# 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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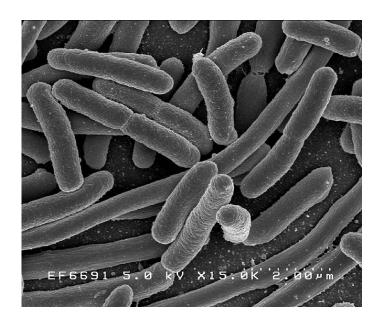
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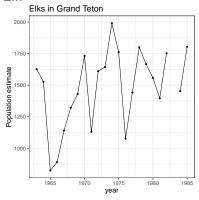
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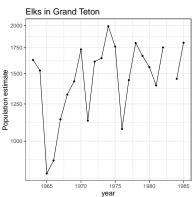
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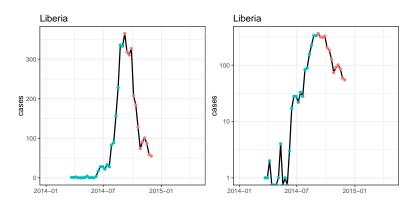
# (preview)



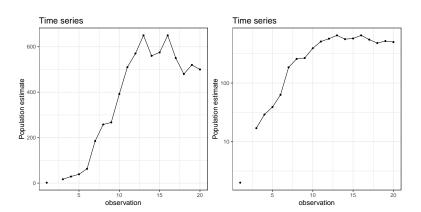




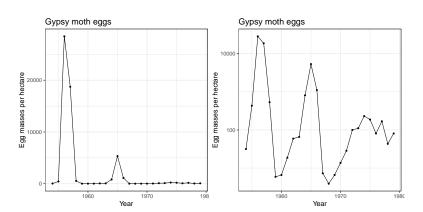
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# Paramecia (preview)



# Gypsy moths (preview)



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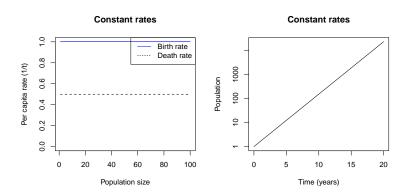
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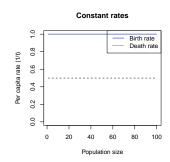
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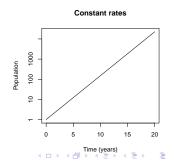
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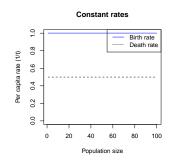


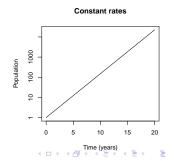
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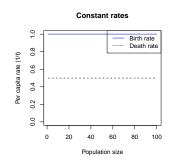


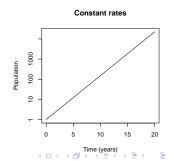
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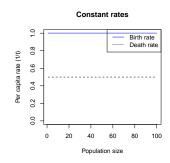


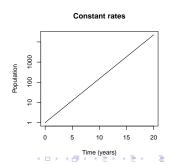
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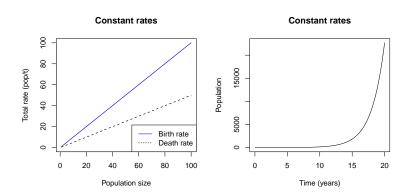




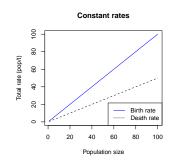
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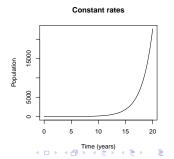




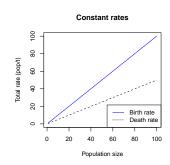


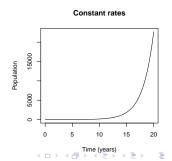
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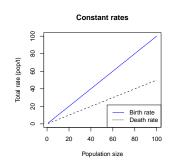


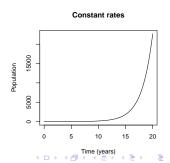
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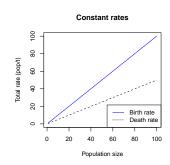


