

# Modelling Landscape Dynamics

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## Cellular Automata & Agent-Based Models

Dr. James Millington



[Source: [Gobeime](#)]

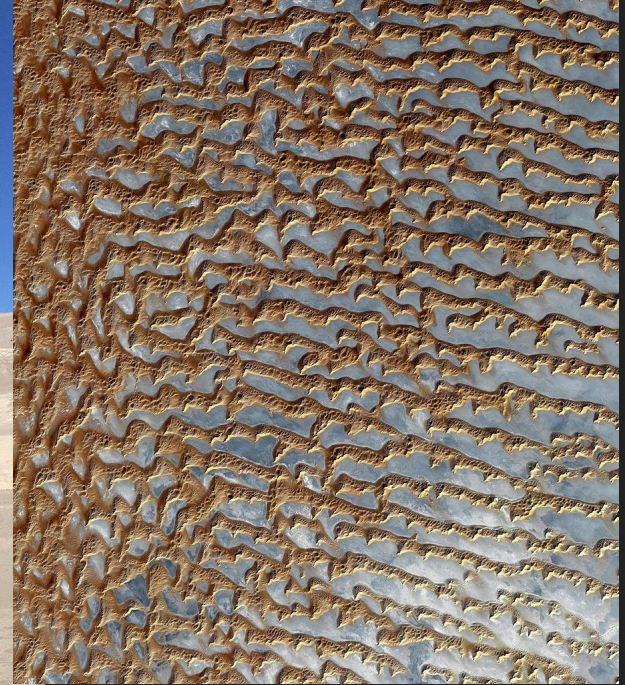


[Source: [Ludo29](#)]

# Fluvial Landscapes



[Source: [Marle039](#)]



[Source: [NASA](#)]

# Aeolian Landscapes



[Source: [US NPS](#)]



[Source: [Yathin sk](#)]

# Ecological Landscapes



[Source: [Taxiarchos228](#)]



[Source: [Andrecp](#)]

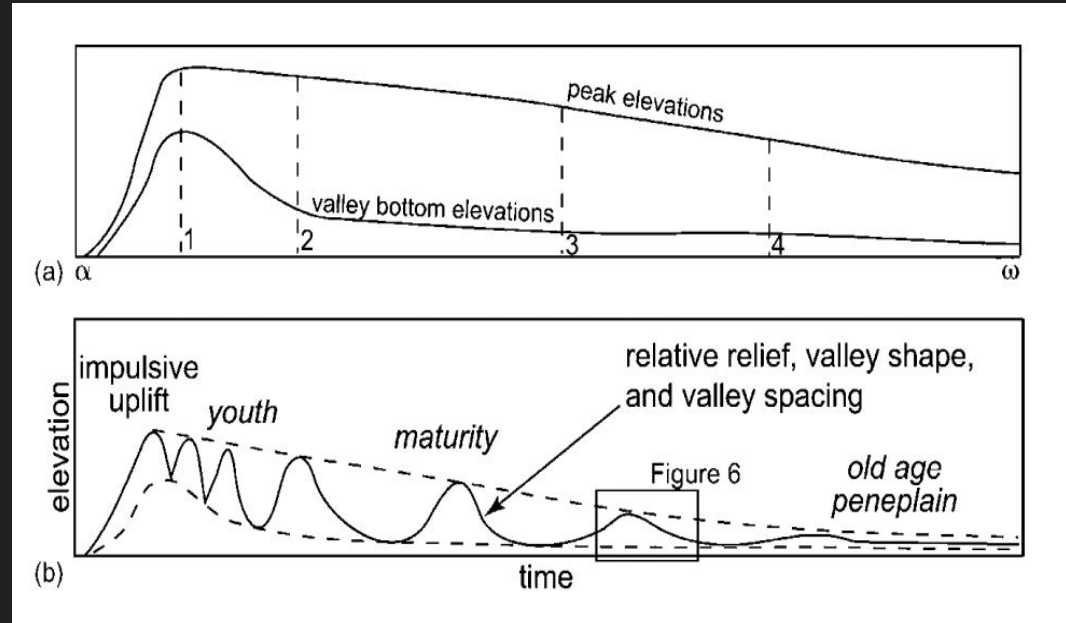
# Human Landscapes

# Model Types

1. Conceptual
2. Scale or Analogue
3. Quantitative
4. Physically-based
5. Reduced complexity

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[Source: Pazzaglia (2003)]

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[Source: [AxelHH](#)]

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Manning equation (1890s):

