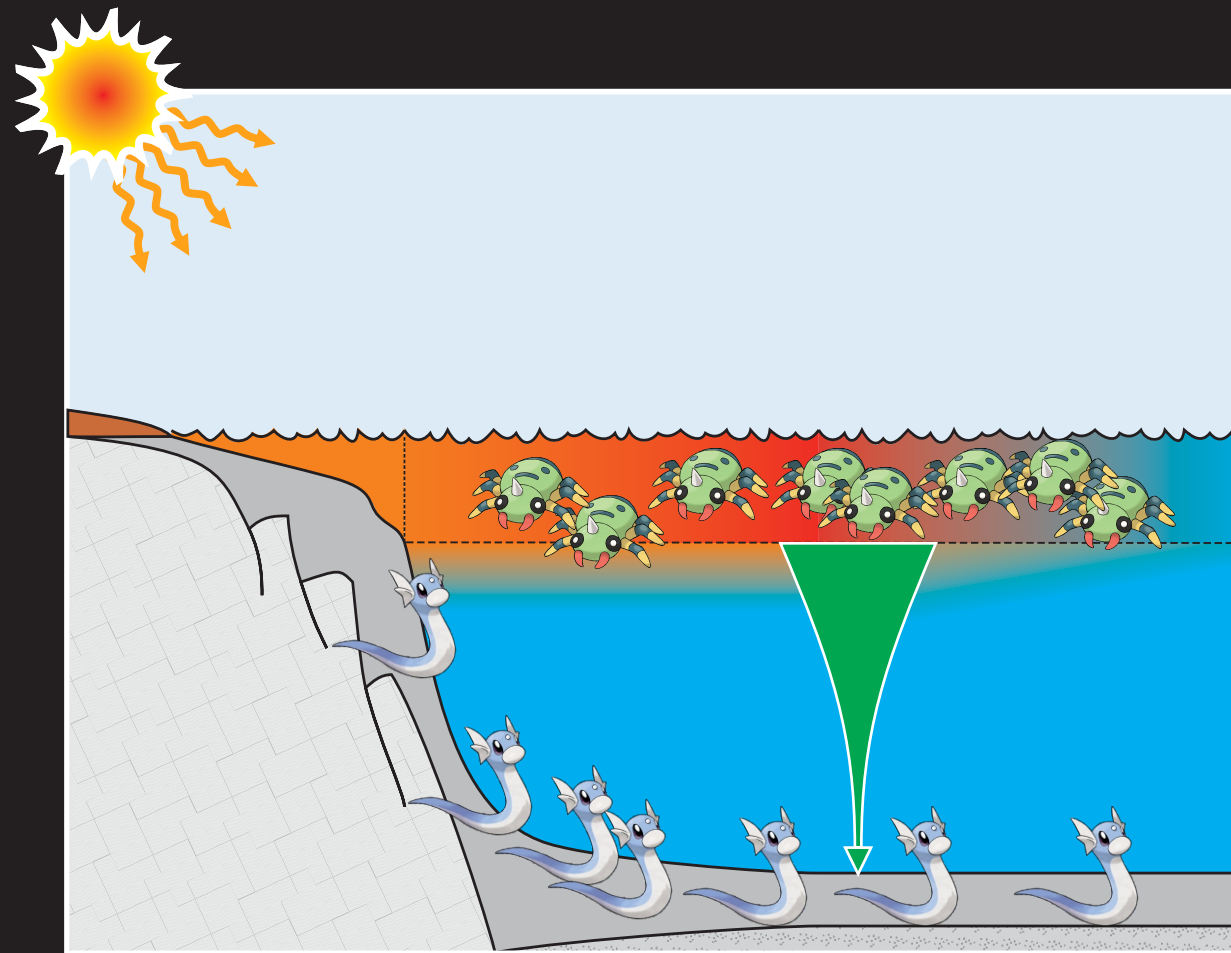


# Bugs and worms in models

Andy Ridgwell

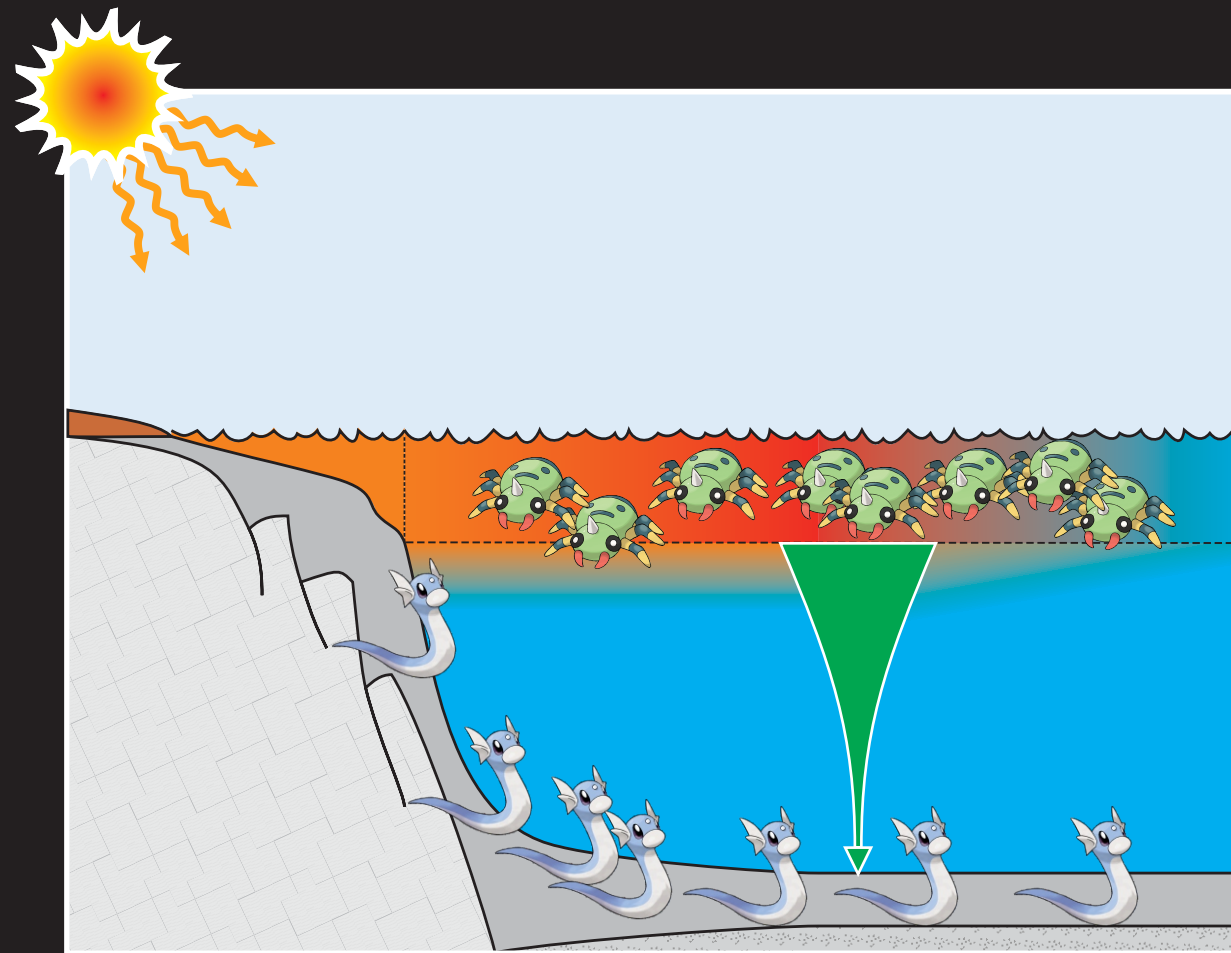
University of California – Riverside  
University of Bristol



# Bugs and worms in models

Andy Ridgwell

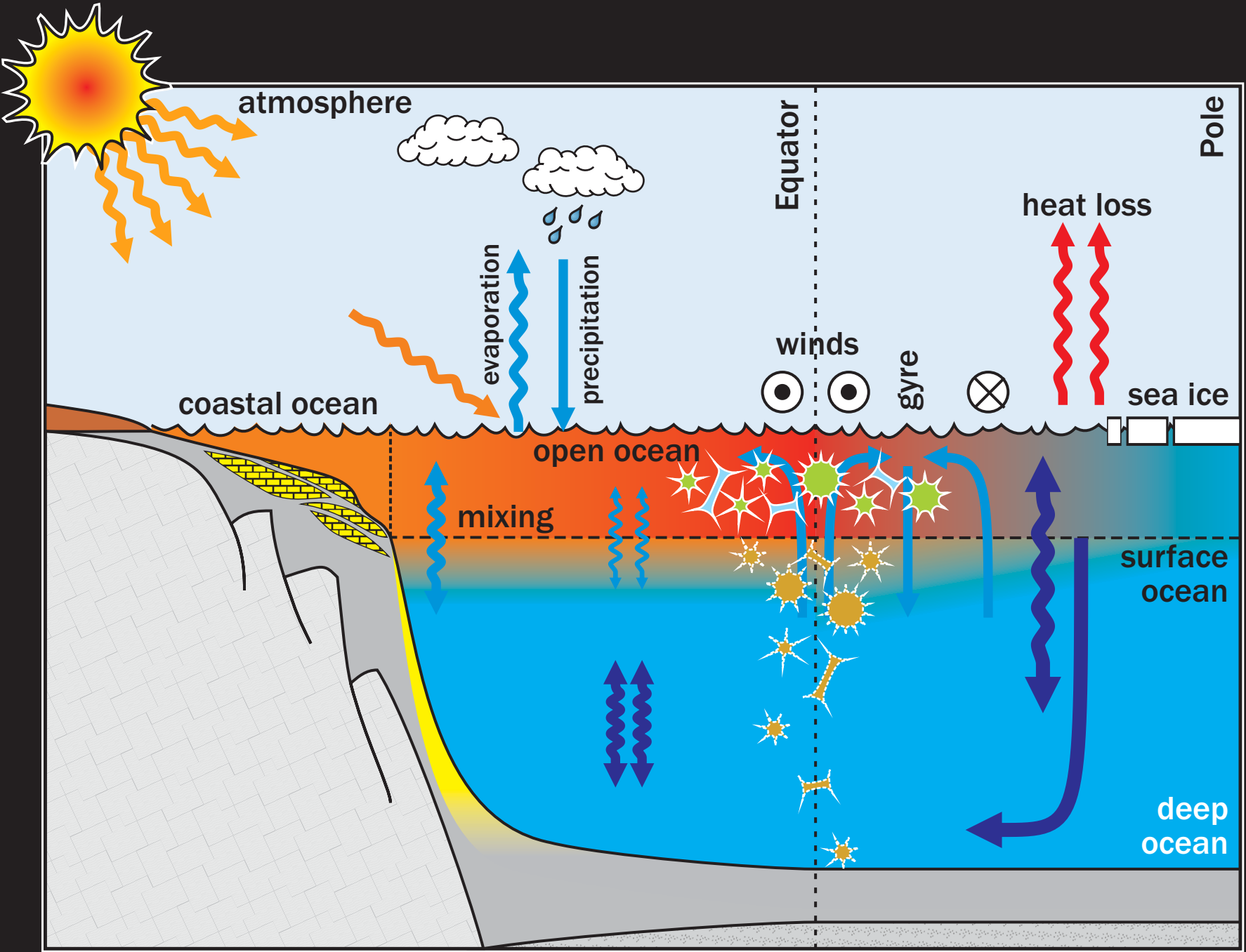
University of California – Riverside  
University of Bristol



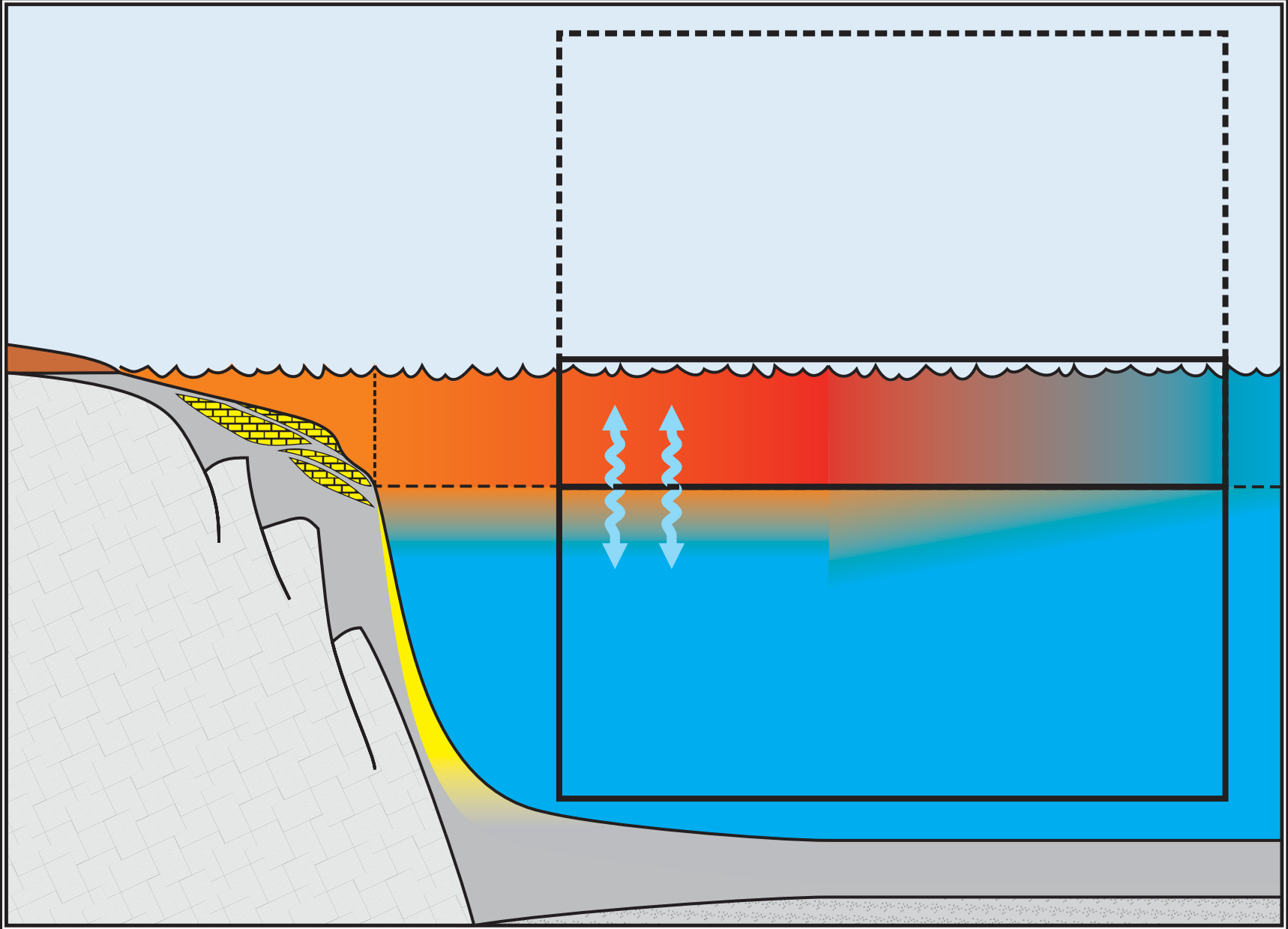
# Outline



# Bugs I – Strategies for modelling complex marine systems



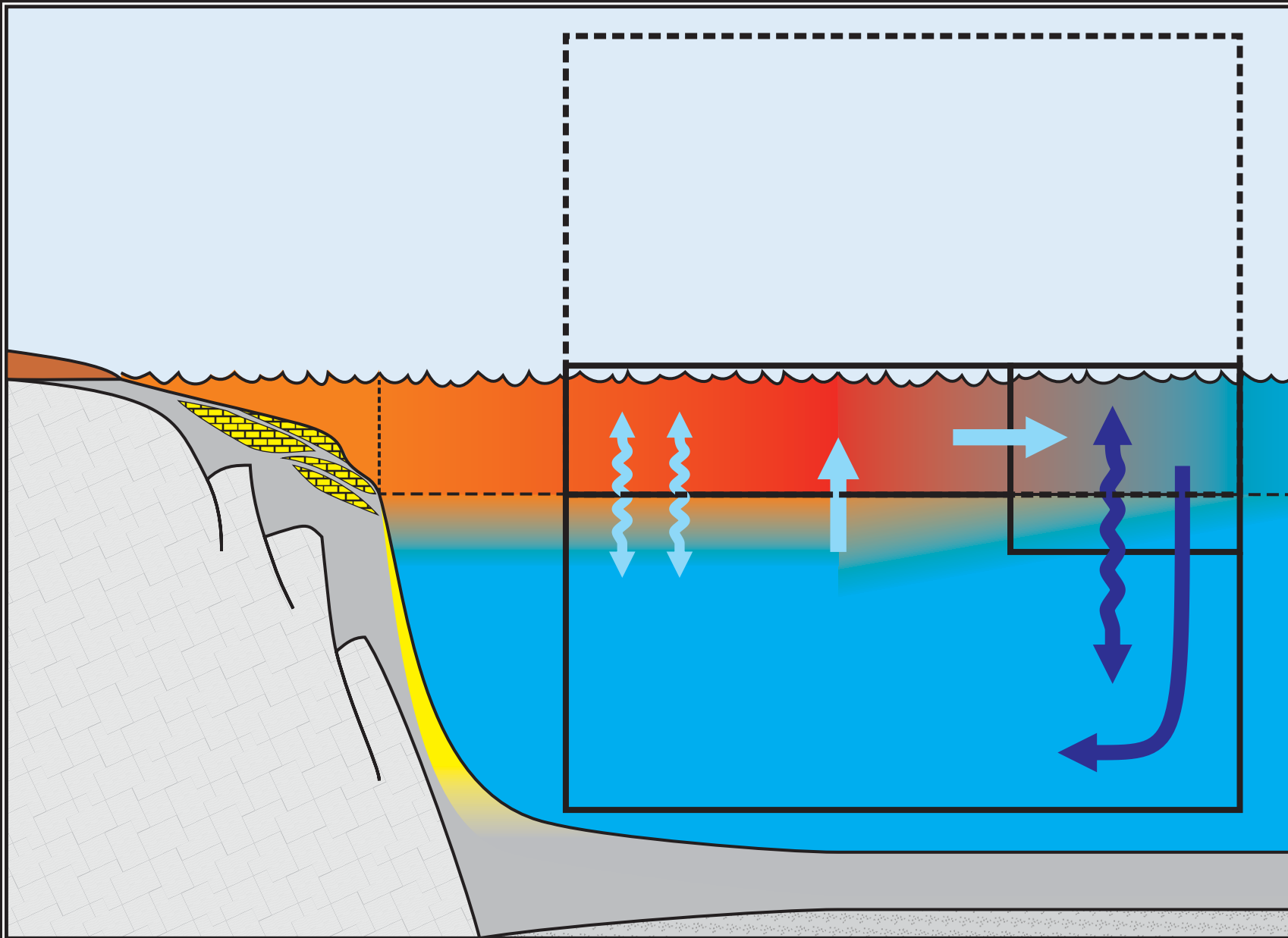
# Bugs I – Strategies for modelling complex marine systems



# Bugs I – Strategies for modelling complex marine systems



Creating models is effectively, the art of the encapsulation of one's understanding (or preconceptions) of a system, numerically. Typically rooted in modern observations. But ...



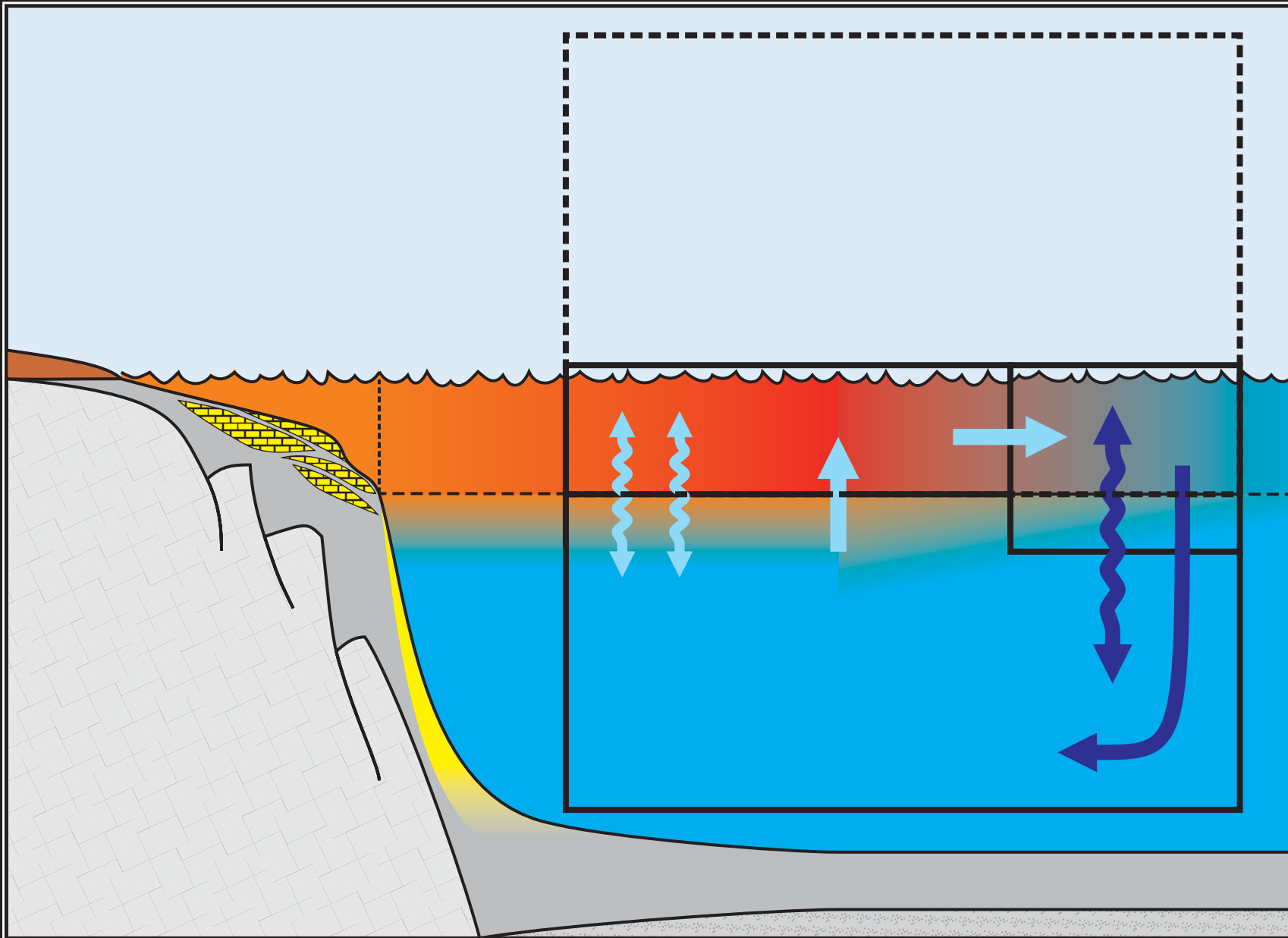
# Bugs I – Strategies for modelling complex marine systems



What happens under climate change?

What did the system look like in the past (e.g. Cretaceous)??

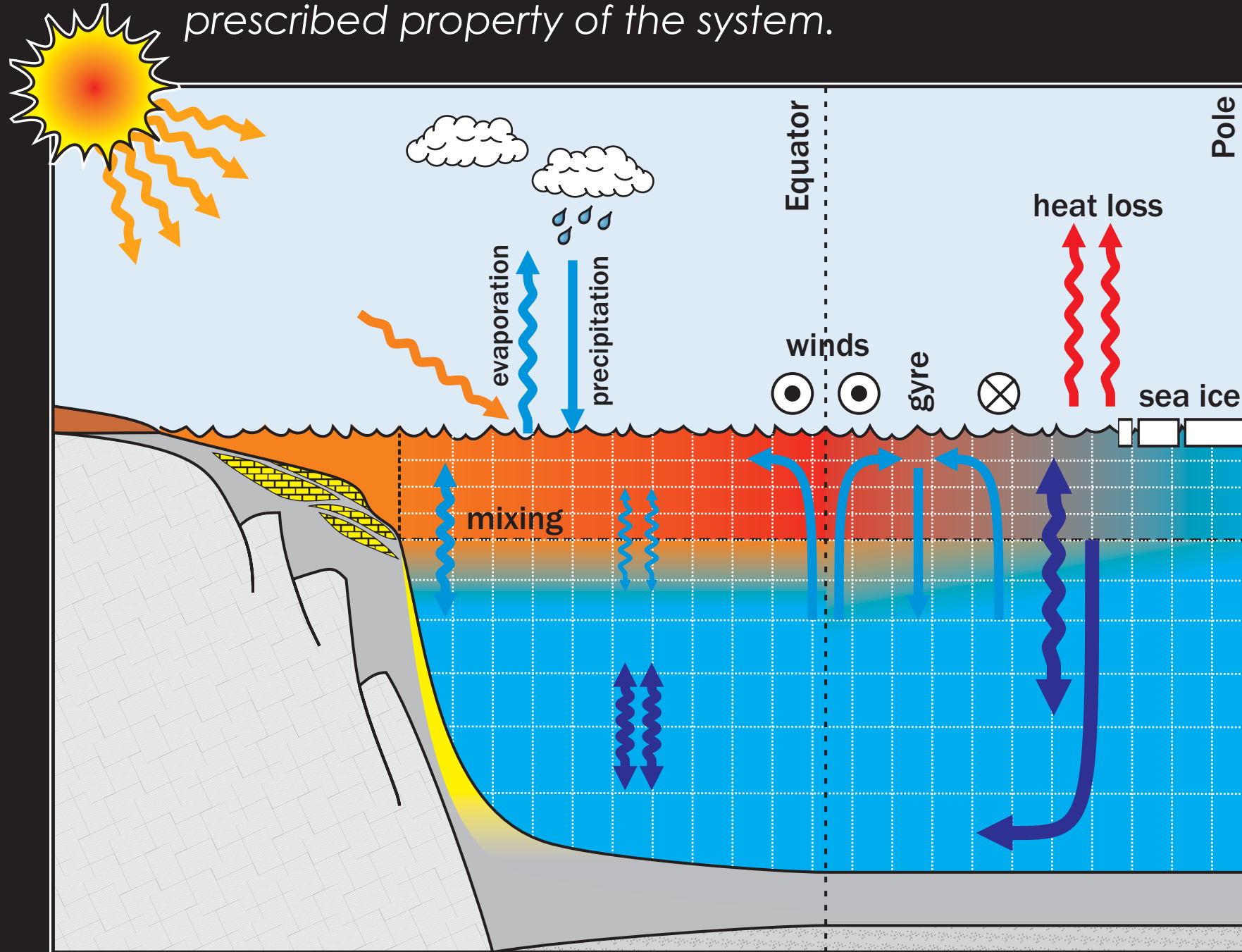
What if the structure of the system is not correctly understood???



