

Truncated lognormal survival rates

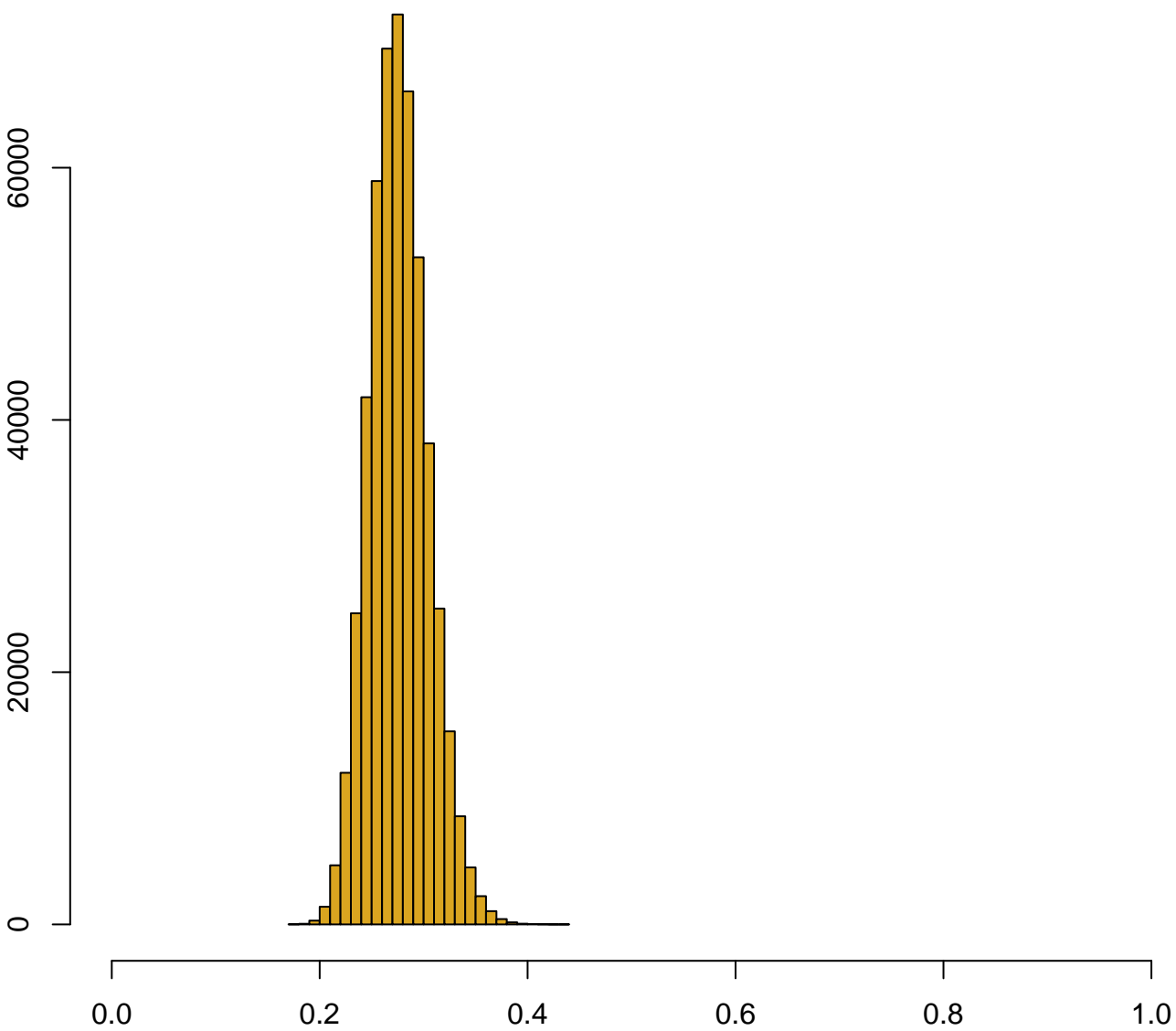
Frequency content: white

prespawn surv = 0.275

sigma_env = 0.1

obs SD: 0.03

obsMean: 0.28



Truncated lognormal survival rates

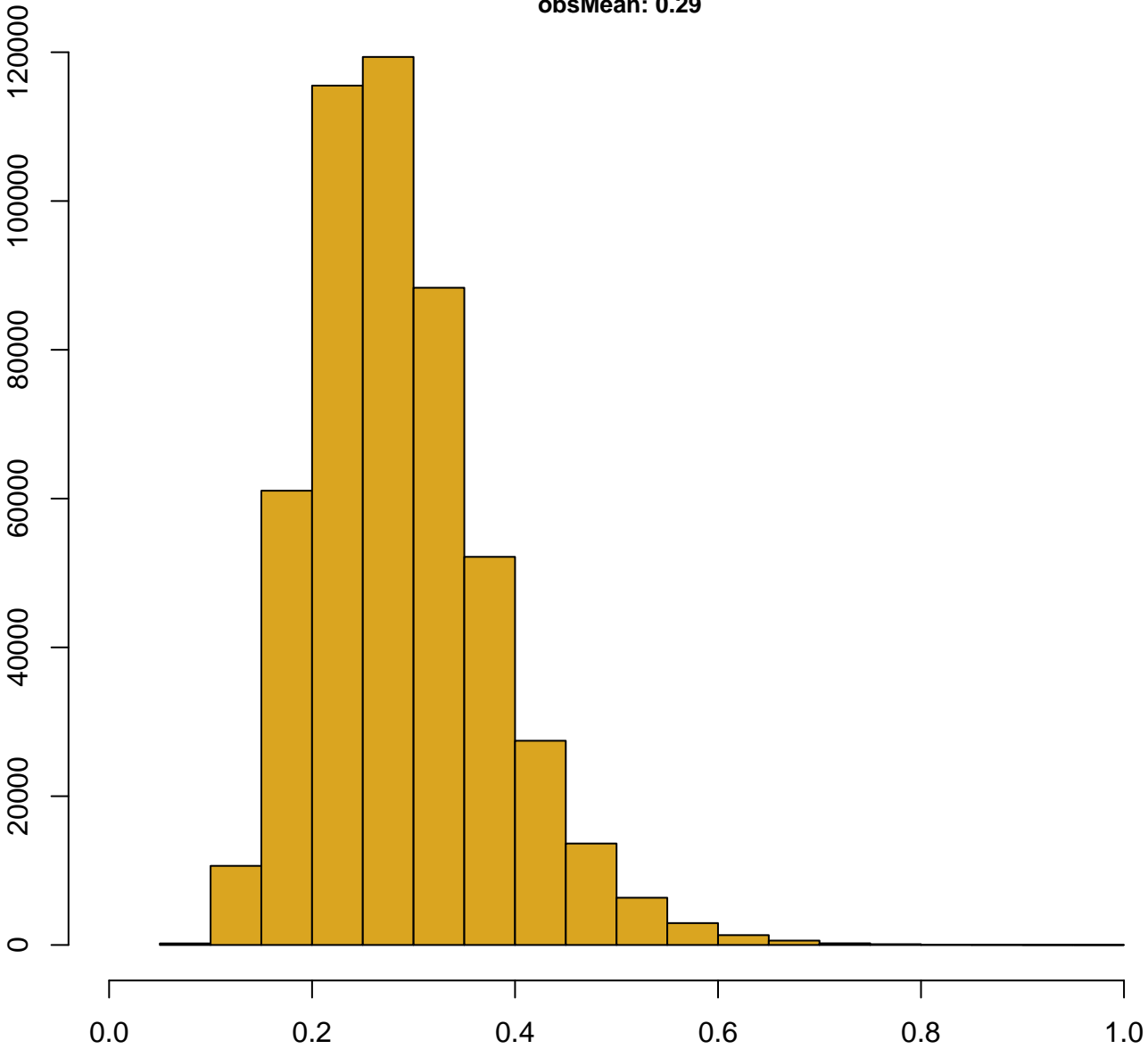
Frequency content: white

prespawn surv = 0.275

sigma_env = 0.3

obs SD: 0.09

obsMean: 0.29



Truncated lognormal survival rates

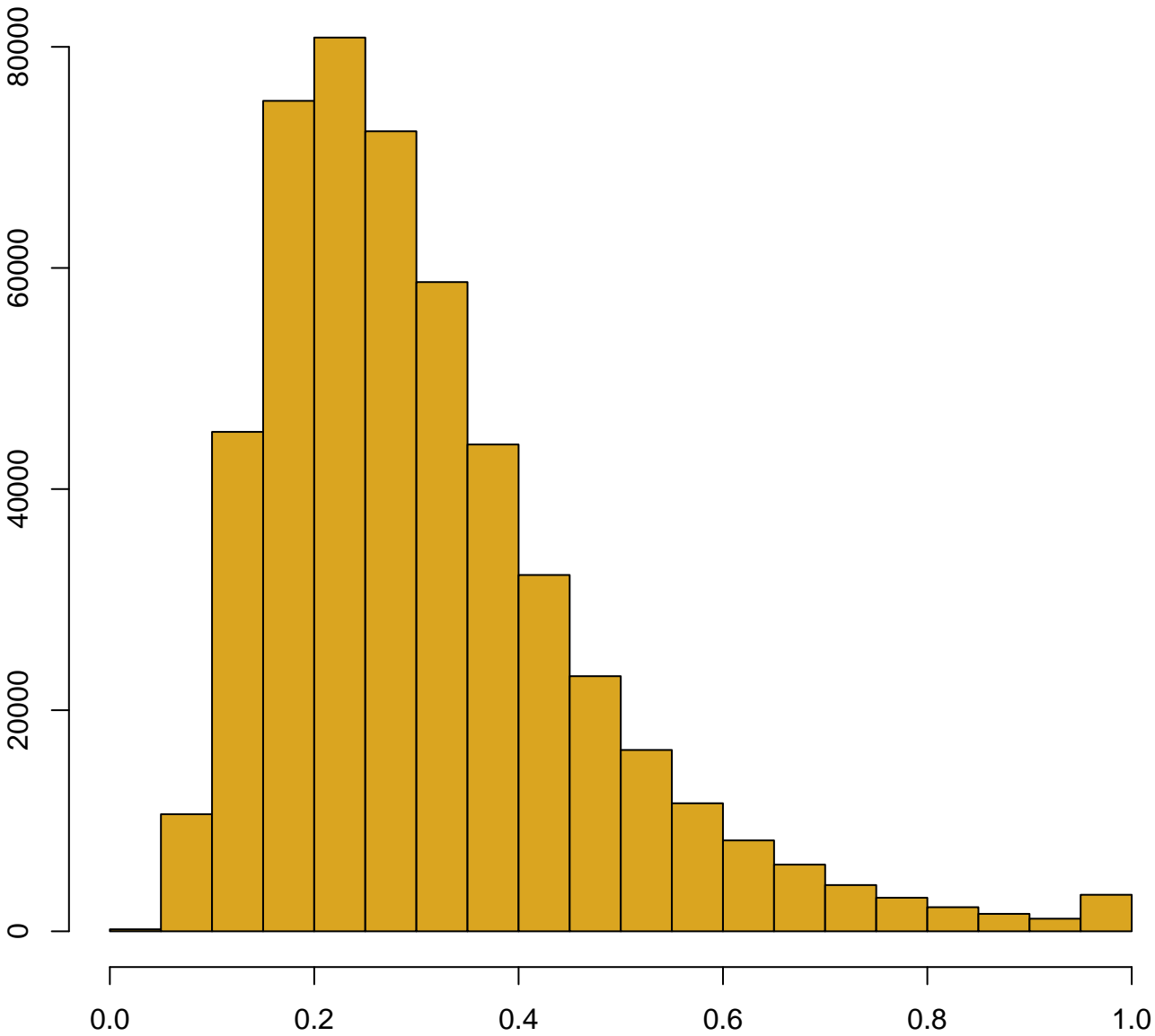
Frequency content: white

prespawn surv = 0.275

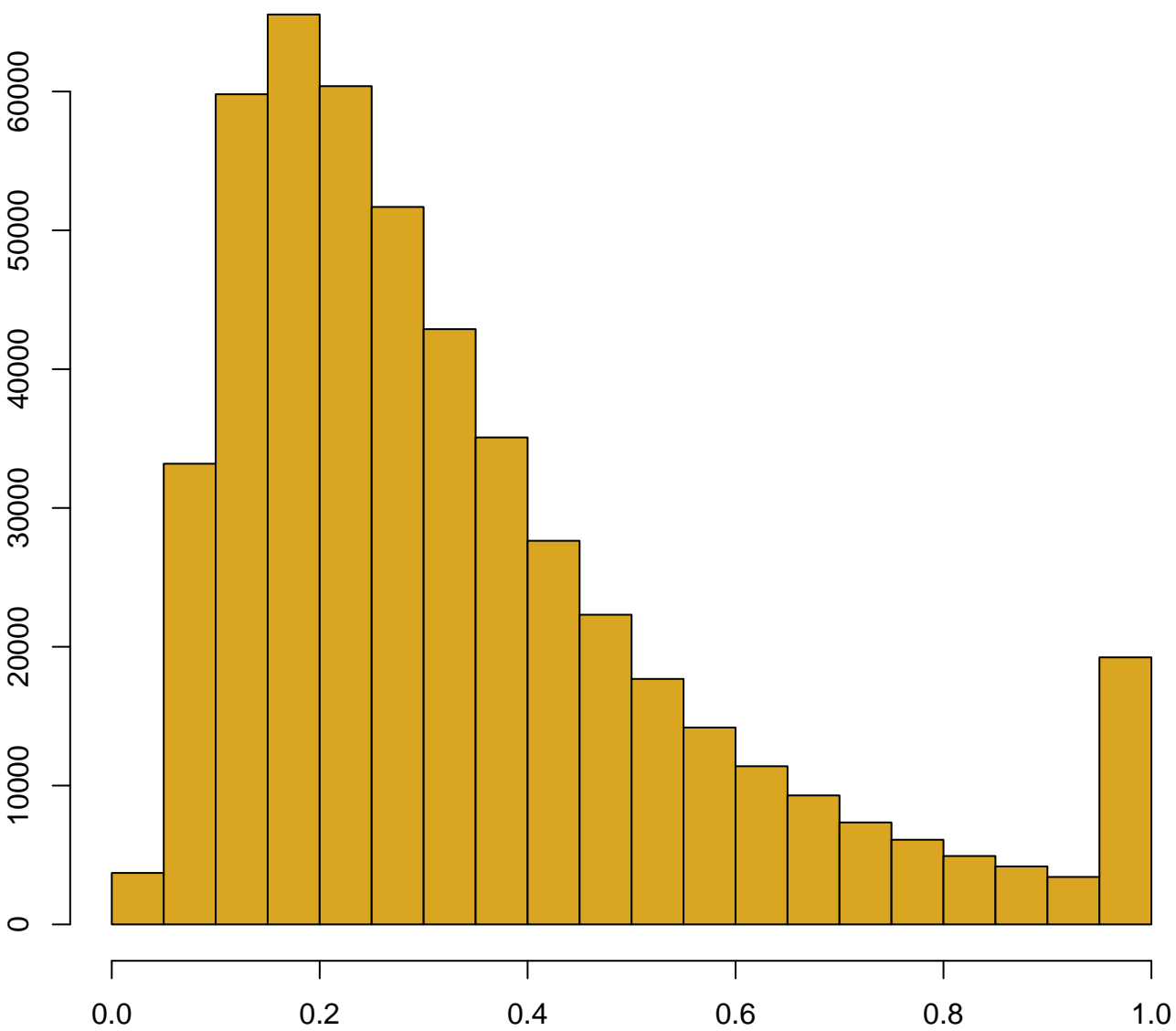
sigma_env = 0.5

obs SD: 0.16

obsMean: 0.31



Truncated lognormal survival rates
Frequency content: white
prespawn surv = 0.275
sigma_env = 0.7
obs SD: 0.23
obsMean: 0.34



