

# UNIT 3 Non-linear population models

# Outline

## Introduction

### Population Examples

## Continuous-time regulation

A simple, continuous-time model

Simulating model behaviour

Equilibria and time scales

## 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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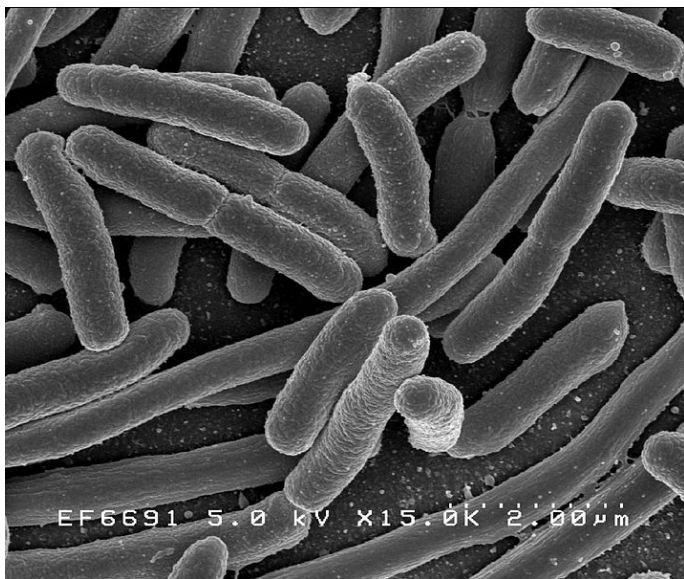
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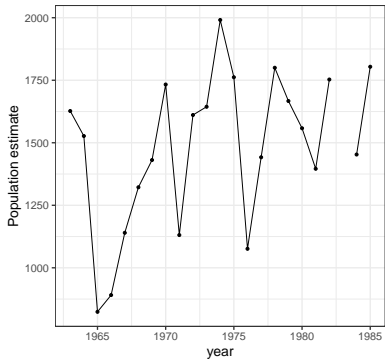
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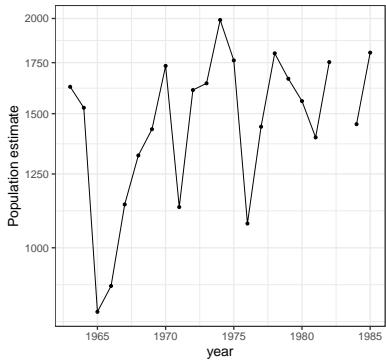
(preview)

## Elk

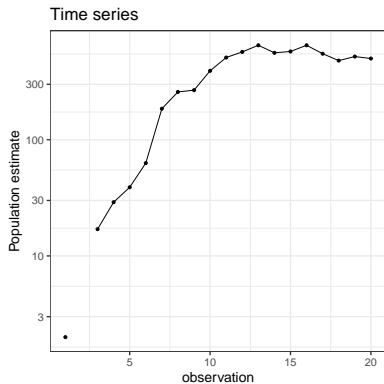
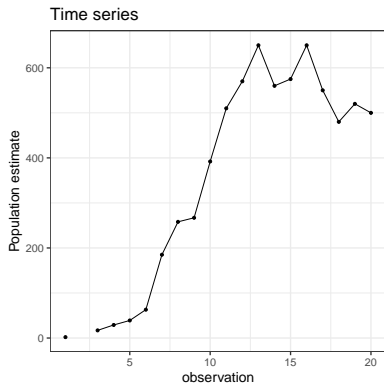
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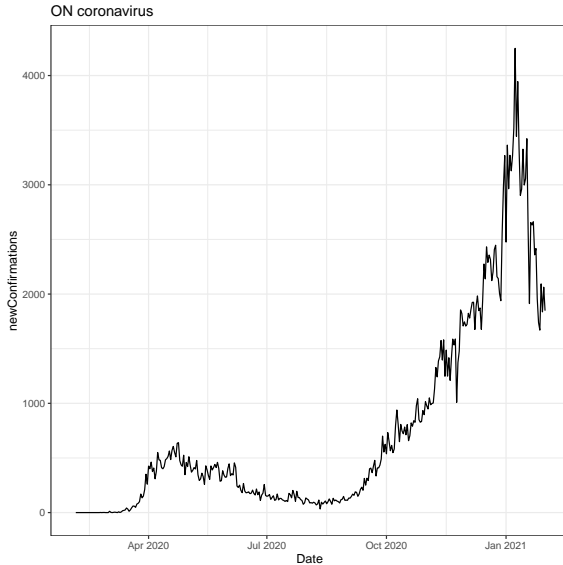


# Paramecia (preview)

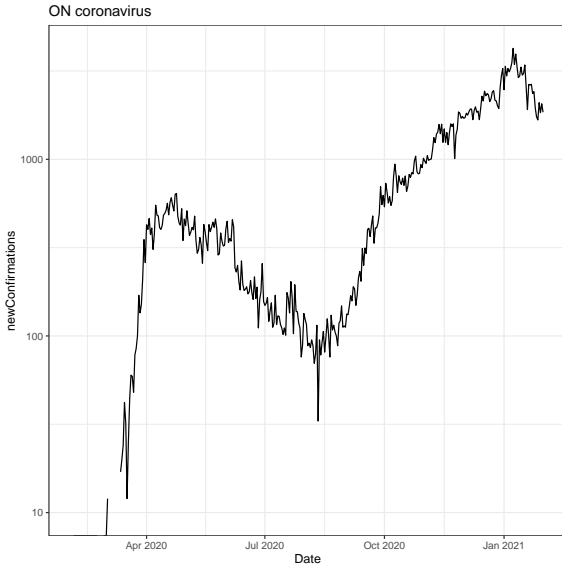




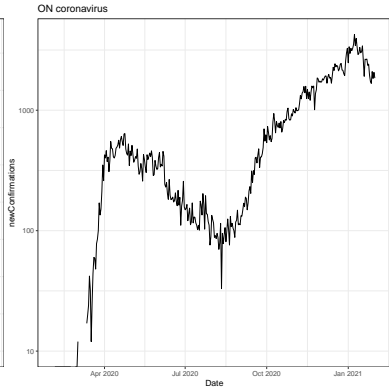
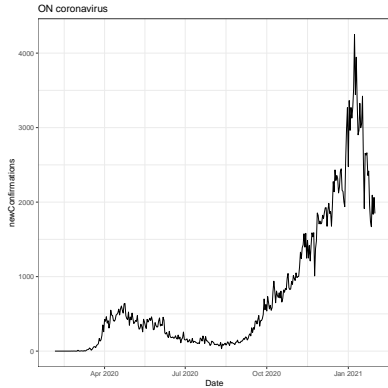
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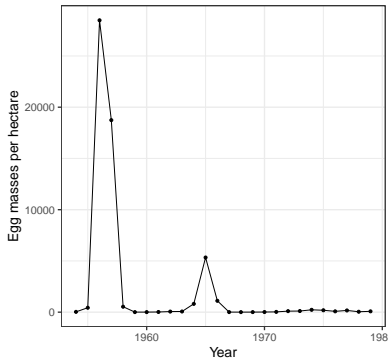


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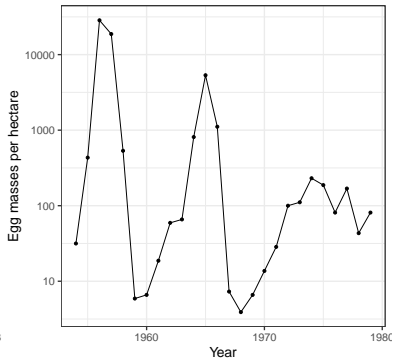


## Gypsy moths (preview)

Gypsy moth eggs



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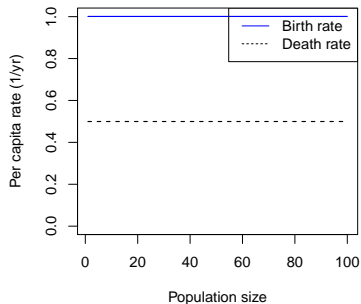
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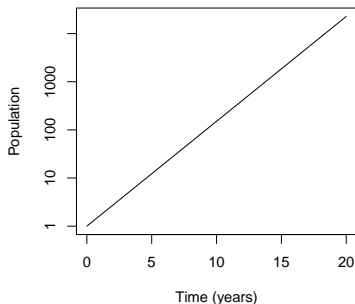
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# Individual perspective

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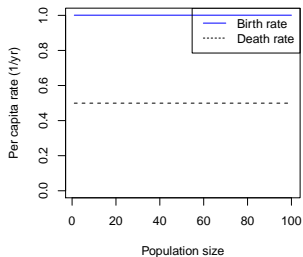




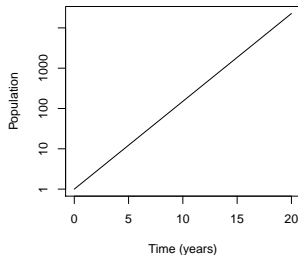
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- Per capita rate shows birth and death per individual

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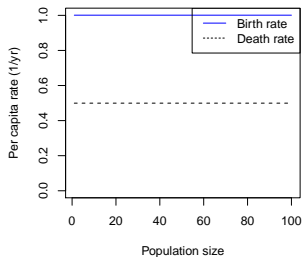
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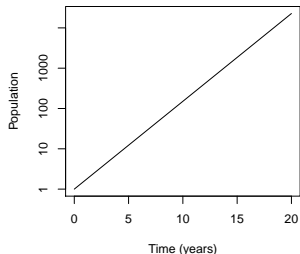
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- ▶ Per capita rate shows birth and death per individual
- ▶ Corresponds to the time plot showing growth on a log scale

