

Introduction

Characterizing spatial distribution of fishing effort on a fine spatial scale is crucial to assess fishing mortalities accurately to understand fishermen's reactions to management measures and improve the assessment of the impact of management plans. In this context, IFREMER developed the RECOPECA project with volunteer fishermen, whose vessels positions were recorded at a 15 minute time step. To analyse these observed trajectories, mechanistic mathematical models allows the understanding of movement drivers and the identification of the sequence of hidden (non observed) behaviors. Identifying these different behaviors adopted by vessels during a fishing trip (route towards fishing zone, fishing activity...) is of interest to understand what drives fishing activities and fishing effort dynamics.

The continuous path of fishing vessels is modelled considering movement characteristics such as velocities for instance, conditionally to the behavioral state. These models are commonly called Hidden Markov Models (Rabiner, 1989). We propose to describe the vessel's path using the Ornstein Ulhenbeck process (OUP). This model is equivalent, when considered at discrete and regular time steps, to an Auto-Regressive (AR) process. Analysing the results, waves patterns in observed speed processes create problems of identification. Using the physical model ECOMARS 3D, these patterns can be removed removed as they are results of tide currents.

FIGURE 1 : Bottom trawler



Describing fishing vessels movement and activity.

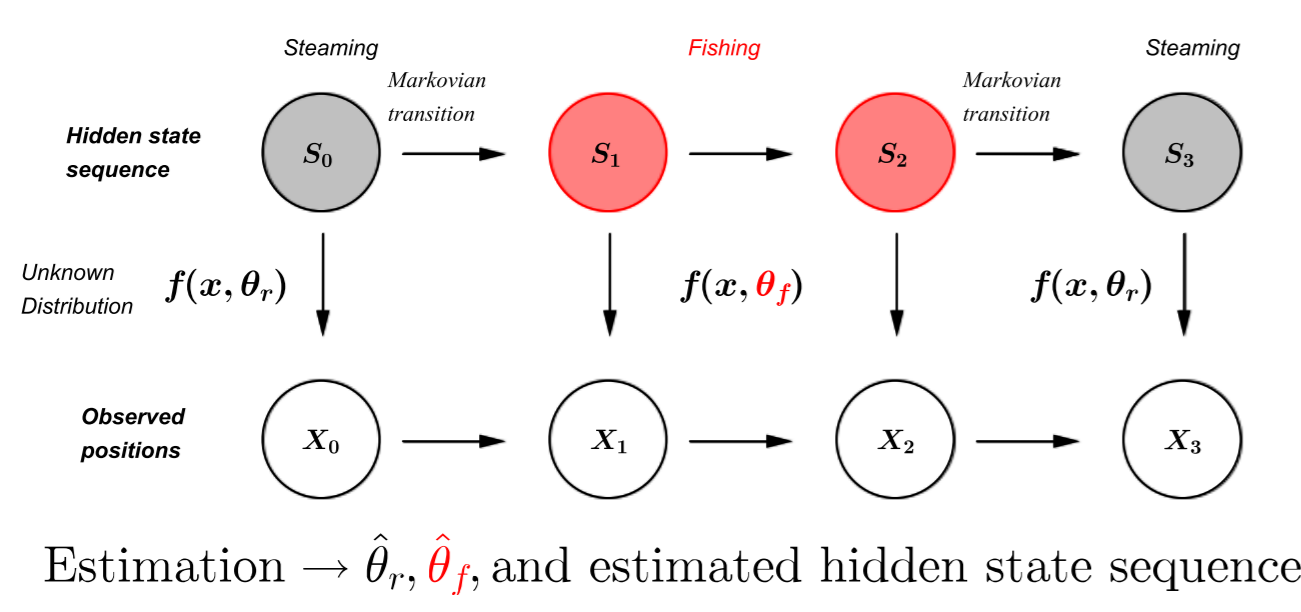
Framework : Hidden Markov Model

Observed positions are ruled by

- A sequence of hidden behaviors (fishing or steaming).
- This sequence is a Markov chain.

Observed positions are results of the hidden sequence through an unknown distribution (figure 2).

