California Wildlife Habitat Relationships Program
California Department of Fish and Game

HABITAT SUITABILITY MODELS FOR USE WITH ARC/INFO:
PORCUPINE

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HABITAT SUITABILITY MODELS FOR USE WITH ARC/INFO:
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by

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PREFACE

This document is part of the California Wildlife Habitat Relationships (CWHR) System operated and maintained by the California Department of Fish and Game (CDFG) in cooperation with the California Interagency Wildlife Task Group (CIWTG). This information will be useful for environmental assessments and wildlife habitat management.

The structure and style of this series is basically consistent with the "Habitat Suitability Index Models" or "Bluebook" series produced by the USDI, Fish and Wildlife Service (FWS) since 1981. Moreover, models previously published by the FWS form the basis of the current models for all species for which a "Bluebook" is available. As is the case for the "Bluebook" series, this CWHR series is not copyrighted because it is intended that the information should be as freely available as possible. In fact, it is expected that these products will evolve rapidly over the next decade.

This document consists of two major sections. The Habitat Use Information functions as an up-to-date review of our current understanding regarding the basic habitat requirements of the species. This section typically builds on prior publications, including the FWS "Bluebook" series. However, the Habitat Suitability Index (HSI) Model section is quite different from previously published models. All models in this CWHR series are designed as macros (AML computer programs) for use with ARC/INFO geographic information system (GIS) software running on a UNIX platform. As such, they represent a step up in model realism in that spatial issues can be dealt with explicitly. They are "Level II" models in contrast to the "Level I" (matrix) models initially available in the CWHR System. For example, issues such as habitat fragmentation and distance to habitat elements may be dealt with in spatially explicit "Level II" models. Unfortunately, a major constraint remains the unavailability of mapped habitat information most useful in defining a given species' habitat. For example, there are no readily available maps of snag density. Consequently, the models in this series are compromises between the need for more accurate models and the cost of mapping essential habitat characteristics. It is hoped that such constraints will diminish in time.

While "Level II" models incorporate spatial issues, they build on "Level I", nonspatial models maintained in the CWHR System. As the matrix models are field tested, and occasionally modified, these changes will be expressed in the spatial models as well. In other words, the continually evolving "Level I" models are an integral component of the GIS-based, spatial models. To use these "Level II" models one must have (1) UNIX-based ARC/INFO with GRID module, (2) digitized coverages of CWHR habitat types for the area under study and habitat element maps as required for a given species, (3) the AML presented in this document, and (4) a copy of the CWHR database. Digital copies of AMLs are available from the CWHR Coordinator at the CDFG.

Unlike many HSI models produced for the FWS, this series produces maps of habitat suitability with four classes of habitat quality: (1) None; (2) Low; (3) Medium; and (4) High. These maps must be considered hypotheses in need of testing rather than proven cause and effect relationships, and proper use of the CWHR System requires that field testing be done. The maps are only an initial "best guess" which professional wildlife biologists can use to optimize their field sampling. Reliance on the maps without field testing is risky even if the habitat information is accurate.

The CDFG and CIWTG strongly encourage feedback from users of this model and other CWHR components concerning improvements and other suggestions that may increase the utility and effectiveness of this habitat-based approach to wildlife management planning.

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ACKNOWLEDGMENTS

PORCUPINE (*Erethizon dorsatum*)

<u>HABITAT</u> <u>USE</u> <u>INFORMATION</u>

<u>General</u>

<u>The</u> <u>porcupine</u> (*Erethizon dorsatum*) is the second largest rodent in North America. They are primarily nocturnal but may be active during the daylight. They are non-migratory but will make short distance movements between winter and summer habitats.

Porcupines are found through most of Canada and Alaska and their range extends from central and western North Dakota, south to the Mexican border and west through the mountainous regions of the western states (Powell 1993). In California, it is found throughout the Sierra Nevada and Cascades from Kern County north to the Oregon border, south in the Coast Ranges to Sonoma County, and from San Mateo County south to northern Los Angeles County. Scattered populations occur in Los Angeles and San Bernardino counties. Porcupines are common to fairly common throughout their range, but populations tend to be localized. They are most common in montane conifer, Douglas-fir (*Pseudotsuga menziesii*), alpine dwarf-shrub, and wet meadow habitats. They are less common in hardwood, hardwood-conifer, riparian, aspen (*Populus tremuloides*), pinyon (*Pinus* spp.) -juniper (*Juniperus* spp.), low sage (*Artemisia arbuscula*), sagebrush (*Artemisia* spp.), and bitterbrush *(Punshia tridentata)* (Jaeger 1949; Zeiner et. al. 1990). Historically, the range of the porcupine included much of the northeastern United States, but habitat destruction has eliminated it from most of this area (Shapiro 1949). Porcupines have increased their range by moving into the redwood (*Sequioa sempervirens*) and Douglas-fir forests of northwestern California in the last 90 years (Yocum 1971). This range extension appears to be associated with the expansion of young seral habitats resulting from extensive logging.

