

## Fish and Ships

Fishery Dynamics with Bounded Rationality

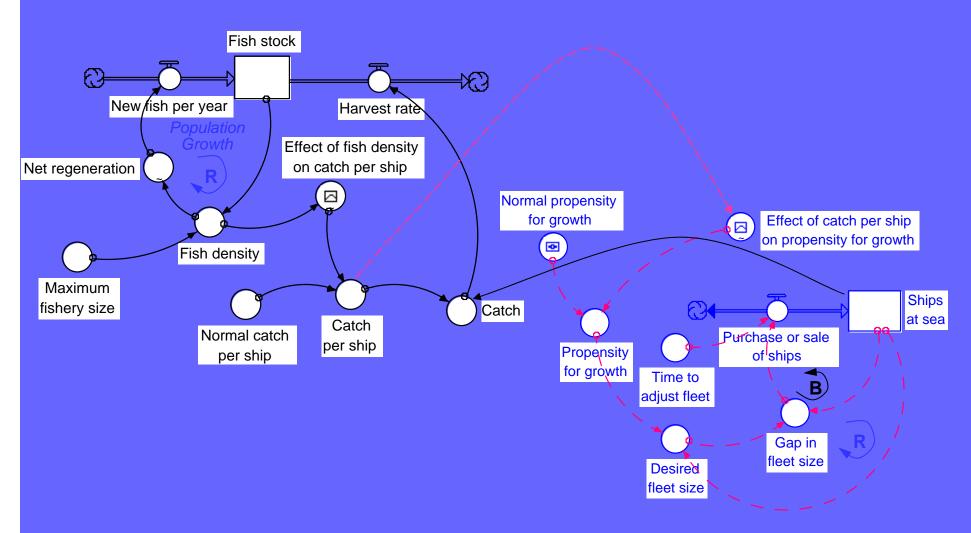
for a Poster Session at the 2007
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Boston MA

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London Business School

#### Introduction

- The long-term sustainability of fisheries depends on maintaining the appropriate balance of fish and ships
- It sounds simple, but most of the world's fisheries are in danger of collapse within 40 years.
- In this poster session I explore the paradox of fisheries management with a small system dynamics model of a harvested fishery inspired by the well-known Fish Banks gaming-simulator.

# Fish and Ships: A Fisheries Model with Endogenous Investment



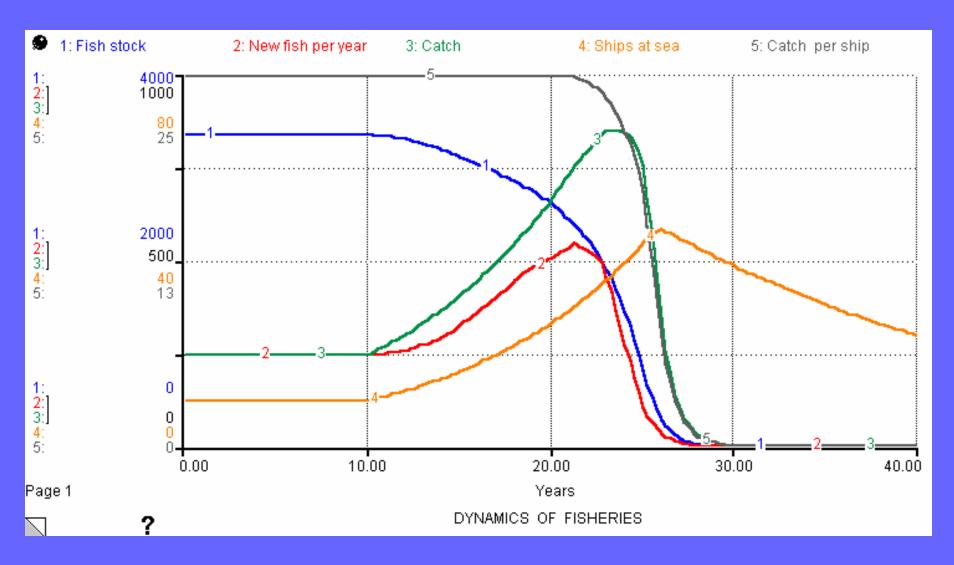
#### Notes on Fish Formulations

- The top left quadrant of 'Fish and Ships' represents a natural fishery, free from human intervention
- The regeneration of fish is a non-linear 'humpshaped' function of fish density.
- Left alone this small yet dynamically complex system will reach a long-term equilibrium in which the fish stock equals the maximum fishery size. The sea is then full of fish.

