

# Truncated normal survival rates

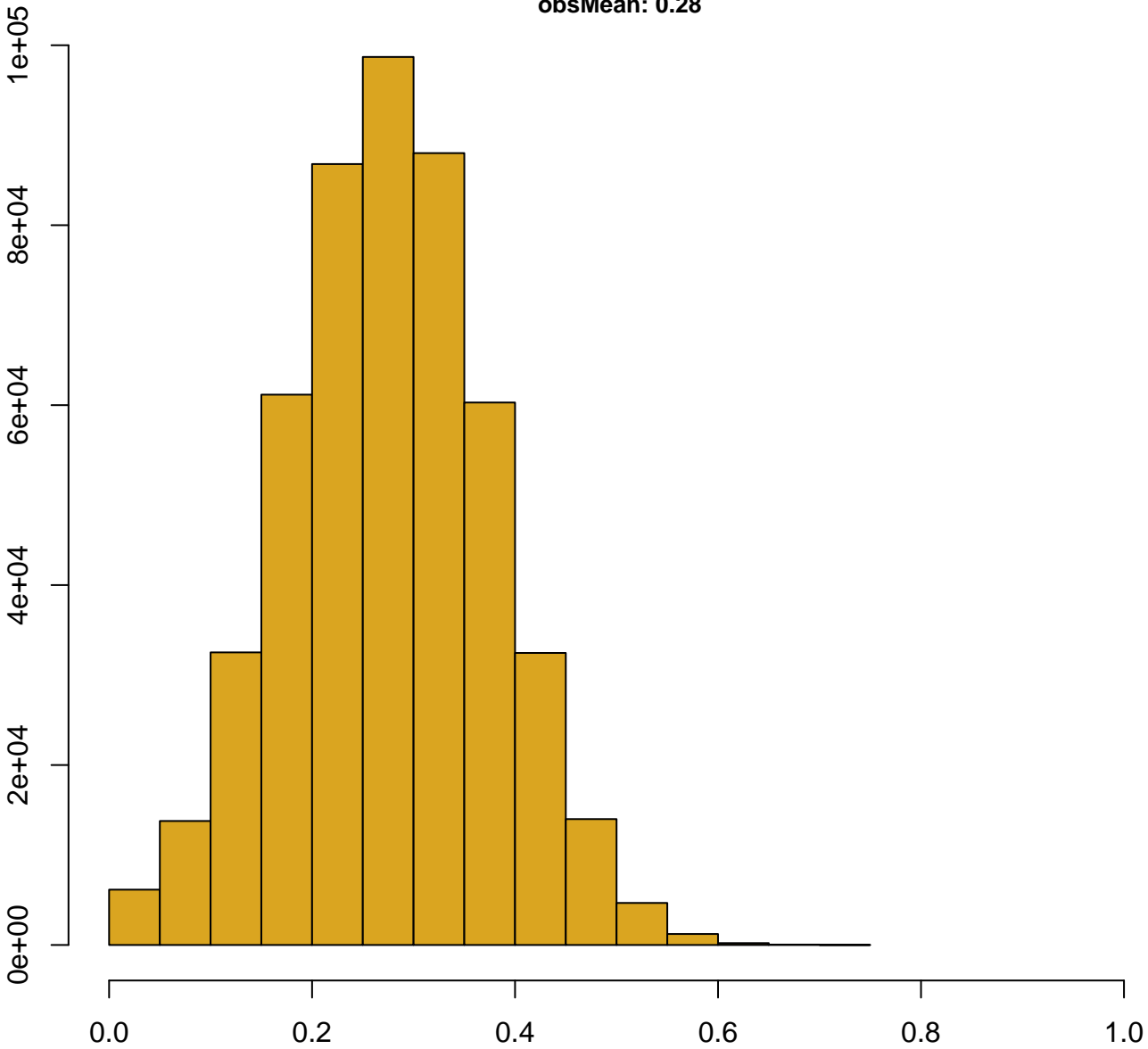
Frequency content: white

prespawn surv = 0.275

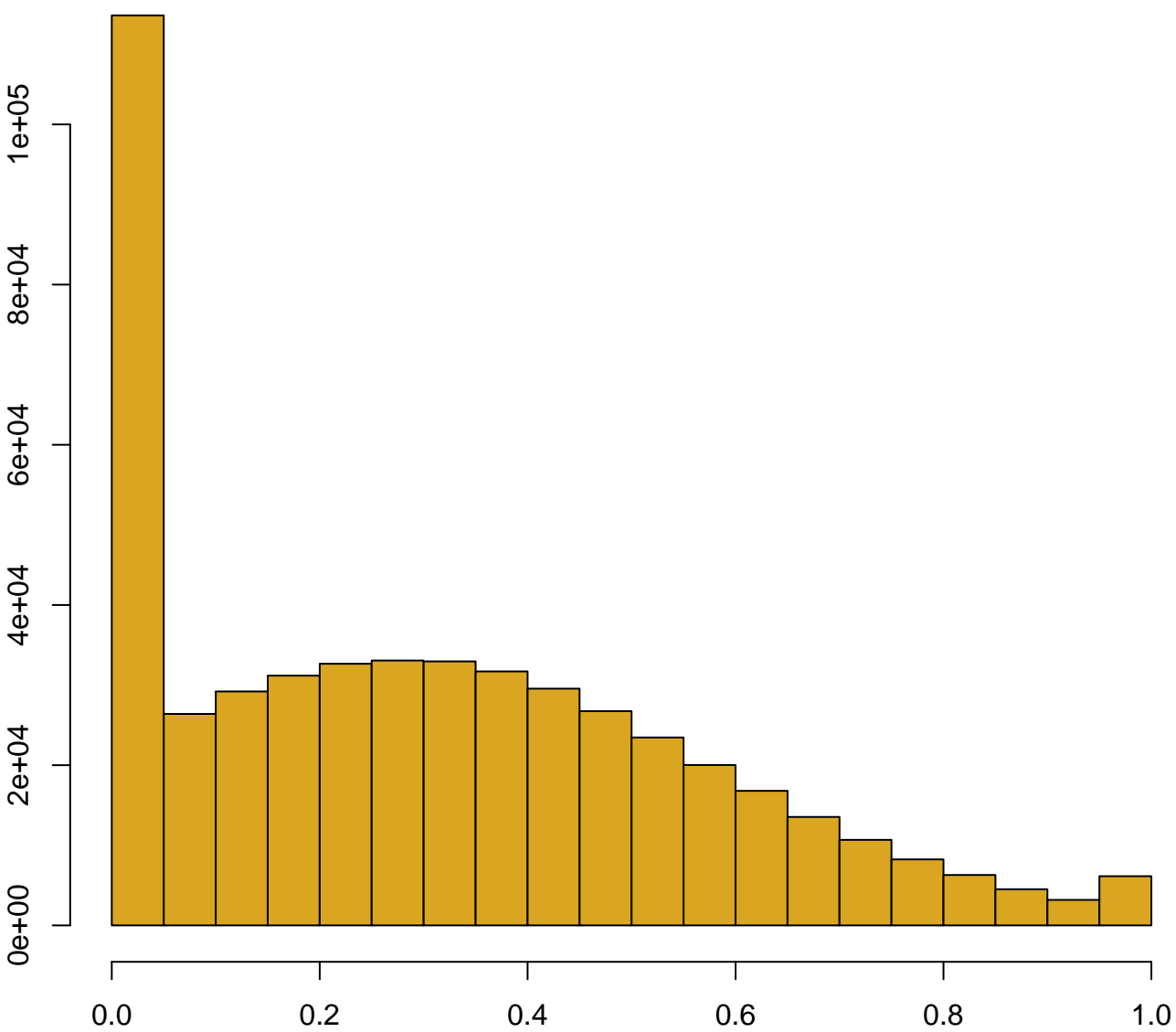
sigma\_env = 0.1

obs SD: 0.1

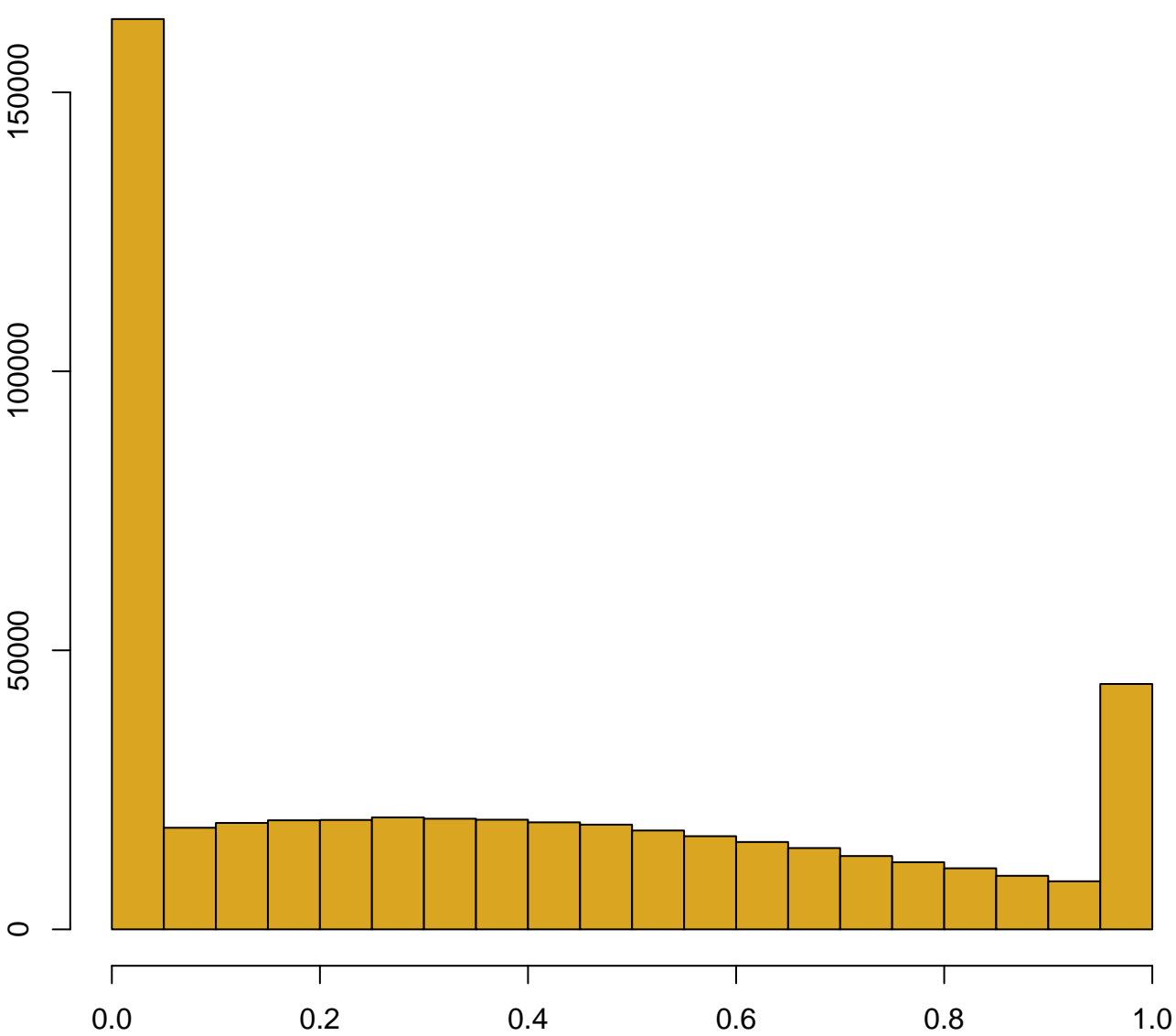
obsMean: 0.28



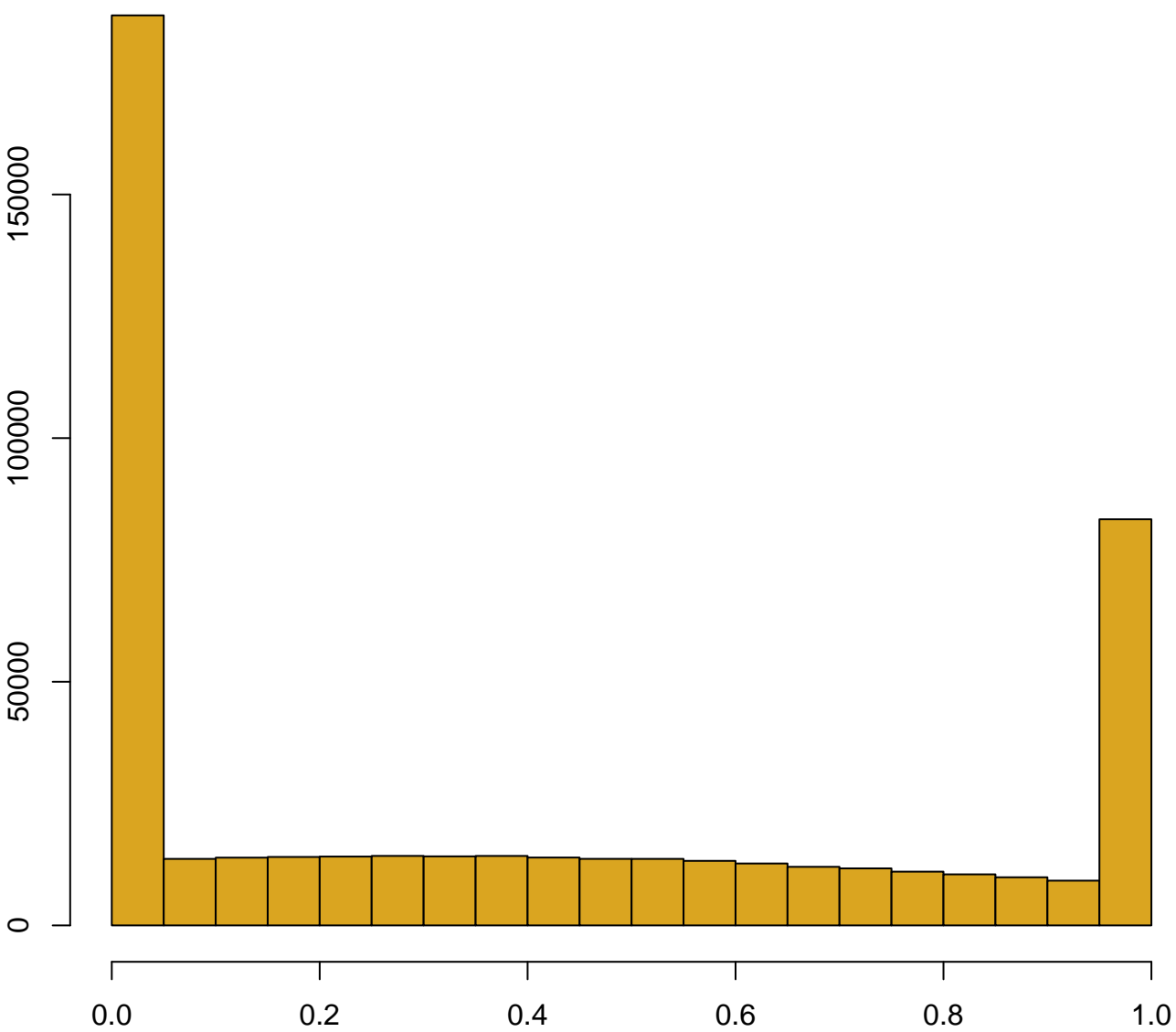
**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.275**  
**sigma\_env = 0.3**  
**obs SD: 0.25**  
**obsMean: 0.3**



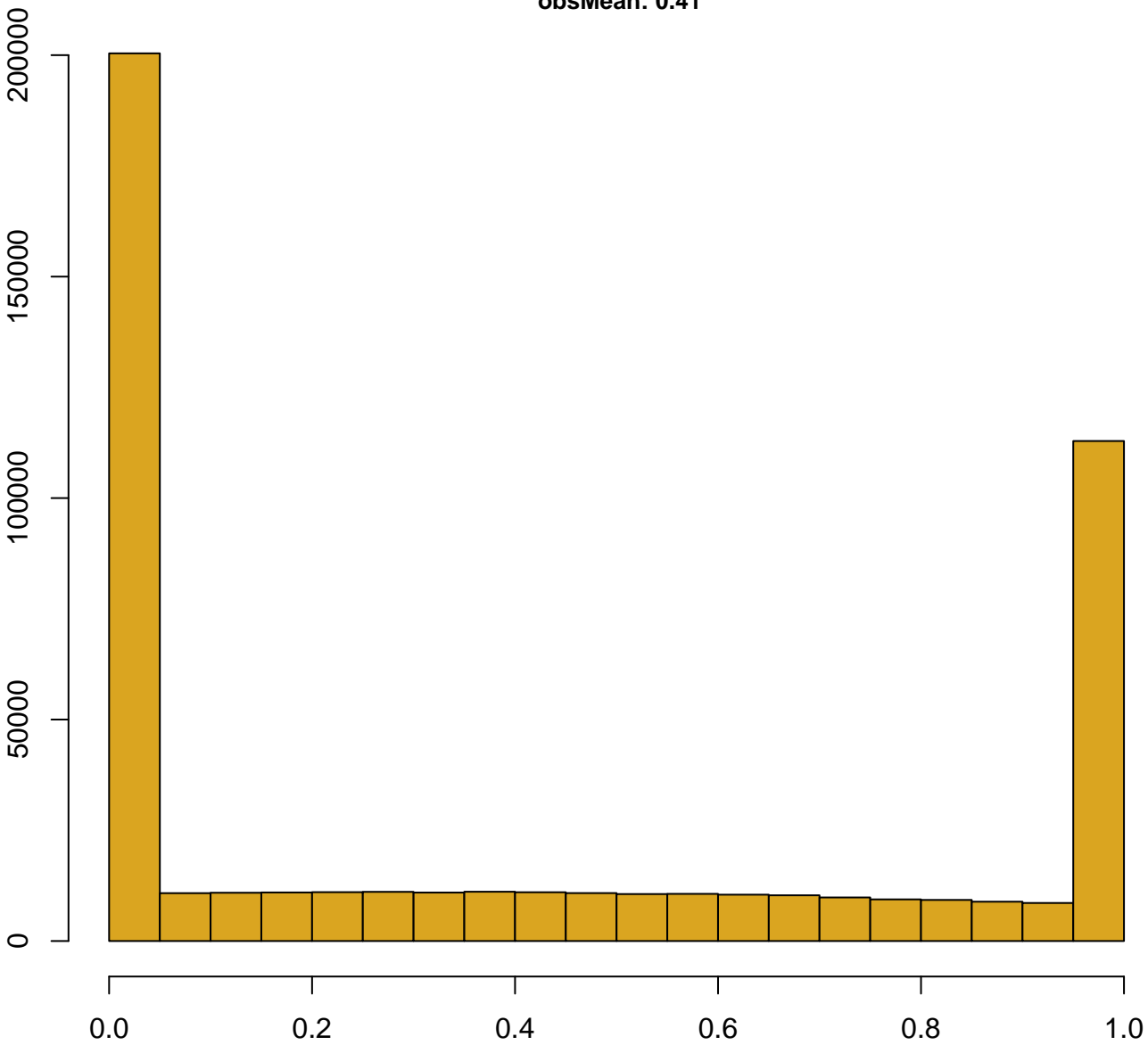
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.275  
sigma\_env = 0.5  
obs SD: 0.34  
obsMean: 0.35



