

Modelizando el habitat y distribucion del oso Andino, aplicando su historia natural

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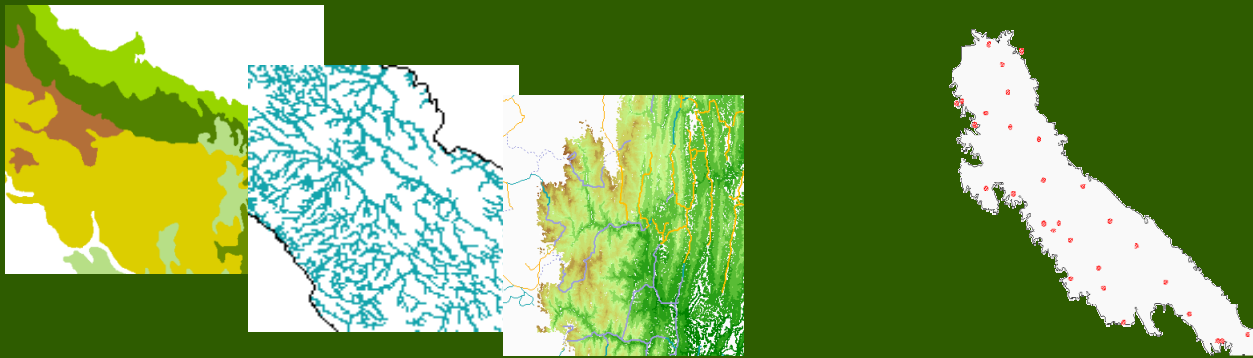
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Universidad San Simon

Modelos de distribucion de especies

Informacion espacial + ocurrencia de especies



Re-construccion de requerimientos ecologicos
y/o (potencial) distribucion geografica

Ambiente

Habitat

Nicho

Que estamos modelando?

Habitat

Concepto abajo-arriba para delinear el habitat de un organismo basado en recursos esenciales y/o condiciones asociadas a funciones ecologicas

Los Andes Tropicales de Bolivia

- Area 240 000 km²
- El Norte
 - 300-4000 msnm
 - Picos altos, oeste a este y valles interandinos
 - Bosque de Yunga, Amazonico, pajonales
- El Sur
 - 800-3800 msnm
 - Picos bajos y se encuentran paralelamente norte sur y presentan fragmentacion natural
 - Vegetacion influenciada por cambios hidricos y termales estacionales



Creando el modelo

Maxent

- Datos de solo-presencia
- Distribucion incompleta puede ser aproximada encontrando la probabilidad de maxima entropia o lo mas cercano a la uniformidad
- La distribucion es calculada ajustadando y maximizando la probabilidad media de las localidades de presencia.
- Variables importantes → Jackknife analysis
 - importancia de las variables utilizada individualmente o excluida del set de variables
- El resultado del modelo representa la probabilidad que la especie este presente en un particular pixel, basado en condiciones ambientales.
- La evaluacion del modelo se realiza aplicando el area under the receiver operating characteristic (ROC) curve -> AUC

Variables communes

■ Tipicas

- Clases vegetacion
- Topografia
- Climatica
- Humana
- Etc. Etc.

618

A. H. Hirzel and R. Arlettaz

Table 1. Ecogeographical variables included in analyses

Variable category	Variable
Topographical	Average elevation in m Average slope in a 2-d SD of elevation in a 2-d Average northness in a 2-d Average eastness in a 2-d

Geolo

Ecogeographical variables, their units, code and number

Variable	Unit	Code	Number
Distance to urban edge	meters	URBAN	distance of square
Main road length	meters	ROAD	total length of primary
Water course length	meters	WCOURSE	length of primary
Riparian vegetation area	ha	RIPARIAN	area of riparian vegetation
Game reserve area	ha	GAME	area of game reserve
Shannon-Wiener diversity index	-	SHANNON	index of habitat diversity
Open habitats	ha	OPEN	area of open habitats
Scrubland area	ha	SCRUB	area of scrubland
Exotic forestation area	ha	FOREST	area of exotic forestation
Olive orchard area	ha	OLIVE	area of olive orchards
Irrigated culture area	ha	IRRIG	area of irrigated culture
Water surface area	ha	WATER	area of water surface
Number of open habitat patches	-	NOPEN	number of open habitat patches
Number of scrubland patches	-	NSCRUB	number of scrubland patches
Number of exotic forestation patches	-	NFOREST	number of exotic forestation patches
Number of olive orchard patches	-	NOLIVE	number of olive orchard patches
Number of irrigated culture patches	-	NIRRIG	number of irrigated culture patches
Number of water surface patches	-	NWATER	number of water surface patches
Medium altitude	meters	ALT	mean altitude in the
Medium slope	degrees	SLOPE	mean aspect in the

