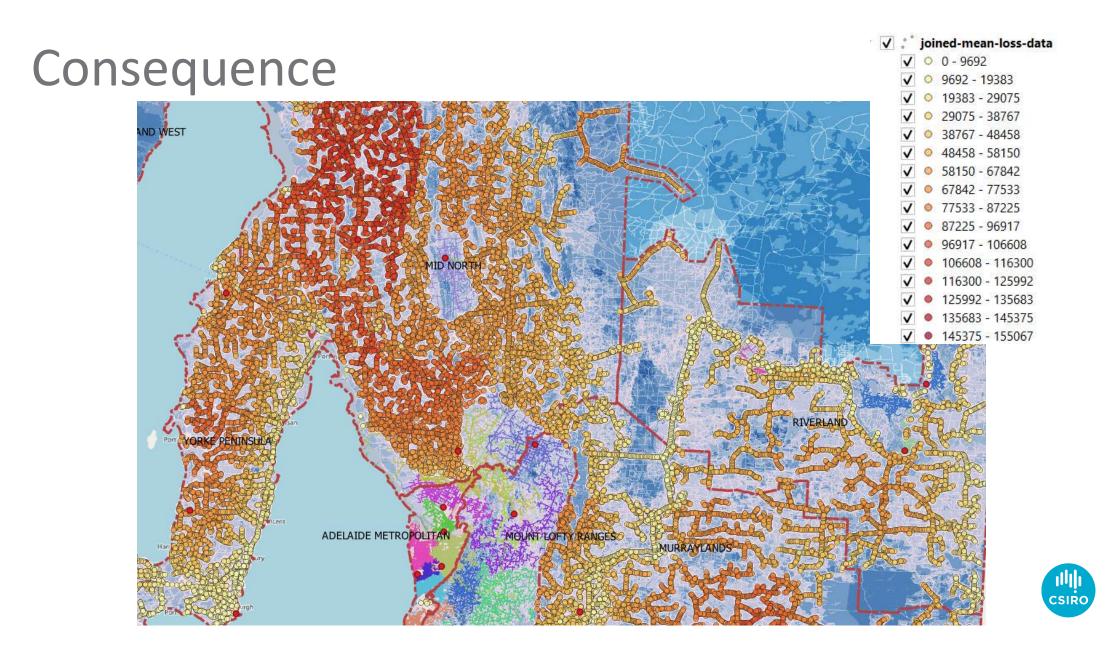




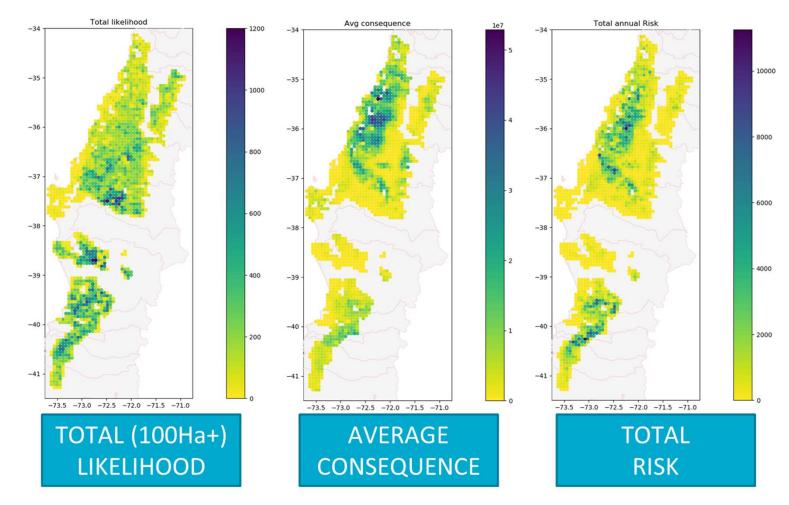
VICTORIA: IGNITIONS ON 22KV 3-PHASE LINE







Where to prioritize investment in mitigation?





