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**Olfactory cue use by three-spined sticklebacks foraging in turbid water:
prey detection or prey location?**

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2 Foraging, when senses are limited to olfaction, is composed of two
3 distinct stages; the detection of prey and the location of prey. While specialist
4 olfactory foragers are able to locate prey using olfactory cues alone, this may not
5 be the case for foragers who rely primarily on vision. Visual predators in aquatic
6 systems may be faced with poor visual conditions such as natural or human-
7 induced turbidity. The ability of visual predators to compensate for poor visual
8 conditions by using other senses is not well understood although it is widely
9 accepted that primarily visual fish, such as three spined sticklebacks
10 (*Gasterosteus aculeatus*) can detect and use olfactory cues for a range of
11 purposes. We investigated the ability of sticklebacks to a) detect the presence of
12 prey and b) to precisely locate prey, using olfaction, in clear and turbid (two
13 levels) water. When provided with only a visual cue, or only an olfactory cue,
14 sticklebacks showed a similar ability to detect prey, but a combination of those
15 cues improved their performance. In open-arena foraging trials, a dispersed
16 olfactory cue added to the water (masking cues from the prey) improved foraging
17 success, contrary to our expectations, while activity levels and swimming speed
18 did not change as a result of olfactory cue availability. We suggest that olfaction
19 functions to allow visual predators to detect rather than locate prey, and that
20 olfactory cues also have an appetitive effect, enhancing motivation to forage.

21

22 Keywords: olfaction, predator-prey interactions, turbidity, *Gasterosteus aculeatus*,
23 vision

24 Predators use a range of senses to find prey including vision, olfaction
25 and the detection of electric fields (Goerlitz et al. 2008; Nakata 2010; Patullo &
26 Macmillan 2010; Gracheva et al. 2010). For predators using visual cues to
27 forage, detecting and locating a prey item occur simultaneously. For predators
28 using olfactory cues, however, the detection of a cue may convey very little
29 information about the location of a prey item (Conover 2007). In such systems,
30 finding a prey item (or mate, or other resource) using olfaction can be considered
31 as two discrete steps: detection, where an individual is alerted to the presence of
32 food in the vicinity; and location, where detected item is found. The step from
33 detection to location when using olfaction may depend on factors such as wind or
34 flow speed and turbulence, the strength of the cue, and the sensitivity of
35 chemoreception by the individual (Conover 2007; Carthey et al. 2011). For
36 example in mice (*Mus domesticus*), cue patchiness is an important factor
37 determining foraging success (Carthey et al. 2011) and plume tracking insects
38 need both an olfactory cue and wind direction in order to successfully navigate to
39 the source of the cue (Cardé & Willis 2008).

40

41 In aquatic systems, many fish predators rely primarily on vision, yet visual
42 cues can be highly limited, as water is often turbid or too deep to allow light to
43 penetrate (Davies-Colley & Smith 2001; Utne-Palm 2002). Fish also use olfaction
44 in a range of behaviours, including mate choice (cichlids: Plenderleith et al. 2005,
45 sticklebacks: Rafferty & Boughman 2006; Heuschele et al. 2009), as a social cue
46 (sticklebacks: Ward et al. 2004; Ward et al. 2005, perch: Behrmann-Godel et al.
47 2005) to detect predators (rainbow trout: Brown et al., 2011, minnows: Ferrari,
48 Lysak, & Chivers, 2010) and to detect prey (cod: Løkkeborg 1998). Thus,
49 changes to the visual (e.g. through turbidity; Quesenberry, Allen, & Cech, 2007;
50 Utne, 1997) or olfactory (e.g. through altered pH; Heuschele & Candolin, 2007;

51 Moore, 1994) environment can negatively impact on the ability of fish to detect
52 and locate prey items.

53

54 Turbid conditions can be caused by natural events, such as algal blooms
55 due to seasonal shifts in temperature and light availability; and from
56 anthropogenic activities such as excess fertiliser from agriculture reaching
57 waterways, or erosion caused by deforestation or construction (Richter et al.
58 1997; Henley et al. 2000; Donohue & Molinos 2009). Highly turbid water is known
59 to be detrimental to a visual forager: in high-production lakes lowered encounter
60 rates between predators and prey lead to fewer large fish predators in
61 comparison to low-production lakes (Turesson & Brönmark 2007). Across a
62 range of fish species, reaction distance to prey decreases with increasing
63 turbidity (Utne 1997; Sweka & Hartman 2003; Pekcan-Hekim & Lappalainen
64 2006; Quesenberry et al. 2007) and increased turbidity decreases foraging
65 success (Gregory & Northcote 1993; Sweka & Hartman 2003; Granqvist & Mattila
66 2004).

67

68 However, in some cases, high turbidity has little impact on foraging
69 success (Miner & Stein 1993; Grecey & Targett 1996; Granqvist & Mattila 2004;
70 Quesenberry et al. 2007). This may be related to the size of the predator and its
71 prey (Utne-Palm 2002): A small predator feeding on plankton will often find itself
72 close to prey, so reaction distances can be short without negatively affecting the
73 predator. In contrast, larger predators that eat sparser prey are more likely to be
74 negatively affected by turbidity (Turesson & Brönmark 2007). While some
75 predators are not adversely affected by turbidity because of their size and prey
76 density, others may be able to compensate for the loss of available visual cues
77 with changes in behaviour (Andersen et al. 2008) or through developmental
78 plasticity, making use of other senses such as olfaction (Chapman et al. 2010).