#### Notes on Investment Formulations

- The lower right quadrant of 'Fish and Ships' represents the fishing fleet with endogenous investment.
- Ship purchasing is a standard asset stock adjustment formulation with a floating goal.
- The desired fleet size (the floating goal) depends on the current number of ships at sea modified by a propensity for growth.

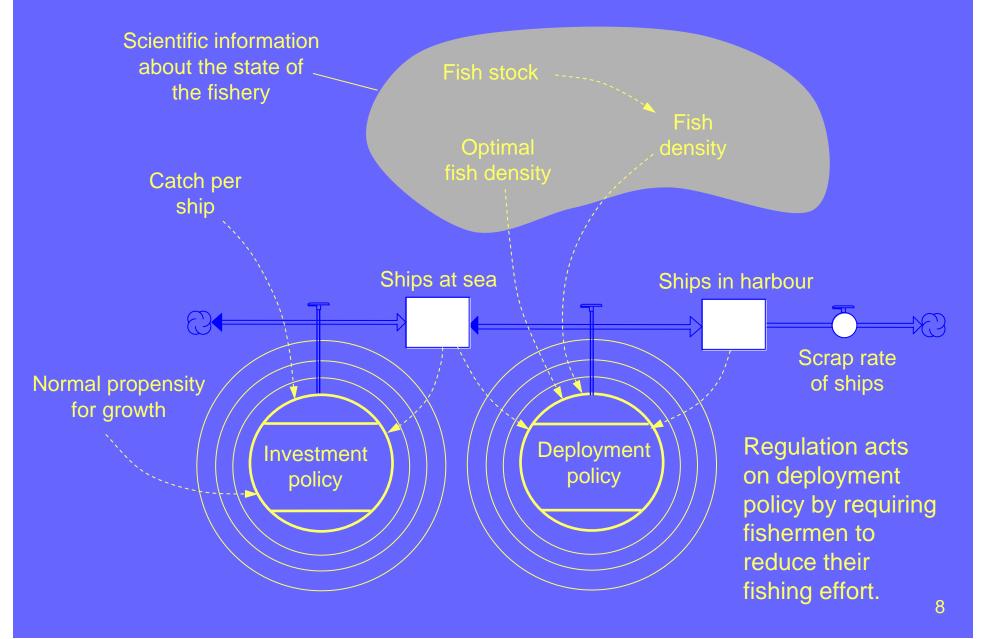
## Dynamics of a Harvested Fishery



## Regulatory Policy

- The model is extended to include regulatory policy.
- The fundamental purpose of regulatory policy is to ensure that scientific information about the state of the fishery limits fishing effort.

## Policy Design in Fisheries



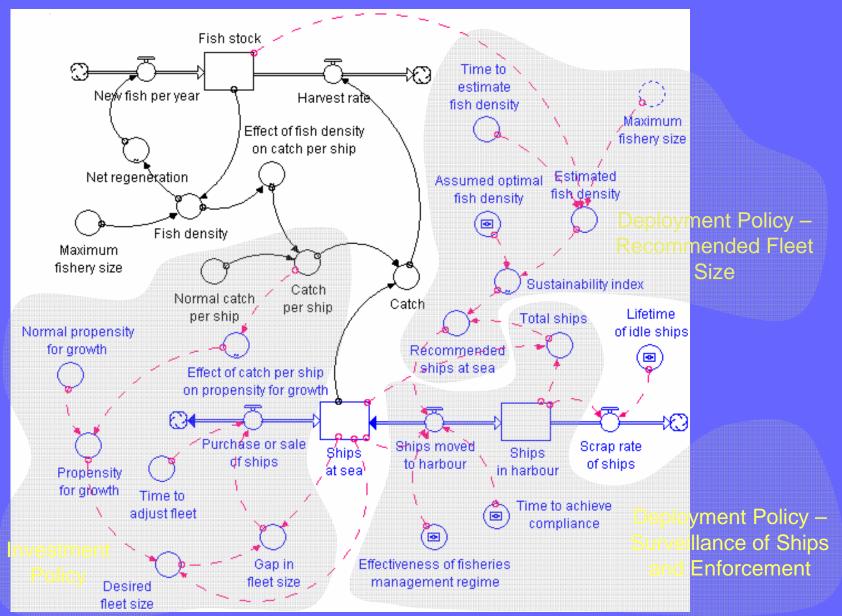
## Notes on Policy and Information

- Operating policy exists in an information jungle.
- There's far too much information.
- So managers (fleet operators or fishermen in this case) select information sources from those available – the assumption of bounded rationality

