2 Species Competition/Lotka-Volterra: with logistic growth for Equilibria: Sp1 2 = u(1-4-av) Spa #= sv(1-bu-v) T = arbitrary $\forall i = intraspecific$ $\forall i : \frac{1}{K}$ $\forall i : j = intripecific$ both species and competition terms that reduce their growth rates du = 0 $\frac{dV}{dt} = 0$ v=0 or 1-bu-v=0 => v=1-bu due to the presence of the other species. u: population size of species 1 $\frac{dN_1}{2t} = r_1 N_1 \left(1 - \alpha_{11} N_1 - d_{12} N_2\right) = \frac{1}{r_1} \frac{\sigma_1 N_1}{dT} = N_1 \left(1 - \alpha_{\alpha} N_1 - \alpha_{12} N_2\right)$ v: population size of species 2 (0,0) trivial, both extinct (1,0) species I wins Semi-trivial a: competition coefficient (effect of species 2 on species 1) $\left(\frac{1-a}{|-ab|}, \frac{1-b}{|-ab|}\right)$ for $ab \ne 1$ coexistince equilibrium b: competition coefficient (effect of species 1 on species 2) s: relative growth rate of species 2 (can be used to rescale time) Nullcline: Nullding Sp a : (# = 0) Mullelinus Sp 1: $\left(\frac{dn}{dt} = 0\right)$ du = 4(1-4-00) $\begin{cases}
u=0, & v=\frac{1}{4}(1-u) \\
\rho \log \sin t v \\
\delta t
\end{cases}$ su(1-5u-v)a > 1Species 2 hurts species 1 more than species 1 hurts itself Ø by size 6 → 3 parametus su(1-6~-u) = sv(1-v) $\mathcal{A}_{iL} = \frac{1}{L_i} \ , \ u \in \mathcal{K}_{u} \, \mathcal{N}_{i} \ , \ v \in \mathcal{A}_{aL} \, \mathcal{N}_{L} \\ \mathcal{N}_{i} = \frac{u}{\alpha_{i_1}} \ , \ \mathcal{N}_{L} = \frac{v}{\alpha_{s_{2L}}} \ .$ if 0 < 6 < 1 1 b > 1Species 1 hurts species 2 more than species 2 hurts itself 14 P>1 1 Interspecific competition is stronger than intraspecific competition $\frac{d\mathcal{U}_{1}}{dt} = \frac{1}{dT} \left(\frac{q}{u_{11}} \right) = \frac{1}{u_{11}} \frac{\lambda u}{dt} = \frac{q}{u_{11}} \left(\left[-u - \frac{Au}{A_{12}} \right] v \right)$ # > o if u < 1= % spl grows for both species. They are each more negatively affected by the at > o if u < \frac{1-a}{1-ab} Sp a grows $\sqrt{s} \ll_{2.2} N_L \quad \left\{ S = \frac{v_L}{v_L} \; , \; N_L = \frac{u}{\omega_R} \; \left[\frac{dL}{dt} = d \left(1 - d - \omega_L V \right) \right] \right.$ other than by their own population. Unstable coexistence: outcome W < 0 if u > 1-ab Spa shrinks # < 0 if u> 言 Spl shrinks depends on initial conditions. If species 1 starts higher → wins, at= 0 1 w/ verpect to v $\frac{d\mathcal{H}_2}{dt} = \frac{d}{dt} \left(\frac{t}{\omega_{22}} \right) = \frac{1}{\omega_{21}} \frac{du}{dt} = \frac{g \, v}{\omega_{22}} \left(1 - \frac{\omega_{11}}{\omega_{11}} \, \omega - v \right)$ Divertional Field: Sign of the , the - same for ~ if species 2 starts higher → win. Nullclines intersect, saddle. if of >0) a is increasing Species 2 has less effect on species 1 than species 1 does on itself if the co, u is diamenty Graphing Phose Plane: $\frac{dU}{dt} = 0$ $v = \frac{1}{4}(1-u)$ $v = 0 \Rightarrow v = \frac{1}{4}$ $v = 0 \Rightarrow v = \frac{1}{4}$ b > 1Species 1 has more effect on species 2 than species 2 does on itself A+ u=0, luman uz1 sfd grows v>1 sfd grows v=1 能=0 Species 1 is resilient/Species 2 is sensitive to competition. Species 1 wins regardless of initial conditions. Species 1 will exclude species 2. Nullcline for species 1 will lie above nullcline for species 2. Stable equilibrium

