

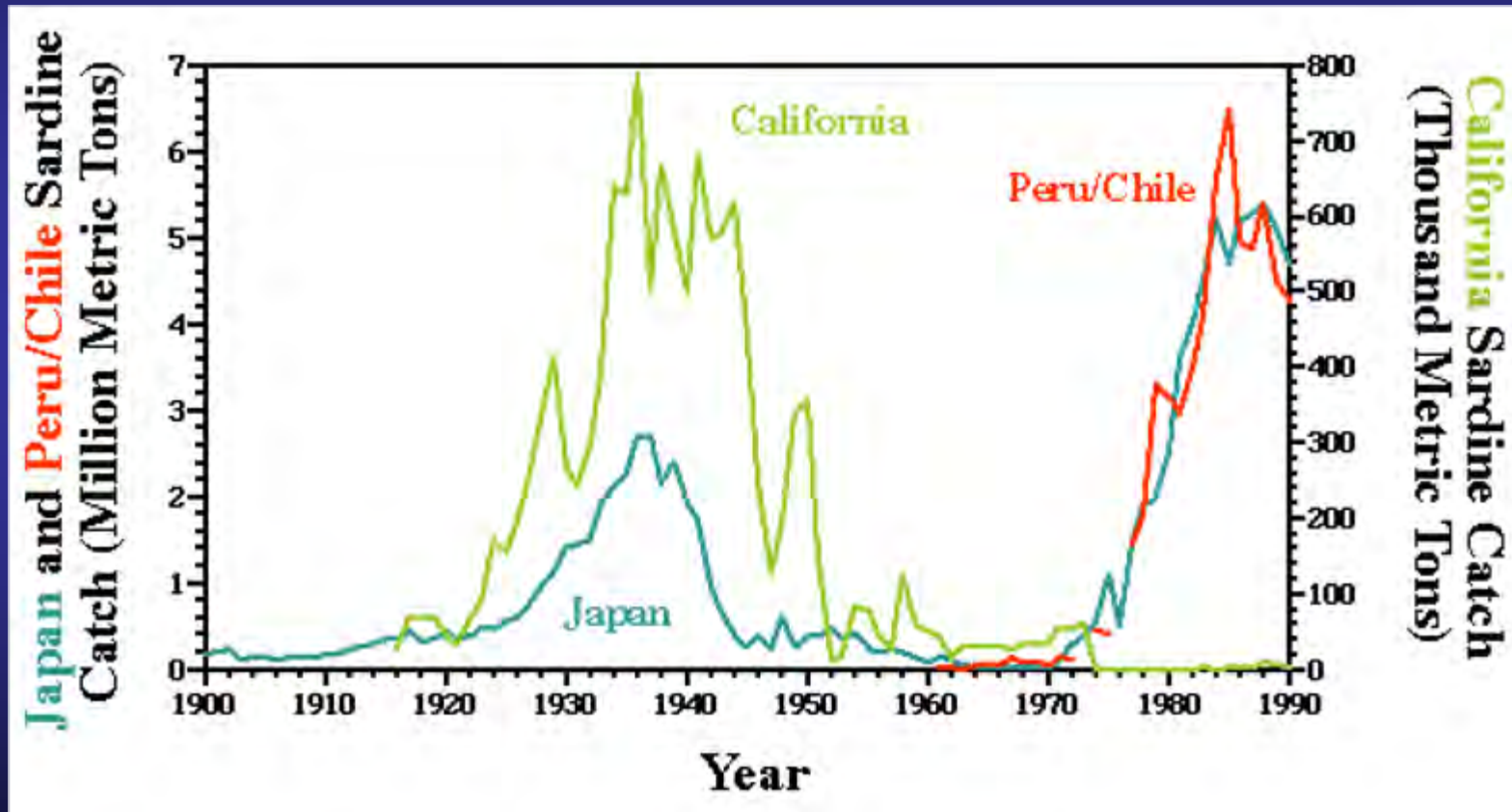
# Development of a climate-to-fish-to-fishers model: data structures and domain decomposition

