

Viability kernels for by-catch fisheries

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Based on "Computation of viability kernels: a case study of by-catch fisheries"
a 2013 *Computational Management Science* paper coauthored by Pharo, Serea & Sinclair

Workshop on Biodiversity and Environment:
Viability and Dynamic Games Perspectives

Montréal, 4 - 8 November, 2013

My aim is

to entice you to read the paper, in which

- some specific questions concerning a by-catch fishery are answered using **viability theory**.
- It is argued that **viability theory** is an important mathematical tool for the solution of economic problems, and that
- it can be more robust than optimisation or stability analysis.
- An introduction to **viability theory** (for $T = \infty$) is provided.
- An account of its principal analytical tool -- **viability kernel** \mathcal{V} -- is given.

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- Given a dynamic system with **state constraints**, \mathcal{V} is the set of all state-space points, starting from which it is possible to remain within the constraints indefinitely.
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Viability \approx Sustainability

Sustainability problems arise in situations where (human) interaction with a dynamic, changing environment can potentially lead to catastrophic outcomes.

- In ecology, not understanding the dynamics of a fish population compounded with economic pressures (for employment preservation) can lead to extinction.
- In macroeconomics, low interest rates can lead to "bubbles"; high interest rates - to unemployment.
- The **sustainable** "solution" to these problems is to find a way to avert catastrophe; i.e. maintain the system within the realms of safety or acceptability.

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Which questions can vt answer?

Viability theory (vt) has been explicitly developed to analyse **invariant sets** in which a dynamic system will remain, making it a perfect fit for considering problems of sustainability. In particular, vt can ascertain

- 1 whether a system will be able to sustain itself according to the given sustainability criteria over some time-frame; and also
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Where systems are susceptible to control by a regulator, v_t can also determine **normative** rules:

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What is viable and what is not?

- If from a given system state there is an evolution which is possible according to what is known about the system's dynamics and which sustains the system within the imposed bounds, then that system state is **viable**.
- Conversely, where there is no conceivable way for the system to remain within those bounds when starting from a given state, then this state is said to be **non-viable**.
- Identification of states as viable or non-viable is achieved in vt by computing the viability kernel \mathcal{V} -- the largest closed subset of points in the constraint set for which all points are viable.
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Viability and VIKAASA

Concluding remarks and future research

Discussion

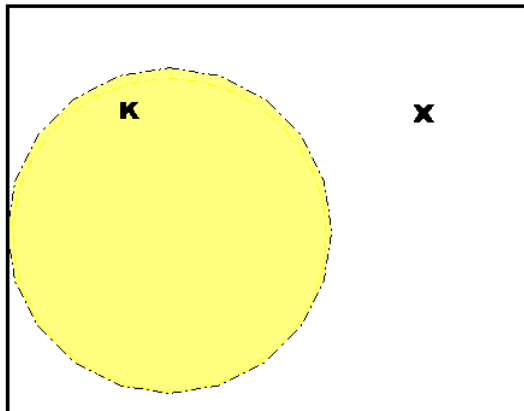
Differential inclusions

Kernel and policy

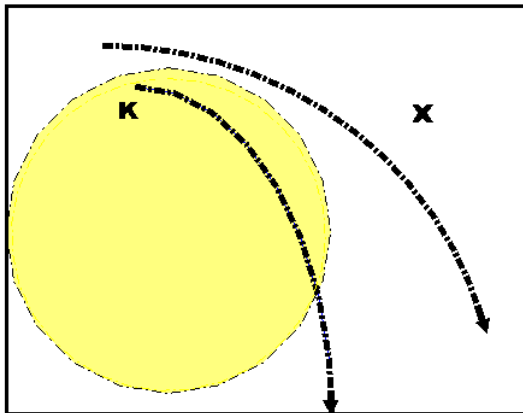
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The viable and non-viable trajectories

