

**Truncated lognormal survival rates**

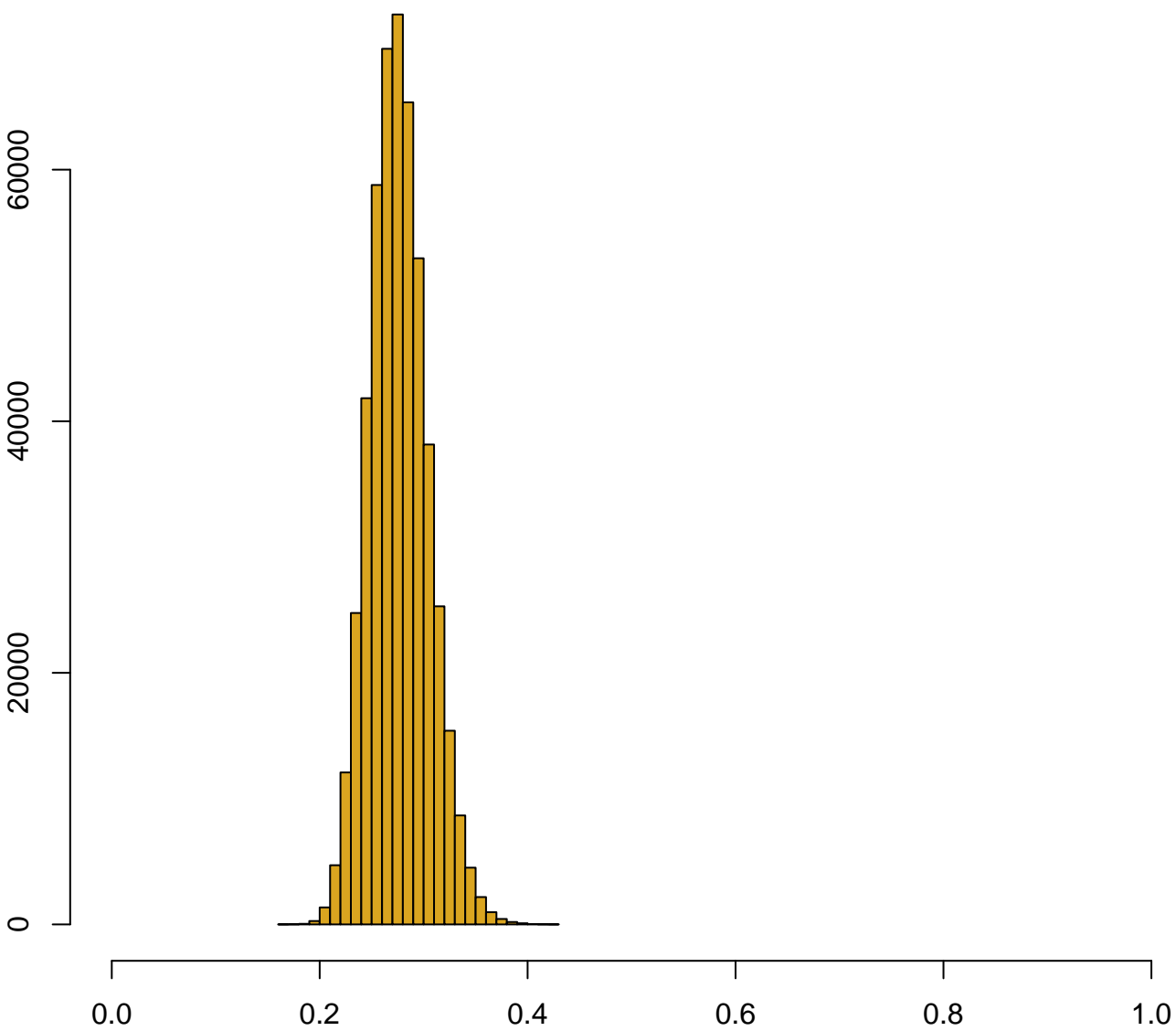
**Frequency content: pgt3**

**prespawn surv = 0.275**

**sigma\_env = 0.1**

**obs SD: 0.03**

**obsMean: 0.28**



**Truncated lognormal survival rates**

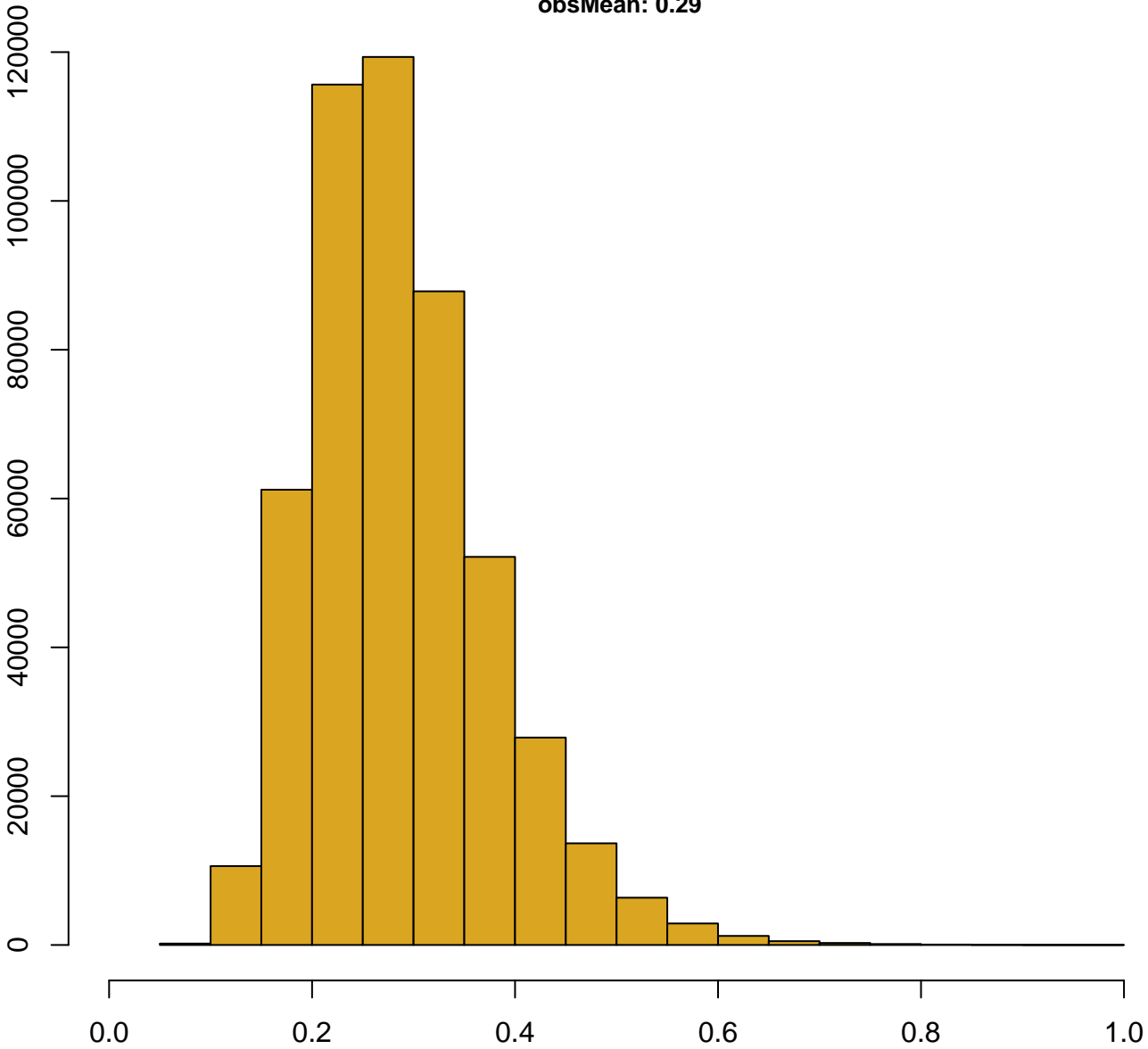
**Frequency content: pgt3**

**prespawn surv = 0.275**

**sigma\_env = 0.3**

**obs SD: 0.09**

**obsMean: 0.29**



**Truncated lognormal survival rates**

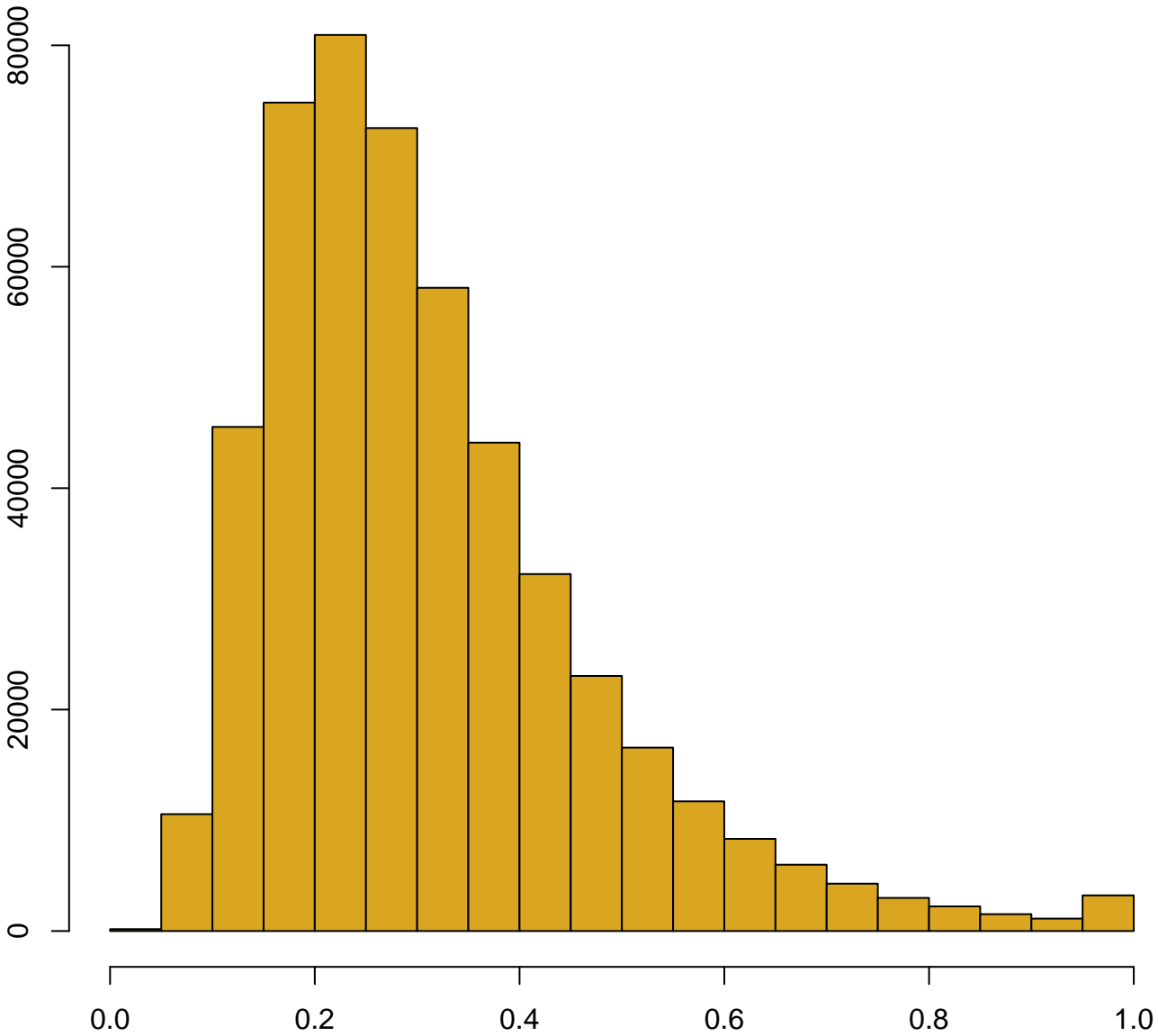
**Frequency content: pgt3**

**prespawn surv = 0.275**

**sigma\_env = 0.5**

**obs SD: 0.16**

**obsMean: 0.31**



**Truncated lognormal survival rates**

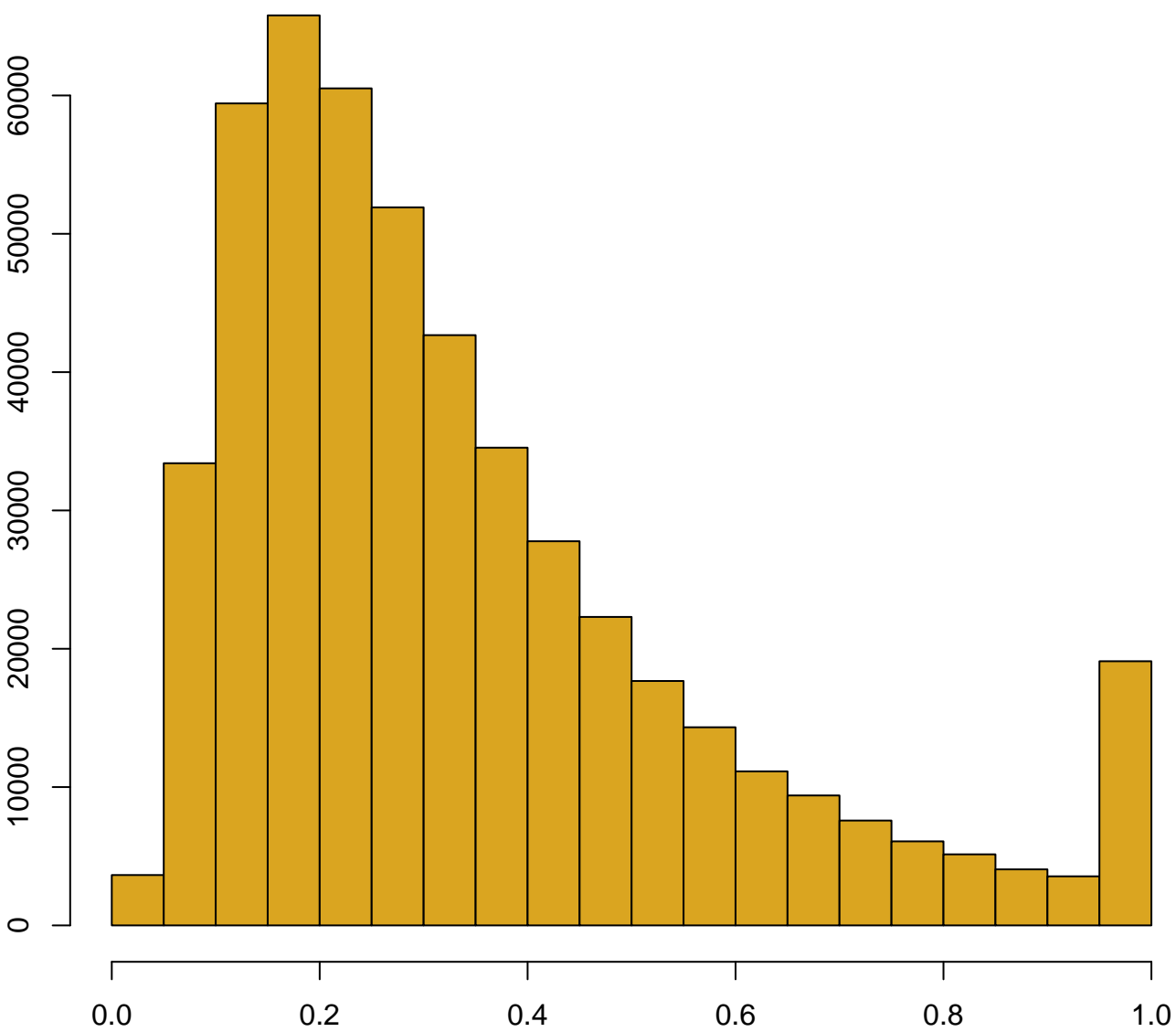
**Frequency content: pgt3**

**prespawn surv = 0.275**

**sigma\_env = 0.7**

**obs SD: 0.23**

**obsMean: 0.34**



# Truncated lognormal survival rates

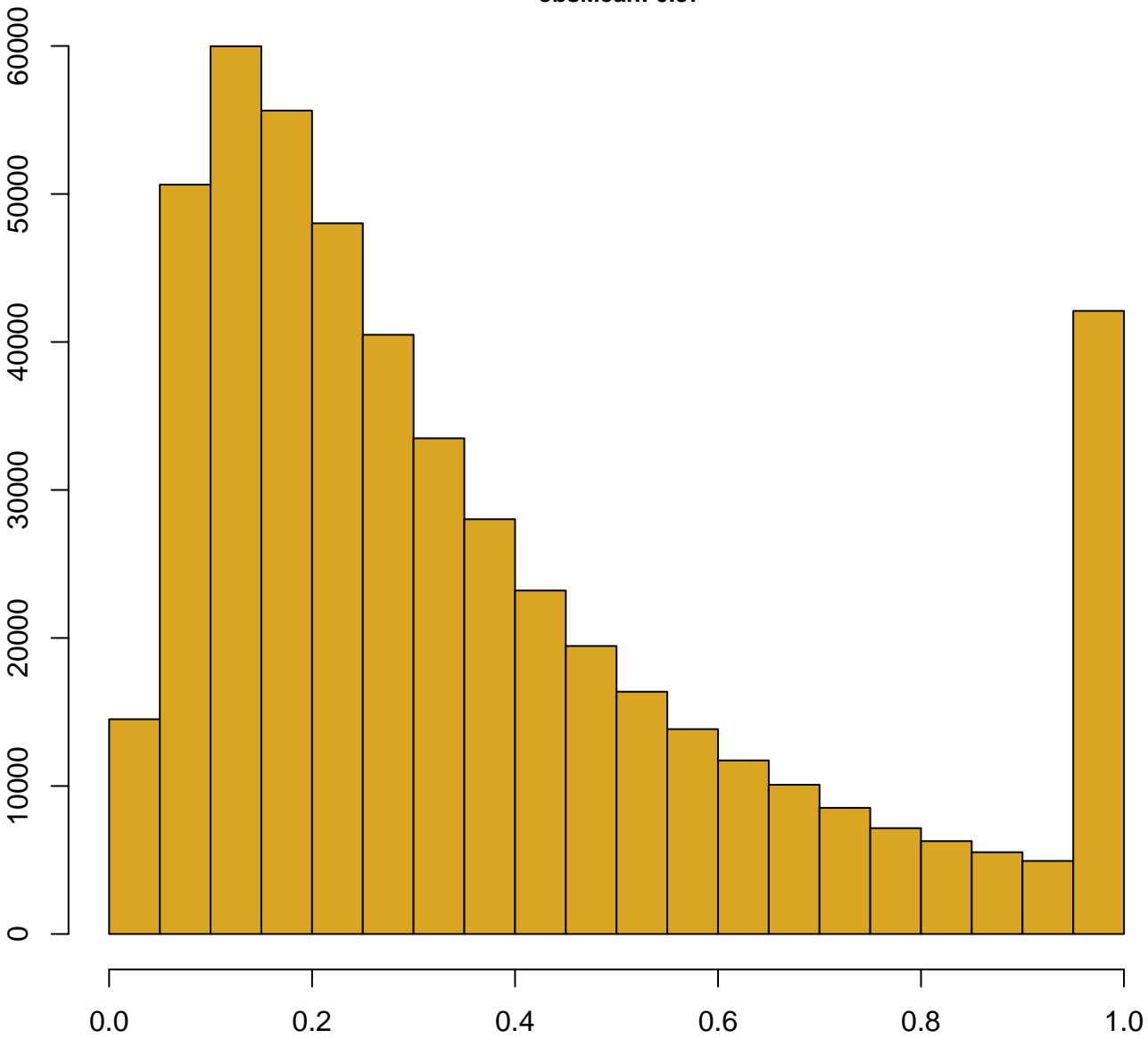
Frequency content: pgt3

prespawn surv = 0.275