Anthr
Biolog

*Cosine
*Sine

Table 1 - List of land use types adapted from EUNIS typology

Type	Land use
Aquatic habitats	Permanent oligotrophic ponds Hydrographical network
Shrub-covered habitats	Scrub Densely shrub-covered area Sparsely shrub-covered area
Cultivated habitats	Ambly land (1) Recently unmanaged ambly land (15)
Forested habitats	Broadleaved deciduous woodland Mixed woodland Coniferous woodland Low-stem tree orchards
Grassland/mixed habitats	Permanent extensive mesotrophic pastures (2) (containing patches of ungrazed and diversified vegetation) Permanent intensive mesotrophic pastures (1) (short but quite diversified and heterogeneous vegetation) Permanent very intensive mesotrophic pastures (0.5) (overgrazed and homogeneous vegetation) Hay meadows (3) Aftermath grassed meadows (2.5)
(Temporarily) unimproved habitats	Wet grasslands Dry grasslands Grassy fallows Wet fallows Dry heath Dry heath with scattered trees Dry heath with numerous bushes Wet heath Wet heath with numerous bushes
Anthropogenic habitats	Rail network Road network ('if secondary roads or pathways) Agricultural constructions Buildings of cities, towns and villages Domestic gardens of villages and urban peripheries Artificial and sterile habitats

Variables: nuestra propuesta

■ Alimento



■ Refugio

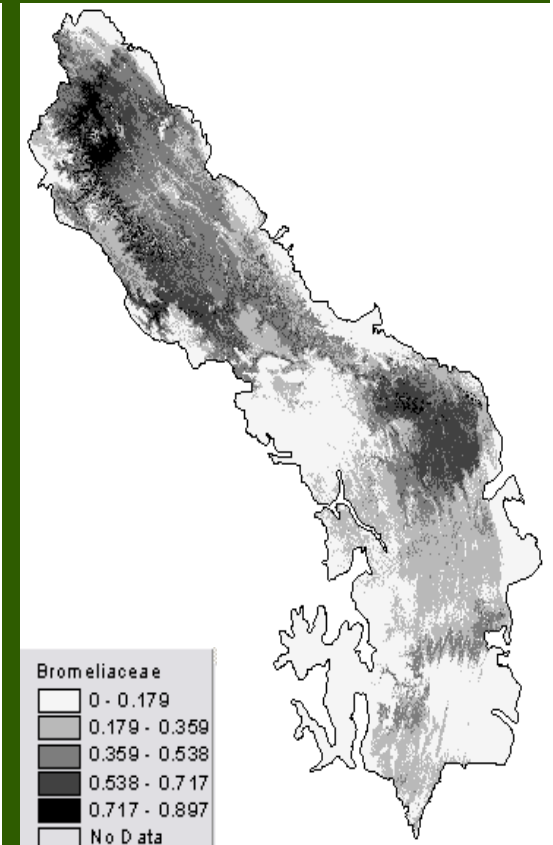
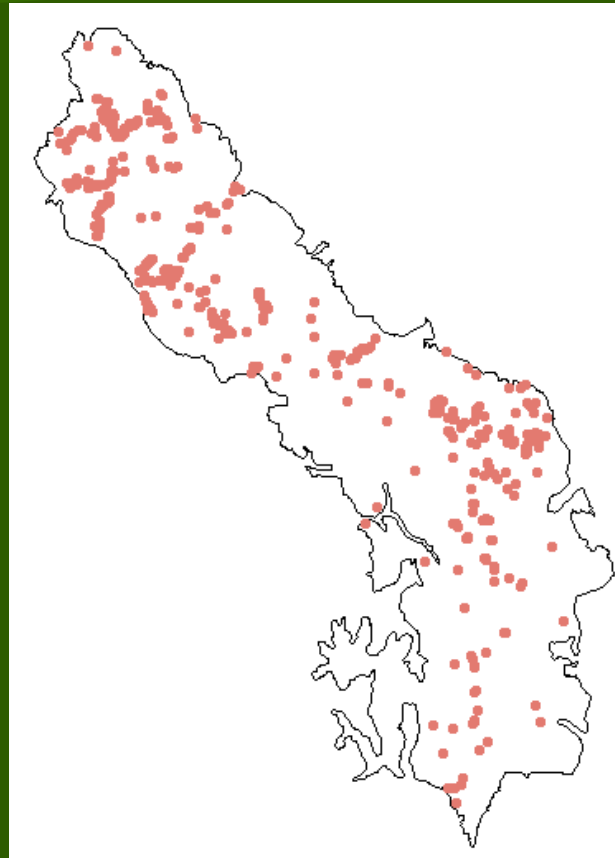


