

Simulations Varying Gopher Population Carrying Capacity

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To look at the sensitivity of the prey population to the model parameters, we can run the model for a variety of different parameters and look how the curve changes. For this simulation, we will set a variety of r values for population runs.

Population growth rates

From Anderson and MacMahon (1981), we have obtained estimates of the minimum, maximum, and average population matrices of gopher populations. We can use these population matrices to calculate the instantaneous growth rate of the population, or the r-value.

```
##           Juvenile SubAdult Adult
## Juvenile      0.0      2.400  5.35
## SubAdult      0.5      0.000  0.00
## Adult         0.0      0.357  0.25

##           Juvenile SubAdult Adult
## Juvenile      0.0      2.530  7.780
## SubAdult      0.5      0.000  0.000
## Adult         0.0      0.468  0.449

##           Juvenile SubAdult Adult
## Juvenile      0.0      2.67  10.20
## SubAdult      0.5      0.00  0.00
## Adult         0.0      0.57  0.67
```

Parameters

We can use the `pred_prey` function created in our `owls` r-package, then use an ode solver to solve the derivatives. We will use a type two functional response to model the behavior of the prey population. A type two functional response is the simplest model to use in the wake of low data. The response will capture typical more realistic predator-prey relations. The differential equations are below:

$$\frac{dprey}{dt} = rN(1 - \frac{N}{K_{prey}}) - \frac{k_{max}N}{N + D}P$$
$$\frac{dpredator}{dt} = \beta PN - \delta P$$

The model requires multiple parameters: r = growth rate of prey pop (gophers/season) This value is extracted from the population matrices using the `popbio` package to calculate λ , then $r = \ln(\lambda)$

K_{prey} = carrying capacity of prey (gophers)

α = attack rate of predator (or capture efficiency; the larger α is, the more the per capita growth rate of the prey population is depressed by the addition of a single predator) (units=1/season) The attack rate was calculated from Derting and Crawford (1989). They found that, on average, it takes 1.1 attacks/vole -

for this analysis, we assume the attack rate is the same for gophers as for voles. If there are 11 successful attacks per night the average number observed in observations recorded in Bunn et al (1982), then there should be 12.1 total attacks per night. If there is one foraging event per night, and 90 foraging events per season, then we expect 1089 attacks per season. However, this is if there are a significant amount of gophers across the landscape (scaling up from the Derting and Crawford densities, we get over 3000 voles/ha, an unreasonable number). Therefore, we would expect attack rate to decrease with density of the prey population. In sensitivity analysis if the attack rate is less than three, there is coexistence between gopher and owl populations.

h = handling time The amount of time it takes an owl to kill and eat a single gopher (season/gopher)

β = assimilation efficiency (efficiency of turning gophers into per capita growth) This number is calculated from field data and represents the fractional value of one gopher to an owl producing five chicks.

δ = death rate of predator (#predator/season)

k_{\max} = maximum feeding rate the most gophers an owl can eat in a single time unit($1/\text{handling time}$) (gophers/season)

D = half saturation constant ($1/(\alpha \cdot \text{handling time})$) The abundance of prey at which the feeding rate is half maximal (gopher)

State variables: N = starting population of prey P = starting population of predator

For this model, time is in terms of season (3 months), so each time interval is represented by a season and four seasons are equivalent to one year.

```
#Parameters
alpha=0.924
beta = 9.42e-4
delta=0.01
K_prey=175
h=0.001#2.78e-5
k_max=1/h
D=1/(alpha*h)
r=r_gopher
parameters <- c(r, alpha, beta, delta, K_prey, k_max, D)

#State variables:
N=c(175, 175, 175, 175, 175,
    100, 100, 100, 100, 100,
    50, 50, 50, 50, 50,
    30, 30, 30, 30, 30,
    10, 10, 10, 10, 10,
    2, 2, 2, 2, 2)

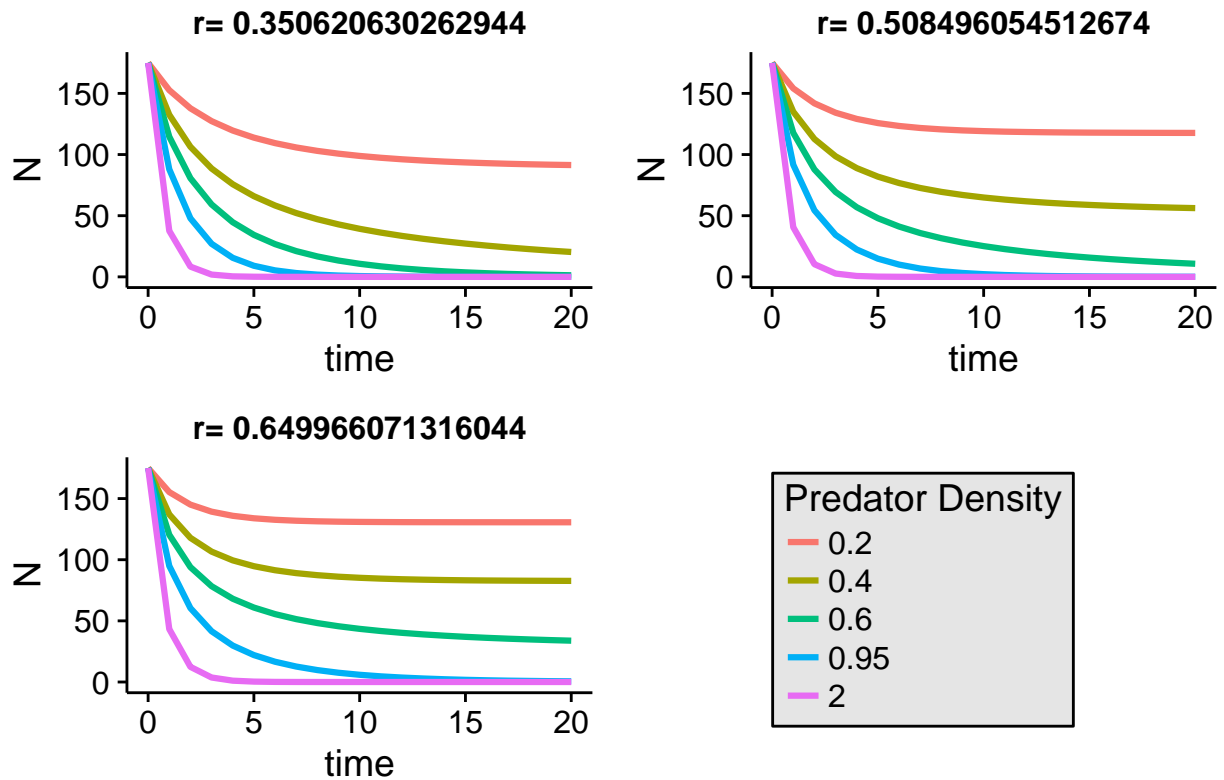
P=c(0.2, 0.4, 0.6, 0.95, 2.0,
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    0.2, 0.4, 0.6, 0.95, 2.0,
    0.2, 0.4, 0.6, 0.95, 2.0)
state<-cbind(N, P)
times<- seq(0, 20, by=1)
```

Simulations, $K=175$

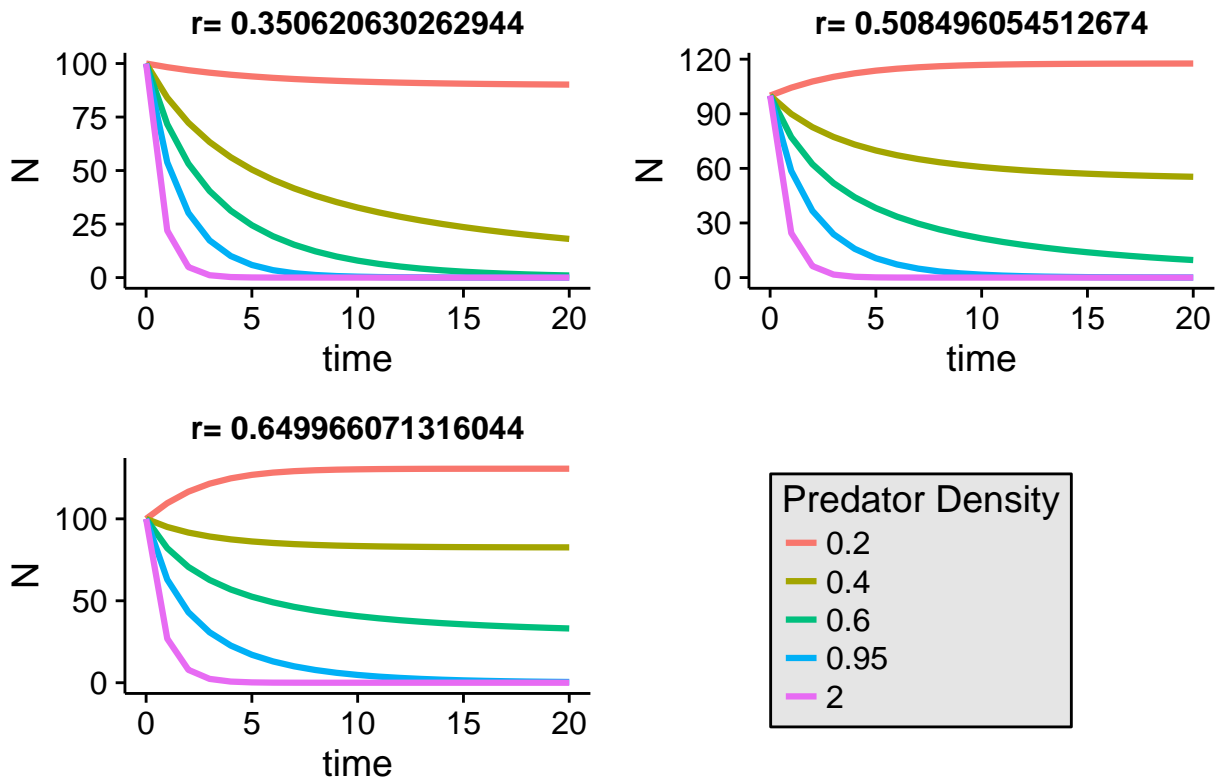
We can then run simulations for these various lists of r values while varying predator density.

