

Optimizing corridor placement using simulated annealing

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how many different chapter ones will i have hmmm

1 Introduction

2 Human activity has rapidly reshaped the face of Earth's surface, leaving fragments of patchy habitat.

3 Although there is no shortage of debate as to the effects of fragmentation *per se* on biodiversity and

4 ecosystem function (**cite?**), it is generally accepted that the combination of habitat and ensuing

5 subdivision produce negative outcomes for ecosystem function and services (**resasco?** review).

6 In order to mitigate the consequences of landscape change on ecosystems, developing landscape *corridors*

7 has seen much attention in the last several decades. Bit more evidence for corridors here. But still, the

8 spatter of fragments in a landscape, where should ecologists choose to use their limit resources to build a

9 corridor?

10 Here we propose to answer that question by proposing an algorithm to estimate the landscape

11 modification that results in optimizing a specific ecosystem process (in this paper maximizing the time

12 until extinction of a metapopulation, although the algorithm and associated software can be generally

13 applied to any process-based model with a quantifiable target state).

14 Although algorithms have been proposed for this (**peterman?** etc), they are focused on finding the where

15 the paths of least existance for a given species is given data on that species dispersal.

16 An algorithm for optimizing corridor placement

17 Start with some definitions and notation.

18 Define the set of possible landscape modifications, \mathfrak{M} , in optimization language called the *search-space*.

19 Introduce uncountability argument of this space.

20 Because we cannot test every possible modification in \mathfrak{M} , we use simulated annealing, a method for

21 estimating the global optimum of functions with NP search-spaces.

22 Proposing landscape modifications

23 This is really important. We propose (no pun intended) several algorithms for generating landscape

24 modifications. Some of the details here might have to go in a supplement/appendix.

25 **Graph-based**

26 Consider only modifications that consist of connecting nodes.

27 **The two stage approach** Stage-one: accept a new topology of connected nodes with probability in
28 proportion to chain temperature (see next section).

29 Stage-two: modify way that the connection for a given topological structure is chosen. Because we are
30 working in a 2D raster, all distances between points are Manhattan distances, and any link between points
31 is composed of x horizontal steps and y vertical steps. There are thus $2^{\min(x,y)}$ ways to connect two nodes
32 that far apart.

33 **Not graph-based**

34 The reason to avoid this is because the search-space grows much faster with lattice size and budget. That
35 being said, we can use some simply heuristics to weight proposals using “common-sense.”

36 **Simulated annealing to explore the space of landscape modifications**

37 The transition probability function, q , which gives the probability of moving from one modification $i \in \mathbb{M}$
38 to a new proposed state $j \in \mathbb{M}$, as a function of a chains temperature.

39 Here we define $q(i, j)$ using a logistic function,

$$q(i, j, \alpha) = \frac{1}{1 + e^{\alpha(s(j) - s(i))}}$$

40 $s(i)$ is the function that gives the score of a proposed modification. Here, the mean time to extinction.

41 Simulated annealing can be written described as the following.

42 A markov-chain, denoted π_α

43 **Figure 1: concept fig**

44 **Process-based optimization**

45 Here we use occupancy dynamics as the process, although we emphasize that this method works for
46 arbitrary process models and is instead limited only by the computational demands of a given process
47 model.

48 **Figure 2: MTE versus epoch fig:** shows the chains move toward higher extinction times over time, i.e. it
49 works.

50 **Simulation of data for testing the algorithm**

51 **Simulation of occupancy dynamics**

52 **Simulation of landscapes**

53 **Generation of landcover maps**

54 **Generation of points**

55 **Resistance values assigned to each land cover type**

56 *Some type of performance fig vs. raster size and budget figure*

57 **Actual data st. lawrence lowlands**

58 **Discussion**