

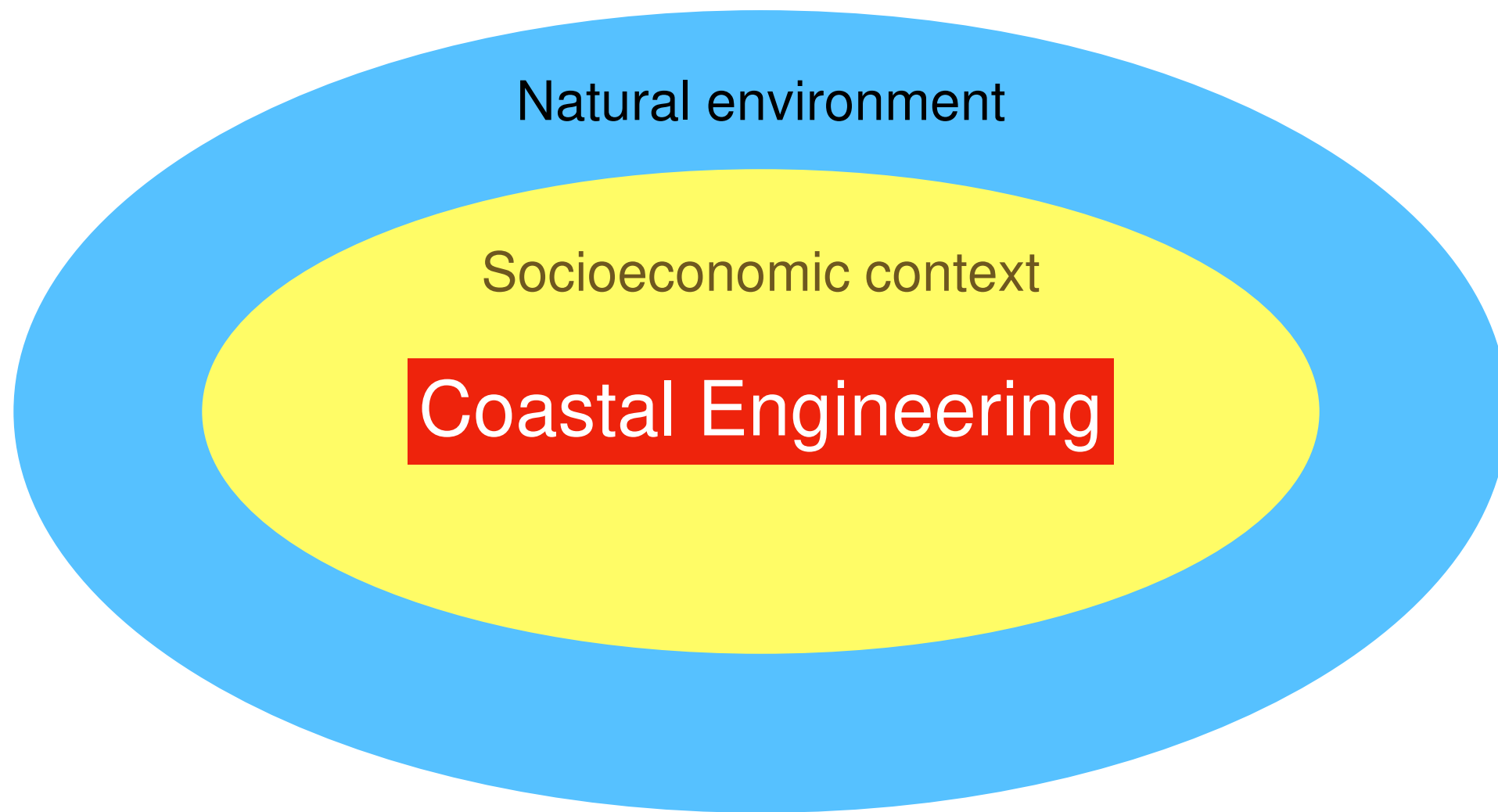


# Alternative stable states in coastal ecosystems, **tipping points** and the cost of doing nothing

Orencio Duran Vinent  
*Ocean Engineering, TAMU*



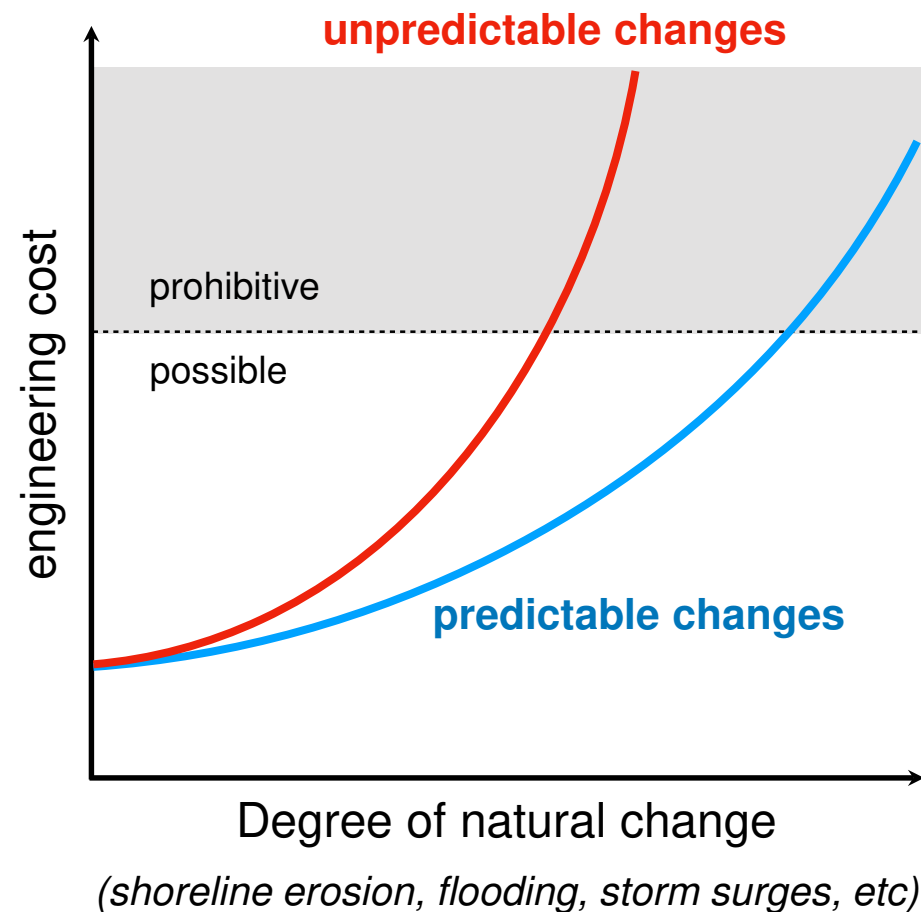
# Why care about the natural dynamics of coastal systems?



The natural environment and natural processes  
control engineering costs...

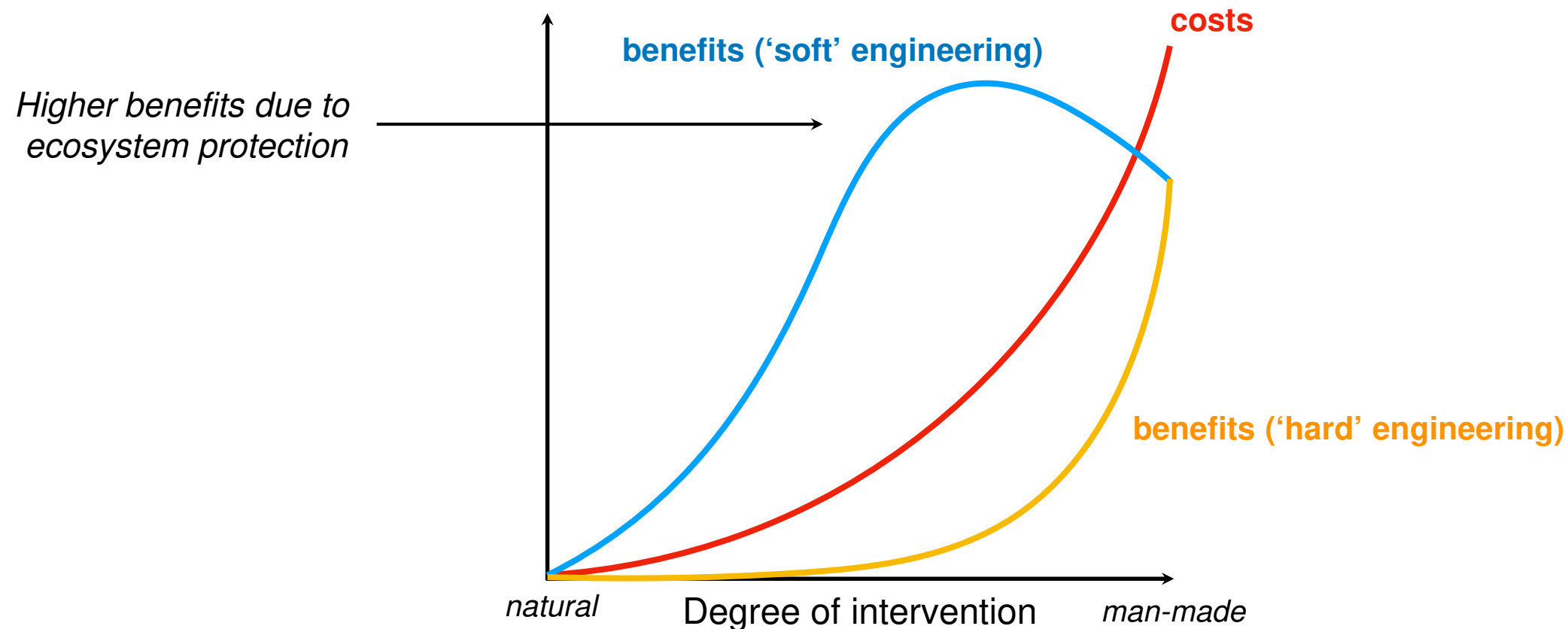
...but also offer new engineering opportunities

# Why care about the natural dynamics of coastal systems?



Predictable natural dynamics minimize engineering costs...

