# 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

#### Delayed regulation

### Small populations and stochasticity

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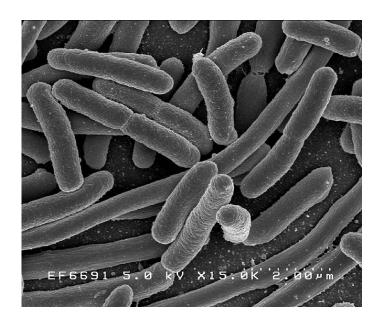
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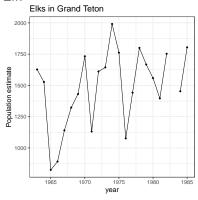
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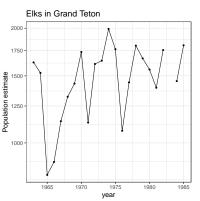
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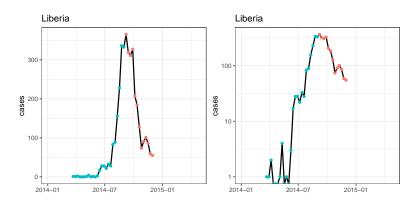
# (preview)



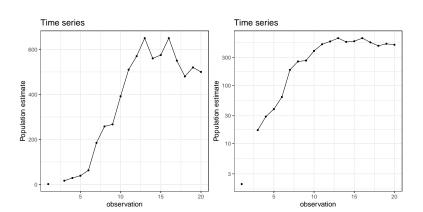




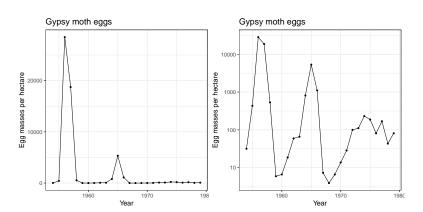
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# Paramecia (preview)



# Gypsy moths (preview)



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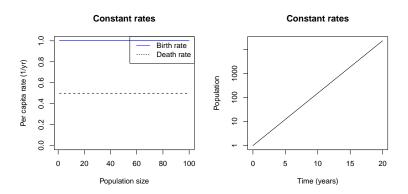
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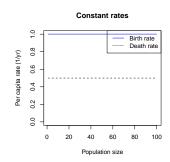
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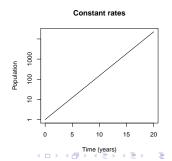
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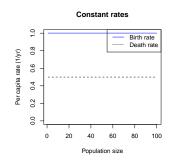


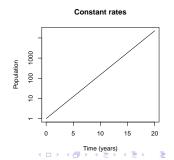
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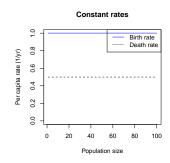


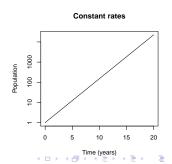
- Per capita rate shows birth and death per individual
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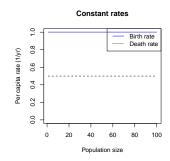


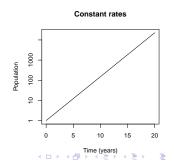
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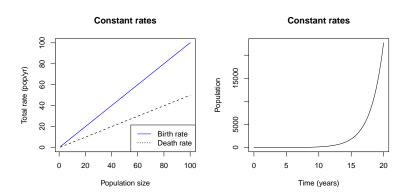




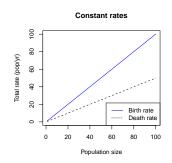
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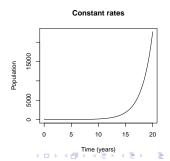




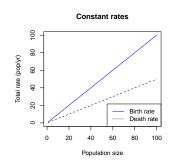


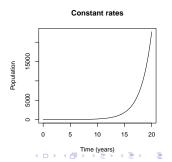
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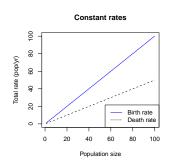


