

FSPM-P: A general FSPM prototype model for application in crop modelling

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Aim: Many experimental scientists would like to use FSPM but are deterred by the challenge of having to write low-level code. They often have a fair idea of how the model should look like yet have difficulty to convey their ideas to a programmer who, in turn, knows how to *code* but often not how to *model*. Providing a prototype that is easy to parameterize and extensible facilitates, structures, and rationalizes the development process and use of an FSPM, and thus can help make it a more accessible tool.

Initial situation:

- Target group:
 - Scientists who know their experimental system but have no or little programming experience: *how to implement a model?*
 - Developers, who know how to code in an abstract or practical way but have little knowledge of biological systems.
- Common way of modelling:
 - *Ad hoc*
 - Usually starting “from scratch”
 - (initially) no (clear) concept/design
 - Unsystematic
 - “Reinventing the wheel”*
 - Extending existing models
 - getting overview of code more difficult

Main features of the Prototype:

- Includes the (meta)knowledge of several models
- Predefined:
 - (Clear) design (software-technical)
 - Model concept: (init → control flow → output ...)
- Easy to parameterize, use and extend
- Saves development time
- Makes models comparable
- Facilitates communication between modeller and experimentator

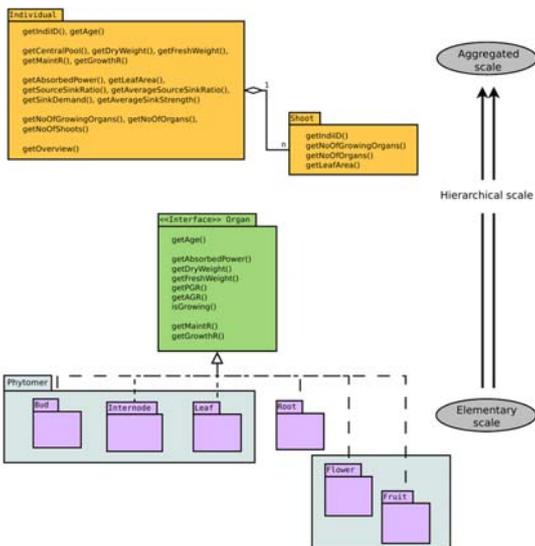
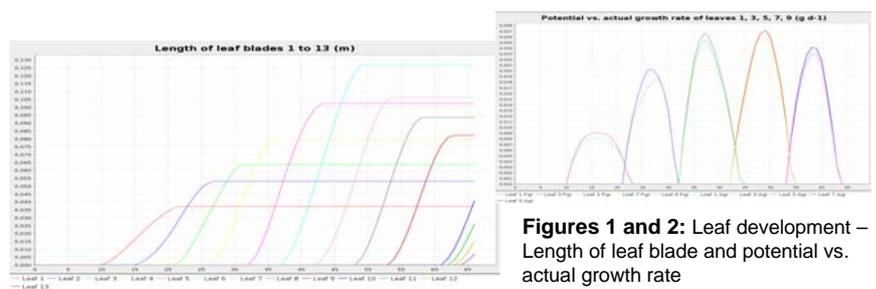


Figure 3: UML class diagram representing the general organs with methods and hierarchical scales within FSPM-P



Figures 1 and 2: Leaf development – Length of leaf blade and potential vs. actual growth rate

Other features:

- Photosynthesis (library of photosynthesis rate models)
- Source-Sink ratio regulates photosynthesis and growth processes
- Light interception (based on a Monte-Carlo radiation model)
- Parameters (mainly environmental)
- Time step hourly or daily
- Selectable manual or time controlled harvest function
- Temperature sensitive, different temperature classes
- Output (about 15 predefined charts and file output), possibility to select and compare individuals in the canopy
- Comprehensive **User manual** (Model description, Building A New Model, Experimental Settings, Measurement protocol, 2D Digital Measurements, Data processing, Results, Templates)

Organ definitions:

- Same organ interface for all organs
- Different hierarchical scales within the plant:
 - Organs: seed, root, bud, leaf, internode, flower, fruit, etc.
 - Organ with predefined state variables and methods representing internal processes: photosynthesis, growth, maintenance and growth respiration
 - Organ aggregations: individual, shoot
 - containing summary functions (e.g. whole-plant or canopy photosynthesis)

Application areas

- Intercropping (two or more crop species growing together)
- Demonstrating a prototype
- Teaching
- Meta-analysis of general crop processes
- Decision support (yield prediction)