Truncated lognormal survival rates

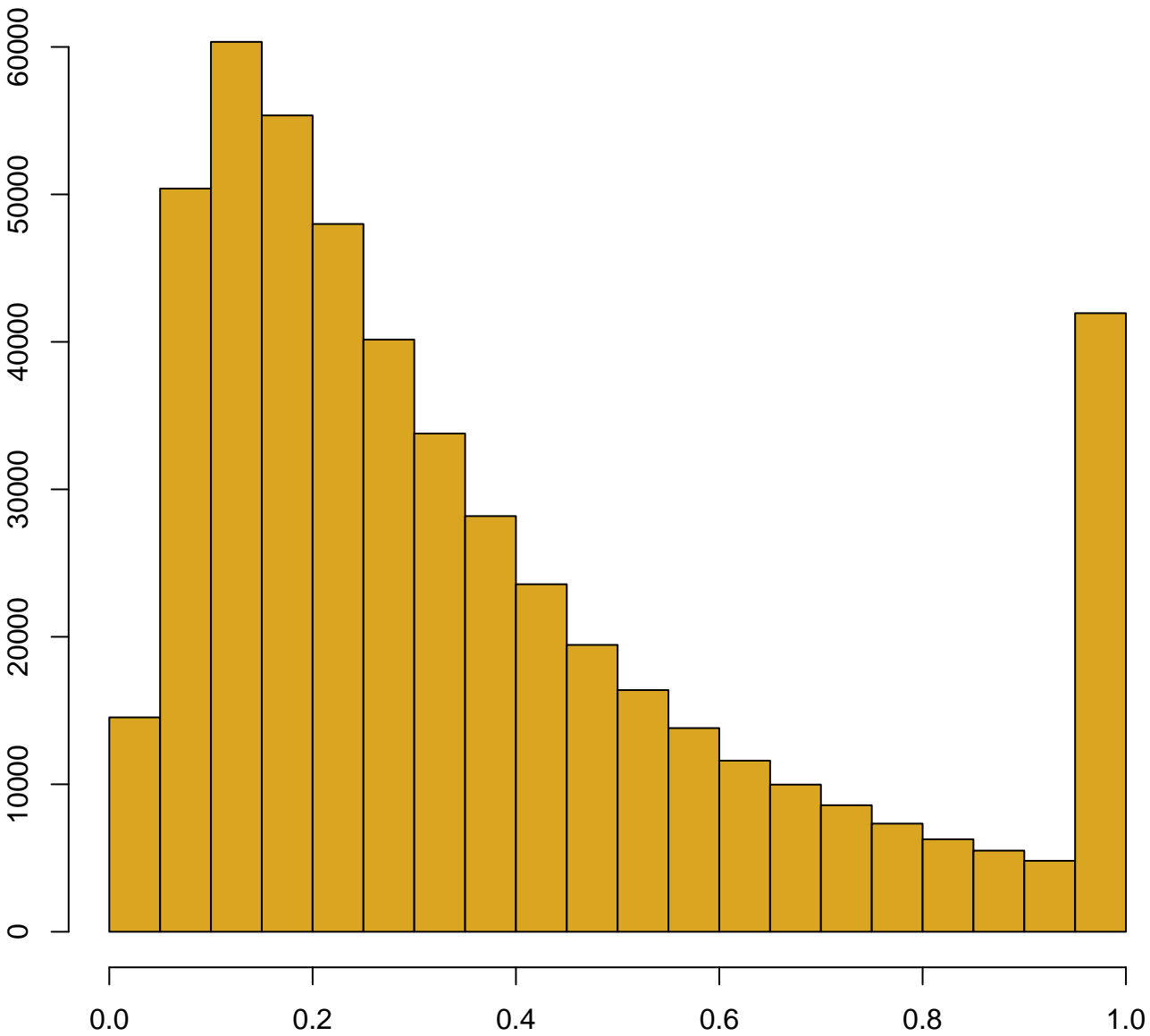
Frequency content: white

prespawn surv = 0.275

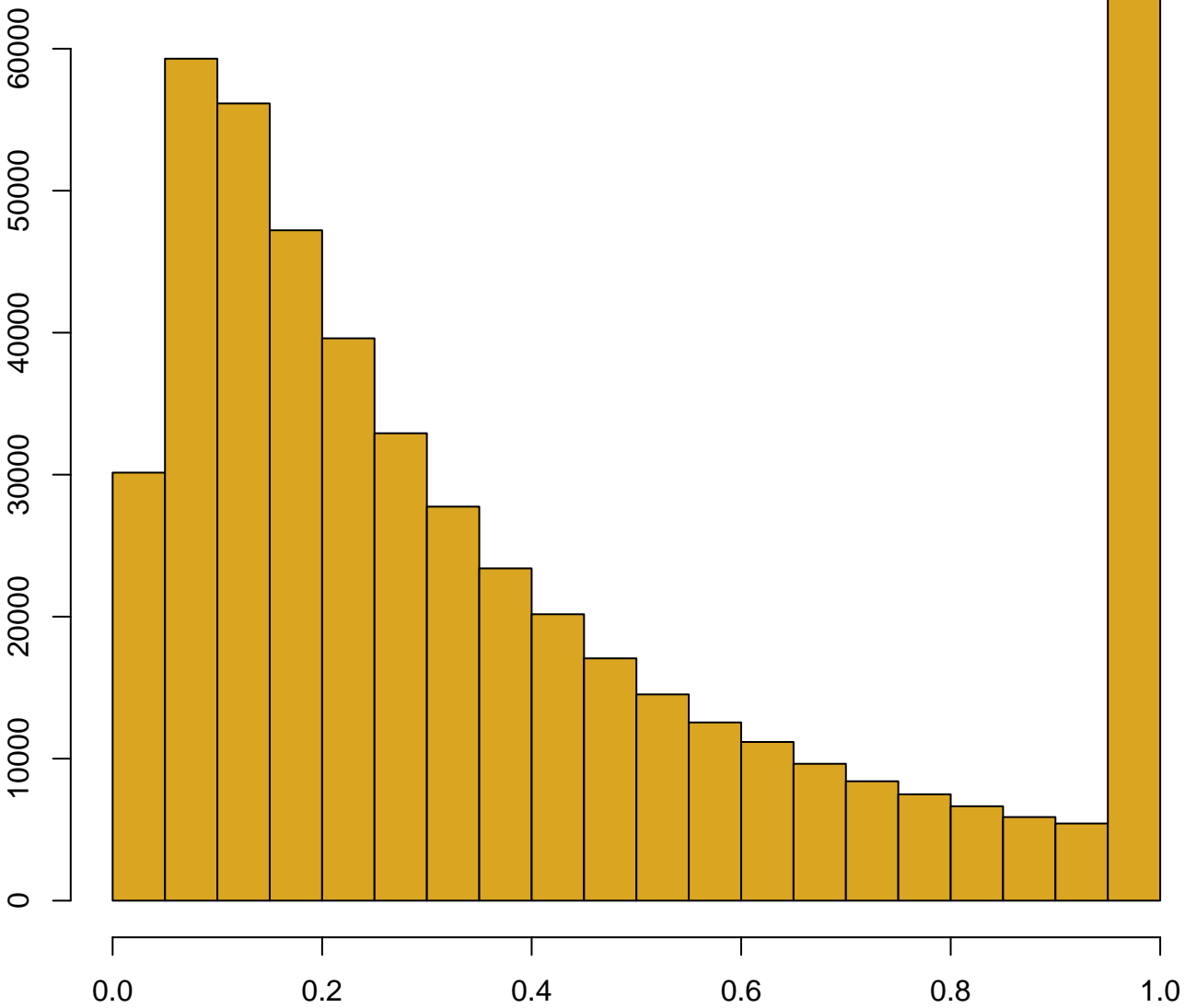
sigma_env = 0.9

obs SD: 0.28

obsMean: 0.37



Truncated lognormal survival rates
Frequency content: white
prespawn surv = 0.275
sigma_env = 1.1
obs SD: 0.32
obsMean: 0.39



