

Simulating the long-term effects of agropastoral landuse decisions:

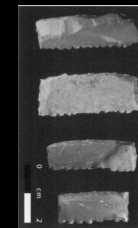
A computational modeling approach to the Prepottery/Pottery Neolithic transition in northern Jordan

Isaac I.T. Ullah

Problem Domain

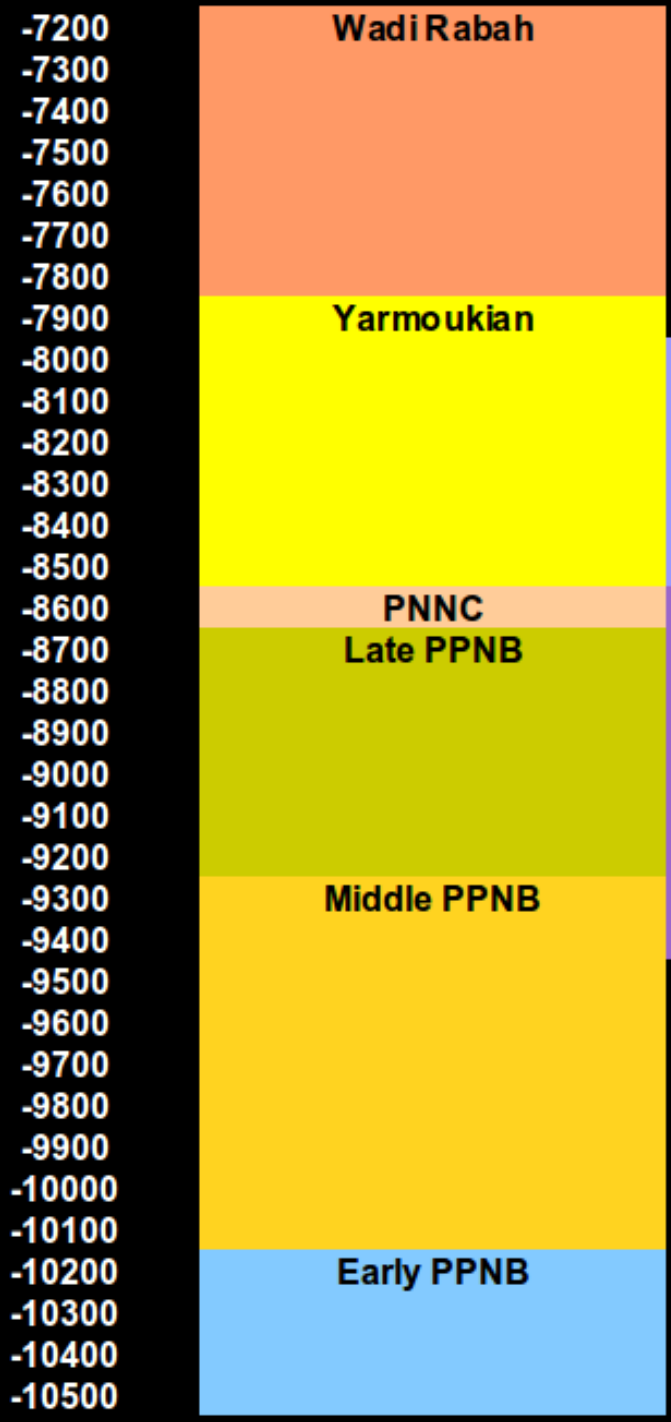
The Prepottery/Pottery Neolithic Transition in the Southern Levant

- Late PPNB/C (c. 9250 – 8500 B.P.)
 - High levels of settlement centralization, with dense habitation in a few large agglomerated towns, each containing up to 3000 people
 - Highly standardized blade-based stone tool technology, advanced knowledge of plaster-making, multistory dwellings with many rooms, large statuary, and spectacular art
- Late Neolithic (c. 8500 – 7000 B.P.)
 - Generally much less spectacular than the PPNB/C
 - Widely dispersed in small hamlets of only about 20 people each, with fewer larger settlements of a few hundred people
 - Stone tools made from non-standardized flakes, very little art, simple one-room houses, pottery invented, but most pots undecorated coarse-wares



YBP

Period Name



Potential Motivators for PPN/LN Transition

5

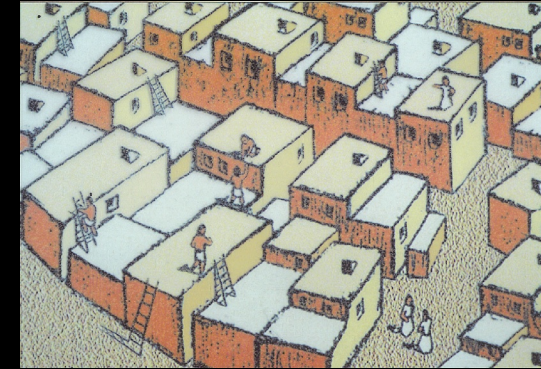
1) Human-Caused Environmental Degradation

- Depletion of soil fertility due to intensive farming, increased erosion due to overgrazing and woodgathering for plaster-making
- Perhaps in conjunction with climate change



2) Increased Social Stress of Life in the First Large Villages

- Larger populations, you don't really know everyone, increased occurrence of social friction, few social institutions exist to deal with these stresses
- Perhaps also in conjunction with environmental degradation, but emphasis on social motivators



3) Conscious Reformulation of Subsistence Behavior to Mitigate Risk

- Dispersal spreads risk over many ecotones, spreads access to resources, increases chances of success
- No specific social or environmental motivators required, but these could be factors



