

# The effects of fire-plume dynamics on the lateral and longitudinal spread of long-range spotting

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# Motivation



- The lofting and transport of firebrands ignites spot fires downwind from the primary fire
- Spot fires lead to **accelerated** and **unpredictable** fire spread
  - *Accelerated*: Embers cause the fire to jump ahead. Upper-level winds are often faster than near-surface winds,
  - *Unpredictable*: How far will it spot? Upper-level winds are often in a different direction from the near-surface winds
- There is evidence for very long-range spotting in excess of 30 km, e.g. Kilmore East fire during Black Saturday
- A better knowledge of processes involved in spotting will improve our ability to predict fire spread

# Modelling methodology



- We use a **two-stage** modelling process to investigate how plume dynamics may affect spotting:
  1. Perform very-high-resolution simulations of idealised bushfire plumes in different wind conditions using a large-eddy model (LEM)
  2. Use the four-dimensional (3 space, 1 time) velocity fields from the LEM to calculate the trajectories of hundreds of thousands of virtual firebrands assigned a constant fall velocity



# UK Met Office Large Eddy Model (LEM)



- Think of as a **simplified** numerical weather prediction model, but run at a **very-high resolution** (here grid spacing = 50 m)
  - Able to explicitly resolve plumes, entrainment/detrainment of air

- Historically used for more traditional high-resolution atmospheric applications:

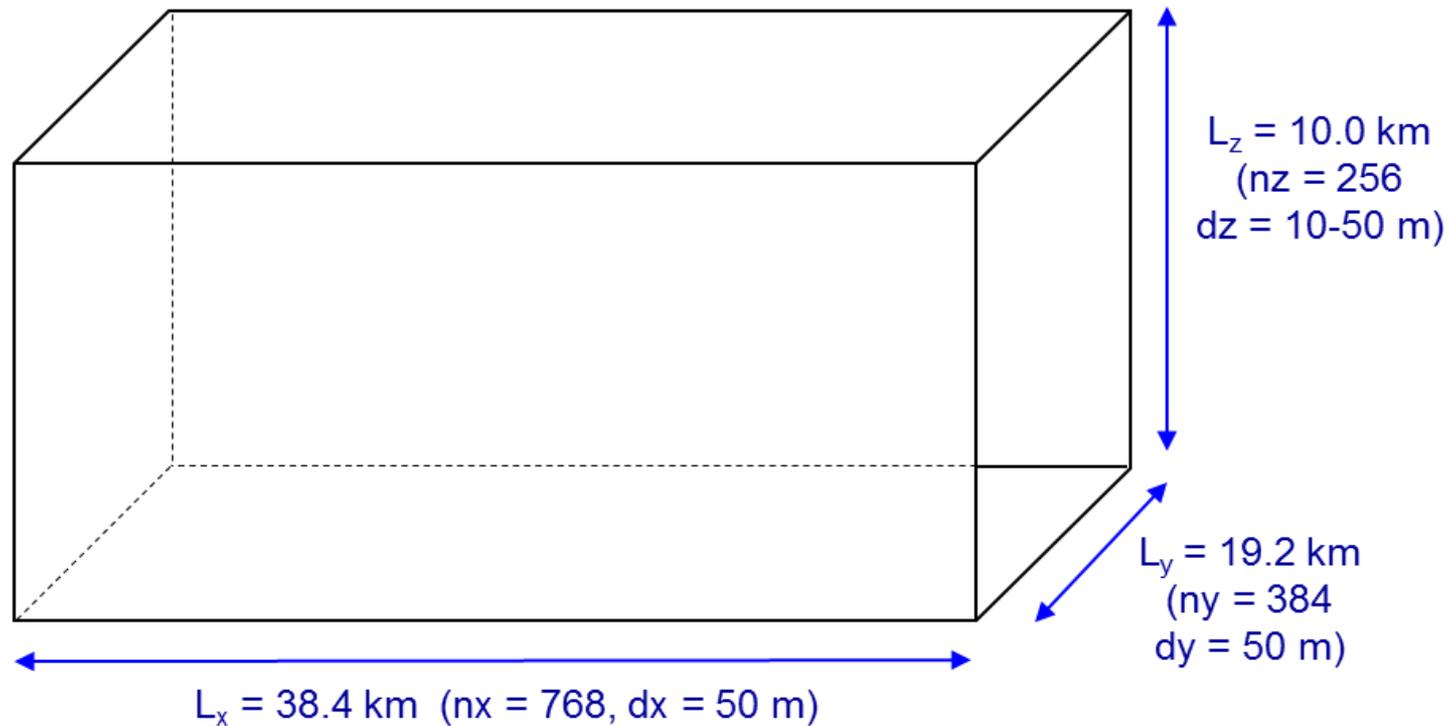
- Boundary-layer turbulence
- Clouds and convection

Khairoutdinov and Randall (2006) -  
Simulated explicitly resolved clouds:



- Recently the ability of the Met Office LEM to model both observed and theoretical plumes has been confirmed

# LEM configuration



- Idealised setup (no moisture, radiation, Coriolis, topography)
- Periodic lateral boundary conditions
- No-slip lower boundary
- Free-slip upper boundary (+ Newtonian damping layer in upper 2 km)



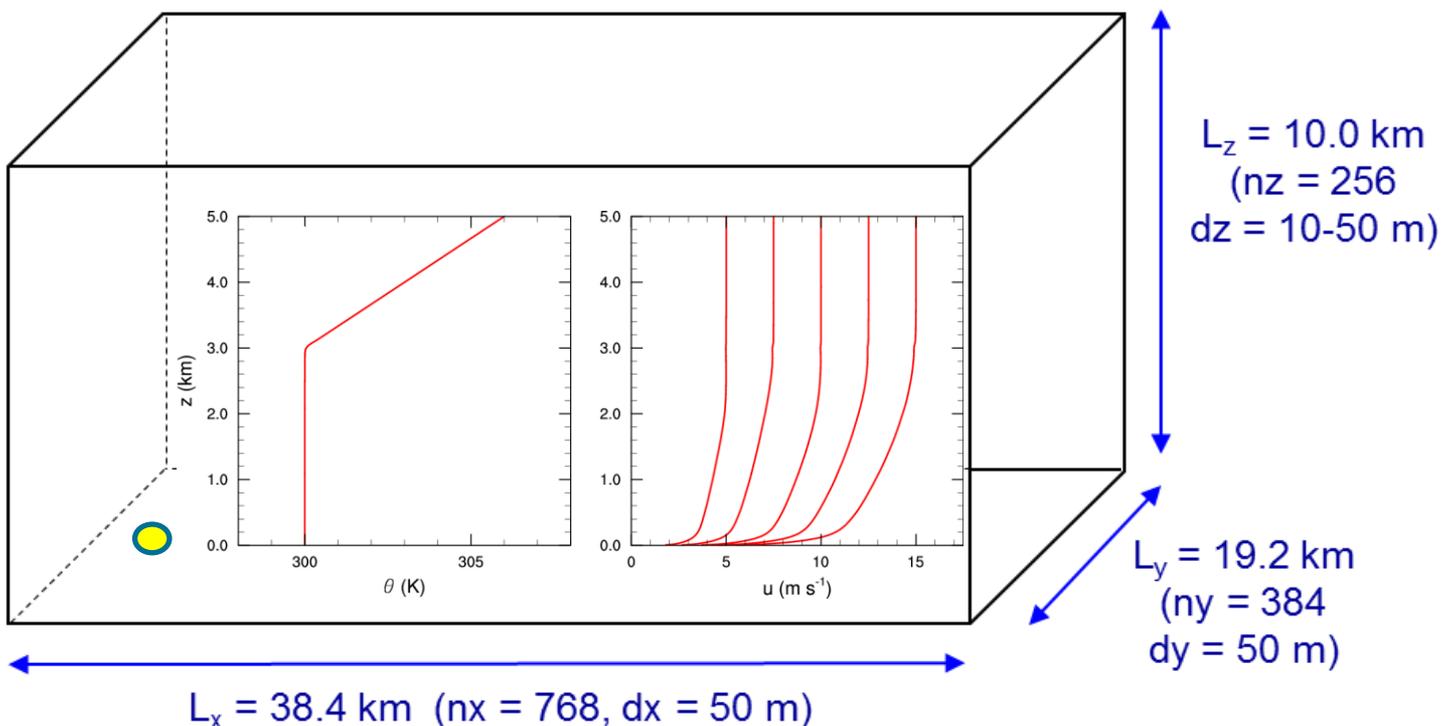
# Plume modelling process



1. Simulate realistic turbulent boundary layers for a range of wind speeds (not previously done in idealised plume studies):
  - Initialise model with horizontally homogeneous potential temperature and wind profiles
  - Apply random perturbations ( $\pm 0.2$  K) to potential temperature field
  - Run model until turbulence (defined by domain-averaged TKE) has spun up to quasi-steady state
2. Generate a “fire” plume by applying an intense circular surface heat flux anomaly ( $Q = 100,000 \text{ W m}^{-2}$ , radius = 250 m)
  - No feedback of atmosphere onto fire behaviour
  - No surface spread
  - Allows us to isolate the way plumes respond to wind
  - Passive tracer released for plume visualisation purposes