■ Agua

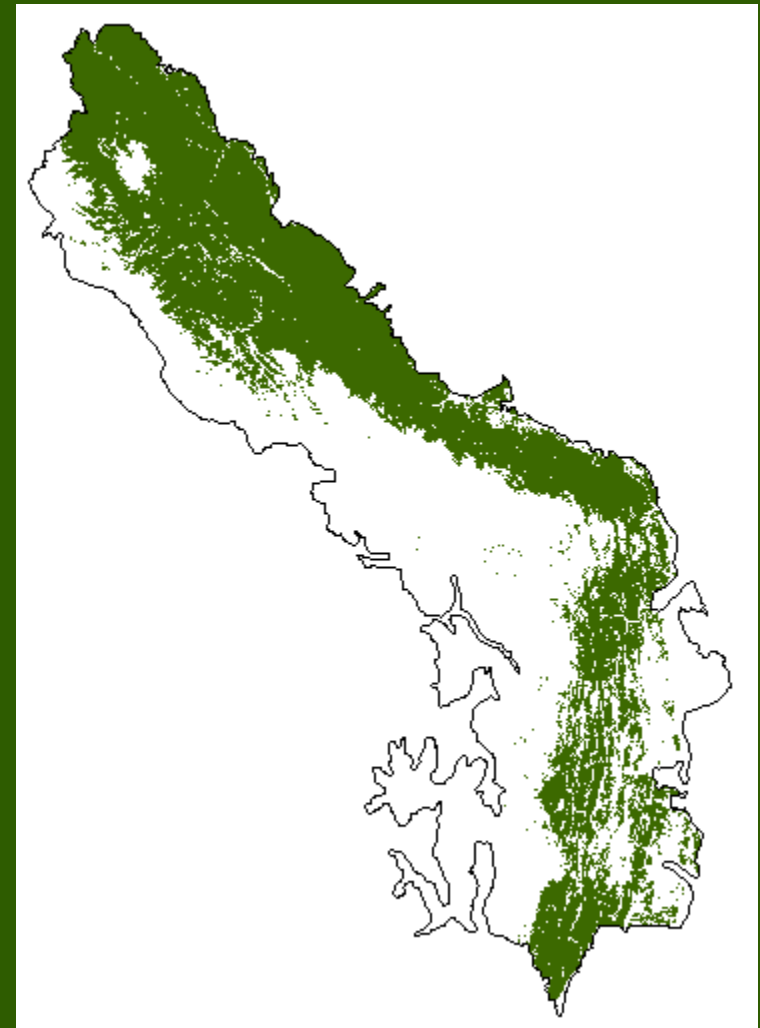


Alimento

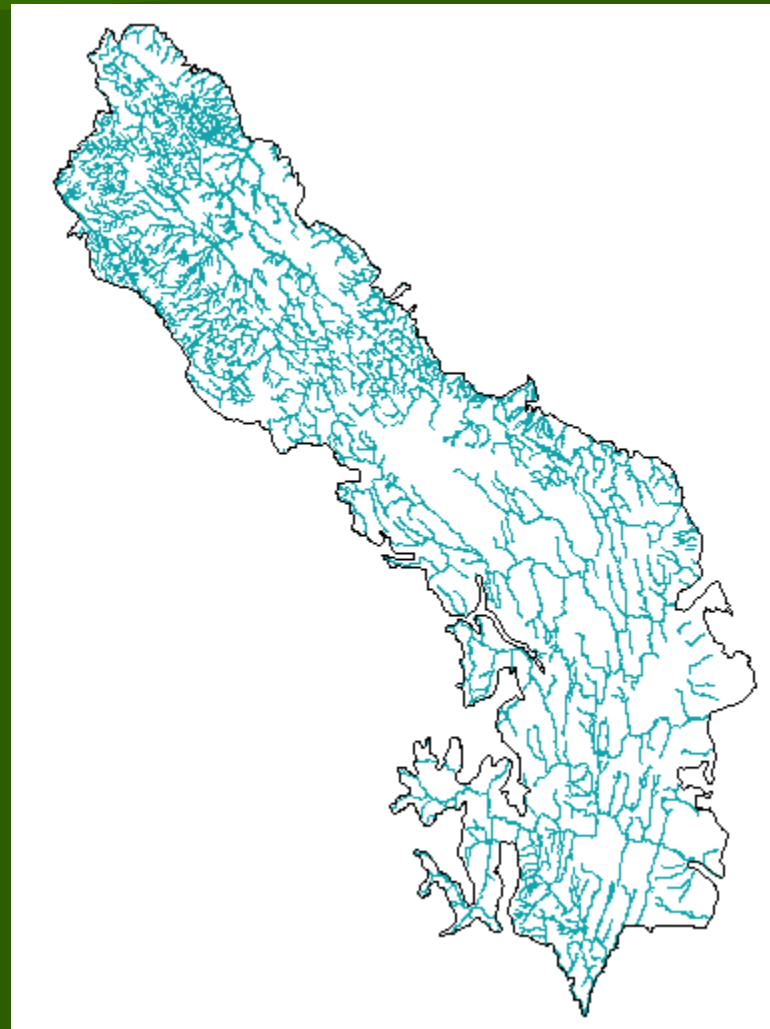
- Bromeliaceae
- Ericaceae
- Lauraceae
- Rosaceae
- Poaceae