Food

In the spring and summer, porcupines feed on aquatic and terrestrial herbs, shrubs, fruits, leaves, and buds. In fall, they concentrate on hard and soft mast such as acorns, seeds, fruit, and nuts where they are available. The winter diet consists of twigs, buds, bark, and cambium of trees, particularly conifers, and evergreen leaves (Costello 1966; Woods 1973; Dodge 1982; Roze 1989; Zeiner et al. 1990).

Trees utilized include yellow pines (*Pinus ponderosa/P. jeffreyi*), Douglas-fir , pinyon pine (*P. monophylla*), lodgepole pine (*P. contorta*), western white pine (*P. monticola*), limber pine (*P. flexilis*), bristlecone pine (*P. longaeva*), firs (*Abies* spp.), oaks (*Quercus* spp.), maple (*Acer* spp.), willow (*Salix* spp.), and elderberry (*Sambucus* spp.) (Hooven 1971; Zeiner et al. 1990). Ocotillo (*Foquieria splendens*) is consumed in desert areas (Reynolds 1957). Porcupines have been reported feeding on orchards and other crops (Spencer 1950).

In Oregon, Wendell and Canutt 1969, reported that ponderosa pine was the preferred food tree when present, closely followed by Douglas-fir. Porcupines also fed on western hemlock (*Tsuga heterophylla*), Jeffrey pine, knobcone pine (*P. attenuata*), western redcedar (*Thuja plicata*), lodgepole pine, western white pine, elderberry, willow, and maple. In southwest Alberta, Harder (1980) found that porcupines did not feed selectively on tree species during the winter. They fed in less dense stands of trees when population densities were low and preferred trees of 17-26 cm (7-10 in). Porcupines often fed on the edges of forest stands. In New York, porcupines fed on trees in the following order of preference: hemlock (*Tsuga* spp.), red spruce (*Picea rubens*), sugar maple (*Acer saccharum*), yellow birch (*Betula alleganiesis*), striped maple (*A. pennsylvanicum*), beech (*Fagus* spp.), and balsam fir (*A. balsamea*). They preferred trees 5-25 cm (2-10 in) in diameter (Shapiro 1949). In New Brunswick, they showed a preference for white pine *(P. strobus)*, eastern larch (*Larix laricina*), and gray birch (*B. poulifolia*) (Speer and Dilworth 1978).

Porcupines are particularly attracted to items containing salt. They will gnaw treated or painted wood, rubber tires, wooden furniture, axe handles, automobile tubing, and many other items. The need for salt seems to peak in April to May and again in August to September (Costello 1966; Roze 1989).

Water

Porcupines drink water when available (Shapiro 1949; Zeiner et. al. 1990).

Cover

Porcupines require forested habitats with a good understory of herbs, grasses, and shrubs (Woods 1973). They prefer open stands of conifers. In the spring and summer, they will use meadows, brushy and riparian habitats for feeding. In winter throughout much of their range, they are restricted to forest habitats. In relatively arid regions, they are somewhat restricted to riparian habitats (Zeiner et. al. 1990).

Porcupines use caves, large rock crevices, hollow logs, and trees for dens. Porcupines occupy dens primarily in the winter when daytime temperatures drop to 0°C (32 F) (Roze 1987, 1989). They will occupy several different dens during the winter moving every few weeks. Winter dens in caves were usually protected by rocks which kept them warm and dry (Shapiro 1949). Simultaneous occupation of den sites by two animals was generally observed only during the breeding season (Dodge and Barnes 1975).

Reproduction

Porcupines mate in the fall or winter. Gestation is nearly 7 months. Births usually take place from April through May, but may occur from February through June. There is a single litter of one, with a few possible instances of twins (Struthers 1928; Spencer 1950;

Costello 1966; Dodge 1973; Dodge 1982; Roze 1989). Females are seasonally polyestrous, recycling every 25-30 days if fertilization does not occur (Woods 1973). The precocial young are capable of climbing and assuming a defensive posture soon after birth, and they can survive on a diet of vegetation by 2 weeks of age. Lactation may continue to September. Infant mortality is low. Females are sexually mature as yearlings, and reproduce for the remainder of their lives, which may be up to 10 years (Brander 1971; Woods 1973; Dodge 1982; Roze 1989).

Interspersion and Composition

Porcupine home ranges vary from a few to over 100 ha (250 ac). Summer home ranges are larger than winter home ranges in colder regions. In cold areas, winter movements are usually restricted to feeding areas near heavily used den sites (Dodge 1982).