Truncated lognormal survival rates

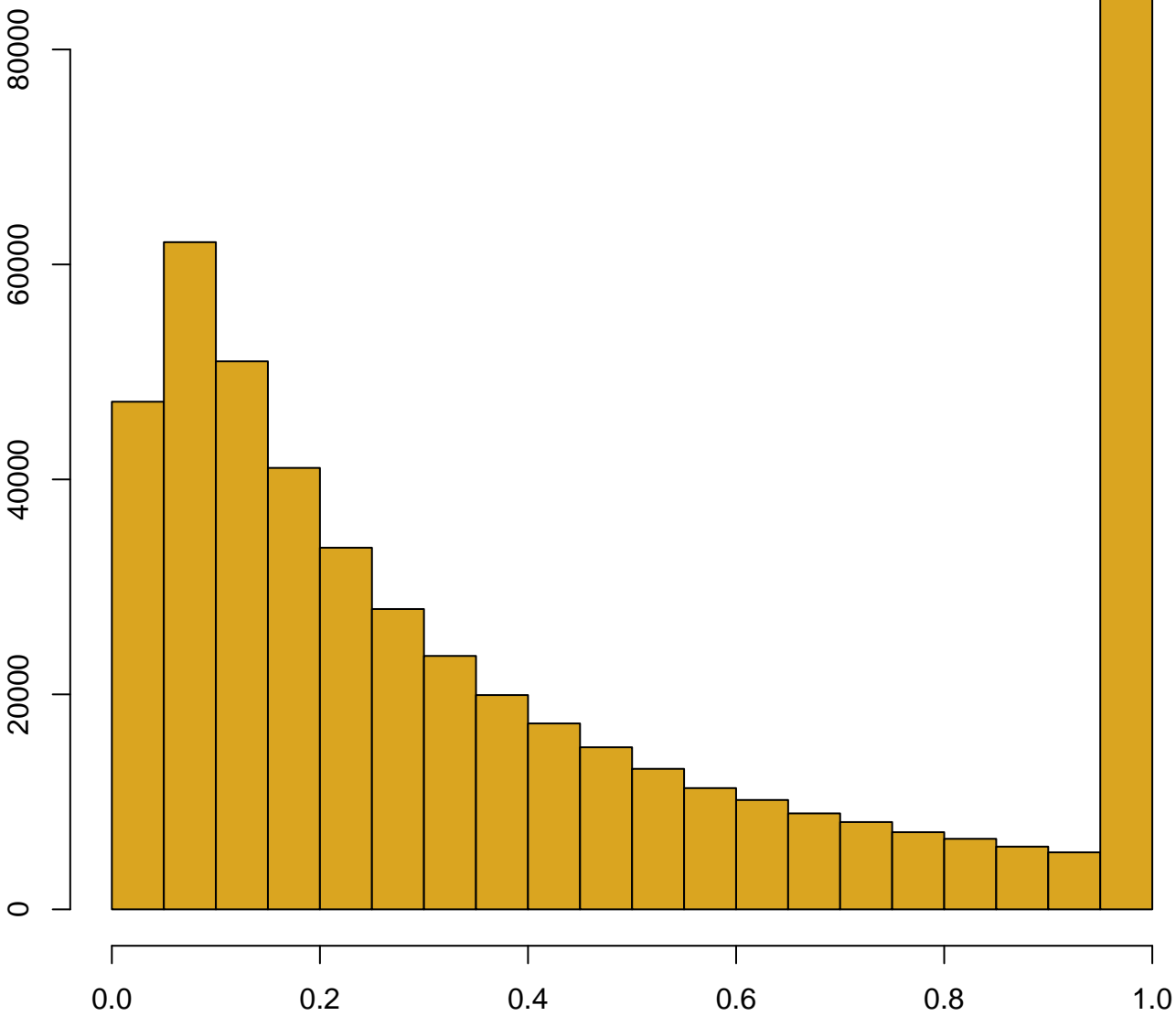
Frequency content: white

prespawn surv = 0.275

sigma_env = 1.3

obs SD: 0.34

obsMean: 0.4



Truncated lognormal survival rates

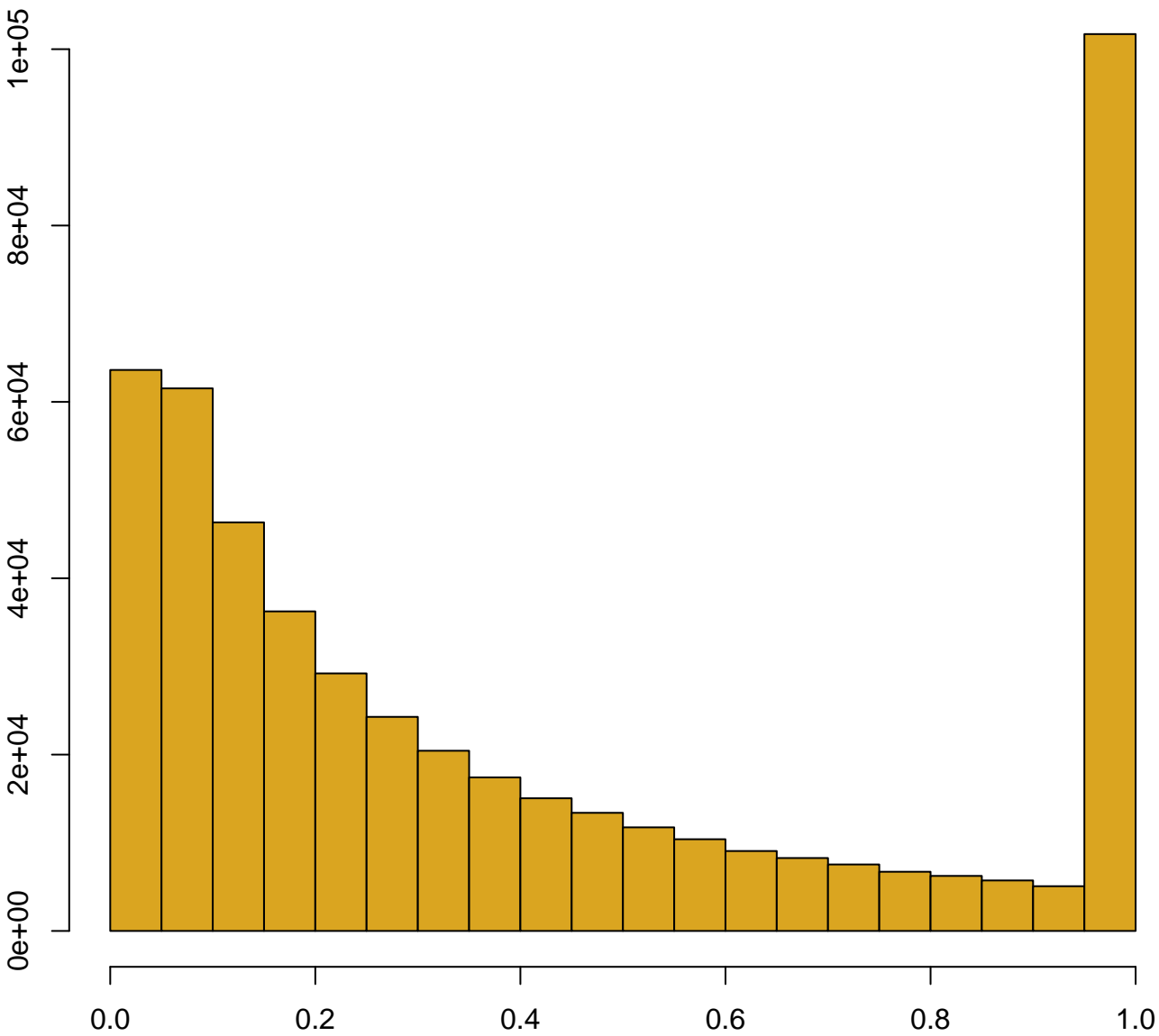
Frequency content: white

prespawn surv = 0.275

sigma_env = 1.5

obs SD: 0.36

obsMean: 0.42



Truncated lognormal survival rates

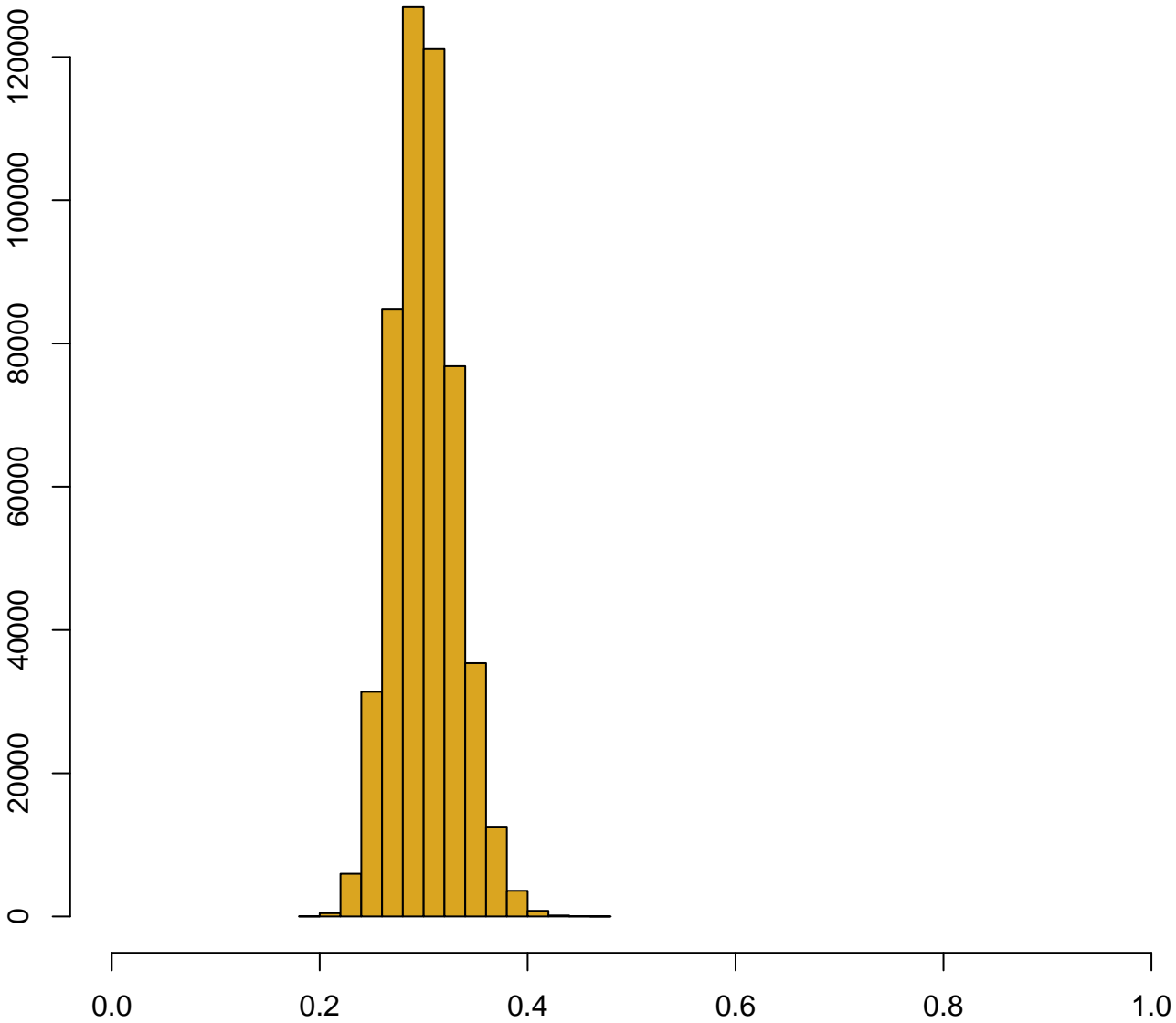
Frequency content: white

prespawn surv = 0.3

sigma_env = 0.1

obs SD: 0.03

obsMean: 0.3



Truncated lognormal survival rates

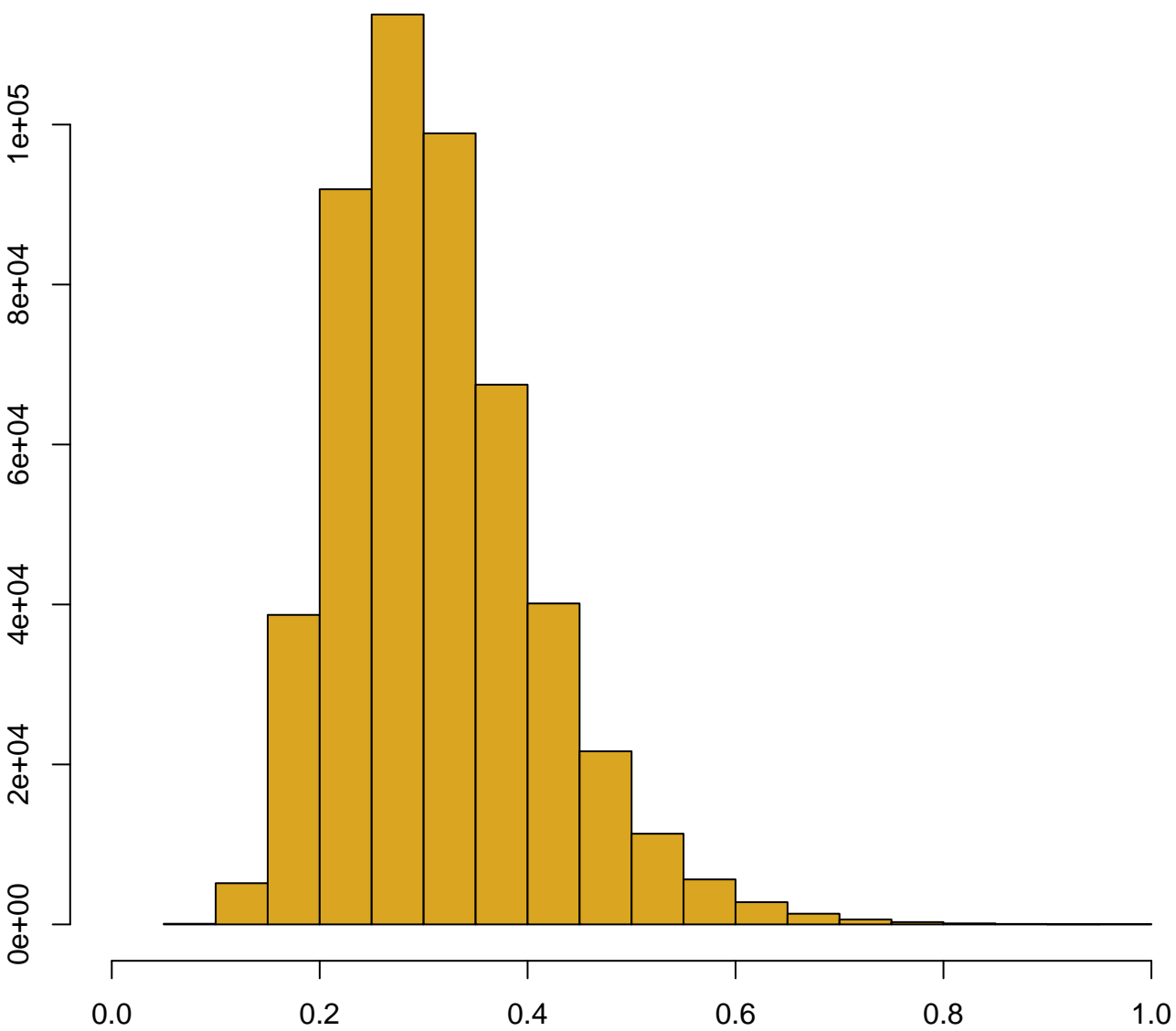
Frequency content: white

prespawn surv = 0.3

sigma_env = 0.3

obs SD: 0.1

obsMean: 0.31



Truncated lognormal survival rates

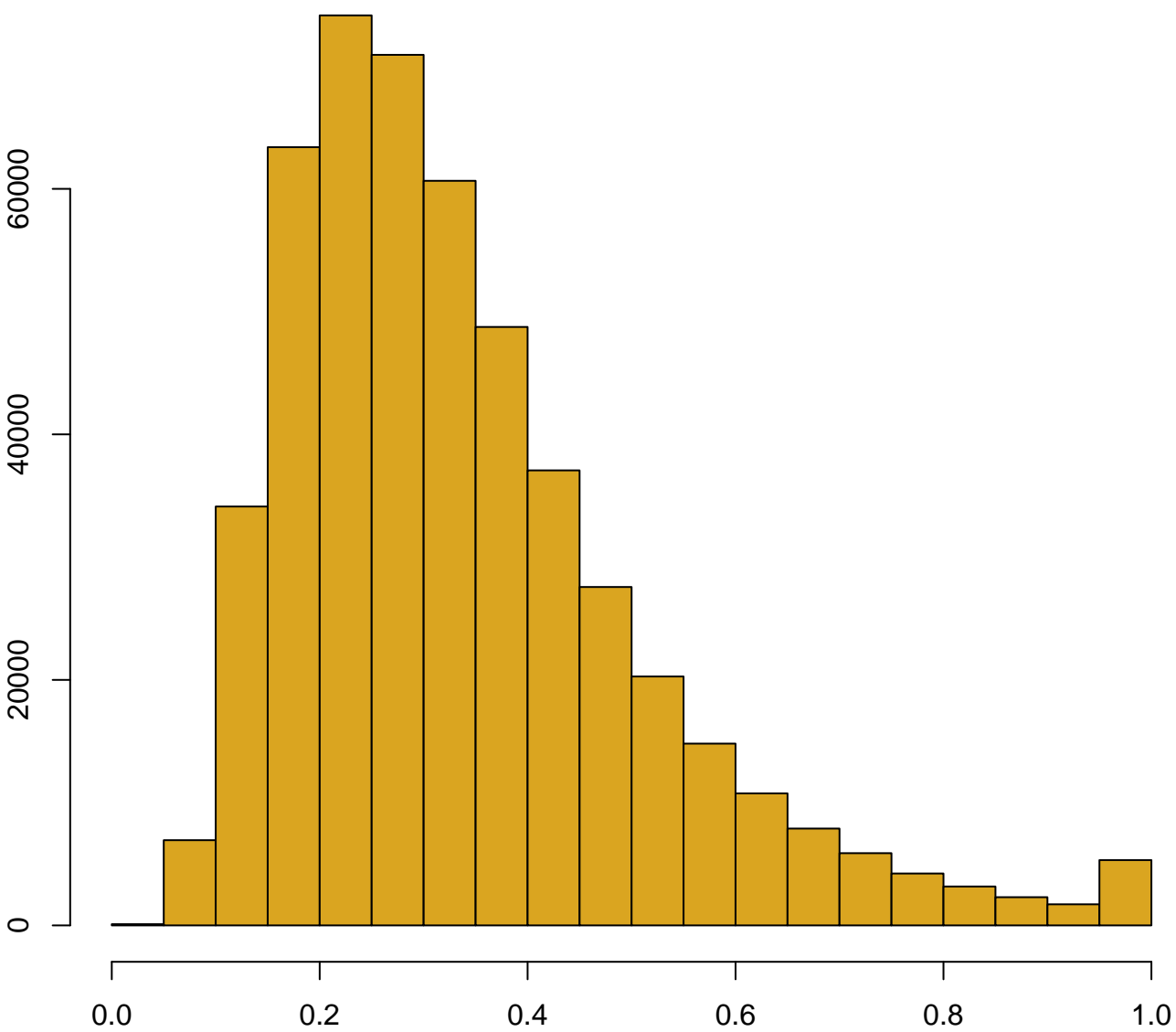
Frequency content: white

prespawn surv = 0.3

sigma_env = 0.5

obs SD: 0.17

obsMean: 0.34



Truncated lognormal survival rates

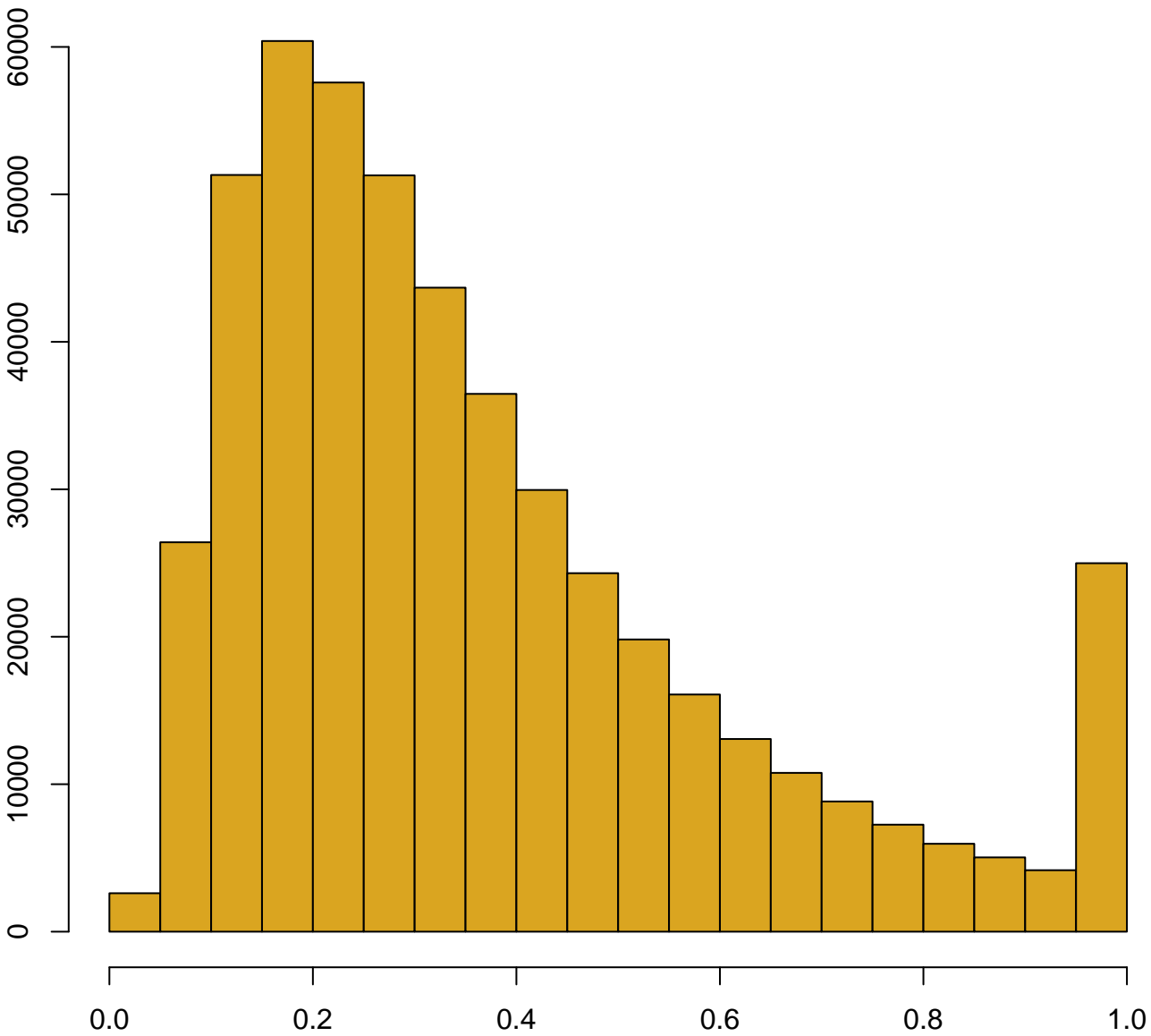
Frequency content: white

prespawn surv = 0.3

sigma_env = 0.7

obs SD: 0.24

obsMean: 0.37



Truncated lognormal survival rates

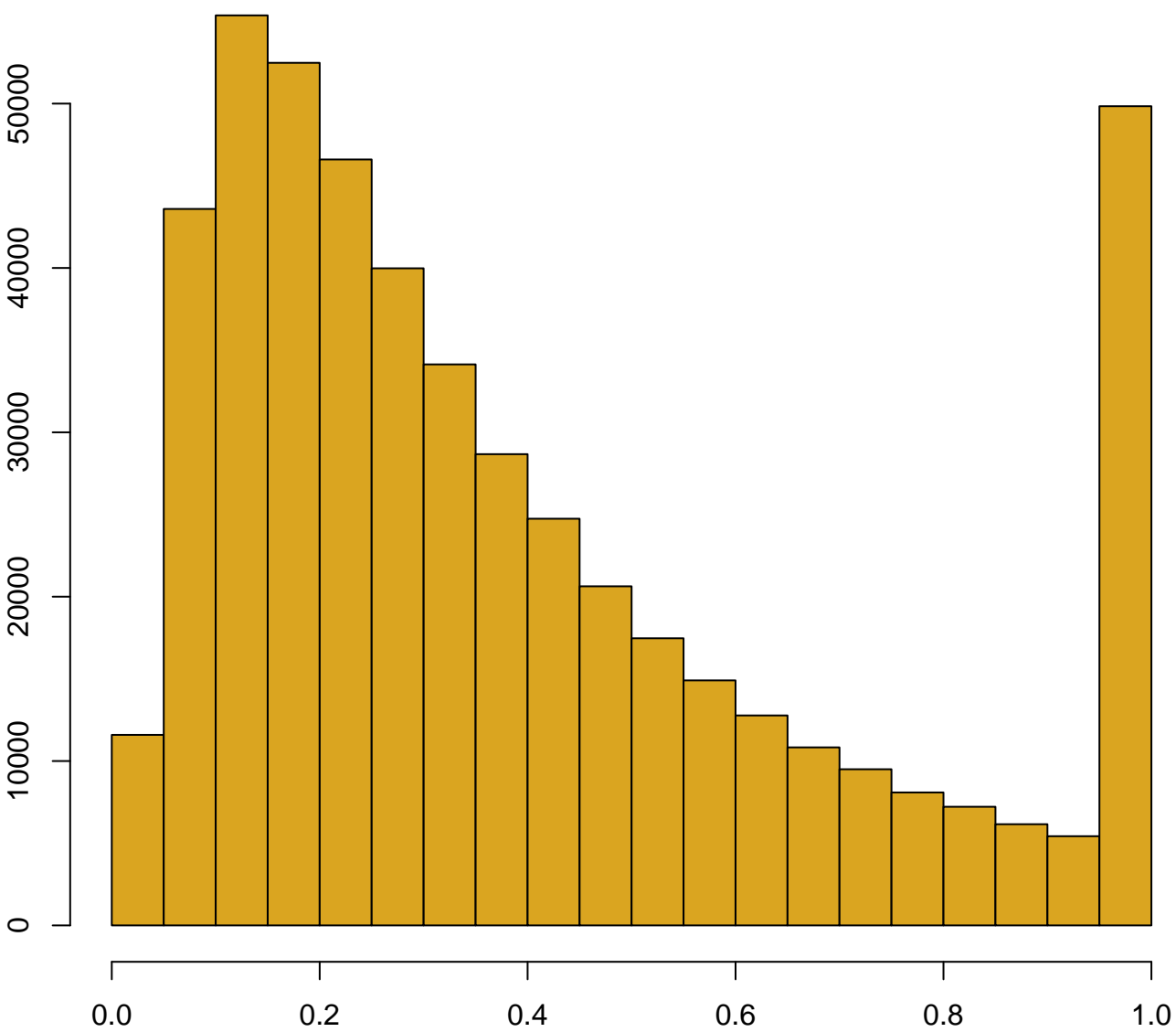
Frequency content: white

prespawn surv = 0.3

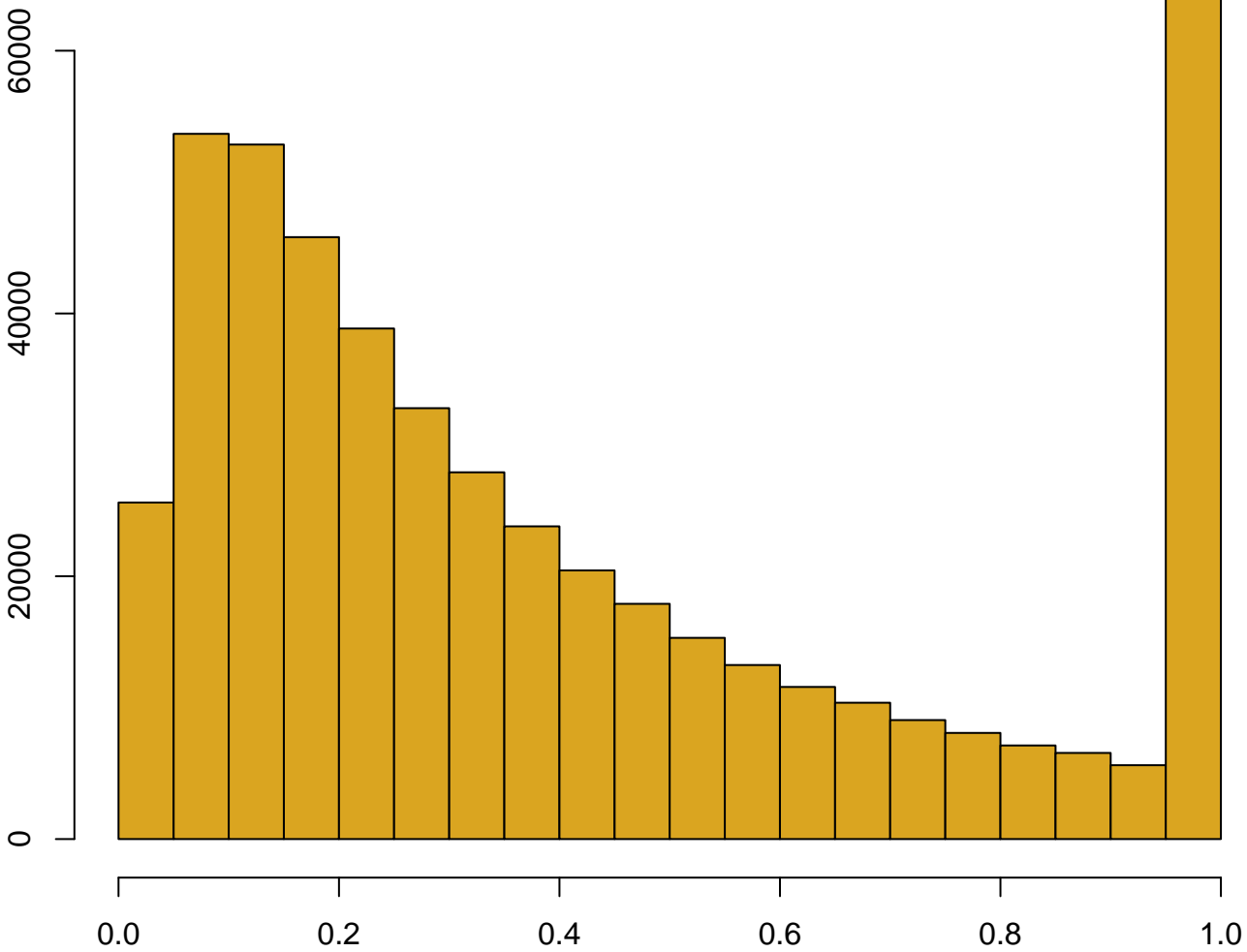
sigma_env = 0.9

obs SD: 0.29

obsMean: 0.39



Truncated lognormal survival rates
Frequency content: white
prespawn surv = 0.3
sigma_env = 1.1
obs SD: 0.32
obsMean: 0.41