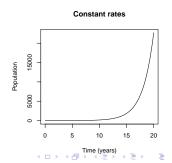
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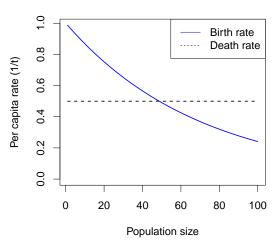
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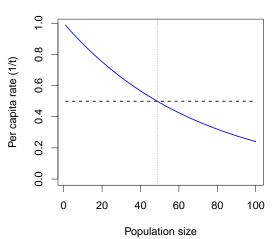
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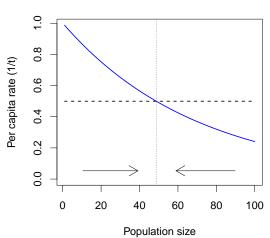
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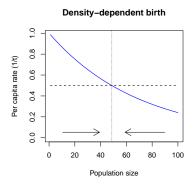




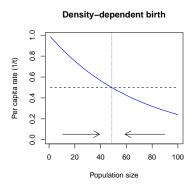




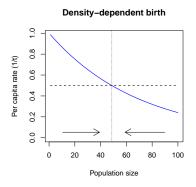




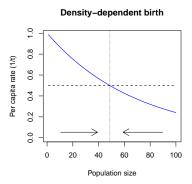
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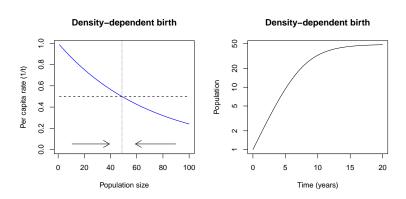


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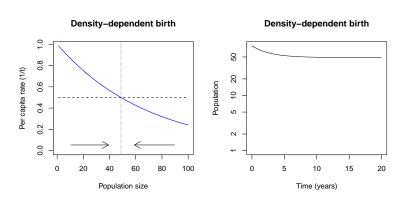


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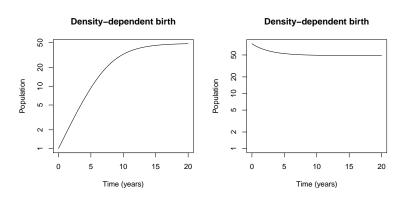
# Low starting population example



## High starting population example



## **Examples**



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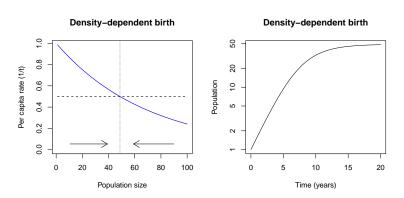
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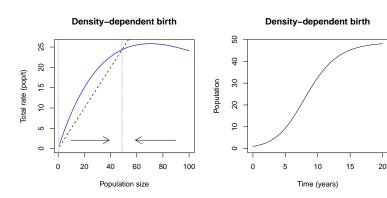
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# Population perspective picture



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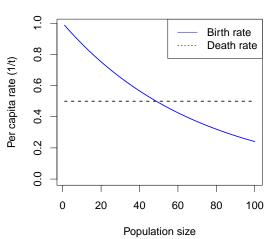
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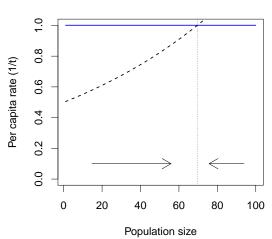
# Decreasing birth rates (repeat)

### Density-dependent birth



# Increasing death rates

### Density-dependent death



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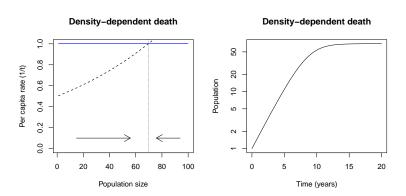
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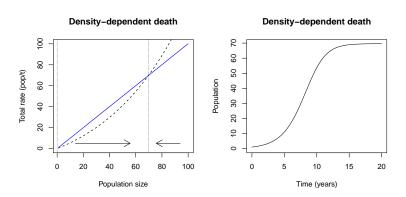
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# Population perspective



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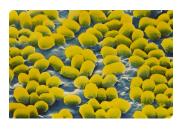


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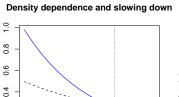


### Individual perspective

Per capita rate (1/t)

0.2

0 20

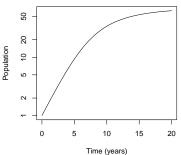


60 80

Population size

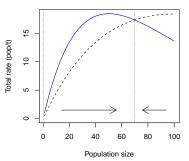
100

#### Density dependence and slowing down

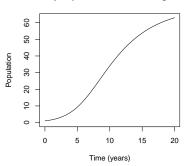


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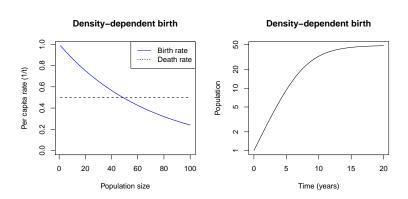
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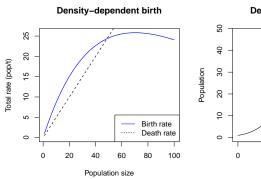
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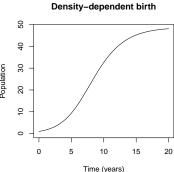
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# Population perspective (repeat)