sigma\_env = 0.9

obs SD: 0.28

obsMean: 0.37



# Truncated lognormal survival rates

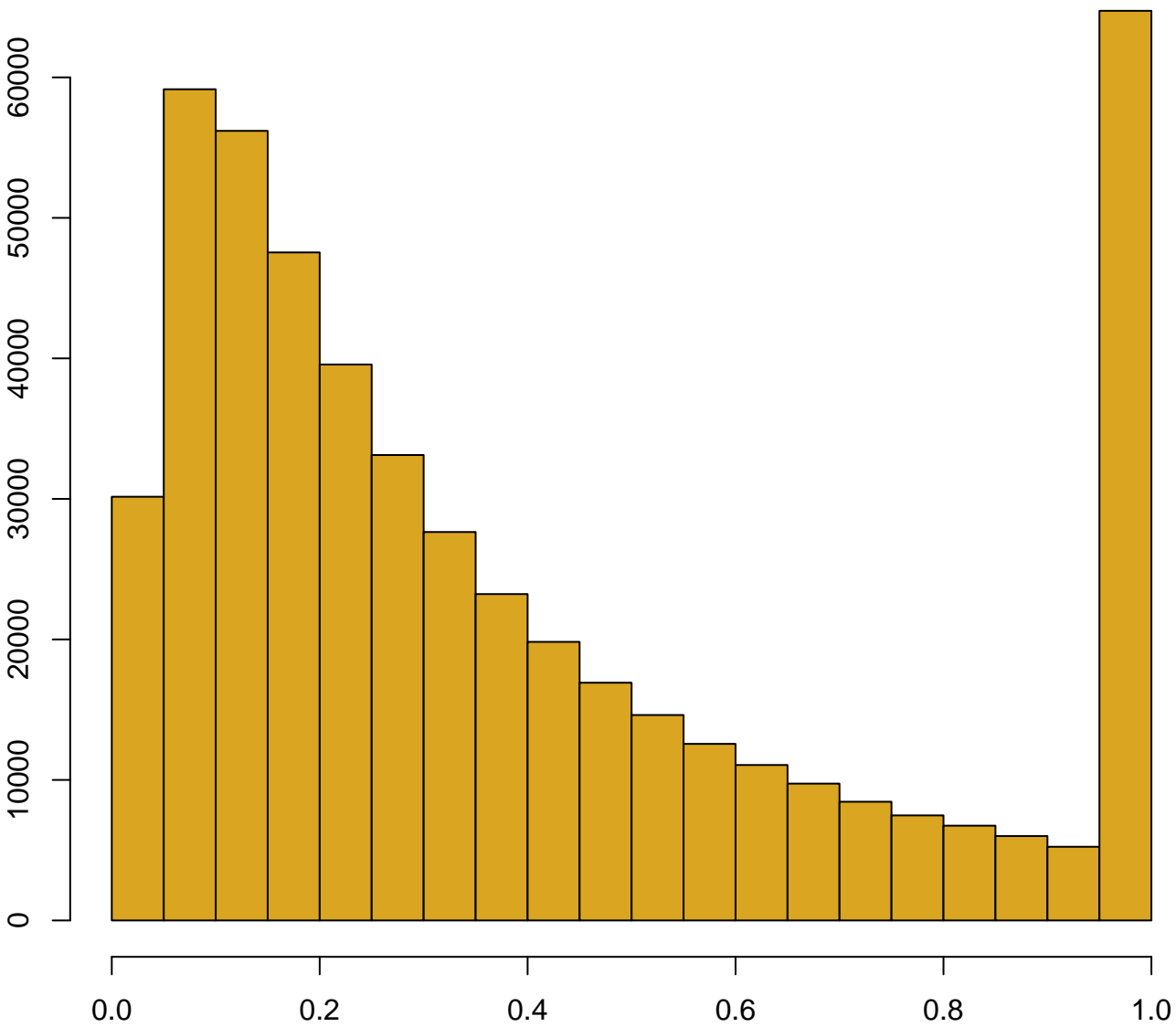
Frequency content: pgt3

prespawn surv = 0.275

sigma\_env = 1.1

obs SD: 0.32

obsMean: 0.39



# Truncated lognormal survival rates

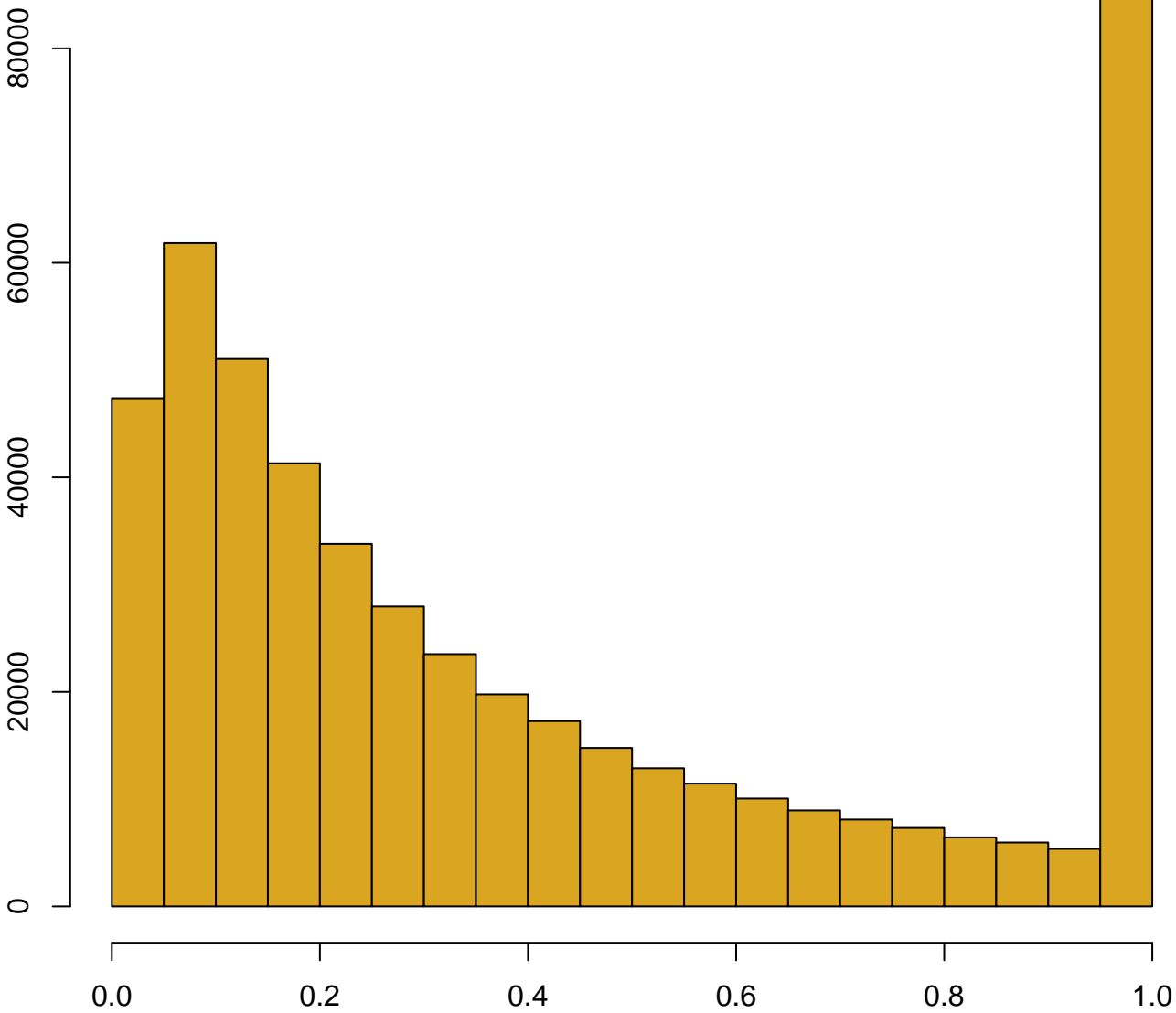
Frequency content: pgt3

prespawn surv = 0.275

sigma\_env = 1.3

obs SD: 0.34

obsMean: 0.4



# Truncated lognormal survival rates

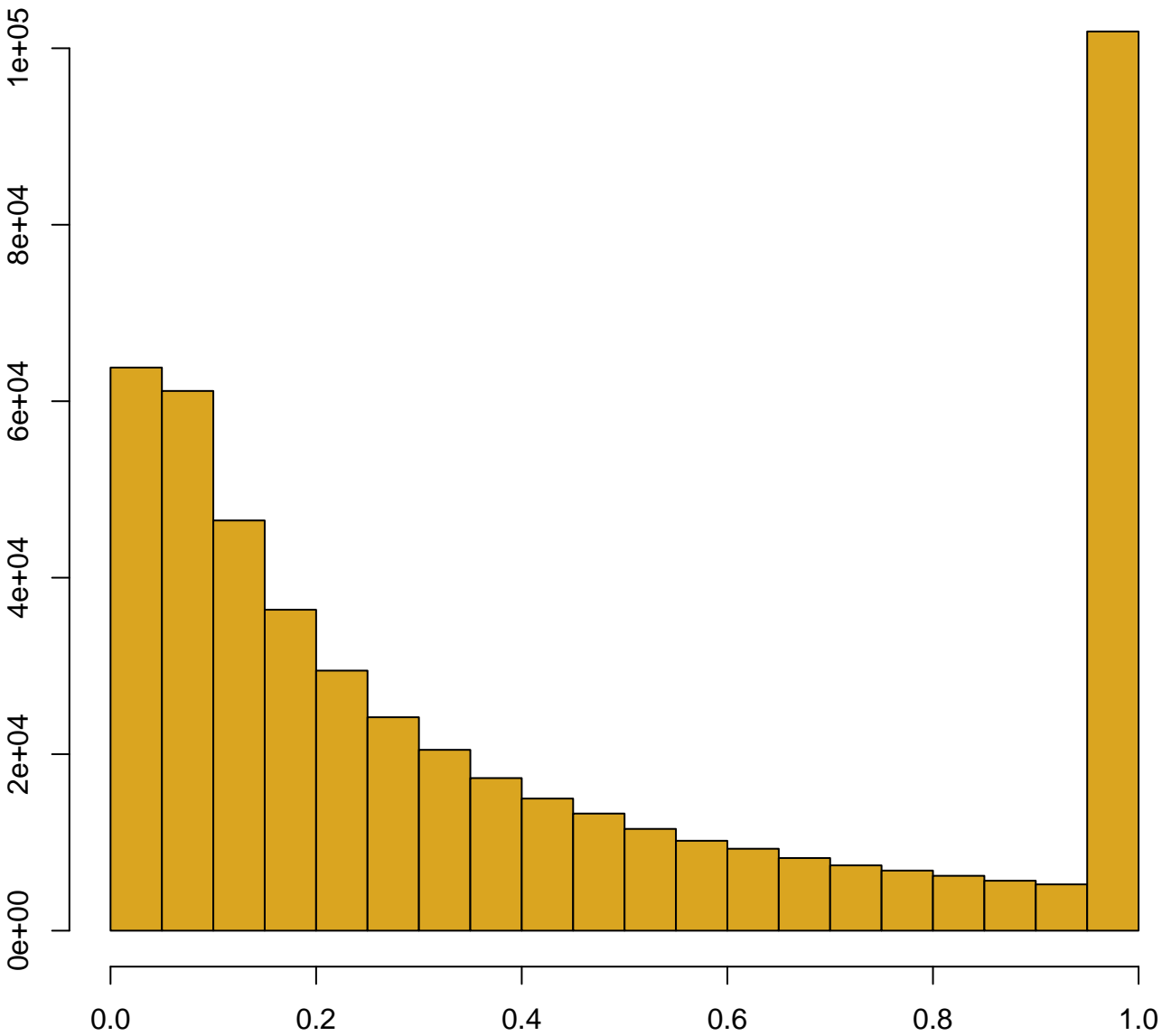
Frequency content: pgt3

prespawn surv = 0.275

sigma\_env = 1.5

obs SD: 0.36

obsMean: 0.42





**Truncated lognormal survival rates**

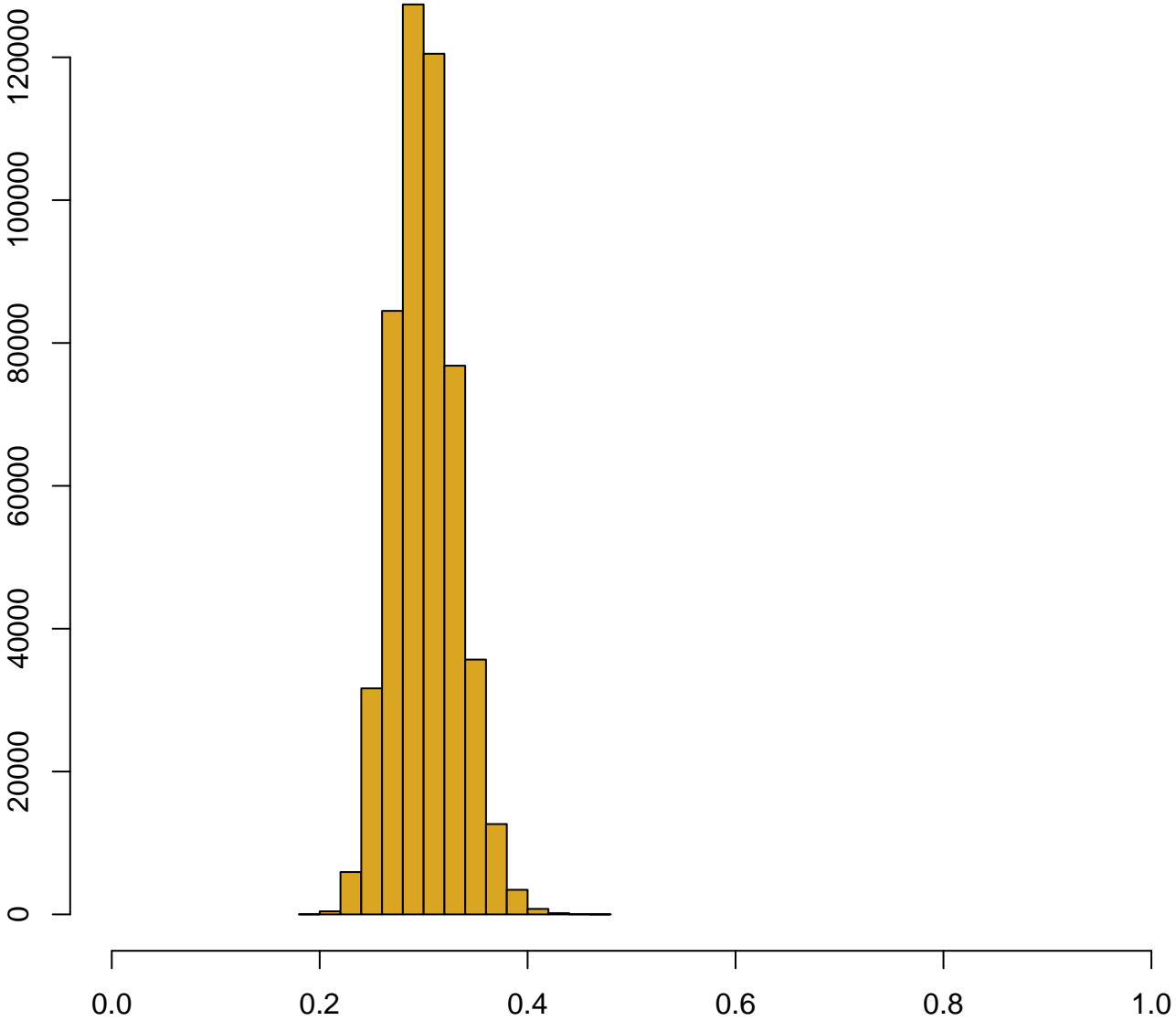
**Frequency content: pgt3**

**prespawn surv = 0.3**

**sigma\_env = 0.1**

**obs SD: 0.03**

**obsMean: 0.3**



# Truncated lognormal survival rates

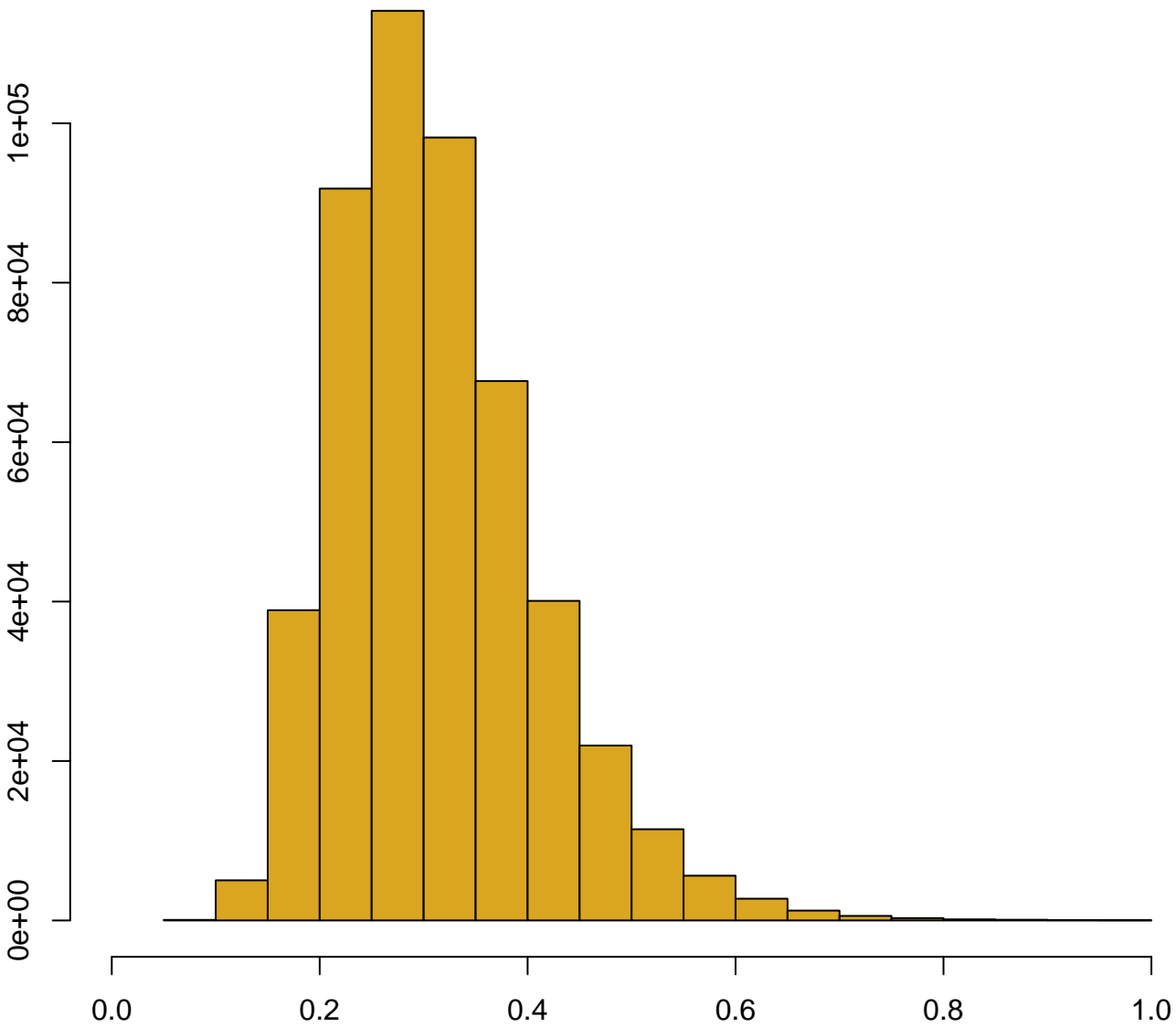
Frequency content: pgt3

prespawn surv = 0.3

sigma\_env = 0.3

obs SD: 0.1

