

Evolution through mutation without selection

Assuming x and y to be the frequencies of A and B individuals in a population with mutation without selection, where,

$u_1 \rightarrow$ Rate at which A mutates to B

$u_2 \rightarrow$ Rate at which B mutates to A

The dynamical equation describing the rate of change of x and y ,

$$\frac{dx}{dt} = -u_1x + u_2y$$

$$\frac{dy}{dt} = u_1x - u_2y$$

Additionally we have

$$x + y = 1$$

Setting the derivatives equal to 0,

We get the theoretical value of equilibrium frequencies as

$$x_{eq} = \frac{u_2}{u_1 + u_2}$$

$$y_{eq} = \frac{u_1}{u_1 + u_2}$$

a) Let $u_1 = 0.003$ and $u_2 = 0.001$

The theoretical prediction of equilibrium frequencies for **$u_1 = 0.003$ and $u_2 = 0.001$** is

$$x_{eq} = 0.25$$

$$y_{eq} = 0.75$$

Simulation results for different population sizes:

For $N = 50$,

$$x_{eq} = 0.26$$

$$y_{eq} = 0.74$$

$N = 1000$

$x_{eq} = 0.251$

$y_{eq} = 0.749$

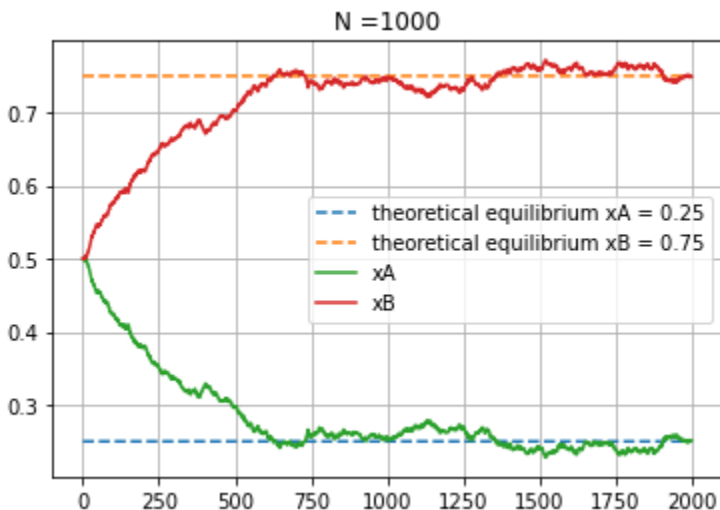
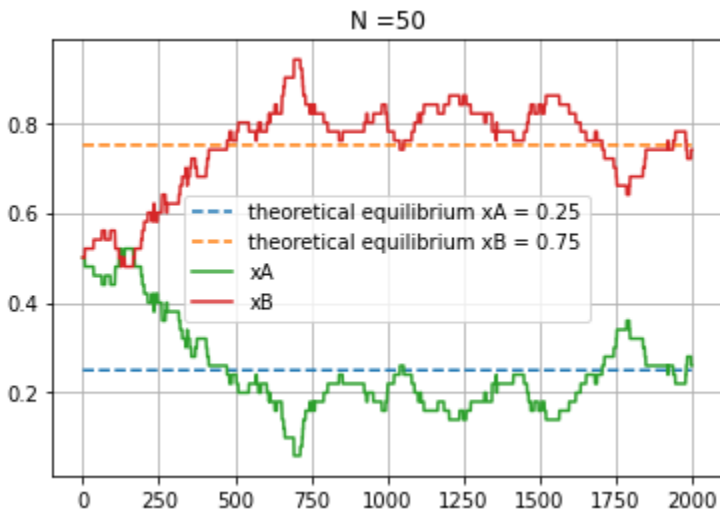
$N = 10000$

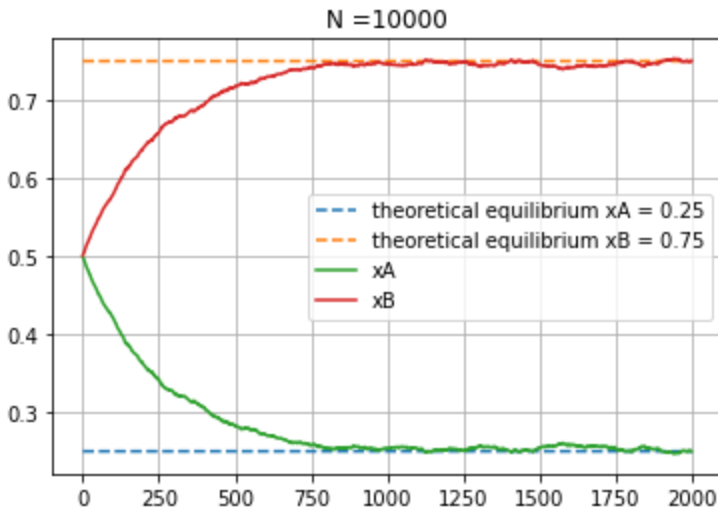
$x_{eq} = 0.24960000000000004$

$y_{eq} = 0.7504$

The equilibrium frequencies of the simulated population is practically close/equal to the theoretically predicted equilibrium frequencies. The simulation results become more and more closer to the theoretical prediction when the population size increase.

The plots have generation and frequency on the x and y axis respectively





b) Let $u_1 = 0.07$ and $u_2 = 0.001$

The theoretical prediction of equilibrium frequencies for $u_1 = 0.07$ and $u_2 = 0.001$ is

$$x_{eq} \approx 0.014$$

$$y_{eq} \approx 0.986$$

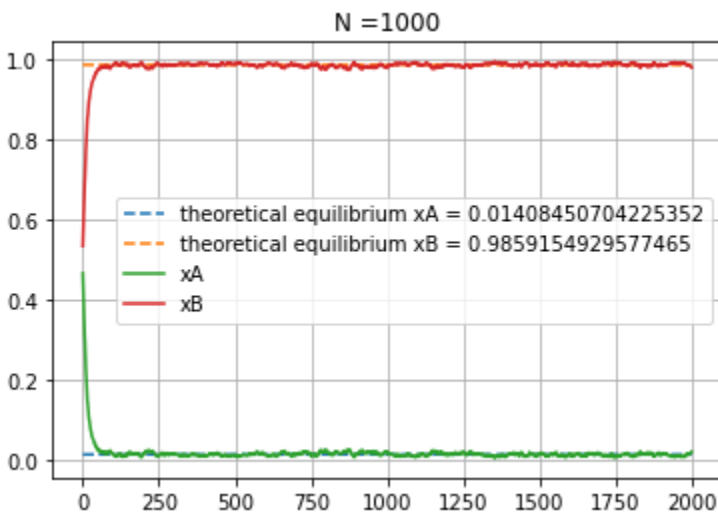
Simulation results:

For $N = 1000$

$$x_{eq} = 0.021000000000000002$$

$$y_{eq} = 0.979$$

The plot have generations and frequency on the x and y axis respectively



Again the simulated population equilibrium matches very much with the theoretical equilibrium. One can also note that on increasing the mutation rate u_1 to 0.07, the population achieves equilibrium faster.

Reference:

Evolutionary dynamics, exploring the equations of life. Martin A Nowak