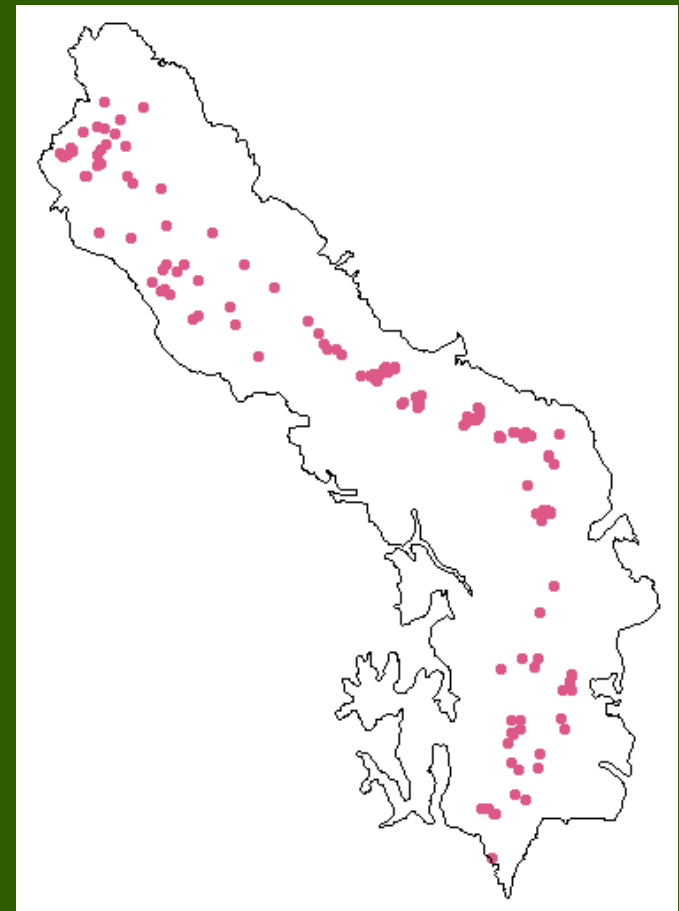
Refugio



Agua



Datos solo-presencia



Maxent parametros

- Resolución 30 arcsec o approx 1km²
- Variables continuo raster ASCII
- 100 000 background points
→ area gran numero de pixels (+300 000)
- Regularization multiplier de 3 para reducir over-fitting en los datos.
- La seleccion de features (derivados de variables ambientales) automatico

Maximum Entropy Species Distribution Modeling, Version 3.2.1

Samples
File: I:\real-data\samples\BearDataAp08.csv **Browse**

☒ Tremarctos

Environmental layers
Directory/File: I:\data\layers\Proj_Apr\RBM_Tremarctos **Browse**

Layer	Type
☒ BROMELIAB	Continuous
☒ CONTOURS	Continuous
☒ ERICACEAEB	Continuous
☒ LAURACEAEB	Continuous
☒ POACEAE	Continuous
☒ RIVERDIST	Continuous
☒ ROAD03D	Continuous
☒ ROAD04D	Continuous
☒ ROSACEAEB	Continuous
☒ SHMODISD	Continuous

☐ Linear features
☐ Quadratic features
☐ Product features
☐ Threshold features
☐ Hinge features
☒ Auto features

☐ Create response curves ☒
☐ Make pictures of predictions ☒
☐ Do jackknife to measure variable importance ☒

Output format: Logistic
Output file type: .asc

Output directory: I:\real-data\outputs\Proj_Apr\FINAL\TremarctosRBM **Browse**
Projection layers directory/file: **Browse**

Run **Settings** **Help**

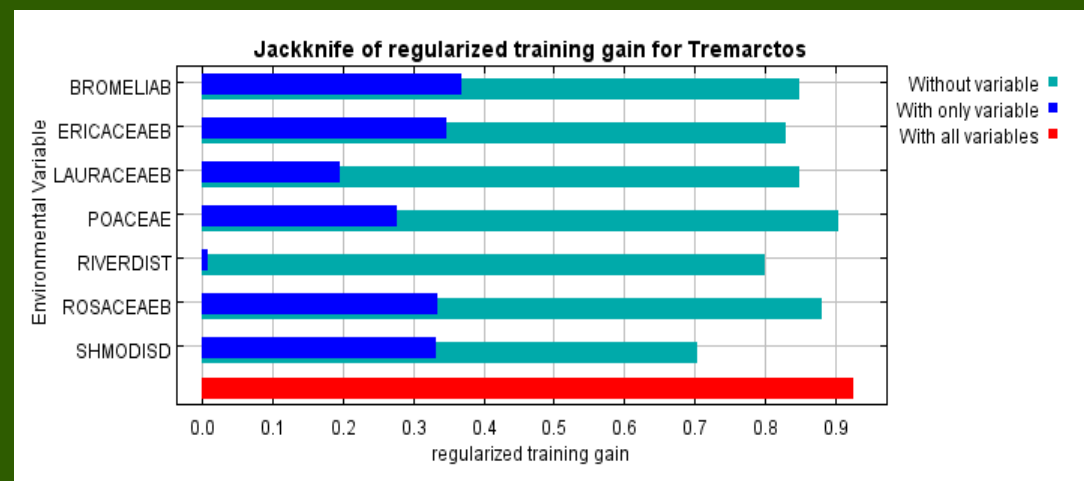
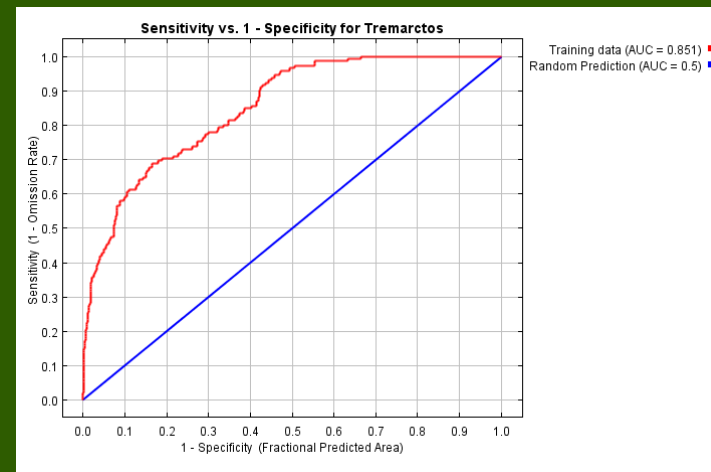
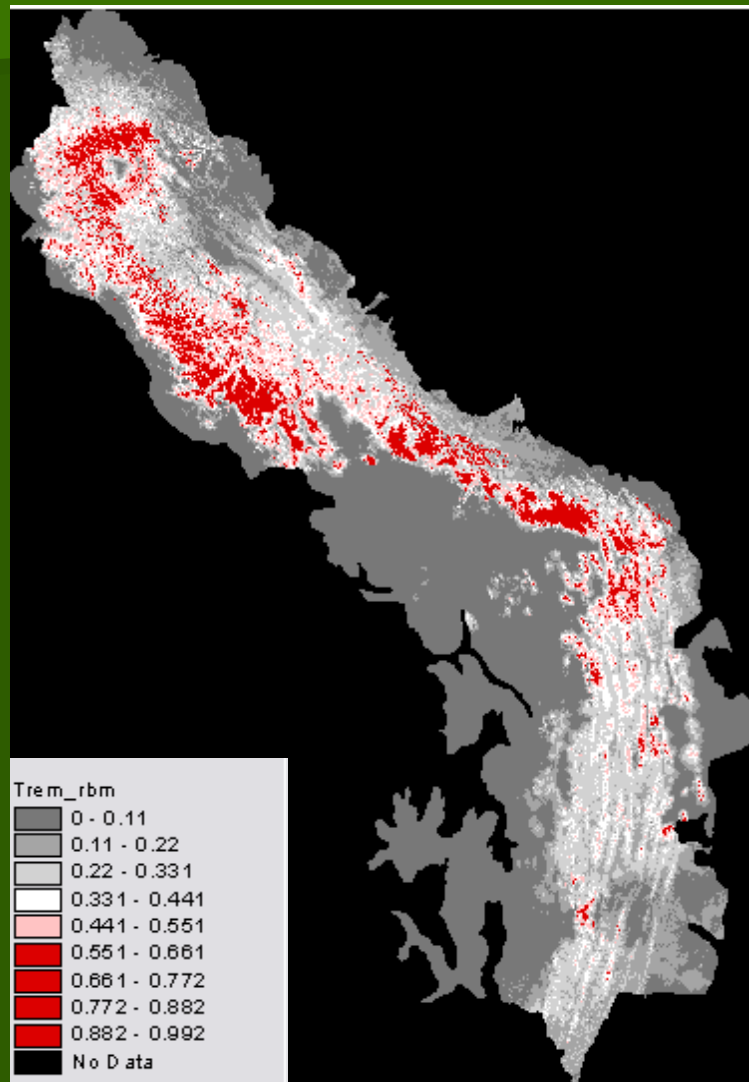
Maximum Entropy Parameters

