

How does MoFuSS work?

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MoFuSS v1.0 Training Course 2016 El Jadida, Morocco September 3-4

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www.mofuss.unam.mx/course-2016/

\$ \$

Is MoFuSS a software?

Not yet a software, but a bunch of scripts willing to be a software.

2011-2015: script development and first outreach effort.

2015-2016: user friendly interface

2017:User friendly tool into software package. Further development into improved versions (e.g. 3.x)



Freeware "code interpreters"

Environment for Geoprocessing Objects









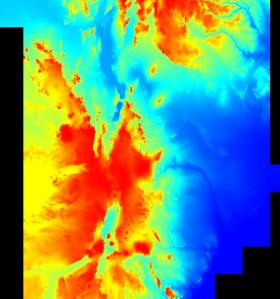
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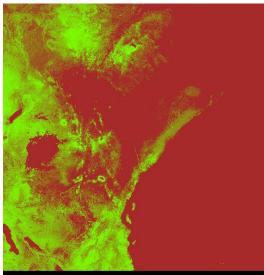
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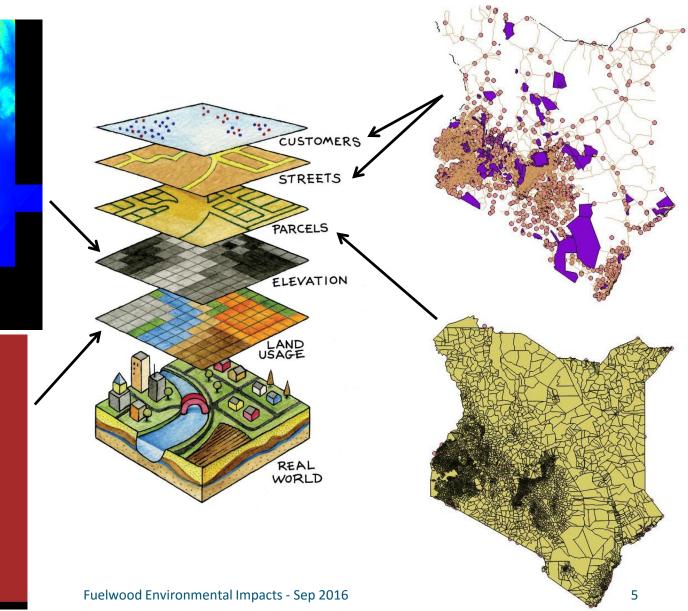
MoFuSS allows six levels of interaction with the user:

- LEVEL 1: Query global Tier 1 estimates using a webbased map: <u>http://redd.ciga.unam.mx/webtool/</u>
- LEVEL 2: Run MoFuSS in fully default mode for a userdefined study area.
- LEVEL 3: Users can alter a small set of input parameters related to woodfuel demand in Business as Usual and Intervention scenarios.
- LEVEL 4: Users can tune most built-in model parameters using locally available data
- LEVEL 5: Add alternative maps (i.e. GIS layers) available for the study area
- LEVEL 6: Modify and/or add inner geoprocessing operations to account for site-specific processes

Step 1: Harmonizes all vector and raster input data: *projects, resamples, rasterizes, crops, etc., etc.*









Using multiple cores to speed up calculations

Parallel computing

- MoFuSS frequently takes advatage of multicore processing.
- And sometimes of *multi-computer* processing.

Step 2: Simulates future events of forests loss and gain, based on past observations and spatial relationships.

Forest Forest loss event Spatial relation between events and "explicative" variables (e.g. distance to roads, slope) Fuelwood from deforestation: period 2000 to 2030 9950000 9800000 9650000

