

Using Random Forest to Generate Cloud-to-Ground Lightning Probabilities

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Lightning is a BIG hazard!

Currently in the National Weather Service:

- No lightning alerts/warnings issued

Lightning kills more people than tornadoes

- Forecasters are consistently asked by Emergency Managers to provide Decision Support Services (DSS) for lightning
 - Outdoor concerts
 - Fairs
 - Sporting events



Lightning is a BIG hazard!

GOAL:

Create an automated probability for a storm, that it would produce cloud-to-ground lightning in the next 30 minutes



Random Forest Dataset

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June 2014 – June 2015

- Randomly selected 3-set days
- 12Z on day1 – 12Z on day 3

Training	Validation
3-4-5	8-9-10
18-19-20	
26-27-28	

CONUS Wide

- Vaisala Cloud-to-Ground Lightning
- Earth Networks In-Cloud Lightning
- RUC/RAP Near Storm Environment Data
- Multi-Radar/Multi-Sensor Severe Product Suite

Dataset

RUC Model Data (Near Storm Environment)

- BRN Shear (m^2/s^2)
- Lapse Rate 700-500mb ($^{\circ}\text{C}/\text{km}$)
- Lapse Rate 850-500mb ($^{\circ}\text{C}/\text{km}$)
- Mean Shear 0-6km ($\text{m}/\text{s}/\text{km}$)
- MUCAPE (m^2/s^2)
- Surface CAPE (m^2/s^2)
- Surface CIN (m^2/s^2)
- Surface Dewpoint ($^{\circ}\text{C}$)
- Surface Temperature ($^{\circ}\text{C}$)
- Surface ThetaE (K)
- Surface Relative Humidity (%)
- SR Helicity (m^2/s^2)

Multi-Radar Multi-Sensor (MRMS)

- Maximum MESH (mm)
- Maximum Low Level Reflectivity (dBZ)
- Maximum Reflectivity (dBZ)
- Mean Reflectivity (dBZ)
- Max Reflectivity at 0°C (dBZ)
- Max Reflectivity at -10°C (dBZ)
- Max Reflectivity at -20°C (dBZ)
- Low Level Shear (s^{-1})
- Mid Level Shear (s^{-1})
- Maximum VIL (km/m^2)
- Total VIL (km/m^2)

Lightning Data

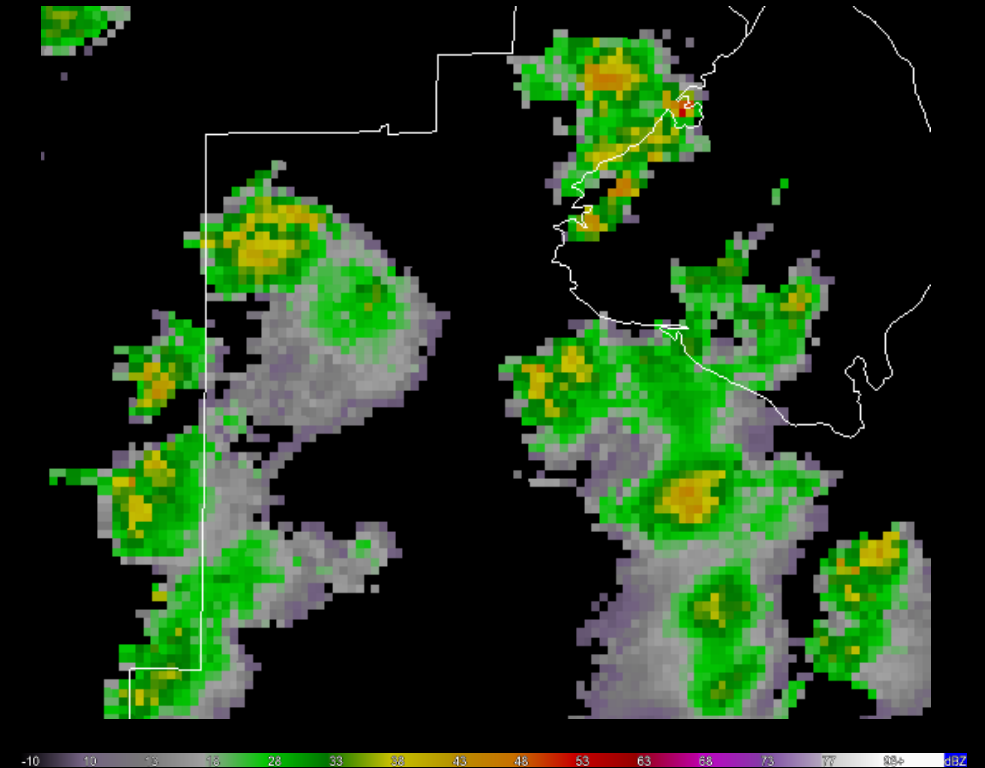
- Vaisala Cloud-to-Ground Lightning (15min)
- Vaisala Cloud-to-Ground Lightning (2min)
- Earth Networks In-Cloud Lightning (15min count)
- Earth Networks In-Cloud Lightning (2min count)
- Earth Networks In-Cloud Lightning (Flashes per storm)

Random Forest Dataset

Used enhanced k-means watershed technique

- Tracked storms over time using MRMS Reflectivity at -10°C
 - Minimum reflectivity of 20 dBZ
 - 3 scales (200km², 600km², 1000km²)

Temporal dataset for each storm based on MRMS/NSE/Lightning attributes



Dataset

StormID	Lightning					MRMS				NSE
	CG_15min (flashes)	CG_2min (flashes)	IC_15min (flashes)	IC_2min (flashes)	IC_Flashes (PerCellArea)	MESH (mm)	MaxRef (dBZ)	Refl_-10C (dBZ)	Refl_-20C (dBZ)	MUCAPE (m ² /s ²)
230	7	0	16	1	0.0032	0.87	48.86	40.31	35.39	1291.46
310	13	3	8	0	0.0000	3.54	53.17	44.12	46.96	2627.76
331	101	8	16	2	0.0030	1.06	52.34	40.30	34.77	1484.21
405	11	0	17	2	0.0034	2.49	50.66	43.93	40.54	1410.59
412	1	0	7	2	0.0065	8.36	54.80	54.80	50.77	3706.28
415	0	0	0	0	0.0000	6.51	52.03	50.40	34.14	2423.28
427	0	0	4	2	0.0068	2.38	50.10	45.33	38.54	2382.55
428	22	12	72	25	0.0768	6.01	50.82	45.03	43.57	2845.49
431	0	0	0	0	0.0000	-99900.00	35.30	34.40	34.40	2256.99
440	0	0	0	0	0.0000	2.17	49.73	42.50	30.44	1785.61

Trained Dataset - “Find the Answer”

- Mark if object had CG lightning in the next 30 minutes
 - Added it to the table

StormID	Lightning					MRMS				NSE	Answer
	CG_15min (flashes)	CG_2min (flashes)	IC_15min (flashes)	IC_2min (flashes)	IC_Flashes (PerCellArea)	MESH (mm)	MaxRef (dBZ)	Refl_-10C (dBZ)	Refl_-20C (dBZ)	MUCAPE (m ² /s ²)	CG? (0-30min)
230	7	0	16	1	0.0032	0.87	48.86	40.31	35.39	1291.46	1
310	13	3	8	0	0.0000	3.54	53.17	44.12	46.96	2627.76	1
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405	11	0	17	2	0.0034	2.49	50.66	43.93	40.54	1410.59	1
412	1	0	7	2	0.0065	8.36	54.80	54.80	50.77	3706.28	0
415	0	0	0	0	0.0000	6.51	52.03	50.40	34.14	2423.28	0
427	0	0	4	2	0.0068	2.38	50.10	45.33	38.54	2382.55	0
428	22	12	72	25	0.0768	6.01	50.82	45.03	43.57	2845.49	1
431	0	0	0	0	0.0000	-99900.00	35.30	34.40	34.40	2256.99	0
440	0	0	0	0	0.0000	2.17	49.73	42.50	30.44	1785.61	0

What is a Random Forest?

