



EAAP 2010
61st Annual Meeting of the European Association
for Animal Production
AUGUST 23rd-27th, 2010 - HERAKLION, CRETE ISLAND, GREECE



Session 13: Animals in Extreme Environments Invited Lecture

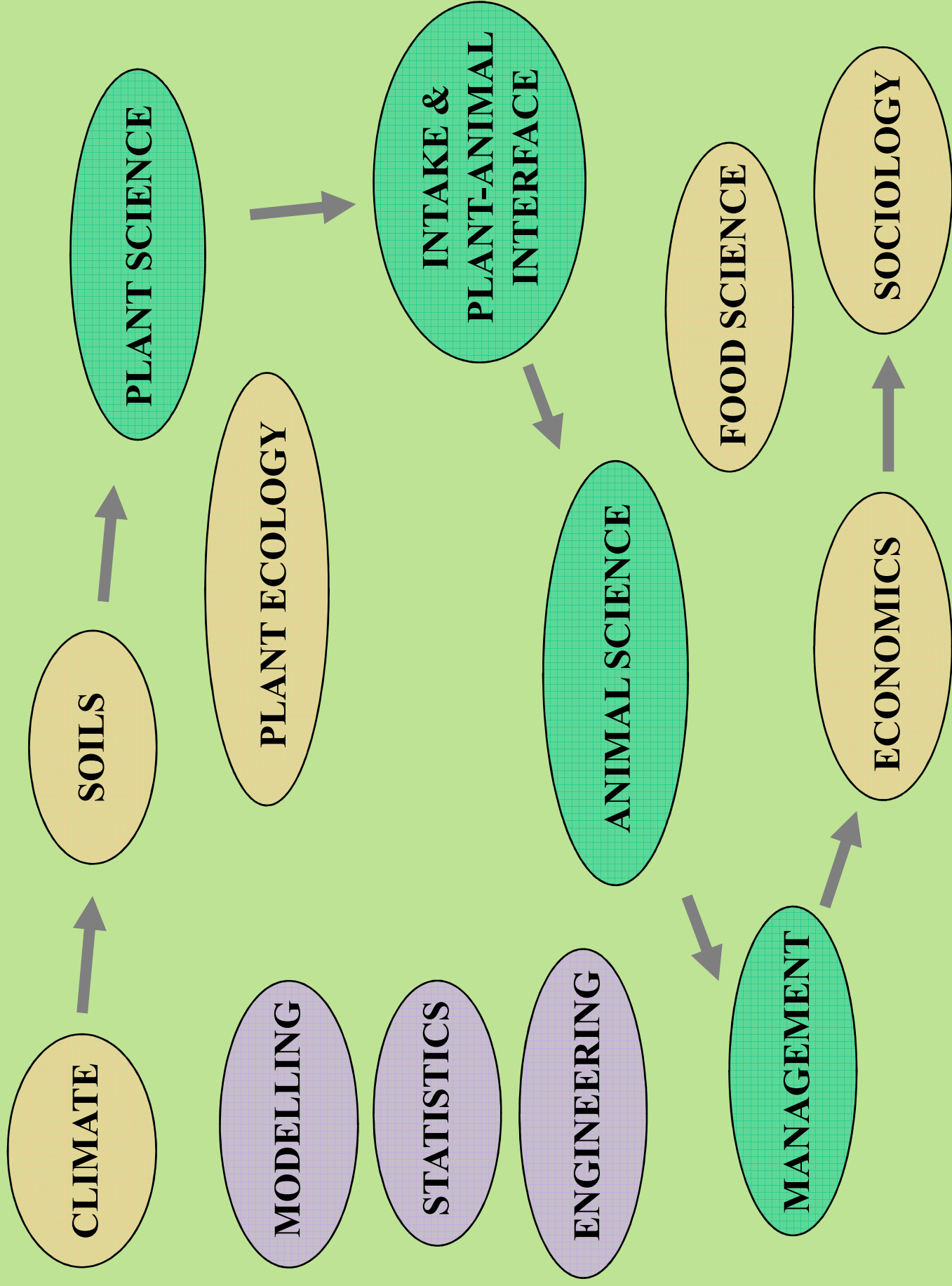
Management challenges of animal production on semiarid and Mediterranean rangelands: a simple model

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Israel



Noy-Meir's model



1941 - 2009

Application of predator-prey theory to grazing systems dynamics and stability

Noy-Meir, I. (1975) Stability of grazing systems: an application of predator-prey graphs. Journal of Ecology, 63 (2) 459-481.

"Everything should be made as simple as possible ... but not simpler." Albert Einstein

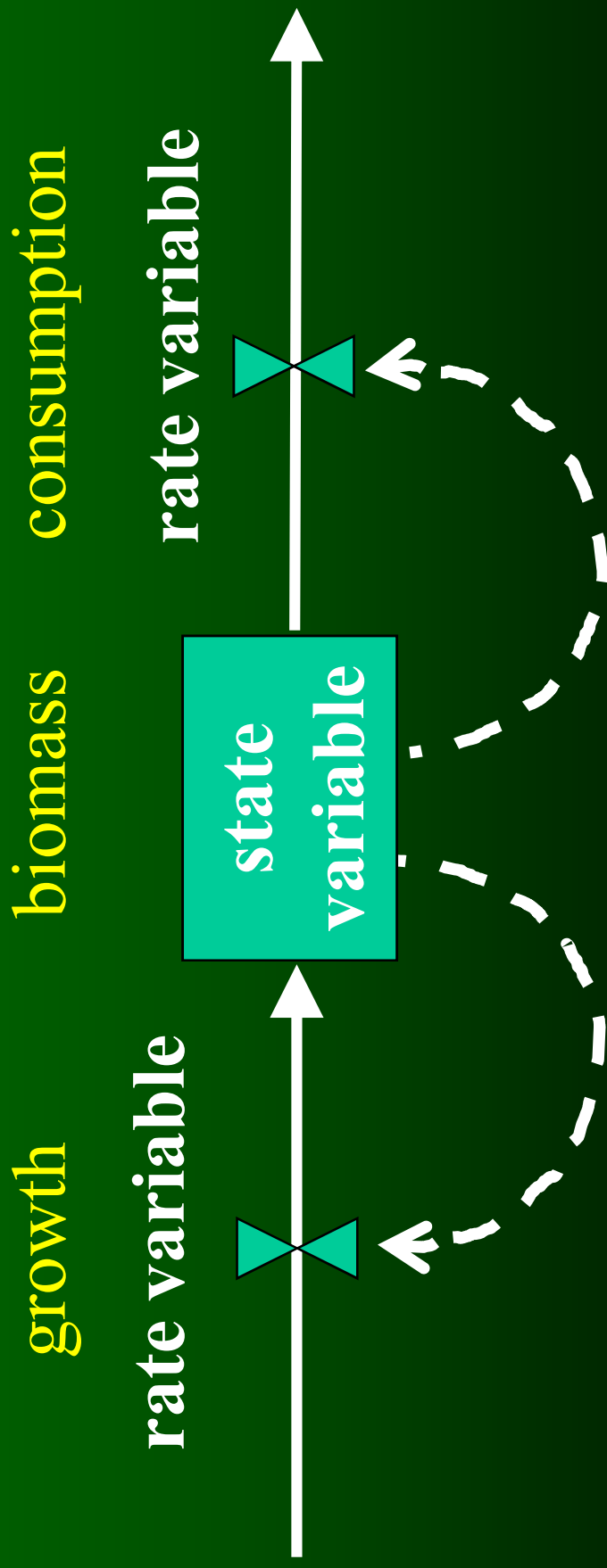
A simple two-function model of grazing system dynamics