Calibration 00-06 -> Validation 06-1216-> Simulation 5e+05 100

80

60

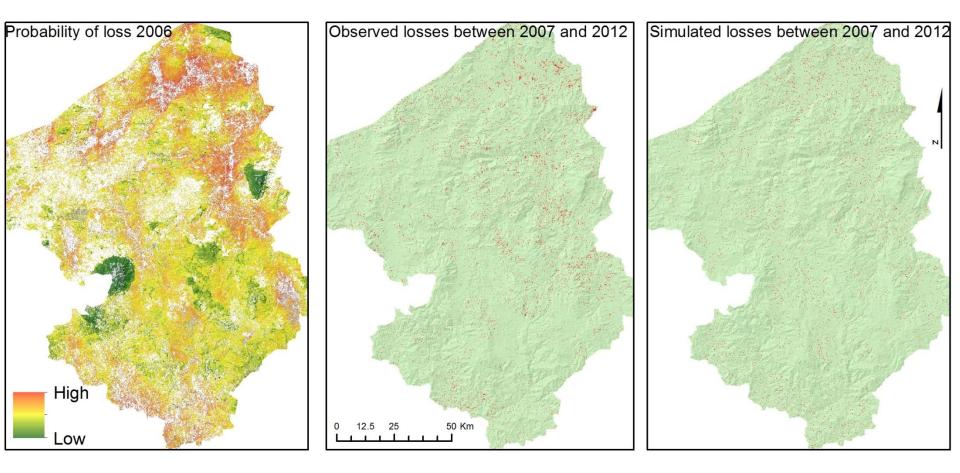
40

20

ha



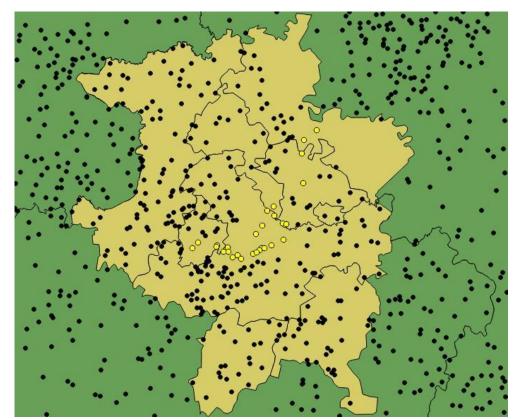
Step 2: Validate trends in forest loss and gains not necessarily related to woodfuel (Prospective Landscape Simulation submodel)



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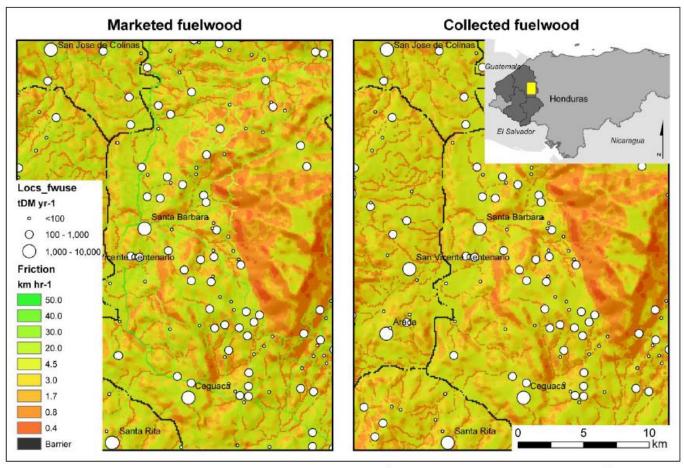
Step 3: Clip & process selected localities

Control Con



Step 4: Friction maps

Figure A.3. Friction maps for driving (marketed) and walking fuelwood collectors

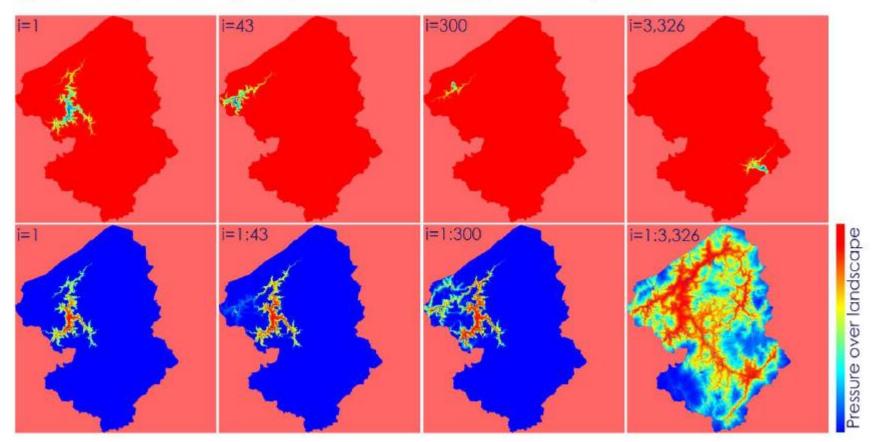


Notes: Velocities are actually added as impedance values in s m^{-1} , but we express them here in km hr^{-1} for the sake of clarity.

