

Economic and Fragmentation Effects of Multiple Adjacencies in the Area Restriction Model

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Overview

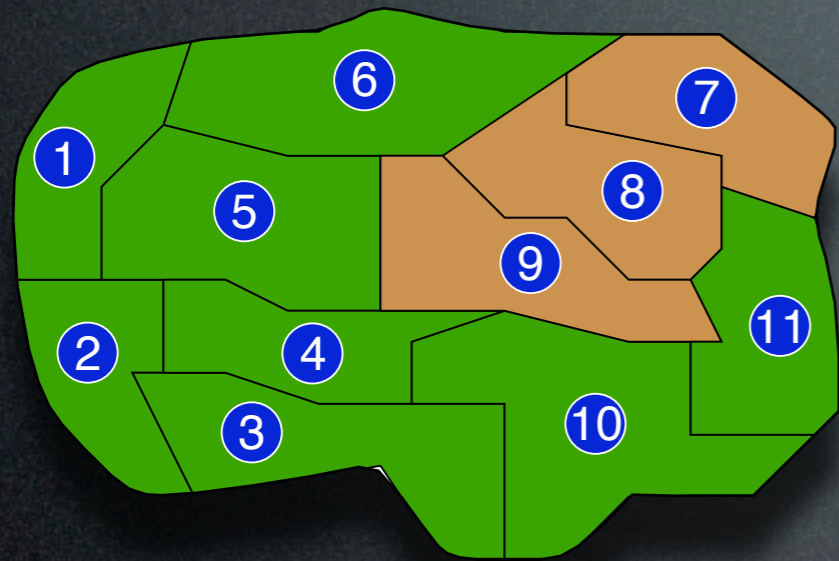
1. Introduction
2. Multiple Adjacency and Fragmentation
3. Idea on Enforcing Forest Characteristics
4. Conclusion

Area Restriction Model

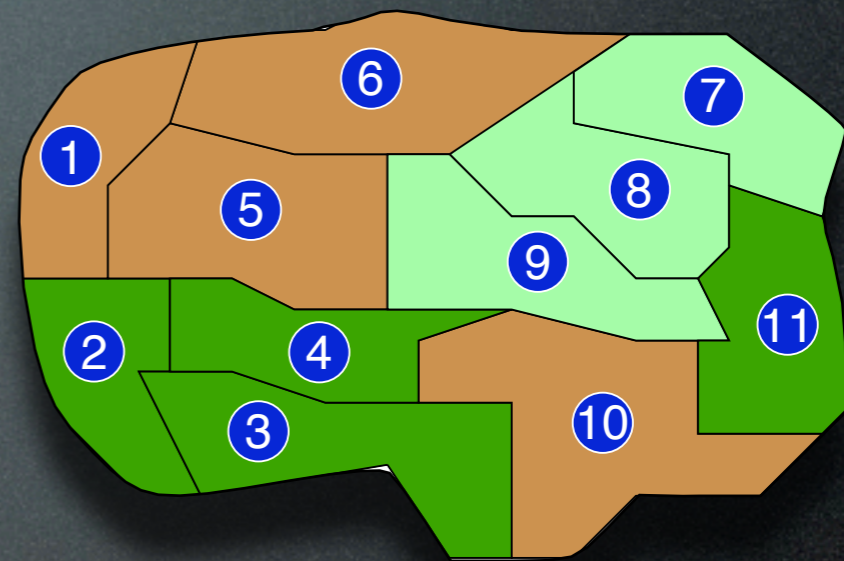
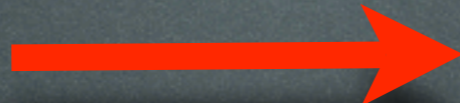


- Maximum clearcut area \gg stand area

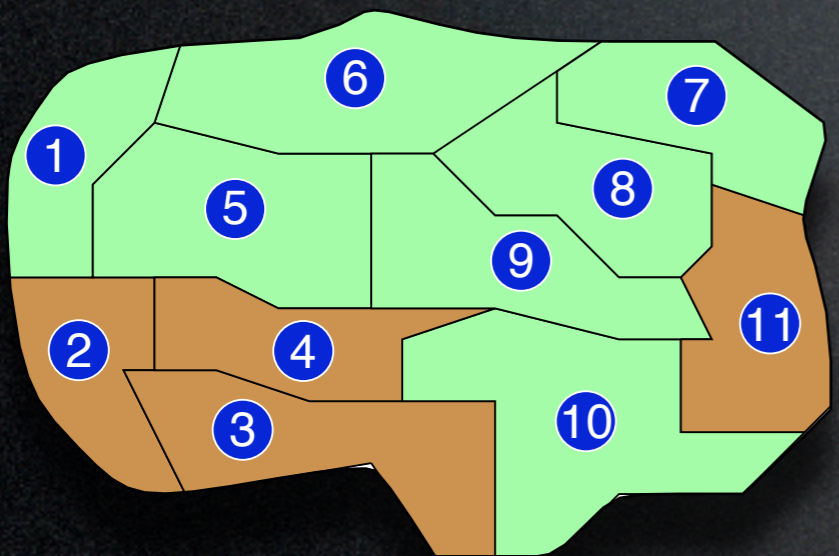
Stands Are Replanted (green-up 1)