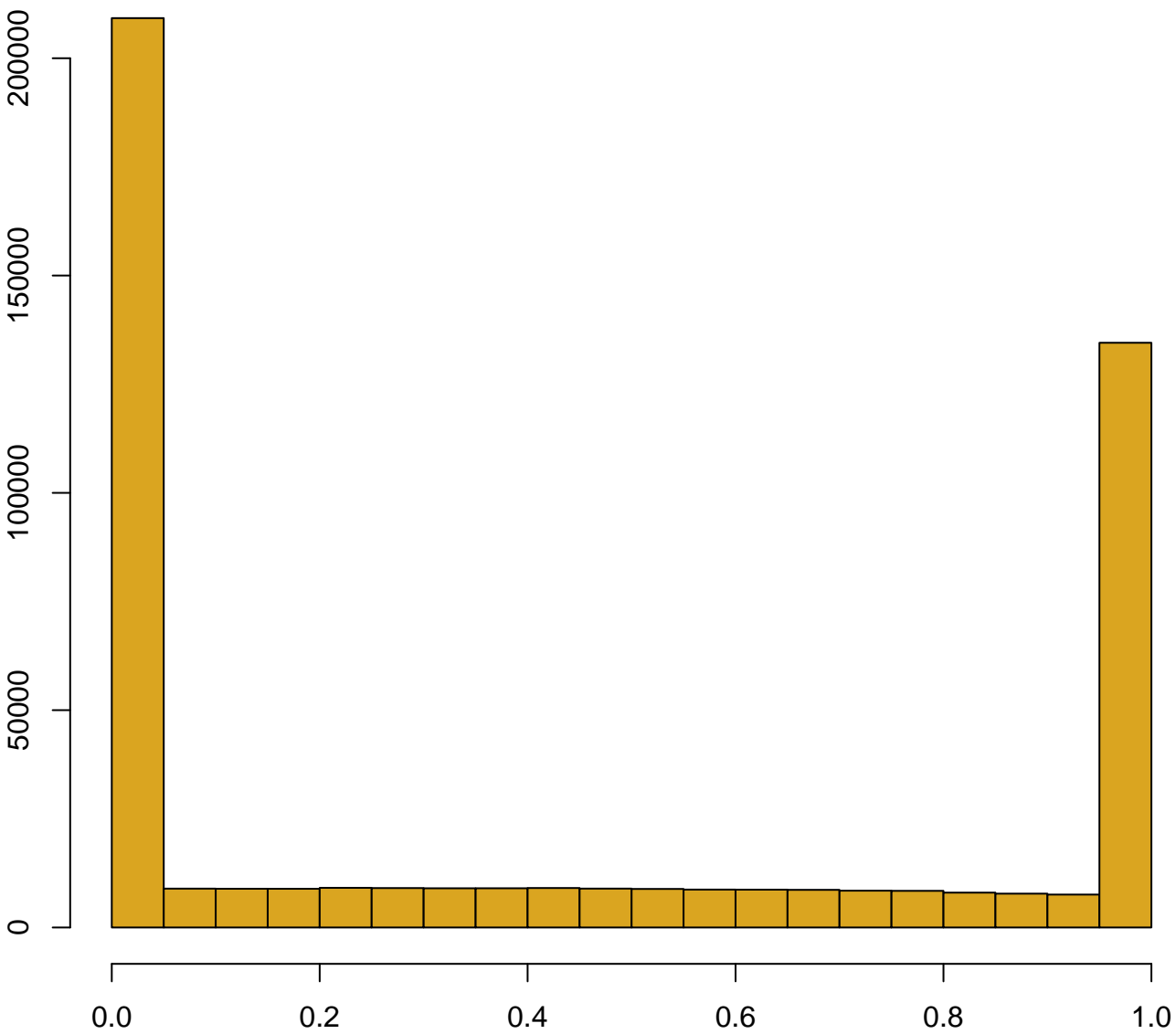
**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.275**  
**sigma\_env = 0.7**  
**obs SD: 0.39**  
**obsMean: 0.38**



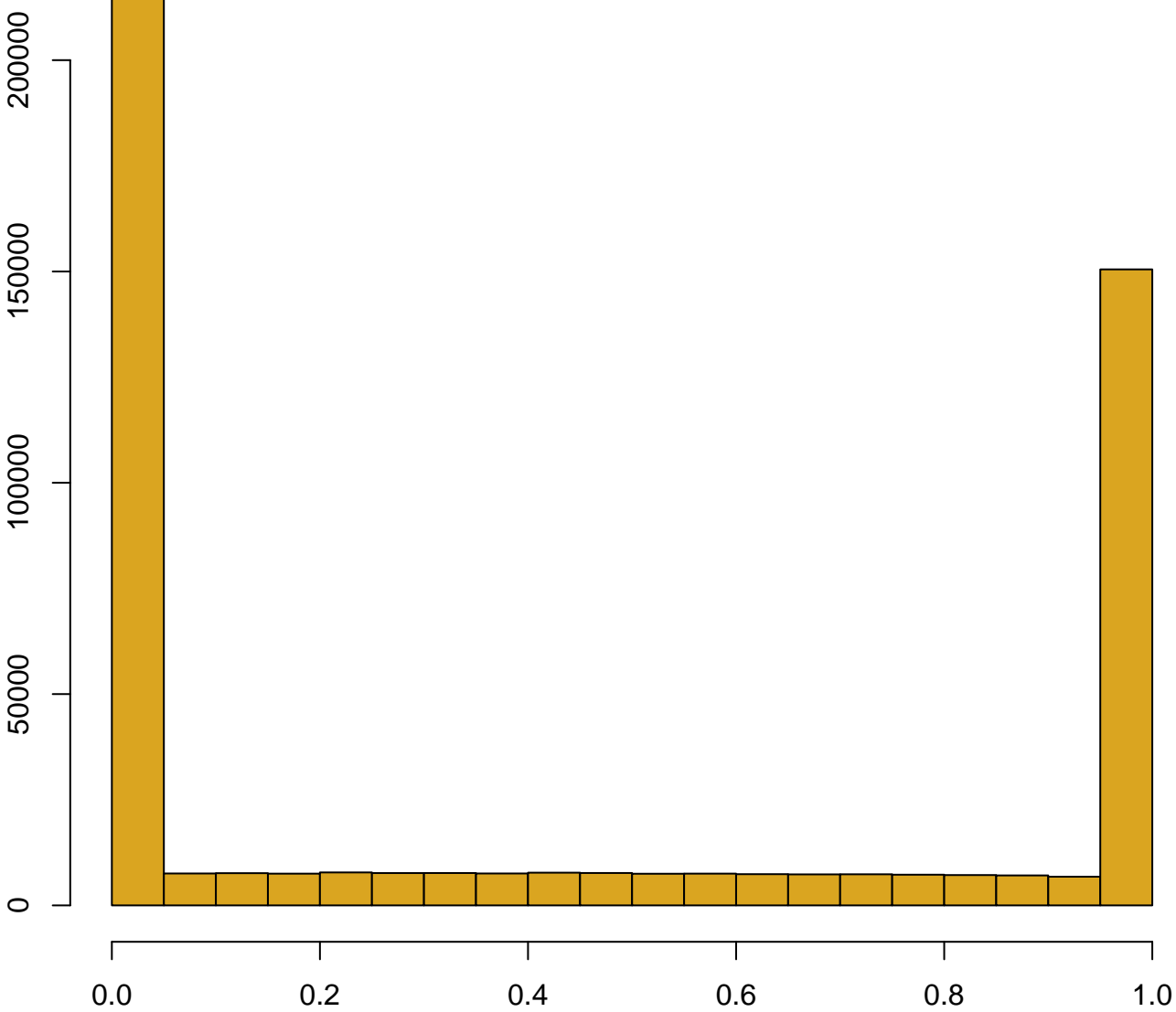
**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.275**  
**sigma\_env = 0.9**  
**obs SD: 0.41**  
**obsMean: 0.41**



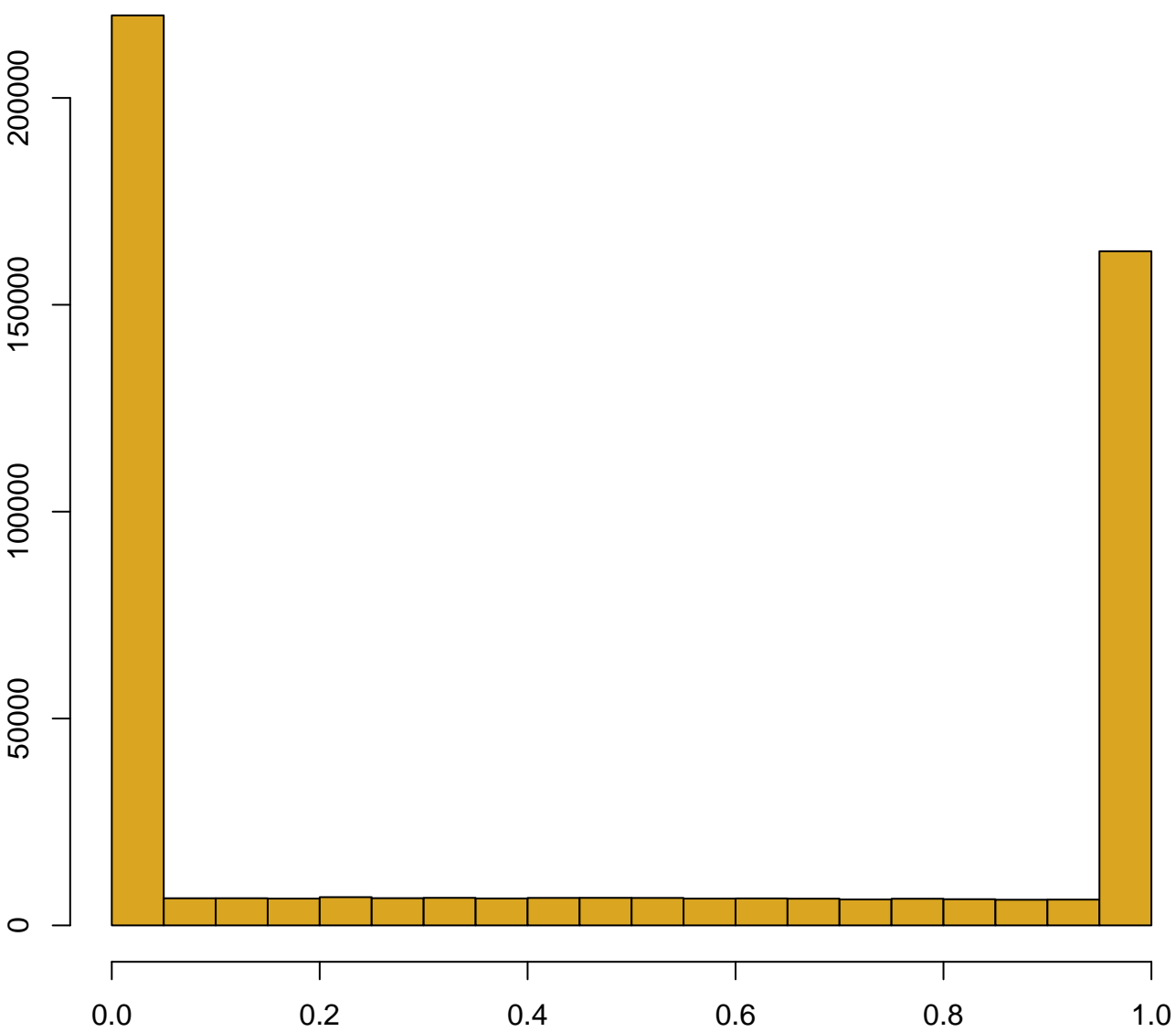
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.275  
sigma\_env = 1.1  
obs SD: 0.43  
obsMean: 0.42



Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.275  
sigma\_env = 1.3  
obs SD: 0.44  
obsMean: 0.43



**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.275**  
**sigma\_env = 1.5**  
**obs SD: 0.45**  
**obsMean: 0.44**





