

Simulation model specifications

You can use the following table of variables, equations, units and values to complete the simulation model of the fishery.

Variable	Value	Type
Fish population	Initial Value: 1000 Non-Negative: No Units: Fish	Stock
Ships	Initial Value: 10 Non-Negative: No Units: Ships	Stock
births per year	Rate: [Fish population]*[hatch rate] Alpha: None Omega: Fish population Positive Only: Yes Units: Fish per year	Flow
catch per year	Rate: [Ships]*[catch per ship] Alpha: Fish population Omega: None Positive Only: Yes Units: Fish per year	Flow
deaths per year	Rate: [Fish population]*[death rate] Alpha: Fish population Omega: None Positive Only: Yes Units: Fish per year	Flow
new ships	Rate: [profit]*[investment rate]/[cost price] Alpha: None Omega: Ships Positive Only: Yes Units: Ships/year	Flow
area	Value: 100 Units: Square Kilometers	Auxiliary variable
carrying capacity	Value: 1200 Units: Fish	Auxiliary variable
cost price	Value: 400 Units: Euros/ships	Auxiliary variable
costs	Value: [Ships]*[running costs per ship] Units: Euros/year	Auxiliary variable
density	Value: [Fish population]/[area] Units: Fish/Square Kilometers	Auxiliary variable
hatch rate	Value: 6 Units: 1/year	Auxiliary variable
investment rate	Value: 0.2	Auxiliary variable

	Units: Unitless	
price of fish	Value: 15 Units: Euros/fish	Auxiliary variable
profit	Value: [revenues]-[costs] Units: Euros/year	Auxiliary variable
revenues	Value: [price of fish]*[catch per year] Units: Euros/year	Auxiliary variable
running costs per ship	Value: 250 Units: Euros/ships/year	Auxiliary variable
saturation	Value: [Fish population]/[carrying capacity] Units: Unitless	Auxiliary variable
catch per ship	Data: 0,0; 1,5; 2,10.4; 3,15.9; 4,20.2; 5,22.1; 6,23.2; 7,23.8; 8,24.2; 9,24.6; 10,25; 11,25.35; 12,25.48 Source: density Interpolation: Linear Units: Fish/ships/year	Convertor
death rate	Data: 0,5.22; 0.2,5.23; 0.4,5.255; 0.6,5.345; 0.8,5.665; 1,6; 1.2,6.44; 1.4,7.13; 1.6,7.97; 1.8,9.32; 2,11 Source: saturation Interpolation: Linear Units: 1/year	Convertor