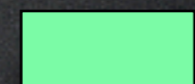
T=1



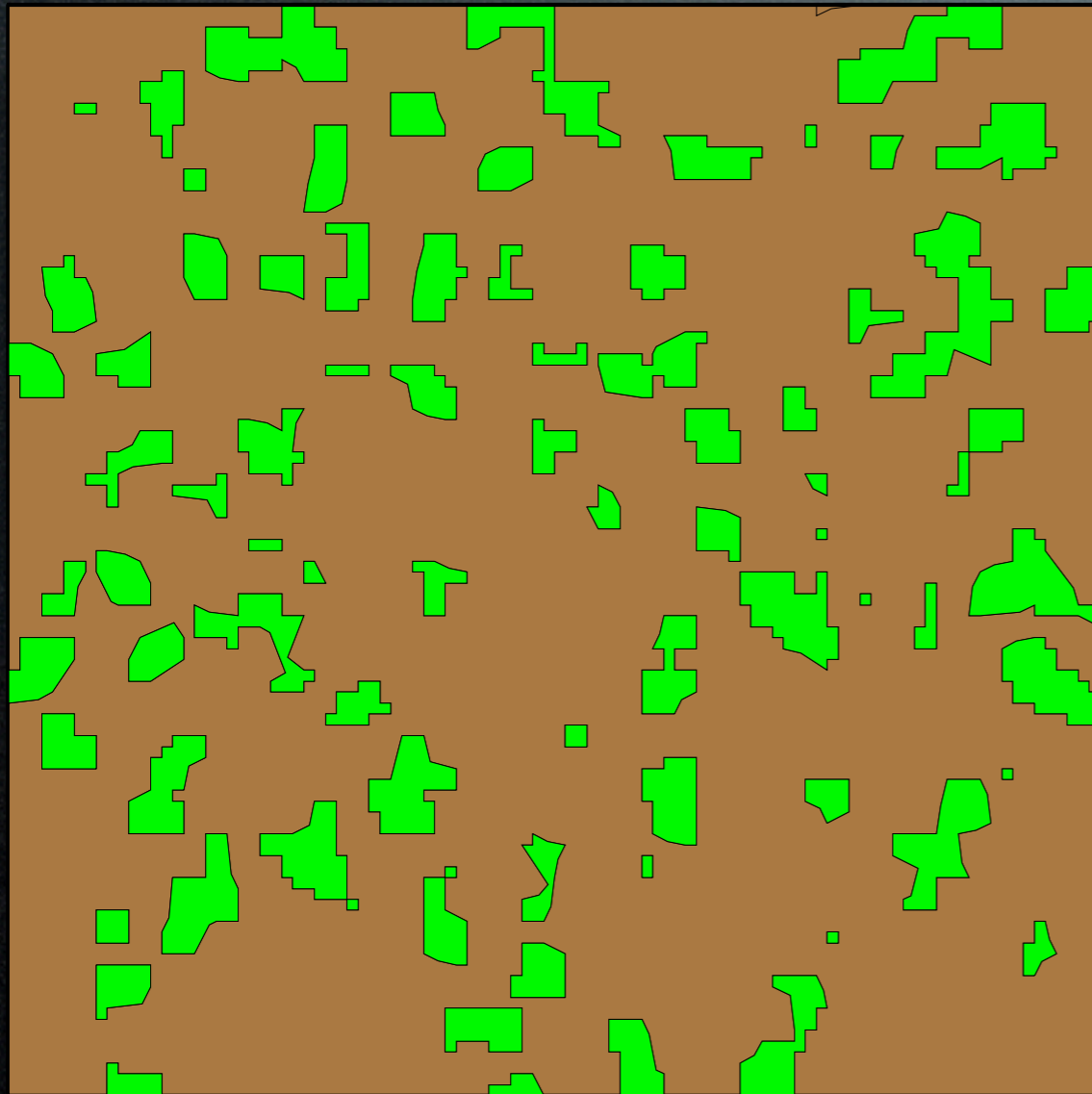
T=2



T=3

-  Untreated
-  Clearcut
-  Recently replanted

ARM and Fragmentation



-  Stands > 60 years
-  Stands < 60 years

- FLG9_1.0 from FMOS
- 3 periods:
 - Volume Flow +/- 15%
 - Average ending age >40 years
- Maximum area of 40 hectares
- Cells adjacent if they intersect
- Well known deficiency of ARM

Fragmentation Control with Multiple Adjacency

- Fragmentation:
 - Average Patch Size (> 60 years)
- Economic:
 - Economic/Fragmentation Tradeoff
- Model: EARM (Goycoolea et. al 2005)
 - Formulation: Cluster/GMU

