

# RFate

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*Modelling vegetation spatially and temporally,  
through plant functional groups*

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**Version 1.0**  
**User Manual**

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## **1. Introduction**

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## 2. Plant Functional Groups

### a. Principle

« The recurring suggestions are that models should explicitly (i) include spatiotemporal dynamics; (ii) consider multiple species in interactions and (iii) account for the processes shaping biodiversity distribution. » FATE is a « a biodiversity model that meets this challenge at regional scale by combining phenomenological and process-based approaches and using well-defined **plant functional group**. » (Boulangeat, 2014)

A plant functional group, or PFG, is « *a set of representative species [that] is classified based on key biological characteristics, to determine groups of species sharing ecological strategies.* » (Boulangeat, 2012)

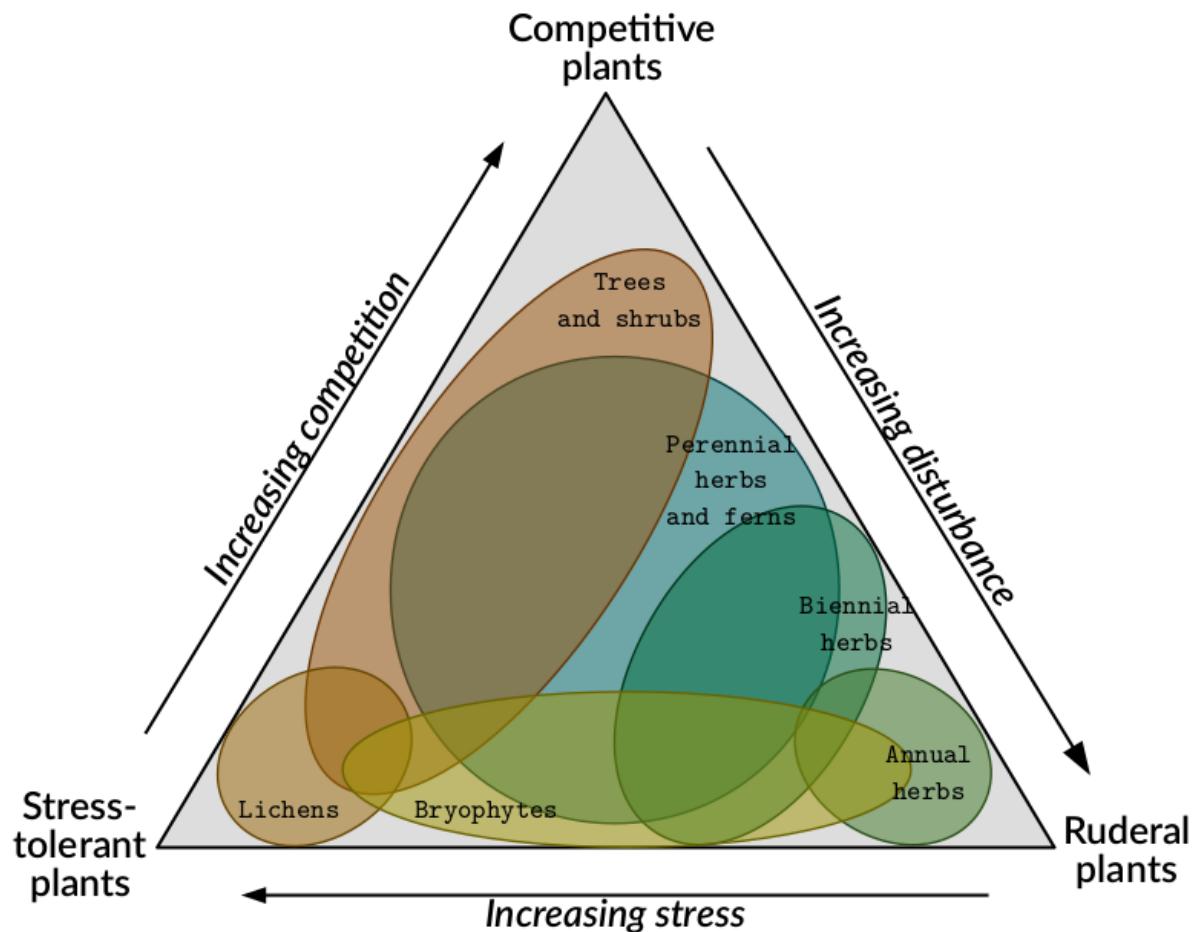


Figure 1: C-S-R triangle theory

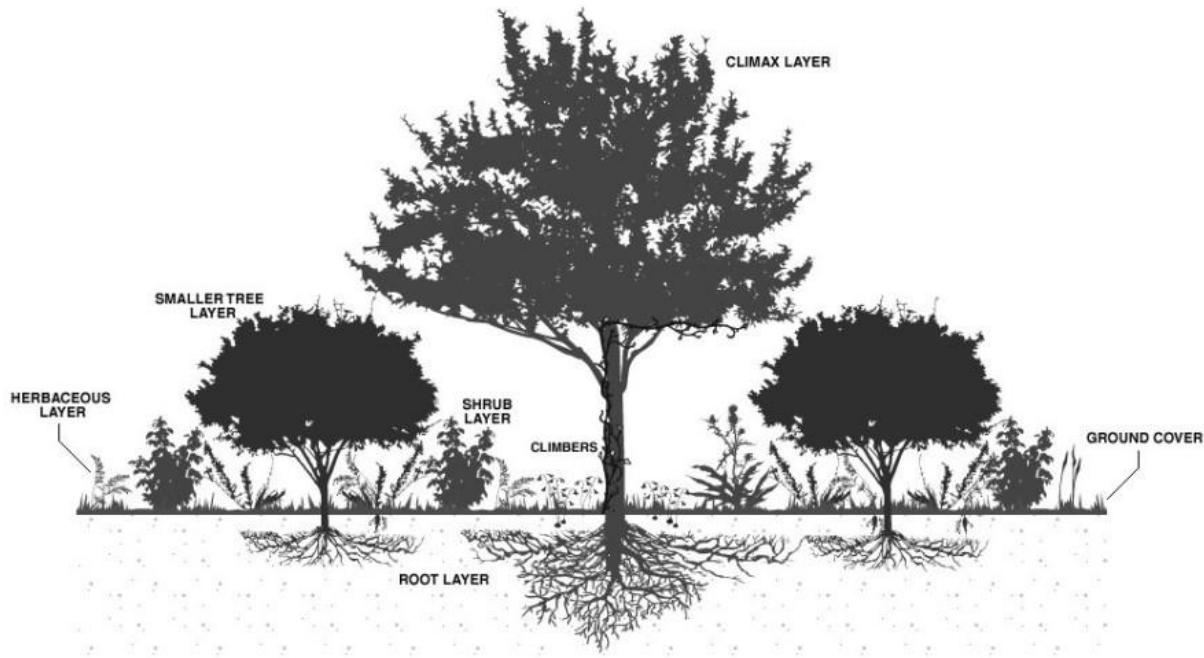
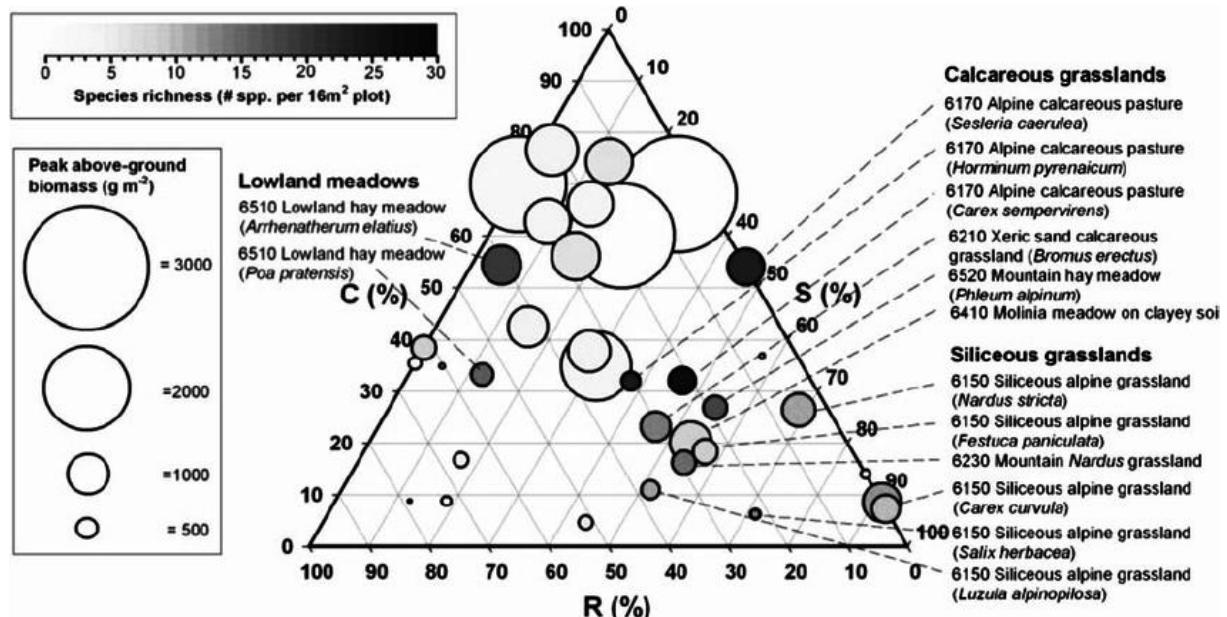


Figure 2: Vegetation layers

« **Dominant species** are usually seen as the main drivers of vegetation dynamics and ecosystem functioning ('Biomass ratio hypothesis' (Grime, 1998), Fig1). Moreover, according to the well-known species-abundance distribution (Whittaker, 1965), just a few species produce most of the community's biomass. In each vegetation strata (herbaceous, shrub, trees) (Fig2), these species are the most important, not only for structuring the landscape, but also explaining patterns of functional diversity. » (Boulangeat, 2012)

Figure 3: Extract from Cerabolini 2014, Fig4



Building Plant Functional Group therefore consists of **bringing together plants that have similar traits and strategies** (Fig3, Fig4). Emphasis is placed on **dominant plants** that are supposed to structure the community, and groups are formed according to vegetation strata (and thus height). Soil conditions can also be taken into account (through trait measurement), as well as environmental or climatic conditions (through niche overlap).

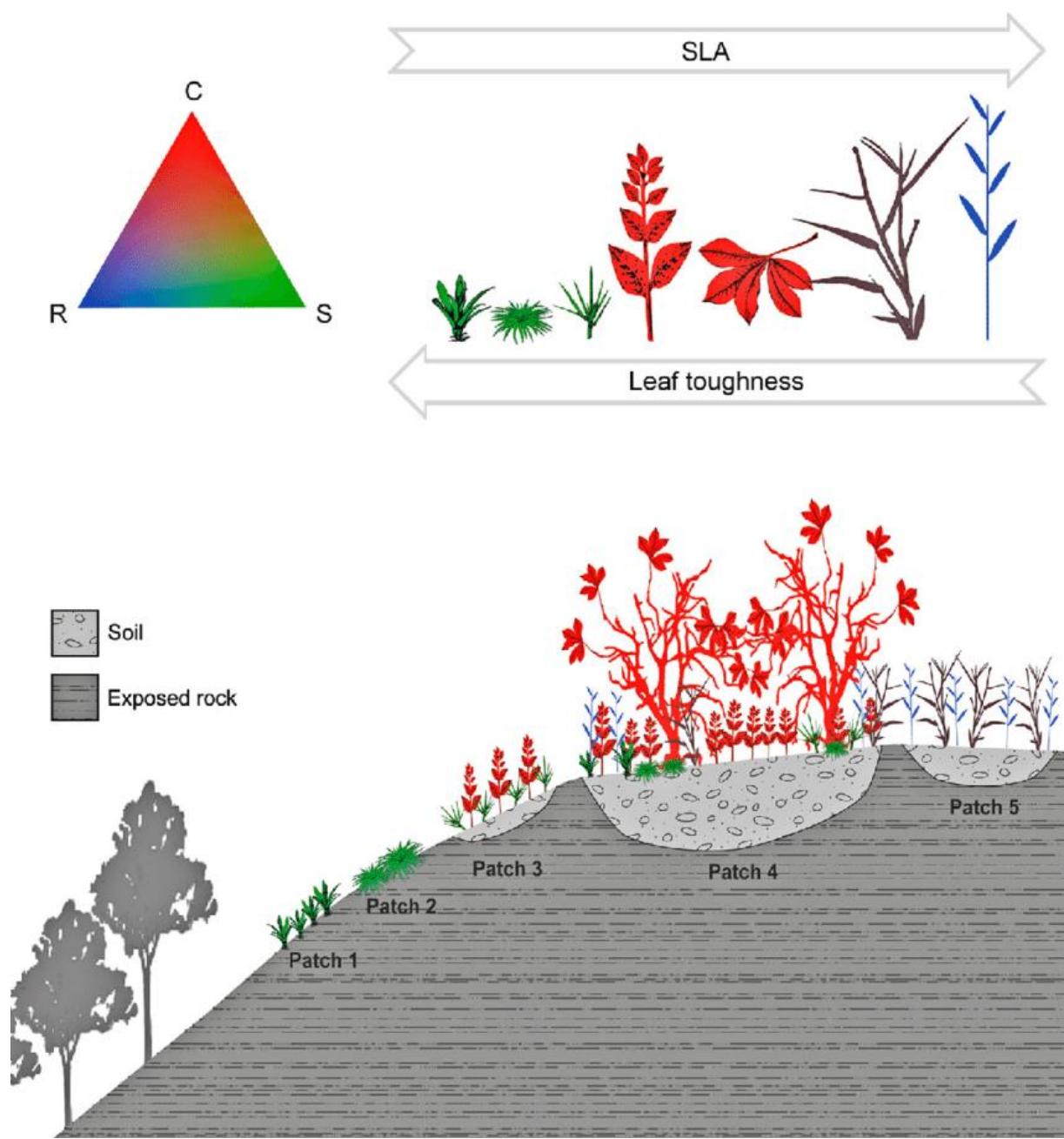


Figure 4: Extract from de Paula 2015, Fig4

## Example of data required ?

Of course, anyone can build functional groups with any trait he wishes, as long as they reflect the strategies he wants to see emerge and study between groups. *Here is a naive example : focusing on desert plants, traits to build the groups could include the height (to distinguish cactus and trees from wildflowers), soil preferences (sand, rocks, tundra), leaf dry matter content (water storage strategy), the flowering type, etc.*

Here is an example of functional traits that can be used to build Plant Functional Group (and parametrize a FATE simulation) (Boulangeat, 2012, Boulangeat, 2014).

### ⌘ Demographic characteristics :

- Age at maturity
- Longevity
- Raunkiaer's life forms (Raunkiaer, 1934)
- Height to represent a proxy for biomass

### ⌘ Dispersal ability

- Dispersal classes (Vittoz & Engler, 2007)

### ⌘ Response to interactions

- Height to represent the competitive ability for light
- Indicator value for light requirement (Ellenberg et al. 1991, Landolt et al. 2010)
- Indicator value for soil requirement (Ellenberg et al. 1991, Landolt et al. 2010)

### ⌘ Response to disturbances

- For grazing : palatability index based on pastoral values (Jouquet 1999)
- For mowing : mowing tolerance

## What are the key steps of this process ?

Since the basic idea of building Functional Group is to gather a lot of elements into a few, this implies two requirements :

1. that these elements are not too numerous
2. and that they are representative of the studied area, meaning not rare or outlier elements.

**This is the first step : the selection of dominant species.**

In order to identify similarities between selected dominant species in terms of habitat, the climatic or environmental niche of each species is calculated and is compared with all the other dominant species niches.

**The overlap of species environmental niches is obtained in second step.**

Functional traits related to the fundamental process of growth are retrieved for each dominant species and mixed together to calculate functional distances between species.

**Overlap of environmental niches and functional distances are combined to form a matrix of species pairwise distances.**

Finally, based on this distance matrix, **species are clustered to find the best combination and obtain Functional Groups.**

## b. Building PFG

### i. Selection of dominant species

- Gather **occurrences** for all species within the studied area
- Identify dominant species based on **abundances and frequency of sampling**

with the function [PRE\\_FATE.selectDominant](#)

```
## Load example data
Champsaur_PFG = .loadData("Champsaur_PFG", "RData")

## Species observations
tab = Champsaur_PFG$sp.observations

## No habitat, no robustness -----
tab.occ = tab[, c("sites", "species", "abund")]
sp.SELECT = PRE_FATE.selectDominant(mat.observations = tab.occ)
names(sp.SELECT)
str(sp.SELECT$tab.rules)
plot(sp.SELECT$plot.A)
plot(sp.SELECT$plot.B$abs)
plot(sp.SELECT$plot.B$rel)

## Habitat, change parameters, no robustness (!quite long!) -----
tab.occ = tab[, c("sites", "species", "abund", "habitat")]
sp.SELECT = PRE_FATE.selectDominant(mat.observations = tab.occ
                                    , doRuleA = TRUE
                                    , rule.A1 = 10
                                    , rule.A2_quantile = 0.9
                                    , doRuleB = TRUE
                                    , rule.B1_percentage = 0.2
                                    , rule.B1_number = 10
                                    , rule.B2 = 0.4
                                    , doRuleC = TRUE)
names(sp.SELECT)
str(sp.SELECT$tab.rules)
plot(sp.SELECT$plot.C)
plot(sp.SELECT$plot.pco$Axis1_Axis2)
plot(sp.SELECT$plot.pco$Axis1_Axis3)
```

# FATE



Plant Functional Groups

Simulation parameter files

Run simulation

Simulation outputs &amp; graphics

species.observations

No file selected

species.traits

No file selected

1. Dominant species

2. Pairwise distance

3. Hierarchical clustering

 doRuleA     doRuleC     doRuleB  
 doRobustness     doSitesSpecies

Graphics

Observations

Traits (species)

Traits (PFG)

Select dominant species

# FATE



Plant Functional Groups

Simulation parameter files

species.observations

BUILD\_PFG\_mat.observations.csv

Upload complete

## Selection of dominant species from abundance relevés

Select dominant species with parameters :

- rule.A1 : 10
- rule.A2\_quantile : 0.9
- rule.B1\_percentage : 0.2
- rule.B1\_number : 10
- rule.B2 : 0.4

1. Dominant species

2. Pairwise distance

3. Hierarchical clustering

 doRuleA     doRuleC     doRuleB doRobustness     doSitesSpecies

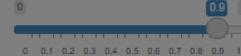
rule.A1

10

rule.B1\_number

10

rule.A2\_quantile



rule.B1\_percentage



rule.B2



Graphics

Observations

Traits (species)

Traits (PFG)

Select dominant species

```

#-----#
# PRE_FATE.selectDominant
#-----#



----- INFORMATION : SAMPLING

Number of relevés : 127257
Number of sites : 16087
Number of species : 1936

----- INFORMATION : ABUNDANCE

Percentage of relevés with abundance information : 30.11 %
Percentage of sites with abundance information : 15.02 %
Percentage of species with abundance information : 74.48 %


----- STATISTICS COMPUTATION

For each species (site level) :
- total frequency and abundance (rule A1 & A2)
- mean relative abundance (rule B2)
- frequency (absolute and relative) of each relative abundance class (rule B1)
For each species (habitat level) :
- frequency and abundance (absolute and relative) within each habitat (rule C)

The output files
> PRE_FATE_DOMINANT_mat.A_B2.csv
> PRE_FATE_DOMINANT_mat.B1.csv
> PRE_FATE_DOMINANT_mat.C.csv
> PRE_FATE_DOMINANT_TABLE_complete_A_10_0.9_B_10_0.2_0.4_C_10_0.9.csv
> PRE_FATE_DOMINANT_TABLE_species_A_10_0.9_B_10_0.2_0.4_C_10_0.9.csv
have been successfully created !


----- SELECTION OF DOMINANT SPECIES

- Number of selected species : 390
- Representativity of species : 20 %
- Representativity of sites : 89 %
- Representativity of total abundance : 80 %
Complete table of information can be find in output files.

The output files
> PRE_FATE_DOMINANT_TABLE_sitesXspecies_AB_A_10_0.9_B_10_0.2_0.4_C_10_0.9.csv
> PRE_FATE_DOMINANT_TABLE_sitesXspecies_PA_A_10_0.9_B_10_0.2_0.4_C_10_0.9.csv
have been successfully created !


----- PRODUCING PLOT(S)

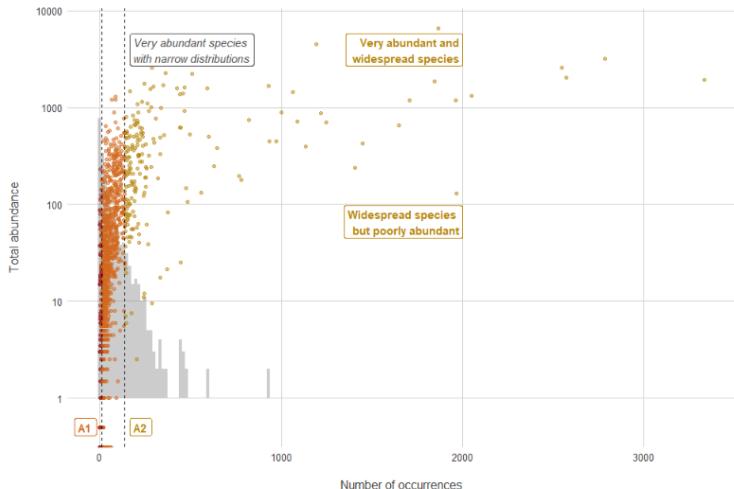
> Illustration of rules A and C
> Illustration of rule B
> Illustration of selected species
> Done!
There were 11 warnings (use warnings() to see them)

```

Information provided by the function can help you explore your dataset, both in terms of « *what's there* » (Fig, 1<sup>st</sup> orange box : INFORMATION : SAMPLING and INFORMATION : ABUNDANCE parts) and « *what do I select* » (Fig, 2<sup>nd</sup> orange box : SELECTION OF DOMINANT SPECIES). If you want to use the selection criteria B, it requires abundance information and might be applied only on part of your data. It is up to the user to decide whether this part is sufficiently representative of the whole dataset. As for the species selected, final decision of « *is this set of species representative of dominance inside my dataset* », although a common recommendation for calculating community weighted mean is to have at least a representativity of 80% of the total abundance of the studied area and such a threshold could be similarly used here.