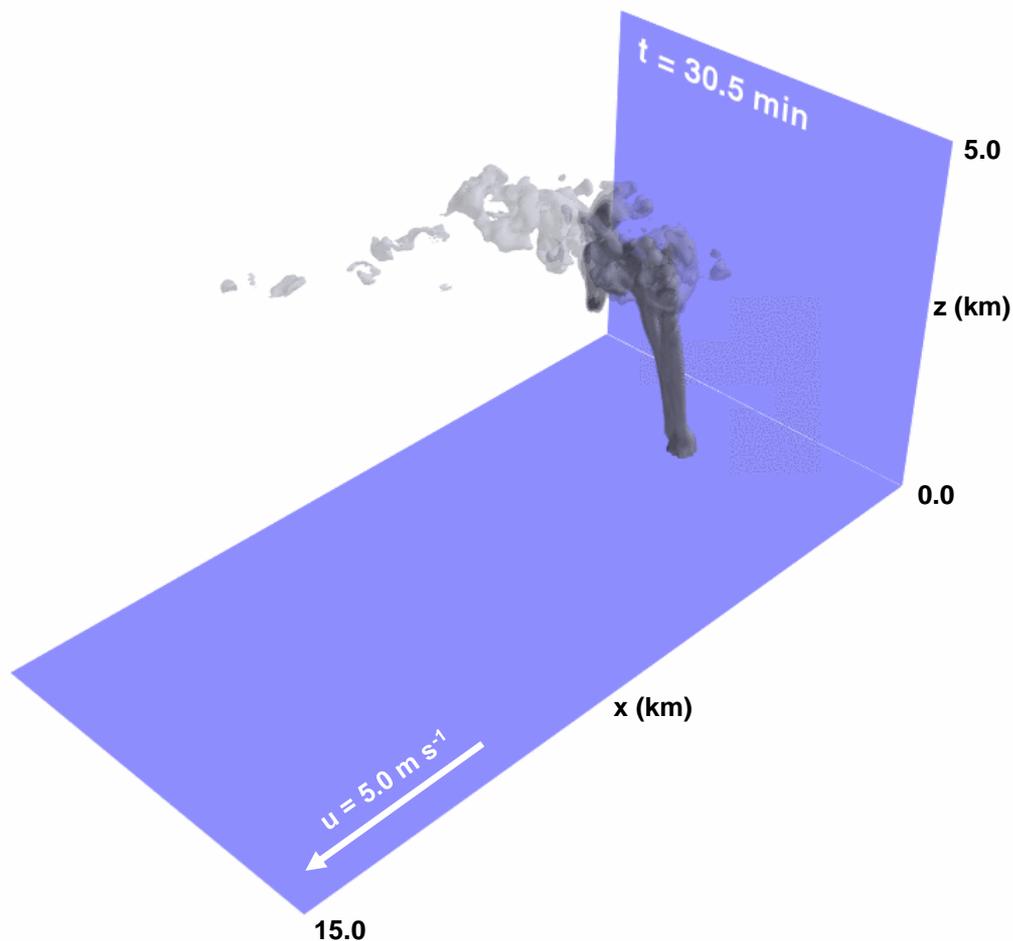


# LEM configuration



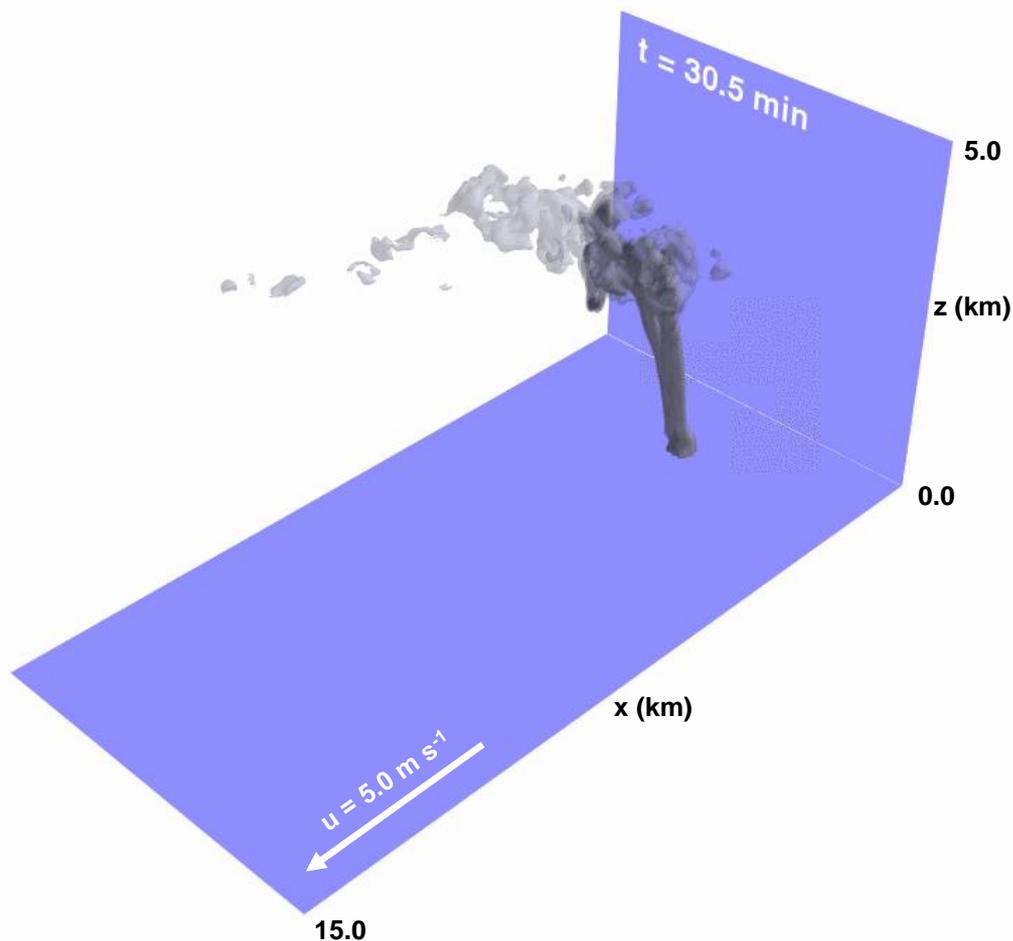
- Potential-temperature profile is well mixed to  $z = 3 \text{ km}$ , stably stratified above
- Five different background wind speeds run,  $u = 5.0, 7.5, 10.0, 12.5$  and  $15.0 \text{ m s}^{-1}$

# Tracer visualisation – 5 m s<sup>-1</sup> wind



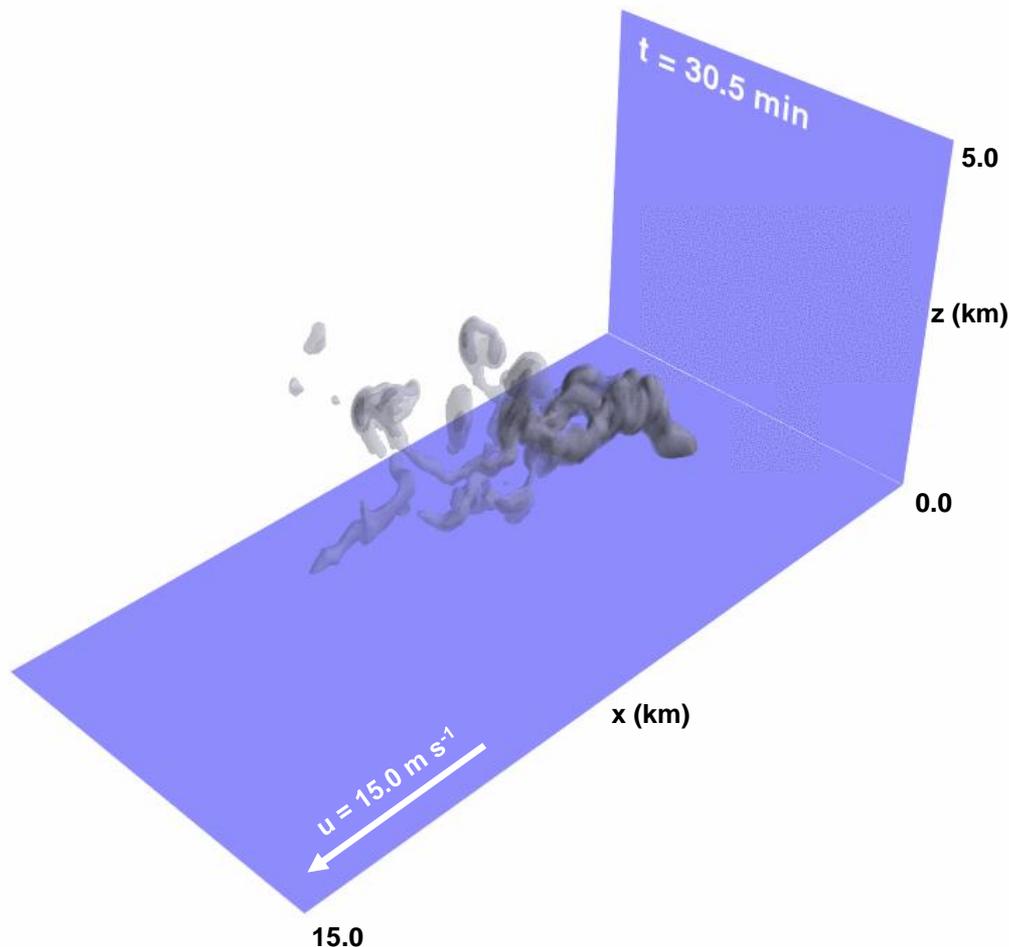
- Lower two-thirds of plume is within boundary layer:
  - Relatively smooth
  - Small instability at top of smooth updraft
  - Consists of a counter-rotating vortex pair
- Upper section of plume above the boundary layer:
  - Plume is much more turbulent

