

ShellSIM™: a user-friendly software tool predicting growth and environmental effects in bivalve shellfish

A.J.S. Hawkins*, P. Pascoe, H. Parry, K. Black, C. Davis, H. Jiao, C. McGonigle, H. Moore, C. Newell, N. O'Boyle, T. O'Carroll, B. O'Loan, R. Pastres, M. Service, A. Smaal, X. Yan, Z. Zhang, M. Zhu



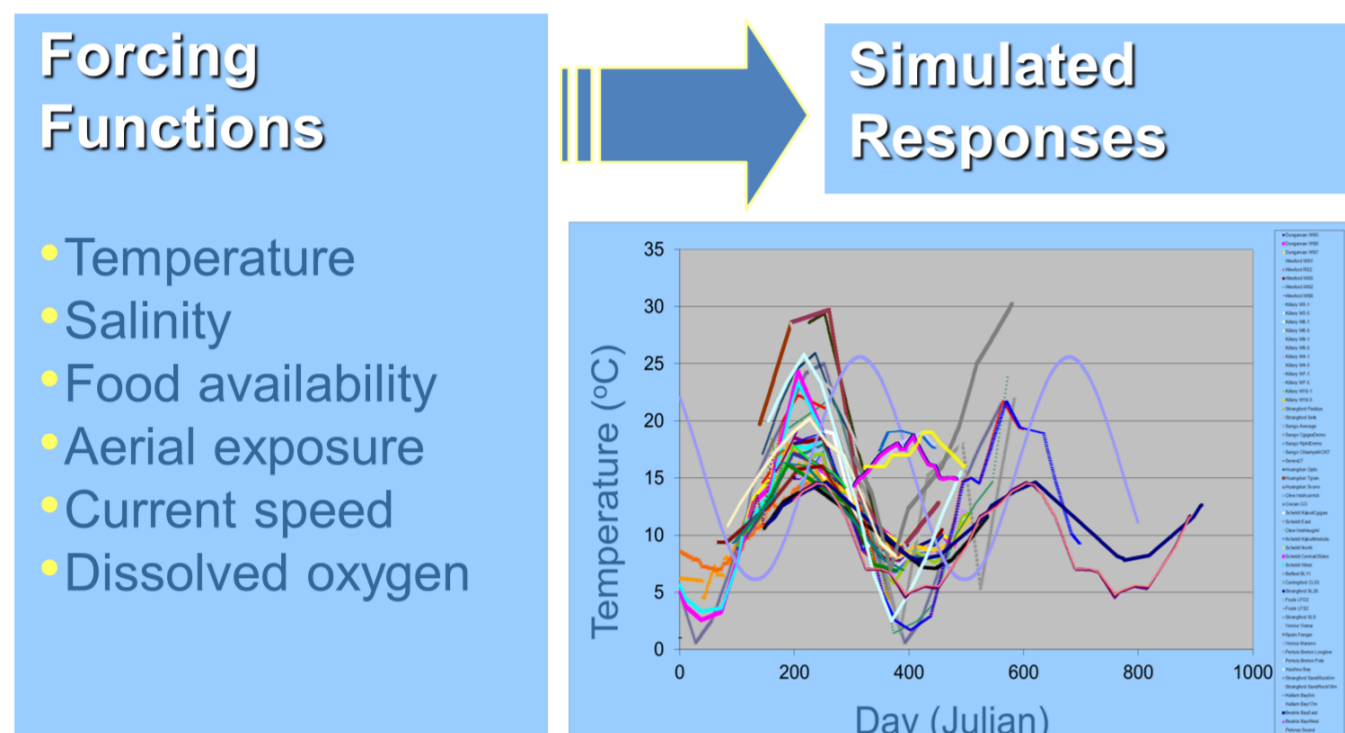
*Plymouth Marine Laboratory, Prospect Place, Plymouth PL1 3DH, Devon, United Kingdom
Email: ajsh@pml.ac.uk Website: http://www.shellsim.com