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Step 5: Woodfuel harvest "pressure maps"

Figure A.4. Schematic representation of the modified IDW interpolator



Notes: A travel limit of one hour was set for the sake of clarity. Only commercial wood sellers who use vehicles are considered. "1:n" corresponds to the sum of all cost maps between 1 and n using the IDW algorithm (lower row); even though only a few single cost maps are shown (upper row).



Step 6: Landscape simulations of alternative scenarios

Solution with the second modeling script, where woodfuel supply and demand interact.

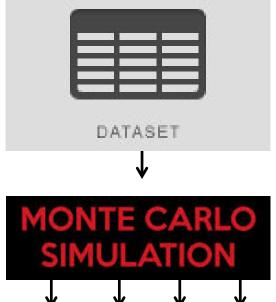
Is more complex than the rest consisting on multiple R, FFmpeg and LaTeX scripts apart from Dinamica EGO ones.

Is the only one that should be worked with when developing alternative scenarios.

Step 6: Integrates uncertainty of many input

parameters:

Parameters & Assumptions





tDM ha⁻¹ yr

12

9

ω

9

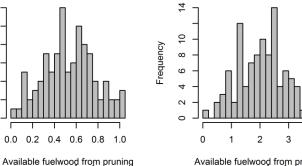
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Frequency



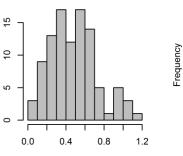


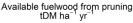
Available fuelwood from pruning tDM ha⁻¹ yr⁻¹

Frequency









Grassland

0.0 0.2 0.4 0.6 0.8 1.0

Available fuelwood from pruning

yr

tDM ha⁻¹

4

9

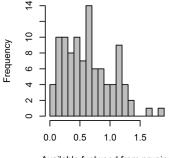
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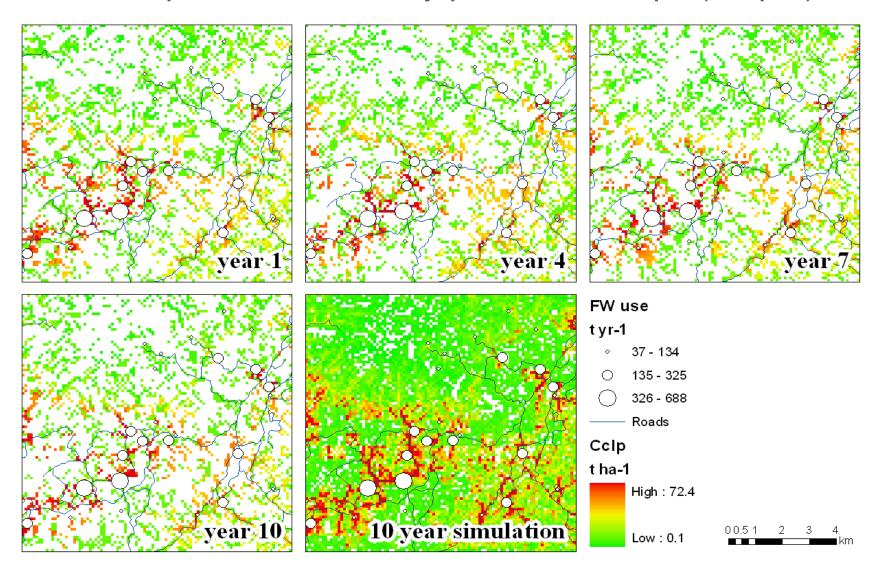
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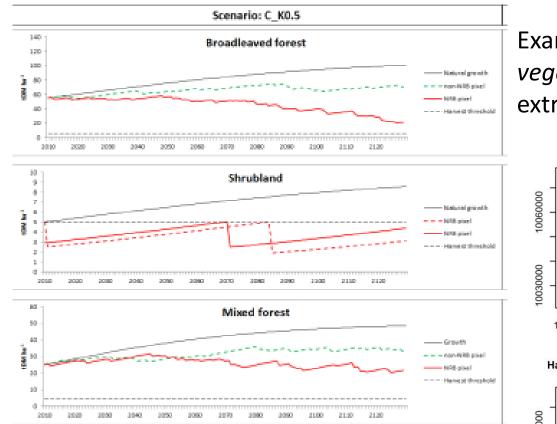
Available fuelwood from pruning tDM ha⁻¹ yr⁻¹

