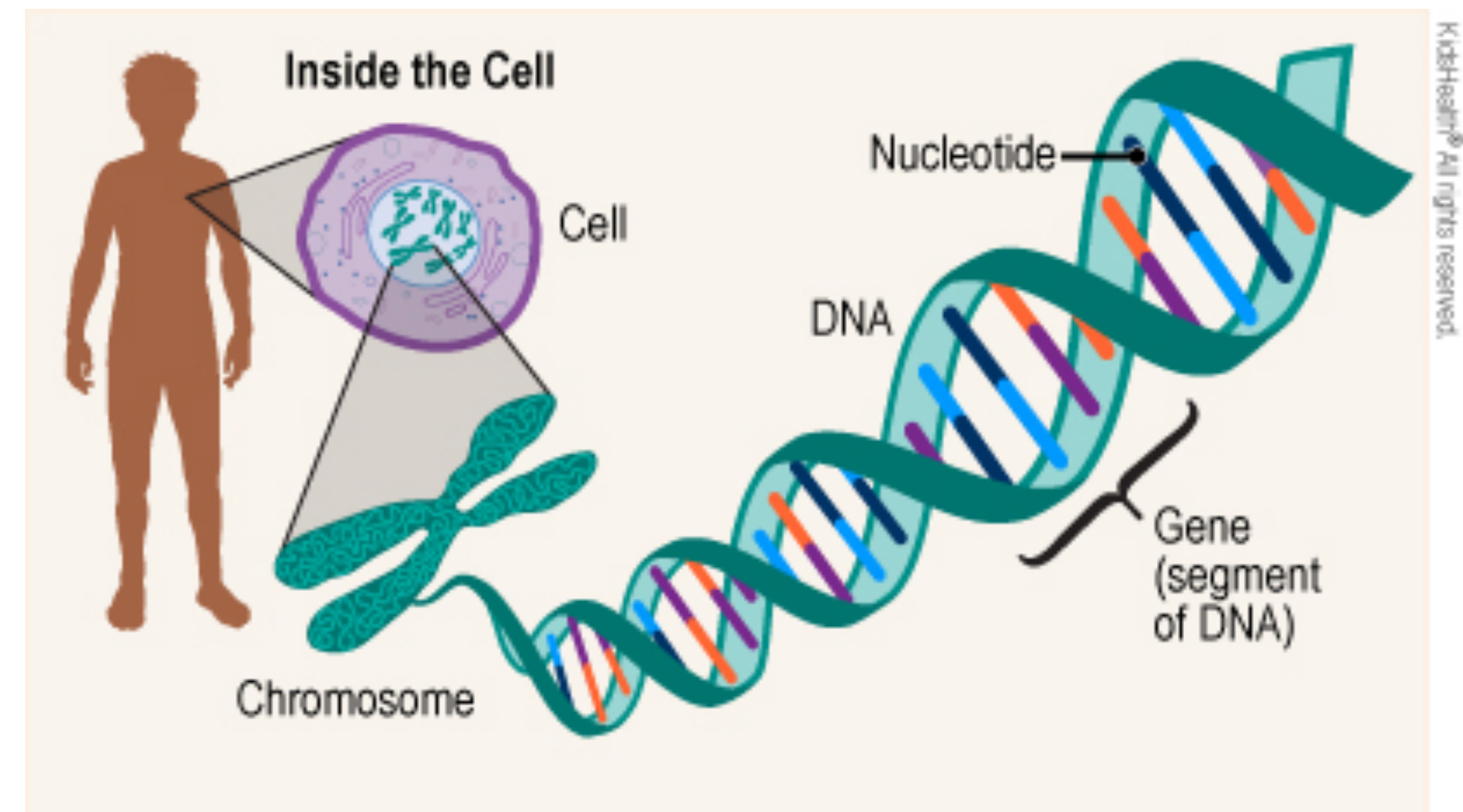


# Getting Complicated with SLiM

# Getting Complicated

- Evolutionary biology often deals with genetics
- This can get very complicated

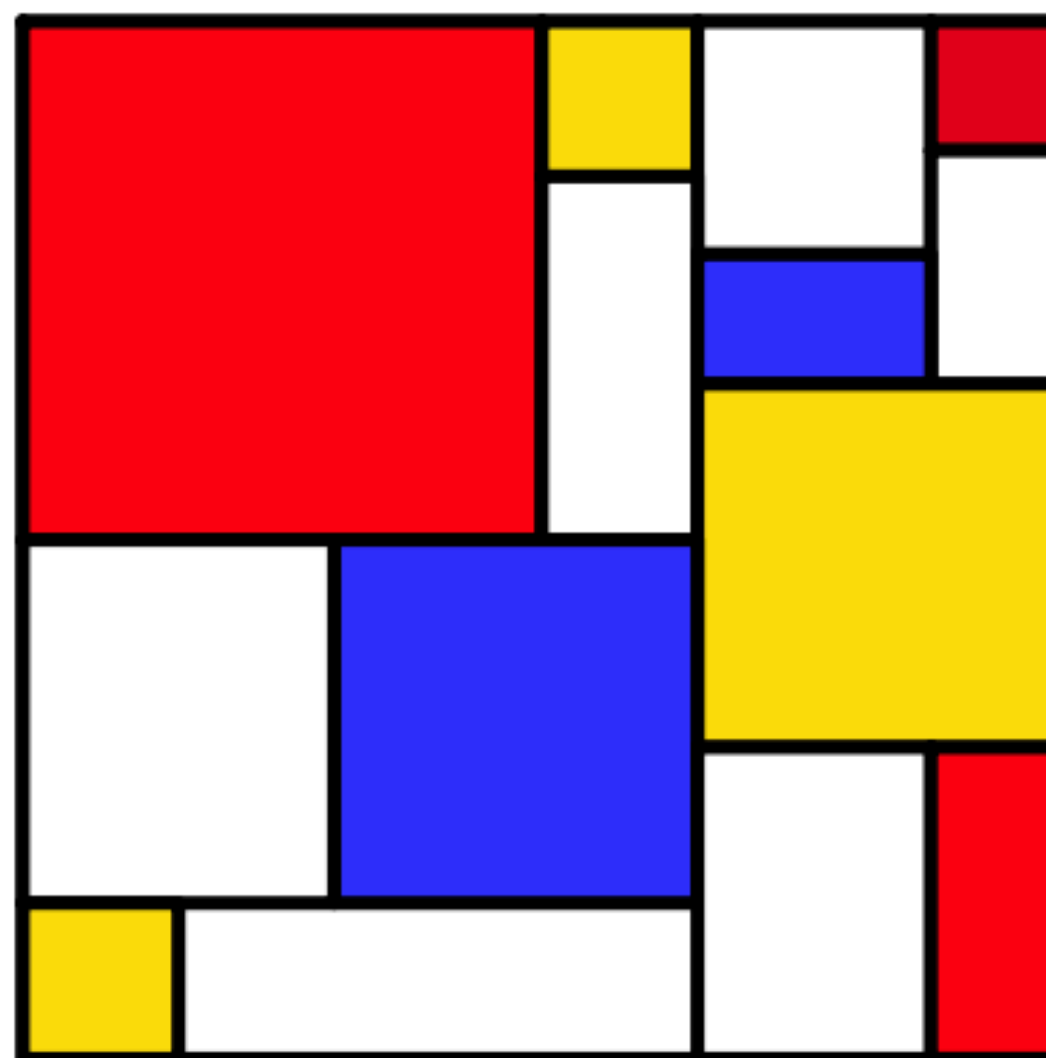


# SLiM: An Evolutionary Simulation Framework

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# SLiM = Forward Genetic Simulator