Then, plotting the prey density over time by each N .

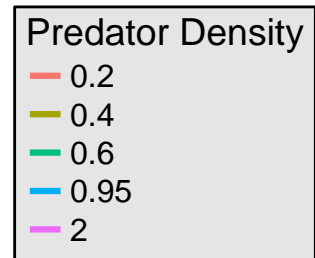
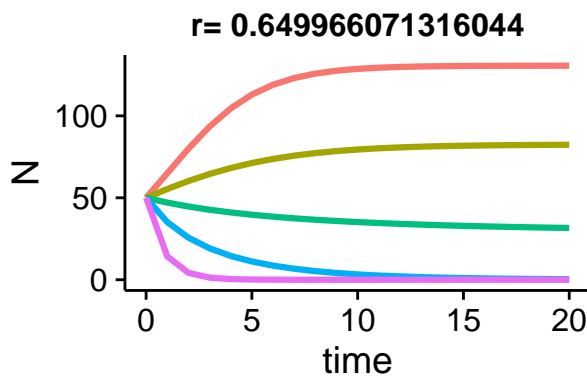
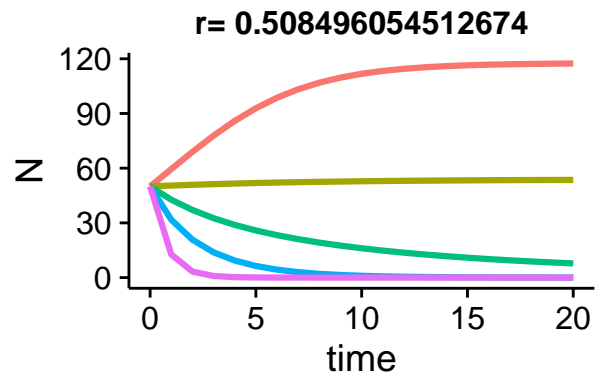
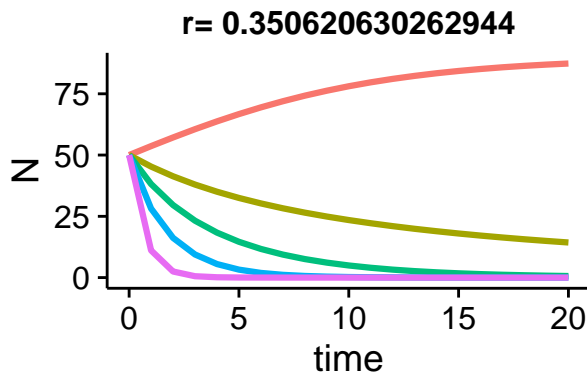
Prey Density Over Time $N=175$



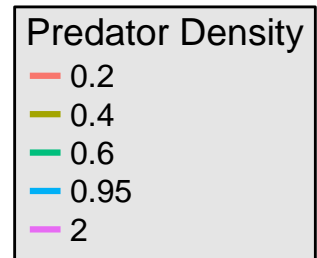
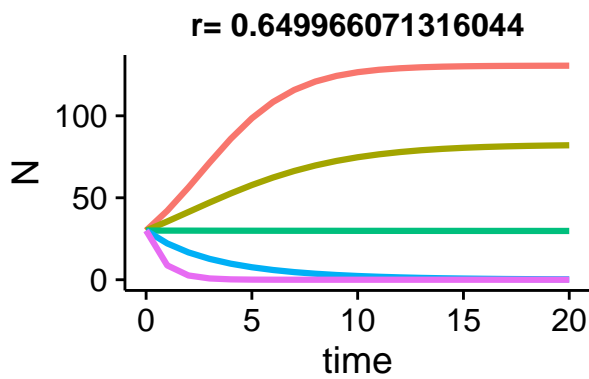
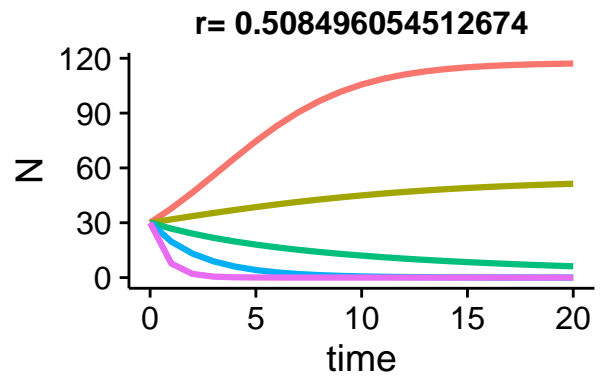
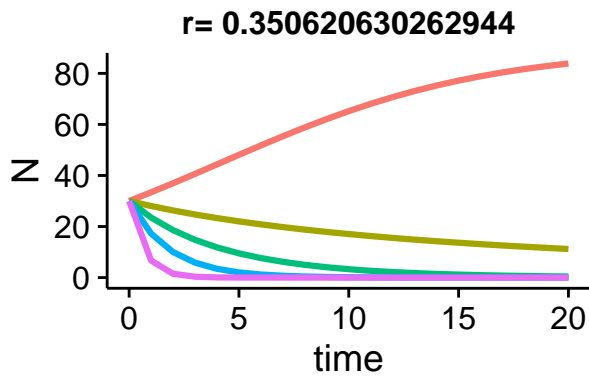
Prey Density Over Time N= 100



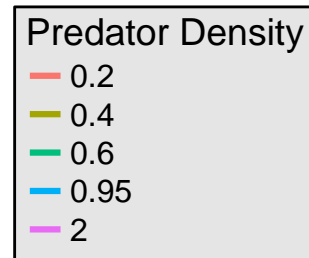
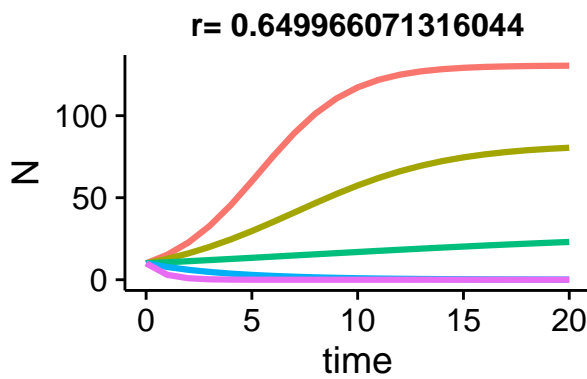
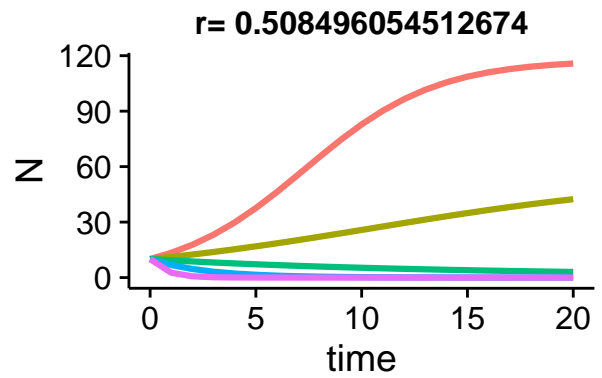
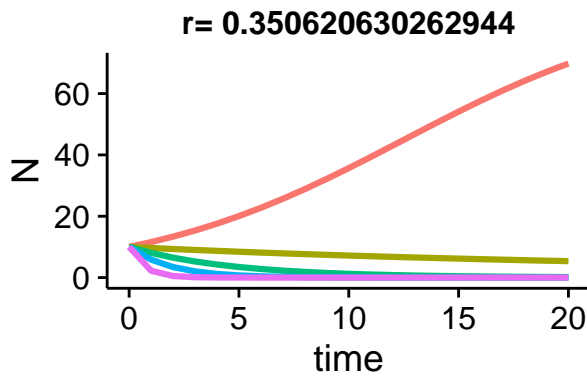
Prey Density Over Time N= 50