# Bugs I – Strategies for modelling complex marine systems



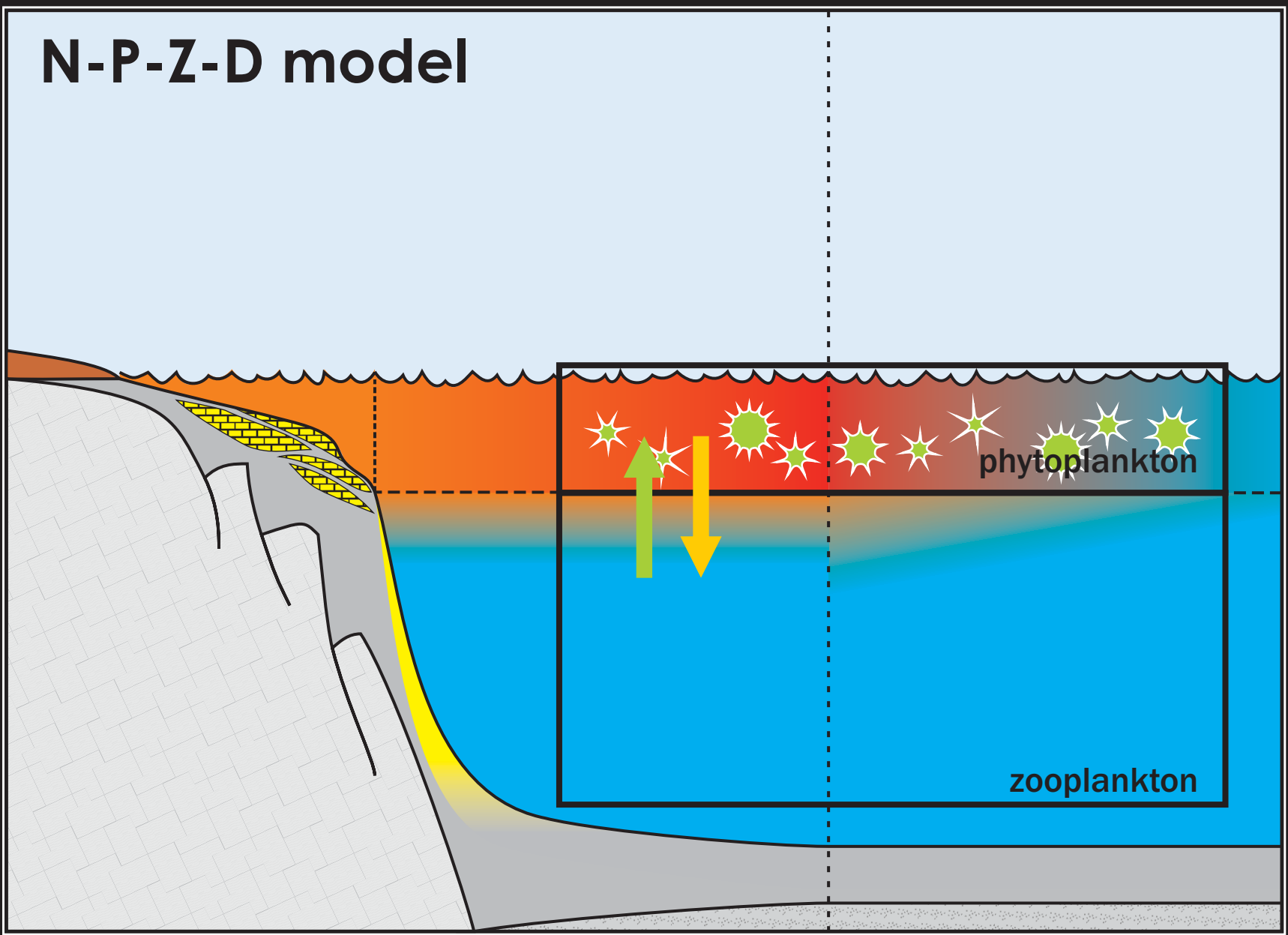
Ocean general circulation models (O-GCMs):  
Ocean circulation becomes an **emergent** rather than a prescribed property of the system.







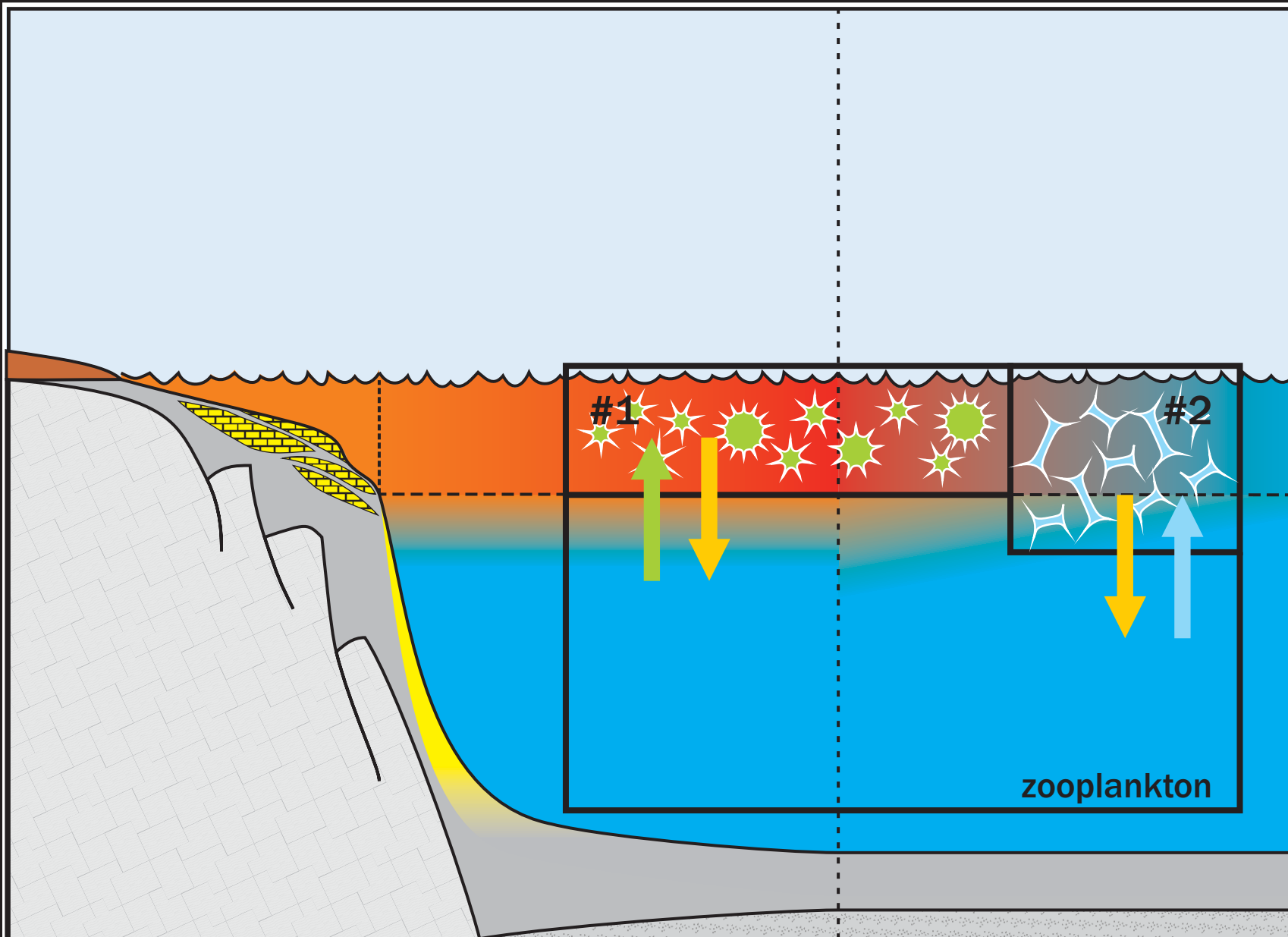
# N-P-Z-D model

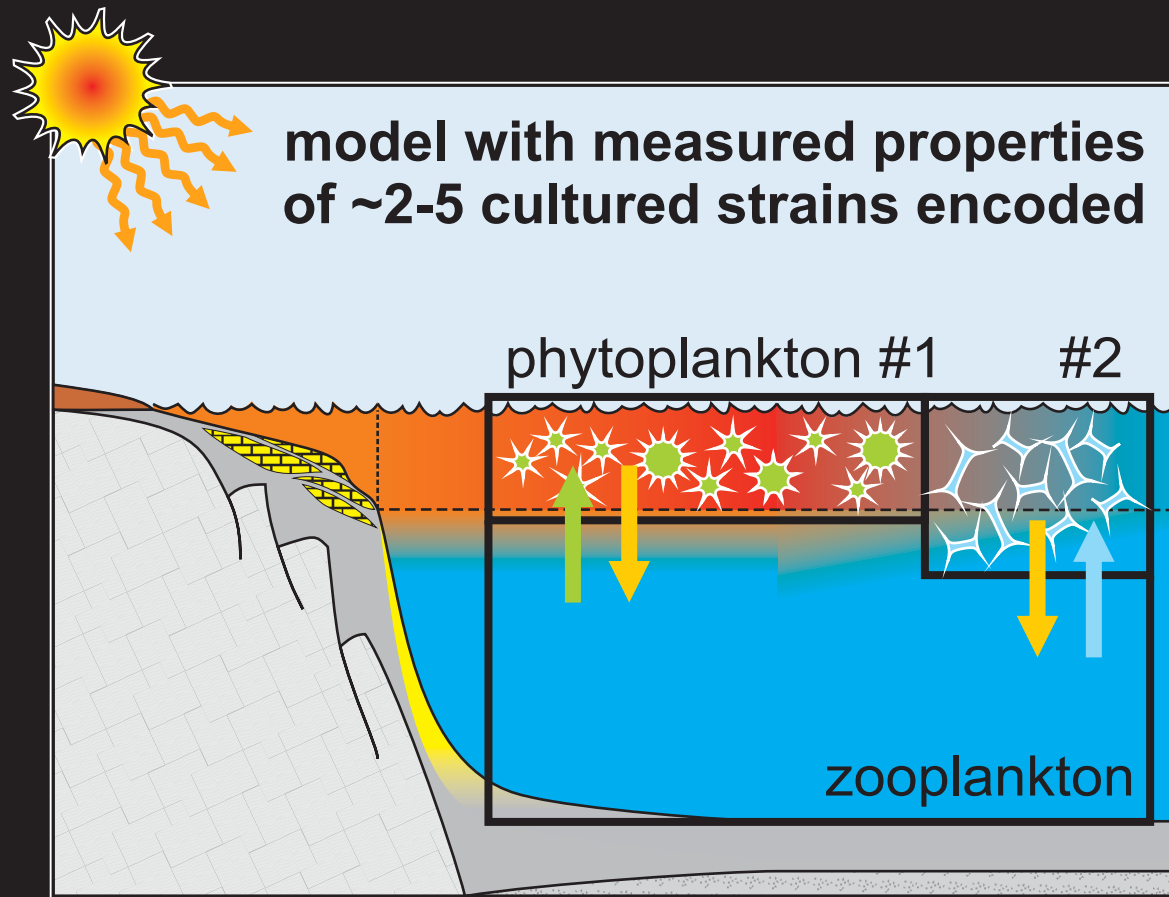


# Bugs I – Strategies for modelling complex marine systems

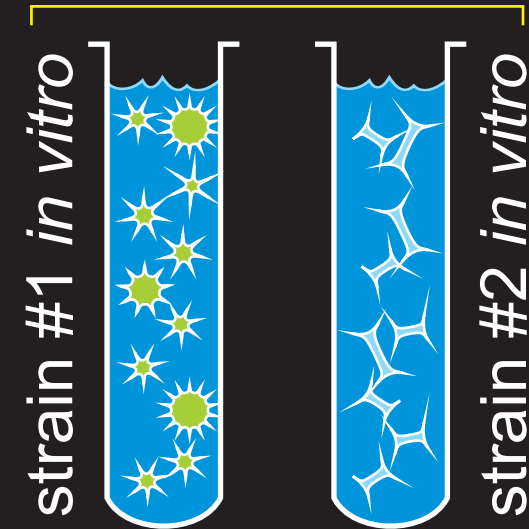


Creating models is effectively, the art of the encapsulation of one's understanding (or preconceptions) of a system, numerically.





predominantly short-term laboratory perturbation experiments



What happens under climate change?

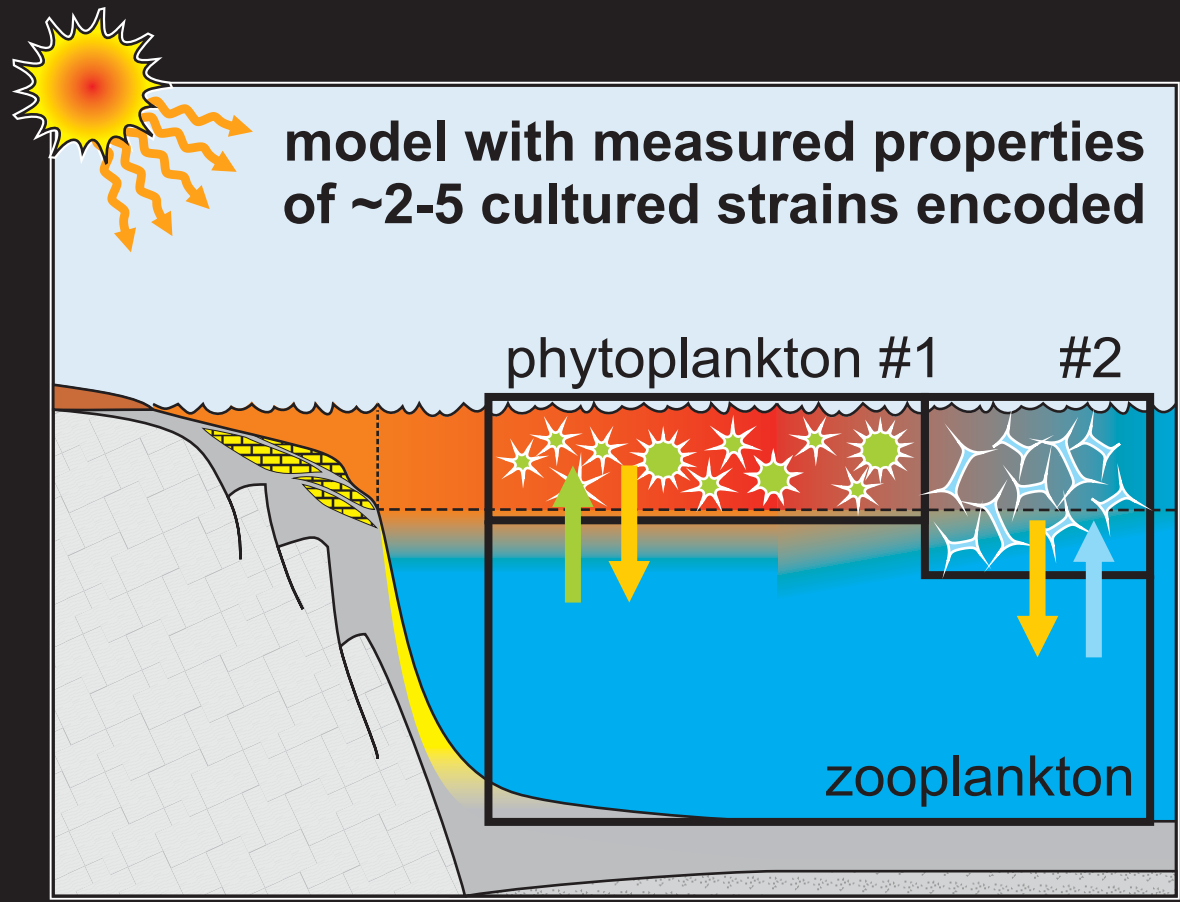
What did the system look like in the past (e.g. Cretaceous)??

What if the structure of the system is not correctly understood???

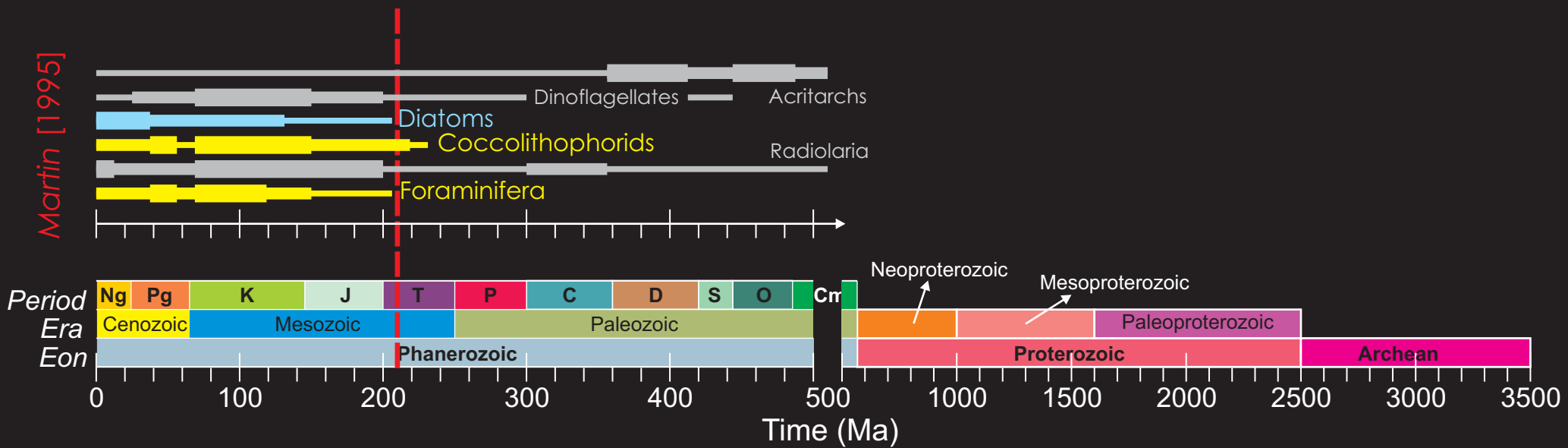
But also:

What about adaptation (or even evolutionary responses) to global change?

# Bugs I – Strategies for modelling complex marine systems



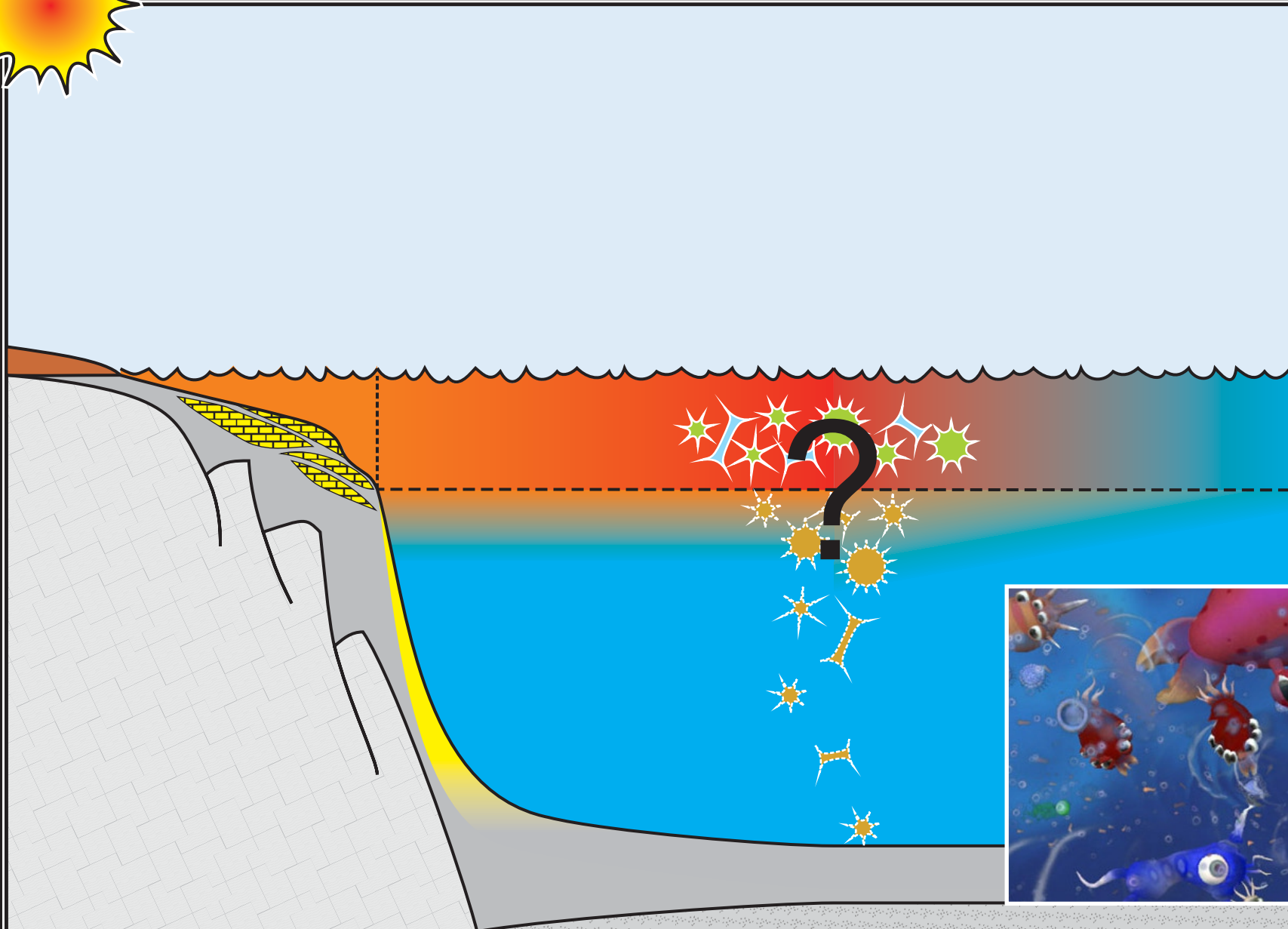
predominantly short-term laboratory perturbation experiments



# Bugs I – Strategies for modelling complex marine systems



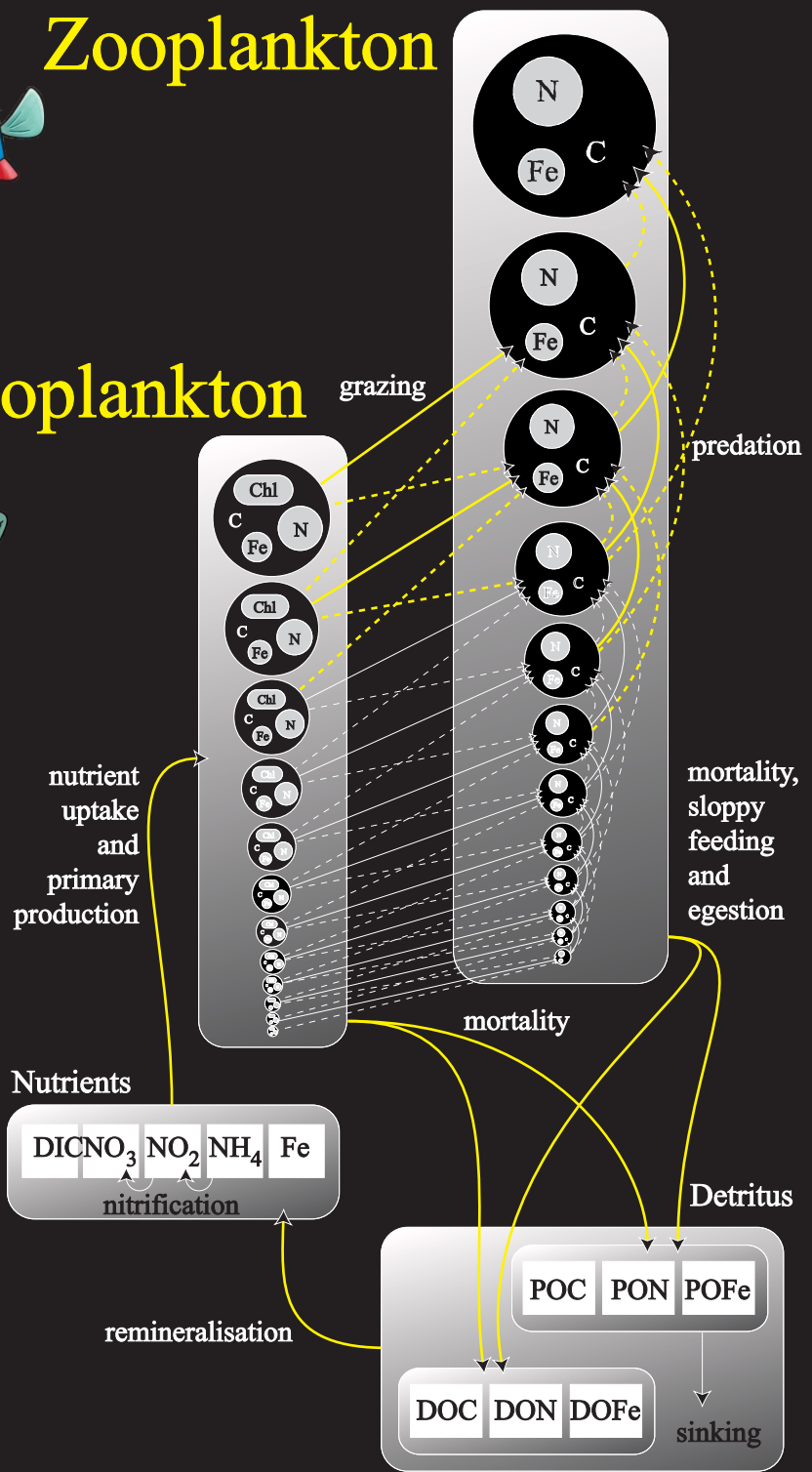
(Ocean) General Ecology Models? (O-GEMs?):  
Marine ecology becomes an **emergent** rather than a prescribed property of the system.





## Zooplankton

## Phytoplankton



‘ECOGEM’ size-structured plankton ecological model [Ward et al., 2018 (GMD)].

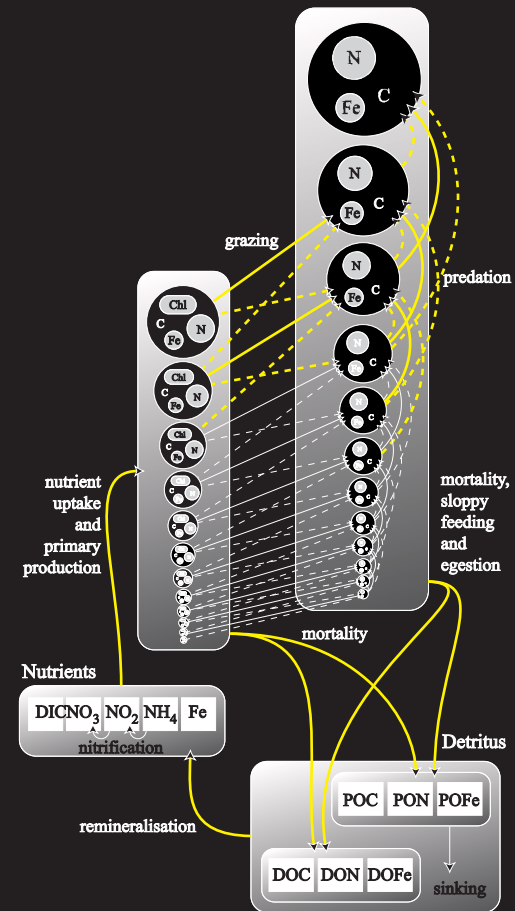
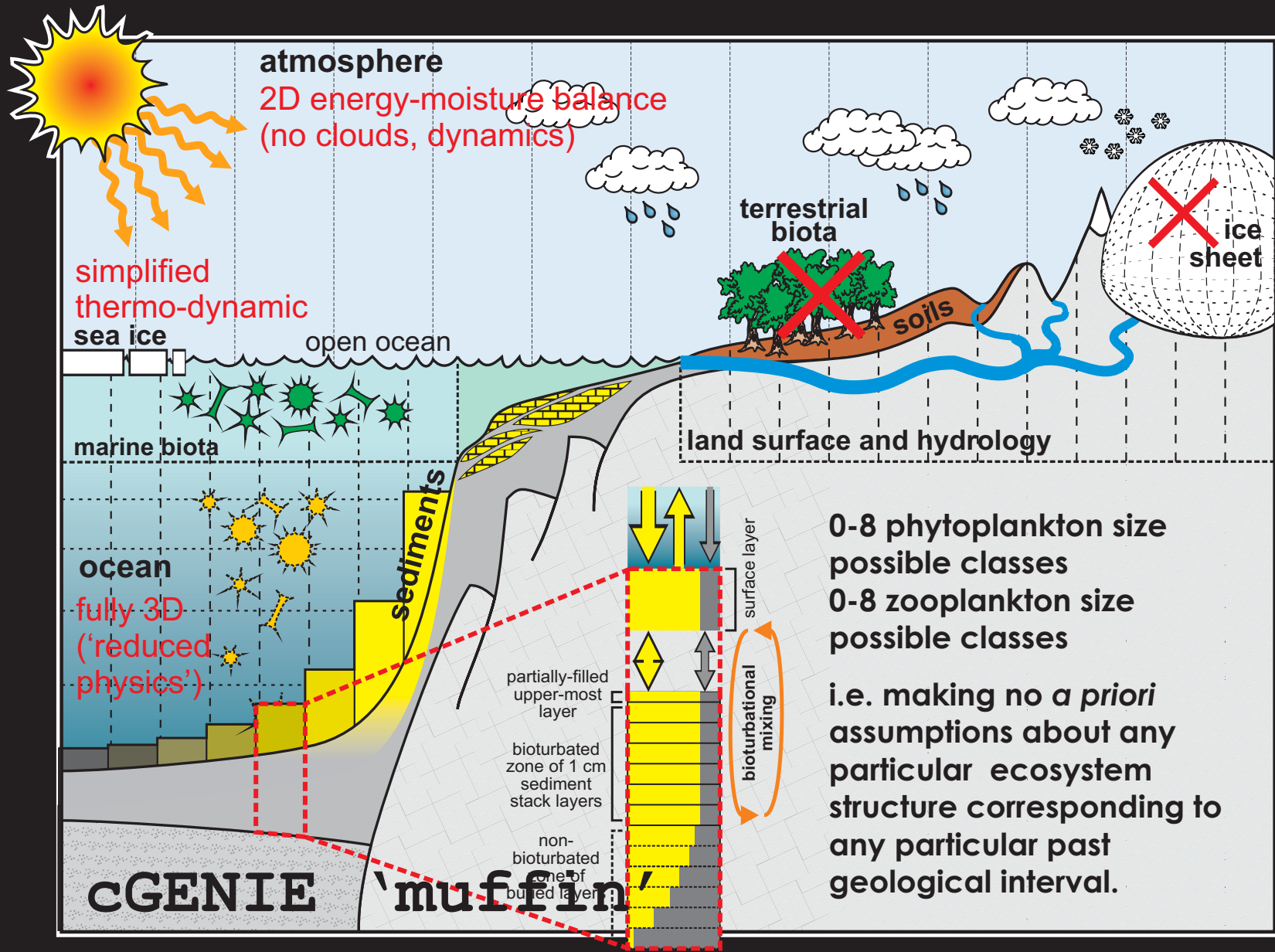
Can define  $n$  phytoplankton and  $m$  zooplankton (and/or mixotrophs).