# Truncated normal survival rates

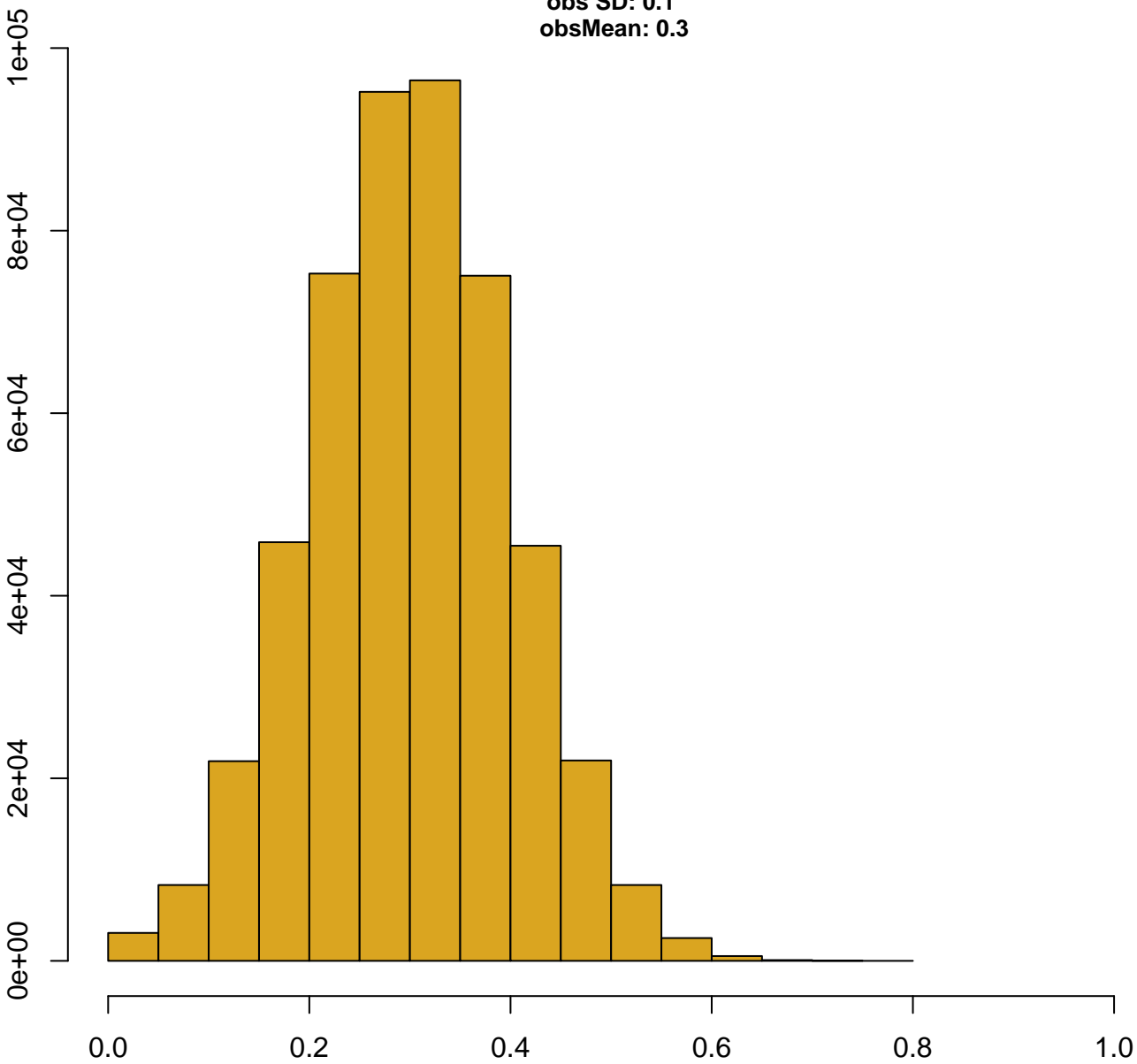
Frequency content: white

prespawn surv = 0.3

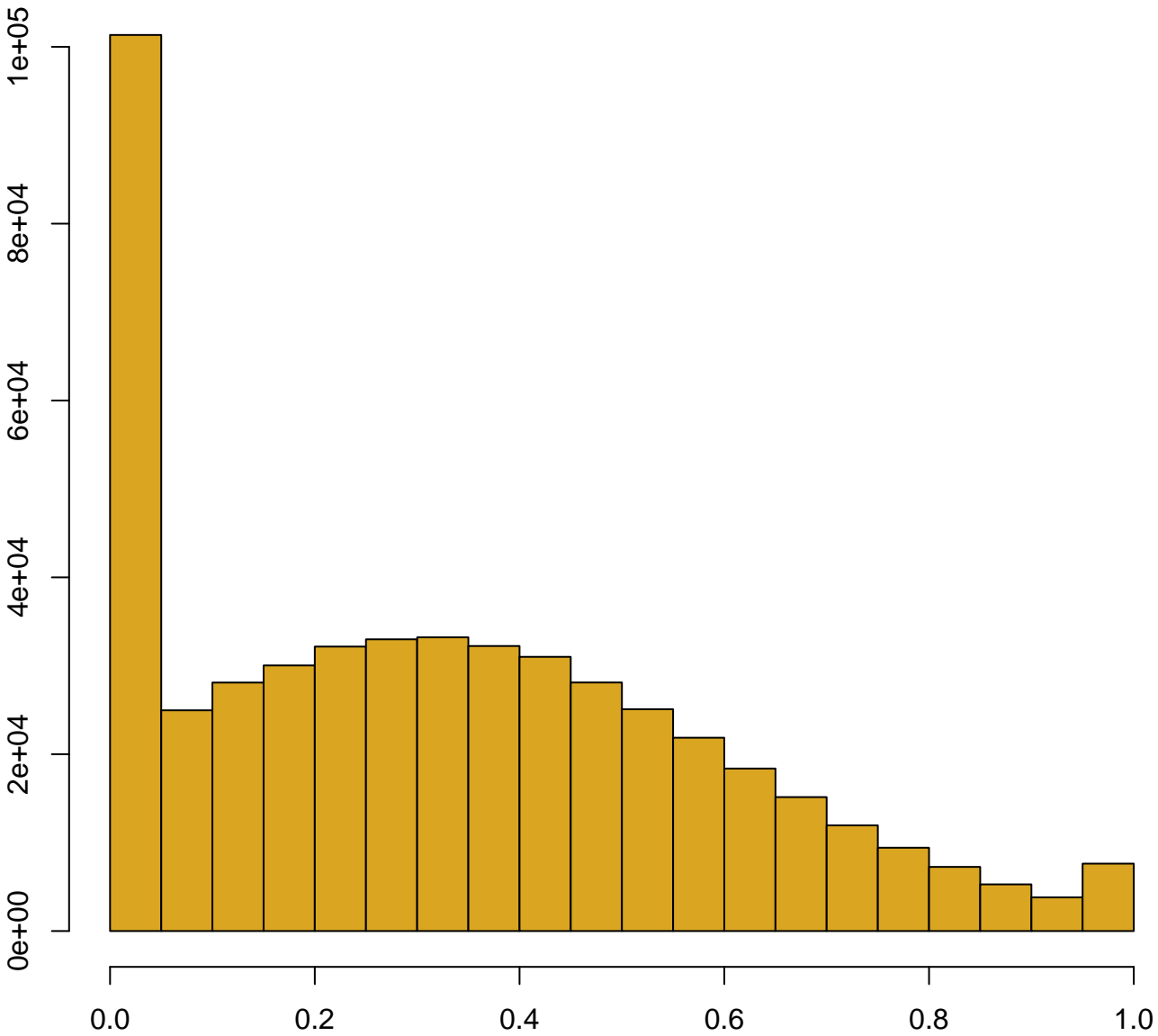
sigma\_env = 0.1

obs SD: 0.1

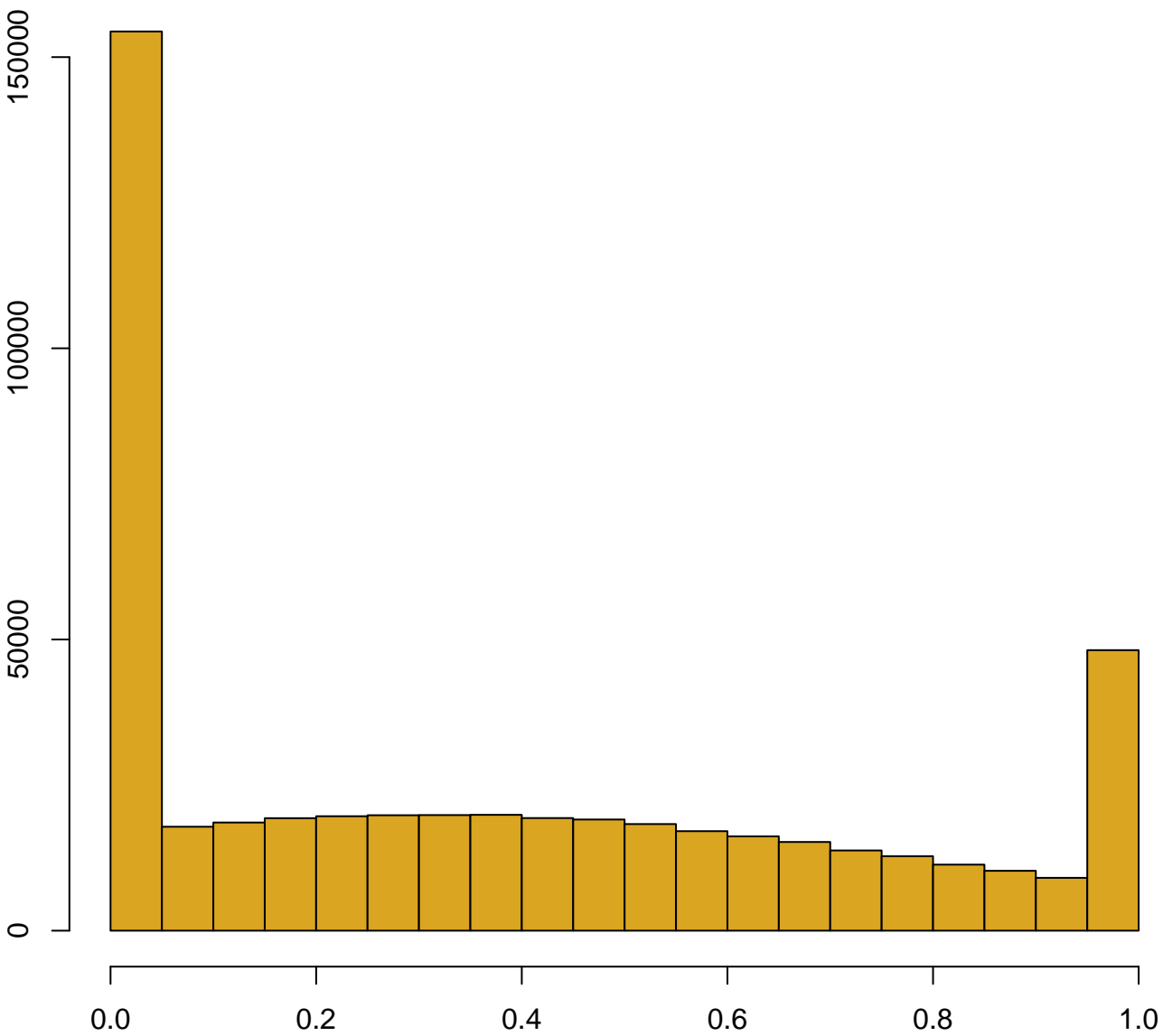
obsMean: 0.3



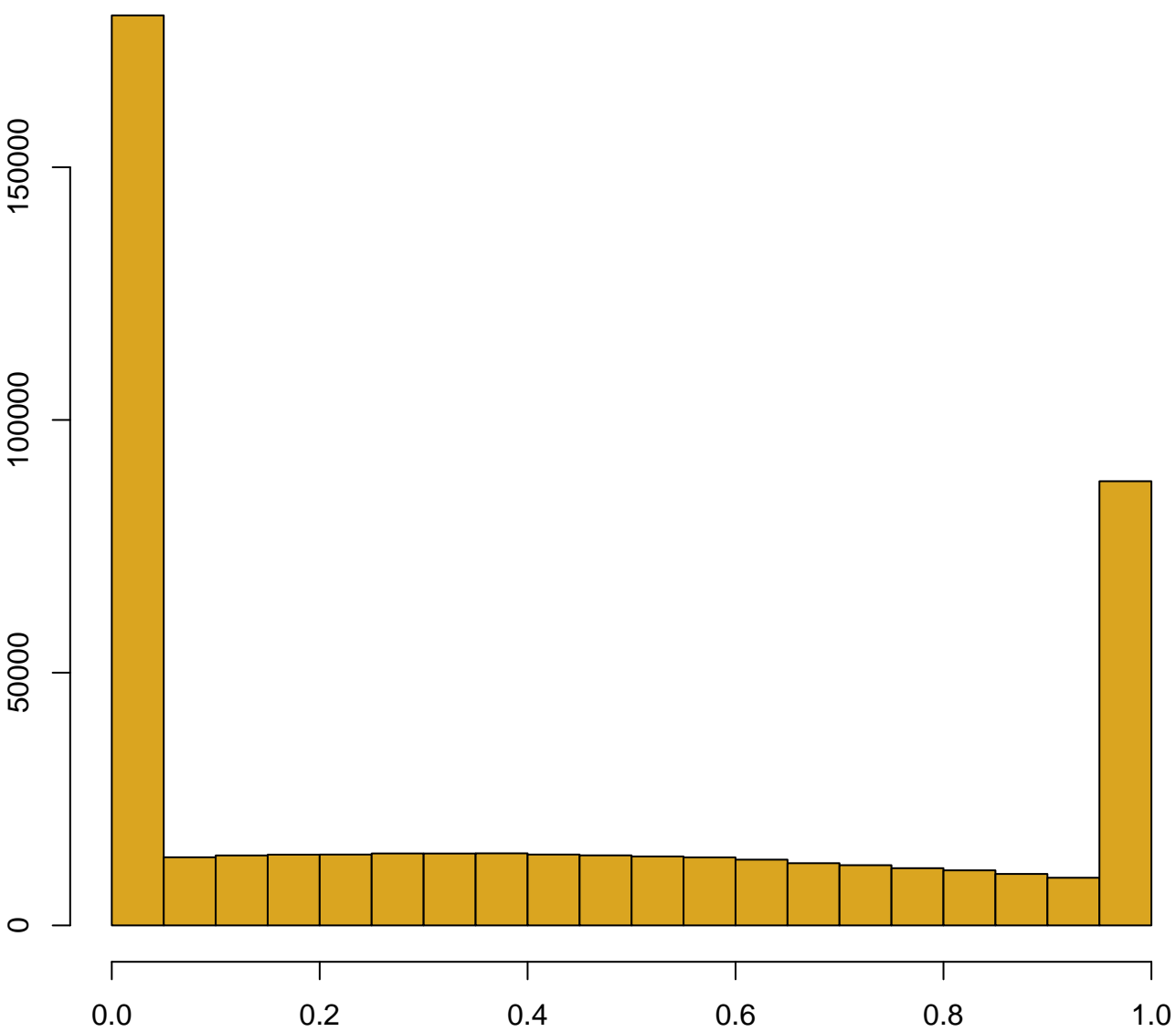
**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.3**  
**sigma\_env = 0.3**  
**obs SD: 0.26**  
**obsMean: 0.32**



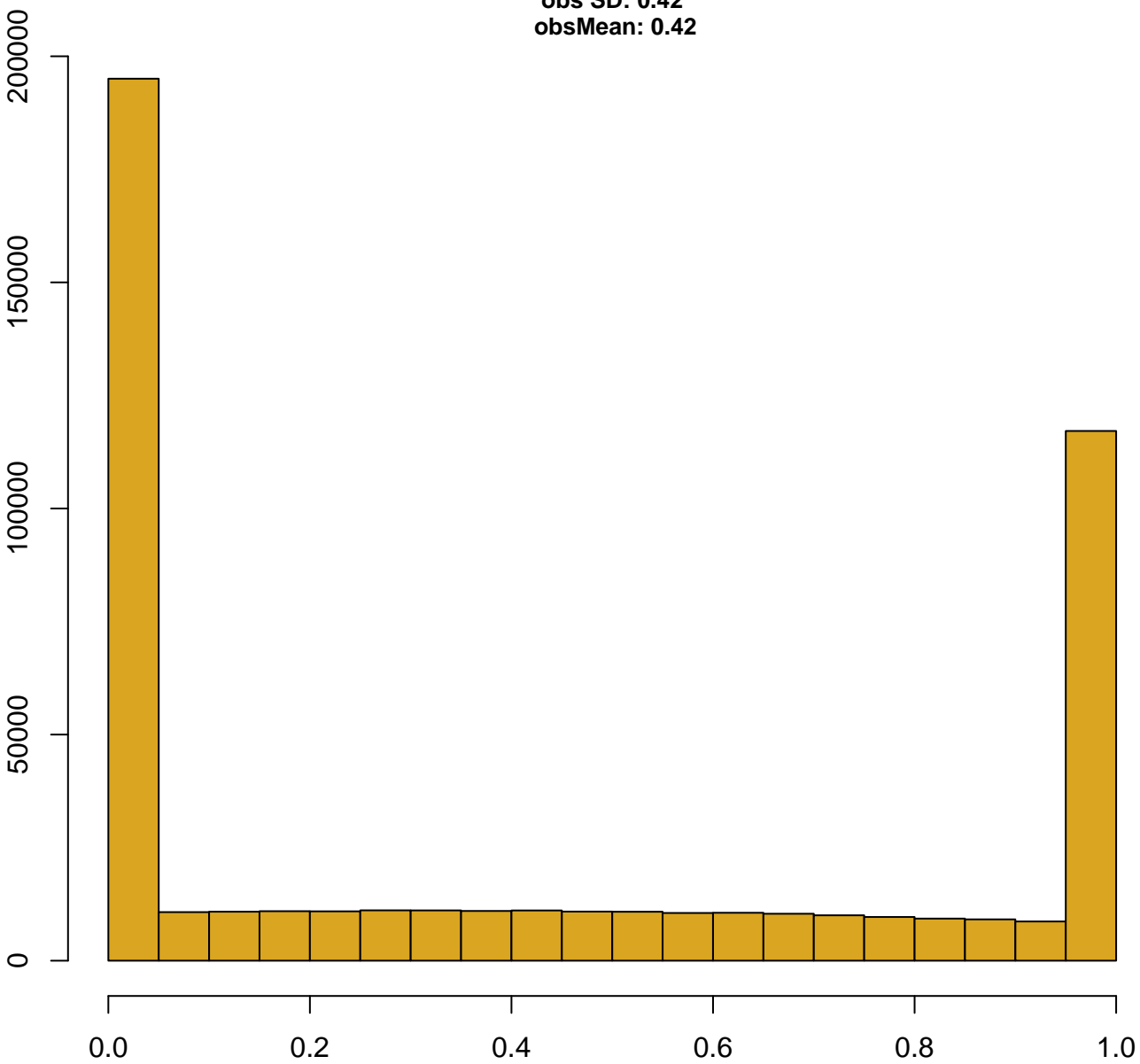
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.3  
sigma\_env = 0.5  
obs SD: 0.34  
obsMean: 0.37



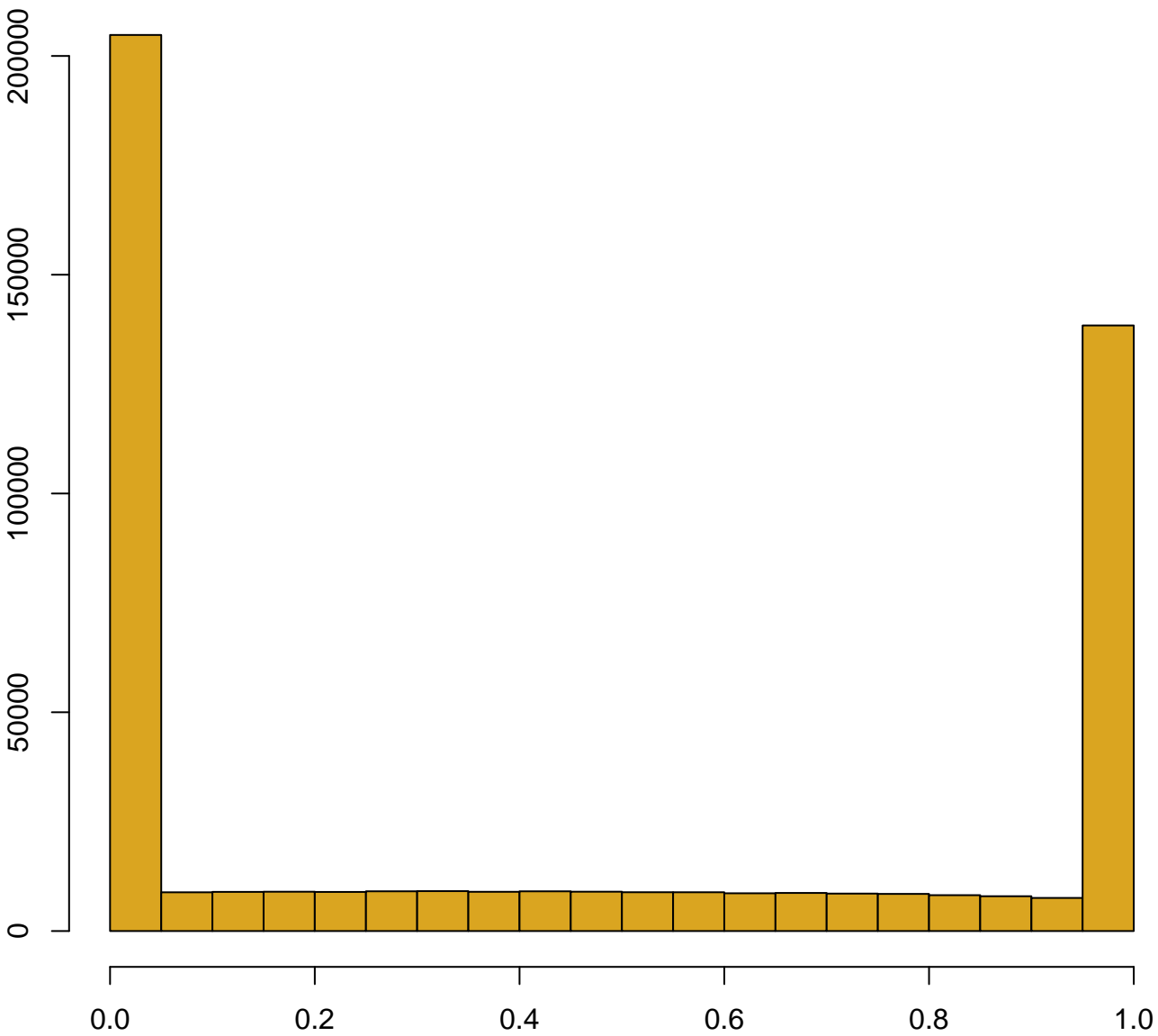
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.3  
sigma\_env = 0.7  
obs SD: 0.39  
obsMean: 0.4



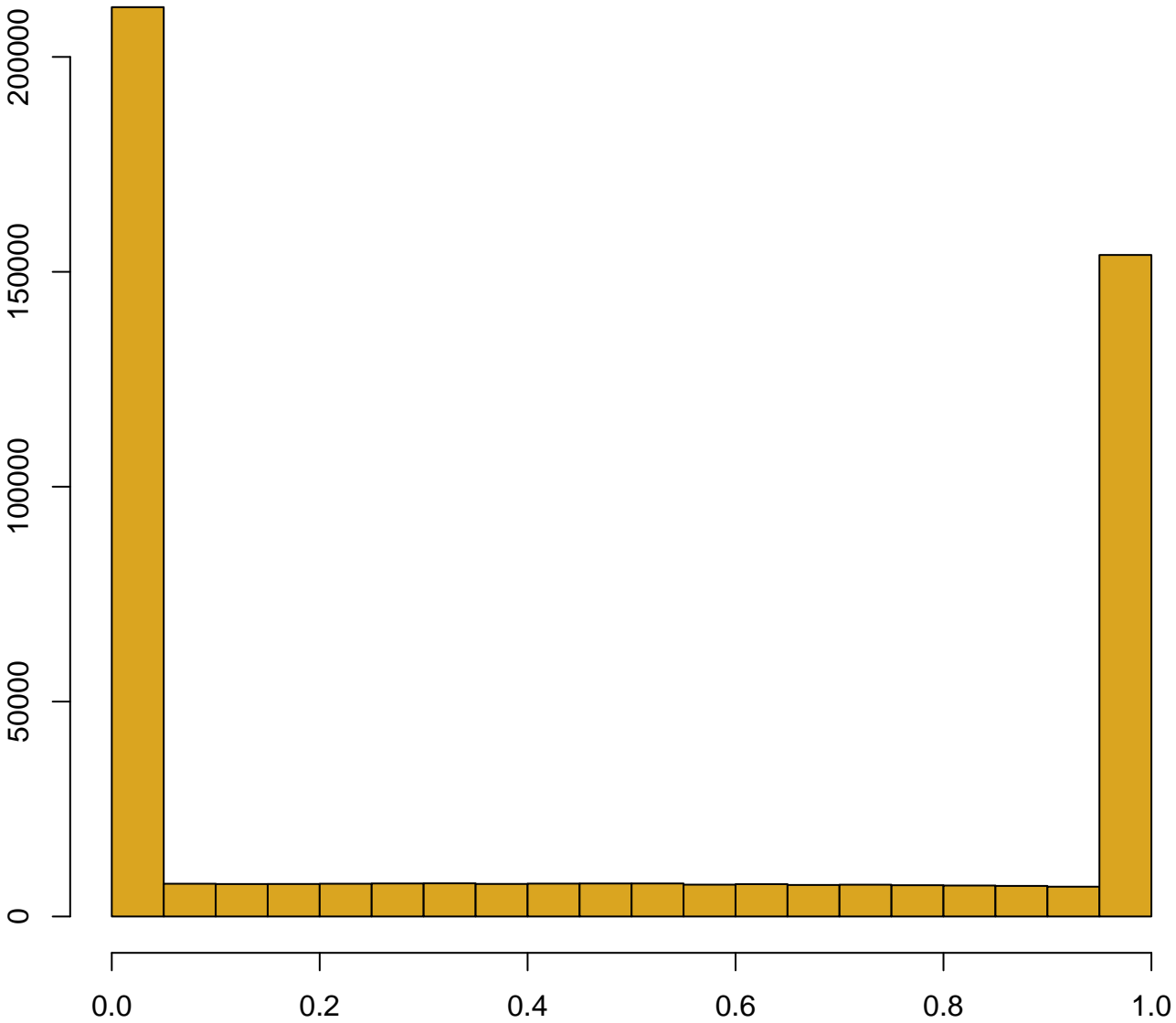
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.3  
sigma\_env = 0.9  
obs SD: 0.42  
obsMean: 0.42