In New York, Shapiro (1949) found winter home ranges averaged 5.4 ha (13.5 ac); Roze (1987) found summer home ranges averaging 65 ha SD 19 ha (160 ac, SD=46 ac) and winter home ranges of 7.4 ha SD=6.0 ha (18 ac, SD=15 ac). In Oregon, four females had an average yearly home range of 54 ha (133 ac) (Smith 1979). In Minnesota summer home ranges averaged 14 ha (35 ac) (Marshall et al. 1962), while winter home ranges averaged 2.1 ha (5.2 ac) with a median of 1.7 ha (4.2 ac) (Tenneson and Oring 1985). In Washington, male home ranges averaged 107 ha (263 ac) and female home ranges averaged 81ha (201 ac) (Dodge and Barnes 1975). In Idaho, Hansen (1977) found winter home ranges of 0.10 ha (0.2 ac) and summer home ranges of 32.6 ha (82 ac). Population densities reported were up to $10/km^2$ ($26/mi^2$) (Woods 1973), and are variable depending on habitat suitability, predation, and phase of the population cycle. Peaks in density may occur every 12-20 years (Woods 1973).

Mobility of porcupines is apparently strongly influenced by habitat and thus varies from one area to another. Porcupines move further in summer than in winter (Hansen 1977; Smith 1979). The distances moved annually vary considerably depending on whether winter and summer requirements are met in a single area (Dodge and Barnes 1975). In the northeastern United States, porcupines traveled an average of 800 m (2,640 ft) with a maximum of 2080 m (6,863 ft) (Hooven 1971) over a 2 year period. Marshall et al. (1962) reported average daily movements of two adult females in Minnesota as 111 m (363 ft) and 129 m (422 ft). Dodge and Barnes (1975) found porcupines moving an average distance of 249 m (817 ft) in a single 24 hour period in Washington. Porcupines occasionally made long distance movements in excess of 7 km (4 mi) with one animal moving 31 km (19 mi). Krefting et al. (1962) found porcupines moving an average of 828 m (2,716 ft) in Minnesota. Hansen (1977) found porcupines moving an average of 7 m with a range of 0-45 m in winter. Summer movements averaged 179 m with a range of 0-2,276 m.

Porcupines do not defend a territory, but males may fight over estrous females. Winter feeding trees are sometimes defended, but porcupines may winter together in the same den as well (Woods 1973; Dodge 1982).

Special Considerations

Porcupines are known to cause damage to trees by grawing branches and girdling resulting in death or malformation of the growing trees. Porcupines cause considerable damage to commercially valuable timber in a number of areas. Their feeding and gnawing damages orchards, crops, buildings, vehicles and other human possesions. They are considered a pest in many areas. Porcupine populations have been controlled through a variety of methods such as poisoning and shooting. Bounties were used in some states to encourage porcupine control (Keyes 1934; Curtis 1941; Spencer 1950; Curtis and Wilson 1953; Dodge 1959; Krefting et al. 1962; van Deusen and Myers 1962; Brander and Stearns 1963; Costello 1966; Hooven 1971; Evans and Matthews 1972) .

There is some evidence to suggest that trapping of their most effective predator, the fisher (*Martes penuantii*), was responsible for some of the population blooms described. Areas where fisher have been reintroduced have experienced dramatic decreases in porcupine populations (Powell and Brander 1977; Cook and Hamilton 1957).

HABITAT SUITABILITY INDEX (HSI) MODEL

Model Applicability

Geographic area.

The California Wildlife Habitat Relationships (CWHR) System (Airola 1988; Mayer and Laudenslayer 1988; Zeiner et al. 1990) contains habitat ratings for each habitat type potentially occupied by porcupines in California.

Season.

This model is designed to predict the suitability of habitat predicted to be occupied by porcupines throughout the year. Model predictions, however, may be more accurate for breeding habitat.

Cover types.

This model can be used anywhere in California for which an ARC/INFO map of CWHR habitat types exists. The CWHR System contains suitability ratings for reproduction, cover, and feeding for all habitats porcupines are predicted to occupy. These ratings can be used in conjunction with the ARC/INFO habitat map to model wildlife habitat suitability.

Minimum habitat area.

Minimum habitat area is defined as the minimum amount of contiguous habitat required before a species will occupy an area. Specific information on minimum areas required for porcupines was not found in the literature. This model assumes two home ranges is the minimum area required to support a porcupine population during the breeding season.

Verification level.

The spatial model presented here has not been verified in the field. The CWHR suitability values used are based on a combination of literature searches and expert opinion. We strongly encourage field testing of both the CWHR database and this spatial model.