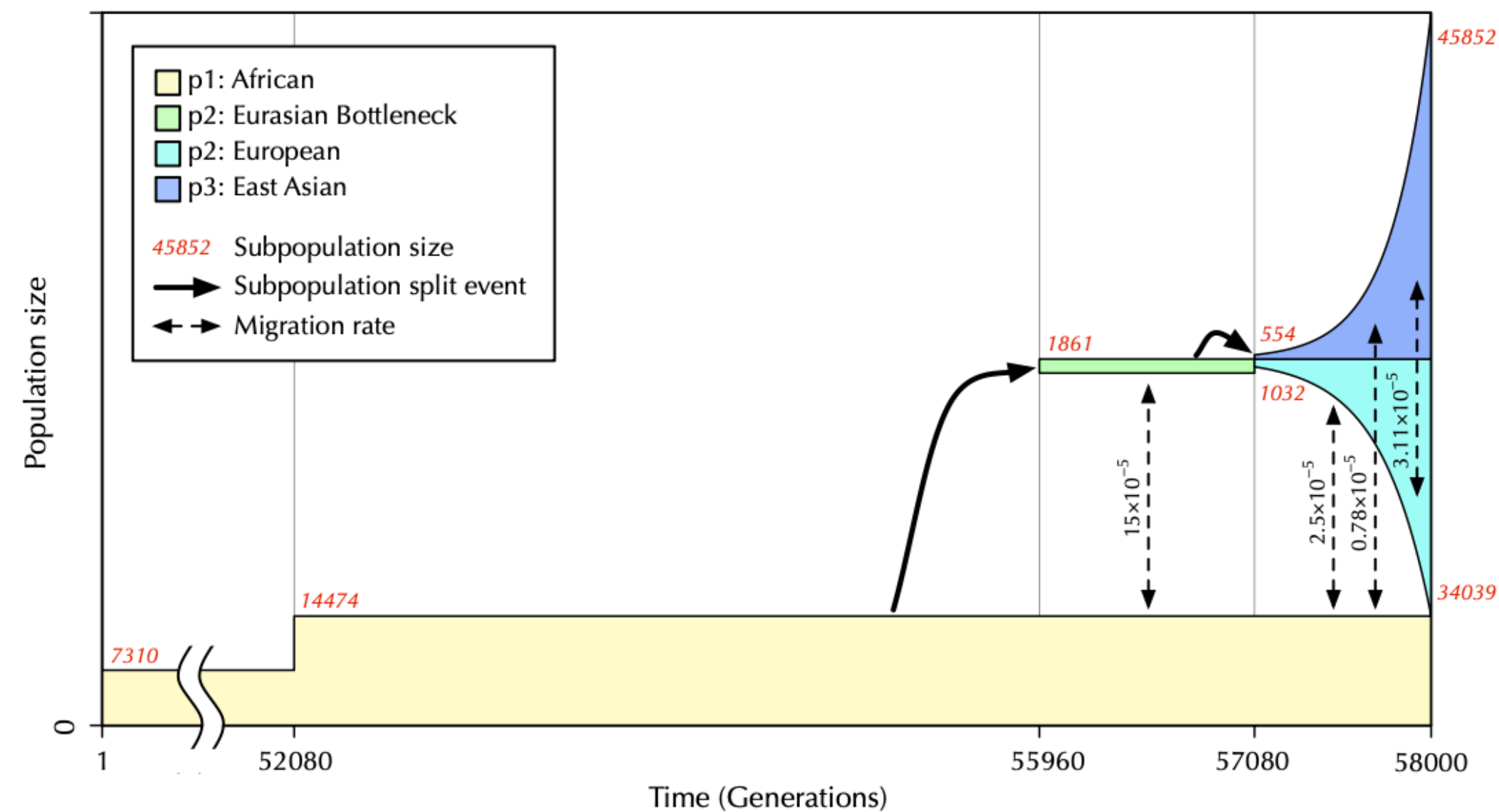
- **Forward**
  - Simulated processes going forward in time
  - Unlike coalescent simulators
- **Genetic**
  - Explicit loci on a chromosome
- **Simulator**
  - Individual based modeling, not analytical solutions

# What can SLiM do?

Examples from the SLiM workshop (<http://benhaller.com/workshops/workshops.html>)

## The Gravel model (5.4)

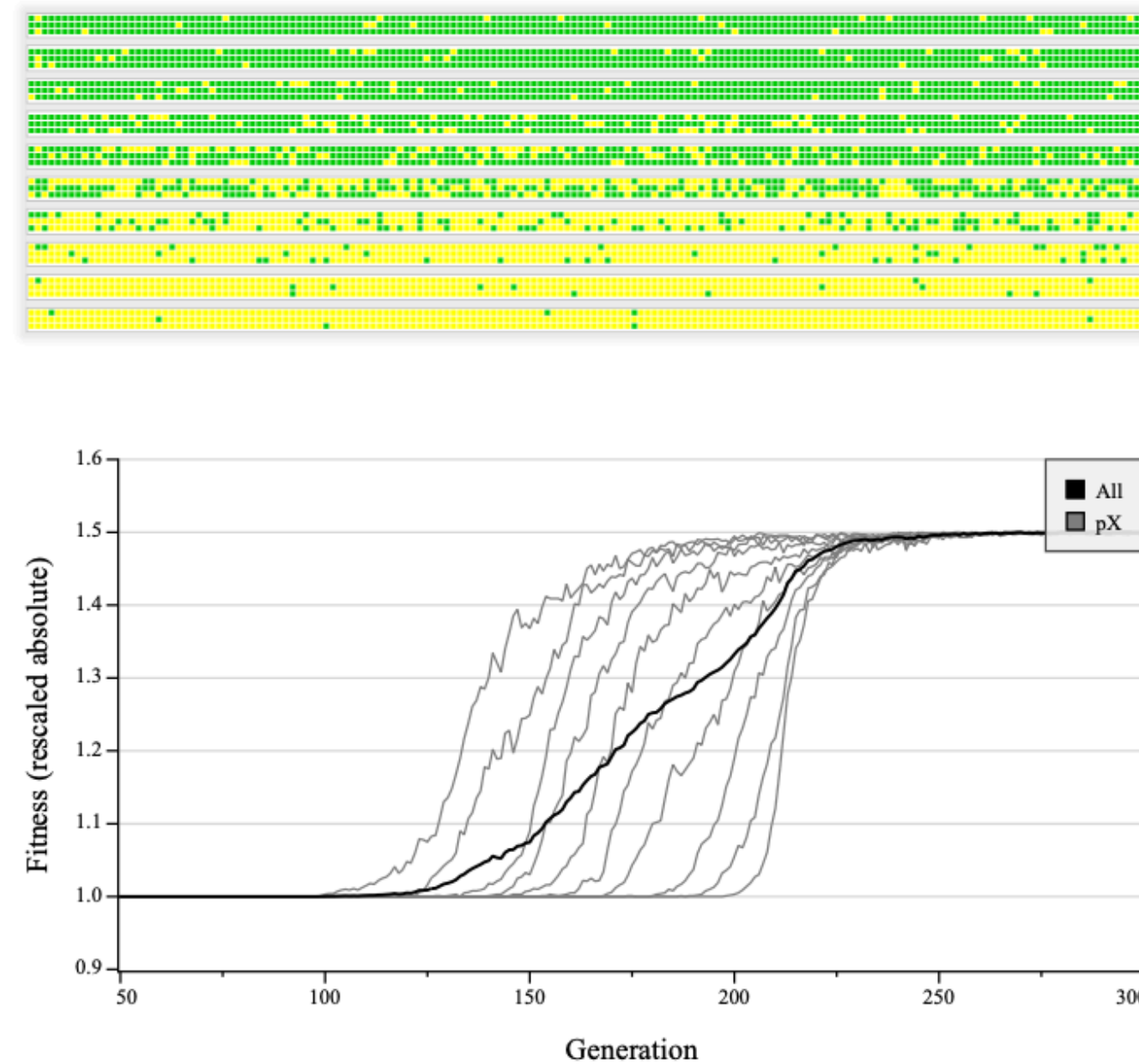
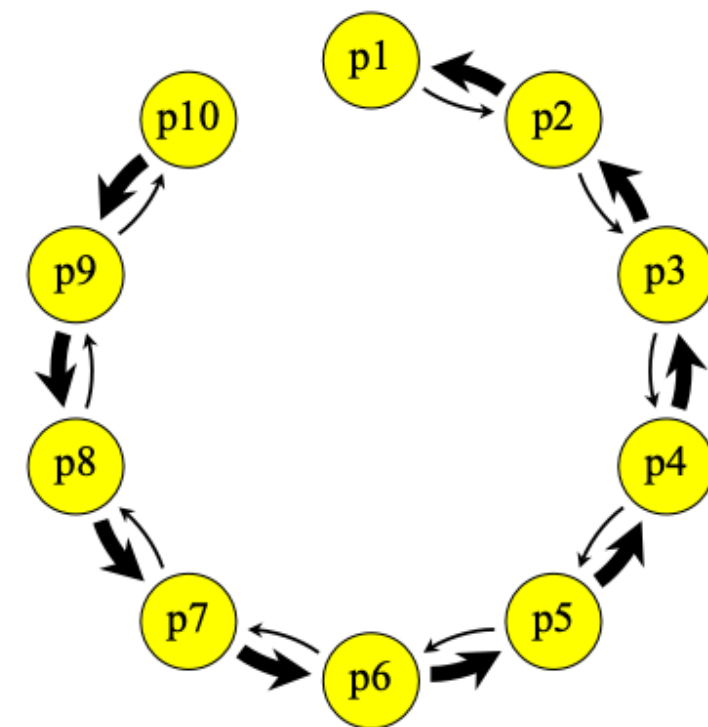
- Simulating human evolutionary history
- Demographic events, exponential growth