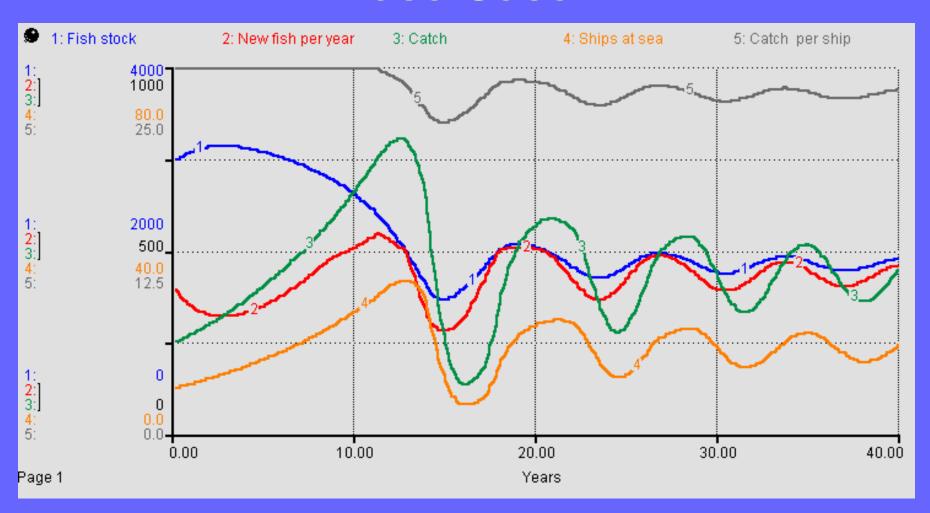
## Bounded Rationality, Policy and Stock Accumulation

**Asset Stock** (accumulated action) **FIVE FILTERS** 1. People's cognitive limitations 2. Operating goals, rewards and incentives **Policy** 3. Information, measurement and communication systems 4. Organisational and geographical structure 5. Tradition, culture, folklore and leadership Information

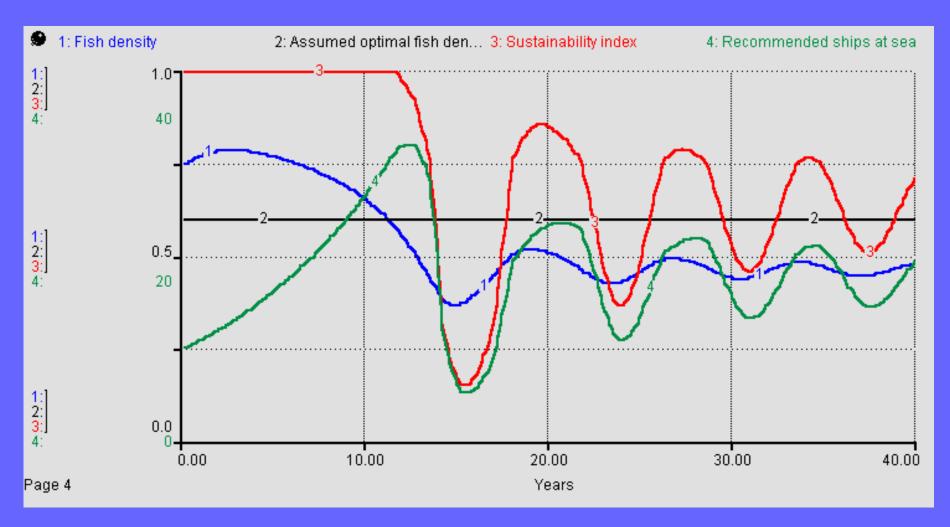
### Overview of Fisheries Policy Model



## Dynamics of a Regulated Fishery – Base Case



# Trajectories Observed by the Regulator



# More on Bounded Rationality and Dynamics



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#### Strategic Modelling and Business Dynamics **Chapter Titles**

Chapter 1 The Appeal and Power of Strategic

Modelling

Chapter 2 Introduction to Feedback Systems

**Thinking** 

Chapter 3 Modelling Dynamic Systems

Chapter 4 World of Showers

Cyclical Dynamics and the Process of Model Building Chapter 5



#### Strategic Modelling and Business Dynamics

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Chapter 6 The Dynamics of Growth from Diffusion

Chapter 7 Managing Business Growth

Chapter 8 Industry Dynamics – Oil Price and the

Global Oil Producers

Chapter 9 Public Sector Applications of Strategic

Modelling

Chapter 10 Model Validity, Mental Models and

Learning



# Challenge – Run Your Own Fishery

- Go to the isee systems display area
- Ask to use the CD that accompanies Strategic Modelling and Business Dynamics (which is loaded on the demo computer)
- Try your hand at operating the Fisheries Gaming Simulator in the CD folder for Chapter 1