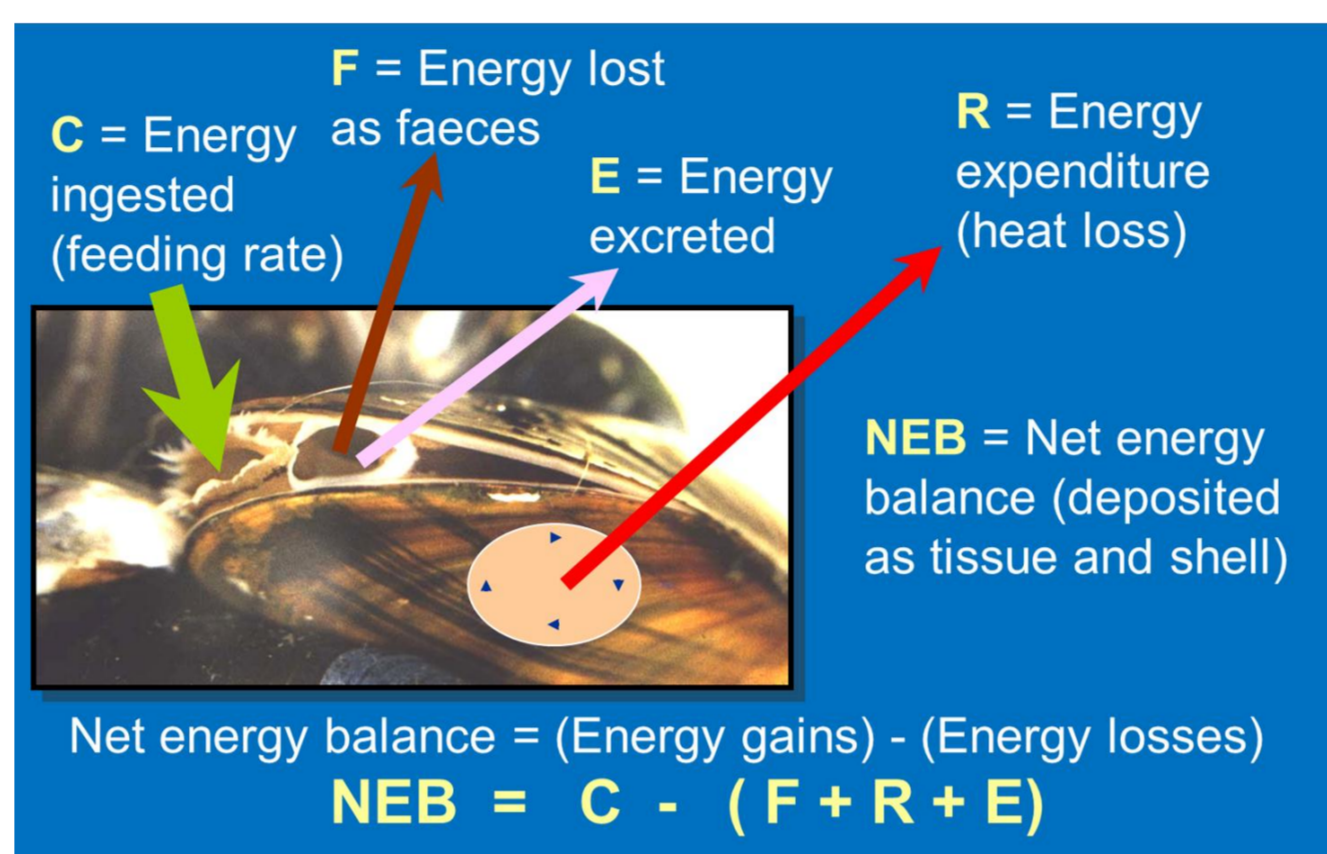
Background, validation and applications

ShellSIM™ is a computer-based tool for bivalve shellfish aquaculture with outputs tailored as required for integrated applications helping to manage aquaculture production, including internalisation of wastes within multi-trophic systems and effects of aquaculture on wider ecosystem services, each according to the EU Water Framework Directive and FAO guidelines for ecosystem approach.

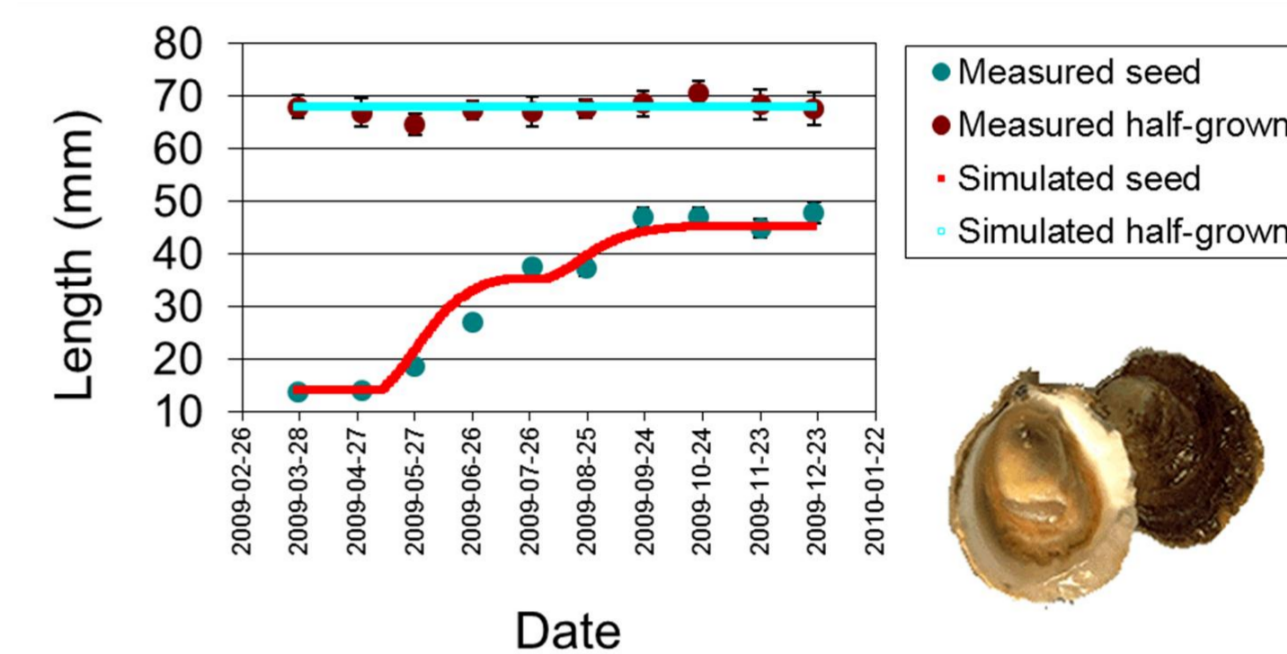
- Individual growth, population dynamics and environmental effects are simulated in real-time within variable environments