$$u = \frac{R^{2/3} S^{1/2}}{n}$$

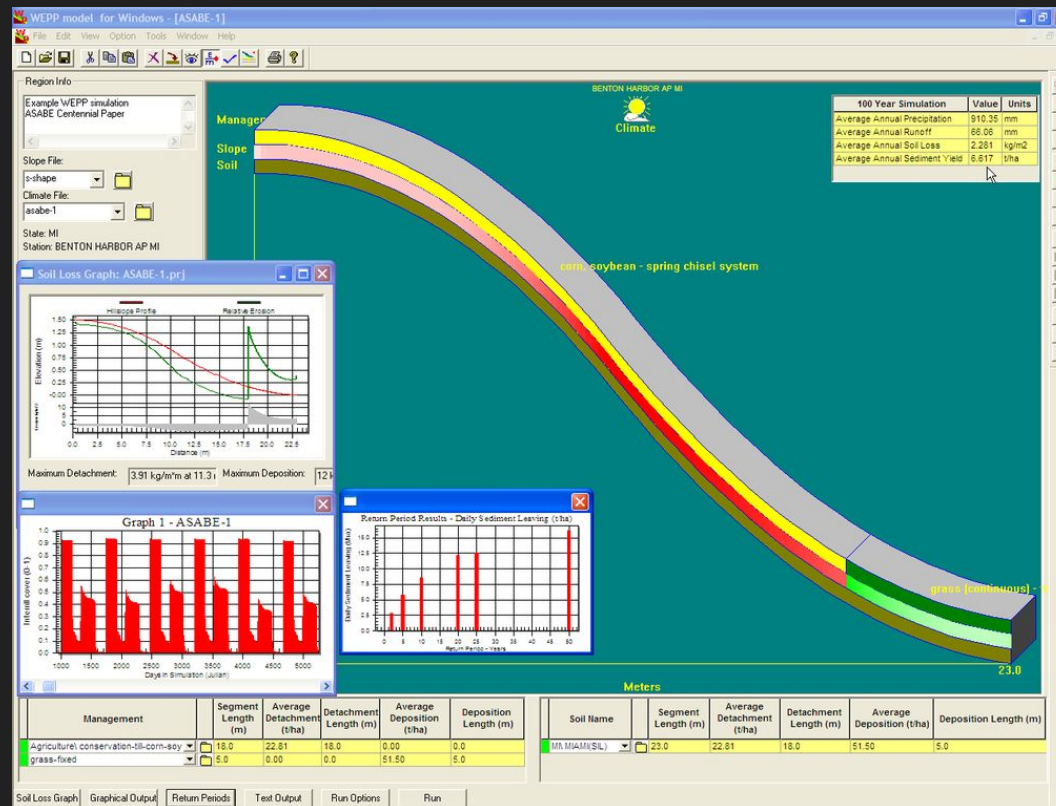
$R$  is hydraulic radius of channel

$S$  is slope of channel

$n$  a dimensionless value for friction

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[Source]

# Model Types

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4. **Physically-based**
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## Advantages

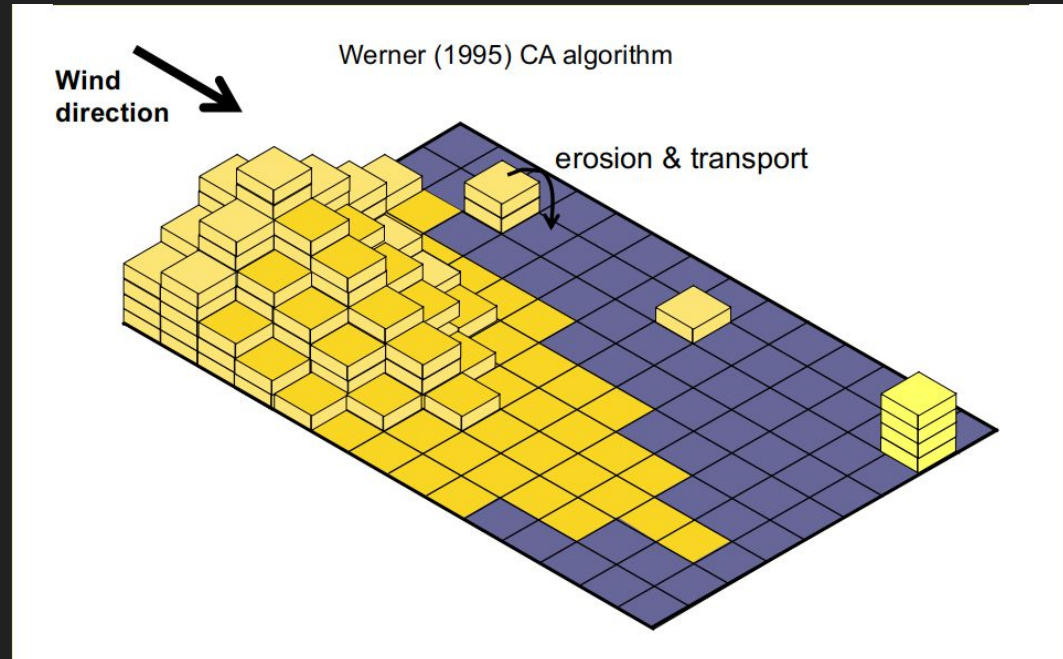
- physical processes complete
- 'real' parameters

## Disadvantages

- computationally 'expensive'
- many parameters and coefficients

# Model Types

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5. **Reduced complexity**



# 'Bottom-Up' Simulation

## Discrete Element Models

- Geomorphology
- e.g. gravel-bed rivers, avalanches, debris flows

## Individual-Based Models

- Ecology
- e.g. foraging animals, forest growth/senescence

## Agent-Based Models

- Social Science
- e.g. subsistence farming, urban populations

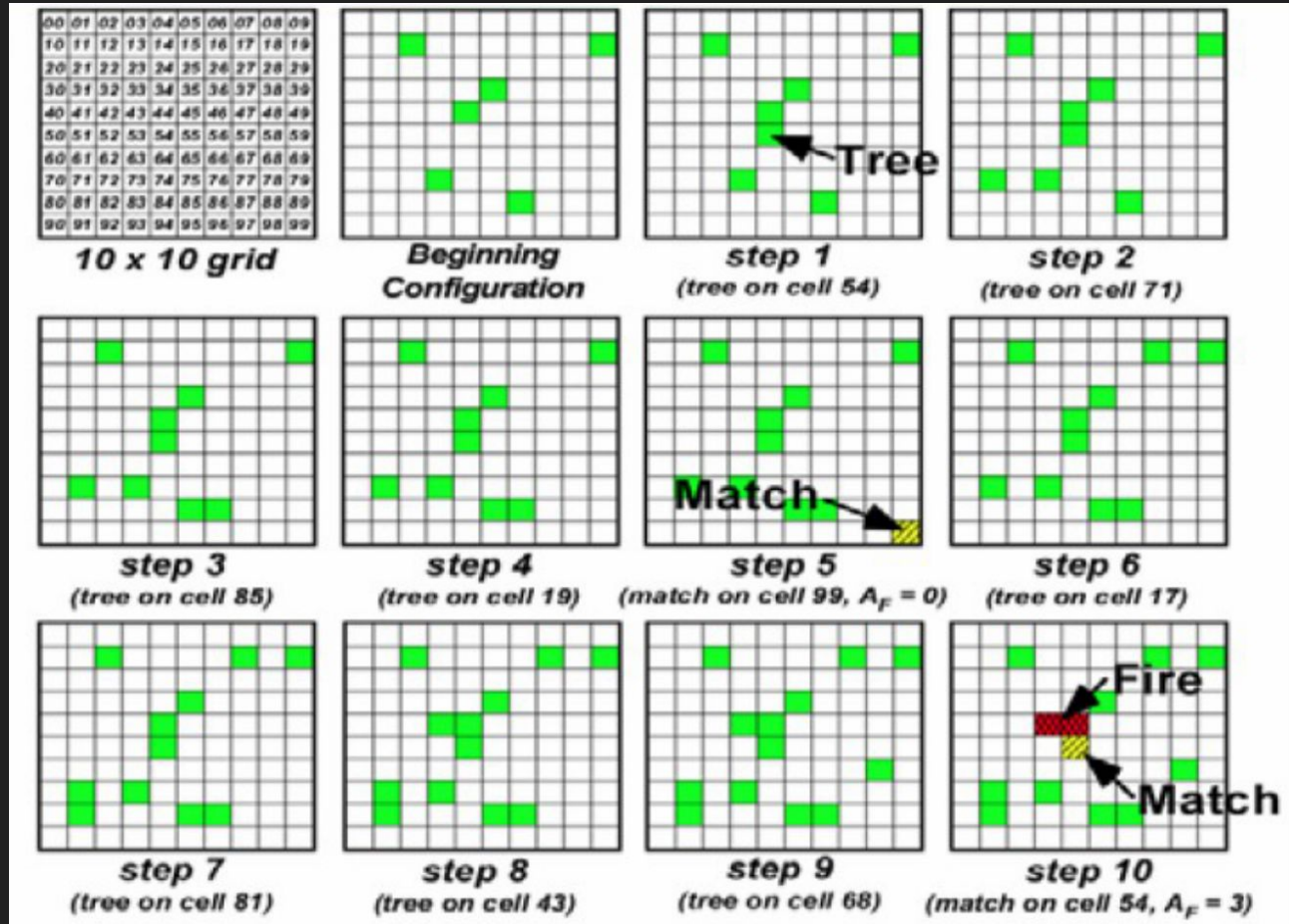
See [Bithell et al. \(2008\)](#)  
for review