**The key processes:
growth and consumption**

**The growth function:
logistic**

**The consumption function:
inverted exponential**

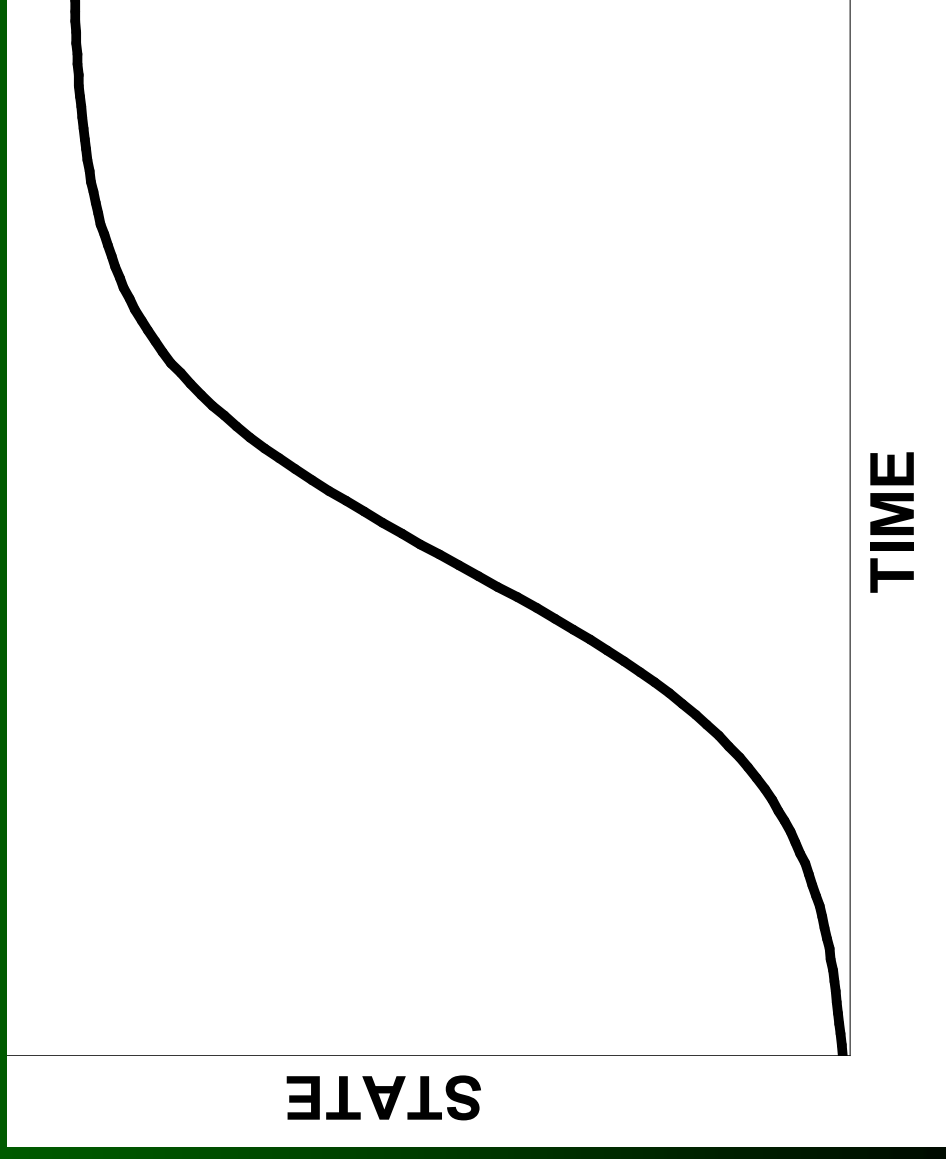
State-rate relationships



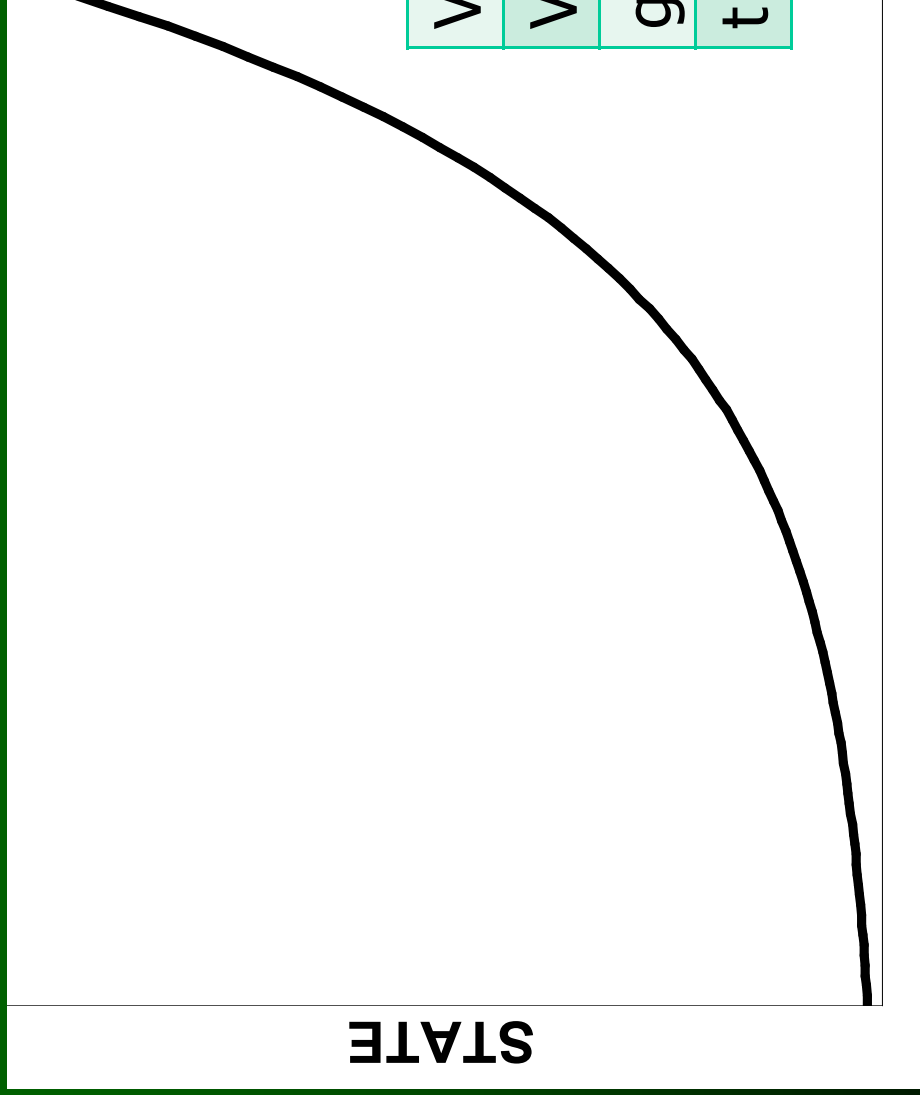
"Do not worry about your difficulties in Mathematics. I can assure you mine are still greater." Albert Einstein

Logistic function

State variable = Herbage mass per unit area = V



Exponential function: State versus time

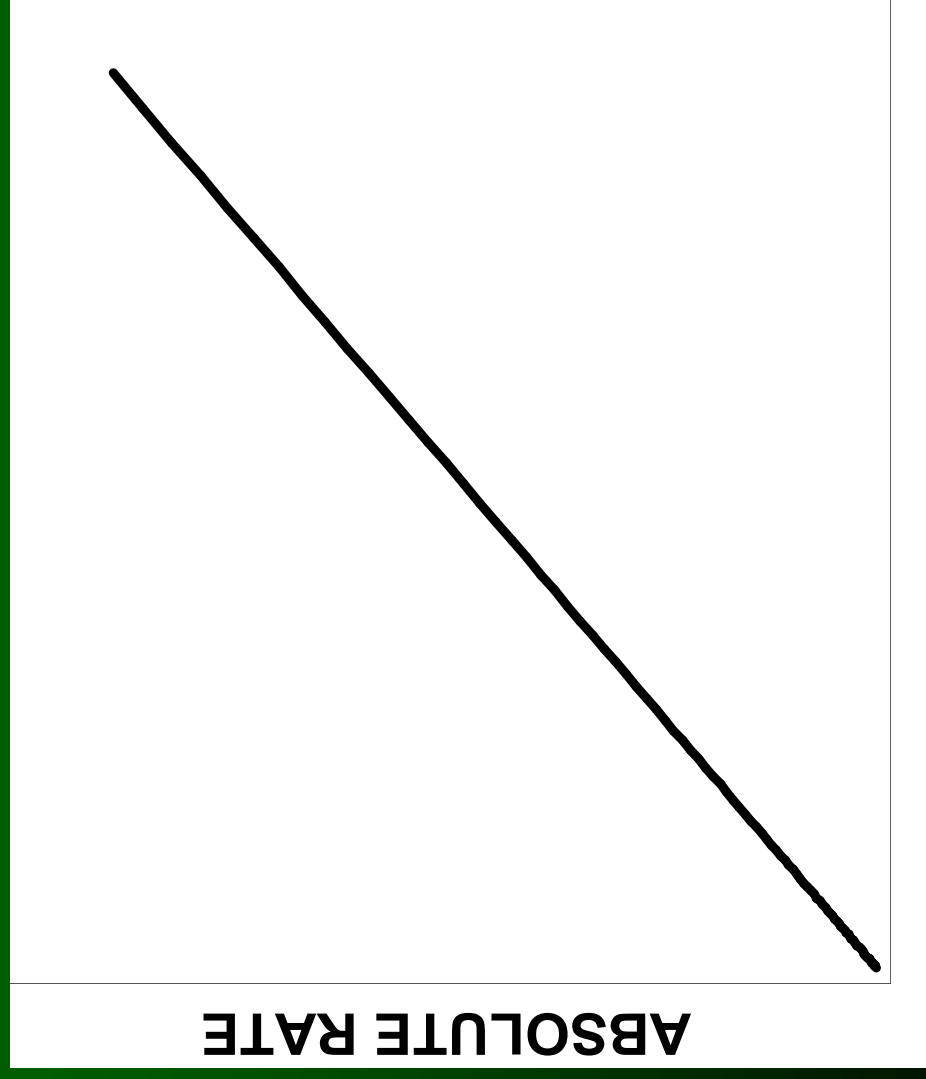


$$V_t = V_i e^{gt}$$

V_t	V at any time t
V_i	initial V
g	relative growth rate
t	time

TIME

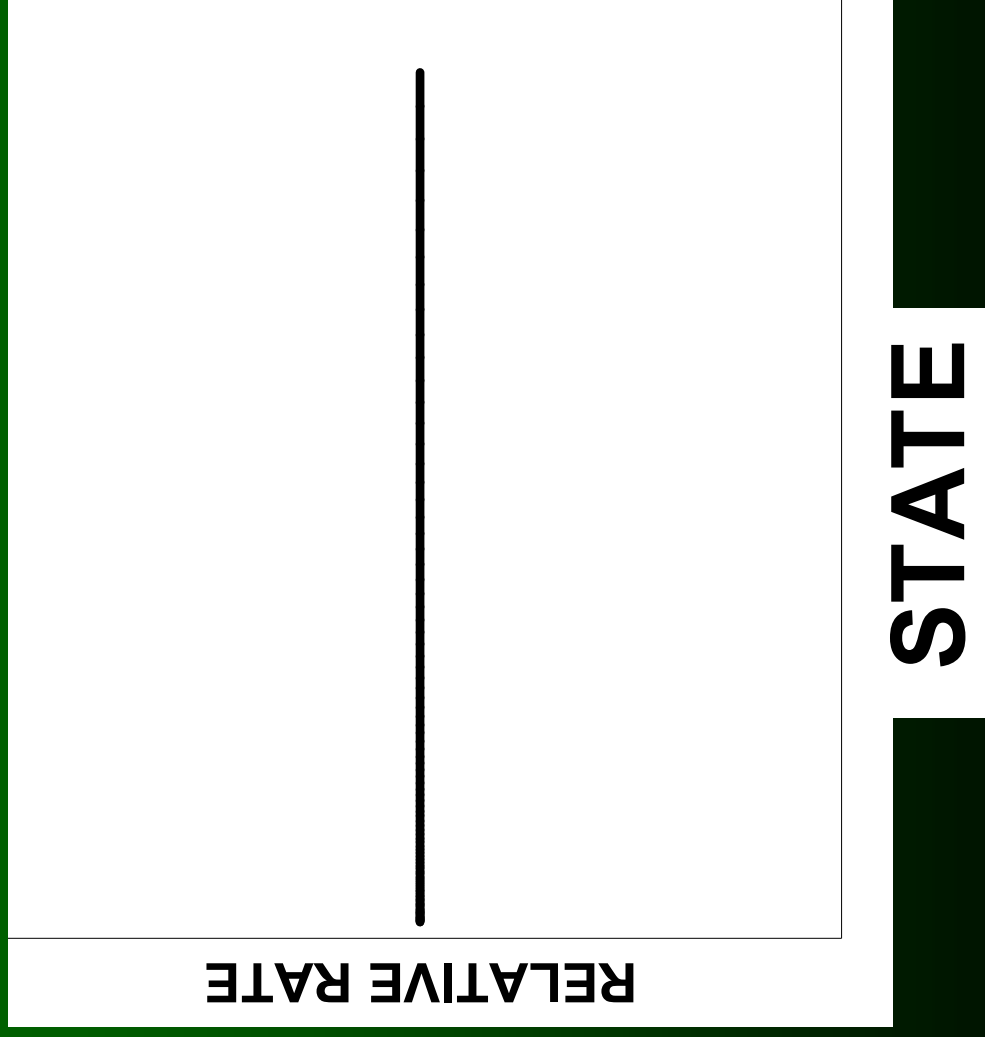
Exponential function: State – rate relationship