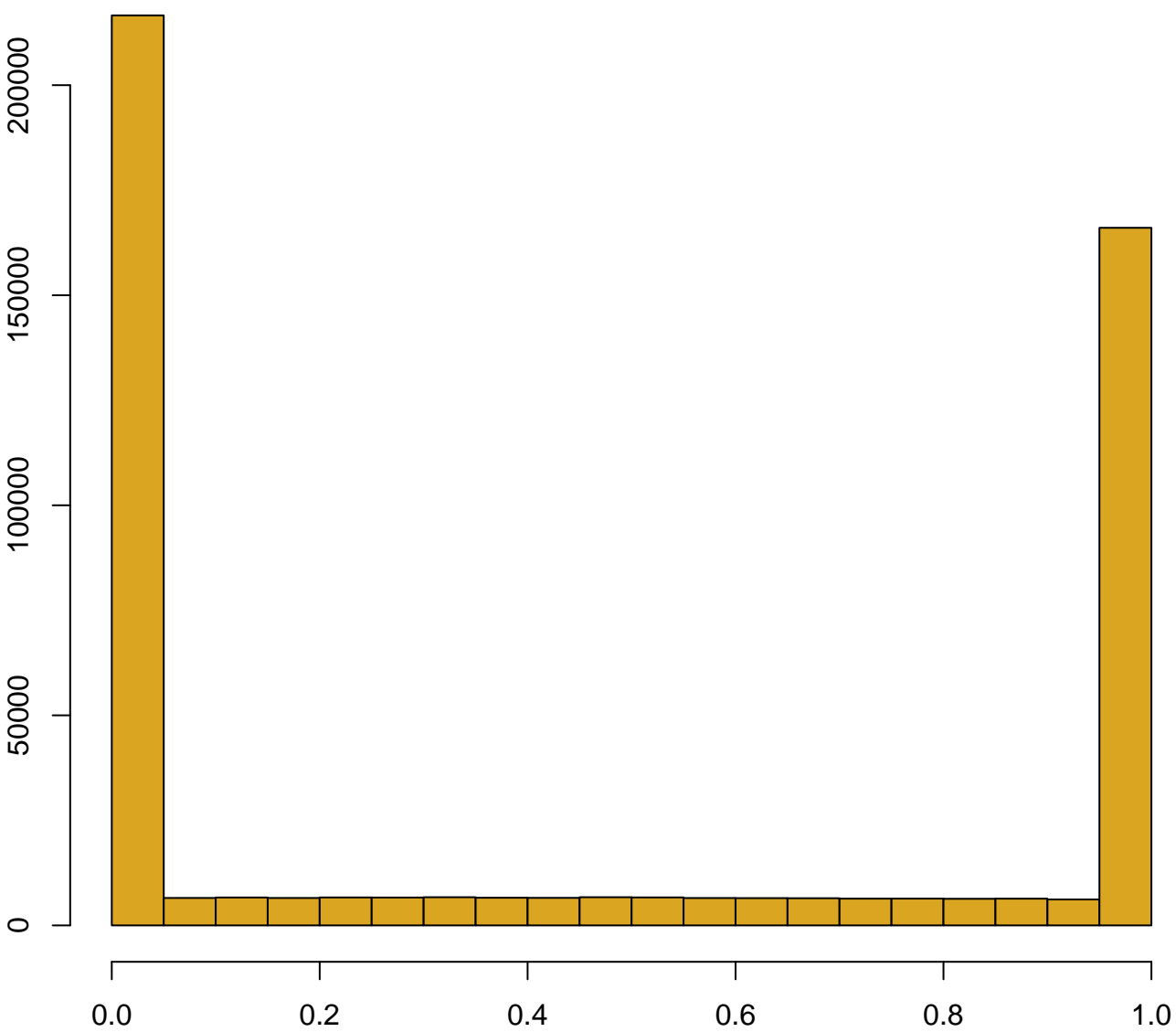
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.3  
sigma\_env = 1.1  
obs SD: 0.43  
obsMean: 0.43



Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.3  
sigma\_env = 1.3  
obs SD: 0.44  
obsMean: 0.44



Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.3  
sigma\_env = 1.5  
obs SD: 0.45  
obsMean: 0.45





**Truncated normal survival rates**

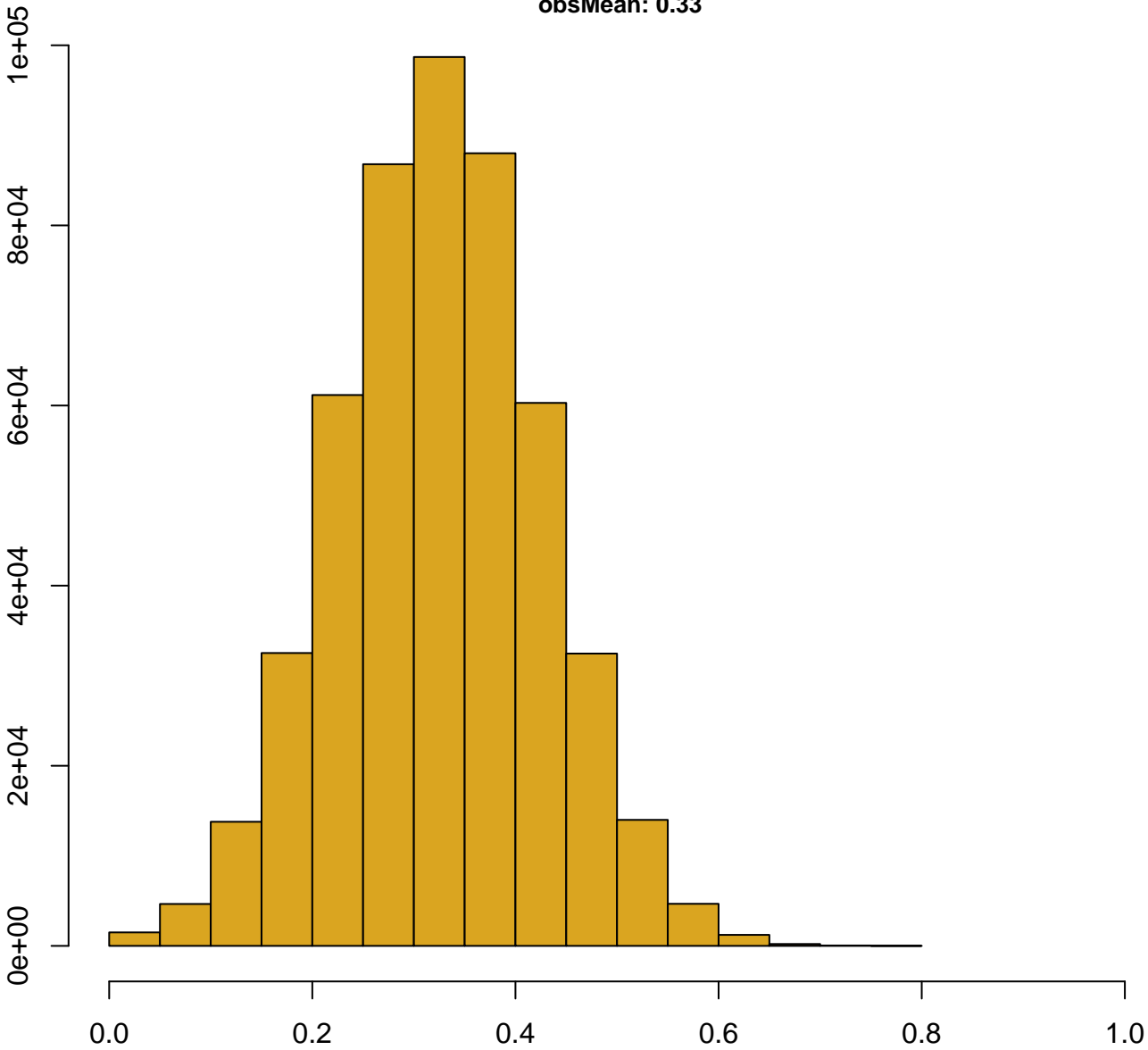
**Frequency content: white**

**prespawn surv = 0.325**

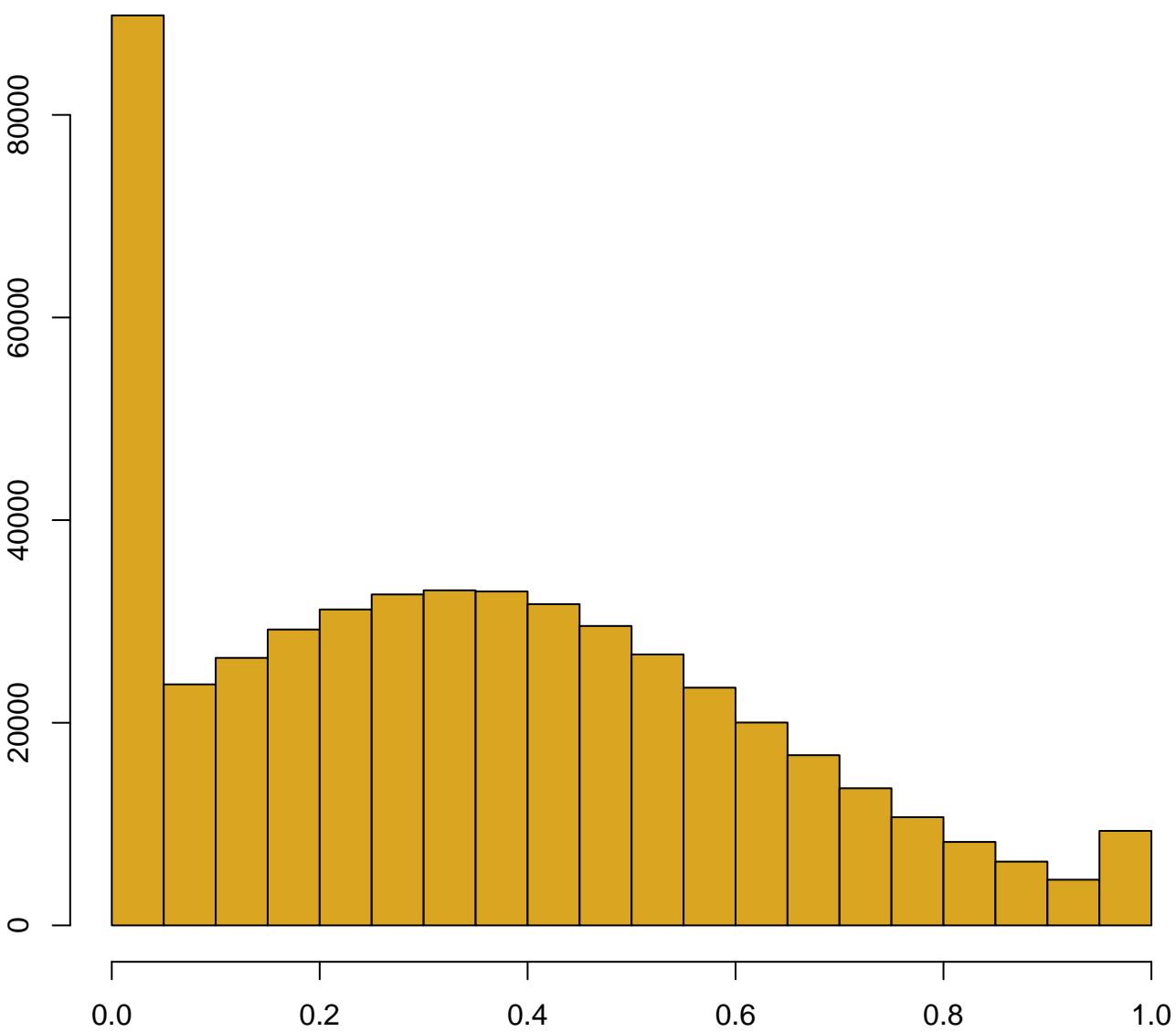
**sigma\_env = 0.1**

**obs SD: 0.1**

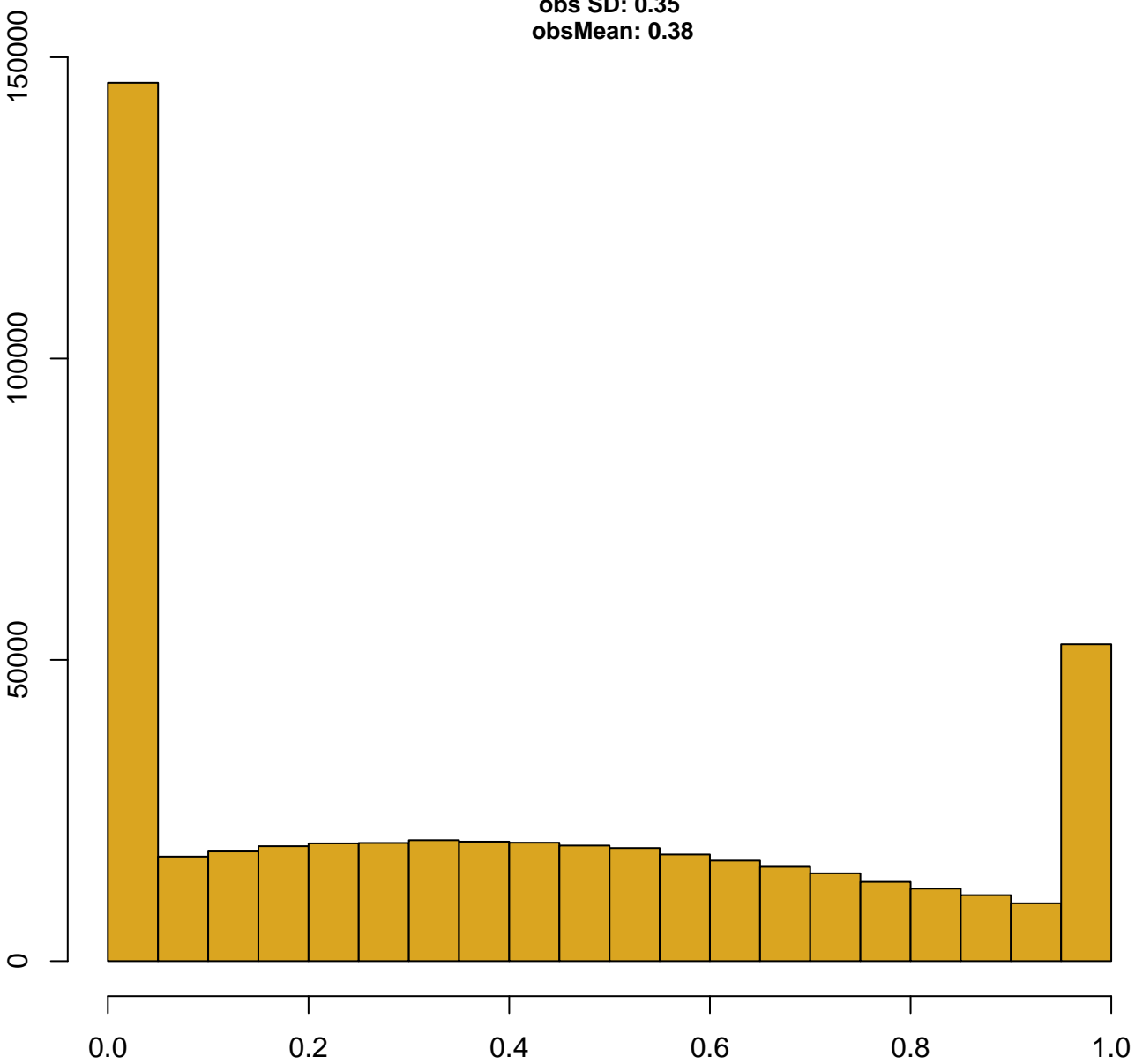
**obsMean: 0.33**



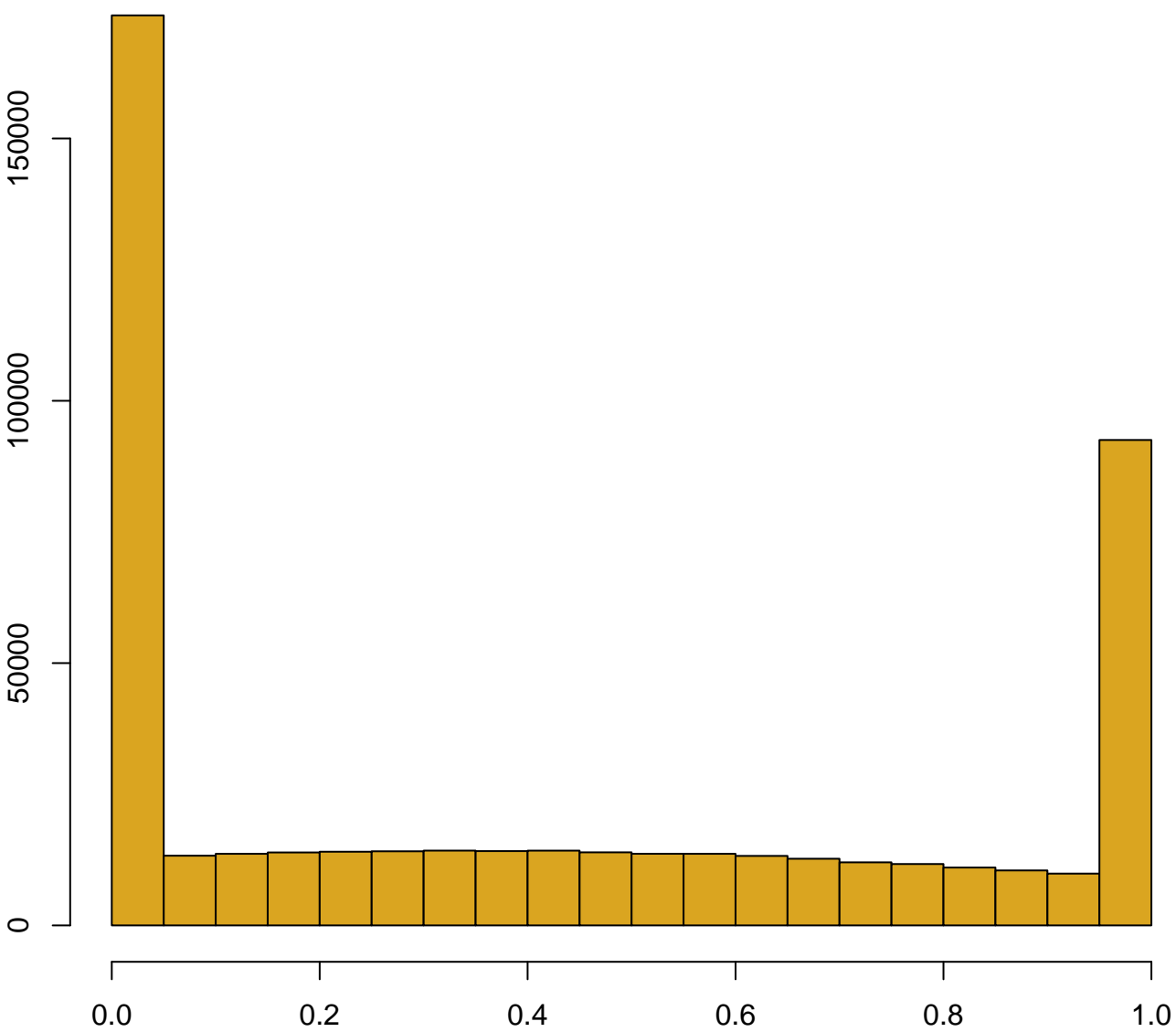
**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.325**  
**sigma\_env = 0.3**  
**obs SD: 0.26**  
**obsMean: 0.34**



