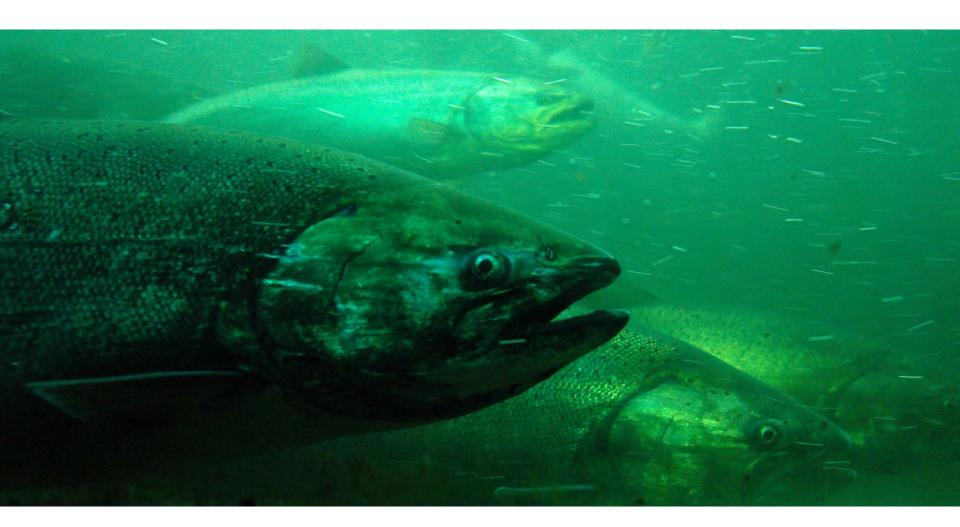
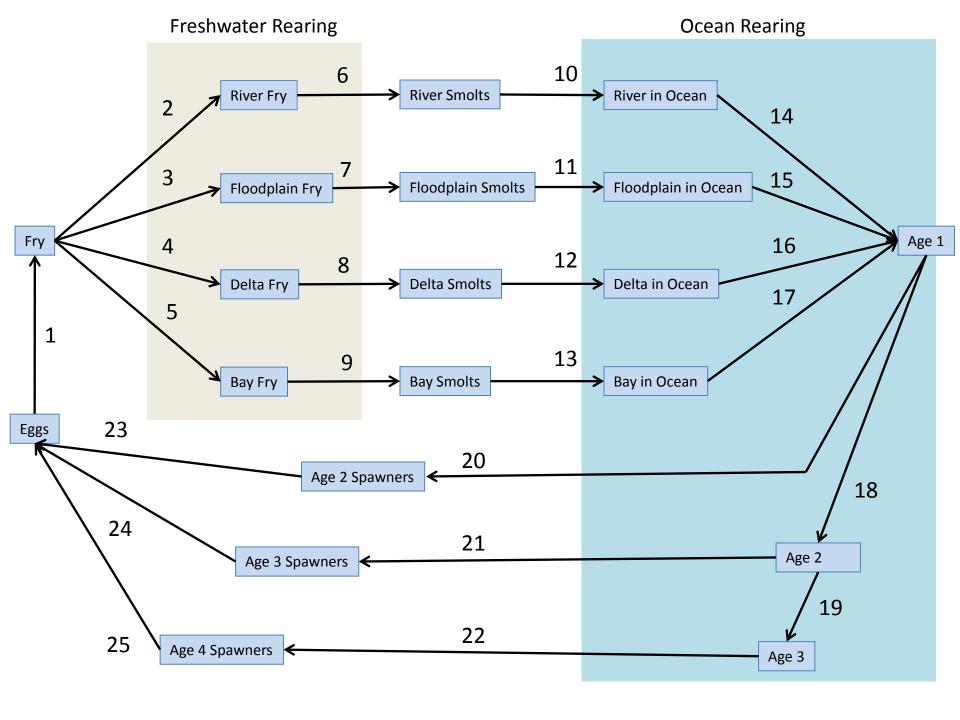
NMFS Chinook Life Cycle Model

Steve Lindley and Doug Jackson, NMFS SWFSC, UCSC IMS





Mortality

- λ = mean free path length of prey
- ω = mean squared random encounter speed of prey and predators
- x = distance
- t = time
- S = prey survival probability