- Start with trained dataset
 - Features – every storm attribute tracked (ex. MESH, MaxRefl, CG_2min, IC_2min)
 - Answer – whether or not CG flash happened for that storm

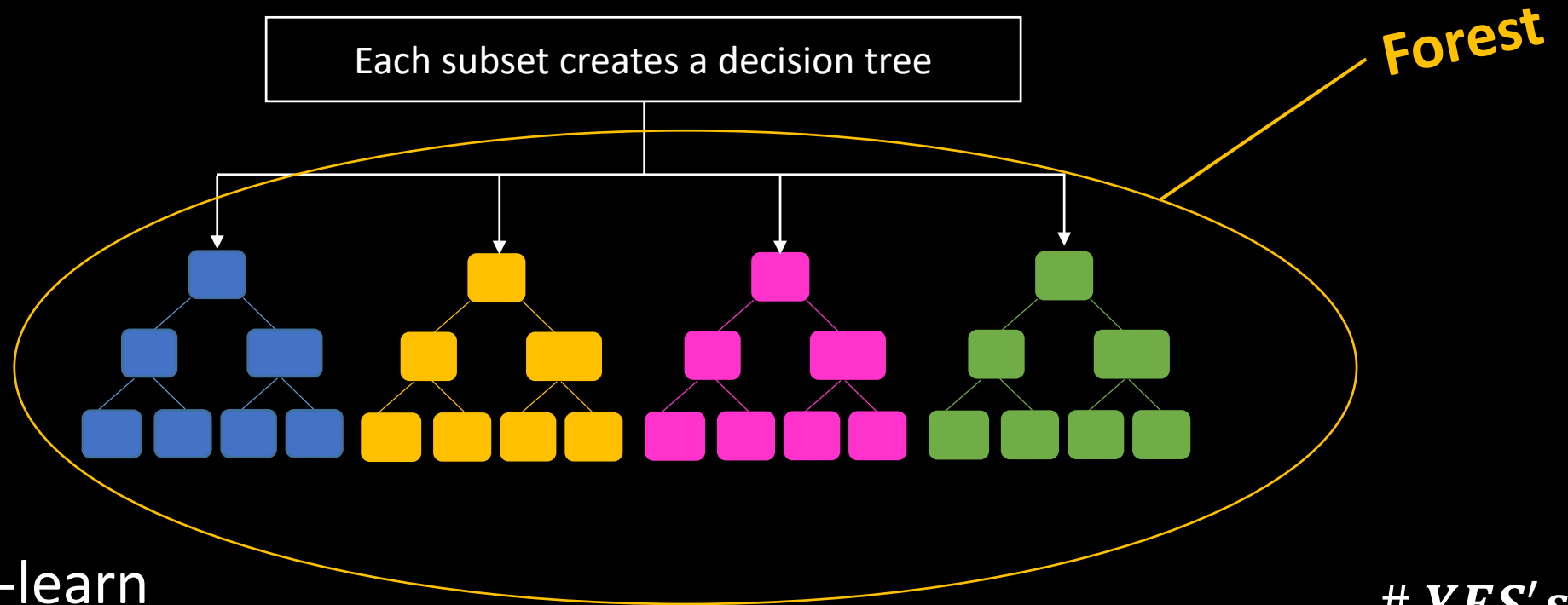
Features											Answer
StormID	CG_15min (flashes)	CG_2min (flashes)	IC_15min (flashes)	IC_2min (flashes)	IC_Flashes (PerCellArea)	MESH (mm)	MaxRef (dBZ)	Refl_-10C (dBZ)	Refl_-20C (dBZ)	MUCAPE (m ² /s ²)	CG? (0-30min)
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What is a Random Forest?

- Start with trained dataset
 - Features – every storm attribute tracked (ex. MESH, MaxRefl, CG_2min, IC_2min)
 - Answer – whether or not CG flash happened for that storm
- **Random** subsets are created
 - Random rows and columns
 - Answer

											Answer
StormID	CG_15min (flashes)	CG_2min (flashes)	IC_15min (flashes)	IC_2min (flashes)	IC_Flashes (PerCellArea)	MESH (mm)	MaxRef (dBZ)	Refl_-10C (dBZ)	Refl_-20C (dBZ)	MUCAPE (m ² /s ²)	CG? (0-30min)
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Random Forest