- Each physiological component of dynamic energy balance is iterated using established relations

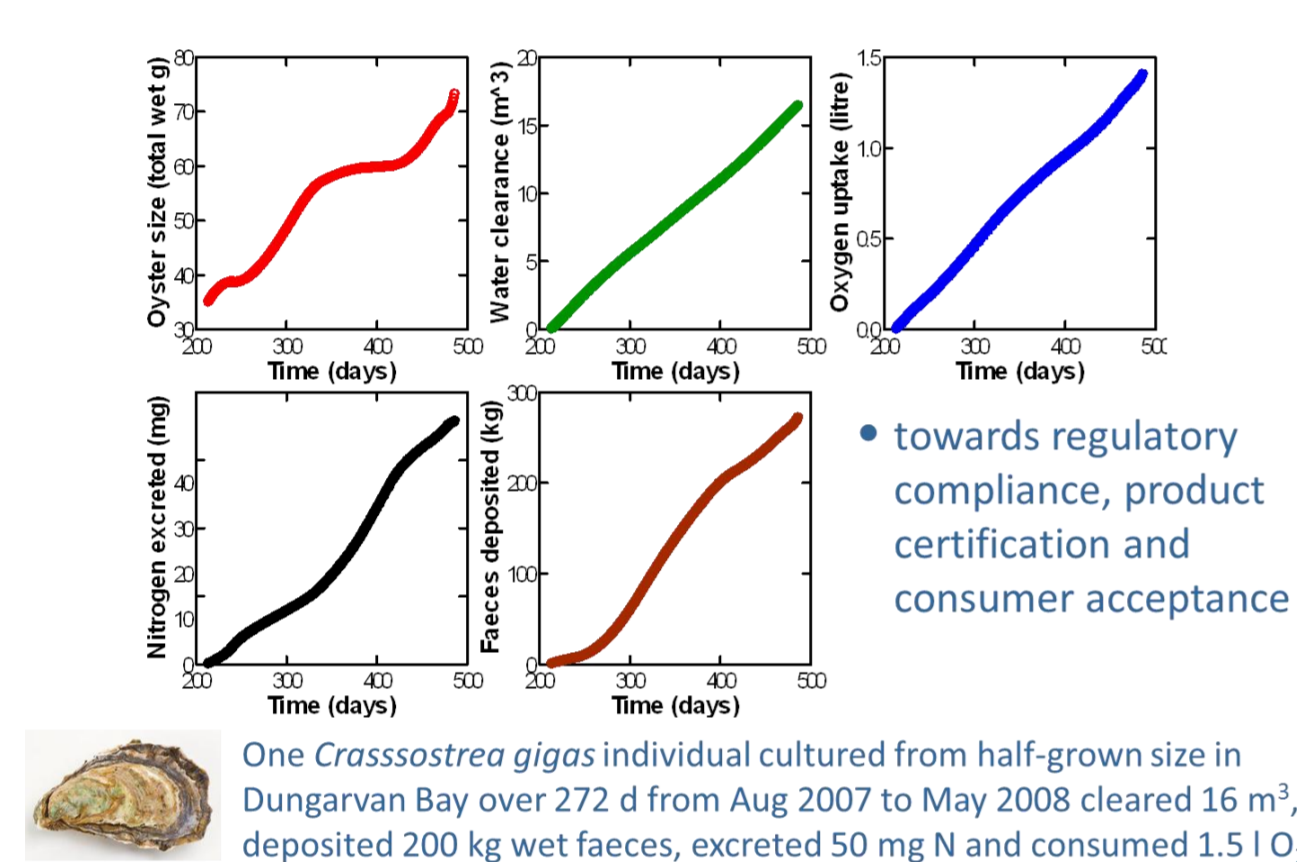


- Simulations are accurate over full ranges of natural variability, accounting for shellfish size and age