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# Outline

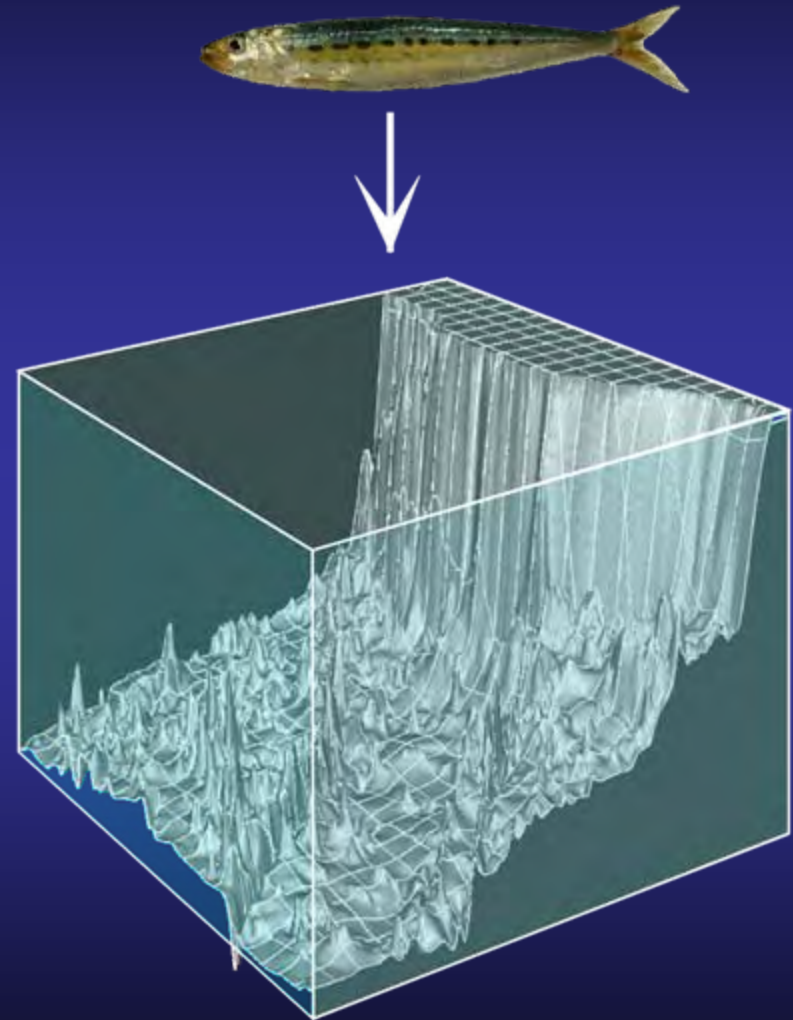
- Goals
- Methods
- Results
- Conclusions and future work

# Sardine Landings in the Pacific



# Goals

- Reproduce these cycles
- Build onto physical model
- Start simple – but not too simple



# Model Components

- Physics
- NPZ
- Fish
  - Species 1
  - Species 2
  - Predatory fish
- Fishing fleet



# Superindividuals



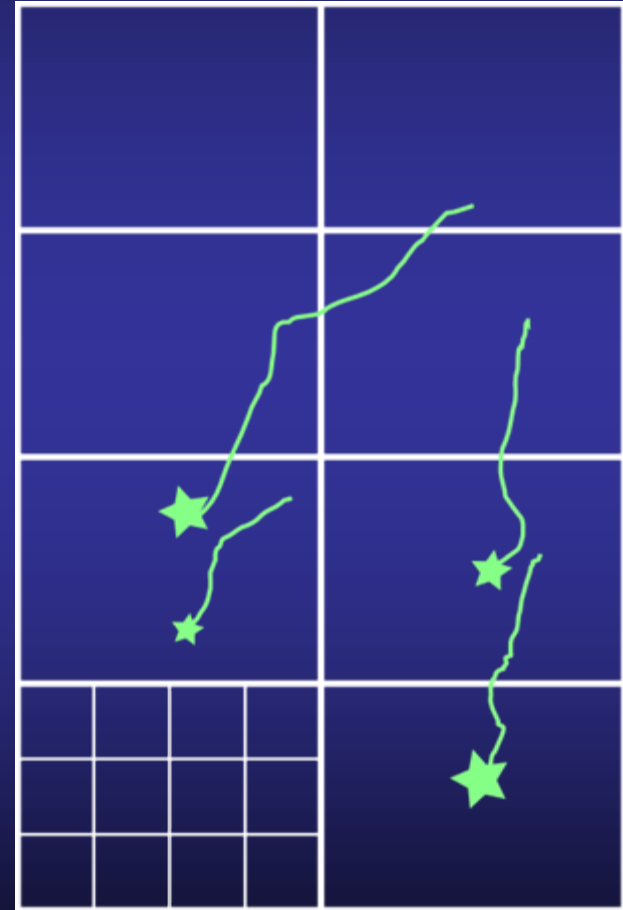
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## Methods

- “Fish” as modified floats
- Fixed number of fish
- Feedback to NPZ
- Fish-eat-fish
  - Adults eat eggs
  - Predatory fish
- Fishing once per day

# Parallel Computing (MPI)

- Domain decomposition
- Each process has one tile, but knows about all fish
- Update fish on own tile
- Exchange at end of timestep