Limit Clearcut Shape with Adjacency

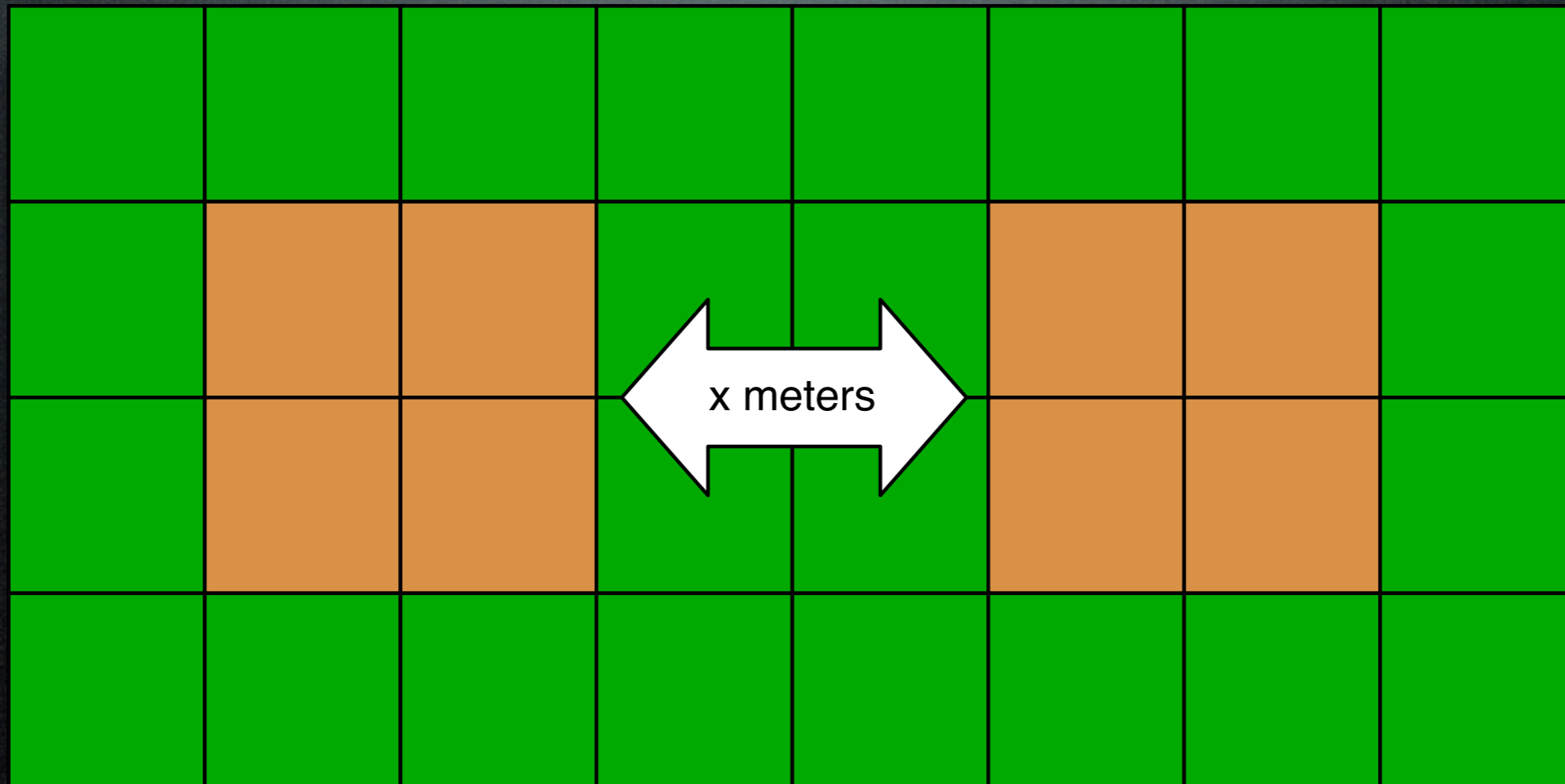


Acceptable Clearcut



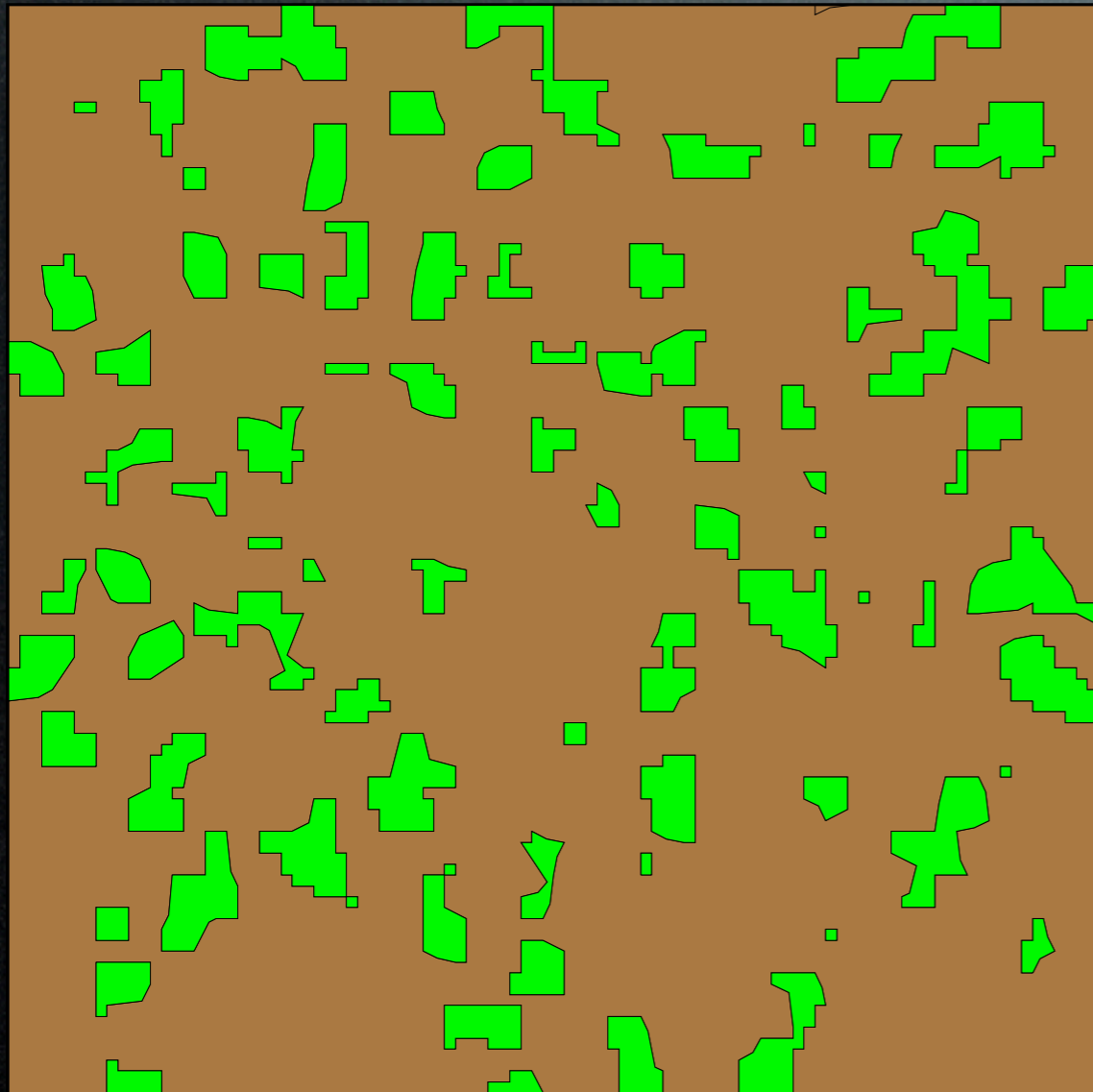
Unacceptable Clearcut

