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Distracted decision makers: ship noise and predation risk change shell choice in hermit crabs

Tidau, Svenja

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Distracted decision-makers: Ship noise and predation risk 1 change shell choice in hermit crabs 2 3 This is a final accepted manuscript. The definitive published version is at Behavioral 4 Ecology, arz064, https://doi.org/10.1093/beheco/arz064 5 6 Svenja Tidau* and Mark Briffa 7 8 * Corresponding author: svenja.tidau@plymouth.ac.uk 9 10 Address and contact 11 Svenja Tidau 12 University of Plymouth | Marine Biology & Ecology Research Centre 13 Drake Circus | Plymouth, PL4 8AA | UK 14 Mark Briffa 15

University of Plymouth | Marine Biology & Ecology Research Centre

Drake Circus | Plymouth, PL4 8AA | UK

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Abstract

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Human induced rapid environmental change such as noise pollution alters the ability of animals to integrate information cues. Many studies focus on how noise impacts single sensory channels but in reality animals rely on multi-modal sources of information. In this study, we investigated the effect of anthropogenic noise and the visual presence of a predator on tactile information gathering during gastropod shell assessment in the European hermit crab Pagurus bernhardus. For hermit crabs, empty gastropod shells are a crucial resource affecting growth, reproduction and survival. We measured shell assessment behavior and manipulated (i) the shell size (50% or 80% of the optimal), (ii) sound condition (ship or ambient) and (iii) visual predator cue (absence/ presence). Overall we found that crabs were less likely to accept an optimal shell in the presence of ship noise, suggesting that exposure to ship noise disrupted the information gathering ability of the crabs. We also found a significant interaction between noise, predator presence and shell size on the mean duration for the final decision to accept or reject the optimal shell. Hermit crabs in 50% shells took less time for their final decision when exposed to both ship noise and predator cue while crabs in 80% shells showed shorter decision time only when the predator cue was absent. Our results indicate that anthropogenic noise can interact with predation threat and resource quality to change resource acquisition, suggesting that noise pollution can disrupt behavior in a non-additive way, by disrupting information use across multiple sensory channels.

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Keywords

- 41 Anthropogenic noise, hermit crabs, human induced rapid environmental change,
- 42 predation risk, resource assessment, sensory ecology

Introduction

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Human induced rapid environmental change (HIREC) (Sih et al. 2011) encompasses global processes such as climate change as well as examples of more localized and transient pollution such as ship noise (Tuomainen and Candolin 2011). HIREC can either affect behavior directly by impacting whole organism performance capacities (via changes to development or physiological state) or indirectly by altering the sensory environment and disrupting the information gathering and decision-making processes that underpin behavior. Both routes have potential implications for survival and fitness. Noise has been shown to affect the detectability (and recognizability) of cues both through masking of sound (Brumm 2004; Foote et al. 2004; Sun and Narins 2005; Clark et al. 2009; Barber et al. 2010; Halfwerk et al. 2012; Lampe et al. 2012; Ladich and Fay 2013; Heiler et al. 2016; Spiga 2016; Simpson et al. 2016) and by distracting an animal's limited attention (Chan et al. 2010a; Chan et al. 2010b; Wale et al. 2013a; Kunc, et al. 2014; Simpson et al. 2015; Radford et al. 2016; Nedelec et al. 2017; Walsh et al. 2017; Tidau and Briffa In Press). Since animals perceive and have to process information across various modalities, their limited attention is a cognitive constraint (Dukas 2004). As a consequence, the 'distracted prey hypothesis' (Chan et al. 2010b) suggests that since animals have to divide their attention they may no longer respond appropriately to predator cues in the presence of noise (Chan et al. 2010b). Thus, noise might not only distract attention from acoustic cues but also from non-acoustic cues across visual, chemical and tactile channels and in addition can also disrupt the integration of information across sensory modalities (Halfwerk and Slabbekoorn 2015).

Recent decades have seen mounting evidence for effects of anthropogenic noise pollution across a range of taxa, habitats and behavioral contexts (Barber et al. 2010; Kight and Swaddle 2011; Williams et al. 2015). This includes shifts in the amplitude, duration, timing and patterns of acoustic communication as possible means of

compensating for noise, with examples in birds (Brumm 2004; Halfwerk et al. 2012), amphibians (Sun and Narins 2005), insects (Lampe et al. 2012), marine mammals (Foote et al. 2004; Heiler et al. 2016), fish (Ladich and Fay 2013) and snapping shrimp (Spiga 2016). However, there is also evidence that behaviors in contexts other than communication can be impacted by noise, and in these cases the scope for animals to compensate may be more limited. Furthermore, due to distraction effects disruption is not limited to behavior that relies on acoustic sources of information only. Examples of the wide range of impacted behavioral contexts include reduced foraging performance in the common shore crab *Carcinus maenas* (Wale et al. 2013a), the greater mouse-eared bat *Myotis myotis* (Siemers and Schaub 2011) and the Black-tailed prairie dog *Cynomys ludovicianus* (Shannon et al. 2014), decreased parental care in the spiny chromis *Acanthochromis polyacanthus* (Nedelec et al. 2017), impaired shoaling in the Bluefin tuna *Thunnus thynnus* (Sara et al. 2007) and reduced predator avoidance in the European eel *Anguilla anguilla* (Simpson et al. 2015).