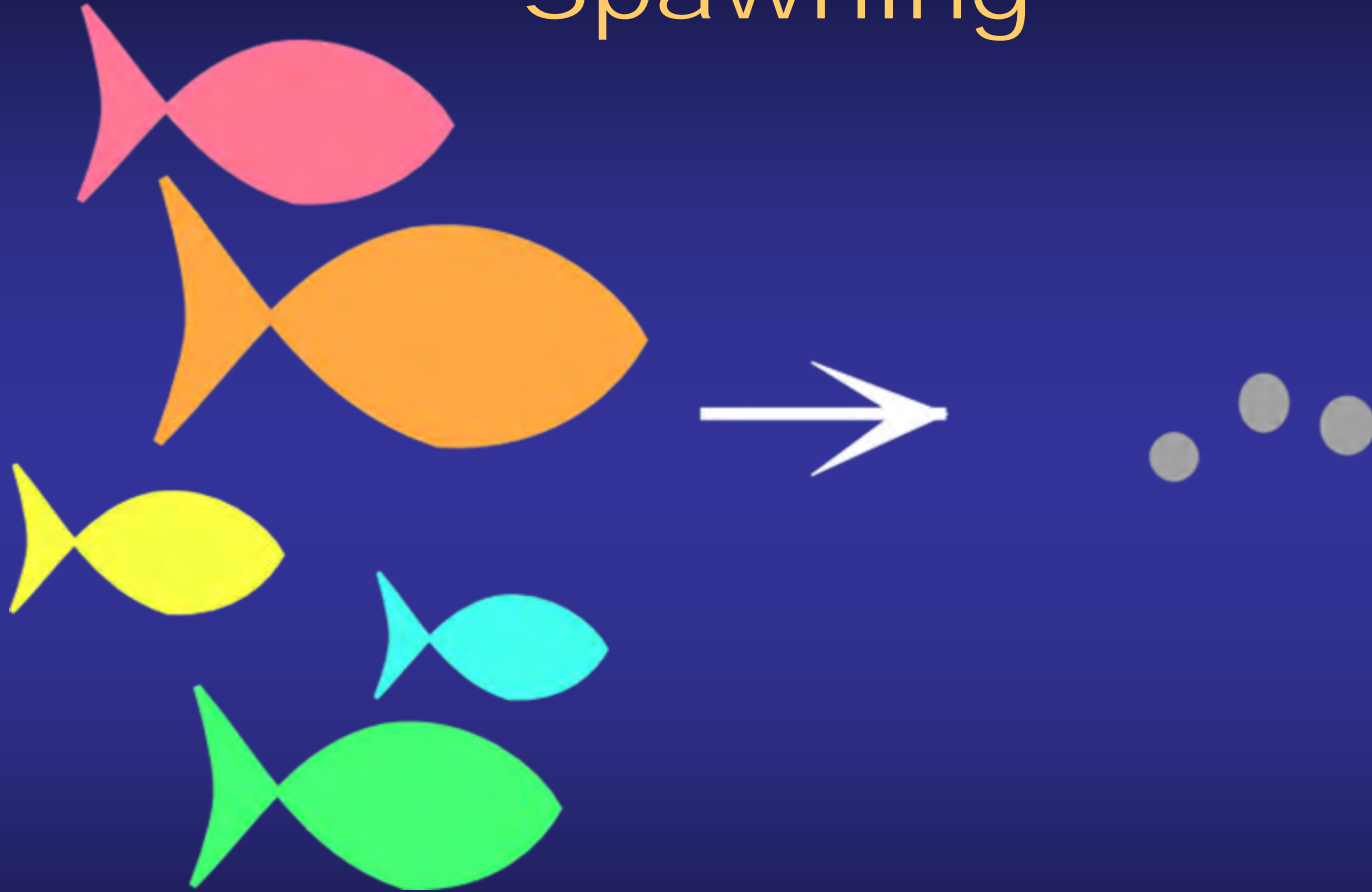




## Behavior

- Eggs and yolk-sacs are advected by currents
- Larger fish swim with size-dependent speed
- Choice of behavior:
  - Humston: optimize temperature (kinesis)
  - Railsback: maximize growth (fitness)
- No spawning migration yet

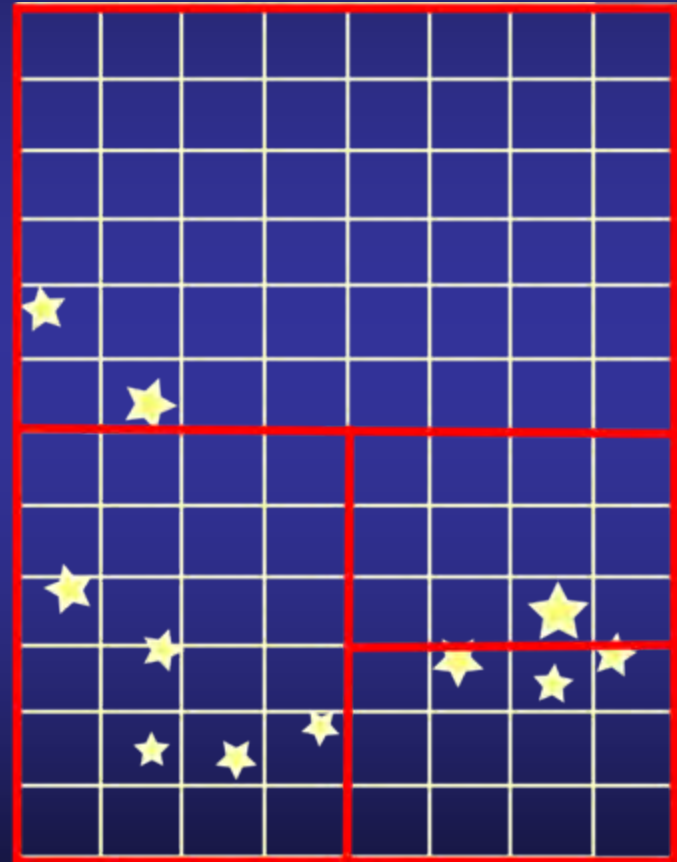
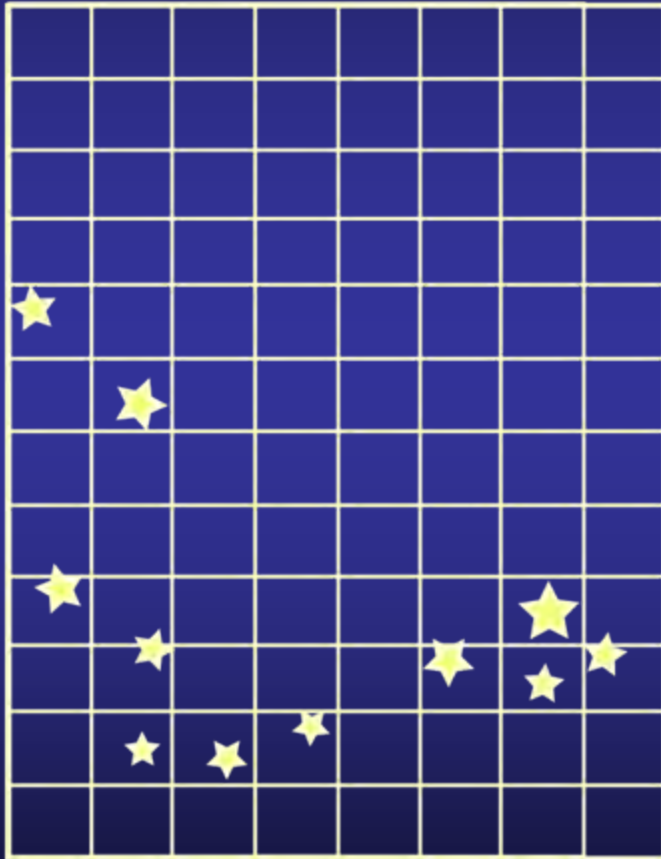
# Spawning



