1) Number 26 repoductive bouts Semelparons: spp. ped reproduces IX - annual plants - Some Parific Salmon - Tare in vertebrates other than boney fish Iteroparous: spp. reproduce multiple times - Girds, reptiles, manmals (most) - Grandmother hypothesis Tradeoffs btw. fecundity, growth, survival

2) r-selection vs. K selection

T: intrinsic rate of growth in a population - selected for high population growth rates "Quantity" over "Quality" K: Carrying Capacity of a population "Quality" over "Quantity" - Long - lived - Derelop slowly - Défgar Delayed Maturation - Invest heavily in offspring - low rakes of reproduction (large manmals, turtles, crocodiles, long-lived trees) Tradeoffs: Energy is limited and allocated to one structure of or

- Shorter ligespans - rapid development - Parly maturation - low parental investment (insects, weedy plants, Small vertebrates) Bunction against another - Resources

= Reproductive value ~ mean amount 06 future reproductive success

- Maximized under Mass Selection

\$\rightarrow \text{part of \$\Pi\$ that is at stake

a ~ proportionate increase in \$\phi\$ that results for a (+) (YES) response

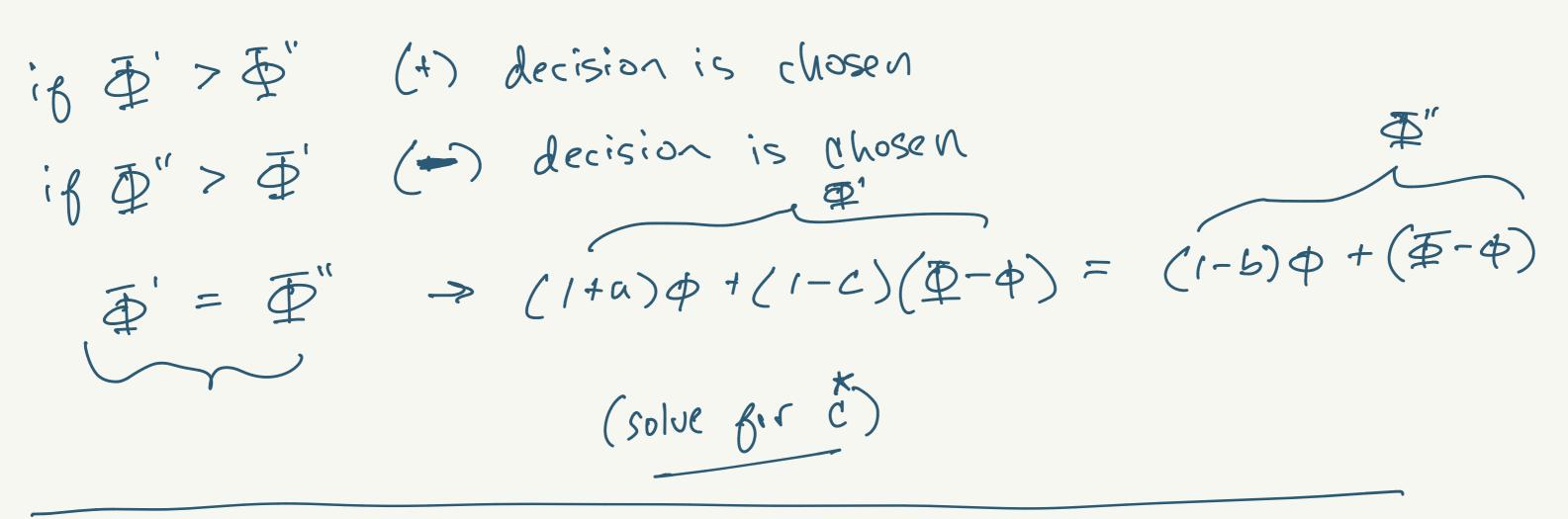
Ca cost of a

br loss factor from a (-) (ND) response

$$(+) \ \, \bar{\Phi}' = (1+\alpha)\Phi + (1-c)(\bar{\Phi}-\Phi)$$

$$(=\Phi) \ \, \bar{\Phi}' = (1+\alpha)\Phi + (\bar{\Phi}-\Phi)$$

(-)
$$\Phi^{11} = (1-b)\Phi + (\Phi^{-}\Phi)$$

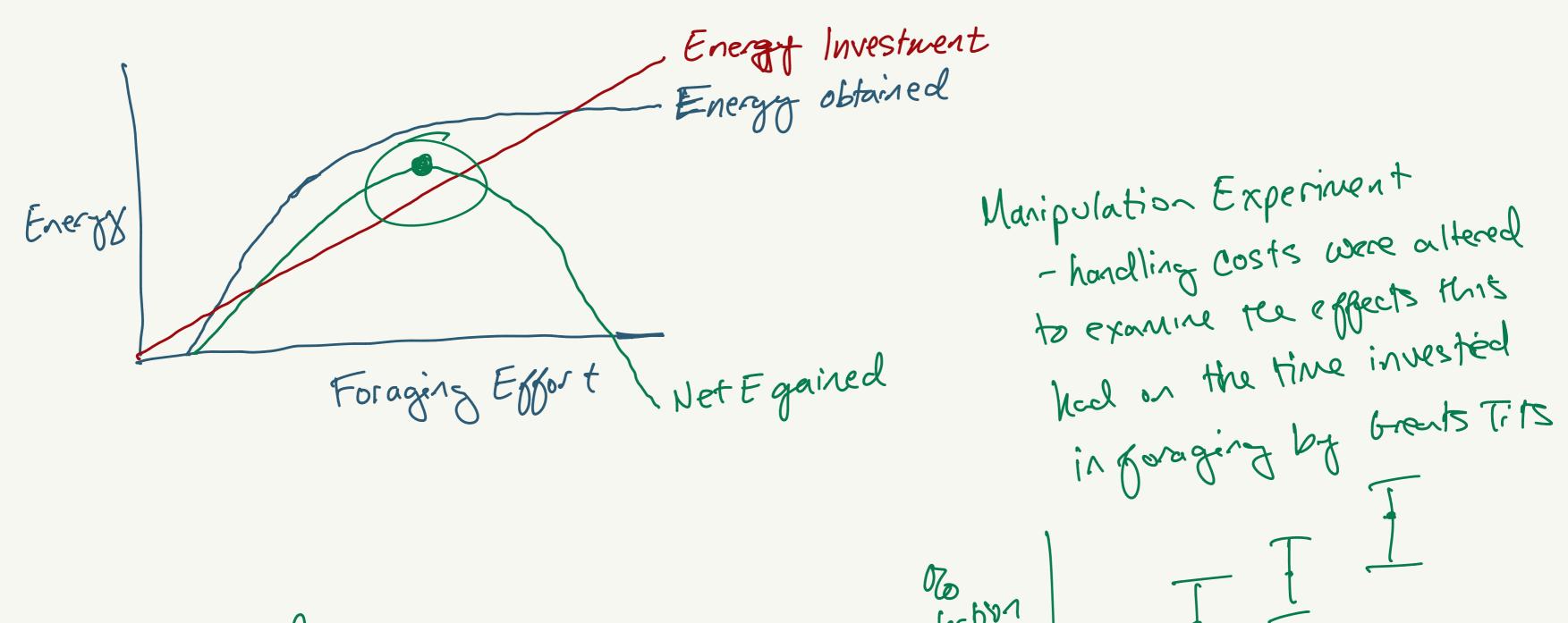


Behaviors: finding food, finding mates, avoiding predators

- Max (Survival, reproduction)
- Cost & Benefits (tradeoffs)

- infanticile among lions
- Siblicide (Nazca booby)

Foraging Ecology ~ obtaining the energy to eproduce not die Optimal Foraging Theory: - maximize energy gain - minimize energy (055)
Optimal Foraging Theory: - minimize energy (255
- food varies over space and time - grass - grass - grass - grass - grass - grass - ligs (masting) - lions eating herbivores
- Energetic Costs: Finding Capturing Handlings Egain - E1055 De air lilitar P = t
Progritability += t



toraging

Large large prey

less profitable

Chigh hondling

time)

prey

Moregitable