obsMean: 0.31



**Truncated lognormal survival rates**

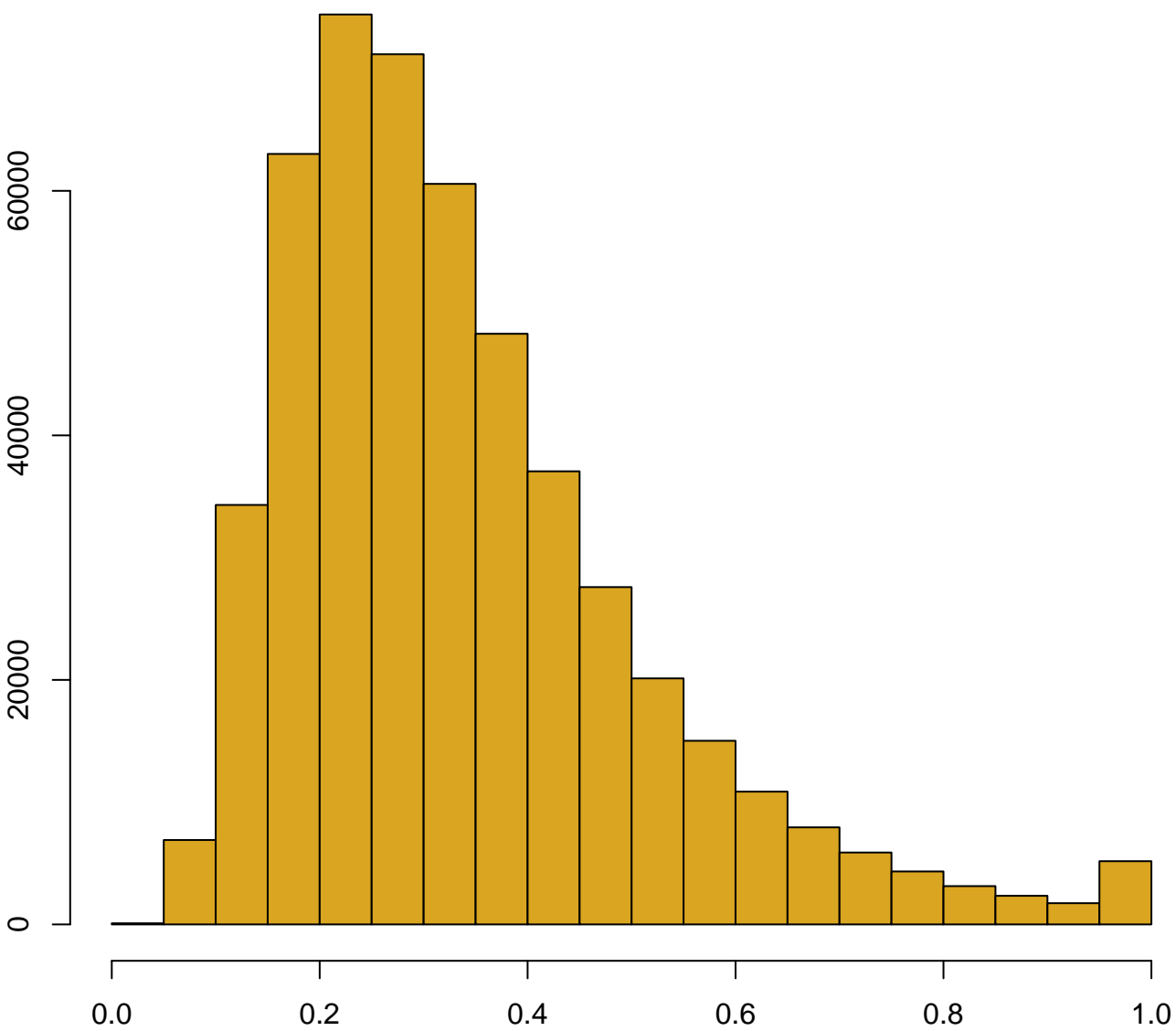
**Frequency content: pgt3**

**prespawn surv = 0.3**

**sigma\_env = 0.5**

**obs SD: 0.17**

**obsMean: 0.34**



**Truncated lognormal survival rates**

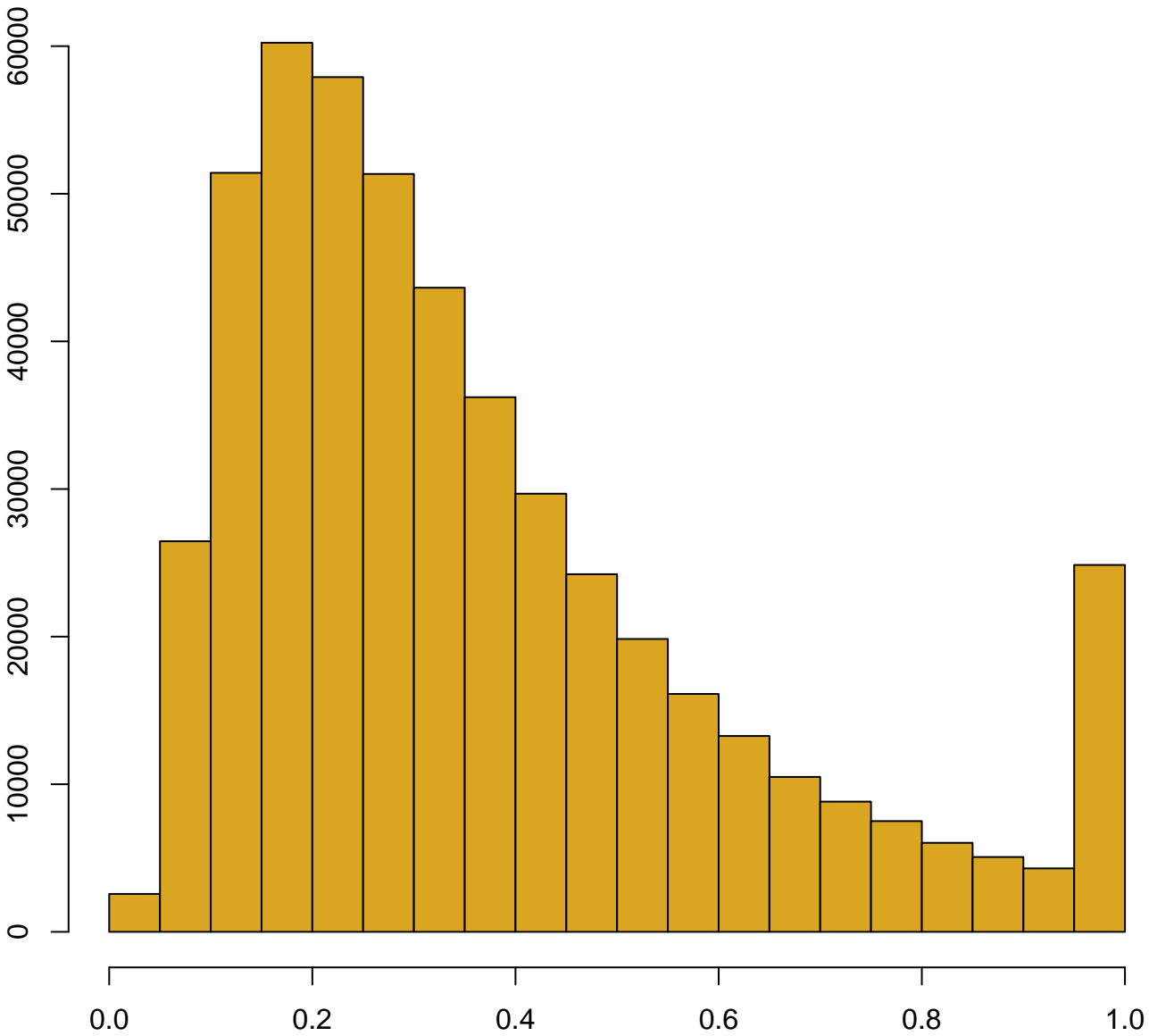
**Frequency content: pgt3**

**prespawn surv = 0.3**

**sigma\_env = 0.7**

**obs SD: 0.24**

**obsMean: 0.37**



**Truncated lognormal survival rates**

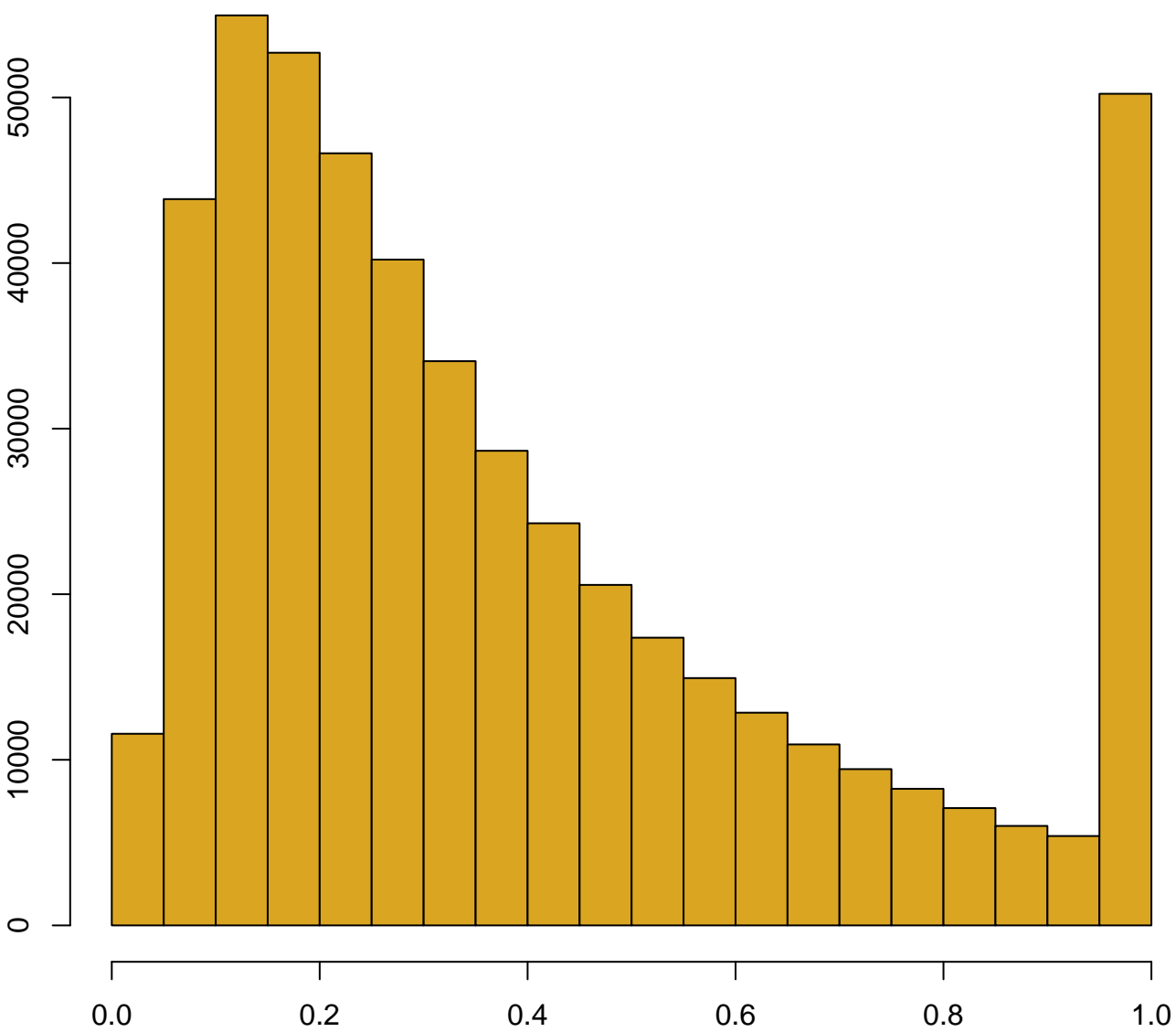
**Frequency content: pgt3**

**prespawn surv = 0.3**

**sigma\_env = 0.9**

**obs SD: 0.29**

**obsMean: 0.39**



# Truncated lognormal survival rates

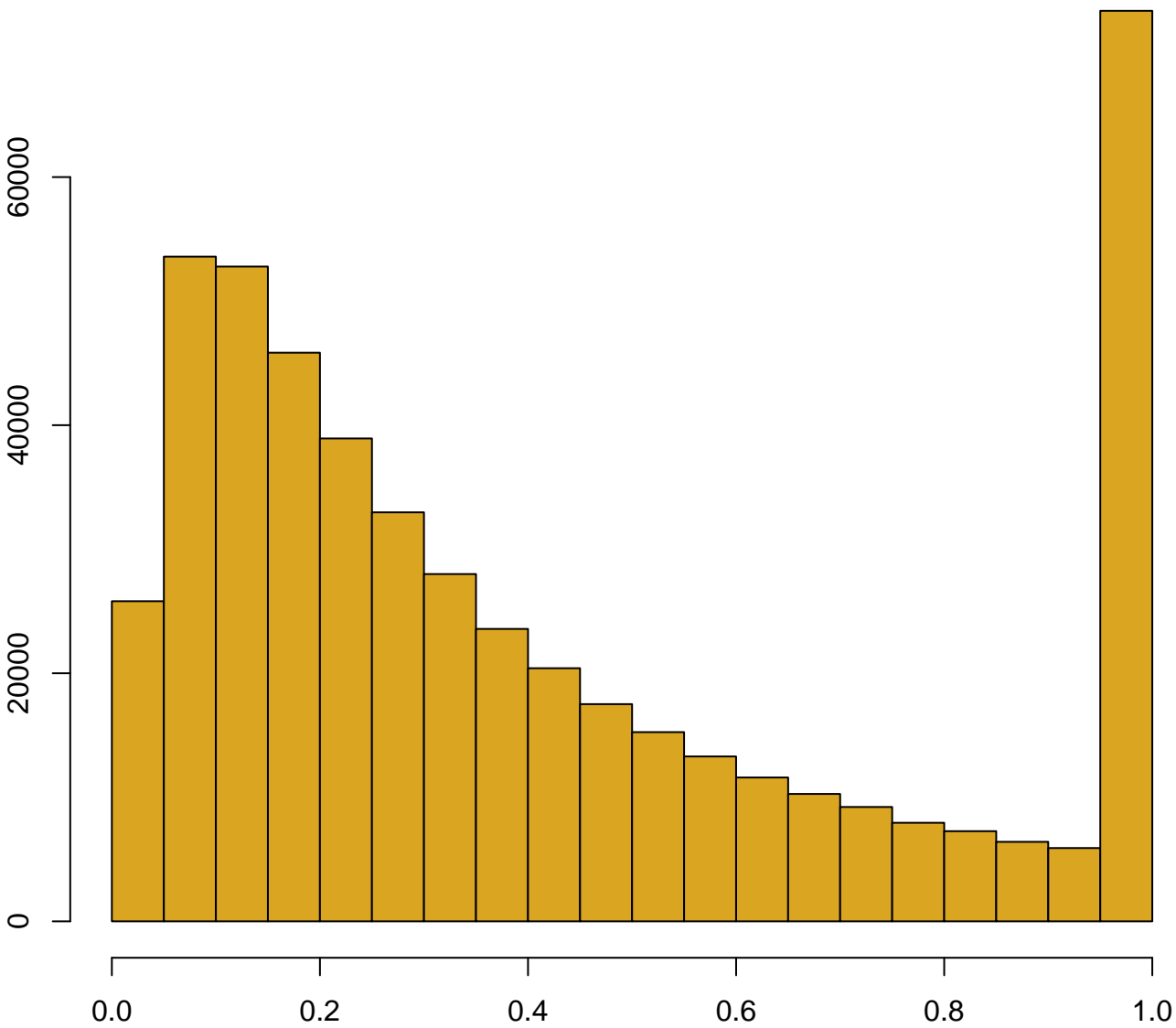
Frequency content: pgt3

prespawn surv = 0.3

sigma\_env = 1.1

obs SD: 0.32

obsMean: 0.41



**Truncated lognormal survival rates**

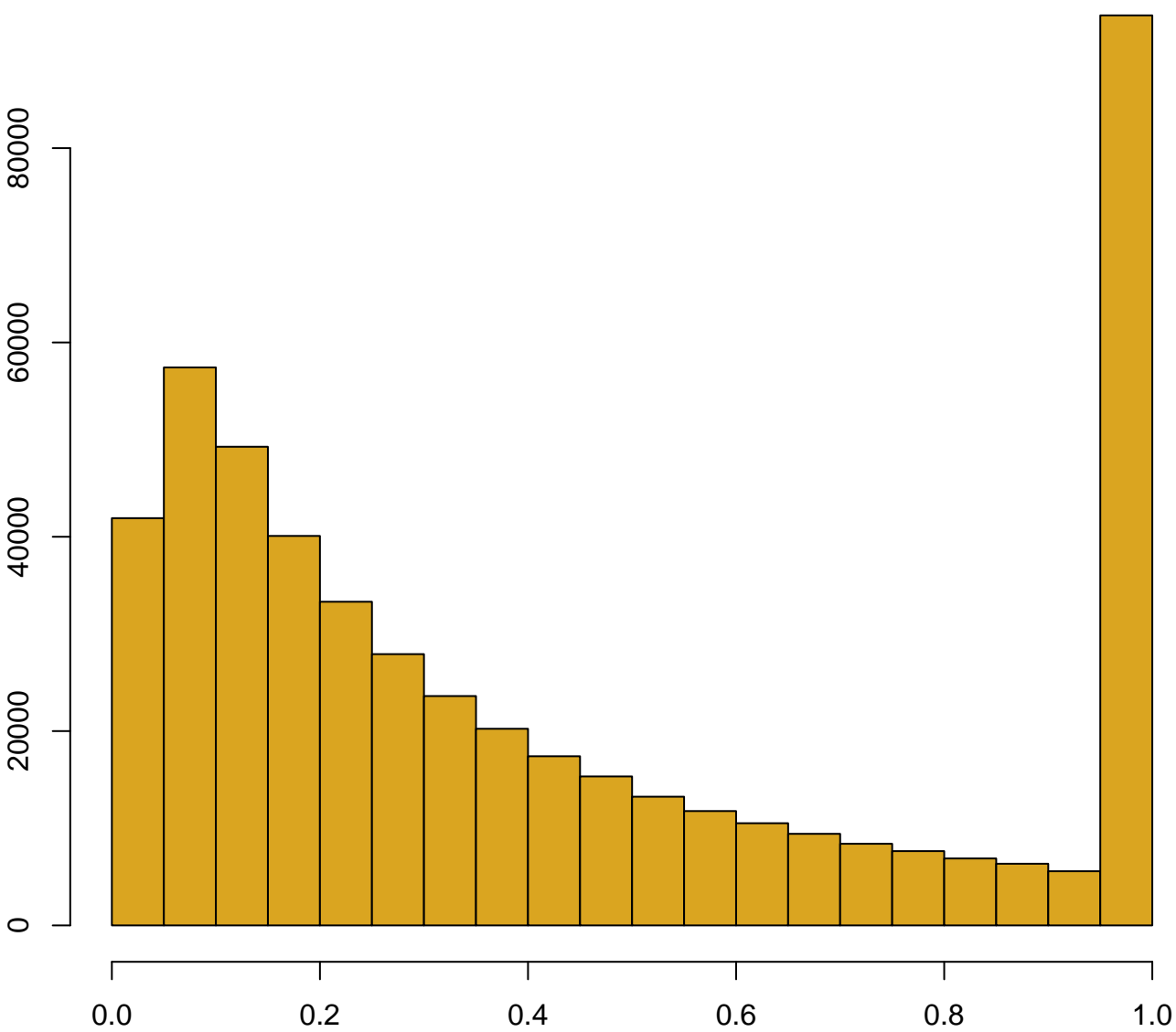