Limiting Distance Between Clearcut and Connectivity

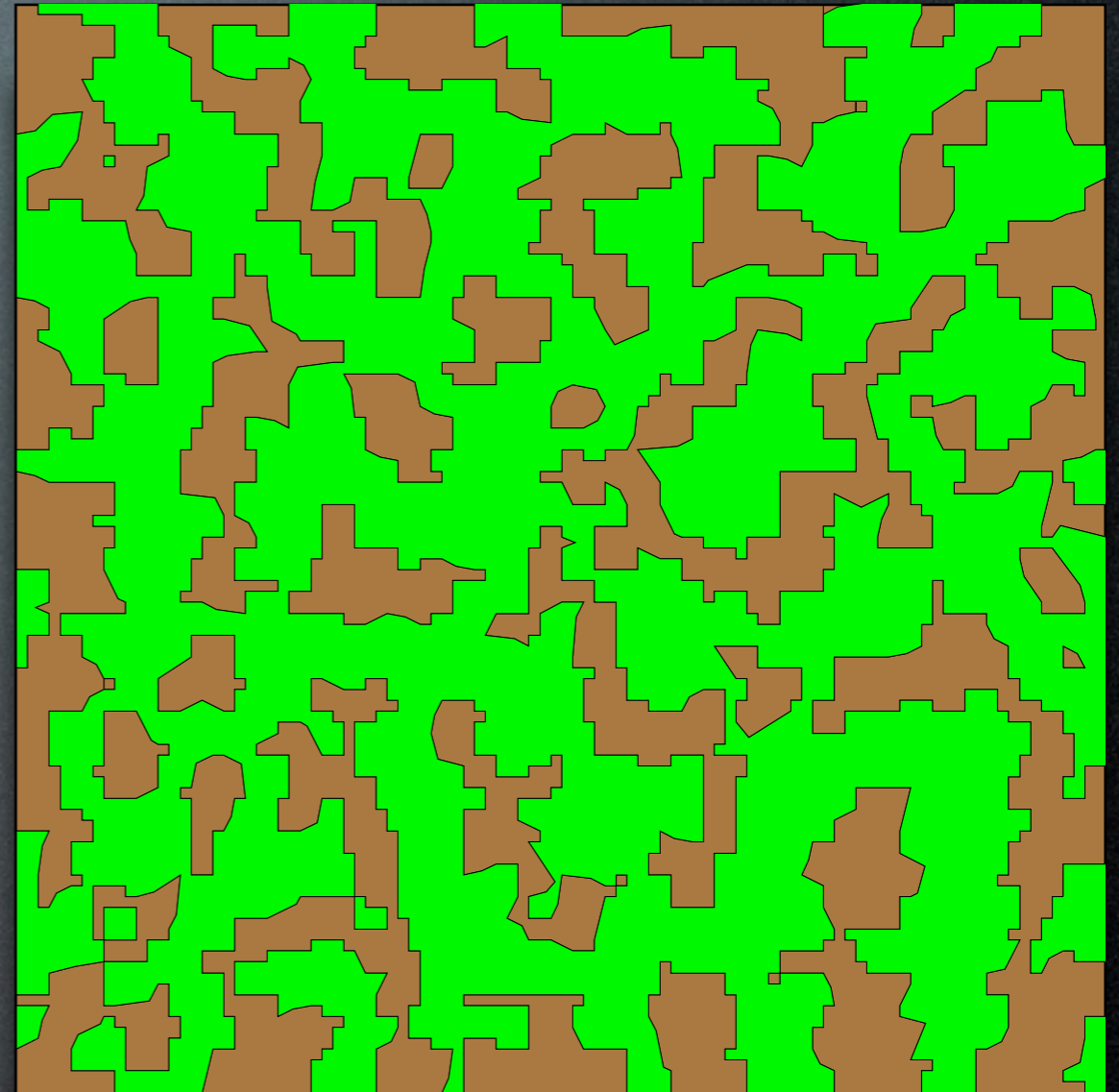


- For 1 period it “can” force connectivity of unharvested area


Stands over 60 years