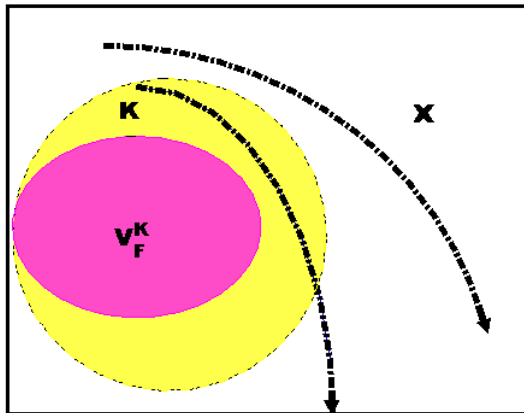
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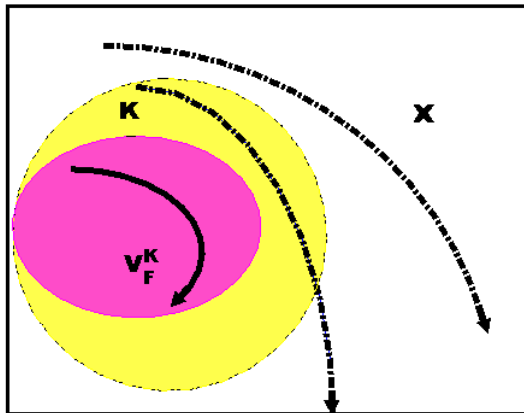
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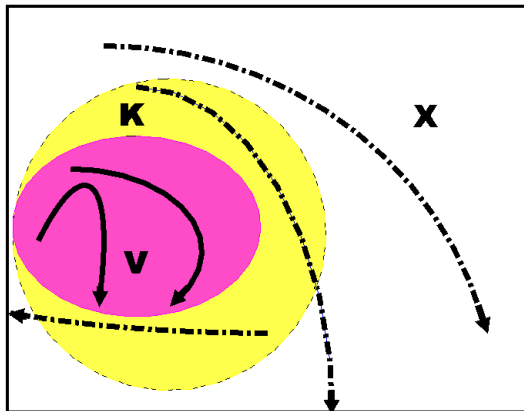
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Is vt "better" than optimal control?

If a regulator knows what needs be optimised, applying the optimal strategy is the unique way to control the dynamic system.

However, if agents are H. Simon's agents *i.e.*, believed to employ strategies that are "good enough" in that they satisfy **normative** and **modal** (imposed by reality) constraints then vt is useful.

In particular, vt introduces additional "viable" control strategies, based around the concept of the viability kernel: unless the system is in danger of travelling from a viable to a non-viable state any control will be viable.

Under this view, vt provides (arguably) a better fit for the real concerns of regulators than optimal control does (constraints may be more "objective" than a loss function, potentially complicated).

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Behaviourists' delight?

In essence,

- vt has the potential to respond to the **behaviourists'** challenges and to provide insights into **compatibility between the system's dynamics and the constraints' geometry**;
- vt is an appropriate **analytical** tool for the analysis of sustainability problems which can be solved if the above compatibility has been understood.

In this paper, vt will be used to solve the twin ecological-economic problem of sustaining fish population at a safe level whilst at the same time maintaining the profitability of fishing operations that impact that population.

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Non-determinism

The differential inclusion

$\dot{x}(t) \in F(x(t))$ (*) -- says that \dot{x} will be drawn from $F(x)$, the set of all possible velocities at $x(t)$ (F -correspondence). Exactly which element from $F(x(t))$ will eventuate is subject to uncertainty which may come from any of the following sources:

- 1 the system may be controllable by a regulator. In this case, we write $\dot{x}(t) = f(x(t), u(t))$, $u(t) \in U(x(t))$;
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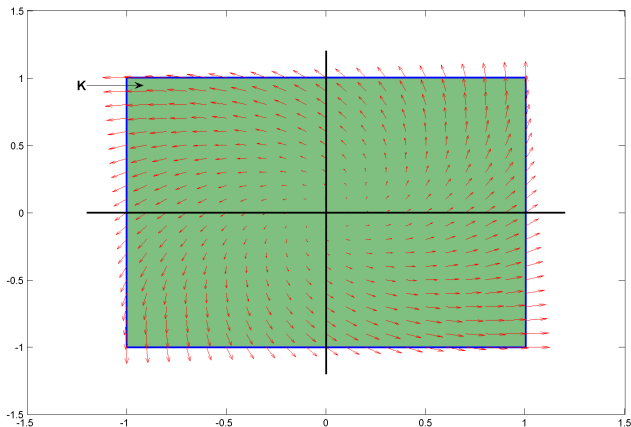
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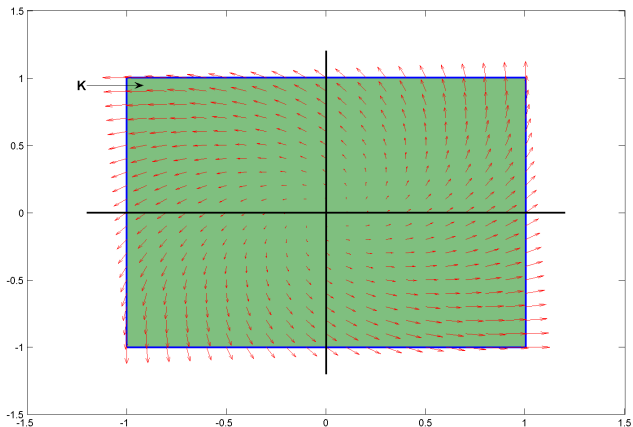
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Viability points