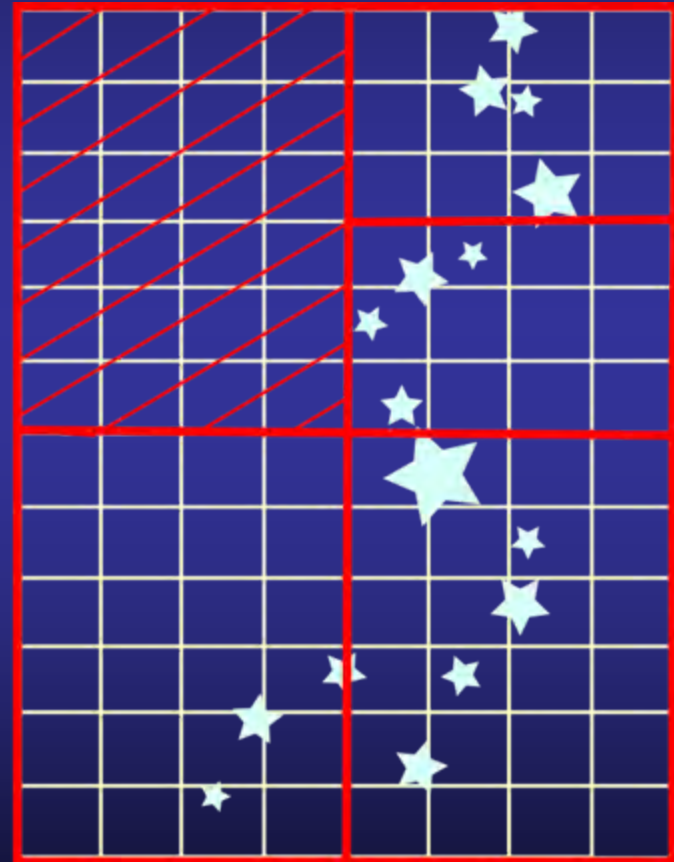
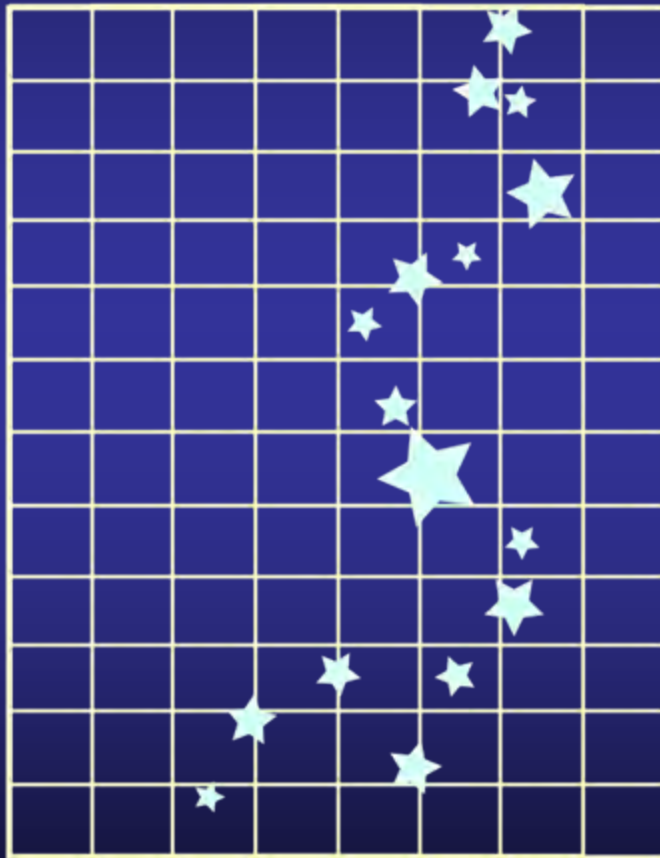
Adult spawners