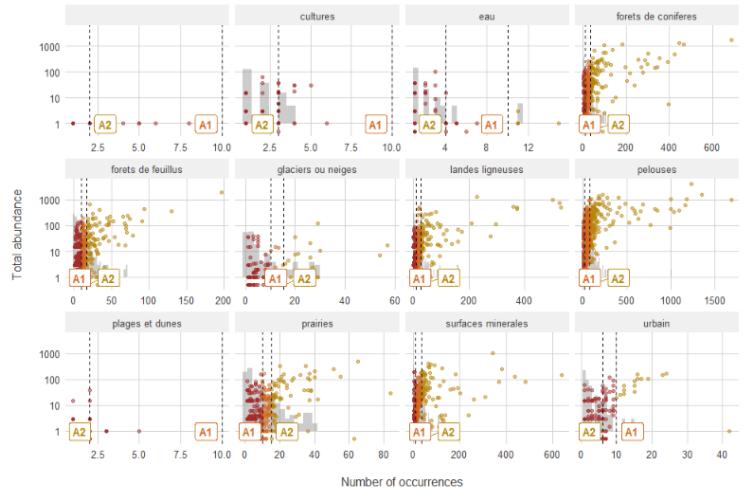
## STEP 1 : Selection of dominant species - rule A

Criteria concerning occurrences within all sites:  
 > A1 = minimum number of relevés required : 10  
 > A2 = minimum number of occurrences required : quantile(90%) = 138



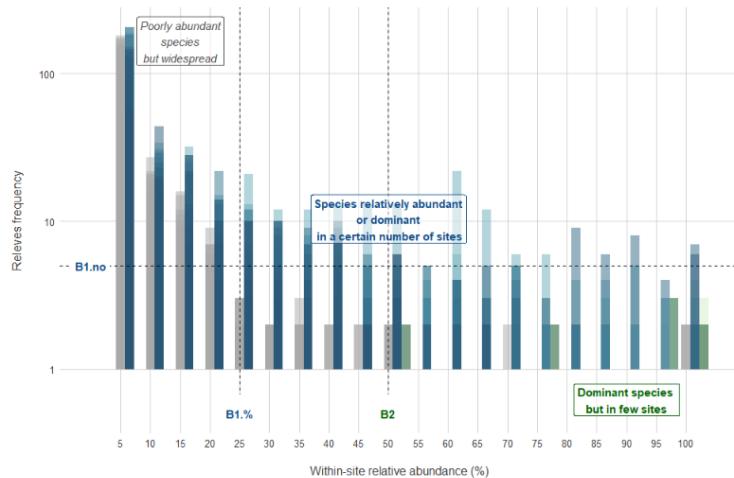
## STEP 1 : Selection of dominant species - rule C

Criteria concerning occurrences within all habitats:  
 > A1 = minimum number of relevés required : 10  
 > A2 = minimum number of occurrences required : quantile(90%) = 2 / cultures; 3 / eau; 4 / forêts de conifères; 34 / forêts de feuillus



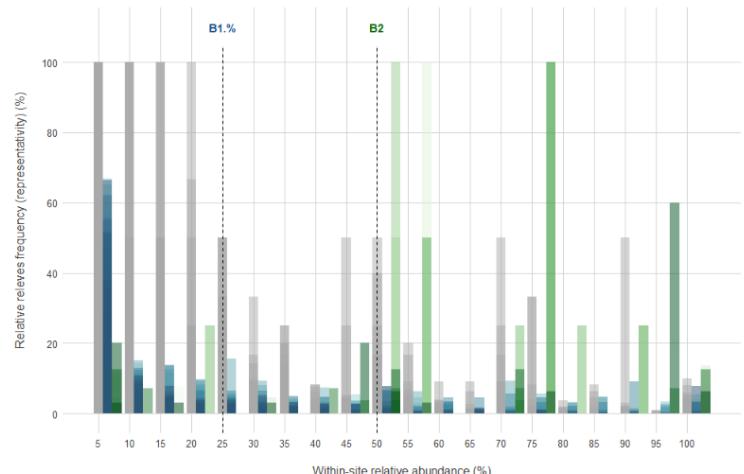
## STEP 1 : Selection of dominant species - rule B

Criteria concerning abundances within all concerned sites:  
 > B1.no = minimum number of sites required : 5  
 > B1.% = with a minimum relative abundance of : 25%  
 > B2 = minimum mean relative abundance required : 50%



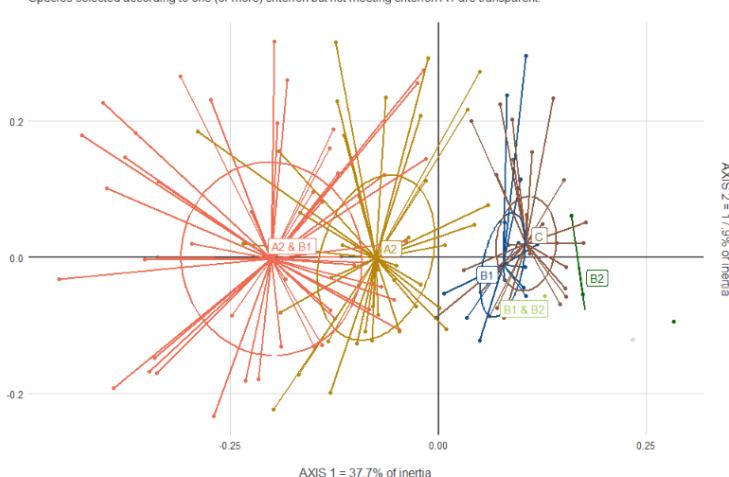
## STEP 1 : Selection of dominant species - rule B

Criteria concerning abundances within all concerned sites:  
 > B1.no = minimum number of sites required : 5  
 > B1.% = with a minimum relative abundance of : 25%  
 > B2 = minimum mean relative abundance required : 50%



## STEP 2 : Selected dominant species

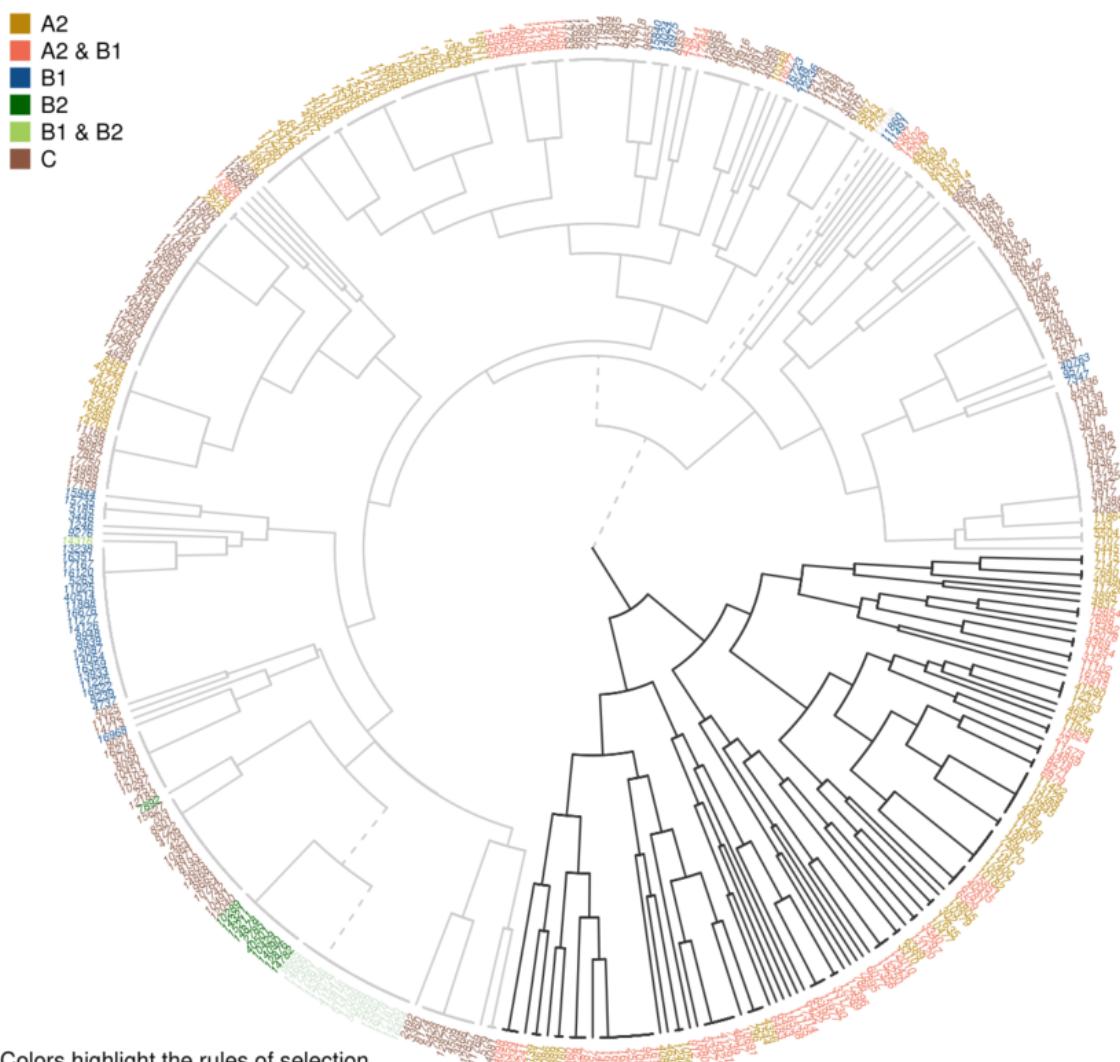
Colors highlight the rules of selection.  
 Species not meeting any criteria or only A1 have been removed.  
 Priority has been set to A2, B1 and B2 rules, rather than C.  
 Hence, species selected according to A2, B1 and/or B2 can also meet criterion C  
 while species selected according to C do not meet any of the three criteria.  
 Species selected according to one (or more) criterion but not meeting criterion A1 are transparent.



Graphics are produced to help you visualize your species selection, as well as the tables containing the values calculated and used to obtain such selection.

They are automatically saved, as .csv and .pdf files, but the production of plots can be desactivated to save some computation time.

## STEP 2 : Selected dominant species



Colors highlight the rules of selection.

Species not meeting any criteria or only A1 have been removed.

Priority has been set to A2, B1 and B2 rules, rather than C.

Hence, species selected according to A2, B1 and/or B2 can also meet criterion C

while species selected according to C do not meet any of the three criteria.

Species selected according to one (or more) criterion but not meeting criterion A1 are transparent.

Representation into ordination space or phylogeny can help exploring by which criterion the species are selected, and maybe adjusting selection parameter values. *For example, if you decide to use selection criterion C, but no species are selected with it, you might want to change your parameter values. It might also mean that either you do not have species specific to your habitat level, or they might already be selected by A or B criteria.*

```

## No habitat, robustness (!quite long!) -----
tab.occ = tab[, c("sites", "species", "abund")]
sp.SELECT = PRE_FATE.selectDominant(mat.observations = tab.occ
                                    , opt.doRobustness = TRUE
                                    , opt.robustness_percent = seq(0.1,0.9,0.1)
                                    , opt.robustness_rep = 10)
names(sp.SELECT)
str(sp.SELECT$tab.robustness)
names(sp.SELECT$plot.robustness)
plot(sp.SELECT$plot.robustness$`All dataset`)

```

The exploratory robustness module was created following a questioning about the robustness of the dominant species selection against changes in the observation dataset. The underlying question was : *for example, if I get my data from an observatory program that updates the dataset every year, is my selection going to change a lot each time I add more observations ?*

Dominant selection can therefore be run, taking only a subset of the observation dataset, removing either single species observations (blue), or complete sites observations (red). The larger (smaller) the values for a/b/c (d/e/f) measures, the lower the impact of removing observations.

- |    |      |   |
|----|------|---|
| a. | 100% | = same number of selected species in S and O                  |
| b. | 100% | = species in O are all in S (O is included into S)            |
| c. | 100% | = species in S are all in O (S is included into O)            |
| d. | 0%   | = S is identical to O (same number of species + same species) |
|    | > 0% | = difference between S and O                                  |
| e. | 0%   | = difference between S and O is entirely due to turnover      |
|    | > 0% | = same species than O, but a subset                           |
| f. | 0%   | = difference between S and O is entirely due to nestedness    |
|    | > 0% | = same number of species but some that are different          |

#### STEP 2 : Selected dominant species - robustness(All dataset)

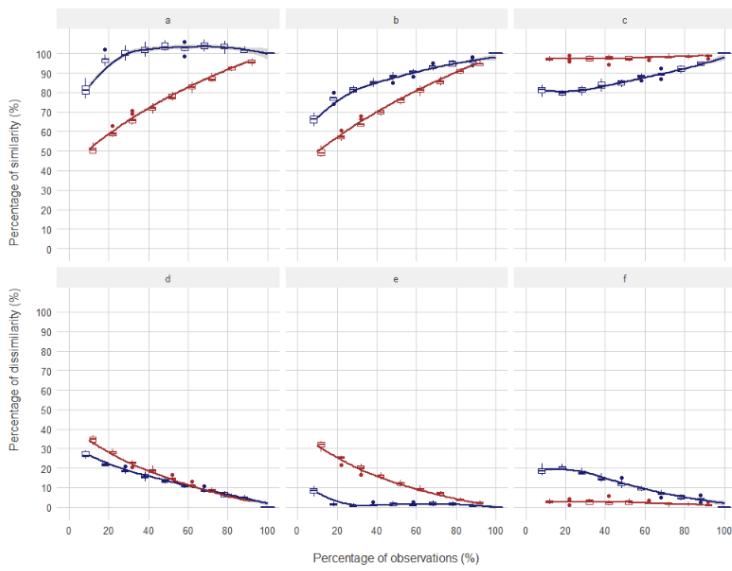
Selection is run on a subset S, keeping only a percentage of relevés (blue) or sites (red) from original data set O :

```

> a = number(S species) / number(O species)
> b = number(S & O species) / number(O species)
> c = number(S & O species) / number(S species)

> d = 1 - Sørensen dissimilarity
> e = (1 - nestedness-fraction of Sørensen dissimilarity)
> f = (1 - turnover-fraction of Sørensen dissimilarity)

```



#### STEP 2 : Selected dominant species - robustness(B1)

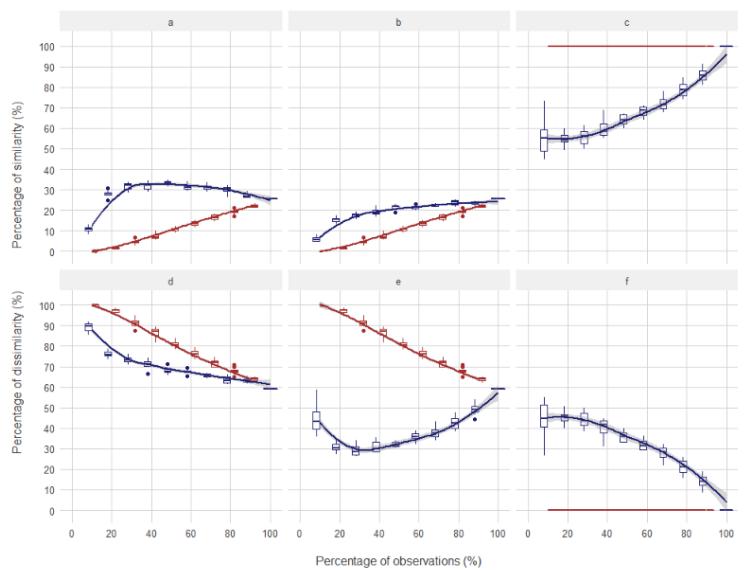
Selection is run on a subset S, keeping only a percentage of relevés (blue) or sites (red) from original data set O :

```

> a = number(S species) / number(O species)
> b = number(S & O species) / number(O species)
> c = number(S & O species) / number(S species)

> d = 1 - Sørensen dissimilarity
> e = (1 - nestedness-fraction of Sørensen dissimilarity)
> f = (1 - turnover-fraction of Sørensen dissimilarity)

```



## ii. Overlap of species environmental niches

- ▲ *Option 1: Principal Component analysis*
  - Gather **environmental data** for the studied area
  - Compute **PCA** over environment to create a *climatic/habitat space*
  - Calculate the **density of each species** within this *climatic/habitat space* from the PCA
  - For each pair of species, compute the **overlap** of the 2 considered species within the *climatic/habitat space*
- ▲ *Option 2: Species Distribution Models*
  - Gather **environmental data** for the studied area
  - For each dominant species, compute a **species distribution model** (SDM)
  - combining environmental data and occurrences to determine the *climatic/habitat niche* of the species
  - With these SDMs, calculate the **niche overlap** of each pair of species

This step represents a complete other subject (species distribution modelling and overlap) and other packages are dedicated to these computations (`ecospal`, `biomod2`, `phyloclim`, etc). However, some computations can be made through the [`PRE\_FATE.speciesDistance`](#) function presented here-after.

- ▲ *Option 1* can be realized with the help of the `ecospal` package, giving a sites by species occurrence matrix (as produced by the [`PRE\_FATE.selectDominant`](#) function) together with a corresponding sites by environment matrix.
- ▲ *Option 2* can only be partially executed through the `RFate` package : a list of species distribution maps can be given to the function and a matrix of niche overlap distances will be calculated with the help of the `phyloclim` package.

If you do not want to fullfill this step, you can simply build a species by species matrix and fill it with 1 everywhere (meaning that all species share the same environmental niche), and use it for the next step.