# Why care about the natural dynamics of coastal systems?



Predictable natural dynamics minimize engineering costs...  
...and maximize the benefits



# Natural dynamics of coastal systems

## Ecosystem engineers:

- Marshes
- Coastal dune vegetation
- Oysters
- Seagrasses

organisms create & **maintain** their own habitat

seagrass



marshes



coastal dunes

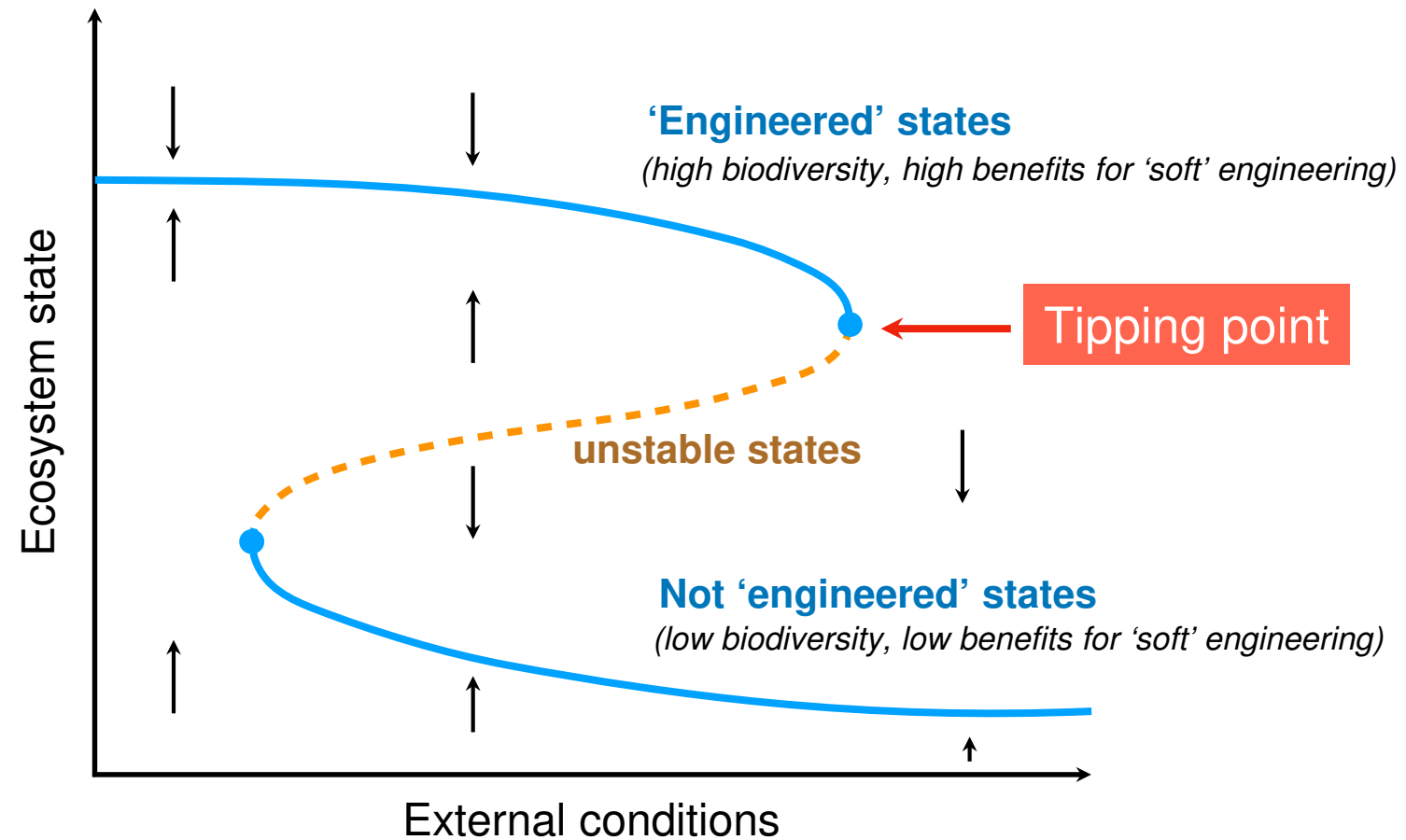


Adapt to SLR

Recover from disturbances