Anthropogenic noise not only disrupts the sensory environment of animals along acoustic, unimodal sensory channels but also across non-acoustic channels for information gathering and processing, such as the visual and tactile sensory systems (Kunc et al. 2014; Tidau and Briffa *In Press*). It has been suggested that such crosssensory interference can distract organisms, thus explaining behavioral changes in response to anthropogenic pollution in vertebrates and invertebrates alike (reviewed by Halfwerk and Slabbekoorn 2015). However, different sources of information used by animals tend to be studied in isolation. In contrast, few studies have taken a multisensory approach to investigating the effects of anthropogenic noise on behaviors that (in nature) are likely to be dependent on information from several channels (Sih et al. 2011; Halfwerk and Slabbekoorn 2015). For example, the European hermit crab *Pagurus bernhardus* integrates tactile and visual information when assessing the value of an

empty gastropod shell. This is a critical resource that provides protection for their weakly calcified abdomen and crabs are known to choose new shells based on information about their mass, species, condition (Elwood and Neil 1992) and color (Briffa et al. 2008). During the process of exchanging an old shell for a new one, hermit crabs are vulnerable to attack and hence they adjust their shell assessment behavior in the presence of predators (Briffa et al. 2008). Hermit crabs rely on a range of tactile, visual and chemical cues in order to compare the quality of a potential new shell with that of the currently occupied shell. Like other coastal species, however, hermit crabs are subject to noise pollution caused by the motors of ships and boats. While P. bernhardus is found in coastal intertidal rock pools, as they grow, these hermit crabs prefer to occupy Buccinum undatum shells and are increasingly found in subtidal areas such as the English Channel. Thus, for *P. bernhardus* noise from ships represents a relevant anthropogenic stimulus. A recent laboratory study has shown that the time taken for P. bernhardus to choose a new shell decreases significantly in the presence of white noise (Walsh et al. 2017). While the effects of noise on shell assessment (Walsh et al. 2017) and antipredator behavior (Chan et al. 2010a) have been analyzed in isolation in different species of hermit crabs, the effects of noise on the ability to integrate information about the shell resource and predation threat has yet to be investigated.

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Here, we investigate the effects of ship noise on the ability of hermit crabs to use tactile and visual information to choose a shell of optimal quality and to adjust their shell assessment behavior in the visual presence of a predator. A common predator of *P. bernhardus* is the common shore crab *Carcinus maenas* and previous studies have shown that hermit crabs respond to their chemical cues (Rotjan et al. 2004; Briffa et al. 2008). Under normal circumstances the duration of shell investigation and chance of a hermit crab exchanging shells increases with the potential gain in shell quality (Elwood and Stewart 1985; Elwood 1995; Tricario and Gherardi 2007; Turra and Gorman 2014)

but decreases with predation risk (Rotjan et al. 2004; Bulinski 2007; Briffa and Austin 2009), reflecting a trade-off between the costs and benefits of changing shells. If this trade-off between shell quality and predation risk is altered by the presence of noise, this would indicate that anthropogenic noise reduces the ability of hermit crabs to integrate pertinent information across different sensory channels. We predict that hermit crabs will respond to the visual predator cue by altering their shell assessment and that this is influenced by the quality of shell a hermit crabs occupies, i.e. crabs in small shells (50% of its preferred shell based on the crabs own body mass) will have a large shell gain (50%) but are also more exposed to predators while crabs in larger shells (80% of its preferred shell) have a lower shell gain (20%) but are less exposed to a predator. We predict that crabs in small shells will therefore show greater responses to the predator cue. Moreover, if noise disrupts information gathering across sensory channels, we expect crabs to alter their shell dependent predator response in the presence of noise. Thus, the effect of original shell size on responses to a predator cue should be reduced in the presence of noise. Thereby, we aim to address a current gap in knowledge about how the effects of anthropogenic noise might impact the integration of behavior across the different sensory channels that animals rely on in nature.

Materials and methods

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Collection and husbandry of hermit crabs

P. bernhardus inhabits subtidal as well as intertidal marine habitats. For practically of sampling, we collected *P. bernhardus* from the rocky intertidal of Hannafore Point, Cornwall, UK (50° 20′ 42″ N, 4° 28′ 0″ W) adjacent to the English Channel and next to a local fishing harbor between November 2016 and January 2017. We transported the animals directly to a temperature-controlled room at the University of Plymouth. The room was maintained at 15 °C with a 12:12 hour light:dark cycle and hermit crabs kept

in a single holding tank containing 125 L of continuously filtered and aerated seawater (Briffa et al. 2013) taken from the laboratory supply obtained from the seaward side of Mount Batten pier (50° 21' 34" N, 4° 8' 8" W) in Plymouth Sound at spring tides. We fed crabs in this stock tank once a week with white fish.

At least 16 hours before the observation, we removed crabs with a bench vice from their shell, sexed and weighed each individual. Crab mass ranged from 0.18 g to 1.61 g (mean mass \pm SE = 0.798 g \pm 0.32 g, N= 59). Each crab was assigned a *Littorina littorea* shell of either 50% or 80% of its preferred shell mass based on a regression line relating preferred shell mass to body mass (Dowds and Elwood 1983; Briffa and Elwood 2007). We housed the crabs in individual white plastic dishes of 15 cm diameter containing continuously aerated seawater to a depth of 5 cm. Since the shell mass preferences of females are subject to change during the breeding season, we used only male crabs without damaged appendages, visible parasites or recent molting in the study (Briffa and Elwood 2007). After the observations we returned the animals unharmed to the sea at the collection point.

