

UNIT 2 Non-linear population models

Outline

Introduction

Population Examples

Continuous-time regulation

A simple, continuous-time model

Simulating model behaviour

Equilibria and time scales

Delayed regulation

Discrete-time regulation

A simple, discrete-time model

Simulating this system

Interpreting complex behaviour

Small populations and stochasticity

Allee effects

Stochastic effects

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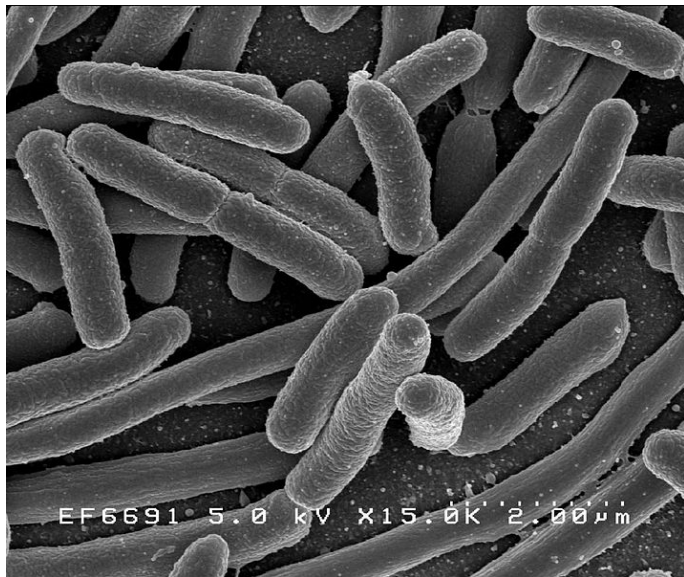
The second law of population dynamics

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Crowding



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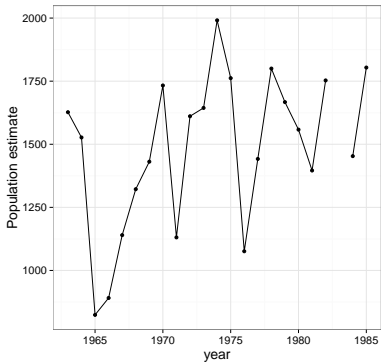
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Subsection 1

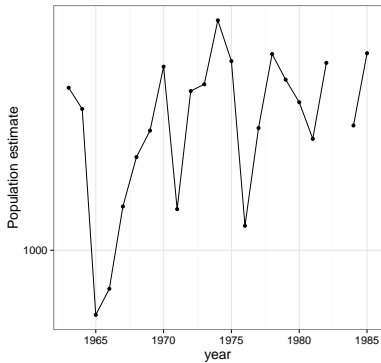
Population Examples

Elk

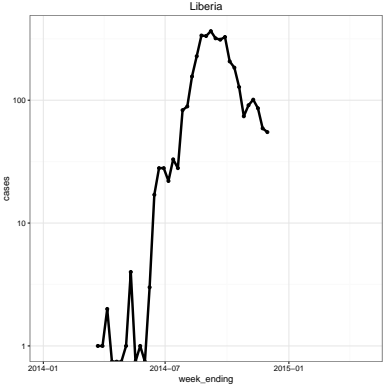
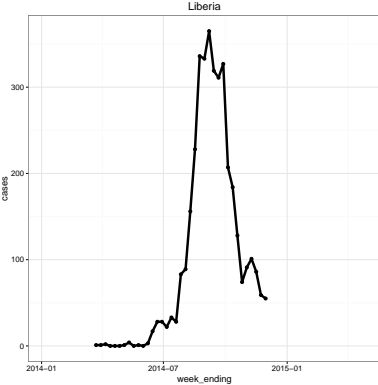
Elks in Grand Teton



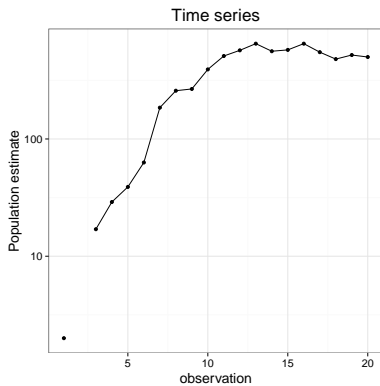
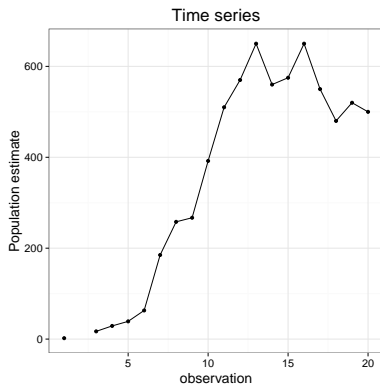
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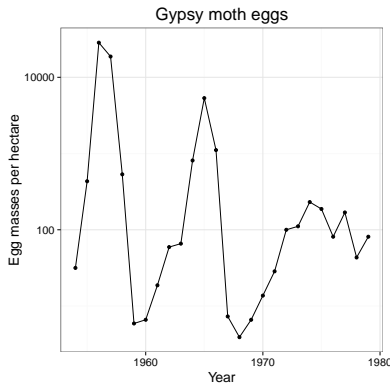
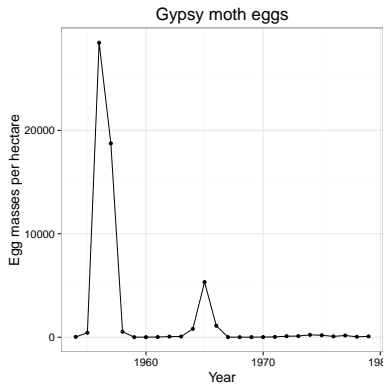
Ebola



Paramecia



Gypsy moths



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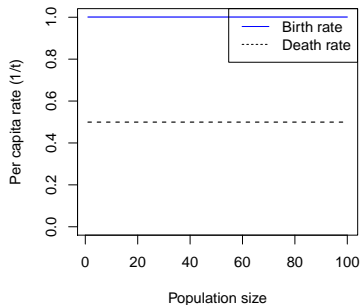
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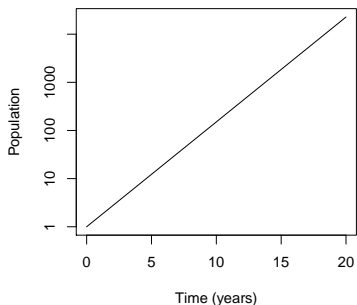
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Individual perspective

Constant rates

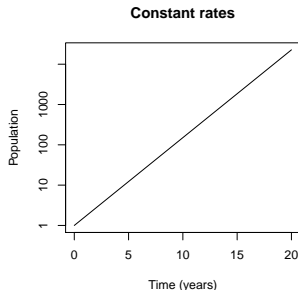
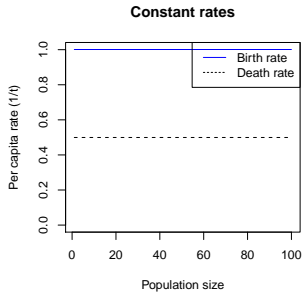


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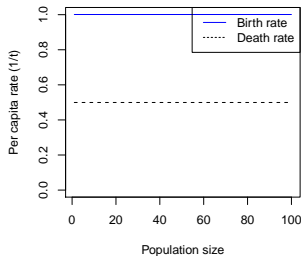
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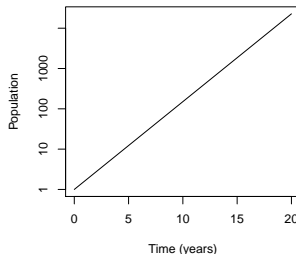
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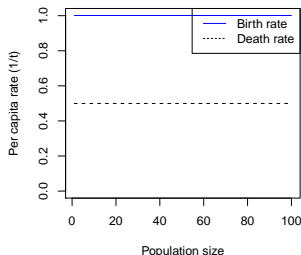
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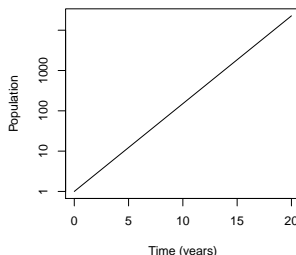
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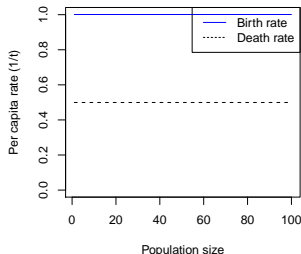
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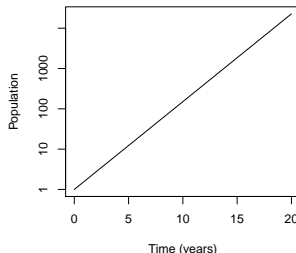
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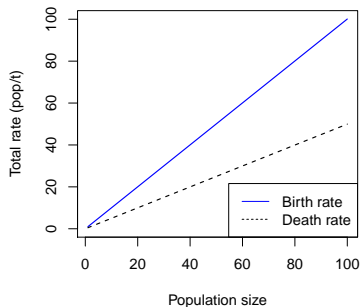