Given a differential inclusion F over some set X , $x_0 \in K \subset X$ is **viable in K under F** if, starting from $x(0) = x_0 \exists x(\cdot) : \Theta \mapsto X$

$$\forall t \in \Theta \begin{cases} x(t) \in K, \\ \dot{x}(t) \in F(x(t)), \end{cases} \quad \forall t \in \Theta \equiv [0, \infty),$$

K is the **constraint set** imposed on the system evolving under F .

The above formulation has a philosophical interpretation: an evolution that starts at a viable point follows a path that satisfies fate F and desire K ("kraving").

- To go from one-state viability to **area** viability, we use the **viability theorem**.

Viability points

Given a differential inclusion F over some set X , $x_0 \in K \subset X$ is **viable in K under F** if, starting from $x(0) = x_0 \exists x(\cdot) : \Theta \mapsto X$

$$\forall t \in \Theta \begin{cases} x(t) \in K, \\ \dot{x}(t) \in F(x(t)), \end{cases} \quad \forall t \in \Theta \equiv [0, \infty),$$

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Viable areas

Theorem

Assume D is a closed set in \mathbb{R}^n . Suppose that the set valued map $F : \mathbb{R}^n \rightsquigarrow \mathbb{R}^n$ is Lipschitz continuous with convex, compact, nonempty values. Then the two assertions are equivalent :

a $\forall x_0 \in D$, there exists a solution $x(\cdot) : \Theta \mapsto \mathbb{R}^n$ of

$$\begin{cases} \dot{x}(s) = F(x(s)) & \text{for almost every } s \\ x(0) = x_0 \end{cases}$$

which remains in D ;

b

$$\forall x \in D, \quad \forall p \in \mathcal{NP}_D(x), \quad \min_{v \in F(x)} \langle v, p \rangle \leq 0.$$

Viable areas *cont.*

- The viability theorem states that wherever the directions available in $F(x)$ and a proximal normal form an obtuse angle, then x will be viable.

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Definition

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Let K be a closed set in \mathbb{R}^n . The problem's *viability kernel* for dynamics F , denoted: $\mathcal{V}_F(K)$, is the *largest* possible viability domain under F that is also a subset of K .

- Therefore $\mathcal{V}_F(K)$ is the set of *all* points that are viable in K under F .
- Establishing the viability kernel $\mathcal{V}_F(K) \neq \emptyset$ solves the viability problem. "Good" -- viable -- states $x(t) \in \mathcal{V}_F(K)$ are separated from "bad" $x(t) \notin \mathcal{V}_F(K)$.

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Policy

- For control problems, the existence of $\mathcal{V}_F(K)$ indicates an area for which sufficient control exists to maintain the system within $\mathcal{V}_F(K) \in K$ from any point in $\mathcal{V}_F(K)$.
- I.e., $\forall x_0 \in K$, there exists a feedback rule $g : X \mapsto Y$ that takes an element $x \in X$ and returns a control policy u such that $x(t) \in K$.

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Satisficing policy

This generic policy can be decomposed into two normative directives: at x

- I use any admissible control for x in the *interior* of the viability kernel $\mathcal{V}_F(K) \setminus \text{fr } \mathcal{V}_F(K)$;
- II when one gets "near" to the boundary of the kernel $\text{fr } \mathcal{V}_F(K)$, an extreme instrument, or a specific path, must be followed (unless a steady state has been reached).