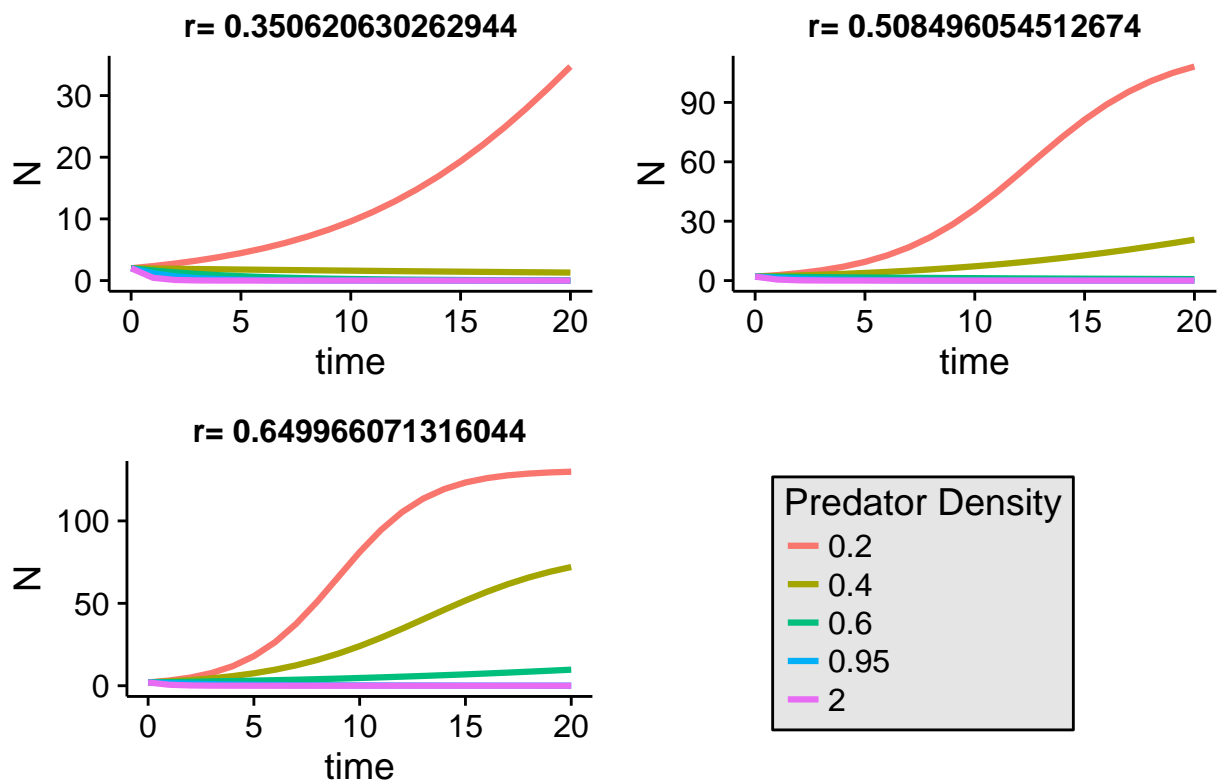
Prey Density Over Time N= 30



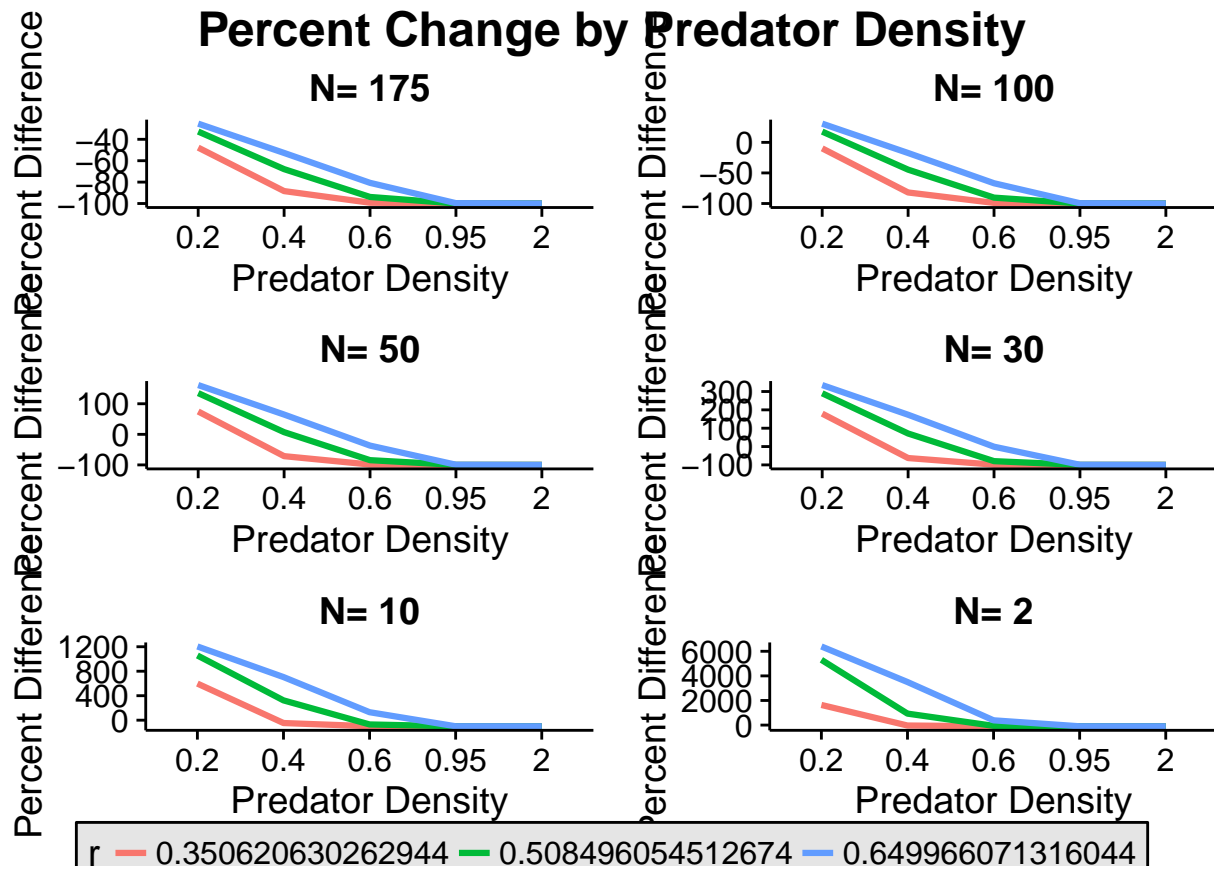
Prey Density Over Time N= 10



Prey Density Over Time N= 2



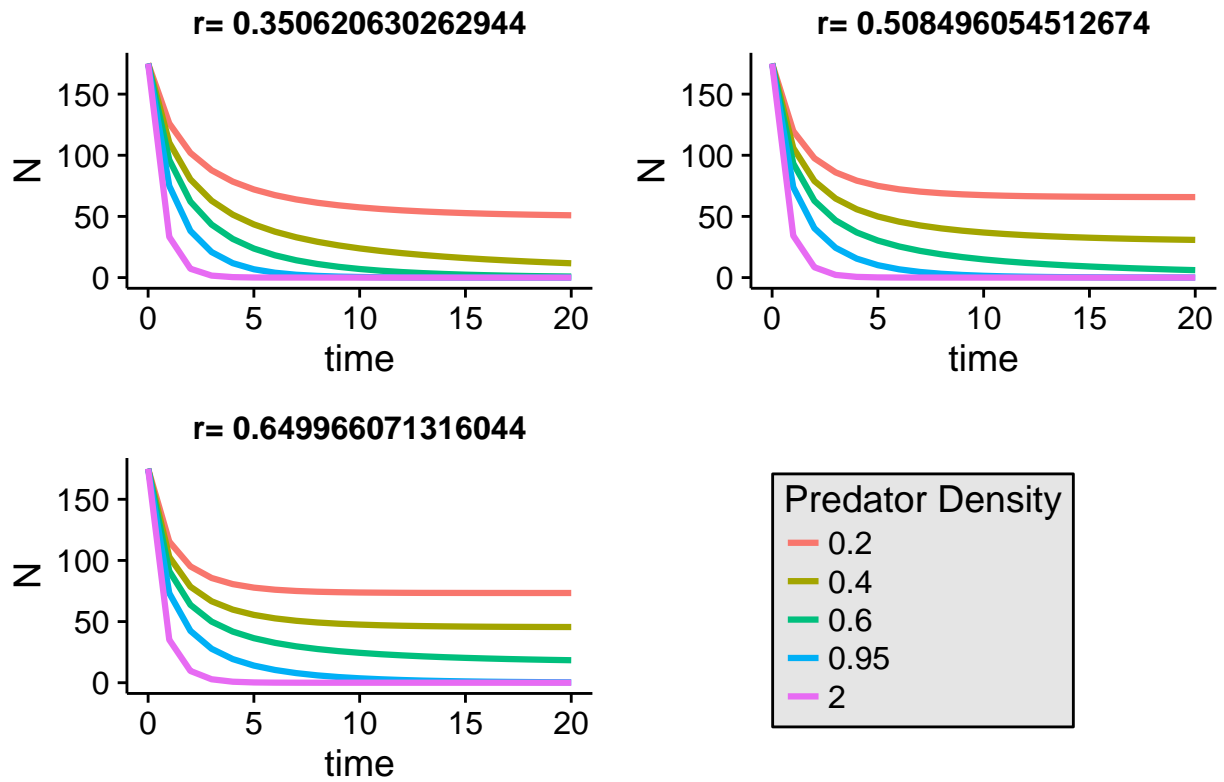
We can also look at how the final population density of the prey species varies by changes in parameter.



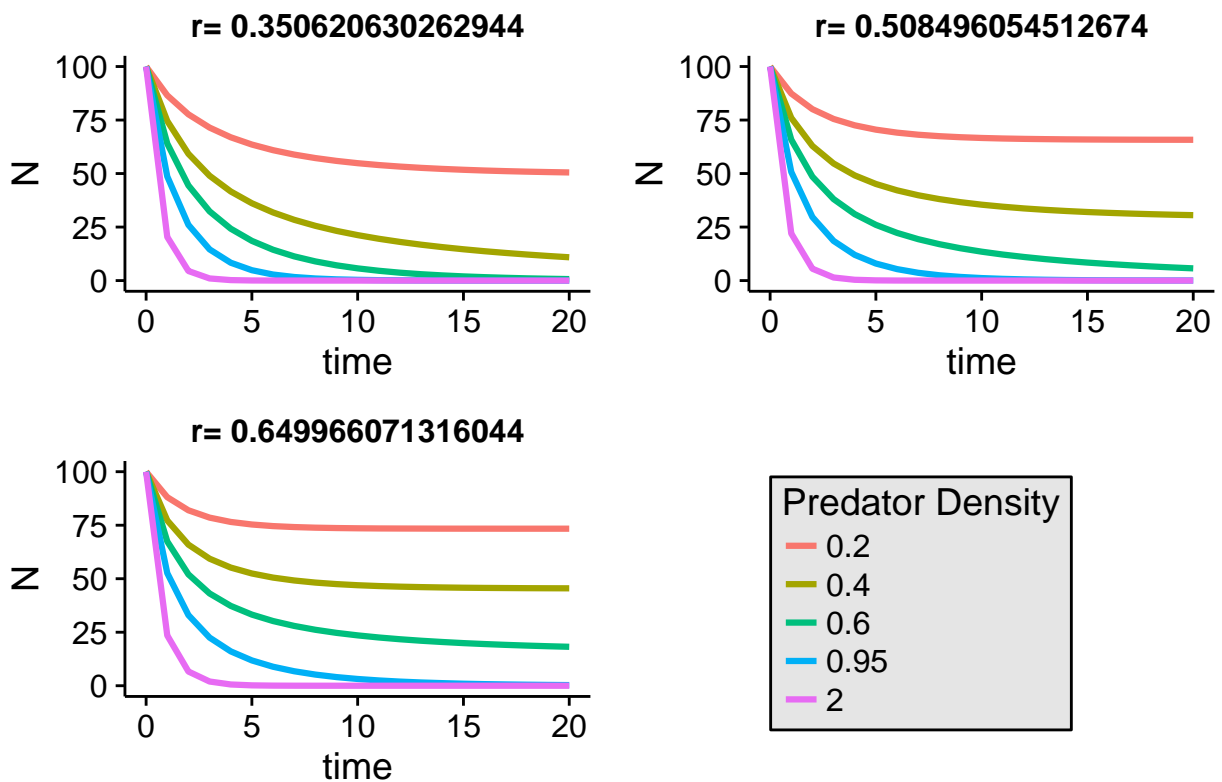
Simulations, K=100

Suppose we want to investigate what happens when the carrying capacity is lower, K=100

