# **Definitions**

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What are ecology and evolution?

### ecology

"the study of the processes determining the distribution and abundance of organisms" (Krebs) or of "the interaction among organisms and between organisms and their environment" (Poulin)

In infectious disease (ID) context: **incidence** (number of new infections per unit time) and **prevalence** (number of infected individuals in the population). We may also be interested in the **parasite burden** or **intensity** of infection: how many bugs/host on average?

How do we get this information?

- case reports
- proxies (deaths, hospitalizations, wills)
- serosurveys
- counting eggs in feces, or worms in gut contents
- viral titers (e.g. by quantitative PCR)
- population genetic methods (Volz et al. 2009)

#### evolution

"changes in genotype frequency in a population between generations" - due primarily to **mutation**, **selection**, **drift**, etc.<sup>1</sup> or more broadly, the change in characteristics of organisms over time due to genetic change.

In ID context, we will be interested in the evolution of pathogens, of hosts, and the **coevolution** of pathogens and their hosts.

How do we find out about evolution?

- experiments (in vitro)
- changes in phenotype frequencies (e.g. parasite strains)
- measuring **serotype** frequency
- · detection of ancient DNA
- detection by sequencing (e.g. S-gene target failure)
- · genome sequencing
- inferring **selective sweeps** from low-variation regions in the genome
- phylogenetic reconstruction (time to most recent common ancestor, relationships)
- inference about phenotypes by modelling protein structures

<sup>1</sup> does anyone remember the other two assumptions of Hardy-Weinberg equilibrium?

# What is an infectious disease?

- disease: departure of an organism from its "normal" functioning (genetic, environmental, ...). An **infectious disease** is a disease that can be transmitted (horizontally) among organisms. (Vertical transmission = parent-to-offspring, usually maternal (e.g. Wayne et al. (2011)))
- symbiont: an organism that lives in close association with its host, in contrast with **free-living** organisms ( $\neq$  "mutualist")
- parasite: an organism that lives in close association with its host and harms its host (reduces **fitness** but doesn't kill)
- pathogen: "a microorganism that causes disease" (Oxford English Dictionary).
- natural enemy: any organism that benefits (increase in fitness) from association with its victim (loss of fitness)

	kills	harms	no effect	benefits
close	parasitoid	parasite	commensal	symbiotic
				mutualist
				('symbiont')
not close	predator	grazer		free-living
				mutualist

- Biochemical parasites: prions (chronic wasting disease, scrapie, bovine spongiform encephalopathy), transposable elements, cancer (including transmissible (Wikipedia) cancers, e.g. Tasmanian devil facial tumour disease)
- Biochemically obligate parasites: phages, viruses
- Other microparasites: bacteria, fungi, protozoans
- Classical macroparasites (nematodes, schistosomes, trematodes, acanthocephalans, molluscs ...)
- Ectoparasites/grazers (leeches, fleas)
- Phytophagous insects (aphids, Lepidoptera etc.)
- Behavioral parasites ("scroungers"): brood parasites (intraspecific and cuckoos, cowbirds, etc.) and kleptoparasites (skuas)
- Cheaters in animal societies (e.g. reproducing worker bees)
- Cheaters in mutualisms (ant-plant scroungers)

# Why do we care?

Because close association qualitatively changes the ecological/evolutionary relationship between host and parasite to a chronic, biochemically mediated arms race. We will expect the evolutionary trajectories of

parasites, parasitoids, and predators to be extremely different (cf. anthrax and tuberculosis).

Why are we talking about parasites in general when this course is about infectious disease?

- 1. parasites have a major impact on morbidity (disease) and mortality, albeit mostly in less-developed countries (should we care
- 2. understanding parasitism in general gives broader scope for understanding eco/evo
- 3. parasites are cool (complex life cycles etc.)

## microparasites and macroparasites

- microparasite (intensity-independent parasite): typically, a parasitic microorganism (virus/bacterium/protozoan/fungus) but more generally a parasite where we count hosts as uninfected/infected. (Counterexample: viral load)
- macroparasite (intensity-dependent parasite): typically, a metazoan parasite (cestode/nematode/copepod/insect) but more generally a parasite where we track the intensity of infection per host

Why do we care? Because we have to model the interaction differently

# Origins of parasitism

Why be a parasite?

The **biotic** environment of a parasite may seem ideal (the host maintains homeostasis and provides resources), but the biotic environment is actively hostile, unlike the abiotic environment of freeliving organisms

- Did symbionts become enemies, or enemies become symbionts?
- How easy is it to switch between (1) free-living and symbiotic lifestyles or between (2) mutualism and parasitism?
- Comparative analysis tries to answer such questions by looking at organismal traits in a phylogenetic context.
- phoresis: the use of a (phoretic) host for transport (or a stable environment) only (e.g. some mites, nematodes)
- Combes describes the progressive intensification of parasitism in 12 species of prosobranch molluscs
- chronic (obligate) symbionts are stuck, but opportunistic symbionts can easily flip between mutualism/commensalism and parasitism (Moran and Wernegreen 2000)

### parasite/mutualism shifts

From: Microbial evolution and transitions along the parasite-mutualist continuum a Obligate pathogen from **b** Growth benefit from environmental ancestor soil-associated bacteria ree-living Parasitism Mutualism Commensalism c HGT of virulence-associated loci d Replacement of existing nutritional symbiont

Fig. 1: Evolutionary transitions onto and along the parasite-mutualist continuum.

Figure 1: Fig 1, Drew, Stevens, and King (2021)

### References

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