

## A.P. Kaledin, Yu.A. Yuldashbaev, T.S. Kubatbekov, A.I. Filatov, A.M. Ostapchuk, V.M. Makeeva, M.V. Stepanova, U.A. Shergaziev

Abstract: The paper proposes an original economic and mathematical model for size and structure optimisation of Predator and Prey populations.

The most well-known mathematical model in biology for periodical dynamics of antagonistic animal species was developed independently by Alfred Lotka and Vito Volterra. This classical mathematical Predator-Prey model is known as the Lotka-Volterra model.

Keywords: Lotka-Volterra model, economic and mathematical modelling, animals.

#### I. INTRODUCTION

The problem setting is as follows. A closed ecological area is home to two antagonistic animal species (Predator and Prey). Prey feeds on plants available in unlimited abundance. Predator only lives off the above specific species of Prey. The task is to determine the dynamics of the Predator and Prey populations in the given ecosystem. The model assumes the probability of encounters between Predator and Prey to increase with Prey population growth, which is also followed, after a certain time lag, by increases of the Predator population. In the given setting, this classical model describes some of the scenarios of interactions between the Predator and Prey populations in nature.

The Lotka-Volterra model is widely covered in literature; therefore, there is no point to discuss it in this paper.

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In modelling the actual relations between antagonistic animal species, this classic model presents several challenges. The classical Predator-Prey model is structurally unstable, as even a minor change of the right side of one of the equations may fundamentally change its phase profile. The significant wave pattern of the Predator and Prey population dynamics makes it difficult to compare model results with empirical data. Predator's mono diet means the model is a single-factor model (one Predator species and one Prey species), which significantly reduces the potential of recreating actual natural relations. It leaves no scope for Predator-Prey population size or structure optimisation in line with a set criterion. Moreover, there is no possibility to set resource constraints and take into account the sex-age structure of Predator-Prey systems.

#### II. PROPOSED METHODOLOGY

#### A. Economic and mathematical model for size and structure optimisation of Predator and Prey populations

The economic and mathematical model for size and structure optimization of Predator and Prey populations (Predator-Prey EMM) has a block-diagonal structure. Figure 1 presents the structural scheme of the Predator-Prey EMM.



Fig.1: Structural scheme of the Predator-Prey EMM

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The blocks Prey 1...n make the subsystem Prey and the blocks Predator 1...m make the subsystem Predator, which are combined in a system by the auxiliary and connection blocks.

Each of the blocks in the Prey or Predator subsystems is based on the game species population turnover block with directions of use of the population and produce.

#### B. Game species population turnover block

The economic and mathematical model for population turnover optimisation of game animals belongs to structural models reflecting the dynamics of sex-age groups within a set period [1]-[3]. As long as the model is a block within the Predator-Prey EMM, it does not contain several variables and constraints, as well as the target function.

The system of variables of the model is represented by a group of variables of time averages (annual averages) of the population by sex-age population groups. The variables of population and produce distribution in dynamics are added (official harvesting, illegal hunting and losses to predation).

The model constraint system includes the following groups:

- by the relation of productive animals (females) and born animals;

Time averages (annual averages) of the population, head

- by the relation of sexes in young and old groups;

- by the relation of proximate age groups for females and males;

- by the relation of productive animals and animals of old age groups for females and males;

- product constraints by population dynamics and products of population management.

Table 1 shows the structural scheme of a segment of the population turnover block of game animals.

Legend:

W is the yield of born young animals per annual (time average) head of productive animals (females);

Cto is the coefficient of animal turnover for the age group calculated as the ratio of duration of the given period (year) to the life expectancy of the animal of the given age group;

Cp is the coefficient of persistence of the given age group; Cd is the coefficient of decrease for the age group calculated as 1 minus the coefficient of persistence;

Cl is the coefficient of female load per male;