where species 2 is extinct.					
a	b	Outcome	Phase Plane	Equilibrium/Stability	Direction Field
< 1	< 1	Stable coexistence			Point to coexistence eq.
< 1	> 1	Sp1 wins	Sp1 nullcline: shallower, starts higher (since a < 1) Sp2 nullcline: steeper, drops sharply (since b > 1)	Nullclines intersect but not meaningful. Stable equilibrium on u-axis (v=0). Coexistence eq. not valid	Point right and down. Trajectories lead to Sp1 dominance.
> 1	< 1	Sp2 wins	Sp1 nullcline: steep, starts lower (since a > 1) Sp2 nullcline: shallower, declines slowly (since b < 1)	Nullclines intersect but not valid. Stable equilibrium on the v-axis (u=0). Coexistence eq. not valid	Point left and up. Trajectories lead to Sp2 dominance
> 1	>1	Unstable coexistence (Bi-stabilityt)	Sp1 nullcline: steep Sp2 nullcline: steep	Nullclines intersect in relevant region. Initial conditions determine winner. Saddle point-unstable equilibrium.	Arrows point away from intersections. Trajectories move toward either axis depending on starting point.

What is aij? aij is the competition coefficient representing the effect of species j on species i; tells us how much species j reduces the growth of species i, measured in units of species aii: intraspecific competition (effect of species j on species j)

aii = 1/k; the intraspecific competition strength is inversely proportional to the carrying capacity

What does aij represent for i = j? determines how quickly growth slows as the species approaches it's own carrying capacity →

What does aij represent for i = j? determines how many individuals of species j are equivalent to one individual of species i in terms of resource use or competitive pressure What are sensible bounds for aij? aij >/0 (negative values do not imply competition), typical vals 0 < / aij </1

If aij = 0, no interspecific competition (neutralism), If aij = 1, ind of species j compete exactly as much as species i, For aij > 1, ind of species j have stronger competitive effect on species i.

High aij values can lead to unstable coexistence or competitive exclusion.

The value of aij reflects the degree of niche overlap between species i and j. Niche overlap: how similarly two species use the same types of resources, if species use resources exactly the same way they compete strongly (high aij), if species specialize in different parts of resource spectrum competition low (small aij). More overlap = high aij, less overlap = low aij. Ex: Two bird species both eat seeds, but one prefers small seeds and the other prefers medium seeds. Their resource utilization curves (normal distributions) will only partially overlap. Moderate αij, because they compete for some but not all of the same seeds

Non-dimensionalization: simplifying math model by removing/combining units/parameters without changing how the system behaves, rescles time and pop size. Context: making time unitless and eliminating parameter r1, introduces S=r2/r1, a dimensionless ratio of growth rates (and not two separate rates), each population is scaled by carrying capacity. $a=\alpha 11/\alpha 12$: the effect of species 2 on species 1, relative to species 1's self-limitation

 $b=\alpha 21/\alpha 22$: the effect of species 1 on species 2, relative to species 2's self-limitation

They represent interspecific competition strength compared to intraspecific competition.

If α 11> α 12, species 1 is more limited by its own crowding than by competition with species 2 \rightarrow coexistence is more likely. If α 12> α 11, species 2 hurts species 1 more than species 1 hurts

itself → species 1 may decline or go extinct.

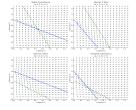
itself - species i may decime of go extinct.				$\frac{dR}{dt} = f(R) - g(C, R)$	
			Resource (R)	$\frac{\partial}{\partial t} = f(R) - g(C, R)$	Renewal minus cons
a < 1, b < 1	Species limit themselves more than each other	Stable coexistence	Consumer (C)	$\frac{dC}{dt} = \epsilon g(C,R) - h(C)$	Growth from consume fficiency ϵ) minus d
	One species harms the other too much	Exclusion/unstable		$0 < \epsilon < 1$	
a > 1, b > 1			ϵ	0 < 6 < 1	Conversion efficience
			f(R)	e.g. $rR(1-R/K)$	Resource renewal fu
					(logistic, linear, or co
Predator-Prey Model				Functional response	Rate at which consu
					consume resources

Trivial Equilibrium (R^* , C^*) = (0,0) Non-trivial equilibrium (d/Eb, a/b)

 $f(R,C) = \begin{bmatrix} a - bC & -bR \\ \epsilon bC & \epsilon bR - d \end{bmatrix}$

Type I	g(C,R)=aCR	Linear	Constant attack rate, no handling time
Type II	$g(C,R) = \frac{aCR}{1+ahR}$	Saturating	Includes handling time; rate plateaus
Type III	$g(C,R) = \frac{aCR^2}{1+ahR^2}$	Sigmoidal / Generalized	Slow start at low prey densities;

No consumers $(C=0)$	$\frac{m}{dt} = f(K)$	Resource grows on its own logistic)
No resources ($R=0$)		Consumer declines via dear rate
Constant per capita death	h(C) = dC	Linear mortality
Density-dependent death	$h(C) = dC^2$	Mortality increases with crowding



Consumer death rate Can be constant or der