☐ Random seed
☒ Logscale raw/cumulative pictures
☒ Give visual warnings
☒ Ask before overwriting
☒ Show tooltips
☐ Remove duplicate presence records

Random test percentage: 0
Regularization multiplier: 3
Maximum iterations: 500
Convergence threshold: 0.00001
Max number of background points: 100000

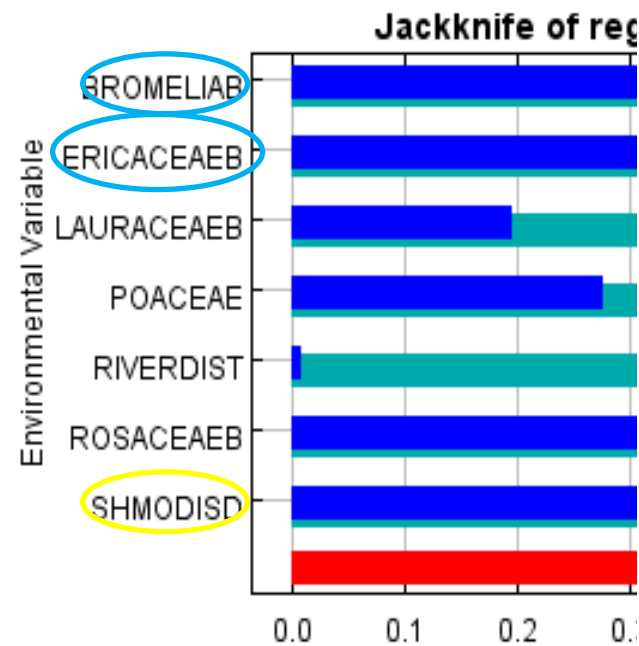
Bias file: **Browse**
Test sample file: **Browse**

