



# DEMOGRAPHIC & ENVIROMENTAL NOISE IN PREDATOR-PREY MODELS

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Guillermo Benito



## APPROACHES:

- DETERMINISTIC
- DEMOGRAPHIC NOISE
- ENVIROMENTAL NOISE

## MODELS:

- 1 PREY - 1 PREDATOR
- 1 PREY - 2 PREDATOR
- 2 PREY - 1 PREDATOR  
(PHENOTYPES!)



+ *ECOEVOLUTION*

*Intraspecific variation stabilizes classic predator-prey dynamics*  
Stefano Allesina, Zachary R. Miller, Carlos A. Serván

# DETERMINISTIC



- DIFFERENTIAL EQUATIONS
- EULER METHOD

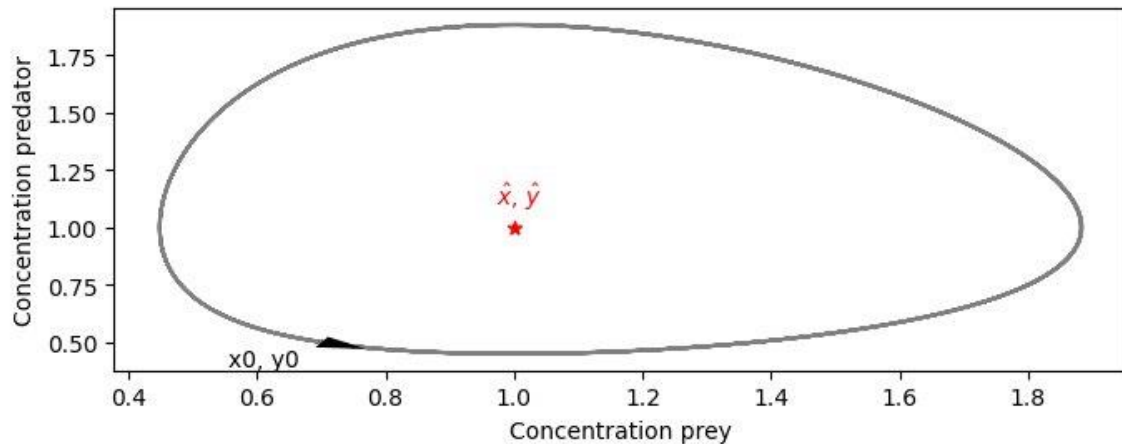
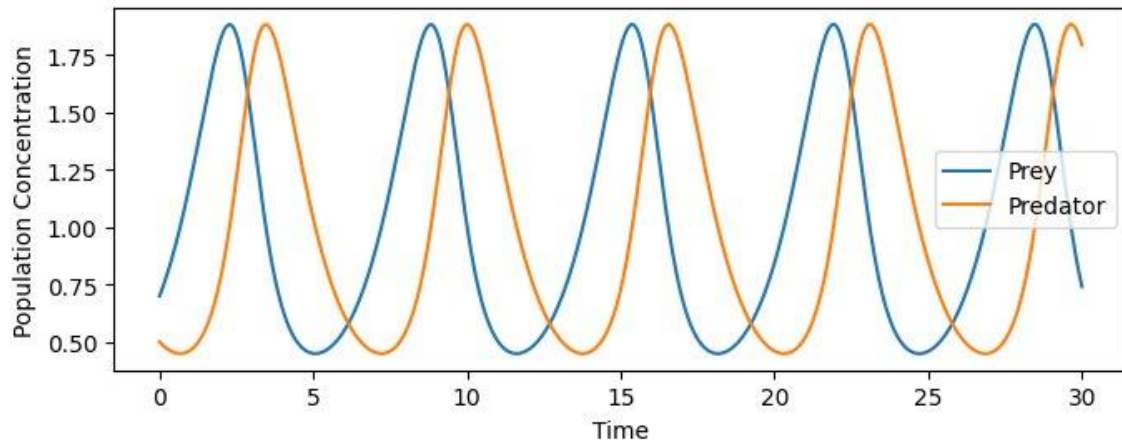
# CLASSIC LOKTA-VOLTERRA

$$\begin{cases} \dot{x} = x(r - ay - sx) \rightarrow \textit{Prey} \\ \dot{y} = y(bx - d) \rightarrow \textit{Predator} \end{cases}$$

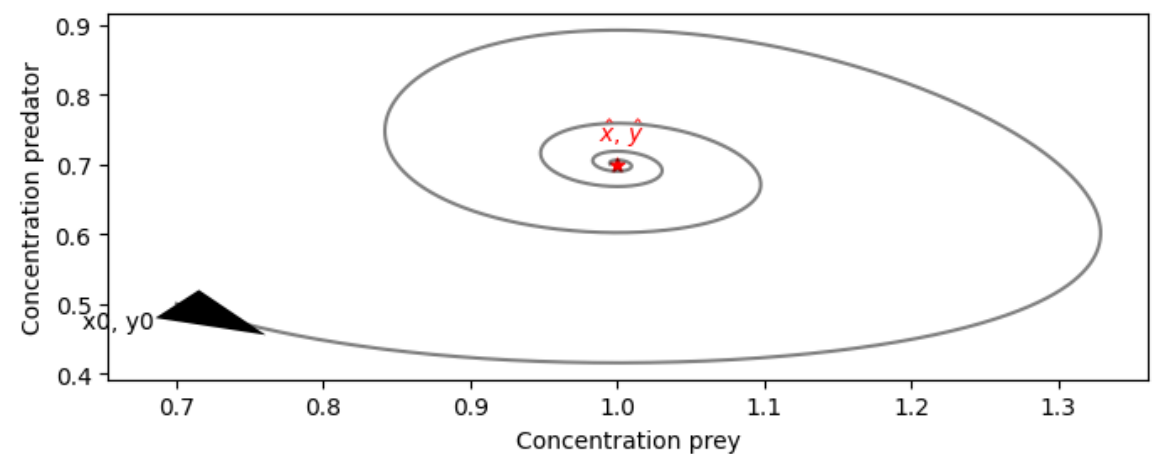
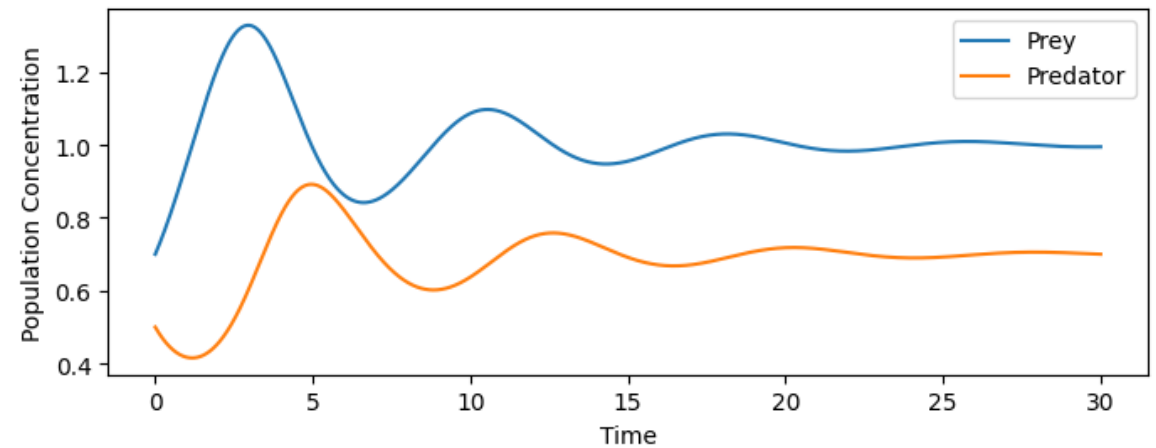
$$\begin{cases} \hat{x} = d/b \\ \hat{y} = r/a - sd/ab \end{cases}$$

# CLASSIC LOKTA-VOLTERRA

$s = 0$



$s = 0.3$



# TWO PREYS

$\epsilon$  !

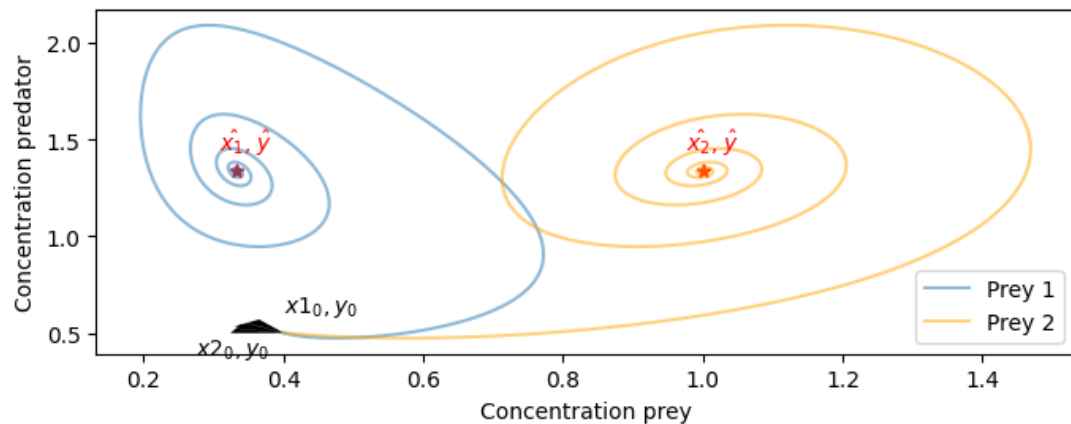
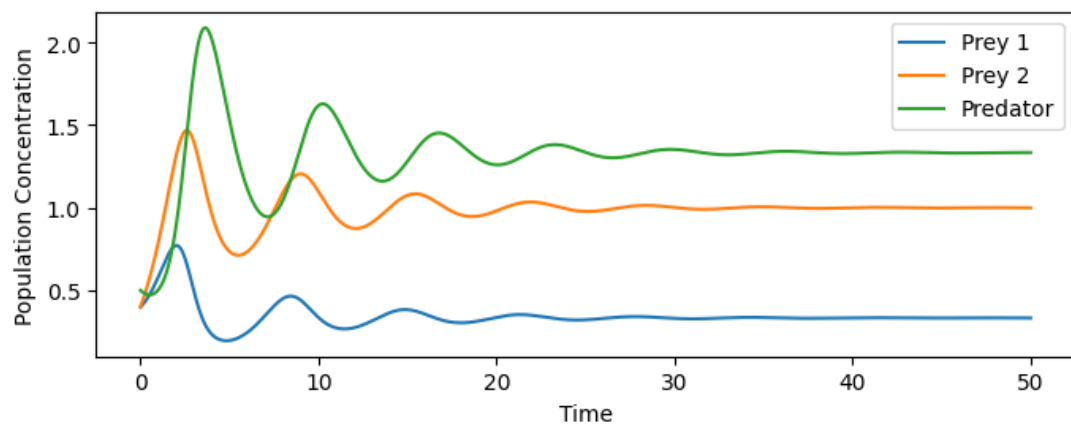
$$\begin{cases} \dot{x}_1 = r \frac{x_1 + x_2}{2} - a(1 + \epsilon)x_1y \rightarrow \textit{Prey1} \\ \dot{x}_2 = r \frac{x_1 + x_2}{2} - a(1 - \epsilon)x_2y \rightarrow \textit{Prey2} \\ \dot{y} = y(b[(1 + \epsilon)x_1 + (1 - \epsilon)x_2] - d) \rightarrow \textit{Predator} \end{cases}$$

- One prey dies more easily
- Predator takes different benefit from preys
- Same inheritance probability

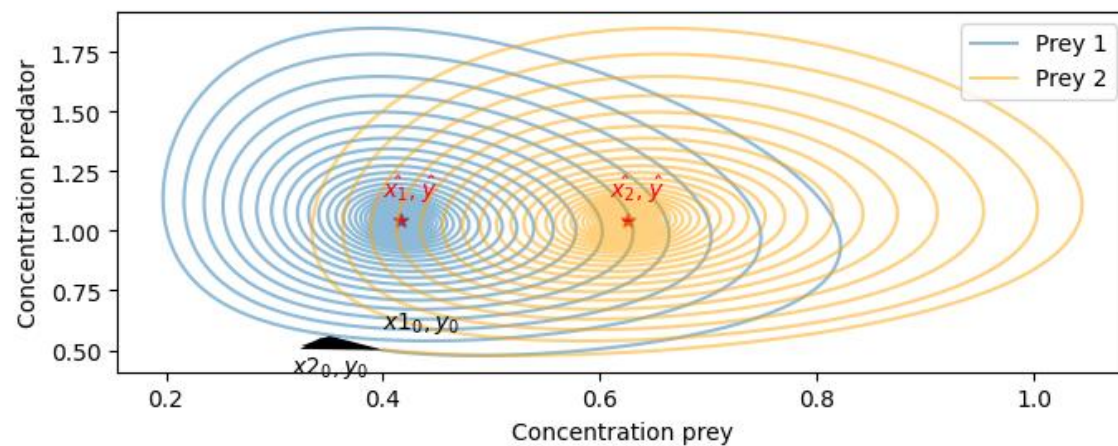
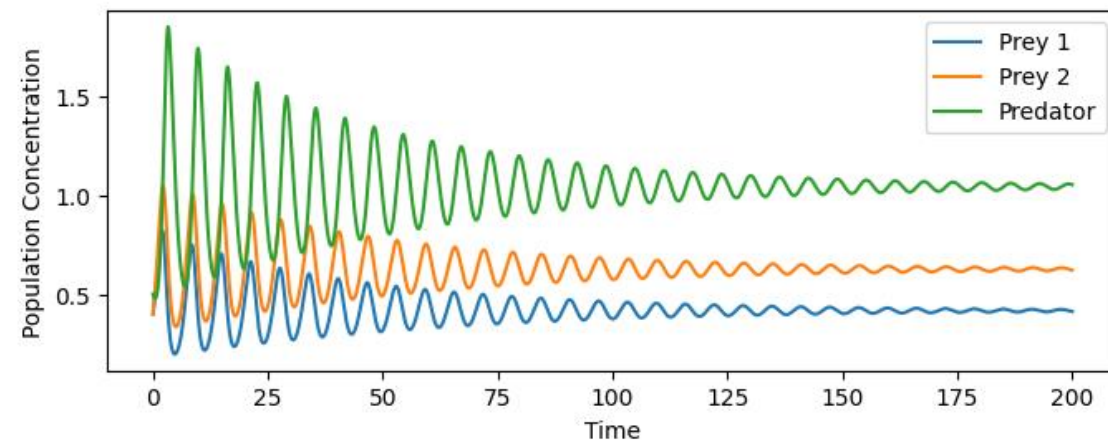
$$\begin{cases} \hat{x}_1 = \frac{d}{2b(1+\epsilon)} \\ \hat{x}_2 = \frac{d}{2b(1-\epsilon)} \\ \hat{y} = \frac{r}{a} \frac{1}{1-\epsilon^2} \end{cases}$$

# TWO PREYS

$\varepsilon = 1/2$



$\varepsilon = 1/5$



# TWO PREDATORS

$\delta$  !

$$\begin{cases} \dot{x} = x(r - a[y_1 + y_2]) \rightarrow \textit{Prey} \\ \dot{y}_1 = -d(1 + \delta)y_1 + b\frac{y_1 + y_2}{2}x \rightarrow \textit{Predator1} \\ \dot{y}_2 = -d(1 - \delta)y_2 + b\frac{y_1 + y_2}{2}x \rightarrow \textit{Predator2} \end{cases}$$