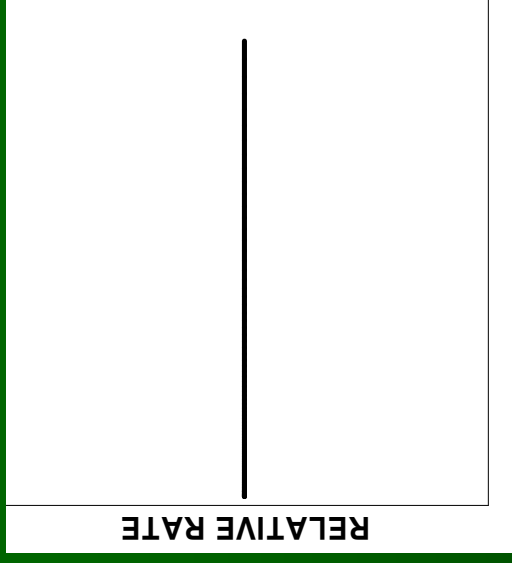
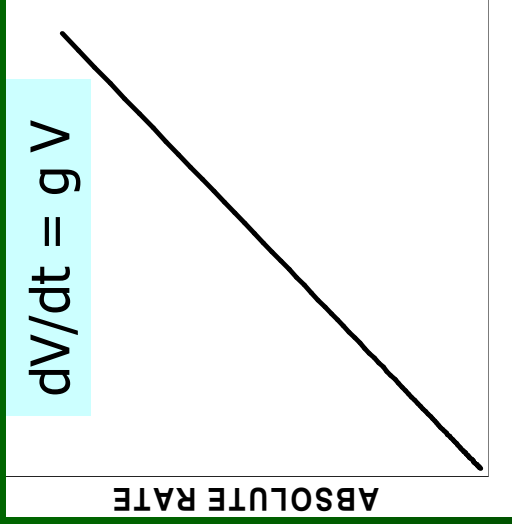
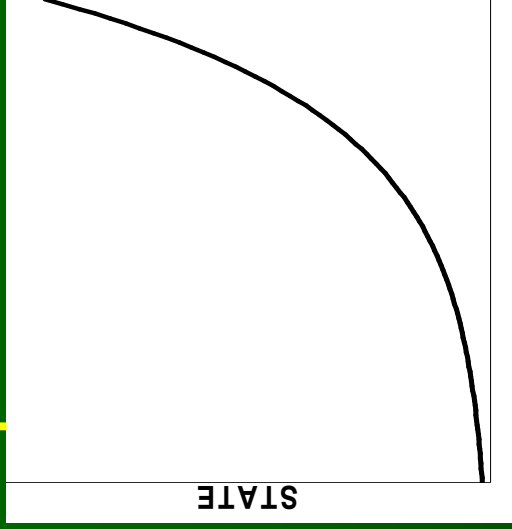
$$dV/dt = g V$$

STATE

Exponential function: State – relative rate relationship



Exponential function

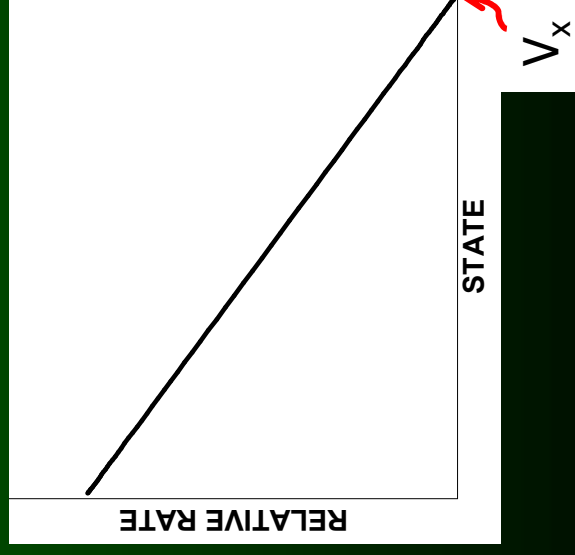
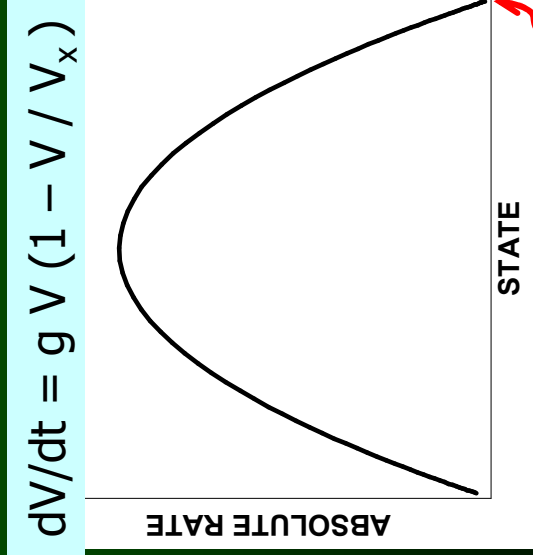
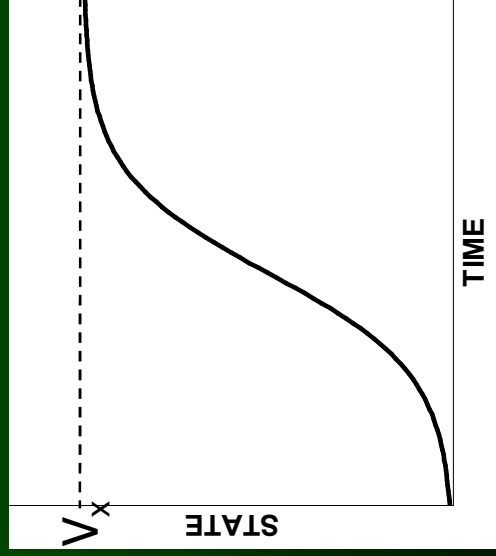