Traits scale with the master variable, cell size.

Each plankton has ‘quotas’ for C, N, P, Fe, so variable elemental stoichiometry possible (just C and P used here).

‘Standard’ functional type ecosystem model grazing formulation (with size preference).

# Bugs II – Paleo ecological models

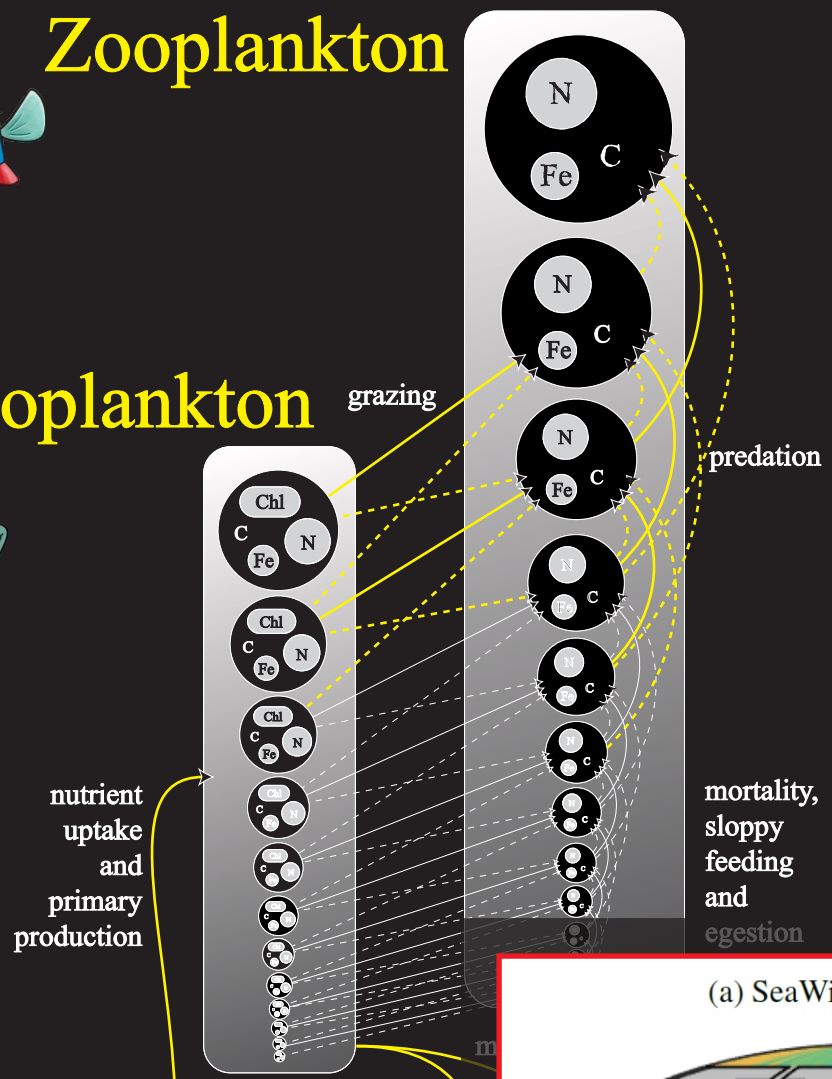
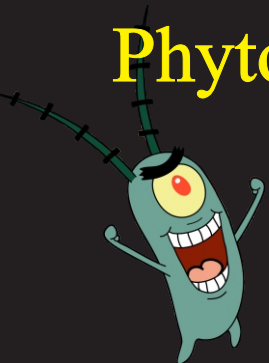


[github.com/derpycode/cgenie.muffin](https://github.com/derpycode/cgenie.muffin)

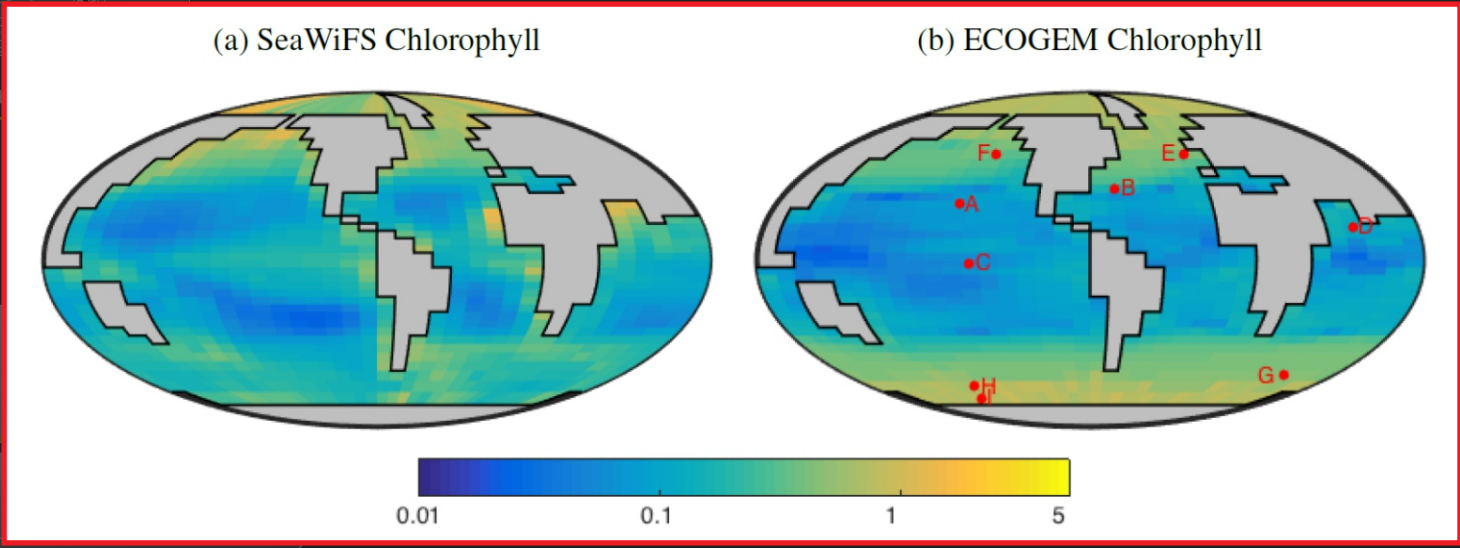


## Zooplankton

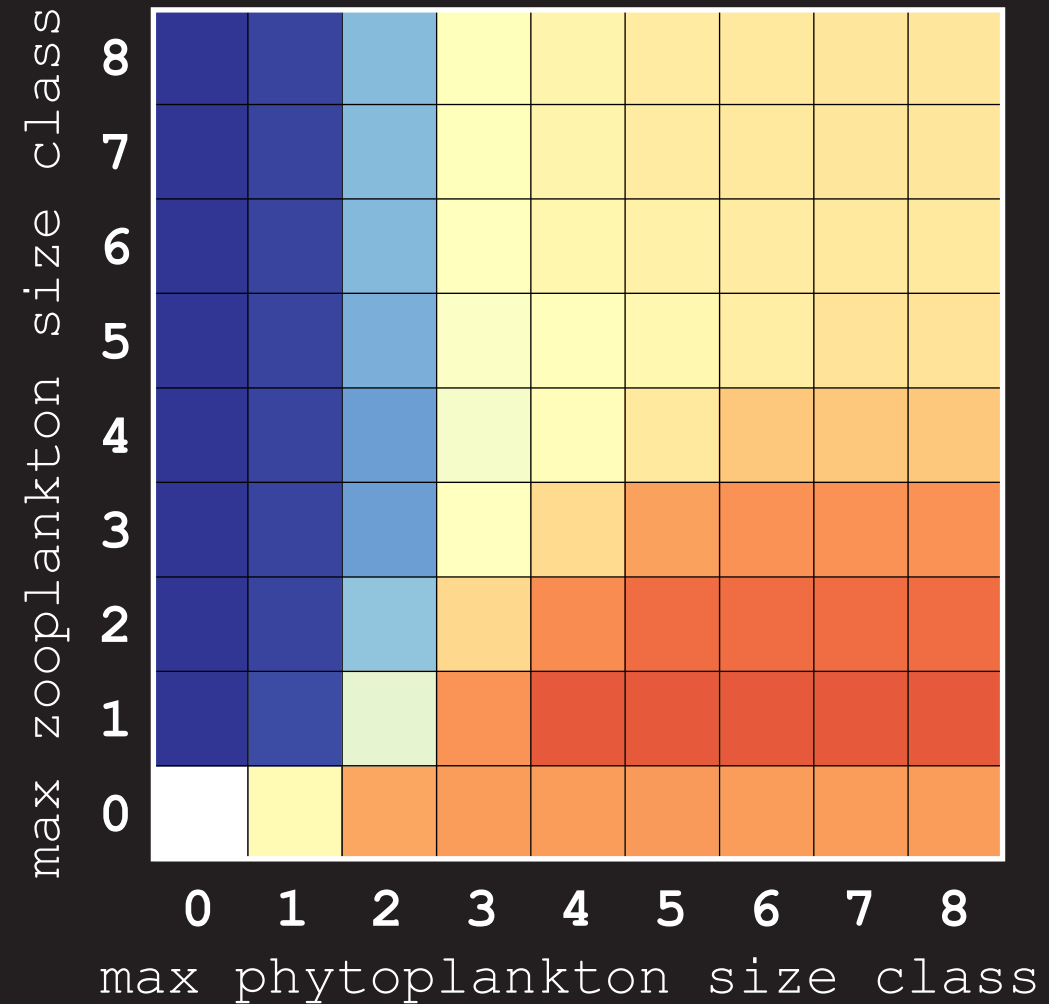
## Phytoplankton



[Ward et al., 2018 (GMD)]







0 == no plankton

1 == 0.6  $\mu\text{m}$

2 == 1.9  $\mu\text{m}$

3 == 6.0  $\mu\text{m}$

4 == 19.0  $\mu\text{m}$

5 == ...

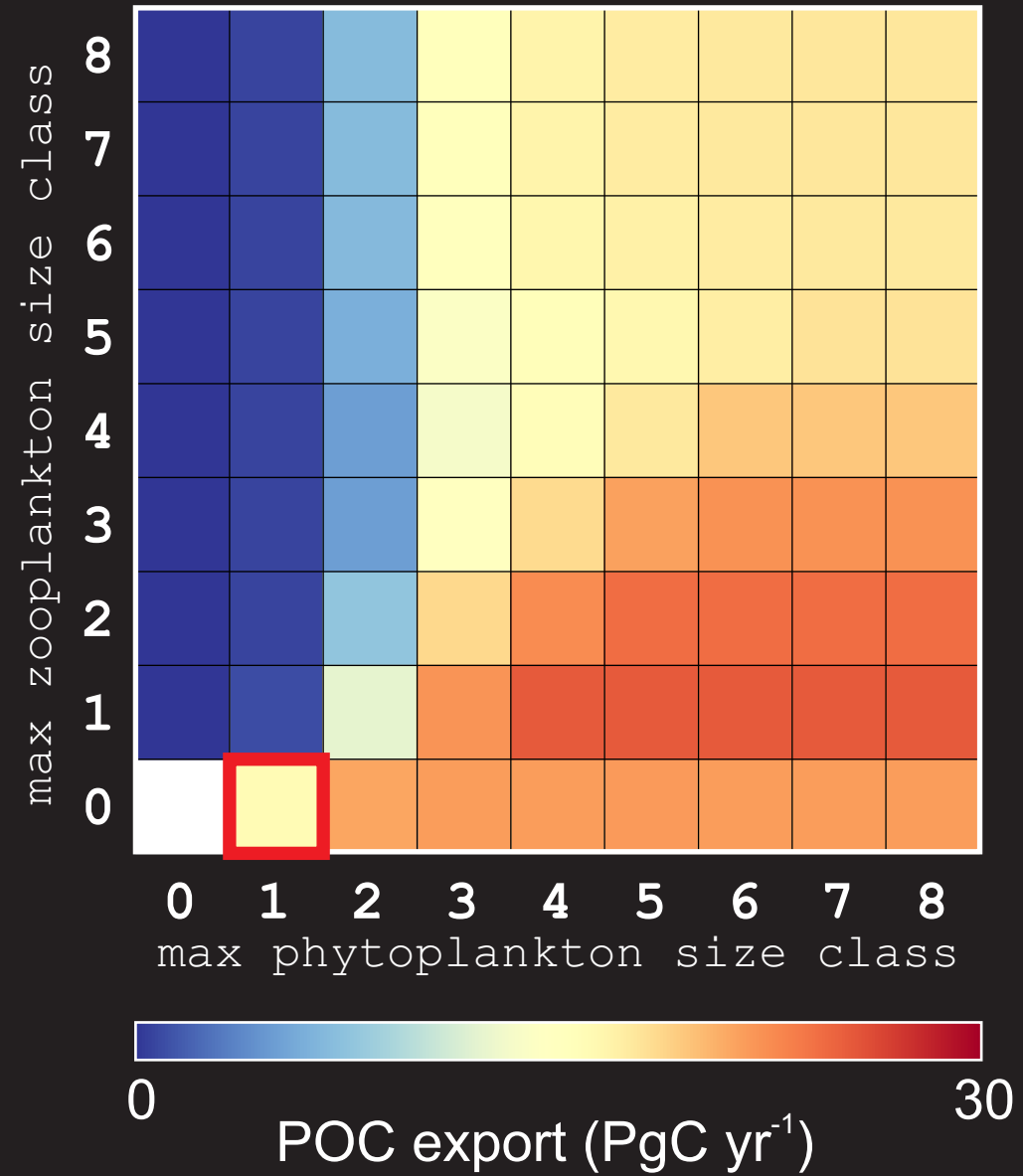
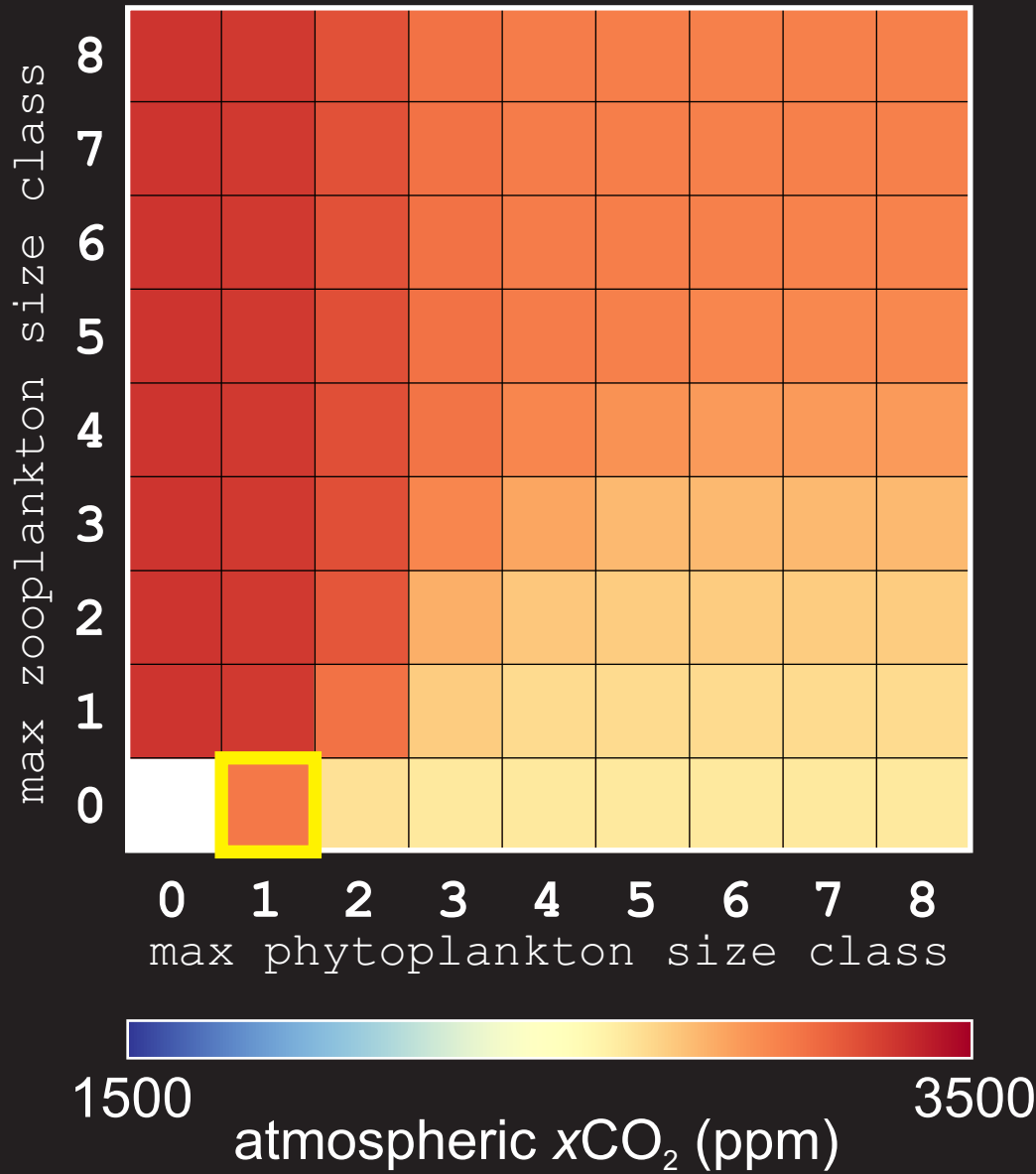
# Bugs III – Paleo ecological computer games



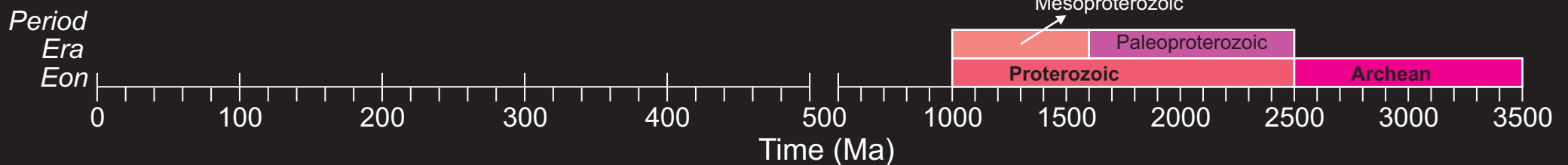
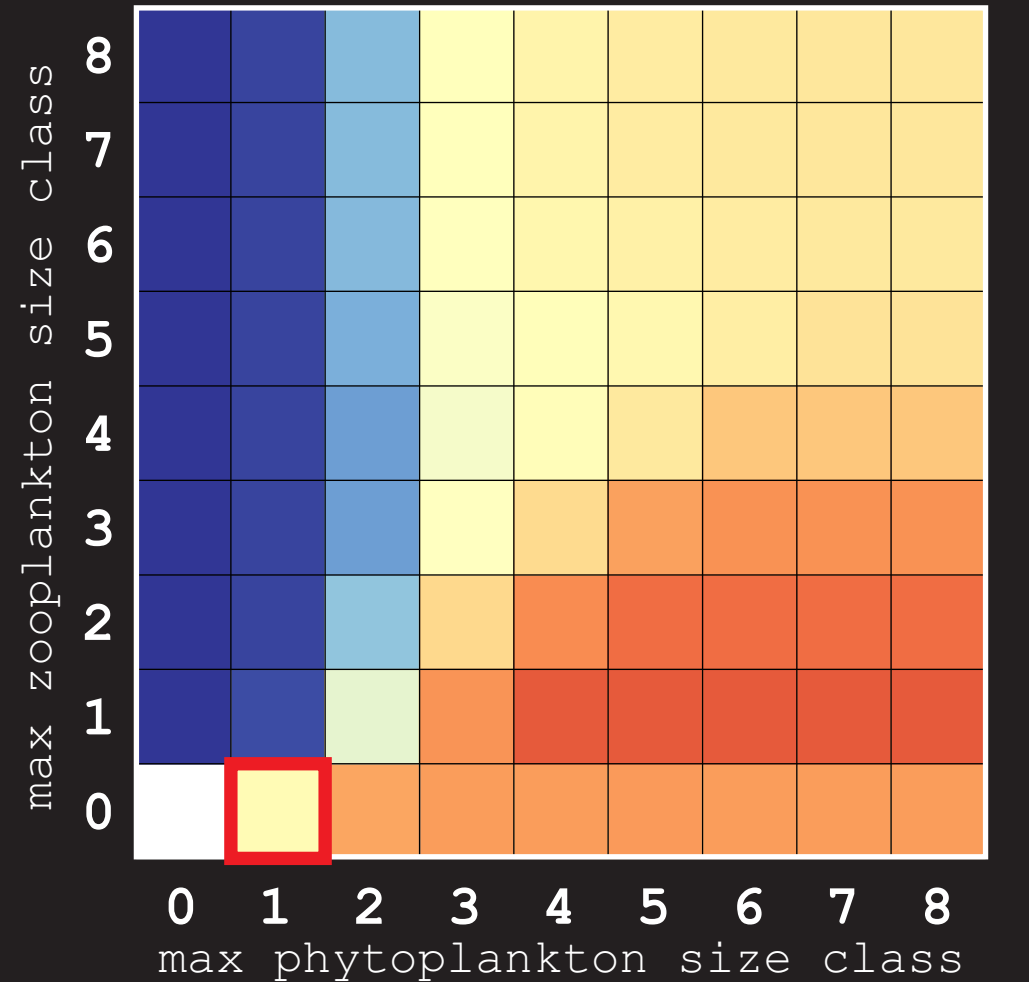
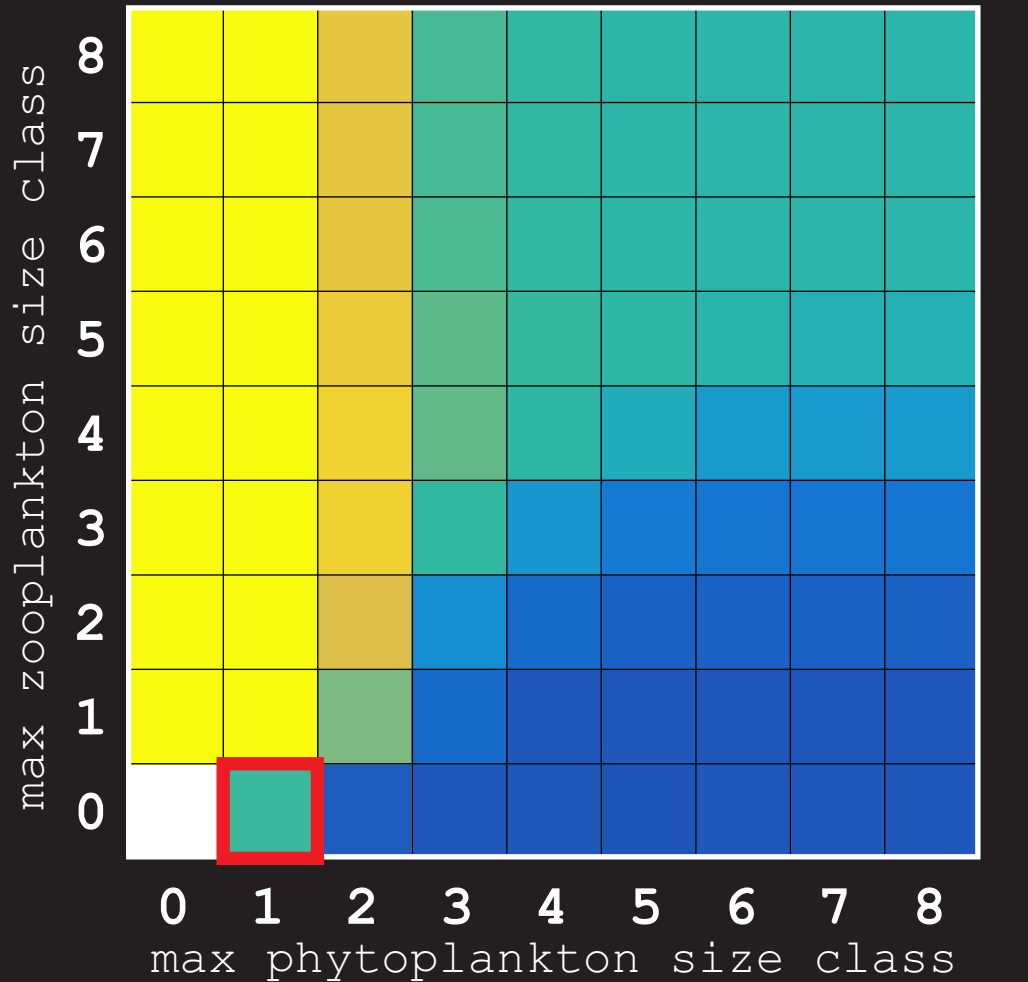
Evolutionary innovations  
& plankton assemblage