Ostrea edulis (European oyster): comparison of shell length simulated with that observed (mean ± 2 SE) following deployment as either seed or ½ grown oysters during normal trestle culture in Strangford Lough, N. Ireland

- Outputs that define dynamic environmental effects enable integrated ecosystem modeling



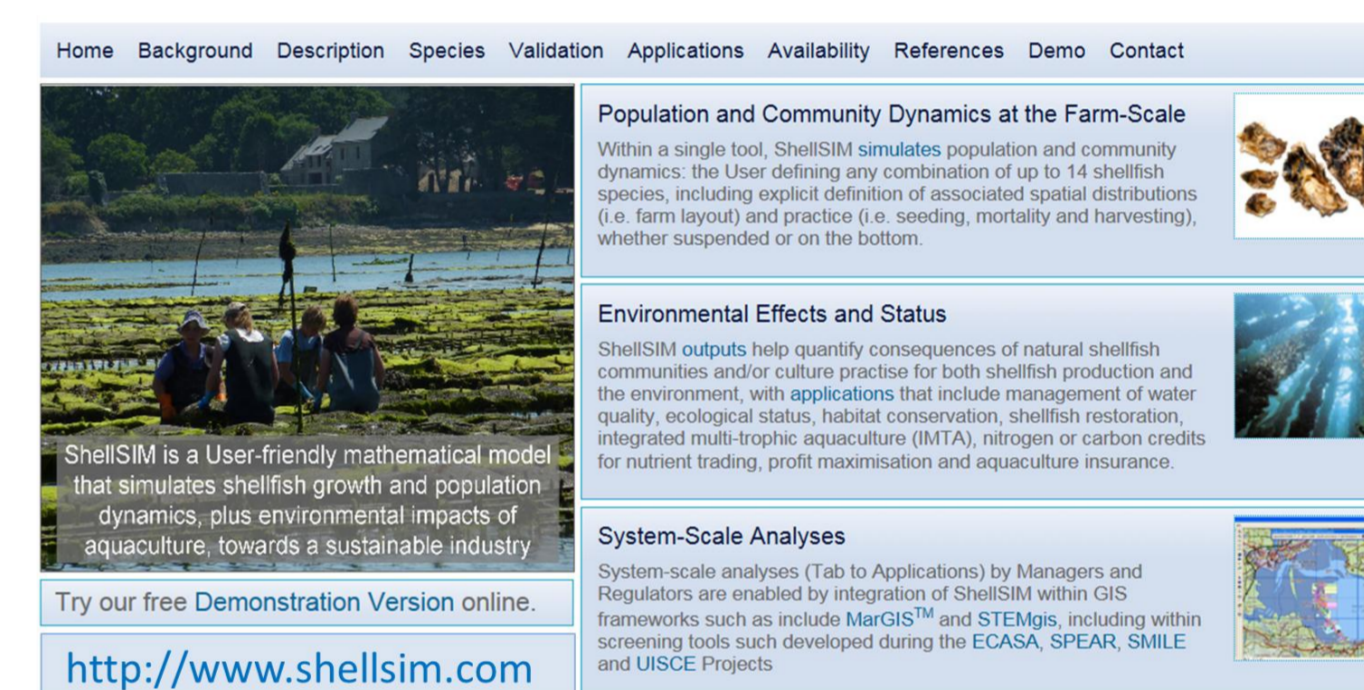
towards regulatory compliance, product certification and consumer acceptance

- ShellSIM™ has been validated in 13 species to date; accurate to within 25% when optimised for a single species across contrasting environments

Species	Type	Site	Error (%)	Culture
<i>Mytilus edulis</i>	Mussel	Oosterscheldt, Netherlands	6	Bottom
<i>Mytilus edulis</i>	Mussel	Carlingford Lough, N. Ireland	8	Bottom
<i>Mytilus edulis</i>	Mussel	Lough Foyle, N. Ireland	8	Bottom
<i>Mytilus edulis</i>	Mussel	Belfast Lough, N. Ireland	19	Bottom
<i>Mytilus edulis</i>	Mussel	Clew Bay, Ireland	22	Rope
<i>Mytilus edulis</i>	Mussel	Killybegs Harbour, Ireland	16	Rope
<i>Crassostrea gigas</i>	Oyster	Fangar Bay, Spain	9	Trestle
<i>Crassostrea gigas</i>	Oyster	Sanggou Bay, China	17	Rope
<i>Crassostrea gigas</i>	Oyster	Oosterscheldt, Netherlands	5	Bottom
<i>Crassostrea gigas</i>	Oyster	Strangford Lough, N. Ireland	17	Trestle
<i>Crassostrea gigas</i>	Oyster	Carlingford Lough, N. Ireland	25	Trestle
<i>Crassostrea gigas</i>	Oyster	Clew Bay, Ireland	10	Trestle
<i>Crassostrea gigas</i>	Oyster	Loch Creran, Scotland	3	Trestle
<i>Crassostrea virginica</i>	Oyster	Damariscotta River, U.S.A	4	Floating
<i>Crassostrea virginica</i>	Oyster	Long Island Sound, U.S.A	7	Bottom



