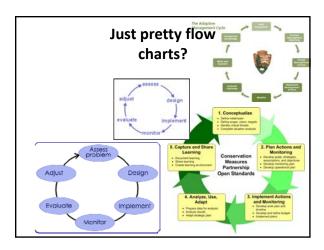
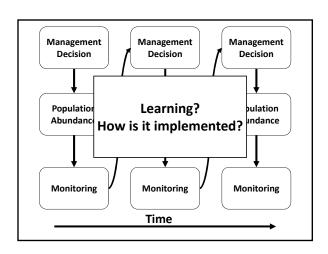
# WF4313/6613-Fisheries Management

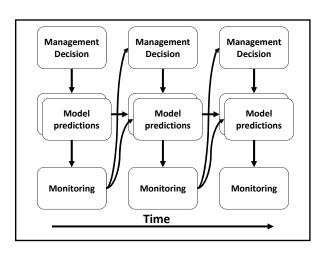
Class 28 – Adaptive Management

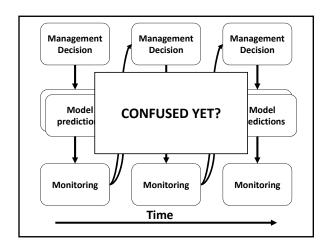


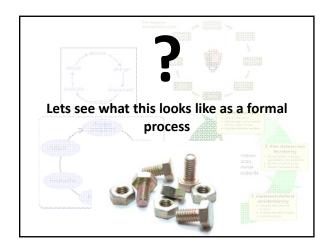
# Announcements 1 class left... Brief presentations Nov. 28th Final Exam December 5<sup>th</sup> @ 8am Grades on BB THE FINAL COUNTDOWN



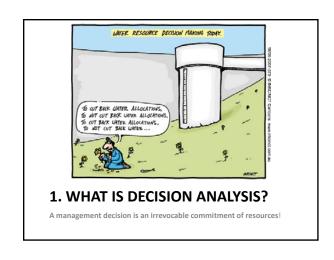








# Lets get under the hood, but we need to cover a few bases first 1. What is decision analysis? 2. How do we implement learning? 3. Adaptive management process





# A decision model assimilates:

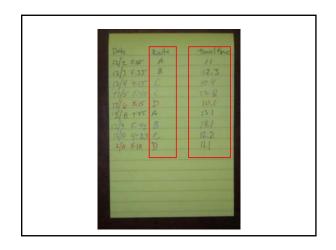
- Decision Alternatives
- Understanding
- Uncertainty
- Utility/Reward/ Value/Objectives

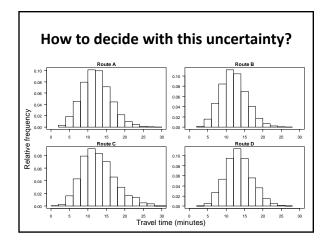


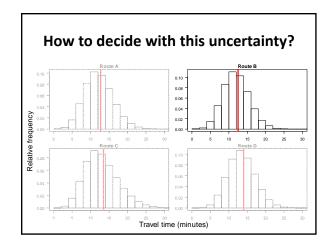
# Lets give this a shot... How should I get home from work?

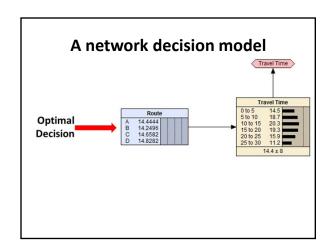
Route	Distance (miles)
Α	7.2
В	7.2
С	7.2
D	11.4

Objective: Minimize travel time!