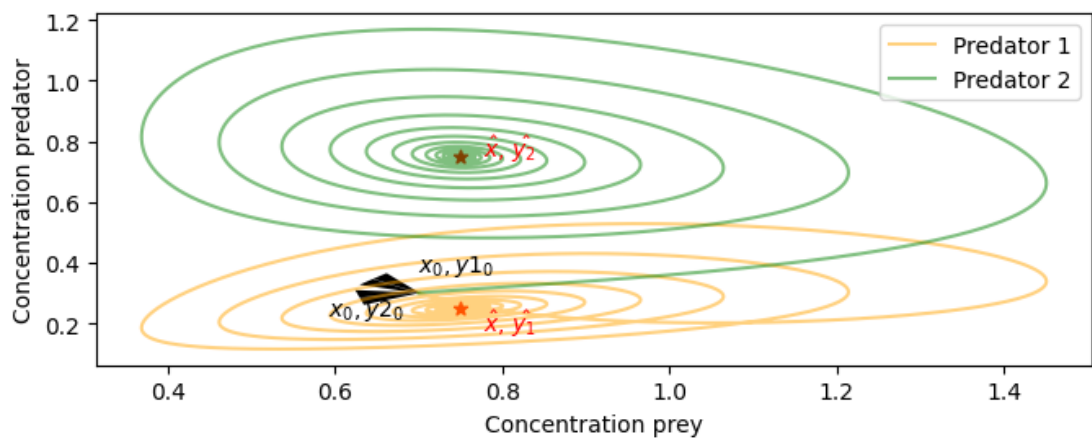
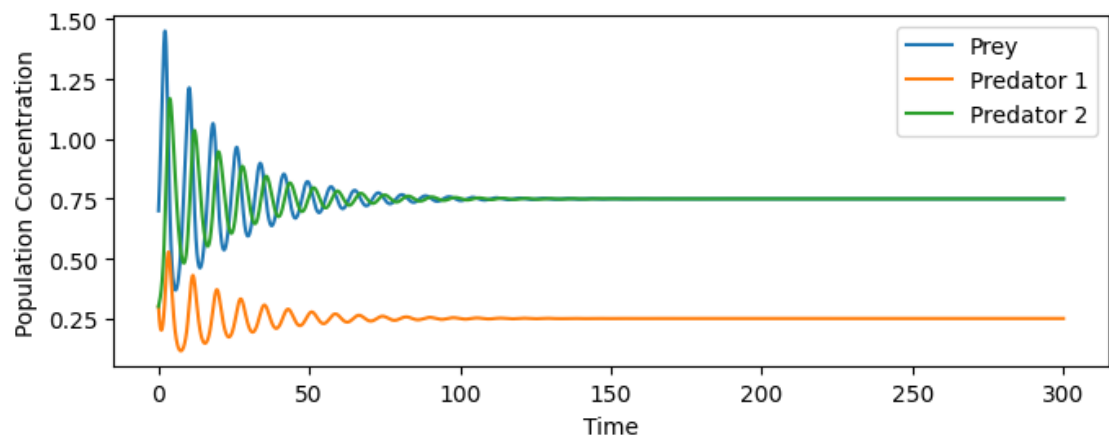
- One predator has a higher death rate
- The prey is attacked evenly by predators
- Same inheritance probability

$$\begin{cases} \hat{x} = \frac{d}{b}(1 - \delta^2) \\ \hat{y}_1 = \frac{r}{a} \frac{1 - \delta}{2} \\ \hat{y}_2 = \frac{r}{a} \frac{1 + \delta}{2} \end{cases}$$

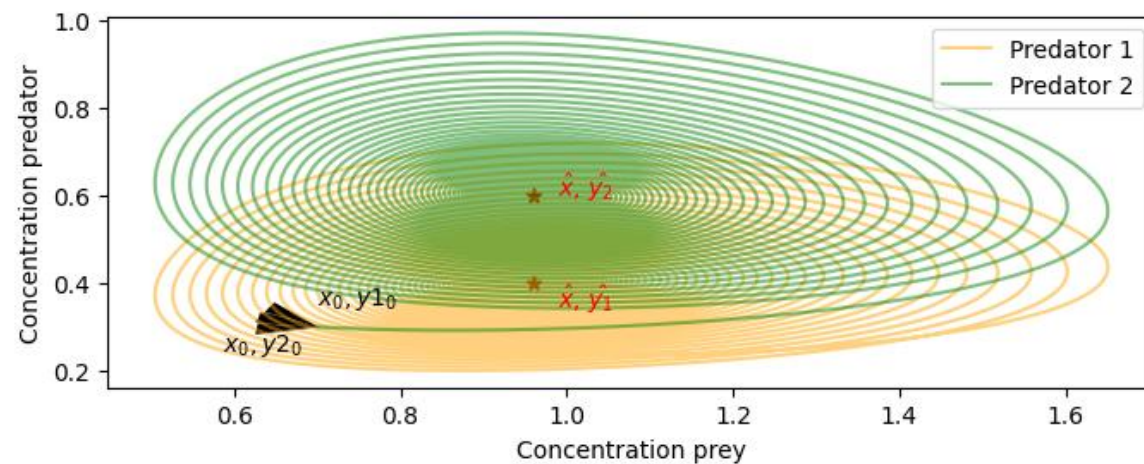
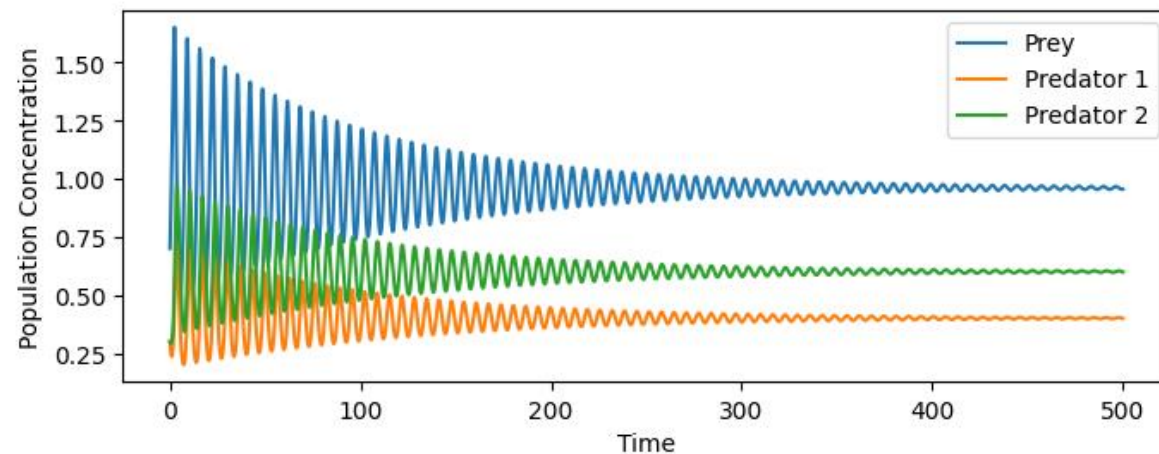


# TWO PREDATORS

$\delta = 1/2$



$\delta = 1/5$



# DEMOGRAPHIC NOISE

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- SIMULATION (*size* =  $N$ ) :

$$prob = rate \cdot \Delta t$$

For each  $\Delta t$ :

generate  $x \cdot N$  random numbers ( $\vec{\mu}$ )

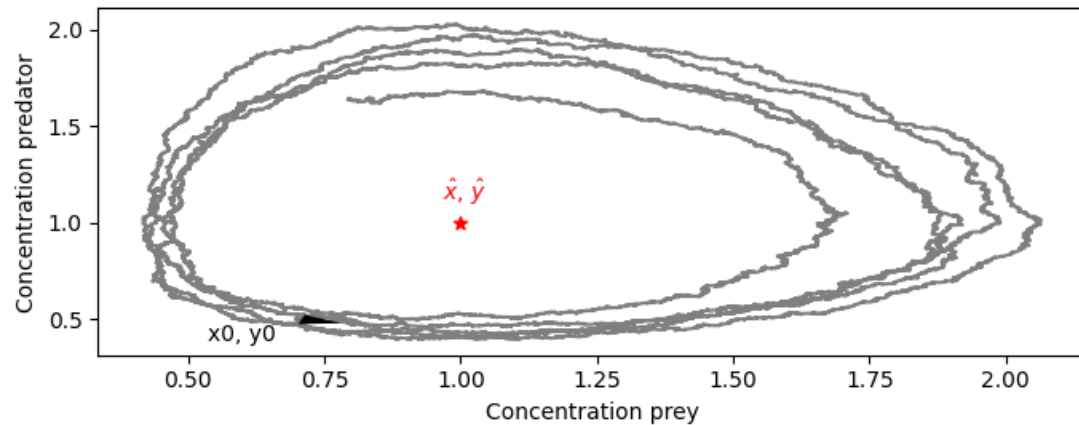
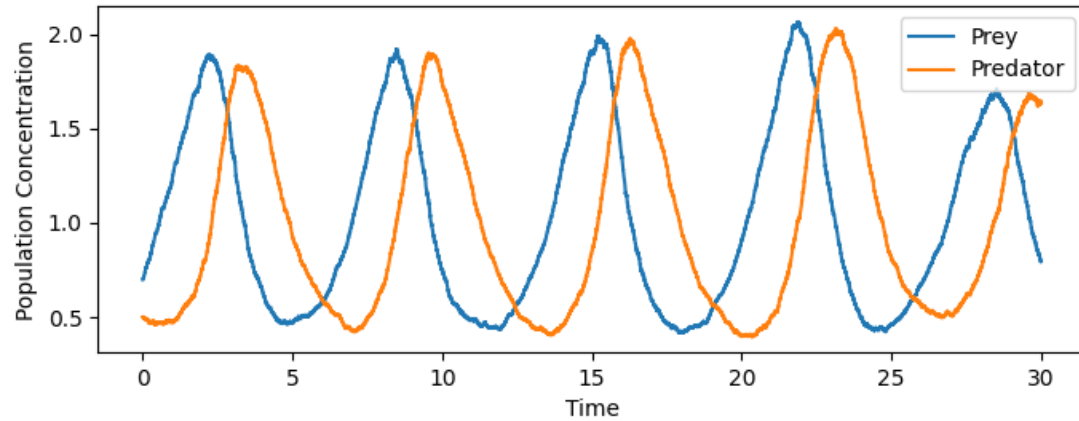
if  $\mu_i < prob$  the reaction  $i$  is done

# CLASSIC LOKTA-VOLTERRA

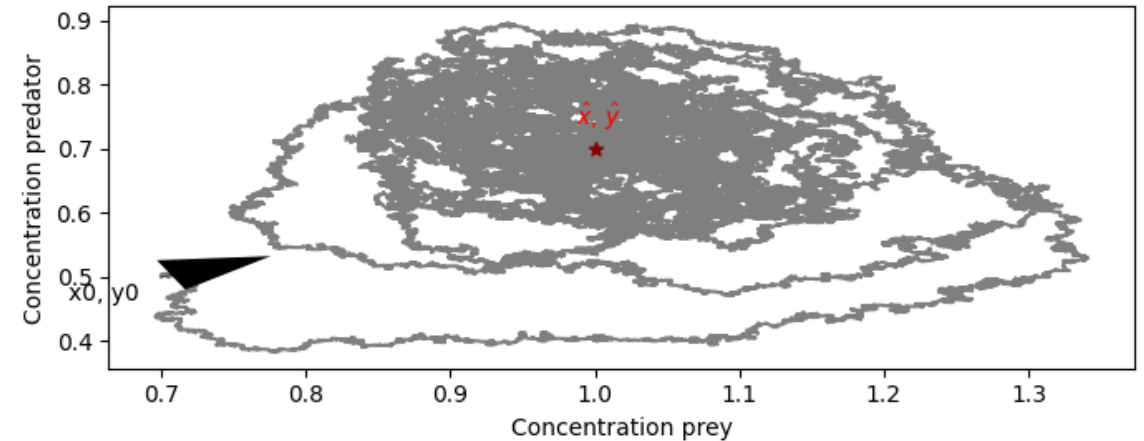
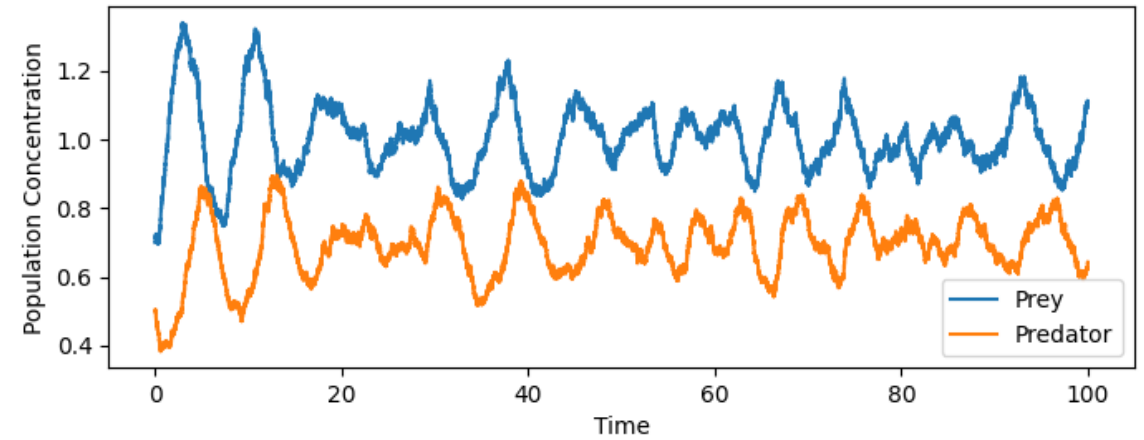
$$\left\{ \begin{array}{l} X \rightarrow X + X : r \\ X + Y \rightarrow \emptyset + Y : a \\ X + Y \rightarrow Y + Y : b \\ Y \rightarrow \emptyset : d \\ X + X \rightarrow X + \emptyset : s \end{array} \right.$$

# CLASSIC LOKTA-VOLTERRA

$s = 0, N = 1000$



$s = 0.3, N = 1000$

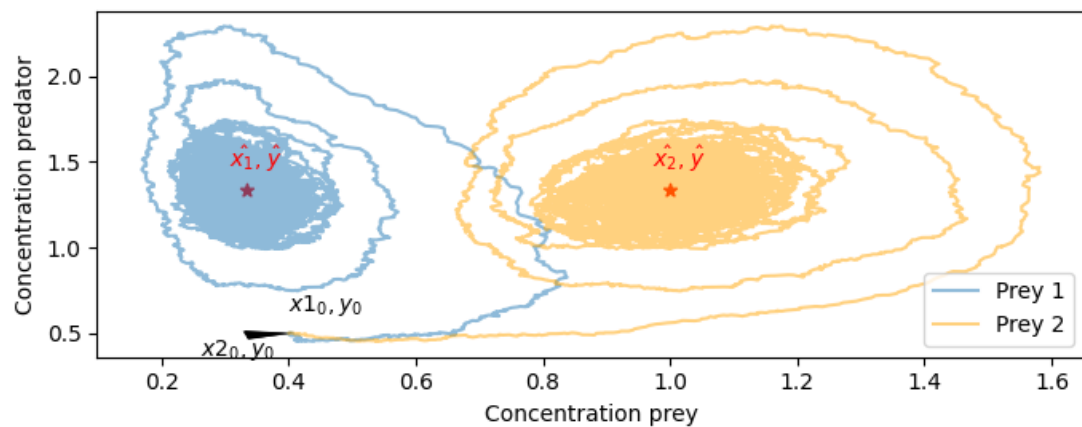
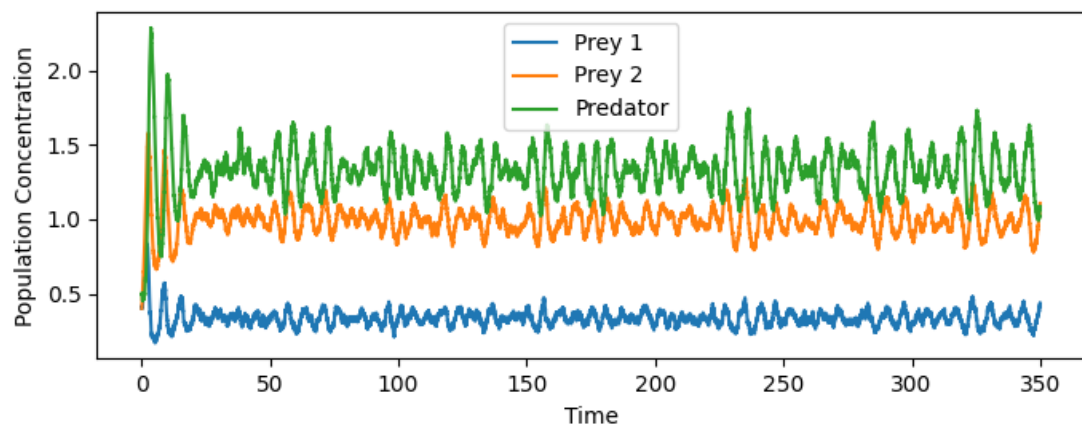