- Compiled using the Microsoft.NET Framework, ShellSIM™ is easily linked to other models, with online Demo version, where our track record of applications in coastal zone management is described



Novel approaches and key findings

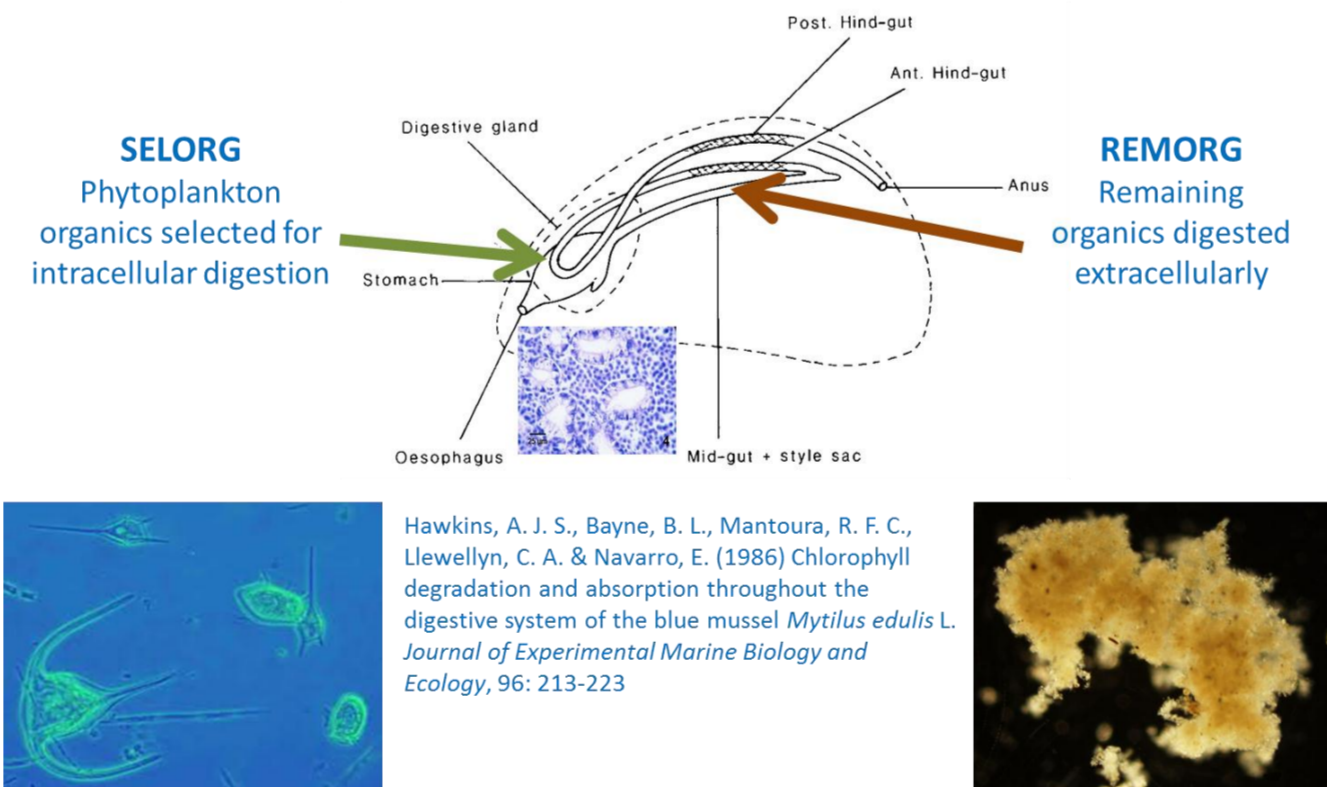
Novel approaches both when calibrating ShellSIM™ and in simulating feeding behaviour have enhanced model versatility when challenged by different environments, whilst also evidencing adaptations that are key to understanding preferred habitats and geographic distributions for each species.