79

80 Here, we investigated whether three-spined sticklebacks (*Gasterosteus*
81 *aculeatus*) can use olfaction to compensate for a reduction in the availability of
82 visual foraging information due to increased turbidity. The three-spined
83 stickleback is a visual predator occupying a wide range of habitats including very
84 turbid water (Wootton 1976; Utne-Palm 2002; Engström-Öst & Candolin 2006;
85 Webster et al. 2007b). Sticklebacks are known to use olfaction across a range of
86 behaviours: they compensate for poor visual conditions by using olfactory cues in
87 mate choice, allowing them to accurately assess male quality (Reusch et al.
88 2001), and base shoaling preferences on habitat-derived olfactory cues (Ward et
89 al. 2004; Ward et al. 2005). Webster et al. (2007a) demonstrated that
90 sticklebacks performed more poorly in a foraging task when olfactory cues from
91 prey were concealed by an excess of prey cue added to the water, indicating a
92 key role for olfaction in foraging in this species. Thus, as primarily visual foragers,
93 but with a well-documented sense of smell, sticklebacks are an ideal model
94 system in which to test the hypothesis that olfaction allows individuals to
95 compensate for the reduced availability of visual cues in turbid water.

96

97 Here, we used two complementary approaches to investigate the use of
98 visual and olfactory cues in stickleback foraging, in the context of both prey
99 detection and prey location. In the first 'prey detection' experiment we tested the
100 hypotheses that a) sticklebacks can use olfaction to detect prey; b) reliance on
101 olfactory cues to detect prey increases with increasing turbidity. In the second,
102 'foraging success' experiment, we tested the hypotheses that a) increasing
103 turbidity reduces the ability of fish to locate prey items and b) this effect is
104 increased when olfactory prey cues are masked by the addition of excess prey
105 cue to the water (thus providing no information about the location of prey items).
106 Together, these experiments allowed us to test the general hypothesis that

107 sticklebacks compensate for poor visual conditions by using olfactory cues to
108 detect and locate dispersed prey.

109 **METHODS**

110

111 *Study Species and Housing*

112 250 three-spined sticklebacks (*Gasterosteus aculeatus*) 45-55 mm long
113 were caught using small (single or two person) seine nets from water bodies near
114 Saltfleet, Lincolnshire, UK (53° 25' 59.55"N, 0° 10' 49.41"E). Fish were placed in
115 commercial fish transportation bags at maximum density of 5 fish per litre. Each
116 bag was filled with 25% water from the source water body, and 75% air (total bag
117 volume of 20 litres), and bags were packed into plastic boxes. Fish were returned
118 by car to the laboratory in Leeds, and no fish died during transportation. At our
119 facilities, the fish were kept in groups of between 50 and 150 fish in fresh water
120 holding tanks (60 x 90 x 45 cm) on a 10:14 hour light/dark cycle at a temperature
121 of 16 ± 1 °C and pH was 6.5 – 7.0. To control for any potential confounding effect
122 of social background, fish from each holding tank were evenly distributed
123 between treatments. The holding tanks were enriched with gravel substrate and
124 artificial plants. They were fed defrosted frozen bloodworm (chironomid larvae)
125 once daily. The fish were maintained in the laboratory for 18 months after which
126 they were released again where caught in agreement with the Home Office and
127 DEFRA. The prey species used in our experiments were live bloodworm
128 (*Chironomidae spp*) sourced from a local pet shop (prey detection) and frozen
129 bloodworm sourced from a commercial fish food provider (foraging success).

130

131 *Experiment 1: Prey detection*

132

133 To investigate whether sticklebacks could use olfactory cues to detect
134 prey, we used a binary choice design (similar to that of Chapman et al, 2010).
135 Fish were presented with two containers, one containing prey and one without
136 prey. We used 3 cue-availability treatments (olfactory, visual and combined

137 cues), each repeated in three turbidity environments (clear, medium and high;
138 see below for details) with 25 trials in each group (a total of 225 trials). Some
139 trials (N = 47) were excluded due to the fish not entering a selection zone (see
140 below), giving a total sample size of 178. A web-cam positioned above the arena
141 and connected to a laptop next to the experimental arena was used to monitor
142 the fish during acclimatisation and record the trials.

143

144 The choice arena (54 x 34 cm, filled to a depth of 5 cm; figure 1a)
145 contained two prey containers, positioned at opposite ends, 10 cm from the tank
146 wall, and an opaque shelter positioned in the tank centre. Around each prey
147 container we marked a 5 cm wide 'selection zone'. Each prey container was
148 constructed from a 100 ml plastic beaker divided vertically into two equal
149 sections, one transparent and one opaque (see figure 1a for positioning of the
150 containers). Live bloodworm prey placed into the transparent section provided
151 visual cues to the predator (in the visual only and combined cue treatments),
152 while prey placed in the opaque section (in the olfactory only treatment) did not.
153 Live prey were used as movement is an important visual cue (Utne-Palm 2002).
154 For treatments where an olfactory cue was available (the olfactory and combined
155 cue treatments), the containers were perforated with 1 mm holes spread at 1 cm
156 intervals across the entire surface of the container. For the visual only treatment,
157 the container remained unperforated. In each trial, one container held prey while
158 the other did not. The side containing the prey was randomised between trials to
159 control for any potential side bias.