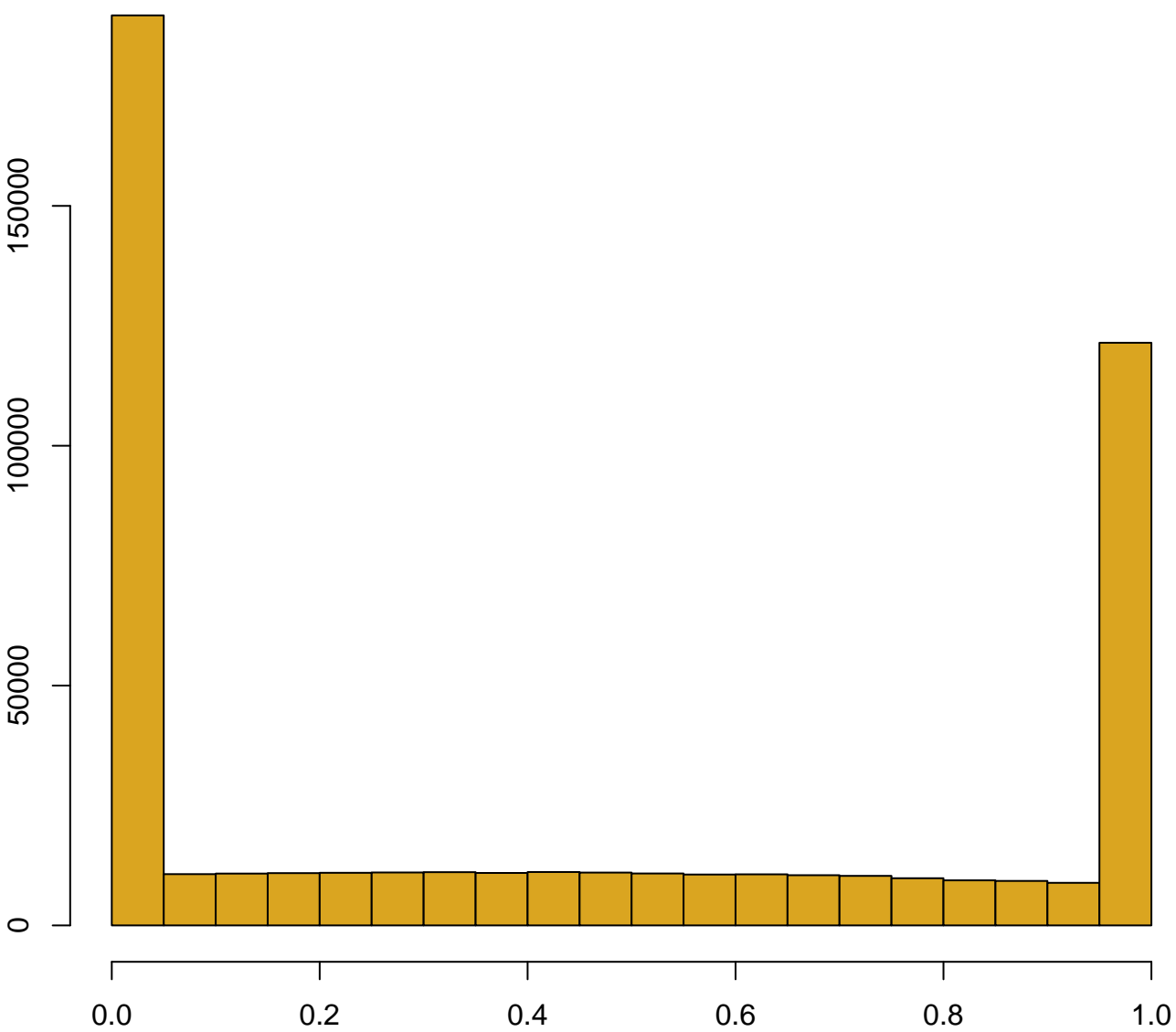
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.325  
sigma\_env = 0.5  
obs SD: 0.35  
obsMean: 0.38



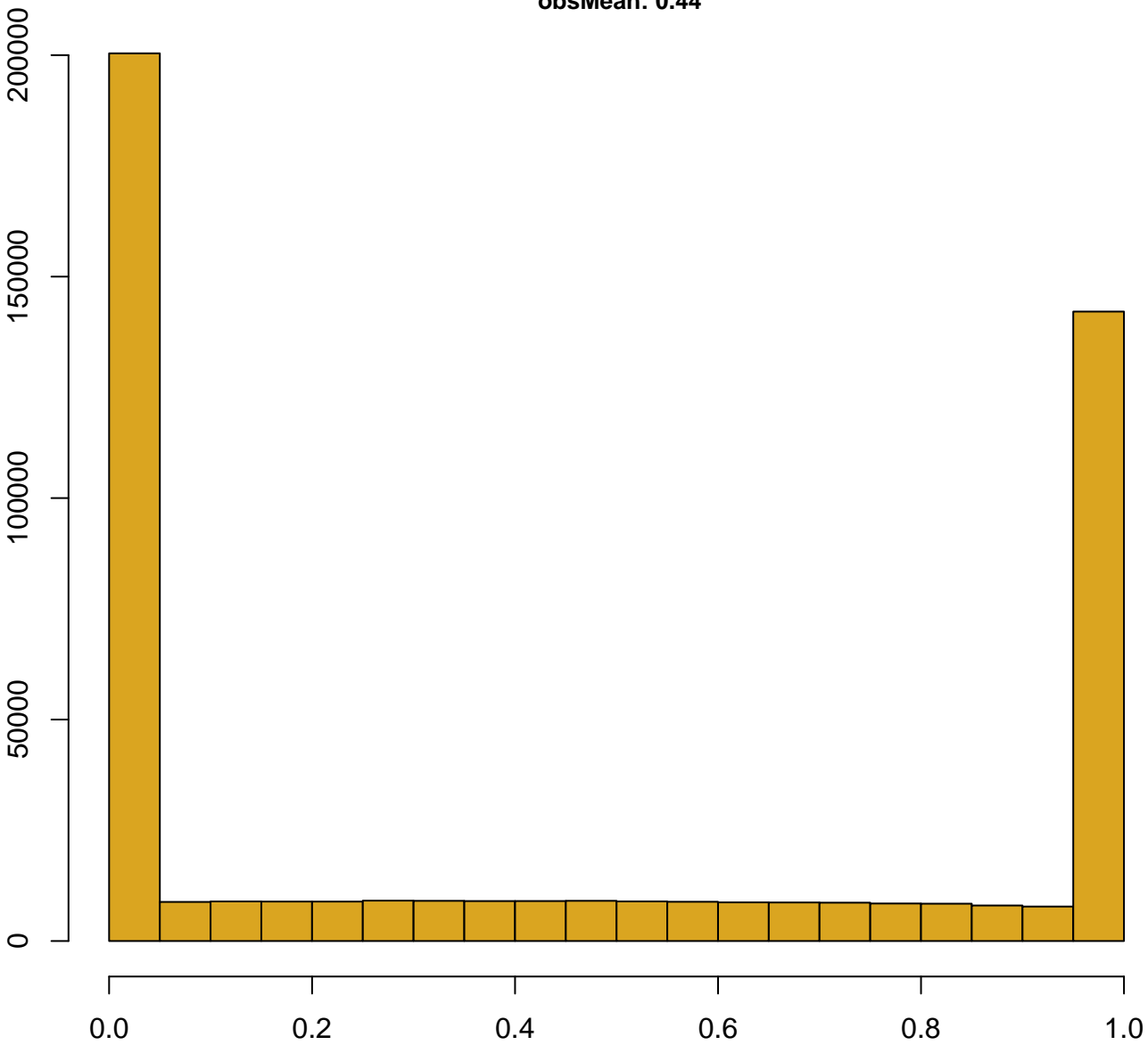
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.325  
sigma\_env = 0.7  
obs SD: 0.39  
obsMean: 0.41



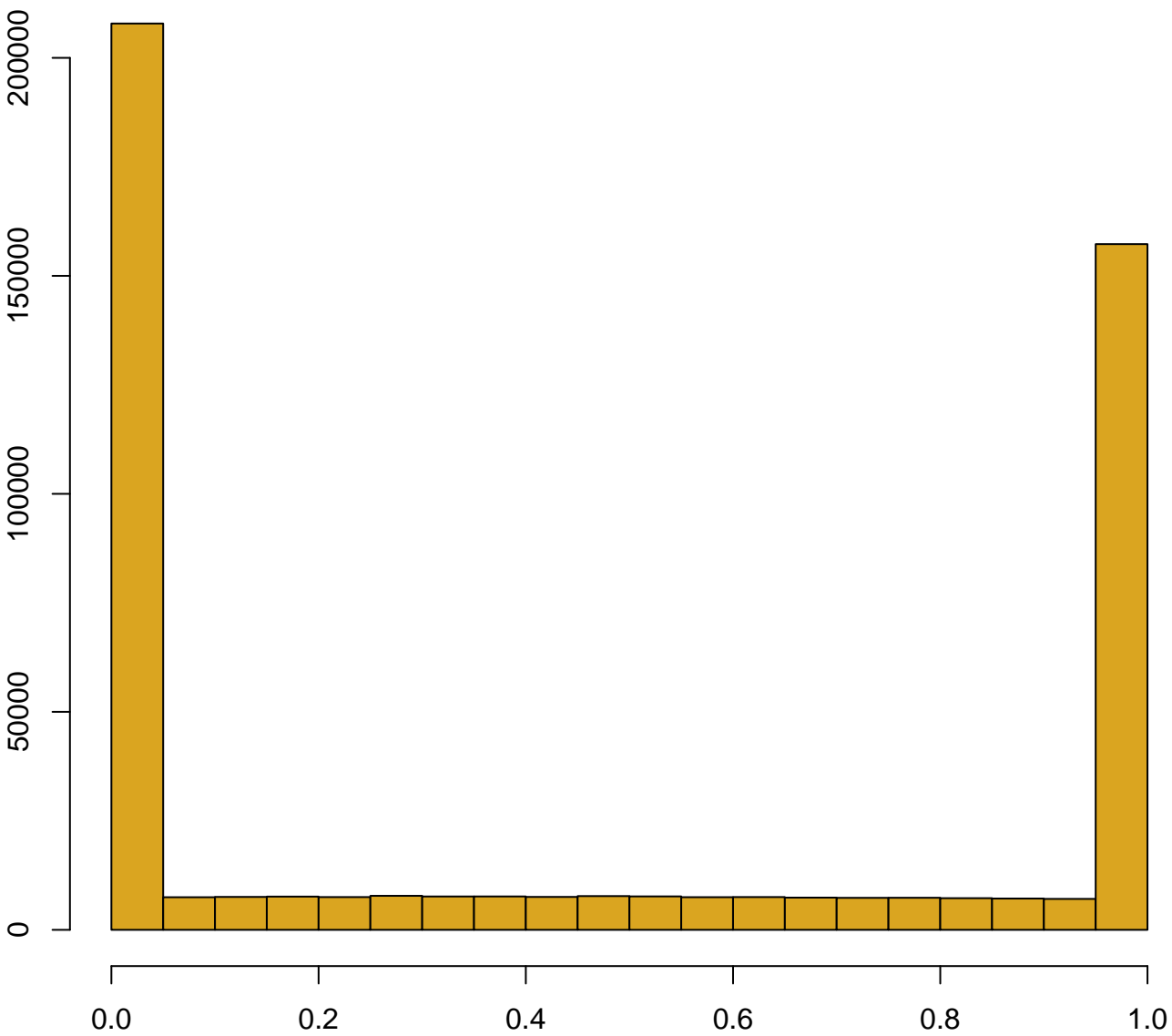
**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.325**  
**sigma\_env = 0.9**  
**obs SD: 0.42**  
**obsMean: 0.43**



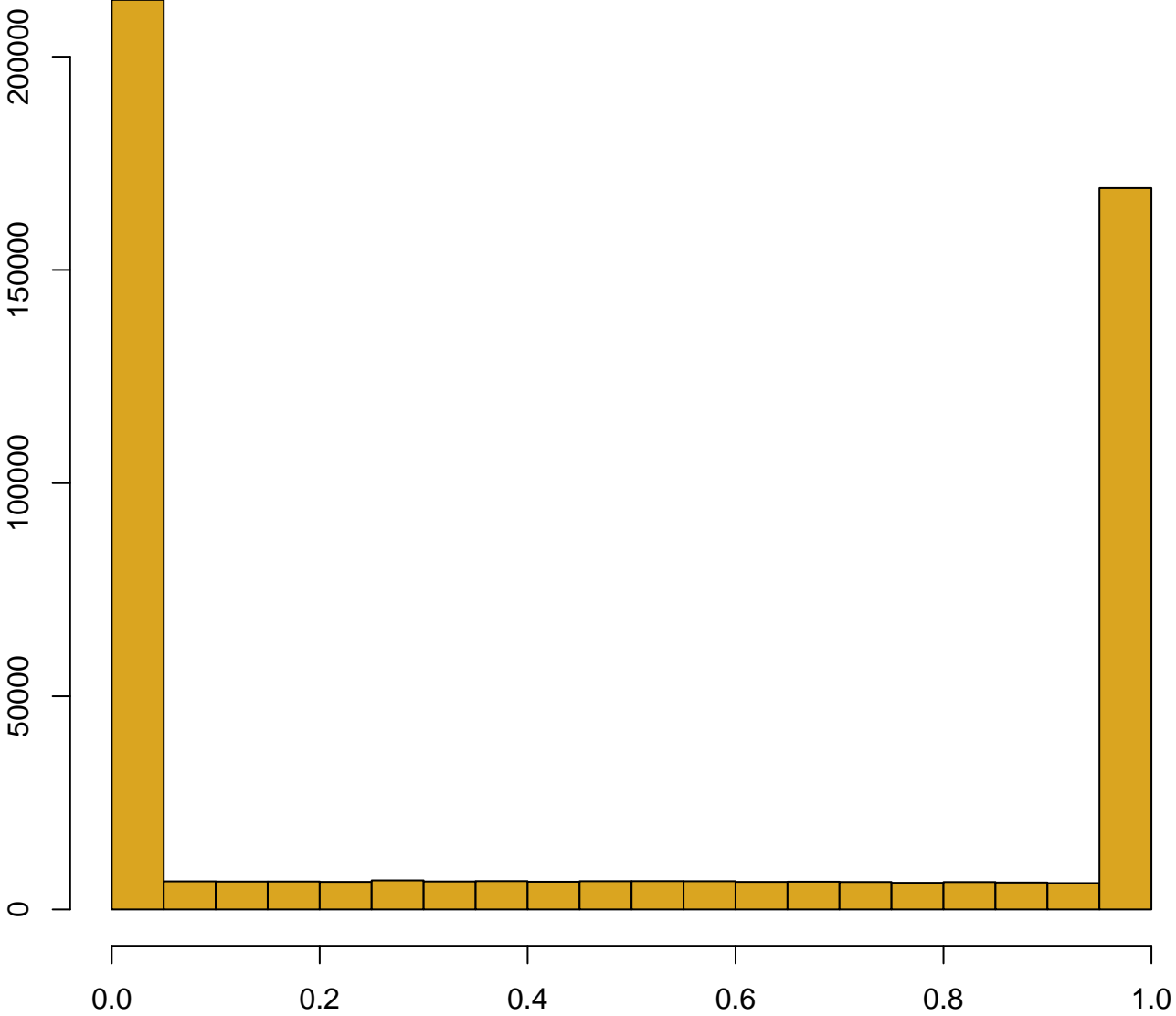
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.325  
sigma\_env = 1.1  
obs SD: 0.43  
obsMean: 0.44



Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.325  
sigma\_env = 1.3  
obs SD: 0.44  
obsMean: 0.45



Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.325  
sigma\_env = 1.5  
obs SD: 0.45  
obsMean: 0.45