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Differences

- Problems modelled using a viability approach do not need to determine utility or loss functions in order to formulate policy rules, and therefore there is **no need** to calibrate such functions, hence no subjective appraisal of which constraints are more important is needed.
- Determining the bounds of the set K is a potentially much simpler task, given that such bounds x (e they normative or modal) are often trivially observable.
- This contrasts with the optimisation approach where the constraints that define K are usually implicit in the loss function.
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Viability generalises stability

- The kernel is a closed set and it can be characterised by some measure, which the distance between two states in the kernel will never exceed.
- Knowing $\mathcal{V}_F(K)$, makes the regulator aware of the locus of states in which the dynamic system can continue to exist, for a given "strength" of implementable controls.
- If the system is in $\mathcal{V}_F(K)$ ("stable") and when more than one control is viable, the regulator may strive to achieve other goals (e.g., political or "wants" rather than "needs").

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- An analytical characterisation of the viability kernel is rarely possible and most models using v_t rely on numerical methods to compute their viability kernels.
- Classical algorithms were proposed by Frankowska, Quincampoix, Saint-Pierre. They work by "whittling away" points that exit the set after one discrete-time step. Chapel and Deffuant have implemented Saint-Pierre's algorithm in a software package Kaviar.
- We propose two simple algorithms:
 - 1 inclusion algorithm where points are included in D if there are controls that slow the system to an approximate steady state, and
 - 2 rejection algorithm that is based on a recent paper by Gaitsgory & Quincampoix where the non-viable points can be characterised by a large value function.
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vikaasa

- VIKAASA = Viability Kernel Approximation, Analysis and Simulation Application. (The Sanskrit word vikaasa, विकास, means "progress" or "development".)
- Vikaasa is a tool which can be used to create approximate viability kernels (actually, domains) for the classes of viability problems considered here (rectangular constraints, infinite horizon).
- See <http://code.google.com/p/vikaasa/>.
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vikaasa *cont.*

The main window

The screenshot displays the VIKAAASA 0.14.0 main window, which is organized into several functional panels:

- Variables:**
 - Dynamic Variables:** A table listing variables such as 'output gap', 'inflation', 'interest rate', and 'exchange rate' with their respective symbols, minimum/maximum values, and discretisation settings.
 - Additional Variables:** A table for defining equations for variables like 'real interest rate' and 'inertial output gap'.
- Options:**
 - Step-Size:** Set to 1.
 - Stopping Tolerance:** Set to 0.0005.
 - Layers:** Set to 1.
 - Time profile columns:** Set to 3.
 - Control:** Includes checkboxes for 'Progress Bar', 'Auto-Save Kernel', 'Debug', and 'Hold Figures'.
- Simulation:**
 - Start:** A table showing initial values for variables 'y', 'pi', 'i', and 'n'.
 - Simulation Method:** Set to 'euler'.
 - Control Algorithm:** Set to 'CostMin'.
 - Simulation Plotting:** Includes settings for 'Line Width' (2), 'Line Colour', and 'Show Points'.
- Kernel Determination:**
 - Run Algorithm:** A button to execute the kernel.
 - Parallel Processors (#):** Set to 2.
 - Kernel Results:** Shows 'Computation Time' as 14.0 hours and 'Viable Points' as 932.
- Kernel Plotting:**
 - Slices:** A table for plotting variables 'y', 'pi', 'i', 'q', and 'r' at specific values.
 - Plotting Method:** Set to 'Alpha' with a value of 0.6.
 - Plot Kernel:** A button to generate the plot.
- Control:**
 - Control Symbol:** Set to 'u'.
 - Maximum Size (+/-):** Set to 0.01.
 - Control Algorithm:** Set to 'CostMin'.
 - Bound Control at Constraint Set Edge:** A checkbox.
- Minimising Controls:**
 - Control Tolerance:** Set to 0.0005.
 - Use Default Value:** Set to 0.
 - Forward-looking Steps:** Set to 2.
 - Use custom cost function:** A checked checkbox.
 - Cost Function:** $100 \cdot y^2 + (i - \pi)^2 + q^2 + y \cdot \text{dot}^2 + \text{pidot}^2$
- Simulation Results:**
 - Computation Time:** 8.9 seconds.
 - Number of points:** 11.

The bottom status bar shows the file path: `H:\laptopresearch\wlab\comput\compu\Alstair\wikaasa-0.14.0\Projects\wikaasa_default.mat`.

