Wikiprint Book

Title: EwEugCompensatoryNaturalMortality

Subject: Ecopath Developer Site - EwEugCompensatoryNaturalMortality

Version: 3

Date: 2024-04-26 08:40:29

Table of Contents

3.15 Compensatory natural mortality

3

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Compensatory changes in natural mortality rate (M) can be simulated by combining two effects: nonzero 'Feeding time adjustment rate' (set on the <u>Group info</u> form), and either high EE from Ecopath or high proportion of M_o due to predation (unexplained predation > 0). With these settings, especially when <u>Vulnerabilities</u> of prey to a group are low, decreases in biomass lead to reduced feeding time, which leads to proportional reduction in natural mortality rate.