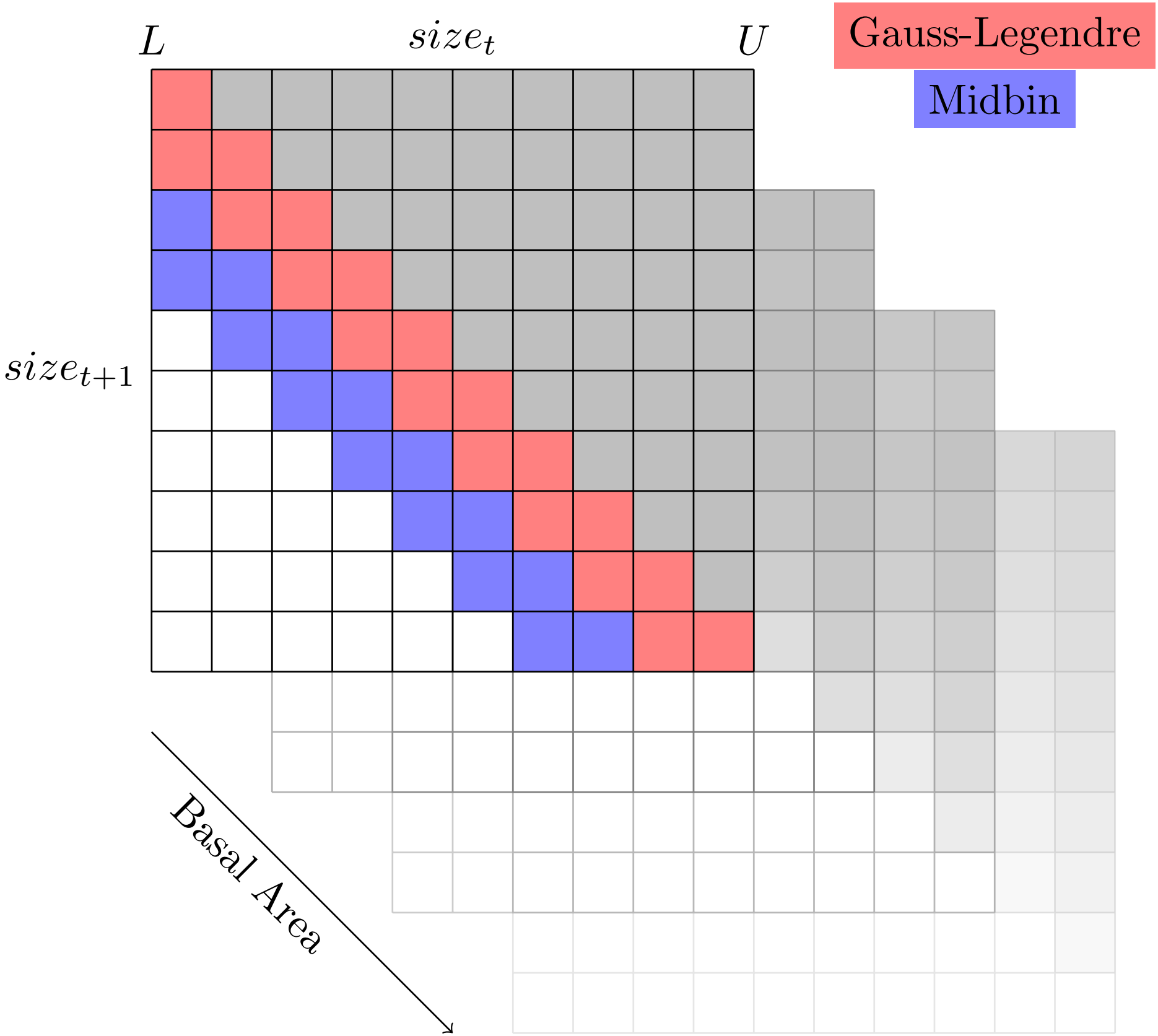

L
$size_t$
U
Gauss-Legendre
Midbin
$size_{t+1}$
Basal Area

Legend

S3 Class object

list object

vector object

function()

Forest class (community/plot)

harv_rules [Pmax, dBAmin, freq, alpha]

info list
Species name and clim_lab

Species class

Species A

Species B

init_pop(mesh, SurfEch)

recruit_fun(BATOTSP, BATOTNonSP, mesh, SurfEch)

harv_fun(x, species, ...)

harv_lim vector

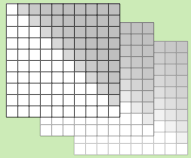
rdi_coef vector

disturb_fun(x, species, disturb, ...)

disturb_coef vector

IPM class, matrices after integration from fitted models

Growth * Mortality matrices



Dimensions:
$m * m * BA$

Names : BA

$m = length(mesh)$

BA vector

mesh vector

climatic vector : named clim variable

int vector : log of integration param

Fit class (function params)