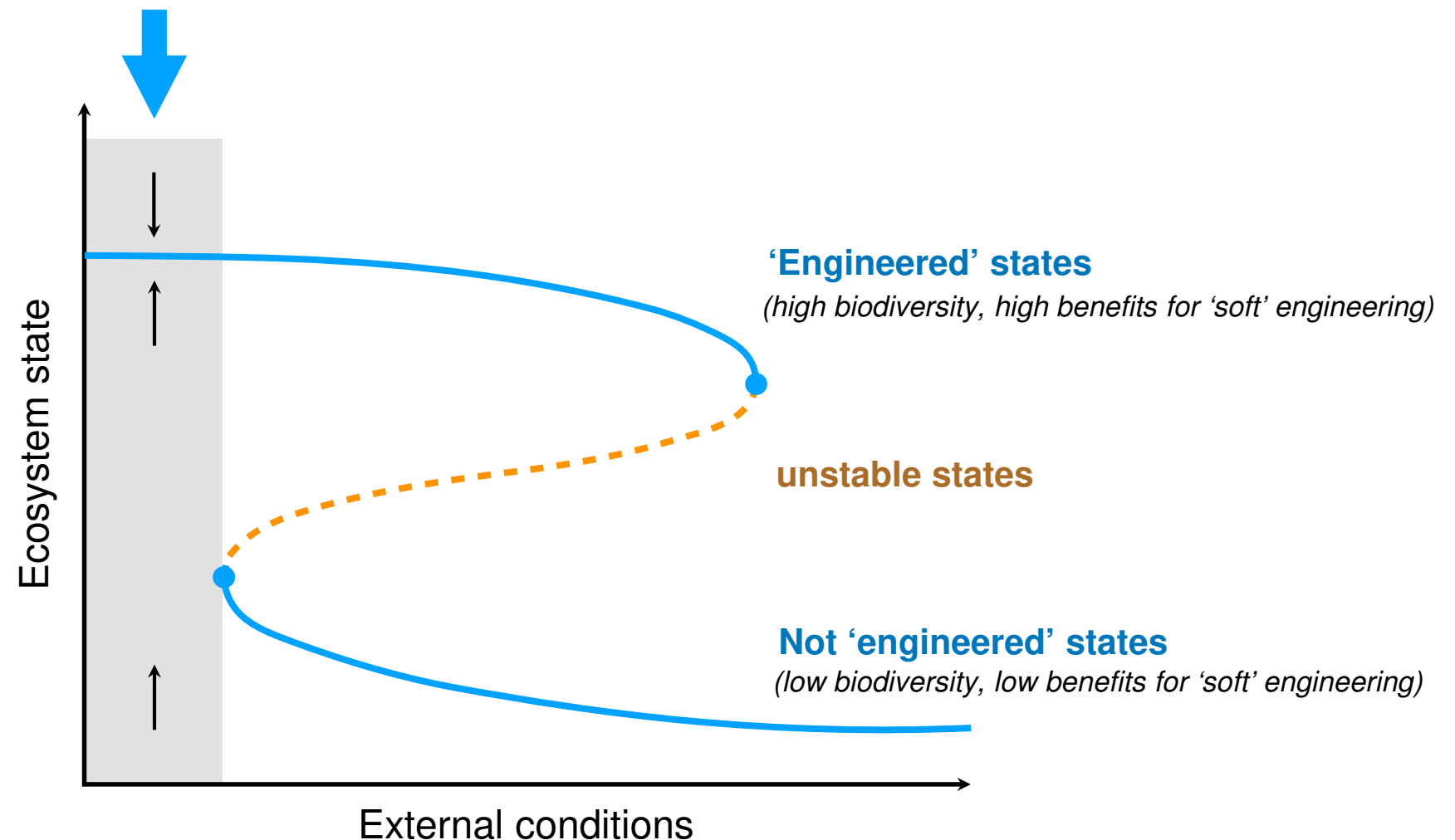
# Dynamics of ecosystem engineers

## Alternative stable states and tipping points



# Dynamics of ecosystem engineers

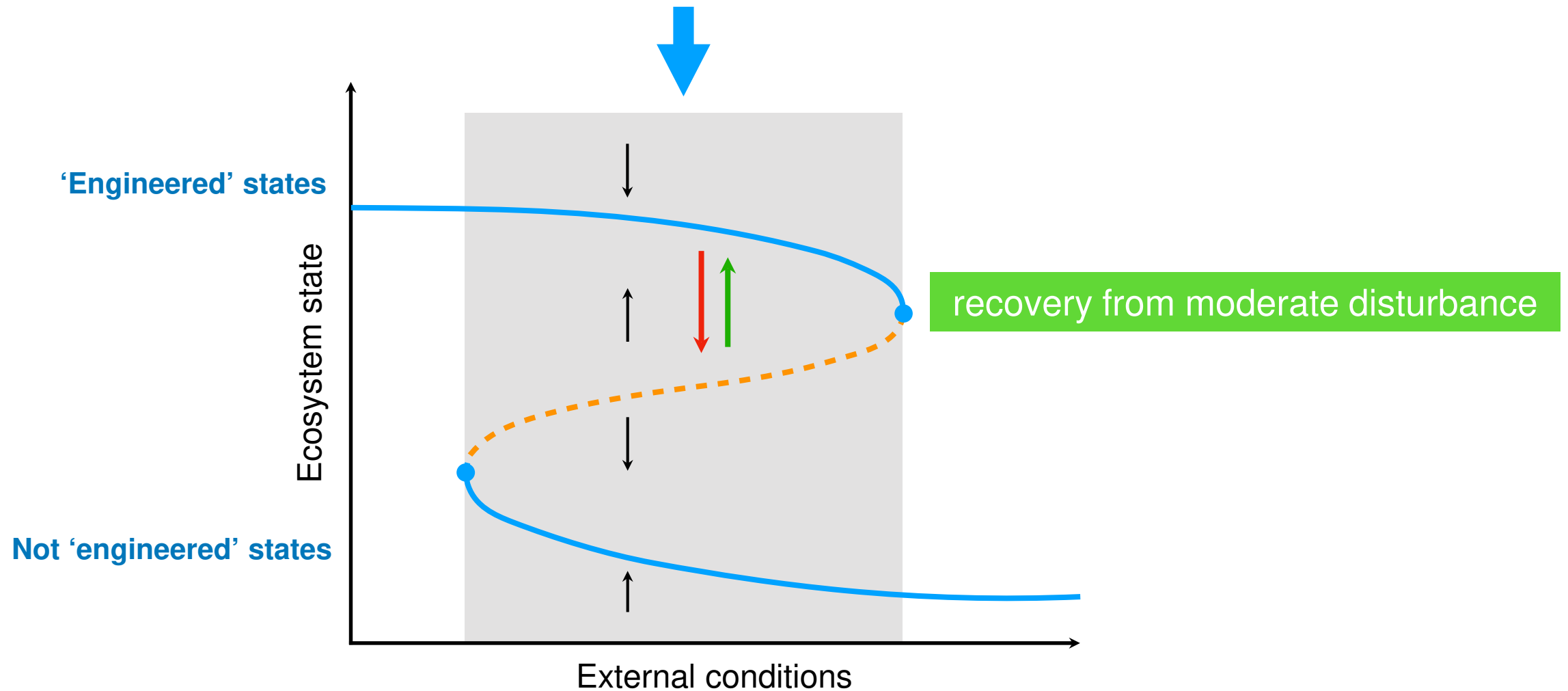
**Maximum resilience:** always recover from disturbances



Minimal engineering costs, maximum benefits

# Dynamics of ecosystem engineers

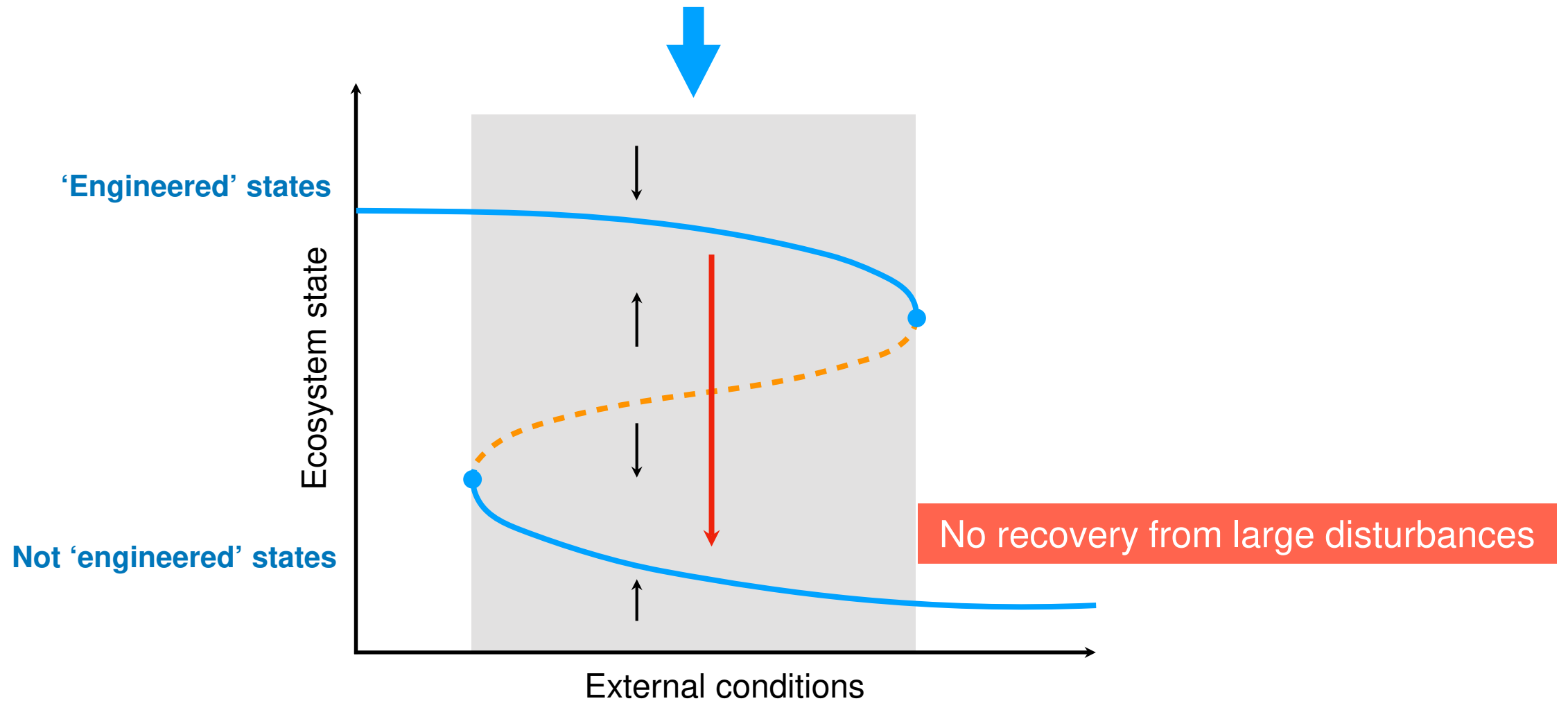
**Moderate resilience:** recovery depends on disturbance