Available eggs

# Bisection



# Another Example

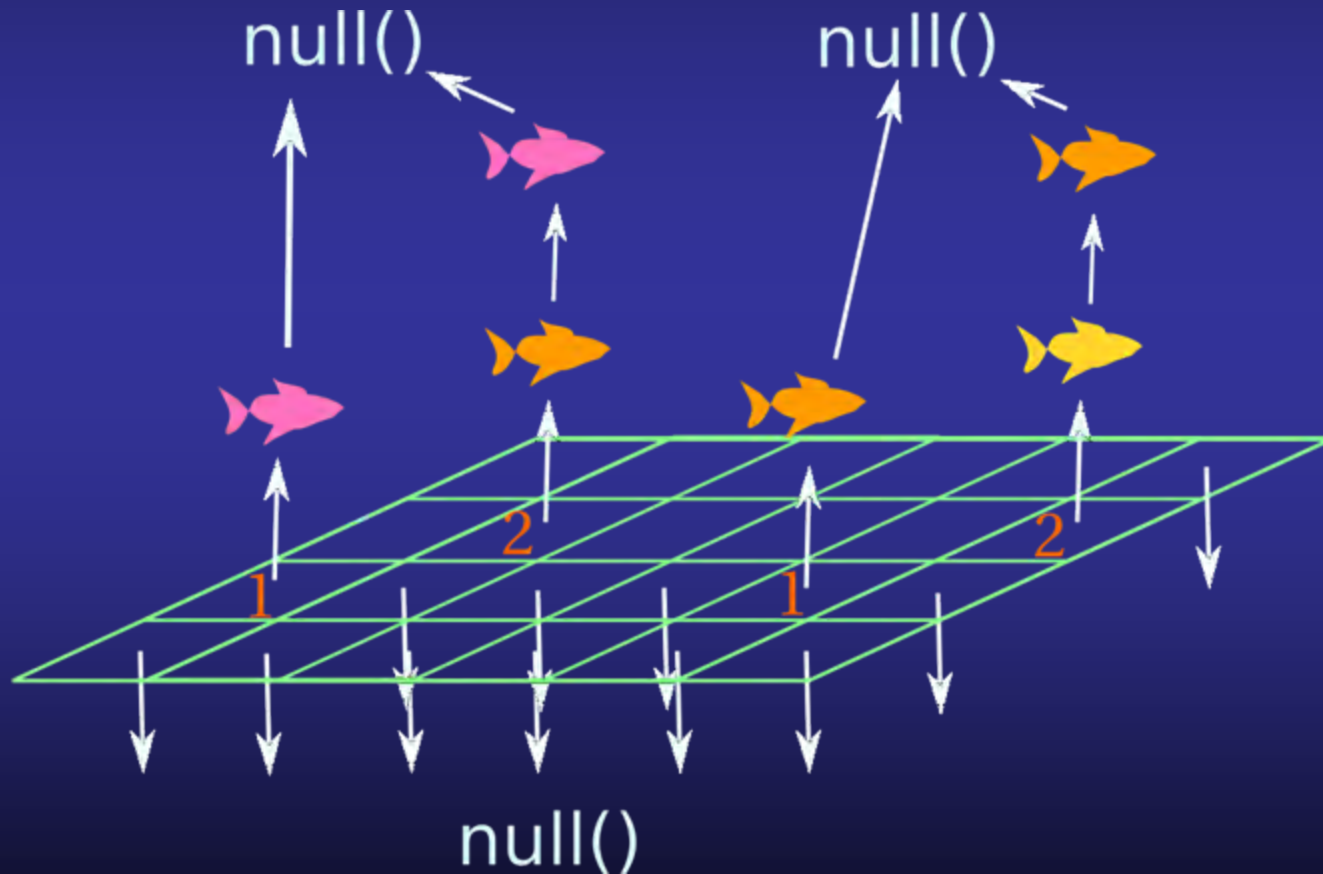


# Mortality #1: Predators



From Alexander Safonov

# fish\_list on Master process



## Fish-eat-fish

- Loop through fish on tile – if I eat fish:
  - Eat fish in own cell
  - Are they the kind I eat?
  - Look over whole water column for now
  - Worry about order? It's always going to be the same unless explicitly randomized