## TWO PREY

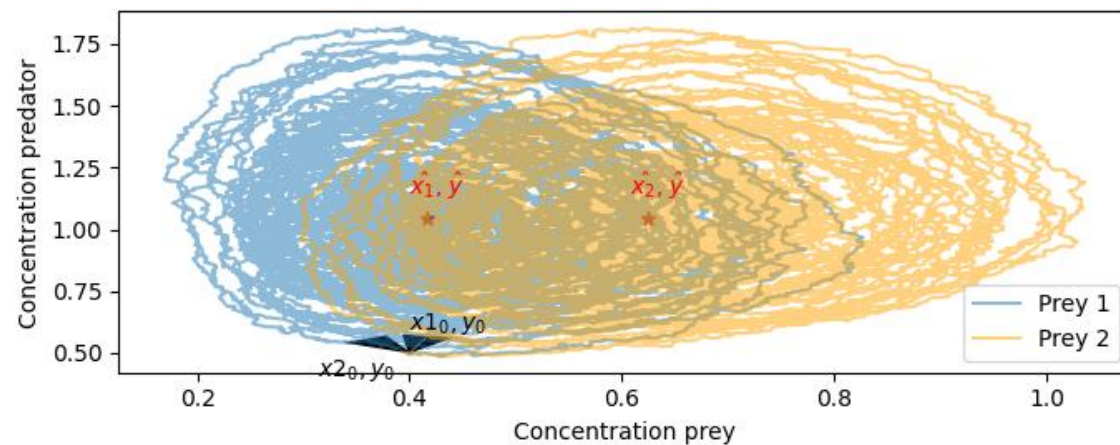
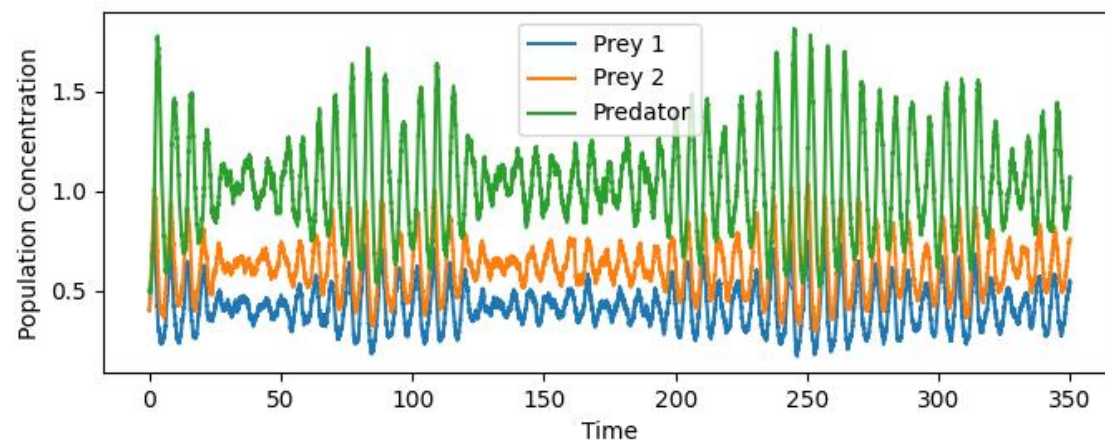
$$\left\{ \begin{array}{l} X_i \rightarrow X_i + X_j : r/2 \\ X_1 + Y \rightarrow \emptyset + Y : a(1 + \epsilon) \\ X_2 + Y \rightarrow \emptyset + Y : a(1 - \epsilon) \\ X_1 + Y \rightarrow Y + Y : b(1 + \epsilon) \\ X_2 + Y \rightarrow Y + Y : b(1 - \epsilon) \\ Y \rightarrow \emptyset : d \end{array} \right.$$

# TWO PREY

$\varepsilon=1/2, N=1000$



$\varepsilon = 1/5, N = 1000$



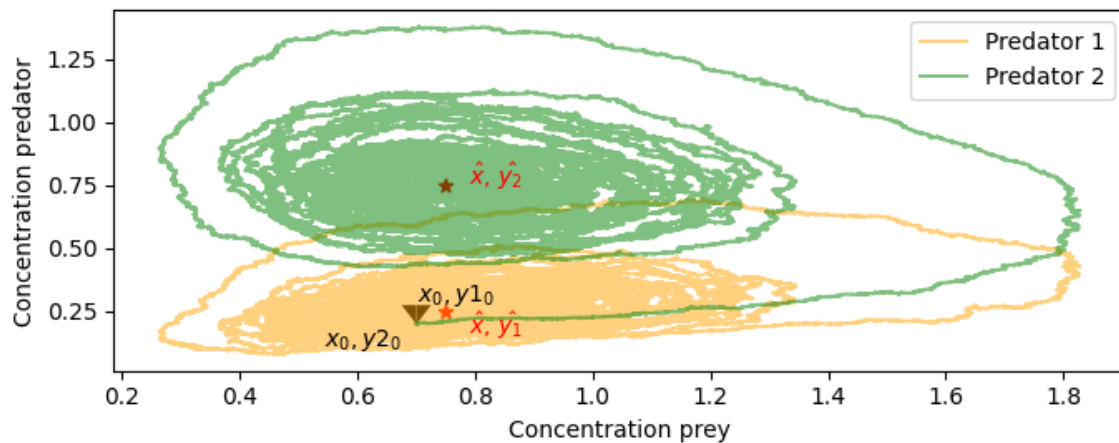
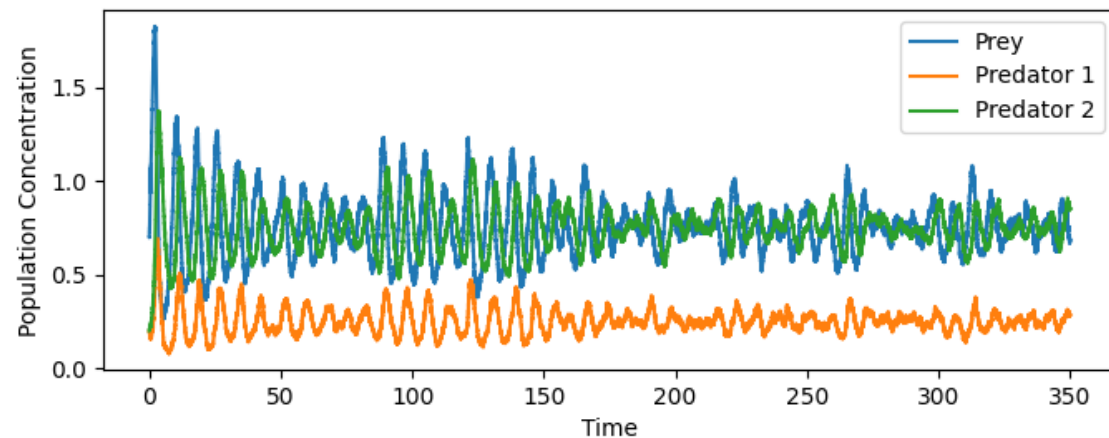
## TWO PREDATOR

$$\left\{ \begin{array}{l} X \rightarrow X + X : r \\ X + Y_i \rightarrow \emptyset + Y_i : a \\ X + Y_i \rightarrow Y_j + Y_i : b/2 \\ Y_1 \rightarrow \emptyset : d(1 + \delta) \\ Y_2 \rightarrow \emptyset : d(1 - \delta) \end{array} \right.$$

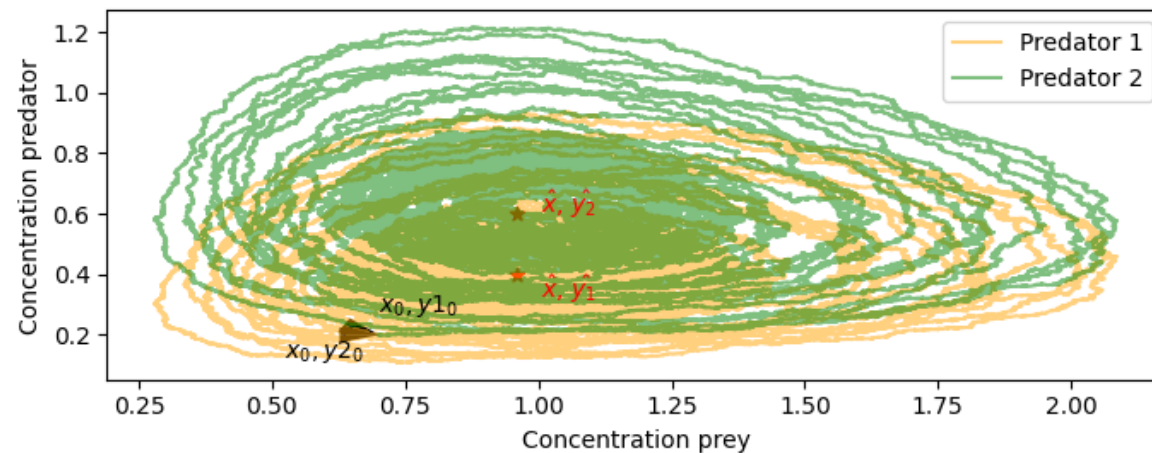
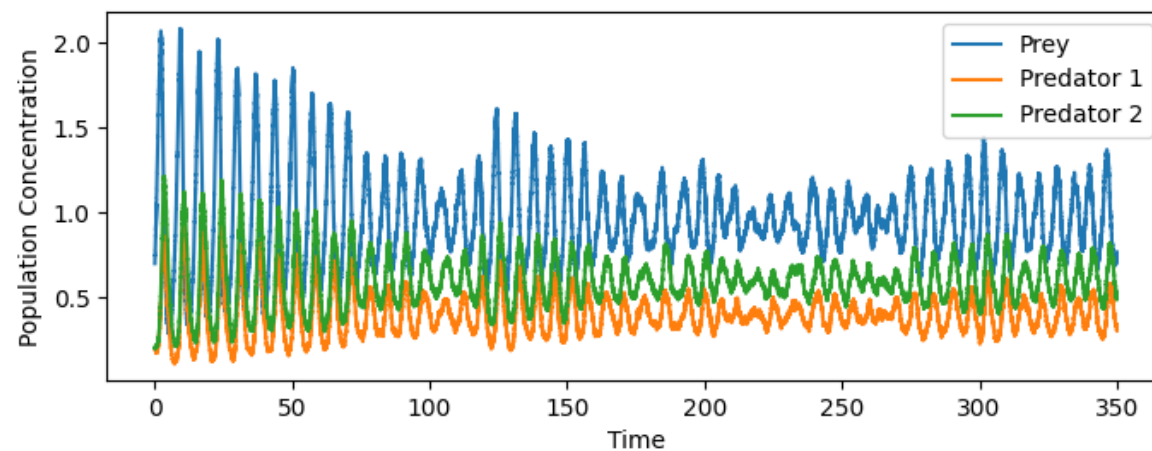


# TWO PREDATOR

$\delta=1/2, N=1000$



$\delta=1/5, N=1000$





# ECOEVOOLUTION



- Model evolution of species
- Different inheriting ratios for the different phenotypes

# TWO PREY

$\rho$  !

DETERMINISTIC

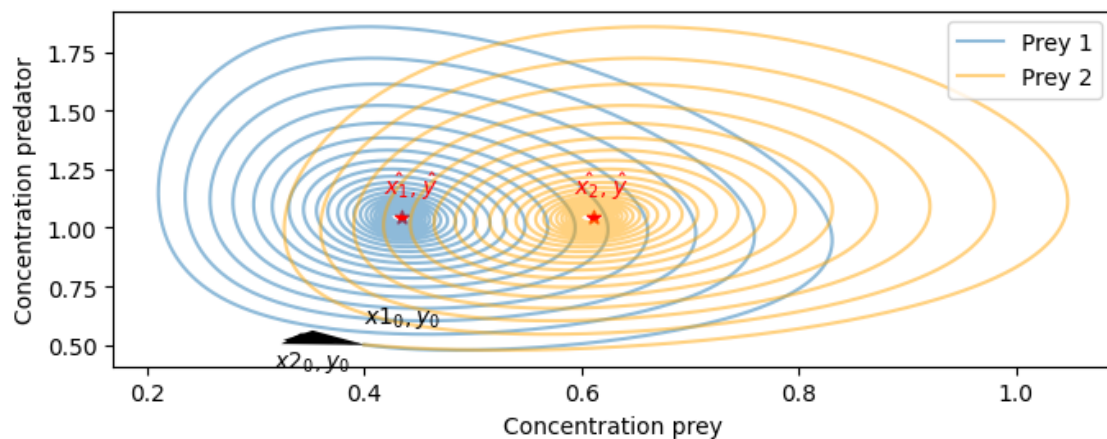
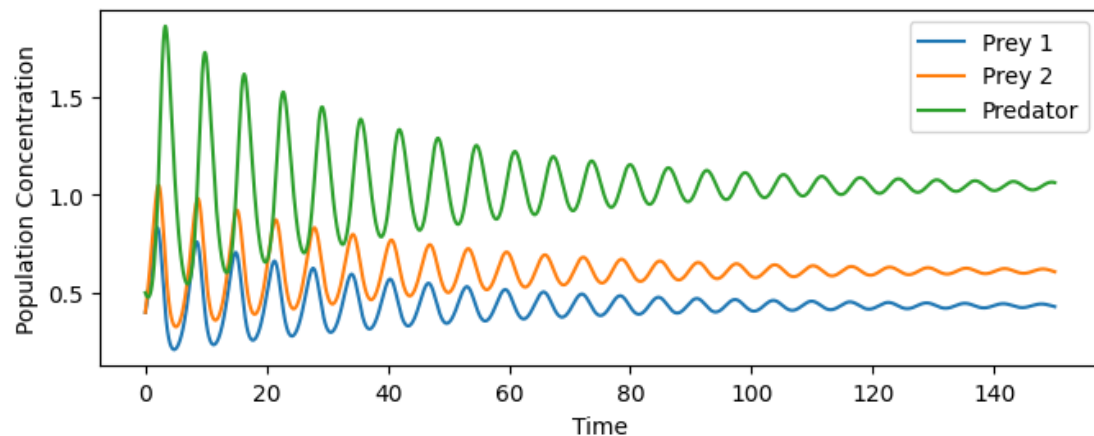
$$\begin{cases} \dot{x}_1 = r([\rho x_1 + (1 - \rho)x_2] - a(1 + \epsilon)x_1y) \\ \dot{x}_2 = r([\rho x_2 + (1 - \rho)x_1] - a(1 - \epsilon)x_2y) \\ \dot{y} = y(b[(1 + \epsilon)x_1 + (1 - \epsilon)x_2] - d) \end{cases}$$