Ensemble simulations

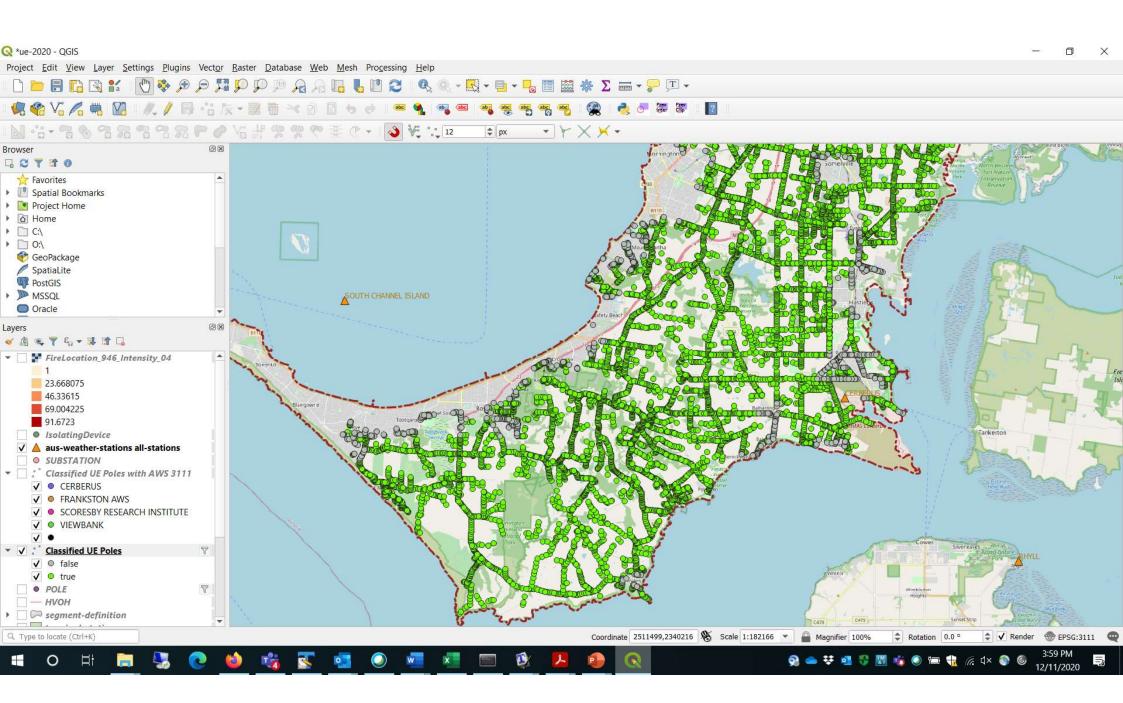
- 10^4 to 10^7 individual simulations
- Set of points
 - Territory coverage is representative
- Set of weather streams
 - Temporal sequence of meteorological (fire weather) variables
 - Representative for the location (i.e., a weight)
 - Future weather (changing climate) by weight adjustments
- Ignition time of day
- Fire termination criteria
- No fire suppression



No suppression?

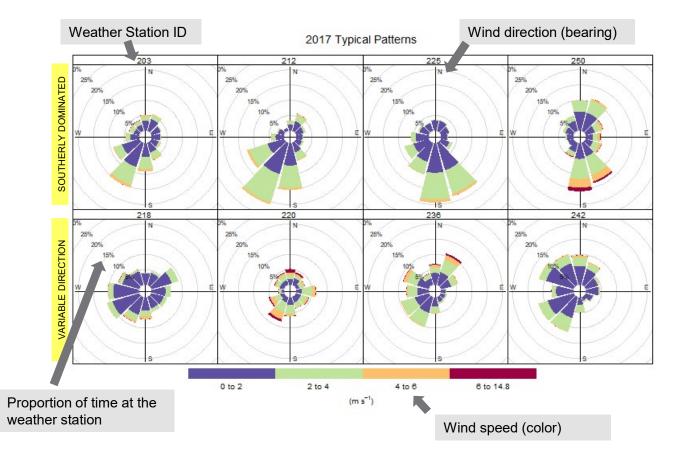
- Yes it is true, fire simulations don't explicitly include fire suppression activities (firefighting)
- Initial attack versus extended attack firefighting
- Direct firefighting on the fire front, firefighting on the flank, clearing and backburning, asset protection
- Suppression is typically represented by:
 - Initial attack success probability
 - Losses not being 100% when a 'pixel' is impacted by fire
 - (Also: maximum fireline intensity at a pixels depends on whether it is a head fire or flank fire impact)





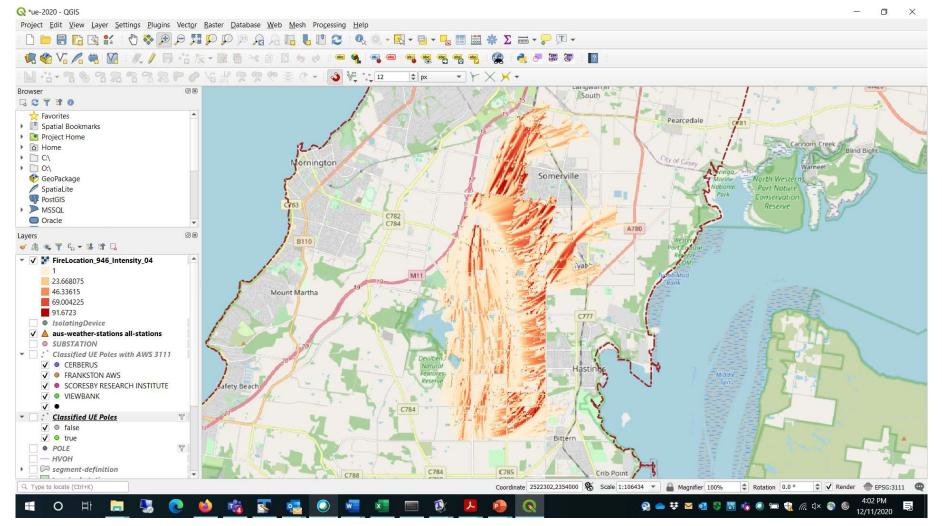
Fire weather analysis

 Analysis of wind speeds and directions (windrose analysis - see right) to understand 'typical' patterns to inform the representative selection of past weather