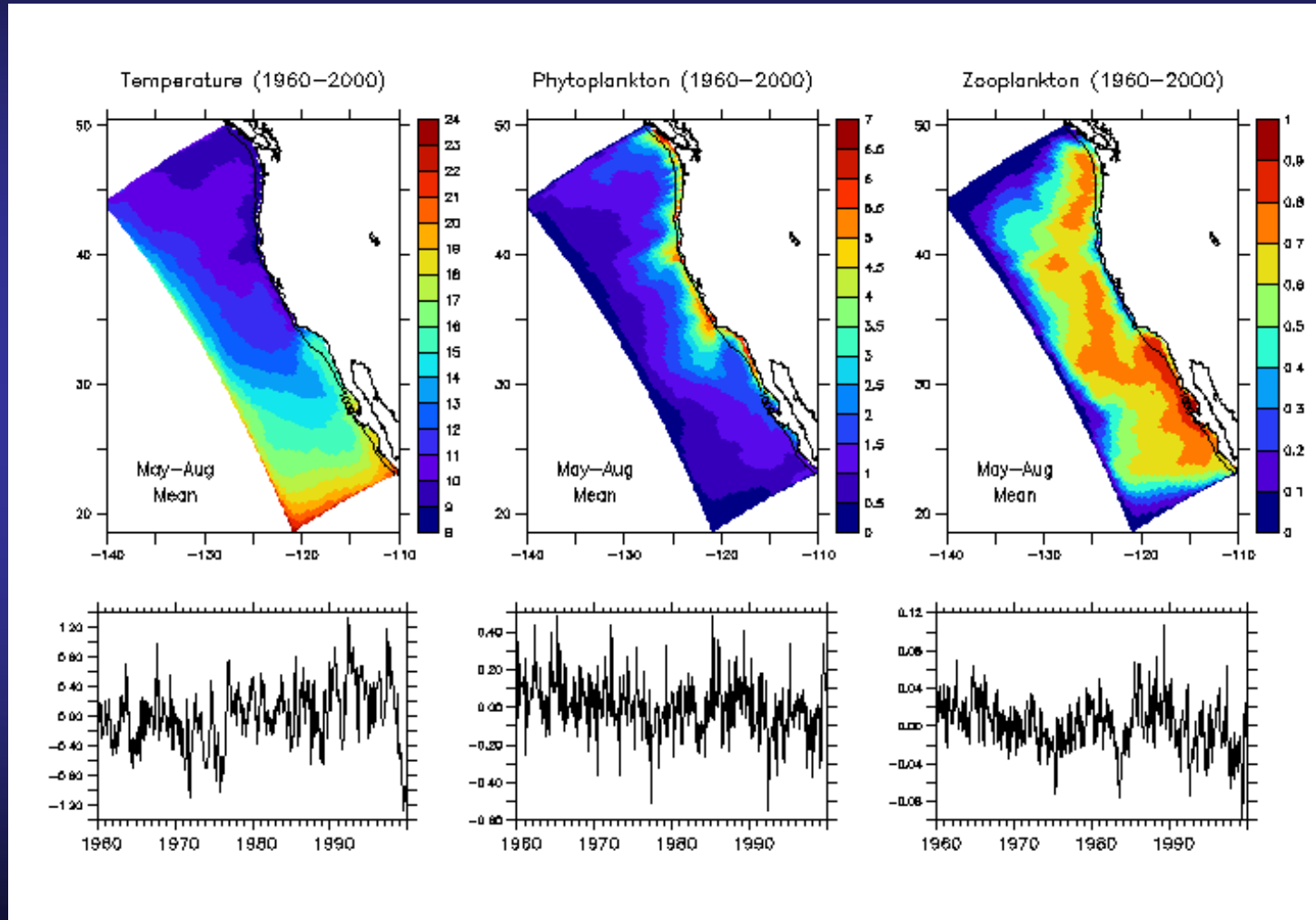


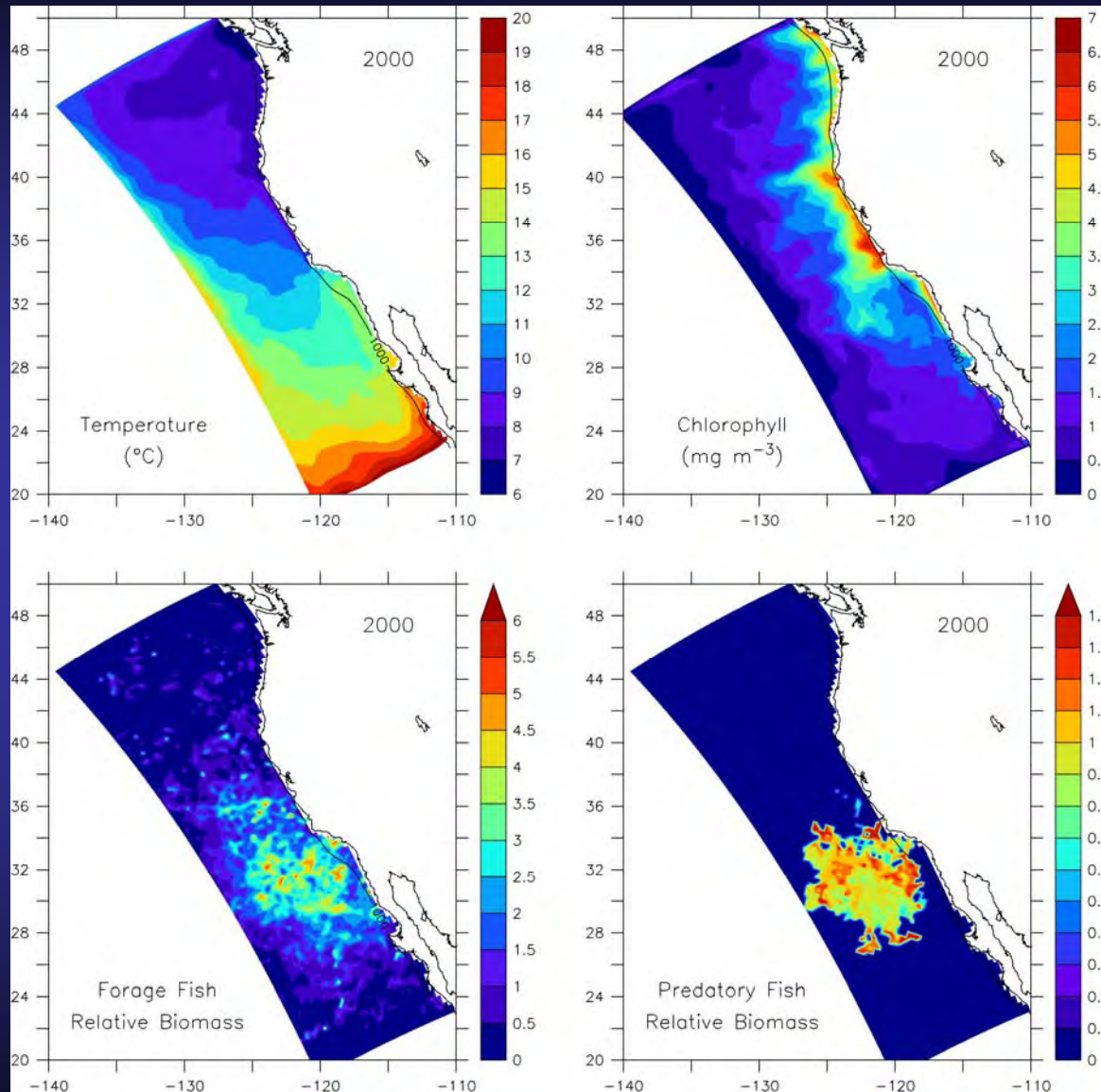
## Mortality #2: Fishing Fleet