El resultado



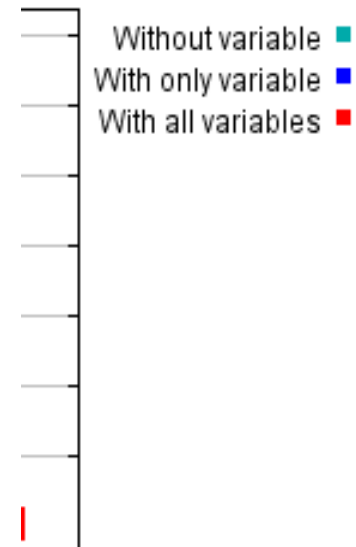
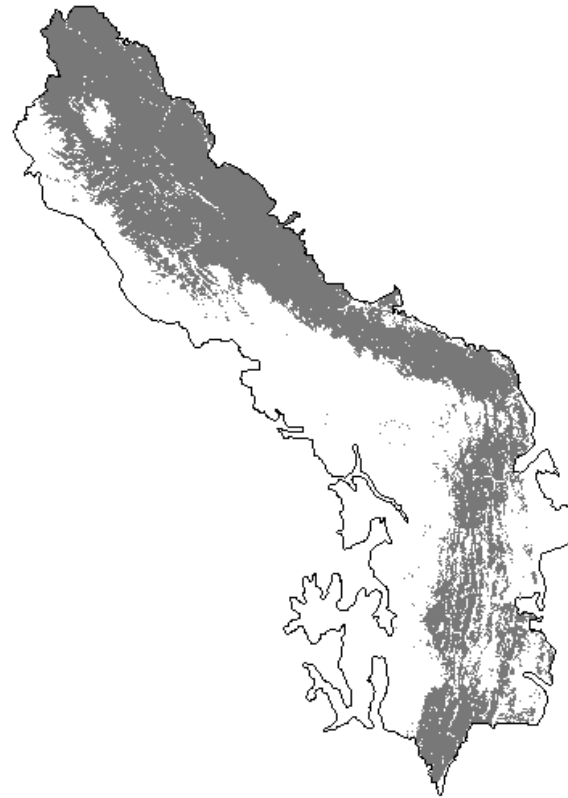
Importancia de las variables

(b)

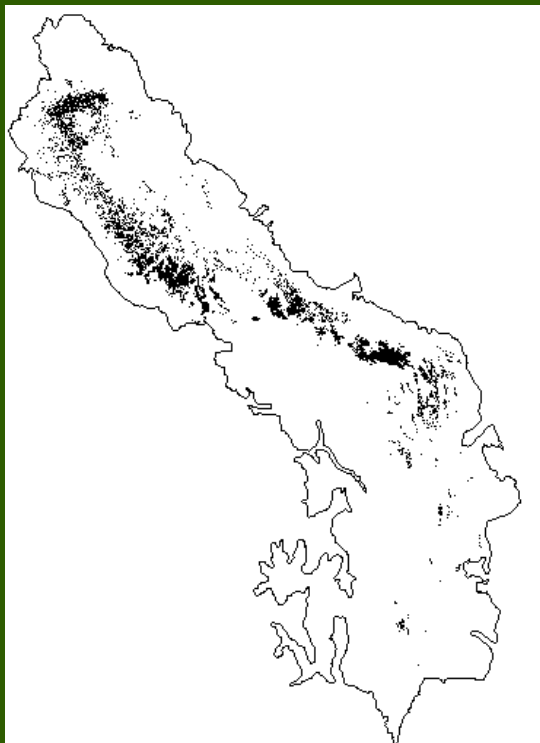
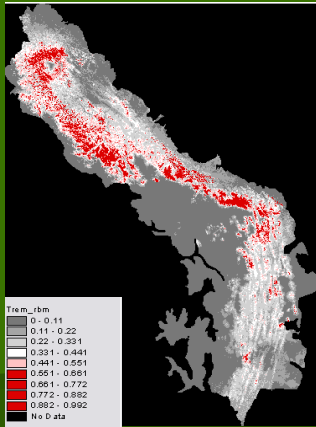


(c)

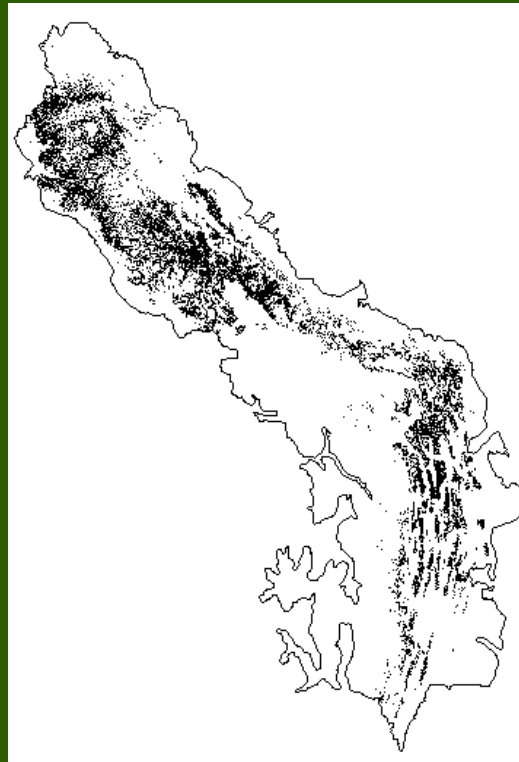
(d)



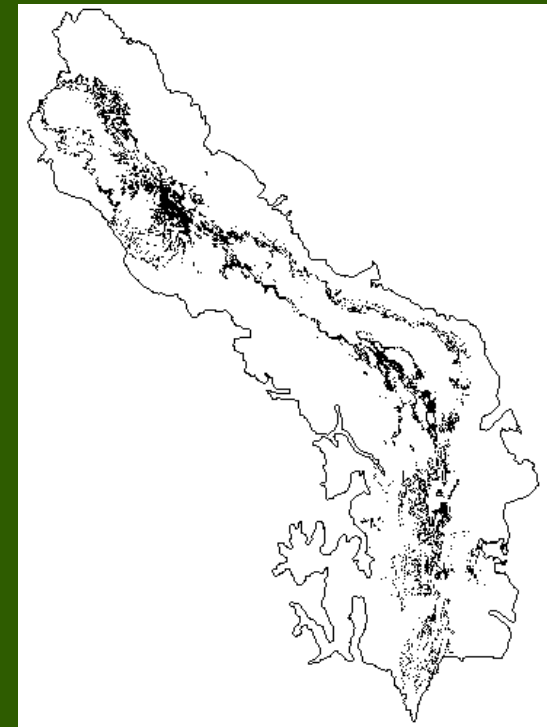
El modelo con diferentes probabilidades de presencia