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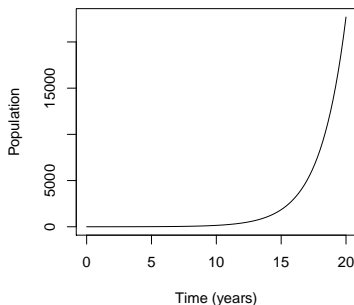


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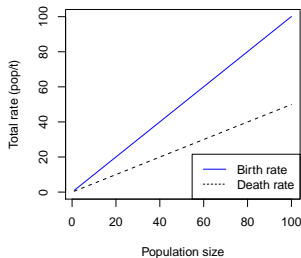
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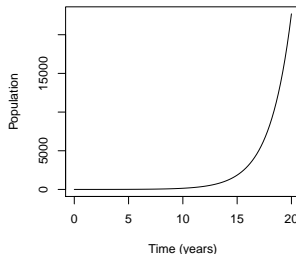
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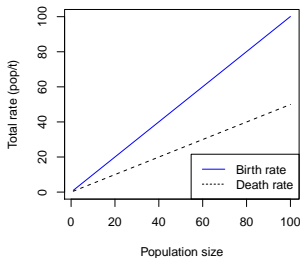
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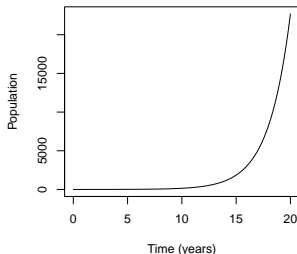
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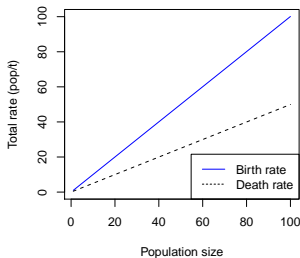
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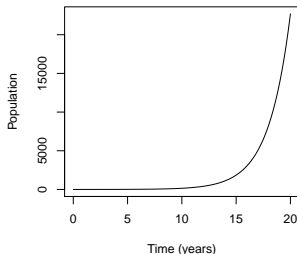
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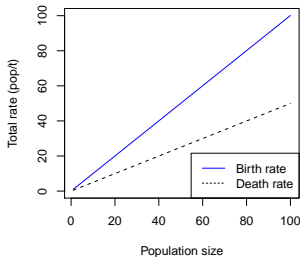
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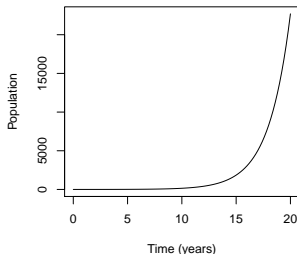
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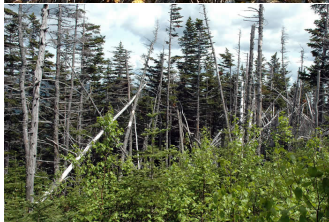
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- ▶ **Recruitment** is when an organism moves from one life stage to another:
 - ▶ Seed → seedling → sapling → tree
 - ▶ Egg → larva → pupa → moth
- ▶ In simple continuous-time population models, recruitment is included in birth:
 - ▶ b is the rate at which adults produce new adults; or seeds produce new seeds – we have to “close the loop”

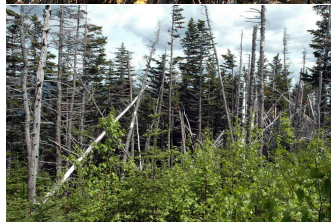
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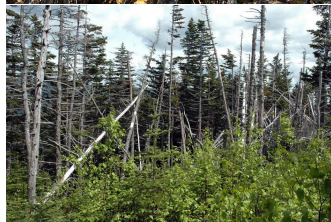
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Subsection 1

A simple, continuous-time model

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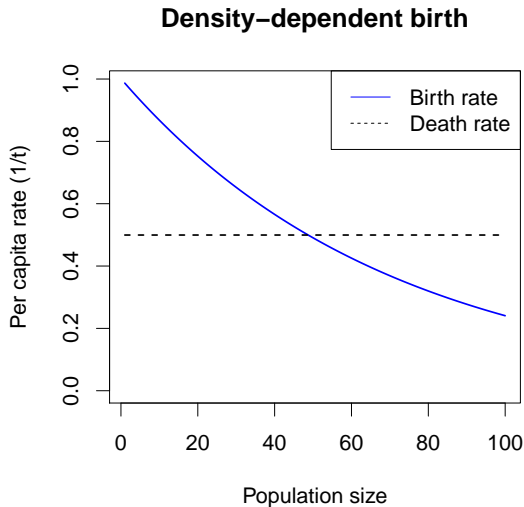
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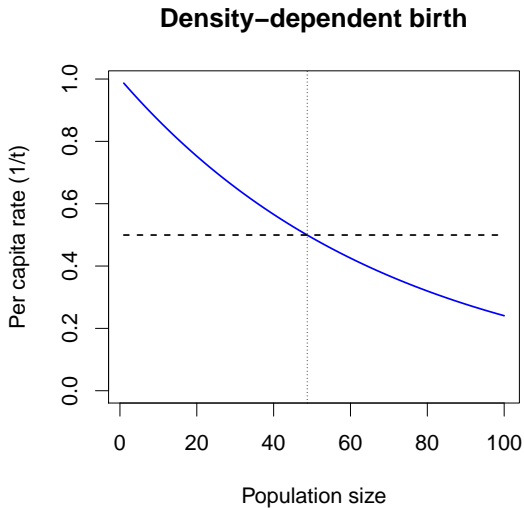
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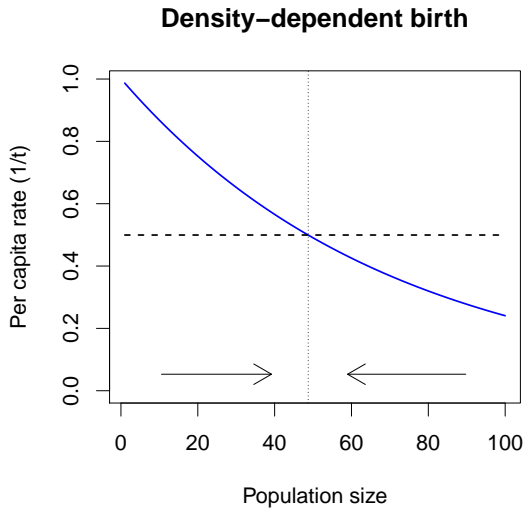
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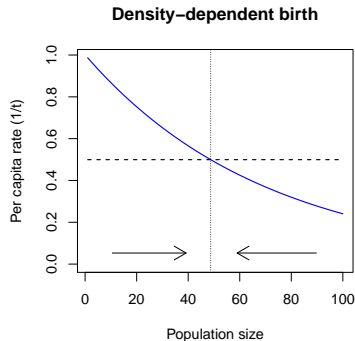
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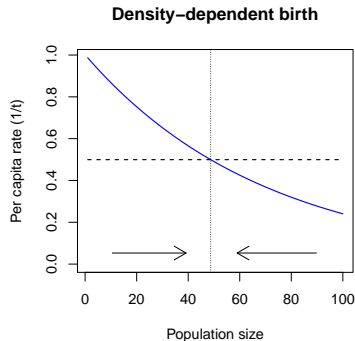


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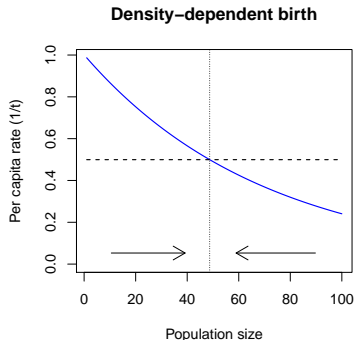
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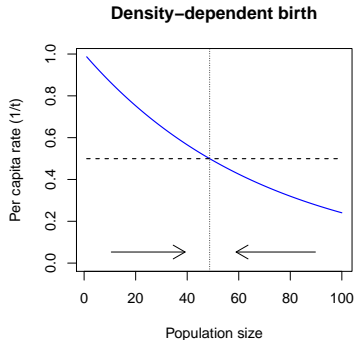
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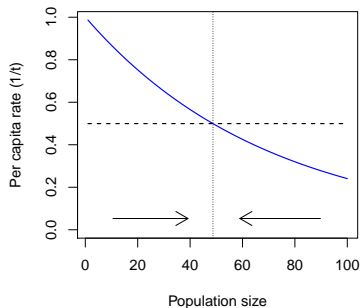
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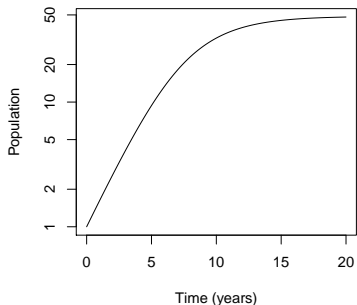
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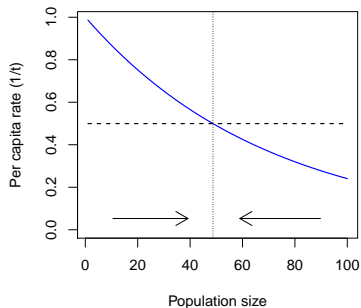