TIME

STATE

STATE

Logistic function



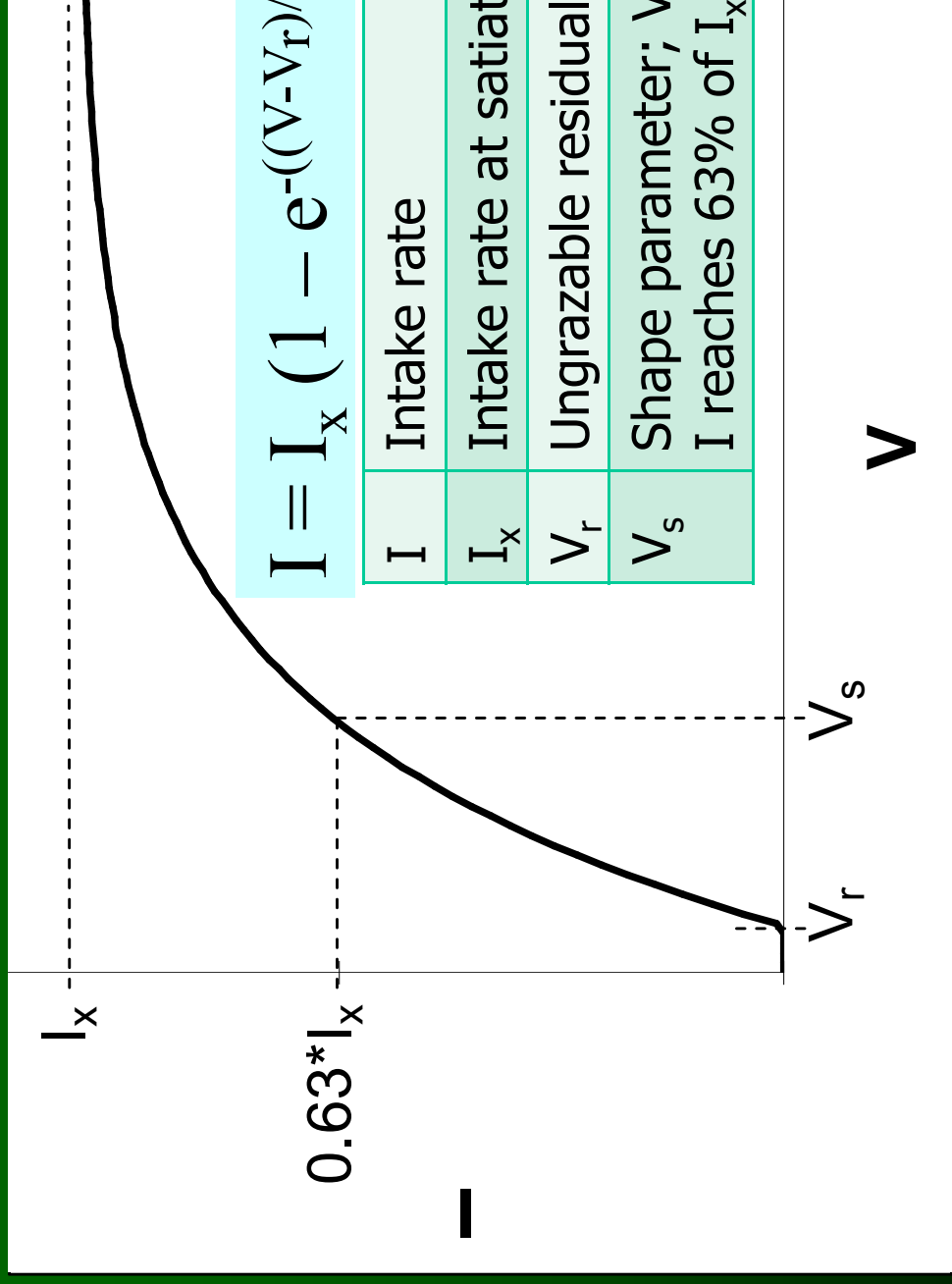
TIME

STATE

STATE

The consumption function

Rate variable
Rate of herbage intake
per animal per day



$$I = I_x \left(1 - e^{-((V - V_r)/(V_s - V_r))} \right)$$

State variable

Quantity of herbage per unit area

Growth

Consumption

MASS
PER UNIT AREA
PER UNIT TIME

MASS
PER ANIMAL
PER UNIT TIME

ABSOLUTE RATE

ABSOLUTE RATE

STATE

STATE

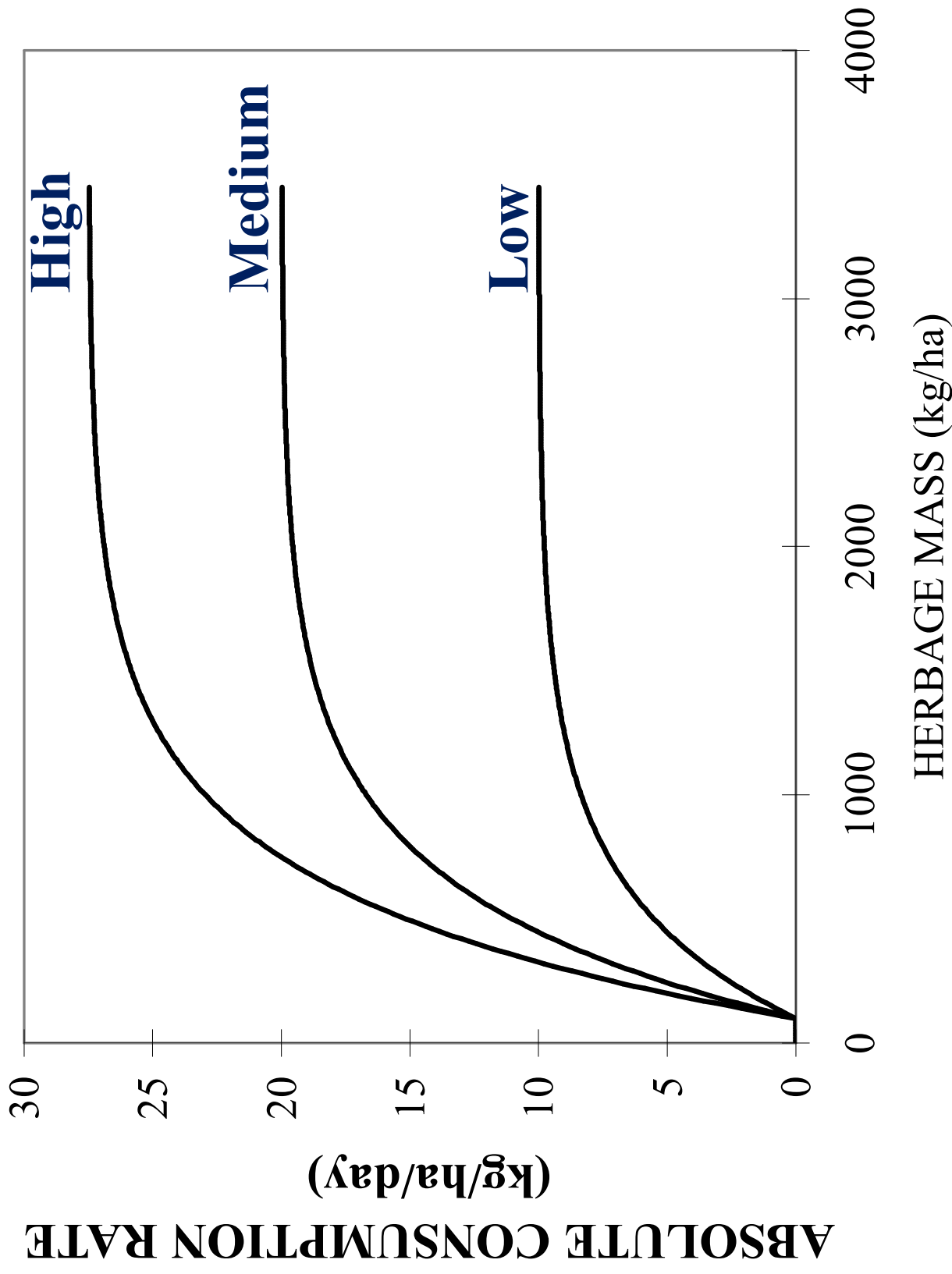
HERBAGE MASS

Key management control #1:

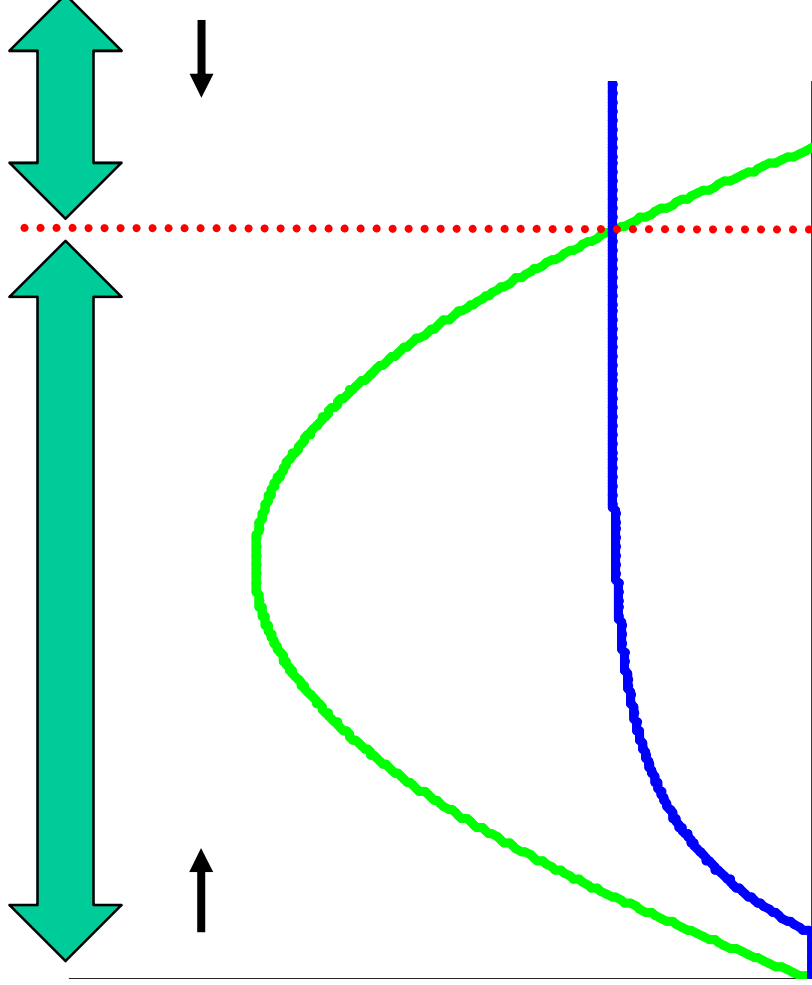
Number of animals per unit area
= animal density
= stocking rate

Consumption rate	$\times$	Animal density	$=$	Consumption rate
Mass per animal per unit time		Animals per unit area		Mass per unit area per unit time