# What is a Cellular Automaton?



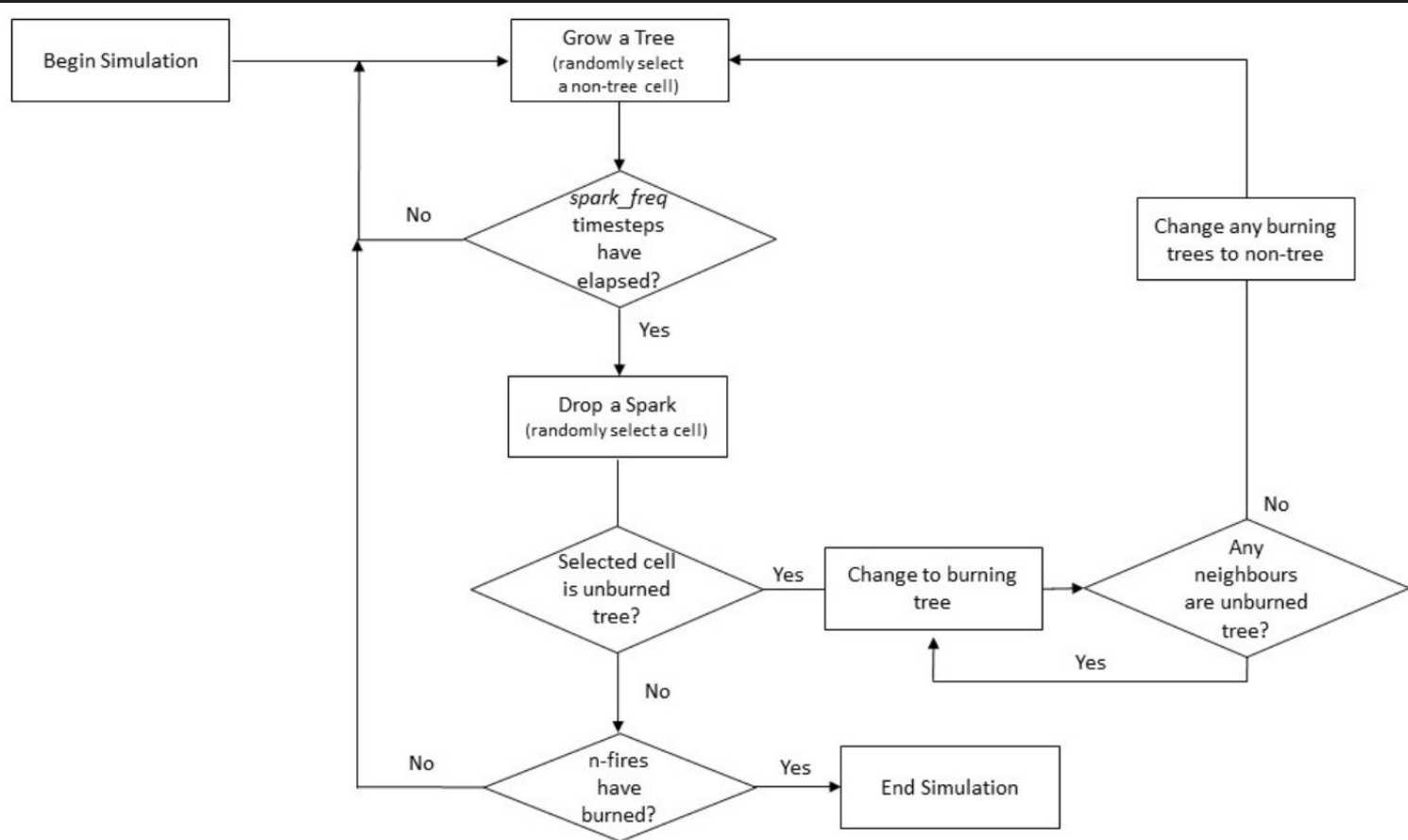
Grids of cells (pixels) that change state dependent on rules about their neighbours

# The Forest Fire Cellular Automata (FFCA)



Millington et al. (2006)

# FFCA Flowchart



# Power-Law Frequency Area

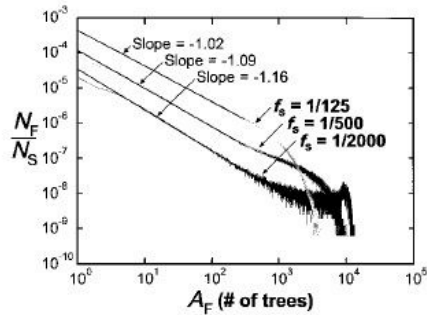


Fig. 1. Noncumulative frequency-area distributions of model forest fires for a grid size of 128 by 128 squares at three sparking frequencies.  $f_S = 1/125$ ,  $1/500$ , and  $1/2000$ . The number of fires per time step ( $N_F/N_S$ ) with area ( $A_F$ ) is given as a function of  $A_F$ , the number of trees that were burned in each fire. For each sparking frequency, the model is run for  $N_S = 1.638 \times 10^9$  time steps. The small and medium fires correlate well with the power-law relation (Eq. 1) with  $\alpha = 1.02$  to  $1.18$ ;  $-\alpha$  is the slope of the best-fit line in log-log space and is shown for each sparking frequency. The finite grid-size effect can be seen at the smallest sparking frequency,  $f_S = 1/2000$ . At about  $A_F = 2000$ , fires begin to span the entire grid.

