



## Guidelines to use the Graphical User Interface (GUI) for marine disease modelling

This is a guideline for the Grafical User Interface (GUI) that have been set up to easily manipulate the marine disease model parameters and initial conditions and get results for different disease scenarios. The model behind the GUI is a compartmental single population model as built in this course lessons, where S is the susceptible host population, I is the infected population, DI is the dead infected population and IP is the parasite pool in the water column. This model is adequate to simulate some invertebrate marine populations' disease dynamics; for example abalones. Abalone is the common name for marine gastropod molluscs (sea snails) in the *Haliotidae* family.Withering abalone syndrome is the disease of the abalone shellfish, found in black and red abalones.

Parasite transmission to S occur through direct contact between (1) I and S individuals, uals, (2) DI and S individuals and (2) waterborne parasites IP and S individuals. Disease transmission rate is specific for each of thee transmission types, that is Iinfect, Dinfect, and IPinfect, respectively. Susceptible individuals are removed from the system by Bmort mortality rate, while infected animals die at Imort mortality rate. Parasite stages in the water column are produced (released) by infected and dead infected individuals at Irelease and Drelease rates, respectively. Dead individuals are removed from the system at DeadDecay rate while IP are lost or deactivated at Premove rate.







## Files

To run the GUI you need to download both files (\*.m and \*.fig) in the same folder: (1) Abalone1.m and Abalone1.fig. The Abalone1.m file is the file you need to run on MATLAB by typing Abalone1 on the command window. The Abalone1.fig is the file you need to open in order to edit and change the outputs of the GUI. A priori you do not need to open and edit this Abalone1.fig file.

## Run the GUI

On the Matlab workspace find and open the folder where you have located both files.

(1) Open Matlab 🗯 X11 Applications Edit Window Help X X2GO-gbidegain-747-1430 00 MATLAB R20 HOME EDITOR 🛅 🔚 📮 Find Files Insert 🛃 fx 👍 👻 1.1111 Run Section 0 Open Save Comment % 🖄 🎝 🔂 Go To 👻 Breakpoints Run and Run and 🖳 Advance Time Advance 🔍 Find 👻 Indent 🛐 🏭 🔯 🗦 🌳 🖪 詞 🇀 / 🕨 research\_data 🕨 Abalone model workshop 🕨 Current Folder () 📝 Editor /research\_data/ el workshop/Abalone\_Model\_1/Abalone1.n Name ∠ Abalone1.m × Abalone\_Model\_1
Abalone1.fig
Abalone1.m % Graphi al ODE Solver for marine disese models 1 % Abalon 2 3 % This application has been tested with the abalor Abalone\_Mode Abalone\_Model\_2 Abalone2.fig Abalone2.m Abalone\_Model\_3 Abalone3a.fig Abalone3a.m 4 5 □function varargout = Abalone1(varargin) ⋳% ABALONE1 M-file for Abalone1.fig % AEALONE1, by itself, creates a new ABALONE: 6 8 % ngleton\*. Abalone3b.fig Abalone3b.m 9 % % = ABALONE1 returns the handle to a new AE 10 % 11 e existing singleton\*. (2) Find the folder of 12 % the model you want ALONE1('CALLBACK',hObject,eventData,hand nction named CALLBACK in ABALONE1.M with 13 % % to manipulate using 14 the GUI and open the file by double (3) Click on the Run clicking button (e.g. Abalone 1.m)

Once you are in the folder, follow the steps 2-7 in Figures 1 and 2.

Figure 1: Steps to follow in the Matlab Workspace









Figure 2: Steps to follow on the GUI window