**Truncated normal survival rates**

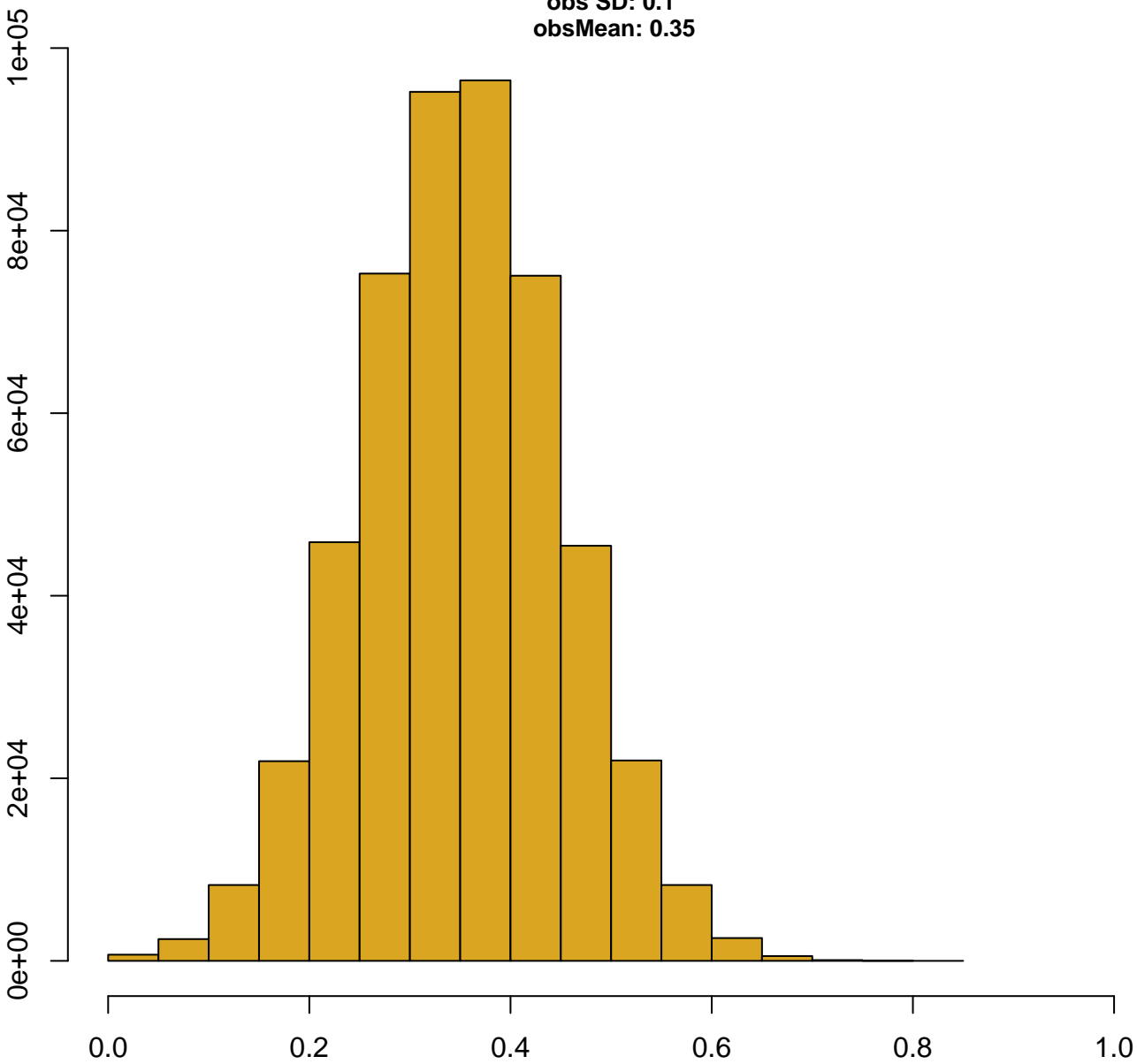
**Frequency content: white**

**prespawn surv = 0.35**

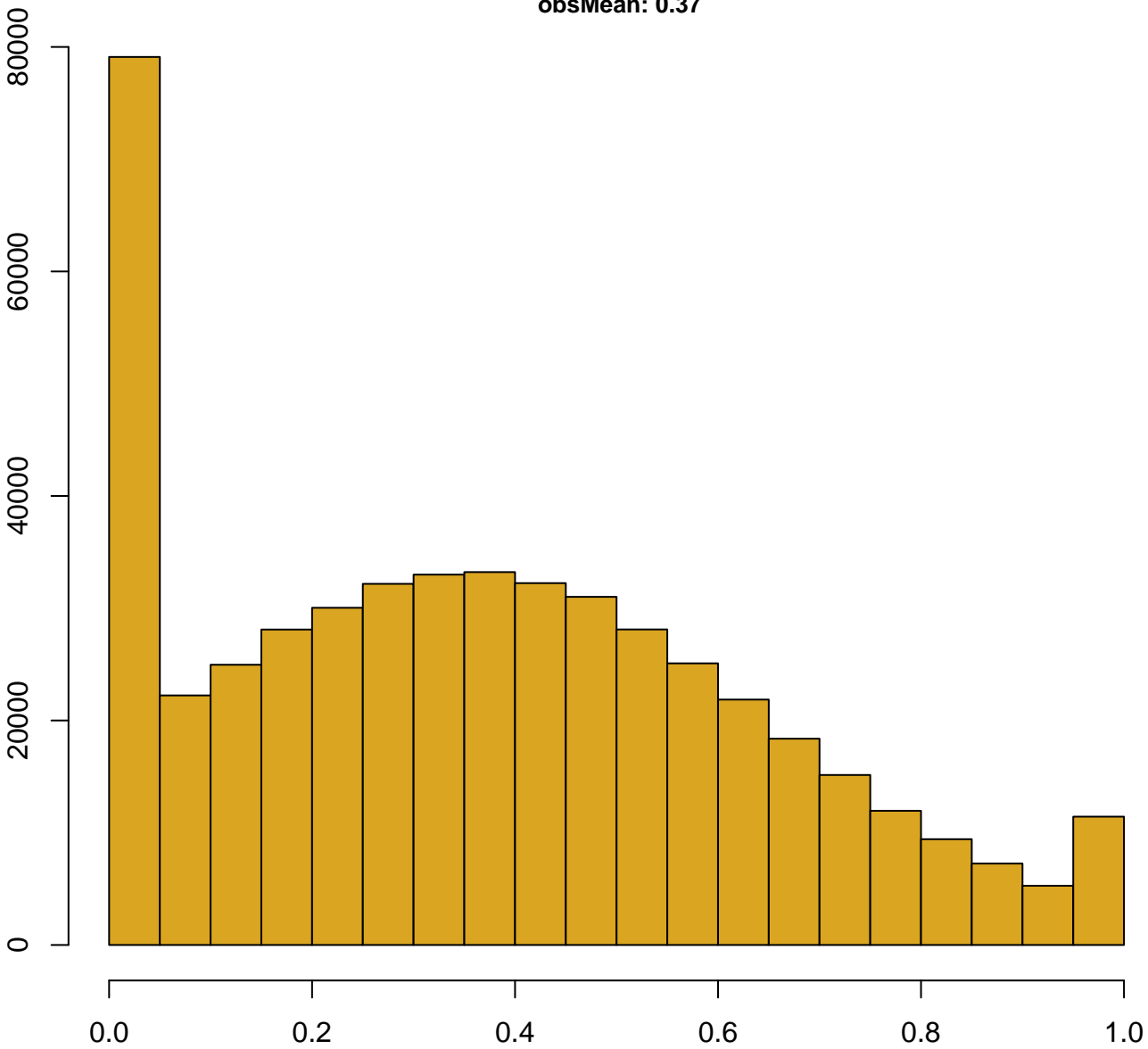
**sigma\_env = 0.1**

**obs SD: 0.1**

**obsMean: 0.35**



**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.35**  
**sigma\_env = 0.3**  
**obs SD: 0.26**  
**obsMean: 0.37**



**Truncated normal survival rates**

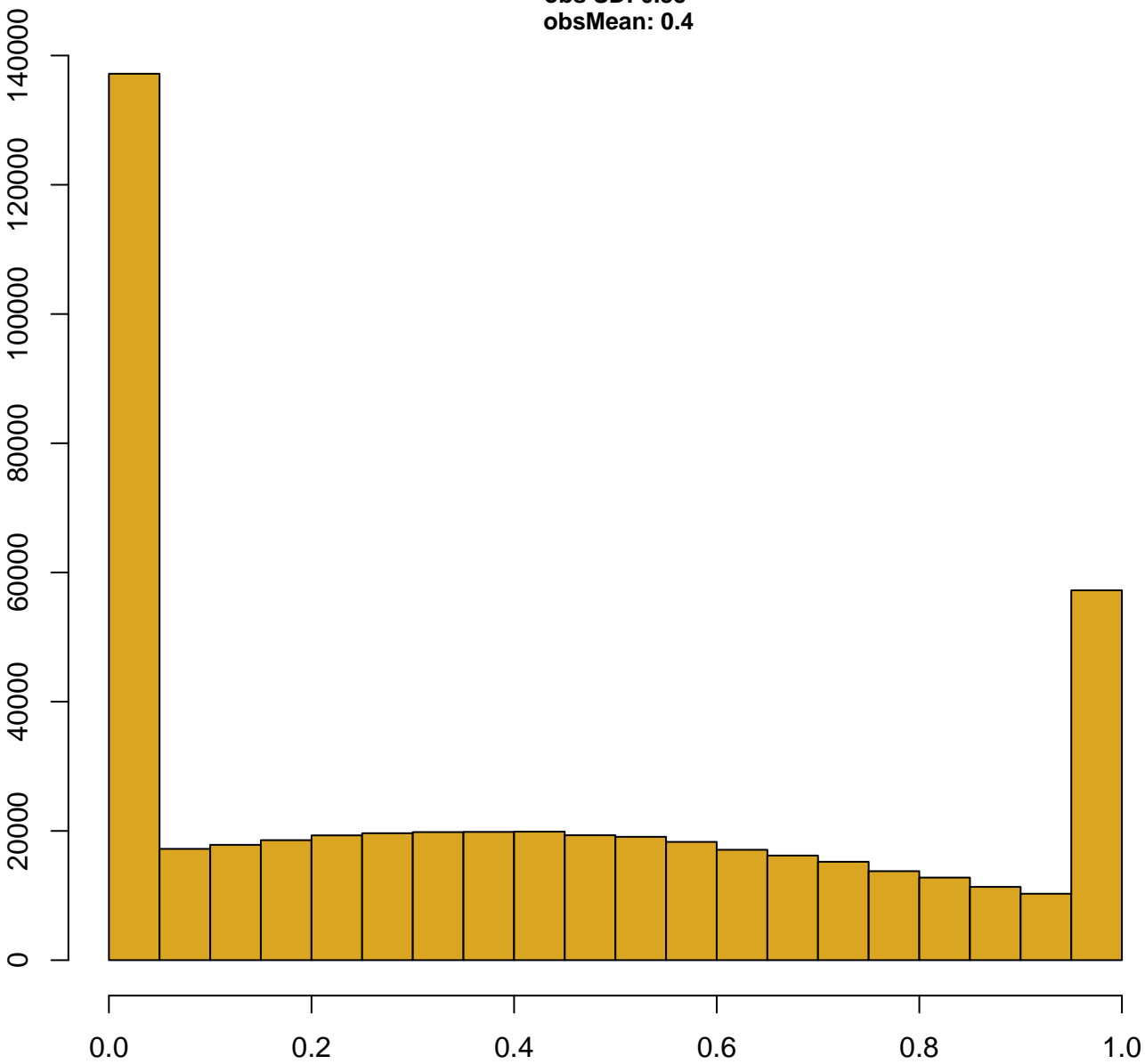
**Frequency content: white**

**prespawn surv = 0.35**

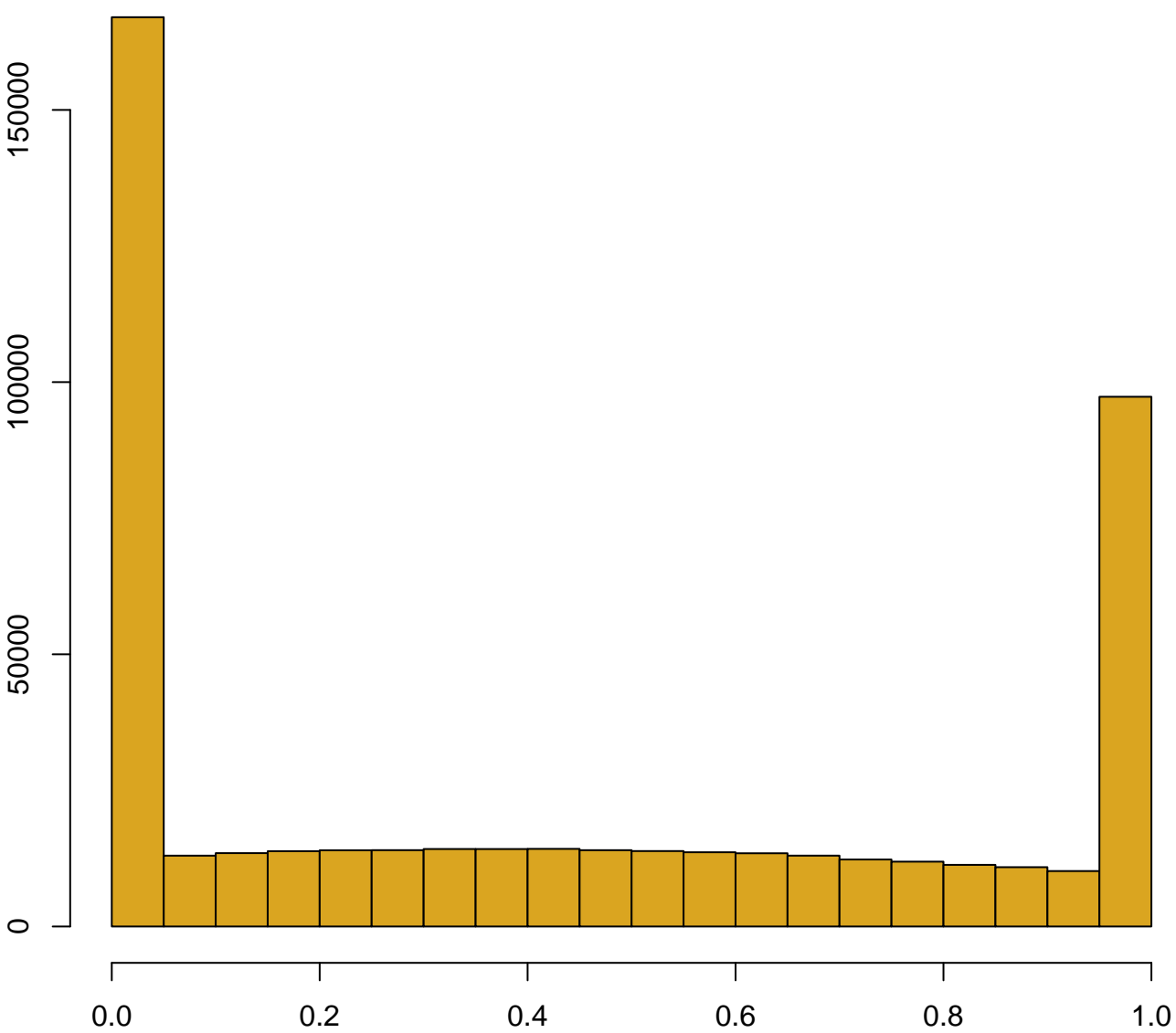
**sigma\_env = 0.5**

**obs SD: 0.35**

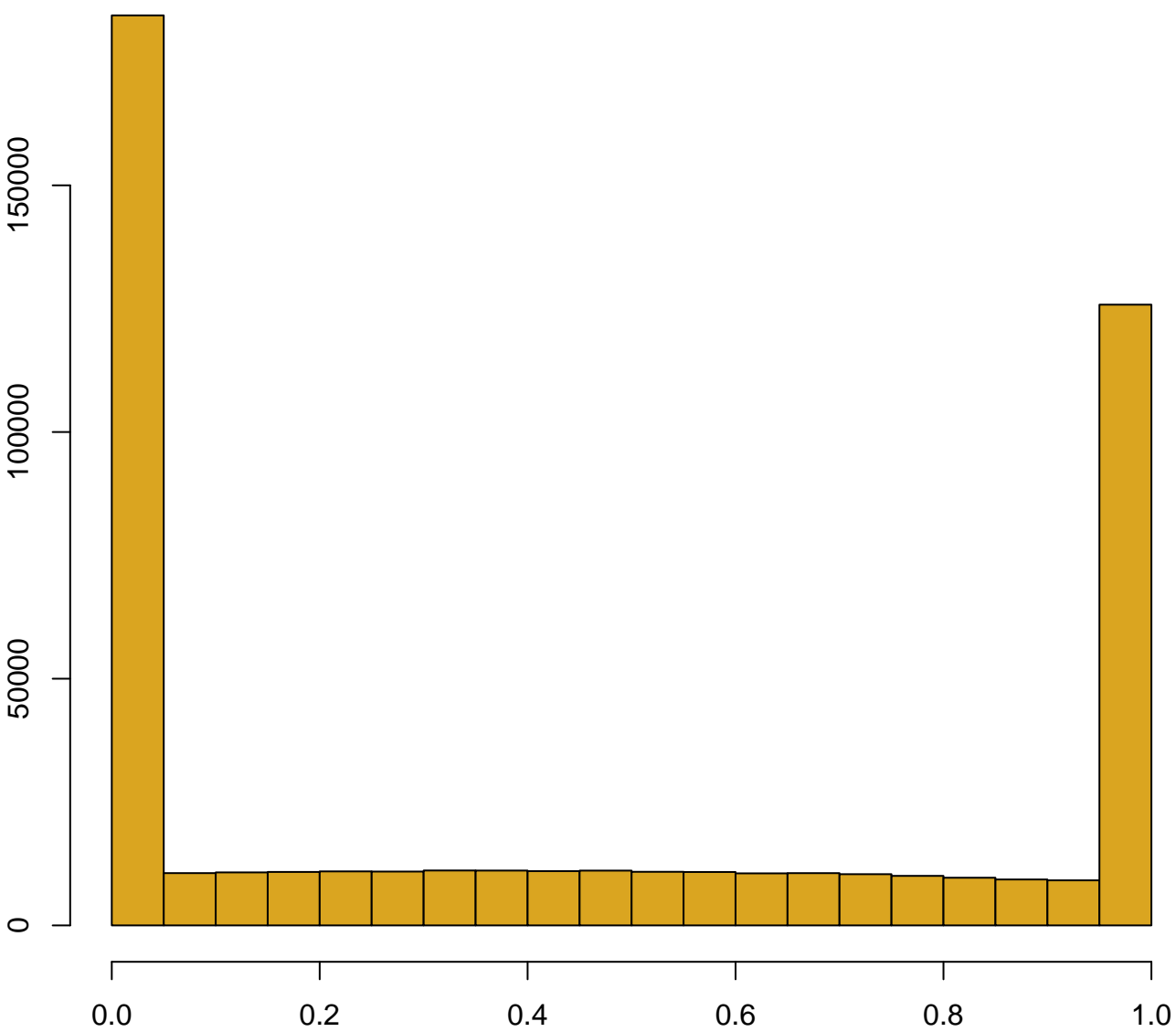
**obsMean: 0.4**



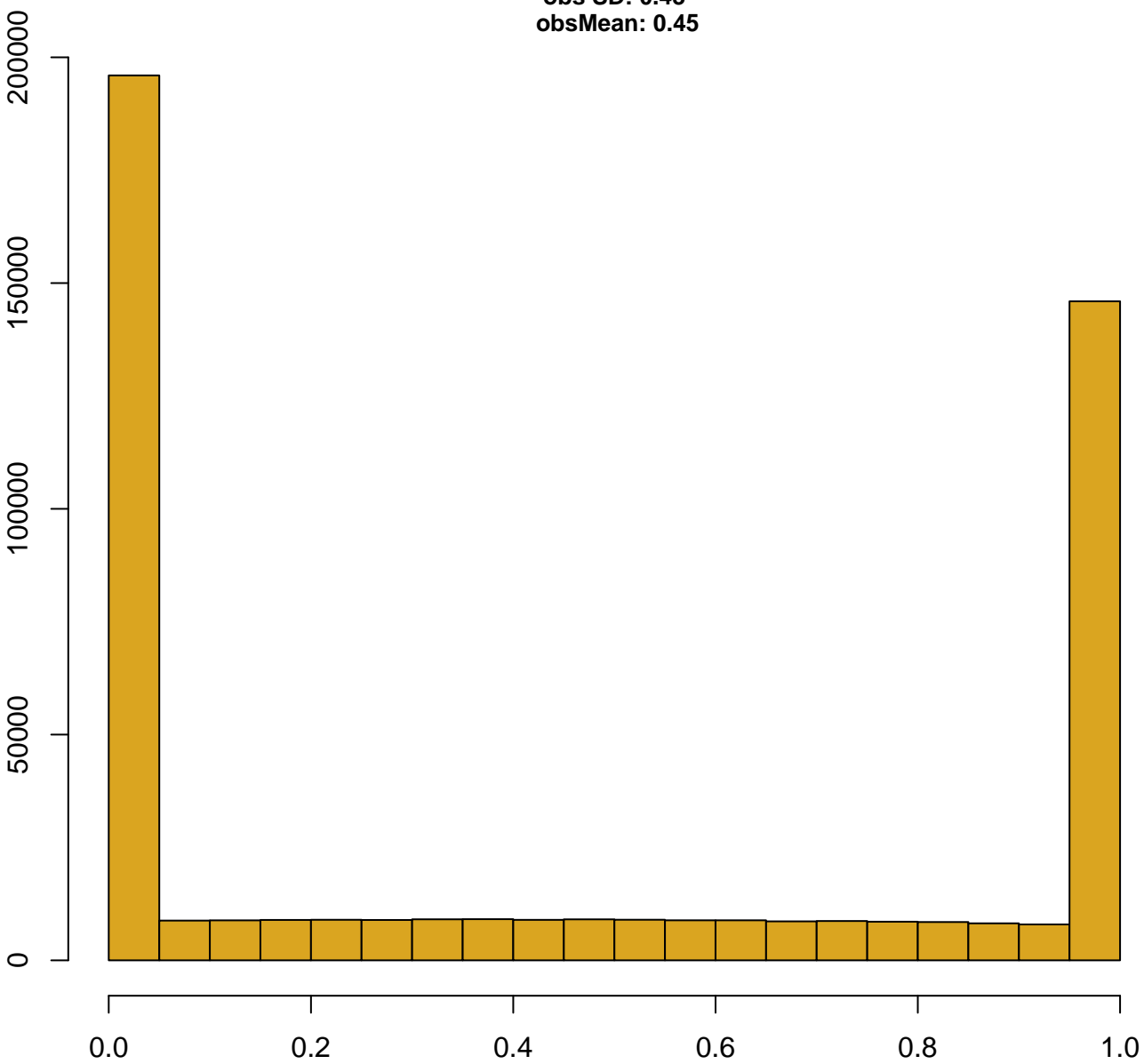
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.35  
sigma\_env = 0.7  
obs SD: 0.39  
obsMean: 0.42