Project Area and Background

Neolithic Sites in Wadi Ziqlab



WT4 - Tayiba Site

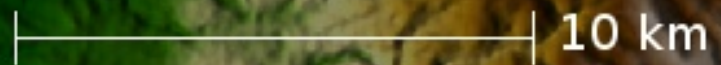
WZ120 - Tell Rakkan

WZ135 - Al Basitan

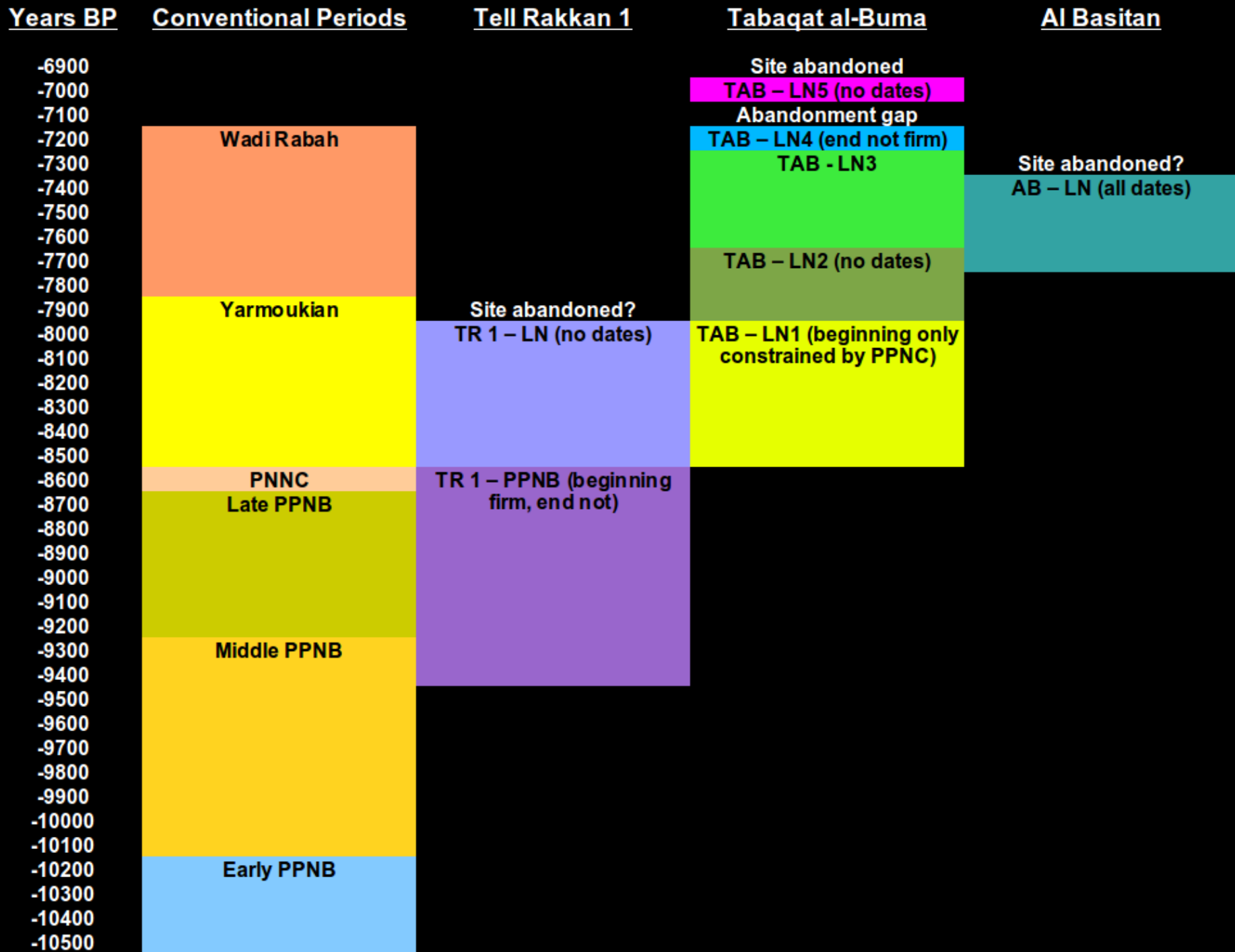
WZ300 - Al Aqaba

WZ200 - Tabaqat al Buma

WZ121 - Tubna

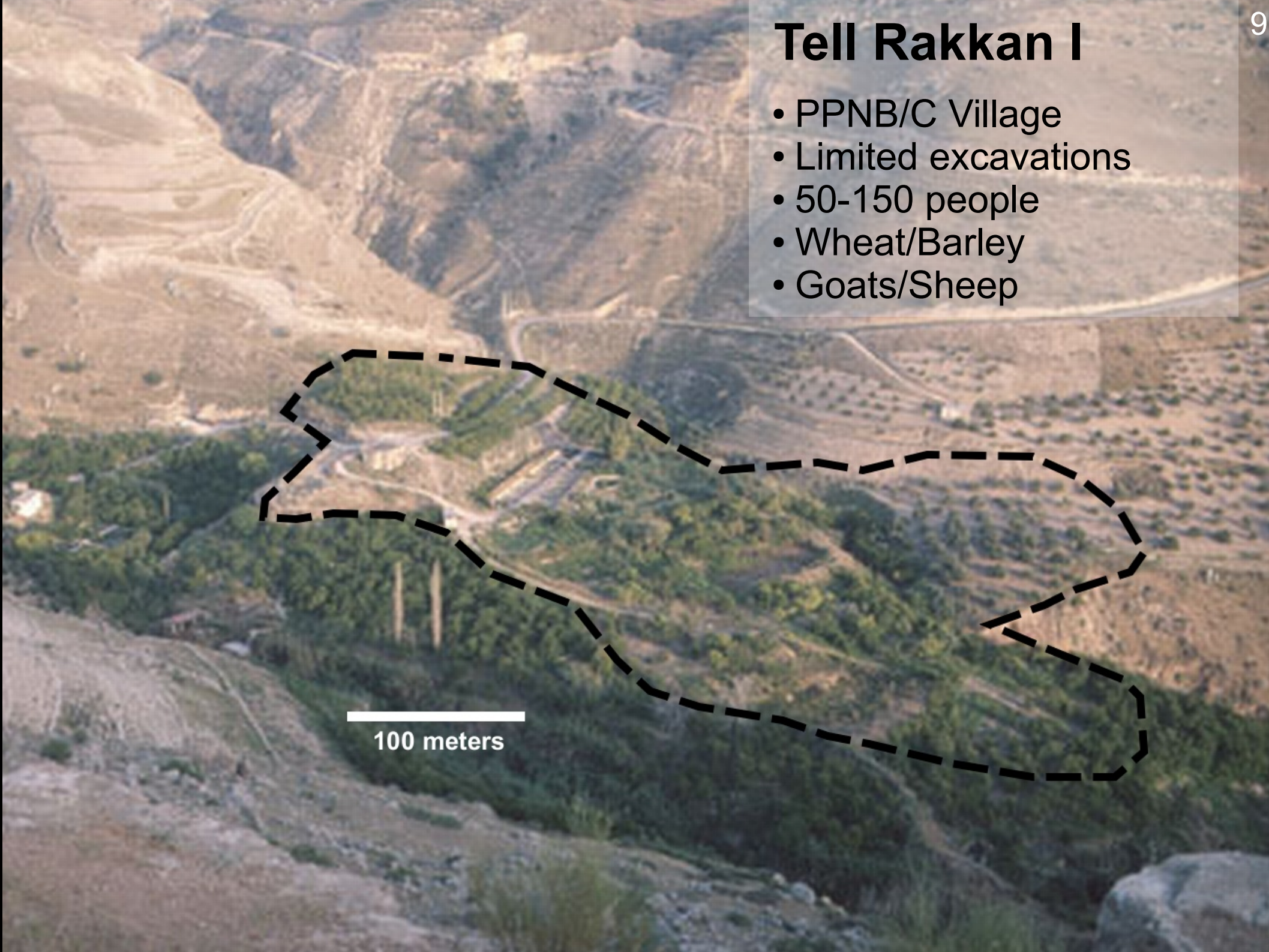


Timeline of the Neolithic in Wadi Ziqlab



Tell Rakkan I

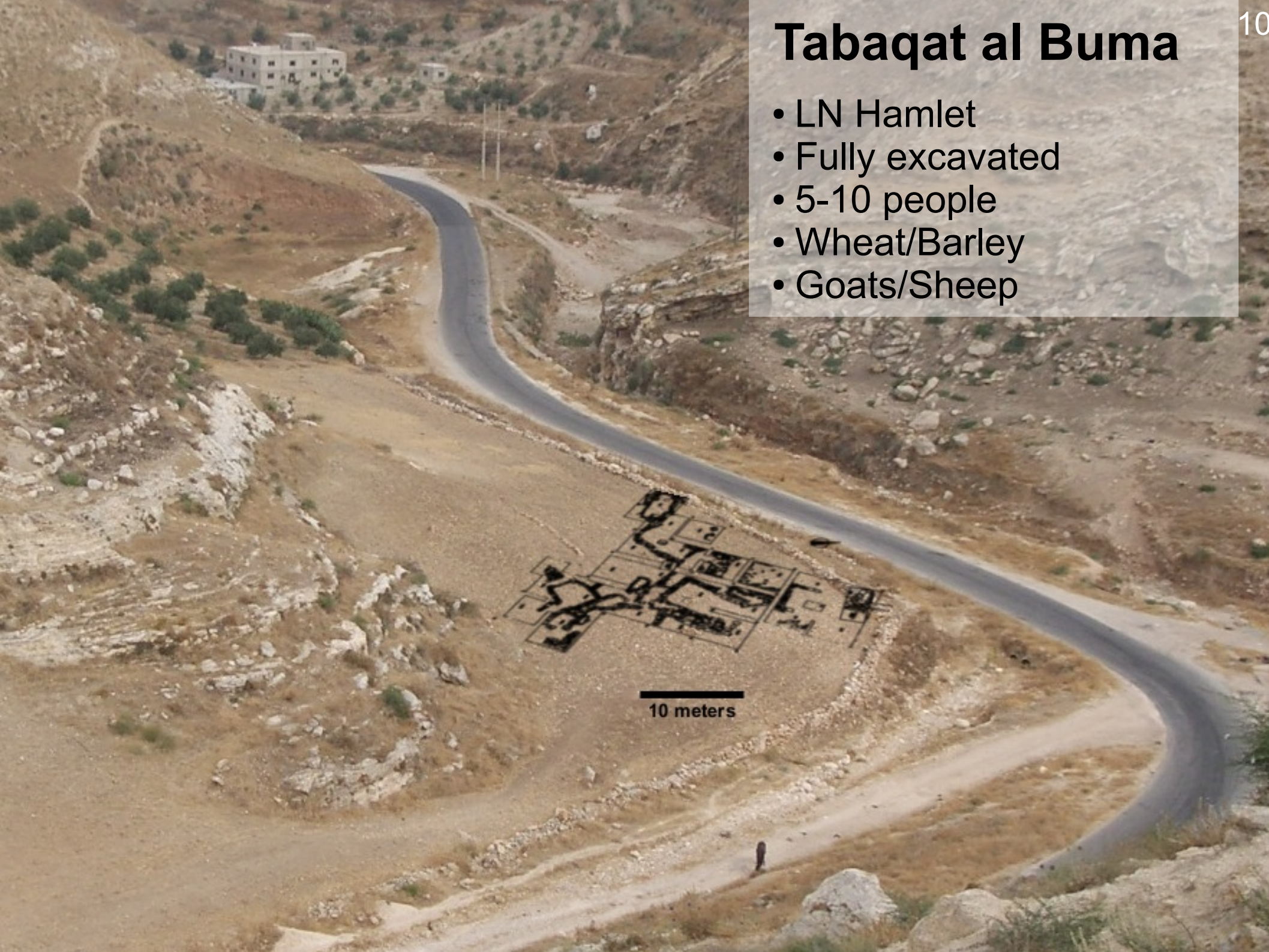
- PPNB/C Village
- Limited excavations
- 50-150 people
- Wheat/Barley
- Goats/Sheep



100 meters

Tabaqat al Buma

- LN Hamlet
- Fully excavated
- 5-10 people
- Wheat/Barley
- Goats/Sheep



Simulation Experiment Protocol

Basic Research Design

12

- Simulate agropastoral landuse around Tell Rakkan I for the 700 year period of the PPNB/C
- Several models, parameterized to represent potential Neolithic agropastoral subsistence systems.
- Systematically vary a small number of the most important components of potential agropastoral subsistence systems between models
- Keep all other variables static between models
- Models to serve as “Hypothesis Generators” with which to reexamine the archaeological record

Agent Environment Model Interaction Model System Settings

Map Selection Landscape Values

LANDSCAPE EVOL PARAMETERS

Soil Density: 1.25 R Factor: 5.66 Infiltration: 0.1 Kappa: 1

Rain Days: 100 Rain Value: 0.5 Stream Transport: 0.001 Load Exponent: 1.5

cutoff 1: 900 cutoff 2: 11250 cutoff 3: 225000 Smoothing: Low

LANDSCAPE PARAMETERS

Soil Depth Minimum: 0.5 Soil Depth Maximum: 7

Soil Fertility Impact: 2 Soil Fertility Recovery: 1

Note: Allow your cursor to hover over any variable for more information

GUI version 3.10, October 2010 Save Configuration Load Configuration Validate Initialize Cancel

Agent Environment Model Interaction Model System Settings

Villages Resources Households

FARMING PARAMETERS

	Labor Required (man-days/ha/year)	Initial Expected Yield (kg/ha/year)	Calories Provided (kcal/kg)
WHEAT	50	450	3500
BARLEY	51	456	3501

NOTE: Barley Is Only Consumed after Being Used as Fodder for Sheep and Goats

OVICAPRID GRAZING PARAMETERS

Number of Ovicaprids Per Person: 4 Ovicaprid Grazing Density Factor: 1

Ratio of Sheep to Goats: Sheep: 1 To Goats: 1 Fallow Field Grazing: ON

Annual Sheep Fodder Requirement: 584 kg Annual Goat Fodder Requirement: 894 kg

Annual Caloric Yield per Sheep: 0 kcal Annual Caloric Yield per Goat: 0 kcal

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Agent Environment Model Interaction Model System Settings

Villages Resources Households

Birth Factors:

Initial Percent Probability: 3 % per 6 people per family

Percent Probability Delta: 1 % (increase/decrease in a cycle)

Minimum: 1 % Maximum: 5 %

Death Factors:

Initial Percent Probability: 2 % per 6 people per family

Percent Probability Delta: 5 % (increase/decrease in a cycle)

Minimum: 2 % Maximum: 10 %

Percent of population providing labor: 80 % (rounded up to whole person)

Food required: 000000 kcal / capita / year Labor provided: 300 man-days / capita / year

Maximum distance cost to travel to farm: 2800 Yield Expectation Scalar: 75

0 25 50 75 100 125 150 175 200

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Modeling 6 Potential Neolithic Subsistence Systems

	1) Good Pastoralists	2) Good Agropastoralists	3) Good Agriculturalists
<i>Agropastoral ratio:</i>	20/80	50/50	80/20
<i>Ovicaprids per person:</i>	26	17	7
<i>Herd stocking rate:</i>	~0.15 animals/ha	~0.15 animals/ha	~0.15 animals/ha
<i>Farming fertility decline:</i>	1.00%	1.00%	1.00%
	4) Greedy Pastoralists	5) Greedy Agropastoralists	6) Greedy Agriculturalists
<i>Agropastoral ratio:</i>	20/80	50/50	80/20
<i>Ovicaprids per person:</i>	26	17	7
<i>Herd stocking rate:</i>	~0.3 animals/ha	~0.3 animals/ha	~0.3 animals/ha
<i>Farming fertility decline:</i>	2.00%	2.00%	2.00%

Agropastoral Economic Data

Data type

Data

Source

Pastoral product yields

	<u>Baladi Goat</u>	<u>Awassi Sheep</u>	
Milk output (kg/yr):	200	60	Degen 2007
Milk energy (kcal/kg):	753.6	1005.6	Mavrogenis 1988
Percent not suckled:	66%	66%	Nablusi 1993, Epstien 1982
Percent milch animals:	36%	20%	Nyerges 1980
Milk yields (kcal/yr):	99475.2	39821.76	
Meat output (kg/animal):	10.09	14.88	Sen 2004
Meat energy (kcal/kg):	1090	2300	USDA 2011
Percent meat animals:	25%	25%	Nyerges 1980
Meat yields (kcal/yr):	10998.1	34224	
Goat:Sheep Ratio:	2	1	Ullah 2011
Average yield per head in herd (kcal/yr):	38560.597	16520.352	

Ecological characteristics of herd animals

	<u>Baladi Goat</u>	<u>Awassi Sheep</u>	
Body weight (kg):	40	70	Wilson 1982, Epstien 1982, Degen 2007
Fodder requirement (kg/yr/head):	584	894.25	Stuth and Sheffield 1991
Percent diet from barley fodder:	10%	10%	Thompson 1982
Wild fodder need (kg/yr/head):	525.6	804.825	
Barley need (kg/yr/head):	42.05	71.54	

Agricultural Product Yields

	<u>Barley</u>	<u>Wheat</u>	
Energy yield (kcal/kg):	3000	3540	Smith 2006, Fairbairn 1999
Maximum yields 7 (kg/ha):	2500	3500	Pswarayi et al 2008, Araus et al. 1998, 2001

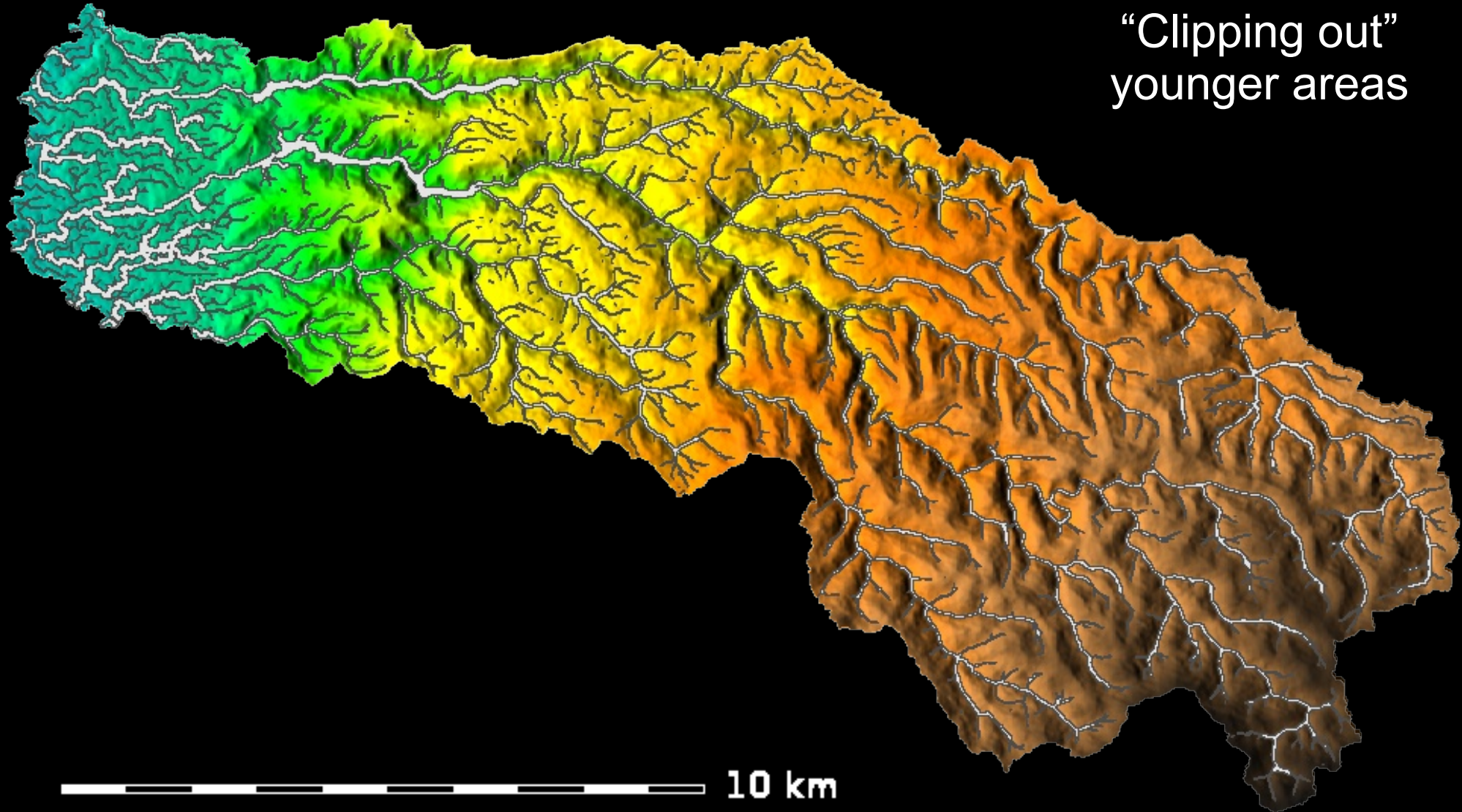
Wood gathering

Wood need (kg/person):	2000		Karanth 2006
Gathering intensity (kg/m ²):	0.08		Karanth 2006