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One-species fishery

Viability has proven popular with ecologists seeking to model resource use. Béné et al have solved the following problem:

- Profits are given by $R(x(t), e(t)) = pq_x e(t)x(t) - ce(t) - C$,
 p - price, $q_x e(t)x(t)$ is the catch size, $ce(t)$, C - variable and fixed costs, respectively.
- $K = \{(x, e) : x \geq x_{\min} \wedge pq_x eb - ce - C \geq 0 \wedge e \in [0, e_{\max}]\}$,
 $U = [u^-, u^+]$; harvest rate $h_x(t) = q_x e(t)x(t)$.
- $\dot{x}(t) = rx(t) \left(1 - \frac{x(t)}{L_x}\right) - q_x e(t)x(t)$
 $\dot{e}(t) \in U = [u^-, u^+]$.
- Calibrated: $\dot{x}(t) = \frac{2}{5}x(t) \left(1 - \frac{x(t)}{500}\right) - \frac{1}{2}e(t)x(t)$
 $\dot{e}(t) \in U = \left[-\frac{1}{100}, \frac{1}{100}\right]$;
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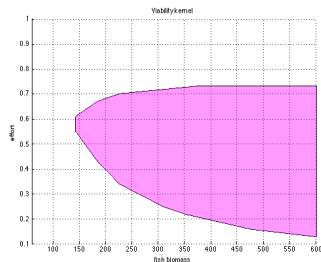
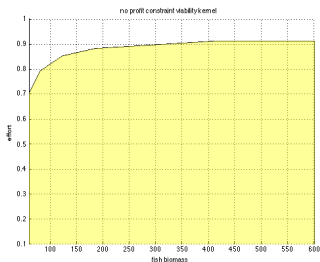
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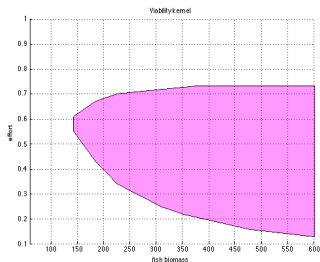
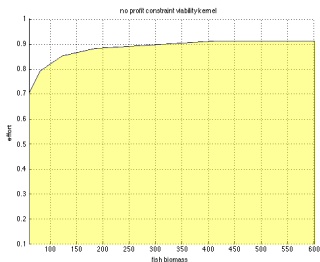
Kernels without and with cost constraint

This problem is now fed into VIKAASA.



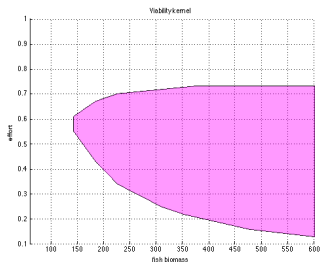
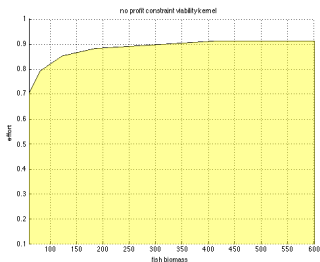
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- Harvest rate $h_y(t) = \alpha h_x(t)$; $0 < \alpha < 1$ measures how highly coupled the production relationships are (assumed $\alpha = 0.2$).

$$\dot{x}(t) = r_x x(t) \left(1 - \frac{x(t)}{L_x} \right) - q_x x(t) e(t)$$

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- Profit $\pi_{xy}(t) = p_x h_x(t) + p_y h_y(t) - ce(t) - C > 0$
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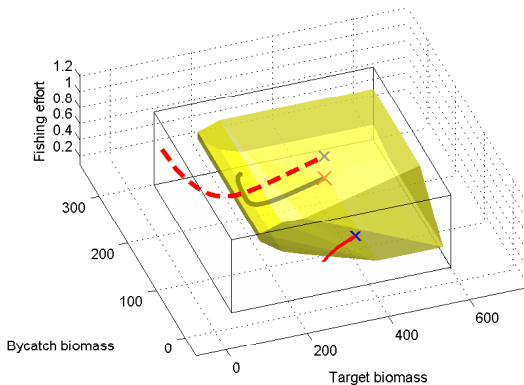
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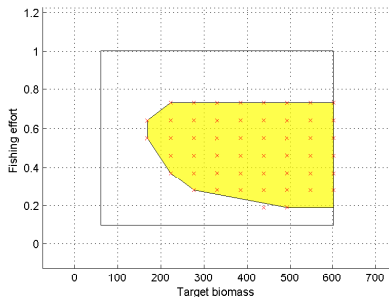
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Viability kernel with viable and non-viable trajectories