STOCHASTIC

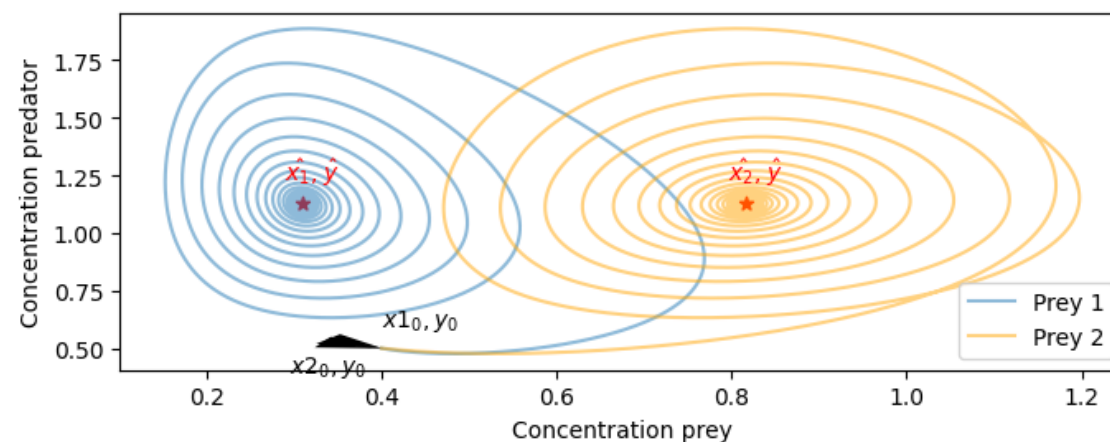
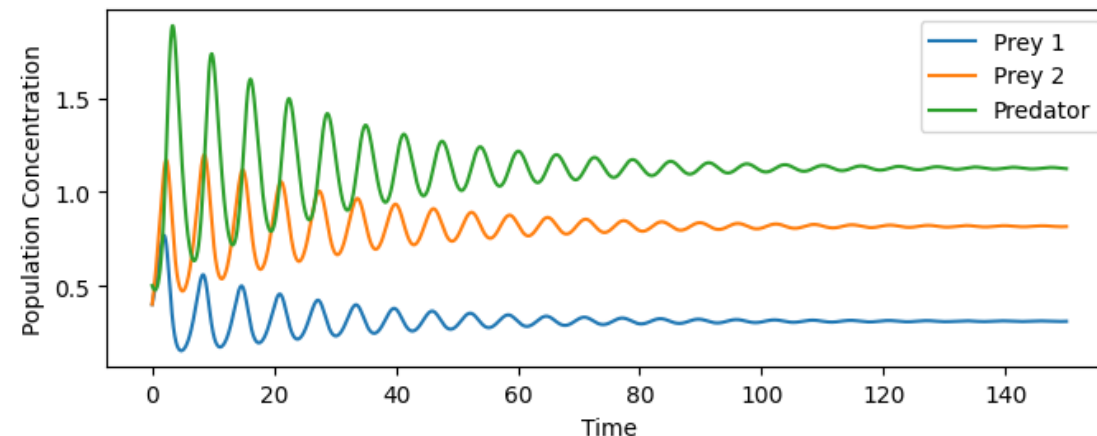
$$\begin{cases} X_i \rightarrow X_i + X_i : r\rho \\ X_i \rightarrow X_i + X_j : r(1 - \rho) \\ X_1 + Y \rightarrow \emptyset + Y : a(1 + \epsilon) \\ X_2 + Y \rightarrow \emptyset + Y : a(1 - \epsilon) \\ X_1 + Y \rightarrow Y + Y : b(1 + \epsilon) \\ X_2 + Y \rightarrow Y + Y : b(1 - \epsilon) \\ Y \rightarrow \emptyset : d \end{cases}$$

# TWO PREY (deterministic)

$\varepsilon = 1/4, \rho = 1/4$

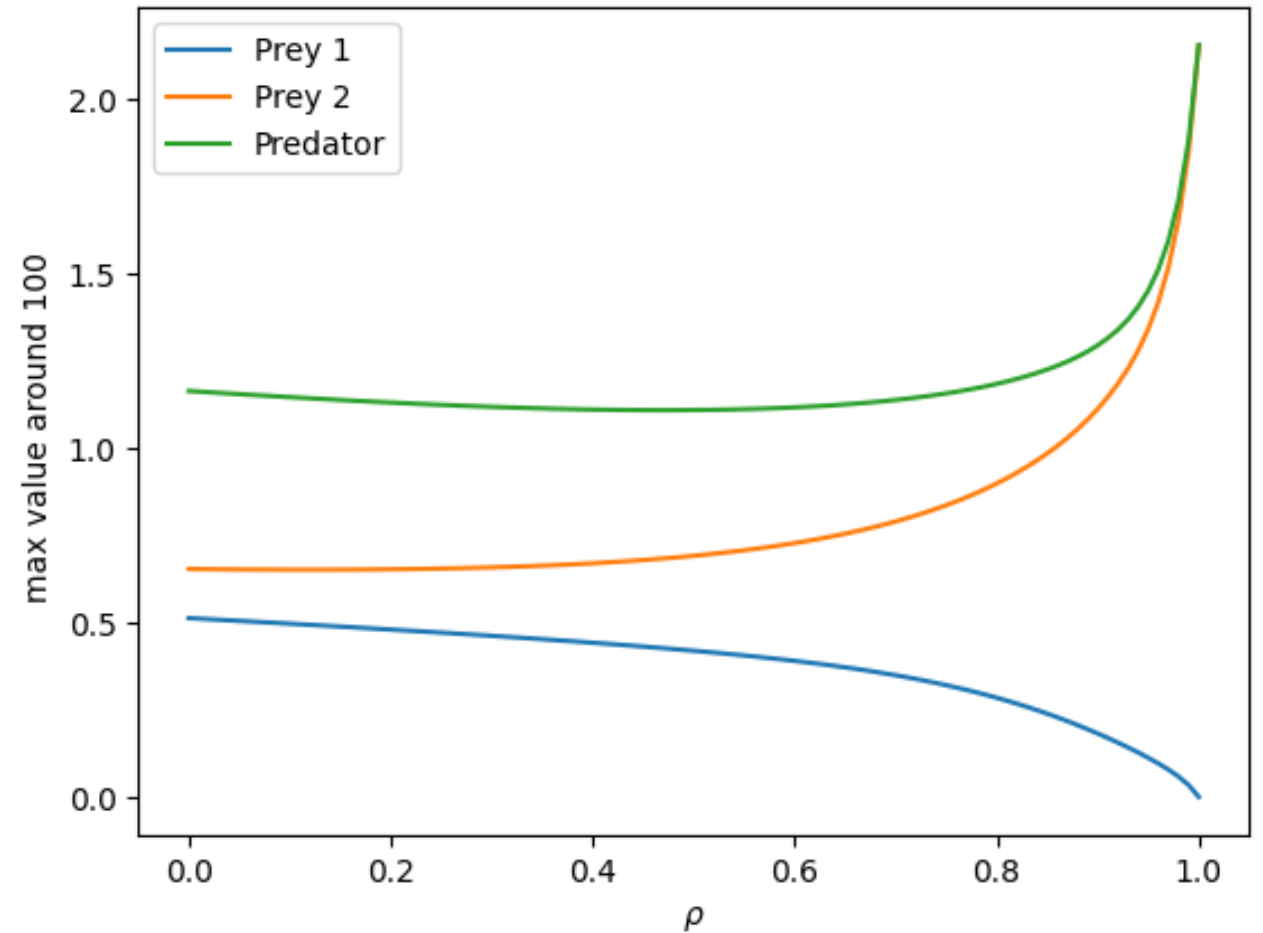


$\varepsilon = 1/4, \rho = 3/4$



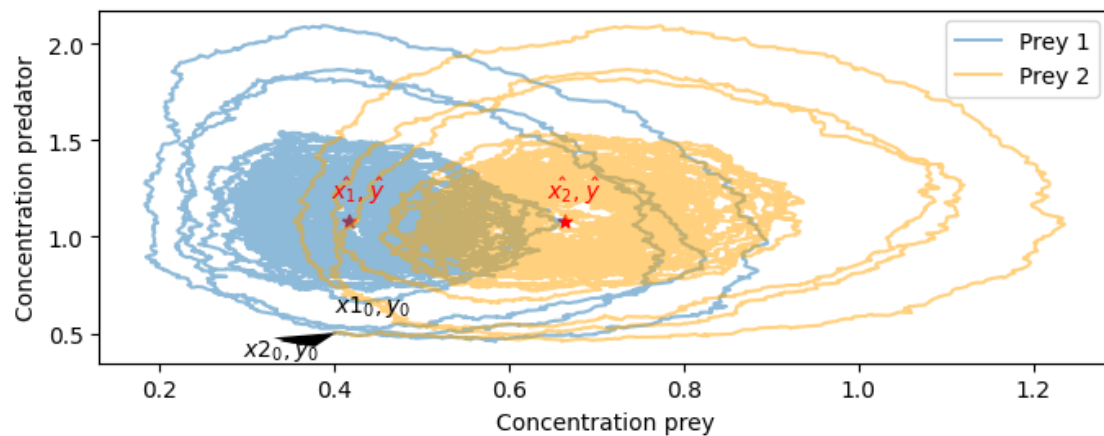
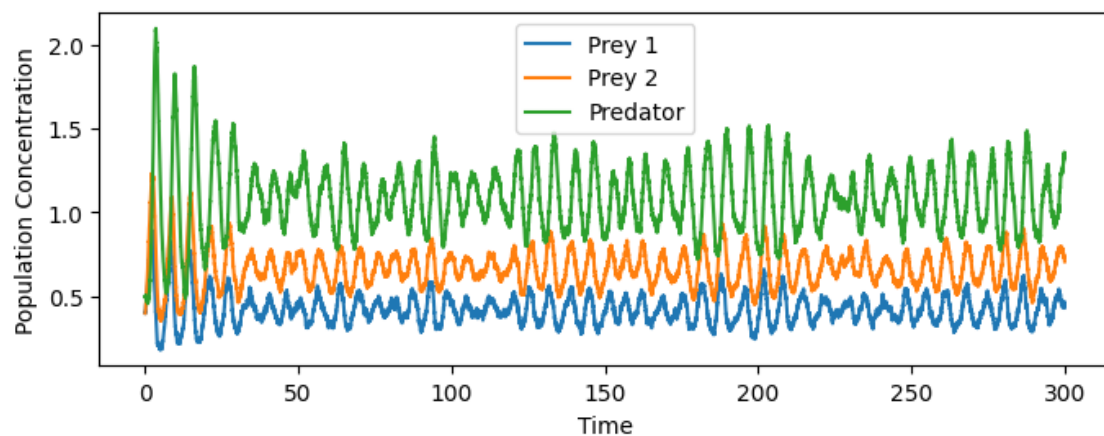
# TWO PREY (deterministic)

How fast is the damping???

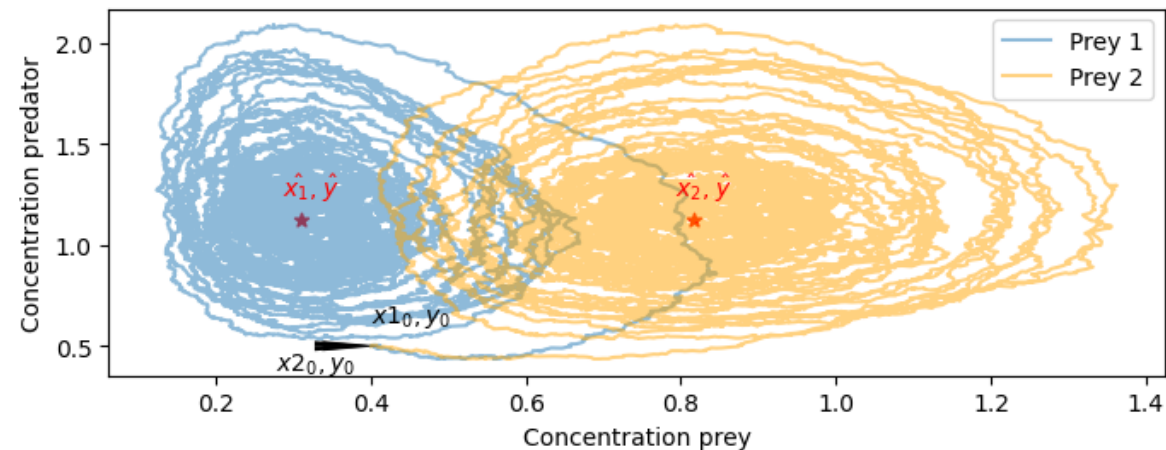
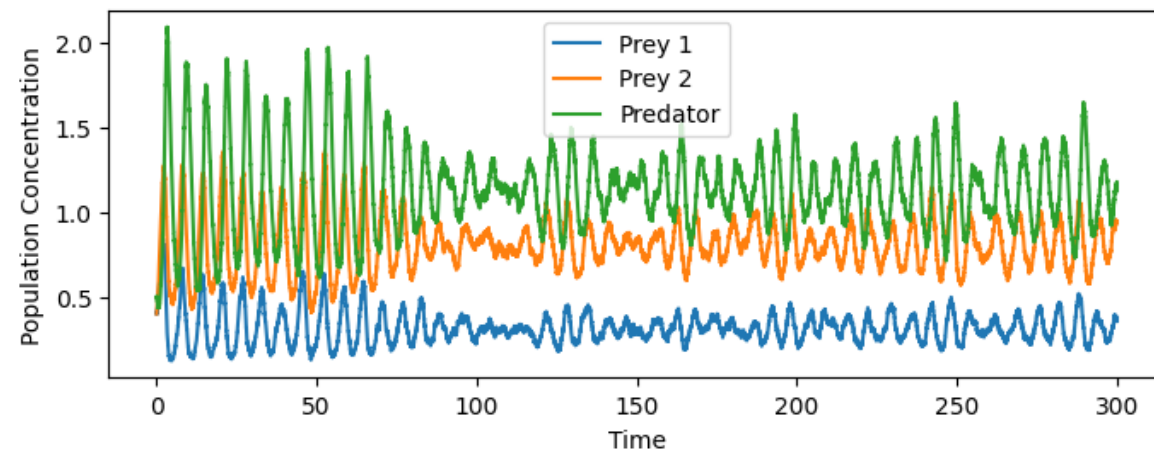