# Tracer visualisation – 5 m s<sup>-1</sup> wind



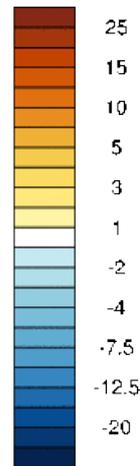
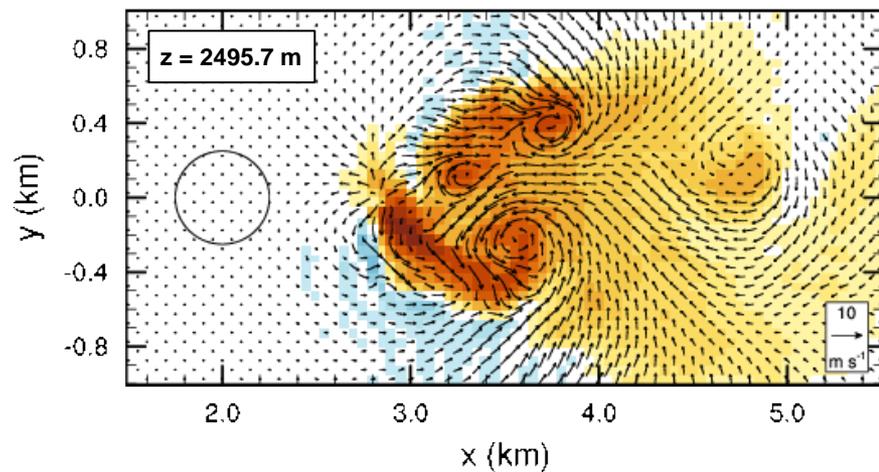
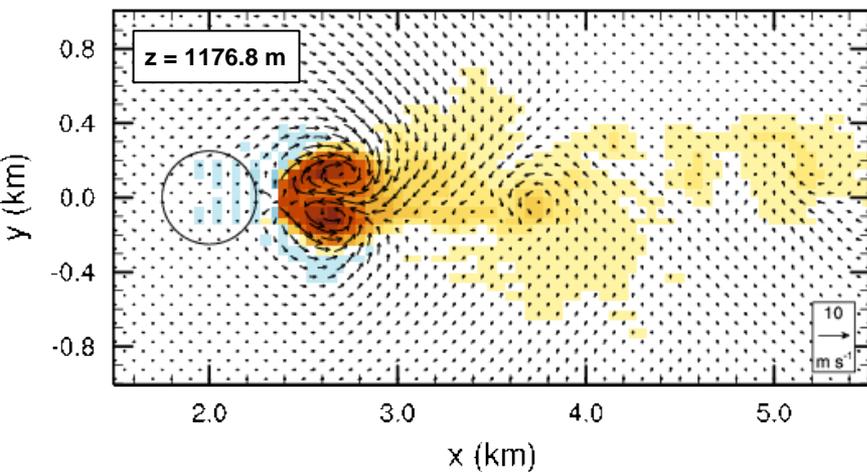
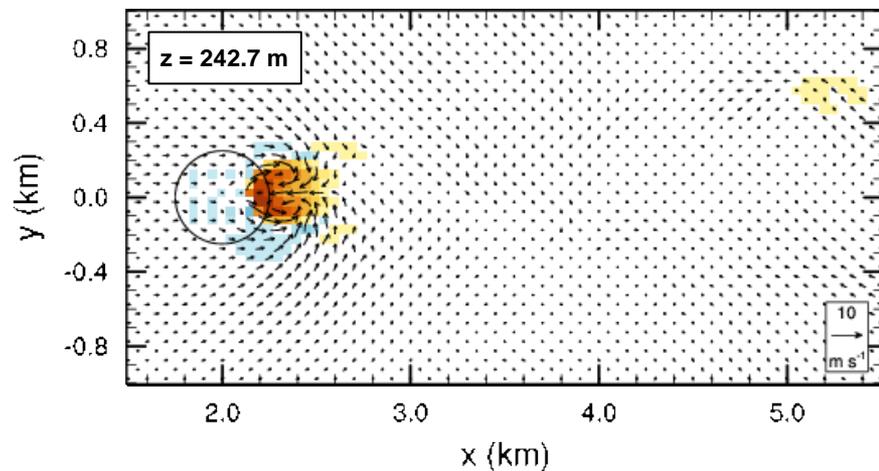
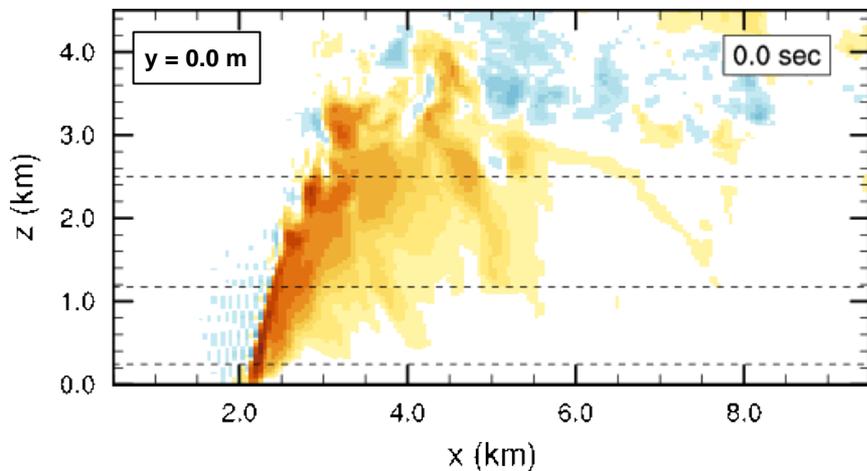
- Lower two-thirds of plume is within boundary layer:
  - Relatively smooth
  - Small instability at top of smooth updraft
  - Consists of a counter-rotating vortex pair
- Upper section of plume above the boundary layer:
  - Plume is much more turbulent
  - Meandering above the boundary layer is more prominent

# Tracer visualisation – 15 m s<sup>-1</sup> wind

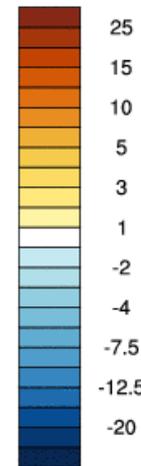
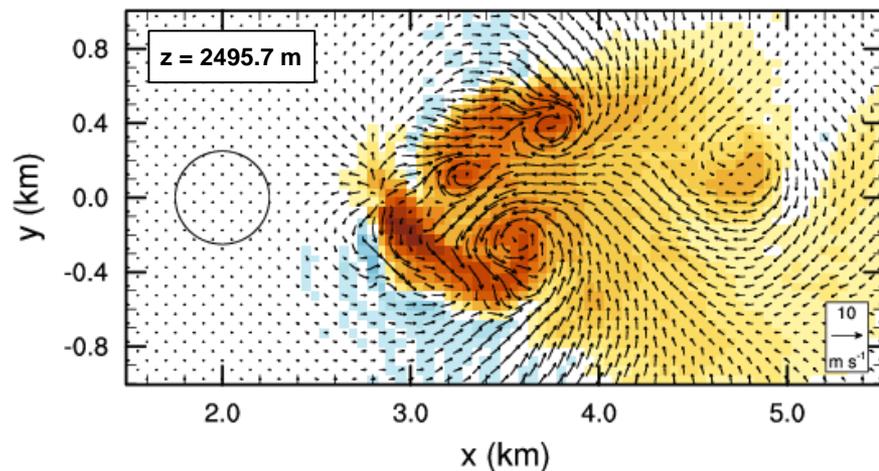
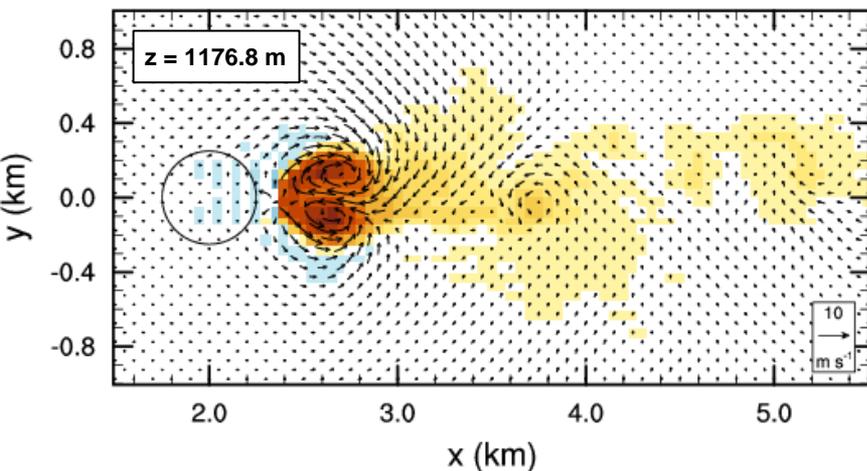
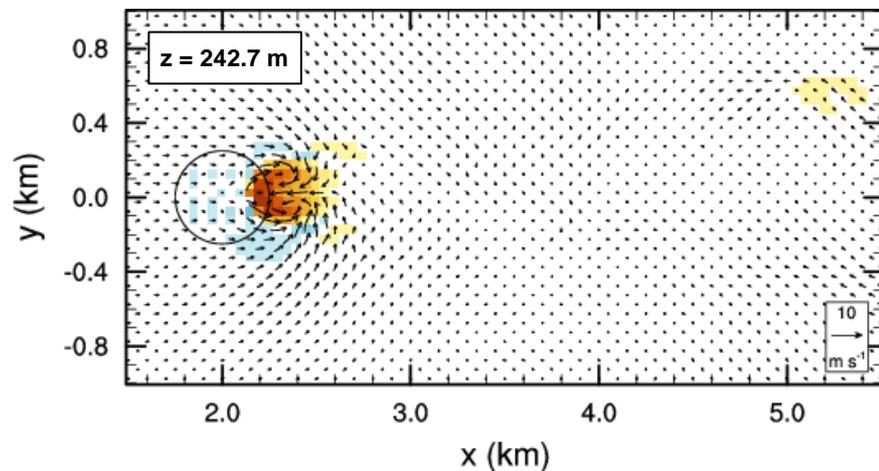
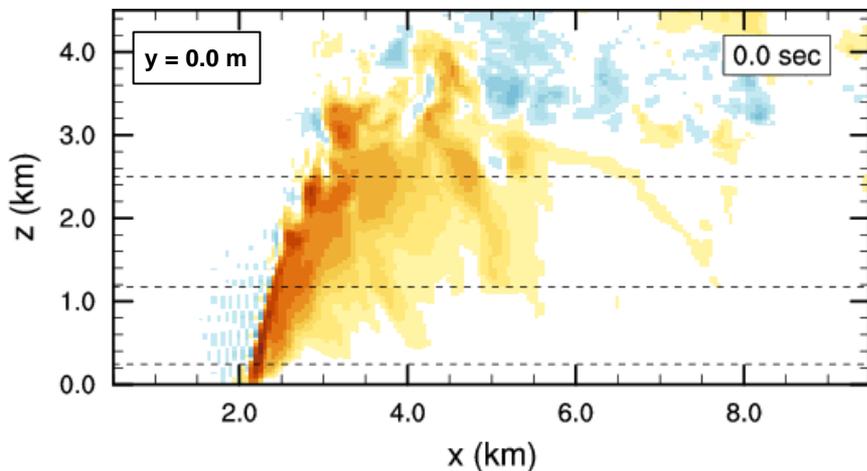