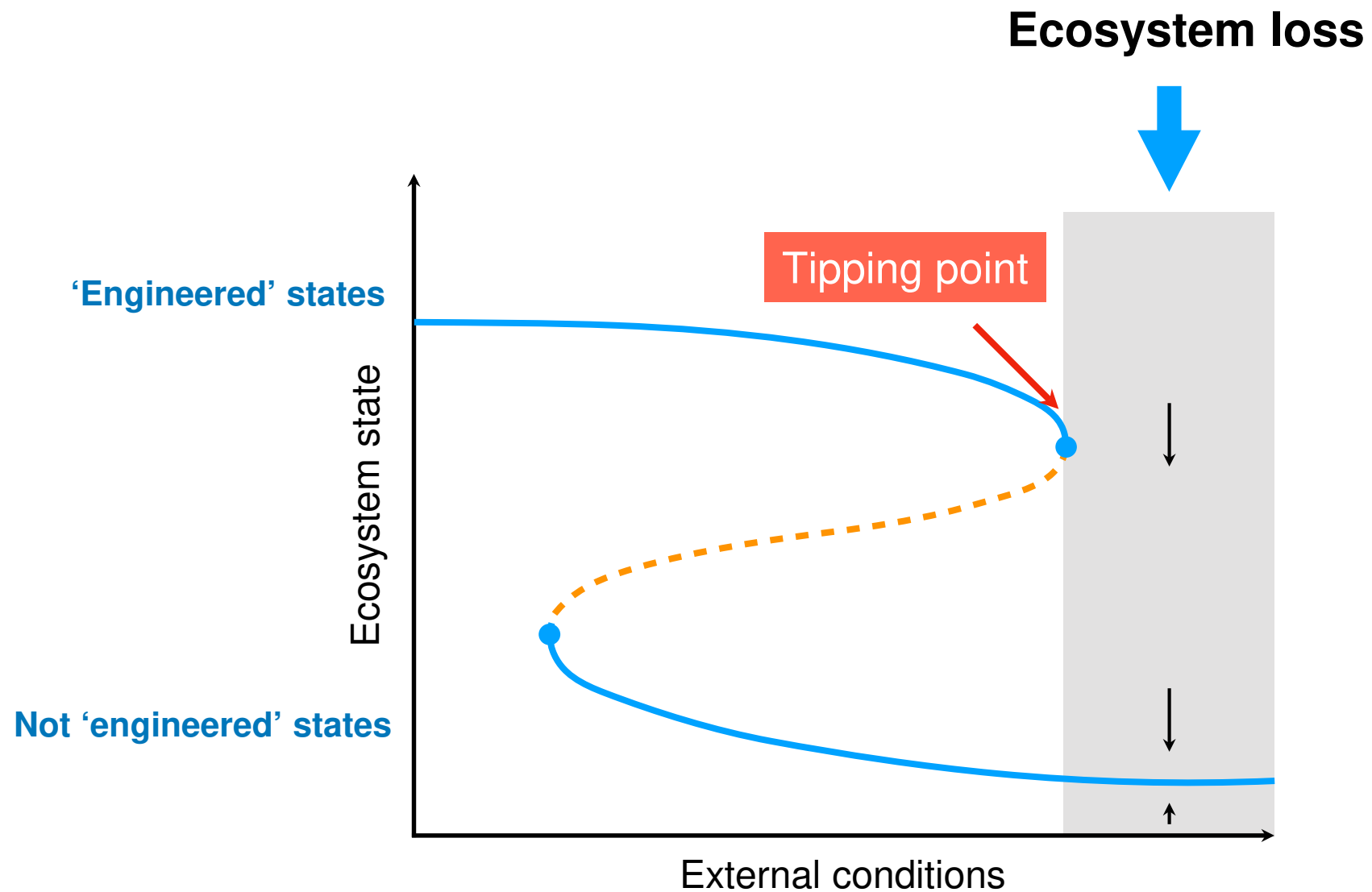
# Dynamics of ecosystem engineers

**Moderate resilience:** recovery depends on disturbance



Moderate engineering costs due to ecosystem restoration

# Dynamics of ecosystem engineers



Maximum engineering costs to maintain an unstable ecosystem



# Dynamics of ecosystem engineers: **marshes**



Legend

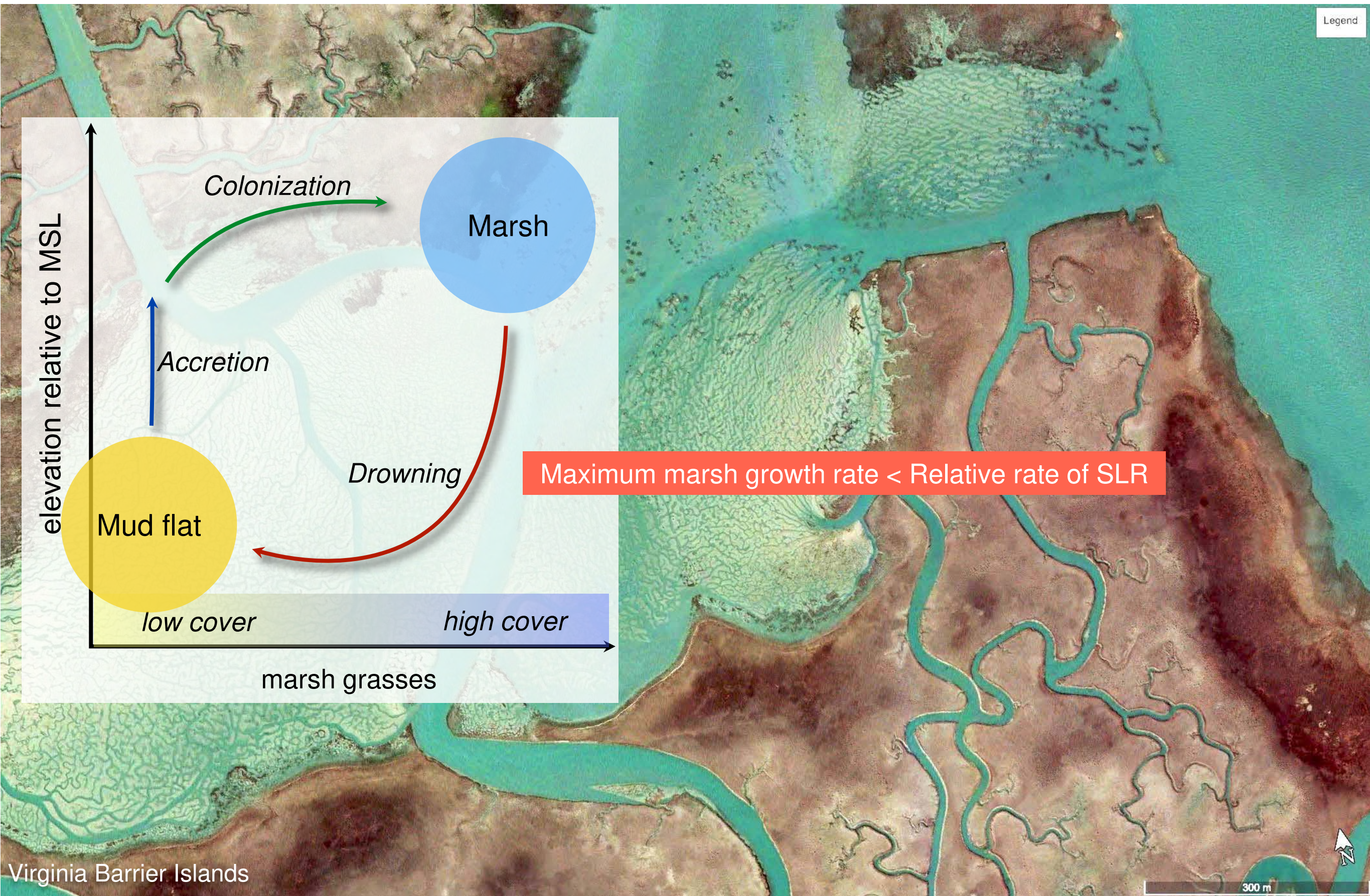
Virginia Barrier Islands

300 m



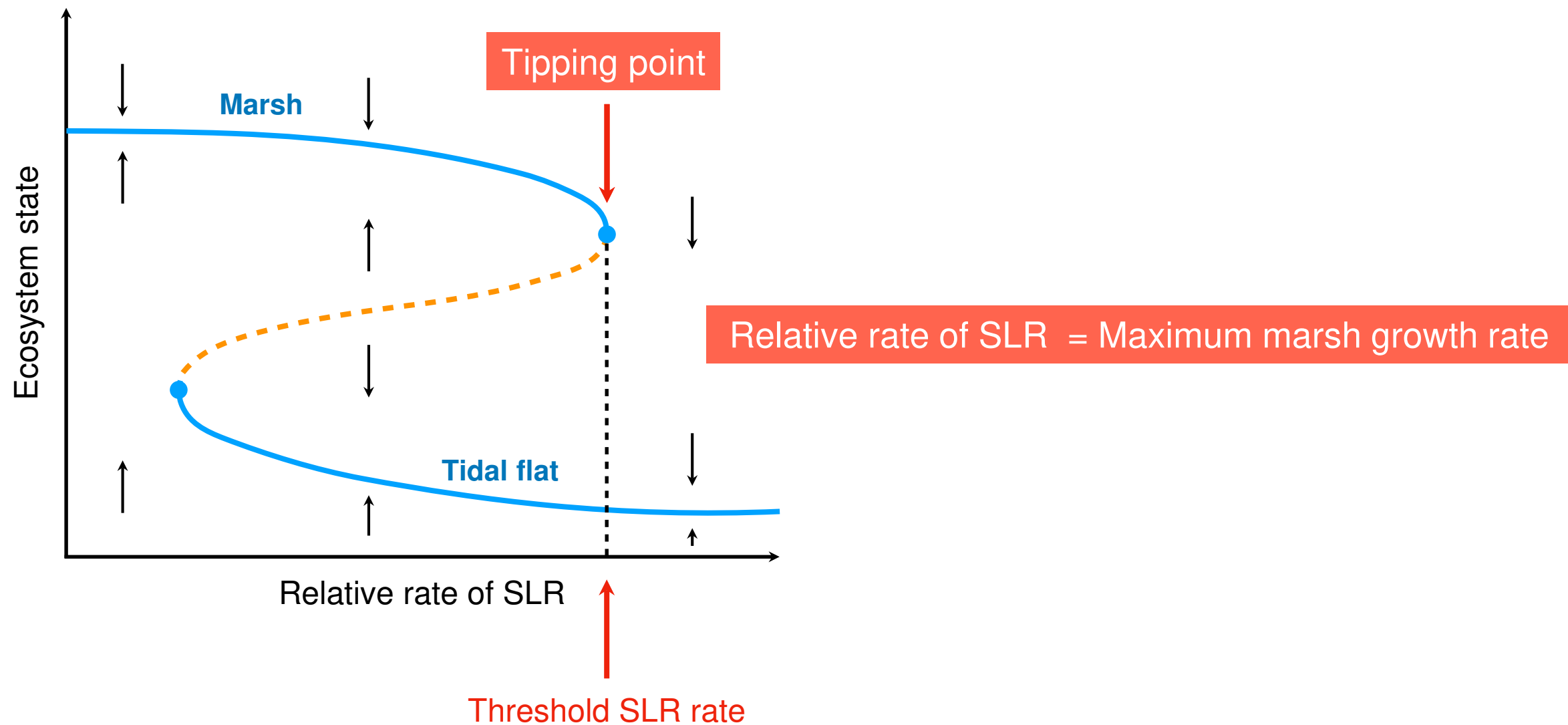