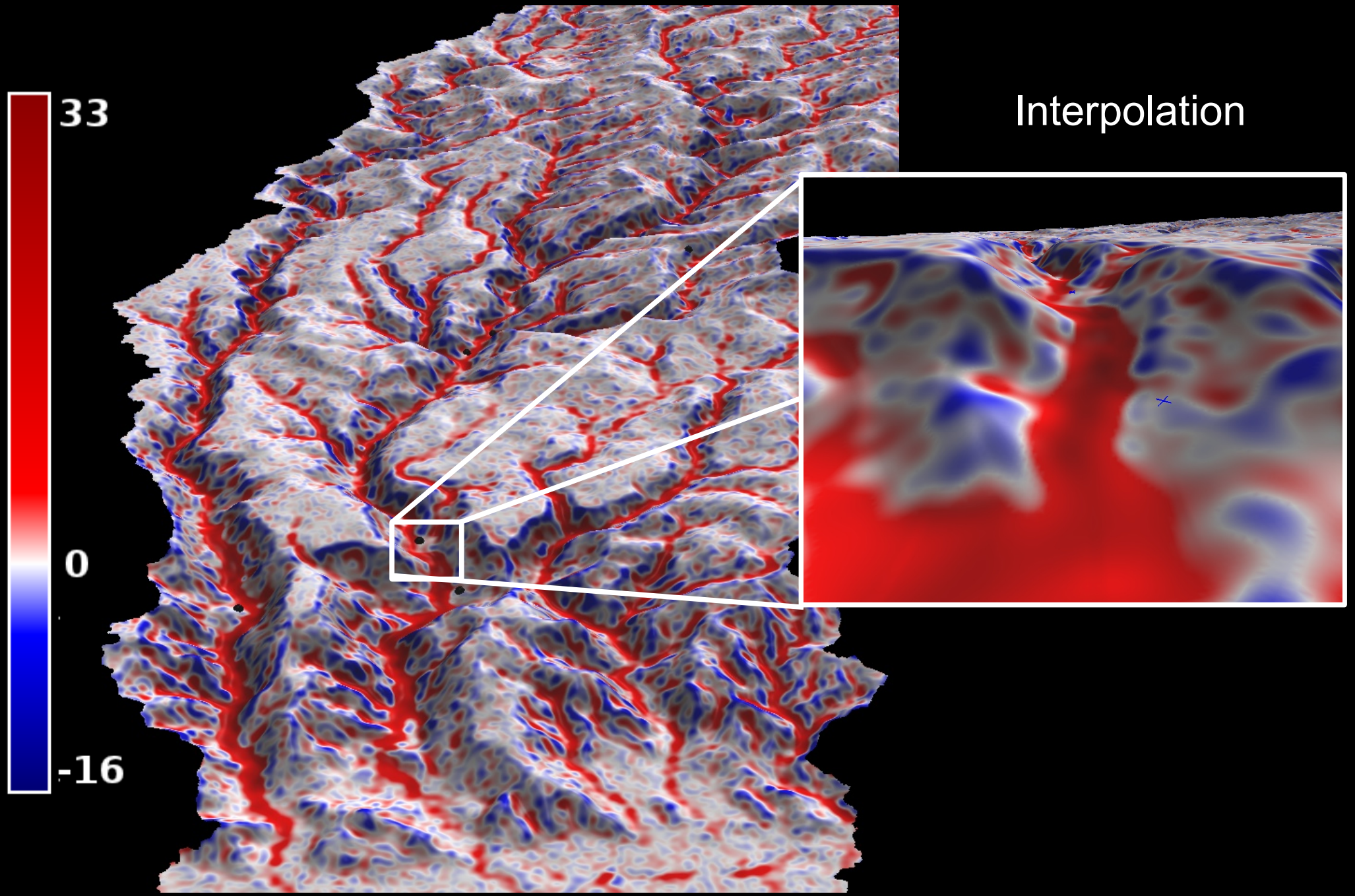
Paleoenvironmental Reconstruction

Reconstructing Neolithic Topography

“Clipping out”
younger areas



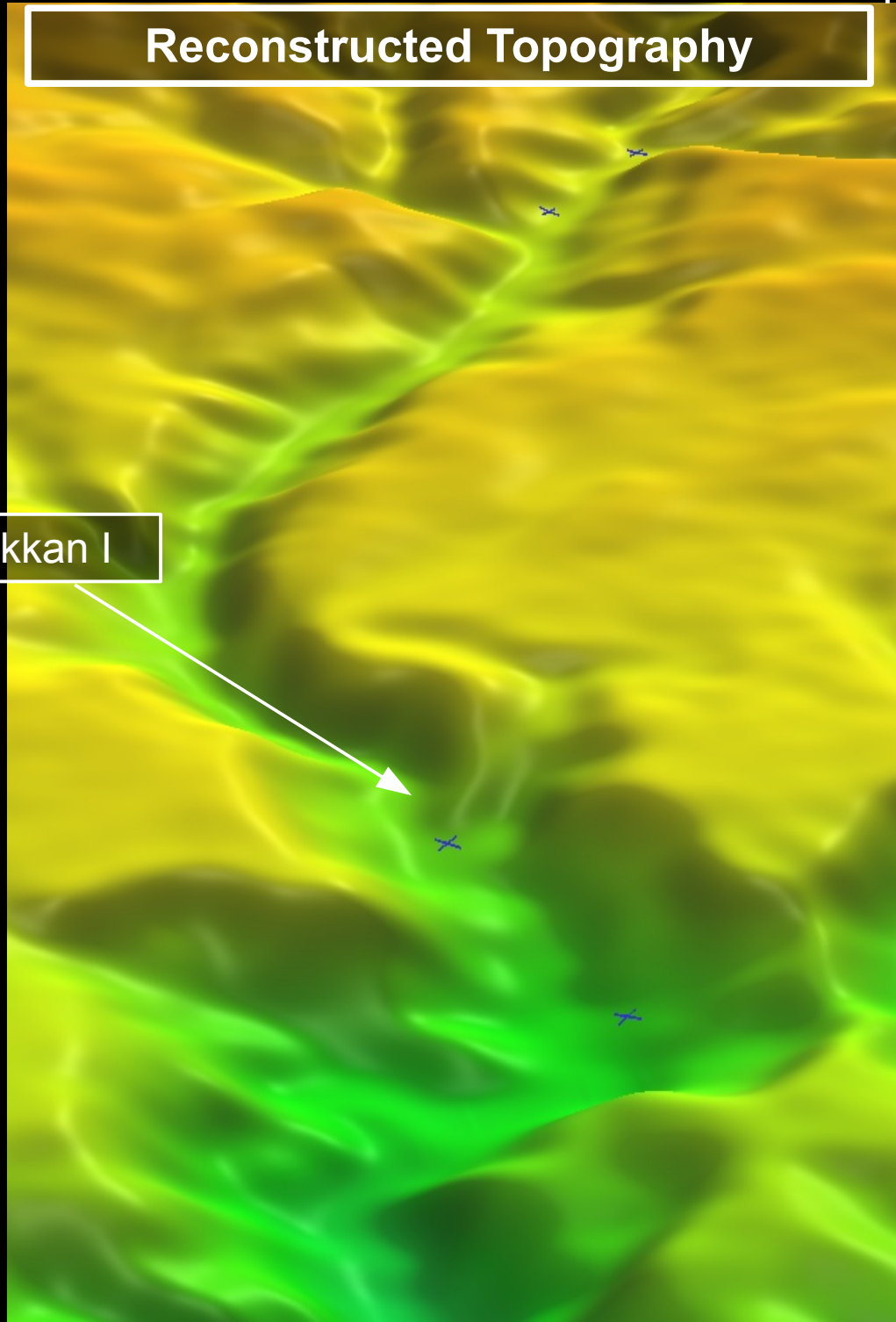
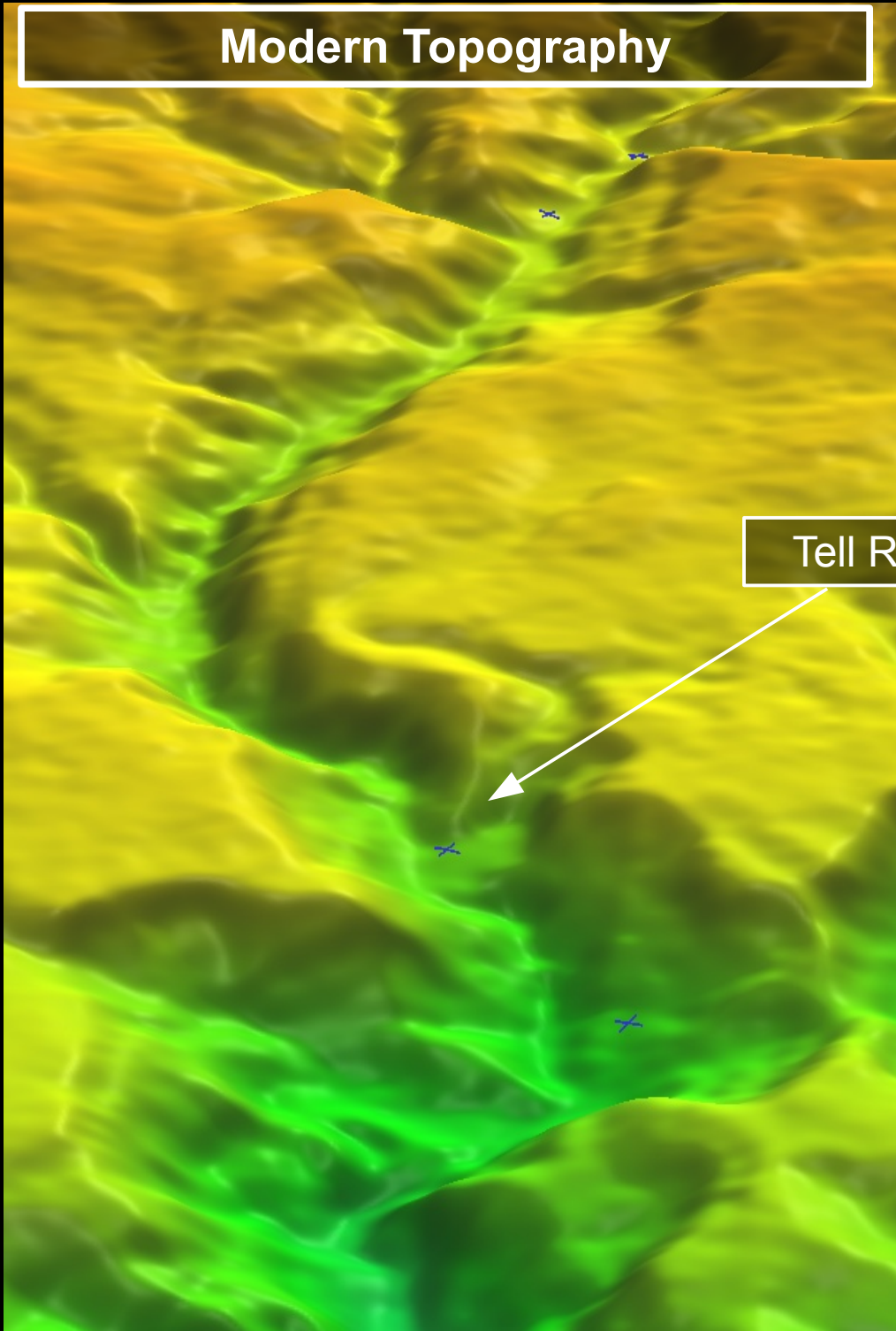
Reconstructing Neolithic Topography