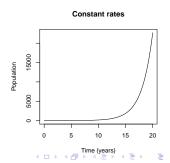
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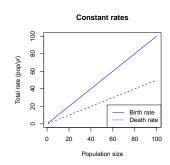


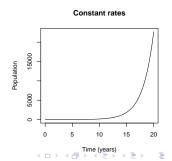
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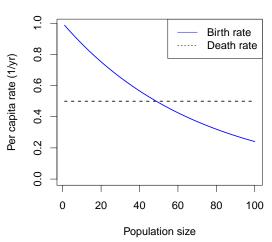
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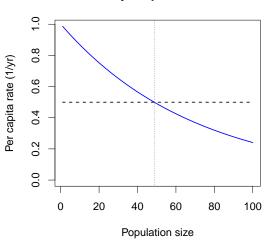
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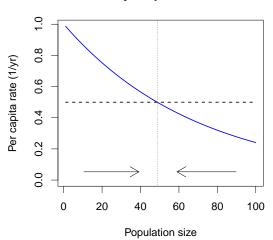
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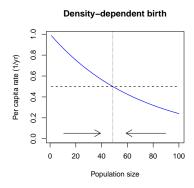


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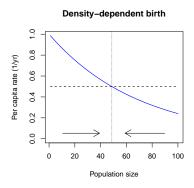


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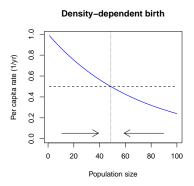




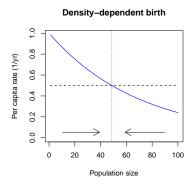
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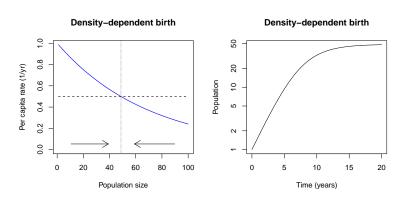


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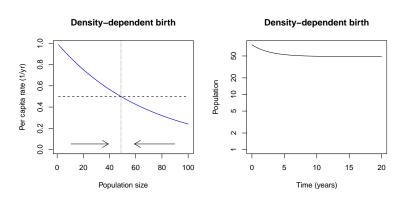


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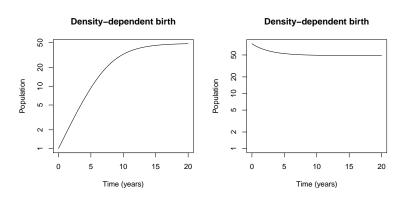
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## **Examples**



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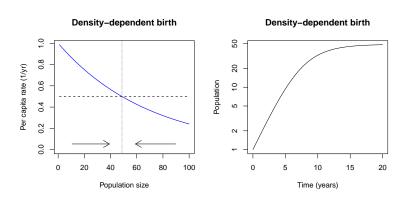
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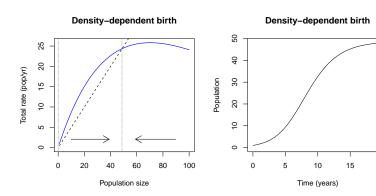
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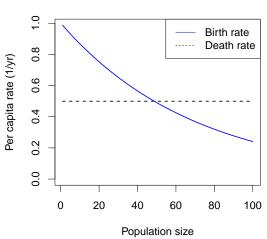
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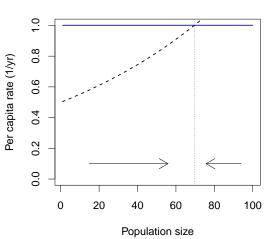
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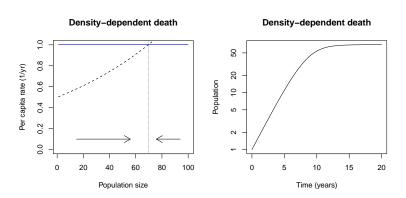
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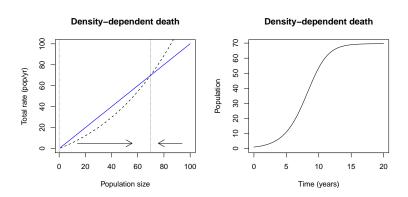
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# Individual perspective