# Dynamics of ecosystem engineers: **marshes**

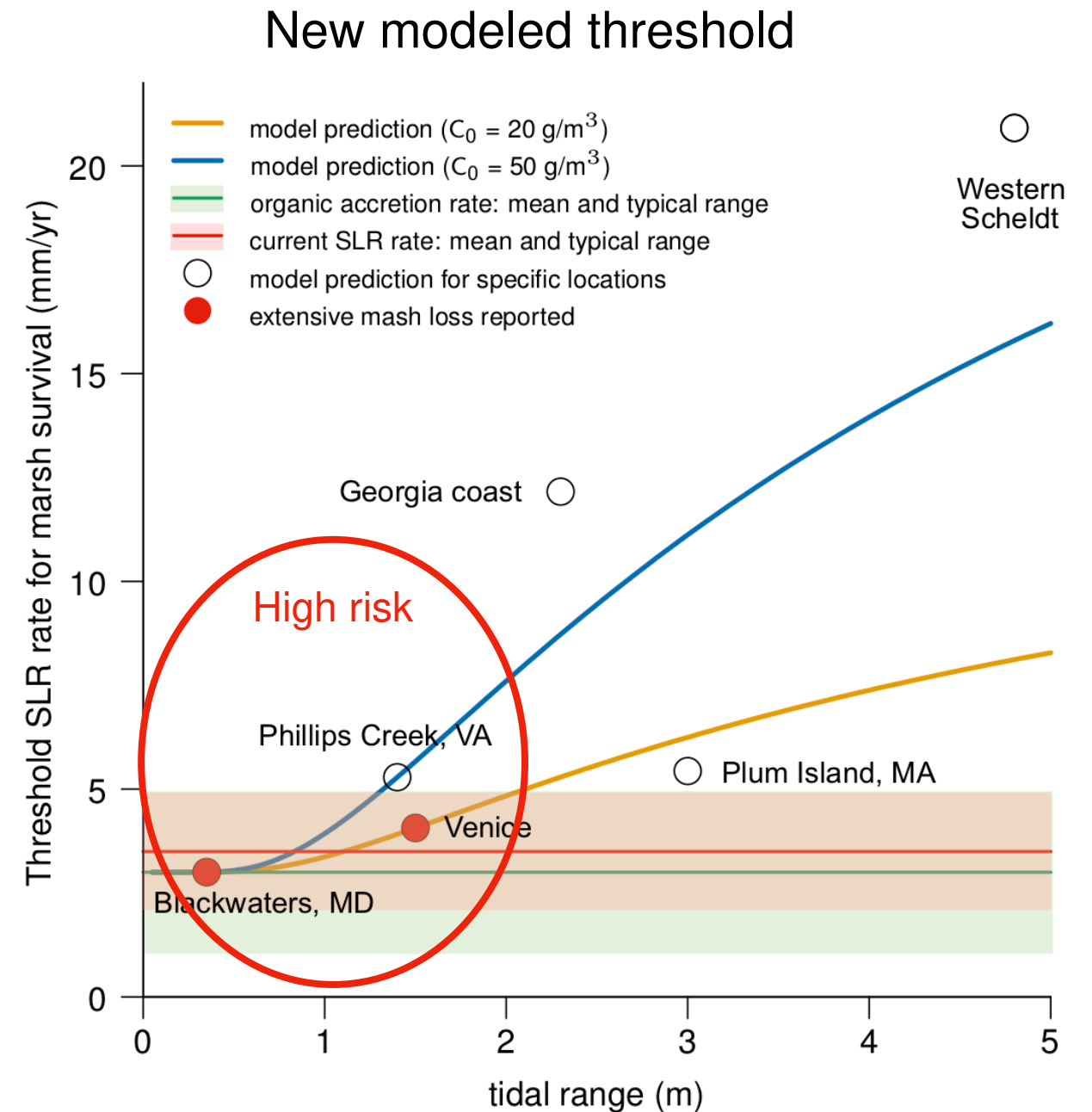
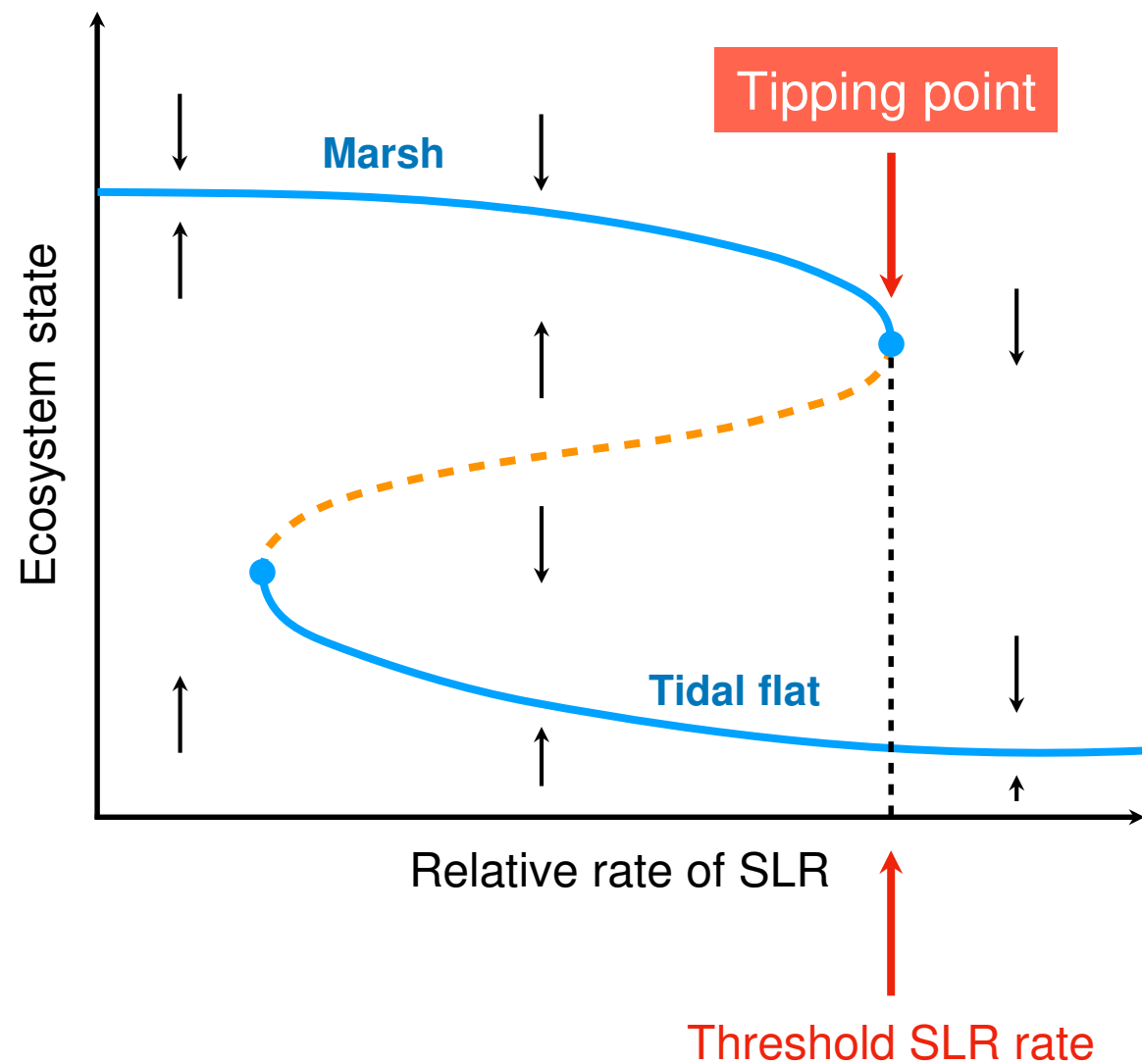




# Dynamics of ecosystem engineers: **marshes**



# Dynamics of ecosystem engineers: **marshes**



Threshold of microtidal marshes controlled by organic accretion

# Simulations of marsh response to SLR (Virginia)

Surface elevation (m) relative to MSL for 2100

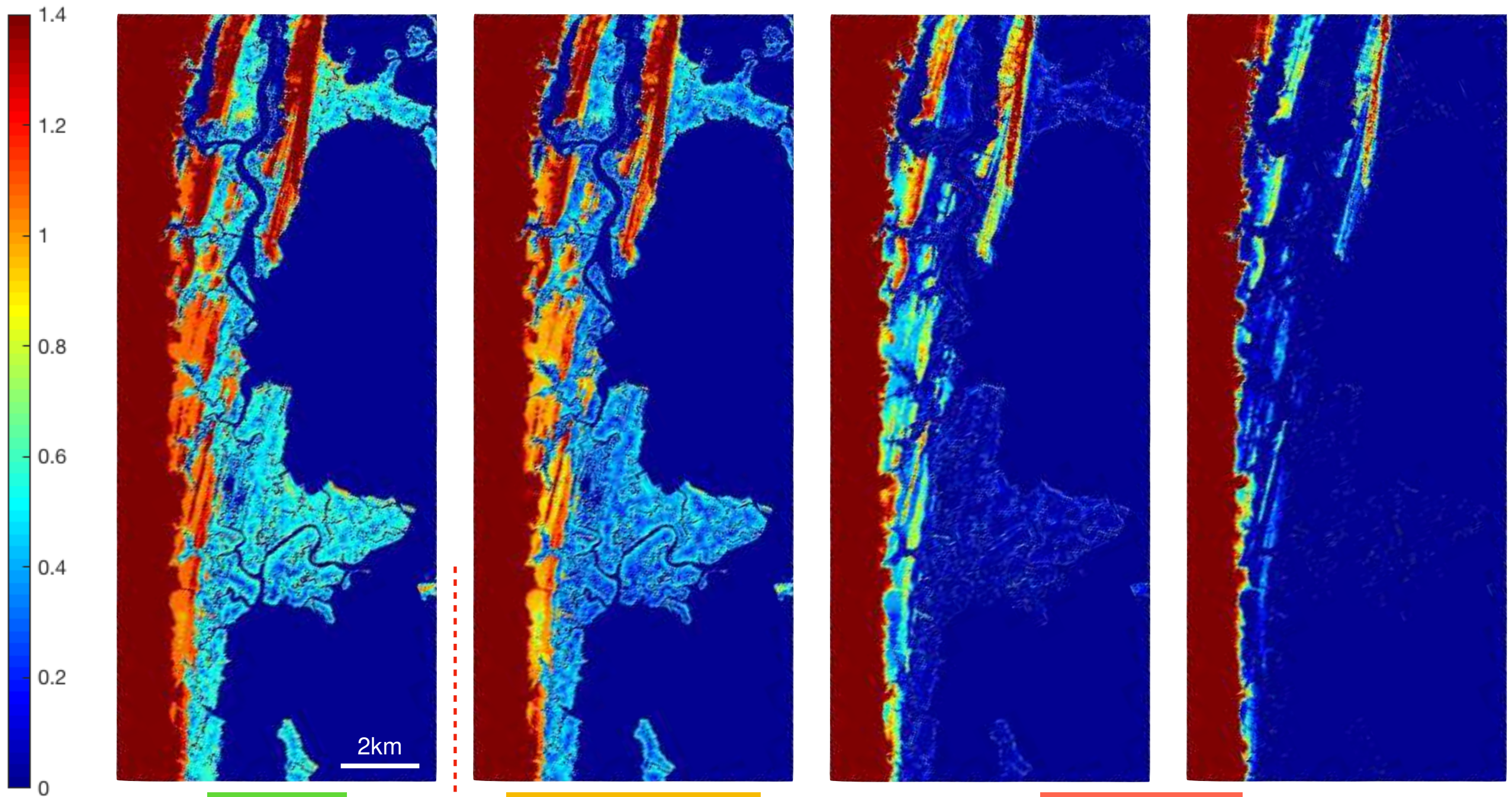
SLR scenarios

Low (0.3m)