# TWO PREY (stochastic)

$\varepsilon=1/4, \rho=1/4$

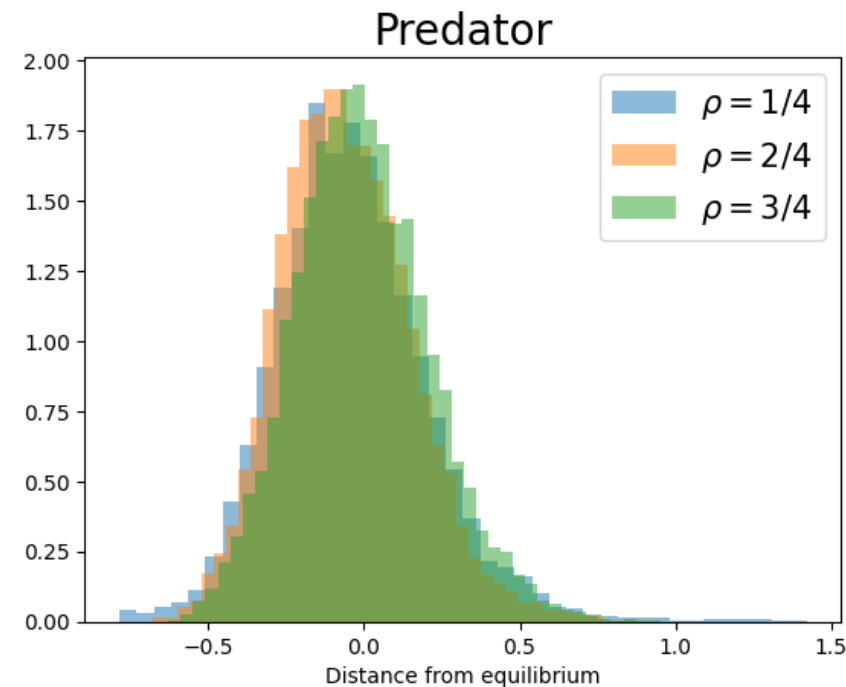
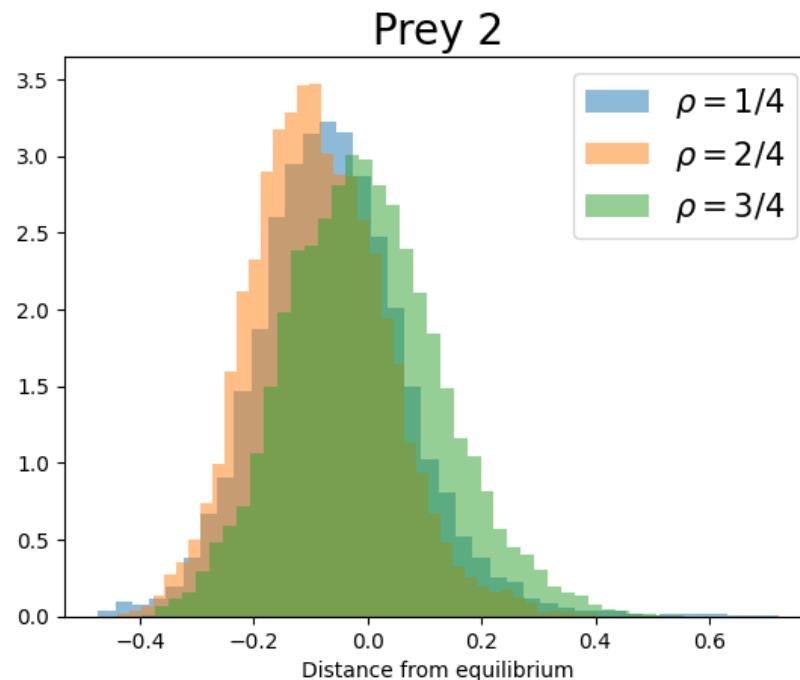
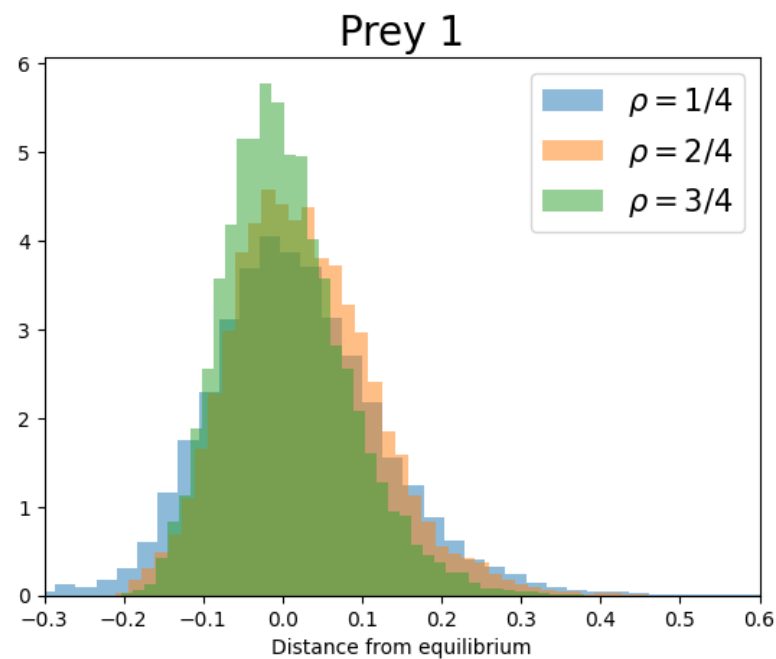


$\varepsilon=1/4, \rho=3/4$



# TWO PREY (stochastic)

How big are the sustained oscillations?



# TWO PREDATOR

$\rho$  !

DETERMINISTIC

$$\begin{cases} \dot{x} = x(r - a[y_1 + y_2]) \\ \dot{y}_1 = -d(1 + \delta)y_1 + b[\rho y_1 + (1 - \rho)y_2]x \\ \dot{y}_2 = -d(1 - \delta)y_2 + b[\rho y_2 + (1 - \rho)y_1]x \end{cases}$$

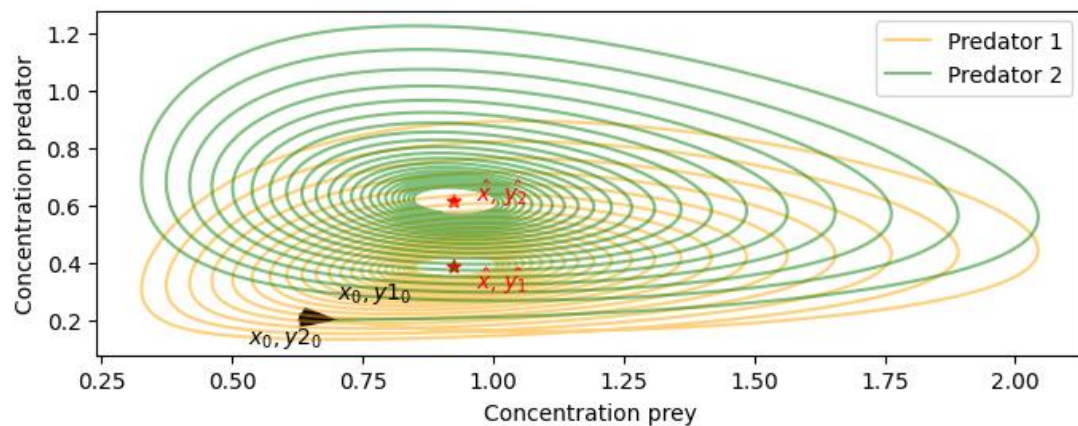
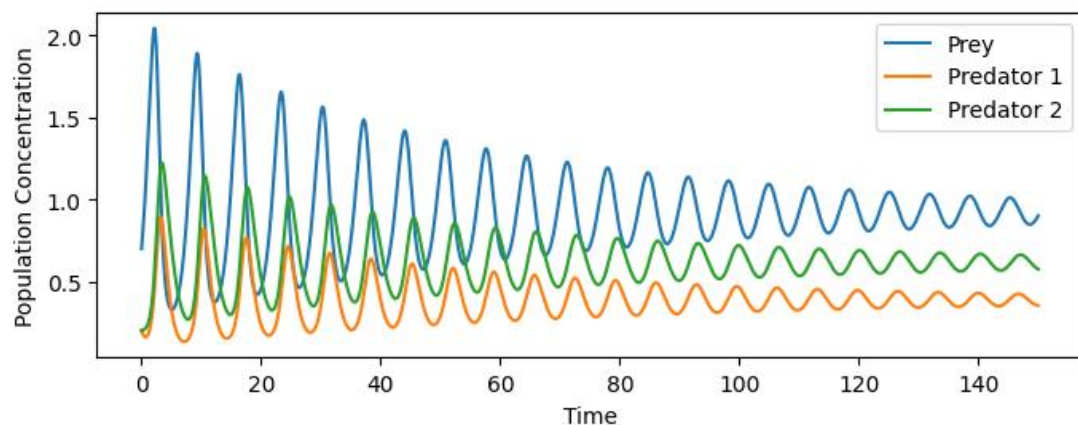
STOCHASTIC

$$\begin{cases} X \rightarrow X + X : r \\ X + Y_i \rightarrow \emptyset + Y_i : a \\ X + Y_i \rightarrow Y_i + Y_i : \rho b \\ X + Y_i \rightarrow Y_j + Y_i : (1 - \rho)b \\ Y_1 \rightarrow \emptyset : d(1 + \delta) \\ Y_2 \rightarrow \emptyset : d(1 - \delta) \end{cases}$$

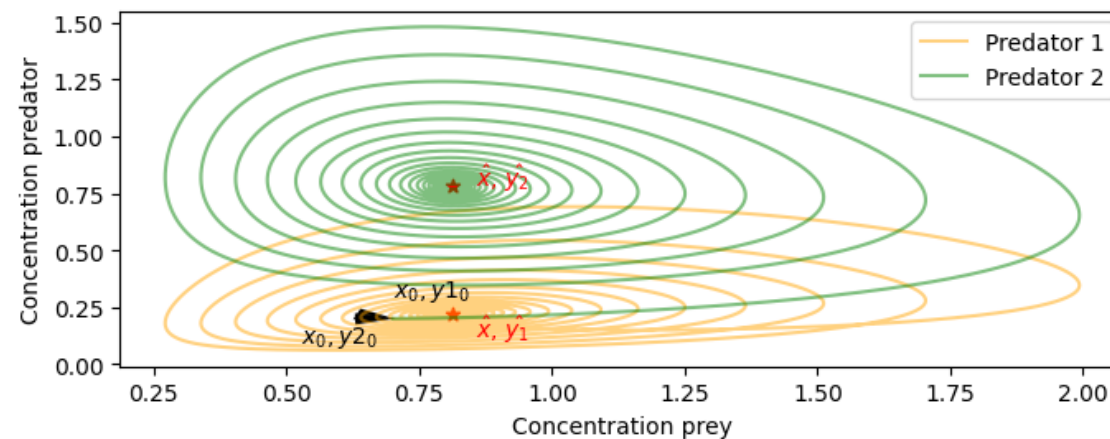
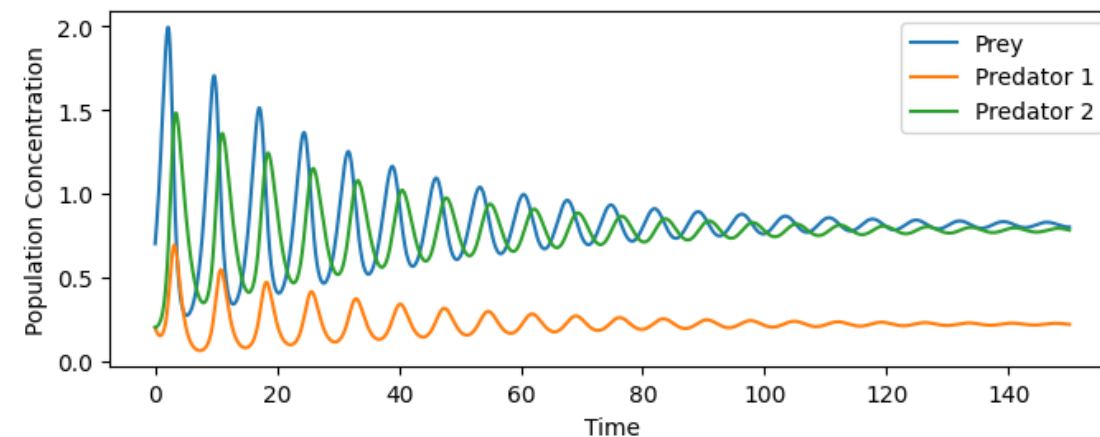


# TWO PREDATOR (deterministic)

$\delta = 1/3, \rho = 1/4$



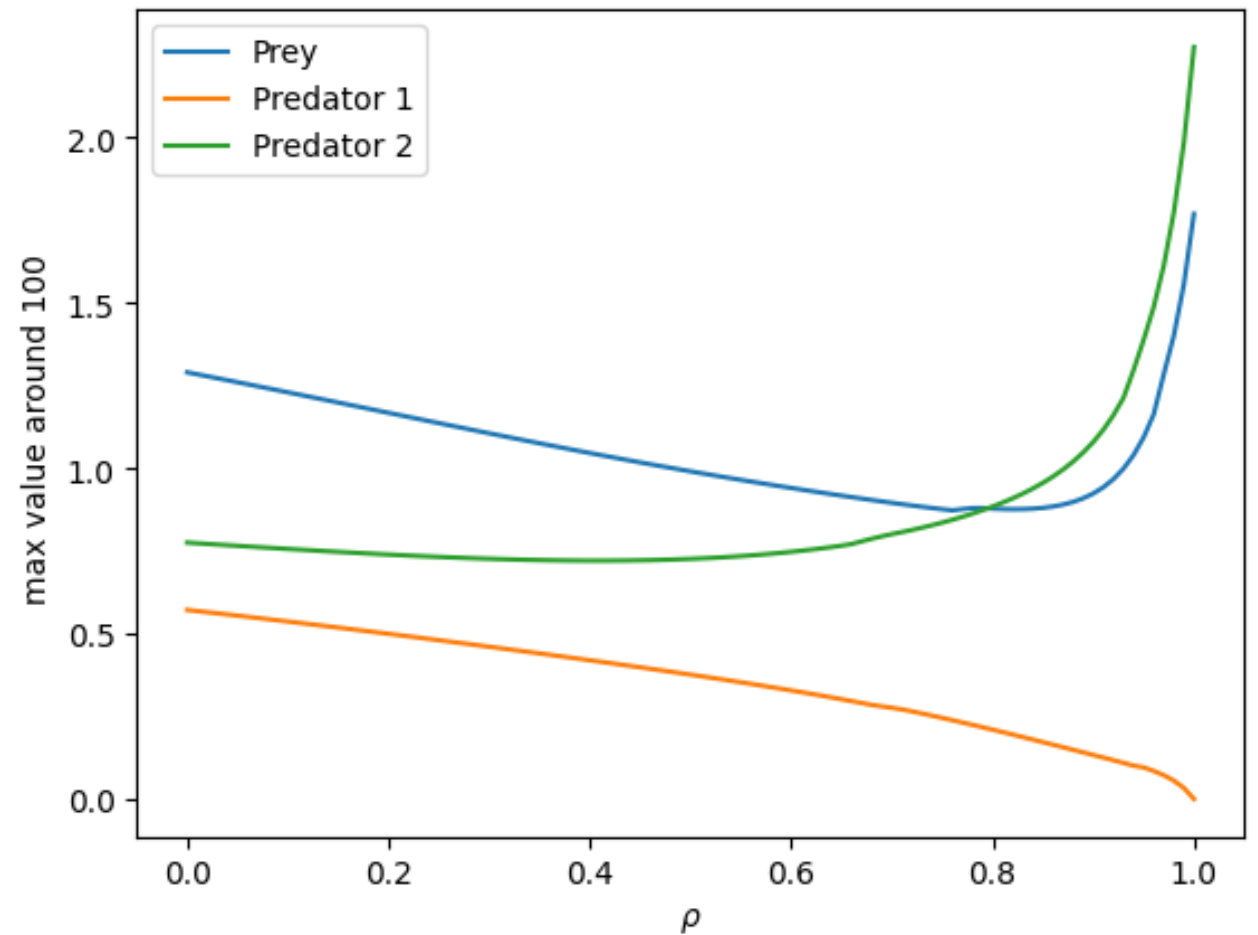
$\delta = 1/3, \rho = 3/4$





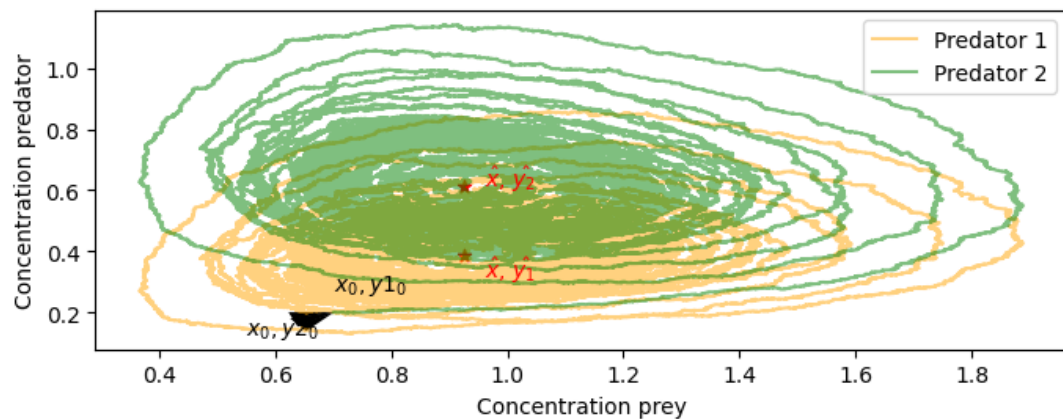
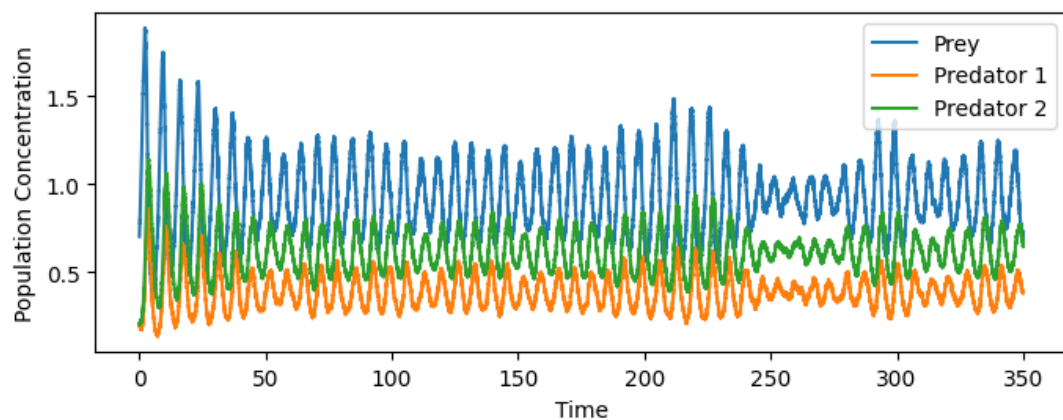
# TWO PREDATOR (deterministic)

How fast is the damping???