# Population perspective



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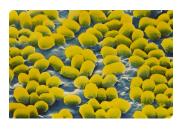


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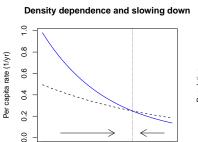


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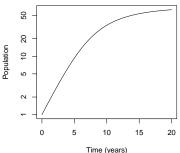


60 80

Population size

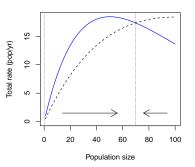
100

#### Density dependence and slowing down

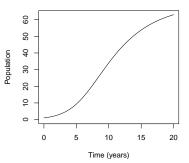


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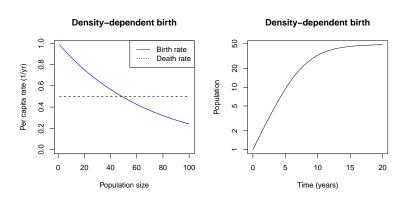
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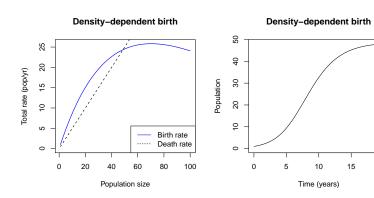
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# Population perspective (repeat)



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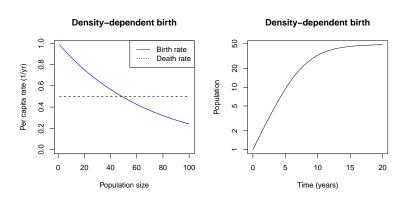
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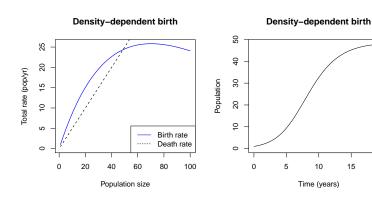
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#### Outline