Intermediate-low (0.5m)

Intermediate (1m)

Intermediate-high (1.5m)



Resilient

Slowly drowning

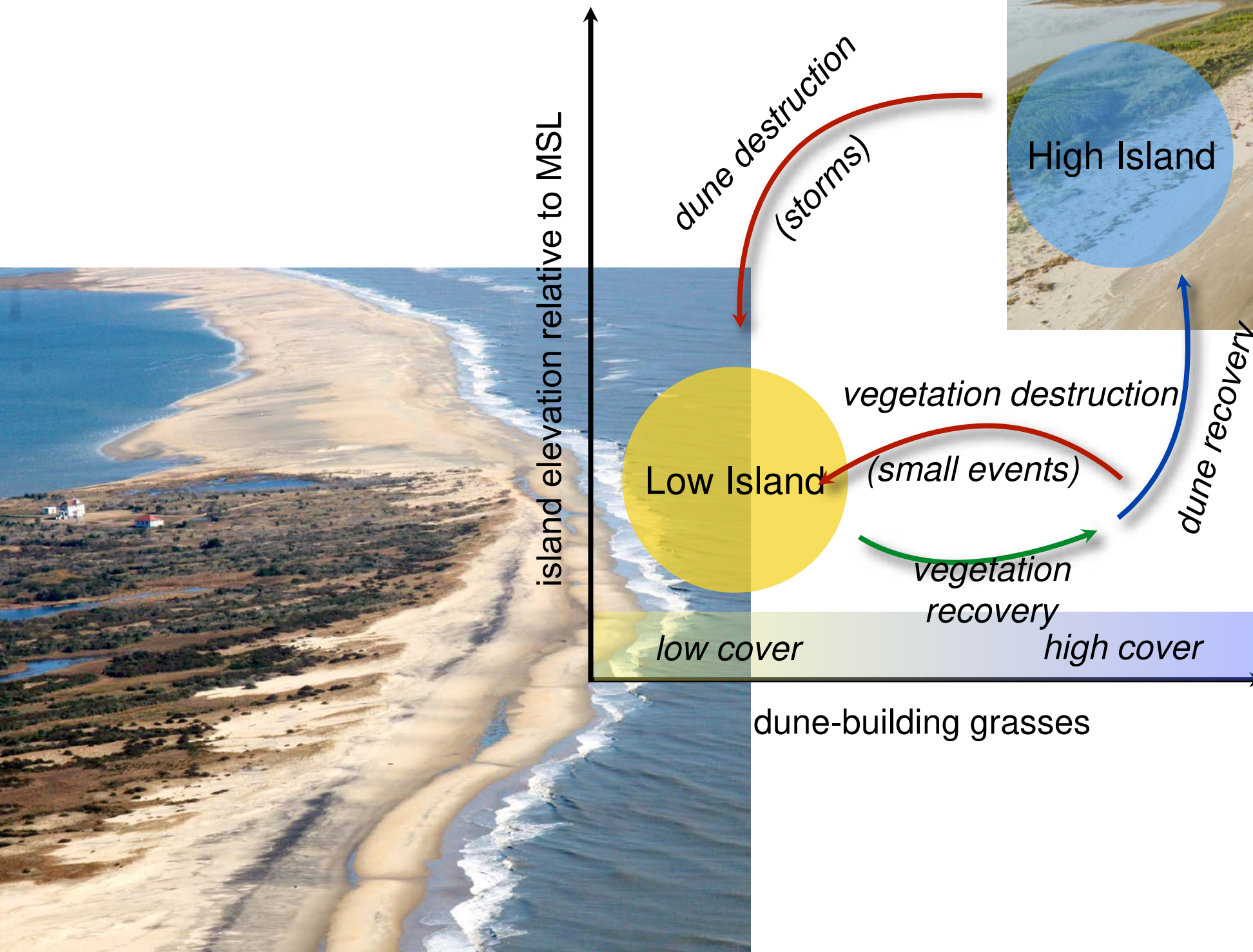
Massive loss

Crossing of the tipping point



# Dynamics of ecosystem engineers: **dune vegetation**

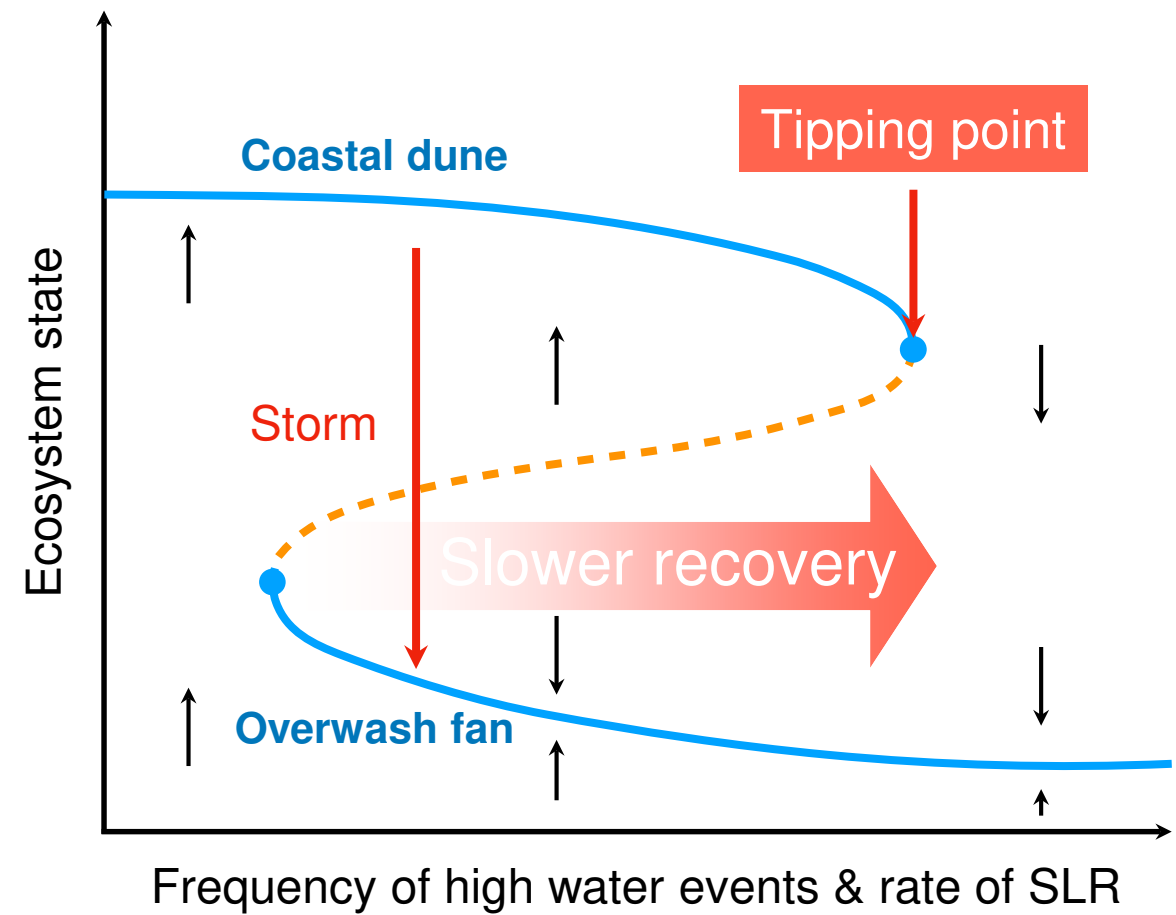
## Coastal dunes and barrier islands





# Dynamics of ecosystem engineers: **dune vegetation**

## Coastal dunes and barrier islands

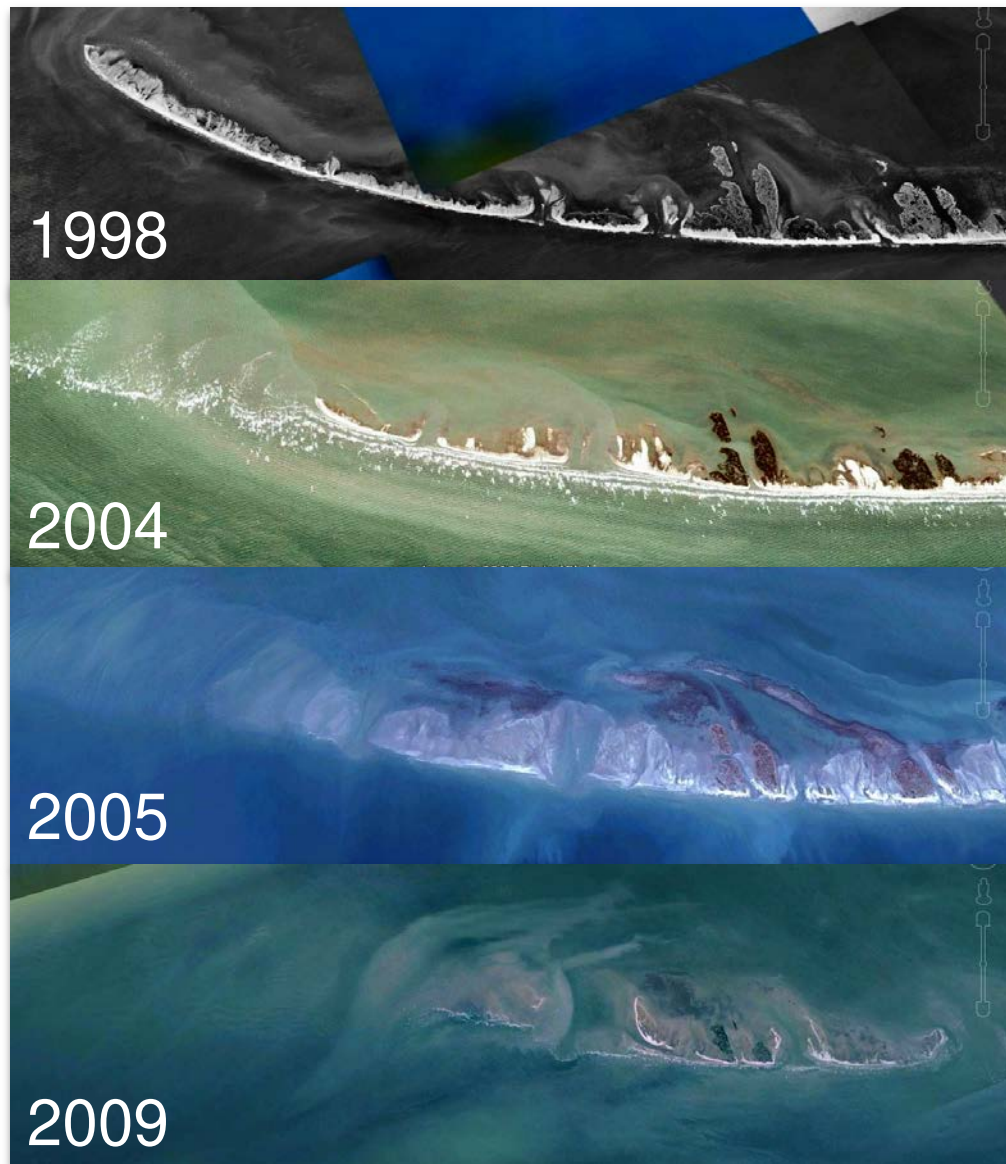


