

Numerical Comparative Dynamics: Ball Python Breeding

Donald M. DiJacklin

23 July 2018

ROADMAP OF SEMINAR

1. Goal
2. Truths
3. Assumptions
4. Data
5. Theory
6. Results Thus Far

Goal

To find the effects changing parameters have on a Ball Python Breeding Program.

Truths

1. Males can inseminate 5 females apiece.
2. About 60% of pairings result in a 'clutch'.
3. It costs about \$80 to keep a snake for a year.
4. A male takes a year to grow to a breedable size.
5. A female takes two years.

Assumptions

1. Clutch size is distributed discrete triangular $[3,14]$ max 6.
2. A breeder has a capacity that they are not willing to exceed.
3. No sickness.

Data

I went to Repticon in Tampa and recorded the price, sex, and traits of each snake. I recorded these in a csv and then filtered out genes that had fewer than 10 traits represented, and the snakes that had them.

Theory

Tweak of Becker 1973

Supposing you start with I males and J females, and $I + J$ is less than your total capacity.

$$\begin{aligned} \max_{\Pi} \left\{ \sum_{t=1}^{\infty} \sum_{i \in I_t} g(m_i, f_{\Pi(i)}, t) \delta^t \right\} \\ \text{s.t.} \quad I_t + J_t \leq C \end{aligned}$$

where Π maps to possible subsets of 5 or less elements of the set of females J_t , and C is the capacity.

Problems

- ▶ Not PAM or NAM.
- ▶ g may be a profit function, but there doesn't seem to be a closed form for Π
- ▶ Brute force method is $\mathcal{O}(IJ^4)$ in each period.

Approximations

Maximize Average Profits

$$\begin{aligned} \max_{\mathbf{X}, \mathbf{y}, \mathbf{z}} & \left\{ \sum_{i \in I} \mathbf{r}_i \mathbf{x}_i^T - 80 \mathbf{y}^T \mathbf{1}_I - 80 \mathbf{z}^T \mathbf{1}_J \right\} \\ \text{s.t.} \quad & \mathbf{X} \mathbf{1}_J \leq 5 \mathbf{1}_I \\ & \mathbf{X}^T \mathbf{1}_I \leq \mathbf{1}_J \\ & \mathbf{X} \mathbf{1}_J \leq M \mathbf{y} \\ & \mathbf{X}^T \mathbf{1}_I \leq M \mathbf{z} \\ & \mathbf{y}^T \mathbf{1}_I + \mathbf{z}^T \mathbf{1}_J \leq 15 \\ & x_{ij}, y_i, z_j \in \{0, 1\} \end{aligned}$$

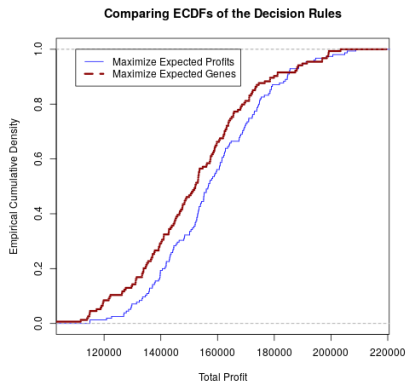
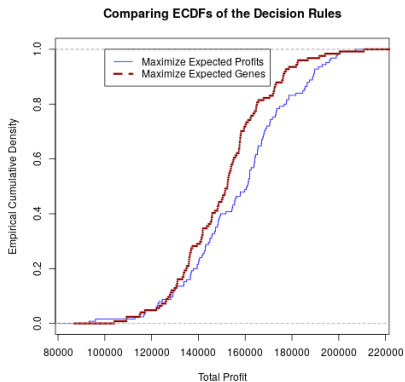
Maximize Weighted Number of Genes

This is what snake breeders actually do, and I implemented it as follows:

$$\begin{aligned}
 & \max_{\mathbf{x}, \mathbf{y}, \mathbf{z}} \left\{ \sum_{i \in I} \mathbf{g}_i \mathbf{x}_i^T \right\} \\
 & s.t. \quad \mathbf{X} \mathbf{1}_J \leq 5 \mathbf{1}_I \\
 & \quad \mathbf{X}^T \mathbf{1}_I \leq \mathbf{1}_J \\
 & \quad \mathbf{X} \mathbf{1}_J \leq M \mathbf{y} \\
 & \quad \mathbf{X}^T \mathbf{1}_I \leq M \mathbf{z} \\
 & \quad \mathbf{y}^T \mathbf{1}_I + \mathbf{z}^T \mathbf{1}_J \leq 15 \\
 & \quad X_{ij}, y_i, z_j \in \{0, 1\}
 \end{aligned}$$

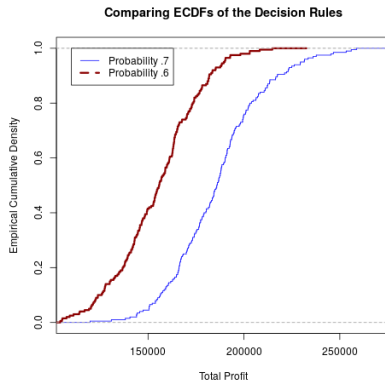
Results Thus Far

Show my decision rule is better



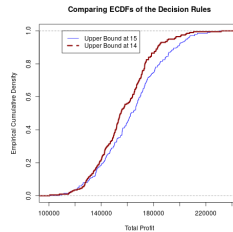
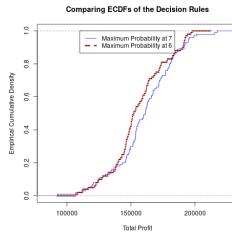
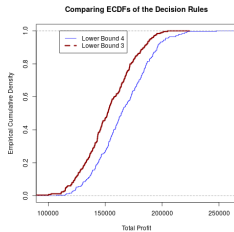
151096.2 152198.7 157535.2

Probability of Clutch



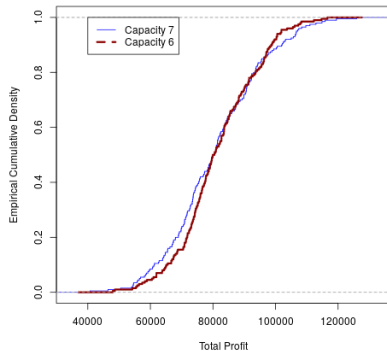
157535.2 186213

Distribution



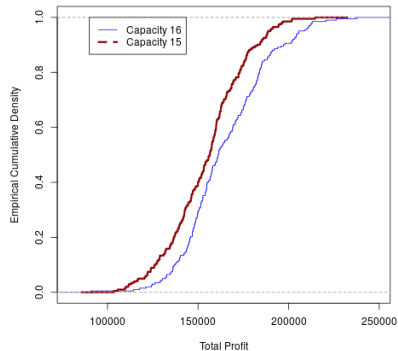
Capacity

Comparing ECDFs of the Decision Rules



80799.23 81569.97

Comparing ECDFs of the Decision Rules



154631.8 164730.1