

# Derivation of Holling's Disk Equation<sup>1</sup>

## Ethology and Behavioral Ecology

This equation was originally empirically derived by having students pick up disks of sandpaper. Thus its name. It can also be derived from a set of reasonable assumptions about foraging and that is what we will do, following Stephens and Krebs<sup>1</sup>

For rate maximization ( $R$ ) models:

eq. 1.             $\text{Rate} = R = \text{Net Energy Intake} / \text{Time}$

Foraging time is assumed to be composed of search time per prey item,  $T_S$  and handling time per prey item,  $T_H$

Thus:

eq. 2             $R = E_F / (T_H + T_S) = (E - \text{cost}) / (T_H + T_S)$

Where  $E_F$  is the net energy intake and  $E$  is the total energy intake. Now, the number of prey encountered,  $N$ , is

eq. 3             $N = T_S * \lambda$

where  $\lambda$  is the rate at which prey are encountered (prey or patches / time).

Now, since encounters with prey ( $N$ ) are assumed to be linearly related to search time (eq. 3), then both net energy intake,  $E_F$ , and handling time,  $T_H$ , should be expressible as linear functions of search time,  $T_S$ . The reason for this is that the total energy,  $E$ , should be:

eq. 4a             $E = N * \bar{e}$

where  $\bar{e}$  is the average energy per prey item or patch. This is a linear equation. By substitution using equation #3:

eq. 4b             $E = T_S * \lambda * \bar{e}$

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<sup>1</sup> For additional information on other forms of this equation, see *Foraging Theory* by D. W. Stephens and J. R. Krebs 1986 or later, Princeton University Press. The original (hard to find) is: Holling, C.S. 1959. Some characteristics of simple types of predation and parasitism. *Can. Entom.* 91:385-398.

Likewise, the handling time,  $T_H$ , would be given as:

$$\text{eq. 5a} \quad T_H = N * \bar{h}$$

and once again, by substitution using eq. 3:

$$\text{eq. 5b} \quad T_H = T_S * \lambda * \bar{h}$$

where  $\bar{h}$  is the average handling time per prey item.

Finally, there is the matter of the cost of obtaining prey ( $C$ ). Most inclusively it will include both costs involved in searching ( $C_S$ ) and handing ( $C_H$ )

$$\text{eq. 6a} \quad C = C_S + C_H = s_S * T_S + s_H * T_H$$

where  $s_S$  and  $s_H$  are the rates of accruing costs.

We commonly make the assumption that handling costs are small enough to ignore (**this is certainly not always true as you can easily imagine**). Nevertheless, using the simplifying assumption that  $s_H = 0$ :

$$\text{eq. 6b} \quad C = s_S * T_S$$

We can now substitute eqs. 4b, 5b and 6b into eq. 2:

$$\text{eq. 7a} \quad R = (T_S * \lambda * \bar{e} - s_S * T_S) / (T_S * \lambda * \bar{h} + T_S)$$

and factoring:

$$\text{eq. 7b} \quad R = T_S * (\lambda * \bar{e} - s_S) / T_S (\lambda * \bar{h} + 1)$$

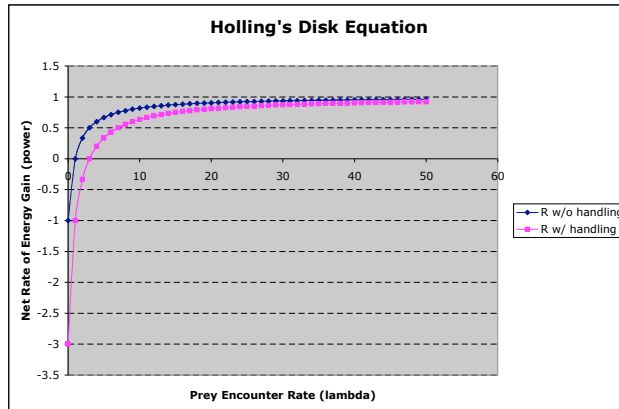
After simplifying we obtain:

$$\text{eq. 8a} \quad R = \frac{\lambda * \bar{e} - s_S}{1 + \lambda * \bar{h}}$$

Eq. 8a is known as Holling's Disk equation. It is a fundamental equation in rate maximizing optimization models. **The equation has a very different appearance if handling costs are high.**

$$\text{eq. 8b} \quad R = \frac{\lambda * \bar{e} - s_S}{1 + \lambda * \bar{h}} - \frac{s_H \lambda * \bar{h}}{1 + \lambda * \bar{h}} = \frac{\lambda * \bar{e} - s_S - s_H \lambda * \bar{h}}{1 + \lambda * \bar{h}}$$

Also notice that it is not linear but instead predicts that for given mean handling times, prey energy values, and search costs per prey that the rate that energy is taken in ( $R$ ) approaches an asymptote. Why must that be the case?



## Symbols

- $\lambda$  rate at which prey are encountered when searching (prey/time)
- $\bar{e}$  mean energy per prey item (or patch) (J per prey or patch)
- $C$  cost of obtaining prey (J)
- $C_H$  handling cost (J)
- $C_S$  search cost (J)
- $E$  total energy intake (J)
- $E_F$  net energy intake (J)
- $\bar{h}$  mean handling time (time/prey)
- $N$  number of prey encountered
- $R$  rate of net energy gain, a power term (W or J/time)
- $s_H$  handling cost rate – the power requirements for handling prey -- cost per unit time of handling a prey, sometimes assumed to be zero. (W or J/time)
- $s_S$  search cost rate – the power requirements of searching for prey -- cost per unit time of searching for prey. (W or J/time)
- $T_S$  search time per prey item
- $T_H$  handling time per prey item