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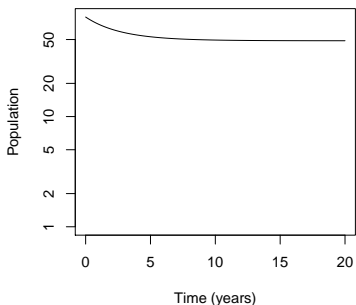


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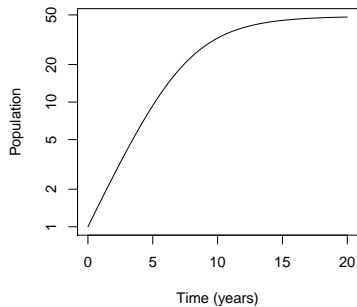


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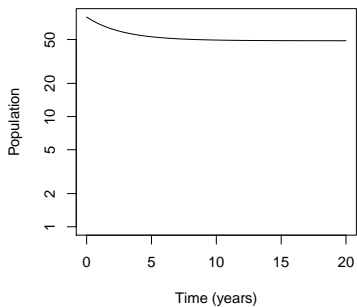


Examples

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Subsection 2

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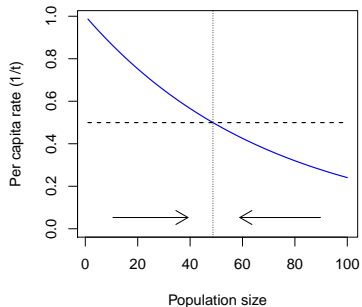
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Individual-scale pictures

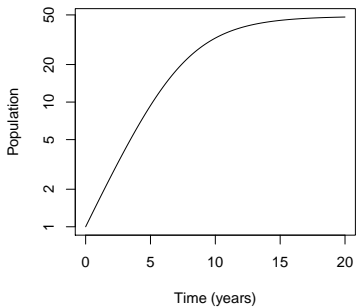
- ▶ We can view graphs of our population assumptions on the individual scale
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What will this model do?

Density-dependent birth



Density-dependent birth



Population-scale pictures

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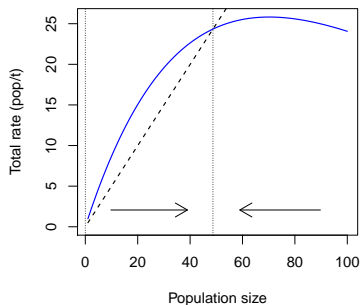
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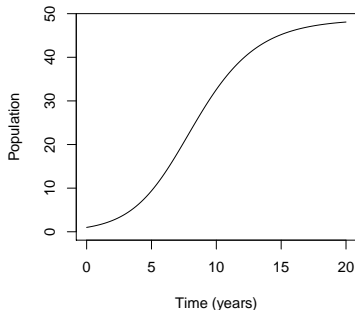
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Population perspective picture

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Density-dependent birth



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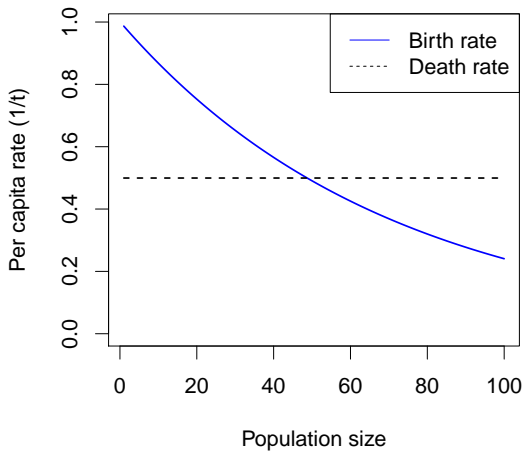
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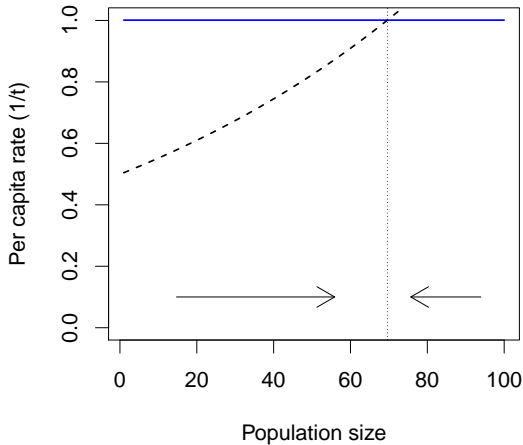
Decreasing birth rates

Density-dependent birth



Increasing death rates

Density-dependent death



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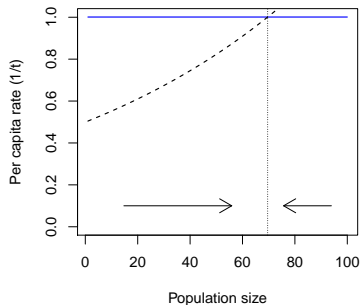
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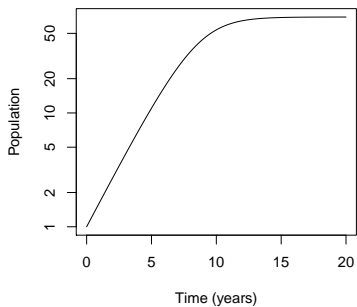


Individual perspective

Density-dependent death

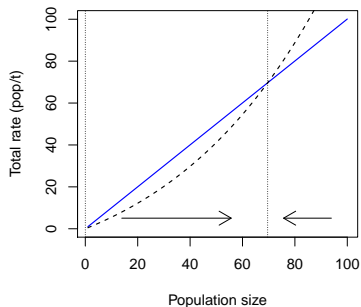


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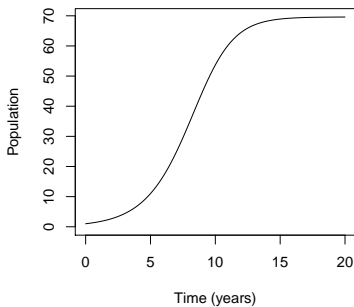


Population perspective

Density-dependent death



Density-dependent death



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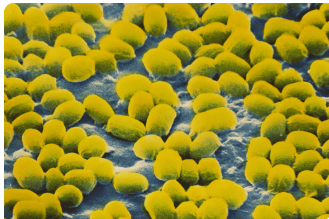
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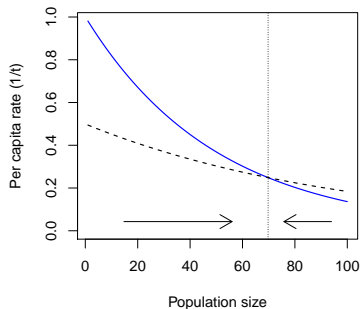
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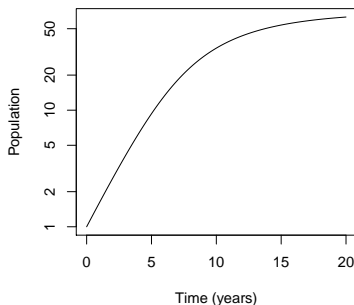


Individual perspective

Density dependence and slowing down

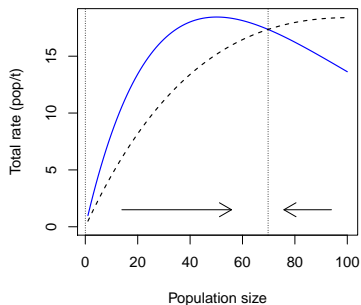


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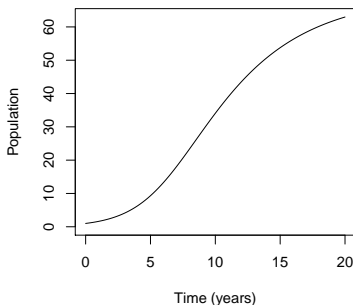


Population perspective

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Density dependence and slowing down



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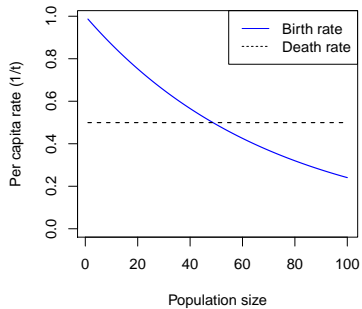
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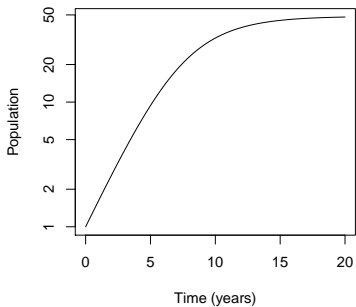
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Individual perspective

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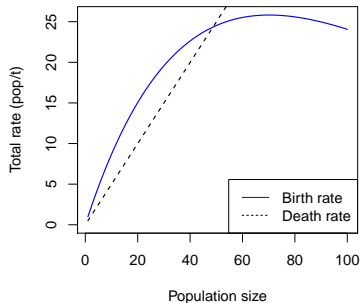