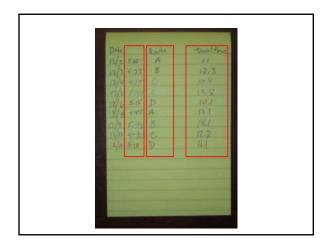


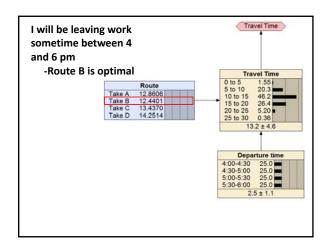




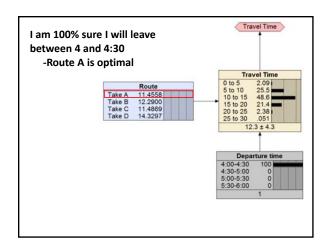


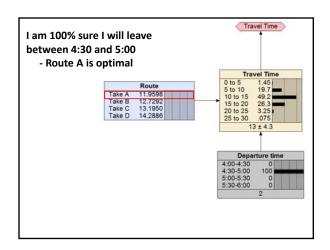


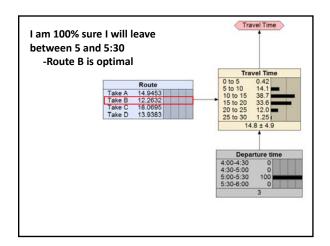


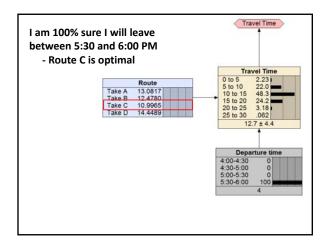


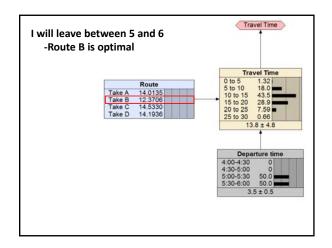


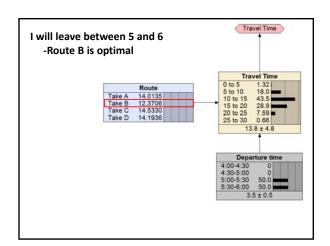


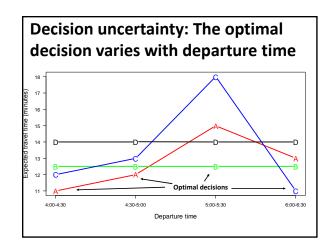












# **Decision model**

## **Decision Alternatives**

• 4 routes

## Understanding

• Effect of departing time

## Uncertainty

• Accounted for uncertainty in travel times

# **Utility/Reward/Value/Objectives**

• Minimize travel time





# We can use each flip to learn... Learning by doing!

# Hypotheses

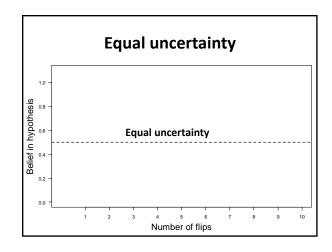
1. Fair: probability of head = 0.5

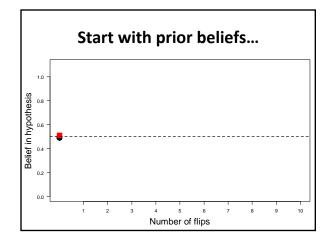
2. Unfair: probability of heads = 0.3

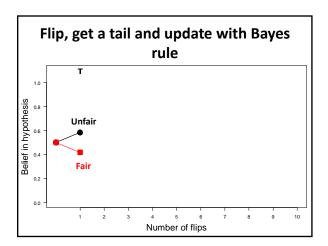
<u>Each</u> flip provides additional information to learn from.

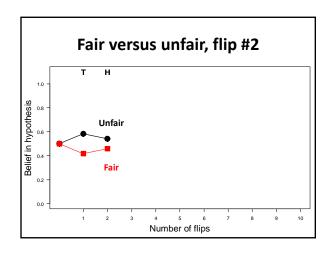
# We begin <u>completely uncertain</u> about each hypothesis.

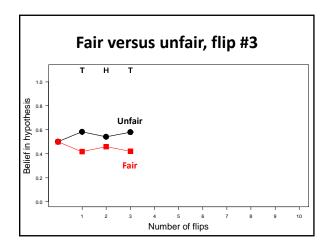
Hypothesis	Prior Probability		
Fair coin	0.5		
Unfair coin	0.5		

