

LANDIS-II Age-Only Succession v3.0 Extension User Guide

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1 Introduction

This document describes the **Age-Only Succession** extension to the LANDIS-II model. For information about the model and its core concepts, see the *LANDIS-II Conceptual Model Description*.

In general, the Age-Only Succession extension follows the assumptions about succession of previous LANDIS versions, 3.x and earlier (Mladenoff et al. 1996). The largest change is to the seed dispersal algorithm which now follows the algorithm described in Ward et al. (2005) and the white paper provided on the LANDIS-II web site (www.landis-ii.org/documentation).

1.1 What's new in version 3.0

This document describes the current version (3.0) of the extension.

The extension is now compatible with LANDIS-II v6.0. All succession extensions for v6.0 are required to include the initial communities text file and inputs map. Previously these were input in the **Scenario** file. These details are outlined below.

1.2 What's new in version 2.0

Previous versions of LANDIS applied an assumption that species cohorts younger than their age of sexual maturity did not cast shade. This assumption was implemented as a proxy for crown closure, assuming that opportunities for species establishment existed prior to the onset of direct competition for light. Version 2.0 now includes this assumption to be most compatible with earlier versions of LANDIS.

1.3 Shade Calculation

Shade is calculated using the cohorts present on a site. Shade at a site is the maximum shade tolerance of all species present.

$$\text{Site shade} = \text{maximum (cohort shade tolerance} \in [\text{all cohorts with ages} > \text{maturity age}] \text{)}$$

1.4 Cohort Reproduction

Cohort reproduction requires three prior events to occur: 1) A propagule must exist, either through seeding, resprouting, or planting. 2) There must

be adequate light. 3) The probability of species establishment must exceed a random number. A complete explanation of these functions can be found in the *LANDIS-II Conceptual Model Description*.

Cohort reproduction is simply the addition of a cohort, aged 1 year. No further information is computed or required. **Note: this initial cohort will be grouped ('binned') appropriately into a larger cohort (e.g., 1 – 10) at the next successional time step.**

1.1 Cohort Reproduction – Disturbance Interactions

Recall that every disturbance will trigger succession at each site at the time step that the disturbance(s) occur. In succession, there is a hierarchy of reproduction options following a disturbance. The goal of this design was to give reproductive precedence to species with propagules available on site.

If planting (currently possible only through a Harvest extension) is triggered for one or more species, then no other reproduction will occur. Planting is given highest precedence as we assume that a viable cohort is generated. However, the probability of establishment must be greater than zero.

If serotiny (only possible immediately following a fire) is triggered for one or more species, then neither resprouting nor seeding will occur. Serotiny is given precedence over resprouting as it typically has a higher threshold for success than resprouting. This slightly favors serotinous species when mixed with species able to resprout following a fire.

If resprouting (which can be induced by many disturbance types) is triggered, then seeding will not occur.

Finally, if neither planting, serotiny, nor resprouting occurred, seeding dispersal into a sight will occur.

1.2 Cohort Ageing

Cohort ageing is simply the addition of the time step to each existing cohort. No further information is computed or required. A complete explanation of these functions can be found in the *LANDIS-II Conceptual Model Description*.

1.3 Cohort Mortality

If a cohort exceeds the longevity for that species, then the cohort dies.

In this extension, there is also an increasing probability of random mortality for each cohort after the cohort has passed 80% of its maximum lifespan (the longevity). This age-related mortality begins at 0.2 if the cohort has reached 80% of its maximum lifespan. At the end of its lifespan, the probability will be near 1.0.

In previous versions of the LANDIS model with decadal time steps, the probability of random age-related mortality (P_{arm}) is:

$$P_{arm, decadal} = 0.2 + \left[\frac{longevity}{5} + (age - longevity) \right] \left(\frac{0.8}{0.2 longevity} \right)$$

Because the LANDIS-II model has a variable time step, an annual probability is computed:

$$P_{arm, annual} = \frac{P_{arm, decadal}}{10}$$

This annual probability is used when cohort ages are updated (see section 4.4.1 *Ageing in the LANDIS-II Conceptual Model Description*). If a cohort's age is at least 80% of its longevity, then a random number is generated for each year that its age has been advanced. Each random number is compared to the age-related probability; if it is less than or equal to the probability, then the cohort dies.

