

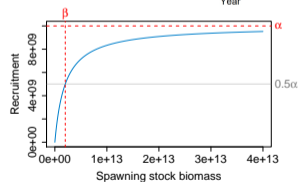
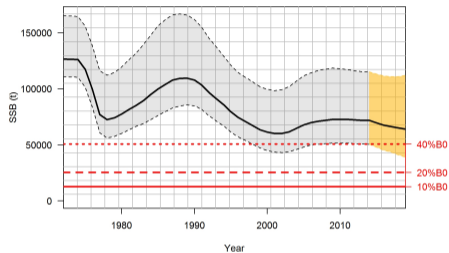
Spawning stock recruitment in ecosystem models

Vidette McGregor, Beth Fulton, Matt Dunn

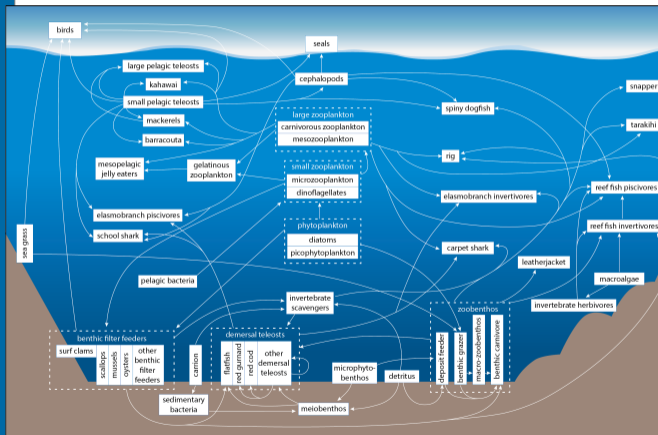
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Underlying theory developed for single-species fisheries models



Applied to multi-species models with varying dynamics
—and sometimes it will matter...



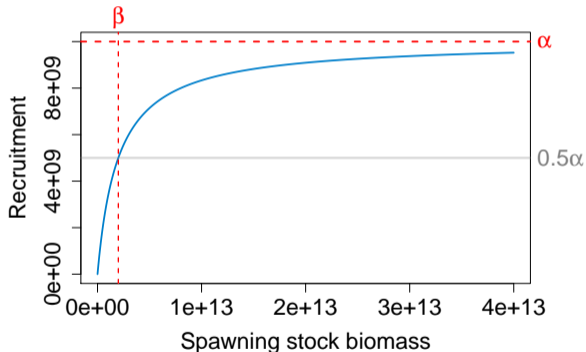
Spawning stock recruitment in single-species fisheries modelling: Beverton-Holt

$$R = \frac{\alpha S}{\beta + S}$$

where

R is recruitment

S is spawning
stock biomass

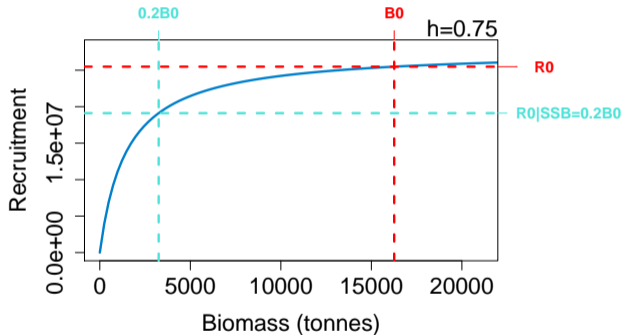


Beverton-Holt: steepness (h)

$$h = \frac{R|_{S=0.2B_0}}{R_0}$$

Focus:
early part of the curve

Higher h :
more productive

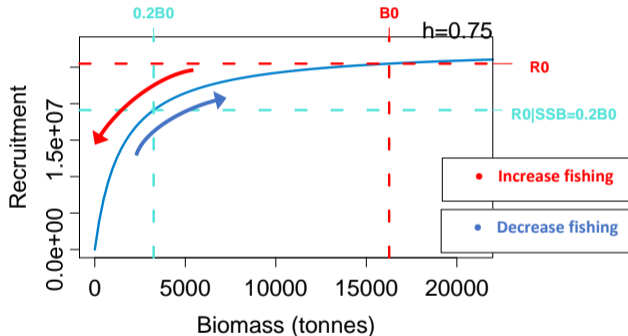


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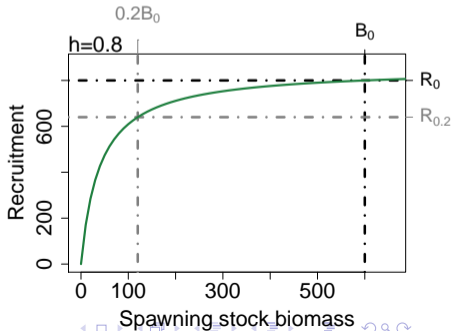
Higher h :
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Multi-species: predation release



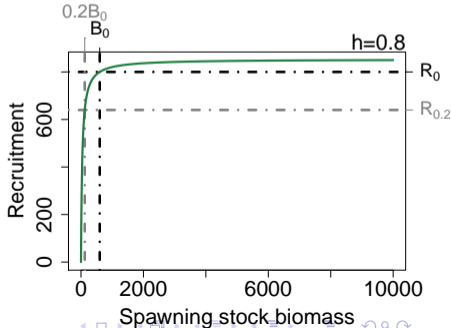
- Predation release can result from fishing pressure on predators
- This can reduce mortality on a prey species
- What if mortality is reduced and the population increases beyond B_0 ..?