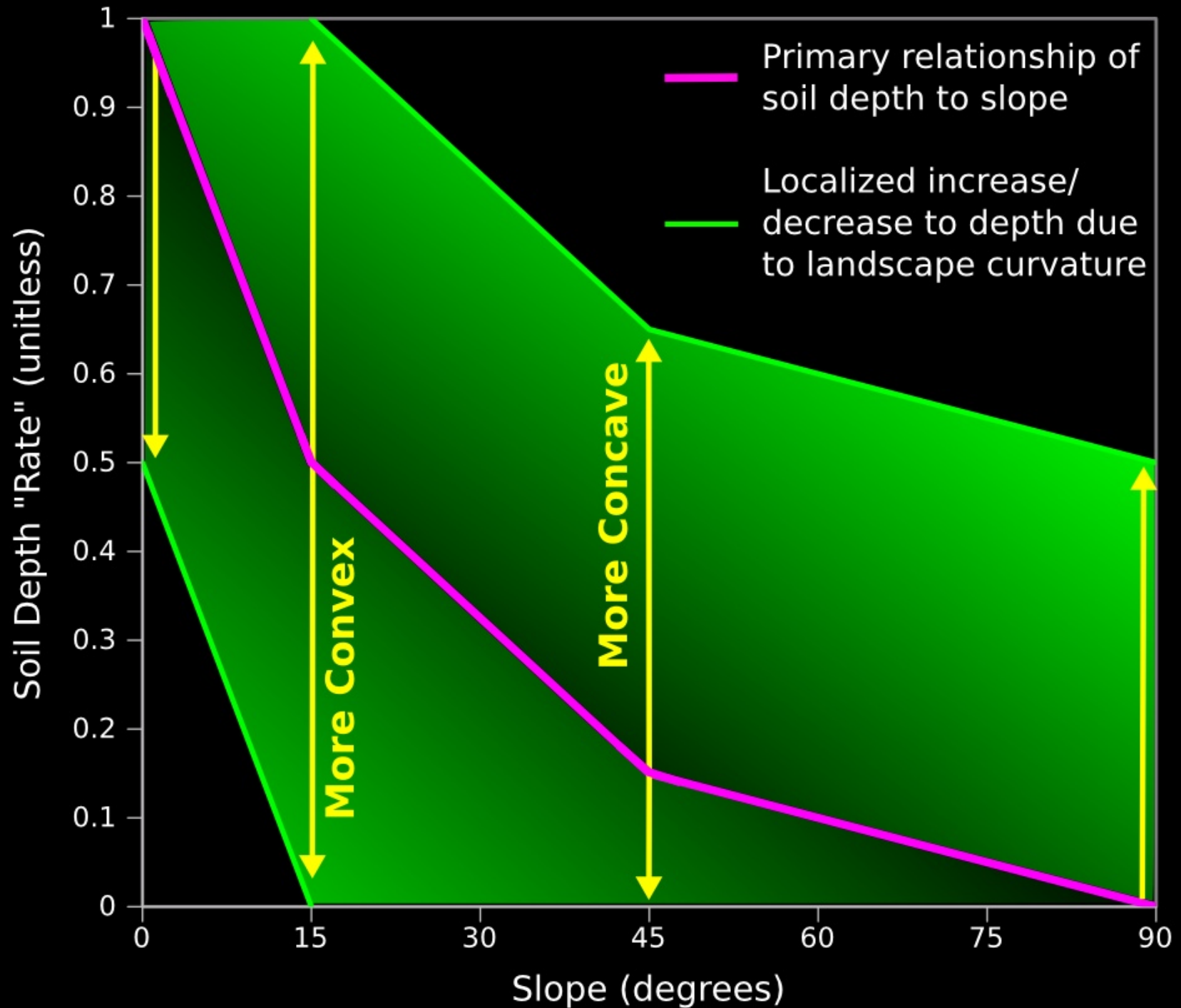
Modern Topography

Reconstructed Topography

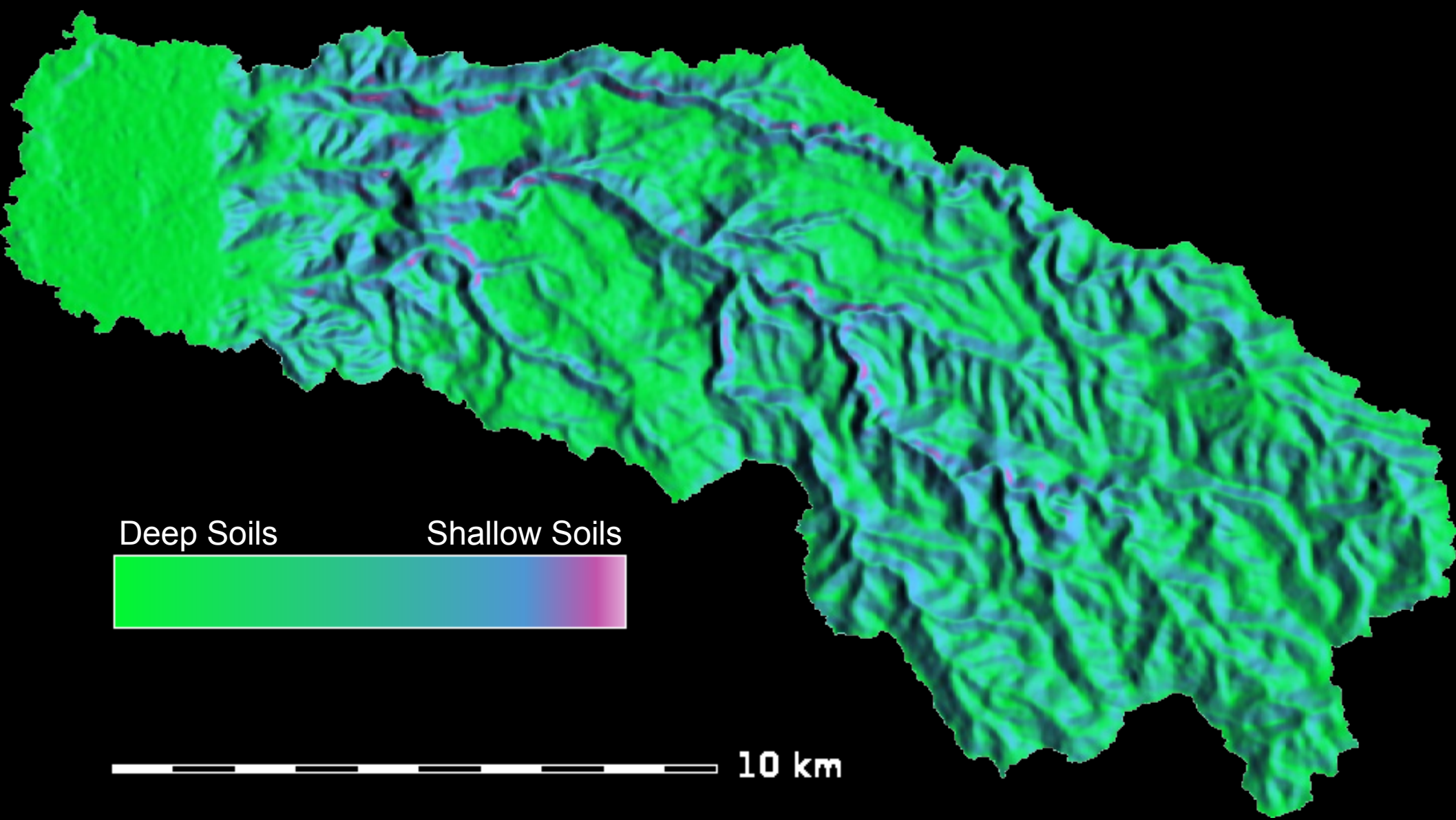
Tell Rakkan I



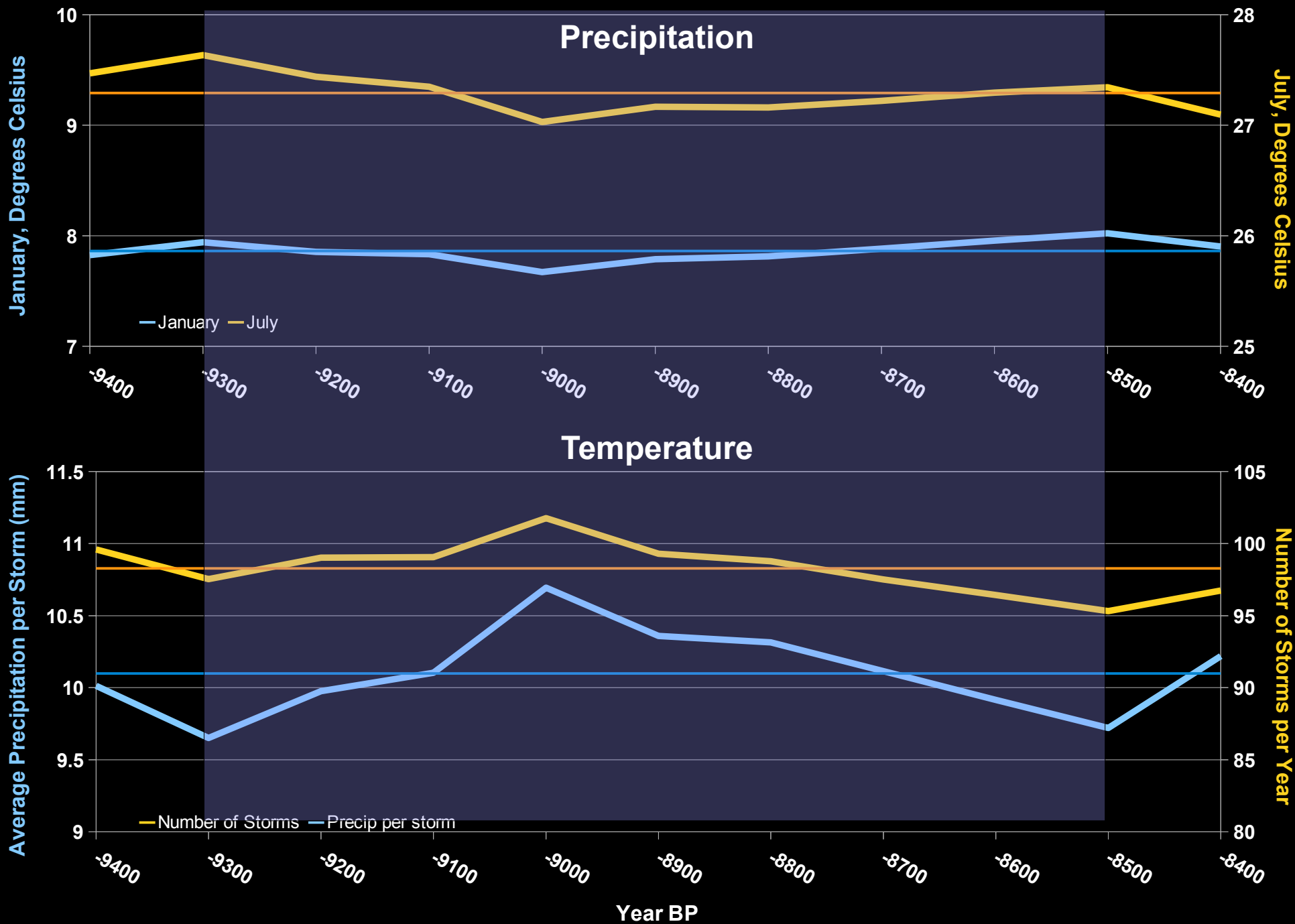
Estimating Soil Depth From Topography



Reconstructed Soil Depths

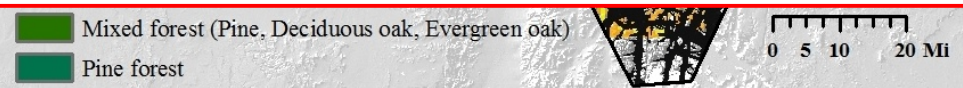
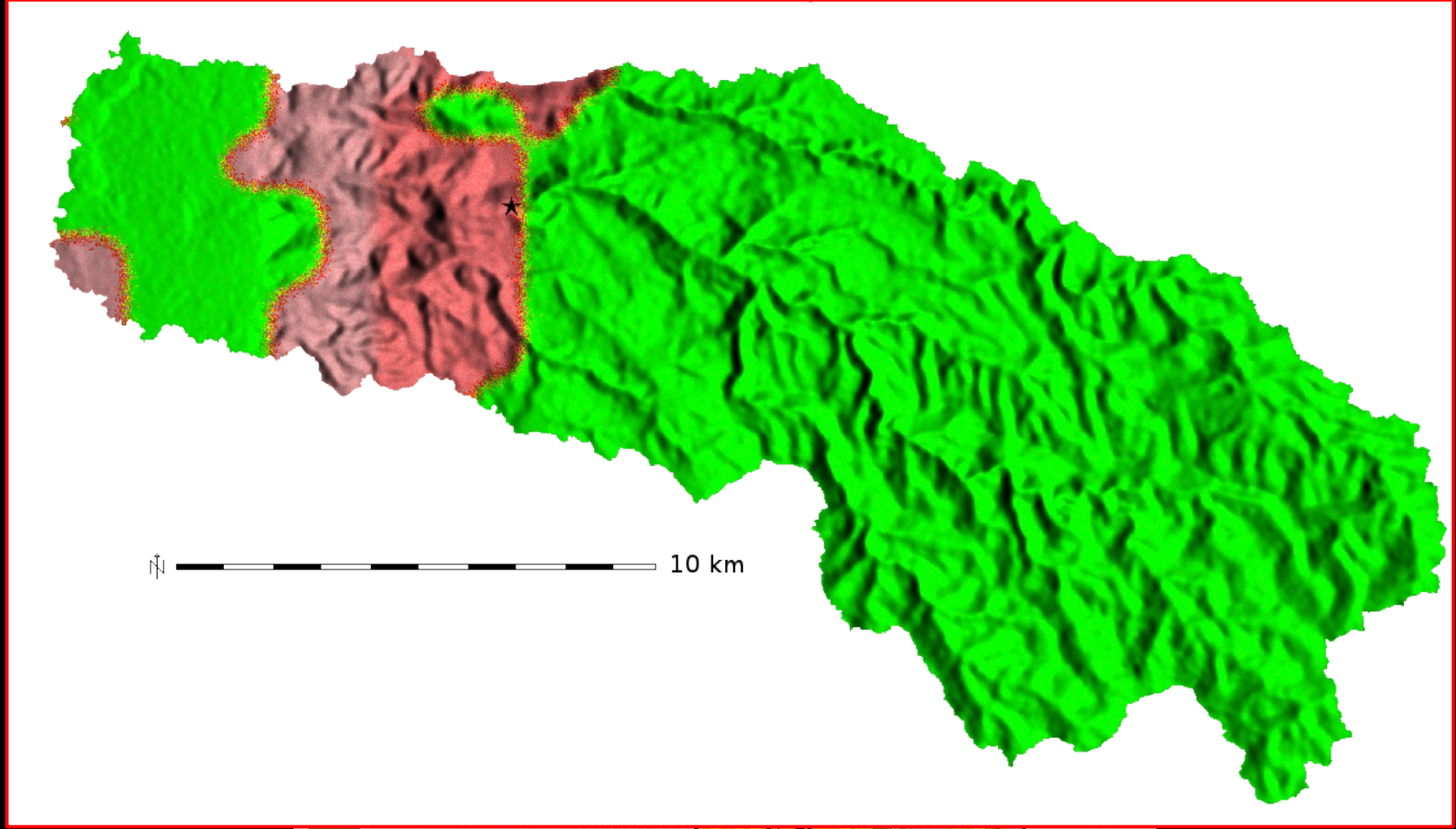
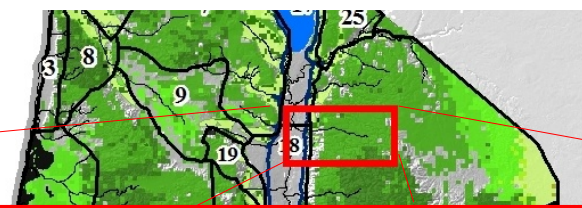


Reconstructing Neolithic Climate



Climax vegetation – PPNB/C period

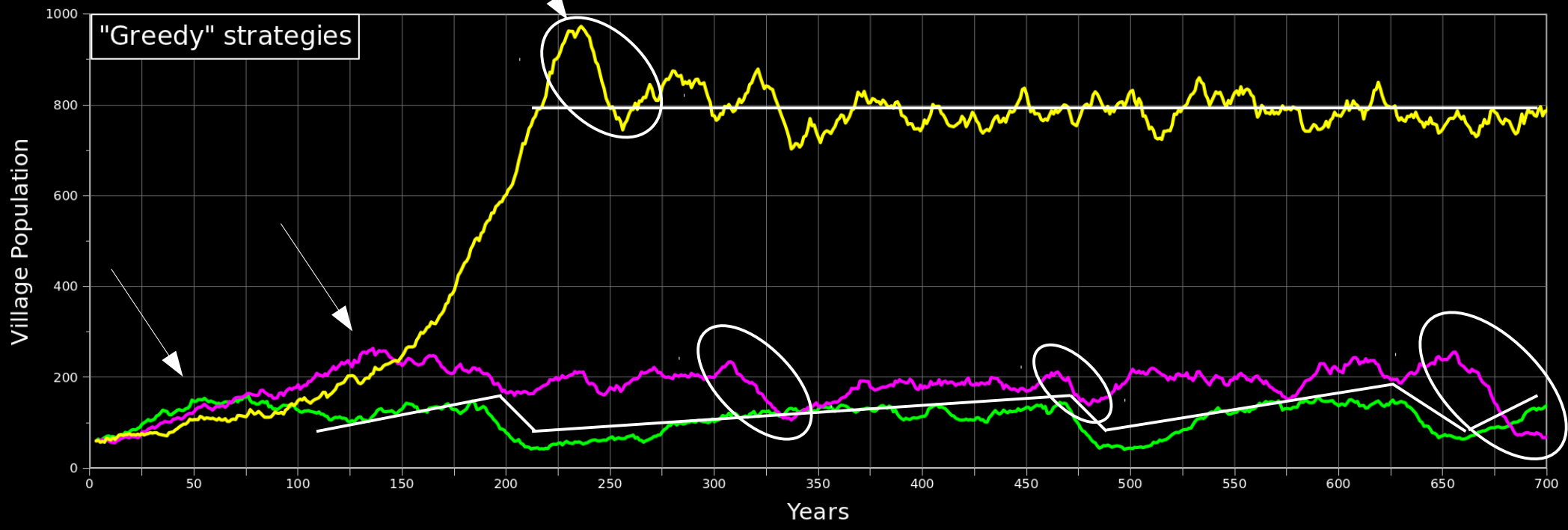
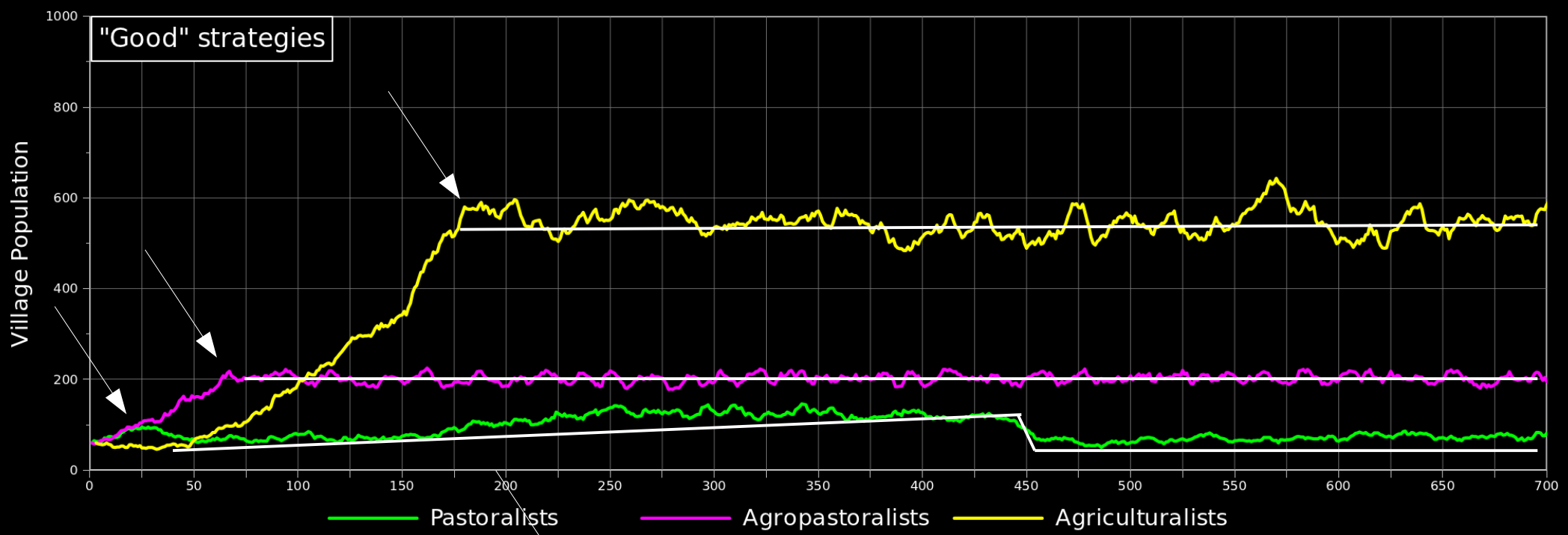
- 1. Coastal Galilee
- 2. Akko Plain
- 3. Coastal Carmel
- 4. Sharon
- 5. Pleshet
- 6. Upper Galilee
- 7. Lower Galilee
- 8. Mt. Carmel