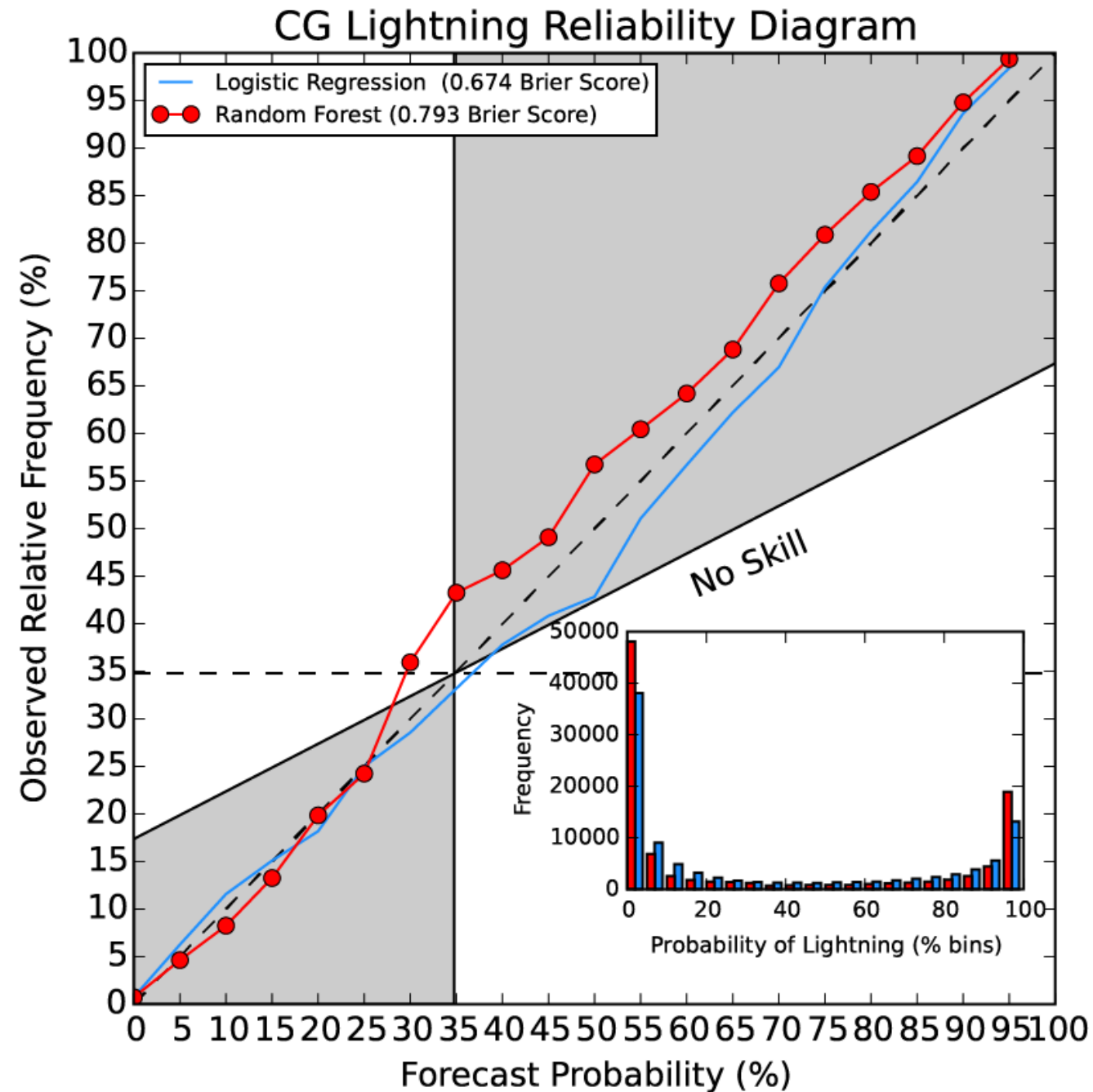


- Python – scikit-learn

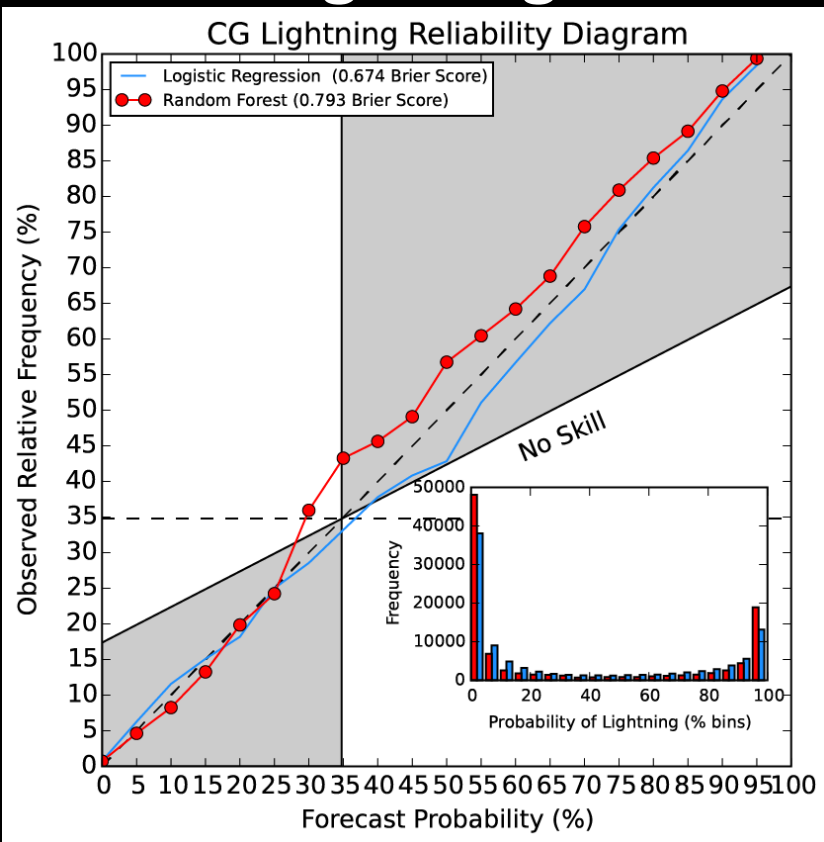
- Python modules for machine learning
- RandomForestClassifier:
 - *n_estimators*: 300 (number of trees in forest)
 - *max_depth*: 6 (max depth of the tree)
 - *n_jobs*: 5 (number of jobs to run in parallel)

$$\% \text{ Probability} = \frac{\# \text{ YES's}}{\# \text{ TREES}}$$

MRMS, NSE, & Total Lightning



MRMS, NSE, & Total Lightning

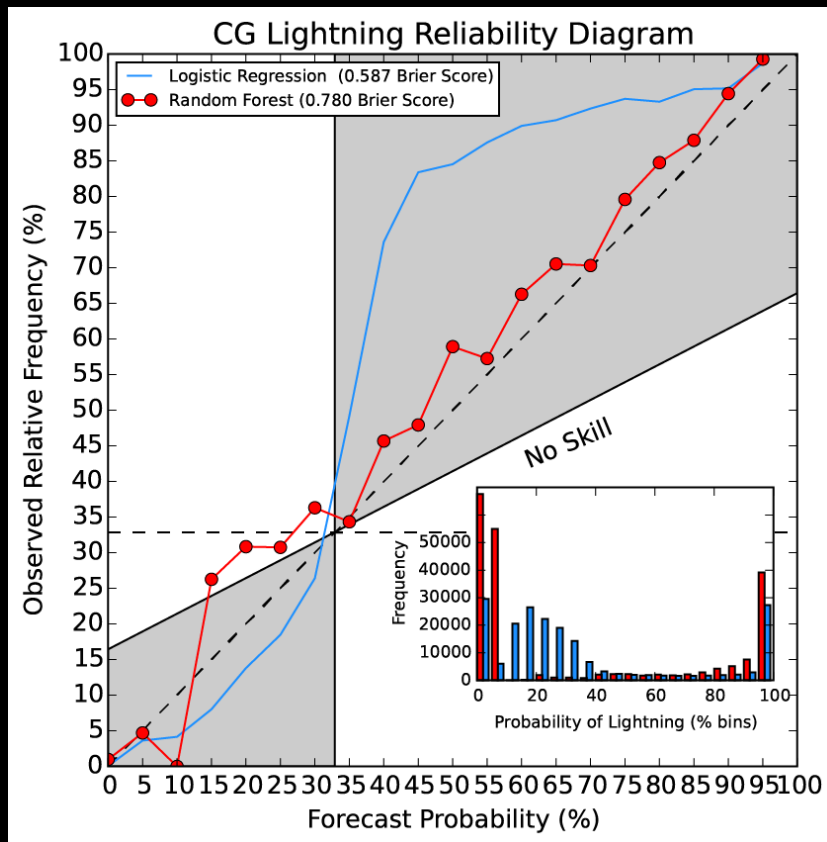


Features

Importance

CG Count 15min(flashes)	0.214149
IC Count 15min(flashes)	0.177857
IC Count 2min(flashes)	0.142617
IC FlashesPerCellArea	0.122897
CG Count 2min(flashes)	0.086506