1.4 Version History

1.4.1 Version 1.3 (July 2008)

The differences between this version and the previous version (1.2) include:

- A structural change to the succession library interface required an update of version number.

1.4.2 Version 1.2

The differences between version 1.2 and the previous version (1.1) include:

- The patch to repair a bug with post-fire regeneration. Because of the bug, cohorts killed by fire disturbances were not triggering post-fire reproduction.
- Corrected the description of the shade calculation in section 1.3 of this document so it matches the actual calculation in the code.

1.4.3 Version 1.1

The differences between version 1.1 and the previous version (1.0) include:

- Modifications so that the extension is compatible with version 5.1 of the LANDIS-II model.
- The fix that was distributed in the LANDIS-II 5.0 Service Pack 1 to correct the “donut” bug in the Ward seed dispersal algorithm.
- The implementation of the random age-related mortality for cohorts described in section 1.3 *Cohort Mortality*. It was missing from the previous version.
- Significant enhancements to the component that represents age cohorts. These changes came about from the work on the Biomass Succession extension. They ensure that disturbance extensions for age cohorts (e.g., Base Fire and Base Wind) will work with biomass cohorts as well.

1.5 References

Mladenoff, D. J.; Host, G. E.; Boeder, J., and Crow, T. R. LANDIS: A spatial model of forest landscape disturbance, succession, and management. Goodchild, M. F.; Steyaert, L. T.; Parks, B. O.; Johnston, C. A.; Maidment, D.; Crane, M., and Glendinning, S., editors. GIS and environmental modeling: progress and research issues. Fort Collins, Colorado, USA: GIS World Books; 1996; pp. 175-179.

Scheller, R.M., J.B. Domingo, D.J. Mladenoff, E.J. Gustafson, B.R. Sturtevant. Introducing LANDIS-II: design and development of a collaborative landscape simulation model with flexible spatial and temporal scales. *Ecological Modelling. In review.*

Ward, B. C.; Mladenoff, D. J., and Scheller, R. M. Landscape-level effects of the interaction between residential development and public forest management in northern Wisconsin, USA. *Forest Science. In Press.*

Ward, B. C. and Scheller, R. M. Technical Document: Double Exponential Seed Dispersal. Online: <http://landis.forest.wisc.edu/documentation>.

1.6 Acknowledgments

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2 Parameter Input File

The input parameters for this extension are specified in one input file. This text file must comply with the general format requirements described in section 3.1 *Text Input Files* in the *LANDIS-II Model User Guide*.

2.1 LandisData

This parameter's value must be "Age-only Succession".

2.2 Timestep

This parameter is the extension's timestep. Value: integer > 0. Units: years.

2.3 InitialCommunities

This parameter is the file with the definitions of the initial communities at the active sites on the landscape (see chapter 4).

2.4 InitialCommunitiesMap

This parameter is the input map indicating the initial communities at the active sites on the landscape. Each cell value for an active site on the landscape must be one of the map codes listed in the initial communities input file (see chapter 4).

2.5 SeedingAlgorithm

This parameter is the seeding algorithm that the extension uses. Valid values are "WardSeedDispersal", "NoDispersal" or "UniversalDispersal". The algorithms are described in section 4.5.1 *Seeding of the LANDIS-II Conceptual Model Description*.

2.6 Establishment Probabilities Table

Recall that sites with similar abiotic conditions are grouped into a single land type or **ecoregion**. Each ecoregion requires a **probability of species establishment (P_{EST})** for each species. **NOTE:** P_{EST} is not automatically adjusted for succession time step in this extension. **The user is responsible for supplying P_{EST} values that correspond to the chosen successional time step.**

P_{EST} data are contained within a table.

2.6.1 Table Name

The table's name is "EstablishProbabilities".

2.6.2 First Row – Ecoregions

The first row in a table is a list of one or more active ecoregions defined in the ecoregions input file (see chapter 6 in the *LANDIS-II Model User Guide*). The ecoregions can appear in any order; they do not need to appear in the same order as in the ecoregions input file.