Tank set-up and sound analysis

We carried out the observations in a $80 \times 50 \times 50$ cm sized glass tank filled with ~ 130 L (to a depth of 40 cm) of seawater from the laboratory supply. We placed the tank on a free-standing trolley and cushioned it with at least 1cm Styrofoam plates between tank and trolley as well as the trolley and floor. The speaker was suspended in the tank from a cushioned bamboo stick at 20 cm distance to one end of the tank, such that is was fully submerged in the seawater (Figure 1). In order to ensure that crabs were exposed to similar sound conditions we designed two 20×20 cm arenas within the larger tank at equal distances from the speaker. The center of each arena was 30 cm from the center speaker and the other end of the tank. No substrate was provided on the arena floors, as this is known to interfere with the locomotion and general activity of hermit crabs and

other non-swimming crustaceans (Wale et al. 2013; Walsh et al. 2017; Tidau and Briffa *In Press*). The arenas were divided by an opaque 15 cm high plastic sheet. In order to disrupt the particle motion resulting from the sound playbacks as little as possible while preventing the crabs from directly escaping from the arena, we constructed the walls of each arena from 1 x 1 cm mesh-size plastic mesh. For the predator cue, we placed a plastic model crab of approximately 10 cm width in an upright position outside of the tank and centered to the arena such that it was visible from inside the arena imitating the natural predator *Carcinus maenas* (Rotjan et al. 2004; Briffa et al. 2008).

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While some studies use white noise as a substitute sound source to test the effect of anthropogenic noise pollution on animals (Chan et al. 2010a; Stahlman et al. 2011; Walsh et al. 2017), most noise studies utilize playbacks of actual anthropogenic pollutants, for example ships. Ship noise and white noise playbacks not only differ in their spectral properties (frequency, amplitude) but also in their temporal pattern and predictability. Compared to white noise, which is characterized by equal energy intensity across frequencies (Barber et al. 2010), ships produce unique acoustic signals depending on factors such as speed and load (Hildebrand 2009). Consequently, ships produce a more unpredictable signal compared with artificial white noise. It is known that the stress induced by a stimulus is linked to its predictability (Koolhass et al. 2011; Francis and Barber 2013) and that for this reason less predictable stimuli are likely to be more distracting to animals. Relatively few studies have formally compared the effect of artificial white noise and playbacks of anthropogenic noise pollutants (Holles et al. 2013; Bent et al. 2018; Bermúdez-Cuamatzin et al. 2018), but where this has been done noise from anthropogenic pollutants tends to be similarly (Bermúdez-Cuamatzin et al. 2018) if not more distracting than white noise in terms of behavior (Holles et al. 2013; Bent et al. 2018). For these reasons we used three ship noise playbacks along with corresponding ambient control sounds from the same sites recorded at three major UK harbors. These

recordings were used in previous studies in which the sample location, ship size and speed were detailed (for instance Wale et al. 2013a; Simpson et al. 2015). We used Audacity 2.1.2 (Audacity Team, 2017) to create a total of six sound tracks for playback to the crabs, of either ambient control sound or ship noise. In the case of ship noise tracks, we alternated 2 minutes of ship noise with 2 minutes of ambient sound including 15 seconds fading in and out to simulate noise of passing ships. We assigned the crabs randomly to one of the two sound treatments (ambient control or ship noise). Within each of these treatments crabs received one of three alternative sound recordings of ship noise or ambient sound, as appropriate for their treatment group. These recordings were alternated between the successive observations (for details on the noise exposure and behavioral observation see section below).

For the playbacks of the sound tracks, we used a Toshiba Portégé R830-13C laptop (Tokyo, Japan) connected to a Lvpin LP-200 amplifier (Lvpin Technology Suzhou Co., Taiping Town, China) and an underwater speaker (DNH Aqua-30 underwater speaker, effective frequency range 80-20 000 Hz, DNH A/S, Kragerø, Norway). To characterize the acoustic properties of our playbacks within the laboratory aquarium we undertook a spectral analysis as follows. We re-recorded the six sound tracks at the center of the arena at 30cm distance to the speaker and 10cm to the tank wall at 1-2 cm distance to the bottom of the tank with an omnidirectional hydrophone HTI-96-MIN (with inbuilt preamplifier, manufacturer-calibrated sensitivity -165 dB re 1 V µPa-1; frequency range 0.002-30 kHz, High Tech Inc., Gulfport, MS, USA) and Linear Sony PCM-M10 recorder (48 kHz sampling rate, Sony Corporation, Tokyo, Japan; recording level calibrated using pure sine wave signals from a function generator with a measured voltage recorded in line on an oscilloscope). At this position, the three ambient sound tracks were played back so that they had an average maximum sound pressure level of 119.4 dB RMS re 1 µ Pa (ambient A: 119.7, ambient B: 118.8, ambient C: 119.8) and

the ship noise had an average maximum of 143.6 dB RMS re 1 μ Pa (ship A: 143.0, ship B: 143.8, ship C: 143.9). These sound levels were similar to those in previous studies on crustaceans (Wale et al. 2013a, Wale et al. 2013b). We note that hermit crabs are likely to perceive the particle motion component of sound rather than the measured sound pressure levels (Popper et al. 2001; Breithaupt 2002). However, as in in previous studies (see for instance Wale et al. 2013), and due to unresolved challenges of tank acoustics (Rogers et al. 2016) we analyzed the power spectrum of the sound pressure for each playback to make sure that we exposed crabs to two distinctive sound conditions namely ship noise and ambient control, rather than attempting to establish absolute noise sensitivity levels for hermit crabs. We used PAMGuide (Merchant et al. 2015) for MATLAB R2015b (MathWorks, Inc. 2015) to perform a power spectrum analysis of 60 seconds recording with Hann evaluation window, overlap 50%, 0.25 second window length, 1 - 48 000 Hz bandwidth normalized to 1 Hz (Figure 2).