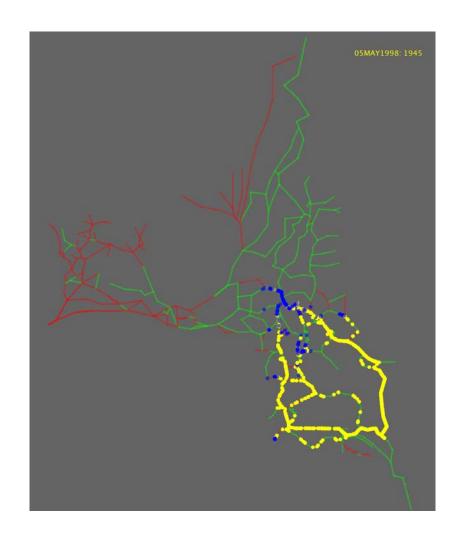
$$S = exp(-\frac{1}{\lambda}\sqrt{x^2 + \omega^2 t^2})$$

Particle modifications

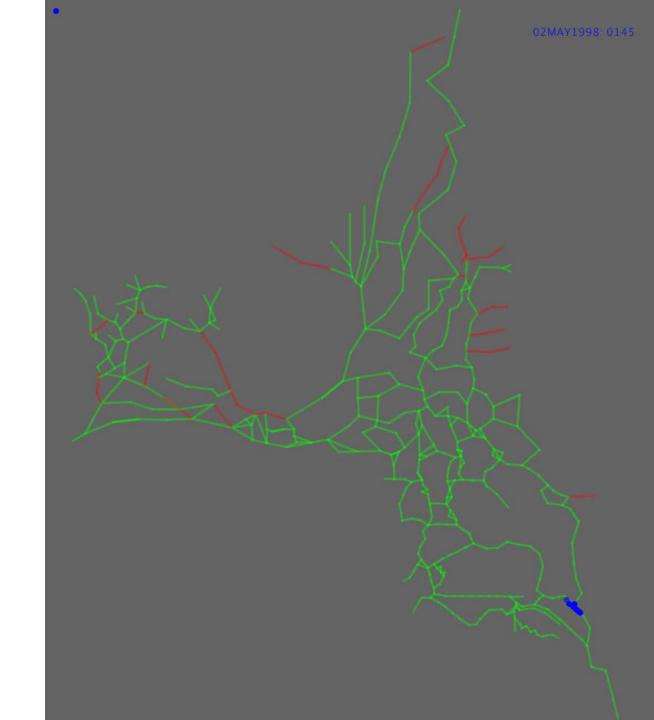
- Behaviors:
 - Swim along channel
 - Drift
 - Hold position
- Cues
 - Direction
 - Flow
 - Tidal phase
 - Salinity
 - Day/night
 - Turbidity

Legend

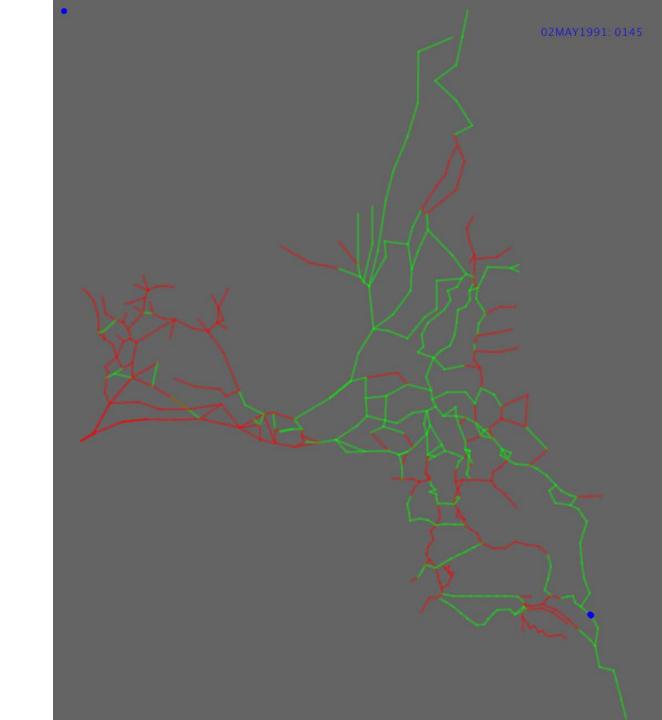
- alive
- dead
- downstream flow
- upstream flow