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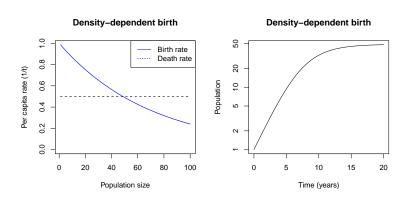
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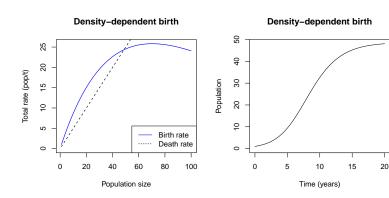
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Population Examples

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

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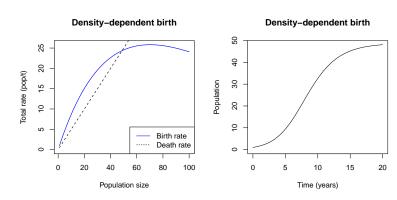
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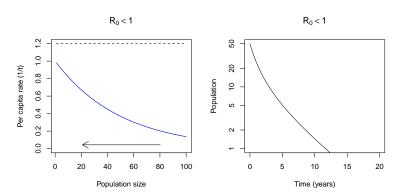
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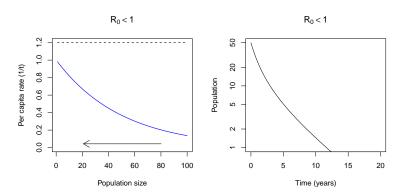
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## Individual perspective



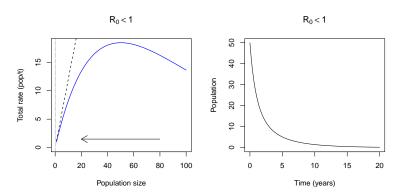
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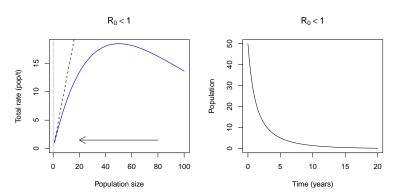
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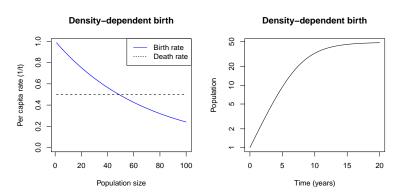
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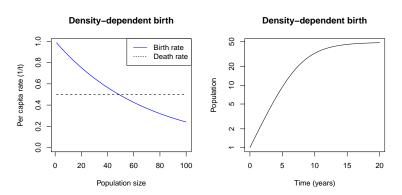


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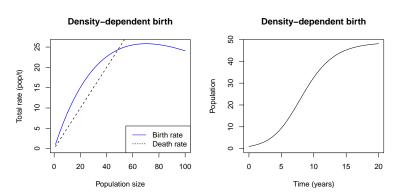
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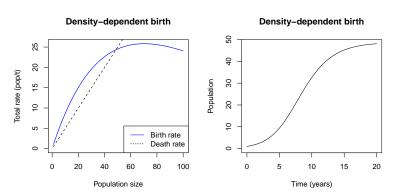
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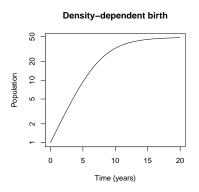
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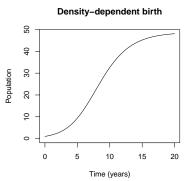
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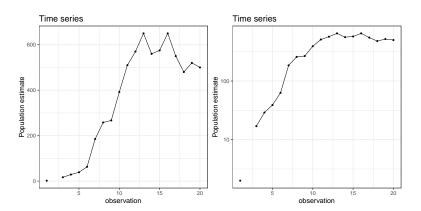
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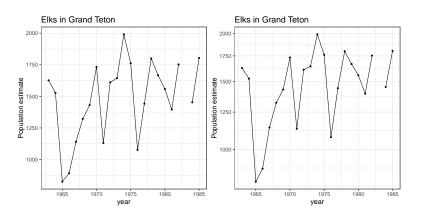
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### Elk