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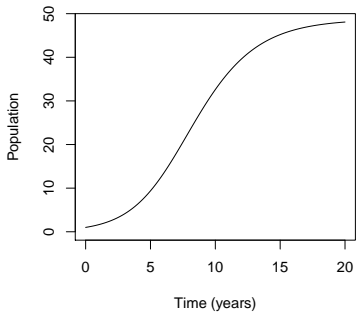


Population perspective

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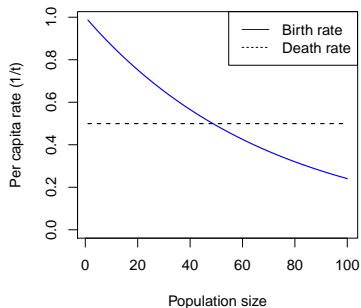
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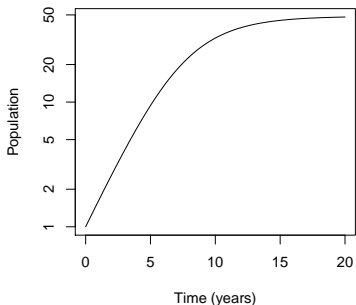
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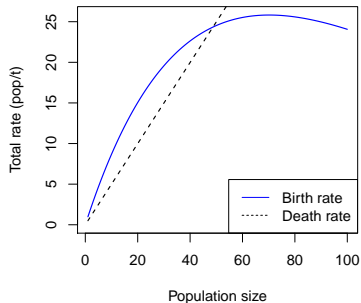


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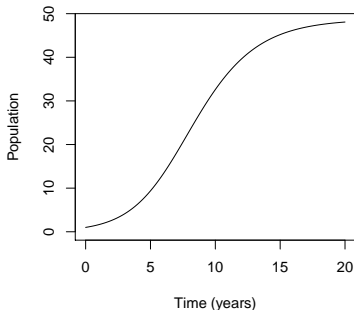


Population perspective

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Subsection 3

Equilibria and time scales

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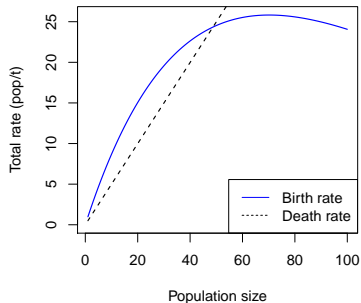
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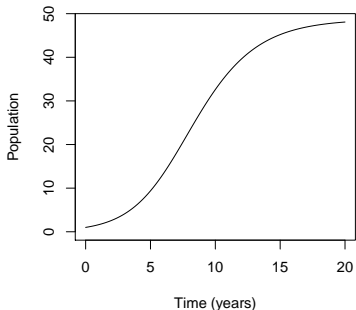
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Population perspective

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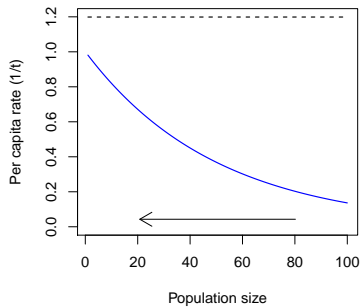
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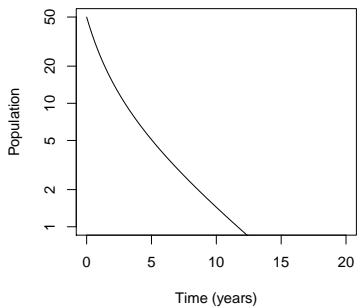
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Individual perspective

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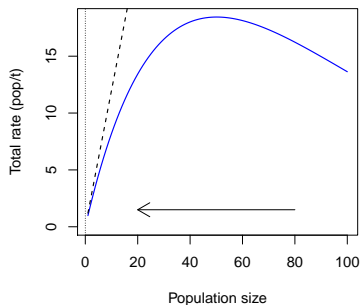


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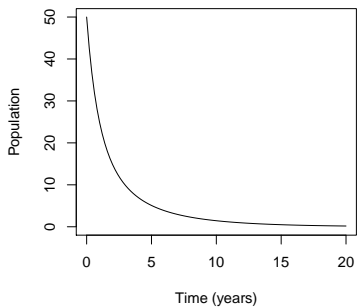


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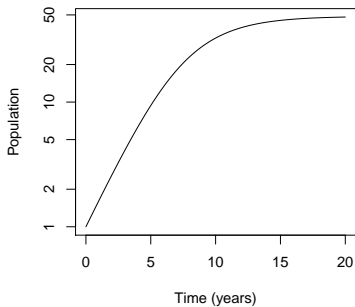
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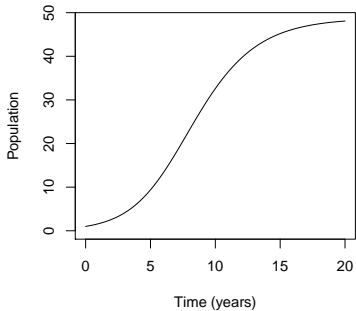
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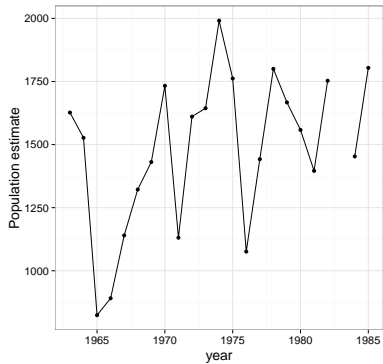
Density-dependent birth



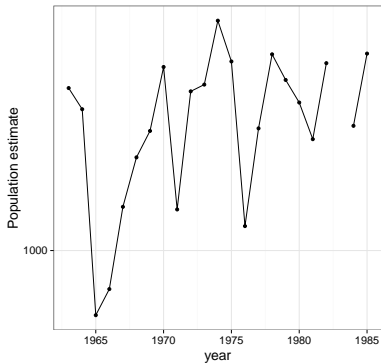
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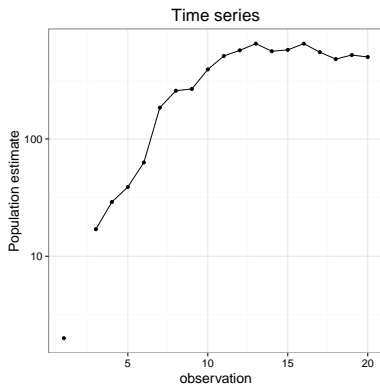
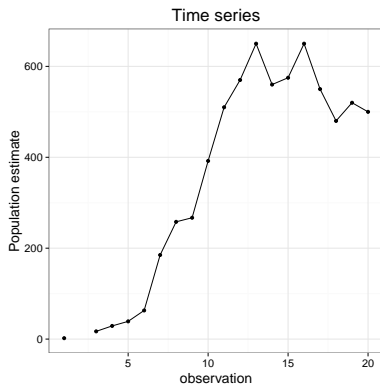
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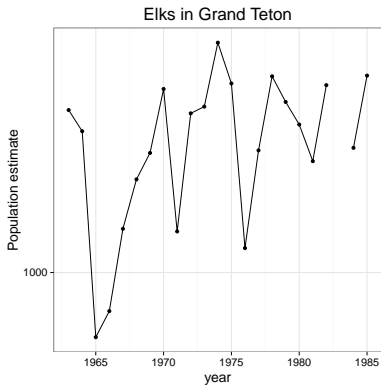
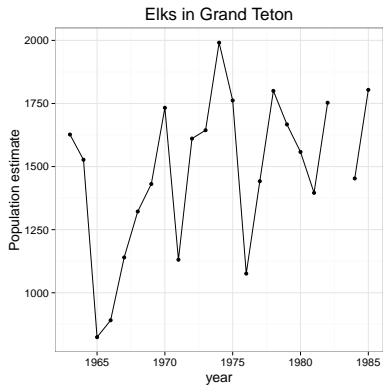
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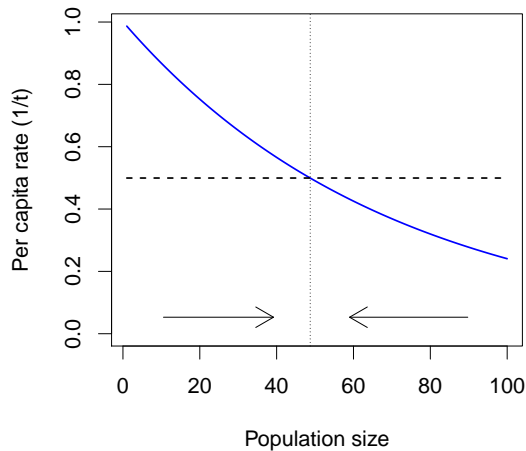
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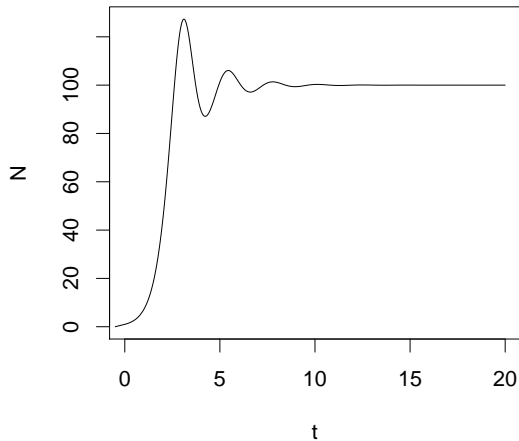
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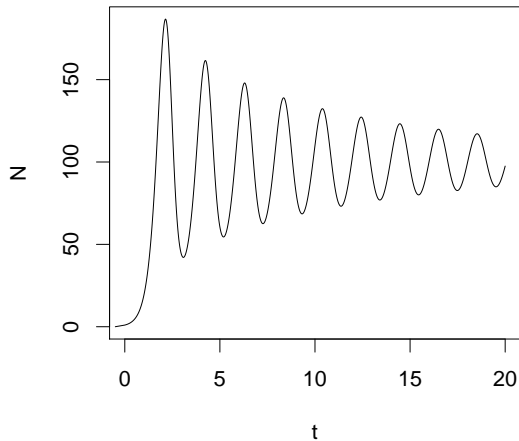
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Unitless delay 1