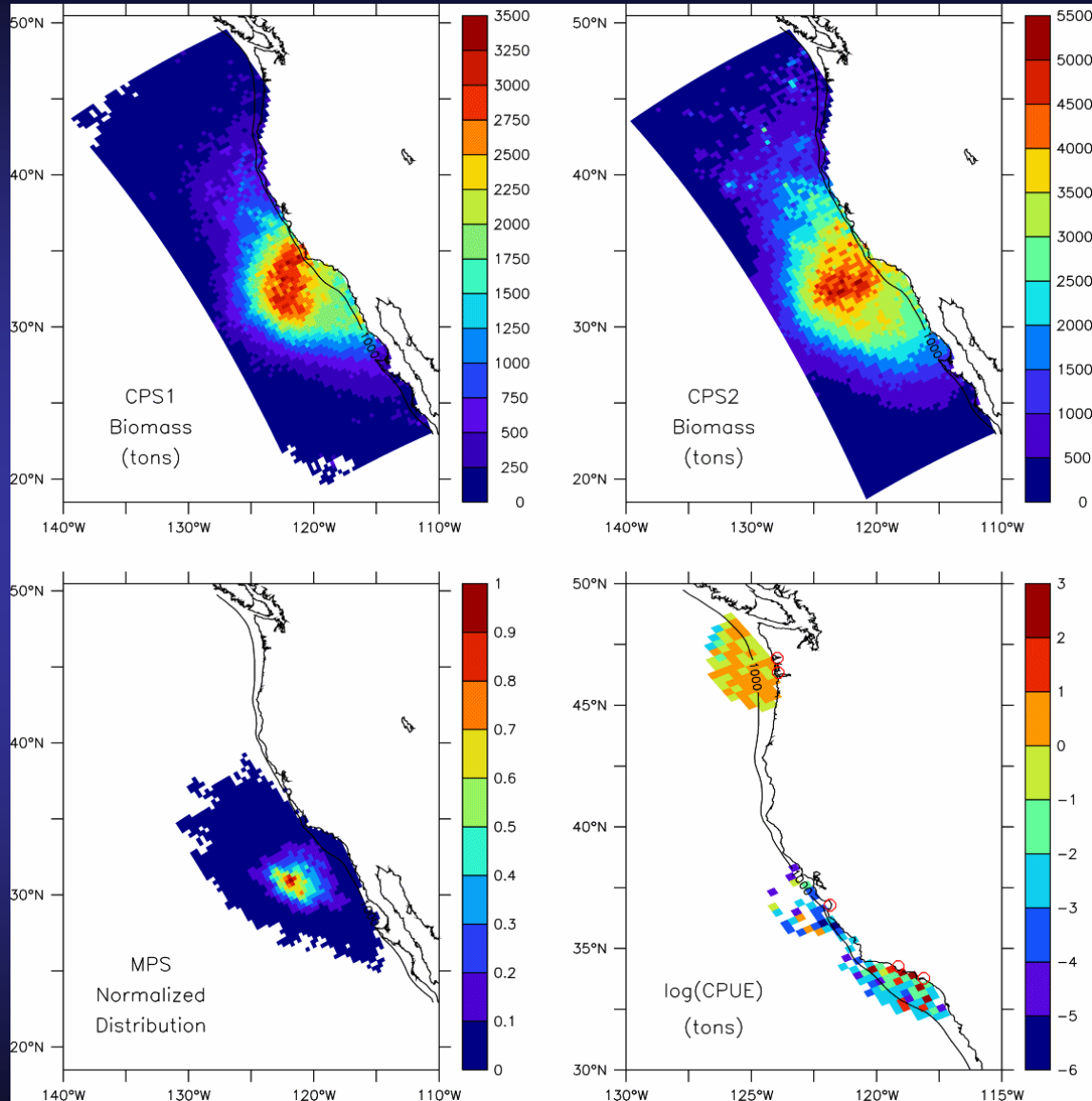
- Western US sardines
- Movement once per day
- Maximize revenue based on expected CPUE