FIGURE 2 : Formal representation of a HMM



Decomposing trajectories

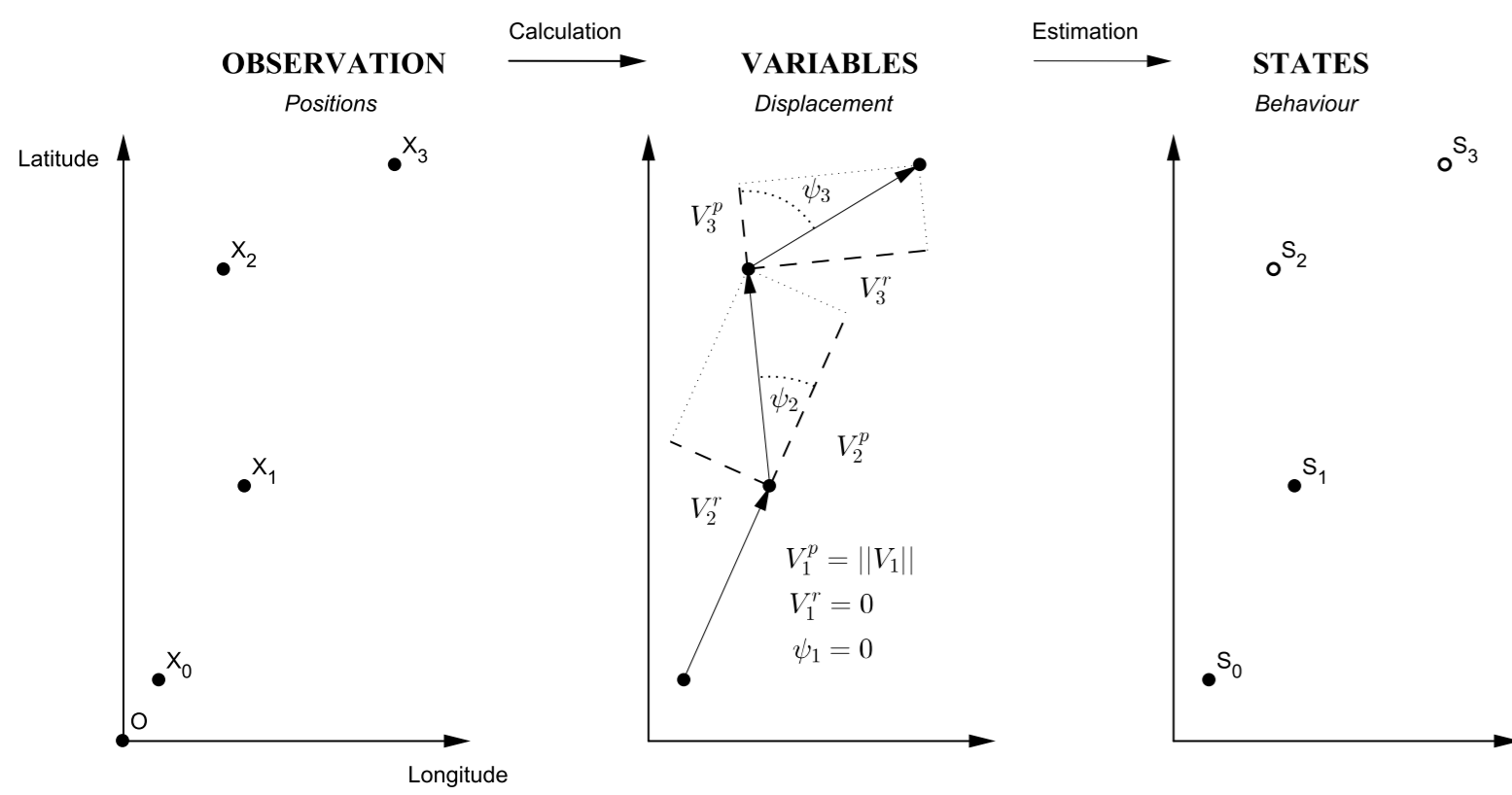
From recorded positions $X_1 \dots X_N$, calculate

- Mean speeds $V_1 \dots V_N$
- Turning angles $\psi_1 \dots \psi_N$

► 2-dimensional velocity process $\begin{pmatrix} V_j^p \\ V_j^r \end{pmatrix} = \begin{pmatrix} V_j \cos \psi_j \\ V_j \sin \psi_j \end{pmatrix}, j = 1 \dots N$

Velocity will be the studied process (figure 3).

FIGURE 3 : Calculating velocity process from observed positions in order to estimate hidden behaviors.