Truncated lognormal survival rates

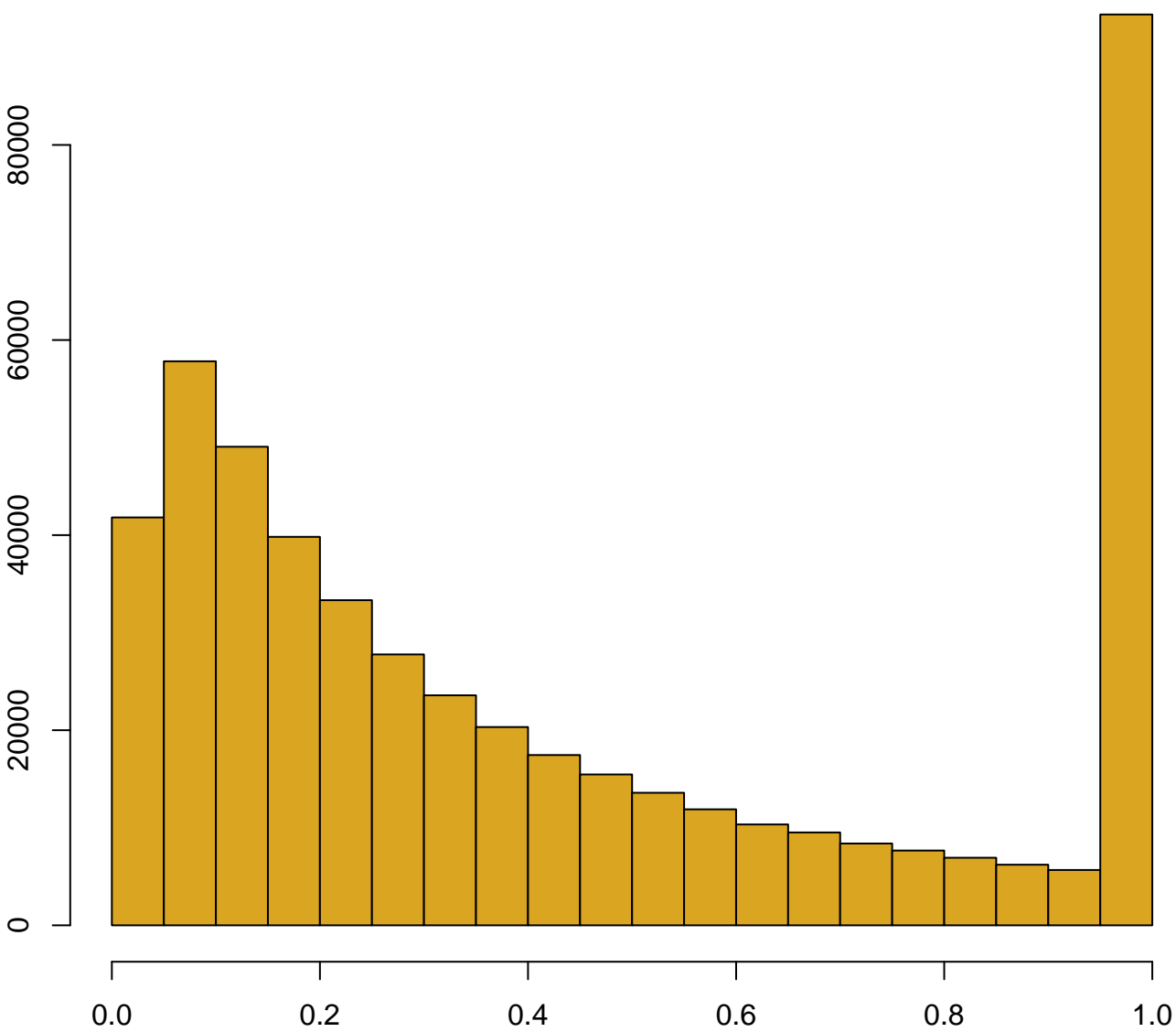
Frequency content: white

prespawn surv = 0.3

sigma_env = 1.3

obs SD: 0.35

obsMean: 0.42



Truncated lognormal survival rates

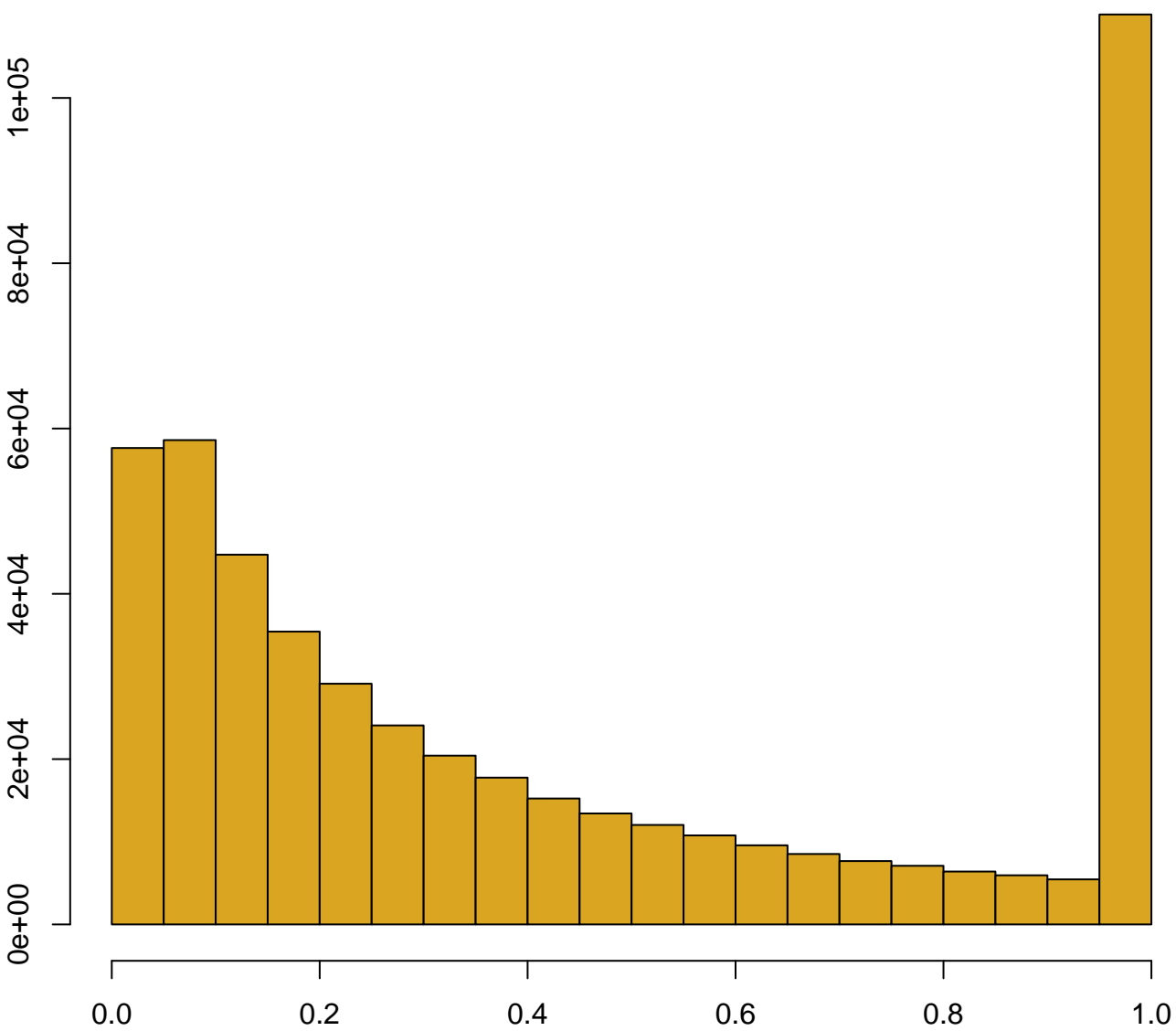
Frequency content: white

prespawn surv = 0.3

sigma_env = 1.5

obs SD: 0.37

obsMean: 0.44



Truncated lognormal survival rates

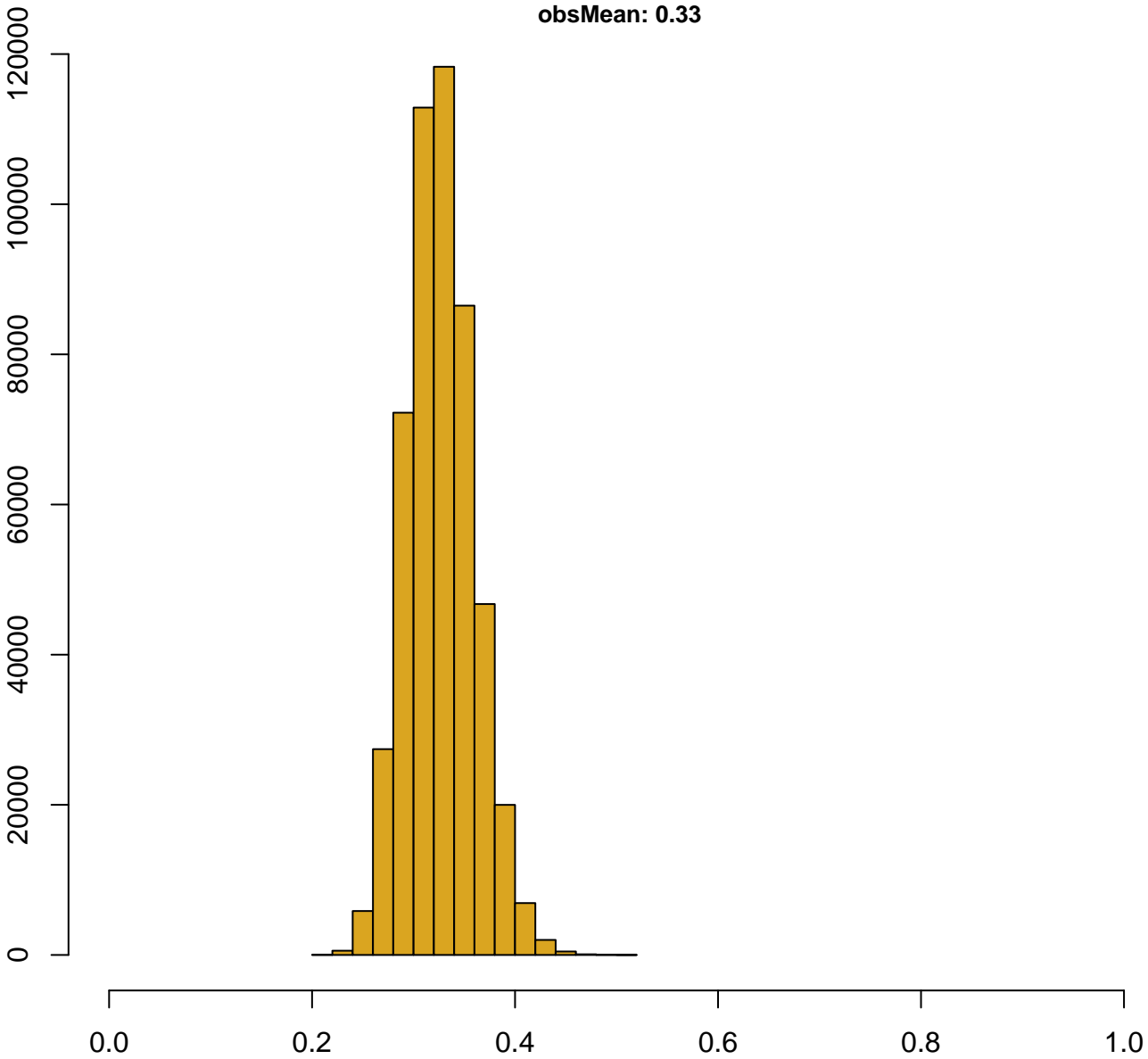
Frequency content: white

prespawn surv = 0.325

sigma_env = 0.1

obs SD: 0.03

obsMean: 0.33



Truncated lognormal survival rates

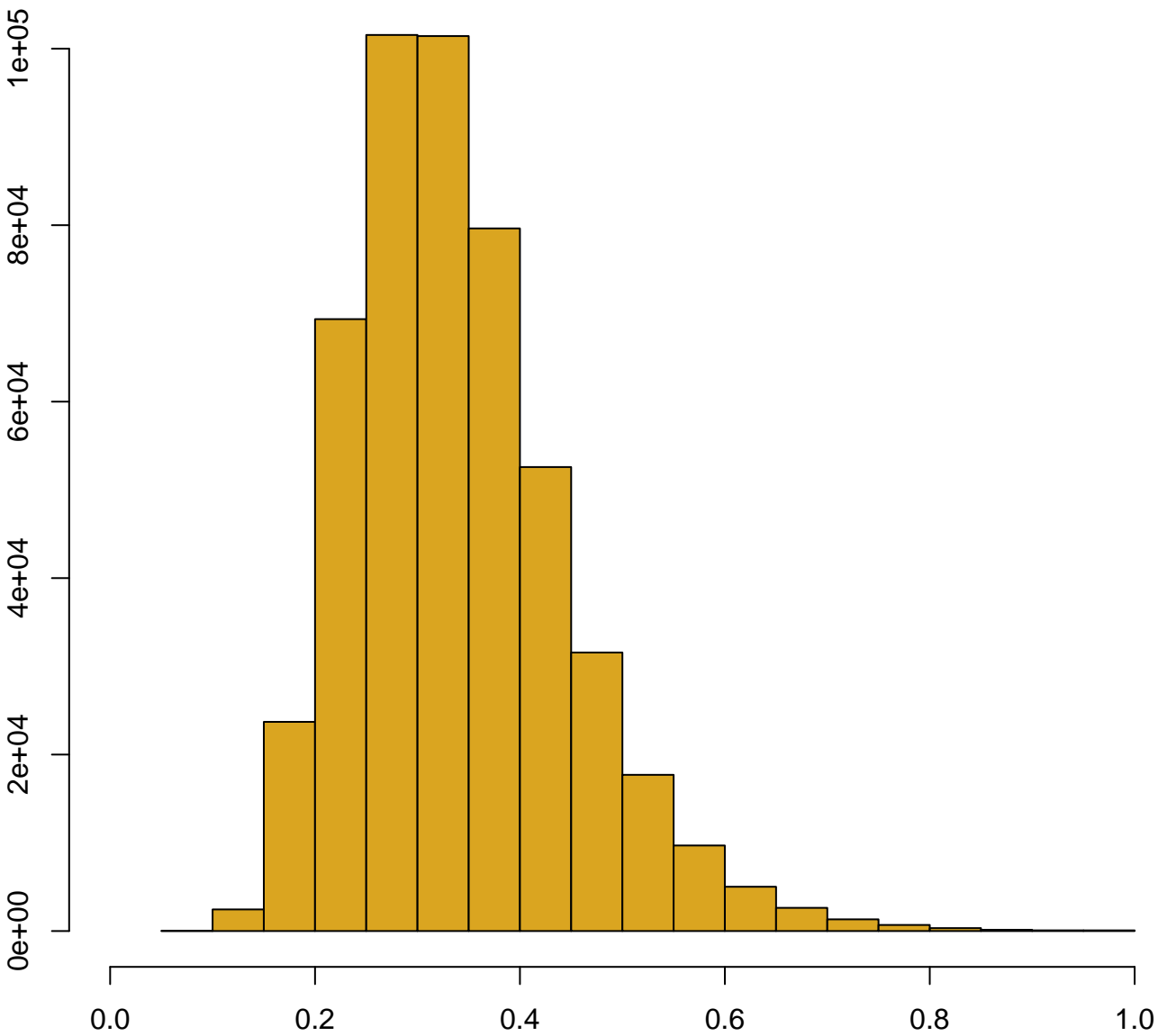
Frequency content: white

prespawn surv = 0.325

sigma_env = 0.3

obs SD: 0.1

obsMean: 0.34



Truncated lognormal survival rates

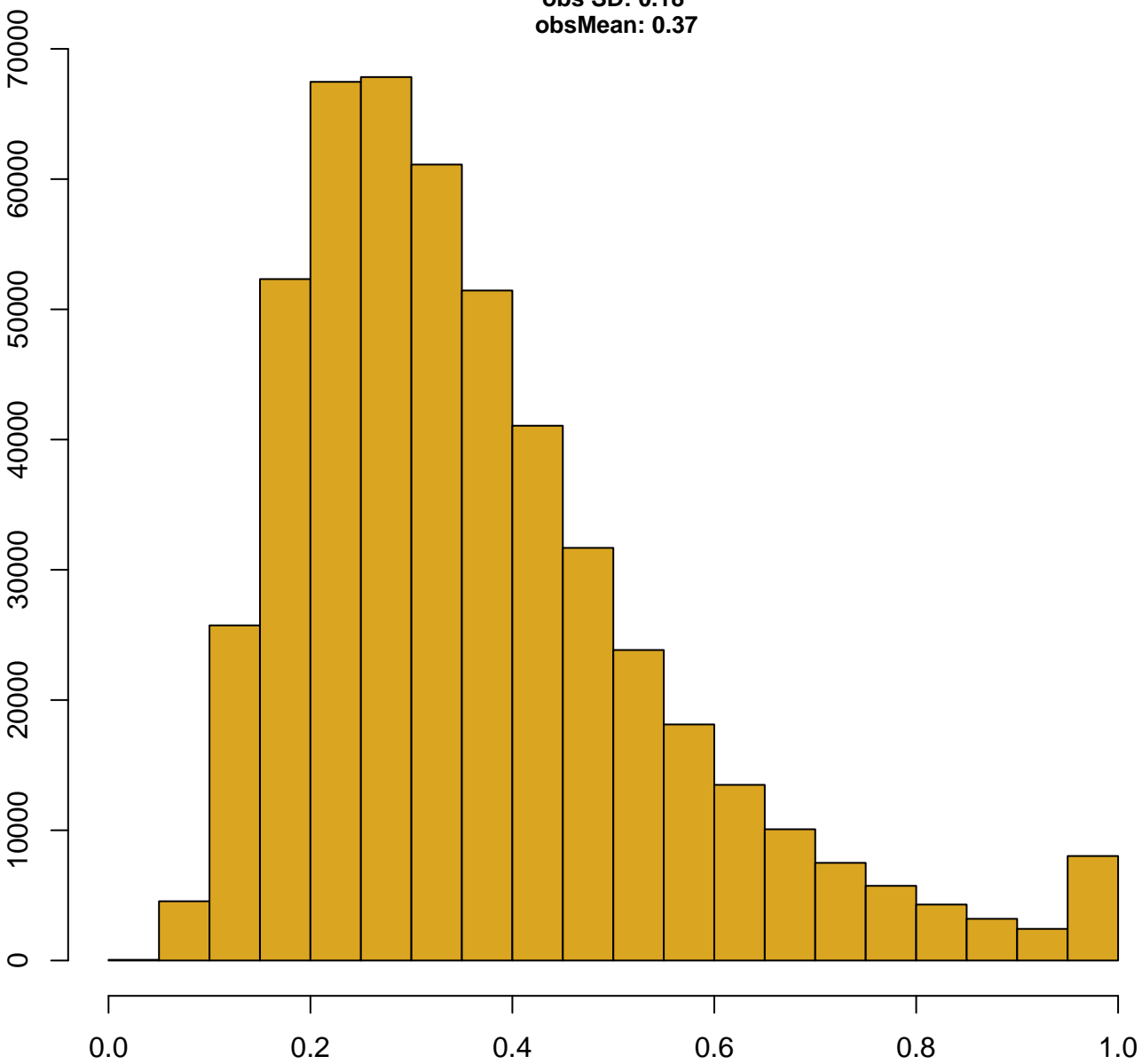
Frequency content: white

prespawn surv = 0.325

sigma_env = 0.5

obs SD: 0.18

obsMean: 0.37



Truncated lognormal survival rates

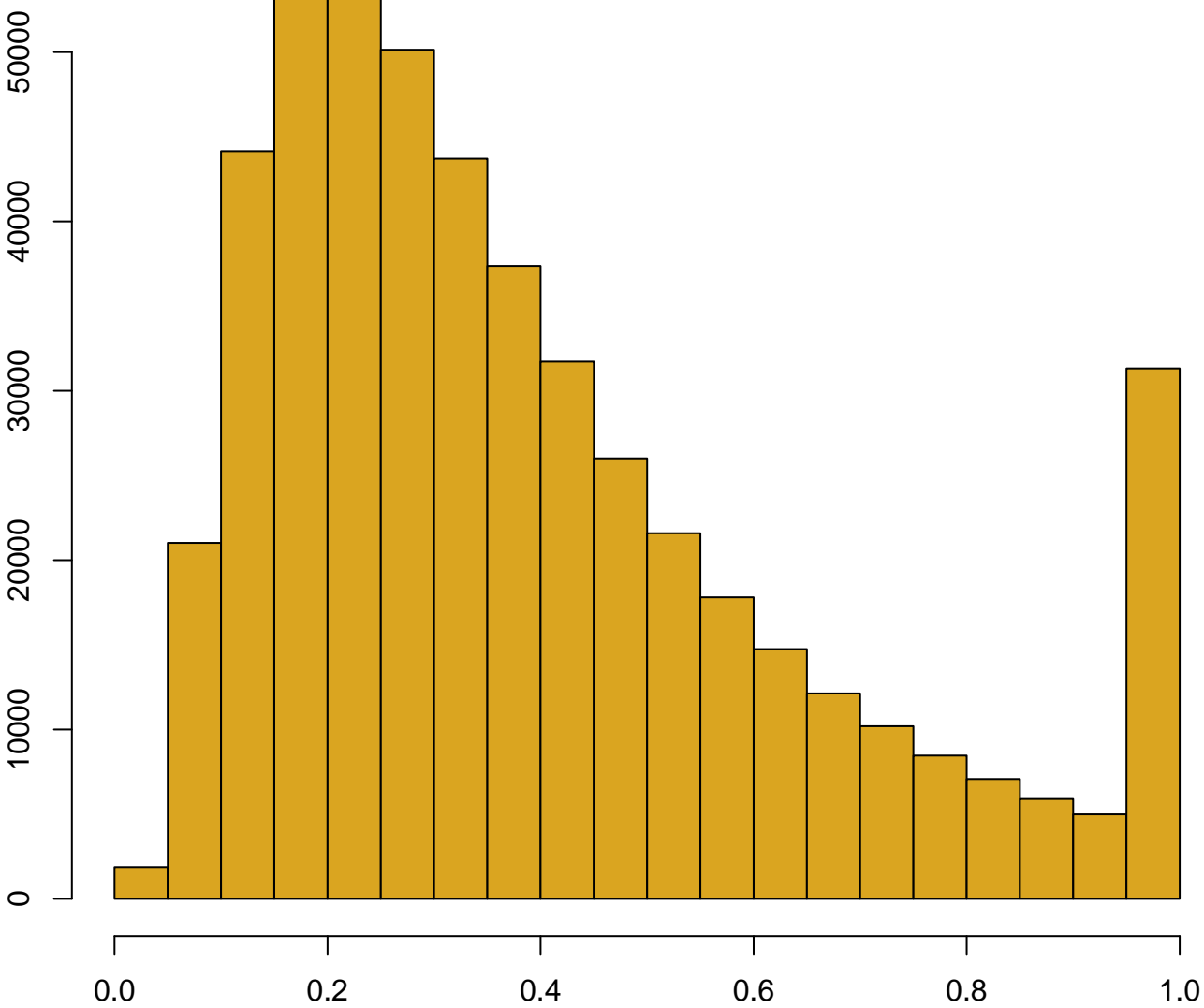