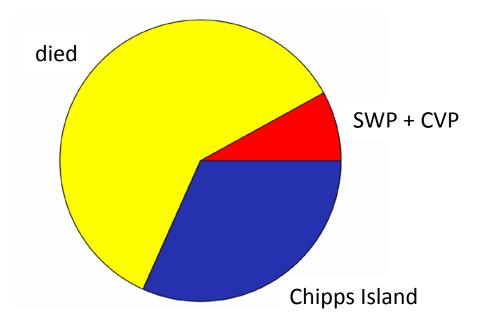
Passive particles with mortality



Particles swim with flow on falling tide; otherwise hold

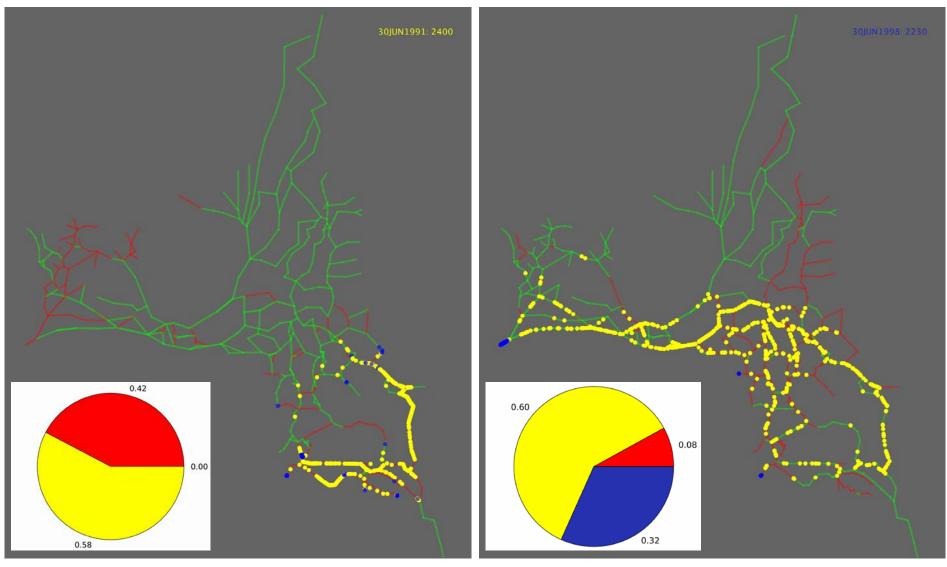


Legend



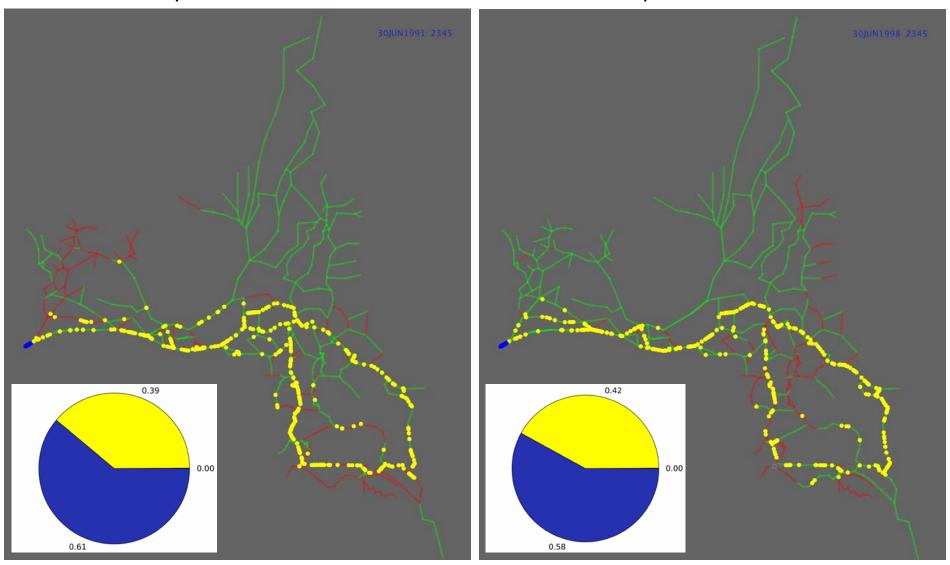
May-June 1991

May-June 1998

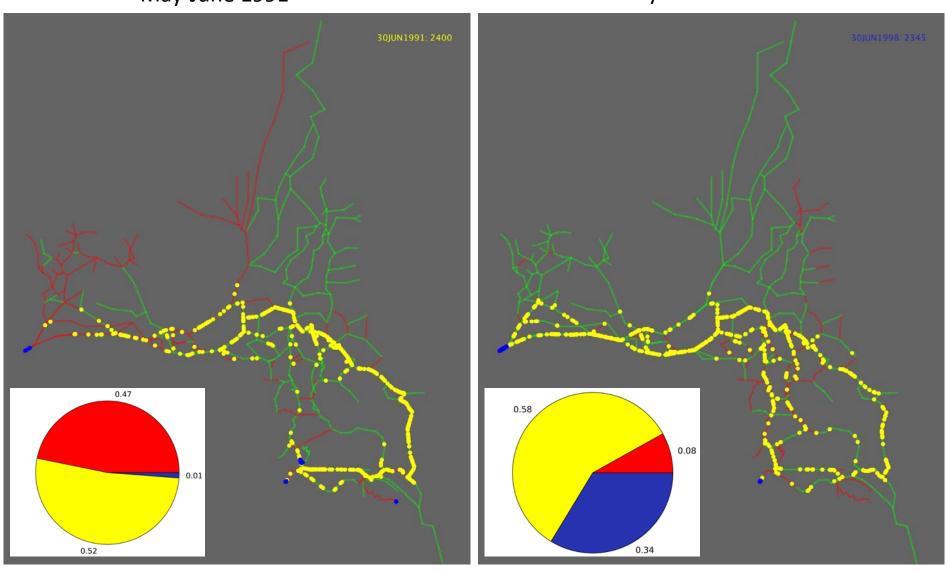