Total Lightning

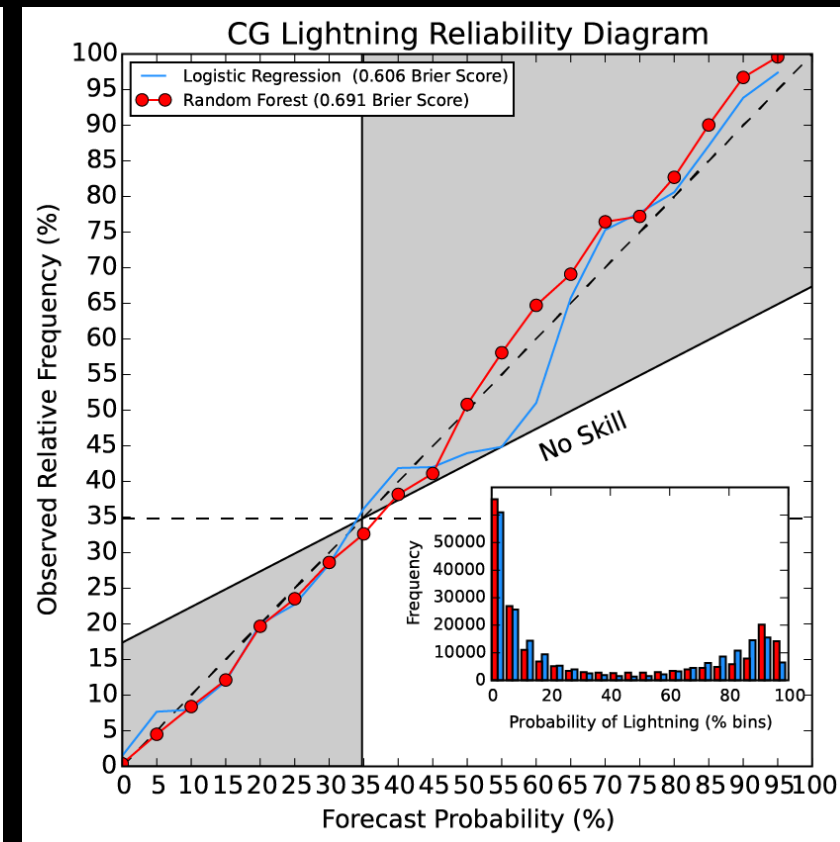


Features

Importance

CG Count 15min(flashes)	0.28843
IC Count 15min(flashes)	0.226849
IC FlashesPerCellArea	0.1793
IC Count 2min(flashes)	0.171245
CG Count 2min(flashes)	0.101159

MRMS & NSE



Features

Importance

Max VIL (kg/m ²)	0.13844
Reflectivity @-10C(dBZ)	0.124486
MESH (mm)	0.084991
Low Level Reflectivity (dBZ)	0.077284
Reflectivity @-20C(dBZ)	0.070433

Storm Attributes

28

RUC Model Data (Near Storm Environment)

- BRN Shear (m^2/s^2)
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Lightning Data

- Vaisala Cloud-to-Ground Lightning (15min)
- Vaisala Cloud-to-Ground Lightning (2min)
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- Earth Networks In-Cloud Lightning (2min count)
- Earth Networks In-Cloud Lightning (Flashes per storm)

Storm Attributes

18

RUC Model Data (Near Storm Environment)

- MUCAPE (m^2/s^2)
- Surface CAPE (m^2/s^2)
- Surface Temperature ($^{\circ}\text{C}$)
- Surface ThetaE (K)

Multi-Radar Multi-Sensor (MRMS)

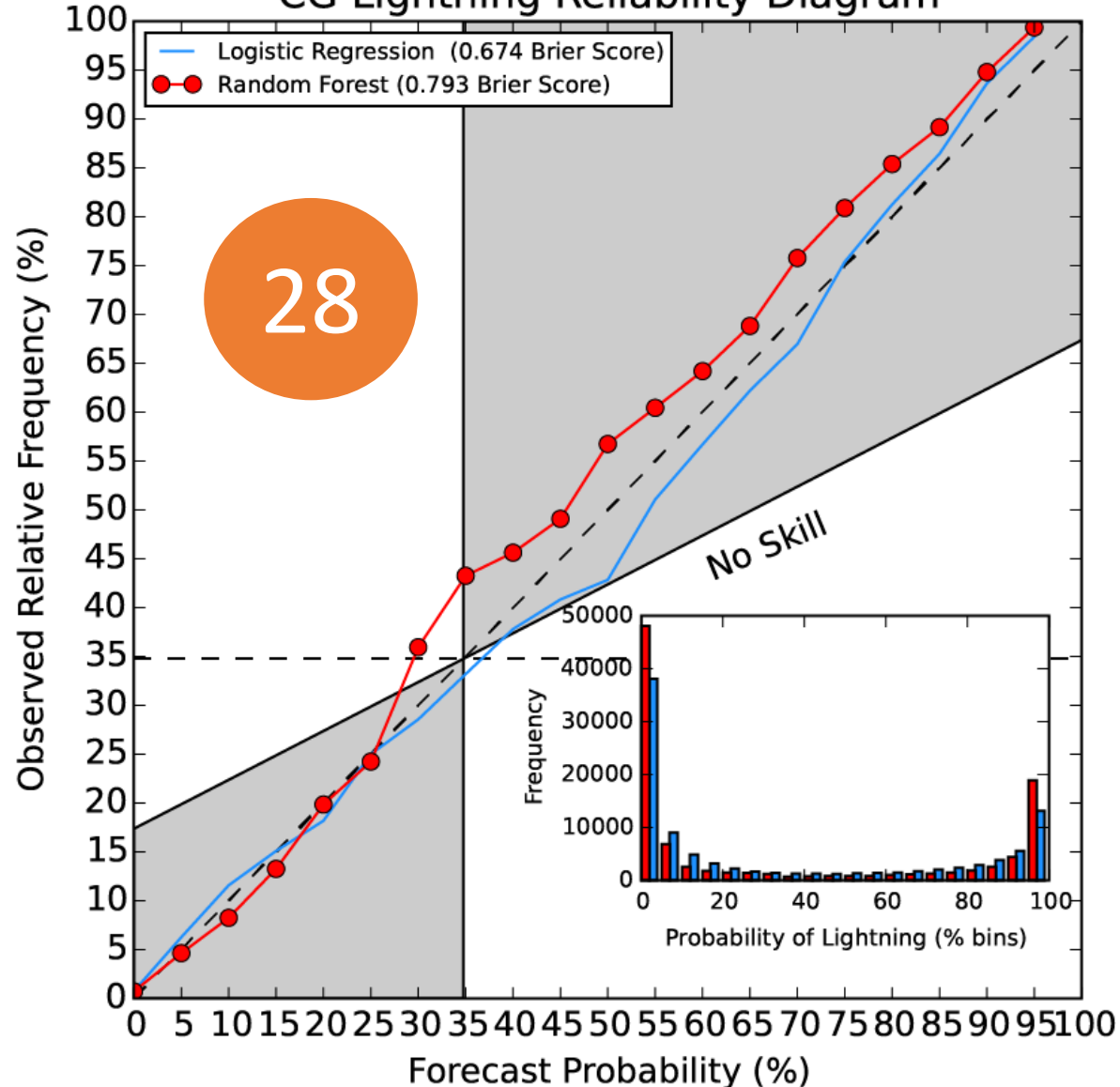
- Max MESH (mm)
- Max Composite Reflectivity (dBZ)
- Max Low Level Reflectivity (dBZ)
- Reflectivity at 0°C (dBZ)
- Reflectivity at -10°C (dBZ)
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- Low Level Shear (s^{-1})
- Mid Level Shear (s^{-1})
- Maximum VIL (km/m^2)