Malamud *et al.* (1998)

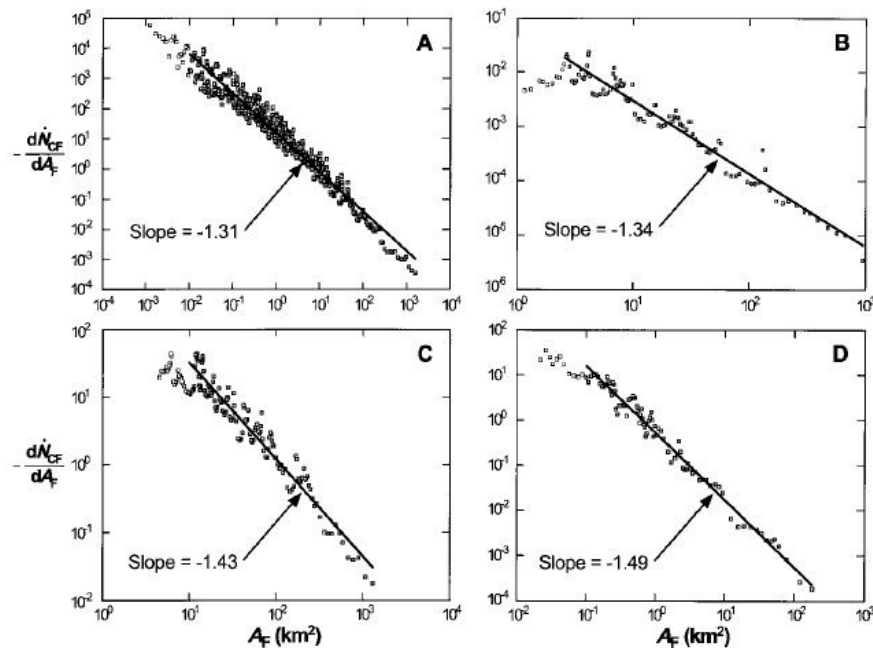
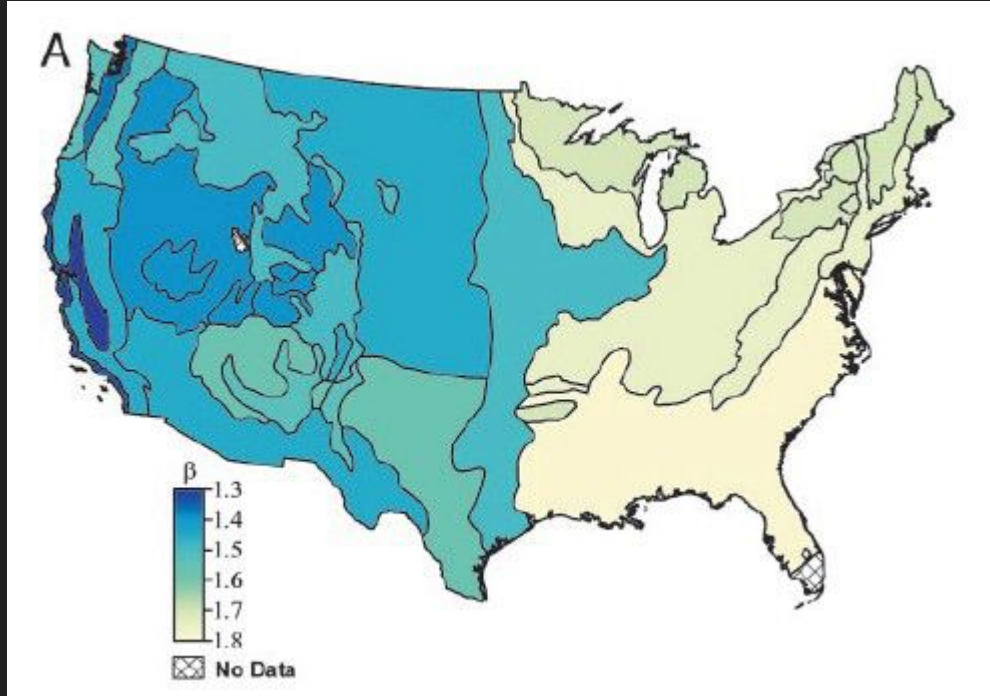


Fig. 2. Noncumulative frequency-area distributions for actual forest fires and wildfires in the United States and Australia: (A) 4284 fires on U.S. Fish and Wildlife Service lands (1986–1995) (9), (B) 120 fires in the western United States (1150–1960) (10), (C) 164 fires in Alaskan boreal forests (1990–1991) (11), and (D) 298 fires in the ACT (1926–1991) (12). For each data set, the noncumulative number of fires per year ( $-dN_{CF}/dA_F$ ) with area ( $A_F$ ) is given as a function of  $A_F$  (13). In each case, a reasonably good correlation over many decades of  $A_F$  is obtained by using the power-law relation (Eq. 1) with  $\alpha = 1.31$  to  $1.49$ ;  $-\alpha$  is the slope of the best-fit line in log-log space and is shown for each data set.