Survival

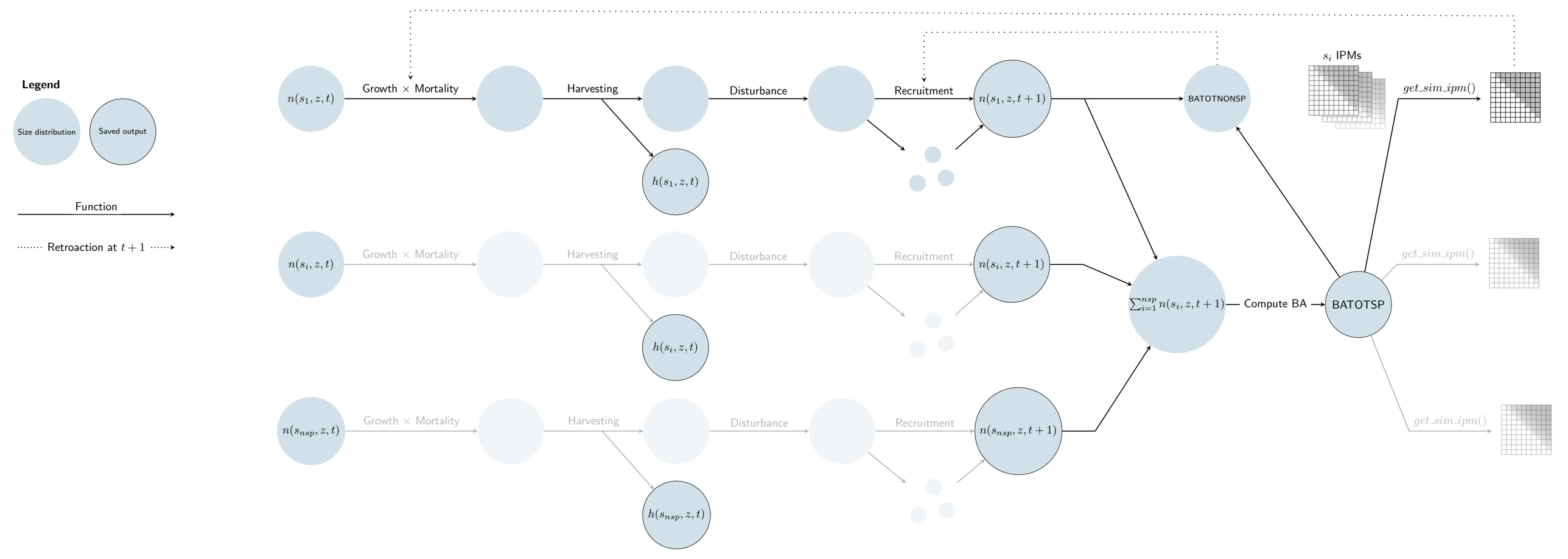
Growth

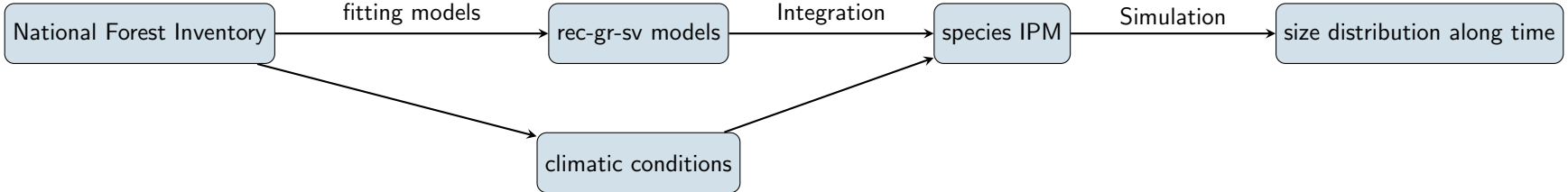
Recruitment

species name and *max_dbh*

info vector

species name,
correction,
clim_lab, surv,
compress, delay


Legend
Size distribution
Saved output
Function
Retroaction at $t+1$
$n(s_1,z,t)$
Growth × Mortality
Harvesting
$h(s_1,z,t)$
Disturbance
Recruitment
$n(s_1,z,t+1)$
BATOTNONSP
s_i IPMs
$get\_sim\_ipm()$
$n(s_i,z,t)$
Growth × Mortality
Harvesting
$h(s_i,z,t)$
Disturbance
Recruitment
$n(s_i,z,t+1)$
$\sum_{i=1}^{nsp} n(s_i,z,t+1)$
Compute BA
BATOTSP
$get\_sim\_ipm()$
$n(s_{nsp},z,t)$
Growth × Mortality
Harvesting
$h(s_{nsp},z,t)$
Disturbance
Recruitment
$n(s_{nsp},z,t+1)$
$get\_sim\_ipm()$


National Forest Inventory
fitting models
rec-gr-sv models
Integration
species IPM
Simulation
size distribution along time
climatic conditions