Model for the velocity process

The velocity process in a given activity is assumed to solve a stochastic differential equation.

$$dV_t = \rho(\gamma - V_t)dt + \zeta dW_t$$

With a regular discrete time step, it is equivalent to an AR process :

$$V_{t+1}^p | (S_{t+1} = i) = \eta_{p,i} + \mu_{p,i} V_t^p + \sigma_{p,i} \epsilon_{p,t}$$

$$V_{t+1}^r | (S_{t+1} = i) = \eta_{r,i} + \mu_{r,i} V_t^r + \sigma_{r,i} \epsilon_{r,t}$$

Inference

Estimating movement parameters

- 2 states model (steaming and fishing) .
- $\theta = 14$ parameters to estimate.

To estimate θ : \rightarrow EM algorithm.

- Iterative algorithm to calculate MLE
- from an estimator θ_n , compute and maximize (see figure 4) :

$$Q(\theta | \theta_n) = \mathbb{E}_{S_0 \dots S_T} (\log(L(\theta; X, S)))$$

Estimating hidden behavior sequence

To estimate the sequence of hidden behaviors. (fishing activity) \rightarrow Viterbi algorithm. It computes iteratively :

$$\hat{S} = \operatorname{argmax}_{s_0 \dots s_T} (p(s_0 \dots s_T, X_0 \dots X_T | \hat{\theta}))$$

Obtaining confidence intervals

Bootstrap methods : Simulating new trajectories from $\hat{\theta}$ and re-estimating parameters. \rightarrow The more time consuming step.

Data

- IFREMER's RECOPECA Project
- Vessels performing in the Channel in 2007-2010.
- Positions recorded every 15 minutes (GPS).
- Bottom trawl, trammel nets, dredge.
- 4 examples of trajectories (figure 5).

FIGURE 4 : Formal representation of the EM algorithm

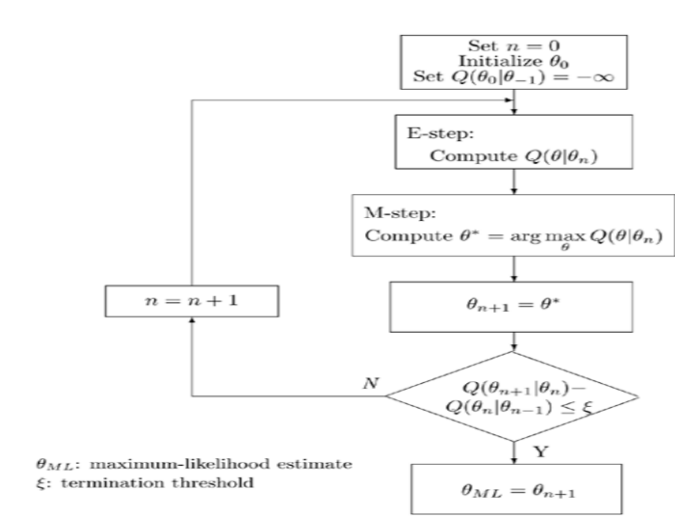
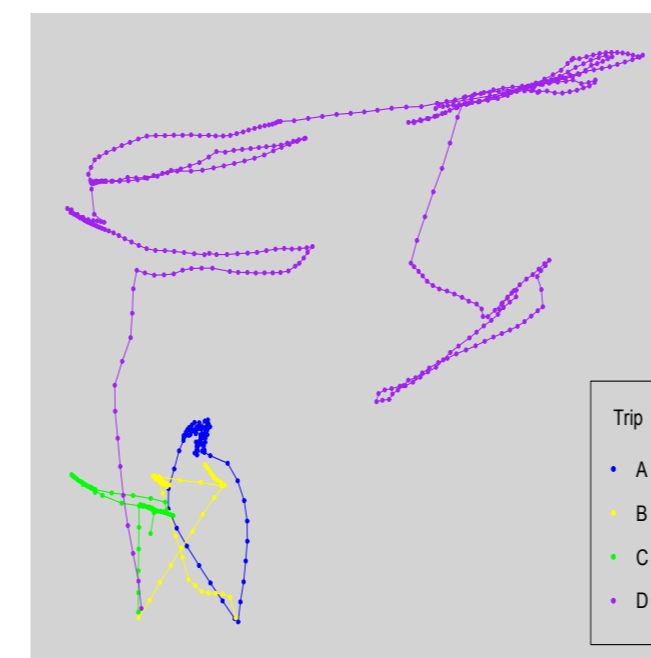


FIGURE 5 : 4 trips issued from RECOPECA project.



