

Lecture 4

Stochasticity

WILD3810 (Spring 2020)

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Readings

Mills 84-92

Assumptions of the B-D models

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Remember from the lecture 3 that our simple models of population growth were based on the following assumptions:

1) Population closed to immigration and emigration

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- 3) Birth and death rates are independent of an individual's age or biological stage
- 4) Birth and death rates are constant

Assumptions of the B-D models

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These forces often vary across space, time, and individuals:

- body condition
- temperature
- drought
- fire

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These forces often vary across space, time, and individuals:

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The B-D population model ignored all of these sources of variation

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Stochasticity

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Just because something is stochastic doesn't mean it's completely unpredictable



Stochasticity

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In population models, we can use probability to characterize and account for stochastic processes that effect population growth

Two types of stochastic processes

With regards to population models, we generally distinguish between two types of stochasticity:

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1) Environmental stochasticity

variation in the *mean* demographic parameters and population growth that occurs due to random changes in environmental conditions

2) Demographic stochasticity

variability in demographic parameters and population growth that arises from random outcomes among *individual* survival and reproductive fates due to random chance alone

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Environmental stochasticity

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Environmental stochasticity

The expected value of demographic parameters can fluctuate over time in response to:

rainfall



- temperature
- fires and disturbance
- competitors
- predators
- pathogens

Environmental stochasticity

If environmental attributes change stochastically over time, so will demographic vital rates and population growth rate



Modeling environmental stochasticity

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Over years, abundance will be:

Modeling environmental stochasticity

For example, if and:

then:

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Modeling environmental stochasticity

It's clear that this population is declining

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What *is* the average (which we'll call)?

Modeling environmental stochasticity

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In our example, this equals:

Modeling environmental stochasticity

But that can't be right!

means the population should have, on average, remained at 50 individuals

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The issue that the population growth is a multiplicative process

This means that shrinking by 30% and then growing by 30% does not get you back to where you started

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Modeling environmental stochasticity

To estimate the average of a multiplicative process, we need to take the *geometric* mean rather than the arithmetic mean:

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For our population, that means:

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Populations with variable growth rates will tend to grow more slowly (or decrease faster) than populations in constant environments even if their mean vital rates are the same.

Modeling environmental stochasticity

Let's see what that looks like:

Modeling environmental stochasticity

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Initially, assume a large population with:

•

• and neither parameter varies over time

Thus:

Modeling environmental stochasticity

Over 100 years, the population growth will be:

Modeling environmental stochasticity

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Modeling environmental stochasticity

Finally, let's add a third population with the same starting population size, the same mean demographic rates but now with annual variation of 40%.

Modeling environmental stochasticity

Because environmental stochasticity tends to reduce regardless of population size, it has important consequences for the extinction risk of **both small and large populations**

We'll explore this idea more in lab

Demographic stochasticity

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Likewise, we might expect individuals to produce 3 offspring on average, but some individuals will have more and some fewer based on chance

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Demographic stochasticity is essentially the difference between the **expected** survival/reproductive rate and the **realized** rates in our population.

Demographic stochasticity

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Going back to the coin flip, if we flip the coin 1000 times, we would expect to get pretty close to 50% heads

But as the number of flips gets smaller, the realized success rate could differ more from the expected value

Effects of demographic stochasticity

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To see this in action, we can use R to simulate the abundance of populations that experience demographic stochasticity

Effects of demographic stochasticity

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Effects of demographic stochasticity

Demographic stochasticity increase extinction risk of small populations because there's an increased chance that, purely due to randomness, more individuals die than are born

At large abundances, this is much less likely

Stochasticity and extinction risk over time

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The time it takes for this to occur will be longer for large populations but even still, it will eventually happen

Stochasticity and extinction risk over time

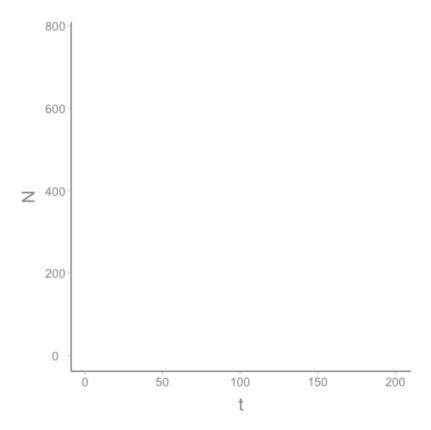
Again, we can use data simulations to show this:

Stochasticity and extinction risk over time

Again, we can use data simulations to show this: If we start with populations of 100 individuals and simulate 50 years of population change, 1% of populations go extinct

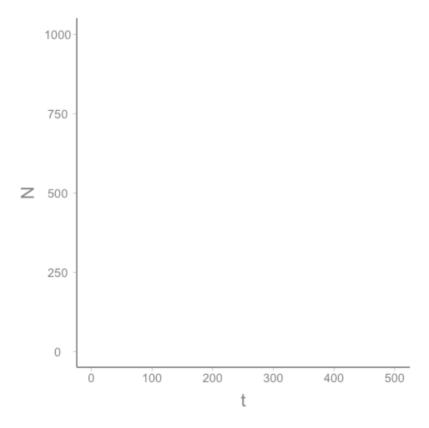
Stochasticity and extinction risk over time

If we extend our simulation out to 200 years, 23% of populations go extinct



Stochasticity and extinction risk over time

500 years? 57% of populations go extinct



Stochasticity and extinction risk over time

10,000 years? 99% of populations go extinct