Model Description

Overview.

This model uses CWHR habitat type is the main factor determining suitability of an area for this species.

A CWHR habitat type map must be constructed in ARC/INFO GRID format as a basis for the model. The GRID module of ARC/INFO was used because of its superior functionality for spatial modeling. Only crude spatial modeling is possible in the vector portion of the ARC/INFO program, and much of the modeling done here would have been impossible without the abilities of the GRID module. In addition to more sophisticated modeling, the GRID module's execution speed is very rapid, allowing a complex model to run in less than 30 minutes.

The following sections document the logic and assumptions used to interpret habitat suitability.

Cover component.

A CWHR habitat map must be constructed. The mapped data (coverage) must be in ARC/INFO GRID format. A grid is a GIS coverage composed of a matrix of information. When the grid coverage is created, the size of the grid cell should be determined based on the resolution of the habitat data and the home range size of the species with the smallest home range in the study. You must be able to map the home range of the smallest species with reasonable accuracy. However, if the cell size becomes too small, data processing time can increase considerably. We recommend a grid cell size of 30 m (98 ft). Each grid cell can be assigned attributes. The initial map must have an attribute identifying the CWHR habitat type of each grid cell. A CWHR suitability value is assigned to each grid cell in the coverage based on its habitat type. Each CWHR habitat is rated as high, medium, low or of no value for each of three life

requisites: reproduction; feeding; and cover. The geometric mean value of the three suitability values was used to determine the base value of each grid cell for this analysis.

Distance to water.

Porcupines do not require water.

Species' distribution.

The study area must be manually compared to the range maps in the CWHR Species Notes (Zeiner et al. 1990) to ensure that it is within the species' range. All grid cells outside the species' range have a suitability of zero.

Spatial analysis.

Ideally, a spatial model of distribution should operate on coverages containing habitat element information of primary importance to a species. For example, in the case of woodpeckers, the size and density of snags as well as the vegetation type would be of great importance. For many small rodents, the amount and size of dead and down woody material would be important. Unfortunately, the large cost involved in collecting microhabitat (habitat element) information and keeping it current makes it likely that geographic information system (GIS) coverages showing such information will be unavailable for extensive areas into the foreseeable future.

The model described here makes use of readily available information such as CWHR habitat type, elevation, slope, aspect, roads, rivers, streams and lakes. The goal of the model is to eliminate areas that are unlikely to be utilized by the species and lessen the value of marginally suitable areas. It does not attempt to address all the microhabitat issues discussed above, nor does it account for other environmental factors such as toxins, competitors, or predators. If and when such information becomes available, this model could be modified to make use of it.

In conclusion, field surveys will likely discover that the species is not as widespread or abundant as predictions by this model suggest. The model predicts potentially available habitat. There are a variety of reasons why the habitat may not be utilized.

Definitions.

Home Range: the area regularly used for all life activities by an individual during the season(s) for which this model is applicable.

Dispersal Distance: the distance an individual will disperse to establish a new home range. In this model, it is used to determine if Potential Colony Habitat will be utilized.

Day to Day Distance: the distance an individual is willing to travel on a daily or semi-daily basis to utilize a distant resource (Potential Day to Day Habitat). The distance used in the model is the home range radius. This is determined by calculating the radius of a circle with an area of one home range.

Core Habitat: a contiguous area of habitat of medium or high quality that has an area greater than two home ranges in size. This habitat is in continuous use by the species. The species is successful enough in this habitat to produce offspring that may disperse from this area to the Colony Habitat and Other Habitat.

Potential Colony Habitat: a contiguous area of habitat of medium or high quality that has an area between one and two home ranges in size. It is not necessarily used continuously by the species. The distance from a core area will affect how often Potential Colony Habitat is utilized.

Colony Habitat: Potential Colony Habitat that is within the dispersal distance of the species. These areas receive their full original value unless they are further than three home range radii from a core area. These distant areas receive a value of low since there is a low probability that they will be utilized regularly.

Potential Day to Day Habitat: an area of high or medium quality habitat less than one home range, or habitat of low quality of any size. This piece of habitat alone is too small or of inadequate quality to be Core Habitat.

Day to Day Habitat: Potential Day to Day Habitat that is close enough to Core or Colony Habitat can be utilized by individuals moving out from those areas on a day to day basis. The grid cell must be within Day to Day Distance of Core or Colony Habitat.

Other Habitat: contiguous areas of low value habitat larger than two home ranges in size, including small areas of high and medium quality habitat that may be imbedded in them, are included as usable habitat by the species. Such areas may act as "sinks" because long-term reproduction may not match mortality.

The table below indicates the specific distances and areas assumed by this model.