#### 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

#### Delayed regulation

#### Small populations and stochasticity

Allee effects
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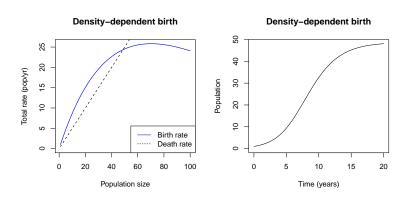
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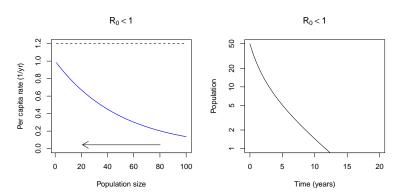
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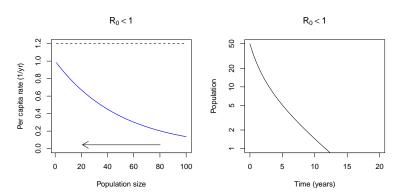
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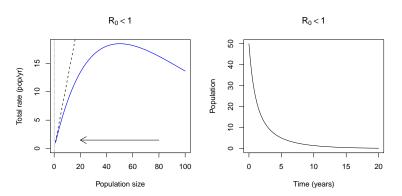
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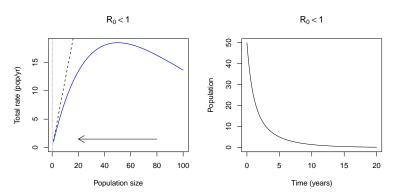
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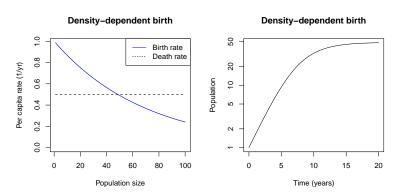
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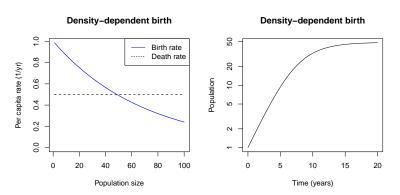
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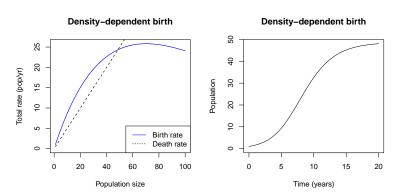
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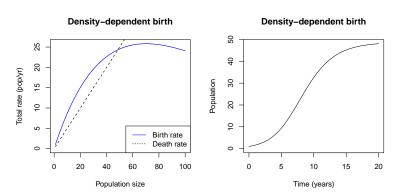
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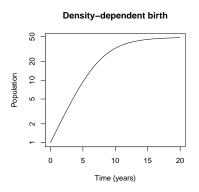
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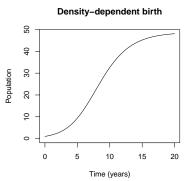
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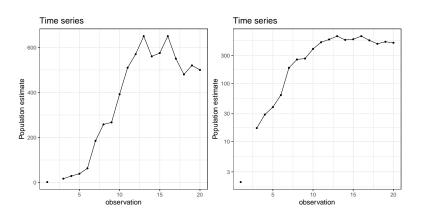
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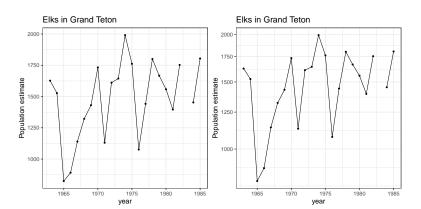
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### Paramecia



### Elk



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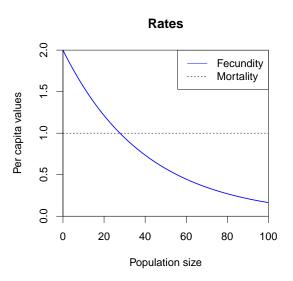
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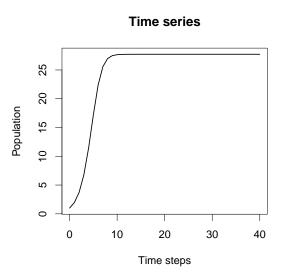
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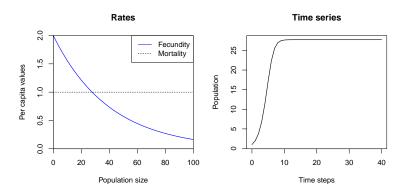
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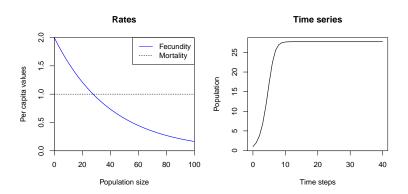


## We expect simple dynamics

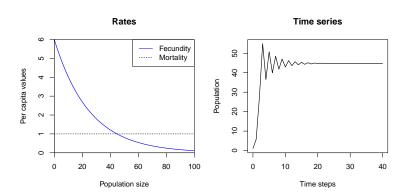


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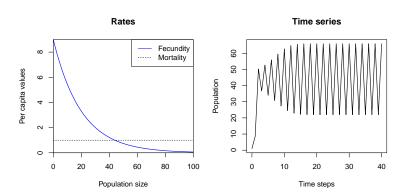
# Simple dynamics (repeat)