0 meters

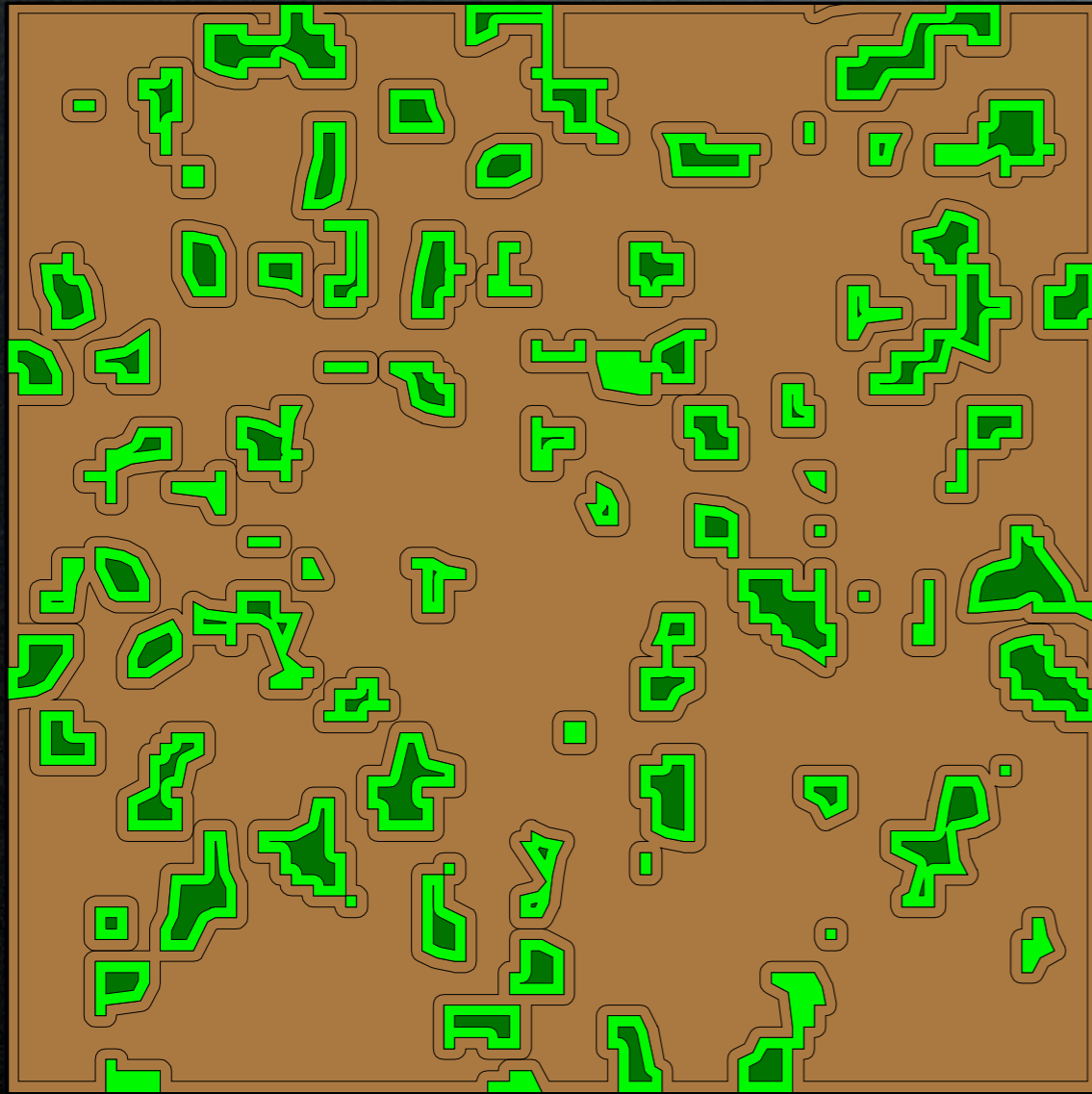


800 meters

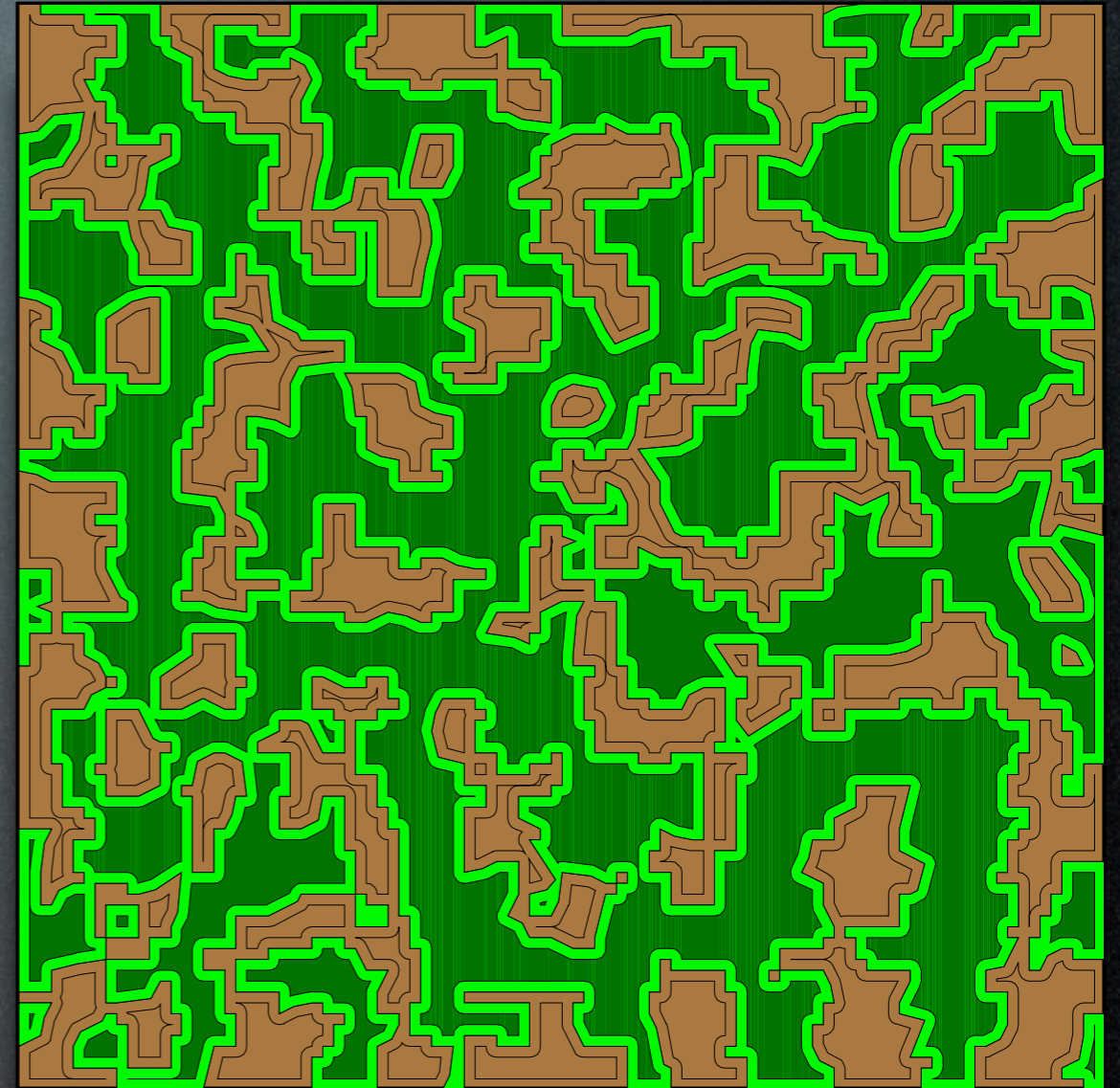
 > 60 years

 < 60 years

Stands over 60 years