Distance variables:	Meters	Feet
Dispersal Distance	2,638	8,654
Day to Day Distance/ Home Range radius	440	1,442

Area variables:	Hectares	M^2	Acres	Ft^2
Home Range	60.7	607,050	150	6,534,000
Core Habitat	∃ 121.4	∃ 1,214,100	∃ 300	∃ 13,067,000

Application of the Model

A copy of the ARC/INFO AML can be found in Appendix 1. The steps carried out by the macro are as follows:

1. **Determine Core Habitat**: this is done by first converting all medium quality habitat to high quality habitat and removing all low value habitat. Then contiguous areas of habitat are grouped into regions. The area of each of the regions is determined. Those large enough (∃ two home ranges) are maintained in the Core Habitat coverage. If no Core Habitat is identified then the model will indicate no suitable habitat in the study area.

2. **Identify Potential Colony Habitat**: using the coverage from Step 1, determine which regions are one to two home ranges in size. These are Potential Colonies.

3. **Identify Potential Day Use Habitat**: using the coverage derived in Step 1, determine which areas qualify as Potential Day to Day Habitat.

4. **Calculate the Cost Grid**: since it is presumed to be more difficult for animals to travel through unsuitable habitat than suitable habitat we use a cost grid to limit travel based on habitat suitability. The cost to travel is one for high or medium quality habitat. This means that to travel 1 m through this habitat costs 1 m of Dispersal Distance. The cost to travel through low quality habitat is two and unsuitable habitat costs four. This means that to travel 1 m through unsuitable habitat costs the species 4 m of Dispersal Distance.

5. **Calculate the Cost Distance Grid**: a cost distance grid containing the minimum cost to travel from each grid cell to the closest Core Habitat is then calculated using the Cost Grid (Step 4) and the Core Habitat (Step 1).

6. **Identify Colony Habitat**: based on the Cost Distance Grid (Step 5), only Potential Colony Habitat within the Dispersal Distance of the species to Core Habitat is retained. Colonies are close enough if **any** cell in the Colony is within the Dispersal Distance from Core Habitat. The suitability of any Colony located further than three home range radii from a Core Habitat is changed to low since it is unlikely it will be utilized regularly.

7. **Create the Core + Colony Grid**: combine the Core Habitat (Step 1) and the Colony Habitat (Step 6) and calculate the cost to travel from any cell to Core or

Colony Habitat. This is used to determine which Potential Day to Day Habitat could be utilized.

8. **Identify Day to Day Habitat**: grid cells of Day to Day Habitat are only accessible to the species if they are within Day to Day Distance from the edge of the nearest Core or Colony Habitat. Add these areas to the Core + Colony Grid (Step 7).

9. **Add Other Habitat**: large areas ($\exists$ two home ranges in size) of low value habitat, possibly with small areas of high and medium habitat imbedded in them may be utilized, although marginally. Add these areas back into the Core + Colony + Day to Day Grid (Step 8), if any exist, to create the grid showing areas that will potentially be utilized by the species. Each grid cell contains a one if it is utilized and a zero if it is not.

10. **Restore Values**: all areas that have been retained as having positive habitat value receive their original geometric mean value from the original geometric value grid (see *Cover component* section) with the exception of distant colonies. Distant colonies (colonies more than three home range radii distant) have their value reduced to low because of the low likelihood of utilization.

Problems with the Approach

Home Range Size.

The home range of a species may vary greatly depending on the habitat being evaluated. This model requires a single home range estimate be applied to all habitat types.

Cost.

The cost to travel across low suitability and unsuitable habitat is not known. It is likely that it is quite different for different species. This model incorporates a reasonable guess for the cost of movement. A small bird will cross unsuitable habitat much more easily than a small mammal. To some extent differences in vagility between species is accounted for by different estimates of dispersal distances.

Dispersal distance.

The distance animals are willing to disperse from their nest or den site is not well understood. We have used distances from studies of the species or similar species when possible, otherwise first approximations are used. More research is urgently needed on wildlife dispersal.

Day to day distance.

The distance animals are willing to travel on a day to day basis to use distant resources has not been quantified for most species. This issue is less of a concern than dispersal distance since the possible distances are much more limited, especially with small mammals, reptiles, and amphibians. Home range size is assumed to be correlated with this coefficient.

SOURCES OF OTHER MODELS

No other habitat models for porcupines were found.