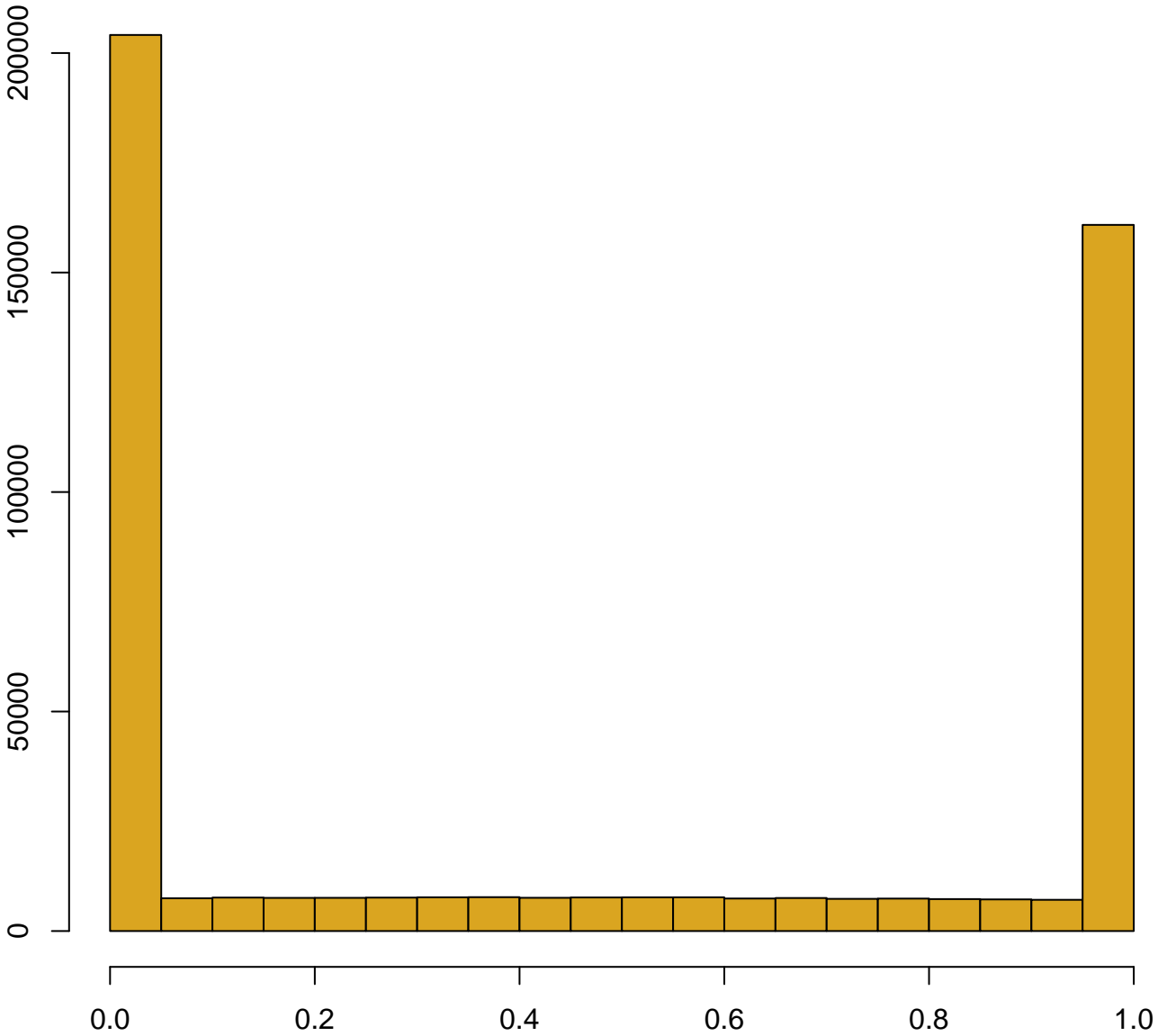
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.35  
sigma\_env = 0.9  
obs SD: 0.42  
obsMean: 0.44



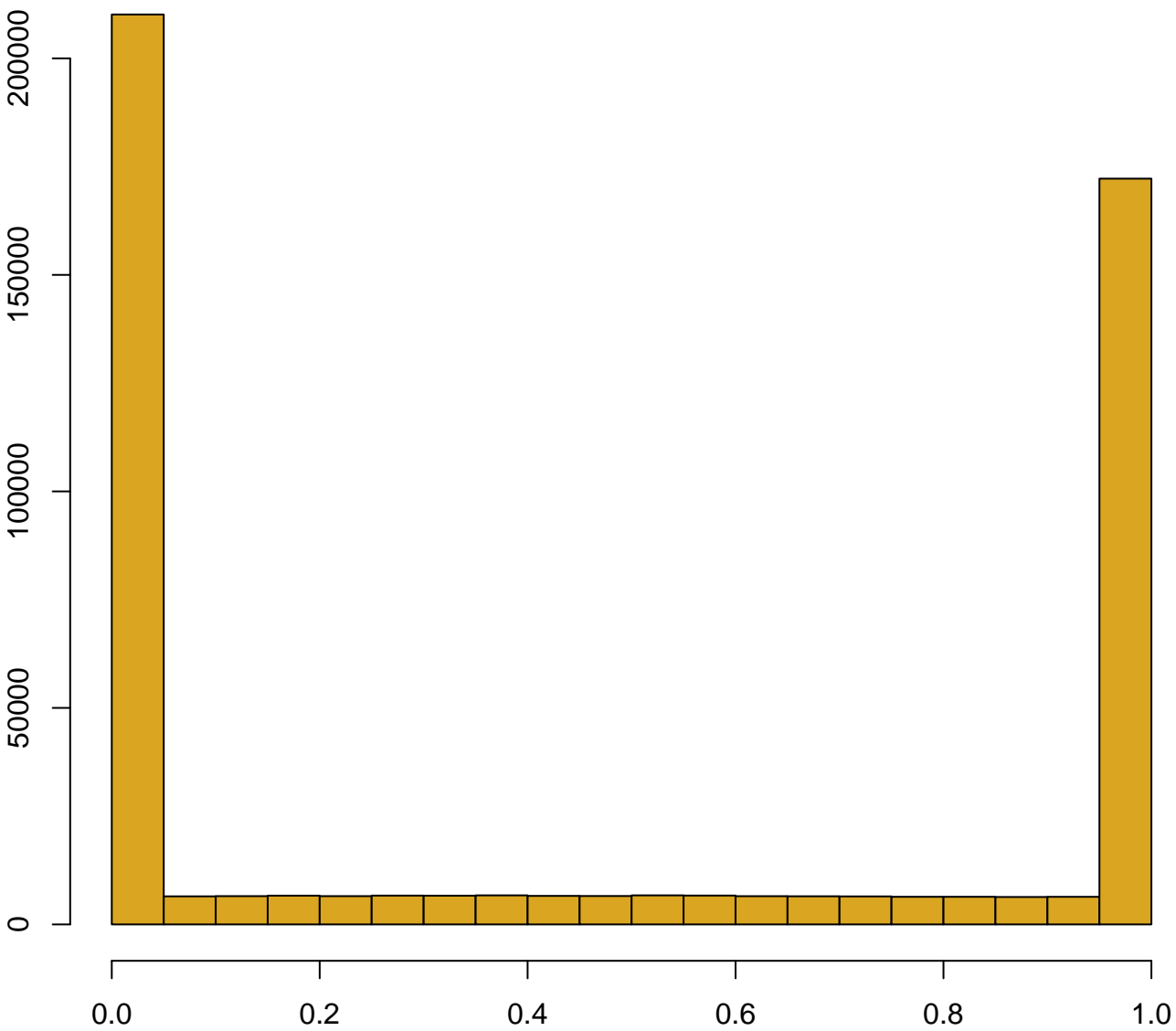
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.35  
sigma\_env = 1.1  
obs SD: 0.43  
obsMean: 0.45



Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.35  
sigma\_env = 1.3  
obs SD: 0.44  
obsMean: 0.46



Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.35  
sigma\_env = 1.5  
obs SD: 0.45  
obsMean: 0.46