# What can SLiM do?

## Introgression & sweeps (9.7)

- Introgression of a single introduced mutation
- Ten subpopulations connected by migration

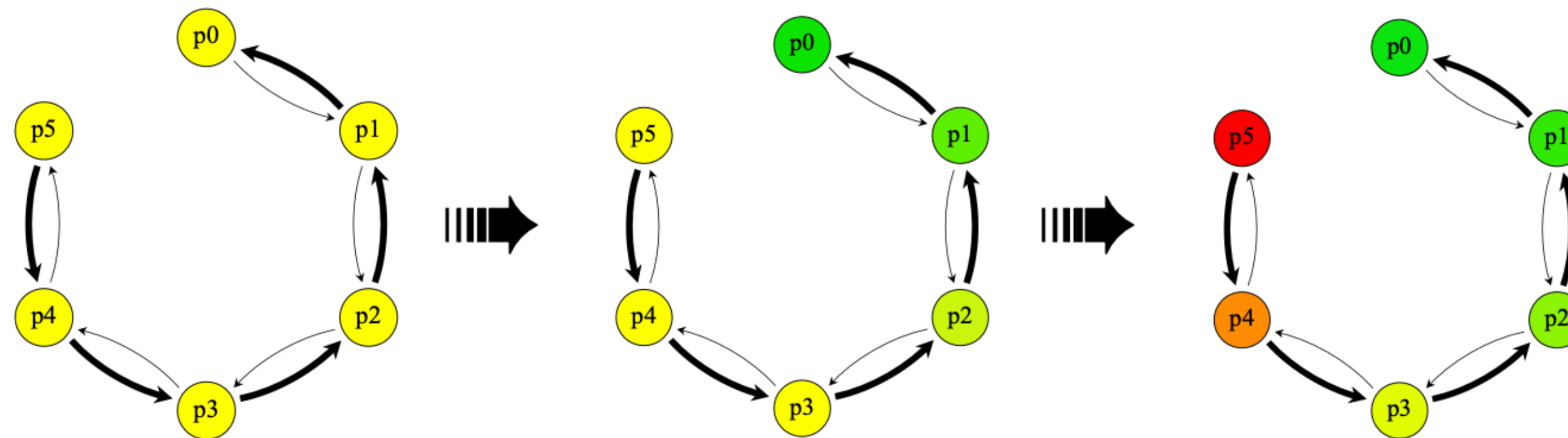




# What can SLiM do?

## Gene drives (12.3)

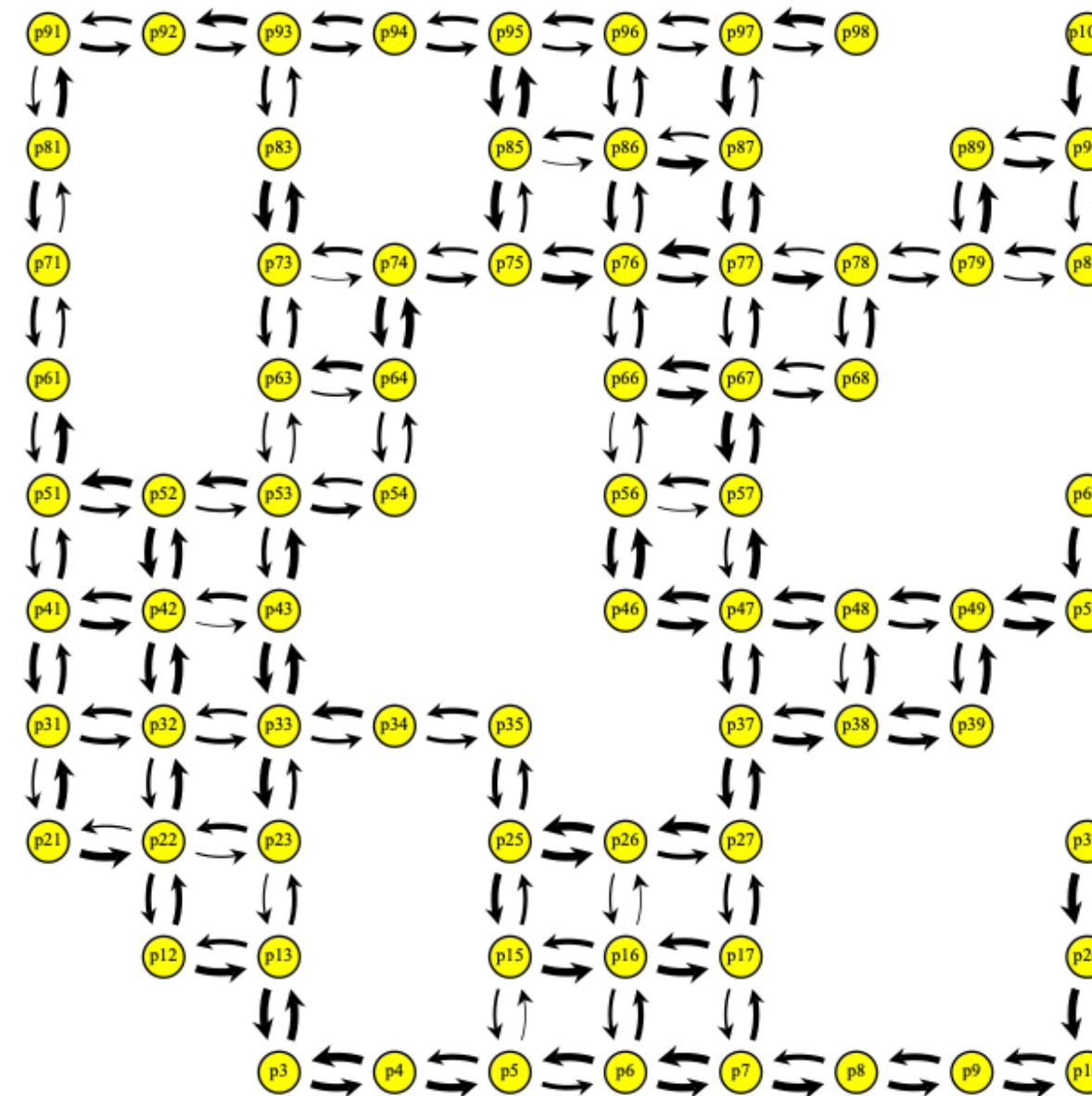
- Simulating CRISPR gene drive
- Fixes despite negative fitness effects
- Fixes despite going against migration