### iii. Species pairwise distance

by combining overlap and functional distances with the function [PRE\\_FATE.speciesDistance](#)

- Gather **traits data** for all dominant species within the studied area (traits need to be related to fundamental process of growth : light tolerance, dispersal, height...)
- Compute **dissimilarity distances** between pairs of species based on these traits and taking also into account the overlap of the 2 species within the *environmental space* (see previous step)

```
## Load example data
Champsaur_PFG = .loadData("Champsaur_PFG", "RData")

## Species traits
tab.traits = Champsaur_PFG$sp.traits
tab.traits = tab.traits[, c("species", "GROUP", "MATURITY", "LONGEVITY",
                           , "HEIGHT", "DISPERSAL", "LIGHT", "NITROGEN")]
str(tab.traits)

## Species niche overlap (dissimilarity distances)
tab.overlap = 1 - Champsaur_PFG$mat.overlap ## transform into similarity
tab.overlap[1:5, 1:5]

## Give warnings -----
sp.DIST = PRE_FATE.speciesDistance(mat.traits = tab.traits
                                    , mat.overlap.option = "dist"
                                    , mat.overlap.object = tab.overlap)
str(sp.DIST)

## Change parameters to allow more NAs (and change traits used) -----
sp.DIST = PRE_FATE.speciesDistance(mat.traits = tab.traits
                                    , mat.overlap.option = "dist"
                                    , mat.overlap.object = tab.overlap
                                    , opt.maxPercent.NA = 0.05
                                    , opt.maxPercent.similarSpecies = 0.3
                                    , opt.min.sd = 0.3)
str(sp.DIST)

require(foreach); require(ggplot2); require(ggdendro)
pp = foreach(x = names(sp.DIST$mat.ALL)) %do%
{
  hc = hclust(sp.DIST$mat.ALL[[x]])
  pp = ggdendrogram(hc, rotate = TRUE) +
    labs(title = paste0("Hierarchical clustering based on species distance "
                       , ifelse(length(names(sp.DIST$mat.ALL)) > 1
                               , paste0("(group ", x, ")")
                               , "")))
  return(pp)
}
plot(pp[[1]])
plot(pp[[2]])
plot(pp[[3]])
```

# FATE


[Plant Functional Groups](#)
[Simulation parameter files](#)
[Run simulation](#)
[Simulation outputs & graphics](#)
[species.observations](#)

No file selected

[species.traits](#)

No file selected

1. Dominant species

**2. Pairwise distance**

3. Hierarchical clustering

*Use dominant species...*
 from dominant selection  from file

[species.niche.distance](#)

No file selected

 doRuleWeights

*opt.maxPercent.NA*

*opt.maxPercent.similarSpecies*

*opt.min.sd*

0.3

Compute pairwise distance

**Graphics**

Observations

Traits (species)

Traits (PFG)

# FATE


[Plant Functional Groups](#)
[Simulation parameter files](#)
[species.observations](#)

BUILD PFG\_mat.observations.csv

Upload complete

[species.traits](#)

BUILD PFG\_mat.traits.csv

Upload complete

1. Dominant species

**2. Pairwise distance**

3. Hierarchical clustering

*Use dominant species...*
 from dominant selection  from file

[species.niche.distance](#)

BUILD PFG\_mat.overlap.RData

Upload complete

 doRuleWeights

*opt.maxPercent.NA*

*opt.maxPercent.similarSpecies*

*opt.min.sd*

0.3

Compute pairwise distance

## Distance matrix between selected species

Compute distances between species based on traits and niche overlap, with parameters :

- *opt.maxPercent.NA* : 0.05
- *opt.maxPercent.similarSpecies* : 0.3
- *opt.min.sd* : 0.3

**Graphics**

Observations

Traits (species)

Traits (PFG)

### STEP 2 : Selected dominant species

Colors highlight the rules of selection.

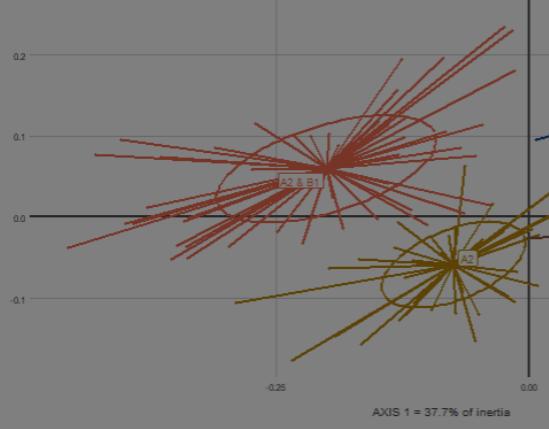
Species not meeting any criteria or only A1 have been removed.

Priority has been set to A2, B1 and B2 are rather than C.

Hence species selected according to A2, B1 and/or B2 can also meet criterion C

while species selected according to C do not meet any of the three criteria.

Species selected according to one (or more) criterion but not meeting criterion A1 are transparent.



```

#-----#
# PRE_FATE.speciesDistance
#-----#
----- INFORMATION : AVAILABLE

> FOR TRAITS
Number of species : 250
Groups : Chamaephyte, Herbaceous, Phanerophyte
Measured traits : MATURITY, LONGEVITY, HEIGHT, DISPERSAL, LIGHT, NITROGEN

> FOR OVERLAP
Number of species : 243

> FOR BOTH
Number of species with traits and no overlap information : 4
Number of species with overlap and no traits information : 0
Number of species with both trait and overlap distances: 243

Comparison of groups' dimensions :

> Group Chamaephyte : trait values = 39    overlap values = 39
> Group Herbaceous : trait values = 189   overlap values = 186
> Group Phanerophyte : trait values = 19    overlap values = 18

----- INFORMATION : USED

Traits used to calculate functional distances :

> Group Chamaephyte : HEIGHT
> Group Herbaceous : HEIGHT
> Group Phanerophyte : DISPERSAL HEIGHT LIGHT

Number of species : 243
Groups : Chamaephyte, Herbaceous, Phanerophyte
Number of species in each group : 39 186 18
Number of NA values due to `gowdis` function : 0

> Done!

The output files
> PRE_FATE_DOMINANT_speciesDistance_Chamaephyte.csv
> PRE_FATE_DOMINANT_speciesDistance_Herbaceous.csv
> PRE_FATE_DOMINANT_speciesDistance_Phanerophyte.csv
have been successfully created !

```

As for the selection of dominant, the computation of species distances returns lot of information to help you explore your traits dataset for your selected species. Once again, in terms of « what's there » (Fig, 1<sup>st</sup> orange box : INFORMATION : AVAILABLE part) and « what do I select » (Fig, 2<sup>nd</sup> orange box : INFORMATION : USED).

A distance can only be calculated for a specific species if it has both trait(s) and overlap information. Missing one or the another causes the species to be removed from the calculation. This is reflected into the INFORMATION : AVAILABLE part.

The INFORMATION : USED part indicates the trait(s) *really* used for each group to calculate functional distances. *For example here, only HEIGHT is kept for Chamaephyte, while 6 traits were given as inputs.*

```

warning messages:
1: In PRE_FATE.speciesDistance(mat.traits = tab.traits, mat.overlap.option = "dist", :
  Missing data!
  `mat.traits` contains some species with no trait values : 11944, 40849, 41180
These species will not be taken into account !

2: In PRE_FATE.speciesDistance(mat.traits = tab.traits, mat.overlap.option = "dist", :
  Missing data!
  `mat.traits` contains some traits with too many missing values or not enough variation between species.
These traits will not be taken into account !

columns below represent for each trait :
- the percentage of missing values
- the percentage of similar species
- the standard deviation of pairwise distances

In group Chamaephyte :
>> DISPERSAL      0     34.41   25.92
>> LIGHT          0.41   36.13   25.02
>> LONGEVITY       2.88   1.01    24.8
>> MATURITY        13.58   0       27.67
>> NITROGEN        3.29   38.28   23.03

In group Herbaceous :
>> DISPERSAL      3.7    14.55   28.63
>> LIGHT          1.23   32.64   20.91
>> LONGEVITY       43.21   5.25    16.25
>> MATURITY        27.16   30.07   16.15
>> NITROGEN        28.4    34.06   20.61

In group Phanerophyte :
>> LONGEVITY       0.82   6.67    28.33
>> MATURITY         7      NA      NA
>> NITROGEN        1.65   41.76   29.36

```

This is a good example why warning messages ARE important and should ALWAYS be carefully checked.

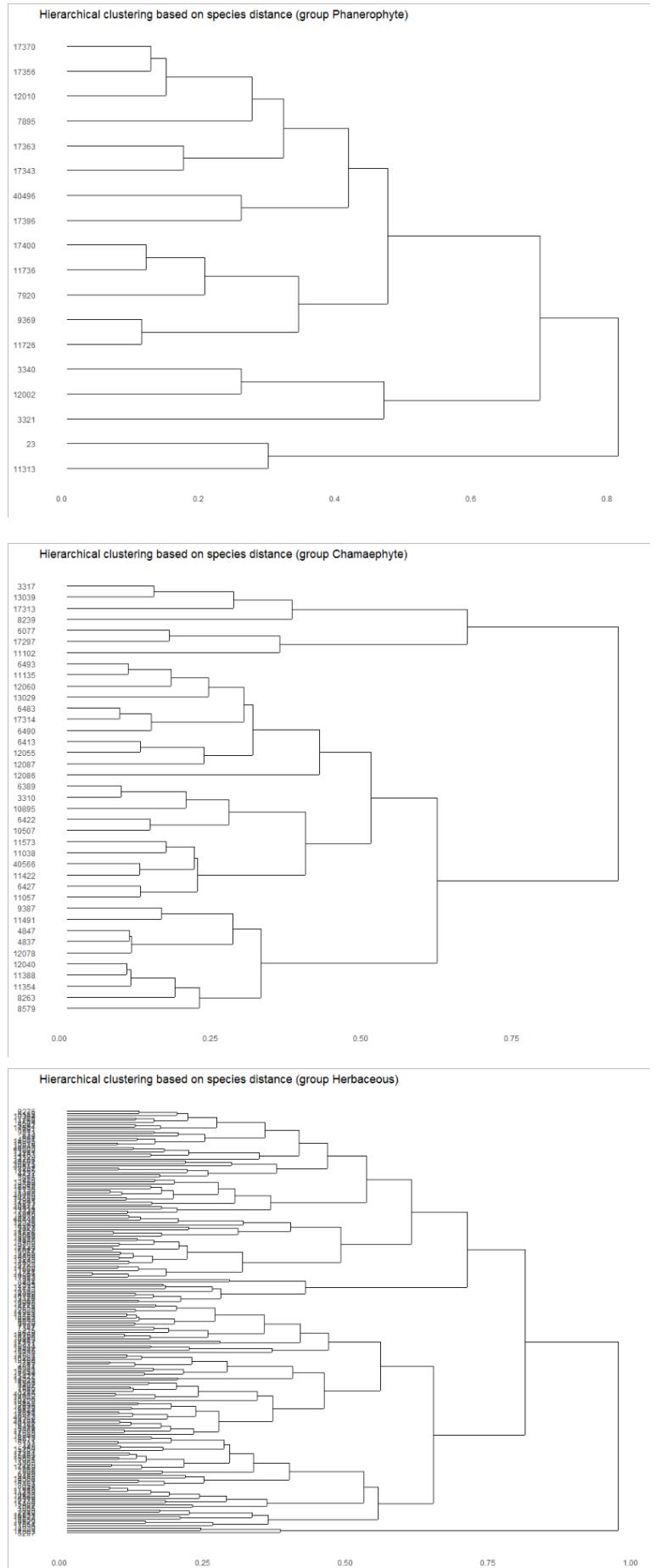
First warning indicates species with no trait values that will be removed from the distance calculation. Second warning gives a table of values for each trait in each group : the percentages of missing values and similar species for the concerned trait, as well as the standard deviation of pairwise distances. They are all compared to parameters of the [PRE\\_FATE.speciesDistance](#) function : `opt.maxPercent.NA`, `opt.maxPercent.similarSpecies` and `opt.min.sd` respectively. If a trait does not fulfill the required condition, it is removed from the computation for this specific group. Hence, it is possible not having the same set of traits used between groups. If this is something that you do not want, you just have to fix the function parameters to low tolerance values (*for example : 1, 1 and 0 respectively*).

Once species pairwise distances calculated, they are in the form of species by species matrix, but can be easily represented through dendrograms : it gives an overview of what is going to be done in the following steps.

The distance matrix obtained (one for each given category, here 3 : *Phanerophyte*, *Chamaephyte* and *Herbaceous*) is classifying species according to the traits used, the overlap distances, and the weights given to these two sources of information.

Clustering and choice of functional group will just consist in cutting these distance trees at a certain height, thus giving a certain number of groups for each category.

The next function realize this cut and give some information to help the user decide the final number of groups to keep.



## iv. Clustering

using the **dissimilarity distances** from previous step :

- calculate all possible **clusters**, and the corresponding evaluation metrics with the function [PRE\\_FATE.speciesClustering\\_step1](#)
- choose the best number of clusters from the previous step and find **determinant species** with the function [PRE\\_FATE.speciesClustering\\_step2](#)
- combine traits data and clustering to calculate mean / median trait values per PFG with the function [PRE\\_FATE.speciesClustering\\_step3](#)

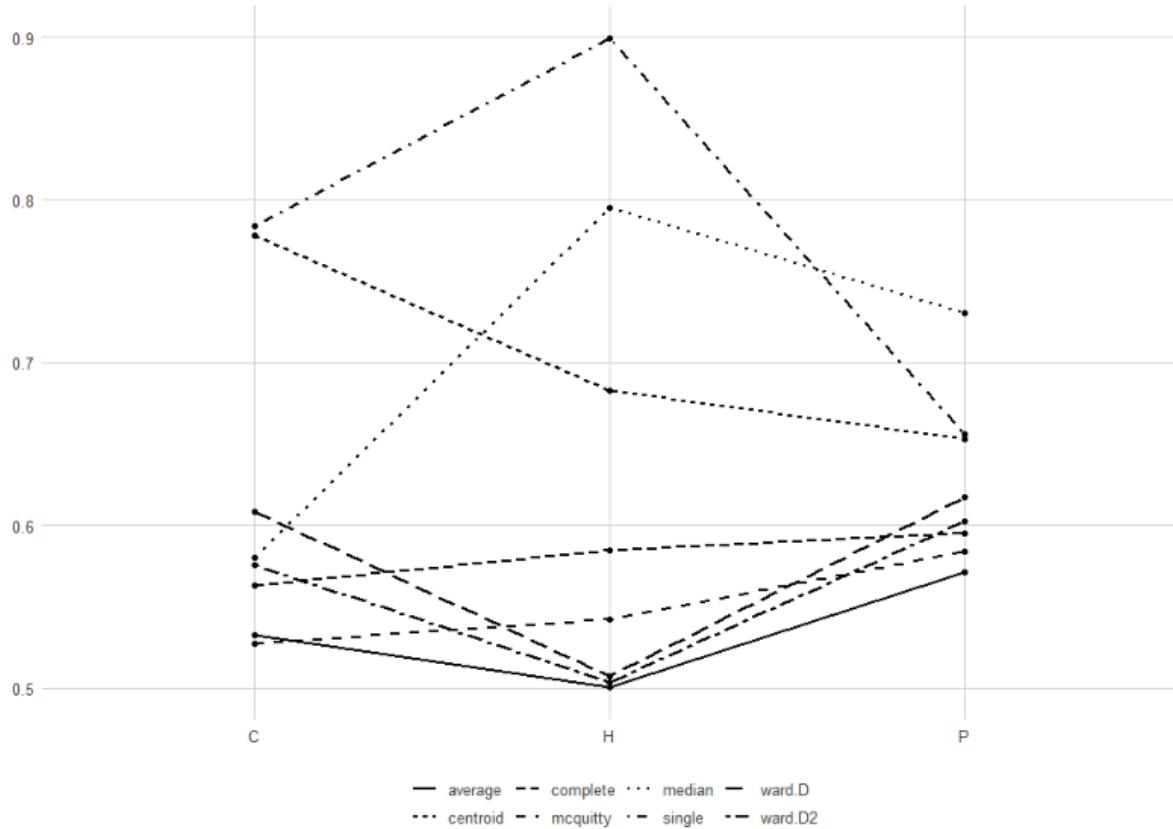
```
## Load example data
Champsaur_PFG = .loadData("Champsaur_PFG", "RData")

## Species dissimilarity distances (niche overlap + traits distance)
tab.dist = list("Phanerophyte" = Champsaur_PFG$sp.DIST.P$mat.ALL
                , "Chamaephyte" = Champsaur_PFG$sp.DIST.C$mat.ALL
                , "Herbaceous" = Champsaur_PFG$sp.DIST.H$mat.ALL)
str(tab.dist)
as.matrix(tab.dist[[1]])[1:5, 1:5]

## Build dendograms -----
sp.CLUST = PRE_FATE.speciesClustering_step1(mat.species.DIST = tab.dist)
names(sp.CLUST)
str(sp.CLUST$clust.evaluation)
plot(sp.CLUST$plot.clustMethod)
plot(sp.CLUST$plot.clustNo)
```

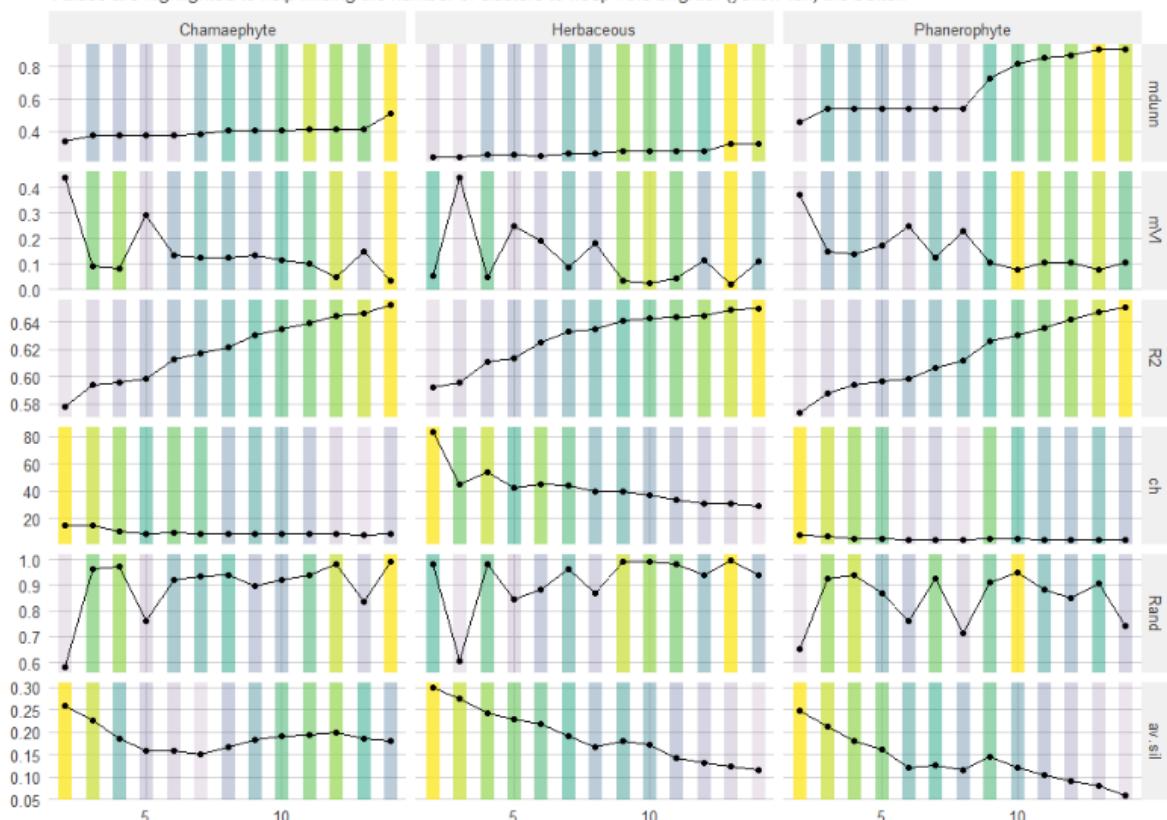
## STEP A : Choice of clustering method

Similarity between input and clustering distances (must be minimized, Mouchet et al. 2008) depending on clustering method.



## STEP B : Choice of number of clusters

Evolution of clustering evaluation variables with the number of clusters in each group.  
All values except that of mVI must be maximized (check function's help for more details about the measures).  
Values are highlighted to help finding the number of clusters to keep : the brighter (yellow-ish) the better.



Unfortunately, there are several clustering methods, and several ways of evaluating the quality of the clusters obtained according to the number of groups created. Hence, it is quite difficult to build a method indicating directly by itself the « best » groups that you can get from your matrix of species distances.