- Plume is turbulent from the surface upwards
- Plume is much more bent over
- Plume exhibits pulsing
- Plume is more dispersed
- Plume meanders from near-surface to top

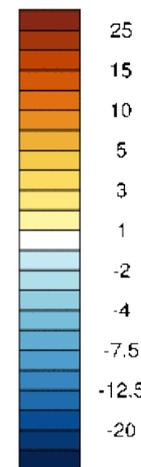
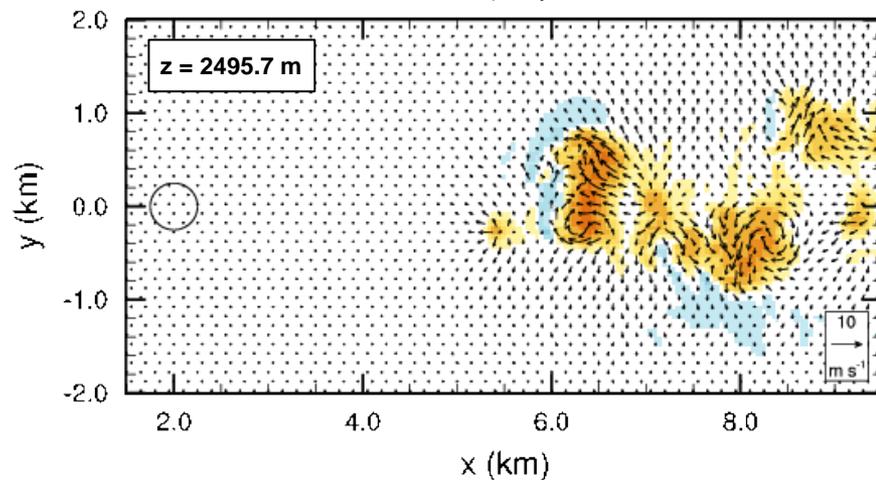
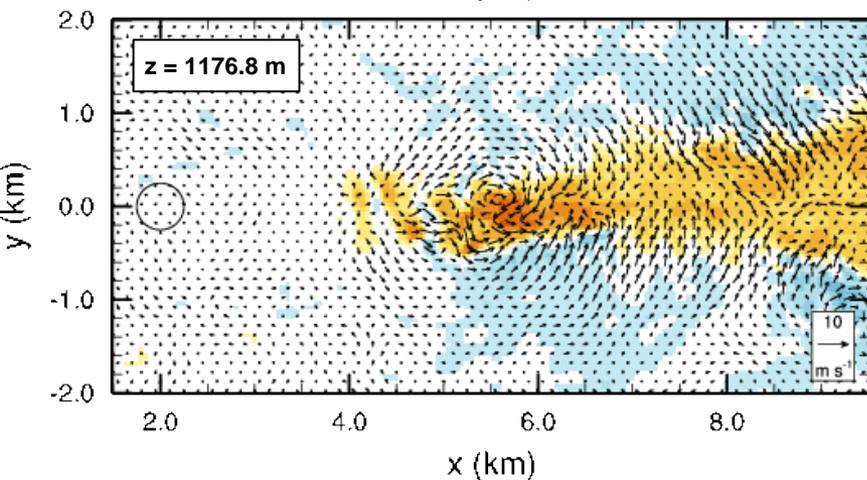
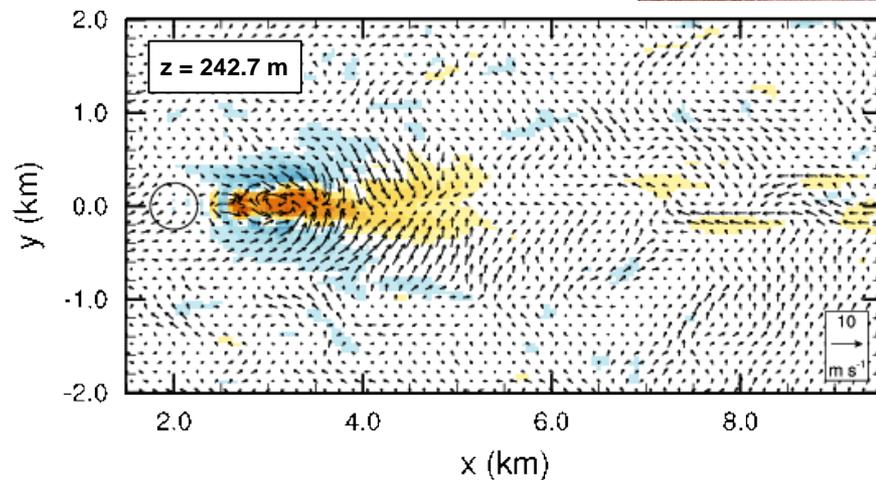
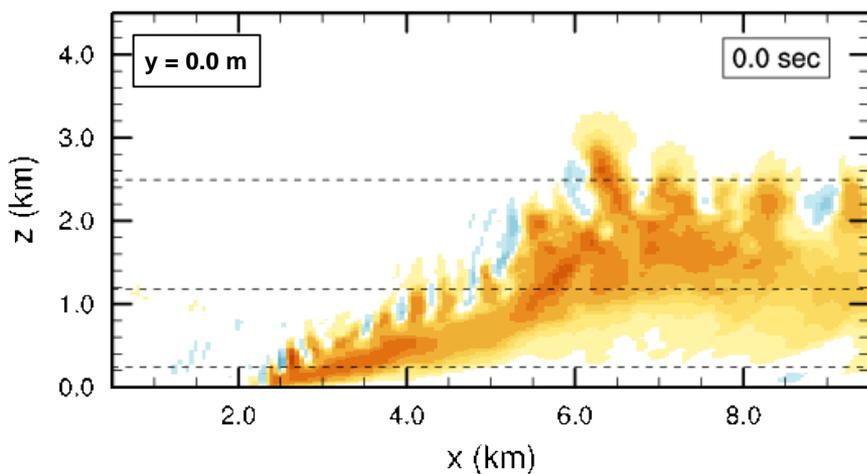
# Plume dynamics – 5 m s<sup>-1</sup> wind



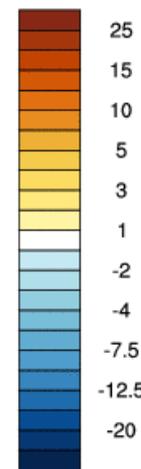
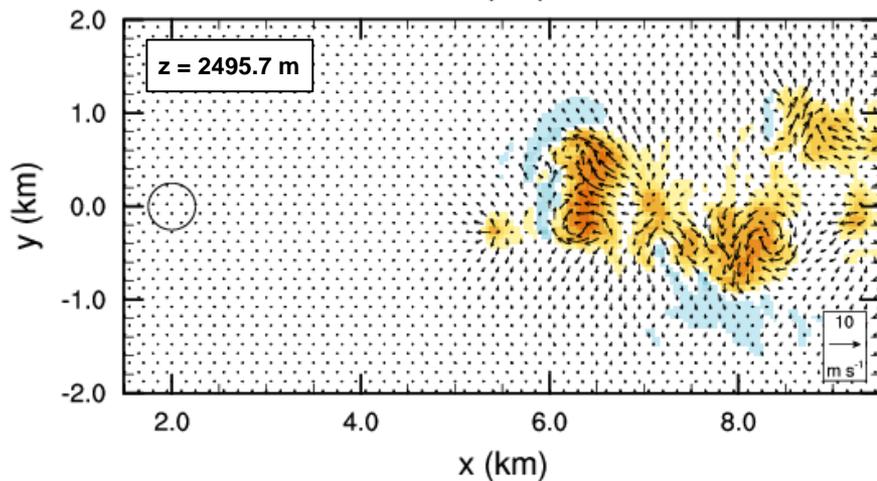
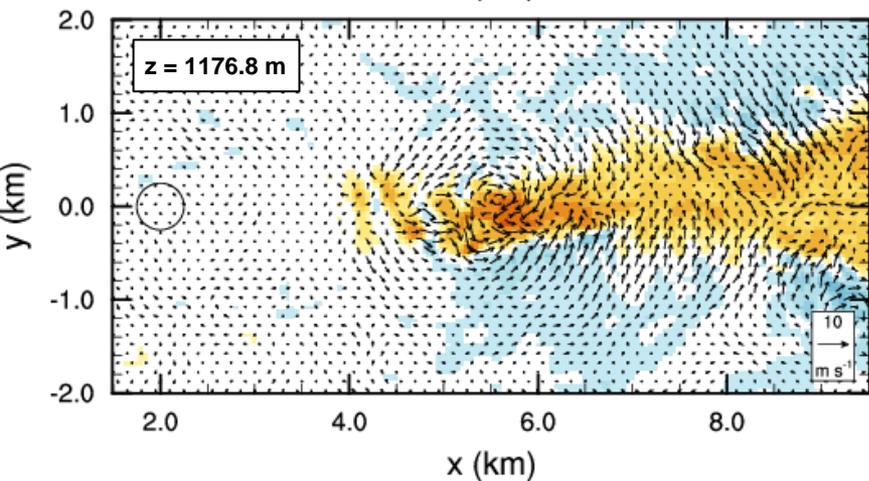
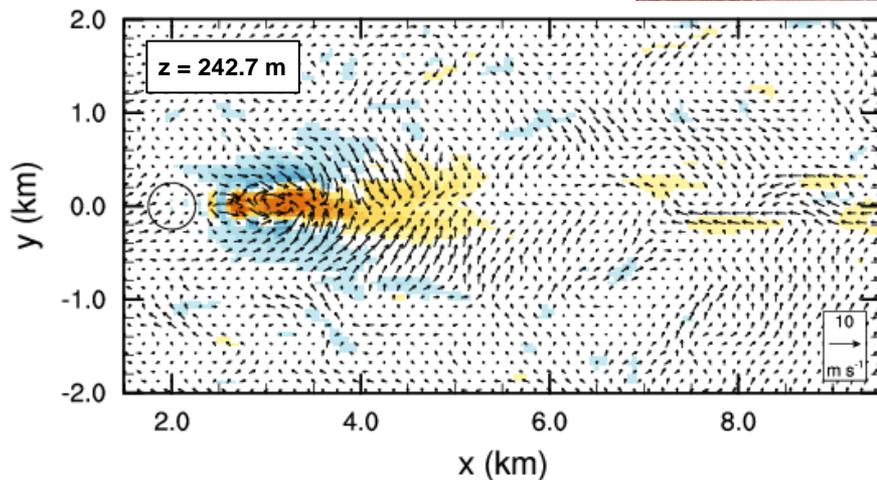
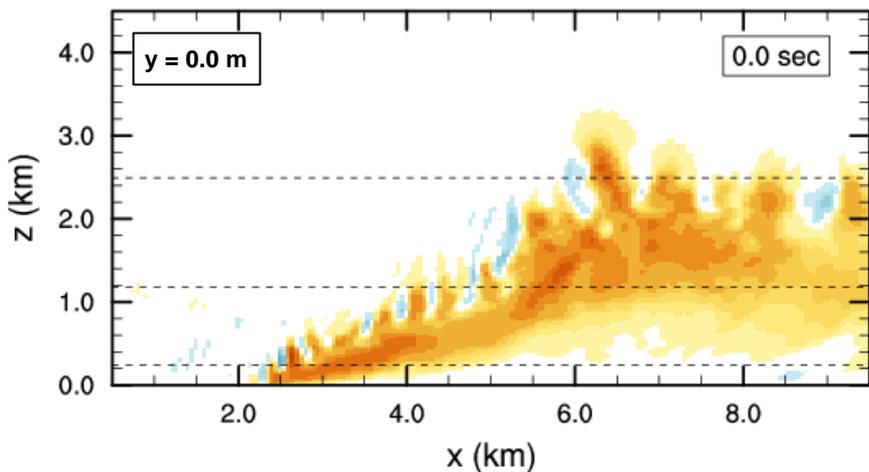
# Plume dynamics – 5 m s<sup>-1</sup> wind