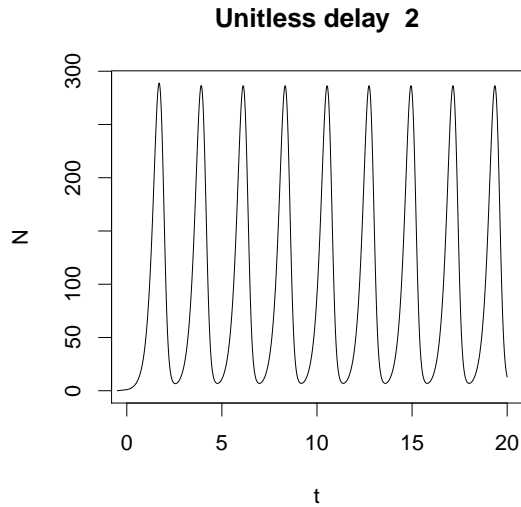


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Subsection 1

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Subsection 2

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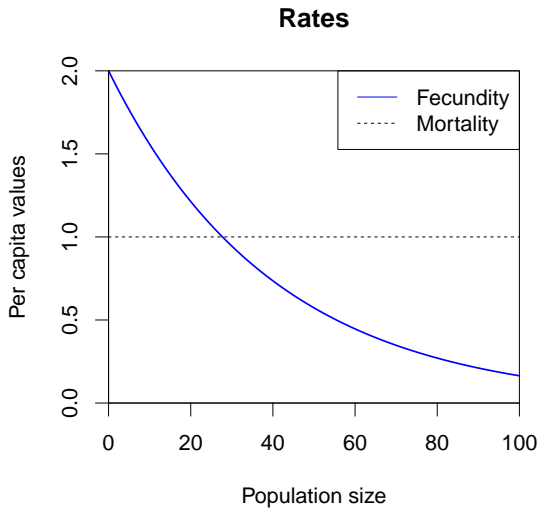
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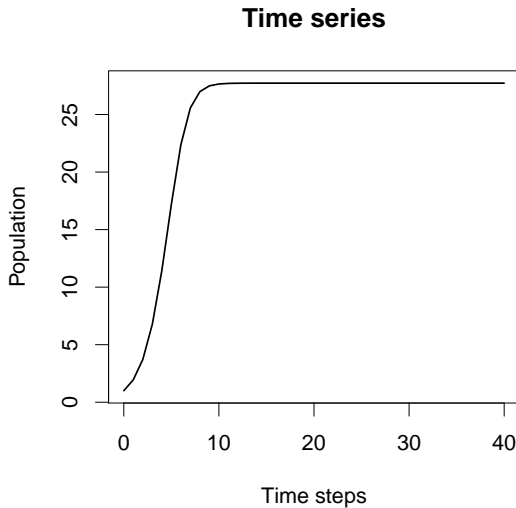
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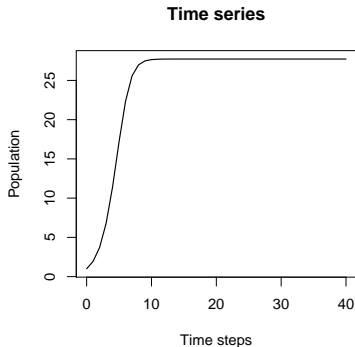
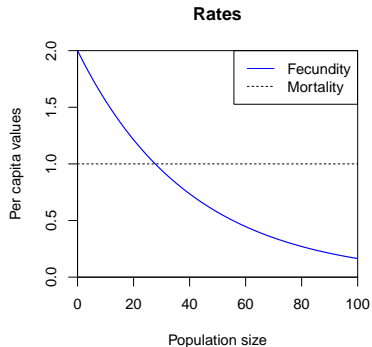
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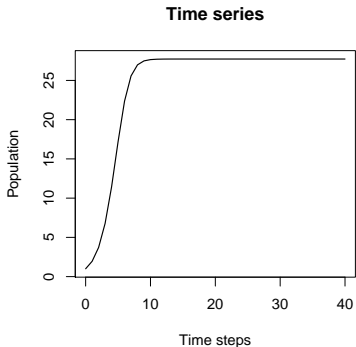
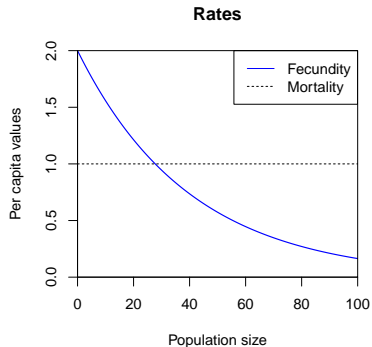


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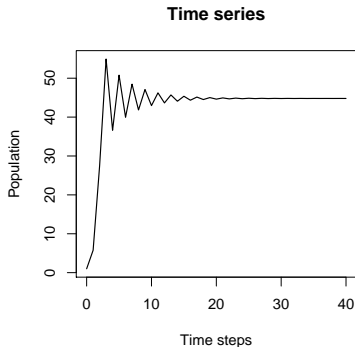
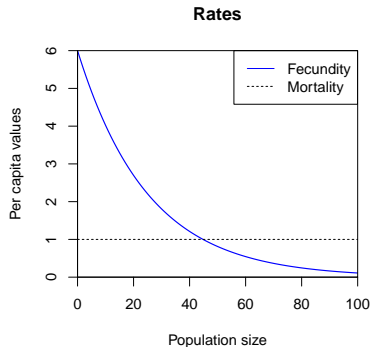


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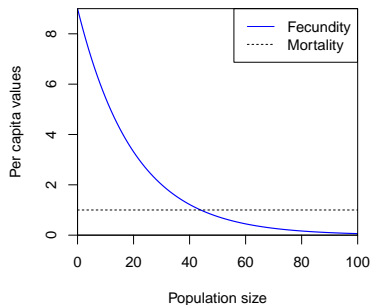


Damped oscillations

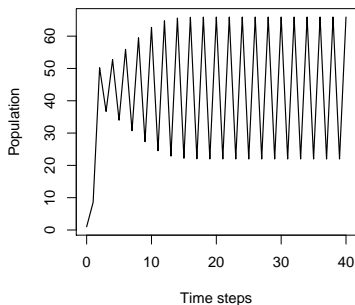


Persistent oscillations

Rates

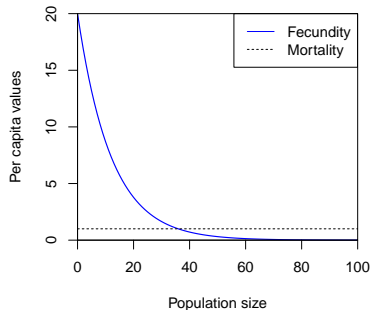


Time series

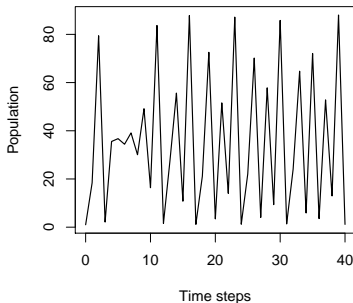


Lots of other behaviours

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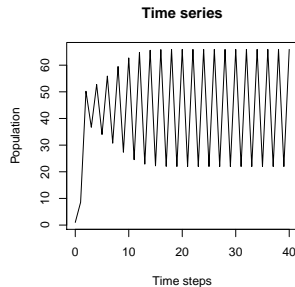
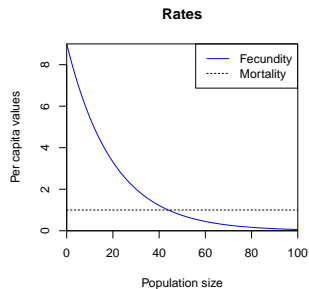