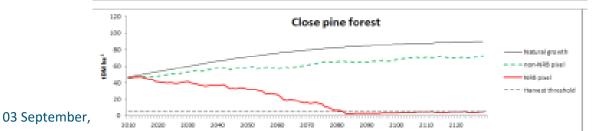
Step 6: Integrates tunable degrees of stochasticity in collection patterns, driven by preassure maps (Step 5).



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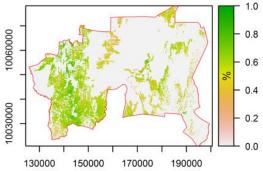
Step 6: Estimate the expected response of the vegetation to disturbance in terms of AGB growth.



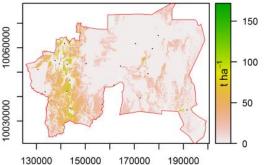


Example of *response of vegetation* to fuelwood extracion at **pixel level**

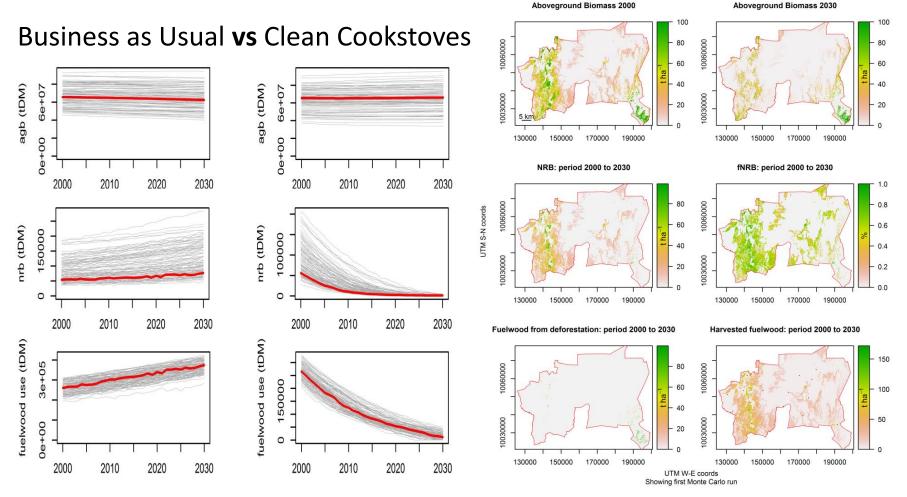
fNRB: period 2000 to 2030



Harvested fuelwood: period 2000 to 2030



Step 6: Create scenarios and compare the effect of interventions that reduce fuelwood consumption.

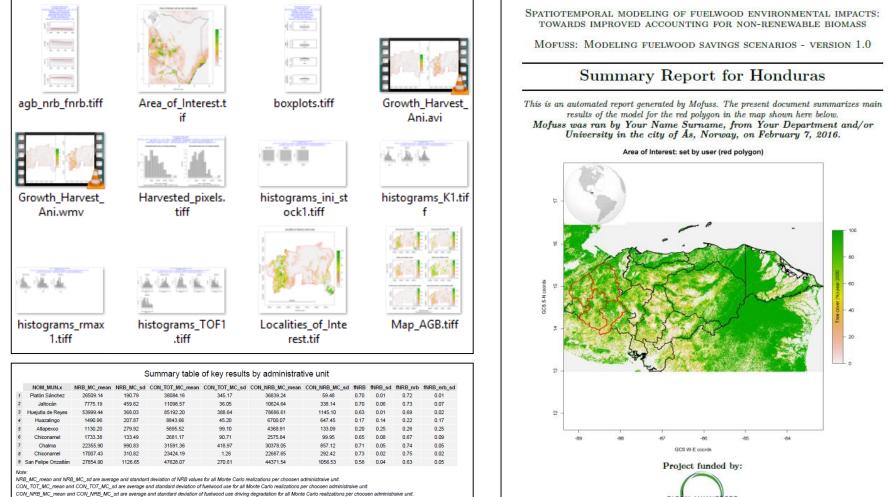


03 September, 2016

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Step 6: Produces tables, graphs, maps, animations and a pdf report for key results. Save all other results as tables and geotiff maps.



