# GMSE: an R package for generalised management strategy evaluation

## Supporting Information 4

A. Bradley Duthie<sup>13</sup>, Jeremy J. Cusack<sup>1</sup>, Isabel L. Jones<sup>1</sup>, Erlend B. Nilsen<sup>2</sup>, Rocío A. Pozo<sup>1</sup>, O. Sarobidy Rakotonarivo<sup>1</sup>, Bram Van Moorter<sup>2</sup>, and Nils Bunnefeld<sup>1</sup>

[1] Biological and Environmental Sciences, University of Stirling, Stirling, UK [2] Norwegian Institute for Nature Research, Trondheim, Norway [3] alexander.duthie@stir.ac.uk

## Fine-tuning simulation conditions using gmse\_apply

Here we demonstrate how simulations in GMSE can be more fine-tuned to specific empirical situations through the use of gmse\_apply. To do this, we use the same scenario described in Supporting Information 3; we first recreate the basic scenario run in gmse using gmse\_apply, and then build in additional modelling details including (1) custom placement of user land, (2) parameterisation of individual user budgets, and (3) density-dependent movement of resources. We emphasise that these simulations are provided only to demonstrate the use of GMSE, and specifically to show the flexibility of the gmse\_apply function, not to accurately recreate the dynamics of a specific system or make management recommendations.

We reconsider the case of a protected waterfowl population that exploits agricultural land (e.g., Fox and Madsen, 2017; Mason et al., 2017; Tulloch et al., 2017; Cusack et al., 2018). The manager attempts to keep the watefowl at a target abundance, while users (farmers) attempt to maximise agricultural yield on the land that they own. We again parameterise our model using demographic information from the Taiga Bean Goose (Anser fabalis fabalis), as reported by Johnson et al. (2018) and AEWA (2016). Relevant parameter values are listed in the table below.

Table 1: GMSE simulation parameter values inspired by Johnson et al. (2018) and AEWA (2016)

| Parameter      | Value | Description                                      |
|----------------|-------|--|
| remove_pr      | 0.122 | Goose density-independent mortality probability  |
| lambda         | 0.275 | Expected offspring production per time step      |
| res_death_K    | 93870 | Goose carrying capacity (on adult mortality)     |
| RESOURCE_ini   | 35000 | Initial goose abundance                          |
| manage_target  | 70000 | Manager's target goose abundance                 |
| res_death_type | 3     | Mortality (density and density-indepent sources) |

Additionally, we continue to use the following values for consistency, except in the case of stakeholders, where we reduce the number of farmers to stakeholders = 8 and increase user\_budget to 100000. This is done to for two reasons. First, it speeds up simulations for the purpose of demonstration; second, it makes the presentation of landscape ownership easier (see below).

Table 2: Non-default GMSE parameter values chosen by authors

| Parameter                     | Value           | Description   |
|-------------------------------|-----------------|---|
| manager_budget<br>user_budget | 10000<br>100000 | Manager's budget for setting policy options<br>Users' budgets for actions |
| <pre>public_land</pre>        | 0.4             | Proportion of the landscape that is public                                |

| Parameter      | Value | Description                                     |
|----------------|-------|---|
| stakeholders   | 8     | Number of stakeholders                          |
| land_ownership | TRUE  | Users own landscape cells                       |
| res_consume    | 0.02  | Landscape cell output consumed by a resource    |
| observe_type   | 3     | Observation model type (survey)                 |
| agent_view     | 1     | Cells managers can see when conducting a survey |

All other values are set to GMSE defaults, except where specifically noted otherwise.

## Re-creating gmse simulations using gmse\_apply

We now recreate the simulations in Supporting Information 3, which were run using the gmse function, in gmse\_apply. Doing so requires us to first initialise simulations using one run of gmse\_apply, then loop through multiple time steps that again call gmse\_apply and saving the results of interest. Following instructions in Supporting Information 1, we can call the initialising simulation sim\_old, and use the code below to read in the relevant parameter values.