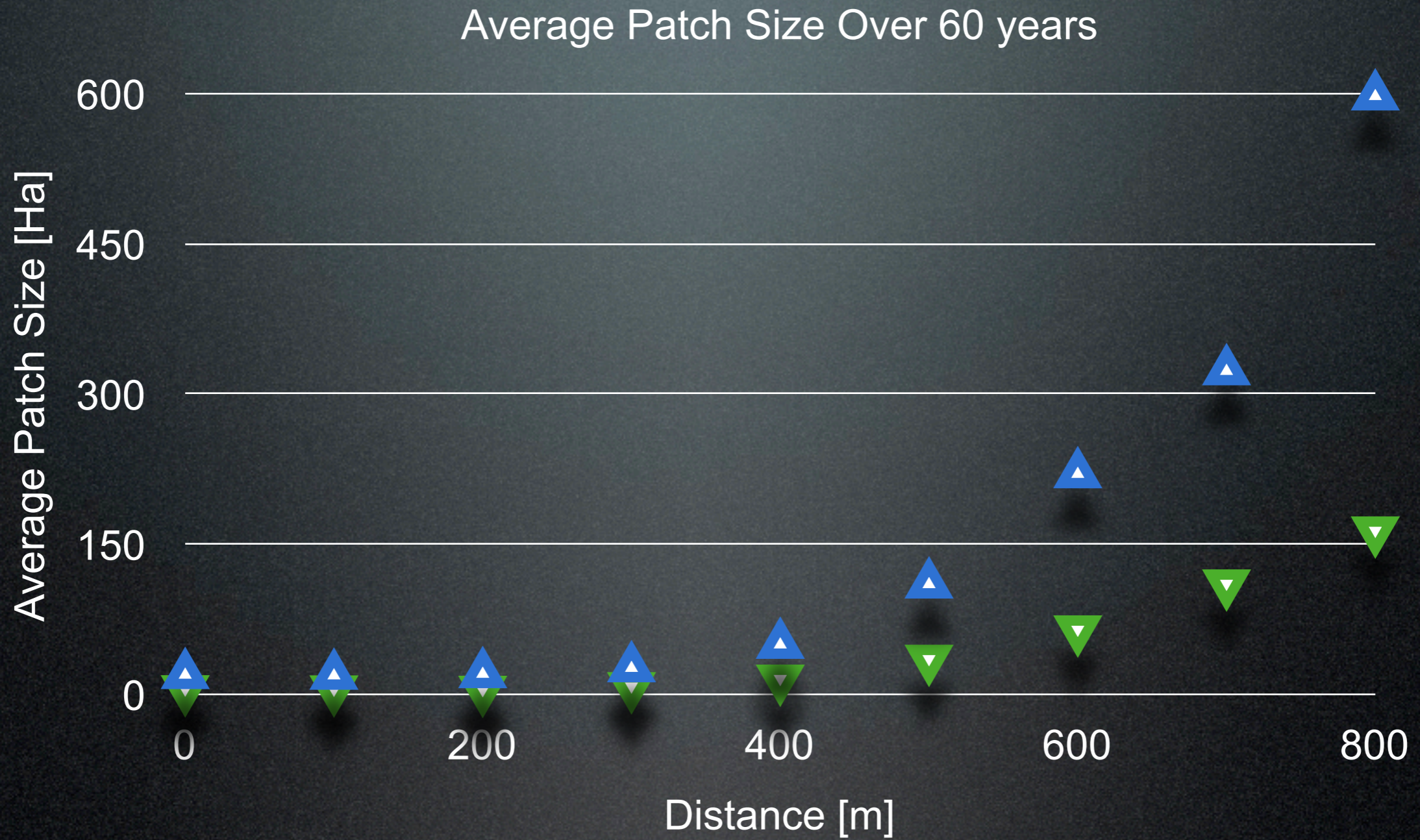
0 meters



800 meters

 > 60 years  Core 100m  < 60 years

Fragmentation Effects



- ▲ Original Area
- ▼ Core Area (100 m buffer)