Frequency content: white

prespawn surv = 0.325

sigma_env = 0.7

obs SD: 0.25

obsMean: 0.39



Truncated lognormal survival rates

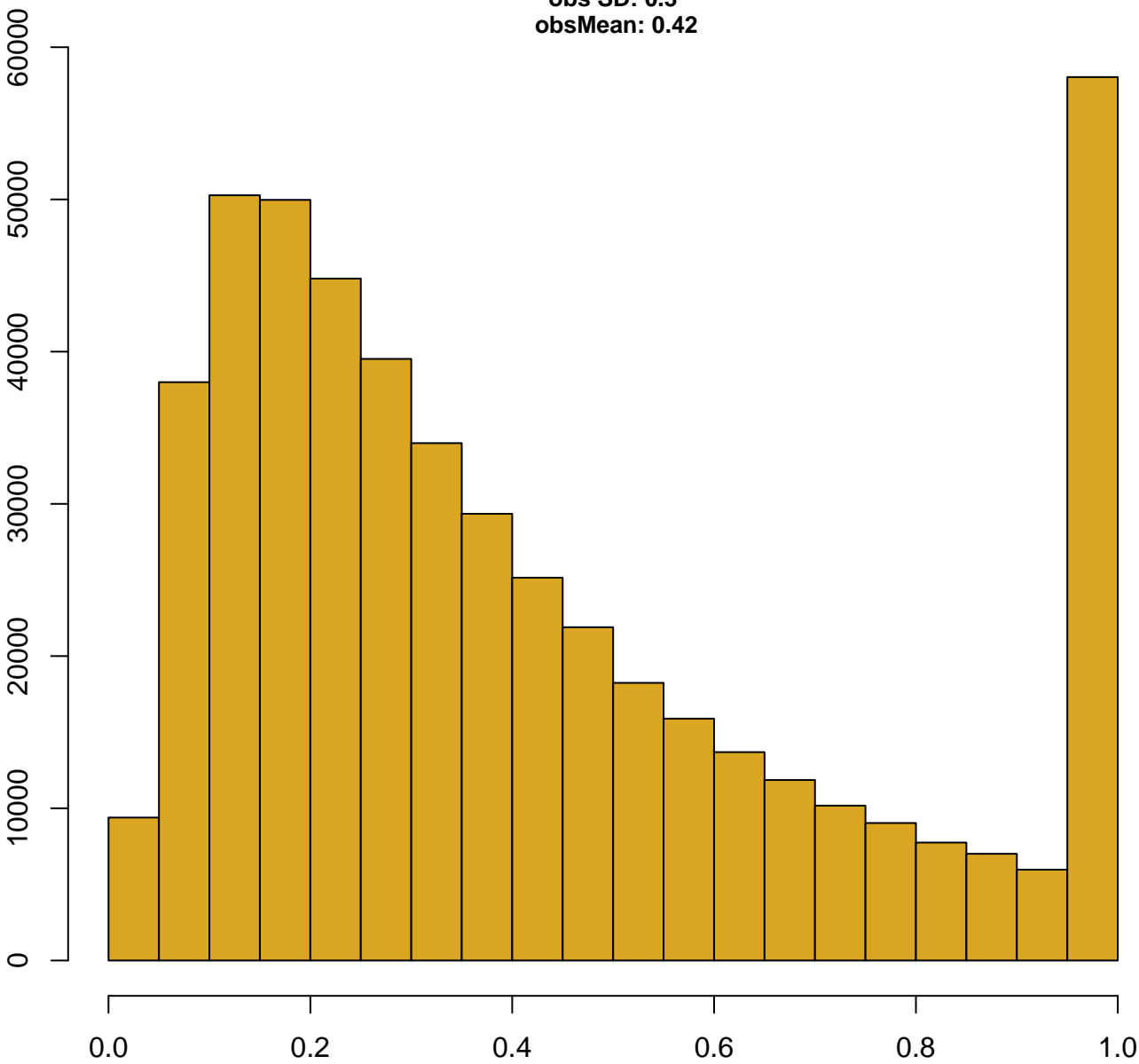
Frequency content: white

prespawn surv = 0.325

sigma_env = 0.9

obs SD: 0.3

obsMean: 0.42



Truncated lognormal survival rates

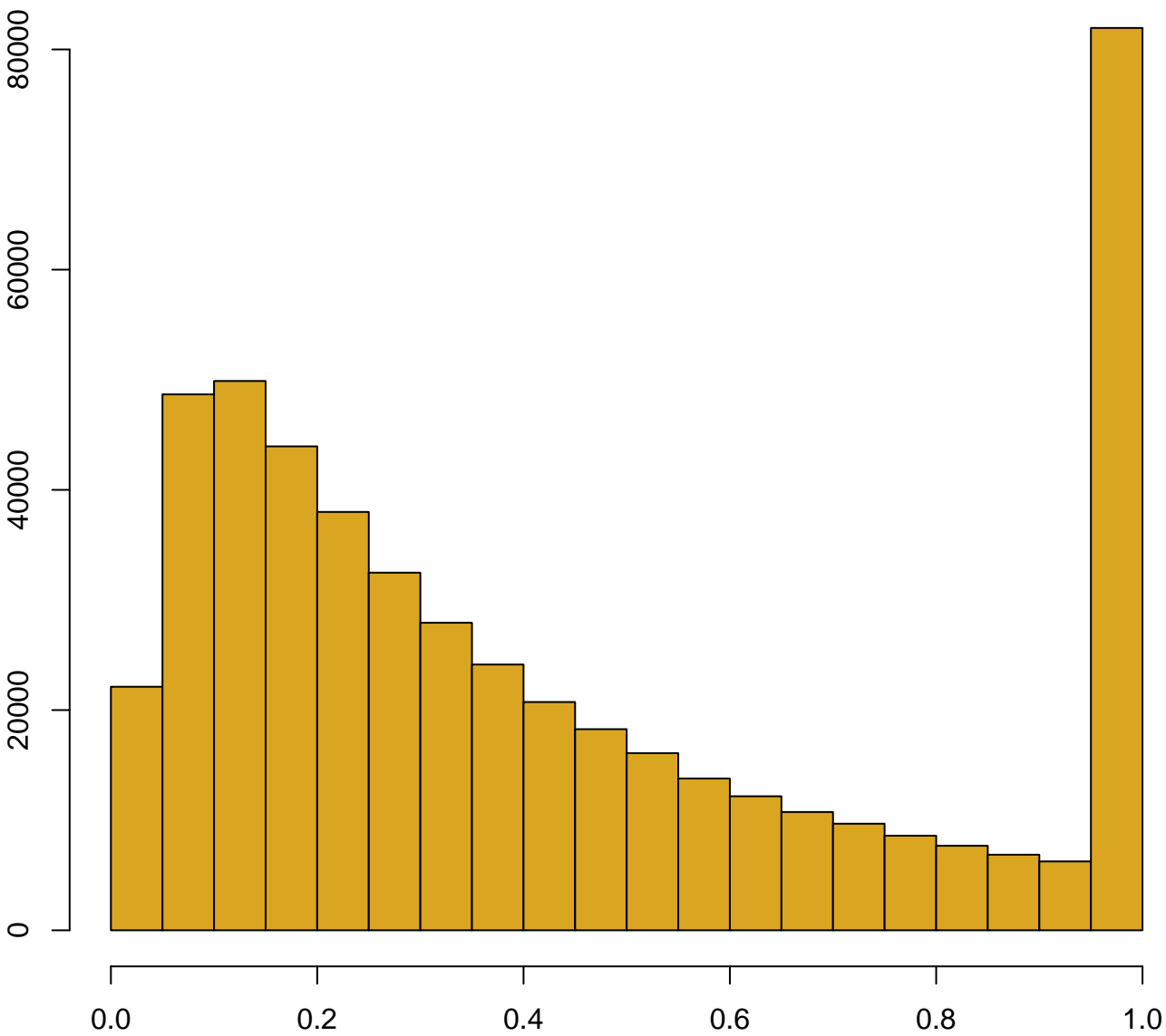
Frequency content: white

prespawn surv = 0.325

sigma_env = 1.1

obs SD: 0.33

obsMean: 0.43



Truncated lognormal survival rates

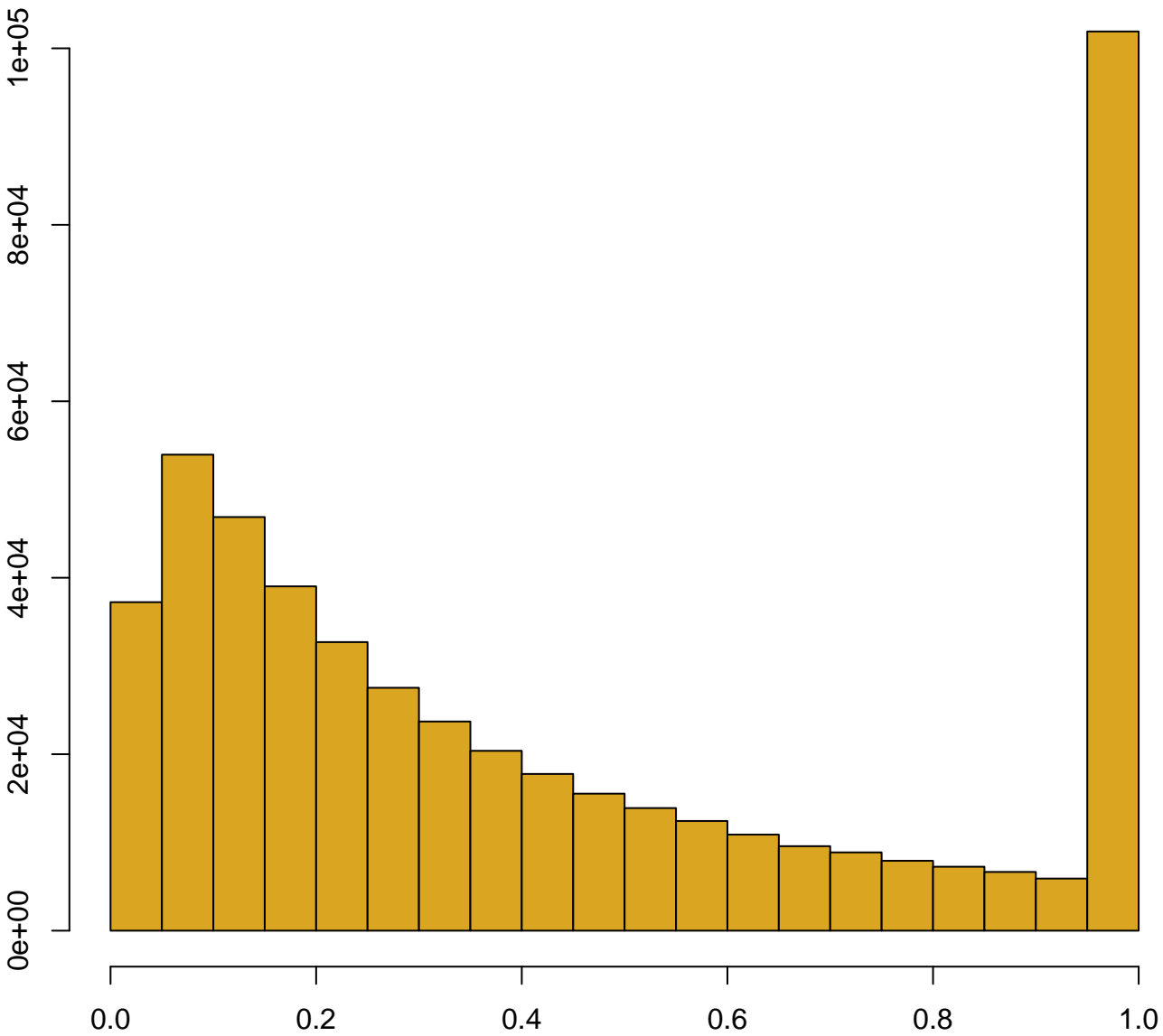
Frequency content: white

prespawn surv = 0.325

sigma_env = 1.3

obs SD: 0.35

obsMean: 0.44



Truncated lognormal survival rates

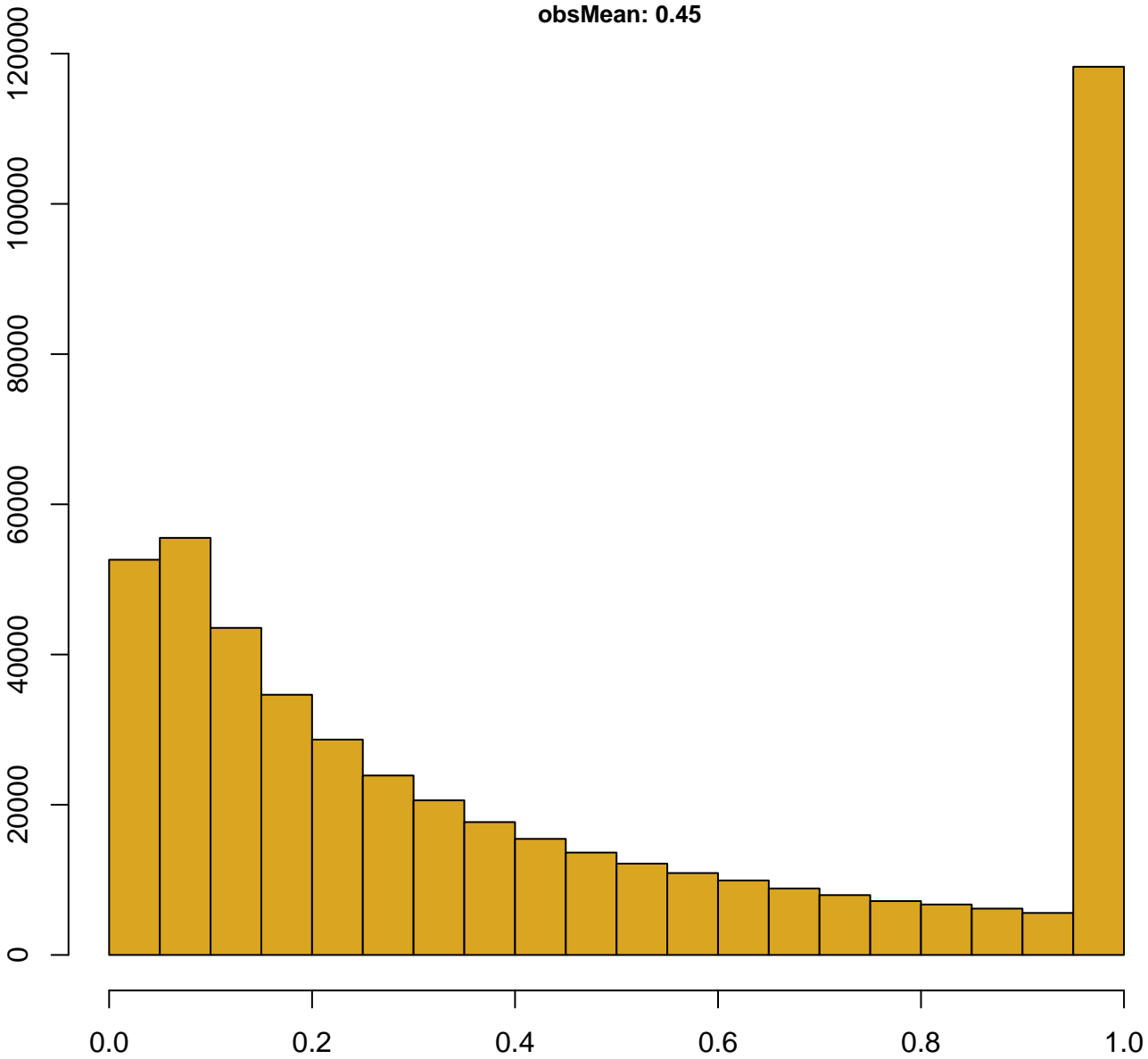
Frequency content: white

prespawn surv = 0.325

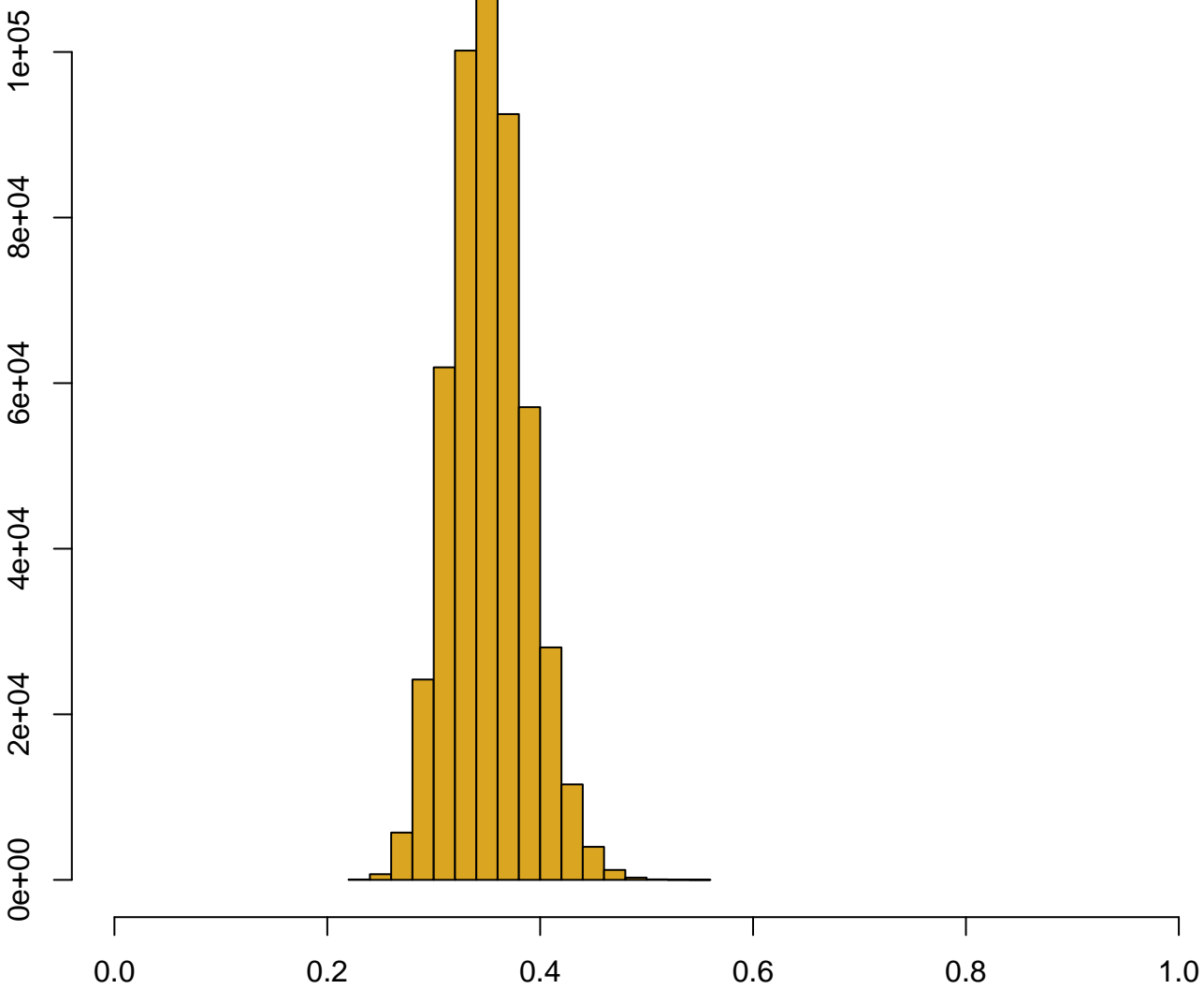
sigma_env = 1.5

obs SD: 0.37

obsMean: 0.45



Truncated lognormal survival rates
Frequency content: white
prespawn surv = 0.35
sigma_env = 0.1
obs SD: 0.04
obsMean: 0.35