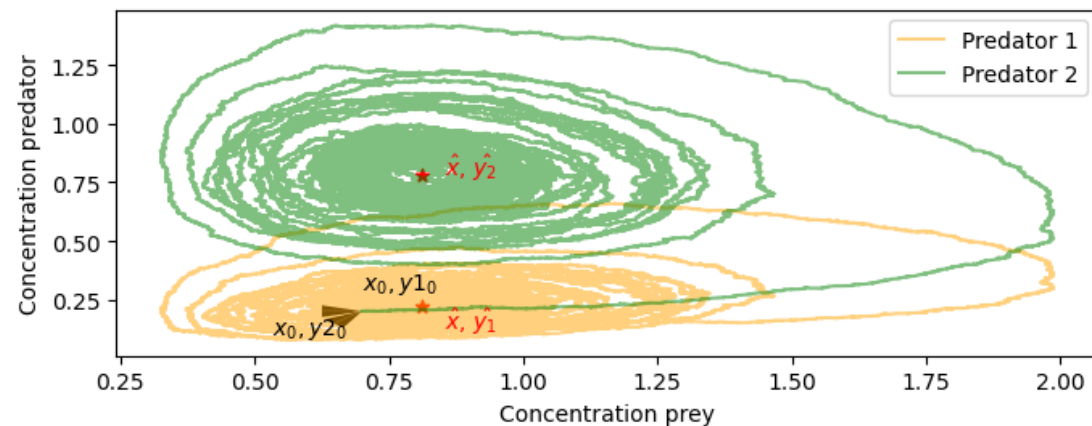
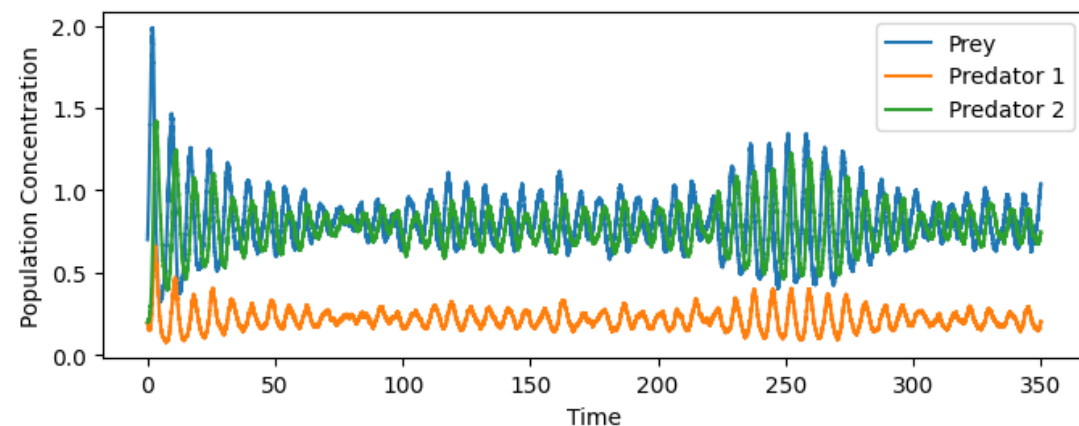


# TWO PREDATOR (stochastic)

$\delta = 1/3, \rho = 1/4$



$\delta = 1/3, \rho = 3/4$



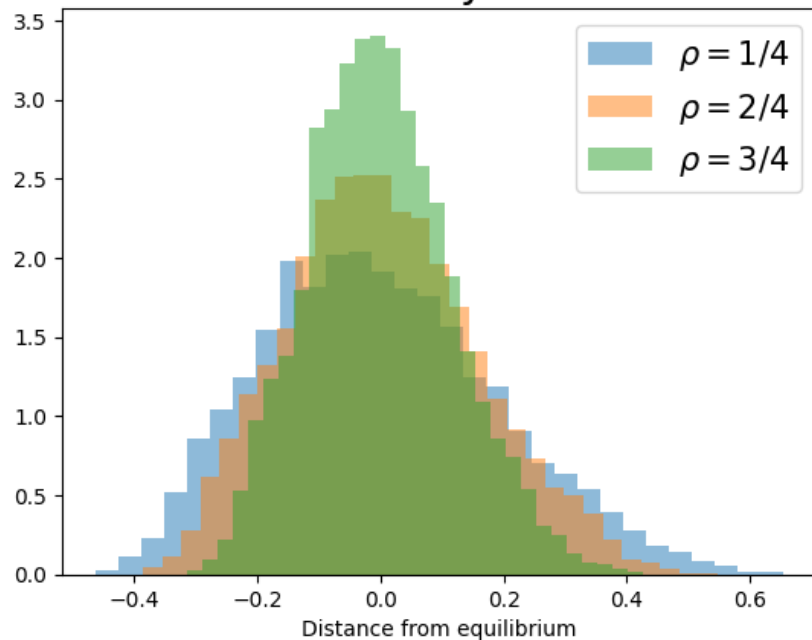
# TWO PREDATOR (stochastic)

How big are the sustained oscillations?

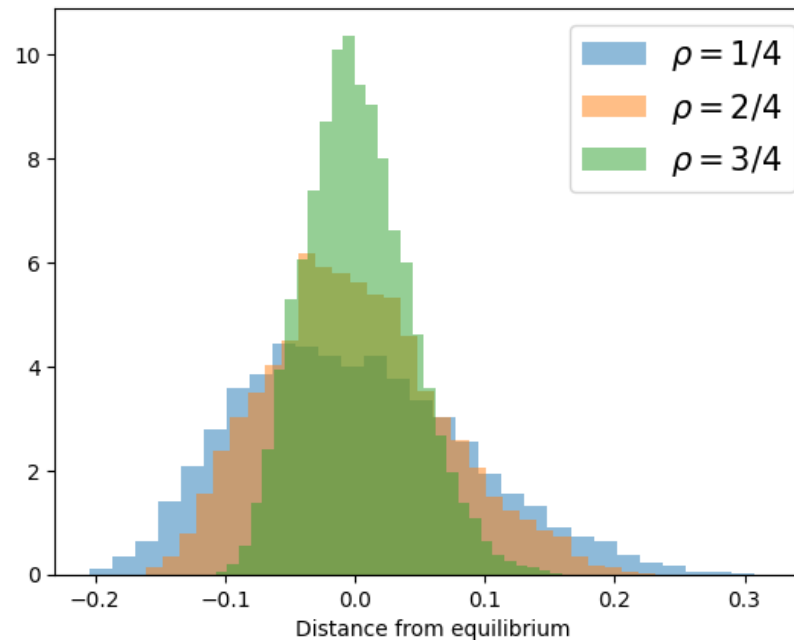
*Wider* ←

$$\rho = 1/4 > \rho = 1/2 > \rho = 3/4$$

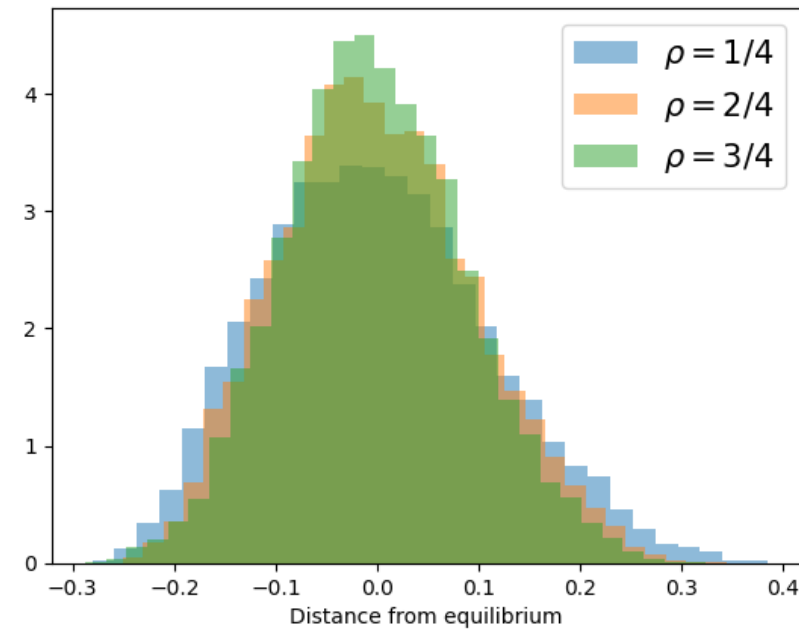
Prey



Predator 1



Predator 2



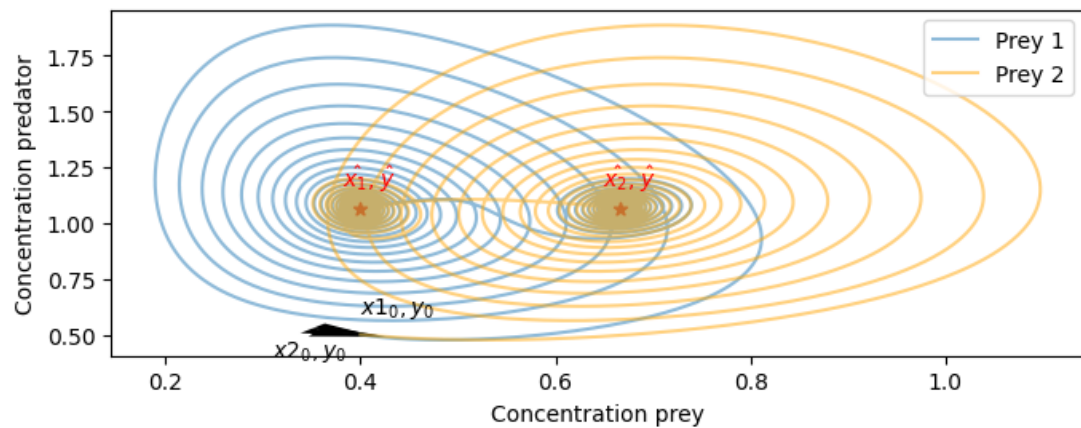
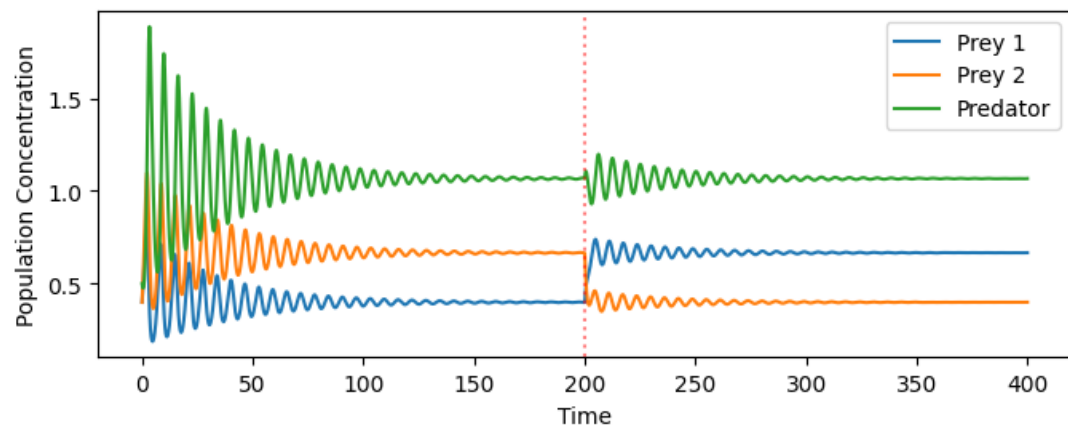
# ENVIROMENTAL NOSIE



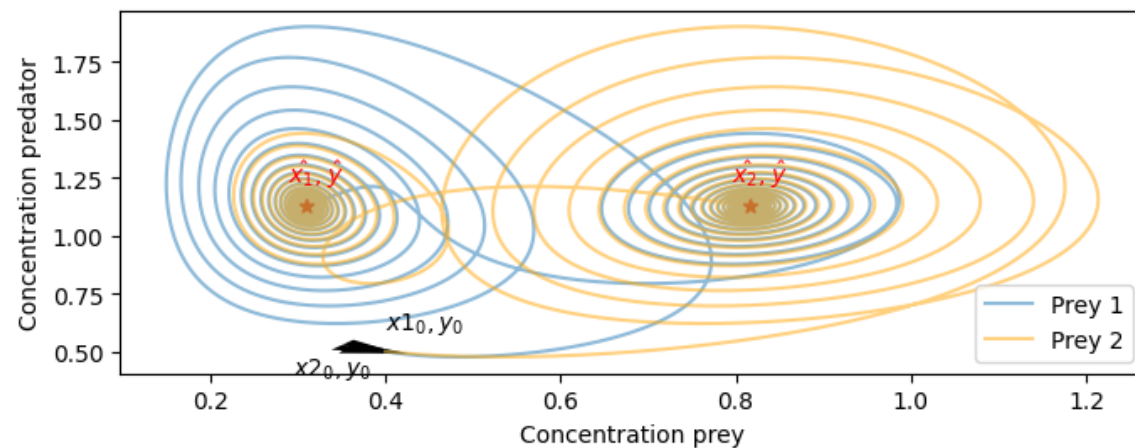
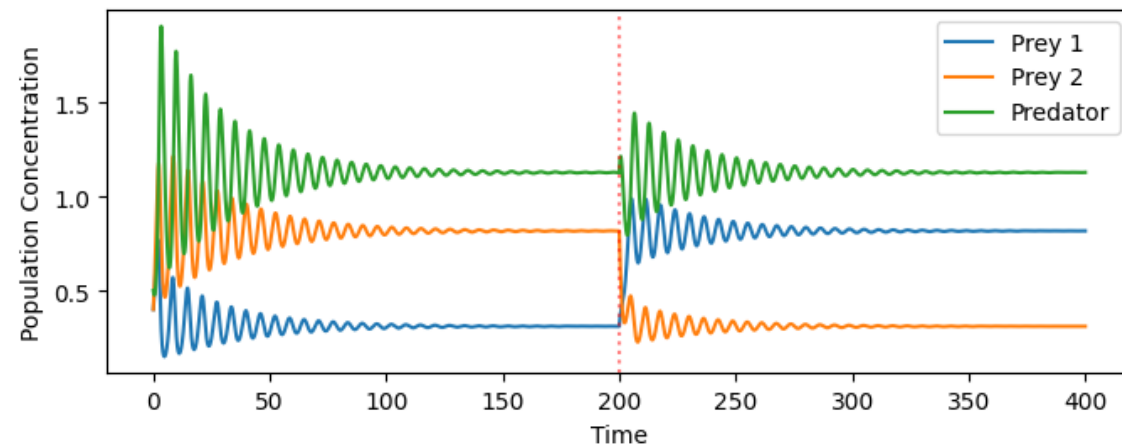
- Add enviromental noise to our ecoevolutionary **deterministic** model
- Two different types:
  - Swaping sign of  $\epsilon$  and  $\delta$
  - Gaussian noise for  $\epsilon$  and  $\delta$