*Duran & Moore, Nat. Clim. Change (2015)*

# Dynamics of ecosystem engineers: **dune vegetation**

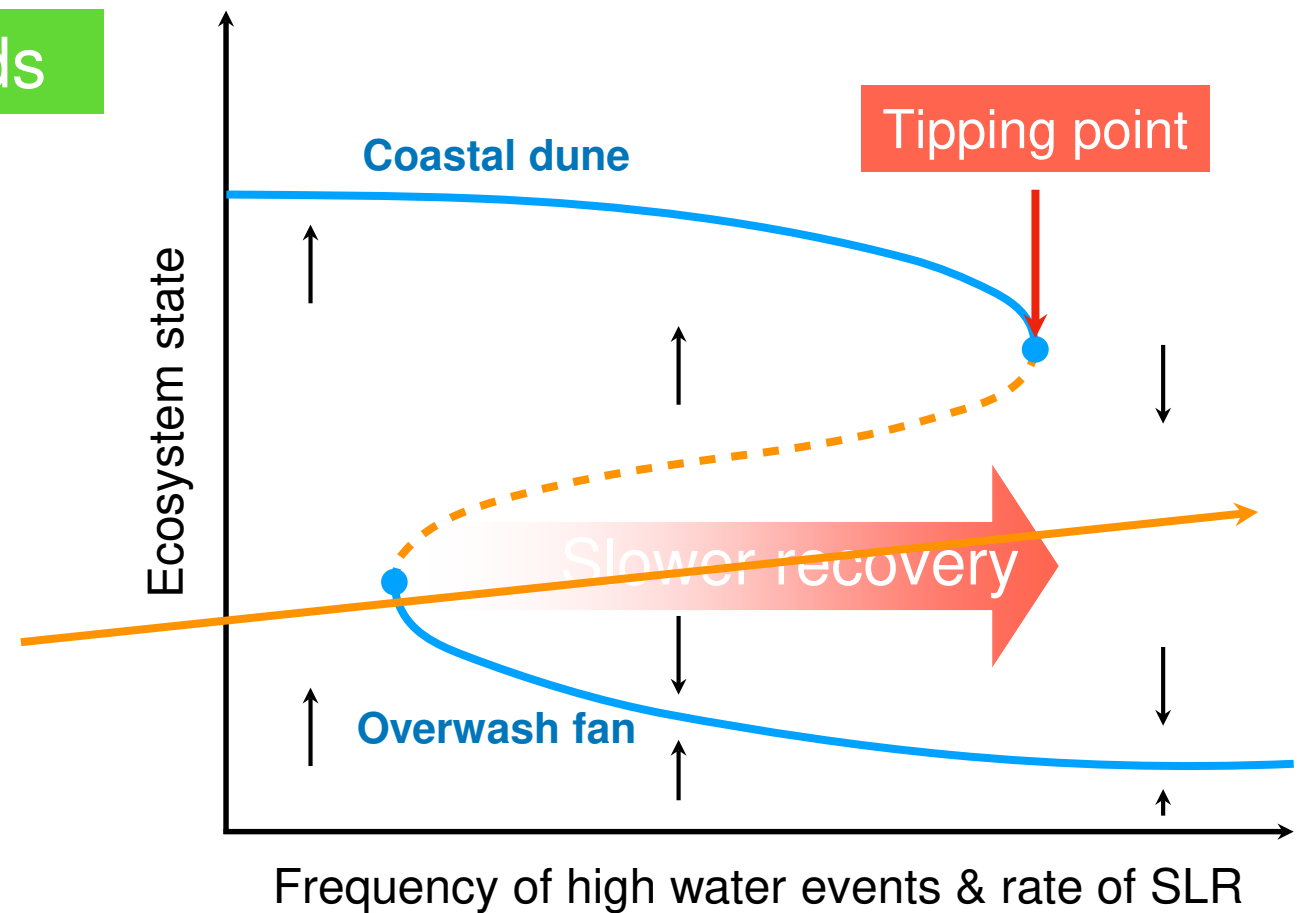
## Coastal dunes and barrier islands

Chandeleur islands



reduction of sand supply

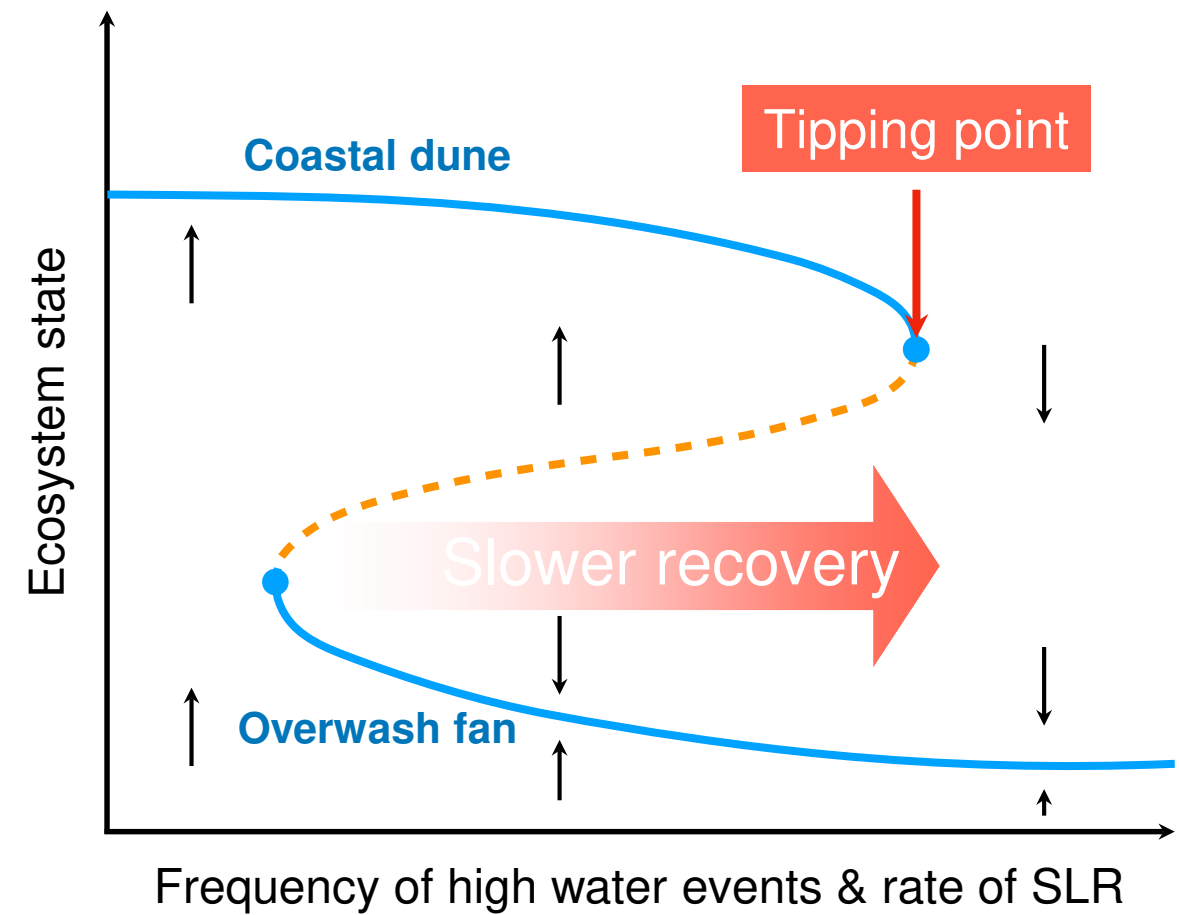
increase of relative sea level rise



No recovery from large disturbances

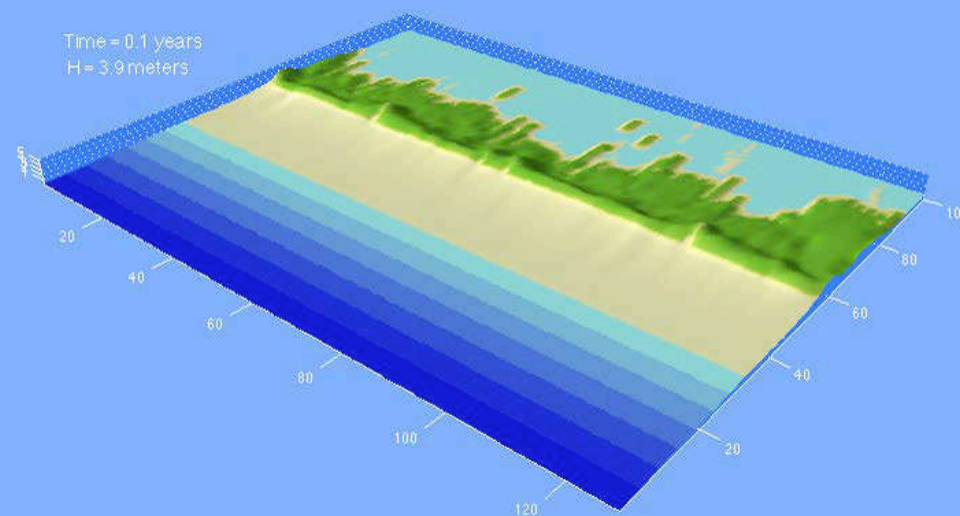
# Dynamics of ecosystem engineers: **dune vegetation**