160

161 To facilitate the transmission of olfactory cues from the container in to the
162 surrounding water (for the olfactory only and combined treatments), an additional
163 olfactory cue was dripped via airline tubing into the container containing prey at a
164 rate of 1 drop per 10 seconds amounting to approximately 5 ml of drip per trial

165 dripping into approximately 9 litres of water in the arena. A control drip of water
166 was added to the container without prey. We performed a series of pilot trials
167 using water dyed with food colouring to visualise patterns of cue dispersal, prior
168 to the start of experimental trials. These pilot trials indicated that over the course
169 of 30 minutes, the cue would disperse to create a cylindrical odour plume
170 approximately 2 cm wide around the container with a sharp concentration
171 gradient. These pilots indicated no visually detectable current caused by the
172 olfactory cue drip. To control for the presence of the tubing, it was left in place for
173 the visual only treatments, but no cue was added.

174

175 The olfactory cue was generated from the water in which the live
176 bloodworm were stored. The bloodworm were supplied in small plastic bags
177 containing approximately 150 ml of water, and we housed the bloodworm in this
178 water in the laboratory for up to 2 days after purchase (bloodworm survived for
179 no more than 3 days in the laboratory). Thus, the water used for the olfactory cue
180 used was generated by housing bloodworm in water for 3-5 days. In order to
181 achieve the required volume of olfactory cue, the water used to house the
182 bloodworm was diluted immediately before use one part water, one part
183 bloodworm housing water. As the cue water had a slight pink tinge, a small
184 amount of red food colouring was added to the control water. Pilot trials indicated
185 that there was no effect of the food colouring on fish response to the water.

186

187 In addition to randomly assigning the side containing the food cue, we
188 also carried out cue treatments in a random order. Trials were recorded on video
189 and analysed blind to cue treatment and the side containing the cue. A separate
190 spreadsheet held information on cue treatment and on which container held prey
191 items for each trial. Although much was done to ensure randomisation, all clear
192 water trials were carried out before the turbid trials. The initial experiment in clear

193 water was designed to test whether sticklebacks could detect the olfactory cue in
194 our experimental set up. This pilot indicated that detection of the prey when
195 olfactory cues were available was similar to detection when both cues were
196 available (ANOVA: $F_{1,59} = 1.45$, $P = 0.24$), and so these results were incorporated
197 into the full experiment. Within the clear water trials, cue treatment was
198 randomised and videos analysed blind, as for the main experiment.

199

200 Turbidity was created by dissolving industrial clay (Commercial Clay Ltd)
201 in conditioned water (Abrahams & Kattenfeld 1997; Ferrari et al. 2010). High
202 turbidity (488.69 ± 5.46 NTU) was created from 1g of clay per litre of water and
203 medium turbidity using 0.5g/L (296.51 ± 4.77 NTU). Turbidity dropped to $437.05 \pm$
204 7.96 NTU and 250.63 ± 5.10 NTU respectively over a period of 15 minutes (5
205 minutes acclimatisation plus 10 minutes trial time). Turbidity differed significantly
206 between high turbidity and medium turbidity treatments (ANOVA: $F_{1,112} = 682.9$, P
207 < 0.001). The clay did not alter the pH of the water used in our trials. Clear water
208 treatments contained no clay (~ 0.1 NTU). The fish showed no symptoms of ill
209 health during or following experiments. It is likely that the turbidity levels chosen
210 for these experiments were higher than is usually seen in the wild, but as the
211 trials ran in small volumes of water, high turbidity was necessary to prevent the
212 fish from seeing prey at short distances. At the turbidities we used, the secchi
213 disk distance (indicative of the distance the fish would be able to see through the
214 water) was approximately 3 cm for high turbidity and 10 cm for medium turbidity.

215

216 Fish were starved for 24 hours prior to trials in order to standardise
217 motivation to feed. Individual fish were placed in the shelter and left for 5 minutes
218 to acclimatise, in order to minimise decrease in turbidity and in line with other
219 studies (Engström-Öst & Candolin 2006; Webster et al. 2007a; Quesenberry et
220 al. 2007). After the acclimatisation period, the video recording was started and

221 the fish was released into the arena by raising the shelter above water level using
222 a remote pulley system. Each trial lasted 10 minutes, after which the fish was
223 caught and measured, and the trial number assigned to the video. The arena was
224 emptied of water and refilled for each subsequent trial to remove olfactory cues
225 from previous trials. Total time spent in each selection zone was recorded from
226 the video.

227

228 *Analysis*

229 Statistical analysis was carried out in R version 2.13.0 (R Development
230 Core Team 2011) using a generalised linear model (glm) with quasibinomial
231 errors to analyse the proportion of time spent in the selection zone with the
232 container holding food as opposed to the empty container selection zone. The
233 model was run with interactions first and when an interaction was found between
234 turbidity and treatment, post hoc glms in each turbidity level were run with a
235 Bonferroni correction for multiple tests in order to test for main effects of cue
236 availability.