The graphic A is purely informative, as you do not have control on this step : the selection of the clustering method (see function's help for details). The graphic B, however, is produced to help you decide about how many groups you want to keep in the end (and this will be done with the [PRE\\_FATE.speciesClustering\\_step2](#) function). Indeed, when using a distance matrix to do clustering, it is to be decided « at which level » of the hierarchical tree obtained you want to cut and get the subsequent groups.

```
## Number of clusters per group
plot(sp.CLUST$plot.clustNo)
no.clusters = c(4, 3, 8) ## Phanerophyte, Chamaephyte, Herbaceous

## Find determinant species -----
sp.DETERM = PRE_FATE.speciesClustering_step2(
  clust.dendrograms = sp.CLUST$clust.dendrograms
, no.clusters = no.clusters
, mat.species.DIST = tab.dist)

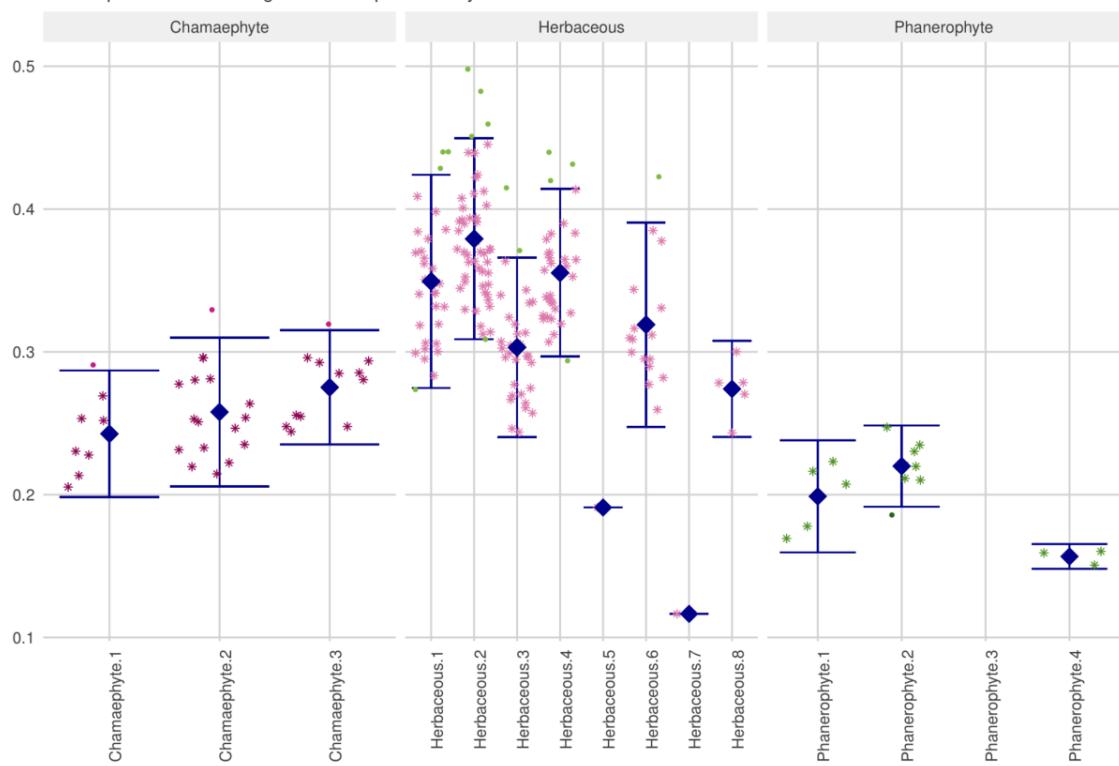
names(sp.DETERM)
str(sp.DETERM$determ.sp)
str(sp.DETERM$determ.all)
```

An additional step of group refinement is also realized with the [PRE\\_FATE.speciesClustering\\_step2](#) function. Once the hierarchical trees are cut according to the specified number of groups wanted, within-group distances are calculated to try and identify « outliers » species that will be tagged as « **non determinant** » species (see function's help for details).

Principal Coordinate Analysis graphics give insights on how the resulting groups are well differenciated from each other according to the final distance matrix combining both traits and overlap informations.

## STEP C : Removal of distant species

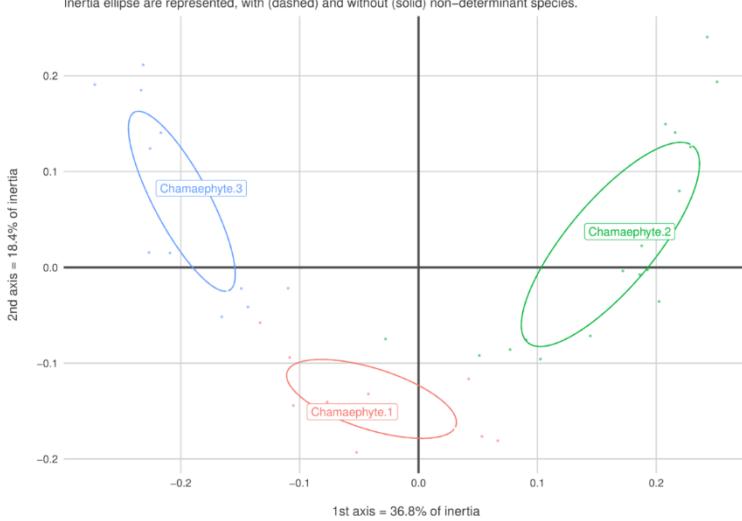
Only species whose mean distance to other species is included in the distribution of all PFG's species mean distances to other species are kept.  
Species indicated with \* will be removed from PFGs.  
Non-represented PFG might be one-species-only.



### STEP C : Removal of distant species : group Chamaephyte

Only species whose mean distance to other species is included in the distribution of all PFG's species mean distances to other species are kept.  
Species indicated with \* will be removed from PFGs.

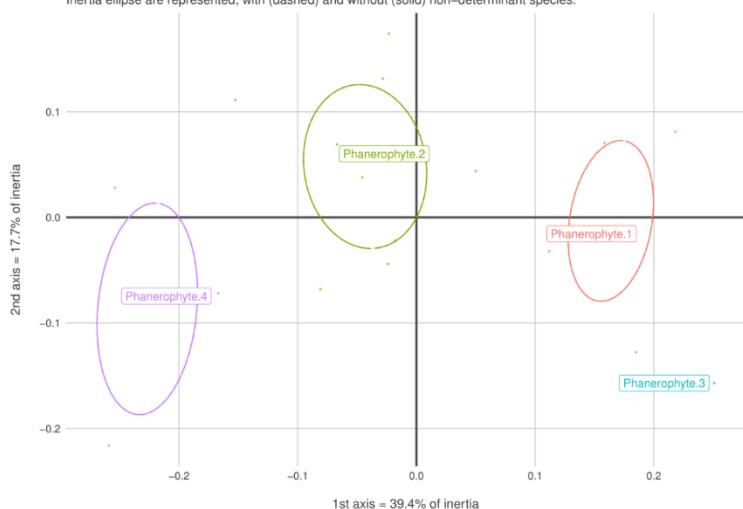
Inertia ellipse are represented, with (dashed) and without (solid) non-determinant species.



### STEP C : Removal of distant species : group Phanerophyte

Only species whose mean distance to other species is included in the distribution of all PFG's species mean distances to other species are kept.  
Species indicated with \* will be removed from PFGs.

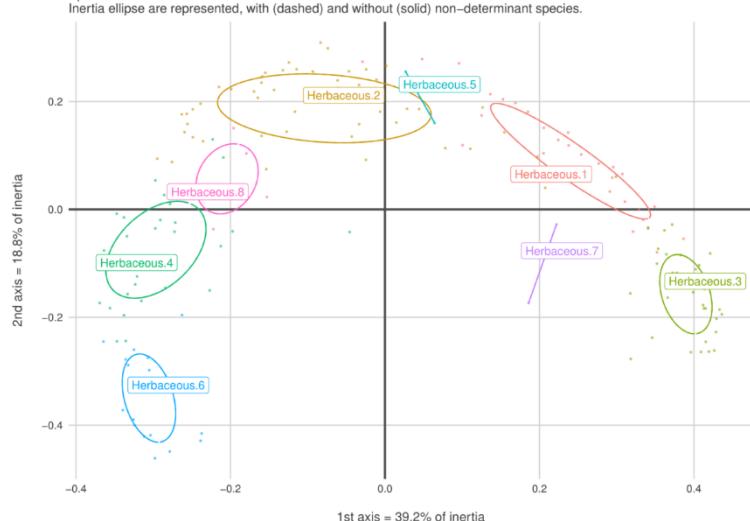
Inertia ellipse are represented, with (dashed) and without (solid) non-determinant species.



### STEP C : Removal of distant species : group Herbaceous

Only species whose mean distance to other species is included in the distribution of all PFG's species mean distances to other species are kept.  
Species indicated with \* will be removed from PFGs.

Inertia ellipse are represented, with (dashed) and without (solid) non-determinant species.



```

## Load example data
Champsaur_PFG = .loadData("Champsaur_PFG", "RData")

## Species traits
tab.traits = Champsaur_PFG$sp.traits
str(tab.traits)

## Determinant species
tab.PFG = Champsaur_PFG$PFG.species
str(tab.PFG)

## Merge traits and PFG informations
mat.traits = merge(tab.PFG[which(tab.PFG$DETERMINANT==TRUE), c("species","PFG")]
                  , tab.traits
                  , by = "species", all.x = TRUE)
str(mat.traits)

## Keep only traits of interest
mat.traits = mat.traits[, c("PFG", "species", "MATURITY", "LONGEVITY"
                           , "HEIGHT", "LIGHT", "DISPERSAL"
                           , "NITROGEN", "NITROGEN_TOLERANCE", "LDMC", "LNC")]
colnames(mat.traits) = c("PFG", "species", "maturity", "longevity"
                        , "height", "light", "dispersal"
                        , "soil_contrib", "soil_tolerance", "LDMC", "LNC")
mat.traits$soil_contrib = as.numeric(mat.traits$soil_contrib)
mat.traits$soil_tolerance = ifelse(mat.traits$soil_tolerance == 1, 0.5, 1)

## Compute traits per PFG : with one specific graphic -----
PFG.traits = PRE_FATE.speciesClustering_step3(mat.traits = mat.traits)

names(PFG.traits)
str(PFG.traits$tab)
names(PFG.traits$plot)
plot(PFG.traits$plot$maturity_longevity)
plot(PFG.traits$plot$height_light)
plot(PFG.traits$plot$soil)

```

PFG traits values are computed as the mean (for numeric traits) or the median (for categorical traits) of the group's species values. The more missing values, the more biased the group values are.

Graphics can help visualize how different (or not) the groups are in the end. *For example, if all PFG have similar light preferences, then you should not expect to the light interaction module to have a huge impact on your simulated vegetation communities.*

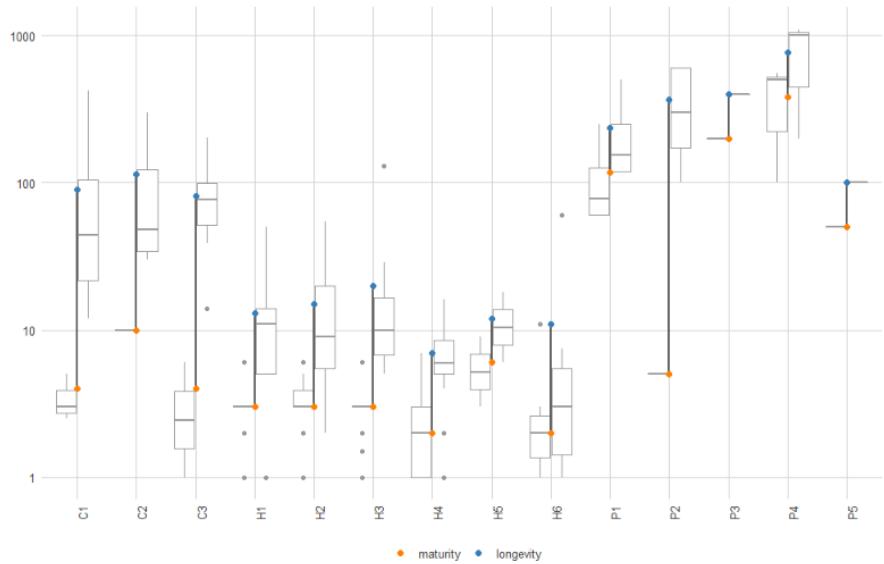
#### STEP D : Computation of PFG traits values : longevity & maturity

PFG traits values are calculated as the average of the PFG determinant species traits values.

If the trait is factorial or categorical, median value is taken.

Light-grey boxplot represent determinant species values.

Colored points represent the PFG calculated values.



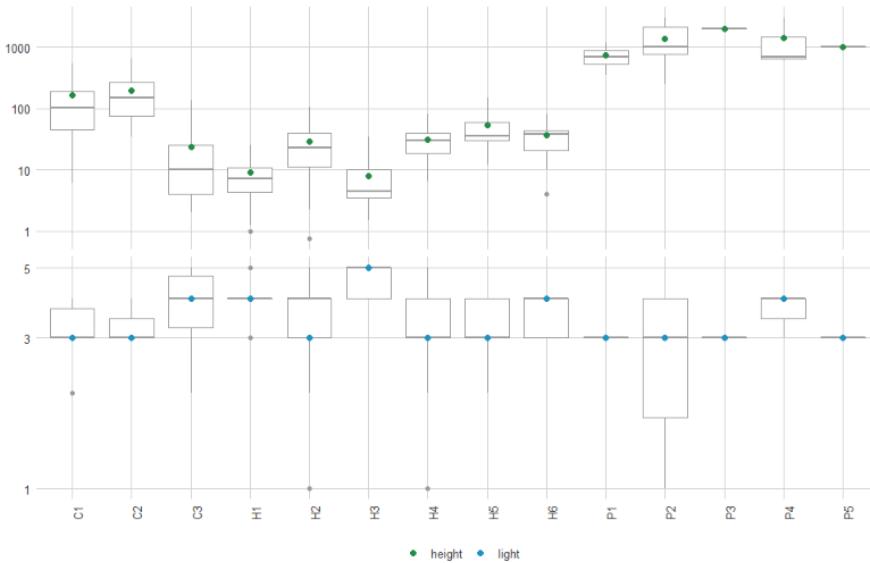
#### STEP D : Computation of PFG traits values : height & light

PFG traits values are calculated as the average of the PFG determinant species traits values.

If the trait is factorial or categorical, median value is taken.

Light-grey boxplot represent determinant species values.

Colored points represent the PFG calculated values.



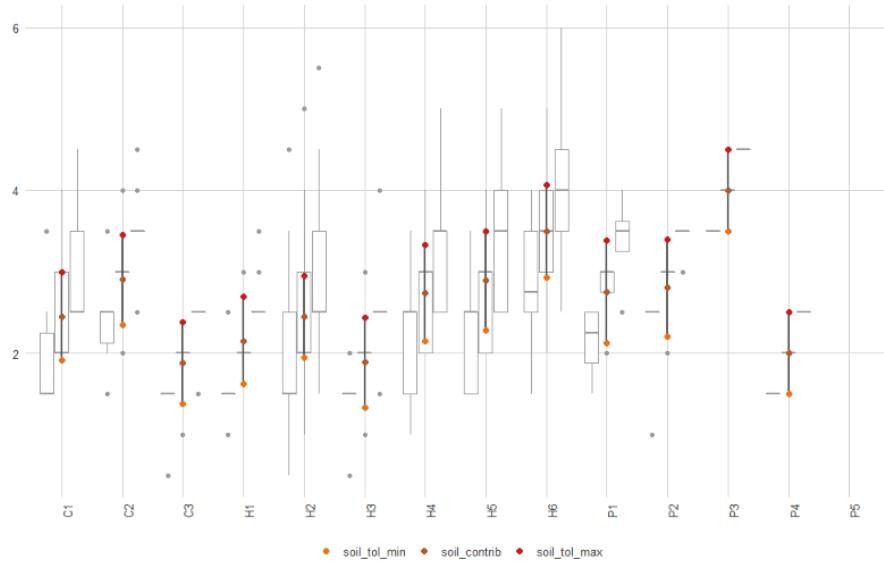
#### STEP D : Computation of PFG traits values : soil contribution & tolerance

PFG traits values are calculated as the average of the PFG determinant species traits values.

If the trait is factorial or categorical, median value is taken.

Light-grey boxplot represent determinant species values.

Colored points represent the PFG calculated values.



### 3. Modelling framework

---

#### a. Parameter files

FATE requires a quite large number of parameters, which are stored into .txt files, presented to and recovered by the software. These **parameters** can be of 3 types :

1. **Filenames**, to guide the application to other parameter files that should be read
2. These filenames either correspond to :
  - o other parameter files that contain **values** to be actually read and used
  - o **raster files**, with the extension .tif (lighter) or .img

To enumerate these settings, 2 types of flag can be found and used within the parameter files:

1. To give one or several links to other files containing parameter values or to raster files

: --PARAM\_NAME--

```
--GLOBAL_PARAMS--
FATE_simulation/DATA/GLOBAL_PARAMETERS/Global_parameters_V1.txt
--MASK--
FATE_simulation/DATA/MASK/mask.tif
--PFG_PARAMS_LIFE_HISTORY--
FATE_simulation/DATA/PFGS/SUCC/SUCC_PFG1.txt
FATE_simulation/DATA/PFGS/SUCC/SUCC_PFG2.txt
...
```

In this way, each parameter can have several values (filenames), and **each line corresponds to a value**. The transition to a new parameter is made thanks to the presence of a new flag on the next line.

2. To give parameter values : PARAM\_NAME

```
NAME H2_dryGrass
MATURITY 3
LONGEVITY 11
MAX_ABUNDANCE 1
CHANG_STR_AGESES 0 10000 10000 10000 10000
...
```

Each line corresponds to a parameter, given by the **flag** (parameter name in capital letters) **followed by all values linked to this flag on the same line**. Each value has to be separated from another by a **space**.

## The FATE friendly directory organization

As FATE needs quite a lot of parameters given into different parameter files, it is important to organize them in a clear and intuitive way. While this is not mandatory to run a FATE simulation, a specific and methodical folder architecture can be obtained with the [PRE\\_FATE.skeletonDirectory](#) function from the RFate package.

A good way to start is to create this skeleton directory, and then copy or create the needed files inside to have all simulation data into the same place.

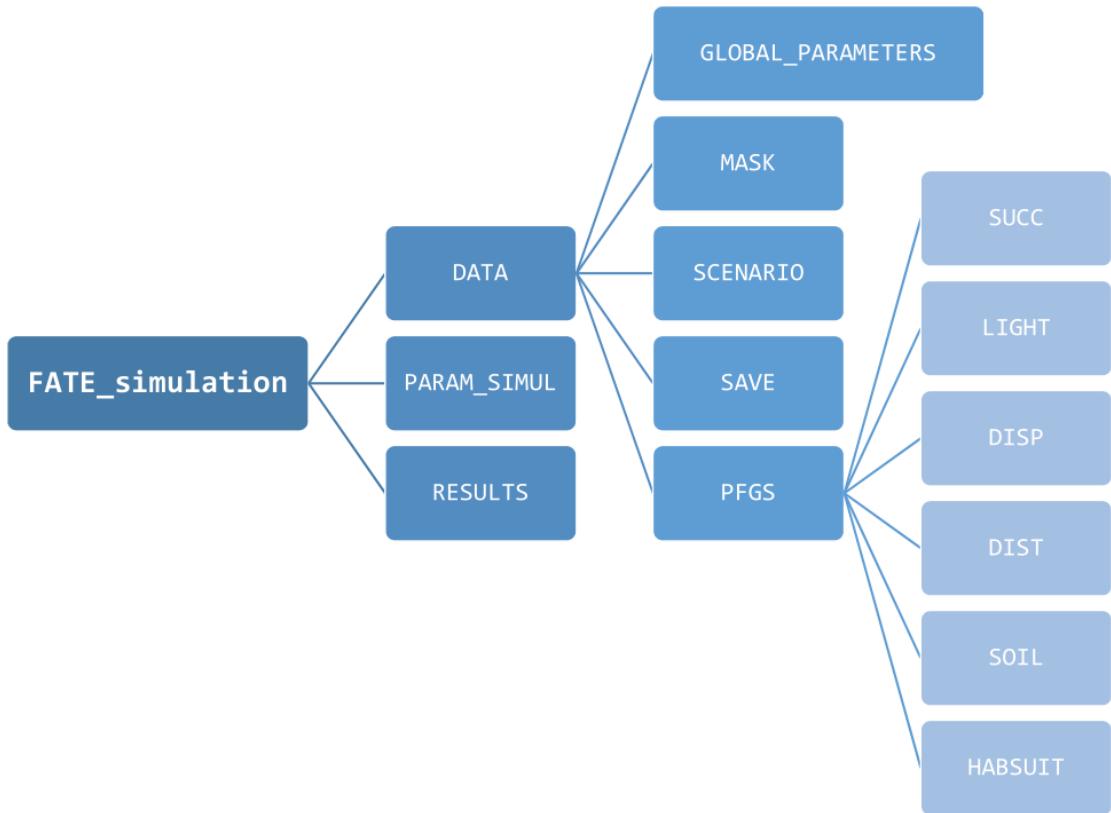


Figure 5: a FATE simulation directory

## The FATE modules

FATE model is built like a LEGO tool : it has a **core module**, which corresponds to the fundamental succession, and then can be complemented with **other modules**. Some of these modules can be regarded as equally important as the core module (from an ecological likelihood point of view, like light, dispersal, soil, etc), and some others are more specific (drought, aliens, fire, etc).