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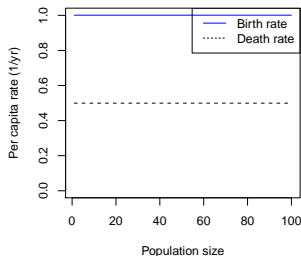
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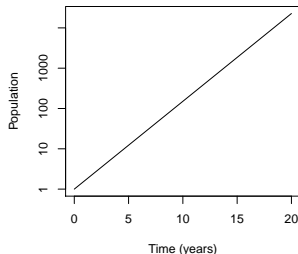
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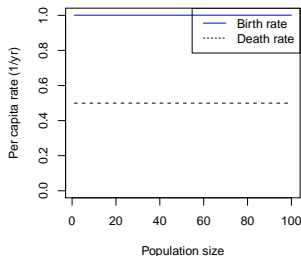
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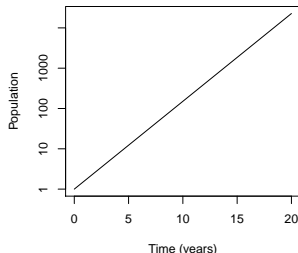
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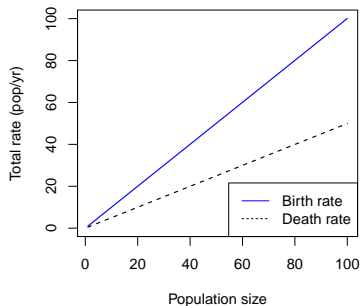


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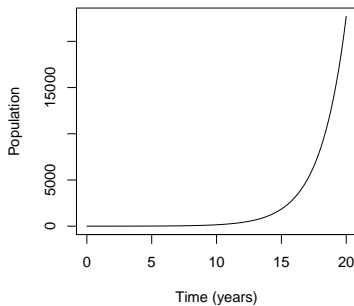


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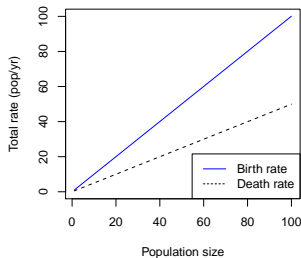
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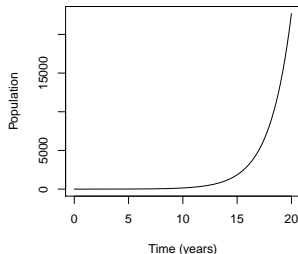
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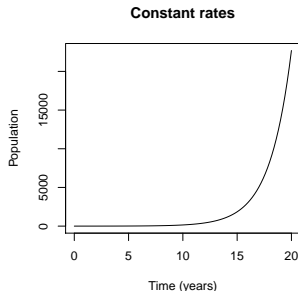
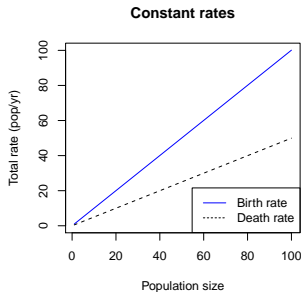


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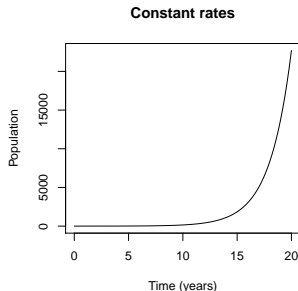
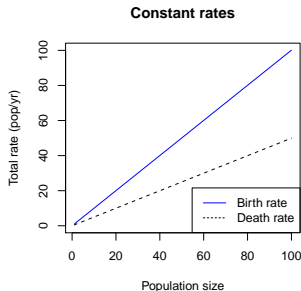
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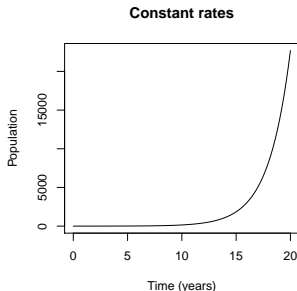
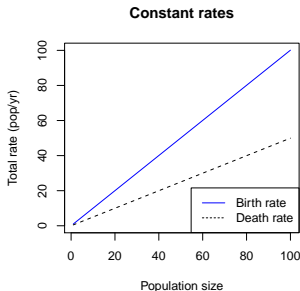
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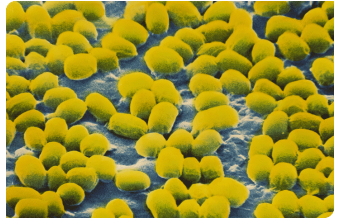
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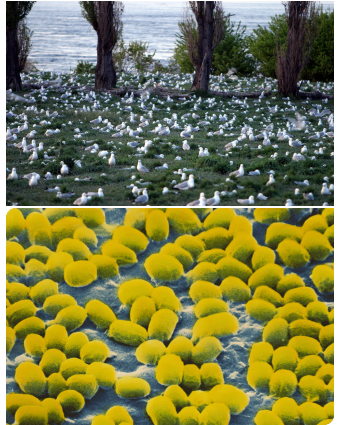
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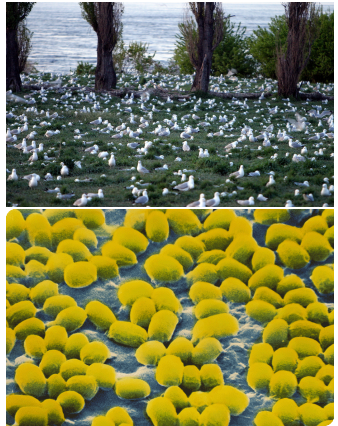
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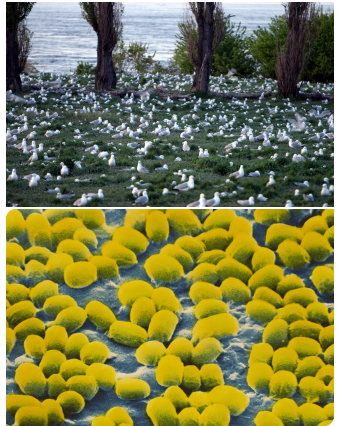
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# Outline

## Introduction

Population Examples

## Continuous-time regulation

A simple, continuous-time model

Simulating model behaviour

Equilibria and time scales

## 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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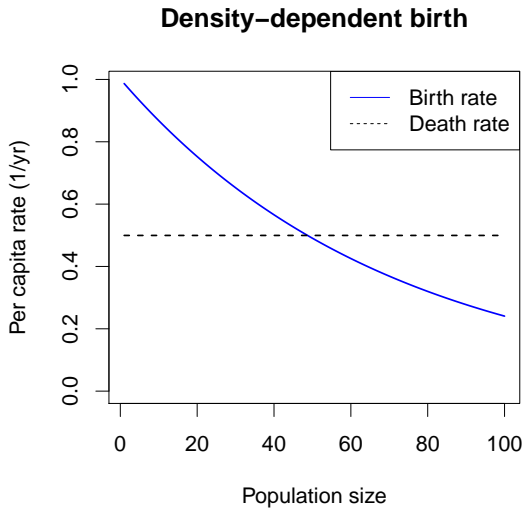
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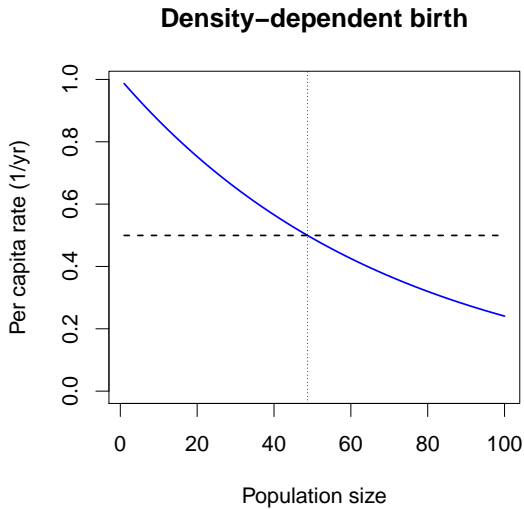
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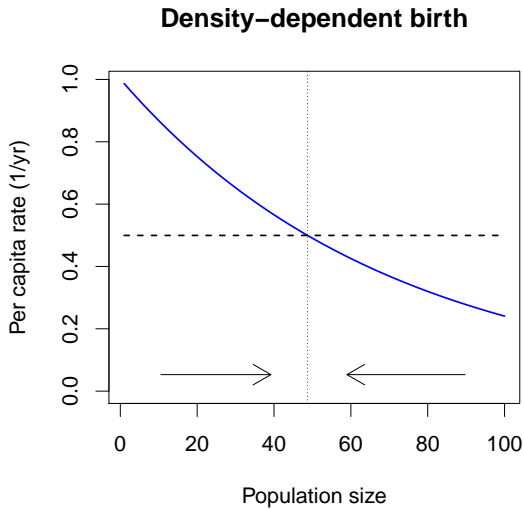
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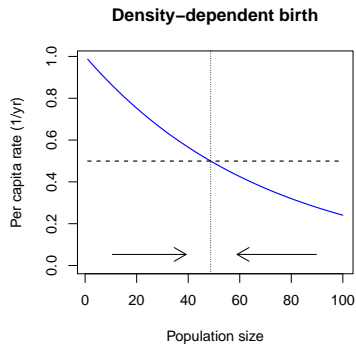
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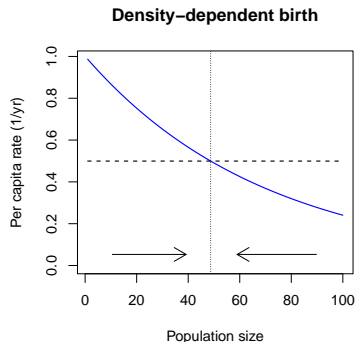