# Plume dynamics – 15 m s<sup>-1</sup> wind



# Plume dynamics – 15 m s<sup>-1</sup> wind



# Particle-transport model

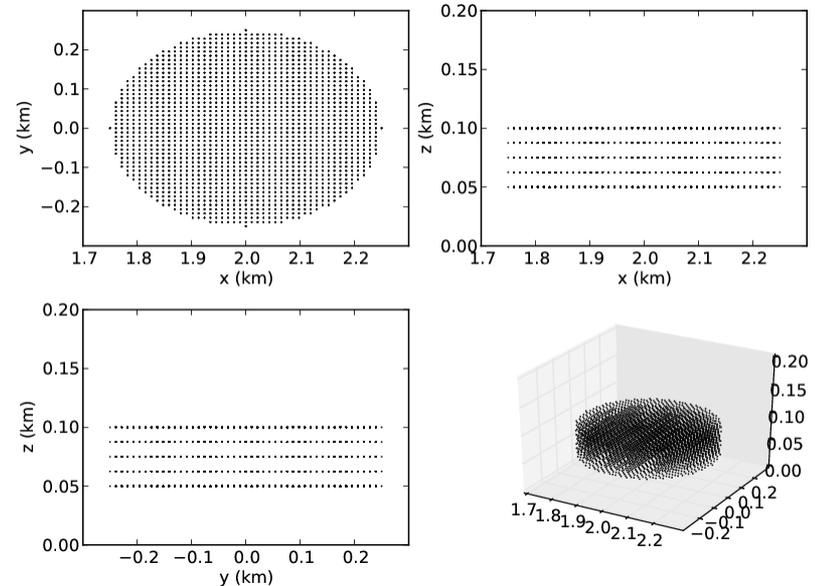


- Three-dimensional velocity fields from the LEM are output and stored every 5 seconds
- These are used to drive a simple Lagrangian particle-transport model
- Particles are initialised near the base of the plume and advected by the velocity field plus a constant fall velocity of  $6.0 \text{ m s}^{-1}$ 
  - LEM velocities are linearly interpolated in space and time to each particle's location
- Using a 0.05 s timestep (similar to the LEM plume modelling), the position of each particle at the next timestep is calculated using the 2<sup>nd</sup> order Runge-Kutta method



# Particle initialisation

- Particles are released in a cylindrical "blob" of radius 250 m, located between  $z = 50$  and  $z = 100$  m.
- Equal  $(x,y,z)$  spacings of approximately 10 m between particles result in 8265 particles per release
- One release is performed every 5 s for 15 minutes, resulting in almost 1.5 million particles being tracked per plume
- About one third of these travel more than 1 km downwind of their launch – the threshold we use here for calculating statistics of firebrand transport