Animal density

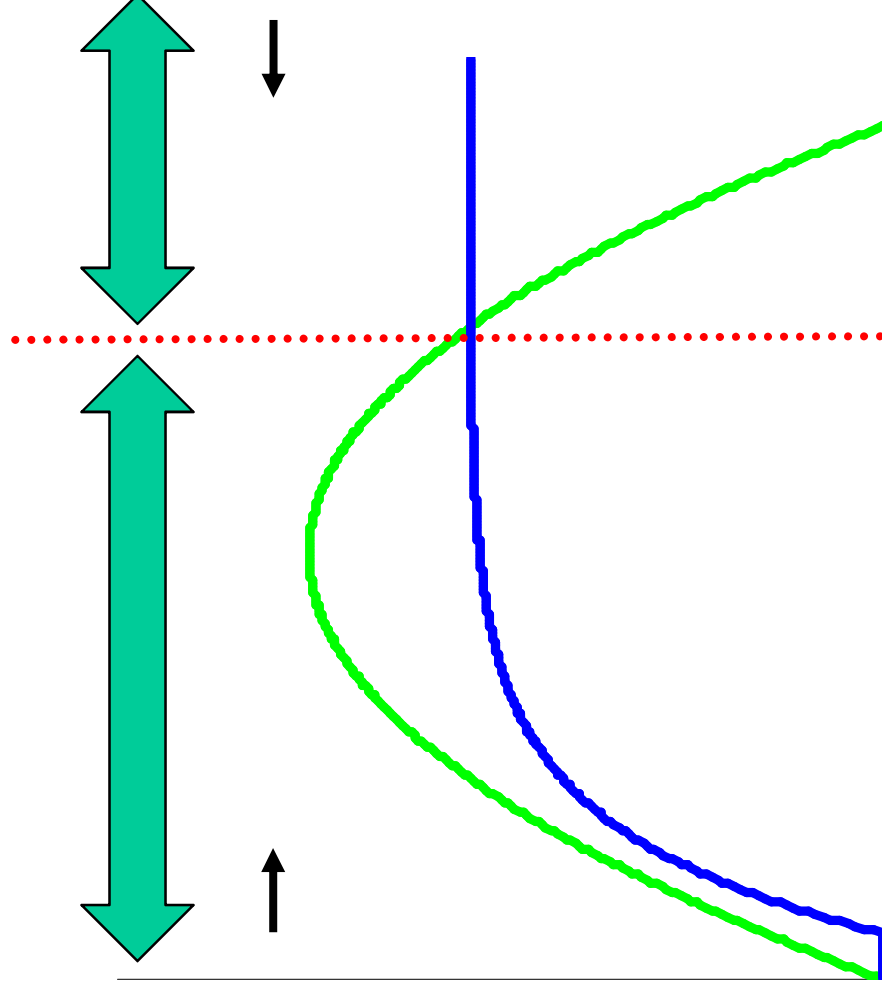


**Growth
or Consumption
rate**

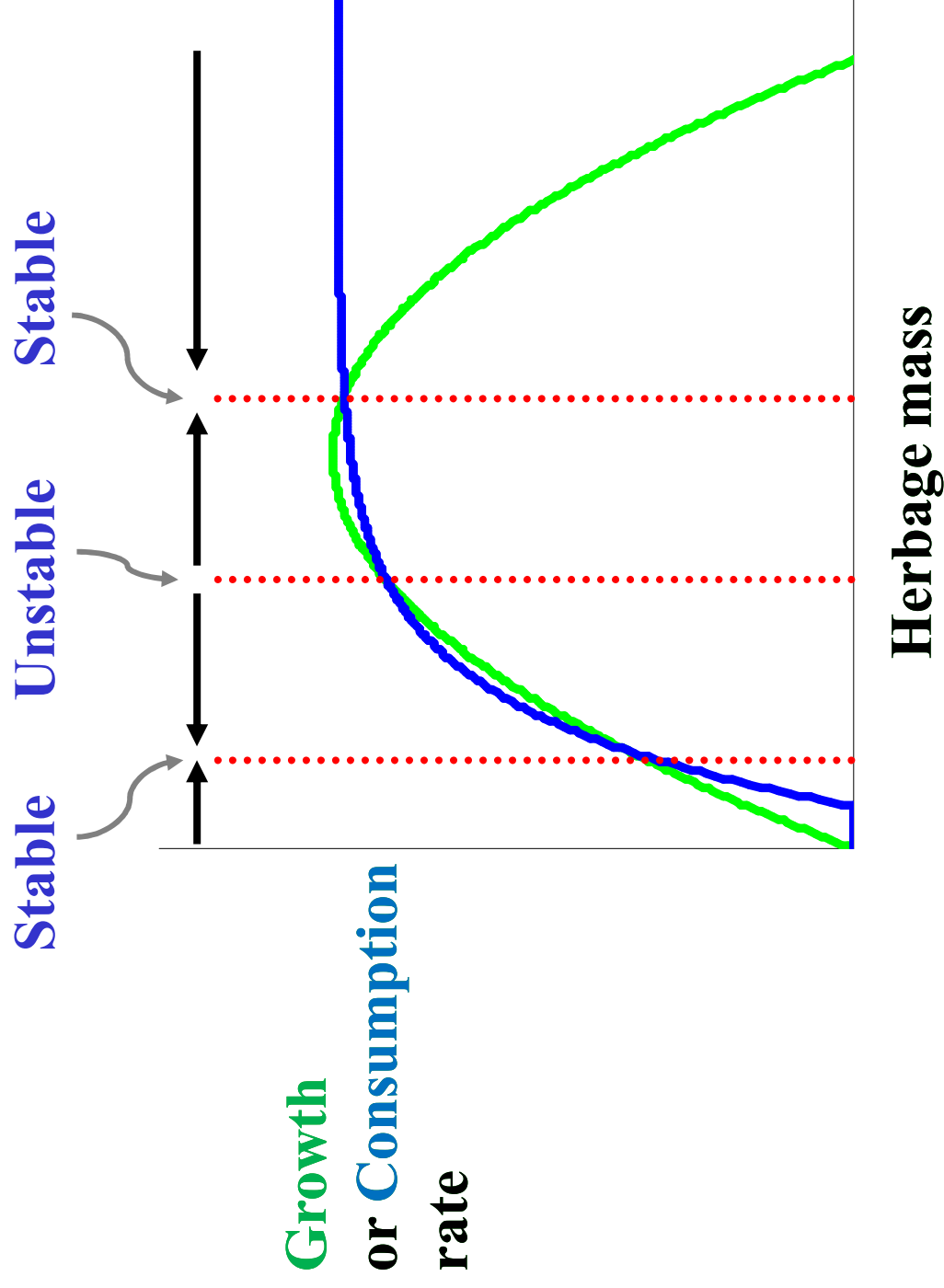


Herbage mass

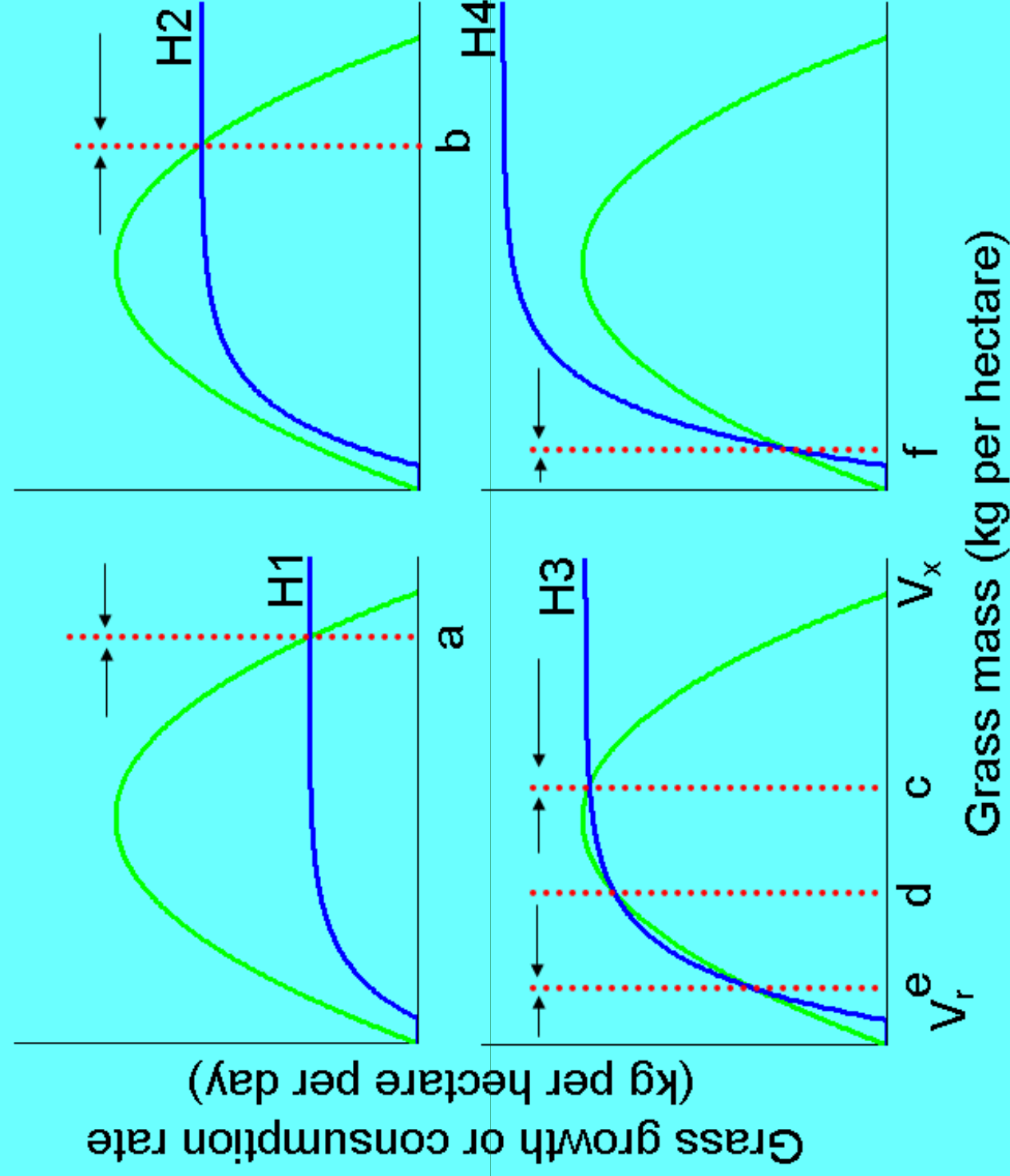
**Growth
or Consumption
rate**



Herbage mass



"continuous"



Measures of system performance

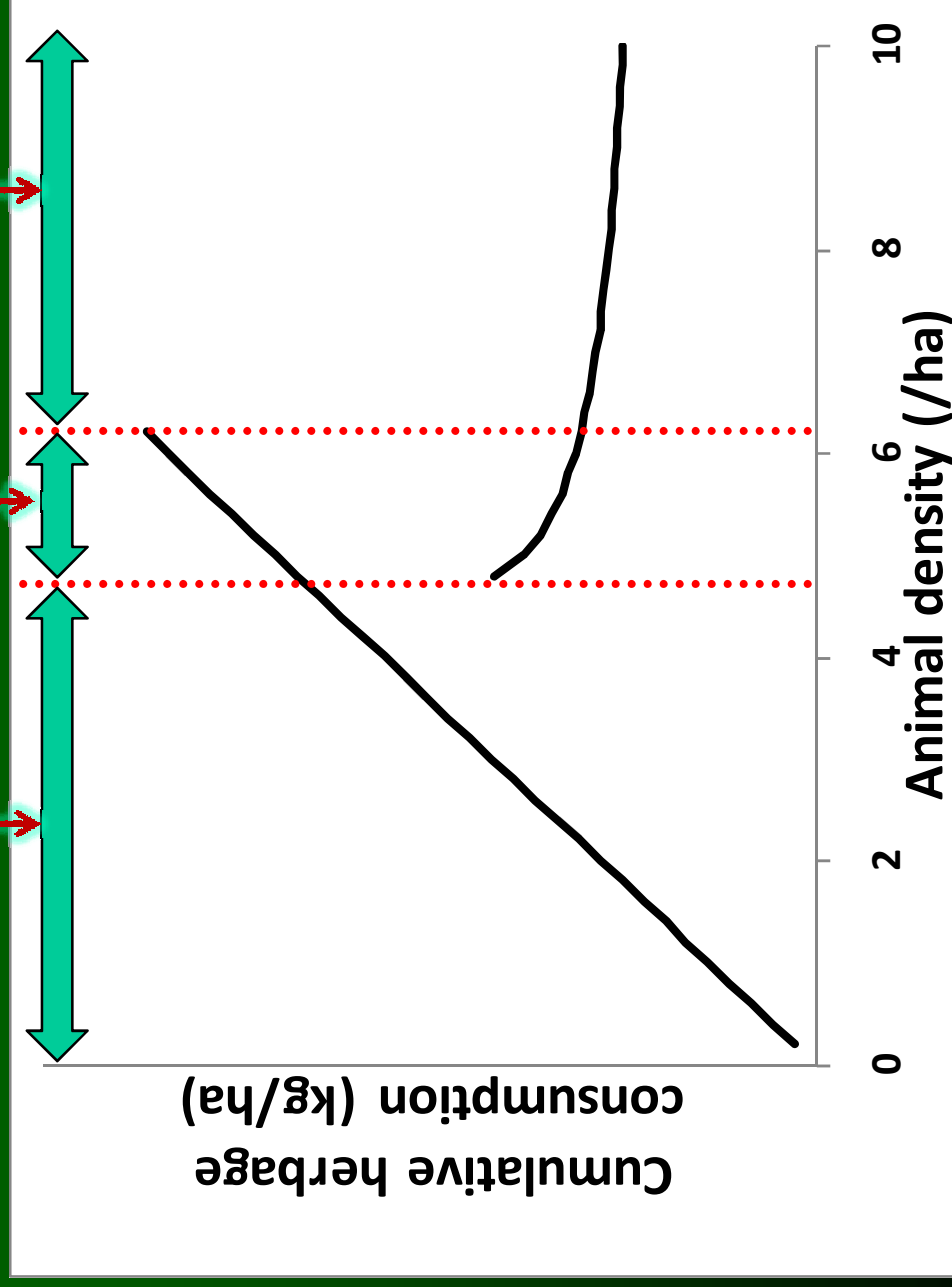
- Cumulative herbage consumption per unit area
- Biomass at equilibrium
- Primary productivity
- Cumulative herbage consumption per animal
- Efficiency of utilization