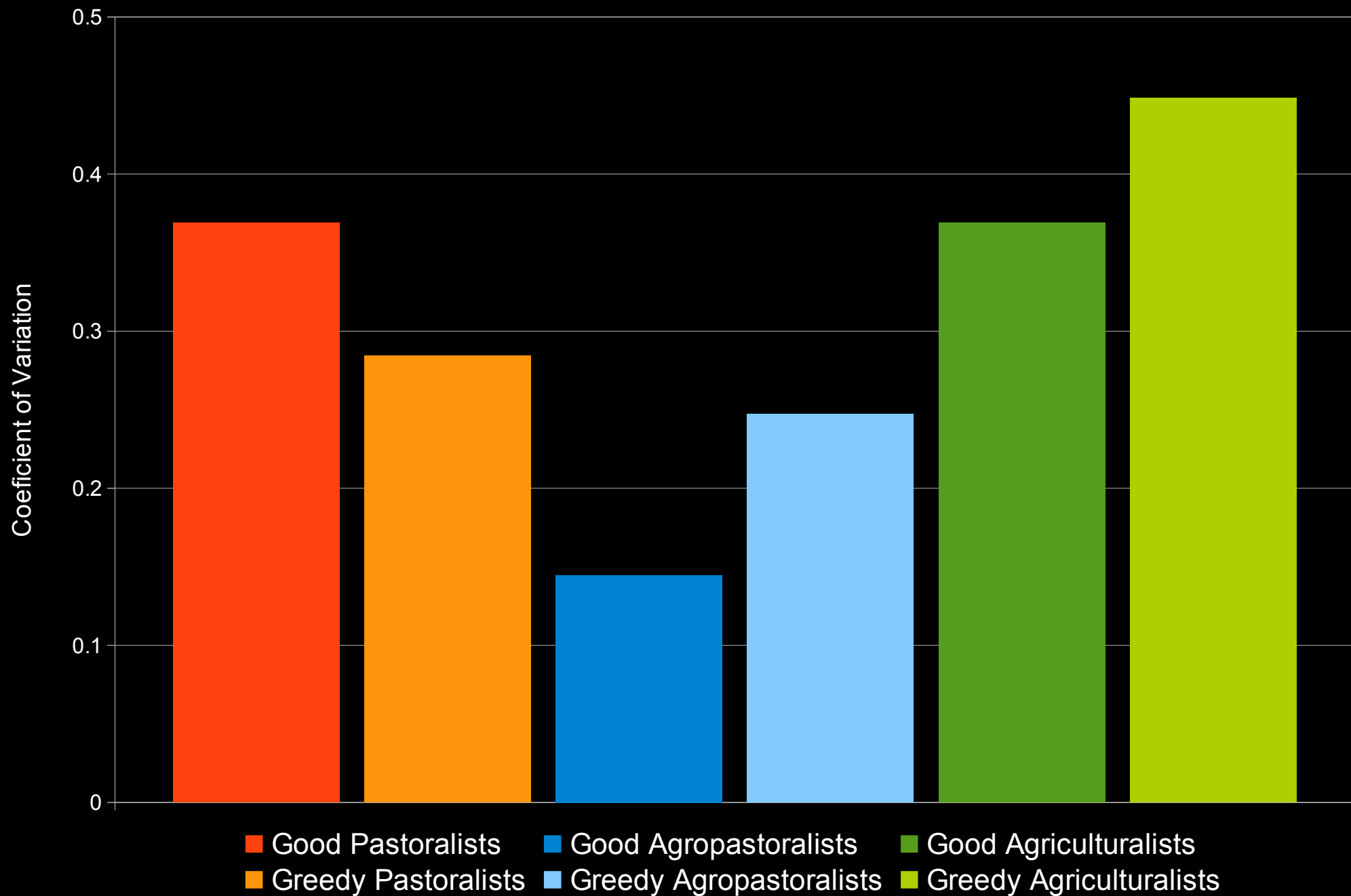


Results

Population Over Time



Variation in population over 700 years



Variation in population after first population peak

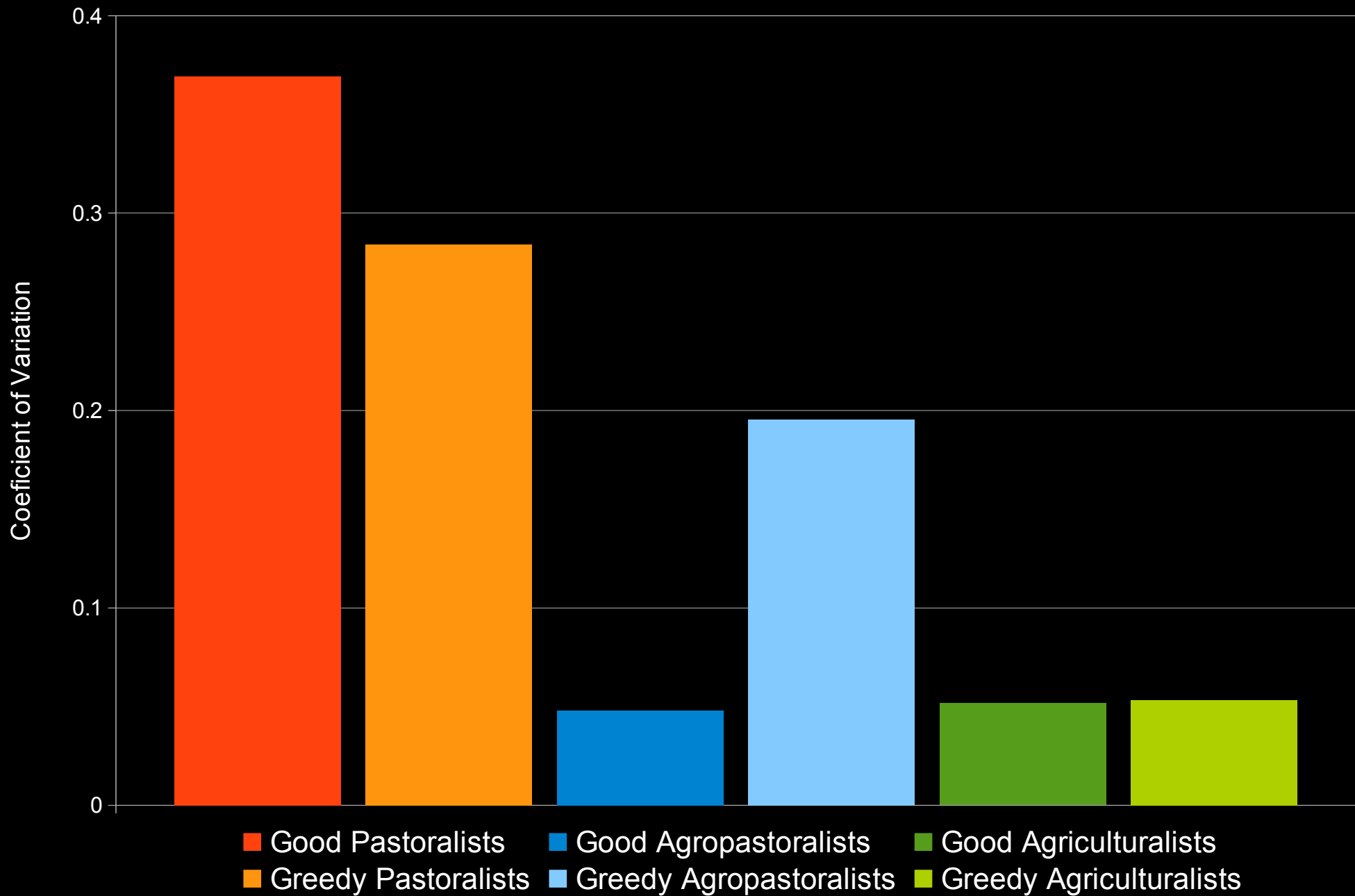
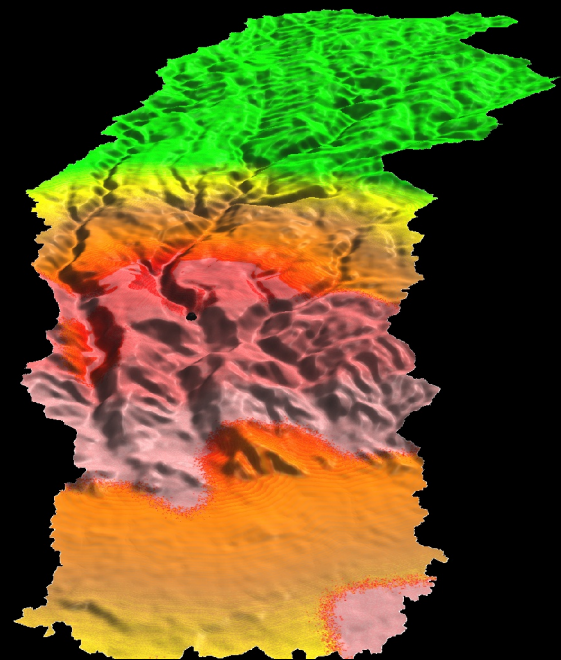
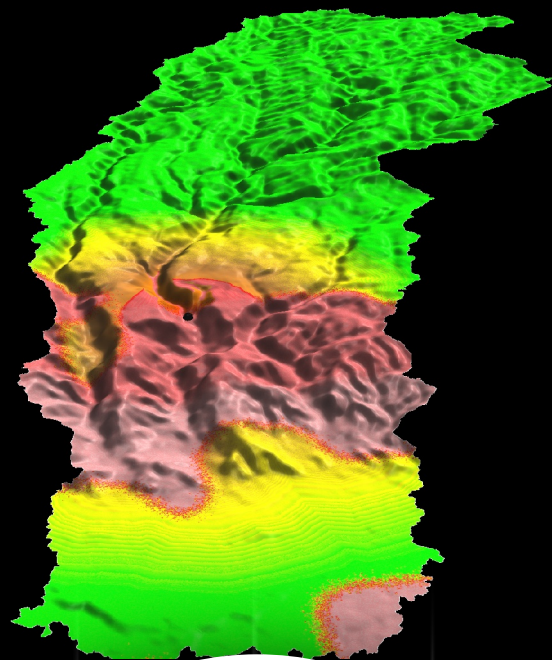
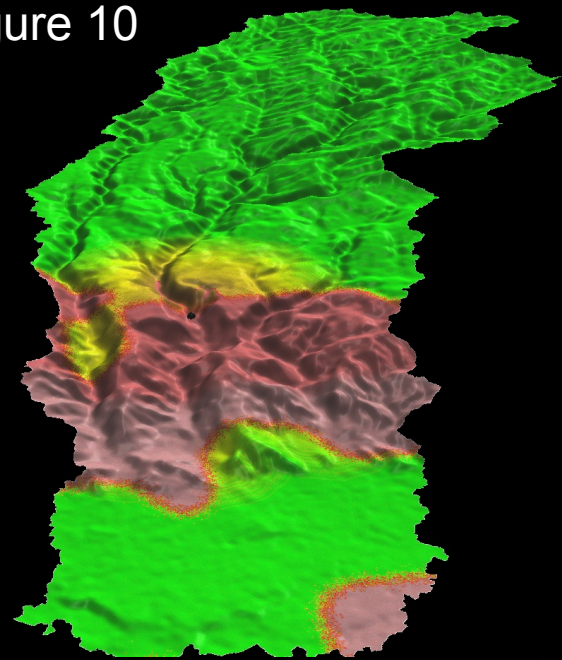