# Spatial Patterns of Statistics

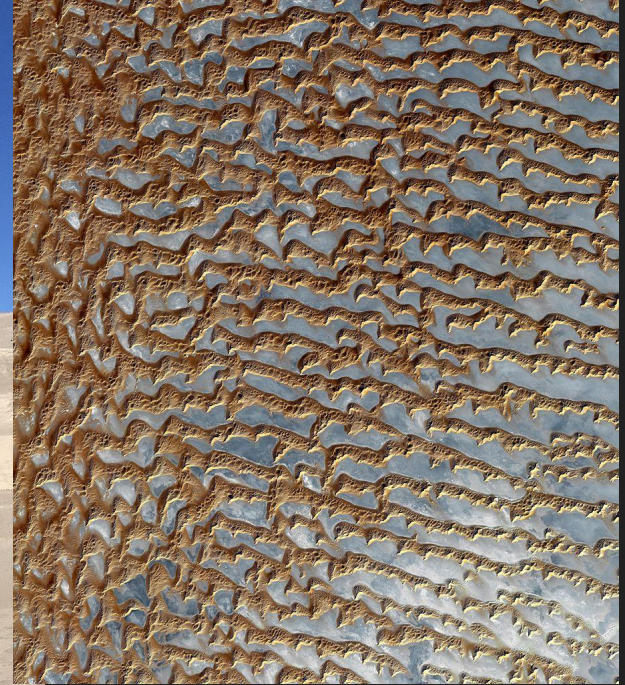
Variation in frequency-area distributions across USA



Malamud *et al.* (2005)



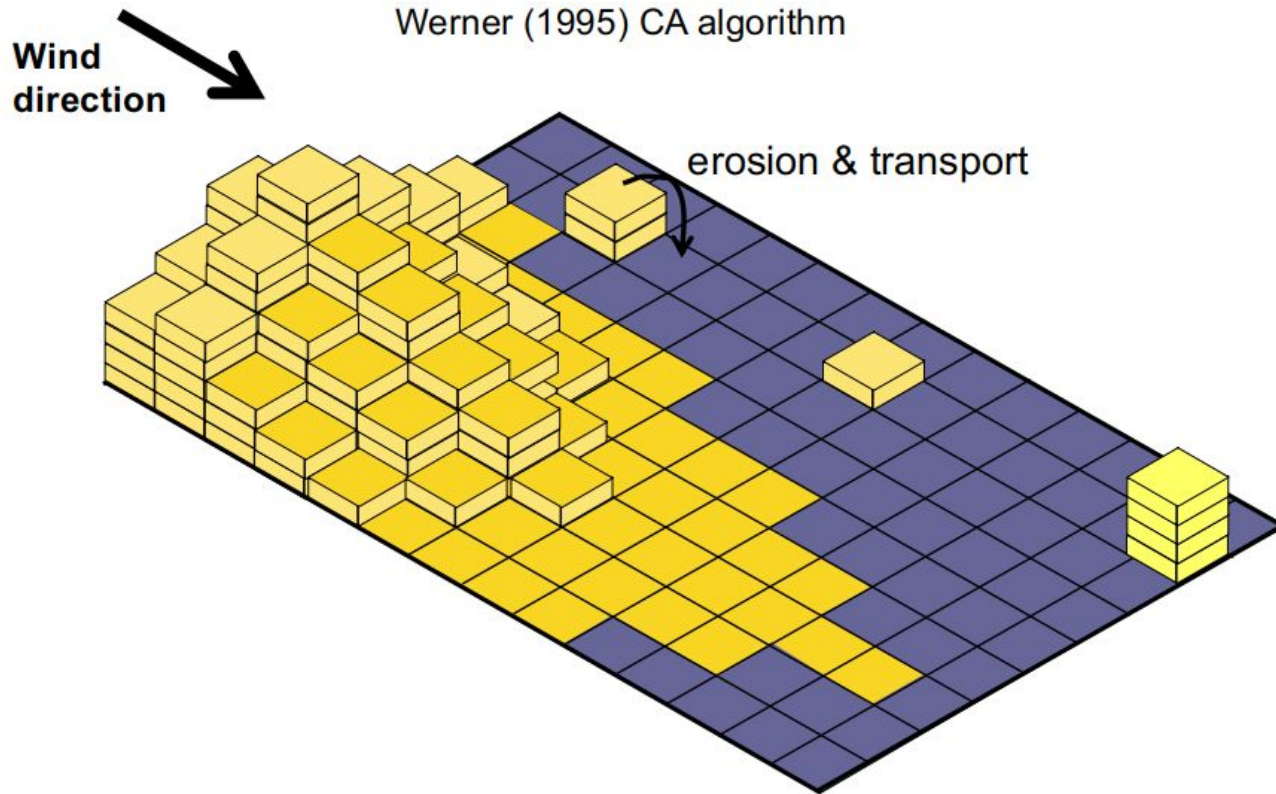
[Source: [Marle039](#)]



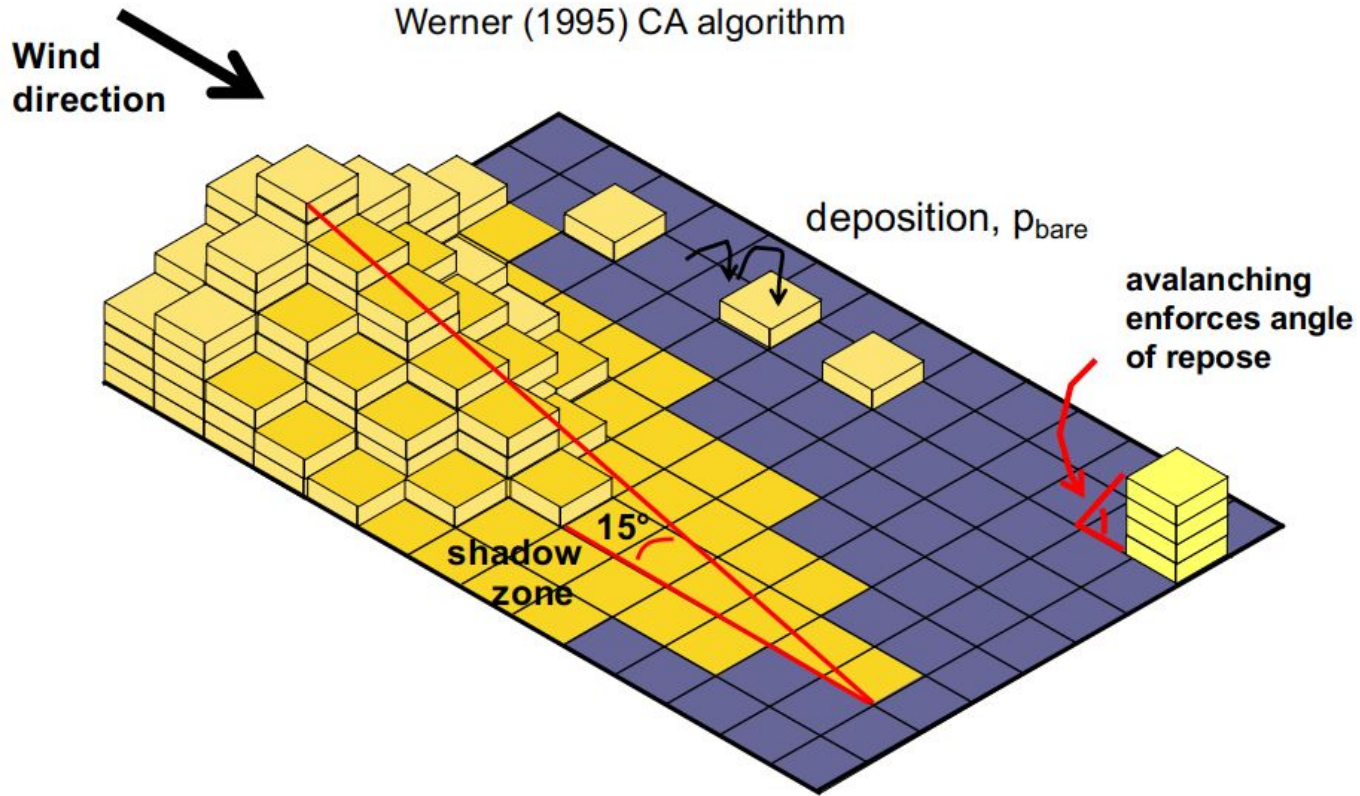
[Source: [NASA](#)]

