

# Coral cover simulations

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## Introduction

Numerical simulations were based on modelled coral cover representing time-series analysis of a coral reef experiencing a variety of prescribed disturbance histories.

## Stable

For sites exhibiting stable coral cover ( $y_i$ ) in year  $i$ , we generated 30 random values about an intercept ( $b$ ) with variation ( $w_i$ ), for a thirty-year time-series as follows:

$$\begin{aligned} y_i &= b + w_i \\ b &= \mathcal{N}(40, 5) \mid \mathcal{U}(5, 40) \\ \sigma_b &= \mathcal{N}(0.1b, 0.5) \\ w_i &= \mathcal{N}(0, \sigma_b) \end{aligned}$$

where  $\sigma_b$  is the standard deviation about  $b$ . The intercept  $b$  is chosen from either a normal ( $\mathcal{N}$ ) or uniform distribution ( $\mathcal{U}$ ), determined by a fair coin flip.

## Phase shift

For sites exhibiting a phase shift, a new intercept ( $b_{new}$ ) and variation ( $w_{i_{new}}$ ) was selected at a year chosen randomly between year 10 and year 30 ( $x_{shift}$ ) of a thirty-year time-series as follows:

$$\begin{aligned} y_i &= \begin{cases} b + w_i & \text{if } x < x_{shift} \\ b_{new} + w_{i_{new}} & \text{if } x \geq x_{shift} \end{cases} \\ x_{shift} &= \mathcal{U}(10, 30) \\ b_{new} &= \mathcal{U}(1, 0.5b) \\ \sigma_{b_{new}} &= \mathcal{N}(\sigma_b, 0.1) \\ w_{i_{new}} &= \mathcal{N}(0, \sigma_{b_{new}}) \end{aligned}$$

where  $\sigma_{b_{new}}$  is the new standard deviation about  $b_{new}$ . The effect of the phase shift is to reduce the coral cover to a value chosen uniformly between 1 and half of the original  $b$ .

## 23 Linear trend

24 For sites exhibiting a linear trend in coral cover, a slope ( $m$ ) was also selected randomly with a  
25 thirty-year time series determined by the equation for a line, as follows:

$$\begin{aligned} y_i &= mx + b + w_i \\ b &= \mathcal{N}(40, 5) \mid \mathcal{U}(5, 40) \\ \sigma_b &= \mathcal{N}(0.1b, 0.5) \\ w_i &= \mathcal{N}(0, \sigma_b) \\ m &= \mathcal{N}(-0.5, 0.25) \end{aligned}$$

30 where  $\sigma_b$  is the standard deviation about  $b$ .

## 31 Oscillations

32 Finally, we used a cosine curve ( $y = a \cdot \cos(bx + c) + w$ ) to simulate oscillations over time, with an  
33 amplitude ( $a$ ) and phase shift ( $c$ ).