- Identical protocols are ensured when calibrating ShellSIM™ in different locations and species



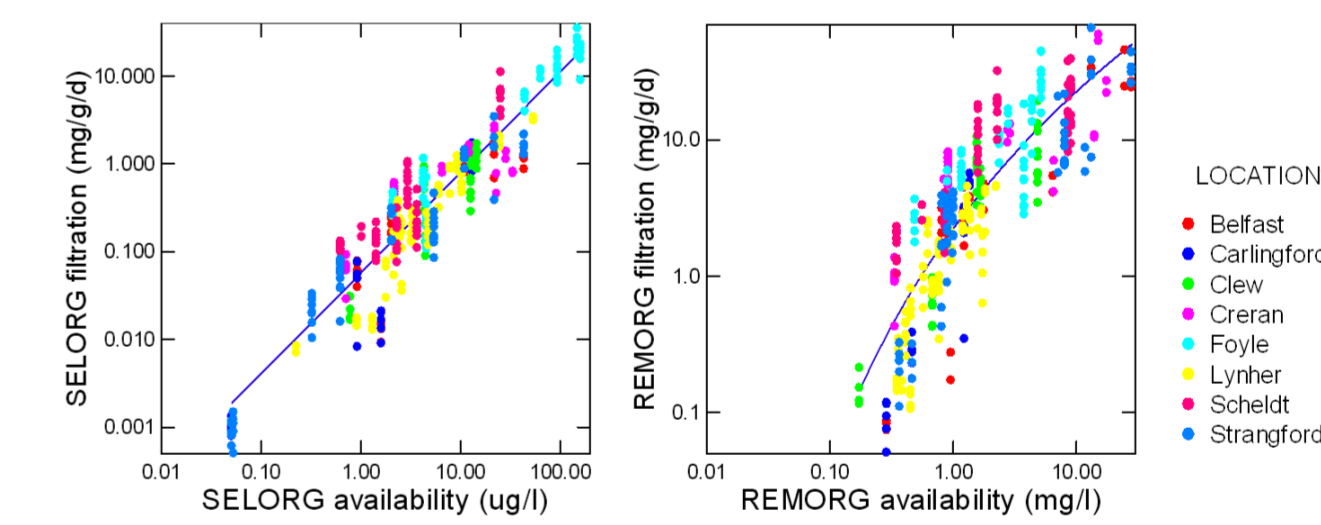
Standard protocols
Seston availability
Feeding responses
Retention efficiency
Filtration rate
Rejection rate
Ingestion rate
Absorption efficiency
Absorption rate

- Simulation resolves chlorophyll-rich food selected for intracellular digestion (SELOG) versus the remaining food digested extracellularly (REMORG)



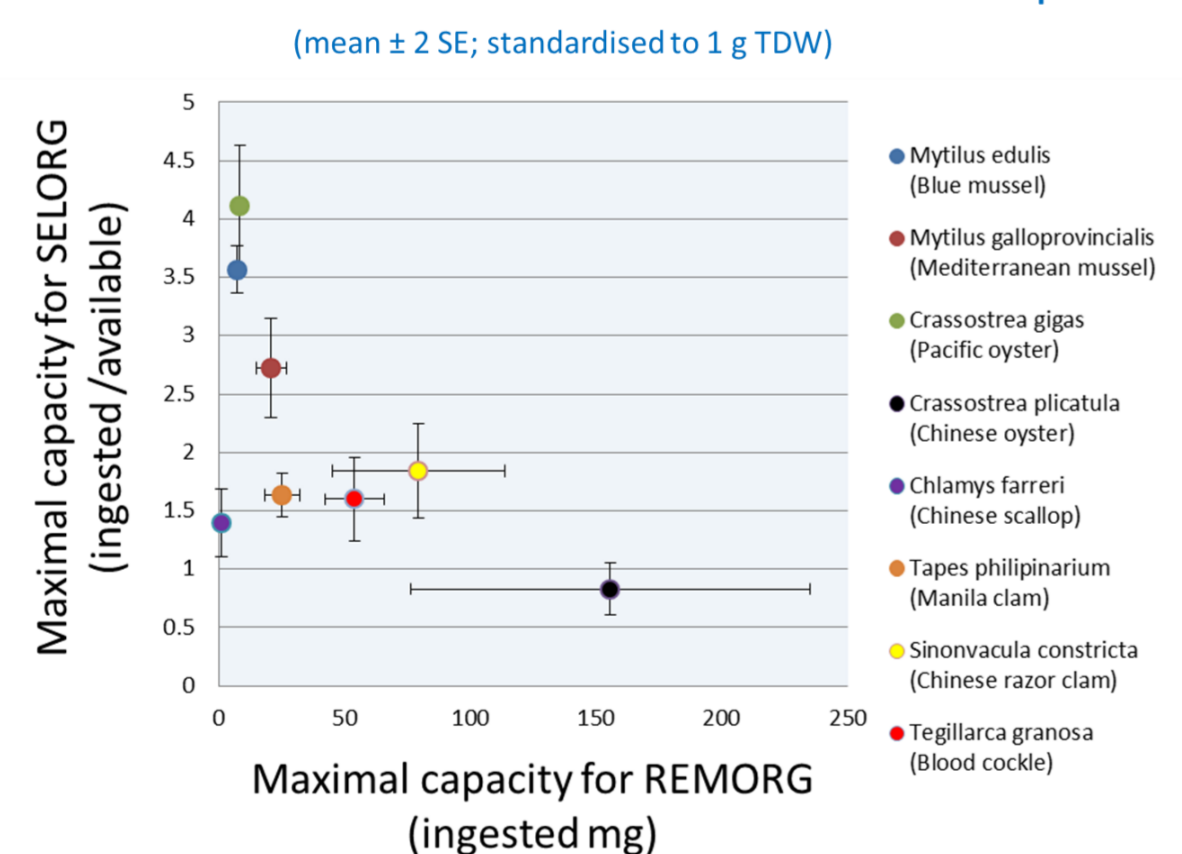
Hawkins, A. J. S., Bayne, B. L., Mantoura, R. F. C., Kiewel, C. A. & Navarro, E. (1996) Chlorophyll degradation and absorption throughout the digestive system of the blue mussel *Mytilus edulis* L. *Journal of Experimental Marine Biology and Ecology*, 96: 213-225