Simulation approach

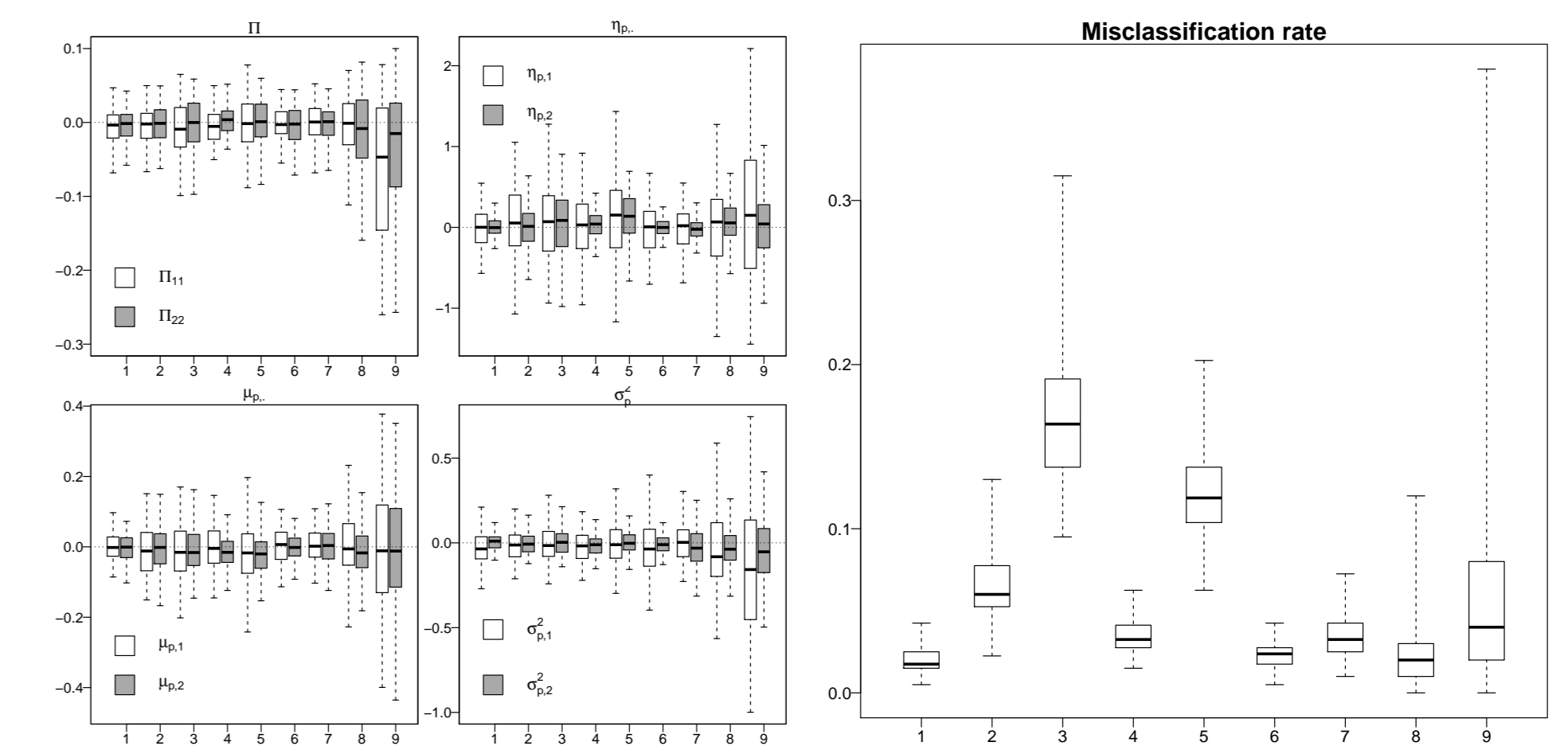
- Test quality of estimation on different scenarios.
- Identify influence of parameters range on estimation.
- Identify problematic scenarios.
- 9 scenarios tested (table 1)

TABLE 1 : Simulation scenarios.