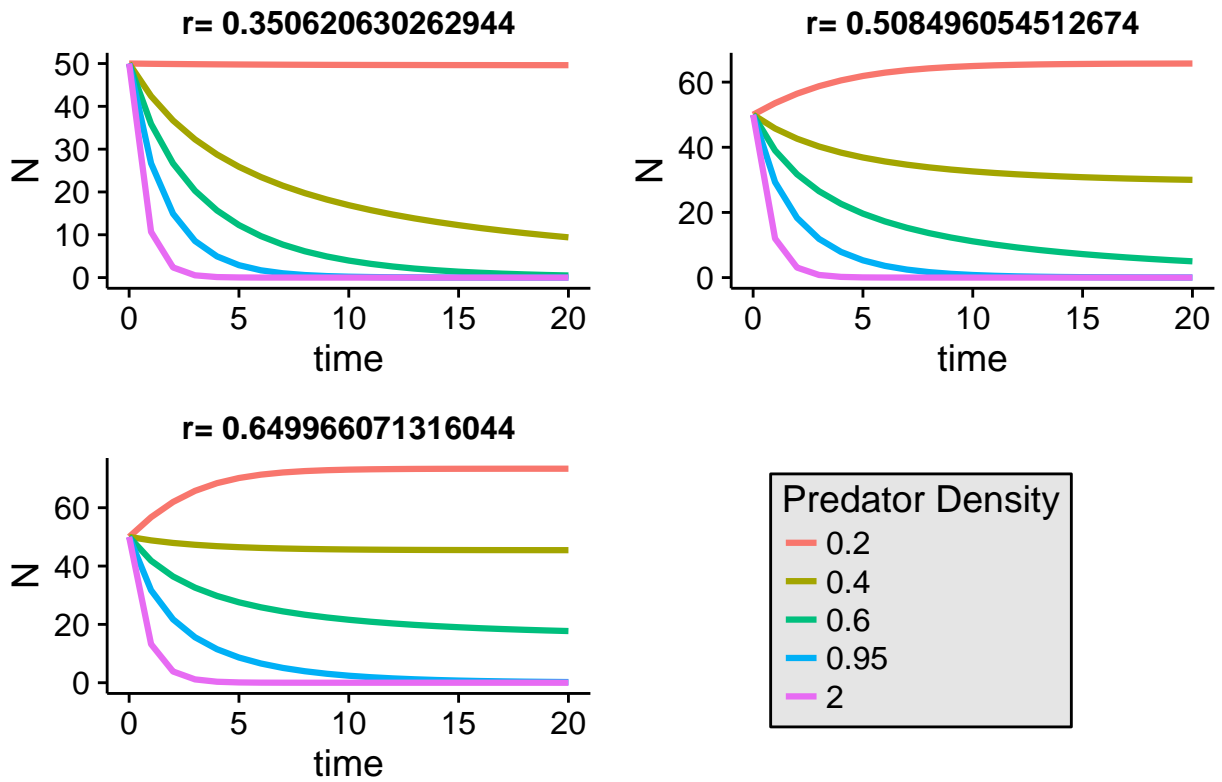
Prey Density Over Time N= 175



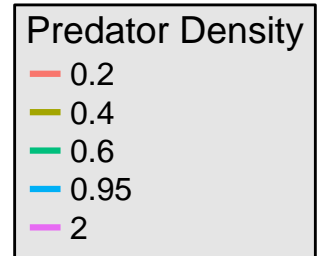
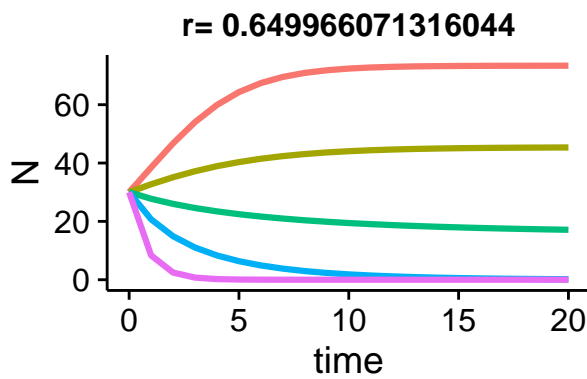
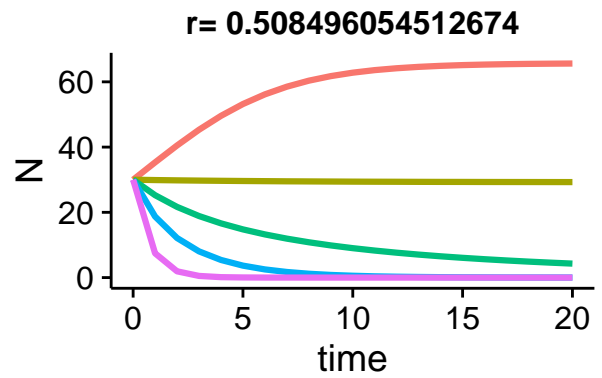
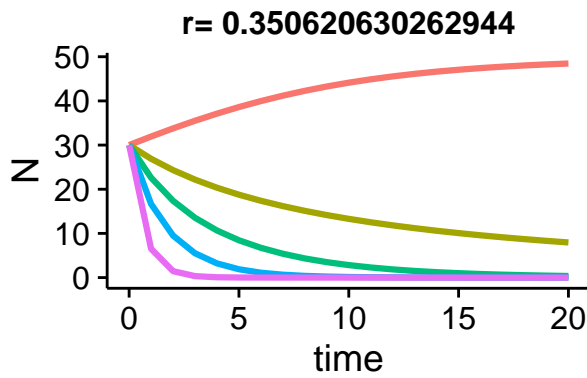
Prey Density Over Time N= 100