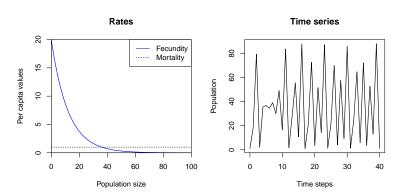
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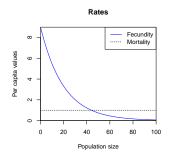
A simple, discrete-time model Simulating this system Interpreting complex behaviour

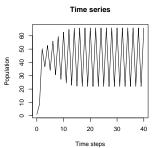
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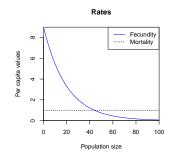
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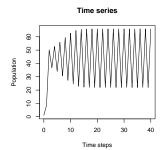






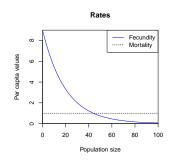
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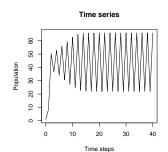






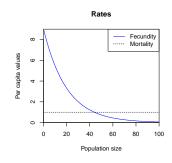
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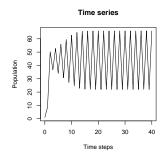






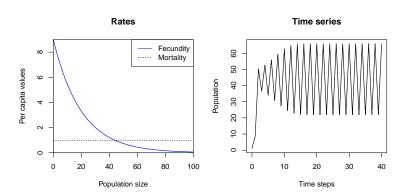
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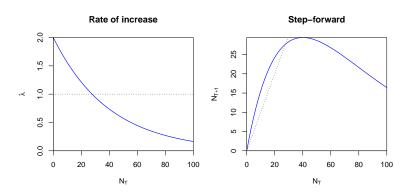
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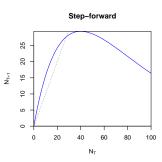
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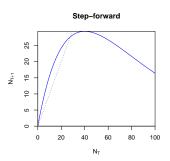
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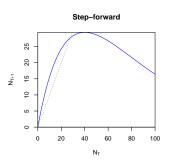
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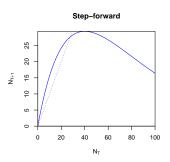
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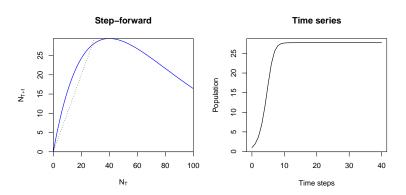
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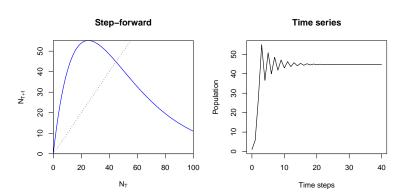
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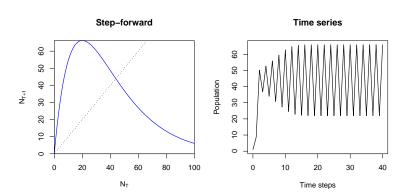
# Simple dynamics



# Damped oscillations



#### Persistent oscillations



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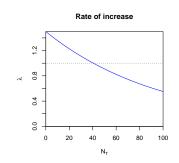
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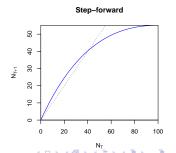
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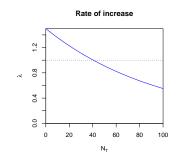
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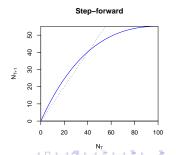
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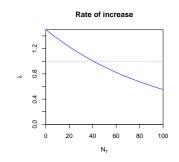


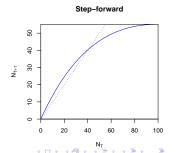
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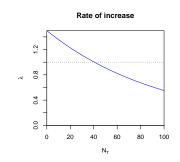


