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Optimal strategies of dispersion for coral fish larvae: a Stochastic Dynamic Programming approach to estimate self-recruitment

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Plan

1. Introduction

- (a) *Why studying larvae dispersion?*
- (b) *Why focusing upon auto-recruitment?*
- (c) *Why modelling?*



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Plan

1. Introduction

- (a) *Why studying larvae dispersion?*
- (b) *Why focusing upon auto-recruitment?*
- (c) *Why modelling?*

2. Description of the models

- (a) *Problem characteristics*
- (b) *Theoretical framework*
- (c) *Parametrization*



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3. Simulations



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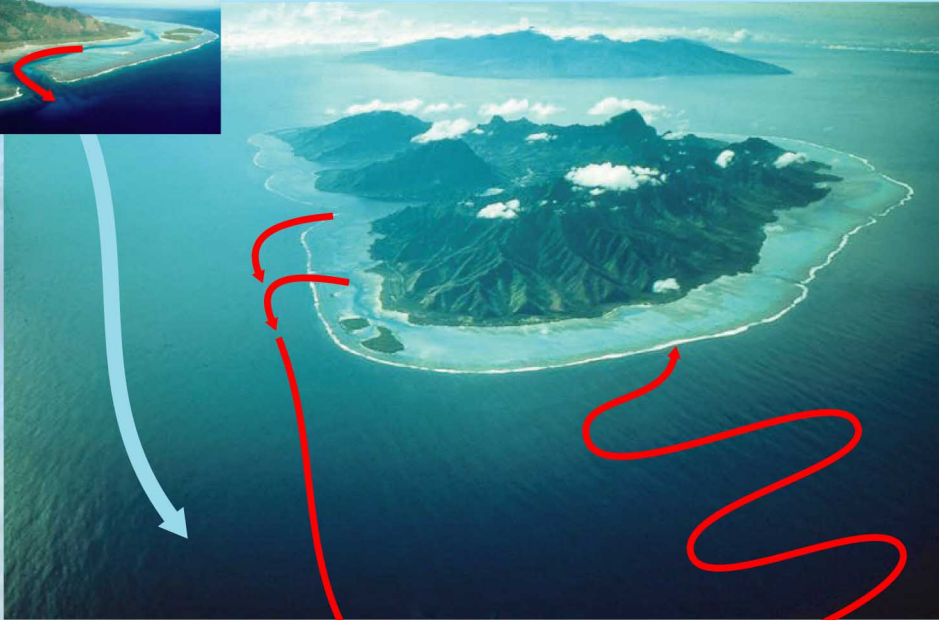
- (a) *Problem characteristics*
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- (c) *Parametrization*

3. Simulations

4. Perspectives



Introduction



Dispersion



Introduction

Why studying larvae dispersion?

- Debate concerning the demographic limiting factors for populations: before or after recruitment?



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Introduction

Why studying larvae dispersion?

- Debate concerning the demographic limiting factors for populations: before or after recruitment?
- The dispersion at the larva stage delimitates the populations and determines their connectivity: importance for gestion and conservation purposes



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Introduction

Why studying larvae dispersion?

- Debate concerning the demographic limiting factors for populations: before or after recruitment?
- The dispersion at the larva stage delimitates the populations and determines their connectivity: importance for gestion and conservation purposes
- The omnipresence of larvae dispersion for marine organisms is an evolutionary puzzle.



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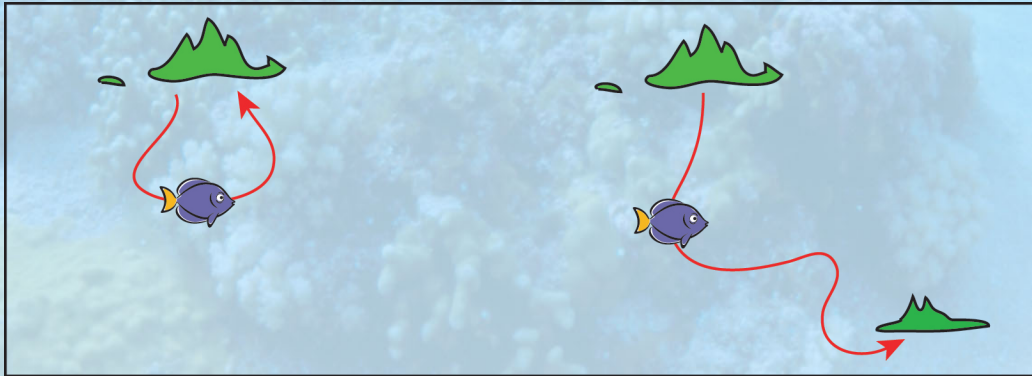
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Introduction

Why focusing upon auto-recruitment?