**Frequency content: pgt3**

**prespawn surv = 0.3**

**sigma\_env = 1.3**

**obs SD: 0.35**

**obsMean: 0.42**



# Truncated lognormal survival rates

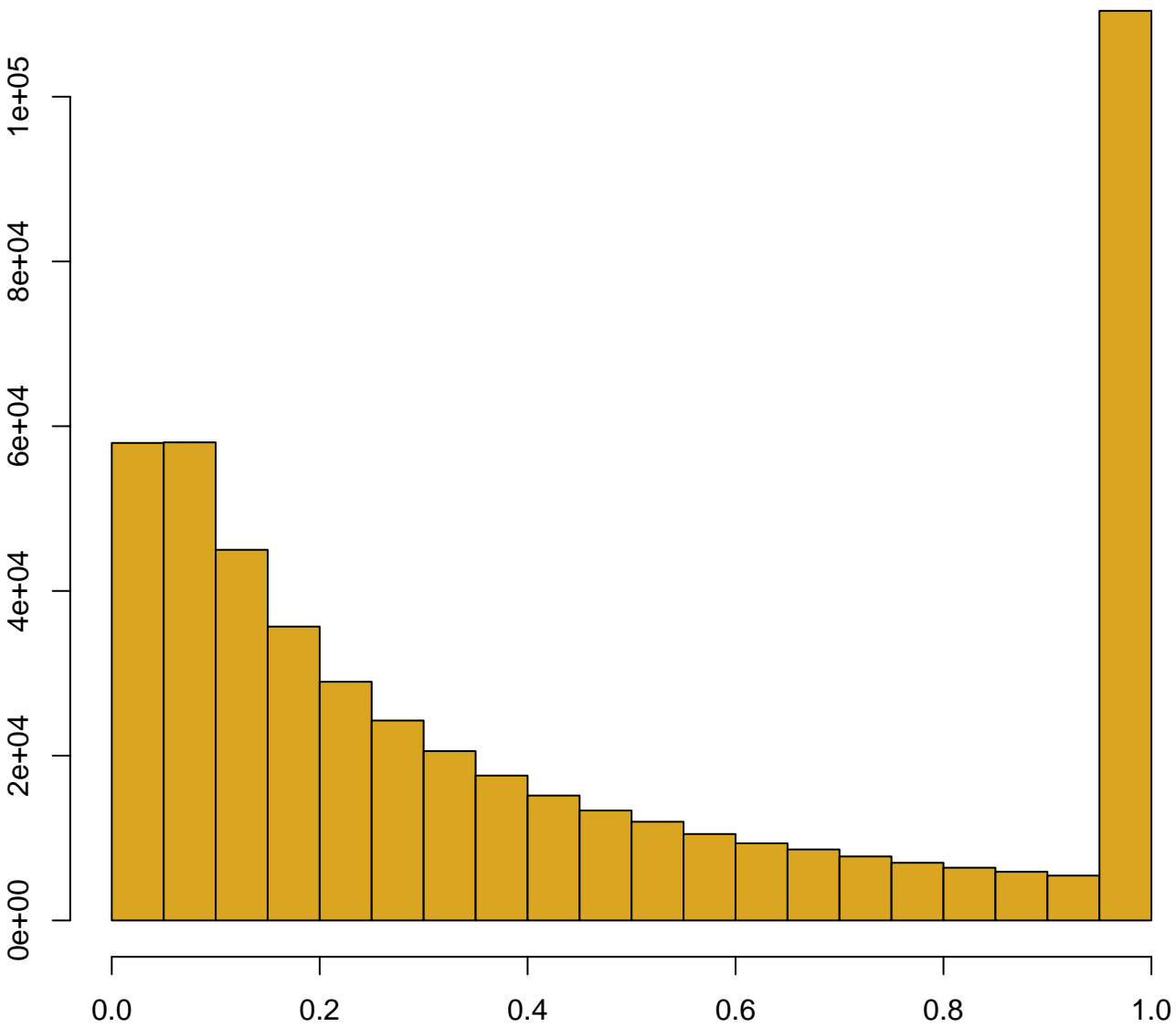
Frequency content: pgt3

prespawn surv = 0.3

sigma\_env = 1.5

obs SD: 0.37

obsMean: 0.44





**Truncated lognormal survival rates**

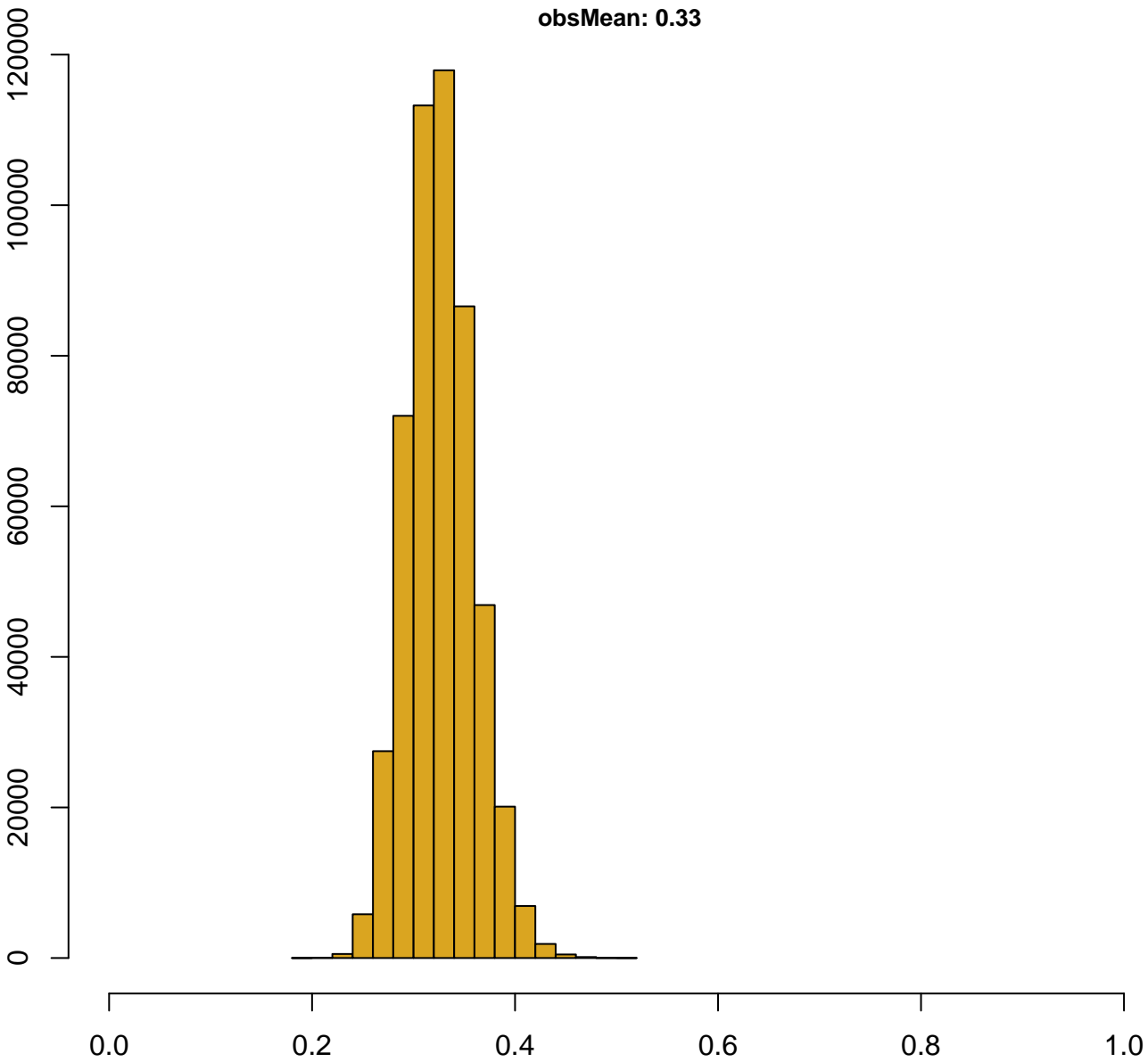
**Frequency content: pgt3**

**prespawn surv = 0.325**

**sigma\_env = 0.1**

**obs SD: 0.03**

**obsMean: 0.33**



# Truncated lognormal survival rates

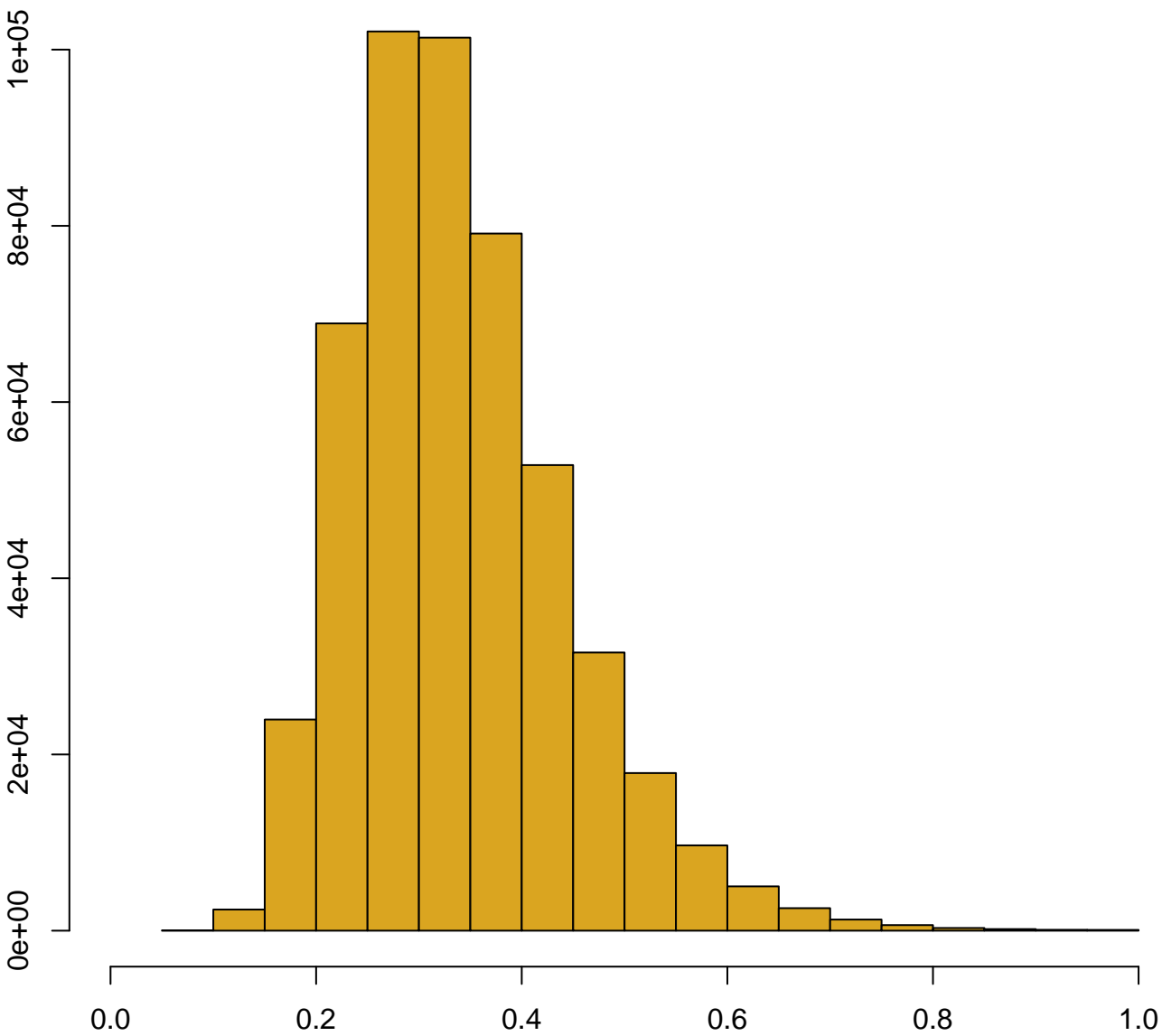
Frequency content: pgt3

prespawn surv = 0.325

sigma\_env = 0.3

obs SD: 0.1

obsMean: 0.34



# Truncated lognormal survival rates

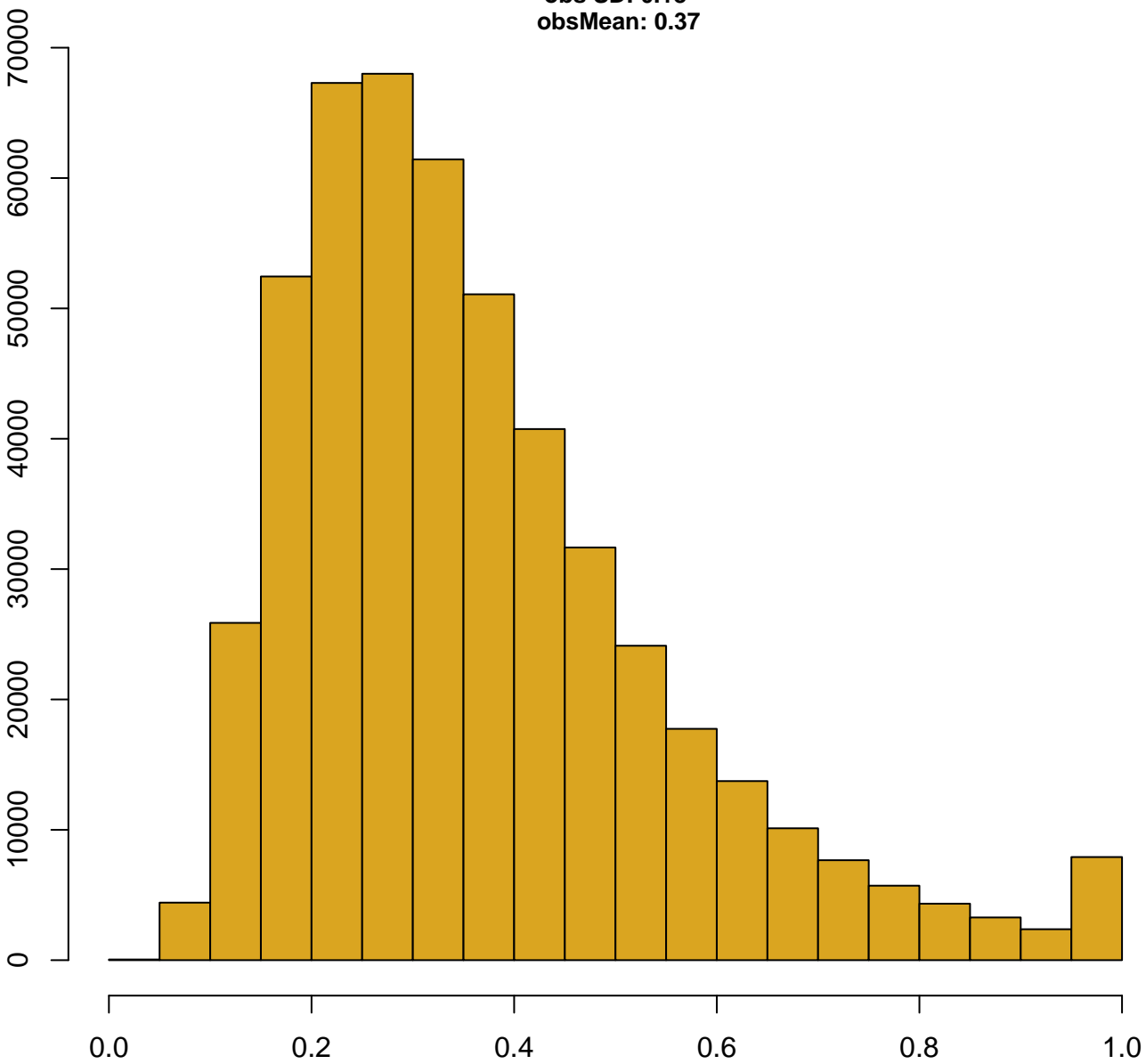
Frequency content: pgt3

prespawn surv = 0.325

sigma\_env = 0.5

obs SD: 0.18

obsMean: 0.37



**Truncated lognormal survival rates**

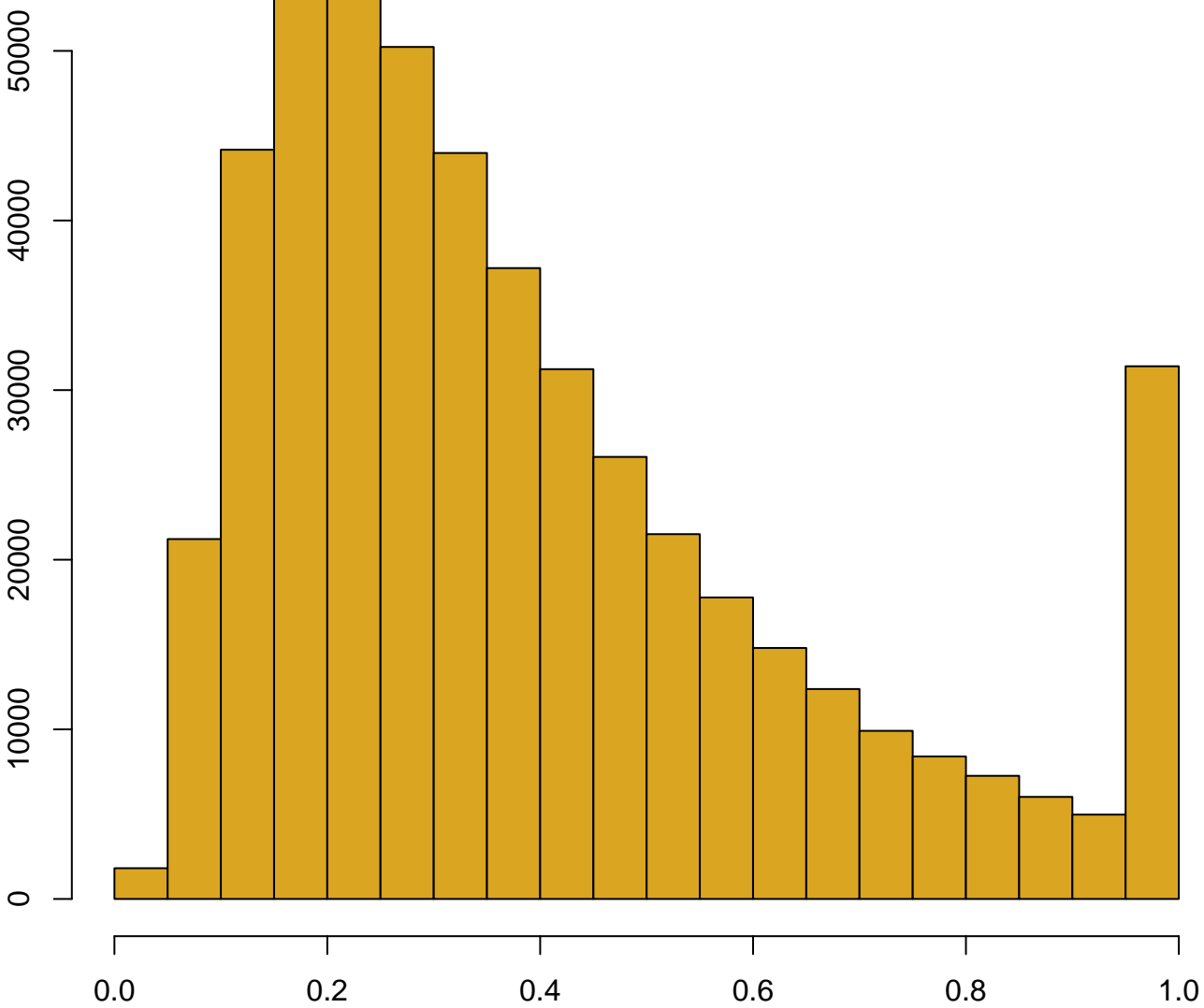