# TWO PREY (swap)

$\varepsilon=1/4, \rho=1/2, \text{Swap}$

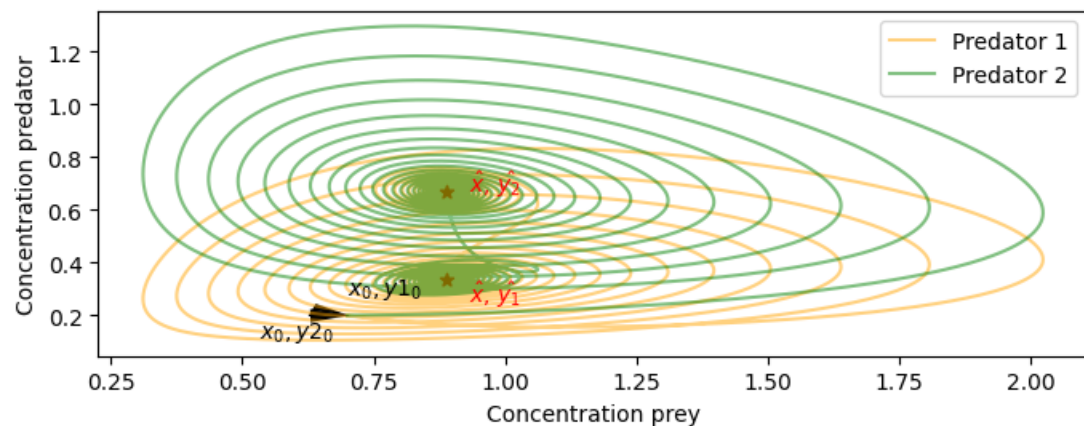
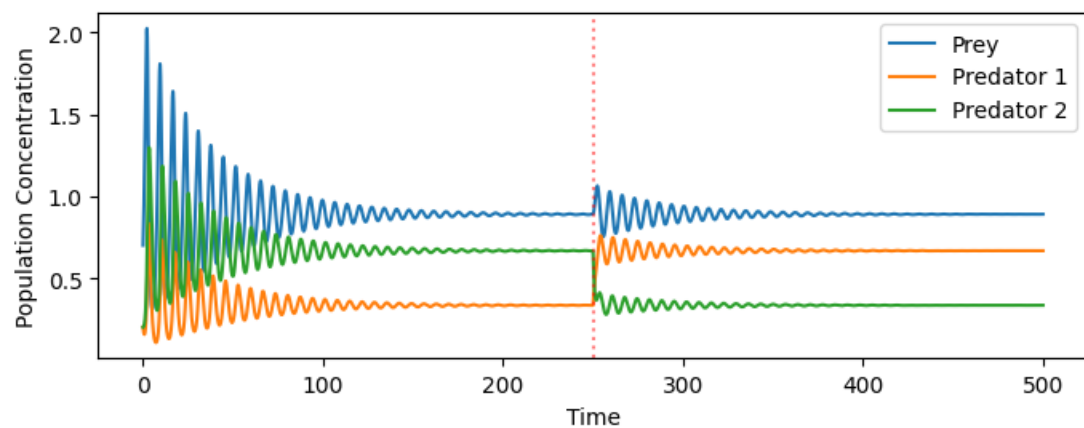


$\varepsilon=1/4, \rho=3/4, \text{Swap}$

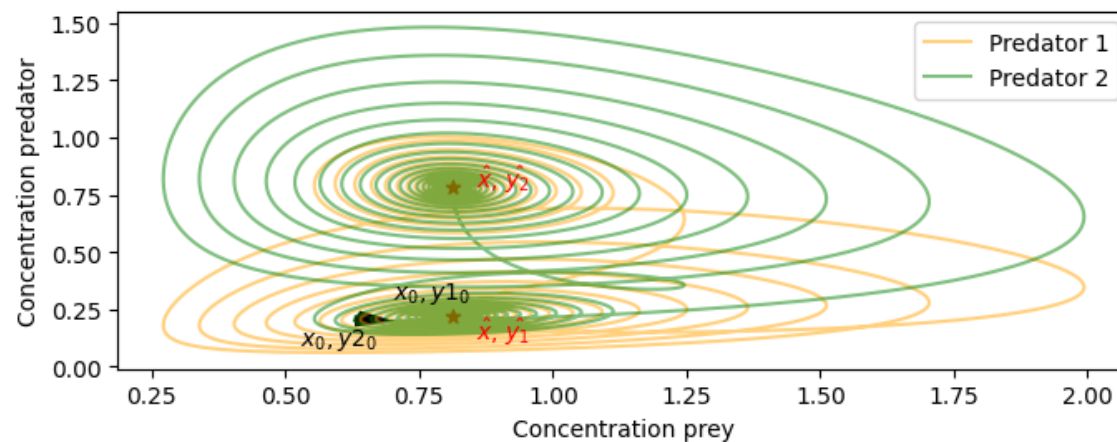
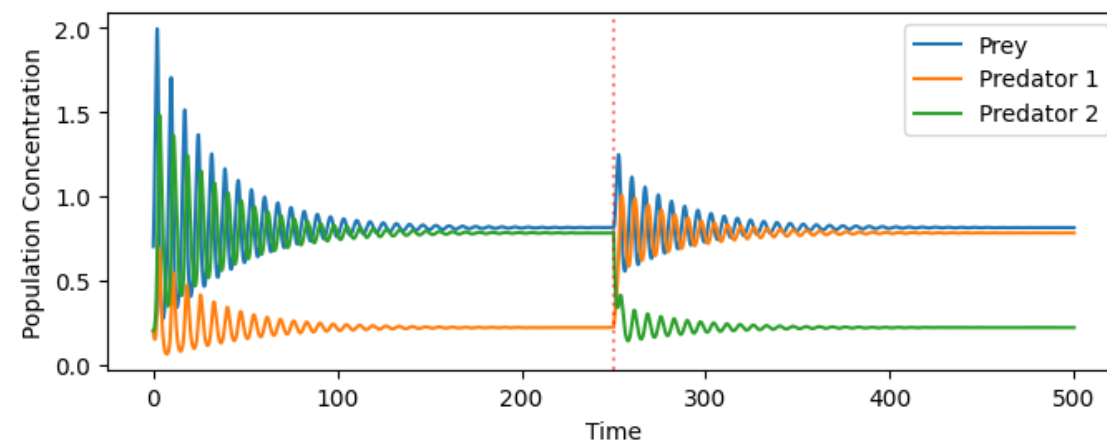


# TWO PREDATOR (swap)

$\delta = 1/3, \rho = 1/2, \text{Swap}$



$\delta = 1/3, \rho = 3/4, \text{Swap}$

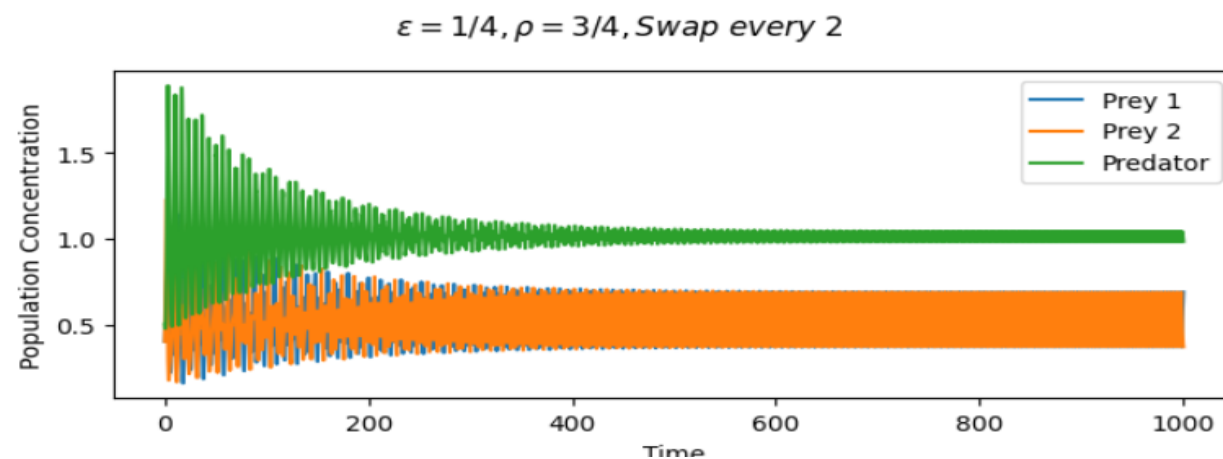
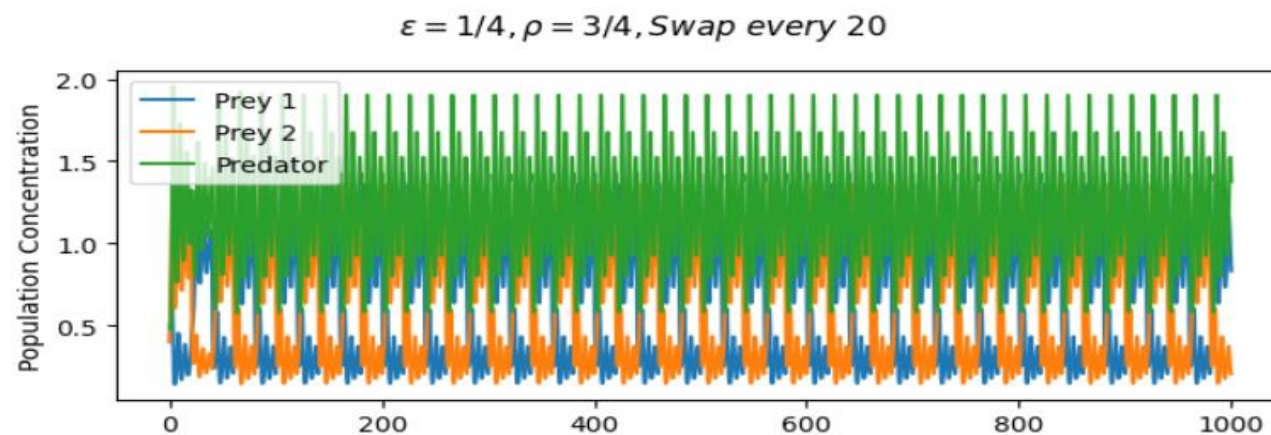
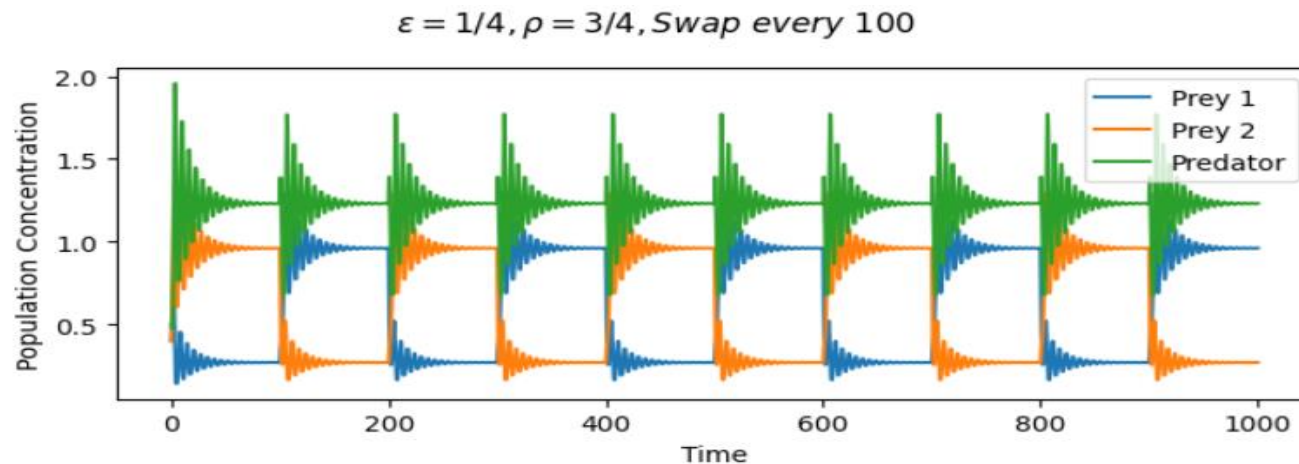




Can we extend  
this idea to  
get sustained  
oscillations???

Swap every appropriate number  
of time steps

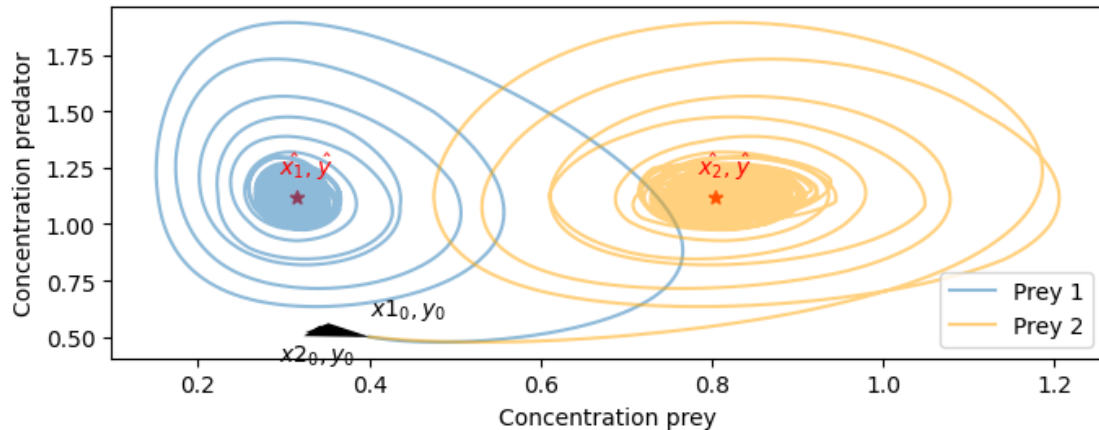
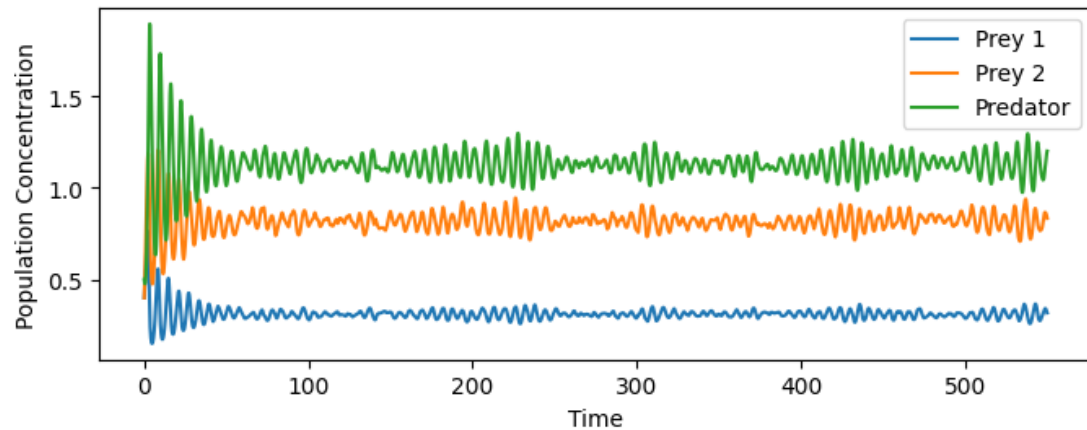
Less swaps



