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XVIII SPANISH-FRENCH SCHOOL JACQUES-LOUIS LIONS ABOUT NUMERICAL SIMULATION IN PHYSICS AND ENGINEERING Las Palmas de Gran Canaria, 25-29 June 2018

Surrogate-based analysis of turbulence and fire-spotting in wild-land fire modelling A. Trucchia^{1,2}, V.N. Egorova¹, M. Rochoux³ and G. Pagnini^{1,4}

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Introduction

Fire-spotting is a harmful phenomenon that accelerates the rate of the spread of fire by producing new independent ignitions by burning embers. It is a multi-scale and a multi-physics phenomena, and the models that try to predict it depends on a wide range of parameters subject to lack of knowledge and/or randomness. In this work we shall

- Creating a Surrogate Model for selected Qol h with a weighted finite sum of basis functions:
- Perfom a surrogate analysis of a Fire Spotting model introduced in [1] by the means of Polynomial Chaos (PC) and Gaussian Processes (GP);
- Perform Variance-based Sensitivity Analysis and Uncertainty Quantification on the output.

Fire-spotting and Turbulence

The firebrand landing distribution $q(\ell)$ is defined by a lognormal distribution as follows:

$$q(\ell) = rac{1}{\sqrt{2\pi}\sigma\ell} \exprac{-(\ln\ell/\mu)^2}{2\sigma^2}.$$

- > μ is the ratio between the square of the mean of landing distance ℓ and its standard deviation, [3],
- > σ is the standard deviation of the fire-spotting distribution improving [3]. Here we have some analytical representations:

 $\sigma = \frac{1}{2z_{\rho}} \ln \left(\frac{U^{2}}{rg}\right),$ $\mu = \overline{\nu} H_{\max} \left(\frac{3\rho C_{d}}{2\rho_{f}}\right)^{1/2},$ $H_{\max} = \alpha H_{abl} + \beta \left(\frac{I}{2\rho_{f}}\right)^{\gamma} \exp \left(\delta \frac{N_{FT}^{2}}{2\rho_{f}}\right)$

$$h_i^*(\mathbf{x}) = \sum_{i=0}^r \gamma_i \Psi_i(\mathbf{x}).$$

- The functions Ψ_i can be of different shape according to the type of algorithm (e.g., PC or GP based);
- Compute the coefficients γ_i through regression or projection schemes. LAR-based sparse algorithm for PC are adopted (see [2]);
- Use the surrogate as a simulator to compute Sobol' Coefficient for the inputs and QoI statistics.

Results



$$\int dP_{f0} \int dP_{f0} \int N_0^2 \int dP_{f0} \int dP_{$$

where H_{max} is the maximum loftable height, $\overline{\nu}$ is an inertial correction for the firebrand, $\rho_{\rm f}$ is the fuel density, ρ is the ambient air mass density, C_d is the drag coefficient, U is the wind velocity, r is the firebrand radius, g is the gravitational acceleration, $\alpha, \beta, \gamma, \delta$ are empirical constants, $P_{f0} = 10^6 W$ is the reference fire power, H_{abl} is the height of the atmospheric boundary layer, N is the Brunt Väisälä frequency and subscript FT refers to the free troposphere.

Turbulence is modelled via a Gaussian Distribution having parameter D, given by

 $D\simeq 0.1\,\chi\,[\gamma\,\Delta T\,g\,h^3/(
u\chi)]^{1/3}-\chi,$

With χ the thermal diffusivity of the air at ambient temperature , γ the thermal expansion coefficient, ΔT the temperature difference of the convective cell.

Computing Priors for input parameters

 μ , σ and D depend themselves on a large set of sub-parameters. The ones affected by uncertainties are perrturbed around their nominal literature values and a MC simulation is pursued, in order to have Prior distributions. The results are fitted with Beta Distributions.



Conclusions

- The most influential parameter in determining burnt area under uncertainties is σ , related to the *ballistic trajectory* of embers.
- Sparse algorithms for PC allow to attain high degree polynomials while mantaining low the computational budget.
- Different algorithms can lead to the same overall accuracy but may filter out in different way the less influential variables.

References

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Workflow

After determining the PDF of the three parameters, here is the followed workflow:

- Sampling with Low Discrepancy Sequences two databases of triples (μ, σ, D) , one for training and the other for cross validation;
- Running the WLF simulator for each sampled triple and collect Quantities of Interests (QoI): e.g. Burnt Area at time t = T;

Acknowledgements

This research is supported by the Basque Government through the BERC 2018-2021 program and by the Spanish Ministry of Economy and Competitiveness MINECO through BCAM Severo Ochoa excellence accreditation SEV-2013-0323 and through project MTM2016-76016-R "MIP". AT acknowledges the "LaCaixa 2014" Phd Grant.