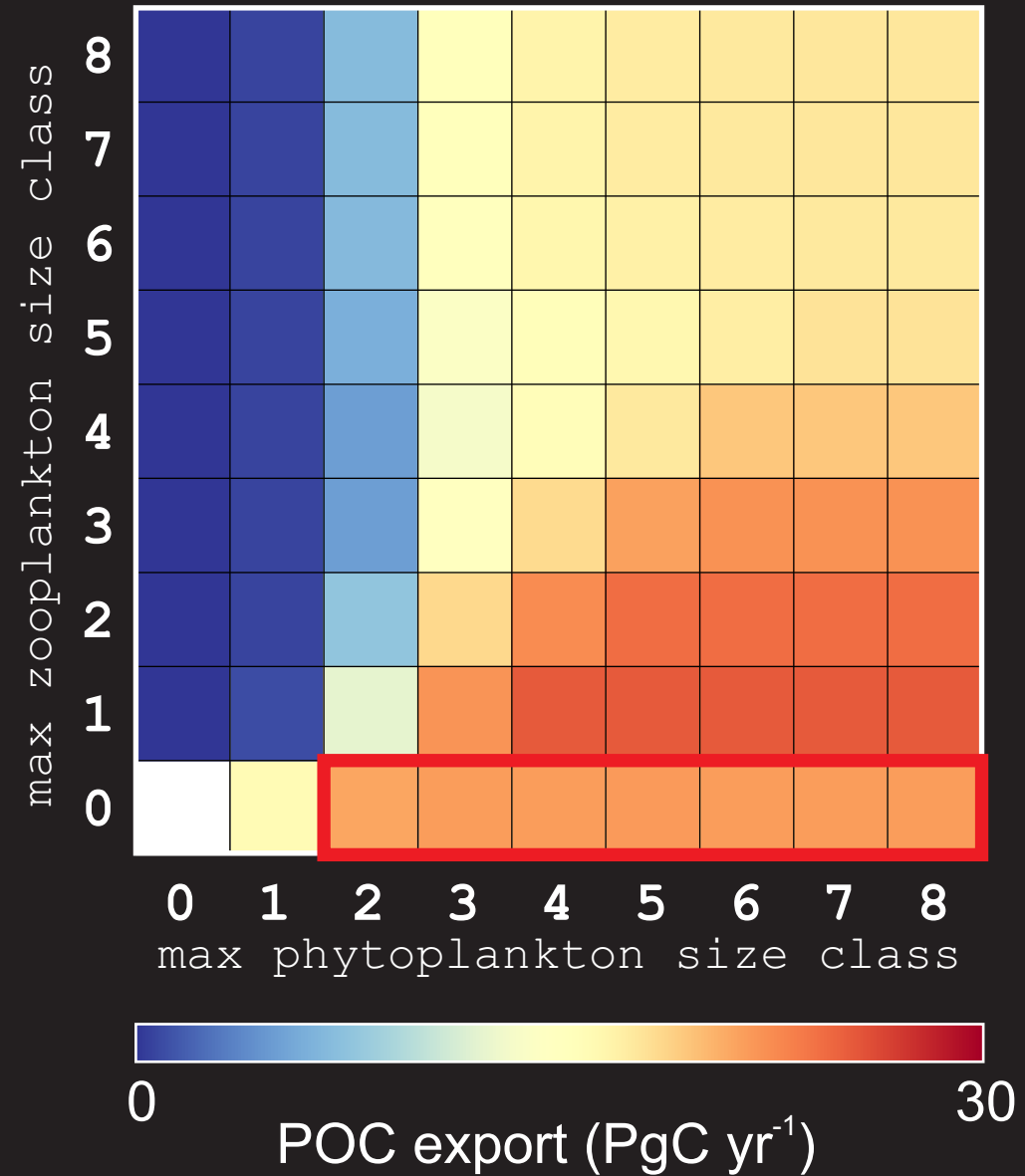
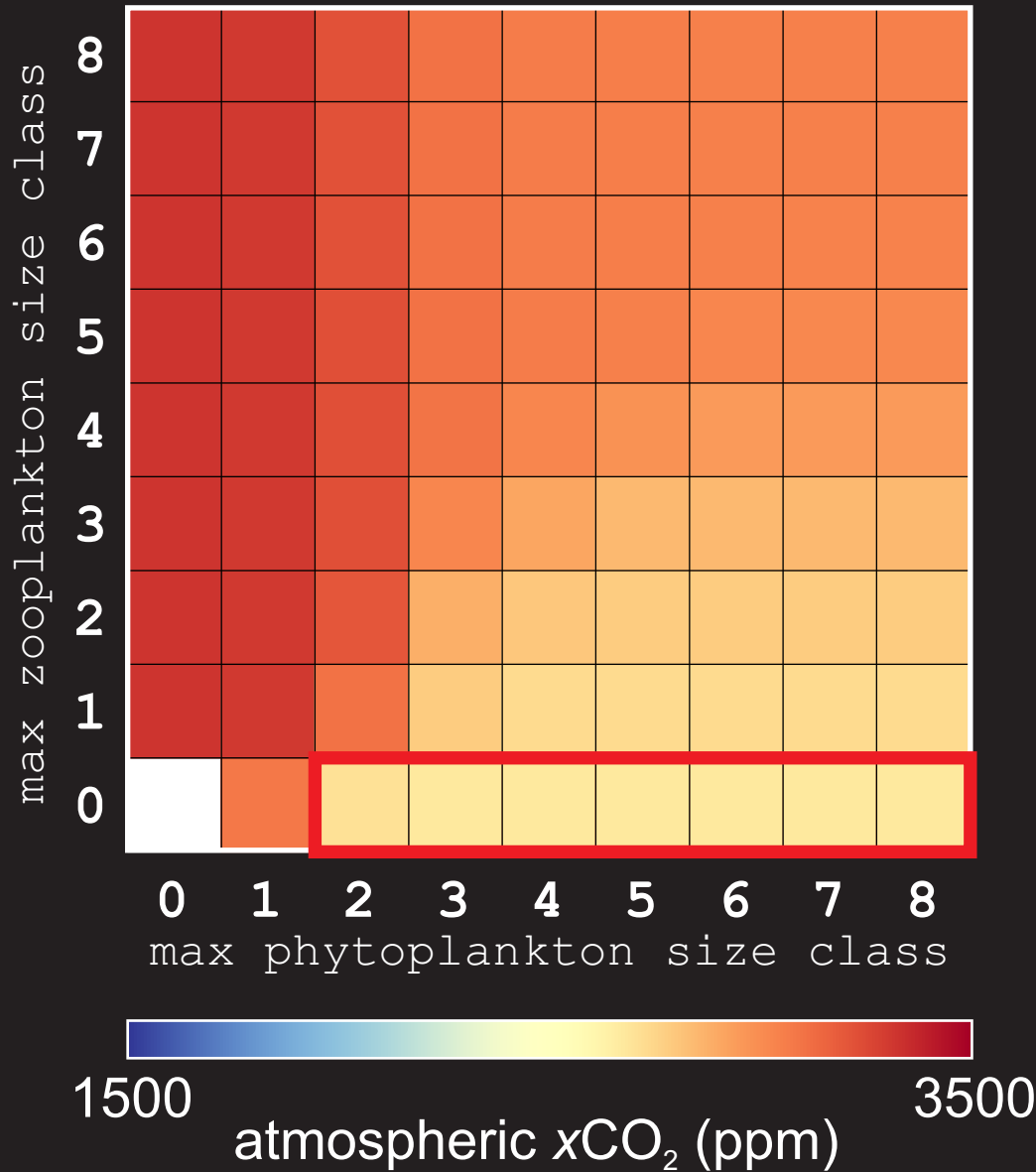
# Bugs III – (1) planktonic habitat (small cell size)



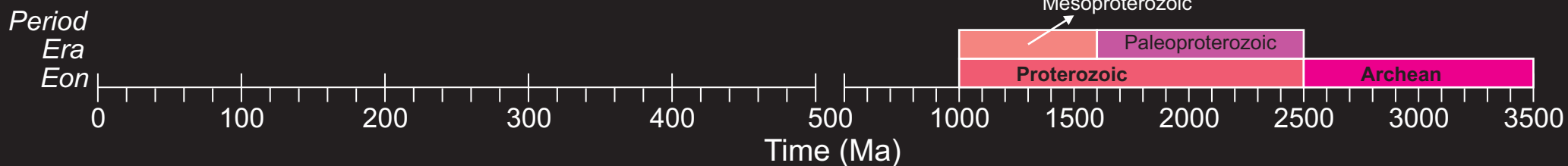
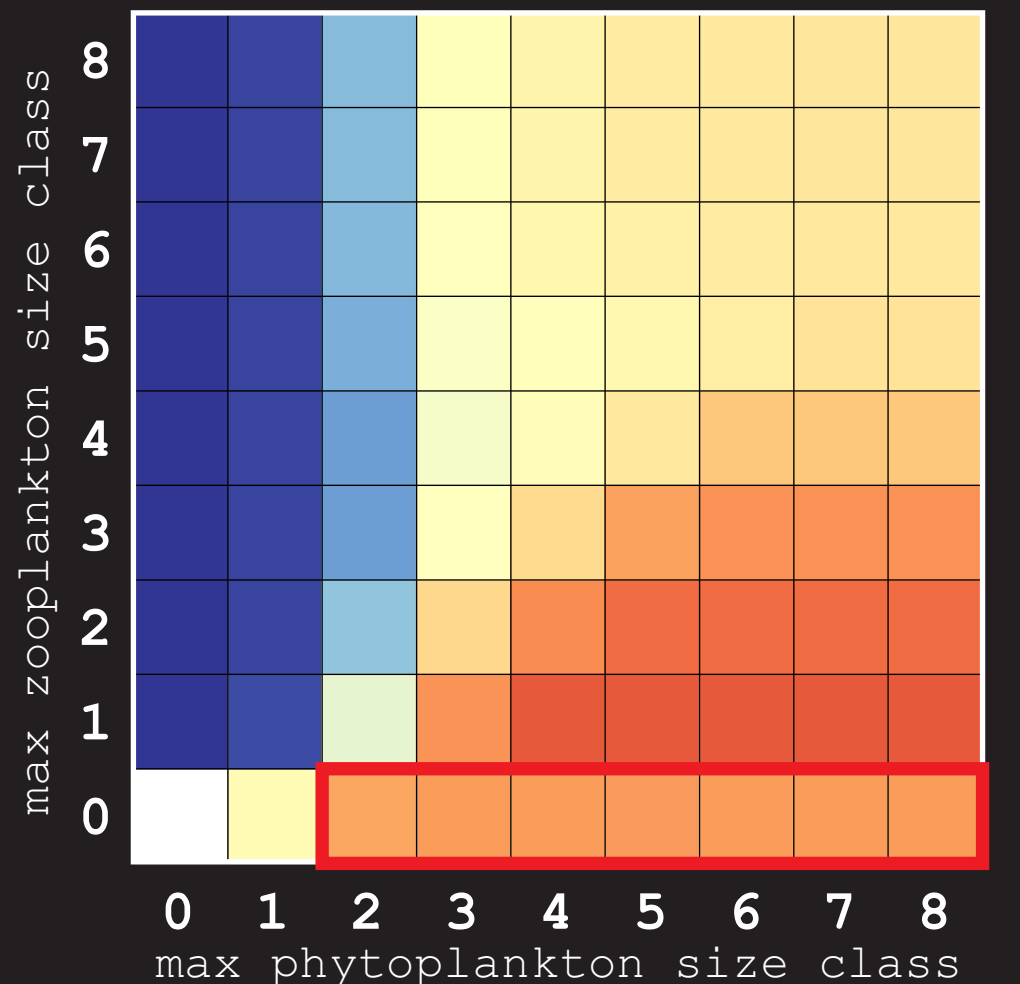
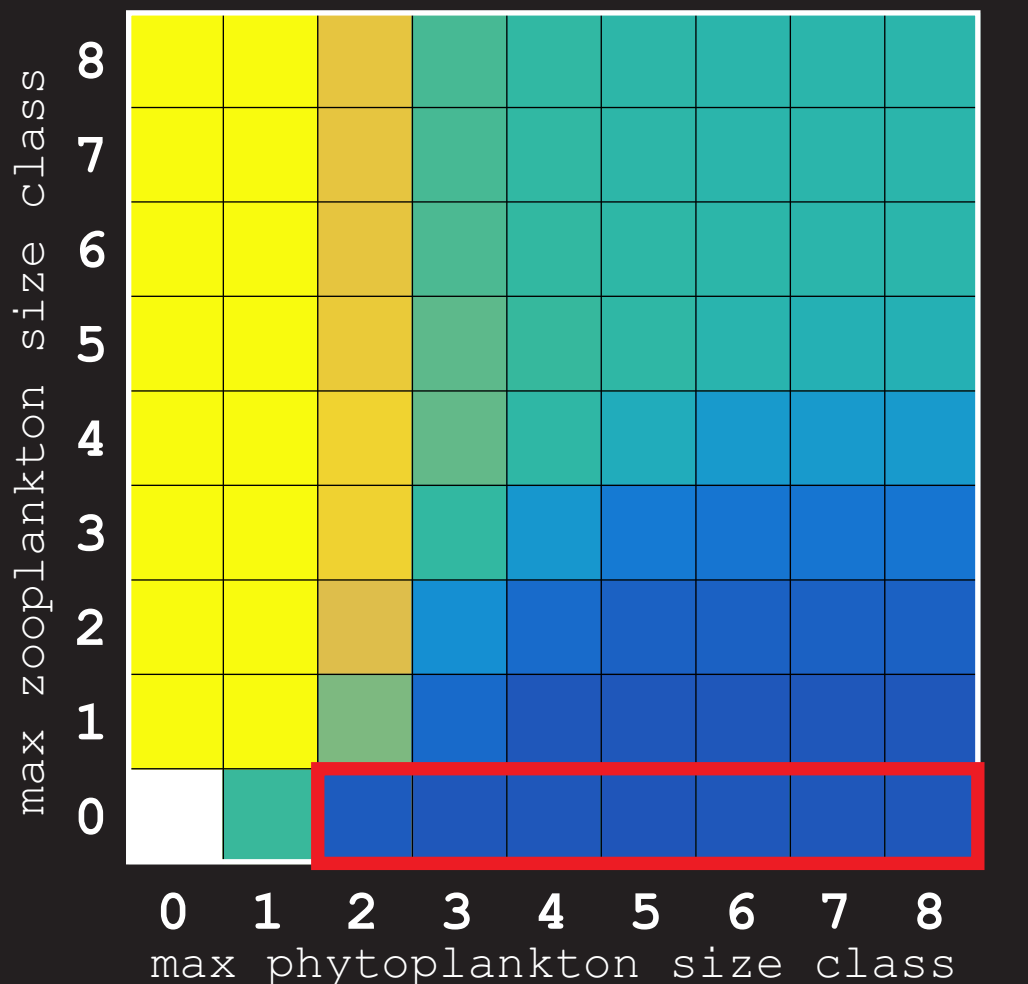
# Bugs III – (1) planktonic habitat (small cell size)



# Bugs III – (2) planktonic habitat (large size range)



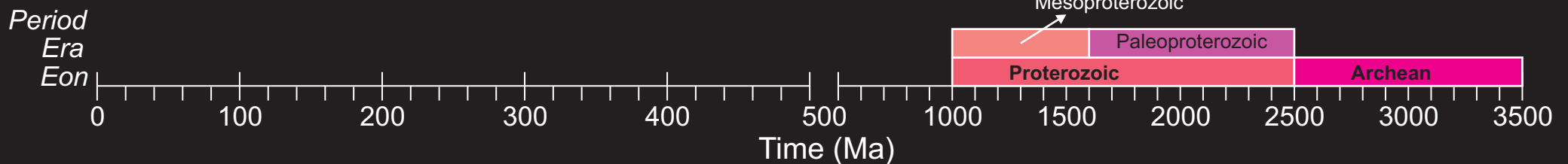
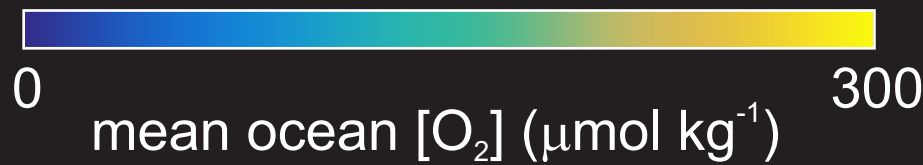
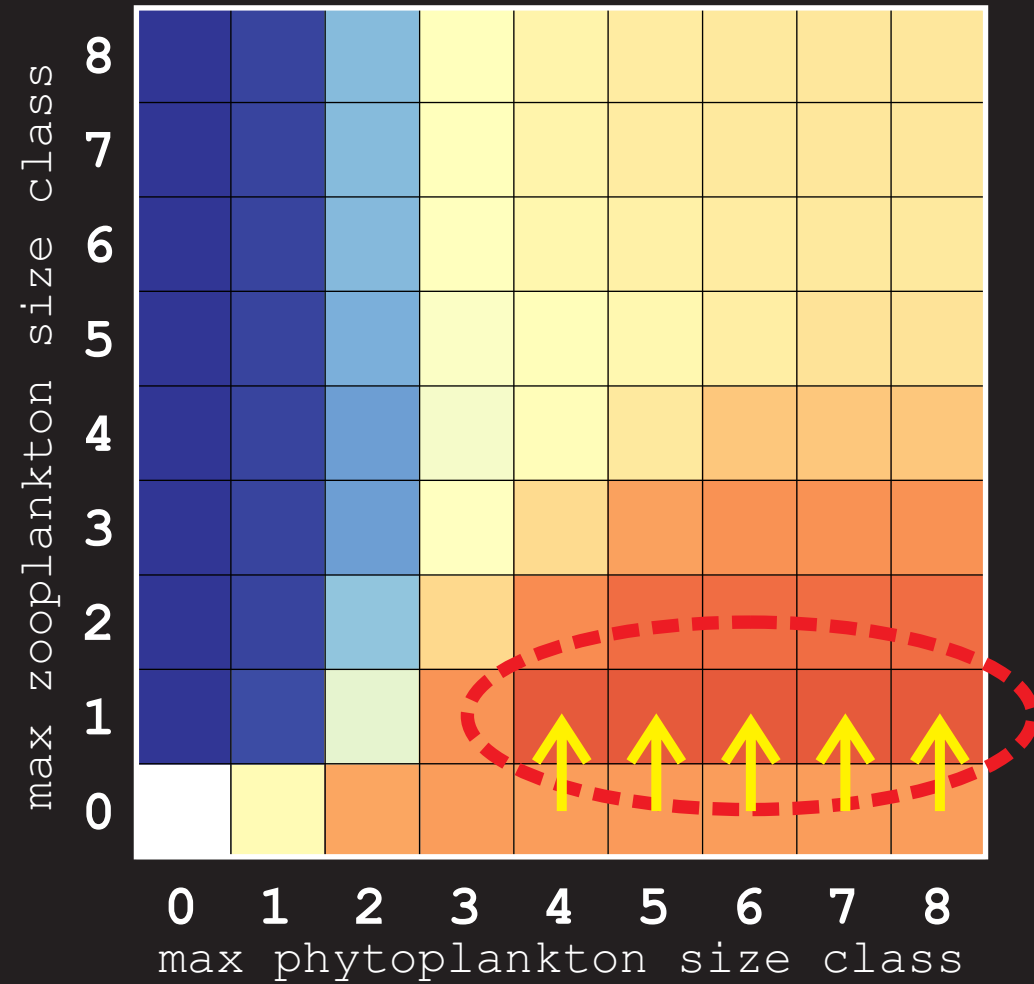
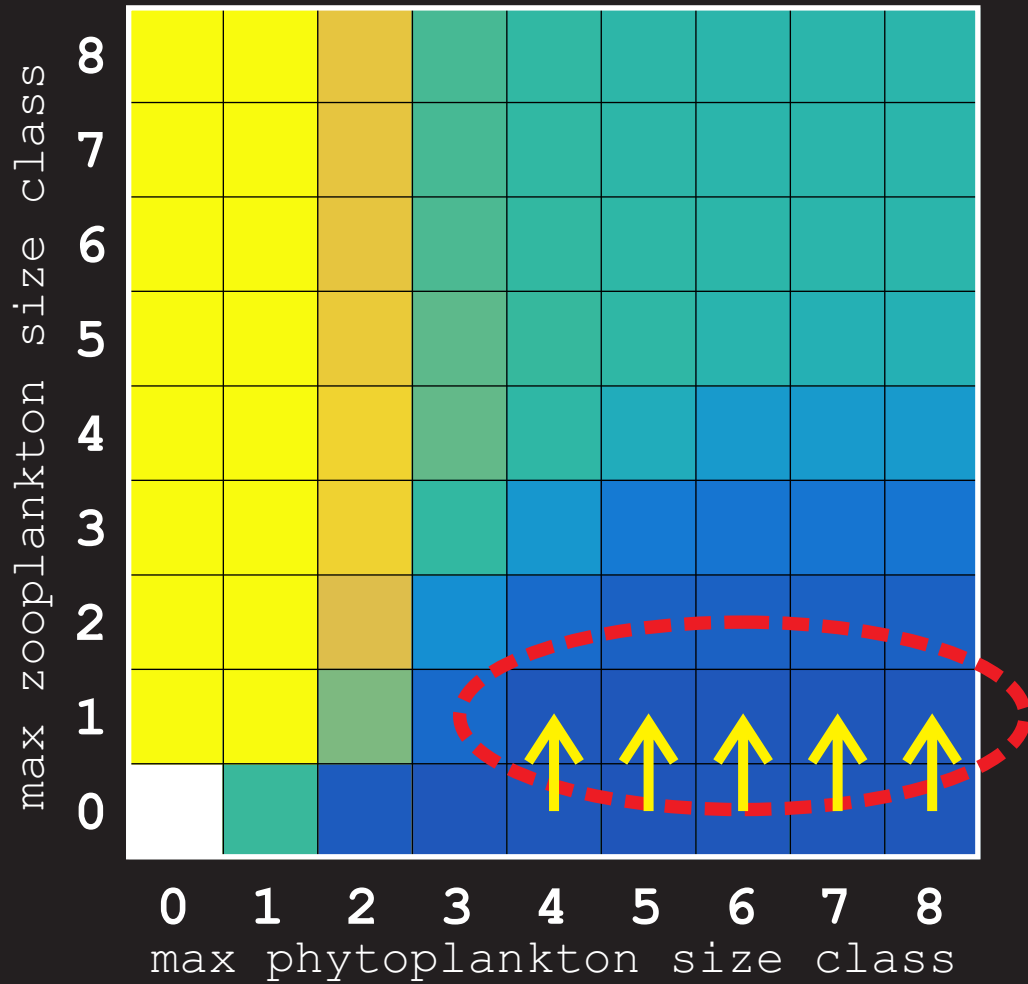
# Bugs III – (2) planktonic habitat (large size range)



# Bugs III – (3) grazing?

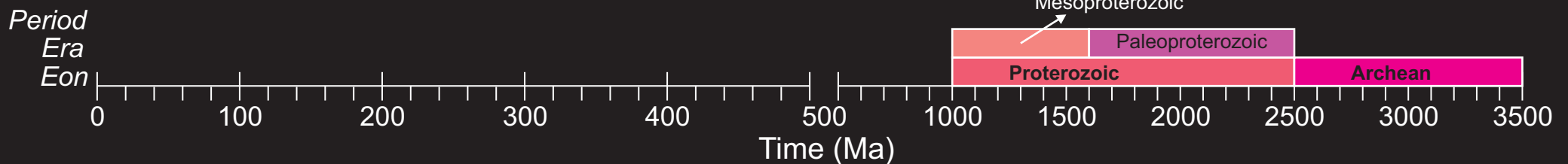
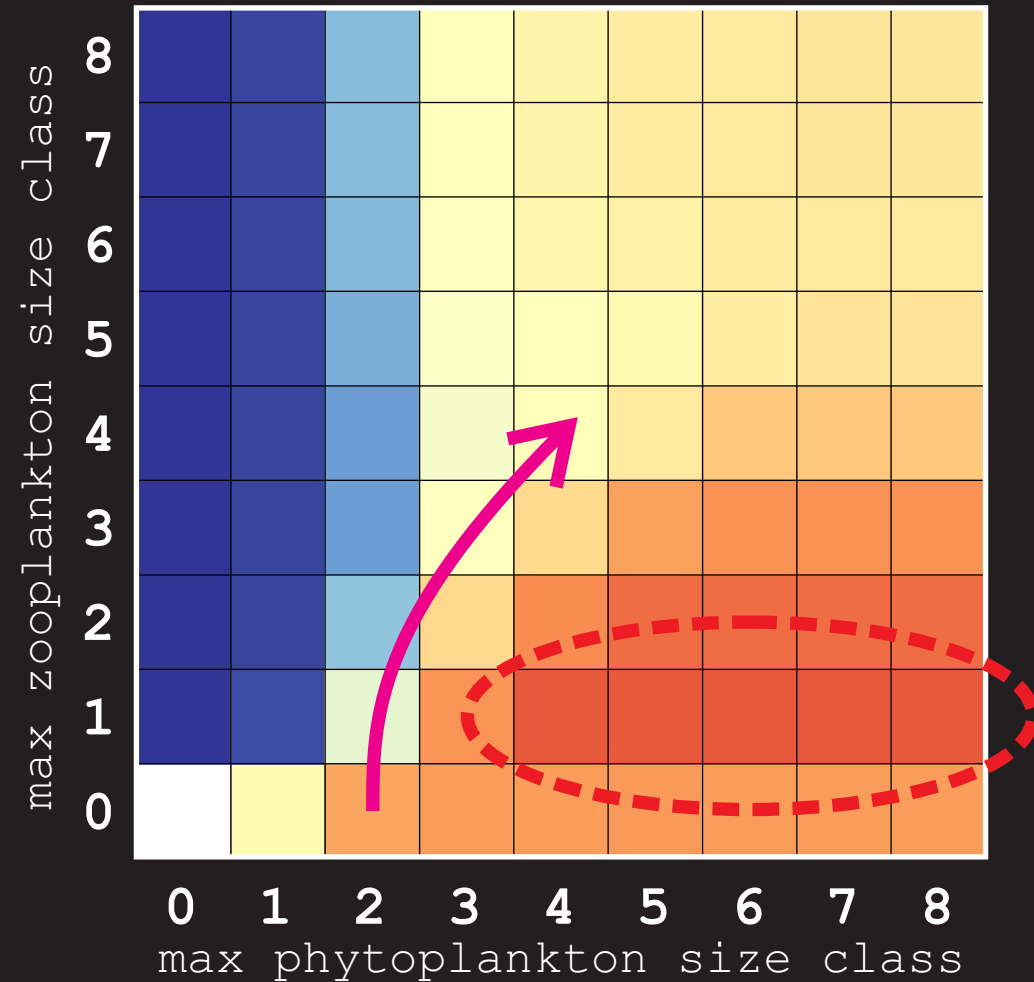
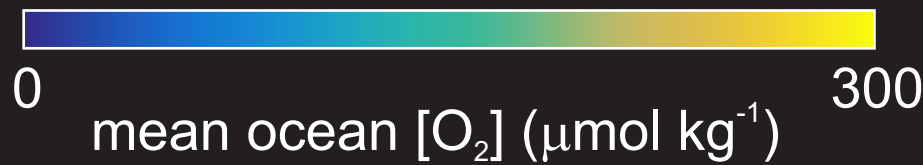
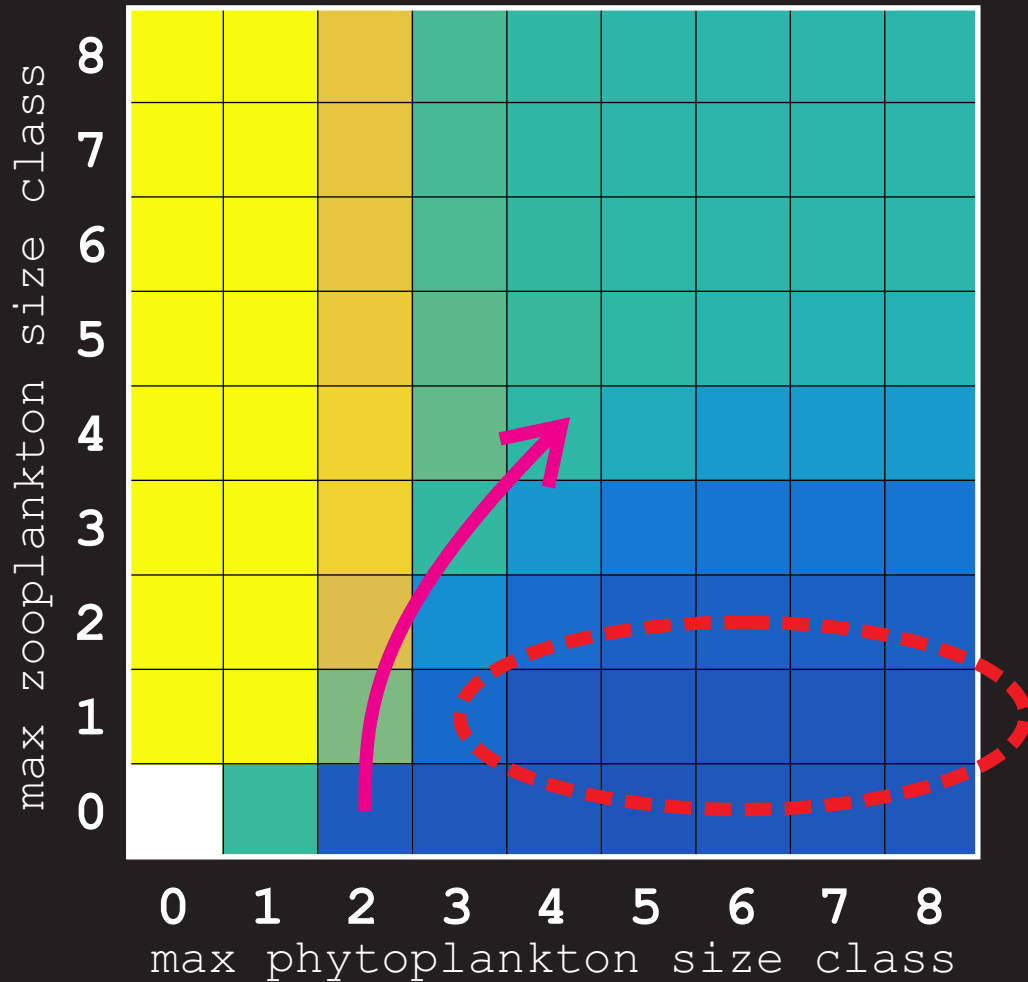