Experimental design and behavioral analysis

We designed a fully orthogonal experiment with the three factors; sound condition (ambient control or ship noise), predator cue (present or absent) and initial shell size (50% adequate or 80% adequate). The combination of these treatments resulted in 8 treatment groups. During each observation session, our set up containing two arenas allowed us to concurrently expose two individuals (that were unable to interact with one another) to the same sound track. At the start of the session we placed a shell of 100% preferred size for the crab allocated to each arena with the aperture facing downwards in the middle of each arena. After starting the sound playback, we placed the crabs in their allocated arenas with the aperture of their gastropod shells facing upwards. To avoid the effect of shell size being confounded by time of day, we always observed concurrently a crab starting in the observation in a 50% adequate shell and a crab starting the observation in an 80% adequate shell, one in each of the two observation arenas. To

avoid confounding the data through any directional bias the position (left or right arena) we alternated the two shell size treatments between arenas across consecutive observations. On each day of observation we collected data from a similar number of crabs from each of the four ship noise and predator cue combinations, and the order of treatment combinations was varied from day to day.

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The shell assessment behavior was recorded with a Canon Legria HF R47 (Tokyo, Japan) for a maximum of 25 minutes (up to 5 minutes were allowed for crabs to emerge from their gastropod shell at the start of the observation and 20 minutes of behavior were then quantified). The videos were scored using The Observer version 12 (Noldus IT, Wageninngen, The Netherlands) event logger software blind to the sound and predator cue treatments. We scored the frequency, duration and latency for each of the behaviors. The observation started when the crab had emerged from its shell and placed at least one of its appendages on the bottom of the tank. During the 20 minutes of observation the crabs were continuously exposed to either ambient control sound or ship noise playback as described above. We recorded the total decision time defined by the time from the start of the observation when crabs contacted the bottom of the tank with at least one walking leg to the point where the crabs had made a clear decision to reject either the new, optimal shell or the initially occupied shell. We designated the final decision point as that time at which crabs had moved one body length away from either the rejected optimal shell or the previously occupied shell. We also recorded whether crabs contacted the optimal shell with their antennae, whether they entered the optimal shell. For those crabs that did enter the optimal shell we recorded whether or not they finally accepted the optimal shell. Observations were terminated when one of the following conditions was met: The crab swapped into the optimal shell and moved at least as far away from the old shell as the length of its body ("optimal shell accepted"), the crab had contact with the 100% shell but did not swap into it and moved away at least as far as the length of its body ("optimal shell rejected") or after 20 minutes, if the crab had no shell contact ("no decision"). Of the initial 77 observations conducted, 18 crabs made no contact with the optimal shell. Since their decision was not affected by any of the predictors (sound: $\chi^2_1 = 0.34$, P = 0.56; predator cue: $\chi^2_1 = 1.17$, P = 0.28, occupied shell: $\chi^2_1 = 0.02$, P = 0.89) or their interaction (see supplemental files for a complete results table), we excluded those 18 crabs from the analysis. This left a sample size of N = 59 crabs (see Table 1 for details).

Statistical analysis

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To determine the effects of noise condition, predator cue and shell size on shell assessment behavior we used General and Generalised Linear Mixed Effect Models, as appropriate, implemented in the R-package Ime4 (Bates et al. 2015) in R version 3.3.2 (R-Core-Team 2017). The fixed effects were sound treatment (ship noise or ambient control), predator cue (present or absent) and initial occupied shell size (50% or 80%), and their interactions. Crab body mass was included as a covariate. In order to account for the potential pseudo-replication that might arise from re-using each of the three ship noise and three ambient control recordings across multiple observations, we included playback identity as a random (intercept) effect. Furthermore, we included a second random intercept to account for the paired observations within each observation session. Where necessary the data (i.e. latency to contact the optimal shell, total decision time to accept or reject the optimal shell) were log transformed to improve normality, so that the assumption of the linear models would be met. For the binary response variables (displaying antennal contact, entering the optimal shell, accepting the optimal shell) we used a binomial distribution and for continuous data (duration and latency) we used a Gaussian distribution. For models with non-Gaussian data we used likelihood ratio tests. To assess model fit we visually inspected the distribution of residuals.

Ethical note: No animals were harmed during the experiments. After the experiment each crab was supplied with an optimal shell, was fed and returned to the sea at the location of collection. No licenses or permits were required for this study.

Results

There was no effect of the interaction between sound, predator cue and occupied shell size (χ^2_1 = 3.08, P = 0.08) or any of the main effects, i.e. sound (χ^2_1 = 2.11, P = 0.15), predator cue (χ^2_1 = 0.34, P = 0.56) or initially occupied shell size (χ^2_1 = 0.99, P = 0.32) on the latency to contact the optimal shell (see supplement for all results tables). Larger hermit crabs approached the optimal shell faster than smaller crabs (χ^2_1 = 7.44, P = 0.006). Furthermore, there was a significant three-way interaction between sound, predator cue and shell size on the total decision time to accept or reject the optimal shell (χ^2_1 = 5.0, P = 0.03; Figure 3). Crabs in a 50% adequate shell and exposed to a predator took a longer total decision time under ambient control compared to ship noise. In the contrary crabs in 80% shells showed the opposite pattern, taking more time to decide under ambient sound than ship noise when the predator was absent, but being unaffected by the sound treatment when the predator was present. The total decision time decreased with crab mass (χ^2_1 = 7.23, P = 0.007).

For crabs that contacted the optimal shell, we analyzed the effect of the predictors on the occurrence of antennal contact. Since not every crab decided to contact the optimal shell, we did not have sufficient data on the occurrence of antennal contact to calculate the three-way interaction. For those crabs that did contact the optimal shell, there were no significant two-way interactions: sound and predator cue ($\chi^2_1 = 1.51$, P = 0.22) or predator cue and occupied shell ($\chi^2_1 = 3.08$, P = 0.08). However, under ambient

sound conditions, hermit crabs in 50% shells were less likely to contact the optimal shell with their antennae compared to crabs in 80% shells whereas this pattern was absent in the presence of ship noise. ($\chi^2_1 = 10.0$, P = 0.002; Figure 4). In the presence of a predator cue, more crabs displayed antennal contact with the optimal shell ($\chi^2_1 = 4.07$, P = 0.04; Figure 5).