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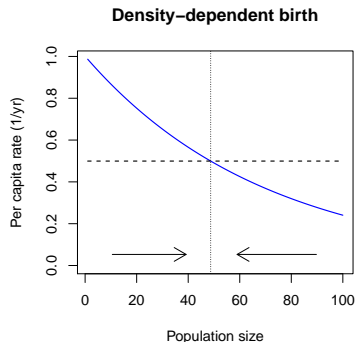
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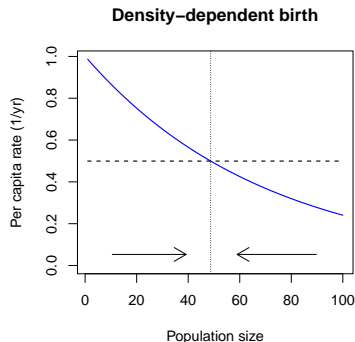


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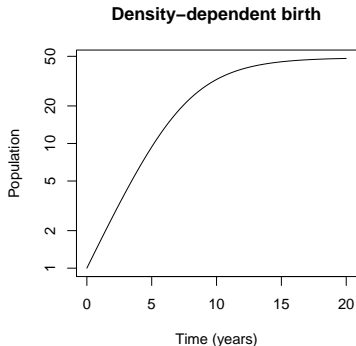
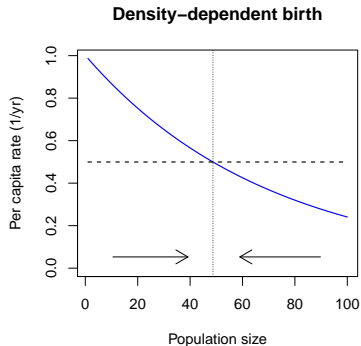
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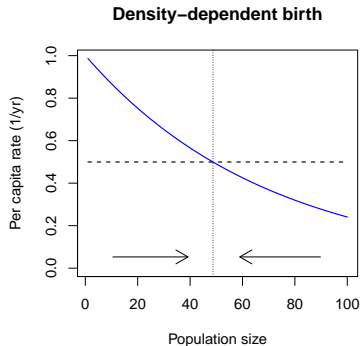


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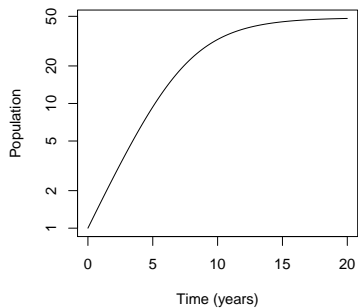


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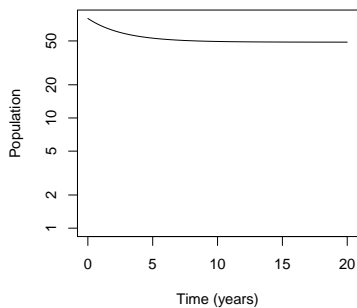


# Examples

**Density-dependent birth**



**Density-dependent birth**



# Outline

## Introduction

Population Examples

## Continuous-time regulation

A simple, continuous-time model

**Simulating model behaviour**

Equilibria and time scales

## 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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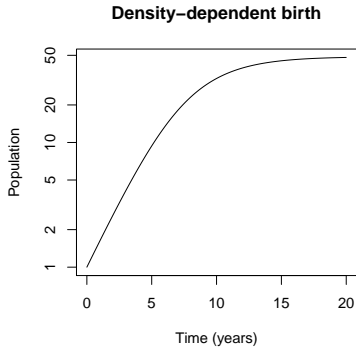
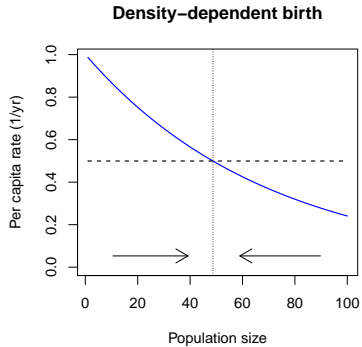
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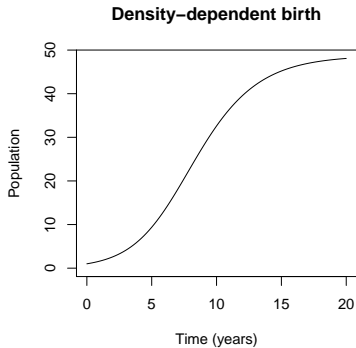
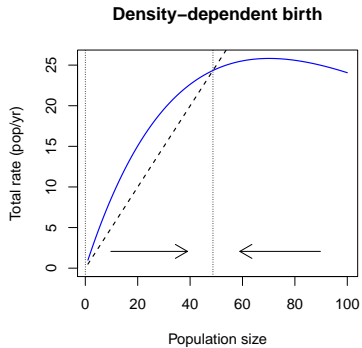
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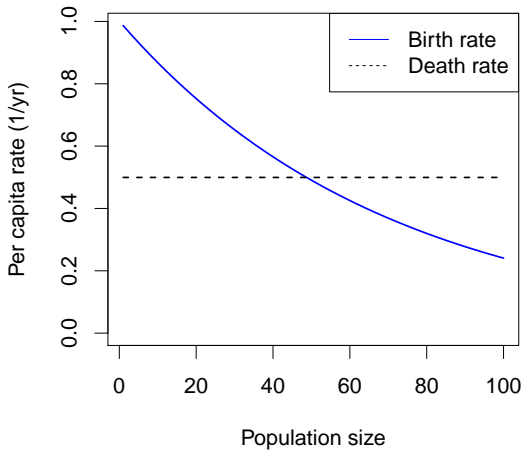
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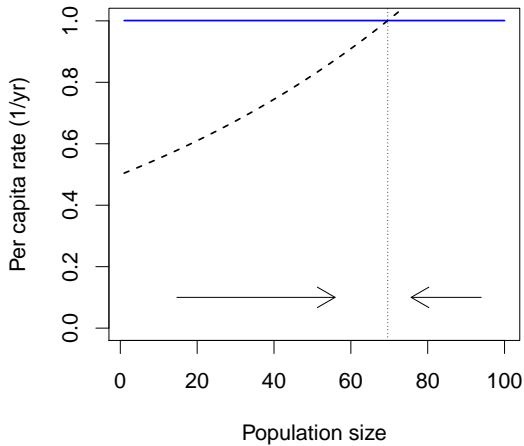
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### Density-dependent birth



# Increasing death rates

## Density-dependent death



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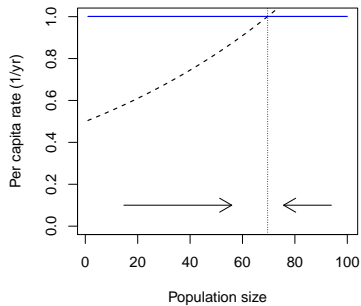
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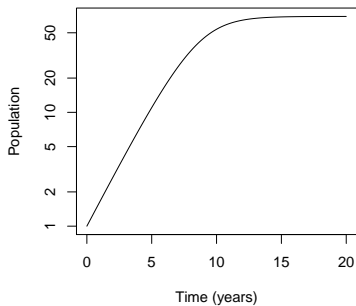


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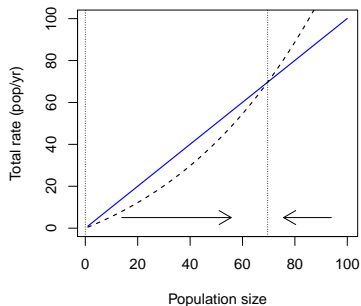


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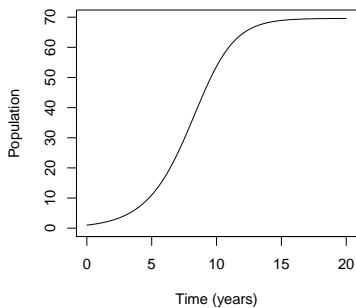


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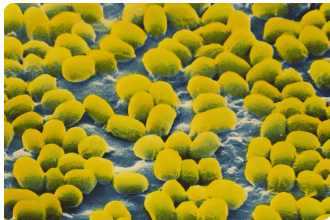
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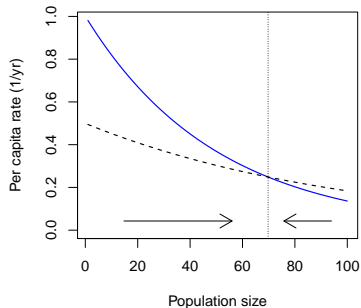
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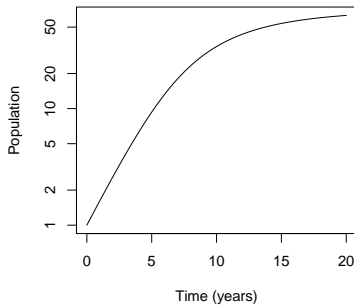


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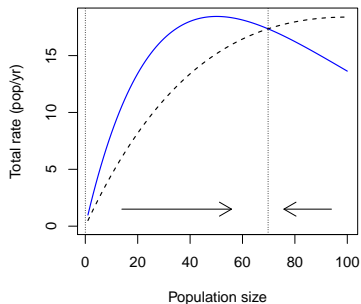
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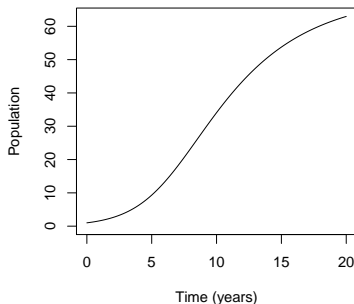