Lightning Data

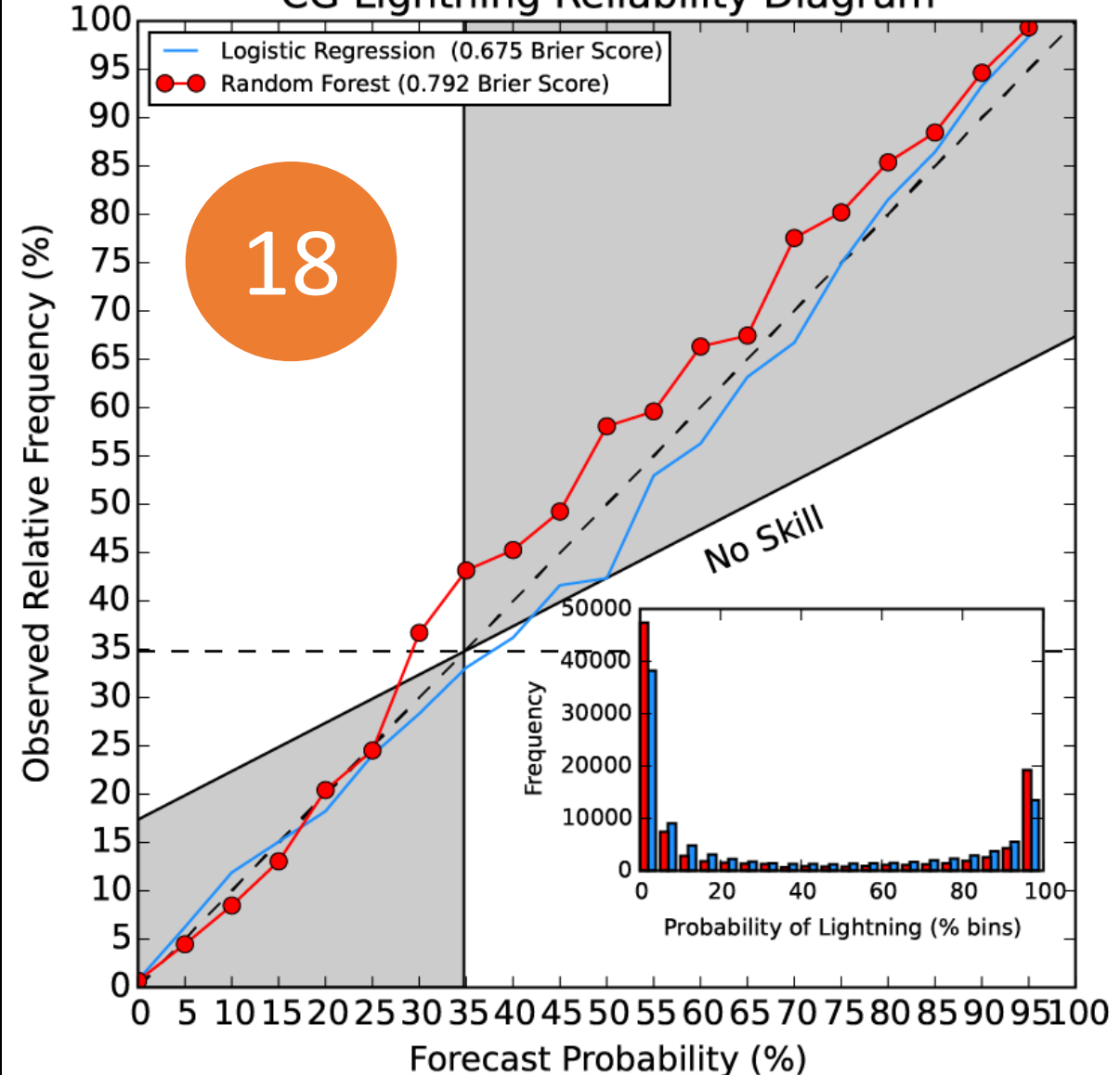
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Verification of CG Probabilities

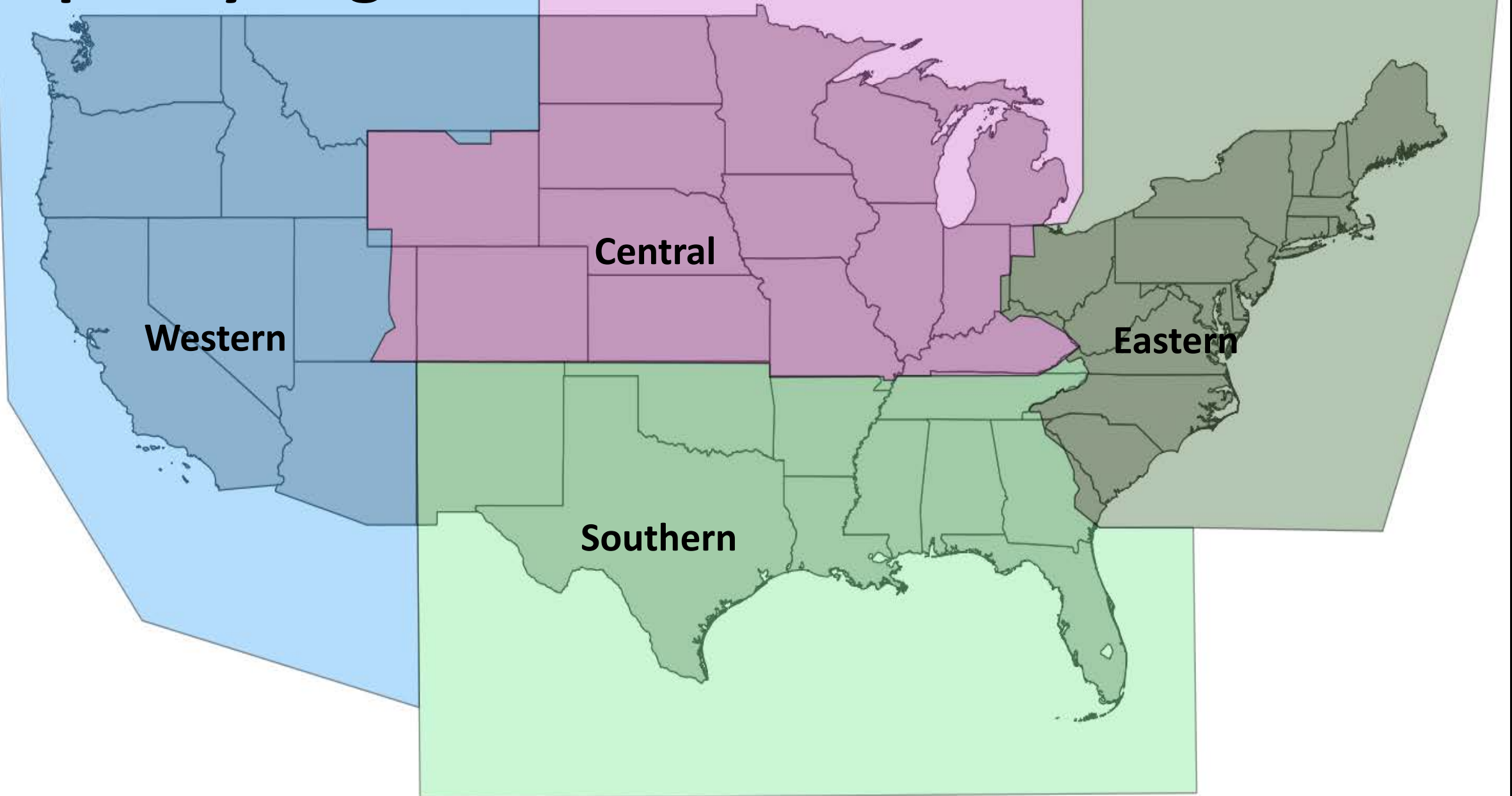
CG Lightning Reliability Diagram



CG Lightning Reliability Diagram



Split by Region?