Truncated lognormal survival rates

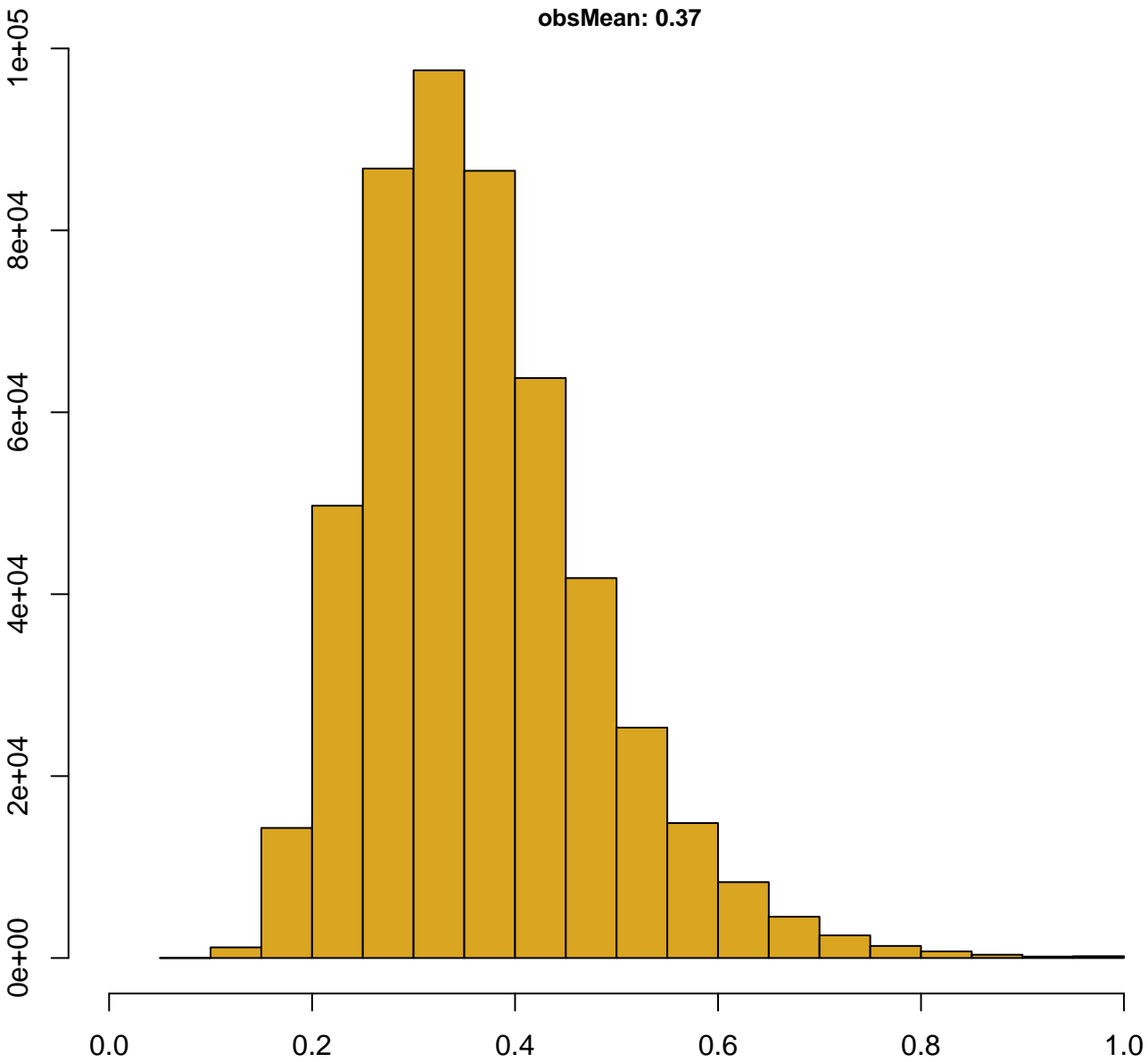
Frequency content: white

prespawn surv = 0.35

sigma_env = 0.3

obs SD: 0.11

obsMean: 0.37



Truncated lognormal survival rates

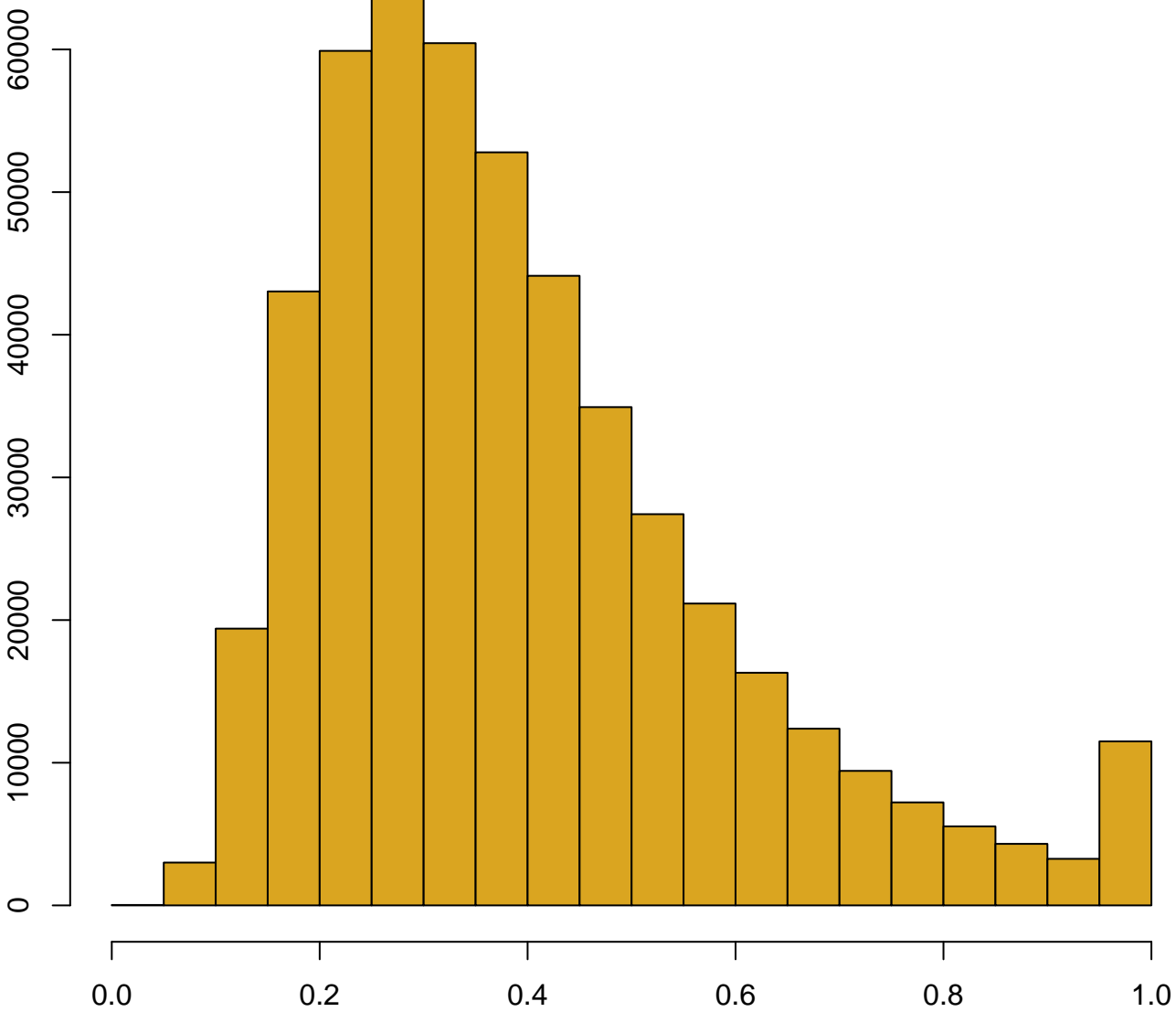
Frequency content: white

prespawn surv = 0.35

sigma_env = 0.5

obs SD: 0.2

obsMean: 0.39



Truncated lognormal survival rates

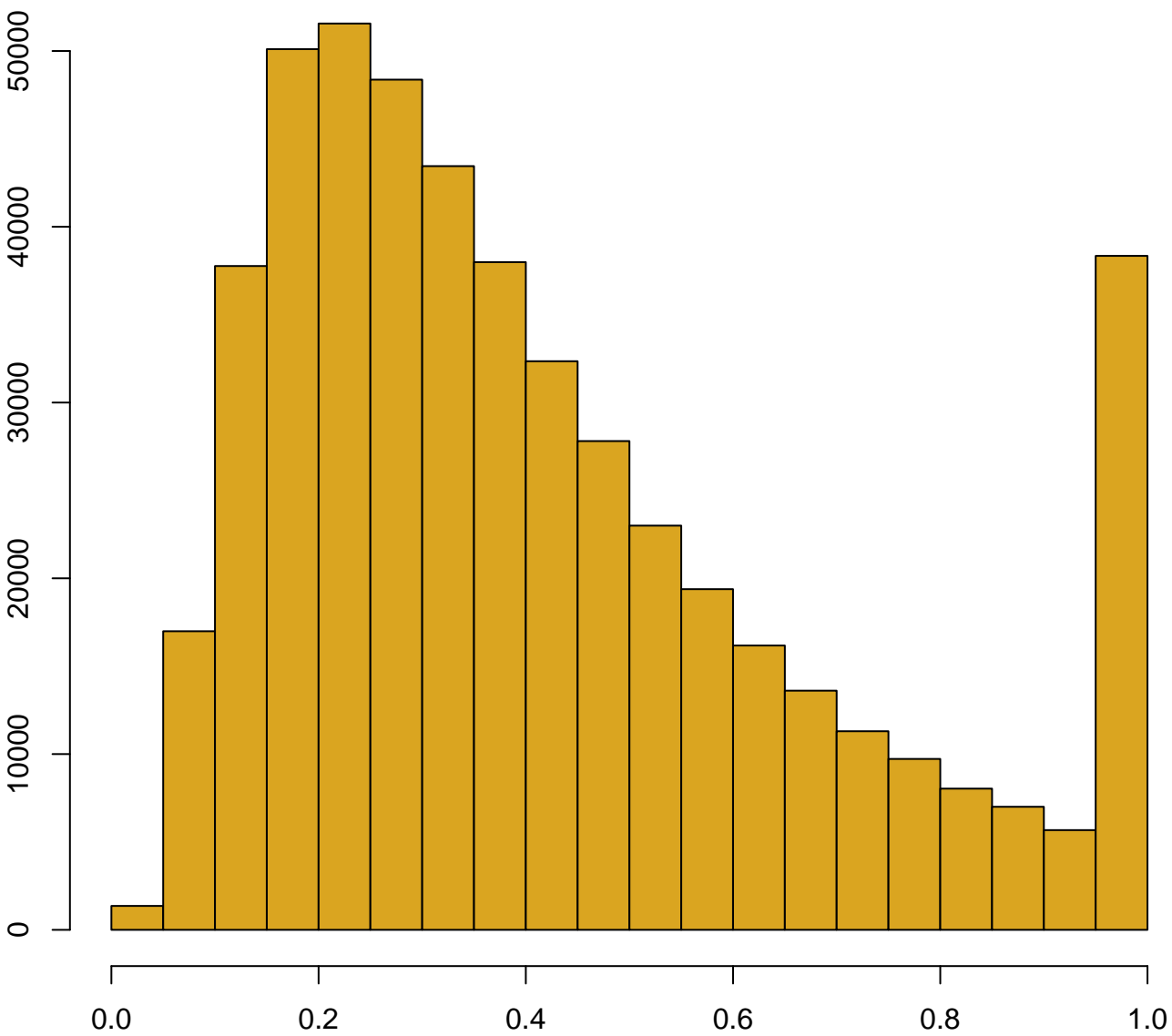
Frequency content: white

prespawn surv = 0.35

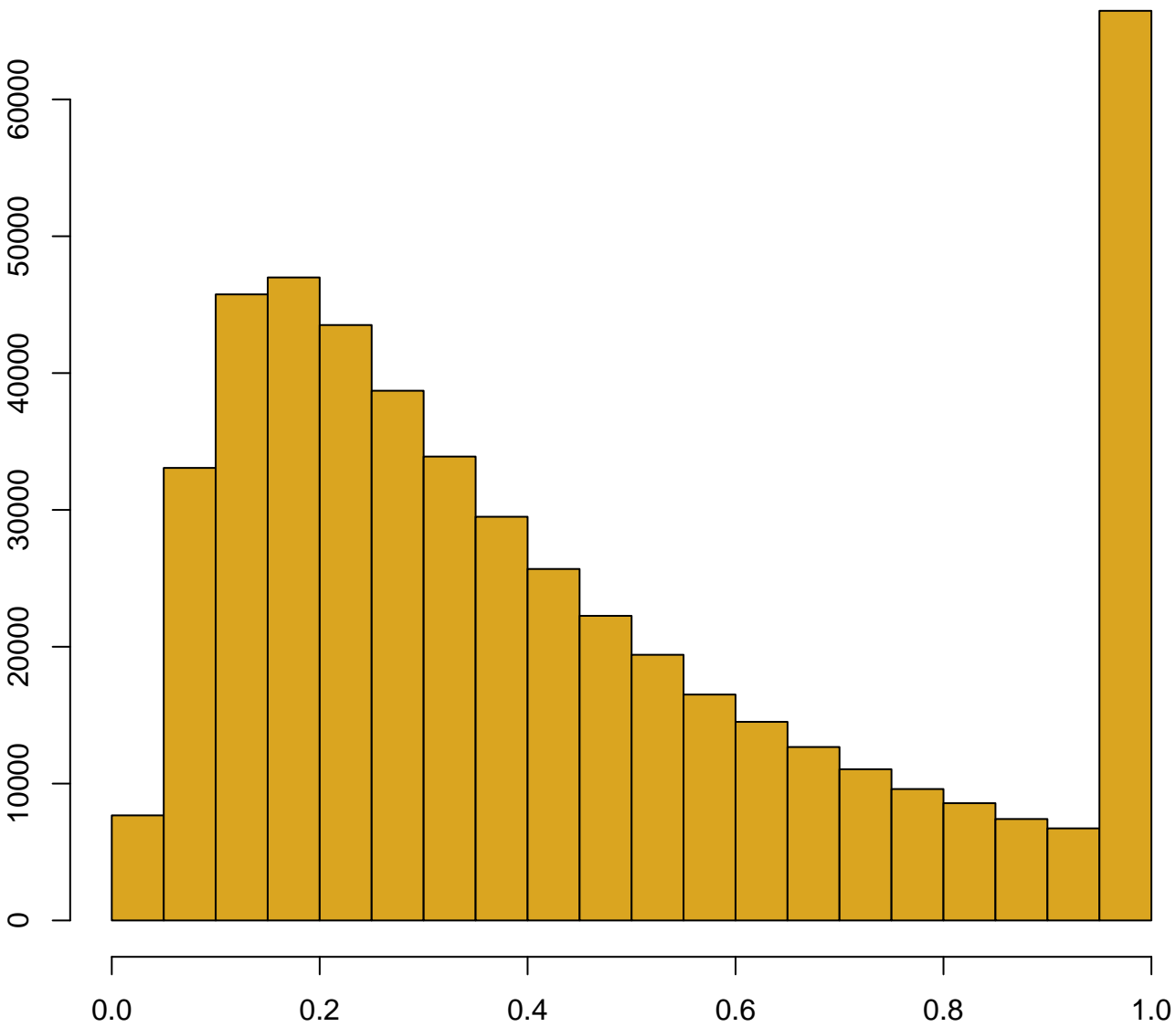
sigma_env = 0.7

obs SD: 0.26

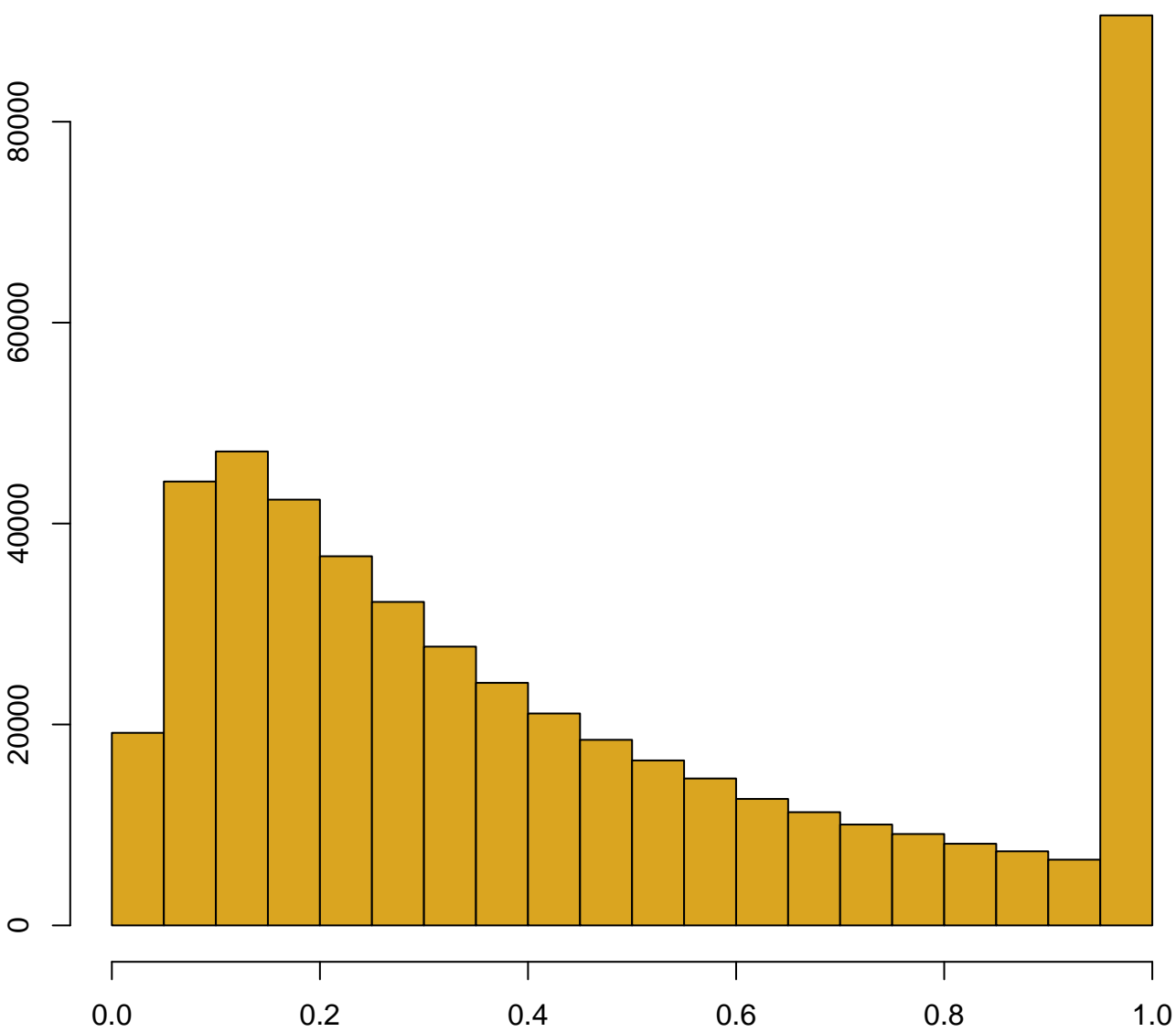
obsMean: 0.42



Truncated lognormal survival rates
Frequency content: white
prespawn surv = 0.35
sigma_env = 0.9
obs SD: 0.3
obsMean: 0.44