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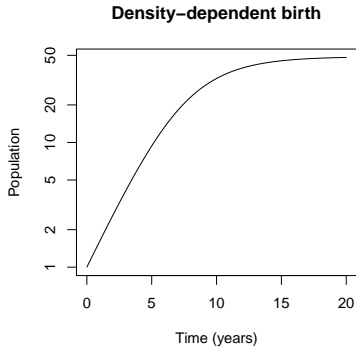
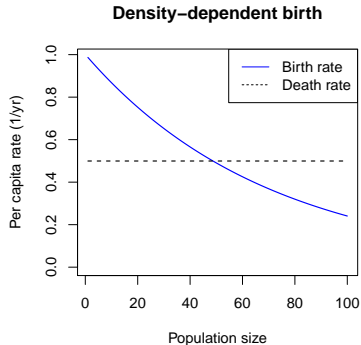
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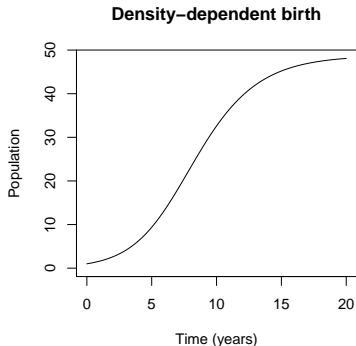
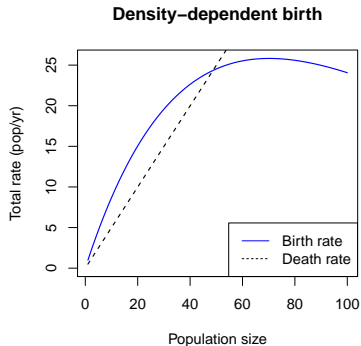
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## Population perspective (repeat)



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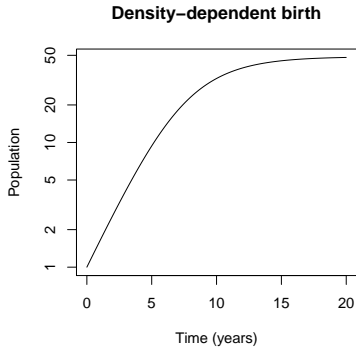
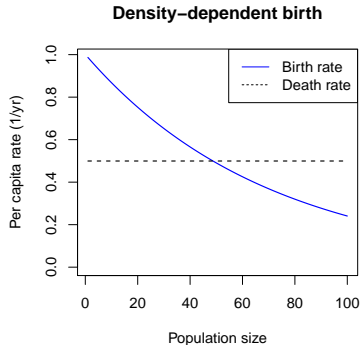
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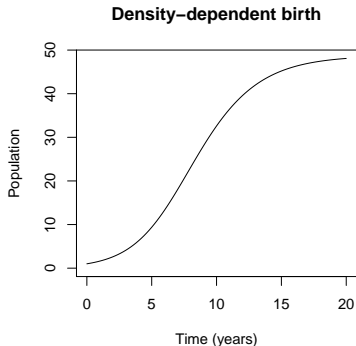
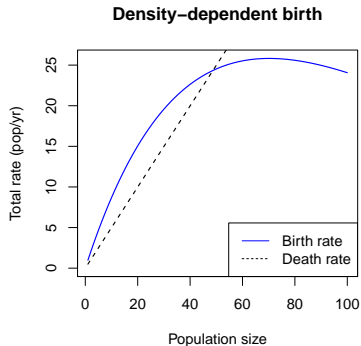
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## Population perspective (repeat)



# Outline

## Introduction

Population Examples

## Continuous-time regulation

A simple, continuous-time model

Simulating model behaviour

Equilibria and time scales

## Discrete-time regulation

A simple, discrete-time model

Simulating this system

Interpreting complex behaviour

## Small populations and stochasticity

Allee effects

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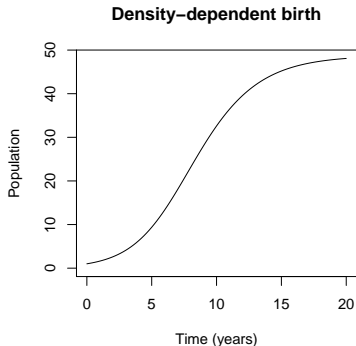
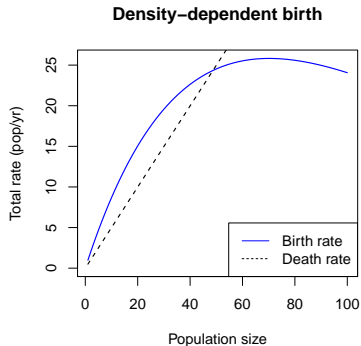
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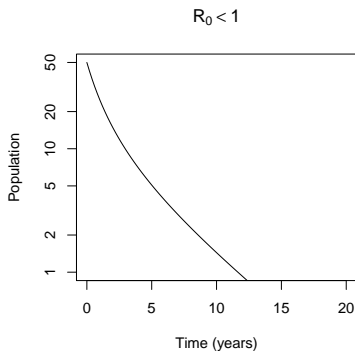
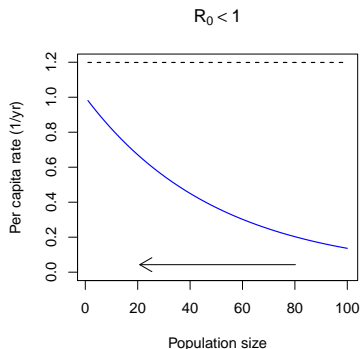
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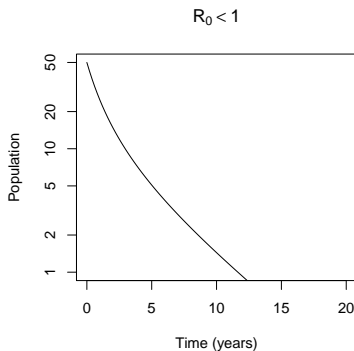
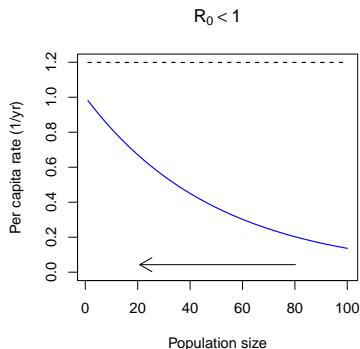
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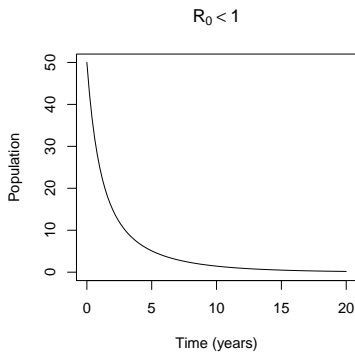
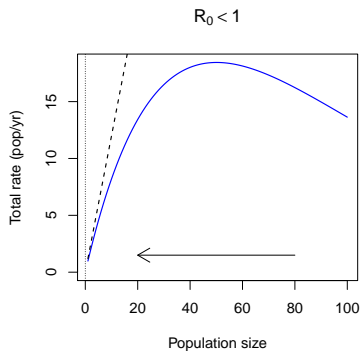
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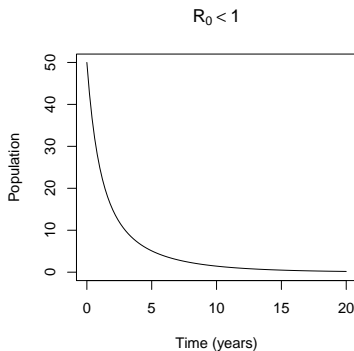
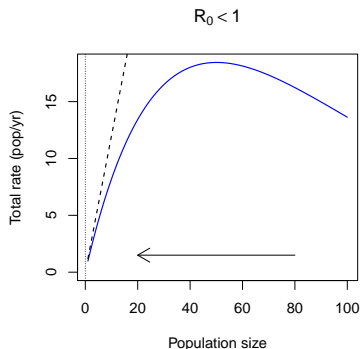
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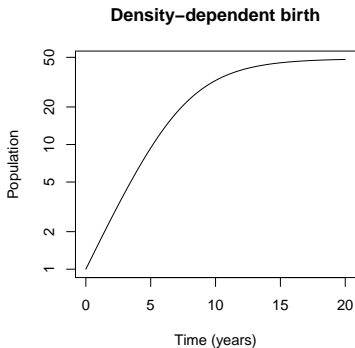
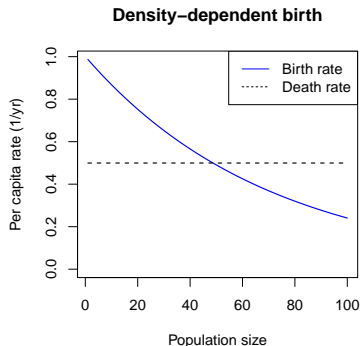
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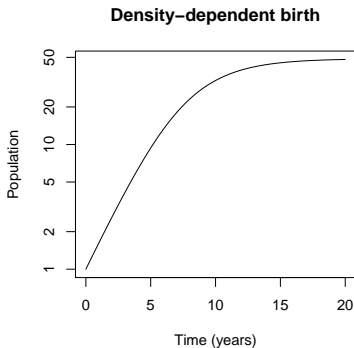
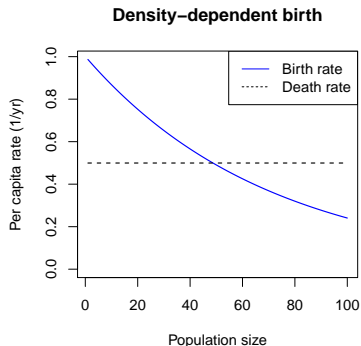