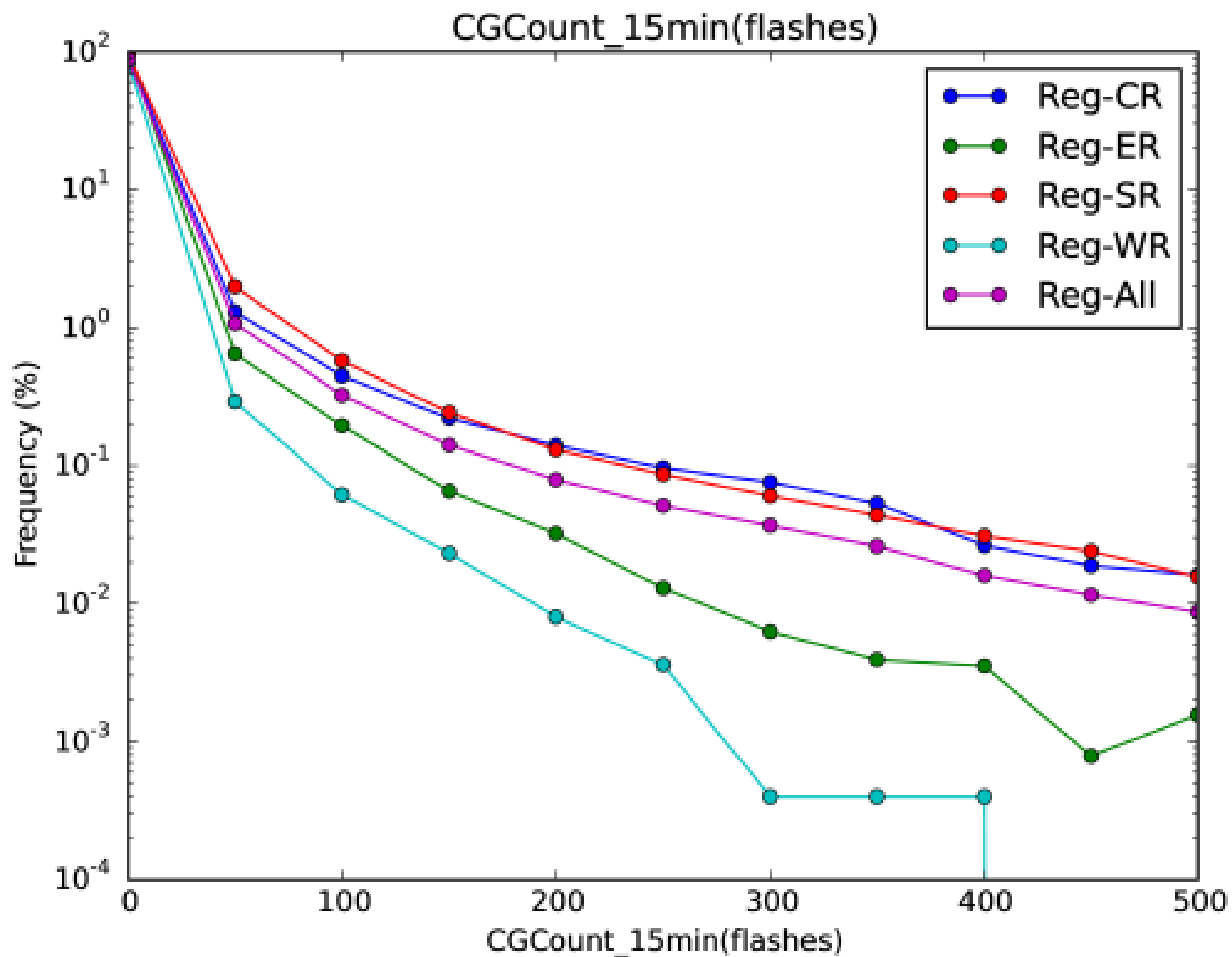
Feature Importance

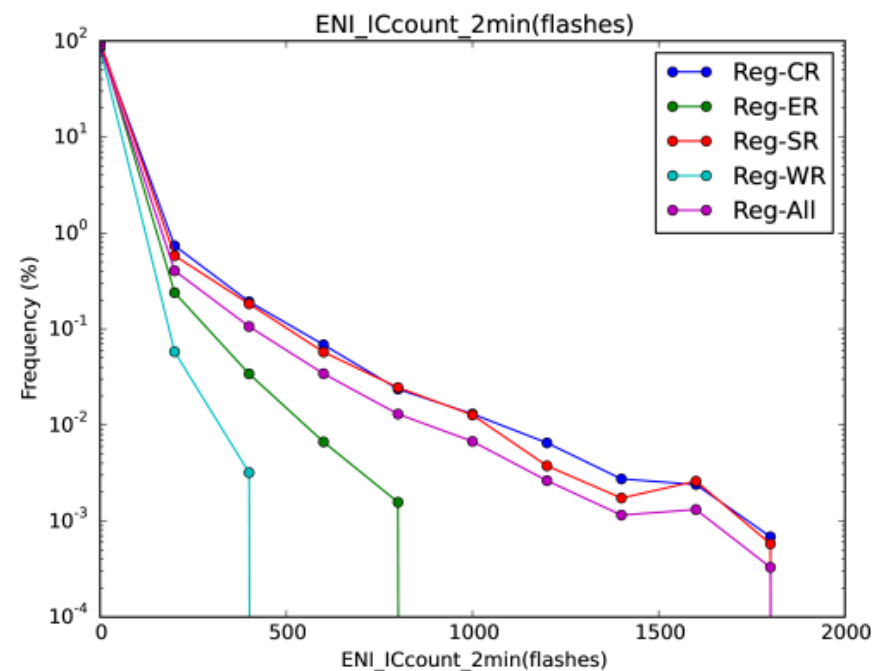
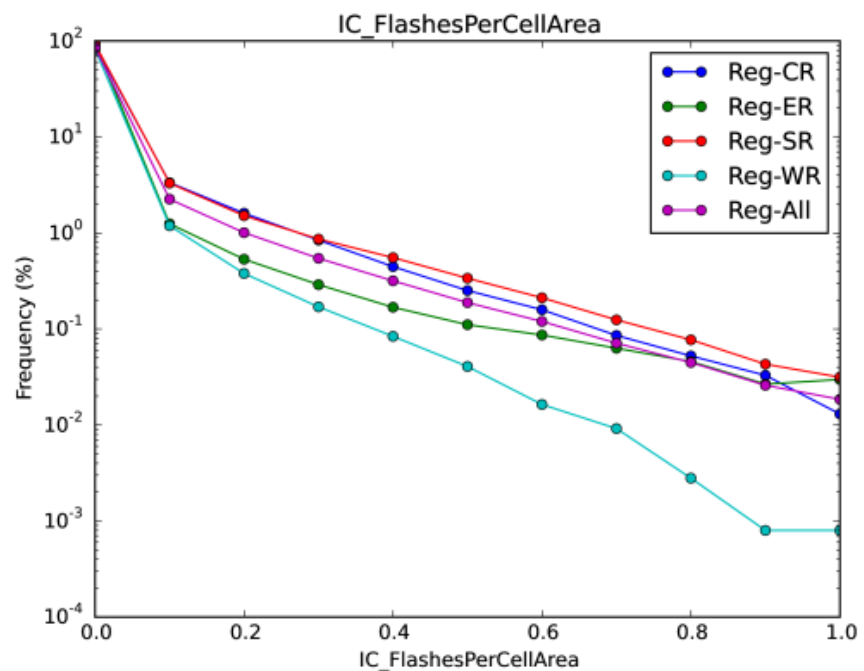
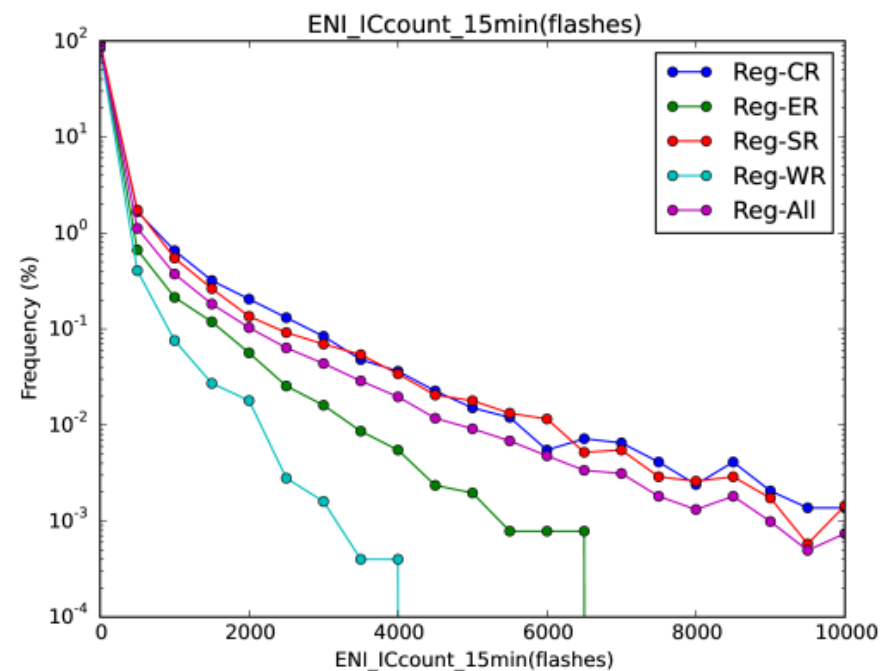
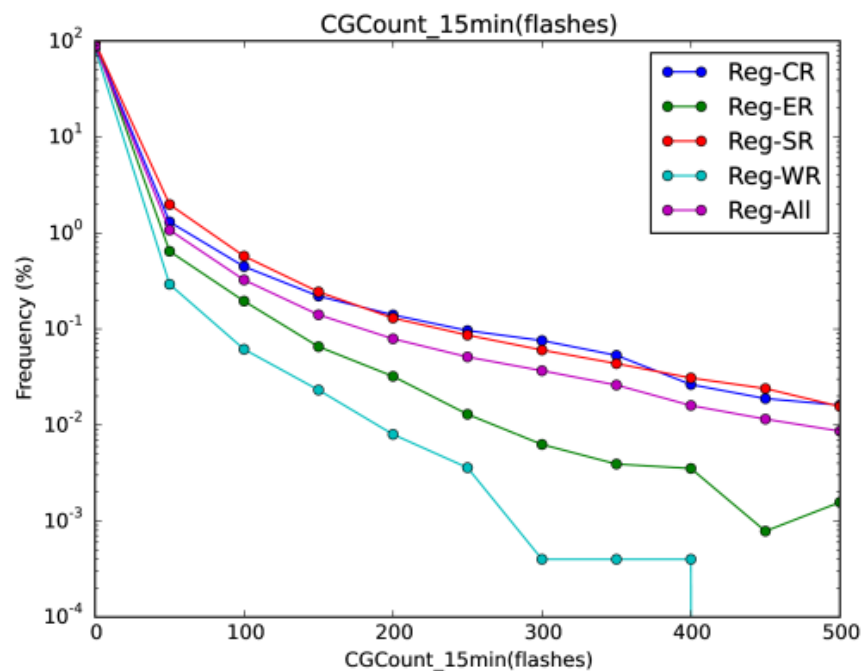
Central & Southern Region	
CG Count 15min (flashes)	.22659
IC Count 15min (flashes)	.16599
IC Flashes PerCellArea	.12469
IC Count 2min (flashes)	.12263