Econ./Frag. Tradeoff: Distance v/s Area

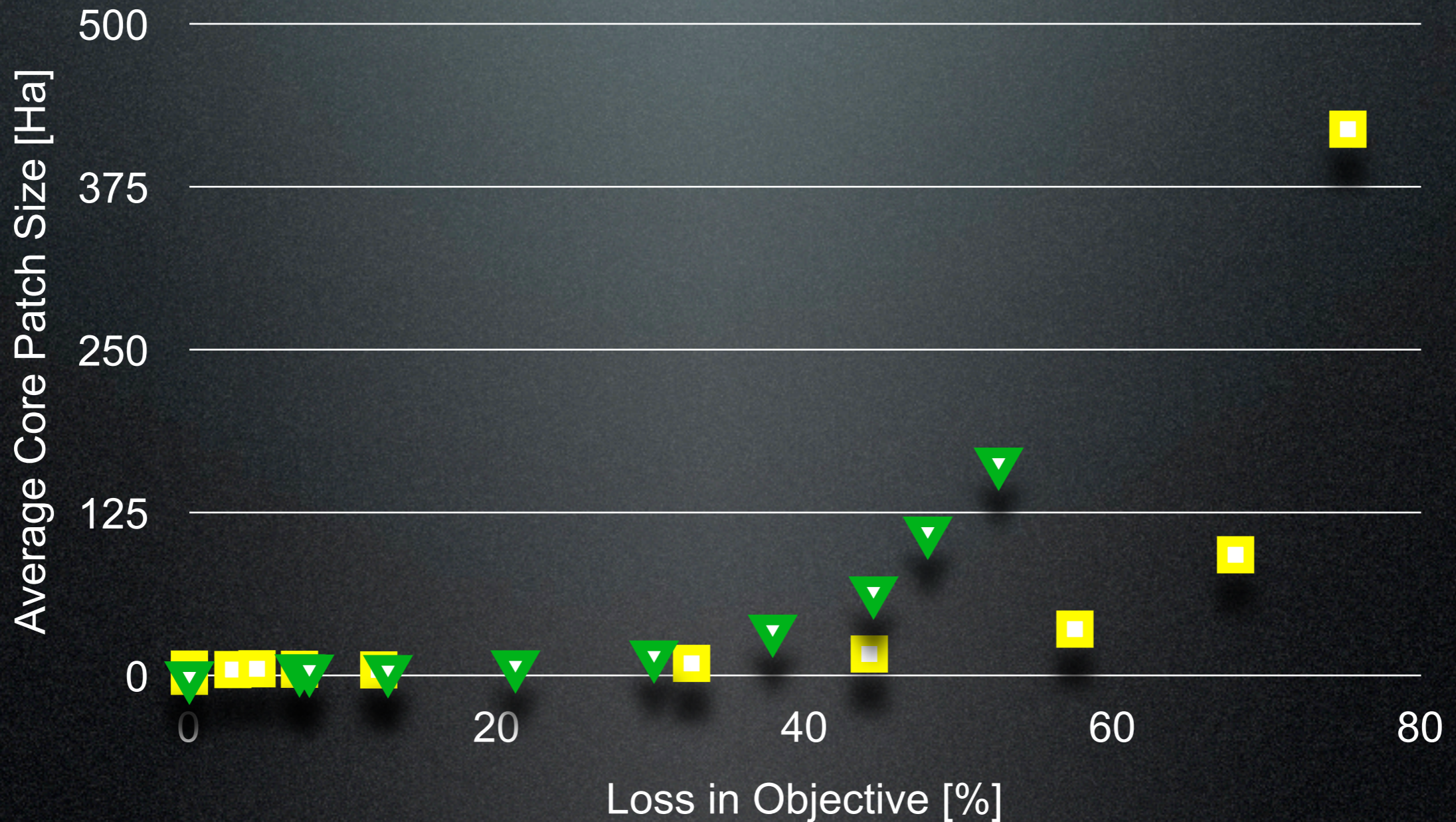
Average Patch Size v/s Loss in Objective



- ▲ Distance
- Maximum Area

Econ./Frag. Tradeoff: Distance v/s Area (Core)

Average Core Patch Size v/s Loss in Objective

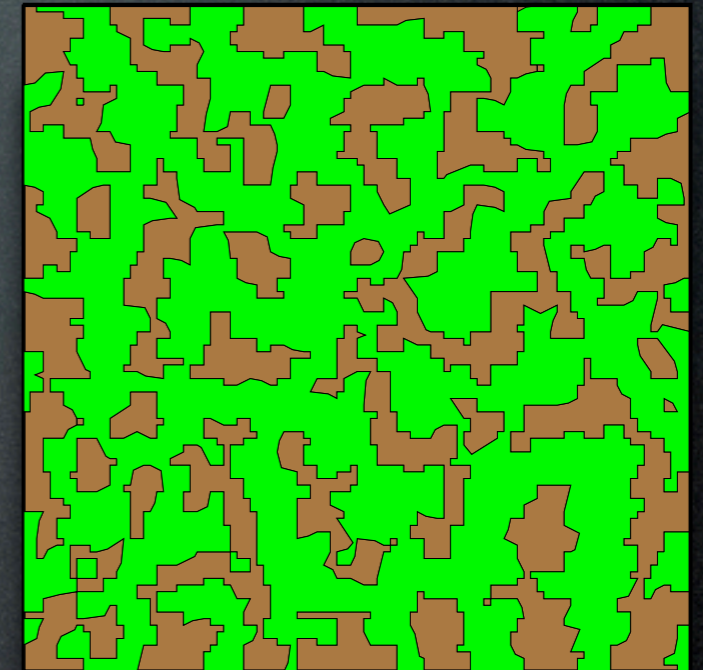
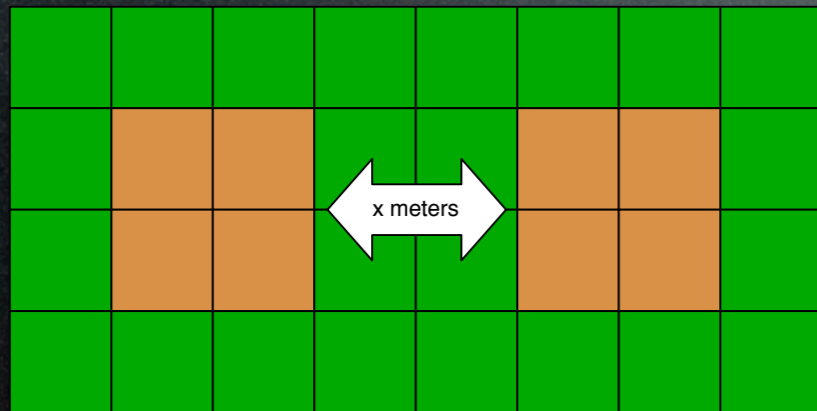