# Bugs III – (3) grazing?





# Bugs III – (3) grazing?



# Bugs III – (4) animals (larger grazers)



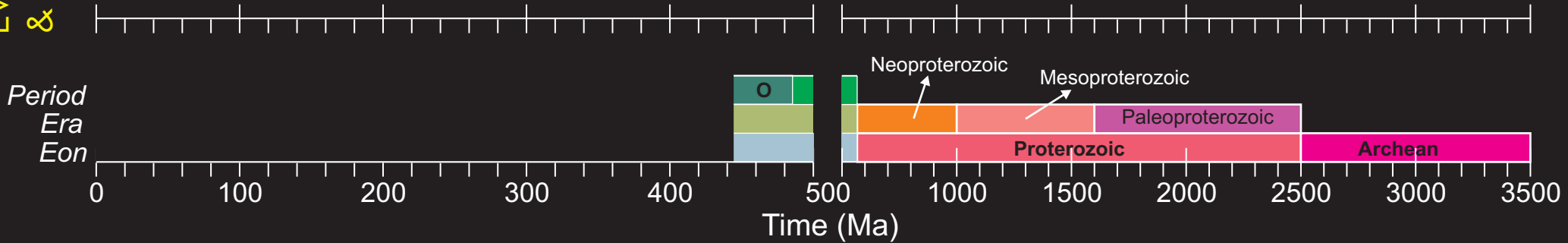
Evolutionary innovations  
& plankton assemblage

Animals! (metzoans)

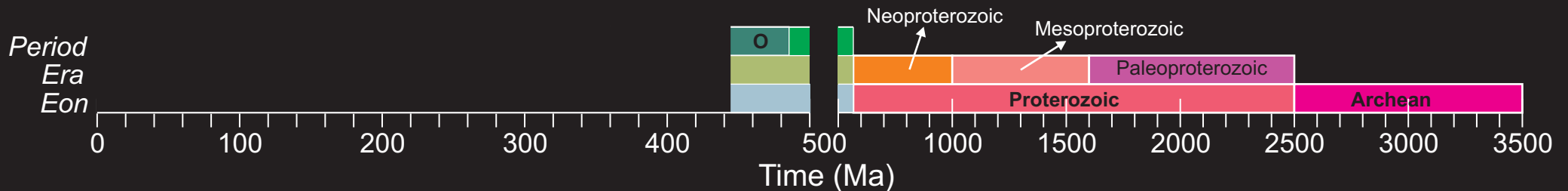
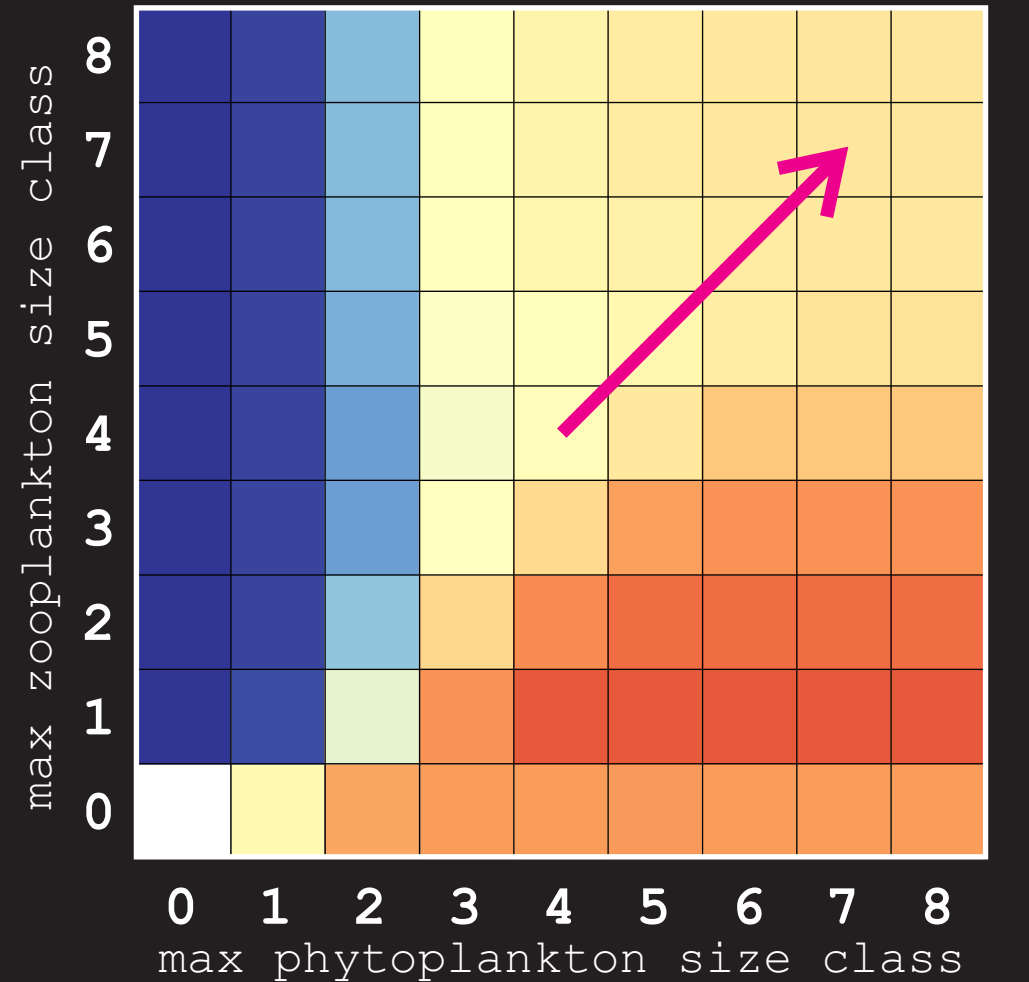
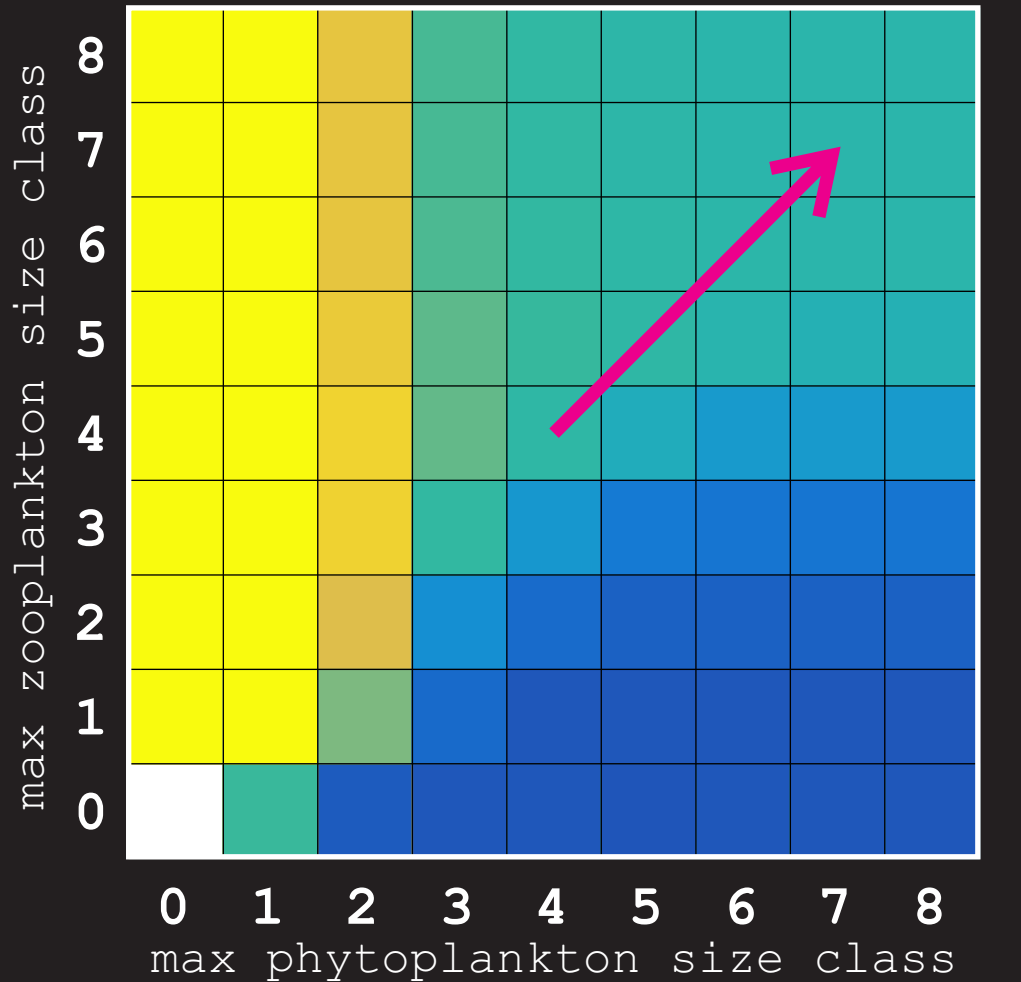
Eukaryotes [Knoll, 2014]

Cyanobacteria (planktonic) [Sánchez-Baracaldo, 2015]

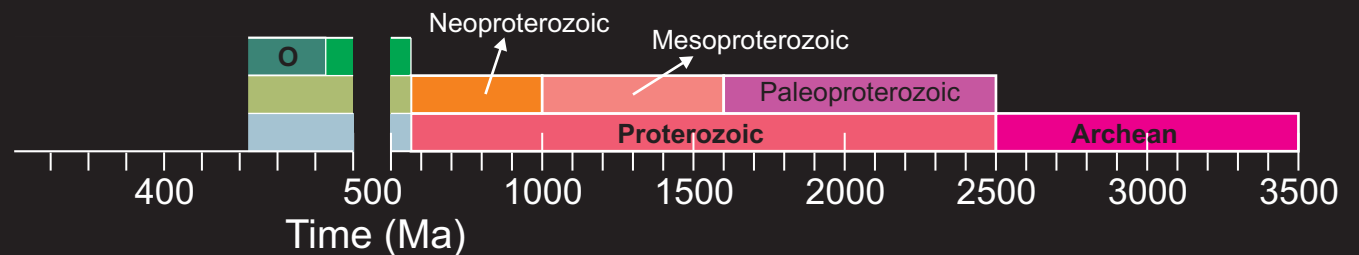
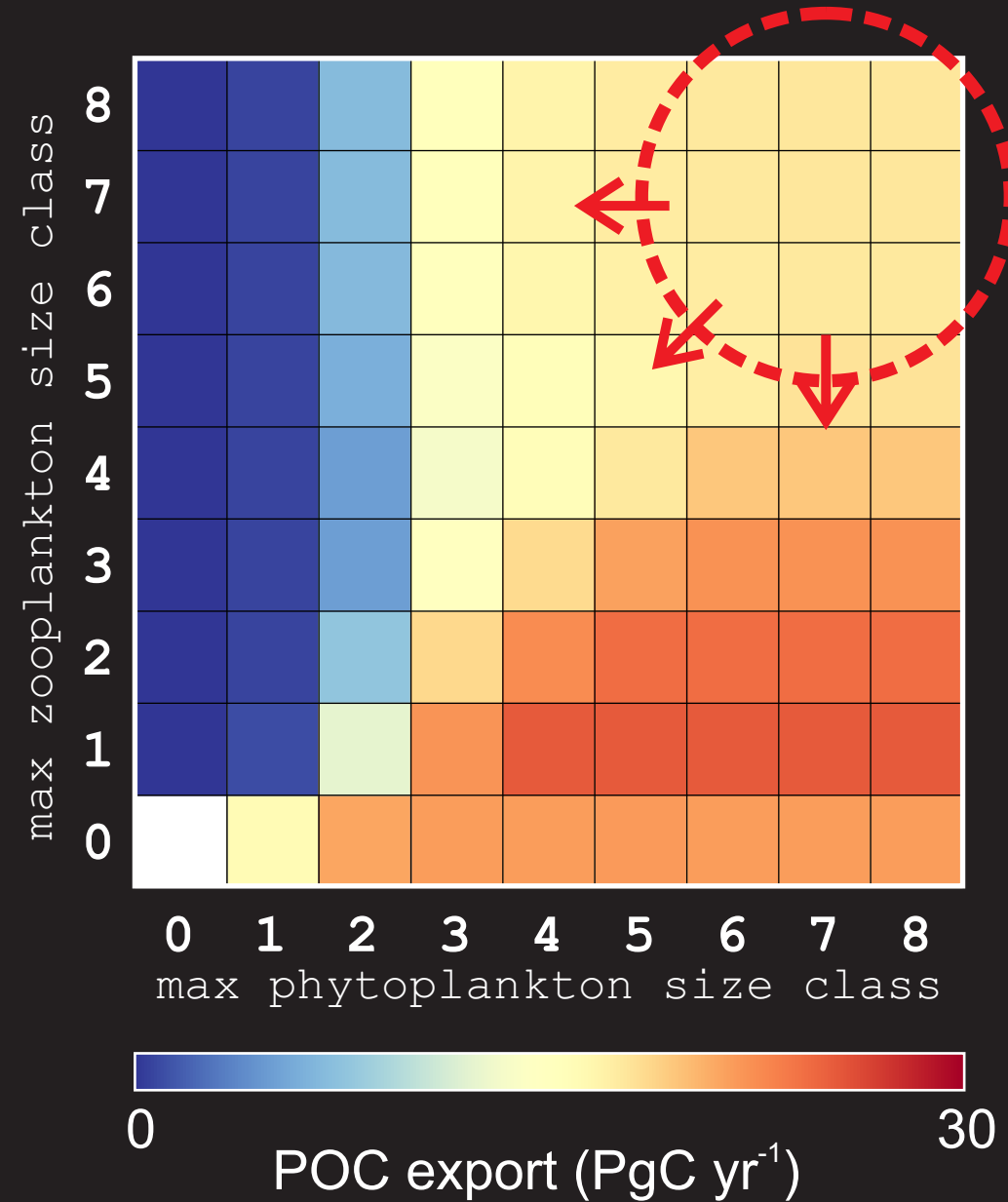
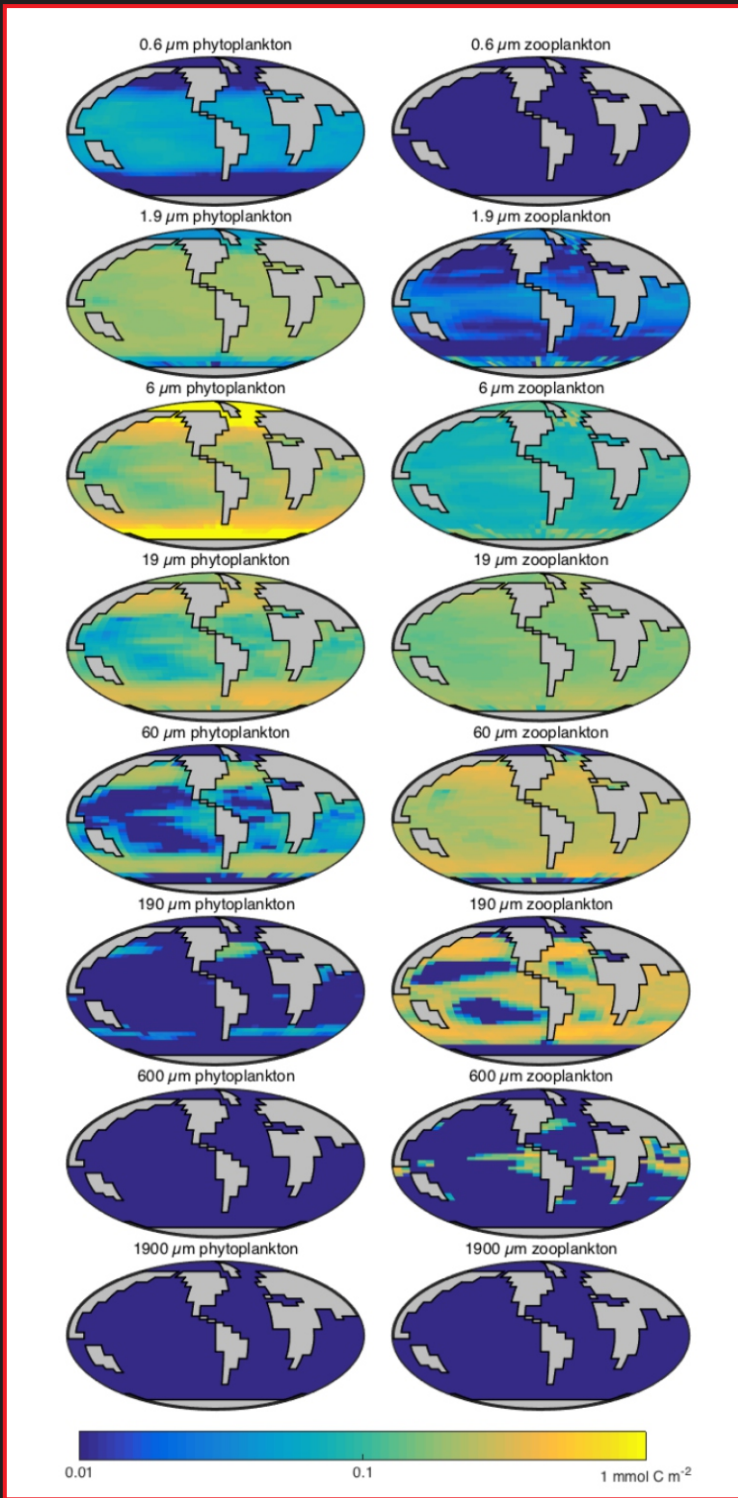
Cyanobacteria (benthic) [Sánchez-Baracaldo, 2015]



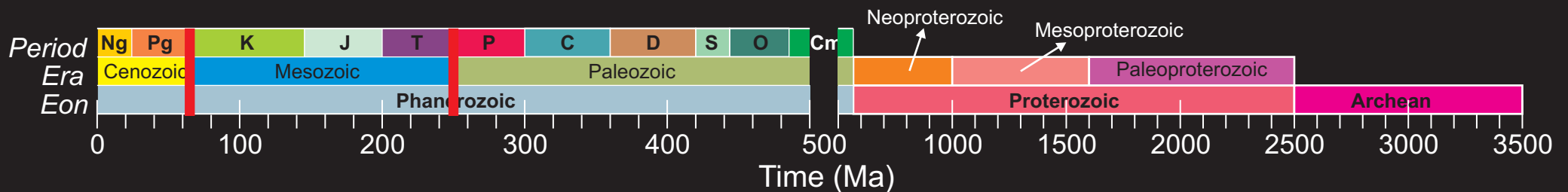
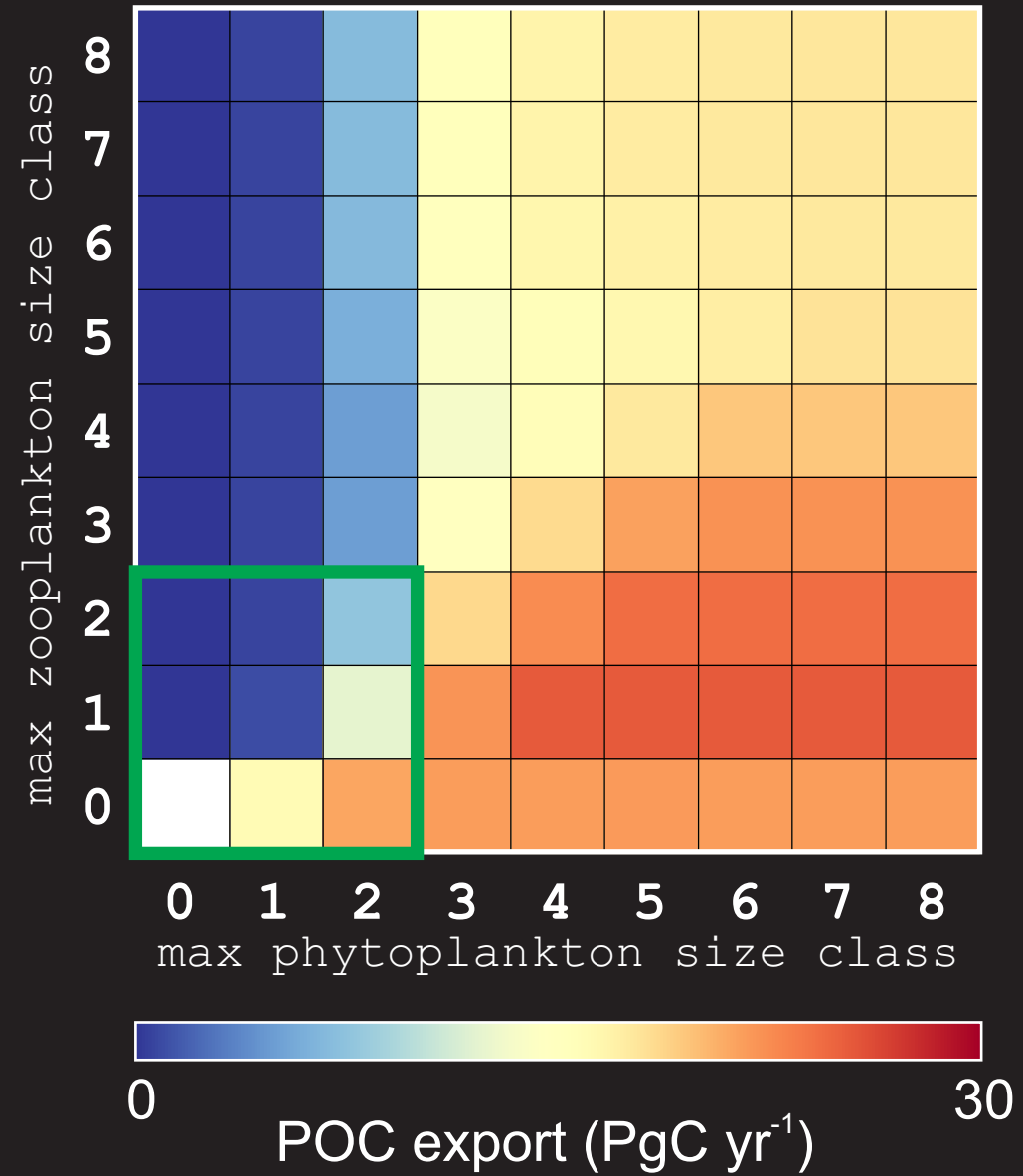
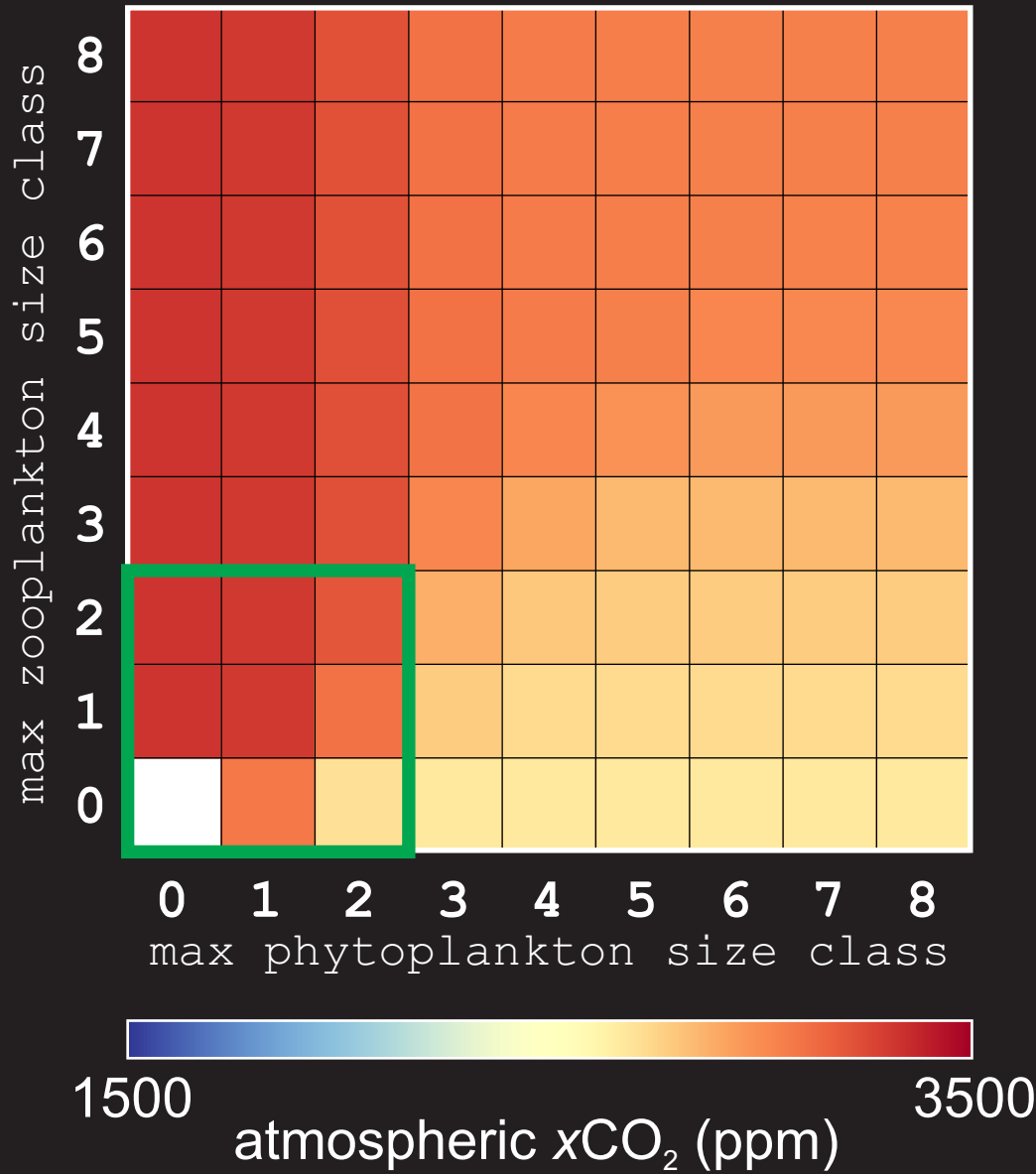
# Bugs III – (4) animals (larger grazers)



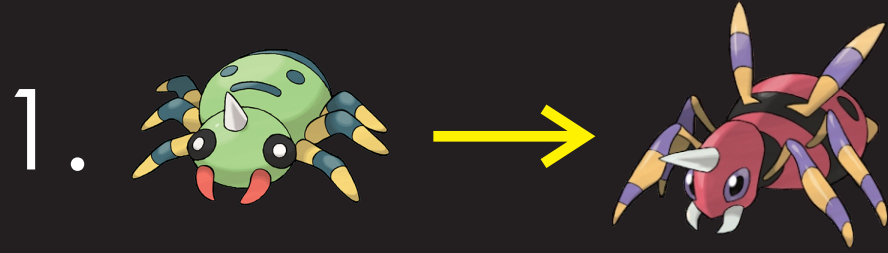
# Bugs III – (4) animals (larger grazers)