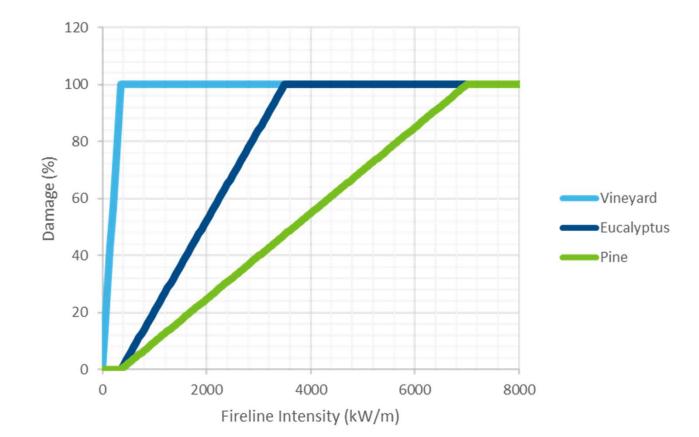
Fireline intensity

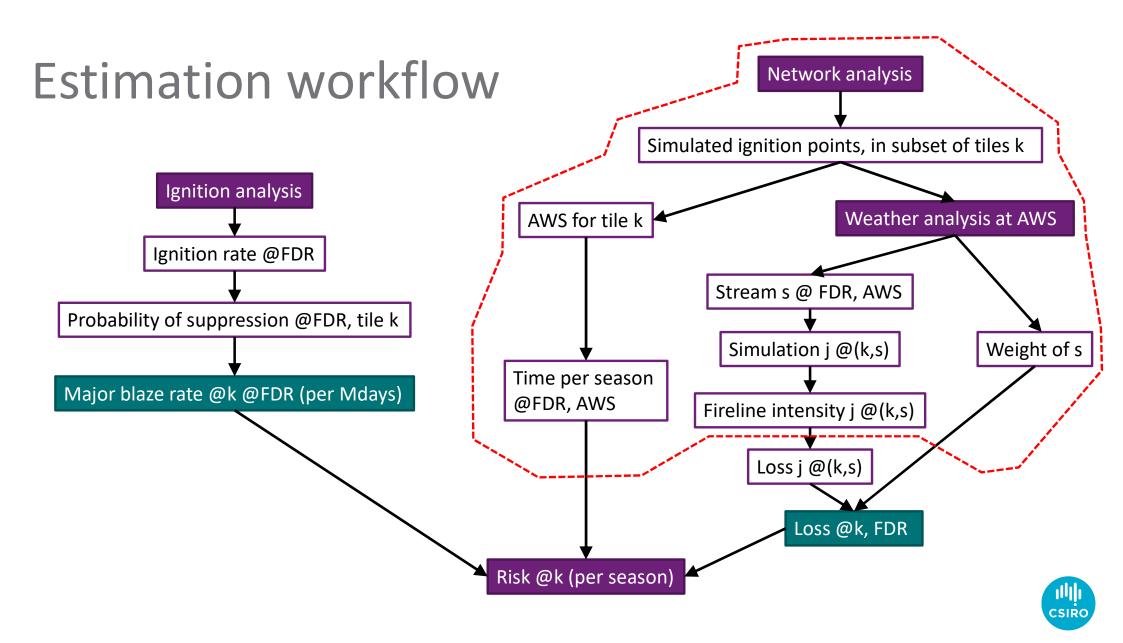




Loss functions

- Fireline intensity kW/m
- Convert to loss % then \$\$
- Fireline intensity is a most important output from a fire simulation when the focus is risk analysis





Analytics

- Optimisation
 - Selection of mitigations subject to a budget
 - Schedule of retiring risk
 - Representing suppression (incl. resource constrained scheduling)
 - Optimal selection of points and weather streams for ensembles
- Statistics and learning
 - Ignition rates over time and space
 - Prediction of loss at tile k under conditions C(t) at ignition time-of-day t_o
 - Fire at the urban interface



Resources

- Fuel maps
 - ALUM
 - DELWP (Victoria), DEWNR (South Australia), ...
- Loss functions
 - Literature
 - Educated guesses
- Fire simulators
 - Phoenix Rapidfire
 - CSIRO Spark
- Cloud computing resources
 - Necessary!
 - \$2000 to \$8000 for a major ensemble run