Crabs which occupied a 50% shell were more likely to enter the optimal shell than crabs in 80% shells (χ^2_1 = 5.46, P = 0.02; Figure 6). We could not reliably calculate the three-way interaction for this decision since relatively few crabs with an 80% shell that were exposed to ship noise decided to enter the optimal shell (see supplement Table 4). None of the two-way interactions sound and predator (χ^2_1 = 1.57, P = 0.21), sound and occupied shell (χ^2_1 = 3.15, P = 0.08), predator cue and occupied shell (χ^2_1 = 0.67, P = 0.41) or the main effects other than occupied shell (sound: χ^2_1 = 2.58, P = 0.11; predator cue: χ^2_1 = 0.17, P = 0.68) had a significant effect on whether crabs entered the optimal shell. None of the factors or their interaction affected the latency to swap into the optimal shell (see supplement Table 5).

For the final decision to accept the optimal shell we could not calculate the three-way interaction as relatively few individuals with an 80% adequate shell that were exposed to noise chose to enter the optimal shell (see supplement Table 6). The decision was not affected by the interactions between sound and predator cue ($\chi^2_1 = 0.34$, P = 0.56), sound and occupied shell ($\chi^2_1 = 2.19$, P = 0.14), predator and occupied shell ($\chi^2_1 = 0.005$, P = 0.94) or predator cue ($\chi^2_1 = 0.38$, P = 0.54). However, under ambient sound conditions, crabs accepted the optimal shell more frequently than under noise conditions ($\chi^2_1 = 8.0$, P = 0.005; Figure 7). Crabs in a 50% shell accepted the optimal shell more often than crabs in an 80% shell ($\chi^2_1 = 11.67$, P = 0.0006; Figure 8).

Discussion

Noise exposure significantly influenced the shell assessment behavior of hermit crabs, disrupting both activities during shell assessment and the final decision to accept or reject the optimal. *P. bemhardus* responded to noise in interaction with other (naturally occurring) cues in the case of shell assessment activities but also in isolation in the case of the final decision to accept the optimal shell. For hermit crabs, gastropod shells represent a critical resource, which determines not only survival but also growth and fecundity. Therefore, the assessment process and decision to exchange the current shell for an optimal one will directly influence an individual's fitness. These decisions can be complex because the benefits of swapping into a better shell must be balanced against the temporary predation risk during the assessment process, which might attract the attention of predators. On swapping shells, the weakly calcified abdomen is briefly exposed. Thus, crabs are usually less likely to swap shells when the risk of predation is high (Briffa et al. 2008). The current data show that the way hermit crabs use information on these benefits and risks can be disrupted by changes to the sensory environment caused by anthropogenic noise.

The total decision time taken to find, assess and then finally accept or reject the optimal shell was influenced by a complex three-way interaction between sound treatment, size of the initially occupied shell and the visual predator cue. That crabs in a 50% shell show shorter decision time than crabs in an 80% shell under the control conditions (without predator cue and noise) is in line with previous studies demonstrating that the potential gain in shell quality influences the motivation for changing shells (Elwood 1995). Further, predator cues affected crabs differently depending on the shell quality they hold and generally crabs exposed to predation risk tend to behave more cautiously (Briffa et al. 2008). Here, crabs showed more cautious shell assessment steps such as the antennal contact in the presence of a predator cue. For crabs in a low quality

50% adequate shells the visual predator cue led to an increase in decision time under ambient sound but this effect was absent when ship noise was present. Thus, for crabs with the potential for a large increase in shell quality, ship noise appears to negate the normal effect of predator presence. Compared to crabs in a 50% shell, crabs in 80% shells took longer to assess shells in the absence of a predator cue than in its presence and the normal pattern observed under ambient sound was absent in the presence of ship noise (as in the case of crabs in 50% shells). A recent study on the hermit crab Clibanarius vittatus showed that the shell quality affects the response time to a predator cue and that crabs in better quality shells show longer startle response without predation risk than crabs exposed to a predator cue (Gorman et al. 2018) as we observed. Here, the decision-making duration of hermit crabs was influenced by two naturally occurring cues, shell quality and predation risk, as well as anthropogenic noise. Therefore, the present data show that anthropogenic noise can lead to changes in behavior through interactions with other sources of information. Previous studies on the response to noise in crustaceans suggest that they adjust the timing or duration of their behavior when noise is the only factor animals were exposed to. The common shore crab Carcinus maenas retreated more slowly into shelters exposed to ship noise playbacks (Wale et al. 2013a) and the hermit crab P. bernhardus investigated shells more quickly under white noise (Walsh et al. 2017). Likewise exposed to white noise, the marine rock lobster Panulirus longipes took longer to emerge from shelter (Meyer-Rochow et al. 1982) and the Caribbean hermit crab Coenobita clypeatus let a predator approach closer before hiding (Chan et al. 2010a). Expanding on those studies, our results indicate that rather than acting in isolation, noise effects are also influenced by at least two other, naturally occurring factors, shell size and predation risk, both of which hermit crabs are likely to experience frequently in nature (as pointed out in the introduction on the natural habitat of P. bernhardus). The shell quality has been shown to determine behavior and physiological state in hermit crabs (Briffa and Elwood 2000; Briffa and Elwood 2005).