p	r	η		μ		σ^2		Ξ		n
		1,2	1,2	1,2	1,2	1,2	1,2			
1	p	(6 1)	(0 0)	(0 0)	(0 0)	(6 2)	(0 0)	6 4	0 0	400
2	p	(6 2)	(0 0)	(0 0.5)	(0 0.2)	(1 0.5)	(0 0)	6 4	0 0	400
3	p	(6 3)	(0 0)	(0 0.5)	(0 0.2)	(1 0.5)	(0 0)	6 6	0 0	400
4	p	(6 1)	(0 0)	(0 0.6)	(0 0.2)	(1 0.5)	(0 0)	6 2.5	1 0.8	400
5	p	(6 1)	(0 0)	(0 0.2)	(0 0.2)	(1 0.5)	(0 0)	6 5	1 1.4	400
6	p	(6 1)	(0 0)	(0 0.5)	(0 0.2)	(2 0.5)	(1 1)	6 2	2 0.7	400
7	p	(6 1)	(0 0)	(0 0.5)	(0 0.2)	(1 1)	(1 1)	6 2	1 1.3	400
8	p	(6 1)	(0 0)	(0 0.5)	(0 0.2)	(1 0.5)	(0 0)	6 2	0 0.5	100
9	p	(6 1)	(0 0)	(0 0.5)	(0 0.2)	(1 0.5)	(0 0)	6 2	0 0.5	50

Results on simulations

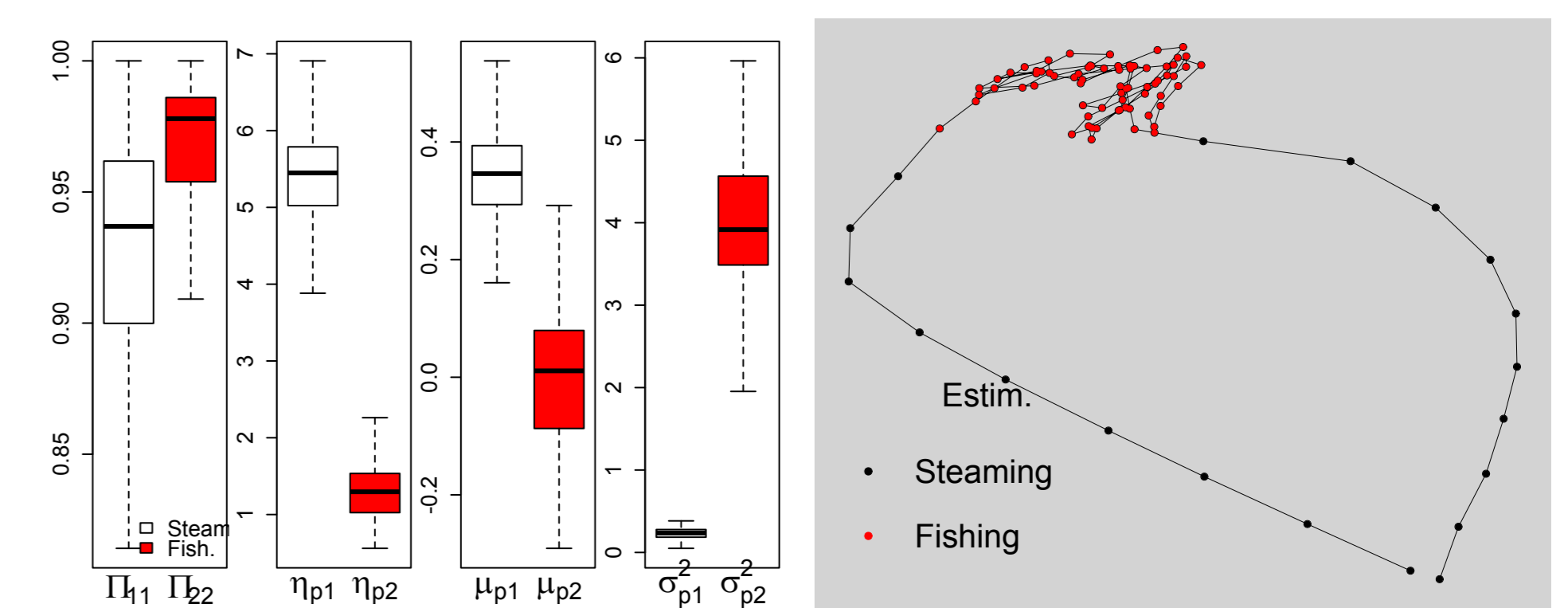
FIGURE 6 : Boxplots of results obtained for simulations



- Need of good separation between steaming and fishing processes.
- Need of a small σ^2 parameter.
- Importance of length of trajectory.

