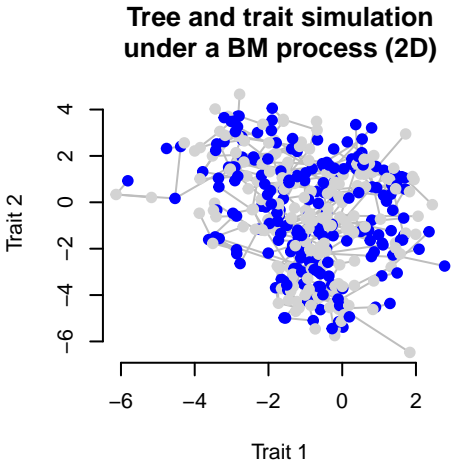
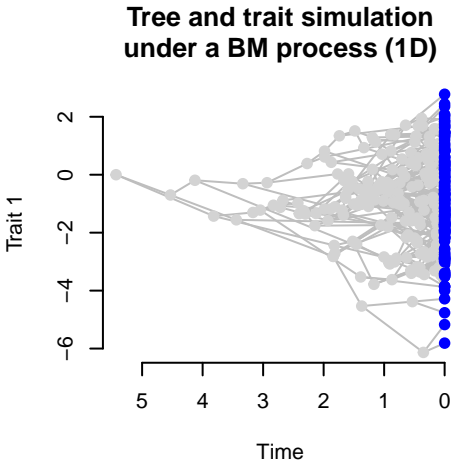
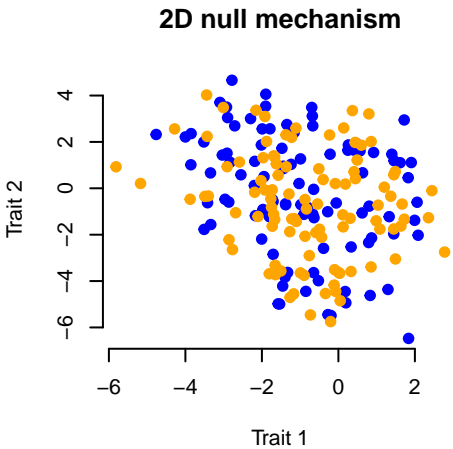
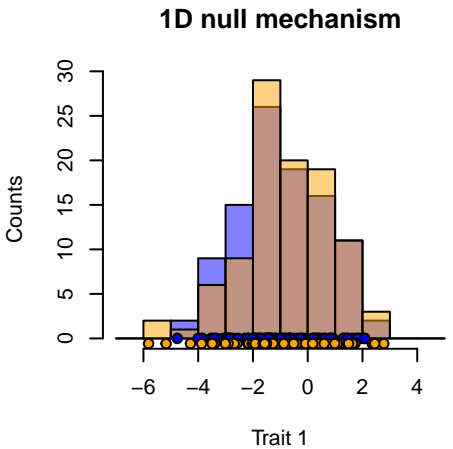


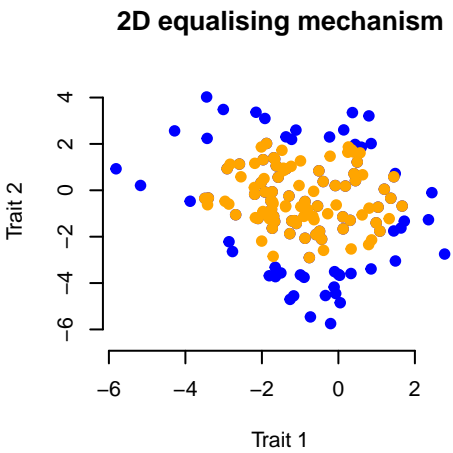
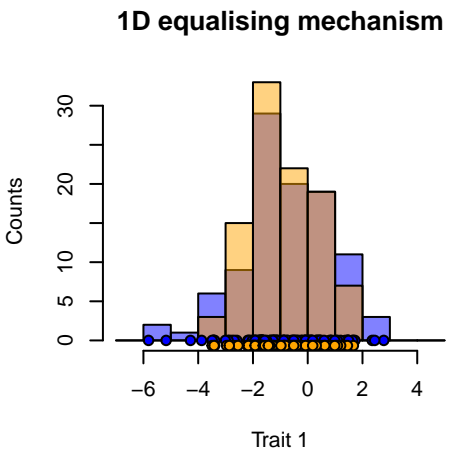
A) Tree and trait simulation:



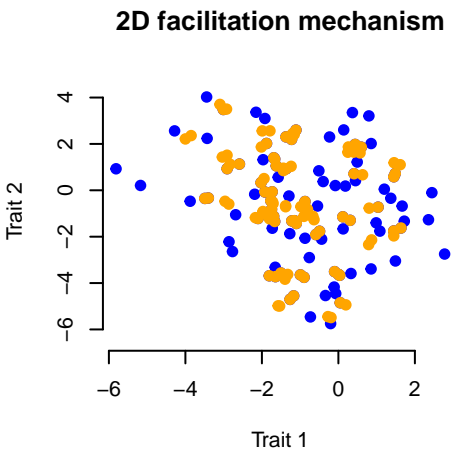
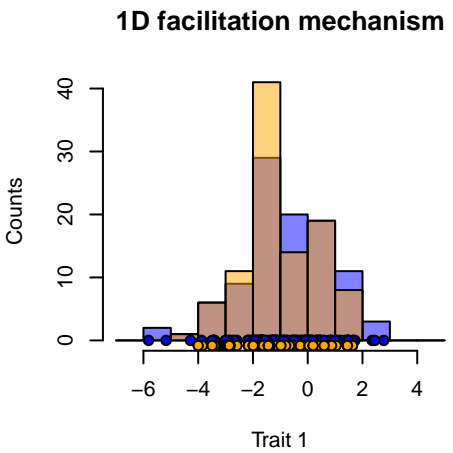
B) Null mechanism:
no specific
metric change



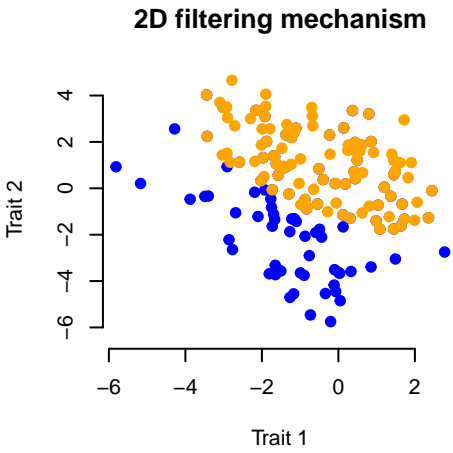
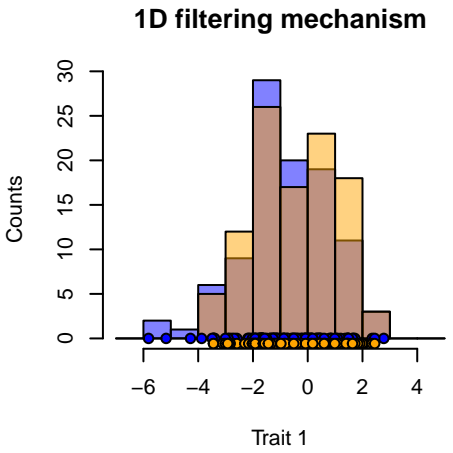
C) Approximating
equalizing
mechanism:
expected changes
in richness



D) Approximating
facilitating
mechanism:
expected changes
in regularity



E) Approximating
filtering
mechanism:
expected changes
in position



F) Approximating
competition
mechanism:
expected changes
in divergence