**Frequency content: pgt3**

**prespawn surv = 0.325**

**sigma\_env = 0.7**

**obs SD: 0.25**

**obsMean: 0.39**



# Truncated lognormal survival rates

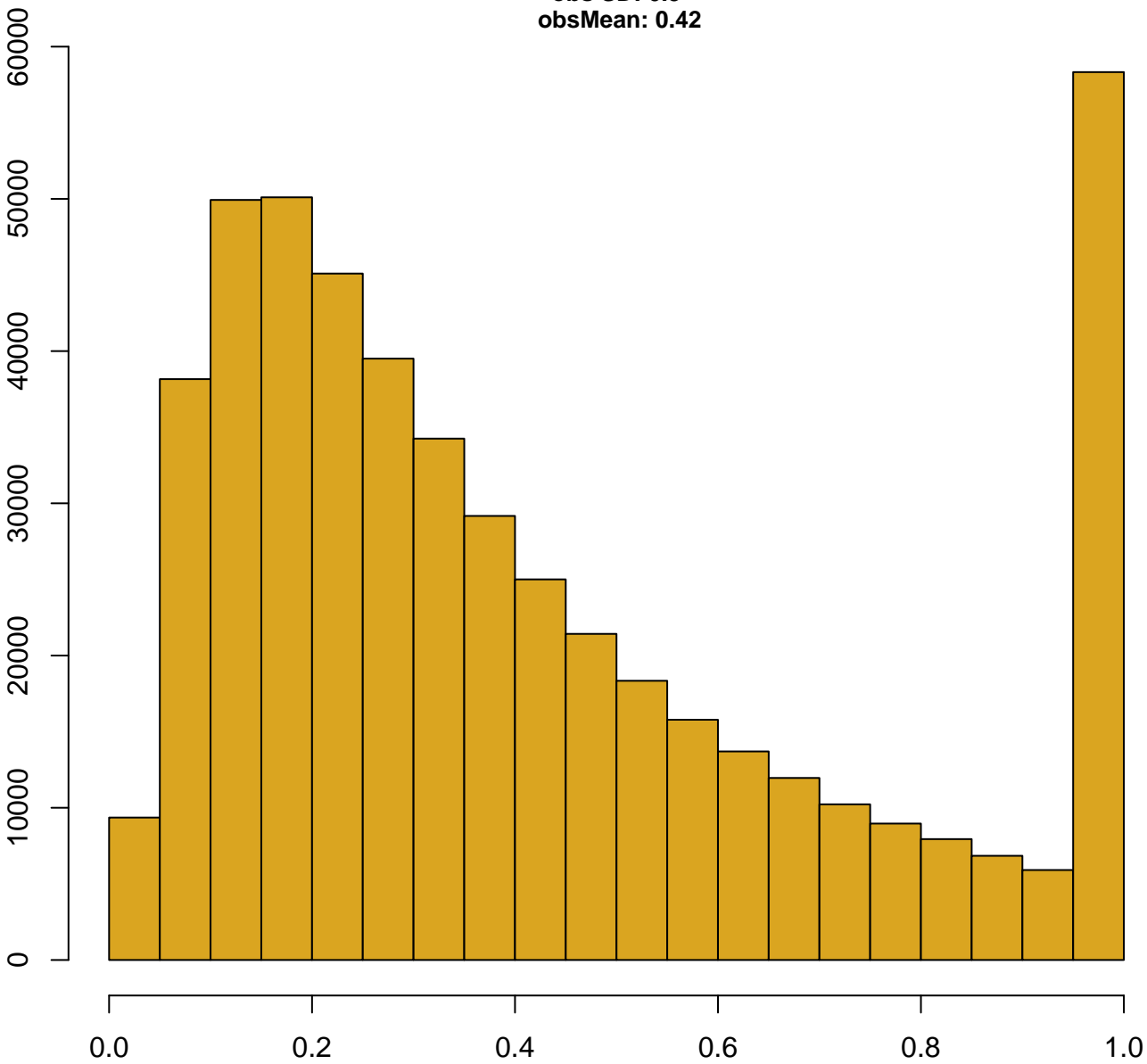
Frequency content: pgt3

prespawn surv = 0.325

sigma\_env = 0.9

obs SD: 0.3

obsMean: 0.42



**Truncated lognormal survival rates**

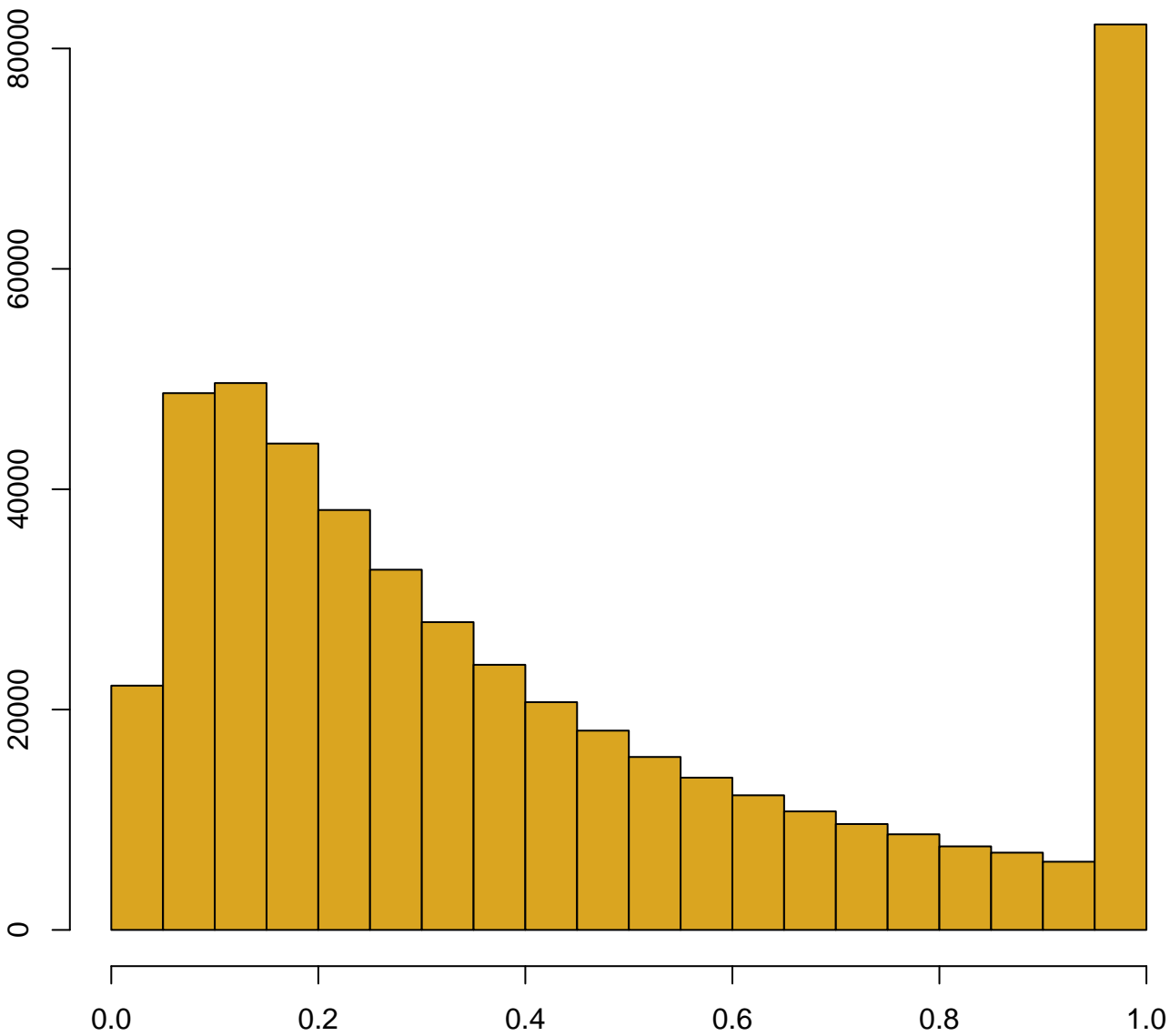
**Frequency content: pgt3**

**prespawn surv = 0.325**

**sigma\_env = 1.1**

**obs SD: 0.33**

**obsMean: 0.43**



# Truncated lognormal survival rates

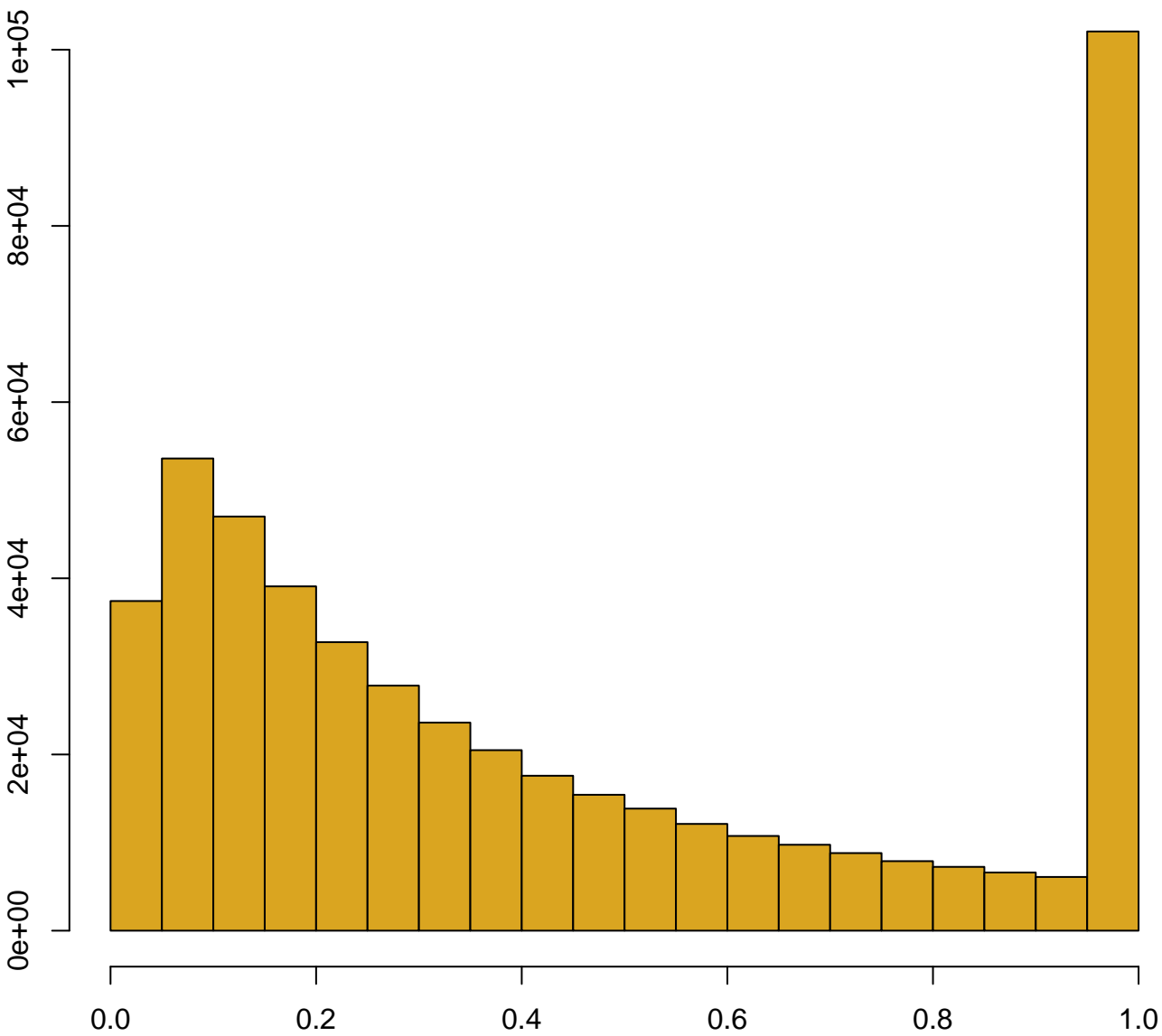
Frequency content: pgt3

prespawn surv = 0.325

sigma\_env = 1.3

obs SD: 0.35

obsMean: 0.44



**Truncated lognormal survival rates**

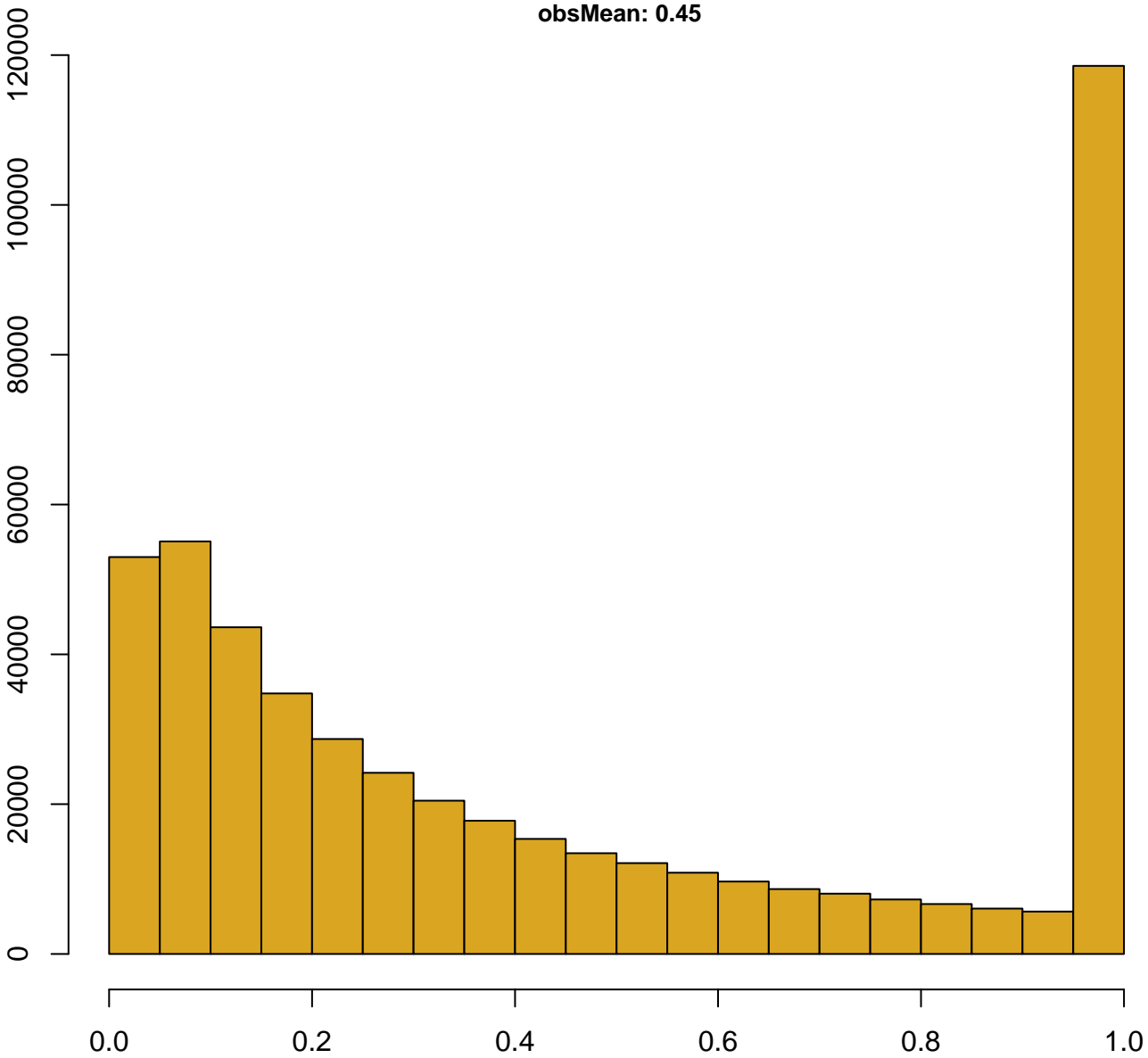
**Frequency content: pgt3**

**prespawn surv = 0.325**

**sigma\_env = 1.5**

**obs SD: 0.37**

**obsMean: 0.45**





**Truncated lognormal survival rates**

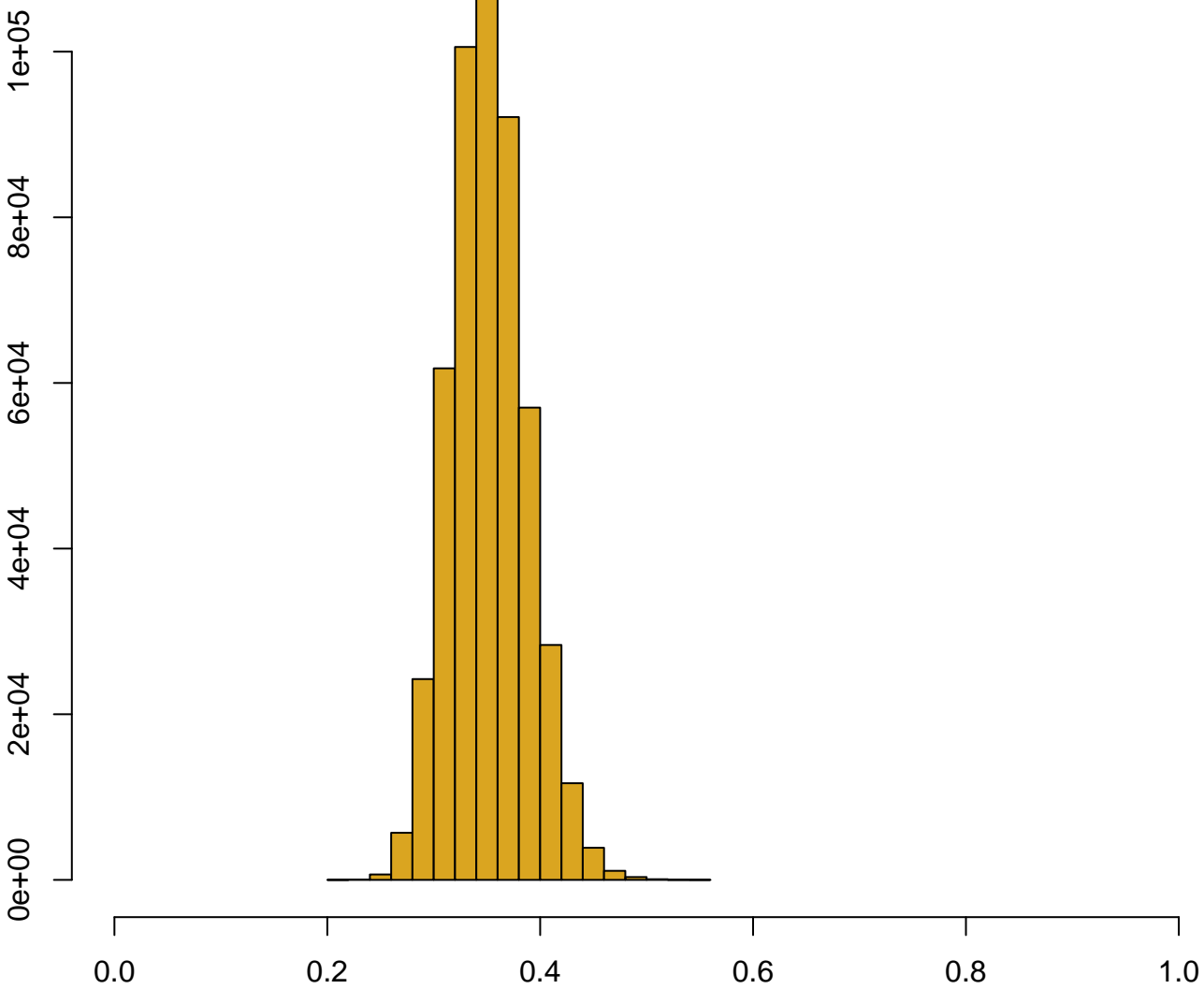