Cumulative herbage consumption PER UNIT AREA

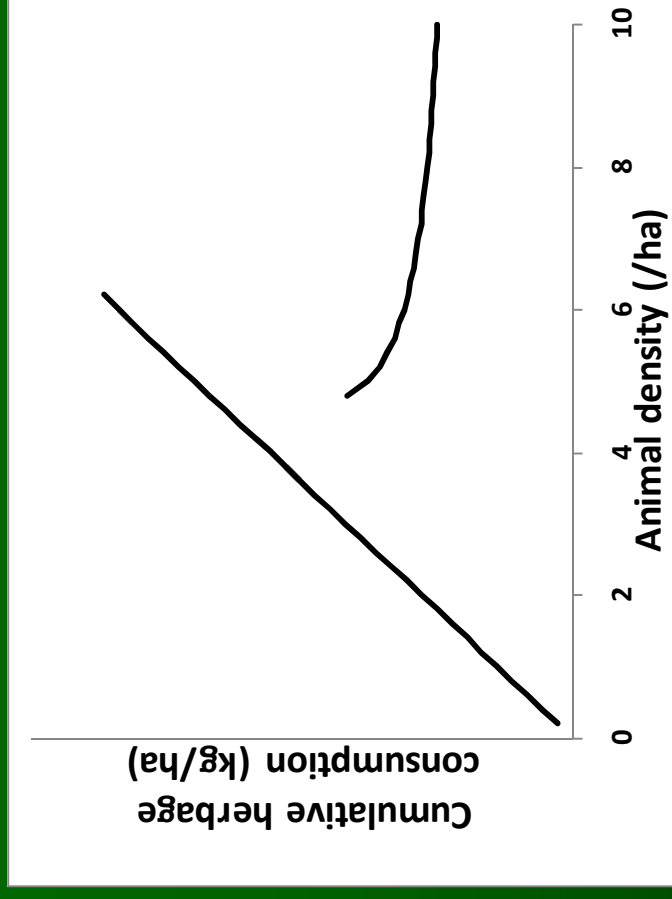
Single stable
equilibrium
at high V

Alternate
stable states

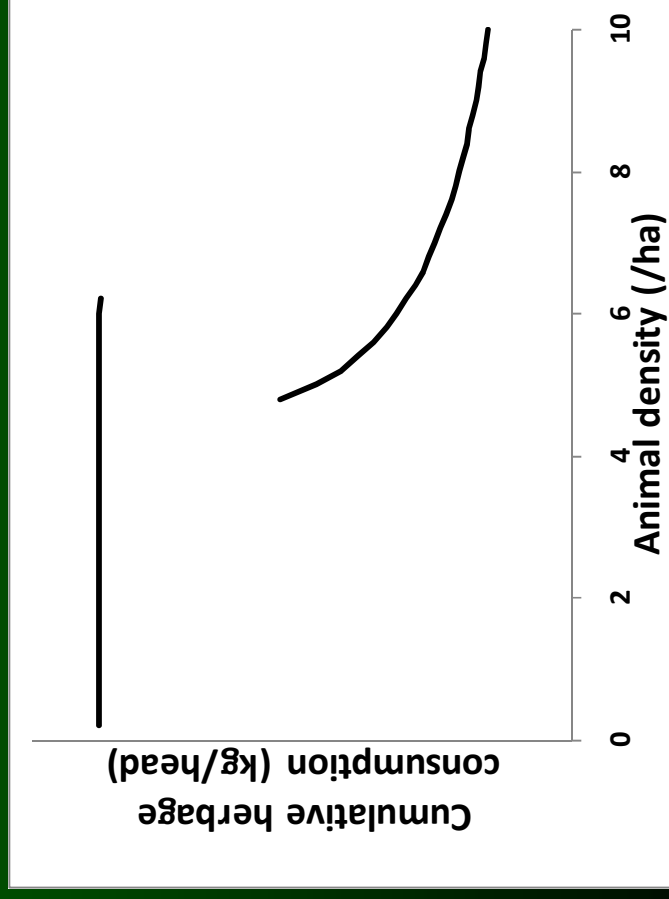
Single stable
equilibrium
at low V



Cumulative herbage consumption PER UNIT AREA



Cumulative herbage consumption PER ANIMAL



Key management control #1:

Number of animals per unit area

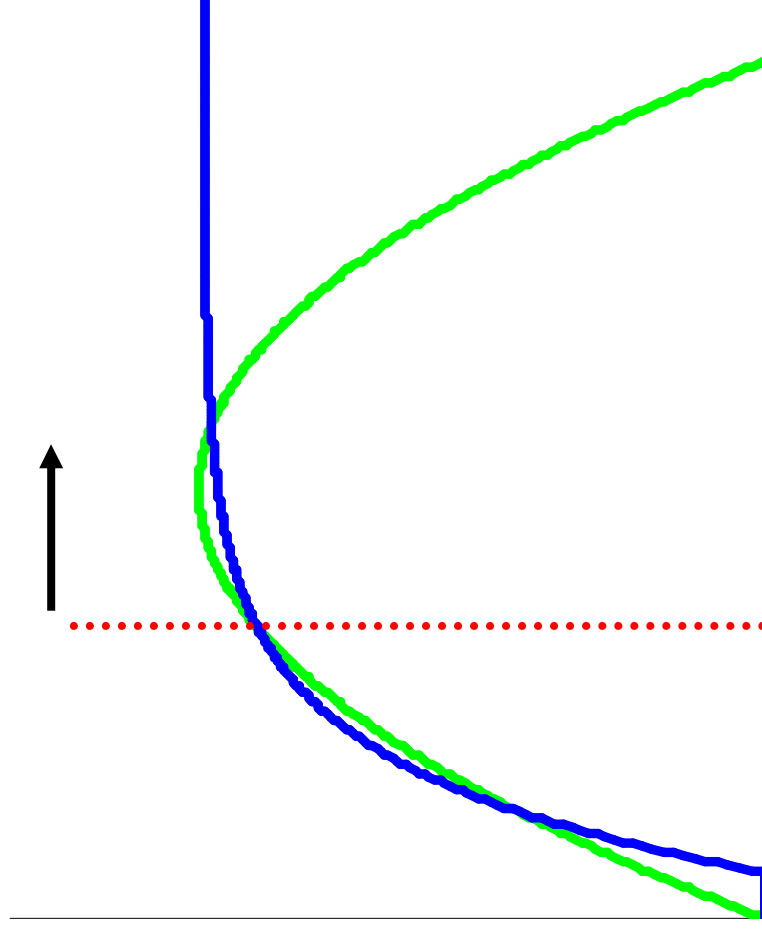
= animal density

= stocking rate

Key management control #2:

Grazing deferment
(defer: wait, delay)

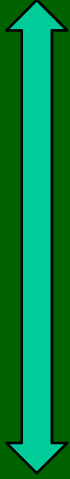
Growth
or Consumption
rate



Herbage mass

Deferment

Growth only



Grazing

Growth and consumption



1

150

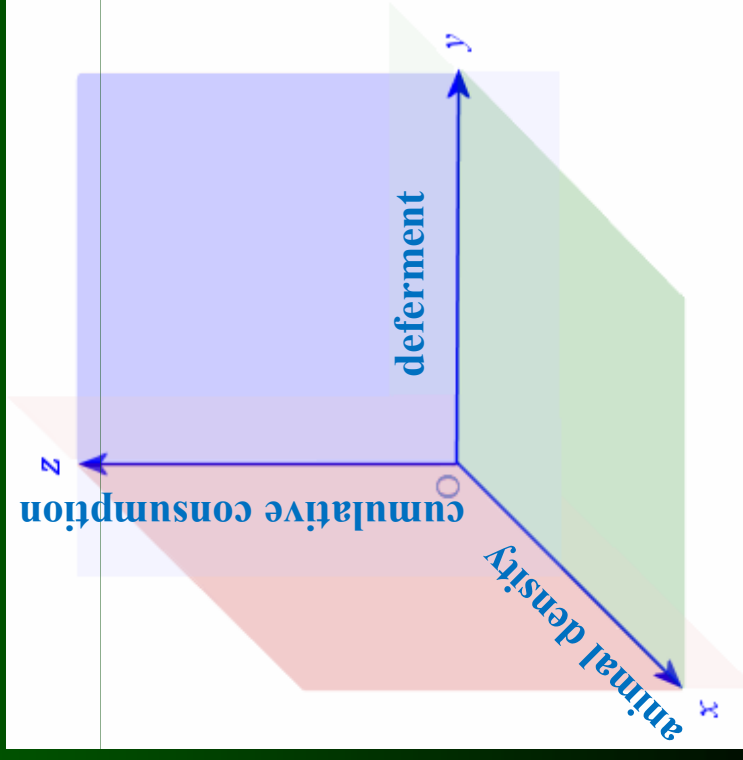
Day



Simulation:

- Set animal density
- Set deferment
- Simulate 150 days of growth and consumption accordingly
- Compute cumulative consumption

becomes 1 point on surface

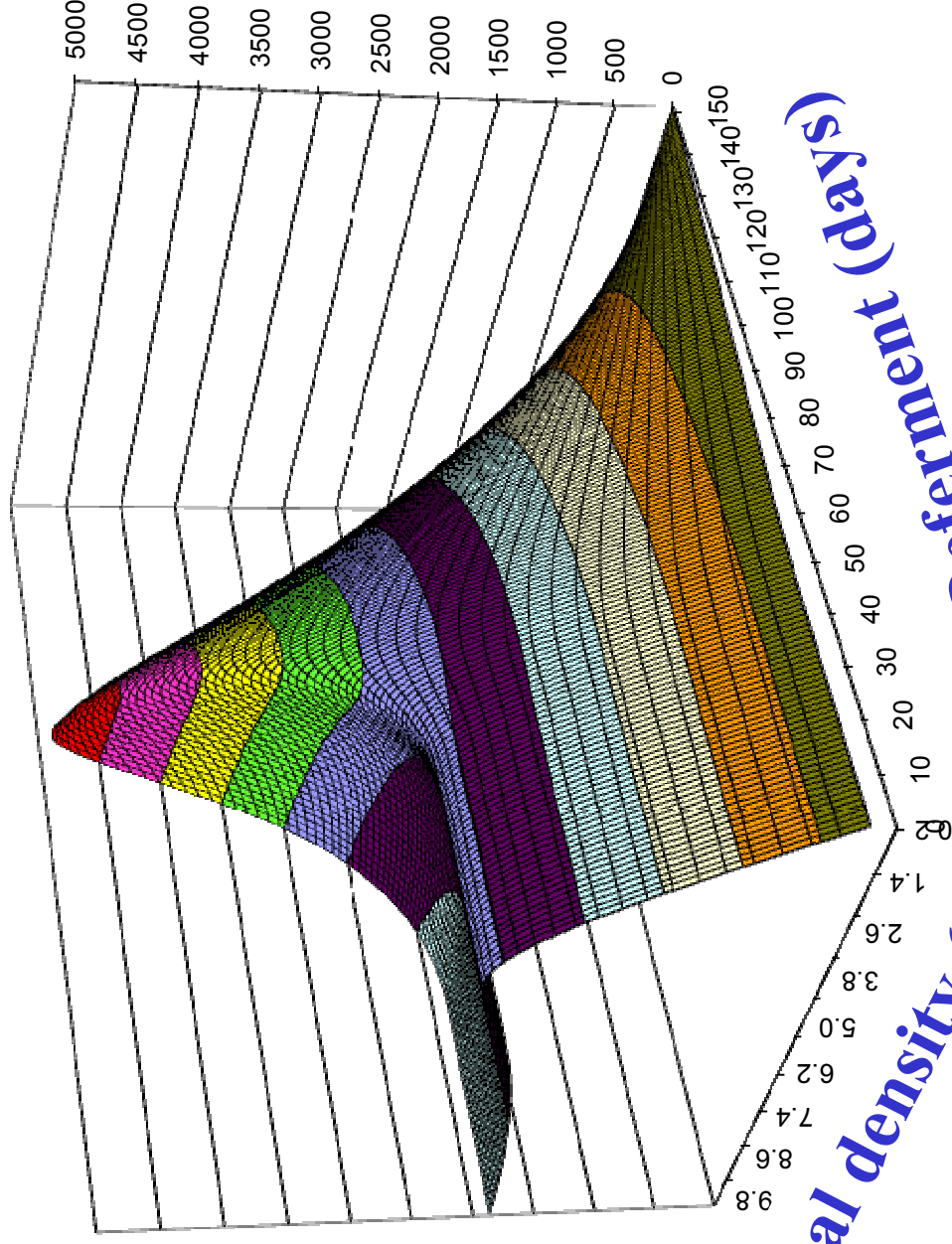


"seasonal"