Impa

NRB and RNB_sd are the fraction of non-renewable biomass and its standard deviation respectively for all Monte Carlo realizations per choosen administraive unit.

fNRB_nrb and fNRB_nrb_sd are the fraction of non-renewable biomass and its standard deviation respectively, but only accounting for fuelwood use driving degradation

Many more parameters can be tuned in its current version.

#	Input dataset	Type of data [†]		Mandatory/ Optional	Availability [‡]	Description	
34	Harvest threshold walking	Integer value Integer value Integer value Integer value yes/no Integer value		mandatory	mandatory user defined Minimum amount of AGB per pixel "attractive" enough for walking fuelwood collectors.		or walking fuelwood collectors.
35	Harvest threshold vehicle			mandatory	, , , , , , , , , , , , , , , , , , , ,		
36	6 Harvestable pixels walking			mandatory			
37	Harvestable pixels vehicle			mandatory user defined Idem but for driving fuelwood collectors.			
39 40 41 42 43 44	B Harvestable pixels passing through Monte Carlo			mandatory	user defined	If Yes, the percentage of the landscape assumed to be vi 100% SD.	isited in each time step will vary randomly assuming a
	Prune factor for walking fuelwood collectors			mandatory	user defined	value that multiplies the number of all harvestable pixels with the highest pressure, to allow for an stochastic ibsequent "re-selection". For example, a prune factor of 10 means that 10 times the amount of harvestable xels with the highest pressure will be selected. Within this new sample, 10% of pixels will be randomly re- lected. Prune factor high values drive the seeding mechanism to fully stochastic while a prune factor equal to	
	Prune factor for driving fuelwood collectors Modified IDW exponent Modified IDW exponent passing through Monte Cark Cost-distance passes		48	Map	os and	animations switch	re or less concentrated around demand centers. Can a points. Monte Carlo runs. tool. The higher the value, the most accurate results,
			49	Path	to R.	exe	
			50	Path	to FF	mpeg.exe	
	Maximum distance for gathering fuelwood			r - O			elled by vehicle or walking to gather fuelwood.
	Number of Monte Carlo histograms per figure for forests		51	Nun	nber o	f CPU cores	d in each Tiff figure. Will depend on number of
	and v oodlands	-	1				
47 48 49 50	5 Number of Monte Carlo Instograms per figure for TOF	Intege	r value	mandatory	user defined	ldem	
	Re-run Monte Carlo	yes/no		mandatory	user defined	If NO, the same Mome Carlo datasets are used every time. Useful when comparing scenarios or conducting securitory analysis.	
	Maps and animations switch	string exe string		mandatory	user defined	If NO, maps and animations (eventually time consuming)	are not produced.
	Path to R.exe			mandator,	user defined	Path to R executable file, for 32 or 64 bit OS. Path to FFmpeg executable file, for 32 or 64 bit OS. Number of CPU cores (physical or virtual) to be used by different modules.	
	Path to FFmpeg.exe			mandatory	user defined		
	Number of CPU cores			optional	user defined		

Table 1. Model inputs and parameters (continued)

† Almost any raster or vector format is accepted as NRBv1.0 uses the Geospatial Data Abstraction translator Library: www.gdal.org

‡Guesstimate based on global datasets accessible from the Internet.

MoFuSSv2.0 (UNAM-SEI) wish list for 2017:

User-friendliness:

- Automatic reports
- Easy "one-click" instalation
- Manuals
- Video tutorials and training webinars
- Worldwide default datasets and parameters
- A growing community of users

Mathebra Series Series Series 1 Mathebra Series 1

- Optimization algorithms to inform about cookstove deployment strategies
- Multiple LULCC transitions
- In ensemble with other drivers models. (e.g. fires and grazing from UFMG).
- Validation
 - Good-practice guidance for independent validation of results
- 🤲 Dream on features
 - Coupled to behavioural change modeling

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