**Frequency content: pgt3**

**prespawn surv = 0.35**

**sigma\_env = 0.1**

**obs SD: 0.04**

**obsMean: 0.35**



# Truncated lognormal survival rates

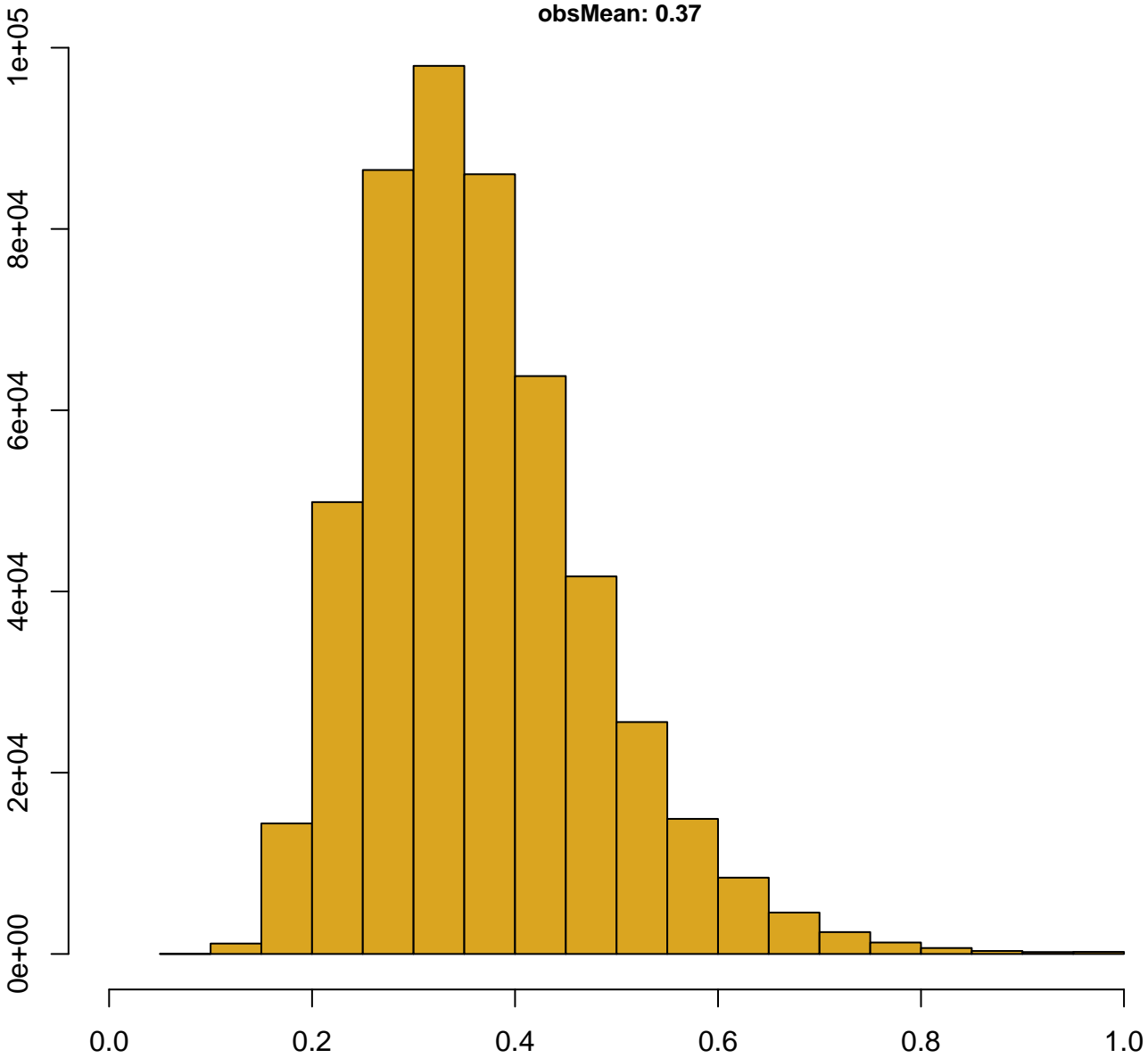
Frequency content: pgt3

prespawn surv = 0.35

sigma\_env = 0.3

obs SD: 0.11

obsMean: 0.37



# Truncated lognormal survival rates

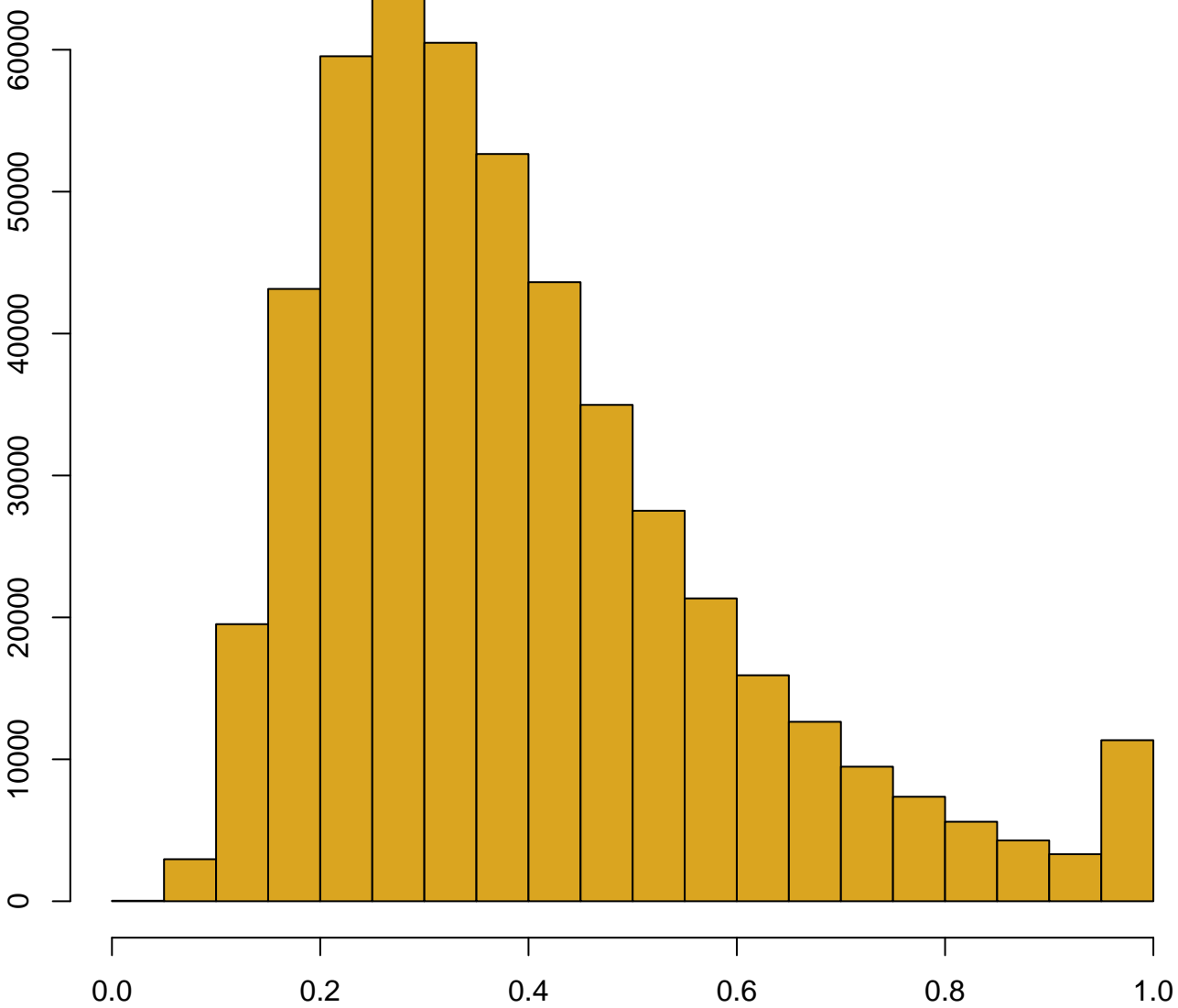
Frequency content: pgt3

prespawn surv = 0.35

sigma\_env = 0.5

obs SD: 0.2

obsMean: 0.39



**Truncated lognormal survival rates**

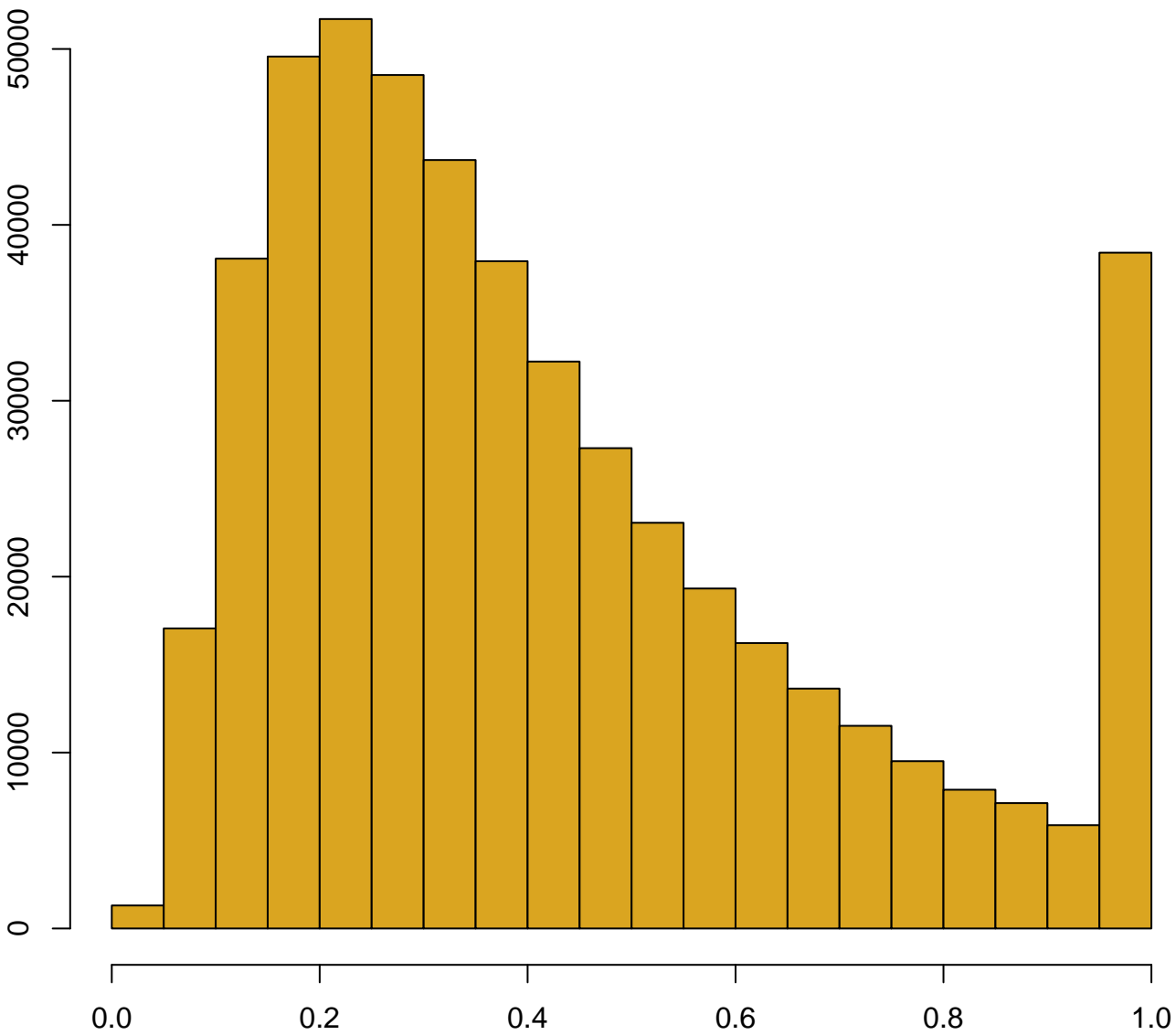
**Frequency content: pgt3**

**prespawn surv = 0.35**

**sigma\_env = 0.7**

**obs SD: 0.26**

**obsMean: 0.42**



**Truncated lognormal survival rates**

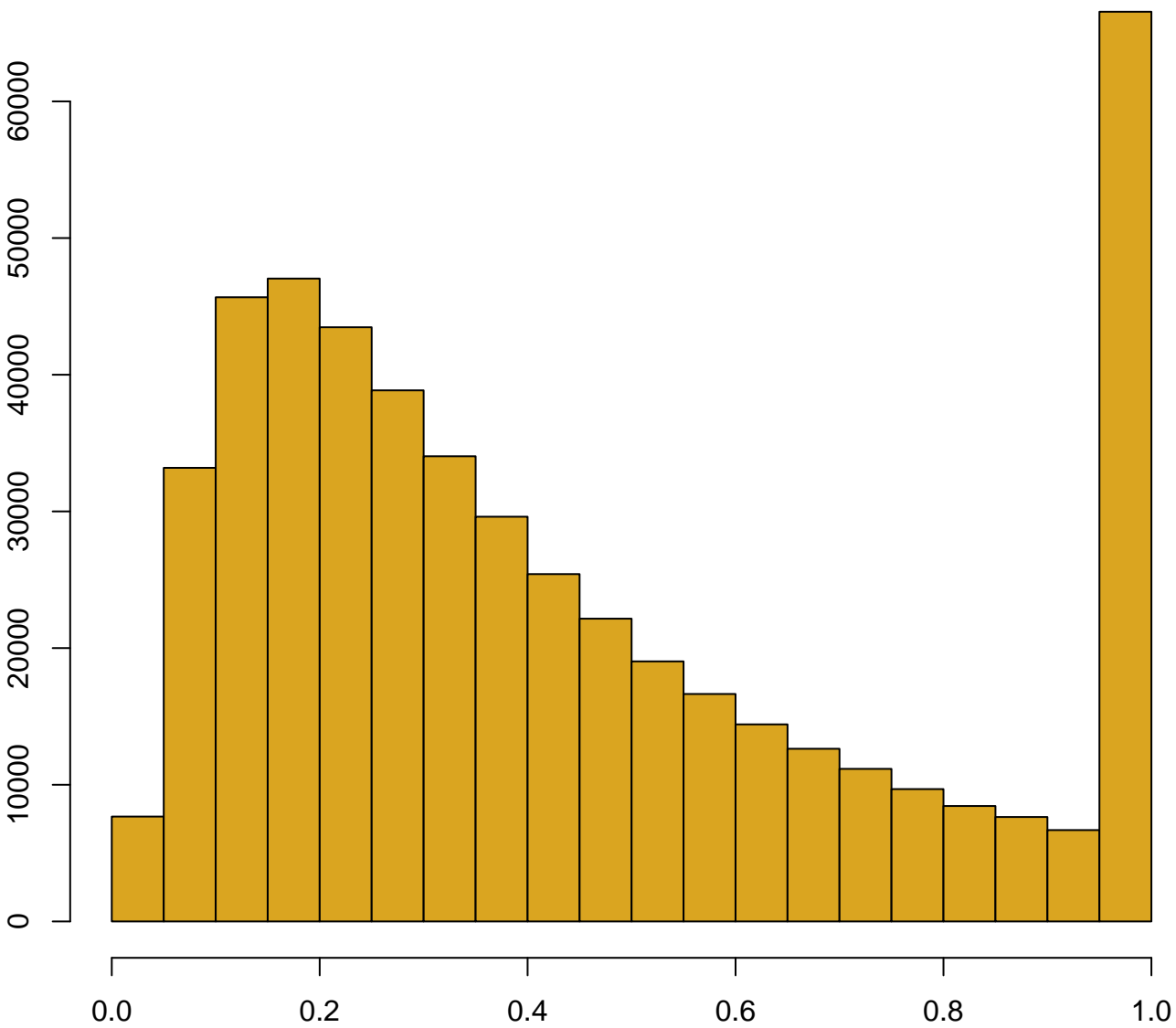
**Frequency content: pgt3**

**prespawn surv = 0.35**

**sigma\_env = 0.9**

**obs SD: 0.3**

**obsMean: 0.44**



# Truncated lognormal survival rates

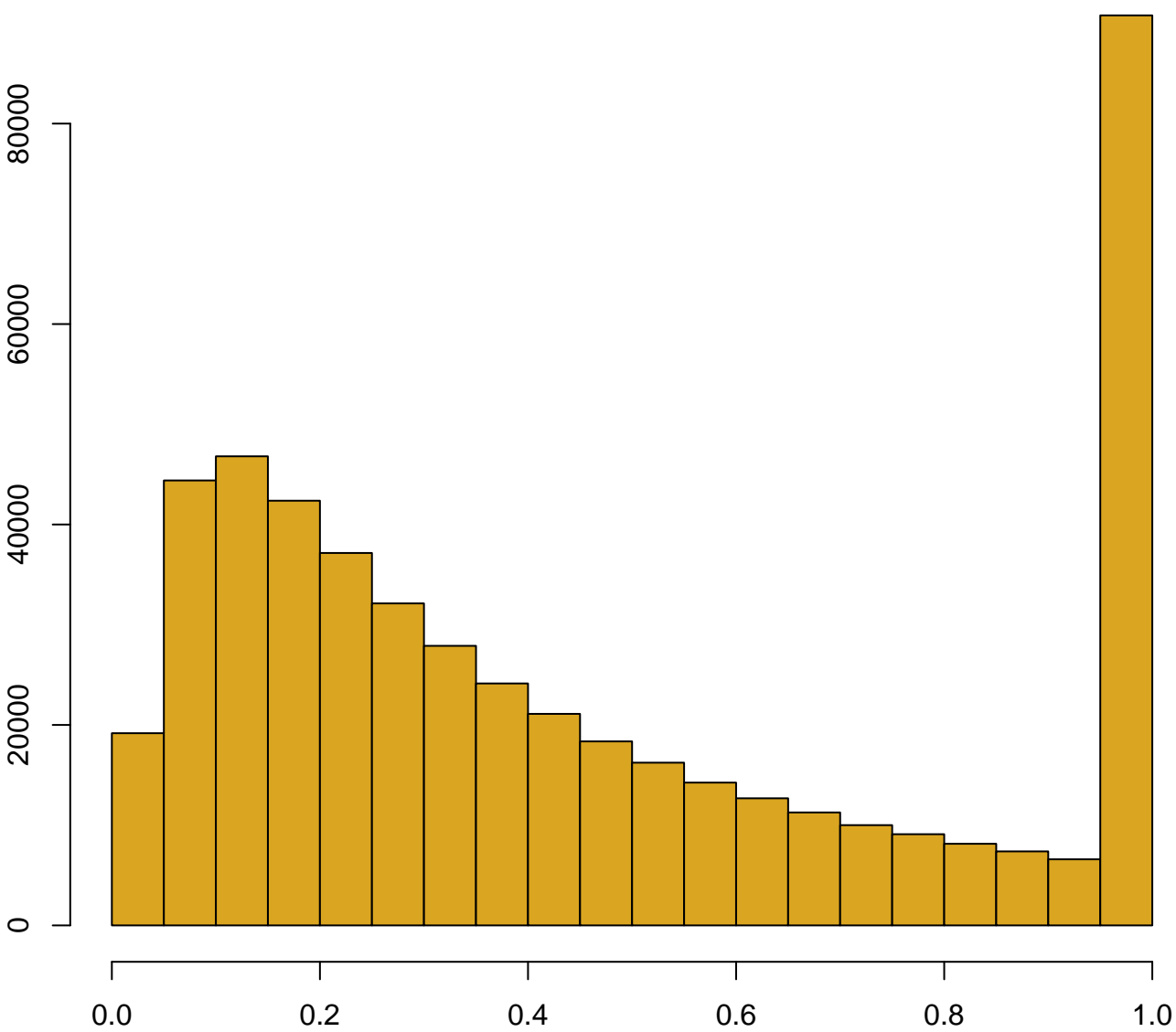
Frequency content: pgt3

prespawn surv = 0.35