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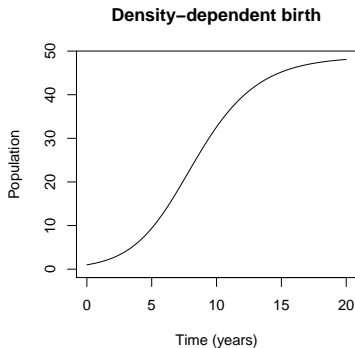
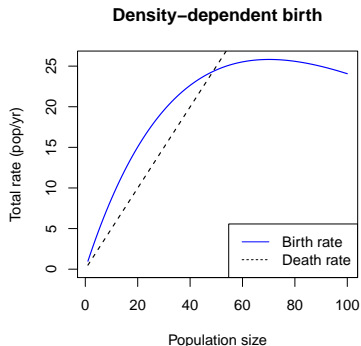
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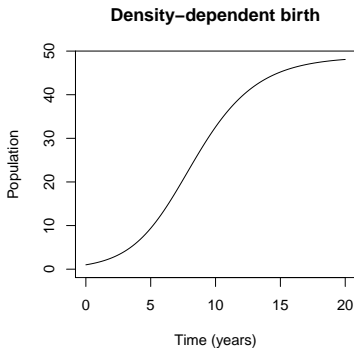
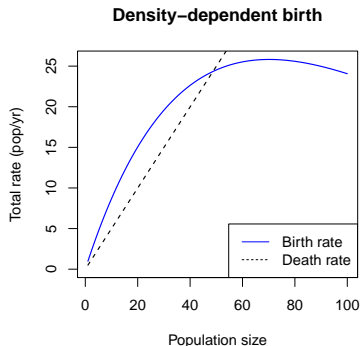
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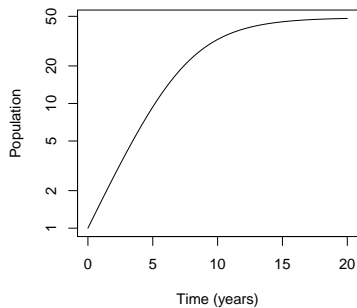
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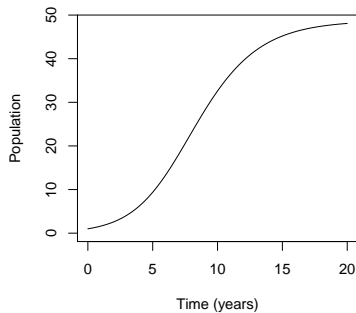


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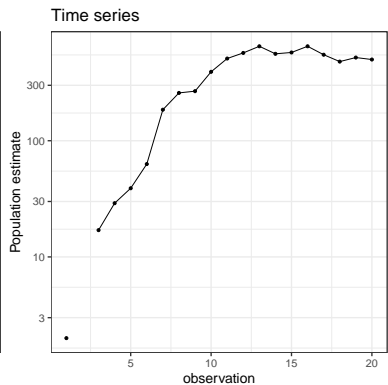
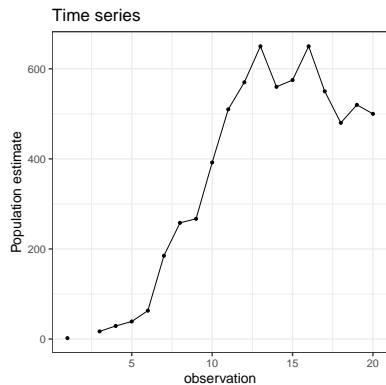
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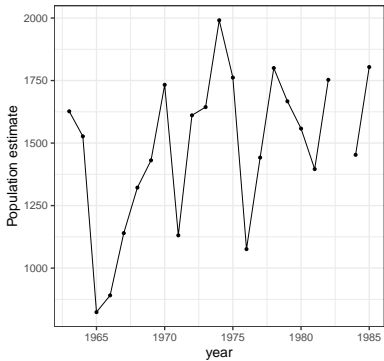
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- ▶ Cycling is impossible
  - ▶ \* If I went from A to B, I can't go from B to A by following the same rules

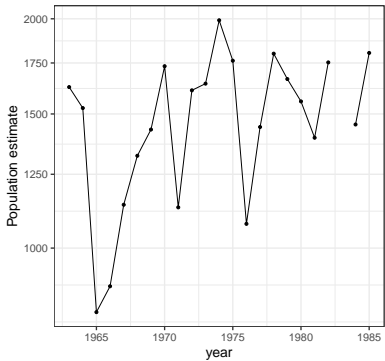
# Paramecia



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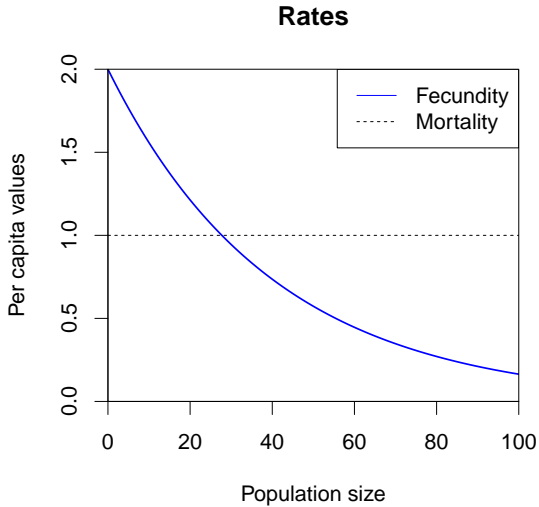
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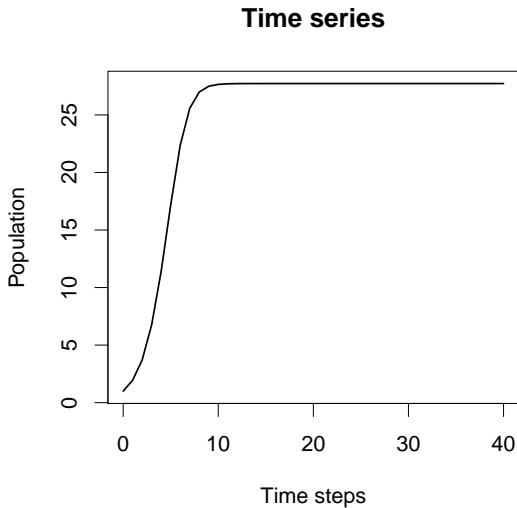
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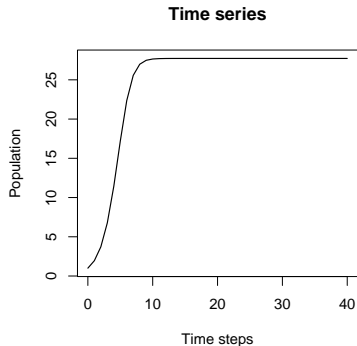
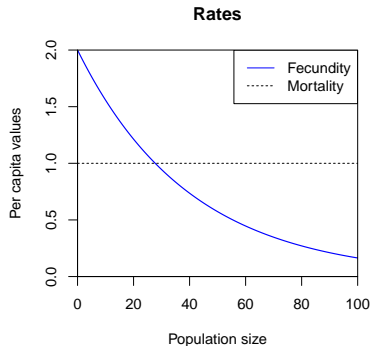
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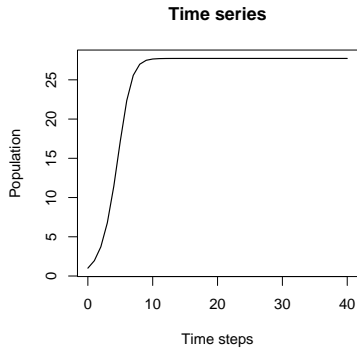
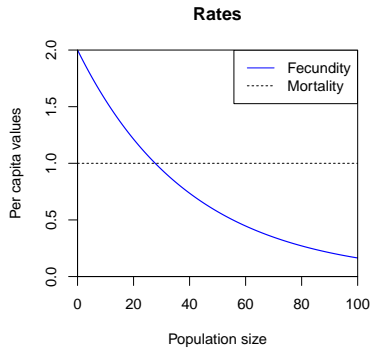


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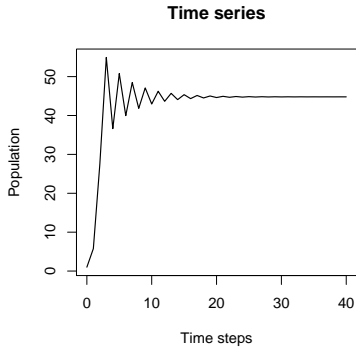
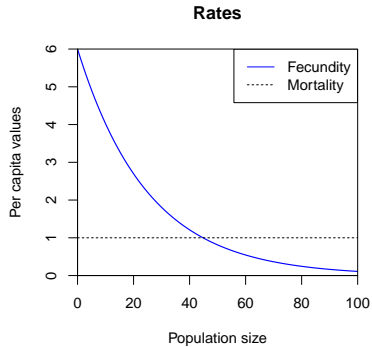


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## Simple dynamics (repeat)

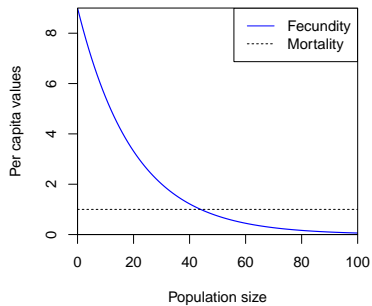


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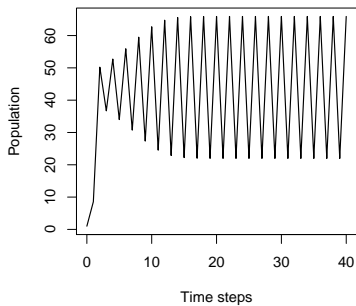


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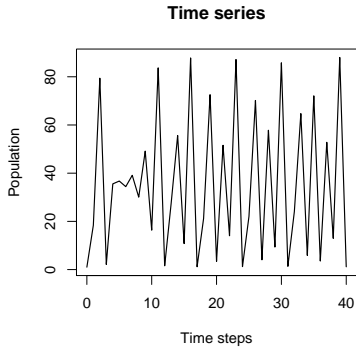
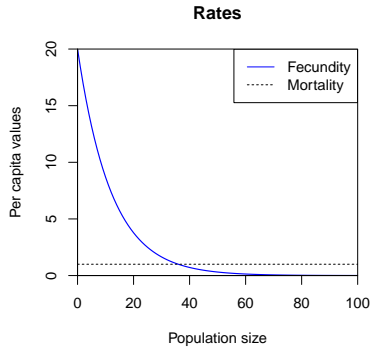
**Rates**