Truncated lognormal survival rates
Frequency content: white
prespawn surv = 0.35
sigma_env = 1.1
obs SD: 0.33
obsMean: 0.45



Truncated lognormal survival rates

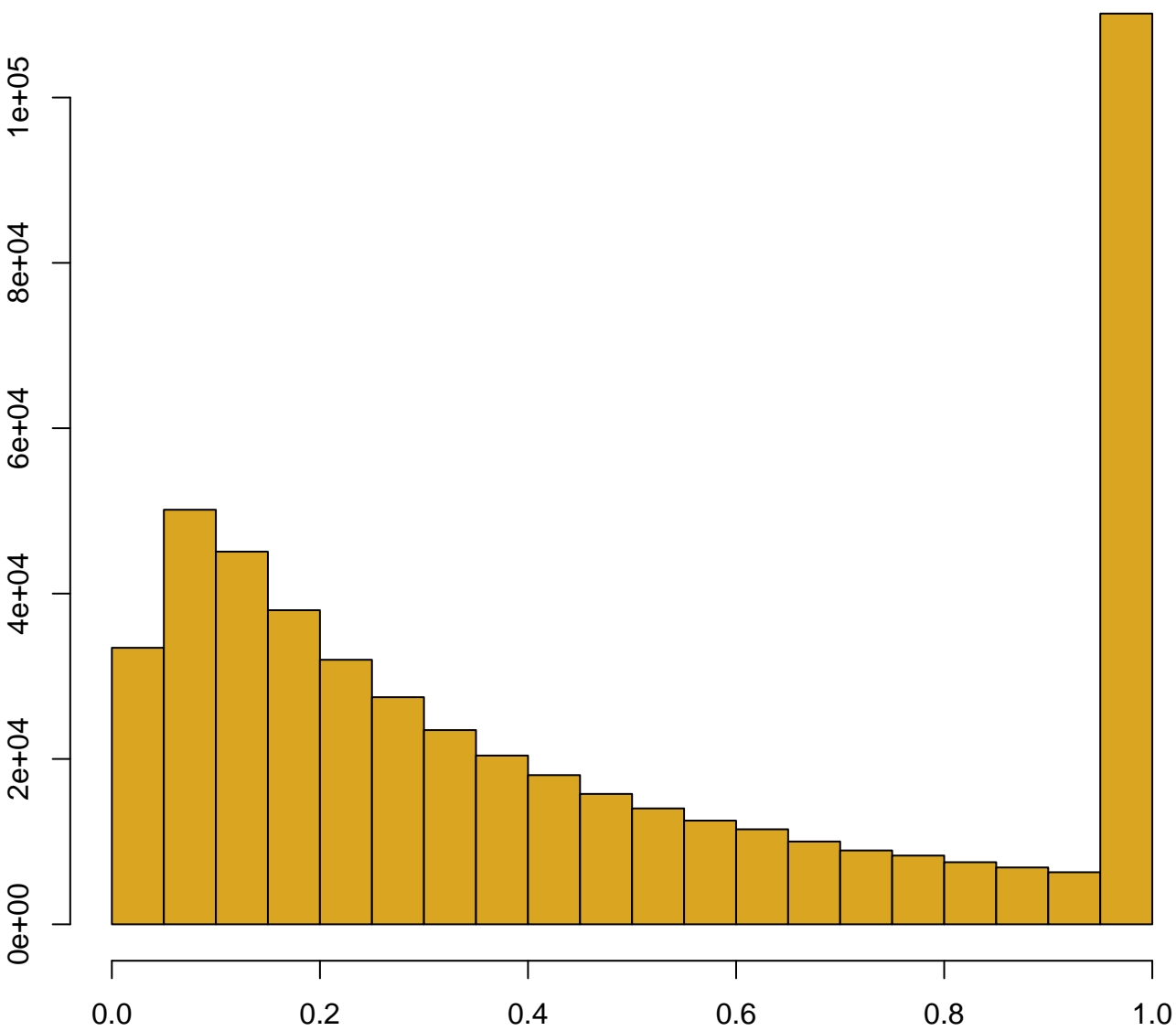
Frequency content: white

prespawn surv = 0.35

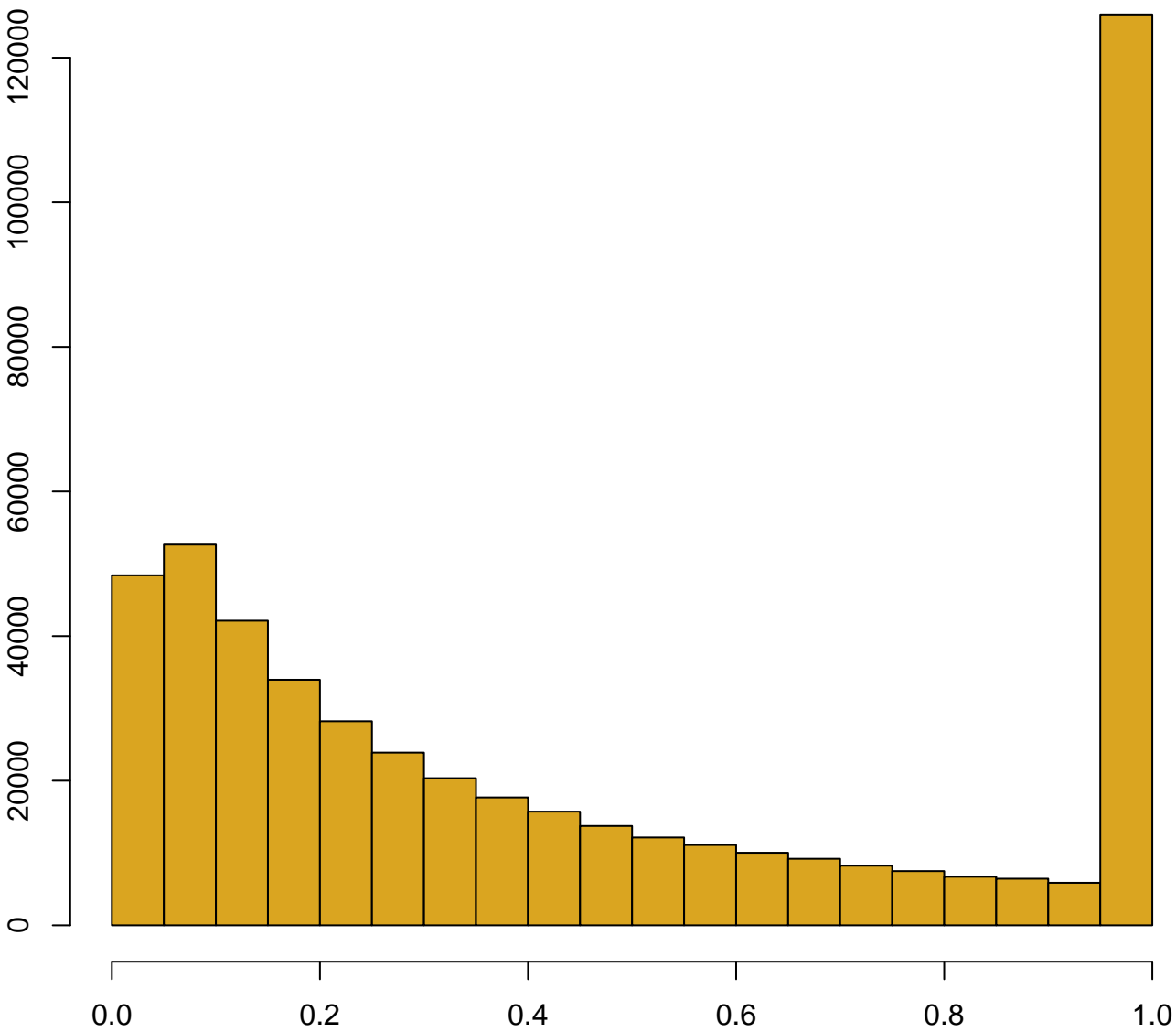
sigma_env = 1.3

obs SD: 0.36

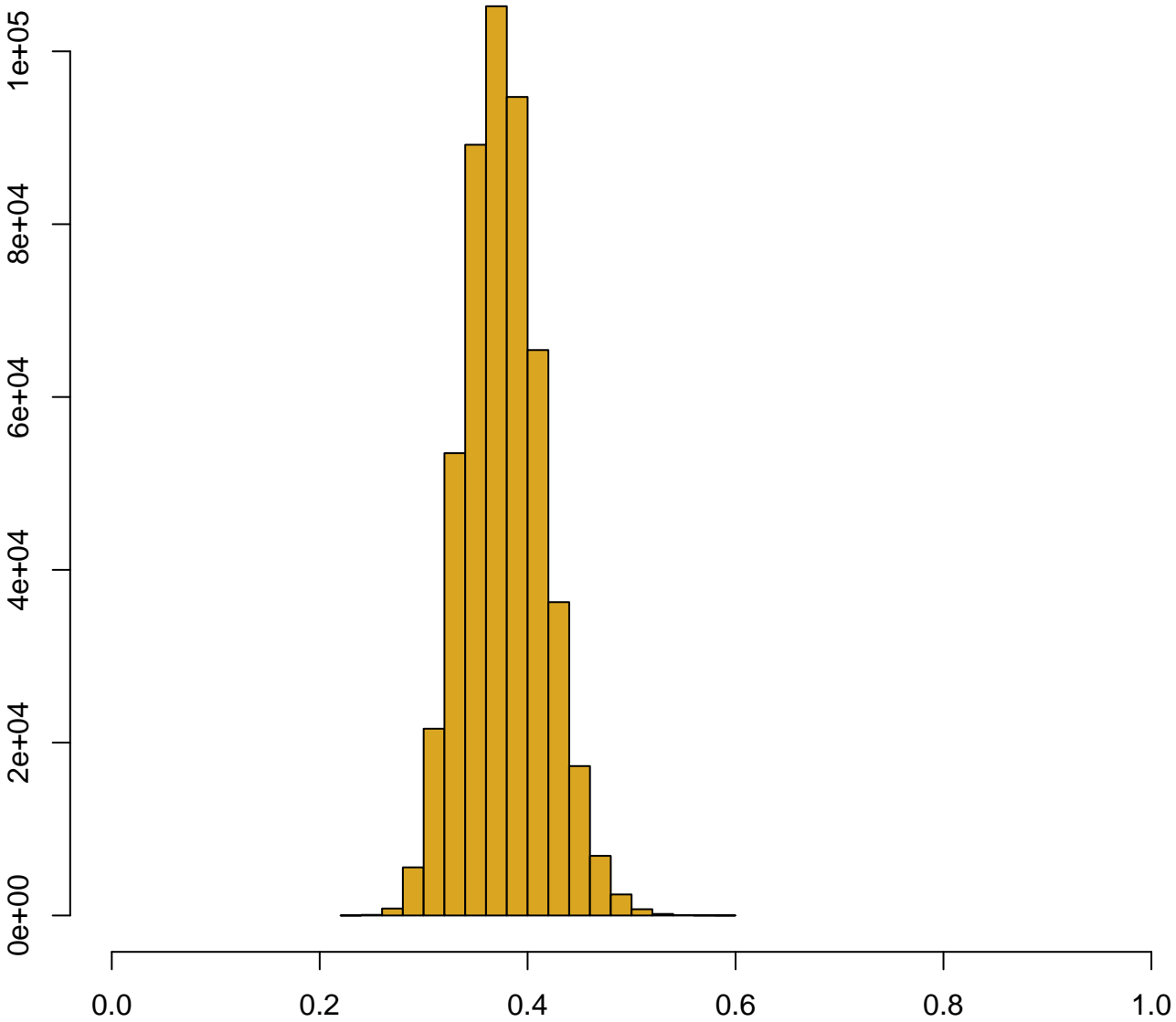
obsMean: 0.46



Truncated lognormal survival rates
Frequency content: white
prespawn surv = 0.35
sigma_env = 1.5
obs SD: 0.37
obsMean: 0.47



Truncated lognormal survival rates
Frequency content: white
prespawn surv = 0.375
sigma_env = 0.1
obs SD: 0.04
obsMean: 0.38