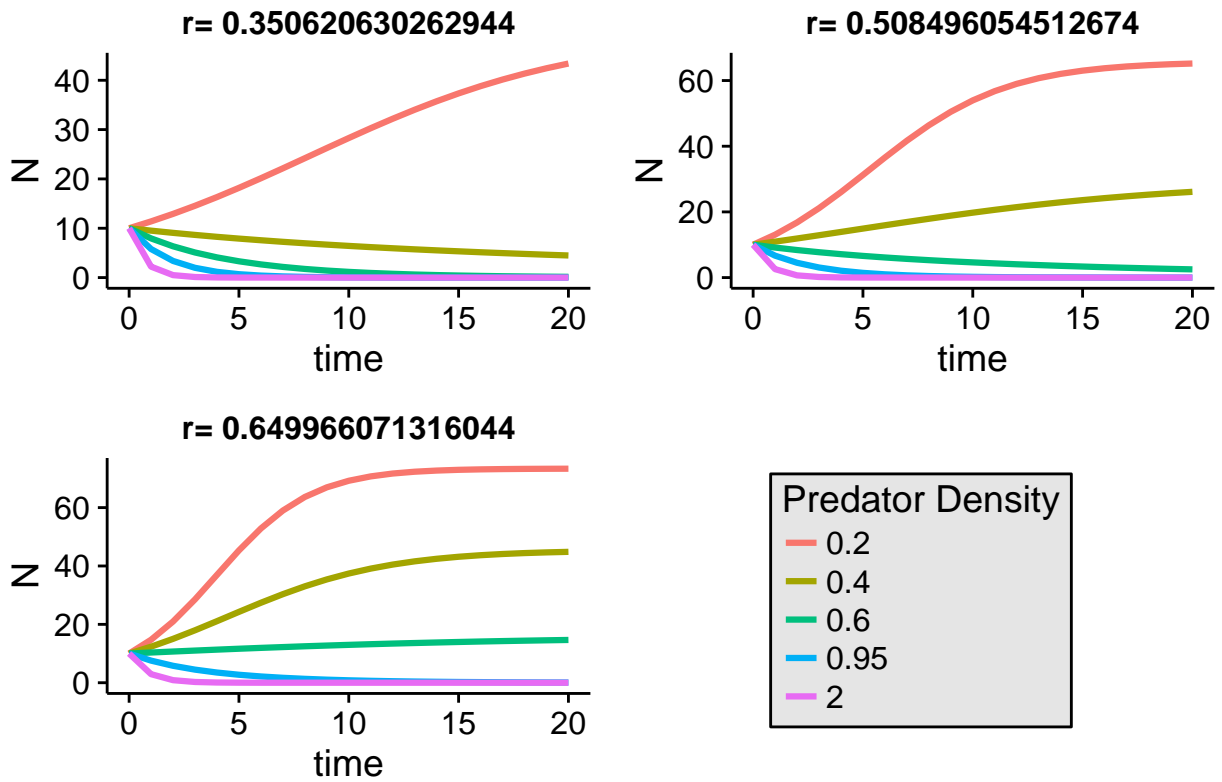
Prey Density Over Time N= 50



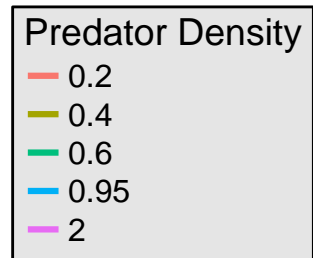
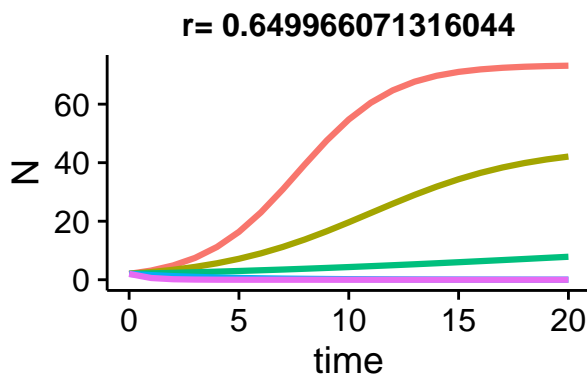
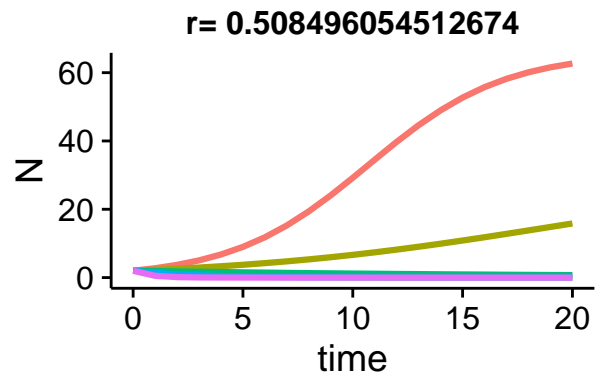
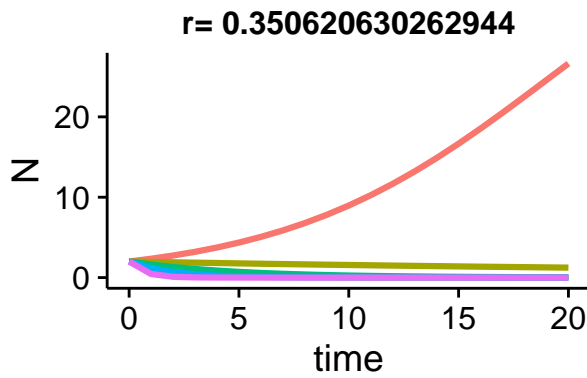
Prey Density Over Time N= 30

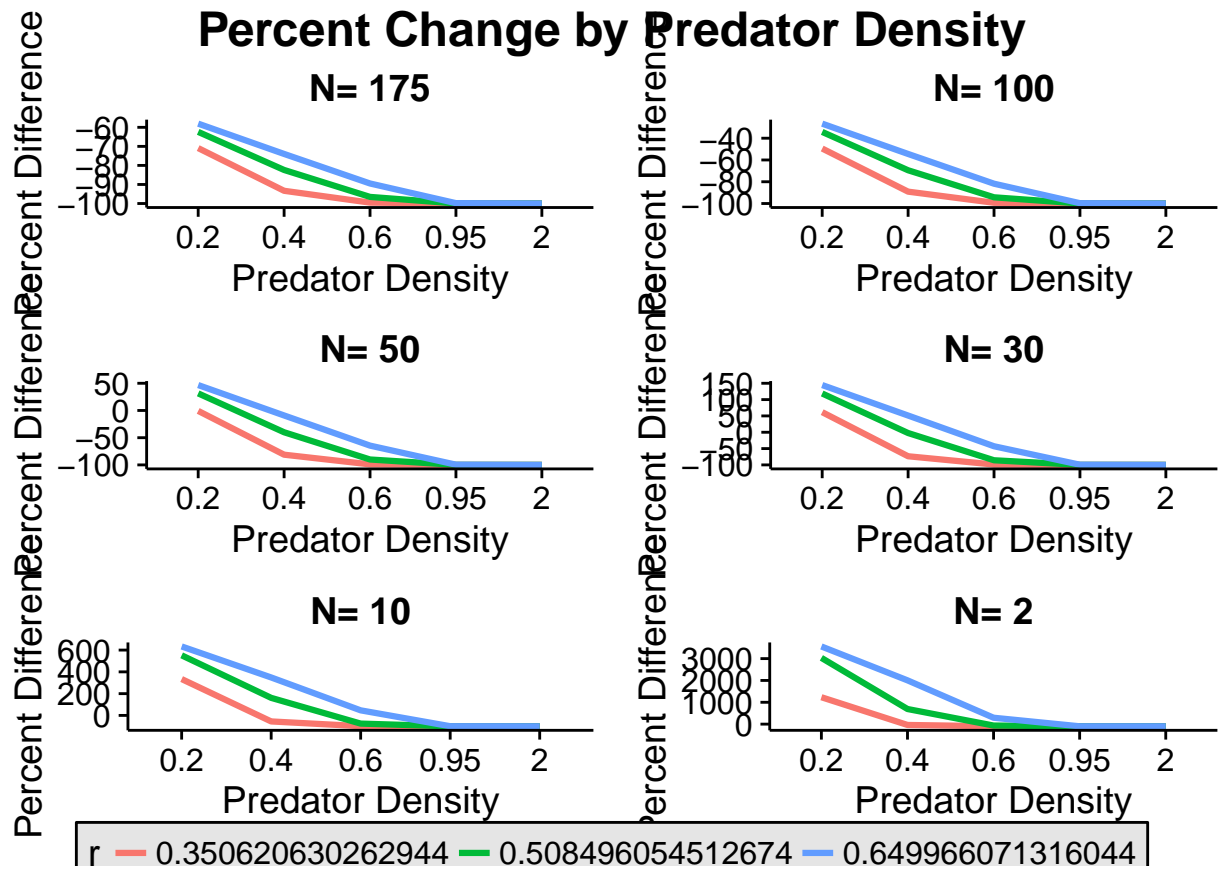


Prey Density Over Time N= 10



Prey Density Over Time N= 2

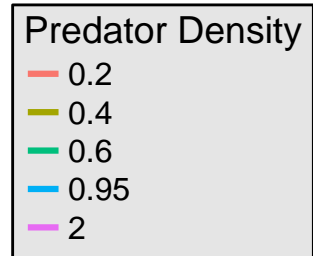
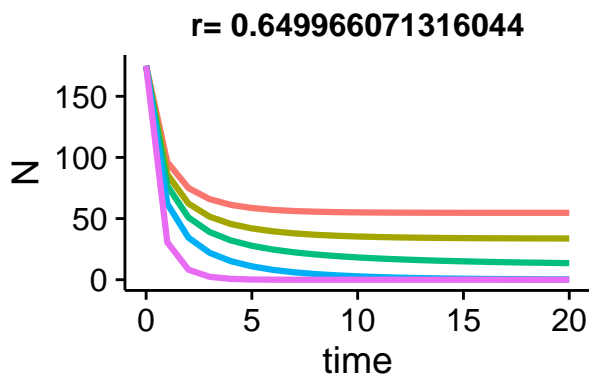
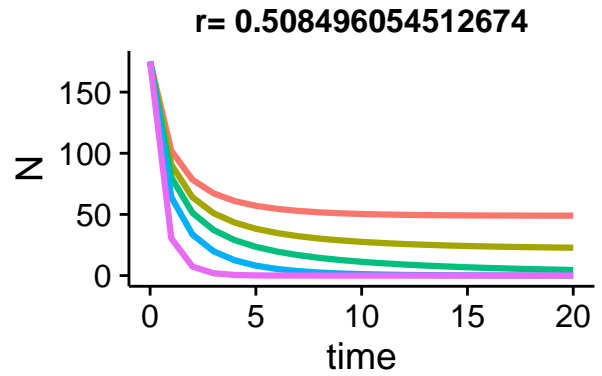
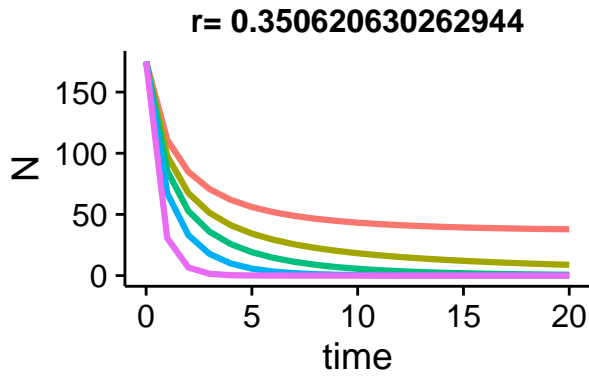




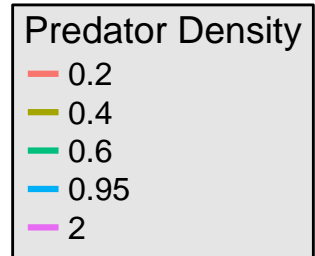
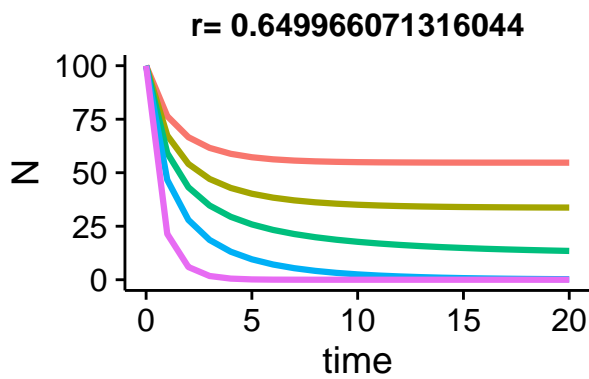
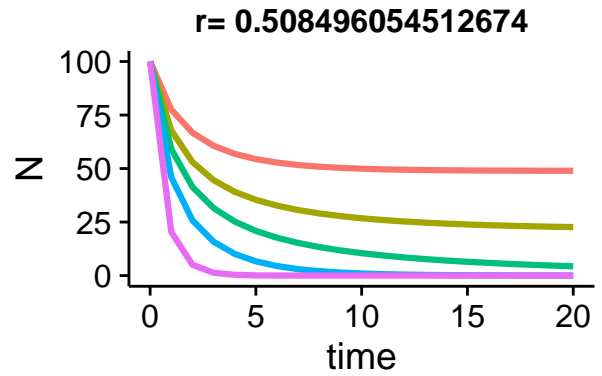
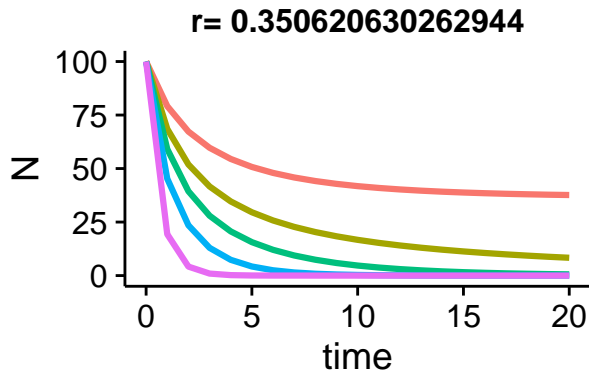
Simulations, K=75