Subsection 3

Interpreting complex behaviour

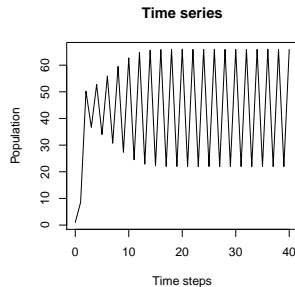
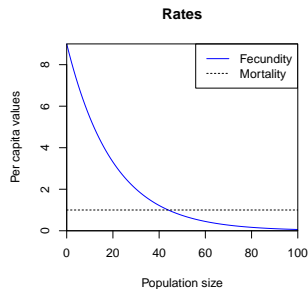
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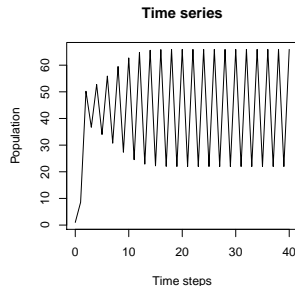
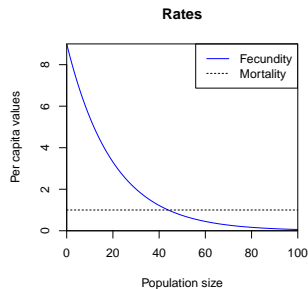
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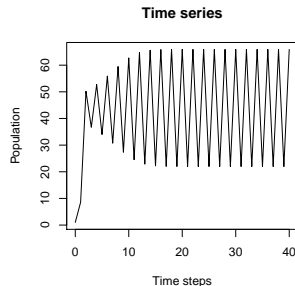
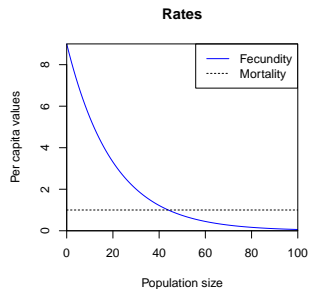
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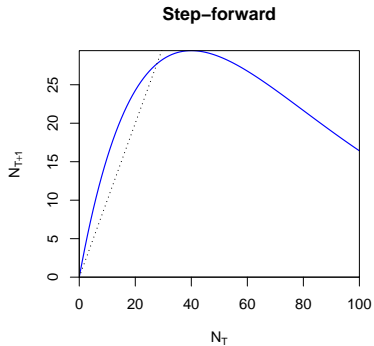
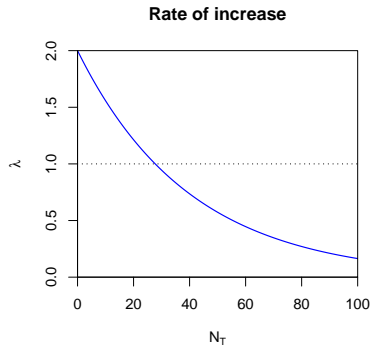
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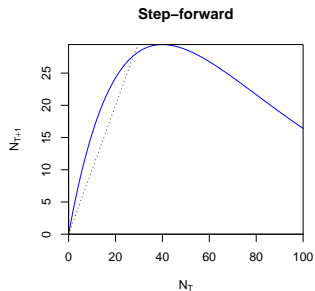
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Response to population increase



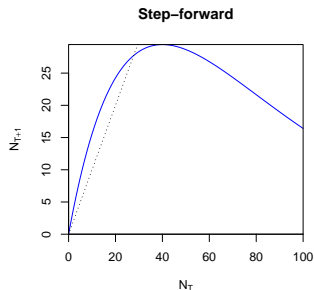
Turnover

- ▶ When N_T is small, N_{T+1} increases with N .



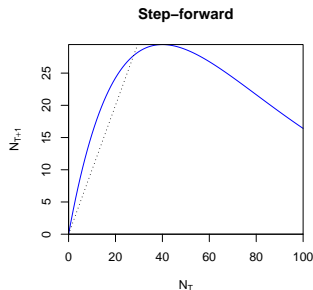
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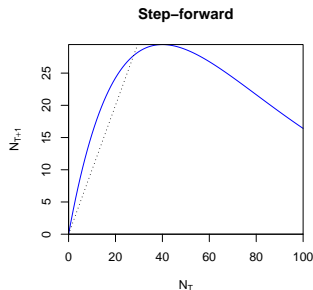
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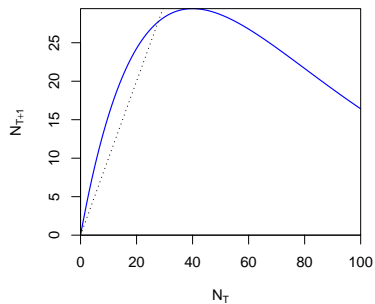
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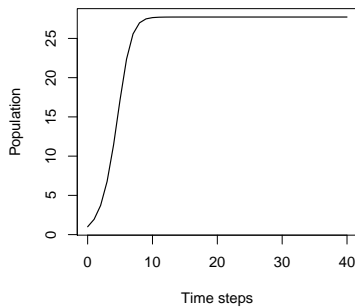


Simple dynamics

Step-forward

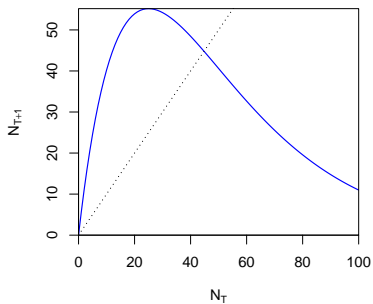


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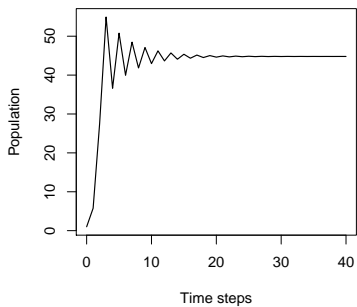


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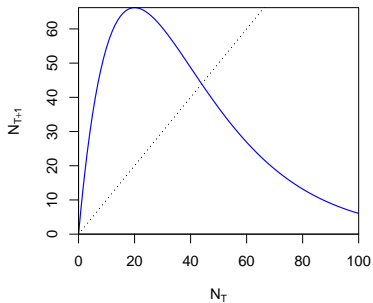


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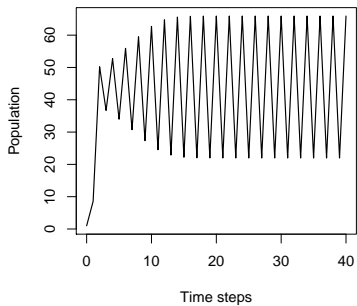


Persistent oscillations

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Time series



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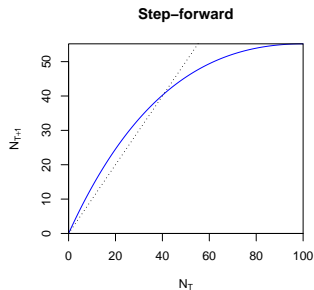
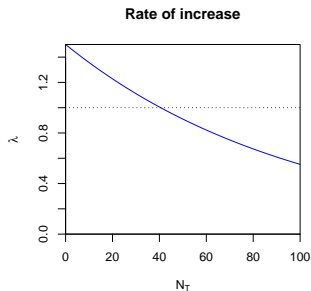
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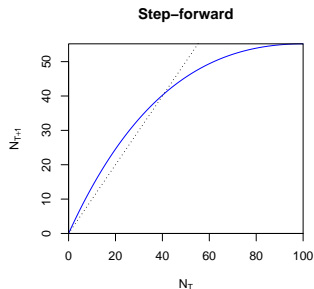
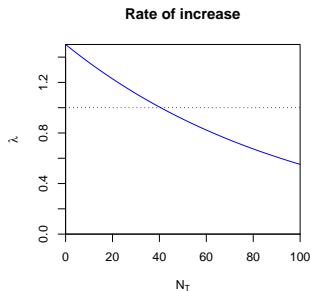
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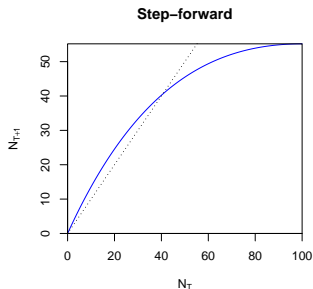
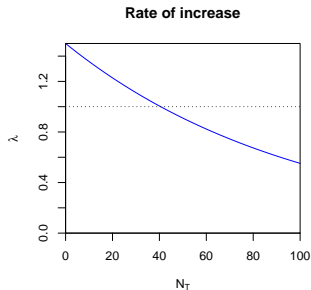
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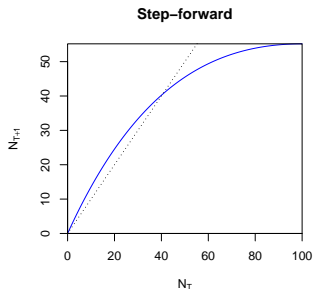
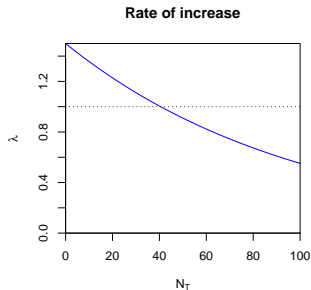
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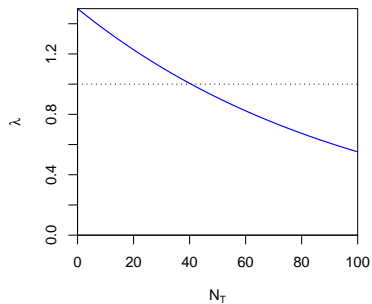
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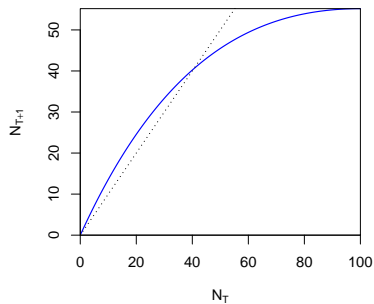