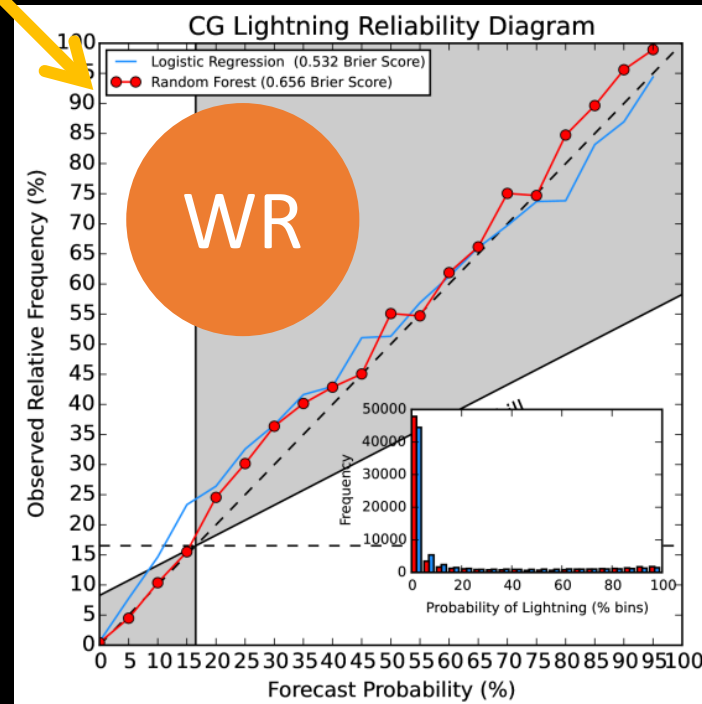
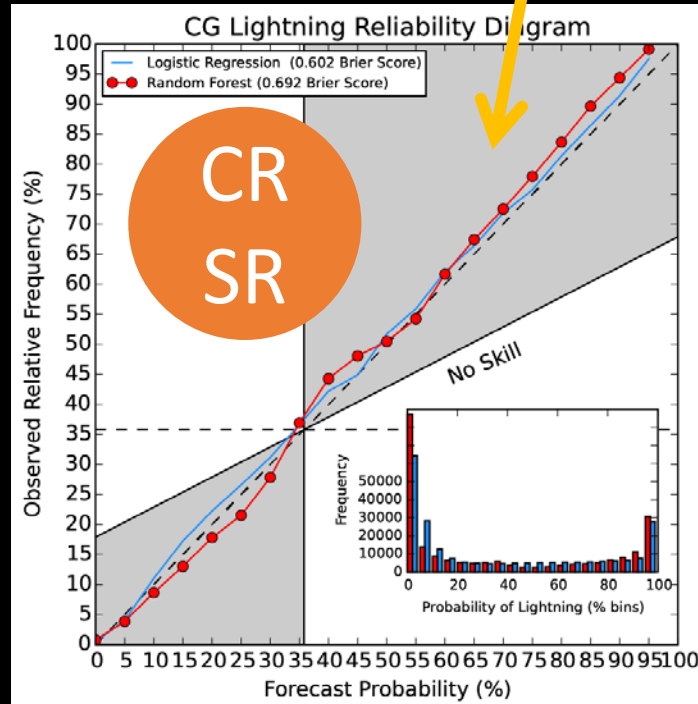
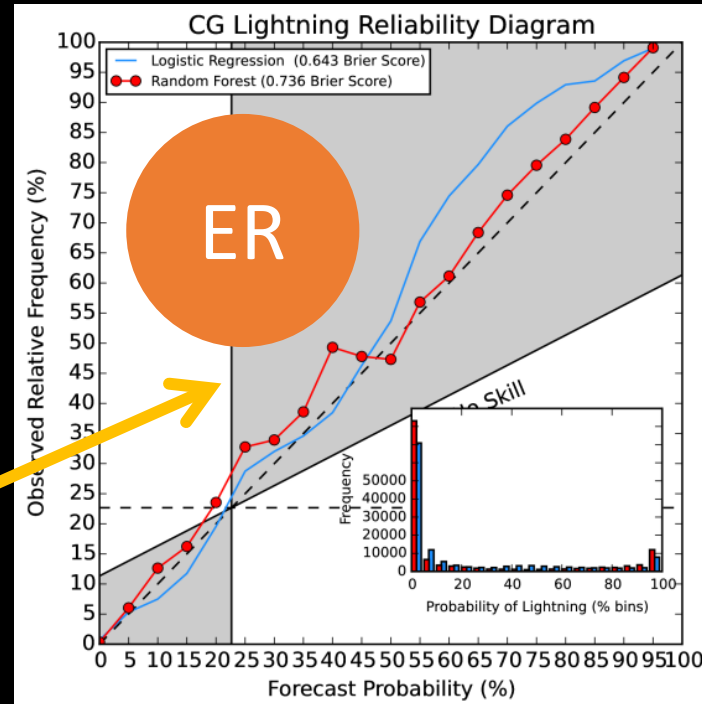
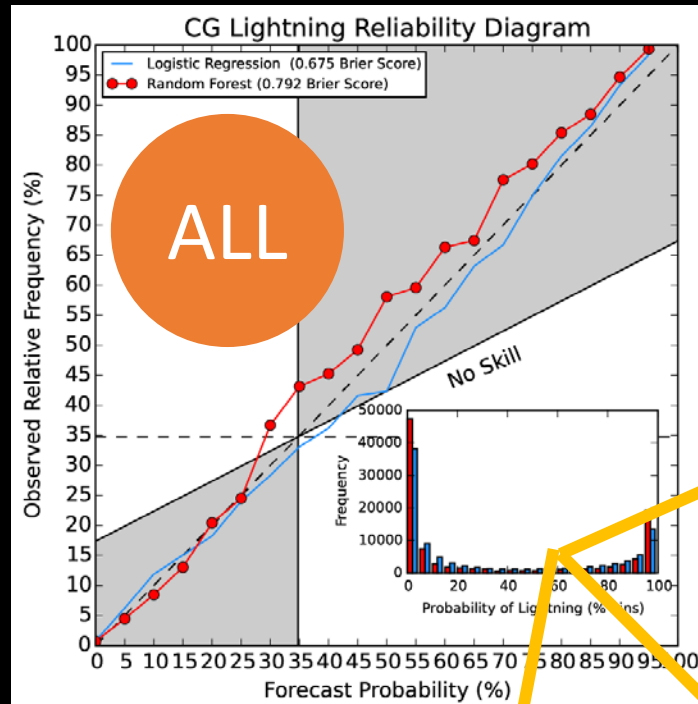
Eastern Region	
CG Count 15min (flashes)	.24269
IC Count 15min (flashes)	.1862
IC FlashesPerCellArea	.13513
IC Count 2min (flashes)	.1221