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APPENDIX 1: Porcupine Macro

```
/*        PORCUPINE

/* pormodel.aml - This macro creates an HSI coverage for the
/*          Porcupine.

/* Version:  Arc/Info 6.1 (Unix), GRID-based model.

/* Authors:  Irene Timossi and Reginald H. Barrett
/*         Department of Forestry & Resource Management
/*         University of California, Berkeley

/* Revision: 7/1/95

/* ----------------------------------------------------------------

/* convert .ID to uppercase for info manipulations

&setvar .ID [translate %.ID%]

/* Start Grid

grid

/*

&type (1)  Initializing Constants...

/*   Homerange: the size of the species' homerange.

/*   DayPay: The amount the species is willing to pay traveling on
/*   a day-to-day basis.  Used to determine the area utilized on a
/*   day-to-day basis.

/*   DispersePay: Distance traveled when dispersing.  The amount
/*   the animal is willing to pay when dispersing from a core area.

/*   High:  The value in the WHR grid which indicates high quality habitat.

/*   Medium:  The value in the WHR grid which indicates medium quality habitat.

/*   Low:  The value in the WHR grid which indicates low quality habitat.

/*   None:  The value in the WHR grid which indicates habitat of no value.

/*   SpecCode: The WHR code for the species

/*   AcreCalc:  The number needed to convert square units
/*          (feet or meters) to acres.


&setvar SpecCode = M145

&setvar .Measure [translate %.Measure%]

&if %.Measure% = METERS &then
  &do
    &setvar Homerange      = 607050
```

```
      &setvar DayPay        = 440
      &setvar DispersePay   = 2638
      &setvar AcreCalc      = 4047
   &end
 &else
  &if %.Measure% = FEET &then
    &do
      &setvar Homerange     = 6534000
      &setvar DayPay        = 1442
      &setvar DispersePay   = 8654
      &setvar AcreCalc      = 43560
    &end
  &else
    &do
      &type Measurement type incorrect, check spelling.
      &type Only Meters and Feet are correct.
      &goto BADEND
    &end

&setvar High        = 3
&setvar Medium      = 2
&setvar Low         = 1
&setvar None        = 0


/*   The following global variables are declared in the menu:

/*  .WHRgrid (WHR grid name): the name of the grid containing all
/*   the WHR information.

/*  .Bound (Boundary grid name): the grid containing only the
/*   boundary of the coverage. All cells inside the boundary
/*   have a value of 1. All cells outside the boundary must
/*   have a value < 1.

/*  .ID (Identifier): a 1 to 4 character code used to identify
/*   the files produced by this program. You may prefer
/*   to use an abbreviation of the species' common name
/*   (e.g. use `fis1` for fisher).

/*  .SizeOfCell (Cell size): the size (width) of the cells
/*   used in the coverage grids. All grids used in the
/*   analysis must have the same cell size.

/*  .Measure:  the units the coverage is measured in (feet or meters).


&type (2)  Creating working grid of geometric means...

/*   Create a Geometric Means grid (Geom) for the species by
/*   copying these values from the WHR grid.

Geom = %.WHRgrid%.%SpecCode%_G

/*

&type (3)  Changing %Medium% value cells to %High% value for Merge grid...

/*   Create a grid (Merge) merging Medium and High
/*   value cells from the Geometric mean grid (Geom),
/*   while leaving the value of other cells (Low and None) unchanged.
```

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```
/*     Merge by changing the value of all medium cells to High.

Merge = con(Geom == %Medium%,%High%,Geom)

/*

&type (4)  Converting Merge grid zones into a Region grid...

/*    Convert the zones of the merge grid (Merge) into
/*    unique regions (Region). These will be used later
/*    to create core, colony, and day-to-day areas.

Region = regiongroup(Merge,#,EIGHT)

/*

&type (5)  Calculating the area of Region grid zones...

/*    Calculate the area of the zones (ZoneArea) on the region
/*    grid (Region).

ZoneArea = zonalarea(Region)

/*

&type (6)  Creating a Core Area grid...

/*    Extract areas from the zonal area grid (ZoneArea)
/*    suitable for core areas (Core). Core areas are defined
/*    as the Medium+High zones in the merge grid (Merge)
/*    with an area of at least two home ranges (%Homerange%).
/*    Set their value = 1.

if (Merge == %High% and ZoneArea >= %Homerange% * 2)
  Core = 1
endif

&if not [exists Core -vat] &then
  &goto END

/*

&type (7)  Creating a Colony grid...

/*    Extract areas from the zonal area grid (zoneArea)
/*    possibly suitable for colonization (ColTemp).
/*    Colony areas are defined as Low or Medium+High zones
/*    in the Merge grid (Merge) with an area of between one
/*    and two home ranges (%Homerange%). Set their value = 1.