Changing K to 75

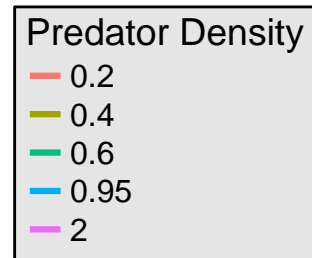
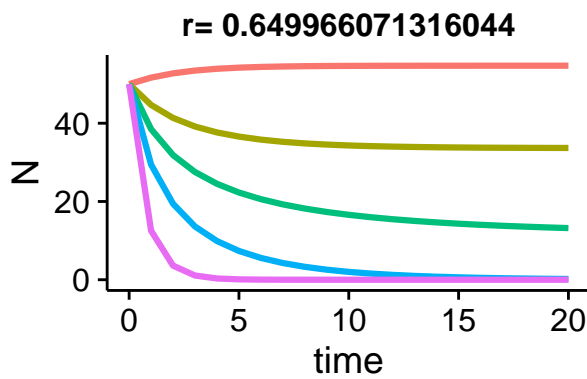
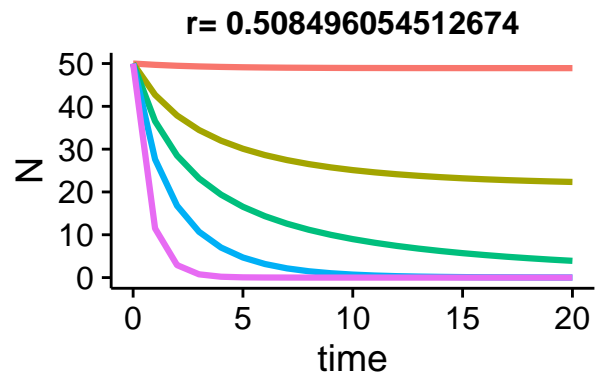
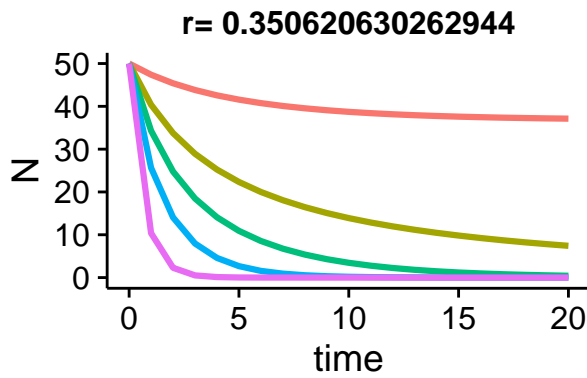
Prey Density Over Time N= 175



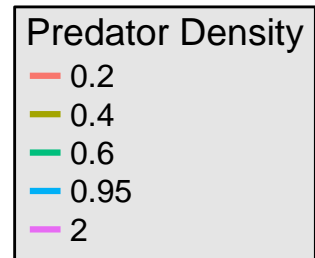
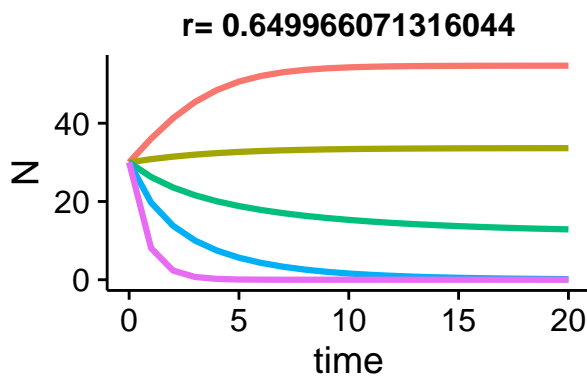
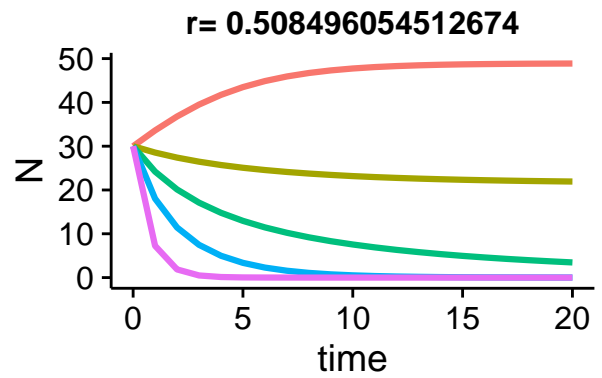
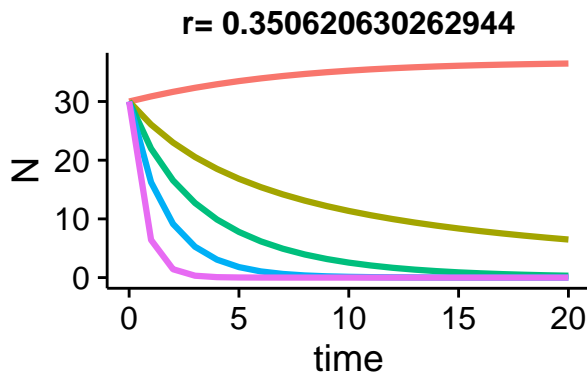
Prey Density Over Time N= 100