Figure 10

Good



Greedy

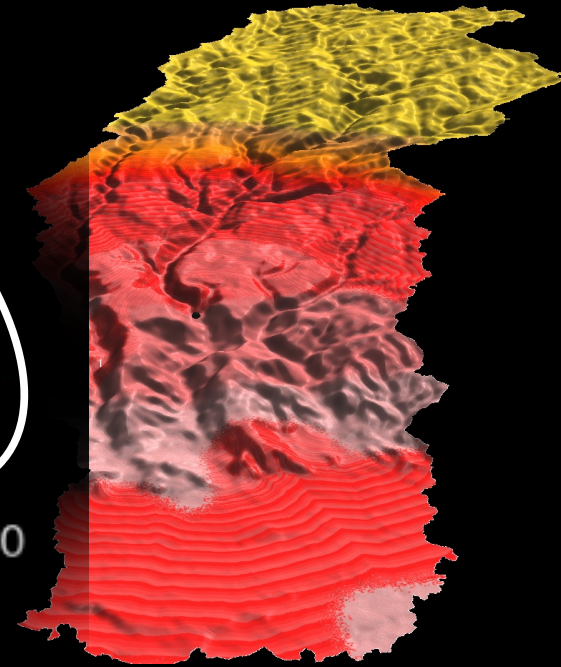
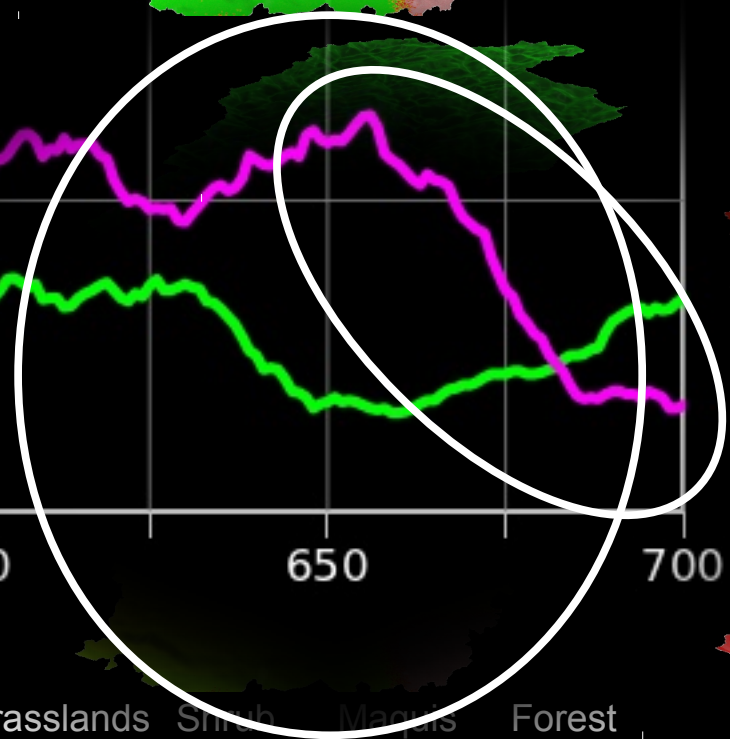
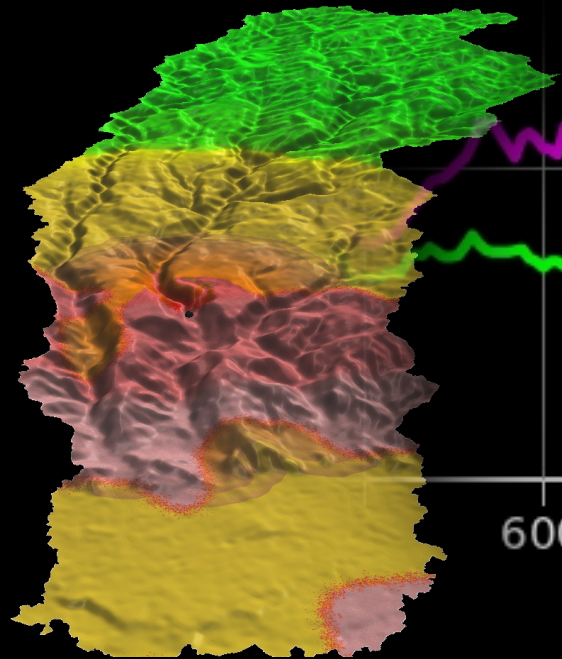
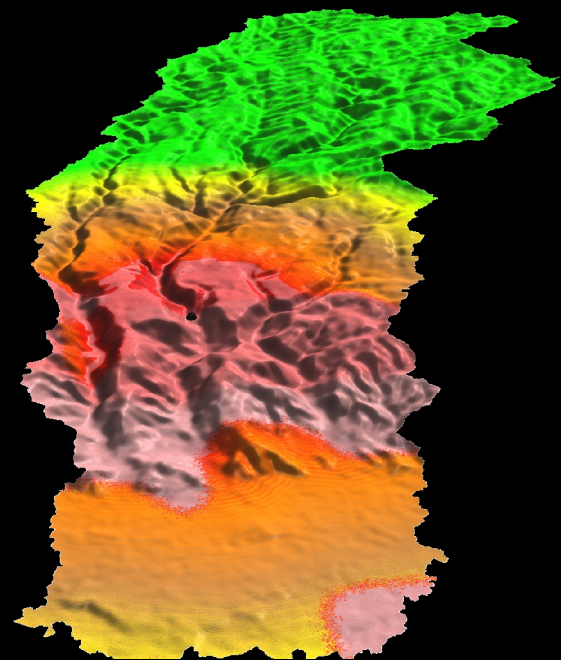
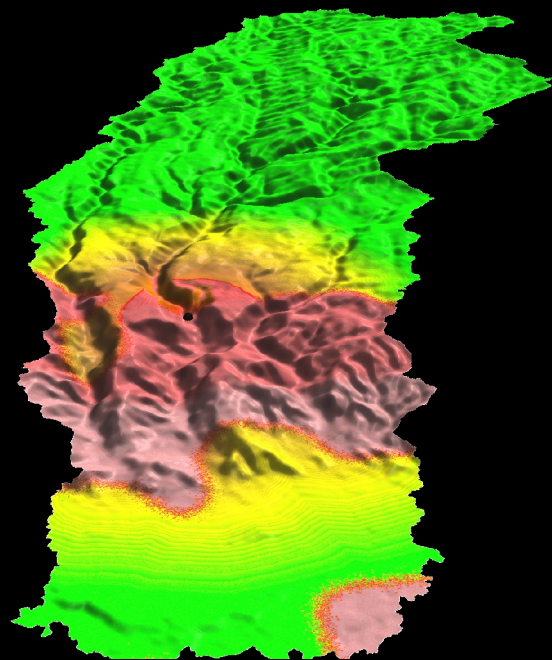
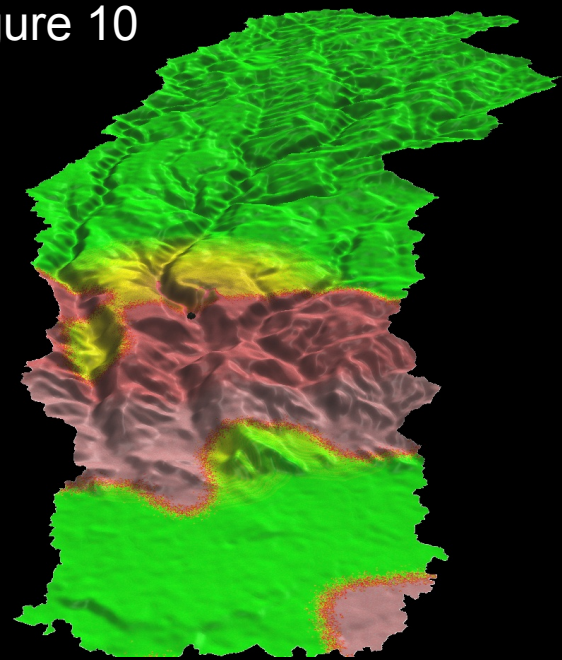
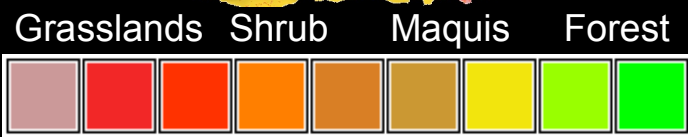
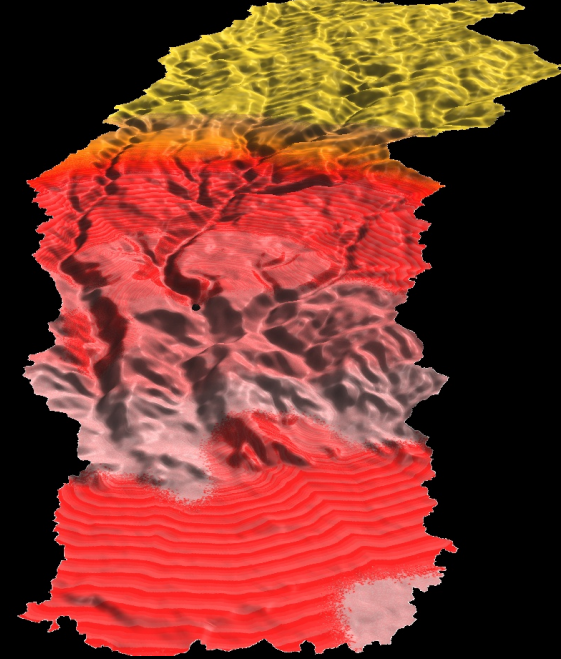
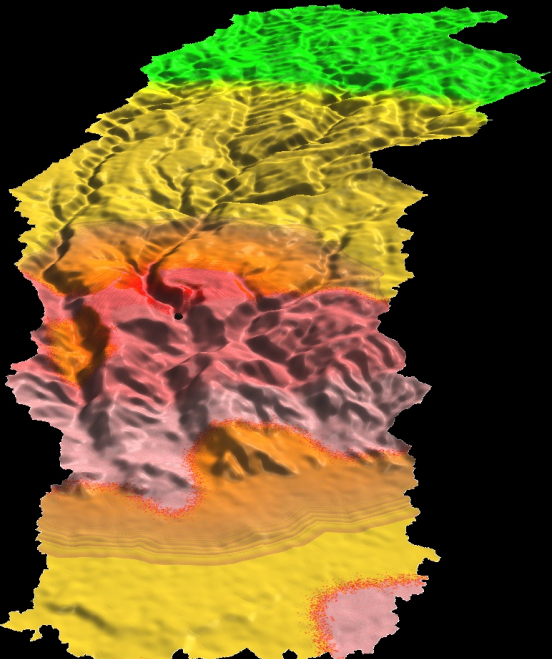
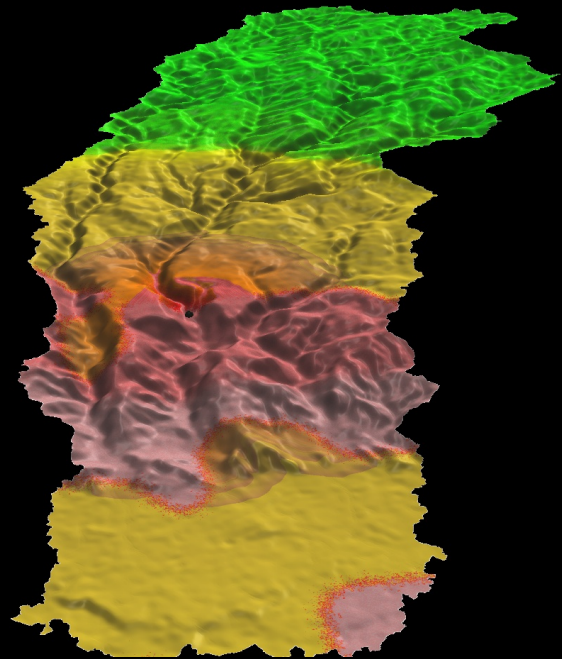