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One of the few examples on the effects of ship noise and predation risk in interaction with physiological condition was on the European eel *Anguilla anguilla*. Here, juveniles in poor condition decreased their startle response to ship noise (Purser et al. 2016). Even though the exact mechanisms remain unknown, the differences observed between hermit crabs in 50% (poorer condition) and 80% (better condition) adequate shells seem similar. Future research on examining the mechanisms underpinning interactions between noise and physiology could help to better explain these observed behavioral responses.

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Further we found evidence that noise effects animals differently depending on the resource quality they hold and the complexity of the task. Under ambient conditions, crabs initially in 80% shells (which had relatively little to gain) employed more antennal contact during shell investigation compared to crabs initially in 50% shells (which could make a relatively large gain). This difference is likely to reflect the fact that those crabs in 80% shell had been presented with a more difficult choice than those in 50% shells and hence made greater efforts to assess the empty shell. In the presence of ship noise, however, this difference between crabs presented with easy and difficult choices (in terms of potential gain in shell quality) was absent, with no difference in the amount of antennal contact shown by crabs supplied with 50% and 80% adequate shells. Although it is difficult to disentangle the effects of motivation from those of task complexity it is likely that animals with more difficult decisions to make are susceptible to distraction by anthropogenic noise. As animals possess a finite amount of attention and hence any attention directed towards a novel cue (e.g. ship noise) is unavailable for other tasks (Dukas 2004). Thus, routine tasks that require attention, such as assessing empty shells, can be disrupted by novel stimuli. Blue jays Cyanocitta cristata have been shown to divert their attention from a predator stimulus under more difficult and complex foraging tasks (Dukas and Kamil 2000). That the difficulty of a task has an impact on the ability to detect and respond to a stimulus (such as a predator) is known from other studies on several bird species and the three-spined sticklebacks *Gasterosteus aculeatus* (for an overview see Lawrence 1985). In humans it has been shown that with increasing difficulty of a task less attention was spent on a second stimulus; the perception of the distracting stimulus depends on the cognitive load of the focus task (Rees et al. 1997). Therefore, the fact that crabs with less motivation and a more difficult decision were more susceptible to the effects of noise provides additional support for the distracting effect of noise (such as in the distracted prey hypothesis) which has been shown across humans and non-human vertebrates and invertebrates. Future research on the cognitive processes underlying these observations will allow to better understand the causes and consequences of noise.

Anthropogenic noise exposure can also alter the final outcome of critical decision-making. Under anthropogenic noise fewer crabs accepted the optimal shell; a similar result to that recently obtained in crabs exposed to white noise (Walsh et al. 2017). Rather than being affected by noise in interaction with the additional factors of predator cue and shell size, the final decision to accept or reject the optimal shell was influenced by noise itself. Suboptimal shells can inhibit growth and reproductive success as females carry their eggs within the shell (Bertness 1981). Furthermore, shell fit is important for protection against predators. When shells are too small hermit crabs cannot withdraw fully into the shell and hence are most exposed (Angel 2000). As a consequence, anthropogenic noise could have implications beyond individual crabs at the population level. This effect could also be multiplied as vacated shells serve as a resource for smaller crabs and cascade through the population, a process known as vacancy chain previously described in hermit crabs (Briffa and Austin 2009; Lewis and Rotjan 2009). Thus, noise appears to make it more difficult for hermit crabs to utilize information about predation risk and shell quality. The decisions that are underpinned by such information

are also dependent on motivational state and here we also investigated whether noise might interact with the motivation of crabs to change shells.

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Our findings are broadly in line with the "distracted prey hypothesis" which suggests that animals seem to get distracted by noise when assessing the potential threat of a predator, allocating part of their limited attention away from the threat towards the distracting stimulus (Chan et al. 2010b). For instance, prey showed decreased antipredator response (Bruintjes and Radford 2013; Bruintjes et al. 2016; Purser et al. 2016), were slower to be startled by a stimulated predator attack (Simpson et al. 2015) and were caught more efficiently and quickly (Nedelec et al. 2015). What we now show is that these patterns of altered responses to information concerning predation threat interact with altered responses to other cues, in this case tactile and visual information gathering concerning resource quality. Moreover, distraction appears to alter the ability of crabs to integrate this information on resource value with information on the risk of predation. Thus, anthropogenic noise pollution alters the multisensory integration of cues during the information gathering, assessment and decision-making process surrounding utilization of a critical resource in the European hermit crab. To the best of our knowledge there are no other studies that have compared the effect of noise (an anthropogenic pollutant) with the effects of variation in the complexity of a cognitive task (driven in this case by the size of the initial occupied shell) and the visual presence of an external threat (visual presence of a predator). As animals live in complex environments with competing information and attention demands (Talsma et al. 2010), it is important to understand the interactive effect of anthropogenic noise with biologically relevant factors such as predator cue and resource value. Under noise, stimulus-selective attention, where less relevant information is ignored (Dukas 2002), seems to be compromised. The result that hermit crabs choose an optimal shell less often under anthropogenic noise is likely a consequence of distraction of their limited attention away from the pertinent natural cues

towards the anthropogenic stimuli. The decision to accept or reject an optimal shell has not only implications for the fitness and survival of an individual but potentially cascades up to the population level by reproduction, exposure to predators and freeing resources for conspecifics. Our results provide evidence that pollutants such as noise can act across sensory modalities (Halfwerk and Slabbekoorn 2015) and distract information gathering and decision making of animals, here in using tactile and visual cues for resource assessment. Cross-modal distraction from noise is not limited to the predation context (common cuttlefish *Sepia officinalis* changed its color more frequently during a playback of anthropogenic noise, Kunc et al. 2014) or animals but has been shown in humans as well (Parmentier et al. 2011; Ljungberg and Parmentier 2012). Here, we demonstrate multi-modal effects of human-induced rapid environmental change (HIREC) on the sensory environment of animals and compromises the use of biologically relevant cues, specifically that ship noise disrupts both tactile and visual information gathering under predation risk in the European hermit crab by interacting with these information channels.