237

238 *Experiment 2: Foraging success*

239

240 As detecting prey in a binary choice test does not necessarily equate to
241 the ability to locate prey, we carried out a second experiment, in which predators
242 located and consumed prey in an open arena, again under 3 differing turbidity
243 levels (as above).

244

245 Foraging success trials were carried out in a 100x100 cm arena with a
246 water depth of 5 cm (figure 1b). A 10x10 cm floating polystyrene shelter was
247 positioned in the centre of the arena, held in place by lengths of white sewing

248 thread attached to the centre of two opposite sides of the arena. 8 bloodworms
249 were placed at evenly spaced predetermined spots (25 cm from the arena wall
250 and 25 cm from the nearest neighbouring worm) surrounding the shelter.
251 Defrosted frozen bloodworms were used as prey to prevent excessive movement
252 away from these locations during the trial. A high definition webcam (Logitech
253 Webcam Pro 9000), suspended above the arena was used to remotely monitor
254 and record trials.

255

256 We used two cue availability treatments: “visual and olfactory” and “visual
257 only”. The visual and olfactory treatment allowed the stickleback to use both
258 senses (although visual cue availability was dependent on turbidity levels – we
259 make no assumptions about the effect of clay on the olfactory cue available). In
260 the visual only treatment, we prevented the use of olfactory cues to locate prey
261 by adding additional olfactory cue to the water used to fill the arena, ensuring that
262 the cue was well-mixed with the water before the arena was filled. The added
263 olfactory cue was created following the methodology in Webster et al (2007a)
264 from the filtered extract of macerated frozen bloodworm (1g of bloodworm per 20
265 L of water final concentration). The added olfactory cue was intended to override
266 any olfactory cue emanating from the prey items, thus preventing the fish from
267 using this cue to locate the prey. Fish were fed then starved for 24 hours
268 preceding trials to standardise motivation to feed. Each cue availability treatment
269 was carried out in three different turbidity treatments, as above. On each day of
270 experimentation, we carried out 2-3 trials at each turbidity level. Within a day,
271 turbidity levels were grouped (for logistical reasons), but between days, the order
272 in which different turbidity levels were trialled was randomised.

273

274 Individual fish were released under the shelter, where they would hide.
275 Any fish that did not hide under the shelter or did not emerge from the shelter

276 within 15 minutes were removed and excluded from the experiment ($N = 92$ fish).
277 The 15 minute emergence limit was imposed in order to avoid overlap in turbidity
278 treatments due to settling of clay over time. We recorded the time taken for the
279 fish to emerge, defined as the time at which the full extent of its body was free of
280 the shelter. Mean time until emergence from the shelter did not differ significantly
281 between cue or turbidity treatment groups (cox proportional hazards survival
282 model, likelihood ratio test₃ = 3.38, $P = 0.34$). Turbidity was measured (for the
283 majority of trials) before the fish was released and after the trial was complete.
284 Turbidity decreased over time from 646.38 ± 12.74 (mean \pm SE) NTU to $460 \pm$
285 20.69 (high turbidity, $N = 18$ & 26 respectively), and from 391.15 ± 9.35 NTU, to
286 286.83 ± 9.1 NTU (medium turbidity, $N = 29$ in both cases) over a maximum of 35
287 minutes (maximum time permitted in the shelter plus maximum foraging time).
288 Thus, despite decreases in turbidity over time, turbidity in the medium and high
289 turbidity treatments differed significantly ($F_{1,53}=63.06$, $P<0.001$). Once the fish
290 had emerged, we started video recording and the fish was allowed to forage until
291 all worms were eaten or for 20 minutes, at which point the trial was terminated.
292 Fish were measured to the nearest mm (total body length) at the end of each
293 trial.

294

295 Data were manually extracted from videos using Etholog (2.2.5) and
296 Windows Media Player. The time spent engaged in each of the 4 behaviours
297 outlined in table 1 was recorded. In addition, we recorded the time taken to
298 emerge from the shelter (see above) and the time of consumption of each
299 individual worm.

300

301 *Analysis*

302 All analysis was carried out in R (R Development Core Team 2011). Cox
303 Proportional Hazards Survival Models (Therneau & Lumley 2011) and Mixed

304 Effects Cox Models (Therneau 2011) were used to analyse our three response
305 variables: the total time until emergence from shelter, the total time until first
306 worm was eaten and the total time until each worm was eaten, as a function of
307 turbidity and cue availability treatment.

308

309 In a subsequent analysis, we focused only on the time when the fish was
310 actively swimming in the arena, excluding time when the fish was hiding, inactive
311 or swimming around the edges of the arena. This measure best represents active
312 search for food, as all other behaviours were counterproductive to locating the
313 bloodworm. Swimming time analyses were also carried out using Mixed Effects
314 Cox Models, but using swimming time instead of total time until consumption of
315 each worm. Both time until consumption of first and all worms were analysed.

316

317 A Mixed Effects Generalised Linear Model using the R package lme4
318 (Bates et al. 2011) with binomial errors was used to test for difference in number
319 of worms eaten. Size of fish as a random factor (to account for the fact that
320 smaller fish might eat fewer worms) and an observation level random variable
321 was included to account for over dispersion (Bates et al. 2011). No interaction
322 between cue and environment was found, so this was removed and the minimum
323 adequate model (MAM) is presented.