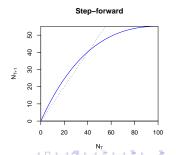
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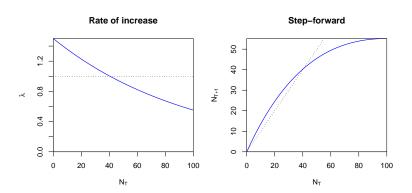


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## Contest regulation



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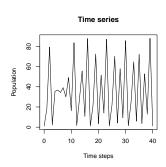
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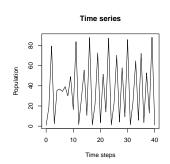
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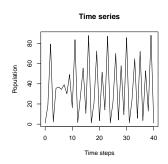
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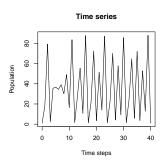
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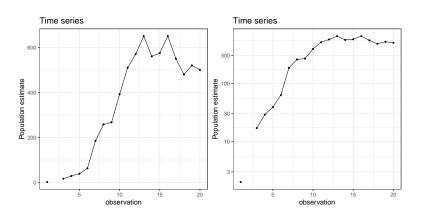
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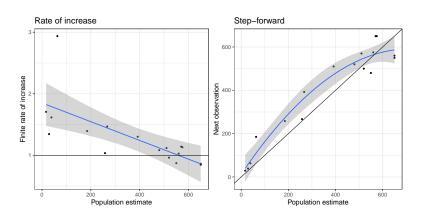
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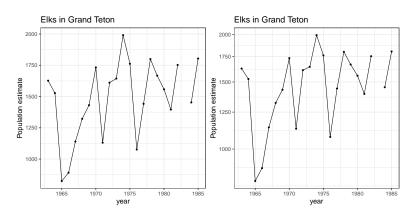
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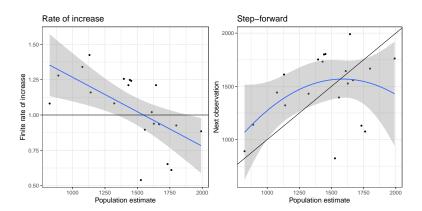
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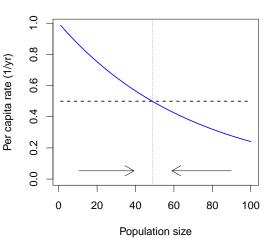
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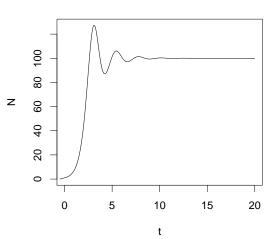
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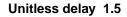
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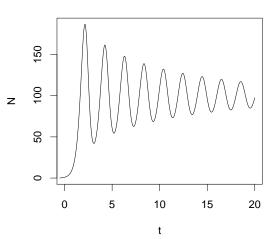
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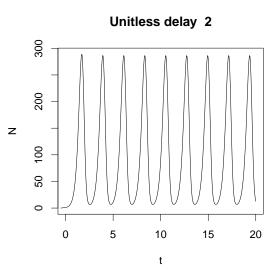


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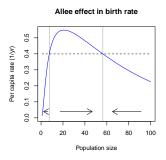
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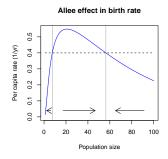
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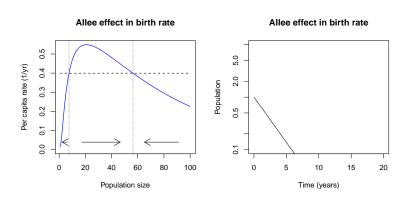