May-June 1991

May-June 1998



Low predation, particles swim with flow on falling tide



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Contributors:

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Pat Brandes (USFWS)
DWR DSM2 Team

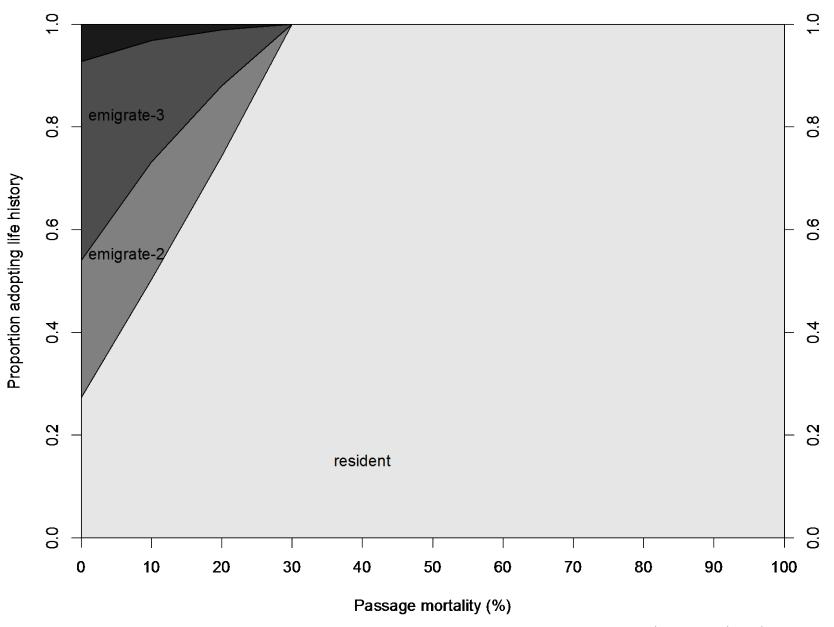
Funding:

USBR

NMFS SWRO

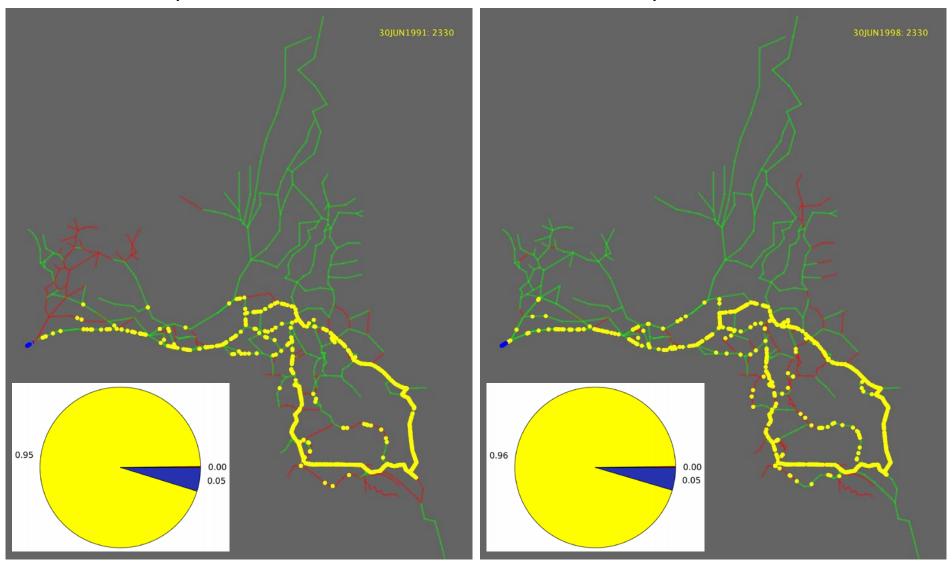
NMFS SWFSC

Steelhead Life History Model



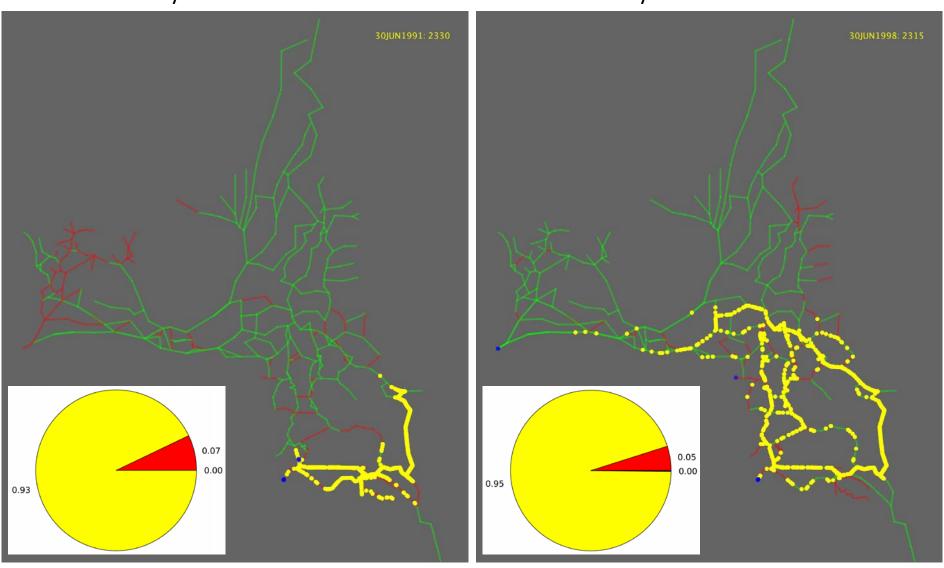
 λ =50km, ω =12.0 cm/sec swimCode=4, nodeDecision={0, 1}