324

325 Each behaviour recorded represented a proportion of the total time
326 budget recorded, so the measurements were not independent, with the increase
327 of time spent on one behaviour necessarily causing the decrease in one or more
328 of the others. As this type of data may cause spurious correlations, it is best
329 treated like a composition (Aitchison 1982). Therefore, the compositions package
330 in R (Boogaart et al. 2011a) was used to transform the data (using the isometric
331 log ration transform in the package) into a composition suitable for linear analysis

332 (Boogaart & Tolosana-Delgado 2006; Boogaart 2008; Boogaart et al. 2011b),
333 and using a MANOVA to test for differences in time budgets. Individual
334 behaviours were analysed using generalised linear models with quasibinomial
335 errors. Swimming speeds were analysed using a linear model with two factors
336 (turbidity and cue availability) after log transforming the data in order to meet the
337 assumptions of a linear model.
338

339 **RESULTS**

340

341 *Experiment 1: Prey detection*

342

343 There was a significant interaction between turbidity and cue (ANOVA:
344 $F_{4,169} = 2.455, P = 0.048$). High turbidity affected time spent with the food
345 container when a visual cue only was available (figure 2). Single factor analysis
346 on treatments at separate turbidity levels, using a Bonferroni correction for
347 multiple tests, revealed that fish in the visual only and olfactory only treatments
348 spent significantly less time with the correct cup compared to when both cues
349 were available, when turbidity levels were high (Binomial GLM: Olfactory only: t_{60}
350 $= -2.467, P = 0.017$ Visual only: $t_{60} = -4.233, P < 0.001$; figure 2). There was no
351 significant difference between treatments in clear water and medium turbidity
352 (ANOVA: $F_{2,59} = 1.45, P = 0.24$ and $F_{2,52} = 2.22, P = 0.12$ respectively).

353

354 *Experiment 2: Foraging success*

355

356 More worms were eaten in treatments with an added olfactory cue
357 compared to treatments without an added olfactory cue (Mixed effects GLM, $z =$
358 $1.976, N = 90, P = 0.048$) and fewer worms were eaten at high turbidity ($z = -$
359 $4.053, N = 90, P < 0.001$) but not medium turbidity ($z = -0.898, N = 90, P = 0.369$)
360 compared to clear water. There was no significant interaction between cue
361 treatment and turbidity level on the number of worms eaten. Comparison of the z
362 values indicates a greater effect of turbidity than presence/absence of olfactory
363 cue.

364

365 There was no significant difference in the total time until the first worm
366 was eaten between clear water and high turbidity ($z = -0.658, N = 90, P = 0.51$)

367 or between added cue and no added cue ($z = 1.165$, $N = 90$, $P = 0.24$), in a cox
368 proportional hazards model (fig. 3a). There was, however, a significant difference
369 between clear and medium turbidity, with medium turbidity leading to a decrease
370 in the time taken until the capture of the first worm ($z = 2.95$, $N = 90$, $P = 0.003$).
371 When looking at swimming time only to the first worm being eaten (fig 3b), high
372 turbidity leads to a significant increase in the time taken until the first worm is
373 eaten, compared to clear water ($z = -3.219$, $N = 90$, $P = 0.001$). The other
374 treatment combinations do not differ significantly from clear water with no added
375 cue (medium turbidity: $z = 1.369$, $N = 90$, $P = 0.17$ and added cue: $z = -0.109$, N
376 $= 90$, $P = 0.91$).

377

378 Worms survived longer (total time) in medium and highly turbid water than
379 in clear water and with an added olfactory cue they were eaten sooner than with
380 no added cue (mixed effects cox model, cue: $z = 2.86$, $N = 90$, $P = 0.004$,
381 turbidity: medium: $z = -2.24$, $N = 90$, $P = 0.025$, high: $z = -7.36$, $N = 90$, $P <$
382 0.0001 ; figure 3c), but there was no interaction between turbidity and cue
383 availability. Repeating this analysis using active swimming time only revealed a
384 significant interaction between turbidity and cue availability on the survival of
385 worms ($z = 3.27$, $N = 90$, $P = 0.001$, figure 3d). The interaction effect suggests
386 that at high turbidity, the addition of the olfactory cue increases the 'hazard' (the
387 risk to the worm of being eaten). Post hoc tests (with Bonferroni correction for
388 multiple tests) revealed that added cue significantly shortened the lives of worms
389 in clear water ($z = 2.66$, $N = 30$, $P = 0.008$) but no effect was found at medium
390 turbidity ($z = -0.4$, $N = 30$, $P = 0.69$). Both with and without added cue, increasing
391 turbidity increased the time until worms were eaten (no added cue: medium: $z = -$
392 5.68 , $N = 45$, $P < 0.001$, high: $z = -12.98$, $N = 45$, $P < 0.001$; added cue: medium:
393 $z = -5.80$, $N = 45$, $P < 0.001$, high: $z = -9.73$, $N = 45$, $P < 0.001$).

