

# The FLR platform and the a4a initiative



FLR Team

Maritime Affairs Unit - IPSC

EC Joint Research Center



# 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 FP5, COMMIT & EFIMAS FP6
- Beta ICES WG Methods 2004
- FLCore version 1.0 2005
- FLCore version 1.4 The Golden Jackal 2007
- FLCore version 2.2 Swordfish Polka 2010
- FLR 2.4 The Duke of Prawns 2011









### **Current**

- FLR 2.5.\*, in continuous development
- Main packages are stable
- Keep track of versions you used: local copies, github or packrat

• FLR 2.6 - Black Swan





### **FLR** development

- Collaborative development
- Informal team
- Indirect funding
- Open Source



# **GNU** project (http://gnu.org)

Free software is a matter of liberty, not price

free = free speech
free != free beer



### **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.



### 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)
- A software platform for quantitative fisheries science
- A collection of R packages
- A team of devoted developers
- A community of active users

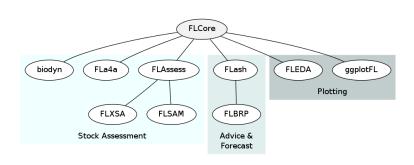


# **Design principles**

- OOP S4
- Classes: elements in system
  - FLStock, fish stock
    - FLBRP inputs for BRP calc
- Methods: link objects
- Mid-steepenes learning curve



# **Packages**





# a4a - Assessment for All Long term vision

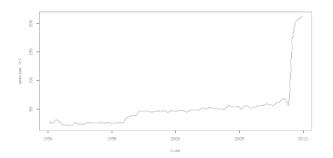
- Standard methods to apply rapidly to a large number of stocks
- No strong statistical technical background
- Using technical knowledge on the fisheries, stocks and ecosystem

### Why

- Demand for abundance and exploitation estimates
- Large investments in collecting information
- Scientific advice for fisheries management.



# a4a - Sampled species (PT)



What if we have to assess hundreds of stocks? Estimate what you know, simulate what you don't



### a4a Initiative EC JRC

- 1. Develop a4a SA method
- 2. Discussion on massive stock assessment
- 3. Capacity building (this course)

https://fishreg.jrc.ec.europa.eu/web/a4a



### a4a SA model

- Moderate data stock (Catch, Survey/CPUE, little bio)
- NL CaA model, R/FLR/ADMB
- Simple syntax

```
> fmodel = separable()
```

- > qmodel = trawl(techcreep=0.03)
- > rmodel = beverton(a=s(NAO))



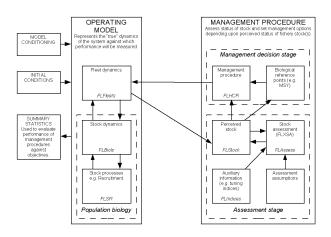
### a4a MSE

### Building an STANDARD MSE

- 1. OM uncertainty in growth, S/R and selectivity
- 2. HCRs based on catch, surveys, assessments
- 3. Assessment models of increasing complexity
- 4. OE for catch and index
- 5. IE in F or catch



### MSE - The Lego block approach





### More information

- FLR Project @ http://flr-project.org
- Source code @ http://github.com/flr/
- a4a Initiative @ https://fishreg.jrc.ec.europa.eu/web/a4a