Constr	aints	Product animals	ive	Old	group	Medium	n group 2	Mediun	n group 1	You	ng group	Born ar	nimals 0-2	Constraint	Constrain scope
		males	females	males	females	males	females	males	females	males	females	males	females	type	
		X 1	X2	X 3	X4	5 X	X6	7 X	X8	9 X	X1 0	X 11	X1 2		
Relation o animals (fo oorn anim	f productive emales) and als		w									C to	Cto	≤	0
Relation o young gro	f sexes in ups											1	-1	=	0
Relation o groups	f sexes in old	- Cl	1											$\leq$	0
	Relation of proximate age groups										Cto		- Cto * Cp	≤	0
- 1	Relation of proximate age groups								Cto		- Cto * Cp			≤	0
Pemales	Relation of proximate age groups						Cto		- Cto * Cp					≤	0
	Relation of proximate age groups				Cto		- Cto * Cp							VI	0
	Relation of proximate age groups									C to		- Cto * Cp		<	0
	Relation of proximate							C to		- Cto * Cp				≤	

Table 1: Structural scheme of the game species population turnover block



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age groups

Relation

proximate

Relation

proximate

age groups

age groups

of

of

Males

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Cto \*

Cp

С

to

Cto \*

Cp

С

to



Females	Relation of productive and old animals		Cd		Cto * Cp					<	0
Males	Relation of productive and old animals	Cd		- Cto * Cp						VI	0

In real models, the differentiation of population turnover block for game animals by the sex-age structure can be

# C. Input preparation and development of the numerical EMM

The development of a numerical EMM requires a description of the order and limits of input data for the

constrained by the age structure.

described populations of game animals. A framework description of the input for the research subject is provided in Table 2 and the accompanying commentary.

			<b>P</b> == 0 = 0 = 0 = 0 = 0		8			
Grade	Operation area, ha	Area of	Head	%	Head	Weight	Life	Sex ratio
		natural	count by	change	count	of one	duration	(males:
		lands	winter		total	animal,		females)
			survey			kg		
3	100,000	80,000	480	15	552	300-400	12-15 (25)	1:1
3	100,000	45,000	360	30	468	60-80	10-12	1:3
3	100,000	5,000	30	80	54	25-30	12 (10-20)	1:1
						(35)		
3	100,000	80,000	4,800	100	9,600	3-4	8-9	1:1
3	100,000	15,000	450	50	675	5-6	10-12	1:1
3	100,000	95,000	3	200	7-8 (9)	40-55	12 (15-16)	1:1 (1:3)
	(300,000-500,000					(70)		
	)							
	Grade 3 3 3 3 3 3 3 3	Grade         Operation area, ha           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000           3         100,000	Grade         Operation area, ha         Area of natural lands           3         100,000         80,000           3         100,000         5,000           3         100,000         5,000           3         100,000         15,000           3         100,000         95,000	Grade         Operation area, ha         Area of natural lands         Head count by winter survey           3         100,000         80,000         480           3         100,000         45,000         360           3         100,000         5,000         30           3         100,000         5,000         30           3         100,000         95,000         450           3         100,000         95,000         3	Grade         Operation area, ha         Area of natural lands         Head count by winter survey         % change           3         100,000         80,000         480         15           3         100,000         45,000         360         30           3         100,000         5,000         30         80           3         100,000         5,000         30         50           3         100,000         15,000         450         50           3         100,000         95,000         3         200	Grade       Operation area, ha       Area of natural lands       Head count by winter survey       %       Head count total         3       100,000       80,000       480       15       552         3       100,000       45,000       360       30       468         3       100,000       5,000       30       80       54         3       100,000       15,000       480       100       9,600         3       100,000       95,000       33       200       7-8 (9)         3       100,000       95,000       3       200       7-8 (9)	Grade         Operation area, ha         Area of natural lands         Head count by winter survey         % change         Head count by count total         Weight of one animal, kg           3         100,000         80,000         480         15         552         300-400           3         100,000         45,000         360         30         468         60-80           3         100,000         5,000         30         80         54         25-30 (35)           3         100,000         15,000         450         100         9,600         3-4           3         100,000         95,000         450         50         675         5-6           3         100,000         95,000         3         200         7-8 (9)         40-55 (70)	Grade         Operation area, ha         Area of natural lands         Head count by winter survey         % change         Head count total         Weight of one animal, kg         Life duration           3         100,000         80,000         480         15         552         300-400         12-15 (25)           3         100,000         45,000         360         30         468         60-80         10-12           3         100,000         5,000         30         80         54         25-30         12 (10-20) (35)           3         100,000         15,000         4500         100         9,600         3-4         8-9           3         100,000         95,000         450         50         675         5-6         10-12           3         100,000         95,000         3         200         7-8 (9)         40-55 (70)         12 (15-16)