Region	# of Storms
Central	381,308
Eastern	322,684
Southern	481,024
Western	321,234

Western Region	
CG Count 15min (flashes)	.24966
IC Count 15min (flashes)	.17732
IC FlashesPerCellArea	.13014
IC Count 2min (flashes)	.11943



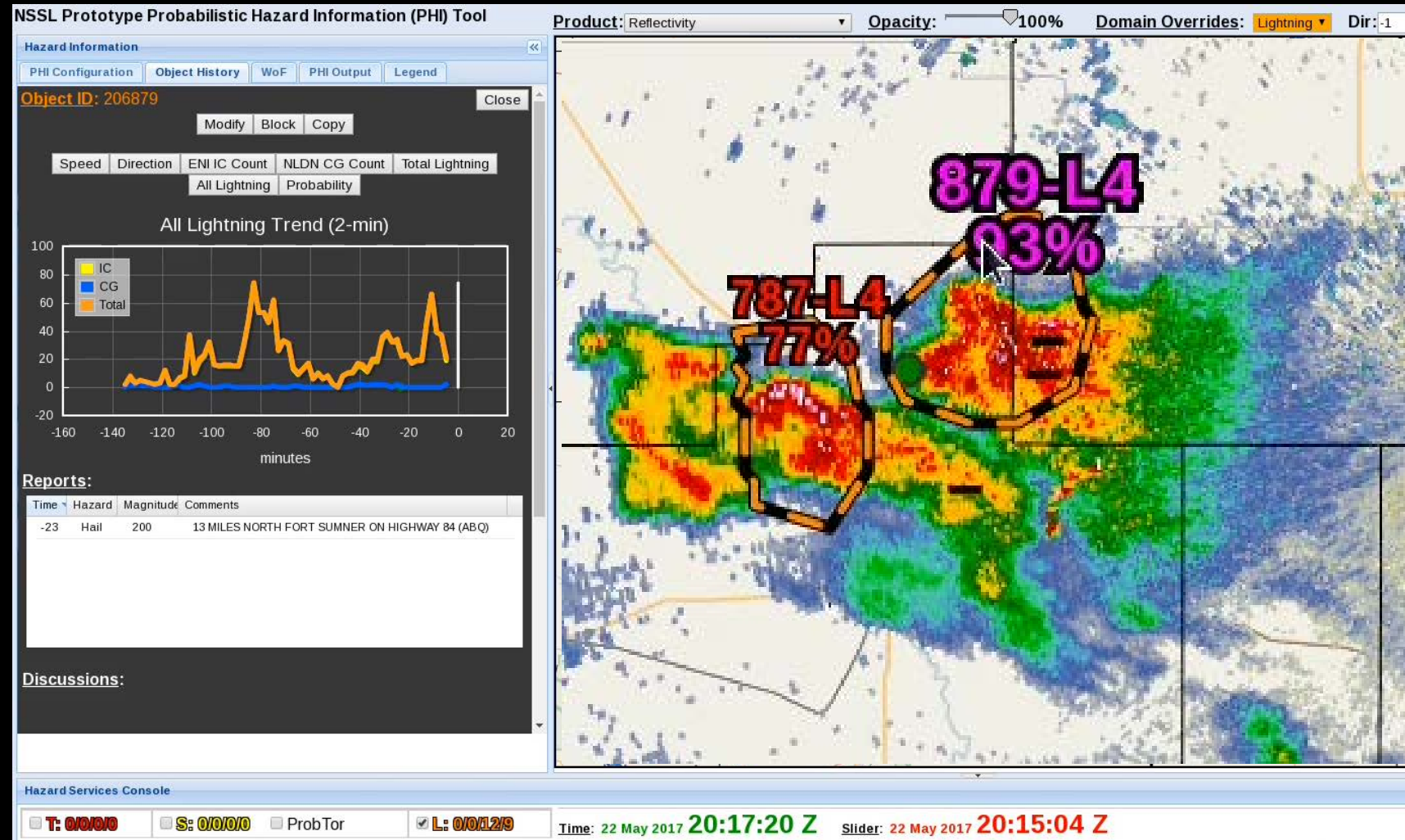




Region	BSS
Central & Southern	.692
Eastern	.736
Western	.656
ALL	.792

Real-time use of Probability of CG Lightning

- Created new WDSSII algorithm (*rfprob*)
 - used Python decision trees to create probabilities in realtime
- Forecasters used this product the Probabilistic Hazard Information Experiment in the Hazardous Weather Testbed to issue probabilistic lightning hazards
- Lightning Hazards went to Emergency Managers
- Both Emergency Managers and Forecasters responded positively to this product
 - EM wanted this immediately



Summary

- More data isn't always better
 - Can slow down processing
 - Not all of it is important
- Random Forests can easily take large dataset and create decision trees
 - Shows which features are most important
- Probability Lightning
 - very high Brier Skill Scores
 - Broken out via NWS region
- Future work:
 - Test on smaller scales (20km²)
 - Incorporate Geostationary Lightning Mapper (on GOES-16)
 - Push this into NWS Operations (DSS)



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