



# Modelling the evolution of movement strategies in fluctuating landscapes



Pratik R Gupte<sup>1,2</sup>, Luis FVV Boullosa<sup>1</sup>, Christoph FG Netz<sup>1</sup>, Hanno Hildenbrandt<sup>1</sup>, Franz J Weissing<sup>1</sup> & Allert I Bijleveld<sup>2</sup>

<sup>1</sup>Groningen Institute for Evolutionary Life Sciences, University of Groningen

<sup>2</sup>Department of Coastal Systems, NIOZ Royal Netherlands Institute for Sea Research

p.r.gupte@rug.nl

@pratikunterwegs

## What are we modelling and why?

- 1. Animal movement is often consistent across time, even though such movement types may be non-optimal in some situations;
- 2. The evolution of movement is challenging to study in real-world systems: spatially explicit agent-based models (ABM) are a solution;
  - 3. Mechanistic models of intermediate complexity allow many agents in fluctuating landscapes to choose their movement at each timestep;
    - 4. Replication over ecological 'seasons' enables the study of the evolution of movement types in different regimes of spatio-temporal change.

# Fluctuating landscapes

### **Spatial heterogeneity**

Infinite, continuous space landscape with varying range of **spatial autocorrelation** implemented as static Perlin noise

# image goes here

Fig. 1. 4-panel figure of 2 Perlin noise regimes and respective spatial autocorrelation plots

## **Temporal heterogeneity**

Temporal change implemented as dynamic Perlin noise



Fig. 2. 4-panel figure of 2 Perlin noise regimes with respective temporal autocorrelation plots

poster\_grc\_2019.sla Page:

# **Moving agents**

Agents use an Artificial Neural Network to process the value of *local resources* and choose their next *step-size* and *movement angle* 

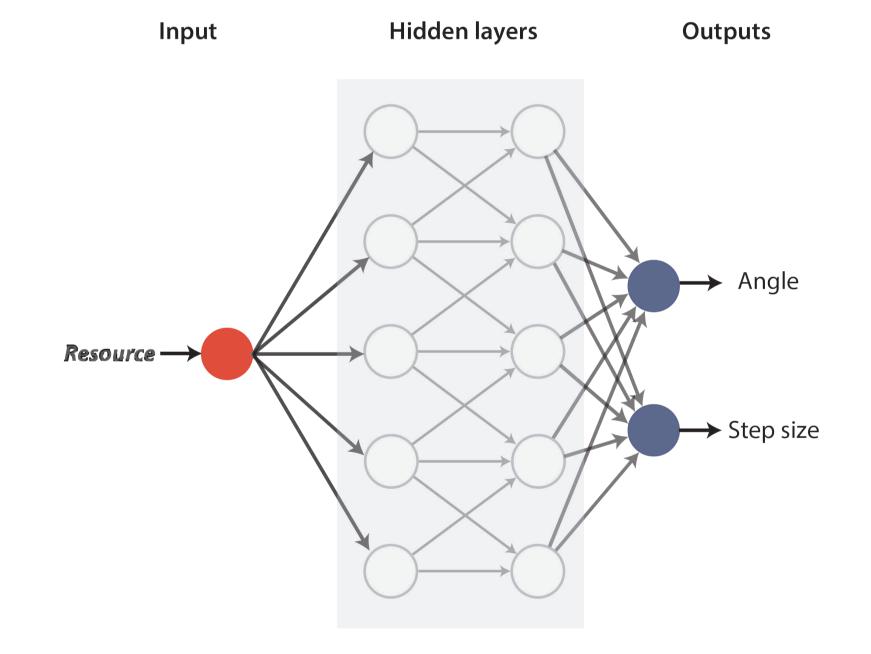


Fig. 3. Structure of the artificial neural network used to process input



Fig. 4. Figure of scheduling schematic



**Fig. 5.** Waders such as red knots can only sample buried resources at their own position on intertidal mudflats, and inspire our model.

# **Expected outcomes**

## **Movement types**

Movement types *should* evolve when spatial predictability is low, but environmental change occurs relatively slowly

Fig. 6. Figure from Botero et al. (2015) showing axes of spatial predictability and timescale of change and region of expected consistency

Acknowledgements: We thank Emiliano Mendez and Timo van Eldijk for their time discussing modelling approaches, Ingeborg Jansen for indispensible administrative help, Benjamin Gnep for images of red knots, NIOZ staff including the RV Navicula crew who enabled visits to Griend, and Natuurmonumenten for allowing access to Griend.

Date: Wed Feb 13 2019