# Bugs III – (5) extinctions

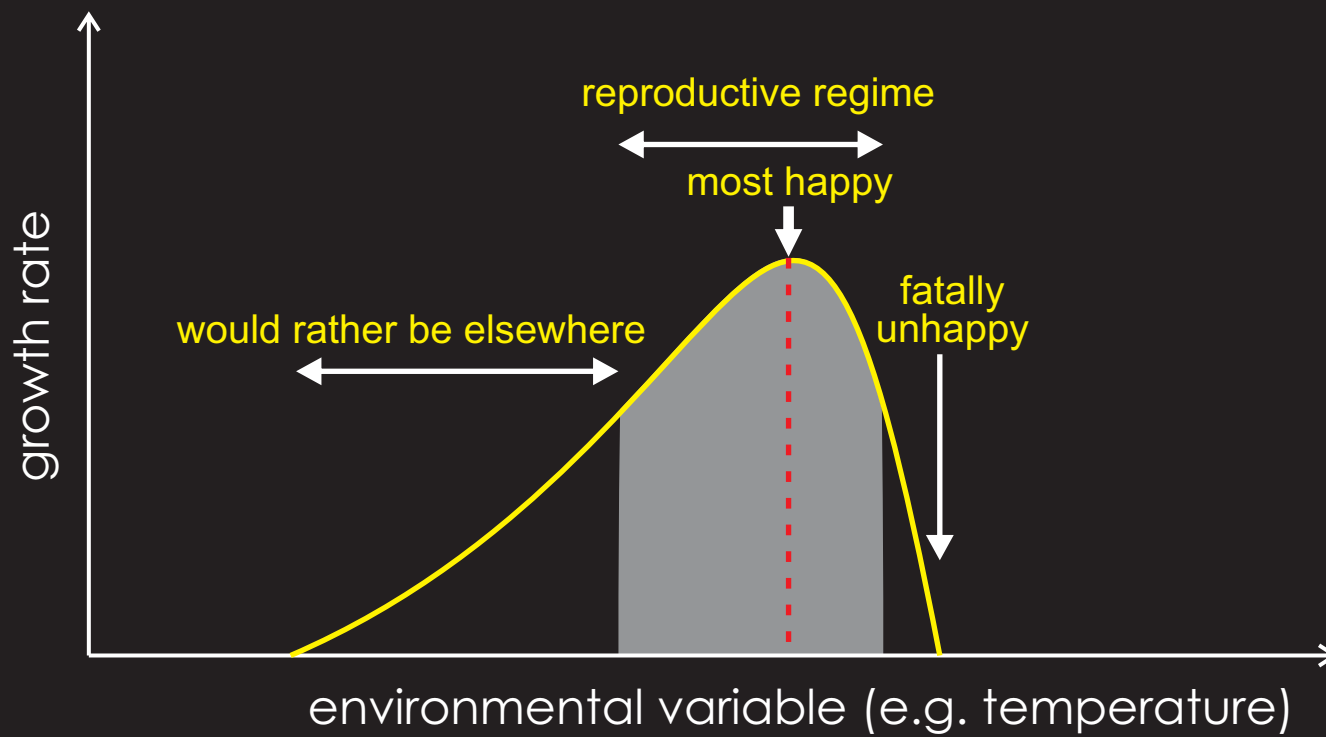


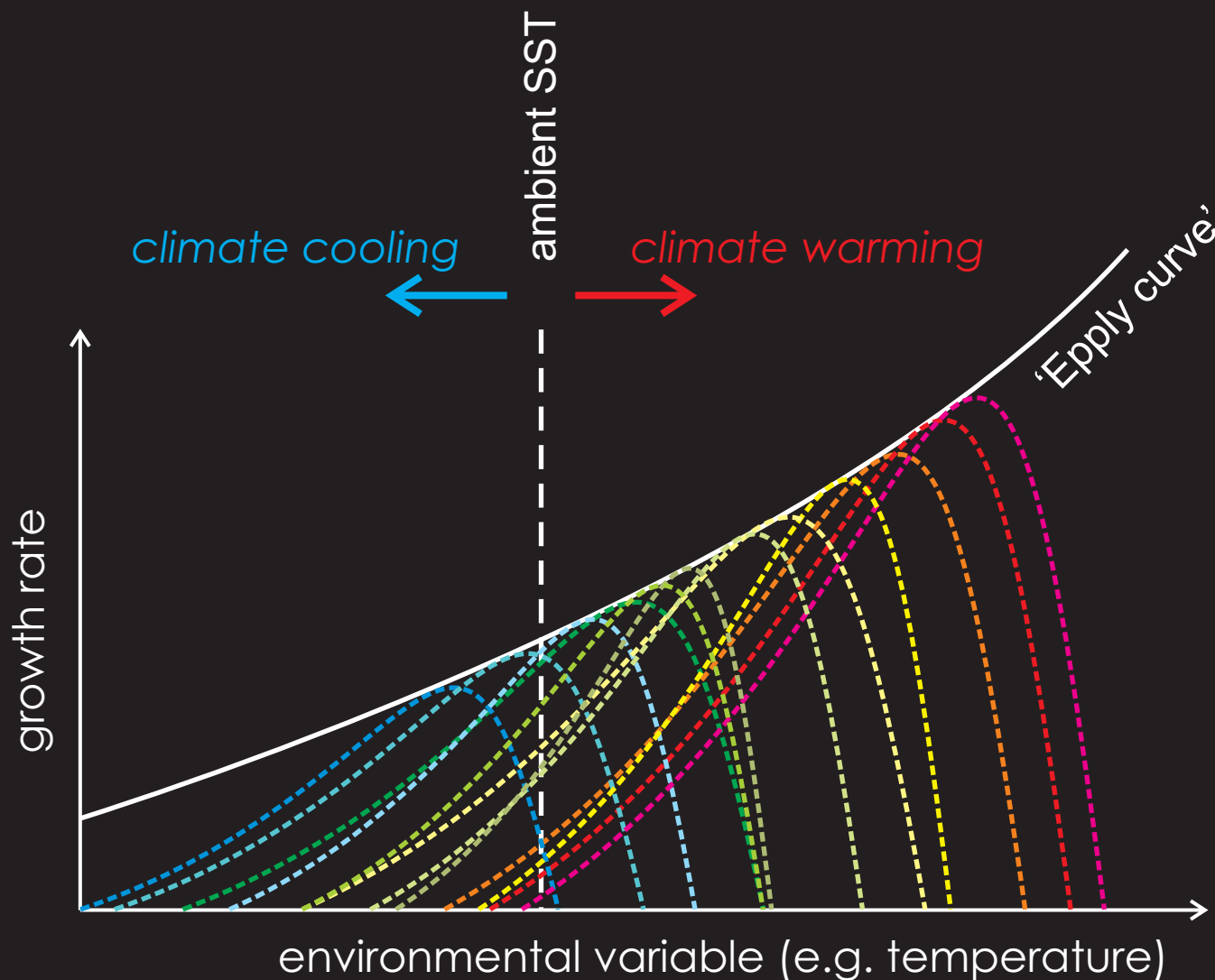
# Bugs IV – evolution in silico





're-drawn', with sincere apologies, from Schmidt et al. [2006]

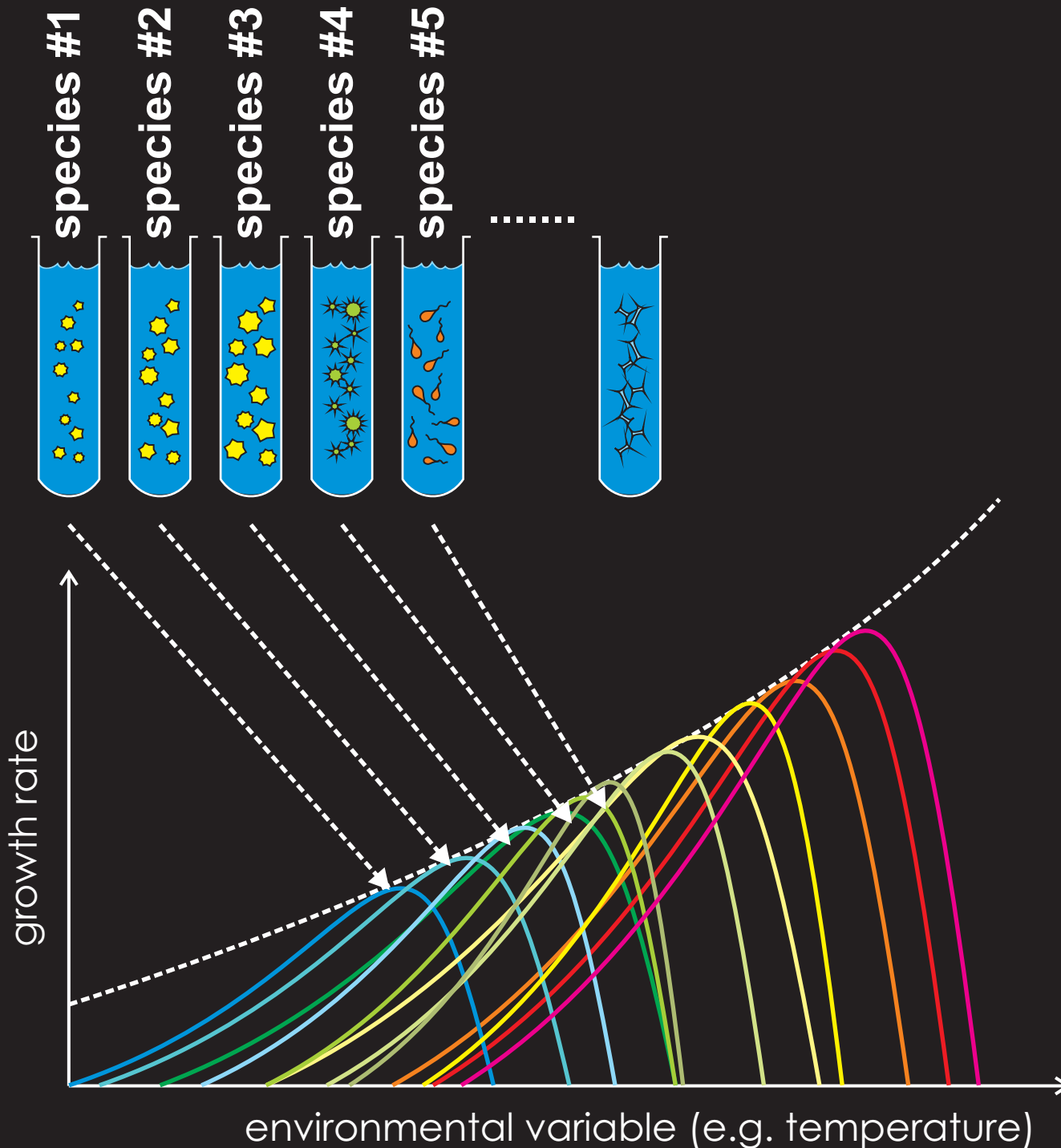




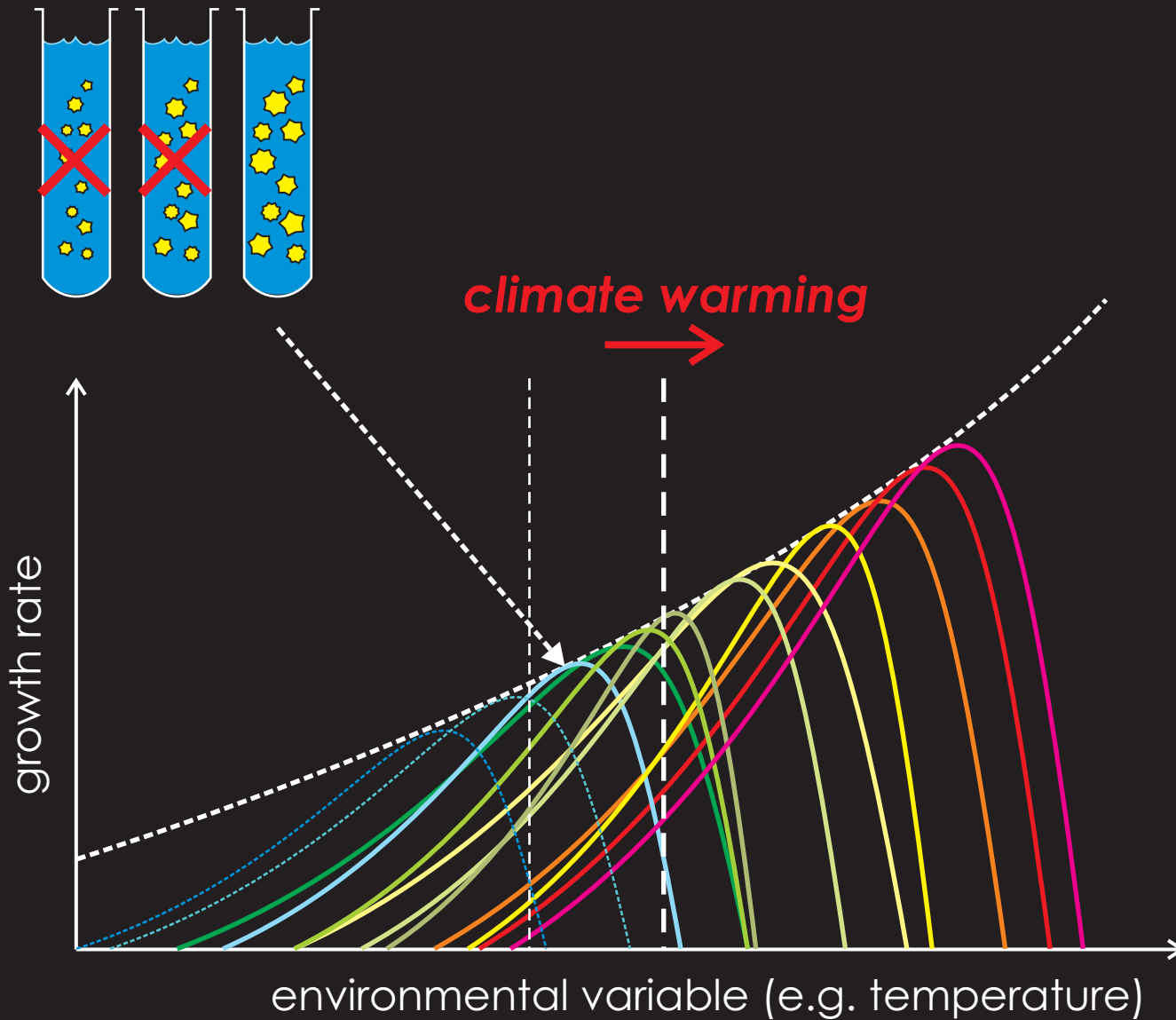
In traditional 'functional type' ecosystem models, diversity is not resolved, but instead its effects highly parameterized (e.g. the 'Epply curve').

*The response to a change in climate is then instantaneous and fully reversible.*

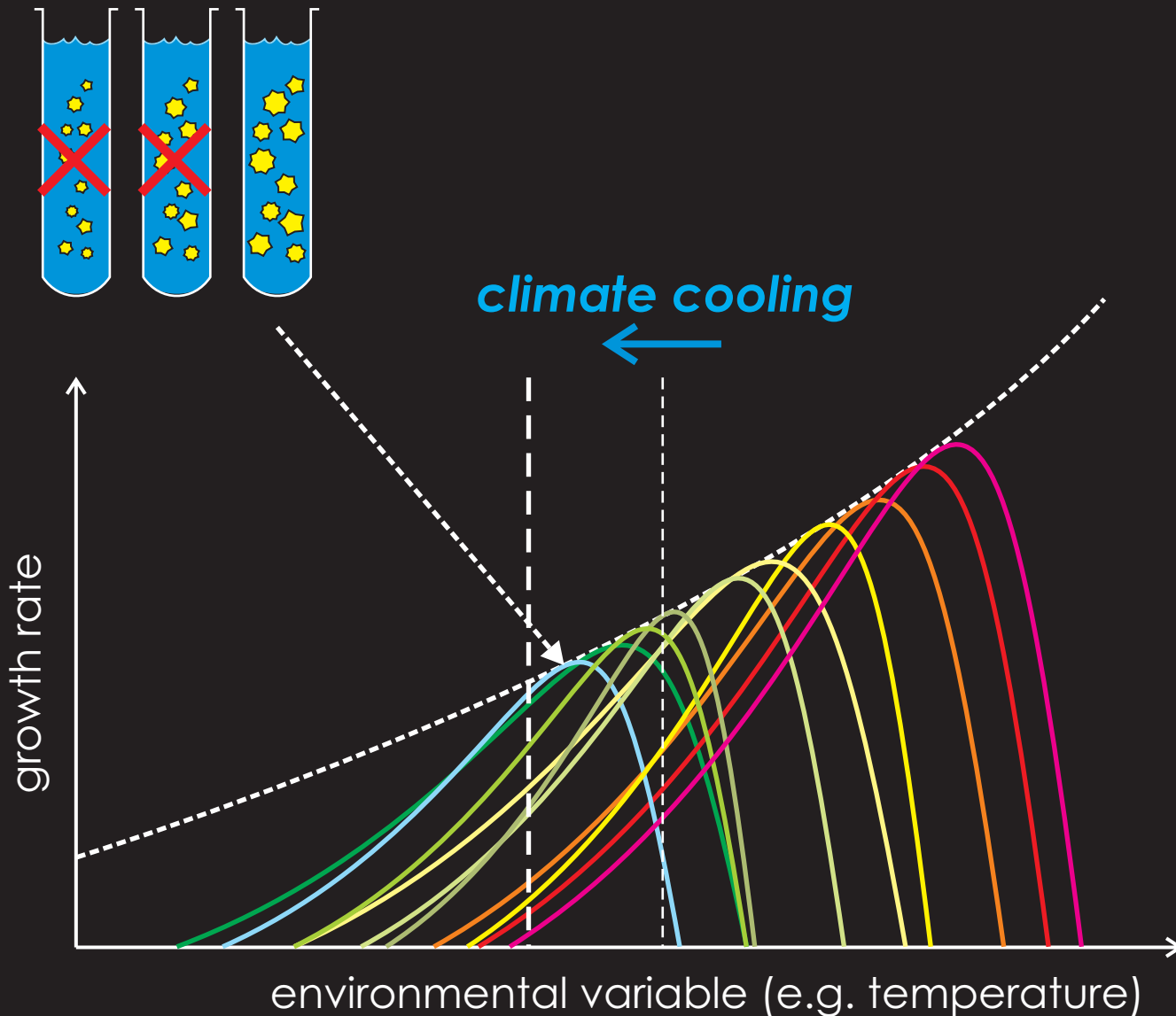




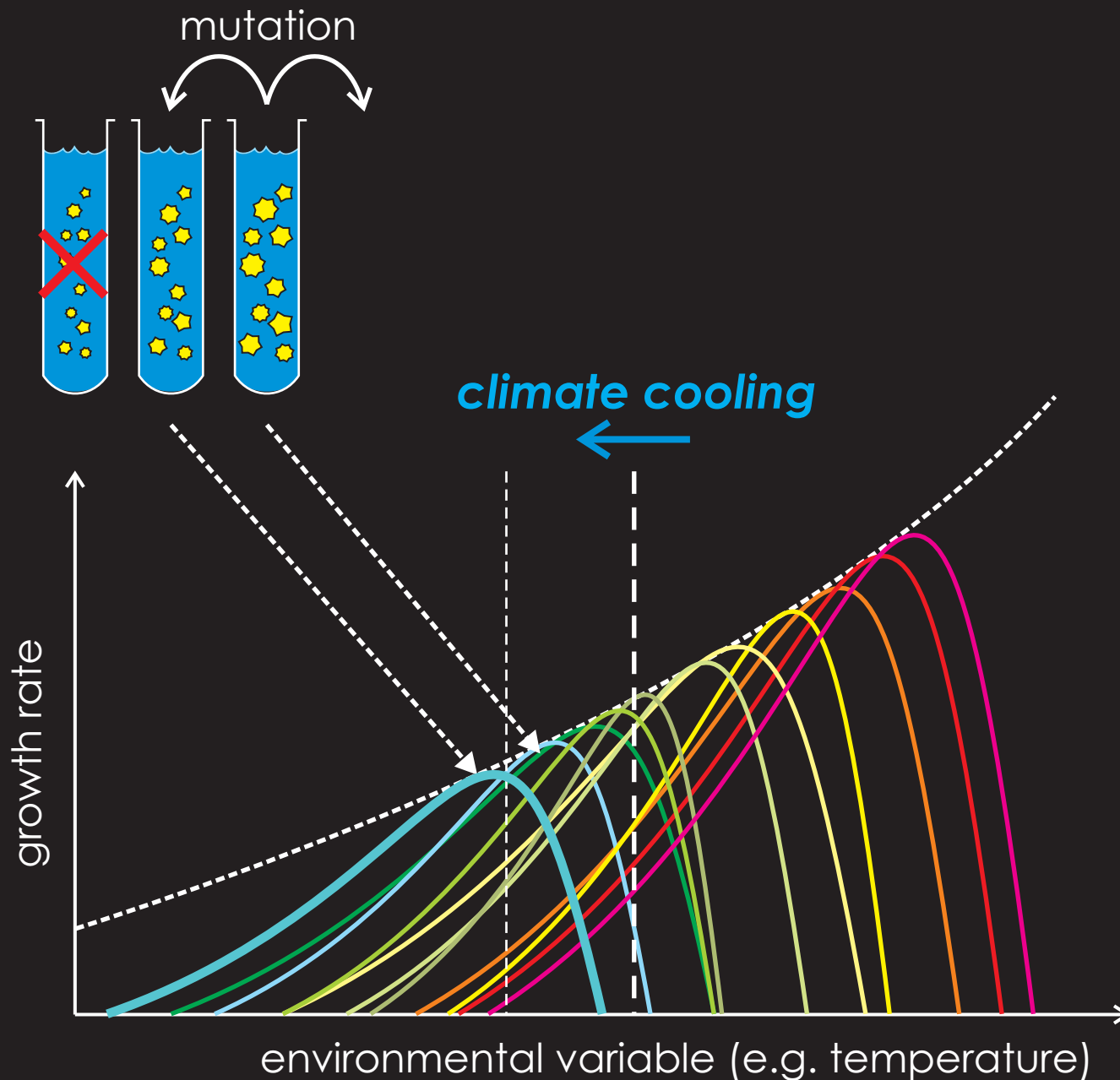
Instead, in a highly diverse model, the environmental response of individual 'species' can be resolved ...



... and under warming, obligate cryophiles go extinct.



If climate cools, the low SST optimized species/variants no longer exist. Ecosystem dynamics are presumably different. Niches are unfilled, so ...



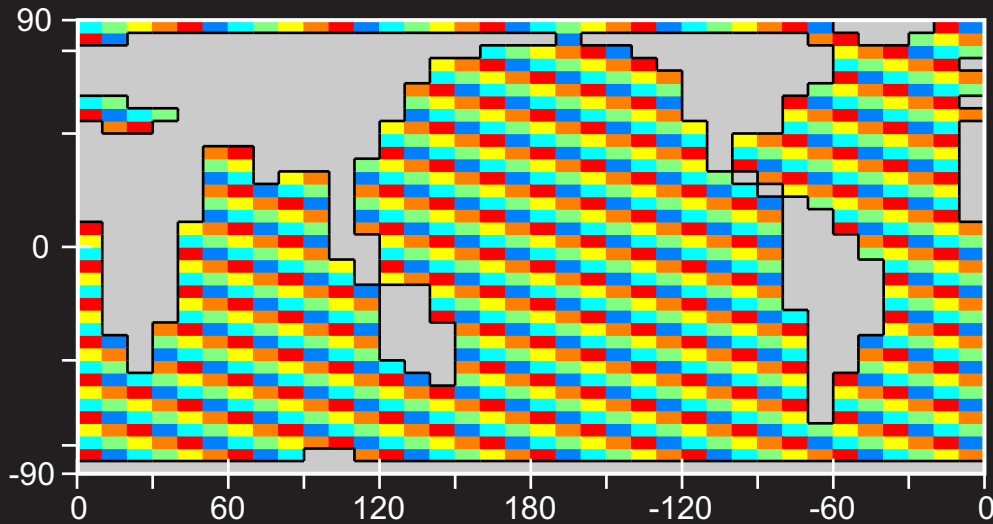
Allow non-viable plankton to be replaced with 'mutations' of surviving species, using the trait based trade-offs.

Q. How 'frequently' to mutate, and as a function of what?

Q. What 'step size' to take for mutation?



'Color' tracer pattern to unambiguously diagnose surface ocean transport



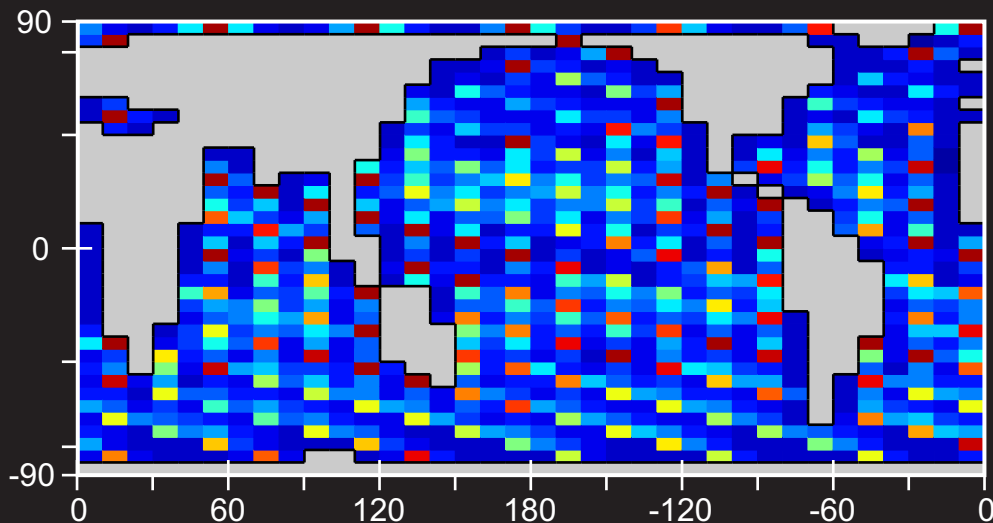
There is clearly a very significant computational expense involved, even if using low resolution/efficient Earth system models such as 'GENIE'.