May-June 1998



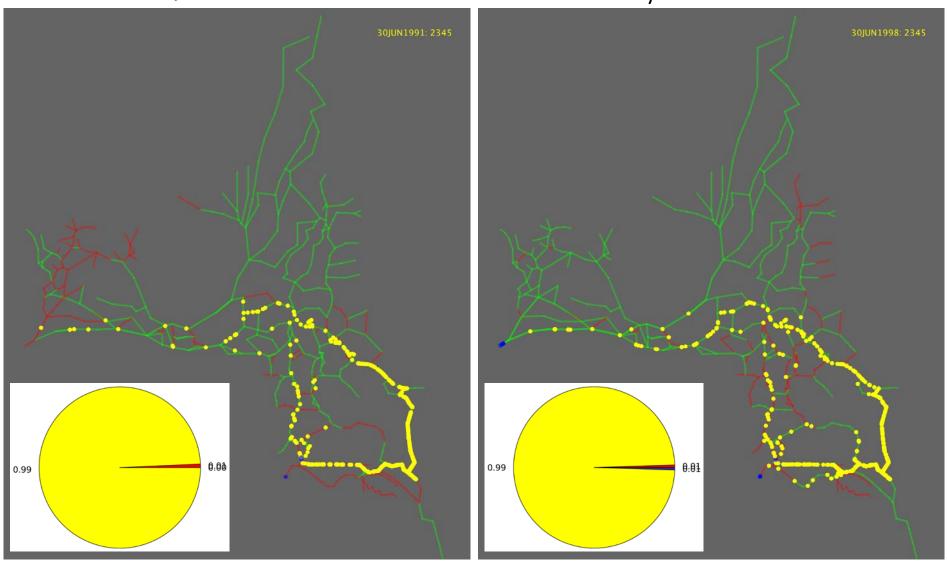
 λ =50 km, ω =12.0 cm/sec swimCode=1, nodeDecision=0

May-June 1998

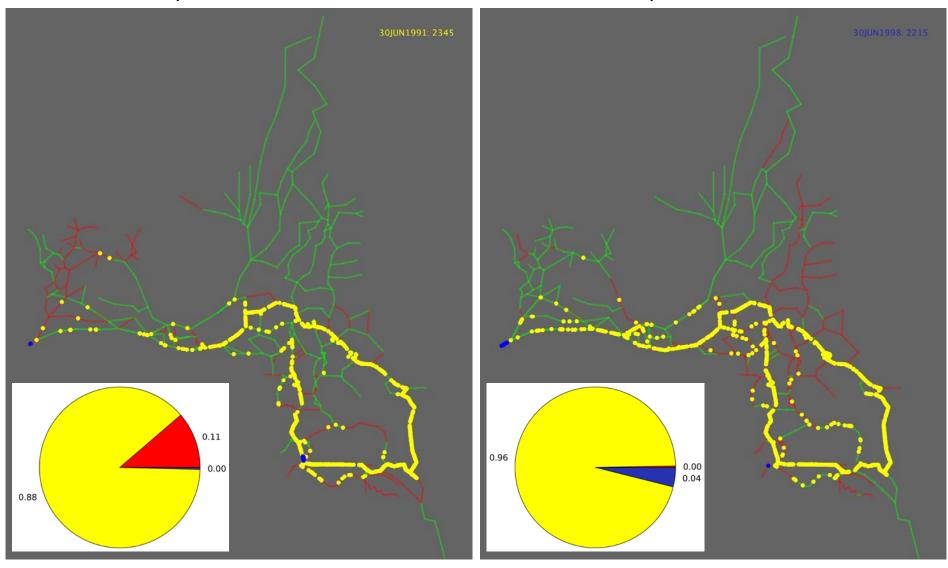


 λ =50 km, ω =12.0 cm/sec swimCode=6, nodeDecision=0

May-June 1998



 λ =50 km, ω =12.0 cm/sec swimCode=2, nodeDecision=0



Scenario

- 1000 individuals released from node 7
- dry date range: May-June 1991
- wet date range: May-June 1998

Behaviors

- behavior 1:
 - swimCode = 4
 - advection if flow is downstream; hold if flow is upstream
 - swim with downstream flow; don't swim if flow is upstream
 - nodeDecision = {0, 1}
 - favor highest flow, then favor widest channel
- behavior 2:
 - swimCode = 1
 - passive, neutrally-buoyant particles
 - nodeDecision = 0
 - favor highest flow

Behaviors, contd.

- behavior 3:
 - swimCode = 6
 - swim with the flow when tide falls, otherwise hold still
 - nodeDecision = 0
 - favor highest flow
- behavior 4:
 - swimCode = 5
 - swim with the flow when tide falls, otherwise drift
 - nodeDecision = 0
 - favor highest flow
- behavior 5:
 - swimCode = 2
 - swim downstream at all times
 - nodeDecision = 0
 - favor highest flow

PTM mortality scenarios

Doug Jackson 19-jul-2013