Results on data

FIGURE 7 : Boxplots of results obtained for simulations



Steaming state

Persistent (large Π_{11})

Fast (large $\eta_{p,1}$), estimated mean : 8.4 knots
Lightly autocorrelated ($\mu_{p,1}$)
Low variability (small $\sigma_{p,1}$) in persistence speed \Rightarrow Mvt in a straight line at regular speed.
20% of time spent

Fishing state

Persistent (large Π_{22})

Slow (small $\eta_{p,1}$), estimated mean : 2.6 knots
No autocorrelation
High variability (large $\sigma_{p,1}$) in persistence speed \Rightarrow Mvt is erratic at irregular speed.
80% of time spent

Conclusions

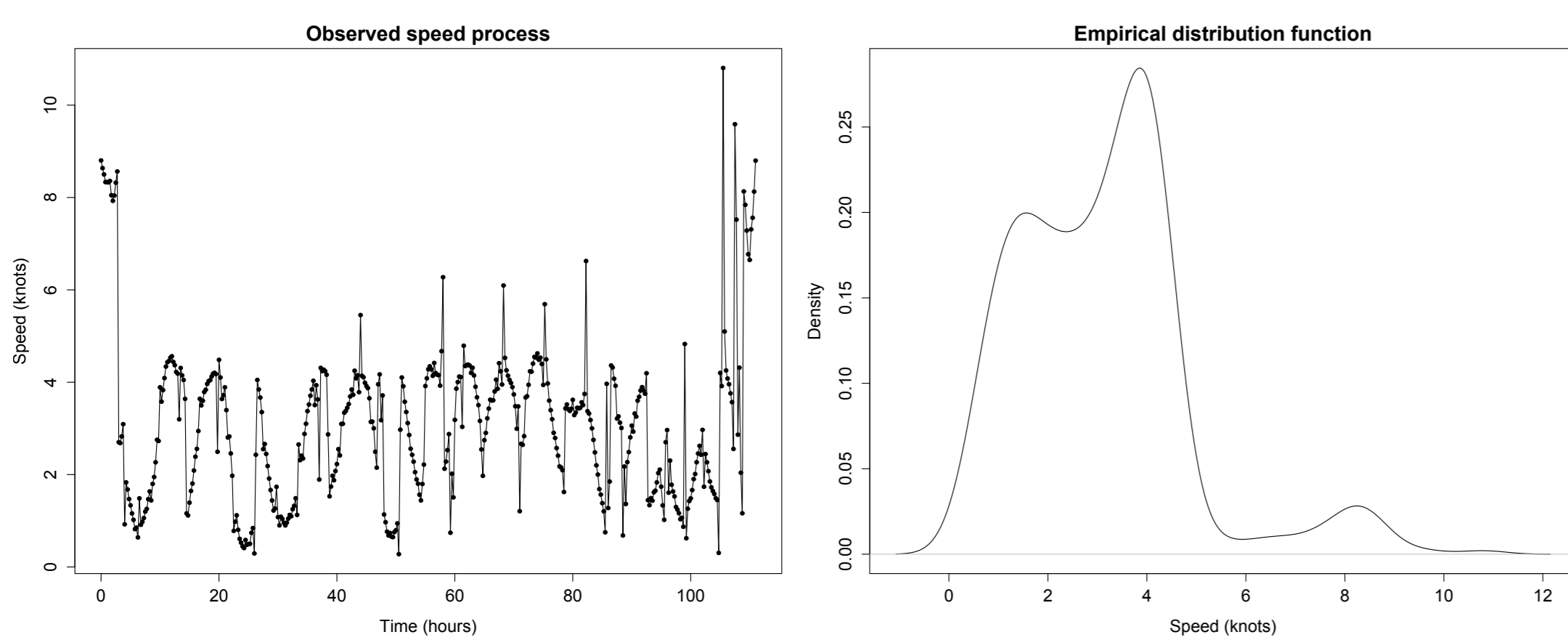
- General model to describe fishing boat activity.
- Autocorrelation might capture unwanted phenomenon.

Integrating tide currents to study speed process

Problem

Highly autocorrelated speed processes are observed, resulting on wavy patterns on time series, and on a 3-modal speed distribution (figure 8).