Table 2: Input data for modeling

Elk. Population: current year's brood: 30% (15-30%), yearlings: 20% (6-17%), two-year-olds: 15%, adults: 35% (60-80%). Spinsters: up to 30%. Productive segment of the population: 25-30% of the population. Females get fertile by the age of 16 months. Males mate at the age of 3-4 years. Fertility rate: 1.5-1.8 elk calves.

Boar. Population: current year's brood: 50%, piglets: 20%, adults: 30%. Losses to predation: 13-18%.

Beaver. Population: current year's brood: 25%, yearlings: 18%, two-year-olds: 12%, adults: 40-55%. Death rate: 50% of young animals. Losses to Wolf: 58%, stray dogs: 27% and Lynx: 15% (according to hunters' data). Losses to predation are overall limited.

White Hare. Cycle. Decline in population every 10-12 years. Three broods, 7-8 young hares on average per season.

Brown Hare. Three broods, 7-8 young hares on average per season (I-1-3,5, II-2-4,7, III-3-5 young hares). Death rate: up to 75% of population. Populations peak every 5-9 years.

Wolf. Core population: young wolves: 30%, yearlings: 18%, adults, age 2-3: 20%, 4-5: 27%, 6-8: 4%, 8 and older: 1%. Core population, age 4-5: 27%, sex ratios: females: 48%, males: 52%. Females are fertile in the second year of life (22 months). Males become fertile in the second or third years of life. A female delivers between 3 to 12 wolf cubs (5-6 cubs on average). The average survival rate is 50-60% cubs. On average, wolves' diet includes 97% mammals, 2% birds, 1% plants (ungulates account for 75-85% of the diet, mostly young animals). Wolves consume 4.5 kg of food per day

(4.4-5.9). One wolf consumes approximately 1,350 kg meat of mammals and 8-10 kg of plants per year. Thus, a group of 7 head of wolves potentially consumes 9,450 kg of meat and 56-70 kg of plants per year on average. The acceptable proportion of Wolf (taking into account shooting, illegal hunting and diseases) can be assumed at 1 wolf per 150 ungulates. The density per 1,000 ha of land of 0.06 head is the optimal (economically acceptable) rate in case of active Wolf control efforts. The natural area controlled by a group of wolves can reach 300,000-500,000 ha (depending on food availability, i.e animals). Wolf shooting rate is 60%.

For modelling purposes, the framework information is used to ensure consistency with constraint conditions in the order of used data. The base blocks for the discussed game populations were drawn from the models described in [4]-[11].

Each population turnover block was adapted to be included in the Predator-Prey EMM with added variables of the headcount of official harvesting, illegal hunting and losses to predation (Wolf). Besides, game population losses to wolves are expressed in terms of kg of meat. The above variables are calculated within the respective included structural constraints.

Tables 3-7 show fragments of the EMM for blocks of the Prey subsystem and Table 8 - a fragment of the Predator subsystem.

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			Average	annual popu	ilation, head				Head			Meat
			Age gro	ups of Elk						Illegal		for Wolf, kg
Mod	el		curren t year's brood 0-1	yearlings 1-2	two-year-olds 2-3	adults 3-9	adults 9-15	Total	Projected harvesting , head	huntin g	Wolves	
			x1	x2	x3	x4	x5	x6	x7	x8	x9	
	Born young animals	y1	15		-9.45	-1.575	-1.575					
	current year's brood 0-1	y2	-14.25	15								
Elk	yearlings 1-2	v3		-14.25	15				0.4	0.4	0.4	
	two-year-olds 2-3	y4			-14.250	2.50			0.4	0.4	0.4	
	adults 3-9	y5				-2.375	2.5		0.2	0.2	0.2	
	9 and older	y6					1					
	Total	y7	1	1	1	1	1	-1				
	Projected harvesting, head	y8						0.03	-1			
	Illegal hunting, head	y9						0.12		-1		
	Elk meat for wolves, kg	y1 0									280	-1