sigma\_env = 1.1

obs SD: 0.33

obsMean: 0.45



# Truncated lognormal survival rates

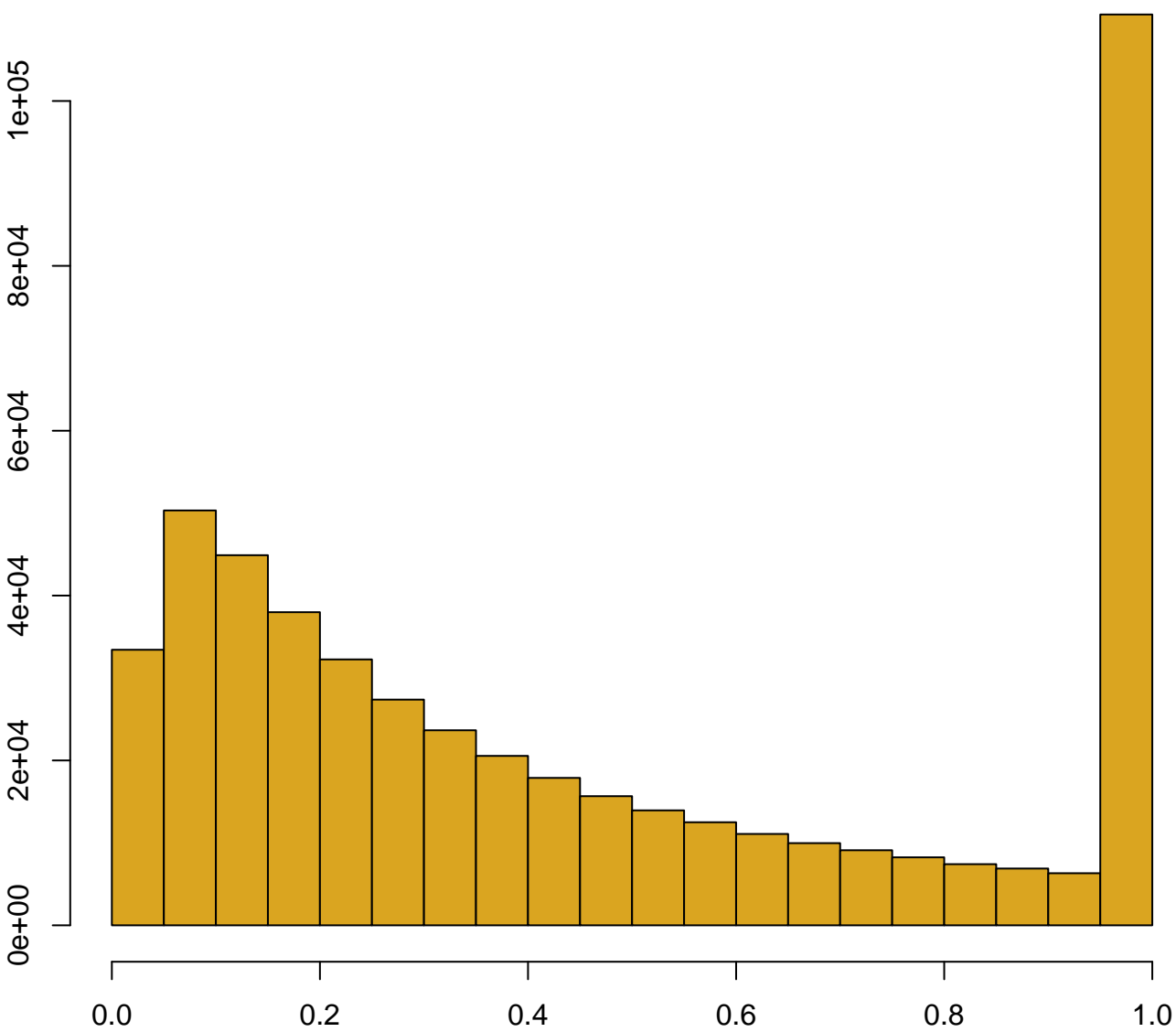
Frequency content: pgt3

prespawn surv = 0.35

sigma\_env = 1.3

obs SD: 0.36

obsMean: 0.46



**Truncated lognormal survival rates**

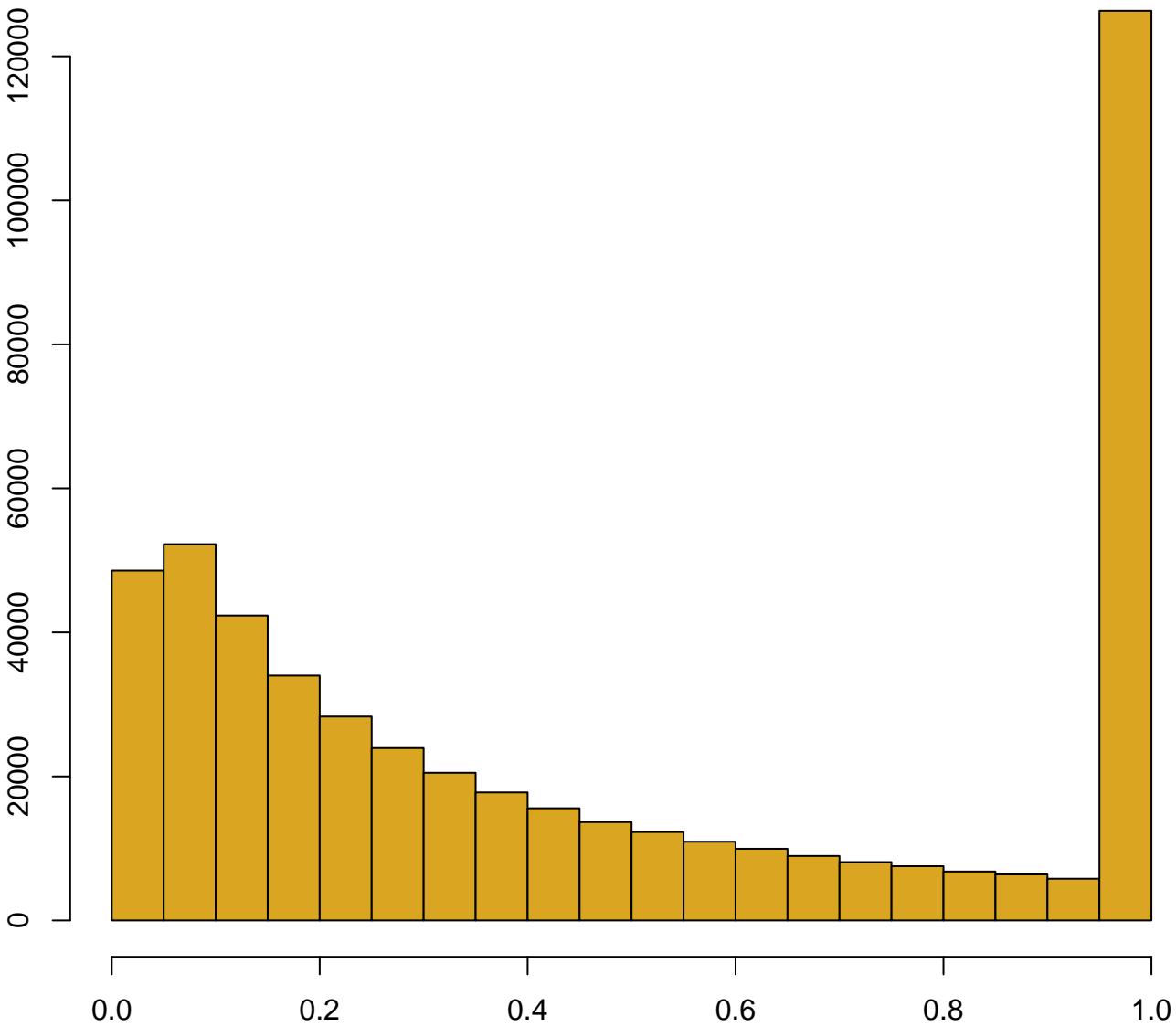
**Frequency content: pgt3**

**prespawn surv = 0.35**

**sigma\_env = 1.5**

**obs SD: 0.37**

**obsMean: 0.47**





**Truncated lognormal survival rates**

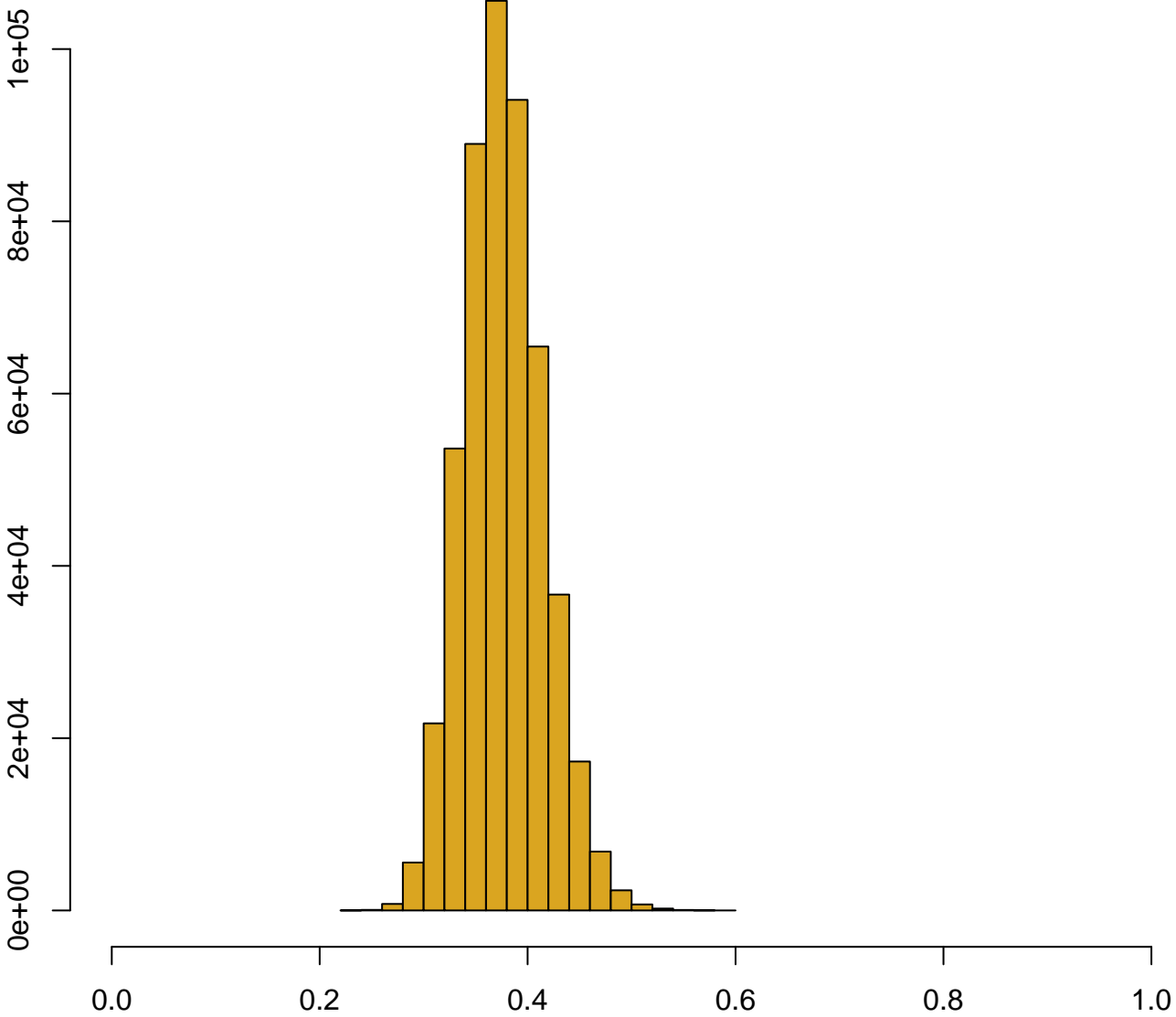
**Frequency content: pgt3**

**prespawn surv = 0.375**

**sigma\_env = 0.1**

**obs SD: 0.04**

**obsMean: 0.38**



# Truncated lognormal survival rates

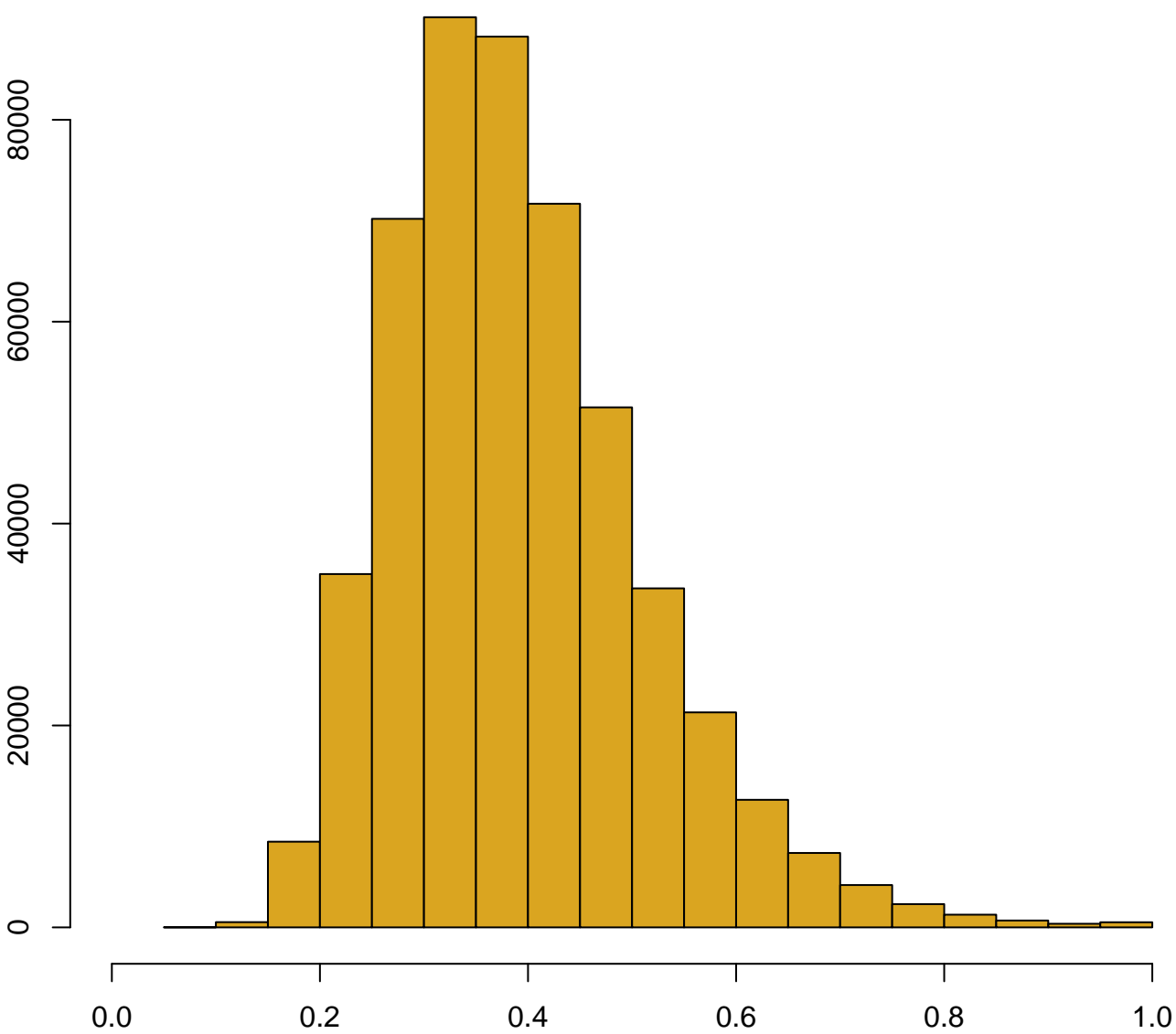
Frequency content: pgt3

prespawn surv = 0.375

sigma\_env = 0.3

obs SD: 0.12

obsMean: 0.39



# Truncated lognormal survival rates

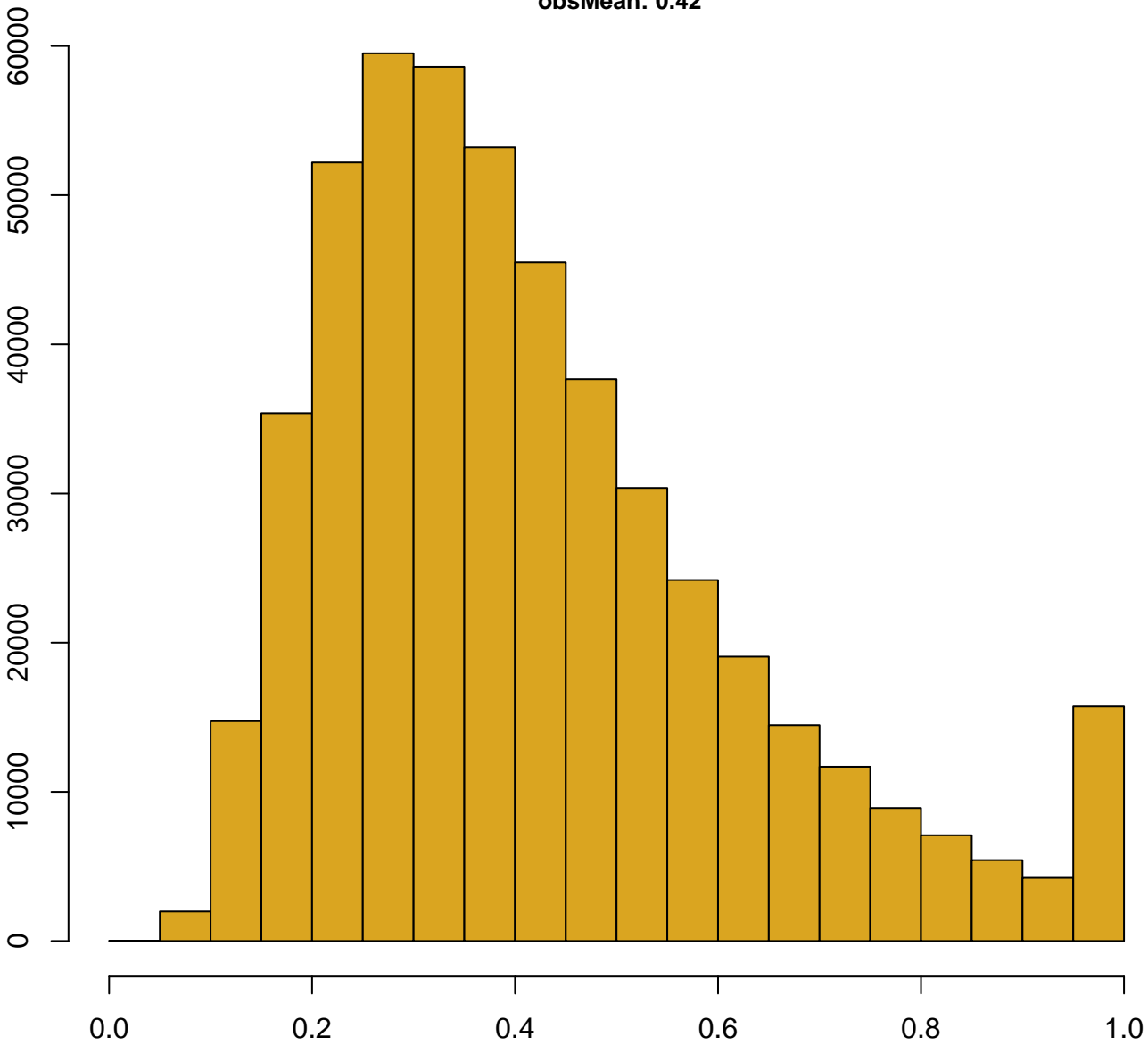
Frequency content: pgt3

prespawn surv = 0.375