/*    Then set all nodata values in the grid to zero (Colony).

docell
  if (Merge == %High%)
    if (ZoneArea > %Homerange% and ZoneArea < %Homerange% * 2)
      ColTemp = 1
    endif
  endif
end
```

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```
Colony = con(isnull(ColTemp),0,ColTemp)

/*

&type (8)  Creating a Day-to-Day Use grid...

/*    Create a grid based on the values in the zonal
/*    area grid (ZoneArea) and merge grid (Merge)
/*    suitable for day-to-day use (DayToDay). Day-to-day use
/*    areas are defined as Low if the area is less than two
/*    homeranges in size or Medium+High zones in the
/*    merge grid (Merge) with an area of less than one home
/*    range (%Homerange%). Set their value = 1.

if ((Merge > %Low% and ZoneArea <= %Homerange%) or ~
   (Merge == %Low% and ZoneArea < %Homerange% * 2))
  DayToDay = 1
else
  DayToDay = 0
endif

/*

&type (9)  Creating a Cost Grid based on habitat value...

/*    Using the merge grid (Merge), create a cost grid (Cost)
/*    based on the habitat-value. Cost represents the relative
/*    resistance a species has to moving across different quality
/*    habitat:   Habitat-value   Cost
/*             None          4
/*             Low           2
/*             Medium+High    1

if (Merge == %None%)
   Cost = 4
else if (Merge == %Low%)
   Cost = 2
else if (merge == %High%)
  Cost = 1
endif

/*

&type (10) Calculating cost to travel from Core Areas...

/*    Calculate the cost to travel the distance (CostDist)
/*    from the nearest core area source (Core) using the cost
/*    grid (Cost).
/*

CostDist = CostDistance(Core,Cost)

/*
&type (11) Calculating which Colony areas are Cost Effective...

/*    If Colony Areas exist...
/*    Find the areas in the Colony grid (Colony) that could
/*    be colonized from the core areas:

/*    Assign costs to all cells in the Colony areas (Colony)
```

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/*   from the Cost grid (CostDist). Zero surrounding NODATA areas.

/*   Make each colony a separate zone (ZoneReg) using
/*   the regiongroup command.

/*   Use zonalmin to find the minimum cost to arrive at each
/*   colony (ZoneMin).

/*   Set all NODATA cells to zero in ZoneMin to produce
/*   ColZer1.

/*   To find out which of the potential colonies can be utilized,
/*   determine which have a cost that is equal to or less than
/*   DispersePay. If the cost to get to a colony is less than
/*   or equal to DispersePay, keep it in grid Col.

/*   Fill the null value areas in Col with zeros to create ColZer2

&if not [exists ColTemp -vat] &then
  &goto SkipColony

ColDist = con(Colony > 0,CostDist,0)
ZoneReg = regiongroup(Colony,#,EIGHT)
ZoneMin = zonalmin(ZoneReg,ColDist)
ColZer1 = con(isnull(ZoneMin),0,ZoneMin)

if (ColZer1 <= %DispersePay% and ColZer1 > 0)
  Col = Colony
else
  Col = Core
endif

ColZer2 = con(isnull(Col),0,Col)

/*

&type (12) Creating Core + Colony grid...

/*   If colonies exist....
/*   Create a grid (ColCore) that combines the core
/*   (Core) and colony (Colony) grids.
/*   This grid will be used to analyze day-to-day use.

if (Colony == 1)
  ColCore = 1
else
  ColCore = Core
endif

&label SkipColony

&type (13) Calculate cost to travel from Core and Colony Areas...

/*   If colonies exist...
/*   Calculate the cost to travel the distance (CostDis2)
/*   from the nearest core or colony area source (ColCore).
/*   Otherwise just copy the CostDist grid to use for Day-to-Day

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```
/*    analysis.

&if not [exists ColTemp -vat] &then
  CostDis2 = CostDist
&else CostDis2 = CostDistance(ColCore,Cost)

/*

&type (14) Calculating which Day-to-Day areas are Cost Effective...

/*    This step adds the utilized Day-to-Day cells to the
/*    Core + Colony Area grid (ColZer2) to produce the
/*    Day1 grid.

/*    Use the Core + Colony Cost grid (CostDis2)to find out
/*    what can actually be used day-to-day (any cell with
/*    a cost of DayPay or less).

/*    Retain any cell in the Day-to-Day grid (DayToDay) with
/*    a cost less than or equal to DayPay and greater than zero.

/*    If the Distance-Cost grid (CostDis2) = 0,
/*    it is part of the Core or Colony Area and
/*    should gets its value from Core + Colony Area
/*    grid (ColZer2).

&if [exists ColTemp -vat] &then
  &do
   if (CostDis2 <= %DayPay% and CostDis2 > 0)
    Day1 = DayToDay
   else
    Day1 = ColZer2
   endif
  &end
&else
  &do
   if (CostDis2 <= %DayPay% and CostDis2 > 0)
    Day1 = DayToDay
   else
    Day1 = Core
   endif
  &end

/*

&type (15)  Finding Other Areas That May Be Utilized....