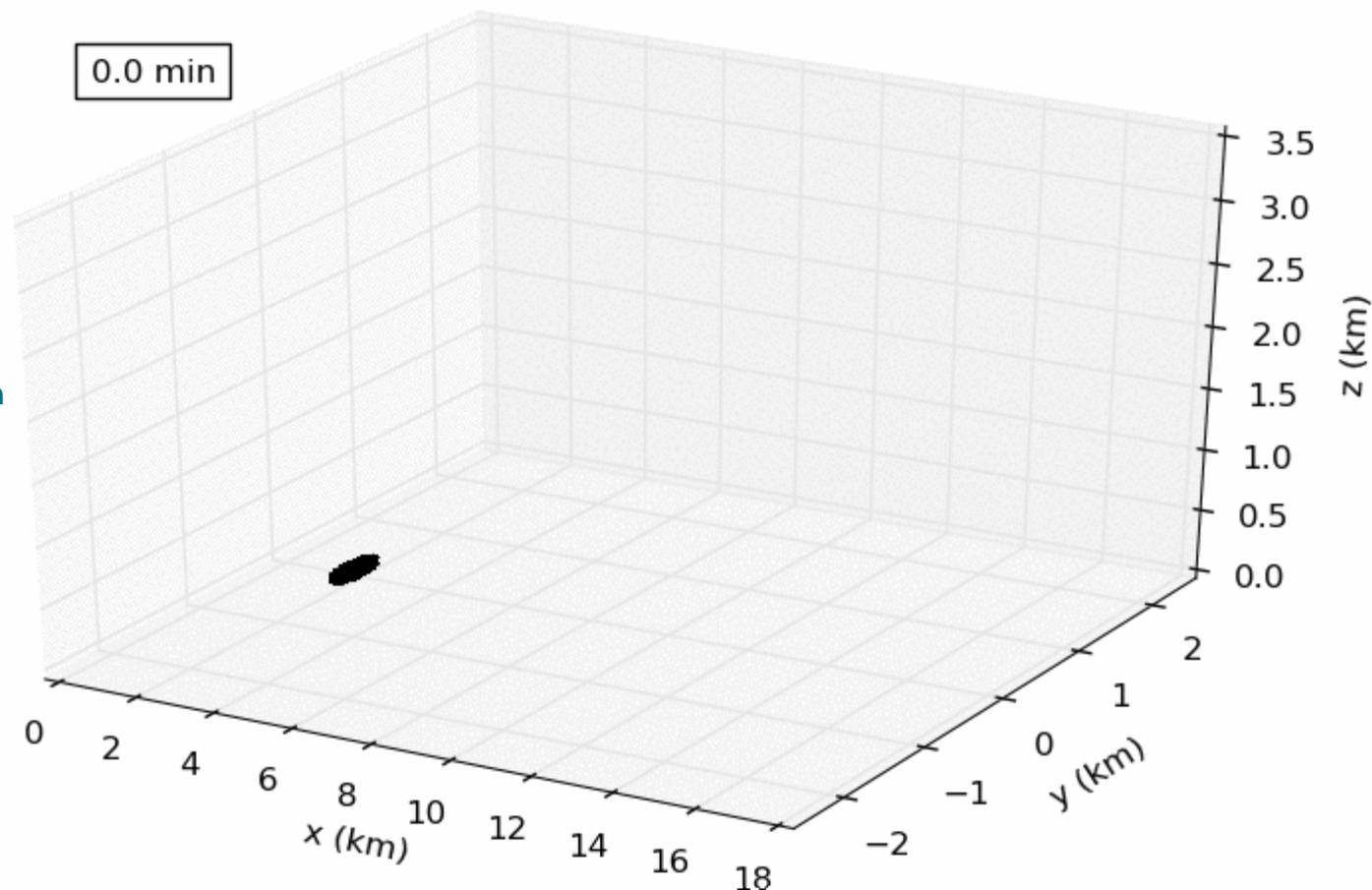


# Firebrand transport – 5 m s<sup>-1</sup> wind



8265 particles  
released every  
5 s for 15 min =  
1,487,700 total

Only every 100<sup>th</sup>  
particle is  
shown here



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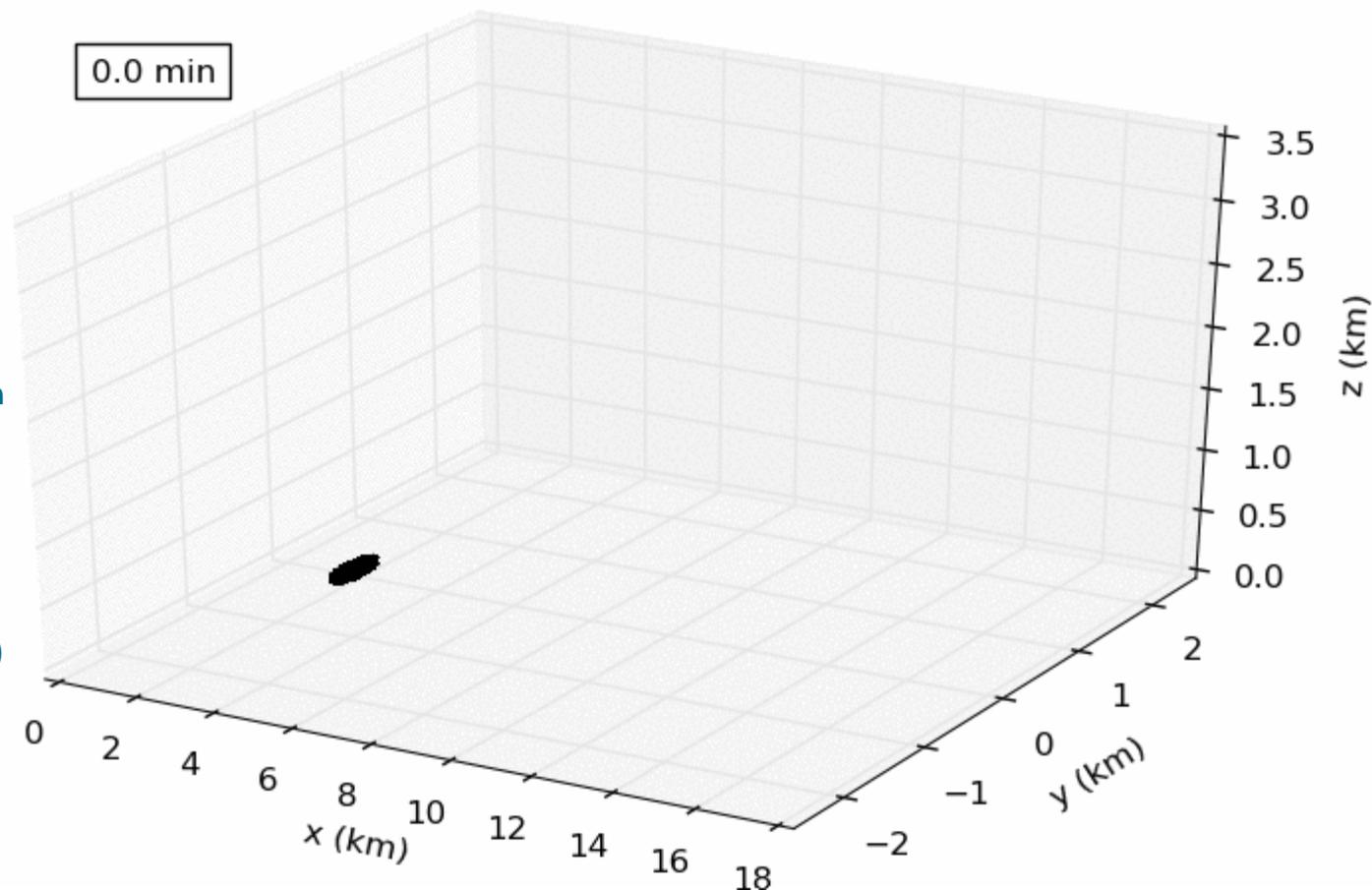
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471,004 (31.7 %)  
travel > 1 km



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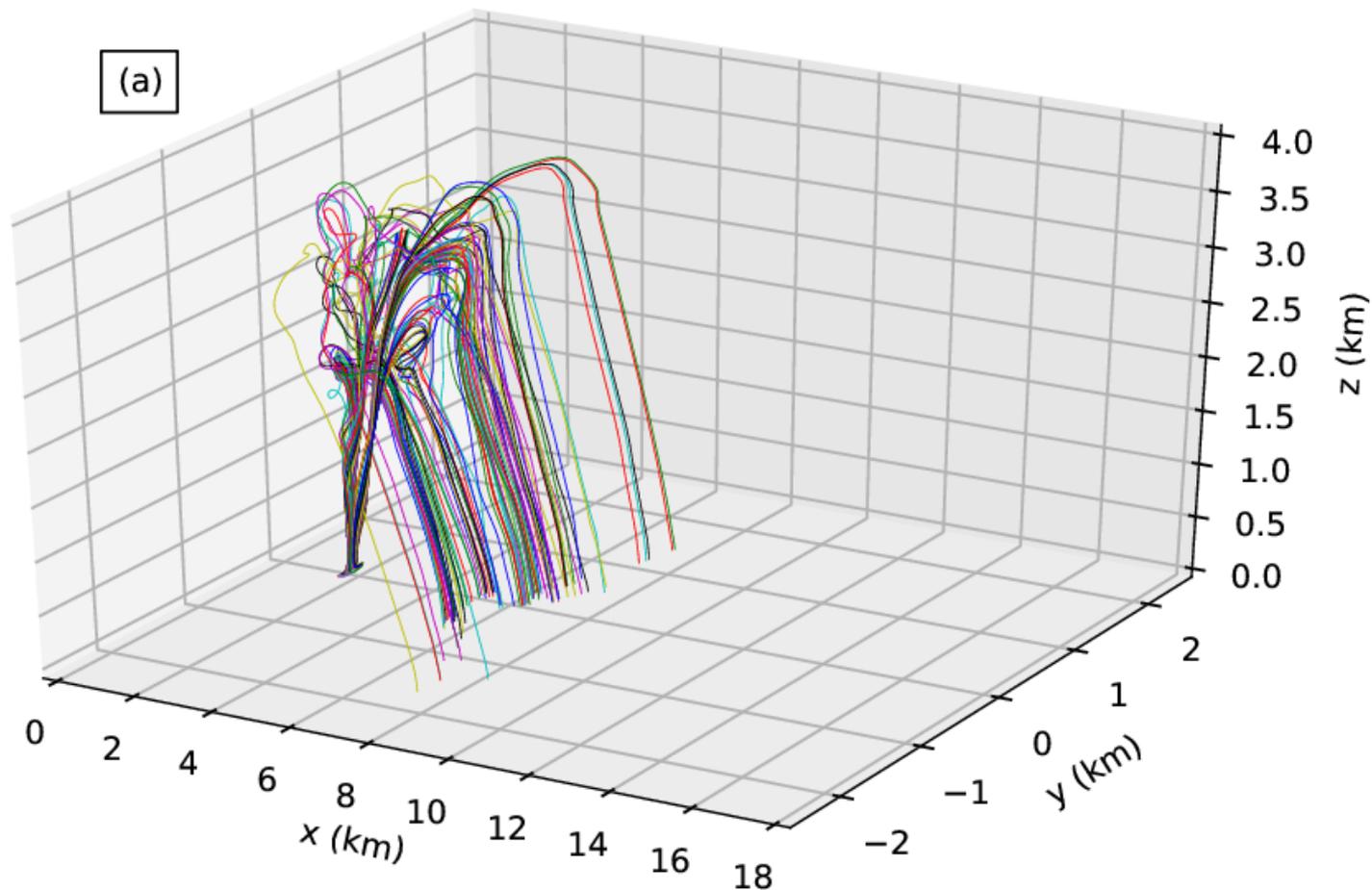


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# 100 random trajectories – 5 m s<sup>-1</sup> wind



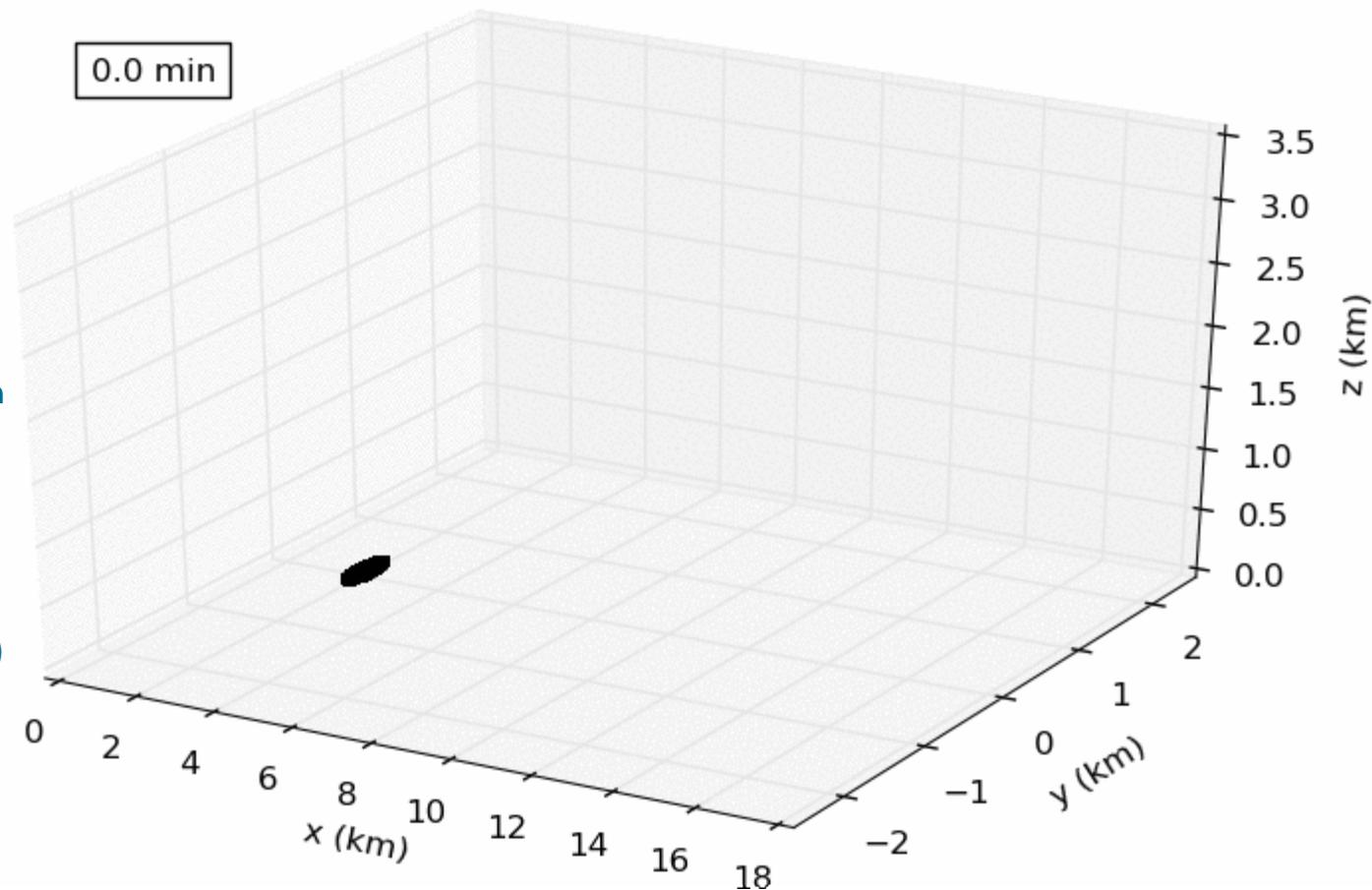
# Firebrand transport – 15 m s<sup>-1</sup> wind