394

395 We found no significant interaction effect between olfactory cue and
396 turbidity level on time budgets (MANOVA following transformation using
397 compositions $F_{6,166} = 1.34$, $P = 0.242$). There was a highly significant main effect
398 of turbidity ($F_{6,170} = 4.84$, $P < 0.001$) but no effect of olfactory cue treatment ($F_{3,84}$
399 $= 1.49$, $P = 0.224$) on behaviour. The above analysis looks at the effect on
400 activity budget as a whole, and when looking at individual behaviours, fish spent
401 a significantly larger proportion of time actively swimming in medium and high
402 turbidity than in clear water (Quasibinomial GLM, $t_{89} = 3.45$, $P < 0.001$ and $t_{89} =$
403 3.80 , $P < 0.001$ respectively; figure 4a). In time spent hiding, there was no
404 significant interaction between added olfactory cue and turbidity ($F_{2,84} = 2.09$, $P =$
405 0.13). After removing the interaction term, the fish spent significantly less time in
406 hiding in both medium and high turbidity than they did in clear water ($t_{86} = -5.28$,
407 $P < 0.001$ and $t_{86} = -5.17$, $P < 0.001$, figure 4b).

408

409 Swimming speeds did not differ between added cue and no added cue
410 ($F_{1,59} = 00.832$, $P = 0.365$), but speeds were higher at medium and high turbidity
411 than in clear water (medium: $t_{58} = 2.908$, $P = 0.005$, high: $t_{58} = 2.990$, $P = 0.004$).

412 **DISCUSSION**

413

414 Our results suggest that olfaction plays an important role in foraging,
415 particularly in turbid waters. At high turbidity, prey detection was enhanced by the
416 presence of both visual and olfactory cues compared to one cue type alone.
417 Surprisingly, we found that when foraging in highly turbid waters, the addition of a
418 masking olfactory cue did not hamper the location of prey items, instead
419 increasing predation risk on the bloodworm. Based on the results of a previous
420 study (Webster et al. 2007a) we predicted that flooding the arena with olfactory
421 cues from bloodworm would conceal the location of the prey to a predator using
422 olfaction to find them. Instead, foraging success was increased with the addition
423 of this olfactory cue in our study. We suggest that the added olfactory cue may
424 have had an appetitive effect on the fish, stimulating them to actively search for
425 or consume prey. We found no difference, however, in the time spent actively
426 foraging, or swimming speed between the two olfactory cue treatments.

427

428 In line with previous studies, overall foraging success was decreased in
429 highly turbid waters (Pekcan-Hekim & Lappalainen 2006; Nurminen et al. 2010b;
430 Nurminen et al. 2010a). However, our prey detection results in particular suggest
431 that the detrimental effect of turbidity may be mediated by the use of olfactory
432 cues from prey for foraging sticklebacks. Previous work has found that when
433 juvenile guppies (*Poecilia reticulata*) are reared in an environment where visual
434 cues are limited, individuals increase reliance on olfactory cues in foraging, to the
435 extent that their overall foraging success is not negatively impacted by reduced
436 visual information (Chapman et al. 2010). Such an increased reliance on olfaction
437 provides a way for individuals to compensate for potentially detrimental effects of
438 environmental change on foraging success and survival, although the
439 mechanisms underlying this are not yet known (Chapman et al. 2010).

440 Sticklebacks are often found naturally in highly turbid water, so early experience
441 of this environment may allow for enhanced use of olfactory cues.

442

443 While our study finds a negative effect of high turbidity on the ability of
444 sticklebacks to detect and locate prey, other studies have found that a moderate
445 level of turbidity can have a positive effect on foraging success (Gregory &
446 Northcote 1993) as well as reaction distance (Utne 1997; Utne-Palm 1999).

447 While an increase in reaction distance can be explained by how prey will
448 sometimes stand out more against a turbid background than clear water (Utne-
449 Palm 2002), this cannot explain why juvenile chinook salmon (*Oncorhynchus*
450 *tshawytscha*) have higher foraging success when foraging for benthic or surface
451 prey. These prey do not have a turbid water background, so would not be more
452 easily detected for this reason. Turbidity causes a decreased anti-predator
453 response in fathead minnows (*Pimephales promelas*) and chinook salmon
454 (Gregory 1993; Abrahams & Kattenfeld 1997) and it may well be that improved
455 foraging at moderate turbidity is at least partly due to change in foraging
456 behaviour caused by a decreased perception of risk.

457

458 The contrast between our results and those of Webster et al (2007a) is
459 interesting, and may be explained by the configuration of the prey in the different
460 experiments. In Webster et al's (2007a) experiment, prey items (sections of
461 bloodworm) were partially concealed within a darker coloured substrate, while the
462 prey in our experiment were in high contrast to the flat white background of the
463 test arena. High turbidity reduces the long-range availability of visual cues (Berg
464 & Northcote 1985; Mazur & Beauchamp 2003; Quesenberry et al. 2007), but
465 once close to the prey, the short-range availability of cues will be affected by
466 small-scale habitat structure: worms concealed within the substrate are less likely
467 to be located than those clearly visible, when using visual cues alone. We

468 suggest that for our fish, the appetitive effect of the added olfactory cue,
469 combined with the availability of short-range visual cues, allowed for increased
470 consumption of prey.

471

472 It is possible that the clay used to create turbidity in our experiments may
473 have affected the availability of olfactory cues, which we did not control for in our
474 trials. However, if the clay had a strong negative effect on the availability or
475 perception of olfactory cues, we would expect to see a decrease in the
476 availability/use of olfactory cues in the medium and high turbidity treatments, and
477 a reduced effect of the added olfactory cue in the foraging experiment in turbid
478 water treatments, and this is not reflected in our results. Therefore, while the clay
479 used in our trials may have had some effect on olfactory cue, the primary effect
480 seems to be in limiting visual cues.

