

The FLR platform for quantitative fisheries science

**FISHREG
IPSC-JRC**

Why, oh why?

Schnute *et al.* (2007 and 1998) compared the number of software tools and languages currently available for stock assessments with the Babel tower myth and concluded that: “The cosmic plan for **confounding software languages** seems to be working remarkably well among the community of quantitative fishery scientists!”

A brief history of FLR

- Started by FEMS EU project
- COMMIT & EFIMAS EU projects provided much of time and sweat
- Presented to ICES WG Methods 2004
- FLCore version 1.0 - December 2005
 - FLQuant with 5 dimensions, no “iter”
 - Release often, release early. Bugs galore
- FLCore version 1.4 - 2007
 - Stable, full of treats an joy

FLR 1.4 - The Golden Jackal



A brief history of FLR

- 2007-2009: The Silk Road to version 2
 - New FLQuant with 6 dimensions: uncertainty in structure
 - Rewrite of most methods
 - Extension of methods available
 - New classes: FLModel
 - Stronger use of class inheritance
 - Overhaul of man pages
 - Simplification of package map
- FLCore version 2.0 - January 2009
- FLCore version 2.2 - ??

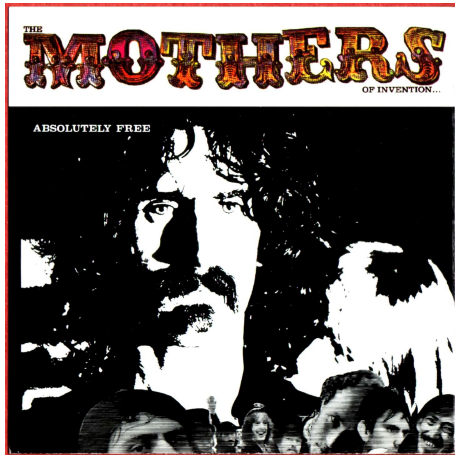
FLR 2.2 - Swordfish Polka



A brief history of FLR

- 2009-2011: Settling ideas with 2.4
 - Clean code
 - Stabilize FLModel/FLSR
 - Improve documentation and include vignettes
 - Lots of minor corrections and additions
 - Redesign website and review 'Teach Yourself FLR'

FLR 2.4 - The Duke of Prawns



FLR development

FLR is a **collaborative development project**, where distinct scientists that constitute *the FLR Core Team* work simultaneously on code, documentation, etc.

- Development is managed through R-Forge
- Packages on repository
- Documentation on wiki
- Funding comes from a number of EU projects (FEMS, COMMIT, EFIMAS, Fisboat, UNCOVER, JRC)

GNU project (<http://gnu.org>)

Free software is a matter of liberty, not price

free = free speech

free != free beer

Collaboration and Open Source

"I think the real issue about adoption of open source is that **nobody can really ever 'design' a complex system.** That's simply not how things work: people aren't that smart - nobody is. And what open source allows is to not actually 'design' things, but let them **evolve**, through lots of different pressures in the market, and having the end result just **continually improve**"

Linus Torvalds

Mission statement

The FLR project provides a **platform for quantitative fisheries science** based on the R statistical language. The guiding principles of FLR are:

- **openness** - through community involvement and the open source ethos
- **flexibility** - through a design that does not constrain the user to a given paradigm
- **extendibility** - through the provision of tools that are ready to be personalized and adapted.

FLR goals

To **promote and generalize** the use of **good quality, open source, flexible software** in all areas of quantitative fisheries research and management advice, with a key focus on Management Strategies Evaluation.

FLR goals

In detail, FLR aims to facilitate and promote research about:

- Stock assessment and provision of management advice
- Data and model validation through simulation
- Risk analysis
- Capacity development & education
- Promote collaboration and openness in quantitative fisheries science
- Support the development of new models and methods
- Promote the distribution of new models and methods to a wide public.

Really, what is FLR?

- Extendable toolbox for implementing bio-economic simulation models of fishery systems
- Tools used by managers (hopefully) as well as scientists
- With many applications including:
 - Fit stock-recruitment relationships,
 - Model fleet dynamics (including economics),
 - Simulate and evaluate management procedures and HCRs,
 - More than just stock assessment (VPA, XSA, ICES uptake)
 - etc. . . .
- A software platform for quantitative fisheries science
- A collection of R packages
- A team of devoted developers
- A community of active users

R and FLR

Why do we use R?