>0.5

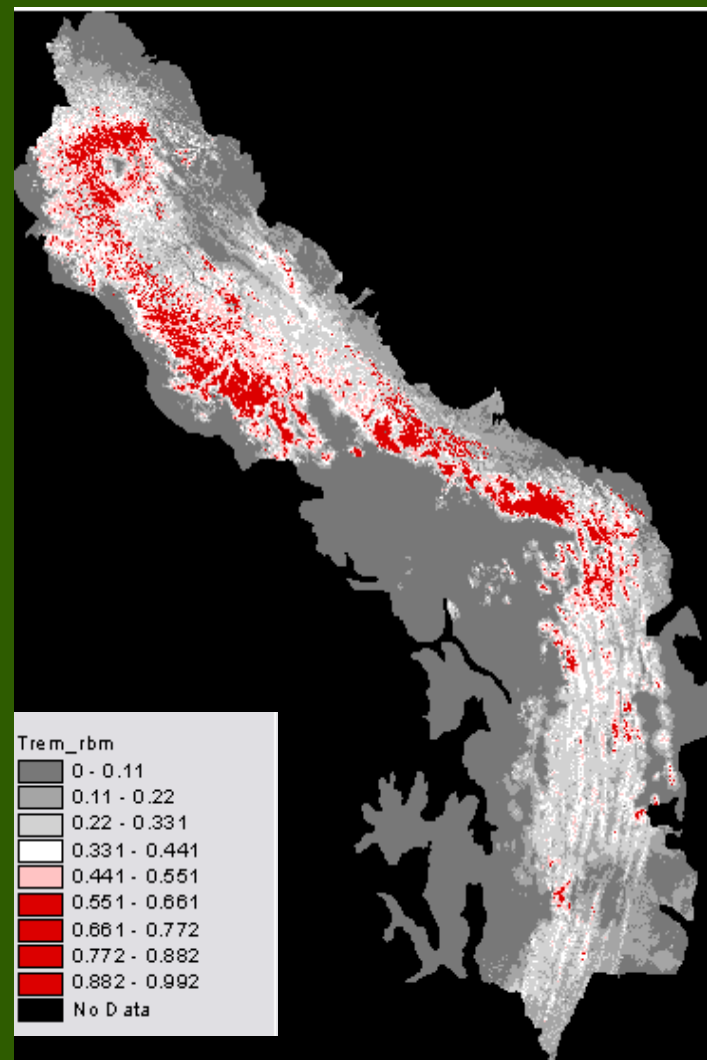
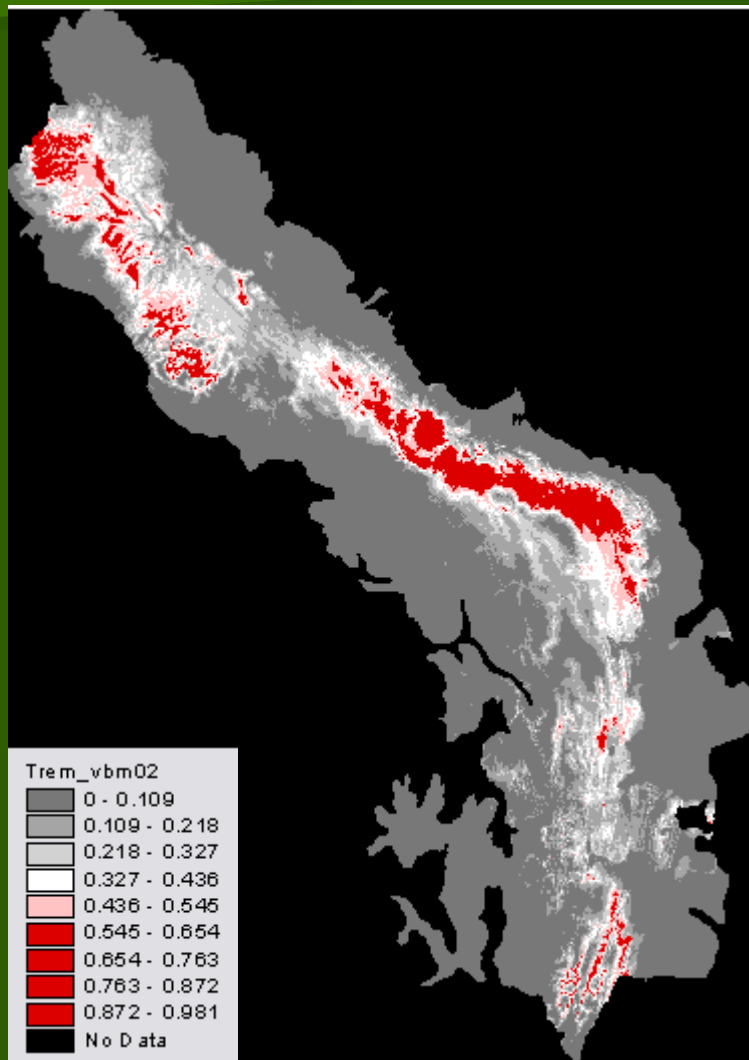