All of these modules require

mandatory parameters

and sometimes, some others that are

optional parameters

that can all be created with RFate functions.

## Which files for which settings ?

The function [`PRE\_FATE.skeletonDirectory`](#) allows to create a user-friendly directory tree to store all parameter files and data.

### *1. Simulation parameterization*

- **Global parameters** : related to the simulation definition (number of PFG and strata, simulation duration, computer resources, manage abundance values, modules loaded...) with the function [`PRE\_FATE.params\_globalParameters`](#)
- **Years to save abundance raster maps and simulation outputs** with the function [`PRE\_FATE.params\_saveYears`](#)
- **Years and files to change rasters** for the succession, habitat suitability or disturbance modules with the function [`PRE\_FATE.params\_changingYears`](#)

### *2. For each PFG : behavior and characteristics*

- **Succession files** : related to the life history with the function [`PRE\_FATE.params\_PFGsuccession`](#)
- **Dispersal files** : related to the dispersal ability with the function [`PRE\_FATE.params\_PFGdispersal`](#)
- **Light files** : related to the light interaction with the function [`PRE\_FATE.params\_PFGlight`](#)
- **Soil files** : related to the soil interaction with the function [`PRE\_FATE.params\_PFGsoil`](#)
- **Disturbance files** : related to the response to perturbations in terms of resprouting and mortality with the function [`PRE\_FATE.params\_PFGdisturbance`](#)
- **Drought files** : related to the response to drought in terms of resprouting and mortality with the function [`PRE\_FATE.params\_PFGdrought`](#)

### *3. Parameter management*

- **SimulParameters file** : containing all links to the files created with the previous functions. This is the file that will be given as the only argument to the [`FATE`](#) function. It can be created with the function [`PRE\_FATE.params\_simulParameters`](#)
- **Multiple set of files** : to duplicate simulation folder and scan global parameters space with Latin Hypercube Sampling.  
Folders can be created with the function [`PRE\_FATE.params\_multipleSet`](#)

## a. Core module (succession)

« Based on the 'FATE' model (Moore & Noble, 1990), it describes the within-pixel succession dynamics in an annual time step. [...] Five processes describe PFG demography (germination, recruitment, growth, survival and fecundity, see Table 1). » (Boulangeat, 2014)

### iii. Conceptual diagram

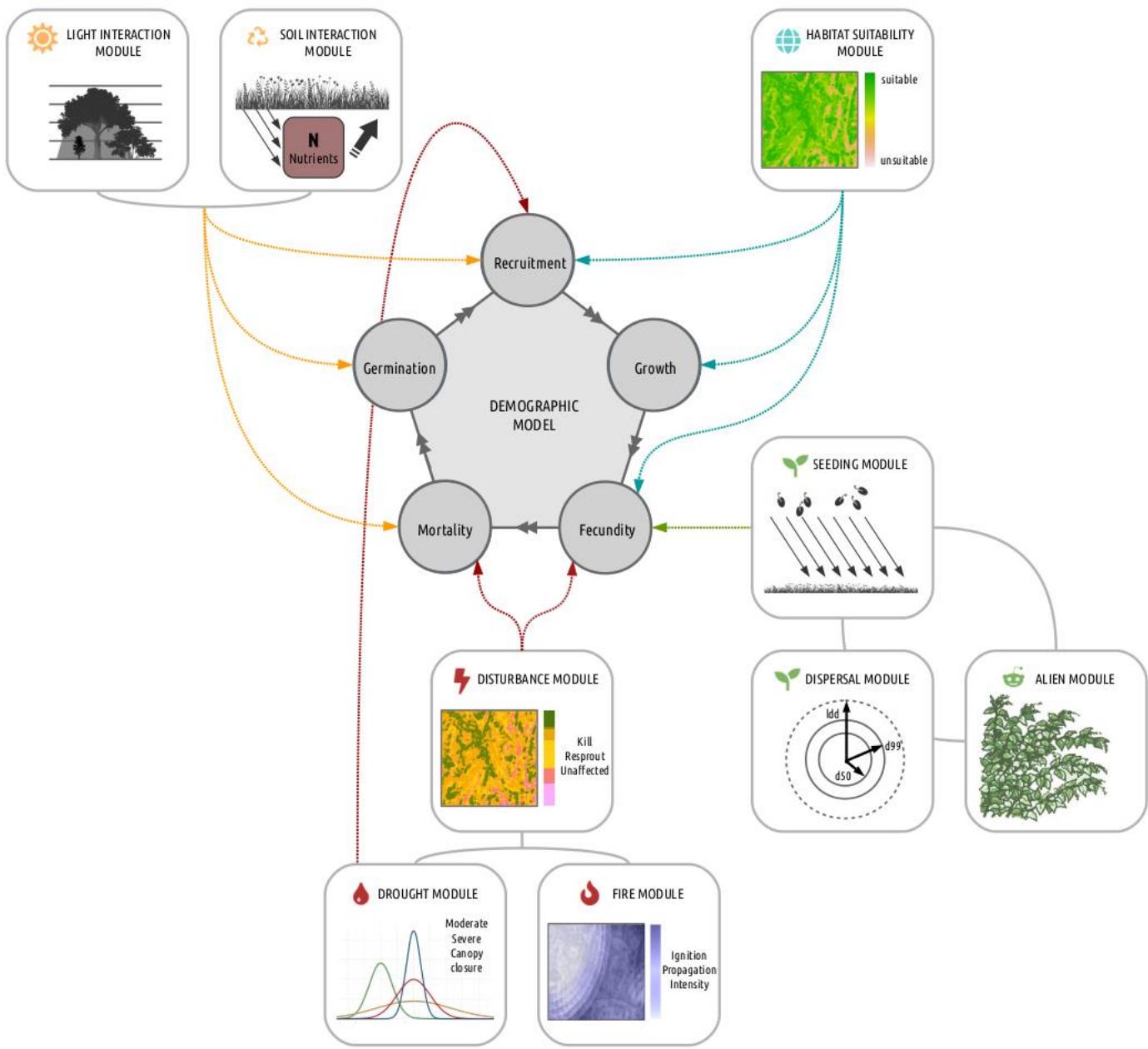


Figure 6: FATE conceptual diagram

The whole area is divided in grid-cells in which an independent **demographic model** regulates the PFG life cycle. PFG abundances are structured by age into cohorts and each cohort is attributed to a height stratum according to the growth parameters.

Different submodels affect this cycle at various levels (Fig6) :

- ⌘ **Interaction through light and/or soil resources** regulates interactions between cohorts affecting germination, recruitment and survival.
- ⌘ **Habitat suitability** affects the recruitment and fecundity rates.
- ⌘ The **seed dispersal** model makes FATE spatially explicit by connecting grid-cells. It depends on the amount of seeds produced by mature plants and affects each PFG's seed bank in each cell.
- ⌘ **Disturbances** affect PFG survival and fecundity.

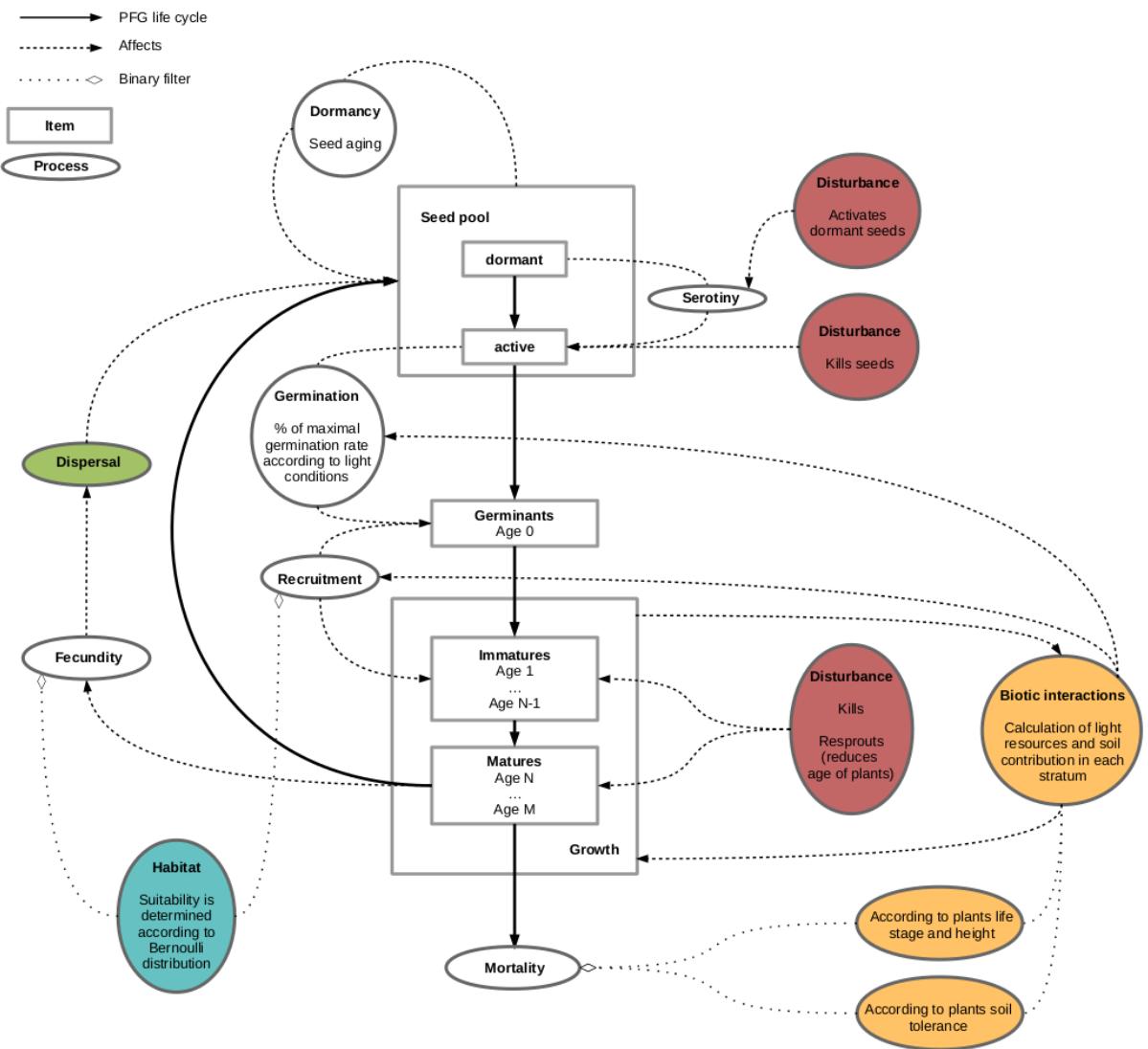
#### **iv. Life cycle of each PFG and influences from sub-models**

Only three age classes are considered : **germinant**, **juvenile** and **mature**, and can be impacted by the different sub-models activated during the simulation (Fig7) :

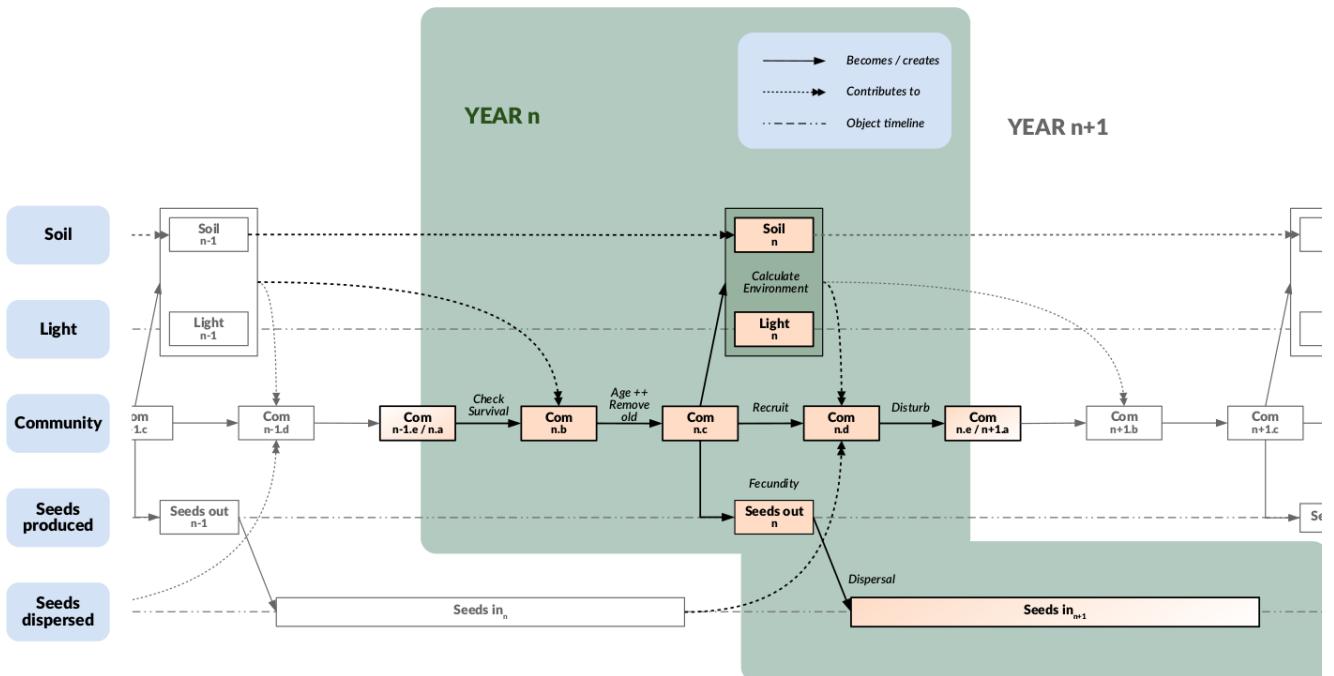
- ▲ The **recruitment** is influenced by the habitat suitability and the biotic interactions.
- ▲ **Mortality** occurs when light or soil conditions are not favorable or when the PFG completes its life span.
- ▲ In addition, the disturbance regime directly affects juvenile or mature PFG and may for instance result in PFG death, impede **seed production** by reducing mature PFG age to N-1, or **revitalize senescents** by reducing their age to M-1.

The **timestep** is at the **year** level : seasonality is not included within each timestep, but communities go through 4 states (Fig8) :

1. **Check of survival** : what are the pixel resources (in terms of light and soil) of the previous year, and can the PFG stand them ?
2. All PFG **grow one-year older**, and too old PFG die.
3. **New pixel resources** (in terms of light and soil) are calculated with the actual community, as well as the **seeds produced**. **Recruitment** of new individuals from the previous pool of seeds occurs.
4. If some perturbations are defined, community is impacted in function of the **PFG responses to the disturbance(s)**.



*Figure 7: FATE life cycle*



*Figure 8: FATE timeline diagram*

## v. Calculation of pixel resources

Light and soil resources are **proportional to the abundance of the PFG community** of the pixel. They are both converted into **qualitative classes** (Low, Medium or High), for each **height stratum** (concerning light) and for each **PFG** (according to its tolerance, regarding soil). The response of each PFG to each resource level is defined **in function of age** (Germinant, Immature and Mature), in a semi-binary way for light (Fig9), and in a more quantitative way for soil (Fig10).

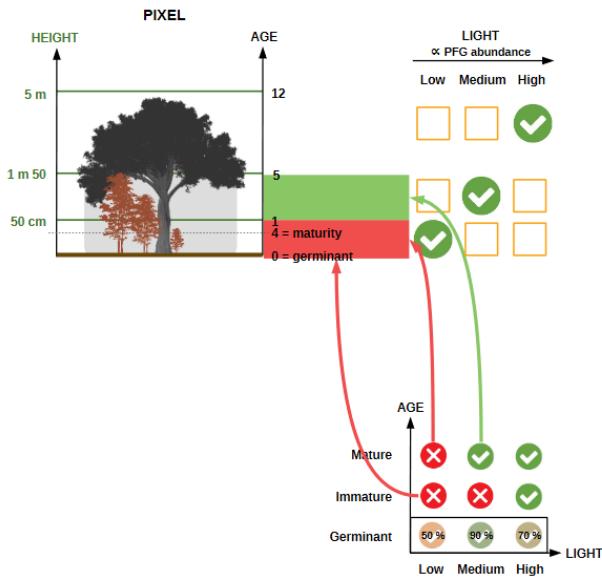


Figure 9: Calculation of FATE resources (light)

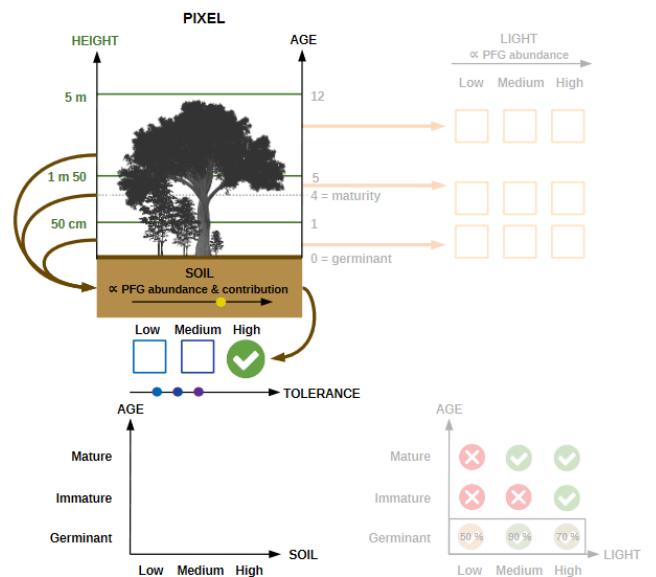


Figure 10: Calculation of FATE resources (soil)

## vi. Structural equations

**Internal processes within FATE** are presented on Fig11. Its full understanding by the user is not required or mandatory for the proper use of the software. However, it can help understand the few structural equations integrated in FATE and bring a better appreciation of the overall functioning. Key parameters and functions are progressively presented below in order to appreciate the structural equations.

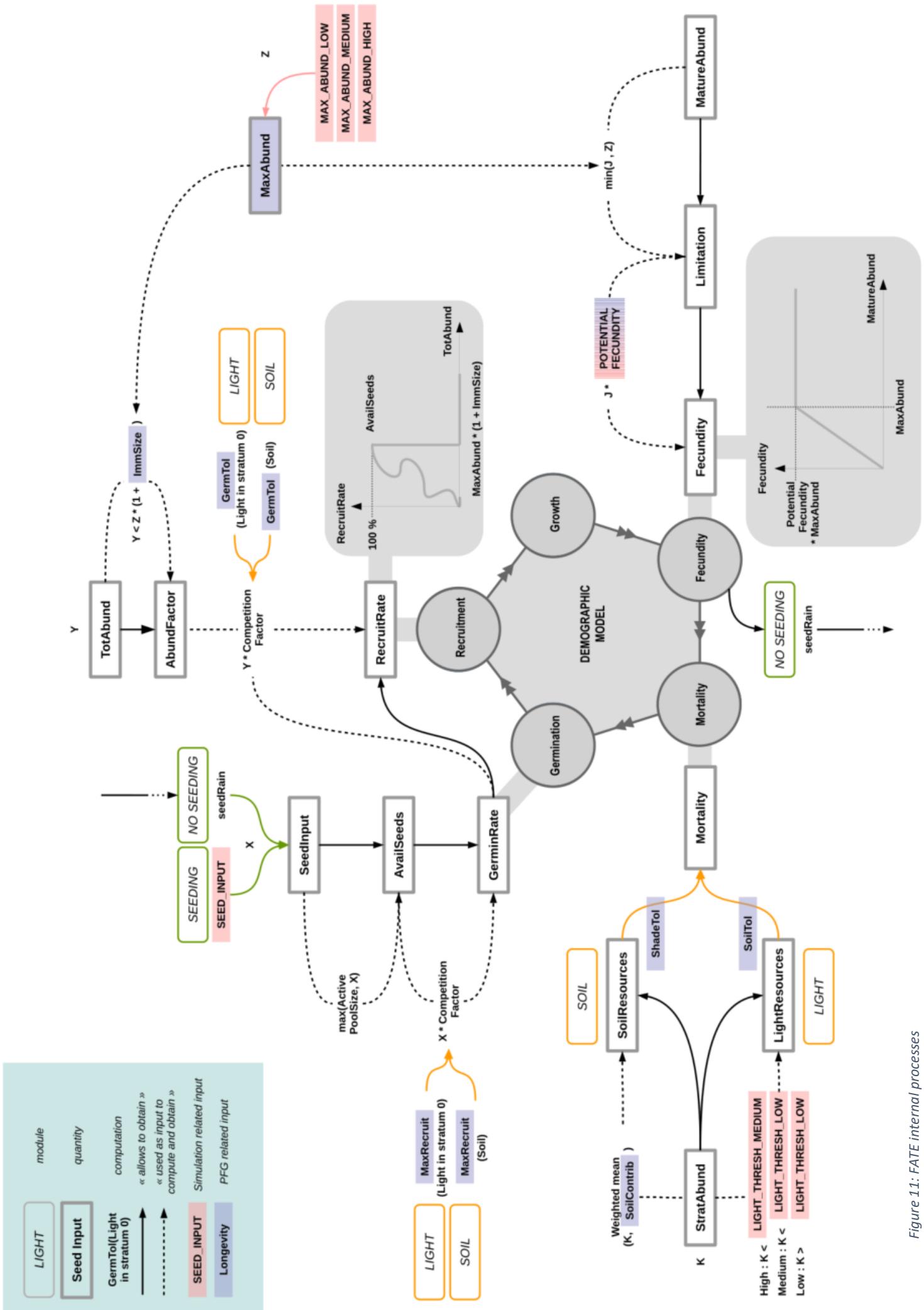


Figure 11: FATE internal processes

## Influence of environment (habitat suitability)

### ▲ ***getEnv...()* functions :**

All the *getEnv...()* functions represent the influence of the habitat suitability if the module is selected (see `DO_HABITAT_SUITABILITY` parameter in [GlobalParameter](#) file).