#### Table 3: Fragment of the Elk block of the numerical EMM

### Table 4: Fragment of the Boar block of the numerical EMM

			A	verage and	nual popul	ation, head			Head		Meat
			ŀ	Age groups	of Boar						for Wolf, kg
	Model		current year's brood 0-1	piglets 1-2	adults 2-7	adults 7-12	Total	Projected harvesting, head	Illegal hunting	Wolves	
			x11	x12	x13	x14	x15	x16	x17	x18	
	Born young					1.00					
	animals	y11	12		-4.32	-4.32				0.4	
Boar	current year's brood 0-1	v12	-11.4	12						0.4	
	piglets 1-2	y13		-11.400	2.400			0.75	0.75	0.4	
	adults 2-7	y14			-2.28	2.4		0.25	0.25	0.2	
	adults 7-12	y15				1					
	Total	y16	1	1	1	1	-1				
	Projected harvesting, head	y17					0.15	-1			
	Illegal hunting, head	y18					0.30		-1		
	Boar meat for wolves, kg	y19								44	-1

# Table 5: Fragment of the White Hare block of the numerical EMM

						Head		
	Age grou	ips of Whi	te Hare			llegal		White Hare meat
Model	young hares 0-1	animals 1-6	animals 6-11	Total	Projected harvesting, head	hunting	Wolves	wolves, kg
	x20	x21	x22	x23	x24	x25	x26	x27



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	Born young									
	animals	y20	11	-6.16	-6.16					
White	young hares									
Hare	0-1	y21	-10.45	2.20			0.50	0.50	0.75	
	animals 1-6	y22		-2.09	2.2		0.50	0.50	0.25	
	animals 6-11	y23			1					
	Total	y24	1	1	1	-1				
	Projected									
	harvesting,									
	head	y25				0.04	-1			
	Illegal									
	hunting, head	y26				0.15		-1		
	White Hare									
	meat for									
	wolves, kg	y27							2.625	-1

## Table 6: Fragment of the Brown Hare block of the numerical EMM

								Head	r	
M	odel		Age gro young hares 0-1	<b>ups of Brown H</b> animals 1-8	lare animals 8-15	Total	Projected harvesting, head	Illegal huntin g	Wolves	Brown Hare meat for wolves, kg
			x28	x29	x30	x31	x32	x33	x34	x35
	Born young animals	y20	15	-6.857	-6.857					
Brown	young hares 0-1	y21	-14.25	2.14			0.50	0.50	0.75	
Tiale	animals 1-6	y22		-2.035	2.142		0.50	0.50	0.25	
	animals 6-11	y23			1					
	Total	y24	1	1	1	-1				
	Projected harvesting, head	y25				0.04	-1			
	Illegal hunting, head	y26				0.15		-1		
	Brown Hare meat for wolves, kg	y27							3.25	-1

## Table 7: Fragment of the Beaver block of the numerical EMM

			-		ne or the zea							
				Avera	ige annual popula	ation, hea	d			Head		Meat
				Age	groups of Beave	r				Illegal		for Wolf, kg
			current	yearlings	two-year-olds	adults	adult	Total		huntin	Wolves	
	Model		year's brood 0-1	1-2	2-3	3-10	s 10-17		Projected harvesting,	g		
			x36	x37	x38	x39	x40	x41	x42	x43	x44	x45
Deerver	Born young animals	y3 6	17		-11.9	-1.7	-1.7					
Deaver	current year's brood 0-1	y3 7	-16.15	17								



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yearlings 1-2	y3		-16.15	17						0.5	
	8							0.3	0.3		
two-year-olds	y3			-16.15	2.429					0.4	
2-3	9							0.3	0.3		
adults 3-10	y4				-2.30	2.429				0.1	
	0				7			0.4	0.4		
adults 10-17	y4					1					
	1										
	y4	1	1	1	1	1	-1				
Total	2										
Projected	y4						0.03	-1			
harvesting,	3										
head											
Illegal	y4						0.09		-1		
hunting, head	4										
Beaver meat	y4									12.7	-1
for wolves,	5										
kg											