**=> Diagnose full 3D circulation, and employ (sparse) parallelized matrix multiplication or similar ...**

Then create new model in MATLAB

"A Matrix Metacommunity Model: ecological and evolutionary emergence of a global plankton metacommunity" *Ward, Wilson, et al.* [in prep]

Dispersal of a single 'color' after 1 year



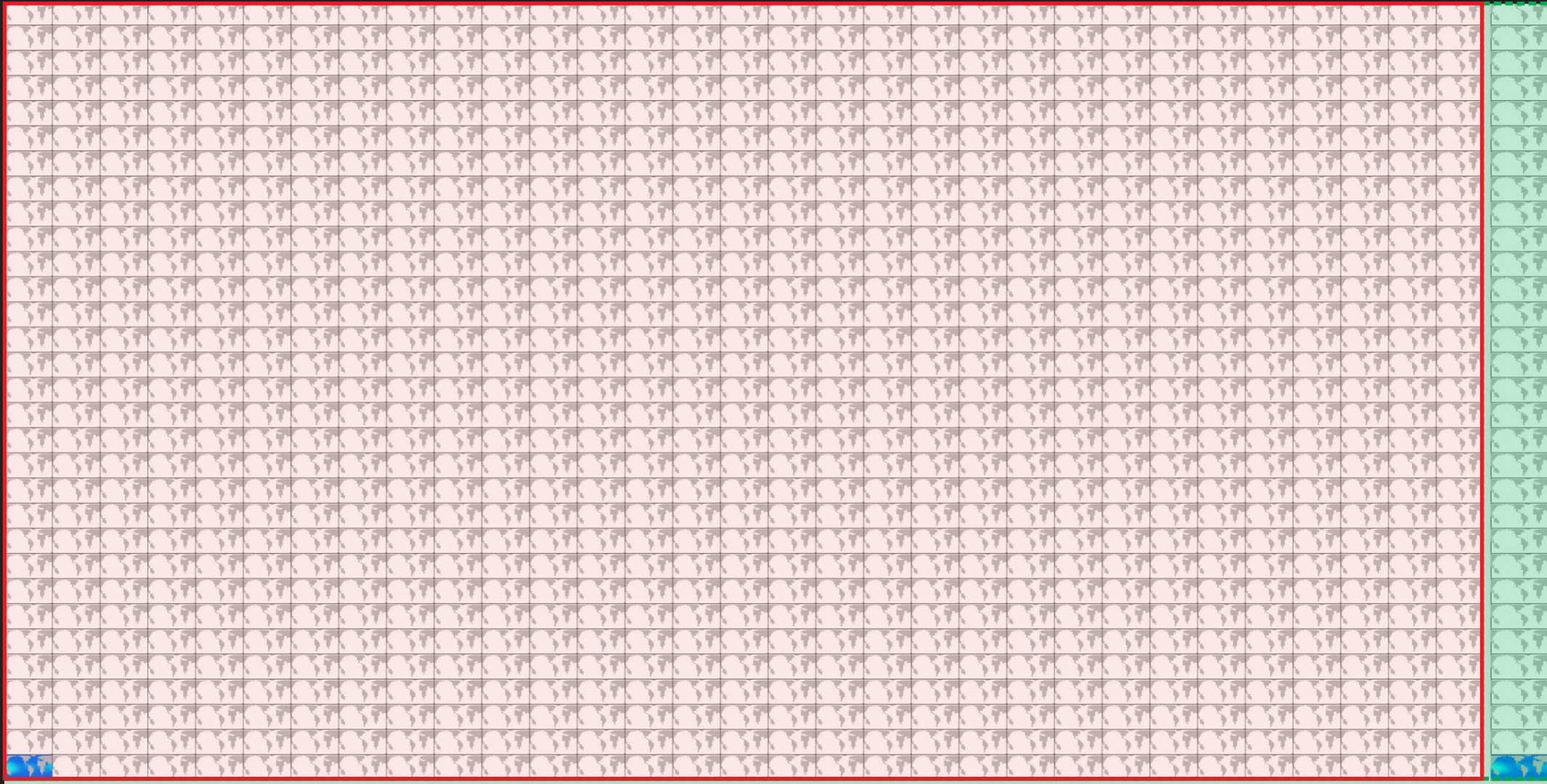


961 global maps of biomass (one for each 'trait' combination == 'species')

31 degrees of mixotrophy



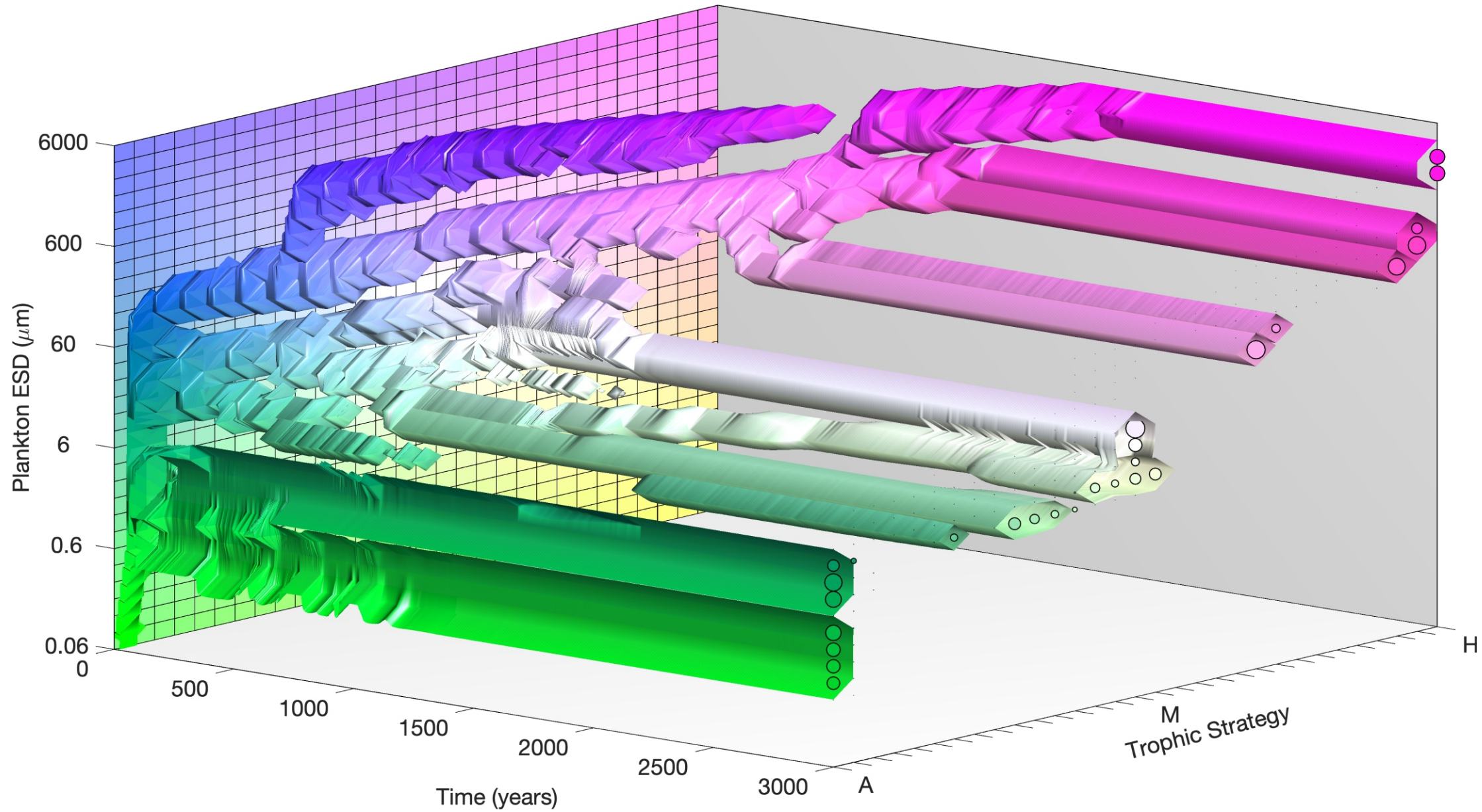
31 different size classes of plankton



↑ summed biomass across size classes (for the same degree of mixotrophy)



# Bugs IV – evolution *in silico*



A Matrix Metacommunity Model:  
ecological and evolutionary emergence  
of a global plankton metacommunity  
Ward, Wilson, et al. [in prep]



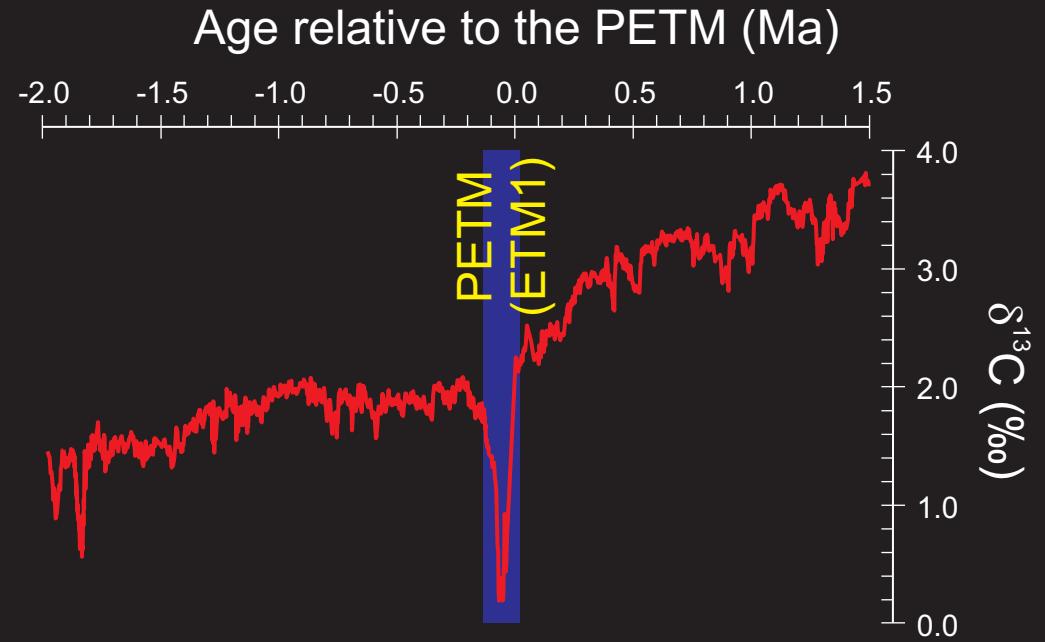
# worms

1.



2.





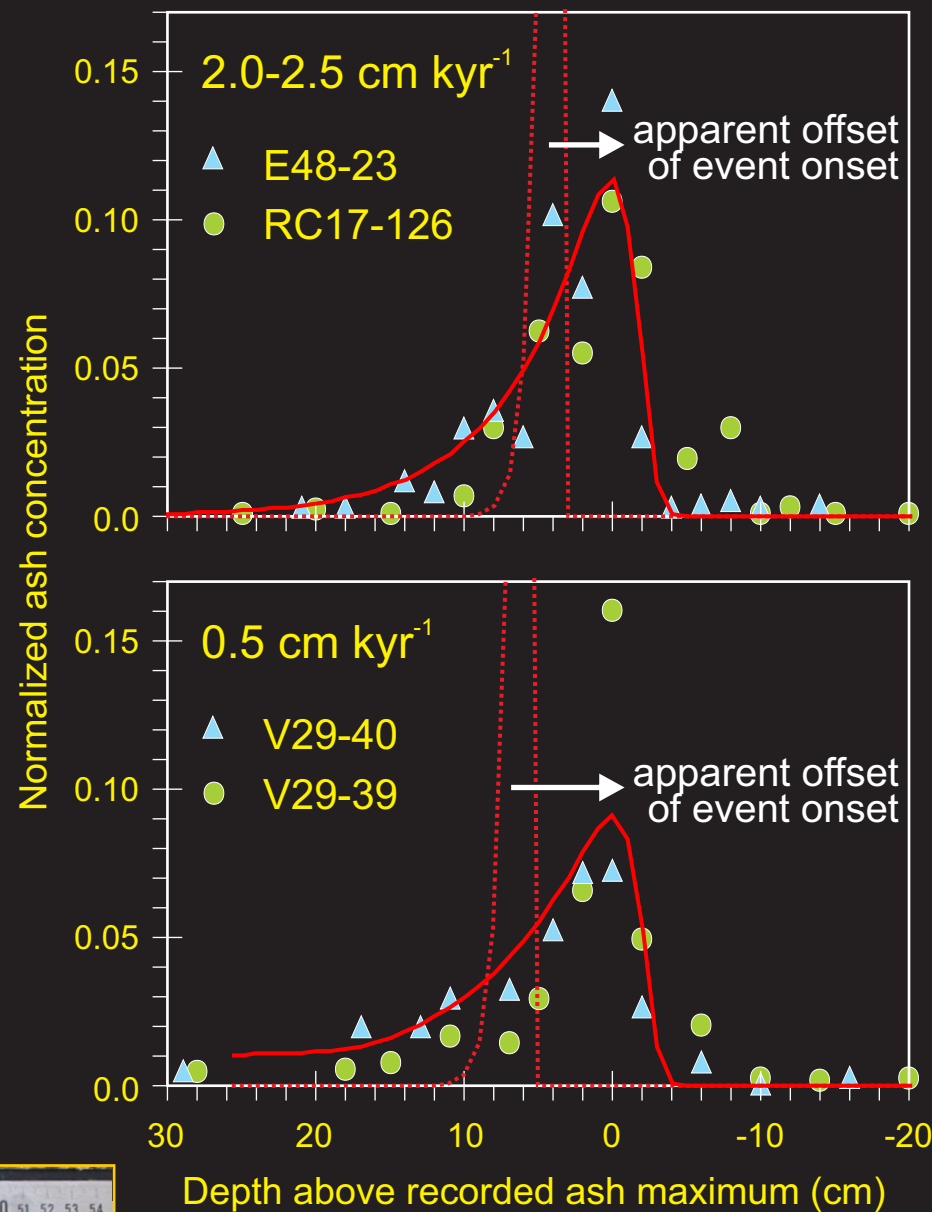
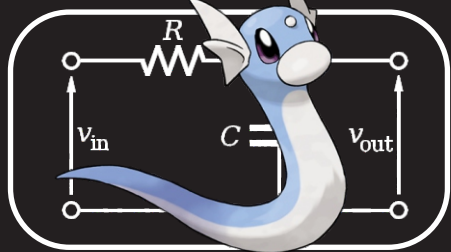
How much carbon?  
(=> infer climate,  
ecosystem sensitivity etc.)



# worms – decoding the geological record



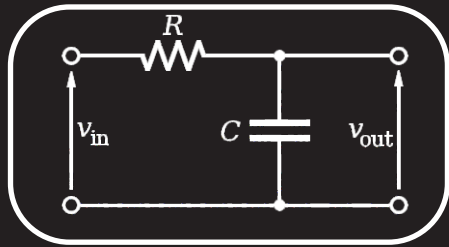
mixing  
(bioturbation)



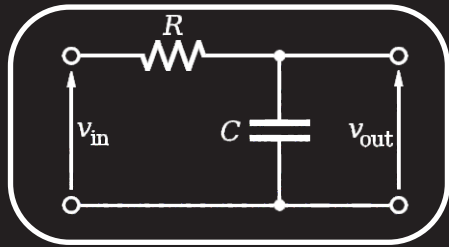
# worms – decoding the geological record

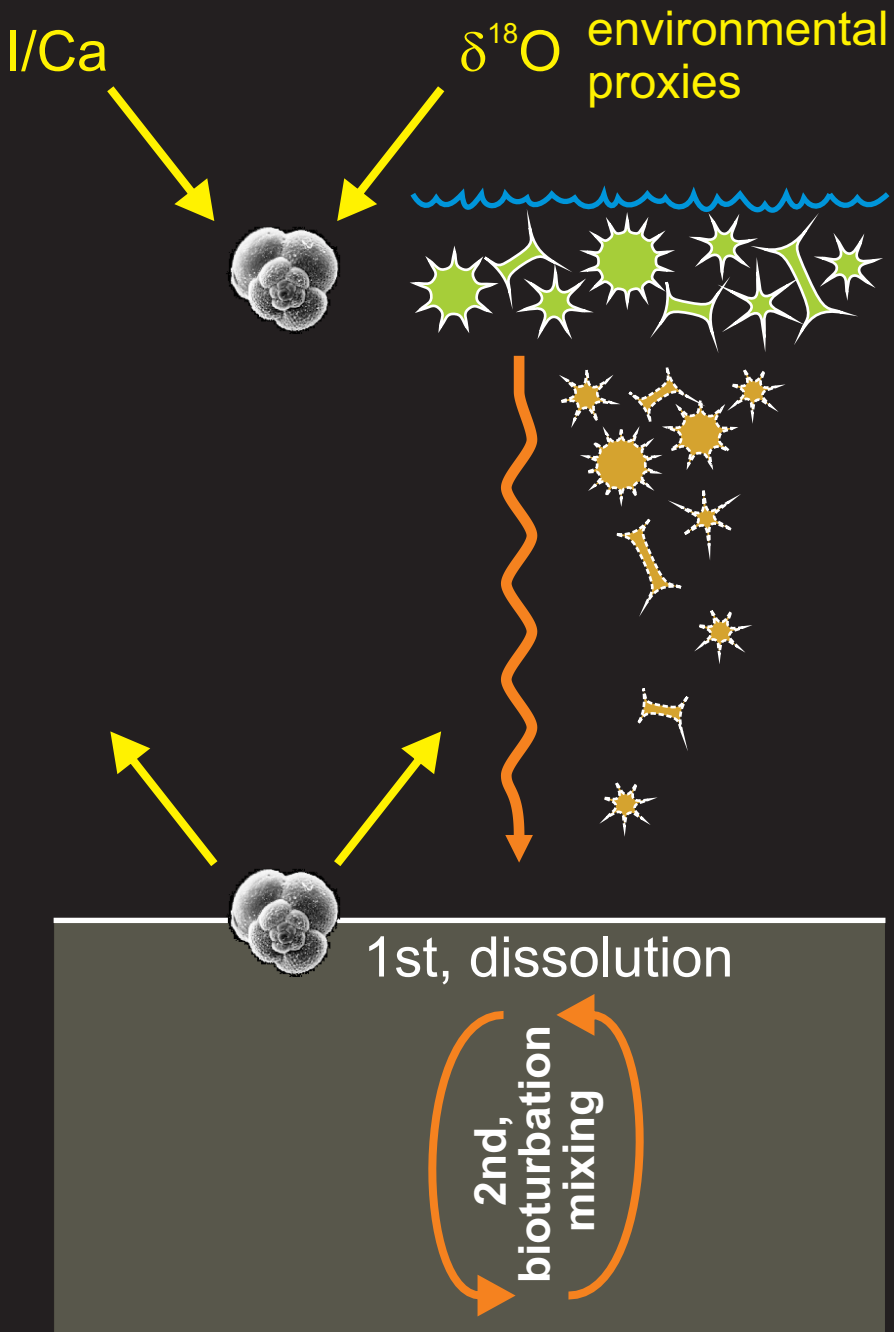


dissolution  
(preservation)

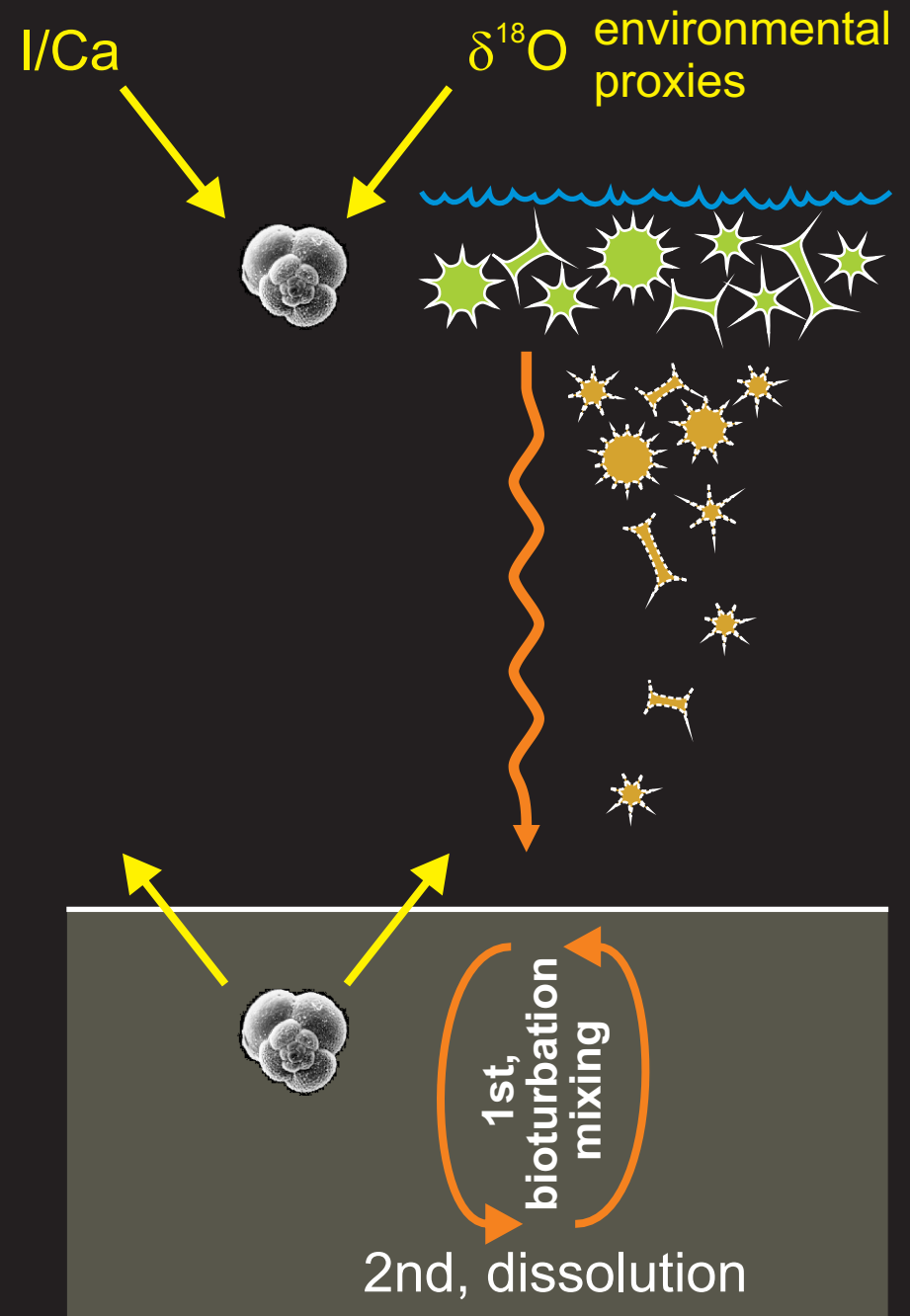


mixing  
(bioturbation)





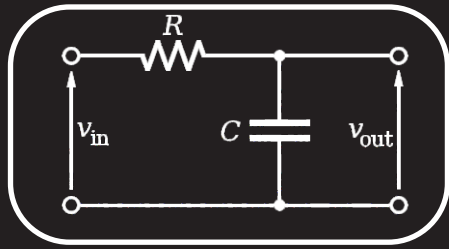
VS.



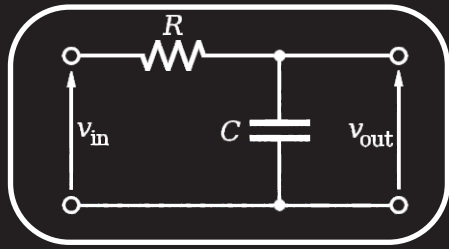
# worms – decoding the geological record



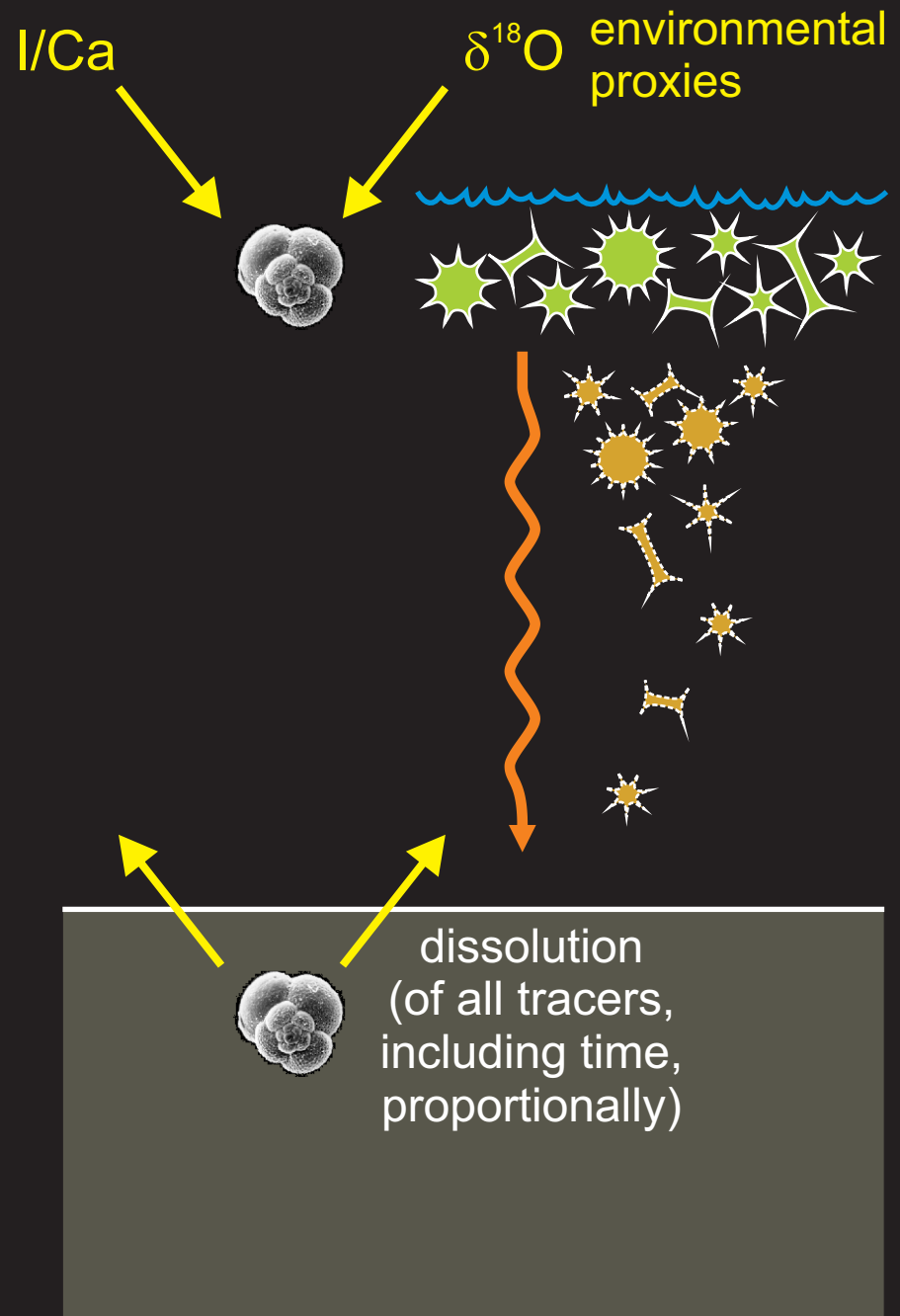
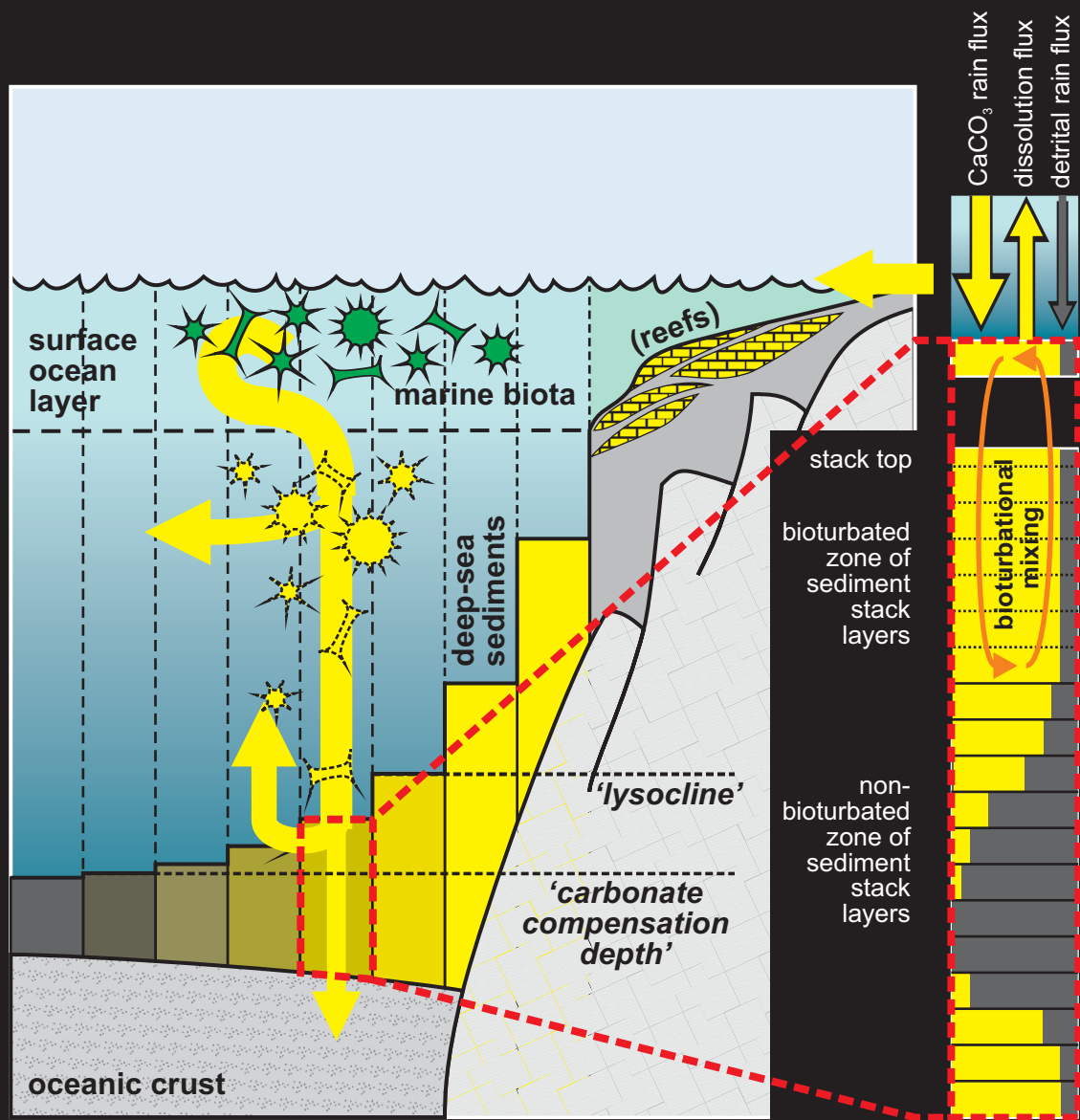
dissolution  
(preservation)