They can have effect on different processes, such as mortality, recruitment or fecundity, depending on whether the habitat within the pixel is suitable or not for the considered PFG.

### ▲ **Is the habitat suitable ?**

Each year (timestep), the values contained in each PFG habitat suitability maps will be compared to a reference value :

- if superior, the environment is considered suitable for the PFG  
(hence *getEnv...()* functions will return 1)
- otherwise, the environment is considered unsuitable for the PFG  
(hence *getEnv...()* functions will return 0)

Depending on the parameterisation chosen, (see `HABSUIT_OPTION` parameter in [GlobalParameter](#) file), the reference value can be set in two different ways.

## Lifespan & maturity :

### ⌘ **Lifespan :**

In theory, the lifetime of a species could be influenced by the environment, but this is currently not the case. Hence, habitat or not, *getEnvMort() = 1*.

$$\text{LifeSpan} * \text{getEnvMort}()$$

### ⌘ **Maturity time :**

The time from which a PFG is able to produce seeds can also be influenced by its habitat, in a negative way :

$$\text{maturityTime} = (\text{LifeSpan} - \text{Maturity}) * (1.0 - \text{getEnvGrowth}()) + \text{Maturity}$$

$$\text{maturityTime} = \text{ceil}(\text{maturityTime})$$

If `DO_HABITAT_SUITABILITY` model is NOT selected, or the habitat is suitable, then  $\text{maturityTime} = \text{Maturity}$ . Otherwise, if the habitat is NOT suitable,  $\text{maturityTime} = \text{LifeSpan}$ , which means there will be no fecundity, and then no seeds produced.

## Carrying capacity (mature vs immature) :

### ⌘ Immature :

Depending on the PFG life-form (herbaceous, chamaephytes, phanerophytes), immature individuals may no take as much space as mature individuals (e.g. young tree vs old tree). Hence, when calculating total abundance of plants, which is used as a proxy of space occupation, abundance of immature individuals is weighted by their relative size compare to mature individuals : *ImmSize* (see `IMM_SIZE` parameter in [Succession](#) files).

### ⌘ Mature - Global carrying capacity :

*MaxAbund* ∈ 1,2,3 defines the maximum abundance that can be reached by a mature PFG. It should be inversely proportional to the space that the PFG can occupy, with taller PFG generally having fewer individuals than for example herbaceous within the same space (see `MAX_ABUNDANCE` parameter in [Succession](#) files). It is converted to abundance-related values when contributing to structural equations (see `MAX_ABUND_{...}` parameters in [GlobalParameter](#) file).

## Germination :

### ▲ Condition on carrying capacity :

A condition is set to help regulate populations : new individuals only grow if there is not yet too many individuals within the pixel, i.e. if the total abundance of the PFG does not exceed its global carrying capacity :

$$totAbund = MatureAbund + ImmatureAbund * ImmSize$$

$$globalCC = MaxAbund + MaxAbund * ImmSize$$

### ▲ Condition on pixel resources :

*MaxRecruit* corresponds to percentage of seeds that will germinate depending on the pixel resources (light, soil) in stratum 0 (which represents the enforced dormancy) (see `ACTIVE_GERM` parameter in [Light](#) and [Soil](#) files). The number of germinating seeds is obtained by weighting the number of available seeds by this germination rate. If the module is selected (see `DO_HABITAT_SUITABILITY` parameter in [Global Parameter](#) file), the habitat must be suitable, otherwise the recruitment will be null.

$$RecruitmentRate = GerminationRate * getEnvRecrRate()$$

$$= AvailSeeds * MaxRecruitment * getEnvRecrRate()$$

## Fecundity :

### ⌘ Potential fecundity :

Each PFG can produce a fixed amount of seeds per individual (see POTENTIAL\_FECUNDITY parameter in [Succession](#) files). Due to lack of empirical data, this amount is often set at the same value for all PFG.

### ⌘ Produced seeds :

At each time step, the number of seeds that will be produced by a PFG depends both on the number of mature individuals of this PFG within the considered pixel, and on the suitability of the pixel if the module is selected (see DO\_HABITAT\_SUITABILITY parameter in [GlobalParameter](#) file) (no seeds produced if the habitat is not suitable) :

$$\text{Fecundity} = \min(\text{MatureAbund}, \text{MaxAbund}) * \text{PotentialFecund} * \text{getEnvFecund}()$$

If  $\text{MatureAbund} \geq \text{MaxAbund}$ , the PFG has reached its annual carrying capacity : it is in optimal conditions and will produce its maximum amount of seeds ( $\text{MaxAbund} * \text{PotentialFecund}$ ). Otherwise, this amount will be reduced in proportion.

## ANNUAL SEED CYCLE : (combining all previous information)

Germination occurs depending on the current abundance of the PFG inside the pixel : if it reaches the carrying capacity of the PFG =  $\text{MaxAbund} * (1 + \text{ImmSize})$ , no seed germinates. The number of produced seeds is proportional to the current abundance of mature individuals only.

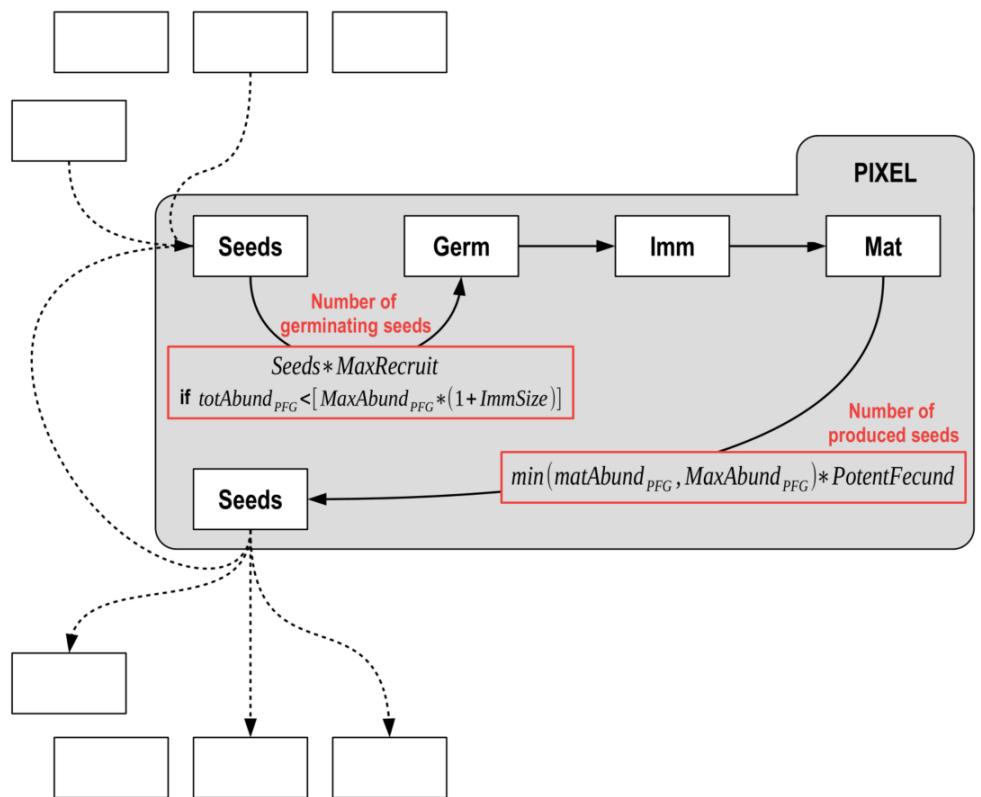


Figure 12: FATE annual seed cycle

## Required parameters :

➤ In [GlobalParameters](#) file :

```
NO_PFG 16
NO_STRATA 6
SIMULATION_DURATION 950
SEEDING_DURATION 300
SEEDING_TIMESTEP 1
SEEDING_INPUT 100
POTENTIAL_FECUNDITY 10
MAX_ABUND_LOW 1000
MAX_ABUND_MEDIUM 5000
MAX_ABUND_HIGH 8000
```

The number of computer resources can also be given. If so, some parts of the main loop of the code will be parallelized on the amount of indicated resources.

```
NO_CPU 6
```

Finally, several parameters are available to select which outputs should be saved on when running the simulation :

```
SAVING_ABUND_PFG_STRATUM 1
SAVING_ABUND_PFG 1
SAVING_ABUND_STRATUM 0
```

```
## Create a skeleton folder with the default name ('FATE_simulation') -----
PRE_FATE.skeletonDirectory()

## Create a Global_parameters file-----
PRE_FATE.params_globalParameters(name.simulation = "FATE_simulation"
, opt.saving_abund_PFG_stratum = TRUE
, opt.saving_abund_PFG = TRUE
, opt.saving_abund_stratum = FALSE
, required.no_PFG = 16
, required.no_strata = 6
, required.simul_duration = 950
, required.seedling_duration = 300
, required.seedling_timestep = 1
, required.seedling_input = 100
, required.potential_fecundity = 10
, required.max_abund_low = 1000
, required.max_abund_medium = 5000
, required.max_abund_high = 8000)
```

# FATE

Plant Functional Groups Simulation parameter files Run simulation Simulation outputs & graphics

**Need some help**

Enter the simulation name : FATE\_simulation

**Create folder**

- DATA
  - GLOBAL\_PARAMETERS
  - MASK
  - SCENARIO
  - SAVE
  - PFGS
    - SUCC
    - DISP
    - MESURT
    - LIGHT
    - SOIL
    - DIST
    - DROUGHT
    - ALIENS
- PARAM/SIMUL
- RESULTS

Simulation parameters file :

**Load parameters**

**Create Simulation parameters file**

**Download folder**

**Start new folder**

**Global parameters** Scenario files PFG files Raster files

<b>required_no_PFG</b> 16	<b>required_max_abund_low</b> 1000	<b>required_seeding_duration</b> 300
<b>required_no_strata</b> 6	<b>required_max_abund_medium</b> 5000	<b>required_seeding_timestep</b> 1
<b>required_simul_duration</b> 950	<b>required_max_abund_high</b> 8000	<b>required_seeding_input</b> 100
<b>opt_no_CPU</b> 1	<input checked="" type="checkbox"/> <b>opt_saving_abund_PFG_stratum</b> <input checked="" type="checkbox"/> <b>opt_saving_abund_PFG</b> <input type="checkbox"/> <b>opt_saving_abund_stratum</b>	<input type="checkbox"/> <b>required_potential_fecundity</b> 10
<input type="checkbox"/> <b>doDispersal</b> <input type="checkbox"/> <b>doHabSuitability</b>		
<input checked="" type="checkbox"/> <b>doLight</b> <input type="checkbox"/> <b>doSoil</b>		
<input type="checkbox"/> <b>doDisturbances</b> <input type="checkbox"/> <b>doDrought</b> <input type="checkbox"/> <b>doAliens</b>		
<input type="checkbox"/> <b>doFire</b>		

**Create Global parameters file**

Select all View selected Delete selected

Global\_parameters\_V1.txt

Show 10 entries Search:

	Global_parameters_V1.txt
1	NO_CPU 1
2	SAVING_ABUND_PFG_STRATUM 1
3	SAVING_ABUND_PFG 1
4	SAVING_ABUND_STRATUM 0
5	NO_PFG 16
6	NO_STRATA 6
7	SIMULATION_DURATION 950
8	SEEDING_DURATION 300
9	SEEDING_TIMESTEP 1
10	SEEDING_INPUT 100

Showing 1 to 10 of 22 entries Previous 1 2 3 Next

➤ In SimulParameters file :

```
--GLOBAL_PARAMS--
FATE_simulation/DATA/GLOBAL_PARAMETERS/Global_parameters_V1.txt
--SAVING_DIR--
FATE_simulation/RESULTS/SIMUL_1/
--MASK--
FATE_simulation/DATA/MASK/mask.tif
--PFG_PARAMS_LIFE_HISTORY--
FATE_simulation/DATA/PFGS/SUCC/SUCC_PFG1.txt
FATE_simulation/DATA/PFGS/SUCC/SUCC_PFG2.txt
--END_OF_FILE--
```

The years for which must be saved abundance maps for each PFG can also be indicated, as well as years to save a copy of the simulation object :

```
--SAVING_YEARS_ARRAYS--
FATE_simulation/DATA/SAVE/SAVE_YEARS_maps.txt
--SAVING_YEARS_OBJECTS--
FATE_simulation/DATA/SAVE/SAVE_YEARS_objects.txt
```

```
## Create a skeleton folder with the default name ('FATE_simulation') -----
PRE_FATE.skeletonDirectory()

## Create a SAVE_year_maps or/and SAVE_year_objects parameter file -----
PRE_FATE.params_savingYears(name.simulation = 'FATE_simulation'
                           , years.maps = c(100, 150, 200)
                           , years.objects = 200)
```

FATE

Plant Functional Groups | Simulation parameter files | Run simulation | Simulation outputs & graphics

Global parameters | Scenario files | PFG files | Raster files

Need some help

Enter the simulation name : FATE\_simulation

Create folder

- DATA
  - GLOBAL PARAMETERS
  - MASK
  - SCENARIO
  - SAVE
  - PFGS
    - SUCC
    - HABITAT
    - HABSIUT
    - LIGHT
    - SOIL
    - DIST
    - DROUGHT
    - ALIENS
- PARAM\_SIMUL
- RESULTS

Simulation parameters file :

Save maps ?  
opt.folder.name  
years.maps.start  
100  
years.maps.end  
200  
years.maps.number  
3

Create SAVE maps files

Save simulation ?  
opt.folder.name  
years.objects  
200  
0  
0

Create SAVE objects files

- In SUCCESSION files (given with the --PFG\_PARAMS\_LIFE\_HISTORY-- flag in *SimulParameters* file) :

```
NAME PFG1
TYPE P
HEIGHT 1200
MATURITY 45
LONGEVITY 451
MAX_STRATUM 5
MAX_ABUNDANCE 3
IMM_SIZE 1
CHANG_STR_AGES 0 14 38 110 344
SEED_POOL_LIFE 0 0
SEED DORMANCY 0
```

The maximum number of seeds produced each year can also be specified per PFG:

POTENTIAL FECUNDITY 50

Plant Functional Groups   Simulation parameter files   Run simulation   Simulation outputs & graphics

**Need some help**

Enter the simulation name : FATE\_Champsaur

**Create folder**

- DATA
  - GLOBAL PARAMETERS
  - MASK
  - SCENARIO
  - SIMUL
  - PFGS
    - SUCC
    - DROUGHT
    - HASUIT
    - LIGHT
    - SOIL
    - DUST
    - DROUGHT
    - ALIENS
- PARAM SIMUL
- RESULTS

Simulation parameters file :

**Load parameters**

**Create Simulation parameters file**

**Download folder**

**Start new folder**

**Global parameters   Scenario files   PFG files   Raster files**

**PFG**  **+ Add PFG** **PFG list : C1 ; C2 ; C3 ; H1 ; H2 ; H3 ; H4 ; H5 ; H6 ; P1 ; P2 ; P3 ; P4 ; P5 ; P6**

**opt.folder.name**

**Succession**

**Reduce strata**

**+ Add PFG** **Create PFG succession files**

PFG	type	height	maturity	longevity
C1	C	161	4	66

**Maximum abundance**  
 by type & max stratum    user-defined

**Immature size**  
 by type & max stratum    user-defined

**Potential fecundity**  
 by global param    user-defined

PFG	type	height	maturity	longevity
C1	C	161.00	4.00	66.00
C2	C	194.00	10.00	114.00
C3	C	22.00	4.00	79.00
H1	H	9.00	3.00	13.00
H2	H	29.00	3.00	15.00
H3	H	8.00	3.00	19.00
H4	H	30.00	2.00	8.00
H5	H	54.00	6.00	12.00
H6	H	36.00	2.00	10.00
P1	P	738.00	118.00	235.00
P2	P	2083.00	219.00	438.00
P3	P	2000.00	200.00	400.00
P4	P	1433.00	383.00	767.00
P5	P	1000.00	50.00	100.00
P6	P	800.00	5.00	273.00

**Select all** **View selected** **Delete selected**

- SUCC\_C1.txt
- SUCC\_C2.txt
- SUCC\_C3.txt
- SUCC\_H1.txt
- SUCC\_H2.txt
- SUCC\_H3.txt

Show 25 entries **Search:**

SUCC_C1.txt	SUCC_C2.txt	SUCC_C3.txt	SUCC_H1.txt	SUCC_H2.txt	SUCC_H3.txt
1 ## File automatically generated	## File automatically generated	## File automatically generated	## File automatically generated	## File automatically generated	## File automatically generated
2 ## Date : Tue Apr 06 11:02:12 2021	## Date : Tue Apr 06 11:02:12 2021	## Date : Tue Apr 06 11:02:12 2021	## Date : Tue Apr 06 11:02:12 2021	## Date : Tue Apr 06 11:02:12 2021	## Date : Tue Apr 06 11:02:12 2021
3 NAME C1	NAME C2	NAME C3	NAME H1	NAME H2	NAME H3
4 TYPE C	TYPE C	TYPE C	TYPE H	TYPE H	TYPE H
5 HEIGHT 161	HEIGHT 194	HEIGHT 22	HEIGHT 9	HEIGHT 29	HEIGHT 8
6 LONGEVITY 67	LONGEVITY 115	LONGEVITY 80	LONGEVITY 14	LONGEVITY 16	LONGEVITY 20
7 MATURITY 4	MATURITY 10	MATURITY 4	MATURITY 3	MATURITY 3	MATURITY 3
8 MAX_STRATUM 4	MAX_STRATUM 4	MAX_STRATUM 2	MAX_STRATUM 1	MAX_STRATUM 2	MAX_STRATUM 1
9 MAX_ABUNDANCE 1	MAX_ABUNDANCE 1	MAX_ABUNDANCE 2	MAX_ABUNDANCE 3	MAX_ABUNDANCE 3	MAX_ABUNDANCE 3
10 IMM_SIZE 5	IMM_SIZE 5	IMM_SIZE 5	IMM_SIZE 10	IMM_SIZE 8	IMM_SIZE 10
11 CHANG_STR_AGES 0 1 2 8 10000 10000 10000	CHANG_STR_AGES 0 1 3 11 10000 10000 10000	CHANG_STR_AGES 0 7 10000 10000 10000	CHANG_STR_AGES 0 2 10000 10000 10000	CHANG_STR_AGES 0 2 10000 10000 10000	CHANG_STR_AGES 0 2 10000 10000 10000
12 SEED_POOL_LIFE 0 0	SEED_POOL_LIFE 0 0	SEED_POOL_LIFE 0 0	SEED_POOL_LIFE 0 0	SEED_POOL_LIFE 0 0	SEED_POOL_LIFE 0 0
13 SEED_DORMANCY 0	SEED_DORMANCY 0	SEED_DORMANCY 0	SEED_DORMANCY 0	SEED_DORMANCY 0	SEED_DORMANCY 0
14 POTENTIAL_FECUNDITY	POTENTIAL_FECUNDITY	POTENTIAL_FECUNDITY	POTENTIAL_FECUNDITY	POTENTIAL_FECUNDITY	POTENTIAL_FECUNDITY
15 IS_ALIEN 0	IS_ALIEN 0	IS_ALIEN 0	IS_ALIEN 0	IS_ALIEN 0	IS_ALIEN 0
16 FLAMMABILITY 0	FLAMMABILITY 0	FLAMMABILITY 0	FLAMMABILITY 0	FLAMMABILITY 0	FLAMMABILITY 0