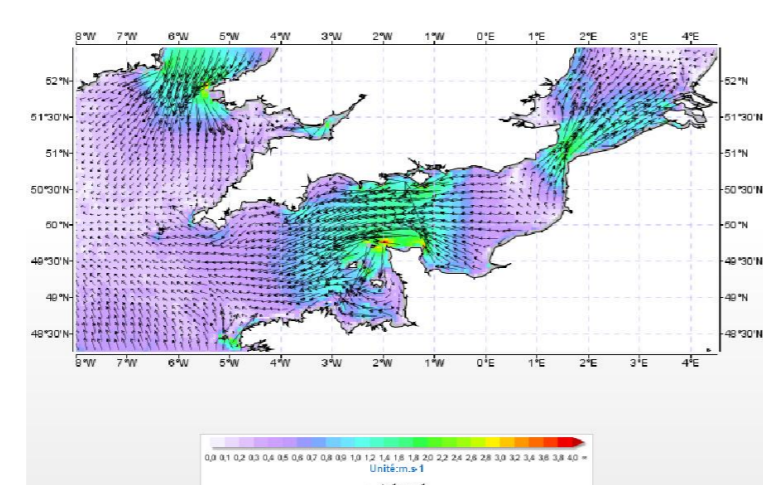
FIGURE 8 : An observed speed process highly autocorrelated (Bottom trawler, 22 meters, in the Channel, 2010)



Hypothesis

- Strong tide currents in the Channel
- May create the acceleration/deceleration patterns.
- Use of MARS 3D model to test the hypothesis (figure 9).

FIGURE 9 : Exemples of tide currents predictions from model MARS 3D www.previmer.org.



Method

MARS 3D

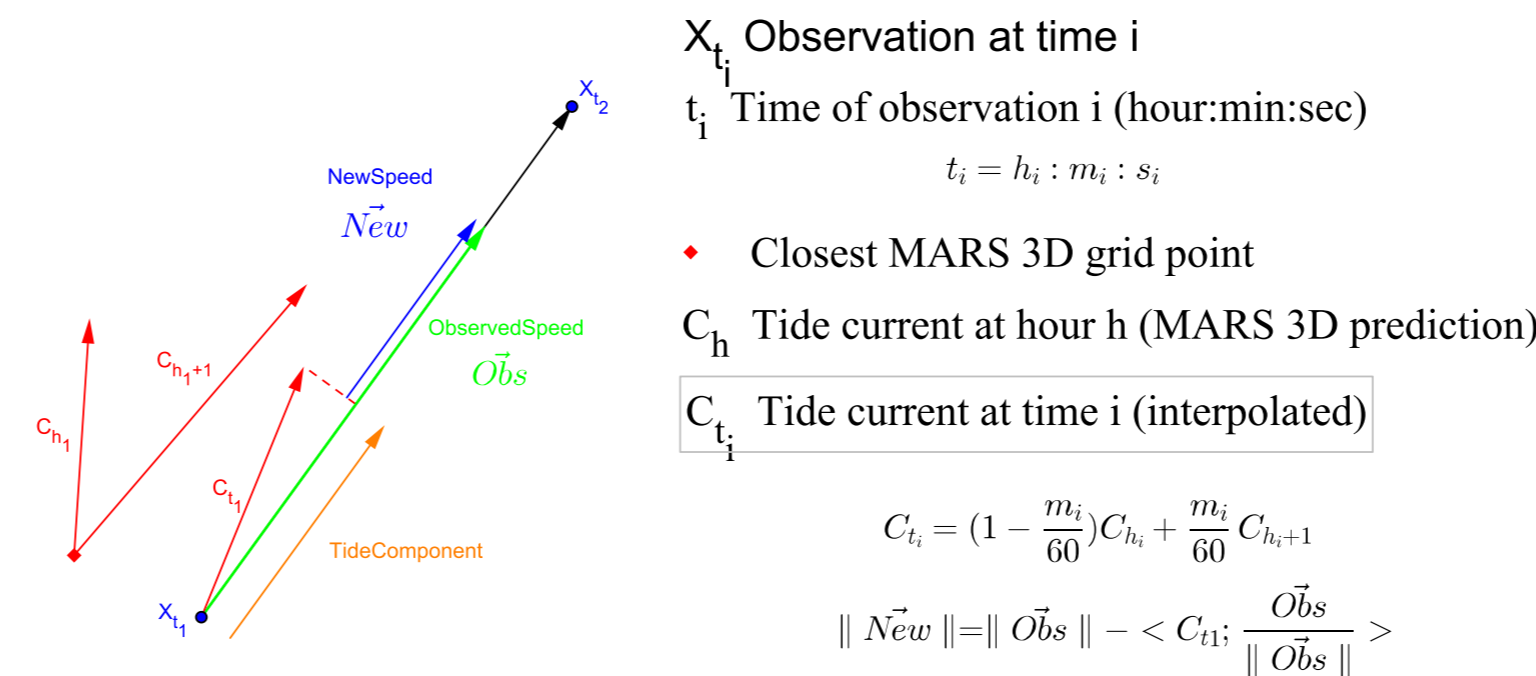
- Grid : 1 point each 4 km.
- Time Step : 1 prevision every hour.
- Only surface current considered.