/*    This step picks up any large low value areas and any small
/*    medium or high value polygons that are imbeded
/*    in them.

/*    First find any areas that are not currently in the included
/*    set (Day1Z) but are in the original geometric mean coverage (geom)
/*    set Other to 1 where Day1Z = 0.

/*    if Other is all nodata, create the All coverage from
/*    the Day1Z coverage.

/*    Split all Other areas into separate regions (OthReg)
```

```
/*    Calculate the area of the regions (OthArea).

/*    Keep any region in OthArea with an area > 2 homeranges (Util).

/*    Change any null values in Util to zeros (OthZero).

/*    Add these areas to the Day1 coverage to create All

Day1Z = con(isnull(Day1),0,Day1)

if ((Day1Z < 1) and (Geom > 0))
  Other = 1
endif

&if not [exists Other -vat] &then
  All = Day1Z
&else
  &do
    OthReg = regiongroup(Other,#,EIGHT)

    OthArea  = zonalarea(OthReg)

    if (OthArea >= %Homerange% * 2)
      Util = 1
    else
      Util = 0
    endif

    OthZero = con(isnull(Util),0,Util)

    if (OthZero == 1)
      All = OthZero
    else
      All = Day1Z
    endif
  &end

/*

&type (16) Creating a Value grid...

/*    For any cell in All that has a value of 1, store the suitability
/*    value from the Geometric mean grid (Geom) to the Value grid.

/*    Other cells inside the boundary (%.Bound%) get a value of 0.

/*
if (All == 1)
  Value = Geom
else if (%.Bound% == 1)
  Value = 0
endif

/*

&type (17)  Creating an HSI grid...

/*    if Colonies exist....
/*    For any cell that was part of a colony that is further than
/*    3 times the HR radius (DayPay) away from a core area, set the suitability
```

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```
/*      to Low.  Distant colonies lose value because of their small size.
/*      This step produces grid Collow.

/*      Set all NODATA values in Collow to zero in ColZer3.

/*      Find any day-to-day use areas (DayToDay) that are being
/*      utilized (ColZer3).  If they are further than four homeranges
/*      from a core area (CostDist), they are utilized from a distant
/*      colony and their value will be decreased to Low in Day2.


/*      Then change nulls to zero in ValZero

/*      Keep all data within the boundary; call this final grid HSI.

&if [exists ColTemp -vat] &then
  &do
    if (ColZer1 >= %DayPay% * 3)
     Collow = %Low%
    else
     Collow = Value
    endif

    ColZer3 = con(isnull(Collow),0,Collow)

    if ((CostDist > %DayPay% * 4) and (ColZer3 > 0) and ~
       (DayToDay == 1))
     Day2 = 1
    else
     Day2 = ColZer3
    endif
  &end
&else
    Day2 = Value

valzero = con(isnull(Day2),0,Day2)

if (%.Bound% == 1)
  %.ID%hsi = valzero
endif

/*

&type (18)  Quiting from GRID and adding the acres field.....

/*      Quit from GRID (Q), then run additem to add an acre item to
/*      the HSI grid vat file (%ID%HSI.vat). Reindex on value when done.

Q
additem %.ID%hsi.vat %.ID%hsi.vat acres 10 10 i
indexitem %.ID%hsi.vat value

/*

&type (19)  Calculating acres.....

/*      Use INFO to calculate the acreage field: Multiply the number
/*      of cells by the cell size squared and divide by the number of
/*      square meters per acre (4047). Reindex on value when done.
```

```
&data arc info
arc
select %.ID%HSI.VAT
CALC ACRES = ( COUNT * %.SizeOfCell% * %.SizeOfCell% ) / %AcreCalc%
Q STOP

&END

indexitem %.ID%hsi.vat value

/*

&type  (20) Killing all intermediate coverages before ending macro...

/* &goto OKEND

grid

kill Geom
kill Merge
kill Region
kill ZoneArea
kill Core
kill ColTemp
kill Colony
kill DayToDay
kill Cost
kill CostDist
kill ColDist
kill ZoneReg
kill ZoneMin
kill ColZer1
kill Col
kill ColZer2
kill ColCore
kill CostDis2
kill Day1
kill Day1Z
kill Other
kill OthReg
kill OthArea
kill Util
kill OthZero
kill All
kill Value
kill Collow
kill ColZer3
kill Day2
kill valzero

q

&goto OKEND

&label END
&type **
&type **
&type NO CORE AREAS EXIST, EXITING MACRO
&type **
&type **
```

```
kill Core
kill Region
kill ZoneArea
kill Merge
kill Geom

quit

&label OKEND
&label BADEND

&type -------------- All done! ----------------

&return
```