## Mysis modeling brainstorm:

#### Variables:

| Time                                | = | t                       |
|-------------------------------------|---|-------------------------|
| Average solar radiation             | = | a                       |
| Thermocline's distance from surface | = | d                       |
| Calories $(c)$                      | = | if migrating: $+\omega$ |
|                                     |   | else. –e                |

#### Migrate Desire Model equations:

| Mysis engrained desire to migrate:         | M(t) = | $C_1$ (assuming resolution of a single day) |
|--|--------|---|
| Pressure not to migrate from light levels: | L(a) = | $C_2 \log(a)$                               |
| Pressure " " from thermocline depth:       | D(d) = | $C_3(d)$                                    |
| Hunger:                                    | H(c) = | $c_4 e^c$                                   |

### Total Mysis model:

| Migrate or Not                                  | = | MoN(t, a, d, c) = M(t) - L(a) - D(d) + H(c) |
|---|---|---|
| If $(MoN(t, a, d, c) > \alpha \text{ for day})$ | = | migrate                                     |

A large number of Mysis will be initialized with randomly permuted starting conditions and run through an arbitrary amount of time (say a year). Their migration patterns will be visualized, from this visualizations patterns in migration will be come apparent.

# Light Intensity Equation

$$I_x = I_0 e^{-kx}$$

 $I_{x,o}$  = intensity at depth x and surface respectively (in lux)

k = extinction coefficient (or water clarity)

So to solve for distance to threshold we find..

$$\frac{I_x}{I_o} = e^{-kx}$$

$$ln(\frac{I_x}{I_o}) = -kx$$

$$ln(I_x) - ln(I_o) = -kx$$

$$ln(I_o) - ln(I_x) = kx$$

$$\frac{1}{k}(ln(I_o) - ln(I_x)) = x$$

We set the threshold  $(I_x)$  to be  $10^{-2}$  lux (per Boscarino 2007) and the extinction coefficient (k) to be 0.15 (per Jenson 2006). This turns the function into one of current light level at surface  $(I_o)$  in the form of:

Distance of light threshold: 
$$f(I_o) = \frac{1}{k}(ln(I_o) - ln(I_x))$$
 or 
$$f(I_o) = \frac{1}{0.15}(ln(I_o) + 6.9)$$

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Note: make sure to plot the different parameter values for this equation later. Maybe make an interactive visualization of it.

For nightime light intensity I am currently going off of a fishing website's un-cited figure. This will need to be updated to a more legitimate source when I am on the UVM network.