# What can SLiM do?

## Metapopulations (5.3.4)

- Many subpopulations connected by migration
- The connection pattern can be spatial, or not

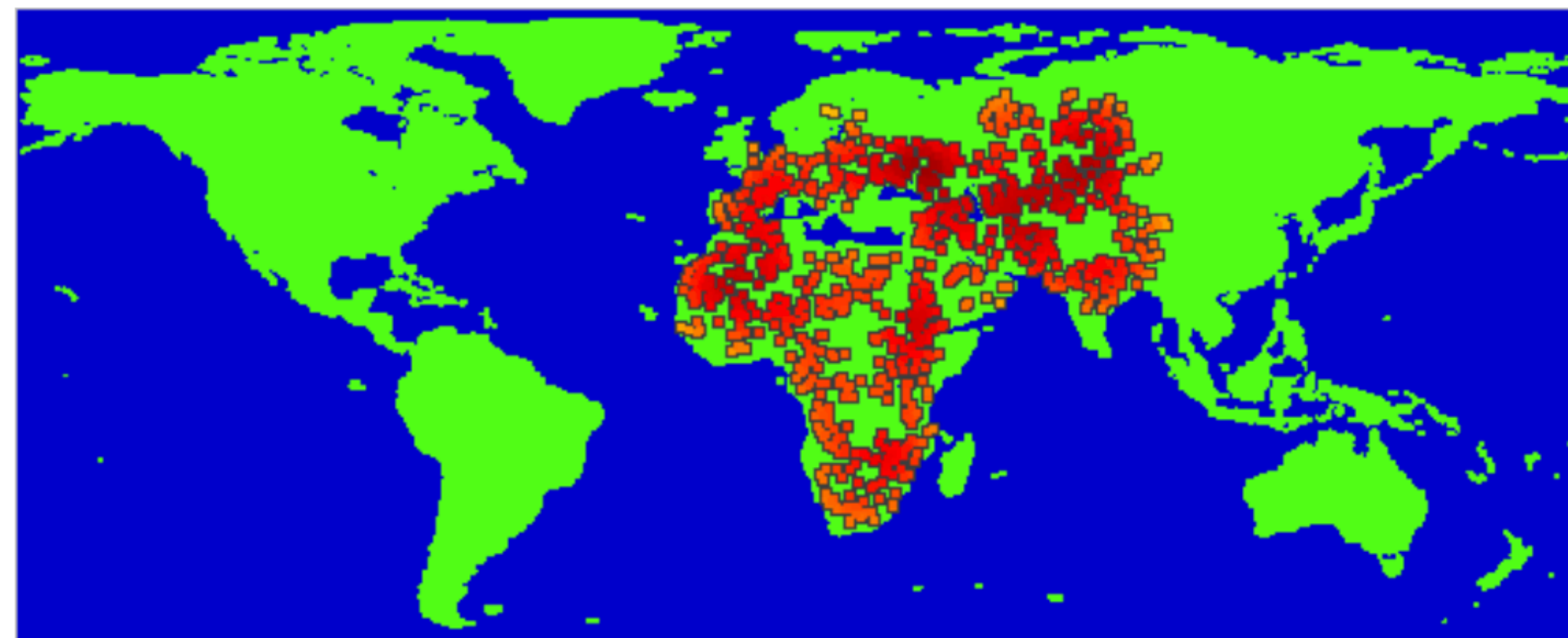




# What can SLiM do?

## Continuous space (15.10)

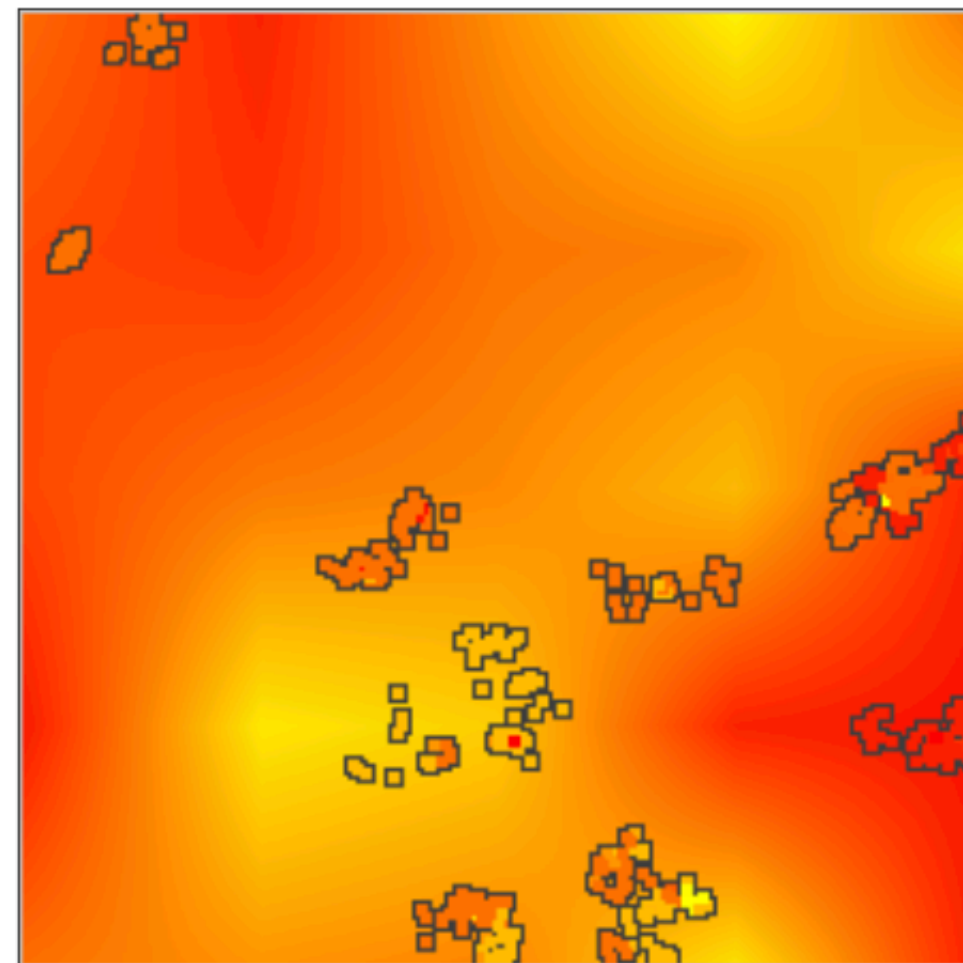
- Individuals live in a continuous 2-D space
- A landscape map of the world is used
- Population expansion out of Africa



# What can SLiM do?

## Local adaptation (15.11)

- Individuals live in a continuous 2-D space
- A map defines a heterogeneous environment
- Adaptation to the local environment results