Showing 1 to 16 of 16 entries **Previous** **1** **Next**

## b. Optional modules

### i. Dispersal

« The quantity of produced seeds depends on the abundances of mature PFGs and their habitat suitability. A seed dispersal model determines seed inflow in each pixel (Fig. 1c). From the source, three circles of influence are defined using distance parameters. In the first circle, 50% of the seeds are distributed uniformly. In the second circle, 49% of the seeds are distributed with the same concentration as in the first circle but by pairs of pixels, simulating the spatial autocorrelation of dispersed seeds. In the third circle, 1% of the seeds fall into a random pixel. This seed dispersal model behaves similar to a continuous kernel function (see Fig.S1a) but is very effective and requires only a few parameters (Vittoz & Engler, 2007). » (Boulangeat, 2014)

#### Required parameters :

- In [GlobalParameters](#) file :

```
DO_DISPERSAL 1  
DISPERSAL_MODE 1
```

```
DISPERSAL_SAVING 0
```

- In [SimulParameters](#) file :

```
--PFG_PARAMS_DISPERSAL--  
FATE_simulation/DATA/PFGS/DISP/DISP_PFG1.txt  
FATE_simulation/DATA/PFGS/DISP/DISP_PFG2.txt
```

- In [DISPERSAL](#) files (given with the --PFG\_PARAMS\_DISPERSAL-- flag in *SimulParameters* file) :

```
NAME PFG1  
DISPERS_DIST 100 500 79000
```

```

# ## Load example data
# Champsaur_PFG = .loadData("Champsaur_PFG", "RData")
#
# ## Build PFG traits for dispersal
# tab.traits = Champsaur_PFG$PFG.traits
# ## Dispersal values
# ##   = Short: 0.1-2m;    Medium: 40-100m;    Long: 400-500m
# ##   = Vittoz correspondance : 1-3: Short;    4-5: Medium;    6-7:Long
# corres = data.frame(dispersal = 1:7
#                      , d50 = c(0.1, 0.5, 2, 40, 100, 400, 500)
#                      , d99 = c(1, 5, 15, 150, 500, 1500, 5000)
#                      , ldd = c(1000, 1000, 1000, 5000, 5000, 10000, 10000))
# tab.traits$d50 = corres$d50[tab.traits$dispersal]
# tab.traits$d99 = corres$d99[tab.traits$dispersal]
# tab.traits$ldd = corres$ldd[tab.traits$dispersal]
# str(tab.traits)

## Load example data
Champsaur_params = .loadData("Champsaur_params", "RData")

## Create a skeleton folder
PRE_FATE.skeletonDirectory(name.simulation = 'FATE_Champsaur')

## PFG traits for dispersal
tab.disp = Champsaur_params$tab.DISP
str(tab.disp)

## Create PFG dispersal parameter files -----
PRE_FATE.params_PFGdispersal(name.simulation = 'FATE_Champsaur'
                               , mat.PFG.disp = Champsaur_params$tab.DISP)

```

**FATE**

The screenshot shows the FATE web application interface. At the top, there is a navigation bar with links for Home, Plant Functional Groups, Simulation parameter files, Run simulation, and Simulation outputs & graphics. Below the navigation bar, there is a help button and a search bar for entering the simulation name. A sidebar on the left lists categories such as DATA, GLOBAL PARAMETERS, MASK, SCENARIO, SAVE, PFGS, SUCC, DISP, HARSHUT, LIGHT, SOL, DIST, DROUGHT, ALIENS, PARAM SIMUL, and RESULTS. On the right, the main content area is titled 'PFG files'. It has tabs for Global parameters, Scenario files, PFG files (which is selected), and Roster files. Under the PFG files tab, there is a section for 'PFG' with a dropdown menu set to 'P6' and a 'Create PFG' button. To the right, there is a 'PFG list' containing entries: C1 ; C2 ; C3 ; H1 ; H2 ; H3 ; H4 ; H5 ; H6 ; P1 ; P2 ; P3 ; P4 ; P5 ; P6. Below this is a 'opt.folder.name' input field. At the bottom, there are buttons for '+ Add PFG', 'Create PFG dispersal files', and a 'Dispersal' tab. A table below shows dispersal parameters for each PFG entry:

PFG	d50	d99	ldd
C1	400.00	1500.00	10000.00
C2	400.00	1500.00	10000.00
C3	100.00	500.00	5000.00
H1	40.00	150.00	5000.00
H2	40.00	150.00	5000.00
H3	2.00	15.00	1000.00
H4	100.00	500.00	5000.00
H5	100.00	500.00	5000.00
H6	500.00	5000.00	10000.00
P1	100.00	500.00	5000.00
P2	400.00	1500.00	10000.00
P3	100.00	500.00	5000.00
P4	100.00	500.00	5000.00
P5	40.00	150.00	5000.00

## ii. Habitat suitability

« Modelling how habitat suitability affects species population dynamics is tricky given the limited knowledge on the type and form of this relationship. Gallien et al. (2010) suggested a parsimonious approach using only presence-absences or a linear link. In FATE-HD, the probability for recruitment and seed production occurring is calculated every year according to the habitat suitability of the PFG in the pixel in question. Over time, the probability of presence is thus linearly related to fecundity and establishment. Accounting for interannual variability allows species coexistence via temporal niches. Mortality does not depend on habitat suitability, as the immediate effects of annual abiotic conditions on plant mortality are not clear in the literature. Habitat suitability for each PFG can be obtained from various sources such as correlative species distribution models (Guisan & Thuiller, 2005) or mechanistic niche models (Chuine & Beaubien, 2001). » (Boulangeat, 2014)

### Required parameters :

➤ In [GlobalParameters](#) file :

```
DO_HAB_SUITABILITY 1  
HABSUIT_MODE 1
```

➤ In [SimulParameters](#) file :

```
--PFG_MASK_HABSUIT--  
FATE_simulation/DATA/PFGS/HABSUIT/HS_CA/HS_PFG1_0.tif  
FATE_simulation/DATA/PFGS/HABSUIT/HS_CA/HS_PFG2_0.tif
```

Habitat suitability maps can be changed through simulation time.

Two supplementary type of files are then needed :

1. a file with each row indicating each simulation year of change
2. as many files as the number of years indicated in the previous file, and inside them, as many lines as PFG, with a path for a new habitat suitability for each of them

```
--HABSUIT_CHANGE MASK_YEARS--
FATE_simulation/ DATA/ SCENARIO/ HABSUIT/ HABSUIT_changingmask_years.txt
--HABSUIT_CHANGE MASK_FILES --
FATE_simulation/ DATA/ SCENARIO/ HABSUIT/ HABSUIT_changingmask_files_t20.txt
FATE_simulation/ DATA/ SCENARIO/ HABSUIT/ HABSUIT_changingmask_files_t30.txt
FATE_simulation/ DATA/ SCENARIO/ HABSUIT/ HABSUIT_changingmask_files_t50.txt
FATE_simulation/ DATA/ SCENARIO/ HABSUIT/ HABSUIT_changingmask_files_t100.txt
```

**FATE**

Plant Functional Groups Simulation parameter files Run simulation Simulation outputs & graphics

Global parameters Scenario files PFG files Raster files

Initial Changing

+ Add changing year Create Scenario files

opt.folder.name Type

Year Order File

20 1 |

FATE\_simulation\DATA\PFGS\HABSUIT\HS\_PFG1\_0.img  
FATE\_simulation\DATA\PFGS\HABSUIT\HS\_PFG1\_100.img  
FATE\_simulation\DATA\PFGS\HABSUIT\HS\_PFG1\_20.img  
FATE\_simulation\DATA\PFGS\HABSUIT\HS\_PFG1\_30.img  
FATE\_simulation\DATA\PFGS\HABSUIT\HS\_PFG1\_50.img  
FATE\_simulation\DATA\PFGS\HABSUIT\HS\_PFG2\_00.img  
FATE\_simulation\DATA\PFGS\HABSUIT\HS\_PFG2\_100.img  
FATE\_simulation\DATA\PFGS\HABSUIT\HS\_PFG2\_20.img

**FATE**

Plant Functional Groups Simulation parameter files Run simulation Simulation outputs & graphics

Global parameters Scenario files PFG files Raster files

Initial Changing

+ Add changing year Create Scenario files

opt.folder.name Type

Year Order File

100 1 FATE\_simulation\DATA\PFGS\HABSUIT\HS\_PFG2\_100.img

opt.folder.name	type.changing	year	order	file.name
HABSUIT	20	1		FATE_simulation\DATA\PFGS\HABSUIT\HS_PFG1_20.img
HABSUIT	20	2		FATE_simulation\DATA\PFGS\HABSUIT\HS_PFG2_20.img
HABSUIT	30	1		FATE_simulation\DATA\PFGS\HABSUIT\HS_PFG1_30.img
HABSUIT	30	2		FATE_simulation\DATA\PFGS\HABSUIT\HS_PFG2_30.img
HABSUIT	50	1		FATE_simulation\DATA\PFGS\HABSUIT\HS_PFG1_50.img
HABSUIT	50	2		FATE_simulation\DATA\PFGS\HABSUIT\HS_PFG2_50.img
HABSUIT	100	1		FATE_simulation\DATA\PFGS\HABSUIT\HS_PFG1_100.img
HABSUIT	100	1		FATE_simulation\DATA\PFGS\HABSUIT\HS_PFG2_100.img

### iii. Light interaction

« Vegetation height is represented by a limited number of strata to incorporate the shading process (Fig. 1a). Within a pixel, the light resource for each stratum is calculated from the total abundance of all PFGs across all the upper strata. Within-pixel spatial heterogeneity in light resources is not taken into consideration » (Boulangeat, 2014)

#### Required parameters :

- In [GlobalParameters](#) file :

```
DO_LIGHT_INTERACTION 1
LIGHT_THRESH_MEDIUM 13000
LIGHT_THRESH_LOW 19000
```

```
LIGHT_SAVING 1
```

- In [SimulParameters](#) file :

```
--PFG_PARAMS_LIGHT--
FATE_simulation/DATA/PFGS/LIGHT/LIGHT_PFG1.txt
FATE_simulation/DATA/PFGS/LIGHT/LIGHT_PFG2.txt
```

- In [LIGHT](#) files (given with the --PFG\_PARAMS\_LIGHT-- flag in *SimulParameters* file) :

```
NAME PFG1
ACTIVE_GERM 9 9 9
LIGHT 4
LIGHT_TOL 1 1 1 1 1 1 1 1 1
```

```

## Load example data
Champsaur_params = .loadData("Champsaur_params", "RData")

## Create a skeleton folder
PRE_FATE.skeletonDirectory(name.simulation = 'FATE_Champsaur')

## PFG traits for light
tab.light = Champsaur_params$tab.LIGHT
str(tab.light)

## Create PFG light parameter files -----
PRE_FATE.params_PFGlight(name.simulation = 'FATE_Champsaur'
                           , mat.PFG.light = tab.light[, c("PFG", "type")]
                           , mat.PFG.tol = tab.light[, c("PFG", "strategy_tol")])

```

**FATE**

The screenshot shows the FATE software interface with the following sections:

- Top Bar:** Home, Plant Functional Groups, Simulation parameter files, Run simulation, Simulation outputs & graphics.
- Left Sidebar:**
  - Enter the simulation name: FATE\_Champsaur
  - Create folder
  - DATA
    - GLOBAL PARAMETERS
    - SCENARIO
    - SAVE
    - PFGs:
      - SUCC
      - DISP
      - HABSIUT
      - LIGHT
      - COL
      - DIST
      - DROUGHT
      - ALIENS
  - PARAM SIMUL
  - RESULTS
- Simulation parameters file:** A dropdown menu with options like Load parameters, Create Simulation parameters file, Download folder, and Start new folder.
- PFG files Tab:**
  - Global parameters, Scenario files, PFG files (selected), Raster files.
  - PFG list: C1 ; C2 ; C3 ; H1 ; H2 ; H3 ; H4 ; H5 ; H6 ; P1 ; P2 ; P3 ; P4 ; P5 ; P6
  - opt.folder.name
  - Succession, Light, Soil buttons.
  - + Add PFG button.
  - Create PFG light files button.
  - PFG dropdown: C1, type dropdown: C.
  - Active germination: by type (radio button selected).
  - Tolerance dropdown: semi\_shade.
  - Table of PFG entries:

PFG	type	strategy_tol
C1	C	semi_shade
C2	C	undergrowth
C3	C	full_light
H1	H	full_light
H2	H	full_light
H3	H	full_light
H4	H	full_light
H5	H	ubiquist
H6	H	semi_shade
P1	H	semi_shade
P2	H	semi_shade
P3	H	semi_shade
P4	H	pioneer
P5	H	semi_shade
P6	H	pioneer
- Table of Simulation Parameter Files:**

	LIGHT_C1.txt	LIGHT_C2.txt	LIGHT_C3.txt	LIGHT_H1.txt	LIGHT_H2.txt	LIGHT_H3.txt	LIGHT_H4.txt	LIGHT_H5.txt	LIGHT_H6.txt
1	NAME C1	NAME C2	NAME C3	NAME H1	NAME H2	NAME H3	NAME H4	NAME H5	NAME H6
2	LIGHT semi_shade	LIGHT undergrowth	LIGHT full_light	LIGHT ubiquist	LIGHT semi_shade				
3	ACTIVE_GERM 9 9 9	ACTIVE_GERM 9 9 9	ACTIVE_GERM 9 9 9	ACTIVE_GERM 5 8 9					
4	LIGHT_TOL 1 1 0 1 1 1 1	LIGHT_TOL 1 1 0 1 1 1 0	LIGHT_TOL 1 1 1 0 0 1 0 1	LIGHT_TOL 1 1 1 0 0 1 0 1	LIGHT_TOL 1 1 1 0 0 1 0 1	LIGHT_TOL 1 1 1 0 0 1 0 1	LIGHT_TOL 1 1 1 0 0 1 0 1	LIGHT_TOL 1 1 1 1 1 1 1 1	LIGHT_TOL 1 0 1 1 0 1 1 1

## iv. Soil interaction

*"To be written" ()*

### Required parameters :

- In [GlobalParameters](#) file :

```
DO_SOIL_INTERACTION 1
SOIL_INIT 2.5
SOIL_RETENTION 0.8
```

```
SOIL_SAVING 1
```

- In [SimulParameters](#) file :

```
--PFG_PARAMS_SOIL--
FATE_simulation/DATA/PFGS/SOIL/SOIL_PFG1.txt
FATE_simulation/DATA/PFGS/SOIL/SOIL_PFG2.txt
```

- In SOIL files (given with the --PFG\_PARAMS\_SOIL-- flag in *SimulParameters* file) :

```
NAME PFG1
ACTIVE_GERM 8 10 5
SOIL_CONTRIB 2.4
SOIL_LOW 1
SOIL_HIGH 4
SOIL_TOL 1 10 0 5 10 4 9 10 8
```

```

## Load example data
Champsaur_params = .loadData("Champsaur_params", "RData")

## Create a skeleton folder
PRE_FATE.skeletonDirectory(name.simulation = 'FATE_Champsaur')

## PFG traits for soil
tab.soil = Champsaur_params$tab.SOIL
str(tab.soil)

## Create PFG soil parameter files -----
PRE_FATE.params_PFGsoil(name.simulation = 'FATE_Champsaur'
                         , mat.PFG.soil = tab.soil)

```

**FATE**

The screenshot shows the FATE software interface with the following details:

- Header:** FATE
- Top navigation:** Home, Plant Functional Groups, Simulation parameter files, Run simulation, Simulation outputs & graphics.
- Main area tabs:** Global parameters, Scenario files, PFG files (selected), Raster files.
- PFG list:** PFG list : C1 ; C2 ; C3 ; H1 ; H2 ; H3 ; H4 ; H5 ; H6 ; P1 ; P2 ; P3 ; P4 ; P5 ; P6
- Input fields:** opt.folder.name (empty)
- Buttons:** + Add PFG, Create PFG soil files.
- Sub-tabs:** Succession, Light, Soil (selected).
- Contributions:** Contribution by strategy (radio button selected). Values: C1 (2.50), C2 (2.35), C3 (1.38), H1 (1.60), H2 (1.96), H3 (1.27), H4 (2.23), H5 (2.28), H6 (2.90), P1 (2.12), P2 (2.17), P3 (3.50), P4 (1.50), P5 (3.00), P6 (1.67).
- Min value tolerated:** 1.96
- Max value tolerated:** 3.04
- Active germination:** type (radio button selected). Value: C.
- Tolerance:** pre-defined (radio button selected).
- Data table:** A table showing detailed values for each PFG:

PFG	soil_tol_min	soil_contrib	soil_tol_max	type
C1	1.96	2.50	3.04	C
C2	2.35	2.90	3.45	C
C3	1.38	1.68	2.38	C
H1	1.60	2.13	2.67	H
H2	1.96	2.46	2.96	H
H3	1.27	1.82	2.36	H
H4	2.23	2.61	3.38	H
H5	2.28	2.89	3.50	H
H6	2.90	3.47	4.03	H
P1	2.12	2.75	3.38	P
P2	2.17	2.67	3.17	P
P3	3.50	4.00	4.50	P
P4	1.50	2.00	2.50	P
P5	3.00	4.00	5.00	P
P6	1.67	2.33	3.00	P

## v. Disturbances

« Several disturbance models can be parameterized to remove vegetation, affect fecundity, kill seeds or activate dormant seeds according to each PFG's tolerance or sensitivity to the given disturbance. (Fig. 1d). » (Boulangeat, 2014)

### Required parameters :

- In [GlobalParameters](#) file :

```
DO_DISTURBANCES 1
DIST_NO 4
DIST_NOSUB 4
DIST_FREQ 1 1 1 1
```

- In [SimulParameters](#) file :

```
--PFG_PARAMS_DISTURBANCES--
FATE_simulation/DATA/PFGS/DIST/DIST_PFG1.txt
FATE_simulation/DATA/PFGS/DIST/DIST_PFG2.txt
--DIST_MASK--
FATE_simulation/DATA/MASK/mask_noPerturb.tif
FATE_simulation/DATA/MASK/mask_mowing.tif
FATE_simulation/DATA/MASK/mask_grazing_level1.tif
FATE_simulation/DATA/MASK/mask_grazing_level2.tif
```

Like habitat suitability maps, disturbances maps can be changed through simulation time.