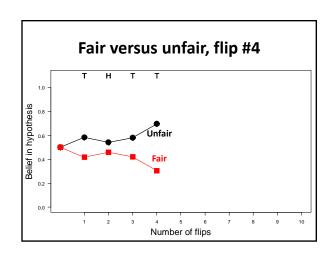


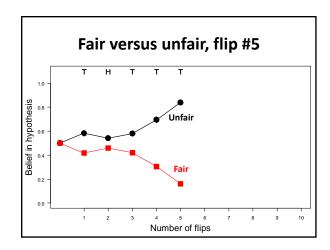


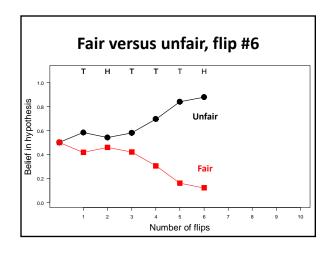


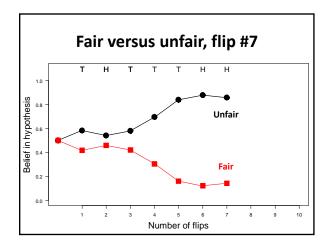


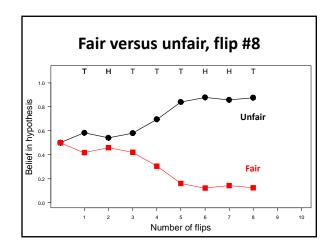


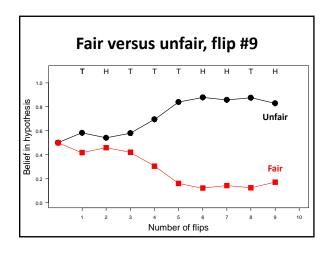


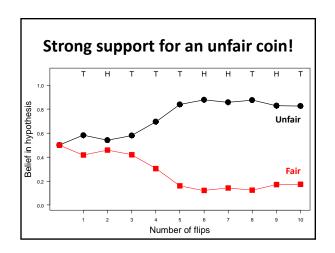


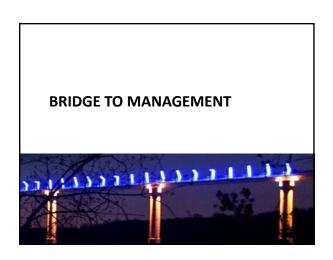




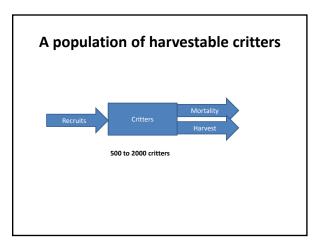












# Some preliminaries

decisions 0.1, 0.2, 0.3, & 0.4

• Harvest rate

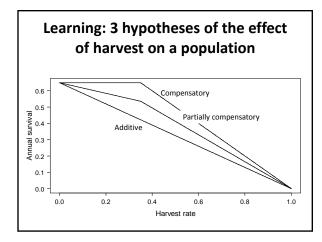
\*\*Sustainable...
evaluate over
an "infinite" time
horizon

Abundance	Optimal**	
	harvest rate	
500-750	?	
750-1000	?	
1000-1250	?	
1250-1500	?	
1500-1750	?	
1750-2000	?	

# **Structural uncertainty**

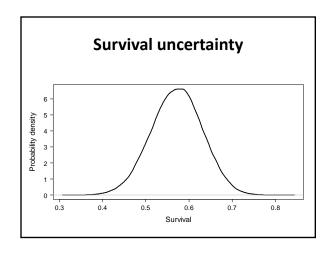
## Where learning occurs

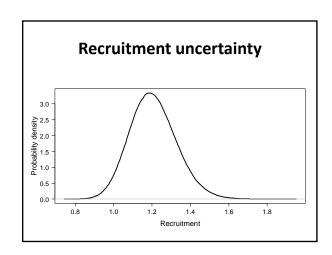
- Effect of harvest: Additive, Compensatory, Partially compensatory (3 competing Hypotheses)
- Why is this important?

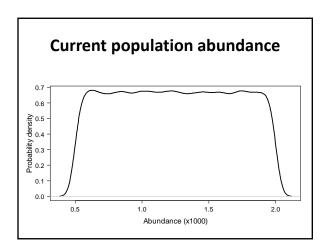


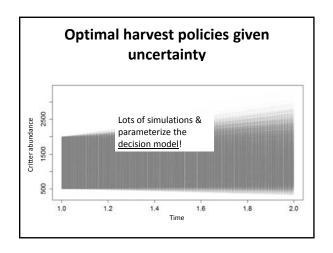
# **Parameter uncertainty**

- Survival
- Recruitment
- Current population abundance

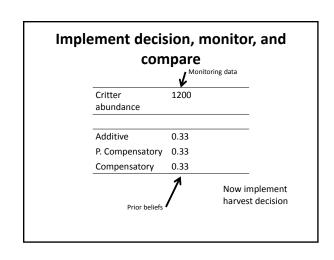


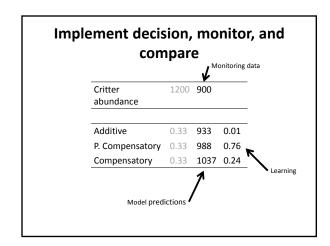


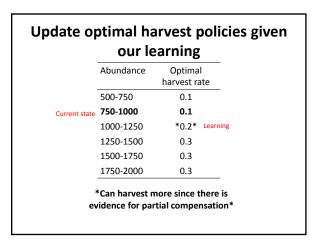




### **Optimal harvest policies** Abundance Optimal harvest rate 500-750 0.1 750-1000 0.1 1000-1250 0.1 1250-1500 0.3 1500-1750 0.3 1750-2000 0.3 Optimal sustainable harvest rates given uncertainty from decision model







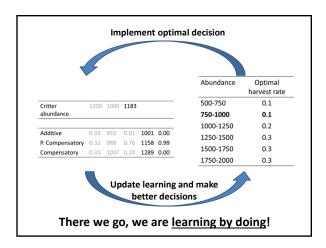
# Implement decision, monitor, and compare

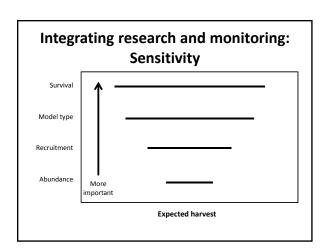
Critter abundance	1200	1000	1183		
Additive	0.33	933	0.01	1001	0.00
P. Compensatory	0.33	988	0.76	1158	0.99
Compensatory	0.33	1037	0.24	1289	0.00

# Update optimal harvest policies given our learning

Optimal		
harvest rate		
0.1		
*0.2*		
*0.2*		
0.3		
0.3		
*0.4*		

\*Can harvest more since there is evidence for partial compensation\*





# Closing. The Process provides a means to

- Use management actions to learn
- Integrate monitoring data
- Inform research needs
- Improve decisions
- Include public participation & values

In the context of your decisions!







# **Decision alternatives**

- No limit
- 12 inches
- 14 inches
- 16 inches