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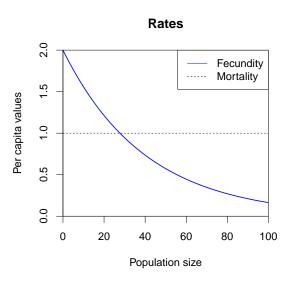
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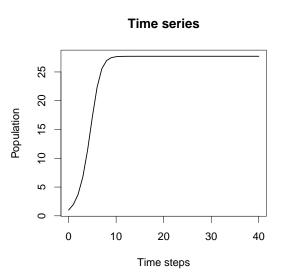
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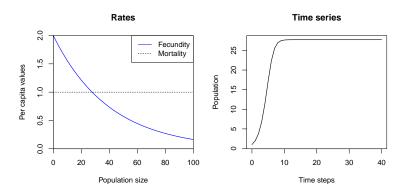
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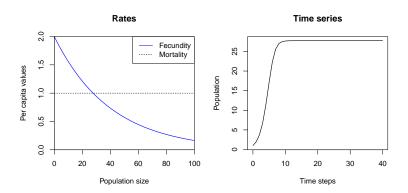


# We expect simple dynamics

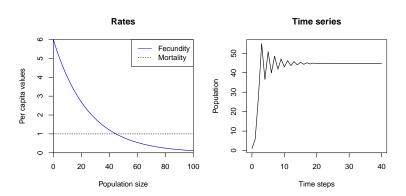


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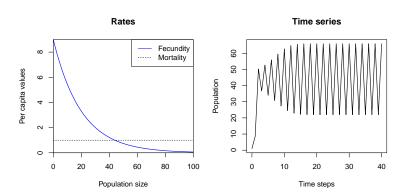
# Simple dynamics (repeat)



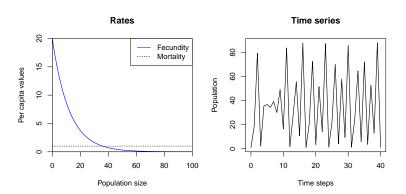
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## Lots of other behaviours



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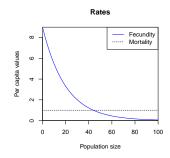
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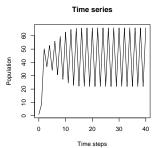
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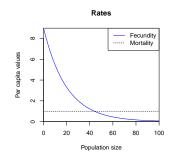
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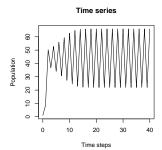






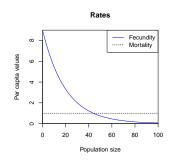
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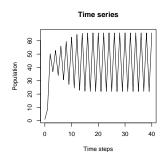






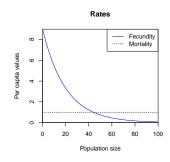
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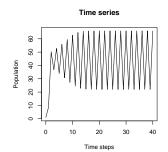






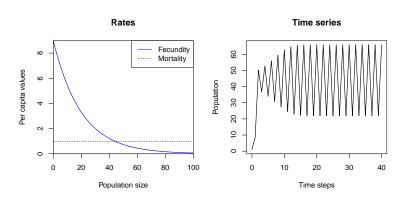
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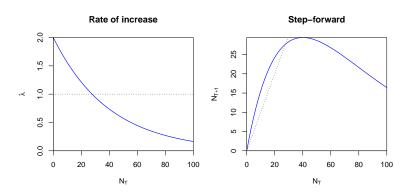
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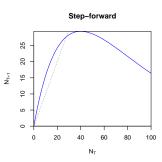
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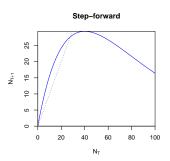
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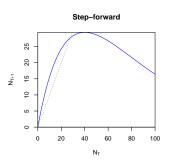
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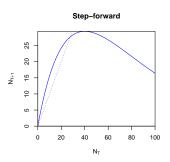
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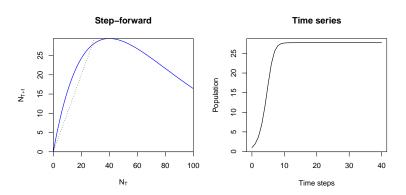
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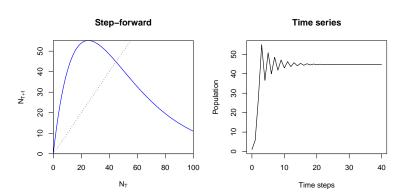
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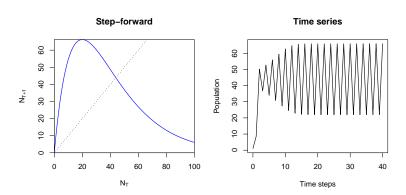
# Simple dynamics