Figure 10

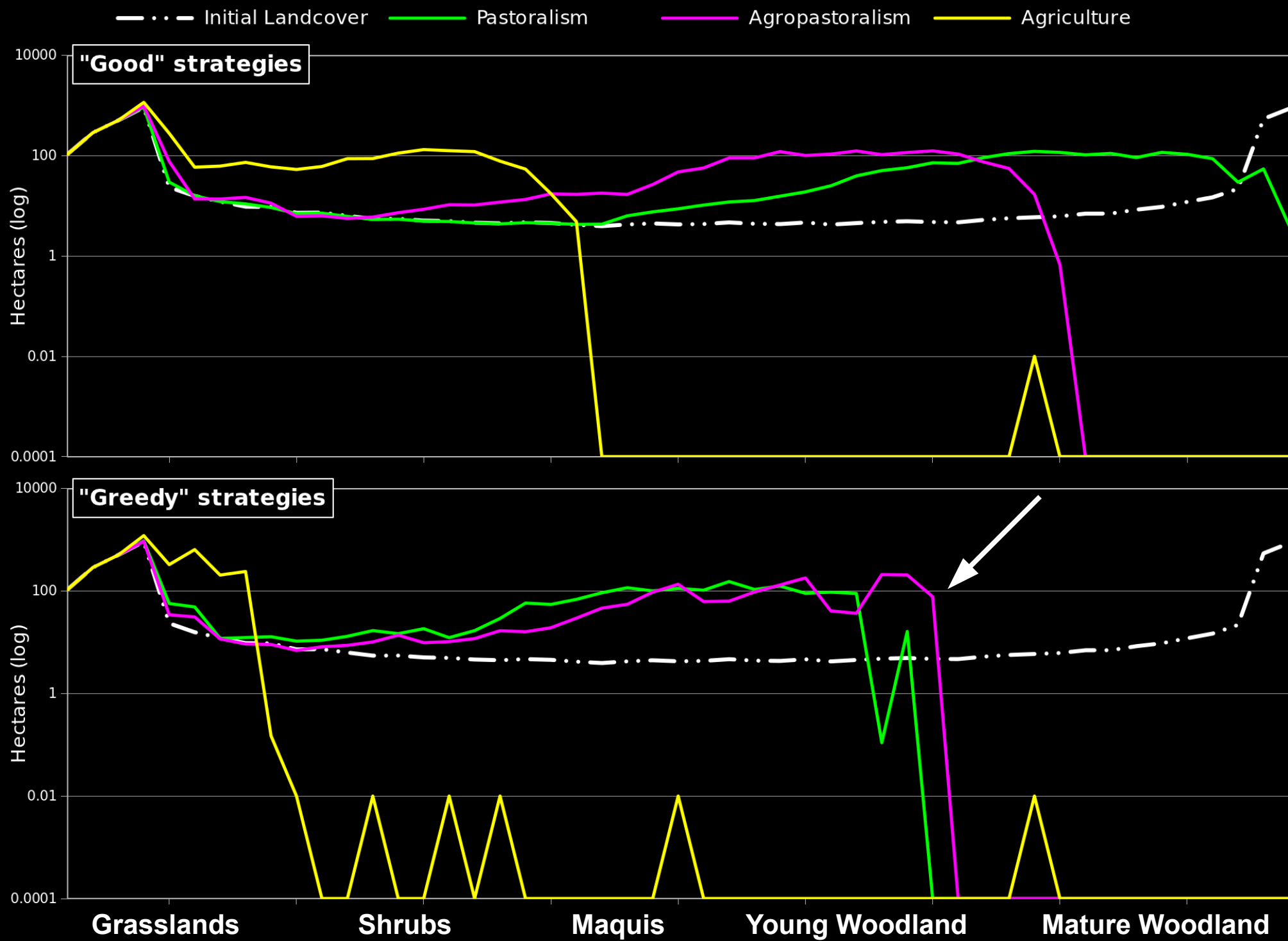
Good



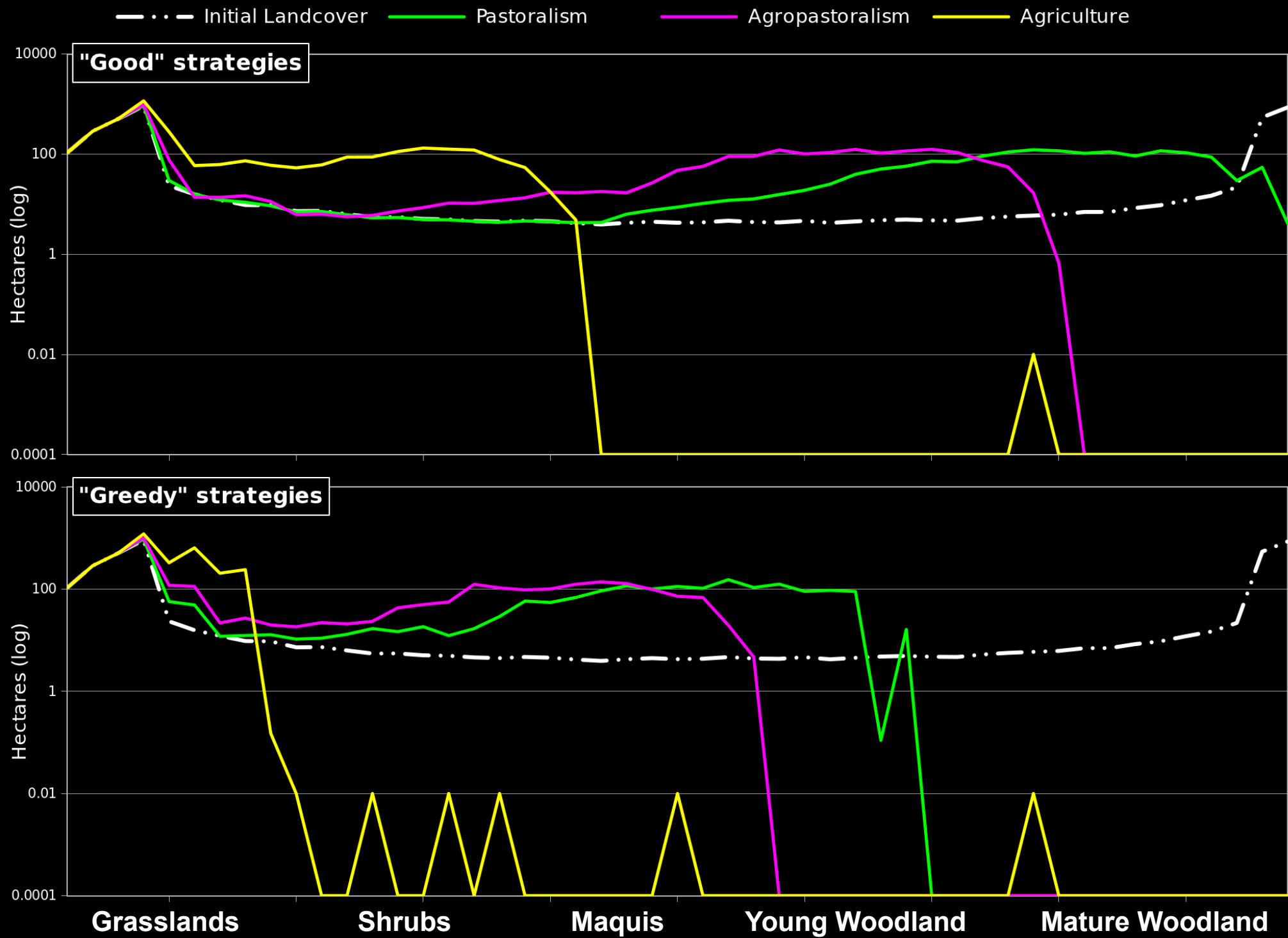
Greedy



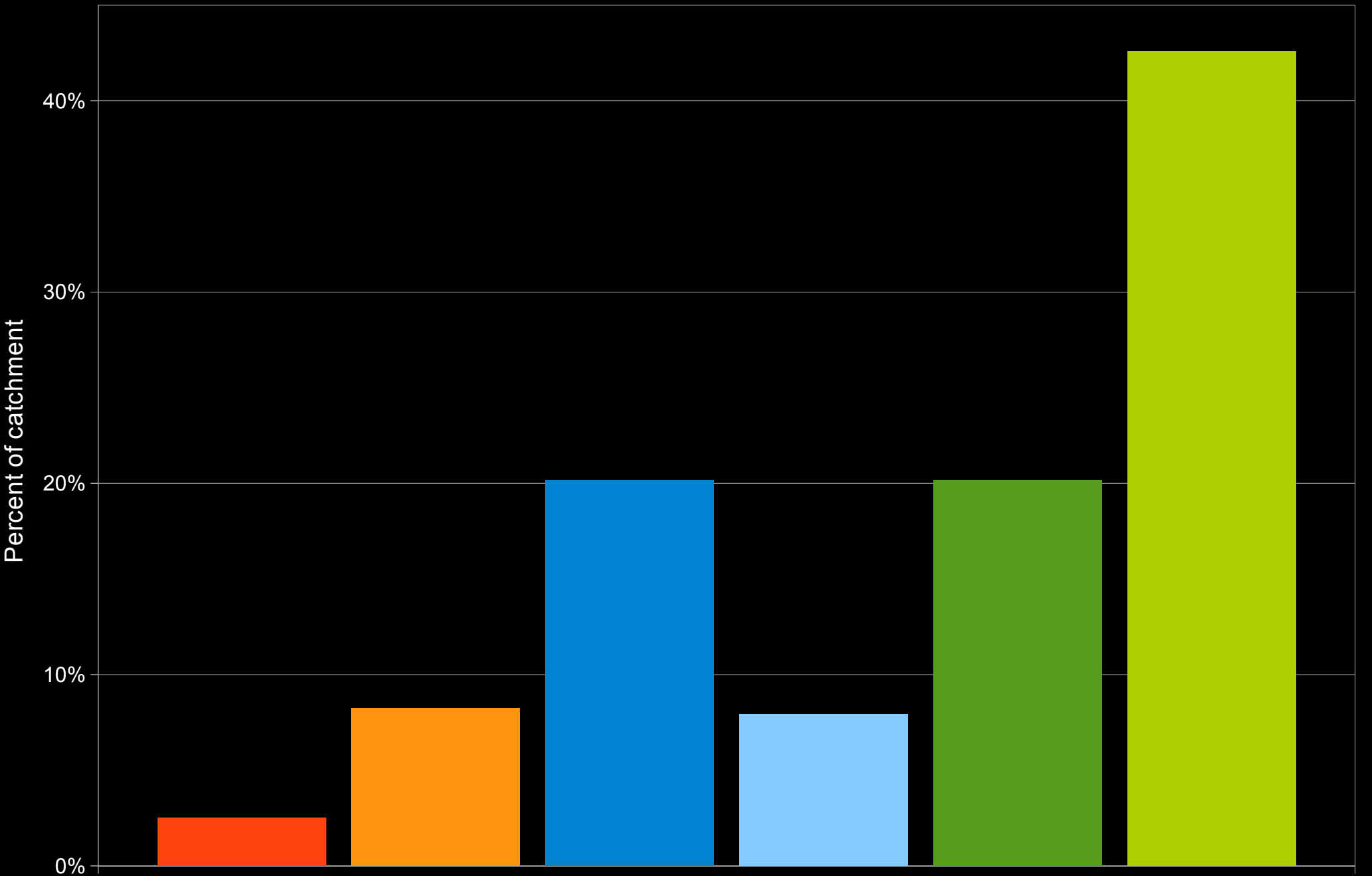
Extent of different landcover types within a 2-hour walking-cost catchment after 700 years



Extent of different landcover types within a 2-hour walking-cost catchment after 700 years



Percent of farmable land within a 2 hour walking-cost catchment with reduced fertility



Good Pastoralists Good Agropastoralists Good Agriculturalists
Greedy Pastoralists Greedy Agropastoralists Greedy Agriculturalists

Cumulative Erosion/Deposition

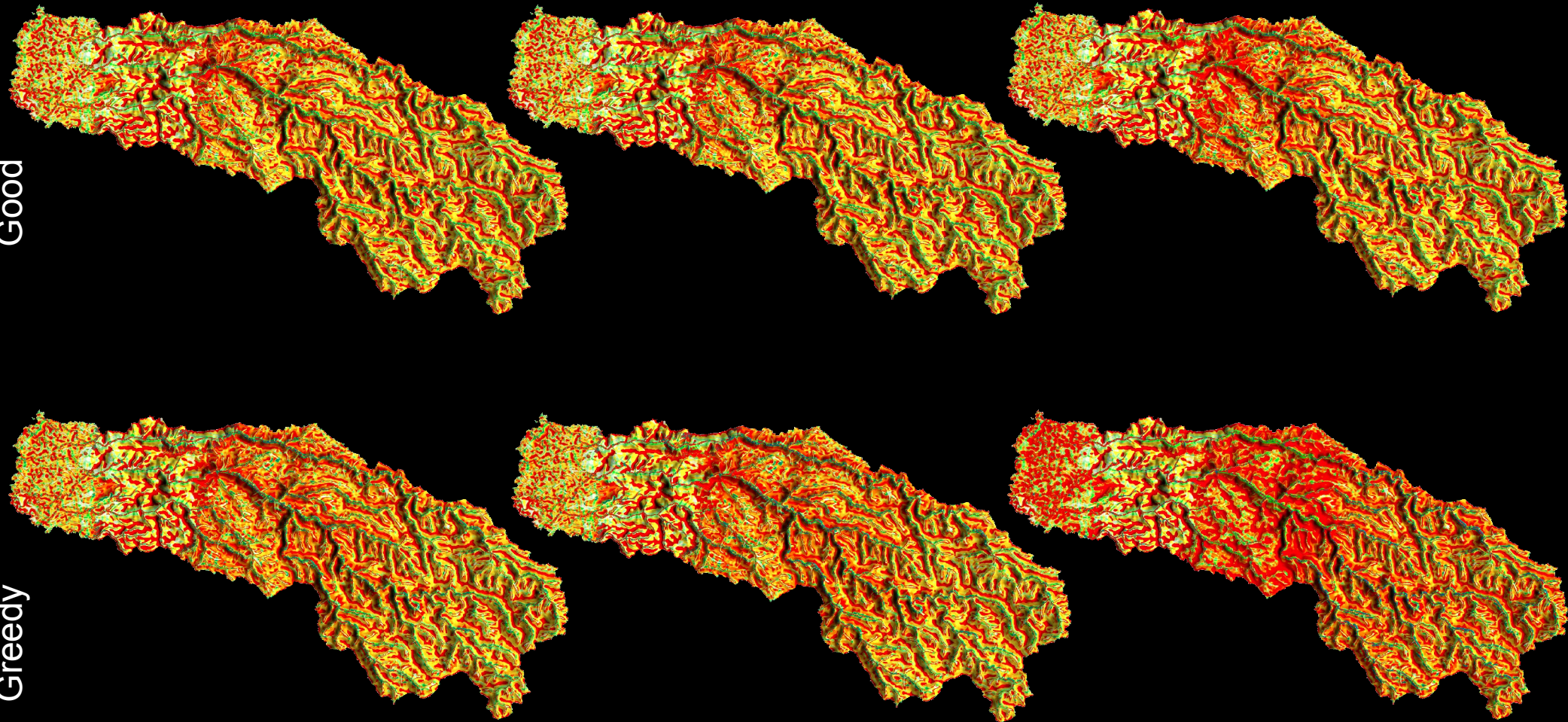
Pastoralists

Agropastoralists

Agriculturalists

Good

Greedy



Net Erosion

0

Net Deposition

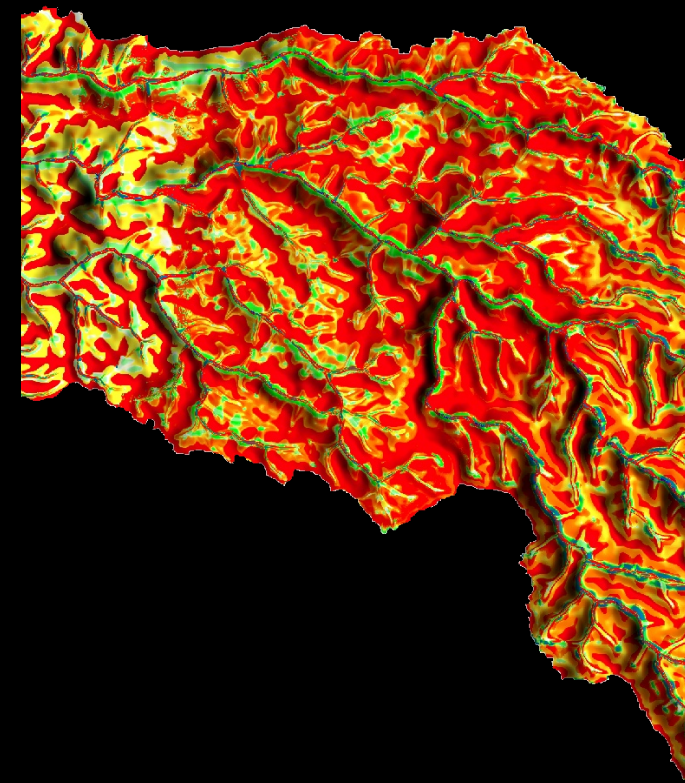
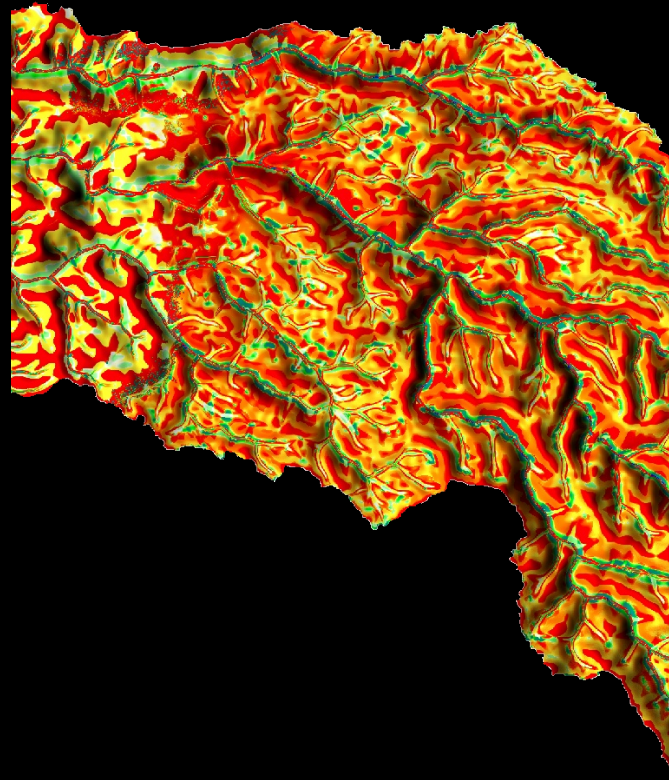
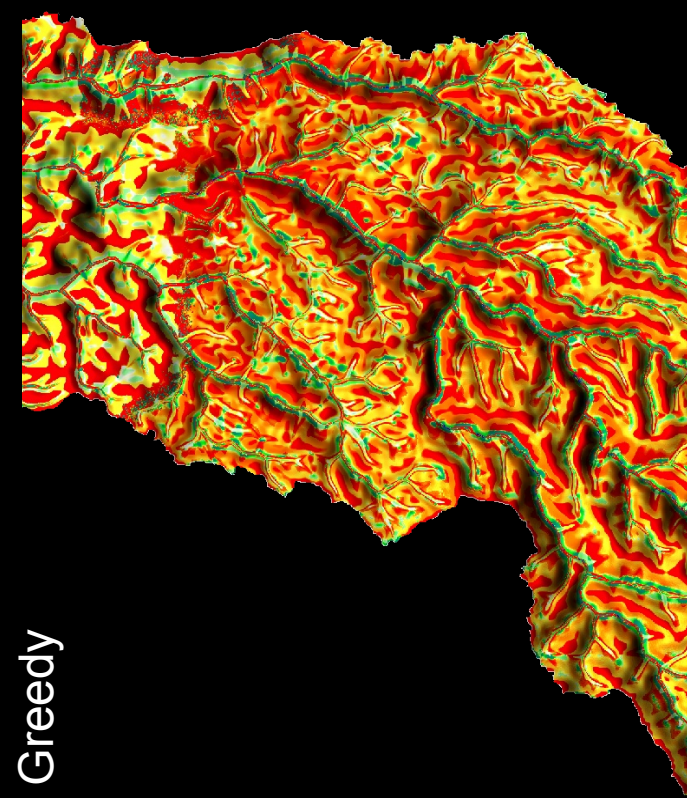