# What can SLiM do?

## Nucleotide-based models (18.1)

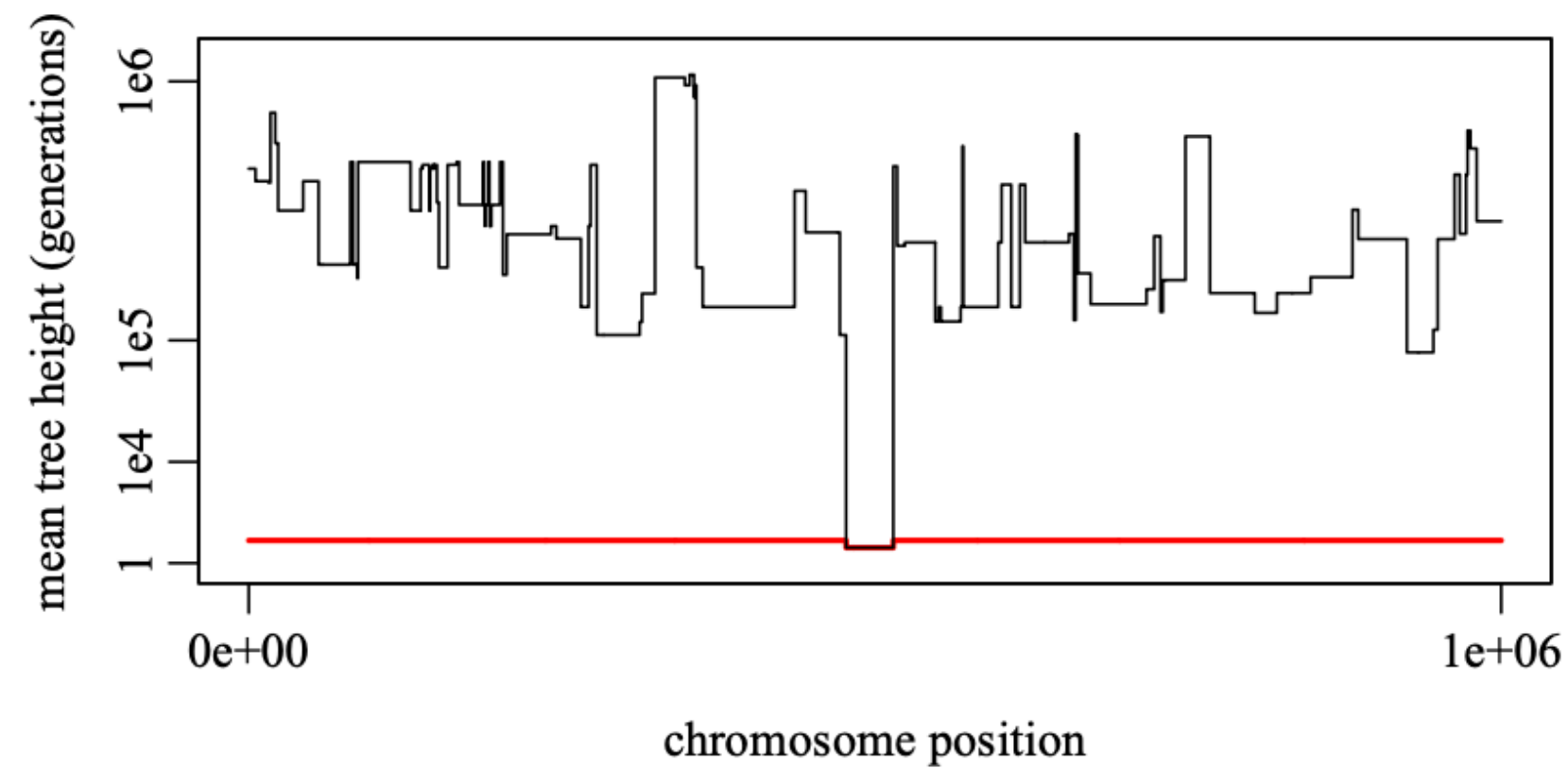
- Track the nucleotide sequence of every genome
- Mutations have an associated nucleotide
- Mutation rates are sequence-dependent
- Realistic gene conversion, including gBGC

```
GAATGTCGGTTAGAGCAACCTAGCTTCTCAGATCGCAATA
GAATGTCCGTTAGAGCAACCTAGCTTCTCAGATGGCTTATA
GAATGTCCGTTAGAGCAACCTAGCTTCTCAGATGGCCATA
GAATGTCGGTTAGAGCATCCTAGCTTCTCAGATCGCAATA
GAATGTCGGTTAGAGCAACCTAGCTTCTCAGATCGCAATA
GAATGTCCGTTAGAGCAACCTAGCTTCTCAGATGGCAATA
GAATGTCGGTTAGAGCATCCTAGCTCTCAGATGGCAATA
GAATGTCGGTTAGAGCATTCCTAGCTTCTCAGATCGCAATA
```

# What can SLiM do?

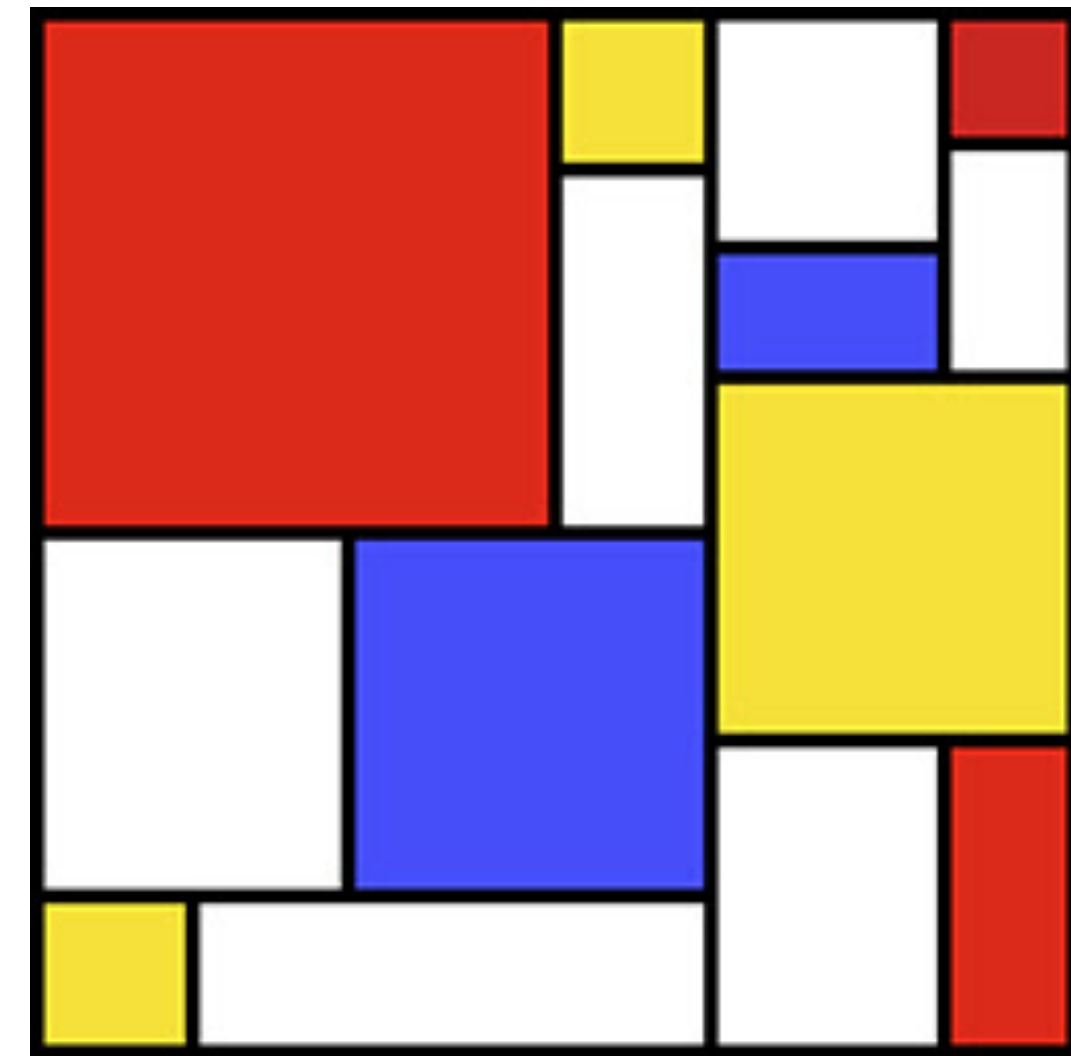
## Tree sequences & ancestry (17.10)