8265 particles  
released every  
5 s for 15 min =  
1,487,700 total

Only every 100<sup>th</sup>  
particle is  
shown here

478,058 (32.1 %)  
travel > 1 km



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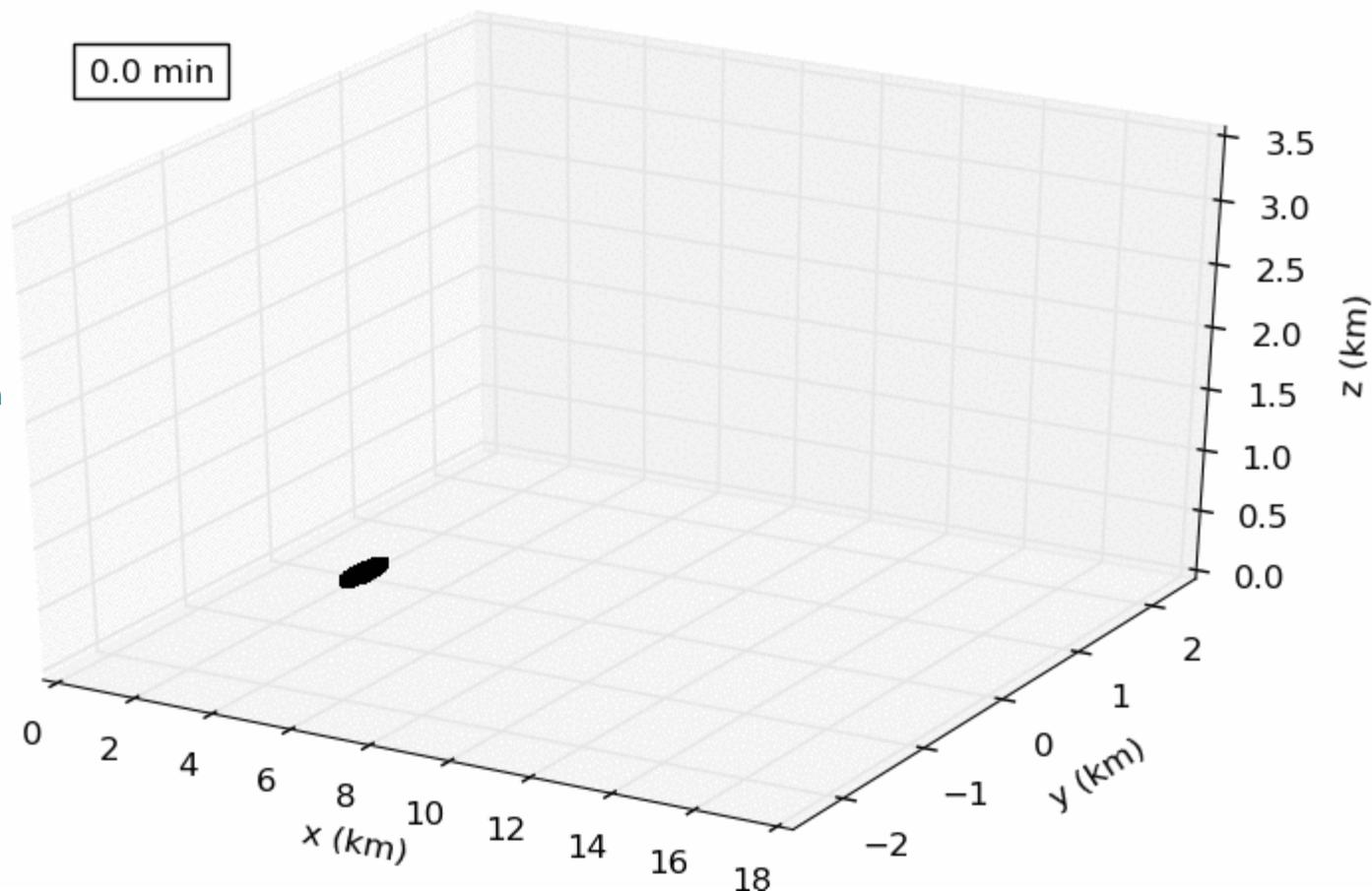
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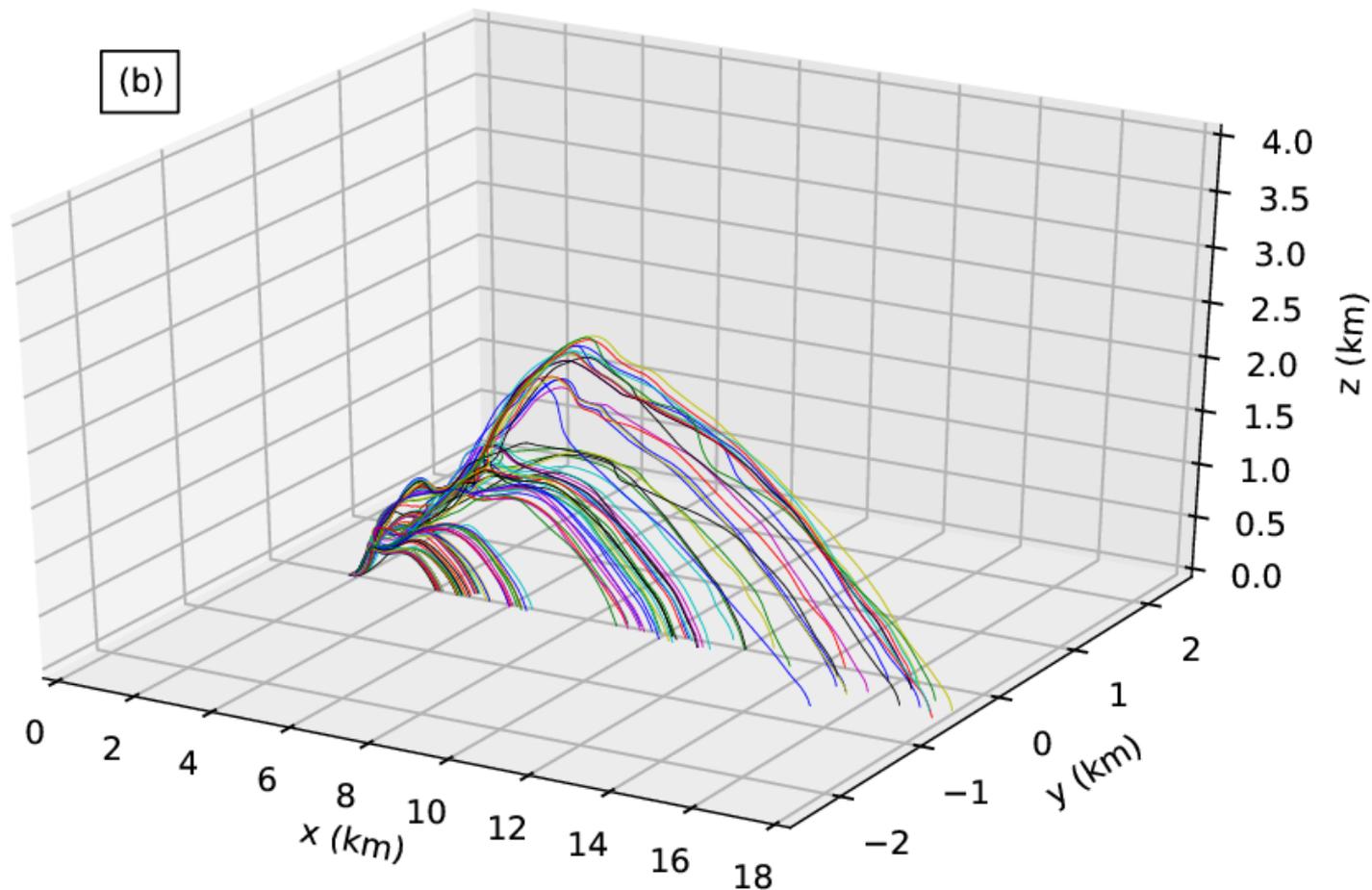


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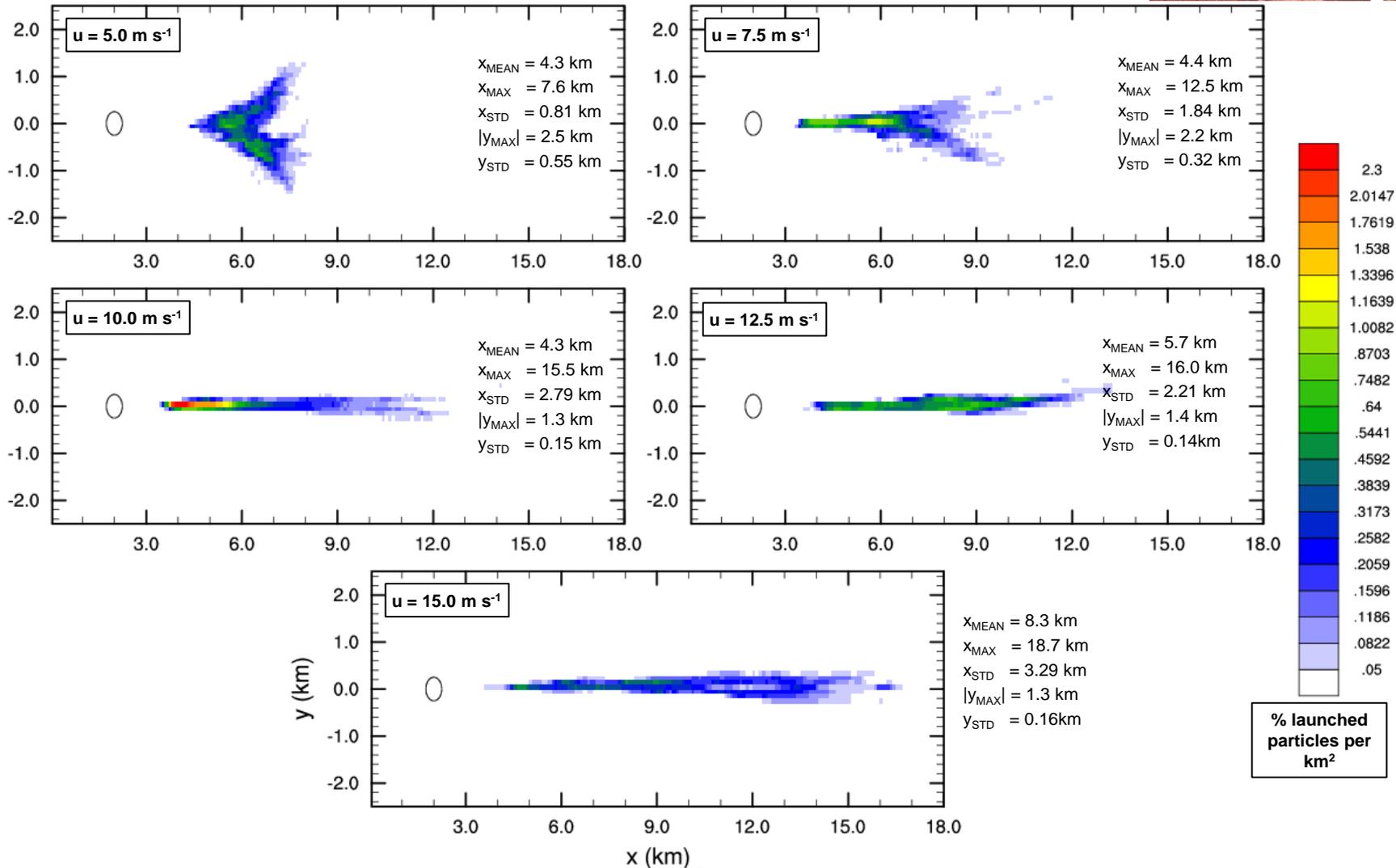
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# 100 random trajectories – 5 m s<sup>-1</sup> wind