Contest regulation

Rate of increase



Step-forward



Songbirds

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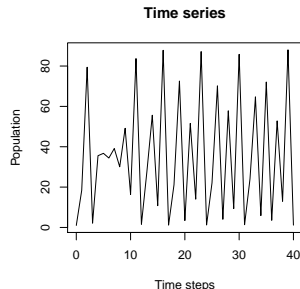
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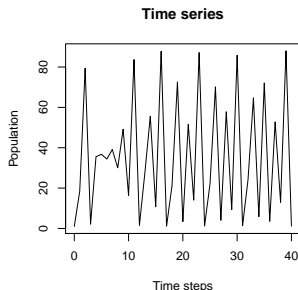
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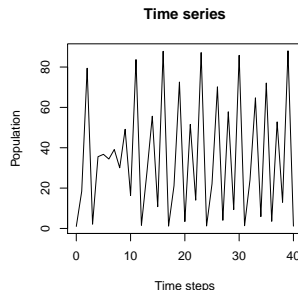
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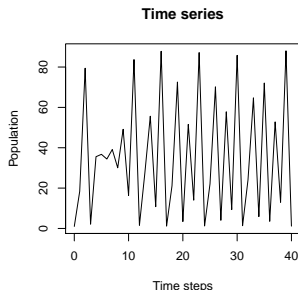
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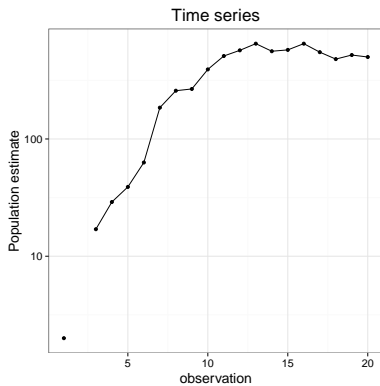
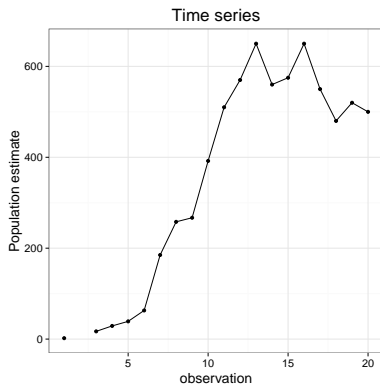
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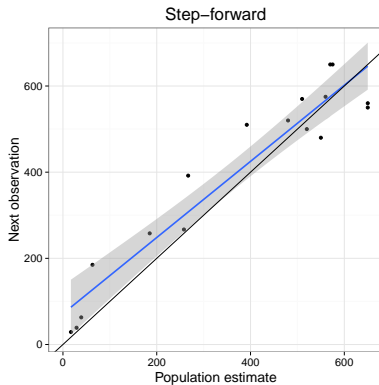
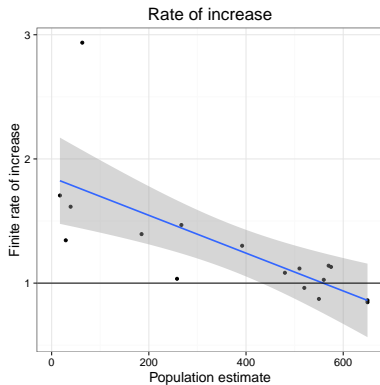
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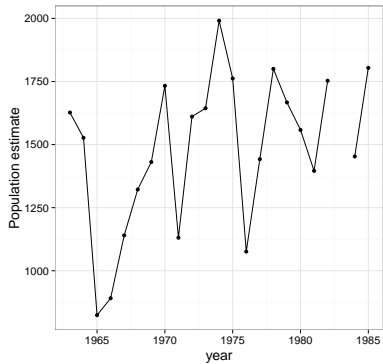
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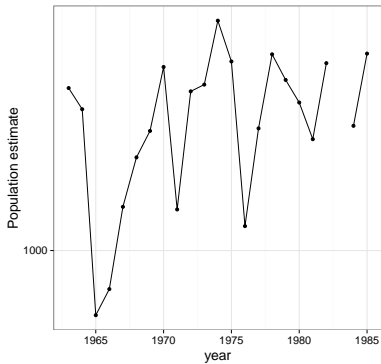
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Elks in Grand Teton

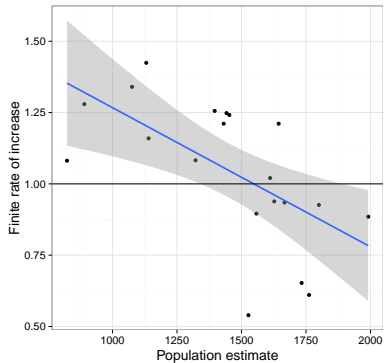


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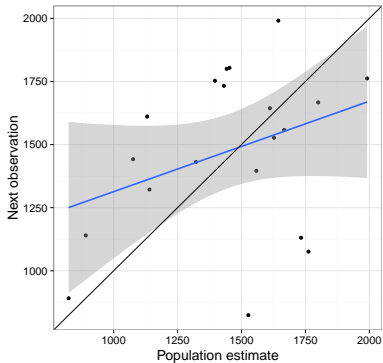


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Outline

Introduction

- Population Examples

Continuous-time regulation

- A simple, continuous-time model
- Simulating model behaviour
- Equilibria and time scales

Delayed regulation

Discrete-time regulation

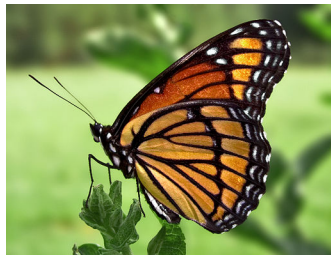
- A simple, discrete-time model
- Simulating this system
- Interpreting complex behaviour

Small populations and stochasticity

- Allee effects
- Stochastic effects

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Subsection 1

Allee effects

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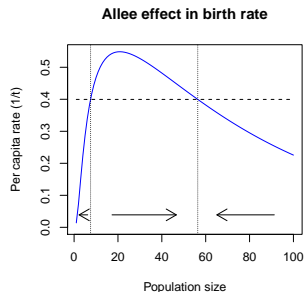
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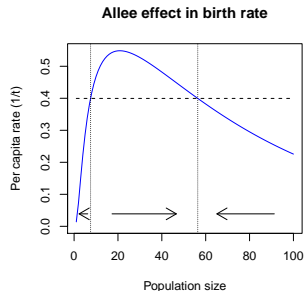
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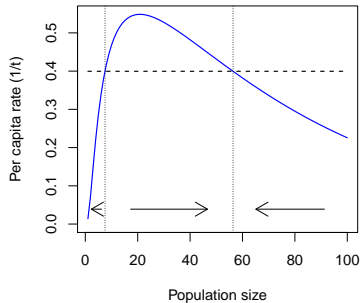
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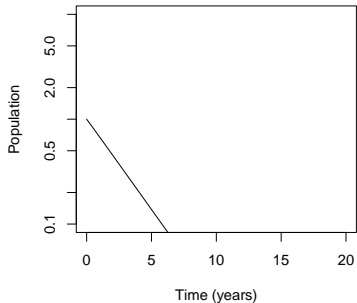


Individual perspective

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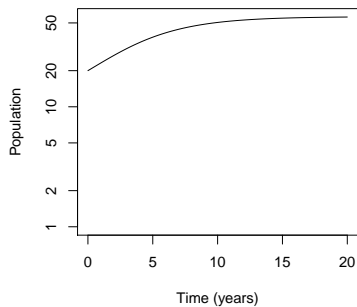


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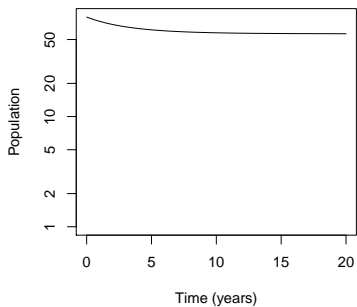


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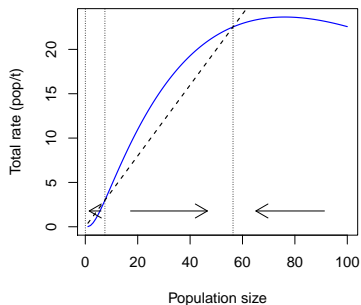