Def. Auto-recruitment:

Recruitment of an organism on its natal place



⇒ retention phenomena (active or passive).



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Introduction

Why focusing upon auto-recruitment?

Difficulties in studying dispersion:

- **Wide spatial range**, and thus strong larvae dilution
- **Very low survival rate**: difficulty with capture-recapture techniques



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Introduction

Why focusing upon auto-recruitment?

Difficulties in studying dispersion:

- **Wide spatial range**, and thus strong larvae dilution
- **Very low survival rate**: difficulty with capture-recapture techniques

Advantages in studying auto-recruitment:

- **Shortest** spatial range (retention in the vicinity of the island)
- Marquage-capture-recapture **possible** (Jones et al., 1999)
- Estimation of auto-recruitment by population **genetics**.



Introduction

Interest of modelling

- Well developed current models



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Introduction

Interest of modelling

- Well developed current models
- Less costly than planktonic study.



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Introduction

Interest of modelling

- Well developed current models
- Less costly than planktonic study.
- Contribution to decision-making (conservation purposes).



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Introduction

A brief history of larvae dispersion modelling

First models:

Dight et al., 1990, Black et al., 1991.

- Focus on **current** studies
- **Passive** particles advection/diffusion



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Introduction

A brief history of larvae dispersion modelling

First models:

Dight et al., 1990, Black et al., 1991.

- Focus on **current** studies
- **Passive** particles advection/diffusion

Recent models:

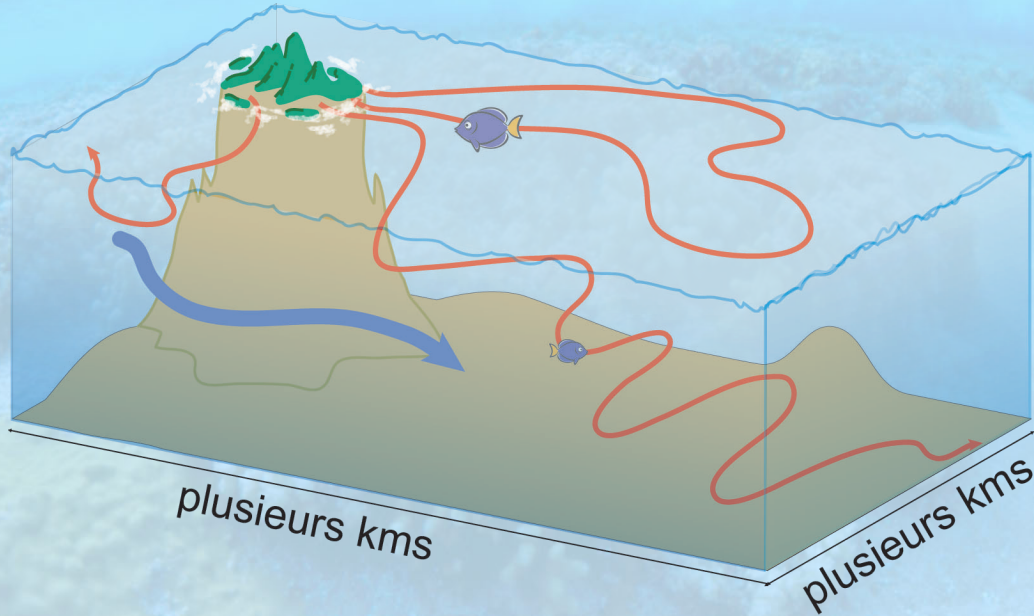
Wolanski et al. (1997), Armsworth (2000), Armsworth (2001), Armsworth et al. (2001).

- Currents but **active** particles
- Introduction of **biological** characteristics of particles (energy budget...)