481

482 Olfaction is known to play a key role in a number of other behaviours in
483 sticklebacks specifically, and in other fish species. Olfactory cues are an
484 important component of social decision-making (Ward et al. 2004; Ward et al.
485 2005) and mate choice (Rafferty & Boughman 2006; Heuschele & Candolin
486 2007; Heuschele et al. 2009). In sticklebacks, increased algal turbidity leads to
487 an increased reliance on olfactory cues in mate choice in comparison to clear
488 water, where visual cues are of primary importance, with knock-on implications
489 for mate selection and the direction of sexual selection (Heuschele et al. 2009).
490 Roach (*Rutilus rutilus*), when exposed to olfactory predator cues from either pike
491 (*Esox lucius*) or perch (*Perca fluviatilis*), are able to successfully identify the
492 predator species and take suitable species dependent evasive action (Martin et
493 al. 2010). Together with previous studies, our results suggest that sticklebacks
494 are able to flexibly rely on olfactory cues, although this may not always
495 compensate for the reduction in visual cue availability caused by turbidity.

496

497 Our results suggest that in sticklebacks, olfactory cues are used primarily
498 for prey detection, with vision used for final prey location. Where there is no water
499 movement, pervasive olfactory cues alert the fish to the presence of prey in the
500 immediate environment. Highly localised cues may be of less use, as they remain
501 undetected until the predator is very close to the cue source, where vision may
502 successfully be used to locate prey. Where wind or water flow disperses cues,
503 olfactory predators may use anemo- or rheotaxis (upstream movement) in
504 addition to chemotaxis to locate prey (Zimmer-Faust et al. 1995), utilising
505 information provided by moving air or water to follow an odour plume to its
506 source, but this information may be disrupted by turbulence (Weissburg et al.
507 2002). How and whether primarily visual foragers like sticklebacks utilise flow to
508 track odour plumes is unknown (however, see Cripps et al. 2011 and Løkkeborg
509 1998).

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Tables

Table 1. Behaviours recorded in the foraging trials.

Behaviour	Description
Swimming	Moving around in the arena including saltatory and steady movement, but not along the edges of the arena.
Hiding	The fish is under the shelter and invisible to the observer
Edge	Continuous swimming along the edge of the arena
Inactive	Time spent immobile for at least 5 seconds in one bout