Two supplementary type of files are then needed :

1. a file with each row indicating each simulation year of change
2. as many files as the number of years indicated in the previous file, and inside them, as many lines as disturbances, with a path for a new mask for each of them

```
--DIST_CHANGEMASK_YEARS--  
FATE_simulation/DATA/SCENARIO/DIST_scen1/DIST_changingmask_years.txt  
--DIST_CHANGEMASK_FILES--  
FATE_simulation/DATA/SCENARIO/DIST_scen1/DIST_changingmask_files_t50.txt  
FATE_simulation/DATA/SCENARIO/DIST_scen1/DIST_changingmask_files_t100.txt  
FATE_simulation/DATA/SCENARIO/DIST_scen1/DIST_changingmask_files_t150.txt
```

- In DISTURBANCE files (given with the `--PFG_PARAMS_DISTURBANCES--` flag in *SimulParameters* file) :

```

## Load example data
Champsaur_params = .loadData("Champsaur_params", "RData")

## Create a skeleton folder
PRE_FATE.skeletonDirectory(name.simulation = 'FATE_Champsaur')

## PFG traits for succession
tab.succ = Champsaur_params$tab.SUCC
str(tab.succ)

## Create PFG succession parameter files (fixing strata limits) -----
PRE_FATE.params_PFGsuccession(name.simulation = 'FATE_Champsaur'
                               , mat.PFG.succ = tab.succ
                               , strata.limits = c(0, 20, 50, 150, 400, 1000, 2000)
                               , strata.limits_reduce = FALSE)

tmp = fread("FATE_Champsaur/DATA/PFGS/SUCC_COMPLETE_TABLE.csv")
tab.succ = Champsaur_params$tab.SUCC
tab.succ$age_above_150cm = tmp$CHANG_STR_AGES_to_str_4_150

## PFG traits for disturbance
tab.dist = Champsaur_params$tab.DIST
str(tab.dist)

## Create PFG response to disturbance parameter files (give warnings) -----
PRE_FATE.params_PFGdisturbance(name.simulation = 'FATE_Champsaur'
                                 , mat.PFG.dist = tab.succ
                                 , mat.PFG.tol = tab.dist)

```

The screenshot shows the FATE software interface. The top navigation bar includes links for Plant Functional Groups, Simulation parameter files, Run simulation, and Simulation outputs & graphics. The main workspace is divided into sections. On the left, there's a sidebar with a 'Need some help' button, a 'Create folder' button, and a tree view of simulation parameters under 'DATA' (GLOBAL PARAMETERS, MASK, SCENARIO, SAVE, PFGS), 'PARAM SIMUL', and 'RESULTS'. The central part of the interface has tabs for Global parameters, Scenario files, PFG files (which is currently selected), and Raster files. Under the PFG files tab, there's a 'PFG' input field, a 'Disturbances' tab, and a detailed 'Disturbance name' section for 'mowing' with four stages: C1, C2, C3, H1, H2, and H3, each associated with 'mowing\_trees' or 'mowing\_herbs'.

## vi. Drought

« Fig. 1. Drought simulation scheme. For each year  $i$ , a PFG's habitat suitability ( $HS$ ; step 1) and drought effects (step 2) are evaluated within a pixel  $j$ . If  $HS_{ij}$  or  $Din_{ij}$  are below reference values, PFG fecundity and recruitment are set to 0. Additionally, if  $Din_{ij}$  crosses the reference value, one drought year is added to the PFG's cumulative drought effects counter. Severe drought effects occur if conditions 2.3.1 ii or 2.3.2 are met, consisting in immediate and post-drought effects. Otherwise, only moderate drought effects are caused (2.1 and 2.3.1 i). Drought recovery is simulated by subtracting one or two drought events from the cumulative drought effects counter. [...] See Table S3 in Appendix S2 for full parameter list and refer to main text for further details. » (Barros, 2017)

Required parameters :

➤ In [GlobalParameters](#) file :

```
DO_DROUGHT_DISTURBANCE 1
DROUGHT_NOSUB 4
```

➤ In [SimulParameters](#) file :

```
--PFG_PARAMS_DROUGHT--
FATE_simulation/DATA/PFGS/DROUGHT/DROUGHT_PFG1.txt
FATE_simulation/DATA/PFGS/DROUGHT/DROUGHT_PFG2.txt
--DROUGHT_MASK--
FATE_simulation/DATA/MASK/DROUGHT_init.tif
```

Like habitat suitability or disturbances maps, the drought index map can be changed through simulation time.

Two supplementary type of files are then needed :

1. a file with each row indicating each simulation year of change
2. as many files as the number of years indicated in the previous file,  
and inside them, one line with a path for a new map of drought index

```
--DROUGHT_CHANGE MASK_YEARS--  
FATE_simulation/DATA/SCENARIO/DROUGHT_changingmask_years.txt  
--DROUGHT_CHANGE MASK_FILES--  
FATE_simulation/DATA/SCENARIO/DROUGHT_changingmask_files_t15.txt  
FATE_simulation/DATA/SCENARIO/DROUGHT_changingmask_files_t30.txt  
FATE_simulation/DATA/SCENARIO/DROUGHT_changingmask_files_t45.txt
```

- In DROUGHT files (given with the --PFG\_PARAMS\_DROUGHT-- flag in *SimulParameters* file) :

```
NAME PFG1  
BREAK_AGE 1 5 26 1 5 26  
RESPR_AGE 0 0 3 26 0 0 3 26  
FATES 6 0 2 0 5 0 6 0 2 0 5 0 1 0 2 0  
PROP_KILLED 0 0  
ACTIVATED_SEED 0 0  
THRESHOLD_MOD -11.50406848  
THRESHOLD_SEV -12.3335733  
COUNTER_RECOVERY 1  
COUNTER_SENS 3  
COUNTER_CUM 3
```

## vii. Aliens

« We then simulated the introduction of the alien PFGs through annual seeding. The sites of simulated introduction were based on a map of the Human Footprint [...] an index combining information on land-use, population density and transportation network (including mountain footpaths). As such it represents an excellent proxy of potential local propagule pressure for introduced species [...] In the current propagule pressure scenario, introductions were a proportion of a set maximum number of seeds depending on the human footprint value in each pixel (i.e. highest introduction intensity in the most densely populated centres, and lowest introduction intensity along mountain footpaths; see Appendix S2 for maps and for details). In the increased propagule pressure scenario, the maximum introduction level was applied in all areas that had a non-zero human footprint (simulating a maximum exploitation of all areas suitable to humans). » (Carboni, 2017)

### Required parameters :

- In [GlobalParameters](#) file :

```
DO_ALIENS_INTRODUCTION 1
ALIENS_NO 4
ALIENS_FREQ 2 2 2 2
```

- In [SimulParameters](#) file :

```
--PFG_MASK_ALIENS--
FATE_simulation/DATA/PFGS/ALIENS/NoIntroduction.tif
FATE_simulation/DATA/PFGS/ALIENS/Introduction_ALIEN2.tif
FATE_simulation/DATA/PFGS/ALIENS/Introduction_ALIEN3.tif
FATE_simulation/DATA/PFGS/ALIENS/Introduction_ALIEN4.tif
```

Like habitat suitability or disturbances maps, aliens introduction masks can be changed through simulation time.

Two supplementary type of files are then needed :

1. a file with each row indicating each simulation year of change
2. as many files as the number of years indicated in the previous file,  
and inside them, as many lines as PFG, with a path for a new mask for each of them

```
--ALIENS_CHANGE MASK_YEARS--  
FATE_simulation/DATA/SCENARIO/ALIENS_changingmask_years.txt  
--ALIENS_CHANGE MASK_FILES--  
FATE_simulation/DATA/SCENARIO/ALIENS_changingmask_files_t20.txt  
FATE_simulation/DATA/SCENARIO/ALIENS_changingmask_files_t25.txt
```

Once introduction maps have been set, frequency of introduction can also be changed through simulation time.

Two supplementary type of files are then needed :

1. a file with each row indicating each simulation year of change
2. as many files as the number of years indicated in the previous file, and inside them, as many lines as PFG, with a number for each of them representing its introduction frequency

```
--ALIENS_CHANGE FREQ_YEARS--  
FATE_simulation/DATA/SCENARIO/ALIENS_changingfreq_years.txt  
--ALIENS_CHANGE FREQ_FILES--  
FATE_simulation/DATA/SCENARIO/ALIENS_changingfreq_files_t20.txt  
FATE_simulation/DATA/SCENARIO/ALIENS_changingfreq_files_t25.txt
```

- In **SUCCESSION** files (given with the **--PFG\_PARAMS\_LIFE\_HISTORY--** flag in *SimulParameters* file) :

```
IS_ALIEN 1
```

## viii. Fire

*"To be written" ()*

Required parameters :

➤ In [GlobalParameters](#) file :

```
DO_FIRE_DISTURBANCE 1
FIRE_NO 1
FIRE_NOSUB 4
FIRE_FREQ 2
FIRE_IGNIT_MODE 1
FIRE_NEIGH_MODE 2
FIRE_PROP_MODE 4
FIRE_QUOTA_MODE 2
```

Depending on the values given for the FIRE\_IGNIT\_MODE, FIRE\_NEIGH\_MODE, FIRE\_PROP\_MODE and FIRE\_QUOTA\_MODE parameters, more information might be needed :

```
FIRE_IGNIT_NO 12
FIRE_IGNIT_NOHIST 5 8 12 5 9 0 3 11 5 7 4
FIRE_IGNIT_LOGIS 0.6 2.5 0.05
FIRE_IGNIT_FLAMMAX 10
FIRE_NEIGH_CC 4 3 4 3
FIRE_PROP_INTENSITY 0.5
FIRE_PROP_LOGIS 0.6 2.5 0.05
FIRE_QUOTA_MAX 1000
```

➤ In [SimulParameters](#) file :

```
--PFG_PARAMS_FIRE--  
FATE_simulation/DATA/PFGS/FIRE/FIRE_PFG1.txt  
FATE_simulation/DATA/PFGS/FIRE/FIRE_PFG2.txt  
--FIRE_MASK--  
FATE_simulation/DATA/MASK/FIRE_init.tif
```

Like habitat suitability or disturbances maps, fire masks can be changed through simulation time.

Two supplementary type of files are then needed :

1. a file with each row indicating each simulation year of change
2. as many files as the number of years indicated in the previous file,  
and inside them, as many lines as fire disturbances, with a path for a new mask for  
each of them

```
--FIRE_CHANGEMASK_YEARS--  
FATE_simulation/DATA/SCENARIO/FIRE_changingmask_years.txt  
--FIRE_CHANGEMASK_FILES--  
FATE_simulation/DATA/SCENARIO/FIRE_changingmask_files_t20.txt  
FATE_simulation/DATA/SCENARIO/FIRE_changingmask_files_t25.txt
```

Once introduction maps have been set, frequency of fires can also be changed through simulation time.

Two supplementary type of files are then needed :

1. a file with each row indicating each simulation year of change
2. as many files as the number of years indicated in the previous file,  
and inside them, as many lines as fire disturbances, with a number for each of them  
representing its occurring frequency

```
--FIRE_CHANGEFREQ_YEARS--  
FATE_simulation/DATA/SCENARIO/FIRE_changingfreq_years.txt  
--FIRE_CHANGEFREQ_FILES--  
FATE_simulation/DATA/SCENARIO/FIRE_changingfreq_files_t20.txt  
FATE_simulation/DATA/SCENARIO/FIRE_changingfreq_files_t25.txt
```

Depending on the value given for the FIRE\_PROP\_MODE parameter, more information might be needed :

```
--ELEVATION_MASK--  
FATE_simulation/DATA/MASK/elevation.tif  
--SLOPE_MASK--  
FATE_simulation/DATA/MASK/slope.tif
```

- In SUCCESSION files (given with the --PFG\_PARAMS\_LIFE\_HISTORY-- flag in *SimulParameters* file) :

```
FLAMMABILITY 6
```

- In FIRE files (given with the --PFG\_PARAMS\_FIRE-- flag in *SimulParameters* file) :

```
NAME PFG1  
BREAK_AGE 1 4 20  
RESPR_AGE 0 1 3 12  
FATES 8 0 6 4 5 5 4 6  
PROP_KILLED 0 0  
ACTIVATED_SEED 0 0
```

### 3. Run a FATE simulation

---

When all data and parameter files have been produced and correctly referred in a [SimulParameters](#) file, a FATE simulation can be run using the [FATE](#) function :

- ✓ the simulation will start, and the software will **print messages into the console** indicating what the software is doing.
- ✓ depending on the simulation duration, the size and the resolution of the study area, the number of Plant Functional Groups (PFG) involved, ... running the full simulation **could take a while**.

**Note** : the folder from which the command is sent must be adapted based on how paths to files have been given within the [SimulParameters](#) file :

- If all paths are **absolute**  
(i.e. including the root, such as */home/username/FATE\_simulation/DATA/GLOBAL\_PARAMETERS/Global\_parameters\_V1.txt*),  
there should not be any problem. The only requirement then is to also give absolute path to the simulation folder, if not in the current directory.
- If all paths are **relative**  
(i.e. starting from a specific folder, such as *FATE\_simulation/DATA/GLOBAL\_PARAMETERS/Global\_parameters\_V1.txt*),  
then the FATE simulation must be run from this specific folder (i.e. here from the folder containing the *FATE\_simulation* folder).

## 4. Outputs & analyses

---

### a. FATE outputs

Once the simulation is completed, the directory defined under the flag --SAVING\_DIR-- within the [SimulParameters](#) file must contain the following directories (depending on the parameters selected and the modules activated within the [GlobalParameters](#) file) :

- *ABUND\_allPFG\_perStrata/*
- *ABUND\_perPFG\_allStrata/*
- *ABUND\_perPFG\_perStrata/*

Each of them contains raster files with the abundance of Plant Functional Groups (PFG) (which should be considered as a proxy for the vegetation coverage/abundance) contained within each pixel of the study area. The files within each folder show different informations :

- *ABUND\_perPFG\_perStrata/* :  
**one specific year**, and the abundance of **a specific PFG in a specific stratum**
- *ABUND\_allPFG\_perStrata/* :  
**one specific year**, and the abundance of **all PFGs in a specific stratum**
- *ABUND\_perPFG\_allStrata/* :  
**one specific year**, and the abundance of **a specific PFG within all strata**

If the corresponding modules were activated within the [GlobalParameters](#) file, the following folders may also exist and contain output files :

- *DISPERSAL/*
- *LIGHT/*
- *SOIL/*

These ouputs can then be used as is, or post-treated with functions from the RFate package to obtain more specific results (e.g. evolution of abundance curves, cover or diversity maps, etc).

**b. Temporal evolution**

- i. Create table
- ii. Abundance over all studied area
- iii. Abundance / light / soil within some pixels
- iv. Habitat composition stability over all studied area

**c. From abundance to presence/absence**

- i. Create relative abundance maps
- ii. Validation statistics
- iii. Create binary maps
- iv. PFG outputs vs Habitat suitability

**d. Visualization of outputs**

- i. PFG cover / richness
- ii. PFG light / soil CWM

## Publications

---

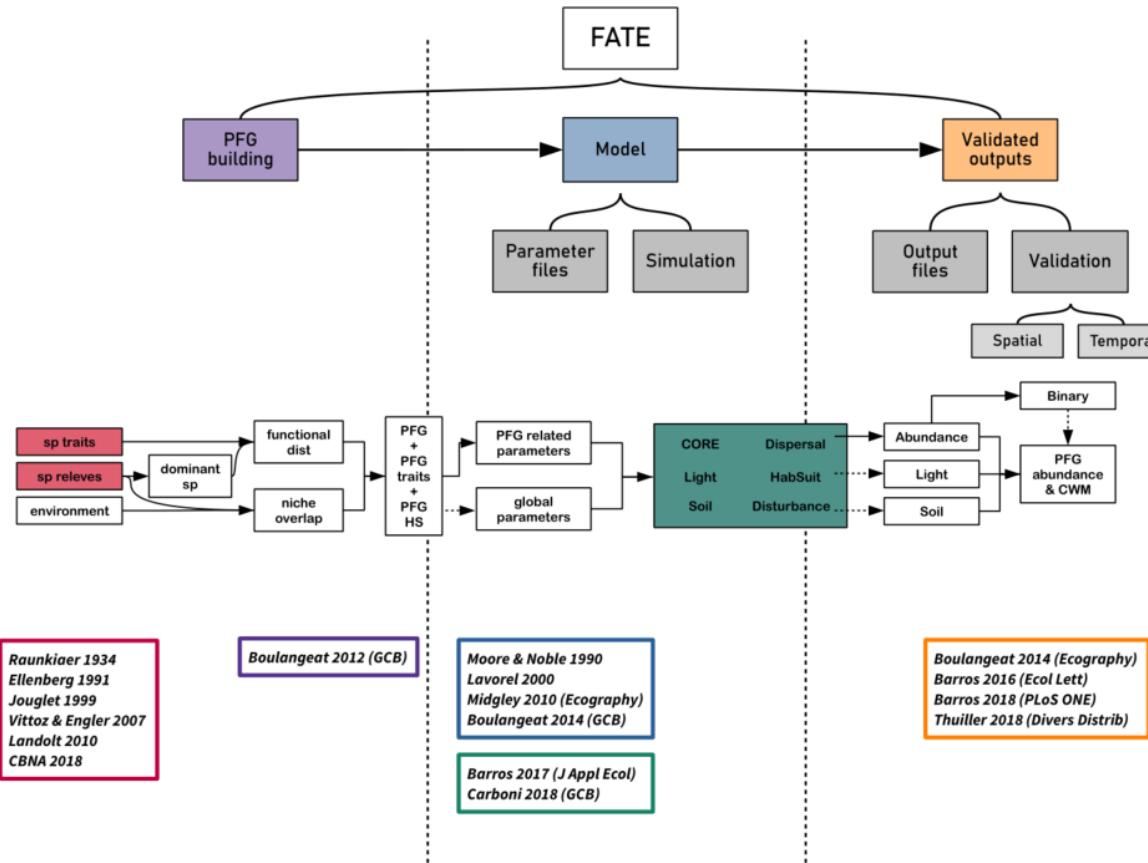


Figure 13: FATE publications workflow

## Origins (FATE / LAMOS / BioMove)

- # Moore A. D. and Noble I. R. (1990), An individualistic model of vegetation stand dynamics. [https://doi.org/10.1016/s0301-4797\(05\)80015-5](https://doi.org/10.1016/s0301-4797(05)80015-5)
- # Lavorel S., Davies I. D. and Noble I. R. (2000). LAMOS: a landscape modelling shell. Landscape Fire Modeling-Challenges and Opportunities. Natural Resources Canada, Canadian Forest Service, Vancouver, BC, Canada, 25-28.
- # Midgley G. F., Davies I. D., Albert C. H., Altweig R., Hannah L., Hughes G. O., O'Halloran L. R., Seo C., Thorne J. H. and Thuiller W. (2010), BioMove – an integrated platform simulating the dynamic response of species to environmental change. Ecography, 33: 612-616. <https://doi.org/10.1111/j.1600-0587.2009.06000.x>

## FATE model

- ⌘ Boulangeat I., Philippe P., Abdulhak S., Douzet R., Garraud L., Lavergne S., Lavorel S., Van Es J., Vittoz P. and Thuiller W. (2012), Improving plant functional groups for dynamic models of biodiversity: at the crossroads between functional and community ecology. *Glob Change Biol*, 18: 3464-3475. <https://doi.org/10.1111/j.1365-2486.2012.02783.x>
- ⌘ Boulangeat I., Georges D. and Thuiller W. (2014), FATE-HD: a spatially and temporally explicit integrated model for predicting vegetation structure and diversity at regional scale. *Glob Change Biol*, 20: 2368-2378. <https://doi.org/10.1111/gcb.12466>

## Applications

- ⌘ Boulangeat I., Georges D., Dentant C., Bonet R., Van Es J., Abdulhak S., Zimmermann N. E. and Thuiller W. (2014), Anticipating the spatio-temporal response of plant diversity and vegetation structure to climate and land use change in a protected area. *Ecography*, 37: 1230-1239. <https://doi.org/10.1111/ecog.00694>
- ⌘ Barros C., Thuiller W., Georges D., Boulangeat I., Münkemüller T. and Bellwood D. (2016), N-dimensional hypervolumes to study stability of complex ecosystems. *Ecol Lett*, 19: 729-742. <https://doi.org/10.1111/ele.12617>
- ⌘ Barros C., Guéguen M., Douzet R., Carboni M., Boulangeat I., Zimmermann N. E., Münkemüller T., Thuiller W. and Mori A. (2017), Extreme climate events counteract the effects of climate and land-use changes in Alpine tree lines. *J Appl Ecol*, 54: 39-50. <https://doi.org/10.1111/1365-2664.12742>
- ⌘ Barros C., Thuiller W. and Münkemüller T. (2018), Drought effects on the stability of forest-grassland ecotones under gradual climate change. *PLoS ONE* 13(10): e0206138. <https://doi.org/10.1371/journal.pone.0206138>
- ⌘ Carboni M., Guéguen M., Barros C., Georges D., Boulangeat I., Douzet R., Klonner G., Van Kleunen M., Essl F., Bossdorf O., Haeuser E., Talluto M. V., Moser D., Block S., Conti L., Dullinger I., Münkemüller T. and Thuiller W. (2018). Simulating plant invasion dynamics in mountain ecosystems under global change scenarios. *Glob Change Biol*, 24:e289–e302. <https://doi.org/10.1111/gcb.13879>
- ⌘ Thuiller W., Guéguen M., Bison M., et al (2018). Combining point-process and landscape vegetation models to predict large herbivore distributions in space and time—A case study of *Rupicapra rupicapra*. *Divers Distrib*, 24:352–362. <https://doi.org/10.1111/ddi.12684>

## **Supplementary material**

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