Introduction

Modelling



Modelling **trajectories** in a given **environment**



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Introduction

Specificities of the modelling approach

- **Wider** temporal and spatial scales
- More **complete** description of the environment
- Larvae are no longer passive in a given environment, but **active** in exploiting it.



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The model

Problem characteristics

- Isolated island (auto-recruitment)



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The model

Problem characteristics

- Isolated island (auto-recruitment)
- A larva born in the island and maximizing its return probability at a given horizon



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The model

Problem characteristics

- Isolated island (auto-recruitment)
- A larva born in the island and maximizing its return probability at a given horizon
- Comportmental alternatives during dispersion \Rightarrow **choices and trade-offs** (active larva)



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The model

Problem characteristics

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- A larva born in the island and maximizing its return probability at a given horizon
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Optimality





The model

Problem characteristics

- Isolated island (auto-recruitment)
- A larva born in the island and maximizing its return probability at a given horizon
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Optimality



The model

Problem characteristics

Def. Optimal:

Which maximizes auto-recruitment probability.

Def. Optimal trajectory:

Random state trajectory for which the sequence of decisions is optimal (in expectation)



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The model

Theoretical framework

Time Discrete. Time step = 6h. Temporal horizon fixed = T .



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The model

Theoretical framework

Time Discrete. Time step = 6h. Temporal horizon fixed = T .

State Energetic resources level ($\theta \in [0, \theta_{max}]$) + Position ($x \in [0, x_{max}]$ or bounded (x, y, z))



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The model

Theoretical framework

Time Discrete. Time step = 6h. Temporal horizon fixed = T .

State Energetic resources level ($\theta \in [0, \theta_{max}]$) + Position ($x \in [0, x_{max}]$ or bounded (x, y, z))

Environment To each spatial position is associated

- a probability of dying by predation
- a feeding probability
- a current vector (intensity, direction)



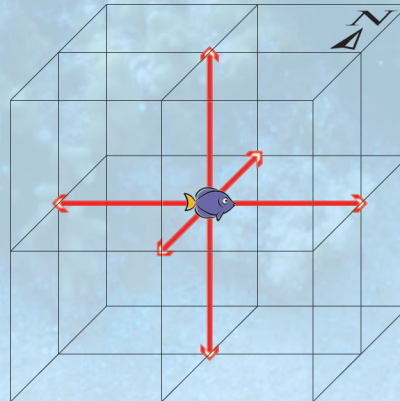
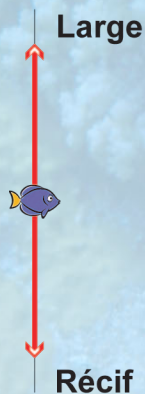


The model

Theoretical framework

Controlled dynamics Larva trade-off between two comportmental alternatives

- getting food and thus energy but at the price of swimming in a random direction
- swimming directionally but at the price of spending energy.





The model

Transitions

Stochastic dynamic model: transition probabilities and matrices are indexed by the **control**

Energy		0				1				2						0				1				2									
Position		0	1	2	3	0	1	2	3	0	1	2	3			0	1	2	3	0	1	2	3	0	1	2	3						
0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0				
	1	0	1	0	0	0	0	0	0	0	0	0	0			0	0	0	0	0	0	0	0	0	0	0	0						
	2	0	0	1	0	0	0	0	0	0	0	0	0			0	0	1	0	0	0	0	0	0	0	0	0			0	0	0	0
	3	0	0	0	1	0	0	0	0	0	0	0	0			0	0	0	1	0	0	0	0	0	0	0	0			0	0	0	0
1	0	1-p	0	0	0	0	0	0	0	0	p	0	0	1	1	1-p+p	0	0	0	0	0	0	0	0	0	0	0	1	1				
	1	0	1-p	0	0	0	0	0	0	0	0	p	0			p	1-p	0	0	0	0	0	0	0	0	0	0			0	0	0	0
	2	0	0	1-p	0	0	0	0	0	0	0	0	p			0	p	1-p	0	0	0	0	0	0	0	0	0			0	0	0	0
	3	0	0	0	1-p	0	0	0	0	0	0	0	p			0	0	p	1-p	0	0	0	0	0	0	0	0			0	0	0	0
2	0	1-p	0	0	0	0	0	0	0	0	p	0	0	2	2	1-p	0	0	0	p	0	0	0	0	0	0	0	2	2				
	1	0	1-p	0	0	0	0	0	0	0	0	p	0			0	1-p	0	0	p	0	0	0	0	0	0	0			0	0	0	0
	2	0	0	1-p	0	0	0	0	0	0	0	0	p			0	0	1-p	0	0	p	0	0	0	0	0	0			0	0	0	0
	3	0	0	0	1-p	0	0	0	0	0	0	0	p			0	0	0	1-p	0	0	p	0	0	0	0	0			0	0	0	0