Truncated lognormal survival rates

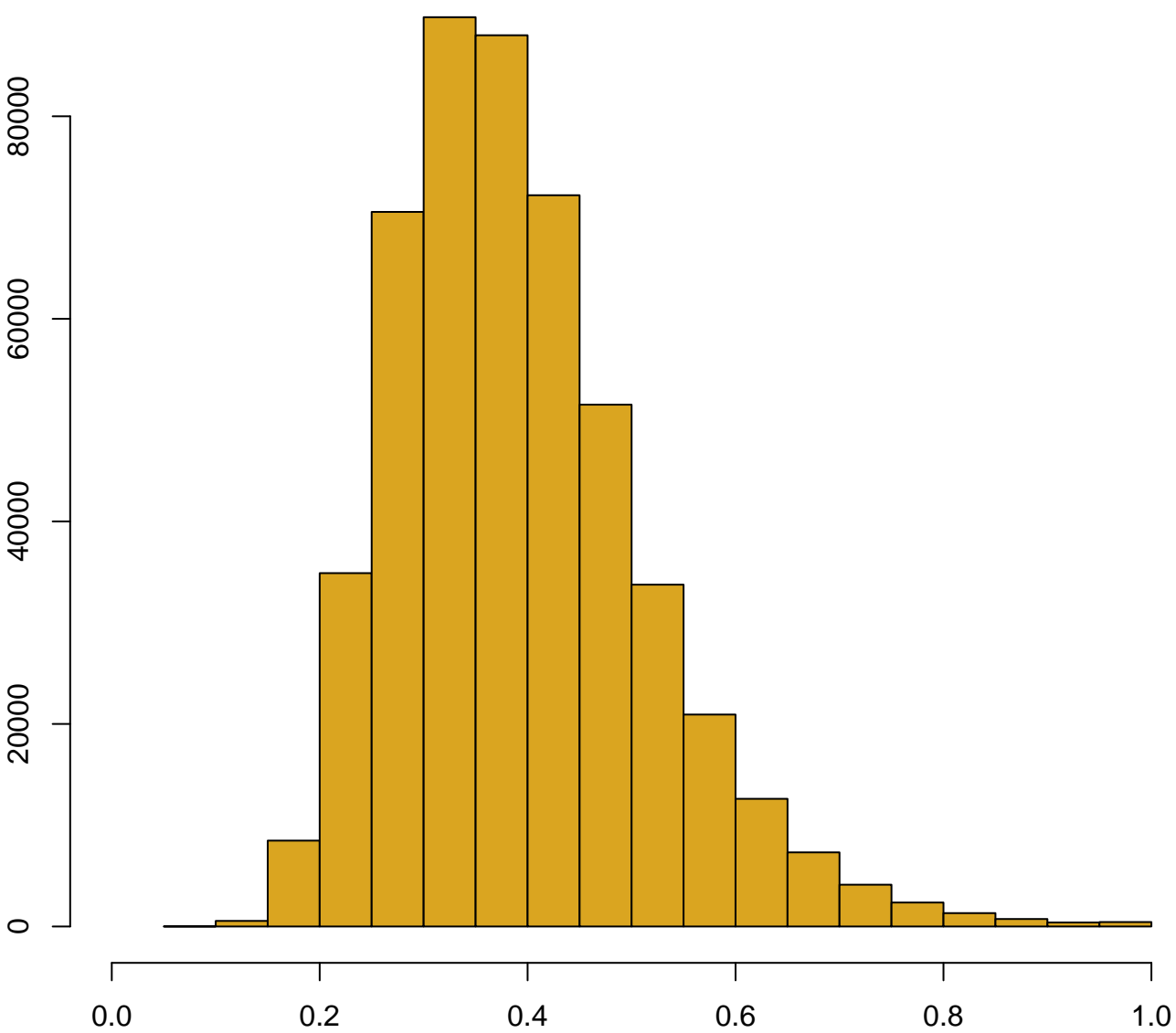
Frequency content: white

prespawn surv = 0.375

sigma_env = 0.3

obs SD: 0.12

obsMean: 0.39



Truncated lognormal survival rates

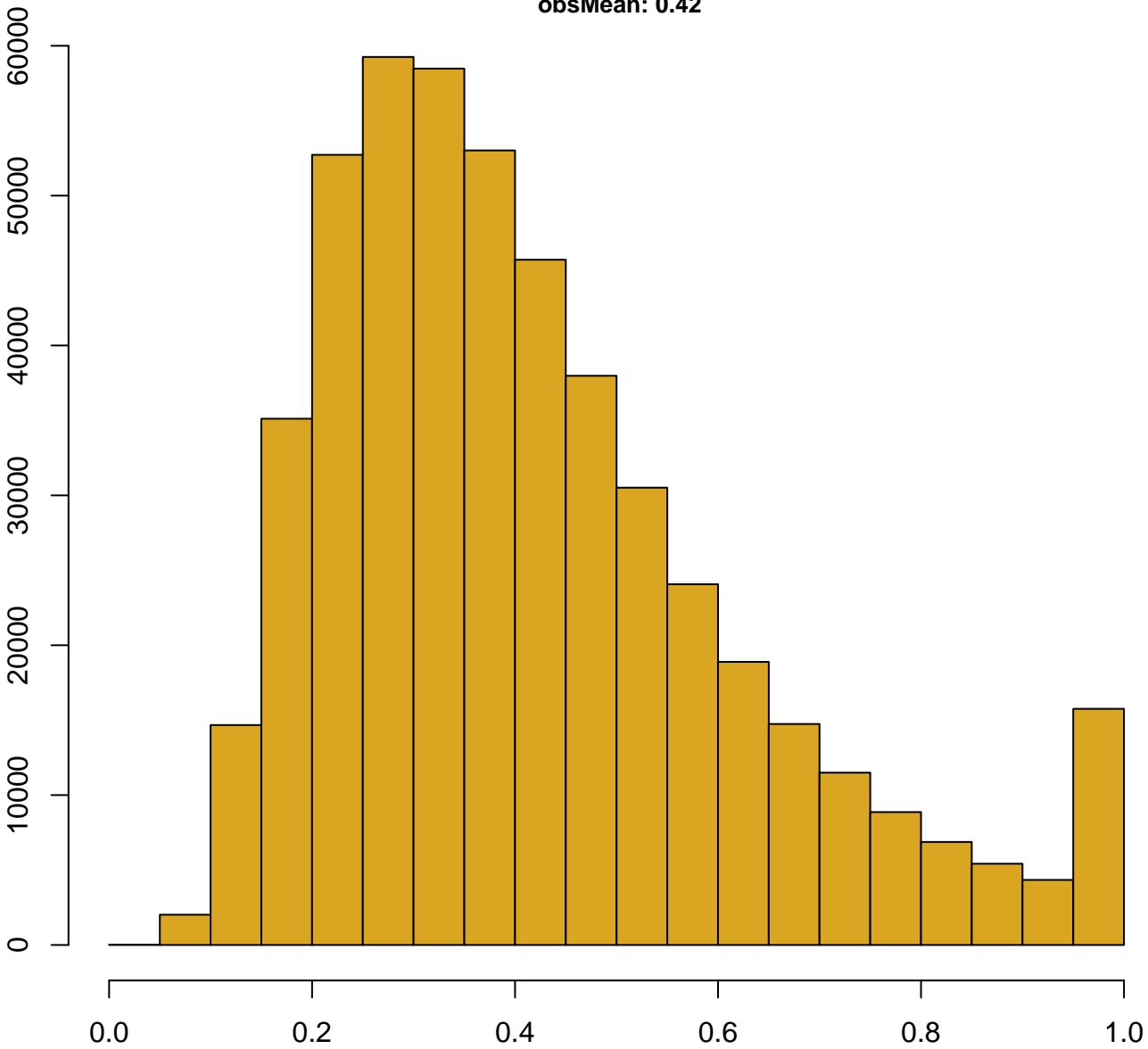
Frequency content: white

prespawn surv = 0.375

sigma_env = 0.5

obs SD: 0.2

obsMean: 0.42



Truncated lognormal survival rates

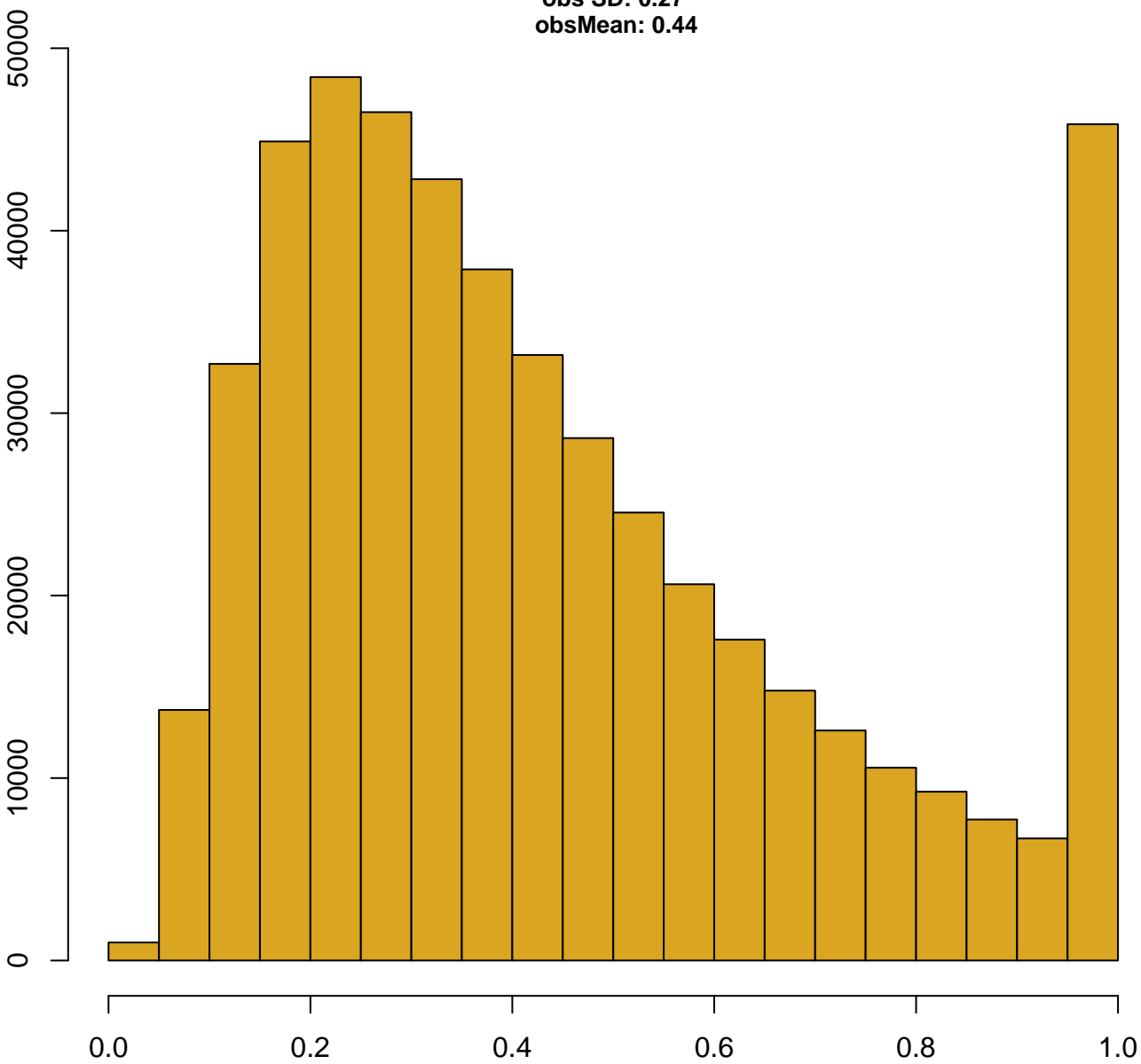
Frequency content: white

prespawn surv = 0.375

sigma_env = 0.7

obs SD: 0.27

obsMean: 0.44



Truncated lognormal survival rates

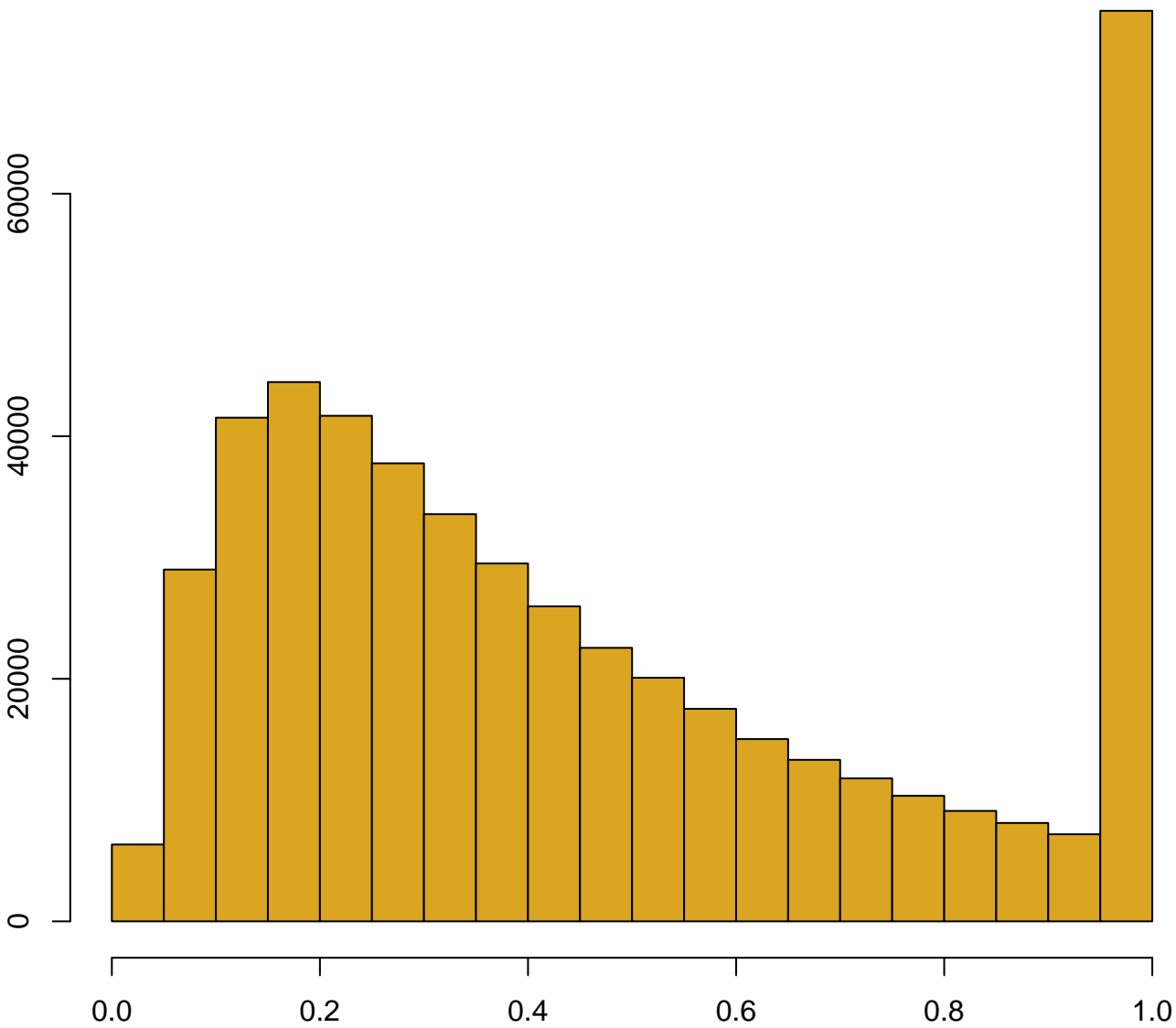
Frequency content: white

prespawn surv = 0.375

sigma_env = 0.9

obs SD: 0.31

obsMean: 0.46



Truncated lognormal survival rates

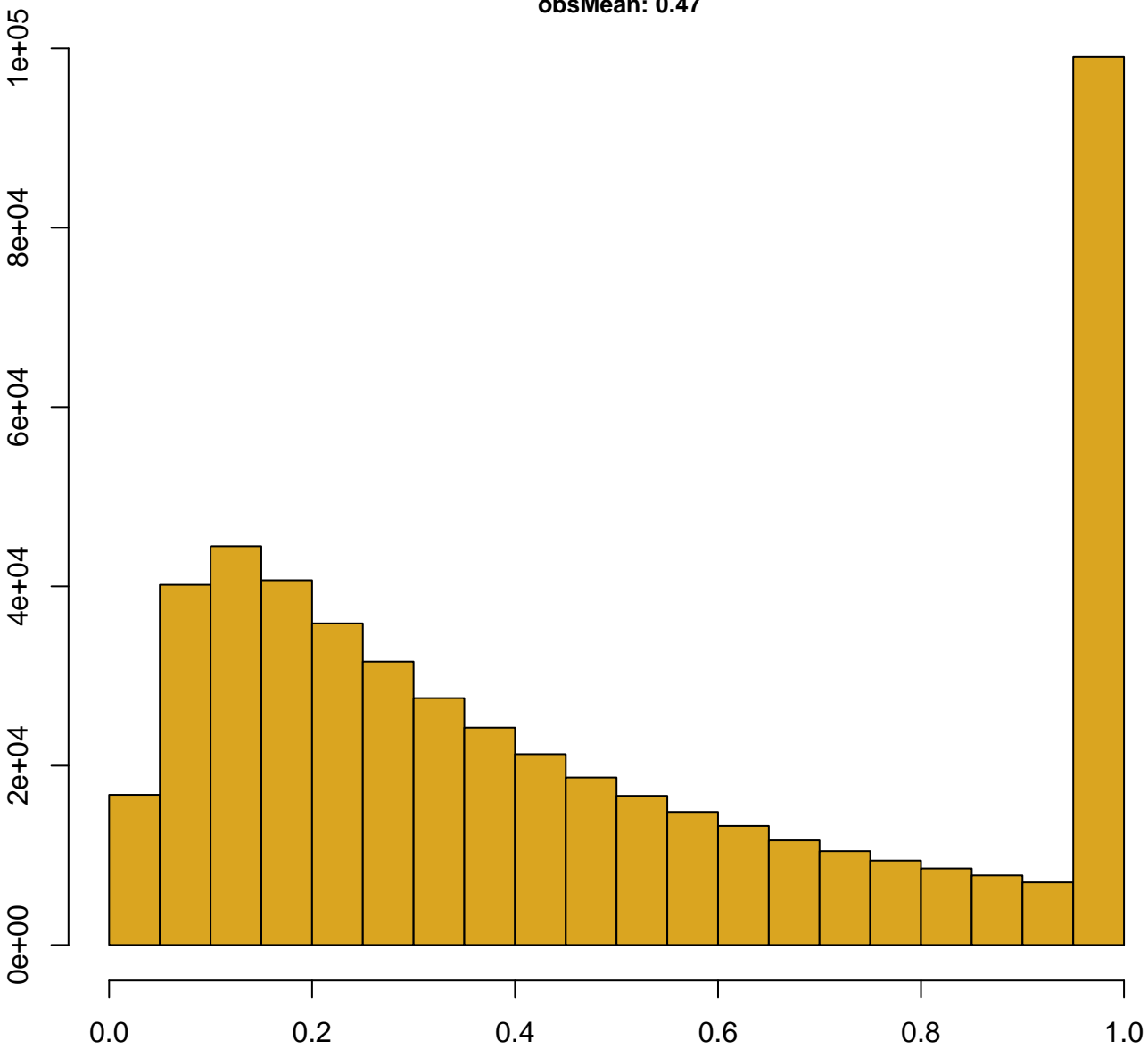
Frequency content: white

prespawn surv = 0.375

sigma_env = 1.1

obs SD: 0.34

obsMean: 0.47



Truncated lognormal survival rates

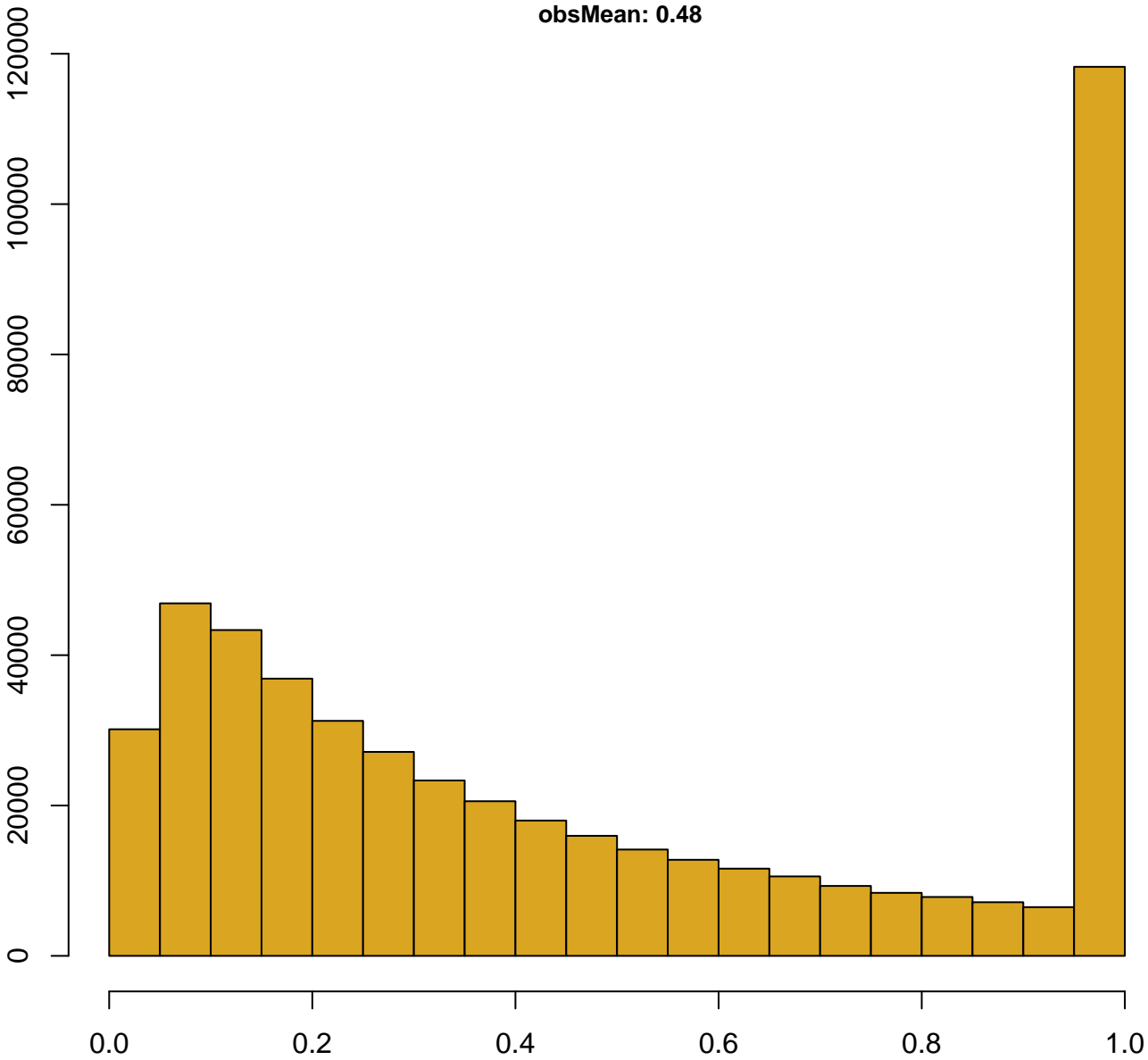
Frequency content: white

prespawn surv = 0.375

sigma_env = 1.3

obs SD: 0.36

obsMean: 0.48



Truncated lognormal survival rates
Frequency content: white
prespawn surv = 0.375
sigma_env = 1.5
obs SD: 0.37
obsMean: 0.49