Interpolation

- Position $X_t \leftrightarrow$ Closest point of MARS 3D grid
- Observation recorded at time h : m \leftrightarrow Weighted by prediction at hour h and hour (h+1) (weight by minute m).

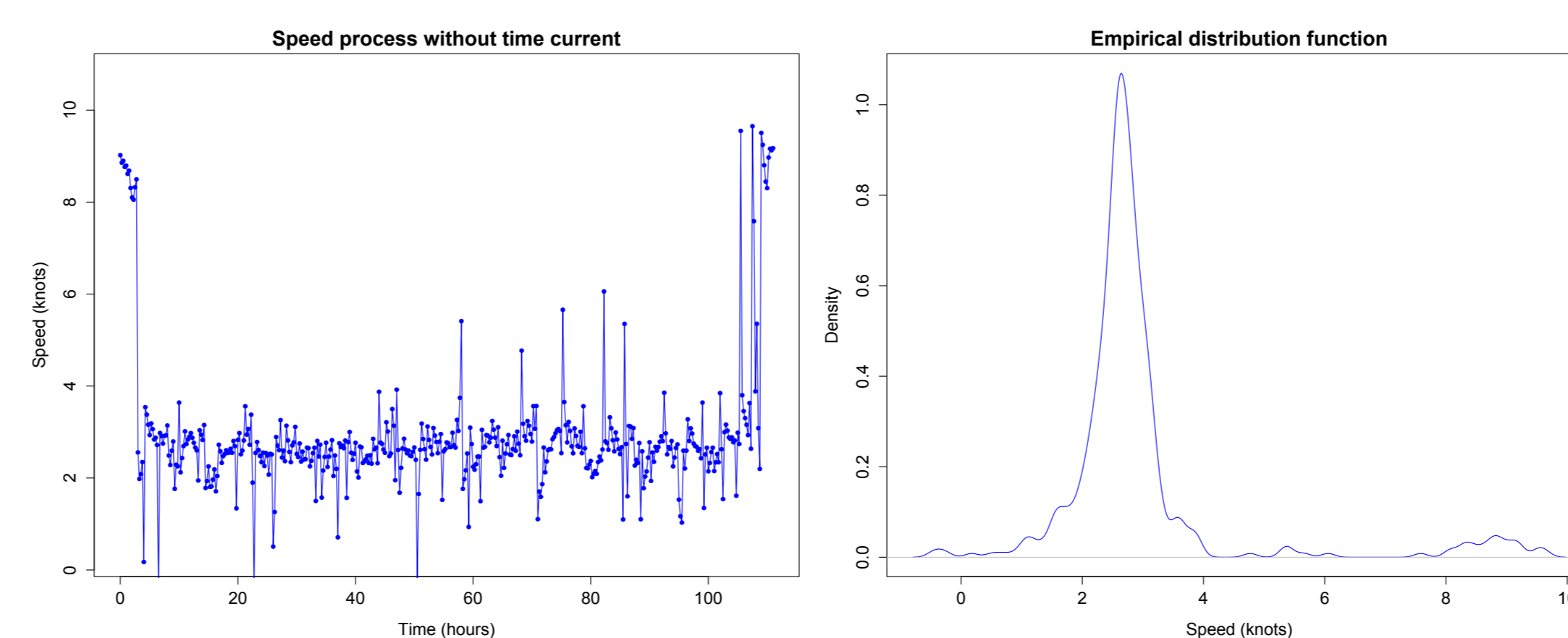
See figure 10

FIGURE 10 : Method of calculation of the speed without tide currents.



Results

FIGURE 11 : The same speed process than figure 8, without tide currents.



- Wave patterns have disappeared.
- The speed distribution has now a clear mode between 2 and 3 knots.

\Rightarrow In the channel, studying speed processes implies to remove tide currents.

Perspectives

- Application to a wider fleet with VMS data.
- Using stochastic differential equations (SDE) to describe fishing vessels activity in continuous time.
- Including environmental covariables such as habitat map of target species.
- Performing a realistic simulation model for fishing boats dynamics in the Channel.

References

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