# Damped oscillations



#### Persistent oscillations



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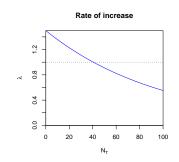
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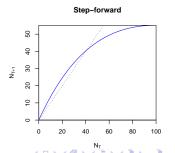
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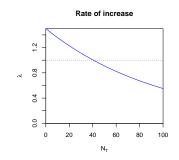
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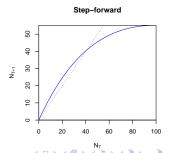
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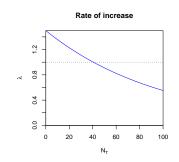


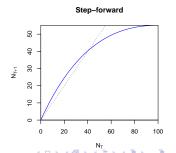
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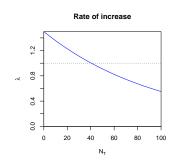


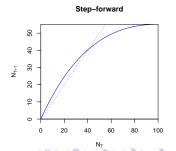
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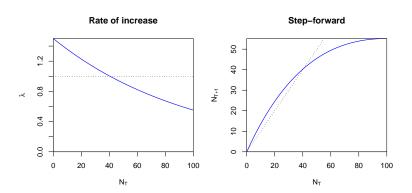


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## Contest regulation



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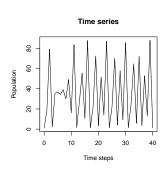
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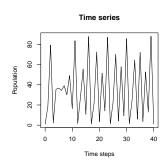
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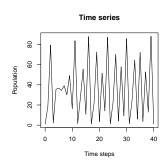
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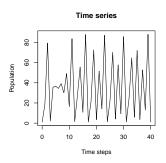
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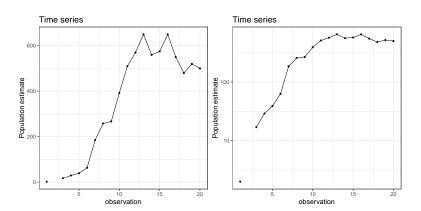
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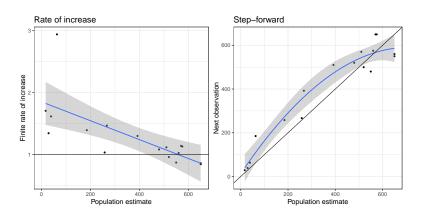
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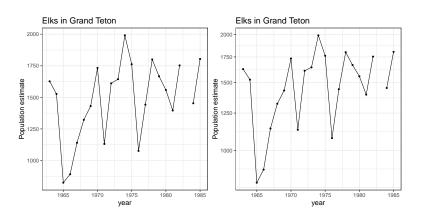
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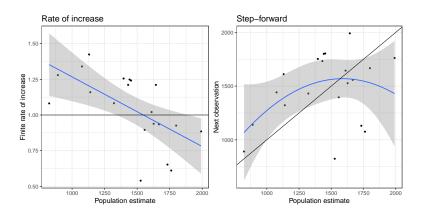
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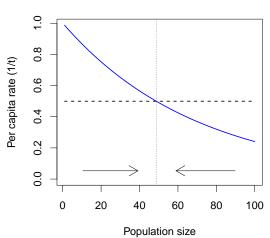
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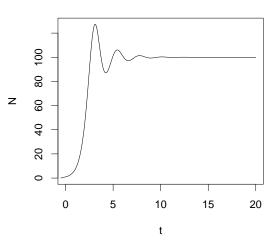
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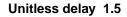
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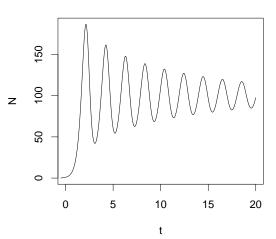
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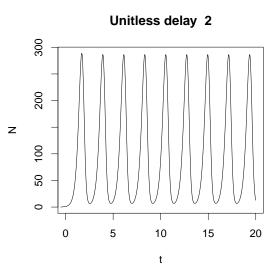