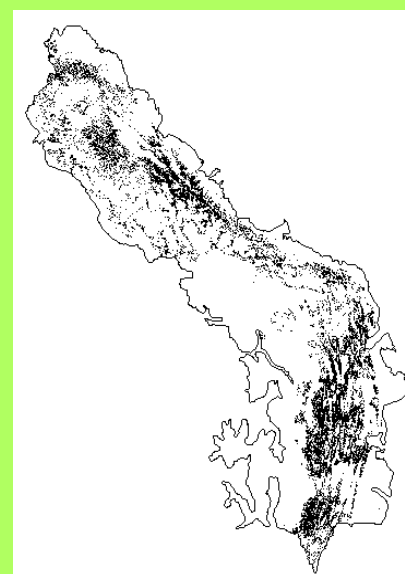
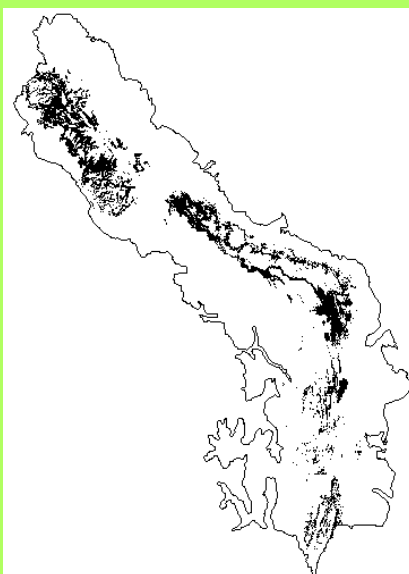
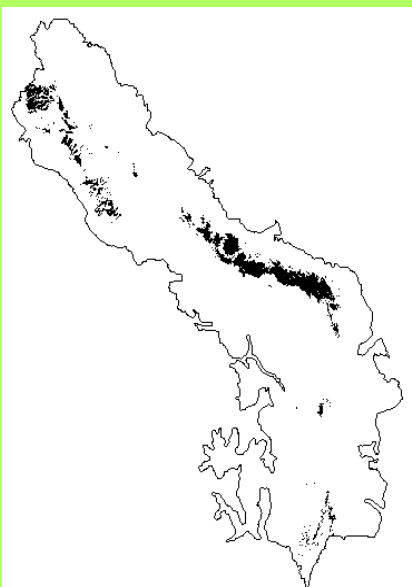
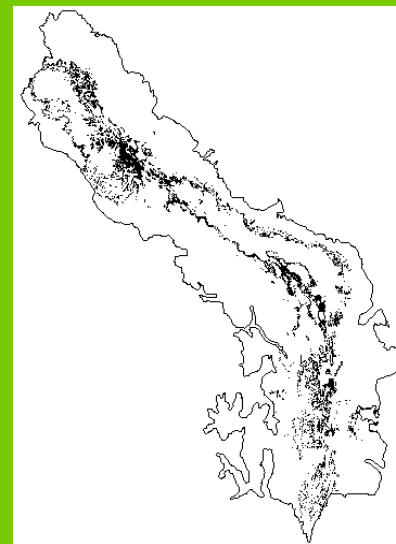
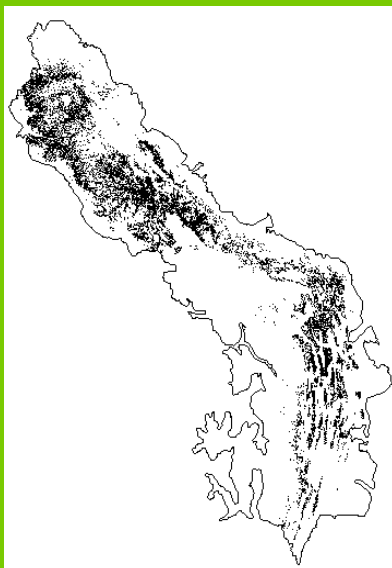
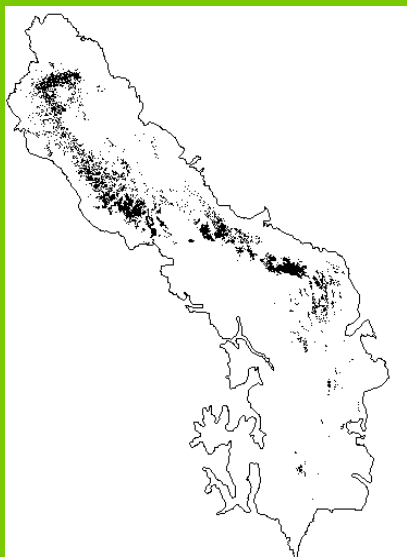
0.3-0.5



0.2-0.3

Y los modelos construidos con variables “tradicionales”?





Conclusion

- Modeladores → A ponerse los zapatos del animal!!!!
 - Incorporacion de la historia natural de la especie
- No modeladores → Apretar el boton “run” es PELIGROSO
 - Los modelos son herramientas extremadamente manipulables y faciles de utilizar. Por lo tanto, sobreponer el conocimiento de la especie por sobre todo fancy modelo estadistico