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# Lots of other behaviours





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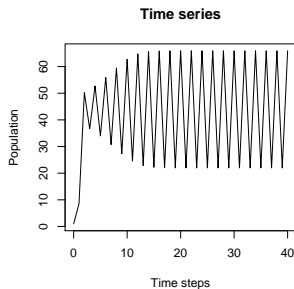
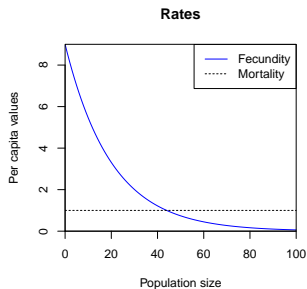
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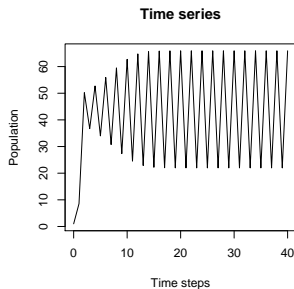
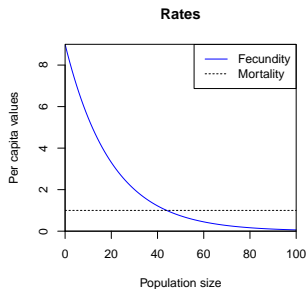
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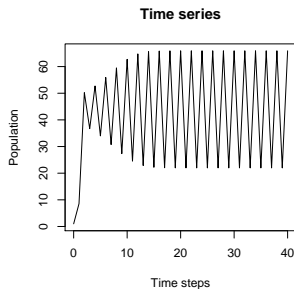
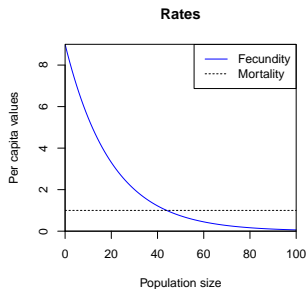
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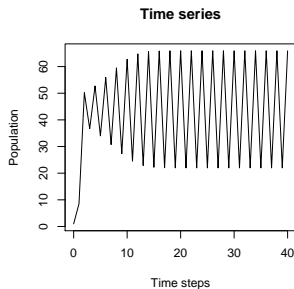
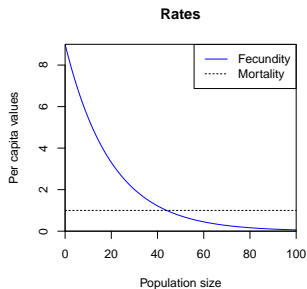
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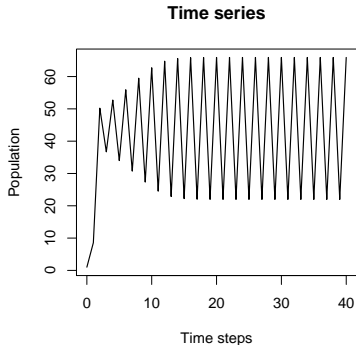
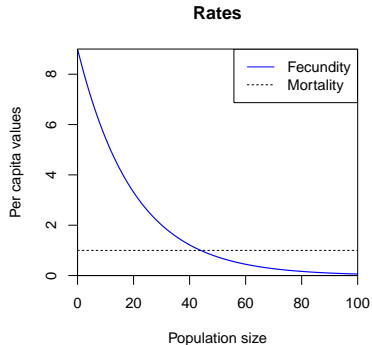


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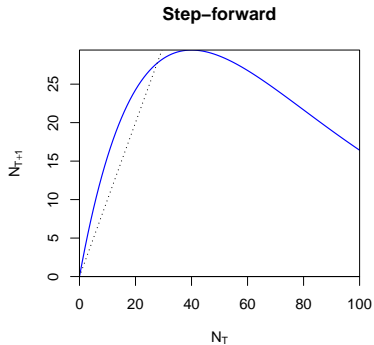
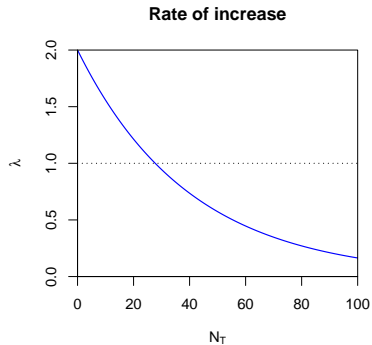
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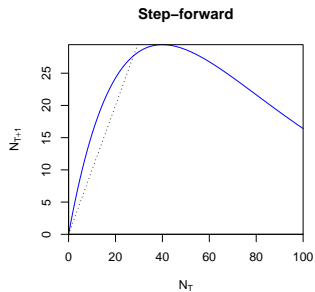
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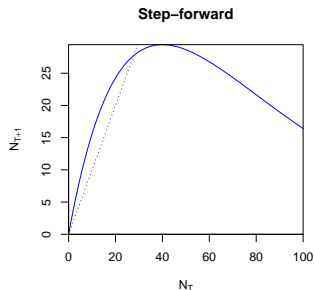
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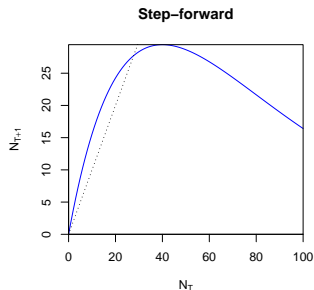
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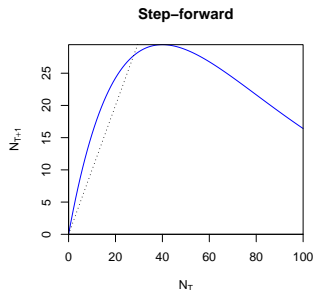
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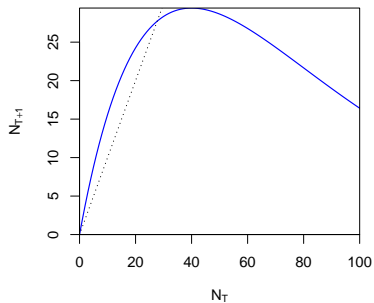
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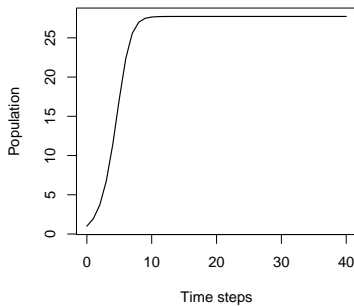


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**Step-forward**

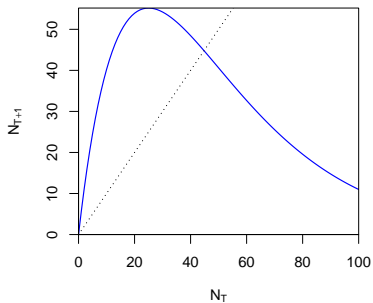


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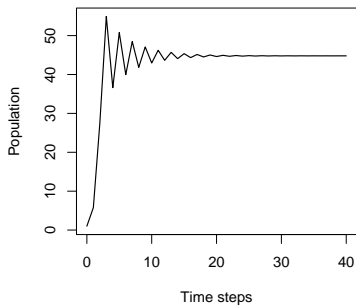


# Damped oscillations

**Step-forward**



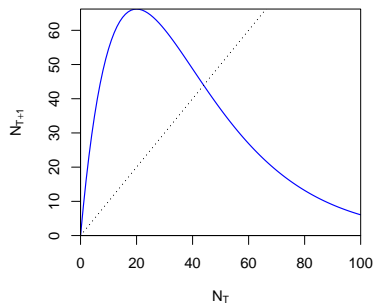
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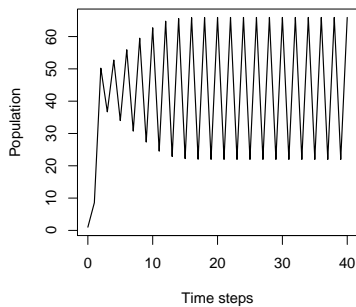


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**Step-forward**



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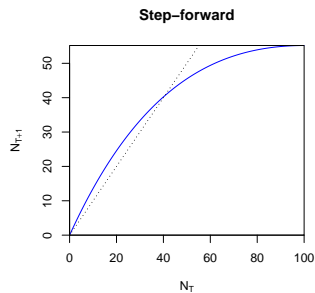
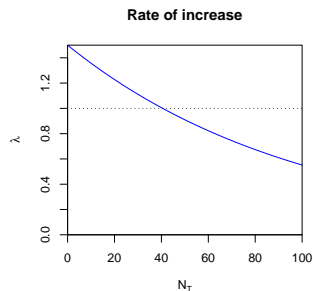


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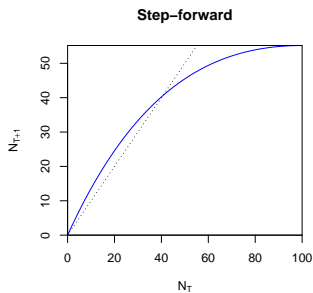
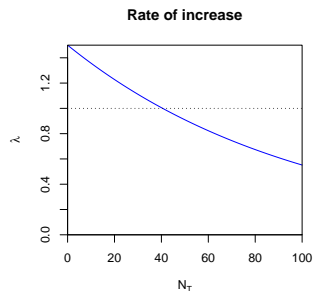
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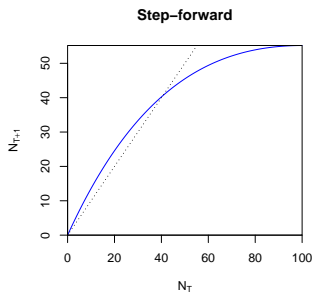
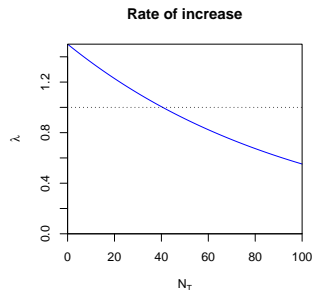
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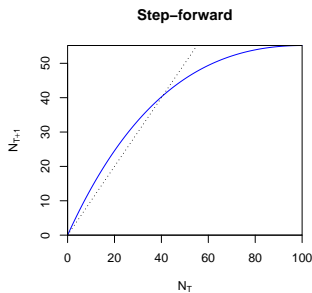
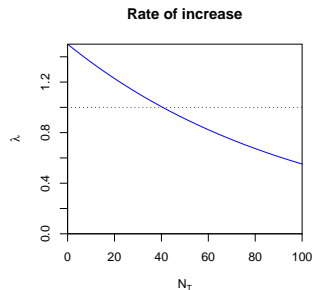
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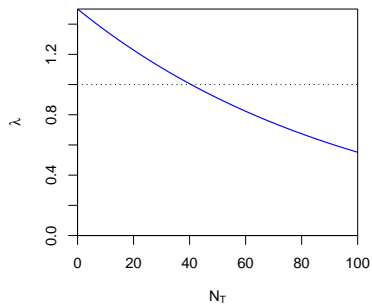
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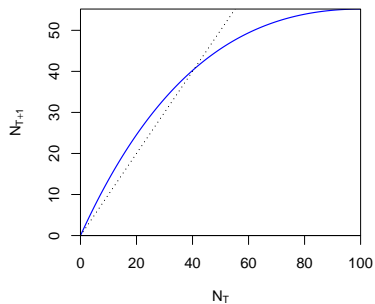