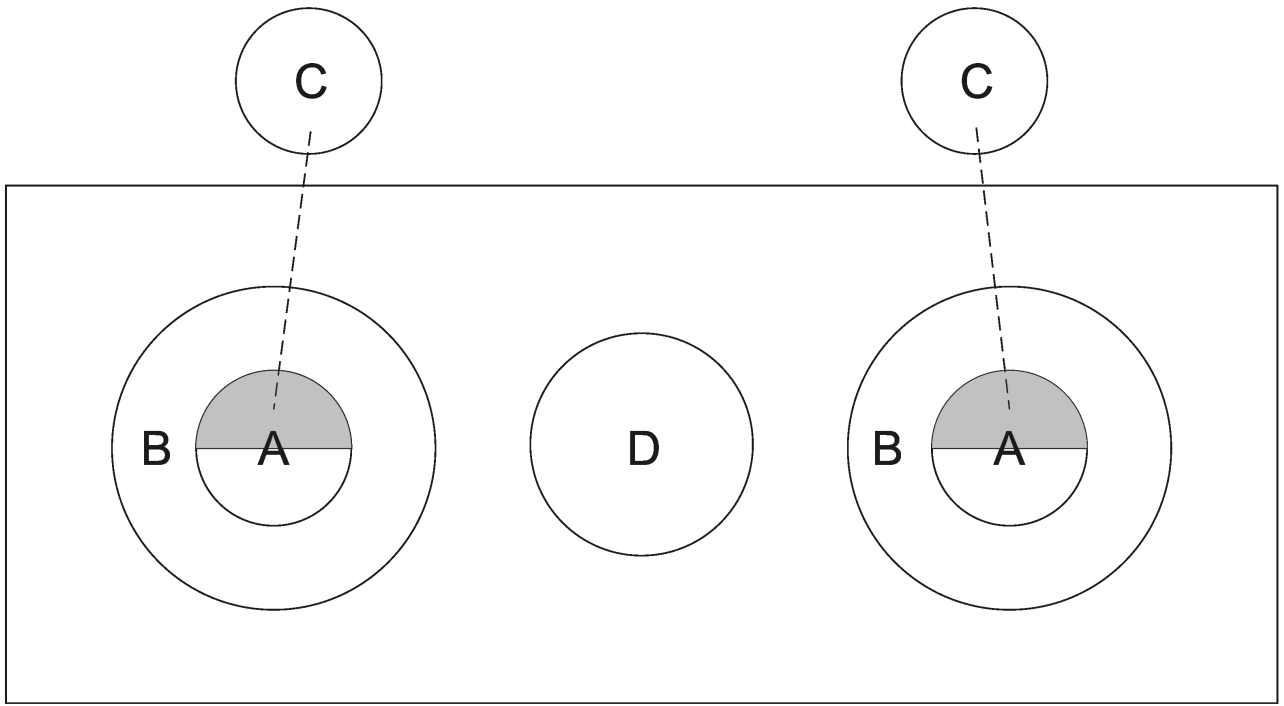
Figure legends

Fig. 1 Illustration (not to scale) of the (a) Binary choice arena. (A) indicates the cue containers, one half opaque (shaded) and one half transparent (unshaded). The containers were perforated for the olfactory and combined treatment, but intact for the visual treatment. (B) indicates the selection zones of 5cm and (C) indicates the containers holding the cue drip positioned at the side of the arena with tubing (dashed lines). (D) indicates the opaque cylinder for acclimatisation. (b) Foraging arena. (E) is floating shelter at centre of arena held in place with sewing thread (dashed lines). (X) mark the predetermined spots where prey were placed prior to trials. The distance between each prey and to either shelter or arena edge, was approximately 25 cm.

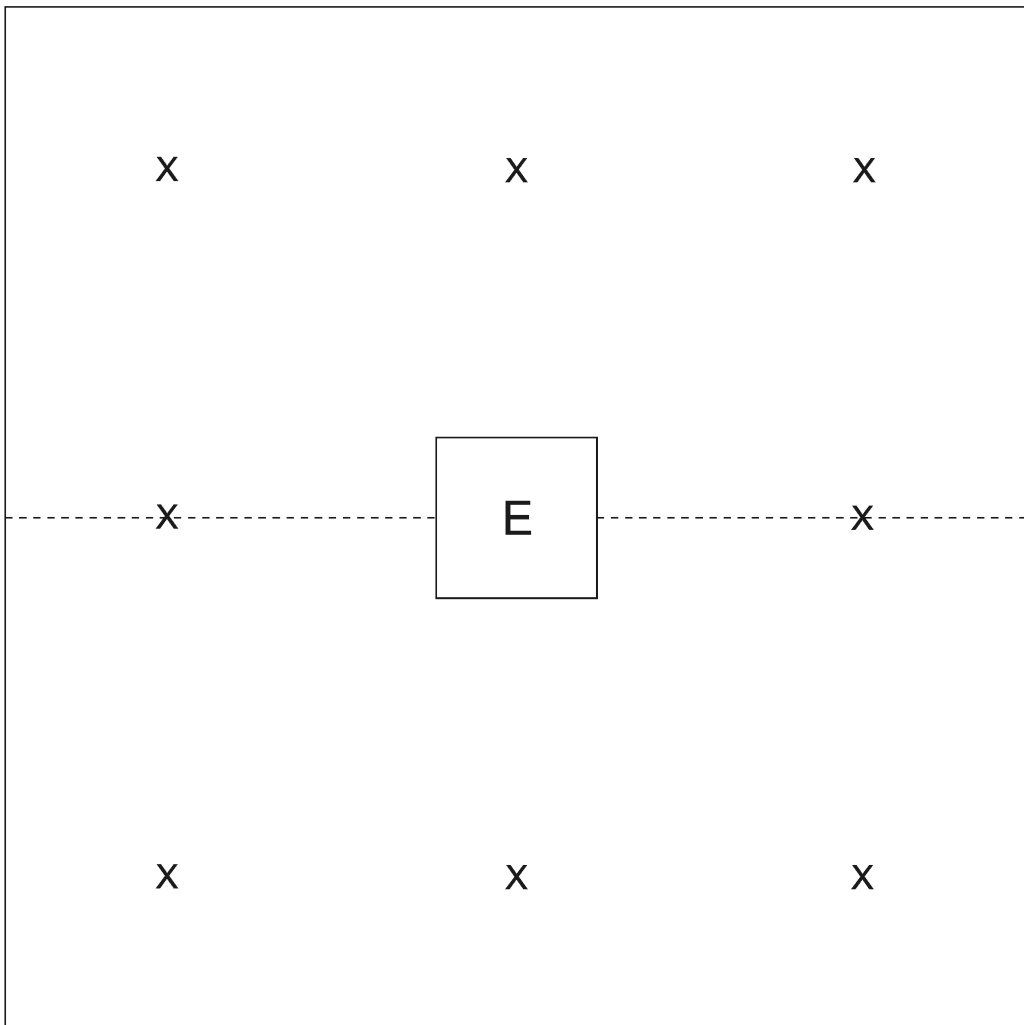
Fig. 2 Mean proportion of time spent with the food container with error bars of two standard errors. Grey is olfactory cue only, white is combined cues and black is visual cue only. Significant effects are marked with an asterisk.

Fig. 3 Survival curves for total time to first worm (A), swimming time to first worm (B), total time for all worms (C) and swimming time to all worms (D). Lines are: solid line = high turbidity, added olfactory cue; long dashes = high turbidity, no added cue; dotted line = clear water, added olfactory cue, short dashes = clear water, no added cue; dash-dot = clear water, added olfactory cue; dash-double dot = clear water, no added cue).

Fig. 4 The proportion of time spent swimming (A) and hiding (B) in the six treatment groups. Black bars are no added cue, and white bars are added olfactory cue. The error bars are two standard errors. Level of turbidity had an effect on behaviours whereas olfactory cue did not.



(a)



(b)