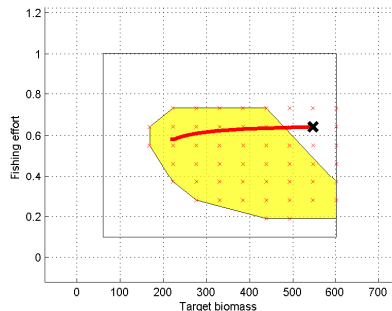


$$[x(0), y(0), e(0)] =$$
$$[384, 165, 0.55] \in \mathcal{V}; [384, 57, 0.55] \notin \mathcal{V}; [384, 168, 0.91] \notin \mathcal{V}$$

Kernel slices



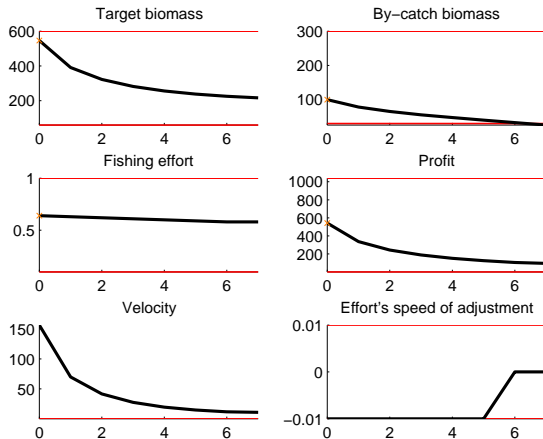
(a) High by-catch biomass



(b) Low by-catch biomass, with an example non-viable trajectory starting from [546, 100, 0.64] shown in red

Slice (a) looks like a single species viability kernel.

Time profiles associated with the non-viable trajectory



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- Harvest rate $h_{2y}(t) = q_y e_2(t) y(t)$; $q_y > 0$ catchability.
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$$\dot{y}(t) = r_y y(t) \left(1 - \frac{y(t)}{L_y} \right) - \alpha q_x x(t) e_1(t) - q_y e_2(t) y(t).$$

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Both fleets face the given market price p_y for stock y and different unit cost of effort c_1 and c_2 .

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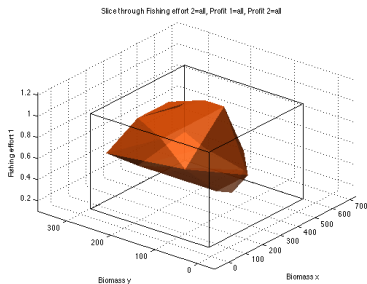
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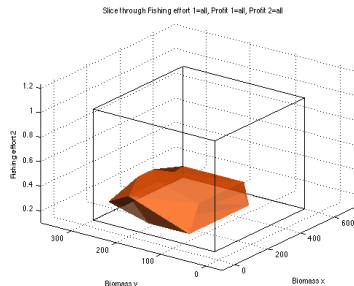
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3D slices of 4D kernel for effort analysis

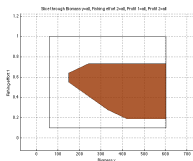


(c) First fleet's effort

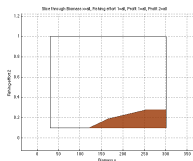


(d) Second fleet's effort

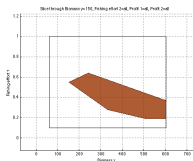
2D slices of 4D kernel



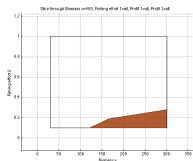
(e) First fleet's effort for all y -biomass values.



(f) Second fleet's effort for all x -biomass values.



(g) First fleet's effort for $y = 150$.



(h) Second fleet's effort for $x = 400$

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Policy advice

- Satisficing solutions are generically non-unique and hence amenable to managers' own prioritisation.
- If fleets obey the $U = U_1 \times U_2$ choices and also respect the overall system's viability (i.e. the profitability of both fleets, and the non-extinction of both species), then the two-fleet case constitutes a **constrained qualitative** game between the fleets.
- Our viability kernel provides an overview for the space in which the game will be played.
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- I.e., a viable policy avoids or steers the system away from areas of no return.
- So, viable policies are **precautionary**.

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