# Aeolian Landscapes

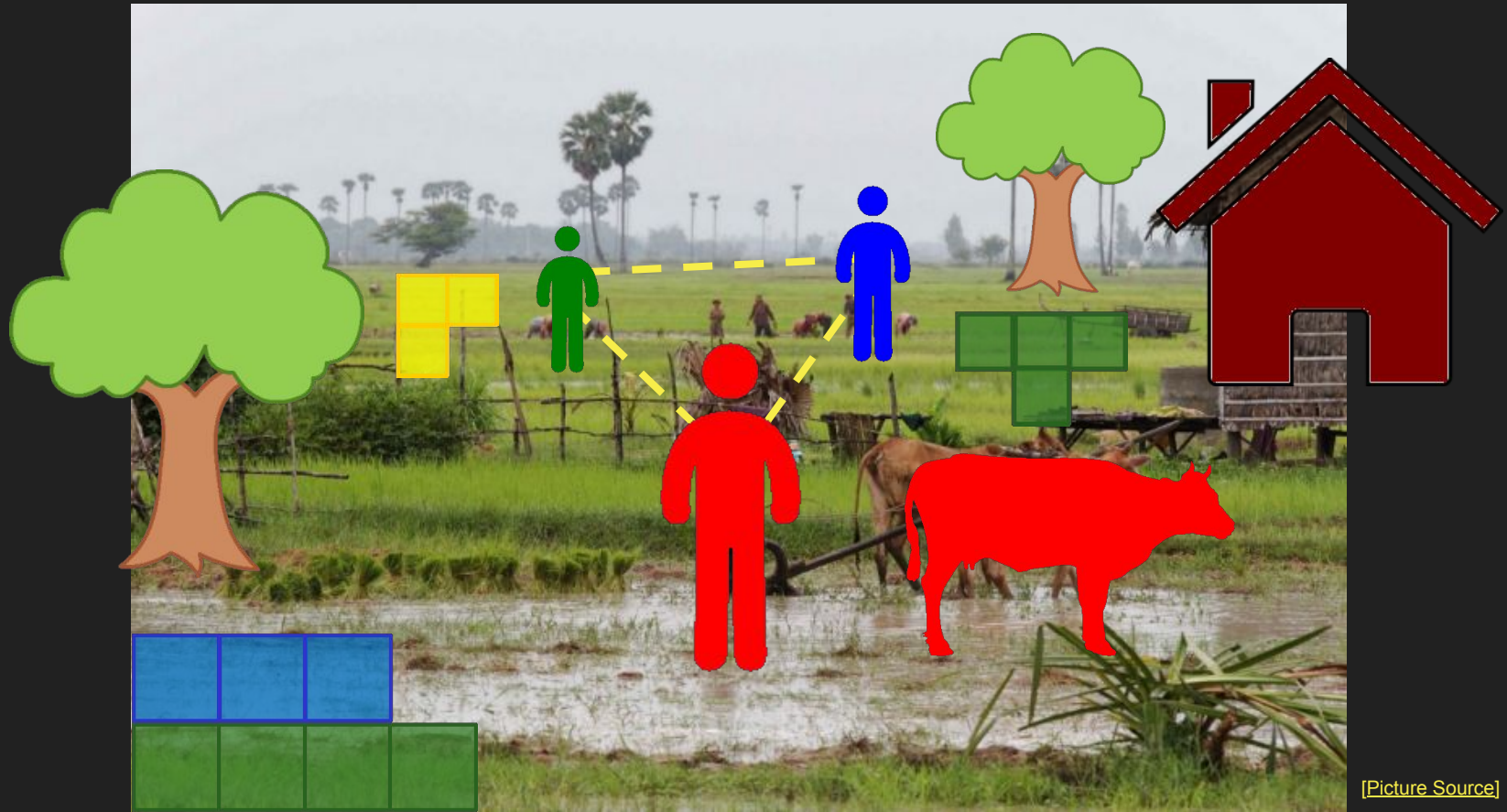
# Dune 3-D Cellular Automaton



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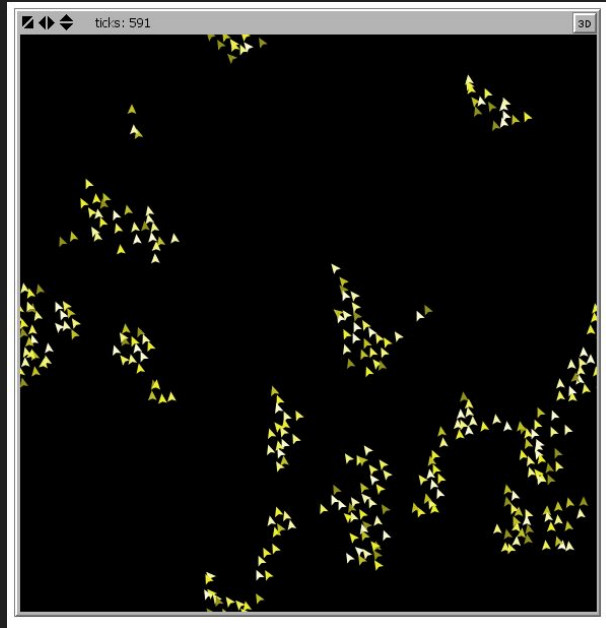
# What is an Agent-Based Model?