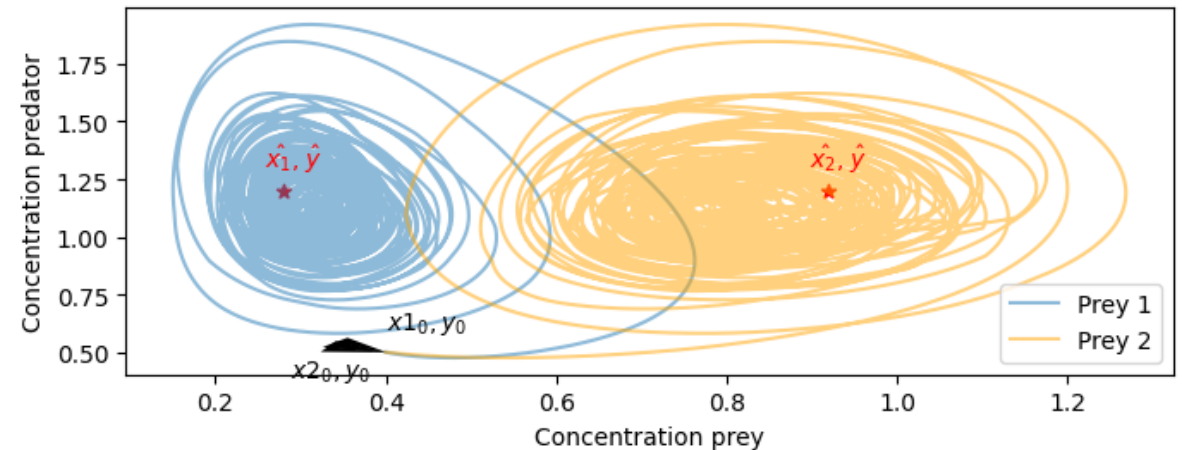
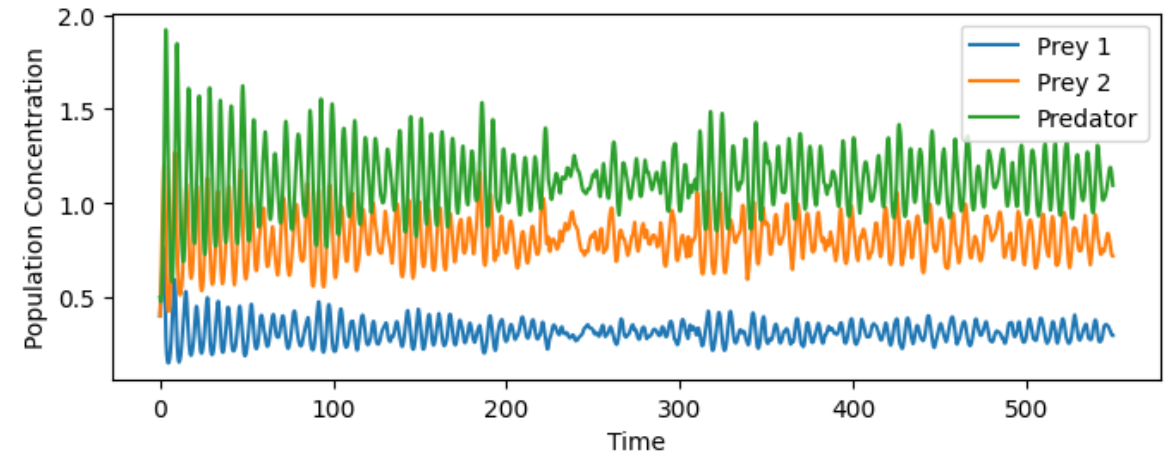
# TWO PREDATOR (Gaussian)

Changes every time step (not every  $\Delta t$ !!)

$\varepsilon = 1/4, \rho = 3/4, \text{variance} = 1/50$



$\varepsilon = 1/4, \rho = 3/4, \text{variance} = 1/20$



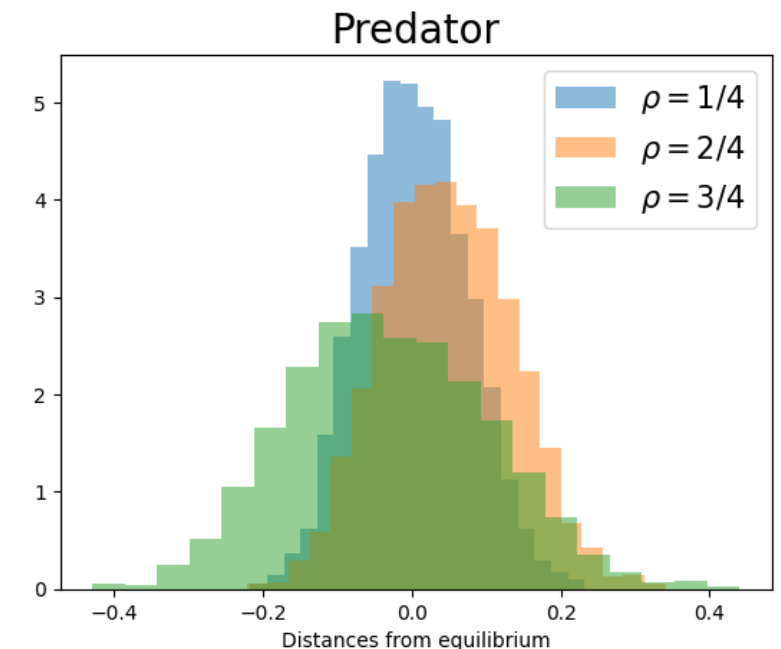
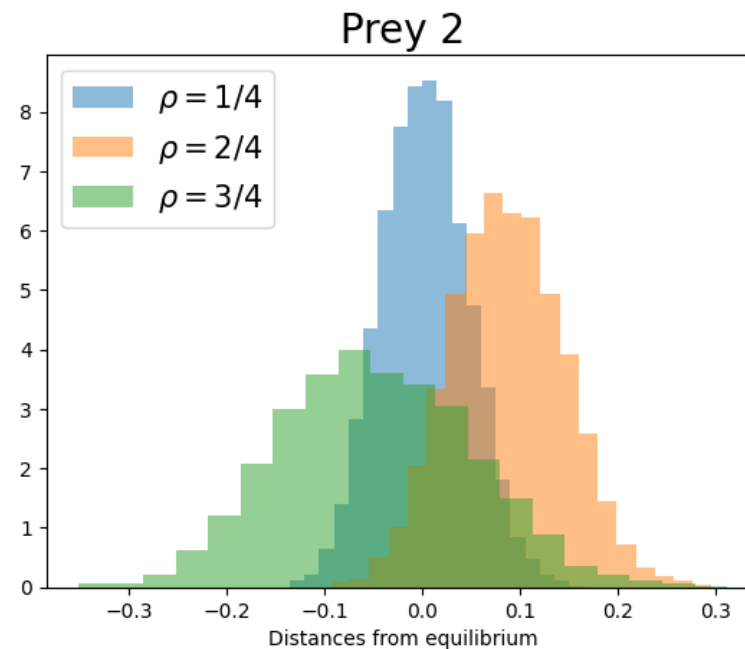
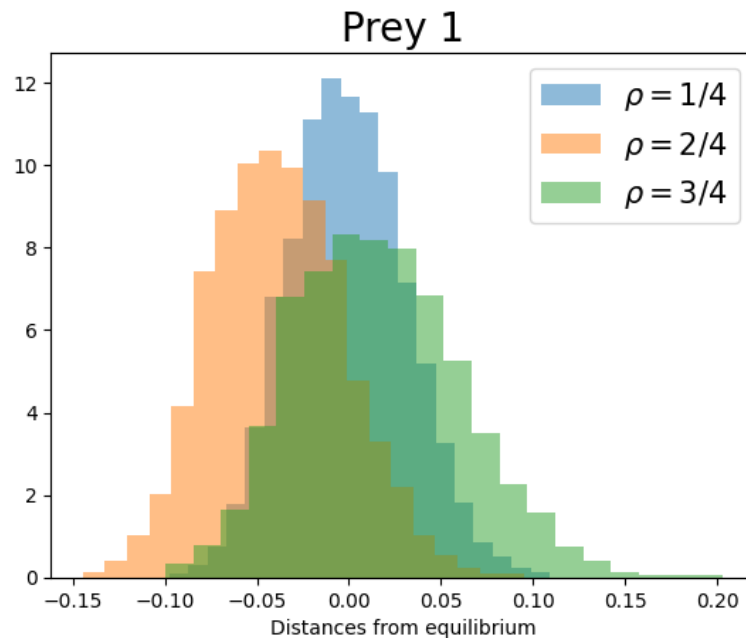


# What happens for different $\rho$ ?? (*variance=1/20*)

*Wider* ←

$$\rho = 3/4 > \rho = 1/2 > \rho = 1/4$$

The results are contrary to the ones before!



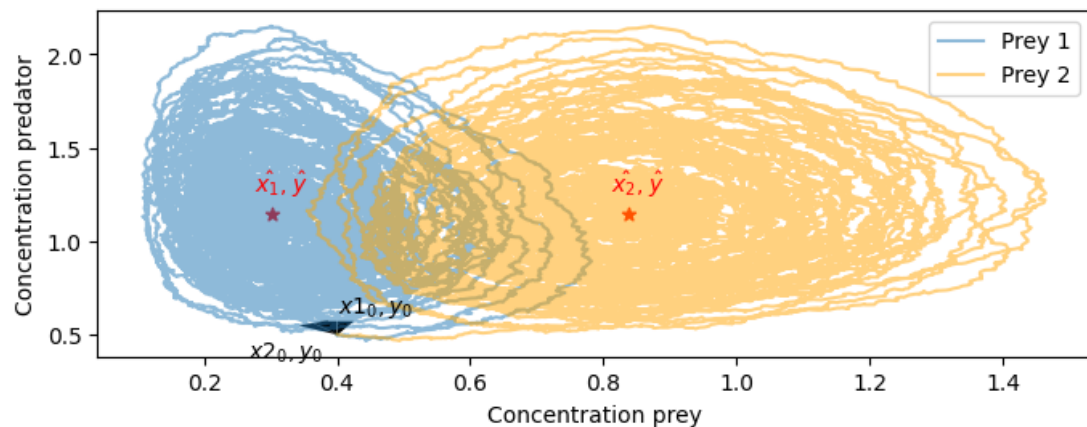
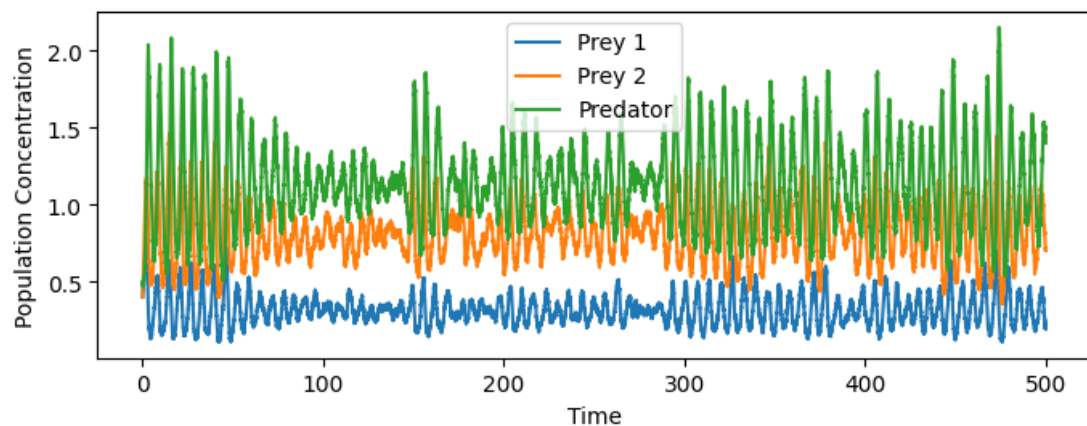
# ALL TOGETHER?



- Add enviromental noise to our ecoevolutionary **stochastic** model

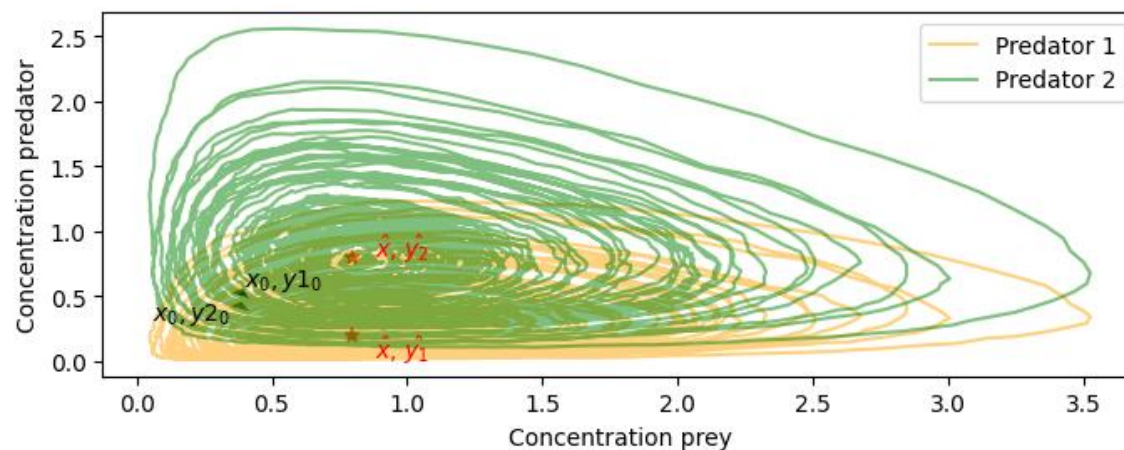
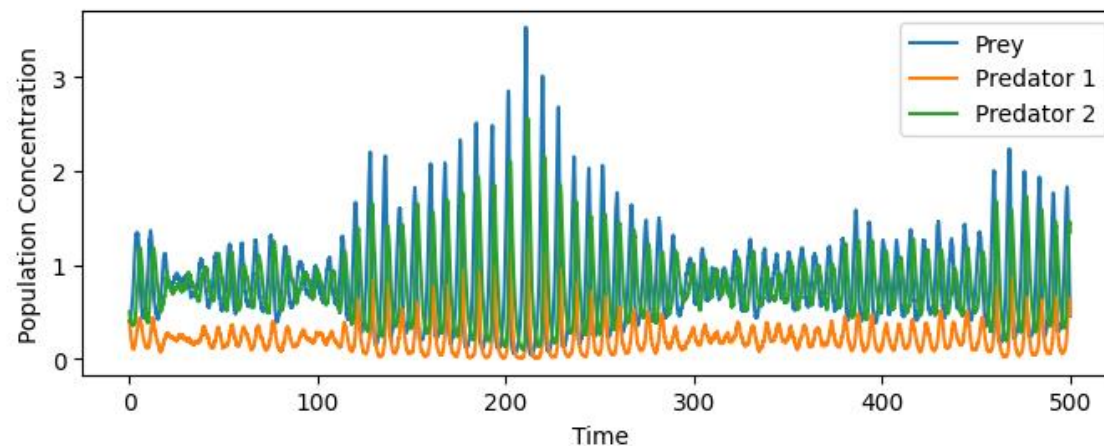
# TWO PREY

$N = 1000, \varepsilon = 1/4, \rho = 3/4, \text{variance} = 1/20$



# TWO PREDATOR

$N = 1000, \delta = 1/3, \rho = 3/4, \text{variance} = 1/20$



# CONCLUSIONS

- Both kind of noises induce sustained oscillations to a deterministically damped system.
- Enviromental and demographic noises have contrary effects when changing the  $\rho$  parameter,