- Tracking the ancestry tree at every position
- Mean tree height is a proxy for diversity at a site
- After a sweep, diversity is lowest near the sweep
- Recapitation constructs neutral burn-in history



# How to Simulate in SLiM

- Start with SLiM GUI
- Do production runs on a cluster

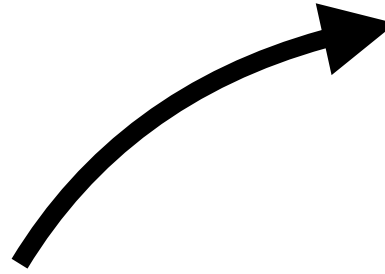


# SLiM Organization

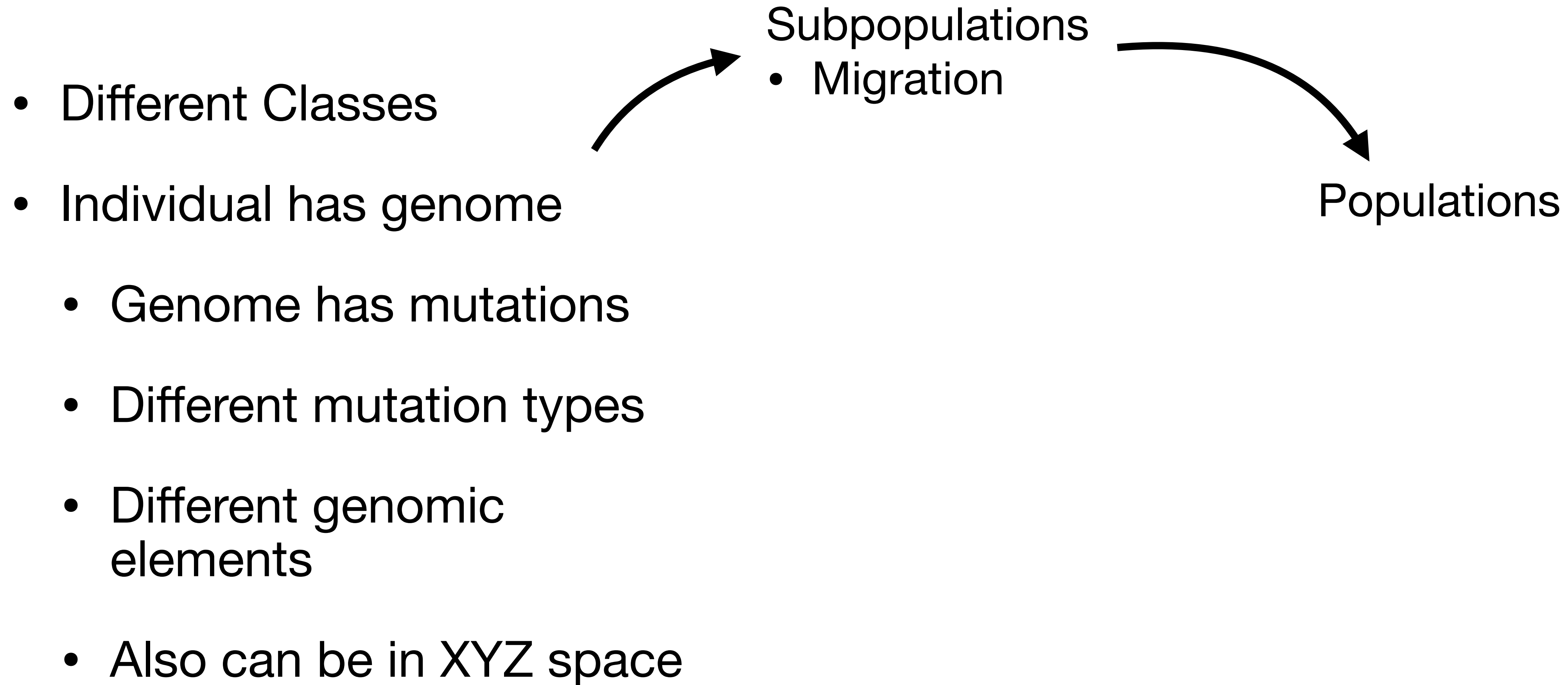
- Different Classes
- Individual has genome
  - Genome has mutations
  - Different mutation types
  - Different genomic elements
  - Also can be in XYZ space



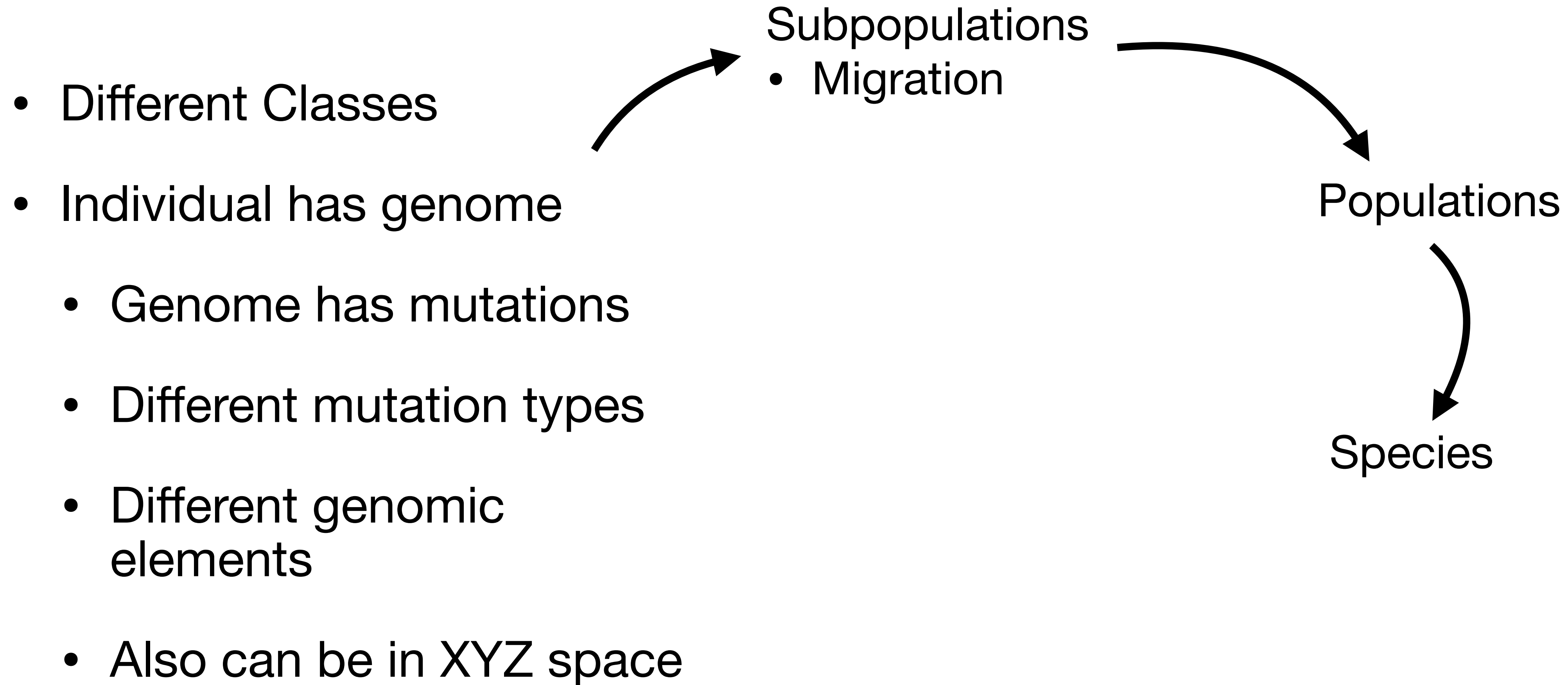
# SLiM Organization

- Different Classes
  - Individual has genome
    - Genome has mutations
    - Different mutation types
    - Different genomic elements
    - Also can be in XYZ space
- 
- Subpopulations
- Migration