Note that the argument get\_res = "Full" causes sim\_old retain all of the relevant data structures for simulating a new time step and recording simulation results. This includes the key simulation output, which is located in sim\_old\$basic\_output, which is printed below.

```
## $resource_results
  [1] 34493
##
## $observation_results
   [1] 34493
##
##
## $manager results
             resource_type scaring culling castration feeding help_offspring
##
## policy_1
                          1
                                  NA
                                         469
                                                      NA
                                                               NA
##
## $user_results
           resource_type scaring culling castration feeding help_offspring
## Manager
                         1
                                NA
                                          Λ
                                                     NA
                                                              NΑ
                                                                               NA
## user_1
                         1
                                NA
                                        206
                                                     NA
                                                              NA
                                                                               NA
## user_2
                                NA
                                        205
                                                                               NA
                         1
                                                     NA
                                                              NA
## user_3
                         1
                                NA
                                        206
                                                     NA
                                                              NA
                                                                               NA
                                        206
                                                                               NA
## user_4
                         1
                                NA
                                                     NA
                                                              NA
## user 5
                         1
                                        206
                                                     NA
                                                              NA
                                                                               NA
                                NA
## user_6
                         1
                                NA
                                        206
                                                     NA
                                                              NA
                                                                               NA
                         1
                                        206
                                                                               NA
## user_7
                                NA
                                                     NA
                                                              NA
## user_8
                         1
                                NA
                                        205
                                                     NA
                                                              NA
                                                                               NA
            tend_crops kill_crops
## Manager
                    NA
                                NA
```

```
## user 1
                     NA
                                 NA
## user 2
                     NA
                                 NA
## user 3
                     NA
                                 NA
## user 4
                     NA
                                 NA
## user 5
                     NA
                                 NA
## user 6
                     NA
                                 NA
## user 7
                     NA
                                 NA
## user 8
                     NA
                                 NA
```

We can then loop over 30 time steps to recreate the simulations from Supporting Information 3. In these simulations, we are specifically interested in the resource and observation outputs, as well as the manager policy and user actions for culling, which we record below in the data frame sim\_sum. The inclusion of the argument old\_list tells gmse\_apply to use parameters and values from the list sim\_old in the new time step.

```
##
          Time Pop_size Pop_est Cull_cost Cull_count
##
    [1,]
                   32672
                            32672
                                          469
             1
                                                     1645
##
    [2,]
             2
                   31366
                            31366
                                          458
                                                     1683
    [3,]
                   30512
                            30512
                                          450
##
             3
                                                     1712
##
    [4,]
             4
                   30404
                            30404
                                          462
                                                     1671
##
    [5,]
             5
                   32994
                            32994
                                          457
                                                     1684
##
    [6,]
             6
                   32653
                            32653
                                          444
                                                     1737
##
    [7,]
             7
                   32573
                            32573
                                          457
                                                     1688
                                          455
##
    [8,]
             8
                   33014
                            33014
                                                     1697
##
    [9,]
             9
                   33476
                            33476
                                          463
                                                     1666
## [10,]
            10
                   33935
                            33935
                                          447
                                                     1726
## [11,]
                            34534
                                          447
            11
                   34534
                                                     1725
## [12,]
            12
                   34942
                            34942
                                          438
                                                     1757
## [13,]
            13
                   35608
                            35608
                                          473
                                                     1633
## [14,]
            14
                   36447
                            36447
                                          460
                                                     1676
## [15,]
                            37484
                                          447
            15
                   37484
                                                     1725
## [16.]
                                          472
            16
                   38221
                            38221
                                                     1637
## [17,]
            17
                   38833
                            38833
                                          446
                                                     1728
## [18,]
            18
                   39379
                            39379
                                          456
                                                     1691
## [19,]
            19
                   39900
                            39900
                                          463
                                                     1666
## [20,]
                                          456
            20
                   40118
                            40118
                                                     1692
## [21,]
                            40367
                                          620
                                                     1255
            21
                   40367
## [22,]
            22
                   40907
                            40907
                                          468
                                                     1648
## [23,]
            23
                   40849
                            40849
                                          448
                                                     1720
## [24,]
            24
                   40834
                            40834
                                          450
                                                     1712
## [25,]
            25
                   40671
                            40671
                                          454
                                                     1699
```

| ## | [26,] | 26 | 40547 | 40547 | 445 | 1732 |
|----|-------|----|-------|-------|-----|------|
| ## | [27,] | 27 | 40547 | 40547 | 451 | 1712 |
| ## | [28,] | 28 | 40721 | 40721 | 456 | 1691 |
| ## | [29,] | 29 | 40682 | 40682 | 467 | 1651 |
| ## | [30,] | 30 | 40825 | 40825 | 445 | 1731 |

The above output from sim\_sum\_1 shows the table that holds the information we were interested in pulling out of our simulation results. All of this information was available under the list element sim\_new\$basic\_output, but other list elements of sim\_new might also be useful to record. It is important to also remember that this example of gmse\_apply is using the default resource, observation, manager, and user submodels. Custom submodels could produce different outputs in sim\_new (see Supporting Information 1 for examples). For default options, there are some list elements that might be especially useful. All of these elements can be edited within the above loop to dynamically adjust simulations.