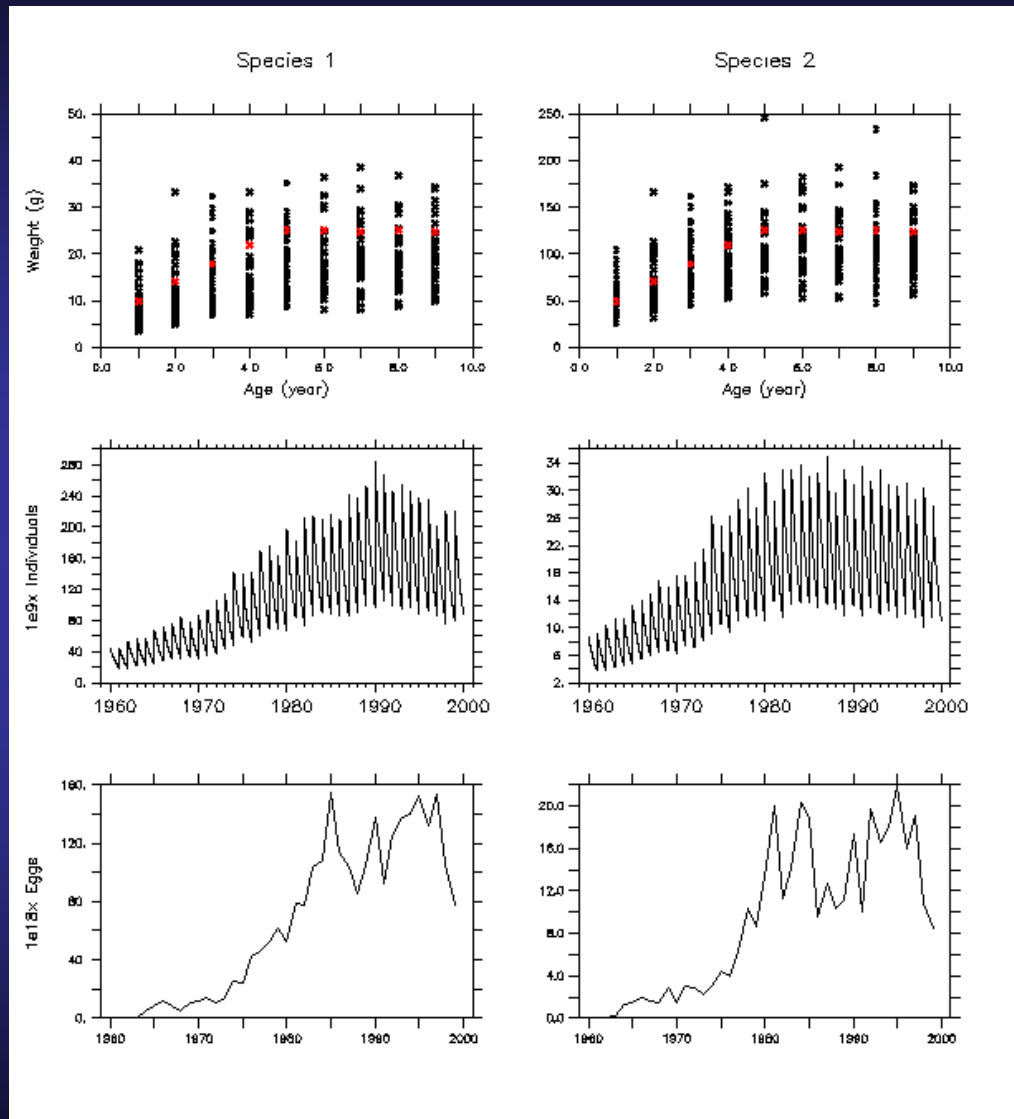


# Forty-year Run









## Conclusions

- We are well on the way towards having a full lifecycle model of fish in ROMS
- These fish represent small pelagics, up to 5-10 species
- Depends on bioenergetics data
- Need to “prime the pump” with adult fish, then run for decades

## Future Plans

- Tuning of fish bioenergetics and behavior
  - Warm/cold behavior switch
  - Migration
  - Starvation
- Look to neighboring cells