## Coastal dunes and barrier islands

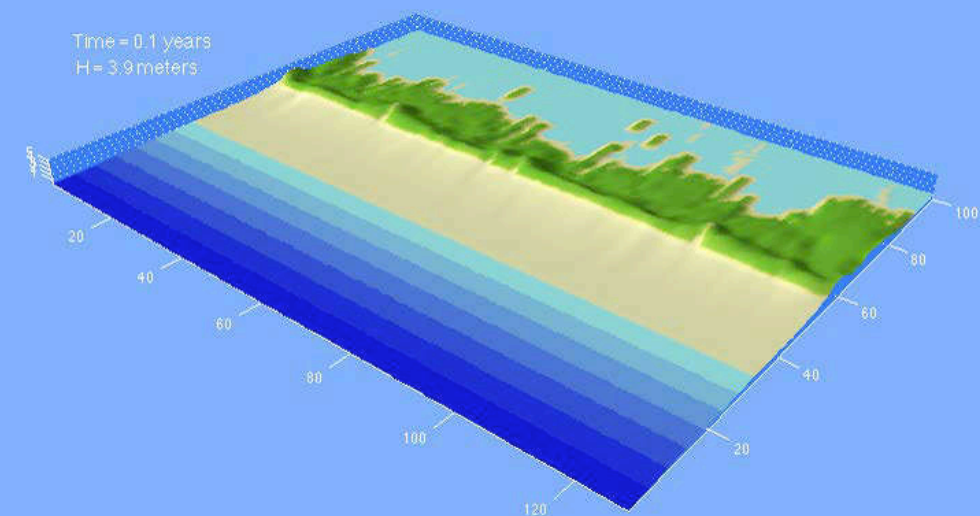


Numerical simulations: *Duran & Moore, Nat. Clim. Change (2015)*

low frequency events

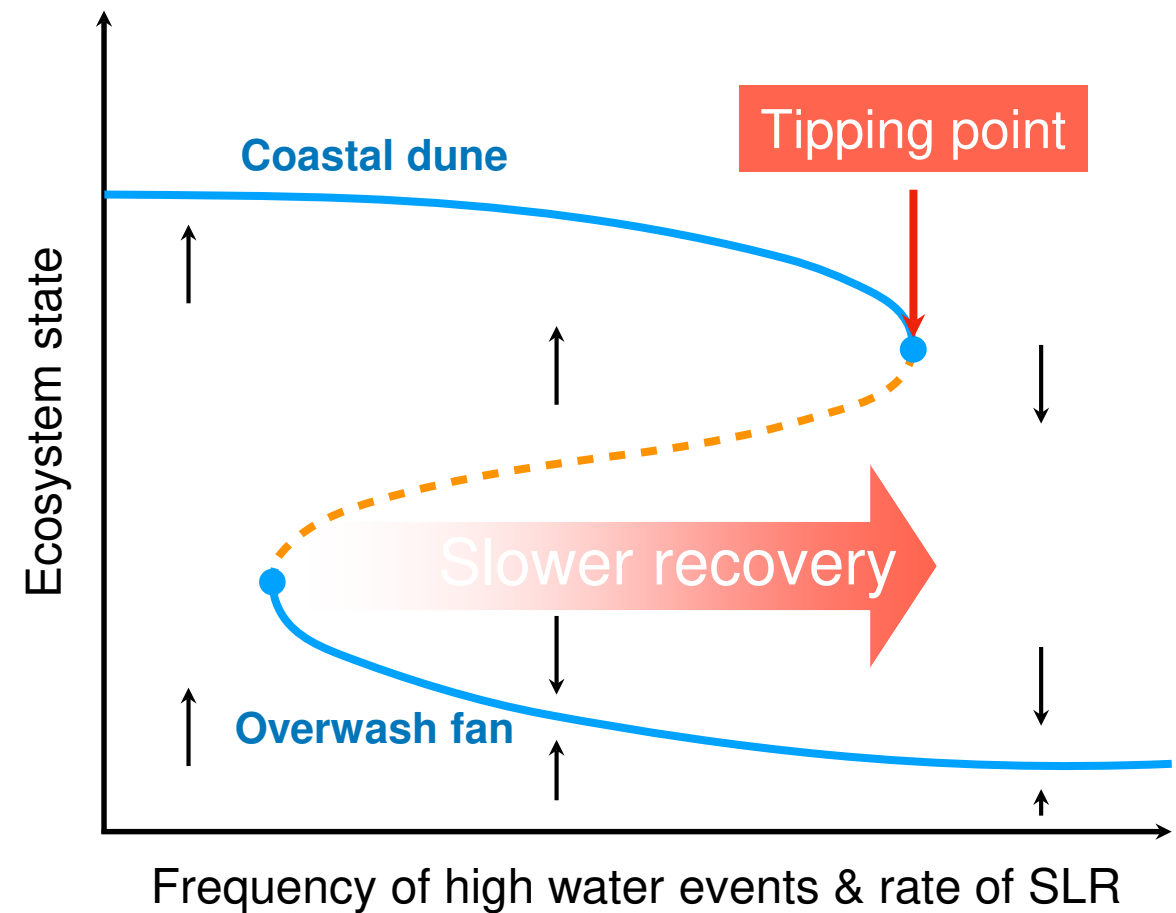


high frequency events



# Dynamics of ecosystem engineers: **dune vegetation**

## Coastal dunes and barrier islands



Lower dunes → more overwashes → higher migration rates

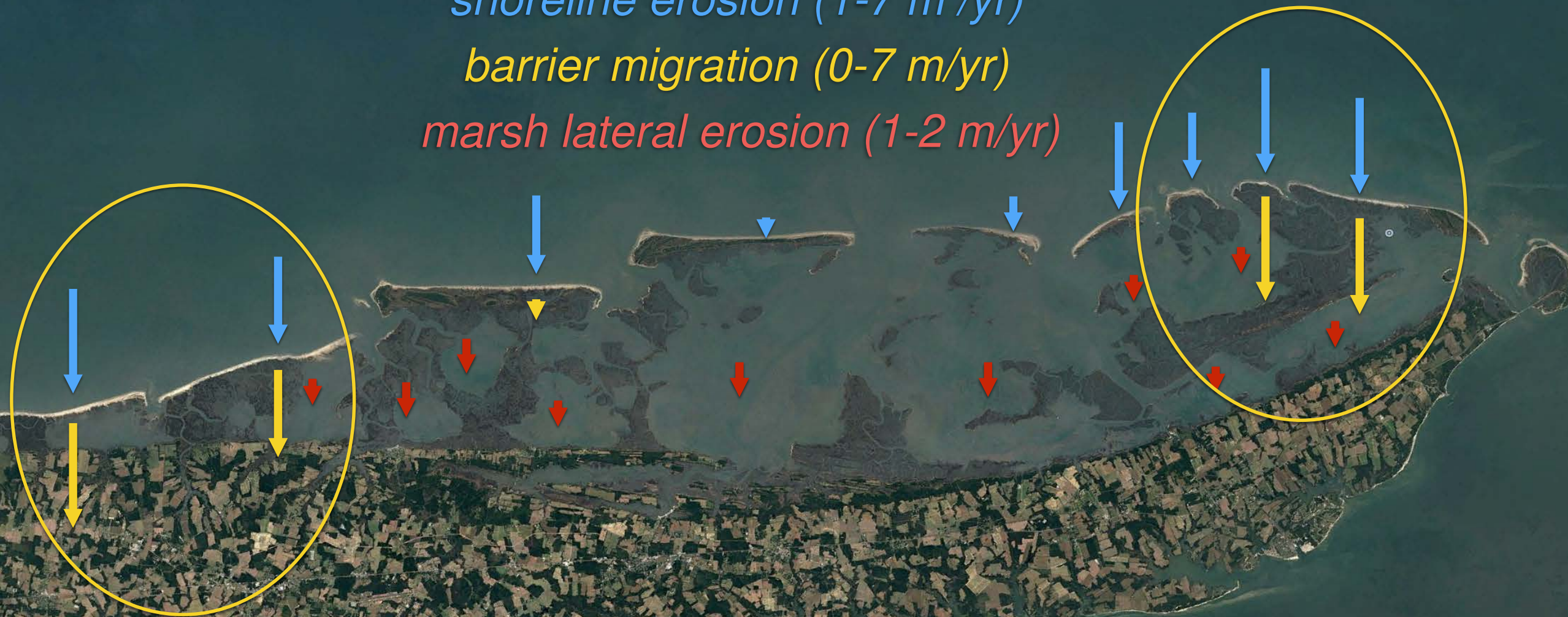


# Virginia Barrier Islands

*shoreline erosion (1-7 m /yr)*

*barrier migration (0-7 m/yr)*

*marsh lateral erosion (1-2 m/yr)*



barrier migration rate >> marsh lateral erosion rate

**Shrinking barriers systems**





Thank you