- ▼ Distance
- Maximum Area

Effects of Adjacency

- Good News: Better econ./frag. tradeoff than decreasing max clearcut area
- Bad News: Valid for only ONE forest tested and only ONE feasible solution
- Solution? Test more forests, use CPLEX
11 solution pool
- Can we get better guarantees?

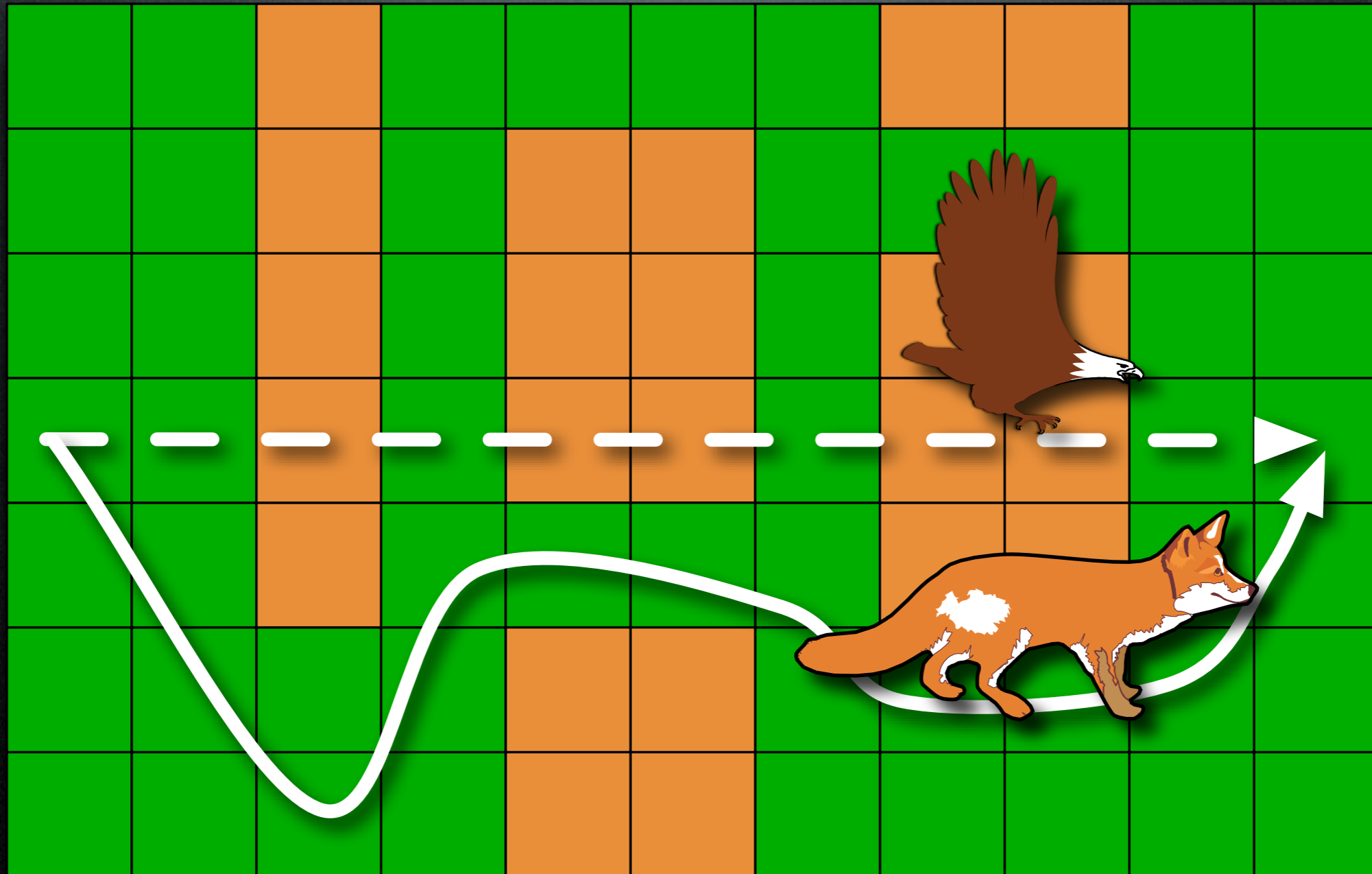
General Idea



- Local and simple requirement:
 - Clearcut Adjacency
 - Clearcut Shape

- Global Property:
 - Average patch size

Eagle-Fox Metric?



- EF Metric = $\frac{\text{Distance Traveled by Eagle}}{\text{Distance Traveled by Fox}} \in (0, 1]$

Conclusions

- Multiple adjacency with distance can provide a better econ./frag. tradeoff than decreasing max clearcut area
 - Test more instances/solutions/metrics
- Simple local rules can impose (approximate) global properties?