$= \mathcal{M}^0$ $= \mathcal{M}^1$

Navigation icons: back, forward, search, and other controls.

The model

Optimization

Optimization criterion Maximization of return probability at the horizon.



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The model

Optimization

Optimization criterion Maximization of return probability at the horizon.

Zero instantaneous gains:

$$\forall t = 0, \dots, T - 1, \quad L(\theta, x, u, t) = 0 \quad (1)$$

Final gain

$$\Phi(\theta, x) = \mathbf{1}_{\{x=0\}} \quad (2)$$





The model

Optimization

Optimization criterion Maximization of return probability at the horizon.

Zero instantaneous gains:

$$\forall t = 0, \dots, T - 1, \quad L(\theta, x, u, t) = 0 \quad (1)$$

Final gain

$$\Phi(\theta, x) = \mathbf{1}_{\{x=0\}} \quad (2)$$

The optimization problem is

$$\max_{u_0, \dots, u_{T-1}} \mathbb{E} \left(\sum_{t=0}^{T-1} L(\theta_t, x_t, u_t, t) + \Phi(\theta_T, x_T) \right) = \max_{u_0, \dots, u_{T-1}} \mathbb{E}(\mathbf{1}_{\{x_T=0\}}) \quad (3)$$





The model

Stochastic dynamic programming

Bellman equation:

$$\begin{cases} V(\theta, x, T) = \Phi(\theta_T, x_T, T) \\ V(\theta, x, t) = \max_u [L(\theta, x, u, t) + (\mathcal{M}^u V(\cdot, t + 1))(\theta, x)] \\ u^\#(\theta, x, t) \in \arg \max [L(\theta, x, u, t) + (\mathcal{M}^u V(\cdot, t + 1))(\theta, x)] \end{cases} \quad (4)$$

Gives both
the **optimal feedbacks** $(u^\#(\theta, x, t))$
and the **maximal auto-recruitment probability**.





The model

Stochastic dynamic programming

		0				1				2					
Energy															
Position		0	1	2	3	0	1	2	3	0	1	2	3		
0	0	1	0	0	0	0	0	0	0	0	0	0	0		
	1	0	1	0	0	0	0	0	0	0	0	0	0		
	2	0	0	1	0	0	0	0	0	0	0	0	0		
	3	0	0	0	1	0	0	0	0	0	0	0	0		
1	0	1-p	0	0	0	0	0	0	0	0	p	0	0		
	1	0	1-p	0	0	0	0	0	0	0	0	p	0		
	2	0	0	1-p	0	0	0	0	0	0	0	0	p		
	3	0	0	0	1-p	0	0	0	0	0	0	0	p		
2	0	1-p	0	0	0	0	0	0	0	0	p	0	0		
	1	0	1-p	0	0	0	0	0	0	0	0	p	0		
	2	0	0	1-p	0	0	0	0	0	0	0	0	p		
	3	0	0	0	1-p	0	0	0	0	0	0	0	p		

$$= \mathcal{M}^0 \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} = \mathcal{M}^1 \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