## Table 8: Fragment of the Wolf block of the numerical EMM

		Average annual population, head								
					Age groups	of Wolf				Wolf's meat requirements,
	Model		young wolves 0-1	yearlings 0-1	adults 2-3	adults 3-5	adults 5-8	adults 8-12	Total	kg
			x46	x47	x48	x49	x50	x51	x52	x53
	Born young animals	y46	12		-27	-13.5	-9	-6.75		
	young wolves 0-1	y47	-6	12						
	yearlings 0-1	y48		-11.4	12					
Wolf	adults 2-3	y49			-11.4	6				
	adults 3-5	y50				-5.7	4			
	adults 5-8	y51					-3.8	3		
	adults 8-12	y52						1		
	Total	y53	1	1	1	1	1	1	-1	
	Wolf's meat requirements, kg	y54	300	450	600	900	1200	1350		-1

The connection block of the numerical EMM is the Wold feed (diet) constraint, which connects all blocks of the Prey subsystem and the block of the Predator subsystem.

The target function is the population persistence measure of game animals given a decline in losses due to official harvesting, illegal hunting and losses to Wolf. For populations of the Prey subsystem bounded above and populations of the Predator subsystem bounded below, this criterion allows to calculate the optimum structure and size of each population.

## **III. RESULT ANALYSIS**

## A. Analysis of A Solution of The Predator-Prey Emm

### **Base possibility**

The base possibility calculations under the Predator-Prey EMM assume losses to Wolf at 5% for Elk and 3% for Boar.



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Age groups of Wolf	young wolves 0-1	yearling s 0-1	adults 2-3	adults 3-5	adults 5-8	adults 8-12	Total
Average annual Wolf population	2.2	1.1	1.0	2.0	2.8	1.0	10.0
Annual population, head	2.2	1.1	1.0	1.0	0.9	0.3	
Annual meat requirements per one wolf, kg	300	450	600	900	1,200	1,350	
Meat per Wolf population, kg	650.9	488.1	618.3	1,762.2	3,348.2	1,350.0	8,217.7

	Elk	Boar	White	Brown	Beaver
			Hare	Hare	
Official harvesting share, at the lowest	0.07	0.15	0.04	0.04	0.05
Illegal hunting share, at the lowest	0.14	0.20	0.15	0.15	0.10
Losses to Wolf, at the lowest	0.05	0.03	0.07	0.07	0.10
Projected harvesting, head	33.6	54.0	192.0	18.0	1.5
Illegal hunting, head	67.2	72.0	720.0	67.5	3.0
Losses to Wolf, head	24.0	10.8	336.0	31.5	3.0
Average meat weight per one head for wolves' feed, kg	280.0	44.0	2.6	3.3	12.7

	Age groups of Elk								
Indicator	current year's brood 0-1	yearlings 1-2	two-year-olds 2-3	adults 3-9	adults 9-15	Total			
Average annual population, head	59.5	43.3	37.8	195.5	144.0	480.0			
Annual (current) population, head	59	43	38	33	24				

Indicator	current year's brood 0-1	piglets 1-2	adults 2-7	adults 7-12	Total
Average annual population, head	48.5	45.7	175.8	90.0	360.0
Annual (current) population, head	48.5	45.7	35.2	15.0	



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Indicator	Ag	e groups of White Har	e	Total
	young hares 0-1	animals 1-6	animals 6-11	
Average annual population, head	682.1	2,917.9	1,200.0	4,800.0
Annual (current) population, head	682.1	583.6	240.0	

Indicator	Ag	Age groups of Brown Hare					
	young hares 0-1	animals 1-8	animals 8-15				
Average annual population, head	42.3	250.2	157.5	450.0			
Annual (current) population, head	42.3	35.7	22.5				

	Age groups of Beaver								
Indicator	current year's brood 0-1	yearlings 1-2	two-year-olds 2-3	adults 3-10	adults 10-17	Total			
Average annual population, head	2.5	2.3	2.1	12.6	10.5	30.0			
Annual (current) population, head	2.5	2.3	2.1	1.8	1.5				

# **B.** Possibility No.1 in case of an increase in Wolf's feed base (share of losses to Wolf: +0.02 for Elk and +0.02 for

Boar), i.e. losses of Elk and Boar to Wolf at respectively 7% and 5%.