Multi-species: predation release

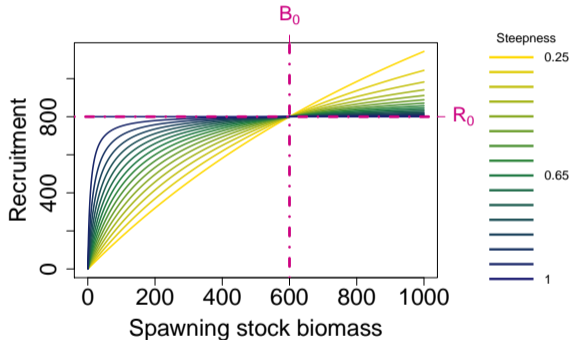


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- This can reduce mortality on a prey species
- What if mortality is reduced and the population increases beyond B_0 ..?



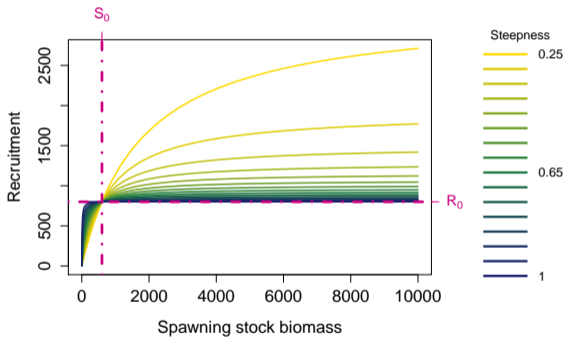
Steepness beyond B_0

- The effect of steepness reverses after B_0
- Low steepness gives low productivity when the biomass is $\leq B_0$, but high productivity for biomass $> B_0$



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A solution ...

- Create a new asymptote (α') that is higher for higher steepness and lower for lower steepness

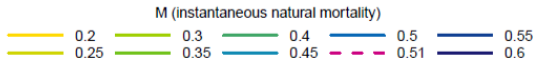
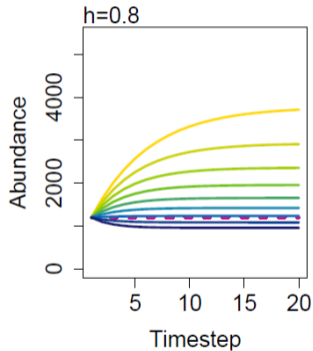
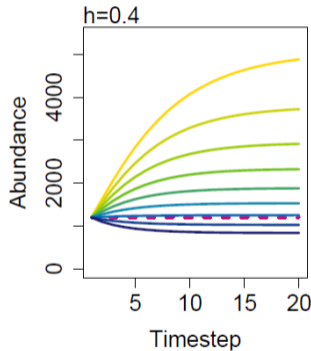
$$\alpha' = (1 + \xi h)R_0$$

- Switch the curve to the new asymptote when biomass $\approx B_0$

$$R = \frac{1}{1 + e^{(B-B_0)/e^\lambda}} \left(\frac{\alpha B}{\beta + B} \right) + \frac{1}{1 + e^{-(B-B_0)/e^\lambda}} \left(\frac{\alpha' B}{\beta + B} \right)$$

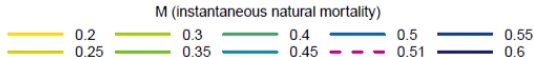
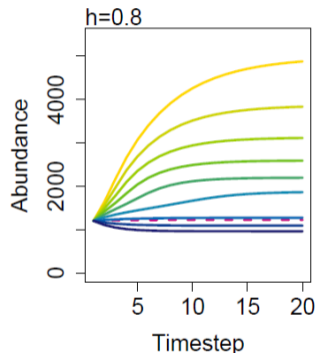
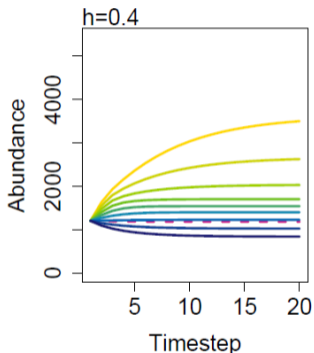
The result: modelled abundance using *unadjusted* SSR

Unadjusted:
Low steepness yeilds
higher biomass when
mortality is low



The result: modelled abundance using *adjusted* SSR

Adjusted:
 Low steepness yeilds
 lower biomass when
 mortality is low



Questions..?

MareFrame