# Two-dimensional landing distributions



# Future work



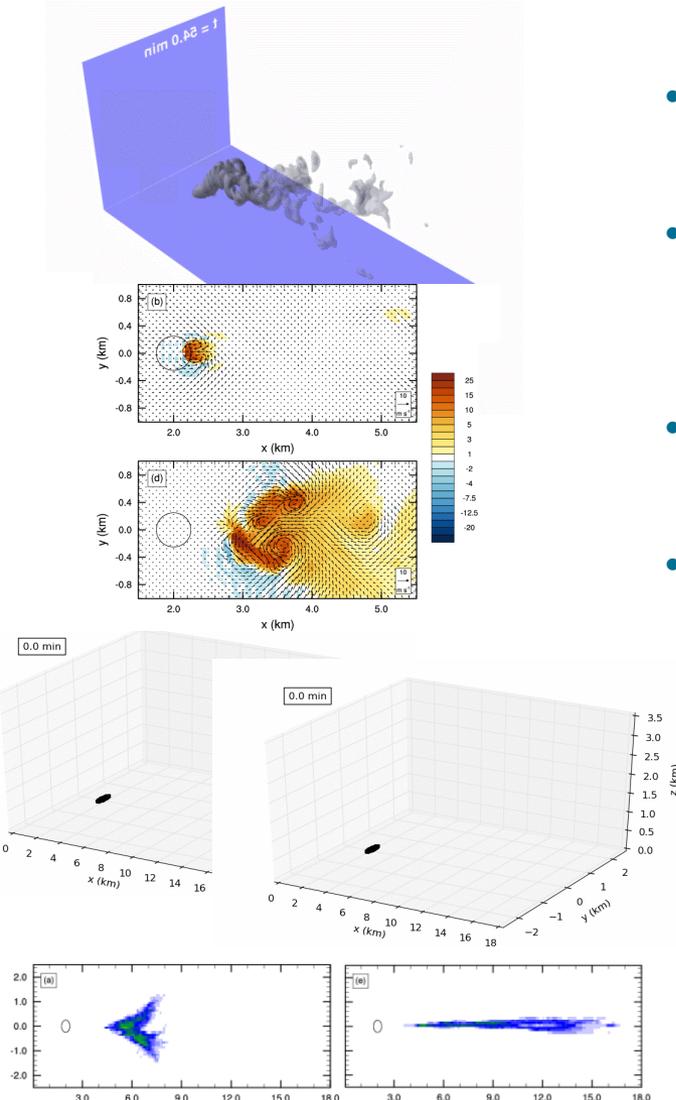
- The results presented have been extended by releasing particles over 30 minutes to capture more of the "slow" meandering variability of the plume
- Trajectory calculations are also being carried out for a range of firebrand fall velocities
- Analysis will be extended to consider the flight time of firebrands
- Trajectories calculated using the four-dimensionally varying velocity fields will be compared to time-mean and theoretical plume fields
- This work forms the building blocks of parameterizing spotting **distance** and **spread**.



# Summary



- Large-eddy simulations of bushfire plumes
- Plume vortical structures and turbulent puffing identified, depending on background wind conditions
- Trajectories calculated for simple firebrands
- Trajectories heavily dependent on plume structure
  - Weak winds -> plume vortices -> lateral spread
  - Strong winds -> turbulent plume -> longitudinal spread
- Two-dimensional landing-position distributions constructed
- Potential for spotting parameterization development



# One-dimensional landing distributions



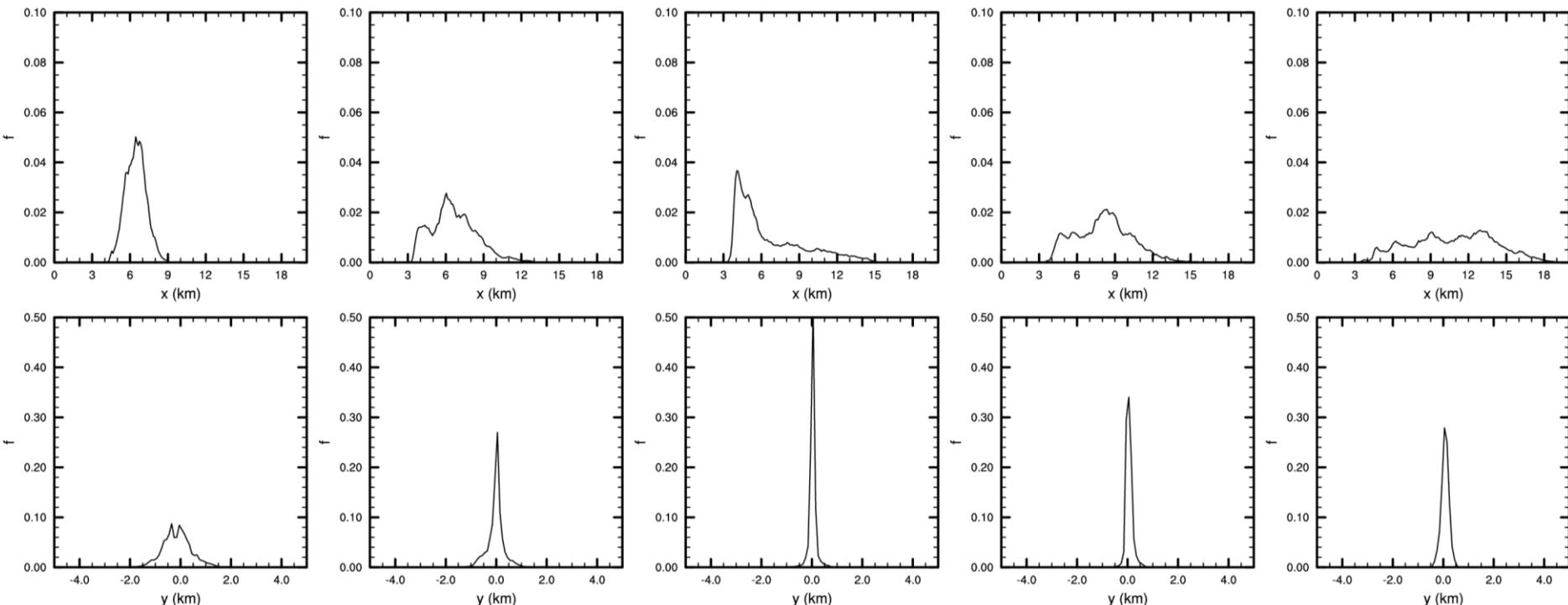
$u = 5.0 \text{ m s}^{-1}$

$u = 7.5 \text{ m s}^{-1}$

$u = 10.0 \text{ m s}^{-1}$

$u = 12.5 \text{ m s}^{-1}$

$u = 15.0 \text{ m s}^{-1}$



$x_{\text{MEAN}} = 4.3 \text{ km}$   
 $x_{\text{MAX}} = 7.6 \text{ km}$   
 $x_{\text{STD}} = 0.81 \text{ km}$   
 $|y_{\text{MAX}}| = 2.5 \text{ km}$   
 $y_{\text{STD}} = 0.55 \text{ km}$

$x_{\text{MEAN}} = 4.4 \text{ km}$   
 $x_{\text{MAX}} = 12.5 \text{ km}$   
 $x_{\text{STD}} = 1.84 \text{ km}$   
 $|y_{\text{MAX}}| = 2.2 \text{ km}$   
 $y_{\text{STD}} = 0.32 \text{ km}$

$x_{\text{MEAN}} = 4.3 \text{ km}$   
 $x_{\text{MAX}} = 15.5 \text{ km}$   
 $x_{\text{STD}} = 2.79 \text{ km}$   
 $|y_{\text{MAX}}| = 1.3 \text{ km}$   
 $y_{\text{STD}} = 0.15 \text{ km}$

$x_{\text{MEAN}} = 5.7 \text{ km}$   
 $x_{\text{MAX}} = 16.0 \text{ km}$   
 $x_{\text{STD}} = 2.21 \text{ km}$   
 $|y_{\text{MAX}}| = 1.4 \text{ km}$   
 $y_{\text{STD}} = 0.14 \text{ km}$

$x_{\text{MEAN}} = 8.3 \text{ km}$   
 $x_{\text{MAX}} = 18.7 \text{ km}$   
 $x_{\text{STD}} = 3.29 \text{ km}$   
 $|y_{\text{MAX}}| = 1.3 \text{ km}$   
 $y_{\text{STD}} = 0.16 \text{ km}$