

**CAPSIS : Computer-Aided Projection for Strategies In Silviculture :
Open architecture for a shared forest-modelling platform**

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ABSTRACT

Forest scientists build models to study, understand and represent stand growth and dynamics. They are particularly interested in the evolution of ecosystems, at the tree and compartment levels and in the consequences of forest management on volume, shape, wood quality, structural evolution of the stand or sensitivity to meteorological and sanitary problems. Specific computer tools are often developed to implement these models, to test and to explore the consequences of the underlying hypotheses on real or virtual stands. Sometimes, a team may invest in the development of a more integrated tool, based on a parameterisable growth model.

The Capsis project aims at integrating several types of forest growth and dynamics models - stand models, distance independent or spatially explicit tree models,... - and providing forest management tools to establish and compare different silvicultural scenarios. The objective is to build a perennial, open and dynamic software platform (1) to contribute to the development of models and test their sensitivity to some parameters by simulating the manager's actions, (2) to share tools and methods, (3) to compare results of different models, (4) to transfer models to the managers and (5) to serve as teaching material. Most models implemented in Capsis are described in a web database hosted by the European Institute for Cultivated Forest (www.iefc.net).

Capsis is a portable software, designed around a kernel which provides an organizational data structure - session, project, scenario step. The kernel also proposes generic data descriptions - stand, compartment, tree,... These descriptions can be completed in modules - one for each model - which implement a proper data structure and a specific evolution function (growth, mortality, regeneration, dissemination,...) with a chosen simulation step. A plug-in architecture provides the possibility to build tools for management, construction of graphics, data exportation, tree group construction, stand representation or connections with other software. At the present time, Capsis hosts six modules, several other integration projects are planned and model integration training sessions are periodically proposed.

INTRODUCTION

In order to manage forest stands, foresters need specific tools to predict the growth of the stand, as well as wood quality. Many growth models have been developed that simulate the dynamics of a forest stand at various scales (Houllier *et al.*, 1991). These models report the species-related dynamics but also the environmental effects (site, climate, competition,...) and the influence of forest management. These increasingly complex models are often incorporated in computer programs to ease their calibration, their evaluation on concrete cases and their dissemination.

In this paper, we introduce a generic computer platform aimed at hosting a wide variety of forest growth or dynamics models and stand intervention mechanisms to study the evolution of forest ecosystems. The *Capsis*

Simulations are driven through a *pilot* corresponding to an usage context. The *interactive* pilot proposes a graphical user interface with menus and dialogs. The *script* pilot can be used to run long or repetitive simulations with no user actions required.

Capsis also provides *libraries* of data structures and processes which can be used by every modeller.

This architecture was strongly influenced by the Object Oriented Programming concepts, especially the *class* (description) inheritance. Thus, the generic patterns are described by kernel *superclasses* with *subclasses* representing the derived descriptions in the modules. The latter *inherit* the properties - variables and functions - of the former and can modify them or add new ones.

The kernel

Capsis kernel contains fundamental classes for the application to function, an organizational data structure description, and proposals for generic domain-related data structures to be extended in the modules (Fig. 1). This possibility for the modules to inherit from kernel-proposed descriptions is one of the main principles of Capsis.

The *Engine* is the main class in Capsis. It contains some essential functions to detect and load the modules, and also to manage the calculated data which are grouped in *projects* (new, save, close,...).

Each project is linked to a parameterised model object at the beginning of the simulation and owns a *root step* which is associated to an initial stand. A simulation consists in computing successive states of this stand, by delegating *evolution* phases to the module, and by processing *interventions* with extensions. Calculated stands are linked to new steps coming after the root step. A set of successive steps represents a silvicultural scenario. Several projects can coexist, they then constitute a *session*.

The kernel describes a *generic stand* (GStand) which must be used as a basis for the stand description of each module and to which must be added the module-specific properties. This abstract template is the only obligation for describing the module data structure. It is purposely not too demanding to be usable in every module, whatever their architecture may be. Other domain related generic descriptions are proposed in the kernel (stand with tree list, individual tree with spatial coordinates,...), but only the generic stand usage is mandatory.

It can be noted that some generic tools can process actions on kernel generic descriptions. The modules that rely on these descriptions can directly benefit from these compatible tools.

The kernel also describes a *generic model* class (GModel) which contains only technical properties, particularly to manage its association to a project. This generic model class is extended in each module to describe the algorithms of the matching model.

The modules

A Capsis module is a set of data structure descriptions and of related processes, partly relying on kernel descriptions (Fig. 2). The two main elements in a module are the *stand class* and the *model class*. The latter particularly contains the function to simulate evolution with a loop, calculating the successive states of the stand, and adding them in the project under new steps.

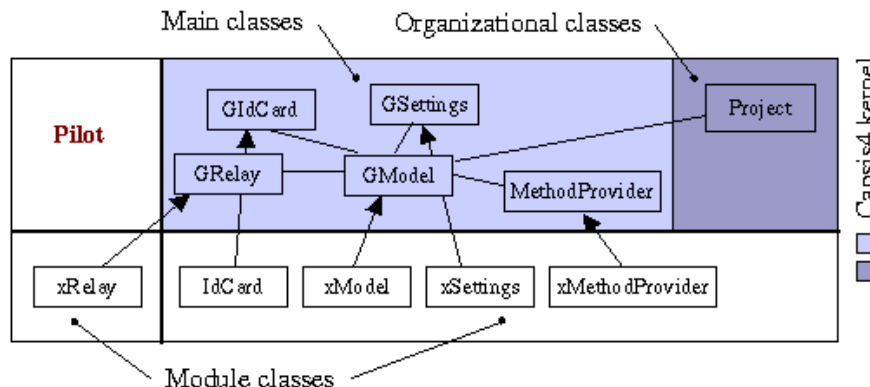


Figure 2 : Module structure (UML class diagram). A focus on the model class and related descriptions. The “x” letter is replaced by a module-dependent prefix. Stand class is not represented.

At the time of project creation, a module can be automatically *detected* thanks to naming conventions to find a module information class. Module *loading* - consisting in the *model class* instantiation - is then done by the engine class.

Project creation goes on by setting the module parameters (grouped in a parameter class) and by loading the simulation initial stand. This load process is delegated to the model class (inventory file or virtual generation). Finally, the engine creates a root step for the project and links this initial stand to it.