# Truncated normal survival rates

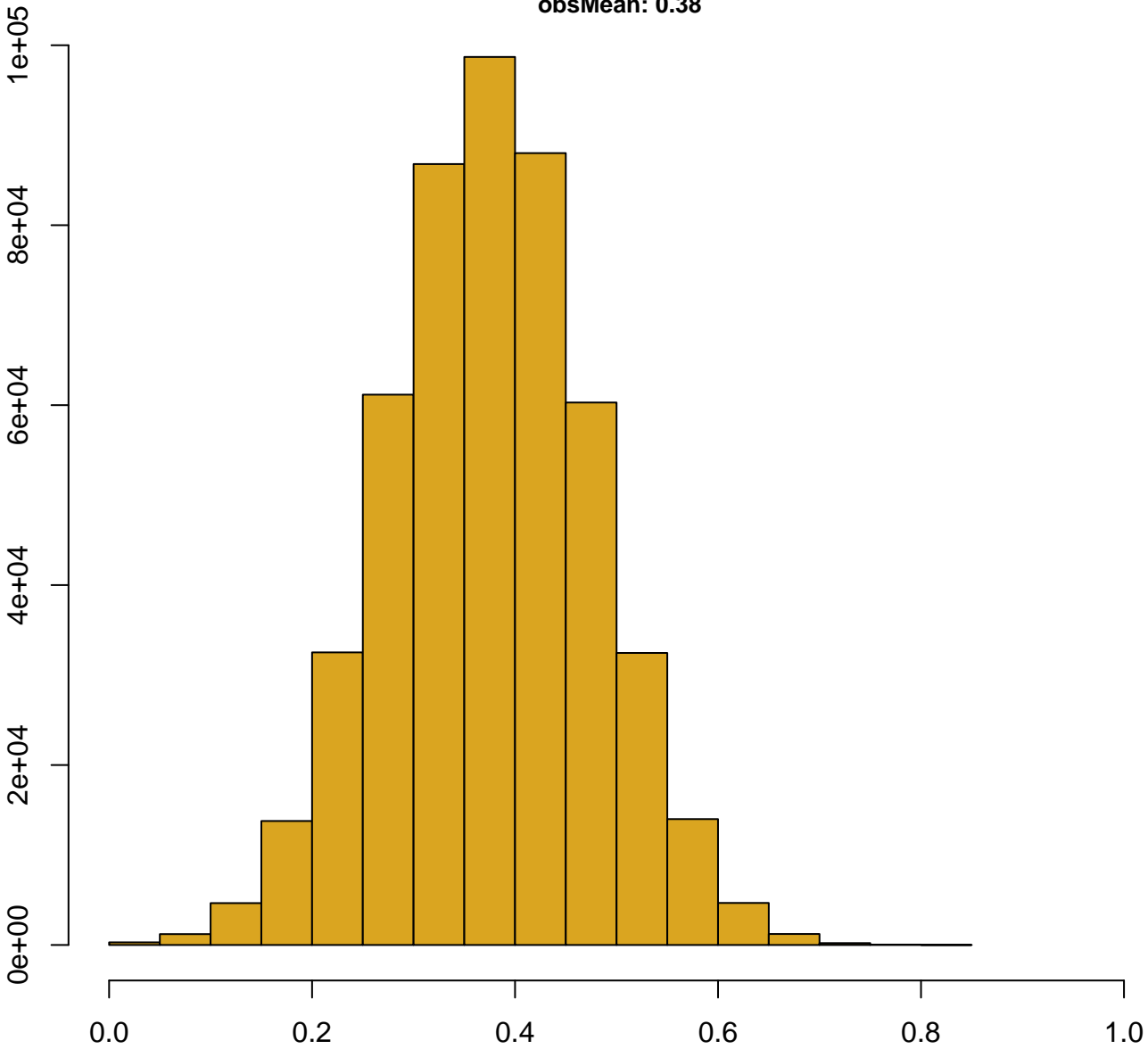
Frequency content: white

prespawn surv = 0.375

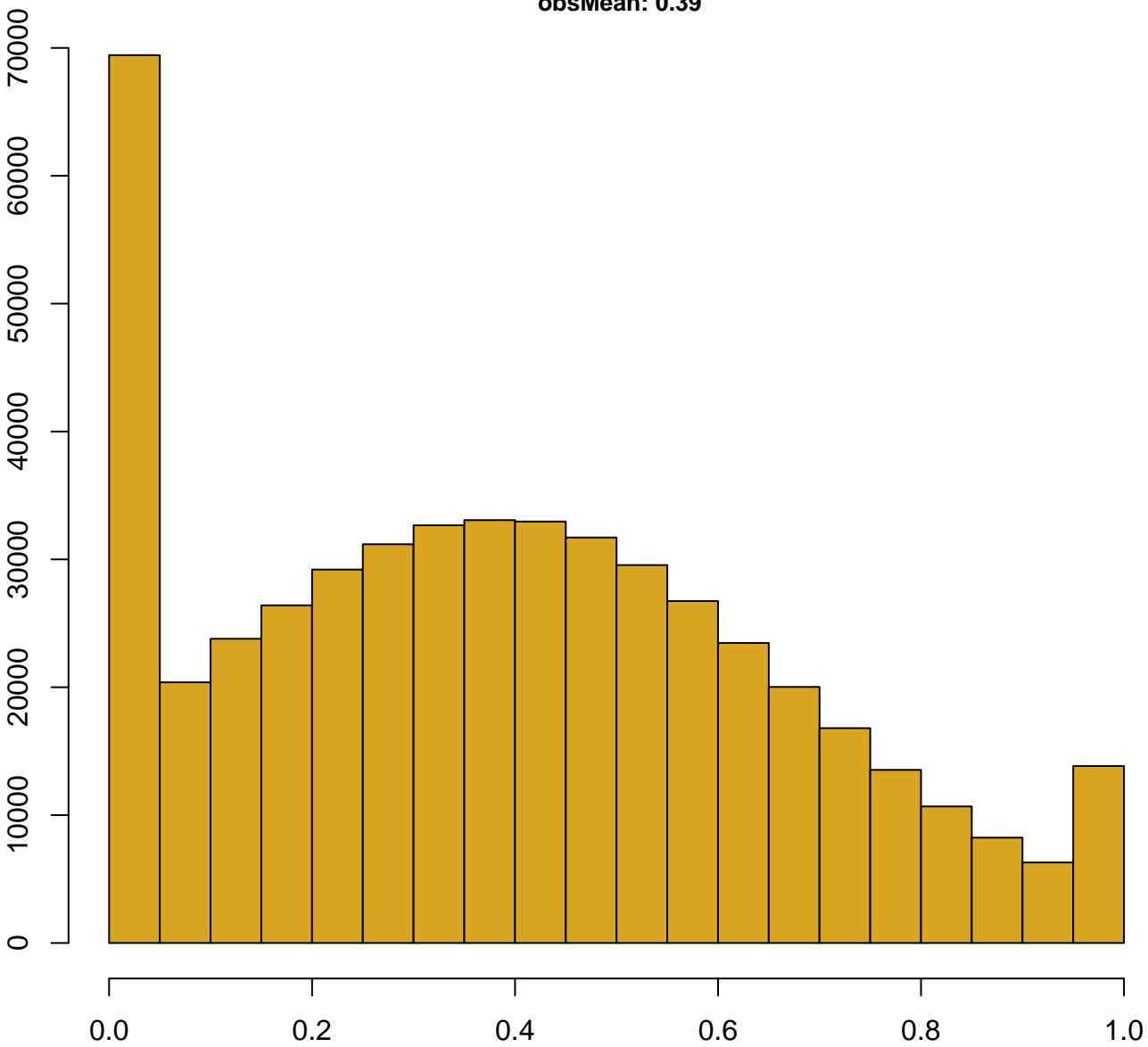
sigma\_env = 0.1

obs SD: 0.1

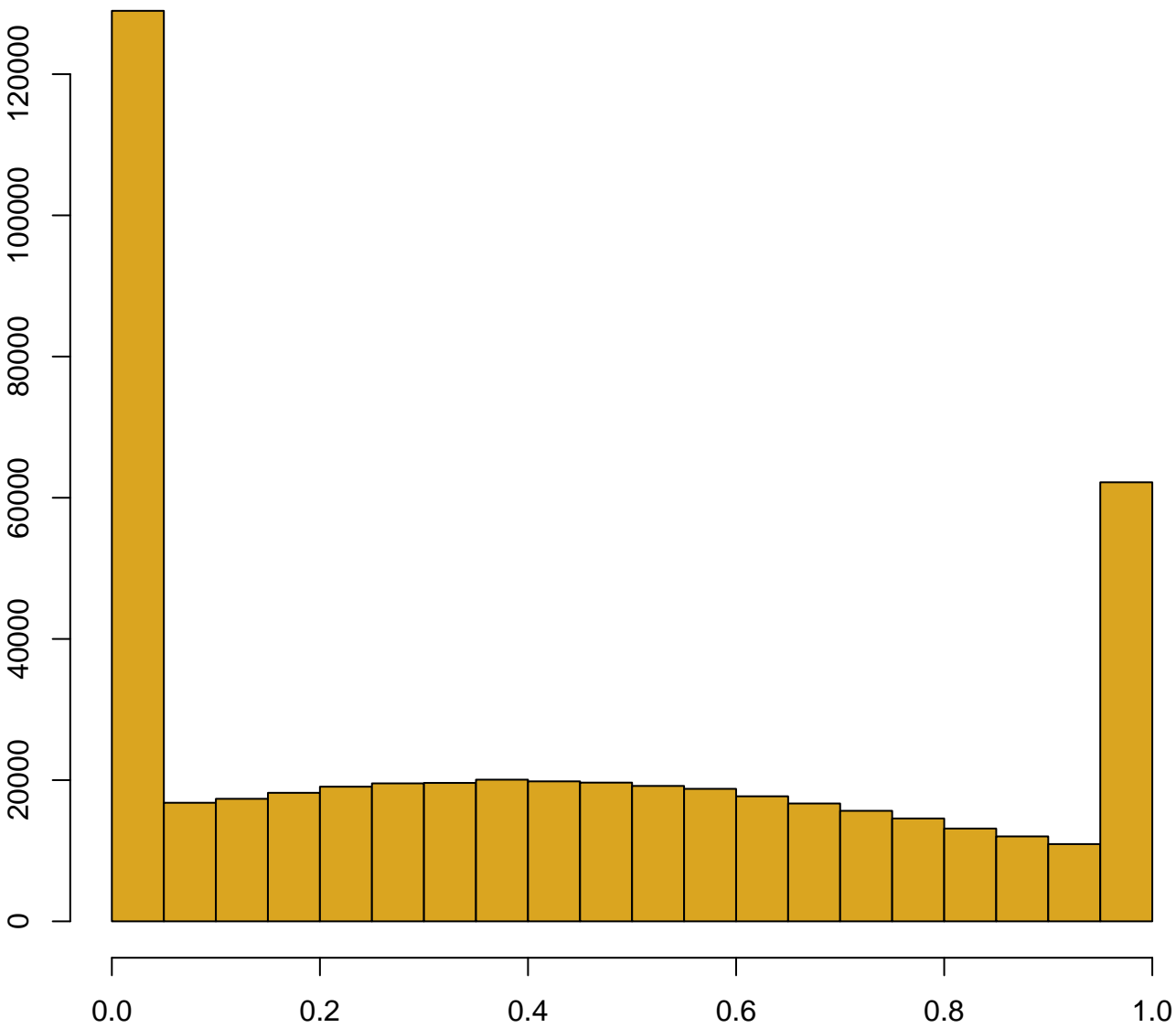
obsMean: 0.38



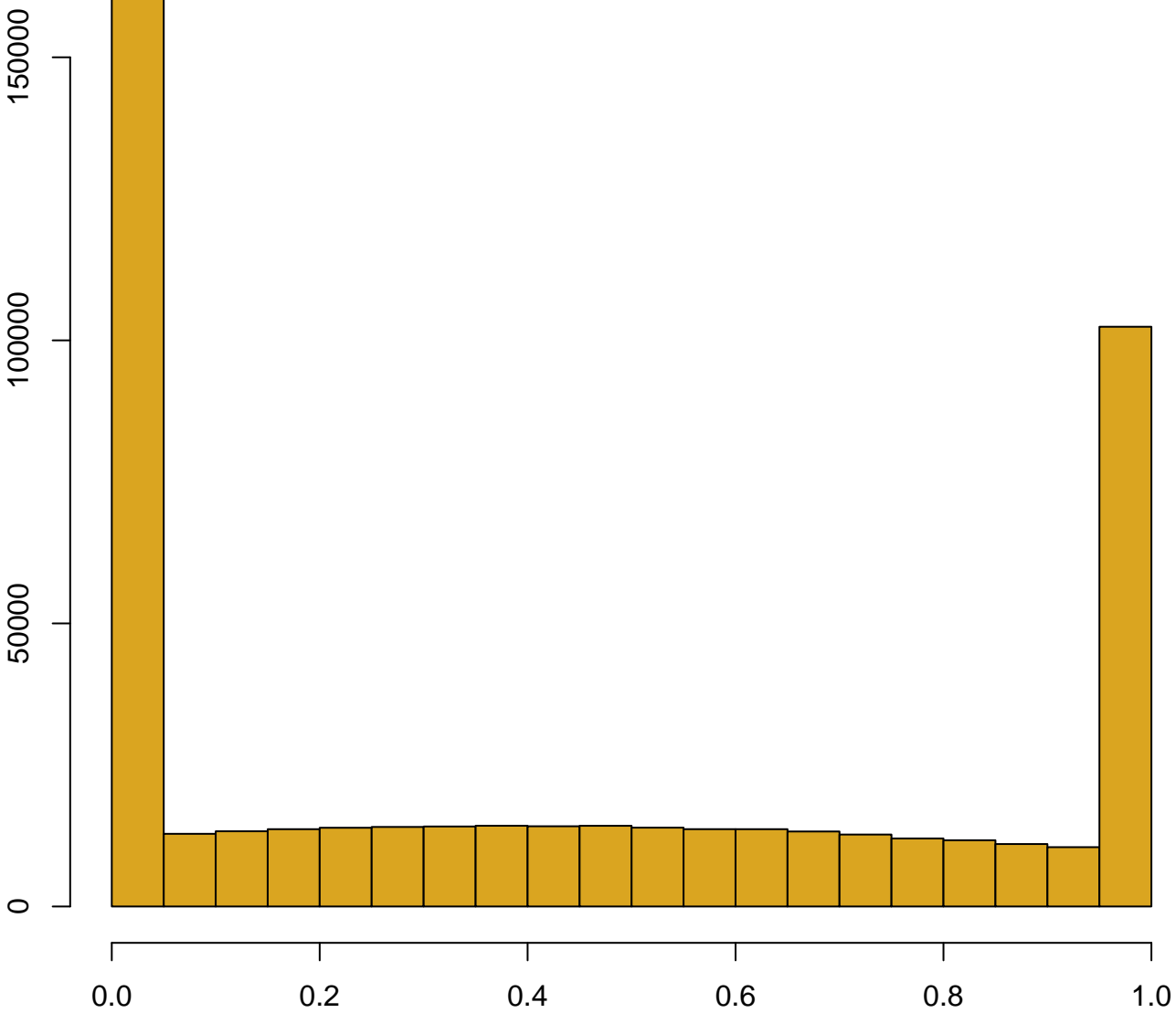
**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.375**  
**sigma\_env = 0.3**  
**obs SD: 0.27**  
**obsMean: 0.39**



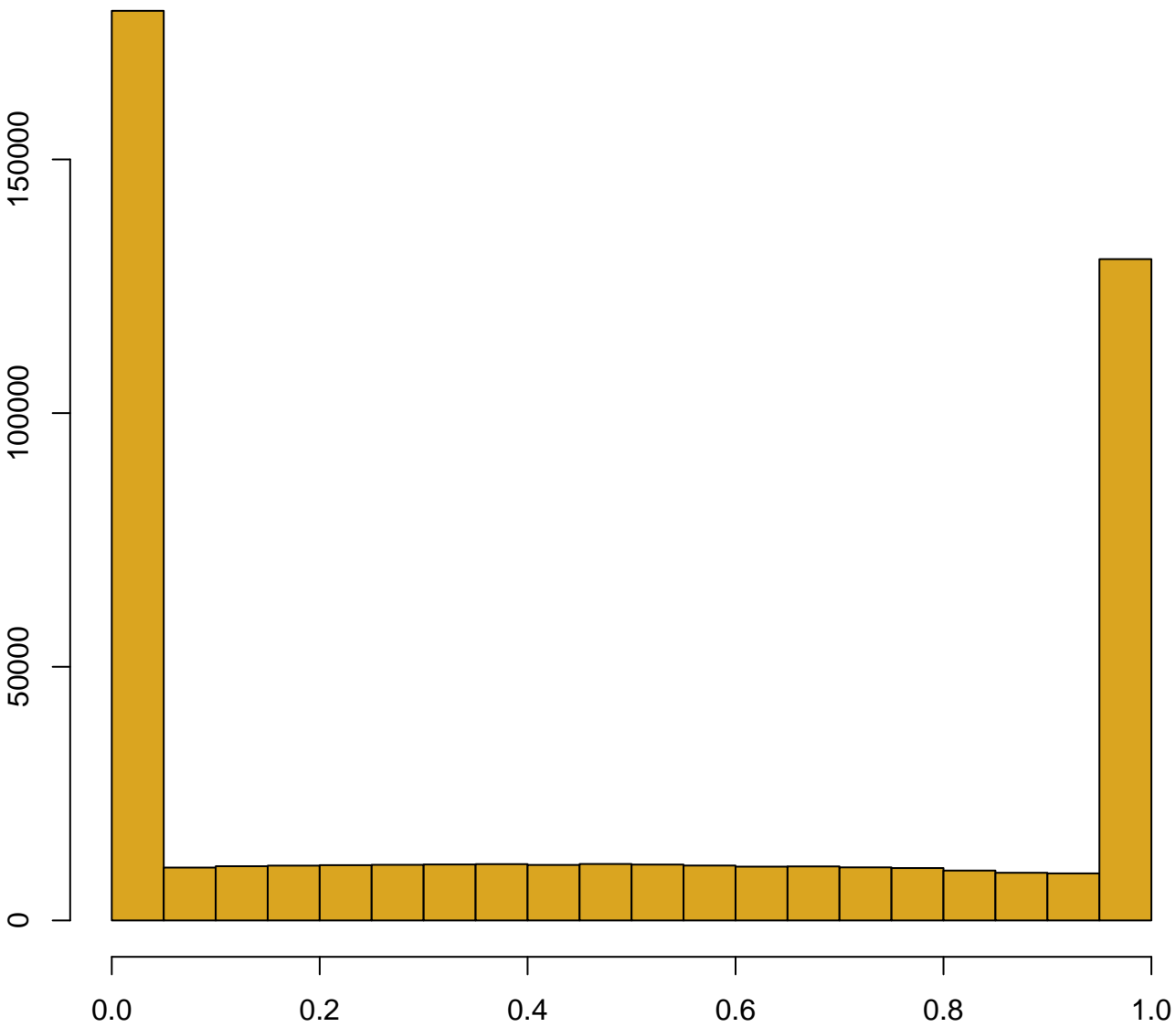
**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.375**  
**sigma\_env = 0.5**  
**obs SD: 0.35**  
**obsMean: 0.42**



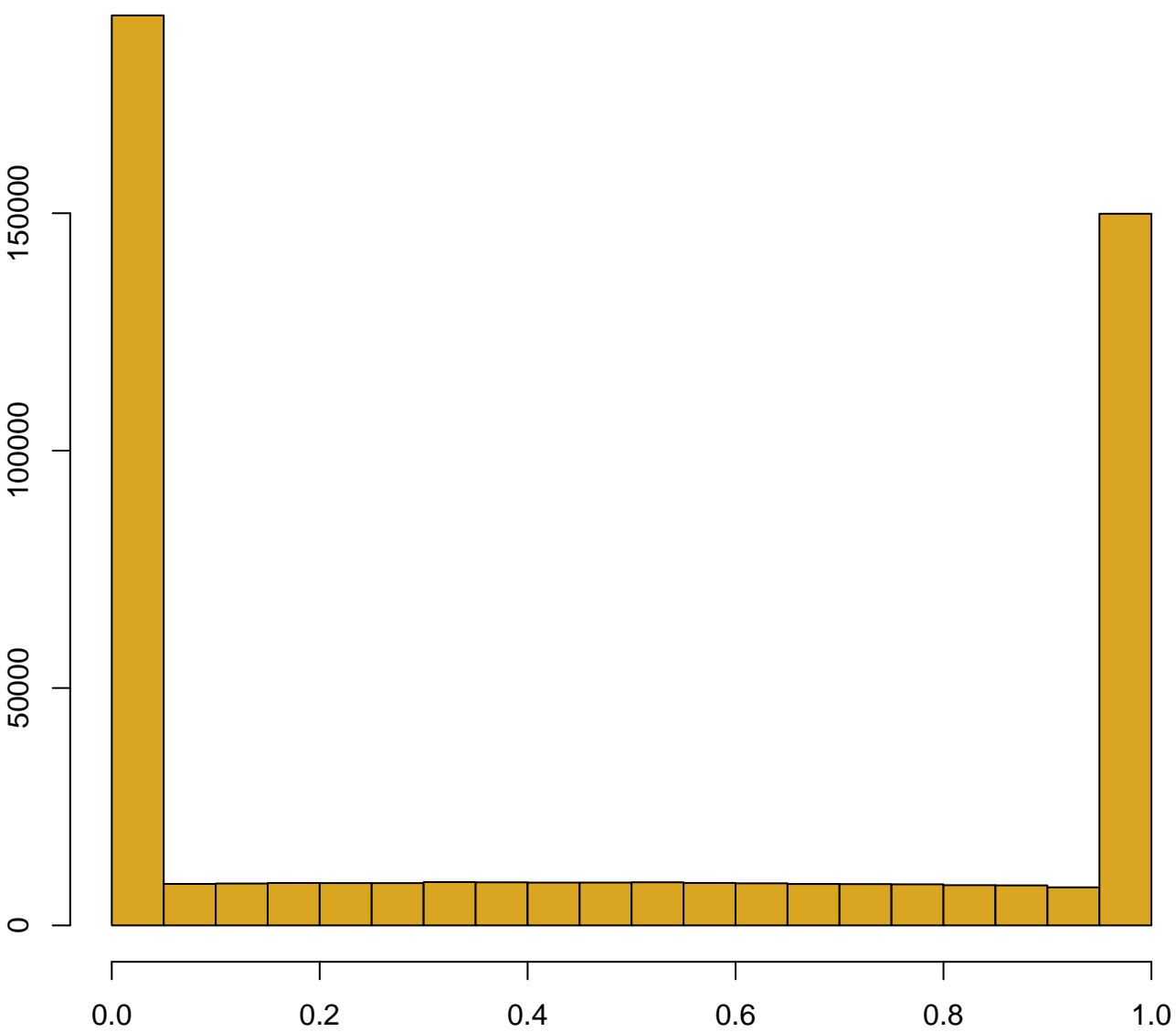
Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.375  
sigma\_env = 0.7  
obs SD: 0.4  
obsMean: 0.43



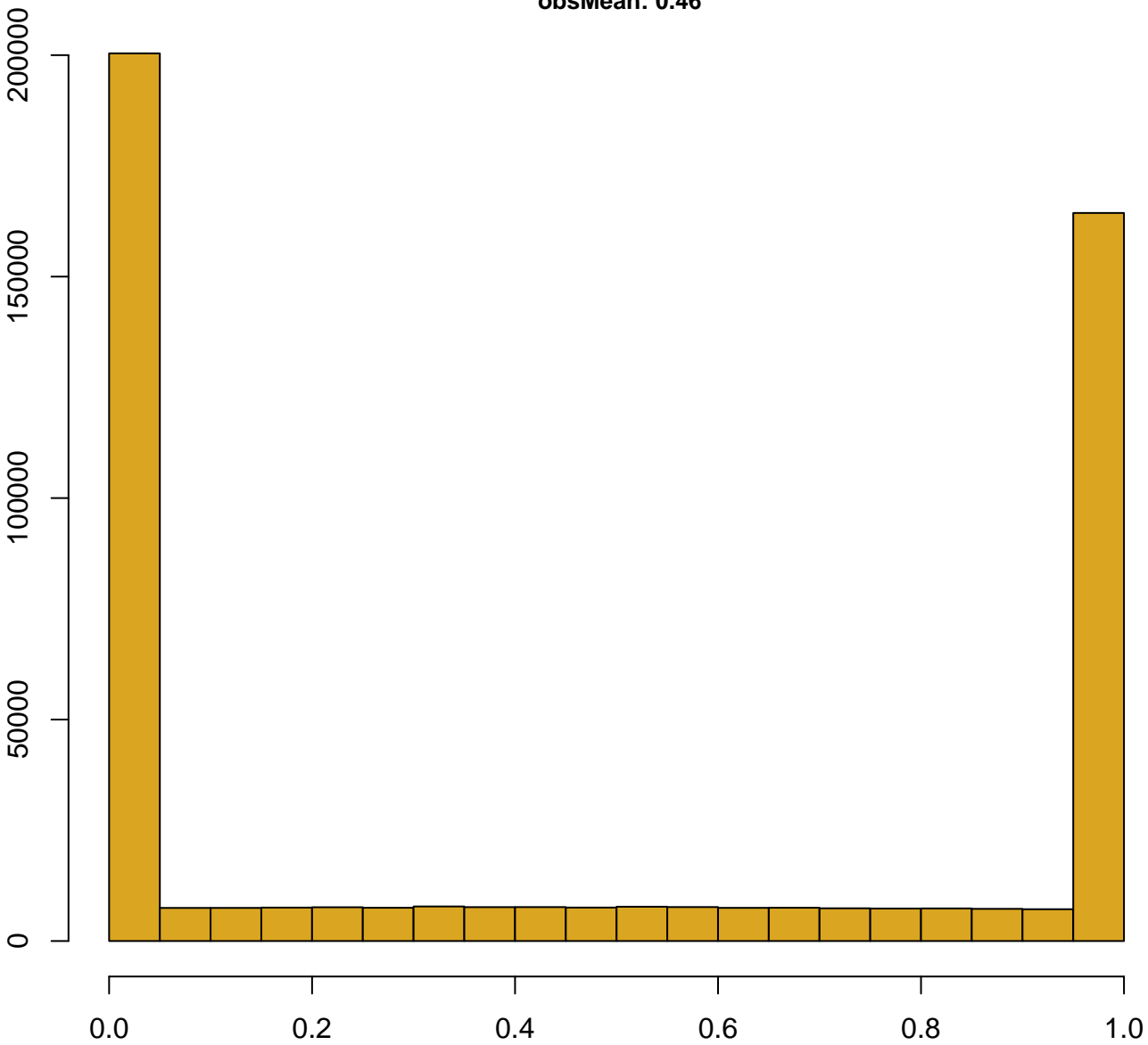
**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.375**  
**sigma\_env = 0.9**  
**obs SD: 0.42**  
**obsMean: 0.45**



Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.375  
sigma\_env = 1.1  
obs SD: 0.43  
obsMean: 0.46



**Truncated normal survival rates**  
**Frequency content: white**  
**prespawn surv = 0.375**  
**sigma\_env = 1.3**  
**obs SD: 0.45**  
**obsMean: 0.46**



Truncated normal survival rates  
Frequency content: white  
prespawn surv = 0.375  
sigma\_env = 1.5  
obs SD: 0.45  
obsMean: 0.47