- Different feeding responses for SELOG and REMORG are consistent across contrasting environments, enabling a single set of equations for each species

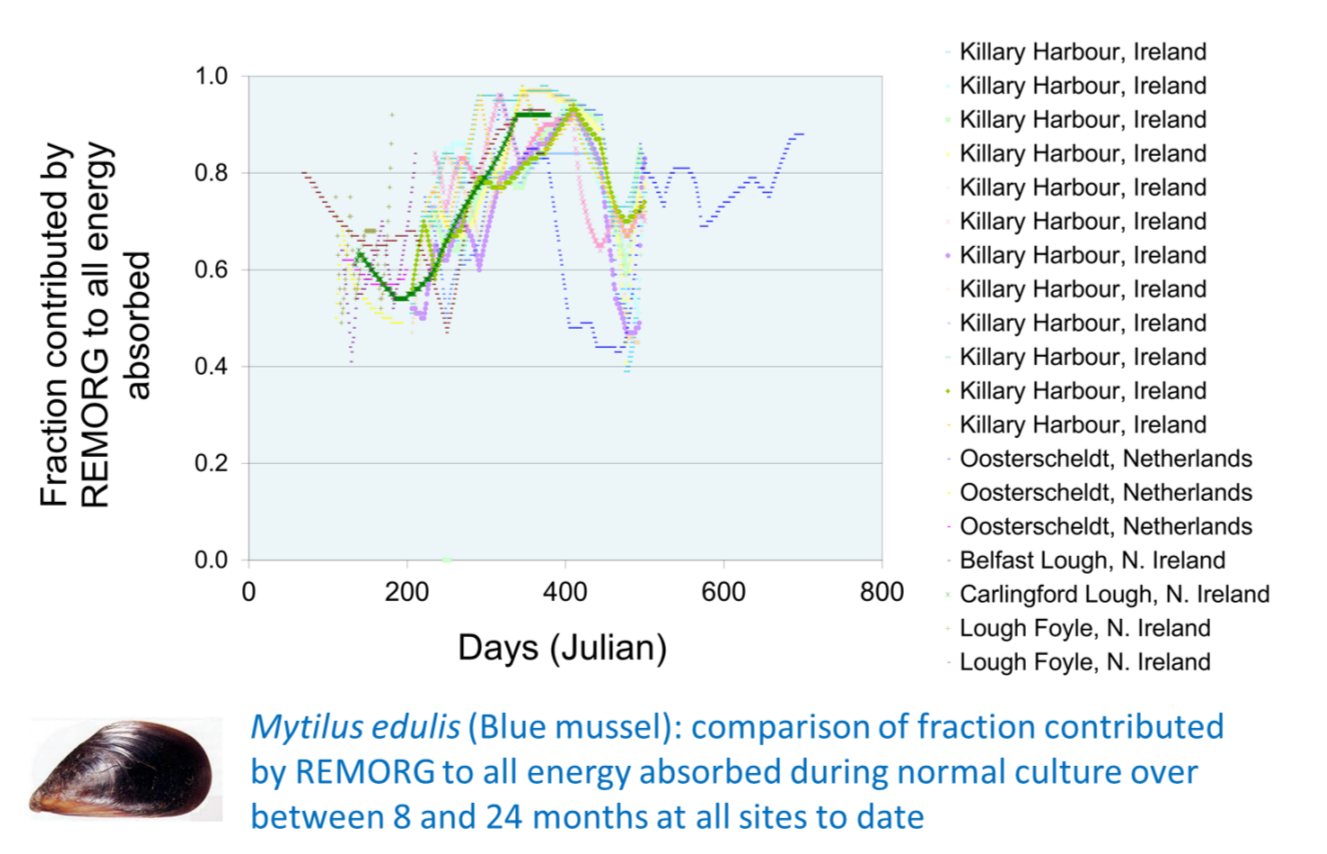


Mytilus edulis (Blue mussel): comparative filtration of SELOG and REMORG at all sites to date

- Fitted equations establish very different capacities for SELOG and REMORG between bivalve species