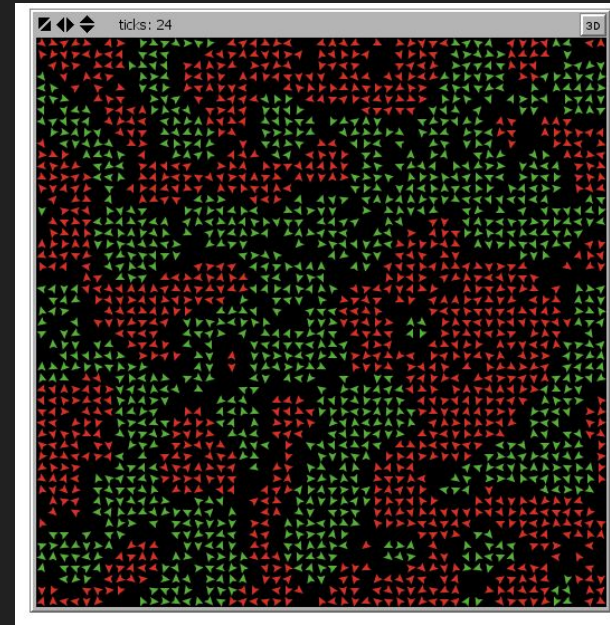
[Picture Source]

# Roots in Complexity Theory

## Flocking



## Segregation



# Agent-Based Models

Discrete, heterogeneous ‘agents’

- Goals & Behaviours
- Attributes
- Interacting

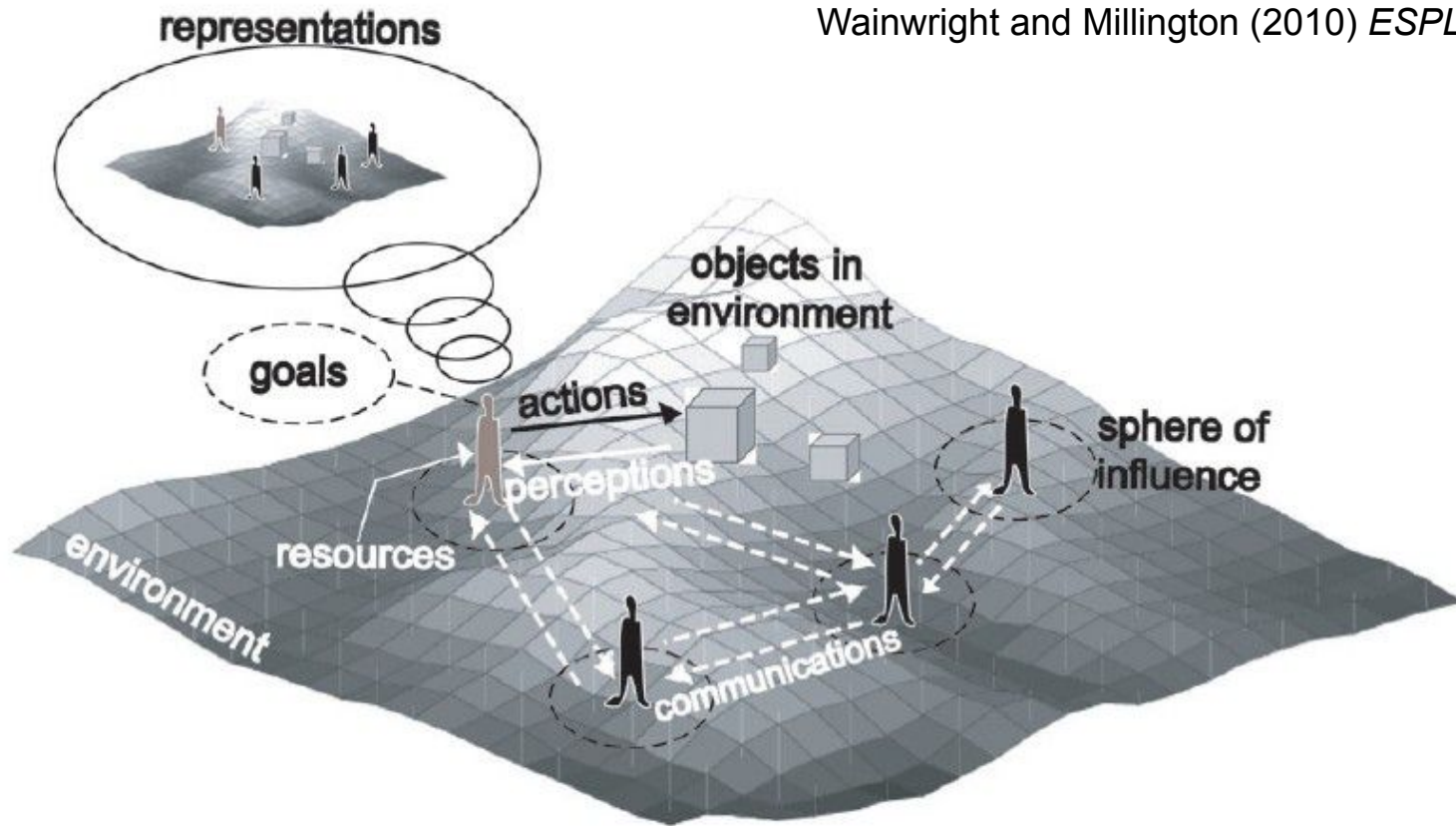
Useful when the system has ‘organised complexity’

- iterative or hierarchical organisation of actors
- middle-numbered – not many many, not very few

Read more in O’Sullivan *et al.* (2012)

# Agent-Based Models

Wainwright and Millington (2010) *ESPL*



# Agent-Based Models

Animal agents are distributed through the landscape

- have energy requirements to be met by eating vegetation
- can move through the landscape to find food
- but incur energy costs in so doing



elevation m  
450  
400  
350

Human agents are distributed through the landscape

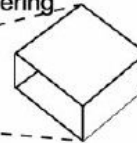
- use the same basic energetics model as the animal agents
- but can move to hunt, gather or clear vegetation from the landscape