⇒ optimal feedback

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The model

Stochastic dynamic programming

By (4) and (3), one notices that

$$V(\theta, x, 0) = \max_{u_0, \dots, u_{T-1}} \mathbb{E} \left(\sum_{t=0}^{T-1} L(\theta_t, x_t, u_t, t) + \Phi(\theta_T, x_T) \right) \quad (5)$$

$$= \max_{u_0, \dots, u_{T-1}} \mathbb{E}(\mathbf{1}_{\{x_T=0\}}) \quad (6)$$

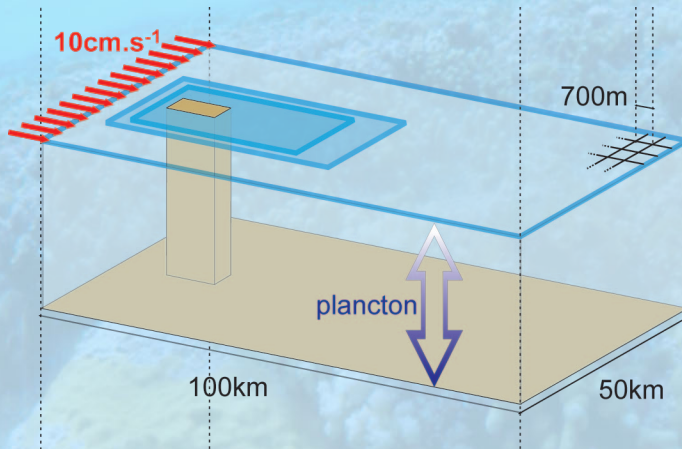
$$= \max_{u_0, \dots, u_{T-1}} \mathbb{P}(x_T = 0) \quad (7)$$

\Rightarrow maximal auto-recruitment probability.



The model

Parameters



Environment

- **Current:** unidirectional and uniform
- **Predators et plankton** “reef effect” and “island mass effect”
- **Plankton** Daily vertical migration



The model

Parameters



Larva

- **Demersal** eggs
- Pelagic stage = **20 days**
- **3 development stages.** Swimming speed = 3, 10, 30 cm.s^{-1} ; energy consumption = yolk sac, then 1 unit by time step.
- **Energy** \Rightarrow 1 day without feeding before dying



The model

Biological realism and numerical consequences

Transition matrices of very **large size**:

$$100 \times 100 \times 3 \times 6 = 180\,000 \text{ states}$$
$$\text{matrix} = 180\,000 \times 180\,000 \leftrightarrow 130\text{MB RAM}$$



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The model

Biological realism and numerical consequences

Transition matrices of very **large size**:

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Two problems:

1. matrices declaration
2. RAM





The model

Biological realism and numerical consequences

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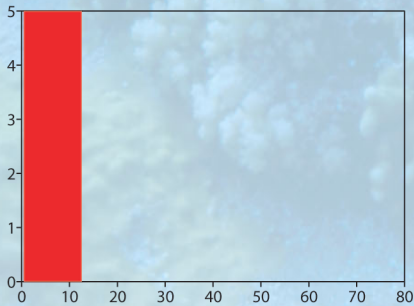
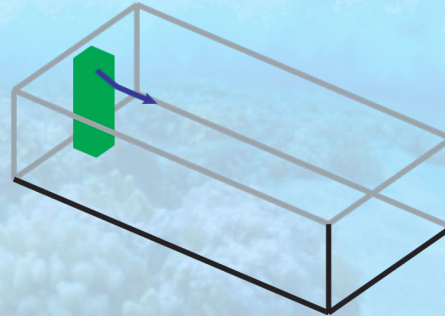
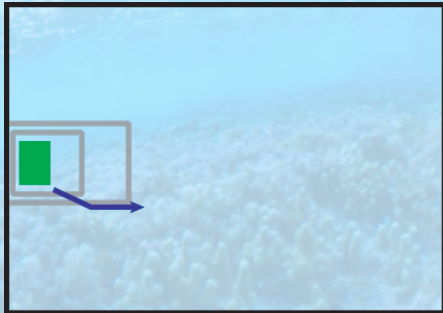
1. matrices declaration
2. RAM

Two solutions:

1. C language
2. sparse matrices



Simulations



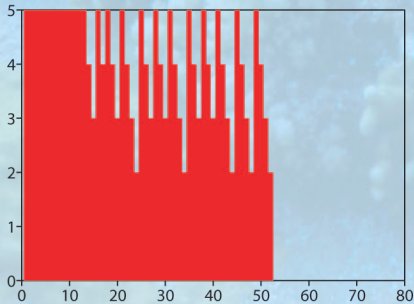
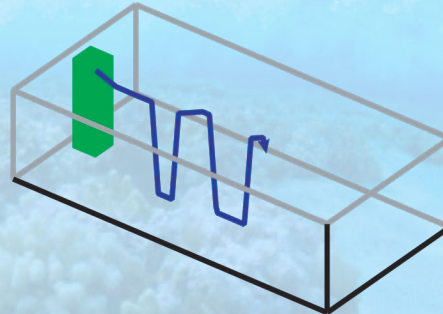
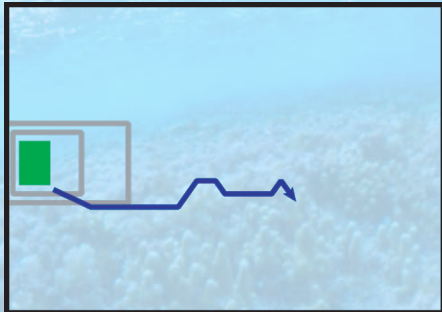
Avoids high predation zones



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Simulations



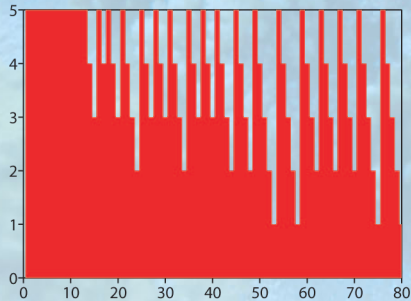
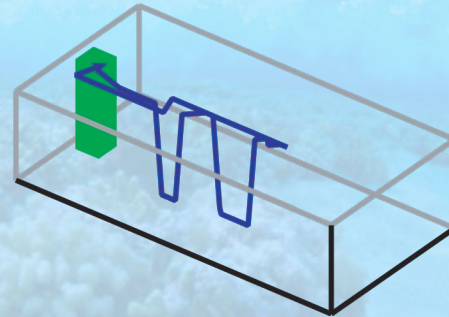
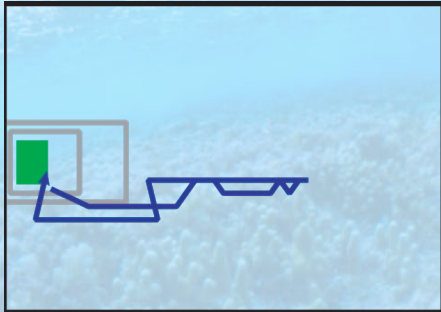
Maximizes the probability of finding food



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Simulations



Fights against current when efficient + avoids high predation zones



Discussion

Model specificities

- Optimization = **rather new** theoretical framework (exception: Armsworth 2001)
- **Widening** of temporal and spatial scales



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Discussion

Model specificities

- Optimization = **rather new** theoretical framework (exception: Armsworth 2001)
- **Widening** of temporal and spatial scales
- Focus on the larvae abilities: comportmental **trade-offs** (\leftrightarrow courants)



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Discussion

Model specificities

- Optimization = **rather new** theoretical framework (exception: Armsworth 2001)
- **Widening** of temporal and spatial scales
- Focus on the larvae abilities: comportmental **trade-offs** (\leftrightarrow courants)
- **Richer description** of the environment (currents + predation and plankton)



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Discussion

Why optimization?

Evolutionary argument High mortality at the larva pre-reproductive stage =
high evolutive pressure on survival



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Discussion

Why optimization?

Evolutionary argument High mortality at the larva pre-reproductive stage =
high evolutive pressure on survival

Probabilistic argument Upper bound for maximal auto-recrutment probability.



Perspectives

- Introduction of **finer** functions to describe the island and reef effects, and the evolution of the larva swimming abilities.



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Perspectives

- Introduction of **finer** functions to describe the island and reef effects, and the evolution of the larva swimming abilities.
- Introduction of a **second** island (auto-recruitment versus dispersion)



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Perspectives

- Introduction of **finer** functions to describe the island and reef effects, and the evolution of the larva swimming abilities.
- Introduction of a **second** island (auto-recruitment versus dispersion)
- Better description of the currents via a **hydrodynamics** model



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Perspectives

- Introduction of **finer** functions to describe the island and reef effects, and the evolution of the larva swimming abilities.
- Introduction of a **second** island (auto-recruitment versus dispersion)
- Better description of the currents via a **hydrodynamics** model
- **Sensitivity analysis.**