- sim\_new\$resource\_array: A table holding all information on resources. Rows correspond to a unique resource, and columns correspond to resource properties: (1) ID, (2-4) resource types (not currently in use), (5) x-location, (6) y-location, (7) movement parameter, (8) time, (9) density independent mortality parameter (remove\_pr), (10) reproduction parameter (lambda), (11) offspring number, (12) age, (13-14) observation columns, (15) consumption rate (res\_consume), and (16-20) recorded experiences of user actions.
- sim\_new\$AGENTS: A table holding basic information on agents (manager and users). Rows correspond to a unique agent, and columns correspond to agent properties: (1) ID, (2) type (0 for the manager, 1 for users), (3-4) additional type options not currently in use, (5-6), x and y locations (usually ignored), (7) movement parameter (usually ignored), (8) time, (9) agent's viewing ability in cells (agent\_view), (10) error parameter, (11-12) values for holding marks and tallies of resources, (13-15) values for holding observations, (16) yield from landscape cells, (17) budget (manager\_budget and user\_budget).
- sim\_new\$observation\_vector: Estimate of total resource number from the observation model (observation\_array also holds this information in a different way depending on observe\_type)
- sim\_new\$LAND: The landscape on which interactions occur, which is stored as a 3D array with land\_dim\_1 rows, land\_dim\_2 columns, and 3 layers. Layer 1 (sim\_new\$LAND["1]) is not used, but could be used to store values that affect resources and agents. Layer 2 (sim\_new\$LAND["2]) stores crop yield from a cell, and layer 3 (sim\_new\$LAND["3]) stores the owner of the cell (value corresponds to the agent's ID).
- sim\_new\$manage\_vector: The cost of each action as set by the manager. For even more fine-tuning, individual costs for actions can be set for each user in sim\_new\$manager\_array.
- sim\_new\$user\_vector: The total number of actions performed by each user. A more detailed breakdown of actions by individual users is held in sim\_new\$user\_array.

We now show how to adjust the landscape to manually adjust land ownership in gmse apply.

# 1. Custom placement of user land

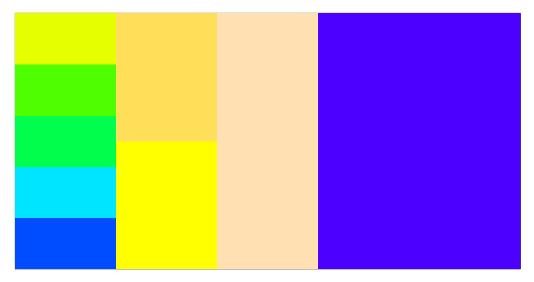
By default, all farmers in GMSE are allocated the same number of landscape cells, which are simply placed in order of the farmer's ID. Public landscape is produced by placing landscape cells that are technically owned by the manager, and therefore have landscape cell values of 0. The image below shows this landscape for the eight farmers from sim\_old.

```
image(x = sim_old$LAND[,,3], col = topo.colors(9), xaxt = "n", yaxt = "n");
```

We can change the ownership of cells by manipulating sim\_old\$LAND["3]. First we initialise a new sim\_old below.

Because we have not specified landscape dimensions in the above, the landscape reverts to the default size of 100 by 100 cells. We can then manually assign landscape cells to the eight farmers, whose IDs range from 2-9 (ID value 1 is the manager). Below we do this to make eight different sized farms.

```
sim_old$LAND[1:20, 1:20, 3] <- 2;
sim_old$LAND[1:20, 21:40, 3] <- 3;
sim_old$LAND[1:20, 41:60, 3] <- 4;
sim_old$LAND[1:20, 61:80, 3] <- 5;
sim_old$LAND[1:20, 81:100, 3] <- 6;
sim_old$LAND[21:40, 1:50, 3] <- 7;
sim_old$LAND[21:40, 51:100, 3] <- 8;
sim_old$LAND[41:60, 1:100, 3] <- 9;
sim_old$LAND[61:100, 1:100, 3] <- 1; # Public land
image(x = sim_old$LAND[,,3], col = topo.colors(9), xaxt = "n", yaxt = "n");</pre>
```



The above image shows the modified landscape stored in sim\_old, which can now be incorporated into simulations using gmse\_apply.

#### 2. Parameterisation of individual user budgets

Perhaps we want to assume that farmers have different budgets, which are perhaps correlated in some way to the number of landscape cells that they own. Custom user budgets can be set by manipulating sim\_old\$AGENTS, the last column of which holds the budget for each user. Agent IDs (as stored on the landscape above) correspond to rows of sim\_old\$AGENTS, so individual budgets can be directly input as desired. We can do this manually (e.g., sim\_old\$AGENTS[2, 17] <- 4000), or, alternatively, if farmer budget positively correlates to landscape owned, we can use a loop to input values as below.

The number of cells owned by each farmer is therefore listed in the table below.

```
## [,1] [,2] [,3] [,4] [,5] [,6] [,7] [,8] [,9]
## ID 1 2 3 4 5 6 7e+00 8e+00 9e+00
## Budget 10000 40000 40000 40000 40000 1e+05 1e+05 2e+05
```

#### References

AEWA (2016). International single species action plan for the conservation of the Taiga Bean Goose (Anser fabalis fabalis).

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Fox, A. D. and Madsen, J. (2017). Threatened species to super-abundance: The unexpected international implications of successful goose conservation. Ambio, 46(s2):179-187.

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