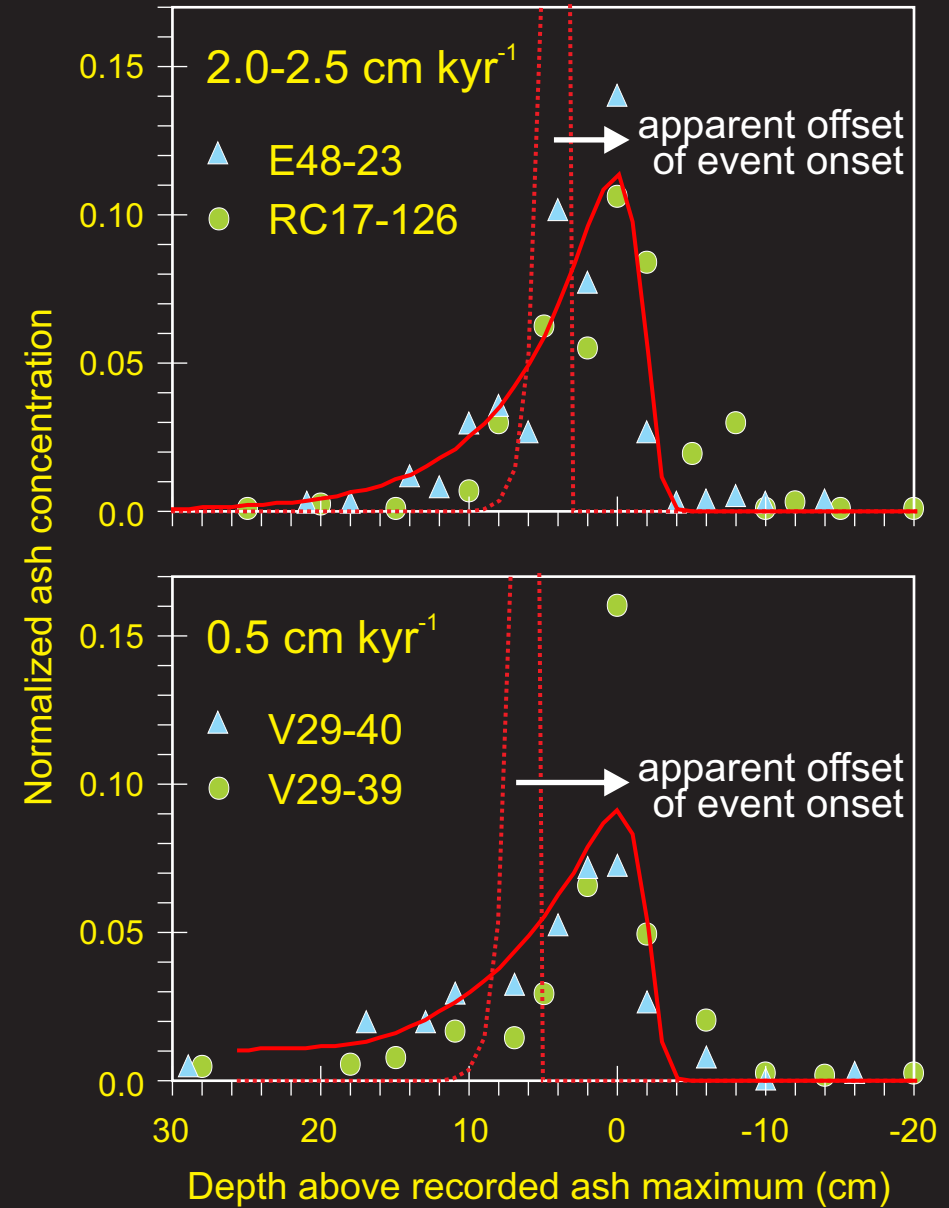
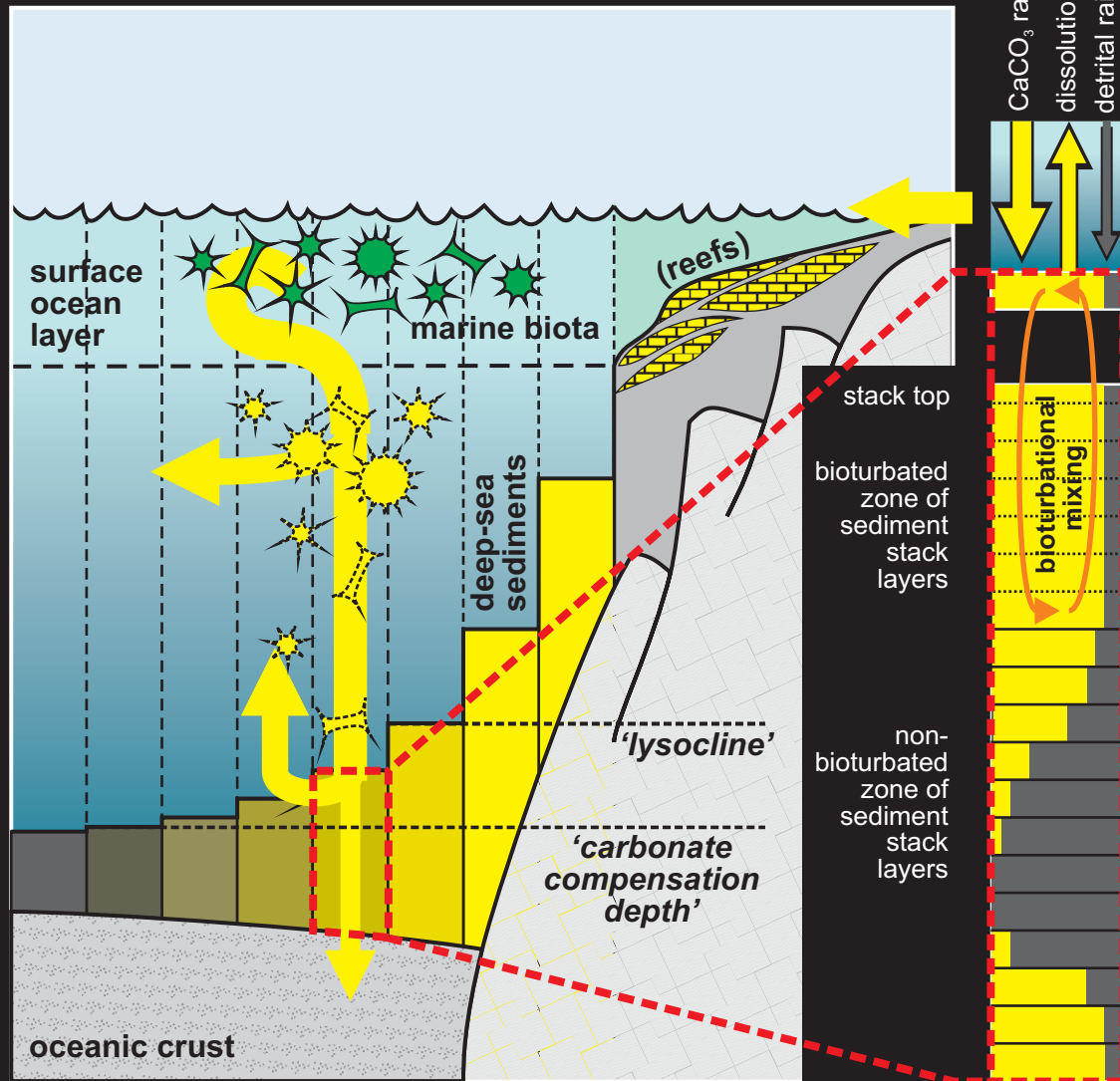
mixing  
(bioturbation)



# worms – decoding the geological record

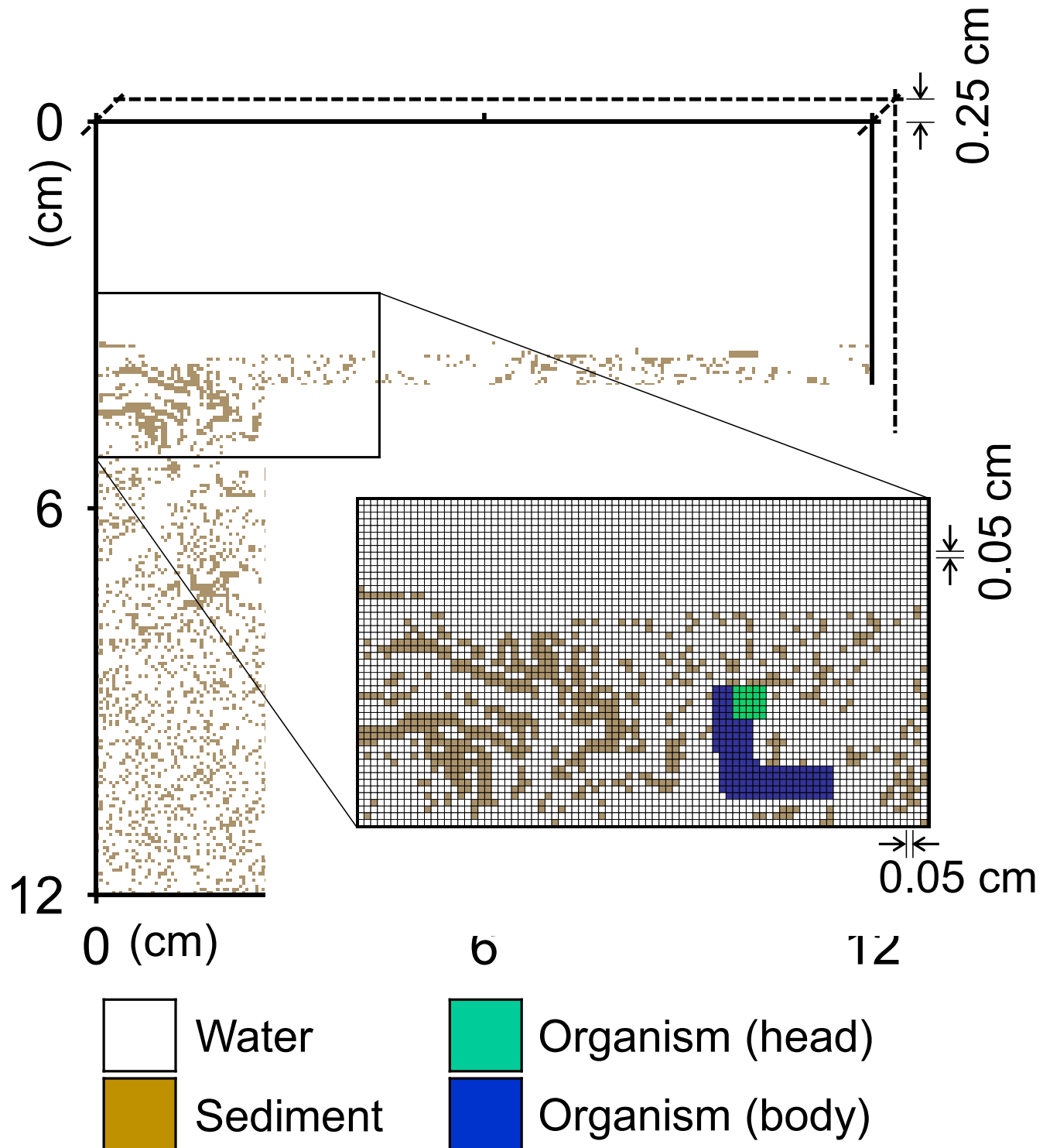


# worms – decoding the geological record





# worms – worms *in silico*



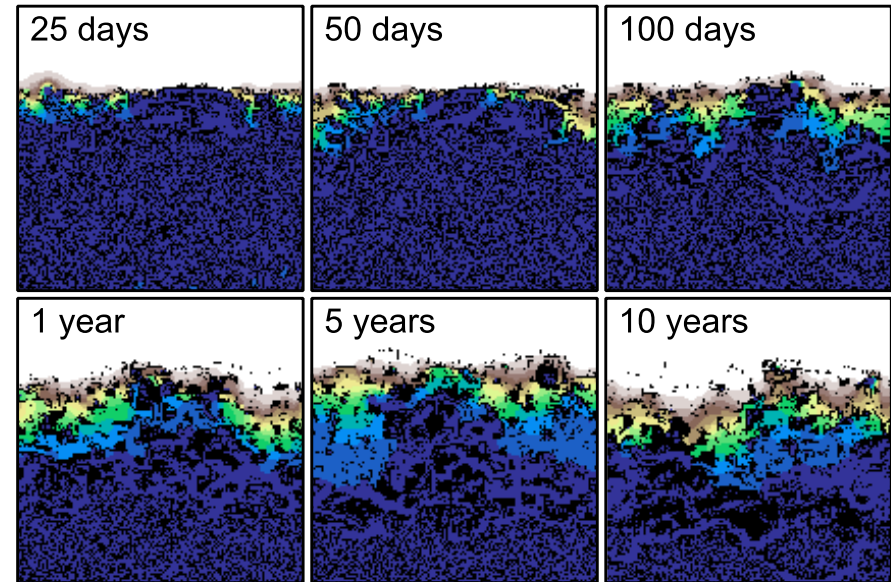
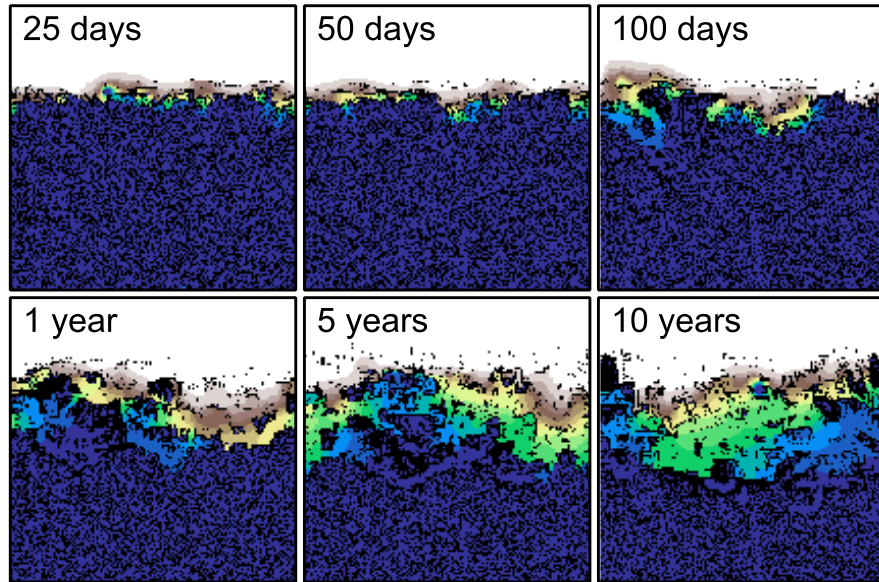
A lattice-automaton bioturbation simulator for the coupled physics, chemistry, and biology of marine sediments 'eLABS'  
[Kanzaki *et al.*, submitted]  
(following Choi *et al.* [2002])

- a numerical grid of inert sediment particles plus organic matter fraction
- constant sedimentation from above
- the presence of 'AI worms' (with defined rules of behaviors)
- pattern and intensity of animal activity and community density can respond to organic matter and/or oxygen availability



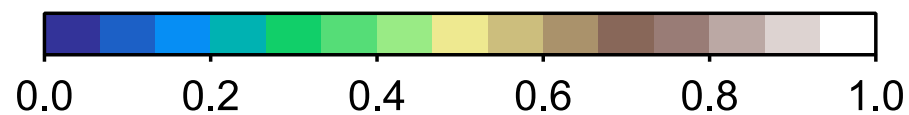
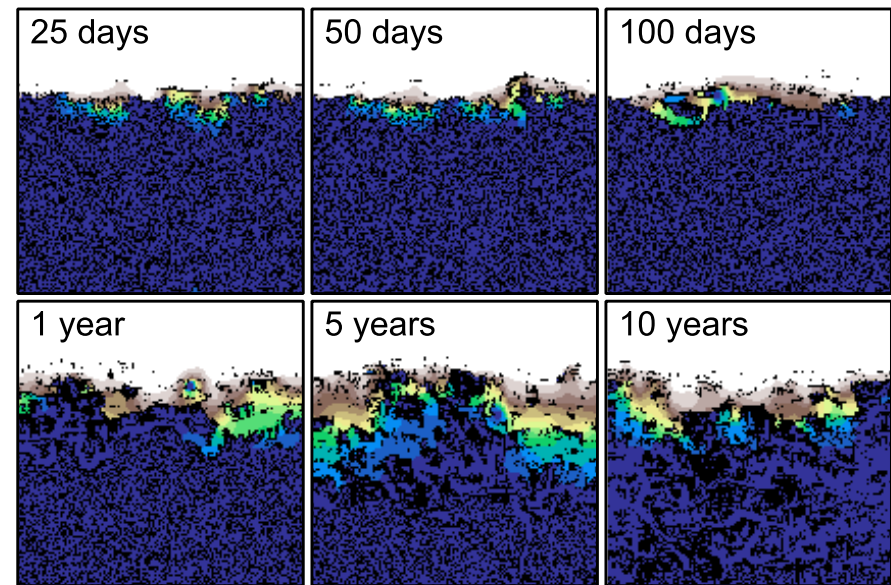
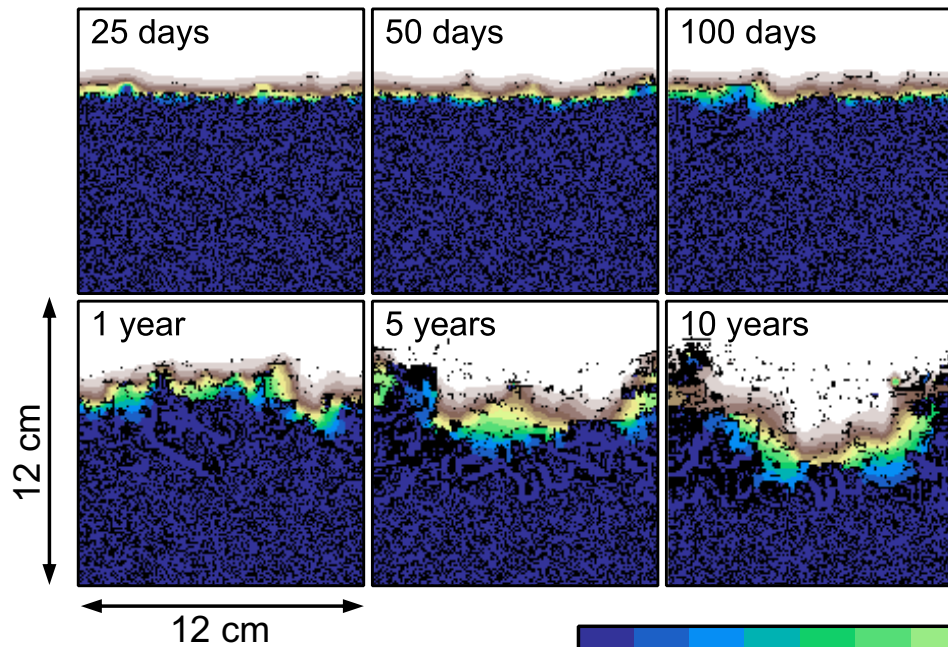
(a) Low porosity + no advective flow

(b) Tolerance to hypoxia + (a)



(c) High decomposition rate + (a)

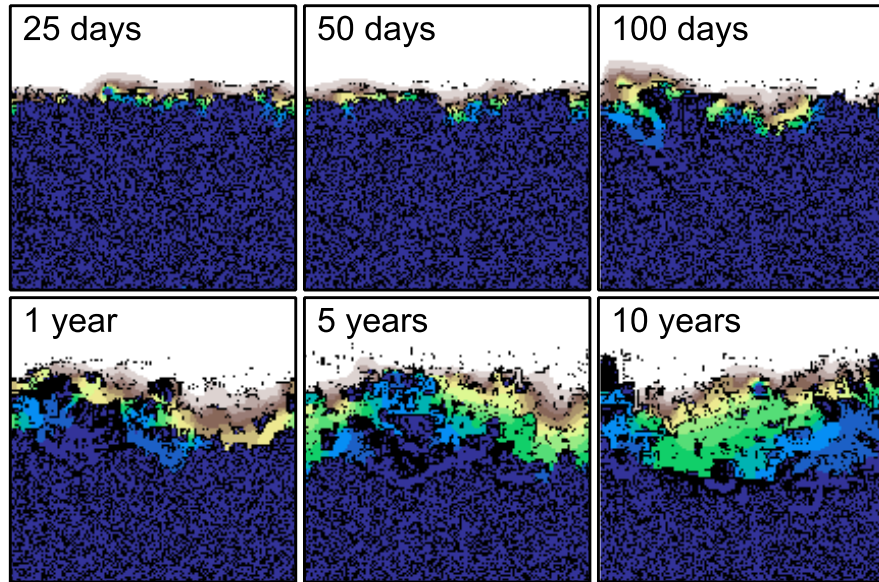
(d) High sedimentation rate + (a)



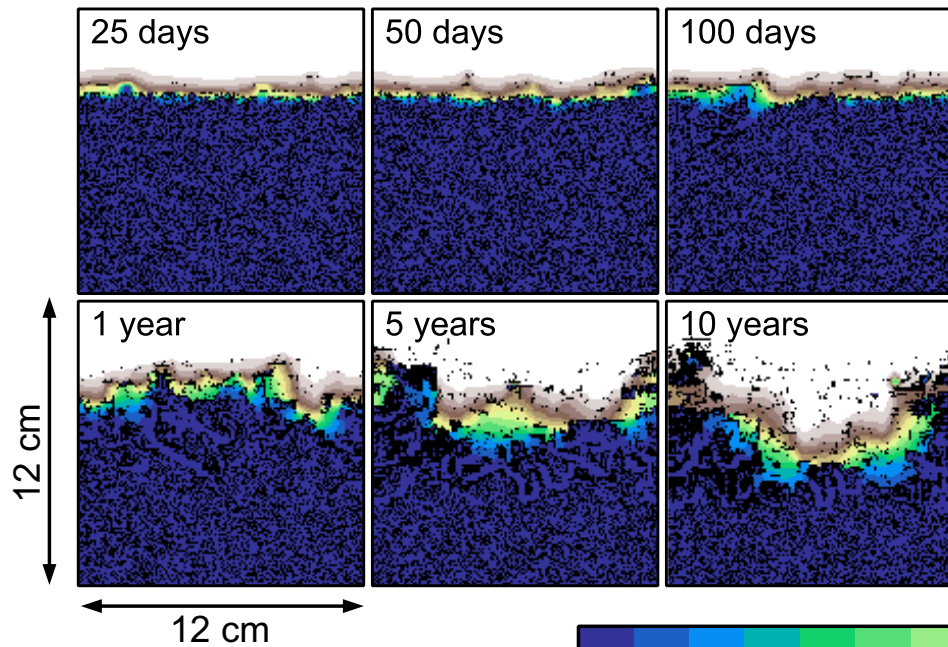
Normalized O<sub>2</sub> concentration



(a) Low porosity + no advective flow

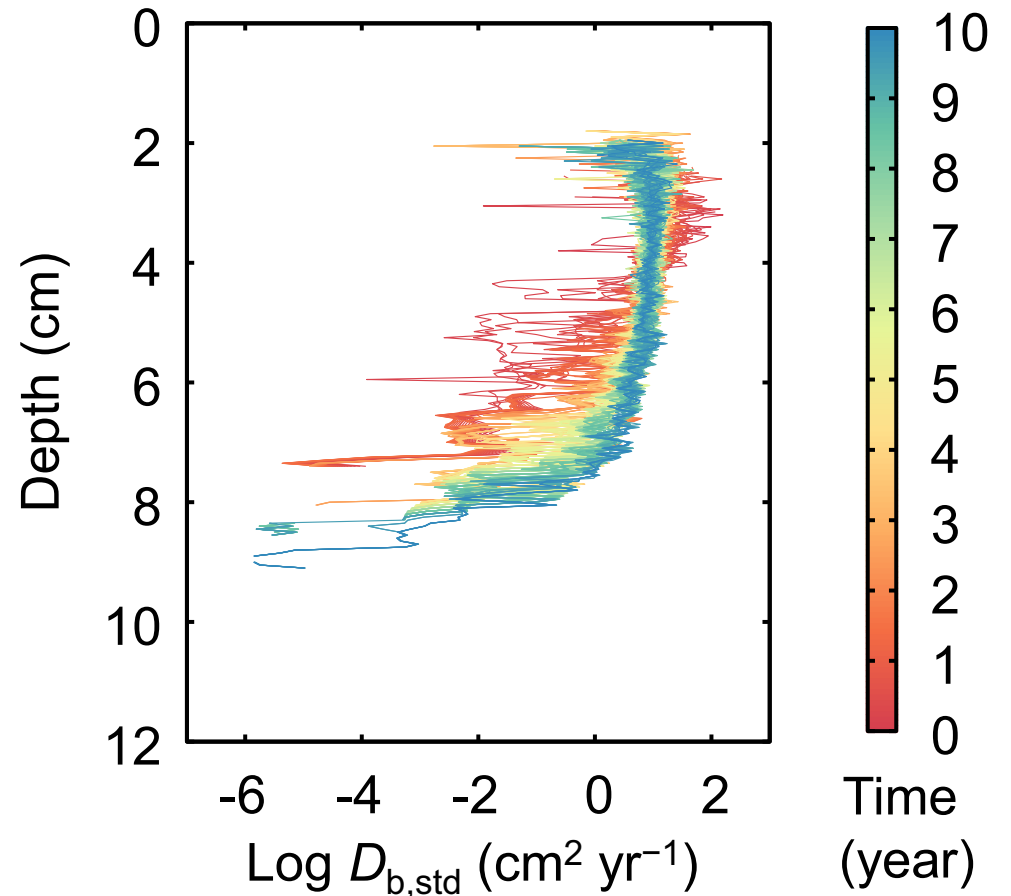


(c) High decomposition rate + (a)



Normalized O<sub>2</sub> concentration

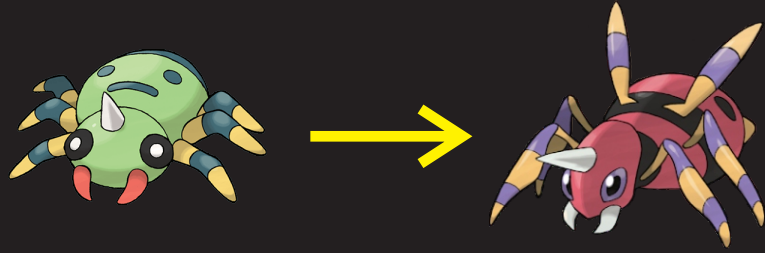
Extract bioturbation profiles (as biodiffusion coefficients), or as a transition matrix (and apply to a 2nd model).



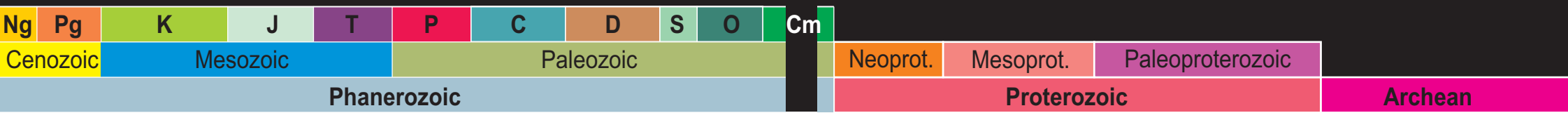


# Summary

1.



2.



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