Cumulative Erosion/Deposition

Pastoralists

Agropastoralists

Agriculturalists



Greedy

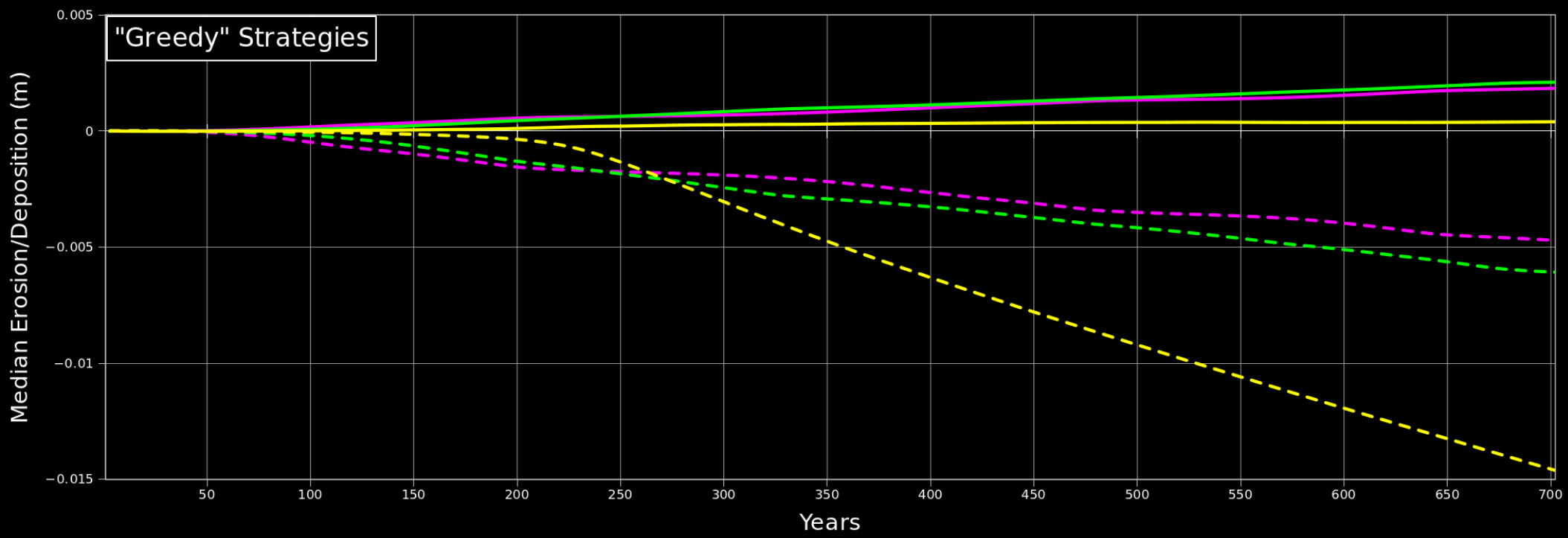
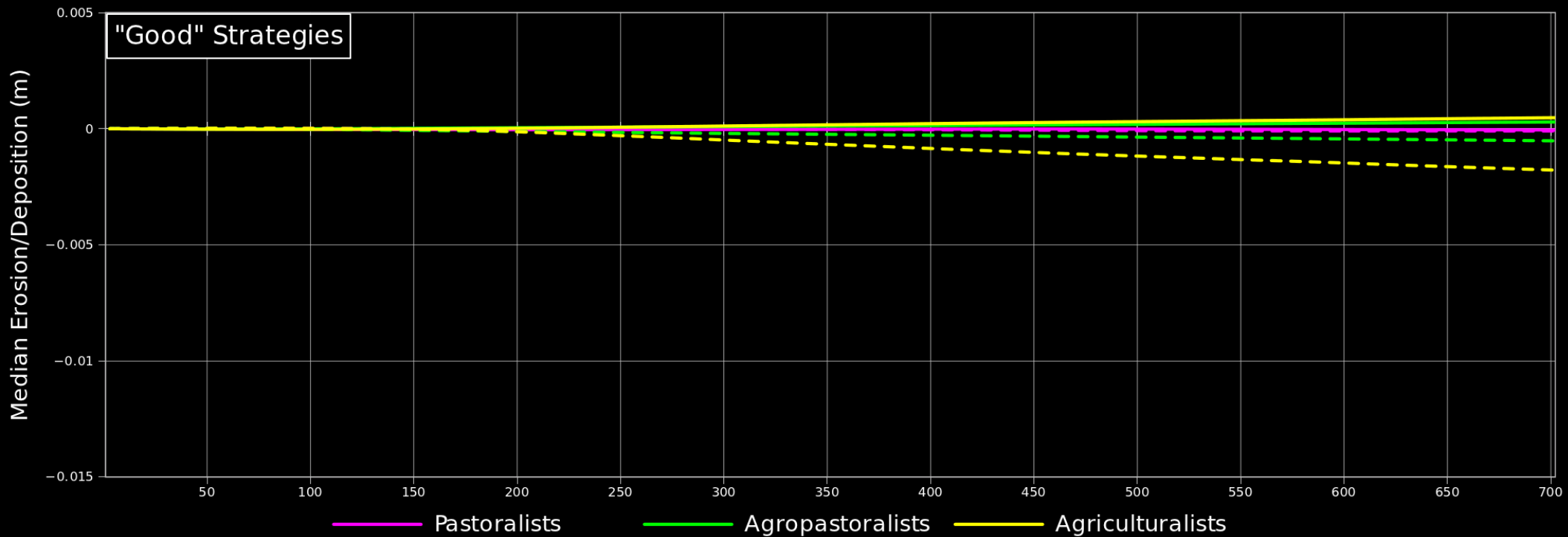
Net Erosion

0

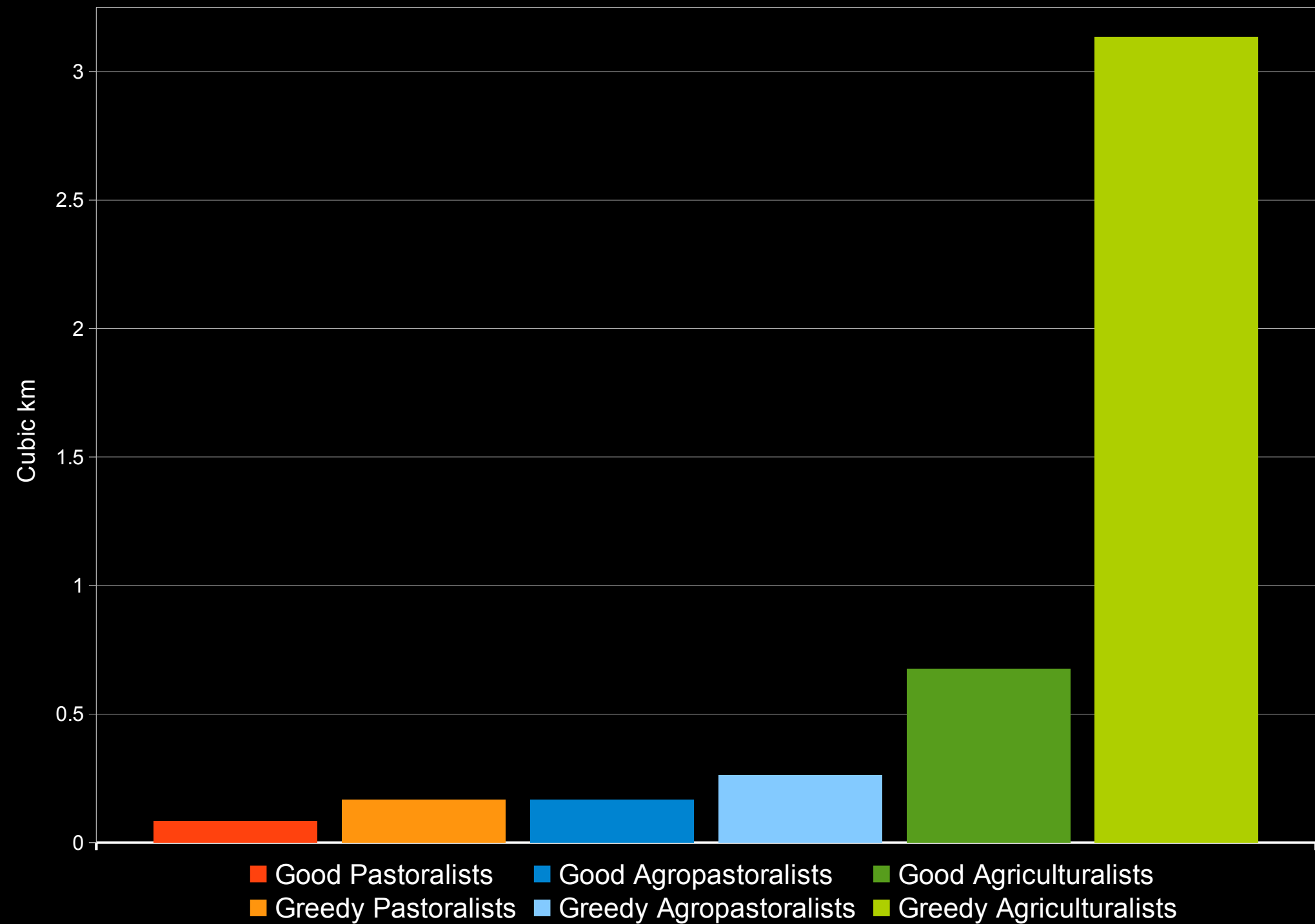
Net Deposition



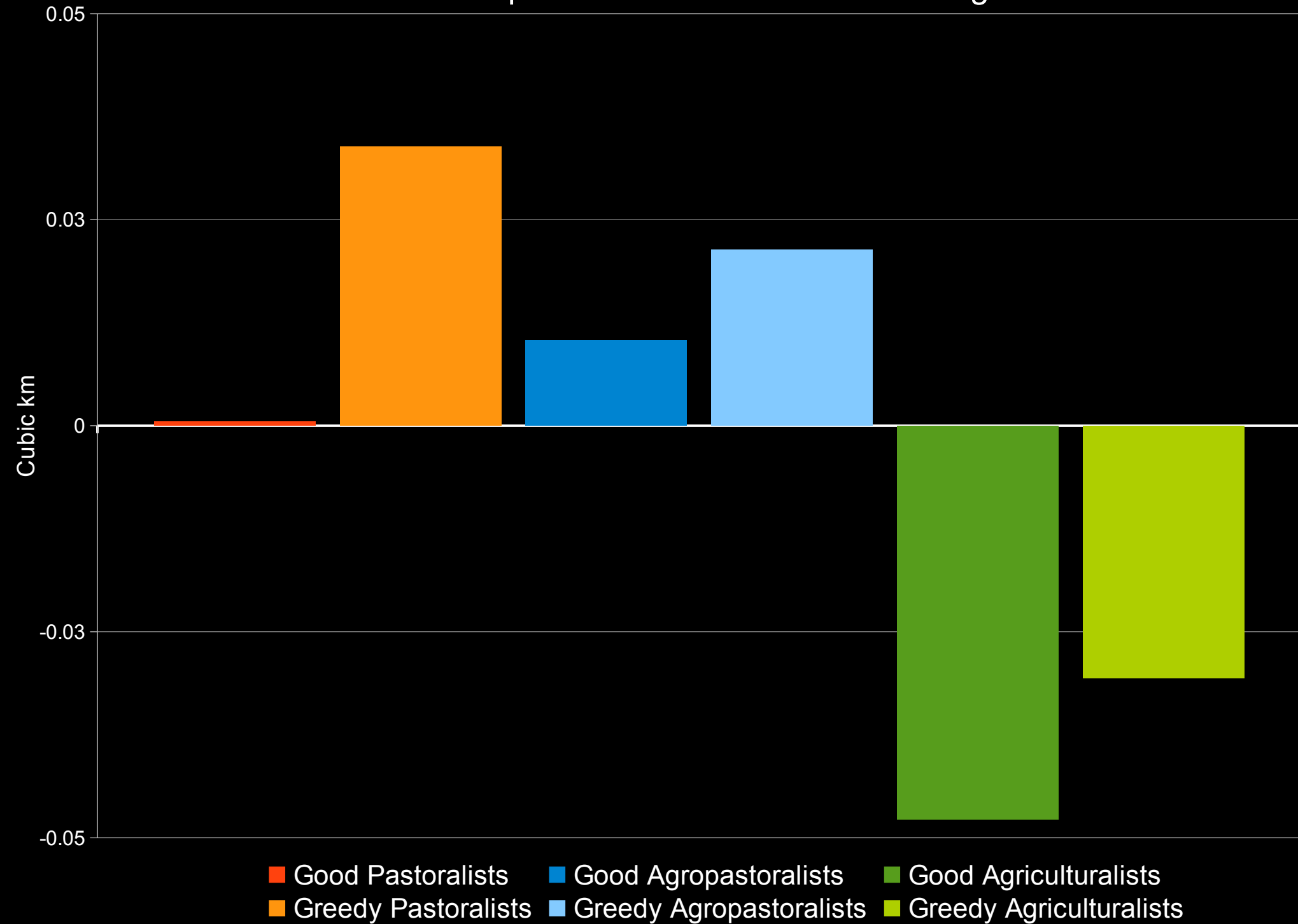
Cumulative Human Contribution to Erosion and Deposition Over Time ³⁵



Human contribution to erosion within a 2 hour walking-cost catchment



Human contribution to deposition within a 2 hour walking-cost catchment



General Implications for PPN/LN Transition³⁸

- 1) Severe environmental degradation occurred in several of the scenarios, but only lead to a catastrophic population reduction in one (“greedy” agropastoralists).
- 2) Environmental degradation related *both* to degree of reliance on agriculture *and* the degree of “greediness”.
- 3) Population variability increases with *both* degree of reliance on pastoralism *and* degree of “greediness”.
- 4) Very large populations (600-1000 people) are only possible with high levels of agricultural dependence.
- 5) Equally mixed subsistence behavior, and being “good”, is the only way to achieve *both* very high stability and low environmental impact.

The PPN/LN Transition in Wadi Ziqlab

- 1) Archaeological evidence suggests the Neolithic subsistence system in Wadi Ziqlab more similar to the “agropastoralists” or “pastoralists” of these simulations.
- 2) These simulations experienced high population variability due to variability in the subsistence base.
- 3) Thus, Banning's “Reduction of Variability” hypothesis seems to be the most likely motivator for the PPN/LN transition in the Wadi Ziqlab region.
- 4) Environmental degradation *could* have been a factor, however, but not necessarily.
- 5) Further simulations will examine if the switch to the dispersed LN settlement pattern would have mitigated the effects of resource variability on these agropastoral subsistence systems.

Thank you!

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