Wainwright (2008) *Geoforum*

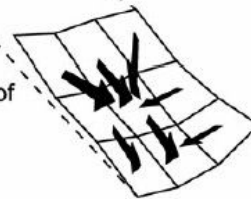
Cells define local characteristics:

- vegetation type and amount
- soil texture and nutrients
- soil-moisture content
- runoff generation
- diffuse erosion
- weathering



Local neighbourhoods of cells define:

- flow routing
- concentrated erosion
- sediment routing



# Good Modelling Practices (Malamud and Baas, 2012)

## Model construction

1. select appropriate model type/strategy
2. parsimony ('Occam's Razor')
3. dimensional analysis
4. benchmark testing

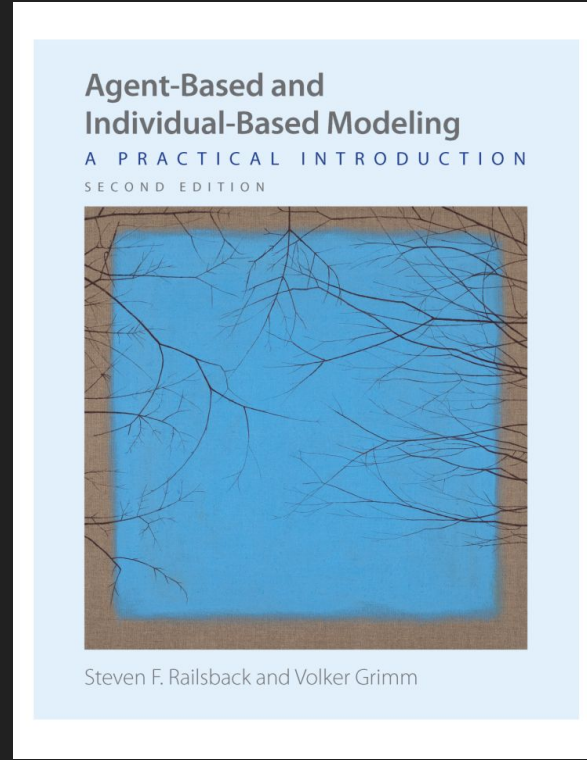
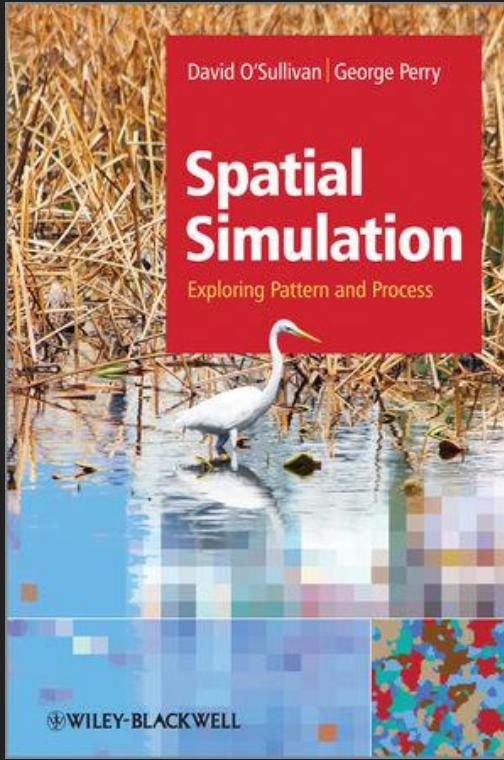
## Model running

5. sensitivity analysis
6. calibration
7. data exploration
8. uncertainty assessment
9. consider alternatives

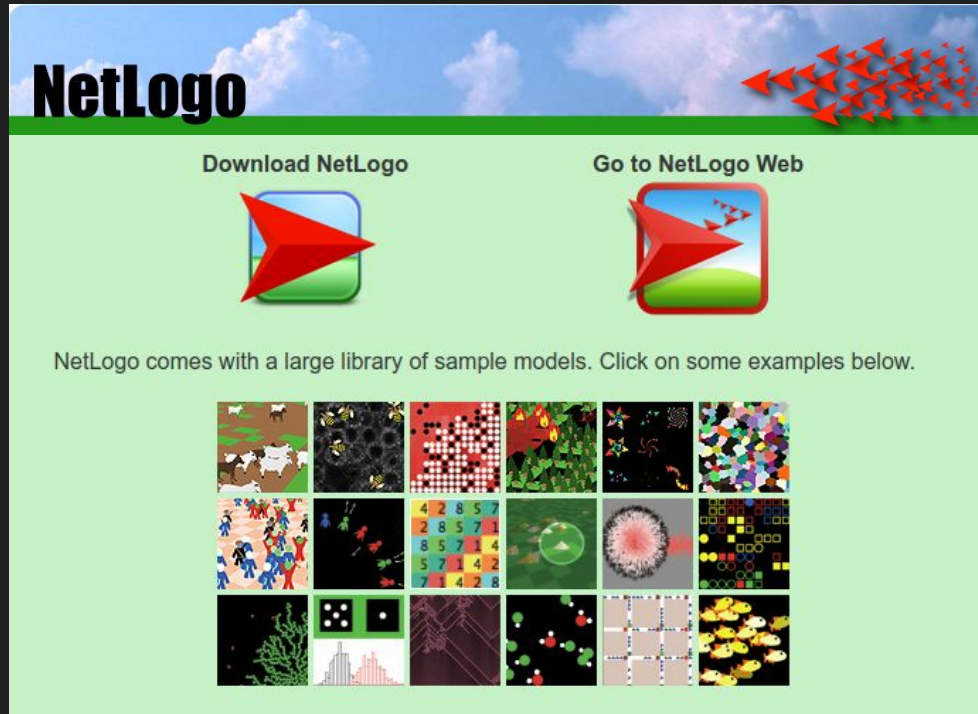
# Modelling vs Models

- Parameters and algorithm details need to be investigated thoroughly
- These inquiries can lead to fundamental questions and insights
- Many interesting science and application questions arise during model development
- The journey is often more fruitful than the destination! (e.g. by-products of the space race [\[not velcro\]](#))

# CA & ABM Resources



# CA & ABM Resources



NetLogo is freely available to [download](#) or [run online](#) - try it!

My example tutorials [here](#)