sigma\_env = 0.5

obs SD: 0.2

obsMean: 0.42



# Truncated lognormal survival rates

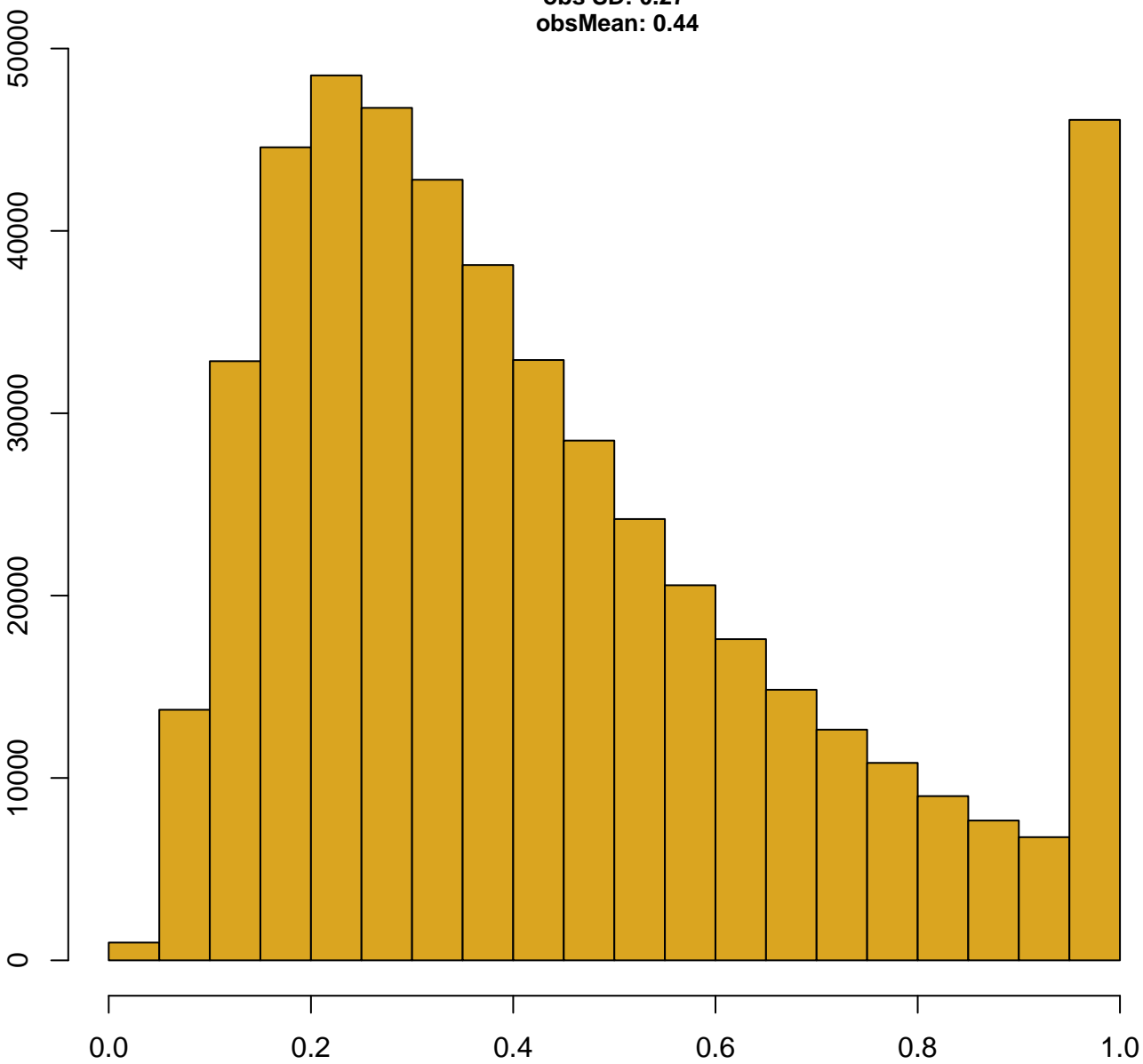
Frequency content: pgt3

prespawn surv = 0.375

sigma\_env = 0.7

obs SD: 0.27

obsMean: 0.44



**Truncated lognormal survival rates**

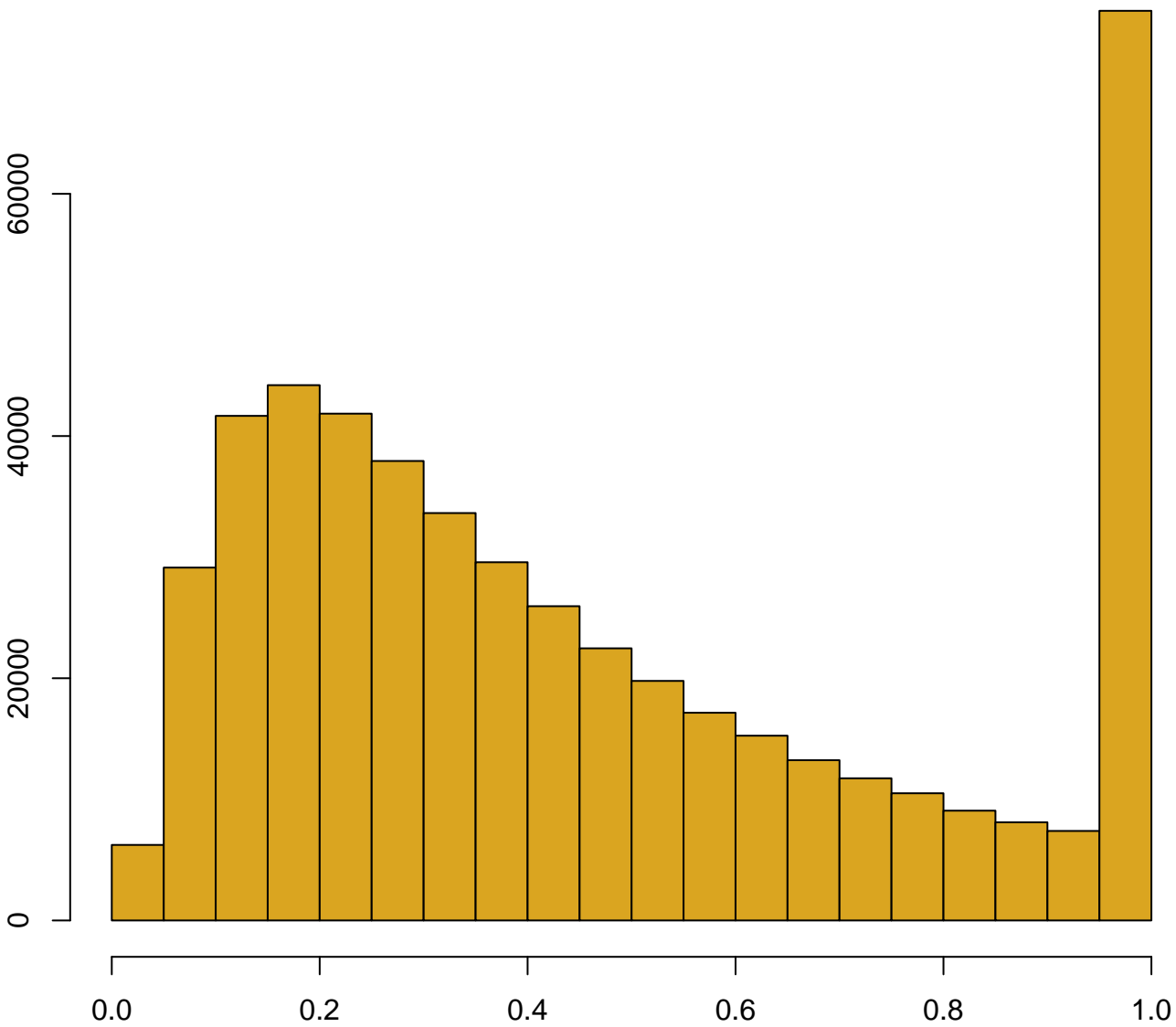
**Frequency content: pgt3**

**prespawn surv = 0.375**

**sigma\_env = 0.9**

**obs SD: 0.31**

**obsMean: 0.46**



# Truncated lognormal survival rates

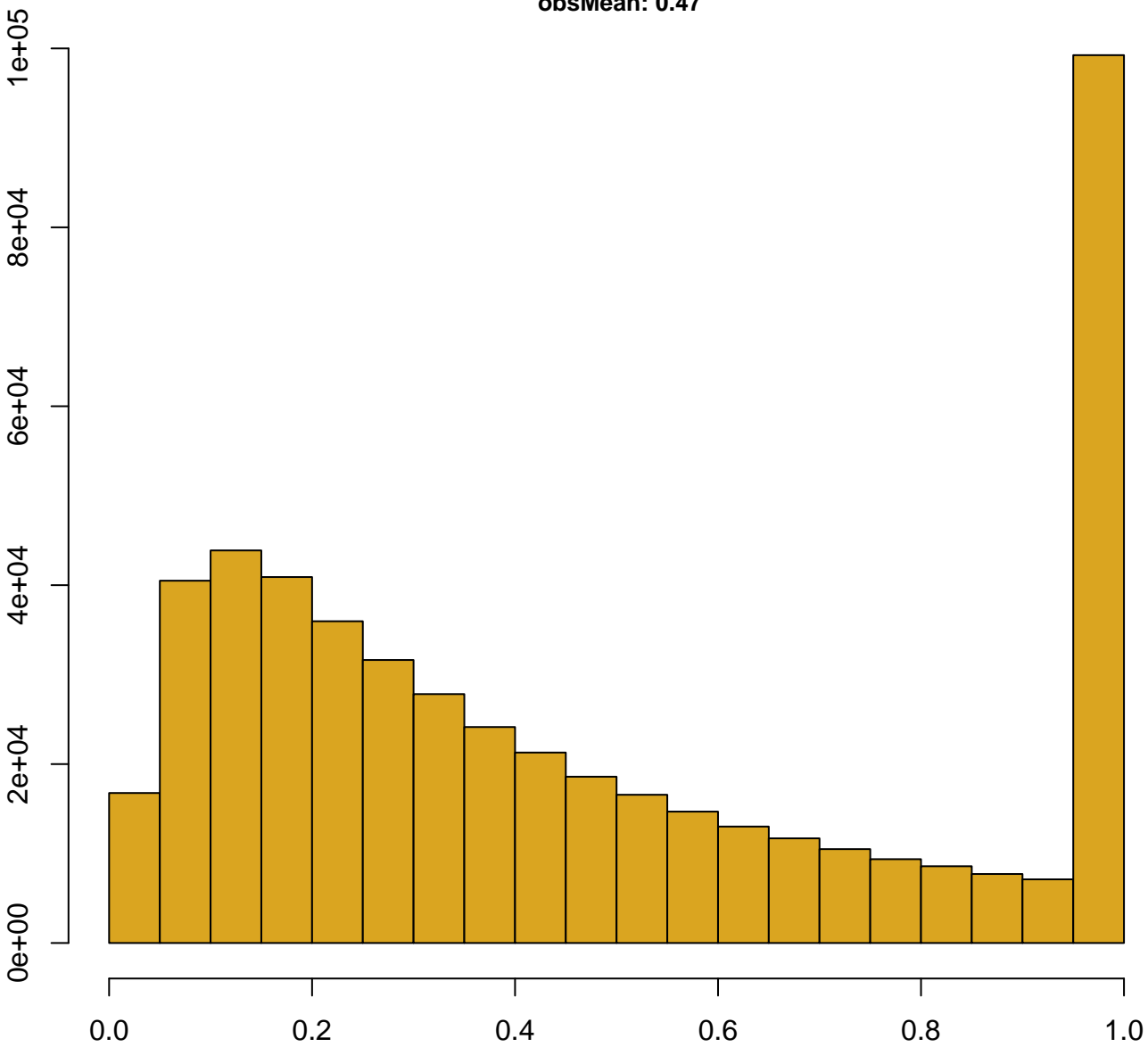
Frequency content: pgt3

prespawn surv = 0.375

sigma\_env = 1.1

obs SD: 0.34

obsMean: 0.47



# Truncated lognormal survival rates

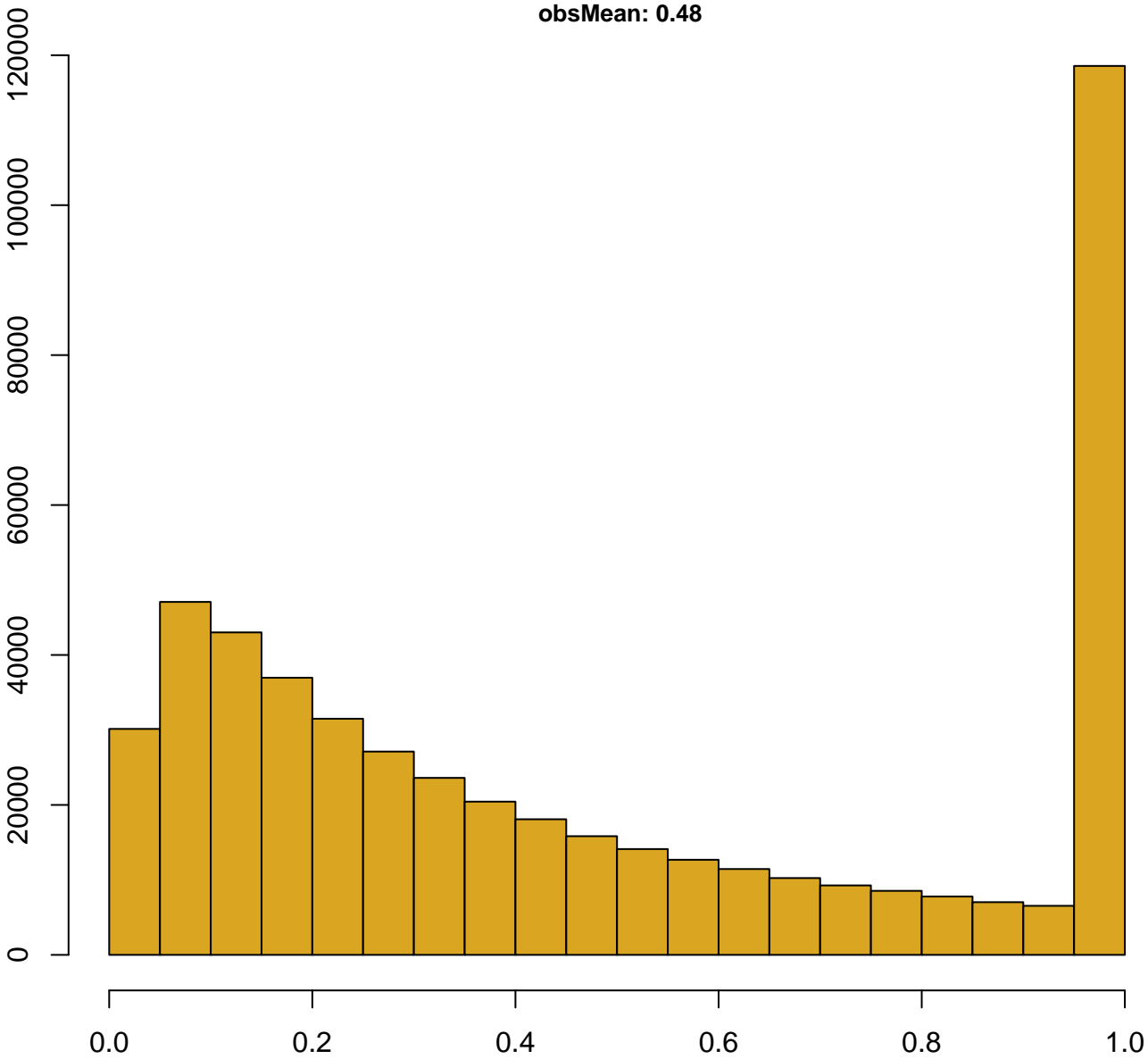
Frequency content: pgt3

prespawn surv = 0.375

sigma\_env = 1.3

obs SD: 0.36

obsMean: 0.48



**Truncated lognormal survival rates**

**Frequency content: pgt3**

**prespawn surv = 0.375**

**sigma\_env = 1.5**

**obs SD: 0.37**

**obsMean: 0.49**