Age groups of Wolf	young wolves 0-1	yearlings 0-1	adults 2-3	adults 3-5	adults 5-8	adults 8-12	Total
Average annual Wolf population	7.4	3.7	1.1	2.0	2.9	1.0	18.2
Annual (current) population, head	7.4	3.7	1.1	1.0	1.0	0.3	
Annual meat requirements per one wolf, kg	300	450	600	900	1,200	1,350	
Meat per Wolf population, kg	2,234.1	1,675.6	643.6	1,834.2	3,485.0	1,350.0	11222.5

	Elk	Boar	White	Brown	Beaver	Total
			Hare	Hare		
Projected harvesting share, at the lowest	0.07	0.15	0.04	0.04	0.05	
Illegal hunting share, at the lowest	0.14	0.20	0.15	0.15	0.10	

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Losses to Wolf, at the lowest	0.07	0.05	0.07	0.07	0.10	
Projected harvesting, head	33.6	54.0	192.0	18.0	1.5	
Illegal hunting, head	67.2	72.0	720.0	67.5	3.0	
Losses to Wolf, head	33.6	18	336.0	31.5	3.0	
Average meat weight per one head for wolves' feed, kg	280.0	44.0	2.6	3.3	12.7	
Meat for Wolf, kg	9,408.0	792.0	882.0	102.4	38.1	11,222.5

## C. Possibility No.2 in case of an increase in Wolf's feed base (share of losses to Wolf: +0.04 for Elk and +0.04 for

Boar), i.e. losses of Elk and Boar to Wolf at respectively 9% and 7%.

Age groups of Wolf	young wolves 0-1	yearlings 0-1	adults 2-3	adults 3-5	adults 5-8	adults 8-12	Total
Average annual Wolf population	9.6	4.8	1.4	2.7	3.8	1.0	23.3
Annual population, head	9.6	4.8	1.4	1.3	1.3	0.3	
Annual meat requirements per one wolf, kg	300	450	600	900	1,200	1,350	
Meat per Wolf population, kg	2,882.1	2,161.5	845.5	2,409.7	4,578.5	1,350.0	14,227.3

	Elk	Boar	White	Brown	Beaver	Total
			Hare	Hare		
Projected harvesting share, at the lowest	0.07	0.15	0.04	0.04	0.05	
Illegal hunting share, at the lowest	0.14	0.20	0.15	0.15	0.10	
Losses to Wolf, at the lowest	0.09	0.07	0.07	0.07	0.10	
Projected harvesting, head	33.6	54.0	192.0	18.0	1.5	
Illegal hunting, head	67.2	72.0	720.0	67.5	3.0	
Losses to Wolf, head	43.2	25.2	336.0	31.5	3.0	
Average meat weight per one head for wolves' feed, kg	280.0	44.0	2.6	3.3	12.7	
Meat for Wolf, kg	12,096.0	1,108.8	882.0	102.4	38.1	14,227.3

## **IV. CONCLUSION**

The discussed Predator-Prey EMM allows for a wider scope of modelling regarding the relations of antagonistic animals (Predator-Prey model) when compared to the classical

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Lotka-Volterra model. The Predator-Prey EMM enables to model a full-fledged Predator-Prey system in its full diversity,

i.e. a system of several populations of Prey and Predator.

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The model allows describing populations in line with the sex-age structure, which enables full-fledged modelling of a population's biological turnover. The sex-age differentiation of game animals allows to fine-tune technical and economic coefficients for relative consumption and produce output in the analysed Predator-Prey relations.

The proposed Predator-Prey EMM allows to calculate the Predator and Prey populations in sex-age structures for various possibilities of changes in the respective conditions and to track population changes for Prey and Predator in their mutual relation.

The discussed Predator-Prey EMM enables a variety of options for further development. Thus, adding feed bases to the Predator-Prey EMM would completely provide for territorial analyses of specific biosystems in their full variety and functioning.

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