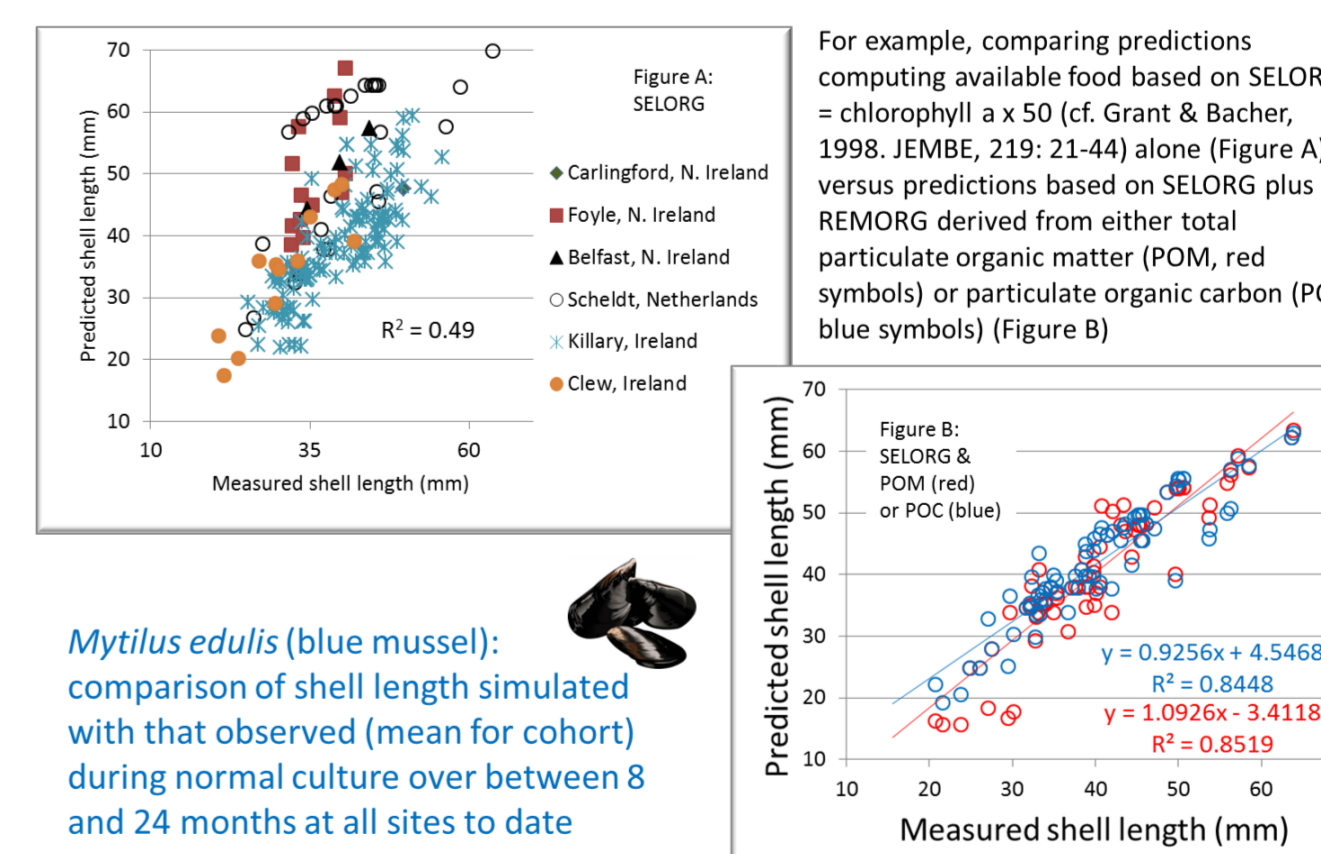


- Outputs confirm significant and variable contributions of REMORG



Mytilus edulis (Blue mussel): comparison of fraction contributed by REMORG to all energy absorbed during normal culture over between 8 and 24 months at all sites to date

- Options establish when chlorophyll alone is adequate to simulate food available at different locations



Mytilus edulis (blue mussel): comparison of shell length simulated with that observed (mean for cohort) during normal culture over between 8 and 24 months at all sites to date

Summary and conclusions

- ShellSIM™ simulates growth and environmental effects across contrasting environments in wide range of species
- Such versatility has in part been enabled upon using standardised protocols which resolve feeding responses across full natural ranges of both chlorophyll-rich (SELOG) and remaining (REMORG) organic matter, as may vary in relative abundance between different locations
- Resulting findings show very different feeding behaviours such that, even within the same genus, there can be no "representative" species
- Practical and cost-effective application is facilitated by:
 - a common model structure with defined list of parameters ready for calibration in new species
 - options that establish the minimal set of environmental drivers required to simulate effectively at different locations
 - easy linkage using the Microsoft.NET Framework with other models such as include ShellGIS™
 - tailored outputs as needed for integrated system modelling
- We welcome hearing of collaborative interest, ready to help develop underlying science and outputs to satisfy further requirements