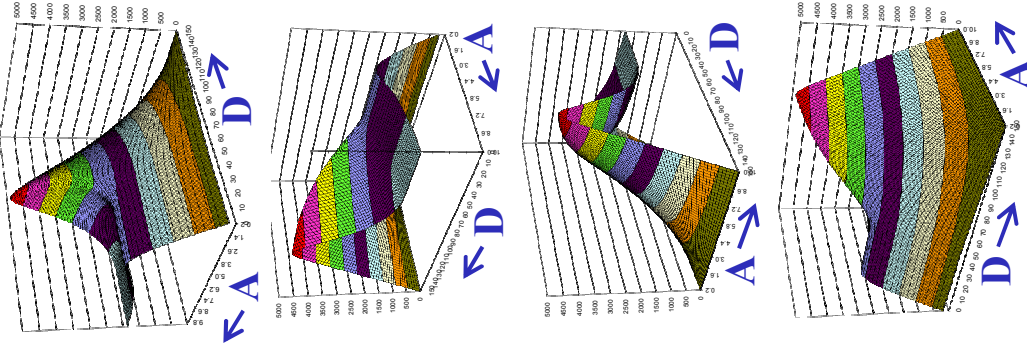
Cumulative herbage consumption per unit area

(kg/ha)

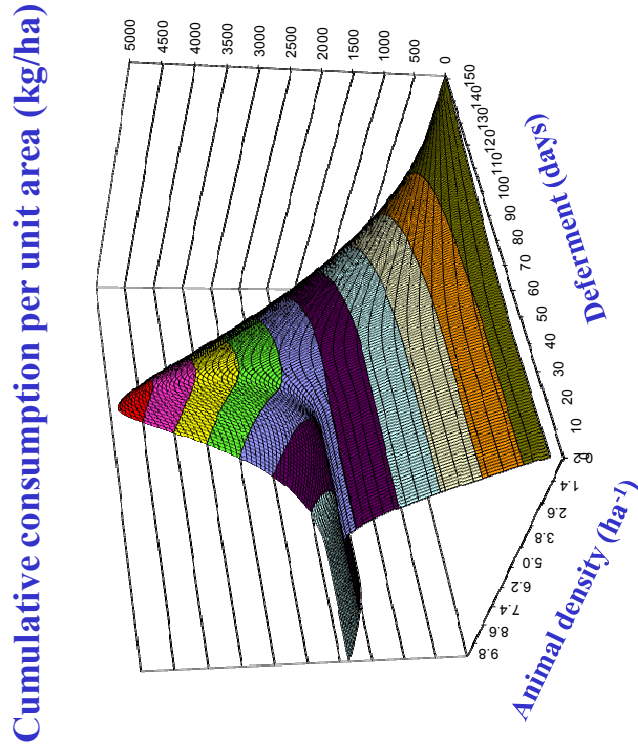
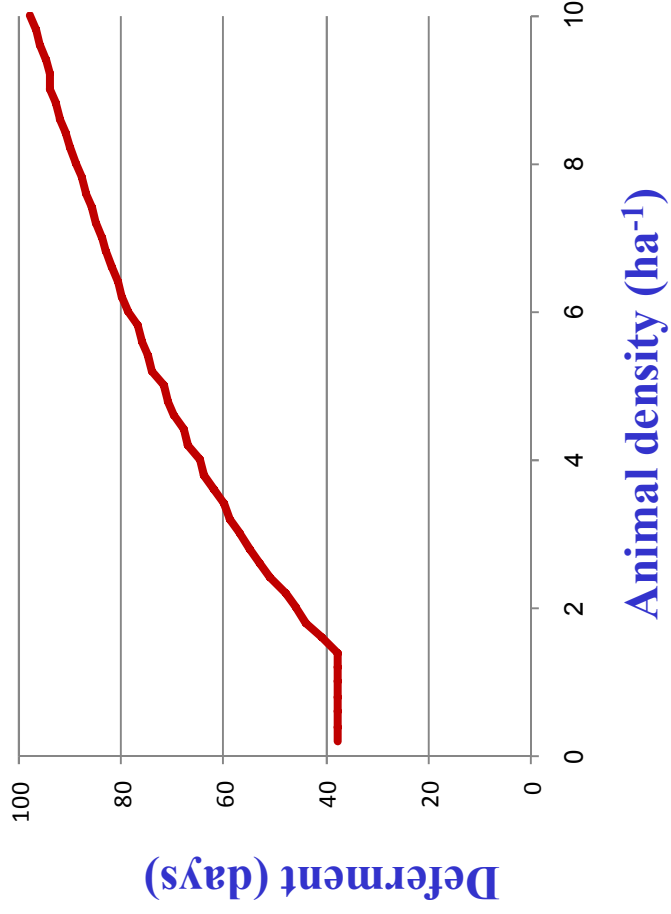
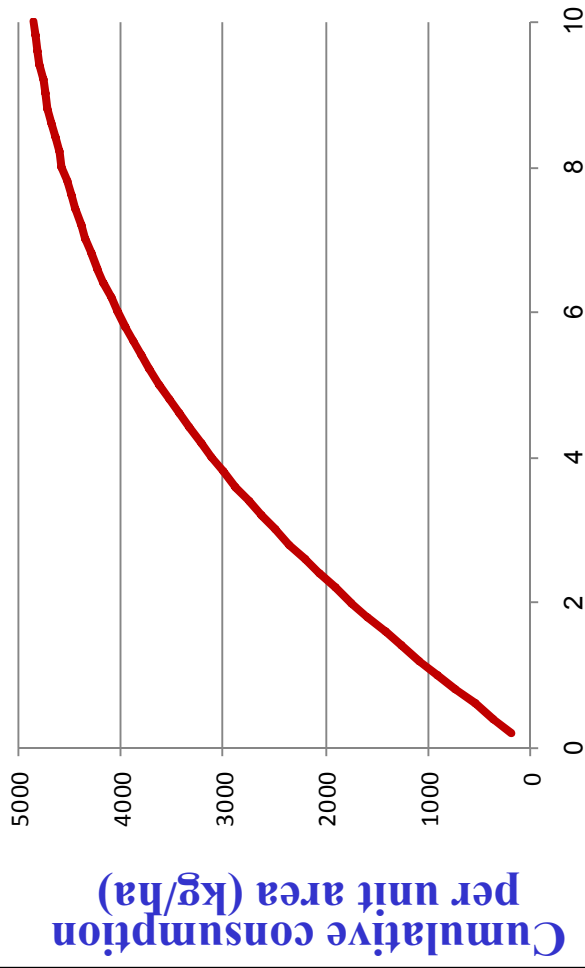


Animal density (ha^{-1})

Deferment (days)

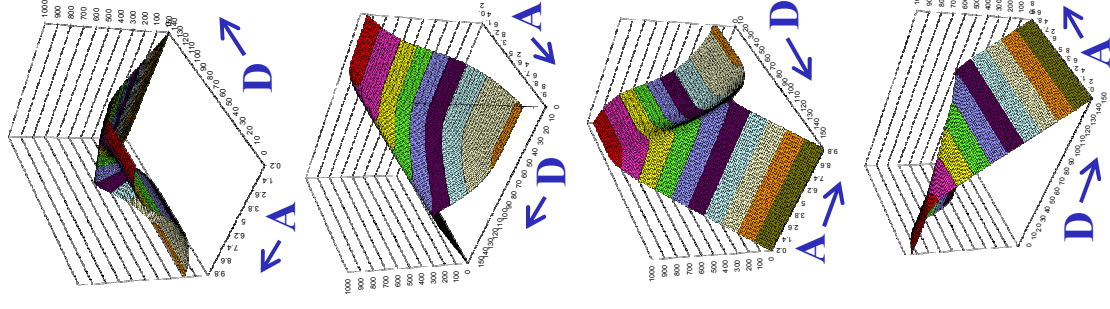
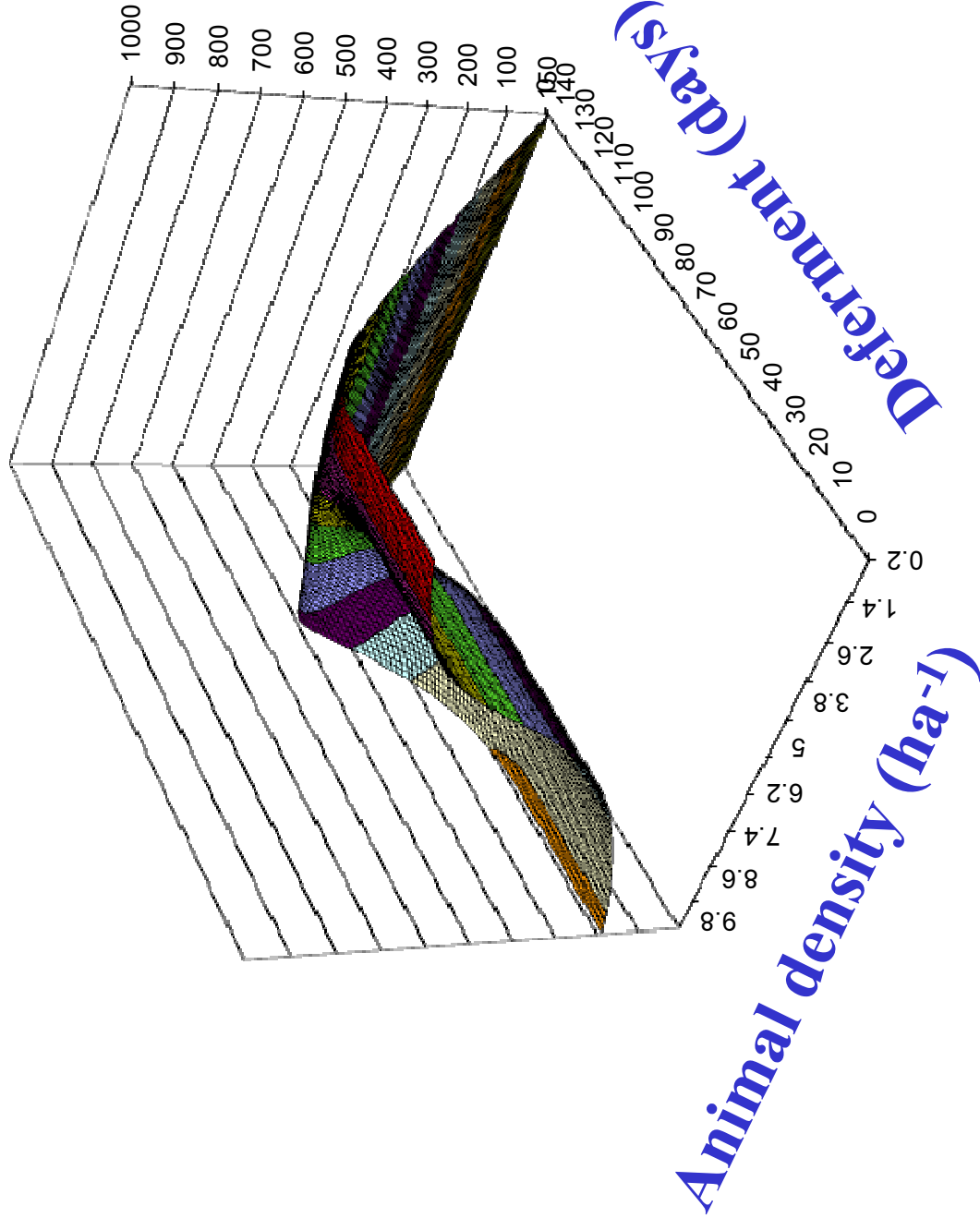