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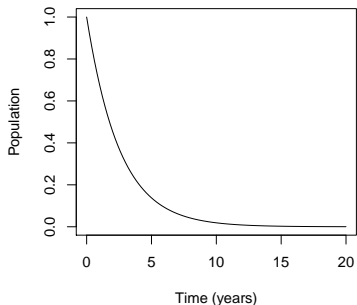


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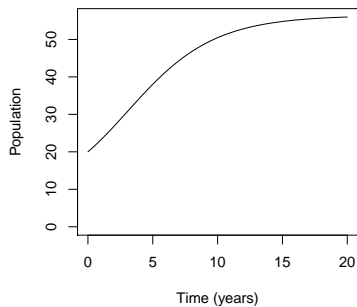


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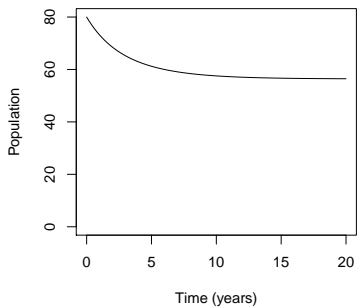


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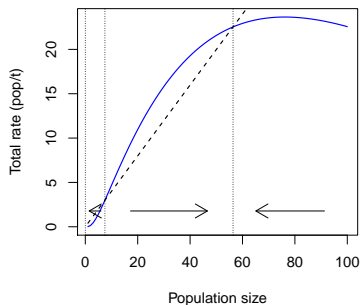


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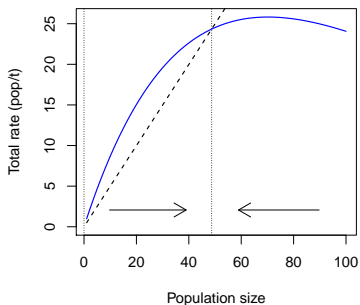


Population comparison

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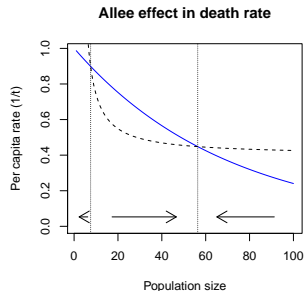


Density-dependent birth



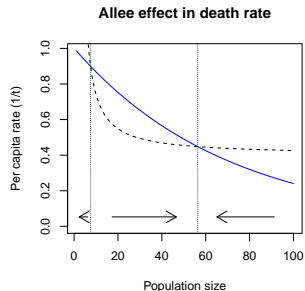
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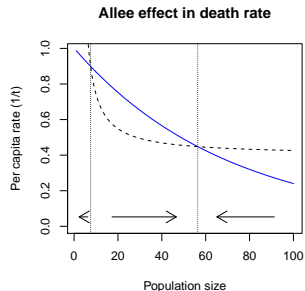
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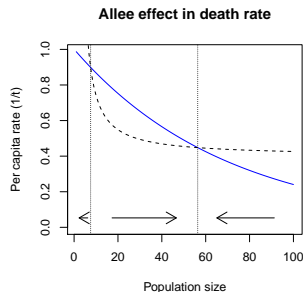
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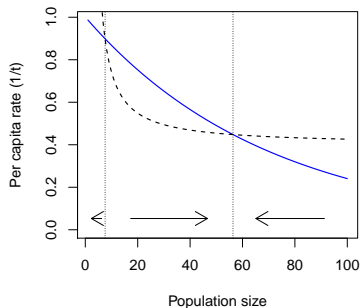
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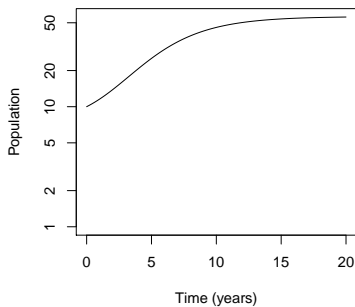


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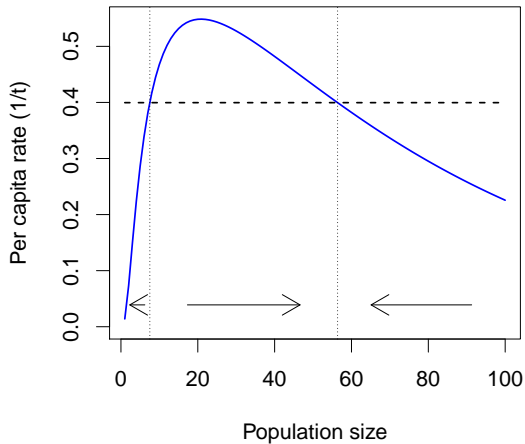
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 - ▶ A population that can't invade can never replace itself on average
- ▶ When Allee effects are present, it's no longer true that a species that can't invade can't persist
 - ▶ * If $\mathcal{R}_0 < 1$ population can't invade, but if $\mathcal{R}_{\max} > 1$ it can still persist

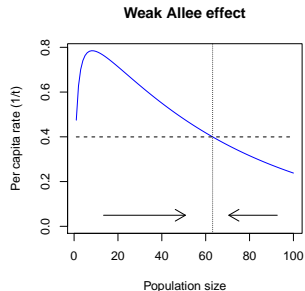
\mathcal{R}_0 and \mathcal{R}_{max}

Allee effect in birth rate



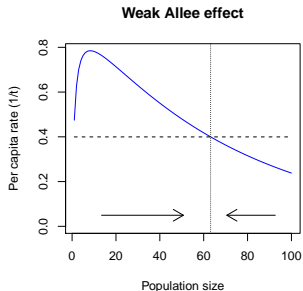
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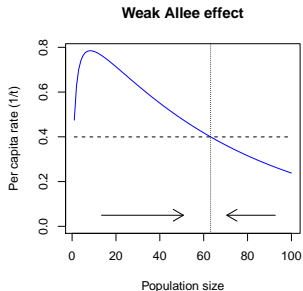
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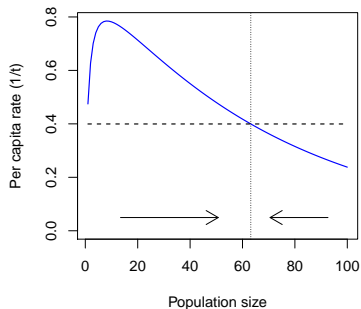
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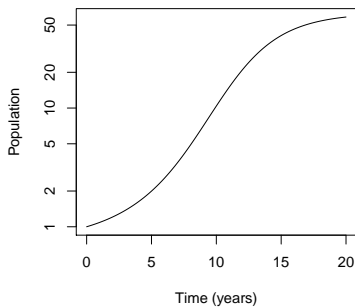


Individual perspective

Weak Allee effect



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Subsection 2

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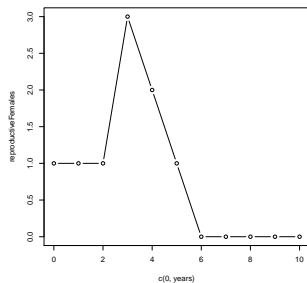
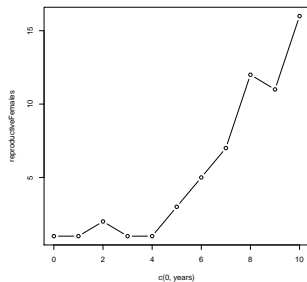
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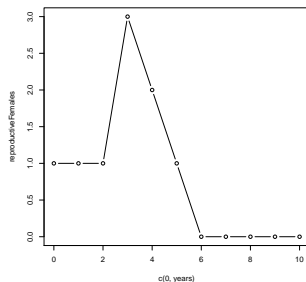
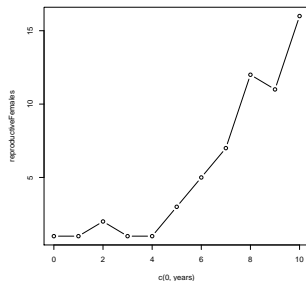
Simulations

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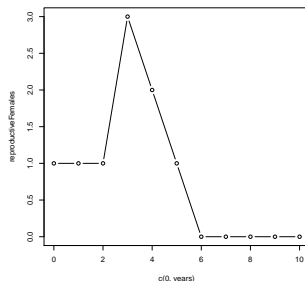
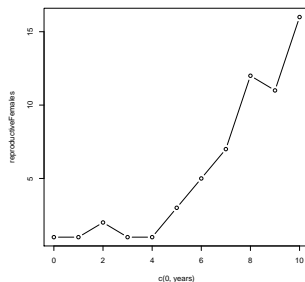
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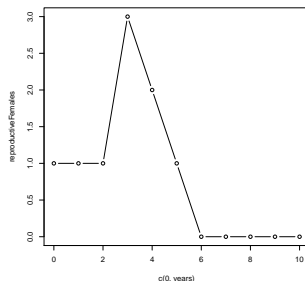
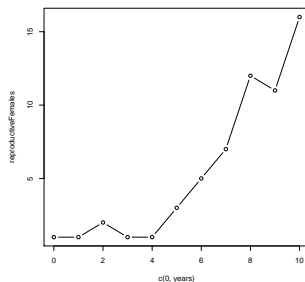
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