# Contest regulation

Rate of increase



Step-forward



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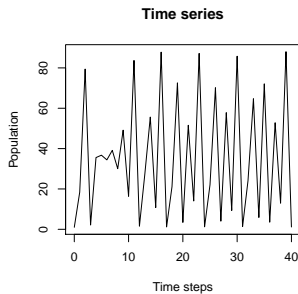
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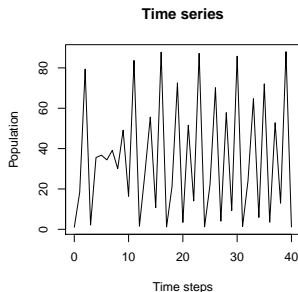
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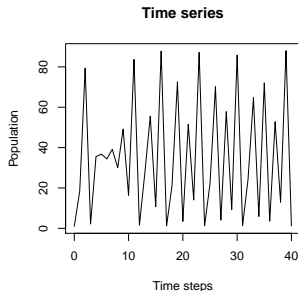
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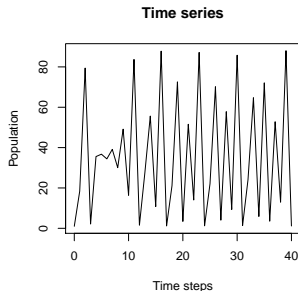
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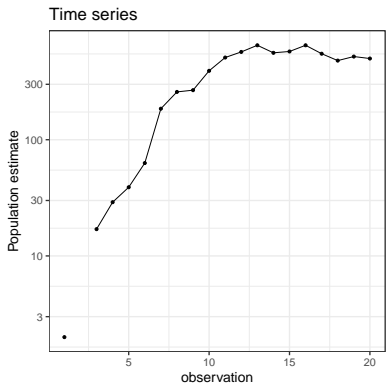
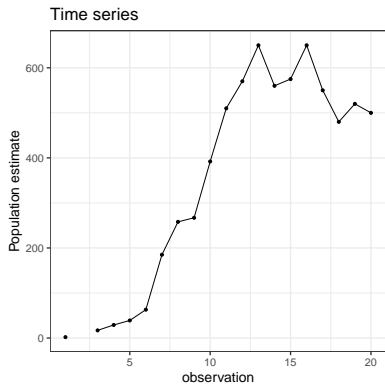
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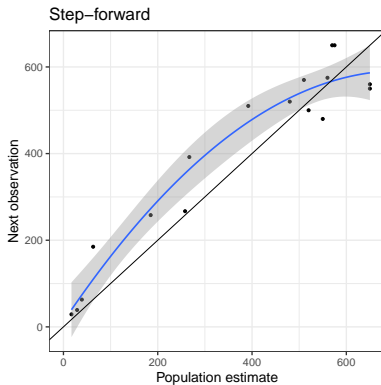
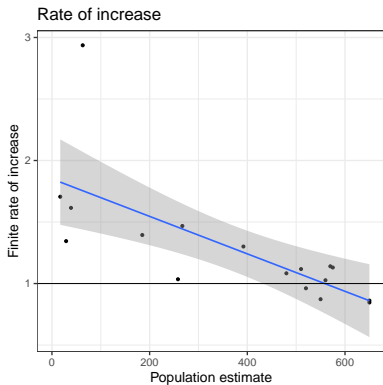
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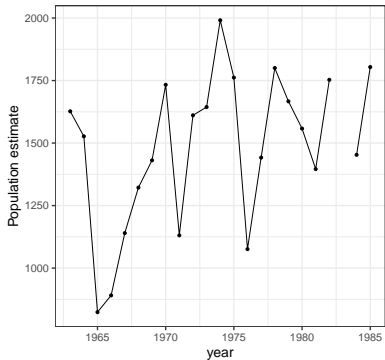


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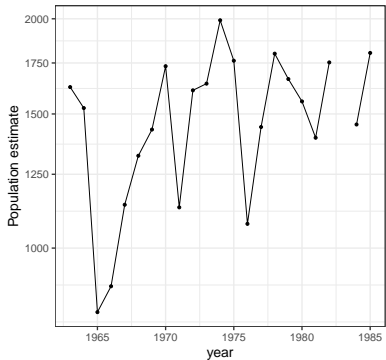


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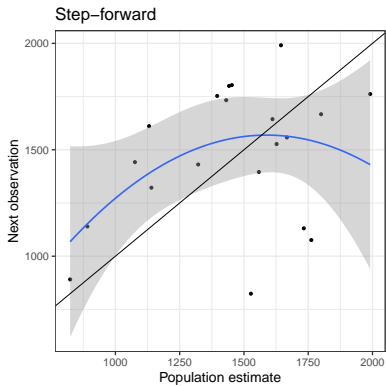
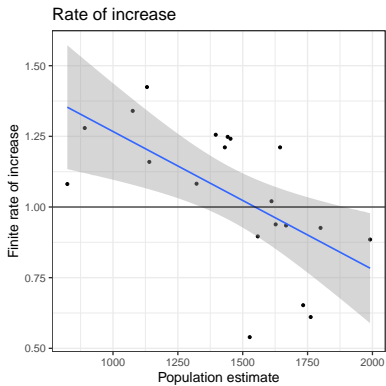
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# Outline

## Introduction

- Population Examples

## Continuous-time regulation

- A simple, continuous-time model

- Simulating model behaviour

- Equilibria and time scales

## 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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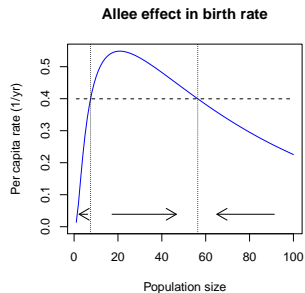
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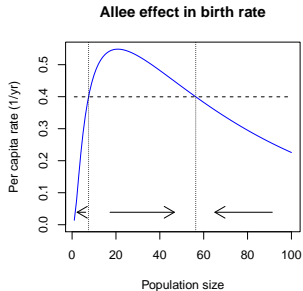
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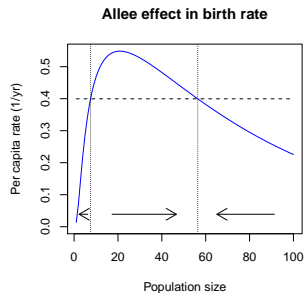
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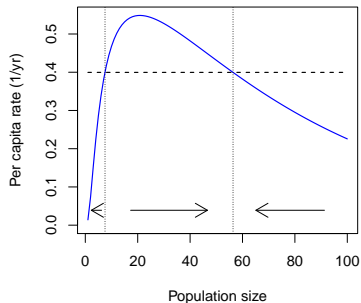
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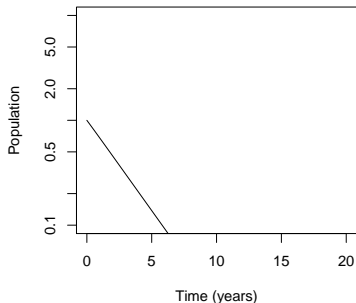


# Individual perspective

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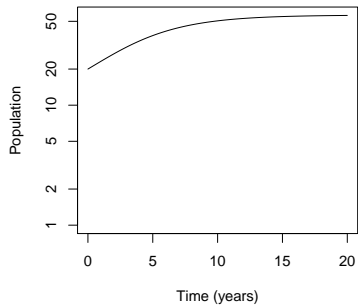


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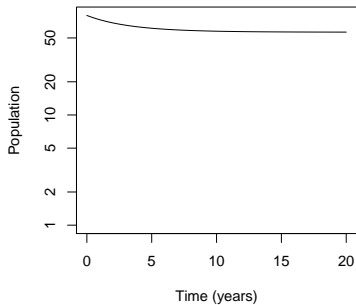


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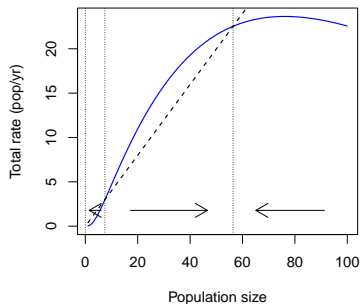
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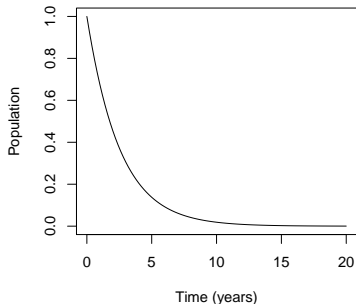