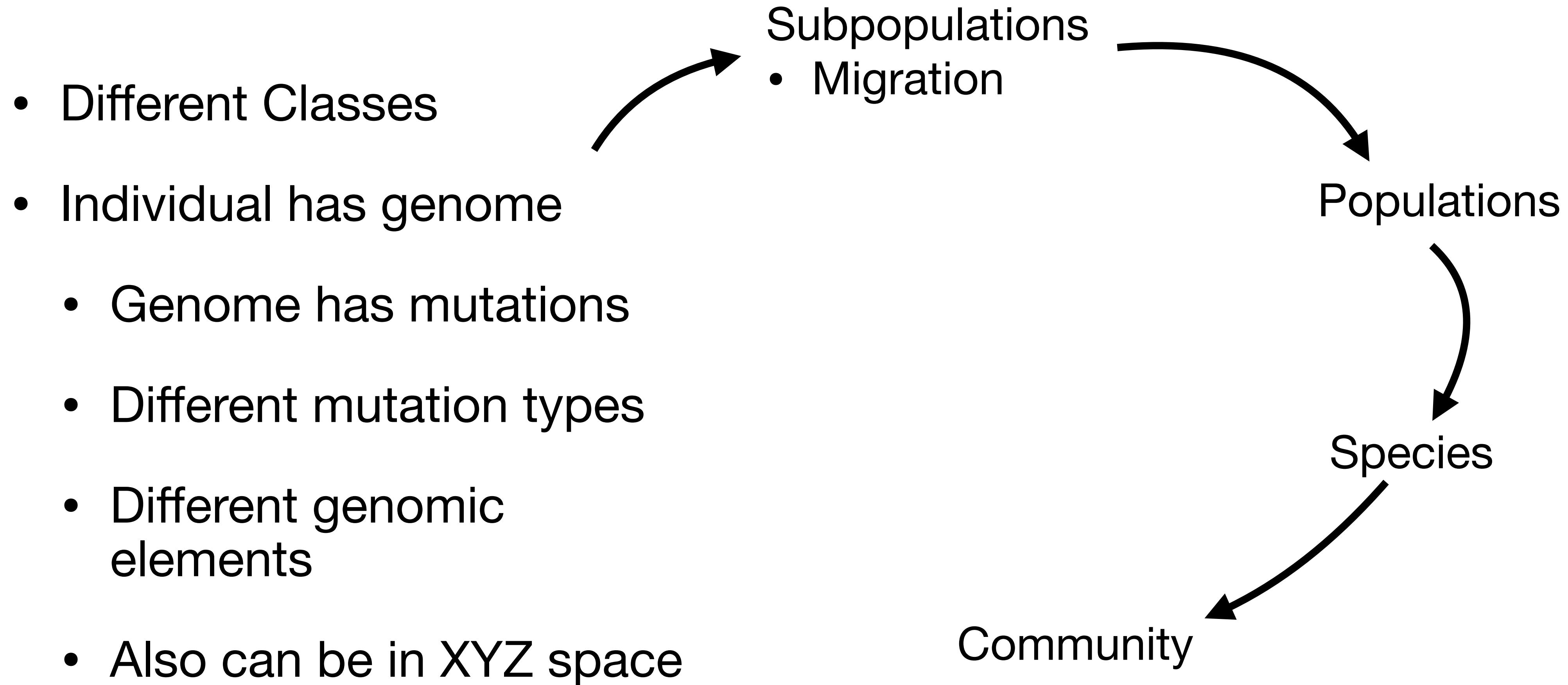
# SLiM Organization



# SLiM Organization



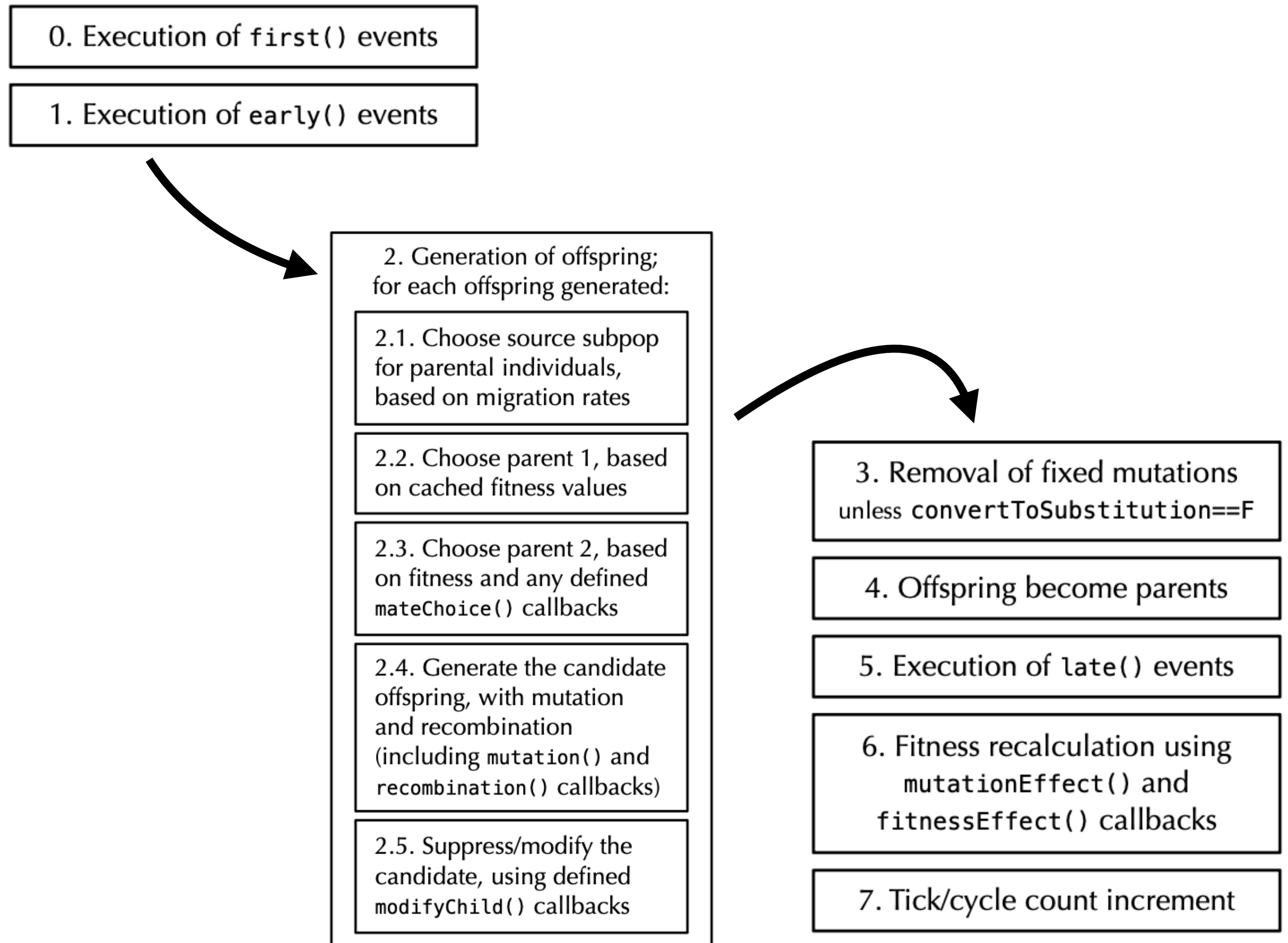
# SLiM Organization



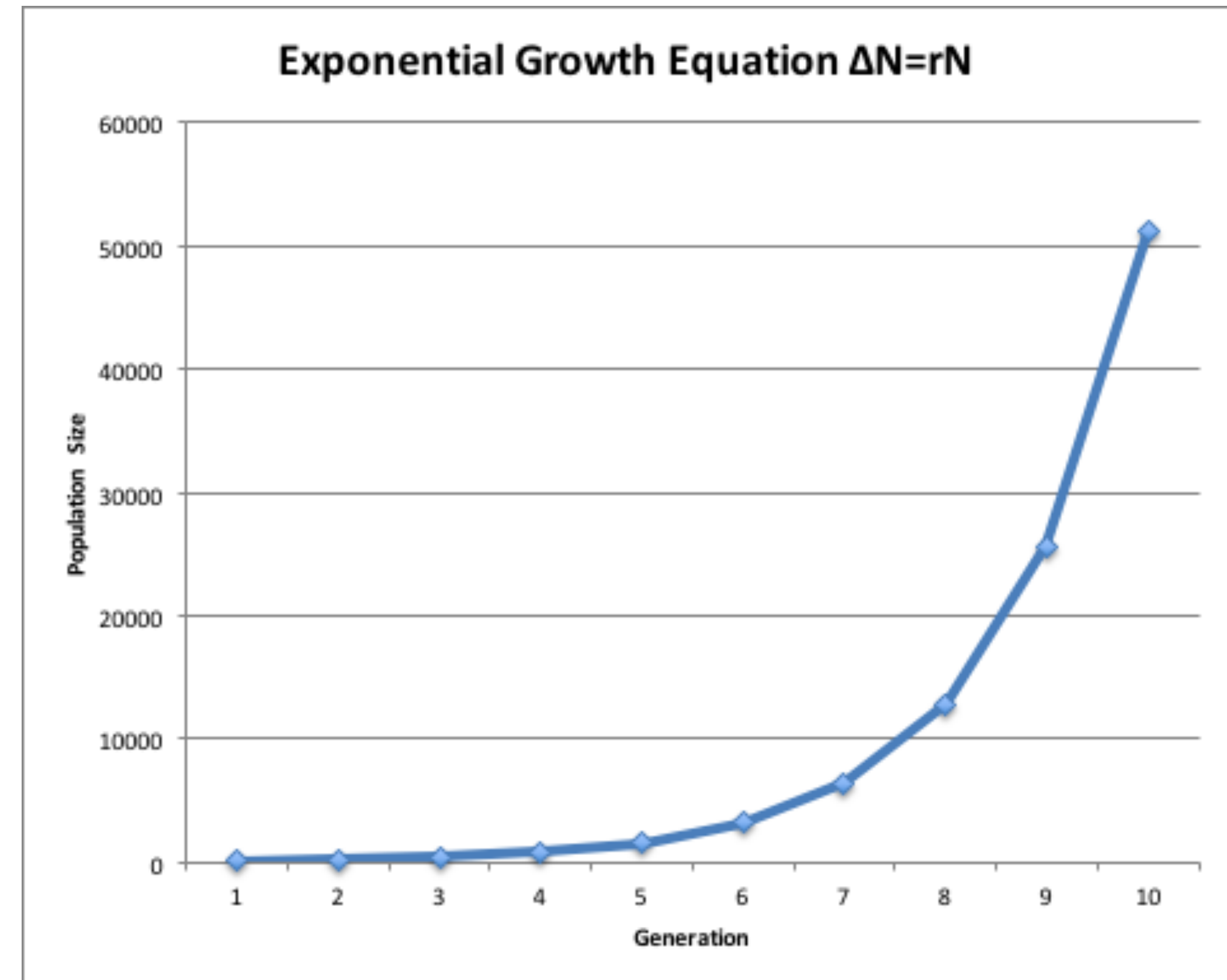
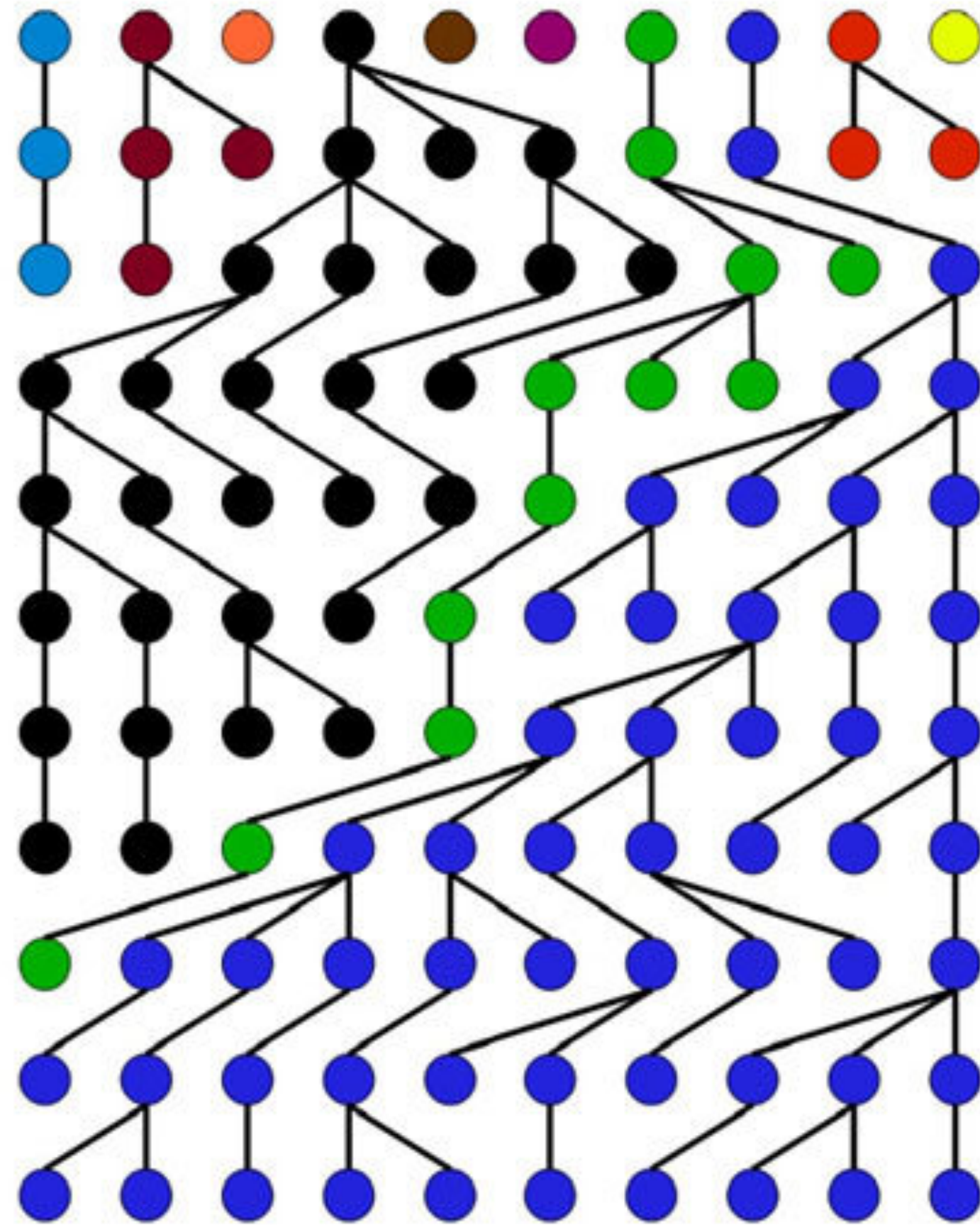
# SLiM Ticks

- Unit of time
- Within a generation
- First, early, and late

*The WF model's tick cycle*



# Wright-Fisher vs Non-Wright-Fisher





# Resources for learning SLiM

- The SLiM manual (available when you download slim)
- The eidos manual
- The built in manuals are much better for searching functions
- The recipes
- The SLiM workshop - <http://benhaller.com/workshops/workshops.html>