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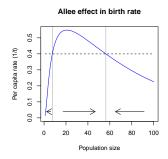
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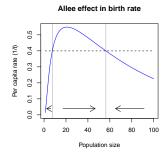
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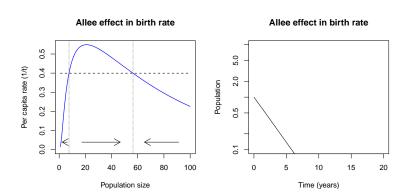


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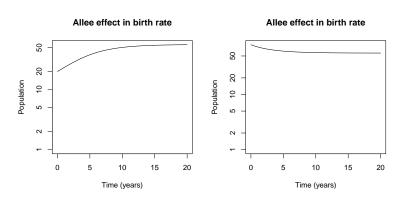
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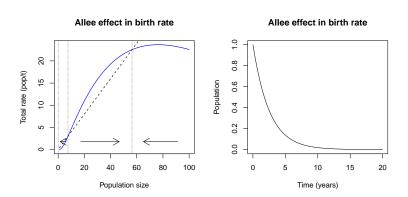
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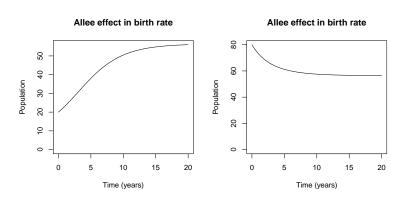
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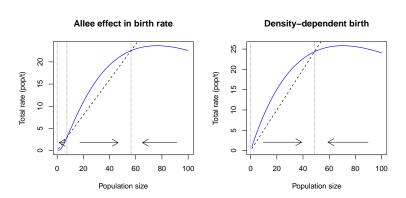
# Population perspective



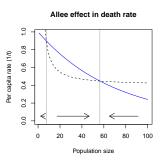
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# Population comparison (repeat)



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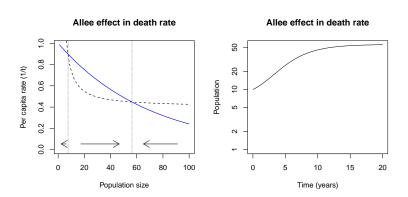
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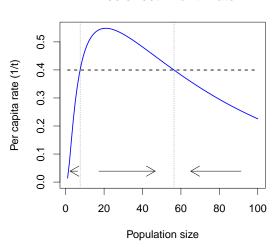
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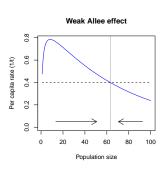
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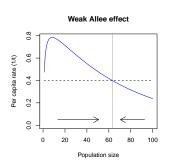
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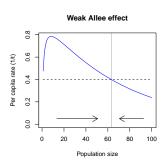


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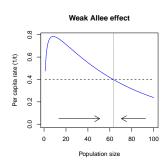


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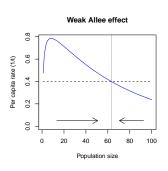
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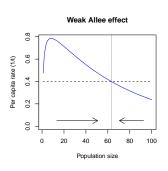
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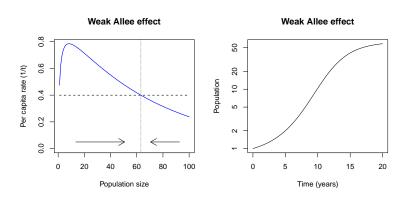
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### Outline

#### 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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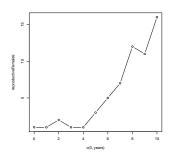
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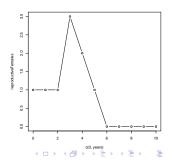
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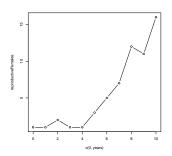
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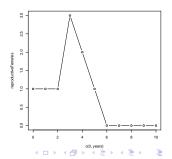
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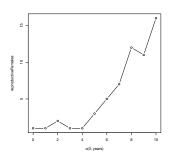


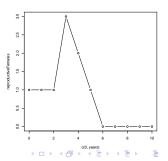
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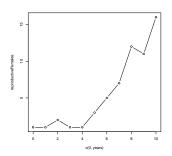


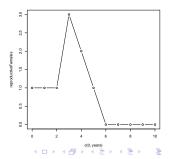
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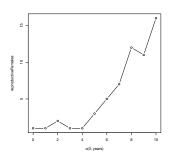


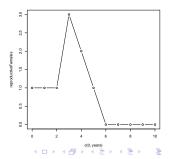
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