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Figure legends

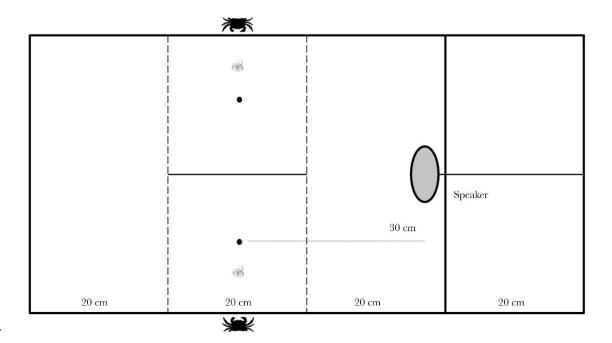


Figure 1 Tank set-up and arena (plan view). The dotted lines represent the mesh to separate the arena from the rest of the tank. The blank line represent the opaque plastic sheet to separate the hermit crabs. The empty shells were placed in the center of the arena at 30 cm distance to the speaker. The visual predator cue was placed outside the tank and hermit crabs were placed between the shell and the predator cue.

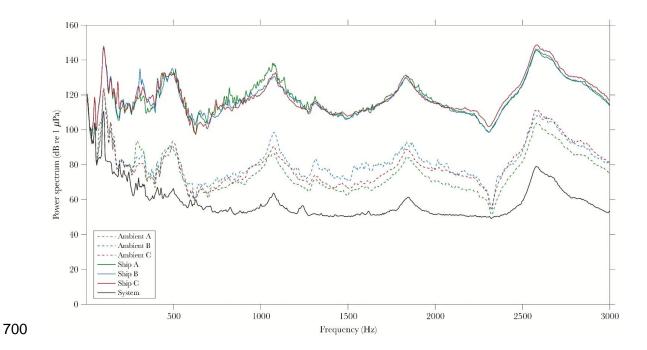


Figure 2 Power spectrum analysis of the playbacks of all six recordings (3 ship noise playbacks, 3 ambient playbacks) in the tank and the system's self-noise (equipment switch on but no playback).

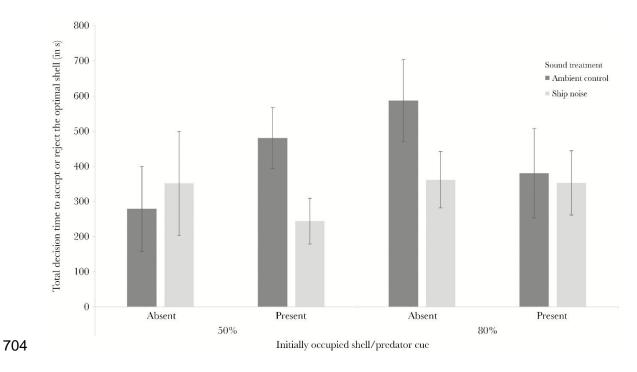


Figure 3 The three-way interaction between sound treatment, predator cue and initially occupied shell size on the total decision time to accept or reject the optimal shell. Error bars show standard errors.

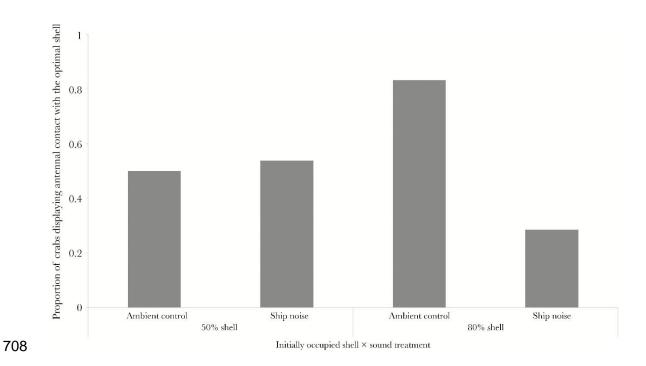


Figure 4 The interaction effect between sound treatment and initially occupied shell
 size on the proportion of crabs that contacted the optimal shell with their antennae.

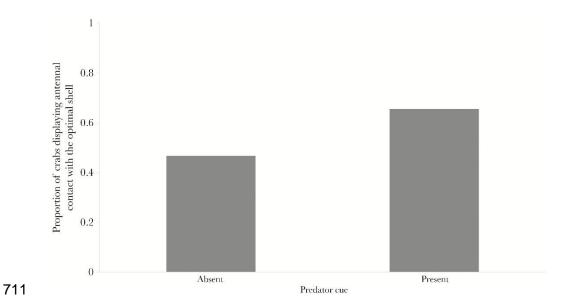
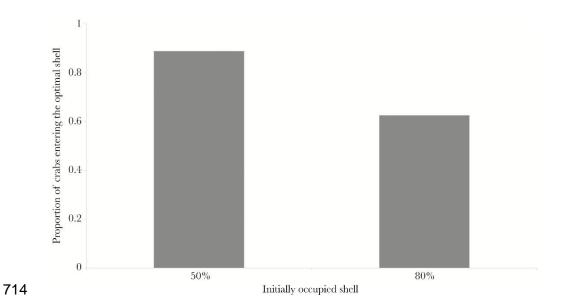
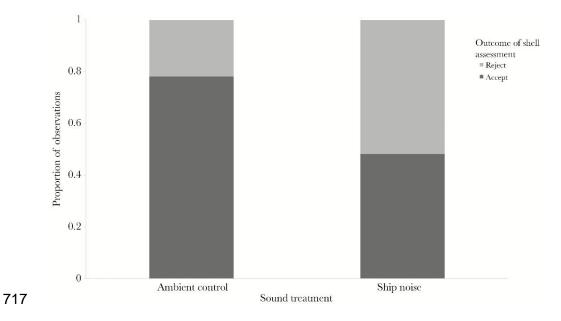


Figure 5 The effect of a visual predator cue on the proportion of crabs that contacted the optimal shell with their antennae

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715 Figure 6 The effect of initially occupied shell size on the proportion of crabs that swap716 and did not swap into the optimal shell.