Every active ecoregion that is not in a table's first row will have default values assigned to all the species. This default value is 0.

2.6.3 Other Rows – Establishment Probabilities per Species

All other rows in a table after the initial row contain establishment probabilities. Each row contains the establishment probabilities for one species. The species name comes first, followed by one or more probabilities. The name and values are separated by whitespace. There must be one probability for each of the ecoregions listed in the table's first row.

The species can be listed in any order in a table. And a species can be omitted; in which case, it will be assigned the default value of 0 for all active ecoregions.

3 Example File

```

LandisData  "Age-only Succession"

Timestep  10

SeedingAlgorithm  WardSeedDispersal
>> Also NoDispersal or UniversalDispersal

InitialCommunities      "./initial-communities.txt"
InitialCommunitiesMap   "initial communities.gis"

EstablishProbabilities

>> Species              Ecoregions
>> -----
                        ecol      eco2

    abiebals             0.9      0.05
    acerrubr             1.0      0.6
    acersacc             0.82     0.3
    betualle             0.64     0.24
    betupapy             1.0      0.75
    fraxamer             0.18     0.1
    piceglau             0.58     0.5
    pinubank             1.0      0.8
    pinuresi             0.56     0.78
    pinustro             0.72     0.70
    poputrem             1.0      0.8
    querelli             0.96     0.71
    querrubr             0.66     0.43
    thujocci             0.76     0.002
    tiliamer             0.54     0.06
    tsugcana             0.22     0.01

```

4 Initial Communities Input File

This file contains the definitions of the initial community classes. Each active site on the landscape is assigned to an initial community class. The class specifies the tree species that are present along with the particular age classes that are present for each of those species.

4.1 Example File

```
LandisData    "Initial Communities"

>>Old jackpine oak
MapCode  7
    acerrubr 30
    pinubank 80 90
    pinuresi 110 140
    querelli 40 120 240

>> young jackpine oak
MapCode  0
    pinubank 30 50
    querelli 10 40 70

>> young aspen
MapCode  2
    poputrem 10 20

>> old maple hardwoods
MapCode 55
    abiebals 10 60 120
    acerrubr 90 120
    acersacc 20 50 150 200
    betualle 40 140 200
    fraxamer 10 100 130 180
    piceglau 180
    querrubr 100 160 180
    thujocci 200 240 260
    tiliamer 20 80 110 150
    tsugcana 30 80 120 220 320 340

>> old pine - spruce - fir
MapCode  6
    abiebals 10 50 80
```

```
piceglau 100 140 180 200 220
pinuresi 140 160 180
pinustro 200 280 350
```

4.2 LandisData

This parameter's value must be "Initial Communities".

4.3 Initial Community Class Definitions

Each class has an associated map code and a list of species present at sites in the class.

4.3.1 MapCode

This parameter is the code used for the class in the input map (see section 2.4). Value: $0 \leq \text{integer} \leq 65,535$. Each class' map code must be unique. Map codes do not have to appear in any order, and do not need to be consecutive.

4.3.2 Species Present

A list of species present at the class' sites comes after the map code. Each species is listed on a separate data line.

```
species age age age ...
```

The species name comes first, followed by one or more ages. The name and ages are separated by whitespace. An age is an integer and must be between 1 and the species' Longevity parameter (see section **Error! Reference source not found.**). The ages do not have to appear in any order.

```
acersacc 10 5 21 60 100
```

The list may be empty, which will result in the sites in the class being initialized with no species cohorts.

4.3.3 Grouping Species Ages into Cohorts

The list of ages for each species is grouped into cohorts based on the succession extension's timestep. This timestep determines the size of each cohort. For example, if the timestep is 20, then the cohorts are ages 1 to 20, 21 to 40, 41 to 60, etc.

Suppose an initial community class has this species in its list:

```
acersacc 10 25 30 40 183 200
```

If the succession timestep is 10, then the cohorts for this species initially at each site in this class will be:

```
acersacc 10 20 30 40 190 200
```

If the succession timestep is 20, then the cohorts for this species initially at each site in this class will be:

```
acersacc 20 40 200
```