AT THE MAXIMUM

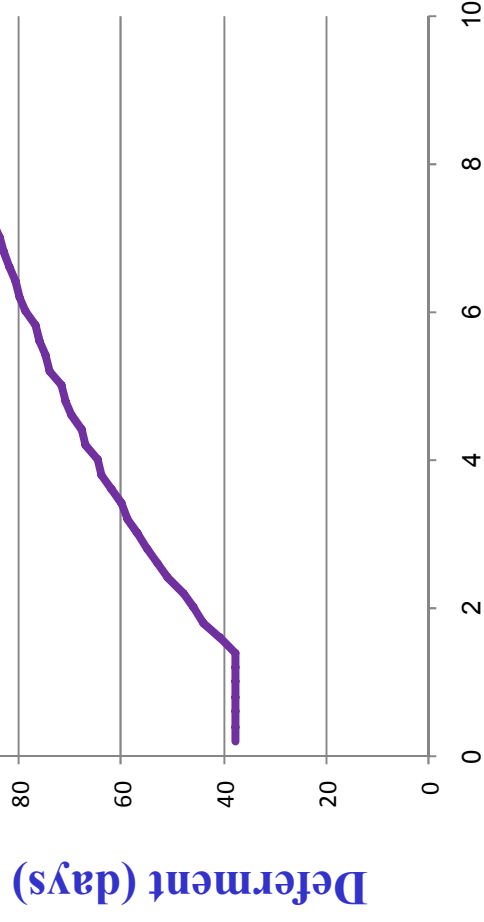
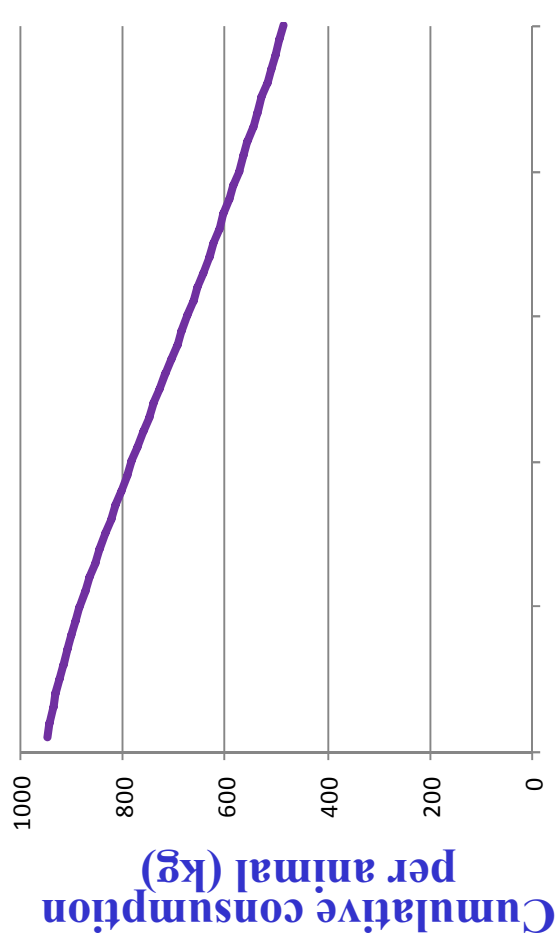


Cumulative herbage consumption per animal

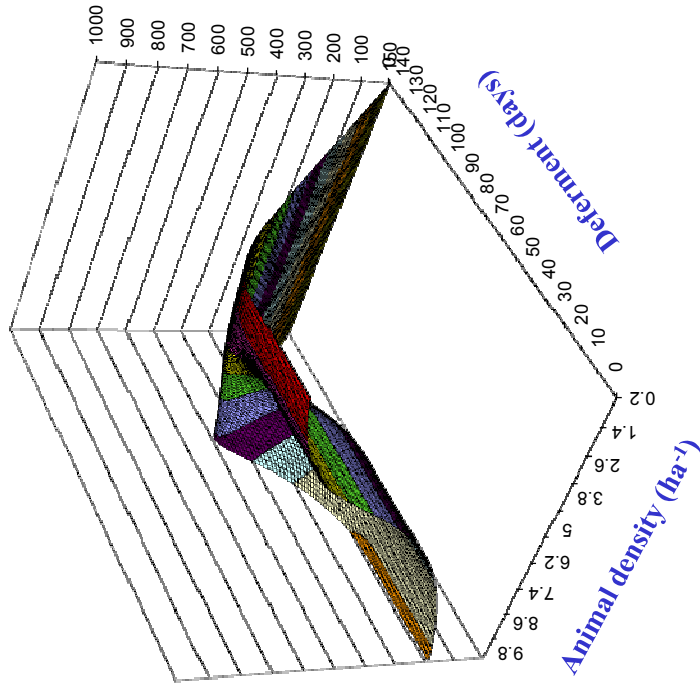
(kg)



AT THE MAXIMUM



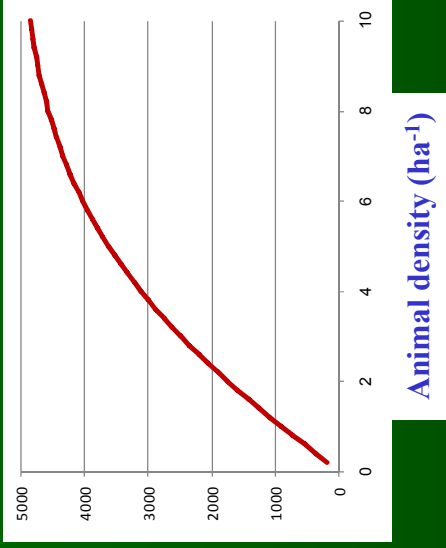
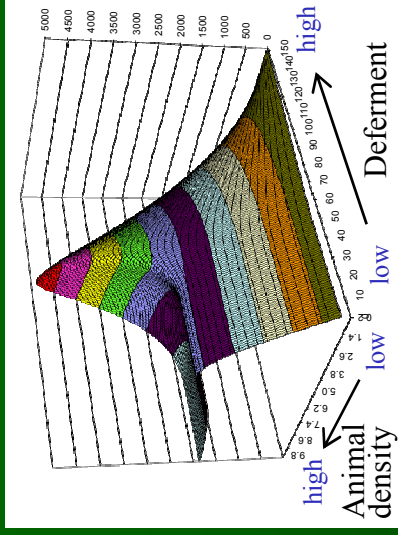
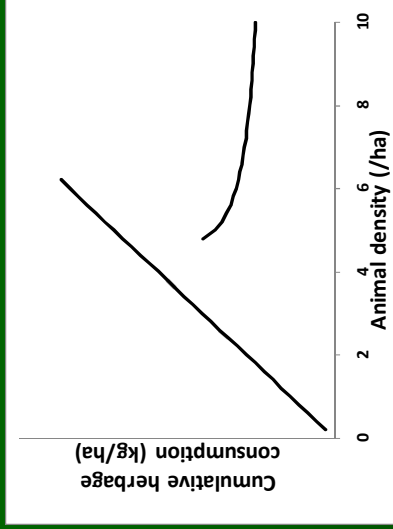
Cumulative consumption per animal (kg)



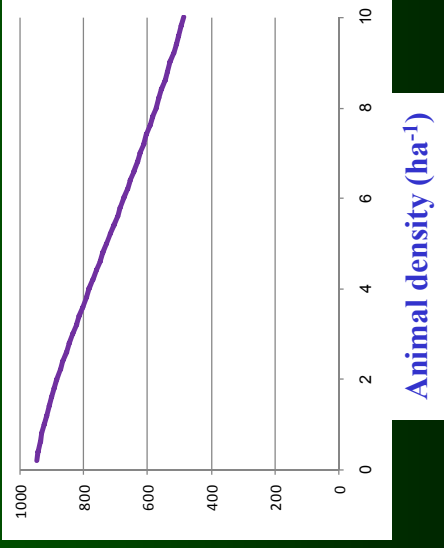
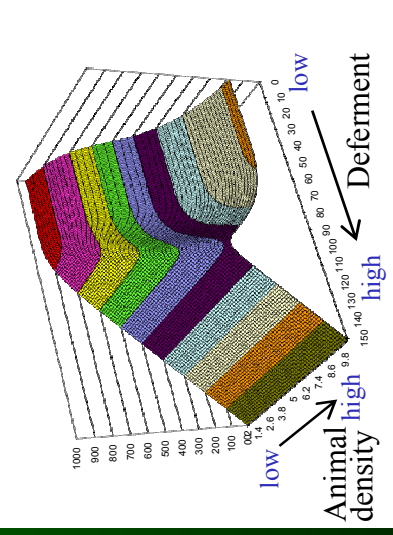
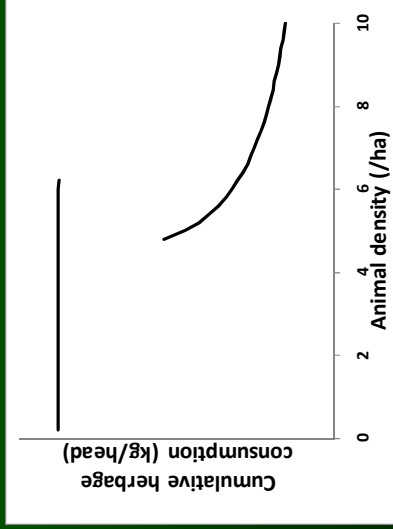
continuous

seasonal

PER
UNIT
AREA



PER
ANIMAL



response surface

at maximum