718 Figure 7 Effect of sound treatment on the decision of hermit crabs to accept or reject719 the optimal shell.

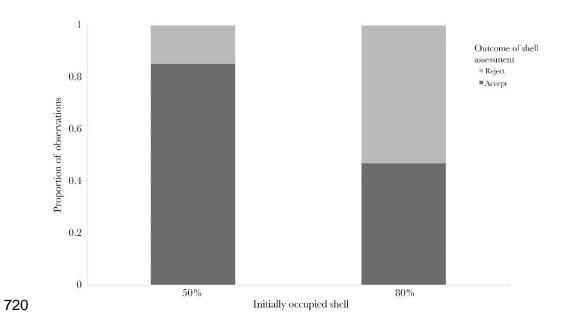


Figure 8 Effect of initially occupied shell on the decision of hermit crabs to accept or
 reject the optimal shell.

723 Tables and table legends

Table 1. Summary of number of observations in each treatment combination, with the number of crabs that changed shell in each case given in parentheses.

	Predator absent 50% shell			80% shell		Predator present 50% shell			80% shell			
	n	entered	accepted	n	entered	accepted	n	entered	accepted	n	entered	accepted
Ambient (n=32)	6	(6)	(6)	10	(8)	(7)	8	(8)	(8)	8	(4)	(4)
Noise (n=27)	7	(5)	(5)	7	(4)	(2)	6	(5)	(4)	7	(4)	(2)

SUPPLEMENT

Table 1 Latency to contact the new shell (bold indicates significant effects)

Factors and their interactions	χ^2	df	<i>P</i> -value
sound * predator cue * shell	3.08	1	0.08
sound * predator cue sound * shell size	0.02 0.01	1 1	0.88 0.91
predator cue * shell size	2.11	1	0.15
sound predator cue	1.95 0.34	1 1	0.16 0.56
shell size	0.99	1	0.32
mass	7.44	1	0.006

Table 2 Total decision time (bold indicates significant effects)

Factors and their interactions	χ²	df	<i>P</i> -value
sound * predator cue * shell	5.0	1	0.03
mass	7.23	1	0.007

Note that results were obtained using a model simplification approach, and as such reporting is restricted to the highest order effects, where significant interactions are present.

736 Table 3 Occurrence of antennae contact (bold indicates significant effects)

Factors and their interactions	χ²	df	<i>P</i> -value
sound * predator cue * shell	NA	NA	NA
sound * predator cue	1.51	1	0.22
sound * shell size	10.0	1	0.002
predator cue * shell size	3.08	1	0.08
predator cue	4.07	1	0.04
mass	1.91	1	0.17

Note that since not every crab decided to contact the optimal shell, we did not have sufficient data on the occurrence of antennal contact to calculate the three-way interaction.

Table 4 Enter the optimal shell (bold indicates significant effects)

Factors and their interactions	χ²	df	<i>P</i> -value
sound * predator cue * shell	NA	NA	NA
sound * predator cue	1.57	1	0.21
sound * shell size	3.15	1	0.08
predator cue * shell size	0.67	1	0.41
sound	2.58	1	0.11
predator cue	0.17	1	0.68
shell size	5.46	1	0.02
mass	0.88	1	0.35

Note that since relatively few crabs with an 80% shell that were exposed to ship noise decided to enter the optimal shell, there was not sufficient data to calculate the three-way interaction.

Table 5 Latency to enter the optimal shell

Factors and their interactions	χ²	df	<i>P</i> -value
sound * predator cue * shell sound * predator cue sound * shell size predator cue * shell size sound predator cue shell size	1.62 0.20 0.41 0.91 0.30 1.88 0.56	1 1 1 1 1 1	0.20 0.66 0.52 0.34 0.59 0.17 0.45
mass	0.95	1	0.33

Table 6 Final decision to accept new shell (bold indicates significant effects)

Factors and their interactions	χ²	df	<i>P</i> -value
sound * predator cue * shell	NA	NA	NA
sound * predator cue	0.34	1	0.56
sound * shell size	2.19	1	0.14
predator cue * shell size	0.005	1	0.94
sound	8.0	1	0.005
predator cue	0.38	1	0.54
shell size	11.67	1	0.0006
mass	0.48	1	0.49

 Note that sine relatively few individuals with an 80% adequate shell that were exposed to noise chose to enter the optimal shell, there was not sufficient data to calculate the three-way interaction.

Table 7 Total decision time (bold indicates significant effects)

Factors and their interactions	χ²	df	<i>P</i> -value
sound * predator cue * shell	5.0	1	0.03
mass	7.23	1	0.007

Table 8 Locomotion (bold indicates significant effects)

Factors and their interactions	χ²	df	<i>P</i> -value
sound * predator cue * shell	0.005	1	0.94
sound * predator cue	0.23	1	0.63
sound * shell size	0.58	1	0.45
predator cue * shell size	0.02	1	0.90
sound	0.11	1	0.75
predator cue	1.42	1	0.23
shell size	1.32	1	0.25
mass	7.35	1	0.007