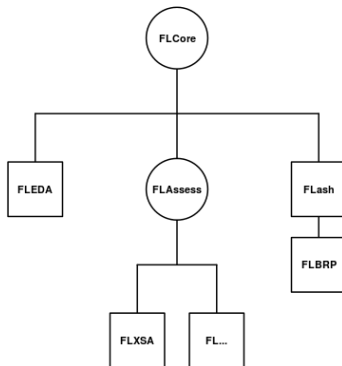
- Existing platform for statistical modelling
- Good graphics capabilities
- Multi-platform
- Open source
- Links with compiled languages like Fortran, C / C++ code for speed
- Easily extendable in the form of 'packages'

Design principles

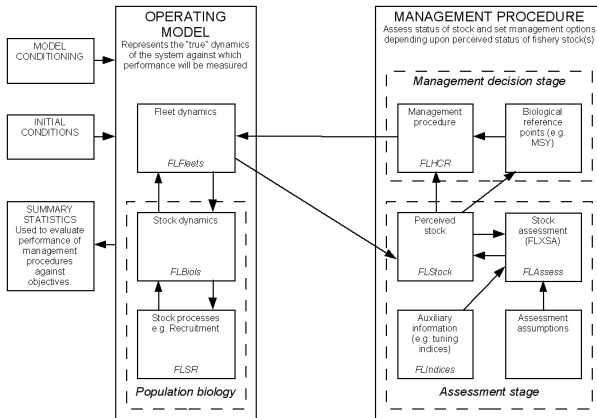
- Classes to represent different elements of fisheries systems
- 'physical' objects (e.g. FLStock class represents a fish stock)
- 'methodological' objects (e.g. FLBRP class containing methods to calculate BRP)
- Link objects to create simulations - Lego blocks (MSE example)
- Learning curve: trade off between flexibility and simplicity (no black boxes and no handle turning)

Packages

FLR packages' development model



MSE - The Lego block approach



Who's using it ? (2009)

- ICES - 22+ stocks
- STECF - Several including MP & HCR studies
- AFMA - Northern Prawn Fishery
- CECAF - Istam project
- CCAMLR - Patagonian toothfish, Mackerel icefish
- GFCM - Deepwater pink shrimp, Hake in GSA 05
- ICCAT - Bluefin CITES evaluations, Swordfish, Albacore
- IOTC - Albacore, Skipjack, Bigeye, Yellowfin Tuna
- NEAFC - Blue Whiting, NOSS Herring
- NAFO - Greenland Halibut, American Plaice, Placentia Cod
- EC - Evaluation of new CFP
- JRC - a4a Initiative

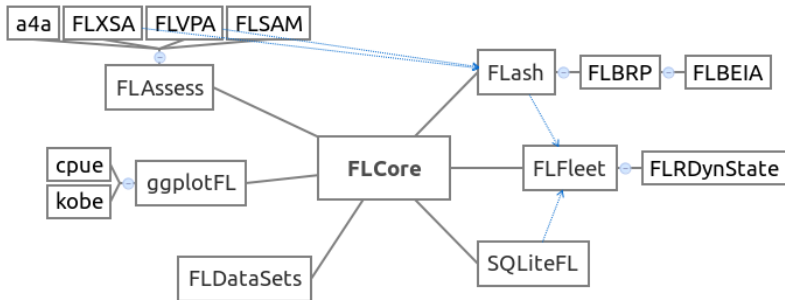
Open All !!

- Open Science
- Open Data
- Open Source
- Reproducible research
- Open Mind !!

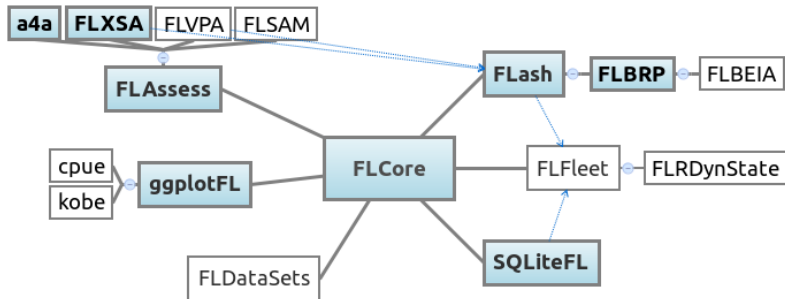
What's next ?



FLR 2.6



FLR 2.6



More information

- FLR Project @ <http://flr-project.org>
- Source code @ <http://r-forge.r-project.org/projects/flr/>
- Repositories
`install.packages(repos="http://flr-project.org/R")`
- Teach Yourself FLR wiki @ <http://tyflr.flr-project.org>