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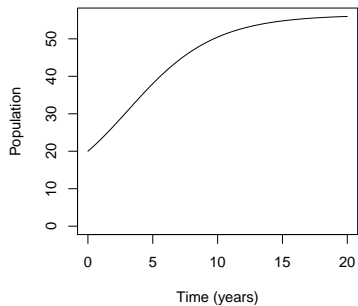


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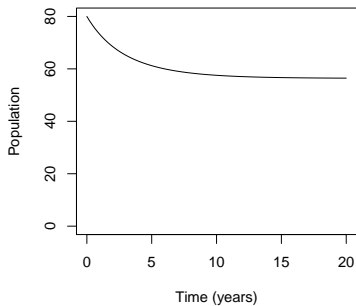


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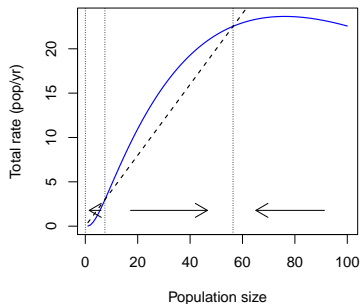


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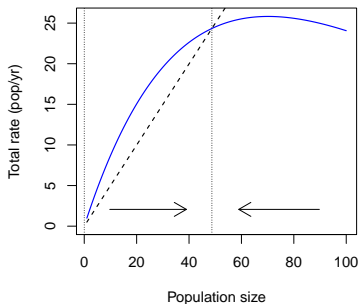


## Population comparison (repeat)

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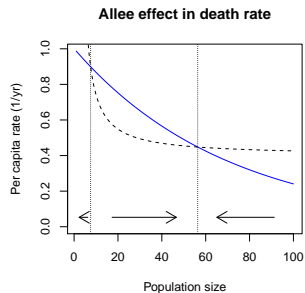


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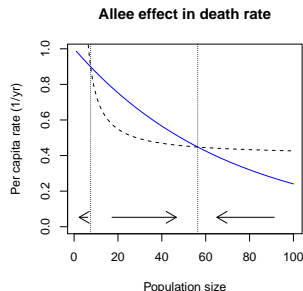
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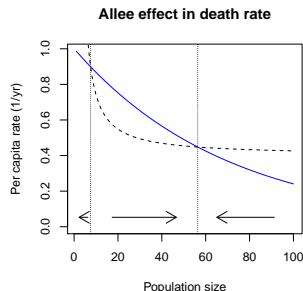
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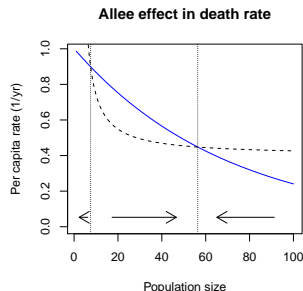
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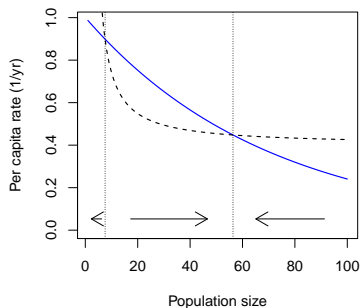
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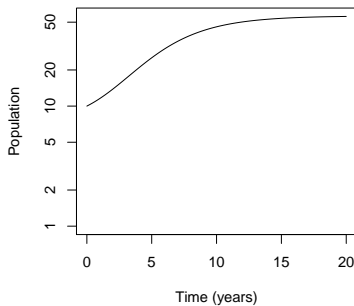


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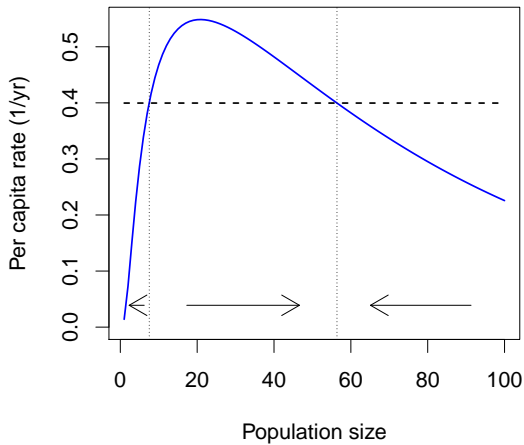
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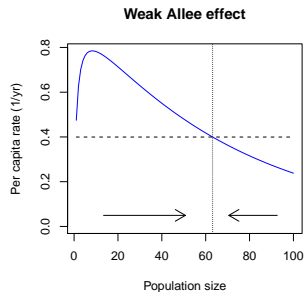
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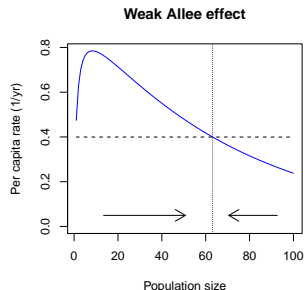
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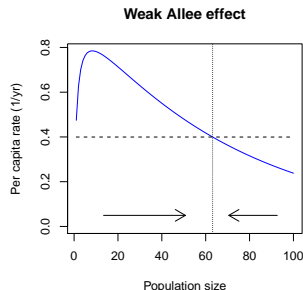
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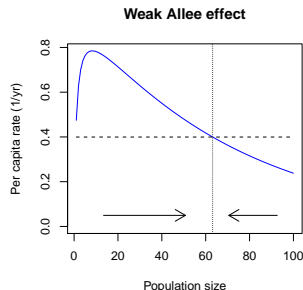
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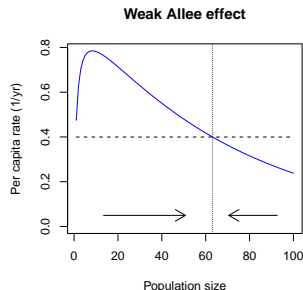
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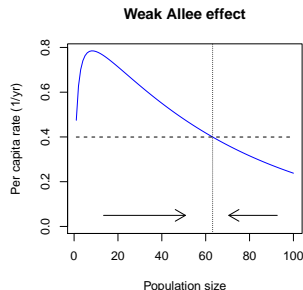
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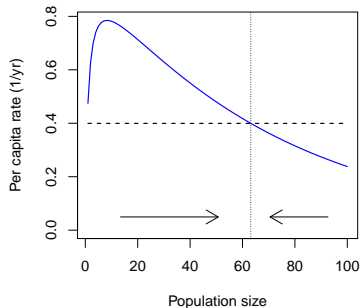
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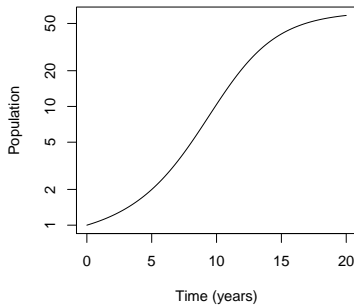


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  - ▶ \*  $\lambda = 1.5$  (remember not to multiply by the sex ratio twice!)
  - ▶ \* Almost anything can happen



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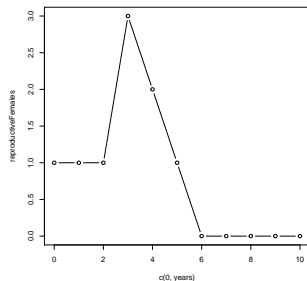
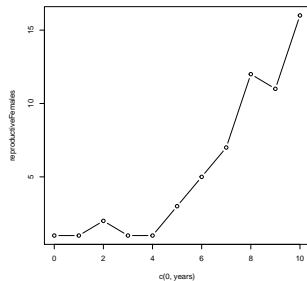


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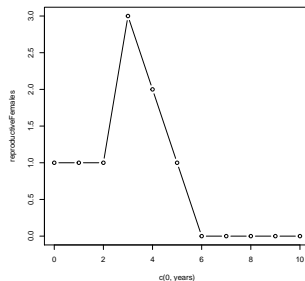
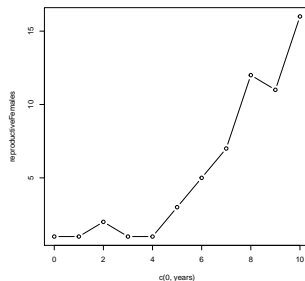
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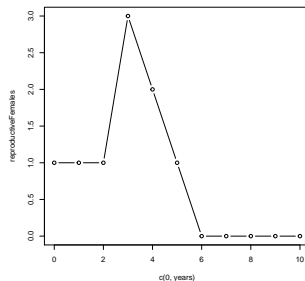
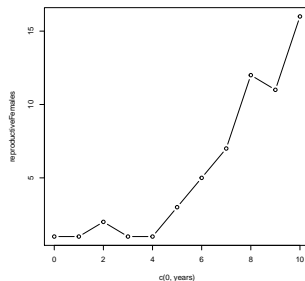
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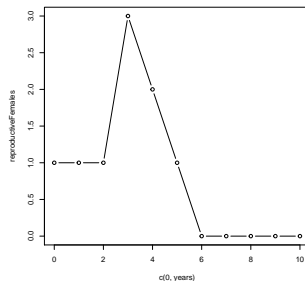
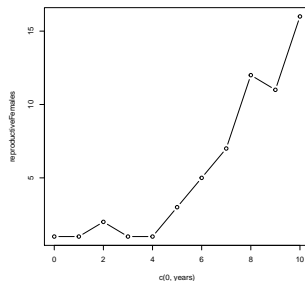
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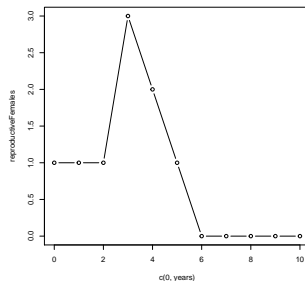
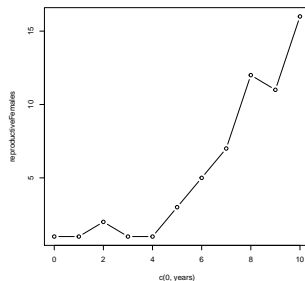
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