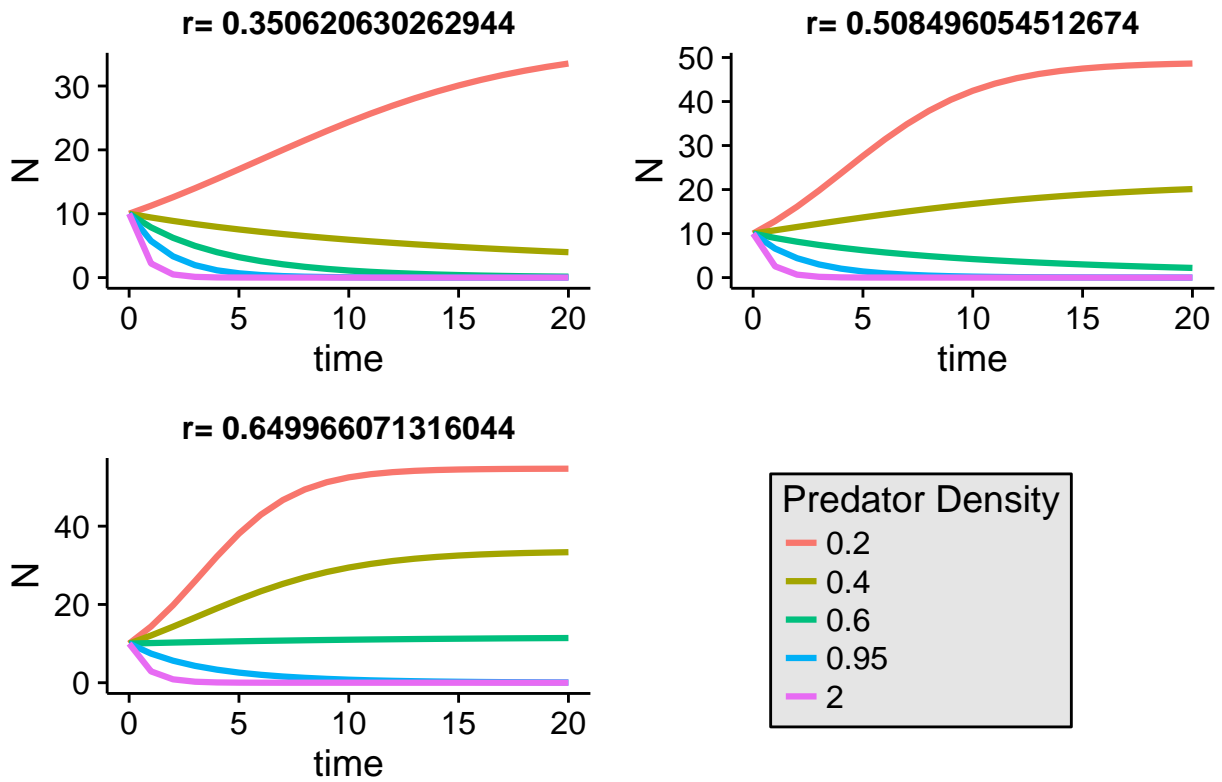
Prey Density Over Time N= 50



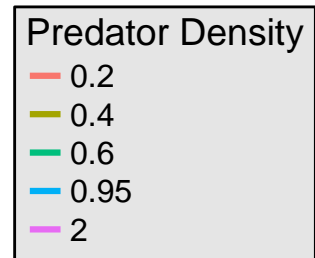
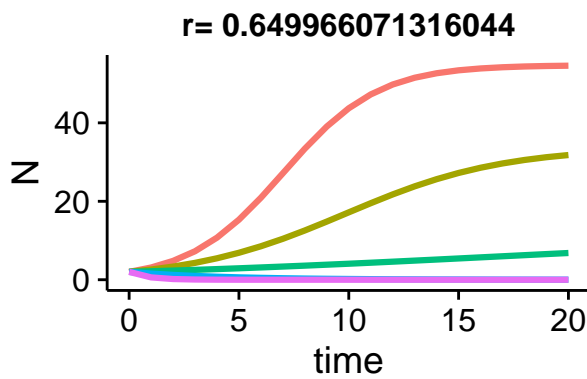
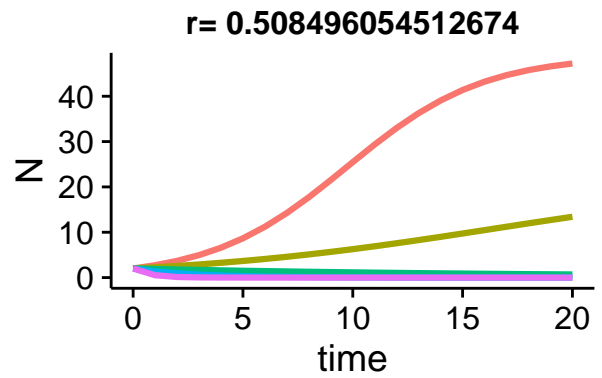
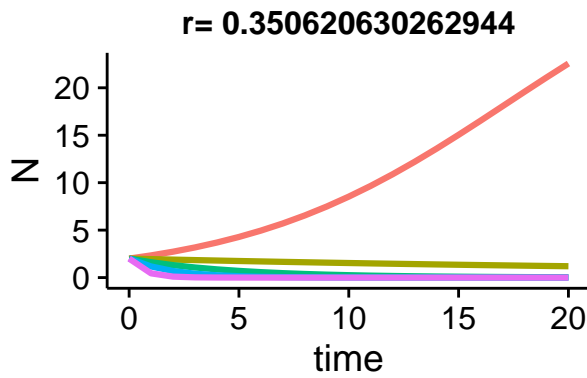
Prey Density Over Time N= 30