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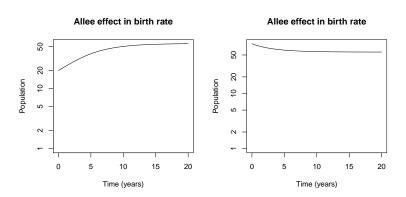
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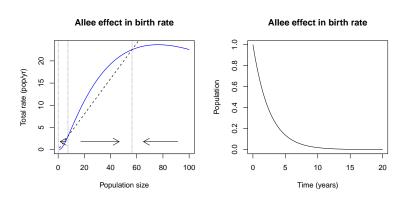
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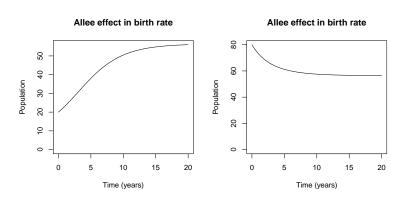
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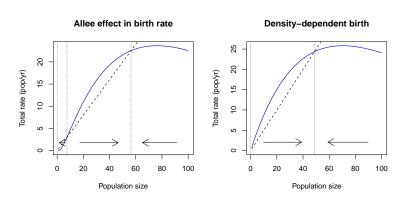
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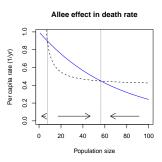


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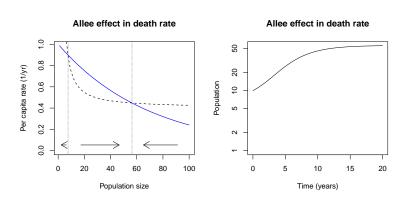
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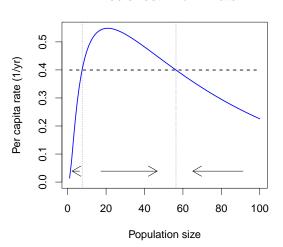
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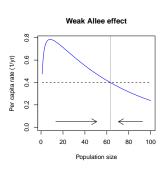
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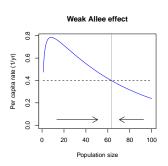
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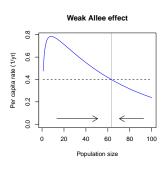


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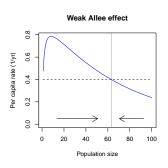


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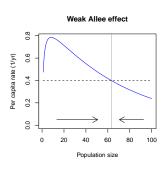
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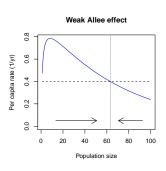
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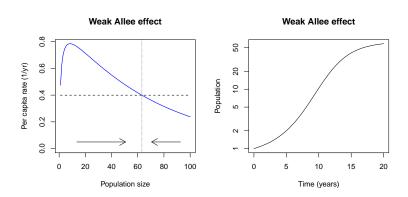
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# Outline

### 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

### Delayed regulation

## Small populations and stochasticity

Allee effects

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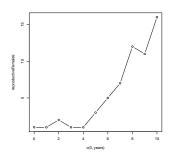
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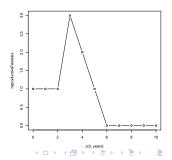
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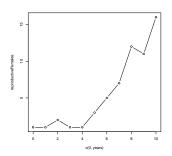
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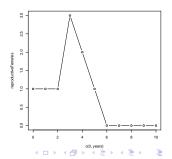
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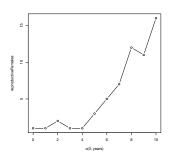


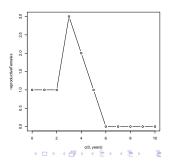
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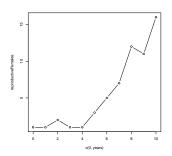


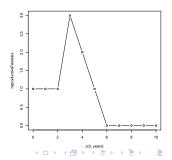
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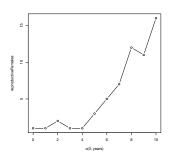


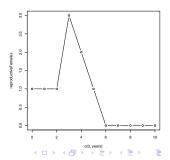
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