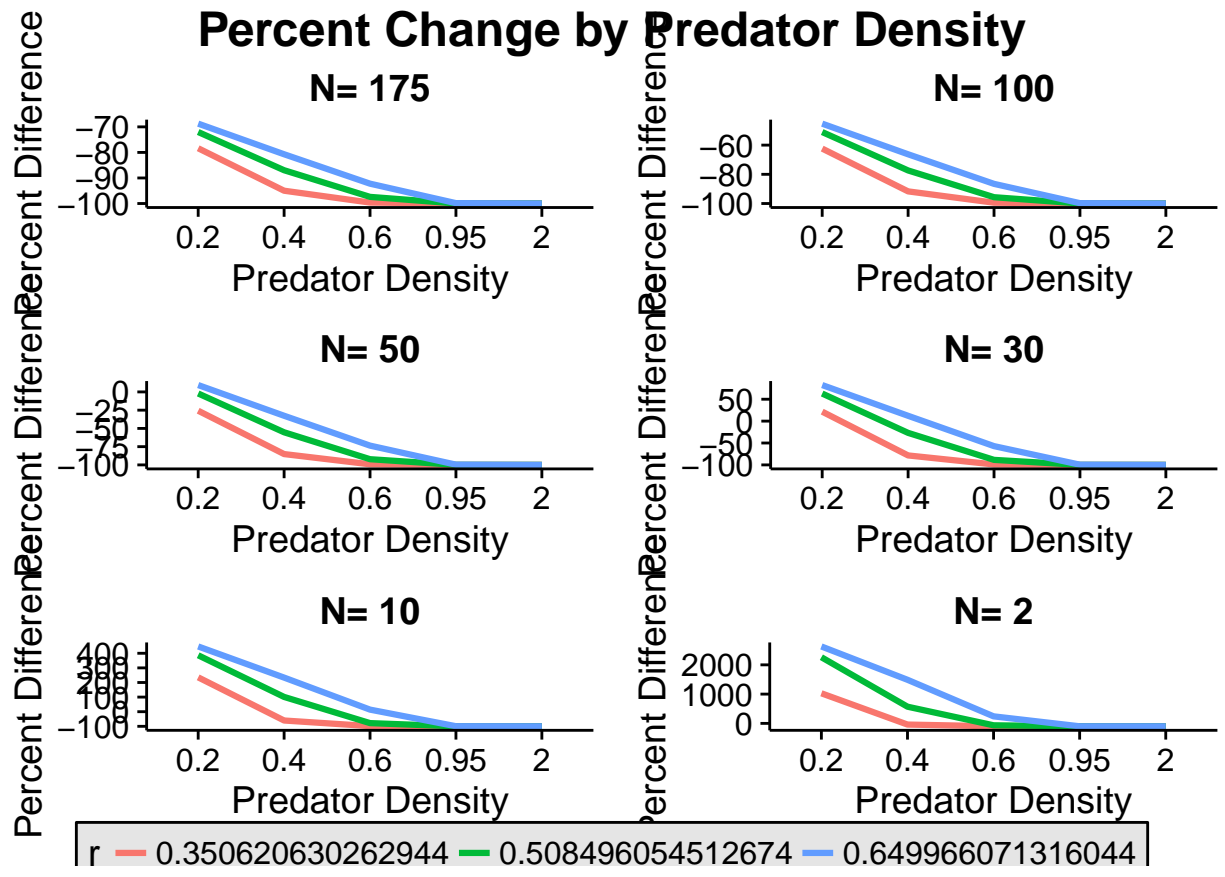


Prey Density Over Time N= 10



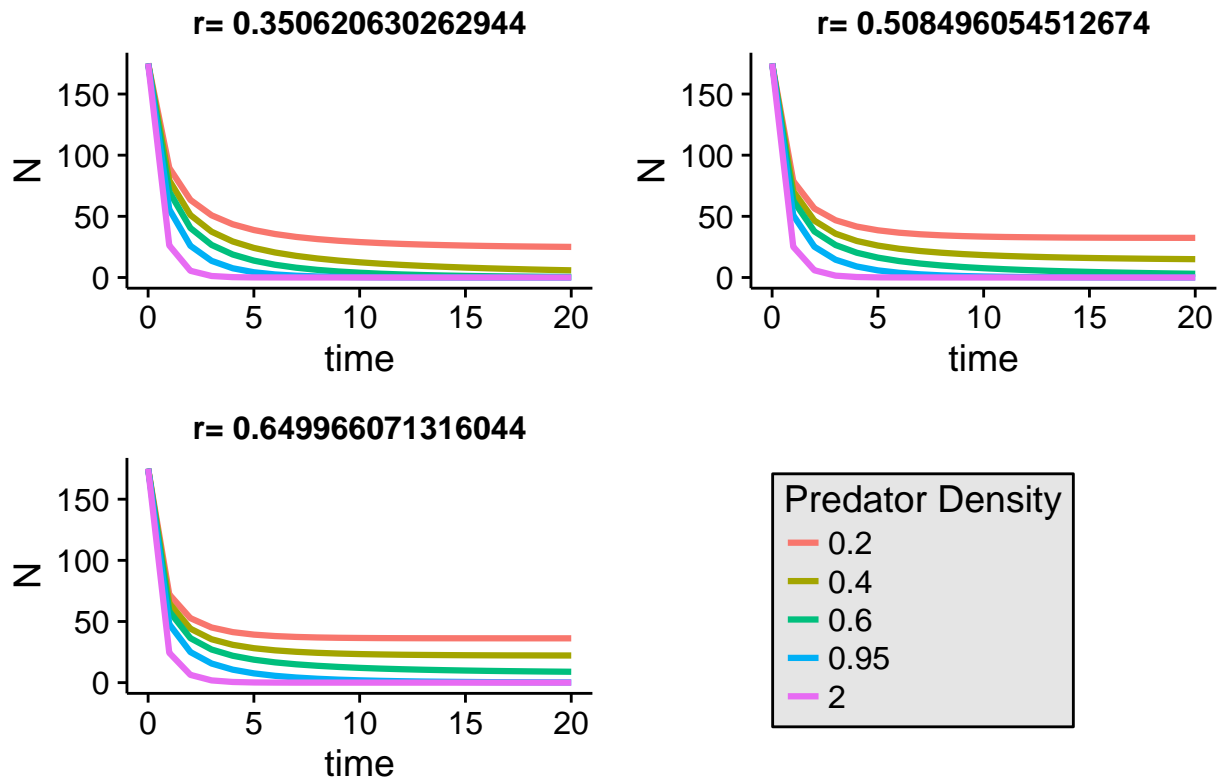
Prey Density Over Time N= 2



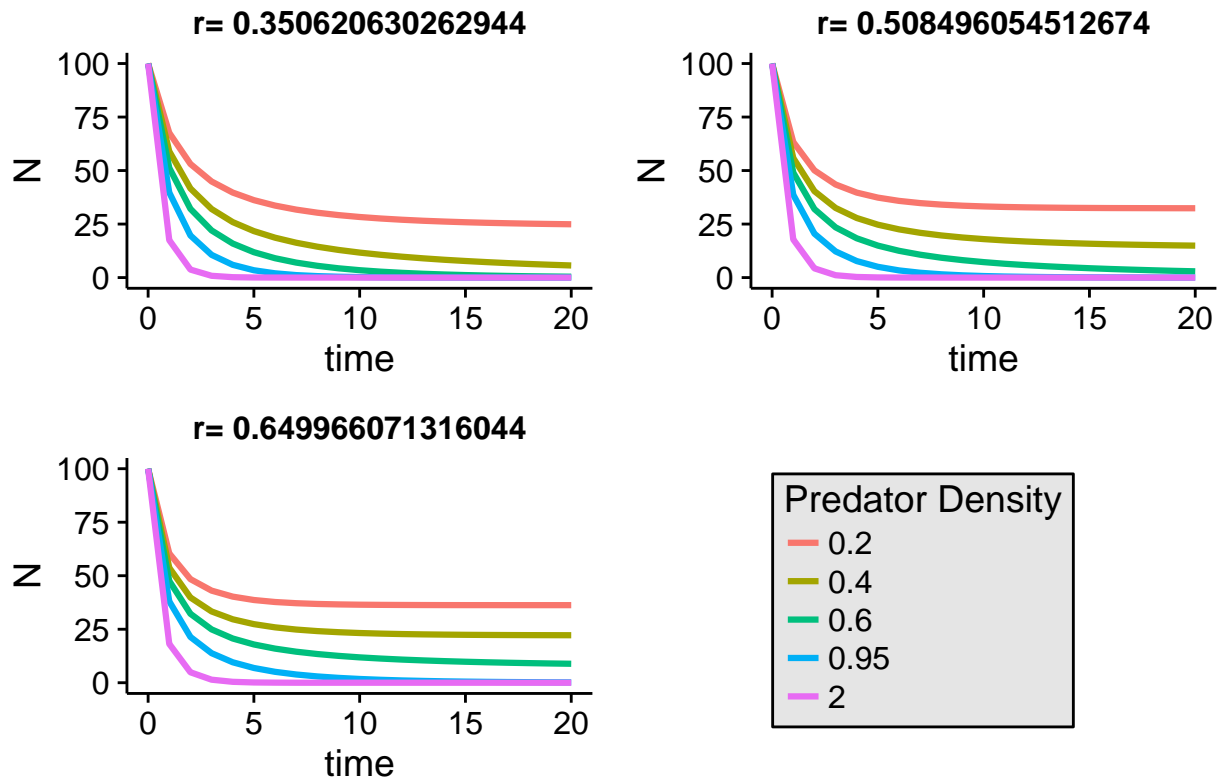


Simulations, $K=50$

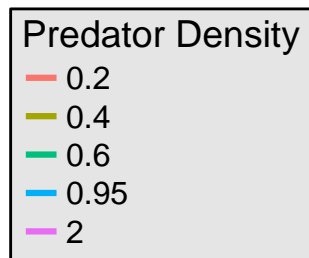
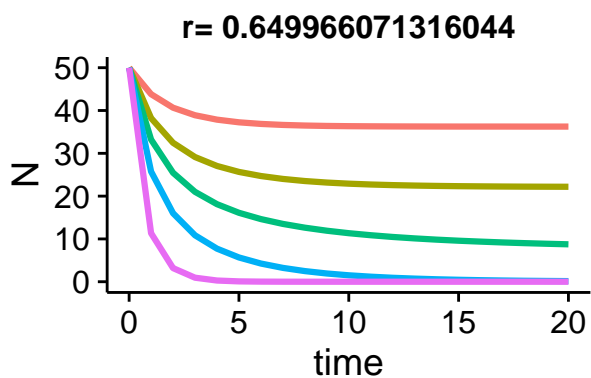
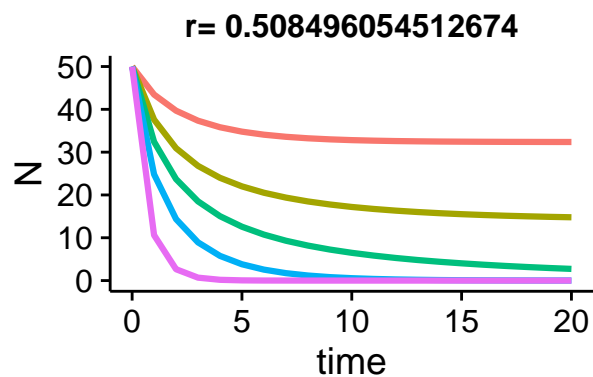
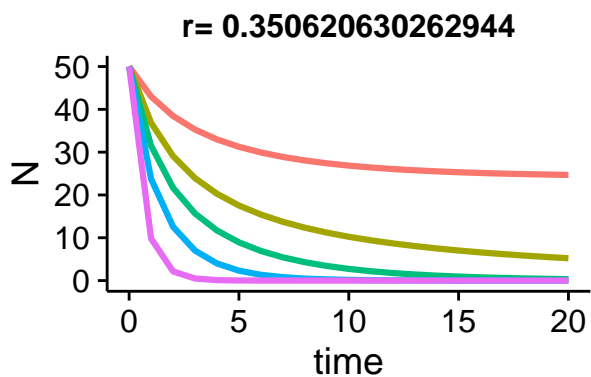
Prey Density Over Time $N=175$



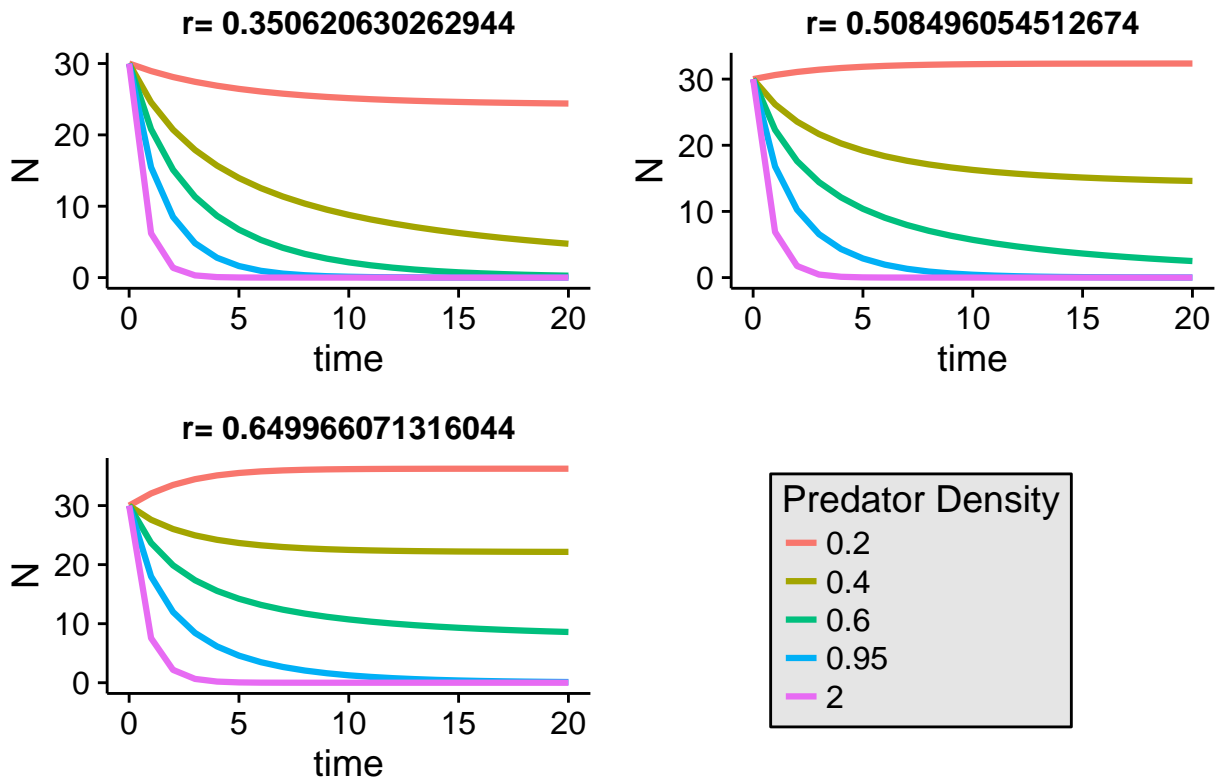
Prey Density Over Time N= 100



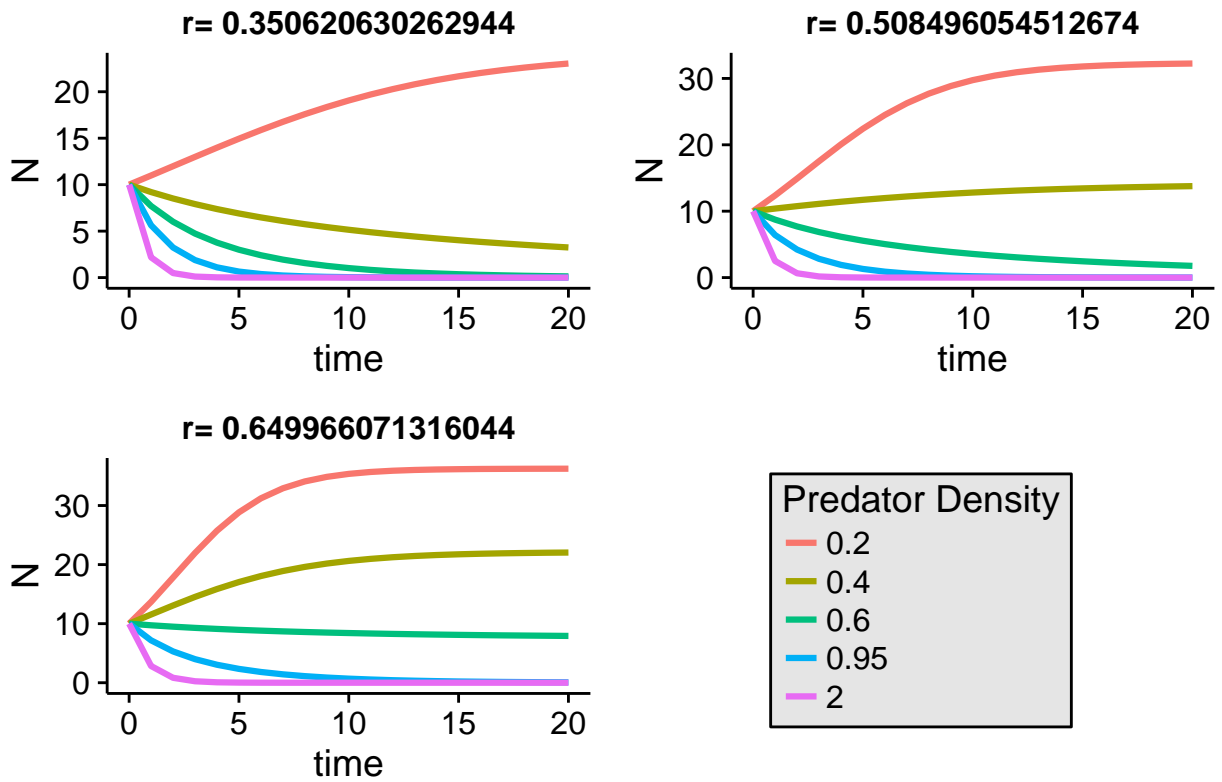
Prey Density Over Time N= 50



Prey Density Over Time N= 30



Prey Density Over Time N= 10



Prey Density Over Time N= 2

